

OJAS PATIL

LOOP DE LOOP

ROLLER

COASTER

JOURNEY

Dec. 7
2024

Dec. 7 24

Loop de loop: Elevation to energy roller coaster journey

Overall description of my project idea:

This project is targeting to find the elevation of the start track for a toy car to provide enough kinetic energy so that the stored potential energy to complete one loop de loop.

Problem:

What height of the start track should provide enough energy to complete one 360° circular track.

Hypothesis:

The higher elevation will generate enough kinetic energy so that the stored potential energy to complete a loop.

Dec. 14
2019

Manipulated variable:

Elevation of the start track / diameter of Loop.

Responding variable:

Toy car completing the loop de loop.

Controlled variable:

Controlled variable:

Toy car (weight, size), angle of start track, material of track.

Experimental procedure:

First step of the experiment is to find a height required to complete one loop. Next step

would be to increase height of loop & smaller

increase in height means results in successful completions of loop de loop.

Dec. 19
2024

In order to complete a loop you need enough kinetic energy converted into potential energy to complete a loop de loop. Also to complete a loop de loop you need a good amount of momentum so that the train/cart won't fall off the tracks. The to come back down from the second fall gravity will pull it down, and centripetal force helps finish the loop de loop and friction stops the remaining energy.

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2024

To find out how much kinetic energy is used

We use this formula:

$$\text{Kinetic energy} = \frac{1}{2} \text{ mass} \times \text{velocity}^2$$

To find out how much potential energy is used

We use this formula:

$$\text{Potential energy} = \text{mass} \times \text{gravity} \times \text{height}$$

$$\text{Velocity} = \sqrt{2 \times 9.81 \times 50} = 31.3$$

$$\text{Velocity} = \sqrt{2 \times 9.81 \times 92} = 42.4$$

$$\text{Velocity} = \sqrt{2 \times 9.81 \times 127} = 49.9$$

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2024

1.) The velocity of the car when it reaches the bottom of

ramp: $PE_o + \cancel{KE_o} = \cancel{PE_f} + KE_f$ $PE_o = KE_f$

$$mgh = \frac{1}{2} mv^2$$

$$V = \sqrt{2gh}$$

2.) The normal force at the car at bottom of ramp:

$$\Sigma F = F_n - mg = ma_c \quad a_c = \frac{v^2}{R}$$

$$F_n - Mg = \frac{Mv^2}{R}$$

$$F_n = \frac{Mv^2}{R} + Mg$$

$$F_n = \frac{M(\sqrt{2gh})^2}{R} + mg = \frac{2mgh}{R} + mg$$

$$F_n = mg \left(\frac{2h}{r} + 1 \right)$$

3.) The minimum velocity need at top of the loop:

$$\Sigma F = Mg + \cancel{F_n} = MA_c$$

$$\cancel{Mg} = \frac{\cancel{M}v^2}{R}$$

$$Mg = MA_c \quad A_c = \frac{v^2}{R}$$

Mg

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2024

9.) The minimum vertical height (h) the ball must start with to make it through the loop and stay in track:

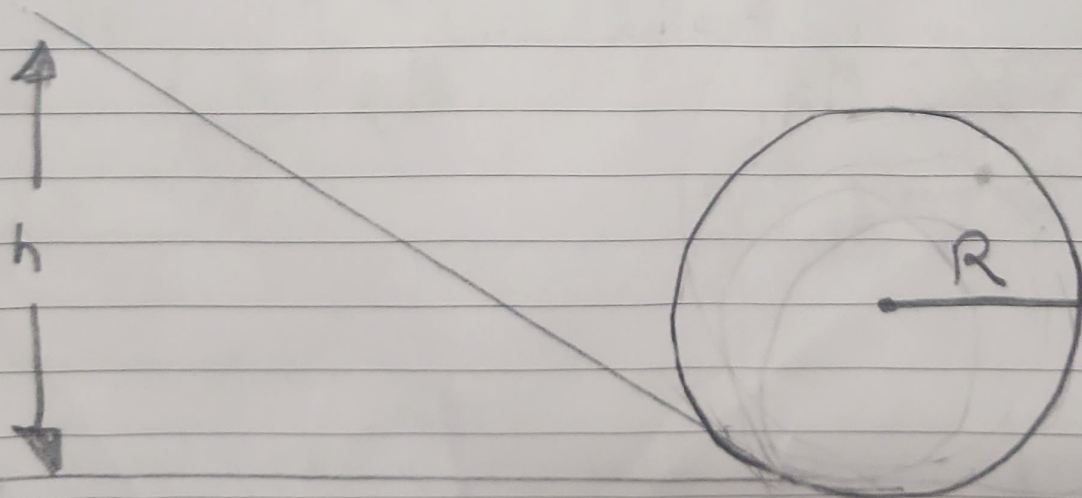
$$PE_0 + KE_0 = PE_f + KE_f$$

$$mgh = mg(2r) + \frac{1}{2}mv^2$$

$$gh = 2gr + \frac{(\sqrt{gr})^2}{2}$$

$$gh = 2gr + \frac{gr}{2}$$

$$h = 2.5 R$$



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2024

I decided to verify if the formula ($h = 2.5R$) works for my hotwheels track.

From my hotwheel sets I collected a small sized loop, a stand to hold the loop de loop, tracks used as a ramp, and connectors to hold the tracks together.

I will verify small LDL results with two bigger LDL. Hence, I gathered 2 LDLs to verify small LDL results, longer tracks for ramp, more connectors.

Dec. 29
2024

Experiment 1:

Finding height of track for smallest LDL.

Q: Is start ramp height $3R$ ($1.5 D$) enough to complete LDL.

Ramp height = LDL dia $25 \text{ cm} \times 1.5 = 37.5$
 $U = \text{cm}$

Height	Distance	Length tr.	Success	
37.5	50 cm	65 cm	NO	Can't reach the top
37.5	40 cm	65 cm	NO	Too steep ramp
37.5	54 cm	65 cm	NO	Can't reach top

Ramp height = LDL dia $25 \text{ cm} \times 1.7 = 42.5$
 $U = \text{cm}$

Height	Distance	Length tr.	Success	
42.5	60	80	NO	Can't reach top
42.5	55	80	NO	Can't reach top
42.5	64	80	NO	Made a jump

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U. cm

RH = LDL dia 25 x 1.8 = 45

Height	Distance	Length to	Success	
95	80	95	NO	Made a jump
45	75	95	NO	can't reach top
45	84	95	NO	made a jump

RH = LDL dia 25 x 2 = 50 cm

U = cm

Height	Distance	Length to	Success	
50	80	95	NO	
50	75	95	NO	Made a jump
50	78	95	NO	
50	80	100	NO	Made a jump
50	85	100	NO	
50	87	100	yes	

Dec. 25
2024

Based on the calculation, minimum ramp height is $2.5R$.

I started with $3R (1.5D)$ instead of $2.5R$ because of friction loss, still

the car was unable to complete the entire loop de loop. Hence, I kept increasing the height ($1.7D, 1.8D, 2.0D$). The experiment was successful at $4.0R (2.0D)$.

I noticed keeping the ramp straight gives a better chances of success, but keeping it curved less chances of being successful.

Dec. 27

2025

$$PH = LDL \text{ dia } 40 \times 2 = 80$$

Height	distance	length r_h	Success	
80	135	160	No	Can't reach top
80	130	160	No	Can't reach top
80	120	160	No	Can't reach top

$$RH = LDL \text{ dia } 40 \times 2.1 = 84 \text{ cm}$$

84	130	160	No	Can't reach top
84	120	160	No	Can't reach top
84	125	160	No	Can't reach top

$$RH = LDL \text{ dia } 40 \times 2.2 = 88 \text{ cm}$$

88	125	160	Yes	
88	120	160	No	Made a jump
88	115	160	No	Can't reach top

Dec. 27
2024

$$RH = LIII \quad dim = 40 \times 2.3 = 92 \text{ cm}$$

Height	Distance	length to	Success	
92	125	160	yes	
92	120	160	yes	
92	115	160	No	Made a Jump

Dec. 28
2029

First thing that I noticed in the medium Loop de Loop is when I started at 2.0 D it didn't work because of the longer tracks there was way more friction loss in the medium loop de loop than the small Loop de loop.

For ramp height I did 2.1 D, and 2.2 D. 2.1 D occurred in a failure. The first experiment for 2.2 D was successful, but the other two experiments also occurred in a failure. In my earlier observations for the small loop de loop straight tracks were better for success for medium LDL.

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2024

$$RH = LDL \text{ dia } 51 \times 2.8 = 122 \text{ cm}$$

Height	distance	length to	success
122	150	200	yes
122	140	200	No
122	135	200	No

Made a jump

Can't reach top

$$RH = LDL \text{ dia } 51 \times 2.3 = 117$$

117	155	200	No	Can't reach top
117	145	200	No	Can't reach top
117	140	200	No	Can't reach top

$$RH = LDL \text{ dia } 51 \times 2.5 = 127$$

127	150	200	yes	
127	145	200	No	Made a jump
127	140	200	No	Can't reach top

Dec. 30
2024

As observed in the medium loop that 2.0 D won't work because of friction.

~~We~~ started at 2.4 D instead of 2.2 D.

Because of starting at 2.4 D instead of 2.2 D,

the first experiment at 2.4 D height was

successful. We began the experiment at 2.3 D,

~~We~~ tried the experiment at 2.3 D height,

but it was a failure.

I also tried the experiment at 2.5 D height.

The first experiment was only a

success at 2.5 D height.