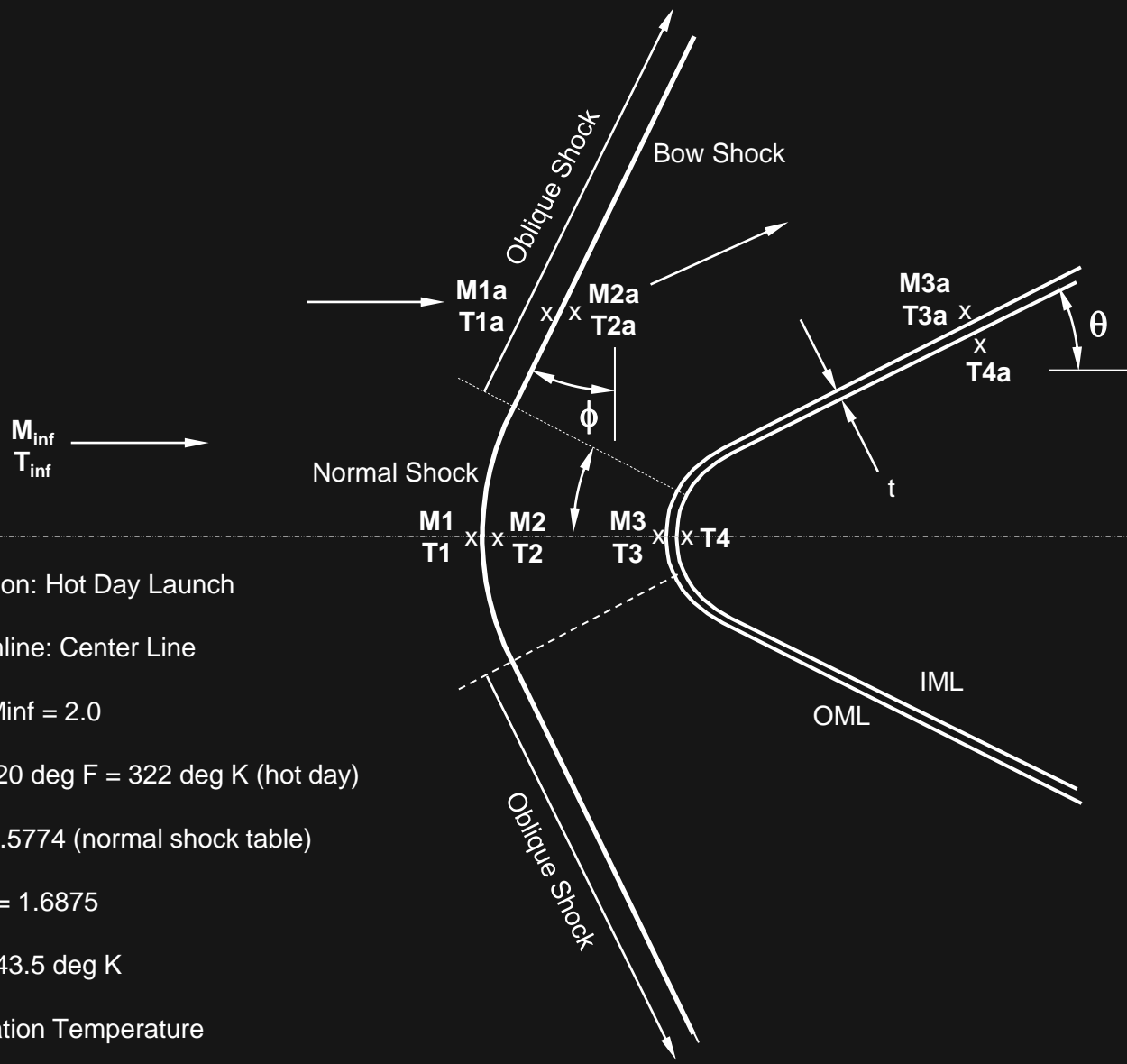




Stagnation Temperatures: Normal Shock



Condition: Hot Day Launch

Streamline: Center Line

$M_1 = M_{inf} = 2.0$

$T_1 = 120 \text{ deg F} = 322 \text{ deg K (hot day)}$

$M_2 = 0.5774$ (normal shock table)

$T_2/T_1 = 1.6875$

$T_2 = 543.5 \text{ deg K}$

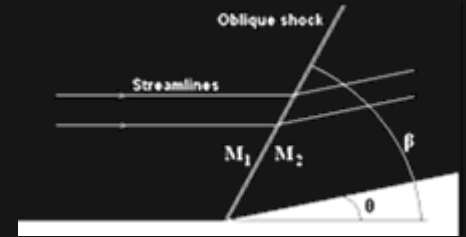
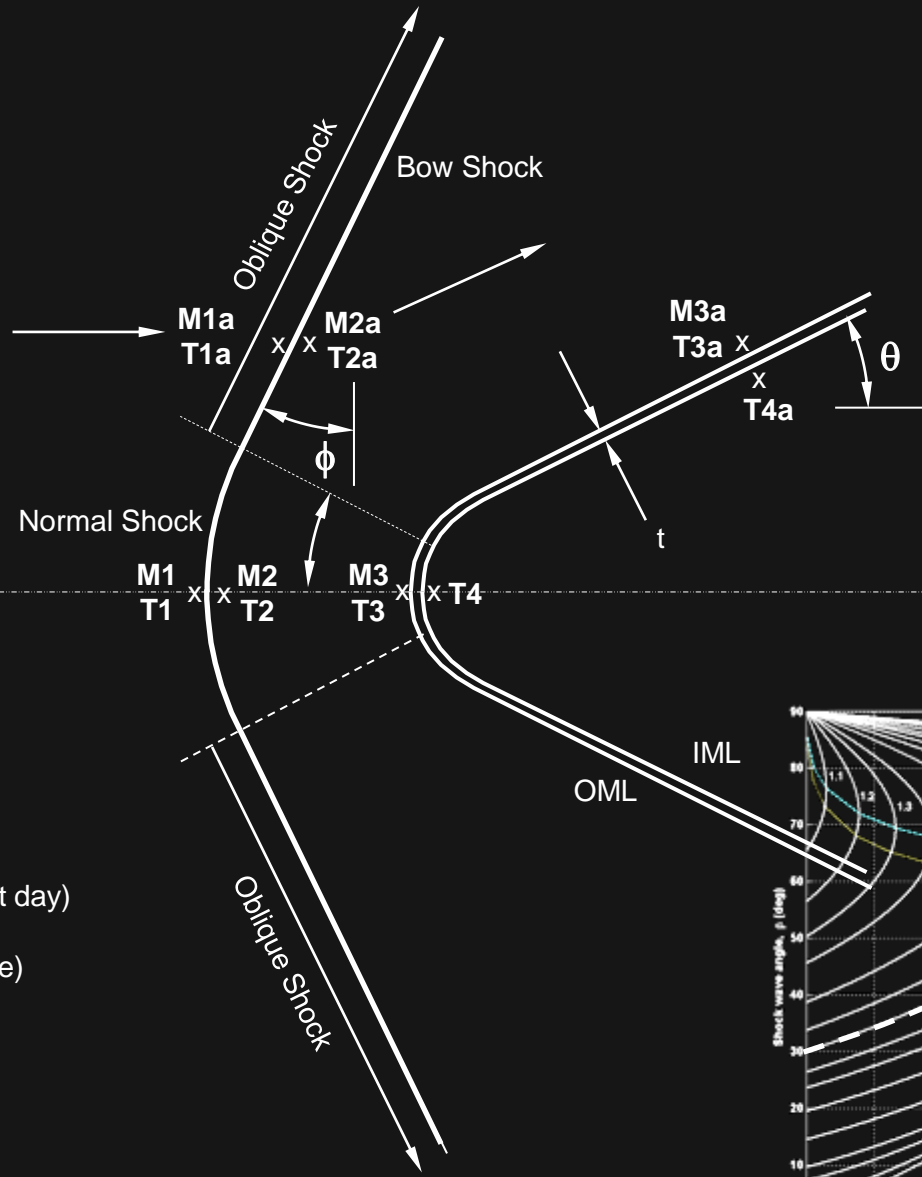
Stagnation Temperature

$T_3 = T_0 = T_2 (1 + ((\gamma - 1)/2) M_2^2) = 579.7 \text{ deg K}$ or 583.8 deg F

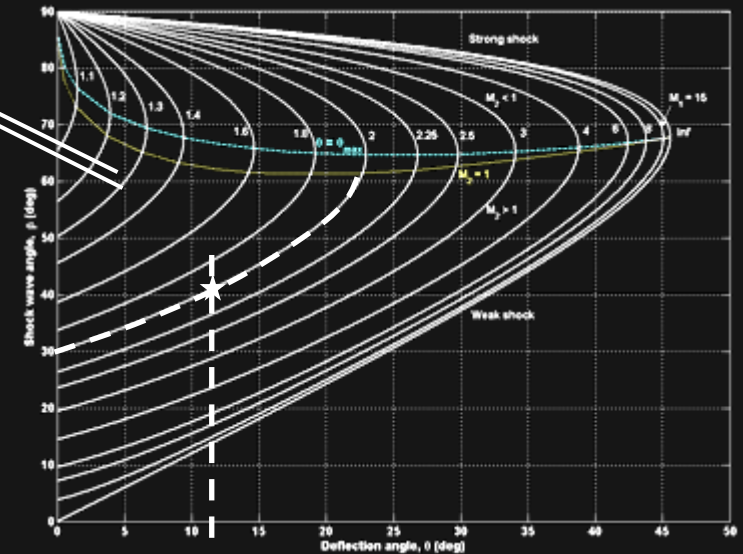
Compare to Recovery Temp $P_1 = 510 \text{ deg F} \Rightarrow 510/584 = 12.6\% \text{ loss (reasonable)}$



Stagnation Temperatures: Oblique Shock

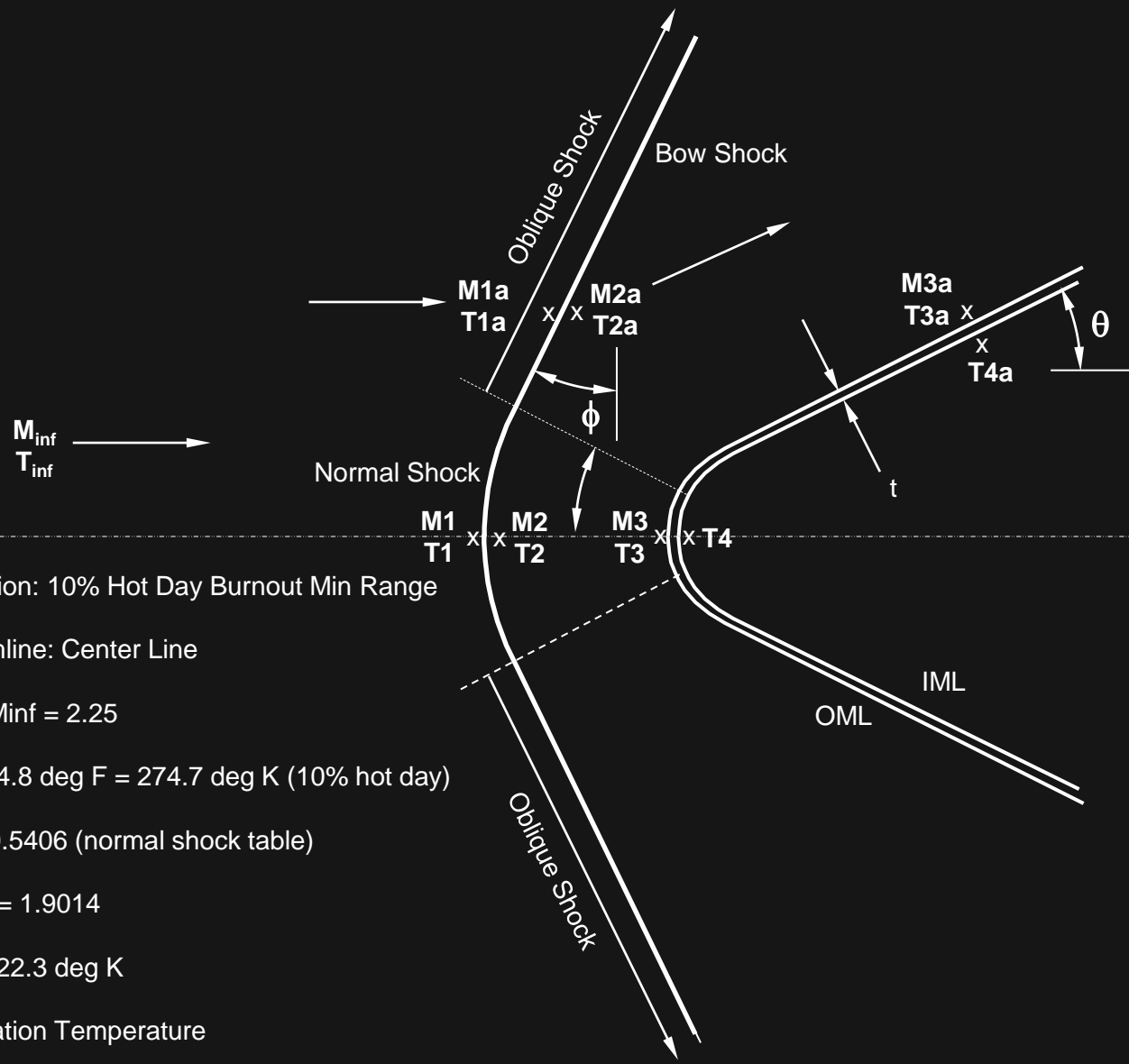


- Condition: Hot Day Launch
- Streamline: Non-Center Line
- $M_1 = M_{inf} = 2.0$
- $T_1 = 120 \text{ deg F} = 322 \text{ deg K}$ (hot day)
- $M_2 = 1.6032$ (oblique shock table)
- $T_2/T_1 = 1.1889$
- $T_2 = 382.9 \text{ deg K} = 230 \text{ deg F}$
- $\Phi = 40.4 \text{ deg}$





Stagnation Temperatures: Normal Shock



Condition: 10% Hot Day Burnout Min Range

Streamline: Center Line

$M_1 = M_{inf} = 2.25$

$T_1 = 34.8 \text{ deg F} = 274.7 \text{ deg K}$ (10% hot day)

$M_2 = 0.5406$ (normal shock table)

$T_2/T_1 = 1.9014$

$T_2 = 522.3 \text{ deg K}$

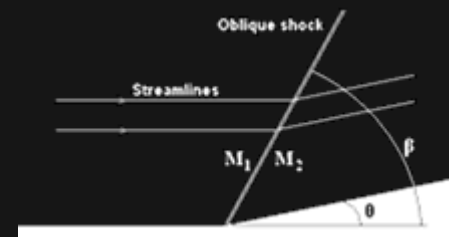
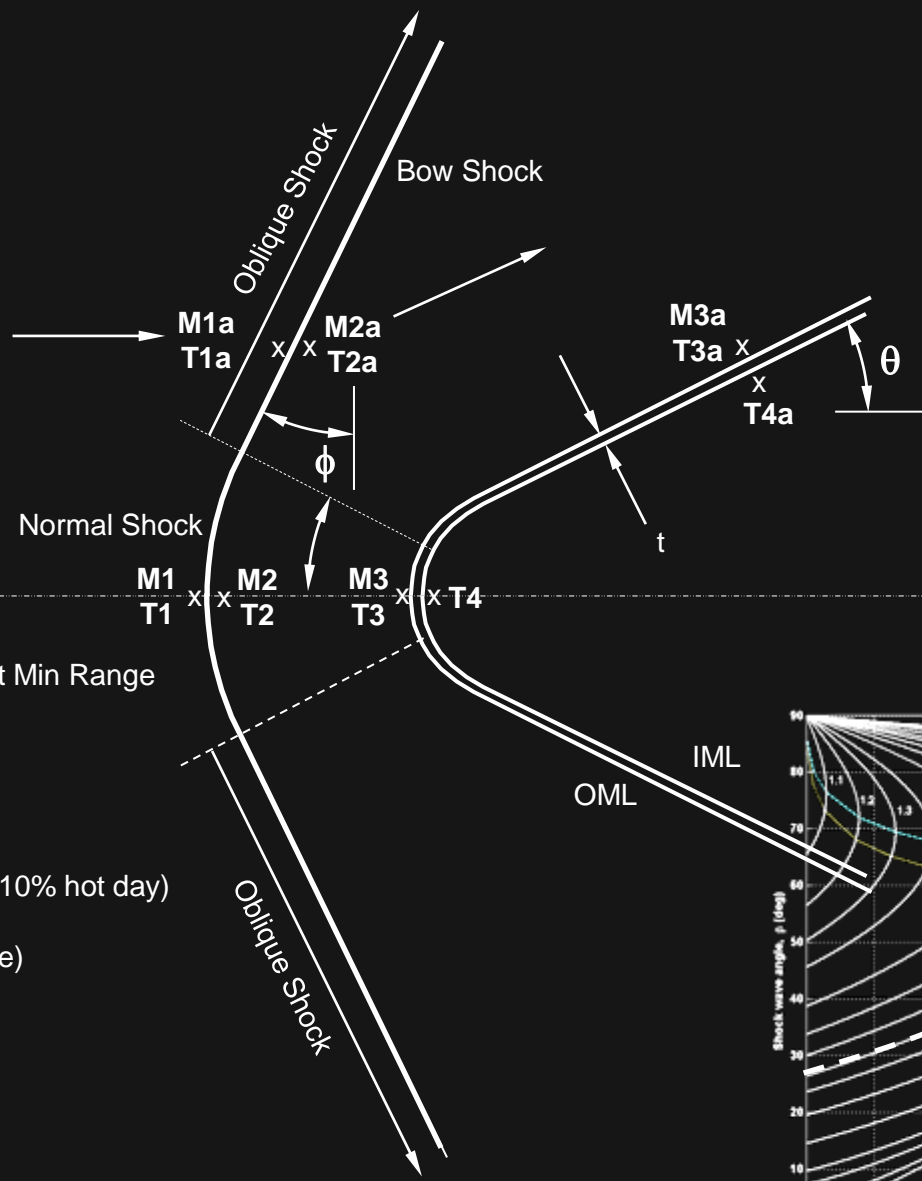
Stagnation Temperature

$T_3 = T_0 = T_2 (1 + ((\gamma - 1)/2) M_2^2) = 552.9 \text{ deg K}$ or 535.5 deg F

Compare to Recovery Temp $P_1 = 510 \text{ deg F} \Rightarrow 440/535.5 = 17.8\% \text{ loss}$ (reasonable)



Stagnation Temperatures: Oblique Shock



Condition: 10% Hot Day Burnout Min Range

Streamline: Non-Center Line

$M_1 = M_{inf} = 2.25$

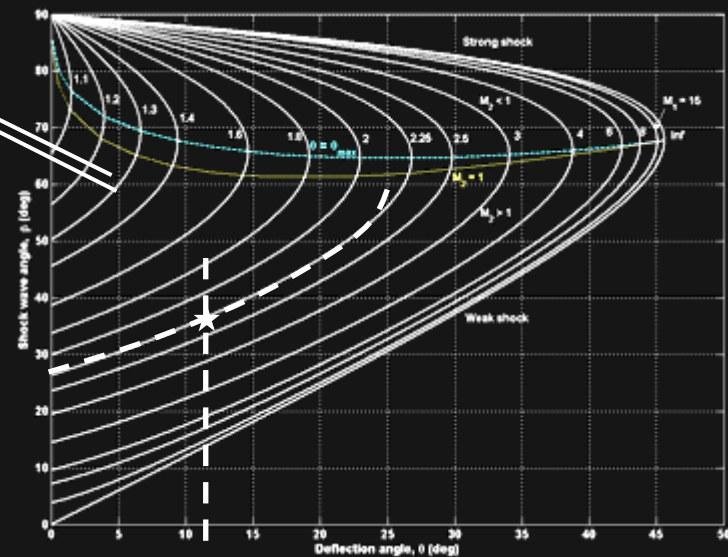
$T_1 = 34.8 \text{ deg F} = 274.7 \text{ deg K}$ (10% hot day)

$M_2 = 1.8285$ (oblique shock table)

$T_2/T_1 = 1.2060$

$T_2 = 331.28 \text{ deg K} = \underline{137 \text{ deg F}}$

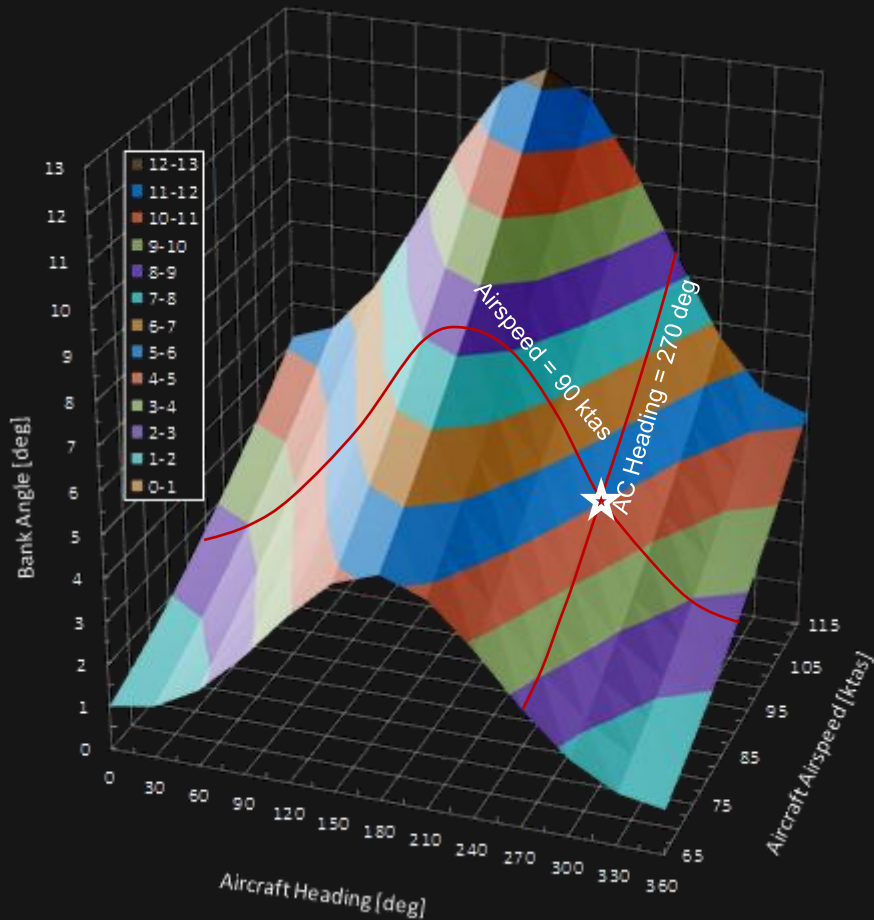
$\Phi = 36.0 \text{ deg}$





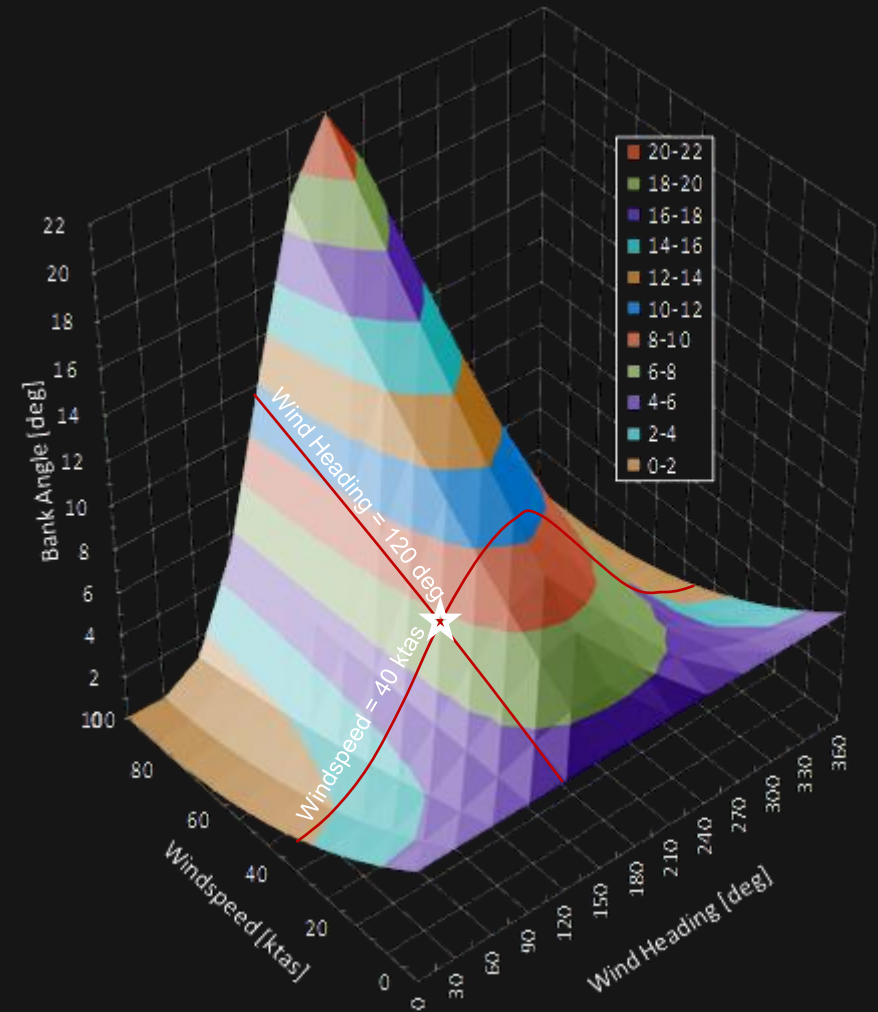
Bank Angle Study: First Order

Aircraft Sweep



Assumptions:
 Altitude = 17,000 ft MSL
 Windspeed = 25 ktas
 Wind Heading = 0 deg

Wind Sweep

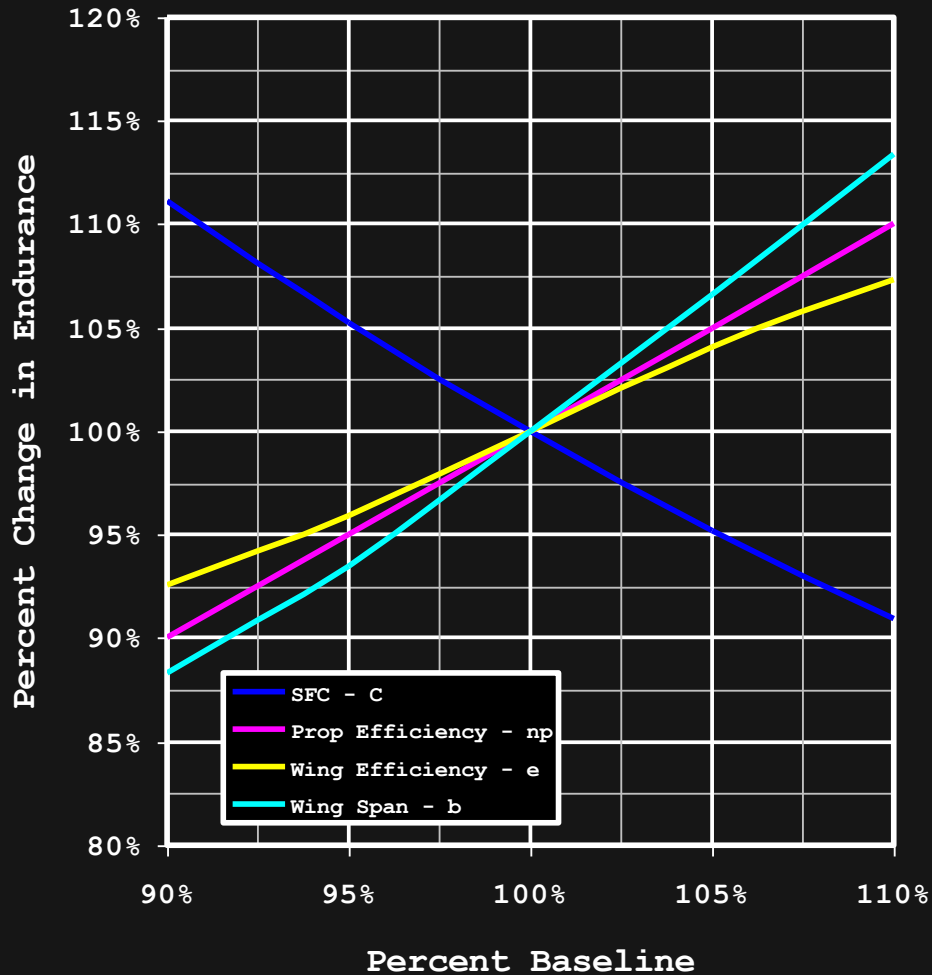


Assumptions:
 Altitude = 17,000 ft MSL
 Airspeed = 90 ktas (69 keas)
 Aircraft Heading = 0 deg

Sensitivity Study: Endurance



Maximum Endurance
Any Altitude



- **Answer**
 - Larger Span and Smaller SFC, Prop and Wing Efficiencies are Better
 - Altitude Independent
- **Assumptions**
 - Parasitic Drag Buildup with Form Factor Method
 - Used Average Dynamic Pressure for Entire Segment
 - Loiter for Prop at 87% Max L/D
- **Sensitivities**
 - Drivers in Order of Impact:
 - Wing Span
 - SFC
 - Prop Efficiency
 - Wing Efficiency
 - Drivers are Close in Overall Impact
- **Alternatives**
 - Cross Check with Incremental Calculations



Trade Study: Launch Qualitative

	Description	Pros	Cons
CTOL – Static Gear	Fixed tricycle gear. Use COTS wheels/axels (RC industry). Requires grass or dirt strip runway (~500 ft).	<ul style="list-style-type: none"> - Design already exists - Lowest technical risk 	<ul style="list-style-type: none"> - Requires prepared runway (est. 500 ft.) - Obscures sensor view - Performance Reduction - Parasitic Drag Hit - Increase in RF Signature
CTOL – Retractable Gear	Fixed tricycle gear. Use COTS wheels/axels (RC industry). Requires grass or dirt strip runway (~500 ft).	<ul style="list-style-type: none"> - Vehicle designed with retracts in mind 	<ul style="list-style-type: none"> - Requires some NRE (design already started) - Landing gear mechanism (complexity = cost) - Runway needs to be good quality - Extra Loose components - Additional step in launch process & logistics
CTOL – Dolly or Cart	Drop away tricycle gear. Use COTS wheels/axels (RC industry). Requires grass or dirt strip runway (500 ft).	<ul style="list-style-type: none"> - Lowers aircraft weight 	<ul style="list-style-type: none"> - Large logistical footprint - Requires significant NRE (unless we can buy one somewhere) - Mechanical reliability?
Pneumatic Launch Rail	Large wheeled launch rail (possibly on trailer).	<ul style="list-style-type: none"> - Repeatable launch - No Pilot training required - No prepared runway required 	<ul style="list-style-type: none"> - Still Requires significant length (shorted than conventional Take Off though) - Requires some NRE
High/Push Start on Rail	Low friction Guide Rail laid on ground (in sections). Rides on rail until lift off. No active components. Aircraft relies on own engine to accelerate (helped out by a “high start” and/or push).	<ul style="list-style-type: none"> - Simple design compared to Pneumatic Launch Rail - Does not require prepared runway - Guide rail could float on water if need be 	<ul style="list-style-type: none"> - New, unproven concept - Requires Significant NRE
Sling Launch	Aircraft is spun on a tether until it reaches climb-out velocity and then it is released.	<ul style="list-style-type: none"> - Does not require prepared runway - Potentially lowers aircraft weight - Can choose release speed and direction - quick deployment 	



Trade Study: Recovery Qualitative

	<i>Description</i>	<i>Pros</i>	<i>Cons</i>
CTOL – Static Gear	Fixed Tricycle gear configuration. Use COTS wheels/axels (RC industry). Requires grass or dirt strip runway (est. 500 ft long).	<ul style="list-style-type: none"> - Design already exists - Lowest technical risk 	<ul style="list-style-type: none"> - Requires prepared runway (est. 500 ft.) - Obscures sensor view - Performance Reduction - Parasitic Drag Hit - Increase in RF Signature
CTOL – Retractable Gear	Retractable Tricycle gear configuration. Use COTS wheels/axels (RC industry). Requires grass or dirt strip runway (est. 500 ft long).	<ul style="list-style-type: none"> - Vehicle designed with retracts in mind 	<ul style="list-style-type: none"> - Requires some NRE (design already started) - Landing gear mechanism (complexity = cost)
CTOL – Static Skids	Fixed TBD skid configuration. Requires grass or dirt strip runway (est. 100 ft long).	<ul style="list-style-type: none"> - Requires shorter runway than wheels - Possibly easier to implement Auto-Land 	<ul style="list-style-type: none"> - Requires some NRE - Possible greater potential for damage on landing - Performance Reduction - Parasitic Drag Hit
CTOL – Retractable Skids	Retractable TBD skid configuration. Requires grass or dirt strip runway (~ 100 ft).	<ul style="list-style-type: none"> - Requires shorter runway than wheels - Possibly easier to implement Auto-Land 	<ul style="list-style-type: none"> - Requires some NRE - Possible greater potential for damage on landing - Alighting gear mechanism (complexity =
Fly into a “Net”	Hanging Net of TBD design will catch the UAV as it flies into it. The engine will probably have to be turned off before impact.	<ul style="list-style-type: none"> - Does not require prepared runway 	<ul style="list-style-type: none"> - High risk of damage to the UAV during recovery - Larger logistical footprint compared to conventional Landing
Sky Hook	Similar to the Boeing Scan Eagle design with appropriate tweaks to work with vehicle.	<ul style="list-style-type: none"> - Does not require prepared runway - Quick recovery (saved time) 	<ul style="list-style-type: none"> - Difficult to modify vehicle to this configuration (may require significant NRE and changes) - Larger logistical footprint compared to
Deep Stall	Flight controller maintains the aircraft in deep stall (wings level) and performs a near-vertical landing. May require shock absorbers/airbags under aircraft.	<ul style="list-style-type: none"> - No one else is doing this on our class of UAV or bigger - If successful we might attract R&D funding for further development. 	<ul style="list-style-type: none"> - Requires significant NRE on the flight controller - Requires some NRE for shock absorbers
Ballistic Chute	Aircraft deploys a parachute when it arrives over landing zone.	<ul style="list-style-type: none"> - Known method from Target Drones - Chute deploys over landing zone - Low risk 	<ul style="list-style-type: none"> - Tangled in chute - Space for pyro deployment device - Heavy



Trade Study: Launch & Recovery Quantitative

	Logistics Foot Print	Min Training/Skill	Low Cost	Minimum NRE	Mech Reliability	Repeatable	Min Weight	Min Impact to Useful Volume	Sensor Obscuration	Minimum Reqmts on Deployment Area	Average - Unweighted	Average - Unweighted	Average - Weighted	Average - Weighted
Weighting	1	1	3	2	1	1	1	1	3	1				
Launch														
CTOL – Static Gear	5	1	5	5	5	5	4	3	1	1	3.5	92%	52	91%
CTOL – Retractable Gear	5	1	4	4	3	5	3	1	5	1	3.2	84%	54	95%
CTOL – Dolly or Cart	4	1	4	4	4	4	5	3	5	1	3.5	92%	57	100%
Pneumatic Launch Rail	1	3	1	1	2	5	5	4	5	5	3.2	84%	45	79%
High/Push Start on Rail	3	3	3	3	4	4	5	4	5	4	3.8	100%	57	100%
Sling Launch	3	2	3	1	2	3	4	3	5	5	3.1	82%	48	84%
Recovery														
CTOL – Static Gear	5	1	5	5	4	5	4	3	1	1	3.4	97%	51	94%
CTOL – Retractable Gear	5	1	4	4	3	5	3	1	5	1	3.2	91%	54	100%
CTOL – Static Skids	5	1	5	3	5	4	4	4	1	2	3.4	97%	49	91%
CTOL – Retractable Skids	5	1	4	3	4	4	3	2	5	2	3.3	94%	54	100%
Net	2	4	3	2	3	3	4	4	5	5	3.5	100%	53	98%
Sky Hook	2	4	3	1	3	3	3	4	5	5	3.3	94%	50	93%
Deep Stall	5	5	3	1	2	2	3	4	5	5	3.5	100%	52	96%
Ballistic Chute	3	5	3	1	5	5	2	1	5	5	3.5	100%	52	96%