

Measuring Altitude

Ted Cochran 6/4/2002

Techniques for measuring altitude

Dropping standard objects at apogee

- Ping pong balls
- Standard weight and streamer combination
- Can be accurate but hard to see
- Altimeters
 - Accelerometer
 - Barometric
 - Add weight and expense

Theodolites

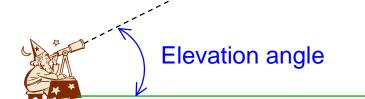
- Single station
- Multiple station
- No change to the rocket
- Still the gold standard for NAR



Simple trigonometry:

height = tangent (elevation angle) x baseline

- Assumes the rocket is directly over the end of the baseline
- Works best with a baseline that is as long as the rocket is high (but then rocket may be hard to see)

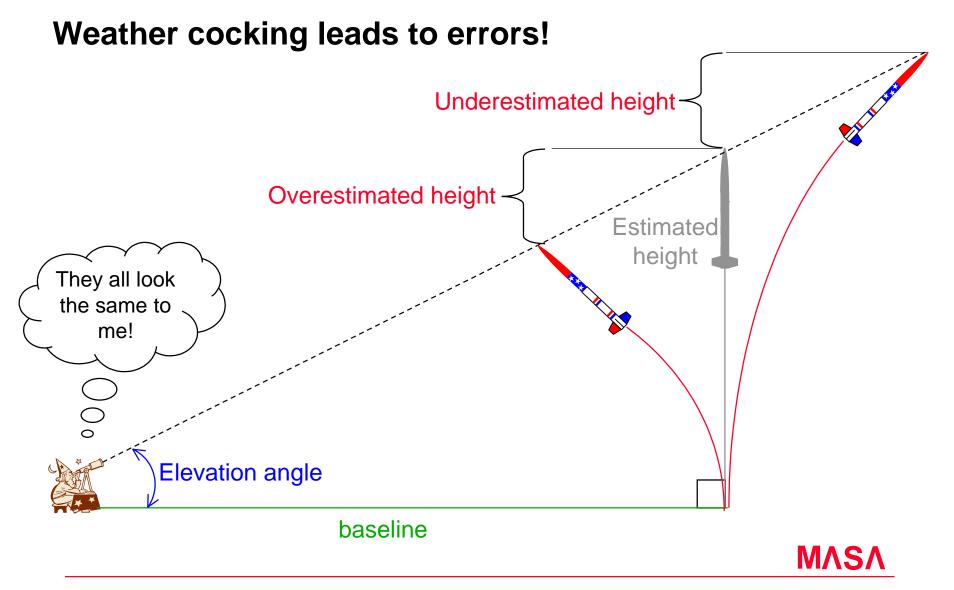


height

baseline



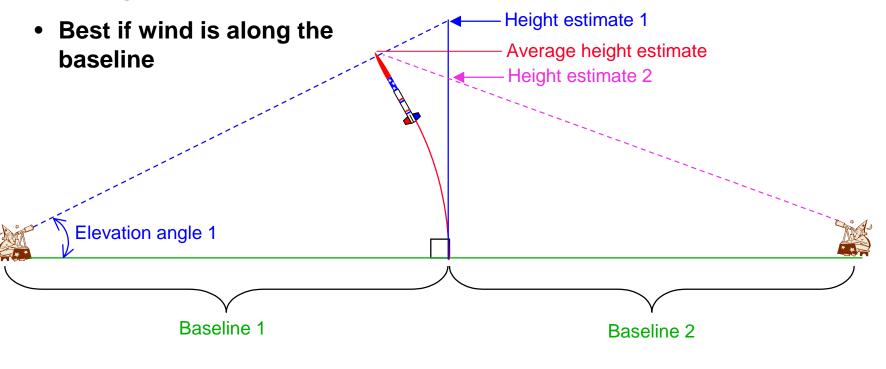
Single station measurement error



Single station error correction

Additional stations can help, but increase the variability of the estimate

 Best if baselines are orthogonal

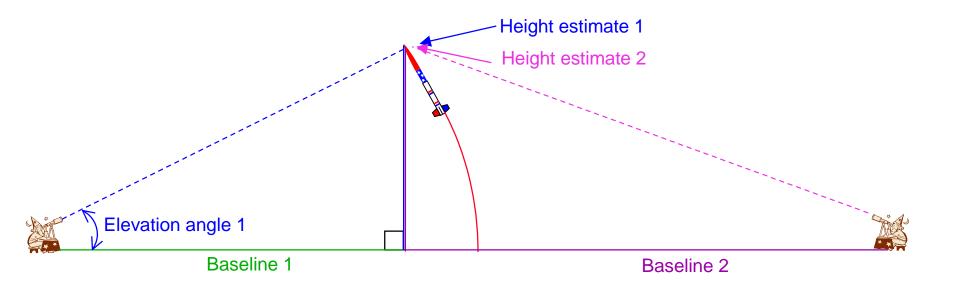


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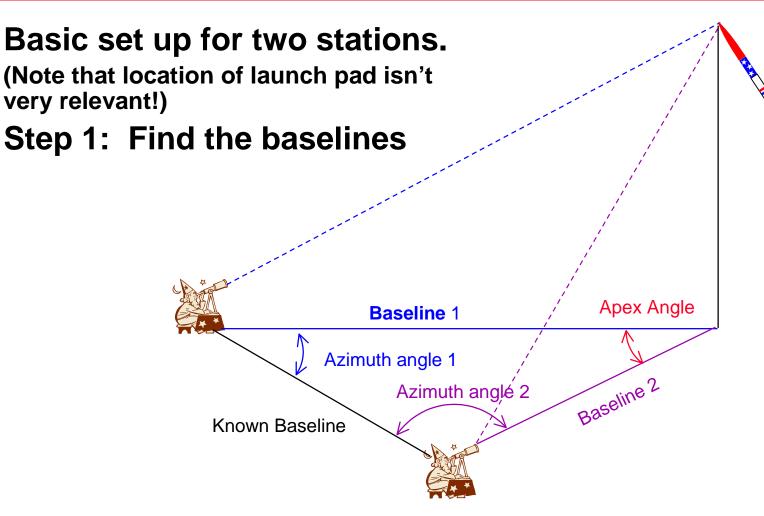
Need for multiple station measurement

What if we knew the *real* baseline?

• Estimates would be very accurate!

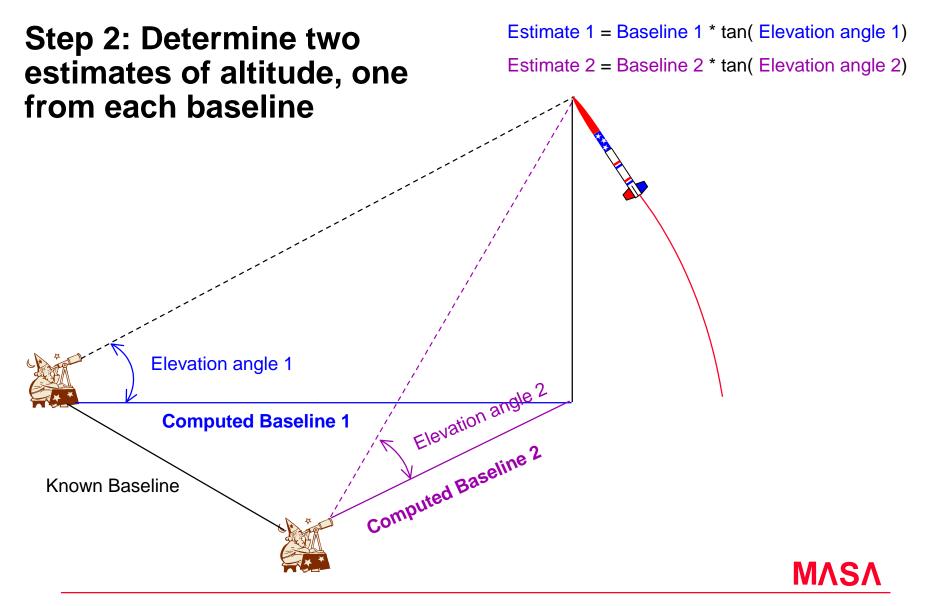


Two station measurement (One method)



Apex Angle = 180 - azimuth angle 1 - azimuth angle 2 Baseline 1 = known baseline * sin(azimuth angle 2) / sin(apex angle) Baseline 2 = known baseline * sin(azimuth angle 1) / sin(apex angle)

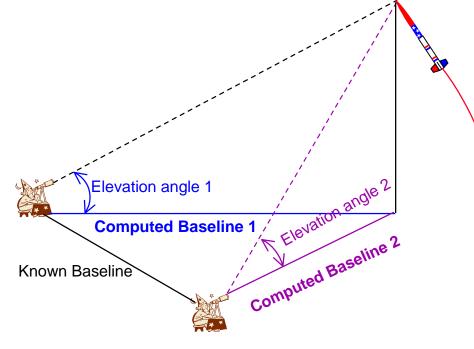
Two station measurement

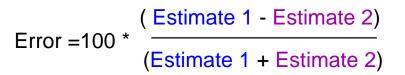


Two station measurement

Step 3: Compare two estimates

- If difference is less than 10% ("closed track"), use average
- If difference is greater than 10% ("open track"), don't count

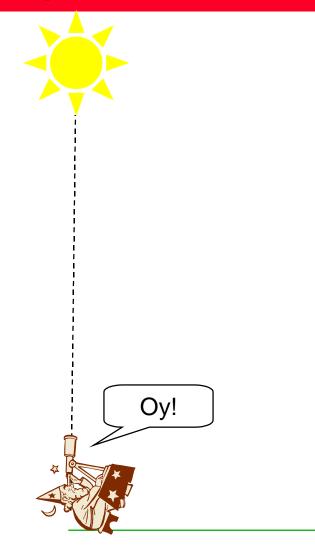




Altitude = (Estimate 1 + Estimate 2) / 2



Implementation details



- Minimum error when measured angles are near 45 degrees. The sine function doesn't change much near 90 degrees, and the tangent of 90 degrees is infinity!
- To avoid looking into the sun, it is best to have the baseline run East-West, and to be offset to the south of the pads

