## **TAKEOFF2.c**

by Sean Lynn, and converted to c by Pete MacMillin, with improved numerics

TAKEOFF2.c is a c implementation of a modified approach proposed by Krenkel and Salzman to solve for aircraft takeoff. The original methodology solved the aircraft equations of motion parametrically, whereas this program solves through a time-step integration technique. The methodology was also modified to calculate Balanced Field Length (BFL) for preliminary design purposes. Balanced field length is often, as here, defined as the distance required to make either a One Engine Inoperative (OEI) takeoff (including obstacle passage) or a braked stop when an engine fails at critical engine failure speed.

Krenkel and Salzman assumed thrust vectoring capability and thrust variation with velocity to create the balance of forces equations on the aircraft during its takeoff run. All necessary input parameters can be obtained from the performance parameters necessary for preliminary aircraft design. Some sources for estimating design parameters are located below.

The program is broken into two parts, each describing different aspects in a takeoff analysis:

- 1) Normal Takeoff From stop to liftoff to passage over a 35ft (11m )obstacle.
- 2) Balance Field Length calculation Interative solution to find where the engine can fail so that the distance to perform a OEI takeoff is equal to the distance to brake to a stop.

Each section prints out important times, distances and velocities for the takeoff run. For normal takeoff, incremental time distance and velocity data is output as well.

## References

Krenkel, A.R., Salzman, A., "Takeoff Performance of Jet-Propelled Conventional and Vectored Thrust STOL Aircraft", *Journal of Aircraft*, Vol. 5, No. 5, 1968, pp. 429.

Roskam, Jan, Airplane Design Part 1: Preliminary Sizing of Airplanes, Roskam Aviation and Engineering Corp., Ottawa, KS, 1989.

Torenbeek, Egbert, *Synthesis of Subsonic Airplane Design*, Kluwer Academic Publishers, Norwell, MA, 1982.

#### **Input Format**

The input is placed in a file called takeoff.in, designed to be self-explanatory and to provide a ready reference to some of the input parameters. As will be seen, each input line contains a description of the input necessary for that line. Note that all input is in English engineering units, as is the output. A sample input file is shown next.

#### **Sample Input:**

dc9 Mar 97 run 0.002376900	< case title, can be up to 80 characters long < Atmospheric density (slug/ft^3)			
95000.0	< Weight of aircraft (lbs)			
1000.0	< Wing area (ft <sup>2</sup> )			
2.000	< CLmax - maximum lift coefficient of the aircraft			
0.30	< CLgrd - lift coefficient for ground run			
1.6500	< CLair - lift coefficient for climb segment			
.080	< CDgrd - drag coefficient for ground run			
0.121	< CDair - drag coefficient for climb segment			
.025	< MUgrd - rolling friction coefficient *Note 1*			
.3	< MUbrk - braking friction coefficient *Note 2*			
0.0	< lambda - thrust deflection angle			
1.1	< k - stall margin *Note 3*			
3.0	< Time between engine failure and braking (sec) *Note 4*			
35.	< Obstacle height (ft)			
2	< Number of engines			
31450.0 29835.0	28475.0 < 3 thrusts (lbs) *Note 5*			
0. 111.6 334.0	< 3 velocities (for thrusts) (ft/s)			
3.0	< Time required for rotation			
2	< Print flag			
-				

Note 1:	Rolling friction coefficient is typically: Dry concrete/Asphalt - 0.02	
	1 1	
	Hard turf/Gravel - 0.04	
	Short, dry grass - 0.05	
	Long grass - 0.10	
	Soft Ground - 0.10 to 0.30	

- Note 2: Braking friction coefficient is typically: 0.20 to 0.40 with good assumptions being, 0.30 or 0.35
- Note 3: Takeoff speed is usually defined as Vto = k \* Vstall, where k is the stall margin and Vstall is the aircraft stall speed. k is usually defined as 1.1, although 1.2 is also used, (ie. the takeoff speed is 10% to 20% higher than stall speed).
- Note 4: This is the time lag between engine failure and the decision to begin braking. (by MIL-M-007700B this is 3 sec after failure)
- Note 5: These three thrusts are used to calculate a quadratic thrust curve for the aircraft engine. Each thrust should correspond to the velocity below it. For cases with unknown thrust curves a constant thrust can be entered for three different velocities.

# Output

The program was designed to output a variety of data to satisfy many needs. The output data is divided into three sections:

1) Echo the input case data

2) Output normal takeoff data

3) Output OEI BFL takeoff data

Each section, in turn, is divided into three sections: critical times, distances and velocity output. It is a fairly simple task to modify the data for import to a spreadsheet for graphing.

## **Sample Output (from Sample Input)**

<<<<<<< Input Data >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>								
Ground lift Air lift co Ground drag Air drag co Rolling fri	ight t coefficient efficient coefficient efficient ction coeff. ction coeff. rust n (k) ime ight	= 0.300000 = 1.650000 = 0.080000 = 0.121000 = 0.025000	)					
Thrust = 31450.000000 + -17.263404 * V + 0.025019 * V^2								
Normal Tak	eoff >>>>>>>>>	>>>>>						
Time (s)	x-dist (ft)	x-Vel (ft/s)	y-dist (ft)	y-Vel (ft/s)				
0.000	0.000	0.000	0.000	0.000				
1.000	4.914	9.818	0.000	0.000				
2.507	30.796	24.499	0.000	0.000				
4.251	88.171	41.290	0.000	0.000				
6.015	175.840	58.058	0.000	0.000				
7.679	285.433	73.650	0.000	0.000				
9.032	393.639	86.169	0.000	0.000				
10.276	507.915	97.533	0.000	0.000				
11.411	624.341	107.772	0.000	0.000				
12.443	740.367	116.989	0.000	0.000				
13.385	854.499	125.311	0.000	0.000				
14.248	965.973	132.864	0.000	0.000				
15.044	1074.493	139.762	0.000	0.000				
15.783 16.472	1180.041 1282.758	146.104 151.972	0.000 0.000	0.000 0.000				
10.1/2	1202./00	101.912	0.000	0.000				

17.119	1382.861	157.438	0.000	0.000
17.730	1480.600	162.558	0.000	0.000
18.310	1576.227	167.380	0.000	0.000
18.862	1669.986	171.944	0.000	0.000
19.391	1762.097	176.282	0.000	0.000
19.900	1852.764	180.423	0.000	0.000
20.390	1942.163	184.389	0.000	0.000
20.864	2030.452	188.198	0.000	0.000
21.323	2117.769	191.869	0.000	0.000
21.770	2204.232	195.413	0.000	0.000
22.204	2289.945	198.844	0.000	0.000
22.629	2374.997	202.170	0.000	0.000
23.043	2459.465	205.401	0.000	0.000
23.449	2543.417	208.545	0.000	0.000
23.846	2626.910	211.607	0.000	0.000
24.236	2709.994	214.594	0.000	0.000
24.619	2792.713	217.510	0.000	0.000
24.936	2862.147	219.912	0.000	0.000
27.936	3555.391	242.080	0.000	0.000
28.000	3570.887	242.517	0.014	0.436
28.084	3591.316	243.084	0.075	1.025
28.189	3616.811	243.777	0.222	1.781
28.314	3647.263	244.583	0.502	2.715
28.457	3682.379	245.482	0.971	3.832
28.617	3721.746	246.449	1.687	5.135
28.792	3764.890	247.460	2.713	6.620
28.979	3811.319	248.489	4.107	8.284
29.177	3860.555	249.511	5.925	10.118
29.383	3912.155	250.505	8.218	12.115
29.596	3965.718	251.451	11.032	14.264
29.815	4020.894	252.331	14.405	16.552
30.039	4077.380	253.132	18.373	18.969
30.266	4134.917	253.842	22.965	21.503
30.496	4193.289	254.450	28.205	24.140
30.727	4252.316	254.948	34.114	26.869
30.961	4260.314	254.999	35.000	27.246
		Take-off Summary >>>>		
	Velocity	= 219.912 (ft/s)		
	velocity	= 242.080 (ft/s)		
	over obstacle			
. –	distance	= 2862.147 (ft)		
	distance	= 3555.391 (ft)		
	to obstacle	= 4260.314 (ft)		
Rotation		= 24.936 (s)		
Lift-off		= 27.936 (s)		
Time to d		= 30.759 (s)		
1111112 20 0	DDCuCIC			
n<<<<<<<	<<<<<<<<<<<<<	< OEI Take-Off Summar	v >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>	>>>>>
	Velocity	= 203.886 (ft/s)	1	
	Velocity	= 212.381 (ft/s)		
	over obstacle	= 233.529 (ft/s)		
_	Distance	= 2419.709 (ft)		
	Distance	= 3044.195 (ft)		
	Field Length			
Critical		= 22.849 (sec)		
Decision		= 25.849 (sec)		
OEI Taked		= 36.300 (sec)		
		30.300 (bee)		