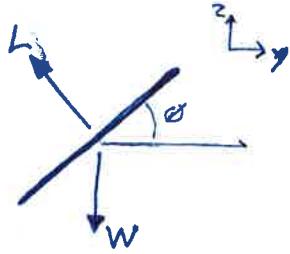


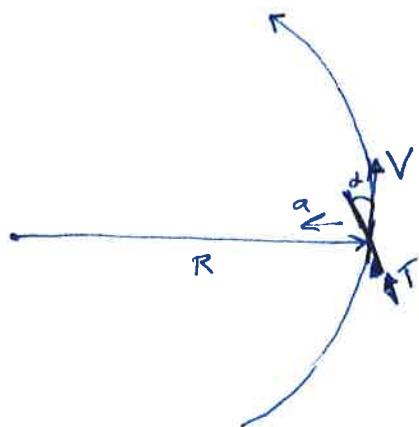
Aircraft + Force Balance



Approximate rotations

$$\text{In } z\text{-direction, } L \cos \phi - W = 0$$

$$\text{In } y\text{-direction, } L \sin \phi = ma = m \frac{V^2}{R}$$



But Thrust contributes to forces.

This is a fighter, so ϕ will be large.

I will ignore T component in z dir, but not T in y dir.

$$L \cos \phi - W = 0$$

$$L \sin \phi + T \sin \alpha \cos \phi = m \frac{V^2}{R}$$

Also in x -dir



$$C_0 g S - T \cos \alpha = 0$$

Turn rate

$$\text{tr} = \frac{360^\circ}{\text{time}} = \frac{360^\circ V}{2\pi R} \quad \text{Since we go around the full circle.}$$

Given these constraints, minimize the time (aka. maximize turn rate)

The pilot chooses ϕ and α and V .

physics constrains C_L

" sets $C_0(C_L)$