

Bowling ball dynamics a la  
Hopkins and Patterson (1977)

Andrew Kickertz

# Outline

- Introduction to bowling parameters
- Equations of motion
- Simulation with Matlab
- Results
- Assumptions and real life

## Ball properties

- 27" circumference
- = 0.109 m radius
- 6 – 16 lbs

## Ball properties

- 27” circumference
- = 0.109 m radius
- 6 – 16 lbs

- All radii of gyration 2.46 – 2.80”
- Solid sphere = 2.78”
- Max differential 0.06”

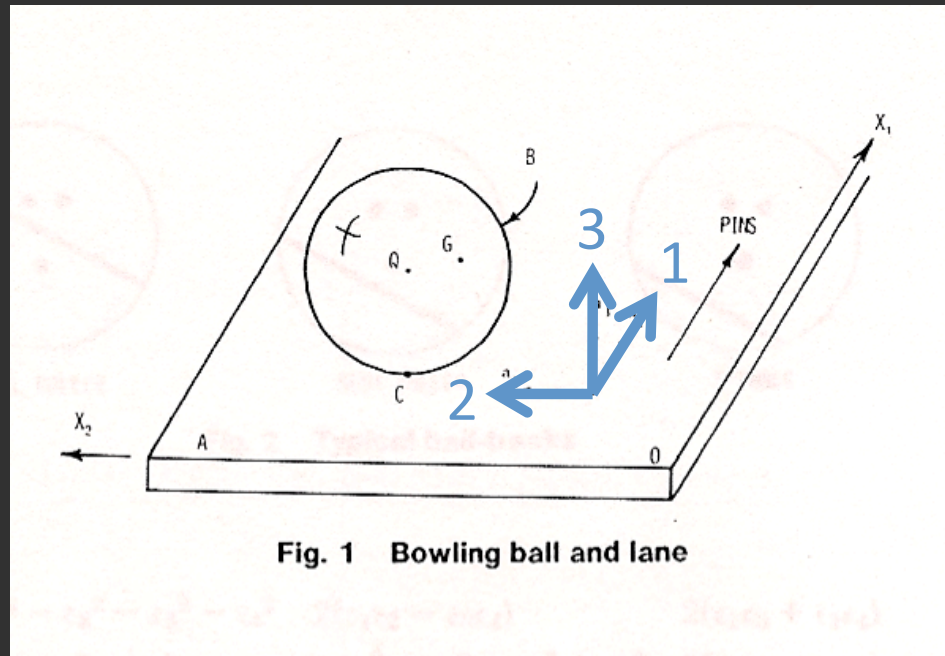
# Lane properties

- 41” wide
- 60’ long

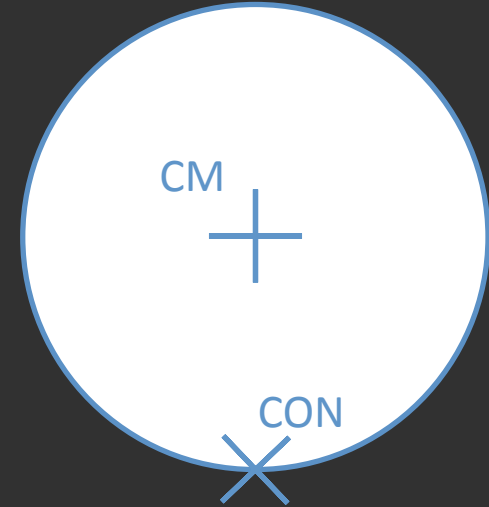
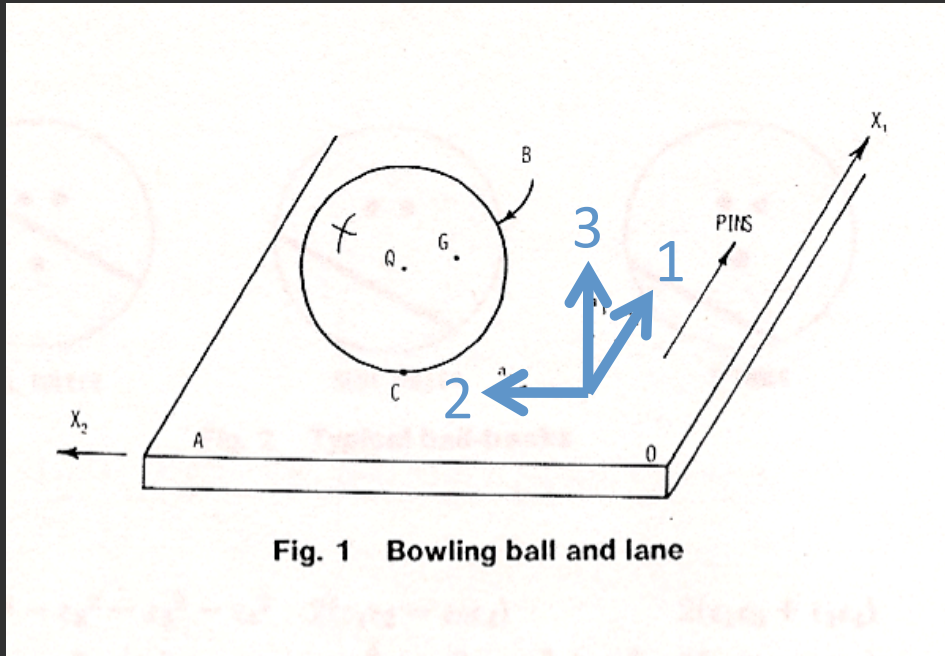
# Assumptions

- Uniform sphere
- Coulomb friction
- Uniform friction

# Setup



# Setup





# Equations of motion

$$\mathbf{v}_{con} = \mathbf{v}_{cm} + \omega \times -r\hat{\mathbf{k}}$$

$$\mathbf{F} = -\mu mg \frac{\mathbf{v}_{con}}{|\mathbf{v}_{con}|}$$

$$\dot{\mathbf{v}}_{cm} = \frac{\mathbf{F}}{m}$$

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$$\mathbf{F} = -\mu mg \frac{\mathbf{v}_{con}}{|\mathbf{v}_{con}|}$$

$$\dot{\mathbf{v}}_{cm} = \frac{\mathbf{F}}{m}$$

$$\tau = -r\hat{\mathbf{k}} \times \mathbf{F}$$
$$\dot{\omega} = \frac{\tau}{I}$$

## Code

$$y(1) = v_x$$

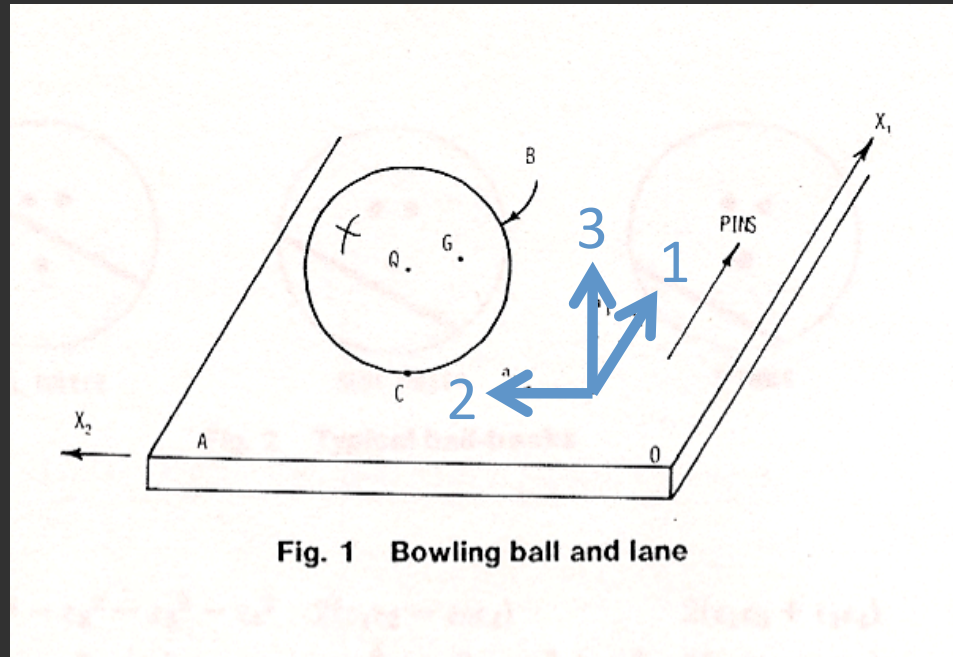
$$y(2) = v_y$$

$$y(3) = w_x$$

$$y(4) = w_y$$

$$y(5) = x$$

$$y(6) = y$$



# Code

```
function dy = ode1(t,y)
r = 0.107899;
m = 7;
l = 2/5*m*r^2;
mu = 0.09;
g = 9.8054;
```

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```
vcm = [y(1) y(2) 0];
w    = [y(3) y(4) 0];
vcon = vcm + cross(w,[0 0 -r]);
F    = -mu*m*g*vcon/
      norm(vcon);
tau  = cross([0 0 -r],F);
```

## Code

```
dy = zeros(6,1);  
dy(1) = dot(F/m, [1 0 0]);  
dy(2) = dot(F/m, [0 1 0]);  
dy(3) = dot(tau/l,[1 0 0]);
```

```
dy(4) = dot(tau/l,[0 1 0]);  
dy(5) = y(1);  
dy(6) = y(2);
```

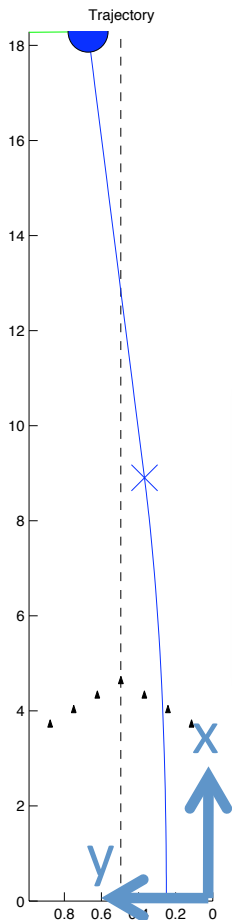
Introduction

Simulation

Results

Assumptions

Demo

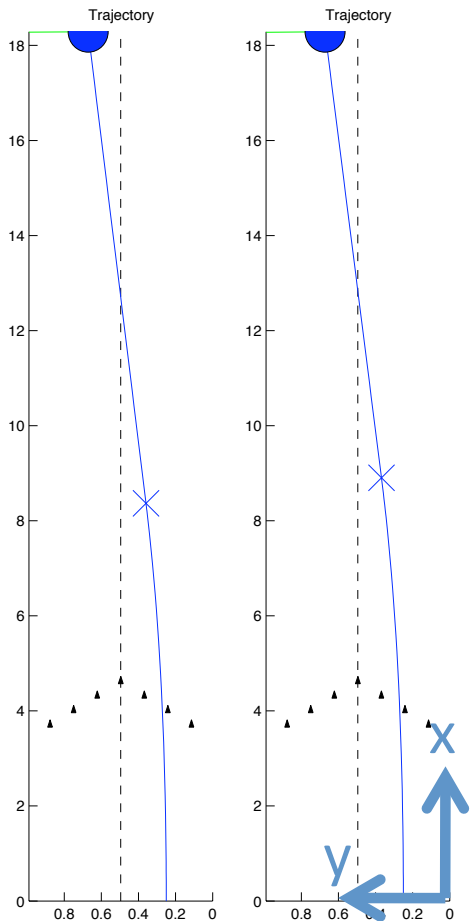


# Initial conditions

Table 1: Hopkins and Patterson cases

Case	$v_{ox}$ (ft/s)	$v_{oy}$ (ft/s)	$w_{ox}$ (rad/s)	$w_{oy}$ (rad/s)
1	18	0	-4	0
2	18	0	-4	-4
3	18	0.5	-4	-4
4	24	0.5	-4	-4





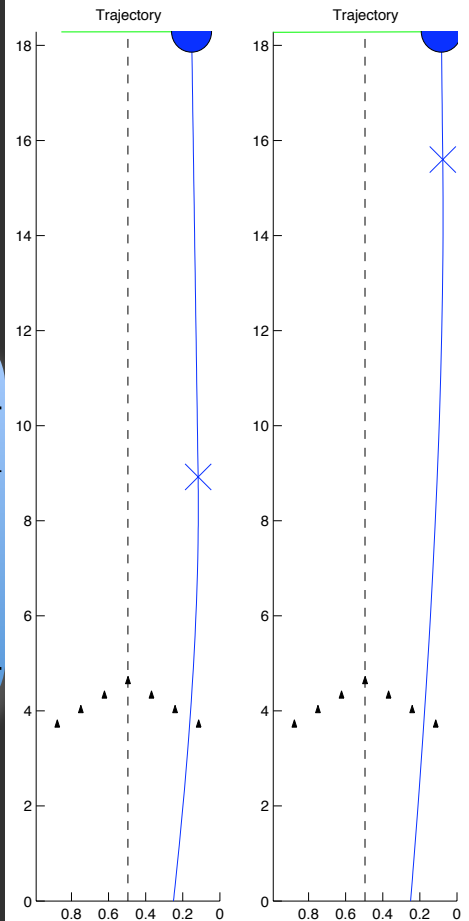
Simulation

Results

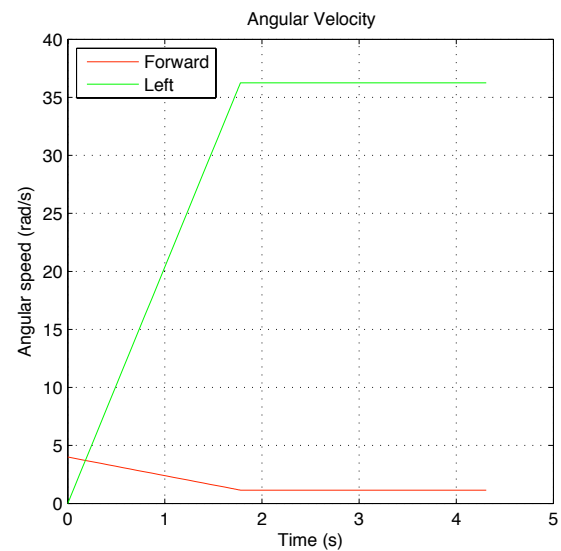
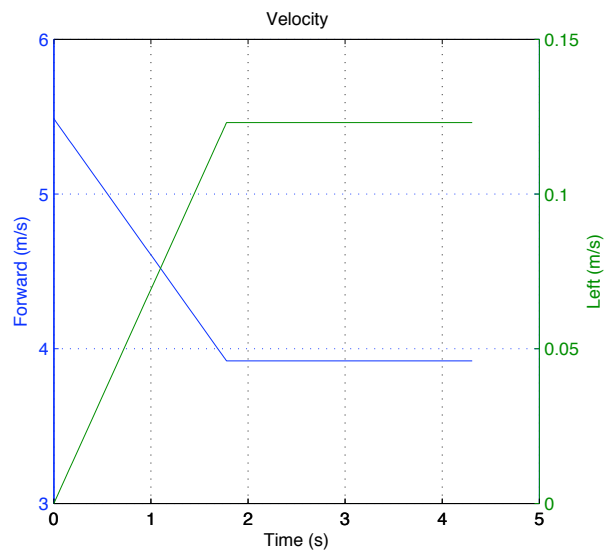
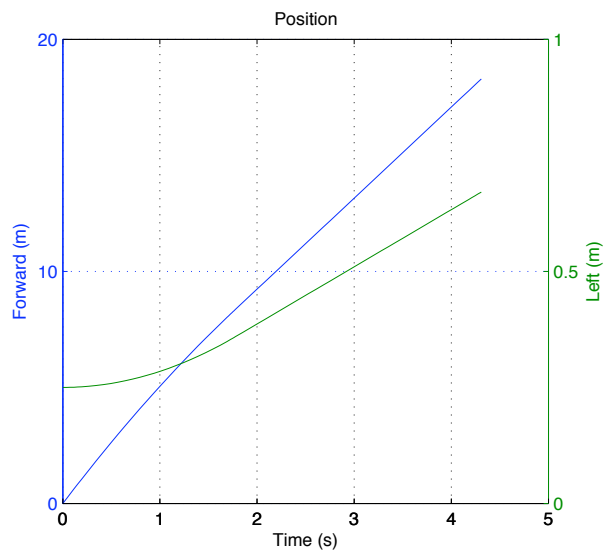
# Trajectories

Table 1: Hopkins and Patterson cases

Case	vox (ft/s)	voy (ft/s)	wox (rad/s)	woy (rad/s)
1	18	0	-4	0
2	18	0	-4	-4
3	18	0.5	-4	-4
4	24	0.5	-4	-4



# Kinematics



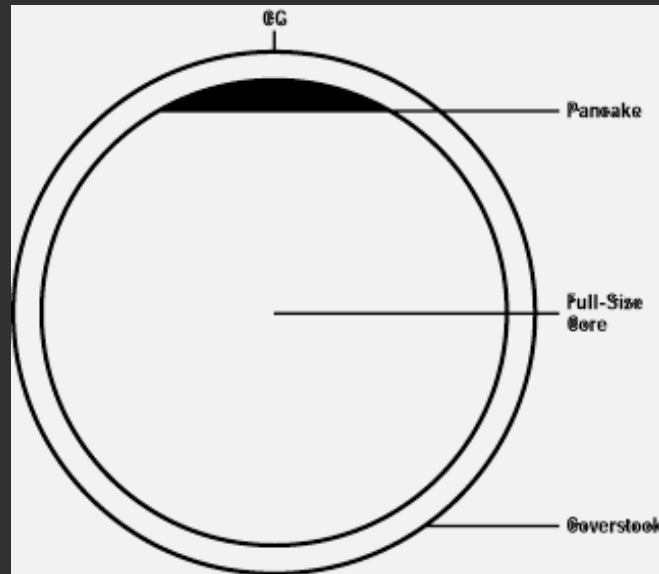
## Conclusions

- Analytic solution possible
- Parabolic path
- Entry angle independent of  $\mu$

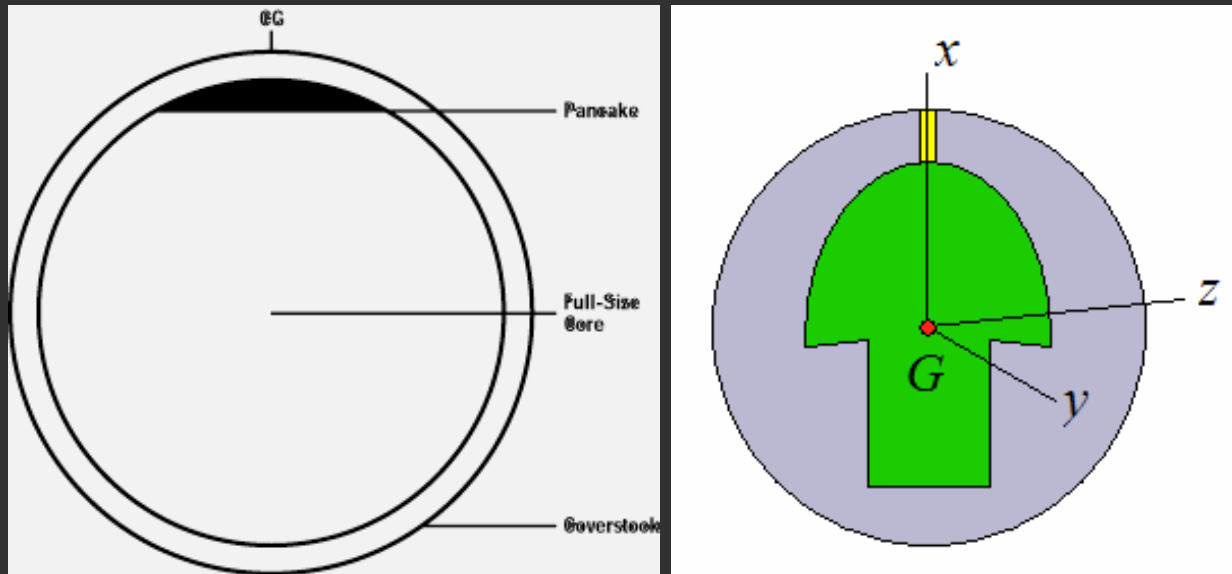
# Assumptions

- ~~Uniform sphere~~
- Coulomb friction
- Uniform friction

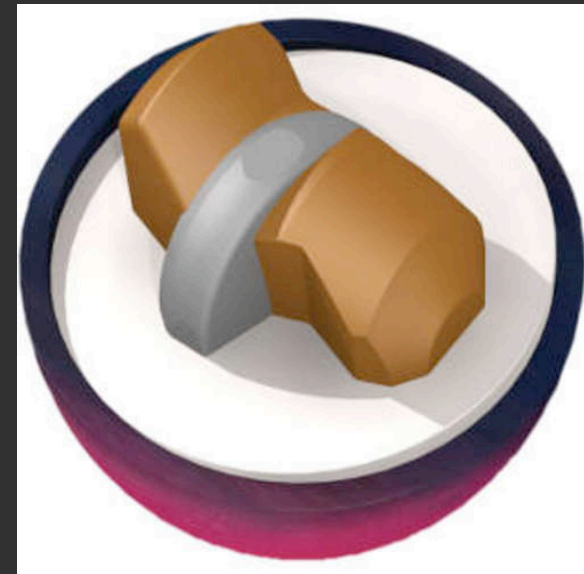
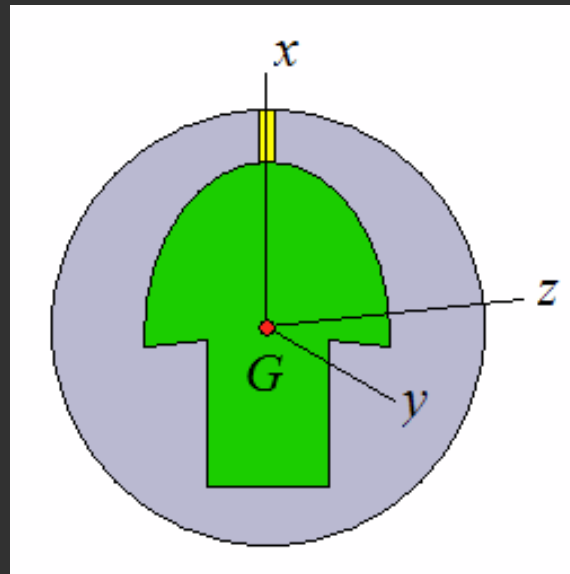
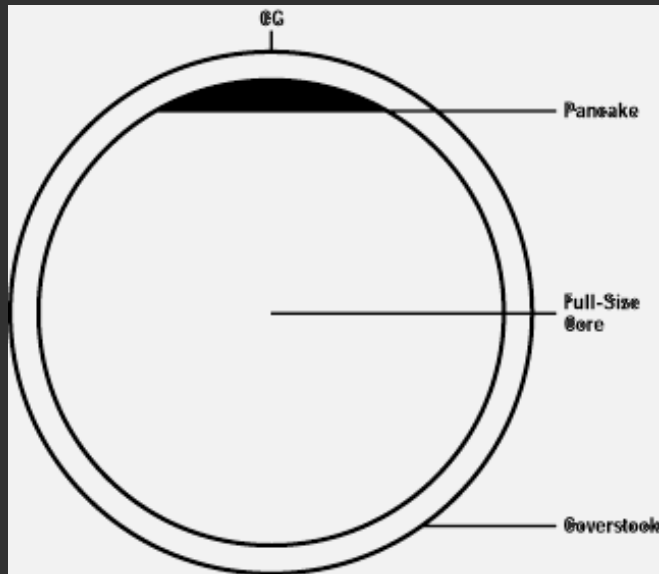
# Uniform sphere?



# Uniform sphere?



# Uniform sphere?



## Dealing with reality

- Mass center offset
- Inertia matrix
- Euler parameters

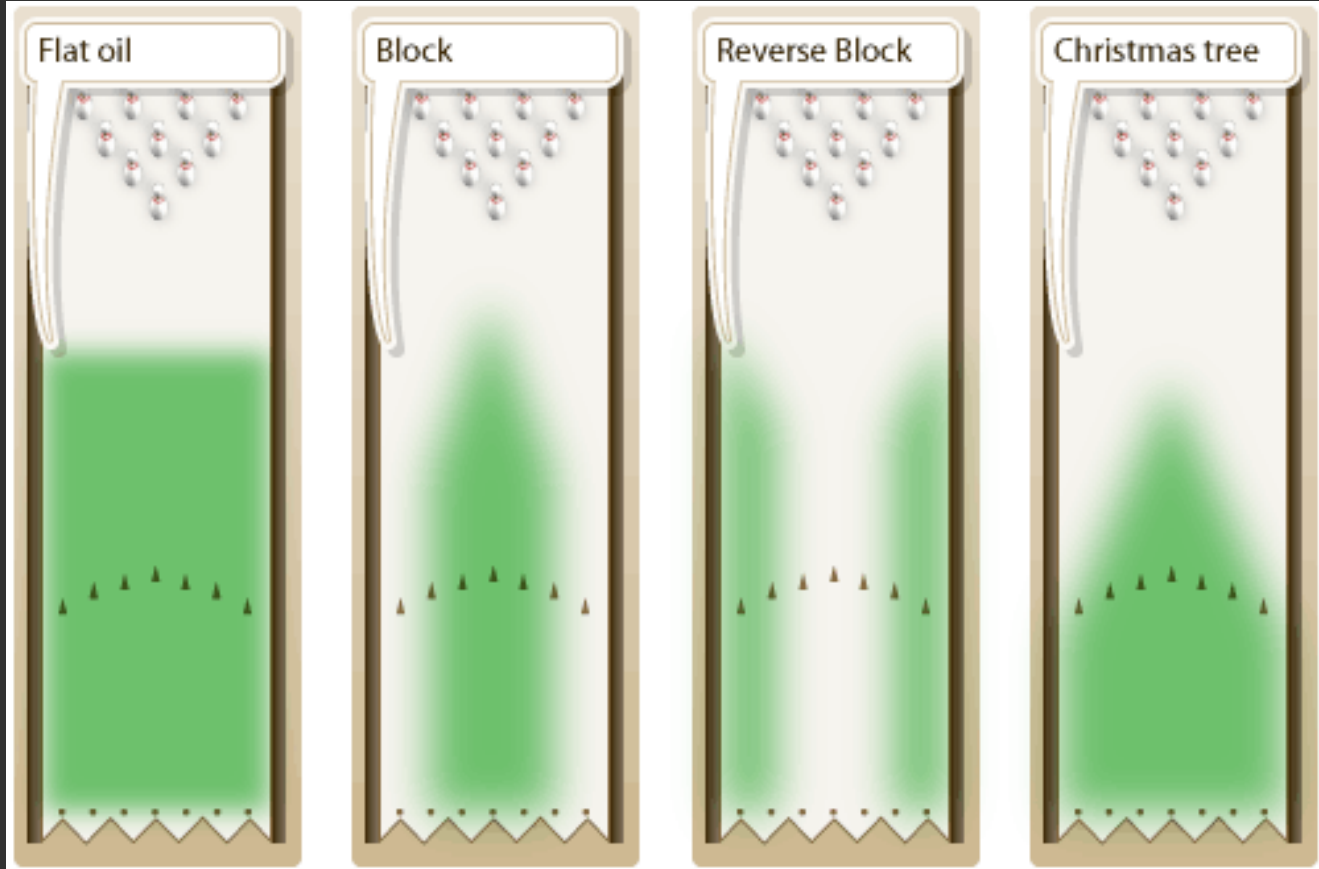


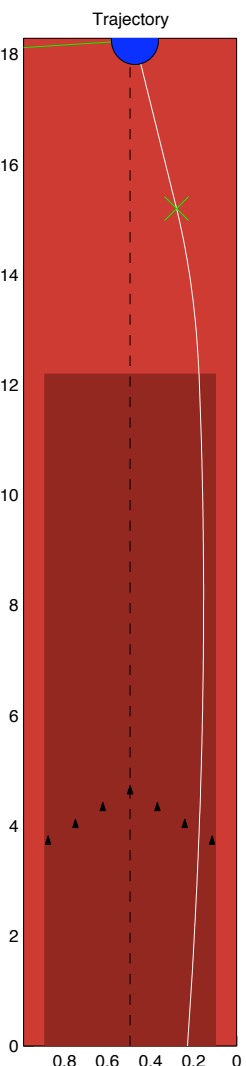
# Assumptions

- ~~Uniform sphere~~
- Coulomb friction - OK
- Uniform friction

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- ~~Uniform sphere~~
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Production

Simulation

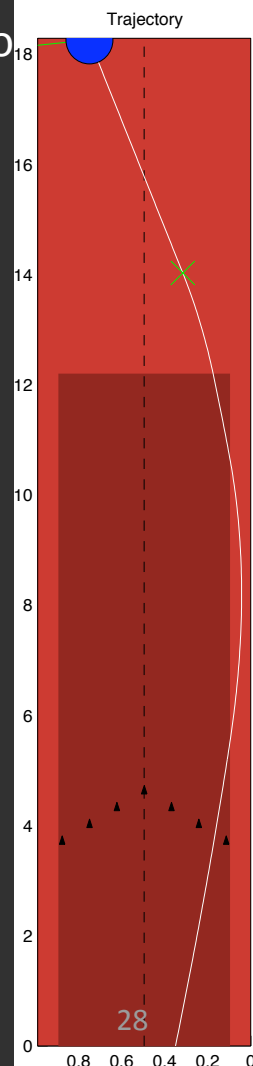
Results

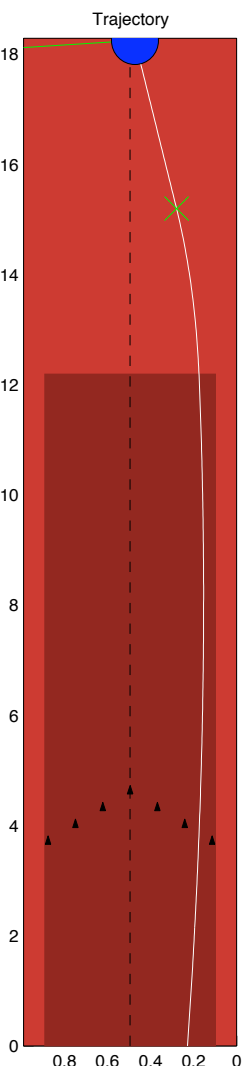
Assumption

## Block oil pattern

- Can use logic
- Or a matrix of  $\mu$ 's

Hopkins and Patterson (1977)





## Block oil pattern

```
if(q2<0.09906 || q2>0.89154 || q1>12.192)
  out = 0.2;
else
  out = 0.04;
end
```

The end