

Drunken glass

“Sometimes, when we place a glass upside down on a wet flat table, it starts moving. Investigate its speed dependence on the relevant parameters and try to maximize it.”

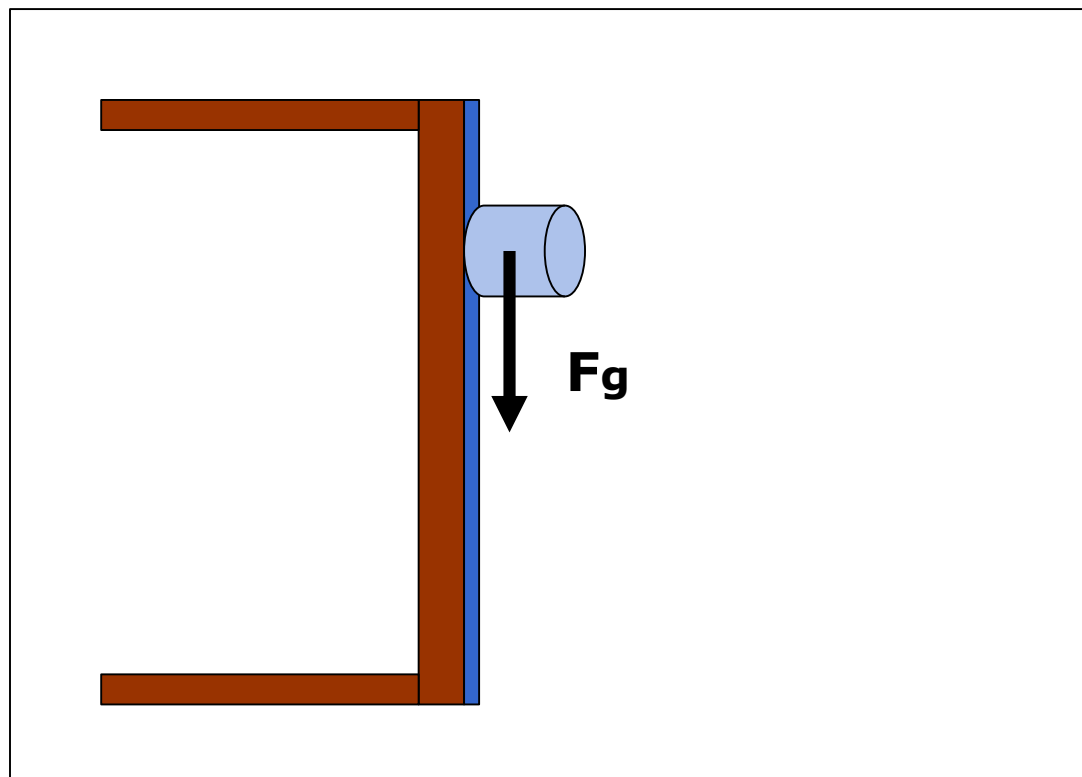
$$i\hbar \frac{\partial \psi}{\partial t} = \hat{H} \psi$$

The image shows a collage of various mathematical symbols and expressions. The central equation is $i\hbar \frac{\partial \psi}{\partial t} = \hat{H} \psi$. Other symbols include Δ , $\int_a^b \epsilon$, Θ , $\sqrt{17}$, Ω , $\int \delta e^{i\pi} =$, ∞ , χ^2 , Σ , and a set of curly braces $\{2.7182818284\}$.

Jesper Navne and Lise Hanson, Danish Team

The one slide solution

- In the problem text there is nothing indicating the **table could not be tilted**:

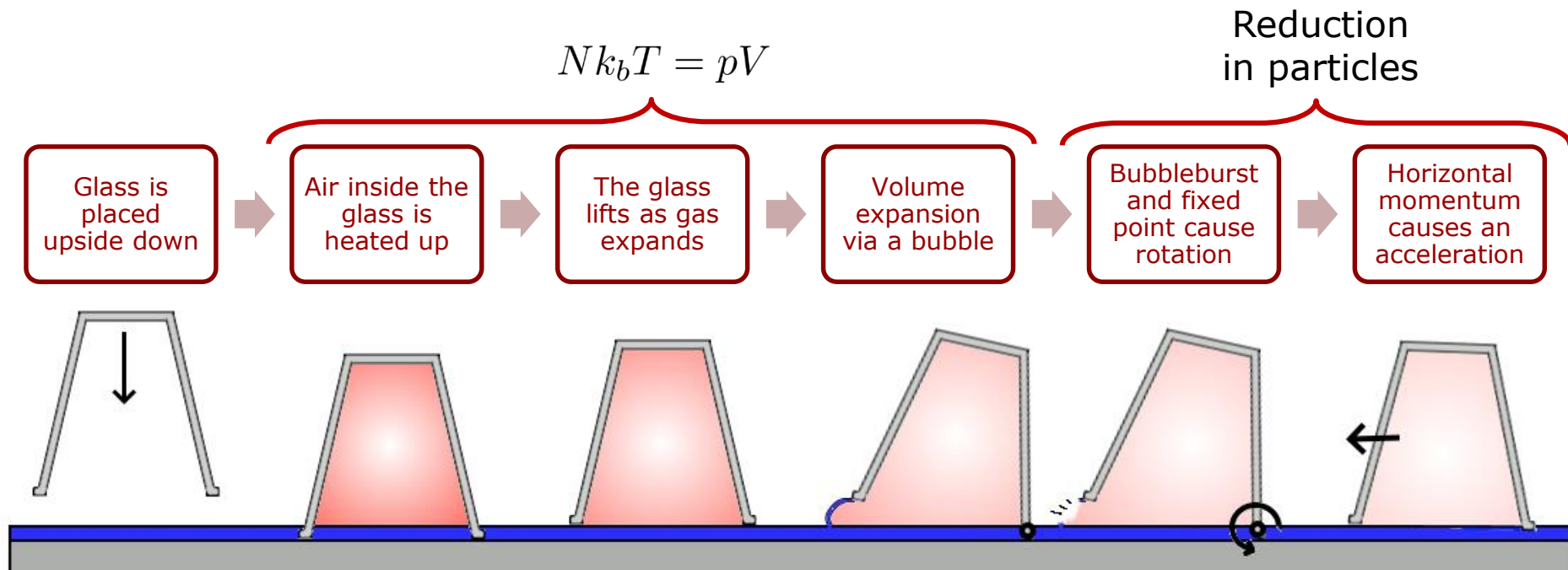


Vacuum camper

Maximize the speed by making the **table longer...**

The actually interesting case

- A **semi closed system** forces the gas to **expand into a bubble**.
- High **friction** in case of a contact point with the hard surface
 - Creates a fixed **pivot point** of rotation
- The cup moves in **steps** when the bubble collapses as momentum is conserved.



Bursting the bubble

Slow-motion:

=> **18 times slower**

Conclusion:

Each bubble causes
momentarily movement
due to conservation of
momentum



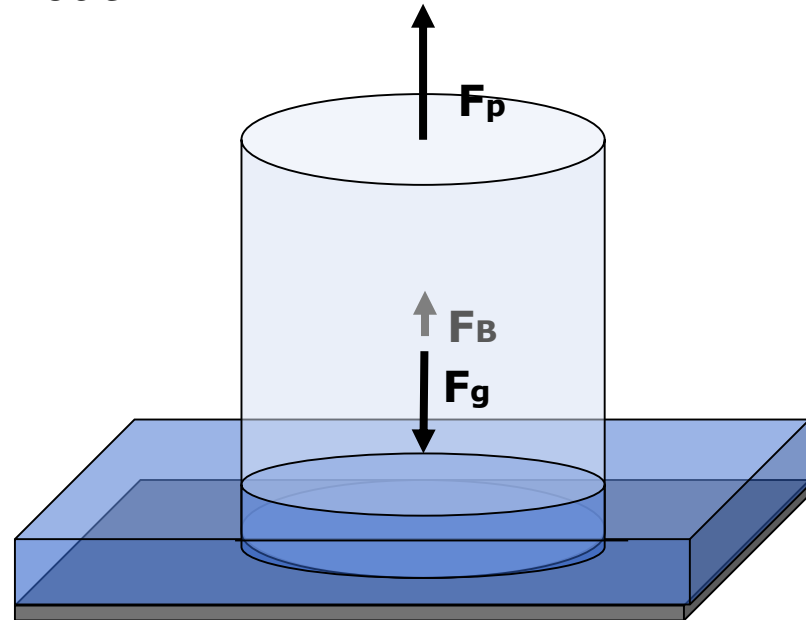
Theory

Force balance to make the glass float

- Pressure: $\mathbf{F_p}$
- Gravity: $\mathbf{F_g}$
- (Buoyancy: $\mathbf{F_B}$)

$$\mathbf{0} = -\mathbf{F_g} + \mathbf{F_p}$$

Nearly no friction due to
Lubrication



Lubrication

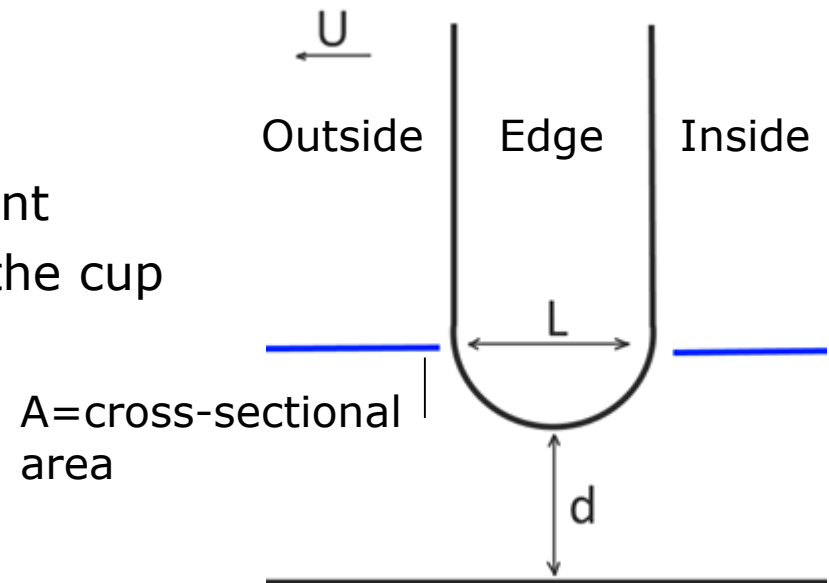
If the cup is **floating**

- **Lift:** Lifted from the water due to the **water flowing under the cup**:

$$Lift \sim c_{lift} \frac{1}{d^2} \eta U L A$$

- **Drag: Displacing the water** in front of the cup creates a drag, slowing the cup down.

$$Drag \sim c_{drag} \frac{1}{d} \eta U A$$



Source:
Physics of Continuous Matter
 B.Lautrup, 2.edition

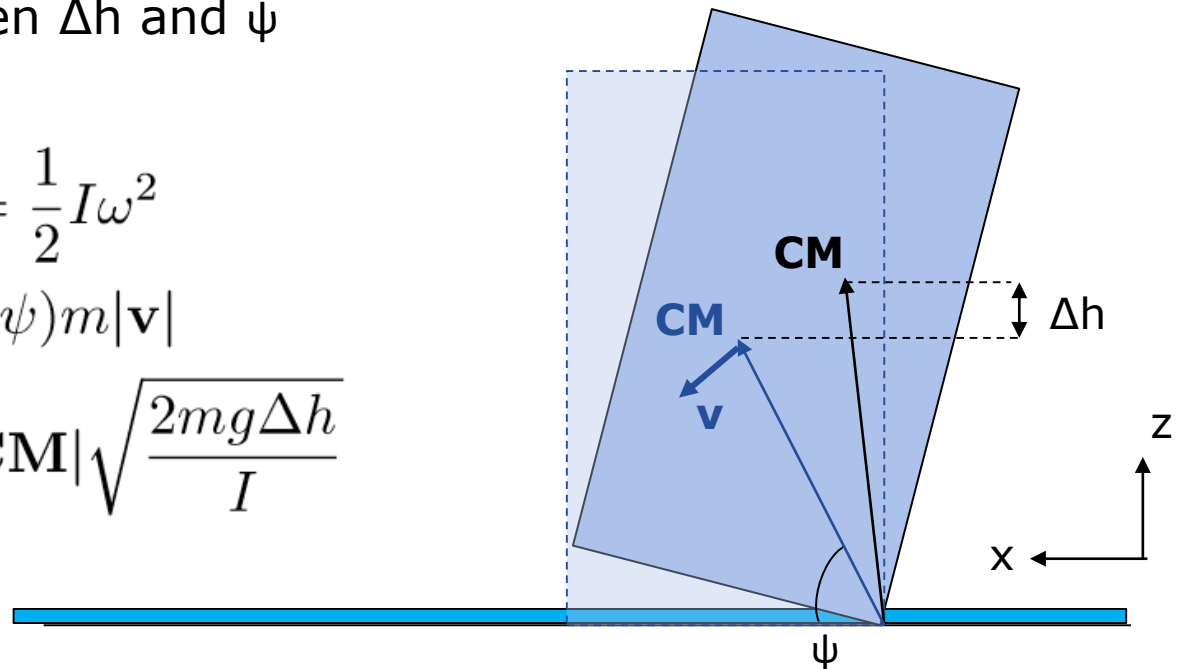
How can the glass start to move?

- Conservation of **energy**
- Conservation of **momentum**
- Maximize vertical momentum component:
 - Tradeoff between Δh and ψ

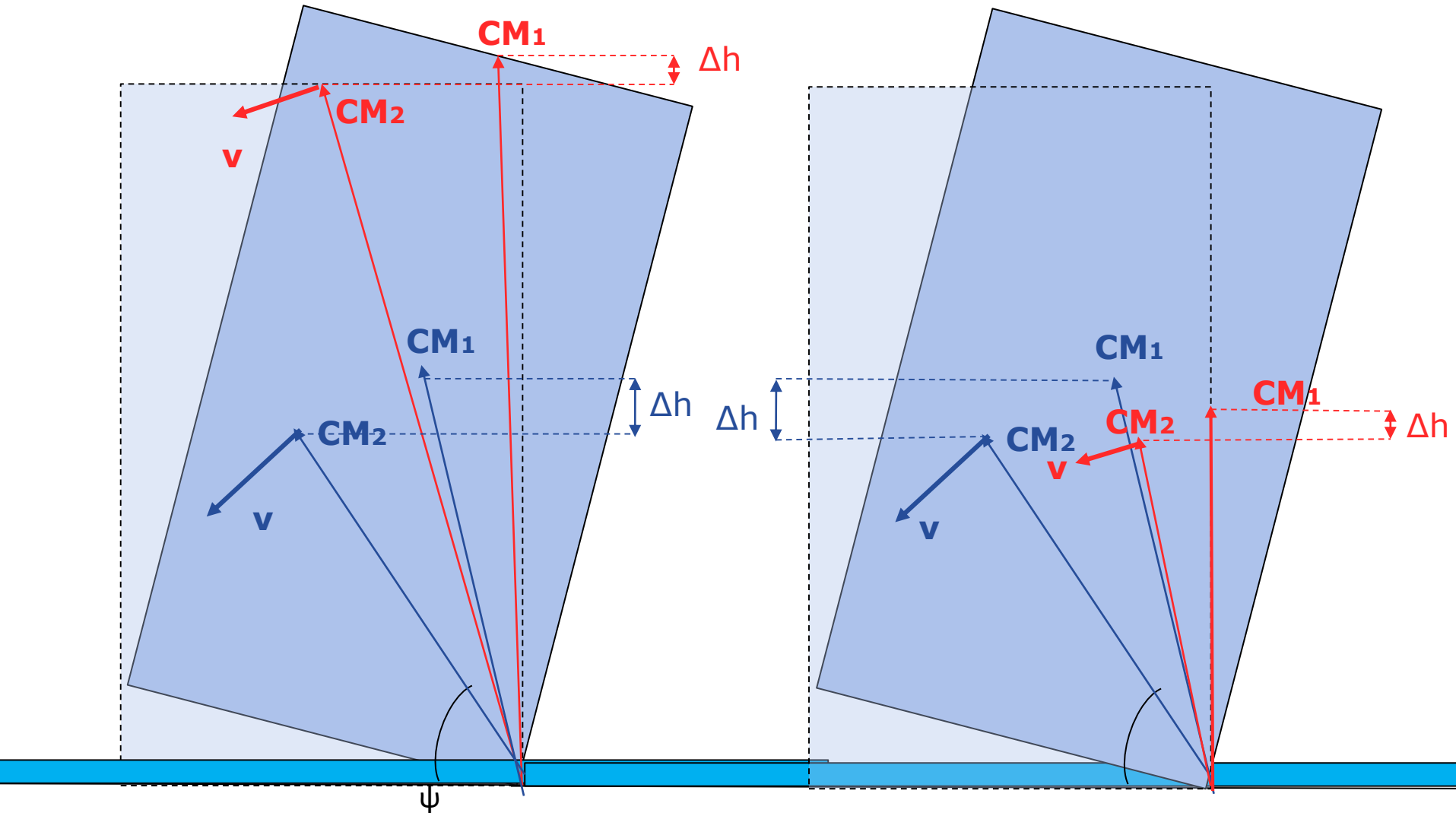
$$mg\Delta h = \frac{1}{2}I\omega^2$$

$$p_x = \sin(\psi)m|\mathbf{v}|$$

$$p_x = \sin(\psi)m|\mathbf{CM}|\sqrt{\frac{2mg\Delta h}{I}}$$

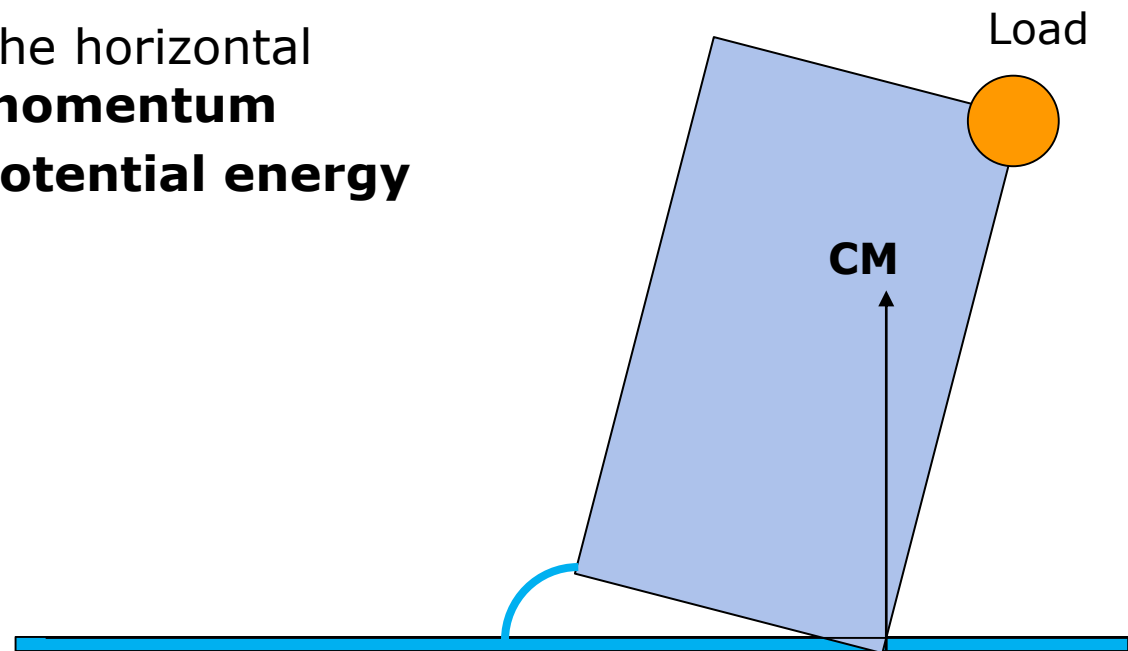


How can the glass start to move?



Controlling the bubble.

- **Bubble radius** increase Δh
- **Displacement** of the center of mass.
 - Asymmetry **eases bubble** formation
 - Can optimize the horizontal component of **momentum**
 - Increases the **potential energy**

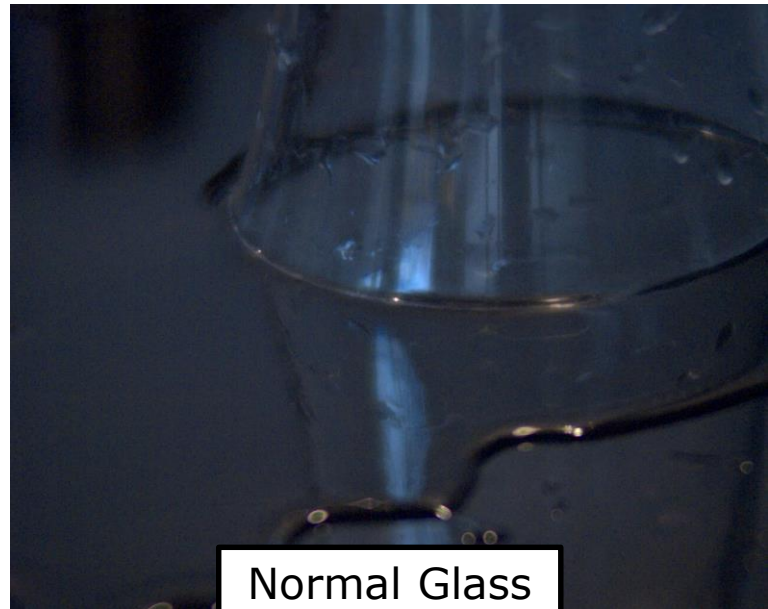


Advantages of light plastic cups

- **floats** regardless of temperatures
 - Minimum of **friction** from the bottom
- The **center of mass** is manipulated easily
- Light cups generates **larger bubbles**
 - Maximizes the **speed**
 - Better **measurements**



Plastic Cup



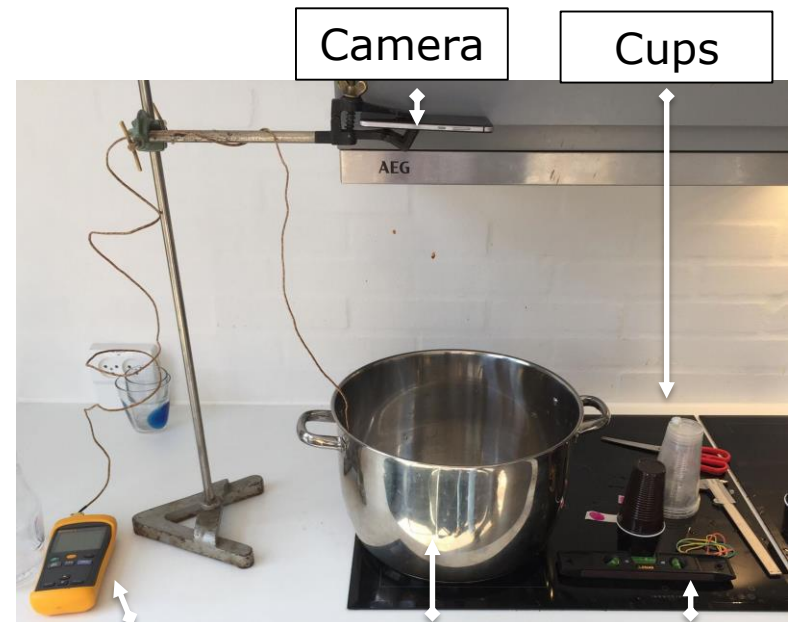
Normal Glass

Experimental setup

- plastic cups
- Constant heat from **induction stove**
- Tracking a colored **strip** via python script
- Uncertainties
 - Non uniform heat $\pm 5^{\circ}\text{C}$
 - Parallax errors
 - Evaporation of water



Scale



Camera

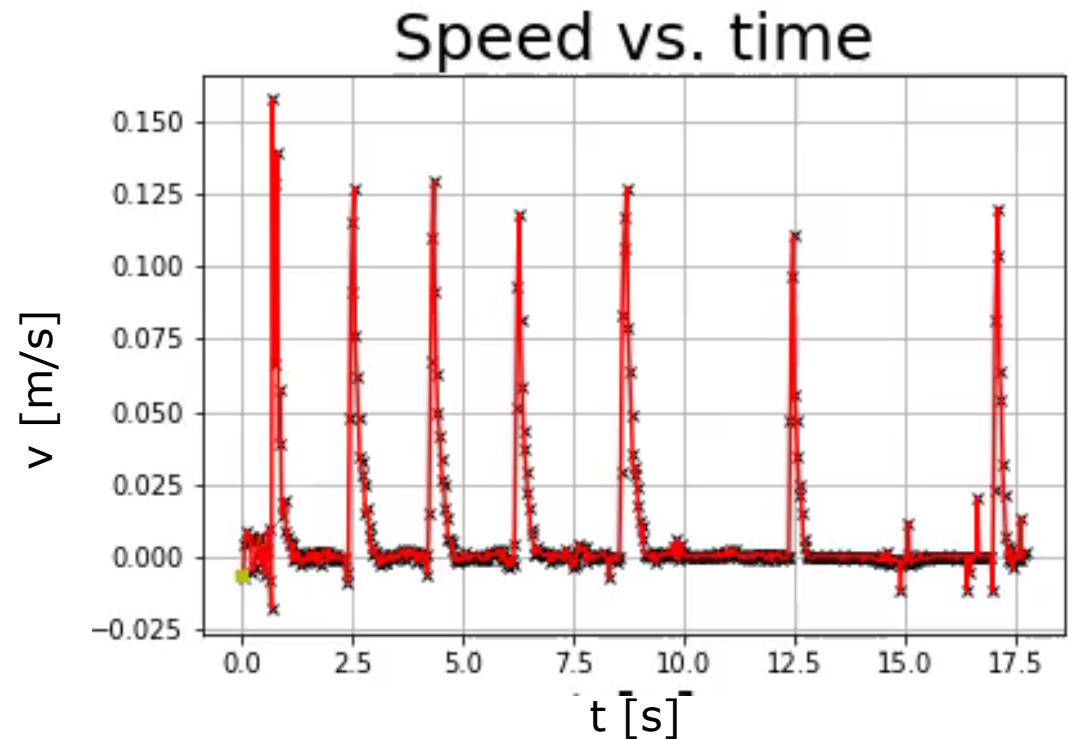
Cups

Thermometer

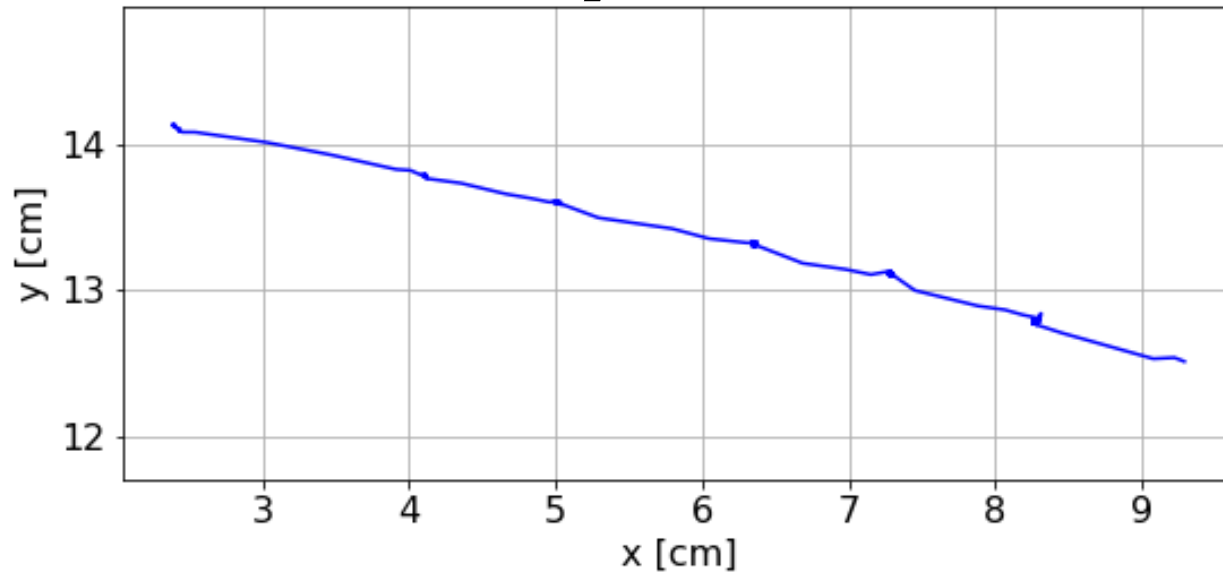
Pot with water

Spirit level

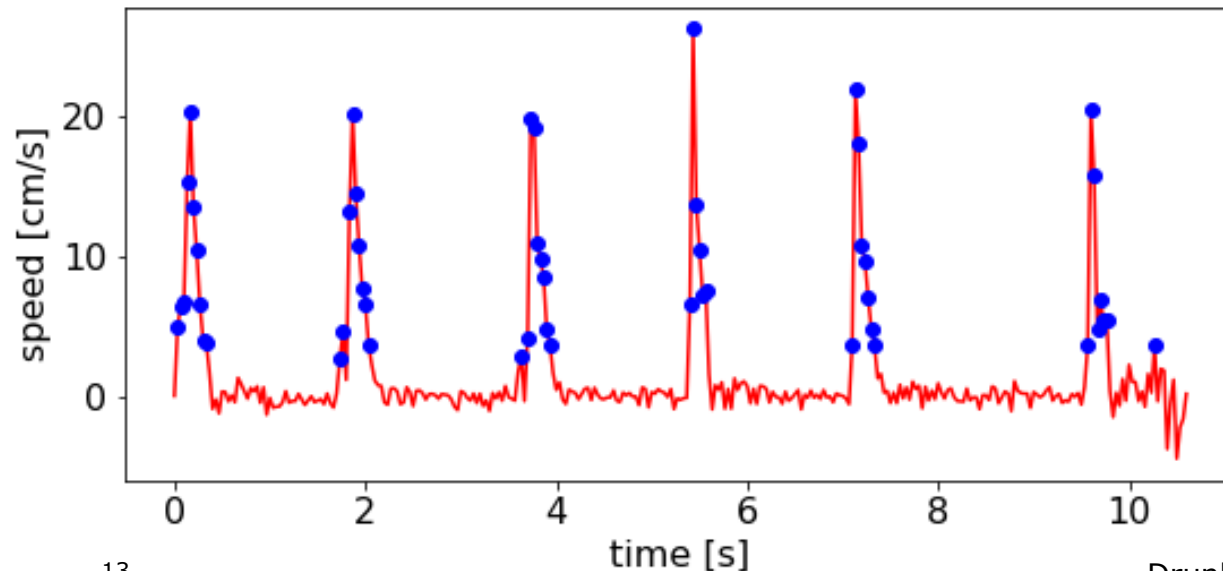
Tracking strip



Data analysis



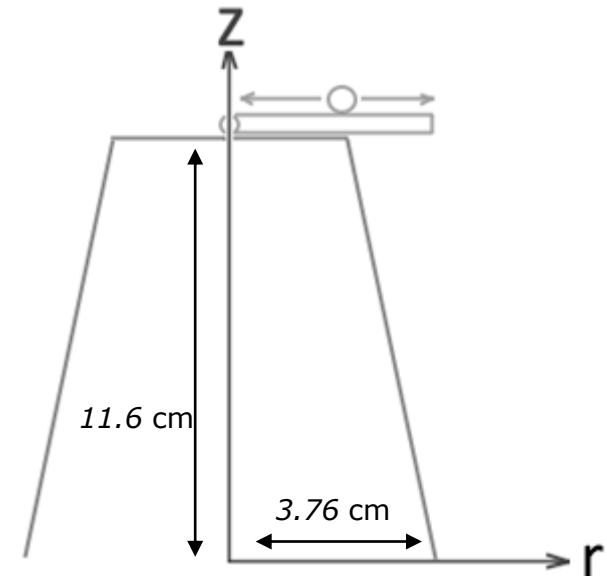
Peak speed: Top blue point in each peak



Floating time: Time in which each peak exists over a given threshold. (~ 0.1 max peak speed)

Alteration of Center of mass along r

Displacement along r	Displacement in Center of Mass along r
-0.50 cm	0.42 cm
0 cm	0.51 cm
1.5 cm	0.79 cm
3.0 cm	1.07 cm
<i>Displacement in z: 8.80 cm</i>	



Alteration of Center of mass along r

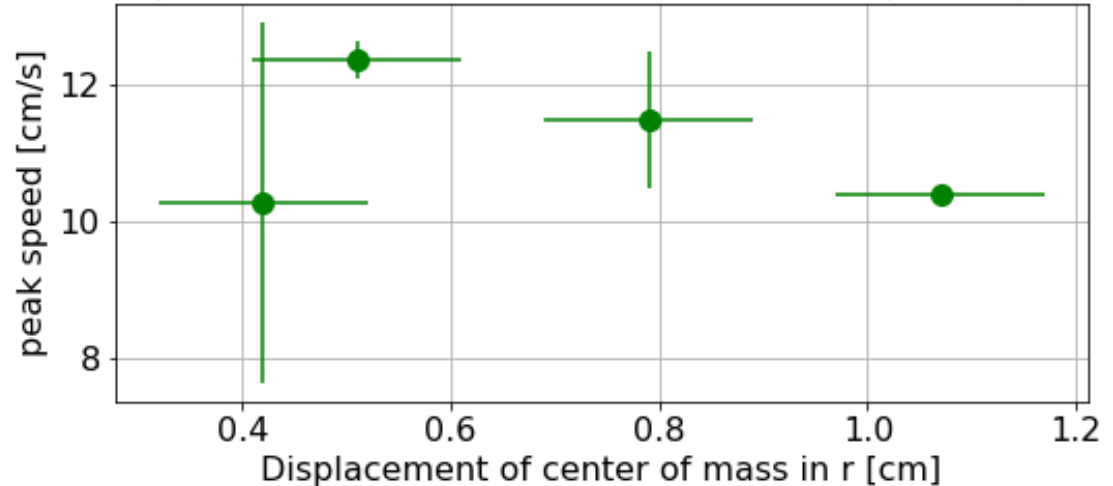
Error bar in y: actual normal distribution

Initial increase:
displacement eases
bubble formation =>
larger angle. (lifetime)

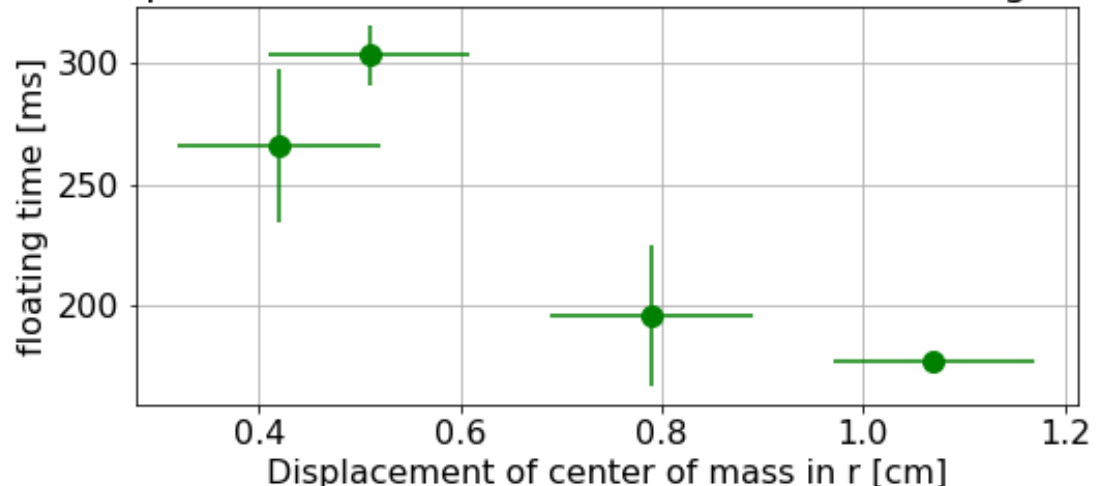
Later decrease: Δh
becomes too small to be
optimal with $\mathbf{v_x}$

Peak speed and floating
time decreases with the
displacement due to
friction with the table

Displacement of center of mass in r vs. peak speed



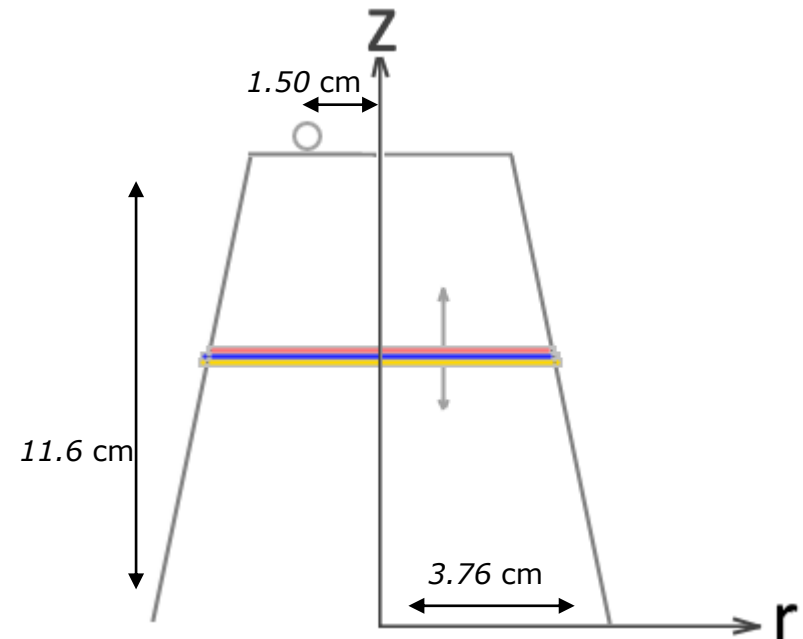
Displacement of center of mass in r vs. floating time



Alteration of Center of mass along z

- Vertical displacement
 - With rubber bands
 - With load for direction control

Displacement along z	Displacement in Center of Mass along z
4.9 cm	6.93 cm
7.8 cm	7.60 cm
11.0 cm	8.34 cm
<i>Displacement in r: 0.31 cm</i>	

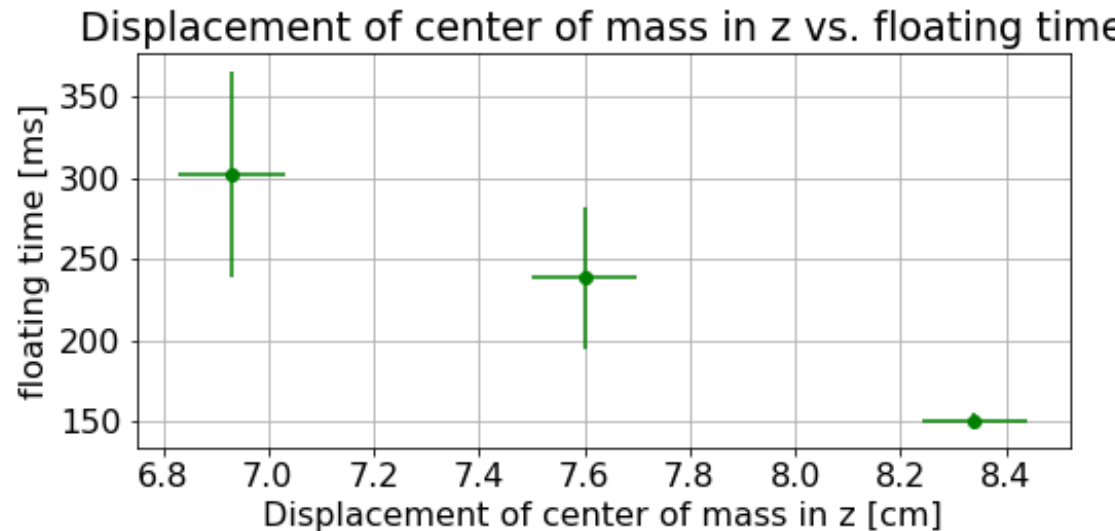
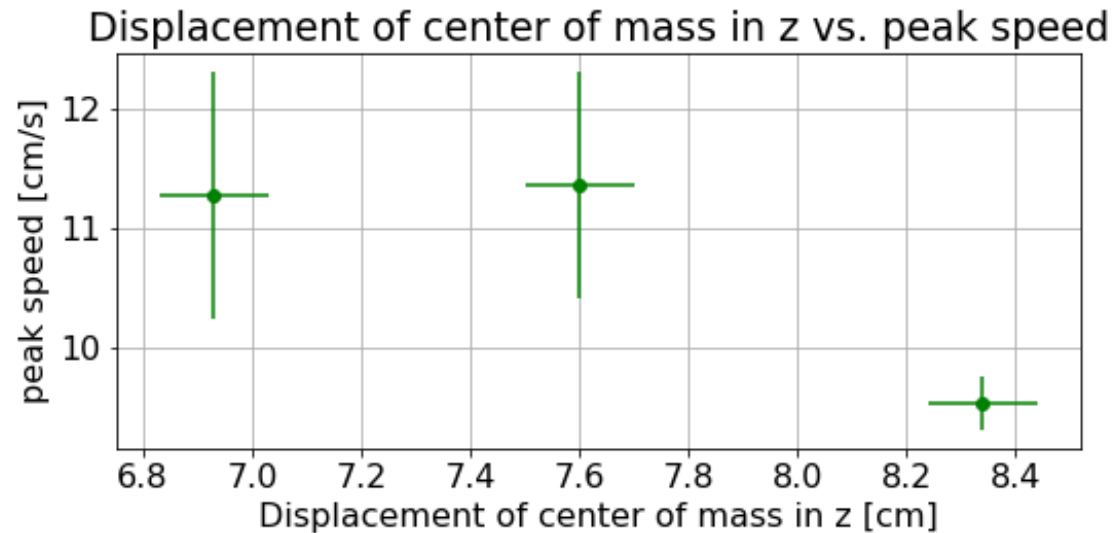


Alteration of Center of mass: along z

High center of mass: more pressure on the pivot point for same angle resulting in more **friction**

Low center of mass results in larger Δh but smaller \mathbf{v}_x

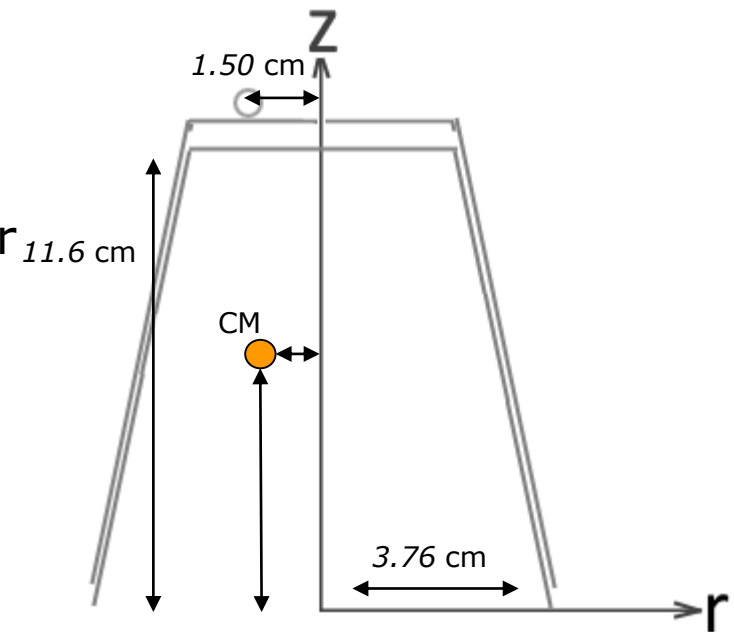
The easier bubble formation does not seem to increase the speed significantly



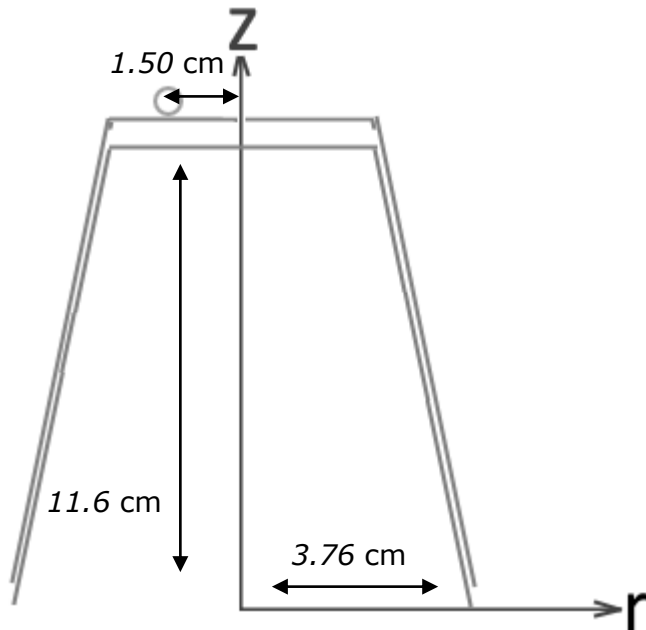
Alteration of mass

- Stacking several cups for increased mass
 - The little alteration in center of mass Is ignored
- Load
 - Load is added for direction control
 - Load mass is varied to make center of mass constant.

Number of cups	Mass of the system
1	5.3 g
3	16.45 g
4	21.88 g



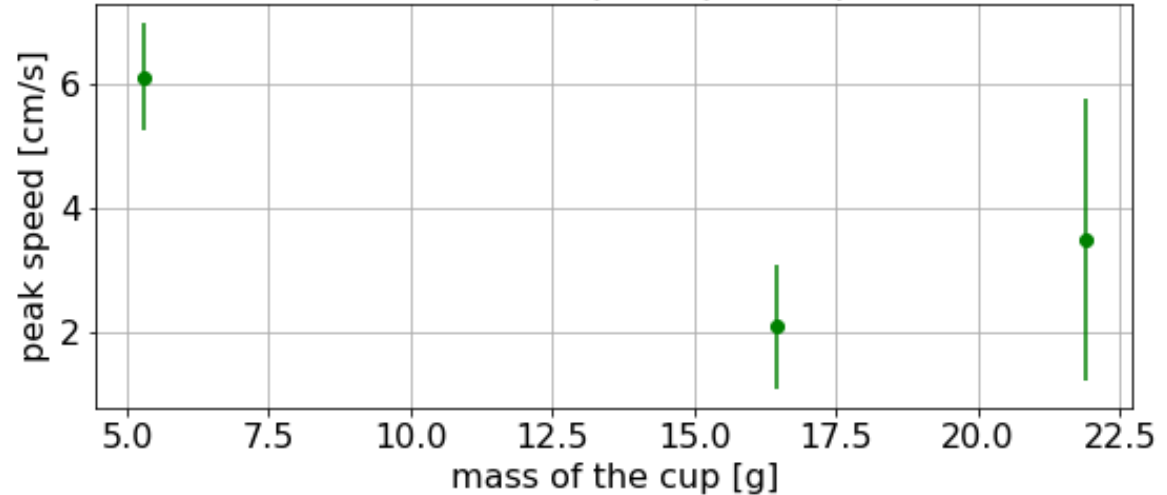
Alteration of mass



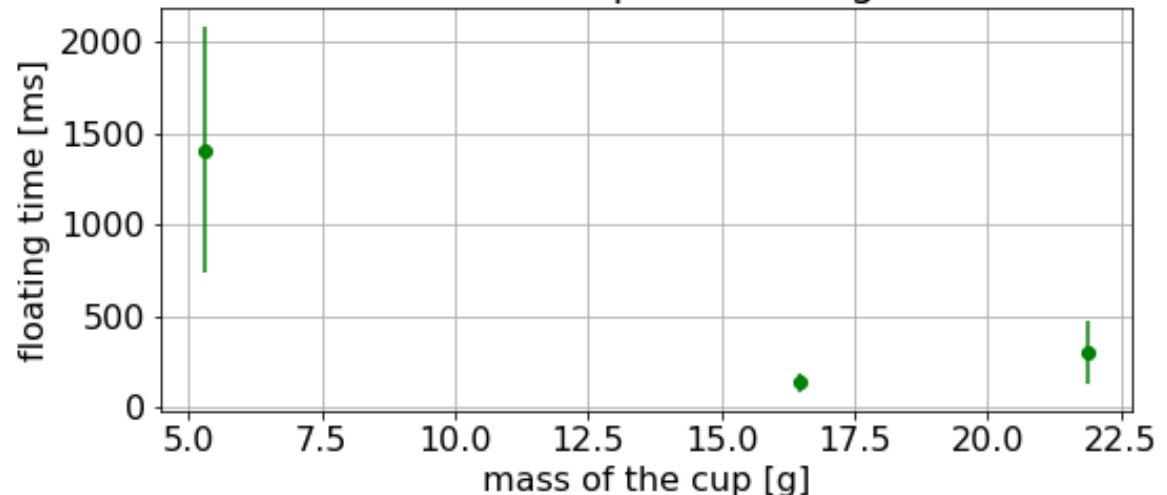
A larger mass presses the cup **deeper into the water** while floating

More **pressure on the pivoting point**

mass of the cup vs. peak speed



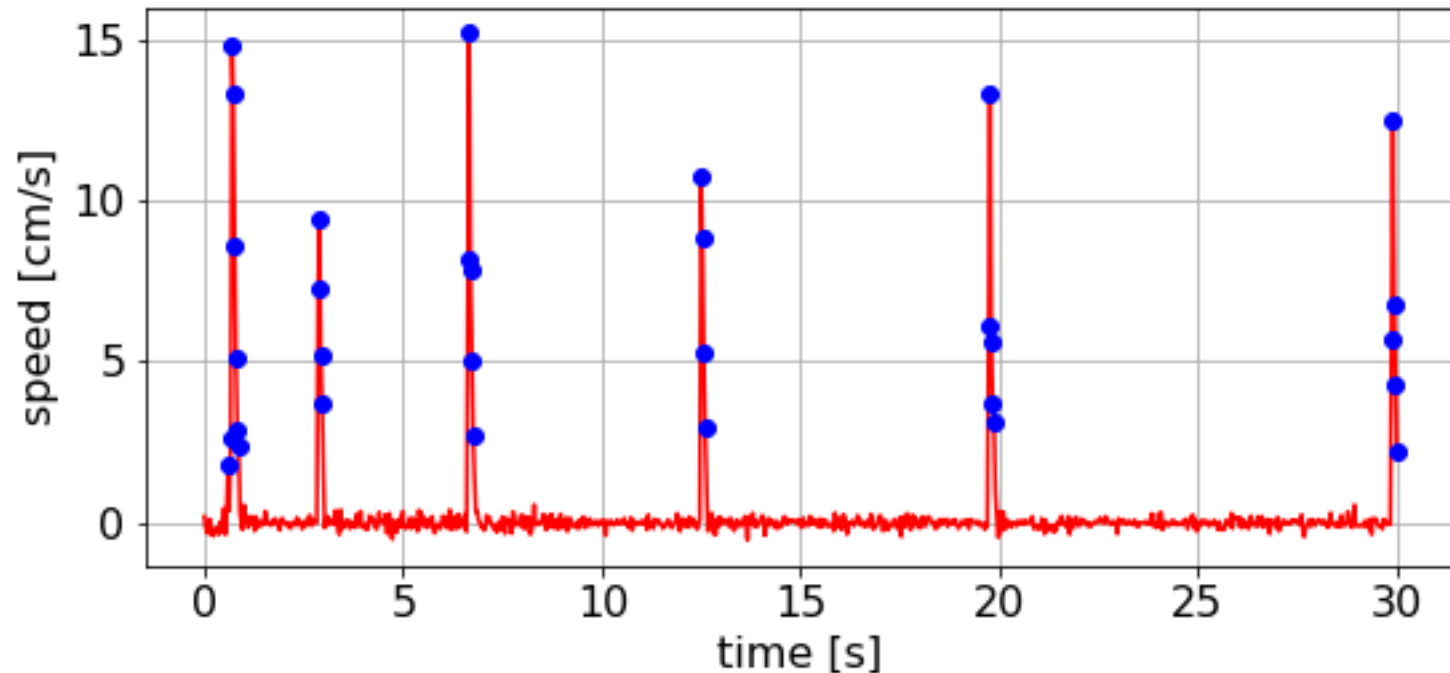
mass of the cup vs. floating time



Optimizing the temperature

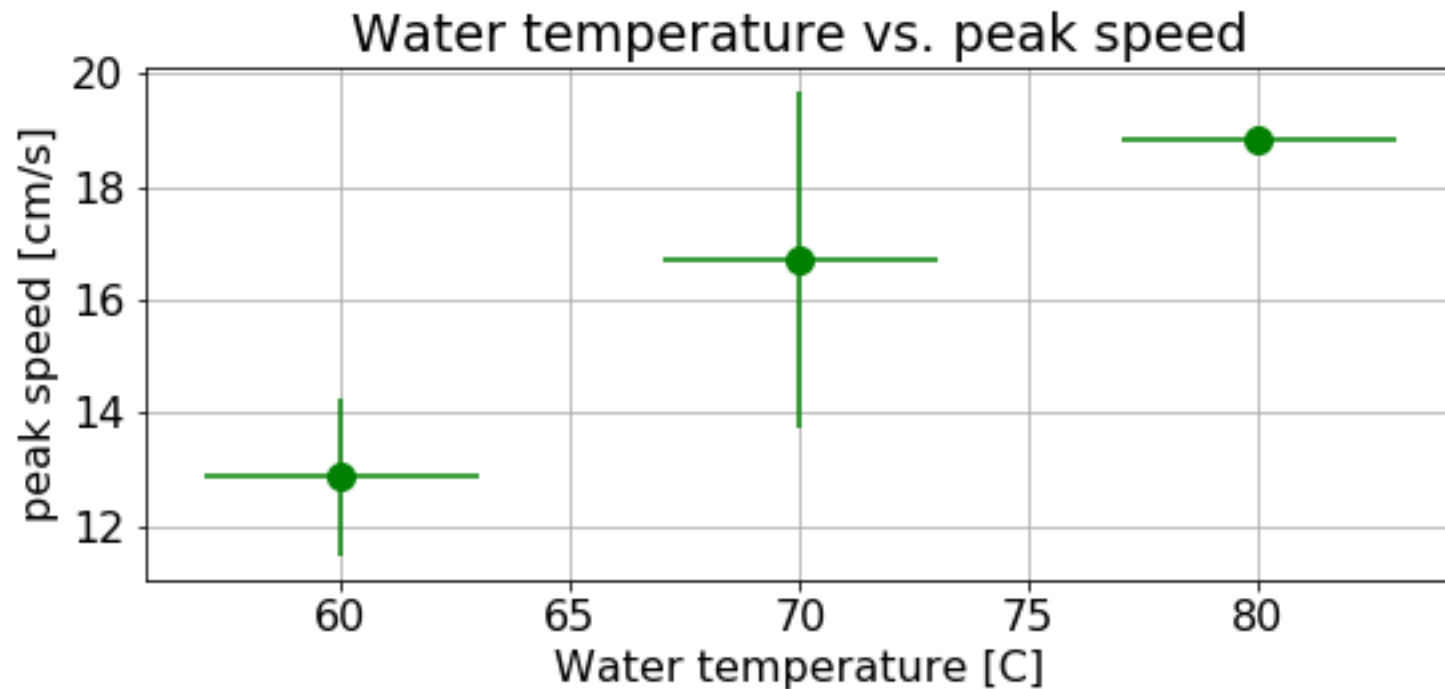
Peak speed

- Increases the initial **frequency of bubbles**
 - Surface tension varies with temperature a lot
- How much?



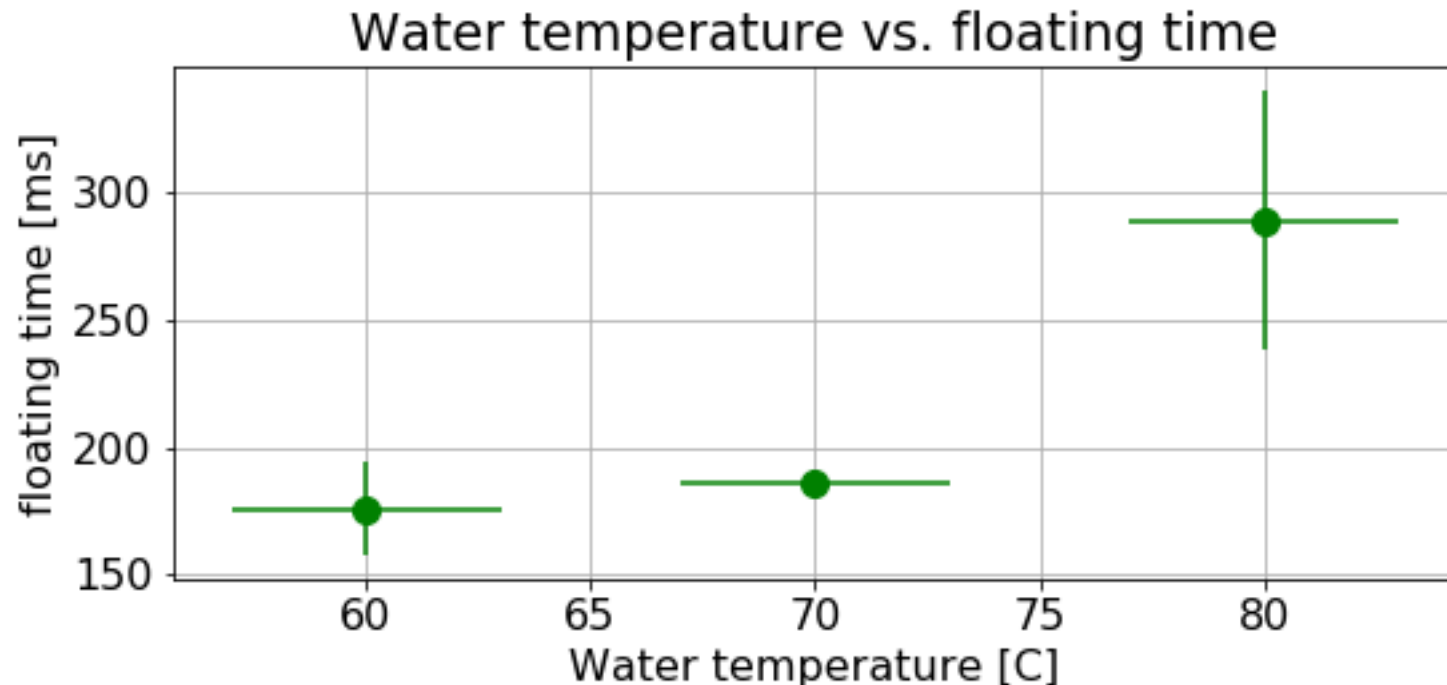
Optimizing the temperature peak speed

- Increases the frequency of bubbles.
- Allow for **larger bubbles** due to life time of bubbles are the same



Optimizing the temperature floating time

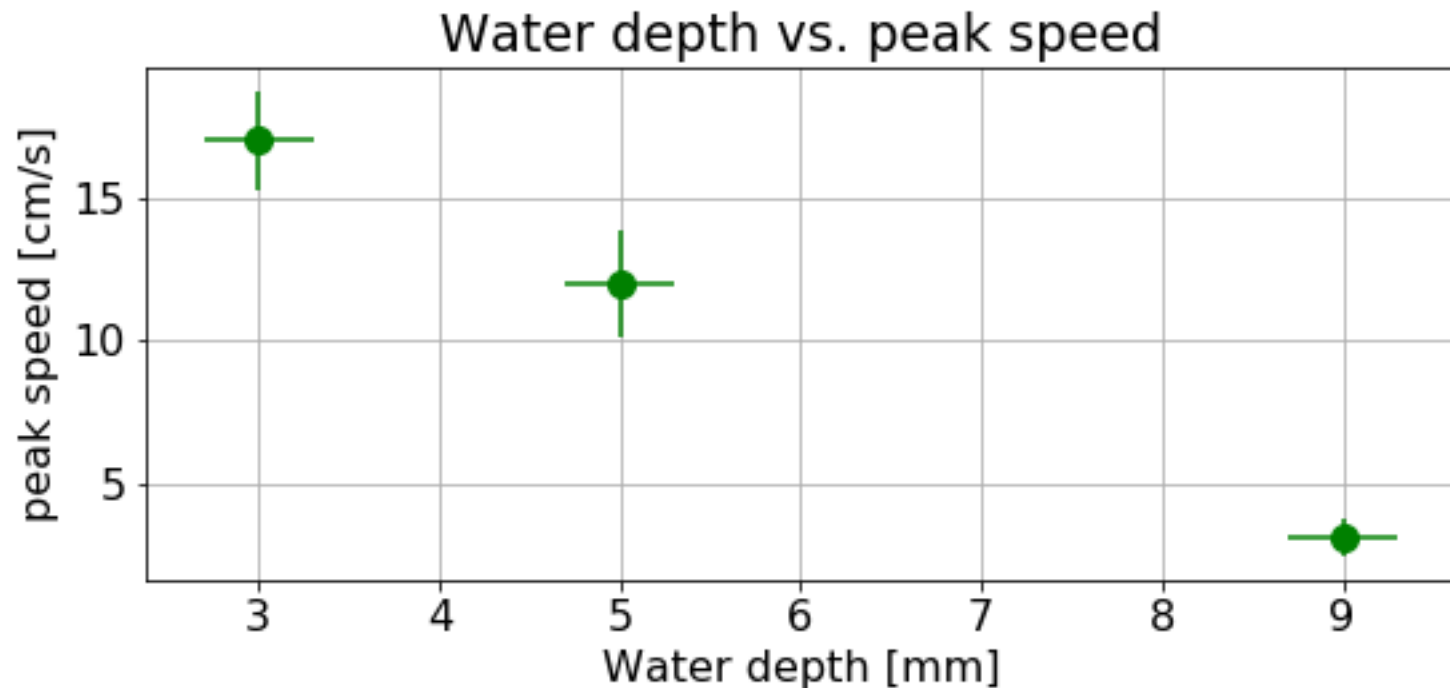
- Increases the frequency of bubbles.
- Allow for larger bubbles due to life time of bubbles are the same
- **Larger peak speed** gives a slightly larger floating time and **lift** is increased



Thickness of water layer

Peak speed

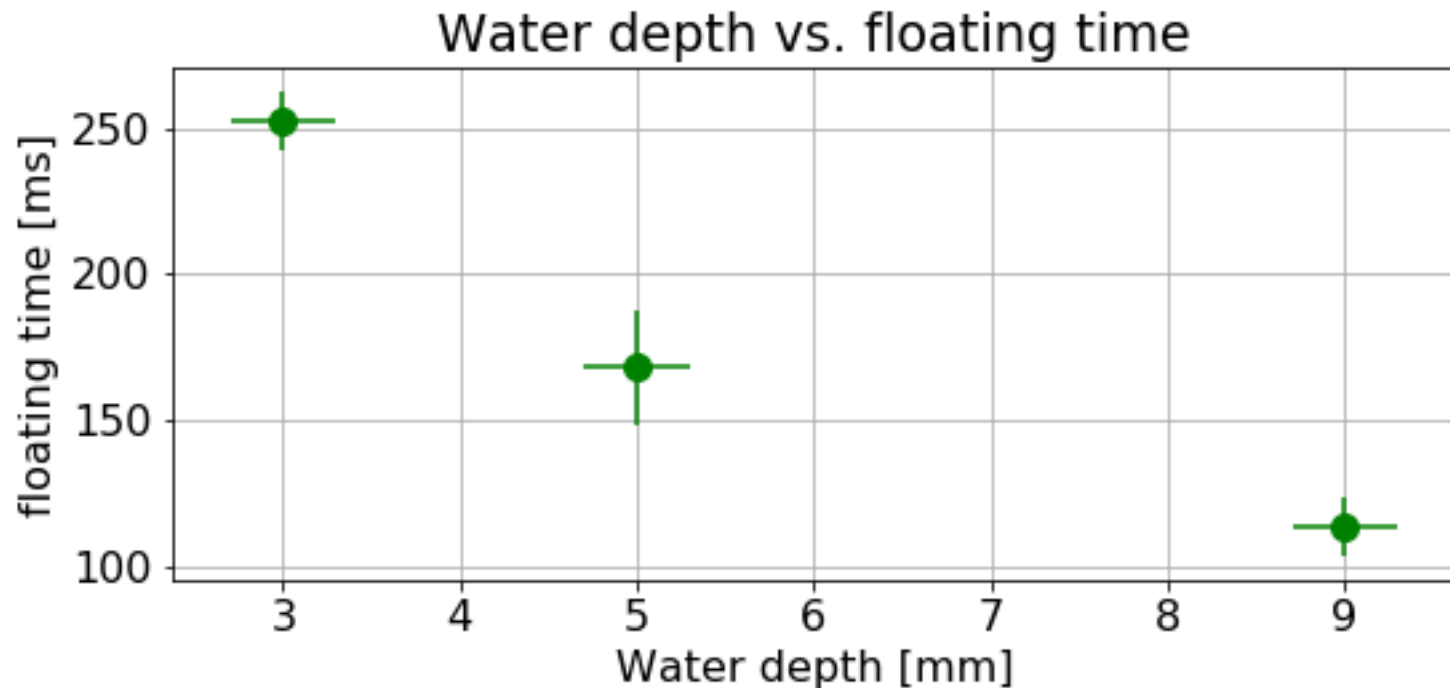
- Displacement in mass causes the **pivot point to rest** on the bottom => **Larger drag**
- A larger depth makes it **harder generate bubbles.**



Thickness of water layer

Peak speed

- Displacement in mass causes the **pivot point to rest** on the bottom => **Larger drag**
- A larger depth makes it **harder generate bubbles**.



Conclusion

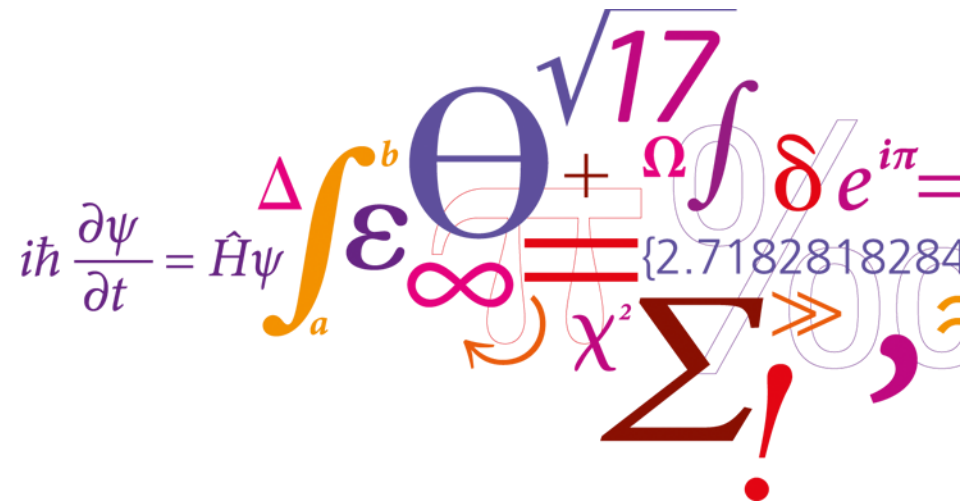
- Optimizes relevant parameters
 - **Center of mass:** shifted slightly in r to control bubbles and maximize Δh and $v_x \Rightarrow$ tradeoff
 - **Mass of the glass:** as light as possible
 - **Temperature:** The higher the better
 - **Water depth:** Shallow but sufficient for the cup to float
 - **Theoretically:** Width of the cup edge
- Maximum speed obtained was 19 cm/s by having $T=80^\circ \text{ C}$

Bubble that do not burst

- Still causes an acceleration



Thanks for your attention



The tracker strip

- The tracker strip decreases the floating time of the cup



Size of the bubbles

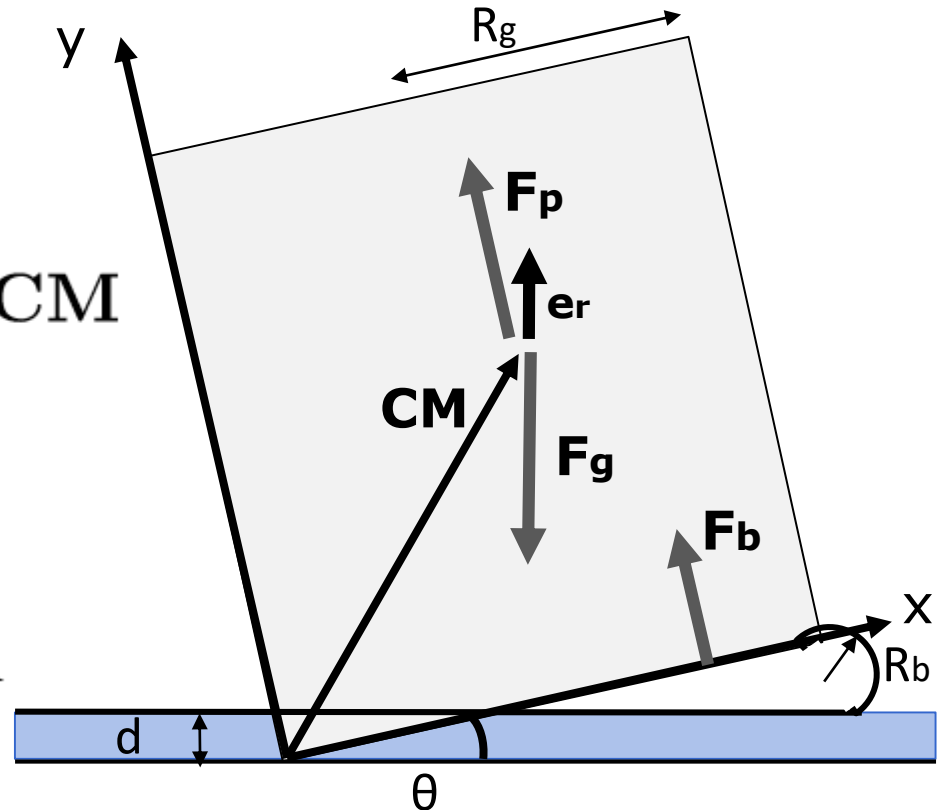
Balancing torque

$$\tau_p - \tau_g + \tau_b = 0$$

$$\tau_p = \underbrace{\Delta p}_{\alpha \left(\frac{1}{R_b} + \frac{1}{R_g} \right)} \pi R_g^2 \mathbf{e}_r \times \mathbf{CM}$$

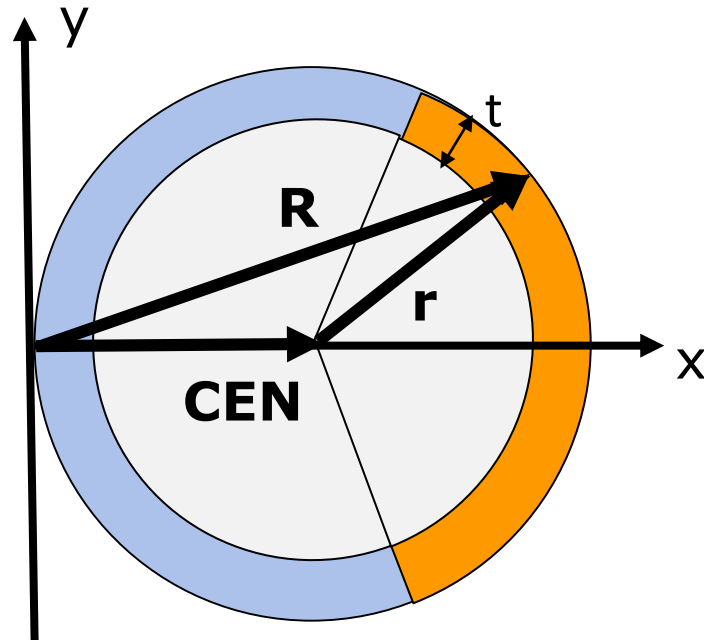
$$\tau_g = m g \mathbf{e}_r \times \mathbf{CM}$$

α = surface tension

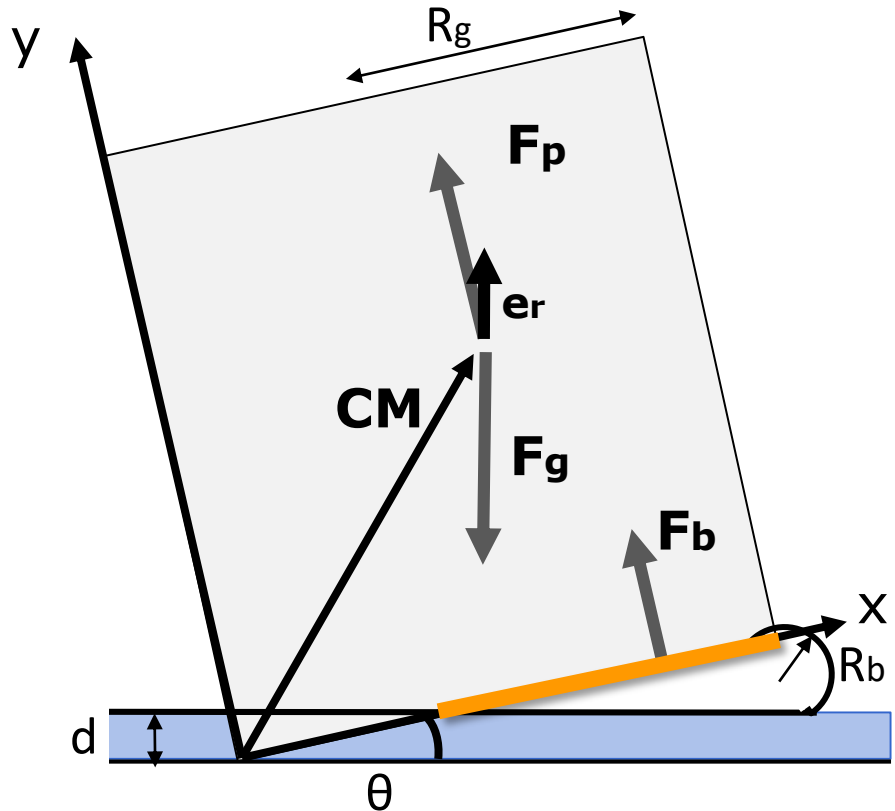


Size of the bubbles

Bubble torque



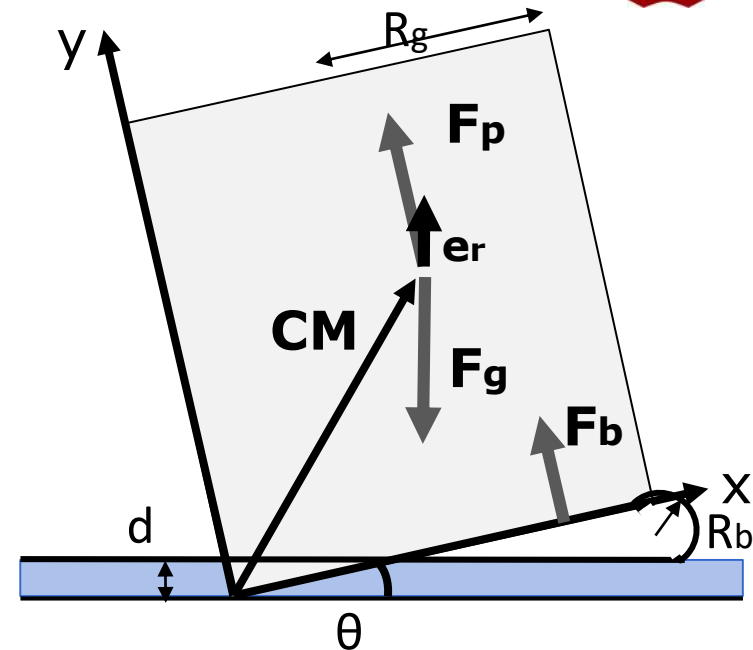
$$\begin{aligned}\tau_b &= \int \Delta p \mathbf{R} \times d\mathbf{A} \\ &= \Delta p \int (\mathbf{CEN} + \mathbf{r}) \times d\mathbf{A}\end{aligned}$$



Size of the bubbles

Maximal angle

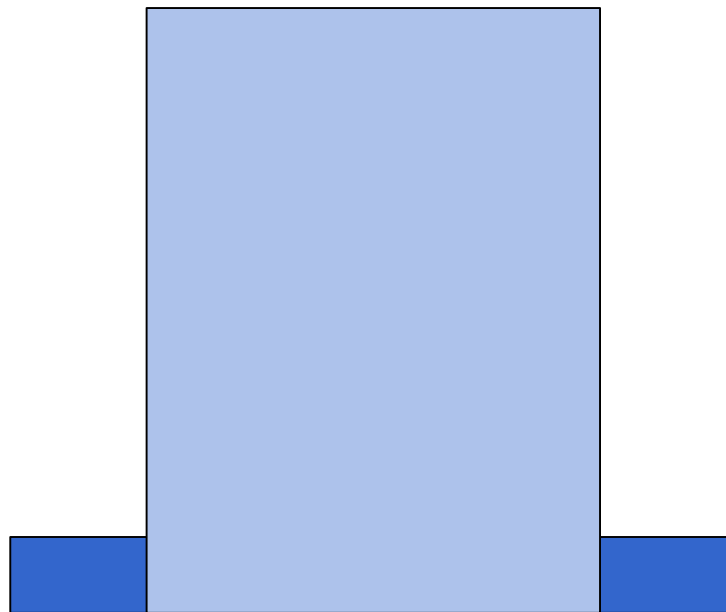
After some math and geometry



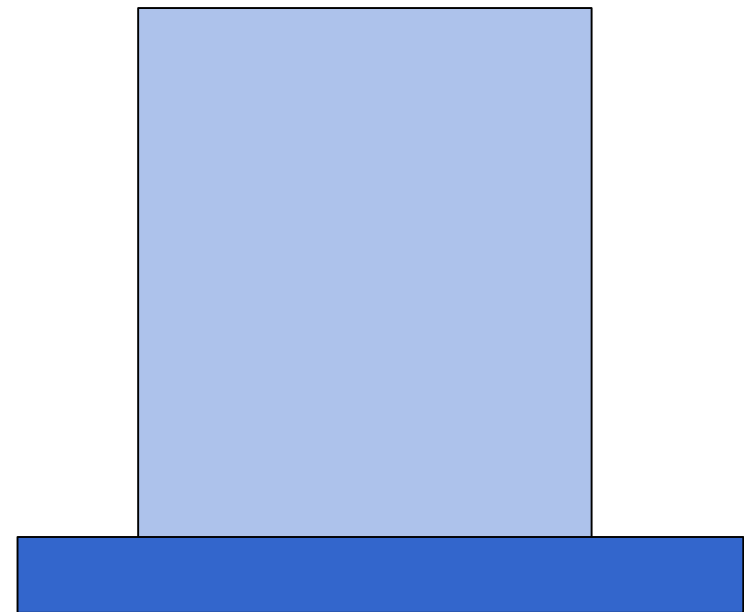
$$0 = \pi R_g^2 \Delta p \mathbf{CM} \times \mathbf{e}_v - mg \mathbf{MC} \times \mathbf{e}_v - \Delta p R_g^2 t (\phi - 2 \sin(\phi/2))$$

$$\text{where: } \phi = 2 \cos^{-1} \left(\frac{1}{R_g} \left[Rg - \frac{2}{\theta} \left(\sin(\theta) R_g - \frac{d}{2} \right) \right] \right)$$

Flat surface material



Hydrophobic surface like Teflon



Hydrophilic surface like steel

Long floating time

