Momentum and Impulse

Conservation Laws

Date(YY/MM/DD) ____/

Section

UNIT 8: ONE-DIMENSIONAL COLLISIONS

Approximate Classroom Time: Three 100 minute sessions



In any system of bodies which act on each other, action and reaction, estimated by momentum gained and lost, balance each other according to the laws of equilibrium.

> Jean de la Rond D'Alembert 18th Century

OBJECTIVES

Review Question

spring scale to measure

TOP VIEW

A puller applies a force on the cart which is always tangent to the circle and which is just sufficient to overcome friction in the cart and maintain the cart's motion at a constant speed. The force in a direction perpendicular to the circle is

A. outward away from the centre

B. zero

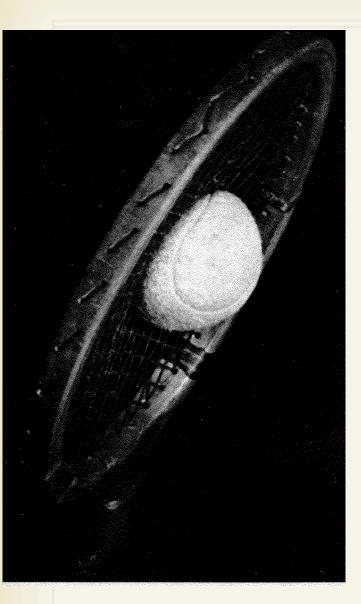
C. inward, towards the centre

Momentum

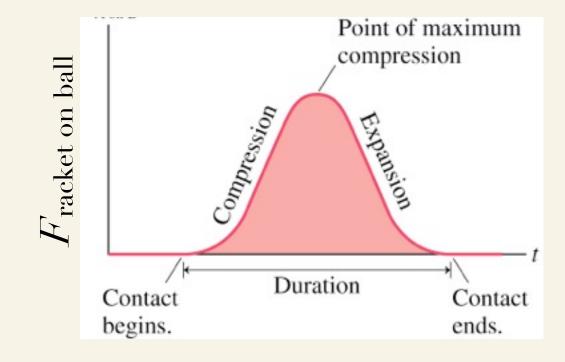
A. It's a scalarB. It's a vectorC. No, It's superman!

Impulse

A. It's something elseB. It's a scalarC. It's a vector



Impulse



Impulse

- \sim When the racket hits the ball
 - ~ $\mathbf{F}(t)_{\text{racket on ball}} = -\mathbf{F}(t)$ ball on racket
 - \sim Time interval from t_i to t_f is the same

$$\sim F_{ronb} = m_b \left(\frac{dv_b}{dt} \right)$$

$$\sim F_{ron\,b}\,dt = m_b\,dv_b$$

➤ Define "Impulse"

$$J_{\text{on ball}} = \int_{t_i}^{t_f} F_{\text{r on b}} dt$$

Momentum

$$\sim F_{ron b} dt = m_b dv_b = d (m_b v_b)$$

$$\sim Mass x Velocity = Momentum$$

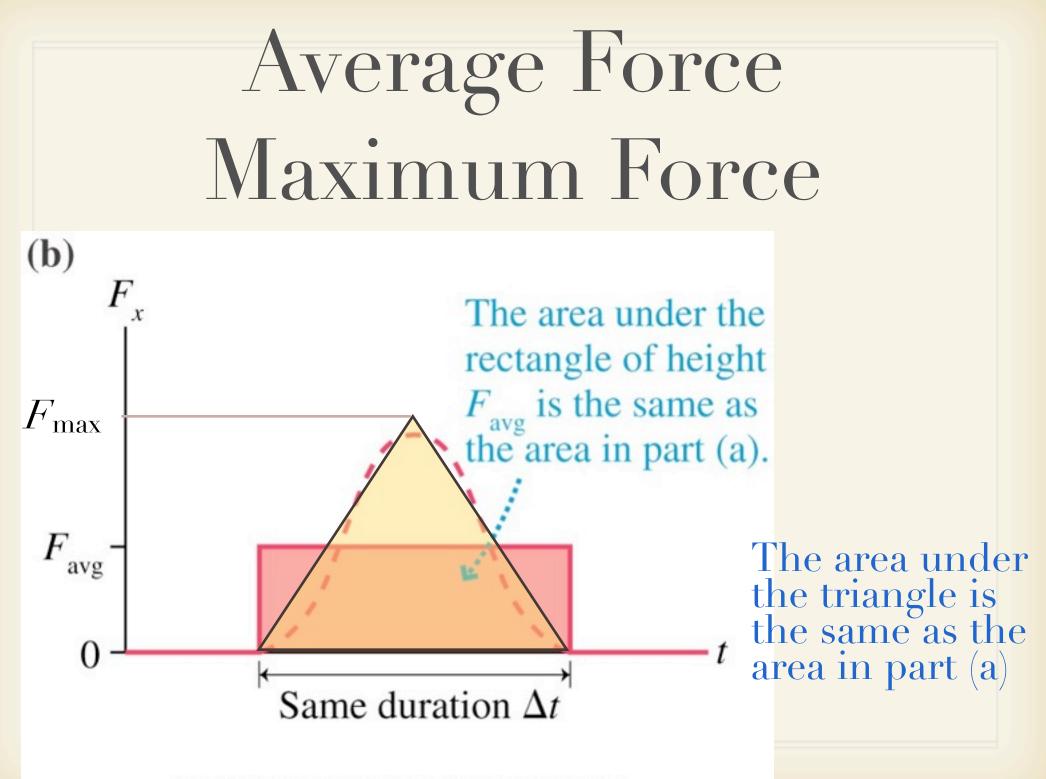
$$\sim p_b = m_b v_b$$

$$\sim F_{ron b} dt = d p_b$$

$$J_{\text{on ball}} = \int_{t_i}^{t_f} F_{\text{r on b}} dt = \int_{t_i}^{t_f} dp_b = p_f - p_i$$

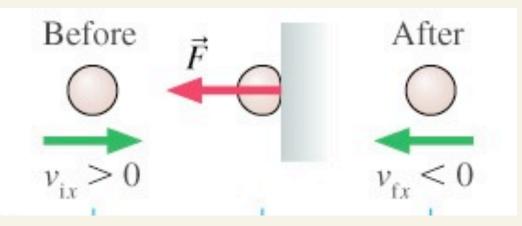
Impulse Momentum

The impulse on an object in a time interval equals the object's change of momentum.



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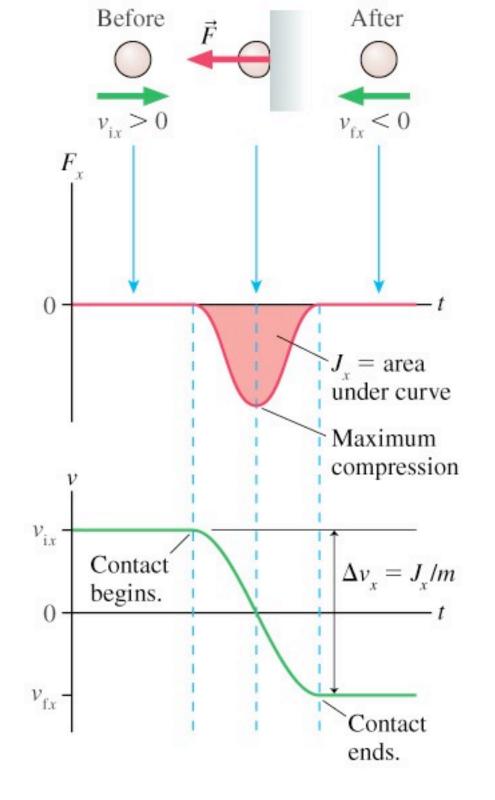
A ball hits the wall. What direction is the momentum change?



A. To the rightB. To the leftC. UpD. Down

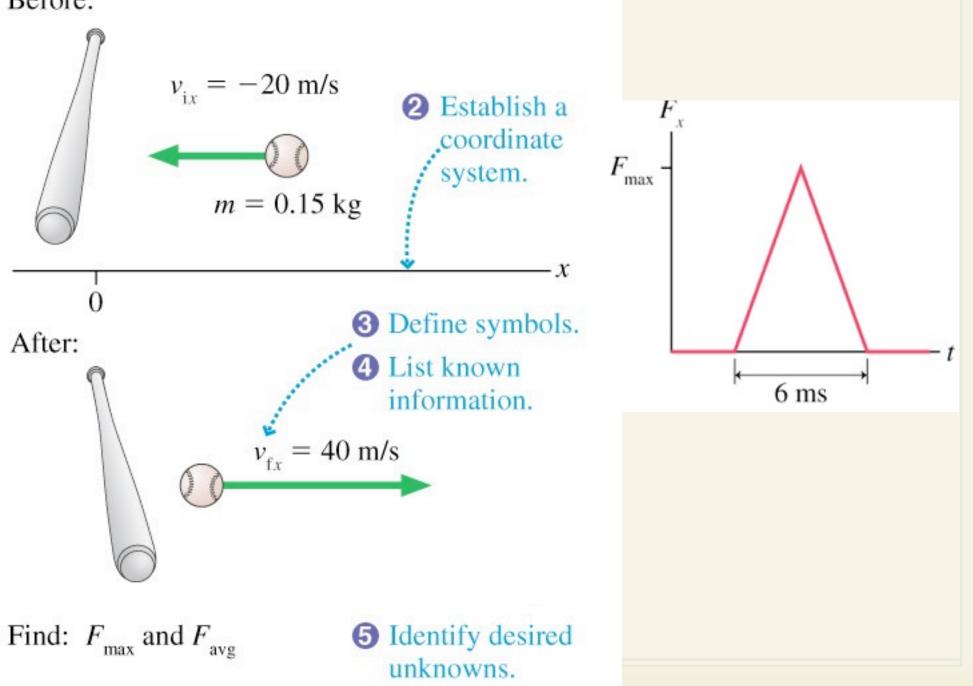
A ball hits the wall. What direction is the impulse on the ball? Before After \vec{F} $v_{ix} > 0$

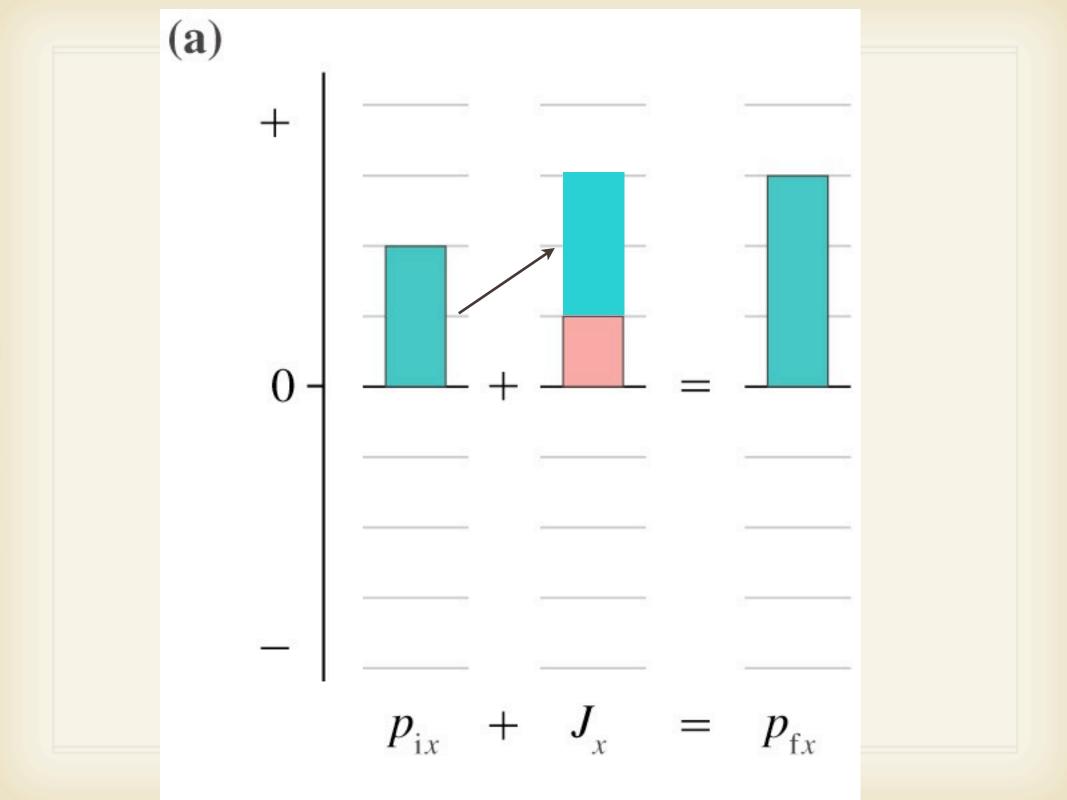
A. To the rightB. To the leftC. UpD. Down

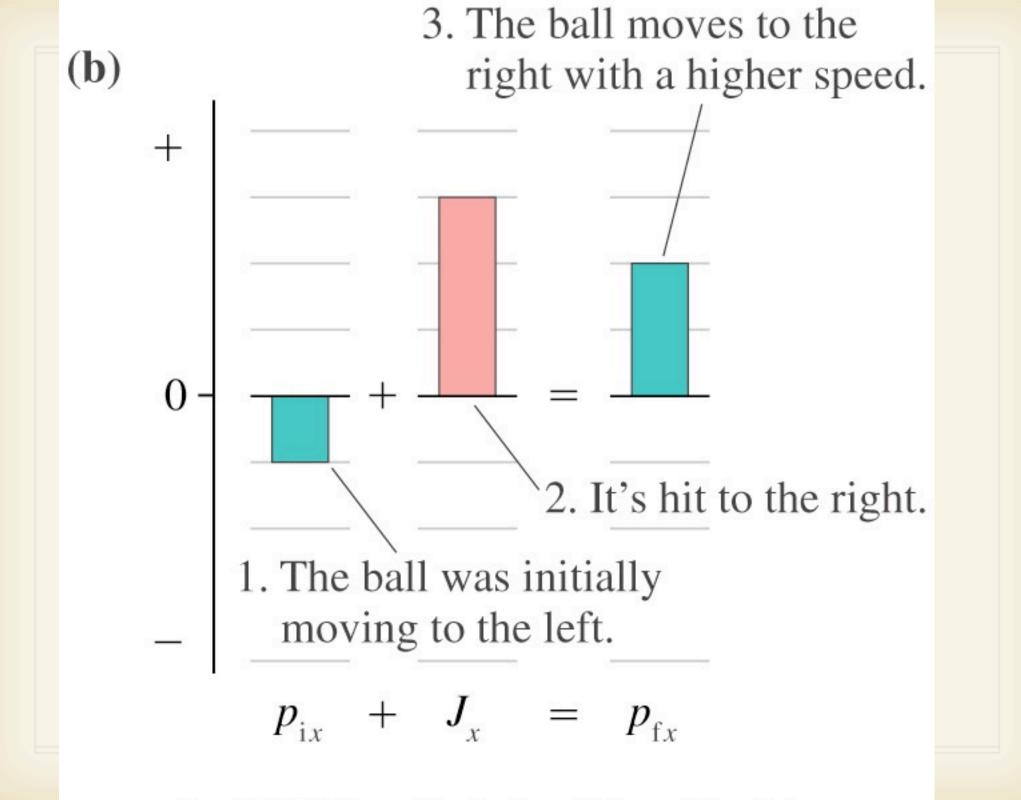


1 Draw the before-and-after pictures.

Before:

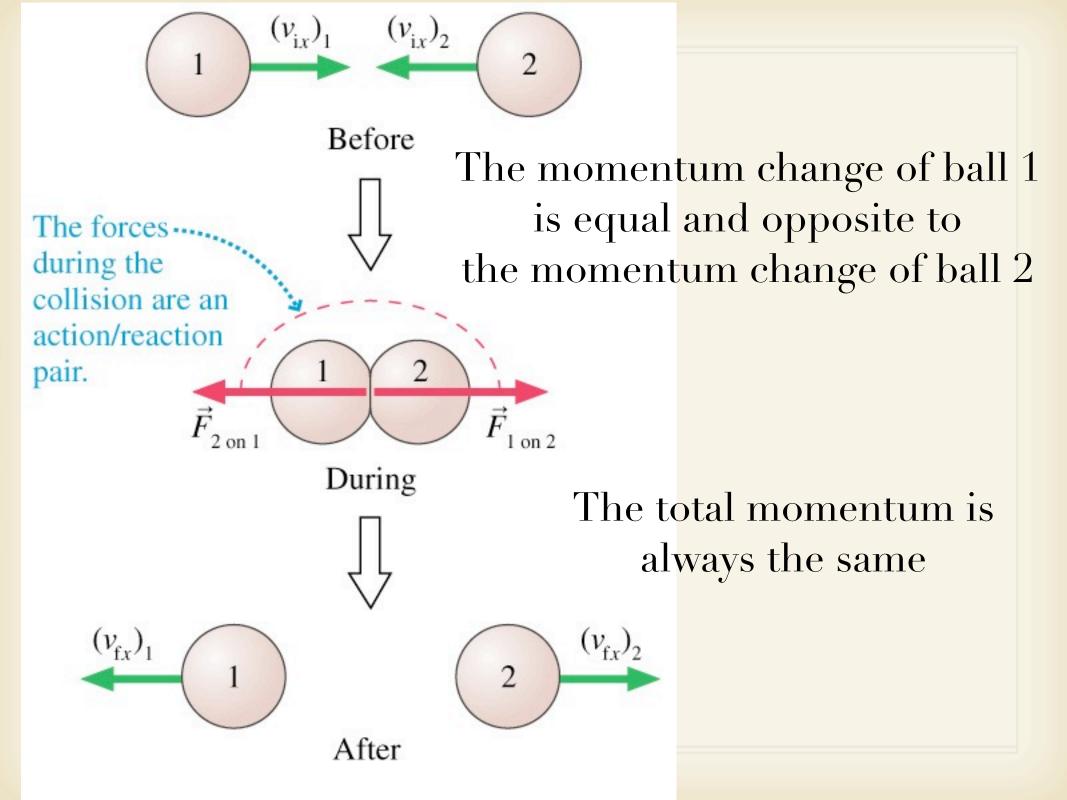


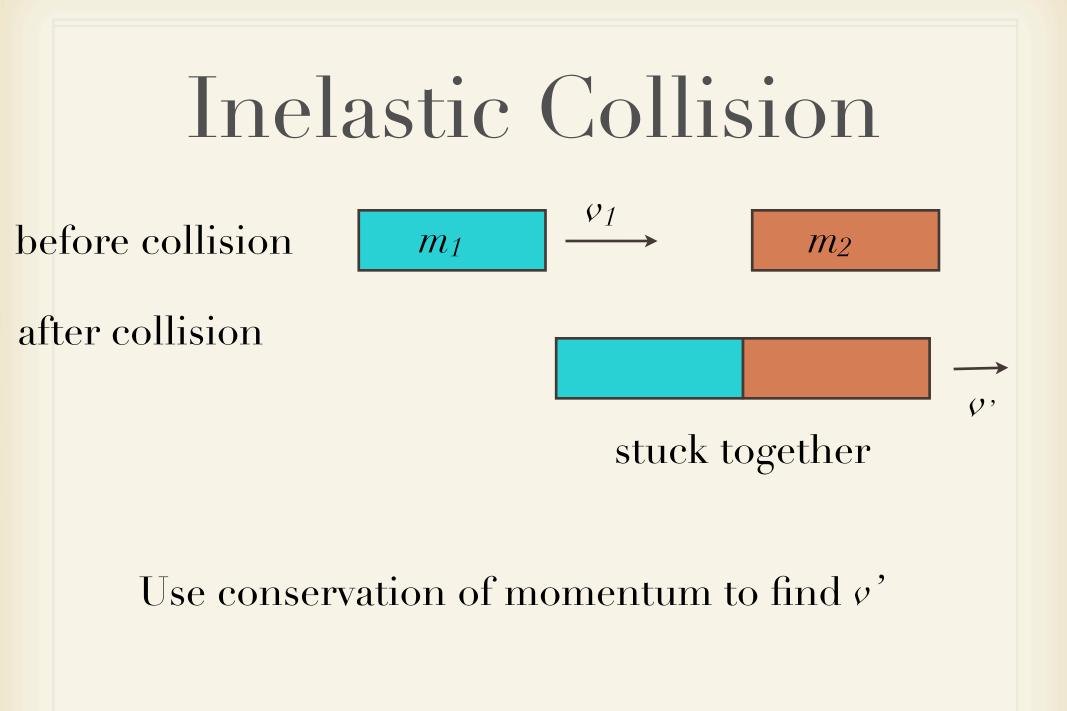


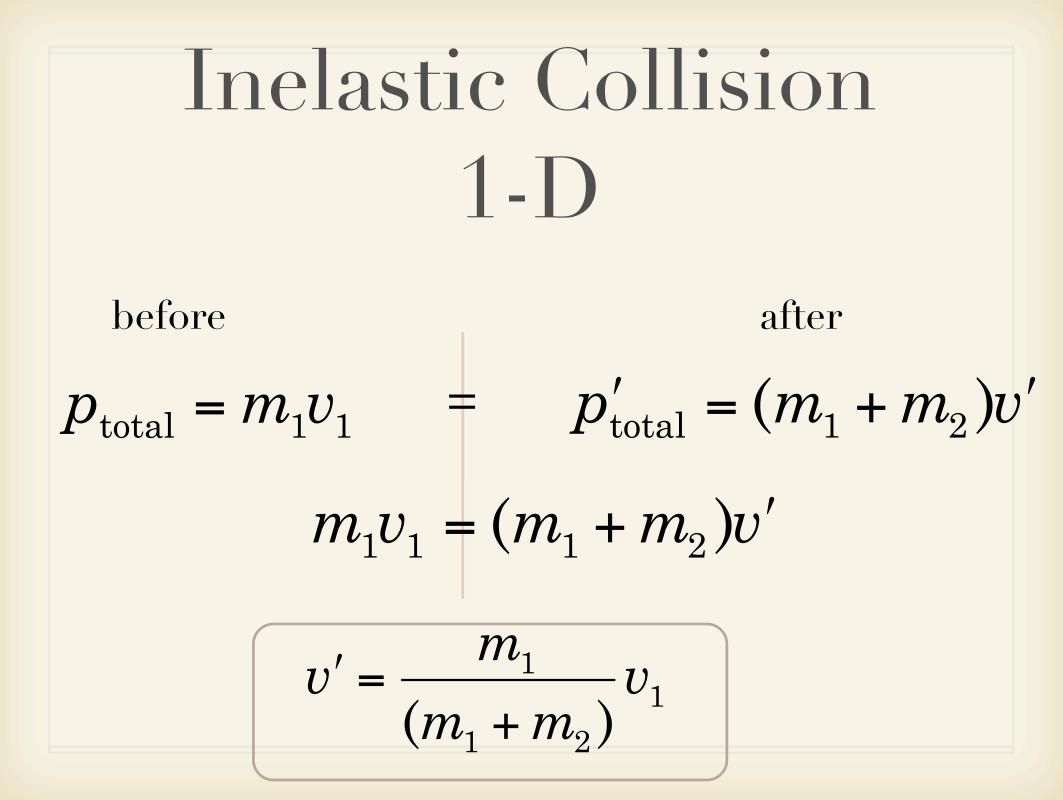


Conservation of Momentum









Inelastic Collision equal masses

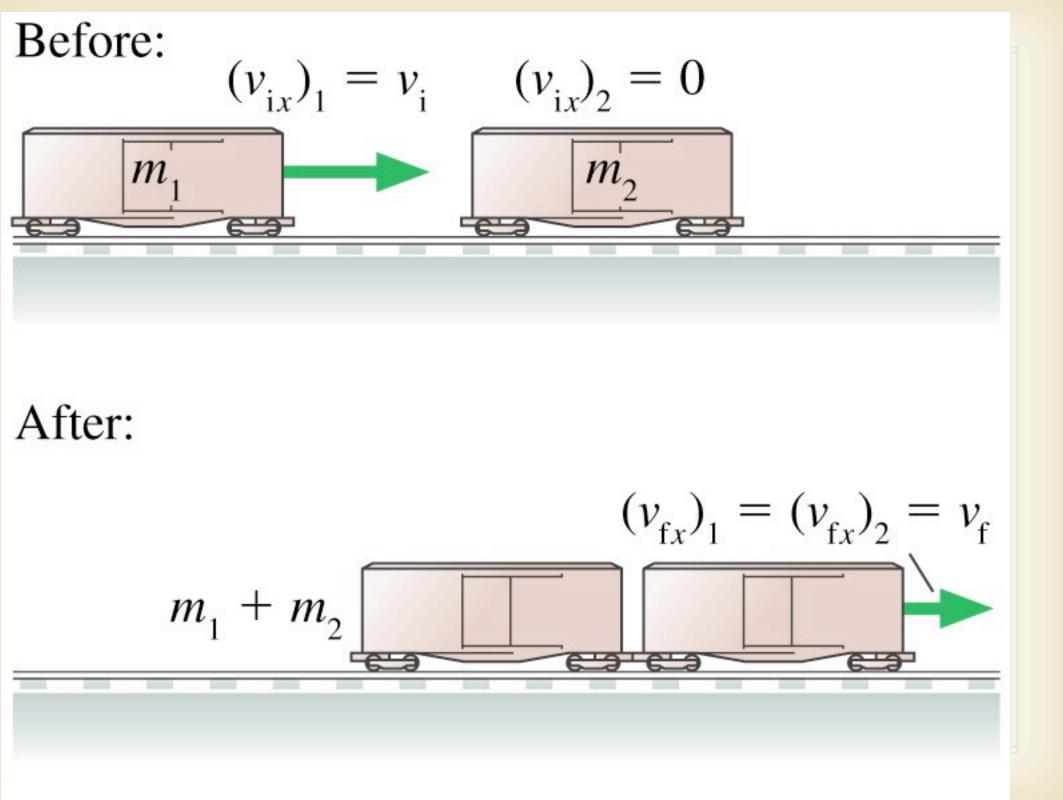
$$v' = \frac{m_1}{(m_1 + m_2)}v_1$$

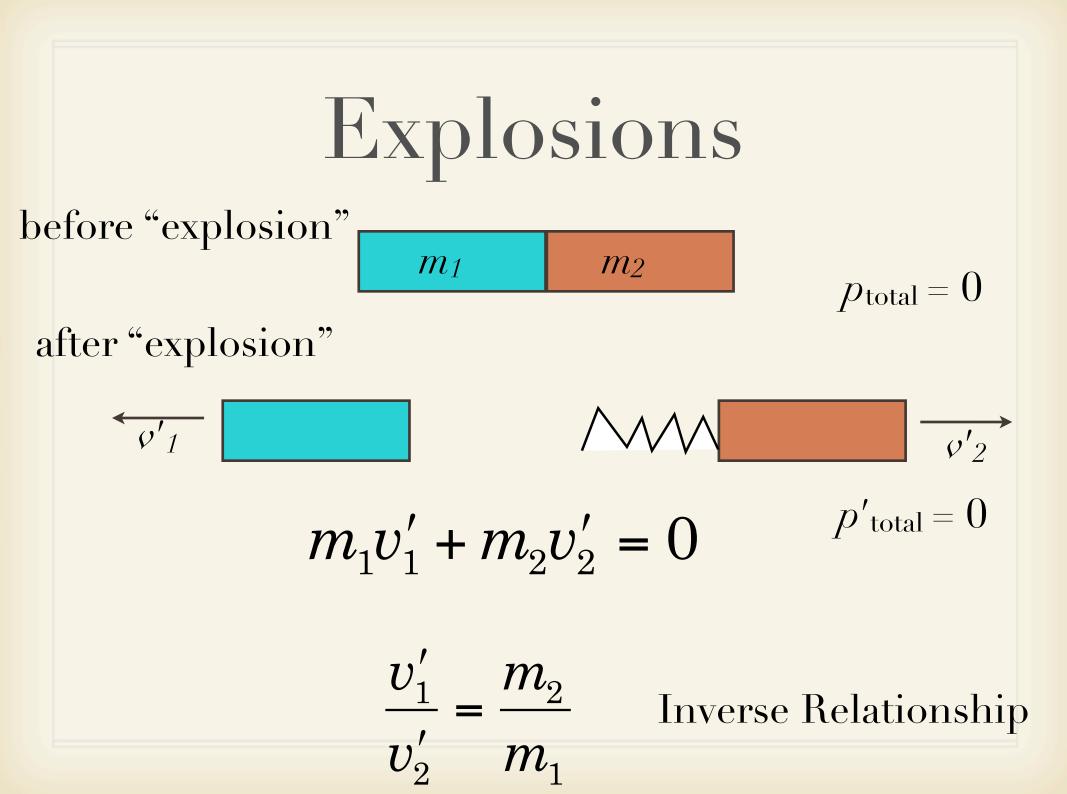
$$m_1 = m_2$$

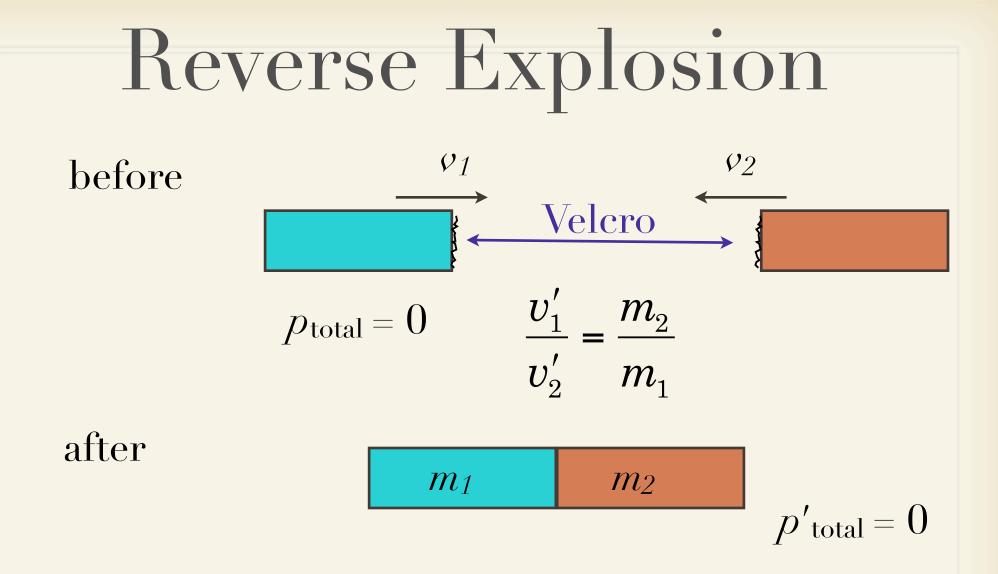
$$v' = \frac{m_1}{(2m_1)}v_1 = \frac{v_1}{2}$$

Inelastic Collision $m_2 = 2 m_1$

v = 9

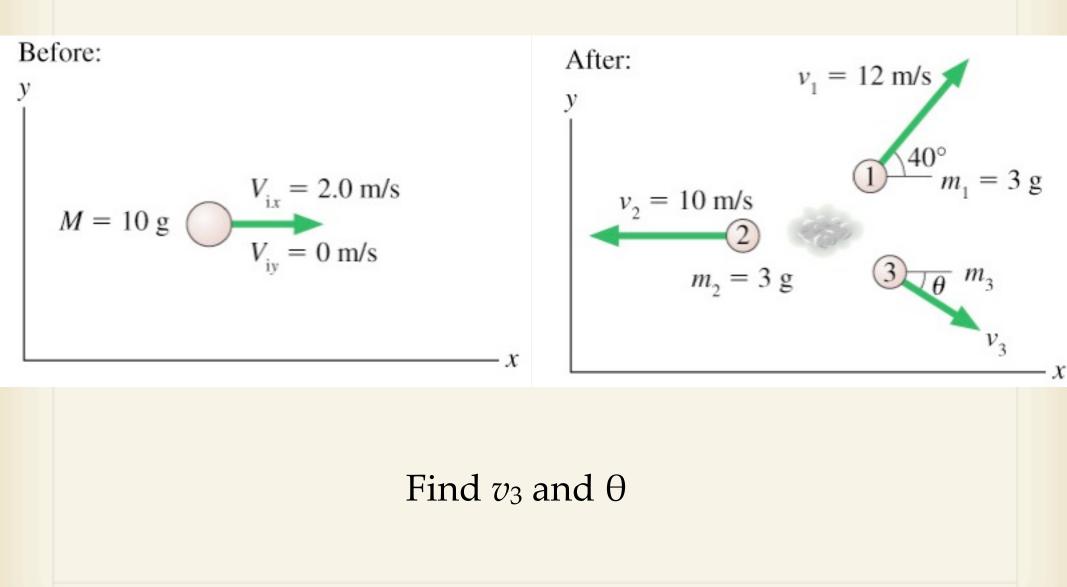




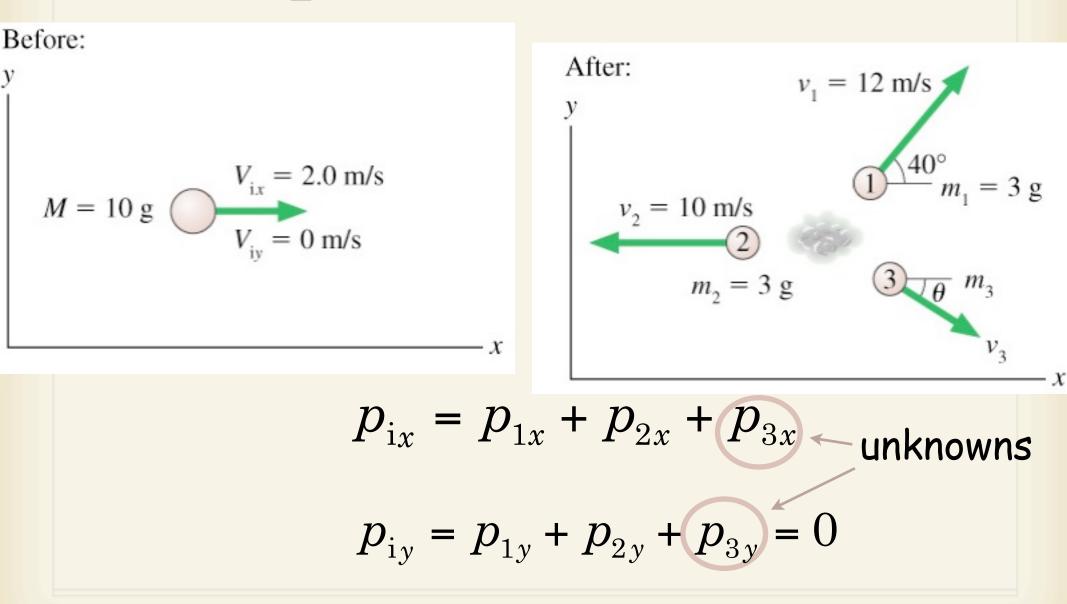


Note that if you sit on one of the blocks, the "explosion" looks like a collision: Change of reference frame.

Explosions in 2-D



Explosions in 2-D



Accountancy
101

$$p_{1x} = (3g)(12.0m/s) \cos 40^{\circ} = 27.6 \text{ g} \cdot \text{ms}$$

$$p_{1y} = (3g)(12.0m/s) \sin 40_{1} = 23.1 \text{ g} \cdot \text{m/s}$$
Before:

$$M = 10 \text{ g} \qquad V_{ix} = 2.0 \text{ m/s}$$

$$p_{ix} = MV_{ix} = (10g)(2.0m/s) = 20 \text{ g} \cdot \text{m/s}$$

$$p_{ix} = MV_{ix} = (10g)(2.0m/s) = 20 \text{ g} \cdot \text{m/s}$$

$$p_{3x} = p_{ix} - (p_{1x} + p_{2x}) = 22.4 \text{ g} \cdot \text{m/s}$$

$$p_{3y} = -(p_{1y} + p_{2y}) = -23.1 \text{ g} \cdot \text{m/s}$$
Find θ and v_3 .