

# Chapter 9, 10 and 11



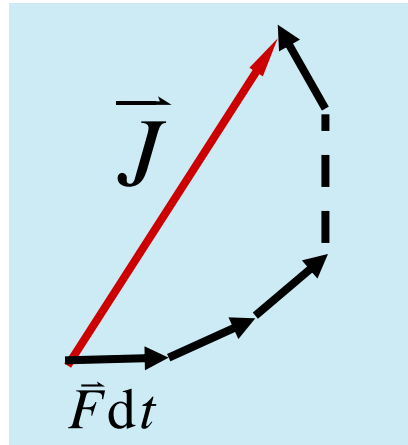
## Momentum, Collision and Rotation

### § 1 Impulse and Momentum

➔ Definition of **impulse** of a force  $\vec{F}$

$$\vec{J} = \int_{t_i}^{t_f} \vec{F} dt \quad \text{SI unit N}\cdot\text{s}$$

The impulse of a force is a vector. It depends on the strength of the force and on its duration.



# Impulse and Momentum



- ➔ Another form of Newton's second law in terms of momentum

$$\vec{F} = m \frac{d\vec{v}}{dt} = \frac{d(m\vec{v})}{dt} = \frac{d\vec{p}}{dt}$$

- ➔ Definition of momentum or linear momentum of an object

$$\vec{p} = m\vec{v} \quad \text{SI unit kg}\cdot\text{m/s}$$

- ➔ The form  $\vec{F} = m\vec{a}$  is the special case for Newton's second law when the mass of the object remains constant.



## ➤ The impulse-momentum theorem for a particle

$$\int_{t_i}^{t_f} \vec{F} dt = \int_{t_i}^{t_f} \frac{d\vec{p}}{dt} dt = \int_{\vec{p}_i}^{\vec{p}_f} d\vec{p} = \vec{p}_f - \vec{p}_i = \Delta \vec{p}$$

$$\vec{J} = \vec{p}_f - \vec{p}_i = \Delta \vec{p}$$

The impulse of the net force acting on a particle during a given time interval is equal to the change in momentum of the particle during that interval. (Valid only in **inertial** frame of reference)

# Time - averaged impulsive force (P205 § 9-3)



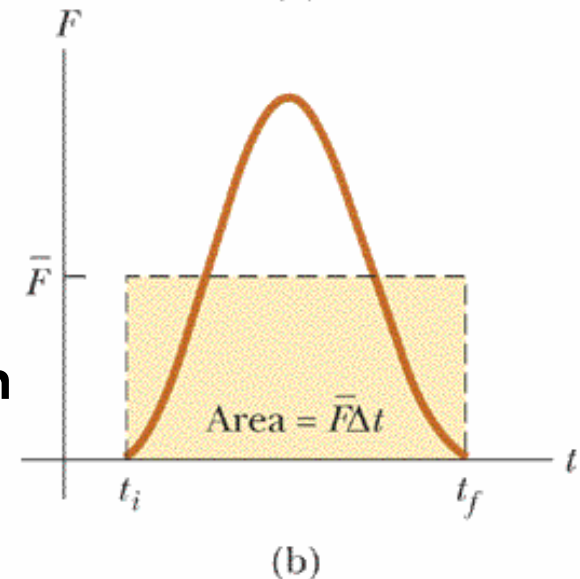
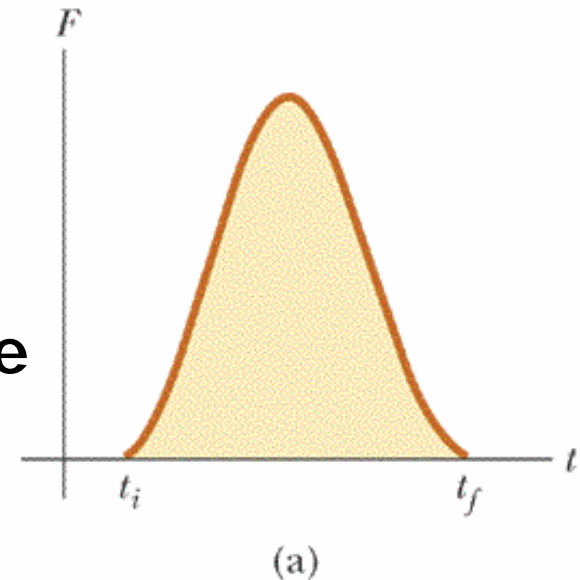
## ■ Impulsive force

- ➔ When a time-varying net force  $\vec{F}(t)$  is difficult to measure, we can use a **time-averaged net force** as the substitute provided that it would give the same impulse to the particle in same time interval.

$$\vec{F} = \frac{1}{\Delta t} \int_{t_i}^{t_f} \vec{F} dt = \frac{\Delta \vec{p}}{\Delta t}$$

$$\vec{J} = \Delta \vec{p} = \vec{F} \Delta t$$

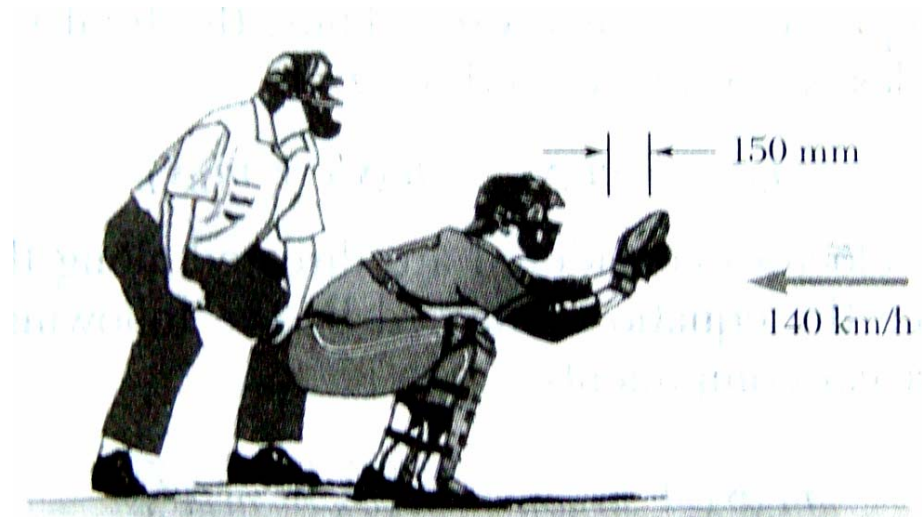
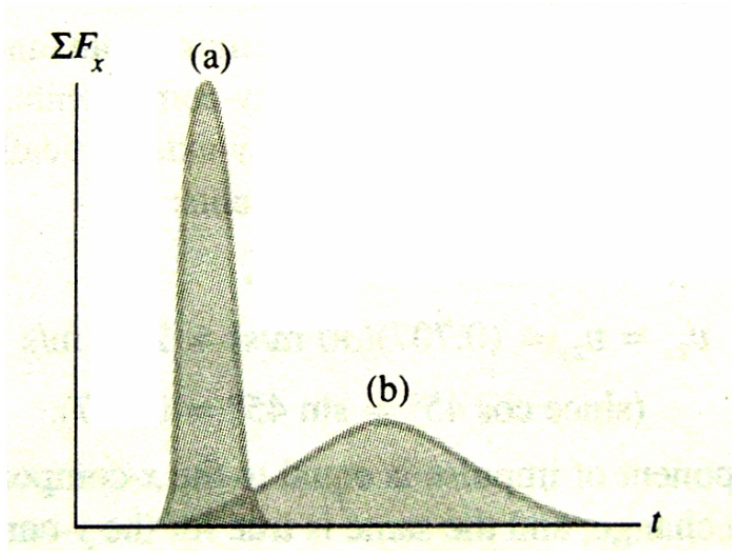
- ➔ When a particle experiences a impact in a very short time, the non-impulse forces such as gravitational force and friction force are **negligible** compared to impulsive force.



# Time - averaged impulsive force



- For a given amount of momentum change, we can **delay** the time interval to **decrease** the impulsive force.
- A baseball player catching a ball can soften the impact by pulling his hand back.

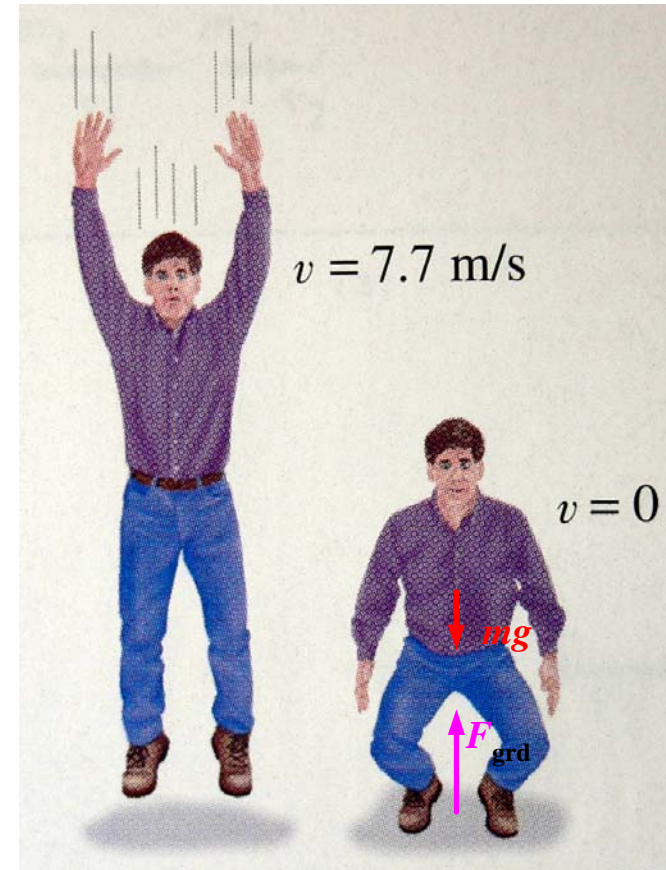


## Example (P207 Ex. 9-6)



**Bend your knees when landing.**

(a) Calculate the **impulse** experienced when a **70kg** person lands on firm ground after jumping from a height of **3.0m**. Then estimate the **average force** exerted on the person's feet by the ground, if the landing is (b) stiff-legged (body moves **1.0cm** during impact), and (c) with bent legs (about **50cm**).



## Solution



$$(a) \quad v = \sqrt{2gh} = 7.7 \text{ m/s}$$

$$J = p_f - p_i = 0 - (70 \text{ kg})(7.7 \text{ m/s}) = -540 \text{ N} \cdot \text{s}$$

$$(b) \quad d = 1.0 \text{ cm} = 1.0 \times 10^{-2} \text{ m}$$

$$\bar{v} = (7.7 + 0) / 2 = 3.8 \text{ m/s}, \quad \Delta t = d / \bar{v} = 2.6 \times 10^{-3} \text{ s}$$

$$F_{\text{grd}} + mg = \frac{J}{\Delta t} = \frac{-540}{2.6 \times 10^{-3}} = -2.1 \times 10^5 \text{ N}$$

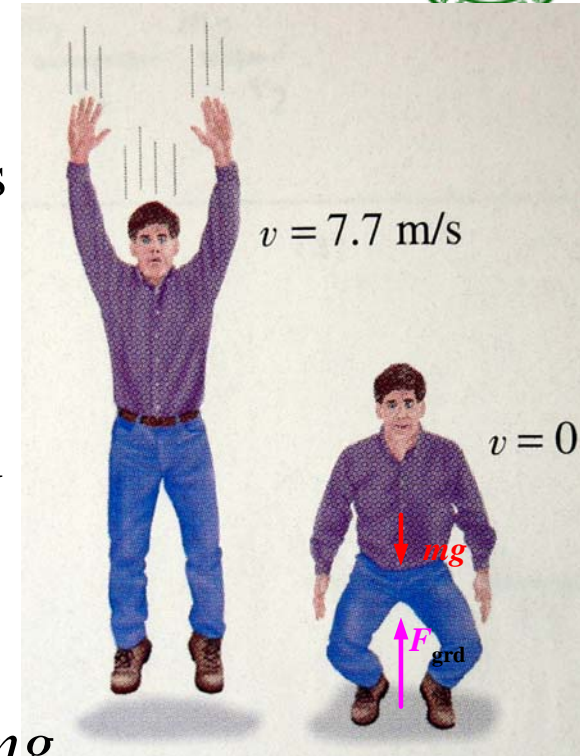
$$mg = (70 \text{ kg})(9.8 \text{ m/s}^2) = 690 \text{ N}$$

$$|F_{\text{grd}}| = 2.1 \times 10^5 \text{ N} + 690 \text{ N} \approx 2.1 \times 10^5 \text{ N} \gg mg$$

The person's legs would likely break in such a stiff landing.

$$(c) \quad d = 0.50 \text{ m}, \quad \Delta t = 0.13 \text{ s},$$

$$F_{\text{grd}} + mg = \frac{540}{0.13} = -4.2 \times 10^3 \text{ N}, \quad F_{\text{grd}} = -4.9 \times 10^3 \text{ N}$$



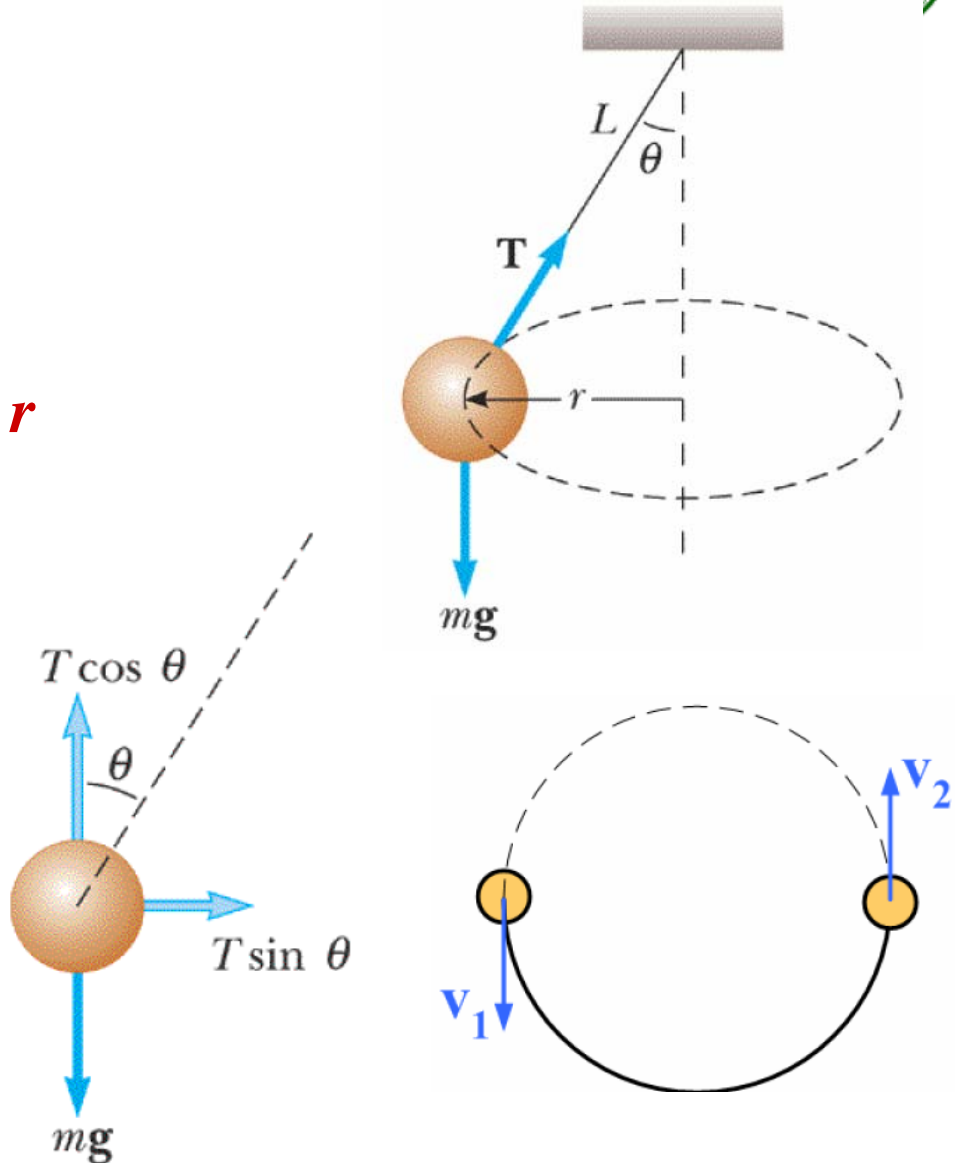


## Example



### Conical Pendulum.

A small object of mass  $m$  is suspended from a string. The object revolves in a horizontal circle of radius  $r$  with constant speed  $v$ . Determine the **impulse** exerted (1) by gravity, (2) by string tension on the object, during the time in which the object has passed half of the circle.





## Example



**Solution:** (1) The impulse exerted by gravity on the object

$$\vec{J}_{mg} = \int_{t_1}^{t_2} m\vec{g}dt = m\vec{g} \left( \frac{1}{2} \frac{2\pi r}{v} \right) = \frac{\pi r}{v} m\vec{g}$$

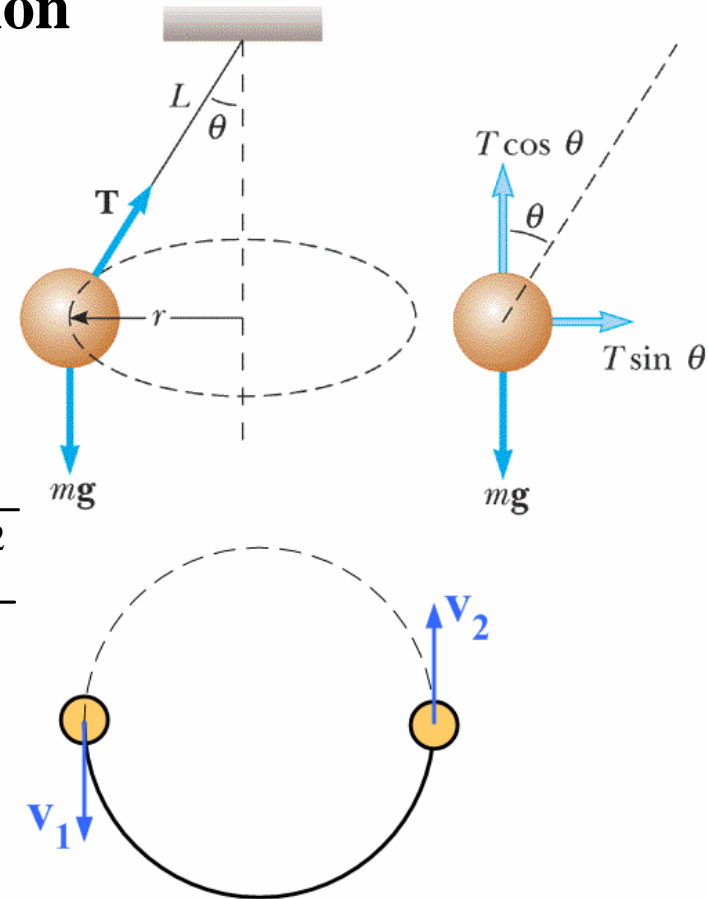
(2) The impulse exerted by string intension on the object

$$\vec{J}_T = \vec{J}_{net} - \vec{J}_{mg}$$

**From impulse-momentum theorem**

$$\vec{J}_{net} = \Delta \vec{p} = m\vec{v}_2 - m\vec{v}_1 = 2m\vec{v}$$

$$J_T = \sqrt{(2mv)^2 + \left( \frac{\pi r m g}{v} \right)^2} = m \sqrt{4v^2 + \frac{\pi^2 r^2 g^2}{v^2}}$$





## Example



A particle of mass  $m=2\text{kg}$  moves in the velocity

$$\vec{v} = -3\sin\left(\frac{\pi}{2}t\right)\hat{i} + 3\cos\left(\frac{\pi}{2}t\right)\hat{j} \quad (\text{SI})$$

**Find (1) the impulse of the net force acting on this particle during a time interval from  $t=0$  to  $t=4\text{s}$ ;  
(2) the change in momentum of the particle during a time interval from  $t=0$  to  $t=2\text{s}$ .**



## § 2 Impulse-momentum theorem for a system of particles

Consider a system of  $N$  interacting particles

For  $i$ -th particle:

the net external force  $\vec{F}_i$

the internal force exerted by  $j$ -th particle  $\vec{f}_{ij}$

$$(\vec{F}_i + \sum_{j \neq i} \vec{f}_{ij}) dt = d\vec{p}_i$$

For the system of particles:  $\sum_i (\vec{F}_i + \sum_{j \neq i} \vec{f}_{ij}) dt = \sum_i d\vec{p}_i$

According to Newton's third law, the internal forces cancel in pairs.

$$\sum_i \sum_{j \neq i} \vec{f}_{ij} = 0$$

The total external force acting on the system:  $\sum_i \vec{F}_i$

The total momentum of the system:  $\vec{p}_{\text{tot}} = \sum_i \vec{p}_i$

# Impulse-momentum theorem for a system of particles



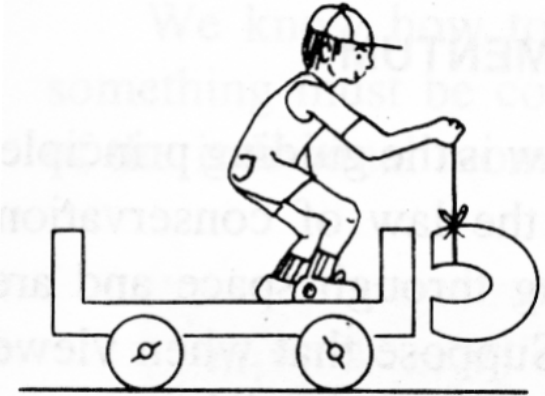
$$\sum_i (\vec{F}_i + \underbrace{\sum_{j \neq i} \vec{f}_{ji}}_{\text{zero}}) dt = \underbrace{\sum_i d\vec{p}_i}_{d\vec{p}_{\text{tot}}}$$

Can you get the wagon to move by hanging a huge magnet in front of you?

Conclusion:

The derivative form:

$$\sum_i \vec{F}_{i-\text{ext}} = \frac{d\vec{p}_{\text{tot}}}{dt}$$



The integral form:

$$\int_{t_1}^{t_2} \sum_i \vec{F}_{i-\text{ext}} dt = \vec{p}_{\text{tot}2} - \vec{p}_{\text{tot}1}$$

- The total **external** force applied to a system of particles equals to the change in total momentum of the system.
- The **internal** forces can exchange the momenta between particles within system, but can not influence the total momentum of the system.

## Conservation of momentum



When  $\sum_i \vec{F}_{i-\text{ext}} = 0$      $\frac{d\vec{p}_{\text{tot}}}{dt} = 0$  or  $\vec{p}_{\text{tot}} = \sum_i \vec{p}_i = \text{constant}$

- ➡ When the vector sum of external forces on a system is zero, the total momentum of the system is constant.
- ➡ Notice the difference between conservation of momentum and conservation of mechanical energy

For an isolated system, the mechanical energy is conserved only when the **internal** forces are conservative. But conservation of momentum is valid even when the internal forces are not conservative.

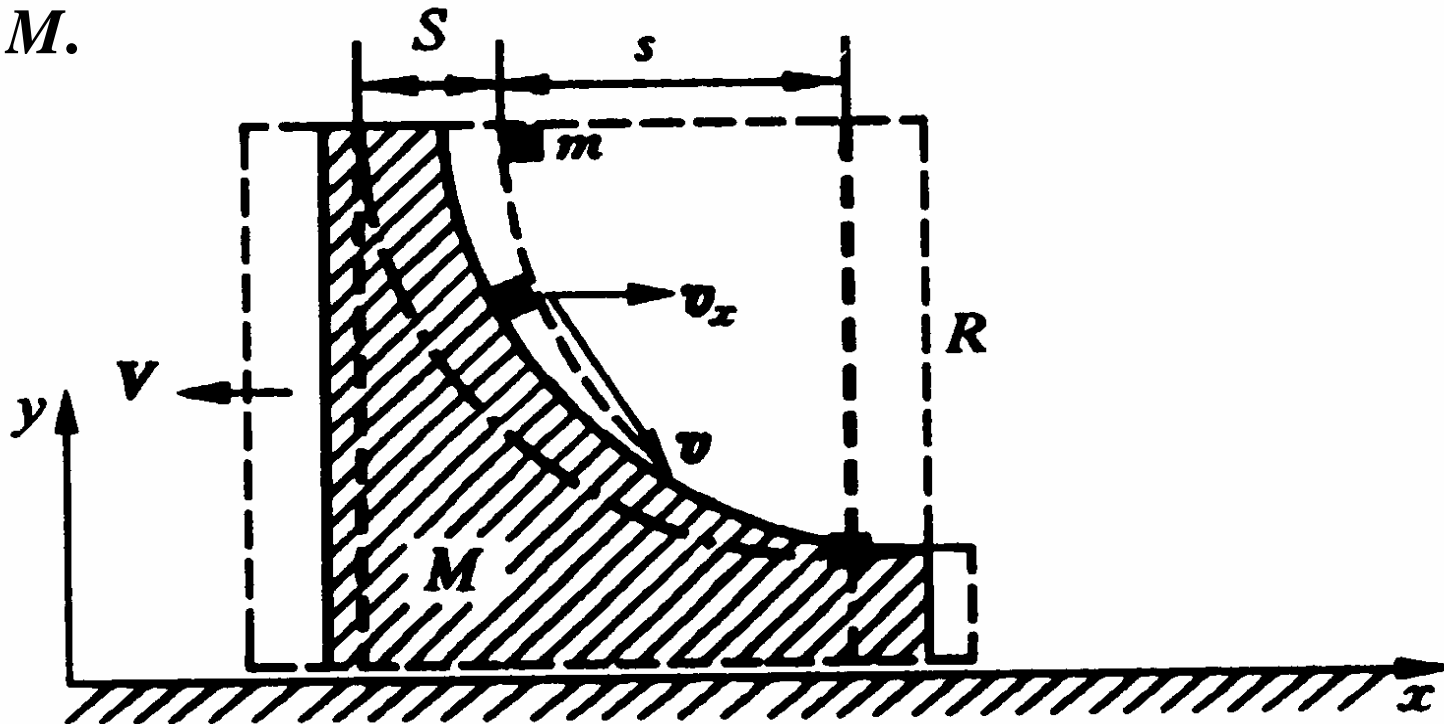
- ➡ Conservation of momentum in component form

When  $\sum_i F_{i-\text{ext}-x} = 0$     then  $p_{\text{tot}-x} = \sum_i p_{i-x} = \text{constant}$

## Example



A small cube of mass  $m$  slides down a circular path of radius  $R$  cut into a large block of mass  $M$ .  $M$  rests on a frictionless table.  $M$  and  $m$  are initially at rest.  $m$  starts from the top of the path. Find the distance traveled by  $M$  when the cube  $m$  leaves the block  $M$ .



## Solution



No **horizontal** external force acts on the system consisting of the cube and the block. The total momentum of the system is conserved in horizontal direction.

$$0 = mv_x + M(-V) \quad \Rightarrow \quad mv_x = MV$$

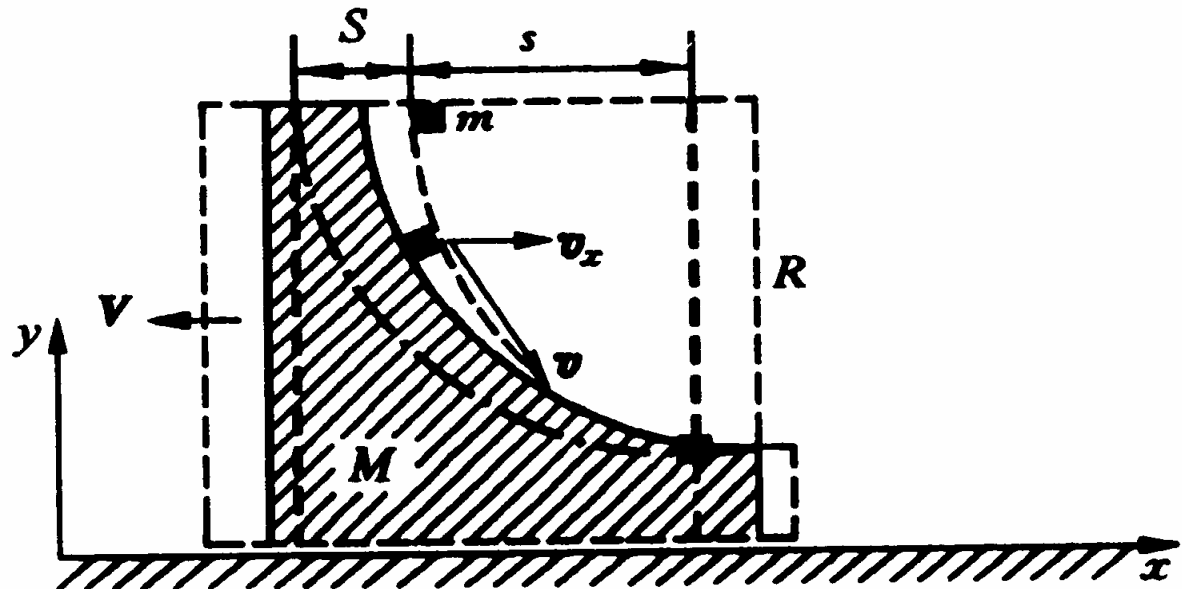
Integrations on both side:  $m \int_0^t v_x dt = M \int_0^t V dt, \quad mS = MS \quad (1)$

In the reference frame of  $M$ : the horizontal displacement of  $m$  is

$$\begin{aligned} R &= \int_0^t v'_x dt \\ &= \int_0^t (v_x + V) dt \\ &= S + S \quad (2) \end{aligned}$$

From (1)  
and (2)

$$S = \frac{m}{m + M} R$$

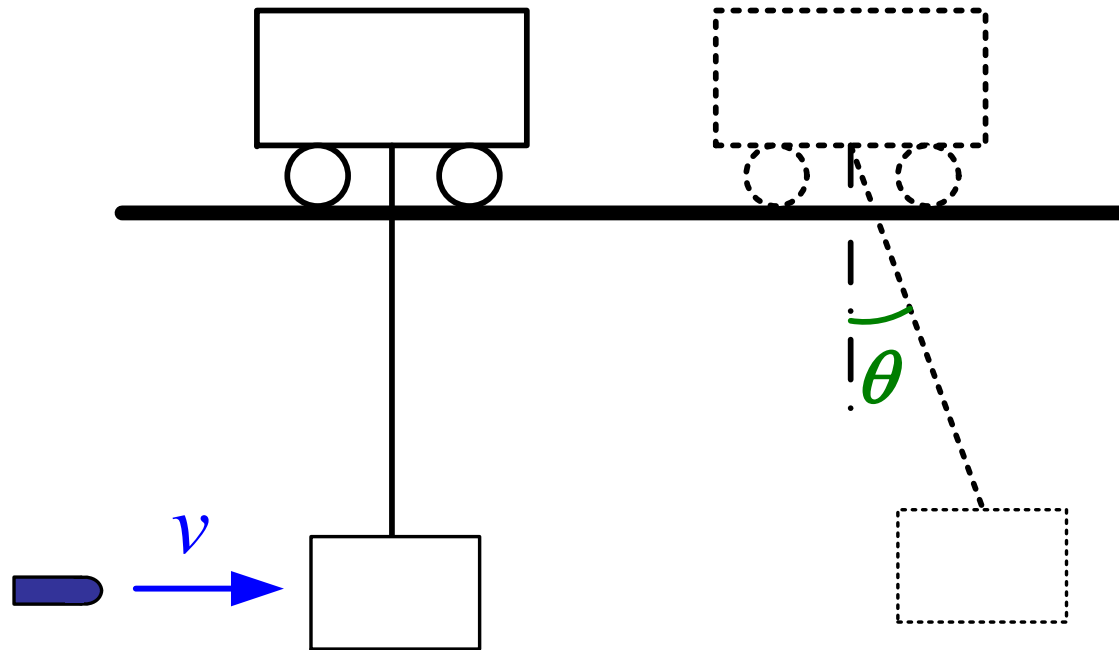




## Example



A wooden block of mass  $M_1$  is suspended from a cord of length  $L$  attached to a cart of mass  $M_2$  which can roll freely on a frictionless horizontal track. A bullet of mass  $m$  is fired into the block from left. After the impact of the bullet, the block swings up with the maximum angle of  $\theta$ . What is the initial speed  $v$  of the bullet?

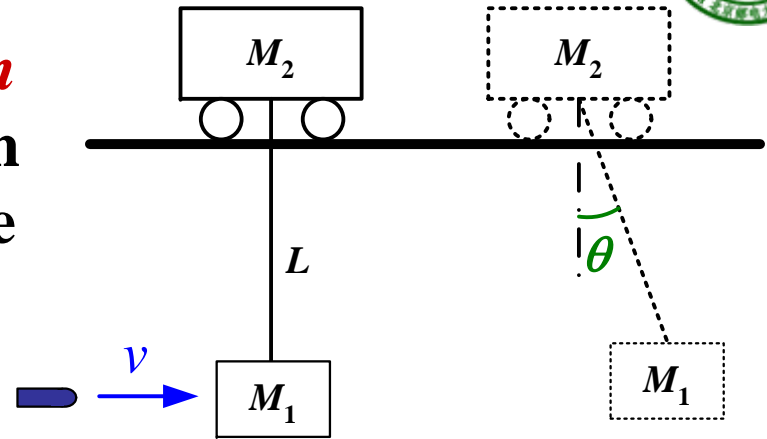


## Solution



**Stage 1:** For the system consisting of  $m$  and  $M_1$ , the momentum is conserved in horizontal during a small interval time of impact.

$$mv = (M_1 + m)v_1$$



**Stage 2:** The block plus bullet swing up with initial speed  $v_1$ , and drive the cart sliding forward in the track. At the instant when the block-bullet swing at maximum angle,  $(M_1+m)$ ,  $M_2$  have the same horizontal speed of  $v_2$ , and the mechanical energy of the system of  $(M_1+m)$  and  $M_2$  is conserved.

$$\frac{1}{2}(M_1 + m)v_1^2 = \frac{1}{2}(M_1 + M_2 + m)v_2^2 + (M_1 + m)gL(1 - \cos \theta)$$

## Solution



$$mv = (M_1 + m)v_1 \quad (1)$$

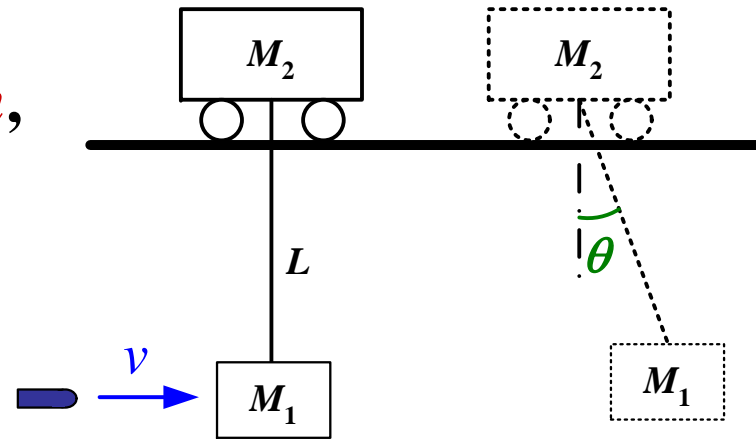
$$\frac{1}{2}(M_1 + m)v_1^2 = \frac{1}{2}(M_1 + M_2 + m)v_2^2 + (M_1 + m)gL(1 - \cos \theta) \quad (2)$$

**During the whole Stage1+Stage2: The momentum of system consisting of  $M_1$ ,  $m$ ,  $M_2$  is conserved in horizontal.**

$$mv = (M_1 + M_2 + m)v_2 \quad (3)$$

**Final answer:**

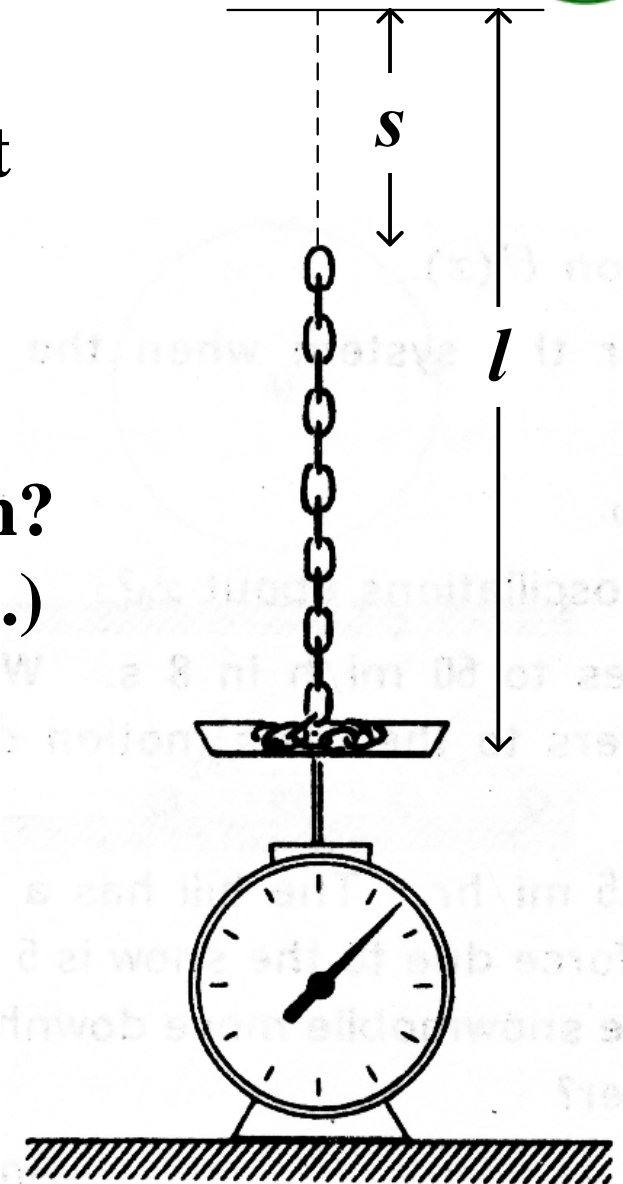
$$v = \frac{M_1 + m}{m} \sqrt{\frac{M_1 + M_2 + m}{M_1} 2gL(1 - \cos \theta)}$$



## Example



A chain of mass  $M$  length  $l$  is suspended vertically with its lowest end touching a scale. The chain is released and falls onto the scale. What is the reading of the scale when a length of chain,  $s$ , has fallen? (Neglect the size of individual links.)



## Example



### Solution (I) : Using impulse-momentum theorem:

Assuming a length of chain  $s$  has been already in the scale. Take a infinitesimal process during  $dt$ , a segment chain of length of  $ds$  impacts with the scale, and comes to a halt. The impulse that the surface of the scale acting on this segment is:

$$Fdt = 0 - vdm = -v \frac{M}{l} ds$$

$$F' = \frac{M}{l} v \frac{ds}{dt} = \frac{M}{l} v^2 = \frac{M}{l} (2gs) = 2Mg \frac{s}{l}$$

The reading of the scale

= the weight that has already in the scale +  $F'$

$$= Mg \frac{s}{l} + 2Mg \frac{s}{l} = 3Mg \frac{s}{l}$$

