

PHYS12 CH:8 The Physics of Collisions

Why Crashes Change Everything

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Outline

- 1 Introduction
- 2 Linear Momentum and Impulse
- 3 Conservation of Momentum
- 4 Elastic and Inelastic Collisions
- 5 Summary

The Mystery of Collisions

What if you could predict
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Football tackles. Car crashes. Rocket launches.

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What if you could predict
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Football tackles. Car crashes. Rocket launches.

The same law governs them all.

The Great Exchange



Figure: NFC defensive backs gang tackle AFC running back during 2006 Pro Bowl

Learning Objectives

By the end of this section, you will be able to:

- **8.1:** Describe momentum, impulse, and the impulse-momentum theorem

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- **8.1:** Describe momentum, impulse, and the impulse-momentum theorem
- **8.1:** Express Newton's second law in terms of momentum
- **8.1:** Solve problems using the impulse-momentum theorem

8.1 Mass in Motion

The Universal Law: **Momentum**

$$\vec{p} = m\vec{v}$$

Momentum equals mass times **velocity**. The quantity of motion.

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- Directly proportional to mass and **velocity**
- Vector - same direction as **velocity**
- SI unit: $\text{kg} \cdot \text{m/s}$

8.1 The Civilian's Mistake

Civilian View vs. Reality

Civilian: "Speed is all that matters in a collision."

Physicist: "Mass matters just as much as velocity."

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The Mental Model

A slow-moving truck can have more **momentum** than a fast-moving bicycle.

Why? Mass wins.

8.1 Newton's Hidden Truth

The Original Second Law

$$\vec{F}_{\text{net}} = \frac{\Delta \vec{p}}{\Delta t}$$

Net **force** equals the rate of change of **momentum**.

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This is actually MORE fundamental than $F = ma$.

Why? This version works even when mass changes (like rockets burning fuel).

8.1 The Force of Time

The Universal Law: Impulse

$$J = \vec{F}_{\text{net}} \Delta t = \Delta \vec{p}$$

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In the Real World

Airbags increase collision **time** → decrease **force** on your body.

8.1 Engineering Life-Savers



Figure: Airbags and seat belts installed in vehicles

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Physics: $\vec{F}_{\text{net}} = \frac{\Delta \vec{p}}{\Delta t}$

Increase Δt → Decrease \vec{F}_{net}

8.1 Why Bend Your Knees?

The Challenge

Your friend dares you to jump off a bench without bending your knees.
Why is this foolish?

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The Mental Model

Stiff legs: short collision time → HUGE force on bones.

Bent knees: long collision time → smaller force, no injury.

Attempt: The Football Player

The Challenge (3 min, silent)

A 110 kg football player runs at 8 m/s.

Given:

- $m = 110 \text{ kg}$
- $v = 8 \text{ m/s}$

Find: Momentum \vec{p}

Can you calculate the quantity of motion? Work silently.

Compare: Momentum Strategy

Turn and talk (2 min):

- ① What equation did you use?
- ② Did you include units?
- ③ Is **momentum** a scalar or vector?

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Name wheel: One pair share your approach (not your answer).

Reveal: The Quantity of Motion

Self-correct in a different color:

Equation: $\vec{p} = m\vec{v}$

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Substitute: $\vec{p} = (110 \text{ kg})(8 \text{ m/s})$

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Check: Large mass, moderate speed \rightarrow large momentum. Reasonable!

Attempt: Venus Williams' Serve

The Challenge (4 min, silent)

Venus Williams hits a 0.057 kg tennis ball. It accelerates from rest to 58 m/s in 5 ms.

Given:

- $m = 0.057 \text{ kg}$
- $v_i = 0 \text{ m/s}$, $v_f = 58 \text{ m/s}$
- $\Delta t = 5 \times 10^{-3} \text{ s}$

Find: Average force on ball

Can you decode the power of this serve?

Compare: Impulse Strategy

Turn and talk (2 min):

- ① Did you find Δp first or jump straight to **force**?
- ② What's the relationship between impulse and **momentum**?
- ③ How did you handle the milliseconds?

Compare: Impulse Strategy

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- ① Did you find Δp first or jump straight to **force**?
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Reveal: The Power Serve

Self-correct in a different color:

Step 1 - Change in momentum:

$$\Delta \vec{p} = m(\vec{v}_f - \vec{v}_i) = (0.057)(58 - 0) = 3.3 \text{ kg} \cdot \text{m/s}$$

Reveal: The Power Serve

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$$\vec{F}_{\text{net}} = \frac{\Delta \vec{p}}{\Delta t} = \frac{3.3}{5 \times 10^{-3}}$$

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Check: About 150 pounds of force - that's a powerful serve!

Learning Objectives

By the end of this section, you will be able to:

- **8.2:** Describe the law of conservation of momentum

8.2 The Universe's Accounting System

The Universal Law: Conservation of Momentum

For an isolated system:

$$\vec{p}_{\text{tot}} = \text{constant}$$

or

$$\vec{p}_{\text{before}} = \vec{p}_{\text{after}}$$

Total momentum is conserved.

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Total momentum is conserved.

Isolated system: Net external force is zero.

8.2 Two Cars Colliding



Figure: Car m_1 bumps into car m_2 . Total momentum conserved.

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Before: $\vec{p}_1 + \vec{p}_2 = m_1 \vec{v}_1 + m_2 \vec{v}_2$

After: $\vec{p}'_1 + \vec{p}'_2 = m_1 \vec{v}'_1 + m_2 \vec{v}'_2$

Conservation: $m_1 \vec{v}_1 + m_2 \vec{v}_2 = m_1 \vec{v}'_1 + m_2 \vec{v}'_2$

8.2 Why Momentum Seems to Vanish

The Illusion

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His **momentum** changed! Is **momentum** conserved?

Answer: Expand the system to include Earth.

The Mental Model

Earth recoils backward (imperceptibly) when you push the goalpost.
Player's **momentum** transfers to the entire planet.

8.2 Figure Skating and Angular Momentum

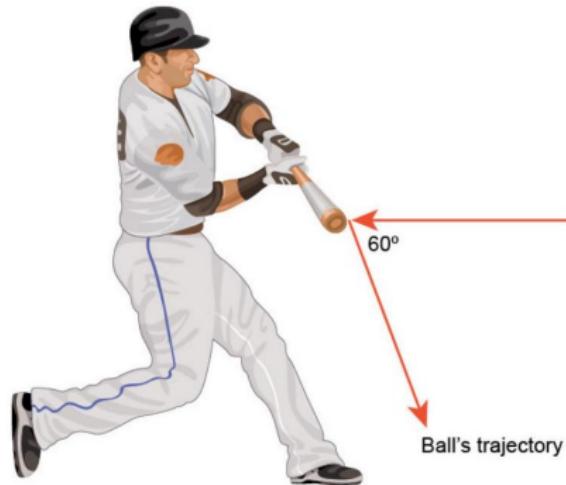


Figure: Ice skater spinning faster by pulling arms in

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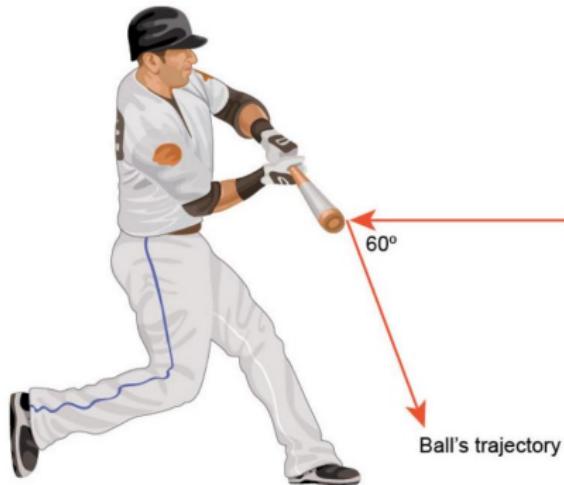


Figure: Ice skater spinning faster by pulling arms in

Angular momentum: $\vec{L} = I\vec{\omega}$

Conservation: $I_1\omega_1 = I_2\omega_2$

Decrease I (pull arms in) \rightarrow Increase ω (spin faster)

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By the end of this section, you will be able to:

- **8.3:** Distinguish between elastic and inelastic collisions

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- **8.3:** Solve collision problems using conservation of momentum

8.3 Two Types of Crashes

Elastic Collision

Objects bounce off each other. **Kinetic energy** is conserved.

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Inelastic Collision

Objects stick together. **Kinetic energy** is NOT conserved (converted to heat).

Key Insight

Momentum is ALWAYS conserved (if isolated).

Kinetic energy is conserved ONLY in elastic collisions.

8.3 Elastic Collision

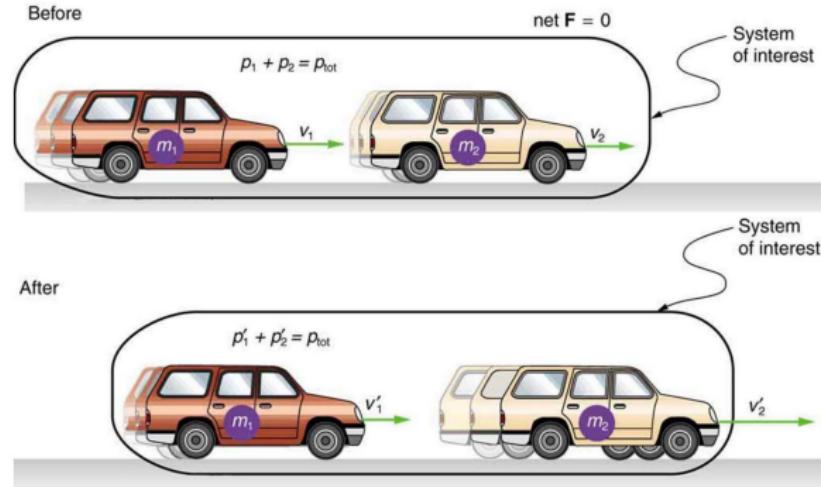


Figure: One-dimensional elastic collision

8.3 Elastic Collision

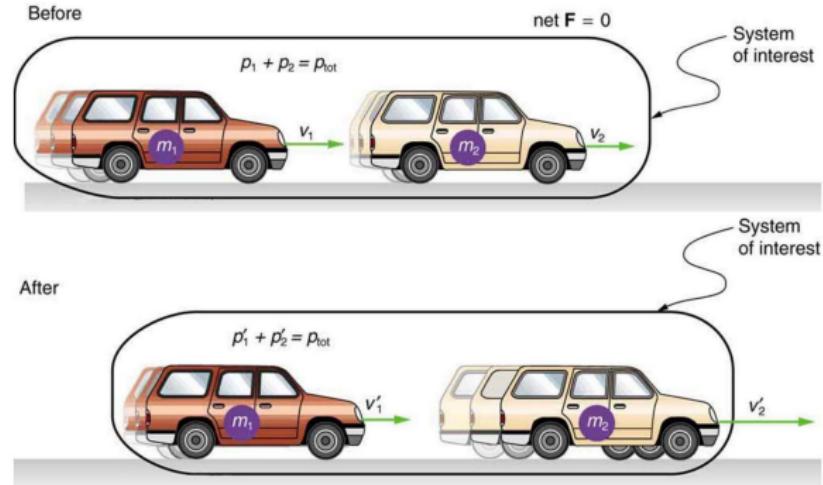


Figure: One-dimensional elastic collision

Conservation of momentum:

$$m_1 \vec{v}_1 + m_2 \vec{v}_2 = m_1 \vec{v}'_1 + m_2 \vec{v}'_2$$

8.3 Elastic Collision

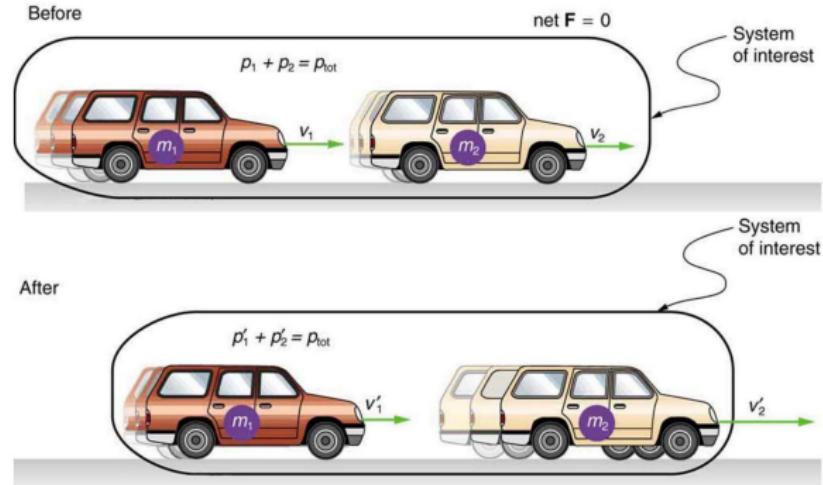


Figure: One-dimensional elastic collision

Conservation of momentum:

$$m_1 \vec{v}_1 + m_2 \vec{v}_2 = m_1 \vec{v}'_1 + m_2 \vec{v}'_2$$

Conservation of kinetic energy:

8.3 Inelastic Collision

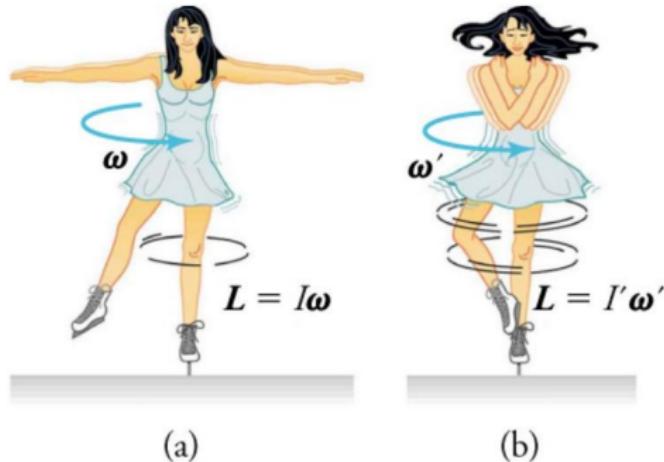


Figure: Perfectly inelastic collision - objects stick together

8.3 Inelastic Collision

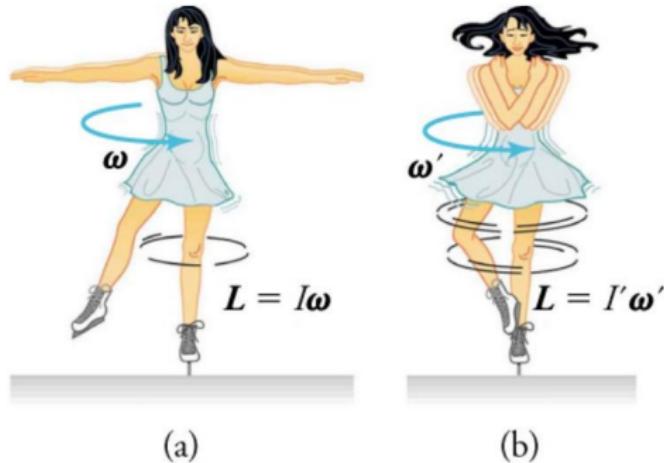


Figure: Perfectly inelastic collision - objects stick together

Conservation of momentum:

$$m_1 \vec{v}_1 + m_2 \vec{v}_2 = (m_1 + m_2) \vec{v}'$$

8.3 Inelastic Collision

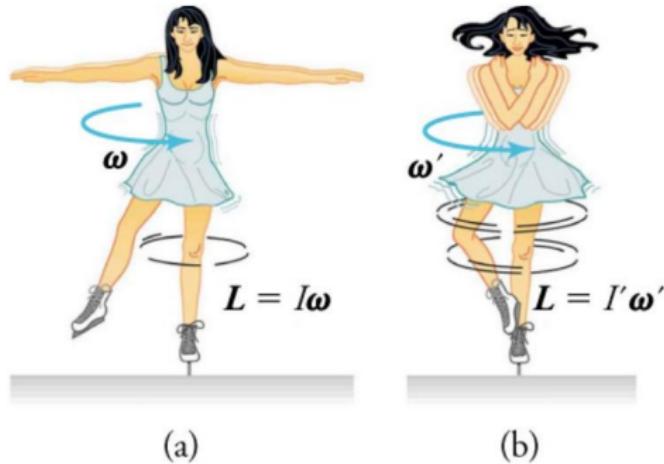


Figure: Perfectly inelastic collision - objects stick together

Conservation of momentum:

$$m_1 \vec{v}_1 + m_2 \vec{v}_2 = (m_1 + m_2) \vec{v}'$$

Key: Final velocity v' is the same for both objects.

8.3 Memory Trick

Remember This

Elastic materials are bouncy.

→ Elastic collisions: objects bounce off each other.

Inelastic materials are sticky.

→ Inelastic collisions: objects stick together.

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→ Elastic collisions: objects bounce off each other.

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→ Inelastic collisions: objects stick together.

Common Mistake

Don't assume **kinetic energy** is conserved! Only in elastic collisions.

Attempt: Hockey Goalie Catch

The Challenge (4 min, silent)

A 70 kg goalie catches a 0.150 kg puck traveling at 35 m/s. The goalie is initially at rest.

Given:

- $m_1 = 0.150 \text{ kg}$, $v_1 = 35 \text{ m/s}$
- $m_2 = 70 \text{ kg}$, $v_2 = 0 \text{ m/s}$

Find: Final velocity v' of goalie-plus-puck

Can you predict the recoil?

Compare: Collision Type

Turn and talk (2 min):

- ① Is this elastic or inelastic? How do you know?
- ② Which conservation equation did you use?
- ③ What simplification happens because they stick together?

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Name wheel: One pair share your reasoning.

Reveal: The Recoil

Self-correct in a different color:

Conservation of momentum (inelastic):

$$m_1 v_1 + m_2 v_2 = (m_1 + m_2) v'$$

Reveal: The Recoil

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Conservation of momentum (inelastic):

$$m_1 v_1 + m_2 v_2 = (m_1 + m_2) v'$$

Substitute ($v_2 = 0$):

$$v' = \frac{m_1 v_1}{m_1 + m_2} = \frac{(0.150)(35)}{0.150 + 70}$$

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$$m_1 v_1 + m_2 v_2 = (m_1 + m_2) v'$$

Substitute ($v_2 = 0$):

$$v' = \frac{m_1 v_1}{m_1 + m_2} = \frac{(0.150)(35)}{0.150 + 70}$$

$$v' = 0.075 \text{ m/s}$$

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Substitute ($v_2 = 0$):

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$$v' = 0.075 \text{ m/s}$$

Check: Tiny recoil - goalie is much more massive than puck!

Attempt: Elastic Cart Collision

The Challenge (5 min, silent)

Cart 1 (0.350 kg) moving at 2 m/s collides with cart 2 (0.500 kg) moving at -0.5 m/s. After collision, cart 1 recoils at -4 m/s.

Given:

- $m_1 = 0.350 \text{ kg}$, $v_1 = 2 \text{ m/s}$, $v'_1 = -4 \text{ m/s}$
- $m_2 = 0.500 \text{ kg}$, $v_2 = -0.5 \text{ m/s}$

Find: Final velocity v'_2 of cart 2

Compare: Momentum Algebra

Turn and talk (2 min):

- ① How did you handle the negative velocities?
- ② Which momentum equation did you use?
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**Self-correct in a different color:
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Reveal: The Ricochet

Self-correct in a different color:
Conservation of momentum:

$$m_1 v_1 + m_2 v_2 = m_1 v'_1 + m_2 v'_2$$

Solve for v'_2 :

$$v'_2 = \frac{m_1 v_1 + m_2 v_2 - m_1 v'_1}{m_2}$$

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Substitute:

$$v'_2 = \frac{(0.350)(2) + (0.500)(-0.5) - (0.350)(-4)}{0.500} = 3.7 \text{ m/s}$$

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Check: Positive velocity means cart 2 moves to the right after collision.

8.3 Two-Dimensional Collisions



Figure: 2D collision with m_2 initially at rest

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Figure: 2D collision with m_2 initially at rest

Strategy: Break into components.

x-direction: $m_1 v_1 = m_1 v'_1 \cos \theta_1 + m_2 v'_2 \cos \theta_2$

y-direction: $0 = m_1 v'_1 \sin \theta_1 + m_2 v'_2 \sin \theta_2$

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- ⑤ Elastic collisions: objects bounce, KE conserved
- ⑥ Inelastic collisions: objects stick, KE lost
- ⑦ Momentum ALWAYS conserved (if isolated)

Key Equations

$$\vec{p} = m\vec{v} \quad (1)$$

$$\vec{F}_{\text{net}} = \frac{\Delta \vec{p}}{\Delta t} \quad (2)$$

$$J = \vec{F}_{\text{net}} \Delta t = \Delta \vec{p} \quad (3)$$

$$\vec{p}_{\text{tot}} = \text{constant (isolated system)} \quad (4)$$

$$m_1 v_1 + m_2 v_2 = m_1 v'_1 + m_2 v'_2 \quad (\text{elastic}) \quad (5)$$

$$m_1 v_1 + m_2 v_2 = (m_1 + m_2) v' \quad (\text{inelastic}) \quad (6)$$

Homework

Complete the assigned problems
posted on the LMS