

# 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

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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

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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

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

## 8.1 The Force of Time

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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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**Figure:** Airbags and seat belts installed in vehicles

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

Increase  $\Delta t \rightarrow$  Decrease  $\vec{F}_{\text{net}}$

# 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  $\rightarrow$  HUGE force on bones.

Bent knees: long collision time  $\rightarrow$  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

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

# Reveal: The Quantity of Motion

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$$\vec{p} = 880 \text{ kg} \cdot \text{m/s}$$

**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  $\Delta p$  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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# Reveal: The Power Serve

**Self-correct in a different color:**

**Step 1 - Change in **momentum**:**

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

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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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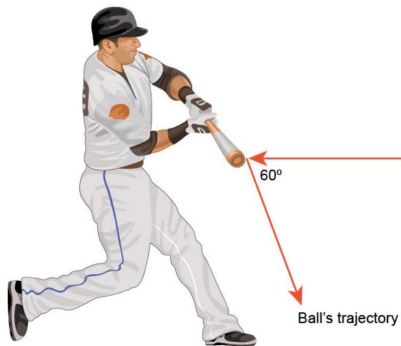
**Answer:** Expand the system to include Earth.

### The Mental Model

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

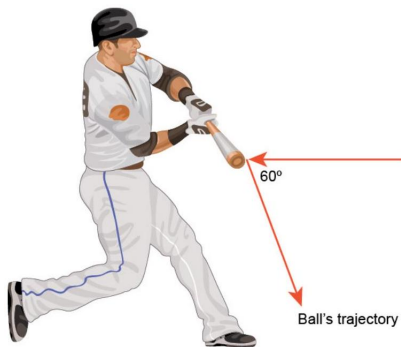


## 8.2 Figure Skating and Angular Momentum



**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  $\omega$  (spin faster)

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- **8.3:** Distinguish between elastic and inelastic collisions
- **8.3:** Solve collision problems using conservation of momentum

## 8.3 Two Types of Crashes

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### Key Insight

**Momentum** is ALWAYS conserved (if isolated).

**Kinetic energy** is conserved ONLY in elastic collisions.

## 8.3 Elastic Collision

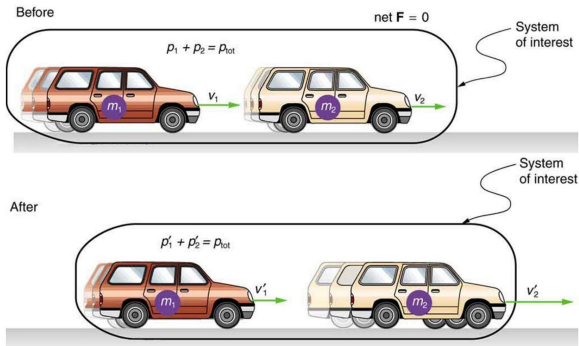


Figure: One-dimensional elastic collision



## 8.3 Elastic Collision

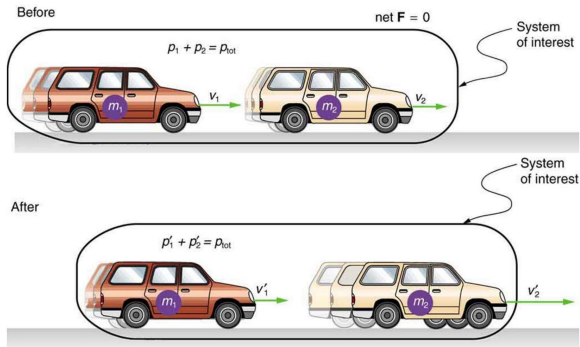


Figure: One-dimensional elastic collision

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

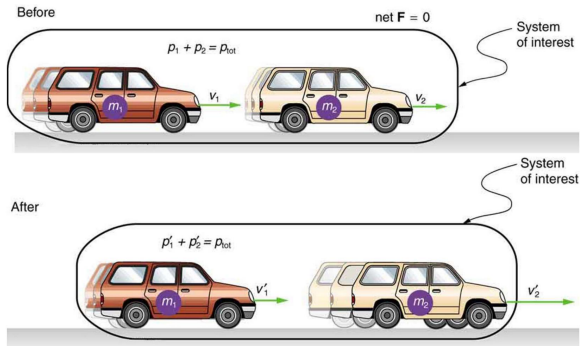


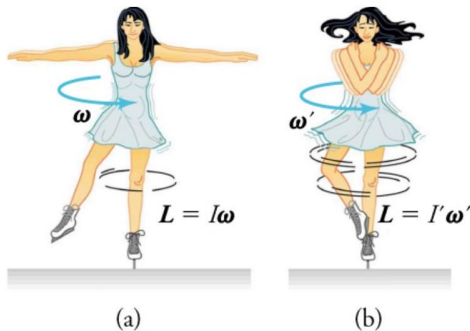
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$$m_1 \vec{v}_1 + m_2 \vec{v}_2 = m_1 \vec{v}'_1 + m_2 \vec{v}'_2$$

Conservation of **kinetic energy**:

## 8.3 Inelastic Collision



**Figure:** Perfectly inelastic collision - objects stick together

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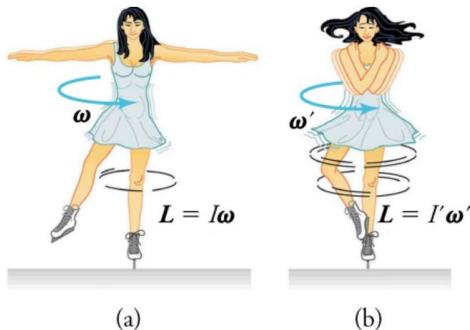


Figure: Perfectly inelastic collision - objects stick together

Conservation of **momentum**:

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

## 8.3 Inelastic Collision

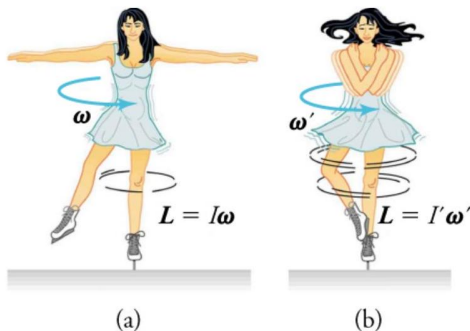


Figure: Perfectly inelastic collision - objects stick together

Conservation of **momentum**:

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**Key:** Final **velocity**  $\vec{v}'$  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.

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### 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:

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

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

*Can you predict the recoil?*



# Compare: Collision Type

## Turn and talk (2 min):

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**Name wheel:** One pair share your reasoning.

# Reveal: The Recoil

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Conservation of **momentum** (inelastic):

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

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

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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:

- $m_1 = 0.350$  kg,  $v_1 = 2$  m/s,  $v'_1 = -4$  m/s
- $m_2 = 0.500$  kg,  $v_2 = -0.5$  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?
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$$m_1 v_1 + m_2 v_2 = m_1 v'_1 + m_2 v'_2$$

Solve for  $v'_2$ :

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

# 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  $v_2'$ :

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

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:**  $m_1 v_1 = m_1 v_1' \cos \angle \theta_1 + m_2 v_2' \cos \angle \theta_2$

**y-direction:**  $0 = m_1 v_1' \sin \angle \theta_1 + m_2 v_2' \sin \angle \theta_2$

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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

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

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

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

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

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

$$m_1\vec{v}_1 + m_2\vec{v}_2 = (m_1 + m_2)\vec{v}' \text{ (inelastic)} \quad (6)$$

Complete the assigned problems  
posted on the LMS