

PHYS11 CH8: Linear Momentum & Collisions

Understanding Motion Through Conservation Laws

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Learning Objectives

- Define and calculate linear momentum
- Understand impulse and its relationship to force
- Apply conservation of momentum in various scenarios
- Analyze elastic and inelastic collisions
- Solve problems involving two-dimensional collisions
- Understand basic rocket propulsion principles

Chang'e-5



Saturn V Launch

Screenshot 2024-12-12 103335.png

Saturn V Launch Example

Initial Acceleration Calculation

[Insert Saturn V rocket momentum diagram]

Saturn V Facts

- Largest and most powerful rocket ever successfully operated
- Used in Apollo moon missions
- Height: 111 meters (363 feet)
- Thrust at liftoff: 34.5 million newtons

Example 8.8: Saturn V Initial Acceleration

Problem Setup

Given Values

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Strategy

Use rocket acceleration equation:

$$a = \frac{v_e}{m} \frac{\Delta m}{\Delta t} - g$$

Example 8.8: Solution

Step-by-Step Calculation

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Example 8.8: Solution

Step-by-Step Calculation

$$\begin{aligned} a &= \frac{v_e}{m} \frac{\Delta m}{\Delta t} - g \\ &= \frac{2.40 \times 10^3 \text{ m/s}}{2.80 \times 10^6 \text{ kg}} \end{aligned}$$

Example 8.8: Solution

Step-by-Step Calculation

$$\begin{aligned} a &= \frac{v_e}{m} \frac{\Delta m}{\Delta t} - g \\ &= \frac{2.40 \times 10^3 \text{ m/s}}{2.80 \times 10^6 \text{ kg}} \times (1.40 \times 10^4 \text{ kg/s}) - 9.80 \text{ m/s}^2 \end{aligned}$$

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Step-by-Step Calculation

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Example 8.8: Solution

Step-by-Step Calculation

$$\begin{aligned}a &= \frac{v_e}{m} \frac{\Delta m}{\Delta t} - g \\&= \frac{2.40 \times 10^3 \text{ m/s}}{2.80 \times 10^6 \text{ kg}} \times (1.40 \times 10^4 \text{ kg/s}) - 9.80 \text{ m/s}^2 \\&= 12.0 \text{ m/s}^2 - 9.80 \text{ m/s}^2 \\&= 2.20 \text{ m/s}^2\end{aligned}$$

Example 8.8: Discussion

Analysis of Results

- Initial acceleration seems small: 2.20 m/s^2

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- Initial acceleration seems small: 2.20 m/s^2
- Acceleration increases as fuel burns because:
 - Mass (m) decreases
 - Exhaust velocity (v_e) remains constant
 - Fuel burn rate ($\Delta m/\Delta t$) remains constant

Key Insight

The seemingly small initial acceleration is sufficient because it continuously increases as fuel is consumed.

discussion time

Linear Momentum

Definition

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

- Vector quantity with direction same as velocity
- SI units: kgm/s
- Proportional to both mass and velocity

$$\text{Total Momentum} = \sum_i m_i \vec{v}_i$$

8.1 Linear Momentum and Force

Key Definition

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

- Linear momentum is fundamentally defined as mass \times velocity
- SI Units: $\text{kg}\cdot\text{m/s}$
- Newton's Second Law in momentum form:

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

- \vec{F}_{net} is net external force
- $\Delta\vec{p}$ is change in momentum
- Δt is time interval

Key Equation

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

- Measures change in momentum
- Can reduce force by increasing time
- Applications:
 - Airbags
 - Sports equipment
 - Safety padding

Impulse Egg Drop

Show impulse egg drop video

8.2 Impulse

Key Concept

Impulse equals change in momentum

$$\begin{aligned}\vec{J} &= \vec{F}_{\text{net}}\Delta t \\ &= \Delta\vec{p}\end{aligned}$$

- Impulse is the product of force and time interval
- Forces typically vary over time
- Area under force-time curve equals impulse

8.3 Conservation of Momentum

Conservation Principle

In an isolated system: $\vec{p}_{\text{tot}} = \text{constant}$

- An isolated system has zero net external force
- $\vec{p}_{\text{initial}} = \vec{p}_{\text{final}}$
- Conserved in systems with:
 - No external forces
 - During projectile motion (horizontal direction)
 - In particle systems

8.4 8.5 Collisions in One Dimension

Elastic Collisions

- Conserves kinetic energy
- Conserves momentum
- Final velocities calculable from initial conditions

Inelastic Collisions

- Kinetic energy not conserved
- Momentum conserved
- Perfectly inelastic: objects stick together

Applications

Sports science, safety systems, particle physics

8.6 Two-Dimensional Collisions

Key Strategy

Break motion into perpendicular components

- Choose x-axis parallel to incoming velocity
- For mass 2 initially at rest:
 - x-axis:
$$m_1 v_1 = m_1 v_1' \cos \theta_1 + m_2 v_2' \cos \theta_2$$
 - y-axis:
$$0 = m_1 v_1' \sin \theta_1 + m_2 v_2' \sin \theta_2$$
- Point masses cannot rotate or spin

Screenshot 2024-12-17 070905.png

8.7 Rocket Propulsion

Rocket Acceleration

$$a = \frac{v_e}{m} \frac{\Delta m}{\Delta t} - g$$

- Based on Newton's Third Law
- Acceleration depends on:
 - 1 Exhaust velocity (v_e)
 - 2 Fuel burn rate ($\Delta m / \Delta t$)
 - 3 Rocket mass (m)
- Greater acceleration with:
 - Higher exhaust velocity
 - Faster fuel consumption
 - Lower rocket mass