1 Center of Mass

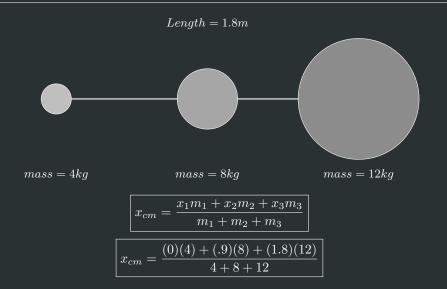
1.1 Discrete

$$R_{cm} = \frac{1}{M_{total}} \sum_{n=1}^{N} m_n r_n \tag{1}$$

Find a point in the center of a group of points.

1.2 Examples

1.2.1 Example one



1.2.2 Example Two

$$x_{cm} = \frac{x_1 m_1 + x_2 m_2 + x_3 m_3 + x_4 m_4}{m_1 + m_2 + m_3 + m_4}$$

1.3 Example Three



Square 2, 1kg

$$X_{cm} = \frac{x_1 m_1 + x_2 m_2}{m_1 + m_2}$$

$$V_{cm} = \frac{v_1 m_1 + v_2 m_2}{m_1 + m_2}$$

$$X_{cm} = \frac{(4)(3) + (1)(0)}{(4+1)}$$

$$V_{LAB} = 2.4 m/s$$

$$V_{CM} = -2.4 m/s$$

$$V_{b_1 CM} = V_{b_1 LAB} + V_{LAB_1 CM}$$

$$3m/s - 2.4 m/s$$

$$V_{b_1 cm} = .6m/s$$

$$V_{R_1 CM} = V_{R_1 LAB} + V_{LAB_1 CM}$$

$$0m/s - 2.4 m/s$$

$$V_{R_1 CM} = -2.4 m/s$$

1.4 Continuous

$$R_{cm} = \frac{1}{M_{total}} \int \vec{r} dm$$

1.5 COM of multiple objects

2 Momentum

$$\vec{P} = m\vec{v} \tag{2}$$

Different version of Newtons law.

$$\vec{P_{total}} = M_{total} V_{cm}$$

2.1 Elastic Collisions

- Conservation of linear Momentum
- conservation of mechanical energy
- kinetic energy of the system is conserved,
- kinetic energy of the individual bodies can change
- ex. Billiard ball collisions

2.2 Inelastic Collisions

- Mechanical energy not conserved
- conservation of linear Momentum
- loss of energy: sound, heat, Elastic, Etc
- bodies stick together
- paintball

In a closed system, no momentum will be lost.

- Friction is typically not considered
- typically the system will have a net force