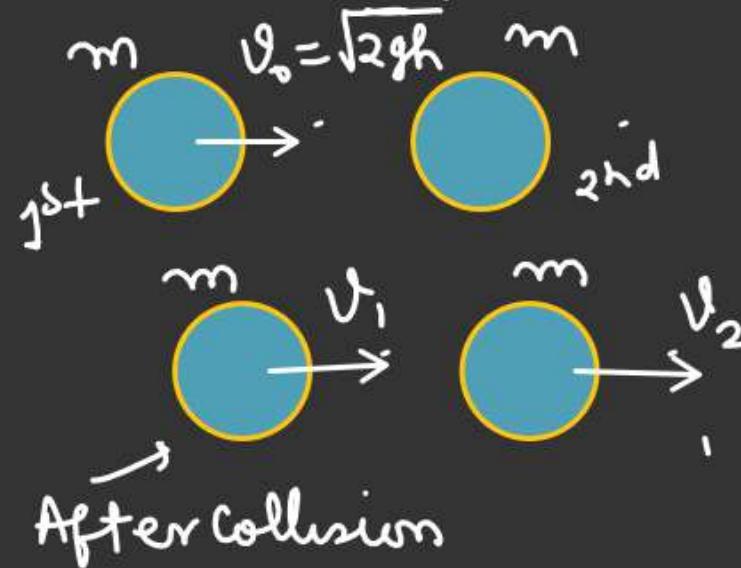


* Find velocity of n^{th} ball.

e be the coefficient of restitution
b/w each collision. All balls have
same mass

Collision b/w 1st and 2nd



$$m v_0 = m v_1 + m v_2$$

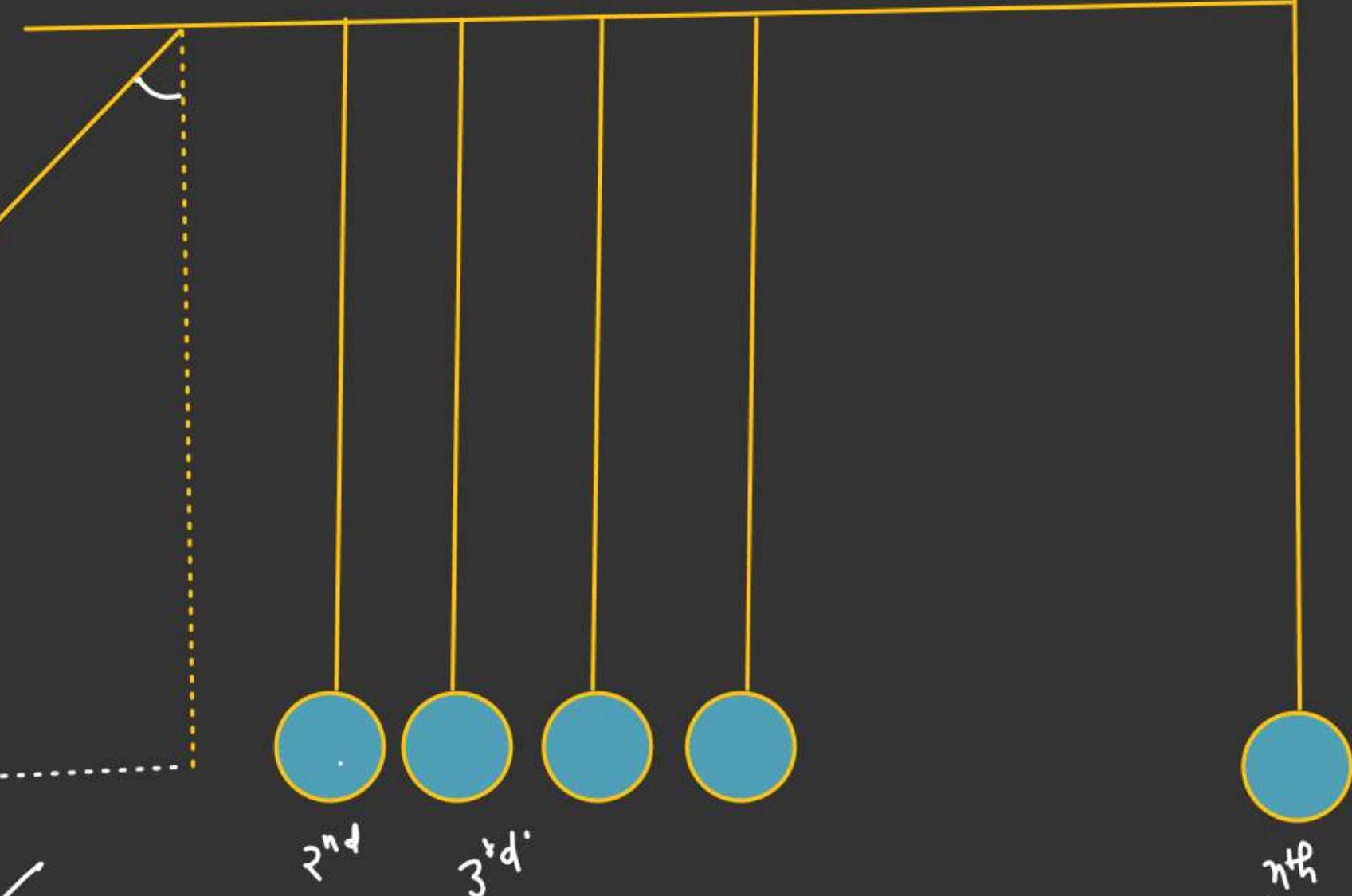
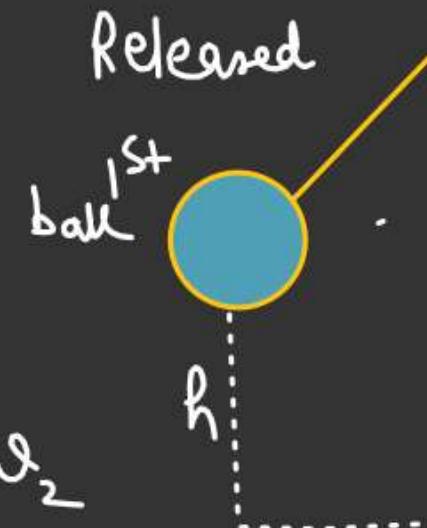
$$v_1 + v_2 = v_0 \quad \textcircled{1}$$

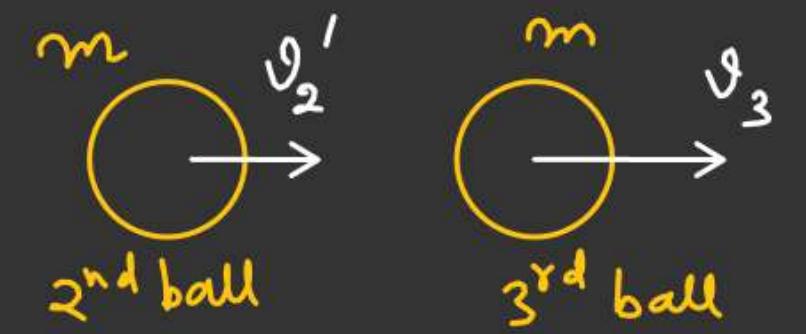
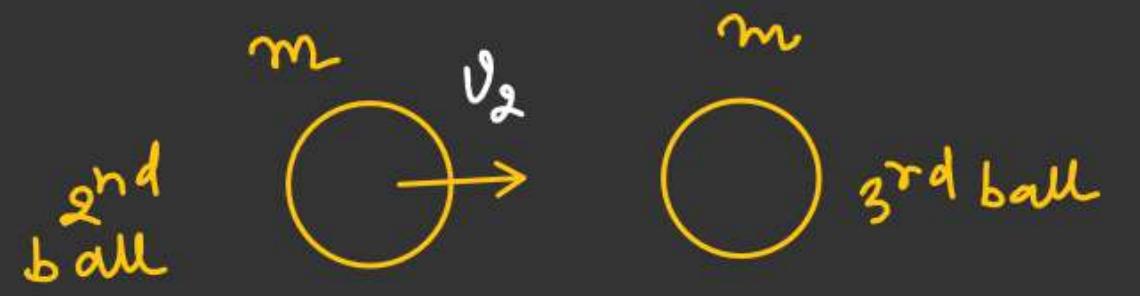
$$e = \frac{v_2 - v_1}{v_0}$$

$$e v_0 = v_2 - v_1 \quad \textcircled{2}$$

$$\frac{v_2}{v_0} = \frac{(e+1)}{2} \quad \checkmark$$

$$v_1 = (1-e) \frac{v_0}{2}$$





$$v_n = \left(\frac{e+1}{2}\right)^{n-1} v_0$$

$$v_n = \left(\frac{e+1}{2}\right)^{n-1} \sqrt{2gh} \quad \underline{\text{Ans}}$$

$$m v_2 = m v_2' + m v_3$$

$$v_2 = v_2' + v_3 \quad \nwarrow \text{Adding}$$

$$e = \frac{v_3 - v_2'}{v_2} \rightarrow v_3 = \frac{(e+1)}{2} v_2$$

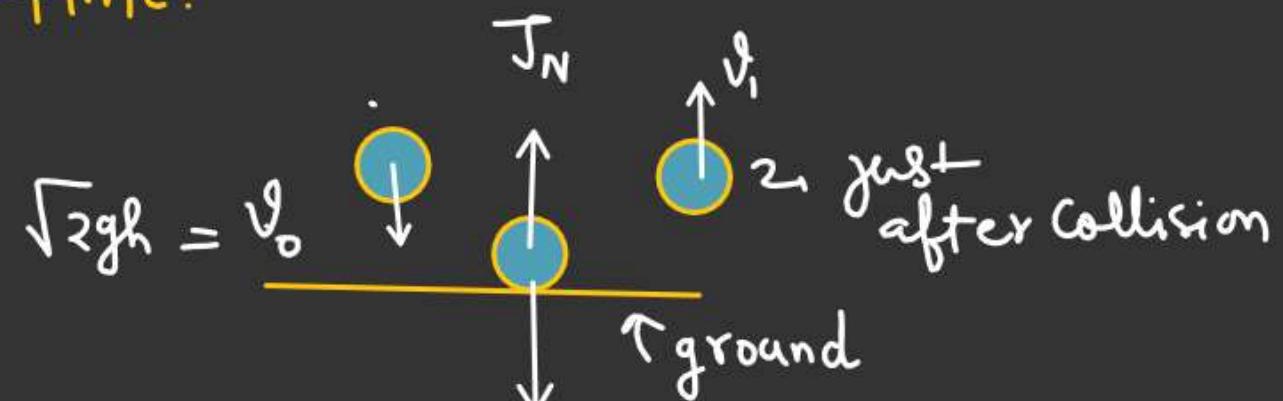
$$e v_2 = v_3 - v_2' \quad \nwarrow$$

$$v_3 = \frac{(e+1)}{2} \left[\frac{(e+1)}{2} v_0 \right]$$

$$\downarrow v_3 = \left(\frac{e+1}{2} \right)^2 v_0$$

e = coefficient of restitution
b/w ground and ball.
Ball released from vertical height h

Find Avg force imparted by ground
on the ball after a very long
time.



$$e = \frac{v_1}{v_0}$$

$$v_1 = ev_0 = e\sqrt{2gh}$$

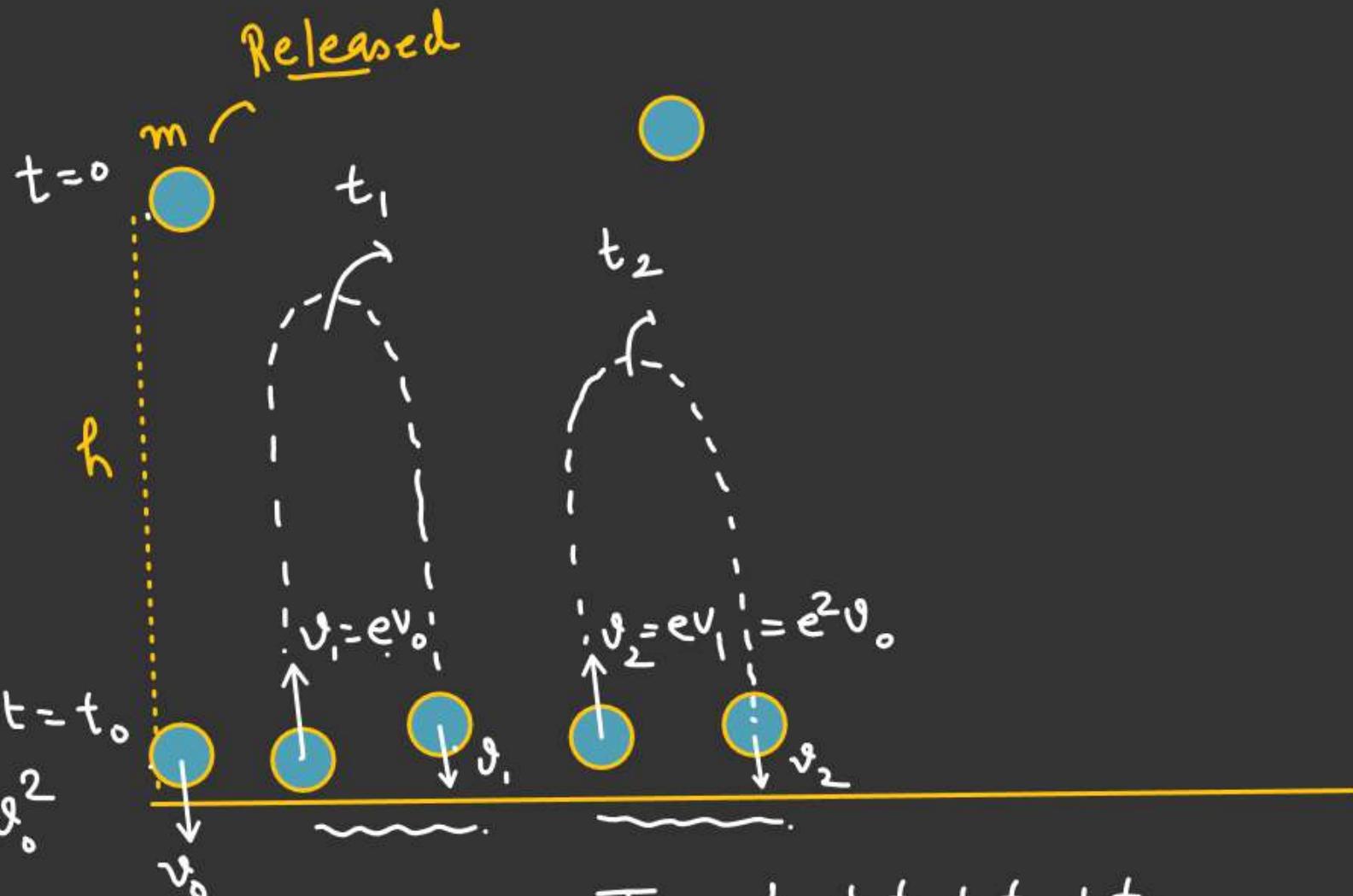
$$e \leq 1$$

$$mgh = \frac{1}{2}mv_0^2$$

$$v_0 = \sqrt{2gh}$$

$$t_0 = \sqrt{\frac{2h}{g}}$$

$$t_1 = \frac{2v_1}{g} = \frac{2ev_0}{g}$$



$$t_2 = \frac{2v_2}{g} = \frac{2e^2v_0}{g}$$

$$T = \frac{\sqrt{2h}}{g} + \frac{2ev_0}{g} + \frac{2e^2v_0}{g} + \frac{2e^3v_0}{g} - - -$$

$$T = t_0 + t_1 + t_2 + t_3 - \dots$$

$$v_0 = \sqrt{2gh}$$

$$T = \frac{\sqrt{2h}}{g} + 2e \frac{v_0}{g} + 2e^2 \frac{v_0}{g} + 2e^3 \frac{v_0}{g} - \dots$$

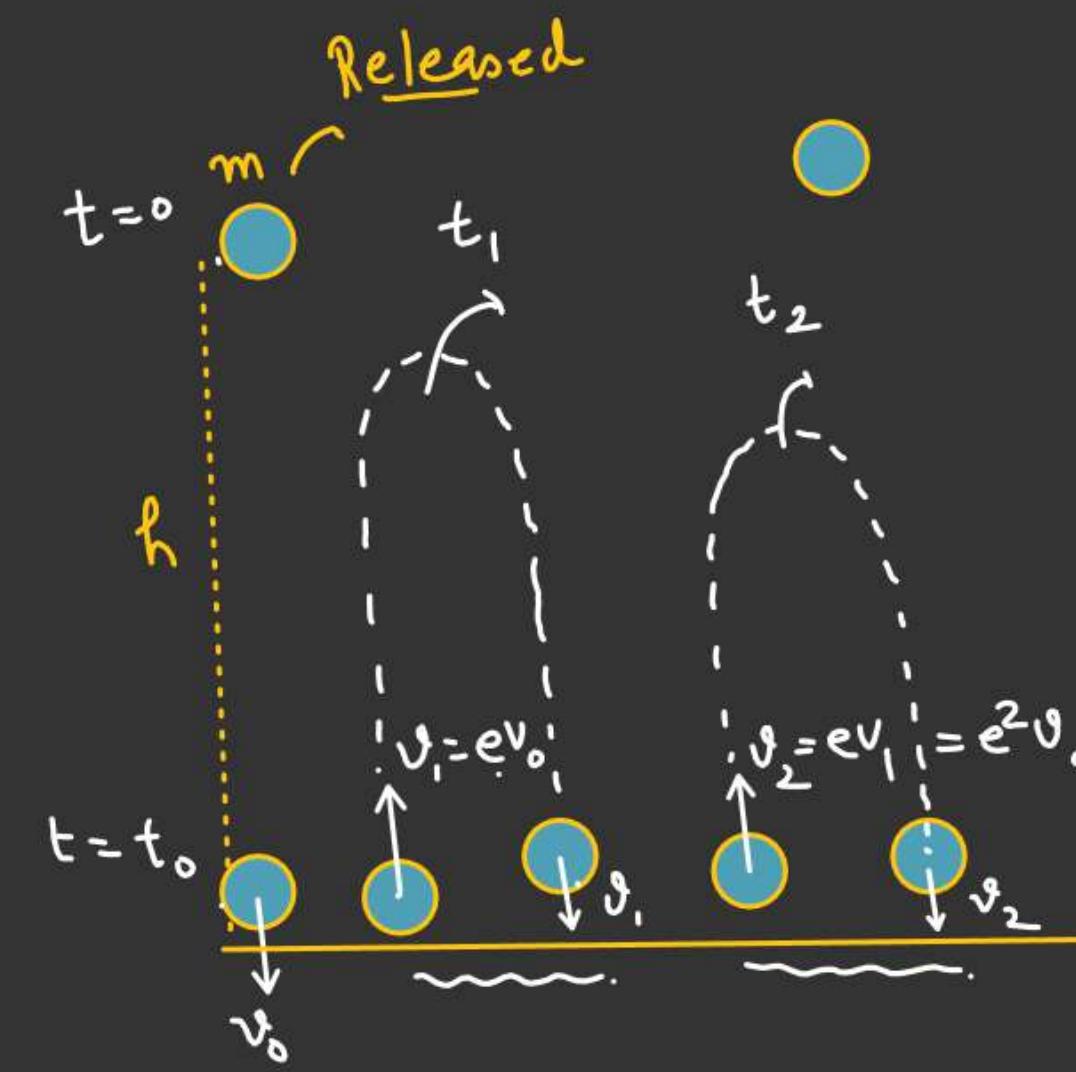
$$T = \frac{\sqrt{2h}}{g} + \frac{2ev_0}{g} \left[1 + e + e^2 - \dots - \infty \right]$$

$$T = \frac{\sqrt{2h}}{g} + \frac{2e(\sqrt{2gh})}{g} \left[\frac{1}{1-e} \right]$$

$$T = \sqrt{\frac{2h}{g}} + 2e \sqrt{\frac{2h}{g}} \left(\frac{1}{1-e} \right)$$

$$T = \sqrt{\frac{2h}{g}} \left(1 + \frac{2e}{1-e} \right)$$

$$T = \sqrt{\frac{2h}{g}} \left(\frac{1+e}{1-e} \right)$$



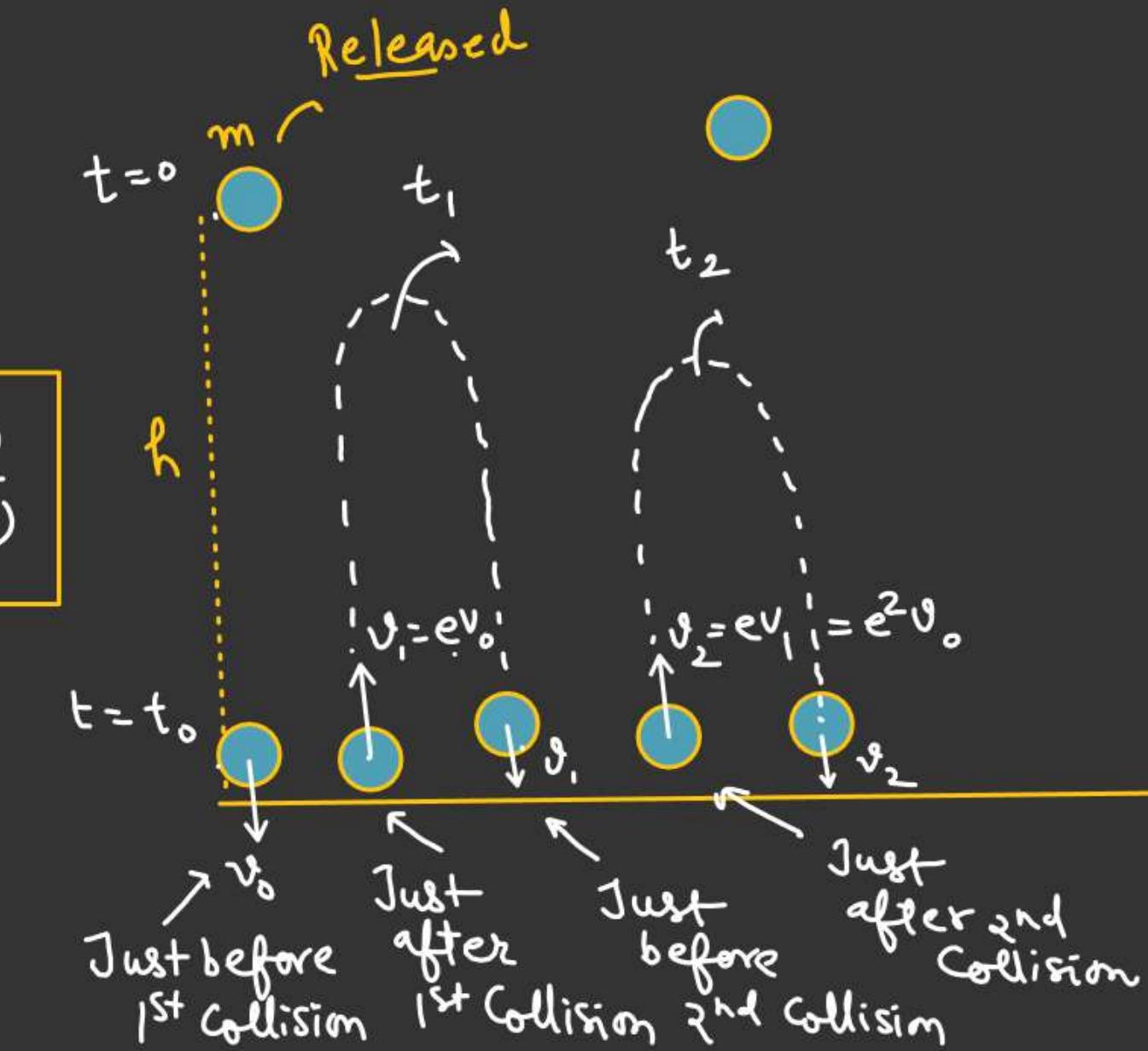
Total Change in linear Momentum

$$\begin{aligned}\Delta p_1 &= mv_1 - (-mv_0) \\ &= m(v_1 + v_0) = m(ev_0 + v_0) \\ \text{Change in linear Momentum during 1st collision} &= m v_0 (e+1)\end{aligned}$$

$$\begin{aligned}\Delta p_2 &= mv_2 - (-mv_1) \\ &= m(v_2 + v_1) \\ \text{Change during 2nd collision} &= m(e^2 v_0 + ev_0) \\ &= mv_0 (e+1) e.\end{aligned}$$

$$\begin{aligned}\Delta p_{\text{net}} &= \Delta p_1 + \Delta p_2 + \Delta p_3 - \dots \\ &= mv_0(e+1) + mv_0(e+1)e + mv_0(e+1)e^2 - \dots \\ &= mv_0(e+1)[1 + e + e^2 - \dots] \\ &= \frac{mv_0(e+1)}{(1-e)}\end{aligned}$$

$$\Delta p_{\text{net}} = mv_0 \frac{(e+1)}{(1-e)}$$



$$F_{avg} = \left(\frac{\Delta P_{net}}{T} \right) \quad v_0 = \sqrt{2gh}$$

$$F_{avg} = \frac{mv_0 \left(\frac{1+e}{1-e} \right)}{\sqrt{\frac{2h}{g}} \left(\frac{1+e}{1-e} \right)}$$

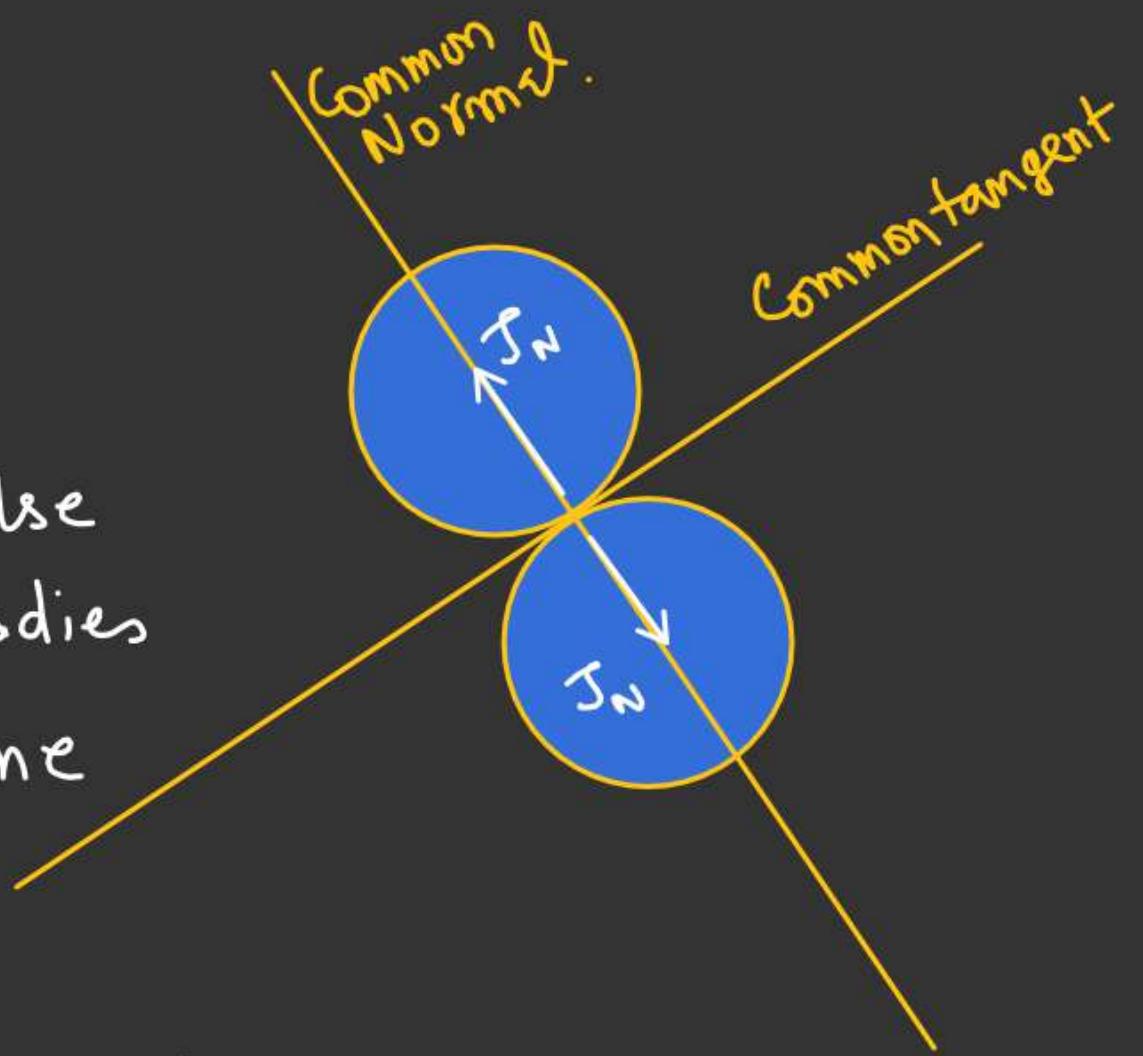
$$F_{avg} = m \sqrt{2gh} \times \sqrt{\frac{2}{2h}}$$

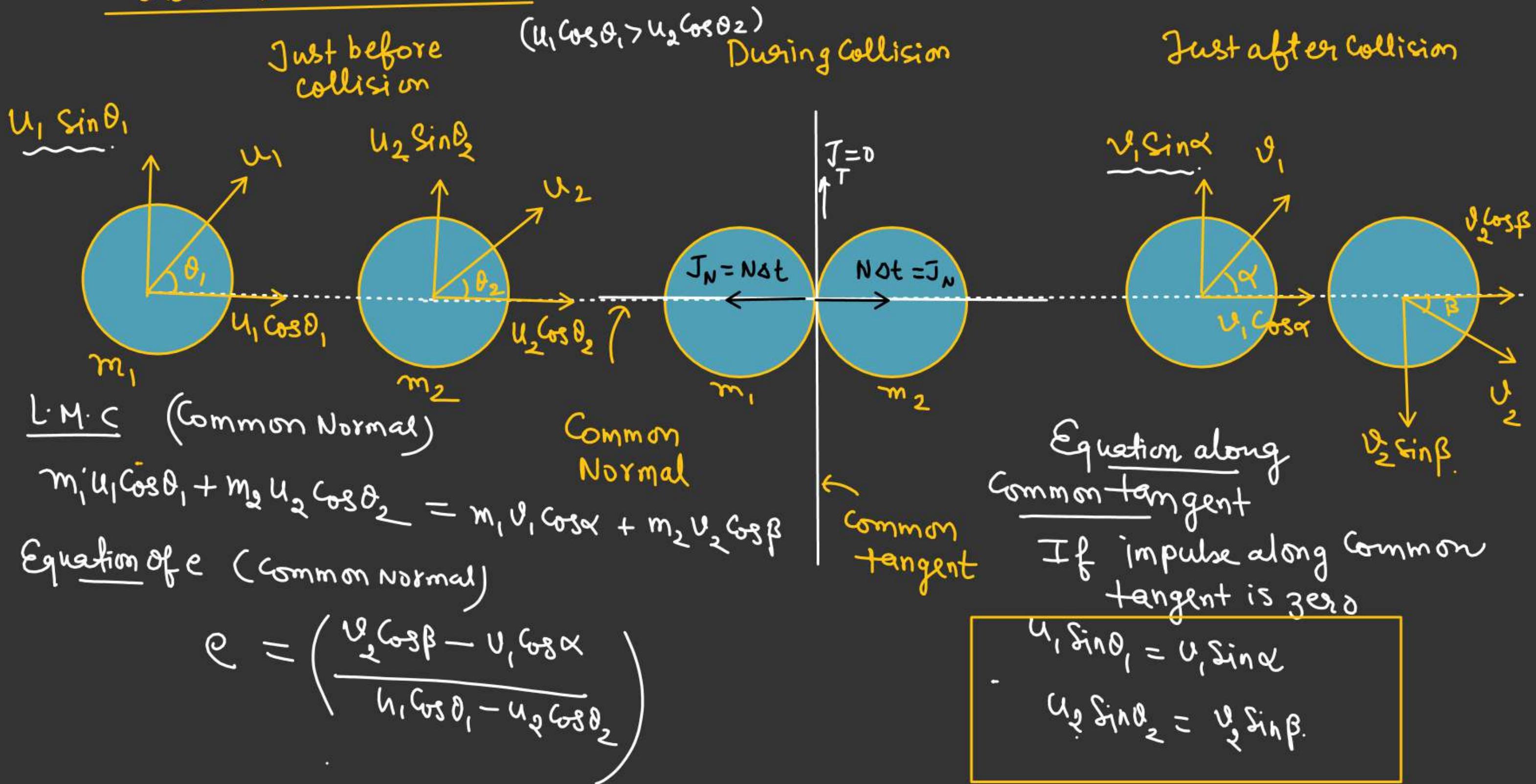
$$F_{avg} = mg$$

OBLIQUE COLLISION

Important Points

- L.M.C always along Common Normal.
- If along Common tangent net impulse is zero then velocity of colliding bodies along Common tangent remain same just before & just after collision
- Always equation of e along Common Normal.



OBLIQUE COLLISION

$e = \text{coff}^m \text{ of Restitution b/w ground \& ball.}$

a) Find $v = ?$

b) Relation b/w $\tan\alpha$ & $\tan\beta$.

Along common tangent

$$u \sin \alpha = v \sin \beta - \textcircled{1}$$

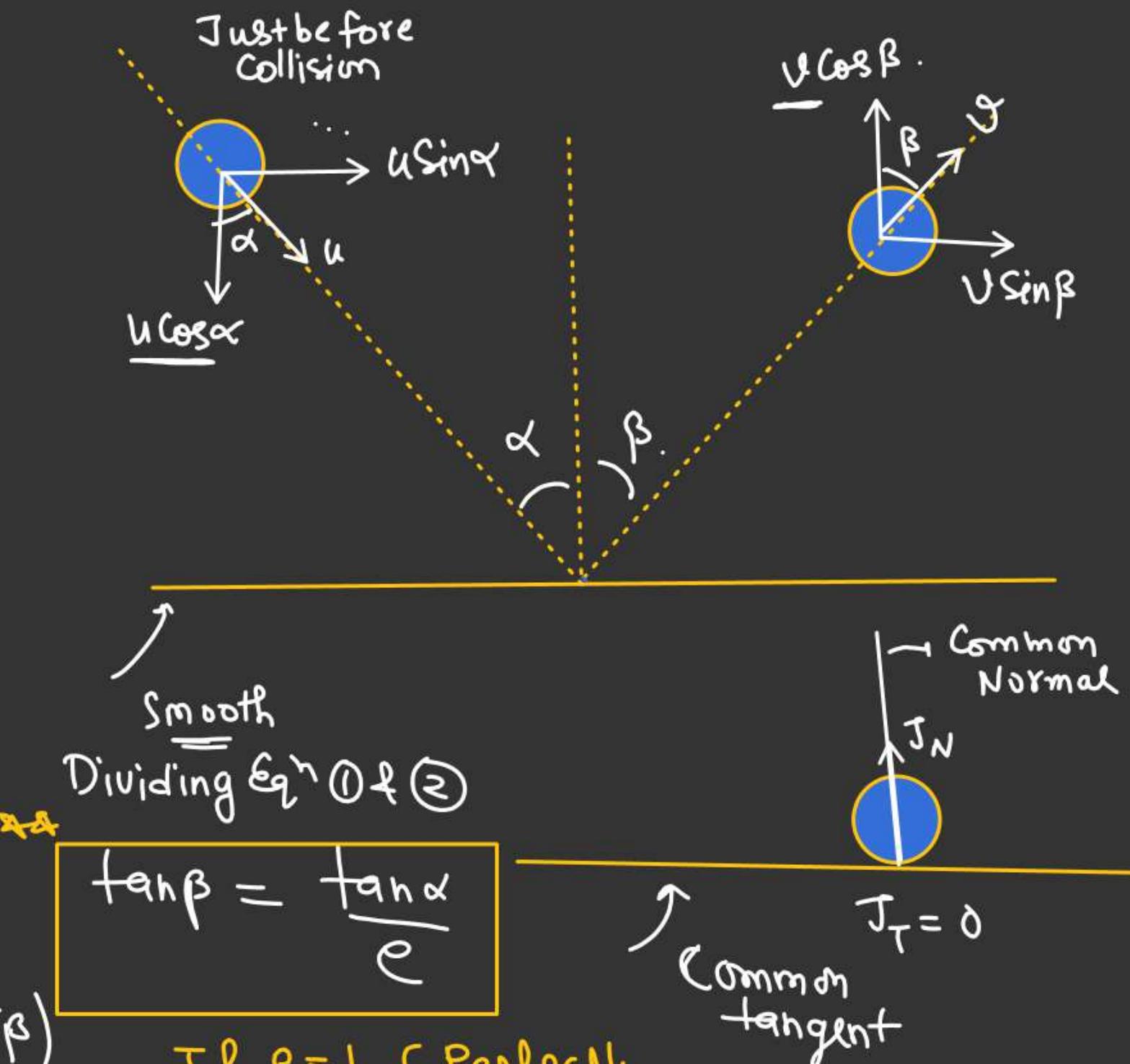
$$e = \frac{v \cos \beta}{u \cos \alpha}$$

$$e u \cos \alpha = v \cos \beta - \textcircled{2}$$

Squaring & adding both side

$$u^2 \sin^2 \alpha + e^2 u^2 \cos^2 \alpha = v^2 (\sin^2 \beta + \cos^2 \beta)$$

$$v = \left(u \sqrt{\sin^2 \alpha + e^2 \cos^2 \alpha} \right) \sqrt{ }$$



Dividing Eqn 1 & 2

$$\tan \beta = \frac{\tan \alpha}{e}$$

If $e=1$ (Perfectly Elastic Collision)
 $\tan \beta = \tan \alpha$

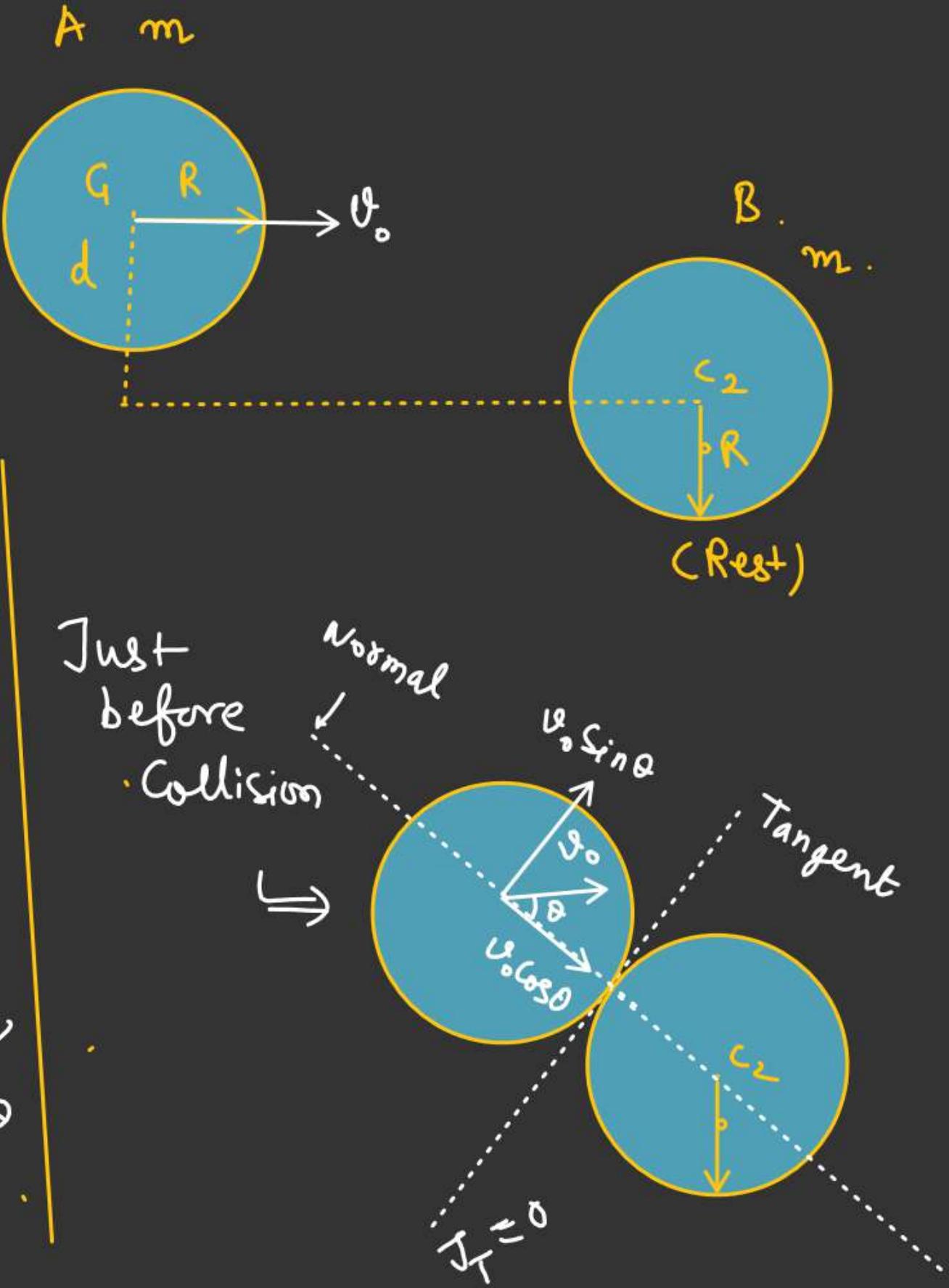
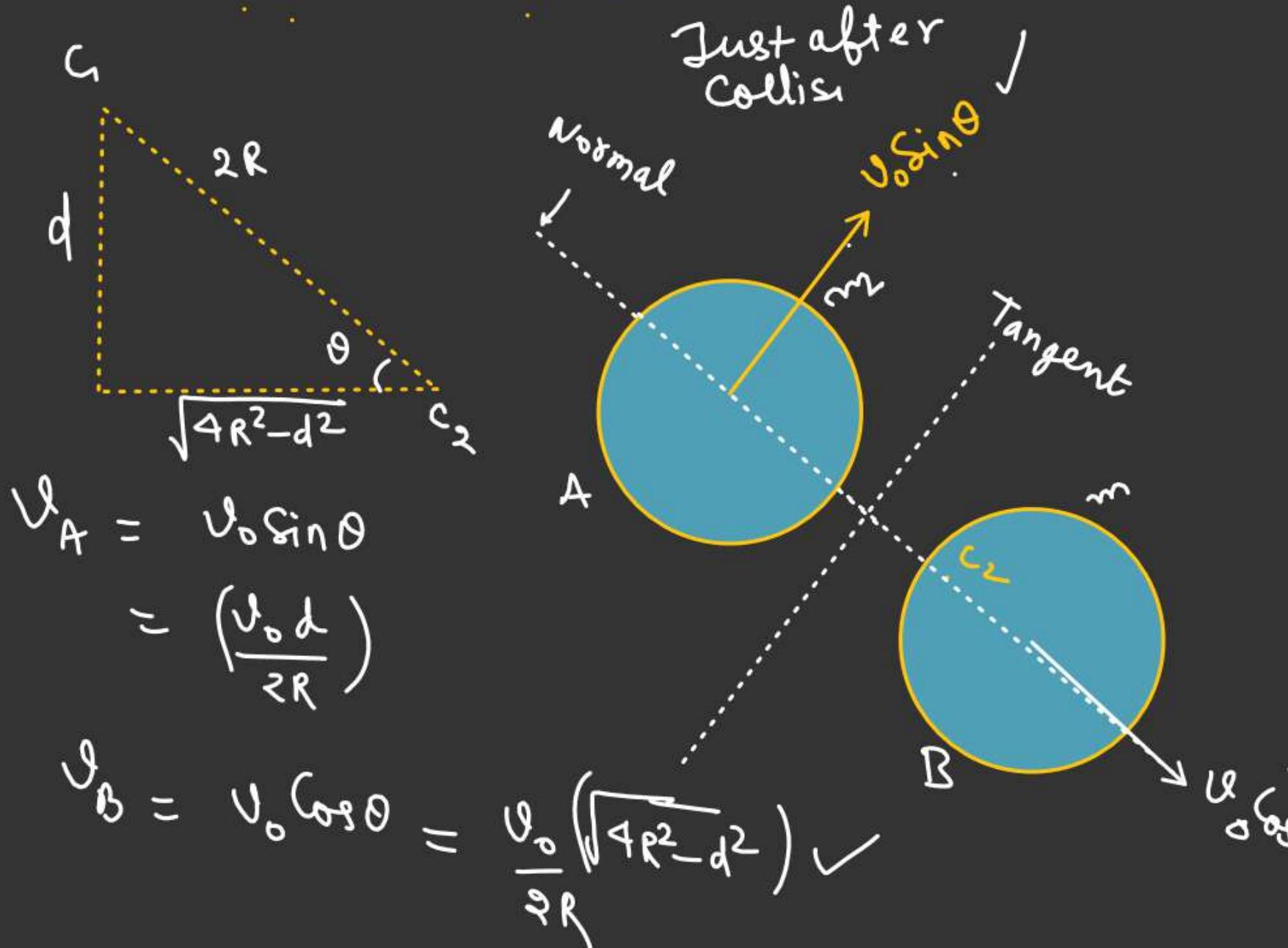
$$\Rightarrow \beta = \alpha$$

$\Delta\phi$

After Collision velocity

of A and B.

Collision is perfectly elastic.



If $e = \frac{1}{2}$.

Find Speed of ball A and B.
just after collision

