# Momentum and Energy Summary

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# 1 Equations

### 1.1 Energy without a spring

The value of  $E_k$  is dependant on whether the object begins with any motion. The variable  $E_g$  is dependant on whether the object begins with / ends with a specific height.

$$\begin{split} E_{tot} &= E_{tot}\prime\\ E_k + E_g &= E_k\prime + E_g\prime\\ &(\frac{1}{2}mv^2) + (mgh) = (\frac{1}{2}mv^2)\prime + (mgh)\prime \end{split}$$

#### 1.2 Energy with a spring

If a force/object pushing on the spring, then the variable  $E_e$  has a value. Else, set it's value to zero. With this being, if an object is being dropped onto a spring, only  $E_{e'}$  has a value.

$$\begin{split} E_{tot} &= E_{tot} \prime \\ E_k + E_g + E_e &= E_k \prime + E_g \prime + E_e \prime \\ &(\frac{1}{2} m v^2) + (mgh) + (\frac{1}{2} k x^2) = (\frac{1}{2} m v^2) \prime + (mgh) \prime + (\frac{1}{2} k x^2) \prime \end{split}$$

### 1.3 Momentum (1)

The two objects do **not** move together after colliding. Instead, they separate from eachother, both moving in different paths.

$$P_{tot} = P_{tot}'$$

$$P_a + P_b = P_a' + P_b'$$

$$(m_a)(v_a) + (m_b)(v_b) = (m_a)(v_a)' + (m_b)(v_b)'$$

### 1.4 Momentum (2)

The two objects move together after colliding. Instead of separating from each other, both objects have conjoined, each moving in the same path.

$$P_{tot} = P_{tot}$$

$$P_a + P_b = P_{ab}$$

$$(m_a)(v_a) + (m_b)(v_b) = (m_{a+b})(v_{a \times b})$$

### 2 Units

- $F_s = N$
- $E_e = J$
- $k = \frac{N_{ewtons}}{m_{eter}}$
- $\bullet$  W = J
- $x = m_{eters}$
- $\Delta E = J$
- $P_{tot} = \frac{kgm}{s}$
- $E_{tot} = J$

### 3 Collisions

#### Elastic vs. In-Elastic

In an ELASTIC collision, the kinetic energy of the SYSTEM is equal before and after the collision. In an INELASTIC collision, the kinetic energy of the SYSTEM is NOT equal between the before and after of the collision.

An elastic collision occurs when two objects collide and are physically the same after the collision as they were before the collision. An inelastic collision occurs when the physical shape of the objects involved has been altered and is different after compared to before the collision.

## Calculation Steps

If you get stuck on a problem, try to use  $P_{tot} = P_{tot}'$  and/or  $E_{tot} = E_{tot}'$  to solve for what you need.

- 1. Diagram
- 2. Givens
- 3. What are you looking for?
- 4.  $P_{tot} = P_{tot}'$  or  $E_{tot} = E_{tot}'$

# 4 Energy and Springs

## Calculation Steps (No 5 Steps)

Recall Hooke's Law (The extension or compression of a spring).  $E_e$  is Elastic Potential Energy - The stored energy in a spring from it's compression or extension.

1. 
$$F_s = kx$$
 or  $k = \frac{F_s}{x}$ 

2. 
$$E_k + E_g + E_e = E_{k'} + E_{g'} + E_{e'}$$

# 5 Impulses

## **Equations**

Impulses do not require components. Rearrange the equations below to solve for what you need.

• 
$$\Delta P = m\Delta v$$

• 
$$a = \frac{\Delta v}{\Delta t}$$

• 
$$\Delta P = ma\Delta t$$

• 
$$\Delta v = a\Delta t$$

• 
$$\Delta P = F_{net} \Delta t$$

• 
$$F_{net} = ma$$

$$\Delta v = (v_2 - v_1)$$

# Calculation Steps

Impulses are about the push back of an opposing force.

- 1. Diagram
- 2. Givens
- 3. What are you looking for?
- 4. Use the equations above to solve for what you need.

### 6 2D Momentum

## Calculation Steps

Similar to collisions except it includes both x and y components.

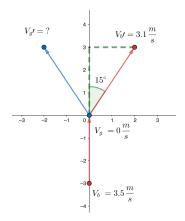
- 1. Diagram
- 2. Givens
- 3. What are you looking for?
- 4. Components
- 5.  $P_{tot_x} = P_{tot_x}$  and  $P_{tot_y} = P_{tot_y}$
- 6.  $c^2 = a^2 + b^2$

## 7 Example Equations

### 7.1 2D Momentum - Question

A billiard ball with a mass of 0.155kg is rolling directly away from you at 3.5  $\frac{m}{s}$ . It collides with a stationary golf ball with a mass of 0.05kg. The billiard ball rolls off at an angle of 15° clockwise from it's original direction with a velocity of  $3.1\frac{m}{s}$ . What is the after velocity of the golf ball?

### 7.1 2D Momentum - Graph and Givens



- $m_b = 0.155kg$
- $m_g = 0.052kg$
- $V_b = 3.5 \frac{m}{s}$
- $V_q = 0 \frac{m}{s}$
- $V_b\prime = 3.1 \frac{m}{s} [15^{\circ} clockwise]$
- $V_{q'}=?$

#### 7.1 2D Momentum - Solve

This solve requires both x and y components. Since  $v_b$  only has a y direction,  $v_{b_x}$  is zero. Also, since  $v_g$  isn't moving, both  $v_{g_x}$  and  $v_{g_y}$  are zero.

1. 
$$P_{tot_x} = P_{tot_x}$$

$$(m_g)(p_{g_x}^0) + (m_b)(p_{b_x}^0) = (m_g)(v_{g_x}\prime) + (m_b)(v_{b_x}\prime)$$

$$\therefore v_{g_x}\prime = -\left(\frac{(m_b)(v_{b_x}\prime)}{m_g}\right) = -\left(\frac{(0.155)(3.1\sin 15^\circ)}{(0.052)}\right)$$

2. 
$$P_{tot_y} = P_{tot_y}$$

$$(m_g)(p_{g_y}^0) + (m_b)(v_{b_y}) = (m_g)(v_{g_y}\prime) + (m_b)(v_{b_y}\prime)$$

$$\therefore v_{g_y}\prime = \left(\frac{(m_b)(v_{b_y}) - (m_b)(v_{b_y}\prime)}{m_g}\right) = \left(\frac{(0.155)(3.5) - (0.155)(3.1\cos 15^\circ)}{0.052}\right)$$

3. Use 
$$c^2 = a^2 + b^2$$

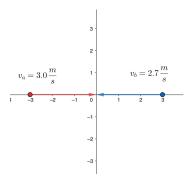
$$\therefore v_g \prime = \sqrt{(v_{g_x} \prime)^2 + (v_{g_y} \prime)^2} = \sqrt{(-2.391)^2 + (1.507)^2} \approx 2.766 \frac{m}{s}$$

### 7.3 Elastic Momentum - Question

Jeremey and Griffin are stupid and throw two live hand grenades at each other to see what happens. Hand grenade A is travelling at a velocity of 3.0m/s with a mass of 1.2kg. Hand grenade B is travelling at a velocity of 2.7m/s with a mass of 1.3kg. What is the velocity of the two objects after they collide?

### 7.3 Elastic Momentum - Graph and Givens

Determine the velocity of Hand Grenade A and Hand Grenade B post-collision.



- $m_a = 1.2g$
- $m_b = 1.3kg$
- $v_a = 3.0 \frac{m}{s}$
- $v_b = 2.7 \frac{m}{s}$
- $v_a\prime = ?$
- $v_b\prime = 3$

#### 7.3 Elastic Momentum - Solve

Because of the law of conservation of momentum, this equation is Elastic. The velocity of the objects will be same as they were before the collision.

1. 
$$P_{tot} = P_{tot}$$

$$(m_a)(v_a) + (m_b)(v_b) = (m_a)(v_a)\prime + (m_b)(v_b)\prime$$

$$(v_a) + (v_b) = (v_a)\prime + (v_b)\prime$$

$$v_a = v_a = 3.0 \frac{m}{s}$$

$$v_b = v_b = 2.7 \frac{m}{s}$$

**2.** Proof of Elastic with  $E_{tot} = E_{tot}$ 

$$\frac{1}{2}mv_a + \frac{1}{2}mv_b = \frac{1}{2}mv_a\prime + \frac{1}{2}mv_b\prime$$

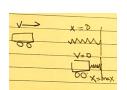
$$\frac{1}{2}(1.2)(3.0) + \frac{1}{2}(1.3)(2.7) = \frac{1}{2}(1.2)(3.0) + \frac{1}{2}(1.3)(2.7)$$

$$\therefore$$
 Elastic  $3.055 = 3.055$ 

### 7.4 Energy with Spring - Question

A low friction cart with a mass of 0.25kg travels along a horizontal track and collides head on with a spring that has a spring constant of  $155\frac{N}{m}$ . If the Spring was compressed by 6.0cm, how fast was the cart initially travelling?

### 7.4 Energy with Spring - Graph and Givens



- x = 6.0cm
- $k = 155 \frac{N}{m}$
- $m_c = 0.25kg$
- $v_c = ?$

### 7.4 Energy with Spring - Solve

Because the cart is not initially colliding with the spring,  $E_e$  is zero. Because the cart's velocity post-collision is zero,  $E_k$  is also zero. Because the cart and the spring are at the same height both before and after the collision, both  $E_g$  and  $E_g\prime$  are set to zero.

1. 
$$E_{tot} = E_{tot}$$

$$E_k + E_g^{\prime} + E_e^{\prime} = E_k^{\prime} + E_g^{\prime} + E_{e^{\prime}}$$

$$E_k = E_{e'}$$

$$\frac{1}{2}m_c v_c^2 = \frac{1}{2}kx^2$$

$$v_c = \sqrt{\frac{kx^2}{m_c}} = \sqrt{\frac{(155)(6.0)^2}{(0.25)}} \approx 149 \frac{m}{s}$$

**2.** 
$$h_c = 9.2m$$

$$E_k + E_g + E_e = E_k + E_g + E_e$$

$$E_k + E_q = E_{e'}$$

$$\frac{1}{2}m_c v_c^2 + m_c gh = \frac{1}{2}kx^2$$

$$\therefore v_c = \sqrt{\frac{(kx^2) - (m_cgh)}{m_c}} = \sqrt{\frac{(155)(6.0)^2 - (0.25)(9.81)(9.2)}{(0.25)}} \approx 149 \frac{m}{s}$$

### 7.6 Impulses - Question

Jen has a mass of 50kg and is in a car going  $35\frac{m}{s}$  when she gets in an accident. The airbags deploy and bring her body to a stop in 0.500s. What is the force applied to her body?

### 7.6 Impulses - Givens



- $v_1 = 35 \frac{m}{s}$
- $v_2 = 0 \frac{m}{s}$
- $\Delta t = 0.500s$
- $m_J = 50kg$

### 7.6 Impulses - Solve

We can solve this problem using the equations provided in the Impulses section of this big book.

1. 
$$\Delta P = F_{net} \Delta t$$

$$F_{net} = \frac{\Delta P}{\Delta t} = \frac{m\Delta v}{\Delta t} = \frac{m(v_2 - v_1)}{\Delta t}$$

$$F_{net} = \frac{50(0-35)}{0.500} \approx -3500N$$

#### **2.** t = 0.100s

$$F_{net} = \frac{\Delta P}{\Delta t} = \frac{m\Delta v}{\Delta t} = \frac{m(v_2 - v_1)}{\Delta t}$$

$$\therefore F_{net} = \frac{50(0-35)}{0.100} \approx -17500N$$

### 7.6 Impulses - Note

Therefore if the time is lower, the less force the collision has on the person. This is why airbags are so important. Airbags reduce the time within the equation.