

# Momentum

$$\vec{F} = \frac{d\vec{p}}{dt} \Rightarrow \int_{P_0}^{P_i} d\vec{p} = \int_0^t \vec{F} dt$$

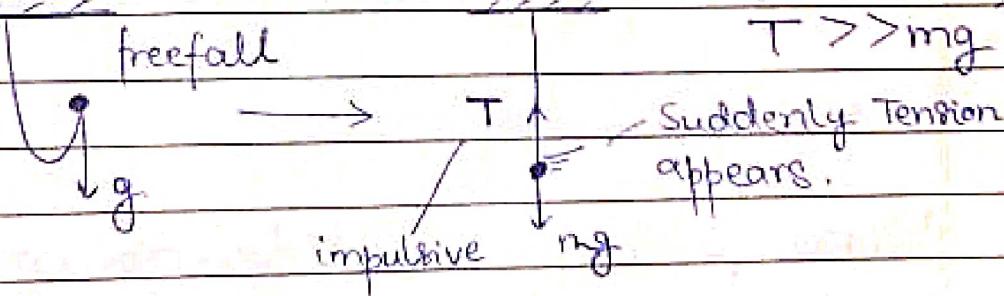
$$\Rightarrow \boxed{\vec{P}_i - \vec{P}_0 = \Delta \vec{p} = t \int_0^t \vec{F} dt}$$

\* If  $F$  large and  $t$  very small

$\Rightarrow$   $F$  is Impulsive force.

\* Change in momentum due to Impulsive force is called Impulse.

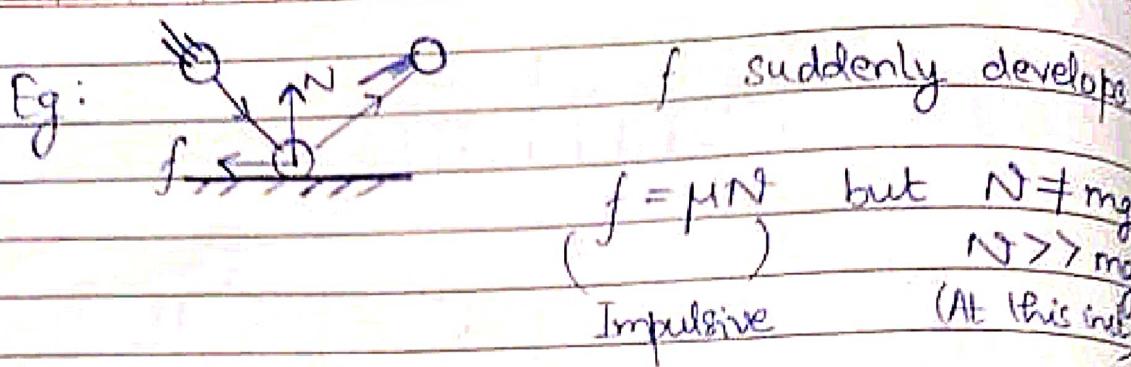
Eg:



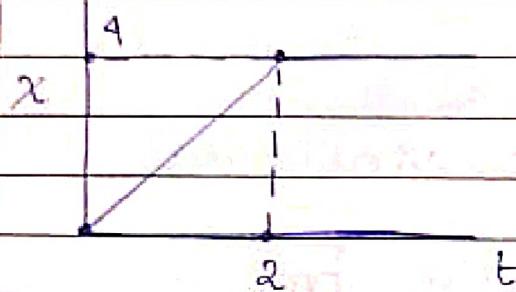
\* Make FBDs of normal forces & impulsive forces separately.

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(Q)

If mass of body =  $2\text{kg}$ 

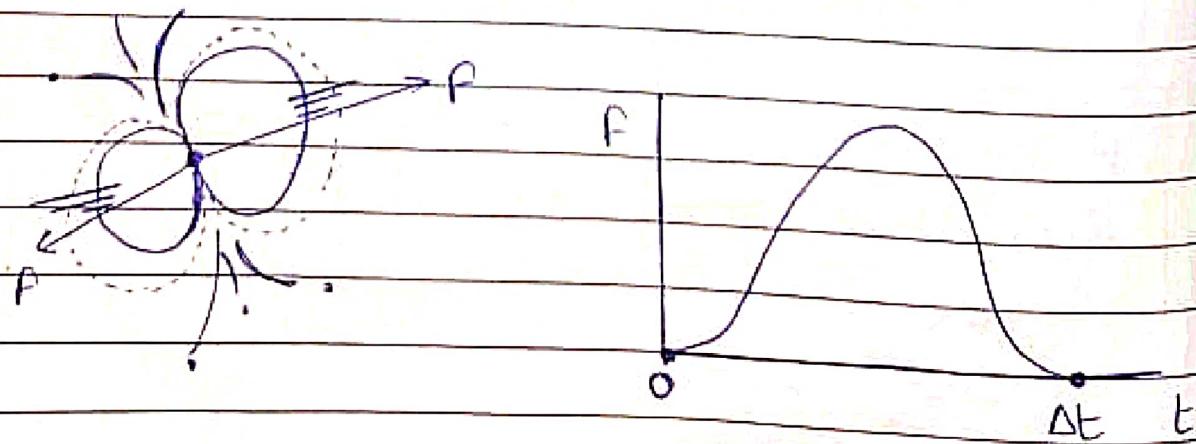
find impulse

A) Let A at  $t = 2 - \delta$ , B at  $t = 2 + \delta$ .

$$v_A = 2, v_B = 0 \Rightarrow$$

$$\Delta p = (-4)$$

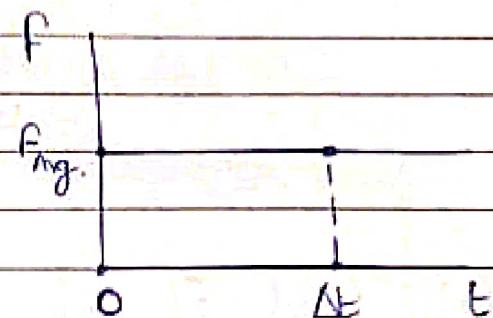
When 2 bodies collide & rebound,



Since difficult to calc. area under curve, hence impulse also diff. to calc.

So we take  $F_{avg}$ .

$$\text{Impulse} = F_{avg} \cdot \Delta t$$



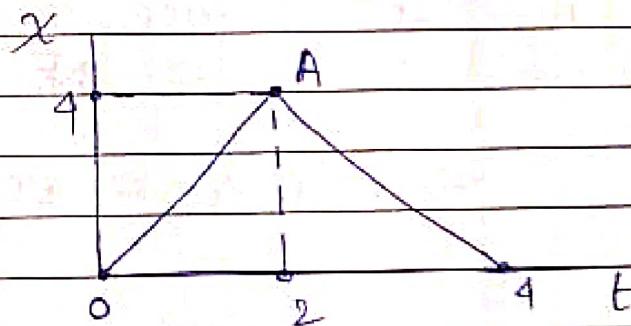
We take  $F_{avg}$  in such a way that area under curve is both same.

- (1) find magnitude of impulse.

Mass of obj 2 kg.

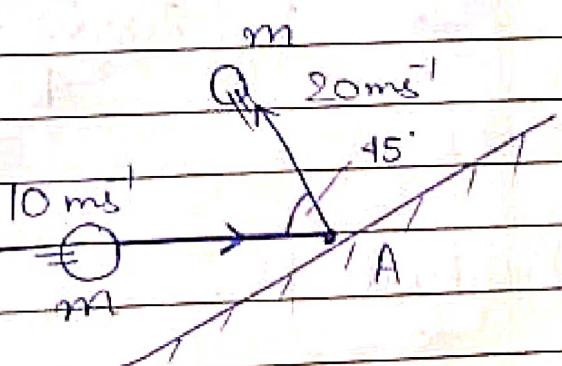
A)  $v_{A+} = -2$

$v_{A-} = 2 \Rightarrow \Delta p = (-8)$



- (2) find horizontal and vertical force by surface.

$\Delta t = 0.01 s, m = 1 \text{ kg}$



A)  $\vec{v}_{A-} = \langle 10, 0 \rangle, v_{A+} = \langle -10\sqrt{2}, 10\sqrt{2} \rangle$

$$\Delta \vec{p} = \langle -10(\sqrt{2}+1), 10\sqrt{2} \rangle$$

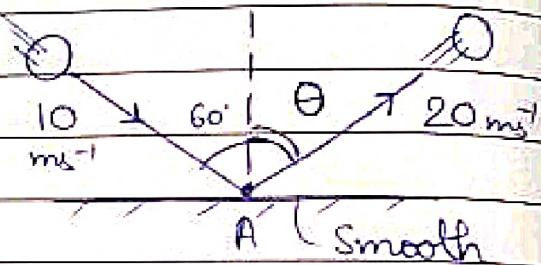
$$\Rightarrow \boxed{\vec{F}_{\text{Avg}} = \langle (-10^3)(\sqrt{2}+1), 10^3\sqrt{2} \rangle}$$

Horiz.

Vertical

- Q) find  $\theta$ , if surface smooth.

Also find  $f$  if  $\Delta t = 0.01\text{s}$   
 $m = 1\text{kg}$ .



- A) If surface smooth

→ No friction →  $v_{\text{along surface}}$  same

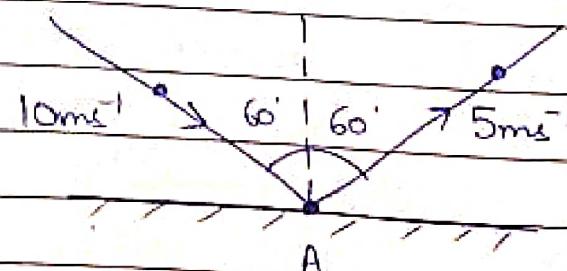
$$\Rightarrow 10 \cos 60^\circ = 20 \cos \theta \Rightarrow \theta = 8^\circ$$

$$|\Delta \vec{p}| = \Delta p_y \quad (\text{As } p_x = \text{const.})$$

$$= (1) \left( \frac{20 \cdot \sqrt{3}}{4} - \frac{(-10 \cdot 1)}{2} \right) \Rightarrow \boxed{\vec{F}_{\text{Avg}} = 500(1+\sqrt{3})}$$

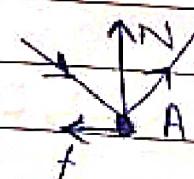
- Q) find  $\mu$ .

$$m = 1\text{kg}$$



$$A) X: 5\sqrt{3}/2 - 10\sqrt{3}/2 = (-\mu N)(\Delta t)$$

$$Y: \langle 5/2 - (-10/2) \rangle = N(\Delta t)$$



On dividing eq's,

$$\mu = 1/\sqrt{3}$$

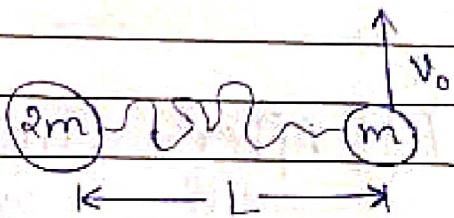
Q) Length of String =  $2L$ . Top view

Objs on frictionless surface.

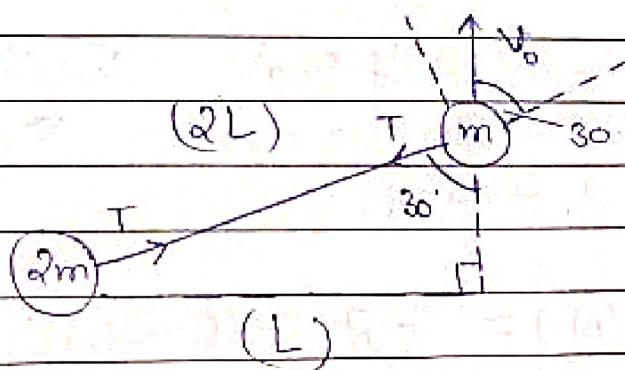
Find vel. of  $2m$

and  $m$  when

string becomes taut.



A)



★ Impulse will change vel. of obj's. ALONG string.

$${}^m V_{\text{along}} = V_0 \sqrt{3}/2, \quad {}^m V_I = V_0/2$$

After effect of impulse,  ${}^m V_I' = {}^m V_I = V_0/2$ .

$$\text{Now, } 2m: \quad T(\Delta t) = (2m)({}^m V_{\text{along}}')$$

$$m: \quad -T(\Delta t) = (m)({}^m V_{\text{along}}' - {}^m V_{\text{along}})$$

$$\Rightarrow 2({}^m V_{\text{along}}') + (m) \left( \frac{{}^m V_{\text{along}}' - {}^m V_{\text{along}}}{2} \right) = 0$$

Since string taut  $\Rightarrow$  String Constraint  $\Rightarrow$

$$\frac{{}^m V'}{\text{along}} = \frac{{}^m V}{\text{along}}$$

$$\Rightarrow {}^m V_{\text{along}} = \frac{{}^m V'}{\text{along}} = \frac{V_0}{2\sqrt{3}}$$

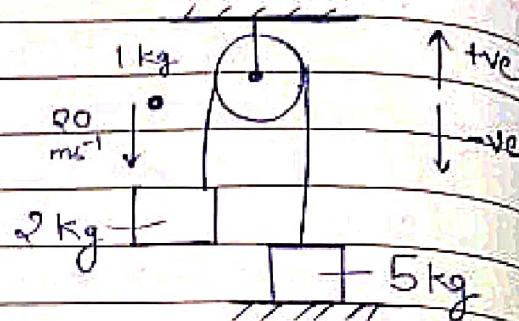
Finally,

$V_{2m} = \frac{V_0}{2\sqrt{3}}$	$, \quad V_m = \frac{V_0}{\sqrt{3}}$
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If we didn't take 1 & 2 as system,  
we would have to include N b/w 1 & 2  
in calc., as it is also impulsive.

Q) Find speed of  
masses, just  
after 1 kg sticks  
to block.



A) After sticking 1 kg, 2 kg move  
with same velocity as a system

$$u_5 = 0, v_5 = (\text{Vel. of } 5\text{ kg}), v_2 = v_1 = (\text{Vel. of system}), v = (\text{after collision})$$

$$u_2 = 0, u_1 = +20.$$

$$(2+1) : T(\Delta t) = (-2v_2) - (0 - 2u_2) + (-v_1) - (-u_1) \\ \Rightarrow -T(\Delta t) = 3v - 20$$

$$(5) : T(\Delta t) = 5v_5 - 5u_5 \Rightarrow T(\Delta t) = 5w$$

By String Constraint,  $v = v'$  ( $v_5 = v_2 = v$ )

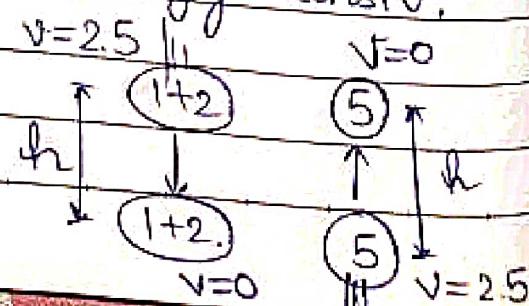
$$\Rightarrow v = 2.5$$

Q) find max. height attained by  
5 kg block in prev. Q.

A) Let it be 'h'. By Energy Consrv.

$$\frac{1}{2} \cdot 3 \cdot \left(\frac{5}{2}\right)^2 + \frac{1}{2} \cdot 5 \cdot \left(\frac{5}{2}\right)^2 = 5gh - 3gh$$

$$\Rightarrow h = \frac{5}{4}$$

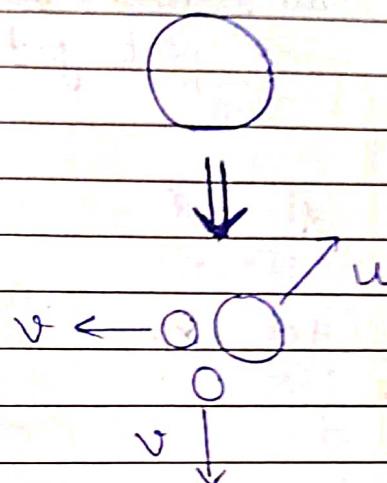


## Conservation of Momentum

If  $\vec{F}_{\text{ext}} = 0 \Rightarrow \frac{d\vec{P}}{dt} = 0 \Rightarrow \boxed{\vec{P} = \text{const}}$

(Can't use for Impulsive forces, as they do work quickly.)

- Q) A mass explodes into 3 parts with mass ratio 1:1:3. Parts with equal mass are moving towards each other with  $v$ . Find speed of 3rd part.



A) Just before it after collision,  $\vec{F}_{\text{ext}}$  not able to do any work, hence  $\vec{P}$  consrv.

$3Mu$   $\vec{p}_f = \vec{p}_i = 0 \Rightarrow 3Mu = Mv\sqrt{2}$

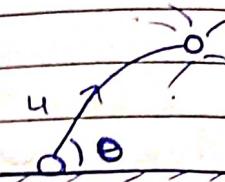
MV  $\quad \quad \quad$  System  $\quad \quad \quad \Rightarrow u = \frac{v\sqrt{2}}{3}$  by explosion

- Q) If total mass =  $5M$  in above Q, find energy released.

A)  $\Delta E = E_f - E_i = \left( \frac{1}{2} \cdot 3M \cdot \frac{2v^2}{9} + \frac{1}{2} \cdot M \cdot v^2 + \frac{1}{2} M v^2 \right) - 0$

$\Rightarrow \Delta E = \frac{4v^2 M}{3}$

(Q) At highest pt., obj breaks into 3 equal parts. One falls vertically down with 0 init. vel., another retraces its path. find vel. of 3rd part just after explosion.



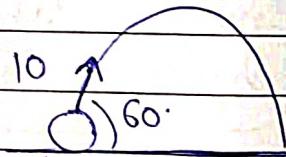
$$\Rightarrow u_{c_0} \leftarrow \begin{matrix} 0 \\ 0 \end{matrix} \rightarrow v \downarrow 0$$

A) At highest pt, before exp.,  $p = 3Mu_{c_0}$

$$\text{After exp, } \leftarrow \begin{matrix} u_{c_0} \\ 0 \end{matrix} \rightarrow v \quad Mv - Mu_{c_0} = 3Mu_{c_0}$$

$$0 \downarrow \quad v=0 \quad \Rightarrow [v = 4u_{c_0}]$$

(Q) At highest pt. obj breaks into 3 equal parts. First fall vertically down with 10 init. vel. 2nd part retraces its path. Find vel. of third just after collision.



A) After exp,

$$P_{\text{before}} = 3M10u_{c_0} \hat{i} = 15M(\hat{i})$$

$$P_{\text{after}} = 5M(\hat{-}) + 10M(\hat{j}) + MV(\hat{k})$$

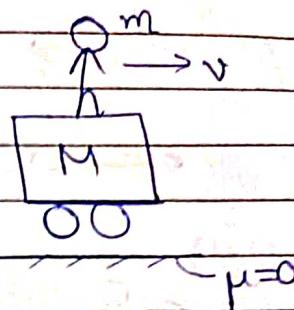
$$\Rightarrow MV_y = 10M, MV_x = 20M$$

$$\Rightarrow \begin{cases} v_x = 20 \\ v_y = 10 \end{cases} \Rightarrow v = 10\sqrt{5}$$

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- Q) Person jumps with vel. 'v' wrt state of car before jumping. Find  $v_{car}$  just after jump.

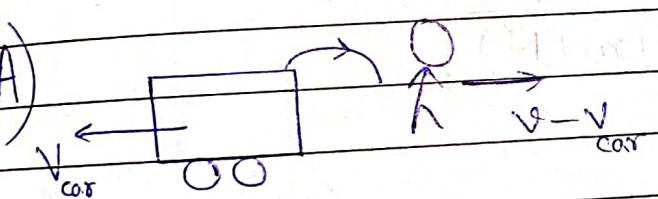


A)  $P_{init} = 0 = P_{final} = mv - Mv_{car}$

$$\rightarrow v_{car} = \frac{mv}{M}$$

(If only given 'wrt car', assume this)

- Q) In above Q,  $v_{car} = ?$  if person jumps with 'v' wrt car after jumping state of.

A) 

$$P_{init} = 0 = P_{final}$$

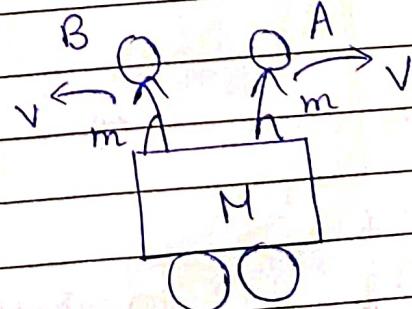
$$= m(v - v_{car}) - Mv_{car}$$

After jump

$$\Rightarrow v_{car} = \left( \frac{mv}{M+m} \right)$$

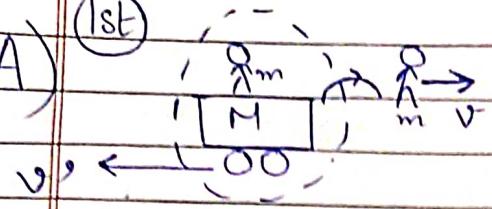
- Q) Persons jump with velocity 'v' wrt state of car before their resp. jump.

Find  $v_{car}$  after 2nd jump, if A jumps before B.



A)

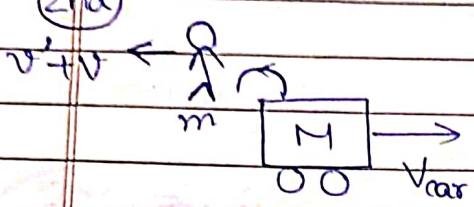
(1st)

~~1st jump~~

$$P_{\text{init}} = 0 = P_{\text{final}}$$

$$= mv - (m+M)v$$

(2nd)

~~2nd jump~~

$$P_{\text{init}} = P_{\text{final}}$$

$$\Rightarrow (M+m)v' = m(v' + v) - Mv_{\text{car}}$$

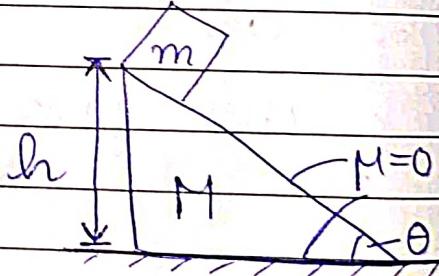
$$\Rightarrow Mv_{\text{car}} = m \left( \frac{mv}{M+m} + v \right) - (M+m) \left( \frac{mv}{M+m} \right)$$

 $\Rightarrow$ 

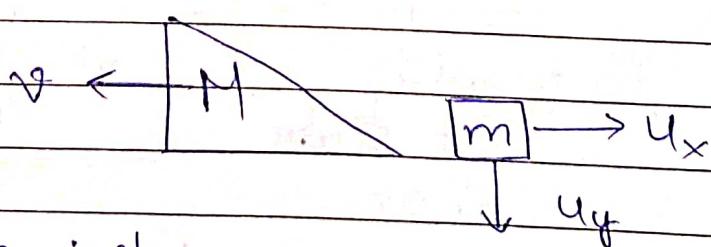
$$v_{\text{car}} = \frac{m^2 v}{M(m+M)}$$

Q)

find vel. of M  
when m reaches  
bottom of incline.



A)

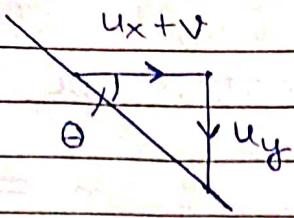


When m just  
reach bottom.

Conserv. Momentum,  
along X axis

$$Mv = mu_x$$

In M's frame,  
obj. move along  
incline



$$t_0 = \begin{pmatrix} u_y \\ u_x + v \end{pmatrix}$$

By Energy,  
Consrv.

$$mgh = \frac{1}{2} Mv^2 + \frac{1}{2} mu_x^2 + \frac{1}{2} mu_y^2$$

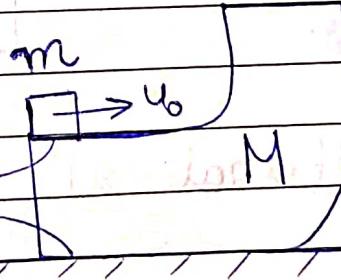
Now,  $u_x = (M/m)v$  &  $u_y = (Mtm)v t_0$

Substituting,  $mgh = \frac{Mv^2}{2} + \frac{m \cdot M^2 v^2}{m^2} + \frac{m \cdot (Mtm)^2 v^2 t_0^2}{m}$

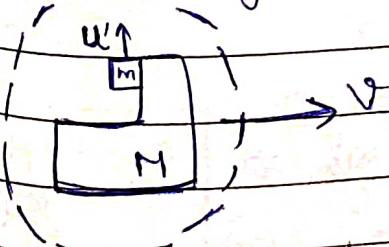
$$\Rightarrow mgh = \left(\frac{1}{2m}\right) [Mmv^2 + M^2v^2 + (Mtm)^2 v^2 t_0^2]$$

$$\Rightarrow v = \sqrt{\frac{2m^2 gh}{Mmt + M^2 + (Mtm)^2 t_0^2}}$$

- Q) a) find vel. of  
M when m  
is moving  
in vertical section.



- A) Since obj in contact, vel. along X axis same  
at last



Consrv. Momentum along X axis.

$$v = \left(\frac{mu_0}{M+m}\right)$$

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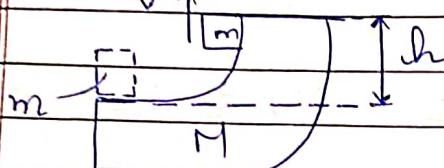
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- b) Find max. height attained by mass from its initial pt.

A) Let up vel. of  $m = 'v'$ .

By energy Conserv.,



$$\frac{1}{2}mu_0^2 = mgh + \frac{1}{2}(M+m)\left(\frac{mu_0}{M+m}\right)^2$$

$$+ \frac{1}{2}mv^2$$

$$\Rightarrow mu_0^2 = 2mgh + \frac{(m^2u_0^2)}{M+m} + mv^2$$

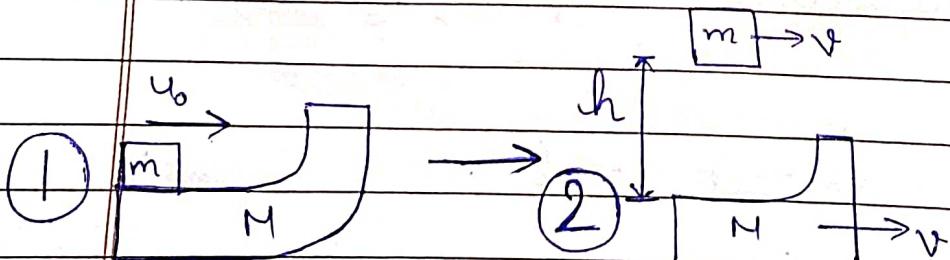
$$\Rightarrow v^2 = \left(\frac{Mu_0^2}{M+m}\right) - 2gh$$

$$\text{Now, } h_{\max.} = \frac{u_y^2}{2g} = \frac{Mu_0^2}{2g(M+m)} - h$$

Wrt initial pos.,  $H = h_{\max} + h$

$$\Rightarrow H = \frac{Mu_0^2}{2(M+m)g}$$

★ Alternat sol'n - Apply Energy Conserv. wrt CoM.



$$E_1 = E_2 \Rightarrow \frac{1}{2} \left( \frac{Mm}{M+m} \right) u_0^2 = mgh \Rightarrow h_i = \frac{Mu_0^2}{2(M+m)g}$$

$(K_1)$

$(U_2)$