

## 16 L24/L25/L26: Momentum and Impact

Readings

### 16.1 Objectives

In this section, we will

- Summarize impulse and momentum for a rigid body for both linear and angular motion.
- Review conservation of linear and angular momentum and solve rigid body motion problems using this equation.
- Apply the principles of impulse and momentum to impacts.

### 16.2 Summary for Impulse and Momentum

Linear Momentum:

$$\underline{\underline{L}} = m \underline{\underline{v}_G}$$

Angular Momentum:

$$\begin{aligned} \underline{\underline{H}_G} &= I_G \underline{\underline{\omega}} \text{ (about centre of mass)} \\ \underline{\underline{H}_O} &= I_G \underline{\underline{\omega}} + \underline{\underline{r}_G} \times m \underline{\underline{v}_G} \\ &= \underline{\underline{H}_G} + \underline{\underline{r}_G} \times \underline{\underline{L}} \text{ (for other points)} \\ \underline{\underline{H}_O} &= I_G \underline{\underline{\omega}} \text{ (for pinned points)} \end{aligned}$$

*total box*

Principle of Momentum and Impulse

$$\begin{aligned} \left( \sum \underline{\underline{L}_{sys}} \right)_{t1} + \left( \sum \int_{t1}^{t2} \underline{\underline{F}_{ext,sys}} dt \right) &= \left( \sum \underline{\underline{L}_{sys}} \right)_{t2} \\ \left( \sum \underline{\underline{H}_{O,sys}} \right)_{t1} + \left( \sum \int_{t1}^{t2} \underline{\underline{M}_{O,ext,sys}} dt \right) &= \left( \sum \underline{\underline{H}_{O,sys}} \right)_{t2} \end{aligned}$$

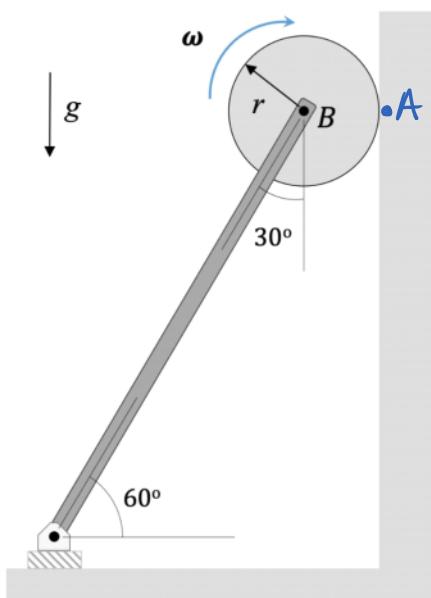
*apply to sys. of bodies*

16.2.1 Example *static*

The disk has a mass of 20 kg and is originally spinning at the end of the strut, with an angular velocity of  $\omega = 60 \text{ rad/s}$ . If it is then placed against the wall, for which  $\mu = 0.3$ , determine the time required for the motion to stop. Disk radius is 150 mm. Use  $g = 10 \text{ m/s}^2$ .

*State 2*

Solve this problem using (a) Momentum and Impulse, (b) Work and Energy, (c) Newton's second law.



Momentum solution

$\vec{\alpha} \neq 0 \Rightarrow \sum M_B \neq 0$   
 $\Rightarrow$  angular momentum  
 is NOT conserved ( $\vec{H}_B$ )  
 (is an angular impulse)

Find impulses

$$\sum M_B = F_f r \quad F_f = \mu_k N$$

$$\sum F_x: -N + F \sin 30^\circ = 0 \Rightarrow N = F \sin 30^\circ$$

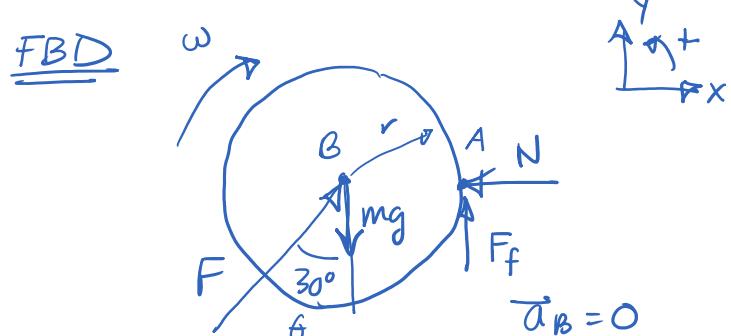
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$$\frac{F_f}{N}$$

Chapter 16

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$$\sum F_y: F \cos 30^\circ - mg + \mu N \Rightarrow mg = F \cos 30^\circ + \mu N$$

along  
strut onlyFBD

$$\begin{matrix} y \\ x \end{matrix}$$

- $\vec{\alpha}_B = 0$  pt. B is not moving
- $\vec{v}_B = 0$
- Disc is spinning (slipping on the wall @ A)
- Disc is slowing down due to friction with the wall

$$\vec{\alpha}_B = 0 \quad \vec{\alpha} \neq 0$$

$\vec{\alpha}_B = 0 \Rightarrow \sum \vec{F} = 0 \Rightarrow$  linear momentum is ( $\vec{L}$ )  
 conserved  
 (no linear impulse)

} solve for  
 $F$

(Momentum solution continued)

$$mg = F \frac{\sqrt{3}}{2} + \mu F \frac{r}{2} \Rightarrow F = \frac{2mg}{\sqrt{3} + 0.3} = \frac{2(20\text{kg})(10\text{m/s}^2)}{\sqrt{3} + 0.3}$$

$\mu$

$$= 197\text{N}$$

$$N = \frac{F}{2} = 98\text{N}$$

$$F_f = \mu_r N = 30\text{N} \Rightarrow \sum M_B = F_f r = 4.5 \text{ N}\cdot\text{m}$$

A constant (not a function of time)

MOMENTA

state 1 just before disc touches the wall, spinning @  $\omega_1$ ,

$$H_{B_1} = -I_G \omega_1 = -\frac{1}{2}mr^2 \omega_1$$

(  $\omega_1$  neg )

state 2 just after it has stopped

$$H_{B_2} = 0 \quad (\omega_2 = 0)$$

PRINCIPLE OF IMPULSE-MOMENTUM

$$H_{B_1} + \int_{t_1}^{t_2} \sum M_B dt = H_{B_2}$$

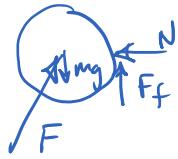
$$-\frac{1}{2}mr^2 \omega_1 + \int_0^t 4.5 \text{Nm} dt = 0$$

$$4.5(t-0) = \frac{1}{2}mr^2 \omega_1 = \frac{1}{2}(20\text{kg})(0.15\text{m})^2(60\text{rad/s})$$

$t = 3\text{s}$

Work-energy solution

① FBD - done!



② Forces that do work

$F_f$  only

$$U_{1 \rightarrow 2} = -F_f \cdot s \quad s = r \Delta\theta \quad \Delta\theta = \theta_2 - \theta_1$$

$$= -30 \text{ N} \cdot r \cdot \Delta\theta$$

③ energy

$\Delta V$ ? no.

KE.  $T_1 = \frac{1}{2} I_B \omega_1^2 \quad I_B = \frac{1}{2} mr^2$

$$= \frac{1}{4} mr^2 \omega_1^2$$

$$T_2 = 0 \quad (\omega_2 = 0)$$

④ work-energy

$$T_1 + V_1 + \sum_{\text{non-cons.}} U_{1 \rightarrow 2} = T_2 + V_2$$

$$\frac{1}{4} mr^2 \omega_1^2 - 30 r \Delta\theta = 0$$

$$\Delta\theta = \frac{1}{4} (20 \text{ kg}) (0.15 \text{ m}) (60 \text{ rad/s})^2 = 90 \text{ radians}$$

⑤ kinematics

Since  $\sum M_B = \underline{\text{constant}}$ ,  $\alpha$  is constant (not a funct. of time)

only true for const  $\alpha$   $\rightarrow \omega_f = \omega_0 + \alpha t \rightarrow \alpha = \frac{\omega_f - \omega_0}{(t_f - t_0)} \quad t_0 = 0$

$\omega_f^2 = \omega_0^2 + 2 \alpha \Delta\theta \quad \text{factored}$

$(\omega_f^2 - \omega_0^2) = \underline{2(\omega_f - \omega_0)(\Delta\theta)} \Rightarrow \frac{\Delta\theta}{\Delta t} = \frac{(\omega_f + \omega_0)(\omega_f - \omega_0)}{2(\omega_f + \omega_0)} \Rightarrow \Delta t = \frac{2 \Delta\theta}{\omega_f + \omega_0} = \boxed{3 \text{ s}}$

Newton's second law

① FBD - done!

② EOM - done!  $\sum F_x = 0$

$$\sum F_y = 0$$

$$\sum M_B = I_G \alpha \quad I_G = \frac{1}{2} m r^2$$

$$\text{found earlier: } \curvearrowleft 4.5 \text{ N}\cdot\text{m} = \frac{1}{2} m r^2 \alpha$$

$$\text{solve for } \alpha: \quad \alpha = \frac{2(4.5 \text{ N}\cdot\text{m})}{(20 \text{ kg})(0.15 \text{ m})^2} = 20 \text{ rad/s}^2$$

③ kinematics

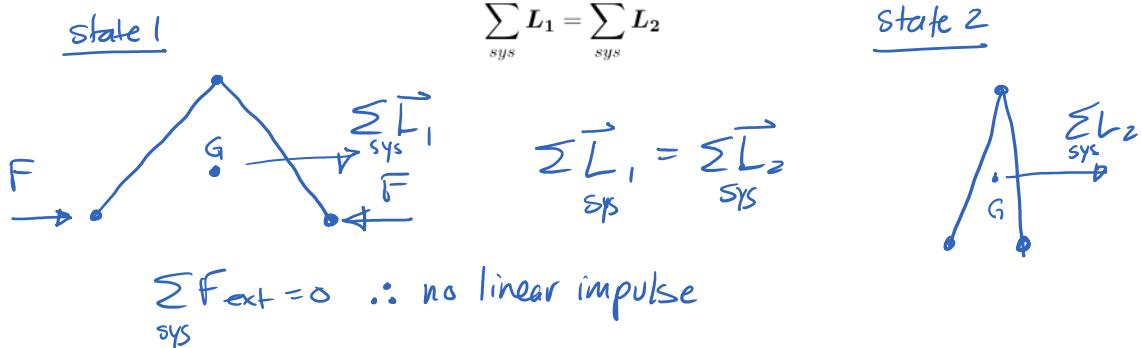
$$\alpha \underset{\text{const}}{}$$

$$\therefore \omega_f = \omega_0 + \alpha t$$

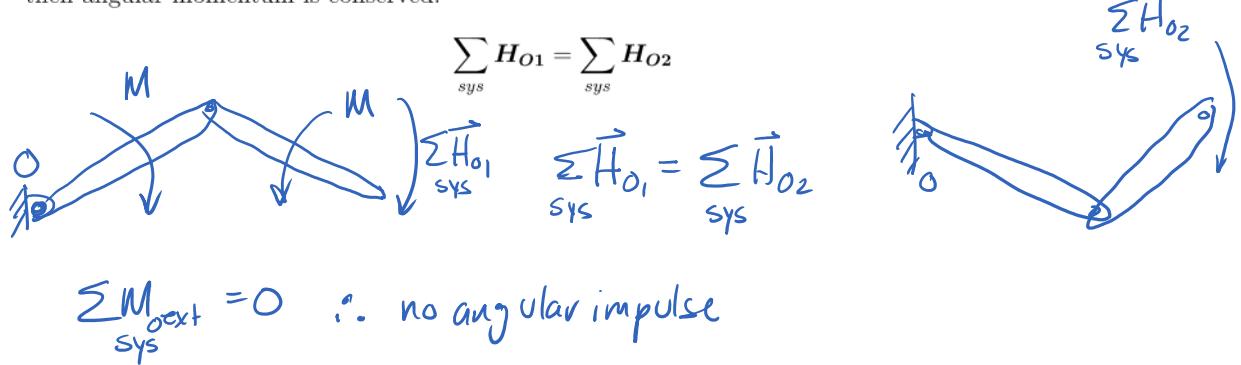
$$\omega = -60 \text{ rad/s} + 20 \text{ rad/s}^2 \cdot t \rightarrow [t = 3 \text{ s}]$$

### 16.3 Conservation of Momentum

When all external linear impulses,  $\sum \int_{t_1}^{t_2} \vec{F} dt$  sum to zero (internal forces always cancel out), then linear momentum is conserved.



When all external angular impulses,  $\sum \int_{t_1}^{t_2} \vec{M}_{ext} dt$  sum to zero (internal forces always cancel out), then angular momentum is conserved.

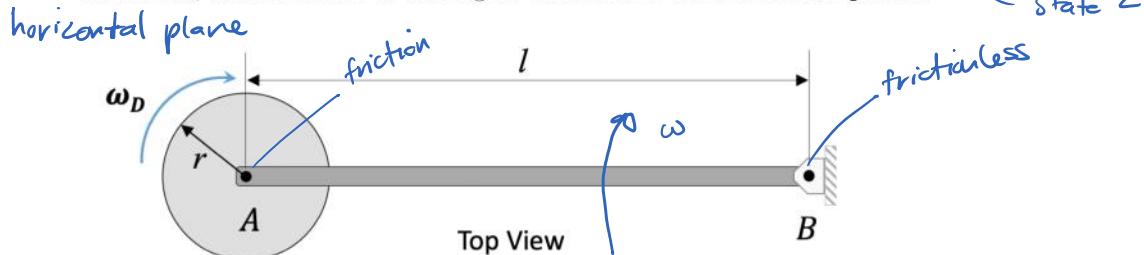


NOTE: Both linear moment and impulse and angular moment and impulse laws must be obeyed!

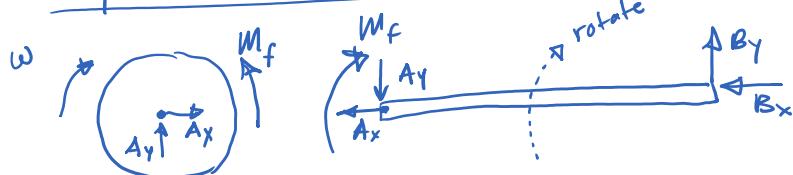
$$\begin{aligned} \text{recall: } \vec{H}_G &= I_G \vec{\omega} & \vec{m} \vec{v}_S &= \\ \text{OR } \vec{H}_P &= \underbrace{I_G \vec{\omega}}_{\vec{H}_G} + \vec{r}_{G/P} \times \vec{L} & & \\ \text{OR } &= \underbrace{I_P \vec{\omega}}_{\vec{H}_P} + \vec{r}_{G/P} \times \vec{m} \vec{v}_P & & \\ \text{OR pinned } \vec{H}_o &= \vec{I}_o \vec{\omega} & & \end{aligned}$$

## 16.3.1 Example

The 5 lb ( $l = 3 \text{ ft}$ ) rod  $AB$  supports the 3 lb disk ( $r = 0.5 \text{ ft}$ ) at its end.  $B$  is a frictionless pin joint. If the disk is given an angular velocity  $\omega_D = 8 \text{ rad/s}$ , while the rod is held stationary and then released, determine the angular velocity of the rod after the disk has stopped spinning RELATIVE to the rod, due to friction at bearing  $A$ . Motion is in the horizontal plane.



why will the rod rotate?



Find  $\omega_{AB}$  when  $\omega_D = 0$

Cons. of angular momentum about B for sys:

$$\vec{H}_{B1\text{sys}} = \vec{H}_{B2\text{sys}}$$

$$\vec{H}_{B1\text{sys}} = \vec{H}_{B1\text{disc}} + \vec{H}_{B1\text{rod}} \quad \text{not moving} \quad \omega_{AB} = 0$$

$$\begin{aligned} \vec{H}_{B1\text{disc}} &= \vec{H}_{A\text{disc}} + \vec{r}_{A/B} \times m_{\text{disc}} \vec{v}_{A/B} \\ I_A = I_D &\rightarrow I_A \vec{\omega}_D \\ &= 0 \quad (\text{starts w. rod @ rest}) \end{aligned} \quad \left. \begin{array}{l} \text{A is Cog of disc} \\ \vec{v}_{A/B} = \vec{v}_A = \vec{v}_B \end{array} \right\}$$

$\vec{H}_{B2\text{sys}}$  acts like one solid body (no relative motion btwn parts)

$$= [(I_D + m_D l^2) + I_{\text{rod}}] \omega_{AB}$$

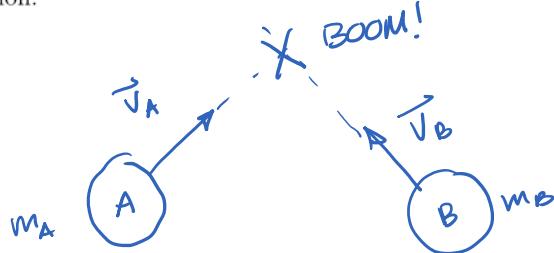
$$\text{State 1: } I_{B\text{disc}} \quad \text{State: } I_D \omega_D = (I_D + m_D l^2 + I_{\text{rod}}) \omega_{AB}$$

$$\begin{aligned} I_D &= \frac{1}{2} m_D r_D^2 \\ I_{\text{rod}} &= \frac{1}{3} m_R l^2 \end{aligned}$$

$$\text{Solve for } \omega_{AB} = 0.071 \text{ rad/s}$$

## 16.4 Impact

For particles, impact problems involve conservation of linear momentum equations and energy information.



Conservation of linear momentum says:

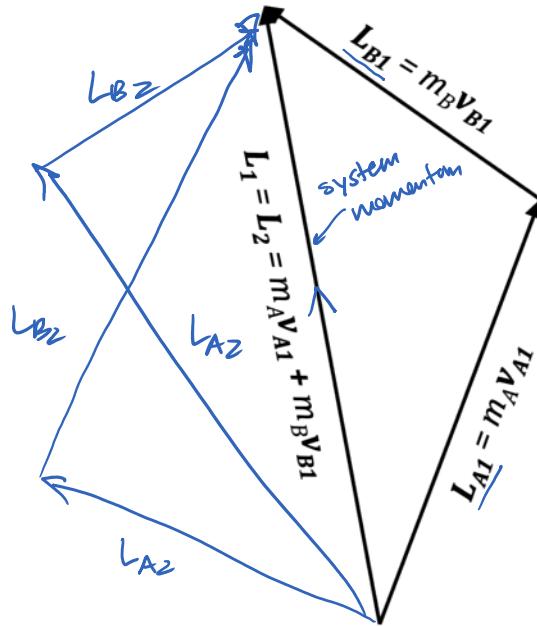
$$\text{system} \quad \sum L_1 = \sum L_2$$

$$m_A v_{A,1} + m_B v_{B,1} = m_A v_{A,2} + m_B v_{B,2}$$

before impact                            after impact

} only true for system  
} where impulsive force  
} @ impact is internal

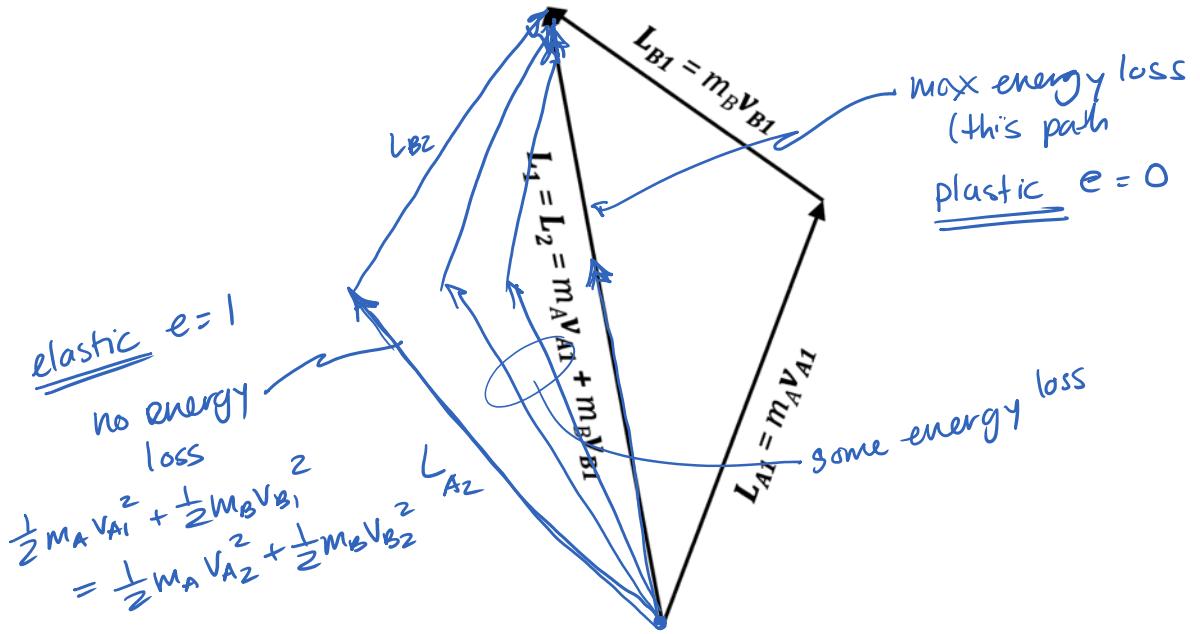
We draw a vector diagram:



many solutions  
to individual  
particle momentum

To get the post-impact solution we need either:

- Post impact directions of A and B (solve for magnitudes of velocities)
- Post impact speeds (magnitude of velocities) of A and B (solve for directions)
- Post impact speed and velocity of one of A OR B



OR

how much energy is lost in an impact

- Energy information: Coefficient of Restitution:  $e$

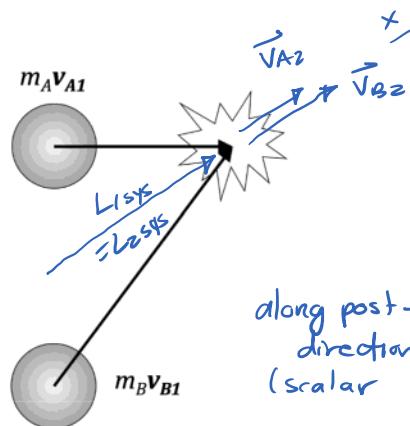
$e = 1$  Completely elastic collision – no energy loss: can use conservation of energy to solve the problem (but not necessarily fun or easy for oblique collisions without some further guidance...):

$$\frac{1}{2}m_A v_{A,1}^2 + \frac{1}{2}m_B v_{B,1}^2 = \frac{1}{2}m_A v_{A,2}^2 + \frac{1}{2}m_B v_{B,2}^2$$

$e = 0$  Completely plastic collision – maximum energy loss – particles stick together immediately after collision. Therefore, outgoing motion must be along system momentum direction (minimum kinetic energy).

### 16.4.1 Example - Perfectly Plastic Collision

We can show that the two particles have the same post-impact velocity if  $e = 0$ .



cons. of momentum for system:

$$\vec{L}_{1,sys} = m_A \vec{v}_{A1} + m_B \vec{v}_{B1} = \vec{L}_{2,sys}$$

for min energy, dir  $\vec{v}_{A2} = \text{dir } \vec{v}_{B2}$   
(from momentum vector diagram)

along post-impact:  
direction  
(scalar)

$$v_{A2} = \frac{L_{1,sys} - m_B v_{B2}}{m_A}$$

$$T_{sys} = \frac{1}{2} m_A v_{A2}^2 + \frac{1}{2} m_B v_{B2}^2 = \frac{1}{2} m_A \left[ \frac{L_{1,sys} - m_B v_{B2}}{m_A} \right]^2 + \frac{1}{2} m_B v_{B2}^2$$

minimize energy wrt  $v_{B2}$ :

$$\frac{dT_{sys}}{dv_{B2}} = 0 \Rightarrow \cancel{\frac{1}{2}(2)} m_A \left[ \frac{L_{1,sys} - m_B v_{B2}}{m_A} \right] \left( -\frac{m_B}{m_A} \right) + \cancel{\frac{1}{2}(2)} m_B v_{B2} = 0$$

$$\Rightarrow \left[ -\frac{L_{1,sys}}{m_A} + \frac{m_B}{m_A} v_{B2} + v_{B2} = 0 \right] \times m_A \rightarrow -L_{1,sys} + m_B v_{B2} + m_A v_{B2} = 0$$

min energy:  $m_A v_{B2} + m_B v_{B2} = L_{1,sys}$

RECALL:

cons. mom:  $m_A v_{A2} + m_B v_{B2} = L_{1,sys}$

$$\therefore v_{B2} = v_{A2}$$

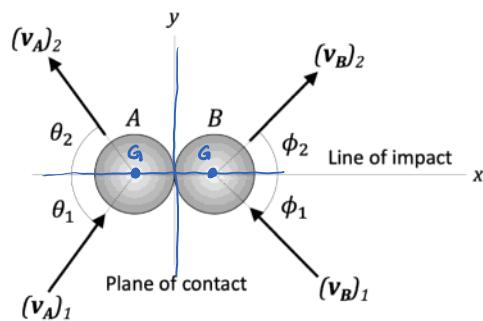
particles are stuck  
together, same  
vel. (dir + mag)

### 16.5 General Solution for Oblique Collisions for Particles

To solve oblique collisions in general, with  $e$  ranging from 0 to 1 we use a construction called the line of impact and make the following assumptions:

- The colliding bodies are effectively smooth.
- The impulses due to any frictional contact are negligible.

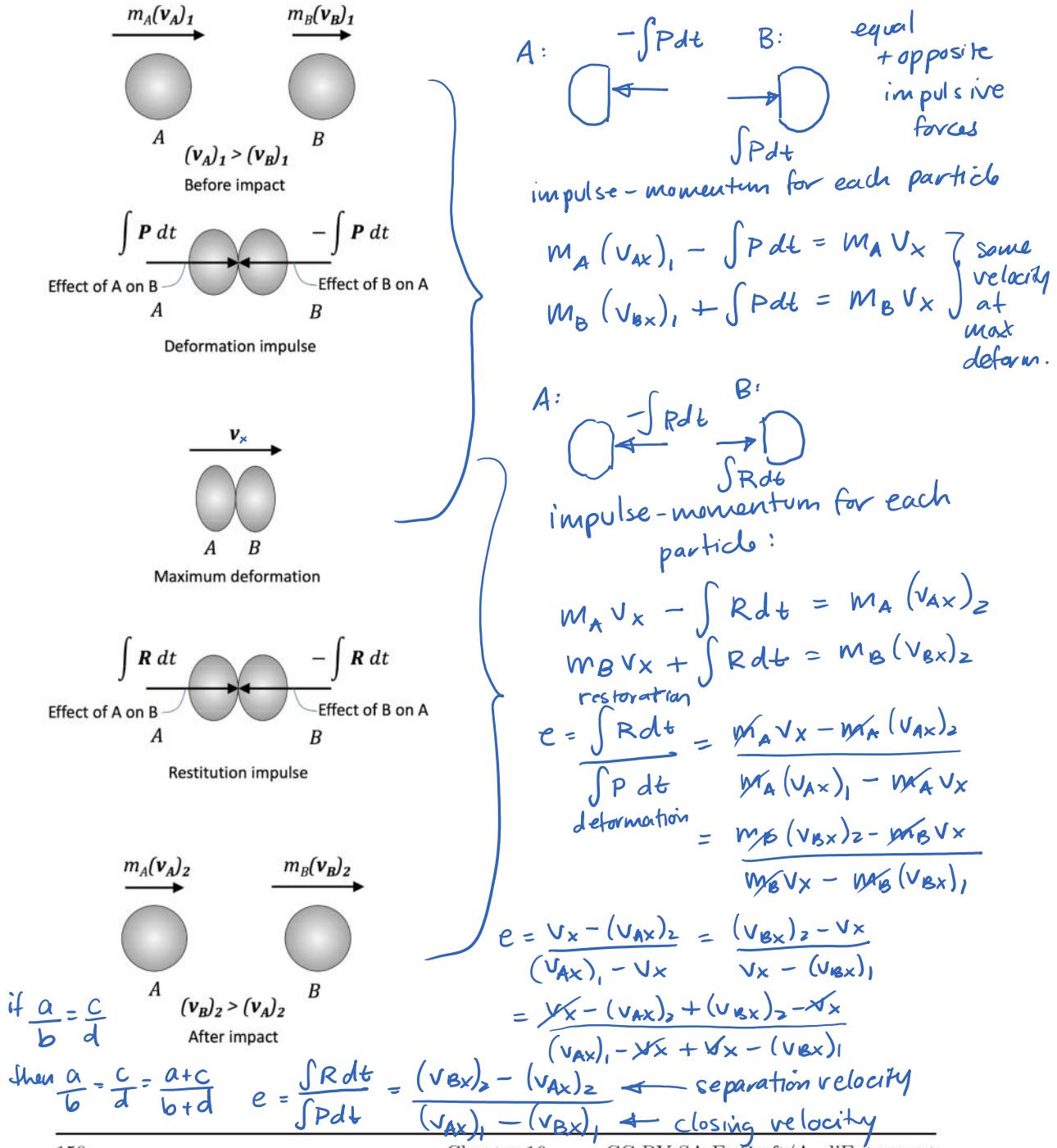
The line of impact is the line perpendicular to the contacting surfaces.



For particles – since they are assumed to be perfect spheres, it follows that the line of impact passes through the mass centres. (This is not the general case for rigid bodies, as we shall see later.)



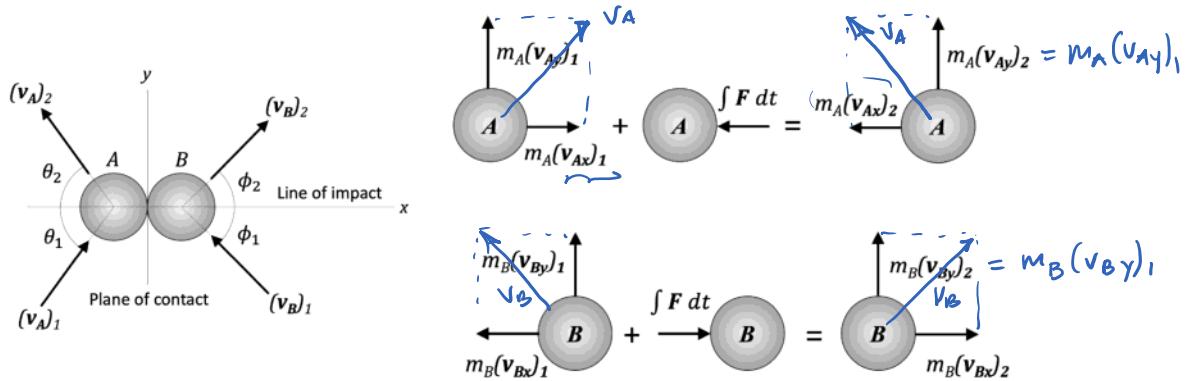
Looking at the motion along the line of impact we construct the following model for how the collision occurs:



Thus along the line of impact - defined as our  $x$ -axis - we have:

$$e = \frac{(v_{B,x})_2 - (v_{A,x})_2}{(v_{A,x})_1 - (v_{B,x})_1} = \frac{\int R dt}{\int P dt} = \frac{\text{restoration impulse}}{\text{deformation impulse}}$$

Along the  $y$ -axis (defined normal to the line of impact, but still in the plane of motion), there is assumed to be NO IMPULSE, so the pre-and post-impact momentum of *each particle* does not change in the  $y$  direction. *(cons. of momentum along  $y$ -dir)*



### Collisions:

So, for impact we have established the following equations:

*system*  
Conservation of Momentum applies to collisions:

$$\begin{aligned} m_A(\mathbf{v}_A)_1 + m_B(\mathbf{v}_B)_1 &= m_A(\mathbf{v}_A)_2 + m_B(\mathbf{v}_B)_2 \\ \Rightarrow m_A(v_{A,x})_1 + m_B(v_{B,x})_1 &= m_A(v_{A,x})_2 + m_B(v_{B,x})_2 \end{aligned}$$

*along LOI  
impulse is internal  
to system*

Because there is no impulse normal to the line of impact ( $y$ -direction):

*cons. of moment in y-only for each particle*  
 $m_A(v_{A,y})_1 = m_A(v_{A,y})_2$        $m_B(v_{B,y})_1 = m_B(v_{B,y})_2$

The ratio of separation velocity over approach velocity along the line of impact ( $x$ -direction):

*(closing)*  
*Coefficient of restitution*  
 $e = \frac{(v_{B,x})_2 - (v_{A,x})_2}{(v_{A,x})_1 - (v_{B,x})_1} = \frac{\int R dt}{\int P dt} = \frac{\text{restoration impulse}}{\text{deformation impulse}}$

*only along  
LOI*

### 16.5.1 Example

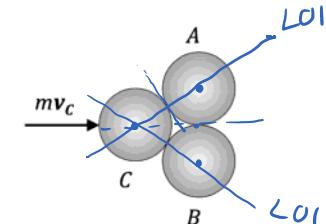
Consider a symmetrical collision between 3 billiard balls. All balls are the same mass,  $A$  and  $B$  are at rest, and  $C$  is incoming as shown. If the incoming ball remains at rest post impact, find the coefficient of restitution of the collision.

$\Delta v_{\text{sep.}} / \Delta v_{\text{closing}}$  along LOI

$$e = \frac{\Delta v_{\text{sep.}}}{\Delta v_{\text{closing}}} \text{ along LOI}$$

state 1 (pre-impact)

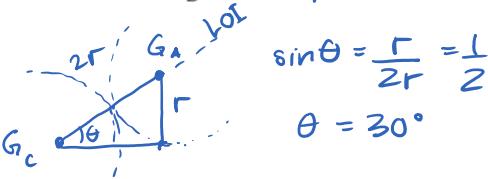
$$v_{A1} = 0, v_{B1} = 0$$



$$e = \frac{\Delta v_{\text{sep.}}}{\Delta v_{\text{closing}}} \text{ along LOI}$$

state 1 (pre-impact)

$$v_{A1} = 0, v_{B1} = 0$$



state 2 (post-impact) A

momentum conserved in y-dir  
 $m_A(v_{Ay})_1 = 0 = m_A(v_{Ay})_2$  no y-dir vel.

$$(v_{Ax})_2 = \vec{v}_{A2}$$

linear impulse-mom along LOI (x):

$$0 + \int F dt = m \vec{v}_{A2}$$

$$\text{translate } \vec{v}_{A2} = v_{A2} (\cos 30^\circ \hat{i} + \sin 30^\circ \hat{j})$$

$$\text{similarly: } \vec{v}_{B2} = v_{B2} (\cos 30^\circ \hat{i} - \sin 30^\circ \hat{j}) \quad \text{move downward}$$

Cons. of mom. of system ( $m_c = m_A = m_B = m$ )

$$m v_c \hat{i} = m v_{A2} \left( \frac{\sqrt{3}}{2} \hat{i} + \frac{1}{2} \hat{j} \right) + m v_{B2} \left( \frac{\sqrt{3}}{2} \hat{i} - \frac{1}{2} \hat{j} \right) + m v_{C2} \hat{o}$$

$$\hat{j}: v_{A2} = v_{B2}$$

$$\hat{i}: v_{C1} = \frac{\sqrt{3}}{2} v_{A2} + \frac{\sqrt{3}}{2} v_{A2} = \sqrt{3} v_{A2} \quad v_{A2} = \frac{v_{C1}}{\sqrt{3}}$$

$\angle LOI = \alpha$

$$e = \frac{\Delta v_{sep}}{\Delta v_{clos.}} \text{ along } LOI$$

$$\Delta v_{sep} = v_{A2} - v_{C2x} = v_{A2} = \frac{v_{C1}}{\sqrt{3}}$$

$$\Delta v_{clos.} = v_{C1} \cos 30^\circ - v_{A1} = v_{C1} \cos 30^\circ = v_{C1} \frac{\sqrt{3}}{2}$$

$$e = \frac{\Delta v_{sep}}{\Delta v_{clos.}} = \frac{\frac{v_{C1}}{\sqrt{3}}}{\frac{v_{C1} \sqrt{3}}{2}} = \frac{2}{3}$$

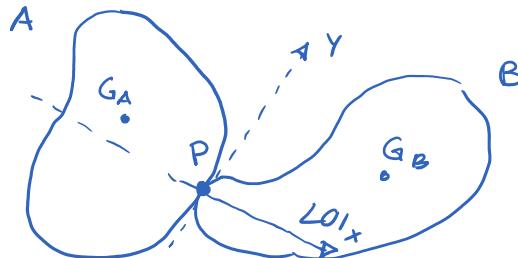
## 16.6 Eccentric Impact - Rigid Bodies

For collisions with rigid bodies, more often than not, the centres of mass do not lie on the line of impact (not all rigid bodies are circles or spheres).

If they do happen to line up nicely, we can apply the conservation of linear momentum equations just developed.

If they don't, then we have to consider the effects on angular momentum related to the collision.

Again, we make our assumptions that the bodies have **smooth surfaces** and thus all the **collision impulses are normal to the contacting surfaces along the line of impact**. Thus, we neglect any impulses due to frictional contact.



We will show that, in general, along the line of impact at the point of impact, P:

$$e = \frac{(v_{P_{B,x}})_2 - (v_{P_{A,x}})_2}{(v_{P_{A,x}})_1 - (v_{P_{B,x}})_1} = \frac{\int R dt}{\int P dt} = \frac{\text{restoration impulse}}{\text{deformation impulse}}$$

$\Delta v_{sep} @ P$        $\Delta v_{clos.} @ P$       'along LOI'

PART 2  $e = 1$ , find  $v_{C2}$

pre-impact :  $\vec{v}_{A1} = \vec{v}_{B1} = 0$   
 $\vec{v}_{C1} \neq 0$

$v_{C1}$

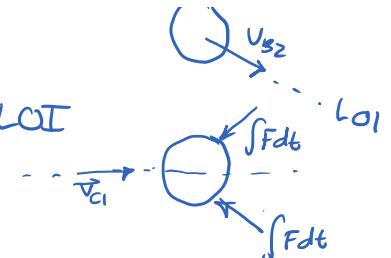
$v_{A2}$  along  $LOI$

$v_{B2}$



$$\vec{v}_{C1} \neq 0$$

post impact:  $\vec{v}_{A2}, \vec{v}_{B2}$  along LOI



As before:

$$\vec{v}_{A2} = v_{A2} (\cos 30^\circ \hat{i} + \sin 30^\circ \hat{j})$$

$$\vec{v}_{B2} = v_{B2} (\cos 30^\circ \hat{i} - \sin 30^\circ \hat{j})$$

NEW  $\vec{v}_{C2} = v_{C2} (-\hat{i})$  (external impulse on C cancel in y-dir)  
(as sys)

cons. of momentum of system:  $\vec{L}_{1\text{sys}} = \vec{L}_{2\text{sys}}$

$$m v_{C1} \hat{i} = m v_{A2} (\cos 30^\circ \hat{i} + \sin 30^\circ \hat{j}) + m v_{B2} (\cos 30^\circ \hat{i} - \sin 30^\circ \hat{j}) + m (-v_{C2} \hat{i})$$

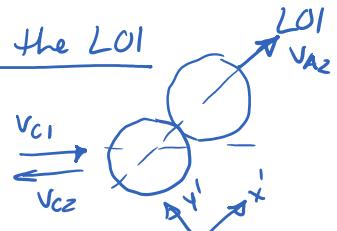
$$\hat{i}: v_{A2} = v_{B2}$$

$$\hat{i}: v_{C1} = v_{A2} \frac{\sqrt{3}}{2} + v_{B2} \frac{\sqrt{3}}{2} - v_{C2} = \frac{\sqrt{3}}{2} v_{A2} - v_{C2} = \frac{\sqrt{3}}{2} v_{A2} - v_{C2} \quad (1)$$

know  $e = 1$

need closing + separation velocities along the LOI

$$v_{\text{closing}} = v_{C1} \cos 30^\circ - v_{A1} = \frac{\sqrt{3}}{2} v_{C1}$$



$$v_{\text{separation}} = v_{A2} - (-v_{C2} \cos 30^\circ)$$

$$= v_{A2} + \frac{\sqrt{3}}{2} v_{C2}$$

$$e = \frac{v_{\text{sep}}}{v_{\text{clos}}} = \frac{v_{A2} + \frac{\sqrt{3}}{2} v_{C2}}{\frac{\sqrt{3}}{2} v_{C1}} = 1 \Rightarrow v_{C1} = \frac{2}{\sqrt{3}} v_{A2} + v_{C2} \quad (2)$$

$$(1) = (2) : v_{C1} = \frac{\sqrt{3}}{2} v_{A2} - v_{C2} = \frac{2}{\sqrt{3}} v_{A2} + v_{C2} \Rightarrow v_{A2} = 2\sqrt{3} v_{C2}$$

sub into  $v_{C1}$  eq.

$$\Rightarrow \boxed{\begin{aligned} v_{C2} &= \frac{1}{5} v_{C1} \\ v_{A2} &= \frac{2\sqrt{3}}{5} v_{C1} \\ &= v_{B2} \end{aligned}}$$

OR if  $e = 1$ , cons. of energy

$$T_1 = \frac{1}{2} m v_{C1}^2$$

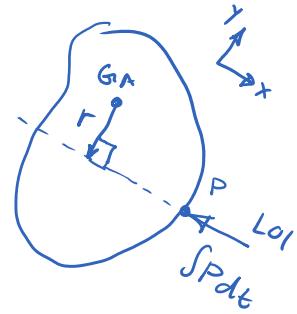
$$T_2 = 2 \left( \frac{1}{2} m v_{A2}^2 \right) + \frac{1}{2} m v_{C2}^2$$

$$T_1 = T_2 \rightarrow \text{same ans.}$$

**Proof:**

Consider Body A - Applying linear impulse and momentum along the line of impact:

$$\begin{aligned} \text{linear mom.} & \quad \text{incoming } m_A(v_{G_{A,x}})_1 - \int P dt = m v_{G_{A,x}} \leftarrow \text{deformation collision} \\ @ \text{CoM} (\text{CoG}) & \quad \text{collision } m v_{G_{A,x}} - \int R dt = m_A(v_{G_{A,x}})_2 \leftarrow \text{outgoings restoration} \\ \text{always.} & \end{aligned}$$



Considering angular momentum:

$$\begin{aligned} \text{incoming} & \quad I_{G_A} \omega_{A_1} - r \int P dt = I_{G_A} \omega_A \leftarrow \text{deformation collision} \\ \text{collision} & \quad I_{G_A} \omega_A - r \int R dt = I_{G_A} \omega_{A_2} \leftarrow \text{outgoings restoration} \end{aligned}$$

can write  
 $e = \frac{\int R dt}{\int P dt}$   
 for both  
 equation  
 pairs

From both of these pairs of equations we can compute the coefficient of restitution:

$$e = \frac{v_{G_{A,x}} - (v_{G_{A,x}})_2}{(v_{G_{A,x}})_1 - v_{G_{A,x}}} = \frac{r\omega_A - r\omega_{A_2}}{r\omega_{A_1} - r\omega_A}$$

from linear      angular  
 $\frac{bc}{dc}$        $\frac{c}{d}$

Note: if  $\frac{a}{b} = \frac{c}{d} \Rightarrow a = \frac{bc}{d} \Rightarrow \frac{a+c}{b+d} = \frac{\frac{bc}{d} + c}{b+d} = \frac{c(b+d)}{d(b+d)} = \frac{c}{d} = \frac{a}{b}$

So, we can write:

$$e = \frac{[v_{G_{A,x}} + r\omega_A] - [(v_{G_{A,x}})_2 + r\omega_{A_2}]}{[(v_{G_{A,x}})_1 + r\omega_{A_1}] - [v_{G_{A,x}} + r\omega_A]}$$

*Charles'*

But since  $v_{P_x} = v_{G_{A,x}} + r\omega_A$  (velocity of common point),

$$e = \frac{v_{P_x} - (v_{P_{A,x}})_2}{(v_{P_{A,x}})_1 - v_{P_x}}$$

*velocities @ P*

Using the same steps we can come up with the corresponding expression for Body B:

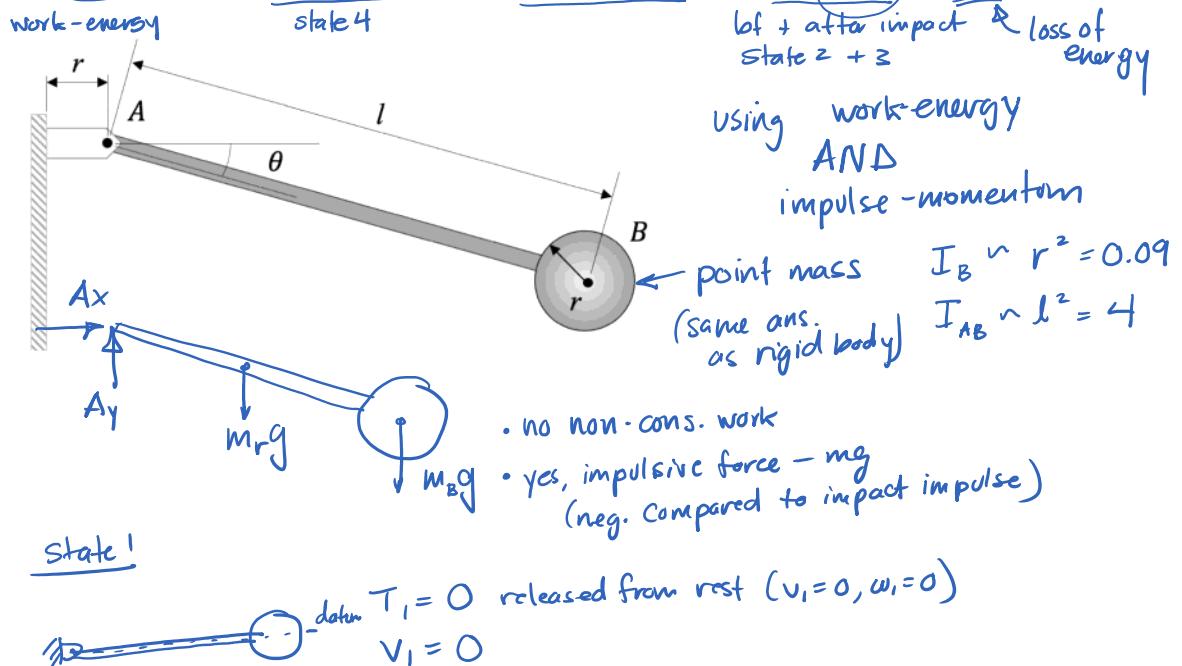
$$e = \frac{v_{P_x} - (v_{P_{B,x}})_2}{(v_{P_{B,x}})_1 - v_{P_x}}$$

Putting these two last expressions together we get, as required:

$$\boxed{e = \frac{(v_{P_{B,x}})_2 - (v_{P_{A,x}})_2}{(v_{P_{A,x}})_1 - (v_{P_{B,x}})_1} = \frac{\int R dt}{\int P dt} = \frac{\text{restoration impulse}}{\text{deformation impulse}}} \quad \text{Coefficient of restitution @ P}$$

### 16.6.1 Example 1

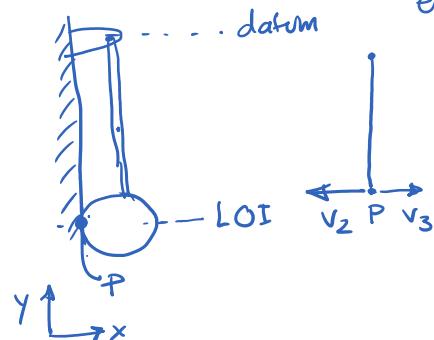
A pendulum, consisting of a 10 kg ball ( $r = 0.3 \text{ m}$ ) and a 4 kg rod ( $l = 2 \text{ m}$ ) is released from rest at  $\theta_1 = 0^\circ$ . Find the maximum angle,  $\theta_2$  the ball rebounds to after wall impact.  $e = 0.6$ .



$$\begin{aligned} \text{state 2} = \text{just before impact} \quad & \left\{ \begin{array}{l} T_{2R} = \frac{1}{2} I_A \omega_2^2 \\ T_{2B} = \frac{1}{2} m_B V_{B2}^2 \end{array} \right. & I_A = \frac{1}{3} m_R l^2 \\ \bar{T}_2 = T_{2R} + T_{2B} \quad & T_2 = \left( \frac{1}{2} m_B + \frac{1}{6} m_R \right) V_{B2}^2 & \omega_2 = V_{B2} / l \\ \downarrow \omega_2 \quad & V_2 = -m_B g l - m_R g \frac{l}{2} = -\left( m_B + \frac{m_R}{2} \right) g l \end{aligned}$$

(Example continued)

$$\text{cons. energy } \textcircled{1 \rightarrow 2} \Rightarrow T_1 + V_1 = T_2 + V_2 \\ \Rightarrow T_2 = -V_2$$

state 3 just after impactenergy NOT cons.  $2 \rightarrow 3$ 

$$e = \frac{V_{\text{sep}}}{V_{\text{close}}} = \frac{V_3 - 0}{0 - (-V_2)} = \frac{V_3}{V_2} = 0.6$$

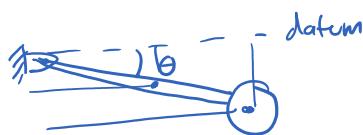
state of energy

$$V_3 = V_2$$

$$T_3 = \left( \frac{1}{2} m_B + \frac{1}{6} m_R \right) (0.6 V_2)^2$$

$$= 0.6^2 T_2$$

$$V_2 + T_2 \neq V_3 + T_3$$

energy lost to  
plastic deformationstate 4

$$T_4 = 0$$

$$V_4 = -\left( m_B + \frac{m_R}{2} \right) g l \sin \theta$$

energy is conserved  $3 \rightarrow 4$ 

$$T_3 + V_3 = T_4 + V_4$$

$$0.6^2 (-V_2) + V_2 = V_4$$

$$(1 - 0.6^2) V_2 = V_4$$

$$(1 - 0.6^2) \left( -\left( m_B + \frac{m_R}{2} \right) g l \right) = -\left( m_B + \frac{m_R}{2} \right) g l \sin \theta$$

$$1 - 0.6^2 = \sin \theta$$

$$\Rightarrow \boxed{\theta = 39.8^\circ}$$

$$1 \rightarrow 2 : T_2 = -V_2$$

$$2 \rightarrow 3 : T_3 = 0.6^2 T_2$$

$$V_2 = V_3$$

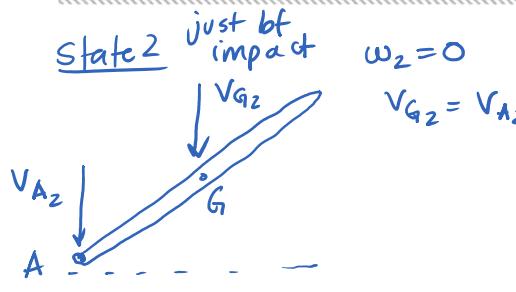
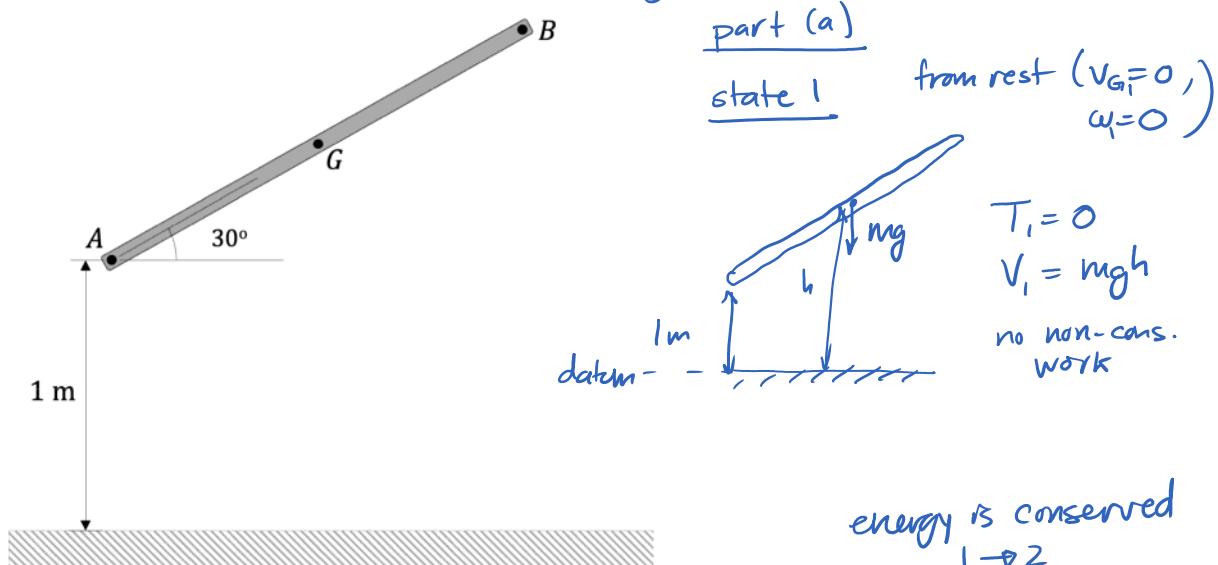
## 16.6.2 Example 2

State 1

A 10 kg rod, length 1 metre, is dropped at an angle of  $30^\circ$  and travels 1 m before hitting the floor. Find the post impact angular velocity for:

State 3State 2

- A completely plastic impact on a rough floor (assume no slipping)  $\text{@ A}$
- A completely elastic impact on a smooth floor (slipping @ A)

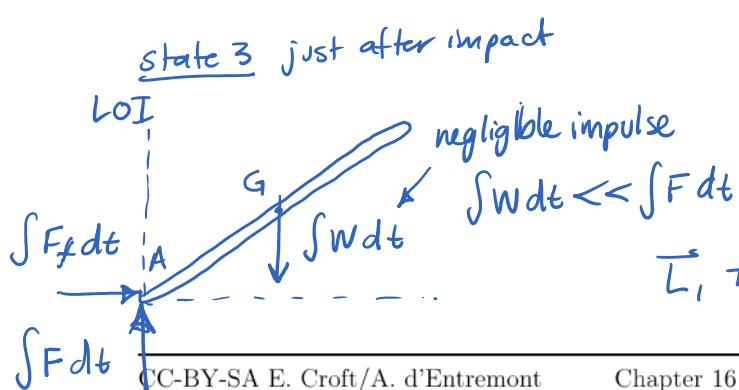


$$\begin{aligned} \omega_2 &= 0 \\ v_{Gz} &= v_{Az} \end{aligned}$$

$$\begin{aligned} T_2 &= \frac{1}{2} m v_{Gz}^2 \\ V_2 &= mg(h-1) \end{aligned}$$

energy is conserved  
 $1 \rightarrow 2$

$$\begin{aligned} \therefore T_1 + V_1 &= T_2 + V_2 \\ 0 + mgh &= \frac{1}{2} m v_{Gz}^2 + mg(h-1) \\ \frac{1}{2} m v_{Gz}^2 &= mgh \\ v_{Gz} &= \sqrt{2gh} = v_{Az} \end{aligned}$$



$$\begin{aligned} \text{rough floor plastic impact} \quad e &= 0 = \frac{v_{Ay3}}{v_{Ay2}} \\ \Rightarrow v_{Ay3} &= 0 \\ \text{doesn't help!} \quad \text{don't know } \int \vec{F} dt & \end{aligned}$$

(Example continued)

angular momentum is conserved about A, ONLY (recall  $\int \vec{w} dt \equiv 0$ )

$$\vec{H}_{A_2} = \vec{H}_{A_3}$$

before impact  $\vec{H}_{A_2} = I_{G/A} \vec{\omega}_2^0 + \vec{r}_{G/A} \times \vec{L}_2 = \underbrace{\frac{l}{2} \left( \frac{\sqrt{3}}{2} \hat{i} + \frac{1}{2} \hat{j} \right)}_{= \frac{\sqrt{3}}{4} lm v_{G_2} (-\hat{k})} \times (\underbrace{m v_{G_2} (-\hat{j})}_{\text{set equal}})$

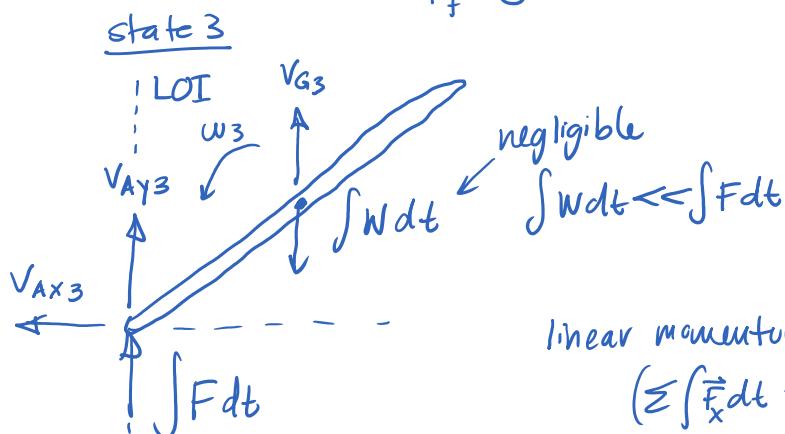
after impact A acts like a pin  $\vec{H}_{A_3} = \underline{I_A} \vec{\omega}_3 = \frac{1}{3} m l^2 \vec{\omega}_3$

$$\frac{\sqrt{3}}{4} lm v_{G_2} (-\hat{k}) = \frac{1}{3} m l^2 \vec{\omega}_3$$

$$\Rightarrow \boxed{\vec{\omega}_3 = -5.75 \text{ rad/s} \hat{k}}$$

part b elastic impact  $e = 1$   $\rightarrow$  state 1, state 2 are same as above (only change is at impact)

smooth floor  
 $\vec{F}_f = 0$



along LOI:

$$e = \frac{V_{Ay3}}{-V_{Ay2}} = 1$$

$$\Rightarrow V_{Ay3} = -V_{Ay2} = -V_{G2}$$

linear momentum is conserved in x-direction

$$\left( \sum \int \vec{F}_x dt = 0 \right) \quad m \vec{v}_{Gx2}^0 = m \vec{v}_{Gx3} = 0$$

$$\vec{V}_{G3} = V_{G3} \hat{j}$$

! casles' theorem

$$\vec{V}_{G3} = \vec{V}_{A3} + \vec{\omega}_3 \times \vec{r}_{G/A}$$

$$V_{G3} \hat{j} = \underbrace{+V_{G2} \hat{j}}_{\uparrow} + \underbrace{V_{Ax3} \hat{i}}_{\uparrow} + \omega_3 \hat{k} \times \frac{l}{2} \left( \frac{\sqrt{3}}{2} \hat{i} + \frac{1}{2} \hat{j} \right)$$

$$\uparrow: \vec{V}_{G3} = V_{G2} + \omega_3 l \frac{\sqrt{3}}{4} \hat{j}$$

$$\uparrow: 0 = V_{Ax3} - \omega_3 \frac{l}{4} \Rightarrow V_{Ax3} = \frac{\omega_3 l}{4}$$

Angular momentum is conserved @ A:

$$\vec{H}_{A_2} = \vec{H}_{A_3}$$

$$\rightarrow \quad \text{---} \quad \rightarrow \quad \boxed{\vec{r}_2 \text{ ... } \vec{r}_1}$$

$$\vec{H}_{A_2} = \vec{H}_{A_3}$$

as before  $\vec{H}_{A_2} = I_G \omega_2^0 + \vec{r}_{G/A} \times \vec{L}_2 = \frac{\sqrt{3}}{4} l m v_{G_2} (-\hat{k})$

now  $\vec{H}_{A_3} = I_G \vec{\omega}_3 + \vec{r}_{G/A} \times \vec{L}_3$

$$= \frac{1}{12} m l^2 \vec{\omega}_3 \hat{k} + \underbrace{\frac{l}{2} \left( \frac{\sqrt{3}}{2} \hat{i} + \frac{1}{2} \hat{j} \right)}_{\vec{r}_{G/A}} \times m \left( v_{G_2} + \omega_3 \frac{0\sqrt{3}}{4} (+\hat{j}) \right)$$

$$-\frac{\sqrt{3}}{4} l m v_{G_2} = \frac{13}{48} m l^2 \omega_3 + \frac{\sqrt{3}}{4} m l v_{G_2}$$

$$\Rightarrow \boxed{\vec{\omega}_3 = -\frac{24}{13} \frac{\sqrt{3}}{l} v_{G_2} \hat{k} = -14.2 \text{ rad/s } \hat{k}}$$

} set equal

\*  $e = 1$ , energy is conserved across impact \*

can check  $T_2 = T_3$