

# Momentum and Impulse

# Momentum

- Momentum describes “mass in motion”.
- An moving object that has mass also has momentum
- $\overrightarrow{momentum} = mass * \overrightarrow{velocity}$   
(or in symbolic form)  $\overrightarrow{p} = m * \overrightarrow{v}$
- Momentum is a **vector** quantity
- *Units:* kg.m.s<sup>-1</sup> or N.s

# Examples

- Find the momentum of a car (1200 kg) moving north with speed 30 m/s
- Does a sleeping elephant have momentum?
- Does a moving electron have momentum?
- Does an x-ray have momentum?

# Momentum and Newton's 2<sup>nd</sup> Law

- Newton's 2nd law of motion ( $F=m.a$ ) was originally stated as: the sum of the forces acting on a body is equal to the rate of change of its momentum.

- $$\Sigma F = \frac{\Delta(mv)}{\Delta t},$$

- when  $m$  is constant,

- $$\Sigma F = \frac{\Delta(mv)}{\Delta t} = m \frac{\Delta v}{\Delta t} = ma$$

# Impulse and momentum

- Let's rearrange the previous equation (*we use  $F$  instead of  $\Sigma F$  but we mean the sum of forces (net force)*)
- $F = \frac{\Delta(mv)}{\Delta t}$  can be re-written as:  $F \cdot \Delta t = \Delta(mv)$
- The quantity  $F \cdot \Delta t$  is known as **Impulse** (it is a chunk of momentum)
- $F \cdot \Delta t = \Delta(mv) = mv_2 - mv_1$
- **impulse** is equal to the **change of momentum**
- *impulse is the same as momentum but we reserve its use to mean a chunk of momentum's caused by a striking force or a collision*

# Dynamics from a momentum perspective

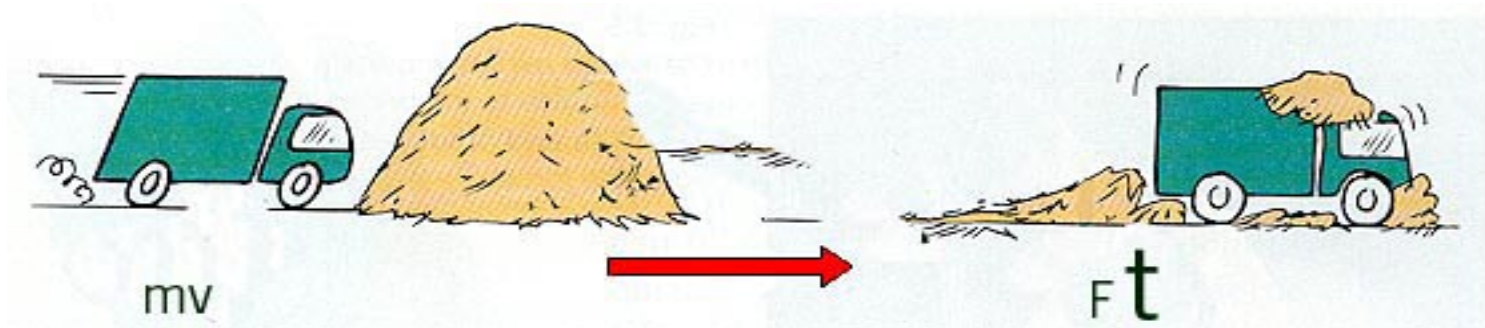
- A car of 1000 kg travelling at 20 m/s is stopped by a braking force in 4 s. Find the average force:
- (i) (using  $F=ma$ ) deceleration =  $20/4 = 5 \text{ ms}^{-2}$ .  
So  $F=ma = 1000 \cdot 5 = 5000 \text{ N}$
- (ii) (using  $Ft=\Delta mv$ )  
change in momentum = 20000 Ns.  
So  $F \cdot 4 = 20000$  giving  $F = 5000 \text{ N}$

# Why do we need $Ft = \Delta(mv)$

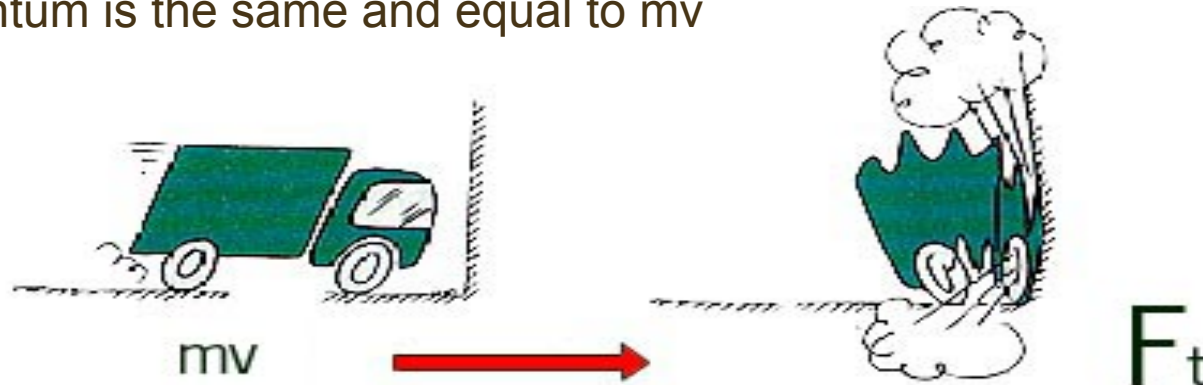
*when we have  $F = ma$*

- Here are two problems that we cannot solve using  $F = m.a$
- A conveyor belt carrying sand runs at constant speed 2 m/s. Sand is poured on it at a rate of 5 kg per second. What is the force needed to maintain this speed?
- A boat's propeller pushes 10 tonnes of water back per second with a speed of 10m/s. What is the force it needs to achieve this? How is this action propelling the boat forward?

# Why do we need $Ft = \Delta(mv)$ when we have $F = ma$



in both cases  $m.v$  becomes zero so the change of momentum is the same and equal to  $mv$



in the top instance we have a small  $F$  and a large  $t$ , in the second case we have a large  $F$  and a small  $t$ .

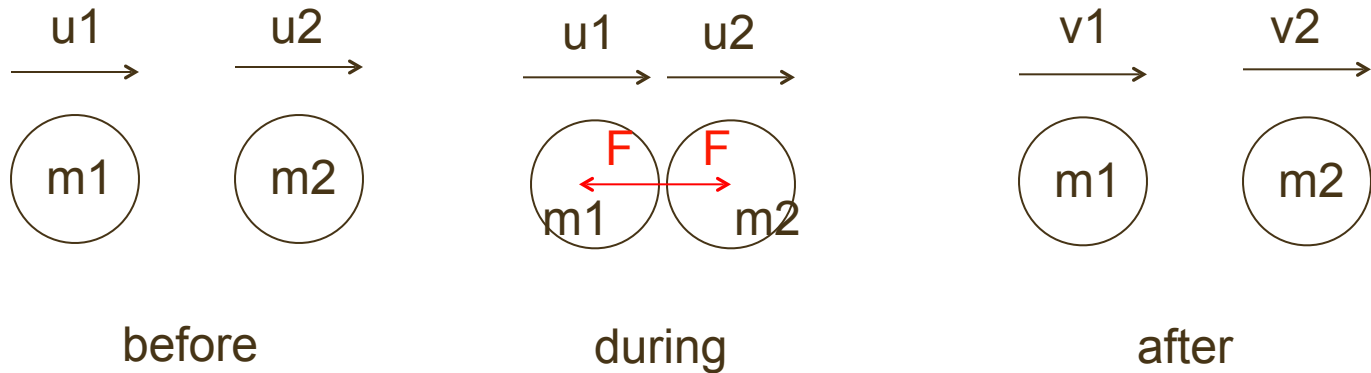


# Conservation of Momentum

- Because of Action-Reaction (Newton's 3<sup>rd</sup> law) when two objects collide the impulse that one gives to the other is equal and opposite to the impulse that the other gives to the one.
- So in collisions **total momentum is conserved.**
- *provided no external force acts on the system*

# Conservation of Momentum

Consider a collision:



$$\begin{array}{lcl} \text{Consider momentum for } m_1: & m_1.u_1 - F.\Delta t & = m_1.v_1 \\ \text{Consider momentum for } m_2: & m_2.u_2 + F.\Delta t & = m_2.v_2 \end{array}$$

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ADD these two

$$m_1.u_1 + m_2.u_2 = m_1.v_1 + m_2.v_2$$

# Momentum and Energy

- Momentum and energy are different physical quantities. All bodies that have momentum also have energy (kinetic) but not all bodies that have energy also have momentum. Eg a brick 2m above the ground has potential energy but no momentum. A photon has energy  $E=hf$  but no momentum.
- Here is useful formula that connects kinetic energy to momentum:

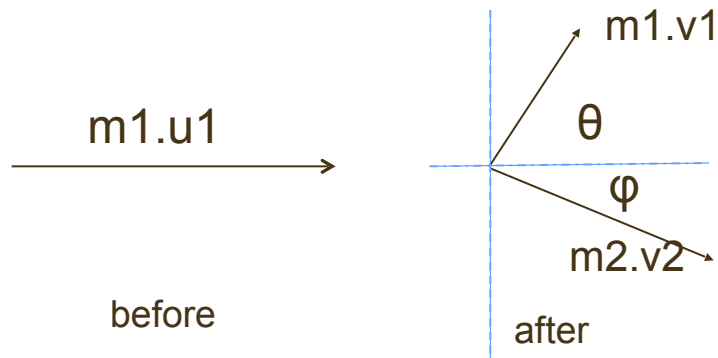
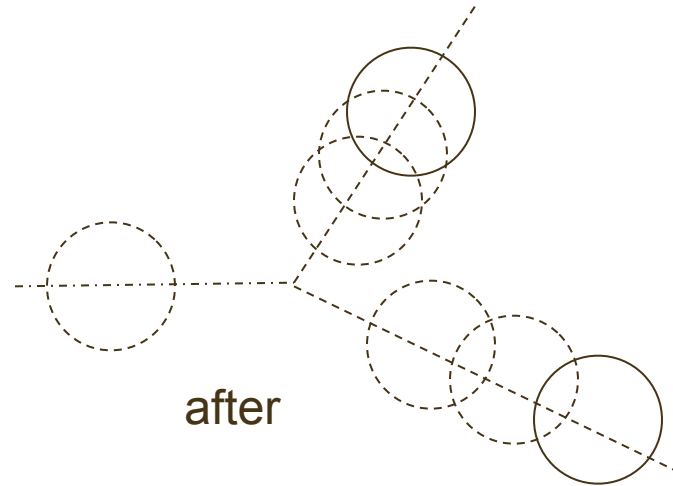
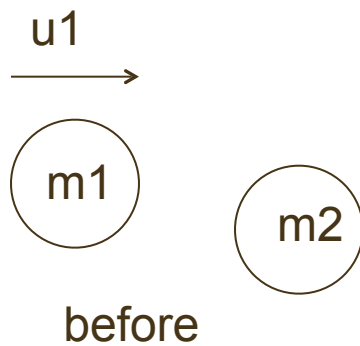
- $$E_k = \frac{1}{2}mv^2 = \frac{(mv)^2}{2m} = \frac{p^2}{2m}, \text{ learn this !}$$

# Elastic and Inelastic Collisions

- While **momentum is conserved** in collisions (*provided no external forces ...* ) kinetic energy is not always conserved
- When kinetic energy is conserved in collisions we call these **elastic** collisions (*in practice perfectly elastic collisions occur only in particle physics, nearly elastic collisions occur between billiard balls or between steel balls*)

# Collisions in 2-dimensions

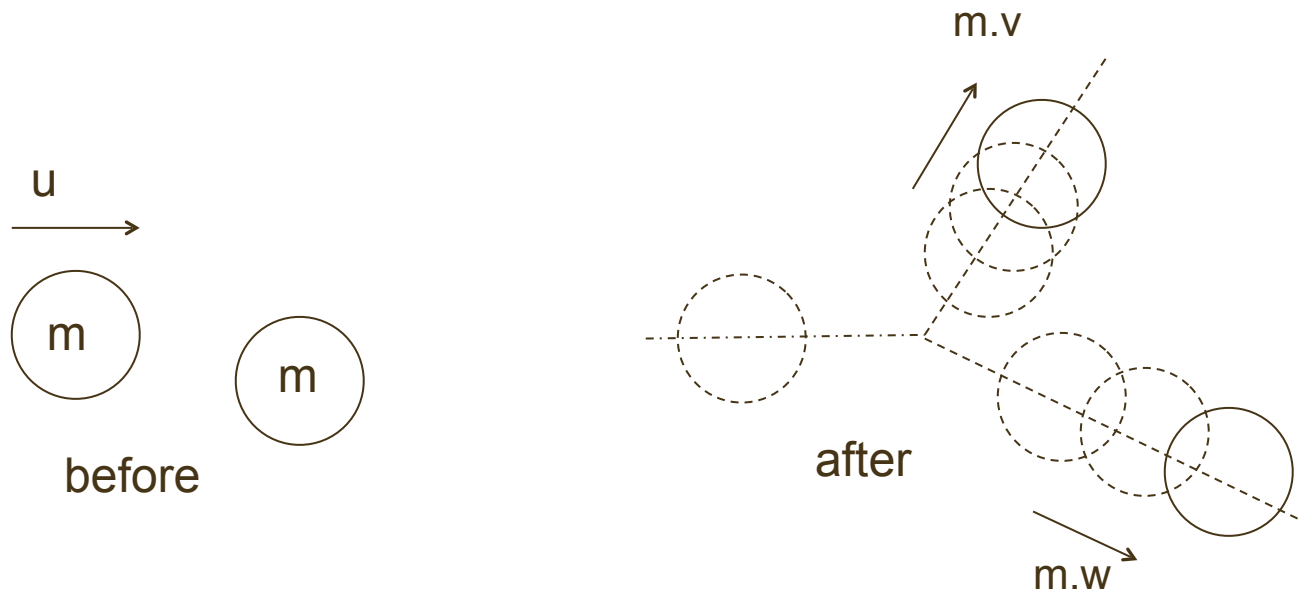
Conservation of momentum applies in 2 and 3 dimensional collisions



Conservation of momentum  
means:  $m_1.\vec{u}_1 = m_1.\vec{v}_1 + m_2.\vec{v}_2$

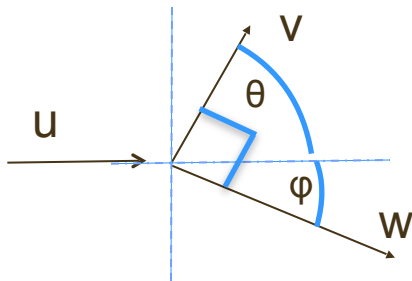
( which can be written as  
 $m_1.u_1 = m_1.v_1.\cos\theta + m_2.v_2.\cos\phi$   
and  $m_1.v_1.\sin\theta = m_2.v_2.\sin\phi$  )

# special case of elastic collision in 2-d



Conservation of momentum implies that  $m \cdot \vec{u} = m \cdot \vec{v} + m \cdot \vec{w}$

Conservation of kinetic energy implies that  $\frac{1}{2}m \cdot u^2 = \frac{1}{2}m \cdot v^2 + \frac{1}{2}m \cdot w^2$



the only that both  $\vec{u} = \vec{v} + \vec{w}$  and  $u^2 = v^2 + w^2$  are satisfied at the same time is if the angle between  $v$  and  $w$  is  $90^\circ$

# Summary

- Momentum is the vector  $m.v$
- Impulse is momentum (expressed as  $F.t$ )
- Force is rate of change of momentum
- Momentum is conserved (when no external forces are acting)