

# System of Particles and Centre of Mass

## Centre of Mass of a System of 'N' Discrete Particles

$$\vec{r}_{cm} = \frac{m_1\vec{r}_1 + m_2\vec{r}_2 + \dots + m_n\vec{r}_n}{m_1 + m_2 + \dots + m_n}; r_{cm} = \frac{\sum_{i=1}^n m_i \vec{r}_i}{\sum_{i=1}^n m_i} = \frac{1}{M} \sum_{i=1}^n m_i \vec{r}_i$$

## Centre of Mass of a Continuous Mass Distribution

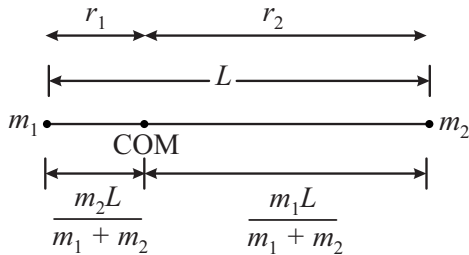
$$x_{cm} = \frac{\int x dm}{\int dm}, y_{cm} = \frac{\int y dm}{\int dm}, z_{cm} = \frac{\int z dm}{\int dm}$$

$$\int dm = M \text{ (mass of the body)}$$

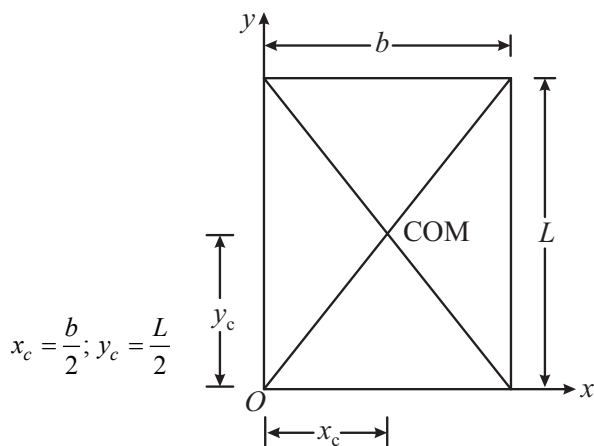
## Centre of Mass of Some Common Systems

### ❖ System of two point masses.

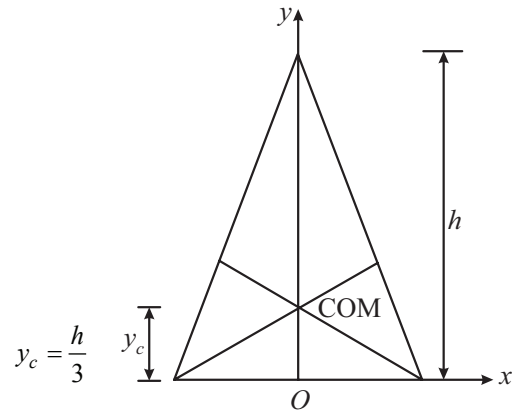
$m_1 r_1 = m_2 r_2$ ; The centre of mass lies closer to the heavier mass.



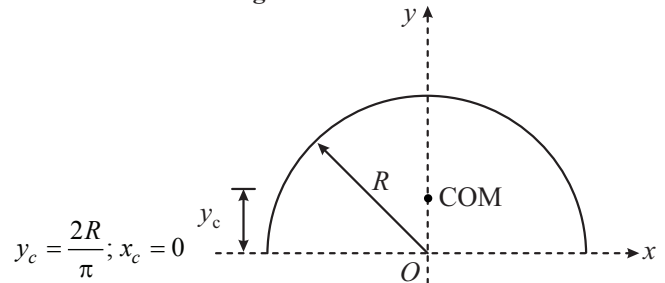
### ❖ Rectangular plate



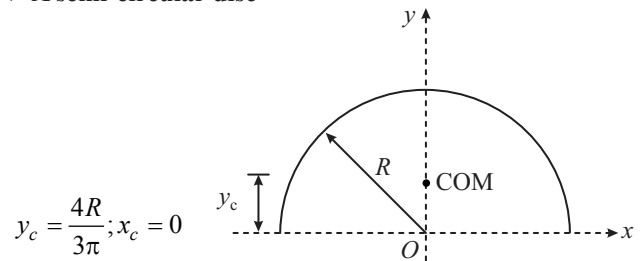
### ❖ A triangular plate at the centroid



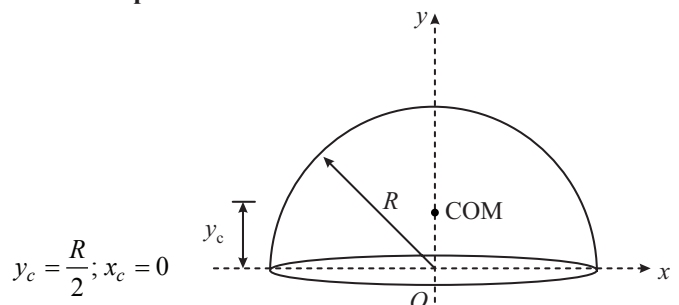
### ❖ A semi-circular ring



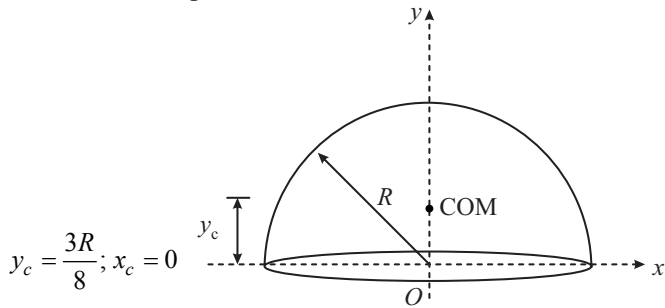
### ❖ A semi-circular disc



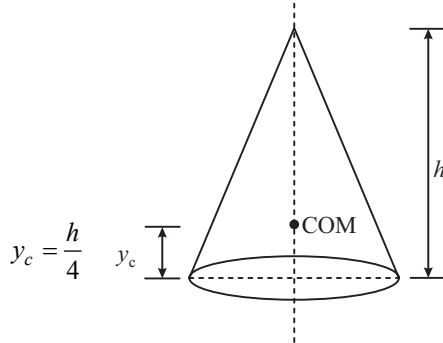
### ❖ A hemispherical shell



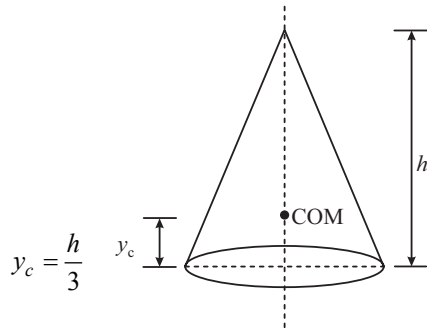
### ❖ A solid hemisphere



### ❖ A circular cone (solid)



### ❖ A circular cone (hollow)



## Motion of Centre of Mass

### Velocity of Centre of Mass of System

$$\vec{v}_{cm} = \frac{m_1 \frac{d\vec{r}_1}{dt} + m_2 \frac{d\vec{r}_2}{dt} + m_3 \frac{d\vec{r}_3}{dt} + \dots + m_n \frac{d\vec{r}_n}{dt}}{M} = \frac{m_1 \vec{v}_1 + m_2 \vec{v}_2 + m_3 \vec{v}_3 + \dots + m_n \vec{v}_n}{M}$$

$$\vec{P}_{sys} = M\vec{v}_{cm}$$

### Acceleration of Centre of Mass of System

$$\begin{aligned} \vec{a}_{cm} &= \frac{m_1 \frac{d\vec{v}_1}{dt} + m_2 \frac{d\vec{v}_2}{dt} + m_3 \frac{d\vec{v}_3}{dt} + \dots + m_n \frac{d\vec{v}_n}{dt}}{M} \\ &= \frac{m_1 \vec{a}_1 + m_2 \vec{a}_2 + m_3 \vec{a}_3 + \dots + m_n \vec{a}_n}{M} \\ &= \frac{\text{Net force on system}}{M} \\ &= \frac{\text{Net external force} + \text{Net internal force}}{M} \\ &= \frac{\text{Net External Force}}{M} \quad (\because \Sigma \text{ Internal force} = 0) \\ \vec{F}_{ext} &= M\vec{a}_{cm} \end{aligned}$$

## Impulse

❖ Impulse of a force  $\vec{F}$  on a body is defined as

$$I = \int_{t_i}^{t_f} \vec{F} dt = \int_{t_i}^{t_f} d\vec{P} = \Delta\vec{P}$$

❖ Area under the Force vs time curve gives the impulse

❖ Impulse – momentum theorem

$$\vec{I} = \Delta\vec{P}$$

## Principle of Conservation of Linear Momentum

❖ If,  $(\sum \vec{F}_{ext})_{system} = 0 \Rightarrow (\vec{P}_i)_{system} = (\vec{P}_f)_{system}$

$$\text{❖ } (KE)_{system} = \frac{1}{2}(m_1 v_1^2 + m_2 v_2^2 + \dots + m_n v_n^2) \neq \frac{1}{2} M V_{com}^2$$

$$(KE)_{system} = \frac{1}{2} M V_{com}^2 + (KE)_{rel/com}$$

## Coefficient of Restitution (e)



$$e = \frac{v_2 - v_1}{u_1 - u_2}$$

$$\begin{aligned} \text{❖ } e &= \frac{\text{Impulse of reformation}}{\text{Impulse of deformation}} = \frac{\int F_r dt}{\int F_d dt} \\ &= \frac{\text{Velocity of separation along line of impact}}{\text{Velocity of approach along line of impact}} \end{aligned}$$

$$v_1 = \frac{P_i + m_2 e(u_2 - u_1)}{m_1 + m_2}, v_2 = \frac{P_i + m_1 e(u_1 - u_2)}{m_1 + m_2}$$

❖  $e = 1$ : Impulse of Reformation = Impulse of Deformation

Velocity of separation = Velocity of approach

Kinetic Energy is conserved (before and after collision)

Elastic collision.

❖  $e = 0$ : Impulse of Reformation = 0

Velocity of separation = 0

Kinetic Energy is not conserved

Perfectly Inelastic collision.

❖  $0 < e < 1$ : Impulse of Reformation < Impulse of Deformation

Velocity of separation < Velocity of approach

Kinetic Energy is not conserved

Inelastic collision.

## Variable Mass System

If a mass is added or ejected from a system, at rate  $\mu$  kg/s and relative velocity  $v_{rel}$  (w.r.t. the system), then the force exerted by this mass on the system has magnitude  $\mu |v_{rel}|$ .

### Thrust Force ( $F_t$ )

$$F_t = v_{rel} \frac{dm}{dt}$$