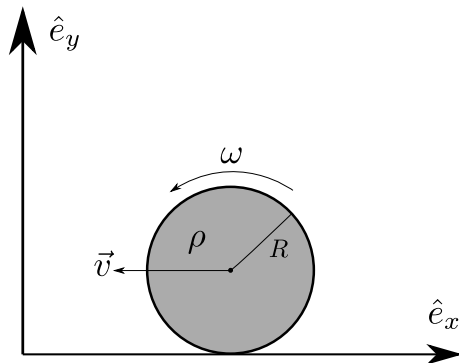


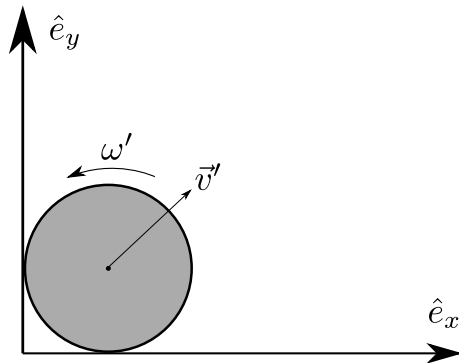
Question

- ▶ Sphere of density ρ , radius R with velocity $\vec{v} = -v_0 \hat{e}_x$.
- ▶ Hit wall, bounces elastically and without slipping
- ▶ What is velocity \vec{v}' after collision, and how does it depend on v_0 , ρ and R ?
What happens for small R ?
- ▶ What if sphere is hollow?



Quantities

- ▶ Angular velocity: ω
- ▶ Mass: $m = \frac{4\pi}{3}\rho R^3$.
- ▶ Moment of inertia: $I = \frac{2}{5}mR^2$.
- ▶ After: $\omega', \vec{v}' = v_x \hat{e}_x + v_y \hat{e}_y$.



Conditions

- ▶ No slip at ground: $\omega = \frac{v_0}{R}$.
- ▶ No slip at collision: $\omega' = \frac{v_y}{R}$.
- ▶ Energy:

$$E = \frac{1}{2}m|\vec{v}|^2 + \frac{1}{2}I\omega^2 = \frac{1}{2}\frac{7}{5}mv_0^2,$$

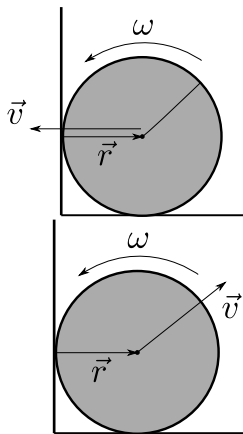
$$E' = \frac{1}{2}m|\vec{v}'|^2 + \frac{1}{2}\frac{I}{R^2}\omega'^2 = \frac{1}{2}m\left(v_x^2 + \frac{7}{5}v_y^2\right)$$

- ▶ Elasticity:

$$E = E' \implies v_0^2 = \frac{5}{7}v_x^2 + v_y^2$$

Conservation of angular momentum

- ▶ Angular momentum around point of collision: No arm, no torque, conservation of angular momentum.
- ▶ Before collision: No angular momentum from center-of-mass motion, only spin angular momentum: $|\vec{L}| = I\omega = \frac{2}{5}mv_0R$.
- ▶ After, additional term from y component of velocity: $|\vec{L}'| = I\omega' + mv_yR = \frac{7}{5}mv_yR$.
- ▶ Conservation of angular momentum, $\vec{L} = \vec{L}'$,
 $\implies v_y = \frac{2}{7}v_0$.



Solution

- ▶ Combining gives

$$v_0^2 = \frac{5}{7}v_x^2 + \left(\frac{2}{7}\right)^2 v_0^2 \implies v_x^2 = \frac{9}{7}v_0^2$$

- ▶ Finally

$$\vec{v}' = v_0 \left(\frac{3}{\sqrt{7}}\hat{e}_x + \frac{2}{7}\hat{e}_y \right) \approx v_0(1.13\hat{e}_x + 0.29\hat{e}_y)$$

- ▶ Independent of ρ, R — no other constants of same dimension, scale free.

Hollow sphere

- ▶ Only difference: new moment of inertia $I = \frac{2}{3}mr^2$
- ▶ $v_0^2 = \frac{3}{5}v_x^2 + v_y^2$, $v_y = \frac{2}{5}v_0$,

$$\implies \vec{v}' = v_0 \left(\sqrt{\frac{7}{5}}\hat{e}_x + \frac{2}{5}\hat{e}_y \right) \approx v_0(1.18\hat{e}_x + 0.4\hat{e}_y)$$