

CHAPTER

13

VECTOR MECHANICS FOR ENGINEERS: DYNAMICS

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Kinetics of Particles: Energy and Momentum Methods

HW Problems Week 5 (Due Wed 02/14):
13.60, 13.63, 13.68, 13.122, 13.146,
13.151

Lecture 9 02/07
Modified from Original

Vector Mechanics for Engineers: Dynamics

Impulsive Motion

The thrust of a rocket acts over a specific time period to give the rocket linear momentum.

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NASA.

Crash tests are often performed to help improve safety in different vehicles.

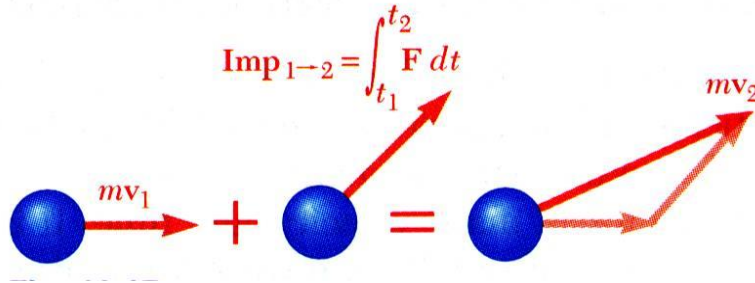
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Vector Mechanics for Engineers: Dynamics

Principle of Impulse and Momentum



- Dimensions of the impulse of a force are
*force*time.*
- Units for the impulse of a force are
 $\text{N} \cdot \text{s} = (\text{kg} \cdot \text{m}/\text{s}^2) \cdot \text{s} = \text{kg} \cdot \text{m}/\text{s}$

- From Newton's second law,

$$\vec{F} = \frac{d}{dt}(m\vec{v}) \quad m\vec{v} = \text{linear momentum}$$

$$\vec{F} dt = d(m\vec{v})$$

$$\int_{t_1}^{t_2} \vec{F} dt = m\vec{v}_2 - m\vec{v}_1$$

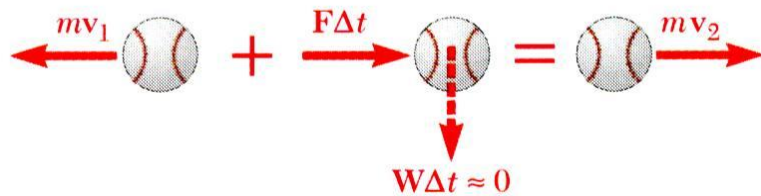
$$\int_{t_1}^{t_2} \vec{F} dt = \mathbf{Imp}_{1 \rightarrow 2} = \text{impulse of the force } \vec{F}$$

$$m\vec{v}_1 + \mathbf{Imp}_{1 \rightarrow 2} = m\vec{v}_2$$

- The final momentum of the particle can be obtained by adding vectorially its initial momentum and the impulse of the force during the time interval.

Vector Mechanics for Engineers: Dynamics

Impulsive Motion



- Force acting on a particle during a very short time interval that is large enough to cause a significant change in momentum is called an *impulsive force*.
- When impulsive forces act on a particle,
$$m\vec{v}_1 + \sum \vec{F} \Delta t = m\vec{v}_2$$
- When a baseball is struck by a bat, contact occurs over a short time interval but force is large enough to change sense of ball motion.
- *Nonimpulsive forces* are forces for which $\vec{F} \Delta t$ is small and therefore, may be neglected – an example of this is the weight of the baseball.

Vector Mechanics for Engineers: Dynamics

Sample Problem 13.13



STRATEGY:

- Apply the principle of impulse and momentum. The impulse is equal to the product of the constant forces and the time interval.

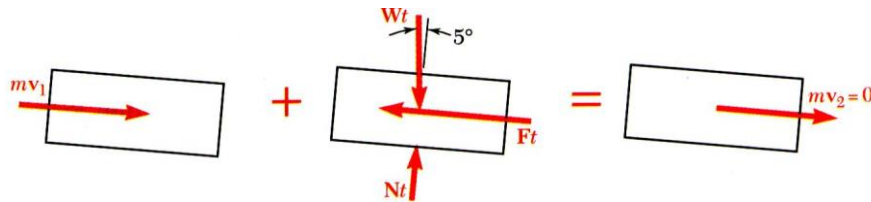
An automobile weighing 4000 lb is driven down a 5° incline at a speed of 60 mi/h when the brakes are applied, causing a constant total braking force of 1500 lb.

Determine the time required for the automobile to come to a stop.



Vector Mechanics for Engineers: Dynamics

Sample Problem 13.13



MODELING and ANALYSIS:

- Apply the principle of impulse and momentum.

$$m\vec{v}_1 + \sum \mathbf{Imp}_{1 \rightarrow 2} = m\vec{v}_2$$

Taking components parallel to the incline,

$$mv_1 + (W \sin 5^\circ)t - Ft = 0$$

$$\left(\frac{4000}{32.2} \right) (88 \text{ ft/s}) + (4000 \sin 5^\circ)t - 1500t = 0$$

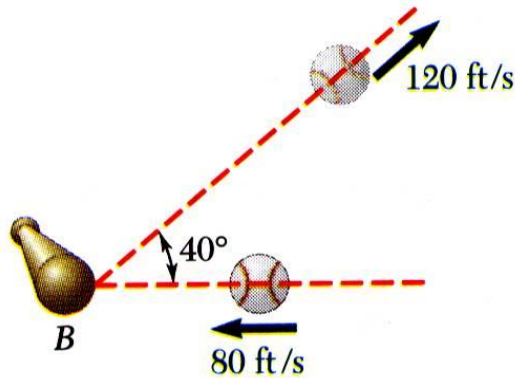
$$t = 9.49 \text{ s}$$

REFLECT and THINK

- You could use Newton's second law to solve this problem. First, you would determine the car's deceleration, separate variables, and then integrate $a = dv/dt$ to relate the velocity, deceleration, and time. You could not use conservation of energy to solve this problem, because this principle does not involve time.

Vector Mechanics for Engineers: Dynamics

Sample Problem 13.16



STRATEGY:

- Apply the principle of impulse and momentum in terms of horizontal and vertical component equations.

A 4 oz baseball is pitched with a velocity of 80 ft/s. After the ball is hit by the bat, it has a velocity of 120 ft/s in the direction shown. If the bat and ball are in contact for 0.015 s, determine the average impulsive force exerted on the ball during the impact.

Vector Mechanics for Engineers: Dynamics

Sample Problem 13.16

MODELING and ANALYSIS:

- Apply the principle of impulse and momentum in terms of horizontal and vertical component equations.

$$m\vec{v}_1 + \mathbf{Imp}_{1 \rightarrow 2} = m\vec{v}_2$$

x component equation:

$$-mv_1 + F_x \Delta t = mv_2 \cos 40^\circ$$

$$-\frac{4/16}{32.2}(80) + F_x(0.15) = \frac{4/16}{32.2}(120 \cos 40^\circ)$$

$$F_x = 89 \text{ lb}$$

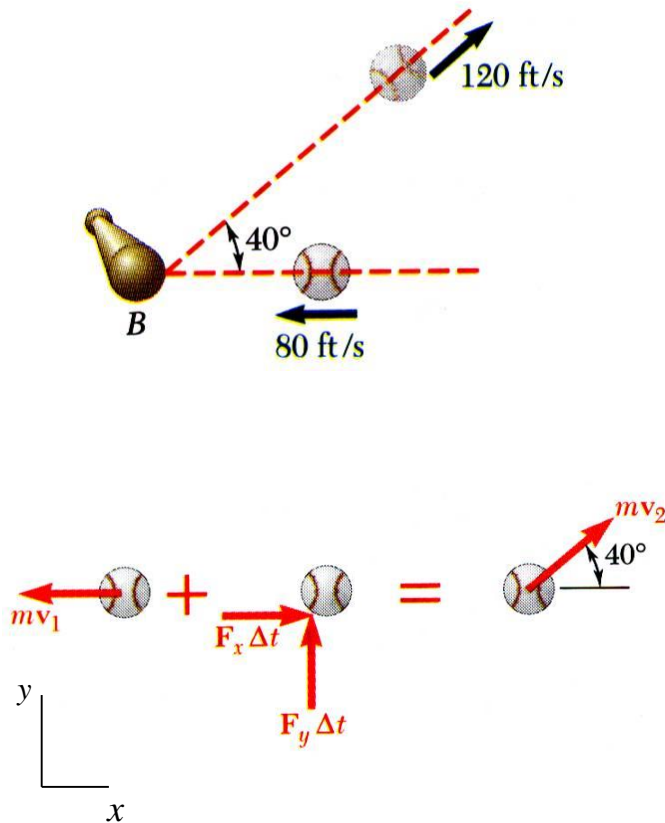
y component equation:

$$0 + F_y \Delta t = mv_2 \sin 40^\circ$$

$$F_y(0.015) = \frac{4/16}{32.2}(120 \sin 40^\circ)$$

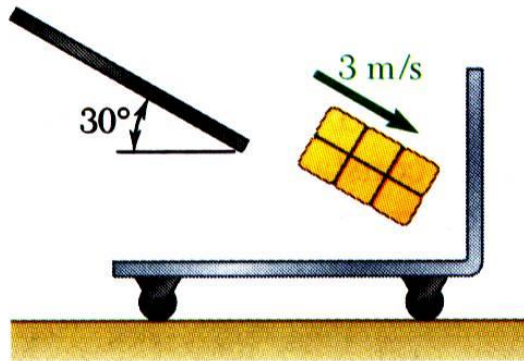
$$F_y = 39.9 \text{ lb}$$

$$\vec{F} = (89 \text{ lb})\vec{i} + (39.9 \text{ lb})\vec{j}, \quad F = 97.5 \text{ lb}$$



Vector Mechanics for Engineers: Dynamics

Sample Problem 13.17



A 10 kg package drops from a chute into a 24 kg cart with a velocity of 3 m/s. Knowing that the cart is initially at rest and can roll freely, determine (a) the final velocity of the cart, (b) the impulse exerted by the cart on the package, and (c) the fraction of the initial energy lost in the impact.

STRATEGY:

- Apply the principle of impulse and momentum to the package-cart system to determine the final velocity.
- Apply the same principle to the package alone to determine the impulse exerted on it from the change in its momentum.

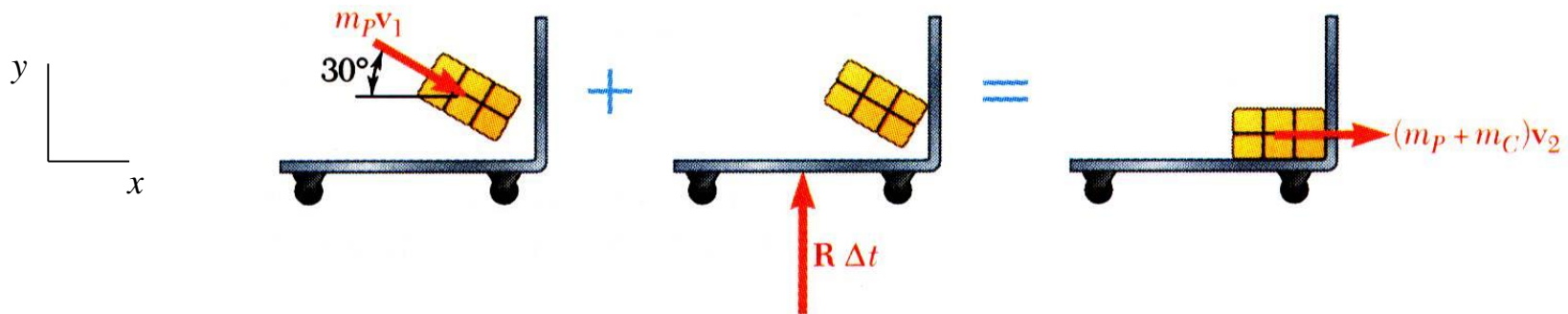


Vector Mechanics for Engineers: Dynamics

Sample Problem 13.17

MODELING and ANALYSIS

- Apply the principle of impulse and momentum to the package-cart system to determine the final velocity.



$$m_p \vec{v}_1 + \sum \mathbf{Imp}_{1 \rightarrow 2} = (m_p + m_c) \vec{v}_2$$

x components:

$$m_p v_1 \cos 30^\circ + 0 = (m_p + m_c) v_2$$
$$(10 \text{ kg})(3 \text{ m/s}) \cos 30^\circ = (10 \text{ kg} + 25 \text{ kg}) v_2$$

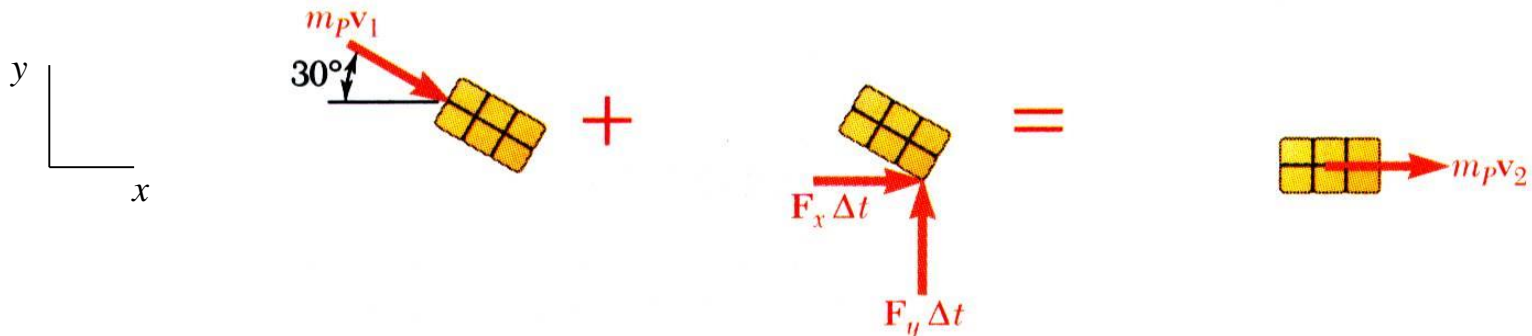
$$v_2 = 0.742 \text{ m/s}$$



Vector Mechanics for Engineers: Dynamics

Sample Problem 13.17

- Apply the same principle to the package alone to determine the impulse exerted on it from the change in its momentum.



$$m_p \vec{v}_1 + \sum \text{Imp}_{1 \rightarrow 2} = m_p \vec{v}_2$$

x components: $m_p v_1 \cos 30^\circ + F_x \Delta t = m_p v_2$

$$(10 \text{ kg})(3 \text{ m/s}) \cos 30^\circ + F_x \Delta t = (10 \text{ kg}) v_2$$

$$F_x \Delta t = -18.56 \text{ N} \cdot \text{s}$$

y components: $-m_p v_1 \sin 30^\circ + F_y \Delta t = 0$

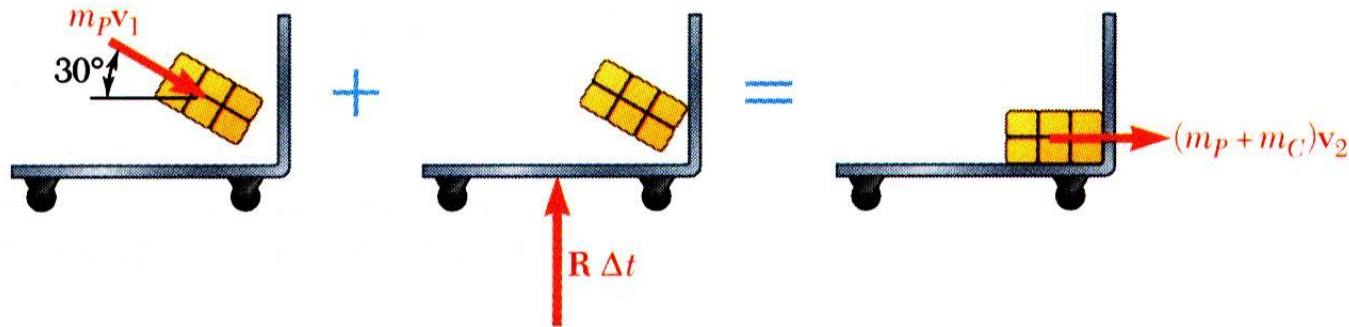
$$-(10 \text{ kg})(3 \text{ m/s}) \sin 30^\circ + F_y \Delta t = 0$$

$$F_y \Delta t = 15 \text{ N} \cdot \text{s}$$

$$\boxed{\sum \text{Imp}_{1 \rightarrow 2} = \vec{F} \Delta t = (-18.56 \text{ N} \cdot \text{s}) \vec{i} + (15 \text{ N} \cdot \text{s}) \vec{j} \quad F \Delta t = 23.9 \text{ N} \cdot \text{s}}$$

Vector Mechanics for Engineers: Dynamics

Sample Problem 13.17



To determine the fraction of energy lost,

$$T_1 = \frac{1}{2} m_p v_1^2 = \frac{1}{2} (10 \text{ kg}) (3 \text{ m/s})^2 = 45 \text{ J}$$

$$T_2 = \frac{1}{2} (m_p + m_c) v_2^2 = \frac{1}{2} (10 \text{ kg} + 25 \text{ kg}) (0.742 \text{ m/s})^2 = 9.63 \text{ J}$$

$$\frac{T_1 - T_2}{T_1} = \frac{45 \text{ J} - 9.63 \text{ J}}{45 \text{ J}} = 0.786$$

REFLECT and THINK:

Except in the purely theoretical case of a “perfectly elastic” collision, mechanical energy is never conserved in a collision between two objects, even though linear momentum may be conserved. Note that, in this problem, momentum was conserved in the x direction but was not conserved in the y direction because of the vertical impulse on the wheels of the cart. Whenever you deal with an impact, you need to use impulse-momentum methods.