Collisions and Conservation of Monantum

If all the kinetic energy before the collision is equivalent to all the kinetic energy after the collision, then the kinetic energy (and therefore momentum) is conserved. We can therefore all this collision elastic.

More commonly, some mechanical energy is nearly always lost as heat or light or sound. Therefore, kinetic energy and momentum is not conserved for the colliding objects. This is called an inelastic collision. If the colliding objects stick together after the collision, we say the collision is completely inelastic.

Elastic collision

Before:
$$(M_1)$$
 (M_2) After: (M_1) (M_2) (M_2) (M_1) (M_2) (M_2) (M_1) (M_2) (M_2)

Serve:
$$M_1$$
 M_2 After: M_1 M_2 M_2 M_1 M_2 M_2 M_3 M_4 M_4 M_4 M_5 M_6 $M_$

Completely helastic Collisions

A collision is defined as an isolated event in which one or more objects exert relatively strong forces on each other for a relatively short period of time with no external forces acting.

Conservation of momentum

consider 2 isolated particles colliding dastically:

$$\begin{array}{ccc} & & & & \\ & & \\ & & & \\ & & & \\ & & & \\ & & & \\ & & & \\ & & & \\ & & & \\ & & & \\ & & & \\ & & &$$

Newton's 3rd Law states that the force I exerts on 2 is equal and opposite to the force 2 exerts on 1.
Thus:

$$\underline{F}_{12} = -\underline{F}_{21}$$

Newton's 2nd law states that the force exerted is proportional to the rate of change of linear momentum:

Thus:

we can therefore say:

$$\frac{d}{dt} \left(M_1 Y_1 \right) = - \frac{d}{dt} \left(M_2 Y_2 \right)$$

$$\frac{d}{dt}\left(M_1\underline{V}_1+M_2\underline{V}_2\right)=0$$

Since the total momentum does not change with time, we can say that momentum before is the some as momentum after. Therefore:

Total Linear Momentum in an isolated system is always conserved.

Impulse

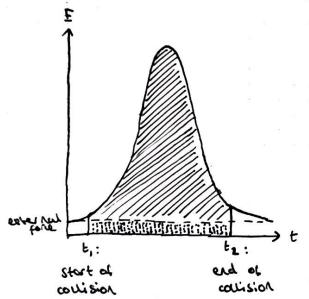
Impulse is defined as force E multiplied by the time the force is exerted for. This can be : Longier on on integral

Impulse = $\int_{t_1}^{t_2} E \cdot dt$ Note that Vewton's 2nd law states that $E = \frac{dP}{dt}$. Therefore:

$$\int_{\xi_{1}}^{\xi_{2}} \underline{F} \cdot d\underline{t} = \int_{\xi_{1}}^{\xi_{2}} \frac{d\underline{P}}{d\underline{t}} \cdot d\underline{t} = \int_{\xi_{1}}^{\xi_{2}} d\underline{P} = \underbrace{P_{\xi_{1}} - P_{\xi_{1}}}_{\xi_{1}}$$

is just change in momentum, showing that impulse can also be defined as the change in momentum during the time period the force is everted.

We can represent this graphically.



Here, the collision is shown as a sudden pulse in a graph of force against time. The impulse is represented as the area under the curve.

Note that there is some small external force that acts a little like hoise. This will be included in the onea under the curve but it is relatively so small it is considered regligible

The onea under the curve is equivalent to the object's change in momentum.