

CHAPTER

13

VECTOR MECHANICS FOR ENGINEERS: DYNAMICS

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Kinetics of Particles:
Energy and Momentum
Methods



Vector Mechanics for Engineers: Dynamics

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Vector Mechanics for Engineers: Dynamics

Energy and Momentum Methods

The potential energy of the roller coaster car is converted into kinetic energy as it descends the track.

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Impact tests are often analyzed by using momentum methods.

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Introduction

- Previously, problems dealing with the motion of particles were solved through the fundamental equation of motion,

$$\sum \vec{F} = m\vec{a}.$$

- The current chapter introduces two additional methods of analysis.
 - *Method of work and energy:* directly relates force, mass, velocity and displacement.
 - *Method of impulse and momentum:* directly relates force, mass, velocity, and time.



Vector Mechanics for Engineers: Dynamics

Introduction

Approaches to Kinetics Problems

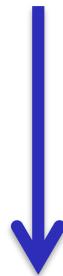
Forces and
Accelerations



Newton's Second
Law (last chapter)

$$\sum \vec{F} = m\vec{a}_G$$

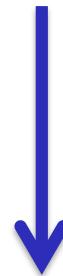
Velocities and
Displacements



Work-Energy

$$T_1 + U_{1 \rightarrow 2} = T_2$$

Velocities and
Time



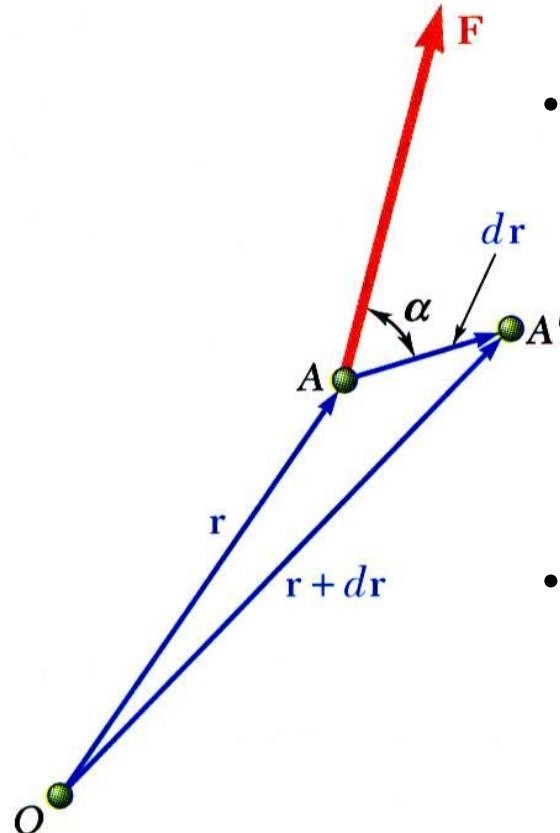
Impulse-
Momentum

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

Vector Mechanics for Engineers: Dynamics

Work of a Force

- Differential vector $d\vec{r}$ is the *particle displacement*.



- Work of the force* is

$$\begin{aligned}dU &= \vec{F} \bullet d\vec{r} \\&= F ds \cos \alpha \\&= F_x dx + F_y dy + F_z dz\end{aligned}$$

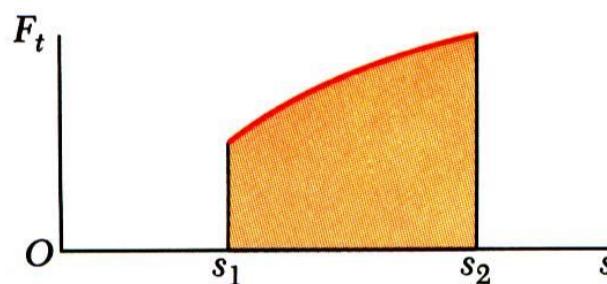
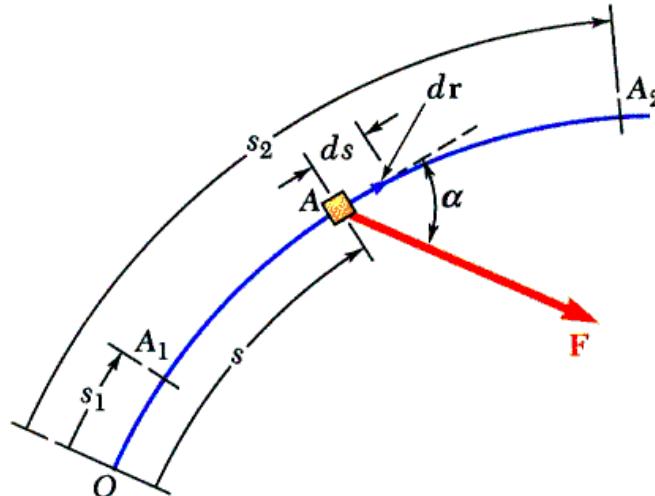
- Work is a scalar quantity, i.e., it has magnitude and sign but not direction.

- Dimensions of work are length \times force. Units are

$$1 \text{ J} (\textit{joule}) = (1 \text{ N})(1 \text{ m}) \quad 1 \text{ ft} \cdot \text{lb} = 1.356 \text{ J}$$

Vector Mechanics for Engineers: Dynamics

Work of a Force



- Work of a force during a finite displacement,

$$U_{1 \rightarrow 2} = \int_{A_1}^{A_2} \vec{F} \bullet d\vec{r}$$

$$= \int_{s_1}^{s_2} (F \cos \alpha) ds = \int_{s_1}^{s_2} F_t ds$$

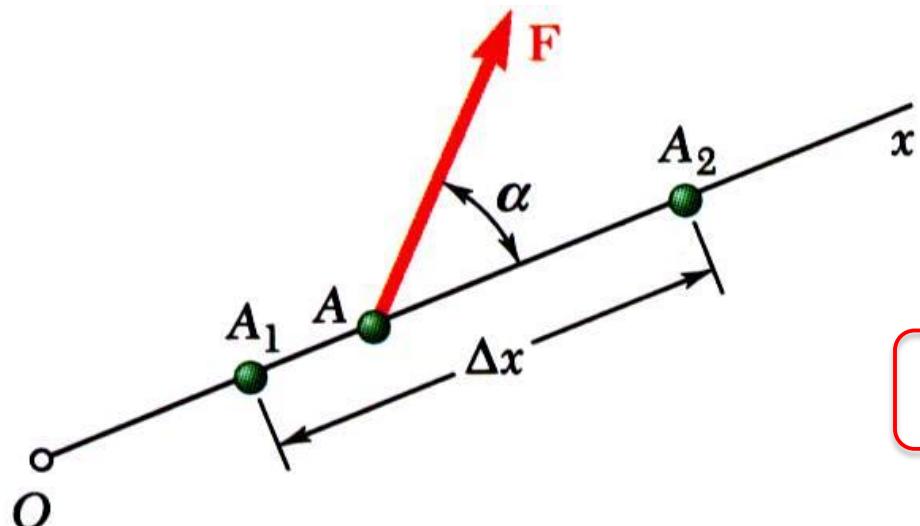
$$= \int_{A_1}^{A_2} (F_x dx + F_y dy + F_z dz)$$

- Work is represented by the area under the curve of F_t plotted against s .

- F_t is the force in the direction of the displacement ds

Work of a Force

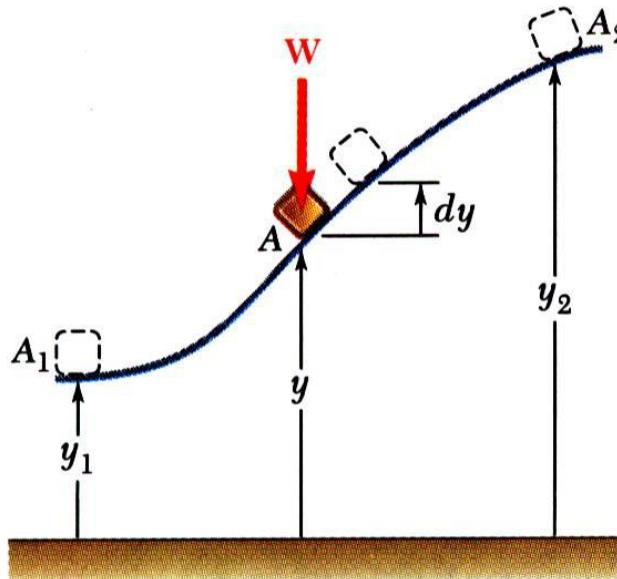
What is the work of a constant force in rectilinear motion?



- a) $U_{1 \rightarrow 2} = F \Delta x$
- b) $U_{1 \rightarrow 2} = (F \cos \alpha) \Delta x$
- c) $U_{1 \rightarrow 2} = (F \sin \alpha) \Delta x$
- d) $U_{1 \rightarrow 2} = 0$

Vector Mechanics for Engineers: Dynamics

Work of a Force



- Work of the force of gravity,

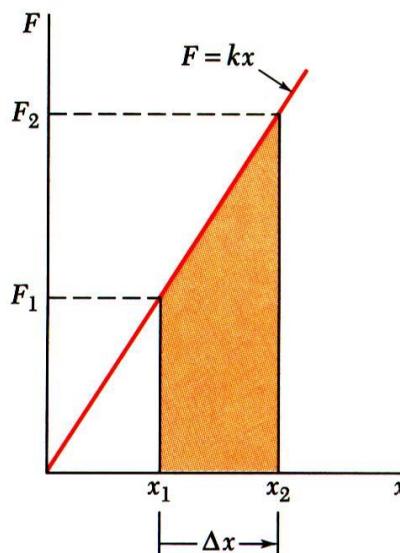
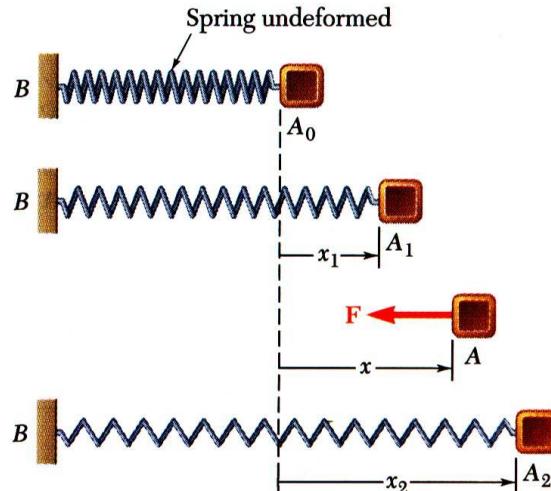
$$\begin{aligned} dU &= F_x dx + F_y dy + F_z dz \\ &= -W dy \end{aligned}$$

$$\begin{aligned} U_{1 \rightarrow 2} &= - \int_{y_1}^{y_2} W dy \\ &= -W(y_2 - y_1) = -W \Delta y \end{aligned}$$

- Work *of the weight* is equal to product of weight W and vertical displacement Δy .
- In the figure above, when is the work done by the weight positive?
 - a) Moving from y_1 to y_2
 - b) Moving from y_2 to y_1
 - c) Never

Vector Mechanics for Engineers: Dynamics

Work of a Force



- Magnitude of the force exerted by a spring is proportional to deflection,

$$F = kx$$

k = spring constant (N/m or lb/in.)

- Work of the force exerted by spring,

$$dU = -F dx = -kx dx$$

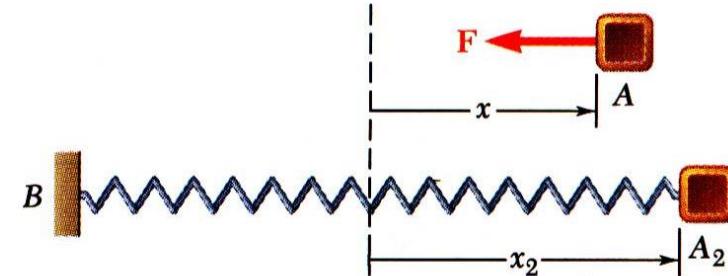
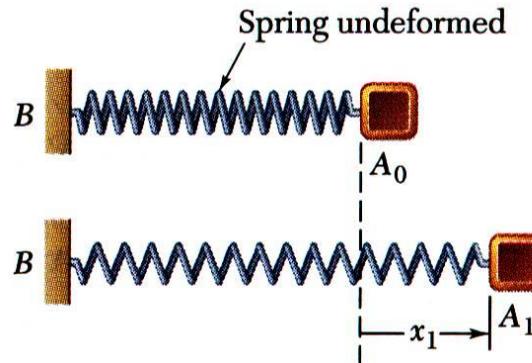
$$U_{1 \rightarrow 2} = - \int_{x_1}^{x_2} kx dx = \frac{1}{2} kx_1^2 - \frac{1}{2} kx_2^2$$

- Work of the force exerted by spring is positive when $x_2 < x_1$, i.e., when the spring is returning to its undeformed position.
- Work of the force exerted by the spring is equal to negative of area under curve of F plotted against x ,

$$U_{1 \rightarrow 2} = -\frac{1}{2}(F_1 + F_2)\Delta x$$

Vector Mechanics for Engineers: Dynamics

Work of a Force



As the block moves from A₀ to A₁, is the work positive or negative?

Positive

Negative

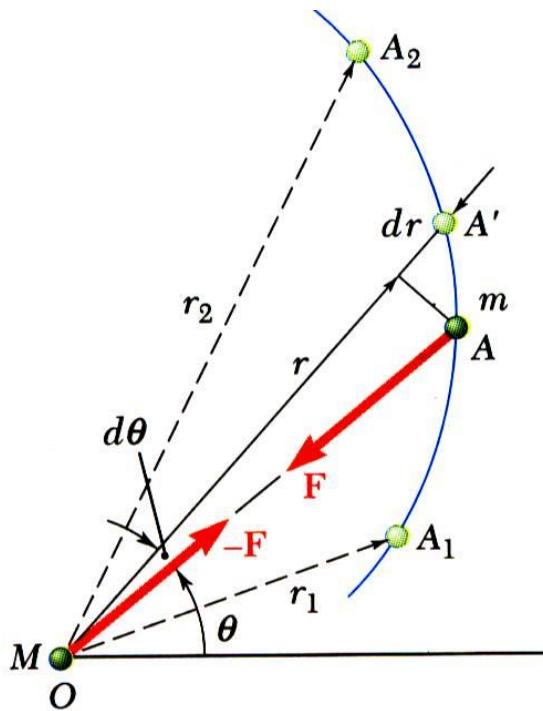
Displacement is in the opposite direction of the force

As the block moves from A₂ to A₀, is the work positive or negative?

Positive

Negative

Work of a Force



Work of a gravitational force (assume particle M occupies fixed position O while particle m follows path shown),

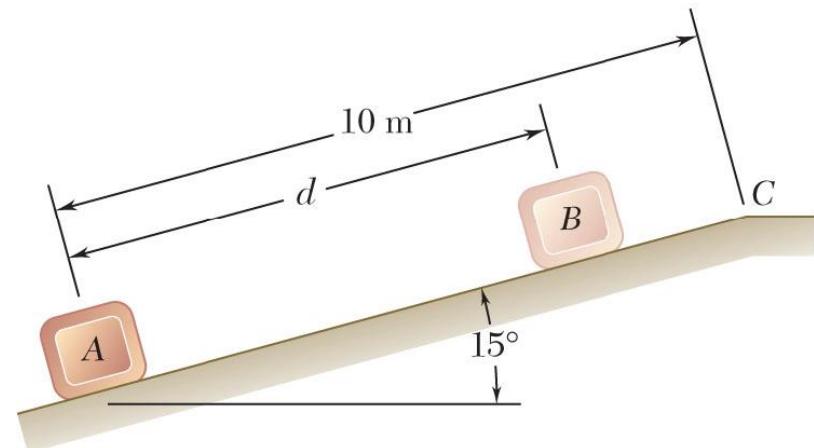
$$dU = -F dr = -G \frac{Mm}{r^2} dr$$

$$U_{1 \rightarrow 2} = - \int_{r_1}^{r_2} G \frac{Mm}{r^2} dr = G \frac{Mm}{r_2} - G \frac{Mm}{r_1}$$

Does the normal force do work as the block slides from B to A?

YES

NO



Does the weight do work as the block slides from B to A?

Positive or

Negative work?

YES

NO

Work of a Force

Forces which *do not* do work ($ds = 0$ or $\cos \alpha = 0$):

- Reaction at frictionless pin supporting rotating body,
- Reaction at frictionless surface when body in contact moves along surface,
- Reaction at a roller moving along its track, and
- Weight of a body when its center of gravity moves horizontally.



Vector Mechanics for Engineers: Dynamics

Principle of Work & Energy

- Consider a particle of mass m acted upon by force \vec{F}

$$F_t = ma_t = m \frac{dv}{dt}$$

$$= m \frac{dv}{ds} \frac{ds}{dt} = mv \frac{dv}{ds}$$

$$F_t ds = mv dv$$

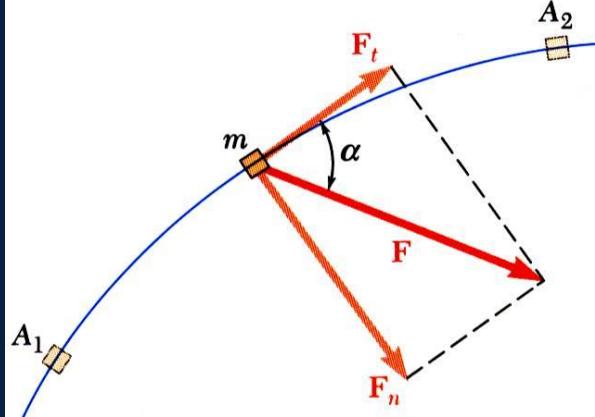
- Integrating from A_1 to A_2 ,

$$\int_{s_1}^{s_2} F_t ds = m \int_{v_1}^{v_2} v dv = \frac{1}{2}mv_2^2 - \frac{1}{2}mv_1^2$$

$$U_{1 \rightarrow 2} = T_2 - T_1 \quad T = \frac{1}{2}mv^2 = \text{kinetic energy}$$

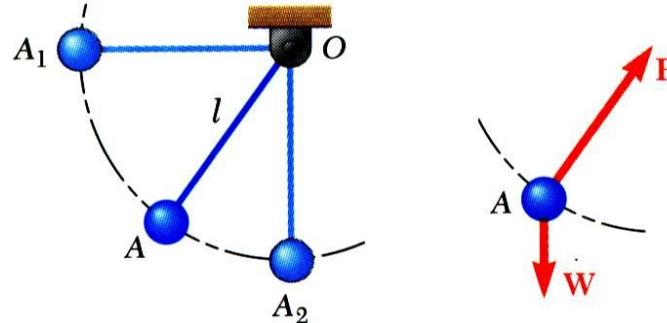
- The work of the force \vec{F} is equal to the change in kinetic energy of the particle.*
- Units of work and kinetic energy are the same:

$$T = \frac{1}{2}mv^2 = \text{kg} \left(\frac{\text{m}}{\text{s}} \right)^2 = \left(\text{kg} \frac{\text{m}}{\text{s}^2} \right) \text{m} = \text{N} \cdot \text{m} = \text{J}$$



Vector Mechanics for Engineers: Dynamics

Applications of the Principle of Work and Energy



- The bob is released from rest at position A_1 . Determine the velocity of the pendulum bob at A_2 using work & kinetic energy.

- Force \vec{P} acts normal to path and does no work.

$$T_1 + U_{1 \rightarrow 2} = T_2$$

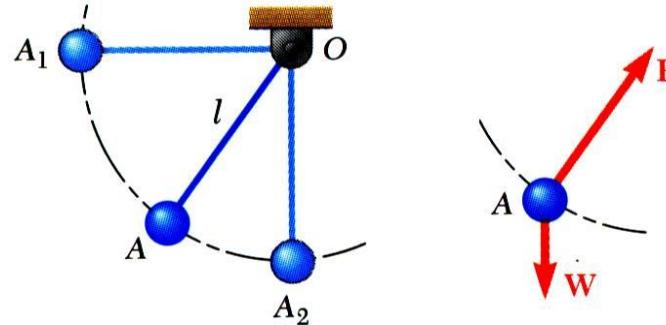
$$0 + Wl = \frac{1}{2} \frac{W}{g} v_2^2$$

$$v_2 = \sqrt{2gl}$$

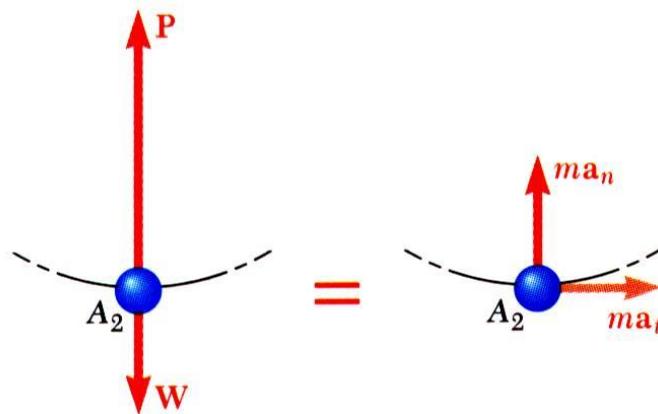
- Velocity is found without determining expression for acceleration and integrating.
- All quantities are scalars and can be added directly.
- Forces which do no work are eliminated from the problem.

Vector Mechanics for Engineers: Dynamics

Applications of the Principle of Work and Energy



- Principle of work and energy cannot be applied to directly determine the acceleration of the pendulum bob.
- Calculating the tension in the cord requires supplementing the method of work and energy with an application of Newton's second law.
- As the bob passes through A₂,



$$v_2 = \sqrt{2gl}$$

$$\sum F_n = m a_n$$

$$P - W = \frac{W}{g} \frac{v_2^2}{l}$$

$$P = W + \frac{W}{g} \frac{2gl}{l} = 3W$$

If you designed the rope to hold twice the weight of the bob, what would happen?

Vector Mechanics for Engineers: Dynamics

Power and Efficiency

- *Power* = rate at which work is done.

$$\begin{aligned} &= \frac{dU}{dt} = \frac{\vec{F} \bullet d\vec{r}}{dt} \\ &= \vec{F} \bullet \vec{v} \end{aligned}$$

- Dimensions of power are work/time or force*velocity.
Units for power are

$$1 \text{ W (watt)} = 1 \frac{\text{J}}{\text{s}} = 1 \text{ N} \cdot \frac{\text{m}}{\text{s}} \quad \text{or} \quad 1 \text{ hp} = 550 \frac{\text{ft} \cdot \text{lb}}{\text{s}} = 746 \text{ W}$$

- η = efficiency

$$= \frac{\text{output work}}{\text{input work}}$$

$$= \frac{\text{power output}}{\text{power input}}$$

Vector Mechanics for Engineers: Dynamics

Sample Problem 13.1



STRATEGY:

- Evaluate the change in kinetic energy.
- Determine the distance required for the work to equal the kinetic energy change.

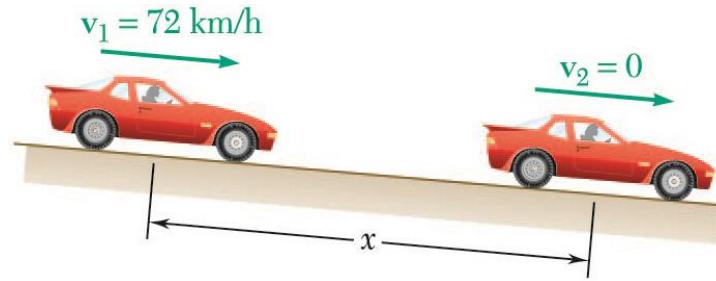
An automobile of mass 1000 kg is driven down a 5° incline at a speed of 72 km/h when the brakes are applied causing a constant total breaking force of 5000 N.

Determine the distance traveled by the automobile as it comes to a stop.



Vector Mechanics for Engineers: Dynamics

Sample Problem 13.1



MODELING and ANALYSIS:

- Evaluate the change in kinetic energy.

$$v_1 = \left(72 \frac{\text{km}}{\text{h}} \right) \left(\frac{1000 \text{ m}}{1 \text{ km}} \right) \left(\frac{1 \text{ h}}{3600 \text{ s}} \right) = 20 \text{ m/s}$$

$$T_1 = \frac{1}{2}mv_1^2 = \frac{1}{2}(1000 \text{ kg})(20 \text{ m/s})^2 = 200,000 \text{ J}$$

$$v_2 = 0 \quad T_2 = 0$$

- Determine the distance required for the work to equal the kinetic energy change.

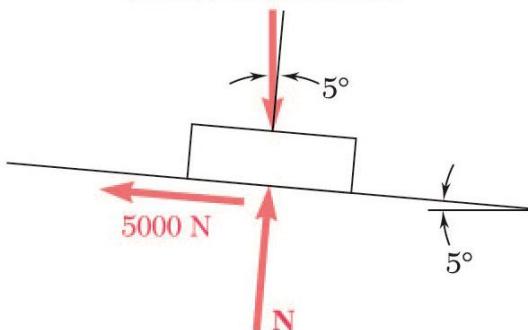
$$\begin{aligned} U_{1 \rightarrow 2} &= (-5000 \text{ N})x + (1000 \text{ kg})(9.81 \text{ m/s}^2)(\sin 5^\circ)x \\ &= -(4145 \text{ N})x \end{aligned}$$

$$T_1 + U_{1 \rightarrow 2} = T_2$$

$$200,000 \text{ J} - (4145 \text{ N})x = 0$$

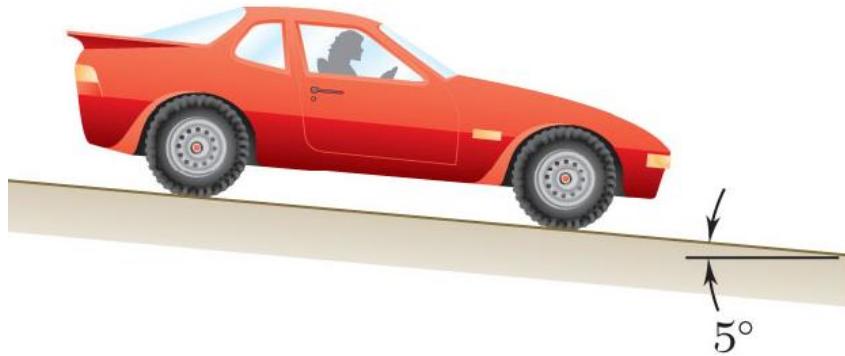
$$x = 48.3 \text{ m}$$

$$(1000)(9.81) = 9810 \text{ N}$$



Vector Mechanics for Engineers: Dynamics

Sample Problem 13.1



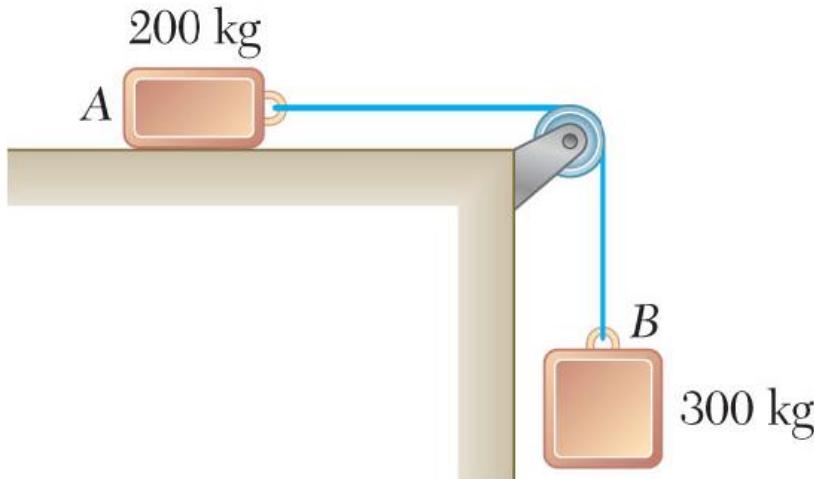
REFLECT and THINK

- Solving this problem using Newton's second law would require determining the car's deceleration from the free-body diagram and then integrating this to use the given velocity information.
- Using the principle of work and energy allows you to avoid that calculation.



Vector Mechanics for Engineers: Dynamics

Sample Problem 13.2



Two blocks are joined by an inextensible cable as shown. If the system is released from rest, determine the velocity of block A after it has moved 2 m. Assume that the coefficient of friction between block A and the plane is $\mu_k = 0.25$ and that the pulley is weightless and frictionless.

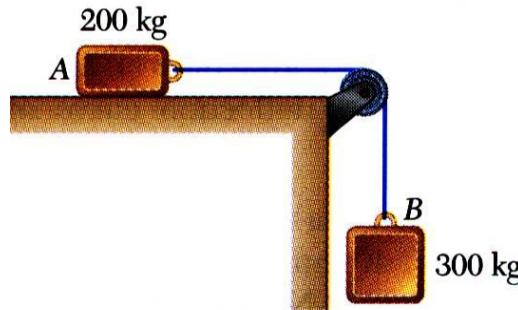
STRATEGY:

- Apply the principle of work and energy separately to blocks A and B.
- When the two relations are combined, the work of the cable forces cancel. Solve for the velocity.



Vector Mechanics for Engineers: Dynamics

Sample Problem 13.2



MODELING and ANALYSIS

- Apply the principle of work and energy separately to blocks A and B.

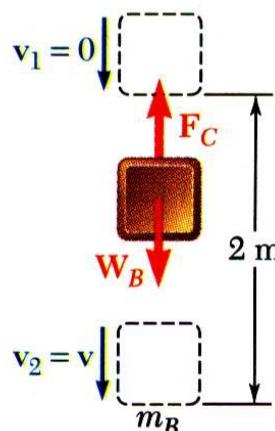
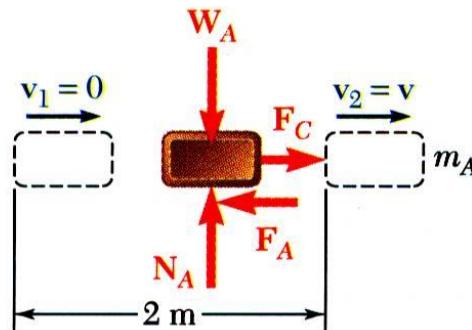
$$W_A = (200 \text{ kg})(9.81 \text{ m/s}^2) = 1962 \text{ N}$$

$$F_A = \mu_k N_A = \mu_k W_A = 0.25(1962 \text{ N}) = 490 \text{ N}$$

$$T_1 + U_{1 \rightarrow 2} = T_2 :$$

$$0 + F_C(2 \text{ m}) - F_A(2 \text{ m}) = \frac{1}{2} m_A v^2$$

$$F_C(2 \text{ m}) - (490 \text{ N})(2 \text{ m}) = \frac{1}{2}(200 \text{ kg})v^2$$



$$W_B = (300 \text{ kg})(9.81 \text{ m/s}^2) = 2940 \text{ N}$$

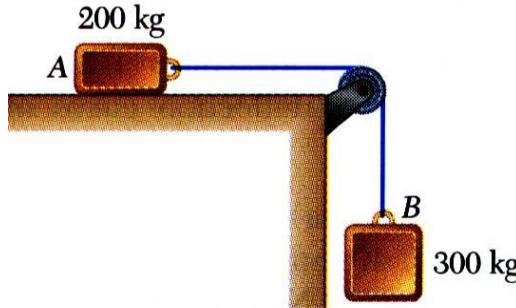
$$T_1 + U_{1 \rightarrow 2} = T_2 :$$

$$0 - F_C(2 \text{ m}) + W_B(2 \text{ m}) = \frac{1}{2} m_B v^2$$

$$-F_C(2 \text{ m}) + (2940 \text{ N})(2 \text{ m}) = \frac{1}{2}(300 \text{ kg})v^2$$

Vector Mechanics for Engineers: Dynamics

Sample Problem 13.2



- When the two relations are combined, the work of the cable forces cancel. Solve for the velocity.

$$F_C(2\text{ m}) - (490\text{ N})(2\text{ m}) = \frac{1}{2}(200\text{ kg})v^2$$

$$-F_c(2\text{ m}) + (2940\text{ N})(2\text{ m}) = \frac{1}{2}(300\text{ kg})v^2$$

$$(2940\text{ N})(2\text{ m}) - (490\text{ N})(2\text{ m}) = \frac{1}{2}(200\text{ kg} + 300\text{ kg})v^2$$

$$4900\text{ J} = \frac{1}{2}(500\text{ kg})v^2$$

REFLECT and THINK:

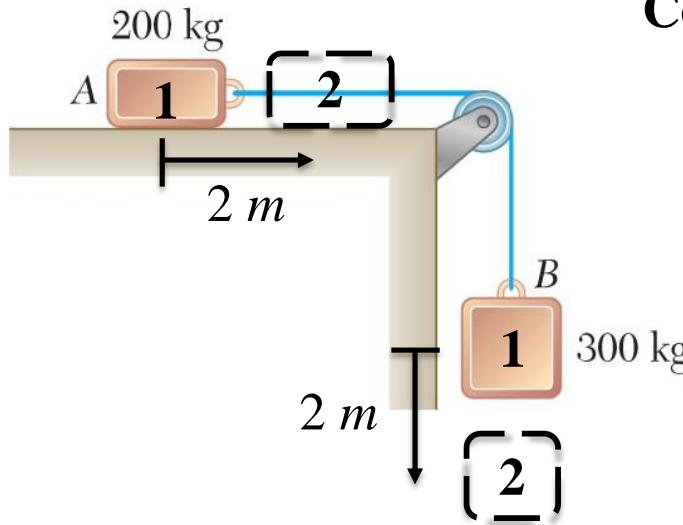
This problem can also be solved by applying the principle of work and energy to the combined system of blocks.

$$v = 4.43\text{ m/s}$$

When using the principle of work and energy, it usually saves time to choose your system to be everything that moves.

Vector Mechanics for Engineers: Dynamics

13.2 – Alternate Solution, Group Problem Solving



Could you apply work-energy to the combined system of blocks?

Given: $v_I = 0$, distance = 2 m, $\mu_k = 0.25$

What is T_1 of the system?

$$T_1 = 0$$

What is the total work done between points 1 and 2?

$$U_{1 \rightarrow 2} = -(0.25)(200)(9.81)(2\text{ m}) + (300)(9.81)(2\text{ m}) = 4900 \text{ J}$$

What is T_2 of the system?

Note that $v_A = v_B$

$$T_2 = \frac{1}{2}m_A v^2 + \frac{1}{2}m_B v^2 = \frac{1}{2}(200\text{ kg})v^2 + \frac{1}{2}(300\text{ kg})v^2$$

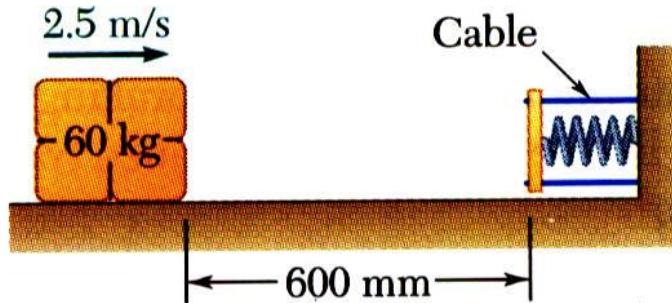
Solve for v

$$4900 \text{ J} = \frac{1}{2}(500\text{ kg})v^2$$

$$v = 4.43 \text{ m/s}$$

Vector Mechanics for Engineers: Dynamics

Sample Problem 13.3



A spring is used to stop a 60 kg package which is sliding on a horizontal surface. The spring has a constant $k = 20 \text{ kN/m}$ and is held by cables so that it is initially compressed 120 mm. The package has a velocity of 2.5 m/s in the position shown and the maximum deflection of the spring is 40 mm.

Determine (a) the coefficient of kinetic friction between the package and surface and (b) the velocity of the package as it passes again through the position shown.

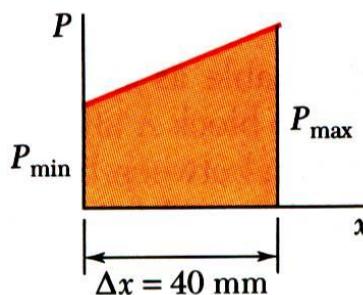
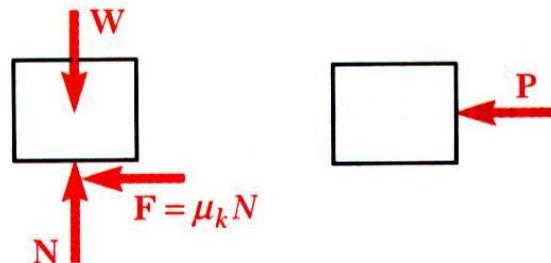
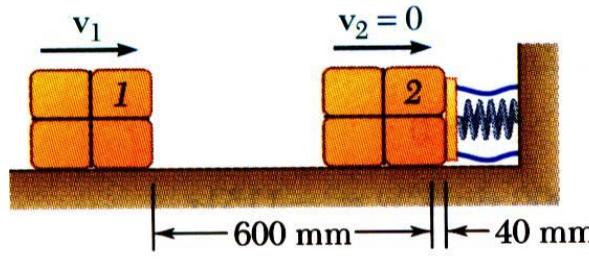
STRATEGY:

- Apply the principle of work and energy between the initial position and the point at which the spring is fully compressed and the velocity is zero. The only unknown in the relation is the friction coefficient.
- Apply the principle of work and energy for the rebound of the package. The only unknown in the relation is the velocity at the final position.



Vector Mechanics for Engineers: Dynamics

Sample Problem 13.3



MODELING and ANALYSIS:

- Apply principle of work and energy between initial position and the point at which spring is fully compressed.

$$T_1 = \frac{1}{2}mv_1^2 = \frac{1}{2}(60\text{kg})(2.5\text{m/s})^2 = 187.5\text{J} \quad T_2 = 0$$

$$\begin{aligned} (U_{1 \rightarrow 2})_f &= -\mu_k W x \\ &= -\mu_k (60\text{kg})(9.81\text{m/s}^2)(0.640\text{m}) = -(377\text{J})\mu_k \end{aligned}$$

$$P_{\min} = kx_0 = (20\text{kN/m})(0.120\text{m}) = 2400\text{N}$$

$$P_{\max} = k(x_0 + \Delta x) = (20\text{kN/m})(0.160\text{m}) = 3200\text{N}$$

$$\begin{aligned} (U_{1 \rightarrow 2})_e &= -\frac{1}{2}(P_{\min} + P_{\max})\Delta x \\ &= -\frac{1}{2}(2400\text{N} + 3200\text{N})(0.040\text{m}) = -112.0\text{J} \end{aligned}$$

$$U_{1 \rightarrow 2} = (U_{1 \rightarrow 2})_f + (U_{1 \rightarrow 2})_e = -(377\text{J})\mu_k - 112\text{J}$$

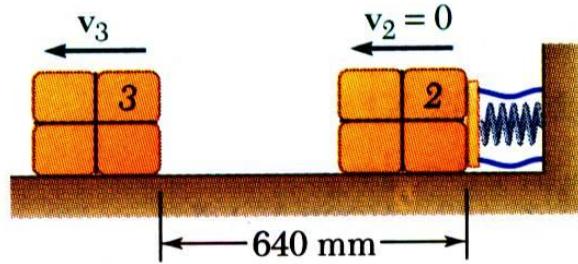
$$T_1 + U_{1 \rightarrow 2} = T_2 :$$

$$187.5\text{J} - (377\text{J})\mu_k - 112\text{J} = 0$$

$$\boxed{\mu_k = 0.20}$$

Vector Mechanics for Engineers: Dynamics

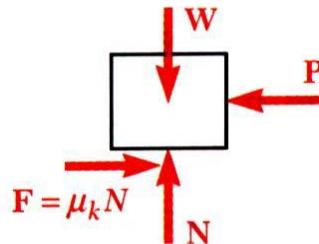
Sample Problem 13.3



- Apply the principle of work and energy for the rebound of the package.

$$T_2 = 0 \quad T_3 = \frac{1}{2}mv_3^2 = \frac{1}{2}(60\text{kg})v_3^2$$

$$\begin{aligned} U_{2 \rightarrow 3} &= (U_{2 \rightarrow 3})_f + (U_{2 \rightarrow 3})_e = -(377\text{J})\mu_k + 112\text{J} \\ &= +36.5\text{J} \end{aligned}$$



$$T_2 + U_{2 \rightarrow 3} = T_3 :$$

$$0 + 36.5\text{J} = \frac{1}{2}(60\text{kg})v_3^2$$

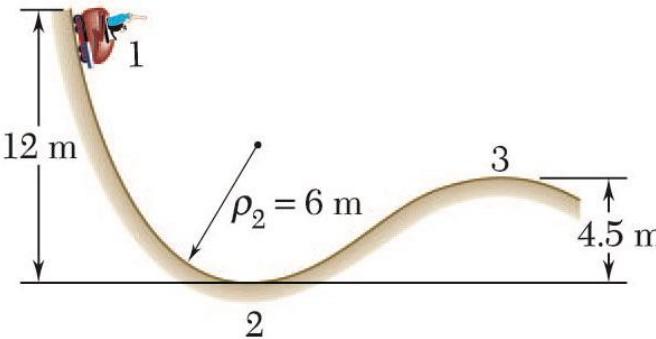
$$v_3 = 1.103\text{m/s}$$

REFLECT and THINK:

You needed to break this problem into two segments. From the first segment you were able to determine the coefficient of friction. Then you could use the principle of work and energy to determine the velocity of the package at any other location. Note that the system does not lose any energy due to the spring; it returns all of its energy back to the package. You would need to design something that could absorb the kinetic energy of the package in order to bring it to rest.

Vector Mechanics for Engineers: Dynamics

Sample Problem 13.6



A 1000 kg car starts from rest at point 1 and moves without friction down the track shown.

Determine:

- the force exerted by the track on the car at point 2, and
- the minimum safe value of the radius of curvature at point 3.

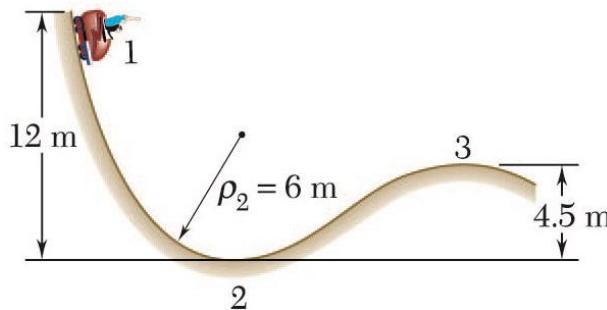
STRATEGY:

- Apply principle of work and energy to determine velocity at point 2.
- Apply Newton's second law to find normal force by the track at point 2.
- Apply principle of work and energy to determine velocity at point 3.
- Apply Newton's second law to find minimum radius of curvature at point 3 such that a positive normal force is exerted by the track.



Vector Mechanics for Engineers: Dynamics

Sample Problem 13.6



MODELING and ANALYSIS:

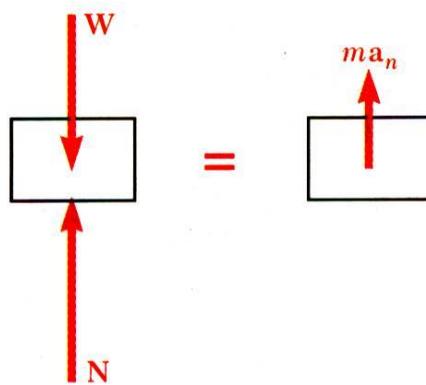
- Apply principle of work and energy to determine velocity at point 2.

$$T_1 = 0 \quad T_2 = \frac{1}{2}mv_2^2$$

$$U_{1 \rightarrow 2} = +mg(12 \text{ m})$$

$$T_1 + U_{1 \rightarrow 2} = T_2 : \quad 0 + mg(12 \text{ m}) = \frac{1}{2}mv_2^2$$

$$v_2^2 = 2(12 \text{ m})g = 2(12 \text{ m})(9.81 \text{ m/s}^2) \quad v_2 = 15.34 \text{ m/s}$$



- Apply Newton's second law to find normal force by the track at point 2.

$$+\uparrow \sum F_n = ma_n :$$

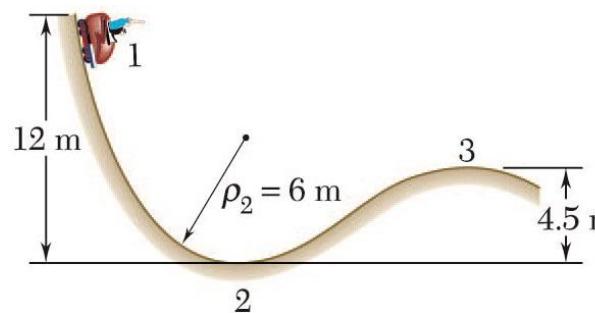
$$-W + N = ma_n = m \frac{v_2^2}{r_2} = m \frac{(24 \text{ g})}{6 \text{ m}} = 4 \text{ mg} = 4W$$

$$N = 5W = 5(1000 \text{ kg})(9.81 \text{ m/s}^2)$$

$$N = 49.05 \text{ kN}$$

Vector Mechanics for Engineers: Dynamics

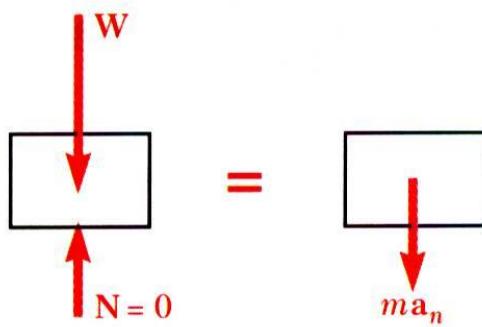
Sample Problem 13.6



- Apply principle of work and energy to determine velocity at point 3.

$$T_1 + U_{1 \rightarrow 3} = T_3 \quad 0 + mg(7.5 \text{ m}) = \frac{1}{2}mv_3^2$$

$$v_3^2 = 2(7.5 \text{ m})g = 2(7.5 \text{ m})(9.81 \text{ m/s}^2) \quad v_3 = 12.13 \text{ m/s}$$



- Apply Newton's second law to find minimum radius of curvature at point 3 such that a positive normal force is exerted by the track.

$$+\downarrow \sum F_n = ma_n :$$

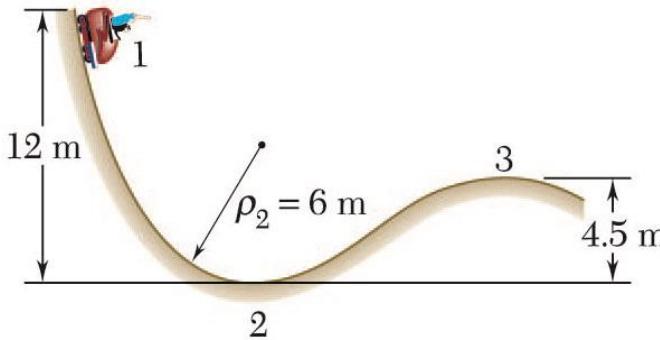
$$W = ma_n$$

$$= m \frac{v_3^2}{\rho_3} = m \frac{2(7.5 \text{ m})g}{\rho_3}$$

$$\boxed{\rho_3 = 15 \text{ m}}$$

Vector Mechanics for Engineers: Dynamics

Sample Problem 13.6



REFLECT and THINK

This is an example where you need both Newton's second law and the principle of work and energy.

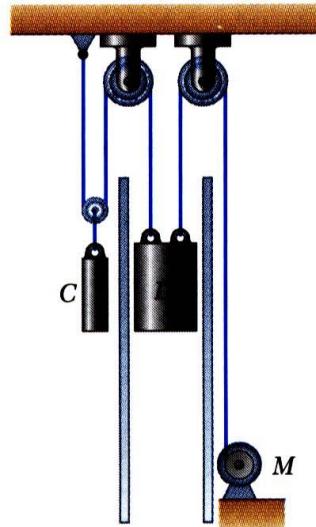
Work-energy is used to determine the speed of the car, and Newton's second law is used to determine the normal force.

A normal force of 5W is equivalent to a fighter pilot pulling 5g's and should only be experienced for a very short time.

For safety, you would also want to make sure your radius of curvature was quite a bit larger than 15 m.

Vector Mechanics for Engineers: Dynamics

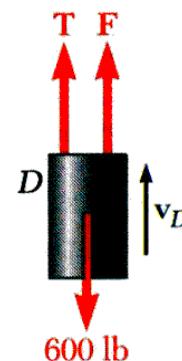
Sample Problem 13.7



The dumbwaiter D and its load have a combined mass of 300 kg, while the counterweight C has a mass of 400 kg.

Determine the power delivered by the electric motor M when the dumbwaiter (a) is moving up at a constant speed of 2.5 m/s and (b) has an instantaneous velocity of 2.5 m/s and an acceleration of 1 m/s², both directed upwards.

STRATEGY:



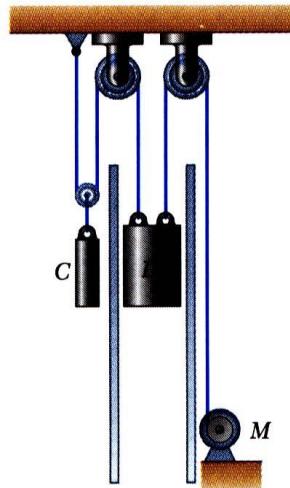
Force exerted by the motor cable has same direction as the dumbwaiter velocity.

Power delivered by motor is equal to Fv_D , $v_D = 2.5$ m/s.

- In the first case, bodies are in uniform motion. Determine force exerted by motor cable from conditions for static equilibrium.
- In the second case, both bodies are accelerating. Apply Newton's second law to each body to determine the required motor cable force.

Vector Mechanics for Engineers: Dynamics

Sample Problem 13.7



MODELING and ANALYSIS:

- In the first case, bodies are in uniform motion. Determine force exerted by motor cable from conditions for static equilibrium.

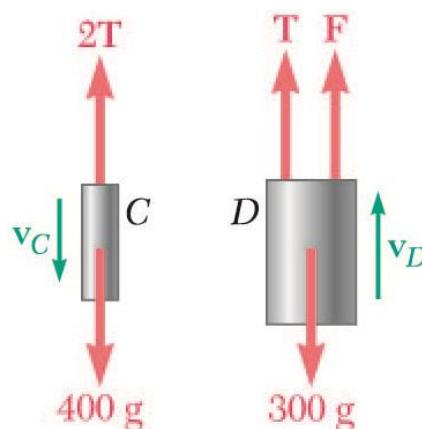
Free-body C:

$$+\uparrow \sum F_y = 0 \quad 2T - 400g = 0 \quad T = 200g = 1962\text{N}$$

Free-body D:

$$+\uparrow \sum F_y = 0: \quad F + T - 300g = 0$$

$$\begin{aligned} F &= 300g - T = 300g - 200g = 100g \\ &= 981\text{ N} \end{aligned}$$

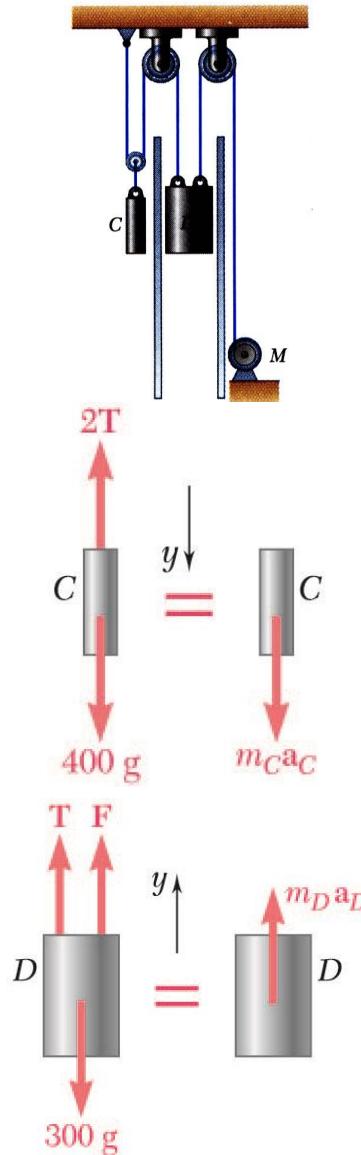


$$\begin{aligned} Power &= Fv_D = (981\text{ N})(2.5\text{ m/s}) \\ &= 2452\text{ W} \end{aligned}$$

Power = 2450 W

Vector Mechanics for Engineers: Dynamics

Sample Problem 13.7



- In the second case, both bodies are accelerating. Apply Newton's second law to each body to determine the required motor cable force.

$$a_D = 1 \text{ m/s}^2 \uparrow \quad a_C = -\frac{1}{2}a_D = 0.5 \text{ m/s}^2 \downarrow$$

Free-body C:

$$+\downarrow \sum F_y = m_C a_C : \quad 400g - 2T = 400(0.5) \quad T = 1862 \text{ N}$$

Free-body D:

$$+\uparrow \sum F_y = m_D a_D : \quad F + T - 300g = 300(1)$$

$$F + 1862 - (300)(9.81) = 300$$

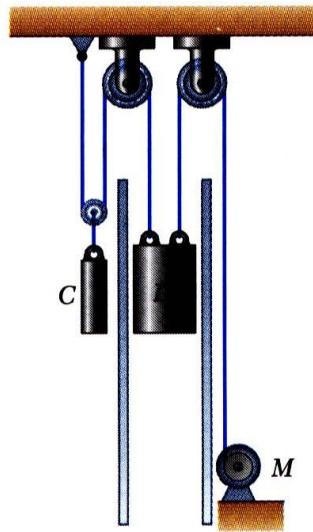
$$F = 1381 \text{ N}$$

$$\text{Power} = Fv_D = (1381 \text{ N})(2.5 \text{ m/s}) = 3452 \text{ W}$$

Power = 3450 W

Vector Mechanics for Engineers: Dynamics

Sample Problem 13.7



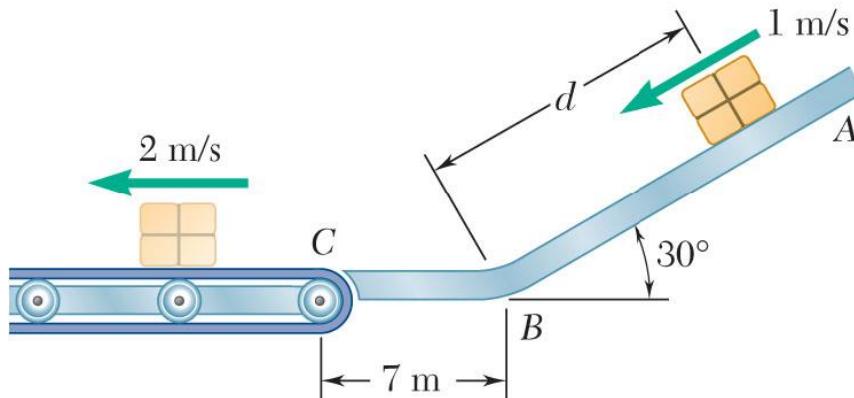
REFLECT and THINK

As you might expect, the motor needs to deliver more power to produce accelerated motion than to produce motion at constant velocity.



Vector Mechanics for Engineers: Dynamics

Group Problem Solving



Packages are thrown down an incline at *A* with a velocity of 1 m/s. The packages slide along the surface *ABC* to a conveyor belt which moves with a velocity of 2 m/s. Knowing that $\mu_k = 0.25$ between the packages and the surface *ABC*, determine the distance *d* if the packages are to arrive at *C* with a velocity of 2 m/s.

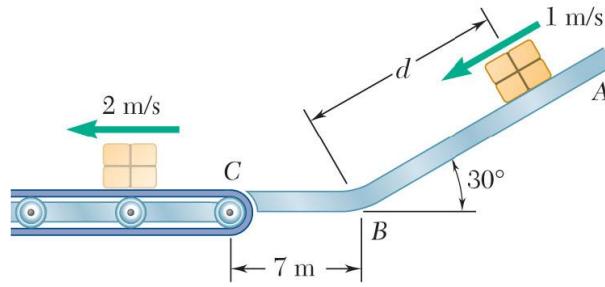
STRATEGY:

The problem deals with a change in position and different velocities, so use work-energy.

- Draw FBD of the box to help us determine the forces that do work.
- Determine the work done between points *A* and *C* as a function of *d*.
- Find the kinetic energy at points *A* and *C*.
- Use the work-energy relationship and solve for *d*.

Vector Mechanics for Engineers: Dynamics

Group Problem Solving



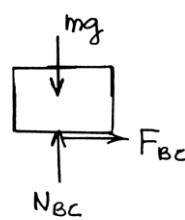
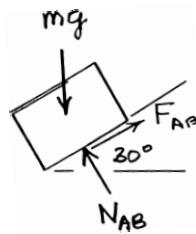
MODELING and ANALYSIS:

Given: $v_A = 1 \text{ m/s}$, $v_C = 2 \text{ m/s}$, $\mu_k = 0.25$

Find: distance d

Will use: $T_A + U_{A \rightarrow B} + U_{B \rightarrow C} = T_C$

Draw the FBD of the block at points A and C



Determine work done $A \rightarrow B$

$$N_{AB} = mg \cos 30^\circ$$

$$F_{AB} = \mu_k N_{AB} = 0.25 \cancel{mg} \cos 30^\circ$$

$$\begin{aligned} U_{A \rightarrow B} &= mg \cancel{\frac{d}{\cos 30^\circ}} \sin 30^\circ - F_{AB} \cancel{d} \\ &= mg \cancel{d} \sin 30^\circ - \mu_k \cos 30^\circ \end{aligned}$$

Determine work done $B \rightarrow C$

$$N_{BC} = mg \quad x_{BC} = 7 \text{ m}$$

$$F_{BC} = \mu_k mg$$

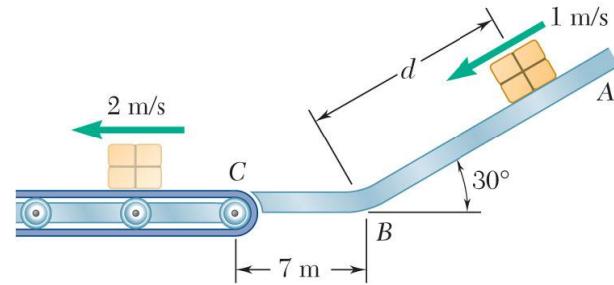
$$U_{B \rightarrow C} = -\mu_k mg x_{BC}$$

Vector Mechanics for Engineers: Dynamics

Group Problem Solving

Determine kinetic energy at A and at C

$$T_A = \frac{1}{2}mv_A^2 \quad \text{and} \quad v_A = 1 \text{ m/s} \quad T_C = \frac{1}{2}mv_C^2 \quad \text{and} \quad v_C = 2 \text{ m/s}$$



Substitute values into

$$T_A + U_{A \rightarrow B} + U_{B \rightarrow C} = T_C$$

$$\frac{1}{2}mv_A^2 + mg d(\sin 30^\circ - \mu_k \cos 30^\circ) - \mu_k mg x_{BC} = \frac{1}{2}mv_0^2$$

Divide by m and solve for d

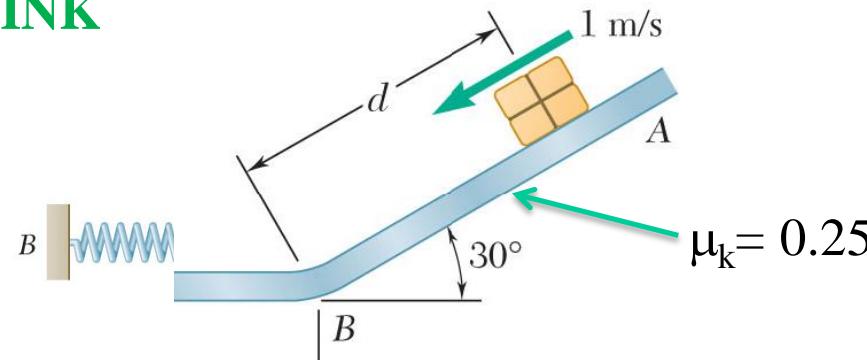
$$d = \frac{\left[\frac{v_C^2}{2g} + \mu_k x_{BC} - \frac{v_A^2}{2g} \right]}{(\sin 30^\circ - \mu_k \cos 30^\circ)}$$

$$= \frac{(2)^2/(2)(9.81) + (0.25)(7) - (1)^2/(2)(9.81)}{\sin 30^\circ - 0.25 \cos 30^\circ}$$

$$d = 6.71 \text{ m}$$



REFLECT and THINK



If you wanted to bring the package to a complete stop at the bottom of the ramp, would it work to place a spring as shown?

No, because the potential energy of the spring would turn into kinetic energy and push the block back up the ramp

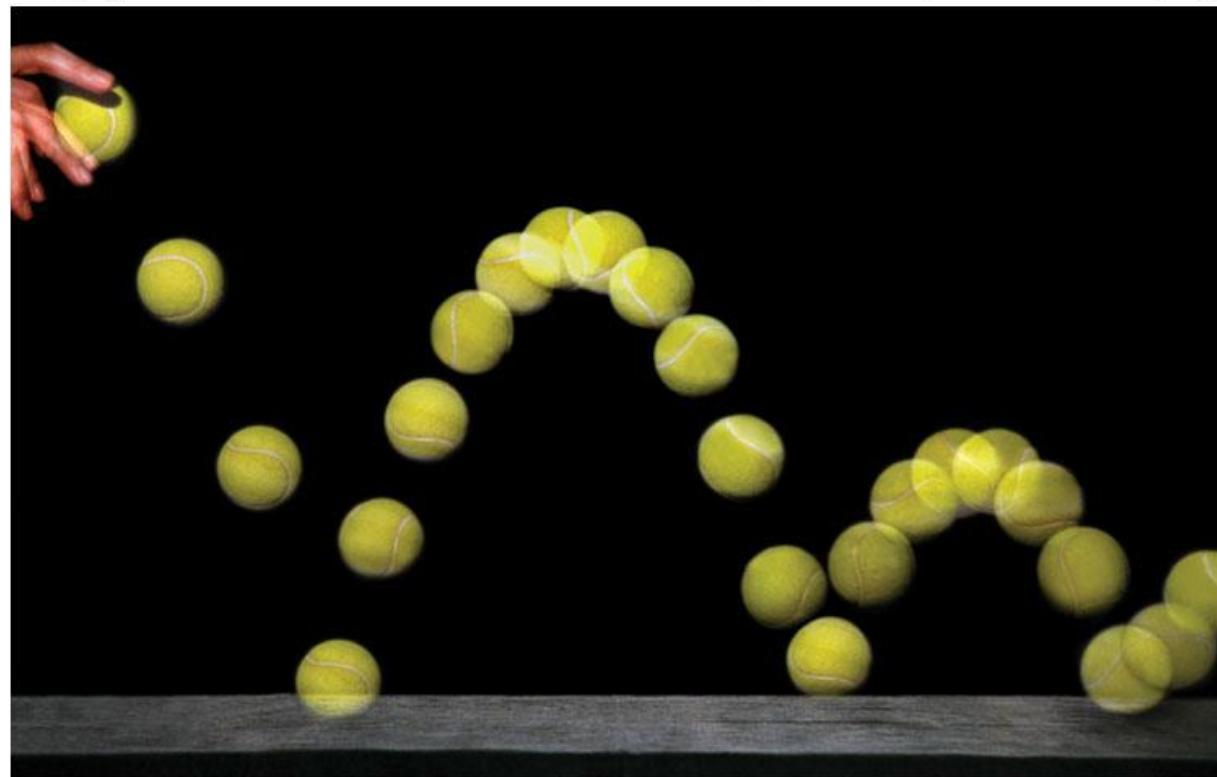
Would the package ever come to a stop?

Yes, eventually enough energy would be dissipated through the friction between the package and ramp.

Vector Mechanics for Engineers: Dynamics

The potential energy stored at the top of the ball's path is transferred to kinetic energy as the ball meets the ground. Why is the ball's height reducing?

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Vector Mechanics for Engineers: Dynamics

Potential Energy

If the work of a force only depends on differences in position, we can express this work as potential energy.

Can the work done by the following forces be expressed as potential energy?

Weight

Yes

No

Friction

Yes

No

Normal force

Yes

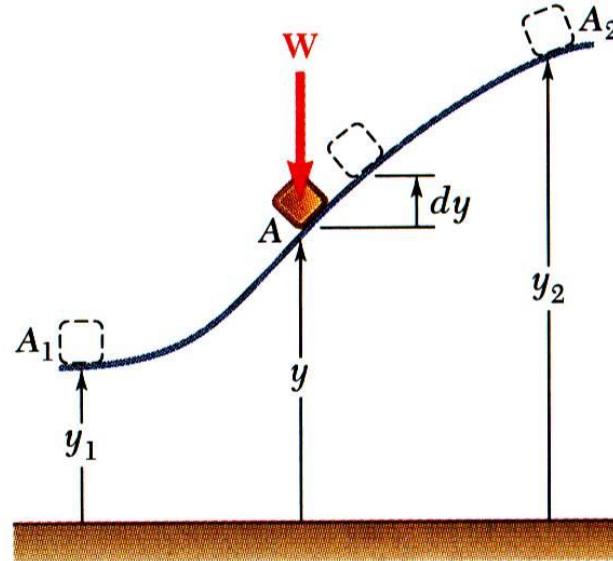
No

Spring force

Yes

No

Potential Energy



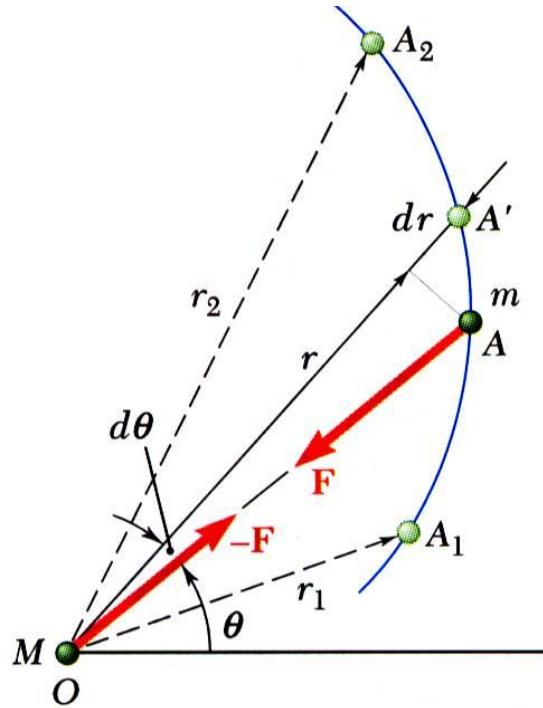
- Work of the force of gravity \vec{W} ,
$$U_{1 \rightarrow 2} = W y_1 - W y_2$$
- Work is independent of path followed; depends only on the initial and final values of W_y .
$$V_g = W y$$

= potential energy of the body with respect to force of gravity.
$$U_{1 \rightarrow 2} = (V_g)_1 - (V_g)_2$$
- Choice of datum from which the elevation y is measured is arbitrary.
- Units of work and potential energy are the same:

$$V_g = W y = \mathbf{N} \cdot \mathbf{m} = \mathbf{J}$$

Vector Mechanics for Engineers: Dynamics

Potential Energy



- Previous expression for potential energy of a body with respect to gravity is only valid when the weight of the body can be assumed constant.
- For a space vehicle, the variation of the force of gravity with distance from the center of the earth should be considered.
- Work of a gravitational force,

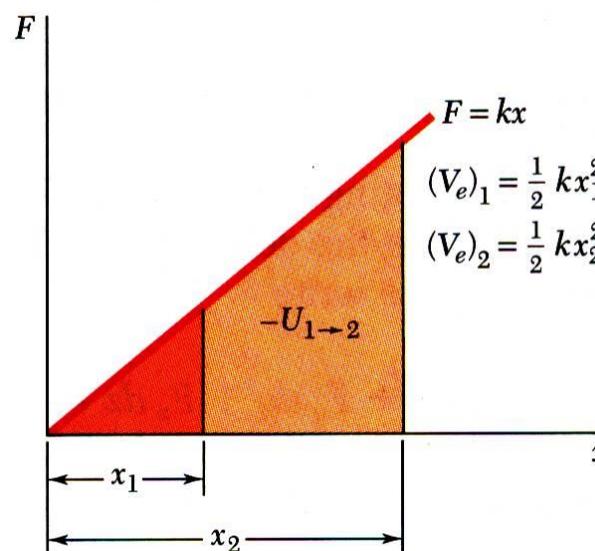
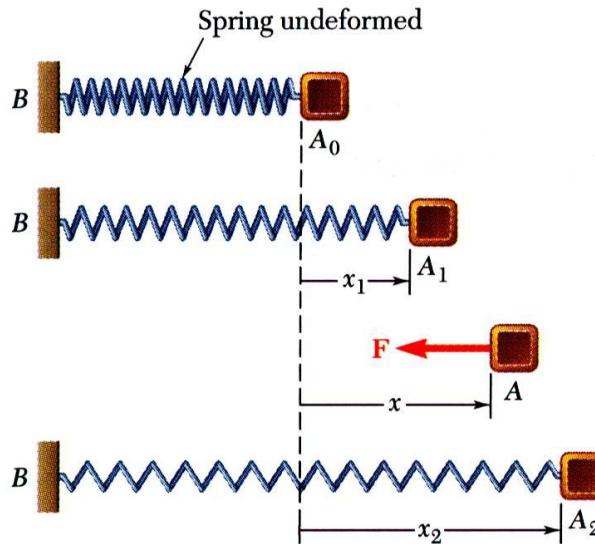
$$U_{1 \rightarrow 2} = \frac{GMm}{r_2} - \frac{GMm}{r_1}$$

- Potential energy V_g when the variation in the force of gravity can not be neglected,

$$V_g = -\frac{GMm}{r} = -\frac{WR^2}{r}$$

Vector Mechanics for Engineers: Dynamics

Potential Energy



- Work of the force exerted by a spring depends only on the initial and final deflections of the spring,

$$U_{1\rightarrow 2} = \frac{1}{2} kx_1^2 - \frac{1}{2} kx_2^2$$

- The potential energy of the body with respect to the elastic force,

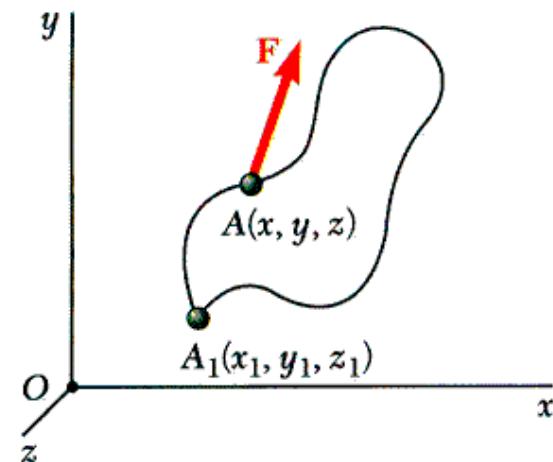
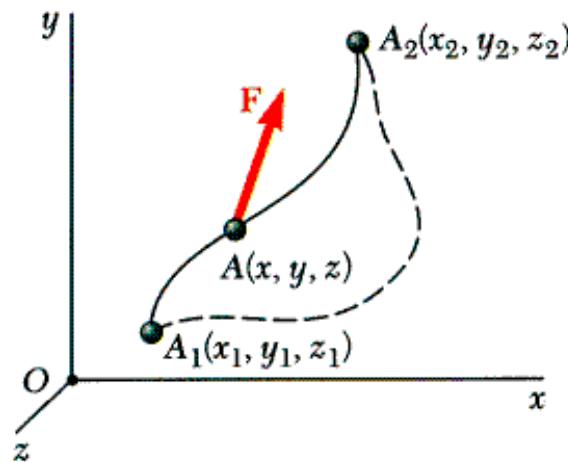
$$V_e = \frac{1}{2} kx^2$$

$$U_{1\rightarrow 2} = (V_e)_1 - (V_e)_2$$

- Note that the preceding expression for V_e is valid only if the deflection of the spring is measured from its undeformed position.

Vector Mechanics for Engineers: Dynamics

Conservative Forces



- Concept of potential energy can be applied if the work of the force is independent of the path followed by its point of application.
- $$U_{1 \rightarrow 2} = V(x_1, y_1, z_1) - V(x_2, y_2, z_2)$$
- Such forces are described as *conservative forces*.
- For any conservative force applied on a closed path,

$$\oint \vec{F} \bullet d\vec{r} = 0$$

- Elementary work corresponding to displacement between two neighboring points,

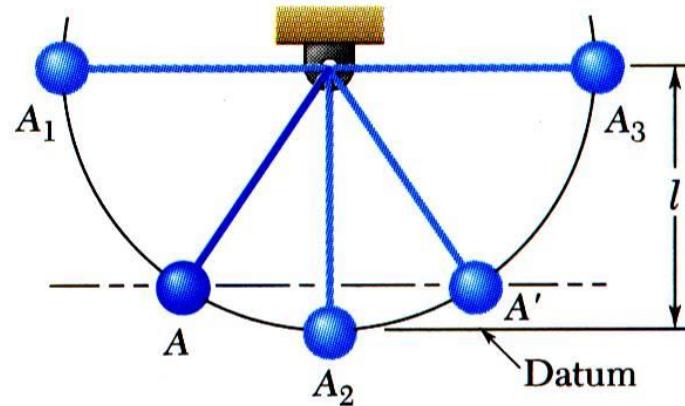
$$\begin{aligned} dU &= V(x, y, z) - V(x + dx, y + dy, z + dz) \\ &= -dV(x, y, z) \end{aligned}$$

$$F_x dx + F_y dy + F_z dz = -\left(\frac{\partial V}{\partial x} dx + \frac{\partial V}{\partial y} dy + \frac{\partial V}{\partial z} dz \right)$$

$$\vec{F} = -\left(\frac{\partial V}{\partial x} + \frac{\partial V}{\partial y} + \frac{\partial V}{\partial z} \right) = -\mathbf{grad}V$$

Vector Mechanics for Engineers: Dynamics

Conservation of Energy



- Work of a conservative force,
$$U_{1 \rightarrow 2} = V_1 - V_2$$
- Concept of work and energy,
$$U_{1 \rightarrow 2} = T_2 - T_1$$
- Follows that
$$T_1 + V_1 = T_2 + V_2$$

$$E = T + V = \text{constant}$$
- When a particle moves under the action of conservative forces, the total mechanical energy is constant.
- Friction forces are not conservative. Total mechanical energy of a system involving friction decreases.
- Mechanical energy is dissipated by friction into thermal energy. Total energy is constant.

$$T_1 = 0 \quad V_1 = W\ell$$

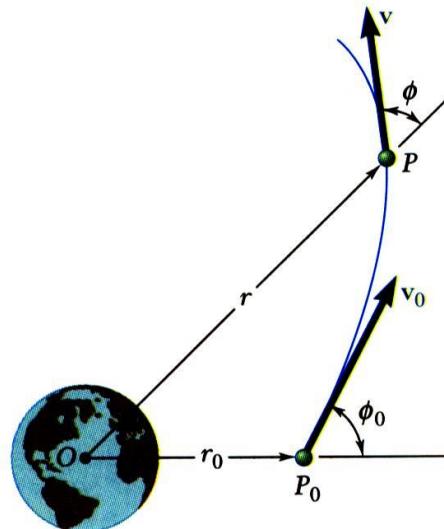
$$T_1 + V_1 = W\ell$$

$$T_2 = \frac{1}{2}mv_2^2 = \frac{1}{2}\frac{W}{g}(2g\ell) = W\ell \quad V_2 = 0$$

$$T_2 + V_2 = W\ell$$

Vector Mechanics for Engineers: Dynamics

Motion Under a Conservative Central Force



- When a particle moves under a conservative central force, both the principle of conservation of angular momentum

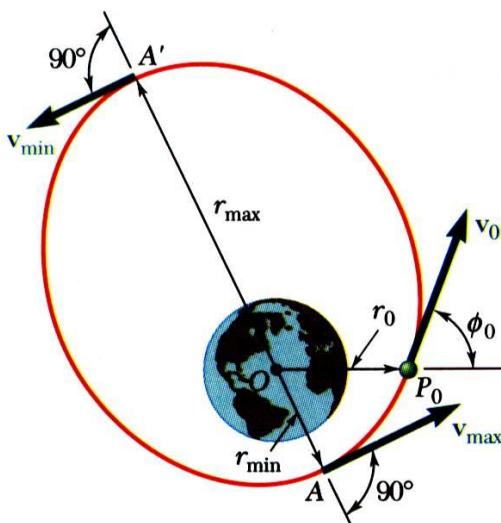
$$r_0 m v_0 \sin \phi_0 = r m v \sin \phi$$

and the principle of conservation of energy

$$T_0 + V_0 = T + V$$

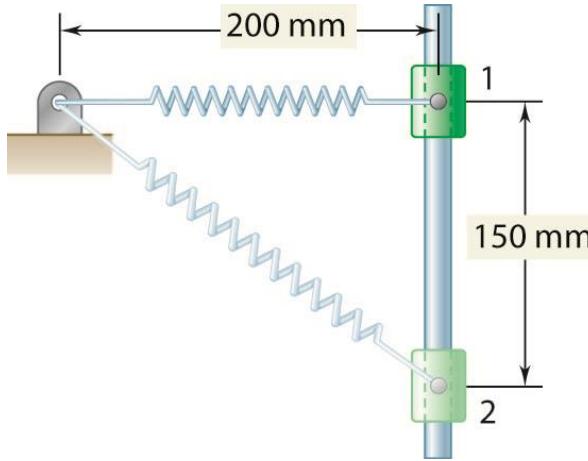
$$\frac{1}{2} m v_0^2 - \frac{GMm}{r_0} = \frac{1}{2} m v^2 - \frac{GMm}{r}$$

may be applied.



- Given r , the equations may be solved for v and ϕ .
- At minimum and maximum r , $\phi = 90^\circ$. Given the launch conditions, the equations may be solved for r_{\min} , r_{\max} , v_{\min} , and v_{\max} .

Sample Problem



A 10 kg collar slides without friction along a vertical rod as shown. The spring attached to the collar has an undeflected length of 100 mm and a constant of 200 N/m.

If the collar is released from rest at position 1, determine its velocity after it has moved 150 mm to position 2.

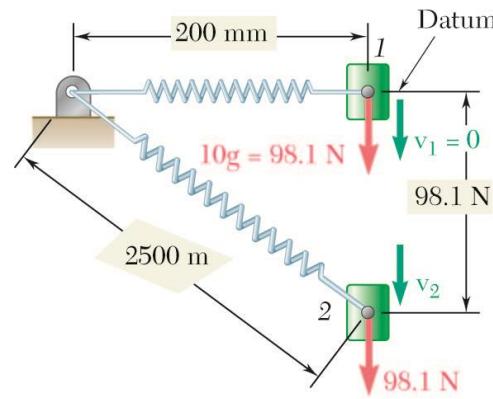
STRATEGY:

- Apply the principle of conservation of energy between positions 1 and 2.
- The elastic and gravitational potential energies at 1 and 2 are evaluated from the given information. The initial kinetic energy is zero.
- Solve for the kinetic energy and velocity at 2.



Vector Mechanics for Engineers: Dynamics

Sample Problem



MODELING and ANALYSIS:

- Apply the principle of conservation of energy between positions 1 and 2.

$$\text{Position 1: } V_e = \frac{1}{2}kx_1^2 = \frac{1}{2}(200 \text{ N/m})(0.2 \text{ m} - 0.1 \text{ m})^2 = 1 \text{ N} \cdot \text{m}$$

$$V_1 = V_e + V_g = 1 \text{ N} \cdot \text{m} + 0 = 1 \text{ N} \cdot \text{m}$$

$$T_1 = 0$$

$$\text{Position 2: } V_e = \frac{1}{2}kx_2^2 = \frac{1}{2}(200 \text{ N/m})(0.25 \text{ m} - 0.1 \text{ m})^2 = 2.25 \text{ N} \cdot \text{m}$$

$$V_g = Wy = (98.1 \text{ N})(-0.15 \text{ m}) = -14.715 \text{ N} \cdot \text{m}$$

$$V_2 = V_e + V_g = 2.25 - 14.715 = -12.465 \text{ N} \cdot \text{m}$$

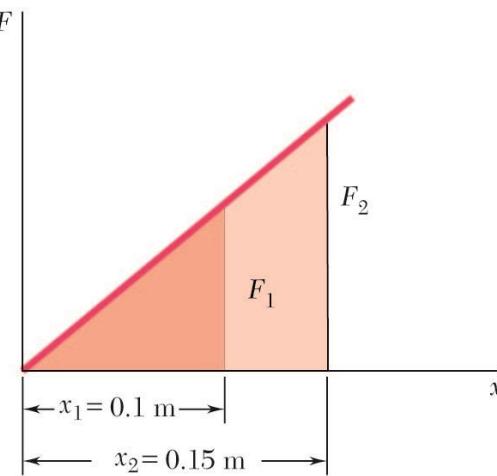
$$T_2 = \frac{1}{2}mv_2^2 = \frac{1}{2}(10)V_2^2 = 5V_2^2$$

Conservation of Energy:

$$T_1 + V_1 = T_2 + V_2$$

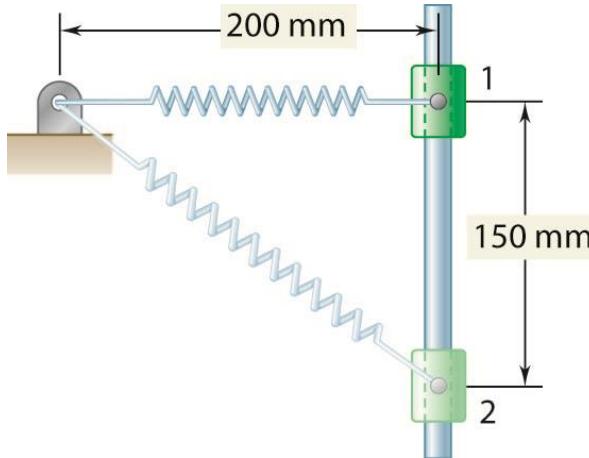
$$0 + 1 \text{ N} \cdot \text{m} = 5v_2^2 - 12.465 \text{ N} \cdot \text{m}$$

$$v_2 = 1.641 \text{ m/s} \downarrow$$



Vector Mechanics for Engineers: Dynamics

Sample Problem



REFLECT and THINK

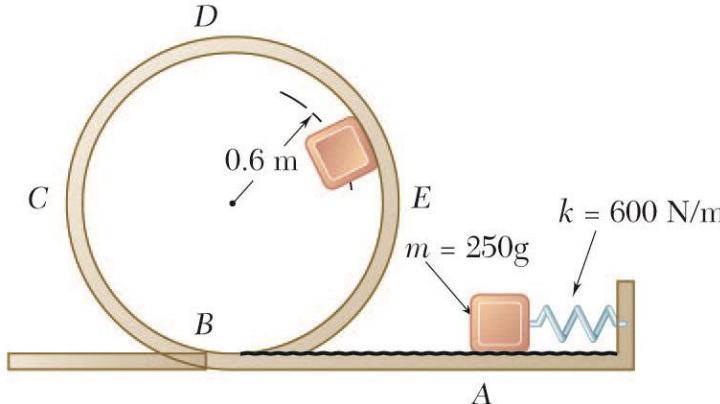
If you had not included the spring in your system, you would have needed to treat it as an external force; therefore, you would have needed to determine the work.

Similarly, if there was friction acting on the collar, you would have needed to use the more general work–energy principle to solve this problem. It turns out that the work done by friction is not very easy to calculate because the normal force depends on the spring force.



Vector Mechanics for Engineers: Dynamics

Sample Problem 13.10



The 250 g pellet is pushed against the spring and released from rest at A . Neglecting friction, determine the smallest deflection of the spring for which the pellet will travel around the loop and remain in contact with the loop at all times.

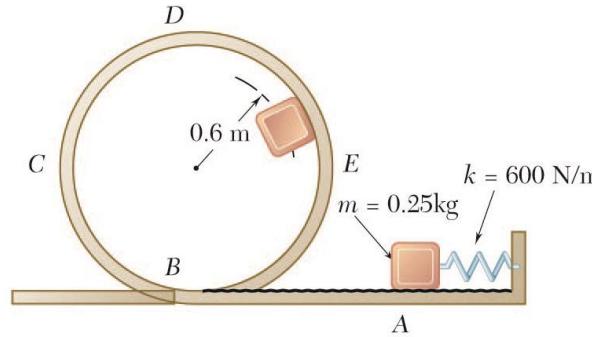
STRATEGY:

- Since the pellet must remain in contact with the loop, the force exerted on the pellet must be greater than or equal to zero. Setting the force exerted by the loop to zero, solve for the minimum velocity at D .
- Apply the principle of conservation of energy between points A and D . Solve for the spring deflection required to produce the required velocity and kinetic energy at D .



Vector Mechanics for Engineers: Dynamics

Sample Problem 13.10



MODELING and ANALYSIS:

- Setting the force exerted by the loop to zero, solve for the minimum velocity at D .

$$+\downarrow \sum F_n = ma_n : W = ma_n \quad mg = mv_D^2/r \\ v_D^2 = rg = (0.6 \text{ m})(9.81 \text{ m/s}^2) = 5.886 \text{ m}^2/\text{s}^2$$

- Apply the principle of conservation of energy between points A and D .

$$V_1 = V_e + V_g = \frac{1}{2}kx^2 + 0 = \frac{1}{2}(600 \text{ N/m})x^2 = 300x^2$$

$$T_1 = 0$$

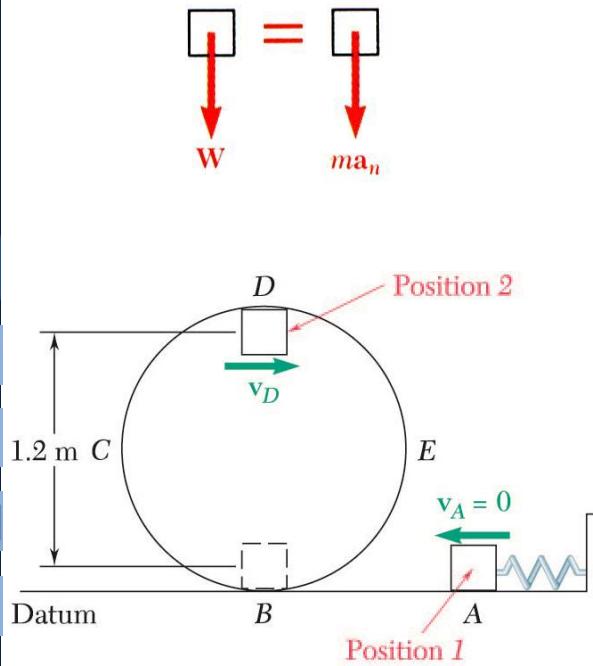
$$V_2 = V_e + V_g = 0 + Wy = (0.25 \text{ kg})(9.81 \text{ m/s}^2)(1.2 \text{ m}) = 2.943 \text{ N ?m}$$

$$T_2 = \frac{1}{2}mv_D^2 = \frac{1}{2}(0.25 \text{ kg})(5.886 \text{ m}^2/\text{s}^2) = 0.73575 \text{ N ?m}$$

$$T_1 + V_1 = T_2 + V_2$$

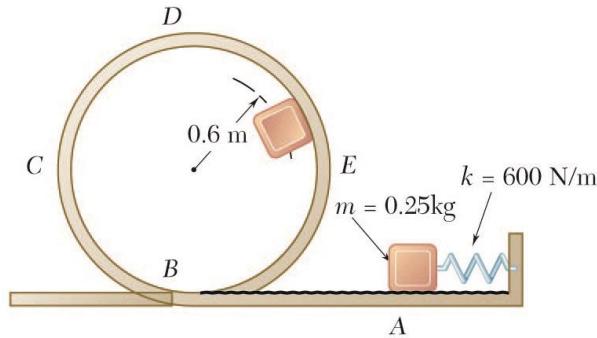
$$0 + 300x^2 = 0.73575 + 2.943$$

$$x = 0.1107 \text{ m}$$



Vector Mechanics for Engineers: Dynamics

Sample Problem 13.10



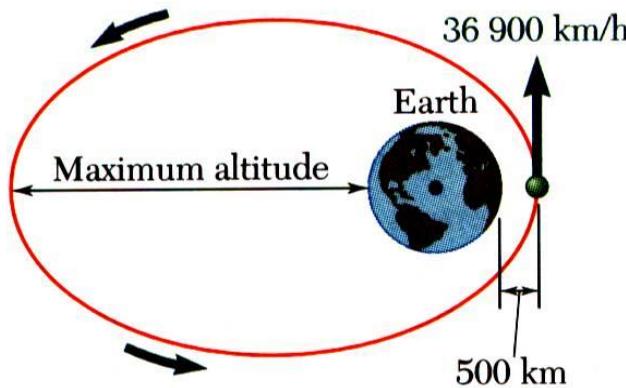
REFLECT and THINK

A common misconception in problems like this is assuming that the speed of the particle is zero at the top of the loop, rather than that the normal force is equal to or greater than zero. If the pellet had a speed of zero at the top, it would clearly fall straight down, which is impossible.



Vector Mechanics for Engineers: Dynamics

Sample Problem 13.12



A satellite is launched in a direction parallel to the surface of the earth with a velocity of 36900 km/h from an altitude of 500 km.

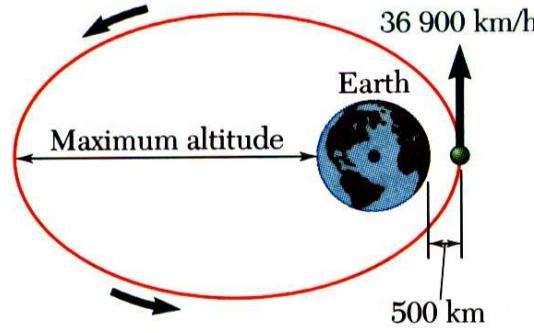
Determine (a) the maximum altitude reached by the satellite, and (b) the maximum allowable error in the direction of launching if the satellite is to come no closer than 200 km to the surface of the earth

STRATEGY:

- For motion under a conservative central force, the principles of conservation of energy and conservation of angular momentum may be applied simultaneously.
- Apply the principles to the points of minimum and maximum altitude to determine the maximum altitude.
- Apply the principles to the orbit insertion point and the point of minimum altitude to determine maximum allowable orbit insertion angle error.

Vector Mechanics for Engineers: Dynamics

Sample Problem 13.12



MODELING and ANALYSIS:

- Apply the principles of conservation of energy and conservation of angular momentum to the points of minimum and maximum altitude to determine the maximum altitude.
- Conservation of energy:

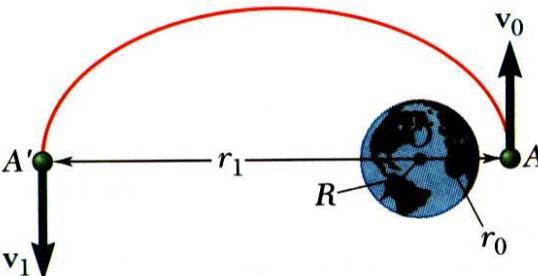
$$T_A + V_A = T_{A'} + V_{A'} \quad \frac{1}{2}mv_0^2 - \frac{GMm}{r_0} = \frac{1}{2}mv_1^2 - \frac{GMm}{r_1}$$

Conservation of angular momentum:

$$r_0mv_0 = r_1mv_1 \quad v_1 = v_0 \frac{r_0}{r_1}$$

Combining,

$$\frac{1}{2}v_0^2 \left(1 - \frac{r_0^2}{r_1^2}\right) = \frac{GM}{r_0} \left(1 - \frac{r_0}{r_1}\right) \quad 1 + \frac{r_0}{r_1} = \frac{2GM}{r_0 v_0^2}$$



$$r_0 = 6370\text{km} + 500\text{km} = 6870\text{km}$$

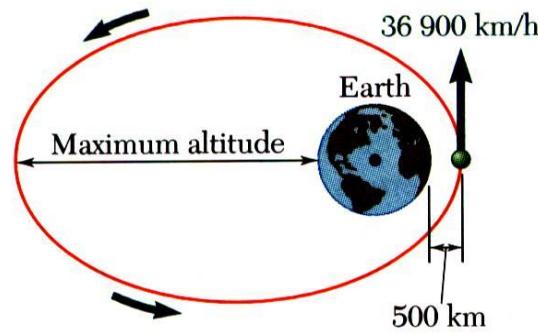
$$v_0 = 36900\text{km/h} = 10.25 \times 10^6 \text{ m/s}$$

$$GM = gR^2 = (9.81\text{m/s}^2)(6.37 \times 10^6 \text{ m})^2 = 398 \times 10^{12} \text{ m}^3/\text{s}^2$$

$$r_1 = 60.4 \times 10^6 \text{ m} = 60400 \text{ km}$$

Vector Mechanics for Engineers: Dynamics

Sample Problem 13.12



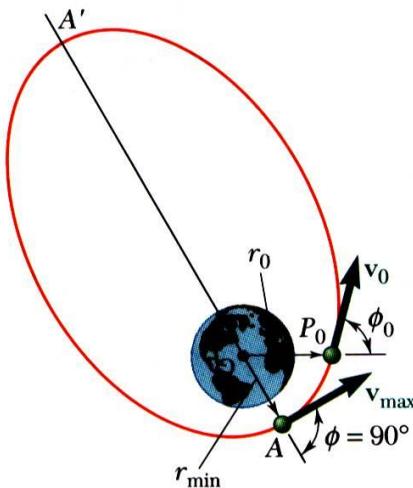
- Apply the principles to the orbit insertion point and the point of minimum altitude to determine maximum allowable orbit insertion angle error.

Conservation of energy:

$$T_0 + V_0 = T_A + V_A \quad \frac{1}{2}mv_0^2 - \frac{GMm}{r_0} = \frac{1}{2}mv_{\max}^2 - \frac{GMm}{r_{\min}}$$

Conservation of angular momentum:

$$r_0mv_0 \sin \phi_0 = r_{\min}mv_{\max} \quad v_{\max} = v_0 \sin \phi_0 \frac{r_0}{r_{\min}}$$



Combining and solving for $\sin \phi_0$,

$$\sin \phi_0 = 0.9801$$

$$\phi_0 = 90^\circ \pm 11.5^\circ$$

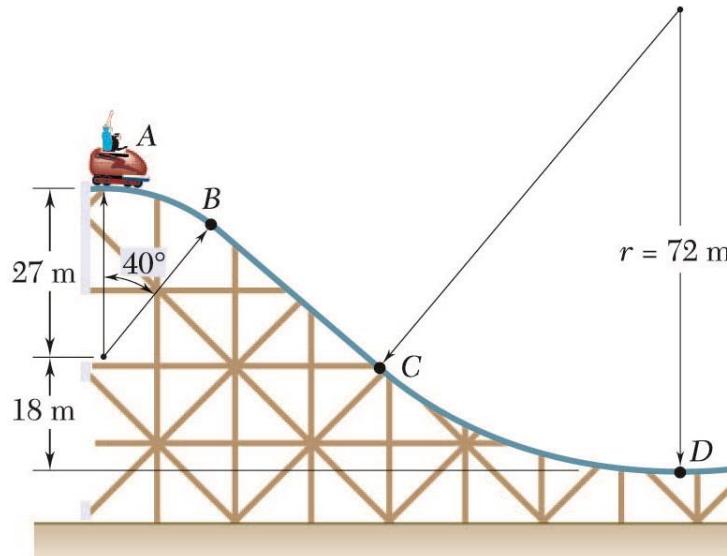
allowable error = $\pm 11.5^\circ$

REFLECT and THINK:

- Space probes and other long-distance vehicles are designed with small rockets to allow for mid-course corrections. Satellites launched from the Space Station usually do not need this kind of fine-tuning.

Vector Mechanics for Engineers: Dynamics

Group Problem Solving



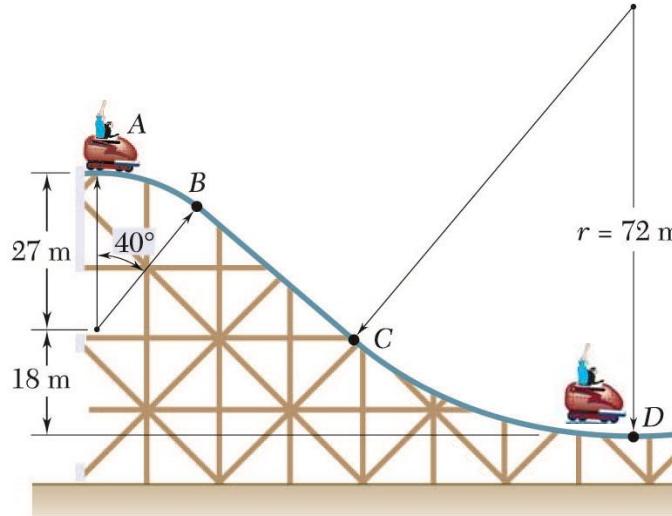
A section of track for a roller coaster consists of two circular arcs AB and CD joined by a straight portion BC . The radius of CD is 72 m. The car and its occupants, of total mass 250 kg, reach Point A with practically no velocity and then drop freely along the track. Determine the normal force exerted by the track on the car at point D. Neglect air resistance and rolling resistance.

STRATEGY:

- This is two part problem – you will need to find the velocity of the car using work-energy, and then use Newton's second law to find the normal force.
- Draw a diagram with the car at points A and D, and define your datum. Use conservation of energy to solve for v_D .
- Draw FBD and KD of the car at point D, and determine the normal force using Newton's second law.

Vector Mechanics for Engineers: Dynamics

Group Problem Solving



MODELING and ANALYSIS:

Given: $v_A = 0 \text{ m/s}$, $r_{CD} = 72 \text{ m}$, $m = 250 \text{ kg}$

Find: N_D

Define your datum, sketch the situation at points of interest

Datum

Use conservation of energy to find v_D

$$T_A + V_A = T_D + V_D$$

Find T_A

$$v_A = 0 \quad T_A = 0$$

Find V_A

$$\begin{aligned} V_A &= W y_A = (250 \text{ kg})(9.81 \text{ m/s}^2)(27\text{m} + 18\text{m}) \\ &= 110,362.5 \text{ N} \cdot \text{m} \end{aligned}$$

Find T_D

$$T_D = \frac{1}{2}mv_D^2 = \frac{1}{2}(250)v_D^2 = 125v_D^2$$

Find V_D

$$y_D = 0 \quad V_D = 0$$

Solve for v_D

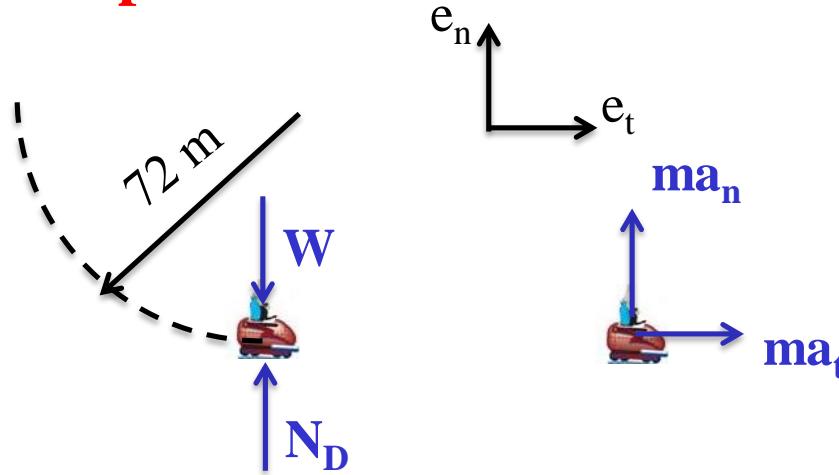
$$125v_D^2 = 110,362.5$$

$$v_D = 29.714 \text{ m/s}$$

Vector Mechanics for Engineers: Dynamics

Group Problem Solving

Draw FBD and KD at point D



Use Newton's second law in the normal direction

$$\sum F_n = ma_n$$

$$N_D = (250)(9.81) + 250 \left(\frac{29.714^2}{72} \right)$$

$$N_D - W = m \left(\frac{v_D^2}{R} \right)$$

$$N_D = 5520 \text{ N}$$



Vector Mechanics for Engineers: Dynamics

Group Problem Solving

REFLECT and THINK:

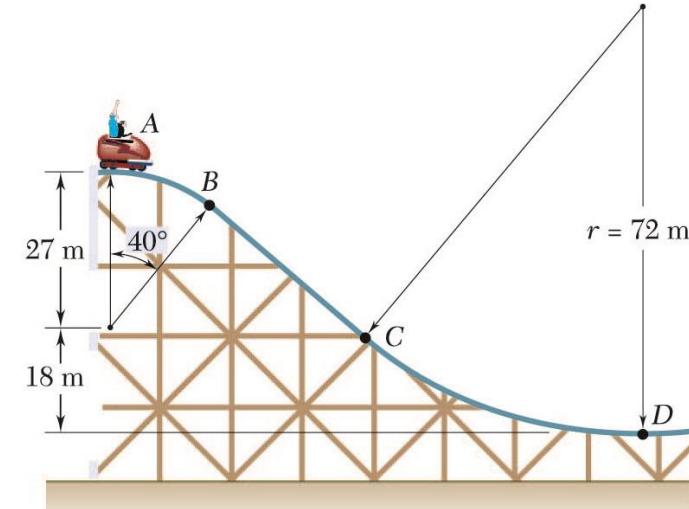
What happens to the normal force at D if....

...we include friction?

- a) N_D gets larger
- b) N_D gets smaller
- c) N_D stays the same

...we move point A higher?

- a) N_D gets larger
- b) N_D gets smaller
- c) N_D stays the same



...the radius is smaller?

- a) N_D gets larger
- b) N_D gets smaller
- c) N_D stays the same

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.

The impulse applied to the railcar by the wall brings its momentum to zero. Crash tests are often performed to help improve safety in different vehicles.

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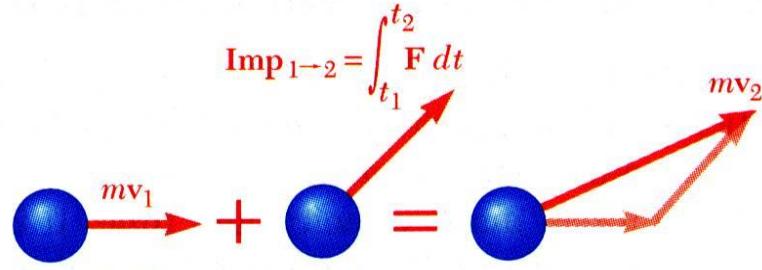


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Vector Mechanics for Engineers: Dynamics

Principle of Impulse and Momentum

- From Newton's second law,



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

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

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

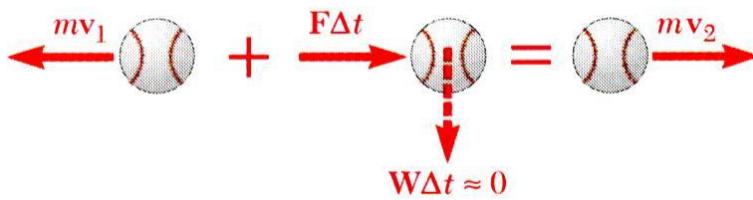
$$\int_{t_1}^{t_2} \vec{F}dt = \mathbf{Imp}_{1\rightarrow 2} = \text{impulse of the force } \vec{F}$$

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

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



An automobile weighing 1800 kg is driven down a 5° incline at a speed of 100 km/h when the brakes are applied, causing a constant total braking force of 7000 N.

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

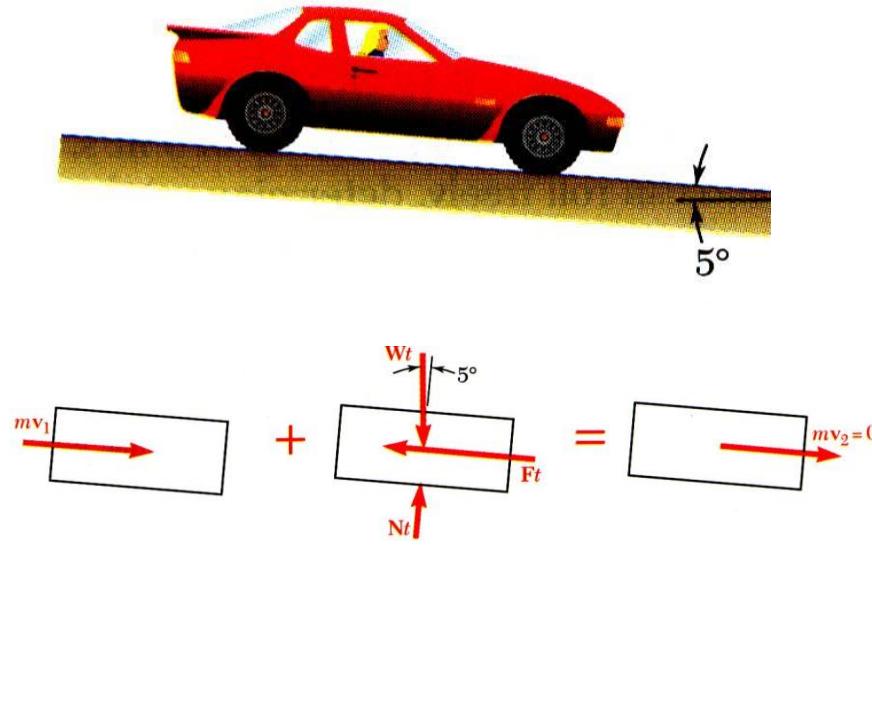
STRATEGY:

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



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,

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

$$100 \text{ km/h} = 100 \left(\frac{1000 \text{ m}}{1 \text{ km}} \right) \left(\frac{1 \text{ h}}{3600 \text{ s}} \right) = 27.78 \text{ ms}$$

$$(1800 \text{ kg})(27.78 \text{ m/s}) + (1800 \text{ kg})$$

$$(9.81 \text{ m/s}^2) \sin 5^\circ t - (7000 \text{ N})t = 0$$

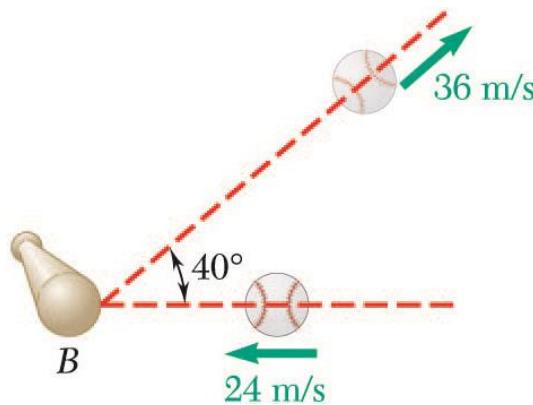
$$t = 9.16 \text{ s}$$

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:

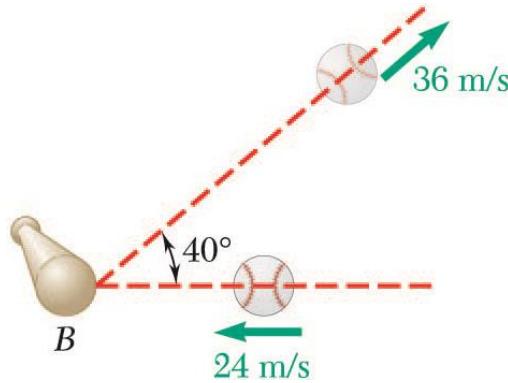
- Apply the principle of impulse and momentum in terms of horizontal and vertical component equations.

A 120 g baseball is pitched with a velocity of 24 m/s. After the ball is hit by the bat, it has a velocity of 36 m/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:

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

$$-(0.12)(24) + F_x(0.015) = (0.12)(36 \cos 40^\circ)$$

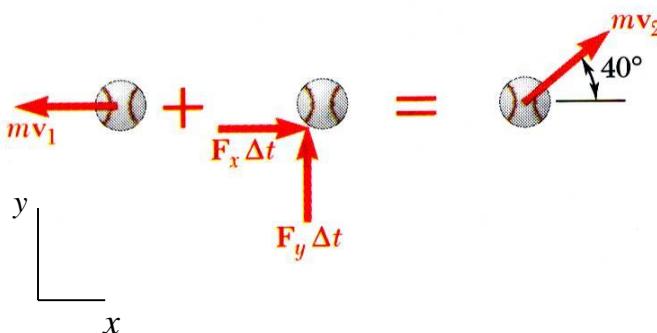
$$F_x = +412.6 \text{ N}$$

y component equation:

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

$$F_y(0.015) = (0.12)(36 \sin 40^\circ)$$

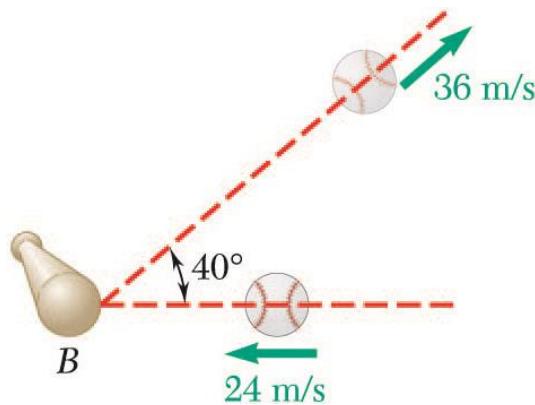
$$F_y = +185.1 \text{ N}$$



$$\vec{F} = (413 \text{ N})\vec{i} + (185.1 \text{ N})\vec{j}, \quad F = 452 \text{ N}$$

Vector Mechanics for Engineers: Dynamics

Sample Problem 13.16



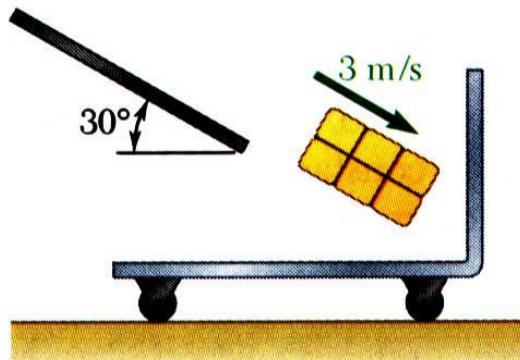
REFLECT and THINK:

In this problem, we neglected the impulse due to the weight. This would have had a magnitude of $(0.12 \text{ kg}) \left(9.81 \frac{\text{m}}{\text{s}^2} \right) (0.015\text{s}) = 0.01766 \text{ N} \cdot \text{S}$. This indeed is much smaller than the impulse exerted on the ball by the bat, which is $(452 \text{ N})(0.015 \text{ s}) = 6.78 \text{ N} \cdot \text{S}$.



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.

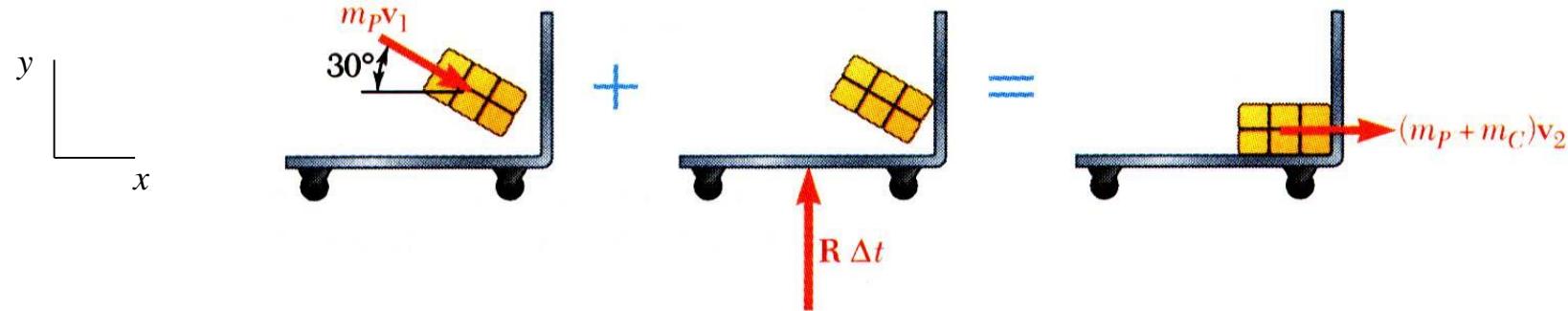


Vector Mechanics for Engineers: Dynamics

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:

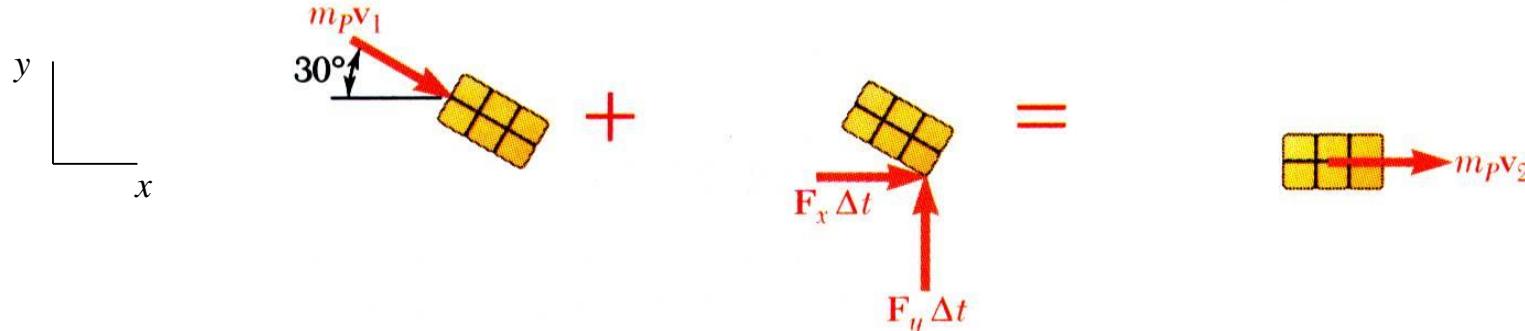
$$m_p v_1 \cos 30^\circ + 0 = (m_p + m_c) v_2$$
$$(10 \text{ kg})(3 \text{ m/s}) \cos 30^\circ = (10 \text{ kg} + 25 \text{ kg}) v_2$$

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

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.



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

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

$$(10 \text{ kg})(3 \text{ m/s}) \cos 30^\circ + F_x \Delta t = (10 \text{ kg})v_2 \quad F_x \Delta t = -18.56 \text{ N} \cdot \text{s}$$

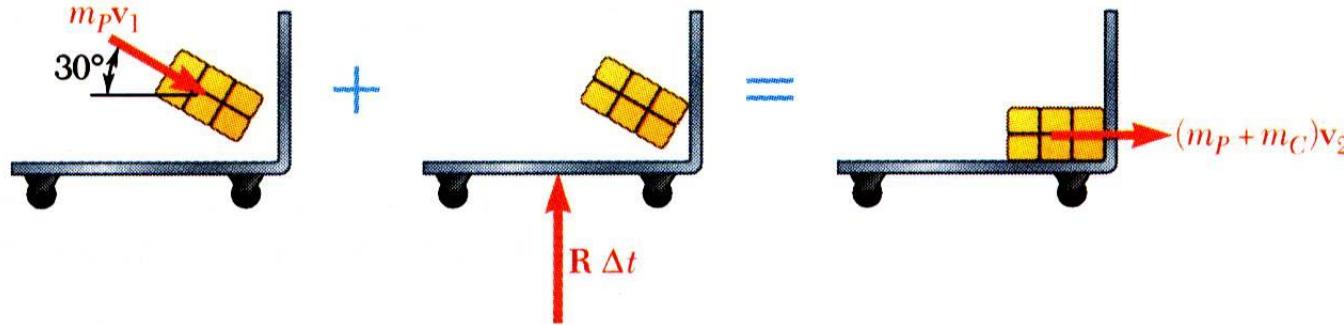
y components: $-m_p v_1 \sin 30^\circ + F_y \Delta t = 0$

$$-(10 \text{ kg})(3 \text{ m/s}) \sin 30^\circ + F_y \Delta t = 0 \quad F_y \Delta t = 15 \text{ N} \cdot \text{s}$$

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

Vector Mechanics for Engineers: Dynamics

Sample Problem 13.17



To determine the fraction of energy lost,

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

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

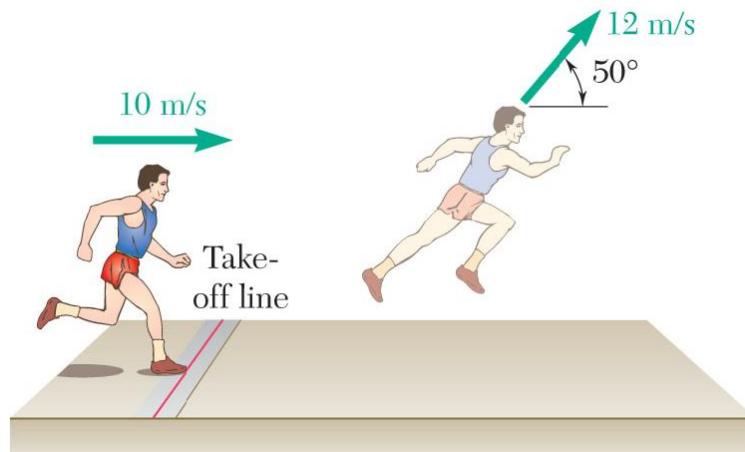
$$\frac{T_1 - T_2}{T_1} = \frac{45 \text{ J} - 9.63 \text{ J}}{45 \text{ J}} = 0.786$$

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.

Vector Mechanics for Engineers: Dynamics

Group Problem Solving



The jumper approaches the takeoff line from the left with a horizontal velocity of 10 m/s , remains in contact with the ground for 0.18 s , and takes off at a 50° angle with a velocity of 12 m/s . Determine the average impulsive force exerted by the ground on his foot. Give your answer in terms of the weight W of the athlete.

STRATEGY:

- Draw impulse and momentum diagrams of the jumper.
- Apply the principle of impulse and momentum to the jumper to determine the force exerted on the foot.

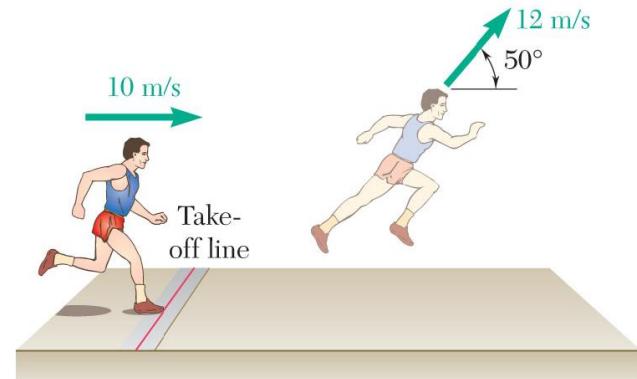
Vector Mechanics for Engineers: Dynamics

Group Problem Solving

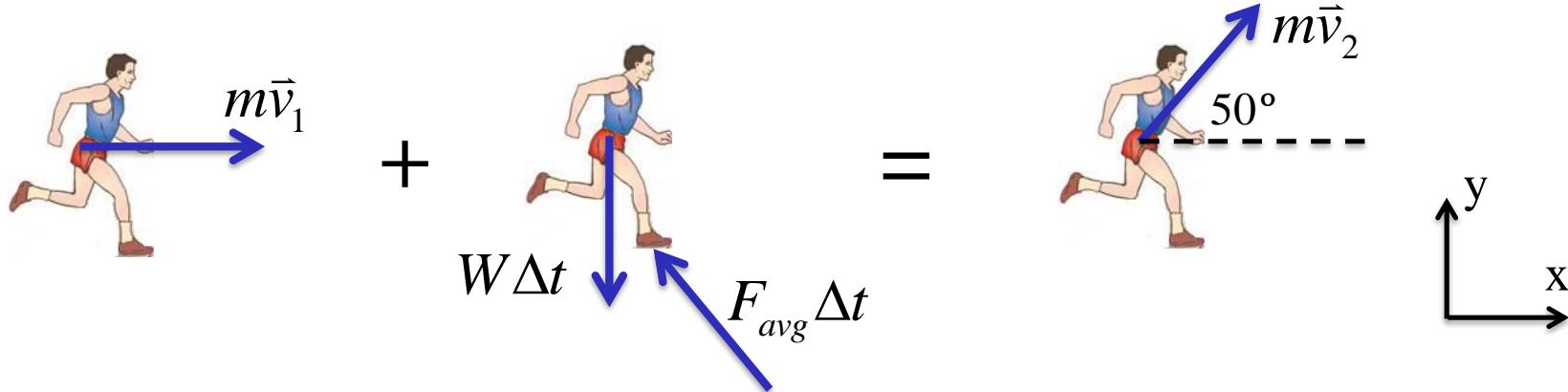
MODELING and ANALYSIS:

Given: $v_1 = 10 \text{ m/s}$, $v_2 = 12 \text{ m/s}$ at 50° ,
 $\Delta t = 0.18 \text{ s}$

Find: F_{avg} in terms of W



Draw impulse and momentum diagrams of the jumper

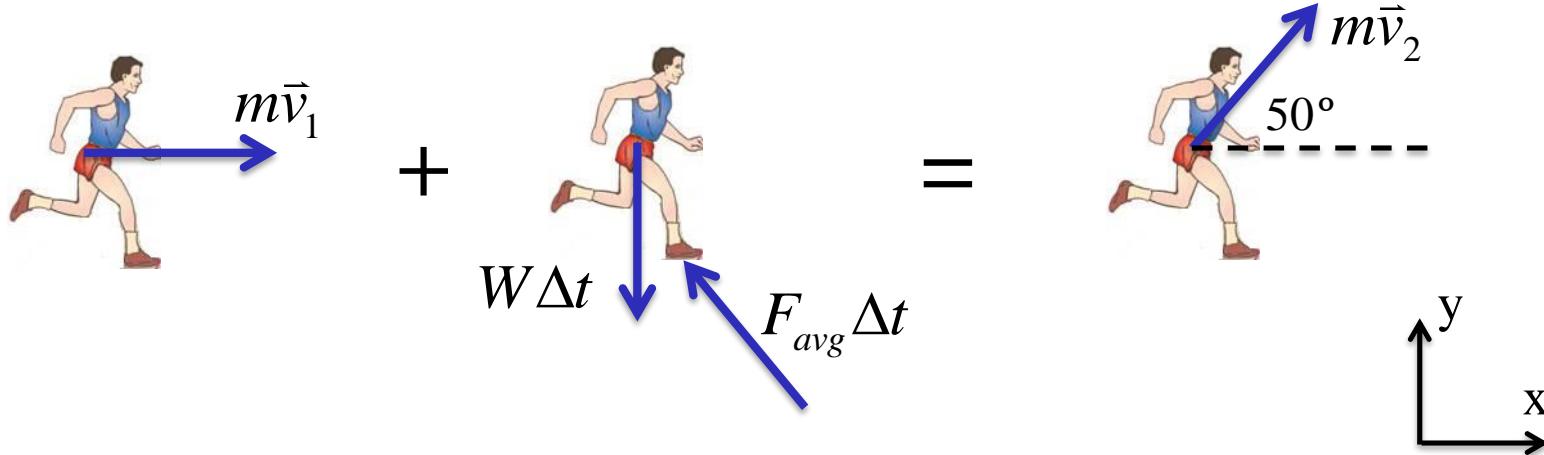


Use the impulse momentum equation in y to find F_{avg}

$$m\mathbf{v}_1 + (\mathbf{P} - \mathbf{W})\Delta t = m\mathbf{v}_2 \quad \Delta t = 0.18 \text{ s}$$

Vector Mechanics for Engineers: Dynamics

Group Problem Solving



$$m\vec{v}_1 + (\mathbf{F}_{avg} - \mathbf{W})\Delta t = m\vec{v}_2 \quad \Delta t = 0.18 \text{ s}$$

Use the impulse momentum equation in x and y to find \mathbf{F}_{avg}

$$\frac{W}{g}(10) + (-F_{avg-x})(0.18) = \frac{W}{g}(12)(\cos 50^\circ)$$

$$F_{avg-x} = \frac{10 - (12)(\cos 50^\circ)}{(9.81)(0.18)} W$$

$$\mathbf{F}_{avg} = -1.295W \mathbf{i} + 6.21W \mathbf{j}$$

$$0 + (F_{avg-y} - W)(0.18) = \frac{W}{g}(12)(\sin 50^\circ)$$

$$F_{avg-y} = W + \frac{(12)(\sin 50^\circ)}{(9.81)(0.18)} W$$

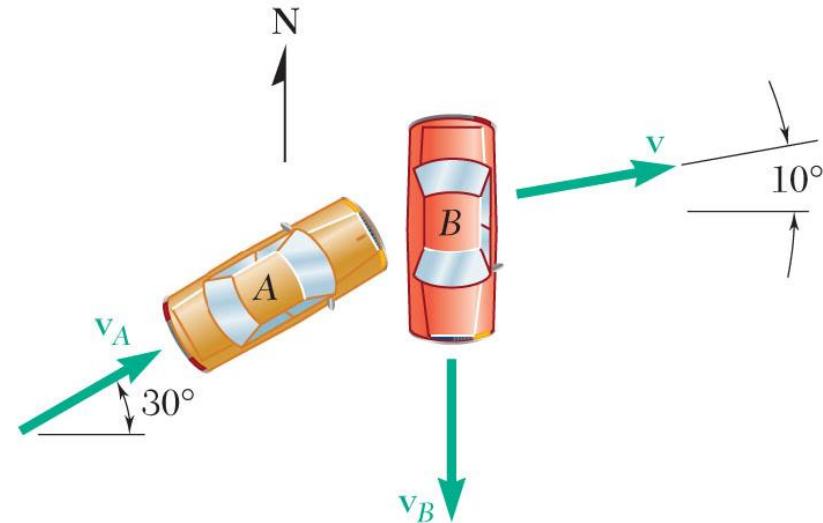
REFLECT and THINK:

F_{avg-x} is positive, which means we guessed correctly (acts to the left)

Vector Mechanics for Engineers: Dynamics

Concept Quiz

Car A and B crash into one another. Looking only at the impact, which of the following statements are true?



The total mechanical energy is the same before and after the impact

True

False

If car A weighs twice as much as car B, the force A exerts on car B is bigger than the force B exerts on car A.

True

False

The total linear momentum is the same immediately before and after the impact

True

False

Vector Mechanics for Engineers: Dynamics

Impact

The coefficient of restitution is used to characterize the “bounciness” of different sports equipment. The U.S. Golf Association limits the COR of golf balls at 0.83

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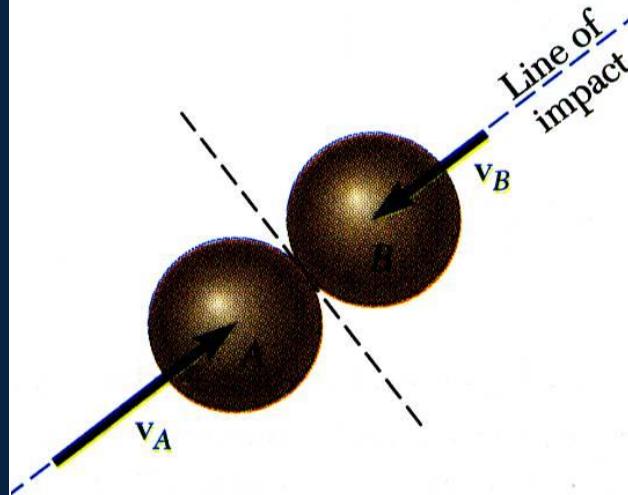


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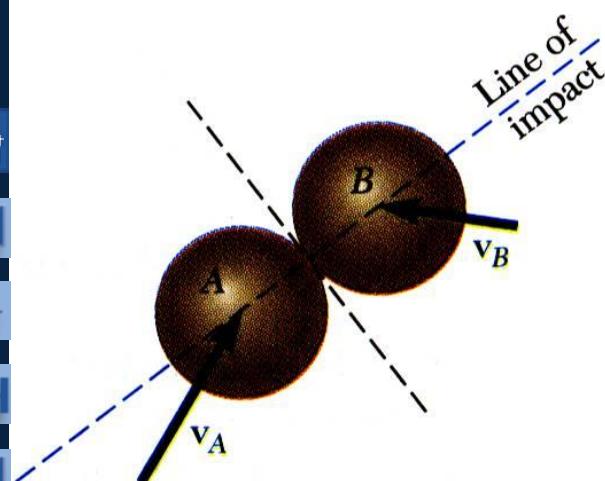


Vector Mechanics for Engineers: Dynamics

Impact



Direct Central Impact

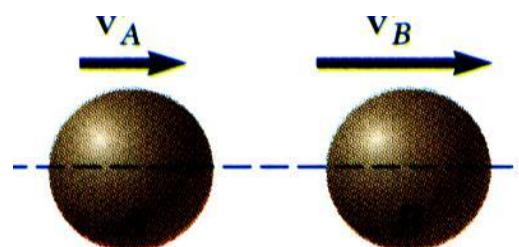
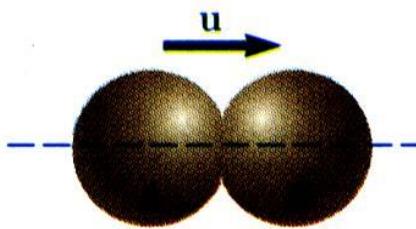
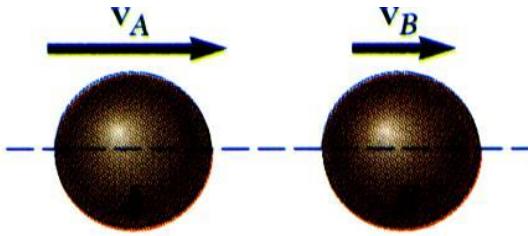


Oblique Central Impact

- *Impact:* Collision between two bodies which occurs during a small time interval and during which the bodies exert large forces on each other.
- *Line of Impact:* Common normal to the surfaces in contact during impact.
- *Central Impact:* Impact for which the mass centers of the two bodies lie on the line of impact; otherwise, it is an *eccentric impact*.
- *Direct Impact:* Impact for which the velocities of the two bodies are directed along the line of impact.
- *Oblique Impact:* Impact for which one or both of the bodies move along a line other than the line of impact.

Vector Mechanics for Engineers: Dynamics

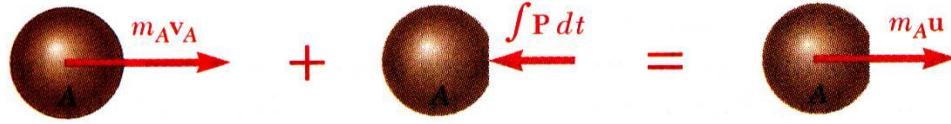
Direct Central Impact



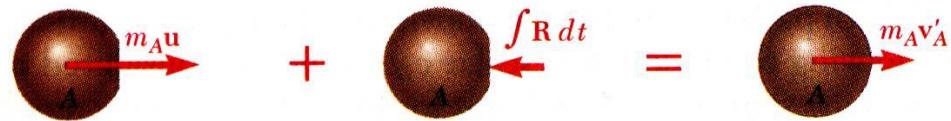
- Bodies moving in the same straight line, $v_A > v_B$.
- Upon impact the bodies undergo a *period of deformation*, at the end of which, they are in contact and moving at a common velocity.
- A *period of restitution* follows during which the bodies either regain their original shape or remain permanently deformed.
- Wish to determine the final velocities of the two bodies. The total momentum of the two body system is preserved,
$$m_A v_A + m_B v_B = m_B v'_B + m_B v'_B$$
- A second relation between the final velocities is required.

Vector Mechanics for Engineers: Dynamics

Direct Central Impact



- Period of deformation: $m_A v_A - \int P dt = m_A u$



- Period of restitution: $m_A u - \int R dt = m_A v'_A$

- A similar analysis of particle B yields

- Combining the relations leads to the desired second relation between the final velocities.

- Perfectly plastic impact, e = 0:* $v'_B = v'_A = v'$

- Perfectly elastic impact, e = 1:*
Total energy and total momentum conserved.

$e = \text{coefficient of restitution}$

$$= \frac{\int R dt}{\int P dt} = \frac{u - v'_A}{v_A - u}$$

$$0 \leq e \leq 1$$

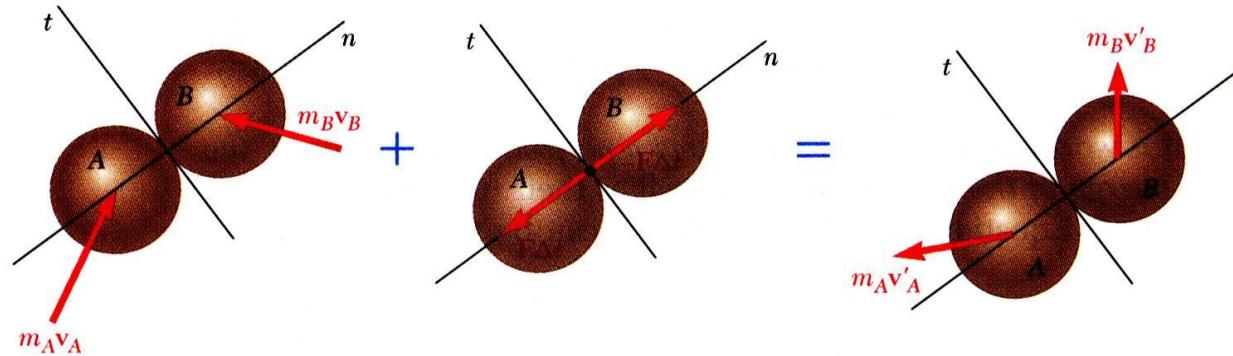
$$e = \frac{v'_B - u}{u - v_B}$$

$$v'_B - v'_A = e(v_A - v_B)$$

$$m_A v_A + m_B v_B = (m_A + m_B) v'$$

$$v'_B - v'_A = v_A - v_B$$

Oblique Central Impact



- No tangential impulse component; tangential component of momentum for each particle is conserved.
- Normal component of total momentum of the two particles is conserved.
- Normal components of relative velocities before and after impact are related by the coefficient of restitution.

- Final velocities are unknown in magnitude and direction. Four equations are required.

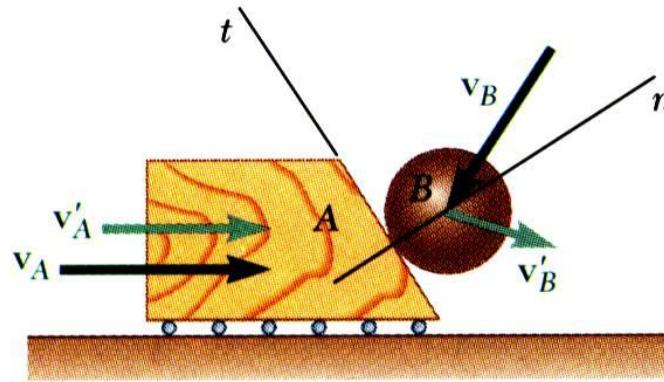
$$(v_A)_t = (v'_A)_t \quad (v_B)_t = (v'_B)_t$$

$$m_A(v_A)_n + m_B(v_B)_n = m_A(v'_A)_n + m_B(v'_B)_n$$

$$(v'_B)_n - (v'_A)_n = e[(v_A)_n - (v_B)_n]$$

Vector Mechanics for Engineers: Dynamics

Oblique Central Impact

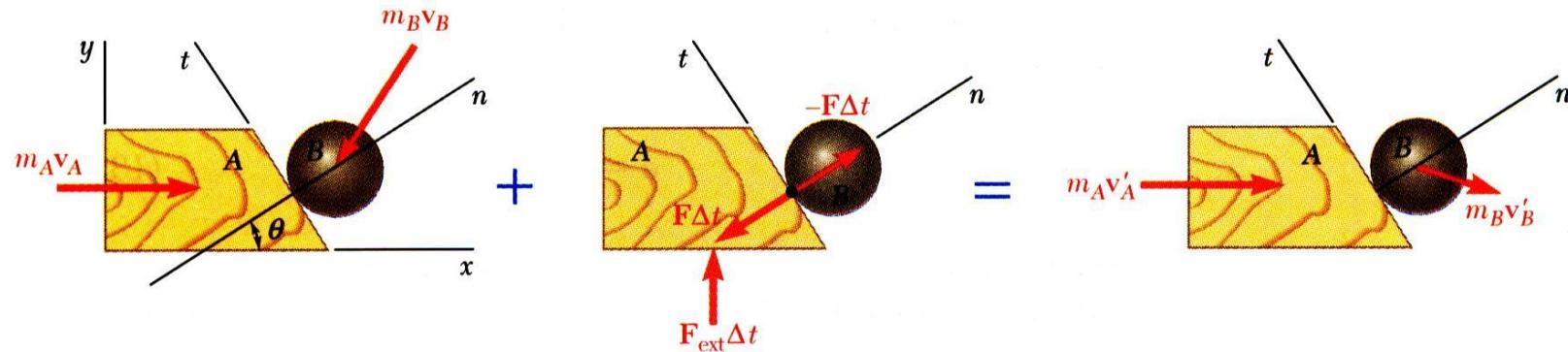


- Block constrained to move along horizontal surface.
- Impulses from internal forces \vec{F} and $-\vec{F}$ along the n axis and from external force \vec{F}_{ext} exerted by horizontal surface and directed along the vertical to the surface.
- Final velocity of ball unknown in direction and magnitude and unknown final block velocity magnitude. Three equations required.



Vector Mechanics for Engineers: Dynamics

Oblique Central Impact



- Tangential momentum of ball is conserved.
- Total horizontal momentum of block and ball is conserved.
- Normal component of relative velocities of block and ball are related by coefficient of restitution.
- Note: Validity of last expression does not follow from previous relation for the coefficient of restitution. A similar but separate derivation is required.

$$(v_B)_t = (v'_B)_t$$

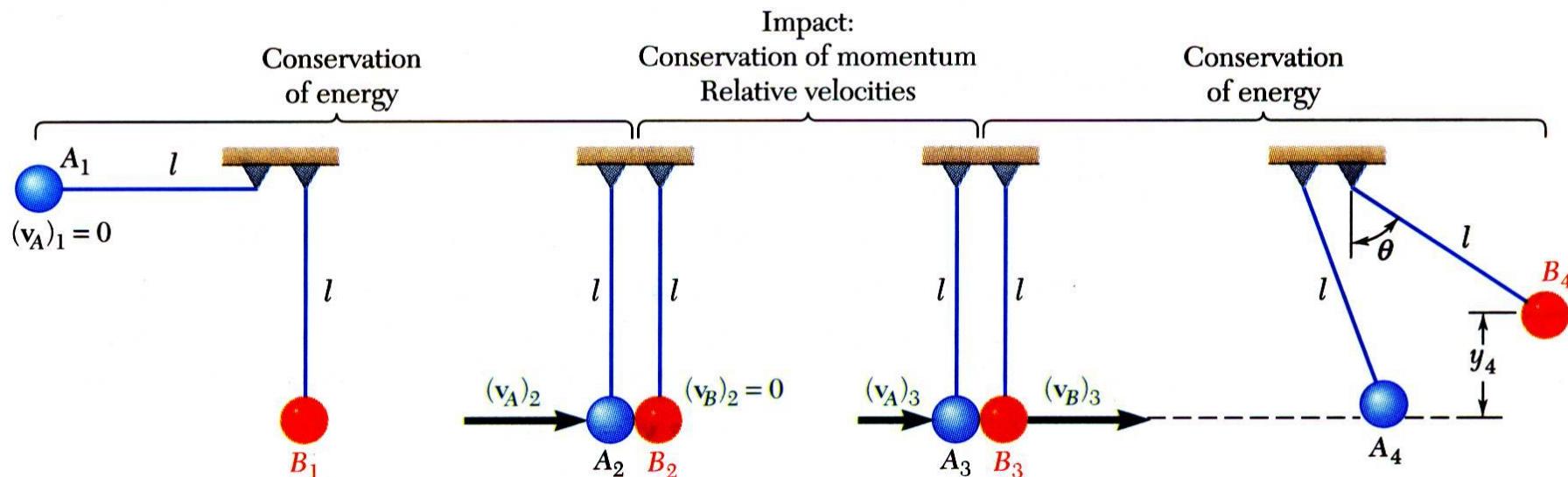
$$m_A(v_A) + m_B(v_B)_x = m_A(v'_A) + m_B(v'_B)_x$$

$$(v'_B)_n - (v'_A)_n = e[(v_A)_n - (v_B)_n]$$

Vector Mechanics for Engineers: Dynamics

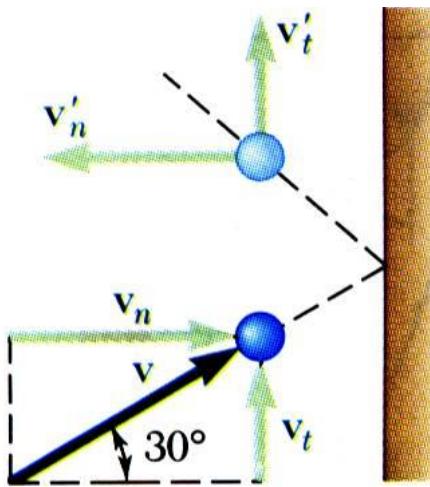
Problems Involving Multiple Principles

- Three methods for the analysis of kinetics problems:
 - Direct application of Newton's second law
 - Method of work and energy
 - Method of impulse and momentum
- Select the method best suited for the problem or part of a problem under consideration.



Vector Mechanics for Engineers: Dynamics

Sample Problem 13.19



A ball is thrown against a frictionless, vertical wall. Immediately before the ball strikes the wall, its velocity has a magnitude v and forms angle of 30° with the horizontal. Knowing that $e = 0.90$, determine the magnitude and direction of the velocity of the ball as it rebounds from the wall.

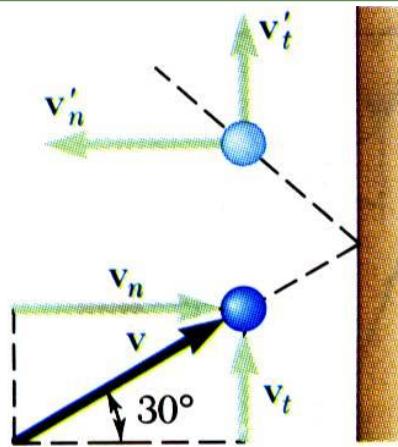
STRATEGY:

- Resolve ball velocity into components normal and tangential to wall.
- Impulse exerted by the wall is normal to the wall. Component of ball momentum tangential to wall is conserved.
- Assume that the wall has infinite mass so that wall velocity before and after impact is zero. Apply coefficient of restitution relation to find change in normal relative velocity between wall and ball, i.e., the normal ball velocity.



Vector Mechanics for Engineers: Dynamics

Sample Problem 13.19



MODELING and ANALYSIS:

- Resolve ball velocity into components parallel and perpendicular to wall.

$$v_n = v \cos 30^\circ = 0.866v \quad v_t = v \sin 30^\circ = 0.500v$$

- Component of ball momentum tangential to wall is conserved.

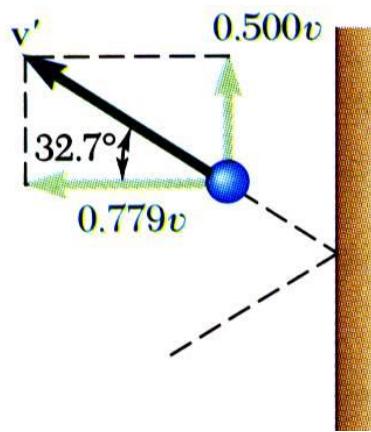
$$v'_t = v_t = 0.500v$$

t
 n

- Apply coefficient of restitution relation with zero wall velocity.

$$0 - v'_n = e(v_n - 0)$$

$$v'_n = -0.9(0.866v) = -0.779v$$

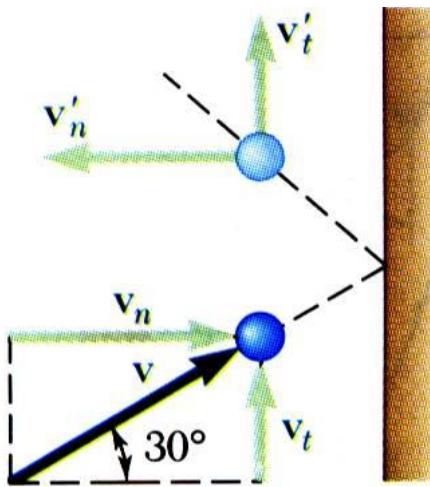


$$\vec{v}' = -0.779v \vec{\lambda}_n + 0.500v \vec{\lambda}_t$$

$$v' = 0.926v \quad \tan^{-1}\left(\frac{0.779}{0.500}\right) = 32.7^\circ$$

Vector Mechanics for Engineers: Dynamics

Sample Problem 13.19



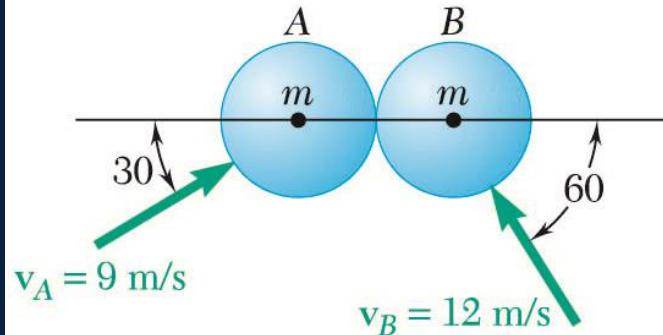
REFLECT and THINK:

Tests similar to this are done to make sure that sporting equipment—such as tennis balls, golf balls, and basketballs—are consistent and fall within certain specifications. Testing modern golf balls and clubs shows that the coefficient of restitution actually decreases with increasing club speed (from about 0.84 at a speed of 145 kmph to about 0.80 at club speeds of 210 kmph).



Vector Mechanics for Engineers: Dynamics

Sample Problem 13.20



The magnitude and direction of the velocities of two identical frictionless balls before they strike each other are as shown. Assuming $e = 0.9$, determine the magnitude and direction of the velocity of each ball after the impact.

STRATEGY:

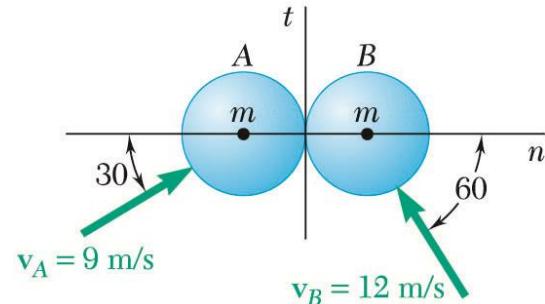
- Resolve the ball velocities into components normal and tangential to the contact plane.
- Tangential component of momentum for each ball is conserved.
- Total normal component of the momentum of the two ball system is conserved.
- The normal relative velocities of the balls are related by the coefficient of restitution.
- Solve the last two equations simultaneously for the normal velocities of the balls after the impact.

Vector Mechanics for Engineers: Dynamics

Sample Problem 13.20

MODELING and ANALYSIS:

- Resolve the ball velocities into components normal and tangential to the contact plane.



$$(v_A)_n = v_A \cos 30^\circ \quad +7.79 \text{ m/s} \quad (v_A)_t = v_A \sin 30^\circ \quad +4.5 \text{ m/s}$$

$$(v_B)_n = -v_B \cos 60^\circ \quad -6 \text{ m/s} \quad (v_B)_t = v_B \sin 60^\circ \quad +10.39 \text{ m/s}$$

- Tangential component of momentum for each ball is conserved.

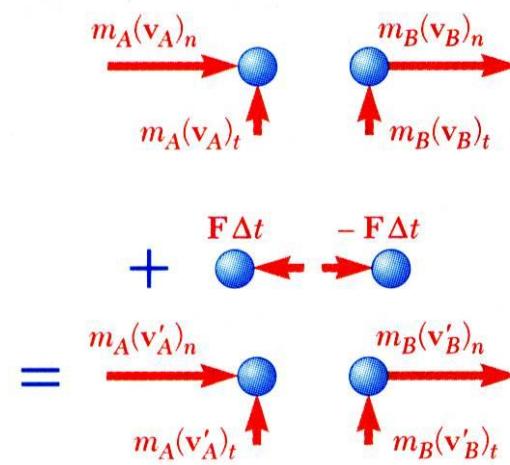
$$(v'_A)_t = (v_A)_t = 4.5 \text{ m/s} \quad (v'_B)_t = (v_B)_t = 10.39 \text{ m/s}$$

- Total normal component of the momentum of the two ball system is conserved.

$$m_A(v_A)_n + m_B(v_B)_n = m_A(v'_A)_n + m_B(v'_B)_n$$

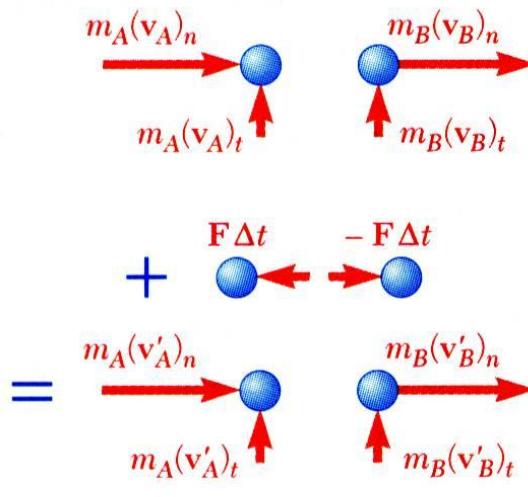
$$m(7.79) + m(-6) = m(v'_A)_n + m(v'_B)_n$$

$$(v'_A)_n + (v'_B)_n = 1.79$$



Vector Mechanics for Engineers: Dynamics

Sample Problem 13.20



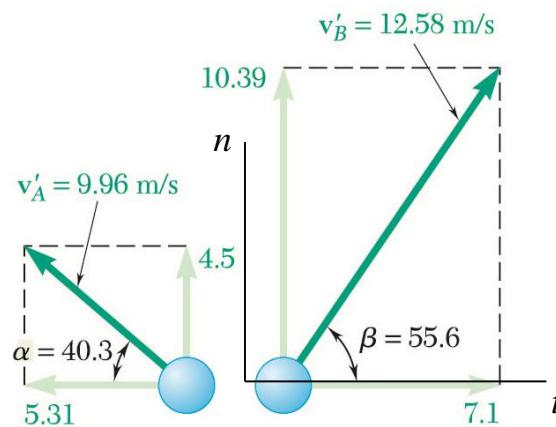
- The normal relative velocities of the balls are related by the coefficient of restitution.

$$(v'_A)_n - (v'_B)_n = e[(v_A)_n - (v_B)_n]$$

$$= 0.90[7.79 - (-6)] = 12.41$$

- Solve the last two equations simultaneously for the normal velocities of the balls after the impact.

$$(v'_A)_n = -5.31 \text{ m/s} \quad (v'_B)_n = +7.1 \text{ m/s}$$



$$\vec{v}'_A = -5.31 \vec{\lambda}_t + 4.5 \vec{\lambda}_n$$

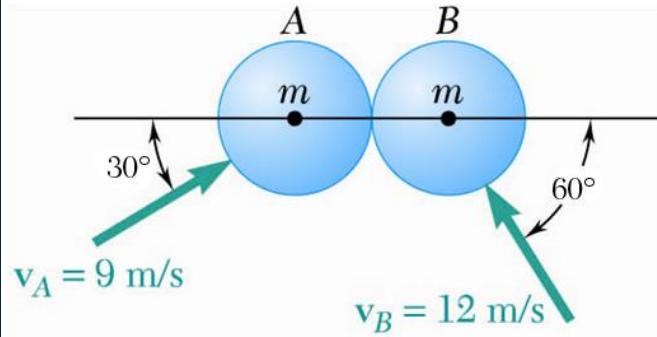
$$v'_A = 9.96 \text{ m/s} \quad \tan^{-1}\left(\frac{4.5}{5.31}\right) = 40.3^\circ$$

$$\vec{v}'_B = 7.1 \vec{\lambda}_t + 10.39 \vec{\lambda}_n$$

$$v'_B = 12.58 \text{ m/s} \quad \tan^{-1}\left(\frac{10.39}{7.1}\right) = 55.6^\circ$$

Vector Mechanics for Engineers: Dynamics

Sample Problem 13.20



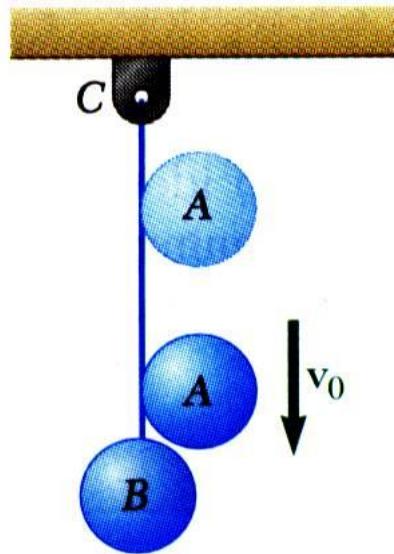
REFLECT and THINK:

- Rather than choosing your system to be both balls, you could have applied impulse-momentum along the line of impact for each ball individually.
- This would have resulted in two equations and one additional unknown, $F\Delta t$. To determine the impulsive force F , you would need to be given the time for the impact, Δt .



Vector Mechanics for Engineers: Dynamics

Sample Problem 13.21



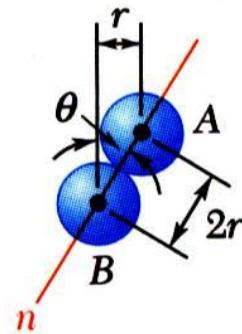
Ball *B* is hanging from an inextensible cord. An identical ball *A* is released from rest when it is just touching the cord and acquires a velocity v_0 before striking ball *B*. Assuming perfectly elastic impact ($e = 1$) and no friction, determine the velocity of each ball immediately after impact.

STRATEGY:

- Determine orientation of impact line of action.
- The momentum component of ball *A* tangential to the contact plane is conserved.
- The total horizontal momentum of the two ball system is conserved.
- The relative velocities along the line of action before and after the impact are related by the coefficient of restitution.
- Solve the last two expressions for the velocity of ball *A* along the line of action and the velocity of ball *B* which is horizontal.

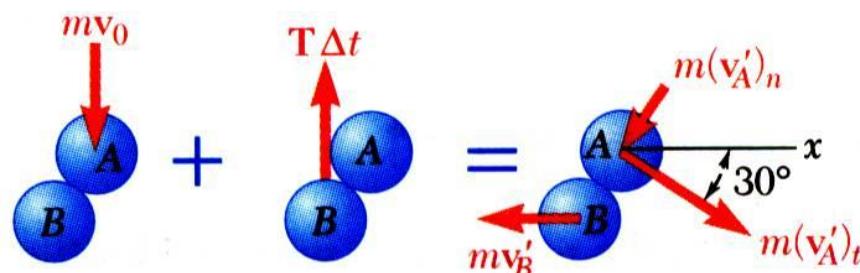
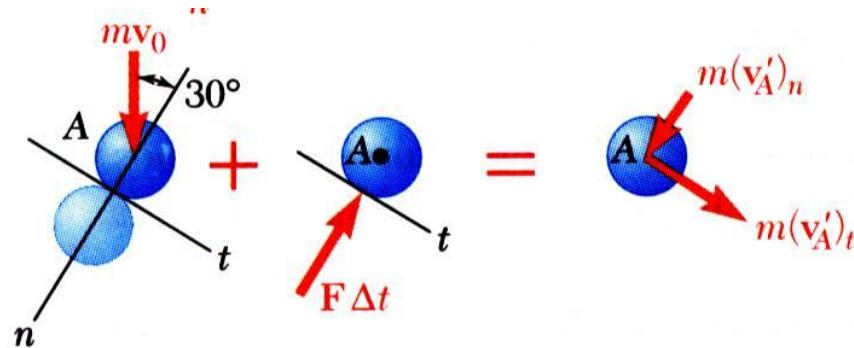
Vector Mechanics for Engineers: Dynamics

Sample Problem 13.21



$$\sin \theta = \frac{r}{2r} = 0.5$$

$$\theta = 30^\circ$$



MODELING and ANALYSIS:

- Determine orientation of impact line of action.
- The momentum component of ball A tangential to the contact plane is conserved.

$$m\vec{v}_A + \vec{F}\Delta t = m\vec{v}'_A$$

$$mv_0 \sin 30^\circ + 0 = m(v'_A)_t$$

$$(v'_A)_t = 0.5v_0$$

- The total horizontal (x component) momentum of the two ball system is conserved.

$$m\vec{v}_A + \vec{T}\Delta t = m\vec{v}'_A + m\vec{v}'_B$$

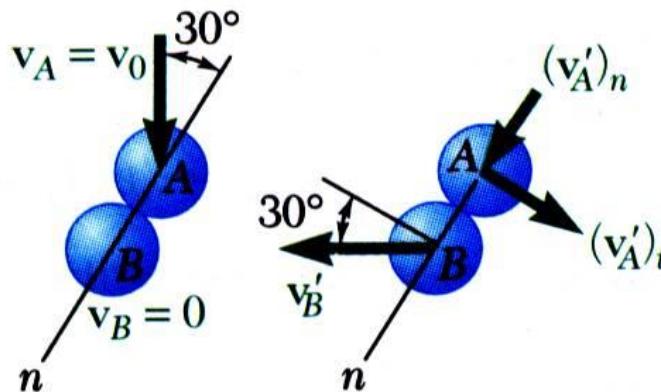
$$0 = m(v'_A)_t \cos 30^\circ - m(v'_A)_n \sin 30^\circ - mv'_B$$

$$0 = (0.5v_0)\cos 30^\circ - (v'_A)_n \sin 30^\circ - v'_B$$

$$0.5(v'_A)_n + v'_B = 0.433v_0$$

Vector Mechanics for Engineers: Dynamics

Sample Problem 13.21



- The relative velocities along the line of action before and after the impact are related by the coefficient of restitution.

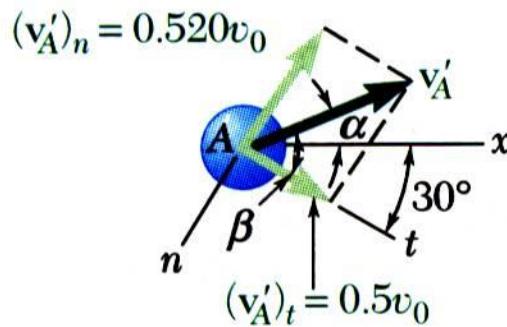
$$(v'_B)_n - (v'_A)_n = e[(v_A)_n - (v_B)_n]$$

$$v'_B \sin 30^\circ - (v'_A)_n = v_0 \cos 30^\circ - 0$$

$$0.5v'_B - (v'_A)_n = 0.866v_0$$

- Solve the last two expressions for the velocity of ball A along the line of action and the velocity of ball B which is horizontal.

$$(v'_A)_n = -0.520v_0 \quad v'_B = 0.693v_0$$



$$\vec{v}'_A = 0.5v_0 \vec{\lambda}_t - 0.520v_0 \vec{\lambda}_n$$

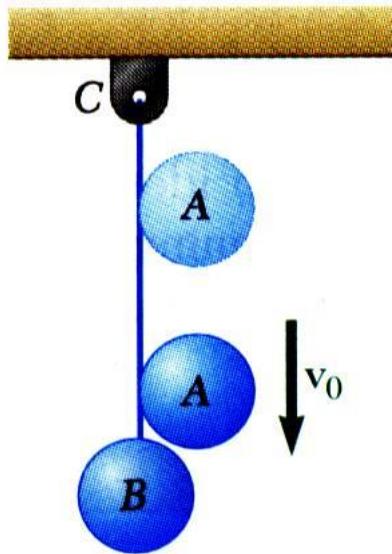
$$v'_A = 0.721v_0 \quad \beta = \tan^{-1}\left(\frac{0.52}{0.5}\right) = 46.1^\circ$$

$$\alpha = 46.1^\circ - 30^\circ = 16.1^\circ$$

$$v'_B = 0.693v_0 \leftarrow$$

Vector Mechanics for Engineers: Dynamics

Sample Problem 13.21



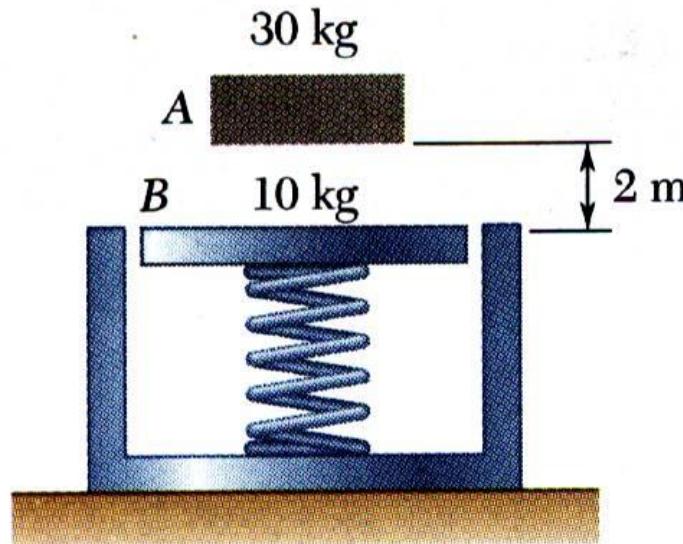
REFLECT and THINK

Since $e = 1$, the impact between A and B is perfectly elastic. Therefore, rather than using the coefficient of restitution, you could have used the conservation of energy as your final equation.



Vector Mechanics for Engineers: Dynamics

Sample Problem 13.22



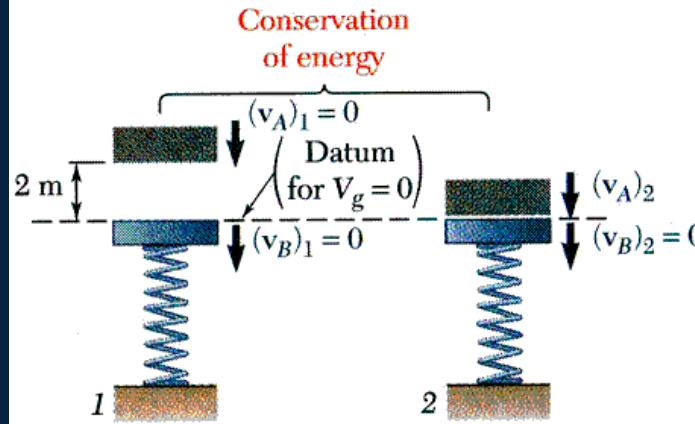
A 30 kg block is dropped from a height of 2 m onto the 10 kg pan of a spring scale. Assuming the impact to be perfectly plastic, determine the maximum deflection of the pan. The constant of the spring is $k = 20 \text{ kN/m}$.

STRATEGY:

- Apply the principle of conservation of energy to determine the velocity of the block at the instant of impact.
- Since the impact is perfectly plastic, the block and pan move together at the same velocity after impact. Determine that velocity from the requirement that the total momentum of the block and pan is conserved.
- Apply the principle of conservation of energy to determine the maximum deflection of the spring.

Vector Mechanics for Engineers: Dynamics

Sample Problem 13.22



MODELING and ANALYSIS:

- Apply principle of conservation of energy to determine velocity of the block at instant of impact.

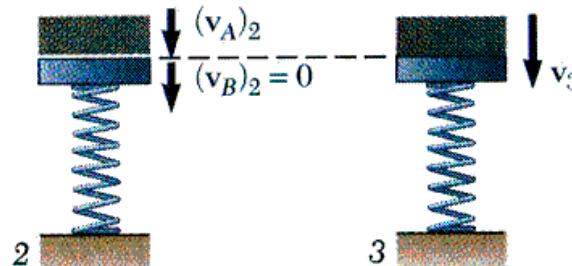
$$T_1 = 0 \quad V_1 = W_A y = (30)(9.81)(2) = 588 \text{ J}$$

$$T_2 = \frac{1}{2}m_A(v_A)_2^2 = \frac{1}{2}(30)(v_A)_2^2 \quad V_2 = 0$$

$$T_1 + V_1 = T_2 + V_2$$

$$0 + 588 \text{ J} = \frac{1}{2}(30)(v_A)_2^2 + 0 \quad (v_A)_2 = 6.26 \text{ m/s}$$

Impact: Total momentum conserved



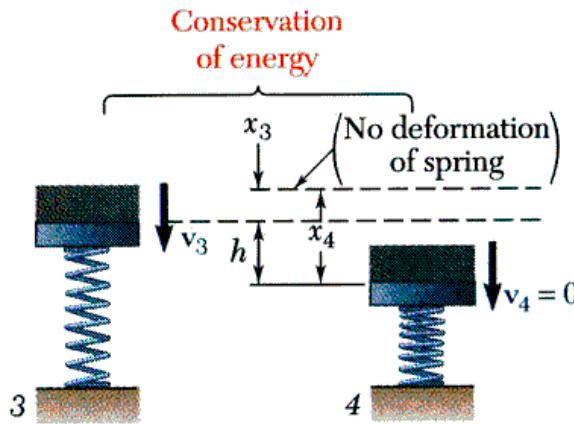
- Determine velocity after impact from requirement that total momentum of the block and pan is conserved.

$$m_A(v_A)_2 + m_B(v_B)_2 = (m_A + m_B)v_3$$

$$(30)(6.26) + 0 = (30 + 10)v_3 \quad v_3 = 4.70 \text{ m/s}$$

Vector Mechanics for Engineers: Dynamics

Sample Problem 13.22



Initial spring deflection due to pan weight:

$$x_3 = \frac{W_B}{k} = \frac{(10)(9.81)}{20 \times 10^3} = 4.91 \times 10^{-3} \text{ m}$$

- Apply the principle of conservation of energy to determine the maximum deflection of the spring.

$$T_3 = \frac{1}{2}(m_A + m_B)v_3^2 = \frac{1}{2}(30 + 10)(4.7)^2 = 442 \text{ J}$$

$$V_3 = V_g + V_e$$

$$= 0 + \frac{1}{2}kx_3^2 = \frac{1}{2}(20 \times 10^3)(4.91 \times 10^{-3})^2 = 0.241 \text{ J}$$

$$T_4 = 0$$

$$V_4 = V_g + V_e = (W_A + W_B)(-h) + \frac{1}{2}kx_4^2$$

$$= -392(x_4 - x_3) + \frac{1}{2}(20 \times 10^3)x_4^2$$

$$= -392(x_4 - 4.91 \times 10^{-3}) + \frac{1}{2}(20 \times 10^3)x_4^2$$

$$T_3 + V_3 = T_4 + V_4$$

$$442 + 0.241 = 0 - 392(x_4 - 4.91 \times 10^{-3}) + \frac{1}{2}(20 \times 10^3)x_4^2$$

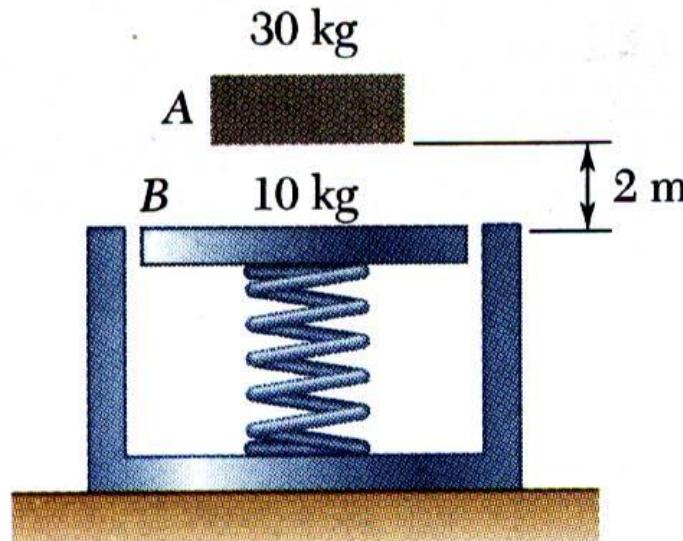
$$x_4 = 0.230 \text{ m}$$

$$h = x_4 - x_3 = 0.230 \text{ m} - 4.91 \times 10^{-3} \text{ m}$$

$$\boxed{h = 0.225 \text{ m}}$$

Vector Mechanics for Engineers: Dynamics

Sample Problem 13.22



REFLECT and THINK:

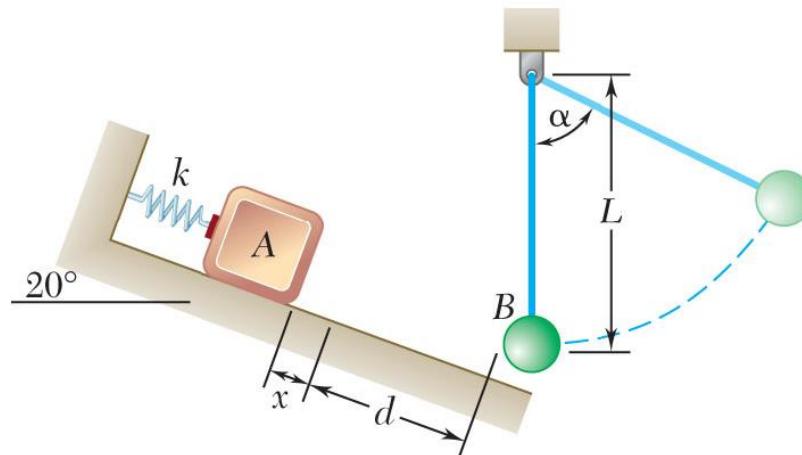
The spring constant for this scale is pretty large, but the block is fairly massive and is dropped from a height of 2 m. From this perspective, the deflection seems reasonable.

We included the spring in the system so we could treat it as an energy term rather than finding the work of the spring force.



Vector Mechanics for Engineers: Dynamics

Group Problem Solving



A 2-kg block A is pushed up against a spring compressing it a distance $x= 0.1 \text{ m}$. The block is then released from rest and slides down the 20° incline until it strikes a 1-kg sphere B , which is suspended from a 1 m inextensible rope. The spring constant $k=800 \text{ N/m}$, the coefficient of friction between A and the ground is 0.2, the distance A slides from the unstretched length of the spring $d=1.5 \text{ m}$, and the coefficient of restitution between A and B is 0.8. When $\alpha=40^\circ$, find (a) the speed of B (b) the tension in the rope.

STRATEGY:

- This is a multiple step problem. Formulate your overall approach.
- Use work-energy to find the velocity of the block just before impact
- Use conservation of momentum to determine the speed of ball B after the impact
- Use work energy to find the velocity at α
- Use Newton's 2nd Law to find tension in the rope

Vector Mechanics for Engineers: Dynamics

Group Problem Solving

MODELING and ANALYSIS:

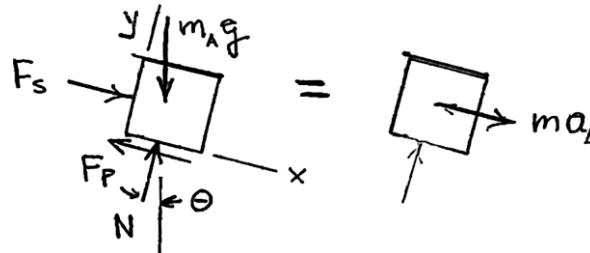
Given: $m_A = 2\text{-kg}$ $m_B = 1\text{-kg}$,

$k = 800 \text{ N/m}$, $\mu_A = 0.2$, $e = 0.8$

Find (a) v_B (b) T_{rope}

- Use work-energy to find the velocity of the block just before impact

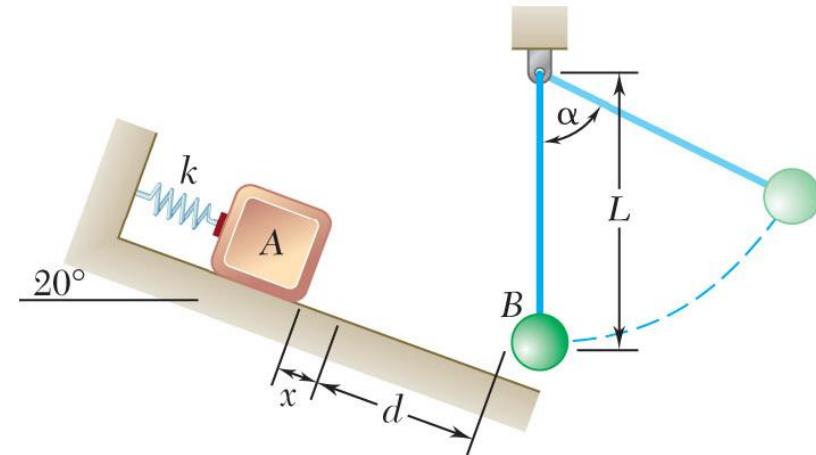
Determine the friction force acting on the block A



Sum forces in the y-direction

$$\sum F_y = 0:$$

$$N - m_A g \cos \theta = 0$$



Solve for N

$$\begin{aligned} N &= m_A g \cos \theta \\ &= (2)(9.81) \cos 20^\circ \\ &= 18.4368 \text{ N} \end{aligned}$$

$$\begin{aligned} F_f &= \mu_k N = (0.2)(18.4368) \\ &= 3.6874 \text{ N} \end{aligned}$$

Vector Mechanics for Engineers: Dynamics

Group Problem Solving

Set your datum, use work-energy to determine v_A at impact.

$$T_1 + (V_1)_e + (V_1)_g + U_{1 \rightarrow 2} = T_2 + (V_2)_e + (V_2)_g$$

Determine values for each term.

$$T_1 = 0, \quad (V_1)_e = \frac{1}{2}kx_1^2 = \frac{1}{2}(800)(0.1)^2 = 4.00 \text{ J}$$

$$(V_1)_g = m_A gh_1 = m_A g(x + d) \sin \theta = (2)(9.81)(1.6) \sin 20^\circ = 10.7367 \text{ J}$$

$$U_{1 \rightarrow 2} = -F_f(x + d) = -(3.6874)(1.6) = -5.8998 \text{ J}$$

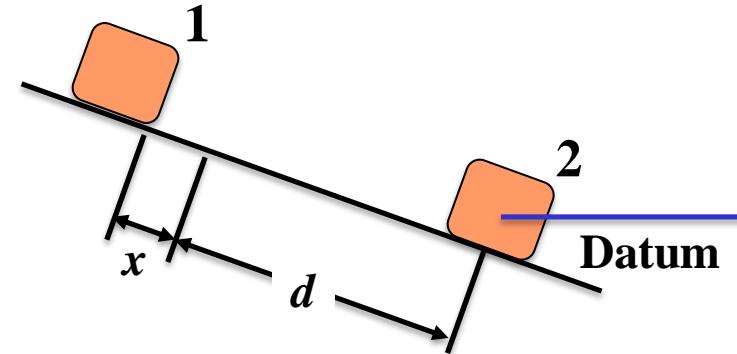
$$T_2 = \frac{1}{2}m_A v_A^2 = \frac{1}{2}(1)(v_A^2) = 1.000 v_A^2 \quad V_2 =$$

Substitute into the Work-Energy equation and solve for v_A

$$T_1 + V_1 + U_{1 \rightarrow 2} = T_2 + V_2: \quad 0 + 4.00 + 10.7367 - 5.8998 = 1.000 v_A^2 + 0$$

$$v_A^2 = 8.8369 \text{ m}^2/\text{s}^2$$

$$v_A = 2.97 \text{ m/s}$$

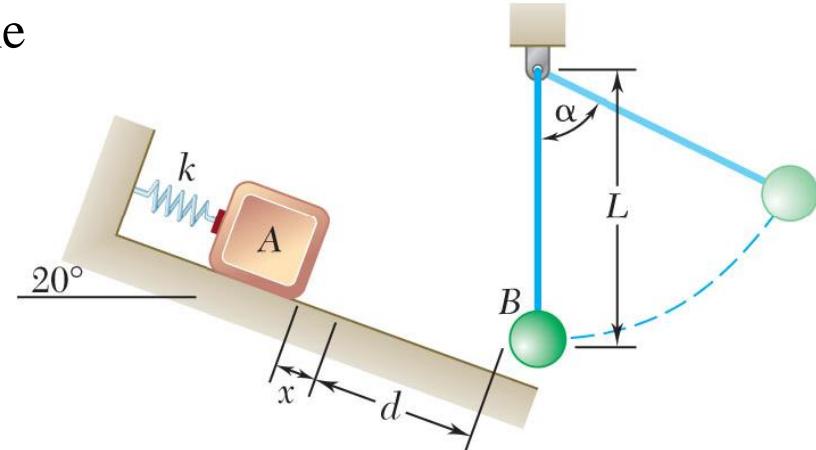


Vector Mechanics for Engineers: Dynamics

Group Problem Solving

- Use conservation of momentum to determine the speed of ball B after the impact
- **Draw the impulse diagram**

$$\begin{array}{c} \text{Diagram 1: Impulse diagram for ball A} \\ \text{Ball A: } m_A v_A + S_P dt = m_A v'_A \\ \text{Ball B: } S_T dt + m_B v_B = m_B v'_B \end{array}$$



Note that the ball is constrained to move only horizontally immediately after the impact.

Apply conservation of momentum in the x direction

$$m_A v_A \cos 20^\circ + 0 = m_A v'_A \cos \theta + m_B v_B$$

$$(2)(2.9727) \cos 20^\circ = 2v'_A \cos 20^\circ + (1.00)v_B \quad (1)$$

Solve (1) and (2) simultaneously

$$v'_A = 1.0382 \text{ m/s}$$

$$v'_B = 3.6356 \text{ m/s}$$

Use the relative velocity/coefficient of restitution equation

$$(v'_B)_n - (v'_A)_n = e[(v_B)_n - (v_A)_n]$$

$$v'_B \cos \theta - v'_A = e[v_A - 0]$$

$$v'_B \cos 20^\circ - v'_A = (0.8)(2.9727) \quad (2)$$

Vector Mechanics for Engineers: Dynamics

Group Problem Solving

- Use work energy to find the velocity at α

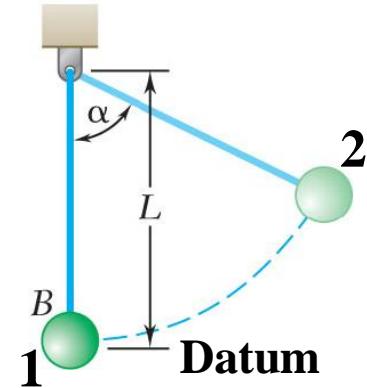
Set datum, use Work-Energy to determine v_B at $\alpha = 40^\circ$

$$T_1 + (V_1)_e + (V_1)_g + U_{1 \rightarrow 2} = T_2 + (V_2)_e + (V_2)_g$$

Determine values for each term.

$$T_1 = \frac{1}{2} m_B (v'_B)^2 \quad V_1 = 0$$

$$T_2 = \frac{1}{2} m_B v_2^2 \quad V_2 = m_B g h_2 = m_B g l (1 - \cos \alpha)$$



Substitute into the Work-Energy equation and solve for v_A

$$T_1 + V_1 = T_2 + V_2: \quad \frac{1}{2} m_B (v'_B)^2 + 0 = \frac{1}{2} m_B v_2^2 + m_B g (1 - \cos \alpha)$$

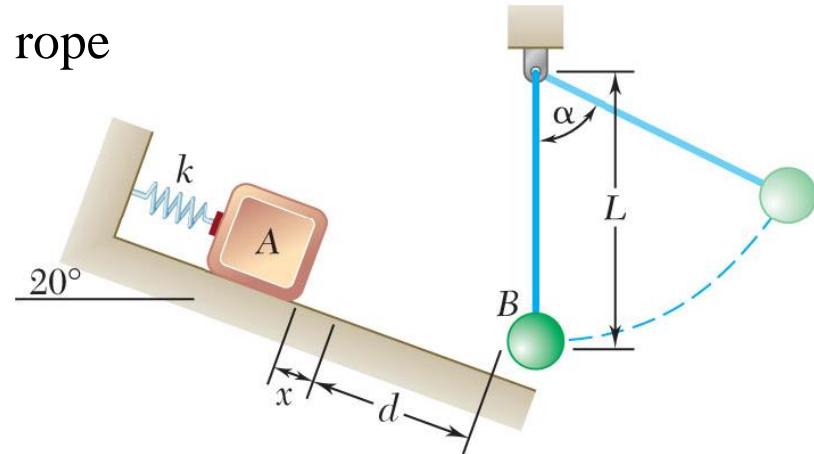
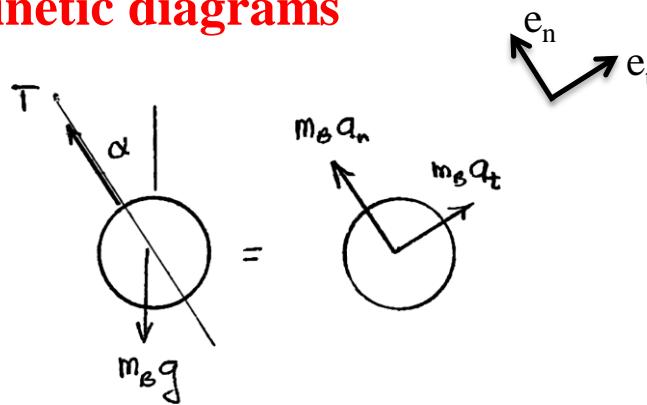
$$\begin{aligned} v_2^2 &= (v'_B)^2 - 2gl(1 - \cos \alpha) \\ &= (3.6356)^2 - (2)(9.81)(1 - \cos 40^\circ) \\ &= 8.6274 \text{ m}^2/\text{s}^2 \end{aligned}$$

$$v_2 = 2.94 \text{ m/s}$$

Vector Mechanics for Engineers: Dynamics

Group Problem Solving

- Use Newton's 2nd Law to find tension in the rope
- **Draw your free-body and kinetic diagrams**



- **Sum forces in the normal direction**
- **Determine normal acceleration**

$$\sum F_n = m_B \ddot{a}_n$$

$$T - m_B g \cos \alpha = m_B a_n$$

$$T = m_B (a_n + g \cos \alpha)$$

$$\rho = 1.00 \text{ m}$$

$$a_n = \frac{v_2^2}{\rho} = \frac{8.6274}{1.00} = 8.6274 \text{ m/s}^2$$

- **Substitute and solve**

$$T = (1.0)(8.6274 + 9.81 \cos 40^\circ)$$

$T = 16.14 \text{ N}$

Vector Mechanics for Engineers: Dynamics

Concept Question

Compare the following statement to the problem you just solved.

If the coefficient of restitution is smaller than the 0.8 in the problem, the tension T will be...

Smaller

Bigger

If the rope length is smaller than the 1 m in the problem, the tension T will be...

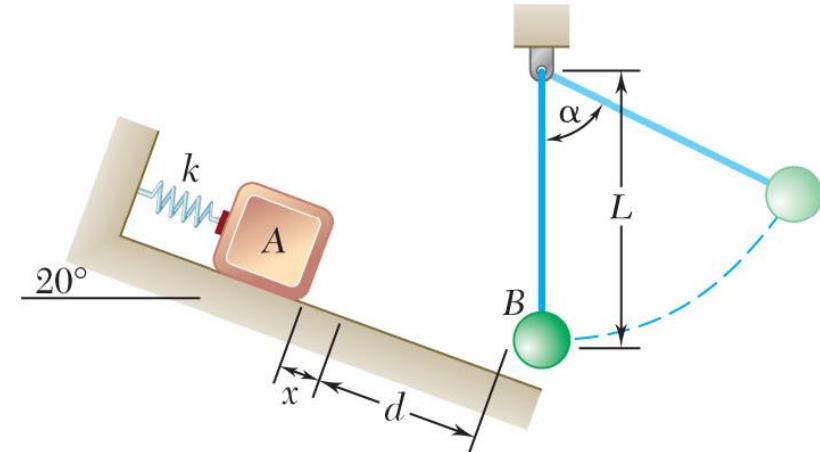
Smaller

Bigger

If the coefficient of friction is smaller than 0.2 given in the problem, the tension T will be...

Smaller

Bigger



If the mass of A is smaller than the 2 kg given in the problem, the tension T will be...

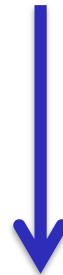
Smaller

Bigger

Summary

Approaches to Kinetics Problems

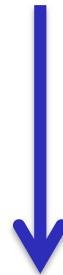
Forces and
Accelerations



Newton's Second
Law (last chapter)

$$\sum \vec{F} = m \vec{a}_G$$

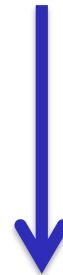
Velocities and
Displacements



Work-Energy

$$T_1 + U_{1 \rightarrow 2} = T_2$$

Velocities and
Time



Impulse-
Momentum

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