PHVS 107 - Week 7 - Friday
* Collisions: conservation of momentum: Plot, i = Plot, f.
ion 4 a elastic $\Rightarrow \vec{F} = \Delta \vec{p} = 0 \rightarrow \vec{p}$ constant
What about kinetic energy?
Example: catching & throwing a tall on roller skakes  m= 2kg  v=1 = 2 m/s  M=80kg  v=2 = 2 m/s
i) what is the recoil speed?  i) is energy conserved?  mechanical
$\vec{p}_{i} = m\vec{v}_{i} \not m $ $\vec{p}_{i} = m\vec{v}_{i} \not m $ $\vec{p}_{i} = m\vec{v}_{i} + M\vec{v}_{p}$
$V_{p} = \frac{m}{M} \left( \overrightarrow{V}_{1} - \overrightarrow{V}_{2} \right)$
$= \frac{2 kg}{80 kg} \left( + 8 \frac{m}{s} - (-2 \frac{m}{s}) \right)$
= +0.25  m/s
2) KE, = \frac{1}{2}mv=\frac{2}{2}(2kg)(8m/s)^2 = 64 J

 $|XE_{f}| = \frac{1}{2}mv_{2}^{2} + \frac{1}{2}Mv_{p}^{2} = \frac{1}{2}(\frac{2kg}{2})(\frac{2mf}{2})^{2} + \frac{1}{2}(\frac{80kg}{2})(0.25\frac{mf}{2})^{2}$   $= \frac{4J}{2} + \frac{2.5J}{2} = 6.5J$ - nearly 60 J was converted into other energy Of ! Mechanical energy (KE+PE) is not conserved in the general case \* Clamfication of collisions: - Elastic collisions:  $KE_i = KE_f$ - Inelastic collisions:  $KE_i \neq KE_f$ - perfectly inelastic collisions:  $KE_i$  is as low as possible \* 1D elastic collisions momentum constant:  $m, \vec{v}, + m \vec{v}\vec{v} = m, \vec{v}, + m_{\vec{v}}\vec{v}^{2}$ kinetic energy constant:  $lm, v^{2}, + lmzv^{2}_{z} = lm, \vec{v}, + lmzv^{2}_{z}$ If we know m, m2, v, v2 - con solve for v', v2

$$\int m_1 v_1^2 + m_2 v_2^2 = m_1 v_1^2 + m_2 v_2^2$$

$$\int m_1 v_1 + m_2 v_2 = m_1 v_1^2 + m_2 v_2^2$$

$$\begin{cases} m, (v_1^2 - v_1^{12}) = m_2(v_2^{12} - v_2^2) \\ m, (v_1 - v_1^1) = m_2(v_2^1 - v_2) \end{cases}$$

$$(v_1 - v_1)(v_1 + v_1) = m_2(v_2' - v_2)(v_2' + v_2)$$
  
 $m_1(v_1 - v_1') = m_2(v_2' - v_2)$ 

$$\langle v_1 + v_1' = w_1 v_2' + v_2 \rangle$$
or  $v_1 - v_2 = v_2' - v_{w_1}$  (always valid)

\* If one object is initially at rest: 
$$v_2 = 0$$

$$C_3 v_1 = v_2^1 - v_1^1$$

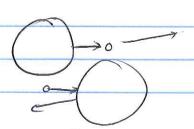
momentum constant: 
$$m_1v_1 = m_1v_1' + m_2v_2'$$

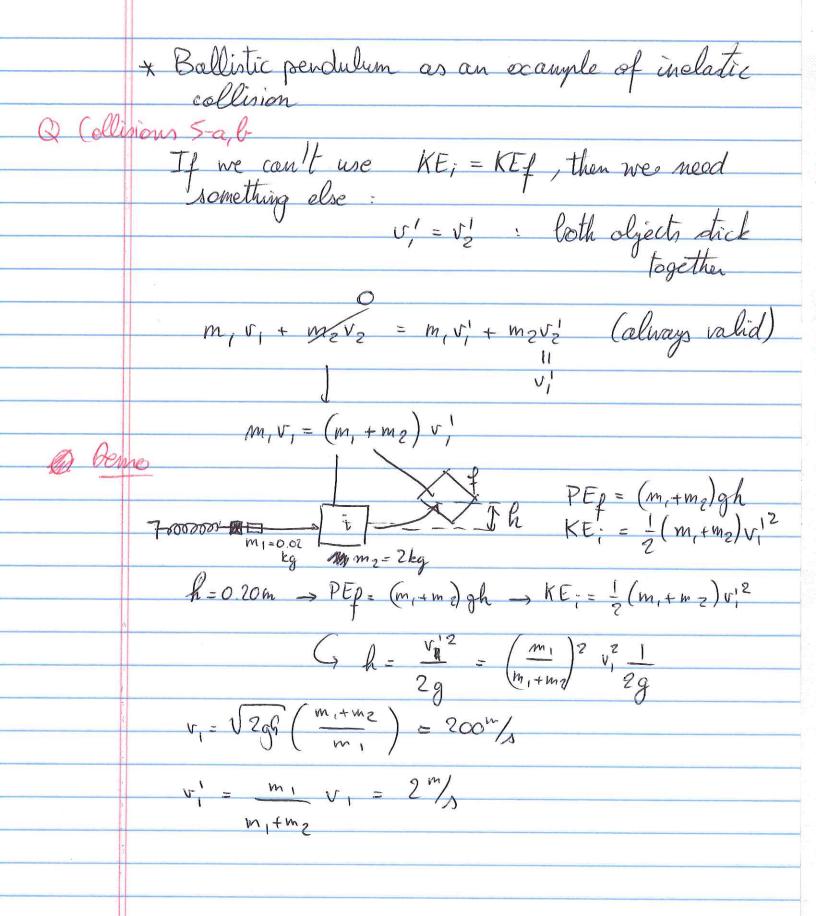
$$Gm_1v_1 = m_1v_1' + m_2(v_1+v_1')$$

$$G_{m_1-m_2}(v) = (m_1+m_2) v'$$

$$\langle v' \rangle = \frac{m_1 - m_2}{m_1 + m_2} v'$$

$$m = m_2 \rightarrow v'_1 = 0$$
  
 $m_1 > m_2 \rightarrow v'_1 = v_1$   
 $m_1 < < m_2 \rightarrow v'_1 = -v_1$ 





$$m_1, \vec{v}_1$$
  $m_2, \vec{v}_2 = 0$   $0$ 

$$m, \vec{v}, \not\leftarrow \begin{cases} x : m, v, = m_{\ell} \vec{v}_{1,x} + m_{\ell} \vec{v}_{2,x} \\ y : 0 = m_{\ell} \vec{v}_{1,y} + m_{\ell} \vec{v}_{2,y} \end{cases}$$

$$\begin{cases} m_1 v_1 = m_1 v_1' \cos \theta_1 + m_2 v_2' \cos \theta_2 \\ 0 = m_1 v_1' \sin \theta_1 + m_2 v_2' \sin \theta_2 \end{cases}$$

$$\frac{1}{2}m_1v_1^2 = \frac{1}{2}m_1v_1^2 + \frac{1}{2}m_2v_2^2$$

