PHYS 1443 – Section 002
Lecture #16

Wednesday, Nov. 5, 2008
Dr. Jae Yu

- Collisions – Elastic and Inelastic Collisions
- Two Dimensional Collisions
- Center of Mass
- Fundamentals of Rotational Motions

Announcements

- Quiz next Monday, Nov. 10
  - Beginning of the class
  - Covers CH 9
- Mid-term grade discussions
  - If you haven't done it, please do so today after the class in my office, CPB342
- Third term exam
  - 1 – 2:20pm, Wednesday, Nov. 19, in SH103
  - Covers CH 9 – What we complete next Wednesday, Nov. 12
  - Jason will do a summary session on Monday, Nov. 17
- Tea time with Dr. Durrance, a former astronaut, in SH108 at 3pm this afternoon

Extra-Credit Special Project

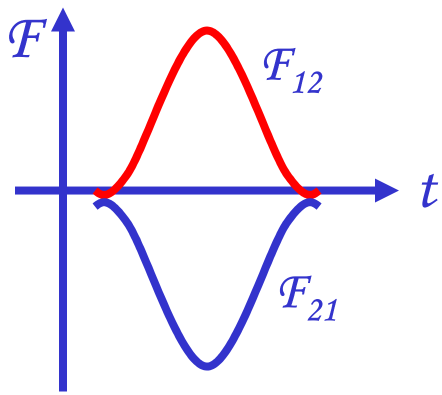
- Derive the formula for the final velocity of two objects which underwent an elastic collision as a function of known quantities m_1, m_2, v_{01} and v_{02} in page 6 of this lecture note. Must be done in far greater detail than what is covered in the lecture note.
  - 20 points extra credit
- Describe in detail what happens to the final velocities if $m_1=m_2$.
  - 5 point extra credit
- Due: Start of the class next Wednesday, Nov. 12

Collisions

Generalized collisions must cover not only the physical contact but also the collisions without physical contact such as that of electromagnetic ones in a microscopic scale.

Consider a case of a collision between a proton on a helium ion.

The collisions of these ions never involve physical contact because the electromagnetic repulsive force between these two become great as they get closer causing a collision.



Assuming no external forces, the force object 2 exerted on object 1 by, F_{21}, changes the momentum of object 1 by

$$\boxed{d\vec{p}_1 = \vec{F}_{21}dt}$$

Likewise for object 2 by object 1

$$\boxed{d\vec{p}_2 = \vec{F}_{12}dt}$$

Using Newton's 3rd law we obtain

$$d\vec{p}_2 = \vec{F}_{12}dt = -\vec{F}_{21}dt = -d\vec{p}_1$$

So the momentum change of the system in the collision is 0, and the momentum is conserved

$$d\vec{p} = d\vec{p}_1 + d\vec{p}_2 = 0$$

$$\vec{p}_{system} = \vec{p}_1 + \vec{p}_2 = \text{constant}$$

Elastic and Inelastic Collisions

Momentum is conserved in any collisions as long as external forces are negligible.

Collisions are classified as elastic or inelastic based on whether the kinetic energy is conserved, meaning whether it is the same before and after the collision.

Elastic Collision	*A collision in which the total kinetic energy and momentum are the same before and after the collision.*
Inelastic Collision	*A collision in which the total kinetic energy is not the same before and after the collision, but momentum is.*

Two types of inelastic collisions:Perfectly inelastic and inelastic

Perfectly Inelastic: Two objects stick together after the collision, moving together at a certain velocity.
Inelastic: Colliding objects do not stick together after the collision but some kinetic energy is lost.

Note: Momentum is constant in all collisions but kinetic energy is only in elastic collisions.

Elastic and Perfectly Inelastic Collisions

In perfectly Inelastic collisions, the objects stick together after the collision, moving together. Momentum is conserved in this collision, so the final velocity of the stuck system is

$$m_1\vec{v}_{1i} + m_2\vec{v}_{2i} = (m_1 + m_2)\vec{v}_f$$

$$\boxed{\vec{v}_f = \frac{m_1\vec{v}_{1i} + m_2\vec{v}_{2i}}{(m_1 + m_2)}}$$

How about elastic collisions?

$$m_1\vec{v}_{1i} + m_2\vec{v}_{2i} = m_1\vec{v}_{1f} + m_2\vec{v}_{2f}$$

In an elastic collision, both the momentum and the kinetic energy are conserved. Therefore, the final speeds in an elastic collision can be obtained in terms of initial speeds as

$$\frac{1}{2}m_1 v_{1i}^2 + \frac{1}{2}m_2 v_{2i}^2 = \frac{1}{2}m_1 v_{1f}^2 + \frac{1}{2}m_2 v_{2f}^2$$

$$m_1\left(v_{1i}^2 - v_{1f}^2\right) = m_2\left(v_{2i}^2 - v_{2f}^2\right)$$

$$m_1\left(v_{1i} - v_{1f}\right)\left(v_{1i} + v_{1f}\right) = m_2\left(v_{2i} - v_{2f}\right)\left(v_{2i} + v_{2f}\right)$$

From momentum conservation above

$$m_1\left(v_{1i} - v_{1f}\right) = m_2\left(v_{2i} - v_{2f}\right)$$

$$\boxed{v_{1f} = \left(\frac{m_1 - m_2}{m_1 + m_2}\right)v_{1i} + \left(\frac{2m_2}{m_1 + m_2}\right)v_{2i}}$$

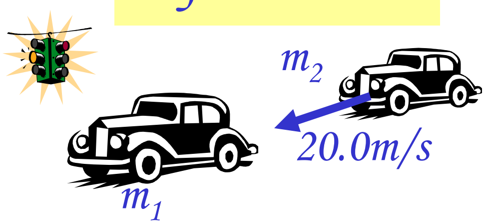
$$\boxed{v_{2f} = \left(\frac{2m_1}{m_1 + m_2}\right)v_{1i} + \left(\frac{m_1 - m_2}{m_1 + m_2}\right)v_{2i}}$$

What happens when the two masses are the same?

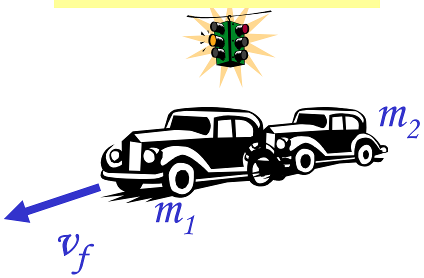
Example for Collisions

A car of mass 1800kg stopped at a traffic light is rear-ended by a 900kg car, and the two become entangled. If the lighter car was moving at 20.0m/s before the collision what is the velocity of the entangled cars after the collision?

Before collision



After collision



The momenta before and after the collision are

$$\vec{p}_i = m_1\vec{v}_{1i} + m_2\vec{v}_{2i} = 0 + m_2\vec{v}_{2i}$$

$$\vec{p}_f = m_1\vec{v}_{1f} + m_2\vec{v}_{2f} = (m_1 + m_2)\vec{v}_f$$

Since momentum of the system must be conserved

$$\vec{p}_i = \vec{p}_f \quad \Rightarrow \quad (m_1 + m_2)\vec{v}_f = m_2\vec{v}_{2i}$$

$$\vec{v}_f = \frac{m_2\vec{v}_{2i}}{(m_1 + m_2)} = \frac{900 \times 20.0\vec{i}}{900 + 1800} = 6.67\vec{i}\ m/s$$

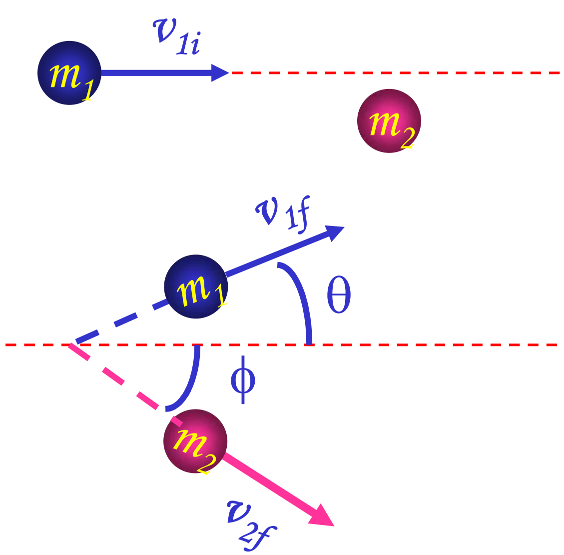
What can we learn from these equations on the direction and magnitude of the velocity before and after the collision?

The cars are moving in the same direction as the lighter car's original direction to conserve momentum.

The magnitude is inversely proportional to its own mass.

Two dimensional Collisions

In two dimension, one needs to use components of momentum and apply momentum conservation to solve physical problems.



$$m_1\vec{v}_{1i} + m_2\vec{v}_{2i} = m_1\vec{v}_{1f} + m_2\vec{v}_{2f}$$

x-comp. $$m_1 v_{1ix} + m_2 v_{2ix} = m_1 v_{1fx} + m_2 v_{2fx}$$

y-comp. $$m_1 v_{1iy} + m_2 v_{2iy} = m_1 v_{1fy} + m_2 v_{2fy}$$

Consider a system of two particle collisions and scatters in two dimension as shown in the picture. (This is the case at fixed target accelerator experiments.) The momentum conservation tells us:

$$m_1\vec{v}_{1i} + m_2\vec{v}_{2i} = m_1\vec{v}_{1i}$$

$$m_1 v_{1ix} = m_1 v_{1fx} + m_2 v_{2fx} = m_1 v_{1f}\cos\theta + m_2 v_{2f}\cos\phi$$

$$m_1 v_{1iy} = 0 = m_1 v_{1fy} + m_2 v_{2fy} = m_1 v_{1f}\sin\theta - m_2 v_{2f}\sin\phi$$

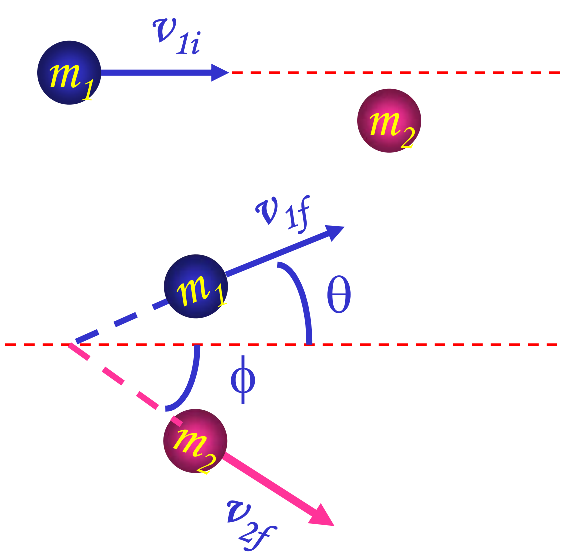
And for the elastic collisions, the kinetic energy is conserved:

$$\frac{1}{2}m_1 v_{1i}^2 = \frac{1}{2}m_1 v_{1f}^2 + \frac{1}{2}m_2 v_{2f}^2$$

What do you think we can learn from these relationships?

Example for Two Dimensional Collisions

Proton #1 with a speed 3.50×10^5 m/s collides elastically with proton #2 initially at rest. After the collision, proton #1 moves at an angle of 37^o to the horizontal axis and proton #2 deflects at an angle ϕ to the same axis. Find the final speeds of the two protons and the scattering angle of proton #2, ϕ.



Since both the particles are protons $m_1=m_2=m_p$.

Using momentum conservation, one obtains

x-comp. $$m_p v_{1i} = m_p v_{1f}\cos\theta + m_p v_{2f}\cos\phi$$

y-comp. $$m_p v_{1f}\sin\theta - m_p v_{2f}\sin\phi = 0$$

Canceling m_p and putting in all known quantities, one obtains

$$v_{1f}\cos 37^o + v_{2f}\cos\phi = 3.50\times10^5 \quad (1)$$

$$v_{1f}\sin 37^o = v_{2f}\sin\phi \quad (2)$$

From kinetic energy conservation:

$$\left(3.50\times10^5\right)^2 = v_{1f}^2 + v_{2f}^2 \quad (3)$$

Solving Eqs. 1-3 equations, one gets

$$v_{1f} = 2.80\times10^5\, m/s$$

$$v_{2f} = 2.11\times10^5\, m/s$$

$$\phi = 53.0^o$$

Do this at home☺

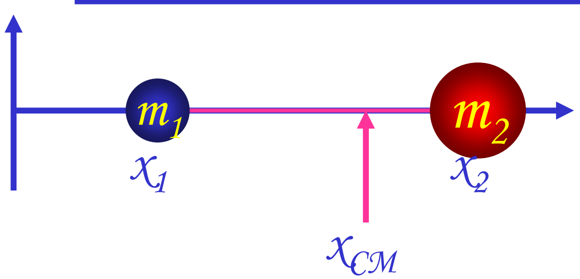
Center of Mass

We've been solving physical problems treating objects as sizeless points with masses, but in realistic situations objects have shapes with masses distributed throughout the body.

Center of mass of a system is the average position of the system's mass and represents the motion of the system as if all the mass is on the point.

What does above statement tell you concerning the forces being exerted on the system?

The total external force exerted on the system of total mass M causes the center of mass to move at an acceleration given by $\vec{a} = \sum \vec{F} / M$ *as if all the mass of the system is concentrated on the center of mass.*



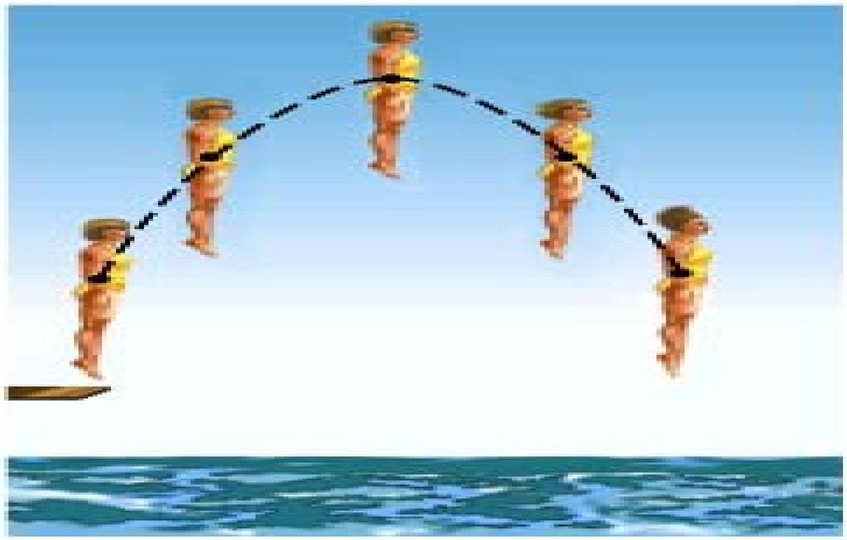
Consider a massless rod with two balls attached at either end.

The position of the center of mass of this system is the mass averaged position of the system

$$x_{CM} \equiv \frac{m_1 x_1 + m_2 x_2}{m_1 + m_2}$$

CM is closer to the heavier object

Motion of a Diver and the Center of Mass



(a)

Diver performs a simple dive.
The motion of the center of mass follows a parabola since it is a projectile motion.

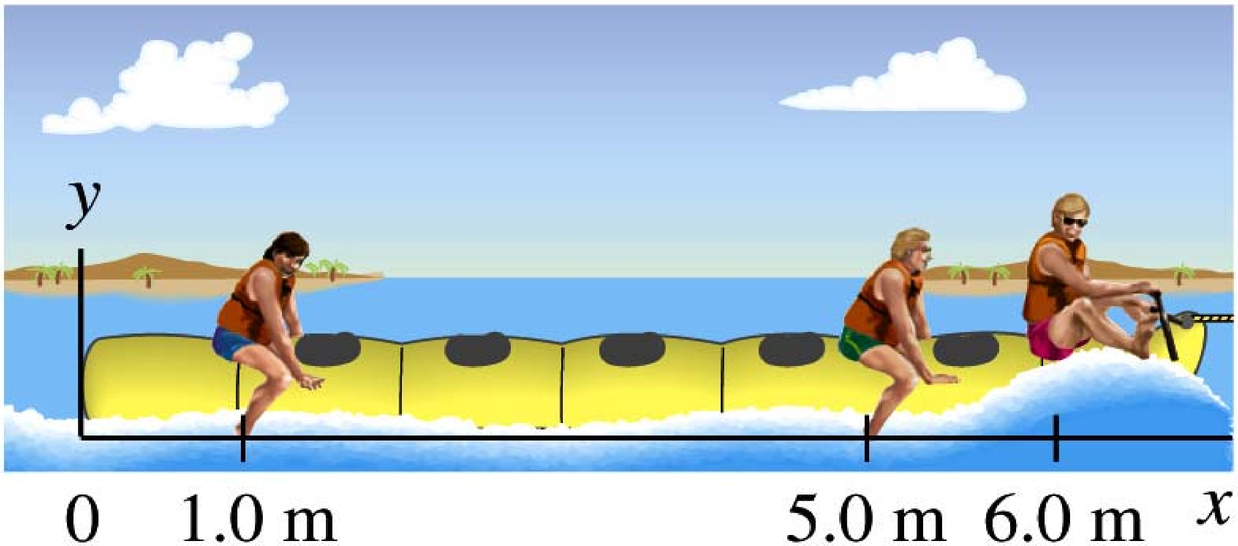
(b)

Diver performs a complicated dive.
The motion of the center of mass still follows the same parabola since it still is a projectile motion.

The motion of the center of mass of the diver is always the same.

Example 9 – 14

Thee people of roughly equivalent mass M on a lightweight (air-filled) banana boat sit along the x axis at positions x_1=1.0m, x_2=5.0m, and x_3=6.0m. Find the position of CM.



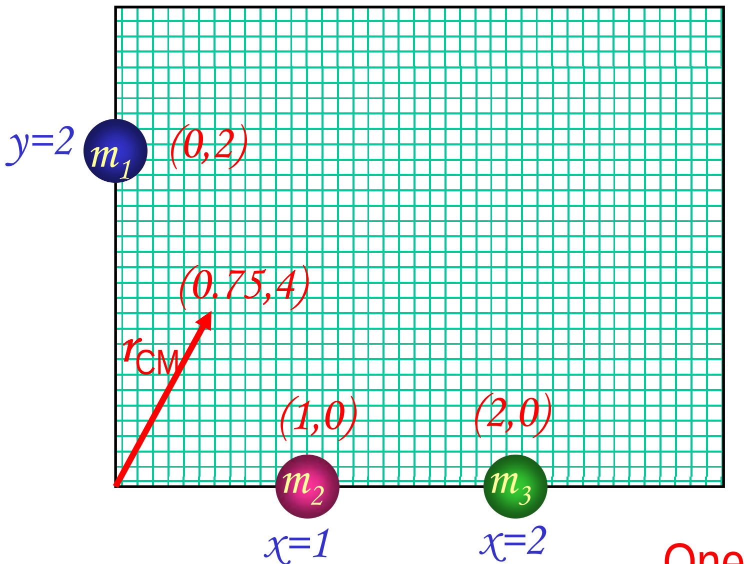
Using the formula for CM

$$x_{CM} = \frac{\sum_i m_i x_i}{\sum_i m_i}$$

$$= \frac{M \cdot 1.0 + M \cdot 5.0 + M \cdot 6.0}{M + M + M} = \frac{12.0M}{3M} = 4.0(m)$$

Example for Center of Mass in 2-D

A system consists of three particles as shown in the figure. Find the position of the center of mass of this system.



Using the formula for CM for each position vector component

$$x_{CM} = \frac{\sum_i m_i x_i}{\sum_i m_i} \qquad y_{CM} = \frac{\sum_i m_i y_i}{\sum_i m_i}$$

One obtains $\vec{r}_{CM} = x_{CM}\vec{i} + y_{CM}\vec{j} = \frac{(m_2 + 2m_3)\vec{i} + 2m_1\vec{j}}{m_1 + m_2 + m_3}$

$$x_{CM} = \frac{\sum_i m_i x_i}{\sum_i m_i} = \frac{m_1 x_1 + m_2 x_2 + m_3 x_3}{m_1 + m_2 + m_3} = \frac{m_2 + 2m_3}{m_1 + m_2 + m_3}$$

$$y_{CM} = \frac{\sum_i m_i y_i}{\sum_i m_i} = \frac{m_1 y_1 + m_2 y_2 + m_3 y_3}{m_1 + m_2 + m_3} = \frac{2m_1}{m_1 + m_2 + m_3}$$

If $m_1 = 2kg; m_2 = m_3 = 1kg$

$$\vec{r}_{CM} = \frac{3\vec{i} + 4\vec{j}}{4} = 0.75\vec{i} + \vec{j}$$

Center of Mass of a Rigid Object

The formula for CM can be extended to a system of many particles or a Rigid Object

$$x_{CM} = \frac{m_1x_1 + m_2x_2 + \cdots + m_nx_n}{m_1 + m_2 + \cdots + m_n} = \frac{\sum_i m_i x_i}{\sum_i m_i}$$

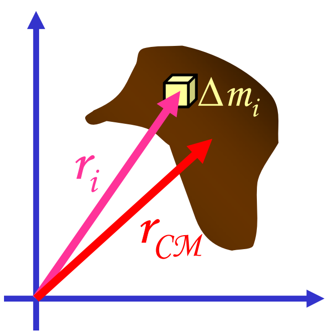
$$y_{CM} = \frac{\sum_i m_i y_i}{\sum_i m_i}$$

$$z_{CM} = \frac{\sum_i m_i z_i}{\sum_i m_i}$$

The position vector of the center of mass of a many particle system is

$$\vec{r}_{CM} = x_{CM}\vec{i} + y_{CM}\vec{j} + z_{CM}\vec{k} = \frac{\sum_i m_i x_i \vec{i} + \sum_i m_i y_i \vec{j} + \sum_i m_i z_i \vec{k}}{\sum_i m_i}$$

$$\vec{r}_{CM} = \frac{\sum_i m_i \vec{r}_i}{M}$$



A rigid body – an object with shape and size with mass spread throughout the body, ordinary objects – can be considered as a group of particles with mass m_i densely spread throughout the given shape of the object

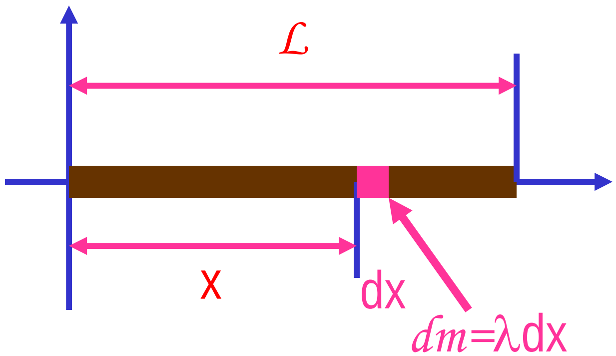
$$x_{CM} \approx \frac{\sum_i \Delta m_i x_i}{M}$$

$$x_{CM} = \lim_{\Delta m_i \to 0} \frac{\sum_i \Delta m_i x_i}{M} = \frac{1}{M}\int x\,dm$$

$$\vec{r}_{CM} = \frac{1}{M}\int \vec{r}\,dm$$

Example of Center of Mass; Rigid Body

Show that the center of mass of a rod of mass $\mathcal{M}$ and length $\mathcal{L}$ lies in midway between its ends, assuming the rod has a uniform mass per unit length.



The formula for CM of a continuous object is

$$\boxed{x_{CM} = \frac{1}{M}\int_{x=0}^{x=L} x\,dm}$$

Since the density of the rod (λ) is constant; $\lambda = M/L$

The mass of a small segment $dm = \lambda dx$

Therefore $x_{CM} = \frac{1}{M}\int_{x=0}^{x=L}\lambda x dx = \frac{1}{M}\left[\frac{1}{2}\lambda x^2\right]_{x=0}^{x=L} = \frac{1}{M}\left(\frac{1}{2}\lambda L^2\right) = \frac{1}{M}\left(\frac{1}{2}ML\right) = \frac{L}{2}$

Find the CM when the density of the rod non-uniform but varies linearly as a function of x, λ=α x

$$M = \int_{x=0}^{x=L}\lambda dx = \int_{x=0}^{x=L}\alpha x dx$$

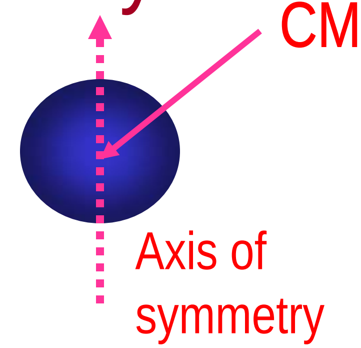
$$= \left[\frac{1}{2}\alpha x^2\right]_{x=0}^{x=L} = \frac{1}{2}\alpha L^2$$

$$x_{CM} = \frac{1}{M}\int_{x=0}^{x=L}\lambda x dx = \frac{1}{M}\int_{x=0}^{x=L}\alpha x^2 dx = \frac{1}{M}\left[\frac{1}{3}\alpha x^3\right]_{x=0}^{x=L}$$

$$x_{CM} = \frac{1}{M}\left(\frac{1}{3}\alpha L^3\right) = \frac{1}{M}\left(\frac{2}{3}ML\right) = \frac{2L}{3}$$

Center of Mass and Center of Gravity

The center of mass of any symmetric object lies on the axis of symmetry and on any plane of symmetry, if the object's mass is evenly distributed throughout the body.

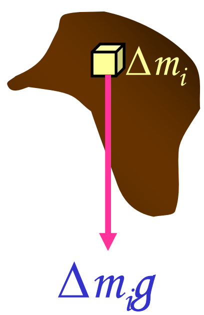


How do you think you can determine the CM of the objects that are not symmetric?

One can use gravity to locate CM.

1. Hang the object by one point and draw a vertical line following a plum-bob.
2. Hang the object by another point and do the same.
3. The point where the two lines meet is the CM.

Center of Gravity



Since a rigid object can be considered as a collection of small masses, one can see the total gravitational force exerted on the object as

$$\vec{F}_g = \sum_i \vec{F}_i = \sum_i \Delta m_i \vec{g} = M\vec{g}$$

What does this equation tell you?

The net effect of these small gravitational forces is equivalent to a single force acting on a point (Center of Gravity) with mass M.

The CoG is the point in an object as if all the gravitational force is acting on!

Motion of a Group of Particles

We've learned that the CM of a system can represent the motion of a system. Therefore, for an isolated system of many particles in which the total mass M is preserved, the velocity, total momentum, acceleration of the system are

Velocity of the system

$$\vec{v}_{CM} = \frac{d\vec{r}_{CM}}{dt} = \frac{d}{dt}\left(\frac{1}{M}\sum m_i \vec{r}_i\right) = \frac{1}{M}\sum m_i \frac{d\vec{r}_i}{dt} = \frac{\sum m_i \vec{v}_i}{M}$$

Total Momentum of the system

$$\vec{p}_{CM} = M\vec{v}_{CM} = M\frac{\sum m_i \vec{v}_i}{M} = \sum m_i \vec{v}_i = \sum \vec{p} = \vec{p}_{tot}$$

Acceleration of the system

$$\vec{a}_{CM} = \frac{d\vec{v}_{CM}}{dt} = \frac{d}{dt}\left(\frac{1}{M}\sum m_i \vec{v}_i\right) = \frac{1}{M}\sum m_i \frac{d\vec{v}_i}{dt} = \frac{\sum m_i \vec{a}_i}{M}$$

The external force exerting on the system

$$\sum \vec{F}_{ext} = M\vec{a}_{CM} = \sum m_i \vec{a}_i = \frac{d\vec{p}_{tot}}{dt}$$

What about the internal forces?

If net external force is 0

$$\sum \vec{F}_{ext} = 0 = \frac{d\vec{p}_{tot}}{dt}$$

$$\boxed{\vec{p}_{tot} = \text{const}}$$

System's momentum is conserved.