PHYS 1441 – Section 002 Lecture #17

Wednesday, Apr. 8, 2009 Dr. Jaehoon Yu

- Linear Momentum and Forces
- Linear Momentum Conservation
- Collisions
- Center of Mass
- Fundamentals of Rotational Motion

Announcements

Quiz Results

- Class average: 2.5/6
 - Previous quizzes:
- Top score: 5/6
- 2nd term exam
 - 1 2:20pm, Wednesday, Apr. 22, in SH103
 - Non-comprehensive exam
 - Covers: Ch. 6.1 what we complete next Wednesday, Apr. 15
 - A help session in class Monday, Apr. 20 by Humphrey
 - One better of the two term exams will be used for final grading
- Colloquium today @ 2:30pm in SH101
- And at 4:30pm in the planetarium

Physics Department The University of Texas at Arlington COLLOQUIUM

Probing the Limits of Nuclear Activity with the COSMOS Survey

Dr. Chris Impey
Deputy Head of the Department of Astronomy
University of Arizona

Wednesday, April 8, 2009 at 2:30 pm in Room 101 SH

Abstract

The Cosmological Evolution Survey (COSMOS) is centered on the largest contiguous region of the sky ever imaged by HST. It was motivated by the study of galaxy evolution and morphology but the combination of depth, breadth and extensive multiwavelength data makes it the best region in the sky for a comprehensive study of AGN. This talk will concentrate on AGN selected by X-ray emission, and the search for AGN with low black hole mass, low accretion rates, and high levels of obscuration that removes them from optical surveys.

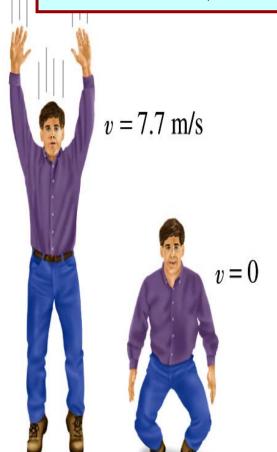
Refreshments will be served in the Physics Lounge at 2:00 pm

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 m₁, m₂, v₀₁ and v₀₂ in page 14 of this lecture note in a far greater detail than the note.
 - 20 points extra credit
- Show mathematically what happens to the final velocities if m₁=m₂ and describe in words the resulting motion.
 - 5 point extra credit
- Due: Start of the class next Wednesday, Apr. 15

Example 7.6 for Impulse

(a) Calculate the impulse experienced when a 70 kg person lands on firm ground after jumping from a height of 3.0 m. Then estimate the average force exerted on the person's feet by the ground, if the landing is (b) stiff-legged and (c) with bent legs. In the former case, assume the body moves 1.0cm during the impact, and in the second case, when the legs are bent, about 50 cm.



We don't know the force. How do we do this?

Obtain velocity of the person before striking the ground.

$$KE = -\Delta PE$$
 $\frac{1}{2}mv^2 = -mg(y - y_i) = mgy_i$

Solving the above for velocity v, we obtain

$$v = \sqrt{2gy_i} = \sqrt{2 \cdot 9.8 \cdot 3} = 7.7 m/s$$

Then as the person strikes the ground, the momentum becomes 0 quickly giving the impulse

$$\vec{I} = \vec{F}\Delta t = \vec{\Delta}\vec{p} = \vec{p}_f - \vec{p}_i = 0 - \vec{m}\vec{v} = -70kg \cdot 7.7m / \vec{s}\vec{j} = -540\vec{j}N \cdot \vec{s}$$

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Example 7.6 cont'd

In coming to rest, the body decelerates from 7.7m/s to 0m/s in a distance d=1.0cm=0.01m.

The average speed during this period is
$$\overline{v} = \frac{0 + v_i}{2} = \frac{7.7}{2} = 3.8 m / s$$

The time period the collision lasts is

$$\Delta t = \frac{d}{\overline{v}} = \frac{0.01m}{3.8m/s} = 2.6 \times 10^{-3} s$$
$$|\vec{I}| = |\vec{\overline{F}} \Delta t| = 540N \cdot s$$

Since the magnitude of impulse is

$$\left| \overrightarrow{I} \right| = \left| \overrightarrow{\overline{F}} \Delta t \right| = 540 N \cdot s$$

The average force on the feet during this landing is

$$\overline{F} = \frac{I}{\Delta t} = \frac{540}{2.6 \times 10^{-3}} = 2.1 \times 10^5 N$$

How large is this average force?
$$Weight = 70kg \cdot 9.8m / s^2 = 6.9 \times 10^2 N$$

$$\overline{F} = 2.1 \times 10^5 N = 304 \times 6.9 \times 10^2 N = 304 \times Weight$$

If landed in stiff legged, the feet must sustain 300 times the body weight. The person will

likely break his leg.

$$\Delta t = \frac{d}{\overline{v}} = \frac{0.50m}{3.8m/s} = 0.13s$$

For bent legged landing:

$$\overline{F} = \frac{540}{0.13} = 4.1 \times 10^3 N = 5.9 Weight$$

Linear Momentum and Forces

$$\sum \vec{F} = \frac{\Delta \vec{p}}{\Delta t}$$

What can we learn from this force-momentum relationship?

- The rate of the change of particle's momentum is the same as the net force exerted on it.
- When the net force is 0, the particle's linear momentum is a constant as a function of time.
- If a particle is isolated, the particle experiences no net force.
 Therefore its momentum does not change and is conserved.

Something else we can do with this relationship. What do you think it is?

The relationship can be used to study the case where the mass changes as a function of time.

Can you think of a few cases like this?

 $\sum \vec{F} = \frac{\Delta \vec{p}}{\Delta t} = \frac{\Delta (m\vec{v})}{\Delta t} = \frac{\Delta m}{\Delta t} \vec{v} + m \frac{\Delta \vec{v}}{\Delta t}$

Motion of a meteorite

Motion of a rocket

Conservation of Linear Momentum in a Two Particle System

Consider an isolated system with two particles that do not have any external forces exerting on it. What is the impact of Newton's 3rd Law?

If particle #1 exerts force on particle #2, there must be another force that the particle #2 exerts on #1 as the reaction force. Both the forces are internal forces, and the net force in the entire SYSTEM is still 0.

Now how would the momenta of these particles look like?

Let say that the particle #1 has momentum p_1 and #2 has p_2 at some point of time.

Using momentumforce relationship

$$\vec{F}_{21} = \frac{\Delta \vec{p}_1}{\Delta t}$$
 and $\vec{F}_{12} = \frac{\Delta \vec{p}_2}{\Delta t}$

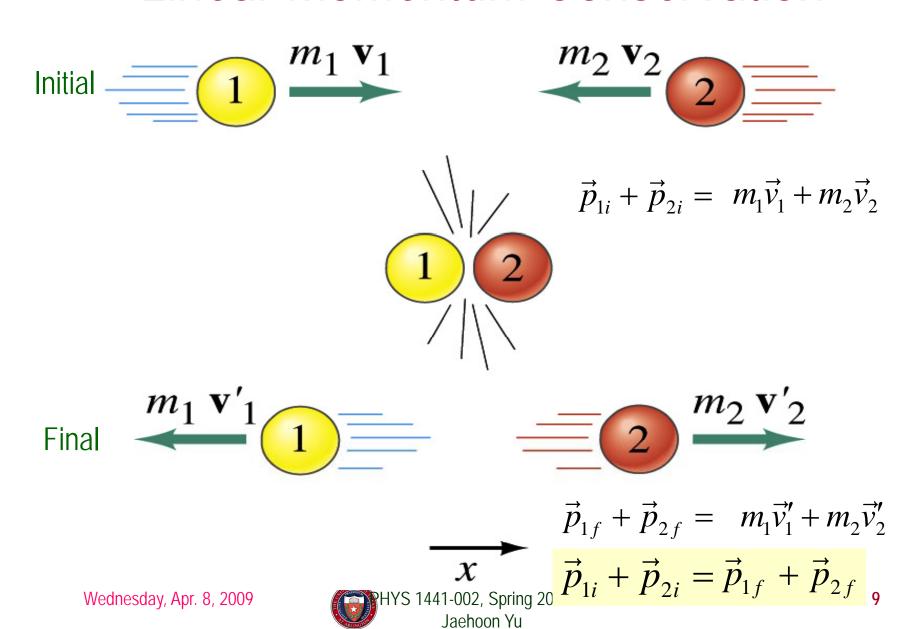
And since net force of this system is 0

$$\sum \vec{F} = \vec{F}_{12} + \vec{F}_{21} = \frac{\Delta \vec{p}_2}{\Delta t} + \frac{\Delta \vec{p}_1}{\Delta t} = \frac{\Delta}{\Delta t} (\vec{p}_2 + \vec{p}_1) = 0$$

Therefore
$$\vec{p}_2 + \vec{p}_1 = const$$

The total linear momentum of the system is conserved!!!

Linear Momentum Conservation



More on Conservation of Linear Momentum in a Two Body System

From the previous slide we've learned that the total momentum of the system is conserved if no external forces are exerted on the system.

$$\sum \vec{p} = \vec{p}_2 + \vec{p}_1 = const$$

What does this mean?

As in the case of energy conservation, this means that the total vector sum of all momenta in the system is the same before and after any interactions

Mathematically this statement can be written as $ec{p}_{2i} + ec{p}_{1i} = ec{p}_{2f} + ec{p}_{1f}$

$$\vec{p}_{2i} + \vec{p}_{1i} = \vec{p}_{2f} + \vec{p}_{1f}$$

$$\sum_{system} P_{xi} = \sum_{system} P_{xf}$$
 $\sum_{system} P_{yi} = \sum_{system} P_{yf}$ $\sum_{system} P_{zi} = \sum_{system} P_{zf}$

This can be generalized into conservation of linear momentum in many particle systems.

Whenever two or more particles in an isolated system interact, the total momentum of the system remains constant.

Ex. Ice Skaters

Starting from rest, two skaters push off against each other on ice where friction is negligible. One is a 54-kg woman and one is a 88-kg man. The woman moves away with a speed of +2.5 m/s. Find the recoil velocity of the man.

No net external force → momentum conserved

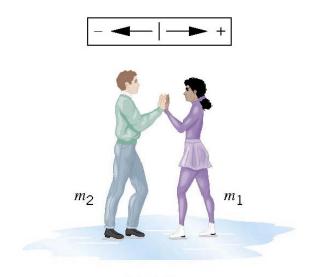
$$\vec{\mathbf{P}}_{\mathbf{f}} = \vec{\mathbf{P}}_{\mathbf{o}}$$

$$m_1 v_{f1} + m_2 v_{f2} = 0$$

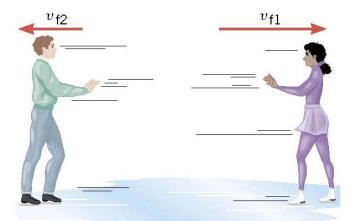
Solve for
$$V_{f2}$$

$$v_{f2} = -\frac{m_1 v_{f1}}{m_2}$$

$$v_{f2} = -\frac{(54 \text{ kg})(+2.5 \text{ m/s})}{88 \text{ kg}} = -1.5 \text{ m/s}$$



(a) Before



(b) After

How do we apply momentum conservation?

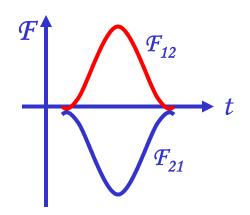
- Decide which objects are included in the system.
- Relative to the system, identify the internal and external forces.
- 3. Verify that the system is isolated.
- 4. Set the final momentum of the system equal to its initial momentum. Remember that momentum is a vector.

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 exerted on particle 1 by particle 2, \mathcal{F}_{21} , changes the momentum of particle 1 by

 $\Delta p_1 = F_{21} \Delta$

Likewise for particle 2 by particle 1

$$\Delta \vec{p}_2 = \vec{F}_{12} \Delta t$$

Using Newton's 3rd law we obtain

$$\vec{\Delta p_2} = \vec{F}_{12} \Delta t = -\vec{F}_{21} \Delta t = -\vec{\Delta p_1}$$

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

$$\Delta \overrightarrow{p} = \Delta \overrightarrow{p}_1 + \Delta \overrightarrow{p}_2 = 0$$

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

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 <u>kinetic energy</u> 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

How about elastic collisions?

In elastic collisions, 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

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

$$\frac{1}{2}m_1v_{1i}^2 + \frac{1}{2}m_2v_{2i}^2 = \frac{1}{2}m_1v_{1f}^2 + \frac{1}{2}m_2v_{2f}^2$$

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

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

From momentum conservation above

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

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

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

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What happens when the two masses are the same?

Ex. A Ballistic Pendulum

The mass of the block of wood is 2.50-kg and the mass of the bullet is 0.0100-kg. The block swings to a maximum height of 0.650 m above the initial position. Find the initial speed of the bullet.

What kind of collision? Perfectly inelastic collision

No net external force

momentum conserved

$$m_1 v_{f1} + m_2 v_{f2} = m_1 v_{o1} + m_2 v_{o2}$$

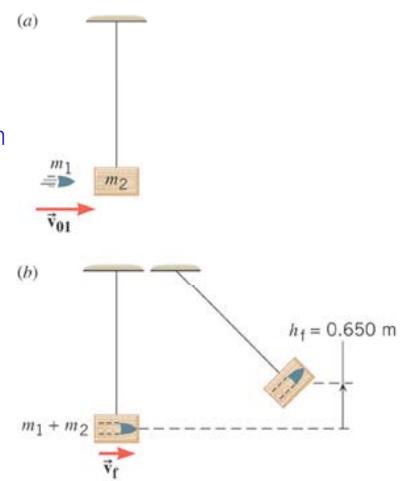
 $(m_1 + m_2) v_f = m_1 v_{o1}$

Solve for
$$V_{01}$$

$$v_{o1} = \frac{\left(m_1 + m_2\right)v_f}{m_1}$$

What do we not know? The final speed!! How can we get it? Using the mechanical

energy conservation!



Ex. A Ballistic Pendulum, cnt'd

Now using the mechanical energy conservation

$$\frac{1}{2}mv^{2} = mgh$$

$$(m_{1} + m_{2})gh_{f} = \frac{1}{2}(m_{1} + m_{2})v_{f}^{2}$$

$$gh_{f} = \frac{1}{2}v_{f}^{2} \text{ Solve for V}_{f}$$

$$v_{f} = \sqrt{2gh_{f}} = \sqrt{2(9.80 \text{ m/s}^{2})(0.650 \text{ m})}$$



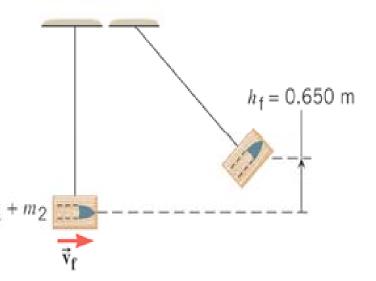
(b)

Using the solution obtained previously, we obtain

$$v_{o1} = \frac{(m_1 + m_2)v_f}{m_1} = \frac{(m_1 + m_2)\sqrt{2gh_f}}{m_1}$$

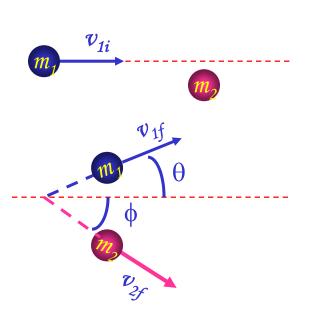
$$= \left(\frac{0.0100 \text{ kg} + 2.50 \text{ kg}}{0.0100 \text{ kg}}\right)\sqrt{2(9.80 \text{ m/s}^2)(0.650 \text{ m})}$$

$$= +896 \text{ m/s}$$



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:

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

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

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

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

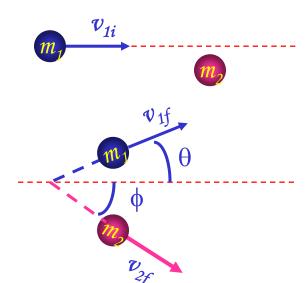
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$$\frac{1}{2}m_1v_{1i}^2 = \frac{1}{2}m_1v_{1f}^2 + \frac{1}{2}m_2v_{2f}^2$$

PHYS 1441-002, Spring 2009 Dr. Jaehoon Yu What do you think we can learn from these relationships?

Example for Two Dimensional Collisions

Proton #1 with a speed 3.50x10⁵ m/s collides elastically with proton #2 initially at rest. After the collision, proton #1 moves at an angle of 37° 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 .



From kinetic energy conservation:

$$(3.50 \times 10^5)^2 = v_{1f}^2 + v_{2f}^2$$

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

$$v_{1f} \cos 37^{\circ} + v_{2f} \cos \phi = 3.50 \times 10^{5}$$
 (1)

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

Solving Eqs. 1-3
$$v_{1f} = 2.80 \times 10^{5} \, m \, / \, s$$

$$(3.50 \times 10^5)^2 = v_{1f}^2 + v_{2f}^2$$
 (3) equations, one gets $v_{2f} = 2.11 \times 10^5 \, m \, / \, s$

Do this at home©