

Definition :-  $\vec{p} = m\vec{v}$

Fundamental law :- Momentum is always conserved.

Additionally, for larger bodies or multiparticle systems, it is often helpful to reduce the behaviour of the whole system to that of a particle. The location of such a particle is defined by

$$\vec{R} = \frac{\sum_i m_i \vec{r}_i}{\sum_i m_i}$$

Center of mass position

Differentiating

$$\vec{V} = \frac{\sum_i m_i \vec{v}_i}{M} \Rightarrow \text{Momentum of center of mass is sum of all momentum.}$$

↪

$$\vec{A} = \frac{\sum_i m_i \vec{a}_i}{M} \Rightarrow \text{Force on center of mass is equal to sum of all external forces. Any internal forces cancel out.}$$

lets dive right into a few problems.

1) A snowball is thrown against a wall. Where does its momentum go? Where does its energy go?

→ The momentum is transferred to earth and makes it revolve and rotate a bit faster.

$$M(\Delta V) \approx mv$$

$$\therefore \Delta V \approx \frac{m}{M}v$$

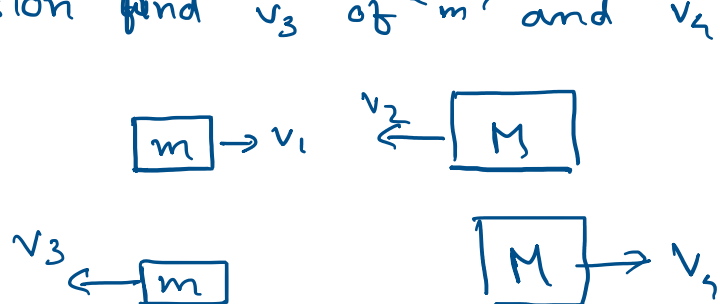
In the frame where the earth was at rest, its energy is

$$\frac{1}{2} M (\Delta V)^2 = \frac{1}{2} m v^2 \left(\frac{m}{M}\right) \ll \frac{1}{2} m v^2$$

∴ the earth takes up all of the momentum but pretty much none of the energy ∴ energy converts to heat and melts the snow.

2) 1D Collisions

Mass  $m$  moves with velocity  $v_1$  to the right and mass  $M$  move with velocity  $v_2$  to the left. After an elastic collision find  $v_3$  of  $m$  and  $v_4$  of  $M$



Conservation of Momentum

$$m v_1 - M v_2 = -m v_3 + M v_4$$

$$\frac{1}{2} m v_1^2 + \frac{1}{2} M v_2^2 = \frac{1}{2} m v_3^2 + \frac{1}{2} M v_4^2$$

Solving them, we get

$$v_3 = \frac{(M-m)v_1 + 2Mv_2}{M+m}$$

$$v_4 = \frac{2m v_1 - (M-m)v_2}{M+m}$$

The above requires you to solve a quadratic equation

Instead, lets employ a trick,

$$m(v_1 + v_3) = M(v_2 + v_4)$$

$$m(v_1^2 - v_3^2) = M(v_4^2 - v_2^2)$$

$$\Rightarrow m(v_1 - v_3)(v_1 + v_3) = M(v_4 - v_2)(v_4 + v_2)$$

$$\Rightarrow (v_1 - v_3) = (v_4 - v_2)$$

(Now you can solve a linear equation)

$$v_1 + v_2 = v_4 + v_3$$

$v_{rel}$  before collision  $v_{rel}$  after collision

(always holds for elastic collisions)

For less than elastic collisions, we can define a coefficient of restitution as

$$v'_{rel} = e v_{rel}$$

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for completely inelastic collisions,  $e = 0$

2)  $m_1 \rightarrow v_1$   $m_2 \rightarrow v_2$

Find final velocities of the bodies for coefficient of restitution 'e'.

$$m_1 v_1 + m_2 v_2 = m_1 v_3 + m_2 v_4$$

$$e(v_1 - v_2) = v_4 - v_3$$

$$m_1 v_1 + m_2 v_2 + m_1 e(v_1 - v_2) = (m_1 + m_2) v_4$$

$$\Rightarrow v_4 = \frac{v_1(m_1 + e m_1) + v_2(m_2 - e m_1)}{m_1 + m_2}$$

$$m_1 v_1 + m_2 v_2 - m_2 e(v_1 - v_2) = (m_1 + m_2) v_3$$

$$\Rightarrow v_3 = \frac{v_1(m_1 - e m_2) + v_2(m_2 + e m_2)}{m_1 + m_2}$$

Check for  $e = 0$  &  $e = 1$

3) A tennis ball with a small mass  $m_2$  sits on top of a basketball with a large mass  $m_1$ . The bottom of the basketball is a height  $h$  above the ground and the bottom of the tennis ball is a height  $h+d$  above the ground. The balls are dropped. To what height does the tennis ball bounce.

Assume  $m_1 \gg m_2$  instantaneous bounce and elastic collision. & small separation between balls.

→ Velocity of basketball  $v = \sqrt{2gh}$

Right after bounce, it goes upward with  $\sqrt{2gh}$

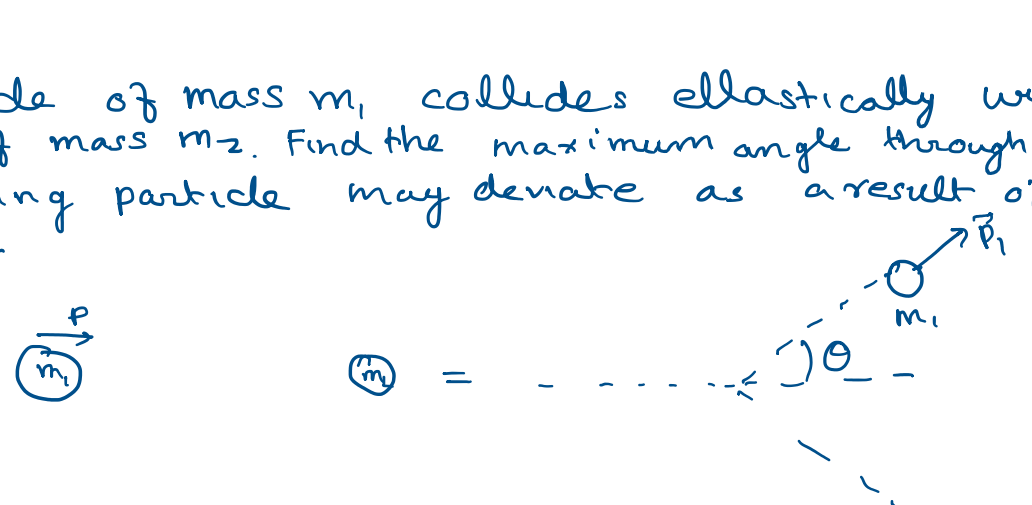
The tennis ball is moving downwards with  $\sqrt{2gh}$

As relative velocity is  $2v$  before collision, the tennis ball moves upwards with  $v + 2v$ .

∴ height reached =  $d + \frac{(3v)^2}{2g}$

$$= d + 9h$$

4) A particle of mass  $m_1$  collides elastically with a particle of mass  $m_2$ . Find the maximum angle through which the striking particle may deviate as a result of the collision.



By momentum conservation

$$\vec{p} = \vec{P}_1 + \vec{P}_2$$

$$\Rightarrow |\vec{p} - \vec{P}_1| = |\vec{P}_2|$$

$$\Rightarrow p^2 + P_1^2 - 2pP_1 \cos \theta = P_2^2$$

Using energy equation,

$$\frac{p^2}{2m_1} = \frac{P_1^2}{2m_1} + \frac{P_2^2}{2m_2}$$

$$\Rightarrow \frac{p^2}{2m_1} = \frac{P_1^2}{2m_1} + \frac{p^2 + P_1^2 - 2pP_1 \cos \theta}{2m_2}$$

$$\Rightarrow p^2 \left( \frac{1}{m_1} - \frac{1}{m_2} \right) = P_1^2 \left( \frac{1}{m_1} + \frac{1}{m_2} \right) - \frac{2pP_1 \cos \theta}{m_2}$$

$$\Rightarrow p^2 \left( \frac{m_2 - m_1}{m_1 m_2} \right) + \frac{2pP_1 \cos \theta}{m_2} - P_1^2 \left( \frac{m_1 + m_2}{m_1 m_2} \right) = 0$$

For  $P$  to have a real solution,

$$(2p_1 \cos \theta)^2 + 4 \frac{(m_2 - m_1)}{m_1} P_1^2 \frac{(m_1 + m_2)}{m_1} \geq 0$$

$$\cos^2 \theta + \frac{m_2^2 - m_1^2}{m_1^2} \geq 0$$

$$\left( \frac{m_2^2}{m_1^2} \right) \geq \sin^2 \theta$$

$$\Rightarrow \sin \theta \leq m_2 / m_1$$

5) A flatcar of mass  $m_0$  starts moving to the right due to a constant horizontal force  $F$ . Sand spills on the flatcar from a stationary hopper. The velocity of loading is constant and equal to  $u$  kg/s. Find the time dependence of the velocity and acceleration of the flatcar in the process of loading.

At time  $t$

$$F_{net} = F - v \frac{dm}{dt}$$

$$m_{tot} a = F - v u$$

$$\Rightarrow (m_0 + ut) a = F - v u$$

$$\Rightarrow \int_0^v \frac{v}{F - v u} = \int_0^t \frac{dt}{m_0 + ut}$$

$$\Rightarrow \ln \frac{F}{F - v u} = \ln \frac{m_0 + ut}{m_0}$$

$$\Rightarrow \frac{m_0 F}{m_0 + ut} = F - v u$$

$$\Rightarrow v = \frac{F t}{(m_0 + ut)}$$

$$\& a = \frac{F}{(m_0 + ut)} - \frac{F t (u)}{(m_0 + ut)^2}$$

$$= \frac{F m_0}{(m_0 + ut)^2}$$