

• Center of mass and its motion:

Where is the COM? $\Rightarrow x_{COM} = \frac{\sum_i m_i x_i}{\sum m_i}$ $y_{COM} = \frac{\sum m_i y_i}{\sum m_i}$

How does the COM of a system of particles/objects or a composite object move?

$\Rightarrow \sum_i \vec{F}_{ext,i} \text{ on system} = \vec{F}_{net, ext} = m_{total} \vec{a}_{COM}$ } path of COM point determined by net external force on system!

\Rightarrow if $\vec{F}_{net, ext} \text{ on system} = 0 \Rightarrow \vec{v}_{COM} = \text{const}$ } NI for system of particles

• Linear Momentum: \vec{p}

for one object { $\vec{p}_{obj} = m_{obj} \vec{v}_{obj}$ }
 vector!
 $\Rightarrow \pm$ sign for 1-D motion

$\frac{d\vec{p}_{obj}}{dt} = \sum \vec{F}_{on obj} = \vec{F}_{net, obj}$ (rate of change of momentum)
 $= m \vec{a}_{obj}$

A **superball** and a **putty ball** are dropped onto a tabletop from the **same height**. They both have the **same mass m** .

Which changes its momentum the most in the collision with the tabletop?

\uparrow
 $|\Delta p|$

- A. The superball (bounces)
- B. The putty ball (does not bounce)
- C. Both change momentum by the same amount
- D. Not enough information

$\uparrow \rightarrow$

	before	after
putty ball :	$\downarrow v_i < 0$ \uparrow same \leftarrow	$\bullet v_f = 0$ $p_f = 0$ $\left. \begin{matrix} \bullet v_f = 0 \\ p_f = 0 \end{matrix} \right\} \Delta p = p_f - p_i = -p_i$
Superball :	$\downarrow v_i < 0 \Rightarrow$ same \vec{p}_i	$\uparrow v_f = -v_i$ $\left. \begin{matrix} \uparrow v_f = -v_i \\ \bullet v_f = -v_i \end{matrix} \right\} \Delta p = p_f - p_i$ $= m v_f - m v_i$ $= -m v_i - m v_i$ $= -2 m v_i = -2 p_i$
<p>\Rightarrow Momentum is a vector!</p>		

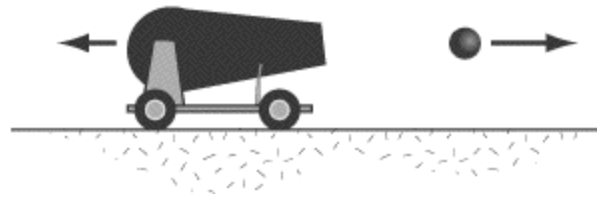
Today:

- Conservation of momentum
- Impulse
- Collisions

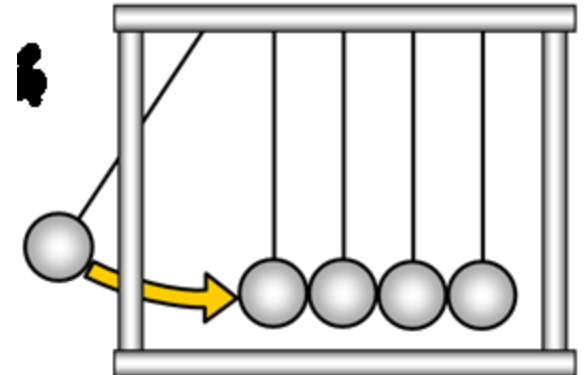
before



after



"Conserved" means "constant" or "not changing."



Now: consider a system of interacting objects:

$$\vec{P}_{\text{total of system}} = \vec{p}_1 + \vec{p}_2 + \vec{p}_3 + \dots = m_1 \vec{v}_1 + m_2 \vec{v}_2 + \dots = m_{\text{total}} \cdot \vec{v}_{\text{com}}$$

total momentum of system of objects

=> rate of change of total momentum:

$$\frac{d\vec{P}_{\text{total of system}}}{dt} = \frac{d\vec{p}_1}{dt} + \frac{d\vec{p}_2}{dt} + \dots = \sum \vec{F}_{\text{on } 1} + \sum \vec{F}_{\text{on } 2} + \dots$$

=> all internal forces (interaction pairs) in this total sum will cancel, leaving only external forces!

Example: assume $\vec{F}_{\text{ext, net}} = 0$



$$\vec{F}_{2 \text{ on } 1} = -\vec{F}_{1 \text{ on } 2}$$

$$\Rightarrow \frac{d\vec{p}_1}{dt} = -\frac{d\vec{p}_2}{dt} \Rightarrow \frac{d\vec{p}_{\text{total}}}{dt} = 0$$

N III

$$\vec{F}_{1 \text{ on } 2} = -\vec{F}_{2 \text{ on } 1}$$

conservation of

momentum

$$\Delta \vec{p}_1 = -\Delta \vec{p}_2$$

↑ ↑
Same thing!

integrate over time interval t_1 to t_2

$$\int_{t_1}^{t_2} \frac{d\vec{p}_1}{dt} dt = -\int_{t_1}^{t_2} \frac{d\vec{p}_2}{dt} dt$$

$$\Rightarrow \Delta \vec{p}_1 = -\Delta \vec{p}_2$$

\Rightarrow Internal forces can't change the total momentum of a system of objects, but they re-distribute it among objects in the system!

$$\Rightarrow \frac{d\vec{p}_{\text{total}}}{dt} = \sum_{\text{system}} \vec{F}_{\text{ext on}} = \vec{F}_{\text{net, ext}} = m_{\text{total}} \vec{a}_{\text{com}}$$

\Rightarrow If $\sum \vec{F}_{\text{ext, on system}} = 0$ (net external force is zero)

then: $\vec{a}_{\text{com}} = 0$

$$\frac{d\vec{p}_{\text{total}}}{dt} = 0 \Rightarrow \vec{p}_{\text{total of system}} = \text{const} \quad !$$

\Rightarrow Momentum is conserved!

$$\Rightarrow \vec{p}_{\text{total, initial}} = \vec{p}_{\text{total, final}} \quad \text{if} \quad \vec{F}_{\text{net, ext}} = 0$$

$$\Rightarrow \vec{p}_{1,i} + \vec{p}_{2,i} + \vec{p}_{3,i} + \dots = \vec{p}_{1,f} + \vec{p}_{2,f} + \vec{p}_{3,f} + \dots = \text{const}$$

for system of objects

An ice skater of mass $M=100$ kg is initially at rest, and throws a snowball of mass $m=1$ kg with a speed of 10 m/s relative to the ground. *← horizontally*

What is the skater's speed after throwing the snowball?
(Assume friction can be ignored.)



$$\sum \vec{F}_{ext} = 0 \text{ here} \Rightarrow \vec{P}_{total} = \text{const}$$

$$\vec{P}_{total, initial} = 0 = \vec{P}_{total, final}$$

$$= \vec{P}_{sb} + \vec{P}_{sk}$$

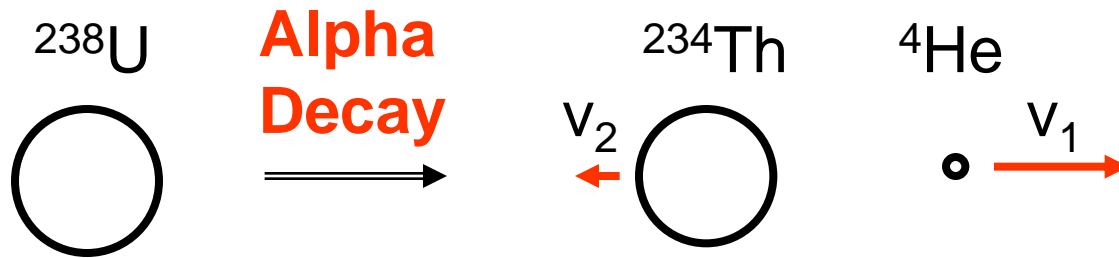
$$P_{total} = 0 = \underbrace{m_{sb} v_{sb}}_{>0} + \underbrace{m_{sk} v_{sk}}_{<0}$$

- $|v_{skater}| = ?$
- A. 0 m/s
 - B. 0.100 m/s**
 - C. 1 m/s
 - D. 10 m/s
 - E. not enough information

$$\Rightarrow v_{sk} = - \frac{m_{sb}}{m_{sk}} v_{sb} = - \frac{1}{100} 10 \frac{m}{s} = -0.1 \frac{m}{s}$$

Applications of Momentum Conservation in Propulsion

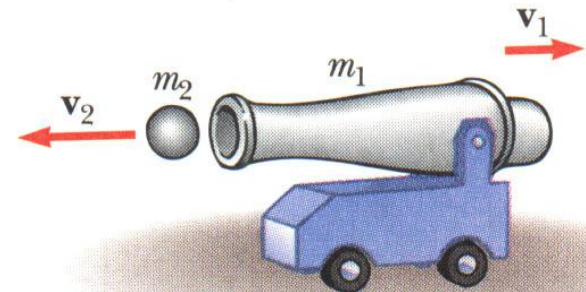
Radioactive decay:



Guns, Cannons, etc.:



$$\Delta \vec{p}_A = -\Delta \vec{p}_B \Rightarrow \vec{p}_{\text{total}} = \text{const}$$



Rockets:



"Professor Goddard does not know the relation between action and reaction and the need to have **something better than a vacuum against which to react**. He seems to lack the basic knowledge ladled out daily in high schools."

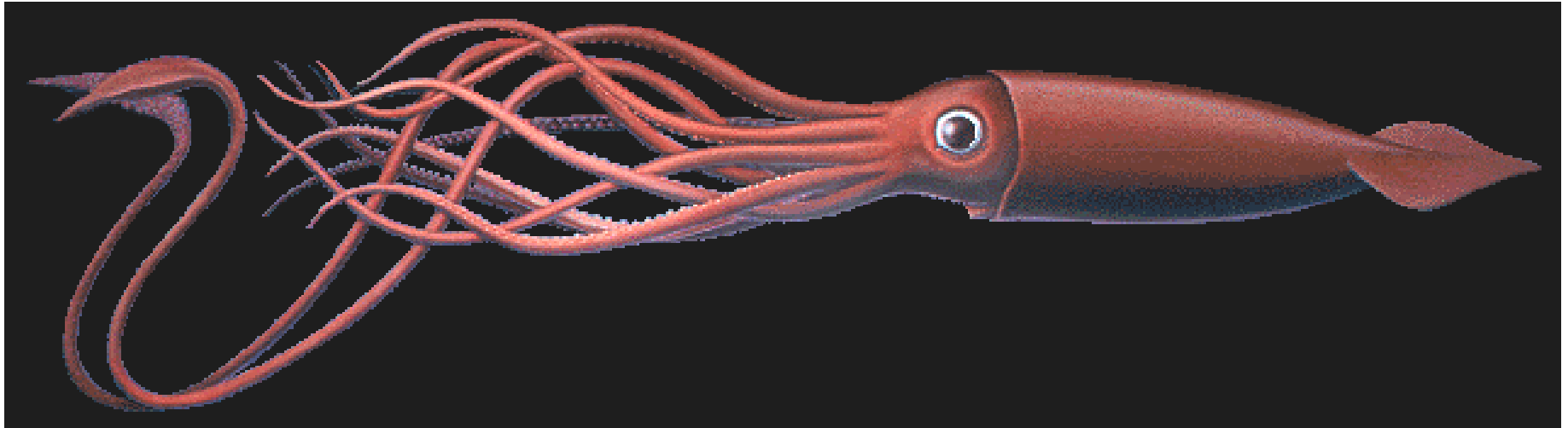
New York Times editorial, 1921, about Robert Goddard's revolutionary rocket work.



"Correction: It is now definitely established that a rocket can function in a vacuum. The 'Times' regrets the error."

New York Times editorial, July 1969.

Cephalopods (Squid, Octopi, Cuttlefish):



Collisions:

- brief, intense interaction between 2 (or more) object

"brief": time of interaction $\Delta t_{\text{coll}} = t_f - t_i$ short compared with Δt motion

"intense": other, external forces on objects can usually be neglected during collision ($\sum \vec{F}_{\text{ext}} \approx 0$)

$\Rightarrow \vec{P}_{\text{total}} = \text{const during the collision!}$

- Impulse \vec{J} :

$$\vec{J}_{\text{on object during a collision}} = \int_{t_i}^{t_f} \vec{F}_{\text{coll}}(t) dt = \int_{\Delta t_{\text{coll}}} \vec{F}_{\text{coll}}(t) dt = \left(\begin{array}{l} \text{area "under"} \\ \text{F-t graph} \end{array} \right)$$

$\vec{J}_{\text{on object during a collision}}$ \uparrow vector!

$\vec{F}_{\text{coll}}(t)$ \uparrow force on object during collision by other object

$$= \vec{F}_{\text{avg}} \cdot \Delta t_{\text{coll}} = \vec{F}_{\text{avg}} (t_f - t_i)$$

define average force during collision: $\vec{F}_{\text{avg}} = \vec{J} / \Delta t_{\text{coll}}$

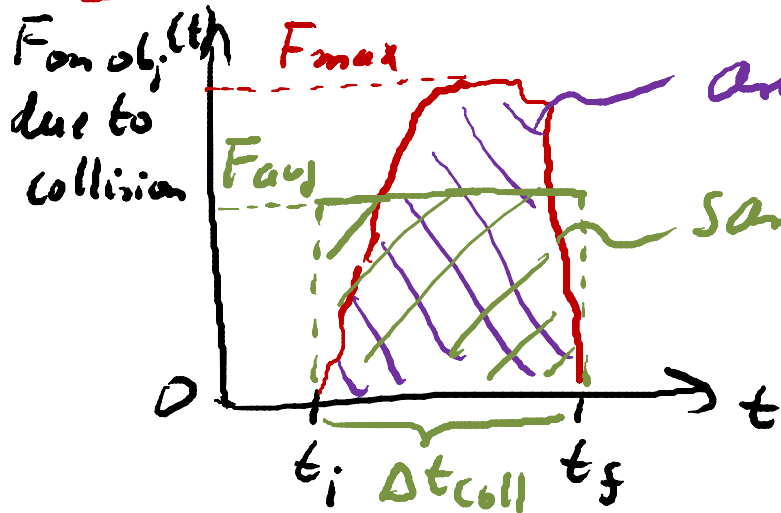
- Why important:

$$\vec{F}_{\text{net}} = \frac{d\vec{p}}{dt}$$

$$\underline{\underline{\vec{J}_{\text{on object}}}} = \int_{t_i}^{t_f} \vec{F}_{\text{coll on obj}} dt = \int_{t_i}^{t_f} \frac{d\vec{p}_{\text{obj}}}{dt} dt = \vec{p}_f - \vec{p}_i = \underline{\underline{\Delta \vec{p}_{\text{obj}}}}$$

Impulse - Momentum Relation:

$$\vec{J}_{\text{on object during collision}} = \Delta \vec{p}_{\text{obj}} = \vec{p}_f - \vec{p}_i = \left(\begin{array}{l} \text{area "under"} \\ \text{F-t graph} \end{array} \right)$$



area = $|\vec{J}| = |\Delta \vec{p}_{\text{obj}}|$

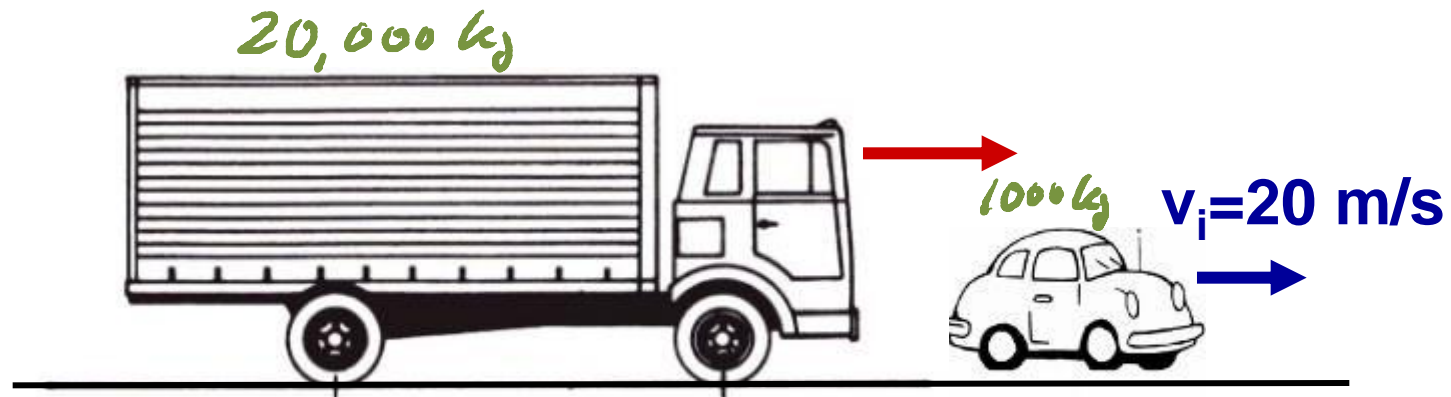
same area = $|\vec{J}| = |F_{\text{avg}}| \cdot \Delta t_{\text{coll}}$

A **Neon** of mass $m=1000$ kg and moving at $v_i=20$ m/s is rear-ended by a **Wegman's truck** of mass $M=20,000$ kg.

Which vehicle exerts the **larger [force]** on the other vehicle during the collision?

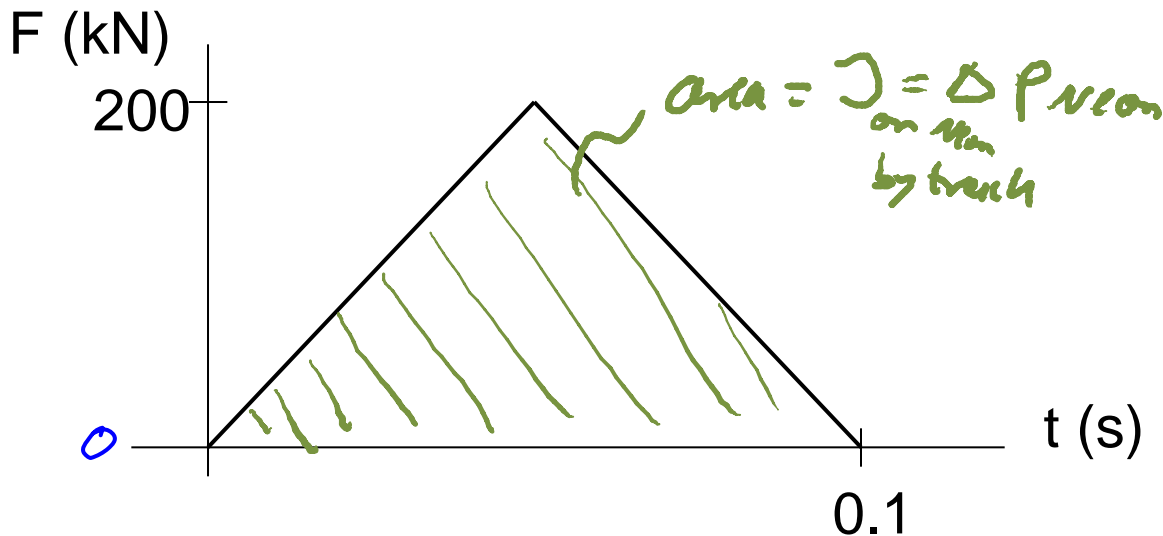
NIII
 $\vec{F}_{\text{Neon on T}} = -\vec{F}_{\text{T on N}}$
 \Rightarrow same force magnitude!

- A. The Neon
- B. The truck
- C. Both exert equal forces
- D. Not enough information



The **force** exerted **by the truck on the Neon** during the collision is shown below. $v_i = 20 \text{ m/s}$ $m_N = 1000 \text{ kg}$

What is the **final velocity** of the Neon?



$v_f = ?$

- A. 10 m/s
- B. 20 m/s
- C. 30 m/s**
- D. 40 m/s
- E. 50 m/s

$$\Rightarrow \Delta P_N = m_N v_f - m_N v_i = J = \text{Area} = \frac{1}{2} \cdot 200 \cdot 10^3 \text{ N} \cdot 0.1 \text{ s} = 10,000 \text{ Ns}$$

$$\Rightarrow v_f = \frac{J}{m_N} + v_i = 10 \frac{\text{m}}{\text{s}} + 20 \frac{\text{m}}{\text{s}} = 30 \frac{\text{m}}{\text{s}}$$

A **Neon** of mass $m=1000$ kg and moving at $v_i=20$ m/s is rear-ended by a **Wegman's truck** of mass $M=20,000$ kg.

Which one experiences the **larger change in momentum?**

- A. The Neon
- B. The truck
- C. Both change momentum by the same amount
- D. Not enough information

$$\begin{aligned} \vec{F}_{N \text{ on } T} &= -\vec{F}_{T \text{ on } N} \\ \Rightarrow \int_{t_{\text{coll}}} \vec{F}_{N \text{ on } T} dt &= -\int_{t_{\text{coll}}} \vec{F}_{T \text{ on } N} dt \\ \Rightarrow J_{\text{on } T} &= -J_{\text{on } N} \\ \Rightarrow \Delta \vec{p}_T &= -\Delta \vec{p}_N \quad \Rightarrow \Delta \vec{p}_{\text{total}} = 0 \end{aligned} \quad \left. \begin{array}{l} \text{same magnitude} \\ \text{of force, impulse,} \\ \text{and change in} \\ \text{momentum!} \end{array} \right\}$$

A **Neon of mass $m=1000$ kg** and moving at **$v_i=20$ m/s** is rear-ended by a **Wegman's truck of mass $M=20,000$ kg**.

Which vehicle experiences the **larger acceleration** during the collision?

- A. The Neon
- B. The truck
- C. They have the same magnitude of acceleration
- D. Not enough information

$$|F_{N \text{ on } T}| = |F_{T \text{ on } N}|$$

$$\Rightarrow |m_T a_T| = |m_N a_N|$$

$$\Rightarrow \left| \frac{a_N}{a_T} \right| = \frac{m_T}{m_N} = \frac{20}{1} \Rightarrow \text{That's why you want to be in the truck and not the neon during the collision...}$$

A **Neon of mass $m=1000$ kg** and moving at **$v_i=20$ m/s** is rear-ended by a **Wegman's truck of mass $M=20,000$ kg**.

Which driver experiences the **larger impulse** during the collision?

- A. The driver of the Neon
- B. The driver of the truck
- C. Both experience the same impulse

$$\left| \frac{F_{\text{on driver of } N}}{F_{\text{on driver of } T}} \right| = \left| \frac{m_{\text{driver } N} a_N}{m_{\text{driver } T} a_T} \right| = \frac{20}{1} \text{ from before}$$

$$\Rightarrow |J_{\text{on driver of neon}}| \gg |J_{\text{on driver of } T}|$$

$(\vec{J} = \int_{0}^{t_{\text{coll}}} \vec{F} dt)$