

Today: 8.3 \neq 8.4

L25



Today: 8.3 & 8.4

L25

Momentum
conservation
& collisions

Today: 8.3 & 8.4

L25

Momentum
conservation
& collisions

Elastic
collisions

Today: 8.3 \neq 8.4

L25

Monday: 8.5 \neq 8.6

Today: 8.3 & 8.4

L25

Monday: 8.5 & 8.6

Center of
mass

Today: 8.3 & 8.4

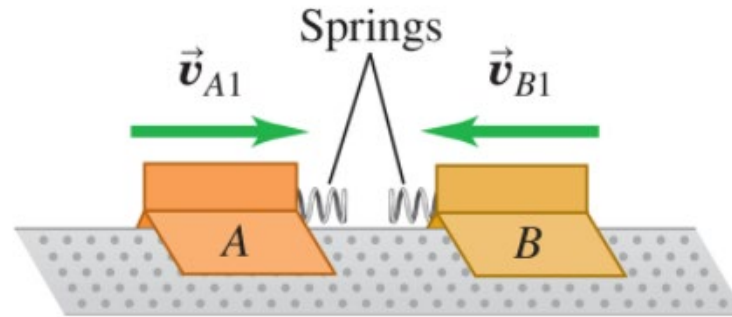
L25

Monday: 8.5 & 8.6

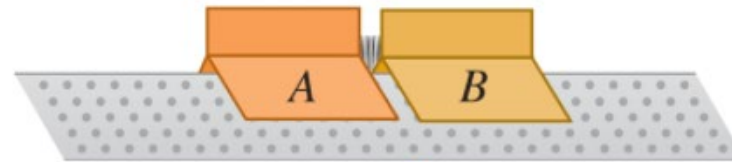
Center of
mass

Rocket
propulsion

(a) Before collision

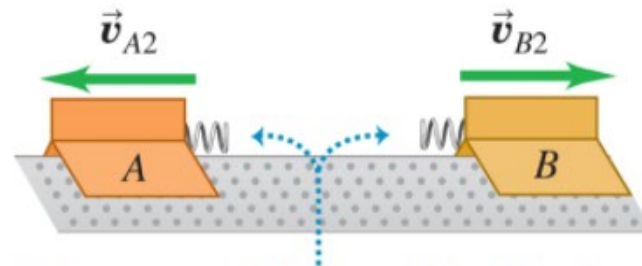


(b) Elastic collision



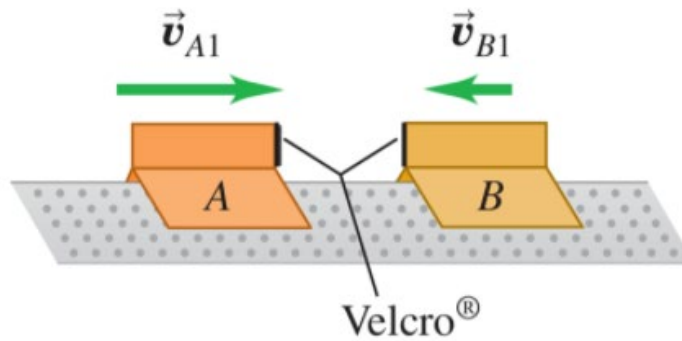
Kinetic energy is stored as potential energy in compressed springs.

(c) After collision

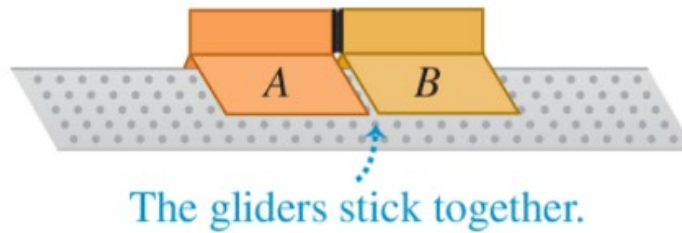


The system of the two gliders has the same kinetic energy after the collision as before it.

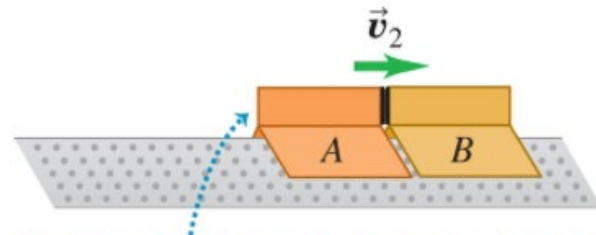
(a) Before collision



(b) Completely inelastic collision



(c) After collision

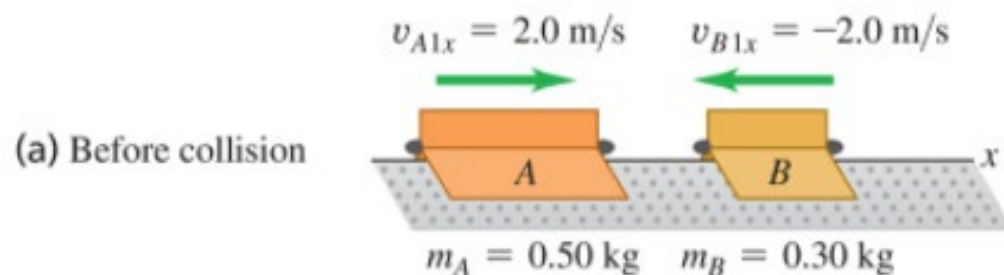


The system of the two gliders has less kinetic energy after the collision than before it.



Cars are designed so that collisions are inelastic—the structure of the car absorbs as much of the energy of the collision as possible. This absorbed energy cannot be recovered, since it goes into a permanent deformation of the car.

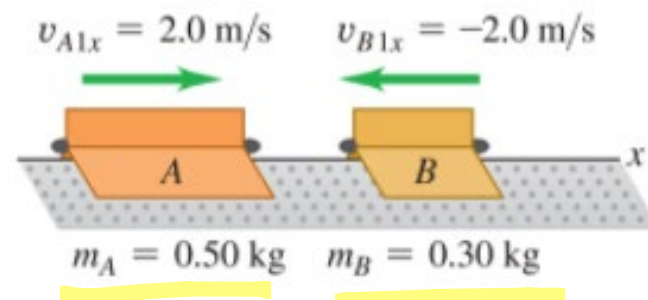
We repeat the collision described in [Example 8.5](#) ([Section 8.2](#)), but this time equip the gliders so that they stick together when they collide. Find the common final x -velocity, and compare the initial and final kinetic energies of the system.



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$$m_A = 0.5 \text{ kg}, m_B = 0.3 \text{ kg}$$

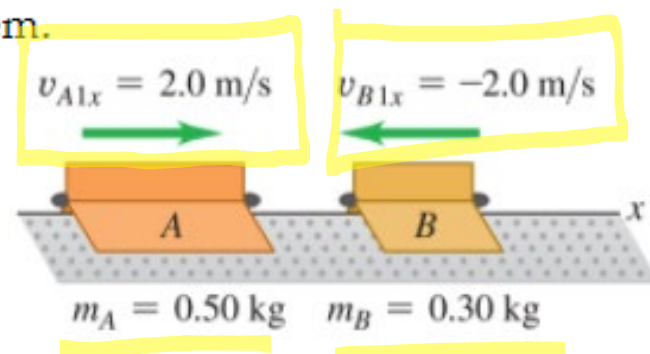
(a) Before collision



We repeat the collision described in [Example 8.5](#) ([Section 8.2](#)), but this time equip the gliders so that they stick together when they collide. Find the common final x -velocity, and compare the initial and final kinetic energies of the system.

$$m_A = 0.5 \text{ kg}, m_B = 0.3 \text{ kg}$$
$$v_{A1x} = 2 \frac{\text{m}}{\text{s}}, v_{B1x} = -2 \frac{\text{m}}{\text{s}}$$

(a) Before collision

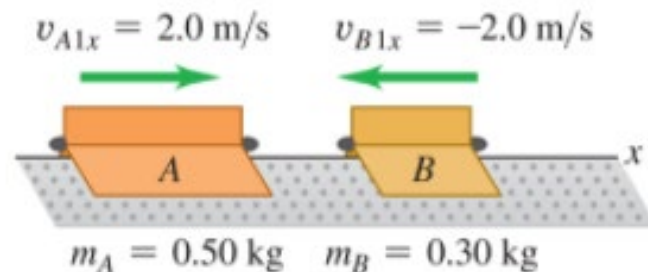


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Find $v_2 = v_{A2} = v_{B2}$

(a) Before collision



We repeat the collision described in Example 8.5 (Section 8.2), but this time equip the gliders so that they stick together when they collide. Find the common final x -velocity, and compare the initial and final kinetic energies of the system.

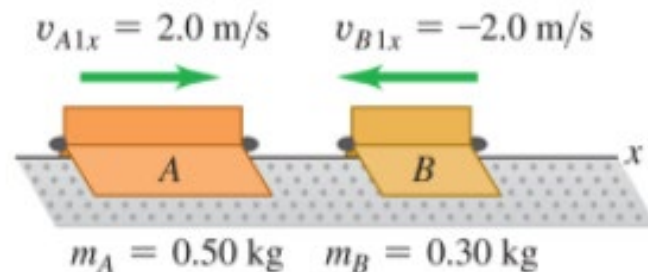
$$m_A = 0.5 \text{ kg}, m_B = 0.3 \text{ kg}$$

$$v_{A1} = 2 \frac{\text{m}}{\text{s}}, v_{B1} = -2 \frac{\text{m}}{\text{s}}$$

Find $v_2 = v_{A2} = v_{B2}$:

$$\vec{P}_1 = \vec{P}_2 \Rightarrow \vec{P}_{A1} + \vec{P}_{B1} = \vec{P}_{A2} + \vec{P}_{B2}$$

(a) Before collision



We repeat the collision described in Example 8.5 (Section 8.2), but this time equip the gliders so that they stick together when they collide. Find the common final x -velocity, and compare the initial and final kinetic energies of the system.

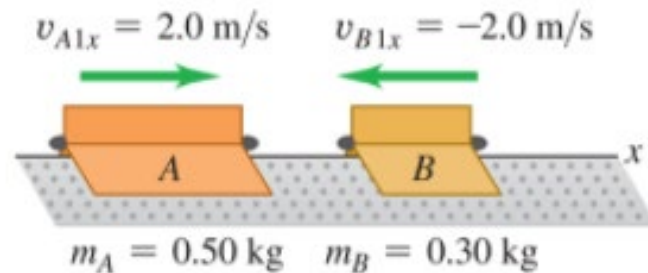
$$m_A = 0.5 \text{ kg}, m_B = 0.3 \text{ kg}$$

$$v_{A1x} = 2 \frac{\text{m}}{\text{s}}, v_{B1x} = -2 \frac{\text{m}}{\text{s}}$$

Find $v_2 = v_{A2} = v_{B2}$:

$$\vec{P}_1 = \vec{P}_2 \Rightarrow \vec{P}_{A1} + \vec{P}_{B1} = \vec{P}_{A2} + \vec{P}_{B2}$$

(a) Before collision



Note

$$\vec{P}_{A2} + \vec{P}_{B2} = (m_A + m_B) \vec{v}_2$$

We repeat the collision described in Example 8.5 (Section 8.2), but this time equip the gliders so that they stick together when they collide. Find the common final x -velocity, and compare the initial and final kinetic energies of the system.

$$m_A = 0.5 \text{ kg}, m_B = 0.3 \text{ kg}$$

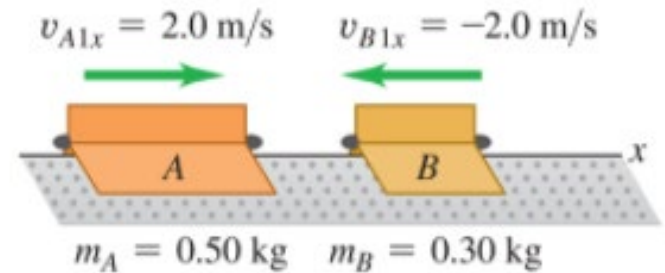
$$v_{A1} = 2 \frac{\text{m}}{\text{s}}, v_{B1} = -2 \frac{\text{m}}{\text{s}}$$

Find $v_2 = v_{A2} = v_{B2}$:

$$\vec{P}_1 = \vec{P}_2 \Rightarrow \vec{P}_{A1} + \vec{P}_{B1} = \vec{P}_{A2} + \vec{P}_{B2} \Rightarrow$$

$$m_A v_{A1} + m_B v_{B1} = (m_A + m_B) v_2$$

(a) Before collision



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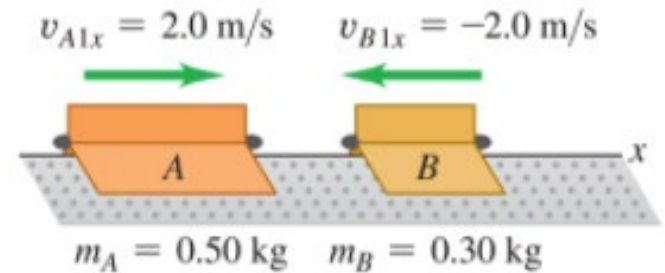
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Find $v_2 = v_{A2} = v_{B2}$:

$$\vec{P}_1 = \vec{P}_2 \Rightarrow \vec{P}_{A1} + \vec{P}_{B1} = \vec{P}_{A2} + \vec{P}_{B2} \Rightarrow$$

$$m_A v_{A1} + m_B v_{B1} = (m_A + m_B) v_2 \Rightarrow v_2 = \frac{m_A v_{A1} + m_B v_{B1}}{m_A + m_B}$$

(a) Before collision



We repeat the collision described in Example 8.5 (Section 8.2), but this time equip the gliders so that they stick together when they collide. Find the common final x -velocity, and compare the initial and final kinetic energies of the system.

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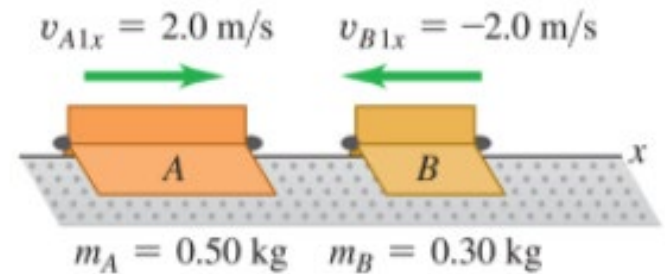
Find $v_2 = v_{A2} = v_{B2}$:

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$$m_A v_{A1} + m_B v_{B1} = (m_A + m_B) v_2 \Rightarrow v_2 = \frac{m_A v_{A1} + m_B v_{B1}}{m_A + m_B} \Rightarrow$$

$$v_2 = \left[\frac{1 - 0.6}{0.8} \right] \frac{\text{m}}{\text{s}}$$

(a) Before collision



We repeat the collision described in Example 8.5 (Section 8.2), but this time equip the gliders so that they stick together when they collide. Find the common final x -velocity, and compare the initial and final kinetic energies of the system.

$$m_A = 0.5 \text{ kg}, m_B = 0.3 \text{ kg}$$

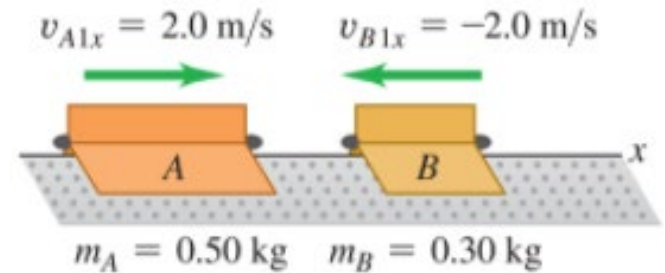
$$v_{A1x} = 2 \frac{\text{m}}{\text{s}}, v_{B1x} = -2 \frac{\text{m}}{\text{s}}$$

Find $v_2 = v_{A2} = v_{B2}$:

$$\vec{P}_1 = \vec{P}_2 \Rightarrow \vec{P}_{A1} + \vec{P}_{B1} = \vec{P}_{A2} + \vec{P}_{B2} \Rightarrow$$

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$$v_2 = \left[\frac{1 - 0.6}{0.8} \right] \frac{\text{m}}{\text{s}} = \left(\frac{0.4}{0.8} \right) \frac{\text{m}}{\text{s}}$$



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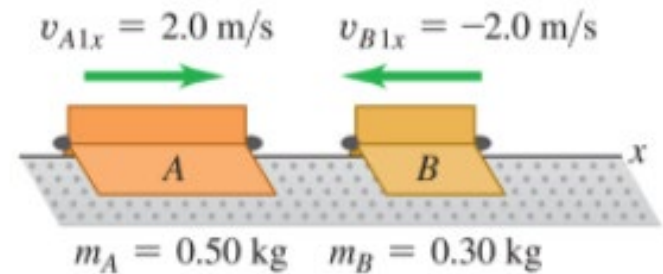
Find $v_2 = v_{A2} = v_{B2}$:

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(a) Before collision

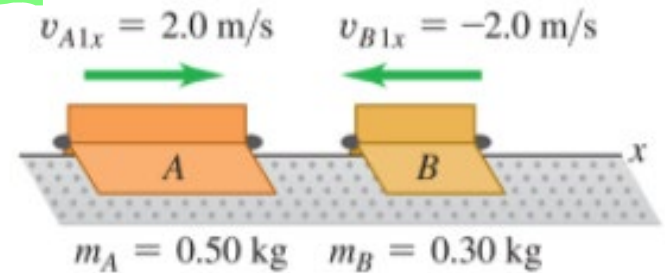


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(a) Before collision



Find $V_2 = V_{A2} = V_{B2}$:

$$\vec{P}_1 = \vec{P}_2 \Rightarrow \vec{P}_{A1} + \vec{P}_{B1} = \vec{P}_{A2} + \vec{P}_{B2} \Rightarrow$$

$$M_A V_{A1} + M_B V_{B1} = (M_A + M_B) V_2 \Rightarrow V_2 = \frac{M_A V_{A1} + M_B V_{B1}}{M_A + M_B} \Rightarrow$$

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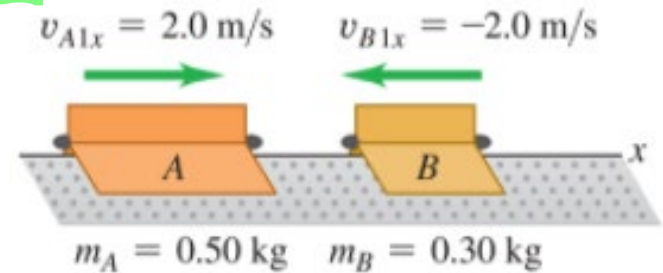
Find $K_2 / (K_{A1} + K_{B1})$

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(a) Before collision



Find $V_2 = V_{A2} = V_{B2}$:

$$\vec{P}_1 = \vec{P}_2 \Rightarrow \vec{P}_{A1} + \vec{P}_{B1} = \vec{P}_{A2} + \vec{P}_{B2} \Rightarrow$$

$$M_A V_{A1} + M_B V_{B1} = (M_A + M_B) V_2 \Rightarrow V_2 = \frac{M_A V_{A1} + M_B V_{B1}}{M_A + M_B} \Rightarrow$$

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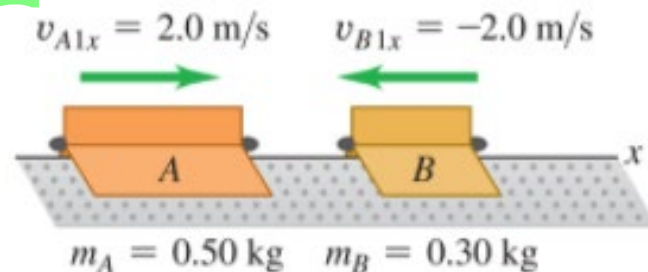
$$\text{Find } K_2 / (K_{A1} + K_{B1}) = \frac{\frac{1}{2} (M_A + M_B) V_2^2}{\frac{1}{2} M_A V_{A1}^2 + \frac{1}{2} M_B V_{B1}^2}$$

We repeat the collision described in **Example 8.5** (Section 8.2), but this time equip the gliders so that they stick together when they collide. Find the common final x -velocity, and compare the initial and final kinetic energies of the system.

$$M_A = 0.5 \text{ kg}, M_B = 0.3 \text{ kg}$$

$$V_{A1} = 2 \frac{\text{m}}{\text{s}}, V_{B1} = -2 \frac{\text{m}}{\text{s}}$$

(a) Before collision



Find $V_2 = V_{A2} = V_{B2}$:

$$\vec{P}_1 = \vec{P}_2 \Rightarrow \vec{P}_A + \vec{P}_B = \vec{P}_{A2} + \vec{P}_{B2} \Rightarrow$$

$$M_A V_{A1} + M_B V_{B1} = (M_A + M_B) V_2 \Rightarrow V_2 = \frac{M_A V_{A1} + M_B V_{B1}}{M_A + M_B} \Rightarrow$$

$$V_2 = \left[\frac{1 - 0.6}{0.8} \right] \frac{\text{m}}{\text{s}} = \left(\frac{0.4}{0.8} \right) \frac{\text{m}}{\text{s}} \Rightarrow V_2 = 0.5 \text{ m/s}$$

$$\text{Find } K_2 / (K_{A1} + K_{B1}) = \frac{\frac{1}{2} (M_A + M_B) V_2^2}{\frac{1}{2} M_A V_{A1}^2 + \frac{1}{2} M_B V_{B1}^2}$$

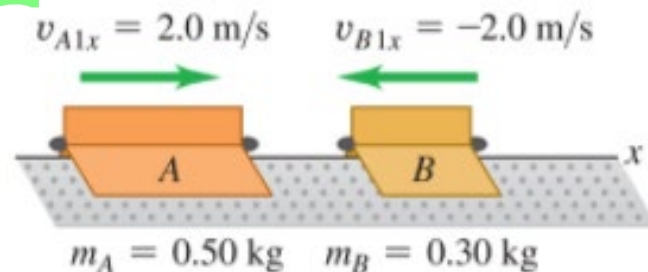
$$= \frac{(M_A + M_B) V_2^2}{M_A V_{A1}^2 + M_B V_{B1}^2}$$

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(a) Before collision



Find $V_2 = V_{A2} = V_{B2}$:

$$\vec{P}_1 = \vec{P}_2 \Rightarrow \vec{P}_A + \vec{P}_B = \vec{P}_{A2} + \vec{P}_{B2} \Rightarrow$$

$$M_A V_{A1} + M_B V_{B1} = (M_A + M_B) V_2 \Rightarrow V_2 = \frac{M_A V_{A1} + M_B V_{B1}}{M_A + M_B} \Rightarrow$$

$$V_2 = \left[\frac{1 - 0.6}{0.8} \right] \frac{\text{m}}{\text{s}} = \left(\frac{0.4}{0.8} \right) \frac{\text{m}}{\text{s}} \Rightarrow V_2 = 0.5 \text{ m/s}$$

$$\text{Find } K_2 / (K_{A1} + K_{B1}) = \frac{\frac{1}{2} (M_A + M_B) V_2^2}{\frac{1}{2} M_A V_{A1}^2 + \frac{1}{2} M_B V_{B1}^2}$$

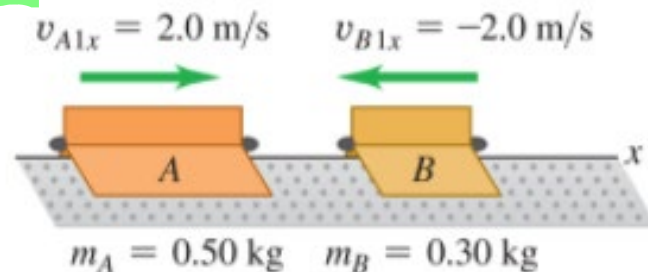
$$= \frac{(M_A + M_B) V_2^2}{M_A V_{A1}^2 + M_B V_{B1}^2} = \frac{(0.8)(0.25)}{2 + 1.2}$$

We repeat the collision described in **Example 8.5** (Section 8.2), but this time equip the gliders so that they stick together when they collide. Find the common final x -velocity, and compare the initial and final kinetic energies of the system.

$$M_A = 0.5 \text{ kg}, M_B = 0.3 \text{ kg}$$

$$V_{A1} = 2 \frac{\text{m}}{\text{s}}, V_{B1} = -2 \frac{\text{m}}{\text{s}}$$

(a) Before collision



Find $V_2 = V_{A2} = V_{B2}$:

$$\vec{P}_1 = \vec{P}_2 \Rightarrow \vec{P}_A + \vec{P}_B = \vec{P}_{A2} + \vec{P}_{B2} \Rightarrow$$

$$M_A V_{A1} + M_B V_{B1} = (M_A + M_B) V_2 \Rightarrow V_2 = \frac{M_A V_{A1} + M_B V_{B1}}{M_A + M_B} \Rightarrow$$

$$V_2 = \left[\frac{1 - 0.6}{0.8} \right] \frac{\text{m}}{\text{s}} = \left(\frac{0.4}{0.8} \right) \frac{\text{m}}{\text{s}} \Rightarrow V_2 = 0.5 \text{ m/s}$$

$$\text{Find } K_2 / (K_{A1} + K_{B1}) = \frac{\frac{1}{2} (M_A + M_B) V_2^2}{\frac{1}{2} M_A V_{A1}^2 + \frac{1}{2} M_B V_{B1}^2}$$

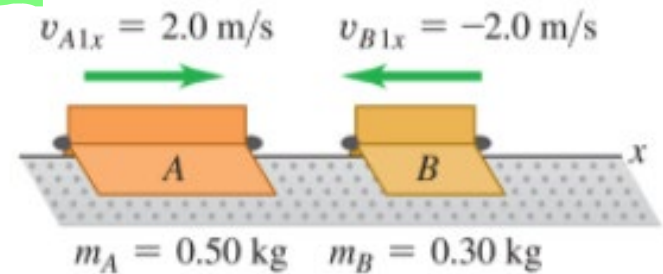
$$= \frac{(M_A + M_B) V_2^2}{M_A V_{A1}^2 + M_B V_{B1}^2} = \frac{(0.8)(0.25)}{2 + 1.2} = \frac{0.2}{3.2}$$

We repeat the collision described in **Example 8.5** (Section 8.2), but this time equip the gliders so that they stick together when they collide. Find the common final x -velocity, and compare the initial and final kinetic energies of the system.

$$M_A = 0.5 \text{ kg}, M_B = 0.3 \text{ kg}$$

$$V_{A1} = 2 \frac{\text{m}}{\text{s}}, V_{B1} = -2 \frac{\text{m}}{\text{s}}$$

(a) Before collision



Find $V_2 = V_{A2} = V_{B2}$:

$$\vec{P}_1 = \vec{P}_2 \Rightarrow \vec{P}_A + \vec{P}_B = \vec{P}_{A2} + \vec{P}_{B2} \Rightarrow$$

$$M_A V_{A1} + M_B V_{B1} = (M_A + M_B) V_2 \Rightarrow V_2 = \frac{M_A V_{A1} + M_B V_{B1}}{M_A + M_B} \Rightarrow$$

$$V_2 = \left[\frac{1 - 0.6}{0.8} \right] \frac{\text{m}}{\text{s}} = \left(\frac{0.4}{0.8} \right) \frac{\text{m}}{\text{s}} \Rightarrow V_2 = 0.5 \text{ m/s}$$

$$\text{Find } K_2 / (K_{A1} + K_{B1}) = \frac{\frac{1}{2} (M_A + M_B) V_2^2}{\frac{1}{2} M_A V_{A1}^2 + \frac{1}{2} M_B V_{B1}^2}$$

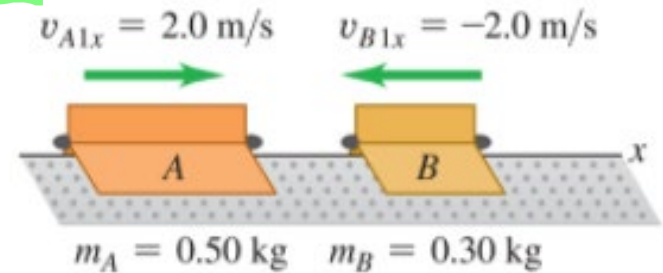
$$= \frac{(M_A + M_B) V_2^2}{M_A V_{A1}^2 + M_B V_{B1}^2} = \frac{(0.8)(0.25)}{2 + 1.2} = \frac{0.2}{3.2} = \frac{2}{32}$$

We repeat the collision described in **Example 8.5** (Section 8.2), but this time equip the gliders so that they stick together when they collide. Find the common final x -velocity, and compare the initial and final kinetic energies of the system.

$$M_A = 0.5 \text{ kg}, M_B = 0.3 \text{ kg}$$

$$V_{A1} = 2 \frac{\text{m}}{\text{s}}, V_{B1} = -2 \frac{\text{m}}{\text{s}}$$

(a) Before collision



Find $V_2 = V_{A2} = V_{B2}$:

$$\vec{P}_1 = \vec{P}_2 \Rightarrow \vec{P}_A + \vec{P}_B = \vec{P}_{A2} + \vec{P}_{B2} \Rightarrow$$

$$M_A V_{A1} + M_B V_{B1} = (M_A + M_B) V_2 \Rightarrow V_2 = \frac{M_A V_{A1} + M_B V_{B1}}{M_A + M_B} \Rightarrow$$

$$V_2 = \left[\frac{1 - 0.6}{0.8} \right] \frac{\text{m}}{\text{s}} = \left(\frac{0.4}{0.8} \right) \frac{\text{m}}{\text{s}} \Rightarrow V_2 = 0.5 \text{ m/s}$$

$$\text{Find } K_2 / (K_{A1} + K_{B1}) = \frac{\frac{1}{2} (M_A + M_B) V_2^2}{\frac{1}{2} M_A V_{A1}^2 + \frac{1}{2} M_B V_{B1}^2}$$

$$= \frac{(M_A + M_B) V_2^2}{M_A V_{A1}^2 + M_B V_{B1}^2} = \frac{(0.8)(0.25)}{2 + 1.2} = \frac{0.2}{3.2} = \frac{2}{32} = \frac{1}{16}$$

Figure 8.19 shows a ballistic pendulum, a simple system for measuring the speed of a bullet. A bullet of mass m_B makes a completely inelastic collision with a block of wood of mass m_W , which is suspended like a pendulum. After the impact, the block swings up to a maximum height h . In terms of h , m_B , and m_W , what is the initial speed v_1 of the bullet?

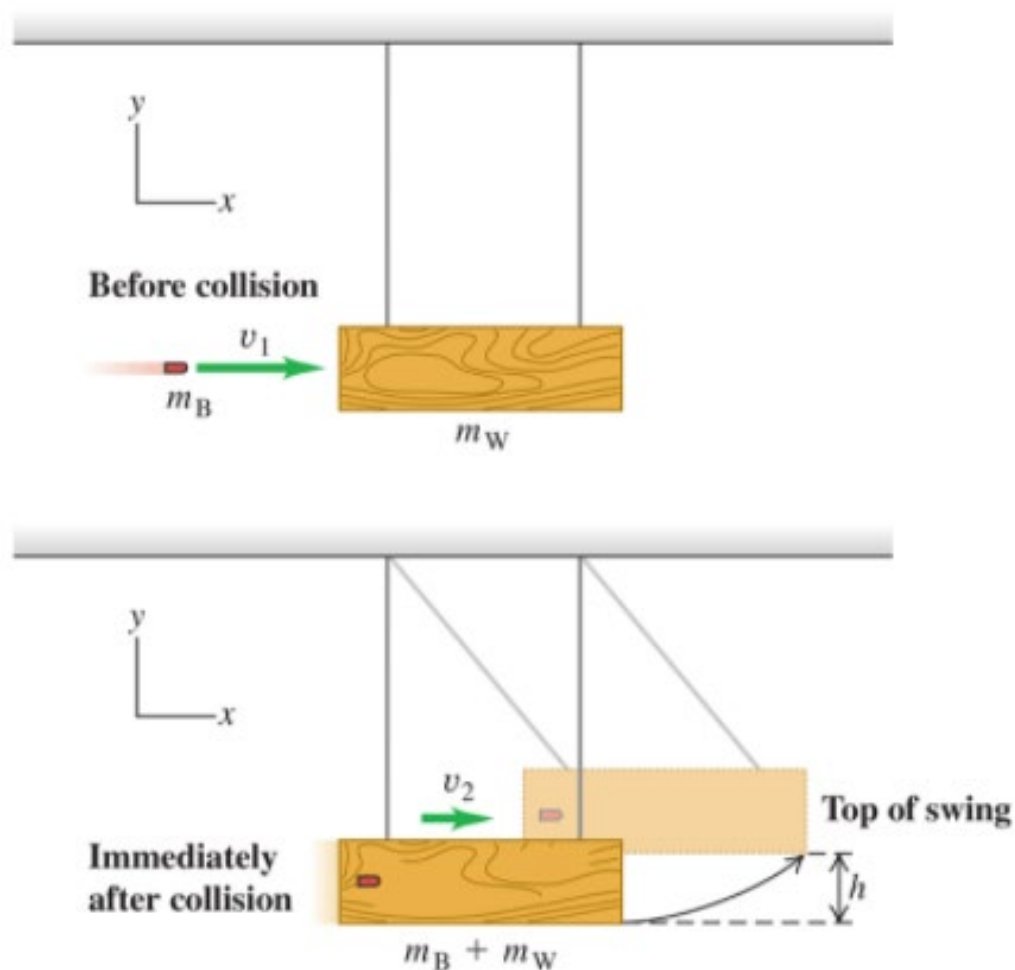


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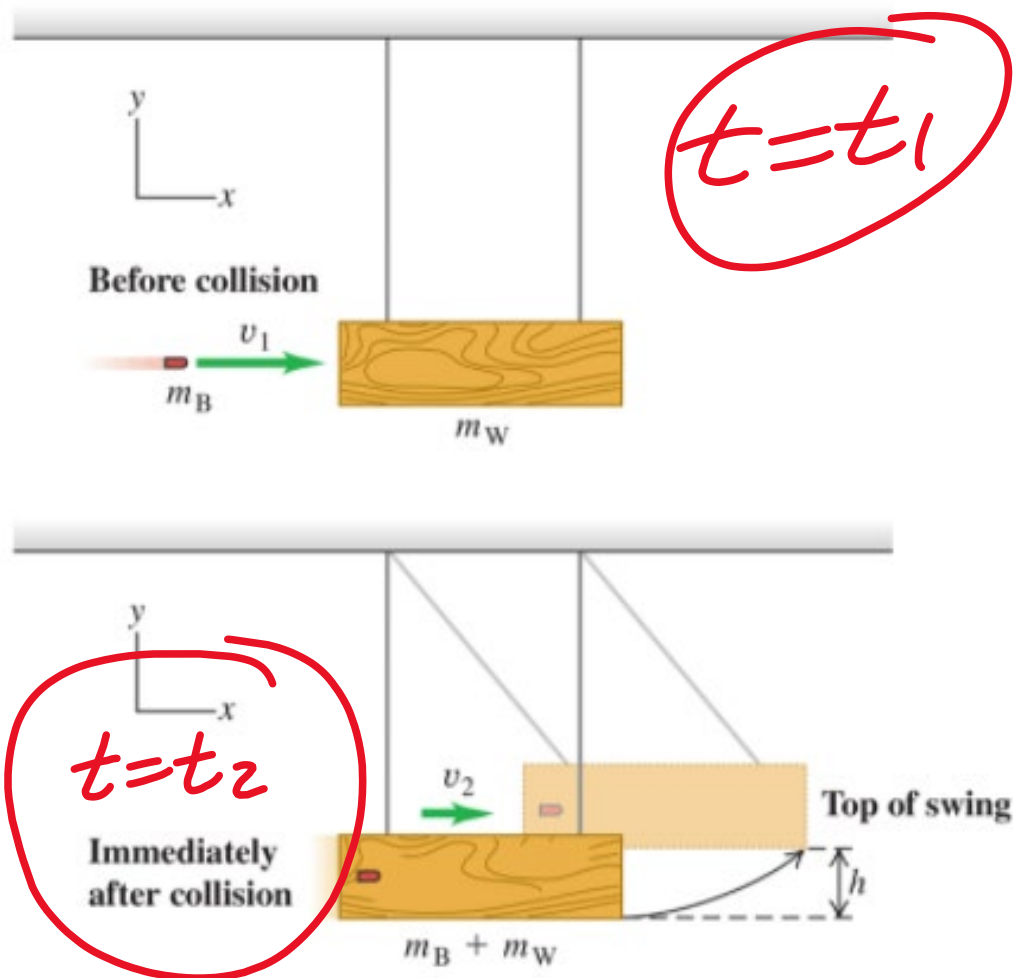


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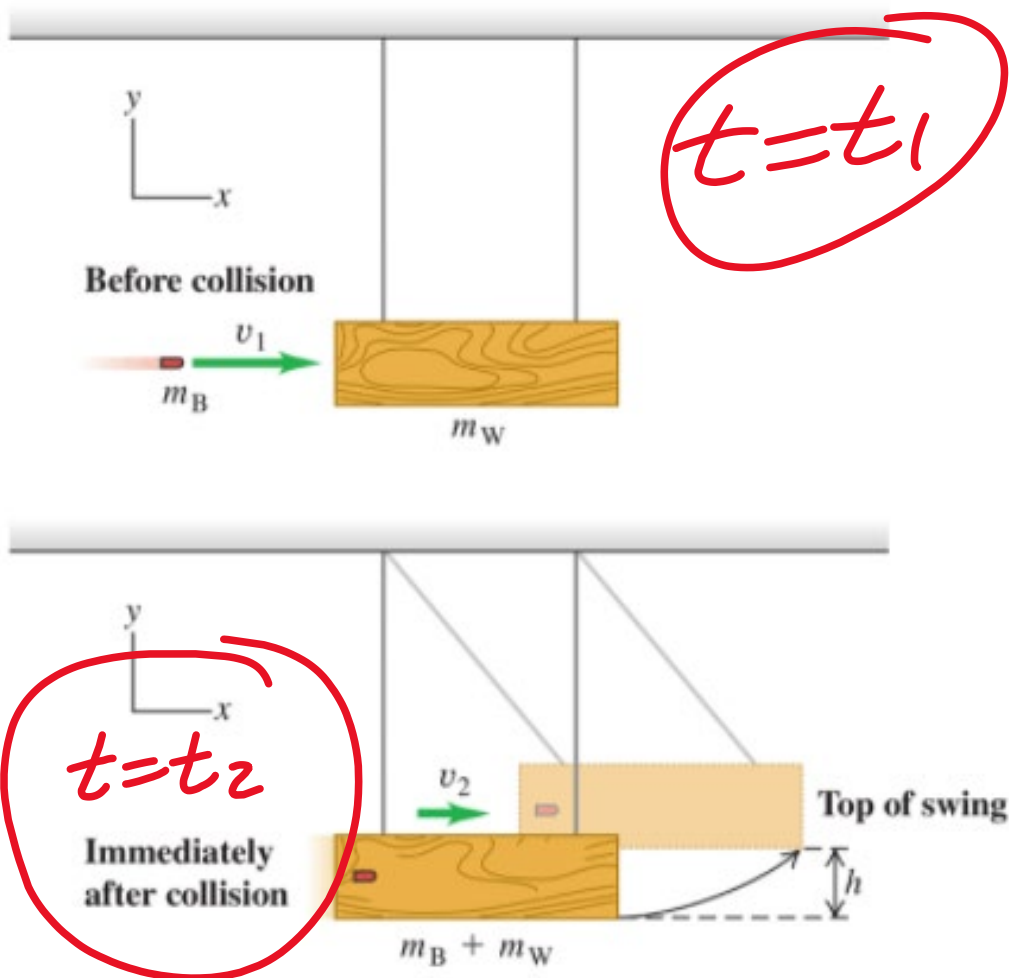


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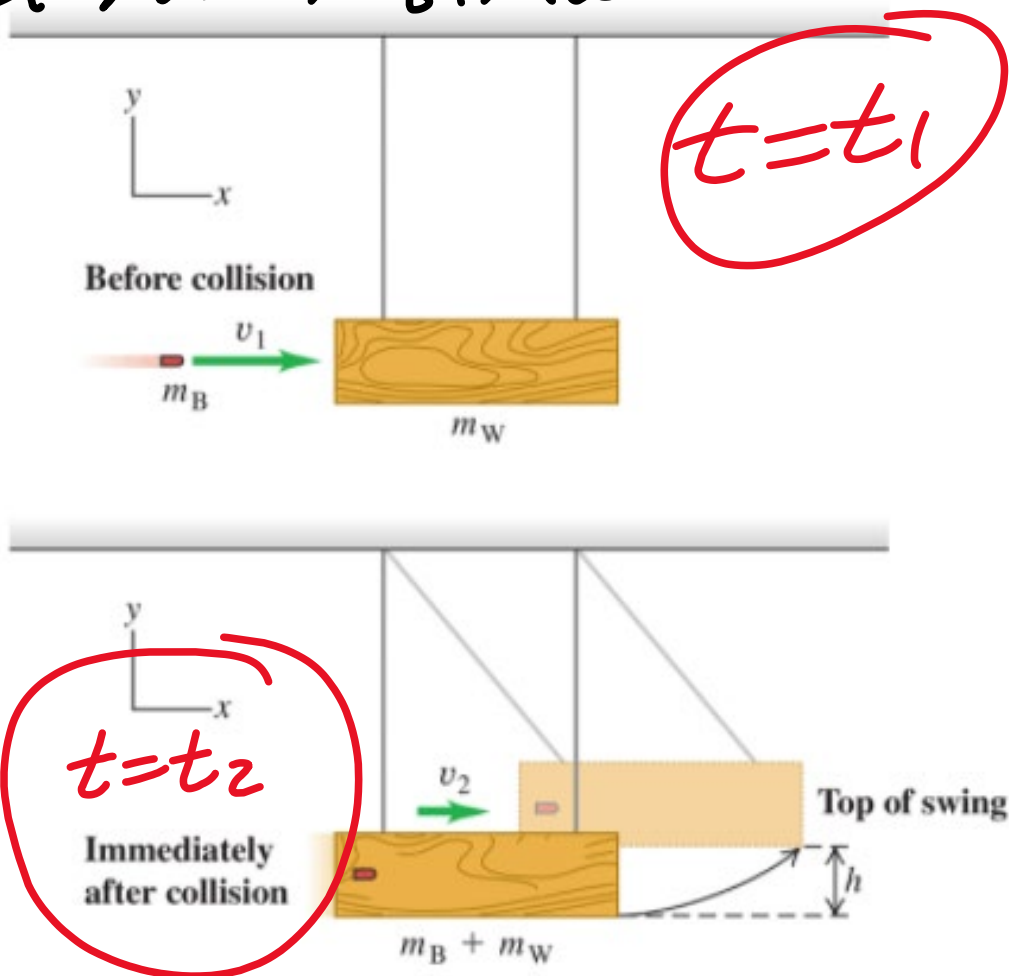


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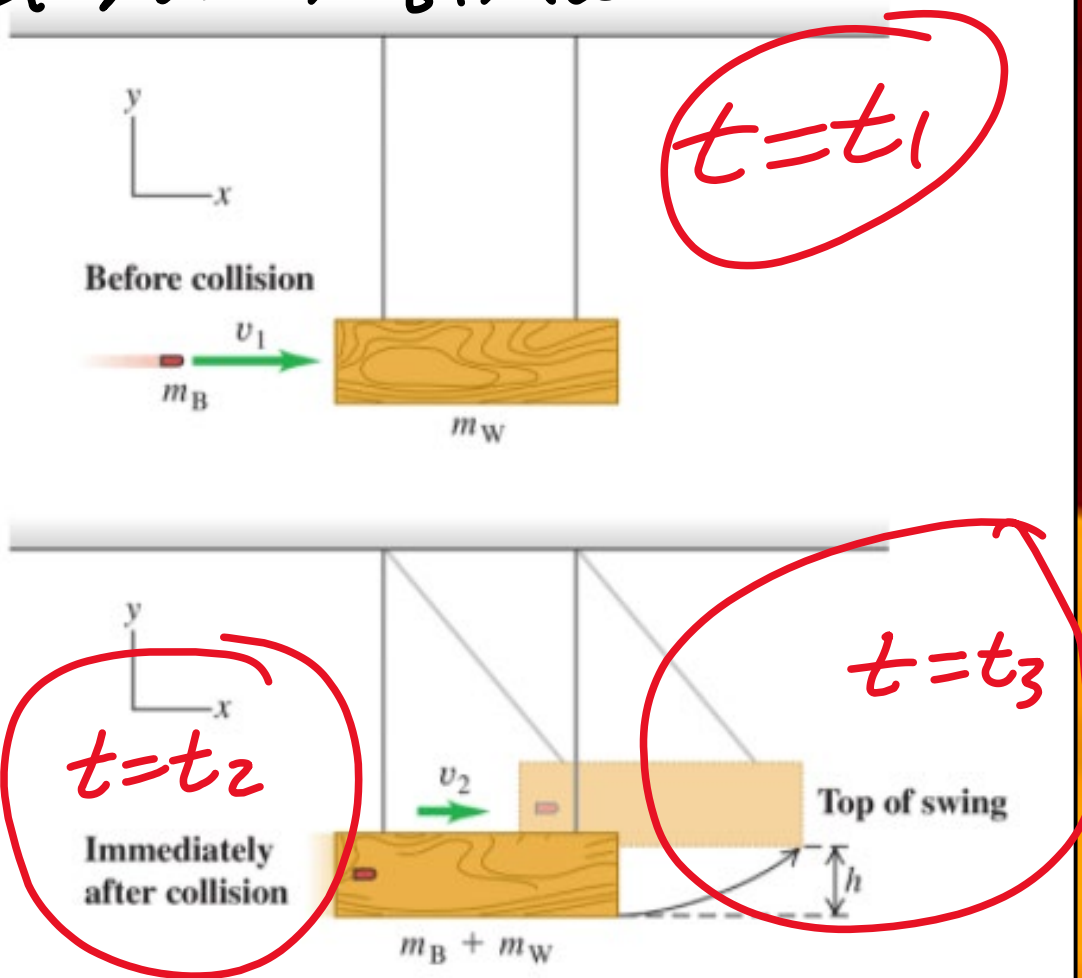


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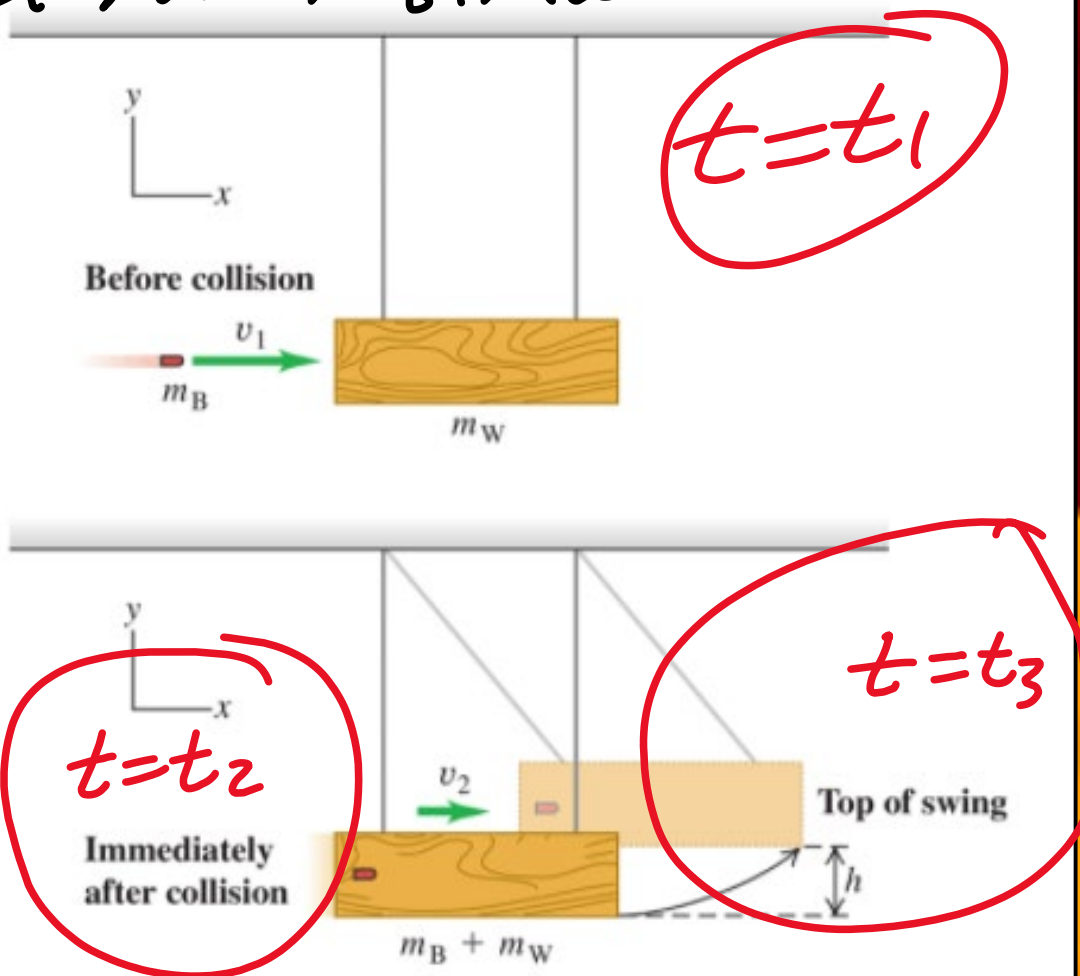


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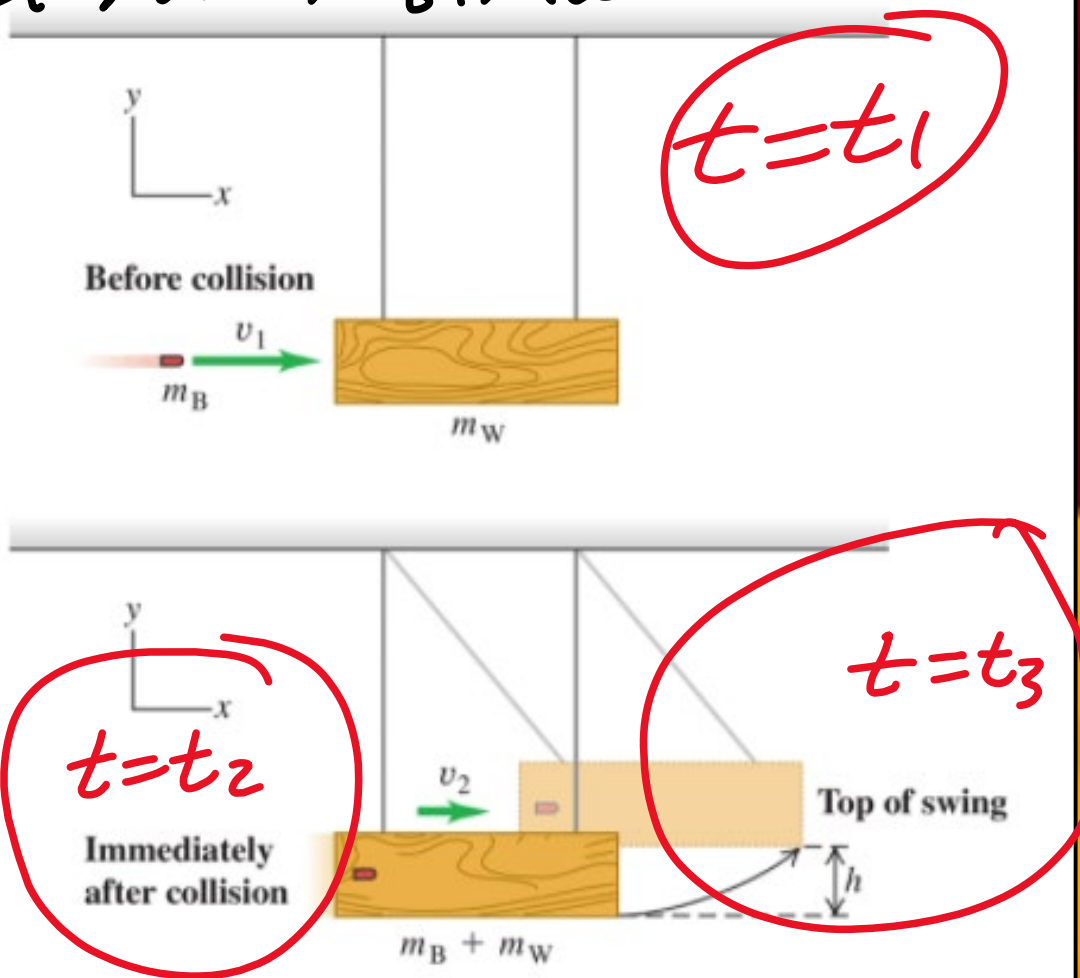


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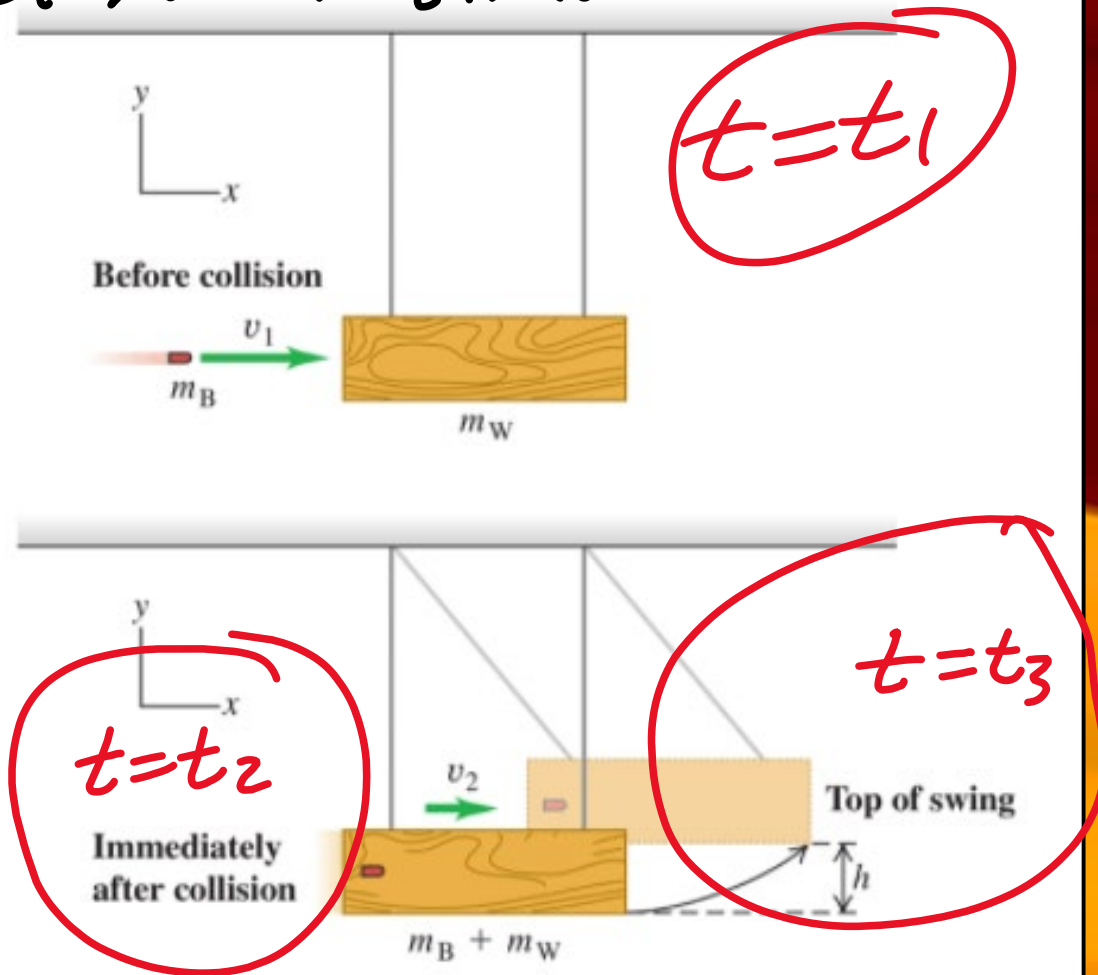


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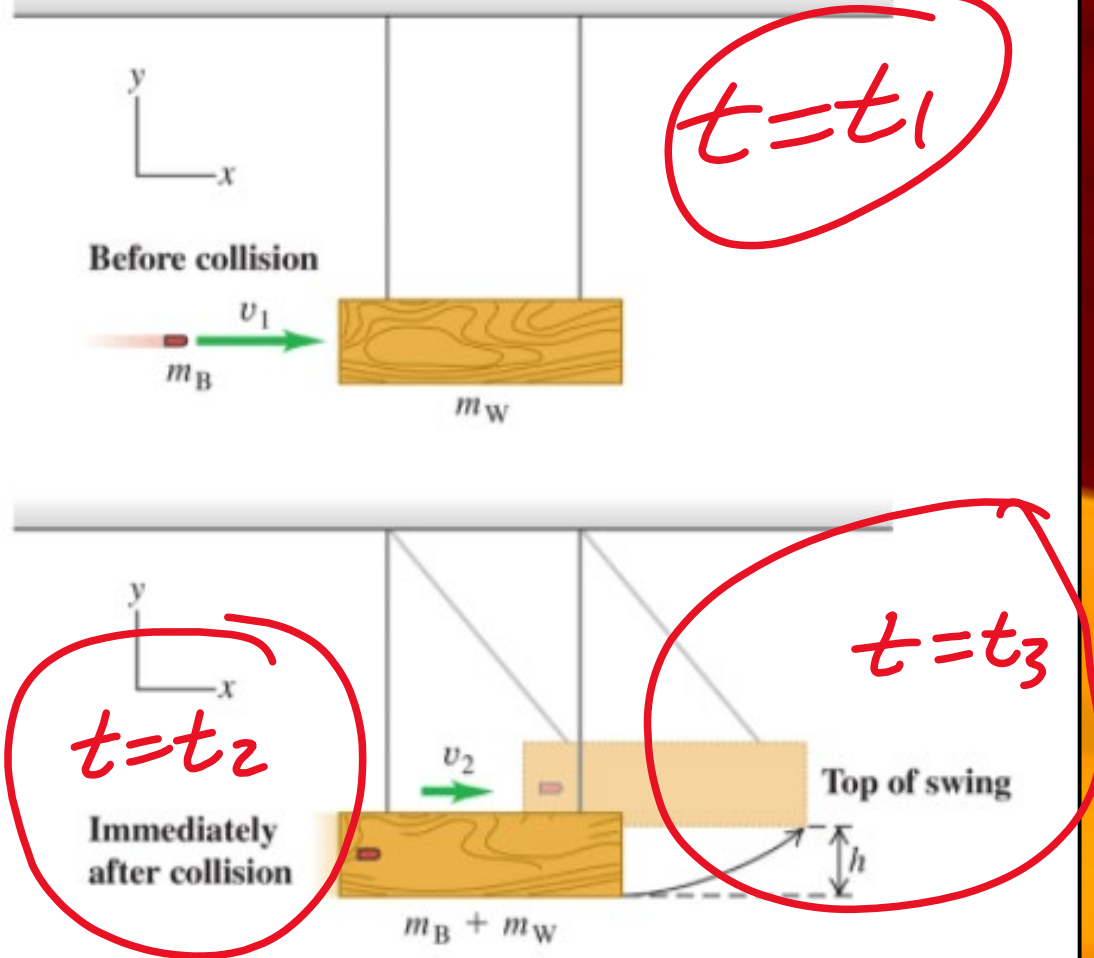


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$$v_{B1}^2 = \left(\frac{m_B + m_W}{m_B} \right)^2 2gh$$

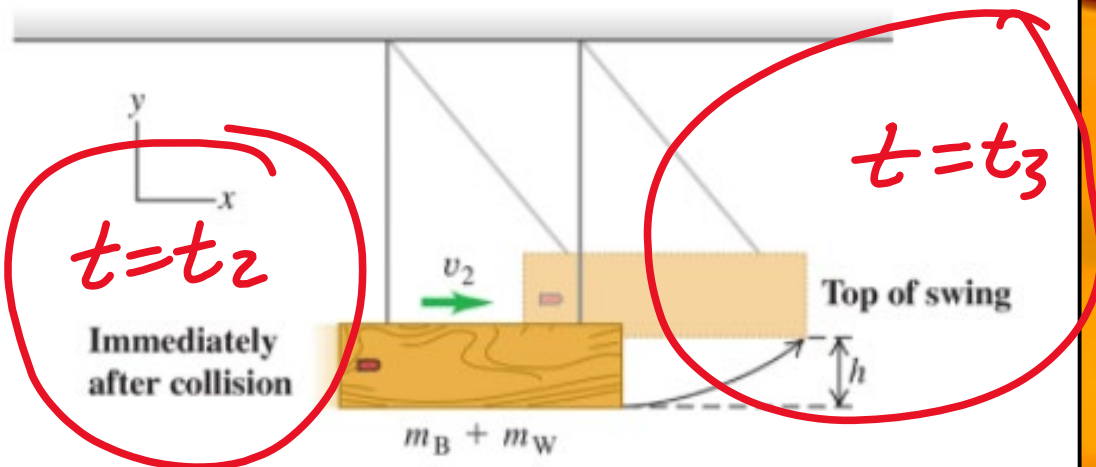
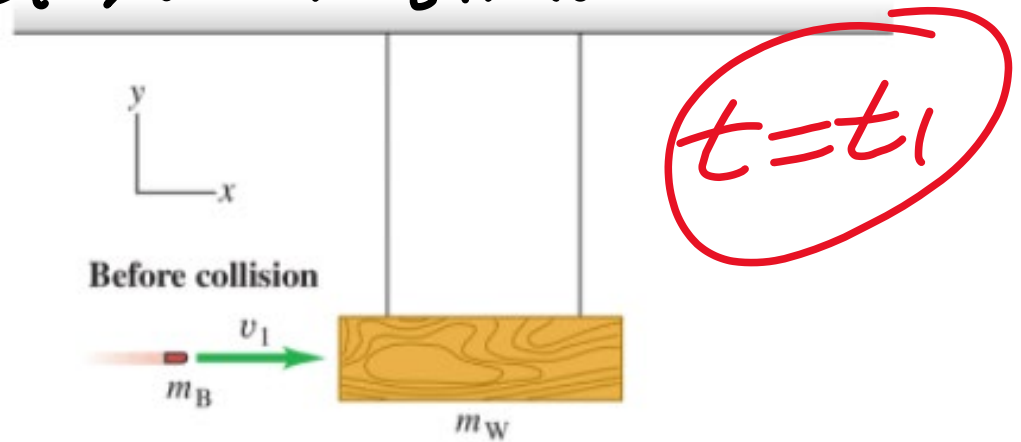


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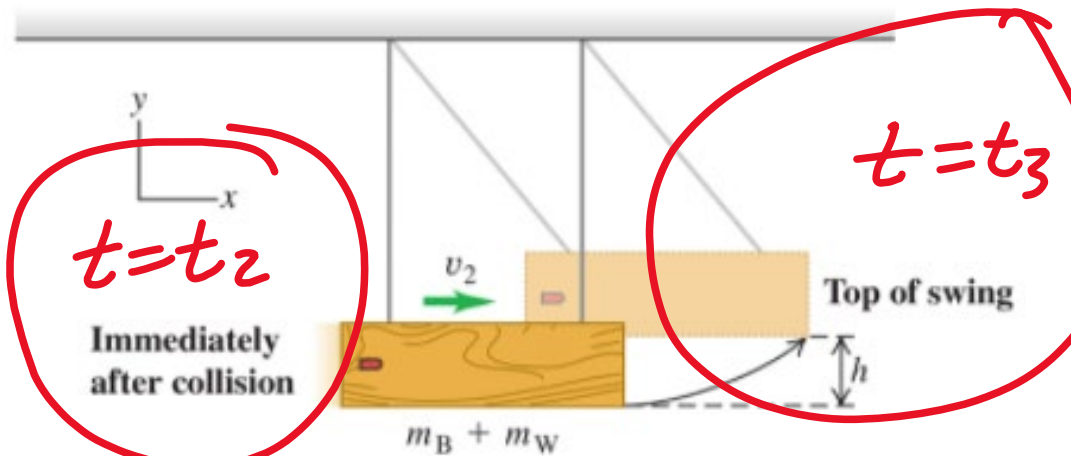
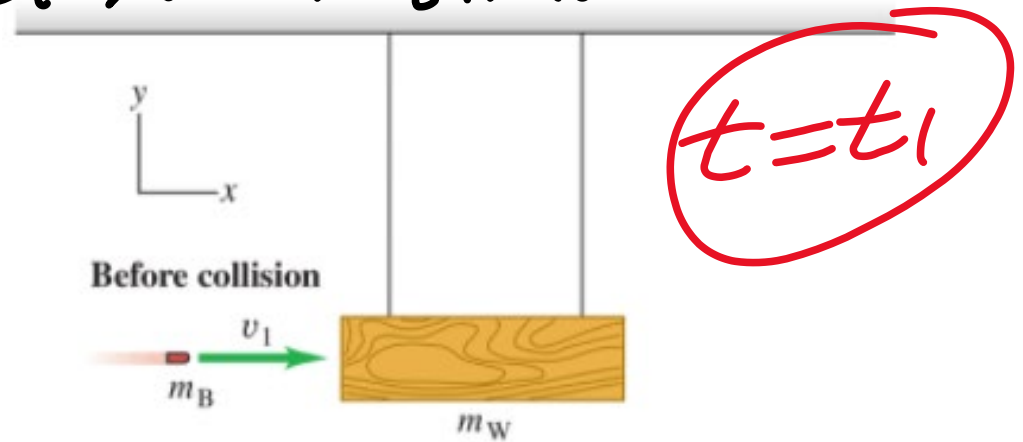
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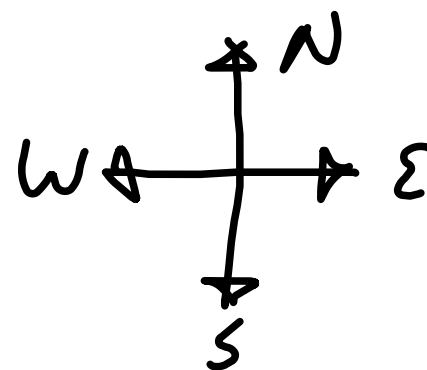
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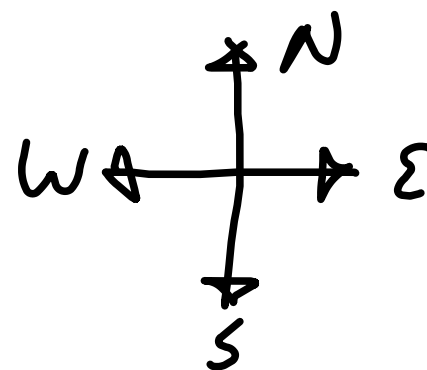
A 1000 kg car traveling north at 15 m/s collides with a 2000 kg truck traveling east at 10 m/s. The occupants, wearing seat belts, are uninjured, but the two vehicles move away from the impact point as one. The insurance adjustor asks you to find the velocity of the wreckage just after impact. What is your answer?

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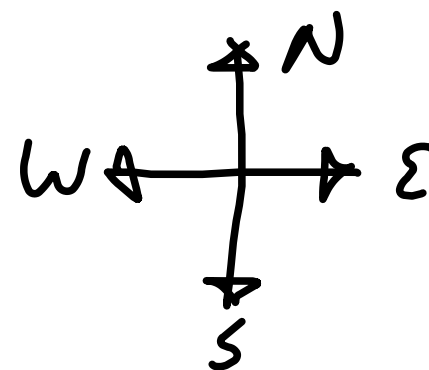
$$M_c = 1000 \text{ kg}, \quad \vec{v}_c = 15 \text{ m/s } \hat{j}$$



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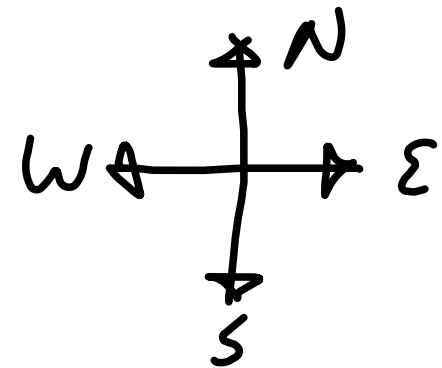


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$$\vec{v}_{c2} = \vec{v}_{T2} = \vec{v}_2, \quad M = M_c + M_T$$

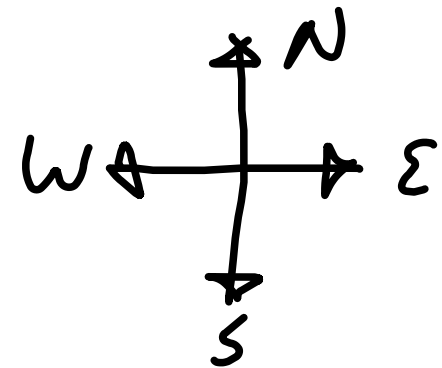


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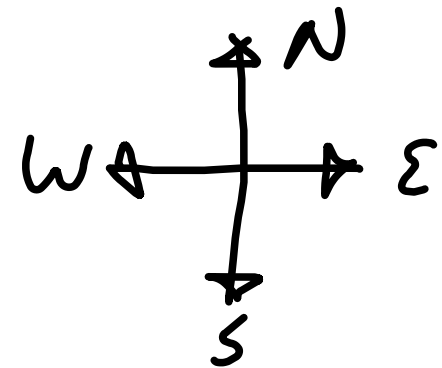
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 M_T &= 2000 \text{ kg}, & \vec{V}_{T1} &= 10 \text{ m/s } \hat{i} \\
 \vec{V}_{c2} &= \vec{V}_{T2} = \vec{V}_2, & M &= M_c + M_T \\
 \vec{P}_{c1} + \vec{P}_{T1} &= \vec{P}_2
 \end{aligned}$$



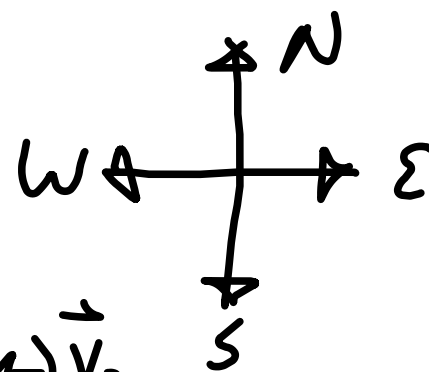
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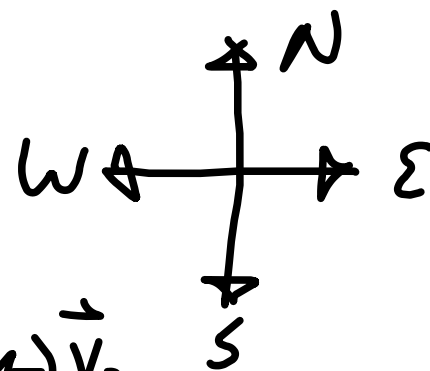
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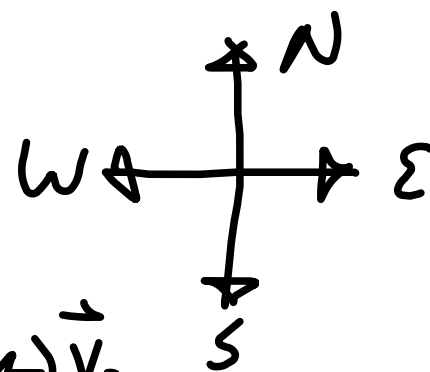
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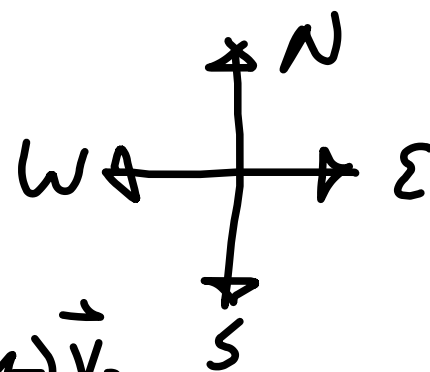
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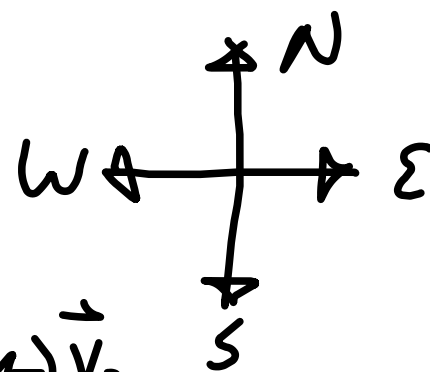
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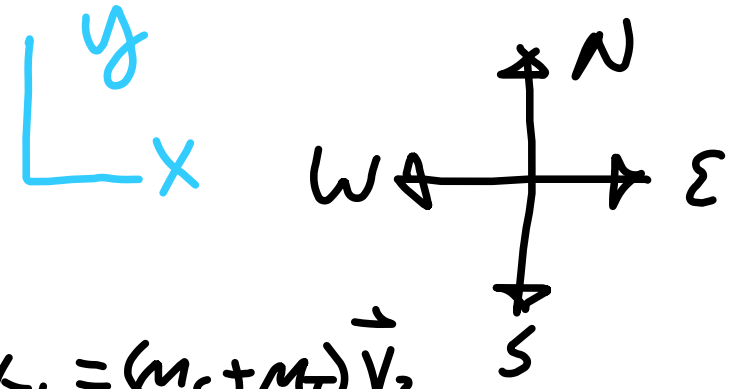
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$$v_2 = \sqrt{25 + \frac{400}{9}} \frac{\text{m}}{\text{s}} = 8.33 \text{ m/s}$$

$$\tan \theta = \frac{5}{20/3}$$



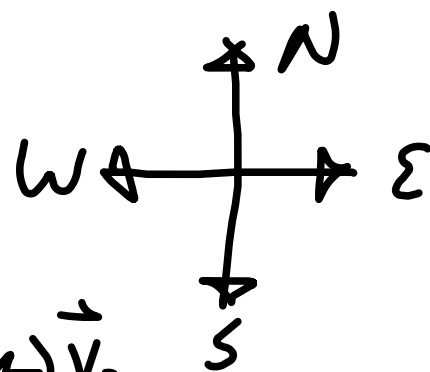
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$$\vec{v}_{c2} = \vec{v}_{T2} = \vec{v}_2, \quad M = M_c + M_T$$

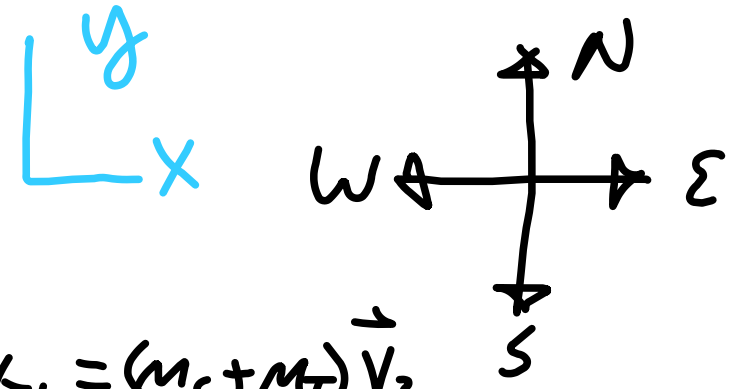
$$\vec{p}_{c1} + \vec{p}_{T1} = \vec{p}_2 \Rightarrow M_c \vec{v}_{c1} + M_T \vec{v}_{T1} = (M_c + M_T) \vec{v}_2$$

$$\Rightarrow \vec{v}_2 = \frac{M_c \vec{v}_{c1} + M_T \vec{v}_{T1}}{M_c + M_T} = \left[\frac{15000 \hat{j} + 20000 \hat{i}}{3000} \right] \frac{\text{m}}{\text{s}}$$

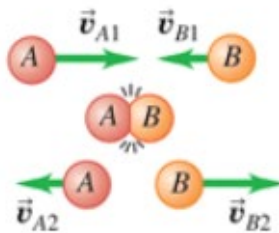
$$\Rightarrow \vec{v}_2 = 5 \text{ m/s } \hat{j} + \frac{20}{3} \hat{i} \frac{\text{m}}{\text{s}}$$

$$v_2 = \sqrt{25 + \frac{400}{9}} \frac{\text{m}}{\text{s}} = 8.33 \text{ m/s}$$

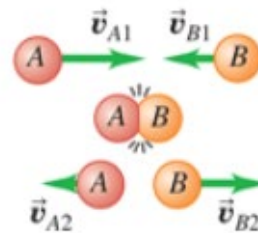
$$\tan \theta = \frac{5}{20/3} \Rightarrow \theta = \tan^{-1}\left(\frac{15}{20}\right) \Rightarrow \theta = 36.9^\circ$$



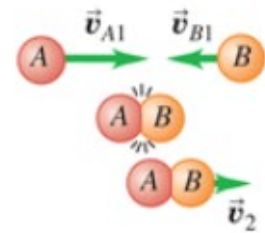
Elastic:
Kinetic energy conserved.



Inelastic:
Some kinetic energy lost.



Completely inelastic:
Objects have same final velocity.



Collisions are classified according to energy considerations.



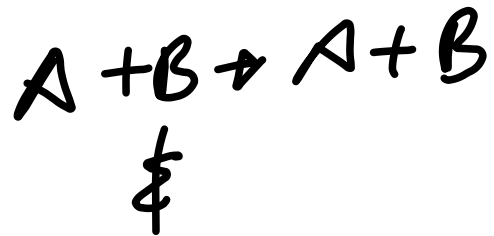
Billiard balls deform very little when they collide, and they quickly spring back from any deformation they do undergo. Hence the force of interaction between the balls is almost perfectly conservative, and the collision is almost perfectly elastic.

Elastic collisions 1d

Elastic collisions 1d

$$A + B \rightarrow A + B$$

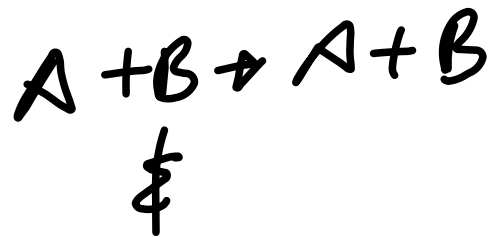
Elastic collisions 1d



$$P_{1A} + P_{1B} = P_{2A} + P_{2B}$$

$$\frac{P_{1A}^2}{2M_A} + \frac{P_{1B}^2}{2M_B} = \frac{P_{2A}^2}{2M_A} + \frac{P_{2B}^2}{2M_B}$$

Elastic collisions 1D

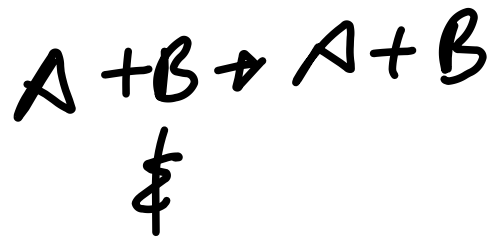


$$P_{1A} + P_{1B} = P_{2A} + P_{2B}$$

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Note: $K = \frac{1}{2}mv^2$

Elastic collisions 1D

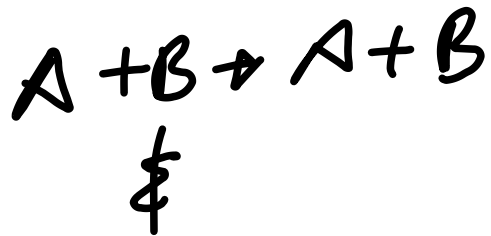


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Note: $K = \frac{1}{2}mv^2 = \frac{m^2v^2}{2m}$

Elastic collisions 1D



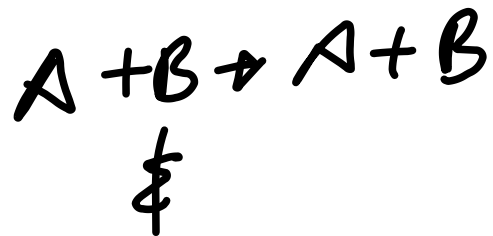
$$P_{1A} + P_{1B} = P_{2A} + P_{2B}$$

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Note: $K = \frac{1}{2}mv^2 = \frac{m^2v^2}{2m}$

$$= \frac{p^2}{2m}$$

Elastic collisions 1d



$$P_{A1} + P_{B1} = P_{A2} + P_{B2}$$

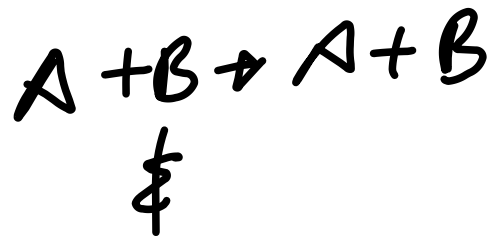
$$\frac{P_{A1}^2}{2M_A} + \frac{P_{B1}^2}{2M_B} = \frac{P_{A2}^2}{2M_A} + \frac{P_{B2}^2}{2M_B}$$

$$\Rightarrow P_{A1} - P_{A2} = P_{B2} - P_{B1}$$

‡

$$\left(\frac{1}{M_A}\right)(P_{A1}^2 - P_{A2}^2) = \left(\frac{1}{M_B}\right)(P_{B2}^2 - P_{B1}^2)$$

Elastic collisions 1d



$$P_{A1} + P_{B1} = P_{A2} + P_{B2}$$

$$\frac{P_{A1}^2}{2M_A} + \frac{P_{B1}^2}{2M_B} = \frac{P_{A2}^2}{2M_A} + \frac{P_{B2}^2}{2M_B}$$

}

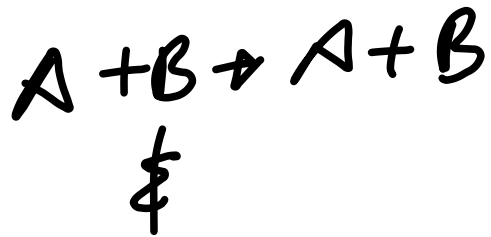
 \Rightarrow

$$P_{A1} - P_{A2} = P_{B2} - P_{B1} \quad (1)$$

‡

$$\left(\frac{1}{M_A}\right)(P_{A1}^2 - P_{A2}^2) = \left(\frac{1}{M_B}\right)(P_{B2}^2 - P_{B1}^2)$$

Elastic collisions 1d



$$P_{A1} + P_{B1} = P_{A2} + P_{B2}$$

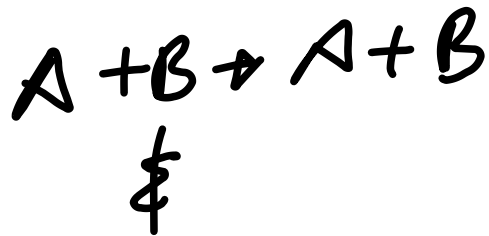
$$\frac{P_{A1}^2}{2M_A} + \frac{P_{B1}^2}{2M_B} = \frac{P_{A2}^2}{2M_A} + \frac{P_{B2}^2}{2M_B}$$

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$$\left(\frac{1}{M_A}\right)(P_{A1}^2 - P_{A2}^2) = \left(\frac{1}{M_B}\right)(P_{B2}^2 - P_{B1}^2) \Rightarrow$$
$$\left(\frac{1}{M_A}\right)(P_{A1} - P_{A2})(P_{A1} + P_{A2}) = \left(\frac{1}{M_B}\right)(P_{B2} - P_{B1})(P_{B2} + P_{B1})$$

Elastic collisions 1d



$$P_{A1} + P_{B1} = P_{A2} + P_{B2}$$

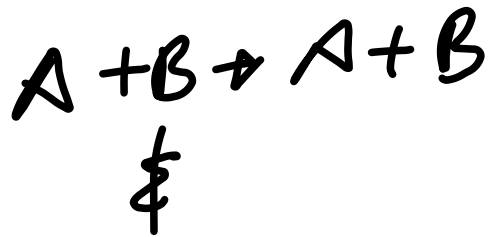
$$\frac{P_{A1}^2}{2M_A} + \frac{P_{B1}^2}{2M_B} = \frac{P_{A2}^2}{2M_A} + \frac{P_{B2}^2}{2M_B}$$

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$$\left(\frac{1}{M_A}\right)(P_{A1} - P_{A2})(P_{A1} + P_{A2}) = \left(\frac{1}{M_B}\right)(P_{B2} - P_{B1})(P_{B2} + P_{B1}) \quad (2)$$

Elastic collisions 1d



$$P_{A1} + P_{B1} = P_{A2} + P_{B2}$$

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$$\Rightarrow P_{A1} - P_{A2} = P_{B2} - P_{B1} \quad (1)$$

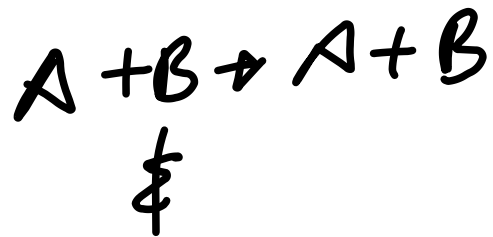
‡

$$\left(\frac{1}{m_A}\right)(P_{A1}^2 - P_{A2}^2) = \left(\frac{1}{m_B}\right)(P_{B2}^2 - P_{B1}^2) \Rightarrow$$

$$\left(\frac{1}{m_A}\right)(P_{A1} - P_{A2})(P_{A1} + P_{A2}) = \left(\frac{1}{m_B}\right)(P_{B2} - P_{B1})(P_{B2} + P_{B1}) \quad (2)$$

Divide (2) by (1)

Elastic collisions 1d



$$P_{A1} + P_{B1} = P_{A2} + P_{B2}$$

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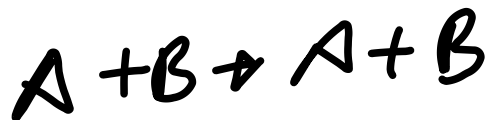
$$\Rightarrow P_{A1} - P_{A2} = P_{B2} - P_{B1} \quad (1)$$

‡ $\left(\frac{1}{m_A}\right)(P_{A1}^2 - P_{A2}^2) = \left(\frac{1}{m_B}\right)(P_{B2}^2 - P_{B1}^2) \Rightarrow$

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Divide (2) by (1) to get

Elastic collisions 1d



‡

$$P_{A1} + P_{B1} = P_{A2} + P_{B2}$$

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}

⇒

$$P_{A1} - P_{A2} = P_{B2} - P_{B1} \quad (1)$$

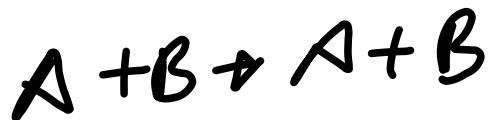
$$\text{‡} \quad \left(\frac{1}{m_A}\right)(P_{A1}^2 - P_{A2}^2) = \left(\frac{1}{m_B}\right)(P_{B2}^2 - P_{B1}^2) \Rightarrow$$

$$\left(\frac{1}{m_A}\right)(P_{A1} - P_{A2})(P_{A1} + P_{A2}) = \left(\frac{1}{m_B}\right)(P_{B2} - P_{B1})(P_{B2} + P_{B1}) \quad (2)$$

Divide (2) by (1) to get

$$\left(\frac{1}{m_A}\right)(P_{A1} + P_{A2}) = \left(\frac{1}{m_B}\right)(P_{B2} + P_{B1})$$

Elastic collisions 1d



‡

$$P_{A1} + P_{B1} = P_{A2} + P_{B2}$$

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⇒

$$P_{A1} - P_{A2} = P_{B2} - P_{B1} \quad (1)$$

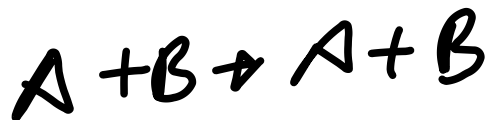
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$$\left(\frac{1}{m_A}\right)(P_{A1} + P_{A2}) = \left(\frac{1}{m_B}\right)(P_{B2} + P_{B1}) \Rightarrow v_{A1} + v_{A2} = v_{B2} + v_{B1}$$

Elastic collisions 1d



‡

$$P_{A1} + P_{B1} = P_{A2} + P_{B2}$$

$$\frac{P_{A1}^2}{2m_A} + \frac{P_{B1}^2}{2m_B} = \frac{P_{A2}^2}{2m_A} + \frac{P_{B2}^2}{2m_B}$$

$$\Rightarrow P_{A1} - P_{A2} = P_{B2} - P_{B1} \quad (1)$$

$$\& \left(\frac{1}{m_A}\right)(P_{A1}^2 - P_{A2}^2) = \left(\frac{1}{m_B}\right)(P_{B2}^2 - P_{B1}^2) \Rightarrow$$

$$\left(\frac{1}{m_A}\right)(P_{A1} - P_{A2})(P_{A1} + P_{A2}) = \left(\frac{1}{m_B}\right)(P_{B2} - P_{B1})(P_{B2} + P_{B1}) \quad (2)$$

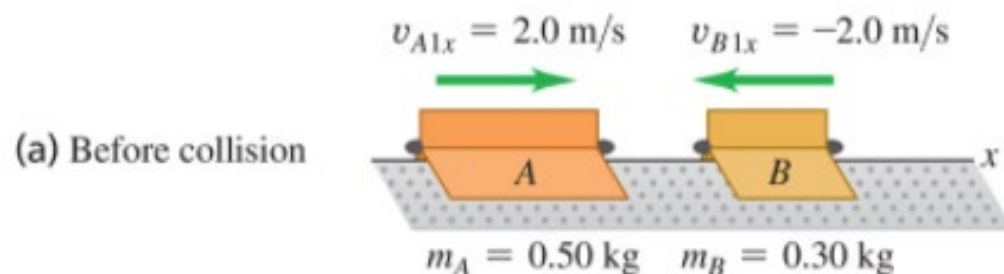
Divide (2) by (1) to get

$$\left(\frac{1}{m_A}\right)(P_{A1} + P_{A2}) = \left(\frac{1}{m_B}\right)(P_{B2} + P_{B1}) \Rightarrow v_{A1} + v_{A2} = v_{B2} + v_{B1}$$

\Rightarrow

$$v_{A1} - v_{B1} = v_{B2} - v_{A2}$$

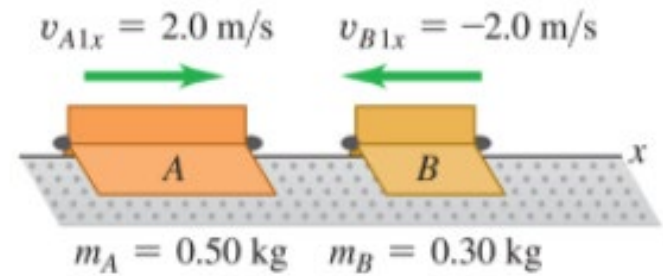
We repeat the air-track collision of [Example 8.5](#) ([Section 8.2](#)), but now we add ideal spring bumpers to the gliders so that the collision is elastic. What are the final velocities of the gliders?



We repeat the air-track collision of [Example 8.5](#) ([Section 8.2](#)), but now we add ideal spring bumpers to the gliders so that the collision is elastic. What are the final velocities of the gliders?

$$M_A = 0.5 \text{ kg}, v_{A1} = 2 \frac{\text{m}}{\text{s}}$$

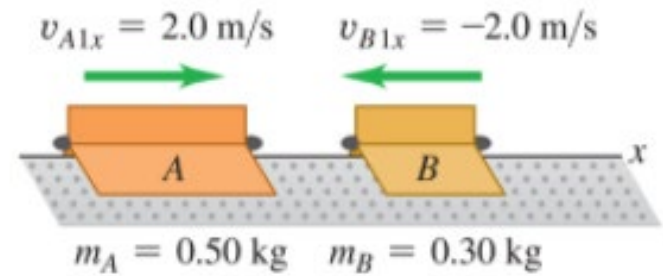
$$M_B = 0.3 \text{ kg}, v_{B1} = -2 \frac{\text{m}}{\text{s}} \quad \text{(a) Before collision}$$



We repeat the air-track collision of **Example 8.5** (Section 8.2), but now we add ideal spring bumpers to the gliders so that the collision is elastic. What are the final velocities of the gliders?

$$M_A = 0.5 \text{ kg}, v_{A1} = 2 \frac{\text{m}}{\text{s}}$$
$$M_B = 0.3 \text{ kg}, v_{B1} = -2 \frac{\text{m}}{\text{s}}$$

(a) Before collision

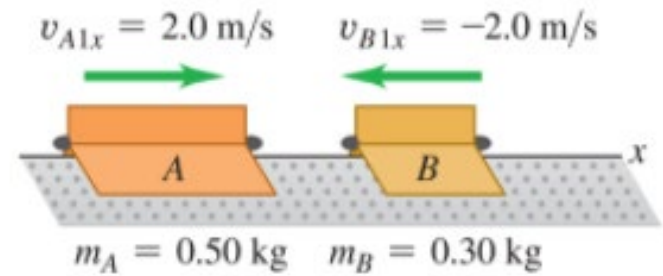


We repeat the air-track collision of [Example 8.5](#) (Section 8.2), but now we add ideal spring bumpers to the gliders so that the collision is elastic. What are the final velocities of the gliders?

$$M_A = 0.5 \text{ kg}, v_{A1} = 2 \frac{\text{m}}{\text{s}}$$

$$M_B = 0.3 \text{ kg}, v_{B1} = -2 \frac{\text{m}}{\text{s}} \quad \text{(a) Before collision}$$

$$v_{B2} - v_{A2} = v_{A1} - v_{B1}$$



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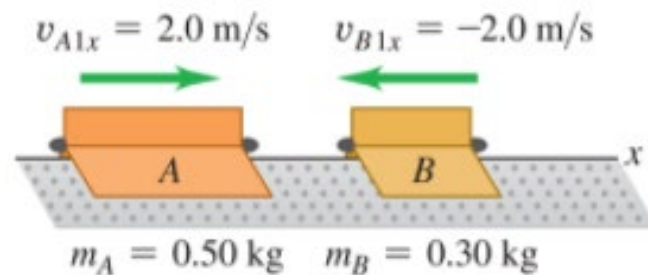
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$$v_{B2} - v_{A2} = v_{A1} - v_{B1} \quad \text{⊥}$$

$$M_A v_{A1} + M_B v_{B1} = M_A v_{A2} + M_B v_{B2}$$

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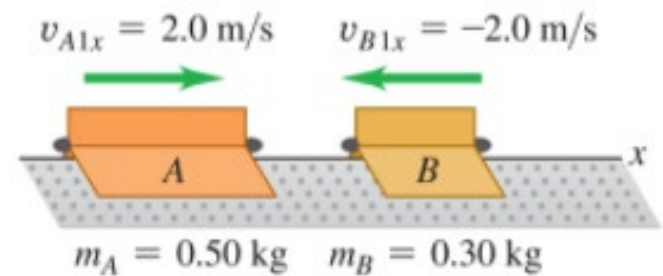
$$M_A = 0.5 \text{ kg}, v_{A1} = 2 \frac{\text{m}}{\text{s}}$$

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$$v_{B2} - v_{A2} = v_{A1} - v_{B1} \quad \neq$$

$$\Rightarrow v_{B2} - v_{A2} = 4 \frac{\text{m}}{\text{s}}$$

$$M_A v_{A1} + M_B v_{B1} = M_A v_{A2} + M_B v_{B2}$$



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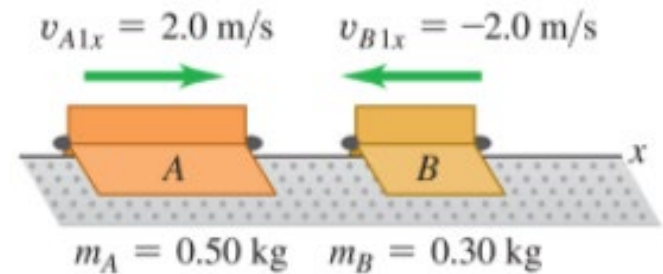
$$M_B = 0.3 \text{ kg}, v_{B1} = -2 \frac{\text{m}}{\text{s}}$$

$$v_{B2} - v_{A2} = v_{A1} - v_{B1} \quad \&$$

$$\Rightarrow v_{B2} - v_{A2} = 4 \frac{\text{m}}{\text{s}} \quad \&$$

$$M_A v_{A1} + M_B v_{B1} = M_A v_{A2} + M_B v_{B2}$$

$$(1 - 0.6) \text{ kg} \frac{\text{m}}{\text{s}} = M_A v_{A2} + M_B v_{B2}$$



We repeat the air-track collision of **Example 8.5** (Section 8.2), but now we add ideal spring bumpers to the gliders so that the collision is elastic. What are the final velocities of the gliders?

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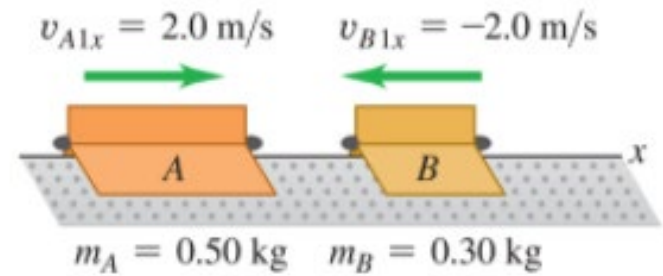
$$M_B = 0.3 \text{ kg}, v_{B1} = -2 \frac{\text{m}}{\text{s}}$$

$$v_{B2} - v_{A2} = v_{A1} - v_{B1} \quad \&$$

$$\Rightarrow v_{B2} - v_{A2} = 4 \frac{\text{m}}{\text{s}} \quad \&$$

$$\Rightarrow v_{B2} = v_{A2} + 4 \frac{\text{m}}{\text{s}}$$

(a) Before collision



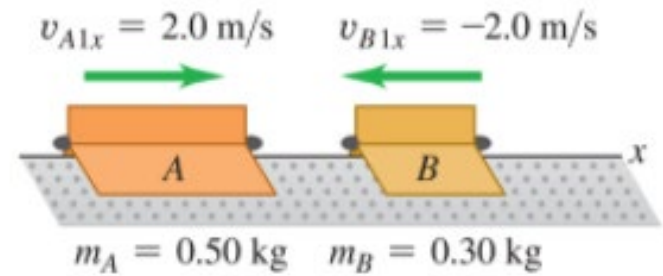
$$M_A v_{A1} + M_B v_{B1} = M_A v_{A2} + M_B v_{B2}$$

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$$v_{B2} - v_{A2} = v_{A1} - v_{B1} \quad \&$$

$$\Rightarrow v_{B2} - v_{A2} = 4 \frac{\text{m}}{\text{s}} \quad \&$$

$$\Rightarrow v_{B2} = v_{A2} + 4 \frac{\text{m}}{\text{s}}$$

$$M_A v_{A1} + M_B v_{B1} = M_A v_{A2} + M_B v_{B2}$$

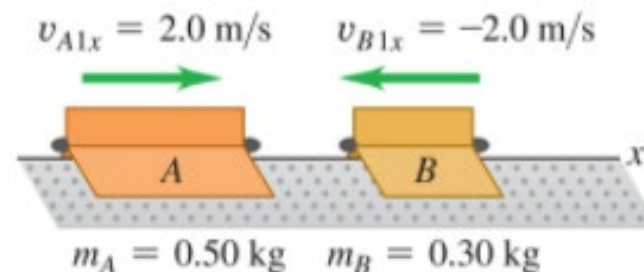
$$(1 - 0.6) \text{ kg} \frac{\text{m}}{\text{s}} = M_A v_{A2} + M_B v_{B2}$$

$$\Rightarrow 0.4 \text{ kg} \frac{\text{m}}{\text{s}} = M_A v_{A2} + M_B (v_{A2} + 4 \frac{\text{m}}{\text{s}})$$

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$$v_{B2} - v_{A2} = v_{A1} - v_{B1} \quad \& \quad M_A v_{A1} + M_B v_{B1} = M_A v_{A2} + M_B v_{B2}$$

$$\Rightarrow v_{B2} - v_{A2} = 4 \frac{\text{m}}{\text{s}} \quad \& \quad (1 - 0.6) \text{ kg} \frac{\text{m}}{\text{s}} = M_A v_{A2} + M_B v_{B2}$$

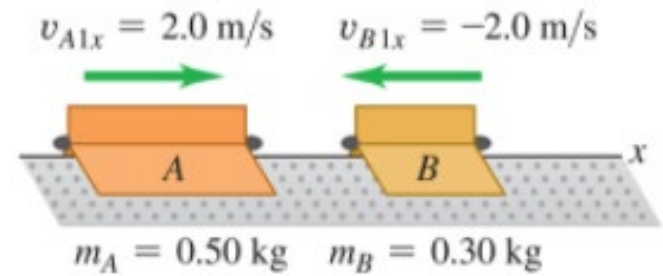
$$\Rightarrow v_{B2} = v_{A2} + 4 \frac{\text{m}}{\text{s}} \quad \Rightarrow \quad 0.4 \text{ kg} \frac{\text{m}}{\text{s}} = M_A v_{A2} + M_B (v_{A2} + 4 \frac{\text{m}}{\text{s}})$$

$$\Rightarrow 0.4 \text{ kg} \frac{\text{m}}{\text{s}} - M_B 4 \frac{\text{m}}{\text{s}} = (M_A + M_B) v_{A2}$$

We repeat the air-track collision of **Example 8.5** (Section 8.2), but now we add ideal spring bumpers to the gliders so that the collision is elastic. What are the final velocities of the gliders?

$$M_A = 0.5 \text{ kg}, v_{A1} = 2 \frac{\text{m}}{\text{s}}$$

$$M_B = 0.3 \text{ kg}, v_{B1} = -2 \frac{\text{m}}{\text{s}}$$



$$v_{B2} - v_{A2} = v_{A1} - v_{B1} \quad \& \quad M_A v_{A1} + M_B v_{B1} = M_A v_{A2} + M_B v_{B2}$$

$$\Rightarrow v_{B2} - v_{A2} = 4 \frac{\text{m}}{\text{s}} \quad \& \quad (1 - 0.6) \text{ kg} \frac{\text{m}}{\text{s}} = M_A v_{A2} + M_B v_{B2}$$

$$\Rightarrow v_{B2} = v_{A2} + 4 \frac{\text{m}}{\text{s}} \Rightarrow 0.4 \text{ kg} \frac{\text{m}}{\text{s}} = M_A v_{A2} + M_B (v_{A2} + 4 \frac{\text{m}}{\text{s}})$$

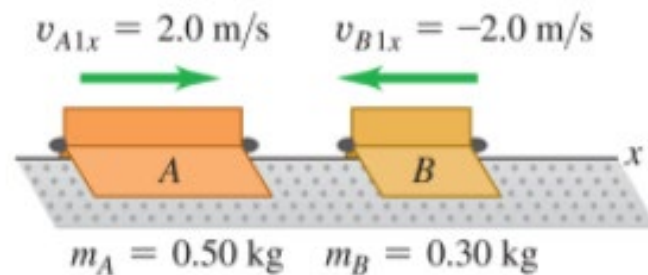
$$\Rightarrow 0.4 \text{ kg} \frac{\text{m}}{\text{s}} - M_B 4 \frac{\text{m}}{\text{s}} = (M_A + M_B) v_{A2} \Rightarrow$$

$$(0.4 - 1.2) \text{ kg} \frac{\text{m}}{\text{s}} = 0.8 \text{ kg} v_{A2}$$

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$$v_{B2} - v_{A2} = v_{A1} - v_{B1} \quad \& \quad M_A v_{A1} + M_B v_{B1} = M_A v_{A2} + M_B v_{B2}$$

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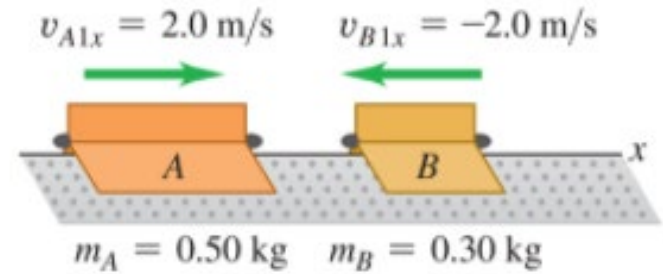
$$(0.4 - 1.2) \text{ kg} \frac{\text{m}}{\text{s}} = 0.8 \text{ kg} v_{A2} \Rightarrow v_{A2} = -1 \frac{\text{m}}{\text{s}}$$

We repeat the air-track collision of **Example 8.5** (Section 8.2), but now we add ideal spring bumpers to the gliders so that the collision is elastic. What are the final velocities of the gliders?

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(a) Before collision



$$v_{B2} - v_{A2} = v_{A1} - v_{B1} \quad \&$$

$$\Rightarrow v_{B2} - v_{A2} = 4 \frac{\text{m}}{\text{s}} \quad \&$$

$$\Rightarrow v_{B2} = v_{A2} + 4 \frac{\text{m}}{\text{s}} \Rightarrow$$

$$M_A v_{A1} + M_B v_{B1} = M_A v_{A2} + M_B v_{B2}$$

$$(1 - 0.6) \text{ kg} \frac{\text{m}}{\text{s}} = M_A v_{A2} + M_B v_{B2}$$

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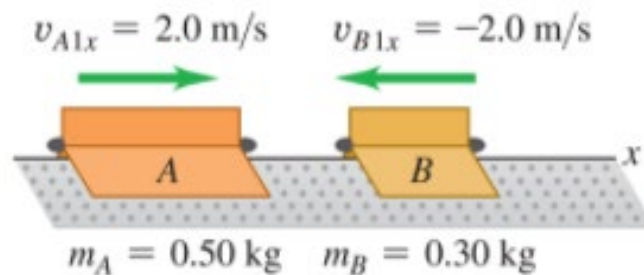
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$$v_{B2} = v_{A2} + 4 \frac{\text{m}}{\text{s}} = 3 \frac{\text{m}}{\text{s}}$$

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$$M_n = 1u \quad , \quad v_{n_i} = 2.6 \times 10^7 \text{ m/s}$$

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