

Today 13.4, 14.1

L13



Today 13.4, 14.1

L13

Impacts

Today 13.4, 14.1

L13

System of
particles!
Newton's 2nd
Law

Today 13.4, 14.1

Friday 14.1, 14.2

L13

Today 13.4, 14.1

Friday 14.1, 14.2

L13

Energy &
momentum methods
for a system of
particles

Today 13.4, 14.1

L13

Friday 14.1, 14.2

Reminders:

HW#4 Due by end of
today

Section 13.4

Elastic impact

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Elastic impact \Rightarrow momentum is conserved

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Elastic impact \Rightarrow momentum is conserved
AND kinetic energy is conserved

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Non-elastic impact

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Note: Non-elastic is also called "plastic".

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AND Kinetic energy is conserved

Non-elastic impact \Rightarrow Momentum is conserved
But Kinetic energy is NOT conserved

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A completely non-elastic {completely plastic} impact is one where the two items stick together

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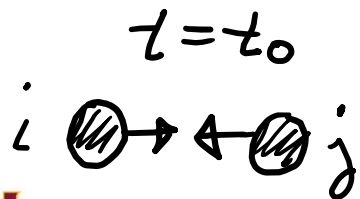
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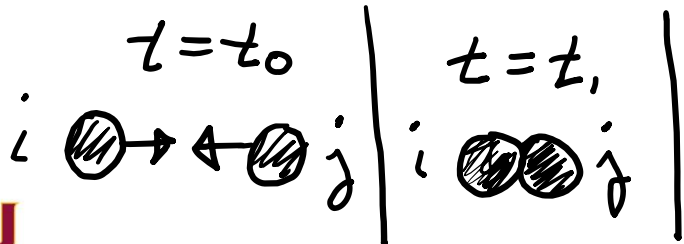
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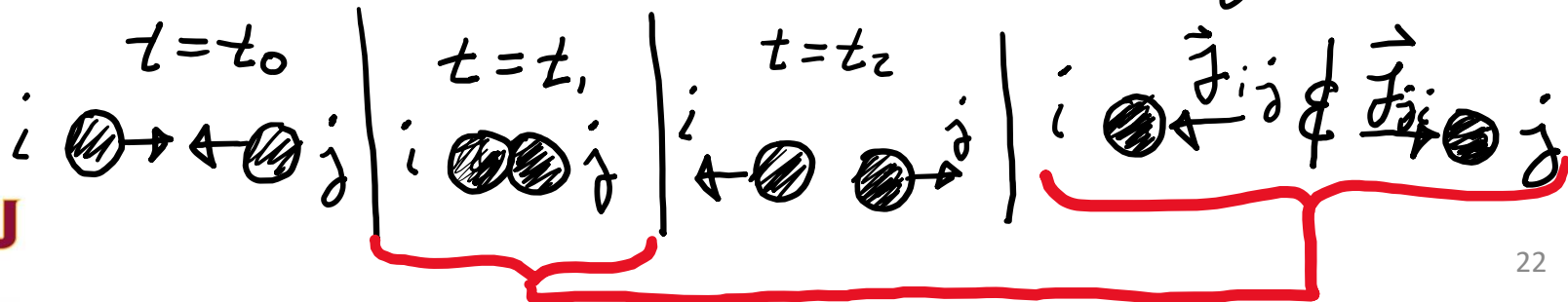
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Let us now take the cross product: $\vec{r}_i \times [\vec{F}_i + \sum_{j=1}^N \vec{F}_{ij}] = \vec{r}_i \times [m_i \vec{a}_i]$, where \vec{r}_i is the position vector of particle i .

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$$\vec{r}_i \times \vec{F}_i + \sum_{j=1}^N \vec{r}_i \times \vec{f}_{ij} = m_i \vec{r}_i \times \vec{a}_i$$

From the previous slide, we have

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Now sum over index i :

$$\sum_i \vec{F}_i + \sum_i \sum_j \vec{f}_{ij} = \sum_i m_i \vec{a}_i \quad (1)$$

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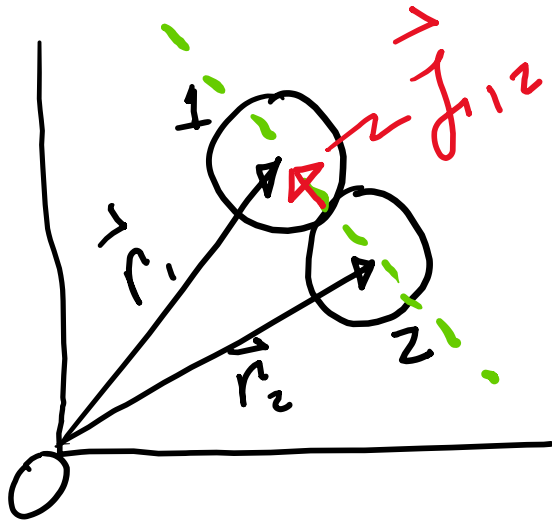
becomes $\sum_i \vec{F}_i = \sum_i m_i \vec{a}_i$

Next, we want to get rid of the term

$\sum_i \sum_j \vec{r}_i \times \vec{f}_{ij}$ from equation 2 →

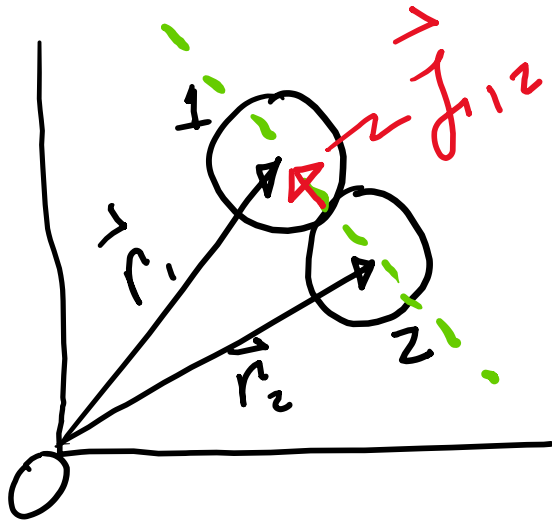
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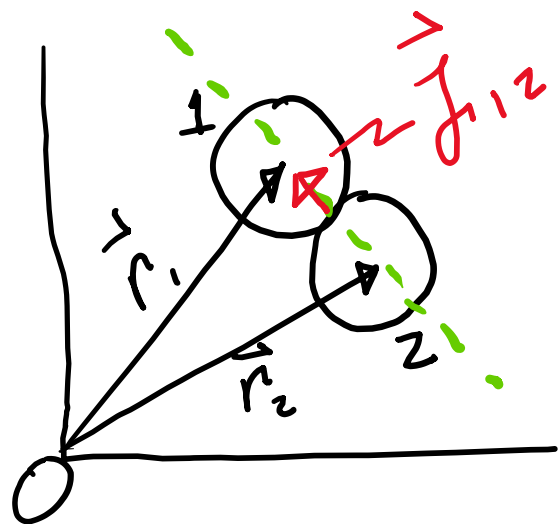


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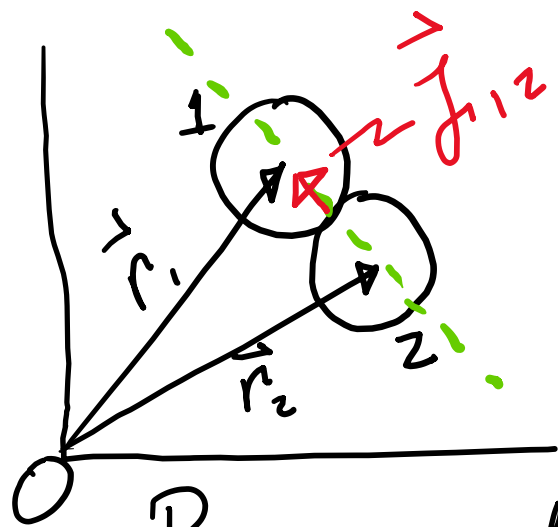
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$$\begin{aligned} \sum_i \sum_j \vec{r}_i \times \vec{f}_{ij} &= \vec{r}_1 \times \vec{f}_{12} - \vec{r}_2 \times \vec{f}_{12} \\ &= (\vec{r}_1 - \vec{r}_2) \times \vec{f}_{12} \end{aligned}$$

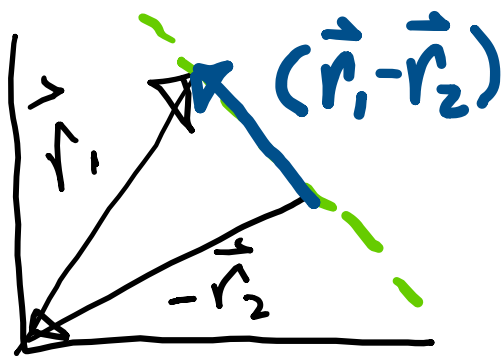
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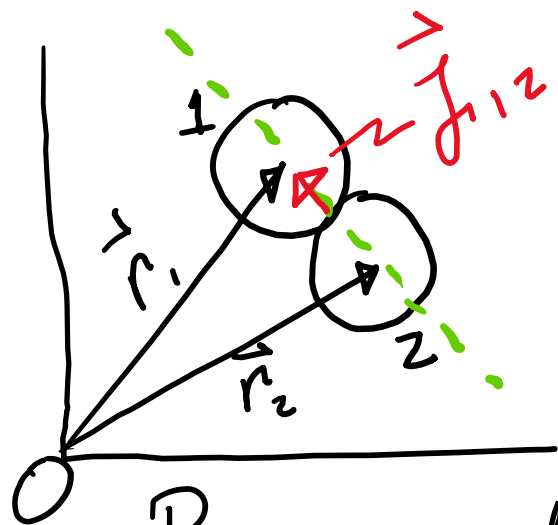
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Remove objects & reset \vec{r}_2 to $0 - \vec{r}_2$



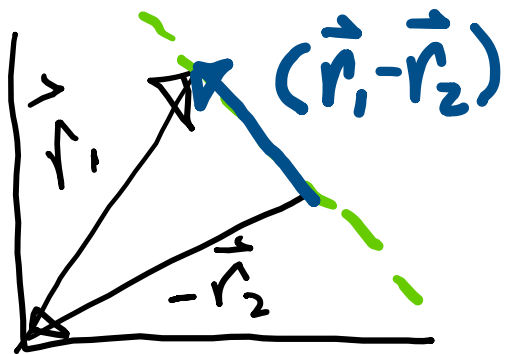
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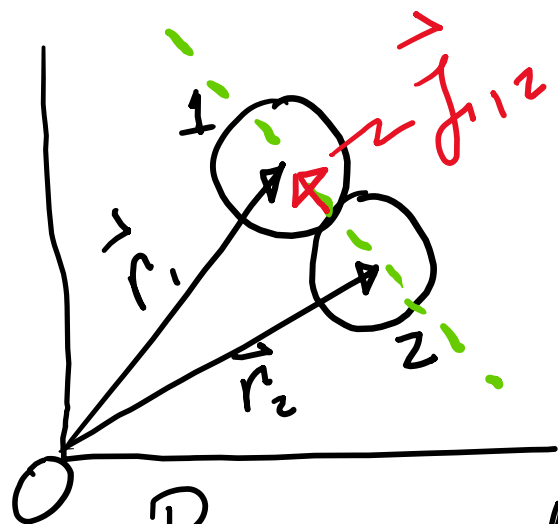
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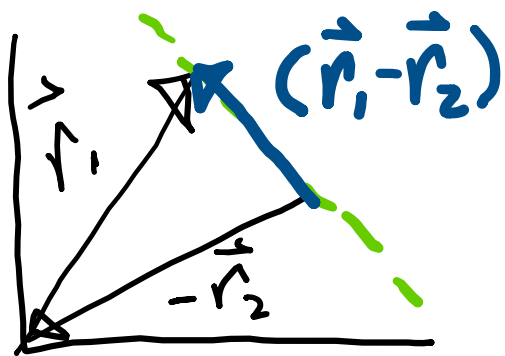
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\Rightarrow

$$\sum_i \sum_j \vec{r}_i \times \vec{f}_{ij} = (\vec{r}_1 - \vec{r}_2) \times \vec{f}_{12} = \vec{0}$$

Now we can write

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$$\& \quad \vec{H}_i = \vec{r}_i \times m_i \vec{v}_i \Rightarrow \dot{\vec{H}}_i = (\dot{\vec{r}}_i \times m_i \vec{v}_i) + (\vec{r}_i \times m_i \vec{a}_i)$$

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Now let $\sum \vec{L}_i$ & $\sum \vec{H}_i$

for some system be simply written as \vec{L} & \vec{H} respectively.

Now we can write

$$\sum_i \vec{F}_i = \sum_i m_i \vec{a}_i \quad \& \quad \sum_i \vec{r}_i \times \vec{F}_i = \sum_i \vec{r}_i \times m_i \vec{a}_i$$

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$$\sum \vec{F} = \dot{\vec{L}} \quad \& \quad \sum \vec{M}_o = \dot{\vec{H}}$$

Mass center

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$$\text{We also have } M\dot{\bar{\mathbf{r}}} = \sum_i m_i \dot{\mathbf{r}}_i \Rightarrow M\bar{\mathbf{v}} = \sum_i m_i \mathbf{v}_i$$

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& $\sum \vec{F} = m\dot{\bar{\mathbf{a}}}$

Mass center

$$m\bar{\mathbf{r}} = \sum_i m_i \mathbf{r}_i, \text{ where } \bar{\mathbf{r}} \equiv \text{mass center} \ \& \ m \equiv \sum_i m_i$$

In rectangular coordinates:

$$m\bar{x} = \sum_i m_i x_i, \quad m\bar{y} = \sum_i m_i y_i, \quad m\bar{z} = \sum_i m_i z_i$$

We also have $m\dot{\bar{\mathbf{r}}} = \sum_i m_i \dot{\mathbf{r}}_i \Rightarrow m\dot{\bar{\mathbf{v}}} = \sum_i m_i \dot{\mathbf{v}}_i$

This means that $\dot{\mathbf{L}} = m\dot{\bar{\mathbf{v}}}$ & $\dot{\mathbf{L}} = m\dot{\bar{\mathbf{a}}}$

& $\sum \vec{F} = m\dot{\bar{\mathbf{a}}} \Rightarrow$ We can now treat

the entire system of particles as a
single particle located at $\bar{\mathbf{r}}$ with



Mass $m \equiv \sum_i m_i$ 😊

