

TODAY

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Collisions of rigid objects
 t^- just before coll.
 t^+ just after

Bang!

during $\rightarrow$

Basic ideas

* Collision forces are big
 $\Rightarrow$ neglect non-collision forces

$\Rightarrow$ don't show ^{non-coll. forces} on
collisional FBD

* short time $\Rightarrow$ config.
doesn't change BUT ^{from t^- to t^+}
vels. do change.
 $\vec{v}^+ = \vec{v}^-$
 $\theta^+ = \theta^-$

* Integrate eqs in time

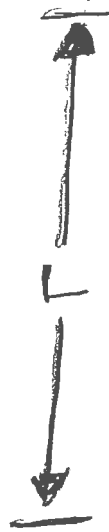
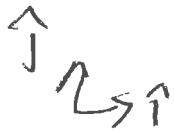
" $F = ma$ " $\Rightarrow$ "Impulse = $m(\Delta v)$ "

uniform stick

ex)

$$\vec{V}_G(0) = \vec{0}$$

$$\dot{\theta}(0) = 0$$

FBP m, I_G 

given

$$\int F dt = \text{Impulse}$$

{ "I", "p" }

$$\vec{V}_B^+ \equiv ?$$

$$\omega^+ = ?$$

LMB

$$\sum \vec{F} dt = m \Delta \vec{V}_G$$

$$\int F dt \hat{i} =$$

$$= m \Delta \vec{V}_G$$

$$= m (\underbrace{\vec{V}_G(t^+)}_{\vec{V}_G^+} - \underbrace{\vec{V}_G(t^-)}_{\vec{V}_G^-})$$

$$\vec{V}_G^+ - \vec{V}_G^-$$

$$\int F dt \hat{i} =$$

$$= m \vec{V}_G^+$$

0

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$$\vec{V}_O^+ = \int F dt \hat{i} / m$$

AMB / G note

$$\int \sum \vec{H}_{i/G} dt = \Delta \vec{H}_{i/G}$$

$$\vec{r}_{A/G} \times \left(\int F dt \hat{i} \right) = \vec{H}_A^+ - \vec{H}_G^-$$

$\vec{H}_G^-$ is crossed out with a diagonal line.

$\vec{r}_{A/G} \approx -\frac{L}{2} \hat{j}$

$$\frac{L}{2} \int F dt \hat{k} = \dot{\theta}^+ I^G \hat{k}$$

$$\dot{\theta}^+ = \frac{(\int F dt) \frac{L}{2}}{I^G}$$

$$\vec{V}_B^+ = V_B^+ \hat{i}$$

$$V_B^+ > 0$$

$$< 0$$

$$= 0$$

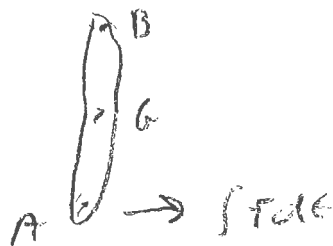
(a)

(b)

(c)

$$\vec{V}_B^+ = \vec{V}_G^+ + \vec{V}_{B/G}^+$$

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$$= \frac{\int F dt}{m} \hat{j} + \vec{\omega}^+ \times \vec{V}_{B/G}$$

$$\begin{aligned} & \hookrightarrow \dot{\theta}^+ \hat{k} \\ & \hookrightarrow \frac{\int F dt}{I_G} \end{aligned}$$

$$\begin{aligned} \hat{e}_r &= \vec{\omega} \times \hat{e}_r \\ \dot{\hat{r}} &= \vec{\omega} \times \hat{r} \\ \dot{\vec{Q}} &= \vec{\omega} \times \vec{Q} \end{aligned}$$

$$= \int F dt \left[\frac{1}{m} - \frac{L^2/4}{I_G} \right] \hat{j}$$

always :

$$I_G \leq m L^2/4$$

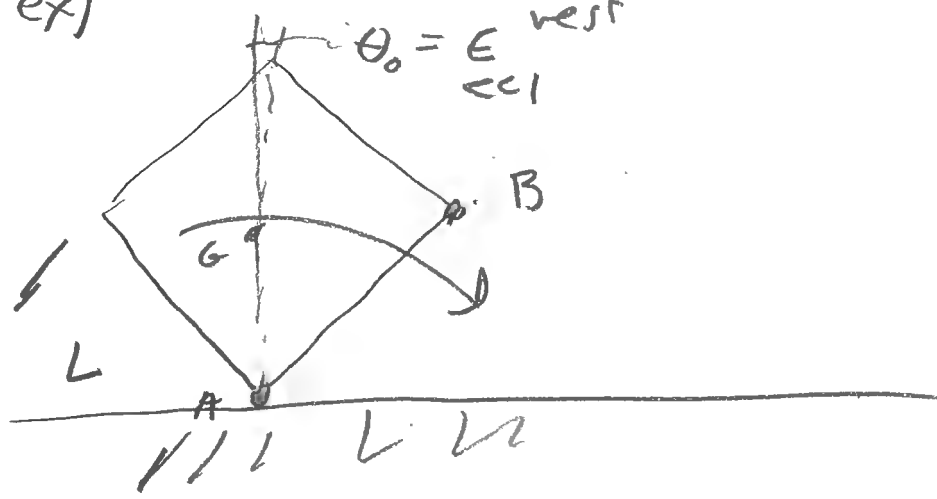
ex) $I_G = m L^2/4 \Rightarrow V_B^+ = 0$

most
extreme

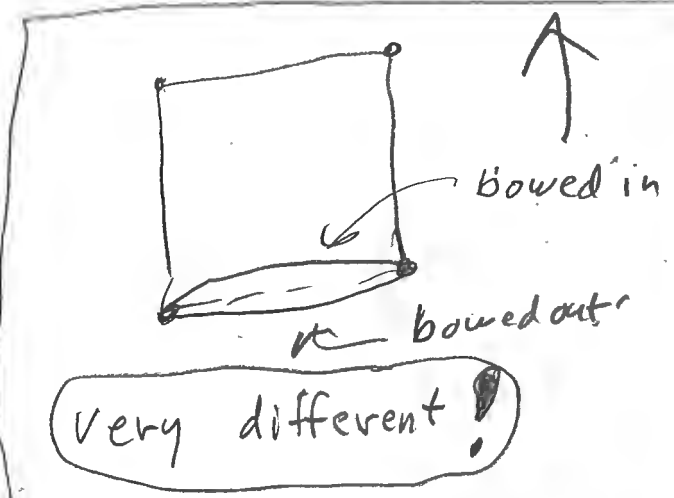
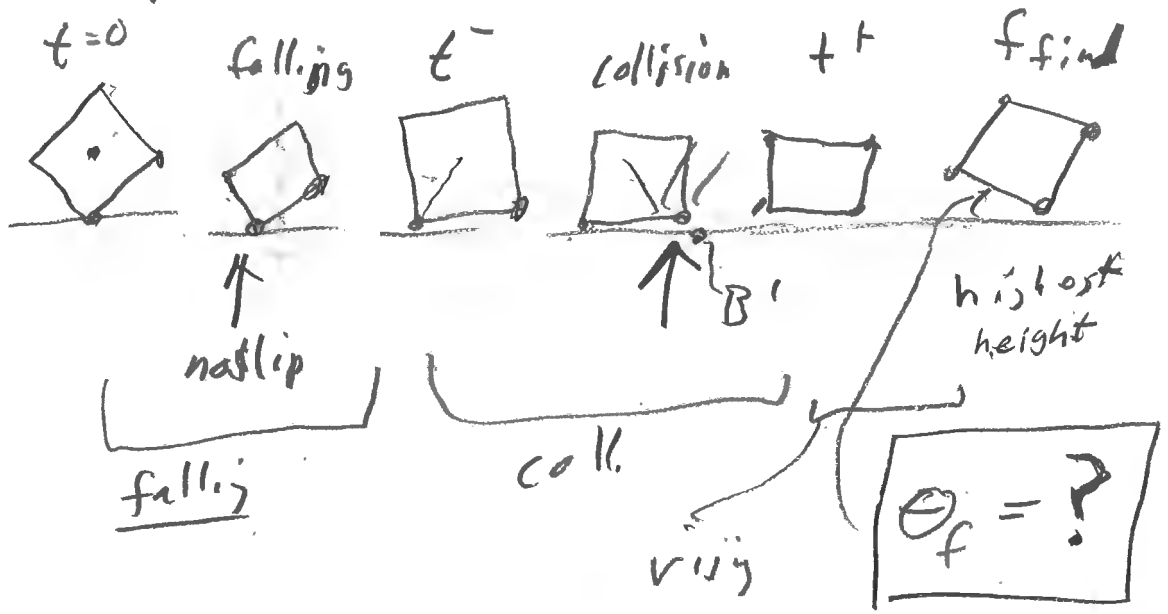


$$V_B^+ \leq 0$$

ex) released from $\theta_0 = E_{rest} \ll 1$



$\dot{\theta} = 0$



Solve 3 ^{sub} problems

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1) Falling : energy cons.

$$\Rightarrow \dot{\theta}^-$$

2) Collision :

$$A \text{ and } B / B \Rightarrow \dot{\theta}^+$$

[no net moment impulse]

3) rising : energy cons. again

Steps to solve

1) Falling : E n. cons.

h g

$$E_{\text{tot}}^o = E_{\text{tot}}^t$$

$$E_k^o + E_p^o$$

$$= E_k^t + E_p^t$$



$$\frac{L}{2} mg$$

$$\left[\frac{L}{2} \sqrt{2} mg \right]$$

$$= \frac{1}{2} m |\vec{v}_C|^2$$

$$+ I^C \dot{\theta}^{-2} / 2$$

1 eqn for $\dot{\theta}^-$

$$|\vec{v}_C| = \dot{\theta} \sqrt{2} \frac{L}{2}$$

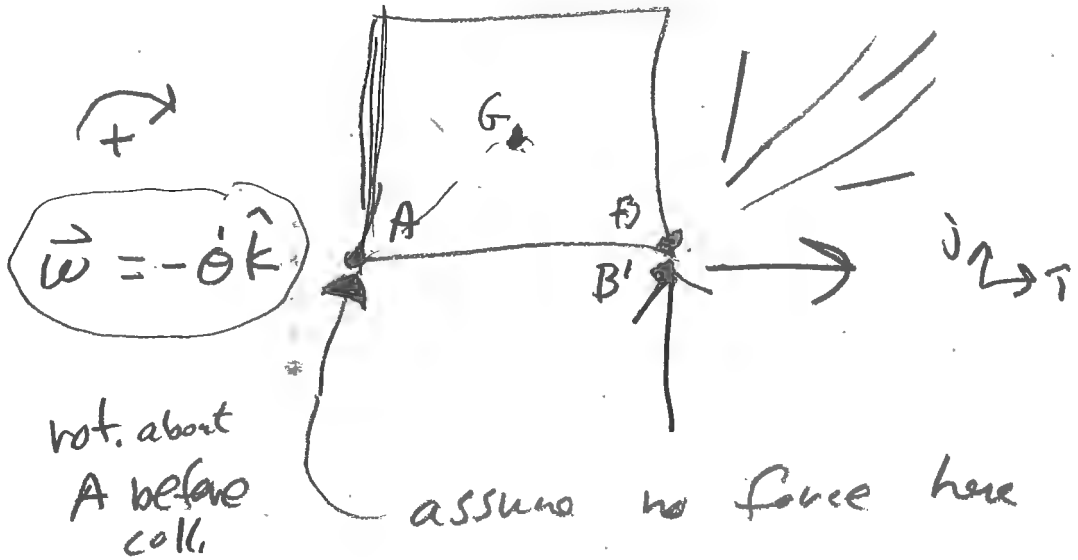
$\dot{\theta}^-$ known ✓

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$$\dot{\theta}^- = \sqrt{mgs}$$

2) Collision

collision FB(1)



AMB / B'

$$\int \sum \vec{F}_{B'} dt = \Delta \vec{H}_{B'}$$

$$= \vec{H}_{B'}^+ - \vec{H}_{B'}^-$$

$$\vec{H}_{B'}^- = \underbrace{\vec{r}_{G/B'} \times \vec{v}_G^-}_{\frac{l}{2}(-\hat{i} + \hat{j})} + \underbrace{I_G \omega^- \hat{k}}_{\omega^- \times \vec{r}_{G/A} = \frac{l}{2}(\hat{i} + \hat{j})} - \dot{\theta}^-$$

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$$\vec{H}_B^+ = \underbrace{\vec{r}_{G/B}}_{\frac{L}{2}(-\hat{i} + \hat{j})} \times \underbrace{\vec{v}_G^+}_\omega \times \underbrace{\vec{r}_{G/B}}_{\frac{L}{2}(-\hat{i} + \hat{j})} + I^G \omega^+ \hat{k}$$

$\underbrace{\quad}_{-\dot{\theta}^+}$

$$\vec{H}_O^- = \vec{H}_B^+ \Rightarrow \boxed{\dot{\theta}^+}$$

3) En. (ans. again)

$$\Rightarrow \theta^{\text{find}} \approx 1.2^\circ$$