

Today: 1D collisions

1D collisions:

Collision : interaction

* short in time

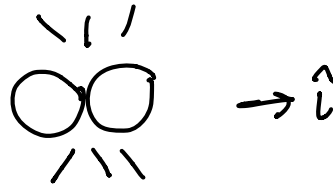
* ignore the details of $F(t)$

* primary interest in impulse

$$P = \int_{t^-}^{t^+} F(t) dt$$

before: 
 $v_a^- > v_b^-$

during collision:

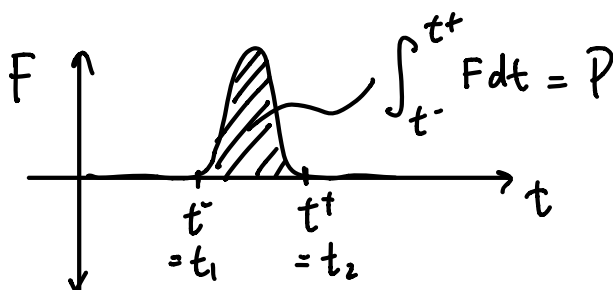
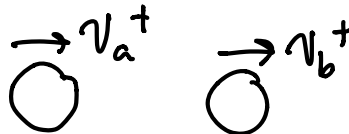


- = "before" collision

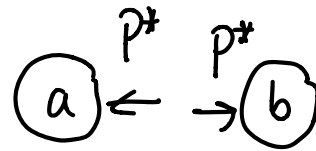
+ = "after" collision

after collision:

$$v_b^+ \geq v_a^+$$



Collisional FBDs:



Momentum:

particle a: $\sum \vec{F} = m\vec{a}$

$$\Rightarrow F = m_a \ddot{x}_a$$

$$\Rightarrow \int_{t^-}^{t^+} F dt = m_a \Delta \ddot{x}_a$$

$$\boxed{p = m_a \Delta v_a} \quad (1)$$

particle b: $\sum \vec{F} = m\vec{a}$

$$-F = m_b \ddot{x}_b$$

$$\boxed{-p = m_b \Delta v_b} \quad (2)$$

demo: physical demo of particle collisions

$$(1) + (2) \Rightarrow \Delta L = 0$$

$$\hookrightarrow L = m_a v_a + m_b v_b$$

Conservation of Linear
Momentum

$$\boxed{L = \text{constant} \hookrightarrow m_a v_a + m_b v_b}$$

Position x_a^- vs x_a^+

$$x_a^+ - x_a^- = \Delta x = \int_{t^-}^{t^+} v dt$$

assume $\Delta t = t^+ - t^-$ is very small

note: v does not $\rightarrow \infty$ as $\Delta t = t^+ - t^- \rightarrow 0$

$$\Delta x \rightarrow 0$$

Collision: $F \rightarrow \infty$

$\Delta v \rightarrow \text{finite}$

$\Delta t \rightarrow 0$

$\Delta x \rightarrow 0$

Problem: Given v_a^-, v_b^-, m_a, m_b

Find $\underbrace{v_a^+, v_b^+}_{\text{2 unknowns}} ?$

3rd unknown: P

2 unknowns

given

$$m_a v_a^- + m_b v_b^- = m_a v_a^+ + m_b v_b^+$$

1 eqn, 2 unknowns $\Rightarrow$ no unique sol's

lots of solutions

demo: physical demo with collisions, conservation of momentum

Need info about materials:

ex) sticky collision

dead collision

plastic collision

$$\Rightarrow \boxed{v_a^+ = v_b^+} \quad **$$

($*$ + $**$) are 2 eqns for v_a^+ and v_b^+

$$\Rightarrow v_a^+ = v_b^+ = \frac{m_a v_a^- + m_b v_b^-}{m_a + m_b}$$

ex) happy ball

conservation of energy

$$E^+ = E^-$$

$$\frac{1}{2} m_a v_a^{-2} + \frac{1}{2} m_b v_b^{-2} = \frac{1}{2} m_a v_a^{+2} + \frac{1}{2} m_b v_b^{+2}$$

$\Rightarrow$
skipping
algebra

$$v_a^+ - v_b^+ = |v_a^- - v_b^-|$$

$$= -(v_a^- - v_b^-)$$

interesting case

2 sol's

a) boring sol'n
(no contact)

$$\Delta v_a = \Delta v_b = 0$$

$$(*) + (***) \Rightarrow v_a^+, v_b^+$$

Everything in between:

$$v_a^+ - v_b^+ = -e(v_a^- - v_b^-)$$



e = coefficient of

restitution
(measures "liveliness")

$$0 \leq e \leq 1$$

Allow passing through $-1 \leq e \leq 1$

All 1D collision problems:

momentum system: $L^- = L^+$

$$m_a v_a^- + m_b v_b^- = m_a v_a^+ + m_b v_b^+$$

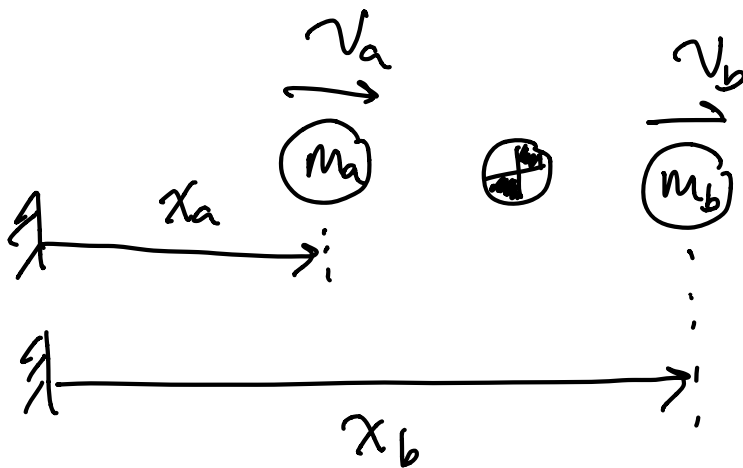
impulse: $p = -m_a \Delta v_a = m_b \Delta v_b$

restitution: $v_a^+ - v_b^+ = -e (v_a^- - v_b^-)$

All probs are (****) w/ this or that given or
unknown

method: solve eqns

Center of mass G



$$x_G = \frac{x_a m_a + x_b m_b}{(m_a + m_b)}$$

$$v_G = \frac{v_a m_a + v_b m_b}{m_a + m_b}$$

$$L = \text{constant}$$



$$v_G = \text{constant}$$