

# PHY 117 HS2023

Week 3, Lecture 2

Oct. 4th, 2023

Prof. Ben Kilminster

# week 2 quiz

$\emptyset$  {  
[  
}

## Question

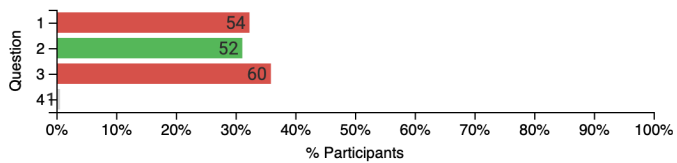
What is the direction of the angular momentum vector for the second hand of an SBB clock ?

- into the clock
- out of the clock
- around, in a circle

## Key figures

Participants	167
Max Score	1.0
Number of correct answers	52
Number of wrong answers	115
Item difficulty	0.31
Average score	0.31
Average completion time	2 min 29 sec

## Key figures

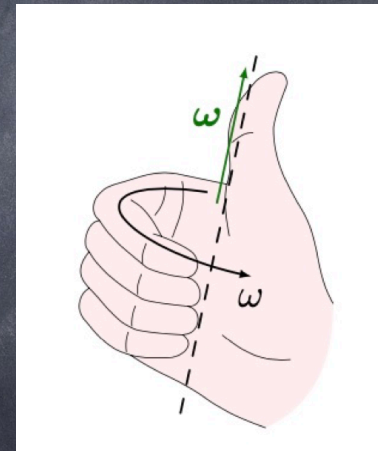


x 1. (0 points)  
around, in a circle

✓ 2. (1 points)  
into the clock

x 3. (0 points)  
out of the clock

x 4. Participant doesn't give an answer





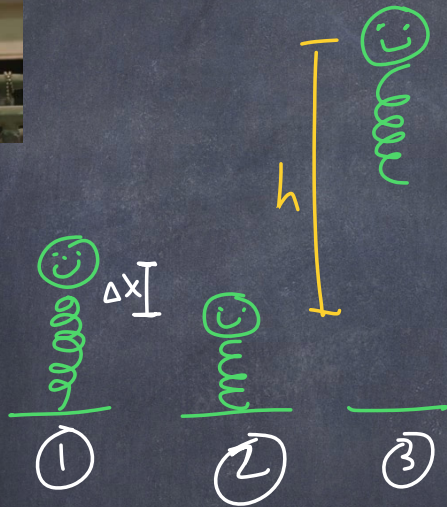


Yesterday How high does the grasshopper jump?

$$F_s = -k \Delta x$$

force points opposite the stretching of the spring.

$$k = \frac{F_s}{\Delta x} = \frac{(2.5 \text{ kg})(9.8 \frac{\text{m}}{\text{s}^2})}{0.04 \text{ m}} = 612.5 \frac{\text{N}}{\text{m}}$$



$$-\Delta U = W = \int \vec{F} \cdot d\vec{s}$$

$$W = \int_0^x F \cdot dx = \int_0^x (-kx) \cdot dx$$

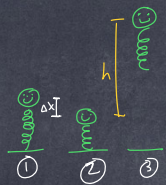
$$W = -\frac{1}{2} kx^2$$

$$\Delta U = -W = \frac{1}{2} kx^2$$

$$U = \frac{1}{2} kx^2$$

energy stored in a spring where  $x$  is the compression of the spring





There are 3 types of energy here:

$U_g$ : gravitational potential energy,  $U_g = mgh$

$U_s$ : spring potential energy,  $U_s = \frac{1}{2}k(\Delta x)^2$

$K$ : kinetic energy,  $K = \frac{1}{2}mv^2$

At ②, all energy is  $U_s$ . Between ② + ③, energy is a combination of  $U_s, U_g, K$ . And at ③, it is all  $U_g$ .

Applying energy conservation:

$$E_{\text{②}} = E_{\text{③}}$$

$$U_s = U_g$$

$$\frac{1}{2}k(\Delta x)^2 = mgh$$

$$\Rightarrow h = \frac{\frac{1}{2}k(\Delta x)^2}{mg}$$

we know:

$$k = 612 \frac{\text{N}}{\text{m}}$$

$$m = \text{mass of grasshopper} = 0.424 \text{ kg}$$

$$\Delta x = \text{compression of spring} = 0.14 \text{ m}$$

$$h = \frac{\frac{1}{2}(612 \frac{\text{N}}{\text{m}})(0.14 \text{ m})^2}{(0.424 \text{ kg})(9.8 \text{ m/s}^2)}$$

$$= 1.44 \text{ m}$$

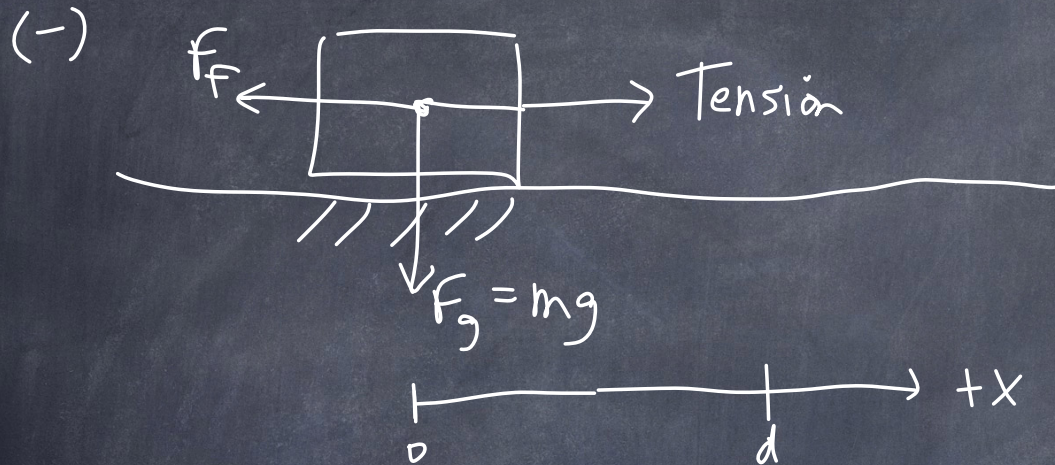
1.44 m prediction

$$h = \text{measurement} = 1.5 \text{ m}$$



work can be done by friction!

$f_f$  is opposite movement



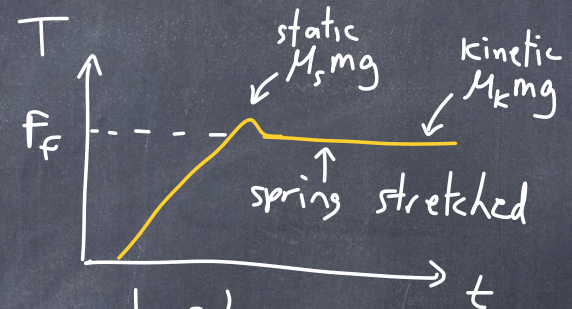
$$F_f = -\mu F_N = -\mu mg$$

$$W = \int_0^d \vec{F} \cdot d\vec{x} = \int_0^d F_f dx = \int_0^d -\mu mg dx$$

$$W = -\mu mg x \Big|_0^d =$$

$$W = -\mu mg d$$

work done by friction for the case of moving a distance  $d$



Spring stretching  
 $F = k \Delta x$

At constant velocity,

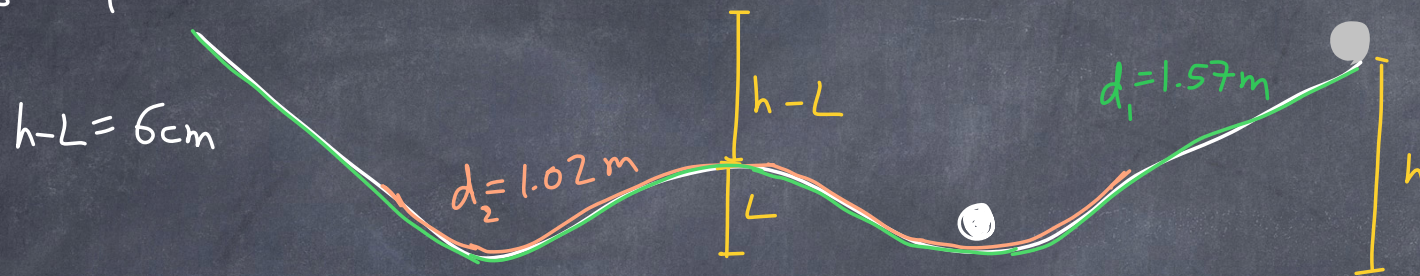
$$\Sigma F = 0$$

$$T - F_f = 0$$

$T = F_f$  is constant



How many times will a steel ball roll across this track before getting stuck?



This problem can be solved with energy conservation. we have  $K$ ,  $U_g$ , and the work due to friction,  $W_f$ . The ball will roll across the track until it loses gravitational energy through friction, and can't get over the bump. This happens when  $U_g = mg(h-L)$  is lost due to the work of friction,  $W_f = \mu mg D$

$D$  = total distance traveled

$\mu$  = coefficient of friction for a steel ball rolling on an aluminum track =  $\mu = 0.00076$ .

$d_1, d_2$  are lengths of the track at the start and the end.



End is when  $W_f = U_g$   
 $\cancel{M}mgD = \cancel{m}g(h-L)$

$$D = \text{total distance} = \frac{h-L}{M}$$

$$\text{so } D = \frac{0.06 \text{ m}}{0.00076} = 79 \text{ m}$$

How many times across is 79 m?

Length of the track will vary from 1.57 to 1.02 m,  
so the average length is  $\langle d \rangle = \frac{1.57 + 1.02 \text{ m}}{2} = 1.3 \text{ m}$

$$\text{so } \frac{D}{\langle d \rangle} = \# \text{ times} = 61 \text{ times}$$

prediction

$$\text{measured} = ? = 56$$



# Collisions      Elastic and inelastic collisions

A collision is elastic if there is no work done by the forces of friction, deformation, or sticking or breaking. Otherwise, it is inelastic.



In elastic collisions,  $K + U = \text{constant}$   
If  $U$  is the same before and after, then  $K$  must also be the same.  $K_{\text{initial}} = K_{\text{final}}$

So Kinetic energy is conserved in elastic collisions



Elastic collisions :  $K_{\text{initial}} = K_{\text{final}}$

In elastic collisions, momentum is also conserved.

Momentum is defined as  $\vec{p} = m\vec{v}$  (Its a vector)

Conservation of momentum means

$$\vec{p}_{\text{initial}} = \vec{p}_{\text{final}}$$

or

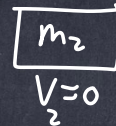
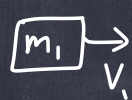
$$\underbrace{\sum m_i \vec{v}_i}_{\text{total initial momentum}} = \underbrace{\sum m_f \vec{v}_f}_{\text{total final momentum}}$$

IF same objects,  
then  $m_i = m_f$



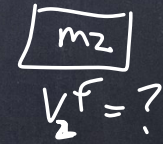
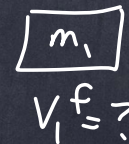
Experiment:

initial



$$m_1 = m_2$$

Final ?





conservation of momentum:  $m_1 \vec{v}_1 = m_1 \vec{v}_1^f + m_2 \vec{v}_2^f$  ①

conservation of kinetic energy:  $\frac{1}{2} m_1 v_1^2 = \frac{1}{2} m_1 v_1^{f2} + \frac{1}{2} m_2 v_2^{f2}$  ②

Rewrite ①:  $m_1(v_1 - v_1^f) = m_2 v_2^f$  ③

Rewrite ②:  $m_1(v_1^2 - v_1^{f2}) = m_2 v_2^{f2}$

$m_1(v_1 - v_1^f)(v_1 + v_1^f) = m_2 v_2^{f2}$  ④

Divide ④ by ③:  $v_1 + v_1^f = v_2^f$  ⑤

Substitute ⑤  $\rightarrow$  ③:  $m_1(v_1 + v_1^f) = m_2(v_1 + v_1^f)$

$m_1 v_1 - m_1 v_1^f = m_2 v_1 + m_2 v_1^f$

$v_1(m_1 - m_2) = v_1^f(m_1 + m_2)$

$v_1^f = v_1 \left( \frac{m_1 - m_2}{m_1 + m_2} \right)$  ⑥

In our case  $m_1 = m_2$ , so ⑥ becomes  $v_1^f = 0$

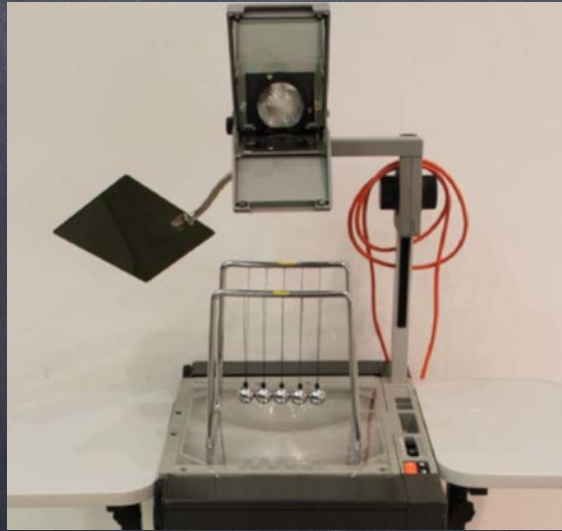
If  $v_1^f = 0$ , then by ①  $\rightarrow v_2^f = v_1$   
(and  $m_1 = m_2$ )

$m_1 v_1^2 - m_1 v_1^{f2} = m_2 v_2^{f2}$   
 $m_1(v_1^2 - v_1^{f2}) = m_2 v_2^{f2}$   
Factorize:  $a^2 - b^2 = (a+b)(a-b)$

so car 1  
will stop,  
and car 2  
will continue  
with same velocity  
as car 1 initial



momentum and kinetic energy (approximately)  
conserved



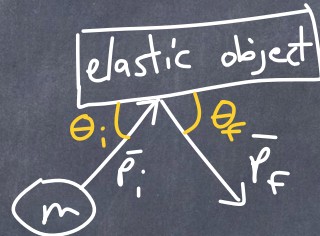
Approximately elastic



What if the collision is inelastic?

$K$  is not conserved.

However,  $\bar{p}$  is conserved.

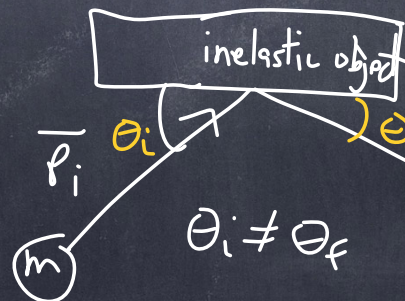


Elastic collision :  $\theta_i = \theta_f$

x:  $p_{ix} = p_{fx}$

y:  $p_{iy} = -p_{fy}$

Q: why does object change directions,  $\Delta p \neq 0$ ?  
(see Impulse...)



$|\bar{p}_i| \neq |\bar{p}_f|$

what happens?

we need to account for the deformation or movement of inelastic object.



Other momentum conservation examples:

①



initial state  
 $\Sigma \vec{p} = 0$

final momentum = 0

$$0 = m_1 v_1 + m_2 v_2$$

$$m_1 v_1 = -m_2 v_2$$

If  $m_1 = m_2$ , then  $v_1 = -v_2$

②

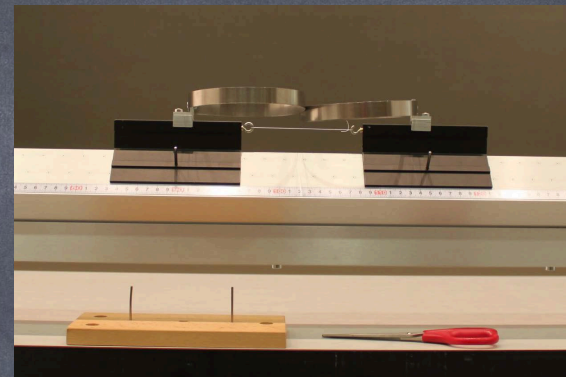


$M > m_1$

$$p_i = 0 = p_f$$

final:  $p_f = 0 = m_1 v_1 + M v$

$$v_1 = -v \left( \frac{M}{m_1} \right)$$





## Relation of momentum and force:

$$\vec{p} = m\vec{v}$$

$$\frac{d\vec{p}}{dt} = m \frac{d\vec{v}}{dt} \quad \left( \text{If mass doesn't change} \right)$$

↑  
but this is  $\vec{a} = \frac{d\vec{v}}{dt}$

so  $\frac{d\vec{p}}{dt} = m\vec{a} = \vec{F} \Rightarrow$  A net force will change an object's momentum.

Momentum conservation:

$$\text{so } \vec{F} = \frac{d\vec{p}}{dt} \Rightarrow d\vec{p} = \vec{F} dt \Rightarrow \Delta\vec{p} = \int_{t_1}^{t_2} \vec{F} dt$$

so where  $\Delta\vec{p} = \text{change in momentum} = \vec{p}_2 - \vec{p}_1$

If  $\Delta\vec{p} = 0 \Rightarrow$  momentum is conserved if no net force



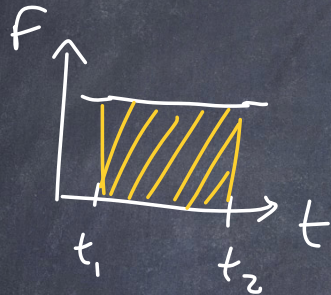
Let's look at forces changing with time.

$$\bar{F} = \frac{d\bar{p}}{dt} \quad d\bar{p} = \bar{F} dt$$

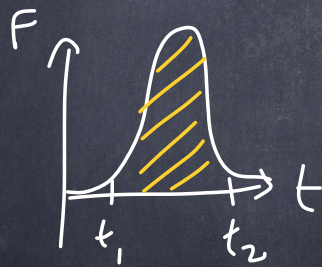
If the force is constant, then  $\Delta p = F \Delta t$

change in momentum is the area.

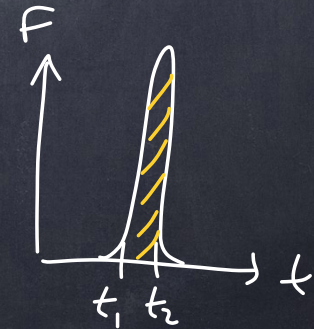
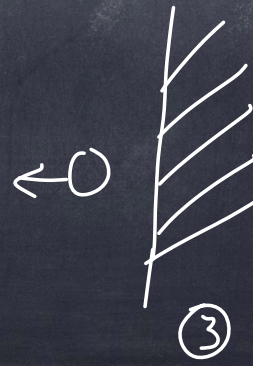
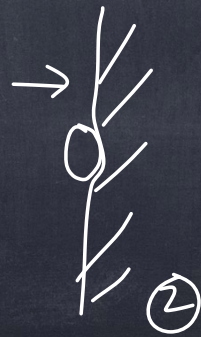
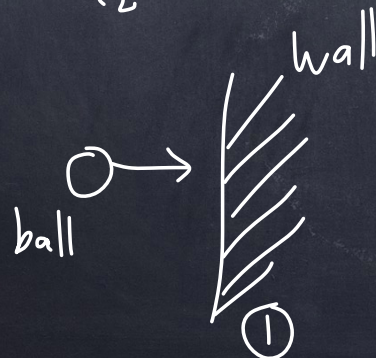
↑  
constant force  
↑  
amount of time of force.



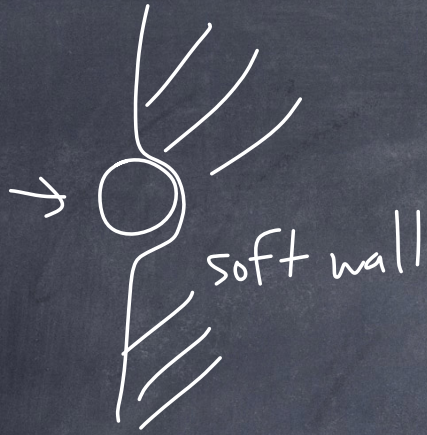
If the force is not constant, then



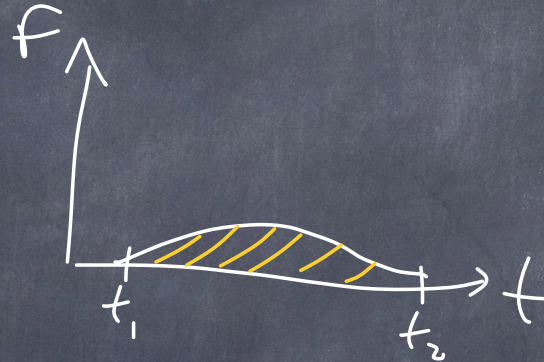
then  $dp = \int_{t_1}^{t_2} F(t) dt = \text{area under the curve of } F \text{ vs. } t \text{ from } t_1 \text{ to } t_2$







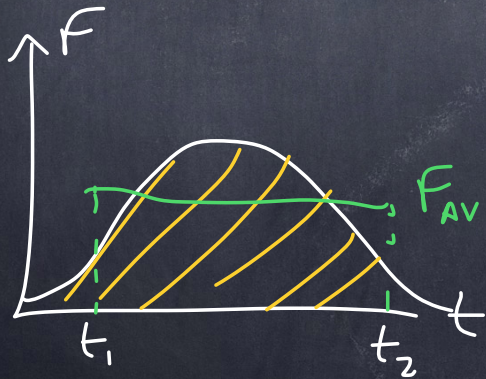
In this case,  $\Delta t$  is longer, so the contact is longer



The force is more constant with time.

---

$$\Delta p = \int F(t) dt = \text{Impulse} = I$$

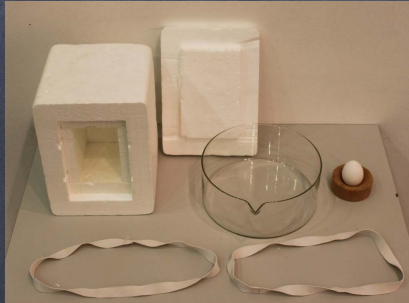


Time average of force =  $F_{AV}$   
is equivalent to a constant force over time.

$$(F_{AV})(\Delta t) = \int_{t_1}^{t_2} F(t) dt$$



We can minimize the average force in a collision if  $\Delta t$  is long or if the objects deform or break. (Inelastic collision)





## Questions after class:

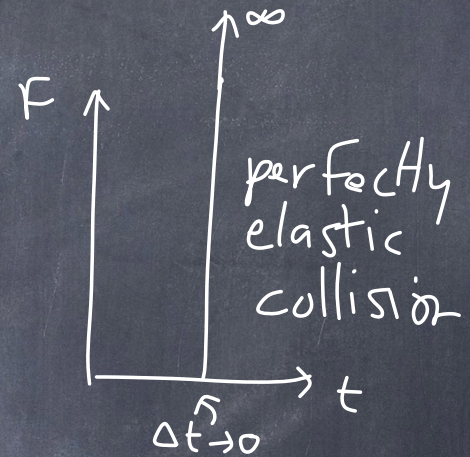
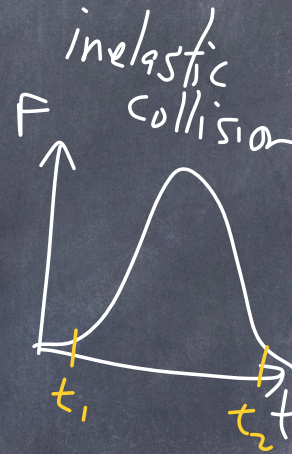
- 1) what is the difference between elastic & inelastic collisions in terms of  $f$  vs.  $t$  ?
- 2) If momentum changes directions, isn't the force always the same?
- 3) How can something change directions? Isn't momentum not conserved if this happens?
- 4) What if the problem is 2-dimensional?  
How is momentum conserved?



1) what is the difference between elastic & inelastic collisions in terms of  $F$  vs.  $t$ ?



elastic collision

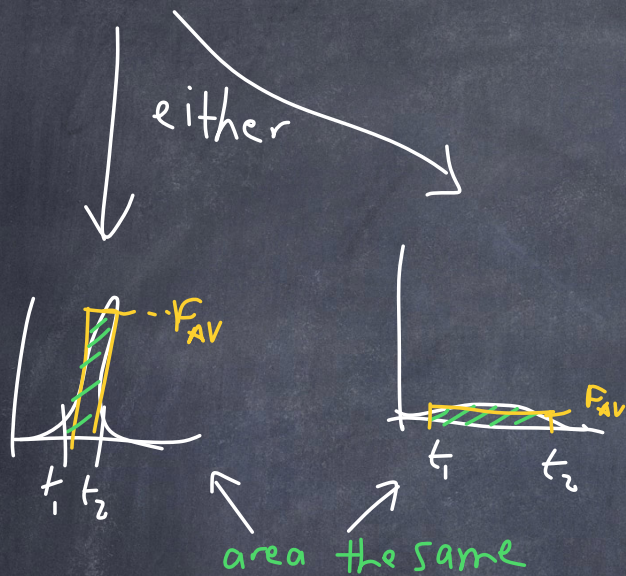


For perfectly elastic collisions,  
 $\Delta t \rightarrow 0$ ,  $F \rightarrow \infty$   
(these don't happen in the real world.)  
All interactions have some  $\Delta t$



$$\Delta p = I = F_{AV} \Delta t$$

2) If momentum changes directions, isn't the force always the same?



The average force depends on  $\Delta t$ .

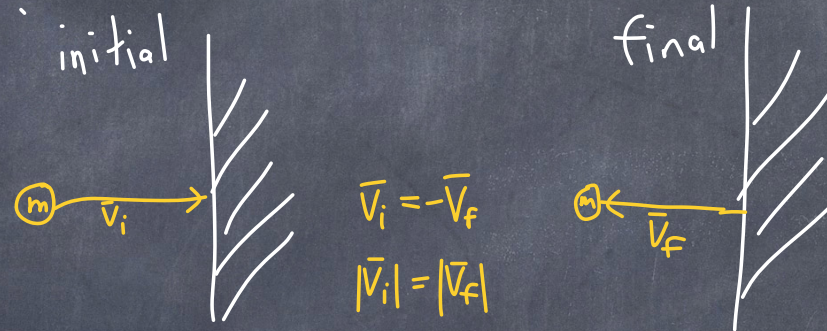
Notice, we can have the same  $\Delta p = p_2 - p_1$ , in cases where  $\Delta t$  is small and  $F_{AV}$  is large, or when  $\Delta t$  is large and  $F_{AV}$  is small.

In both cases  $\Delta p$  is the same  
(area is the same)



How can something change directions?  
Isn't momentum not conserved if this happens?

Consider this case:



The momentum changes from  $mv_i$  to  $mv_f$

$$\vec{p}_f = -\vec{p}_i \quad \text{①} \quad \text{substitute in ①}$$

What happened?

$$\Delta \vec{p} = \vec{p}_f - \vec{p}_i = p_f - p_i = -\vec{p}_i - \vec{p}_i = -2\vec{p}_i$$

The momentum changed.

How? The wall provides a force  $F$  for a time  $\Delta t$

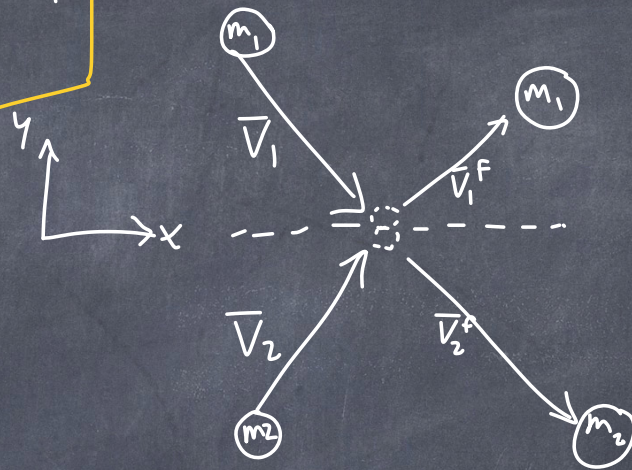
$$\Delta p = F_{AV} \Delta t \implies \vec{F}_{AV} = \frac{-2\vec{p}_i}{\Delta t}$$

If we know  $\Delta t$ , we can calculate  $F_{AV}$



④ What if the problem is 2-dimensional?  
How is momentum conserved?

consider this inelastic collision



Momentum will be conserved in all directions:

Therefore,  $\Sigma \vec{p}_i = \Sigma \vec{p}_f$

$$\Sigma p_{x_i} = \Sigma p_{x_f}$$

$$\Sigma p_{y_i} = \Sigma p_{y_f}$$

we have these equations.

$$\begin{cases} m_1 v_{1x} + m_2 v_{2x} = m_1 v_{1x}^f + m_2 v_{2x}^f \\ m_1 v_{1y} + m_2 v_{2y} = m_1 v_{1y}^f + m_2 v_{2y}^f \end{cases}$$

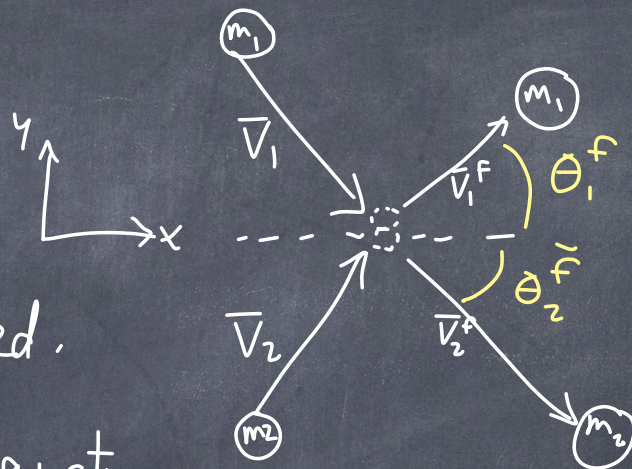
IF we know the masses and initial velocities,  
we would have 4 unknowns and 2 equations.  
So we need more information to solve this.



④ Continued...

If the collision were also elastic, then  $K$  would be conserved.

Then we would have 3 equations and 4 unknowns:



Kinetic energy conservation:  $\frac{1}{2}m_1v_1^2 + \frac{1}{2}m_2v_2^2 = \frac{1}{2}m_1v_1^f{}^2 + \frac{1}{2}m_2v_2^f{}^2$

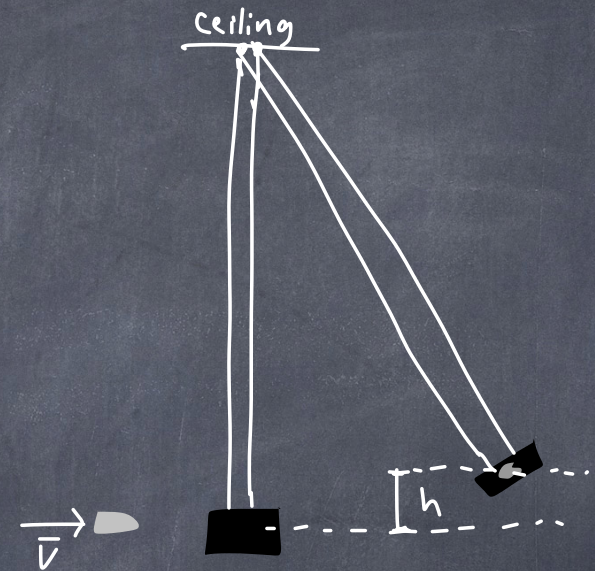
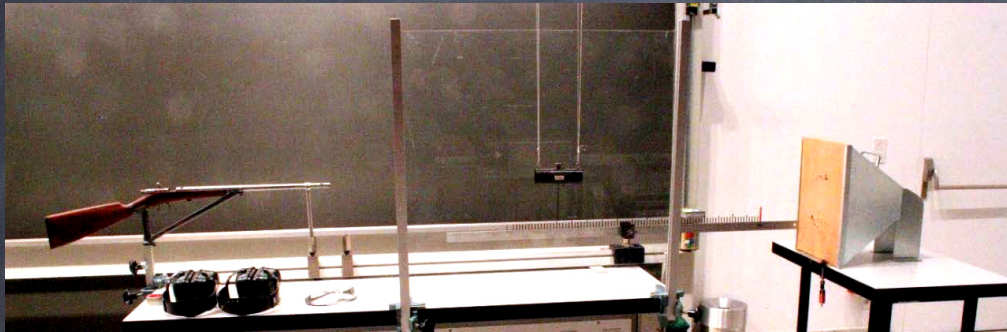
Momentum conservation in x:  $m_1v_{1x} + m_2v_{2x} = m_1v_{1x}^f + m_2v_{2x}^f$

Momentum conservation in y:  $m_1v_{1y} + m_2v_{2y} = m_1v_{1y}^f + m_2v_{2y}^f$

Knowing one of the angles,  $\theta_1^f$  or  $\theta_2^f$ , or one final velocity component ( $v_{1x}^f, v_{2x}^f, v_{1y}^f, v_{2y}^f$ ) would be enough information to solve the problem.



# Ballistic pendulum experiment

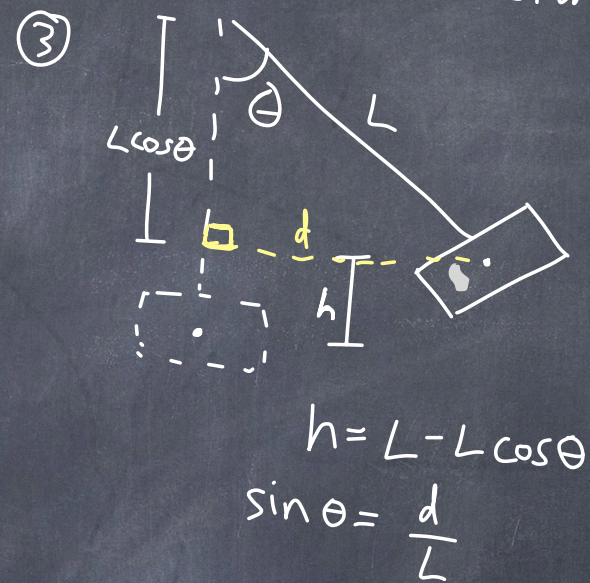
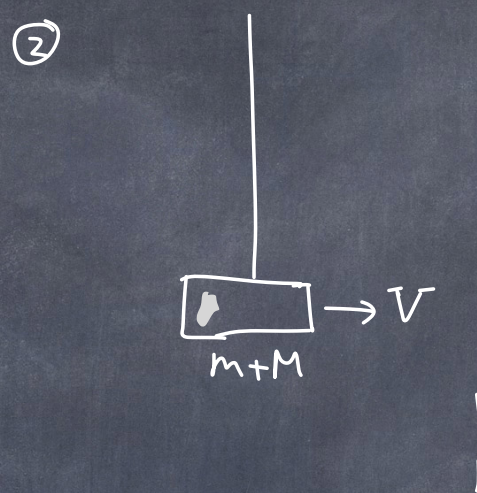
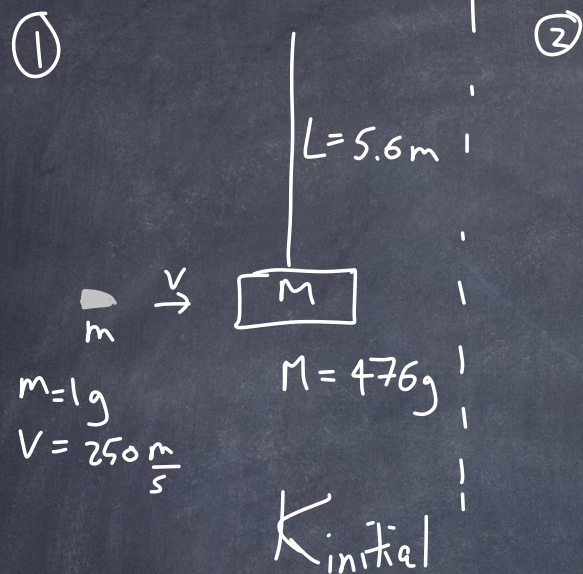


How high will the block go?

video posted soon!



# Ballistic Pendulum - Momentum conservation in inelastic collision.



Between ① + ②, momentum is conserved. Inelastic collision  
Kinetic energy is not conserved.

$$mv = (m+M)V \quad V: \text{velocity of block + bullet.}$$

Between ② + ③, this is elastic.  
 $K_{\text{②}} = U_{\text{③}}$

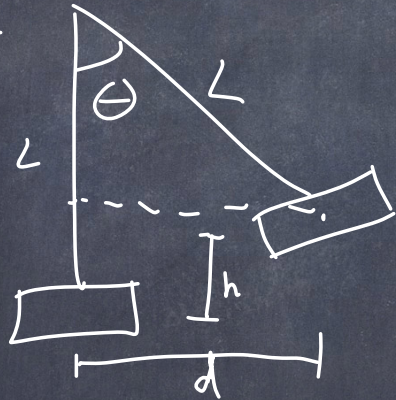


$$\underbrace{\frac{1}{2}(\cancel{m+M})v^2}_{K(2)} = \underbrace{(\cancel{m+M})gh}_{U(3)}$$

solve for  $h = \frac{\frac{1}{2}v^2}{g} = \frac{1}{2} \left[ \frac{m}{m+M} v \right]^2 =$

predicted  $h$   
0.014 m

$L = 5.6 \text{ m}$



we measure  $d$ .

$$h = L - L \cos \theta$$

$$\sin \theta = \frac{d}{L} \Rightarrow \theta = \sin^{-1}\left(\frac{d}{L}\right)$$

we can measure  $d$ , figure out  $\theta$ , then figure out  $h$ .

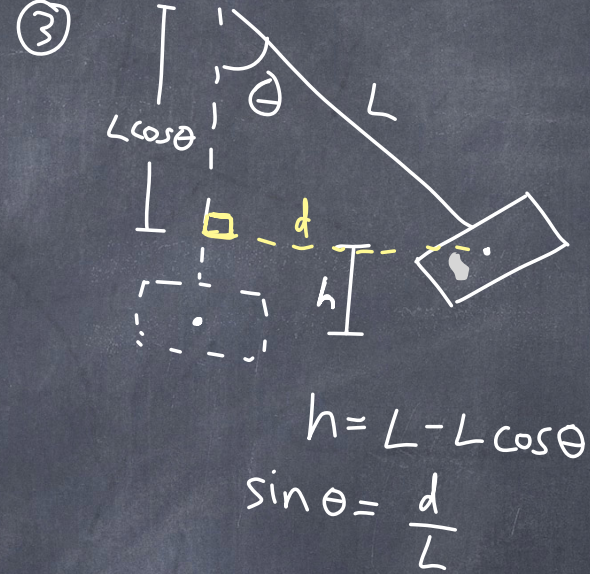
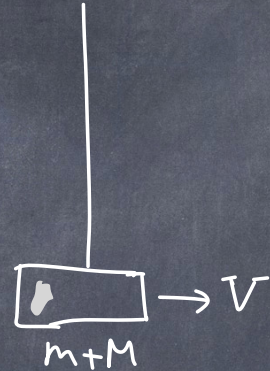
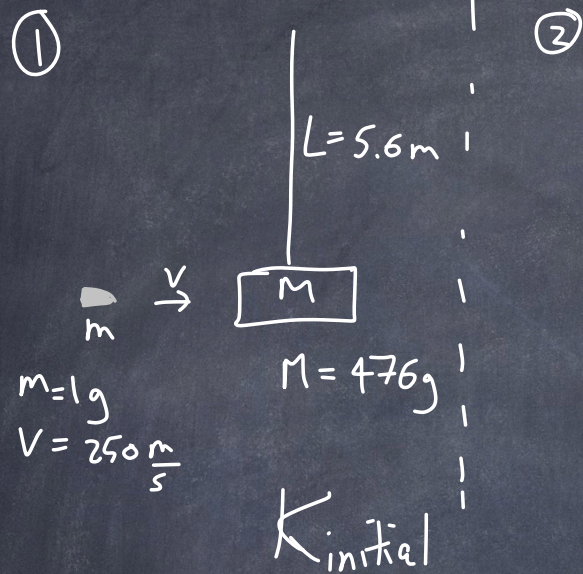
measure  $d = 0.4 \text{ m}$ ,  $\theta = \sin^{-1}\left(\frac{0.4 \text{ m}}{5.6 \text{ m}}\right) = 0.07 \text{ radians}$

and calculate  $h = L - L \cos(0.07 \text{ rad}) = 5.6 \text{ m} - 5.585$

measured  $h = 0.014 \text{ m}$



# Ballistic Pendulum - Momentum conservation in inelastic collision.



Note:

If kinetic energy was conserved, then

$$K_1 = U_3$$

$$\frac{1}{2}mv^2 = mgh \rightarrow h = \frac{v^2}{2g}$$

$h = \underline{\underline{6.7 \text{ m}}}$  ← wrong!  
(collision is inelastic)