

Momentum

- Momentum is what Newton called the “*quantity of motion*” of an object.
- Also called “*Mass in motion*”

$$p = mv$$

p = momentum
m = mass
v = velocity

The units for momentum are: $\frac{kg \cdot m}{s}$

Momentum

- Momentum is affected by mass and velocity
- A speeding bullet may have the same momentum as a slow moving car
- The more momentum an object has, the more force will be needed to change its motion

Example: It is hard to stop a large, fast train

What is the momentum of a 2200 kg car driving at 26 m/s?

$$m = 2200 \text{ kg} \quad v = 26 \text{ m/s}$$

$$p = mv$$

$$p = (2200 \text{ kg})(26 \text{ m/s}) = 57000 \frac{kg \cdot m}{s}$$

3

Impulse

- Impulse is the change in momentum
- Impulse relates the time and force needed to change an objects momentum

More contact time → Less force needed

Less contact time → Less force needed

4

Impulse – Momentum Theorem

I = impulse, but sometimes J is used.

$$\text{Impulse} = F\Delta t = p_f - p_i$$

The units for impulse are:

$$N \cdot s \quad \text{or} \quad \frac{kg \cdot m}{s}$$

Deriving Impulse

- We know:

$$F = ma \quad a = \frac{\Delta v}{t}$$

- Then substitute and rearrange

$$F = ma = m \frac{\Delta v}{t} \rightarrow \boxed{F \cdot t = m\Delta v}$$

$\underbrace{\hspace{10em}}_{\Delta p}$

Impulse Examples

- What should a boxer do when he gets hit?

$$F \cdot t = \Delta p$$

When a boxer “rolls with the punch” he increases the contact time of the punch.

This makes the force much smaller.



7

More Impulse Examples

- Dropping an egg on a pillow will increase the time of the momentum change. This lowers the force.
- A car uses an airbag to increase the time the head changes its momentum during an accident.
- A car driving into a wall will change its momentum very fast, resulting in a huge force.
- A car hitting the brakes and slowing down gradually will result in very low forces.

8

Impulse – Momentum Theorem

$$I = F \cdot t = \Delta p = m(v_f - v_i)$$

I = impulse	Δp = change momentum
F = force	m = mass
t = time	v_f = final velocity
	v_i = initial velocity

Common units for impulse are: $N \cdot s$

What force does it take to stop a 2200 kg car driving at 26 m/s?

Case 1 – Use brakes for 21 seconds

Case 2 – Crash into a wall – Stop in 0.22 s

$$F\Delta t = \Delta p = m(v_f - v_i)$$

$$\Delta p = 2200 \text{ kg} (0 \text{ m/s} - 26 \text{ m/s})$$

$$\Delta p = -57000 \frac{\text{kg} \cdot \text{m}}{\text{s}}$$

10

What force does it take to stop a 2200 kg car driving at 26 m/s?

$$F\Delta t = \Delta p \quad \longrightarrow \quad F = \frac{\Delta p}{\Delta t}$$

Case 1 – Use brakes for 21 seconds

$$F = \frac{-57000 \text{ kg} \cdot \text{m/s}}{21 \text{ s}} = -2700 \text{ N}$$

11

What force does it take to stop a 2200 kg car driving at 26 m/s?

Case 2 – Crash into a wall – Stop in 0.22 s

$$F = \frac{-57000 \text{ kg} \cdot \text{m/s}}{0.22 \text{ s}} = -260000 \text{ N}$$

It is typically safer to use brakes to stop a car instead of using walls.

12

Conservation of Momentum

- Total momentum in a system does not change.
- Momentum is transferred between objects

– Example Equation (depends on situation)

$$p_{Ai} + p_{Bi} = p_{Af} + p_{Bf}$$

$$m_A v_{Ai} + m_B v_{Bi} = m_A v_{Af} + m_B v_{Bf}$$

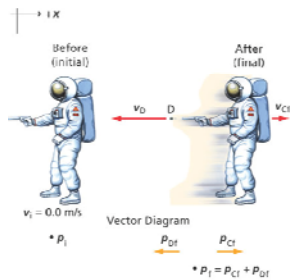
13

Conservation of Momentum

- Each problem must be analyzed to figure out what is going on. Do objects:
 - bounce away in opposite directions?
 - Stick together? (Car crash)
 - Separate? (Bullet giving recoil)
 - Transfer momentum? (Pool ball)
- Choose an appropriate coordinate system to describe the velocity of each object (+/-)

14

An astronaut at rest in space fires a thruster pistol that expels 35 g of hot gas at 875 m/s. The combined mass of the astronaut and pistol is 84 kg. How fast and in what direction is the astronaut moving after firing the pistol?



$$m_A = 0.035 \text{ kg}$$

$$m_B = 84 \text{ kg}$$

$$v_{Ai} = 0 \text{ m/s}$$

$$v_{Bi} = 0 \text{ m/s}$$

$$v_{Af} = 875 \text{ m/s}$$

15

- Objects separate in opposite directions
- Develop equations to use

$$p_{ABi} = p_{Af} + p_{Bf}$$

- The initial terms drop out since $v_{ABi} = 0 \text{ m/s}$

$$0 = m_A v_{Af} + m_B v_{Bf}$$

$$m_A v_{Af} = -m_B v_{Bf}$$

16

- Solve for v_{Bf}

$$v_{Bf} = -\frac{m_A v_{Af}}{m_B}$$

- Plug and Chug

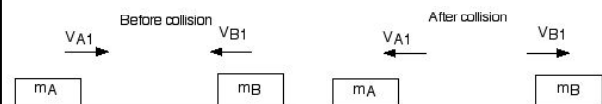
$$v_{Bf} = -\frac{0.035 \text{ kg} \cdot 875 \text{ m/s}}{84 \text{ kg}} = -0.36 \text{ m/s}$$

- Negative velocity means opposite direction

17

Elastic Collision

- **This occurs when cars bounce off each other.**
- The distance the cars bounce depends on the original momentum



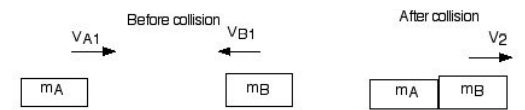
$$p_{Ai} + p_{Bi} = p_{Af} + p_{Bf}$$

$$m_A v_{Ai} + m_B v_{Bi} = m_A v_{Af} + m_B v_{Bf}$$

18

Inelastic Collision

- This occurs when cars stick together.
- The cars will combine and move in the direction of the car with greater momentum

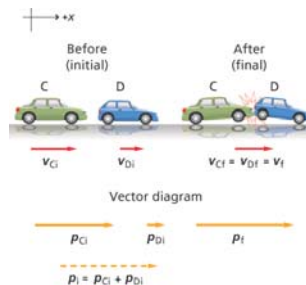


$$p_{Ai} + p_{Bi} = p_{ABf}$$

$$m_A v_{Ai} + m_B v_{Bi} = (m_A + m_B) v_{ABf}$$

19

A 1875-kg car going 23 m/s rear-ends a 1025-kg compact car going 17 m/s on ice in the same direction. The two cars stick together. How fast do the two cars move together immediately after the collision?



$$m_A = 1875 \text{ kg}$$

$$m_B = 1025 \text{ kg}$$

$$v_{Ai} = 23 \text{ m/s}$$

$$v_{Bi} = 17 \text{ m/s}$$

20

- Objects combine, continue in same direction
- Develop equations to use

$$p_{Ai} + p_{Bi} = p_{ABf}$$

$$m_A v_{Ai} + m_B v_{Bi} = (m_A + m_B) v_{ABf}$$

- Solve for v_{ABf}

$$v_{ABf} = \frac{m_A v_{Ai} + m_B v_{Bi}}{m_A + m_B}$$

21

- Plug and Chug

$$m_A v_{Ai} = 1875 \text{ kg} \cdot 23 \text{ m/s} = 43125 \text{ kg} \cdot \text{m/s}$$

$$m_B v_{Bi} = 1025 \text{ kg} \cdot 17 \text{ m/s} = 17425 \text{ kg} \cdot \text{m/s}$$

$$v_{ABf} = \frac{43125 \text{ kg} \cdot \text{m/s} + 17425 \text{ kg} \cdot \text{m/s}}{1875 \text{ kg} + 1025 \text{ kg}}$$

$$v_{ABf} = 20.8 \text{ m/s}$$

22

Momentum in Two Dimensions

- Each momentum (or velocity) must be broken to x and y components (sin, cos, etc)
- Sum component momenta (velocities) and find the resultant momentum (velocity)
- Remember to use $p = mv$ for each momentum. Use whichever form, p or mv, that is more useful.

23

Momentum in Two Dimensions

Example – 2 objects, A and B, crashing into each other from different directions

$$p_{Ai,x} + p_{Bi,x} = p_{ABf,x} \quad p_{Ai,y} + p_{Bi,y} = p_{ABf,y}$$

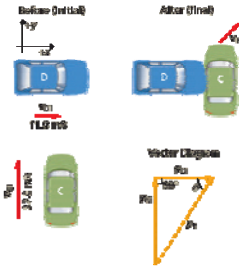
Resultant Momentum
$$p_{ABf} = \sqrt{p_{ABf,x}^2 + p_{ABf,y}^2}$$

Angle from x-axis
$$\theta = \tan^{-1} \left(\frac{p_{ABf,y}}{p_{ABf,x}} \right)$$

24

Momentum and Impulse

A 1325-kg car, A, moving north at 27.0 m/s, collides with a 2165-kg car, B, moving east at 11.0 m/s. The two cars are stuck together. In what direction and with what speed do they move after the collision?



$$m_A = 1325 \text{ kg}$$

$$m_B = 2165 \text{ kg}$$

$$v_{Ai} = 27 \text{ m/s}$$

$$v_{Bi} = 11 \text{ m/s}$$

25

- Find total momentum for each component

$$p_{Ai,x} + p_{Bi,x} = p_{ABf,x}$$

$$(1325 \text{ kg})(27 \text{ m/s}) + 0 = 35775 \text{ kg} \cdot \text{m/s}$$

$$p_{Ai,y} + p_{Bi,y} = p_{ABf,y}$$

$$0 + (2165 \text{ kg})(11 \text{ m/s}) = 23815 \text{ kg} \cdot \text{m/s}$$

26

- Find resultant momentum

$$p_{ABf} = \sqrt{p_{ABf,x}^2 + p_{ABf,y}^2}$$

$$p_{ABf} = \sqrt{(23815 \text{ kg} \cdot \text{m/s})^2 + (35775 \text{ kg} \cdot \text{m/s})^2}$$

$$p_{ABf} = 42976.8 \text{ kg} \cdot \text{m/s}$$

- Relate momentum to velocity

$$p_{ABf} = (m_A + m_B)v_{ABf}$$

27

- Solve for v_{ABf}

$$v_{ABf} = \frac{p_{ABf}}{m_A + m_B} = \frac{42976.8 \text{ kg} \cdot \text{m/s}}{1325 \text{ kg} + 2165 \text{ kg}}$$

$$v_{ABf} = 12.3 \text{ m/s}$$

- Finding Direction

$$\theta = \tan^{-1}\left(\frac{35775 \text{ kg} \cdot \text{m/s}}{23815 \text{ kg} \cdot \text{m/s}}\right) = 56.4^\circ \text{ N of E}$$

28