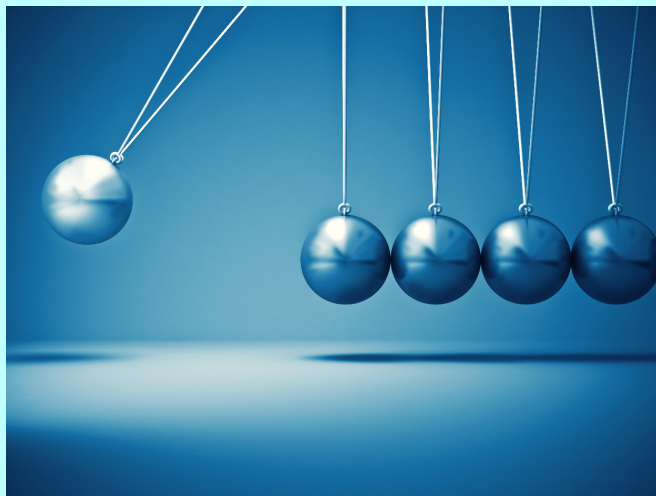


Energy and Momentum Key Concepts (big ideas)



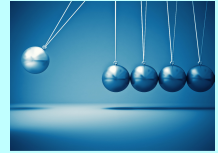
Conservation Laws

What is momentum?

Conservation of Linear Momentum

1 Dimensional and 2 Dimensional

Key Concepts (big ideas)



Conservation Laws

1. Conservation of mass/energy
2. Conservation of charge
3. Conservation of momentum
4. Conservation of angular momentum
5. Conservation of Baryons
6. Conservation of Leptons

Momentum

Momentum is a property of the mass and velocity of an object .

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

Characteristics of Momentum:

1. momentum is a vector.
2. units on momentum $\text{kg}\cdot\text{m}/\text{s}$ or $\text{N}\cdot\text{s}$
3. momentum is a property of an object or group of objects.

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

Compare the momentum of the following three objects all moving at the same velocity of 5.00 m/s [N]?

i. shotput - mass = 7.26kg

$$36.3 \text{ kg}\cdot\text{m/s} [\text{N}]$$

ii. hockey puck – mass = 160 grams

$$0.80 \text{ kg}\cdot\text{m/s} [\text{N}]$$

iii. ping pong ball – mass = 2.70 grams

$$0.0135 \text{ kg}\cdot\text{m/s} [\text{N}]$$

Conservation of Momentum

If no external forces are applied to a closed system, the **total** momentum remains constant.

if $F_{\text{net}} = 0$, $\Delta \vec{P} = 0$

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

external

$$\vec{P}_{\text{TOT}} = \vec{P}_1 + \vec{P}_2 + \vec{P}_3 + \dots$$

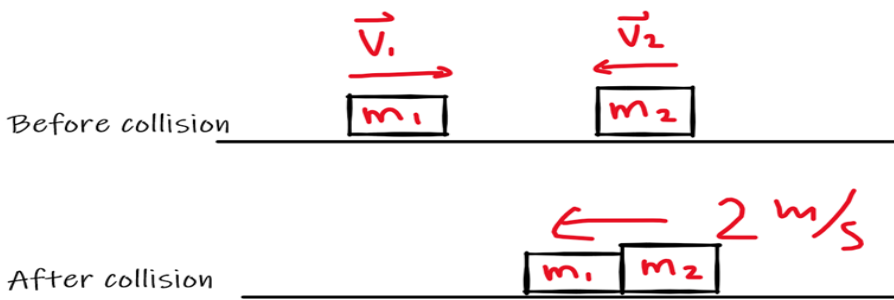
1, 2, 3 \rightarrow objects #1, #2, #3

$$\vec{P}_{\text{TOT}} = \vec{P}'_{\text{TOT}}$$

prime symbol means final

$$\vec{P}_1 + \vec{P}_2 + \vec{P}_3 = \vec{P}'_1 + \vec{P}'_2 + \vec{P}'_3$$

Example #1: Two Objects Collide and Stick Together



$$m_1 = 2 \text{ kg}$$

$$m_2 = 5 \text{ kg}$$

$$\vec{v}_1 = 8 \text{ m/s}$$

$$\vec{v}_2 = -6 \text{ m/s}$$

$$\vec{P}_{TOT} = \vec{P}'_{TOT}$$

$$m_1 \vec{v}_1 + m_2 \vec{v}_2 = m_1 \vec{v}'_1 + m_2 \vec{v}'_2$$

$$2 \times 8 + 5(-6) = 2 \vec{v}'_1 + 5 \vec{v}'_2$$

$$-14 = 2 \vec{v}'_1 + 5 \vec{v}'_2$$

$$\vec{v}'_1 = \vec{v}'_2 = \vec{v}'$$

$$-14 = 2 \vec{v}' + 5 \vec{v}'$$

$$\vec{v}' = -2 \text{ m/s}$$

Example #2: Two Objects Collide and Bounce off Each Other

Same initial conditions as above



$$\vec{P}_{\text{Tot}} = \vec{P}'_{\text{Tot}}$$

$$-14 = 2\vec{v}'_1 + 5\vec{v}'_2$$

cannot be solved without additional information

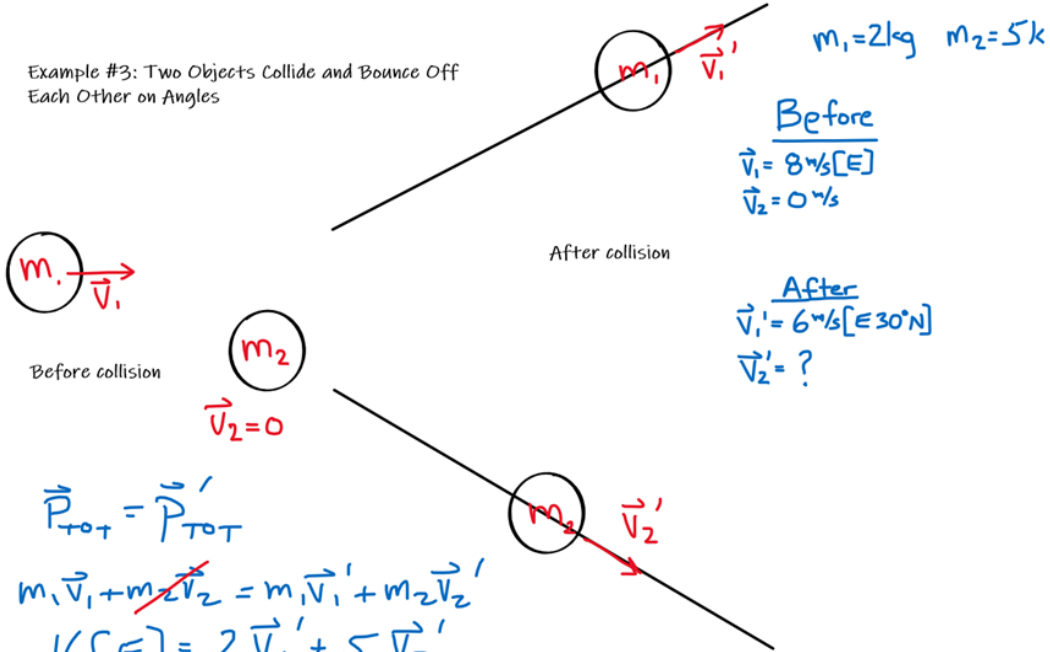
let $\vec{v}'_1 = -12 \text{ m/s}$ (assume it was measured in an experiment).

$$-14 = 2(-12) + 5\vec{v}'_2$$

$$\vec{v}'_2 = 2 \text{ m/s}$$



Example #3: Two Objects Collide and Bounce Off Each Other on Angles



$$\vec{P}_{\text{TOT}} = \vec{P}'_{\text{TOT}}$$

$$m_1 \vec{v}_1 + m_2 \vec{v}_2 = m_1 \vec{v}_1' + m_2 \vec{v}_2'$$

$$16\text{ [E]} = 2\vec{v}_1' + 5\vec{v}_2'$$

$$16\text{ [E]} = 12\text{ [E } 30^\circ\text{N}] + \vec{p}_2'$$

x-component

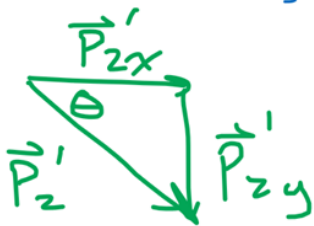
$$16 = 10.39 + \vec{p}_{2x}'$$

$$\vec{p}_{2x}' = 5.61$$

y component

$$0 = 6 + \vec{p}_{2y}'$$

$$\vec{p}_{2y}' = -6$$



$$\vec{p}_2' = 8.2\text{ [E } 47^\circ\text{S]}$$

$$\vec{v}_2' = \vec{p}_2' / m_2 = 1.6\text{ m/s [E } 47^\circ\text{S]}$$