

UNIT 5 - COLLISIONS

9/02

1. Collision Types:

- ↳ Velcro (cars stick together), V_f is always slower than V_0
- ↳ Spring Collisions - if masses of the carts are the same, the carts swap V

2. Define Variables:

- ↳ Impulse = $J \rightarrow$ a force acting over a time: $J = (\sum F_{ext})(\Delta t)$ in Nsec $\leftarrow$ $\text{kg m/s}^2 \times \text{s} = \text{kg m/s}$ (they are the same)
- ↳ Momentum = $P \rightarrow$ a measure of how difficult it is to stop something in motion: $P = mV$ in kgm/s

3. Make equations that link variables:

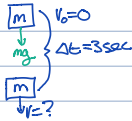
↳ Impulse Equation

$$\begin{aligned} * \Delta t (\sum F_{ext} = ma) &= (\sum F_{ext}) \Delta t = ma \Delta t \rightarrow J = ma \Delta t \rightarrow J = m \left(\frac{\Delta V}{\Delta t} \right) (\Delta t) \rightarrow J = m \Delta V \rightarrow J = m(V - V_0) \rightarrow J = P - P_0 \rightarrow \boxed{J = \Delta P} \\ * \text{Reason} - J &\rightarrow F \rightarrow a \rightarrow \Delta V \rightarrow \Delta P \end{aligned}$$

4. Problems with the impulse equation:

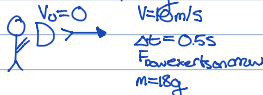
- ↳ $J = \Delta P \rightarrow (\sum F_{ext})(\Delta t) = mV - mV_0$
- ↳ must have $m, V, \Delta t, F$ in order to use Impulse Equation

↳ Problem 1 - mass falling



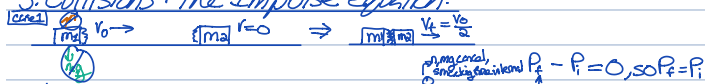
$$\begin{aligned} (3)(mg) &= mV - mV_0 \\ V &= (3)(9.8) = \boxed{29.4 \text{ m/s}} \end{aligned}$$

↳ Problem 2 - Archery Problem



$$\begin{aligned} (\sum F_{ext})(\Delta t) &= mV - mV_0 \\ (0.5)F &= (0.018)(10) \Rightarrow F = \frac{(0.018)(10)}{0.5} = \boxed{0.36 \text{ N}} \end{aligned}$$

5. Collisions + the Impulse equation:



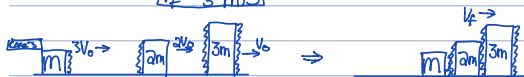
↳ Impulse equation: $J = \Delta P \rightarrow (\sum F_{ext})(\Delta t) = mV - mV_0$

↳ Famous Physics Theory - Conservation of Momentum: $\sum F_{ext} = 0 \rightarrow P_i = P_f$
 $(m_1 V_0 + 0) = (m_1 V_1 + m_2 V_2)$
 $V_f = \frac{V_0}{2} \text{ m/s}$



Q1: Is P conserved in this collision?

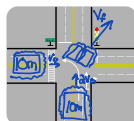
$$\begin{aligned} \sum F_{ext} &= 0 \rightarrow P_i = P_f \\ mV_0 + 0 &= (3m)V_f \\ V_f &= \frac{V_0}{3} \text{ m/s} \end{aligned}$$



Q1: What is the V_f ?

$$\begin{aligned} \sum F_{ext} &= 0 \rightarrow P_i = P_f \\ mV_0 + (2m)V_0 + (3m)V_0 &= (6m)V_f \\ 10V_0 &= 6V_f \Rightarrow V_f = \frac{5V_0}{3} \text{ m/s} \end{aligned}$$

↳ Velcro Collisions in 2D
 * Case 1



Q1: What is V_f ?

$$\Sigma F_{ext} = 0 \rightarrow P_i = P_f$$

$$P_{i1} = (0m)V_0 \quad P_{i2} = (0m)2V_0 \quad P_i = \sqrt{(0mV_0)^2 + (0m2V_0)^2} = \sqrt{500m^2V_0^2} \rightarrow P_i = 22.36mV_0$$

$$P_i = 22.36mV_0 = (20m)V_f = P_f$$

$$V_f = \frac{22.36V_0}{20} \rightarrow V_f = 1.118V_0 \text{ m/s}$$

* Case 2 - 4 car, 2d pileup



Q: What is V_f ?

$$\Sigma F_{ext} = 0 \rightarrow P_i = P_f$$

$$P_{i1} = 2mV_0$$

$$P_{i2} = 3mV_0$$

$$P_{i3} = mV_0$$

$$P_{i4} = mV_0$$

$$P_i = \sqrt{(2mV_0)^2 + (3mV_0)^2} = 5mV_0 = 2.24mV_0 \rightarrow P_i = 2.24mV_0$$

$$P_i = 2.24mV_0 = (4m)V_f = P_f \Rightarrow V_f = \frac{2.24V_0}{4} \Rightarrow V_f = 0.56V_0 \text{ m/s}$$

↳ 1D Explorations

Case 1: $\begin{matrix} m_1 & V_0 \\ \leftarrow & \end{matrix} \quad \begin{matrix} m_2 & 0 \\ \rightarrow & \end{matrix} \Rightarrow \begin{matrix} m_1 & V_f \\ \leftarrow & \end{matrix} \quad \begin{matrix} m_2 & V_f \\ \rightarrow & \end{matrix}$

hypothesis: $V_f = -V_{af}$

$$\Sigma F_{ext} = 0 \rightarrow P_i = P_f \rightarrow 0 = m_1V_f + m_2V_{af} \rightarrow V_{af} = -V_{f1}$$

$$\begin{matrix} m_1 & 2m \\ \leftarrow & \end{matrix} \Rightarrow \begin{matrix} m_1 & V_f \\ \leftarrow & \end{matrix} \quad \begin{matrix} m_2 & V_f \\ \rightarrow & \end{matrix}$$

hypothesis: $2V_f = -V_{af}$

$$\Sigma F_{ext} = 0 \rightarrow P_i = P_f \rightarrow 0 = 2mV_{f1} + mV_{af} \rightarrow 2V_{f1} = -V_{af}$$

$$\begin{matrix} m_1 & 3m \\ \leftarrow & \end{matrix} \Rightarrow \begin{matrix} m_1 & V_f \\ \leftarrow & \end{matrix} \quad \begin{matrix} m_2 & V_f \\ \rightarrow & \end{matrix}$$

hypothesis: $3V_f = -V_{af}$

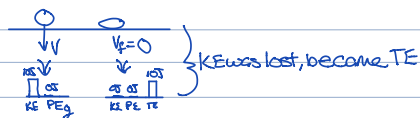
$$\Sigma F_{ext} = 0 \rightarrow P_i = P_f \rightarrow 0 = 3mV_{f1} + mV_{af} \rightarrow 3V_{f1} = -V_{af}$$

$$\begin{matrix} m_1 & 5V_0 \\ \leftarrow & \end{matrix} \Rightarrow \begin{matrix} m_1 & V_f \\ \leftarrow & \end{matrix} \quad \begin{matrix} m_2 & V_f \\ \rightarrow & \end{matrix}$$

ratio of the masses gives the ratio of the final velocities: 1:5

6. Collisions + Energy:

I



↳ Inelastic Collision - a collision in which some KE is lost to TE. KE is not conserved

↳ Elastic Collision (springy collision) KE is conserved - ball bounces back

* bonds between atoms and molecules behave like springs in ball that is springy

↳ Velcro Theorem - all velcro collisions are inelastic collisions (5/6/72)

↳ Velcro Collisions - find V_f (conservation of P)

↳ Inelastic Collisions



$$\text{(spring) cons KE: } \frac{1}{2}m_1V_{1i}^2 + \frac{1}{2}m_2V_{2i}^2 = \frac{1}{2}m_1V_{1f}^2 + \frac{1}{2}m_2V_{2f}^2$$

$$\Sigma F_{ext} = 0 \text{ cons P: } m_1V_{1i} + m_2V_{2i} = m_1V_{1f} + m_2V_{2f}$$

* When m's are equal, the cars swap velocities

Id Elastic Collisions

$$V_{1f} = \left(\frac{m_1 - m_2}{m_1 + m_2} \right) V_{1i} + \left(\frac{2m_2}{m_1 + m_2} \right) V_{2i}$$

$$V_{2f} = \left(\frac{m_2 - m_1}{m_2 + m_1} \right) V_{2i} + \left(\frac{2m_1}{m_2 + m_1} \right) V_{1i}$$

* Special case 1 - masses are equal *

$$\left. \begin{aligned} V_{1f} &= \left(\frac{m_1 - m_2}{m_1 + m_2} \right) V_{1i} + \left(\frac{2m_2}{m_1 + m_2} \right) V_{2i} \\ V_{2f} &= \left(\frac{m_2 - m_1}{m_2 + m_1} \right) V_{2i} + \left(\frac{2m_1}{m_2 + m_1} \right) V_{1i} \end{aligned} \right\} \begin{aligned} V_{1f} &= V_{2i} \\ V_{2f} &= V_{1i} \end{aligned}$$

special case 2: $m_1 \gg m_2$

(take eqn for v_{2f} and plug in our $m_1 \approx \infty$ & $m_2 \ll m_1 \rightarrow -v_{2i} + 2v_{1i} = 2v_0$)

$v_{1f} = v_{1i} \rightarrow$ [first car keeps on going] $v_{2f} = 2v_0$

special case 3: $m_1 \gg m_2$

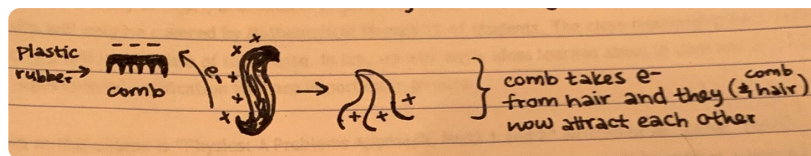
(take eqn & plug in [like above] $\rightarrow = v_0 + 2v_0 = 3v_0$)

$v_{1f} = v_{1i}$ $v_{2f} = 3v_0$

ELECTRICITY & MAGNETISM

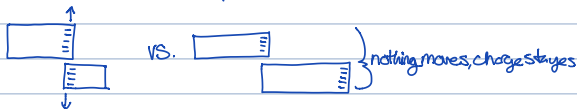
1. Intro:

- ↳ Isaac Newton (1642-1727) - by the end of the 1600's, all of the Newton Laws were established
- ↳ electrons⁻, protons⁺ $\rightarrow$ not visible
- ↳ Ben Franklin -



↳ Transfer of charges

* movement of e^- (ndp) from one substance to another



* Electrical insulator - a material that keeps charge in 1 place (usually non-polar organic molecules: plastic)

e.g. insulator



* Electrical conductor - a material that allows charge to spread on its surface (metals)



* Finger Experiment

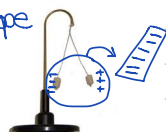


has q₁ end

Induced a dipole - bring a charged object close to a neutral object $\rightarrow$ + end / - end, neutral object separates; dipoles are attracted to charged objects

* Electroscope - a system which can accept charge

1. Piff electroscope



$\Rightarrow$ Induced a dipole

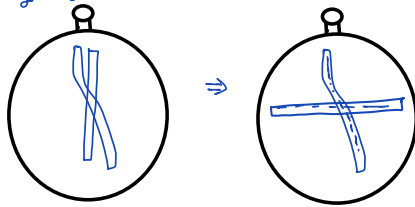


$\Rightarrow$ transfer of charge, and $\Rightarrow$



Ex Metal Electroscope

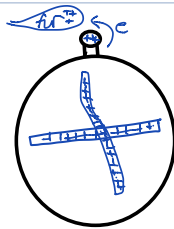
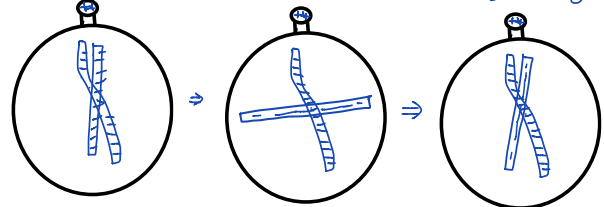
touching e^-



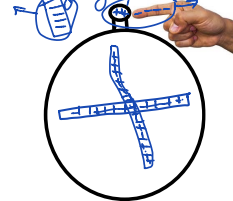
not touching e^-

not touching e^-

leaves goes away



Charging by induction



→ inducing a dipole

2. Charge:

↳ Introduction

$M \xrightarrow{F_g} \oplus$

* N3 F_g 's are the same

* $F_g = \frac{GMm}{r^2}$, $G = 6.67 \times 10^{-11} \frac{Nm^2}{kg^2}$

* F_g is weak

↳ Electric

$\oplus \xrightarrow{F_e} \oplus$

* $F_{el} = \frac{kq_1q_2}{r^2}$ ← Coulomb's law (1785)

$q_{proton} = 1.6 \times 10^{-19} C$
 $q_{electron} = -1.6 \times 10^{-19} C$

$m_p = 1.67 \times 10^{-27} kg$
 $m_e = 9.11 \times 10^{-31} kg$

$1C = 10^{19}$ protons → very large amount of charge

* Coulombs (C) in Metric system

milliCoulomb (mC) = $10^{-3} C$

microCoulomb (μC) = $10^{-6} C$

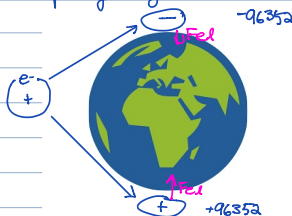
nanoCoulomb (nC) = $10^{-9} C$

picoCoulomb (pC) = $10^{-12} C$

femtoCoulomb (fC) = $10^{-15} C$

* Hydrogen Problem

1 penny = 3g



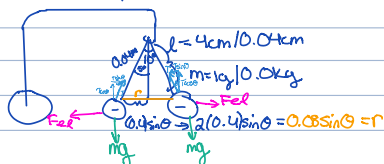
$$Q_{penny} = (6.022 \times 10^{23} \text{ Protons}) (1.6 \times 10^{-19} C) = 96352 C$$

$$F_{el} = \frac{kq_1q_2}{r^2} \rightarrow (9EQ) (96352) (96352) = 513171 N$$

(216.38E6)²
air (atmosphere)

* Electrons Problem

(gettritzys Pic)
* Pith ball Electroscope Problem



Step 1: FBD

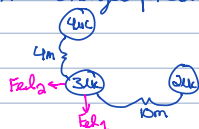
Step 2: No solve

$$\frac{F_{el}}{mg} = \frac{T \sin \theta}{T \cos \theta} \Rightarrow \frac{F_{el}}{mg} = \tan \theta \Rightarrow q = \sqrt{\frac{m g \tan \theta}{k}} \Rightarrow q = \sqrt{\frac{(0.01)(9.8) \tan(0.4)}{9 \times 10^9}} \Rightarrow q = 2.15 \times 10^{-9} \text{ Coulombs}$$

Q: Find how many electrons on the pithball?

$$q = 2.15 \times 10^{-9} \text{ C} \Rightarrow \frac{2.15 \times 10^{-9}}{1.6 \times 10^{-19}} \Rightarrow 1.34 \times 10^{10} \text{ e}^-$$

* 3 charges problem - what is total force on the 3uC charge?



Step 1: FBD

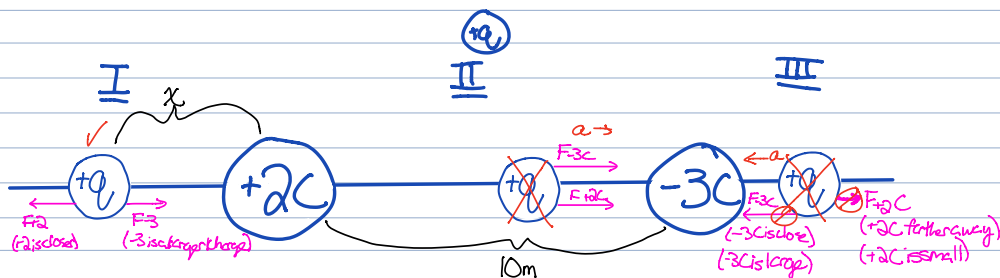
Step 2/3: No solve

$$F_{el1} = \frac{k q_1 q_2}{r^2} \Rightarrow F_{el1} = \frac{(9 \times 10^9)(4 \times 10^{-6})(3 \times 10^{-6})}{4^2} \Rightarrow F_{el1} = 6.75 \text{ N}$$

$$F_{el2} = \frac{k q_1 q_2}{r^2} \Rightarrow F_{el2} = \frac{(9 \times 10^9)(3 \times 10^{-6})(2 \times 10^{-6})}{10^2} \Rightarrow F_{el2} = 0.54 \text{ N}$$

$$F_{total} = \sqrt{F_{el1}^2 + F_{el2}^2} \Rightarrow F_{total} = 6.77 \text{ N}$$

* Tug of War Problem - where should I put q charge so that it remains at rest?



Step 1: FBD

Step 2/3: No and Solve

$$F_{12} = F_{23}$$

$$\left(\frac{k Q (2C)}{x^2} \right) = \left(\frac{k (2C) (3C)}{(10+x)^2} \right)$$

$$\frac{2}{x^2} = \frac{3}{(10+x)^2}$$

$$\sqrt{2(10+x)^2} = \sqrt{3x^2}$$

$$\sqrt{2} (10+x) = x\sqrt{3}$$

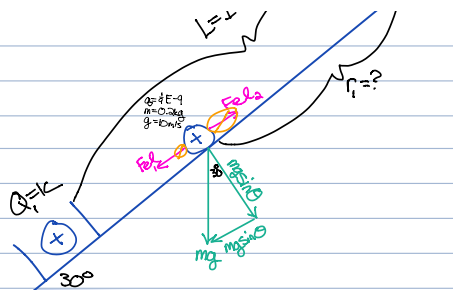
$$10\sqrt{2} + x\sqrt{2} = x\sqrt{3}$$

$$10\sqrt{2} = x(\sqrt{3} - \sqrt{2})$$

$$x = \frac{10\sqrt{2}}{\sqrt{3} - \sqrt{2}} \Rightarrow x = 44.49 \text{ m}$$

* Charge on a wedge - Find r





Step 1: FBD

Step 2: N2 + Solve

$$F_{el} + mg \sin \theta = F_{N2}$$

$$\frac{kqQ}{r^2} + mg \sin \theta = \frac{kqQ}{(1-r)^2}$$

$$r^2(1-r)^2 \left(\frac{kqQ}{r^2} + mg \sin \theta \right) = \frac{kqQ}{(1-r)^2}$$

$$(1-r)^2 + r^2(1-r)^2 = r^2$$

$$(1-2r+r^2) + r^2(1-2r+r^2) = r^2$$

$$r^4 - 2r^3 + r^2 - 2r + 1 = 0$$

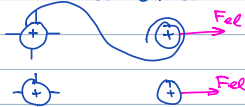
$$r = 0.531 \text{ m (must be between 0 and 1)}$$

Test answer

$$\Rightarrow \text{over } 0.5 \text{ with } mg \rightarrow 0.531 > 0.5 \checkmark$$

Electrical Field

$$F_{el} = \frac{kqQ}{r^2} \text{ (Coulomb's Law - 1785)}$$



* Coulomb's Tentacle Theory = charge $\rightarrow$ charge as if it had a grip on it **REJECTED**

* Electric Field theory = a middle man intermediary that conveys the force in formation from charge to charge $\checkmark$

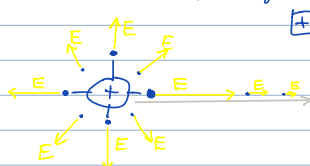
charge $\rightarrow$ E field $\rightarrow$ charge

Electric Field - a vector field a vector defined for every point in space

Direction of E - direction a positive charge would move if it were placed in space

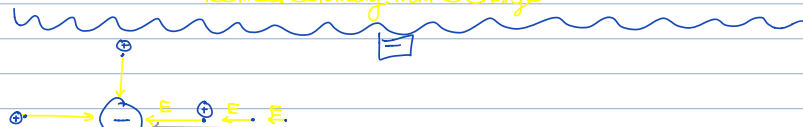
Magnitude of E -

$$F_{el} = \frac{kqQ}{r^2} \rightarrow E_{\text{point charge}} = \frac{kQ}{r^2} \text{ where } E = \frac{F_{el}}{q} \text{ in } \frac{\text{Newton}}{\text{Coulomb}}$$



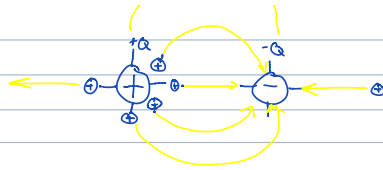
$\Rightarrow$ Electric line of fire - connects E vectors that go in the same general direction

$\Rightarrow$ E is directed away from $\oplus$ charges

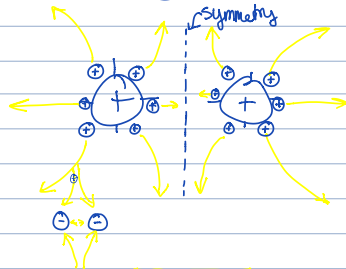


$\Rightarrow$ E vectors always go towards the $\ominus$ charge

$\boxed{+/- \text{ (dipole)}}$



$+/- \rightarrow$ like charges



RULES

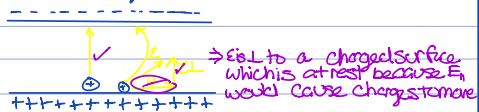
Electric lines of force can't cross, but if they did then the positive charge would have to go in 2 directions at once.



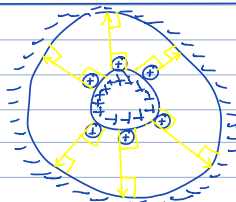
Way to show more charge - 2x amount of lines



E for a charged surface



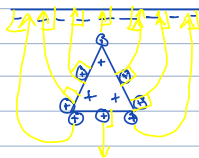
Case 1



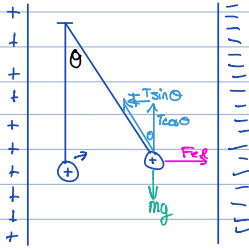
Case 2



Case 3



*E Field Problem 1 - what is ϕ ?



Step 1: FBD

Step 2/3: N2 and solve

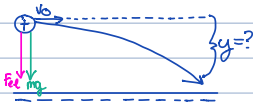
$$\begin{aligned} F_{el} &= \frac{kqQ}{r^2} \\ \mathcal{E} &= \frac{F_{el}}{q} \\ F_{el} &= q\mathcal{E} \end{aligned} \quad \begin{aligned} T \sin \theta &= F_{el} = q\mathcal{E} \\ T \cos \theta &= mg \end{aligned} \Rightarrow \tan \theta = \frac{q\mathcal{E}}{mg} \Rightarrow \theta = \tan^{-1} \left(\frac{q\mathcal{E}}{mg} \right)$$

$E = 1000 \frac{N}{C} \leftarrow$ mod leak

$E = 1,000,000 \frac{N}{C} \leftarrow$ air breaks down as an insulator, which causes sparks to fly

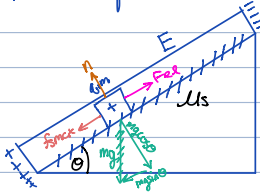
* E field problem 2 - find y

+++++



$$\begin{aligned} y &= v_{0y}t + \frac{1}{2}a_yt^2 \Rightarrow y = \frac{1}{2}a_yt^2 \Rightarrow y = \frac{1}{2} \left(\frac{q\mathcal{E}}{m} + g \right) \left(\frac{x}{v_0} \right)^2 \\ x &= v_{0x}t \rightarrow x = v_0t \rightarrow t = \frac{x}{v_0} \\ F &= ma \rightarrow m a_y = F_{el} + mg = q\mathcal{E} + mg \rightarrow a_y = \frac{q\mathcal{E}}{m} + g \end{aligned}$$

* E field problem 3 - how much E do you need to just start mass moving?



Step 1: FBD

Step 2/3: N2 and solve

$$\begin{aligned} F_{el} &= mg \sin \theta + f_{max} \\ q\mathcal{E} &= mg \sin \theta + \mu_s mg \cos \theta \\ \mathcal{E} &= \frac{mg \sin \theta + \mu_s mg \cos \theta}{q} \end{aligned}$$