



# Newton: Quantity of Motion

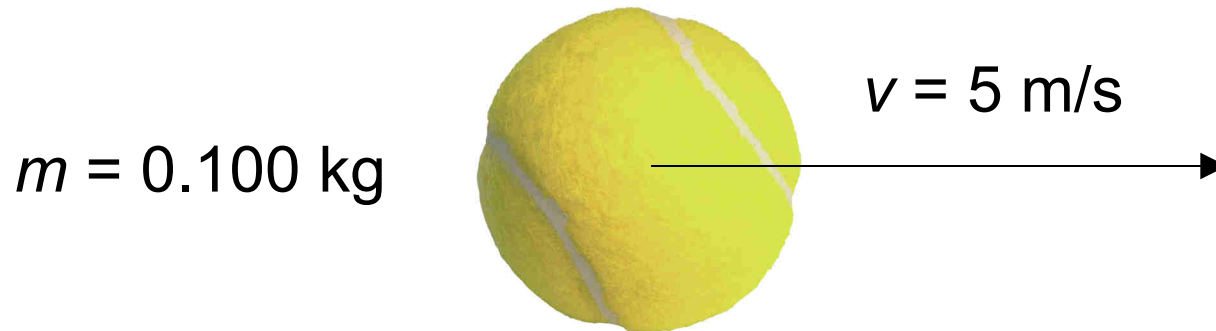
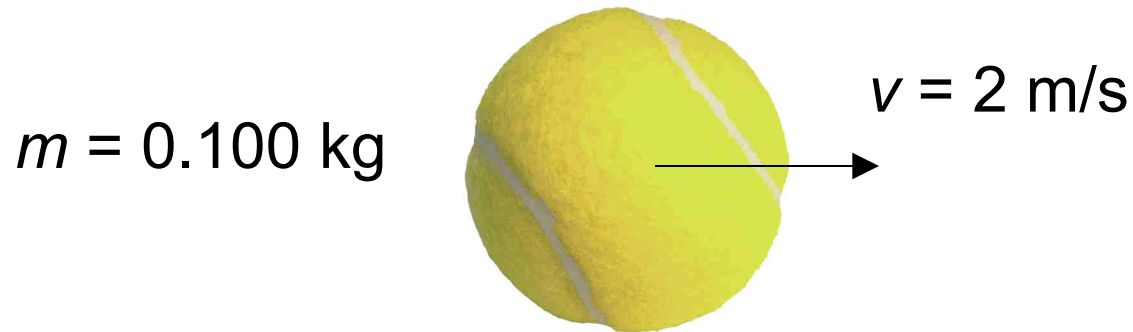
Newton, in describing moving objects, talked about their “quantity of motion,” a value based both on the inertia (*mass*) of the object and its *velocity*.

“Quantity of motion” is *momentum*.

$$\textit{Momentum} \quad \vec{\mathbf{p}} = m\vec{\mathbf{v}}$$

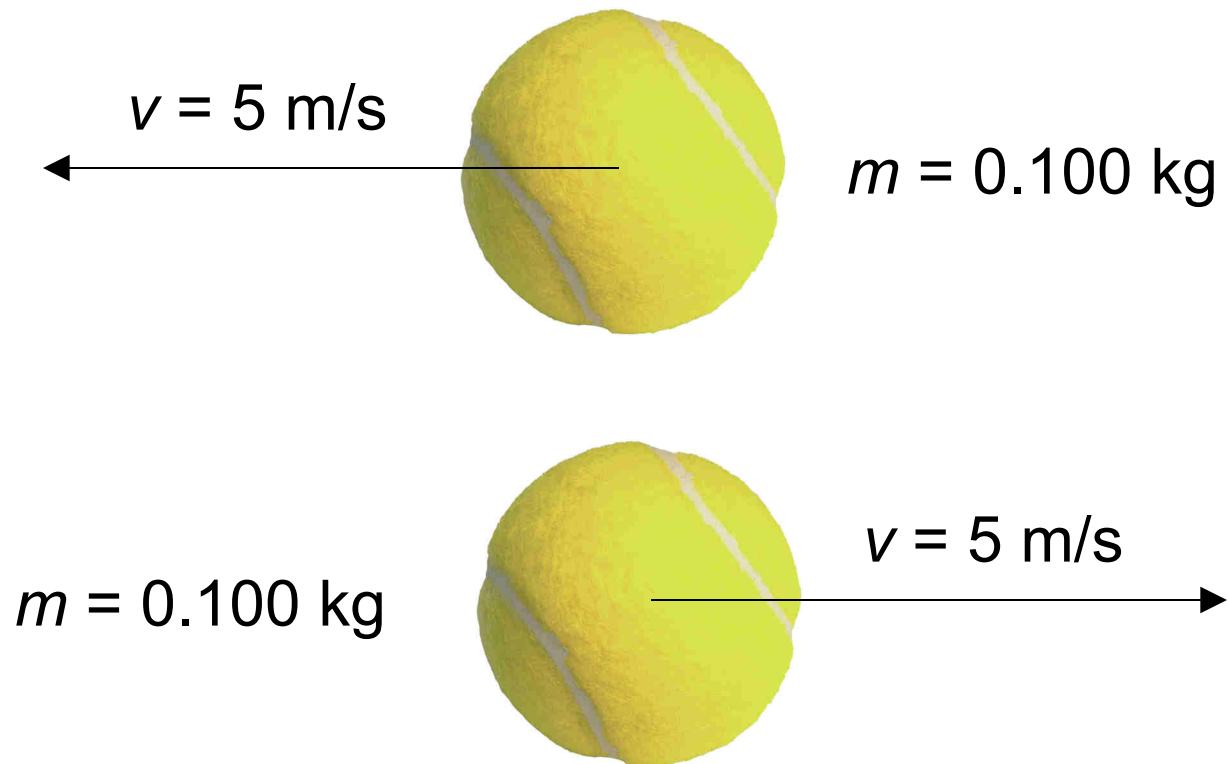
# Comparing momenta

Which of these two objects has more momentum?



# Comparing momenta

Do these two objects have the same momentum?





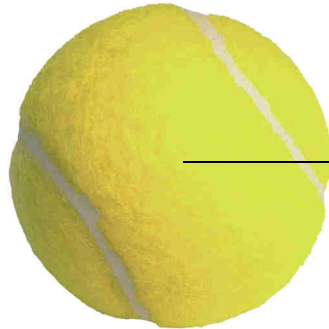
# Comparing momenta

What would you have to do to give the apple the same momentum as the tennis ball?

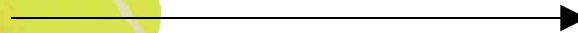
$$m = 0.500 \text{ kg}$$



$$m = 0.100 \text{ kg}$$



$$v = 5 \text{ m/s}$$



# Details

- An object with no velocity has momentum = \_\_\_\_\_
- An object with negative velocity has \_\_\_\_\_ momentum.
- The units for momentum are \_\_\_\_\_

# Momentum and Force

We've learned Newton's 2<sup>nd</sup> Law as  $F_{\text{net}} = ma$ ... but that's not how he originally thought about it.

Newton stated that a Force acting over a time causes a change in an object's "quantity of motion."

$$F_{\text{net}} t = \Delta \mathbf{p}$$

$$F_{\text{net}} = m\mathbf{a}$$

$$F_{\text{net}} = m \frac{\mathbf{v}_f - \mathbf{v}_i}{\Delta t}$$

$$F_{\text{net}} = \frac{m\mathbf{v}_f - m\mathbf{v}_i}{\Delta t}$$

$$F_{\text{net}} = \frac{\Delta \mathbf{p}}{\Delta t}$$

# Momentum and Impulse

An *impulse* produces a  
*change in momentum*.

$$\frac{\mathbf{F}_{net} t}{\text{“Impulse”}} = \frac{\Delta \mathbf{p}}{\text{“change in momentum”}}$$



# Example I

A 50-gram tennis ball is traveling at 25 m/s when it's hit by a racket.

0.1s later, the ball is traveling at 30 m/s in the opposite direction. How much force did the racket apply to the ball?

$$F \Delta t = m \Delta v$$

$$F = m \frac{\Delta v}{\Delta t} = m \frac{v_{final} - v_{initial}}{t}$$

$$F = (0.050kg) \frac{(-30m/s) - (+25m/s)}{0.1s}$$

$$F = -27.5N$$

# Impulse = Force x time

Why do catchers wear such fat mitts?



$$F_t = m\Delta v$$

$$F\boldsymbol{t} = m\Delta v$$

# Law of Conservation of Momentum

Whenever two isolated, unchanged particles interact with each other, their total momentum remains constant.

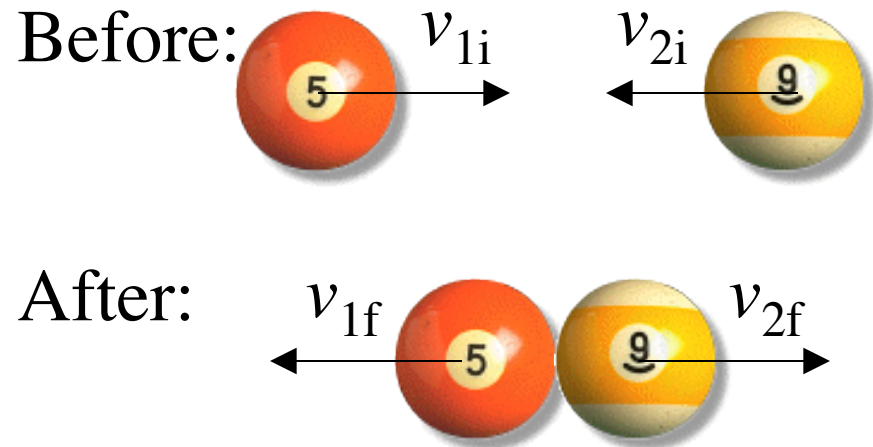
$$p_1 + p_2 = p'_1 + p'_2$$

$$m_1 v_1 + m_2 v_2 = m_1 v'_1 + m_2 v'_2$$

$$m_1 v_1 + m_2 v_2 = (m_1 + m_2) v'$$

# Collision

What happens when two billiard balls collide?



$$F = \frac{\Delta p}{\Delta t} \text{ (Newton's 2nd Law)}$$

$$F\Delta t = \Delta p = m_f v_f - m_i v_i$$

$$F_{5,9}\Delta t = \Delta p = m_{5f} v_{5f} - m_{5i} v_{5i}$$

$$F_{5,9} = -F_{9,5} \text{ so we can write :}$$

$$m_{5f} v_{5f} - m_{5i} v_{5i} = -(m_{9f} v_{9f} - m_{9i} v_{9i})$$

Rearrange to get :

$$m_{9i} v_{9i} + m_{5i} v_{5i} = m_{9f} v_{9f} + m_{5f} v_{5f}$$

# Example

Alex ( $m=75$  kg) sits on a 5kg cart with no-friction wheels, and gets hit by a 7.0 kg bowling ball with a velocity of 5.0 m/s.

a) What is Alex's velocity after catching the ball?

$$m_1 v_1 + m_2 v_2 = (m_1 + m_2) v_{final}$$

$$(7.0\text{kg})(5.0\text{m} / \text{s}) + (75\text{kg})(0) = (7 + 75) v_{final}$$

$$v_{final} = \frac{35\text{kg} \cdot \text{m} / \text{s}}{82\text{kg}} = 0.43\text{m} / \text{s}$$

b) What is Alex's velocity after the collision if the bowling ball bounces off with a velocity of -0.50 m/s?

$$m_1 v_1 + m_2 v_2 = m_1 v_{1-final} + m_2 v_{2-final}$$

$$(7.0\text{kg})(5.0\text{m} / \text{s}) + (75\text{kg})(0) = (7)(-0.5) + (75) v_{final}$$

$$v_{final} = \frac{35 + 3.5}{75} = 0.51\text{m} / \text{s}$$

# Example

A 10,000 kg train car traveling at 24.0 m/s hits an 20,000 kg series of cars at rest. If the cars lock together as a result of the collision, what is their speed afterwards?

Federal Railroad  
Administration  
**Train-to-Train  
Impact Test**  
30 mph

Transportation Technology Center  
Pueblo, Colorado  
January 31, 2002

# Example

A 10,000 kg train car traveling at 24.0 m/s hits an 20,000 kg series of cars at rest. If the cars at rest are traveling at 16 m/s AFTER the collision, what is the final velocity of the 10,000 kg train car?



# Example

A 4.00 kg gun with a 80 cm long barrel fires a 50-gram bullet with at a velocity of 400 m/s. Find:

- a) recoil velocity of gun
- b) impulse on bullet
- c) average acceleration of the bullet
- d) time the bullet accelerated
- e) force applied to the gun by the bullet



# Example

A 4.00 kg gun with a 80 cm long barrel fires a 50-gram bullet with at a velocity of 400 m/s. Find:

- a) recoil velocity of gun
- b) impulse on bullet
- c) time the bullet accelerated
- d) average acceleration of the bullet
- e) force applied to the gun by the bullet

$$a) m_1 v_1 + m_2 v_2 = m_1 v_{1\text{final}} + m_2 v_{2\text{final}}$$

$$0 = (4\text{kg})v_{1\text{final}} + (0.050\text{kg})(400\text{m/s})$$

$$v_{1\text{final}} = -5.0\text{m/s}$$

$$b) \text{Impulse} = Ft = m \Delta v$$

$$= (0.050\text{kg})(400 - 0) = 20\text{kg} \cdot \text{m/s}$$

$$c) t = \frac{\text{distance}}{\text{speed}} = \frac{0.80\text{m}}{200\text{m/s}} = 0.004\text{s}$$

$$d) a = \frac{v_f - v_i}{t} = \frac{400\text{m/s} - 0}{0.004\text{s}} = 1.0e4\text{m/s}^2$$

$$e) F = ma = (0.050\text{kg})(1.0e4\text{m/s}^2)$$

$$F = 500\text{N}$$

# Collisions

**Elastic**



**Inelastic**



**Perfectly  
inelastic**



# Collisions

Momentum is always conserved

$$\Sigma \Delta p = 0, \text{ or } p_1 + p_2 = p_1' + p_2'$$

Energy is always conserved

$$\Sigma \Delta E = 0, \text{ or } \Sigma E_i = \Sigma E_f$$

In *some* collisions, there is very little energy “lost” to heat (sound, deformation). In these *elastic collisions*, kinetic energy is conserved:

$$K_1 + K_2 = K_1' + K_2'$$



# Collisions

**Elastic**



**Inelastic**



**Perfectly  
inelastic**



# Collisions

- *Elastic collisions:*  $K_1 + K_2 = K_1' + K_2'$  &  $\mathbf{p}_1 + \mathbf{p}_2 = \mathbf{p}_1' + \mathbf{p}_2'$

$$\frac{1}{2}m_1v_1^2 + \frac{1}{2}m_2v_2^2 = \frac{1}{2}m_1v_1'^2 + \frac{1}{2}m_2v_2'^2 \quad \&$$
$$m_1\mathbf{v}_1 + m_2\mathbf{v}_2 = m_1\mathbf{v}_1' + m_2\mathbf{v}_2'$$

- *Inelastic collisions:*

$$\mathbf{p}_1 + \mathbf{p}_2 = \mathbf{p}_1' + \mathbf{p}_2' \quad \text{or}$$
$$m_1\mathbf{v}_1 + m_2\mathbf{v}_2 = m_1\mathbf{v}_1' + m_2\mathbf{v}_2'$$

- *Perfectly inelastic collisions:*

$$\mathbf{p}_1 + \mathbf{p}_2 = \mathbf{p}_1' + \mathbf{p}_2' \quad \text{or}$$
$$m_1\mathbf{v}_1 + m_2\mathbf{v}_2 = (m_1 + m_2)\mathbf{v}_2'$$