

**4.3 Momentum, Impulse, Conservation of Momentum review**

Recall from last year, that momentum depended on both an object's **mass** as well as its **velocity**. The heavier and/or faster it is moving, the harder it is to stop that object in its tracks. We also related momentum to **Newton's 1st Law**, the law of **inertia**. In other words, momentum and inertia both describe how resistive an object is to changing its motion.

$p = mv$	(kg·m/s)	(N·s)
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Where  $m =$  *mass* and  $v =$  *velocity*  
 Momentum is a vector.

The more momentum an object has, more force (F) is needed to change the object's momentum. When this force (F) is applied on the object for a given time (t), called an **impulse**, the object will undergo a **change in momentum**.

<i>impulse</i> = $\Delta p = F \times \Delta t$	(kg·m/s)	(N·s)
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This is the essence of **Newton's 2nd Law**. Here's why:

$F_{net} = ma$

$$\Delta p = \frac{m \Delta v}{\Delta t} = \frac{F \times \Delta t}{\Delta t}$$

$$m \left[ \frac{\Delta v}{\Delta t} \right] = ma = F$$

Applications: Car crumple zones, "following through" in sports, breaking a fall by rolling, average force when object bounces vs. sticks

# Force-Time Graphs

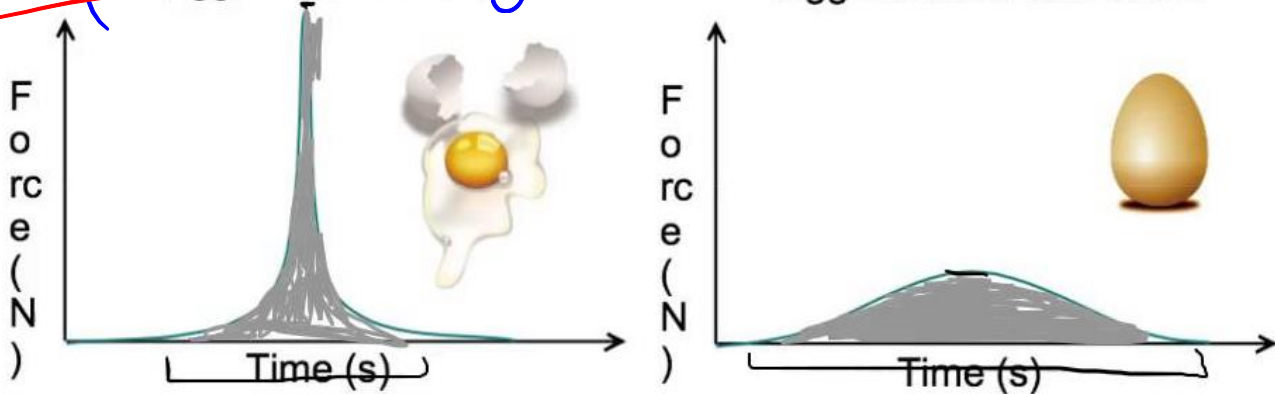
Real forces are not constant

$Area = y \times x$

$F \times t$

Egg thrown at *ground*

Egg thrown at bed sheet



**Impulse is area under the curve!**

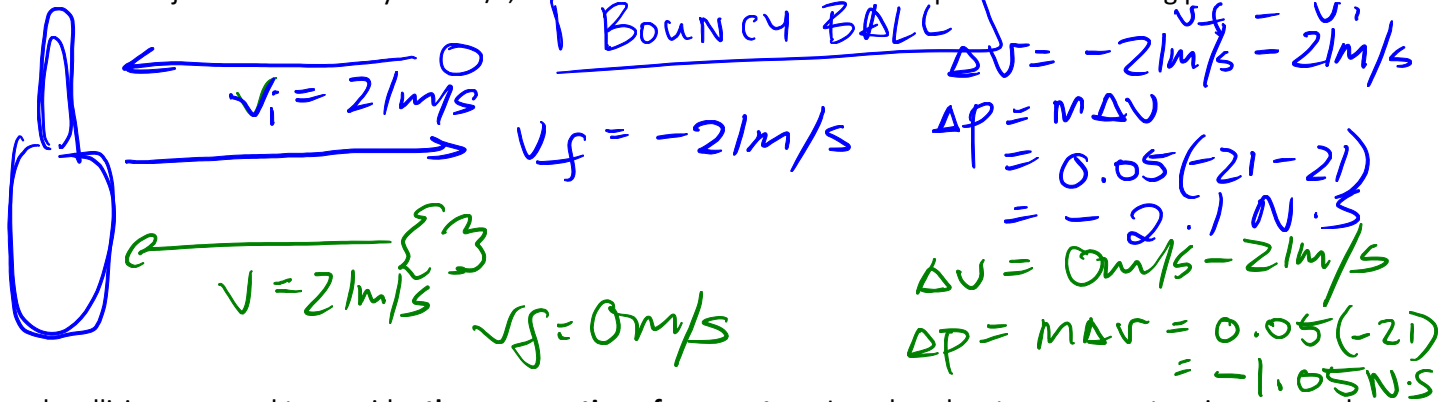
Same area for both  same change in momentum/impulse

Squeezed into shorter time  BIG force  egg breaks!

Spread out over longer time  small force  egg survives!

Name: \_\_\_\_\_

Ex. 1: You want to knock a bowling pin of 1.5kg down. You have a 50.0g bouncy ball and a 50.0g silly putty. The bouncy ball will bounce off any surface with the same speed it was hit whereas a silly putty will stick to any surface it hits. If you can throw either object with a velocity of 21m/s, which one would transfer more impulse to the bowling pin?



After such collision, we need to consider **the conservation of momentum**. In a closed system, momentum is conserved

$p_i = p_f$	OR	$\Delta p_{\text{total}} = 0$
$m_1 v_{1i} + m_2 v_{2i} = m_2 v_{2f} + m_1 v_{1f}$		

Collisions can be grouped into two categories:

	Momentum ( $p_i = p_f$ )	Kinetic energy ( $E_{ki} = E_{kf}$ )	Total energy ( $\Delta E_t = 0$ )
<b>Elastic collisions</b>	conserved	conserved	conserved
<b>Inelastic collisions</b>	conserved	not conserved	conserved

Ex. 2: An alpha particle has a mass approximately 4 times larger than a proton. A proton traveling to the right at 3200m/s strikes a stationary alpha particle and rebounds backwards at 1920m/s. What is the final speed of the alpha particle? (ANS: 1280m/s)

