

Inelastic Collisions

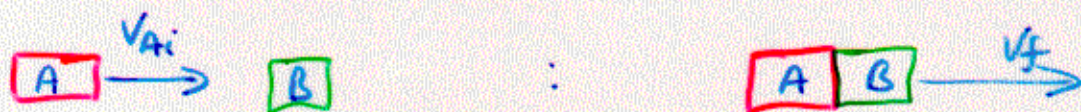
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Momentum conserved as before (if no external forces)

BUT K.E. not conserved - lost to deformation (damage)
heat, sound energy

Special Case: Totally Inelastic Collisions

$|\Delta KE| = |(KE)_f - (KE)_i|$ is max. when objects
"stick" together after collision:



$$\text{Then } P_i = m_A v_{Ai} + m_B v_{Bi} = P_f = (m_A + m_B) v_f$$

(unknown, 1 equation!)

$$(KE)_i = \frac{1}{2} m_A v_{Ai}^2 + \dots \quad (KE)_f = \frac{1}{2} (m_A + m_B) v_f^2 = \frac{P_f^2}{2(m_A + m_B)}$$

Examples: throw clay lump at door
"sack" quarterback (Ex. 7.9)
catch a ball (if no friction)
car crash

Can show $\Delta KE = (KE)_f - (KE)_i = -\frac{m_B}{m_A + m_B} \cdot (KE)_i$

$\therefore$ more "damage" when $m_B \gg m_A$  car hits truck
vs. truck hits car

Inelastic Collisions in time-reverse!

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i.e. when objects fly apart

e.g. rocket ejects fuel, astronaut throws ball (no friction)

bomb explodes

recoil of gun

skaters push apart (look at v_A, v_B just after separation, before Friction force has time to change $\vec{P}$)

$$\text{If initial } \vec{P}_i = 0, \quad \vec{P}_f = m_A \vec{v}_A + m_B \vec{v}_B + \dots = 0$$

$$\text{But } (KE)_i = 0 \quad \left. \begin{aligned} (KE)_f &= \frac{1}{2} m_A v_A^2 + \dots \\ &= \frac{P_A^2}{2m_A} + \dots \end{aligned} \right\} > 0$$



So K.E. must come from another source of energy
(e.g. chemical, muscles)

Exer. 10.11. $m_A = 0.4 \text{ kg}$, $v_A = 50 \text{ m/s}$

hits catch. $m_B = 0.8 \text{ kg}$. Find speed of
- (ball + mitt), and K.E. lost in collision.



Just after collision (before catcher can apply braking force)

$$P_f = (m_A + m_B) v_f = P_i = m_A v_A = 0.4 \times 50 = 20 \text{ Ns} \quad (\text{kg m/s})$$

$$\Rightarrow v_f = \frac{m_A v_A}{(m_A + m_B)} = \frac{20}{(0.4 + 0.8)} = \underline{16.67 \text{ m/s}}$$

$$\text{Initial } (KE)_i = \frac{1}{2} m_A v_A^2 = \frac{P_i^2}{2m_A} = \frac{20^2}{2 \times 0.4} = 500 \text{ J}$$

$$\text{Final } (KE)_f = \frac{1}{2} (m_A + m_B) v_f^2 = \frac{P_f^2}{2(m_A + m_B)} = \frac{20^2}{2(0.4 + 0.8)} = \underline{166.7 \text{ J}}$$

$$\therefore \text{K.E. lost} = 333.3 \text{ J (heat, sound)}$$

so catcher only needs to apply work

$$F \Delta x = \underline{166.7 \text{ J}} \text{ to bring ball to rest, not } 500 \text{ J.}$$

Demo: Ballistic pendulum for finding bullet speed v_A

Gun fires bullet of mass m_B : inelastic collision
 m_A

(Bullet + block) gain height, convert K.E. to P.E. = $mg \Delta h$

Before collision $P_i = m_A v_A$

After $P_f = P_i = (m_A + m_B) v_f$

$$\text{K.E. after} = \frac{P_f^2}{2(m_A + m_B)} = \frac{P_i^2}{2(m_A + m_B)} = \frac{m_A^2 v_A^2}{2(m_A + m_B)}$$

K.E. converted to P.E. through height gain Δh

$$\therefore (m_A + m_B) g \Delta h = \frac{m_A^2 v_A^2}{2(m_A + m_B)}$$

$\therefore$ Measure Δh , m_A , m_B

$$\Rightarrow v_A^2 = \frac{2(m_A + m_B)^2 g \Delta h}{m_A^2}$$

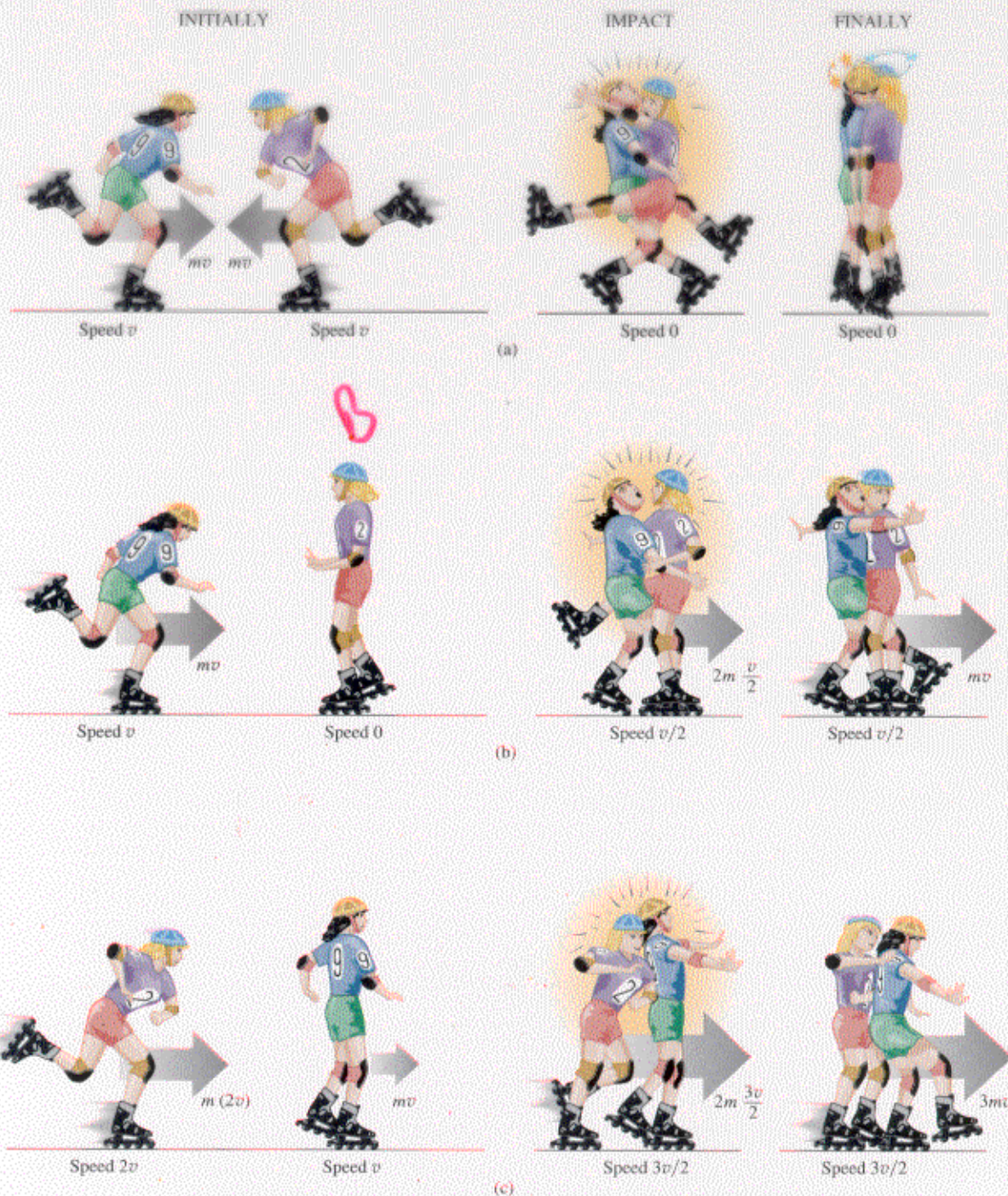
$$\text{OR } v_A = \left(1 + \frac{m_B}{m_A}\right) \sqrt{2g \Delta h}$$

(Note: "stopping time" of bullet refers to momentum, not energy)

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Figure 7.10

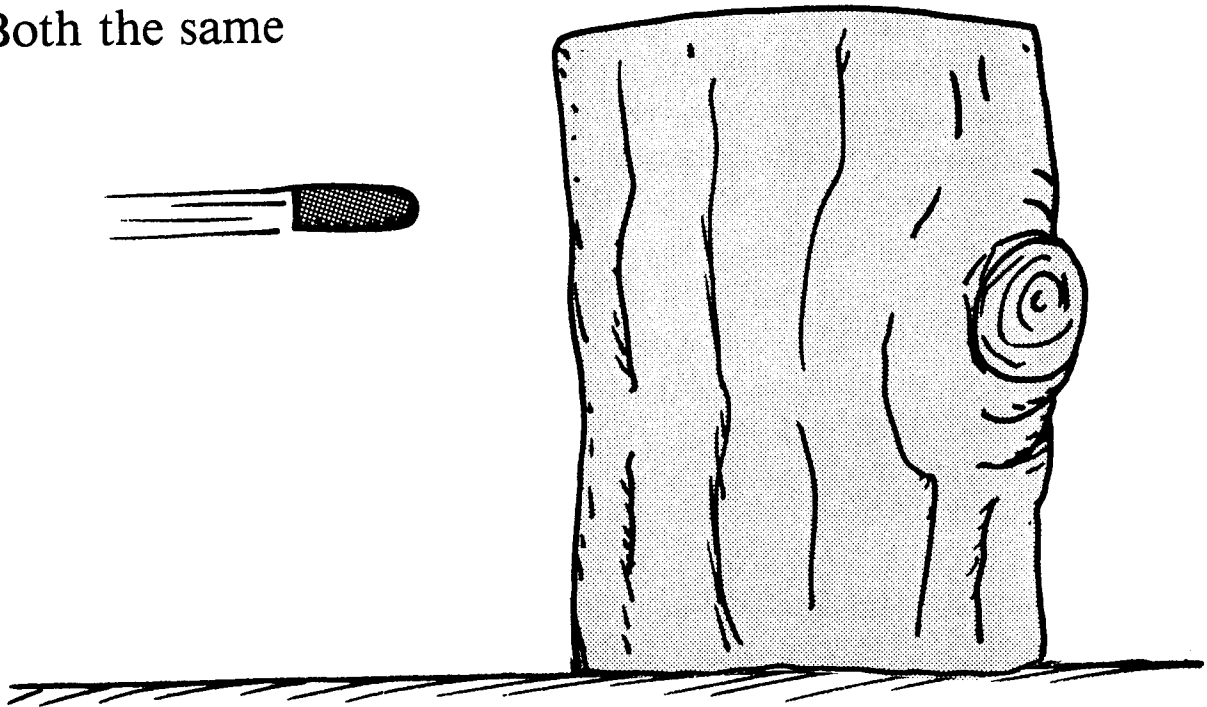
Inelastic collisions



RUBBER BULLET

A rubber bullet and an aluminum bullet both have the same size, speed, and mass. They are fired at a block of wood. Which is most likely to knock the block over?

- a) The rubber bullet
- b) The aluminum bullet
- c) Both the same



Which is most likely to damage the block?

- a) The rubber bullet
- b) The aluminum bullet
- c) Both the same