

## Chapter 9

<p>(Linear) momentum of an object</p>	<p><math>\mathbf{p} = m * \mathbf{v}</math> , where <math>p</math> is the object's momentum, <math>m</math> the mass and <math>\mathbf{v}</math> the velocity.</p>
<p>Total momentum of a system of objects</p>	<p><math>\mathbf{p}_{\text{total}} = \mathbf{p}_1 + \mathbf{p}_2 + \mathbf{p}_3 + \dots</math></p>
<p>Momentum form of Newton's 2<sup>nd</sup> law</p>	<p><math>\Sigma \mathbf{F} = \lim_{\Delta t \rightarrow 0} \Delta \mathbf{p} / \Delta t</math> (or <math>\Sigma \mathbf{F}_{\text{ave}} = \Delta \mathbf{p} / \Delta t</math>)</p>

Definition of impulse	$I = F_{\text{ave}} * \Delta t$
Impulse-momentum theorem	$I = \Delta \mathbf{p} (= \mathbf{p}_{\text{final}} - \mathbf{p}_{\text{initial}})$
Conservation of momentum (used to analyze collisions)	$\mathbf{p}_{\text{total initial}} = \mathbf{p}_{\text{total final}}$ <p>(this holds when no net external force acts on a system of particles with total momentum <math>\mathbf{p}_{\text{total}}</math>)</p>

<p>Elastic collisions</p>	<p>collisions for which  <math>KE_{\text{initial}} = KE_{\text{final}}</math>  in this particular case we  derived that  <math>v_{1\text{initial}} + v_{1\text{final}} = v_{2\text{initial}} + v_{2\text{final}}</math></p>
<p>Perfectly inelastic collisions</p>	<p>collisions where the two  colliding objects stick together  so that  <math>v_{1\text{final}} = v_{2\text{final}}</math></p>
<p>mass <math>m_1</math> is located at <math>x=x_1</math>  mass <math>m_2</math> is located at <math>x=x_2</math>  where is the center of mass  <math>X_{\text{cm}}</math> located?</p>	<p><math>X_{\text{cm}} = (m_1 \cdot x_1 + m_2 \cdot x_2) / (m_1 + m_2)</math>  (A similar expression for <math>Y_{\text{cm}}</math>  holds if the particles are  spread out in the y-direction.)</p>

Formulas for the velocity of the center of mass and for the acceleration of the c.m.

$$\mathbf{V}_{\text{cm}} = (m_1 \mathbf{v}_1 + m_2 \mathbf{v}_2) / (m_1 + m_2)$$

$$\mathbf{A}_{\text{cm}} = (m_1 \mathbf{a}_1 + m_2 \mathbf{a}_2) / (m_1 + m_2)$$

Newton's 2<sup>nd</sup> law for the motion of the c.m.

$$\mathbf{M} \mathbf{A}_{\text{cm}} = \mathbf{F}_{\text{net,ext}}$$

where  $M = (m_1 + m_2)$ , and  
where  $\mathbf{F}_{\text{net,ext}}$  = the net external force.

If a system is isolated so that  $\mathbf{F}_{\text{net,ext}}$  is zero then

the velocity of the c.m. is constant ( $\mathbf{V}_{\text{cm}} = \text{constant}$ )

If a two dimensional extended object is thrown

Its c.m. traces out projectile motion while the object rotates about its c.m. with constant angular velocity.

## Chapter 10

Angular displacement $\Delta \theta$	$\Delta \theta = \theta_{\text{final}} - \theta_{\text{initial}}$ $\theta$ is measured by the angle of rotation counter-clockwise relative to the x-direction.
Angular velocity $\omega$	$\omega = \lim_{t \rightarrow 0} (\Delta \theta / \Delta t)$
units of angular velocity	radians per second, (r)/sec

Angular acceleration	$\alpha = \lim_{t \rightarrow 0} (\Delta\omega / \Delta t)$
Units of angular acceleration	radians per second <sup>2</sup> ; (r)/sec <sup>2</sup>
Kinematical equations for the case where $\alpha = \text{constant}$ (use just $t$ in place of $\Delta t$ )	$\alpha = (\Delta \omega) / t$ $\theta = \omega_{\text{ave}} * t$ $\omega_{\text{ave}} = 1/2 (\omega_{\text{initial}} + \omega_{\text{final}})$ $\theta = \omega_{\text{initial}} * t + 1/2 \alpha * t^2$ $\omega_{\text{final}}^2 - \omega_{\text{initial}}^2 = 2 * \alpha * \theta$ <p>(compare these eqs. with those in Ch 2)</p>

relate angular velocity to period T	$T = 2\pi/\omega$ [or, $\omega = 2\pi/T$ ]
relate angular velocity to rpm	#rpm = $\omega \cdot (60/2\pi)$
relate angular velocity to tangential velocity	tangential velocity = radius $\cdot\omega$

<p>express centripetal acceleration in terms of angular velocity and radius</p>	$a_{cp} = \text{radius} * \omega^2$
<p>express tangential acceleration during circular motion in terms of the angular acceleration</p>	$a_t = \text{radius} * \alpha$
<p>moment of inertia</p>	$I = \sum m_i * r_i^2$ $= M * R^2 \text{ (ring of mass M)}$ $= 1/2 M * R^2 \text{ (solid disc of mass M)}$ $= 1/12 M * L^2 \text{ (rod of length L mass M)}$

Total kinetic energy of a rolling  
hoop or disc

$$\begin{aligned} KE_{\text{tot}} &= KE_{\text{translational}} + KE_{\text{rotational}} \\ &= 0.5 M v^2 + 0.5 I \omega^2 \end{aligned}$$

(note that for rolling,  
 $v = \omega * \text{radius of hoop of disc}$ )