

Principle of Impulse and Momentum

* Linear impulse and momentum:

$$\sum \vec{F} = \frac{d}{dt} (m \vec{v}_G) \Rightarrow \sum \int_{t_1}^{t_2} \vec{F} dt = m(\vec{v}_G)_2 - m(\vec{v}_G)_1$$

* Angular impulse and momentum:

$$\sum M_G = \frac{d}{dt} (I_G \omega) \Rightarrow \sum \int_{t_1}^{t_2} M_G dt = I_G \omega_2 - I_G \omega_1$$

$$\Rightarrow \left\{ \begin{array}{l} \sum \text{Force} = \frac{d}{dt} (\text{Linear momentum}) = \frac{d}{dt} (\underline{\text{Mass}} \times \underline{\text{Velocity}}) \\ \sum \text{Moment} = \frac{d}{dt} (\text{Angular momentum}) \\ = \frac{d}{dt} (\underline{\text{Mass moment of inertia}} \times \underline{\text{Angular velocity}}) \end{array} \right. \#$$

$$\Rightarrow \left\{ \begin{array}{l} \sum (\text{Linear impulse}) = \Delta (\text{Linear momenta}) \\ \sum (\text{Angular impulse}) = \Delta (\text{Angular momenta}) \end{array} \right. \#$$

Conservation of Momentum

* When $\sum \int_{t_1}^{t_2} \vec{F} dt$ is small (both \vec{F} and $\int_{t_1}^{t_2} dt$ are small),

$$\Rightarrow \sum \int_{t_1}^{t_2} \vec{F} dt \cong 0 = m(\vec{v}_G)_2 - m(\vec{v}_G)_1 \Rightarrow$$

$$\Rightarrow m(\vec{v}_G)_2 = m(\vec{v}_G)_1$$

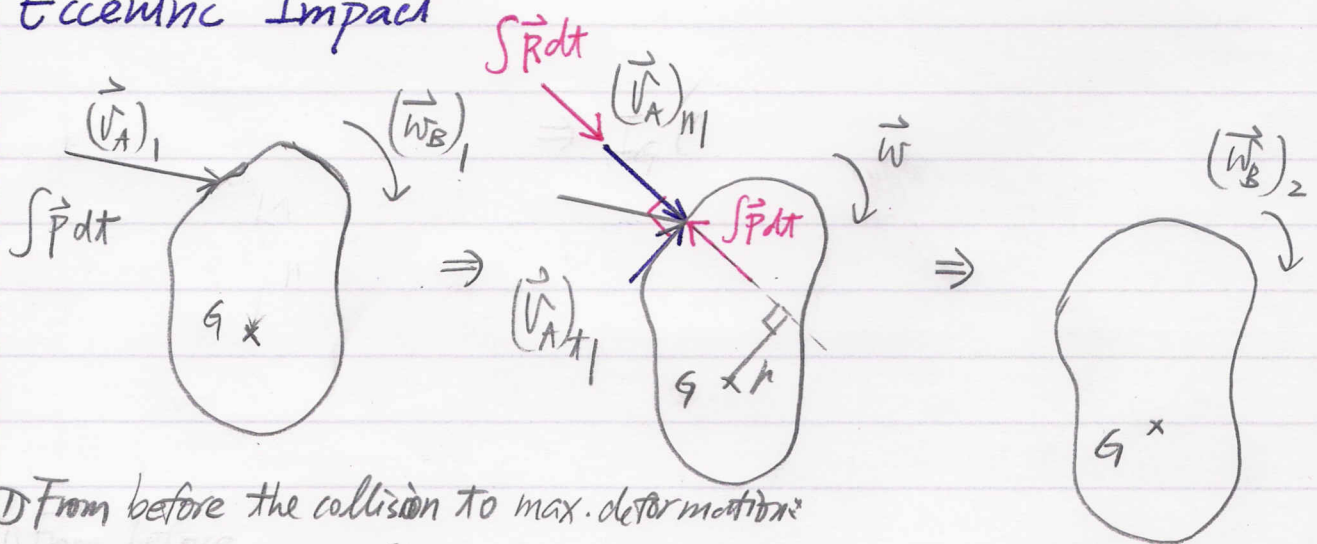
$$\Rightarrow \sum (m_i \vec{v}_i)_2 = \sum (m_i \vec{v}_i)_1$$

* When $\sum \int_{t_1}^{t_2} M_G dt$ is small (both M_G and $\int_{t_1}^{t_2} dt$ are small),

$$\Rightarrow \sum \int_{t_1}^{t_2} M_G dt \cong 0 = I_G \cdot \omega_2 - I_G \cdot \omega_1$$

$$\Rightarrow I_G \omega_2 = I_G \omega_1$$

Eccentric Impact



① From before the collision to max. deformation:

$$I_G (\vec{\omega}_B)_1 + r \int P dt = I_G \cdot \omega$$

② From max. deformation to just after the impact:

$$I_G \omega + r \int R dt = I_G (\vec{\omega}_B)_2$$

$$\Rightarrow e = \frac{\int R dt}{\int P dt} = \frac{(V_B)_2 - V}{V - (V_B)_1} = \frac{V - (V_A)_2}{(V_A)_1 - V}$$

$$\Rightarrow e = \frac{(V_B)_2 - (V_A)_2}{(V_A)_1 - (V_B)_1}$$