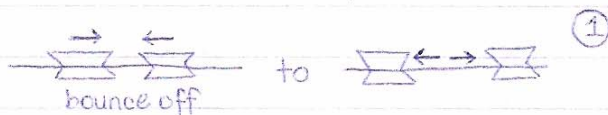


Collisions

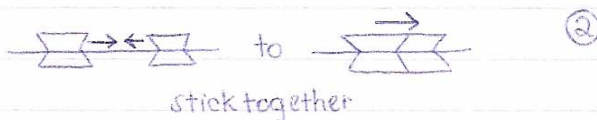


$r = k(T) [A]^m [B]^n$
 rate / constant temp

DEMO: Regular collision



Versus inelastic



For example: Regular H₂O captures neutrons (2); heavy water slows it down, but it bounces off (1)

Conservation of Momentum

$\vec{I} = \Delta \vec{p} = \vec{F}_{avg} \Delta t$

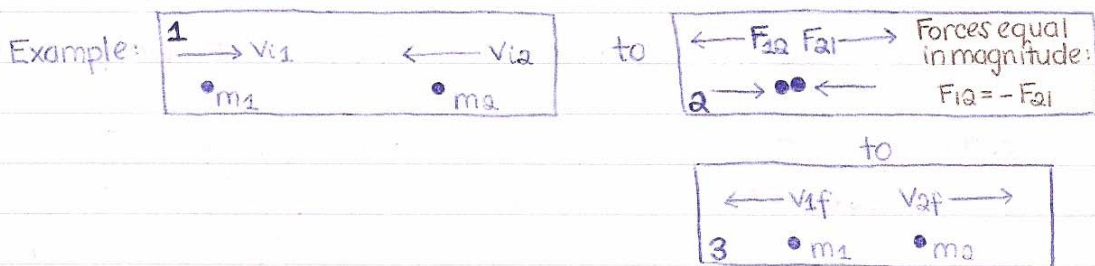
$I_x = \Delta p_x = (F_{avg})_x \Delta t$
 $I_y = \Delta p_y = (F_{avg})_y \Delta t$ } components

$\Delta \vec{p} = \vec{F}_{avg} \Delta t$, $\vec{F}_{avg} = 0$ w/ no external forces

$\therefore \Delta \vec{p} = 0$ OR $p_i = p_f$

proven with next example

for now, head on collisions:



$\Delta \vec{p}_1 = m_1 \vec{v}_{1f} - m_1 \vec{v}_{1i} = \vec{F}_{12} \Delta t$ Equation #1

$\Delta \vec{p}_2 = m_2 \vec{v}_{2f} - m_2 \vec{v}_{2i} = \vec{F}_{21} \Delta t = -\vec{F}_{12} \Delta t$ Equation #2

$\Delta \vec{p} = \Delta \vec{p}_1 + \Delta \vec{p}_2 = m_1 \vec{v}_{1f} - m_1 \vec{v}_{1i} + m_2 \vec{v}_{2f} - m_2 \vec{v}_{2i} = \vec{0}$ Sum Equation
 (Note: $\vec{F}_{21} = -\vec{F}_{12}$ from Newton's 3rd Law)

So, $m_1 \vec{v}_{1i} + m_2 \vec{v}_{2i} = m_1 \vec{v}_{1f} + m_2 \vec{v}_{2f}$ Momentum Conserved!

Can be expanded to any number of objects

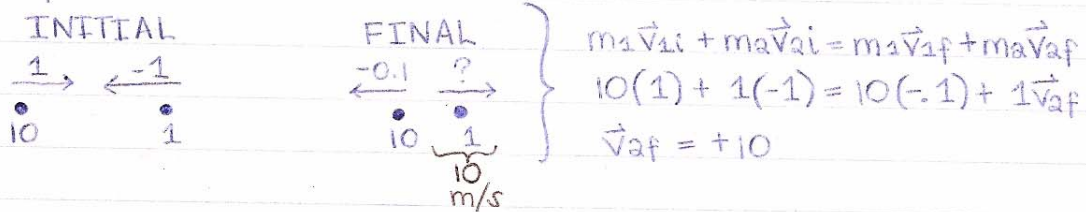
Must be isolated

Note:

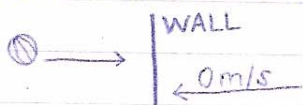
Conservation of \vec{p} applies to the SYSTEM

Not conserving velocity, but conserving mv

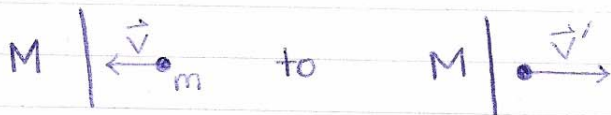
Example:



Problems with Understanding?



Seems like \vec{p} won't be conserved...



$$-mv + 0 = mv' + MV$$

$$V = \frac{-m(v+v')}{M}$$

the bigger the M, the smaller the V
 $M \rightarrow \infty, V \rightarrow 0$

wall becomes part of system as a really heavy object

DEMO



balls lifted = balls moving on other side
 due to: conservation of energy
 conservation of p

Example



to



$$\frac{mv}{2} + \frac{mv}{2} = mv$$

$$\frac{1}{2}mv^2 = 2 \cdot \frac{1}{2}m\left(\frac{v}{2}\right)^2$$

$$= \frac{1}{4}mv^2 \text{ KE not conserved!}$$