

Notes

Basic terms in collision:

Suppose 2 bodies of mass m_1 and m_2 moving with velocities \vec{v}_1 and \vec{v}_2 collide and \hat{n} denotes the normal to the common surface of collision

We can define the velocities of both bodies in terms of the \hat{n} as

$\vec{v}_{1,\perp}$ & $\vec{v}_{2,\perp}$ denote the component of velocity perpendicular to \hat{n} and parallel to common surface

$\vec{v}_{1,\parallel}$ & $\vec{v}_{2,\parallel}$ denote the component of velocity parallel to \hat{n} and perpendicular to common surface

We say a collision is direct or headon if $\vec{v}_{1,\perp}$ & $\vec{v}_{2,\perp}$ are both zero

Coefficient of restitution:

It is defined as the ratio of relative speed of separation divided by relative speed of approach after and before collision, or we can write mathematically that

$$\vec{v}_{2,\parallel,f} - \vec{v}_{1,\parallel,f} = e(\vec{v}_{1,\parallel,i} - \vec{v}_{2,\parallel,i})$$

Based on the values of e , we define types of collisions as:

Perfectly elastic collision: $e = 1$

Perfectly inelastic collision: $e = 0$

Partially elastic collision: $0 < e < 1$

Finding Final Velocity:

Apply conservation of momentum of system and the condition for coefficient of restitution

We get, $\vec{v}_{2,\perp,f} = \vec{v}_{2,\perp,i}$ and $\vec{v}_{1,\perp,f} = \vec{v}_{1,\perp,i}$ and:

$$\vec{v}_{2,\parallel,f} = \frac{m_1 \vec{v}_{1,\parallel,i} + m_2 \vec{v}_{2,\parallel,i} - em_1(\vec{v}_{2,\parallel,i} - \vec{v}_{1,\parallel,i})}{m_1 + m_2}$$

$$\vec{v}_{1,\parallel,f} = \frac{m_1 \vec{v}_{1,\parallel,i} + m_2 \vec{v}_{2,\parallel,i} - em_2(\vec{v}_{1,\parallel,i} - \vec{v}_{2,\parallel,i})}{m_1 + m_2}$$

We can also calculate the loss of energy in collision using the above equations and that is:

$$\Delta E = \frac{1}{2} (1 - e) \frac{m_1 m_2}{m_1 + m_2} |\vec{v}_{2,\parallel,i} - \vec{v}_{1,\parallel,i}|^2$$