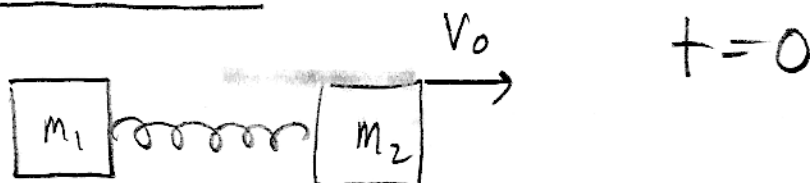


Initial Conditions

note:  $U = x_1' - x_2' + l = x_1 - x_2 + l$   
 $\dot{U} = \dot{x}_1' - \dot{x}_2' = \dot{x}_1 - \dot{x}_2 = v_1 - v_2$

$$\dot{U}(0) = v_1(0) - v_2(0) = -v_0$$

$$\dot{U}(t) = \omega A \cos \omega t - \omega B \sin \omega t$$

$$\dot{U}(0) = \omega A = -v_0, \quad A = -v_0/\omega$$

B?  $U(0) = x_1' - x_2' + l = 0 = B$

$$\dot{X} = \frac{m_1 \dot{x}_1 + m_2 \dot{x}_2}{m_1 + m_2} = \frac{m_2}{m_1 + m_2} v_0 \quad (\text{constant!})$$

$$x_1 = X + \frac{\mu}{m_1} (x_1 - x_2)$$

$$\dot{x}_1 = \dot{X} + \frac{\mu}{m_1} (\dot{x}_1 - \dot{x}_2) = \dot{X} + \frac{\mu}{m_1} \dot{U}$$

$$= \frac{m_2}{m_1 + m_2} \left( v_0 - \frac{\omega v_0}{\omega} \cos \omega t \right)$$

$$\dot{x}_1 = \frac{\mu}{m_1} v_0 (1 - \cos \omega t)$$

$$\dot{x}_2 = \dot{X} - \frac{\mu}{m_2} (\dot{x}_1 - \dot{x}_2) = \frac{m_2}{m_1 + m_2} v_0 + \frac{m_1}{m_1 + m_2} v_0 \cos \omega t$$

$$\dot{x}_2 = v_0 \mu \left( \frac{1}{m_1} + \frac{\cos \omega t}{m_2} \right)$$

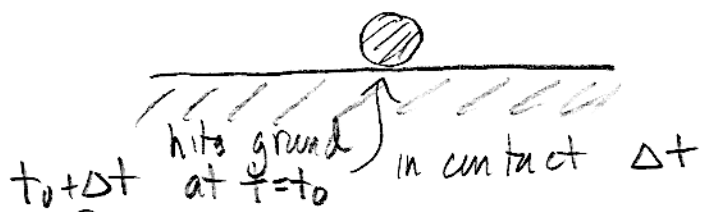
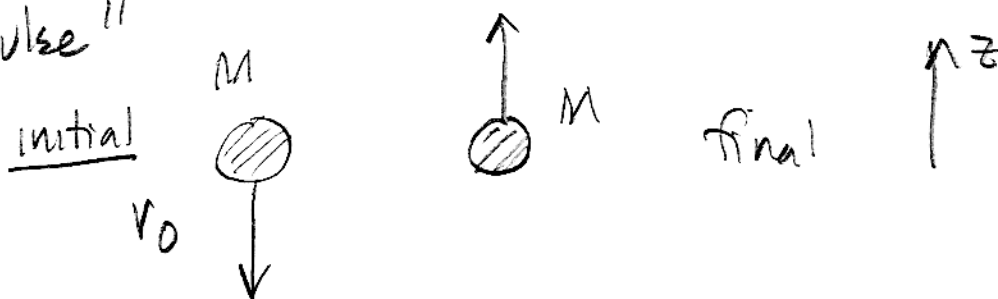
# Impulse

$$\vec{F} = \frac{d\vec{p}}{dt}$$

point particle

$$\int_0^+ \vec{F} dt = \int_0^+ \frac{d\vec{p}}{dt} dt = \underbrace{\vec{p}(+) - \vec{p}(0)}_{\text{change in momentum}}$$

"Impulse"



$$\int_{t_0}^{t_0 + \Delta t} \vec{F} dt = \vec{p}(\text{final}) - \vec{p}(\text{initial})$$

$$= +Mv_0 \hat{k} - (-Mv_0 \hat{k})$$

$$\approx \vec{F} \cdot \Delta t = 2Mv_0 \hat{k}$$

$$\vec{F} \approx \frac{2Mv_0}{\Delta t} \hat{k}$$

Ball...  
 $M = 0.2 \text{ kg}$   
 $v_0 = 8 \text{ m/s}$   
 $\Delta t \approx 10^{-3} \text{ s}$

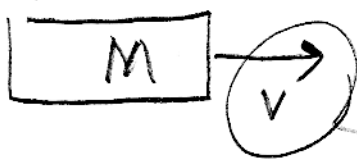
$$|\vec{F}| \approx \frac{2 \times 0.2 \times 8}{10^{-3}} \approx \underline{\underline{3.2 \cdot 10^3 \text{ N}}}$$

$|\vec{F}|$  causes broken bones.

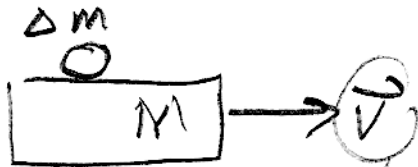
When you fall... make  $\Delta t$  as large as possible, reduces risk of injury.

Getting hit....

$\Delta m \vec{u}$



$\Delta t$  later



↑ applied force

make same as

need force  $\vec{F}$  to keep  $\vec{v}$  same...

initial:  $\vec{P}(t) = M\vec{v} + \Delta m \vec{u}$

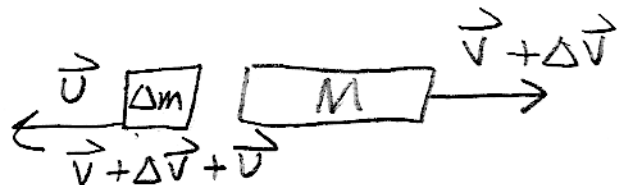
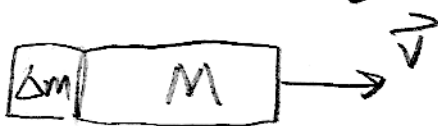
final  $\vec{P}(t+\Delta t) = M\vec{v} + \Delta m \vec{v}$

$$\Delta \vec{P} = \vec{P}(t+\Delta t) - \vec{P}(t) = \Delta m (\vec{v} - \vec{u})$$

$$\Rightarrow \vec{F} = \frac{\Delta \vec{P}}{\Delta t} = \frac{\Delta m}{\Delta t} (\vec{v} - \vec{u}) \rightarrow \frac{dm}{dt} (\vec{v} - \vec{u})$$

$$= 0 \text{ when } \vec{v} = \vec{u}$$

More interesting...



no external force.

$$0 = \vec{P}(\text{final}) - \vec{P}(\text{initial})$$

$$0 = M(\vec{v} + \Delta\vec{v}) + \Delta m(\vec{v} + \Delta\vec{v} + \vec{u}) - (M + \Delta m)\vec{v}$$

$$= M\Delta\vec{v} + \Delta m\vec{u}$$

or  $M \frac{\Delta\vec{v}}{\Delta t} = - \frac{\Delta m}{\Delta t} \vec{u}$

so  $M \frac{d\vec{v}}{dt} = - \frac{dm}{dt} \vec{u}$

$$\frac{dm}{dt} = - \frac{dM}{dt}$$

in gravitational field.

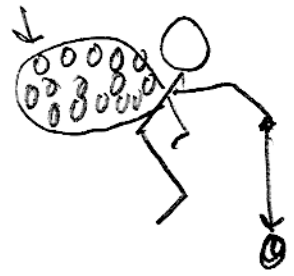
mass lost = loss of mass from rocket.

$$M\vec{g} = M \frac{d\vec{v}}{dt} - \frac{dM}{dt} \vec{u}$$

or  $\frac{d\vec{v}}{dt} = \vec{g} + \frac{\vec{u}}{M} \frac{dM}{dt}$

Levitation By Throwing Baseballs  $\frac{dv}{dt} = 0$

100 baseballs



$M = 60 \text{ kg (body)}$   
 $+ 14.5 \text{ kg (100 baseballs)}$   


---

 $74.5 \text{ kg}$   
 throw at 70 mph  
 31.3 m/s.

earth.

so,  $\frac{dM}{dt} = \left| \frac{g}{u/M} \right| = \left| \frac{9.8}{31.3/74.5} \right|$   
 $\frac{dM}{dt} = 23.3 \text{ kg/s}$

1 baseball  $\approx 0.145 \text{ kg}$   $\rightarrow \frac{23.3}{0.145} = 161 \frac{\text{baseballs}}{\text{second}}$