Lecture 9 – Kinetics of rigid bodies: Impulse and Momentum

Momentum of 2-D Rigid Bodies

Recall that in lecture 5, we	discussed the use of momentum of particles. Given that a
particle has a	, and is travelling with a,
its momentum is given by	
Now, let us consider a 2-D	rigid body of mass m_G translating in a straight line with
velocity \mathbf{v}_G . We can determ	ne the
of the rigid body by summ	ng vectorially the linear momentum of each particle that
makes up this body, i.e.	
	[Eqn. î
The term L in equation 1 d	notes the rigid body linear momentum.
When a 2-D rigid body und	ergoes a rotational motion, its
is given by	
	[Eqn.2
where H _O is the angular m	omentum of the rigid body about point O
$I_{\rm O}$ is the moment of	inertial computed at point O
ω Is the angular ve	ocity of the rigid body

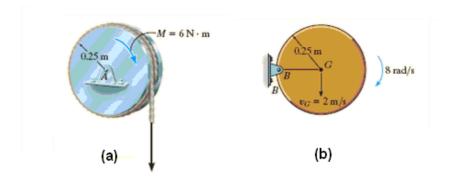


Figure 1

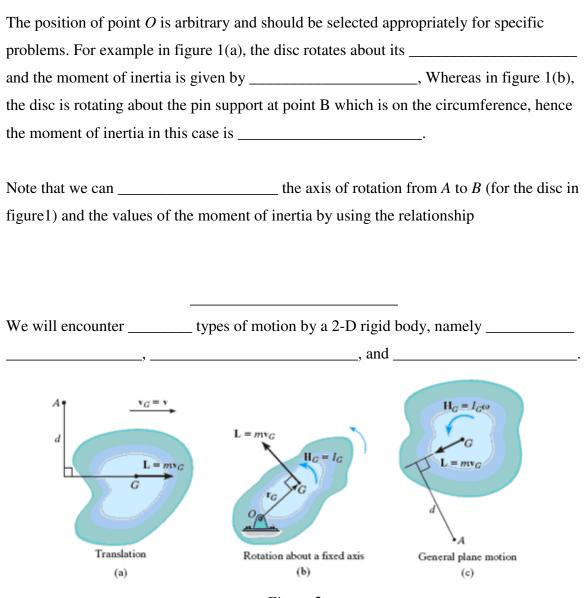


Figure 2

This point is denoted by the subscript G.	
Pure Translation	
For a 2-D rigid body undergoing only translation	onal motion, its momentum is given by
Rotation About a Fixed Axis	
For a 2-D rigid body undergoing rotational mo	tion about a fixed axis, its momentum is
given by	
or we can also compute the angular momentum	at the rotational axis, denoted by point O
in this case	
General Plane Motion	
For a 2-D rigid body in a general plane motion	, i.e. it is undergoing both translational and
rotational motions, its momentum is given by	

Note that we will usually compute the momentum at the centre of mass of the object.

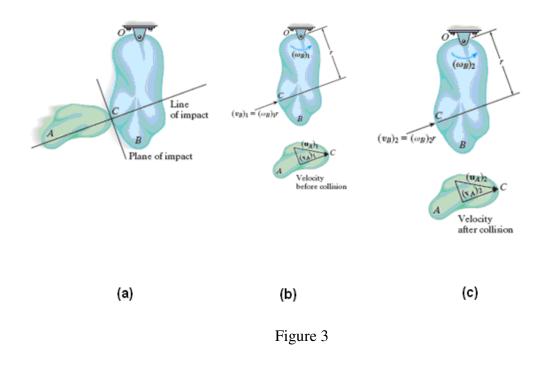
Principle of Impulse and Momentum

Linear Impulse and Momentum

Recall that a linear impulse for a particle is given by
It is a vector quantity which quantifies the effects of a force during the time the force
acts. It has the same direction as the force, and its magnitude has units of <i>N sec</i> .
The principle of linear impulse and momentum states that the
acted on the body by external forces during the time interval t_1 to t_2 is equal to
of the body during the same time
interval. Rewriting this in a mathematical expression yields
[Eqn.3]
Angular Impulse and Momentum
The principle of angular impulse momentum of a 2-D rigid body takes a similar form as
the linear momentum. Hence, for a body undergoing general plane motion, this is given
by
[Eqn.4]
Combination of Linear and Angular Impulse and Momentum
We can summarise the principle of impulse and momentum for a rigid body with planar
motion, i.e. translation on x - y plane and rotation about z axis, as

Conservation of Momentum

Linear Momentum
From equation 3, we see that if the acting on the
body over the time interval, the linear momentum of the system
must be, i.e.
0 = [Final linear momentum] - [Initial linear momentum] [Final linear momentum] = [Initial linear momentum]
We can apply the concept of momentum conservation when the linear impulses are
circumstances are small forces acting over very short period of time.
Angular Momentum $0 = [Final angular momentum] - [Initial angular momentum]$ $[Final angular momentum] = [Initial angular momentum]$
The conservation of angular momentum takes a similar form as the linear part.
An example of conservation of angular momentum in practice is when a diver athlete executes a somersault. He tucks in his limps close to his body in order to reduce his body's moment of inertia, so that his angular velocity (in this case, spin rate) increases.
Eccentric Impact
An eccentric impact is an impact where the mass centres of two rigid bodies
(See figure 3a). In the case where alignment is present, we use the particle impact analysis as discussed in lecture 4.



Recall the ______ that we encountered before while analysing central impact. The coefficient of restitution is defined as the ratio of ______ of the points of contact just after impact to the _____ of these points.

Therefore, for the eccentric impact, the coefficient of restitution is given by

where v_A denotes the velocity of body A in the direction of the line of impact v_B denotes the velocity of body B in the direction of the line of impact subscript 1 denotes the values before impact subscript 2 denotes the values after impact