

CENTRE OF MASS

Mass Moment : $\vec{M} = m \vec{r}$

CENTRE OF MASS OF A SYSTEM OF 'N' DISCRETE PARTICLES

$$\vec{r}_{\text{cm}} = \frac{m_1 \vec{r}_1 + m_2 \vec{r}_2 + \dots + m_n \vec{r}_n}{m_1 + m_2 + \dots + m_n} ; \vec{r}_{\text{cm}}$$

$$= \frac{\sum_{i=1}^n m_i \vec{r}_i}{\sum_{i=1}^n m_i} \vec{r}_{\text{cm}} = \frac{1}{M} \sum_{i=1}^n m_i \vec{r}_i$$

CENTRE OF MASS OF A CONTINUOUS MASS DISTRIBUTION

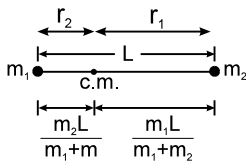
$$x_{\text{cm}} = \frac{\int x \, dm}{\int dm}, \quad y_{\text{cm}} = \frac{\int y \, dm}{\int dm}, \quad z_{\text{cm}} = \frac{\int z \, dm}{\int dm}$$

$$\int dm = M \text{ (mass of the body)}$$

CENTRE OF MASS OF SOME COMMON SYSTEMS

⇒

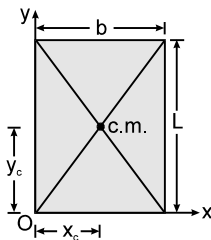
A system of two point masses $m_1, r_1 = m_2, r_2$



The centre of mass lies closer to the heavier mass.

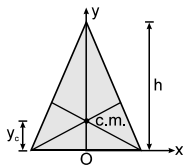
⇒

Rectangular plate (By symmetry)



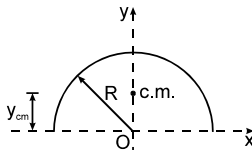
$$x_c = \frac{b}{2} \quad y_c = \frac{L}{2}$$

⇒ A triangular plate (By qualitative argument)



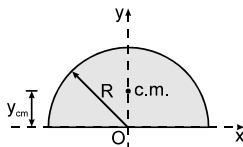
at the centroid : $y_c = \frac{h}{3}$

⇒ A semi-circular ring



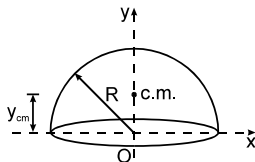
$$y_c = \frac{2R}{\pi} \quad x_c = O$$

⇒ A semi-circular disc



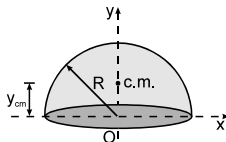
$$y_c = \frac{4R}{3\pi} \quad x_c = O$$

⇒ A hemispherical shell



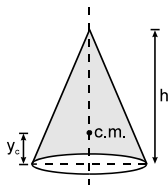
$$y_c = \frac{R}{2} \quad x_c = O$$

⇒ A solid hemisphere



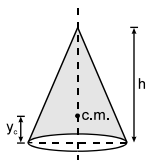
$$y_c = \frac{3R}{8} \quad x_c = O$$

⇒ A circular cone (solid)



$$y_c = \frac{h}{4}$$

⇒ A circular cone (hollow)



$$y_c = \frac{h}{3}$$

MOTION OF CENTRE OF MASS AND CONSERVATION OF MOMENTUM:

Velocity of centre of mass of system

$$\begin{aligned}\vec{v}_{cm} &= \frac{m_1 \frac{d\vec{r}_1}{dt} + m_2 \frac{d\vec{r}_2}{dt} + m_3 \frac{d\vec{r}_3}{dt} + \dots + m_n \frac{d\vec{r}_n}{dt}}{M} \\ &= \frac{m_1 \vec{v}_1 + m_2 \vec{v}_2 + m_3 \vec{v}_3 + \dots + m_n \vec{v}_n}{M}\end{aligned}$$

$$\vec{P}_{\text{System}} = M \vec{v}_{cm}$$

Acceleration of centre of mass of system

$$\begin{aligned}\vec{a}_{cm} &= \frac{m_1 \frac{d\vec{v}_1}{dt} + m_2 \frac{d\vec{v}_2}{dt} + m_3 \frac{d\vec{v}_3}{dt} + \dots + m_n \frac{d\vec{v}_n}{dt}}{M} \\ &= \frac{m_1 \vec{a}_1 + m_2 \vec{a}_2 + m_3 \vec{a}_3 + \dots + m_n \vec{a}_n}{M} \\ &= \frac{\text{Net force on system}}{M} = \frac{\text{Net External Force} + \text{Net internal Force}}{M} \\ &= \frac{\text{Net External Force}}{M}\end{aligned}$$

$$\vec{F}_{\text{ext}} = M \vec{a}_{cm}$$

IMPULSE

Impulse of a force F action on a body is defined as :-

$$\vec{J} = \int_{t_i}^{t_f} F dt \quad \vec{J} = \Delta \vec{P} \quad (\text{impulse - momentum theorem})$$

Important points :

1. Gravitational force and spring force are always non-impulsive.
2. An impulsive force can only be balanced by another impulsive force.

COEFFICIENT OF RESTITUTION (e)

$$\begin{aligned}e &= \frac{\text{Impulse of reformation}}{\text{Impulse of deformation}} = \frac{\int F_r dt}{\int F_d dt} \\ &= \frac{\text{Velocity of separation along line of impact}}{\text{Velocity of approach along line of impact}}\end{aligned}$$

- (a) $e = 1$ \Rightarrow Impulse of Reformation = Impulse of Deformation
 \Rightarrow Velocity of separation = Velocity of approach
 \Rightarrow Kinetic Energy may be conserved
 \Rightarrow Elastic collision.
- (b) $e = 0$ \Rightarrow Impulse of Reformation = 0
 \Rightarrow Velocity of separation = 0
 \Rightarrow Kinetic Energy is not conserved
 \Rightarrow Perfectly Inelastic collision.
- (c) $0 < e < 1$ \Rightarrow Impulse of Reformation < Impulse of Deformation
 \Rightarrow Velocity of separation < Velocity of approach
 \Rightarrow Kinetic Energy is not conserved
 \Rightarrow Inelastic collision.

VARIABLE MASS SYSTEM :

If a mass is added or ejected from a system, at rate μ kg/s and relative velocity \vec{v}_{rel} (w.r.t. the system), then the force exerted by this mass on the system has magnitude $\mu|\vec{v}_{\text{rel}}|$.

Thrust Force (\vec{F}_t)

$$\vec{F}_t = \vec{v}_{\text{rel}} \left(\frac{dm}{dt} \right)$$

Rocket propulsion :

If gravity is ignored and initial velocity of the rocket $u = 0$;

$$v = v_r \ln \left(\frac{m_0}{m} \right).$$