

Perfectly Elastic Head-On Collision:

Let two bodies of masses m_1 and m_2 moving with initial velocities u_1 and u_2 in the same direction and they collide such that after collision their final velocities are v_1 and v_2 respectively.

According to law of conservation of momentum

$$m_1 u_1 + m_2 u_2 = m_1 v_1 + m_2 v_2 \quad \dots(i)$$

$$\Rightarrow m_1(u_1 - v_1) = m_2(v_2 - u_2) \quad \dots(ii)$$

According to law of conservation of kinetic energy \

$$\left[\frac{1}{2} m_1 u_1^2 + \frac{1}{2} m_2 u_2^2 = \frac{1}{2} m_1 v_1^2 + \frac{1}{2} m_2 v_2^2 \right] \quad \dots(iii)$$

$$\Rightarrow m_1(u_1^2 - v_1^2) = m_2(v_2^2 - u_2^2) \quad \dots(iv)$$

Dividing equation (iv) by equation (ii)

$$v_1 + u_1 = v_2 + u_2 \quad \dots(v)$$

$$\Rightarrow u_1 - u_2 = v_2 - v_1 \quad \dots(vi)$$

Relative velocity of separation is equal to relative velocity of approach.

Note :

- The ratio of relative velocity of separation and relative velocity of approach is defined as coefficient of restitution.

$$e = \frac{v_2 - v_1}{u_1 - u_2}$$

or

$$v_2 - v_1 = e(u_1 - u_2)$$

For perfectly elastic collision, $e = 1$,

$$\therefore v_2 - v_1 = u_1 - u_2$$

[As shown in eq. (vi)] For perfectly inelastic collision, $e = 0$

$$\therefore v_2 - v_1 = 0$$

$$\text{or } v_2 = v_1$$

It means that two body stick together and move with same velocity.

For inelastic collision,

$$0 < e$$

$$< 1$$

$$\therefore v_2 - v_1 = e(u_1 - u_2)$$

In short we can say that e is the degree of elasticity of collision and it is dimensionless quantity.

Further from equation (v) we get

$$v_2 = v_1 + u_1 - u_2$$

Substituting this value of v_2 in equation (i) and rearranging, we get

$$v_1 = \frac{(m_1 - m_2)m_1 + m_2}{m_1 + m_2}u_1 + \frac{2m_2}{m_1 + m_2}u_2 \quad \dots(\text{vii})$$

Similarly we get,

$$v_2 = \frac{(m_2 - m_1)m_1 + m_2}{m_1 + m_2}u_2 + \frac{2m_1}{m_1 + m_2}u_1 \quad \dots(\text{viii})$$

(1) Special cases of head on elastic collision:

(i) If projectile and target are of same mass i.e.

$$m_1 = m_2$$

Since

$$u_1 = \frac{(m_1 - m_2)m_1 + m_2}{m_1 + m_2}u_1 + \frac{2m_2m_1 + m_2}{m_1 + m_2}u_2$$

and

$$u_2 = \frac{(m_2 - m_1)m_1 + m_2}{m_1 + m_2}u_2 + \frac{2m_1u_1m_1 + m_2}{m_1 + m_2}$$

Substituting $m_1 = m_2$, we get

$$u_1 = u_2$$

and

$$u_2 = u_1$$

It means when two bodies of equal masses undergo head on elastic collision, their velocities get interchanged.

Example : Collision of two billiard balls

(ii) If massive projectile collides with a light target i.e.

$$m_1 \gg m_2$$

Since

$$u_1 = \frac{(m_1 - m_2)m_1 + m_2}{m_1 + m_2}u_1 + \frac{2m_2u_2m_1 + m_2}{m_1 + m_2}$$

and

$$u_2 = \frac{(m_2 - m_1)m_1 + m_2}{m_1 + m_2}u_2 + \frac{2m_1u_1m_1 + m_2}{m_1 + m_2}$$

Substituting $m_2 = 0$, we get

$$u_1 = u_1$$

and

$$u_2 = 2u_1 - u_2$$

Example: Collision of a truck with a cyclist.

(iii) If light projectile collides with a very heavy target i.e.

$$m_1 \ll m_2$$

Since

$$u_1 = \frac{(m_1 - m_2)u_1 + 2m_2u_2}{m_1 + m_2}$$

and

$$u_2 = \frac{(m_2 - m_1)u_2 + 2m_1u_1}{m_1 + m_2}$$

Substituting

$$m_2 = 0, \text{ we get}$$

$$u_1 = -u_1 + 2u_2 \quad \text{and} \quad u_2 = u_2$$

Example: Collision of a ball with a massive wall.

(2) Kinetic energy transfer during head on elastic collision

Kinetic energy of projectile before collision

$$K_i = \frac{1}{2}m_1u_{21}^2$$

Kinetic energy of projectile after collision

$$K_f = \frac{1}{2}m_1v_{21}^2$$

Kinetic energy transferred from projectile to target

$\Delta K =$ decrease in kinetic energy in projectile

$$\Delta K = \frac{1}{2}m_1u_{21}^2 - \frac{1}{2}m_1v_{21}^2$$

$$= \frac{1}{2}m_1(u_{21}^2 - v_{21}^2)$$

Fractional decrease in kinetic energy

$$\frac{\Delta K}{K_i} = \frac{\frac{1}{2}m_1(u_{21}^2 - v_{21}^2)}{\frac{1}{2}m_1u_{21}^2}$$

$$= 1 - \left(\frac{v_{21}}{u_{21}}\right)^2 \quad \dots(i)$$

We can substitute the value of v_1 from the equation

$$v_1 = \frac{(m_1 - m_2)u_1 + 2m_2u_2}{m_1 + m_2}$$

If the target is at rest i.e.

$$u_2 = 0$$

then

$$v_1 = \frac{(m_1 - m_2)u_1}{m_1 + m_2}$$

From equation (i)

$$\Delta K = 1 - \left(\frac{m_1 - m_2}{m_1 + m_2}\right)^2 \quad \dots(ii)$$

or

$$\Delta K = \frac{4m_1 m_2}{(m_1 + m_2)^2} \quad \dots(iii)$$

or

$$\Delta K = \frac{4m_1 m_2 (m_1 - m_2)^2}{(m_1 + m_2)^2 + 4m_1 m_2} \quad \dots(iv)$$

Note :

- Greater the difference in masses, lesser will be transfer of kinetic energy and vice versa
- Transfer of kinetic energy will be maximum when the difference in masses is minimum

i.e.

$$m_1 - m_2 = 0$$

or

$$m_1 = m_2$$

then

$$\Delta K = 1 = 100\%$$

So the transfer of kinetic energy in head on elastic collision (when target is at rest) is maximum when the masses of particles are equal i.e. mass ratio is 1 and the transfer of kinetic energy is 100%.

- If

$$m_2 = nm_1$$

then from equation (iii) we get

$$\Delta K = \frac{4n}{(1+n)^2}$$

- Kinetic energy retained by the projectile

$$(\Delta K)_{\text{Retained}} = 1 - \text{kinetic energy transferred by projectile}$$

$$\Rightarrow (\Delta K)_{\text{Retained}} = 1 - \left[1 - \left(\frac{m_1 - m_2}{m_1 + m_2} \right)^2 \right] = \left(\frac{m_1 - m_2}{m_1 + m_2} \right)^2$$

(3) Velocity, momentum and kinetic energy of stationary target after head on elastic collision

(i) Velocity of target: We know

$$v_2 = \left(\frac{m_2 - m_1}{m_1 + m_2} \right) u_2 + \left(\frac{2m_1}{m_1 + m_2} \right) u_1$$

$$\Rightarrow v_2 = \frac{2m_1 u_1}{m_1 + m_2}$$

$$= \frac{2u_1}{1 + m_2/m_1}$$

As $u_2 = 0$ and Assuming $m_2/m_1 = n$

$$\therefore v_2 = \frac{2u_1}{1+n}$$

(ii) Momentum of target :

$$P_2 = m_2 v_2 = \frac{2nm_1 u_1}{1+n}$$

$$[\text{As } m_2 = m_1 n \text{ and } v_2 = \frac{2u_1}{1+n}]$$

$$\therefore P_2 = 2m_1 u_1 \left(\frac{n}{1+n} \right)$$

(iii) Kinetic energy of target :

$$K_2 = \frac{1}{2} m_2 v_2^2$$

$$=12nm_1(2u_1+n)^2$$

$$=2m_1u_1n(1+n)^2$$

$$=4(K_1)n(1-n)^2+4n$$

$$[\text{As } K_1=12m_1u_1^2]$$

(iv) Relation between masses for maximum velocity, momentum and kinetic energy

Velocity	$u_2=2u_1+n$	For u_2 to be maximum n must be minimum i.e. $n=m_2m_1 \rightarrow 0$ \therefore $m_2 \ll m_1$	Target should be very light.
Momentum	$P_2=2m_1u_1(1+1/n)$	For P_2 to be maximum, $(1/n)$ must be minimum or n must be maximum. i.e. $n=m_2m_1 \rightarrow \infty$ \therefore $m_2 \gg m_1$	Target should be massive.
Kinetic energy	$K_2=4K_1n(1-n)^2+4n$	For K_2	Target and projectile should be of equal mass.

to be maximum

$$(1-n)^2$$

must be minimum.

i.e.

$$1-n=0 \Rightarrow n=1 = m_2 m_1$$

\therefore

$$m_2 = m_1$$