

# Ballistic Pendulum

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# History of the Ballistic Pendulum

- ▶ Invented in 1742
- ▶ Published in the book *New Principles of Gunnery*, by English mathematician Benjamin Robins
- ▶ First way to accurately measure the velocity of a bullet
- ▶ Physicists today like the ballistic pendulum because it's a beautiful example of conservation of energy, conservation of momentum, and how they are different.
- ▶ Basic idea: fire a bullet into a block of wood that is hanging from a rope, and see how high it swings.
- ▶ We will learn later that collisions are a great opportunity to apply conservation of momentum.

# Types of Collisions

- ▶ Totally inelastic collision: objects stick together
- ▶ Inelastic collision
- ▶ Elastic collision: kinetic energy is conserved
  - ▶ An elastic collision is *not* simply one in which things bounce off of each other.

totally inelastic •———— inelastic —————• elastic

# Kinetic Energy

An object with mass  $m$  and speed  $v$  has kinetic energy

$$\text{KE} = \frac{1}{2}mv^2.$$

A system of two objects has kinetic energy

$$\text{KE} = \frac{1}{2}m_1v_1^2 + \frac{1}{2}m_2v_2^2.$$

## Equation 1

$$mv = (M + m)V$$

Situation: a collision. One object has mass  $m$  and is moving with one-dimensional velocity  $v$  toward a second object. The second object has mass  $M$  and is initially at rest. After the collision, the two objects stick together and move together with one-dimensional velocity  $V$ .

$m$  mass of the incoming object

$M$  mass of the initially stationary object

$v$  initial 1D velocity of the incoming object

$V$  final 1D velocity after the collision

- ▶ This equation is an example of a “conservation of momentum” equation.

## Equation 2

$$\frac{1}{2}(M + m)V^2 = (M + m)gh$$

Situation: Two objects, with masses  $M$  and  $m$  are stuck together and moving together. They are moving upward and slowing down. At the end, they have no velocity, but they are higher than at the start.

- $m$  mass of the first object
- $M$  mass of the second object
- $g$  acceleration of gravity ( $9.8 \text{ m/s}^2$ )
- $V$  initial 1D velocity of the two objects
- $h$  increase in height of the objects

- ▶ This equation is an example of a “conservation of energy” equation.

## Equation 3

$$V = \sqrt{2gh}$$

Situation: An object (or two objects stuck together) is moving upward and slowing down. At the end, it has no velocity, but is higher than at the start.

- $V$  initial 1D velocity of the object
- $g$  acceleration of gravity ( $9.8 \text{ m/s}^2$ )
- $h$  increase in height of the object

- ▶ You can get this equation from equation 2 using algebra.

## Equation 4

$$v = \frac{M + m}{m} \sqrt{2gh}$$

Situation: a collision followed by swinging. One object has mass  $m$  and is moving with one-dimensional velocity  $v$  toward a second object. The second object has mass  $M$  and is initially at rest. After the collision, the two objects stick together and move together as they swing upward, moving vertically a distance  $h$  to reach their highest point.

$m$  mass of the incoming object

$M$  mass of the initially stationary object

$v$  initial 1D velocity of the incoming object

$g$  acceleration of gravity ( $9.8 \text{ m/s}^2$ )

$h$  increase in height of the object

- ▶ You can get this equation from equation 1 and equation 3 using algebra.



## Equation 5

$$R = vt$$

Situation: projectile motion.

- $R$  horizontal range (displacement) of the projectile
- $v$  horizontal component of the velocity (constant)
- $t$  time from launch to landing

- ▶ You can get this equation from the position-time equation in the  $x$  direction,

$$x = x_0 + v_{x0}t + \frac{1}{2}a_x t^2,$$

by realizing that  $a_x = 0$  for projectile motion, choosing  $x_0 = 0$ , using the symbol  $v$  for  $v_{x0}$ , and using the symbol  $R$  for  $x$ .

## Equation 6

$$H = \frac{1}{2}gt^2$$

Situation: projectile motion in which the initial velocity is horizontal.

- $H$  height from which projectile is launched
- $g$  acceleration of gravity (9.8 m/s<sup>2</sup>)
- $t$  time from launch to landing

► You can get this from

$$y = y_0 + v_{y0}t + \frac{1}{2}a_y t^2$$

by choosing a coordinate system in which the positive  $y$  direction is downward, substituting  $a_y = g$ , realizing that  $v_{y0} = 0$  because the projectile was launched horizontally, choosing  $y_0 = 0$ , and using the symbol  $H$  for  $y$ .

## Equation 7

$$v = \frac{R}{\sqrt{\frac{2H}{g}}}$$

Situation: projectile motion in which the initial velocity is horizontal.

$v$  initial speed of the projectile

$R$  horizontal range (displacement) of the projectile

$H$  height from which projectile is launched

$g$  acceleration of gravity ( $9.8 \text{ m/s}^2$ )

- ▶ You can get this equation by solving equation 6 for  $t$ , plugging the result into equation 5, and doing a little more algebra.

## Equation 8

$$h = h_2 - h_1$$

Situation: We want the height that  $h_2$  is above  $h_1$ . For this lab, the heights refer to the pendulum.

$h_1$  height of indicator when pendulum is hanging vertically

$h_2$  height of indicator when pendulum is highest

$h$  change in vertical displacement of pendulum

- ▶ You can get this equation by using common sense.