EXERCISE C In Example 7-3, $m_{\rm A}=m_{\rm B}$, so in the last equation, $m_{\rm A}/(m_{\rm A}+m_{\rm B})=\frac{1}{2}$. Hence $v'=\frac{1}{2}v_{\rm A}$. What result do you get if (a) $m_{\rm B}=3m_{\rm A}$, (b) $m_{\rm B}$ is much larger than $m_{\rm A}$ ($m_{\rm B} \gg m_{\rm A}$), and (c) $m_{\rm B} \ll m_{\rm A}$?

As long as no external forces act on our chosen system, conservation of momentum is valid. In the real world, external forces do act: friction on billiard balls, gravity acting on a baseball, and so on. So it may seem that conservation of momentum cannot be applied. Or can it? In a collision, the force each object exerts on the other acts only over a very brief time interval, and is very strong. When a racket hits a tennis ball (or a bat hits a baseball), both before and after the "collision" the ball moves as a projectile under the action of gravity and air resistance. During the brief time of the collision, however, when the racket hits the ball, external forces (gravity, air resistance) are insignificant compared to the collision forces that the racket and ball exert on each other. So if we measure the momenta just before and just after the collision, we can apply momentum conservation with high accuracy.

The law of conservation of momentum is particularly useful when we are dealing with fairly simple systems such as colliding objects and certain types of "explosions". For example, rocket propulsion, which we saw in Chapter 4 can be understood on the basis of action and reaction, can also be explained on the basis of the conservation of momentum. We can consider the rocket and fuel as an isolated system if it is far out in space (no external forces). In the reference frame of the rocket, the total momentum of rocket plus fuel is zero. When the fuel burns, the total momentum remains unchanged: the backward momentum of the expelled gases is just balanced by the forward momentum gained by the rocket itself (see Fig. 7-6). Thus, a rocket can accelerate in empty space. There is no need for the expelled gases to push against the Earth or the air (as is sometimes erroneously thought). Similar examples of (nearly) isolated systems where momentum is conserved are the recoil of a gun when a bullet is fired, and the movement of a rowboat just after a package is thrown from it.

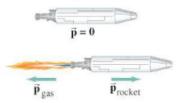
Rocket propulsion



A rocket pushes on the gases released by the fuel, not on the Earth or other objects

FIGURE 7-6 (a) A rocket, containing fuel, at rest in some reference frame. (b) In the same reference frame, the rocket fires and gases are expelled at high speed out the rear. The total vector momentum, $\vec{p}_{gas} + \vec{p}_{rocket}$, remains zero.

SO



EXAMPLE 7-4 Rifle recoil. Calculate the recoil velocity of a 5.0-kg rifle that shoots a 0.020-kg bullet at a speed of 620 m/s, Fig. 7-7.

APPROACH Our system is the rifle and the bullet, both at rest initially, just before the trigger is pulled. The trigger is pulled, an explosion occurs, and we look at the rifle and bullet just as the bullet leaves the barrel. The bullet moves to the right (+x), and the gun recoils to the left. During the very short time interval of the explosion, we can assume the external forces are small compared to the forces exerted by the exploding gunpowder. Thus we can apply conservation of momentum, at least approximately.

SOLUTION Let subscript B represent the bullet and R the rifle; the final velocities are indicated by primes. Then momentum conservation in the x direction gives

momentum before = momentum after

$$m_{\rm B} v_{\rm B} + m_{\rm R} v_{\rm R} = m_{\rm B} v_{\rm B}' + m_{\rm R} v_{\rm R}'$$

$$0 + 0 = m_{\rm B} v_{\rm B}' + m_{\rm R} v_{\rm R}'$$

$$v_{\rm R}' = -\frac{m_{\rm B} v_{\rm B}'}{m_{\rm R}} = -\frac{(0.020 \,\text{kg})(620 \,\text{m/s})}{(5.0 \,\text{kg})} = -2.5 \,\text{m/s}.$$

Since the rifle has a much larger mass, its (recoil) velocity is much less than that of the bullet. The minus sign indicates that the velocity (and momentum) of the rifle is in the negative x direction, opposite to that of the bullet.

