Lecture 2
Wed 8.28.2019

Analysis of 1D 2-Body Collisions

(Ch. 2 to Ch. 4 of Unit 1)

NOTICE THIS: *AIP-AAPT* Cool demos

Review: COM Momentum line, elastic vs inelastic kinetic energy ellipse geometry

The X2 Superball pen launcher

Perfectly elastic "ka-bong" velocity amplification effects (Faux-Flubber)

Geometry of X2 launcher bouncing in box (gravity-free)

Independent Bounce Model (IBM)

Geometric optimization and range-of-motion calculation(s)

Integration of (V_1,V_2) data to space-time plots ($y_1(t)$,t) and ($y_2(t)$,t) plots

Integration of (V_1,V_2) data to space-space plots (y_1, y_2) *Examples (M_1=7, M_2=1) and (M_1=49, M_2=1)*

Multiple collisions calculated by matrix operator products

Matrix or tensor algebra of 1-D 2-body collisions

What about that 2nd quadratic solution?

"Mass-bang" matrix **M**, *"Floor-bang" matrix* **F**, *"Ceiling-bang" matrix* **C**.

Geometry and algebra of "ellipse-Rotation" group product: **R**= **C•M**

Ellipse rescaling-geometry and reflection-symmetry analysis

Rescaling KE ellipse to circle

How this relates to Lagrangian, l'Etrangian, and Hamiltonian mechanics in Ch. 12

2019 Advanced Mechanics
Running Reference Links Listing

Web Resources - front page
UAF Physics UTube channel

Quantum Theory for the Computer Age
Principles of Symmetry, Dynamics, and Spectroscopy
Classical Mechanics with a Bang!
Modern Physics and its Classical Foundations

2017 Group Theory for QM
2018 Adv CM
2018 AMOP
2019 Advanced Mechanics

X2 paper: *Velocity Amplification in Collision Experiments Involving Superballs - Harter, et. al. 1971 (pdf)*

Car Collision Web Simulator: https://modphys.hosted.uark.edu/markup/CMMotionWeb.html

Superball Collision Web Simulator: https://modphys.hosted.uark.edu/markup/BounceItWeb.html; with Scenarios: 1007

BounceIt web simulation with g=0 and 70:10 mass ratio

With non zero g, velocity dependent damping and mass ratio of 70:35

Elastic Collision Dual Panel Space vs Space: Space vs Time (Newton) , Time vs. Space(Minkowski)

Inelastic Collision Dual Panel Space vs Space: Space vs Time (Newton), Time vs. Space(Minkowski)

More Advanced QM and classical references on end pages of this Lecture (after graph paper blanks)

The Physics Teacher

Even though school is out, physics learning doesn't have to stop! Many summertime activities provide fun opportunities to explore science in the real world. Check out the papers below to see how you and your students can continue to study physics all year long.

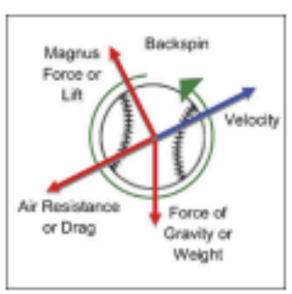
EDITOR:
Gary White,The George Washington University, Washington, DC

MANAGING EDITOR:
Pamela Aycock, Appalachian State University, Boone, NC

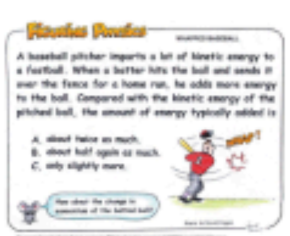
SUMMER READING LIST:

Enhancing physics demos using iPhone slow motion
James Lincoln
Read More

Tie Goes to the Runner: The Physics and Psychology of a Close Play
David J. Starling, Sarah J. Starling
Read More



Statcast and the Baseball Trajectory Calculator
David Kagan, Alan M. Nathan
Read More



WHAPPED BASEBALL
Paul Hewitt
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https://aip-info.org/37VS-QW7L-1462CY2628/cr.aspx?v=1

Baseball Physics: Physics and the boys of summer, phys.csuchico.edu:16080/baseball/
Dan MacIsaac
Read More

Review of Momentum line and COM point geometry

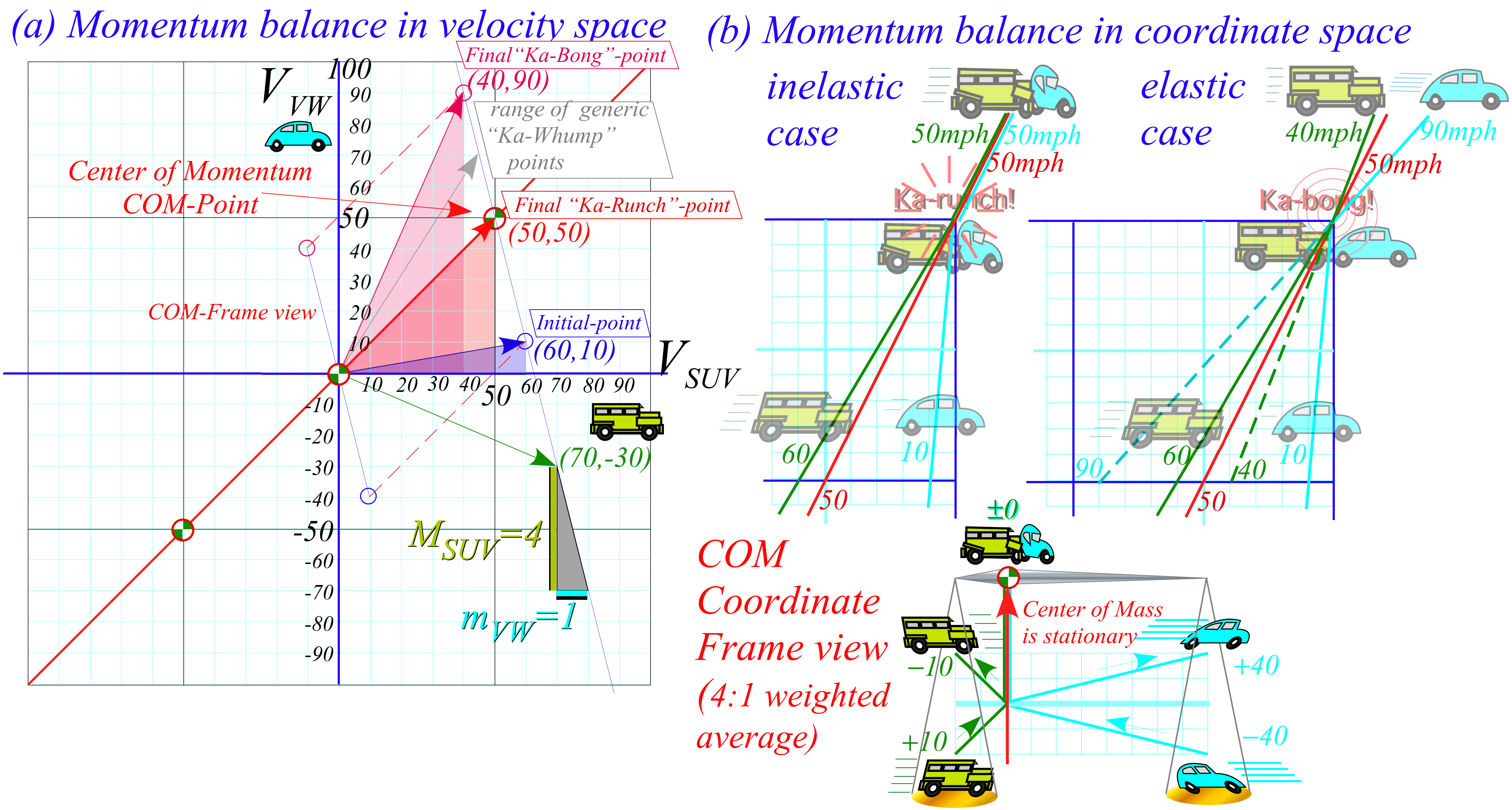


Fig. 1.2.6ab
(Unit 1)

Review of Kinetic Energy ellipse geometry

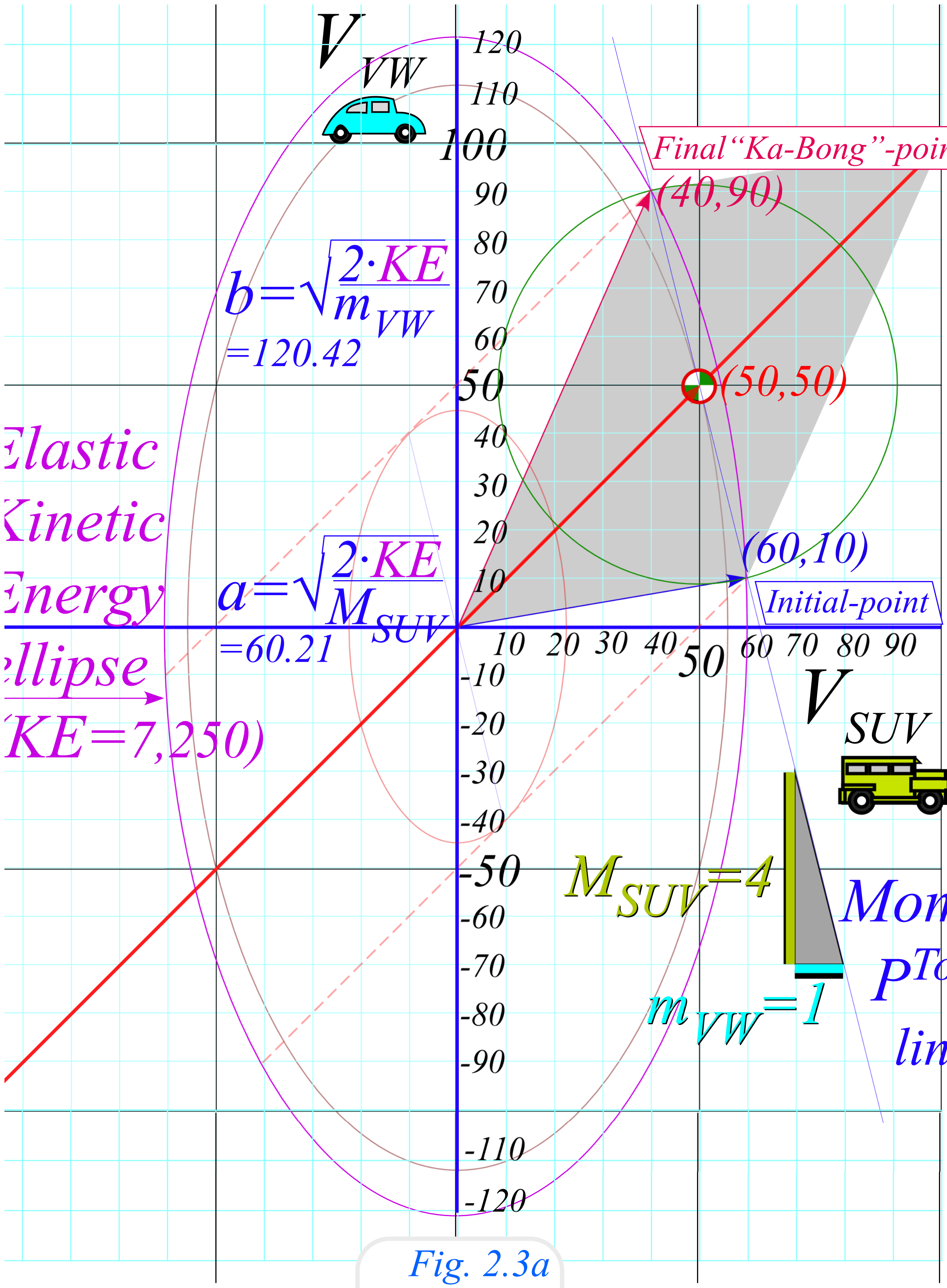


Fig. 2.3a (Unit 1)

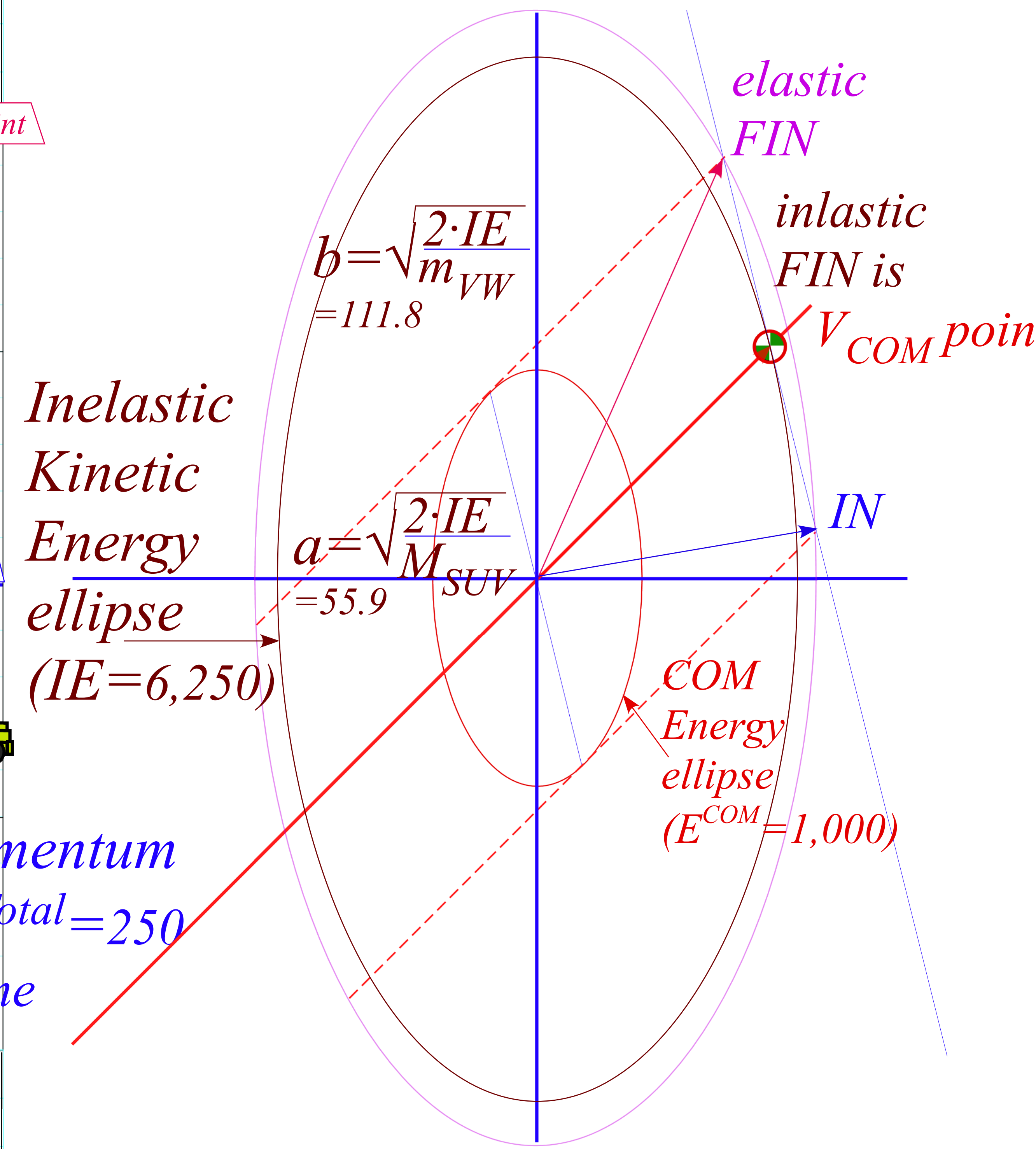


Fig. 2.3b (Unit 1)

Review of Elastic vs. Ineleastic Kinetic Energy ellipse geometry

Same collision viewed from nine different COM reference frames

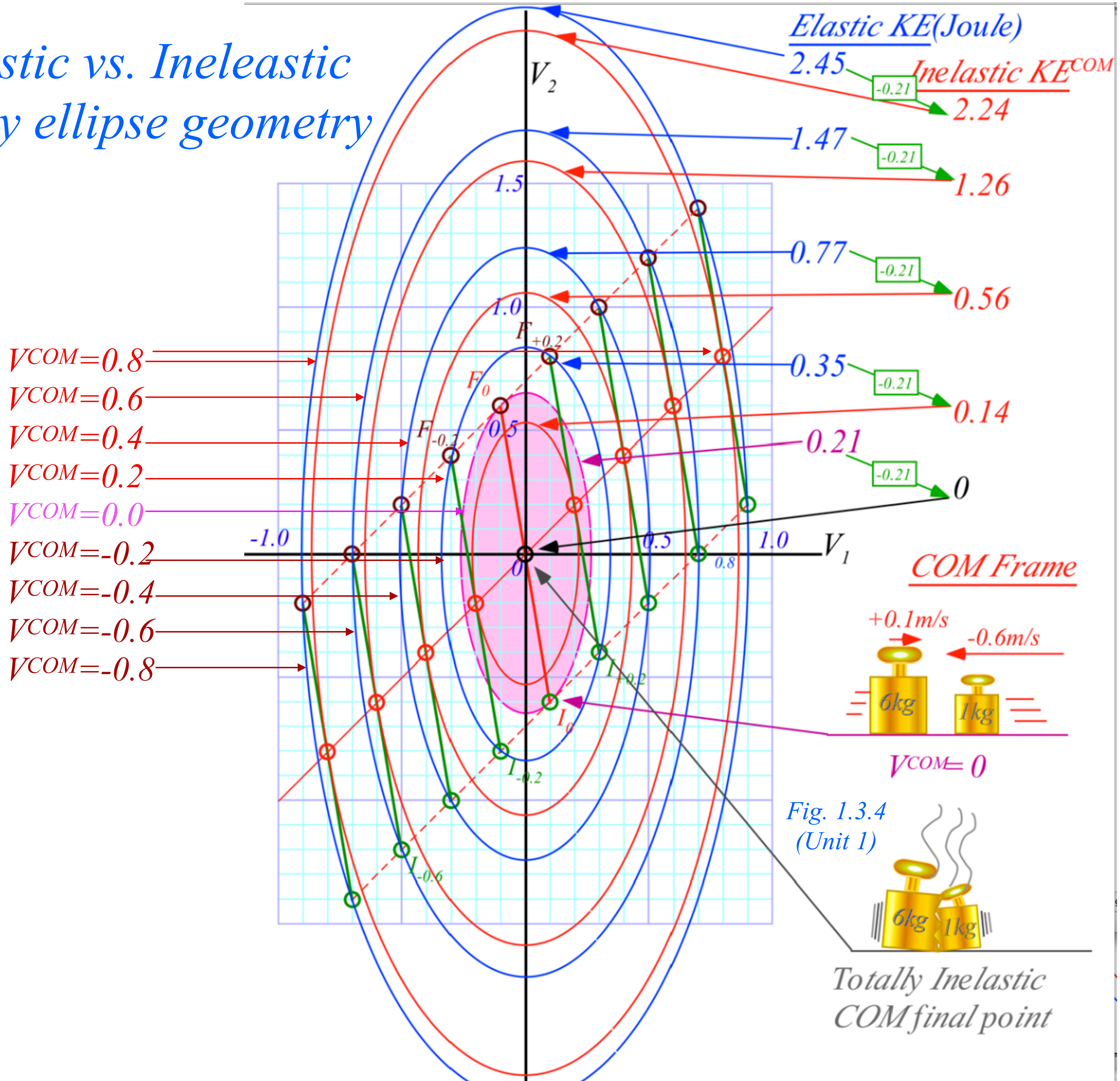


Fig. 1.3.4
(Unit 1)

Geometry of X2 launcher bouncing in box (gravity-free)

→ *Independent Bounce Model (IBM)*

Geometric optimization and range-of-motion calculation(t)

Integration of (V_1,V_2) data to space-time plots $(y_1(t),t)$ and $(y_2(t),t)$ plots

Integration of (V_1,V_2) data to space-space plots (y_1, y_2)

The X-2 Pen launcher and Superball Collision Simulator*

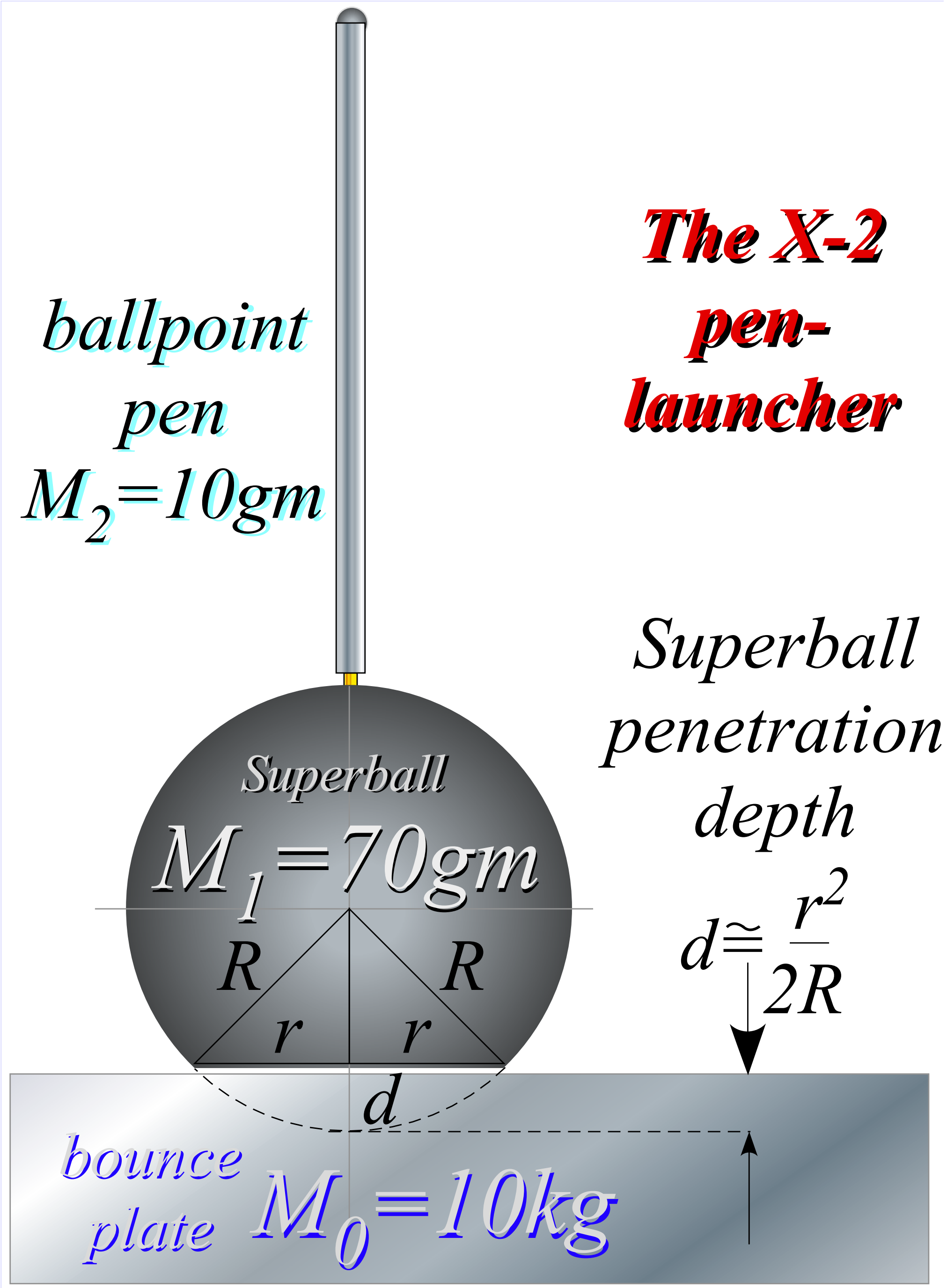
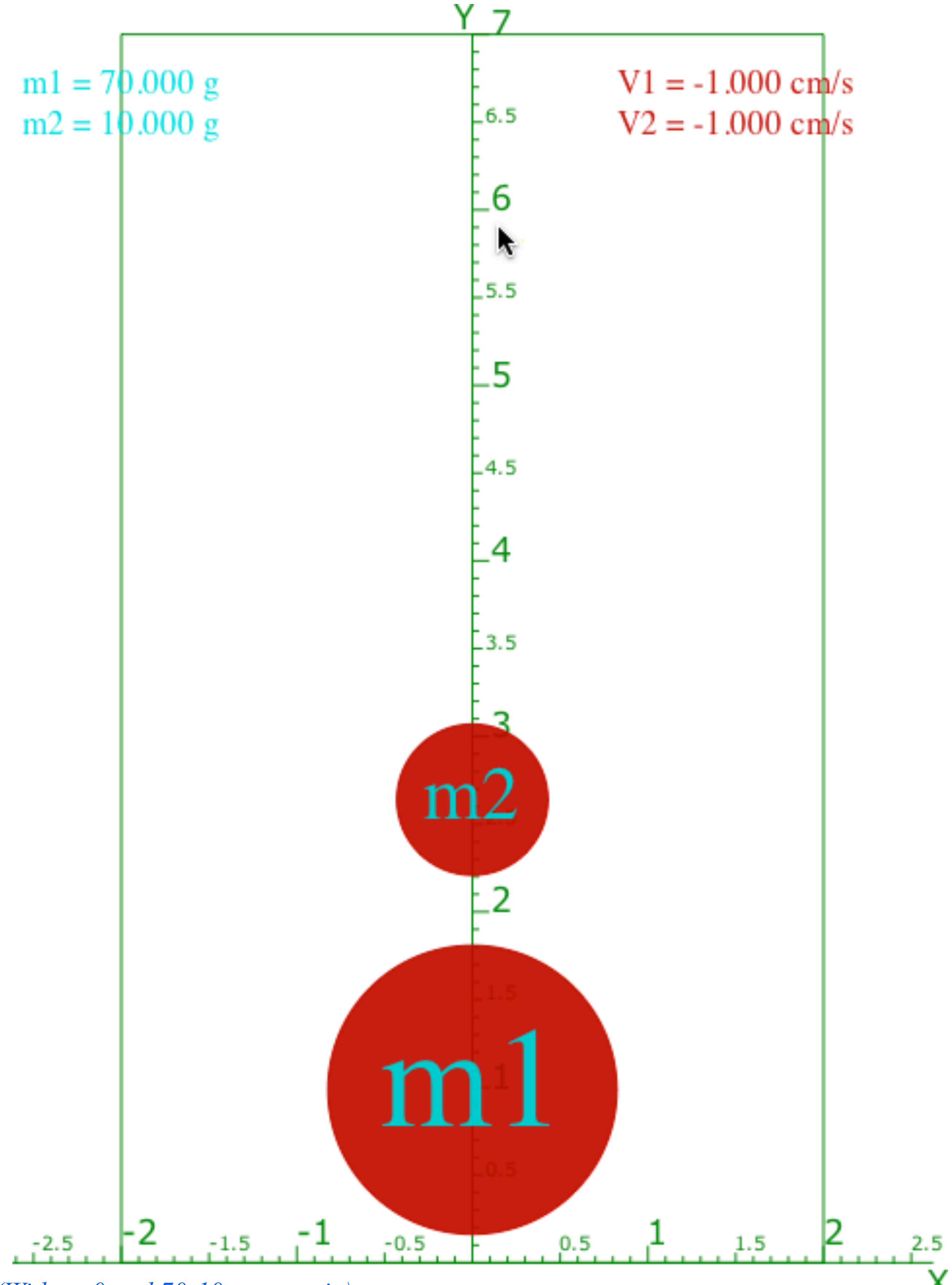


Fig. 3.1 (Unit 1)



(With g=0 and 70:10 mass ratio)

*Launch Generic Superball Collision Web Simulator http://www.uark.edu/ua/modphys/markup/BounceItWeb.html?scenario=1007

The X-2 Pen launcher and Superball Collision Simulator*

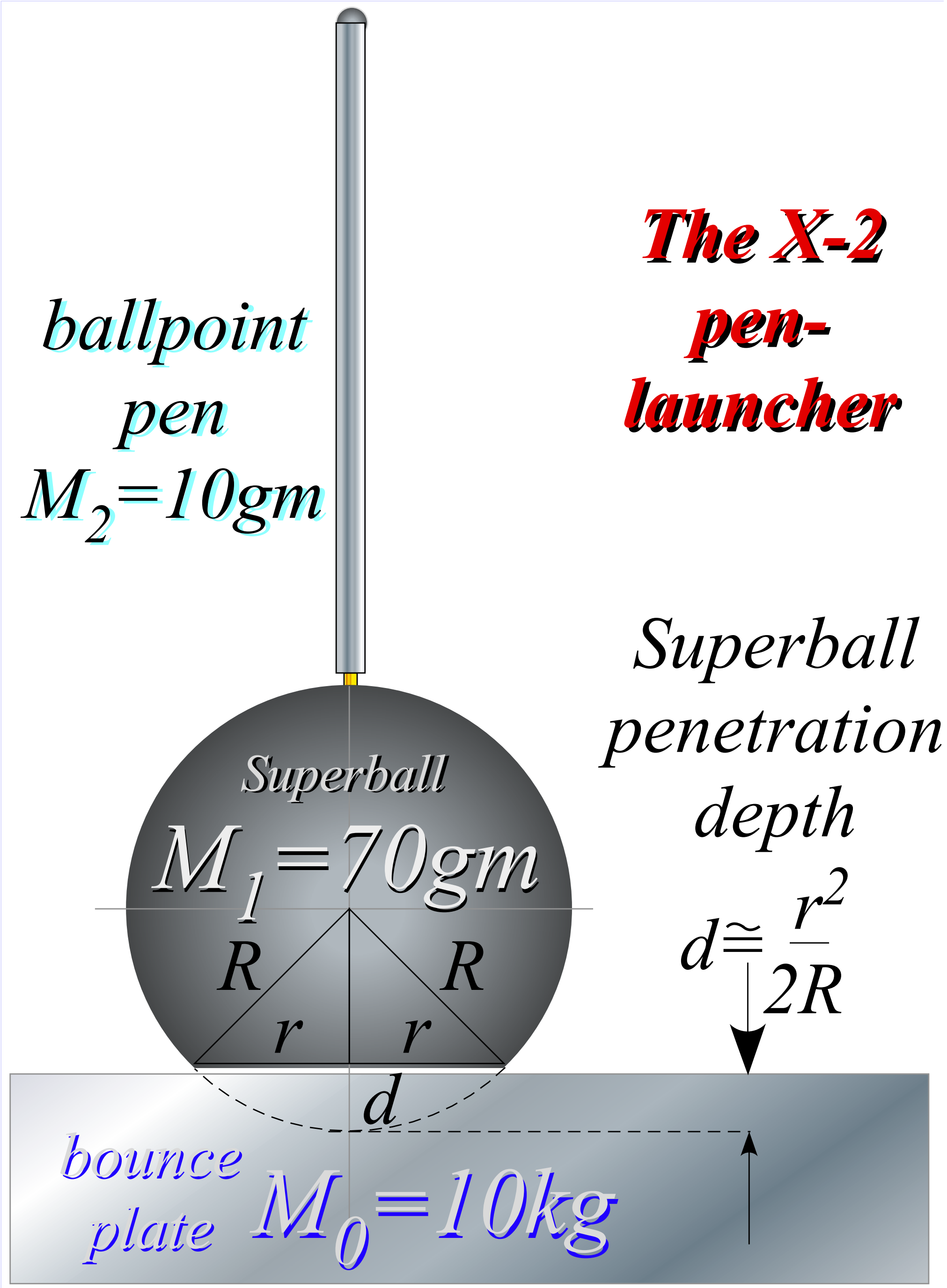
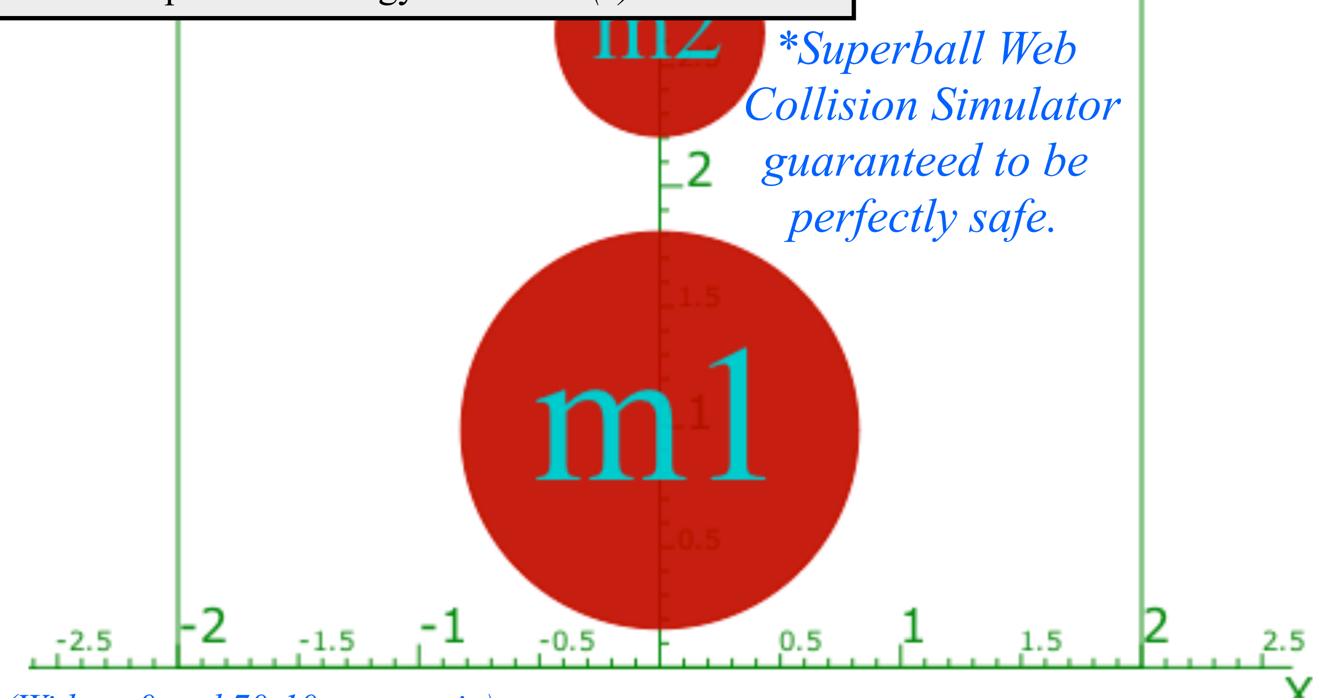


Fig. 3.1 (Unit 1)

Caution: Product Liablility Disclaimer
This ballpoint pen could be hazardous to your health!
The experiments which are the subject of this discussion are both spectacular and potentially dangerous, and care to protect one's eyes should be taken. The simplest experiment involves sticking a ball point pen into a superball or other hard rubber ball and dropping the two onto a hard floor.
If done correctly the pen will eject the ball with such force it may stick in the ceiling of the room. Obviously you want to be careful with this weapon. And, this goes doubly and triply for the more advanced models that may be developed in the course of studying this stuff. It is recommended that experimenters wear safety glasses when doing these experiments with pens. (We could just say don't use pens, but that's an easy way to do this experiment and probably the way most people will go about it.) Some of the tangential experiments associated with this development are less hazardous. To measure the potential force function of a ball one may simply paint the ball and measure the spot size as a function of drop height *h*.

The saggital approximation $d=r^2/2R$ allows one to quickly convert spot radius *r* to penetration depth *x* for a superball of radius *R* as shown in the figure. Equating this to *Mgh* gives the ball potential energy function *V(x)*.

V1 = -1.000 cm/s
V2 = -1.000 cm/s



(With g=0 and 70:10 mass ratio)

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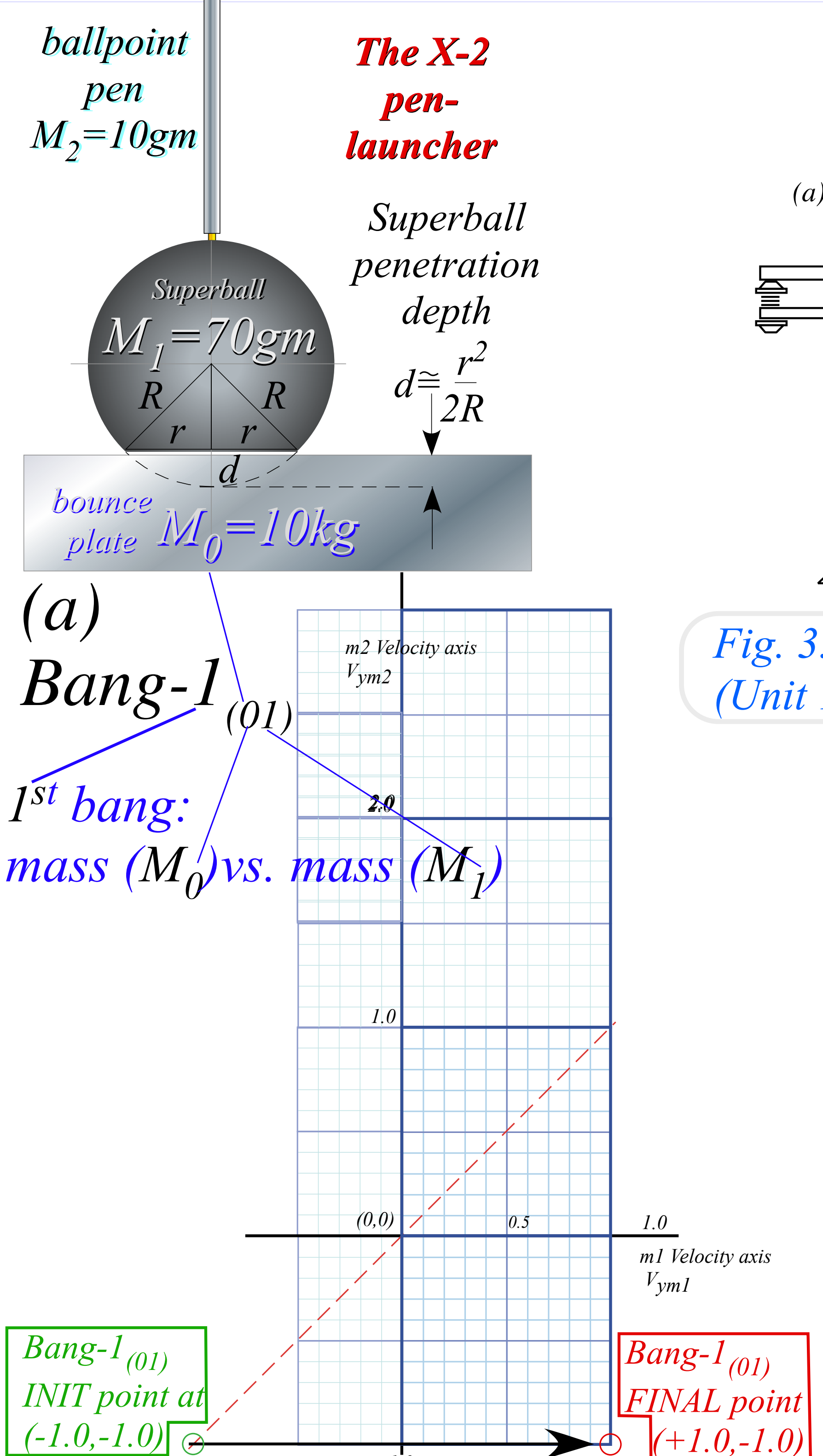

This 1st bang is a floor-bounce of M_1 off very massive plate/Earth M_0

Fig. 3.3 (Unit 1)

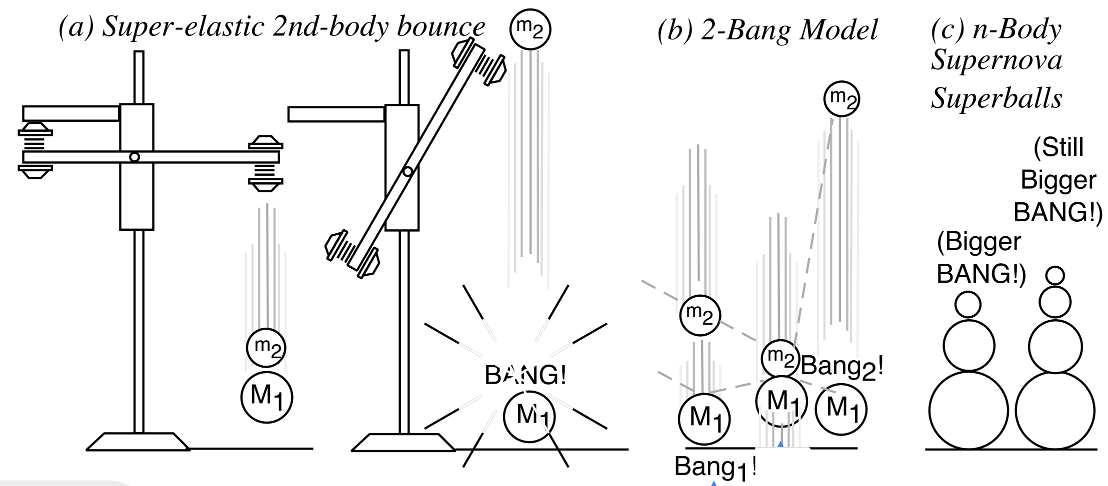

Fig. 3.4 (Unit 1)

1st bang: M_1 off floor

*Launch Generic Superball Collision Web Simulator (With g=0 and 70:10 mass ratio) https://modphys.hosted.uark.edu/markup/BounceItWeb.html?scenario=1007

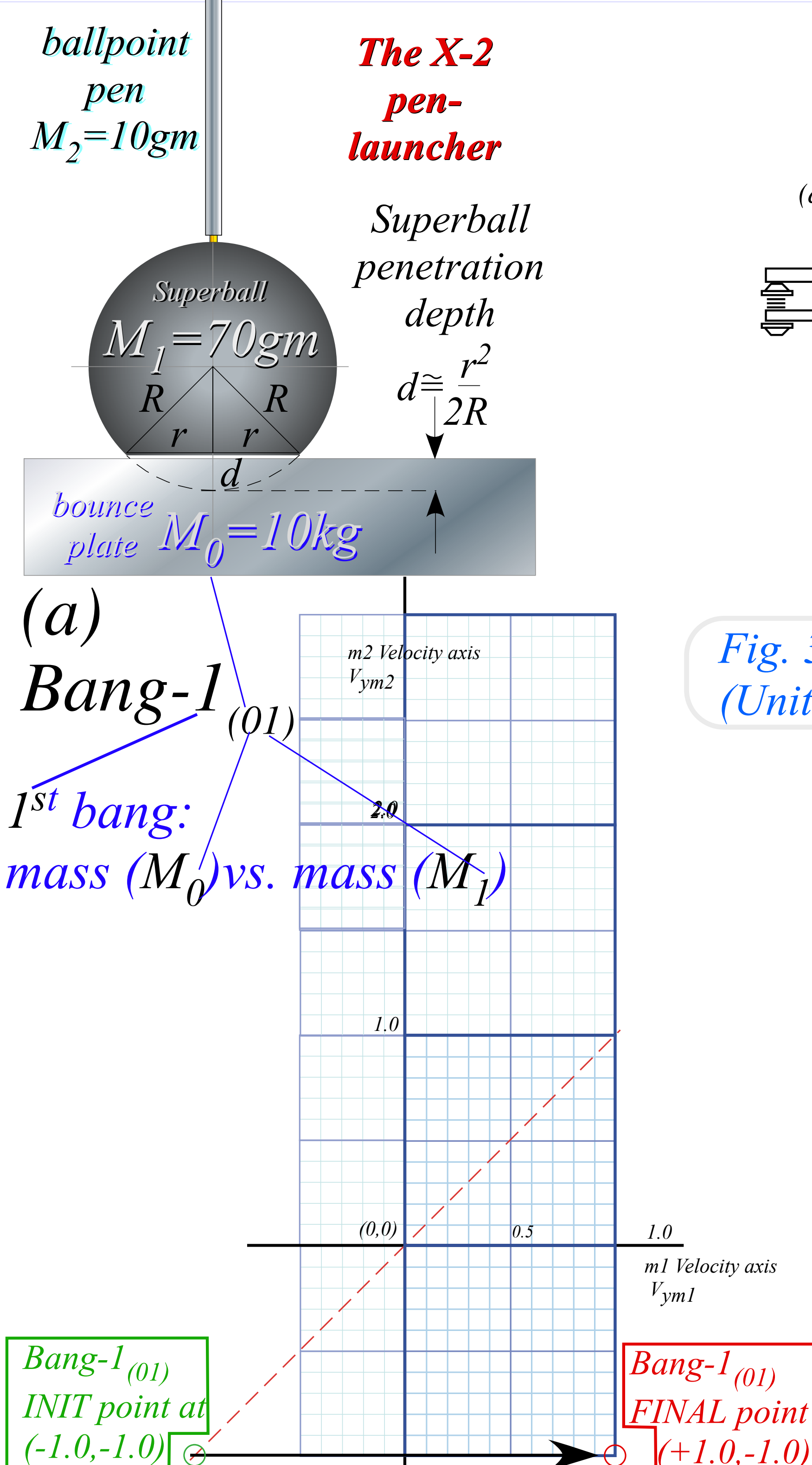

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Fig. 3.3 (Unit 1)

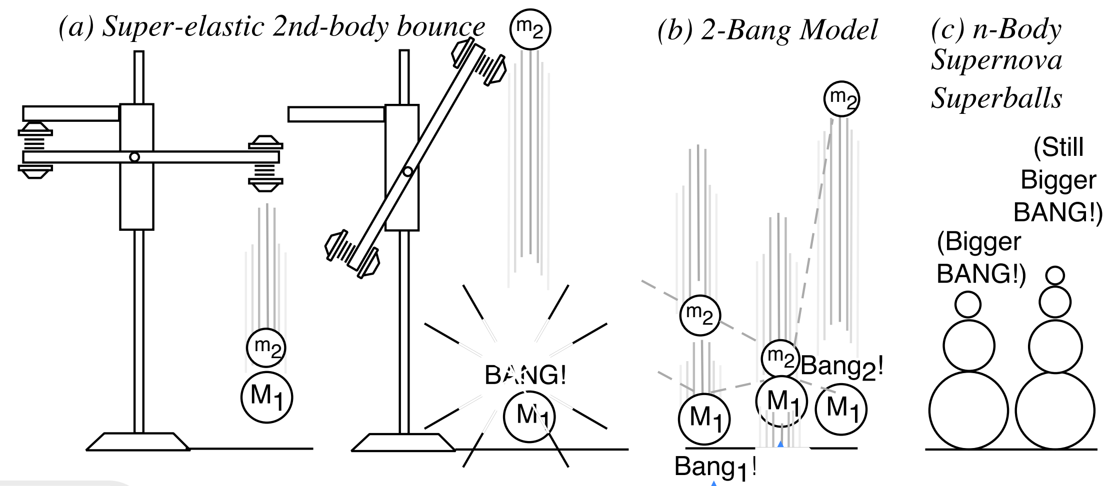

Fig. 3.4 (Unit 1)

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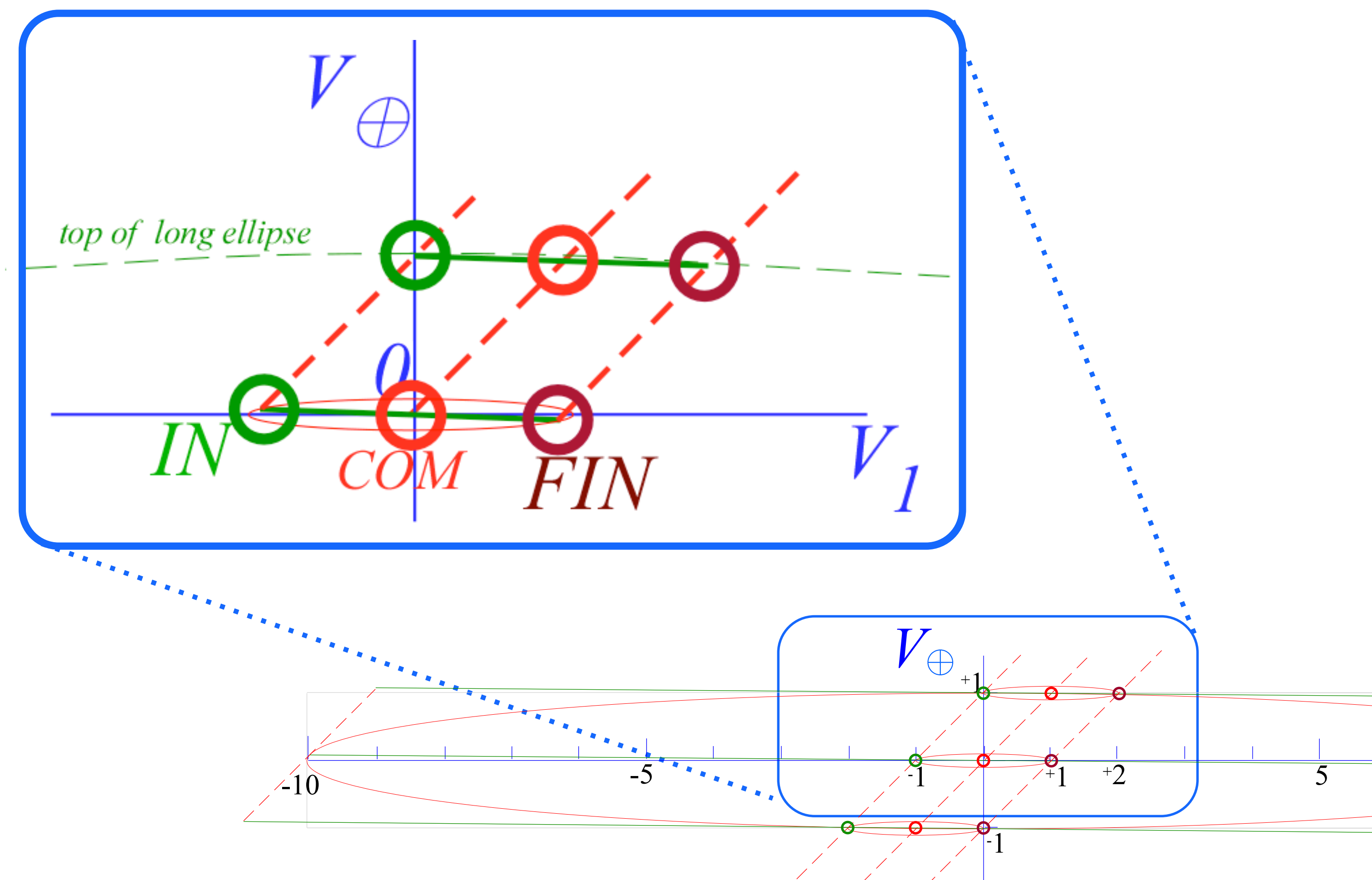


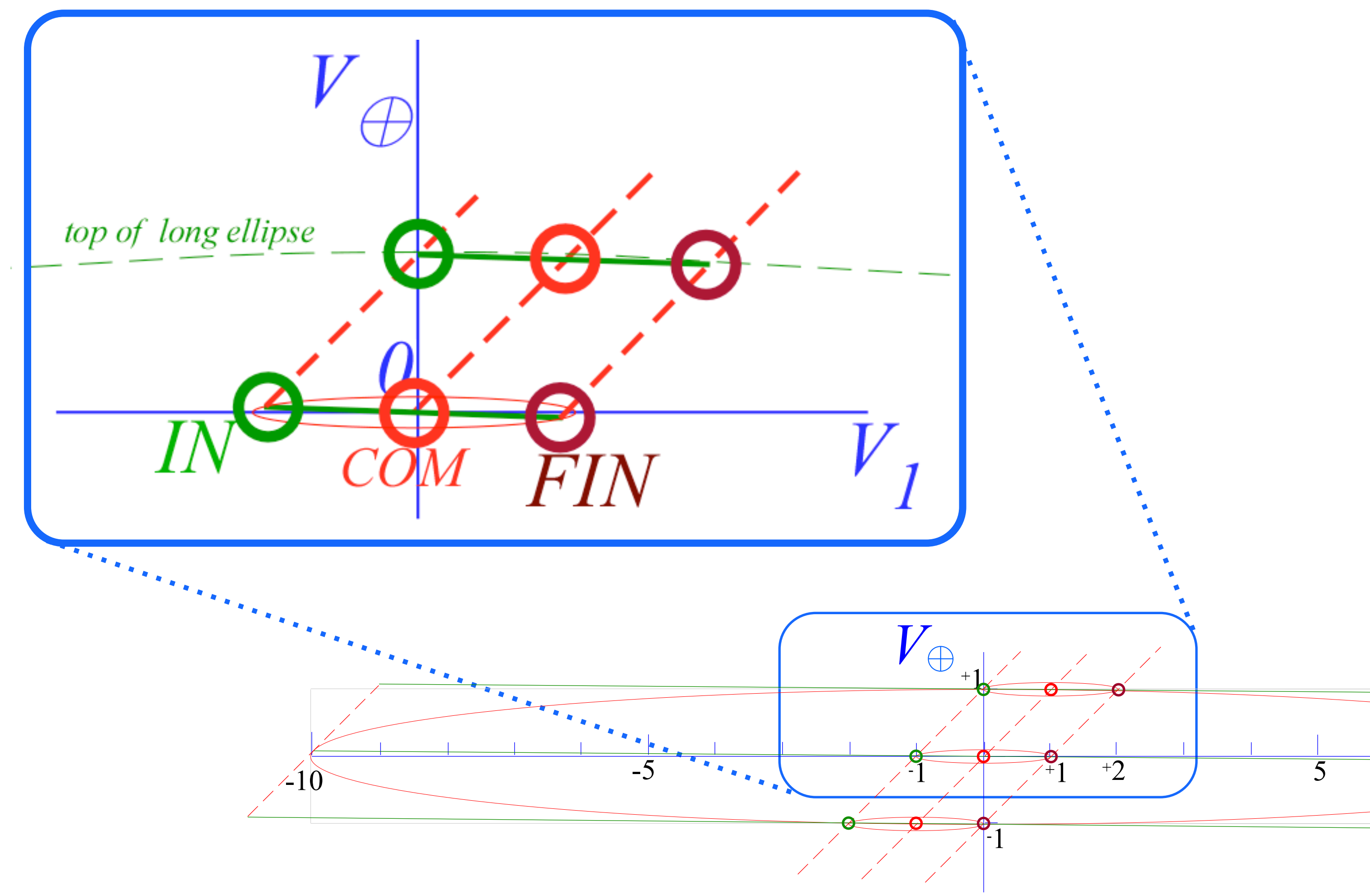
[BounceIt web simulation with g=0 and 70:10 mass ratio]

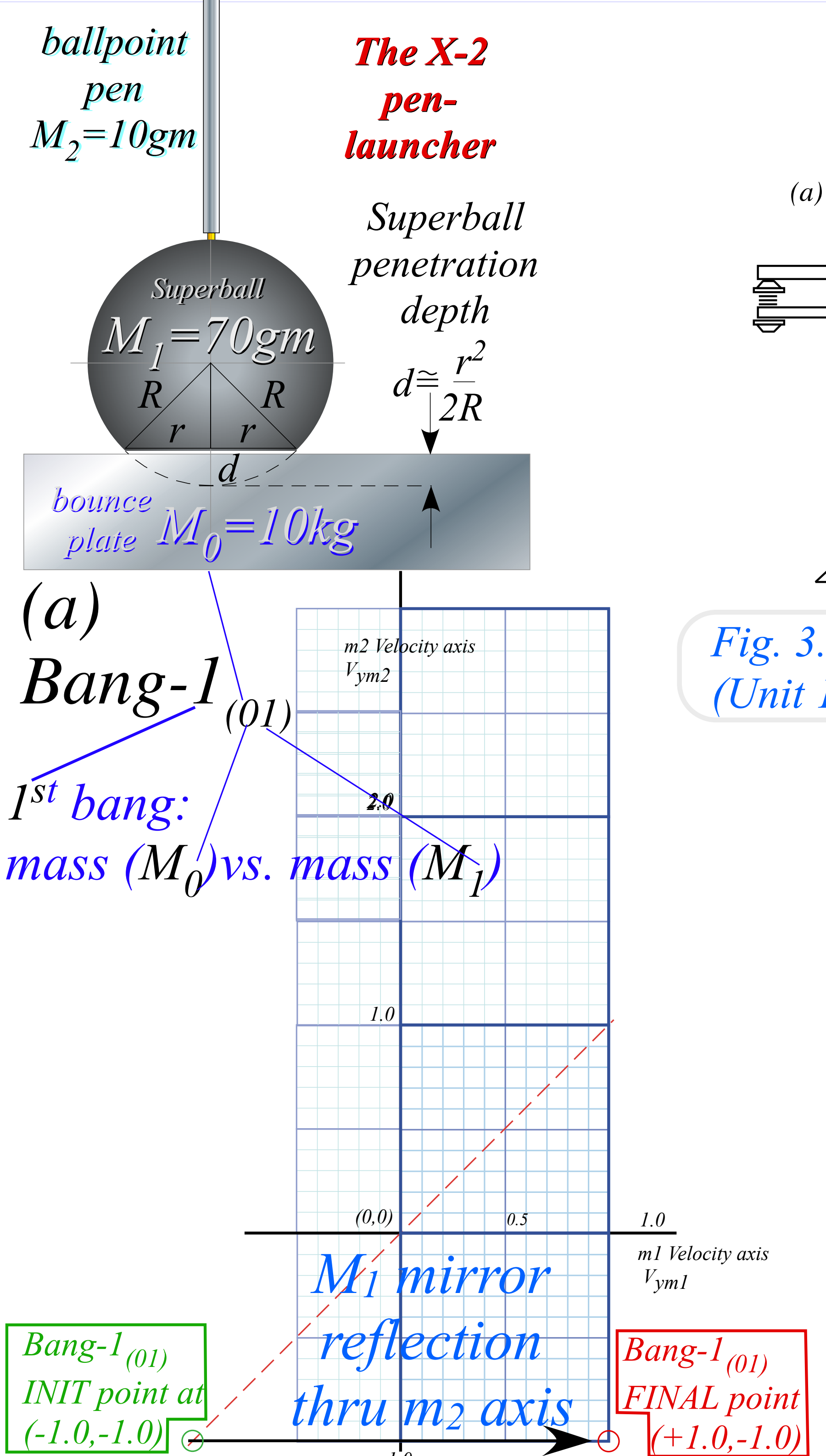
[With non zero g, velocity dependent damping and mass ratio of 70:35]

(a) *1st bang of M_1 off floor plate $M_\oplus$ =100 M_1 along (V_1,$V_\oplus$)-momentum line of slope*

$-M_1/M_\oplus$ =-1/100

from IN-end to COM to FIN-end of (a/b =$\sqrt{M_\oplus}/\sqrt{M_1}$=10) ellipse





This 1st bang is a floor-bounce of M_1 off very massive plate/Earth M_0

Fig. 3.3 (Unit 1)

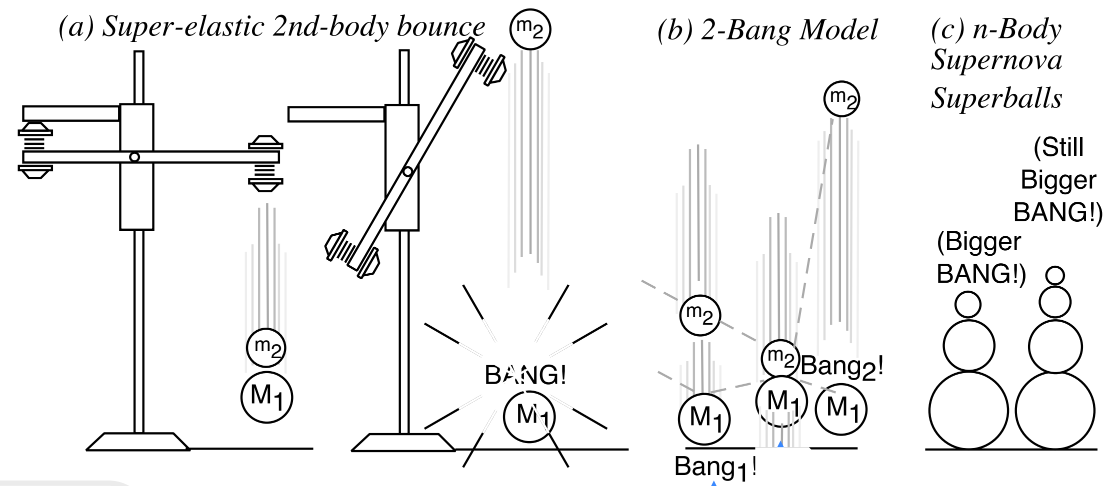
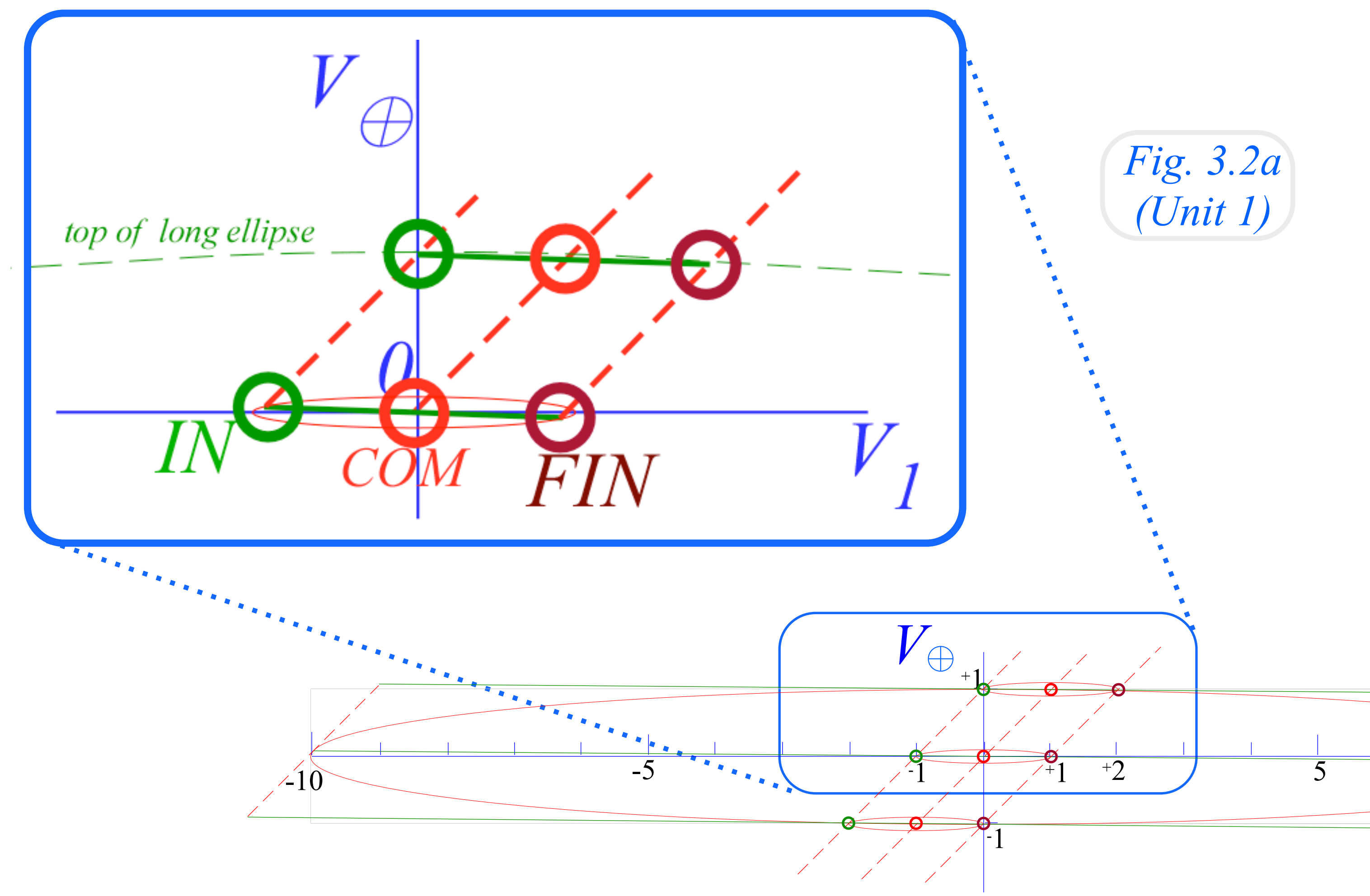


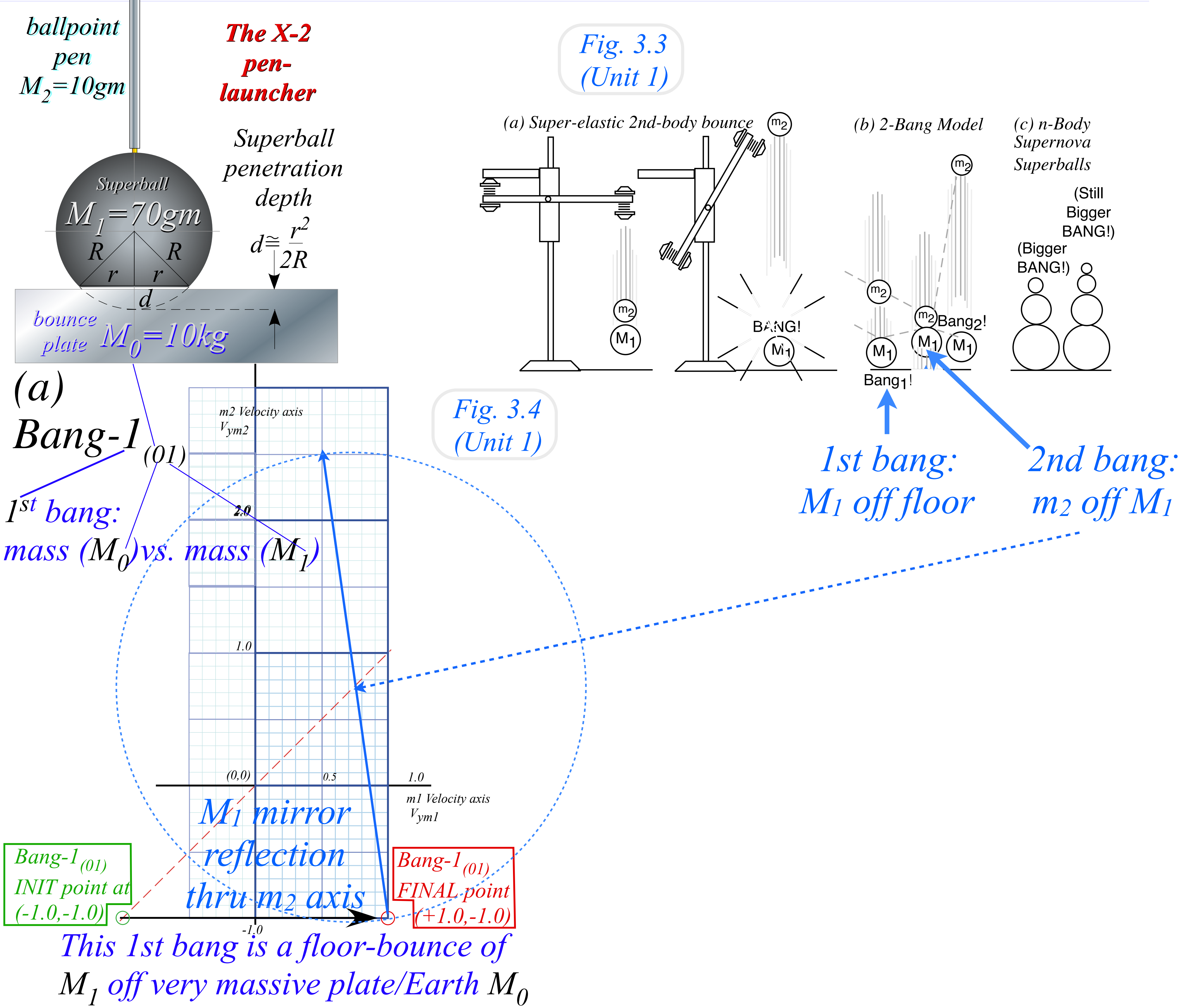
Fig. 3.4 (Unit 1)

1st bang: M_1 off floor

Fig. 3.2a (Unit 1)



BounceIt web simulation with g=0 and 70:10 mass ratio



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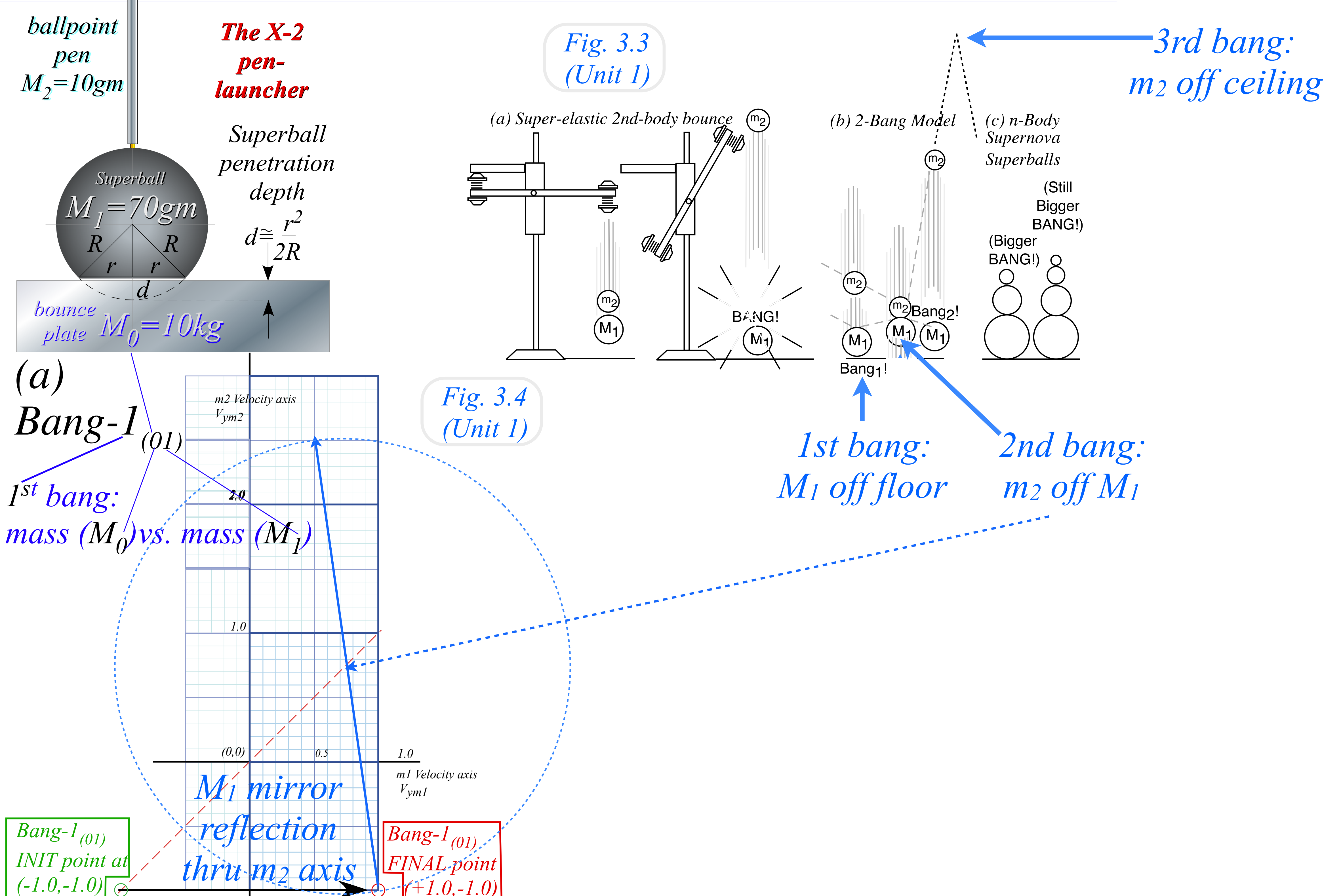
[With non zero g, velocity dependent damping and mass ratio of 70:35]



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BounceIt web simulation with g=0 and 70:10 mass ratio

With non zero g, velocity dependent damping and mass ratio of 70:35

Geometry of X2 launcher bouncing in box *(gravity-free)*

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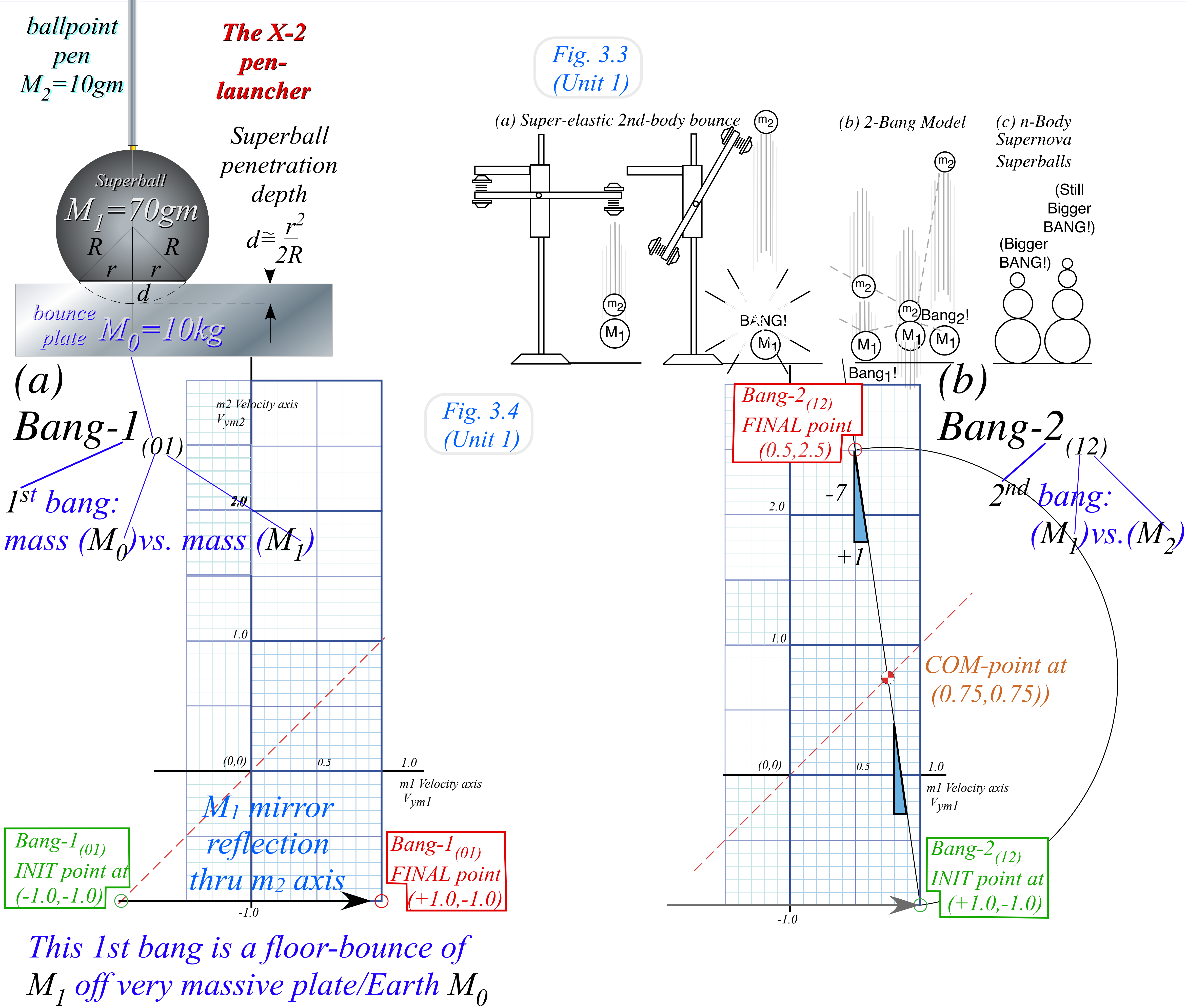
ballpoint pen M_2=10gm
The X-2 pen-launcher
Superball penetration depth
$d \cong \frac{r^2}{2R}$
Superball M_1=70gm
R R r r d
bounce plate M_0=10kg
(a)
Bang-1$_{(01)}$
1^{st} bang: mass (M_0) vs. mass (M_1)
m2 Velocity axis V_{ym2}
2.0
1.0
(0,0)
0.5
1.0
-1.0
m1 Velocity axis V_{ym1}
M_1 mirror reflection thru m_2 axis
Bang-1$_{(01)}$ INIT point at (-1.0,-1.0)
Bang-1$_{(01)}$ FINAL point (+1.0,-1.0)
This 1st bang is a floor-bounce of M_1 off very massive plate/Earth M_0
Fig. 3.3 (Unit 1)
Fig. 3.4 (Unit 1)
(a) Super-elastic 2nd-body bounce
(b) 2-Bang Model
(c) n-Body Supernova Superballs
(Still Bigger BANG!)
(Bigger BANG!)
BANG!
Bang$_2$!
Bang$_1$!
m_2
M_1
(b)
Bang-2$_{(12)}$
2^{nd} bang: (M_1) vs. (M_2)
Bang-2$_{(12)}$ FINAL point (0.5,2.5)
-7
+1
2.0
1.0
COM-point at (0.75,0.75))
(0,0)
0.5
1.0
-1.0
m1 Velocity axis V_{ym1}
Bang-2$_{(12)}$ INIT point at (+1.0,-1.0)

Geometry of X2 launcher bouncing in box *(gravity-free)*

Independent Bounce Model (IBM)

→ *Geometric optimization and range-of-motion calculation(s)*

Integration of (V_1,V_2) data to space-time plots ($y_1(t)$,t) and ($y_2(t)$,t) plots

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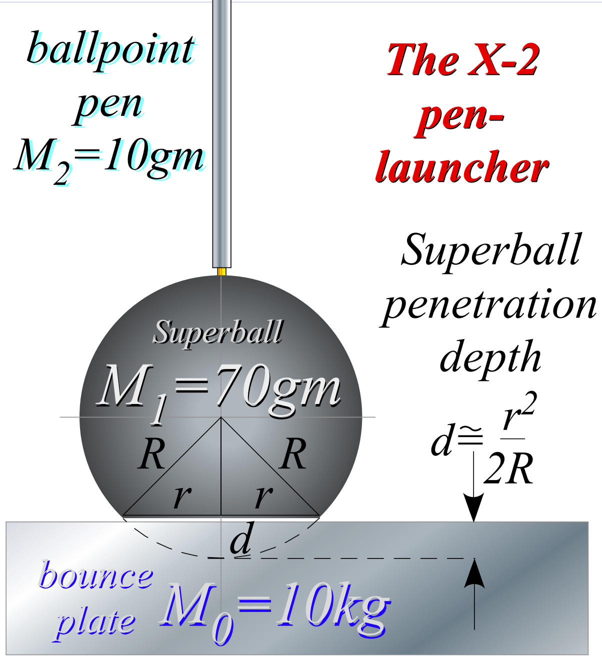
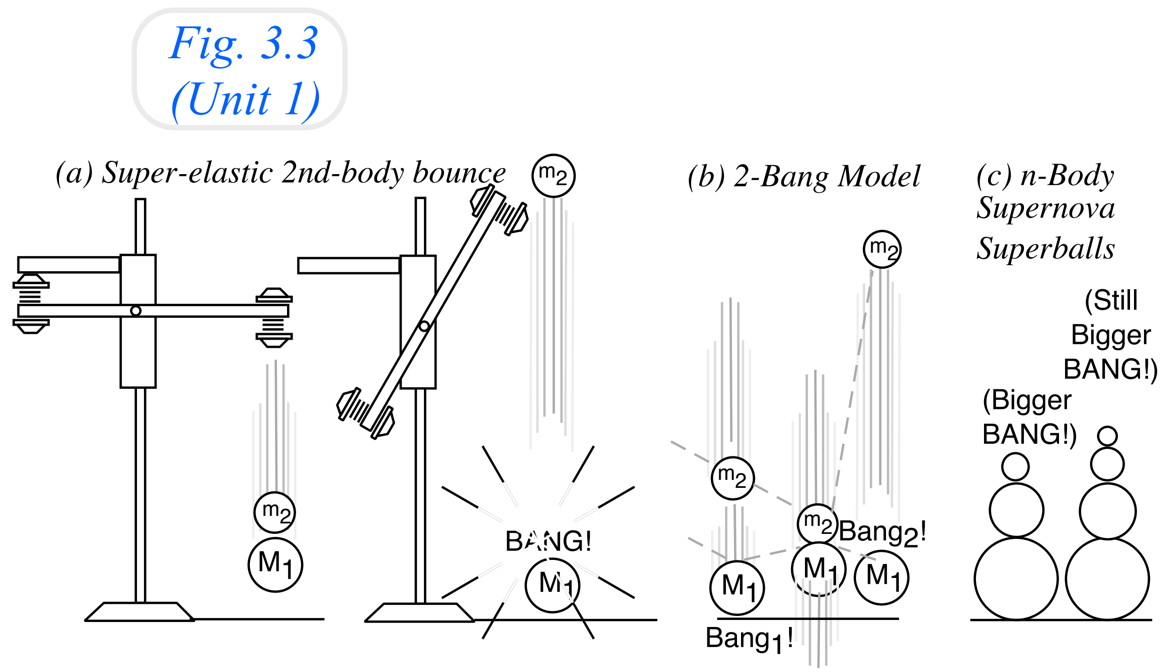




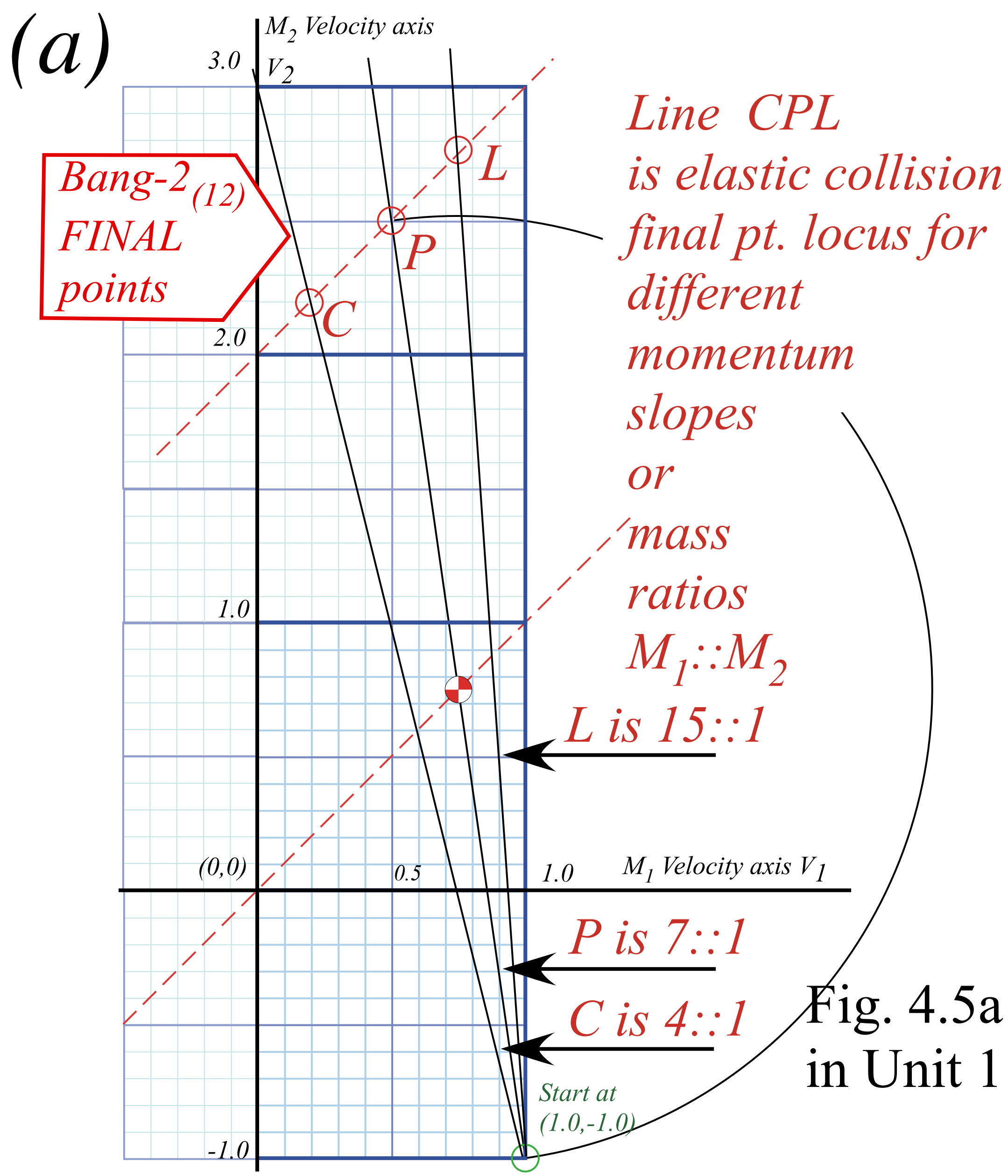
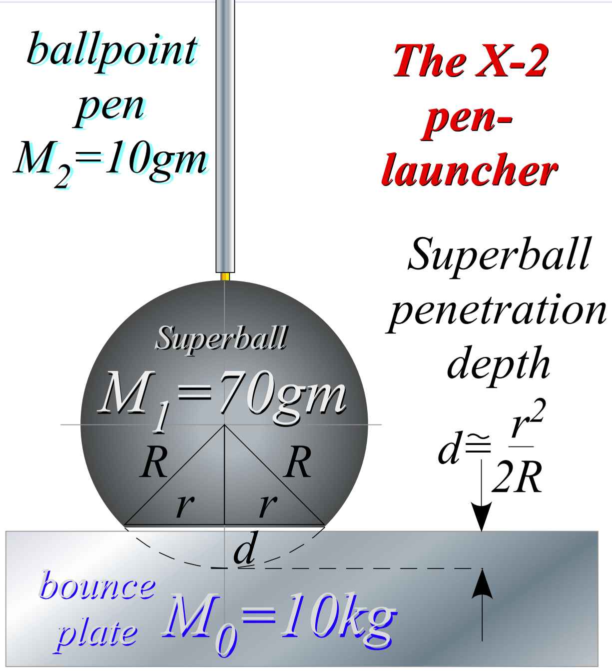


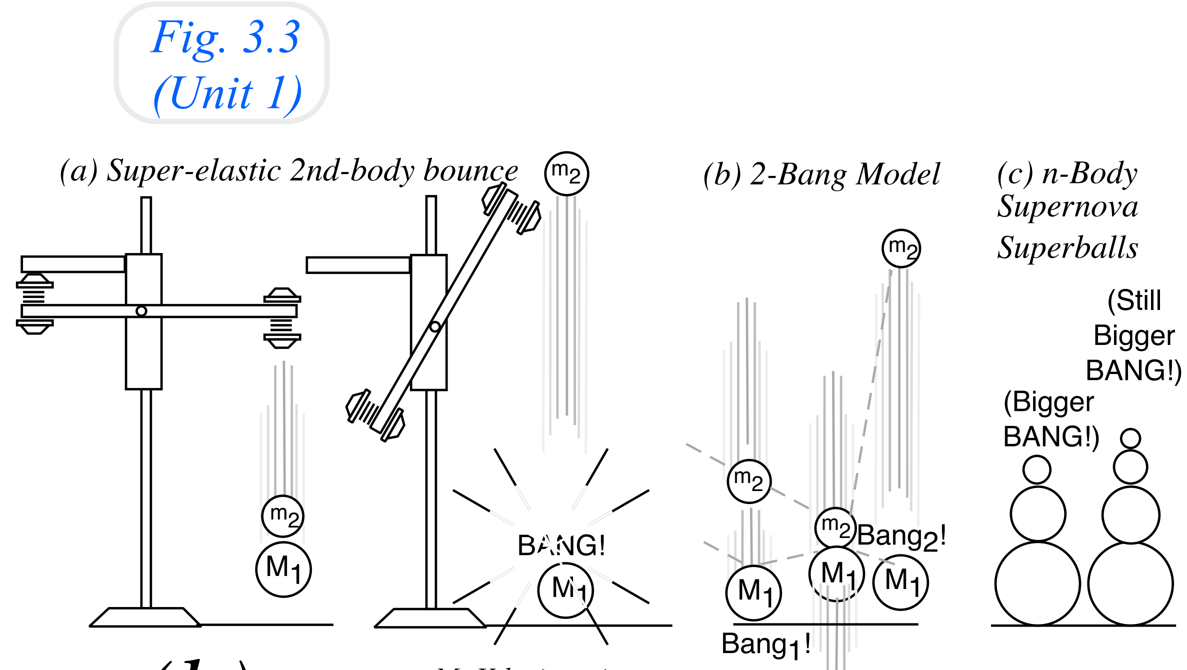
Fig. 4.5a in Unit 1

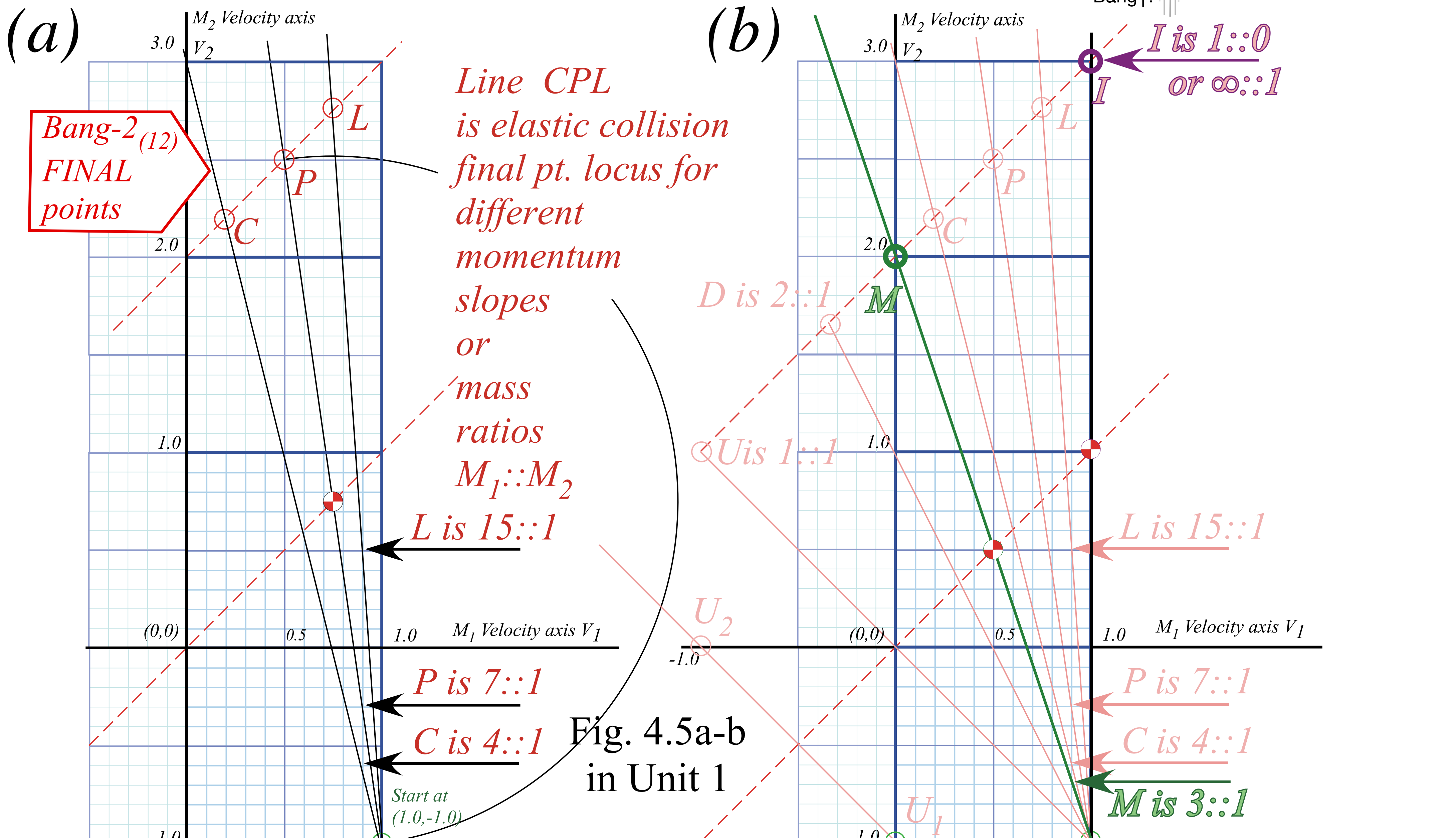
[BounceIt web simulation with g=0 and 70:10 mass ratio]

[With non zero g, velocity dependent damping and mass ratio of 70:35]

http://www.uark.edu/ua/modphys/testing/markup/BounceItWeb.html?smallMass=1&massRatio=100&scenario=7000







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Geometry of X2 launcher bouncing in box *(gravity-free)*

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Geometric optimization and range-of-motion calculation(s)

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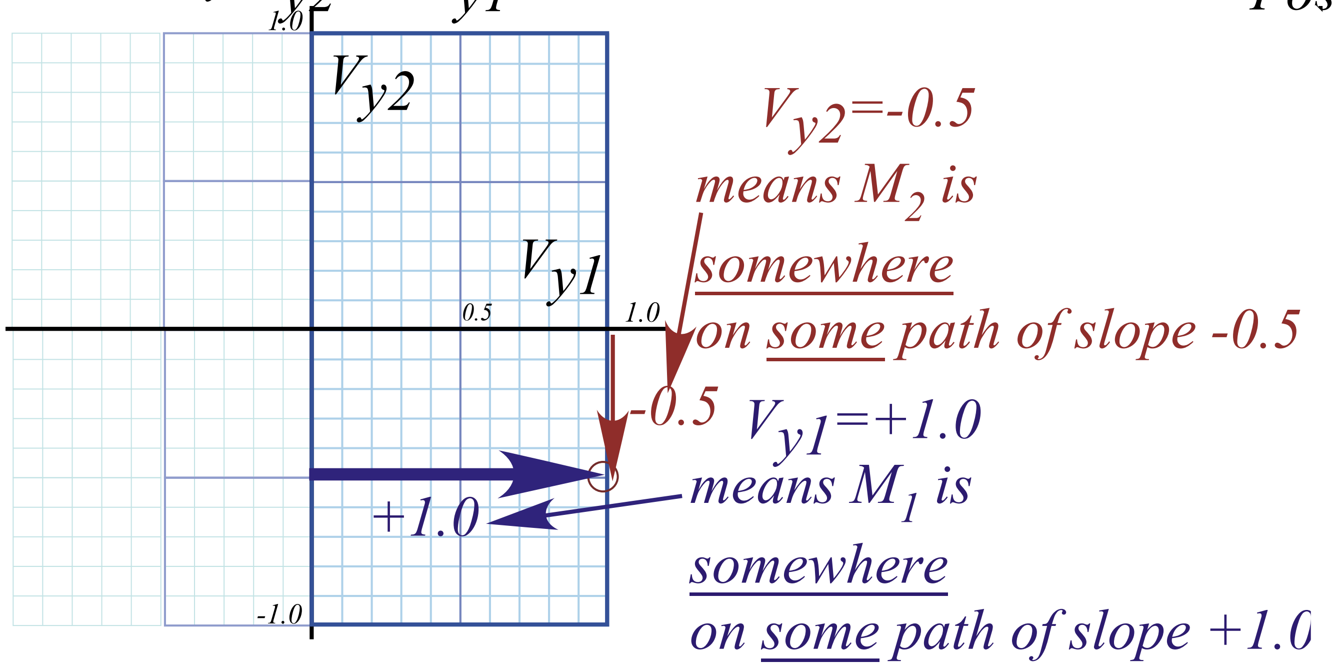
Integration of (V_1,V_2) *data to space-space plots* (y_1, y_2) *Examples* $(M_1=7, M_2=1)$ *and* $(M_1=49, M_2=1)$

Geometric "Integration" (Converting Velocity data to Spacetime)

Velocity V_{y2} vs. V_{y1} Plot

Position y vs. Time t Plot



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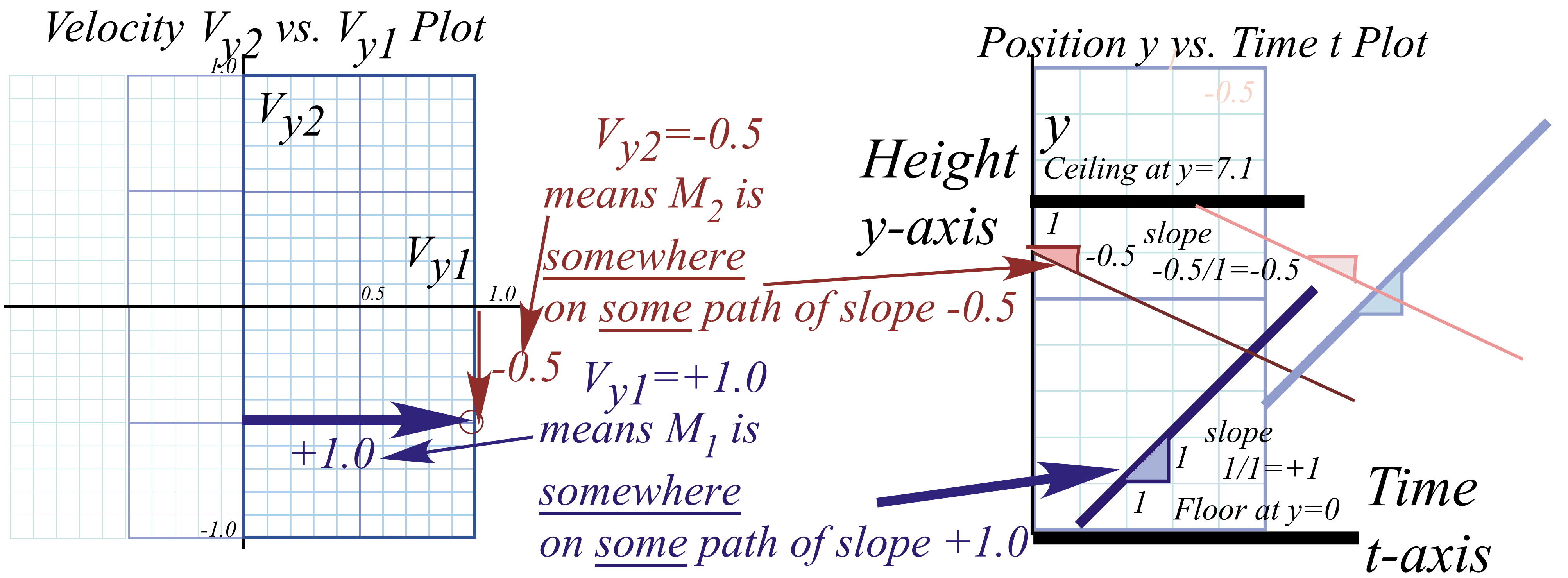

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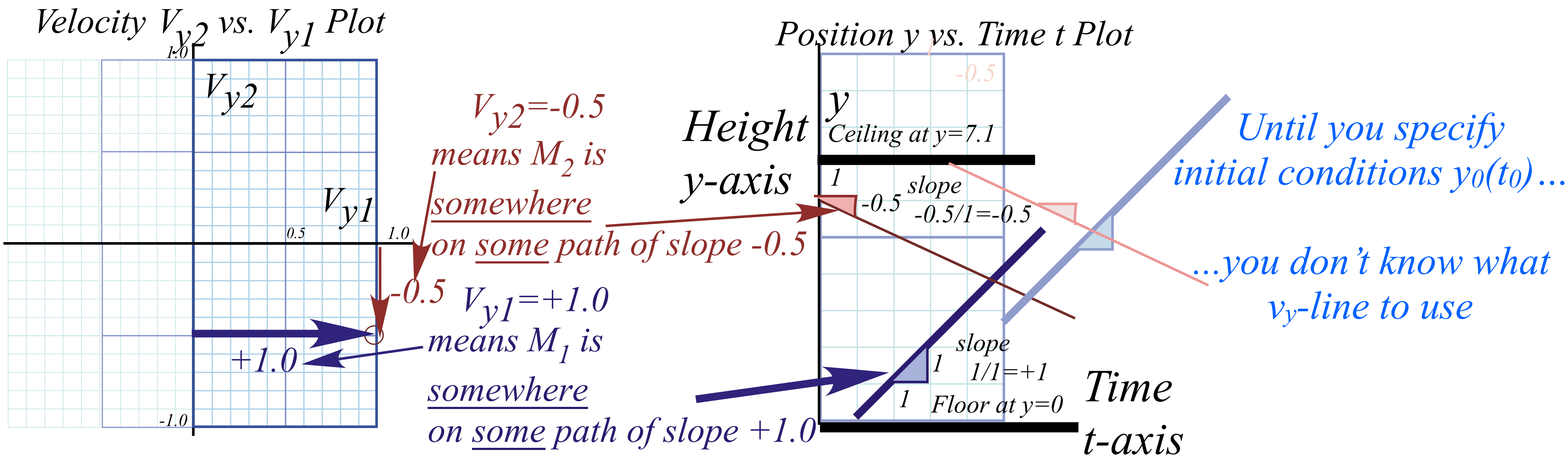

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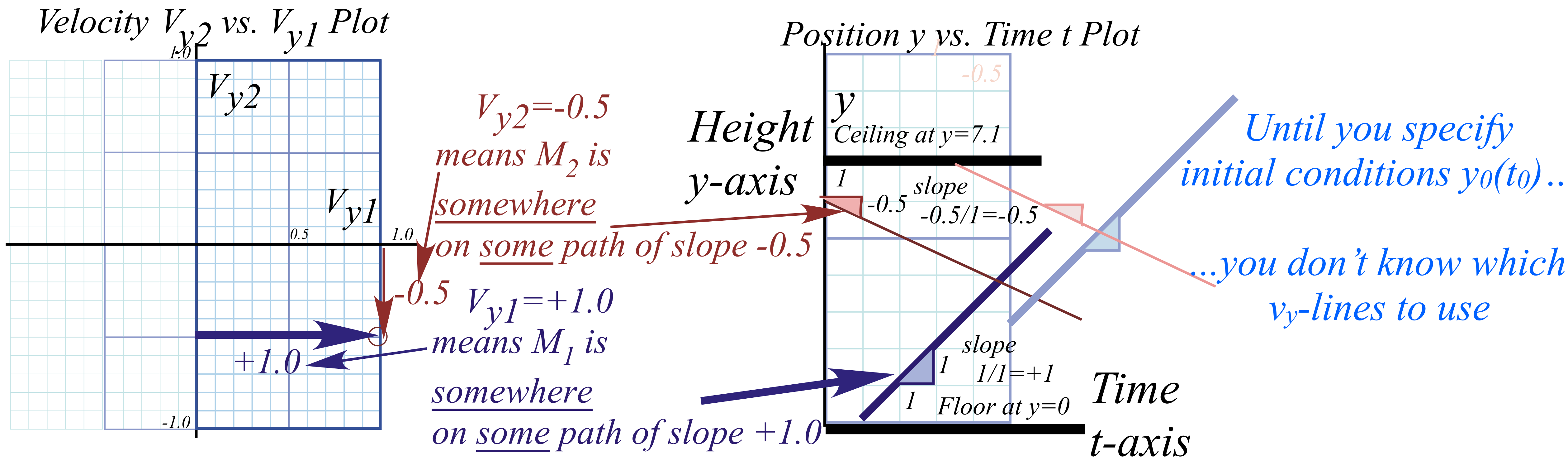
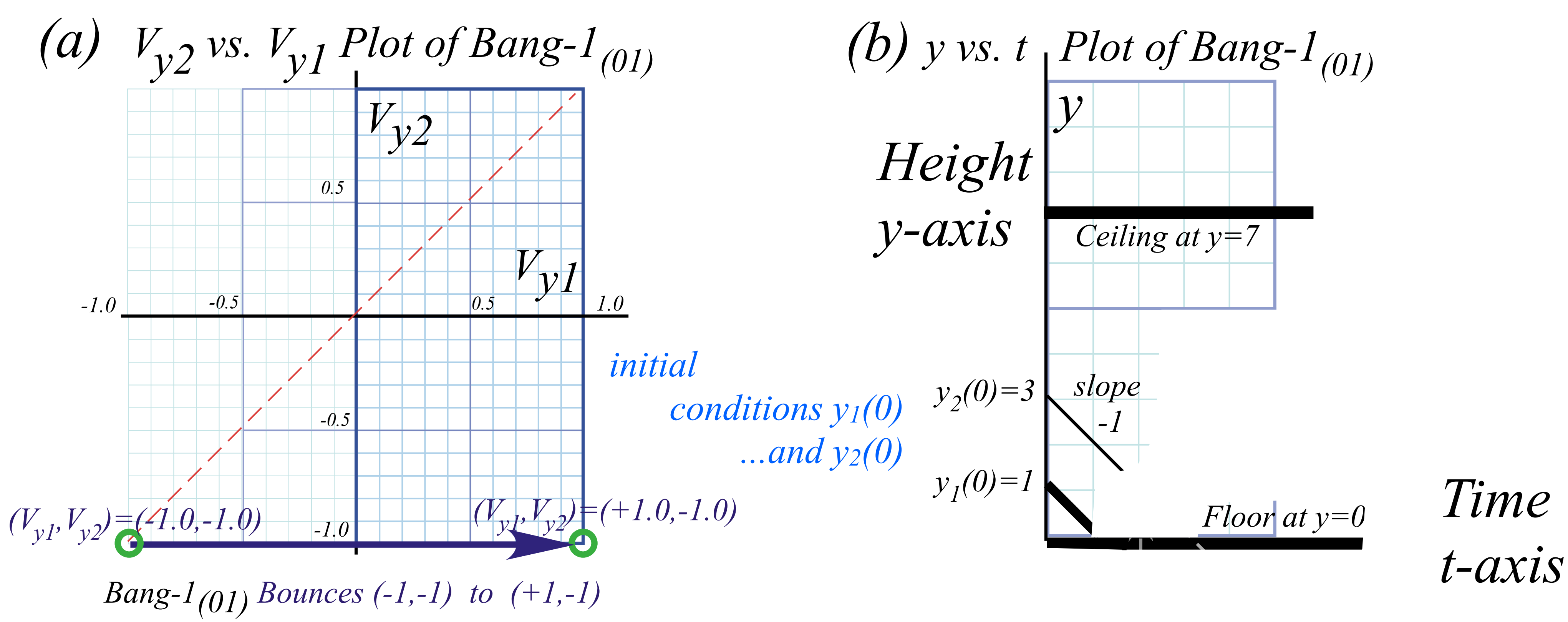


Fig. 4.6a-b
in Unit 1



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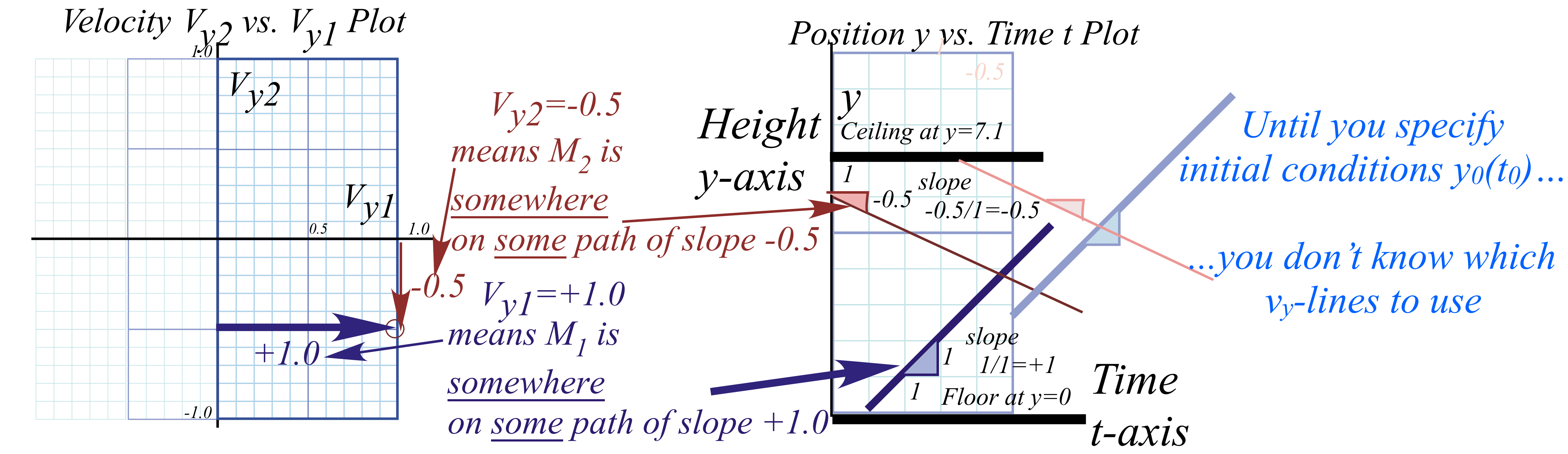

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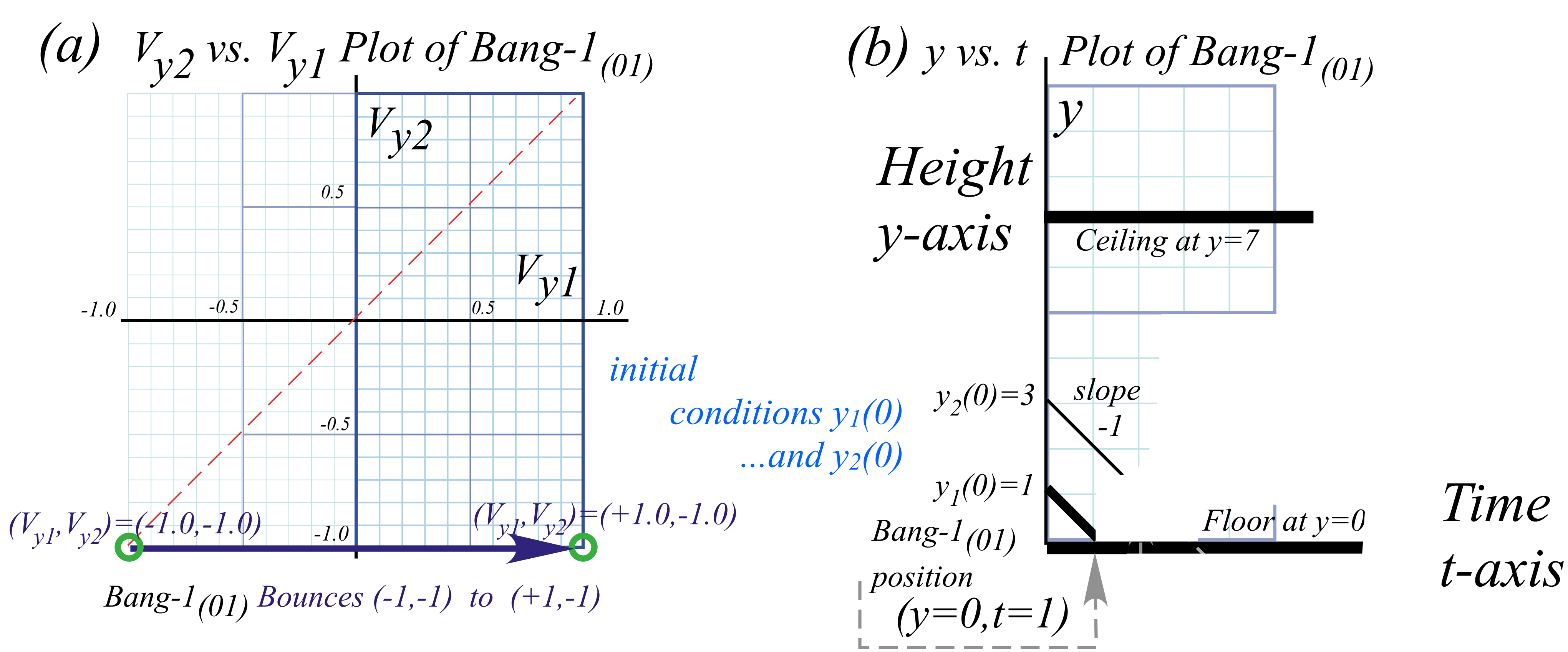

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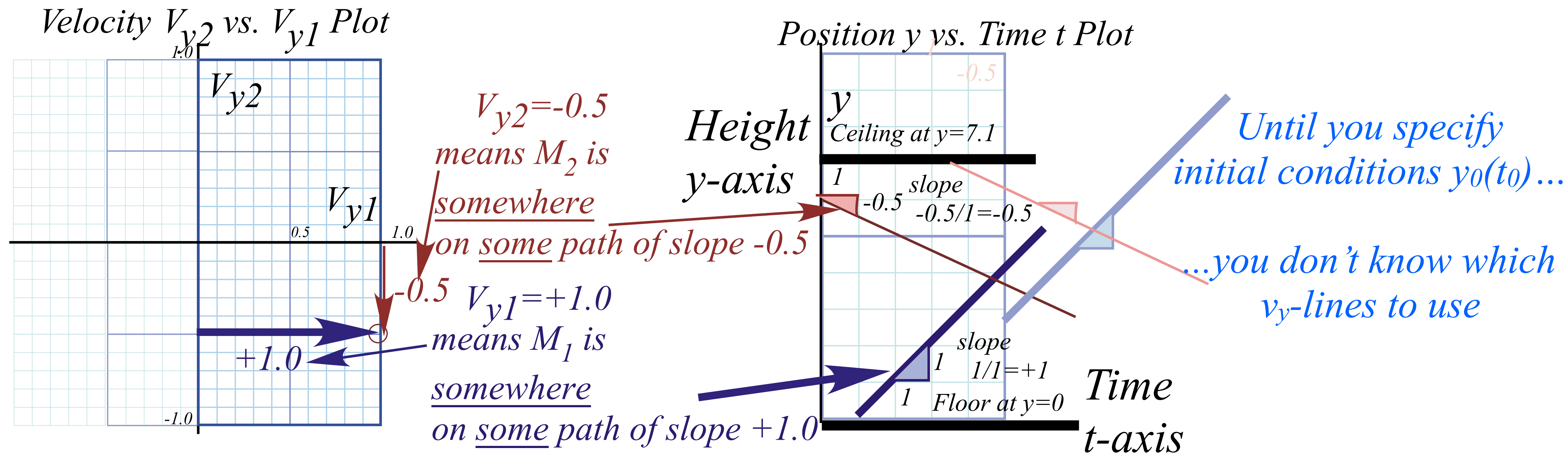

Fig. 4.6a-b
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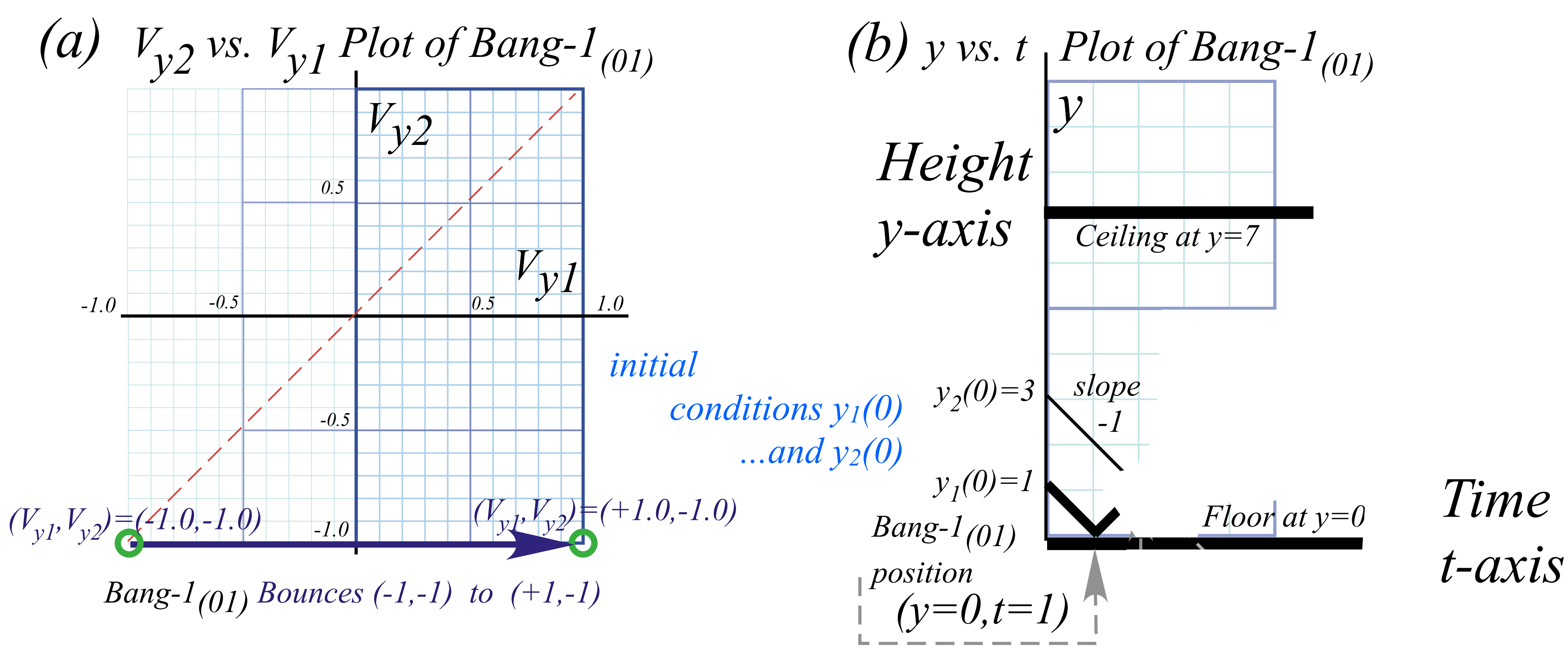

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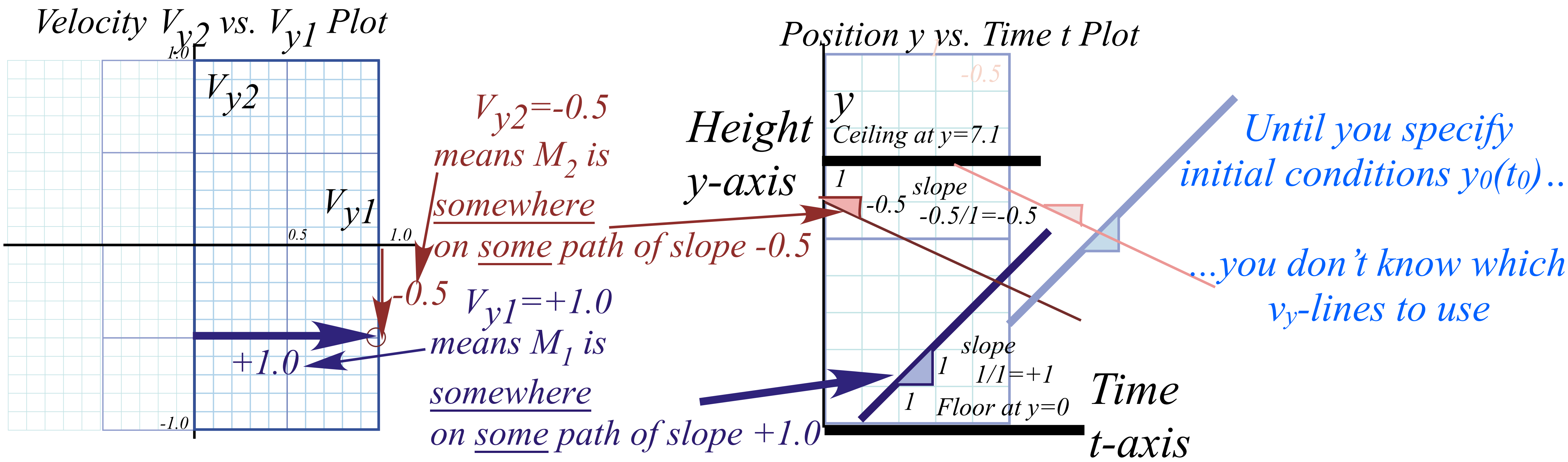

Fig. 4.6a-b
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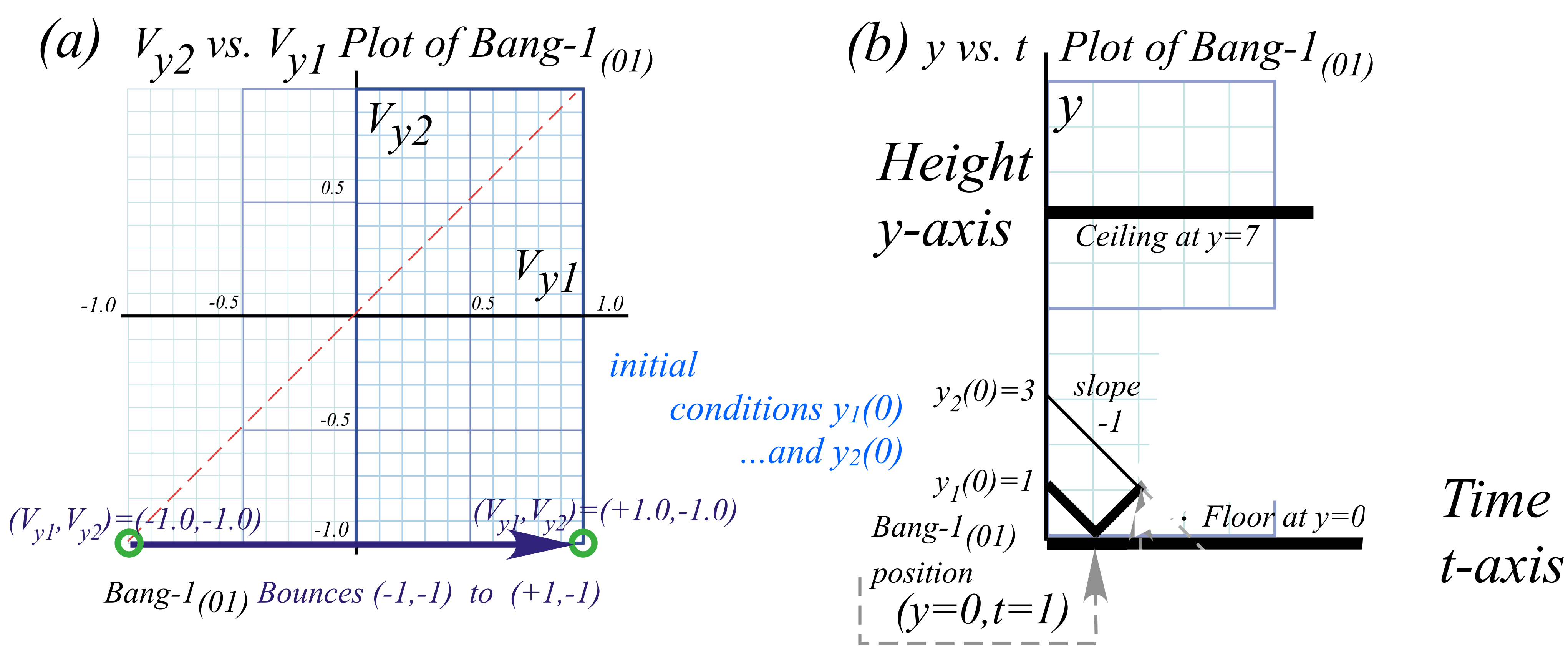

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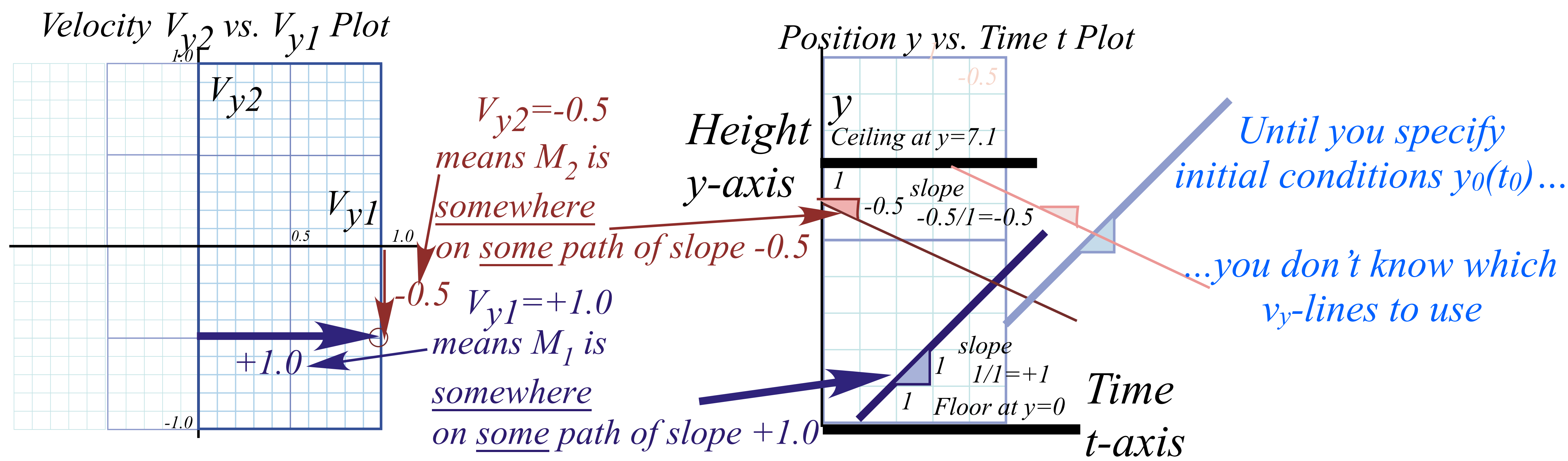
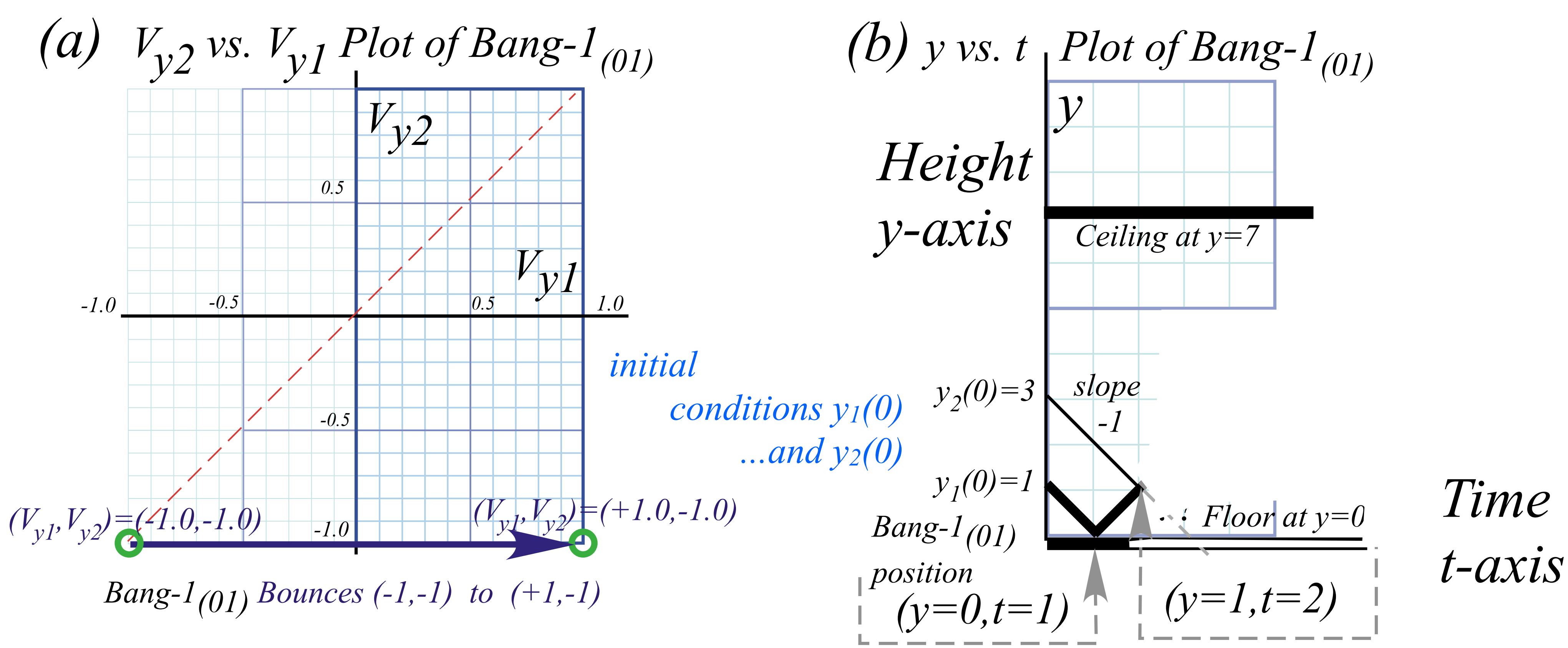


Fig. 4.6a-b
in Unit 1



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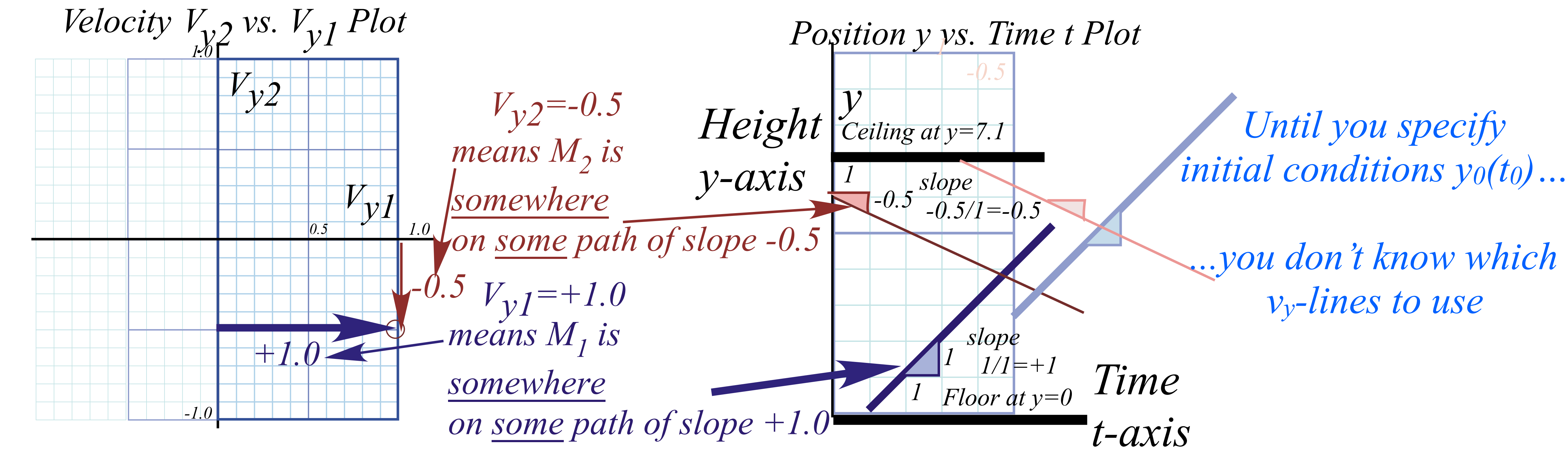

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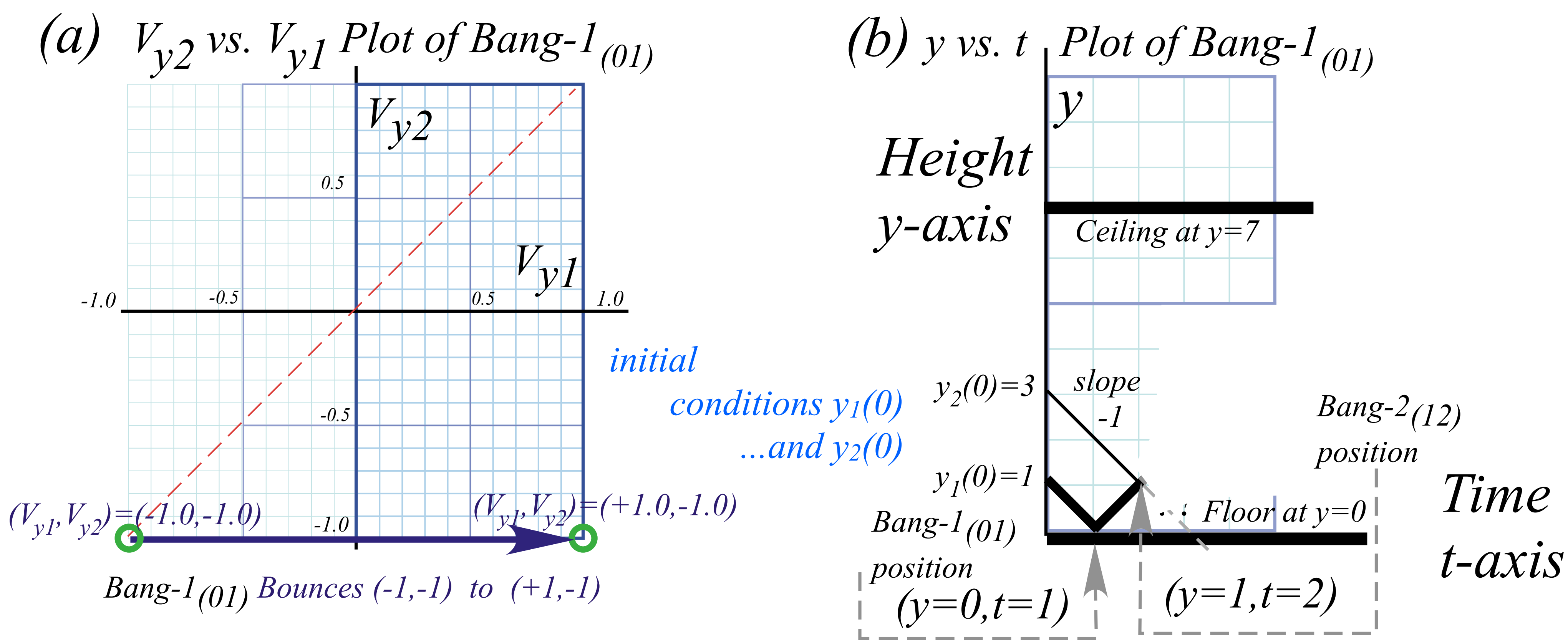

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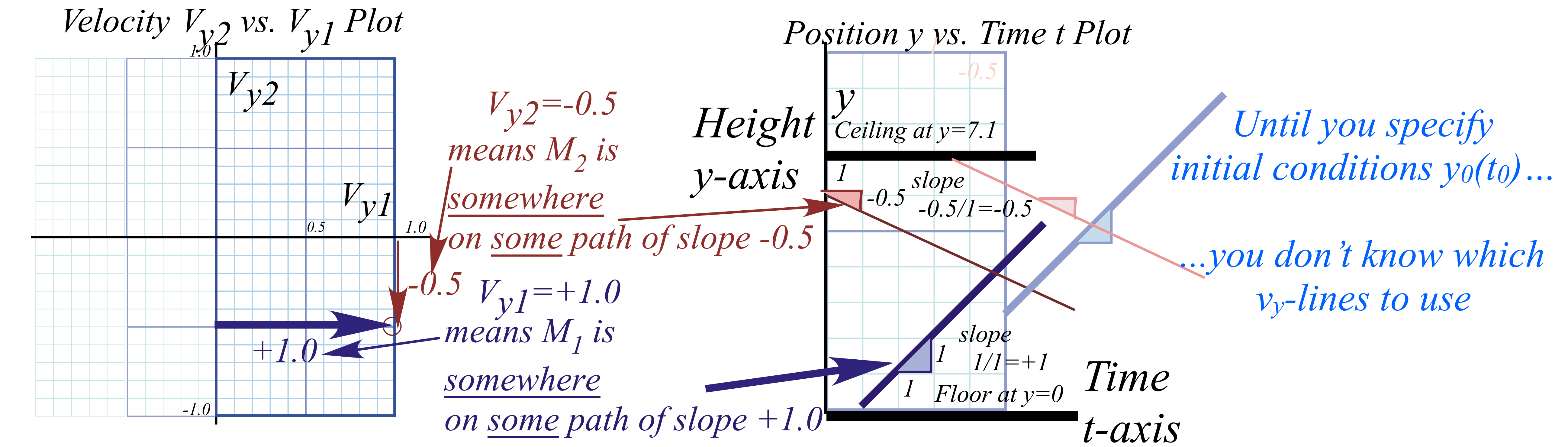

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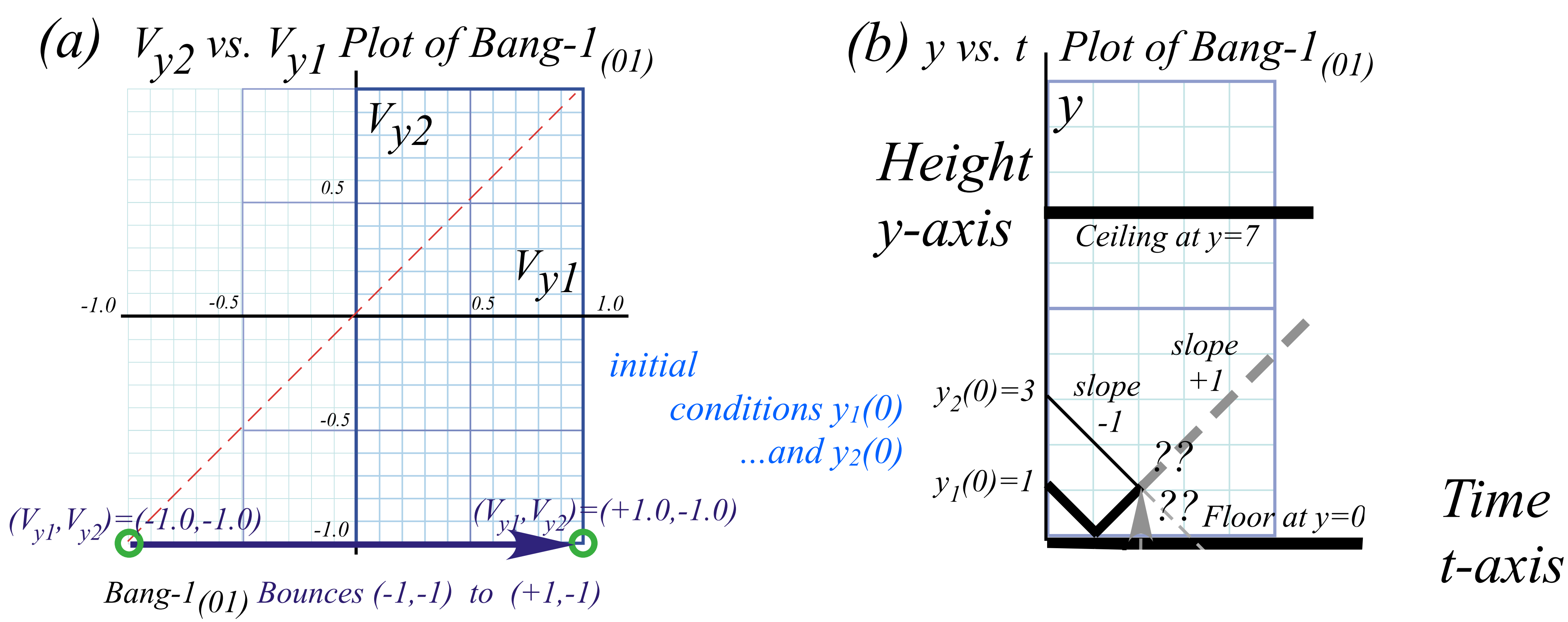


Geometric "Integration" (Converting Velocity data to Spacetime)

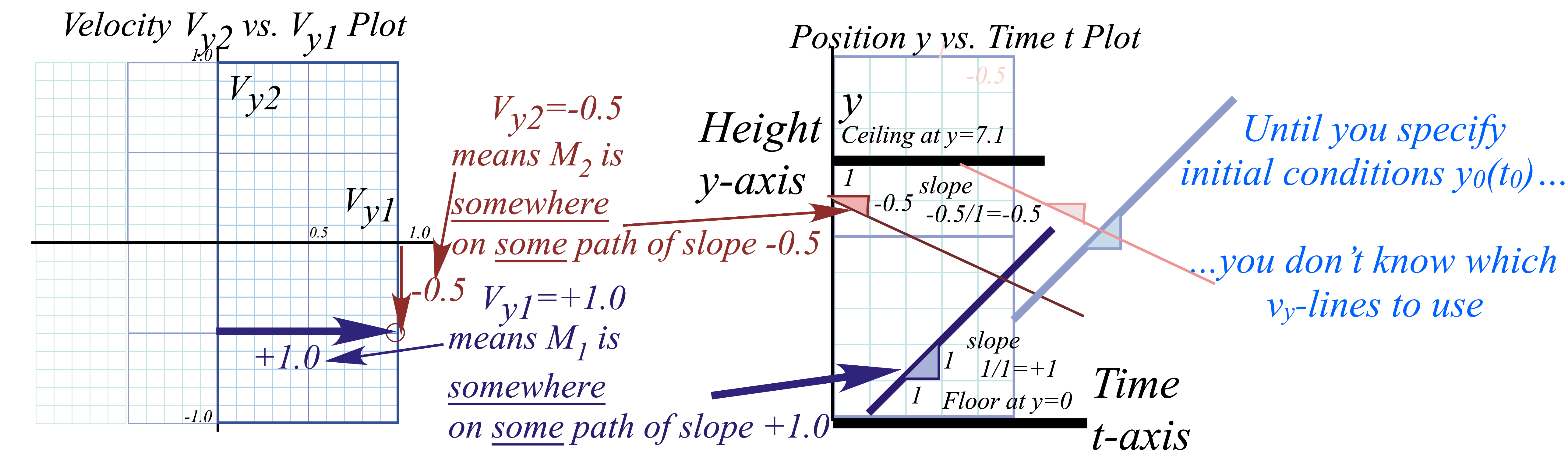
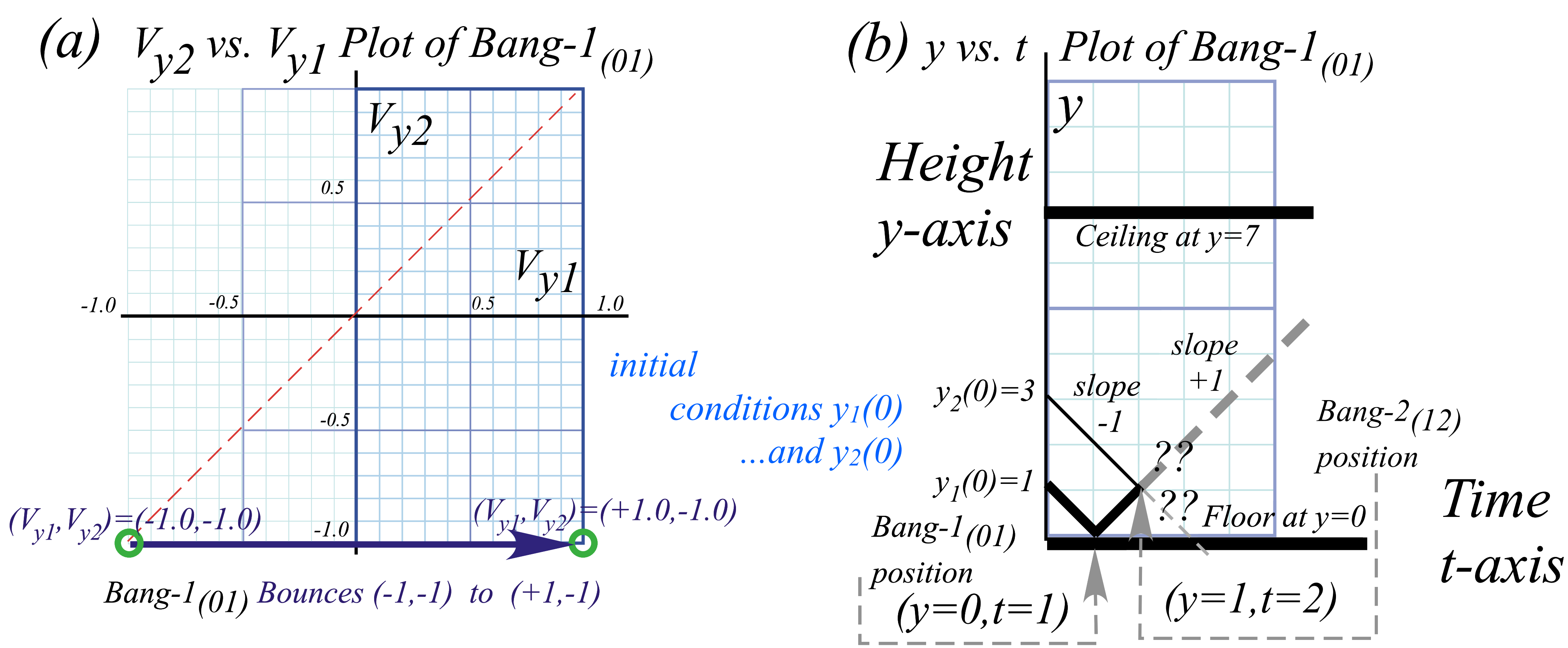
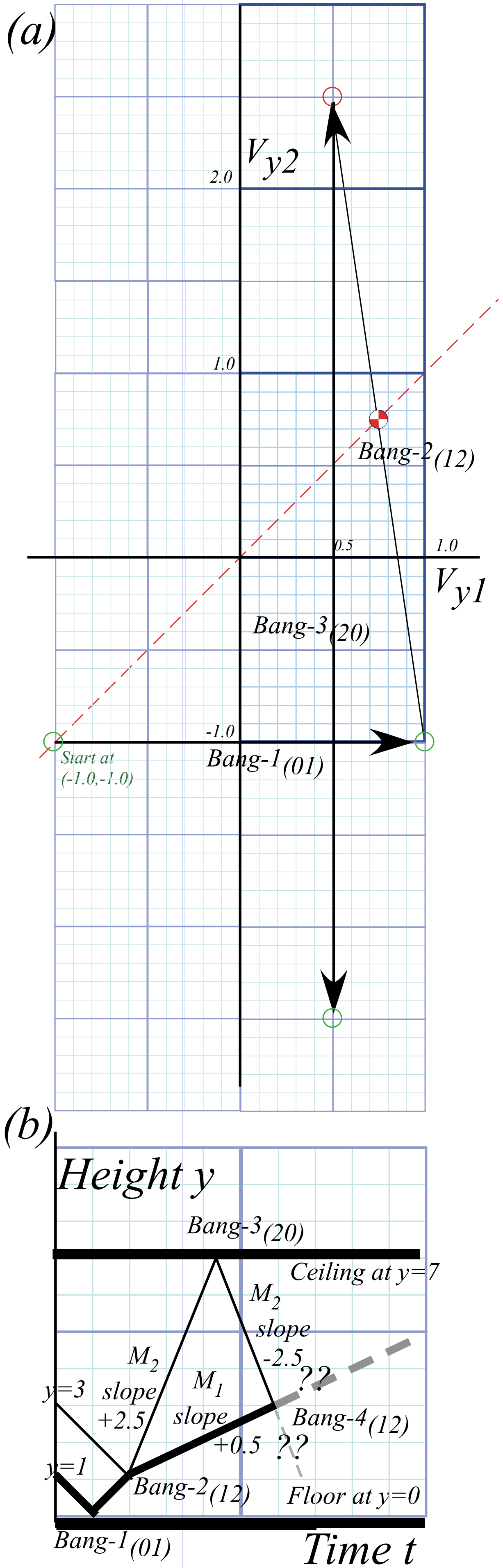


Fig. 4.6a-b
in Unit 1



Geometric "Integration" (Converting Velocity data to Spacetime)



Geometric "Integration" (Converting Velocity data to Spacetime)

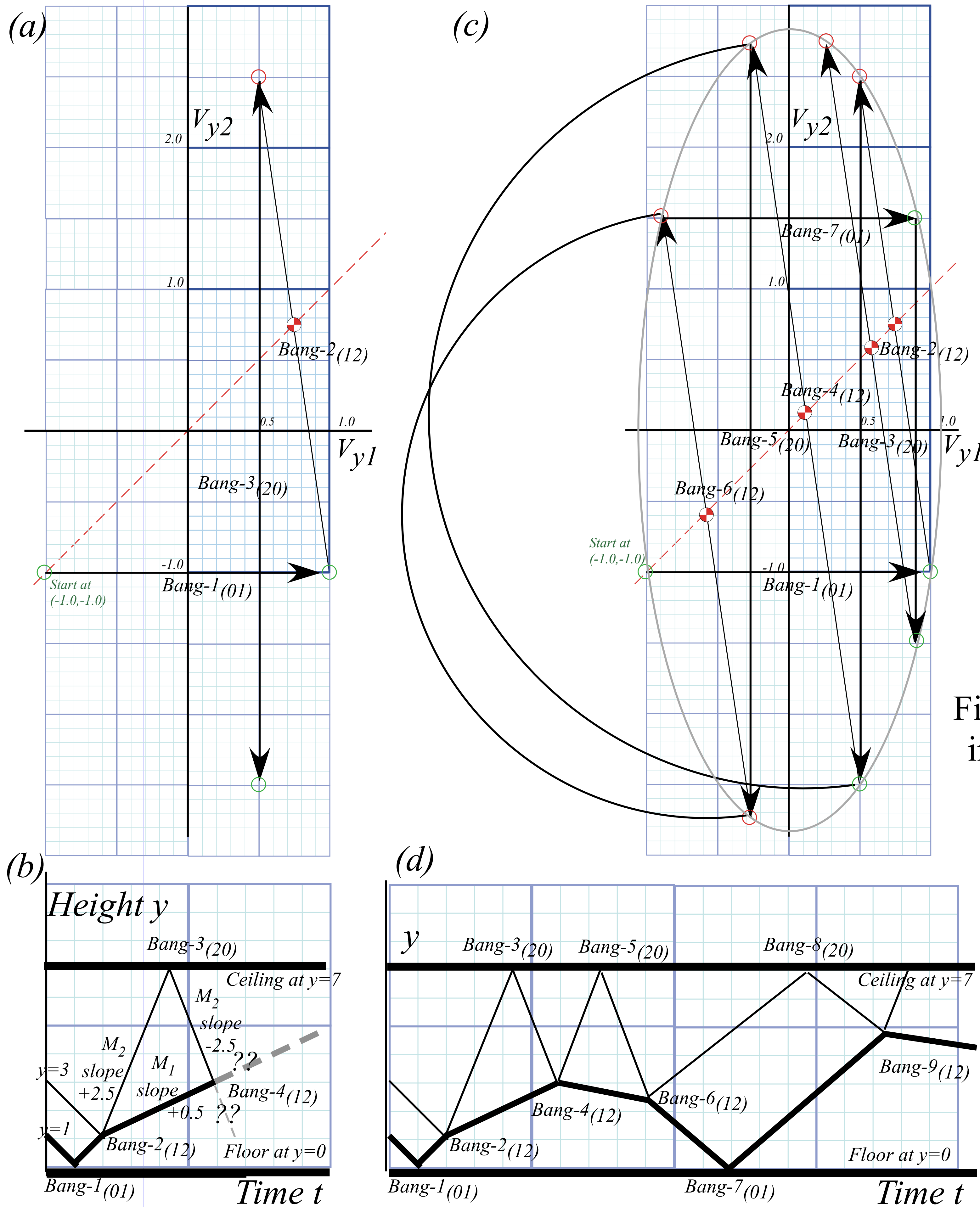


Fig. 4.7a-d in Unit 1

Kinetic Energy Ellipse

$$KE = \frac{1}{2}M_1V_1^2 + \frac{1}{2}M_2V_2^2 = \frac{1}{2} + \frac{7}{2} = 4$$

$$1 = \frac{V_1^2}{2KE/M_1} + \frac{V_2^2}{2KE/M_2} = \frac{x_1^2}{a_1^2} + \frac{x_2^2}{a_2^2}$$

Geometric "Integration" (Converting Velocity data to Spacetime)

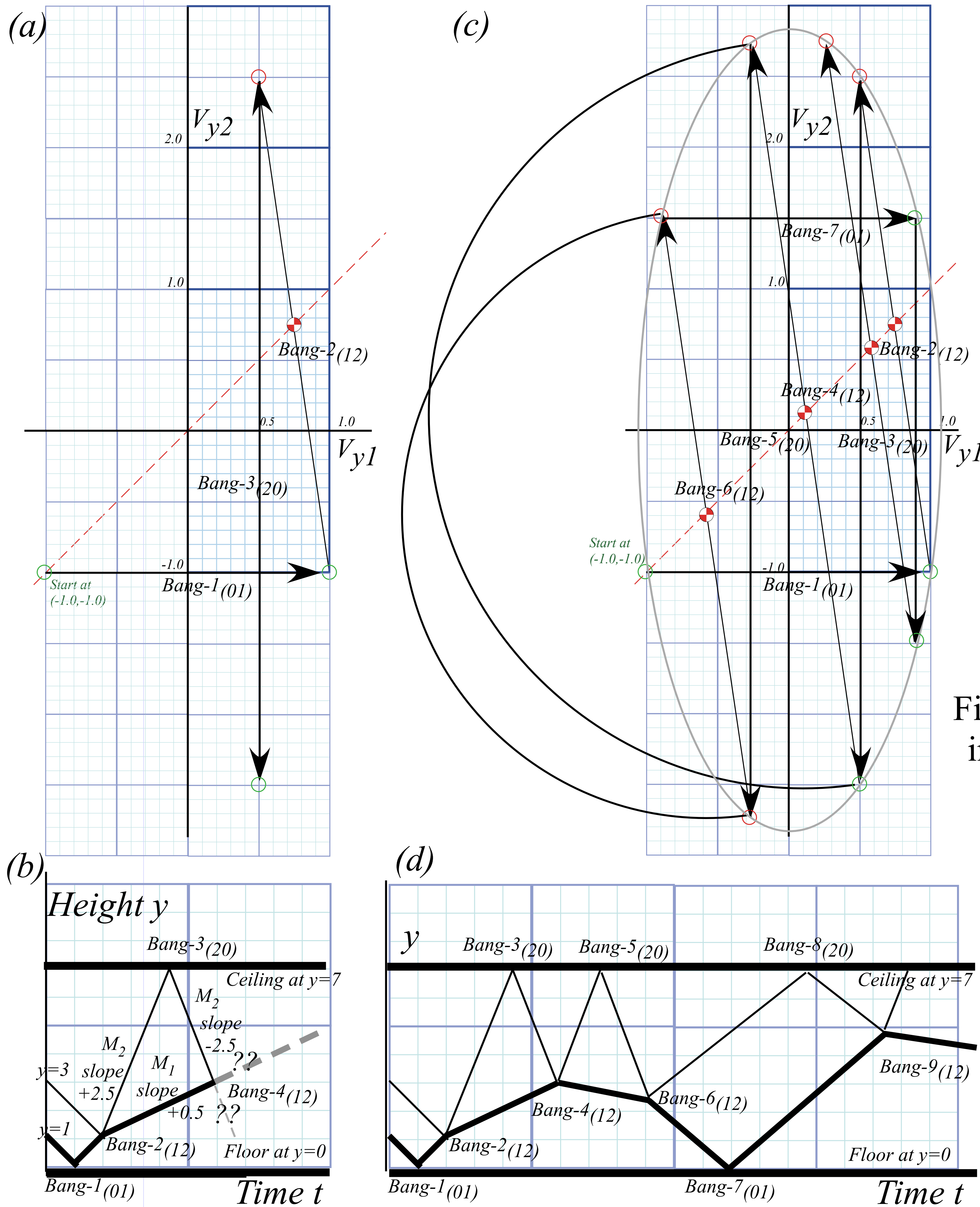


Fig. 4.7a-d
in Unit 1

Kinetic Energy Ellipse

$$KE = \frac{1}{2}M_1V_1^2 + \frac{1}{2}M_2V_2^2 = \frac{7}{2} + \frac{1}{2} = 4$$

$$1 = \frac{V_1^2}{2KE/M_1} + \frac{V_2^2}{2KE/M_2} = \frac{x_1^2}{a_1^2} + \frac{x_2^2}{a_2^2}$$

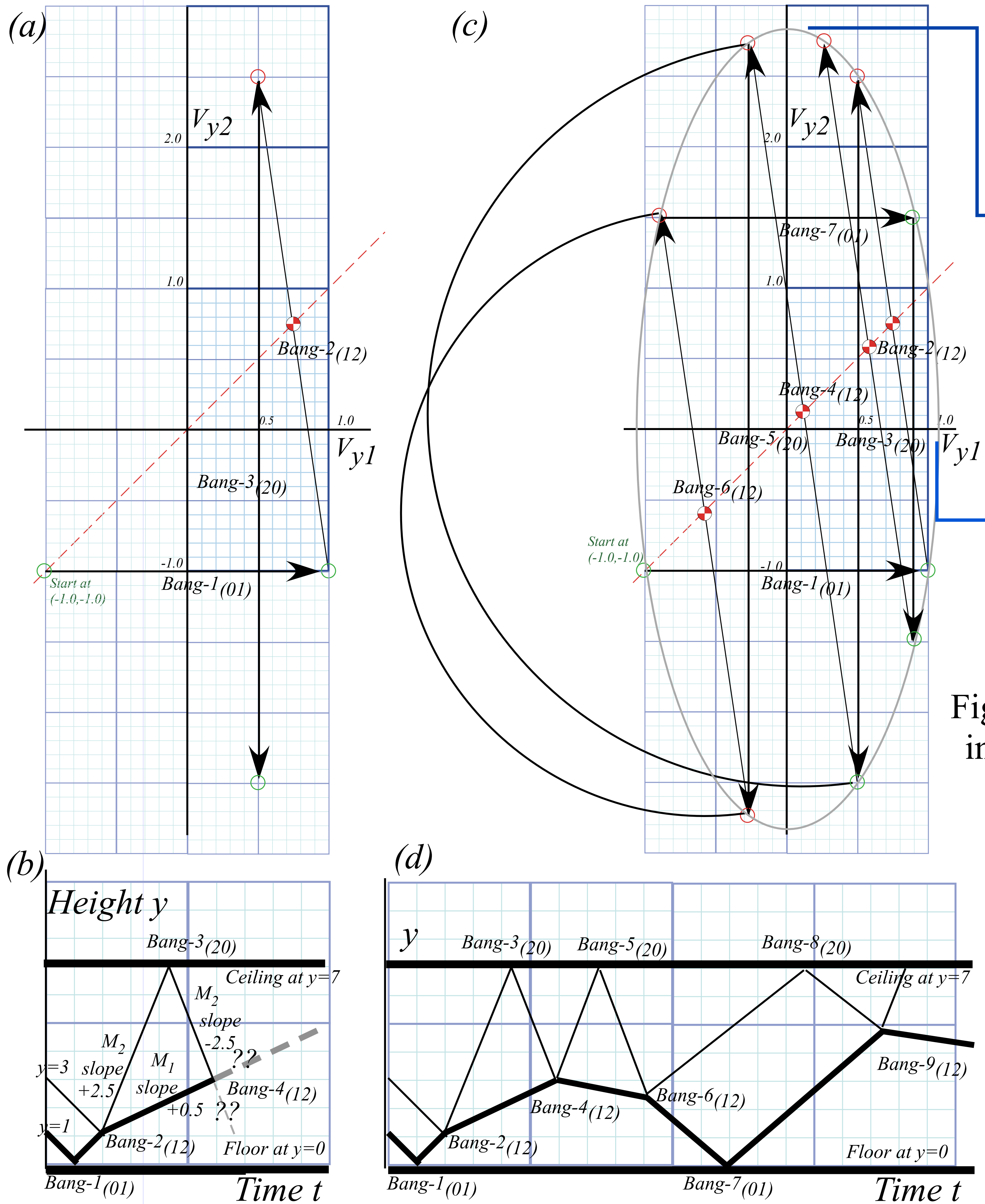
Ellipse radius 1

$$a_1 = \sqrt{2KE/M_1}$$

Ellipse radius 2

$$a_2 = \sqrt{2KE/M_2}$$

Geometric "Integration" (Converting Velocity data to Spacetime)



Kinetic Energy Ellipse

$$KE = \frac{1}{2}M_1V_1^2 + \frac{1}{2}M_2V_2^2 = \frac{7}{2} + \frac{1}{2} = 4$$

$$1 = \frac{V_1^2}{2KE/M_1} + \frac{V_2^2}{2KE/M_2} = \frac{x_1^2}{a_1^2} + \frac{x_2^2}{a_2^2}$$

Ellipse radius 1

$$a_1 = \sqrt{2KE/M_1} = \sqrt{2KE/7} = \sqrt{8/7} = 1.07$$

Ellipse radius 2

$$a_2 = \sqrt{2KE/M_2} = \sqrt{2KE/1} = \sqrt{8/1} = 2.83$$

Fig. 4.7a-d in Unit 1

Geometric "Integration" (Converting Velocity data to Spacetime)

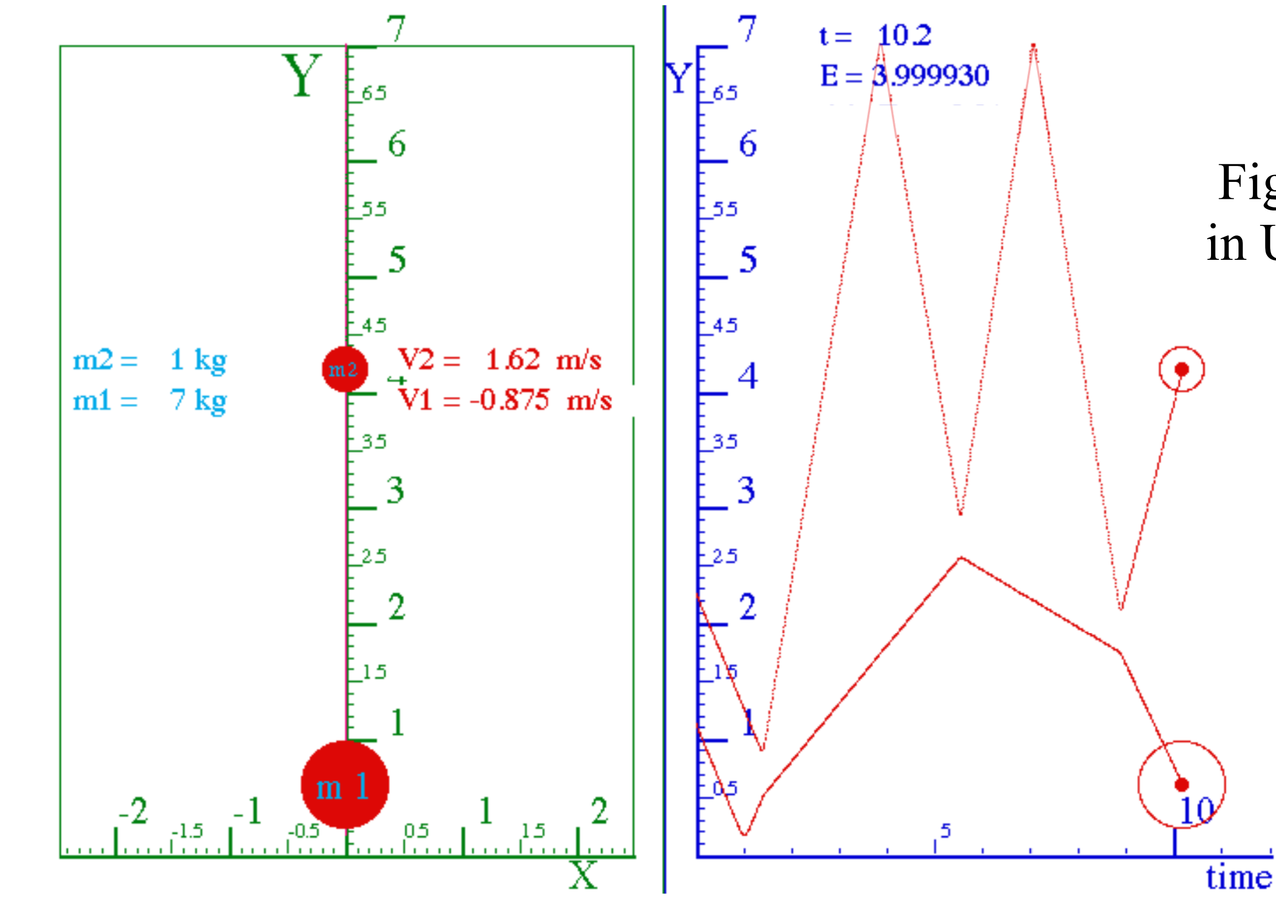


Fig. 4.8
in Unit 1

BounceIt Superball Collision Web Simulator:
M₁=70, M₂=10 with Newtonian time plot

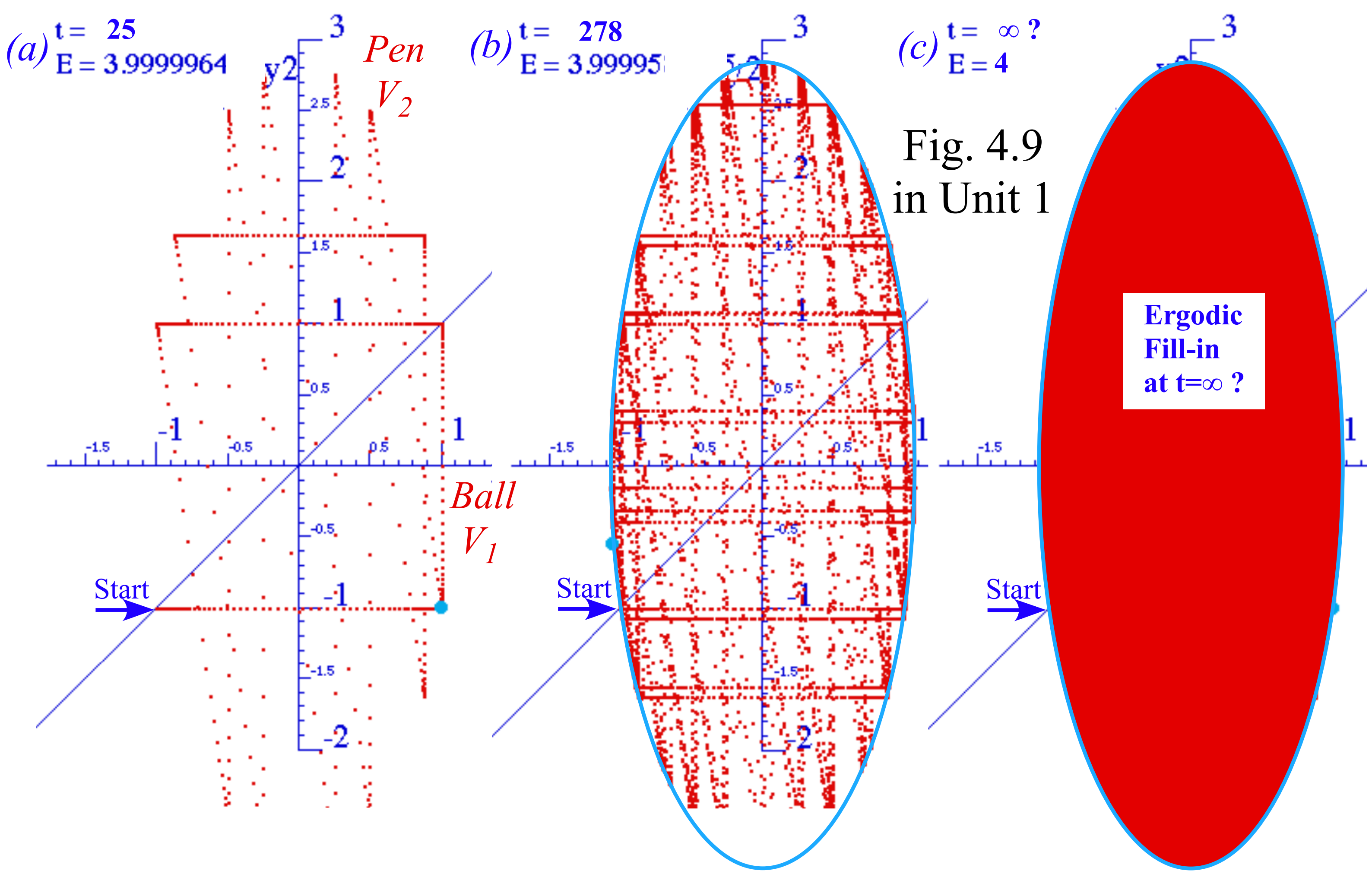


Fig. 4.9
in Unit 1

BounceIt Superball Collision Web Simulator:
M_1=70, M_2=10 with V_2 vs V_1 plot

Geometry of X2 launcher bouncing in box *(gravity-free)*

Independent Bounce Model (IBM)

Geometric optimization and range-of-motion calculation(t)

Integration of (V_1,V_2) data to space-time plots $(y_1(t),t)$ and $(y_2(t),t)$ plots

→ *Integration of (V_1,V_2) data to space-space plots (y_1, y_2)* *Examples $(M_1=7, M_2=1)$ and $(M_1=49, M_2=1)$*

Geometric "Integration" (Converting Velocity data to Space-space trajectory)

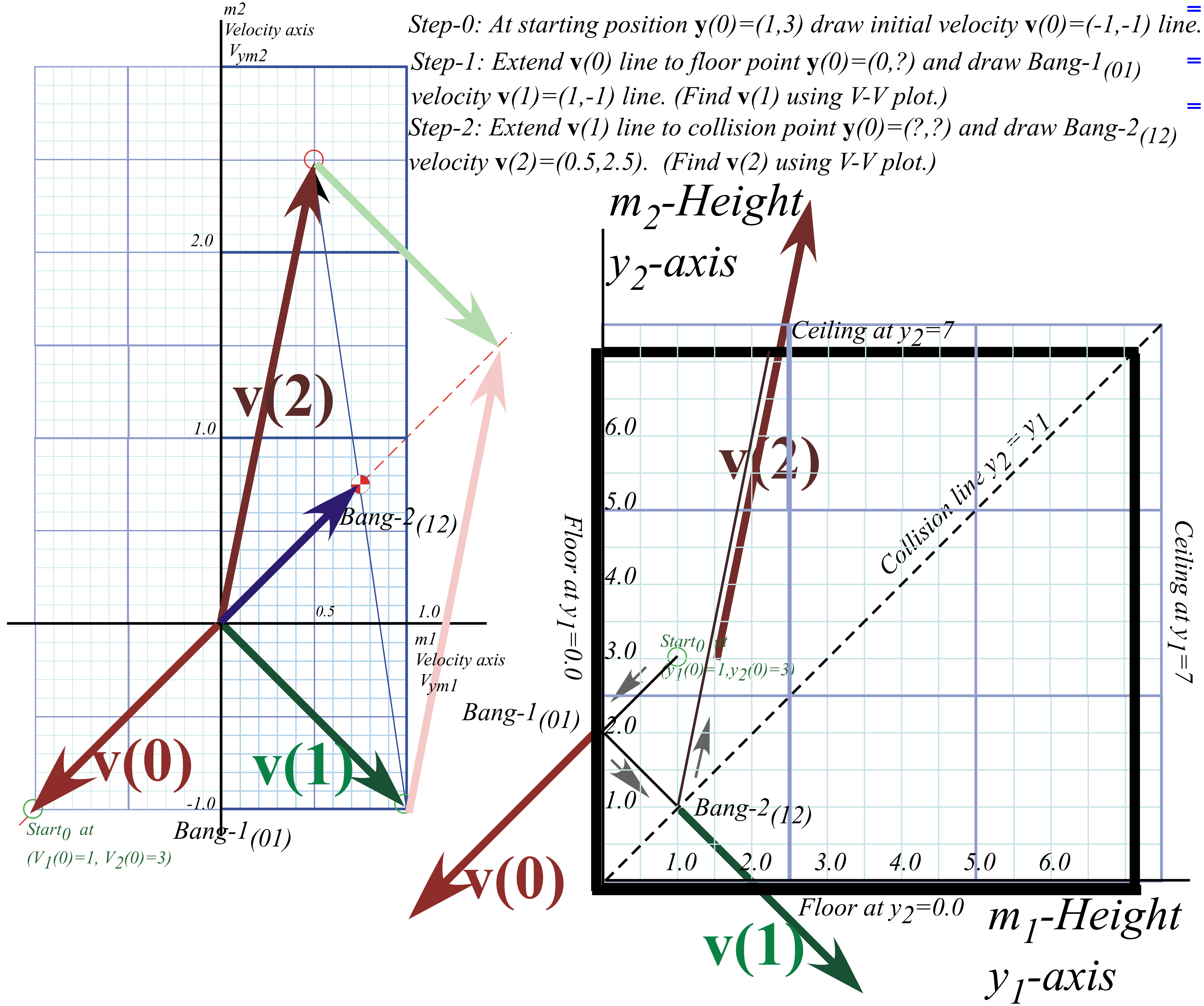
Fig. 4.11
in Unit 1

Ellipse radius 1	*Ellipse radius 2*
$a_1 = \sqrt{2KE/M_1}$	$a_2 = \sqrt{2KE/M_2}$
$= \sqrt{2KE/7}$	$= \sqrt{2KE/1}$
$= \sqrt{8/7}$	$= \sqrt{8/1}$
$= 1.07$	$= 2.83$

Step-0: At starting position $\mathbf{y}(0)=(1,3)$ *draw initial velocity* $\mathbf{v}(0)=(-1,-1)$ *line.*

Step-1: Extend $\mathbf{v}(0)$ *line to floor point* $\mathbf{y}(0)=(0,?)$ *and draw Bang-1*$_{(01)}$ *velocity* $\mathbf{v}(1)=(1,-1)$ *line. (Find* $\mathbf{v}(1)$ *using V-V plot.)*

Step-2: Extend $\mathbf{v}(1)$ *line to collision point* $\mathbf{y}(0)=(?,?)$ *and draw Bang-2*$_{(12)}$ *velocity* $\mathbf{v}(2)=(0.5,2.5)$*. (Find* $\mathbf{v}(2)$ *using V-V plot.)*



Geometric "Integration" (Converting Velocity data to Space-space trajectory)

Fig. 4.11
in Unit 1

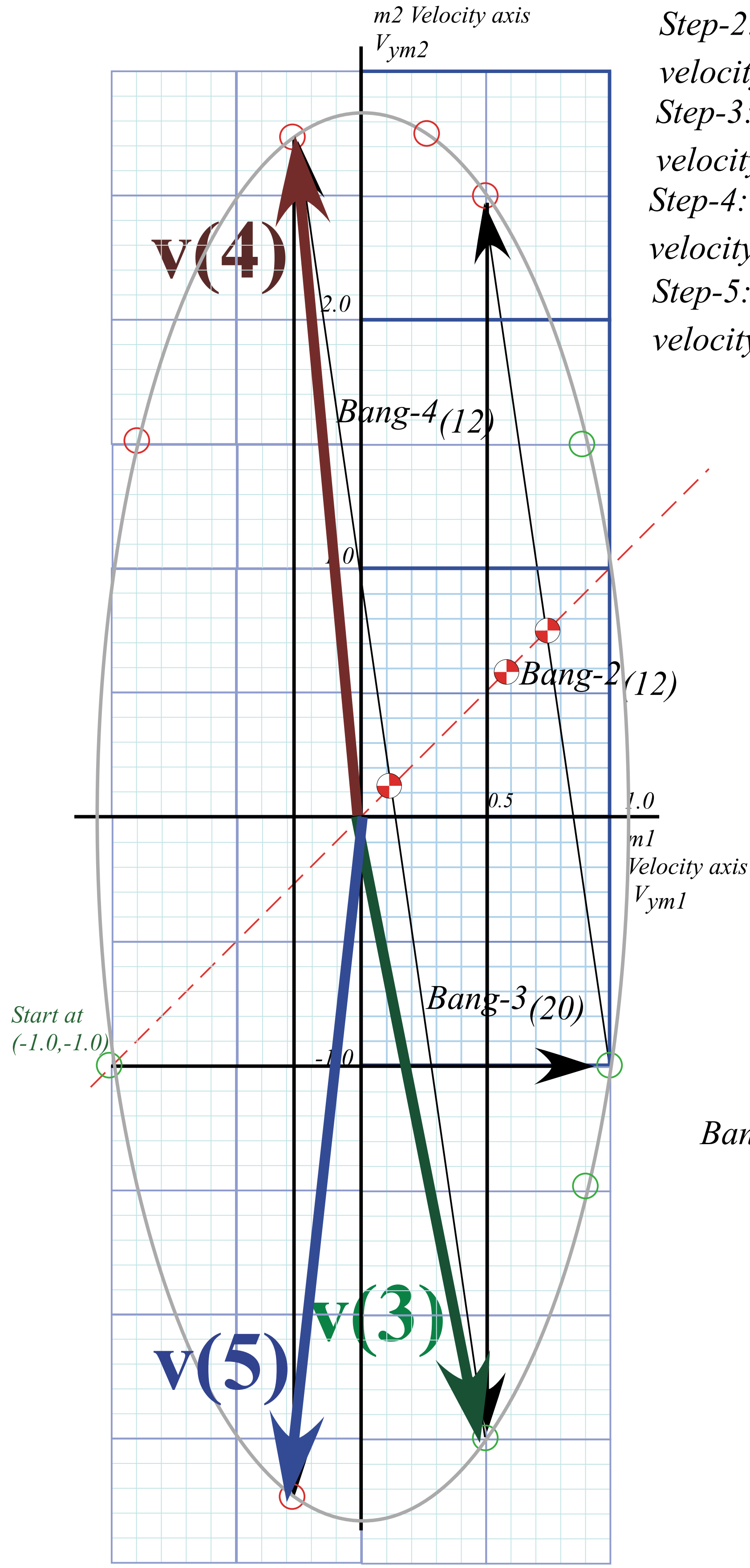
Step-2: Extend **v**(2) *line to ceiling point* **y**(3)=(?,7.1) *and draw Bang-3*$_{(20)}$ *velocity* **v**(3)=(1,-1) *line. (Find* **v**(3) *using V-V plot.)*
Step-3: Extend **v**(3) *line to collision point* **y**(4)=(?,?) *and draw Bang-4*$_{(12)}$ *velocity* **v**(4)=(0.5,2.5). *(Find* **v**(4) *using V-V plot.)*
Step-4: Extend **v**(4) *line to ceiling point* **y**(4)=(?,7.1) *and draw Bang-5*$_{(20)}$ *velocity* **v**(5)=(1,-1) *line. (Find* **v**(5) *using V-V plot.)*
Step-5: Extend **v**(5) *line to collision point* **y**(6)=(?,?) *and draw Bang-6*$_{(12)}$ *velocity* **v**(6)=(0.5,2.5). *(Find* **v**(6) *using V-V plot.)*

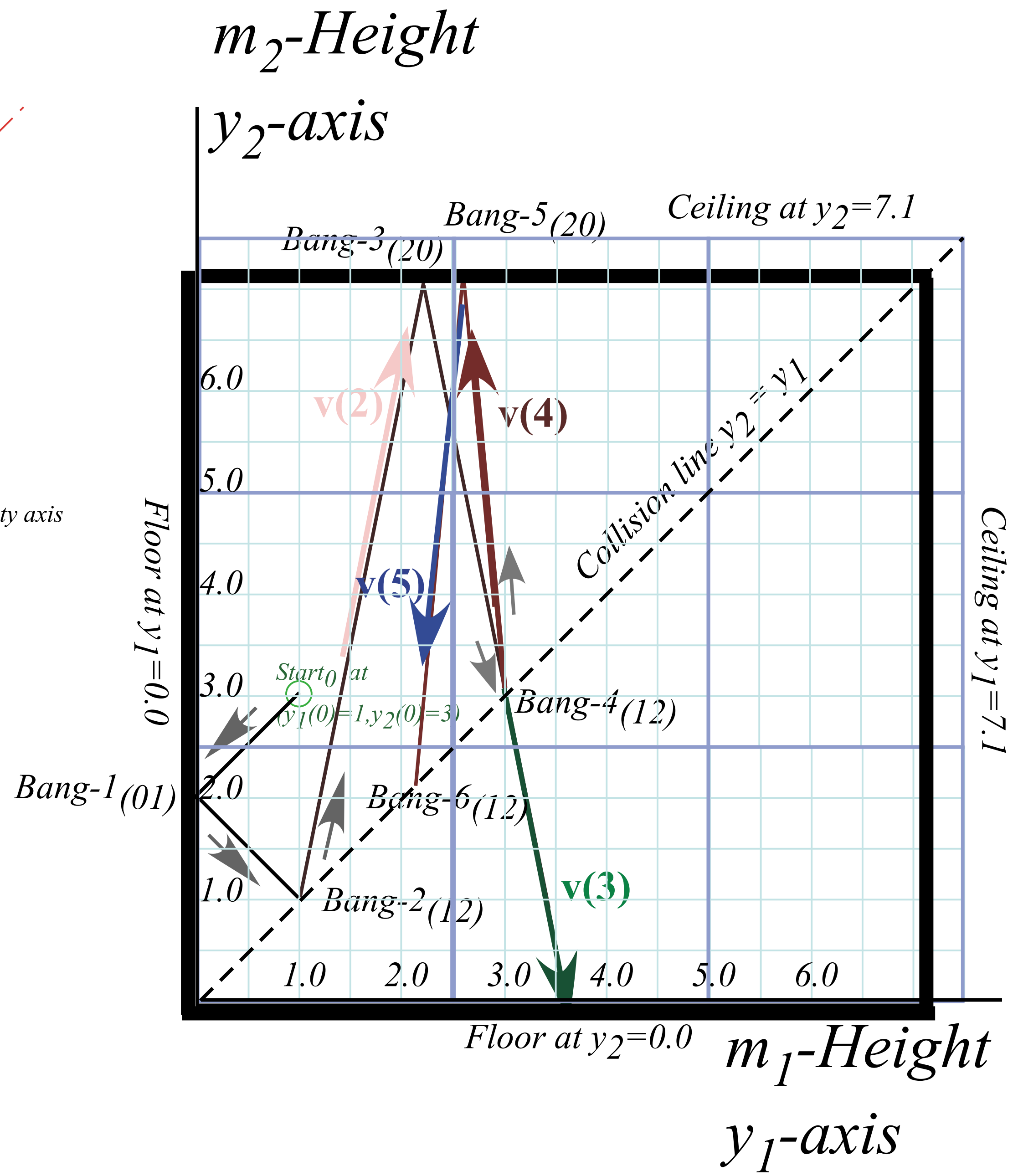
Ellipse radius 1

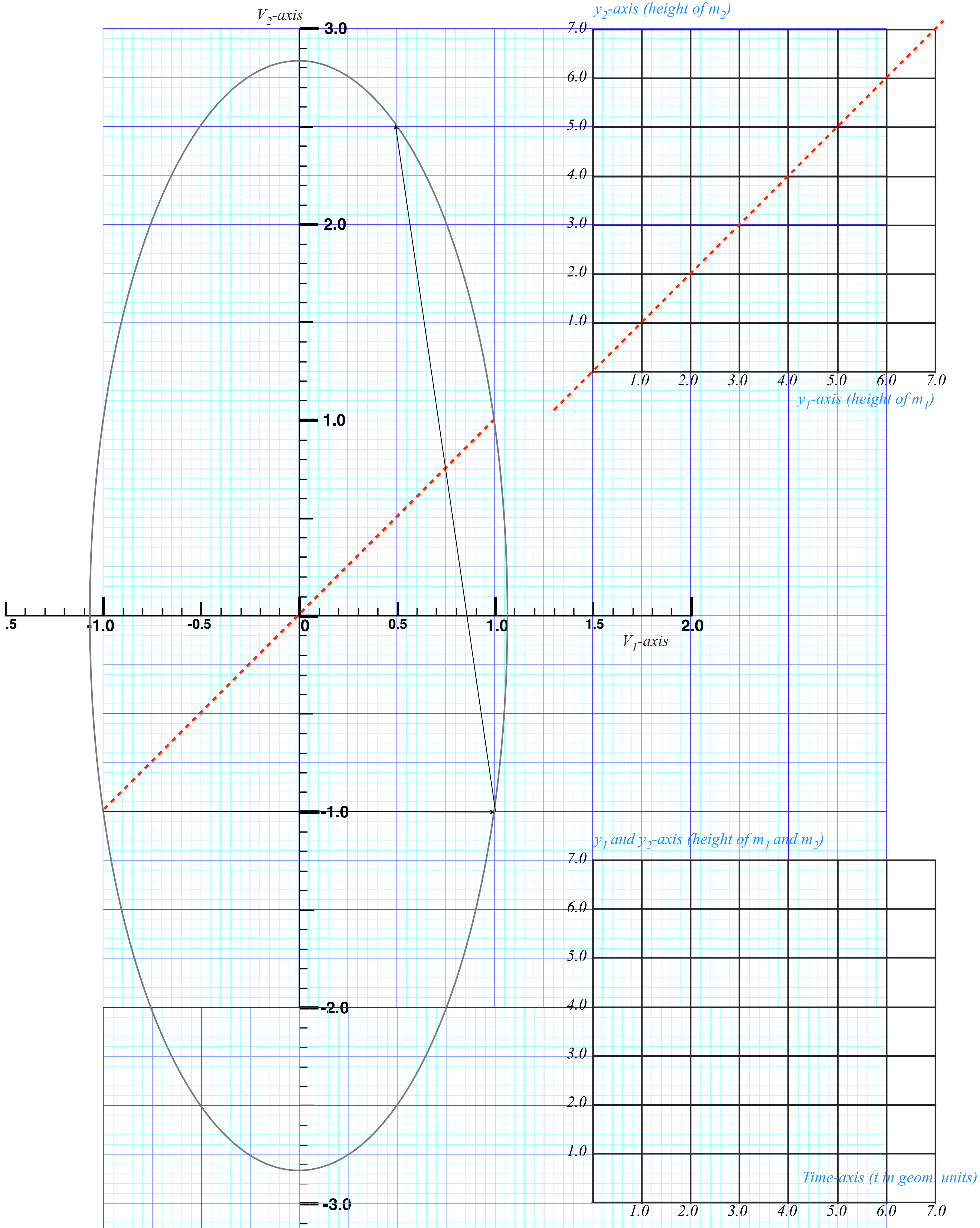
$a_1 = \sqrt{2KE/M_1} = \sqrt{2KE/7} = \sqrt{8/7} = 1.07$

Ellipse radius 2

$a_2 = \sqrt{2KE/M_2} = \sqrt{2KE/1} = \sqrt{8/1} = 2.83$







Ellipse radius 1

$$a_1 = \sqrt{2KE/M_1}$$
$$= \sqrt{2KE/7}$$
$$= \sqrt{8/7}$$
$$= 1.07$$

Ellipse radius 2

$$a_2 = \sqrt{2KE/M_2}$$
$$= \sqrt{2KE/1}$$
$$= \sqrt{8/1}$$
$$= 2.83$$

Geometry of 1-D 2-body collisions (Example with masses: m_1=49 and m_2=1)

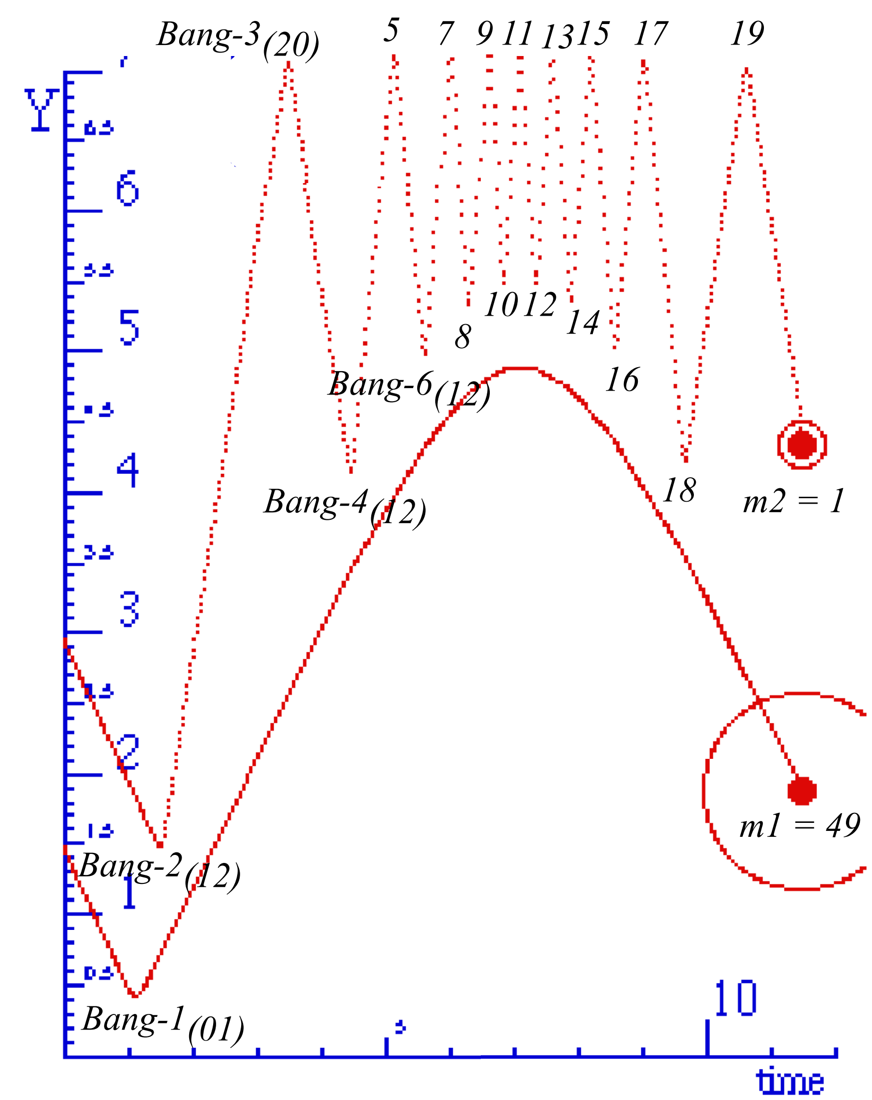
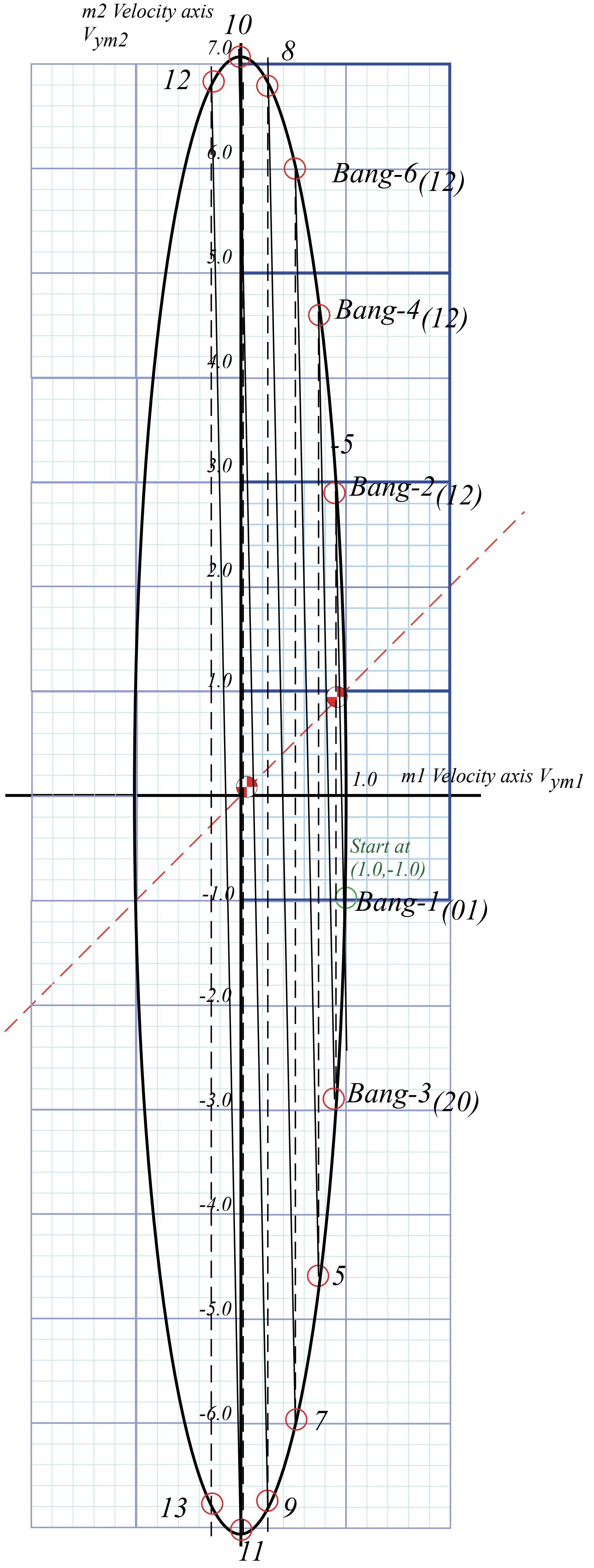


Fig. 5.1
in Unit 1

BounceIt Superball Collision Web Simulator:
[M_1=49, M_2=1 with Newtonian time plot]
[M_1=49, M_2=1 with V_2 vs V_1 plot]

Geometry of 1-D 2-body collisions (Example with masses: m_1=49 and m_2=1)



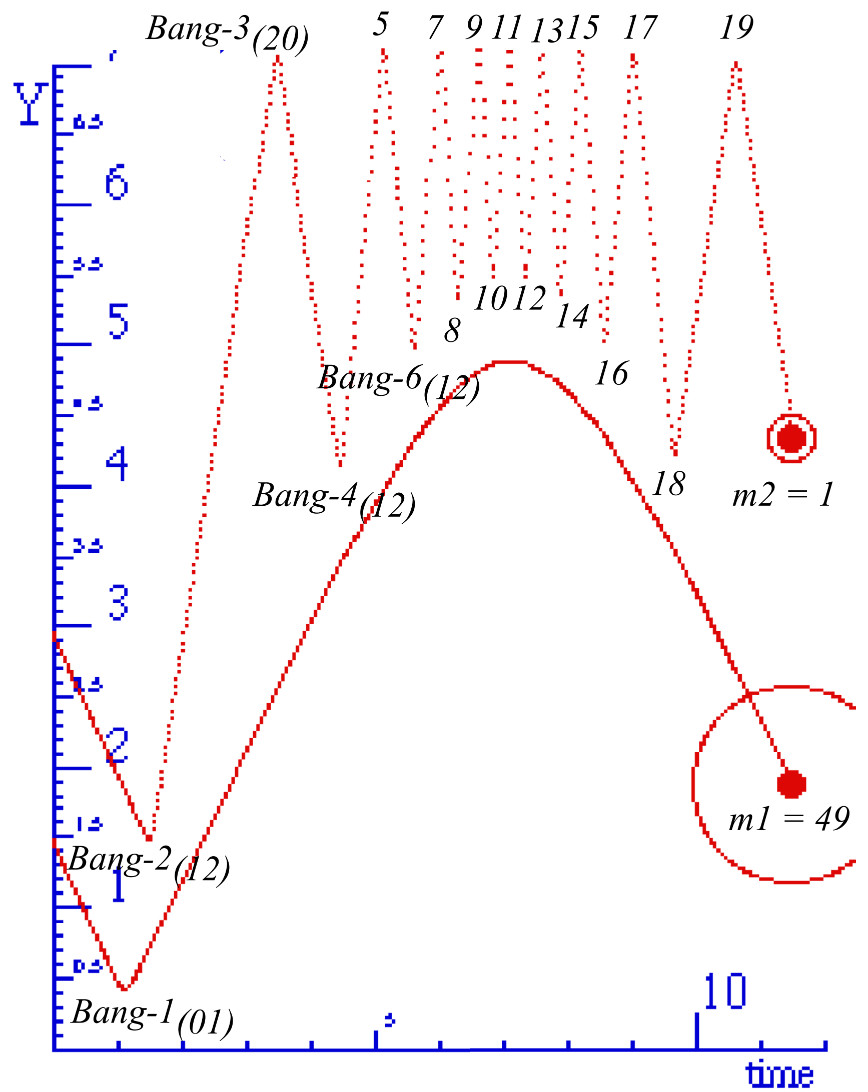
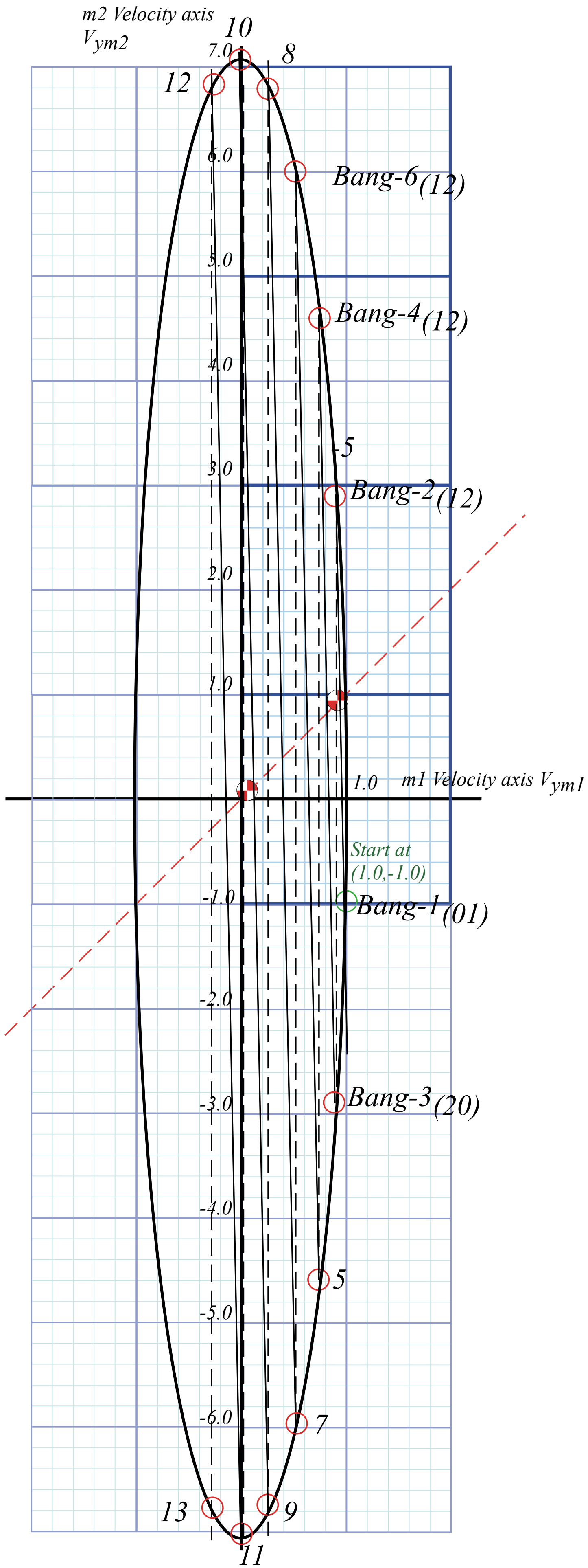
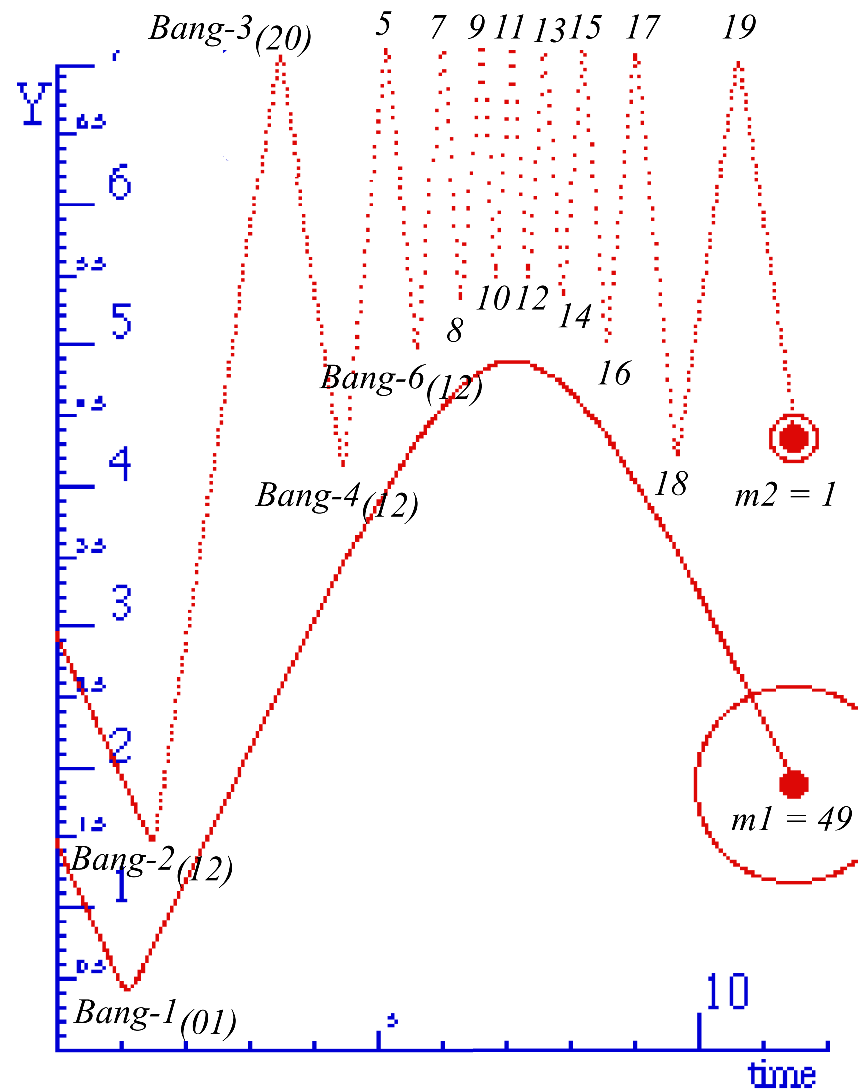


Fig. 5.1
in Unit 1

BounceIt Superball Collision Web Simulator:
M_1=49, M_2=1 with Newtonian time plot
M_1=49, M_2=1 with V_2 vs V_1 plot

Geometry of 1-D 2-body collisions (Example with masses: $m_1=49$ and $m_2=1$)





Kinetic Energy Ellipse

$$KE = \frac{1}{2} m_1 V_1^2 + \frac{1}{2} m_2 V_2^2 = \frac{49}{2} + \frac{1}{2} = 25$$

$$1 = \frac{V_1^2}{2KE/m_1} + \frac{V_2^2}{2KE/m_2} = \frac{x_1^2}{a_1^2} + \frac{x_2^2}{a_2^2}$$

Ellipse radius 1

$$a_1 = \sqrt{2KE/M_1} = \sqrt{2KE/49} = \sqrt{50/49} = 1.01$$

Ellipse radius 2

$$a_2 = \sqrt{2KE/m_2} = \sqrt{2KE/1} = \sqrt{50/1} = 7.07$$

Fig. 5.1
in Unit 1

Multiple collisions calculated by matrix operator products

Matrix or tensor algebra of 1-D 2-body collisions

What about that 2nd quadratic solution?

"Mass-bang" matrix **M**, *"Floor-bang" matrix* **F**, *"Ceiling-bang" matrix* **C**.

Geometry and algebra of "ellipse-Rotation" group product: **R**= **C**•**M**

Multiple Collisions by Matrix Operator Products

T-Symmetry & Momentum Axioms give: $\mathbf{V}^{COM} = \frac{\mathbf{V}^{FIN} + \mathbf{V}^{IN}}{2} = \frac{m_1 v_1 + m_2 v_2}{m_1 + m_2} \begin{pmatrix} 1 \\ 1 \end{pmatrix}$

Multiple Collisions by Matrix Operator Products

T-Symmetry & Momentum Axioms give:

$$\mathbf{V}^{COM} = \frac{\mathbf{V}^{FIN} + \mathbf{V}^{IN}}{2} = \frac{m_1 v_1 + m_2 v_2}{m_1 + m_2}\begin{pmatrix} 1 \\ 1 \end{pmatrix} = \begin{pmatrix} V^{COM} \\ V^{COM} \end{pmatrix} = \tfrac{1}{2}\begin{pmatrix} v_1^{FIN} \\ v_2^{FIN} \end{pmatrix} + \tfrac{1}{2}\begin{pmatrix} v_1^{IN} \\ v_2^{IN} \end{pmatrix}$$

Multiple Collisions by Matrix Operator Products

T-Symmetry & Momentum Axioms give:

$$\mathbf{V}^{COM} = \frac{\mathbf{V}^{FIN} + \mathbf{V}^{IN}}{2} = \frac{m_1 v_1 + m_2 v_2}{m_1 + m_2} \begin{pmatrix} 1 \\ 1 \end{pmatrix} = \begin{pmatrix} V^{COM} \\ V^{COM} \end{pmatrix} = \tfrac{1}{2} \begin{pmatrix} v_1^{FIN} \\ v_2^{FIN} \end{pmatrix} + \tfrac{1}{2} \begin{pmatrix} v_1^{IN} \\ v_2^{IN} \end{pmatrix}$$

Gives $\mathbf{v}^{FIN}$ in terms of $\mathbf{v}^{IN}$...

$$\begin{pmatrix} v_1^{FIN} \\ v_2^{FIN} \end{pmatrix} = \begin{pmatrix} 2V^{COM} - v_1^{IN} \\ 2V^{COM} - v_2^{IN} \end{pmatrix} =$$

Multiple Collisions by Matrix Operator Products

T-Symmetry & Momentum Axioms give:

$$\mathbf{V}^{COM}=\frac{\mathbf{V}^{FIN}+\mathbf{V}^{IN}}{2}=\frac{m_1v_1+m_2v_2}{m_1+m_2}\begin{pmatrix}1\\1\end{pmatrix}=\begin{pmatrix}V^{COM}\\V^{COM}\end{pmatrix}=\tfrac{1}{2}\begin{pmatrix}v_1^{FIN}\\v_2^{FIN}\end{pmatrix}+\tfrac{1}{2}\begin{pmatrix}v_1^{IN}\\v_2^{IN}\end{pmatrix}$$

Gives $\mathbf{v}^{FIN}$ in terms of $\mathbf{v}^{IN}$...

$$\begin{pmatrix}v_1^{FIN}\\v_2^{FIN}\end{pmatrix}=\begin{pmatrix}2V^{COM}-v_1^{IN}\\2V^{COM}-v_2^{IN}\end{pmatrix}=\begin{pmatrix}2\dfrac{m_1v_1^{IN}+m_2v_2^{IN}}{m_1+m_2}-v_1^{IN}\\2\dfrac{m_1v_1^{IN}+m_2v_2^{IN}}{m_1+m_2}-v_2^{IN}\end{pmatrix}$$

Multiple Collisions by Matrix Operator Products

T-Symmetry & Momentum Axioms give:

$$\mathbf{V}^{COM}=\frac{\mathbf{V}^{FIN}+\mathbf{V}^{IN}}{2}=\frac{m_1v_1+m_2v_2}{m_1+m_2}\begin{pmatrix}1\\1\end{pmatrix}=\begin{pmatrix}V^{COM}\\V^{COM}\end{pmatrix}=\tfrac{1}{2}\begin{pmatrix}v_1^{FIN}\\v_2^{FIN}\end{pmatrix}+\tfrac{1}{2}\begin{pmatrix}v_1^{IN}\\v_2^{IN}\end{pmatrix}$$

Gives $\mathbf{v}^{FIN}$ in terms of $\mathbf{v}^{IN}$...

Finally as a matrix operation: $\mathbf{v}^{FIN}=\mathbf{M}\bullet\mathbf{v}^{IN}$...

$$\begin{pmatrix}v_1^{FIN}\\v_2^{FIN}\end{pmatrix}=\begin{pmatrix}2V^{COM}-v_1^{IN}\\2V^{COM}-v_2^{IN}\end{pmatrix}=\begin{pmatrix}2\frac{m_1v_1^{IN}+m_2v_2^{IN}}{m_1+m_2}-v_1^{IN}\\2\frac{m_1v_1^{IN}+m_2v_2^{IN}}{m_1+m_2}-v_2^{IN}\end{pmatrix}=\frac{\begin{pmatrix}m_1v_1^{IN}-m_2v_1^{IN}+2m_2v_2^{IN}\\2m_1v_1^{IN}+m_2v_2^{IN}-m_1v_2^{IN}\end{pmatrix}}{m_1+m_2}=\frac{\begin{pmatrix}m_1-m_2 & 2m_2\\2m_1 & m_2-m_1\end{pmatrix}\begin{pmatrix}v_1^{IN}\\v_2^{IN}\end{pmatrix}}{m_1+m_2}$$

$$=\begin{pmatrix}\frac{2m_1v_1^{IN}+2m_2v_2^{IN}-m_1v_1^{IN}-m_2v_1^{IN}}{m_1+m_2}\\\frac{2m_1v_1^{IN}+2m_2v_2^{IN}-m_1v_2^{IN}-m_2v_2^{IN}}{m_1+m_2}\end{pmatrix}$$

Multiple Collisions by Matrix Operator Products

T-Symmetry & Momentum Axioms give:

$$\mathbf{V}^{COM} = \frac{\mathbf{V}^{FIN} + \mathbf{V}^{IN}}{2} = \frac{m_1 v_1 + m_2 v_2}{m_1 + m_2}\begin{pmatrix} 1 \\ 1 \end{pmatrix} = \begin{pmatrix} V^{COM} \\ V^{COM} \end{pmatrix} = \tfrac{1}{2}\begin{pmatrix} v_1^{FIN} \\ v_2^{FIN} \end{pmatrix} + \tfrac{1}{2}\begin{pmatrix} v_1^{IN} \\ v_2^{IN} \end{pmatrix}$$

Gives $\mathbf{v}^{FIN}$ in terms of $\mathbf{v}^{IN}$...

Finally as a matrix operation: $\mathbf{v}^{FIN} = \mathbf{M} \bullet \mathbf{v}^{IN}$.

$$\begin{pmatrix} v_1^{FIN} \\ v_2^{FIN} \end{pmatrix} = \begin{pmatrix} 2V^{COM} - v_1^{IN} \\ 2V^{COM} - v_2^{IN} \end{pmatrix} = \begin{pmatrix} 2\dfrac{m_1 v_1^{IN} + m_2 v_2^{IN}}{m_1 + m_2} - v_1^{IN} \\ 2\dfrac{m_1 v_1^{IN} + m_2 v_2^{IN}}{m_1 + m_2} - v_2^{IN} \end{pmatrix} = \frac{\begin{pmatrix} m_1 v_1^{IN} - m_2 v_1^{IN} + 2m_2 v_2^{IN} \\ 2m_1 v_1^{IN} + m_2 v_2^{IN} - m_1 v_2^{IN} \end{pmatrix}}{m_1 + m_2} = \frac{\begin{pmatrix} m_1 - m_2 & 2m_2 \\ 2m_1 & m_2 - m_1 \end{pmatrix}\begin{pmatrix} v_1^{IN} \\ v_2^{IN} \end{pmatrix}}{m_1 + m_2}$$

$$= \begin{pmatrix} \dfrac{2m_1 v_1^{IN} + 2m_2 v_2^{IN} - m_1 v_1^{IN} - m_2 v_1^{IN}}{m_1 + m_2} \\ \dfrac{2m_1 v_1^{IN} + 2m_2 v_2^{IN} - m_1 v_2^{IN} - m_2 v_2^{IN}}{m_1 + m_2} \end{pmatrix}$$

$$\begin{pmatrix} v_1^{FIN} \\ v_2^{FIN} \end{pmatrix} = \begin{pmatrix} \dfrac{m_1 - m_2}{m_1 + m_2} & \dfrac{2m_2}{m_1 + m_2} \\ \dfrac{2m_1}{m_1 + m_2} & \dfrac{m_2 - m_1}{m_1 + m_2} \end{pmatrix}\begin{pmatrix} v_1^{IN} \\ v_2^{IN} \end{pmatrix}$$

Multiple collisions calculated by matrix operator products

Matrix or tensor algebra of 1-D 2-body collisions

→ *What about that 2nd quadratic solution?*

"Mass-bang" matrix **M**, *"Floor-bang" matrix* **F**, *"Ceiling-bang" matrix* **C**.

Geometry and algebra of "ellipse-Rotation" group product: **R**= **C•M**

Multiple Collisions by Matrix Operator Products

T-Symmetry & Momentum Axioms give: $V^{COM} = \frac{V^{FIN} + V^{IN}}{2} = \frac{m_1 v_1 + m_2 v_2}{m_1 + m_2}$

Gives $\mathbf{v}^{FIN}$ in terms of $\mathbf{v}^{IN}$...

Finally as a matrix operation: $\mathbf{v}^{FIN} = \mathbf{M} \bullet \mathbf{v}^{IN}$

$$\begin{pmatrix} v_1^{FIN} \\ v_2^{FIN} \end{pmatrix} = \begin{pmatrix} 2V^{COM} - v_1^{IN} \\ 2V^{COM} - v_2^{IN} \end{pmatrix} = \begin{pmatrix} 2\frac{m_1 v_1^{IN} + m_2 v_2^{IN}}{m_1 + m_2} - v_1^{IN} \\ 2\frac{m_1 v_1^{IN} + m_2 v_2^{IN}}{m_1 + m_2} - v_2^{IN} \end{pmatrix} = \frac{\begin{pmatrix} m_1 v_1^{IN} - m_2 v_1^{IN} + 2m_2 v_2^{IN} \\ 2m_1 v_1^{IN} + m_2 v_2^{IN} - m_1 v_2^{IN} \end{pmatrix}}{m_1 + m_2} = \frac{\begin{pmatrix} m_1 - m_2 & 2m_2 \\ 2m_1 & m_2 - m_1 \end{pmatrix}\begin{pmatrix} v_1^{IN} \\ v_2^{IN} \end{pmatrix}}{m_1 + m_2}$$

$$\begin{pmatrix} v_1^{FIN} \\ v_2^{FIN} \end{pmatrix} = \begin{pmatrix} \frac{m_1 - m_2}{m_1 + m_2} & \frac{2m_2}{m_1 + m_2} \\ \frac{2m_1}{m_1 + m_2} & \frac{m_2 - m_1}{m_1 + m_2} \end{pmatrix} \begin{pmatrix} v_1^{IN} \\ v_2^{IN} \end{pmatrix}$$

What about that 2nd quadratic solution?

Linear formula $\mathbf{v}^{FIN} = \mathbf{M} \bullet \mathbf{v}^{IN}$ gives just *one* solution to *quadratic* collision equations.

Multiple Collisions by Matrix Operator Products

T-Symmetry & Momentum Axioms give: $V^{COM} = \frac{V^{FIN} + V^{IN}}{2} = \frac{m_1 v_1 + m_2 v_2}{m_1 + m_2}$

Gives $\mathbf{v}^{FIN}$ in terms of $\mathbf{v}^{IN}$...

Finally as a matrix operation: $\mathbf{v}^{FIN} = \mathbf{M} \bullet \mathbf{v}^{IN}$

$$\begin{pmatrix} v_1^{FIN} \\ v_2^{FIN} \end{pmatrix} = \begin{pmatrix} 2V^{COM} - v_1^{IN} \\ 2V^{COM} - v_2^{IN} \end{pmatrix} = \begin{pmatrix} 2\frac{m_1 v_1^{IN} + m_2 v_2^{IN}}{m_1 + m_2} - v_1^{IN} \\ 2\frac{m_1 v_1^{IN} + m_2 v_2^{IN}}{m_1 + m_2} - v_2^{IN} \end{pmatrix} = \frac{\begin{pmatrix} m_1 v_1^{IN} - m_2 v_1^{IN} + 2m_2 v_2^{IN} \\ 2m_1 v_1^{IN} + m_2 v_2^{IN} - m_1 v_2^{IN} \end{pmatrix}}{m_1 + m_2} = \frac{\begin{pmatrix} m_1 - m_2 & 2m_2 \\ 2m_1 & m_2 - m_1 \end{pmatrix} \begin{pmatrix} v_1^{IN} \\ v_2^{IN} \end{pmatrix}}{m_1 + m_2}$$

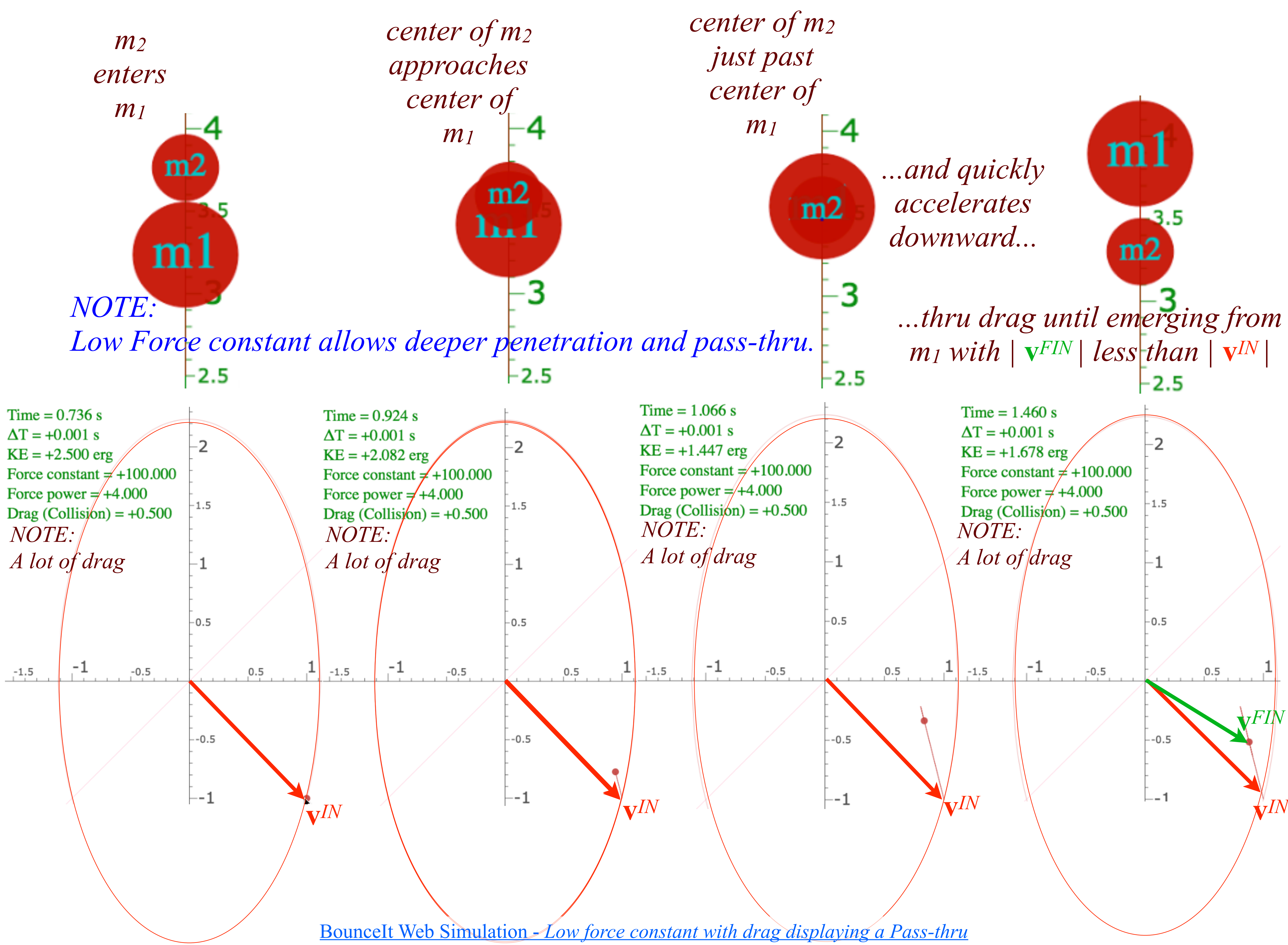
$$\begin{pmatrix} v_1^{FIN} \\ v_2^{FIN} \end{pmatrix} = \begin{pmatrix} \frac{m_1 - m_2}{m_1 + m_2} & \frac{2m_2}{m_1 + m_2} \\ \frac{2m_1}{m_1 + m_2} & \frac{m_2 - m_1}{m_1 + m_2} \end{pmatrix} \begin{pmatrix} v_1^{IN} \\ v_2^{IN} \end{pmatrix}$$

What about that 2nd quadratic solution?

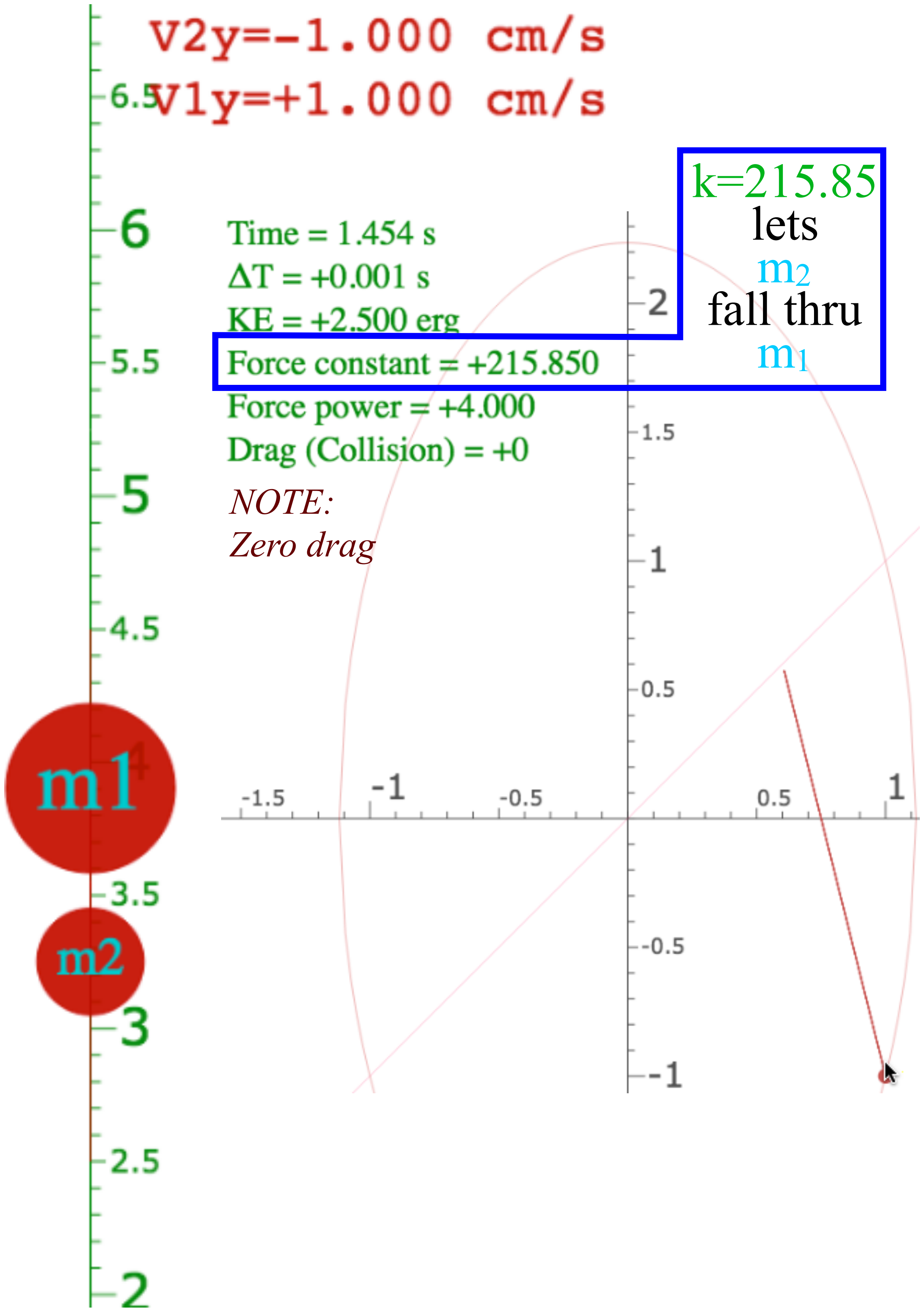
Linear formula $\mathbf{v}^{FIN} = \mathbf{M} \bullet \mathbf{v}^{IN}$ gives just *one* solution to *quadratic* collision equations.

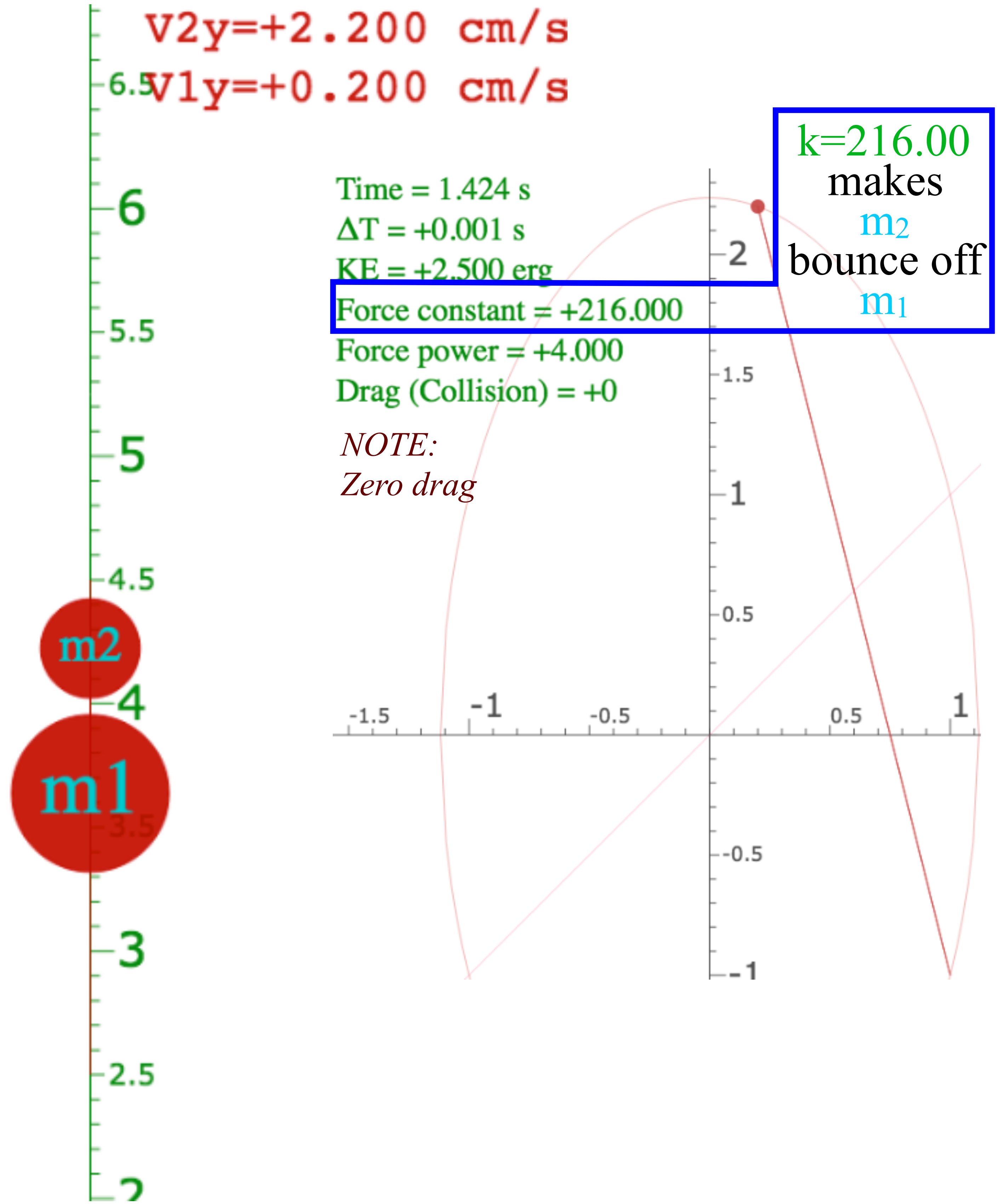
Q: What is the *second* solution and to what simple process would it correspond?

Example with friction



[BounceIt Web Simulation - *Low force constant with drag displaying a Pass-thru*]





Fall-Thru BounceIt Superball Collision Web Simulations with Low force constant & Zero drag *Bounce-Off*

Multiple collisions calculated by matrix operator products

Matrix or tensor algebra of 1-D 2-body collisions

What about that 2nd quadratic solution?

"Mass-bang" matrix **M**, *"Floor-bang" matrix* **F**, *"Ceiling-bang" matrix* **C**.

Geometry and algebra of "ellipse-Rotation" group product: **R**= **C•M**

Multiple Collisions by Matrix Operator Products

T-Symmetry & Momentum Axioms give: $V^{COM} = \frac{V^{FIN} + V^{IN}}{2} = \frac{m_1 v_1 + m_2 v_2}{m_1 + m_2}$

Gives $\mathbf{v}^{FIN}$ in terms of $\mathbf{v}^{IN}$...

$$\begin{pmatrix} v_1^{FIN} \\ v_2^{FIN} \end{pmatrix} = \begin{pmatrix} 2V^{COM} - v_1^{IN} \\ 2V^{COM} - v_2^{IN} \end{pmatrix} = \begin{pmatrix} 2\frac{m_1 v_1^{IN} + m_2 v_2^{IN}}{m_1 + m_2} - v_1^{IN} \\ 2\frac{m_1 v_1^{IN} + m_2 v_2^{IN}}{m_1 + m_2} - v_2^{IN} \end{pmatrix}$$

Finally as a matrix operation: $\mathbf{v}^{FIN} = \mathbf{M} \bullet \mathbf{v}^{IN}$...

$$= \frac{\begin{pmatrix} m_1 v_1^{IN} - m_2 v_1^{IN} + 2m_2 v_2^{IN} \\ 2m_1 v_1^{IN} + m_2 v_2^{IN} - m_1 v_2^{IN} \end{pmatrix}}{m_1 + m_2} = \frac{\begin{pmatrix} m_1 - m_2 & 2m_2 \\ 2m_1 & m_2 - m_1 \end{pmatrix} \begin{pmatrix} v_1^{IN} \\ v_2^{IN} \end{pmatrix}}{m_1 + m_2}$$

Matrix operations include...

Floor-bang **F** of m_1:

$$\mathbf{F} = \begin{pmatrix} -1 & 0 \\ 0 & 1 \end{pmatrix}$$

Multiple Collisions by Matrix Operator Products

T-Symmetry & Momentum Axioms give: $V^{COM} = \frac{V^{FIN} + V^{IN}}{2} = \frac{m_1 v_1 + m_2 v_2}{m_1 + m_2}$

Gives $\mathbf{v}^{FIN}$ in terms of $\mathbf{v}^{IN}$...

Finally as a matrix operation: $\mathbf{v}^{FIN} = \mathbf{M} \bullet \mathbf{v}^{IN}$...

$$\begin{pmatrix} v_1^{FIN} \\ v_2^{FIN} \end{pmatrix} = \begin{pmatrix} 2V^{COM} - v_1^{IN} \\ 2V^{COM} - v_2^{IN} \end{pmatrix} = \begin{pmatrix} 2\frac{m_1 v_1^{IN} + m_2 v_2^{IN}}{m_1 + m_2} - v_1^{IN} \\ 2\frac{m_1 v_1^{IN} + m_2 v_2^{IN}}{m_1 + m_2} - v_2^{IN} \end{pmatrix} = \frac{\begin{pmatrix} m_1 v_1^{IN} - m_2 v_1^{IN} + 2m_2 v_2^{IN} \\ 2m_1 v_1^{IN} + m_2 v_2^{IN} - m_1 v_2^{IN} \end{pmatrix}}{m_1 + m_2} = \frac{\begin{pmatrix} m_1 - m_2 & 2m_2 \\ 2m_1 & m_2 - m_1 \end{pmatrix}\begin{pmatrix} v_1^{IN} \\ v_2^{IN} \end{pmatrix}}{m_1 + m_2}$$

Matrix operations include...

Floor-bang **F** of m_1:

$$\mathbf{F} = \begin{pmatrix} -1 & 0 \\ 0 & 1 \end{pmatrix}$$

Ceiling-bang **C** of m_2:

$$\mathbf{C} = \begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix}$$

Multiple Collisions by Matrix Operator Products

T-Symmetry & Momentum Axioms give: $V^{COM} = \frac{V^{FIN} + V^{IN}}{2} = \frac{m_1 v_1 + m_2 v_2}{m_1 + m_2}$

Gives $\mathbf{v}^{FIN}$ in terms of $\mathbf{v}^{IN}$...

Finally as a matrix operation: $\mathbf{v}^{FIN} = \mathbf{M} \bullet \mathbf{v}^{IN}$...

$$\begin{pmatrix} v_1^{FIN} \\ v_2^{FIN} \end{pmatrix} = \begin{pmatrix} 2V^{COM} - v_1^{IN} \\ 2V^{COM} - v_2^{IN} \end{pmatrix} = \begin{pmatrix} 2\frac{m_1 v_1^{IN} + m_2 v_2^{IN}}{m_1 + m_2} - v_1^{IN} \\ 2\frac{m_1 v_1^{IN} + m_2 v_2^{IN}}{m_1 + m_2} - v_2^{IN} \end{pmatrix} = \frac{\begin{pmatrix} m_1 v_1^{IN} - m_2 v_1^{IN} + 2m_2 v_2^{IN} \\ 2m_1 v_1^{IN} + m_2 v_2^{IN} - m_1 v_2^{IN} \end{pmatrix}}{m_1 + m_2} = \frac{\begin{pmatrix} m_1 - m_2 & 2m_2 \\ 2m_1 & m_2 - m_1 \end{pmatrix}\begin{pmatrix} v_1^{IN} \\ v_2^{IN} \end{pmatrix}}{m_1 + m_2}$$

Matrix operations include...

Floor-bang **F** of m_1:

$$\mathbf{F} = \begin{pmatrix} -1 & 0 \\ 0 & 1 \end{pmatrix}$$

Mass-bang **M** of m_1 and m_2 :

$$\mathbf{M} = \begin{pmatrix} \frac{m_1 - m_2}{m_1 + m_2} & \frac{2m_2}{m_1 + m_2} \\ \frac{2m_1}{m_1 + m_2} & \frac{m_2 - m_1}{m_1 + m_2} \end{pmatrix}$$

Ceiling-bang **C** of m_2:

$$\mathbf{C} = \begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix}$$

Multiple Collisions by Matrix Operator Products

T-Symmetry & Momentum Axioms give: $V^{COM} = \frac{V^{FIN} + V^{IN}}{2} = \frac{m_1 v_1 + m_2 v_2}{m_1 + m_2}$

Gives $\mathbf{v}^{FIN}$ in terms of $\mathbf{v}^{IN}$...

Finally as a matrix operation: $\mathbf{v}^{FIN} = \mathbf{M} \bullet \mathbf{v}^{IN}$...

$$\begin{pmatrix} v_1^{FIN} \\ v_2^{FIN} \end{pmatrix} = \begin{pmatrix} 2V^{COM} - v_1^{IN} \\ 2V^{COM} - v_2^{IN} \end{pmatrix} = \begin{pmatrix} 2\frac{m_1 v_1^{IN} + m_2 v_2^{IN}}{m_1 + m_2} - v_1^{IN} \\ 2\frac{m_1 v_1^{IN} + m_2 v_2^{IN}}{m_1 + m_2} - v_2^{IN} \end{pmatrix} = \frac{\begin{pmatrix} m_1 v_1^{IN} - m_2 v_1^{IN} + 2m_2 v_2^{IN} \\ 2m_1 v_1^{IN} + m_2 v_2^{IN} - m_1 v_2^{IN} \end{pmatrix}}{m_1 + m_2} = \frac{\begin{pmatrix} m_1 - m_2 & 2m_2 \\ 2m_1 & m_2 - m_1 \end{pmatrix}\begin{pmatrix} v_1^{IN} \\ v_2^{IN} \end{pmatrix}}{m_1 + m_2}$$

Matrix operations include...

Floor-bang **F** of m_1:

$$\mathbf{F} = \begin{pmatrix} -1 & 0 \\ 0 & 1 \end{pmatrix}$$

Mass-bang **M** of m_1 and m_2 :

$$\mathbf{M} = \begin{pmatrix} \frac{m_1 - m_2}{m_1 + m_2} & \frac{2m_2}{m_1 + m_2} \\ \frac{2m_1}{m_1 + m_2} & \frac{m_2 - m_1}{m_1 + m_2} \end{pmatrix}$$

Ceiling-bang **C** of m_2:

$$\mathbf{C} = \begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix}$$

Let: $m_1=49$ and $m_2=1$

$$\mathbf{M} = \begin{pmatrix} 0.96 & 0.04 \\ 1.96 & -0.96 \end{pmatrix}$$

Multiple collisions calculated by matrix operator products

Matrix or tensor algebra of 1-D 2-body collisions

What about that 2nd quadratic solution?

"Mass-bang" matrix **M**, *"Floor-bang" matrix* **F**, *"Ceiling-bang" matrix* **C**.

Geometry and algebra of "ellipse-Rotation" group product: **R**= **C•M**

Multiple Collisions by Matrix Operator Products

T-Symmetry & Momentum Axioms give: $V^{COM} = \frac{V^{FIN} + V^{IN}}{2} = \frac{m_1 v_1 + m_2 v_2}{m_1 + m_2}$

Gives $\mathbf{v}^{FIN}$ in terms of $\mathbf{v}^{IN}$...

Finally as a matrix operation: $\mathbf{v}^{FIN} = \mathbf{M} \cdot \mathbf{v}^{IN}$...

$$\begin{pmatrix} v_1^{FIN} \\ v_2^{FIN} \end{pmatrix} = \begin{pmatrix} 2V^{COM} - v_1^{IN} \\ 2V^{COM} - v_2^{IN} \end{pmatrix} = \begin{pmatrix} 2\frac{m_1 v_1^{IN} + m_2 v_2^{IN}}{m_1 + m_2} - v_1^{IN} \\ 2\frac{m_1 v_1^{IN} + m_2 v_2^{IN}}{m_1 + m_2} - v_2^{IN} \end{pmatrix} = \frac{\begin{pmatrix} m_1 v_1^{IN} - m_2 v_1^{IN} + 2m_2 v_2^{IN} \\ 2m_1 v_1^{IN} + m_2 v_2^{IN} - m_1 v_2^{IN} \end{pmatrix}}{m_1 + m_2} = \frac{\begin{pmatrix} m_1 - m_2 & 2m_2 \\ 2m_1 & m_2 - m_1 \end{pmatrix}\begin{pmatrix} v_1^{IN} \\ v_2^{IN} \end{pmatrix}}{m_1 + m_2}$$

Matrix operations include...

Floor-bang **F** of m_1:

$$\mathbf{F} = \begin{pmatrix} -1 & 0 \\ 0 & 1 \end{pmatrix}$$

Mass-bang **M** of m_1 and m_2 :

$$\mathbf{M} = \begin{pmatrix} \frac{m_1 - m_2}{m_1 + m_2} & \frac{2m_2}{m_1 + m_2} \\ \frac{2m_1}{m_1 + m_2} & \frac{m_2 - m_1}{m_1 + m_2} \end{pmatrix}$$

Ceiling-bang **C** of m_2:

$$\mathbf{C} = \begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix}$$

Let: m_1=49 and m_2=1

$$\mathbf{M} = \begin{pmatrix} 0.96 & 0.04 \\ 1.96 & -0.96 \end{pmatrix}$$

Define *"ellipse-Rotation"* **R** as *group product*: $\mathbf{R} = \mathbf{C} \cdot \mathbf{M} = \begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix} \cdot \begin{pmatrix} 0.96 & 0.04 \\ 1.96 & -0.96 \end{pmatrix} = \begin{pmatrix} 0.96 & 0.04 \\ -1.96 & 0.96 \end{pmatrix}$

$$\left|FIN^9\right\rangle = \mathbf{C} \cdot \mathbf{M} \cdot \mathbf{C} \cdot \mathbf{M} \cdot \mathbf{C} \cdot \mathbf{M} \cdot \mathbf{C} \cdot \mathbf{M} \cdot \mathbf{F} \left|IN^0\right\rangle$$

$$\begin{pmatrix} v_1^{FIN-9} \\ v_2^{FIN-9} \end{pmatrix} = \begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix} \cdot \begin{pmatrix} 0.96 & 0.04 \\ 1.96 & -0.96 \end{pmatrix} \cdot \begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix} \cdot \begin{pmatrix} 0.96 & 0.04 \\ 1.96 & -0.96 \end{pmatrix} \cdot \begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix} \cdot \begin{pmatrix} 0.96 & 0.04 \\ 1.96 & -0.96 \end{pmatrix} \cdot \begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix} \cdot \begin{pmatrix} 0.96 & 0.04 \\ 1.96 & -0.96 \end{pmatrix} \cdot \begin{pmatrix} -1 & 0 \\ 0 & +1 \end{pmatrix} \begin{pmatrix} v_1^{IN} = -1 \\ v_2^{IN} = -1 \end{pmatrix}_{(\text{INITIAL } (0))}$$

$$|FIN^9\rangle = \mathbf{C}\cdot\mathbf{M}\cdot\mathbf{C}\cdot\mathbf{M}\cdot\mathbf{C}\cdot\mathbf{M}\cdot\mathbf{C}\cdot\mathbf{M}\cdot\mathbf{F}\;|IN^0\rangle$$

$$\begin{pmatrix} v_1^{FIN-9} \\ v_2^{FIN-9} \end{pmatrix} = \underbrace{\begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix}\cdot\begin{pmatrix} 0.96 & 0.04 \\ 1.96 & -0.96 \end{pmatrix}}\cdot\underbrace{\begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix}\cdot\begin{pmatrix} 0.96 & 0.04 \\ 1.96 & -0.96 \end{pmatrix}}\cdot\underbrace{\begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix}\cdot\begin{pmatrix} 0.96 & 0.04 \\ 1.96 & -0.96 \end{pmatrix}}\cdot\underbrace{\begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix}\cdot\begin{pmatrix} 0.96 & 0.04 \\ 1.96 & -0.96 \end{pmatrix}}\cdot\begin{pmatrix} -1 & 0 \\ 0 & +1 \end{pmatrix}\begin{pmatrix} v_1^{IN} = -1 \\ v_2^{IN} = -1 \end{pmatrix}_{(\text{INITIAL }(0))}$$

$$|FIN^9\rangle = \mathbf{R}\cdot\mathbf{R}\cdot\mathbf{R}\cdot\mathbf{R}\cdot\mathbf{F}\,|IN^0\rangle$$

$$\begin{pmatrix} v_1^{FIN-9} \\ v_2^{FIN-9} \end{pmatrix} = \begin{pmatrix} 0.96 & 0.04 \\ -1.96 & 0.96 \end{pmatrix}\cdot\begin{pmatrix} 0.96 & 0.04 \\ -1.96 & 0.96 \end{pmatrix}\cdot\begin{pmatrix} 0.96 & 0.04 \\ -1.96 & 0.96 \end{pmatrix}\cdot\begin{pmatrix} 0.96 & 0.04 \\ -1.96 & 0.96 \end{pmatrix}\cdot\begin{pmatrix} v_1 = 1 \\ v_2 = -1 \end{pmatrix}_{(\text{after Bang-1})}$$

"ellipse-Rotation" group product: **R**= **C•M**

$$\left|FIN^{9}\right\rangle = \mathbf{C}\cdot\mathbf{M}\cdot\mathbf{C}\cdot\mathbf{M}\cdot\mathbf{C}\cdot\mathbf{M}\cdot\mathbf{C}\cdot\mathbf{M}\cdot\mathbf{F}\left|IN^{0}\right\rangle$$

$$\begin{pmatrix} v_1^{FIN-9} \\ v_2^{FIN-9} \end{pmatrix} = \underbrace{\begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix}\cdot\begin{pmatrix} 0.96 & 0.04 \\ 1.96 & -0.96 \end{pmatrix}}\cdot\underbrace{\begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix}\cdot\begin{pmatrix} 0.96 & 0.04 \\ 1.96 & -0.96 \end{pmatrix}}\cdot\underbrace{\begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix}\cdot\begin{pmatrix} 0.96 & 0.04 \\ 1.96 & -0.96 \end{pmatrix}}\cdot\underbrace{\begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix}\cdot\begin{pmatrix} 0.96 & 0.04 \\ 1.96 & -0.96 \end{pmatrix}}\cdot\begin{pmatrix} -1 & 0 \\ 0 & +1 \end{pmatrix}\begin{pmatrix} v_1^{IN}=-1 \\ v_2^{IN}=-1 \end{pmatrix}_{(\text{INITIAL }(0))}$$

$$\left|FIN^{9}\right\rangle = \mathbf{R}\cdot\mathbf{R}\cdot\mathbf{R}\cdot\mathbf{R}\cdot\mathbf{F}\left|IN^{0}\right\rangle$$

$$\begin{pmatrix} v_1^{FIN-9} \\ v_2^{FIN-9} \end{pmatrix} = \begin{pmatrix} 0.96 & 0.04 \\ -1.96 & 0.96 \end{pmatrix}\cdot\begin{pmatrix} 0.96 & 0.04 \\ -1.96 & 0.96 \end{pmatrix}\cdot\begin{pmatrix} 0.96 & 0.04 \\ -1.96 & 0.96 \end{pmatrix}\cdot\begin{pmatrix} 0.96 & 0.04 \\ -1.96 & 0.96 \end{pmatrix}\cdot\begin{pmatrix} v_1 = 1 \\ v_2 = -1 \end{pmatrix}_{(\text{after Bang-1})}$$

$$= \begin{pmatrix} v_1 = 0.2925 \\ v_2 = -6.768 \end{pmatrix}_{(\text{after Bang-9})}$$

"ellipse-Rotation" group product: **R**= **C•M**

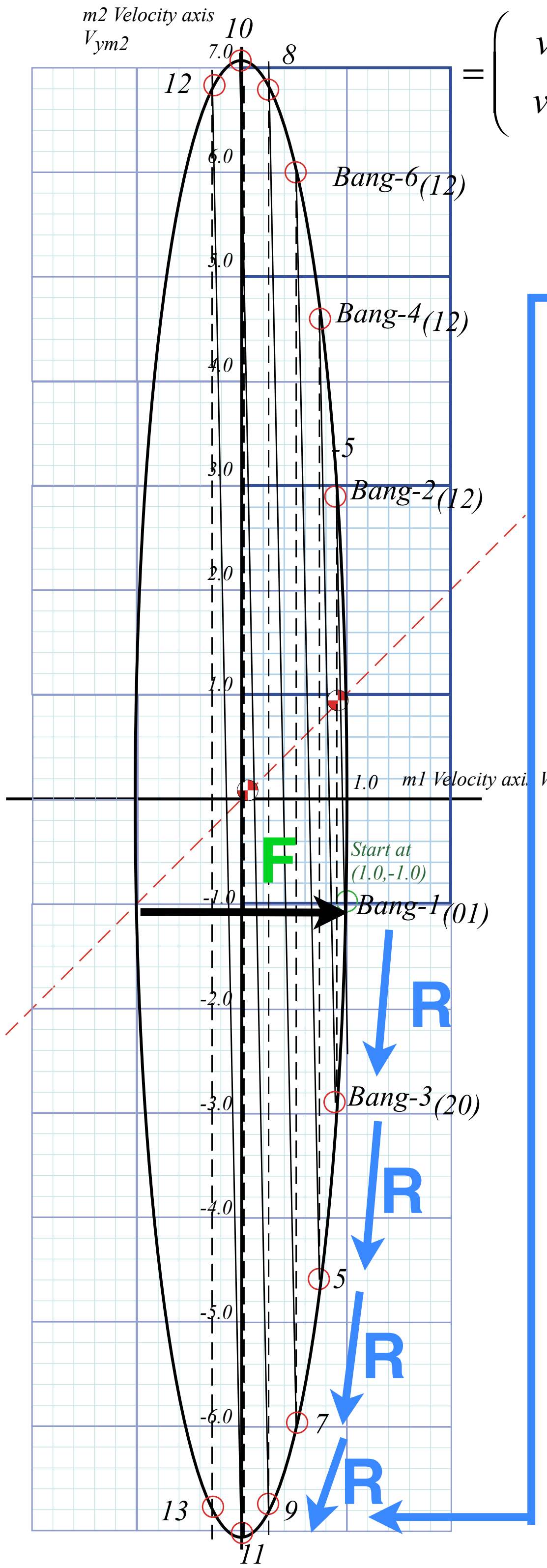
$$\left|FIN^{9}\right\rangle = \mathbf{C}\cdot\mathbf{M}\cdot\mathbf{C}\cdot\mathbf{M}\cdot\mathbf{C}\cdot\mathbf{M}\cdot\mathbf{C}\cdot\mathbf{M}\cdot\mathbf{F}\left|IN^{0}\right\rangle$$

$$\begin{pmatrix} v_1^{FIN-9} \\ v_2^{FIN-9} \end{pmatrix} = \begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix}\cdot\begin{pmatrix} 0.96 & 0.04 \\ 1.96 & -0.96 \end{pmatrix}\cdot\begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix}\cdot\begin{pmatrix} 0.96 & 0.04 \\ 1.96 & -0.96 \end{pmatrix}\cdot\begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix}\cdot\begin{pmatrix} 0.96 & 0.04 \\ 1.96 & -0.96 \end{pmatrix}\cdot\begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix}\cdot\begin{pmatrix} 0.96 & 0.04 \\ 1.96 & -0.96 \end{pmatrix}\cdot\begin{pmatrix} -1 & 0 \\ 0 & +1 \end{pmatrix}\begin{pmatrix} v_1^{IN} = -1 \\ v_2^{IN} = -1 \end{pmatrix}_{\text{(INITIAL (0))}}$$

$$\left|FIN^{9}\right\rangle = \mathbf{R}\cdot\mathbf{R}\cdot\mathbf{R}\cdot\mathbf{R}\cdot\mathbf{F}\left|IN^{0}\right\rangle$$

$$\begin{pmatrix} v_1^{FIN-9} \\ v_2^{FIN-9} \end{pmatrix} = \begin{pmatrix} 0.96 & 0.04 \\ -1.96 & 0.96 \end{pmatrix}\cdot\begin{pmatrix} 0.96 & 0.04 \\ -1.96 & 0.96 \end{pmatrix}\cdot\begin{pmatrix} 0.96 & 0.04 \\ -1.96 & 0.96 \end{pmatrix}\cdot\begin{pmatrix} 0.96 & 0.04 \\ -1.96 & 0.96 \end{pmatrix}\cdot\begin{pmatrix} v_1 = 1 \\ v_2 = -1 \end{pmatrix}_{\text{(after Bang-1)}}$$

$$= \begin{pmatrix} v_1 = 0.2925 \\ v_2 = -6.768 \end{pmatrix}_{\text{(after Bang-9)}}$$



"ellipse-Rotation" group product: **R**= **C•M**

Collisions for mass ratio m_1:m_2= 49:1

Fig. 5.1a (revised)

$$|FIN^9\rangle = \mathbf{C}\cdot\mathbf{M}\cdot\mathbf{C}\cdot\mathbf{M}\cdot\mathbf{C}\cdot\mathbf{M}\cdot\mathbf{C}\cdot\mathbf{M}\cdot\mathbf{F}\,|IN^0\rangle$$

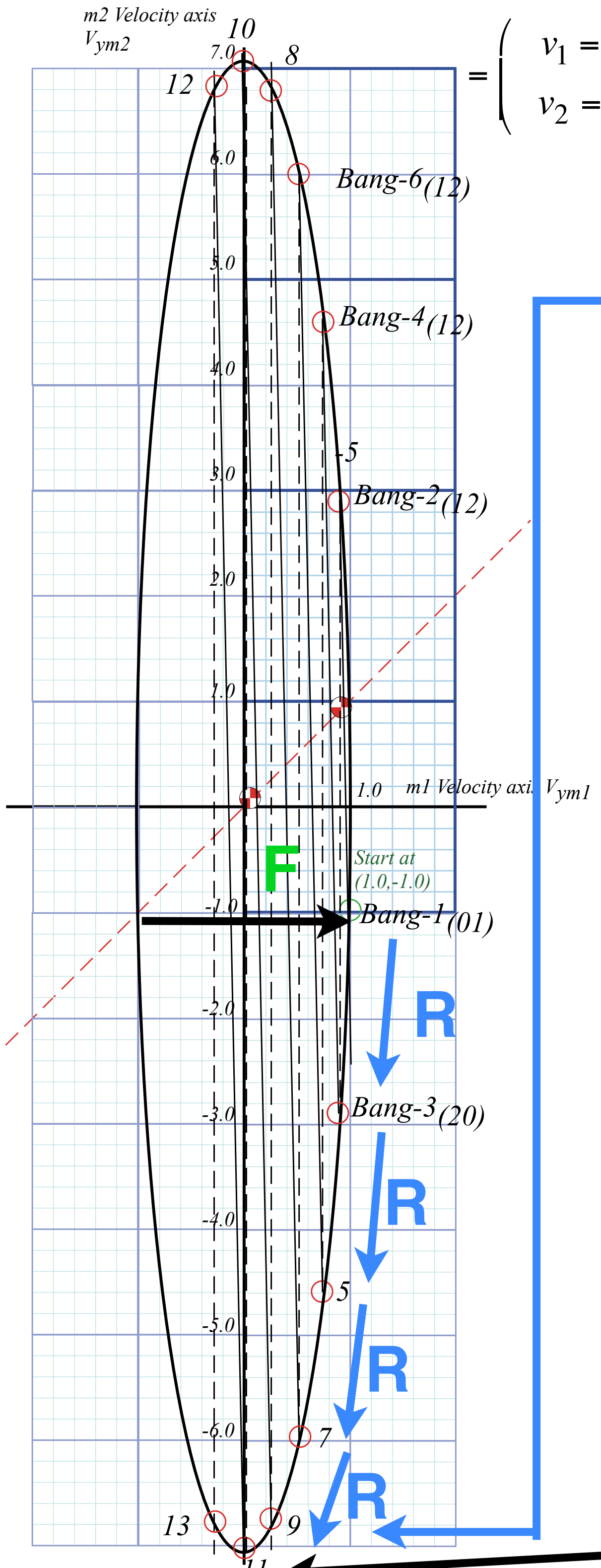
$$\begin{pmatrix} v_1^{FIN-9} \\ v_2^{FIN-9} \end{pmatrix} = \underbrace{\begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix}\cdot\begin{pmatrix} 0.96 & 0.04 \\ 1.96 & -0.96 \end{pmatrix}}_{\mathbf{R}}\cdot\underbrace{\begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix}\cdot\begin{pmatrix} 0.96 & 0.04 \\ 1.96 & -0.96 \end{pmatrix}}_{\mathbf{R}}\cdot\underbrace{\begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix}\cdot\begin{pmatrix} 0.96 & 0.04 \\ 1.96 & -0.96 \end{pmatrix}}_{\mathbf{R}}\cdot\underbrace{\begin{pmatrix} 1 & 0 \\ 0 & -1 \end{pmatrix}\cdot\begin{pmatrix} 0.96 & 0.04 \\ 1.96 & -0.96 \end{pmatrix}}_{\mathbf{R}}\cdot\begin{pmatrix} -1 & 0 \\ 0 & +1 \end{pmatrix}\begin{pmatrix} v_1^{IN} = -1 \\ v_2^{IN} = -1 \end{pmatrix}_{\text{(INITIAL (0))}}$$

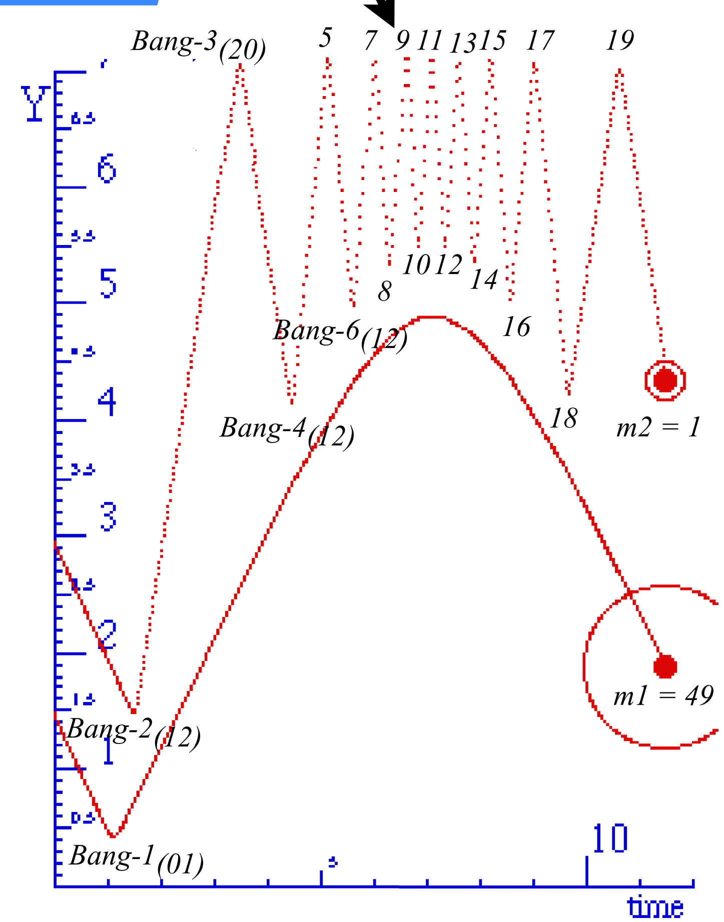
$$|FIN^9\rangle = \mathbf{R}\cdot\mathbf{R}\cdot\mathbf{R}\cdot\mathbf{R}\cdot\mathbf{F}\,|IN^0\rangle$$

$$\begin{pmatrix} v_1^{FIN-9} \\ v_2^{FIN-9} \end{pmatrix} = \begin{pmatrix} 0.96 & 0.04 \\ -1.96 & 0.96 \end{pmatrix}\cdot\begin{pmatrix} 0.96 & 0.04 \\ -1.96 & 0.96 \end{pmatrix}\cdot\begin{pmatrix} 0.96 & 0.04 \\ -1.96 & 0.96 \end{pmatrix}\cdot\begin{pmatrix} 0.96 & 0.04 \\ -1.96 & 0.96 \end{pmatrix}\cdot\begin{pmatrix} v_1 = 1 \\ v_2 = -1 \end{pmatrix}_{\text{(after Bang-1)}}$$

$$= \begin{pmatrix} v_1 = 0.2925 \\ v_2 = -6.768 \end{pmatrix}_{\text{(after Bang-9)}}$$

"ellipse-Rotation" group product: **R= C•M**





$$\begin{pmatrix} v_1^{FIN-11} \\ v_2^{FIN-11} \end{pmatrix} = \begin{pmatrix} 0.96 & 0.04 \\ -1.96 & 0.96 \end{pmatrix}\cdot\begin{pmatrix} v_1^{FIN-9} \\ v_2^{FIN-9} \end{pmatrix}$$

$$= \begin{pmatrix} v_1 = 0.0100 \\ v_2 = -7.071 \end{pmatrix}_{\text{(after Bang-11)}}$$

Collisions for mass ratio $m_1{:}m_2 = 49{:}1$

BounceIt Superball Collision Web Simulator:
M_1=49, M_2=1 with Newtonian time plot

M_1=49, M_2=1 with V_2 vs V_1 plot

Fig. 5.1a-b (revised)

<<Under Construction>>
Matrix Collision Web Simulator:
M_1=49, M_2=1 V_2 vs V_1 plot

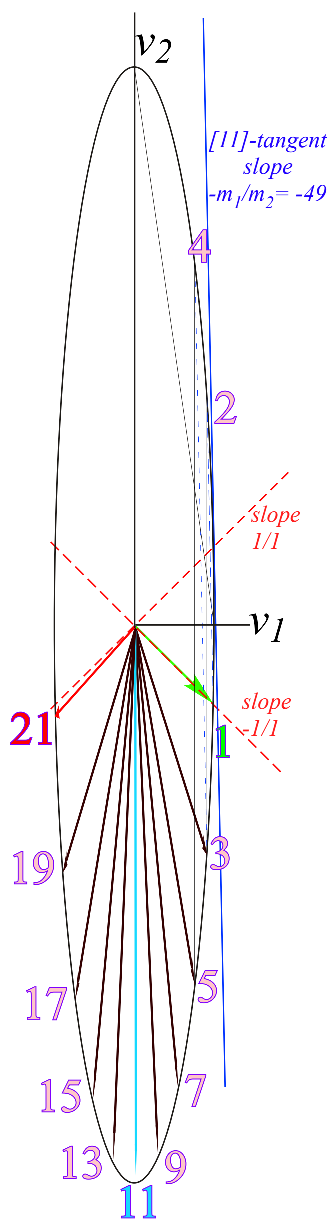
Ellipse rescaling-geometry and reflection-symmetry analysis

→ *Rescaling KE ellipse to circle*

How this relates to Lagrangian, l'Etrangian, and Hamiltonian mechanics later on

Ellipse rescaling geometry and reflection symmetry analysis

Convert to rescaled velocity: $V_1 = v_1 \cdot \sqrt{m_1}$, $V_2 = v_2 \cdot \sqrt{m_1}$, symmetrize: $KE = \frac{1}{2} m_1 v_1^2 + \frac{1}{2} m_2 v_2^2 = \frac{1}{2} V_1^2 + \frac{1}{2} V_2^2$



Collisions for mass ratio m_1:m_2= 49:1

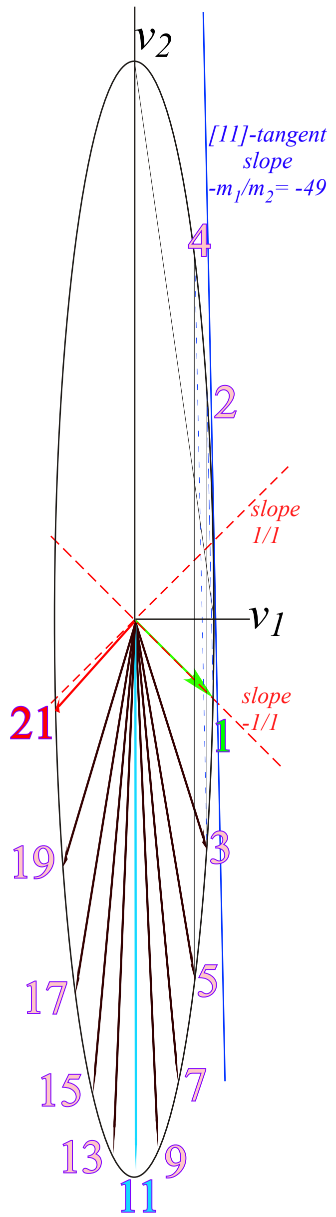
Ellipse rescaling geometry and reflection symmetry analysis

Convert to rescaled velocity: $\mathsf{V}_1 = v_1 \cdot \sqrt{m_1}$, $\mathsf{V}_2 = v_2 \cdot \sqrt{m_1}$, symmetrize: $KE = \frac{1}{2} m_1 v_1^2 + \frac{1}{2} m_2 v_2^2 = \frac{1}{2}\mathsf{V}_1^2 + \frac{1}{2}\mathsf{V}_2^2$

$$\begin{pmatrix} v_1^{FIN_1} \\ v_2^{FIN_1} \end{pmatrix} = \frac{1}{M}\begin{pmatrix} m_1 - m_2 & 2m_2 \\ 2m_1 & m_2 - m_1 \end{pmatrix}\begin{pmatrix} v_1 \\ v_2 \end{pmatrix}$$

becomes:

$$\begin{pmatrix} \mathsf{V}_1^{FIN_1}/\sqrt{m_1} \\ \mathsf{V}_2^{FIN_1}/\sqrt{m_2} \end{pmatrix} = \frac{1}{M}\begin{pmatrix} m_1 - m_2 & 2m_2 \\ 2m_1 & m_2 - m_1 \end{pmatrix}\begin{pmatrix} \mathsf{V}_1/\sqrt{m_1} \\ \mathsf{V}_2/\sqrt{m_2} \end{pmatrix}$$



Collisions for mass ratio m_1:m_2= 49:1

Ellipse rescaling geometry and reflection symmetry analysis

Convert to rescaled velocity: $V_1 = v_1 \cdot \sqrt{m_1}$, $V_2 = v_2 \cdot \sqrt{m_1}$, symmetrize: $KE = \frac{1}{2} m_1 v_1^2 + \frac{1}{2} m_2 v_2^2 = \frac{1}{2} V_1^2 + \frac{1}{2} V_2^2$

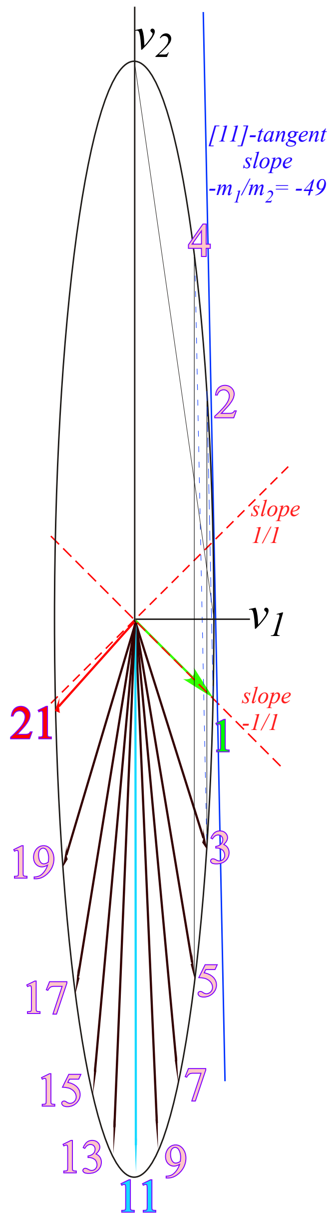
$$\begin{pmatrix} v_1^{FIN_1} \\ v_2^{FIN_1} \end{pmatrix} = \frac{1}{M} \begin{pmatrix} m_1 - m_2 & 2m_2 \\ 2m_1 & m_2 - m_1 \end{pmatrix} \begin{pmatrix} v_1 \\ v_2 \end{pmatrix}$$

becomes:

$$\begin{pmatrix} V_1^{FIN_1} / \sqrt{m_1} \\ V_2^{FIN_1} / \sqrt{m_2} \end{pmatrix} = \frac{1}{M} \begin{pmatrix} m_1 - m_2 & 2m_2 \\ 2m_1 & m_2 - m_1 \end{pmatrix} \begin{pmatrix} V_1 / \sqrt{m_1} \\ V_2 / \sqrt{m_2} \end{pmatrix}$$

or: $$\begin{pmatrix} V_1^{FIN_1} \\ V_2^{FIN_1} \end{pmatrix} = \frac{1}{M} \begin{pmatrix} m_1 - m_2 & 2\sqrt{m_1 m_2} \\ 2\sqrt{m_1 m_2} & m_2 - m_1 \end{pmatrix} \begin{pmatrix} V_1 \\ V_2 \end{pmatrix} = M \bullet \vec{V}$$,

or: $$\begin{pmatrix} V_1^{FIN_2} \\ V_2^{FIN_2} \end{pmatrix} = \frac{1}{M} \begin{pmatrix} m_1 - m_2 & 2\sqrt{m_1 m_2} \\ -2\sqrt{m_1 m_2} & m_1 - m_2 \end{pmatrix} \begin{pmatrix} V_1 \\ V_2 \end{pmatrix} = C \bullet M \bullet \vec{V}$$



Collisions for mass ratio $m_1 : m_2 = 49:1$

Ellipse rescaling geometry and reflection symmetry analysis

Convert to rescaled velocity: $V_1 = v_1 \cdot \sqrt{m_1}$, $V_2 = v_2 \cdot \sqrt{m_1}$, symmetrize: $KE = \frac{1}{2} m_1 v_1^2 + \frac{1}{2} m_2 v_2^2 = \frac{1}{2} V_1^2 + \frac{1}{2} V_2^2$

$$\begin{pmatrix} v_1^{FIN_1} \\ v_2^{FIN_1} \end{pmatrix} = \frac{1}{M} \begin{pmatrix} m_1 - m_2 & 2m_2 \\ 2m_1 & m_2 - m_1 \end{pmatrix} \begin{pmatrix} v_1 \\ v_2 \end{pmatrix}$$

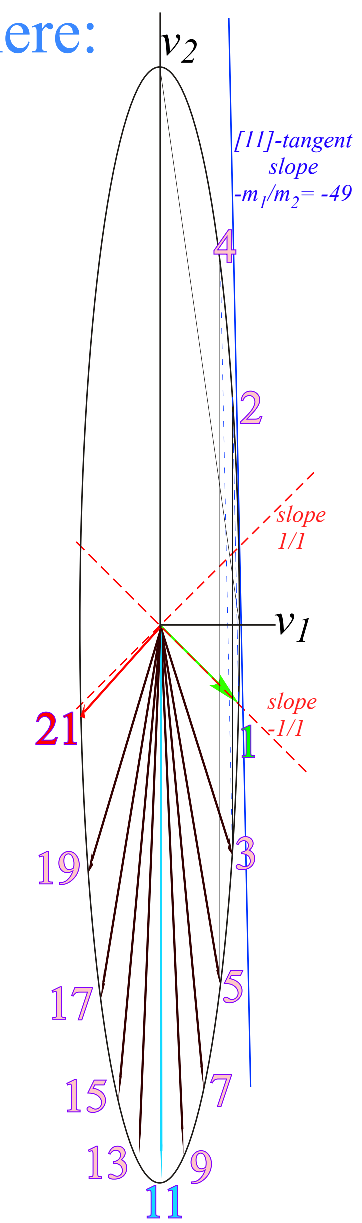
becomes:

$$\begin{pmatrix} V_1^{FIN_1} / \sqrt{m_1} \\ V_2^{FIN_1} / \sqrt{m_2} \end{pmatrix} = \frac{1}{M} \begin{pmatrix} m_1 - m_2 & 2m_2 \\ 2m_1 & m_2 - m_1 \end{pmatrix} \begin{pmatrix} V_1 / \sqrt{m_1} \\ V_2 / \sqrt{m_2} \end{pmatrix}$$

or: $$\begin{pmatrix} V_1^{FIN_1} \\ V_2^{FIN_1} \end{pmatrix} = \frac{1}{M} \begin{pmatrix} m_1 - m_2 & 2\sqrt{m_1 m_2} \\ 2\sqrt{m_1 m_2} & m_2 - m_1 \end{pmatrix} \begin{pmatrix} V_1 \\ V_2 \end{pmatrix} = \mathbf{M} \bullet \vec{V}$$, or: $$\begin{pmatrix} V_1^{FIN_2} \\ V_2^{FIN_2} \end{pmatrix} = \frac{1}{M} \begin{pmatrix} m_1 - m_2 & 2\sqrt{m_1 m_2} \\ -2\sqrt{m_1 m_2} & m_1 - m_2 \end{pmatrix} \begin{pmatrix} V_1 \\ V_2 \end{pmatrix} = \mathbf{C} \bullet \mathbf{M} \bullet \vec{V}$$

Then collisions become *reflections* $\begin{pmatrix} \cos\theta & \sin\theta \\ \sin\theta & -\cos\theta \end{pmatrix}$ and double-collisions become *rotations* $\begin{pmatrix} \cos\theta & \sin\theta \\ -\sin\theta & \cos\theta \end{pmatrix}$

where: $\cos\theta \equiv \left(\frac{m_1 - m_2}{m_1 + m_2} \right)$ and: $\sin\theta \equiv \left(\frac{2\sqrt{m_1 m_2}}{m_1 + m_2} \right)$ with: $\left(\frac{m_1 - m_2}{m_1 + m_2} \right)^2 + \left(\frac{2\sqrt{m_1 m_2}}{m_1 + m_2} \right)^2 = 1$



Collisions for mass ratio $m_1{:}m_2 = 49{:}1$

Ellipse rescaling geometry and reflection symmetry analysis

Convert to rescaled velocity: $\mathsf{V}_1 = v_1 \cdot \sqrt{m_1}$, $\mathsf{V}_2 = v_2 \cdot \sqrt{m_1}$, symmetrize: $KE = \frac{1}{2} m_1 v_1^2 + \frac{1}{2} m_2 v_2^2 = \frac{1}{2}\mathsf{V}_1^2 + \frac{1}{2}\mathsf{V}_2^2$

$$\begin{pmatrix} v_1^{FIN_1} \\ v_2^{FIN_1} \end{pmatrix} = \frac{1}{M}\begin{pmatrix} m_1 - m_2 & 2m_2 \\ 2m_1 & m_2 - m_1 \end{pmatrix}\begin{pmatrix} v_1 \\ v_2 \end{pmatrix}$$

becomes:

$$\begin{pmatrix} \mathsf{V}_1^{FIN_1}/\sqrt{m_1} \\ \mathsf{V}_2^{FIN_1}/\sqrt{m_2} \end{pmatrix} = \frac{1}{M}\begin{pmatrix} m_1 - m_2 & 2m_2 \\ 2m_1 & m_2 - m_1 \end{pmatrix}\begin{pmatrix} \mathsf{V}_1/\sqrt{m_1} \\ \mathsf{V}_2/\sqrt{m_2} \end{pmatrix}$$

or: $$\begin{pmatrix} \mathsf{V}_1^{FIN_1} \\ \mathsf{V}_2^{FIN_1} \end{pmatrix} = \frac{1}{M}\begin{pmatrix} m_1 - m_2 & 2\sqrt{m_1 m_2} \\ 2\sqrt{m_1 m_2} & m_2 - m_1 \end{pmatrix}\begin{pmatrix} \mathsf{V}_1 \\ \mathsf{V}_2 \end{pmatrix} = \mathbf{M}\bullet\vec{\mathsf{V}}$$

or: $$\begin{pmatrix} \mathsf{V}_1^{FIN_2} \\ \mathsf{V}_2^{FIN_2} \end{pmatrix} = \frac{1}{M}\begin{pmatrix} m_1 - m_2 & 2\sqrt{m_1 m_2} \\ -2\sqrt{m_1 m_2} & m_1 - m_2 \end{pmatrix}\begin{pmatrix} \mathsf{V}_1 \\ \mathsf{V}_2 \end{pmatrix} = \mathbf{C}\bullet\mathbf{M}\bullet\vec{\mathsf{V}}$$

Then collisions become *reflections* $\begin{pmatrix} \cos\theta & \sin\theta \\ \sin\theta & -\cos\theta \end{pmatrix}$ and double-collisions become *rotations* $\begin{pmatrix} \cos\theta & \sin\theta \\ -\sin\theta & \cos\theta \end{pmatrix}$

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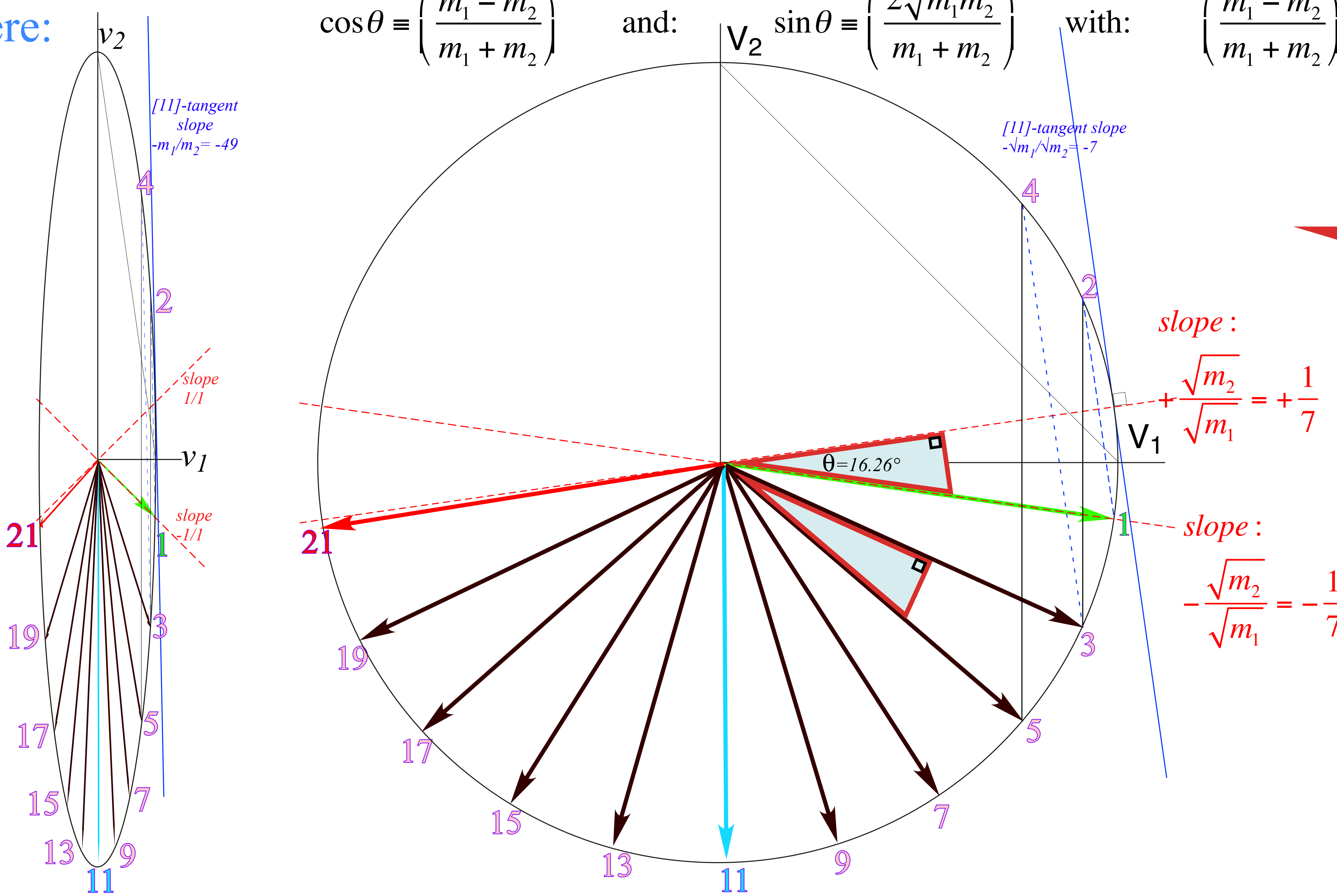

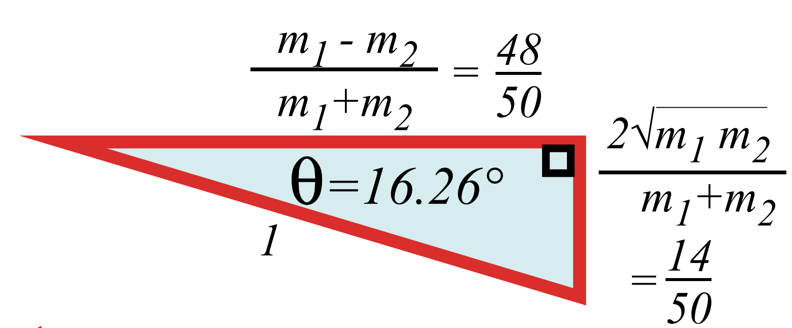

Collisions for mass ratio m_1:m_2= 49:1

Fig. 5.2a-c

(revised)

Ellipse rescaling geometry and reflection symmetry analysis

Convert to rescaled velocity: $\mathsf{V}_1 = v_1 \cdot \sqrt{m_1}$, $\mathsf{V}_2 = v_2 \cdot \sqrt{m_1}$, symmetrize: $KE = \frac{1}{2} m_1 v_1^2 + \frac{1}{2} m_2 v_2^2 = \frac{1}{2}\mathsf{V}_1^2 + \frac{1}{2}\mathsf{V}_2^2$

$$\begin{pmatrix} v_1^{FIN_1} \\ v_2^{FIN_1} \end{pmatrix} = \frac{1}{M}\begin{pmatrix} m_1 - m_2 & 2m_2 \\ 2m_1 & m_2 - m_1 \end{pmatrix}\begin{pmatrix} v_1 \\ v_2 \end{pmatrix} \quad \text{becomes:} \quad \begin{pmatrix} \mathsf{V}_1^{FIN_1}/\sqrt{m_1} \\ \mathsf{V}_2^{FIN_1}/\sqrt{m_2} \end{pmatrix} = \frac{1}{M}\begin{pmatrix} m_1 - m_2 & 2m_2 \\ 2m_1 & m_2 - m_1 \end{pmatrix}\begin{pmatrix} \mathsf{V}_1/\sqrt{m_1} \\ \mathsf{V}_2/\sqrt{m_2} \end{pmatrix}$$

$$\text{or: } \begin{pmatrix} \mathsf{V}_1^{FIN_1} \\ \mathsf{V}_2^{FIN_1} \end{pmatrix} = \frac{1}{M}\begin{pmatrix} m_1 - m_2 & 2\sqrt{m_1 m_2} \\ 2\sqrt{m_1 m_2} & m_2 - m_1 \end{pmatrix}\begin{pmatrix} \mathsf{V}_1 \\ \mathsf{V}_2 \end{pmatrix} = \mathbf{M}\bullet\vec{\mathsf{V}} , \quad \text{or: } \begin{pmatrix} \mathsf{V}_1^{FIN_2} \\ \mathsf{V}_2^{FIN_2} \end{pmatrix} = \frac{1}{M}\begin{pmatrix} m_1 - m_2 & 2\sqrt{m_1 m_2} \\ -2\sqrt{m_1 m_2} & m_1 - m_2 \end{pmatrix}\begin{pmatrix} \mathsf{V}_1 \\ \mathsf{V}_2 \end{pmatrix} = \mathbf{C}\bullet\mathbf{M}\bullet\vec{\mathsf{V}}$$

Then collisions become *reflections* $\begin{pmatrix} \cos\theta & \sin\theta \\ \sin\theta & -\cos\theta \end{pmatrix}$ and double-collisions become *rotations* $\begin{pmatrix} \cos\theta & \sin\theta \\ -\sin\theta & \cos\theta \end{pmatrix}$

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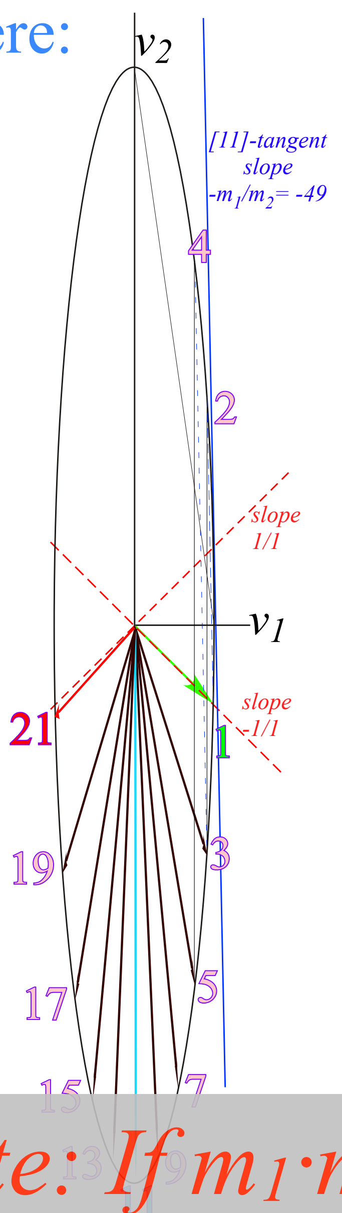

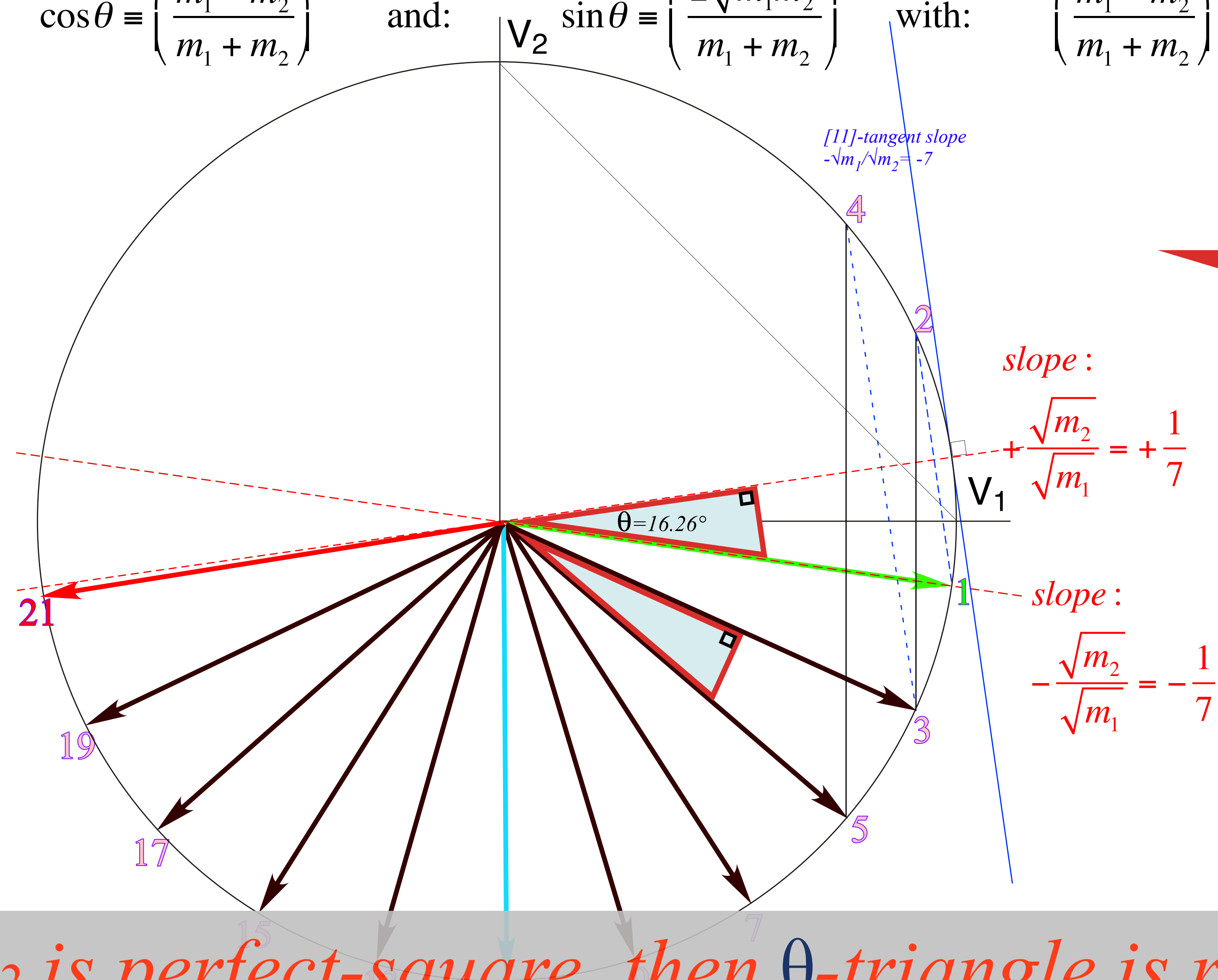

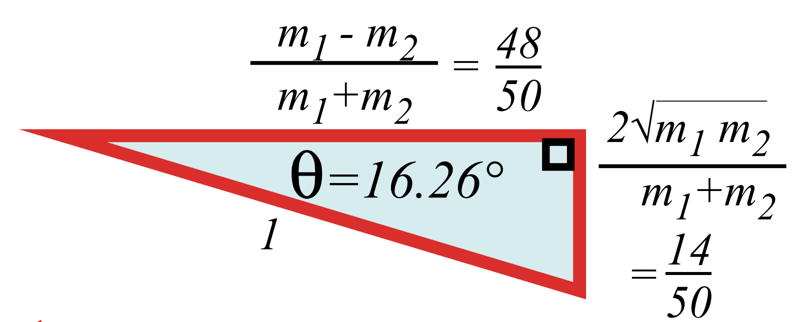

Collisions for mass ratio $m_1 : m_2 = 49:1$

Fig. 5.2a-c

(revised)

Note: If $m_1 \cdot m_2$ is perfect-square, then θ-triangle is rational ($3^2+4^2=5^2$, etc.)

Ellipse rescaling geometry and reflection symmetry analysis

Convert to rescaled velocity: $V_1 = v_1 \cdot \sqrt{m_1}$, $V_2 = v_2 \cdot \sqrt{m_1}$, symmetrize: $KE = \frac{1}{2} m_1 v_1^2 + \frac{1}{2} m_2 v_2^2 = \frac{1}{2} V_1^2 + \frac{1}{2} V_2^2$

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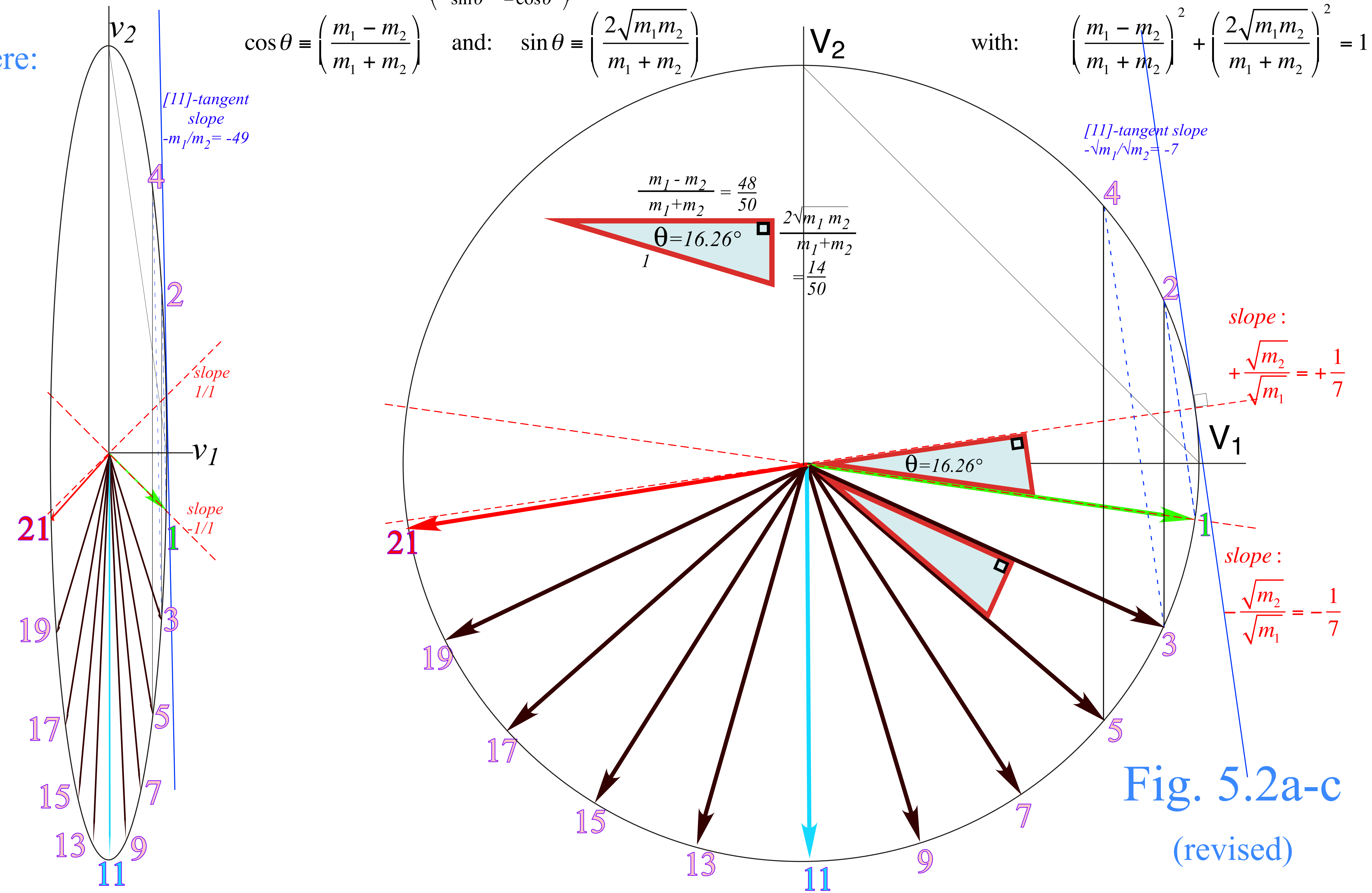


Fig. 5.2a-c

(revised)

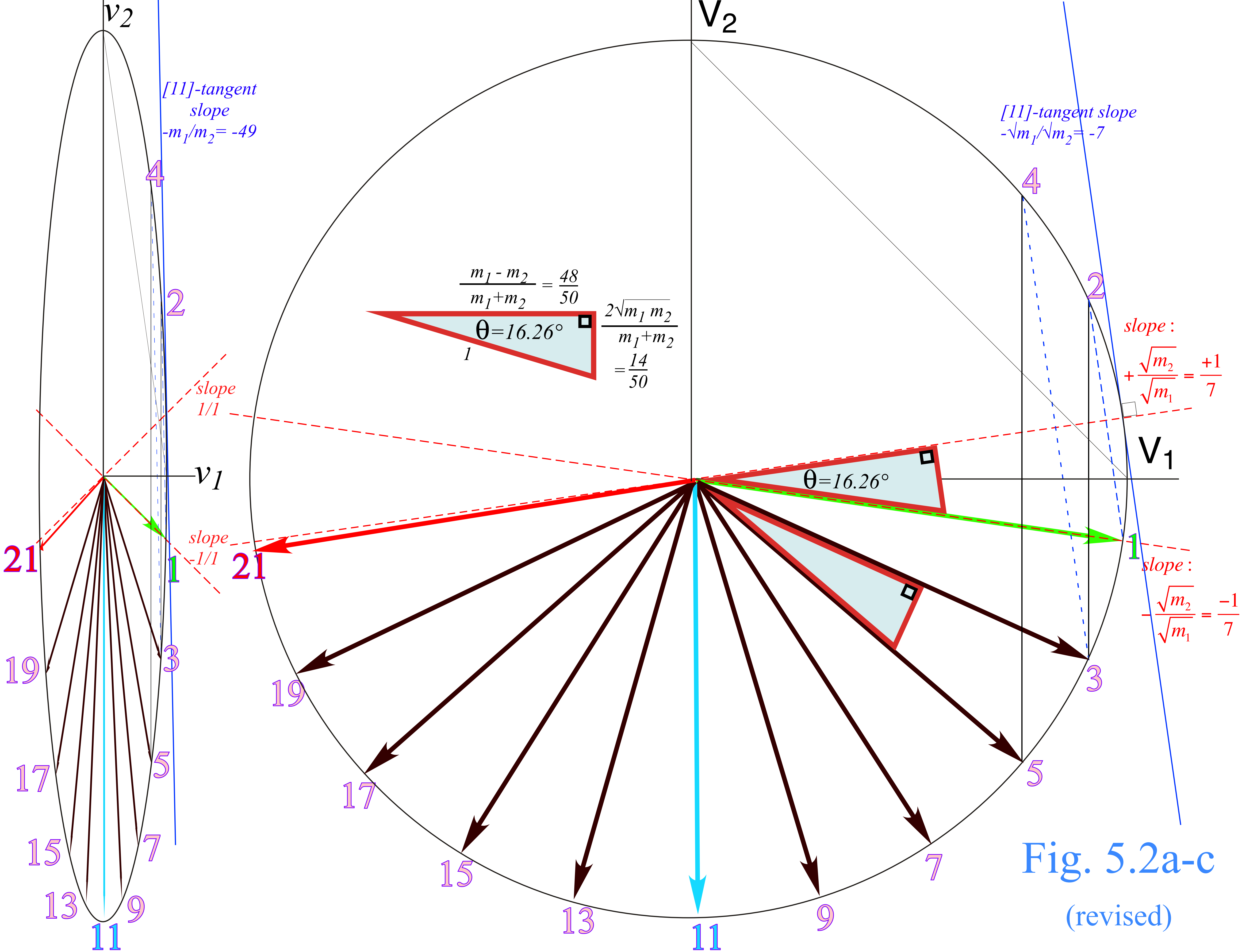


Fig. 5.2a-c

(revised)

Ellipse rescaling-geometry and reflection-symmetry analysis

Rescaling KE ellipse to circle

→ *How this relates to Lagrangian, l'Etrangian, and Hamiltonian mechanics later on*

Reflections in the clothing store: "It's all done with mirrors!"

Introducing hexagonal symmetry $D_6 \sim C_{6v}$ (Resulting for $m_1/m_2=3$)

Group multiplication and product table

Classical collision paths with $D_6 \sim C_{6v}$ (Resulting from $m_1/m_2=3$)

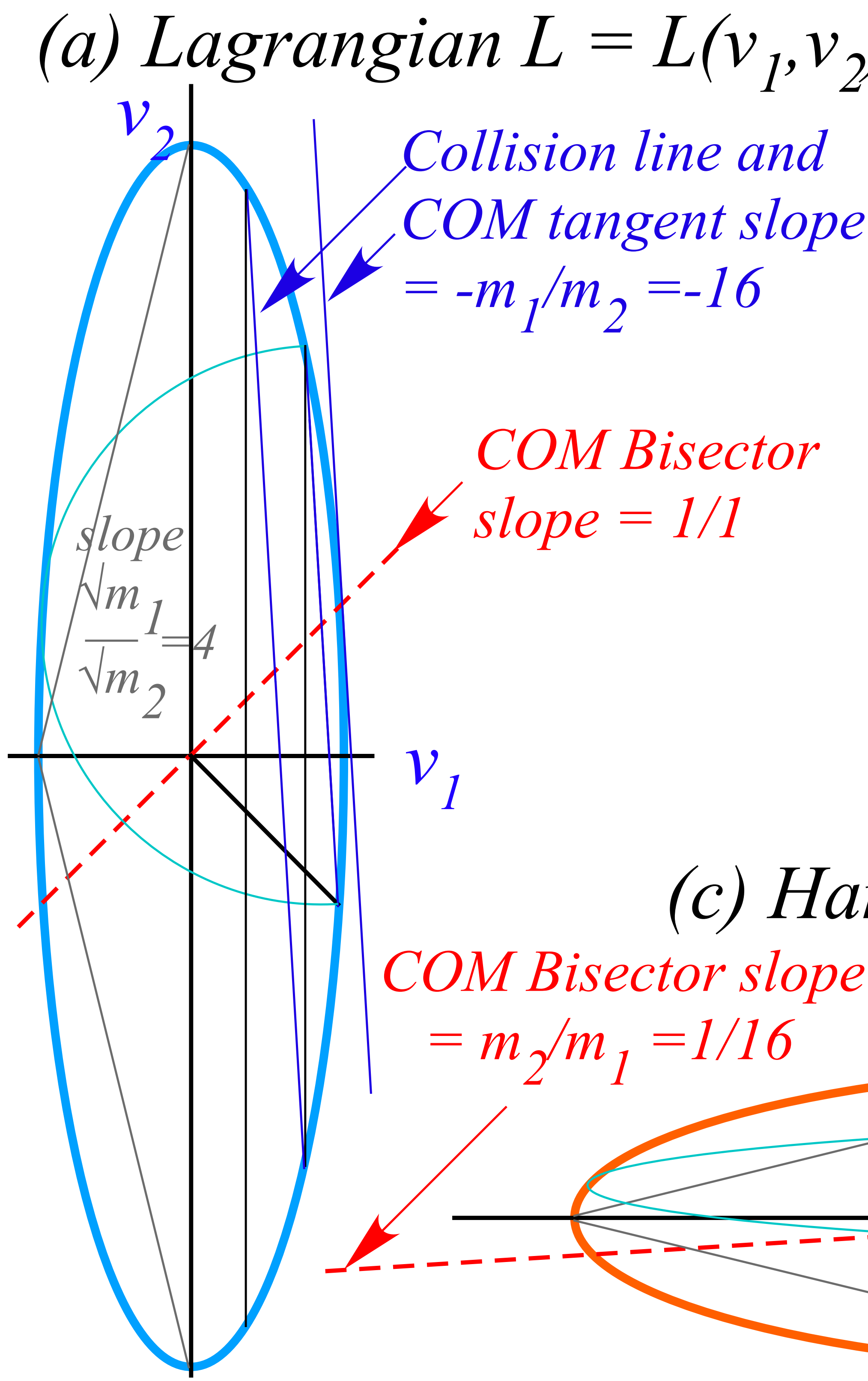
Other not-so-symmetric examples: $m_1/m_2=4$ and $m_1/m_2=7$

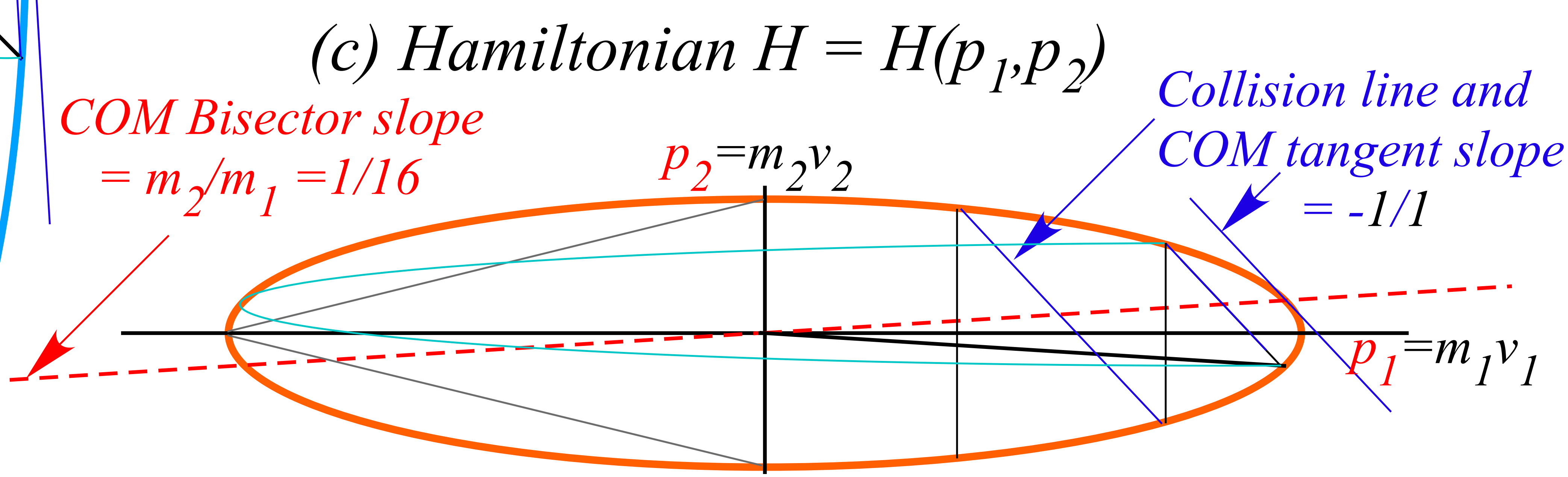
What ellipse rescaling leads to...

How this relates to Lagrangian, and Hamiltonian mechanics later on

velocity v_1 rescaled to *momentum*: $p_1 = m_1 v_1$

velocity v_2 rescaled to *momentum*: $p_2 = m_2 v_2$



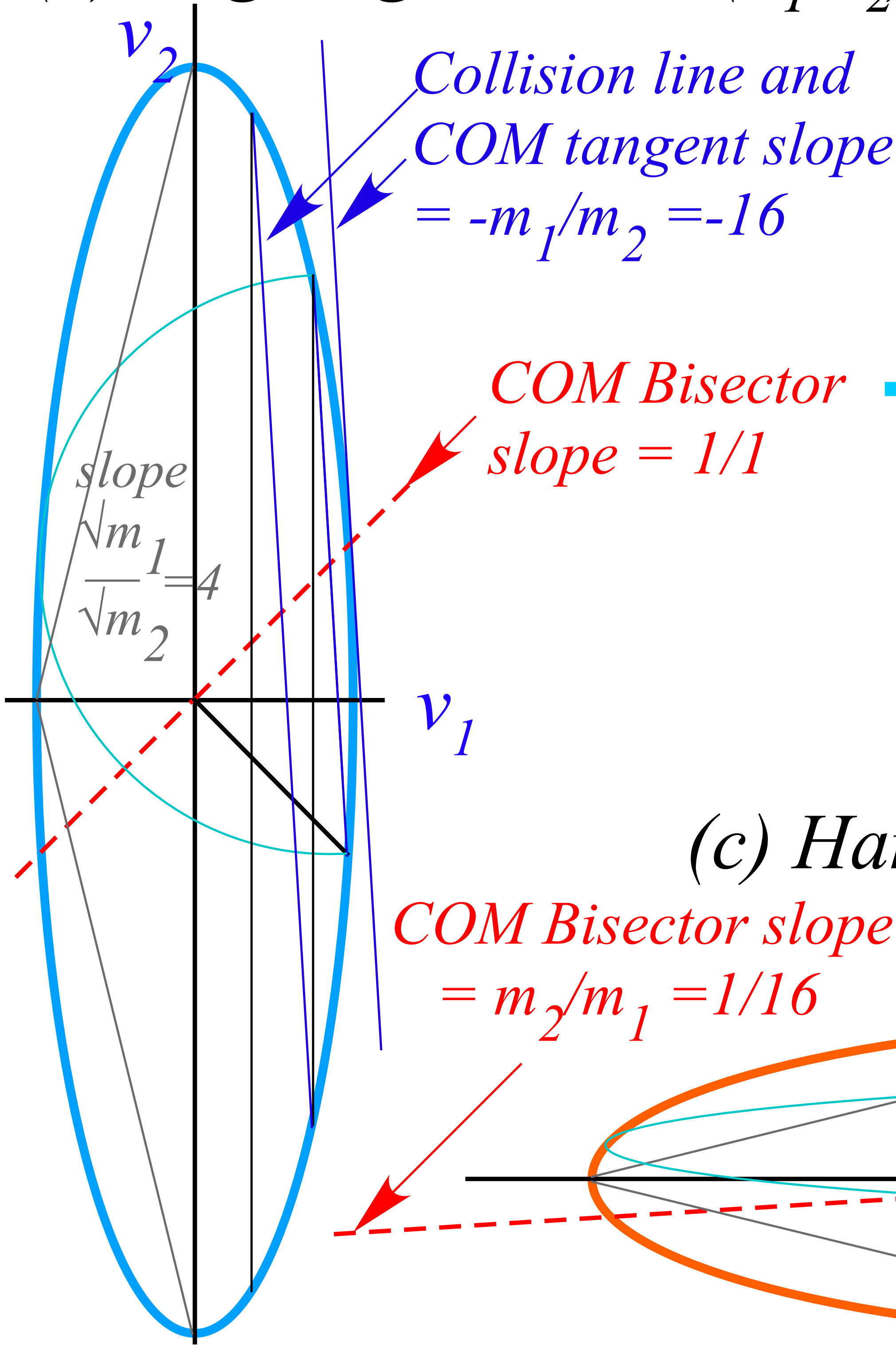


What ellipse rescaling leads to...

Fig. 12.1 (Unit 1)

How this relates to Lagrangian, and Hamiltonian mechanics later on

(a) Lagrangian $L = L(v_1,v_2)$



velocity v_1 rescaled to *momentum*: $p_1 = m_1 v_1$

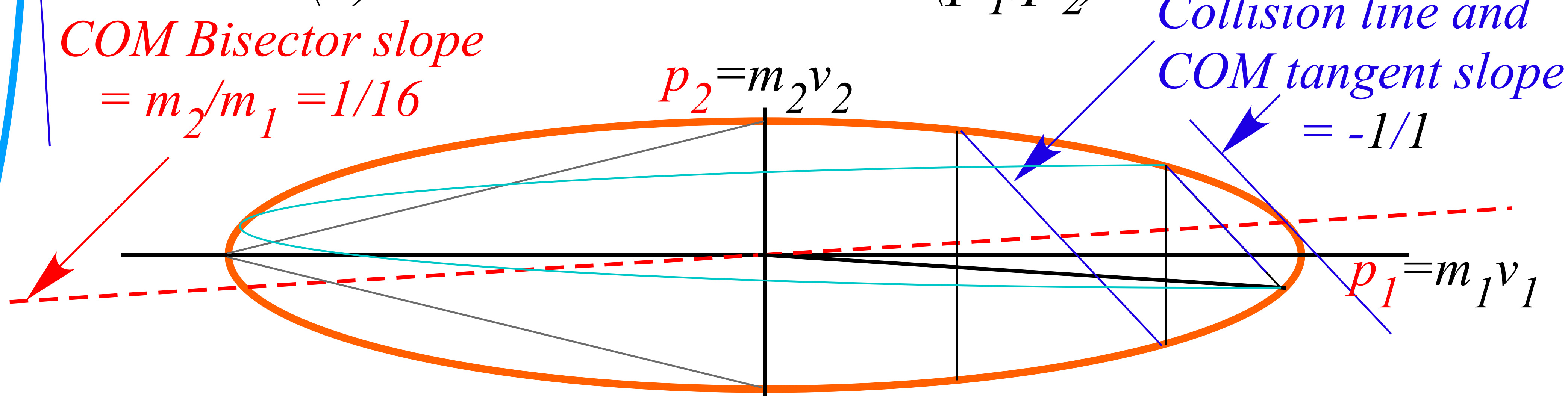
velocity v_2 rescaled to *momentum*: $p_2 = m_2 v_2$

Lagrangian $L(v_1, v_2) = KE = \frac{1}{2} m_1 v_1^2 + \frac{1}{2} m_2 v_2^2$

rescaled to

Hamiltonian $H(p_1, p_2) = KE = \frac{p_1^2}{2m_1} + \frac{p_2^2}{2m_2}$

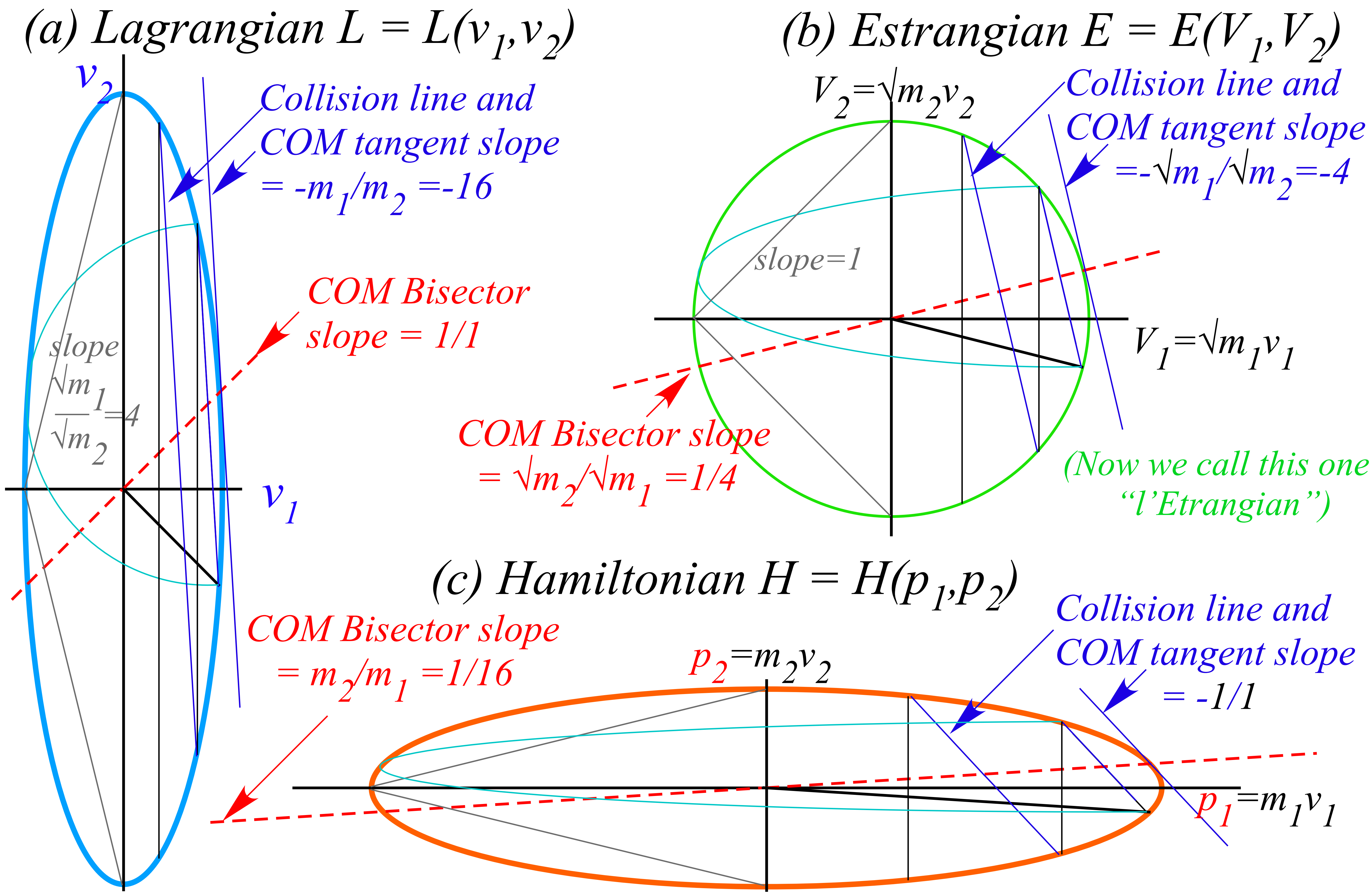
(c) Hamiltonian $H = H(p_1,p_2)$

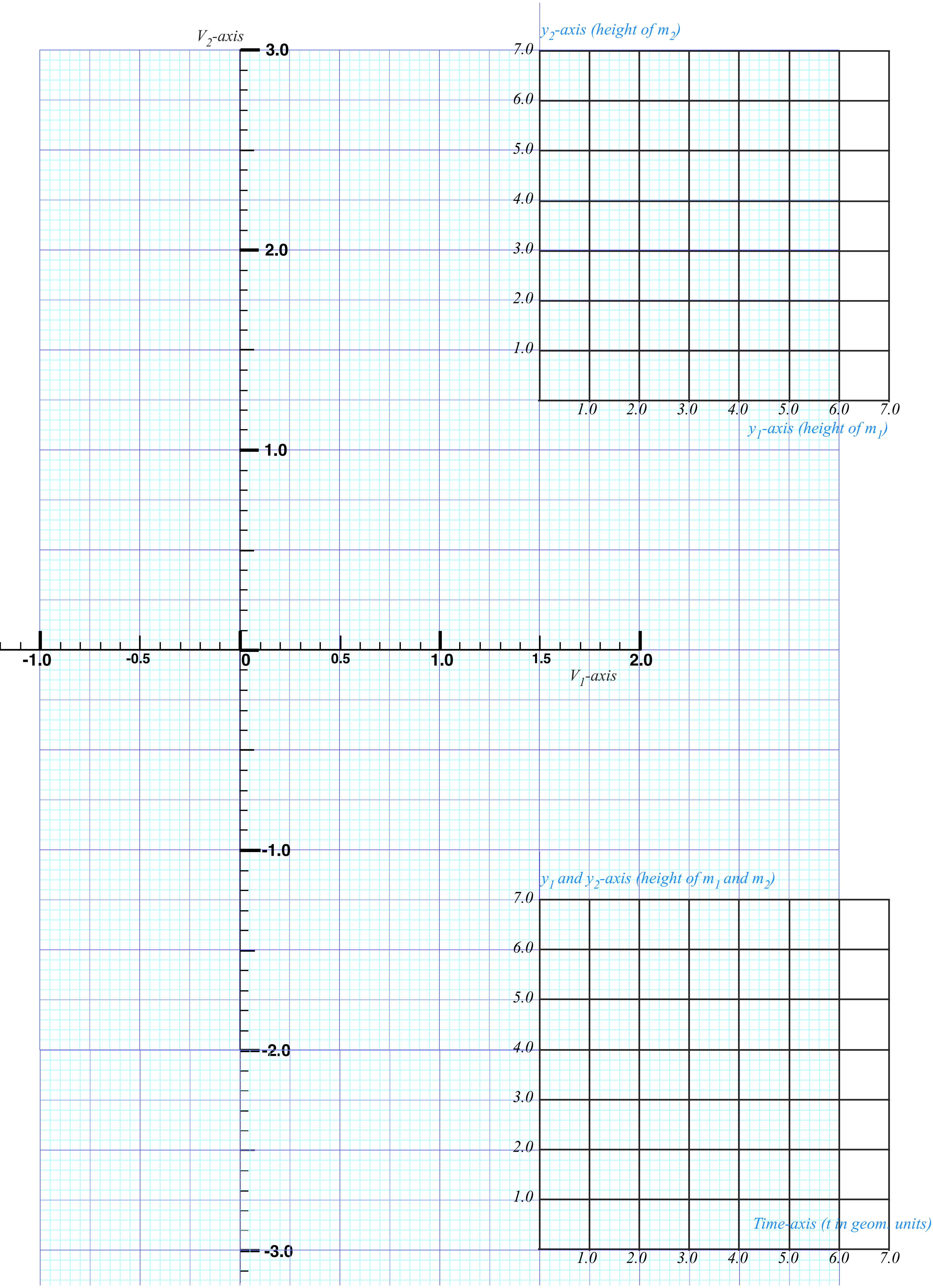


What ellipse rescaling leads to...

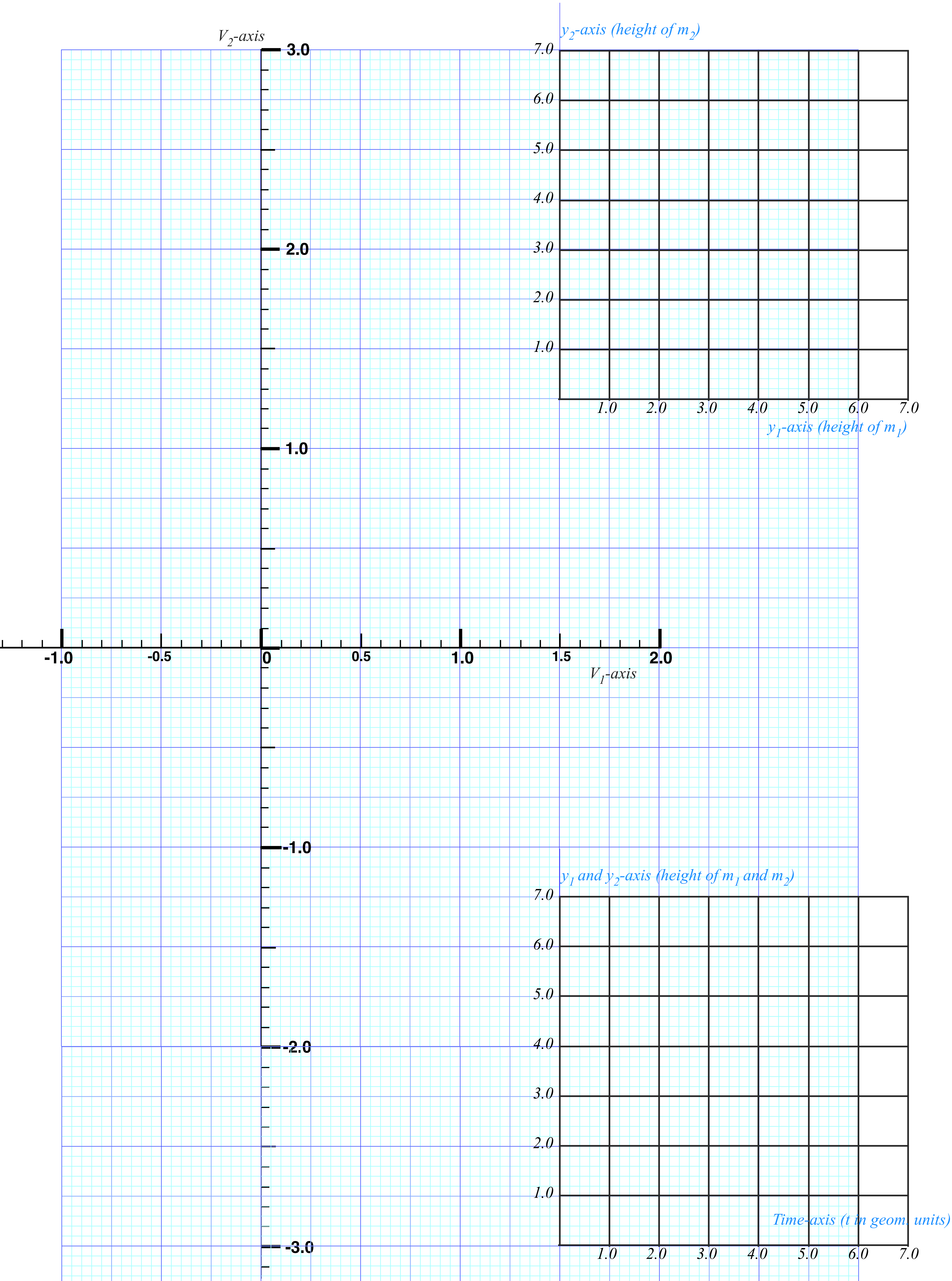
Fig. 12.1 (Unit 1)

How this relates to Lagrangian, l'Etrangian, and Hamiltonian mechanics later on

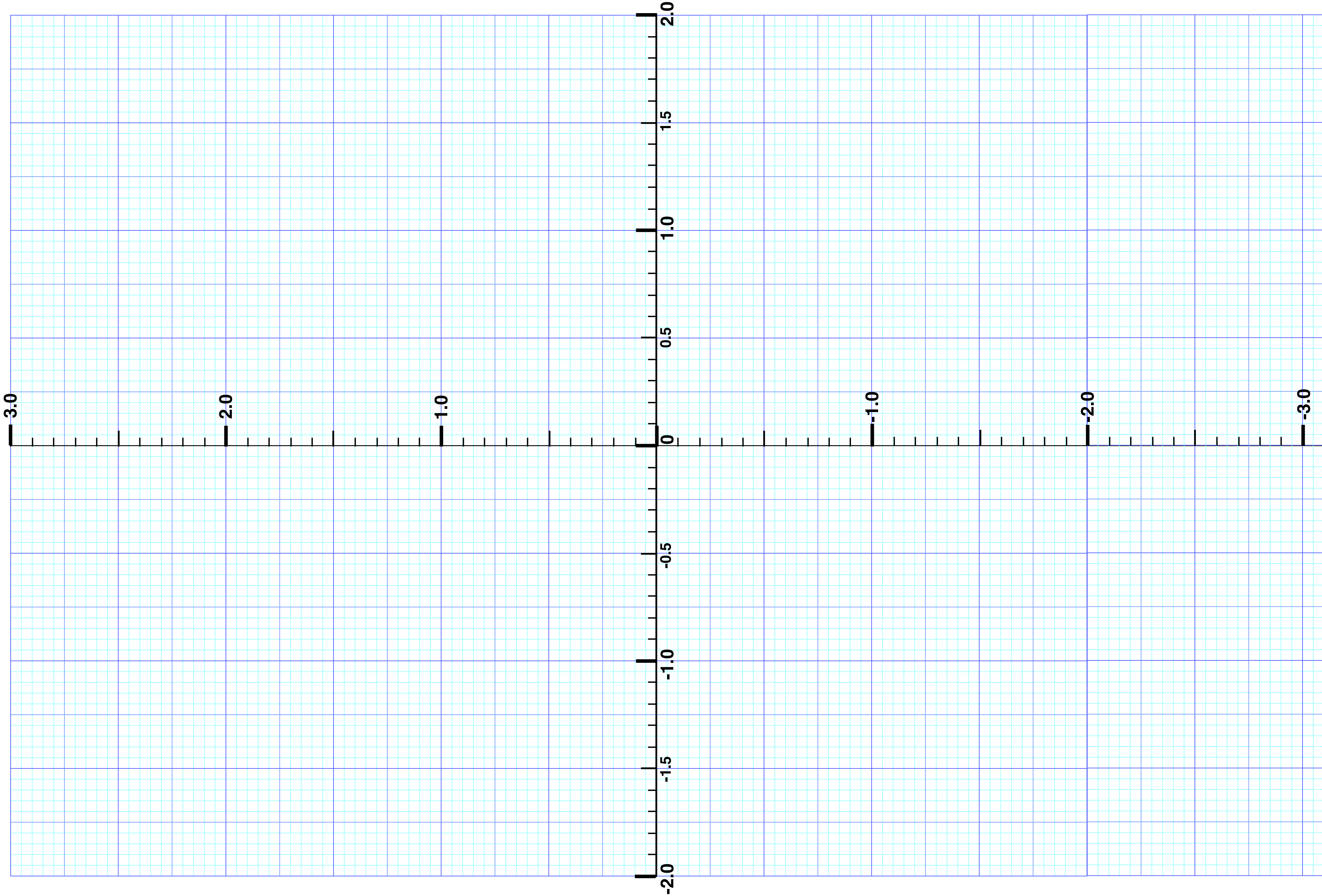




V_2-axis
V_1-axis
y_2-axis (height of m_2)
y_1-axis (height of m_1)
y_1 and y_2-axis (height of m_1 and m_2)
Time-axis (t in geom. units)



V_2-axis
V_1-axis
y_2-axis (height of m_2)
y_1-axis (height of m_1)
y_1 and y_2-axis (height of m_1 and m_2)
Time-axis (t in geom. units)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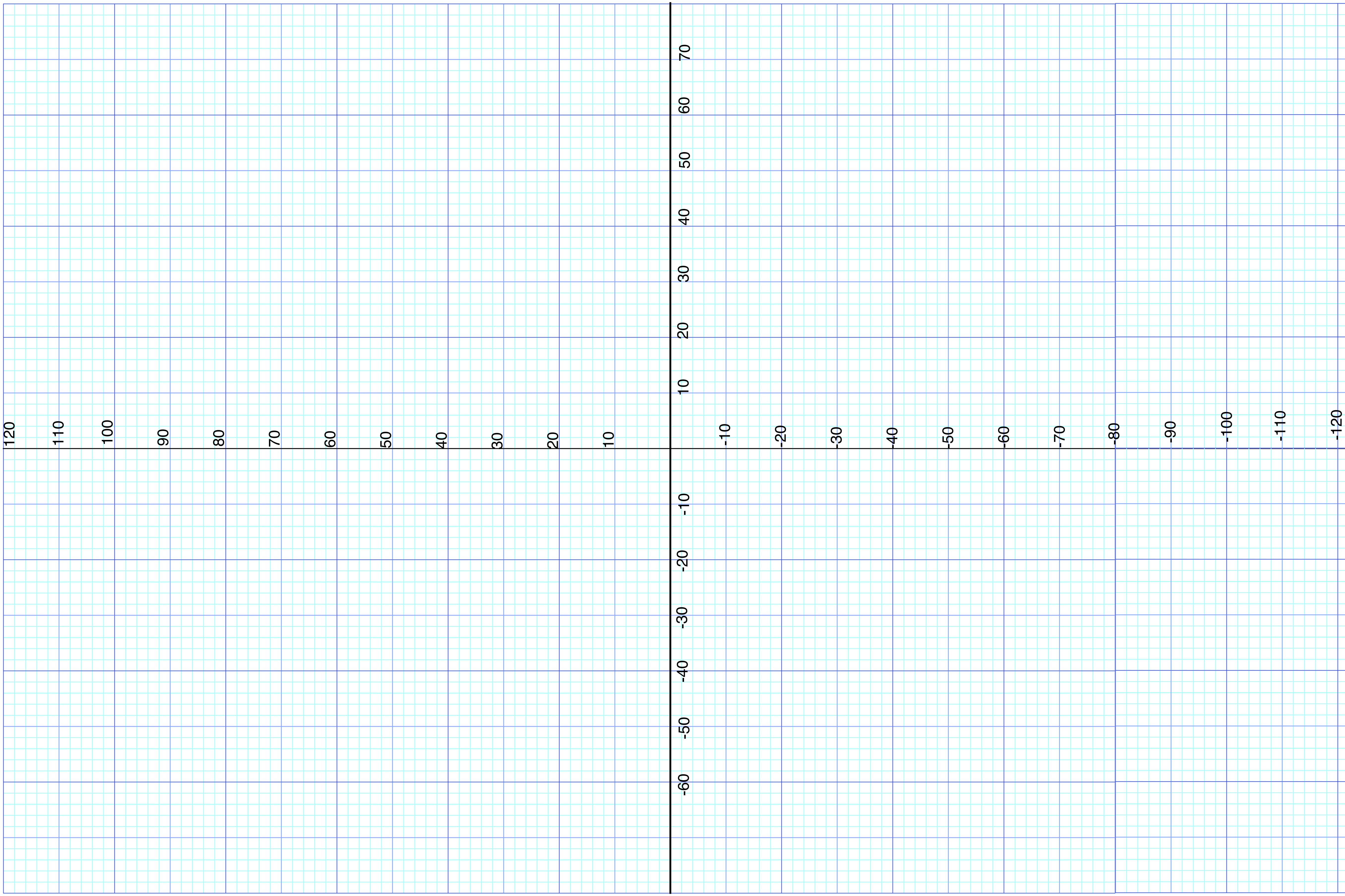

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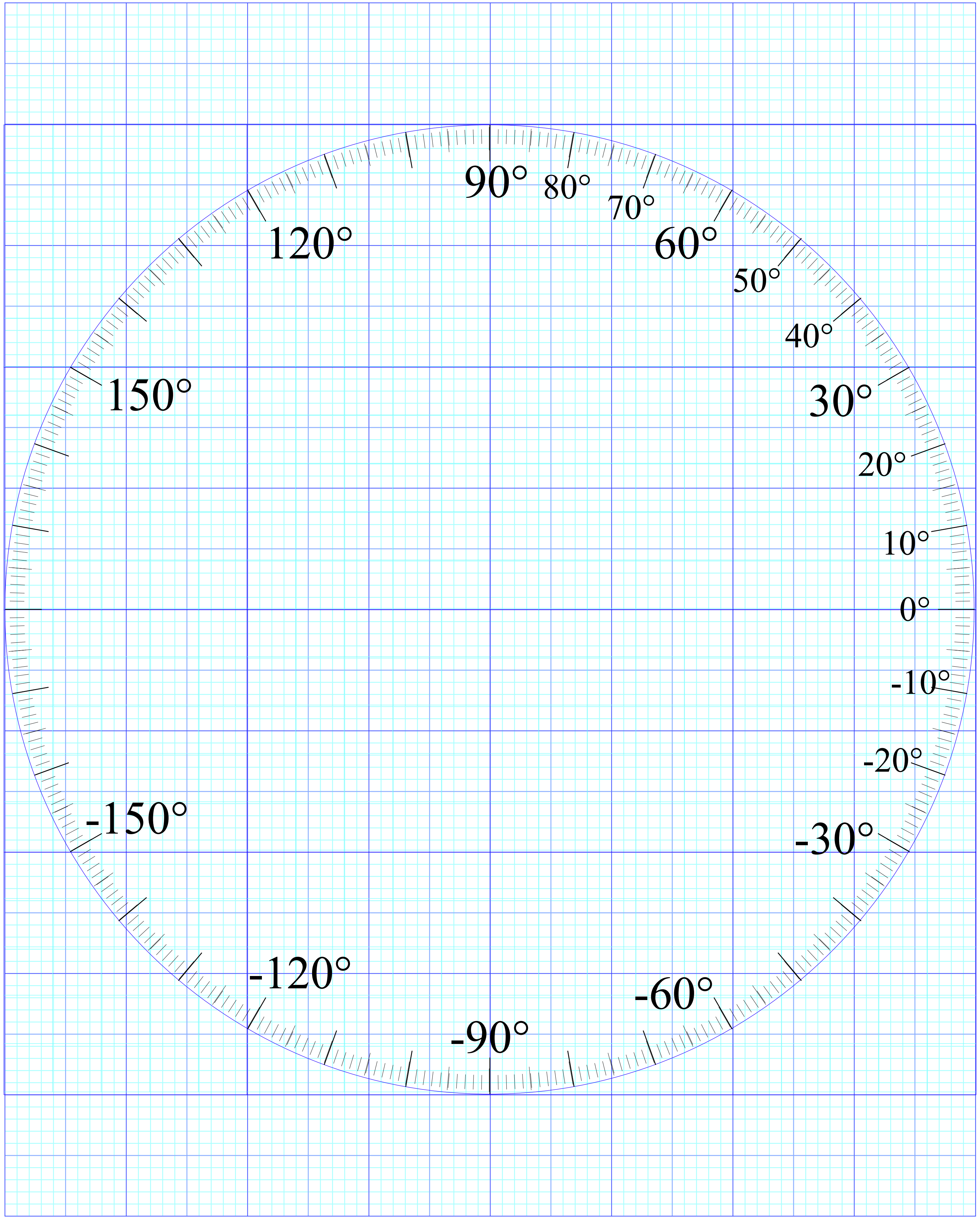
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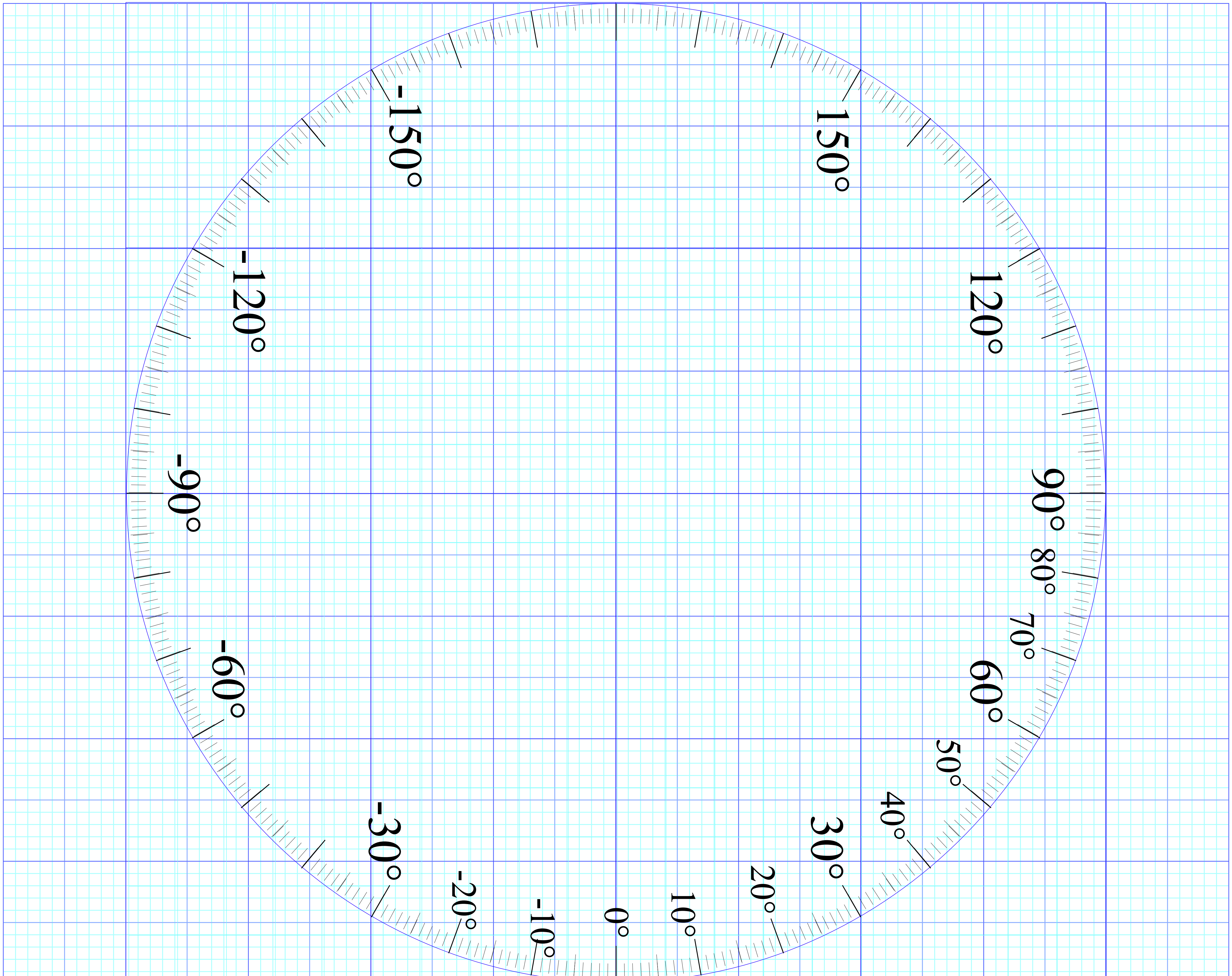
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-30°
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-150°

AMOP reference links *(Updated list given on **2nd** and 3rd pages of each class presentation)*

Web Resources - front page
UAF Physics UTube channel

Quantum Theory for the Computer Age
Principles of Symmetry, Dynamics, and Spectroscopy
Classical Mechanics with a Bang!
Modern Physics and its Classical Foundations

2014 AMOP
2017 Group Theory for QM
2018 AMOP

Representaions Of Multidimensional Symmetries In Networks - harter-jmp-1973

Alternative Basis for the Theory of Complex Spectra

- Alternative_Basis_for_the_Theory_of_Complex_Spectra_I_-_harter-pra-1973
- Alternative_Basis_for_the_Theory_of_Complex_Spectra_II_-_harter-patterson-pra-1976
- Alternative_Basis_for_the_Theory_of_Complex_Spectra_III_-_patterson-harter-pra-1977

Frame Transformation Relations And Multipole Transitions In Symmetric Polyatomic Molecules - RMP-1978
Asymptotic eigensolutions of fourth and sixth rank octahedral tensor operators - Harter-Patterson-JMP-1979
Rotational energy surfaces and high- J eigenvalue structure of polyatomic molecules - Harter - Patterson - 1984
Galloping waves and their relativistic properties - ajp-1985-Harter
Rovibrational Spectral Fine Structure Of Icosahedral Molecules - Cpl 1986 (Alt Scan)

Theory of hyperfine and superfine levels in symmetric polyatomic molecules.

I) Trigonal and tetrahedral molecules: Elementary spin-1/2 cases in vibronic ground states - PRA-1979-Harter-Patterson (Alt scan)
II) Elementary cases in octahedral hexafluoride molecules - Harter-PRA-1981 (Alt scan)

Rotation–vibration spectra of icosahedral molecules.

I) Icosahedral symmetry analysis and fine structure - harter-weeks-jcp-1989 (Alt scan)
II) Icosahedral symmetry, vibrational eigenfrequencies, and normal modes of buckminsterfullerene - weeks-harter-jcp-1989 (Alt scan)
III) Half-integral angular momentum - harter-reimer-jcp-1991

Rotation-vibration scalar coupling zeta coefficients and spectroscopic band shapes of buckminsterfullerene - Weeks-Harter-CPL-1991 (Alt scan)
Nuclear spin weights and gas phase spectral structure of 12C60 and 13C60 buckminsterfullerene -Harter-Reimer-Cpl-1992 - (Alt1, Alt2 Erratum)
Gas Phase Level Structure of C60 Buckyball and Derivatives Exhibiting Broken Icosahedral Symmetry - reimer-diss-1996
Fullerene symmetry reduction and rotational level fine structure/ the Buckyball isotopomer 12C 13C59 - jcp-Reimer-Harter-1997 (HiRez)
Wave Node Dynamics and Revival Symmetry in Quantum Rotors - harter - jms - 2001
Molecular Symmetry and Dynamics - Ch32-Springer Handbooks of Atomic, Molecular, and Optical Physics - Harter-2006

Resonance and Revivals

I) QUANTUM ROTOR AND INFINITE-WELL DYNAMICS - ISMSLi2012 (Talk) OSU knowledge Bank
II) Comparing Half-integer Spin and Integer Spin - Alva-ISMS-Ohio2013-R777 (Talks)
III) Quantum Resonant Beats and Revivals in the Morse Oscillators and Rotors - (2013-Li-Diss)

Resonance and Revivals in Quantum Rotors - Comparing Half-integer Spin and Integer Spin - Alva-ISMS-Ohio2013-R777 (Talk)
Molecular Eigensolution Symmetry Analysis and Fine Structure - IJMS-harter-mitchell-2013
Quantum Revivals of Morse Oscillators and Farey-Ford Geometry - Li-Harter-cpl-2013
QTCA Unit 10 Ch 30 - 2013
AMOP Ch 0 Space-Time Symmetry - 2019

**In development - a web based A.M.O.P. oriented reference page, with thumbnail/previews, greater control over the information display, and eventually full on* Apache-SOLR *Index and search for* nuanced, whole-site content/metadata level *searching.*

AMOP reference links *(Updated list given on 2nd and 3rd pages of each class presentation)*

(Int.J.Mol.Sci, 14, 714(2013) p.755-774 , QTCA Unit 7 Ch. 23-26), (PSDS - Ch. 5, 7)

Int.J.Mol.Sci, 14, 714(2013), QTCA Unit 8 Ch. 23-25, QTCA Unit 9 Ch. 26, PSDS Ch. 5, PSDS Ch. 7

Intro spin ½ coupling
Unit 8 Ch. 24 p3

H atom hyperfine-B-level crossing
Unit 8 Ch. 24 p15

Hyperf. theory Ch. 24 p48.

Hyperf. theory Ch. 24 p48.
Deeper theory ends p53

Intro 2p3p coupling
Unit 8 Ch. 24 p17.

Intro LS-jj coupling
Unit 8 Ch. 24 p22.

CG coupling derived (start)
Unit 8 Ch. 24 p39.

CG coupling derived (formula)
Unit 8 Ch. 24 p44.

Lande' g-factor
Unit 8 Ch. 24 p26.

Irrep Tensor building
Unit 8 Ch. 25 p5.

Irrep Tensor Tables
Unit 8 Ch. 25 p12.

Wigner-Eckart tensor Theorem.
Unit 8 Ch. 25 p17.

Tensors Applied to d,f-levels.
Unit 8 Ch. 25 p21.

Tensors Applied to high J levels.
Unit 8 Ch. 25 p63.

Intro 3-particle coupling.
Unit 8 Ch. 25 p28.

Intro 3,4-particle Young Tableaus
GrpThLect29 p42.

Young Tableau Magic Formulae
GrpThLect29 p46-48.

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AMOP reference links *(Updated list given on 2nd and **3rd** and **4th** pages of each class presentation)*

Predrag Cvitanovic's: Birdtrack Notation, Calculations, and Simplification

Chaos_Classical_and_Quantum_-_2018-Cvitanovic-ChaosBook
Group Theory - PUP_Lucy_Day_-_Diagrammatic_notation_-_Ch4
Simplification_Rules_for_Birdtrack_Operators_-_Alcock-Zeilinger-Weigert-zeilinger-jmp-2017
Group Theory - Birdtracks_Lies_and_Exceptional_Groups_-_Cvitanovic-2011
Simplification_rules_for_birdtrack_operators-_jmp-alcock-zeilinger-2017
Birdtracks for SU(N) - 2017-Keppeler

Frank Rioux's: UMA method of vibrational induction

Quantum_Mechanics_Group_Theory_and_C60_-_Frank_Rioux_-_Department_of_Chemistry_Saint_Johns_U
Symmetry_Analysis_for_H20-_H20GrpTheory-_Rioux
Quantum_Mechanics-Group_Theory_and_C60_-_JChemEd-Rioux-1994
Group_Theory_Problems-_Rioux-_SymmetryProblemsX
Comment_on_the_Vibrational_Analysis_for_C60_and_Other_Fullerenes_Rioux-RSP

Supplemental AMOP Techniques & Experiment

Many Correlation Tables are Molien Sequences - Klee (Draft 2016)
High-resolution_spectroscopy_and_global_analysis_of_CF4_rovibrational_bands_to_model_its_atmospheric_absorption-_carlos-Boudon-jqsrt-2017
Symmetry and Chirality - Continuous_Measures_-_Avnir
*

Special Topics & Colloquial References

r-process_nucleosynthesis_from_matter_ejected_in_binary_neutron_star_mergers-PhysRevD-Bovard-2017

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