

•Motion Definitions & Relationships

Position vector \vec{r} , $r = |\vec{r}|$, and $\Delta\vec{r} = \vec{r}_f - \vec{r}_i$

$d \equiv$ Distance traveled $s \equiv$ speed $\langle s \rangle \equiv \frac{d}{\Delta t}$ $s \equiv |\vec{v}| \equiv \left| \frac{d\vec{r}}{dt} \right|$

$\langle \vec{v} \rangle \equiv \frac{\Delta\vec{r}}{\Delta t}$ $\vec{v} \equiv \frac{d\vec{r}}{dt}$ $\Delta x = \int_{t=i}^{t=f} v_x dt =$ area under v_x vs. t graph

$\langle \vec{a} \rangle \equiv \frac{\Delta\vec{v}}{\Delta t}$ $\vec{a} \equiv \frac{d\vec{v}}{dt}$ $\Delta v_x = \int_{t=i}^{t=f} a_x dt =$ area under a_x vs. t graph

•1-D Vectors

$\vec{r} = r_x \hat{i} = x \hat{i}$ and $x = r_x = |\vec{r}|$

$\Delta\vec{r}_{1 \rightarrow 2} \equiv \vec{r}_2 - \vec{r}_1 = r_{2x} \hat{i} - r_{1x} \hat{i} = x_2 \hat{i} - x_1 \hat{i} = (x_2 - x_1) \hat{i}$

$|\Delta\vec{r}_{1 \rightarrow 2}| \equiv \Delta r_{1 \rightarrow 2} = |r_{2x} - r_{1x}| = |x_2 - x_1|$

•2-D Vectors

$\vec{r} = r_x \hat{i} + r_y \hat{j} = x \hat{i} + y \hat{j}$ and $r = |\vec{r}|$

$\Delta\vec{r}_{1 \rightarrow 2} \equiv \vec{r}_2 - \vec{r}_1 = (r_{2x} \hat{i} + r_{2y} \hat{j}) - (r_{1x} \hat{i} + r_{1y} \hat{j}) = (r_{2x} - r_{1x}) \hat{i} + (r_{2y} - r_{1y}) \hat{j} = \Delta r_{x,1 \rightarrow 2} \hat{i} + \Delta r_{y,1 \rightarrow 2} \hat{j}$

$|\Delta\vec{r}_{1 \rightarrow 2}| \equiv \Delta r_{1 \rightarrow 2} = \sqrt{(\Delta r_{x,1 \rightarrow 2})^2 + (\Delta r_{y,1 \rightarrow 2})^2}$

•Forces

$\vec{a} = \frac{\sum \vec{F}_{\rightarrow object}}{m_{object}}$ $\vec{F}_{type,A \rightarrow B} = -\vec{F}_{type,B \rightarrow A}$ $|\vec{F}_{g, earth \rightarrow object}| = mg$

$f_s \leq \mu_s n$

$f_k = \mu_k n$

$f_r = \mu_r n$

•Circular Motion

$$\vec{a} = \vec{a}_{rad} + \vec{a}_{tan} \quad \Delta\theta = \theta_f - \theta_i \quad d = r\Delta\theta \quad \Delta\theta = \omega \Delta t + \frac{1}{2}\alpha(\Delta t)^2$$

$$|\vec{a}_{rad}| = \frac{v_{tan}^2}{r} \quad \omega = \frac{\Delta\theta}{\Delta t} \quad v_{tan} = r\omega \quad \omega = \omega_0 + \alpha \Delta t$$

$$|\vec{a}_{tan}| = dv/dt \quad \alpha = \frac{\Delta\omega}{\Delta t} \quad a_{tan} = r\alpha \quad \omega^2 = \omega_0^2 + 2\alpha \Delta\theta$$

$$\vec{a}_{tan} = \frac{\vec{F}_{tan}^{Net}}{m} \quad \vec{a}_{rad} = \frac{\vec{F}_{rad}^{Net}}{m} \quad T = \frac{2\pi r}{v} = \frac{2\pi}{\omega} \quad \theta \text{ measured in radians, CCW is +}$$

•Momentum and Impulse

$$\vec{p} \equiv m\vec{v} \quad \vec{J}_{agent \rightarrow object} \equiv \int \vec{F}_{agent \rightarrow object} dt = \langle \vec{F}_{agent \rightarrow object} \rangle \Delta t$$

$$\vec{J}_{\rightarrow system}^{Net} = \int \vec{F}_{\rightarrow object}^{Net} dt = \Delta\vec{p}_{\rightarrow system} \quad \sum_{system} \vec{p}_f = \sum_{system} \vec{p}_i$$

•Potential Energy, Kinetic Energy, Work, Power

$$KE = \frac{1}{2} mv^2 \quad U_g = mgy \quad F_{spring} = -k \Delta x \quad U_{spring} = \frac{1}{2} k (\Delta x)^2$$

$$dW = \mathbf{F} \cdot d\mathbf{x} \quad W = \int \mathbf{F} \cdot d\mathbf{x} \quad \Delta KE = \sum_i W_i \text{ (work-energy theorem)}$$

For conservative forces: $W_i = -\Delta U_i \quad F_x = -dU/dx$

$$P = dW/dt = \mathbf{F} \cdot \mathbf{v} \quad P_{average} = \Delta W / \Delta t$$

•Rotations of a Rigid Body, equilibrium

$$\mathbf{R}_{cm} = \sum_i m_i \mathbf{r}_i / (\sum_i m_i) \quad \boldsymbol{\tau} = \mathbf{r} \times \mathbf{F} \quad |\mathbf{r} \times \mathbf{F}| = rF\sin(\theta_{rF})$$

$$I = \sum_i m_i r_i^2 = \int r^2 dm$$

$$I_{solid\ cylinder} = I_{disk} = \frac{1}{2} MR^2 \quad I_{hoop} = I_{hollow\ cylinder} = MR^2 \quad I_{solid\ sphere} = \frac{2}{5} MR^2$$

$$I_{beam} = \frac{1}{3} ML^2 \text{ (around end)} \quad I_{beam} = \frac{1}{12} ML^2 \text{ (around cm)}$$

Equilibrium: $\sum_i \mathbf{F}_i = \mathbf{0} \quad \sum_i \boldsymbol{\tau}_i = \mathbf{0}$

$$\mathbf{L} = \mathbf{r} \times \mathbf{p} \text{ (point object)} \quad \mathbf{L} = I \boldsymbol{\omega} \text{ (rigid body)} \quad \boldsymbol{\tau} = d\mathbf{L}/dt$$

$$KE_{rot,cm} = \frac{1}{2} I \omega^2 \quad V_{cm} = \omega R \text{ (rolling motion)}$$

•Newton's theory of gravity

$F_{on\ m} = -GMm/r^2$, directed along the line from M to m;
if either mass is spherically symmetric, r is the distance to its center

$$U_g = -GMm/r$$

•Oscillations

$$\omega = (k/m)^{1/2} \quad \omega = (g/l)^{1/2}$$

$$d^2x/dt^2 + \omega^2 x = 0 \quad x(t) = A \cos(\omega t + \phi) = C \cos(\omega t) + S \sin(\omega t)$$

$$U_{max} = KE_{max} = 1/2 kA^2$$

•Constant Velocity Model

$$\Delta x = v_{0,x} \Delta t \quad v_x = v_{0,x} \quad a_x = 0 \text{ m/s}^2 \quad \text{using Newton 1 or 2} \Rightarrow \sum \vec{F}_{\rightarrow object} = 0 \text{ m/s}^2$$

•Constant Acceleration Model

$$v_x = v_{0,x} + a_x \Delta t \quad \Delta x = v_{0,x} \Delta t + \frac{1}{2} a_x (\Delta t)^2 \quad v_x^2 = v_{0,x}^2 + 2a_x \Delta x$$

$$a_x = \frac{\sum \vec{F}_{\rightarrow object}}{m_{object}} = \text{constant} \neq 0 \text{ m/s}^2$$

•Uniform Circular Model

$$\vec{a} = \vec{a}_r = \left(\frac{v_t^2}{r}, \text{ towards center of the circle} \right) = \frac{\vec{F}_{Net}}{m} \quad a_t = 0 \text{ m/s}^2 \quad \Delta\theta = \omega_0 \Delta t$$

• Thermodynamics

$$P V = n R T$$

$$U = (3/2) N k_B T = (3/2) n R \quad (\text{monatomic gas}) \quad (5/2 \text{ for a diatomic gas})$$

$$dW = P dV \quad W = \int P dV$$

$$Q_{\text{added to system}} = W_{\text{done by system}} + \Delta U_{\text{of the system}}$$