

PHY 125, useful formulas

1. velocity and acceleration:

$$\vec{v} = \frac{d\vec{r}}{dt}, \quad \vec{a} = \frac{d\vec{v}}{dt} \quad (1)$$

linear motion with constant acceleration

$$x = x_0 + v_0t + \frac{1}{2}at^2 \quad (2)$$

$$v = v_0 + at \quad (3)$$

also: $v^2 = v_0^2 + 2a(x - x_0)$

2. Newton's laws

$$\sum_i \vec{F}_i = 0 \Rightarrow \vec{v} = \text{const} \quad (4)$$

$$\sum_i \vec{F}_i = m\vec{a} \quad (5)$$

$$\vec{F}_{12} = -\vec{F}_{21} \quad (6)$$

3. static friction (N normal force)

$$F_s \leq \mu_s N \quad (7)$$

kinetic friction

$$F_k = \mu_k N \quad (8)$$

4. Newton's law of gravity

$$\vec{F} = -\frac{GmM}{r^2}\hat{r} \quad (9)$$

5. centripetal acceleration

$$a_c = \frac{v^2}{r} \quad (10)$$

6. Work

$$W = \int \vec{F} \cdot d\vec{r} \quad (11)$$

constant force $W = \vec{F} \cdot \vec{d}$

7. kinetic energy $K = \frac{1}{2}mv^2$. Energy conservation for conservative forces

$$K_1 + U_1 = K_2 + U_2, \quad (12)$$

where $U = -\int \vec{F} \cdot d\vec{r} + \text{const}$ is the potential energy associated with the conservative force.

8. Hooke's law (spring constant k)

$$F_s = -kx \quad (13)$$

elastic potential energy $E = \frac{1}{2}kx^2$.

9. Gravitational potential energy

$$U(r) = -\frac{GmM}{r} \quad (14)$$

Approximate result near the surface of the earth: $U = mgh$.

10. Power $P = \frac{dW}{dt}$.

11. Linear momentum $\vec{p} = m\vec{v}$. Newton's equation of motion

$$\sum_i \vec{F}_i = \frac{d\vec{p}}{dt} \quad (15)$$

Momentum Conservation: $\vec{P} = \sum_i \vec{p}_i$

$$\frac{d\vec{P}}{dt} = \sum_i \vec{F}_i^{ext}. \quad (16)$$

Then: $\vec{F}_i^{ext} = 0 \Rightarrow \vec{P} = \text{const.}$

12. Useful numbers

$$g = 9.81 \frac{m}{s^2} \quad (17)$$

$$G = 6.67 \cdot 10^{-11} \frac{Nm^2}{s^2} \quad (18)$$

$$M_E = 5.97 \cdot 10^{24} kg \quad (19)$$

$$r_E = 6.38 \cdot 10^6 m. \quad (20)$$

Simple math

1. Circle of radius r

$$A(\text{rea}) = \pi r^2, \quad C(\text{ircumference}) = 2\pi r \quad (21)$$

2. two-dimensional vector $\vec{A} = A_x \vec{i} + A_y \vec{j}$

$$A = |\vec{A}| = \sqrt{A_x^2 + A_y^2} \quad (22)$$

$$A_x = A \cos(\theta) \quad (23)$$

$$A_y = A \sin(\theta) \quad (24)$$

$$\tan(\theta) = \frac{A_y}{A_x} \quad (25)$$

where θ is the angle between \vec{A} and \vec{i} .

3. scalar product: $\vec{A} = A_x \vec{i} + A_y \vec{j}$, $\vec{B} = B_x \vec{i} + B_y \vec{j}$

$$\vec{A} \cdot \vec{B} = AB \cos(\theta) = A_x B_x + A_y B_y. \quad (26)$$

4. quadratic equation $ax^2 + bx + c = 0$ has solutions

$$x_{1,2} = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a} \quad (27)$$

5. If $y = ax^n$ then

$$\frac{dy}{dx} = anx^{n-1}. \quad (28)$$