

Miscellaneous

SI Prefixes

Prefix	Symbol	Value
yotta	Y	10^{24}
zetta	Z	10^{21}
exa	E	10^{18}
peta	P	10^{15}
tera	T	10^{12}
giga	G	10^9
mega	M	10^6
kilo	k	10^3
hecto	h	10^2
deka	d	10^1
deci	d	10^{-1}
centi	c	10^{-2}
milli	m	10^{-3}
micro	μ	10^{-6}
nano	n	10^{-9}
pico	p	10^{-12}
femto	f	10^{-15}
atto	a	10^{-18}
zepto	z	10^{-21}
yocto	y	10^{-24}

Units

$$\text{Pa} = \text{N/m}^2$$

$$\text{W} = \text{J/s} = \text{N} \cdot \text{m/s}$$

$$\text{J} = \text{N} \cdot \text{m}$$

$$\text{N} = \text{kg} \cdot \text{m/s}^2$$

$$\text{V} = \text{J/C}$$

Unit Conversions

$$1 \text{ cal} = 4.184 \text{ J}$$

$$^{\circ}\text{F} = \frac{9}{5}^{\circ}\text{C} + 32$$

$$^{\circ}\text{K} = ^{\circ}\text{C} + 273.15$$

Vectors

A vector on a Cartesian chart

Figure 1: A vector on a Cartesian chart

$$\vec{r} = (r, \theta)$$

$$r = |\vec{r}| = \sqrt{r_x^2 + r_y^2}$$

$$\theta = \tan^{-1} \left(\frac{r_y}{r_x} \right)$$

$$r_x = r \cos \theta$$

$$r_y = r \sin \theta$$

\vec{r} = vector
 r = magnitude (length) of \vec{r}
 θ = direction (angle relative to the horizontal)
 r_x = x-component of \vec{r}
 r_y = y-component of \vec{r}

- A vector in general is a quantity that is made up of 2 scalar quantities, magnitude and direction.
- In physics, vectors are represented by arrows. The length of the arrow represents the magnitude of the vector and the direction of the arrow represents the direction of the vector.
- The vectors \vec{r} and $-\vec{r}$ have the same magnitude but opposite directions.

Unit Vectors

$$\hat{r} = \frac{\vec{r}}{|\vec{r}|}$$

$$\vec{r} = r_x \hat{i} \implies 1 \text{ dimension}$$

$$\vec{r} = r_x \hat{i} + r_y \hat{j} \implies 2 \text{ dimensions}$$

$$\vec{r} = r_x \hat{i} + r_y \hat{j} + r_z \hat{k} \implies 3 \text{ dimensions}$$

\hat{r}	unit vector of \vec{r}
\vec{r}	vector
$ \vec{r} $	magnitude of \vec{r}
r_x	x-component of \vec{r}
r_y	y-component of \vec{r}
i	unit vector in the x direction
j	unit vector in the y direction
k	unit vector in the z direction

- A unit vector of a vector \vec{r} is a vector in the same direction as \vec{r} with a magnitude of 1.
- In the equations, \hat{i} and \hat{j} give a direction to r_x and r_y transforming them into vectors.

Vector Arithmetic

Scalar Multiplication

$$a\vec{r} = (ar, \theta)$$

a	scalar
\vec{r}	vector
r	magnitude of \vec{r} (scalar)
θ	direction of $a\vec{r}$ (relative to the horizontal)

Scalar multiplication of a vector \vec{r} by a scalar a is a vector in the same direction as \vec{r} with a magnitude of ar .

Addition & Subtraction

$$\vec{A} + \vec{B} = (A_x + B_x)\hat{i} + (A_y + B_y)\hat{j}$$

$$\vec{A} - \vec{B} = (A_x - B_x)\hat{i} + (A_y - B_y)\hat{j}$$

On a graph, if you connect the vectors \vec{A} and \vec{B} head to tail, the vector from the tail of \vec{A} to the head of \vec{B} is the sum of \vec{A} and \vec{B} .

Dot Product

$$\vec{A} \cdot \vec{B} = AB \cos \theta$$

$$\theta = 0^\circ \implies \vec{A} \parallel \vec{B} \implies \vec{A} \cdot \vec{B} = AB$$

$$\theta = 90^\circ \implies \vec{A} \perp \vec{B} \implies \vec{A} \cdot \vec{B} = 0$$

$$\theta = 180^\circ \implies \vec{A} \parallel \vec{B} \text{ (anti-parallel)} \implies \vec{A} \cdot \vec{B} = -AB$$

$$\vec{i}, \vec{B}$$

vectors

\vec{i}, B magnitudes of \vec{A}, \vec{B}

θ angle between \vec{A}, \vec{B}

\hat{i} unit vector in the x, y direction (See: Unit Vectors)

The dot product of two vectors \vec{A} and \vec{B} is a scalar.

Cross Product

$$\vec{A} \times \vec{B} = AB \sin \theta \hat{i}$$

$$\hat{j} \times \hat{i} = -\hat{i}$$

$$\hat{i} \times \hat{k} = -\hat{j}$$

For direction of \hat{n} use RHR (See: Right Hand Rule).

RHR Diagram

Figure 2: RHR Diagram

Right Hand Rule

- Direction of rotation is determined by the position of the thumb
 - If the thumb points in the direction of the axis of rotation (**typically upward**), then the direction is positive
 - If the thumb points in the opposite direction of the axis of rotation (**typically downward**), then the direction is negative

Gradient (Vector)

$$\vec{\nabla} = \hat{i} \frac{\partial}{\partial x} + \hat{j} \frac{\partial}{\partial y} + \hat{k} \frac{\partial}{\partial z} \text{ (Cartesian)}$$

$$\vec{\nabla} = \hat{r} \frac{\partial}{\partial r} + \hat{\theta} \frac{\partial}{\partial \theta} + \hat{\phi} \frac{1}{r \sin \theta} \frac{\partial}{\partial \phi} \text{ (Spherical)}$$

$$\vec{\nabla} = \hat{r} \frac{\partial}{\partial r} + \hat{z} \frac{1}{r} \frac{\partial}{\partial \theta} + \hat{z} \frac{\partial}{\partial z} \text{ (Cylindrical)}$$

- Note: ∂ is a partial derivative
 - $\frac{\partial}{\partial x}$ means take the derivative with respect to x while holding all other variables constant.

Integration

$$\int_{x_1}^{x_2} x^n dx = \frac{x^{n+1}}{n+1} \Big|_{x_1}^{x_2} = \frac{x_2^{n+1}}{n+1} - \frac{x_1^{n+1}}{n+1}$$

x_1 lower limit of integration
 x_2 upper limit of integration
 n power of x

Induction

Changing magnetic field induces an electric field

Faraday's Law

$$\varepsilon_{\text{induced}} = -\frac{d\Phi_B}{dt}$$

Recall: $\varepsilon = \oint \vec{E} \cdot d\vec{l}$ (See: Electric Potential)

$\varepsilon_{\text{induced}}$	Induced electromotive force (EMF, same as voltage) (See: Electric Potential)
$\frac{d\Phi_B}{dt}$	Rate of change of magnetic flux (See: Magnetic Flux)

- RHR for direction of induced current and magnetic field
 - Determining \vec{E} and I around a loop
 - Increasing B : use right hand rule on $-\vec{B}$
 - Decreasing B : use right hand rule on \vec{B}
 - ϕ_B is maximum when $\vec{B} \perp \vec{A}$
 - ϕ_B is 0 (minimum) when $\vec{B} \parallel \vec{A}$

Magnetic Energy Density TODO: verify link > Compare to electric energy density (See: Capacitors) > Represents stored energy in magnetic field

$$u_B = \frac{B^2}{2\mu_0}$$

u_B	Magnetic energy density
B	Magnetic field (See: Magnetic Field)

μ_0 Permeability of free space ($\mu_0 = 4\pi \times 10^{-7} \frac{\text{Tm}}{\text{A}}$)

Inductors

Solenoids encircle their own magnetic flux giving *self-inductance*

$$L \equiv \frac{\Phi}{I} = \frac{NBA}{I} = \mu_0 N^2 \frac{A}{L}$$

$$\Phi = N \vec{B}$$

$$B = \mu_0 n I$$

$$AC \implies I(t) = I_0 \cos \omega t$$

Inductors in Circuits

$$L = \frac{\phi_B}{I} \text{ (self-inductance)}$$

$$I = \frac{\epsilon_0}{R}(1 - e^{-Rt/L})$$

$$\varepsilon_{\text{induced}} = -L \frac{dI}{dt}$$

Inductance

L Inductance

ϕ_B Magnetic flux

I Current

$\varepsilon_{\text{induced}}$ Induced electromotive force (EMF, same as voltage) (See: Electric Potential)

R Resistance (See: Current and Resistance)

t Time

Initial State ($t = 0$)

Inductor is effectively an open circuit (no current)

$$I = 0 \text{ (min)} \quad V = \varepsilon \text{ (max)}$$

Intermediate State ($0 < t < \infty$)

Inductor charges/discharges

Exponential growth/decay

$$I_L(t) = \frac{\varepsilon}{R}(1 - e^{-Rt/L}) \quad V_L(t) = \varepsilon e^{-Rt/L}$$

$$\tau = \frac{L}{R} \text{ (time constant)}$$

Final State ($t \rightarrow \infty$)

Enough time for Inductor to sufficiently charge

Inductor acts as a short circuit (no voltage)

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Inductor Charging in Circuits

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$$\tau$$

$$\begin{aligned}\Delta\text{path} &= d \sin \theta \\ &= m\lambda \text{ (constructive interference)} \\ &= (2m + 1)\frac{\lambda}{2} \text{ (destructive interference)}\end{aligned}$$

$$y_m = L \tan \theta_n$$

<i>d</i>	Distance between slits
<i>L</i>	Distance from slits to screen
<i>y</i>	Distance (height) from center of screen to point of interest
<i>m</i>	Angle from center of slits to point of interest

Thin-film/Radio wave interference

$$\begin{aligned}\Delta\text{path} &= 2d - \frac{\lambda}{2} \\ &= m\lambda \text{ (constructive interference)} \\ &= (2m + 1)\frac{\lambda}{2} \text{ (destructive interference)}\end{aligned}$$

<i>d</i>	Thickness of film/distance between antennas
λ	Wavelength of light
<i>m</i>	Order of interference (Integer ≥ 0)