### **Constant Acceleration**

$$d = d_0 + v_0 t + \frac{1}{2}at^2$$

$$v = v_0 + at$$

$$v^2 = v_0^2 + 2a(\Delta x)$$

## **Projectile Motion**

$$v_x(t) = v_{x0} = v_0 \cos \theta_0$$

$$x(t) = x_0 + v_0 \cos(\theta_i)t$$

$$v_y(t) = v_0 \sin \theta_i - gt$$

$$y(t) = y_0 + v_0 \sin(\theta_i)t + \frac{1}{2}at^2$$

$$v = v_{0y} - gt$$

$$v^2 = v_y^2 - 2ad$$

## Vectors with angles

$$A_x = A \cos \theta$$

$$A_y = A \sin \theta$$

$$\tan \theta = \frac{A_y}{A_x}$$

$$\theta = \arctan \frac{A_y}{A_x}$$

### **Angular Velocity**

$$s = r\theta$$

$$v = r\omega$$

$$v = \frac{2\pi r}{T}$$

$$\omega = \frac{v}{r}$$

$$\omega = \frac{d\theta}{dt} = \frac{2\pi}{T}$$

$$T = \frac{2\pi r}{v}$$

## Angular Acc.

```
r = \text{radius}
\alpha = \operatorname{acceleration}\left(\frac{rad}{s^2}\right)
\omega = \text{velocity } (\frac{rad}{s})
\alpha = \frac{\Delta\omega}{\Delta t}
s = arc length
s = s_0 + v_0 t + \frac{1}{2} a t^2
s = r\Delta\theta
\theta = \theta_0 + \omega_0 t + \frac{1}{2} \alpha t^2
\Delta \theta = \omega_0 t + \frac{1}{2} \alpha t^2
\Delta \theta = \frac{w_f^2 - w_0^2}{2\alpha}
v_f = r\omega
v_f^2 = v_0^2 + 2a(\Delta s)
\omega_f^2 = \omega_0^2 + 2\alpha(\Delta\theta)
\omega_f = \omega_0 + \alpha \Delta t
a_c = \frac{v_f^2}{r} (centripetal)

a_r = \omega^2 r
a_t = r\alpha (tangential)
\begin{array}{l} v_{ang} = \frac{r}{T} \\ a_{ang} = \frac{v_{ang}}{T} \end{array}
a_{total} = \sqrt{a_t^2 + a_c^2}\sum F_r = ma_c = \frac{1}{2}mv^2
```

# Work/Energy

K = Kinetic Energy U = Potential Energy Master equation  $\Delta E^m = -f_k d$   $K(U) = \frac{1}{2}mv^2$  PE = mgd W = PE + KEConservation of Energy  $K_1 + U_1 = K_2 + U_2$  $U_{sp} = \frac{1}{2}kx^2$ 

#### Momentum

 $\begin{array}{l} p = \text{Momentum} \\ J = \text{Joules} \\ p = mv \\ F_{net} = \frac{dp}{dt}, m\frac{v}{dt} \\ F_{avg} = \frac{\Delta p}{\Delta t} \\ \text{Impulse} = \int F dt = J \end{array}$ 

## Collisions/Explosions

General Eq. (for inelastic, share common final velocity.):

$$m_1 v_{1i} + m_2 v_{2i} = m_1 v_{1f} + m_2 v_{2f}$$

- During inelastic collision, some KE goes to thermal.
- If KE is conserved, called perfectly elastic.
- Momentum is always conserved

KE in elastic collision (general, 2D):  $m_1 \frac{v_{1i}^2}{2} + m_2 \frac{v_{2i}^2}{2} = m_1 \frac{v_{1f}^2}{2} + m_2 \frac{v_{2f}^2}{2}$  KE in 1D:  $v_{1i} - v_{2i} = v_{2f} - v_{1f}$  If needed to split to x/y components  $\theta = \tan^{-1}(\frac{v_y}{v_x})$   $v_f = \sqrt{v_y^2 + v_x^2}$ 

#### **Friction**

$$f_k = \mu_k mg$$

$$\sum F_x = ma$$

$$\sum F_y = n - mg = 0$$

$$\overrightarrow{F_{net}} = \sum \overrightarrow{F_x} + \sum \overrightarrow{F_y}$$

$$a = \frac{f_{net}}{m}$$

$$\mu mg = ma$$

#### Newton's Laws

$$F = ma$$

$$\sum F = T - mg = ma$$

$$\sum F = ma + mg$$

$$\sum F = \frac{T - f_k}{m}$$

$$\sum F_{m_a + m_b} = (m_a + m_b)a$$

#### Center of Mass

$$x_{cm} = \frac{m_1 x_1 \dots (+m_2 x_2)}{m_1 \dots (+m_2)}$$

$$y_{cm} = \frac{m_1 y_1 \dots (+m_2 y_2)}{m_1 \dots (+m_2)}$$

$$r_{cm} = \frac{1}{M} \sum_{i=1}^{M} m_i x_i$$

$$K_{rot} = \frac{\omega^2}{2} \sum_{i=1}^{M} m_i r_i^2$$

## Rotation of a Rigid Body Parallel-Axis Theorem

$$I_{cm} = \frac{1}{12}ML^2$$
 (if at center.)  
 $I_A = I_{cm} + Md^2 \equiv \frac{1}{3}ML^2$   
 $K_{sys} = \frac{1}{2}L\omega^2$   
 $I = \sum m_i r_i^2, I = \int r^2 dm$   
 $\frac{1}{2}I\omega_1^2 + Mgy_{cm1} = \frac{1}{2}I\omega_0^2 + Mgy_{cm0}$ 

### Torque

$$t = rF \sin \varphi$$

$$(-,cw : +,ccw)$$

$$d = r \sin \varphi$$

$$\theta = \varphi - 90$$

$$t_g = Mgd \equiv t_g = Mgx_{cm}$$

$$t_{net} = I\alpha \equiv (\sum m_i r_i^2)\alpha$$

# Misc. Equations

$$\begin{array}{l} x = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a} \\ rpm - > rad\frac{rev}{min} \times \frac{2\pi rad \cdot min}{rev \cdot 60s} \\ rad - > rev = \frac{rad}{2\pi} \end{array}$$