# 1 Kinematics

#### **Scalar Product**

$$\vec{A} \cdot \vec{B} = AB\cos\theta$$
$$\vec{A} \cdot \vec{B} = A_x B_x + A_y B_y + A_z B_z$$

#### **Cross Product**

$$\vec{A} \times \vec{B} = -\vec{B} \times \vec{A} = AB \sin \theta$$
$$\vec{A} \times \vec{B} = (A_y B_z - A_z B_y) \hat{i} + (A_z B_x - A_x B_z) \hat{j} + (A_x B_y - A_y B_x) \hat{k}$$

Use right hand rule (point fingers along the first vector, curl hand in towards next vector).

# 1D/2D Kinematics

$$\begin{aligned} v_i &= v_o + at \\ \Delta x &= v_o t + \frac{1}{2} a t^2 \\ v_f^2 &= v_o^2 + 2 a \Delta x \\ \Delta x &= \frac{1}{2} t \left( v_o + v_i \right) \end{aligned}$$

#### **Projectile Motion**

$$\begin{split} t &= \frac{2v_o\sin\theta}{-g} \\ \Delta x &= \frac{v_o^2\sin\left(2\theta\right)}{-g} = \frac{2v_o^2\sin\theta\cos\theta}{-g} \end{split}$$

#### **Relative Motion**

$$v_{pw} = v_{pg} + v_{gw}$$

#### DRAW VECTOR DIAGRAMS

### 2 Newton's Laws of Motion

$$\vec{F} = m\vec{a}$$

$$F_g = mg = weight$$

$$F_g = \frac{GMm}{r^2}$$

$$g = \frac{GM}{r^2} = \frac{F_g}{m}$$

$$F_N = mg \text{ (horizontal surface)}$$

$$F_N = mg\cos\theta \text{ (angled surface)}$$

$$F_{f_s} = \mu_s F_N$$

$$F_{f_k} = \mu_k F_N$$

$$\mu_k < \mu_s \text{ (always)}$$

$$F_c = ma_c = \frac{mv^2}{r} = mr\omega^2$$

$$F_{drag} = \frac{1}{2}C\rho Av^2$$

$$\tan\theta = \frac{v^2}{rg} \text{ (banked curve)}$$

$$F_c = mg\tan\theta = F_{Nx} \text{ (banked curve)}$$

# FREE-BODY DIAGRAMS ONLY INCLUDE EXTERNAL FORCES

# 3 Work Power Energy

### Energy

$$\begin{split} E_k &= \frac{1}{2} m v^2 = \frac{p^2}{2m} \\ E_{pg} &= mgh = \frac{-GMm}{r} \\ E_{ps} &= \frac{1}{2} k \left(\Delta x\right)^2 \end{split}$$

#### Work

$$\Delta \sum E = \Delta E_k + \Delta E_p = W$$
 =  $Fd\cos\theta$  (Force parallel to direction of motion)

#### Power

$$P = \frac{W}{t} = Fv$$
 
$$h_{min} = \frac{5r}{2} \quad \text{(rollercoaster loop)}$$

# 4 Linear Momentum/Collisions

#### Momentum

$$p = mv$$

### **Impulse**

$$J = \Delta p = Ft$$

#### Conservation of Momentum

$$p_i = p_f$$

$$p_{i_x} = p_{f_x}$$

$$p_{i_y} = p_{f_y}$$

#### Centre of Mass

$$R_{cm} = \frac{1}{M} \left( \sum r \right)$$

$$V_{cm} = \frac{1}{M} \left( \sum mv \right) = \frac{1}{M} \left( \sum p \right)$$

$$a_{cm} = \frac{1}{M} \left( \sum ma \right) = \frac{1}{M} \left( \sum F \right)$$

#### LINEAR MOMENTUM MUST BE CONSERVED IN AT LEAST ONE DIRECTION

# 5 Rotational Motion

# **Rotational Kinematics**

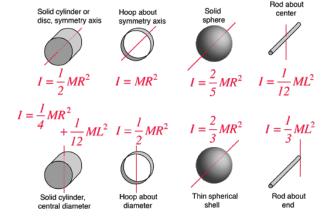
$$\begin{split} r\theta &= s_t \\ r\omega &= v_t \\ r\alpha &= a_t \\ \theta_f &= \theta_i + \omega t \\ \omega_f &= \omega_i + \alpha t \\ \Delta\theta &= \omega_i t + \frac{1}{2}\alpha t^2 \\ \omega_f^2 &= \omega_i^2 + 2\alpha\Delta\theta \end{split}$$

## **Rotational Work Power Energy**

$$\begin{split} E_k &= \frac{1}{2}I\omega^2 \\ \tau &= I\alpha \\ \tau &= Fd_{|} = rF\sin\theta \\ W_\tau &= \Delta E_k = \tau\theta \\ P &= \tau\omega \end{split}$$

#### Inertia

I changes depending on the system.



# 6 Angular Momentum

### Centre of Mass

$$\begin{aligned} V_{cm} &= R\omega \\ a_{cm} &= R\alpha \\ d_{cm} &= R\theta \\ L &= I\omega \\ L &= mvr \quad \text{(for point object)} \\ \Delta L &= \tau \Delta t \\ T &= \frac{2\pi}{\omega} = \frac{1}{f} \end{aligned}$$

#### ANGULAR MOMENTUM MUST BE CONSERVED

- A Terms/Definitions
- **B** Constants
- C Conversions
- D Orders of Magnitude
- E Trigonometry
- F Calculus