

Formula Cheat Sheet

Velocity

Rate at which a particle moves with per unit per second

One dimension

Formula: $V = V_o + at$

Usage: Find the velocity of a particle in one dimensional space

Example: A ball is thrown from the top of a six story building, find the velocity of the particle when it hits the ground after 10 seconds. Assume no air resistance and no terminal velocity.

- $a = 9.8m/s$
- $t = 10s$
- $v_o = 0$

$$\therefore v = 0 + 9.8(10) = 98m/s^2$$

Free Fall Acceleration

Formula: $y = y_o + v_o t + \frac{1}{2}at^2$

Usage:

Example: A ball is thrown from the top of a building 90 meters above the ground as a *projectile*. It takes 10 seconds for the ball to hit the ground. What was the initial velocity of the ball?

- $a = -g = -9.81m/s$
- $t = 10s$
- $y = 90 \text{ m}$

$$0 = 90 + (10)V_o - 490.5$$

$$0 = -400.5 + 10V_o$$

$$400.5 = 10V_o$$

$$V_o = 40.05$$

Apply velocity formula: $V = 40.05 - 9.81(10)$

$$V = -58.05m/s$$

This is *downward speed*

Vectors

Addition and Subtraction

It is commutative and associative.

$$\vec{S} = \vec{A} + \vec{B} = \vec{B} + \vec{A}$$

$$(\vec{A} + \vec{B}) + \vec{C} = \vec{A} + (\vec{B} + \vec{C})$$

Example:

$$\vec{A} = \langle 1, 2, 3 \rangle$$

$$\vec{B} = \langle 4, 5, 6 \rangle$$

$$\vec{C} = \vec{A} + \vec{B} = \langle 1 + 4, 2 + 5, 3 + 6 \rangle$$

$$\vec{C} = \langle 5, 7, 9 \rangle$$

Multiplication

Dot/Scalar Product

$$\vec{A} \bullet \vec{B} = \cos \phi$$

Result is a scalar and is commutative.

Example:

$$\vec{A} = \langle 1, 2, 3 \rangle$$

$$\vec{B} = \langle 4, 5, 6 \rangle$$

$$\phi = 45$$

$$|\vec{A}| = \sqrt{13}$$

$$|\vec{B}| = \sqrt{77}$$

$$\vec{A} \bullet \vec{B} = \sqrt{13} * \sqrt{77} * \cos(45)$$

Cross/Vector Product

$$\vec{A} = \langle 1, 2, 3 \rangle$$

$$\vec{B} = \langle 4, 5, 6 \rangle$$

$$\vec{A} \times \vec{B}$$

Produces an orthogonal (perpendicular) vector to both \vec{A} and \vec{B}

Misc

$$a_x = a \cos \theta$$

$$a_y = a \sin \theta$$

$$|a| = \sqrt{a((\cos \theta)^2 + (\sin \theta)^2)}$$

$$\arctan\left(\frac{a_x}{a_y}\right) = \theta$$

$$\cos \phi = \frac{\vec{A} \cdot \vec{B}}{|\vec{A}| * |\vec{B}|}$$

$$\text{Magnitude of } \vec{A} \times \vec{B} = |\vec{A}| * |\vec{B}| * \sin \phi$$