

1 Equation Sheet 202A (Physics)

1. $v_f = v_0 + at$
2. $x_f = x_0 + (v_0)t + \frac{1}{2}at^2$
3. $v_f^2 = v_0^2 + 2a(\Delta x)$ where $\Delta x = x_f - x_0$
 x_0 = initial displacement
 x_f = final displacement
 v_0 = initial velocity
 v_f = final velocity
 a = acceleration
 t = time interval for initial & final positions
4. $\text{velocity}(v) = \frac{\Delta x}{\Delta t}$
 Δx = displacement change
 Δt = time interval
5. $\text{acceleration}(a) = \frac{\Delta v}{\Delta t}$ $\Delta v = \text{velocity change}$ $\Delta t = \text{time interval}$

Equation of straight line:

$$y = mx + b$$

b = y-intercept

$$m = \text{slope} = \frac{\Delta x}{\Delta y}$$

1. Trigonometric Cheat-Sheet

h = hypotenuse

p = opposite

b = adjacent

(a) $\sin \theta = \frac{p}{h}$

(b) $\cos \theta = \frac{b}{h}$

(c) $\tan \theta = \frac{p}{b}$

(d) $h^2 = p^2 + b^2$

(e) $\sin^2 \theta + \cos^2 \theta = 1$

(f) $180^\circ = \pi \cdot \text{radian}$

2. Area of triangle = $\frac{1}{2} \cdot \text{base} \cdot \text{height}$
3. Area of rectangle = $\text{length} \cdot \text{width}$
 $\text{Perimeter} = 2(\text{length} + \text{width})$
4. Quadratic Equation
 $ax^2 + bx + c = 0$
 $x = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$

5. 12 inch = 1 foot
 3 foot = 1 yard
 1 mile = 1.61 km
 1 km = 1000 m
 100 cm = 1 m
 10 mm = 1 cm
 1 hr = 3600 sec
 1 inch = 2.54 cm
6. x-component of \vec{A} :
 $A_x = A \cos \theta$ y-component of \vec{A} :
 $A_y = A \sin \theta$
 $A_x^2 + A_y^2 = A^2$
 $\tan \theta = \frac{A_y}{A_x}$, $\sin \theta = \frac{A_y}{A}$, $\cos \theta = \frac{A_x}{A}$
7. Acceleration due to gravity (g)
 $g = 9.8 \text{ m/s}^2 = 10 \text{ m/s}^2$
8. Weight of mass m
 $= mg = \text{force of Earth on mass } (\vec{F}_{\text{E on o}})$
9. $\mu_{\max} = \frac{f_{s,\max}}{F^\perp}$
 $F^\perp = \text{normal force}$
 $f_{s,\max} = \text{limiting static friction}$
 $\mu_{s,\max} = \text{coefficient of limiting static friction}$
10. $\mu_k = \frac{f_k}{F^\perp}$
 $f_k = \text{kinetic friction}$
 $\mu_k = \text{coefficient of kinetic friction}$
11. If the net force acting on an object is zero,
 $\sum F_x = 0$ (net force along x-axis)
 $\sum F_y = 0$ (net force along y-axis)
12. Newton's 2nd law of motion
 $a = \frac{\sum F}{m}$
 $m = \text{mass}$
 $a = \text{acceleration}$
 $\sum F = \text{net force}$
13. For a projectile motion:
 $a_x = 0$ (acceleration along the x-axis)
 $a_y = -g$ (acceleration along y-axis)
 If 'upward' is considered as 'positive' and 'downward' is considered as 'negative'.
14. Newton's 3rd law of Motion
 $\vec{F}_{12} = \text{force exerted by object 2 on object 1}$
 $\vec{F}_{21} = \text{force exerted by object 1 on object 2}$

15. Circular Motion

- (a) Angular Velocity(ω) = $\frac{\Delta\theta}{\Delta t} = \frac{3\pi}{T}\text{rad/s}$
(T = time period)
- (b) frequency (f) = $\frac{1}{T}$
- (c) $v = r\omega$
 r = radius
 v = velocity
- (d) circumference of a circle = $2\pi r$
- (e) centripetal acceleration (a_c) = $\frac{v^2}{r}$
- (f) centripetal force (F_c) = $ma_c = \frac{mv^2}{r}$

16. Static Equilibrium

- (a) $\sum F = 0 \Rightarrow \sum F_x = 0$ (net force along x-axis)
 $\sum F_y = 0$ (net force along the y-axis)
- (b) Torque = $Fd \sin \theta$
 F = force
 d = distance
 θ = angle between \vec{F} & \vec{d}

17. (a) linear momentum(\vec{p}) = $mass \cdot velocity$

$$= m \vec{v}$$

- (b) Impulse = $force \cdot timeinterval$
 $= \vec{F}(\Delta t)$
 $= m \vec{v}_f - m \vec{v}_0$
 \vec{v}_f = final velocity
 \vec{v}_0 = initial velocity

(c) conservation of linear momentum

$$m_1 v_{0,1} + m_2 v_{0,2} = m_1 v_{f,1} + m_2 v_{f,2}$$

$v_{0,1}$ = Initial Velocity of mass m_1

$v_{0,2}$ = Initial velocity of mass m_2

$v_{f,1}$ = Final velocity of mass m_1

$v_{f,2}$ = Final Velocity of mass v_2

$$\sum_{initial} mv = \sum_{final} mv$$

(d) Momentum-impulse relation $I = p_f - p_0$

p_f = final momentum

p_0 = Initial momentum

18. Work and Energy

- (a) Work (w) = $Fd \cos \theta$
 F = force
 d = displacement
 θ = angle between \vec{F} & \vec{d}

(b) Kinetic Energy (K) = $\frac{1}{2}mv^2 = \frac{p^2}{2m}$

m = mass

v = velocity

$p = mv$ = momentum

(c) Gravitational potential energy(U_g) = mgh

m = mass

g = acceleration due to gravity

h = height from a reference level

(d) power (P) = $\frac{Work}{time} = \frac{W}{t}$

(e) Elastic potential energy(v_e) = $\frac{1}{2}kx^2$

k = spring constant (or force constant)

x = extension (i.e., change in length)

(f) Generalised work-energy principle

$$K_0 + v_0 + W = K_f + v_f + \Delta v_{int}$$

K_0 = Initial kinetic energy

v_0 = Initial potential energy

K_f = Final kinetic energy

v_f = Final potential energy

W = Work done by external force

Δv_{int} = change in internal energy

(g) Hooke's law

$$\vec{F}_s = -K \vec{x}$$

\vec{F}_s = force due to spring

\vec{x} = extension or change in length

K = Spring constant or force constant

19. Total energy of a vibrating body (v)

$$v = \frac{1}{2}mv^2 + \frac{1}{2}Kx^2$$

(m = mass, v = velocity when displacement is x from equilibrium position, K = Spring constant)

20. For simple pendulum,

$$T = 2\pi\sqrt{\frac{l}{g}}$$

(T = time period, l = length of pendulum, $g = 9.81m/s^2$)

21. Angular velocity (ω) = $\frac{\Delta\theta}{\Delta t} = \frac{2\pi}{T} = 2\pi f$

(T = Time period, $\Delta\theta$ = angle in angle, Δt = time interval, f = frequency = $\frac{1}{T}$)

22. Simple Harmonic motion:

$$x = A \cos \omega t$$

$$= A \cos\left(\frac{2\pi}{T}t\right)$$

(x = displacement from equilibrium position, A = amplitude, ω = angular velocity, T = time period)

$$v = -v_{max} \sin \omega t$$

$$v = -\omega A \sin \omega t$$

(v = velocity at a time t , $v_{max} = \omega A$ = maximum velocity)

$$a = -a_{max} \cos \omega t$$

$$a = \omega^2 A \cos \omega t$$

$$a = -\omega^2 x$$

($a_{max} = \omega^2 A$ = maximum acceleration, a = acceleration at time t)

23. $T = 2\pi \sqrt{\frac{m}{K}}$

(T = time period for horizontal/vertical spring-mass system, m = mass attached to the spring, K = spring constant)

24. Wave motion: $v : f\lambda$

(v = velocity, f = frequency, λ = wavelength)

$$f = \frac{1}{T} \text{ (} T = \text{time period)}$$

25. waves in string fixed at both ends:

$$v = \sqrt{\frac{T}{\mu}}$$

(v = velocity, T = tension, μ = mass/length)

26. v = velocity of sound wave in air = $332m/s$

27. Intensity of a wave (J)

$$I = \frac{P}{A}$$

P = power emitted by source = $\frac{\Delta E}{\Delta t}$ = energy emitted per unit time

$$A = \text{area} = 4\pi r^2$$

r = radius(with the source at the center)

28. Intensity level (β)

$$\beta = 10 \log_{10} \frac{J}{J_0}$$

I = Intensity at a point from the source of sound

$I_0 = 10^{-2} W/m^2$ = reference intensity level