

Formulae

Miscellanea

$$\left| \frac{\partial(x, y, z)}{\partial(r, \theta, \phi)} \right| = r^2 \sin \theta$$
$$\left| \frac{\partial(x, y)}{\partial(r, \theta)} \right| = \left| \frac{\partial(x, y, z)}{\partial(r, \phi, z)} \right| = r$$
$$\int \frac{dx}{x} = \ln |x| + C$$
$$\sin \theta \xrightarrow{\frac{d}{d\theta}} \cos \theta \rightarrow -\sin \theta$$

Trigonometry

$$\frac{\sin a}{A} = \frac{\sin b}{B} = \frac{\sin c}{C} \quad (\text{law of sines})$$
$$C = \sqrt{A^2 + B^2 - 2AB \cos(c)} \quad (\text{law of cosines})$$

Derivatives

$$\frac{d(uv)}{dx} = u'v + uv'$$
$$\frac{d(u/v)}{dx} = \frac{u'v - uv'}{v^2}$$
$$\frac{d(u(v))}{dx} = u'(v)v'$$

Kinematics

$$\vec{v}(t) = \vec{v}_0 + \vec{a}t \quad (\text{velocity})$$
$$\vec{\omega}(t) = \vec{\omega}_0 + \vec{\alpha}t \quad (\text{rot. form})$$
$$\vec{x}(t) = \vec{x}_0 + \vec{v}t + \frac{1}{2}\vec{a}t^2 \quad (\text{displacement})$$
$$\vec{\theta}(t) = \vec{\theta}_0 + \vec{\omega}t + \frac{1}{2}\vec{\alpha}t^2 \quad (\text{rot. form})$$
$$v_f = \sqrt{v_i^2 + 2a\Delta x} \quad (v_f)$$

Momentum

$$\vec{p} = m\vec{v} \quad (\text{momentum})$$
$$\vec{\ell} = I\vec{\omega} = \vec{r} \times \vec{p} \quad (\text{rot. form})$$
$$\dot{\vec{P}} = \vec{F}_{\text{ext}} \quad (3\text{rd law})$$
$$\dot{\vec{\ell}} = \vec{\tau} = I\vec{\alpha} = \vec{r} \times \vec{F} \quad (\text{rot. form})$$
$$\Delta \vec{P} = \vec{P}_f - \vec{P}_i = \vec{J}$$
$$= \int \vec{F} dt \quad (\text{impulse})$$
$$= \vec{F}_{\text{avg}} \Delta t$$

Total Angular Momentum

$$\vec{L} = \sum_{i=1}^N \vec{\ell}_i$$
$$= \vec{R}_{\text{CM}} \times \vec{P}_{\text{CM}} \quad (\vec{L}_{\text{orb}} \text{ of CM about axis})$$
$$+ \sum_{i=1}^N \vec{r}'_i \times \vec{p}'_i \quad (\vec{L}_{\text{spin}} \text{ of body about CM})$$

Collisions

An *elastic* collision conserves kinetic energy.

$$m_1 \vec{v}_1 + m_2 \vec{v}_2 = m_1 \vec{v}_1' + m_2 \vec{v}_2'$$

An *inelastic* collision does not.

$$m_1 \vec{v}_1 + m_2 \vec{v}_2 = m \vec{v}'$$

Changing Mass

Rockets

$$\vec{F}_{\text{th}} = -\dot{m}\vec{v}_{\text{ex}} \quad (\text{thrust})$$
$$\vec{v}(t) = \vec{v}_0 + \vec{v}_{\text{ex}} \ln \left(\frac{m_0}{m(t)} \right)_{(\Delta V)}$$

Center of Mass

$$\vec{R} = \frac{1}{M} \sum_{i=1}^N m_i \vec{r}_i \quad (\text{CM summation})$$
$$M = \int \rho dV \quad (\text{total mass})$$
$$\vec{R} = \frac{1}{M} \int \vec{r} dm \quad (\text{CM integral})$$

dm can usually be rewritten in terms of dV

$$\vec{R} = \frac{1}{M} \int \vec{r} \rho(\vec{r}) dV$$

Look for symmetries by which you can substitute \vec{R} and \vec{r} for scalars.

Moment of Inertia

$$\sum_{i=1}^N = m_i r_{\perp}^2 \quad (\text{summation})$$

$$I = \int r_{\perp}^2 dm \quad (\text{integral})$$

Parallel Axis Theorem

$$I = I_{\text{CM}} + Md^2$$

where $I \parallel I_{\text{CM}}$ and d is the distance between I & I_{CM}

Perpendicular Axis Theorem

For *planar lamina* (flat, plate-like objects)

$$I_z = I_x + I_y$$

Examples