# PHY 2048 Formulas

# Dot and Cross Product

$$\vec{A} \cdot \vec{B} = AB\cos(\varphi)$$

$$\vec{A} \times \vec{B} = AB\sin(\varphi)$$

#### Translational Kinematics

$$x = x_0 + vt$$

$$v = v_0 + at$$

$$x = x_0 + v_0 t + \frac{1}{2} a t^2$$

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

#### **Rotational Kinematics**

$$\theta_f = \theta_0 + \omega t$$

$$\omega_f = \omega_0 + \alpha t$$

$$\theta_f = \theta_0 + \omega_0 t + \frac{1}{2} \alpha t^2$$

$$\omega_f^2 = \omega_0^2 + 2\alpha(\Delta\theta)$$

# Projectile Motion

Time of flight:  $T = \frac{2v_0 \sin(\theta_0)}{g}$ 

Trajectory:

$$y = x \tan(\theta) - \left[ \frac{g}{2(v_0 \cos(\theta))^2} \right] x^2$$

Range:  $\frac{v_0^2 \sin(2\theta_0)}{a}$ 

#### Uniform Circular Motion

$$a_c = \frac{v_T^2}{r}$$

$$\omega = \frac{2\pi}{}$$

$$T=\frac{2\pi}{12}$$

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

# Orbital Motion

$$F_c = F_g$$

$$v = \sqrt{\frac{GM}{r}}$$

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

## Newton's Laws

1. 
$$v = \text{constant when } F_{net} = 0$$

2. 
$$F_{net} = ma = \frac{dp}{dt} = \frac{d}{dt}(mv)$$

$$3. \vec{F}_{AB} = -\vec{F}_{BA}$$

## Common Forces

 $N = mg\cos(\theta)$ 

$$F_{sp} = -k\Delta x$$

$$f_s \le \mu_s N$$

$$f_k = \mu_k N$$

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

## Terminal Velocity

$$v_T = \sqrt{\frac{2mg}{\rho CA}}$$

## Work

$$W_{AB} = \int_{-\infty}^{B} \vec{F} \cdot d\vec{r}$$

$$W = \vec{F} \cdot \vec{d} = Fd\cos(\theta)$$

$$W_q = -mq\Delta y$$

$$W_{sp} = \frac{1}{2}k(x_f^2 - x_0^2)$$

$$W_f = \mu_k Nd = \mu_k mgd$$

#### Work-Energy Theorem

$$W_{net} = \Delta K = K_f - K_0$$

#### Energy

$$\overline{K = \frac{1}{2}mv^2 = \frac{p^2}{2m}}$$

$$U_a = mah$$

$$U_{sp} = \frac{1}{2}k(x_f^2 - x_0^2)$$