Sound & Light (1)

1.1 Miscellaneous

$$\%\text{ error} = \frac{\text{observed} - \text{theoretical}}{\text{theoretical}} * 100\%$$

1.2 Kinematics

$$x = \frac{a}{2}(\Delta t)^2 + v_0\Delta t + x_0 \qquad v = v_0 + a\Delta t$$

$$v^2 = v_0^2 + 2a\Delta x \qquad \Delta x = \frac{v_0 + v}{2} * \Delta t$$

1.3 Simple Harmonic Motion

$$x = A\cos(\omega t+\varphi) \quad v = -\omega A\cos(\omega t+\varphi) \quad a = -\omega^2 A\cos(\omega t+\varphi)$$

$$x_{\max} = A \qquad v_{\max} = \omega A \qquad a_{\max} = \omega^2 A \qquad F_{\max} = m\omega^2 A$$

1.3.1 Springs and Slinkies

x represents the distance from the equilibrium.

If you put a mass on top of the slinky, Δx_{eq} represents the difference between the original equilibrium and the new equilibrium.

$$F_s = kx = ma \qquad F_{s_{\max}} = k\Delta x_{\text{eq}} = 9.8\Delta m$$

$$f = \frac{1}{2\pi}\sqrt{\frac{k}{m}} \qquad T = 2\pi\sqrt{\frac{m}{k}} \qquad \omega = 2\pi f = \sqrt{\frac{m}{k}}$$

$$SPE = \frac{1}{2}kx^2 \qquad KE = \frac{1}{2}mv^2$$

$$TME = \frac{1}{2}kx^2 + \frac{1}{2}mv^2 = \frac{1}{2}kA^2 = \frac{1}{2}mv_{\max}^2$$

1.3.2 Springs in parallel and series

Quantity	In Series	In Parallel
Equivalent spring constant	$\frac{1}{k_{\text{eq}}} = \frac{1}{k_1} + \frac{1}{k_2}$	$k_{\text{eq}} = k_1 + k_2$
Deflection (elongation)	$x_{\text{eq}} = x_1 + x_2$	$x_{\text{eq}} = x_1 = x_2$
Force	$F_{\text{eq}} = F_1 = F_2$	$F_{\text{eq}} = F_1 + F_2$
Stored energy	$E_{\text{eq}} = E_1 + E_2$	$E_{\text{eq}} = E_1 + E_2$

1.3.3 Pendulums

$$f = \frac{1}{2\pi}\sqrt{\frac{g}{L}} \qquad T = 2\pi\sqrt{\frac{L}{g}}$$

1.4 Waves

$$T = \frac{1}{f} \qquad v = \lambda f \qquad v = \frac{\Delta x}{\Delta t}$$

1.4.1 Slinkies and strings with fixed ends

$$F_T = F_s = kx \qquad \mu = \frac{m}{L} \qquad v = \sqrt{\frac{F_T}{\mu}}$$

Given mass m_T hanging below a pulley, $F_T = m_T g$.

1.5 Standing waves

1.5.1 Open-open, closed-closed

n is the number of antinodes, or the n^{th} harmonic.

$$f_n = f_1 n = \frac{nv}{2L} \qquad f_1 = \frac{v}{2L} \qquad \lambda_n = \frac{2L}{n}$$

1.5.2 Open-closed

$$f_n = f_1 n = \frac{nv}{4L} \qquad f_1 = \frac{v}{4L} \qquad \lambda_n = \frac{2L}{n}$$

1.6 Sound

1.6.1 Speed of sound

$$v = 331\sqrt{\frac{T_{^\circ\mathrm{C}} + 273}{273}} \qquad v \approx 331 + 0.59T$$

1.6.2 Sound intensity

$$I = \frac{\text{Power (W)}}{\text{Area}} = \frac{\text{Power (W)}}{4\pi r^2}$$

$$I_{\text{dB}} = 10\log_{10}\left(\frac{I}{10^{-12}}\right) \qquad I = 10^{\frac{I_{\text{dB}}}{10} - 12}$$

1.6.3 Doppler effect

$$\boxed{O}\!\rightarrow \ \boxed{S} \quad f_o = f_s\frac{v + v_o}{v} \qquad \leftarrow\!\boxed{O}\ \boxed{S} \quad f_o = f_s\frac{v - v_o}{v}$$

$$\boxed{O}\ \leftarrow\!\boxed{S} \quad f_o = f_s\frac{v}{v - v_s} \qquad \boxed{O}\ \boxed{S}\!\rightarrow \quad f_o = f_s\frac{v}{v + v_s}$$

$$\boxed{O}\!\rightarrow \ \leftarrow\!\boxed{S} \quad f_o = f_s\frac{v + v_o}{v - v_s} \qquad \boxed{O}\!\rightarrow \ \boxed{S}\!\rightarrow \quad f_o = f_s\frac{v + v_o}{v + v_s}$$

$$\leftarrow\!\boxed{O}\ \leftarrow\!\boxed{S} \quad f_o = f_s\frac{v - v_o}{v - v_s} \qquad \leftarrow\!\boxed{O}\ \boxed{S}\!\rightarrow \quad f_o = f_s\frac{v - v_o}{v + v_s}$$

1.6.4 Constructive and Destructive Interference (2 dimensions)

For a point on the m^{th} antinodal/nodal line playing the same frequency with the same phase:

$$PD = m\lambda$$

where PD is the path length difference.

1.6.5 Beats

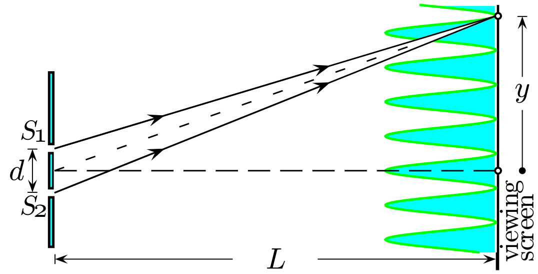
$$f_B = \Delta f$$

1.7 Light

1.7.1 Speed of light

$$c = 299\ 792\ 458 \frac{\mathrm{m}}{\mathrm{s}} \approx 3 * 10^8 \frac{\mathrm{m}}{\mathrm{s}}$$

1.7.2 Two-slit experiment



$$PD = \frac{dy}{L} = m\lambda$$

1.7.3 Mirror

$$r = 2f \qquad \frac{1}{f} = \frac{1}{p} + \frac{1}{q} \qquad M = \frac{h}{h_o} = \frac{-q}{p}$$

In a plane mirror, $p = -q$.

1.7.4 Lenses

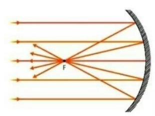
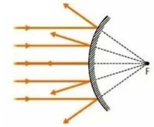
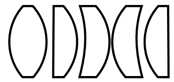
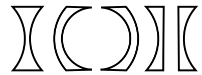
$$\frac{1}{f} = (n-1)(\frac{1}{r_1} - \frac{1}{r_2}) \qquad \frac{1}{f} = \frac{1}{p} + \frac{1}{q} \qquad M = \frac{h}{h_o} = \frac{-q}{p}$$

Multiple lenses

$$p_2 = \Delta x - q_1$$

1.7.5 Mirrors and Lenses

Real $\iff$ inverted, virtual $\iff$ upright.

	Converging	Diverging
Mirror		
Lens		
focal length	+	-
object distance	image	image
∞ to $2f$	Real smaller	Virtual smaller
$2f$ to f	Real larger	
f to 0	Virtual larger	
0 to $-f$	Virtual smaller	Virtual larger
$-f$ to $-2f$		Real larger
$-2f$ to $-\infty$		Real smaller

1.7.6 Refraction / Snell's Law

The **normal line** is the line perpendicular to the surface which touches the intersection of the surface and the light ray.

The **incident angle** is the angle between the ray of light and the normal line.

θ_1 and θ_2 are both measured from the normal line, not the surface.

Refraction occurs when the speed of light in two media are different and light hits the boundary of the two media. The frequency of the light will stay the same, but the speed, wavelength, and direction will change.

$$n = \frac{c}{v} \qquad n_1 \sin\theta_1 = n_2 \sin\theta_2$$

1.7.7 Ray diagrams

Mathematics (2)

2.1 Sequences and Series

2.1.1 Explicit formulas

$$\text{Aritmetic sequence: } a_n = a_1 + r(n-1)$$
$$\text{Geometric sequence: } a_n = a_1 * r^{n-1}$$
$$\text{Harmonic sequence: } a_n = \frac{1}{a_1 + r(n-1)}$$

2.1.2 Arithmetic and Geometric Series

In the following equations, substituting $j = 1$ with $j = 0$, $j - 1$ with j, and a_1 with a_0 will produce the same result.

$$\sum_{j=1}^{n}(a_1 + r(j-1)) = \frac{n}{2}(2a_1 + (n-1)d)$$
$$\sum_{j=1}^{n}(a_1 * r^{j-1}) = \frac{a_1(1-r^n)}{1-r}$$
$$\sum_{j=1}^{\infty}(a_1 * r^{j-1}) = \frac{a_1}{1-r} \text{ for } r \in [-1,1]$$

2.1.3 Special Sums

$$\sum_{j=1}^{n} c = nc \qquad \sum_{j=1}^{n} ca_j = c\sum_{j=1}^{n} a_j$$
$$\sum_{j=1}^{n}(a_j + b_j) = \sum_{j=1}^{n} a_j + \sum_{j=1}^{n} b_j \qquad \sum_{j=1}^{n} j = \frac{n(n+1)}{2}$$
$$\sum_{j=1}^{n} j^2 = \frac{n(n+\frac{1}{2})(n+1)}{3} \qquad \sum_{j=1}^{n} j^3 = \frac{n^2(n+1)^2}{4}$$

2.2 Trigonometry

°	rad	sin	cos	tan
0°	0	0	1	0
30°	$\frac{\pi}{6}$	$\frac{1}{2}$	$\frac{\sqrt{3}}{2}$	$\frac{1}{\sqrt{3}}$
45°	$\frac{\pi}{4}$	$\frac{\sqrt{2}}{2}$	$\frac{\sqrt{2}}{2}$	1
60°	$\frac{\pi}{3}$	$\frac{\sqrt{3}}{2}$	$\frac{1}{2}$	$\sqrt{3}$
90°	$\frac{\pi}{2}$	1	0	undef

2.2.1 Law of Sines and Cosines

$$\frac{\sin(A)}{a} = \frac{\sin(B)}{b} = \frac{\sin(C)}{c} \qquad c^2 = a^2 + b^2 - 2ab\cos(C)$$

2.2.2 Triangle area

$$K = \frac{1}{2}bh \qquad K = \frac{1}{2}bc\sin(A) \qquad K = \sqrt{s(s-a)(s-b)(s-c)}$$

2.2.3 More identities

$$(\sin A)^2 + (\cos A)^2 = 1 \qquad (\tan A)^2 + 1 = (\sec A)^2$$
$$\sin(\frac{\pi}{2} - x) = \cos(x) \qquad (\cot A)^2 + 1 = (\csc A)^2$$
$$\cos(-x) = \cos(x) \qquad \sin(-x) = \sin(x) \qquad \tan(-x) = \tan(x)$$

2.2.4 Slope

Where α is the angle between the line and the x-axis, and m is the slope of the line:

$$m = \tan\alpha$$

2.2.5 Sum and difference formulas

$$\sin(A+B) = \sin(A)\cos(B) + \cos(A)\sin(B)$$
$$\sin(A-B) = \sin(A)\cos(B) - \cos(A)\sin(B)$$
$$\cos(A+B) = \cos(A)\cos(B) - \sin(A)\sin(B)$$
$$\cos(A+B) = \cos(A)\cos(B) - \sin(A)\sin(B)$$
$$\tan(A+B) = \frac{\tan(A) + \tan(B)}{1 - \tan(A)\tan(B)}$$
$$\tan(A-B) = \frac{\tan(A) - \tan(B)}{1 + \tan(A)\tan(B)}$$

$$\sin(2A) = 2\sin(A)\cos(A)$$
$$\cos(2A) = (\cos A)^2 - (\sin A)^2 = 2(\cos A)^2 - 1 = 1 - 2(\sin A)^2$$
$$\tan(2A) = \frac{2\tan(A)}{1 - (\tan A)^2}$$

2.3 Vectors

$$\vec{v} + \vec{w} = \begin{bmatrix} v_x + w_x \\ v_y + w_y \\ v_z + w_z \end{bmatrix} \qquad c * \vec{v} = \begin{bmatrix} c * v_x \\ c * v_y \\ c * v_z \end{bmatrix}$$
$$\vec{v} \cdot \vec{w} = v_x w_x + v_y w_y + v_z w_z = |\vec{v}||\vec{w}|\cos(\theta)$$
$$|\vec{v} \times \vec{w}| = |\vec{v}||\vec{w}|\sin(\theta) = \text{area of parallelogram}$$
$$\vec{v} \times \vec{w} = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ v_x & v_y & v_z \\ w_x & w_y & w_z \end{vmatrix} \qquad \vec{v} \times \vec{w} \perp \vec{v} \qquad \vec{v} \times \vec{w} \perp \vec{w}$$
$$\vec{v} \perp \vec{w} \iff \vec{v} \times \vec{w} = \vec{0} \qquad \vec{v} \parallel \vec{w} \iff \vec{v} \cdot \vec{w} = 0$$
$$\hat{v} = \frac{\vec{v}}{|\vec{v}|} \qquad \text{proj}_{\vec{b}}\vec{v} = \frac{\vec{v} \cdot \vec{b}}{\vec{b} \cdot \vec{b}} * \vec{b} = (|\vec{v}|\cos(\theta))$$

Right-hand rule

To determine the direction of $\vec{v} \times \vec{w}$, put the side of the right hand on $\vec{v}$ and curl the fingers toward $\vec{w}$. The direction the thumb is pointing is the direction of $\vec{v} \times \vec{w}$.

2.4 Polar

2.4.1 Polar and Cartesian sytems

With point $(x,y) = (r;\theta) = (r;\beta)$, where θ is CCW from the x-axis and β is a bearing, CW from the y-axis:

$$x = r\cos(\theta) = r\sin(\beta) \qquad y = r\sin(\theta) = r\cos(\beta)$$
$$r = \sqrt{x^2 + y^2} \qquad \theta \equiv \arctan(\frac{y}{x}) \quad \beta \equiv \arctan(\frac{x}{y})$$

2.4.2 Converting functions

Try these substitutions in order:

$$x^2 = x^2 + y^2 \qquad \tan\theta = \frac{y}{x} \qquad x = r\cos\theta \qquad y = r\sin\theta$$

2.4.3 Limaçons and Petals

The function $y = A\cos(B(\theta + C)) + D$ is equivalent to $y = A\cos(B\theta) + D$ rotated C degrees/radians clockwise.

When C is 0 and B is 1, the x-intercepts are $A \pm D$ and the y-intercepts are $\pm D$, and it forms a limaçon.

When C is 0, but $B \neq 1$, then this sometimes still holds. The x-intercepts may also be $\pm A \pm D$.

There are B petals, with the axis of the first petal on the positive x-axis.

When B is even and $|D| < 1$, then the number of petals is $2B$.

Using sin instead of cos, limaçons have their axes on the positive y-axis, while for petals, the first petal starts from the positive x-axis and curves upwards.

2.5 Complex

$$\text{cis}(\theta) = e^{i\theta} = \cos(\theta) + i\sin(\theta)$$

To find the n^{th} root of $x_r \text{cis}(x_\theta)$, solve the equation $z_r^n \text{cis}(nz_\theta) = x_r \text{cis}(x_\theta + 360°k)$ for $k \in \mathbb{R}$.

2.6 Function domain

Function	Domain x	Range y
$\log(x)$	$(0,\infty)$	$\mathbb{R}$
$\sqrt{x}$	$[0,\infty)$	$[0,\infty)$
$\arcsin(x)$	$[-1,1]$	$[-\frac{\pi}{2},\frac{\pi}{2}]$
$\arccos(x)$	$[-1,1]$	$[0,\pi]$
$\arctan(x)$	$\mathbb{R}$	$(-\frac{\pi}{2},\frac{\pi}{2})$

Kalman filters (3)

3.1 g-h filter

ghfilter.py

Description: Given the scale for x, g, and the scale for dx (velocity), h, a starting position, x_0, an estimated velocity, dx, a time scale, dt, and measurement data, data, returns the estimated position after each measurement.

Time: $\mathcal{O}(\text{len(data)})$

20 lines

```
import numpy as np
def g_h_filter(data, x0, dx, g, h, dt):
    predictions = []
    estimates = []
    x = x0
    for measurement in data:
        # Prediction step
        x += dx*dt
        predictions.append(x)

        # Update step
        residual = measurement - x

        # Make dx change by part of the measured dx
        dx += h * (residual / dt)
        # Make x change by part of the measured x
        x += g * residual

        estimates.append(x)
    return np.array(estimates)
```