CONVERSIONS

Angle

1 rad	= 57.3 deg	
π rad	= 180 deg	

Area

1 acre	$= 4047 \text{ m}^2$
	$= 0.00156 \text{ mi}^2$

Energy

1 kW h	= 9.48 × 10 ⁻⁴ BTU = 0.7376 ft lb _f = 3,600,000 J
1 J	= 0.239 cal

Force

$= 0.225 \text{ lb}_{\text{f}}$
= 1 E 5 dyne = 1,000 lb _f

Length

1 m	= 3.28 ft	
1 km	= 0.621 mi	
1 in	= 2.54 cm	
1 mi	= 5,280 ft	
1 yd	= 3 ft	

Mass

1 kg	$= 2.205 \mathrm{lb_m}$
1 slug	$= 32.2 \text{ lb}_{\text{m}}$
1 ton	= 2,000 lb _m

Named Units

1 cP	= 0.01 g/(cm s)
1 F	= 1 A s/V
1 H	= 1 V s/A
1 Hz	$= 1 \text{ s}^{-1}$

1 J	= 1 N m
1 N	$= 1 \text{ kg m/s}^2$
1 Pa	$= 1 \text{ N/m}^2$
1 St	$= 1 \text{ cm}^2/\text{s}$

Power

1 W	= 3.412 BTU/h = 0.00134 hp	
	= 14.34 cal/min	
	$= 0.7376 \text{ ft lb}_{f}/\text{s}$	

Pressure

Tressure		
1 atm	= 1.01325 bar = 33.9 ft H ₂ O = 29.92 in Hg = 760 mm Hg	
	= 101,325 Pa = 14.7 psi	

Time

1 d	= 24 h
1 h	= 60 min
1 min	= 60 s
1 yr	= 365 d

Temperature

•		
1 K	= 1 °C	
	= 1.8 °F	
	= 1.8 °R	

Volume

Volunic		
1 L	= 0.264 gal = 0.0353 ft ³	
	= 33.8 fl oz	
1 mL	= 1 cm ³ = 1 cc	

Conversions shown in bold text above indicate exact conversions

SI PREFIXES

Numbers Less Than One									
Power of 10	Prefix	Abbreviation							
10 ⁻¹	deci-	d							
10 ⁻²	centi-	С							
10 ⁻³	milli-	m							
10 ⁻⁶	micro-	μ							
10 ⁻⁹	nano-	n							
10 ⁻¹²	pico-	р							
10 ⁻¹⁵	femto-	f							
10 ⁻¹⁸	atto-	а							
10 ⁻²¹	zepto-	Z							
10 ⁻²⁴	yocto-	у							

Numbers Greater Than One									
Power of 10	Prefix	Abbreviation							
10 ¹	deca-	da							
10 ²	hecto-	h							
10 ³	kilo-	k							
10 ⁶	Mega-	M							
10 ⁹	Giga-	G							
10 ¹²	Tera-	Т							
10 ¹⁵	Peta-	Р							
10 ¹⁸	Exa-	E							
10 ²¹	Zetta-	Z							
10 ²⁴	Yotta-	Υ							

С

FUNDAMENTAL DIMENSIONS [BASE SI UNITS]

COMMON DERIVED UNITS IN THE SI SYSTEM

Dimension	SI Unit	Base SI Units	Derived from
Force (F)	newton [N]	$1 N = 1 \frac{\text{kg m}}{\text{s}^2}$	F = m a Force = mass times acceleration
Energy (E)	joule [J]	$1J = 1N m = 1 \frac{kg m^2}{s^2}$	E = F d Energy = force times distance
Power (P)	watt [W]	$1 W = 1 \frac{J}{S} = 1 \frac{kg m^2}{S^3}$	P = E/t Power = energy per time
Pressure (P)	pascal [Pa]	$1 \text{Pa} = 1 \frac{\text{N}}{\text{m}^2} = 1 \frac{\text{kg}}{\text{m s}^2}$	P = F/A Pressure = force per area
Voltage (V)	volt [V]	$1 V = 1 \frac{W}{A} = 1 \frac{\text{kg m}^2}{\text{s}^3 A}$	V = P/I Voltage = power per current

PHYSICAL CONSTANTS [VALUE AND UNITS]

speed of light in a vacuum = $3 \times 10^8 \text{ m/s}$

e Euler's number (base of natural logarithm) = 2.71828 . . .

elementary charge of an electron = 1.602 x 10-19 C

 φ Golden ratio = 1.61803 . . .

F Faraday's constant = $9.65 \times 10^4 \text{ C/mol}$

g acceleration due to gravity = 9.8 m/s^2 on Earth

G gravitational constant = $6.67 \times 10^{-11} (N \text{ m}^2)/\text{kg}^2$

h Planck constant = $6.62 \times 10^{-34} \text{ J s}$

k Boltzmann constant = 1.38 x 10⁻²³ J/K

 k_e Coulomb's constant = 9 x 10° (N m²)/C²

 N_A Avogadro's number = 6.022 x 10²³ mol⁻¹

 π ratio of circle circumference to diameter = 3.14159...

R gas constant = 8314 (Pa L)/(mol K) = 0.08206 (atm L)/(mol K)

g Stefan-Boltzmann constant = $5.67 \times 10^{-8} \text{ W/(m}^2 \text{ K}^4)$

Equations

Circuits: Ohm's Law

V = IR

Circuits: Parallel Resistors

$$R_{eff} = \left(\frac{1}{R_1} + \frac{1}{R_2} + \dots + \frac{1}{R_{N-1}} + \frac{1}{R_N}\right)^{-1}$$

Circuits: Series Resistors

$$R_{eff} = R_1 + R_2 + \cdots + R_{N-1} + R_N$$

Density

 $\rho = m/V$

Efficiency

 $\eta = \text{output/input}$

Work

 $W = F \Delta x$

Potential Energy

 $PE = m g \Delta H$

Kinetic Energy, translational

$$KE_T = \frac{1}{2} \text{ m } (v_f^2 - v_i^2)$$

Kinetic Energy, rotational

 $KE_B = \frac{1}{2} I (\omega_f^2 - \omega_i^2)$

Kinetic Energy, total

 $KE = KE_T + KE_R$

Thermal Energy

 $Q = m C_D \Delta T$

Force: Newton's 2nd Law F = m a

Interpolation

$$\frac{(A - A_1)}{(A_2 - A_1)} = \frac{(B - B_1)}{(B_2 - B_1)}$$

Power

P = E/t

Power: Joule's First Law

 $P = I^2 R$

Pressure

P = F/A

Pressure, Hydrostatic:

Pascal's Law

 $P_{hvdro} = \rho g H$

Pressure, Total

 $P_{\text{total}} = P_{\text{surface}} + \rho g H$

Pressure: Ideal Gas Law

PV = nRT

Specific Gravity

 $SG = \rho_{object}/\rho_{water}$

Specific Weight

 $\gamma = W/V$

Springs: Hooke's Law

F = k x

Springs: Parallel

 $k_{eff} = k_1 + k_2 + \cdots + k_{N-1} + k_N$

Springs: Series

$$k_{eff} = \left(\frac{1}{k_1} + \frac{1}{k_2} + \dots + \frac{1}{k_{N-1}} + \frac{1}{k_N}\right)^{-1}$$

Temperature

$$\frac{T[^{\circ}F] - 32}{180} = \frac{T[^{\circ}C] - 0}{100}$$

$$T [K] = T [°C] + 273$$

 $T [°R] = T [°F] + 460$

Temperature:

Newton's Law of Cooling

 $T = T_0 e^{-kt}$

Viscosity, Dynamic:

Newton's Law of Viscosity

 $\tau = \mu (\Delta V / \Delta Y)$

Viscosity, Kinematic

 $\nu = \mu/\rho$

Weight

w = m g

Young's Modulus

 $\sigma = \mathsf{E}\, \varepsilon$

Geometric Formulas

2013 - 2014

Rectangle

Area = ab

Perimeter = 2 a + 2 b



Circle

Area = π r² Perimeter = 2π r



Triangle

Area = $\frac{1}{2}$ b H



Right Circular Cone

Volume = $1/3 \pi r^2 H$



Right Circular Cylinder

 $Volume = \pi r^2 h$

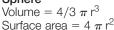
Lateral Surface Area = 2π r H



Surface area = 2 (a b + a c + b c)



Volume = $4/3 \pi r^3$





Miscellaneous Equations

Antoine equation

$$P = 10^{(A-\frac{B}{T+C})}$$

Cantilever Beam Deflection

$$P = K \Delta$$

Discharging Capacitor

$$V = V_0 e^{-t/RC}$$

Energy in an Inductor

$$E = \frac{1}{2} L I^2$$

Moore's Law

$$T = T_0 2^{\frac{1}{2}}$$

Oscillating spring

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

Poiseuille's Equation

$$R = \frac{8\mu L}{\pi r^4}$$

Pythagoras' Theorem

$$d = \sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2}$$

Resonant frequency for one inductor and one capacitor

$$f_{R} = \frac{1}{2\pi\sqrt{LC}}$$

Shockley Equation

$$I = I_0 \left(\frac{V_D}{e^{nv_t} - 1} \right)$$

Torricelli's Law

$$v = \sqrt{2 g H}$$

van der Waals Equation

$$\left(P + \frac{an^2}{V^2}\right)(V - b n) = n R T$$

Bingham plastic

$$au = \mu rac{\Delta v}{\Delta y} + au_0$$

Dimensionless Number Equations

Coefficient of Drag

$$C_d = \frac{F}{\frac{1}{2}\rho v^2 A_p}$$

Friction factor: Laminar Flow

$$f = \frac{64}{80}$$

Friction factor: Blasius Approximation

$$f = 0.316 (Re)^{-1/4}$$

Friction factor: Colebrook

$$\frac{1}{\sqrt{f}} = -2 \log \left(\frac{\varepsilon/D}{3.7} + \frac{2.51}{\text{Re}\sqrt{f}} \right)$$

Mach Number

$$Ma = \frac{speed_{object}}{speed_{sound in air}}$$

Power Number

$$N_{P} = \frac{P}{\rho n^{3}D^{5}}$$

Reynolds Number: Use with Coefficient of Drag

$$Re = \frac{D_p \rho v}{\mu}$$

Reynolds Number: Pipe Flow

$$Re = \frac{\rho D V}{\mu}$$

Re < 2000 = laminar flow

2000 < Re < 10,000 = transition flow

Re > 10,000 = turbulent flow

Reynolds Number: Use with Power Number

Re =
$$\frac{D^2 n \rho}{u}$$

Statistics Equations

Mean

$$\overline{X} = \frac{1}{N}(X_1 + X_2 + \cdots + X_N) = \frac{1}{N}\sum_{j=1}^{N}X_j$$

Median

Place data in ascending order.

If N = odd, median = central value.

If N = even, median = mean of two central values.

Variance

$$V_x^2 = \frac{1}{N-1} ((\overline{X} - X_1)^2 + \ \cdots \ + (\overline{X} - X_N)^2) = \frac{1}{N-1} \sum_{j=1}^N (\overline{X} - X_j)^2$$

Standard Deviation

$$SD_X = \sqrt{V_X^2}$$

MATLAB Graphing Properties

Most MATLAB graphing functions have the ability to apply special properties for customization of the appearance of a graph. This document contains a partial list of common property names and values available. In most cases, the property name and property values are placed inside of single quotes; exceptions are noted below. All functions are case sensitive, but properties names and parameters are not case sensitive. For example, the command Plot will not work in place of plot; for color 'black' and 'Black' and 'b' and 'B' all work; 'MarkerSize', 'MARKERSIZE', and 'markersize' all work.

Line Style		Marker Style					olor
-	solid	*	Asterisk	• Point		k	Black
	dashed	0	Circle	V Triangle: downward-point		b	Blue
	dash-dot	X	Cross	Triangle: left-point		С	Cyan
:	dotted	+	Plus sign	>	Triangle: Right-point	g	Green
				^	Triangle: Upward-point	m	Magenta
		d	Diamond	h	Hexagram	r	Red
		diamond	2.6	hexagram	(6-pointed star)	-	
		S	Square	р	Pentagram	v	Yellow
		square	39	pentagram	(5-pointed star)	,	
						W	While

The Marker Styles as noted and Color properties can be expressed as either the abbreviation (d) or the full word (diamond).

Plotting Properties: plot

Property Name	Purpose: To Change	Values, in Single Quotes	Default
LineWidth	Width of line (in units of points)	Numerical values without single quotes	0.5 points
MarkerEdgeColor	EdgeColor Border color of marker See color I		Default marker color
MarkerFaceColor	Fill color of marker Works for markers: o d s h p V < > ^	See COLOR list	Default marker color
MarkerSize	Size of marker (in units of points)	Numerical values without single quotes	6 points

Legend Properties: legend

All legend properties except **location** must be adjusted using the **set** command, not directly in the legend function. First, a legend name (a handle) is defined by **LegendName** = **legend(...)**. The **LegendName** is used with **set** to adjust the legend display properties.

Property Name	Purpose: To Change	Values, in Single Quotes	Default
LineWidth	Width of line (in units of points) bordering the legend	Numerical values without single quotes	0.5 points
EdgeColor	Border color around legend box	See COLOR list	black
Color	Background color of legend box	See COLOR list	white
TextColor	Text color of legend entries	See COLOR list	black
FontSize FontAngle FontWeight	Attribute of text legend entries	See related entries under Te	xt Properties
	Location of legend in FIGURE window	North South East West NorthEast NorthWest SouthEast SouthWest	Inside plot box
Location	NW N NE	Outside (is a directional operator above)	Outside plot box
	W E	Best	Inside plot box with least data conflict
	SW S SE	BestOutside	Outside plot box in least unused space

NOTE: The use of **Color** as a property in MATLAB is inconsistent. In a legend, **Color** refers to background color, whereas in most text related objects it refers to font color and **BackgroundColor** is for the background color. In a legend, the font color is assigned using **TextColor**.

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Text Properties: text, xlabel, ylabel, title

Property Name	Purpose: To Change	Values, Place in Sing			le Quotes	Default		
			Transparent					
BackgroundColor	Background color of the textbox	[X,Y,Z] Custom: Amount of red (X), green (Y), and blue (Z); each value is between 0 and 1						
Color	Text color in the textbox		See Colo	or list		black		
EdgeColor	Border color around the textbox		See Colo	or list		none		
The following commands are only er	nabled when the EdgeColor property is o	changed to a v	isible colo	or.				
LineStyle	Line style bordering the textbox	bordering the textbox See LINE STYLE list				-		
LineWidth	Line width (in unit of points) of line bordering the textbox	Numerical values without single quotes						0.5 points
Margin	Space (in unit of pixels) between text in textbox and line bordering textbox	1	Numerical values without single quotes			2.0 points		
FontAngle	Font angle	normal		j	talic	normal		
FontSize	Font size (in units of points)	Numerical values without single quotes			10.0 points			
FontWeight	Font weight	normal bold demi		demi	normal			
HorizontalAlignment		left cen		er	right	left		
	Alignment of textbox at (x,y) location	top mic		middle bo		: 441 -		
VerticalAlignment		baseline		cap		middle		

Special Characters These special characters are available for use in graphs in the title, legend, axis labels and text boxes.

Greek Letters					Math Symbols				Just for Fun		
\alpha	α	\epsilon	3	\pi	π	\approx	æ	/pm	Ŧ	\heartsuit	•
\beta	β	\eta	η	\rho	ρ	\leq	≤	\circ	0	\leftarrow	←
\gamma	γ	\theta	θ	\sigma	σ	\geq	ΛΙ	\partial	<i>∂</i>	\Leftarrow	₩
\Gamma	Γ	\lambda	λ	\Sigma	Σ	\neq	≠	\int	J	\rightarrow	\rightarrow
\delta	δ	\mu	μ	\tau	τ	\infty	8	\div	÷	\Rightarrow	\Rightarrow
\Delta	Δ	\nu	ν	\Omega	Ω					\copyright	©

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