

Physics Equations Cheat Sheet

by lurkGH

October 8, 2024

Coefficients and Constants

Gravitational Constant

$$G = 6.674 \times 10^{-11}$$

Gravity at Earth's Surface

$$g = 9.8 \frac{m}{s^2}$$

Mass of Earth

$$M_E = 5.97 \times 10^{24} kg$$

Radius of Earth

$$R_E = 6.37 \times 10^3 km$$

Position, Velocity, and Acceleration

Displacement

$$\Delta r = \vec{r}_f - \vec{r}_i$$

Average Velocity

$$\vec{v}_{avg} = \frac{\Delta \vec{r}}{\Delta t}$$

Average Velocity (Constant Acceleration)

$$\vec{v}_{avg} = \frac{1}{2}(v_{fx} + v_{ix})$$

Instantaneous Velocity

$$\vec{v} = \lim_{\Delta t \rightarrow 0} \frac{\Delta \vec{r}}{\Delta t}$$

Average Acceleration

$$\vec{a}_{avg} = \frac{\Delta \vec{v}}{\Delta t}$$

Instantaneous Acceleration

$$\vec{a} = \lim_{\Delta t \rightarrow 0} \frac{\Delta \vec{v}}{\Delta t}$$

Projectile Motion Equations (1 Dimension)

Find velocity with acceleration and time

$$\Delta v_x = a_x \Delta t$$

Find velocity with acceleration and displacement

$$v_{fx}^2 - v_{ix}^2 = 2a\Delta x$$

Find displacement with velocity and time

$$\Delta x = \frac{1}{2}(v_{fx} + v_{ix})\Delta t$$

Find displacement with acceleration and velocity

$$\Delta x = \frac{1}{2}a_x(\Delta t)^2 + v_{ix}\Delta t$$

Circular Projectile Motion Equations

Find angular velocity with angular acceleration and time

$$\Delta\omega = \omega_f - \omega_i = \alpha\Delta t$$

Find angular velocity with angular acceleration and angular displacement

$$\omega_f^2 - \omega_i^2 = 2\alpha\Delta\theta$$

Find angular displacement with angular velocity and time

$$\Delta\theta = \frac{1}{2}(\omega_f + \omega_i)\Delta t$$

Find angular displacement with angular acceleration and initial angular velocity

$$\Delta\theta = \frac{1}{2}\alpha(\Delta t)^2 + \omega_i\Delta t$$

Work, Energy, & Momentum Equations

Work Formula

$$W = F \cdot \Delta y$$

Force Formula

$$F = (-m \cdot g)$$

Gravitational Potential Energy

$$\Delta U = mg\Delta y = -W_{gravity}$$

(Change in Potential Energy $U = \text{mass}_{object} \cdot \text{gravity} \cdot \text{Displacement} = -\text{Work}_{gravity}$)