

Math Stuff		Constants	
Scalar Product	$\vec{A} \cdot \vec{B} = \vec{A} \vec{B} \cos \theta$	Acceleration of gravity	$g = 9.80 \text{ m/s}^2$
Vector Product	$\vec{A} \times \vec{B} = \vec{A} \vec{B} \sin \theta$	Universal gravitation	$G = 6.67 \times 10^{-11} \text{ Nm}^2/\text{kg}^2$
Quadratic formula ($ax^2 + bx + c = 0$)	$x = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$	Mass of Earth	$M_E = 5.97 \times 10^{24} \text{ kg}$
		Radius of Earth	$R_E = 6.38 \times 10^6 \text{ m}$

Kinematics	Trig Identities	Newton's Laws / Friction / Circular motion
$v_x = v_{ox} + a_x t$	Law of cosines:	2 nd Law $\sum \vec{F} = m\vec{a}$ or $\sum \vec{F} = \frac{d\vec{p}}{dt}$
$x = x_0 + v_{ox}t + \frac{1}{2}a_x t^2$	$a^2 = b^2 + c^2 - 2bc \cos \alpha$	Gravitation $F = \frac{Gm_1 m_2}{r^2}$
$v_x^2 = v_{ox}^2 + 2a_x(x - x_0)$	Law of sines:	Static friction $f_s \leq \mu_s n$
$x - x_0 = \left(\frac{v_{ox} + v_x}{2}\right)t$	$\frac{a}{\sin \alpha} = \frac{b}{\sin \beta} = \frac{c}{\sin \gamma}$	Kinetic friction $f_k = \mu_k n$
Velocity Addition		Centripetal acceleration $a_c = \frac{v^2}{r}$
$\vec{v}_{AB} = \vec{v}_{AC} + \vec{v}_{CB}$		

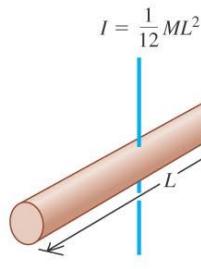
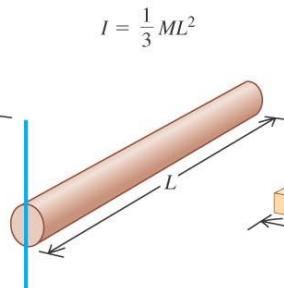
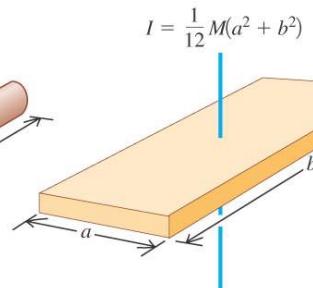
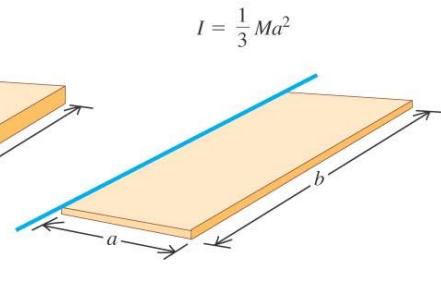
Work & Power		Energy
Work by constant force	$W = \vec{F} \cdot \vec{s}$	Kinetic energy $K = \frac{1}{2}mv^2$
Work by varying force	$W = \int_{x_1}^{x_2} F_x dx$	Gravitational potential energy $U_g = mgy = -\frac{GmM}{r}$
Conservative forces	$W = -\Delta U$	Elastic potential energy $U_{el} = \frac{1}{2}kx^2$
Non-conservative forces	$\Delta U_{int} = f_k d$	Hooke's Law $F = kx$
Power	$P = \frac{dW}{dt}$	Force from potential energy $F_x = -\frac{\partial U}{\partial x}$

Impulse and Momentum		Center of Mass
Linear momentum	$\vec{p} = m\vec{v}$	Center of mass (point objects) $x_{CM} = \frac{\sum_n m_n x_n}{\sum_n m_n}$
Impulse	$\vec{J} = \int_{t_1}^{t_2} \sum \vec{F} dt = (\sum \vec{F})_{ave} \Delta t$	Center of mass (solid objects) $x_{CM} = \frac{\int x dm}{\int dm}$
Impulse - momentum	$\vec{J} = \Delta \vec{p}$	Total momentum $\vec{p}_{total} = M_{total} \vec{v}_{CM}$ $\sum \vec{F}_{ext} = M_{total} \vec{a}_{CM}$

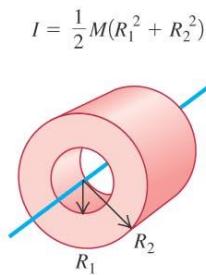
Rotational Kinematics	Linear / Angular	Rotational Inertia and Energy
$\omega = \omega_o + \alpha t$	$s = r\theta$ (θ in radians)	Rotational inertia (point objects) $I = \sum_i m_i r_i^2$
$\theta = \theta_o + \omega_o t + \frac{1}{2}\alpha t^2$	$v = r\omega$	Rotational inertia (solid objects) $I = \int r^2 dm$
$\omega^2 = \omega_o^2 + 2\alpha(\theta - \theta_o)$	$a_{tan} = r\alpha$	Parallel axis theorem $I_p = I_{CM} + Md^2$
$\theta - \theta_o = \left(\frac{\omega_o + \omega}{2}\right)t$	$a_{rad} = \frac{v^2}{r}$	Rotational kinetic energy $K = \frac{1}{2}I\omega^2$

Torque and Angular Momentum		Rotational Motion
Torque	$\vec{\tau} = \vec{r} \times \vec{F} = rF \sin \theta = Fl$	Newton's 2 nd law $\sum \vec{\tau} = I\vec{\alpha} = \frac{d\vec{L}}{dt}$
Angular momentum	$\vec{L} = \vec{r} \times \vec{p} = mvrs \sin \theta = I\vec{\omega}$	Work $W = \int_{\theta_1}^{\theta_2} \tau d\theta = \Delta K_{rot}$
		Power $P = \tau\omega$

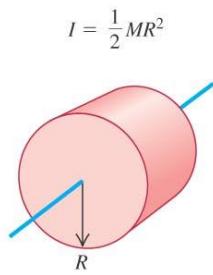
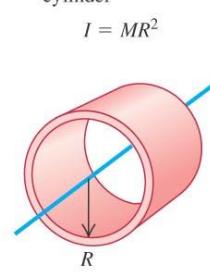
Simple Harmonic Motion		Angular Frequency
Displacement	$x(t) = A\cos(\omega t + \phi)$	Mass on a spring $\omega = \sqrt{\frac{k}{m}}$
Velocity	$v(t) = -\omega A\sin(\omega t + \phi)$	Simple pendulum $\omega = \sqrt{\frac{g}{l}}$
Period	$T = \frac{2\pi}{\omega}$	Frequency $f = \frac{1}{T} = \frac{\omega}{2\pi}$

(a) Slender rod,
axis through center(b) Slender rod,
axis through one end(c) Rectangular plate,
axis through center(d) Thin rectangular plate,
axis along edge

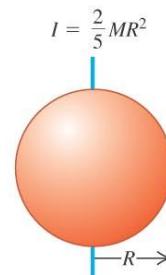
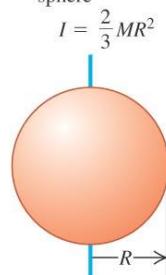
(e) Hollow cylinder



(f) Solid cylinder

(g) Thin-walled hollow
cylinder

(h) Solid sphere

(i) Thin-walled hollow
sphere

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(j) Thin hoop rotating on axis through any diameter of the hoop:

$$I = \frac{1}{2}MR^2$$

