### Formulas for Physics 1A

$\alpha \equiv$ angular acceleration (1/s <sup>2</sup> )	$\mathbf{A} \equiv \text{acceleration} (\text{m/s}^2)$	
$\mathbf{F} \equiv \text{force} (\mathbf{N} \equiv \text{kg} \cdot \text{m/s}^2)$	$g \equiv$ gravitat. acceleration at Earths surface = 9.81 m/s <sup>2</sup>	
$G \equiv \text{gravitational constant} = 6.67 \text{ x } 10^{-11} \text{ m}^3/(\text{kg} \cdot \text{s}^3)$	$I \equiv moment of inertia (kg/m2)$	
$k \equiv spring constant (kg/s^2)$	$\mathbf{L} = angular momentum (kg \cdot m^2/s)$	
$\mu \equiv \text{coefficient of friction}$	$m \equiv mass (kg)$	
$N \equiv normal force$	$\mathbf{P} \equiv \text{momentum} (\text{kg} \cdot \text{m/s})$	
$P \equiv pressure (Pa \equiv kg/m \cdot s^2)$	$\rho \equiv \text{density} (\text{kg/m}^3)$	
$\tau \equiv \text{torque} (N \bullet m \equiv kg \bullet m^2/s^2)$	$T \equiv period of orbit$	
$\theta \equiv$ angular displacement or rotation	$\mathbf{V} \equiv$ velocity (m/s)	
$\omega \equiv$ angular velocity (1/s)	$W \equiv \text{work} (J = N \bullet m = kg \bullet m^2/s^2)$	
$\mathbf{X} \equiv \text{displacement (m)}$	$\mathbf{Y} \equiv \text{displacement}(\mathbf{m})$	
V:		

#### Kinematics

For A = Constant:  $V(t) = V_0 + A \bullet t$  and  $X(t) = X_0 + V_0 \bullet t + (1/2) \bullet A \bullet t^2$ The above two equations lead to:  $V^2(t) = V_0^2(t) + 2 \bullet A \bullet [X(t) - X_0]$ 

#### Forces

 $F(t) = m(t) \cdot A(t)$  (where we explicitly note that both mass and acceleration can change with time)  $P(t) = m(t) \cdot V(t)$  (where  $F = \Delta P / \Delta t$  or  $\Delta P = F \Delta t$ ; the change in momentum  $\Delta P$  is also referred to as impulse)

#### **Friction models**

 $f_{\text{static friction}} \le \mu_s \bullet N$  (opposes the direction of motion up to a maximum value of  $\mu_s \bullet N$ )  $f_{\text{kinetic friction}} = \mu_k \bullet N$  (opposes the direction of motion)

#### **Rocket equation**

 $V = \mu_{\text{exhaust}} \bullet ln(M_{\text{initial}}/M_{\text{final}})$ 

# **Spring equation**

 $\mathbf{F}(\mathbf{t}) = \mathbf{k} \bullet [\mathbf{x}(\mathbf{t}) - \mathbf{x}_0]$ 

# Gravitational formula

 $F = (G \bullet M_1 \bullet M_2)/R_{12}^2 \text{ (points radially inward)}$  $T^2 = [(4\pi^2)/(G \bullet M_{sun})] \bullet R^3 \text{ (Kepler's third law, where } T = 2\pi/\omega)$ 

# **Rotational motion**

For $\alpha$ = Constant	$\boldsymbol{\omega}(t) = \boldsymbol{\omega}_0 + \boldsymbol{\alpha} \boldsymbol{\bullet} t$	and	$\boldsymbol{\theta}(t) = \boldsymbol{\theta}_0 + \boldsymbol{\omega}_0 \bullet \mathbf{t} + (1/2) \bullet \boldsymbol{\alpha} \bullet \mathbf{t}^2$	
	$A_{tangent} = R \bullet \alpha$	and	$V_{tangent}(t) = R \bullet \omega(t)$	
$A_{\text{centrifugal}}(t) = \mathbf{R} \cdot \omega^2(t) = \mathbf{V}^2_{\text{tangent}}(t) / \mathbf{R}$ (points radially inward)				

 $\tau(t) = R \bullet F(t) \bullet sin\theta \text{ (where the angle extends from the radius vector to the force vector)}$   $\tau(t) = I \bullet \alpha(t)$   $L(t) = I \bullet \alpha(t)$   $L(t) = I \bullet \alpha(t) \text{ (where } \tau = \Delta L/\Delta t)$  $L(t) = I \bullet \alpha(t) \text{ (where } \tau = \Delta L/\Delta t)$ 

 $I \equiv \Sigma_{i}m_{i}r_{i}^{2} = M \bullet R^{2} \text{ (point mass); } M \bullet R^{2} \text{ (thin cylindrical shell); } (2/3) \bullet M \bullet R^{2} \text{ (thin spherical shell); } (1/2) \bullet M \bullet R^{2} \text{ (solid cylinder rotated on axis); } (1/3) \bullet M \bullet L^{2} \text{ (rod rotated about end); } (1/5) \bullet M \bullet R^{2} \text{ (solid sphere); } (1/12) \bullet M \bullet L^{2} \text{ (rod rotated about center); where R is the radius and L is the length}$ 

# Work and Energy

 $W = F \bullet (X_{final} - X_{initial}) \bullet \cos \theta$  (where the angle is between the force vector and the displacement vector)Conservative forces: KE + PE = ConstantTranslation: KE = (1/2) \bullet m \bullet V^2Gravitational: PE = - (G • M\_1 • M\_2)/R\_{12}Fluids

Continuity:  $A \bullet V = A' \bullet V'$ Bernouli:  $P + \rho \bullet g \bullet Y + (1/2) \bullet \rho \bullet V^2 = Constant$