

Kinematics

$$\begin{aligned}\vec{v} &= \vec{v}_0 + \vec{a}t \\ \vec{r} &= \vec{r}_0 + \vec{v}_0t + \frac{1}{2}\vec{a}t^2 \\ v^2 &= v_0^2 + 2a(x - x_0) \\ g &= 9.81 \text{ m/s}^2 = 32.2 \text{ ft/s}^2 \\ \vec{V}_{A,B} &= \vec{V}_{A,C} + \vec{V}_{C,B}\end{aligned}$$

Uniform Circular Motion

$$\begin{aligned}a &= v^2/r \\ v &= \omega r \\ \omega &= 2\pi/T = 2\pi f\end{aligned}$$

Dynamics

$$\begin{aligned}\vec{F}_{\text{net}} &= m\vec{a} = d\vec{p}/dt \\ \vec{F}_{A,B} &= -\vec{F}_{B,A} \\ F &= mg \text{ (near Earth's surface)} \\ F_{12} &= Gm_1m_2/r^2 \text{ (in general)} \\ F_{\text{spring}} &= -k\Delta x\end{aligned}$$

Friction

$$\begin{aligned}f &= \mu_k N \quad (\text{kinetic}) \\ f &\leq \mu_s N \quad (\text{static})\end{aligned}$$

Work & Kinetic Energy

$$\begin{aligned}W &= \int \vec{F} \cdot d\vec{l} \\ W &= \vec{F} \cdot \vec{\Delta r} = F \Delta r \cos \theta \text{ (constant force)} \\ W_{\text{grav}} &= -mg\Delta y \\ W_{\text{spring}} &= -k(x_2^2 - x_1^2)/2 \\ K &= mv^2/2 \\ W_{\text{net}} &= \Delta K\end{aligned}$$

Potential Energy

$$\begin{aligned}U_{\text{grav}} &= mgy \text{ (near Earth's surface)} \\ U_{\text{grav}} &= -GMm/r \text{ (in general)} \\ U_{\text{spring}} &= kx^2/2 \\ \Delta E &= \Delta K + \Delta U = W_{\text{nc}}\end{aligned}$$

Power

$$\begin{aligned}P &= dW/dt \\ P &= \vec{F} \cdot \vec{v}\end{aligned}$$

System of Particles

$$\begin{aligned}\vec{R}_{\text{CM}} &= \sum m_i \vec{r}_i / \sum m_i \\ \vec{V}_{\text{CM}} &= \sum m_i \vec{v}_i / \sum m_i \\ \vec{A}_{\text{CM}} &= \sum m_i \vec{a}_i / \sum m_i \\ \vec{P} &= \sum m_i \vec{v}_i \\ \sum \vec{F}_{\text{ext}} &= M\vec{A}_{\text{CM}} = d\vec{P}/dt\end{aligned}$$

Impulse

$$\begin{aligned}\vec{I} &= \int \vec{F} dt \\ \Delta \vec{P} &= \vec{F}_{\text{avg}} \Delta t\end{aligned}$$

Collisions

$$\begin{aligned}\text{If } \sum \vec{F}_{\text{ext}} &= 0 \text{ in some direction, then} \\ \vec{P}_{\text{before}} &= \vec{P}_{\text{after}} \text{ in this direction:} \\ \sum m_i \vec{v}_i \text{ (before)} &= \sum m_i \vec{v}_i \text{ (after)}\end{aligned}$$

In addition, if the collision is elastic:

- $E_{\text{before}} = E_{\text{after}}$
- Rate of approach = Rate of recession
- The speed of an object in the Center-of-Mass reference frame is unchanged by an elastic collision.

Rotational Kinematics

$$\begin{aligned}s &= R\theta, v = R\omega, a = R\alpha \\ \theta &= \theta_0 + \omega_0 t + \frac{1}{2}\alpha t^2 \\ \omega &= \omega_0 + \alpha t \\ \omega^2 &= \omega_0^2 + 2\alpha\Delta\theta\end{aligned}$$

Rotational Dynamics

$$\begin{aligned}I &= \sum m_i r_i^2 \\ I_{\text{parallel}} &= I_{\text{CM}} + MD^2 \\ I_{\text{disk}} &= I_{\text{cylinder}} = \frac{1}{2}MR^2 \\ I_{\text{hoop}} &= MR^2 \\ I_{\text{solid-sphere}} &= \frac{2}{5}MR^2 \\ I_{\text{spherical-shell}} &= \frac{2}{3}MR^2 \\ I_{\text{rod-cm}} &= \frac{1}{12}ML^2 \\ I_{\text{rod-end}} &= \frac{1}{3}ML^2 \\ \tau &= I\alpha \text{ (rotation about a fixed axis)} \\ \tau &= \vec{r} \times \vec{F}, |\tau| = rF \sin \phi\end{aligned}$$

Work & Energy

$$\begin{aligned}K_{\text{rotation}} &= \frac{1}{2}I\omega^2 \\ K_{\text{translation}} &= \frac{1}{2}MV_{\text{CM}}^2 \\ K_{\text{total}} &= K_{\text{rotation}} + K_{\text{translation}} \\ W &= \tau\theta\end{aligned}$$

Statics

$$\sum \vec{F} = 0, \sum \tau = 0 \text{ (about any axis)}$$

Angular Momentum

$$\begin{aligned}\vec{L} &= \vec{r} \times \vec{p} \\ L_z &= I\omega_z \\ \vec{L}_{\text{total}} &= \vec{L}_{\text{CM}} + \vec{L}^* \\ \tau_{\text{ext}} &= d\vec{L}/dt \\ \tau_{\text{cm}} &= d\vec{L}^*/dt \\ \Omega_{\text{precession}} &= \tau/L\end{aligned}$$

Simple Harmonic Motion

$$\begin{aligned}d^2x/dt^2 &= -\omega^2 x \text{ (differential equation for SHM)} \\ x(t) &= A \cos(\omega t + \phi) \\ b(t) &= -\omega A \sin(\omega t + \phi) \\ a(t) &= -\omega^2 A \cos(\omega t + \phi) \\ \omega^2 &= k/m \text{ (mass on spring)} \\ \omega^2 &= g/L \text{ (simple pendulum)} \\ \omega^2 &= mgR_{\text{CM}}/I \text{ (physical pendulum)} \\ \omega^2 &= \kappa/I \text{ (torsion pendulum)}\end{aligned}$$

General Harmonic Transverse Waves

$$\begin{aligned}y(x, t) &= A \cos(kx - \omega t) \\ k &= 2\pi/\lambda, \omega = 2\pi f = 2\pi/T \\ v &= \lambda f = \omega/k\end{aligned}$$

Waves on a String

$$\begin{aligned}V^2 &= \frac{F}{\mu} = \frac{\text{(tension)}}{\text{(mass per unit length)}} \\ \bar{P} &= \frac{1}{2}\mu v \omega^2 A^2 \\ \frac{d\bar{E}}{dx} &= \frac{1}{2}\mu v \omega^2 A^2 \\ \frac{d^2 y}{dx^2} &= \frac{1}{v^2} \frac{d^2 y}{dt^2} \text{ (wave equation)}\end{aligned}$$

Fluids

$$\begin{aligned}\rho &= \frac{m}{V} \\ p &= \frac{F}{A} \\ A_1 v_1 &= A_2 v_2 \\ P_1 + \frac{1}{2}\rho v_1^2 + \rho g y_1 &= P_2 + \frac{1}{2}\rho v_2^2 + \rho g y_2 \\ F_B &= \rho_{\text{liquid}} g V_{\text{liquid}} \\ F_2 &= F_1 \frac{A_2}{A_1}\end{aligned}$$

Uncertainties

$$\begin{aligned}\delta &= \frac{\sigma}{\sqrt{N}} \\ t' &= \frac{|\mu_A - \mu_B|}{\sqrt{\delta_A^2 + \delta_B^2}}\end{aligned}$$