

Appendix A: Important Equations in University Physics 1

1 Uncertainties

(Equations using average deviation are shown. Standard deviations could be used instead.)

$$x_{avg} = \frac{\sum x_i}{N} \quad (1)$$

$$\text{Average Absolute } \Delta x = \frac{\sum |x - x_i|}{N} \quad (2)$$

$$\text{Add or subtract } \Delta z = \Delta x + \Delta y \quad (3)$$

$$\text{Multiply or divide } \frac{\Delta z}{z} = \frac{\Delta x}{x_{avg}} + \frac{\Delta y}{y_{avg}} \quad (4)$$

2 Vectors & Other Math

$$\text{If } Ax^2 + Bx + C = 0 \text{ then } x = \frac{-B \pm \sqrt{B^2 - 4AC}}{2A} \quad (5)$$

$$\vec{A} = \mathbf{A} = A_x \hat{i} + A_y \hat{j} + A_z \hat{k} \quad (6)$$

$$|\vec{A}| = A = \sqrt{A_x^2 + A_y^2 + A_z^2} \quad (7)$$

In two dimensions with angle θ measured from the x -axis,

$$A_x = A \cos \theta \quad (8)$$

$$A_y = A \sin \theta \quad (9)$$

$$A = \sqrt{A_x^2 + A_y^2} \quad (10)$$

$$\theta = \tan^{-1} \frac{A_y}{A_x} \text{ or this angle } -180^\circ \quad (11)$$

With ϕ as the angle between two vectors \vec{A} and \vec{B}

$$\vec{A} \cdot \vec{B} = AB \cos \phi = A_x B_x + A_y B_y + C_x C_y \quad (12)$$

$$|\vec{A} \times \vec{B}| = AB \sin \phi \quad (13)$$

$$\vec{A} \times \vec{B} = (A_y B_z - A_z B_y) \hat{i} + (A_z B_x - A_x B_z) \hat{j} + (A_x B_y - A_y B_x) \hat{k} \quad (14)$$

3 Kinematics

$$\vec{v} = \frac{d\vec{r}}{dt} \quad (15)$$

$$\vec{a} = \frac{d\vec{v}}{dt} = \frac{d^2\vec{r}}{dt^2} \quad (16)$$

If acceleration $a_x = \text{constant}$, and if at $t = 0$, $x = x_0$ and $v_x = v_{x0}$ then

$$v_x = v_{x0} + a_x t \quad (17)$$

$$x = x_0 + v_{x0} t + \frac{1}{2} a_x t^2 \quad (18)$$

$$v_{ave} = \frac{v_{x0} + v_x}{2} \quad (19)$$

$$v_x^2 = v_{x0}^2 + 2a_x(x - x_0) \quad (20)$$

Consider two dimensional motion with only a constant force of gravity acting and up being positive y . If at $t = t_0$ $x = x_0$, $y = y_0$, and velocity is v_0 at an angle θ_0 , then

$$y = y_0 + \tan \theta_0 (x - x_0) - \frac{g}{2v_0^2 \cos^2 \theta_0} (x - x_0)^2 \quad (21)$$

$$\text{Centripetal acceleration } a_c = \frac{v^2}{r} \quad (22)$$

4 Dynamics

Forces are interactions between objects. If the force acting on object 2 because of its interaction with object 1 is denoted \vec{F}_{12} then Newton's Third Law says

$$\vec{F}_{12} = -\vec{F}_{21} \quad (23)$$

$$\text{Second Law } \sum \vec{F} = \vec{F}_{net} = m\vec{a} = \frac{d\vec{p}}{dt} \quad (24)$$

$$\text{Weight near earth } \vec{W} = \vec{F}_g = m\vec{g} \quad (25)$$

$$\text{General force of gravity between two point objects } |\vec{F}_G| = \frac{Gm_1m_2}{r_{12}^2} \quad (26)$$

$$\text{If unstretched spring has } x = 0 \quad \vec{F}_{x,spring} = -kx\hat{i} \quad (27)$$

$$|\vec{f}_{static}| \leq \mu_s N \quad (28)$$

$$|\vec{f}_{kinetic}| = \mu_k N \quad (29)$$

5 Work and Energy

$$W = \int_{init}^{final} \vec{F} \cdot d\vec{r} \quad (30)$$

$$\text{If the force is constant, } W = \vec{F} \cdot \Delta\vec{r} \quad (31)$$

$$K = \frac{1}{2}mv^2 \quad (32)$$

$$\sum W = W_{net} = (K_f - K_i) = \Delta K \quad (33)$$

$$\text{For a conservative force, } \Delta U = U_f - U_i = - \int_i^f \vec{F} \cdot d\vec{r} \quad (34)$$

$$\text{Mechanical Energy } E = \sum K + \sum U \quad (35)$$

$$F_x = -\frac{dU}{dx} \quad (36)$$

$$\text{General work-energy theorem } E_f = E_i + W_{non-cons} \quad (37)$$

$$\text{Mechanical Energy Conservation, If } W_{non-cons} = 0, E_f = E_i \quad (38)$$

$$\text{Power } P = \frac{dW}{dt} \quad (39)$$

$$P = \vec{F} \cdot \vec{v} \quad (40)$$

6 Momentum, Impulse, Center of Mass

For a single particle the next 3 equations,

$$\text{Linear Momentum } \vec{p} = m\vec{v} \quad (41)$$

$$\text{Impulse } \vec{J} = \int \vec{F} dt = \vec{F}_{avg} \Delta t \quad (42)$$

$$\text{Impulse-momentum theorem for particle } \vec{J}_{net} = \Delta\vec{p} \quad (43)$$

For a system of particles, the rest of the equations,

$$\text{Center of mass coordinates } \vec{r}_{cm} = \frac{\sum m_i \vec{r}_i}{\sum m_i} \quad (44)$$

$$\text{Center of mass coordinates, continuous object } \vec{r}_{cm} = \frac{\int \vec{r} dm}{\int dm} \quad (45)$$

$$\text{System momentum (NOT power) } \vec{P} = \vec{P}_{net} = \sum \vec{p}_i \quad (46)$$

$$\text{Newton's second law for a system } \sum \vec{F}_{ext} = \frac{d\vec{P}_{net}}{dt} \quad (47)$$

$$\text{Impulse-momentum theorem for system } \sum \vec{J}_{ext} = \vec{P}_f - \vec{P}_i \quad (48)$$

$$\text{Linear Momentum conservation. If } J_{ext} = 0, \vec{P}_f = \vec{P}_i \quad (49)$$