

### Displacement, Speed, Velocity, and Acceleration

$\Delta x = x_2 - x_1$  (similarly for  $\Delta y$ , etc.)  
 $\bar{v}_x = \frac{\Delta x}{\Delta t} = \frac{x_2 - x_1}{t_2 - t_1}$  (similarly for  $\bar{v}_y$ , etc.)  
 $\bar{s} = \frac{\text{total distance}}{\Delta t}$   
 $s = \sqrt{v_x^2 + v_y^2}$   
 $v_x = \text{slope of } x \text{ vs } t \text{ plot}$   
 $\bar{a} = \frac{\Delta v}{\Delta t}$   
 $a = \text{slope of } v \text{ vs } t \text{ plot}$

### Constant Acceleration

$x_f = x_i + v_{ix}\Delta t + \frac{1}{2}a_x\Delta t^2$   
 $v_{fx} = v_{ix} + a_x\Delta t$   
 $v_{fx}^2 = v_{ix}^2 + 2a_x(x_f - x_i)$   
 $x_f = x_i + \frac{1}{2}(v_{ix} + v_{fx})\Delta t$

### Vectors

$\vec{A} = A_x\hat{x} + A_y\hat{y} + A_z\hat{z}$   
 $A = |\vec{A}| = \sqrt{A_x^2 + A_y^2 + A_z^2}$   
 $\theta = \arctan\left(\frac{A_y}{A_x}\right)$   
 $A_x = A\cos\theta$   
 $A_y = A\sin\theta$

### Forces

Name an object or group of objects !!!!  
 $\Sigma F_x = ma_x, \quad \Sigma F_y = ma_y$   
 $W = mg$  (down)  
 $f_{s,\max} = \mu_s N$   
 $f_k = \mu_k N$

### Projectile Motion

(assumes +y is upwards)

$a_x = 0$   
 $a_y = -g$   
 $g = +9.8 \frac{m}{s^2}$   
 $\tan\theta_0 = \frac{v_{0y}}{v_{0x}}$   
 $v_{0x} = |v_0| \cos\theta_0$   
 $v_{0y} = |v_0| \sin\theta_0$   
 $y = y_0 + (x - x_0) \left( \frac{v_{0y}}{v_{0x}} \right) - \frac{g(x - x_0)^2}{2v_{0x}^2}$   
 or  
 $y = y_0 + (x - x_0) \tan\theta_0 - \frac{g(x - x_0)^2}{2(v_0 \cos\theta_0)^2}$   
 $R = \frac{v_0^2}{g} \sin(2\theta_0)$   
 (destination and source at same height)

### Gravity

$F = G \frac{m_1 m_2}{r^2}$   
 $G = 6.67 \times 10^{-11} \frac{Nm^2}{kg^2}$   
 $T = 2\pi \sqrt{\frac{R^3}{GM}}$

### Work, Energy, Power

$W_F = F \cdot \Delta x \cdot \cos\theta$  (note  $\cos 180^\circ = -1$ )  
 $\Sigma W = KE_f - KE_i$   
 $KE = \frac{1}{2}mv^2$   
 $\bar{P} = \frac{W}{\Delta t} = F \cdot v$   
 $PE_{2g} = mgy_2$  if +y is upwards  
 $E = KE + PE_g$   
 $E_2 = E_1 + W_{1 \rightarrow 2, \text{all but gravity}}$  SO:  
 $KE_2 + PE_2 = KE_1 + PE_1 + W_{1 \rightarrow 2, \text{all but gravity}}$

### Momentum & Impulse

$\vec{p} = m\vec{v}$   
 $\Sigma \vec{F} \cdot \Delta t = \Delta \vec{p}$   
 $\Sigma \vec{F}_x \cdot \Delta t = m(v_{fx} - v_{ix})$   
 $\vec{p}_f = \vec{p}_i$  if  $\Sigma \vec{F} = 0$   
 $\vec{J} = \Sigma \vec{F} \cdot \Delta t$

### 1D Elastic Collisions

$v_{1f} = \frac{m_1 - m_2}{m_1 + m_2} v_{1i} + \frac{2m_2}{m_1 + m_2} v_{2i}$   
 $v_{2f} = \frac{2m_1}{m_1 + m_2} v_{1i} + \frac{m_2 - m_1}{m_1 + m_2} v_{2i}$

### Circular Motion

$|a_c| = \frac{v^2}{r}$  towards the center of the circle  
 $T = \frac{2\pi r}{v} = \frac{1}{f}$  (constant speed)  
 $L$  or  $s = r\Delta\theta$  (distance traveled  $\Delta\theta$  in radians)  
 $T = 2\pi \sqrt{\frac{R^3}{GM}}$  (orbits)