

Motion in One Dimension

$$v_{ave} = \frac{\Delta x}{t}$$

$$a_{ave} = \frac{\Delta v}{t} = \frac{v_f - v_i}{t}$$

$$x = \frac{1}{2}(v_i + v_f)t$$

$$v_f = v_i + at$$

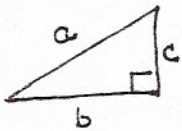
$$x = \frac{1}{2}at^2 + v_i t$$

$$2ax = v_f^2 - v_i^2$$

$$v(t) = \frac{dx}{dt}$$

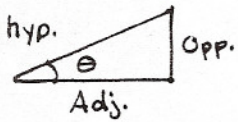
$$a(t) = \frac{dv}{dt}$$

2-Dimensional Motion and Vectors



Pythagorean Theorem

$$a^2 = b^2 + c^2$$



$$\tan \theta = \frac{\text{opp}}{\text{adj}}$$

$$\sin \theta = \frac{\text{opp}}{\text{hyp}}$$

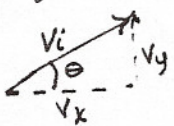
$$\cos \theta = \frac{\text{adj}}{\text{hyp}}$$

$$R = \frac{v_0^2 \sin 2\theta}{g}$$

vertical motion $y = \frac{1}{2}gt^2 + v_y t$, usually $v_y = 0$

horizontal motion $x = v_x t$

for projectiles:



$$x = v_i (\cos \theta) t$$

$$y = v_i (\sin \theta) t + \frac{1}{2}gt^2$$

$$g = \frac{v_{yf} - v_i (\sin \theta)}{t}$$

$$2gy = v_{yf}^2 - v_{yi}^2$$

Forces and the Laws of Motion

$$F = ma$$

$$W = mg$$

$$F_N = W$$

$$F_A = F_S$$

$$\mu_s = \frac{F_S}{F_N}$$

Work and Energy

$$W = fd$$

$$KE = \frac{1}{2}mv^2$$

$$PE = mgh$$

$$PE_{elastic} = \frac{1}{2}kx^2$$

$$ME_i = ME_f = PE_i + KE_i = PE_f + KE_f$$

$$P = \frac{W}{t}$$

$$W = \int_{x_i}^{x_f} F(x) dx$$

m/s	v_{ave} = average velocity
m/s ²	a_{ave} = average acceleration
m	x = displacement
m/s	v_f = final velocity
m/s	v_i = initial velocity
s	t = time
m	y = vertical displacement
m/s ²	g = gravity = 9.8 m/s ²
N = kg·m/s ²	F = force
N	W = weight
N	F_N = normal force
N	F_S = static friction force
-	μ_s = coefficient of static friction
N	F_A = applied force
J = kg·m ² /s ²	W = work
J	KE = kinetic energy
J	PE = potential energy
N/m	k = spring constant
J	ME = mechanical energy
W	P = power
kg·m/s	p = momentum
rad/s	ω = angular velocity
rad/s ²	α = angular acceleration
m	r = radius
m/s	v_t = tangential velocity
m/s ²	a_c = centripetal acceleration
N	F_c = centripetal force
$\frac{N \cdot m^2}{kg^2}$	G = gravitational constant = $6.673 \times 10^{-11} \frac{N \cdot m^2}{kg^2}$
N	F_g = gravitational force
J	E = energy
J·s	h = Planck's constant = $6.63 \times 10^{-34} J \cdot s$
Hz = 1/s	f = frequency
J	hf_t = work function
Hz = 1/s	f_t = threshold frequency
m/s ²	c = speed of light = 3×10^8 m/s
m	λ = wavelength
	N = # of neutrons
	Z = # of protons
	A = Atomic mass #

Momentum and Collisions

$$p = mv$$

$$F = \frac{\Delta p}{t} = \frac{mv_f - mv_i}{t}$$

conservation of momentum / elastic collision:

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

inelastic collision:

$$m_1 v_{1i} + m_2 v_{2i} = (m_1 + m_2) v_f$$

Rotational Motion

$$\omega = \frac{\Delta \theta}{t}$$

$$\alpha = \frac{\omega_2 - \omega_1}{t}$$

$$v_t = r\omega$$

$$a_c = \frac{v_t^2}{r} = r\omega^2$$

$$F_c = \frac{mv_t^2}{r} = mr\omega^2$$

$$F_g = G \frac{m_1 m_2}{r^2}$$

Atomic Physics

$$E = hf$$

$$KE_{max} = hf - hf_t$$

$$\lambda = \frac{h}{p} = \frac{h}{mv}$$

$$E = mc^2$$

$$c = \lambda f$$

Subatomic Physics

$$A = Z + N$$

$$E_{bind} = \Delta mc^2$$

$$\Delta m = Z(\text{atomic mass of H}) + Nm_n - \text{atomic mass}$$

$$T_{1/2} = \frac{0.693}{\lambda}$$

$$\text{activity} = \lambda N$$

$$1 \text{ eV} = 1.6 \times 10^{-19} \text{ J}$$

$$\text{Earth: } m_E = 5.98 \times 10^{24} \text{ kg}$$

$$r_E = 6.37 \times 10^6 \text{ m}$$

$$\text{Mars: } m_M = 6.34 \times 10^{23} \text{ kg}$$

$$r_M = 3.34 \times 10^6 \text{ m}$$

$$\text{pluto: } m_P = 5 \times 10^{23} \text{ kg}$$

$$r_P = 4 \times 10^5 \text{ m}$$

$$\text{proton} = \frac{\text{kg}}{1.67 \times 10^{-27}} = \frac{\mu}{1.00727}$$

$$\text{neutron} = \frac{\text{kg}}{1.675 \times 10^{-27}} = \frac{\mu}{1.00866}$$

$$\text{electron} = \frac{\text{kg}}{9.109 \times 10^{-31}} = \frac{\mu}{0.00054}$$

$$1 \mu = 931.5 \text{ MeV}$$

$$\alpha = {}^4_2\text{He} \quad \text{alpha}$$

$$\beta^- = {}^0_{-1}\text{e} \quad \text{Beta}$$

$$\beta^+ = {}^0_1\text{e} \quad \text{+Beta}$$

$$\gamma = \text{photon} \quad \text{gamma}$$

$$\text{neutron} = {}^1_0\text{n}$$

$$1 \text{ Ci} = 3.7 \times 10^{10} \text{ } \frac{1}{\text{s}}$$

μ : μ = unified mass unit

μ : m_n = mass of a neutron
= 1.008665 μ

s : $T_{1/2}$ = half life

λ = decay constant

N = # of nuclei