

OpenStax University Physics Volume 1/Formulas

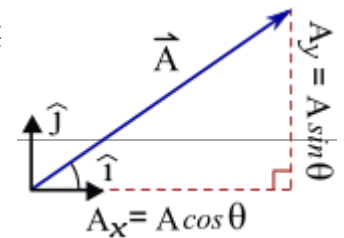
Introduction:

metric prefixes

da	h	k	M	G	T	P	E	Z	Y
deca	hecto	kilo	mega	giga	tera	peta	exa	zetta	yotta
1E+01	1E+02	1E+03	1E+06	1E+09	1E+12	1E+15	1E+18	1E+21	1E+24
d	c	m	μ	n	p	f	a	z	y
deci	centi	milli	micro	nano	pico	femto	atto	zepto	yocto
1E-01	1E-02	1E-03	1E-06	1E-09	1E-12	1E-15	1E-18	1E-21	1E-24

1. Units and Measurement: The base SI units are mass: kg (kilogram); length: m (meter); time: s (second).
 [1] Percent error is $(\delta A/A) \times 100\%$

2. Vectors: Vector $\vec{A} = A_x \hat{i} + A_y \hat{j} + A_z \hat{k}$ involves components (A_x, A_y, A_z) and [2] unit vectors. [3] □ If $\vec{A} + \vec{B} = \vec{C}$, then $A_x + B_x = C_x$, etc, and vector subtraction is defined by $\vec{B} = \vec{C} - \vec{A}$.



□ The two-dimensional displacement from the origin is $\vec{r} = x\hat{i} + y\hat{j}$. The magnitude is $A \equiv |\vec{A}| = \sqrt{A_x^2 + A_y^2}$. The angle (phase) is $\theta = \tan^{-1}(y/x)$. □ Scalar multiplication

$\alpha\vec{A} = \alpha A_x \hat{i} + \alpha A_y \hat{j} + \dots$ □ Any vector divided by its magnitude is a unit vector and has unit magnitude: $|\hat{V}| = 1$ where $\hat{V} \equiv \vec{V}/V$ □ Dot product $\vec{A} \cdot \vec{B} = AB \cos \theta = A_x B_x + A_y B_y + \dots$ and $\vec{A} \cdot \vec{A} = A^2$ □ Cross product $\vec{A} = \vec{B} \times \vec{C} \Rightarrow A_\alpha = B_\beta C_\gamma - C_\gamma B_\beta$ where (α, β, γ) is any cyclic permutation of (x, y, z) , i.e., (α, β, γ) represents either (x, y, z) or (y, z, x) or (z, x, y) . □ Cross-product magnitudes obey $A = BC \sin \theta$ where θ is the angle between \vec{B} and \vec{C} , and $\vec{A} \perp \{\vec{B}, \vec{C}\}$ by the right hand rule. □ Vector identities $c(\vec{A} + \vec{B}) = c\vec{A} + c\vec{B}$ □ $\vec{A} + \vec{B} = \vec{B} + \vec{A}$ □ $\vec{A} + (\vec{B} + \vec{C}) = (\vec{A} + \vec{B}) + \vec{C}$ □ $\vec{A} \cdot \vec{B} = \vec{B} \cdot \vec{A}$ □ $\vec{A} \times \vec{B} = -\vec{B} \times \vec{A}$ □ $(\vec{A} + \vec{B}) \cdot \vec{C} = \vec{A} \cdot \vec{C} + \vec{B} \cdot \vec{C}$ [4]

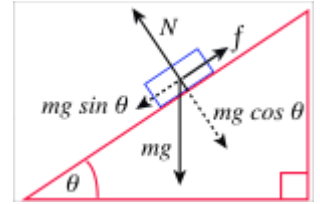
3. Motion Along a Straight Line: [5] □ Average velocity $\bar{v} = \Delta x / \Delta t \rightarrow v = dx/dt$ (instantaneous velocity)
 □ Acceleration $\bar{a} = \Delta v / \Delta t \rightarrow a = dv/dt$. □ WLOG set $\Delta t = t$ and $\Delta x = x - x_0$ if $t_i = 0$. Then $\Delta v = v - v_0$, and
 $v(t) = \int_0^t a(t') dt' + v_0$, $x(t) = \int_0^t v(t') dt' + x_0 = x_0 + \bar{v}t$ [6] □ At constant acceleration:
 $\bar{v} = \frac{v_0 + v}{2}$, $v = v_0 + at$, $x = x_0 + v_0 t + \frac{1}{2} at^2$, $v^2 = v_0^2 + 2a\Delta x$. □ For free fall, replace $x \rightarrow y$ (positive up) and $a \rightarrow -g$, where $g = 9.81 \text{ m/s}^2$ at Earth's surface).

4. Motion in Two and Three Dimensions: Instantaneous velocity:
 $\vec{v}(t) = v_x(t)\hat{i} + v_y(t)\hat{j} + v_z(t)\hat{k} = \frac{dx}{dt}\hat{i} + \frac{dy}{dt}\hat{j} + \frac{dz}{dt}\hat{k}$ □ $\vec{v}(t) = \lim_{\Delta t \rightarrow 0} \frac{\Delta \vec{r}}{\Delta t} = \lim_{\Delta t \rightarrow 0} \frac{\vec{r}(t+\Delta t) - \vec{r}(t)}{\Delta t}$, where
 $\vec{r}(t) = x(t)\hat{i} + y(t)\hat{j} + z(t)\hat{k}$ □ Acceleration $\vec{a} = a_x\hat{i} + a_y\hat{j} + a_z\hat{k}$, where $a_x(t) = dv_x/dt = d^2x/dt^2$. [7] □ Uniform

circular motion: position $\vec{r}(t)$, velocity $\vec{v}(t) = d\vec{r}(t)/dt$, and acceleration $\vec{a}(t) = d\vec{v}(t)/dt$: $\vec{r} = A \cos \omega t \hat{i} + A \sin \omega t \hat{j}$, $\vec{v} = -A\omega \sin \omega t \hat{i} + A\omega \cos \omega t \hat{j}$, $\vec{a} = -A\omega^2 \cos \omega t \hat{i} - A\omega^2 \sin \omega t \hat{j}$. Note that if $A = r$ then $|\vec{a}| = a_C = \omega^2 r = v^2/r$ where $v \equiv |\vec{v}| = \omega r$. [8] □ Relative motion: [9] $\vec{v}_{PS} = \vec{v}_{PS'} + \vec{v}_{S'S}$, [10]

5. Newton's Laws of Motion: [11] $m\vec{a} = d\vec{p}/dt = \sum \vec{F}_j$, where $\vec{p} = m\vec{v}$ is momentum, [12] $\sum \vec{F}_j$ is the sum of all forces This sum needs only include external forces [13] $\vec{F}_{AB} = -\vec{F}_{BA}$. [14]

□ Weight = $\vec{w} = m\vec{g}$. □ normal force [15] $|\vec{N}| = N = mg \cos \theta$ [16] □ [17] $F = -kx$ where k is the spring constant.



6. Applications of Newton's Laws: $f_s \leq \mu_s N$ and $f_k = \mu_k N$: f = friction, $\mu_{s,k}$ = coefficient of (static, kinetic) friction, N = normal force. □ Centripetal force $F_c = mv^2/r = mr\omega^2$ for uniform circular motion. Angular velocity ω is measured in radians per second. [18] □ Drag equation $F_D = \frac{1}{2} C \rho A v^2$ where C = Drag coefficient, ρ = mass density, A = area, v = speed. Holds approximately for large Reynold's number [19]

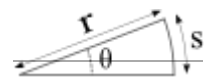
7. Work and Kinetic Energy: Infinitesimal work [20] $dW = \vec{F} \cdot d\vec{r} = |\vec{F}| |d\vec{r}| \cos \theta$ leads to the path integral $W_{AB} = \int_A^B \vec{F} \cdot d\vec{r}$ □ Work done from A→B by friction $-f_k |\ell_{AB}|$, gravity $-mg(y_B - y_A)$, and spring $-\frac{1}{2}k(x_B^2 - x_A^2)$ □ Work-energy theorem: [21] $W_{net} = K_B - K_A$ where kinetic energy $= K = \frac{1}{2}mv^2 = \frac{p^2}{2m}$. □ Power $= P = dW/dt = \vec{F} \cdot \vec{v}$.

8. Potential Energy and Conservation of Energy: Potential Energy: $\Delta U_{AB} = U_B - U_A = -W_{AB}$; PE at \vec{r} WRT \vec{r}_0 is $\Delta U = U(\vec{r}) - U(\vec{r}_0)$ $U = mgy + C$ (gravitational PE Earth's surface. $U = \frac{1}{2}kx^2 + C$ (ideal spring) □ Conservative force: $\oint \vec{F}_{cons} \cdot d\vec{r} = 0$. In 2D, $\vec{F}(x, y)$ is conservative if and only if $\vec{F} = -(\partial U/\partial x) \hat{i} - (\partial U/\partial y) \hat{j} \iff \partial F_x/\partial y = \partial F_y/\partial x$ □ Mechanical energy is conserved if no non-conservative forces are present: $0 = W_{nc,AB} = \Delta(K + U)_{AB} = \Delta E_{AB}$

9. Linear Momentum and Collisions: $\vec{F}(t) = d\vec{p}/dt$, where $\vec{p} = m\vec{v}$ is momentum. □ Impulse-momentum theorem $\vec{J} = F_{ave} \Delta t = \int_{t_i}^{t_f} \vec{F} dt = \Delta \vec{p}$. □ For 2 particles in 2D If $\vec{F}_{ext} = 0$ then $\sum_{j=1}^N \vec{p}_j = 0 \Rightarrow p_{f,\alpha} = p_{1,i,\alpha} + p_{2,i,\alpha}$ where $(\alpha, \beta) = (x, y)$ □ Center of mass: $\vec{r}_{CM} = \frac{1}{M} \sum_{j=1}^N m_j \vec{r}_j \rightarrow \frac{1}{M} \int \vec{r} dm$, $\vec{v}_{CM} = \frac{d}{dt} \vec{r}_{CM}$, and $\vec{p}_{CM} = \sum_{j=1}^N m_j \vec{v}_j = M \vec{v}_{CM}$. □ $\vec{F} = \frac{d}{dt} \vec{p}_{CM} = M \vec{a}_{CM} = \sum_{j=1}^N m_j \vec{a}_j$ [22]

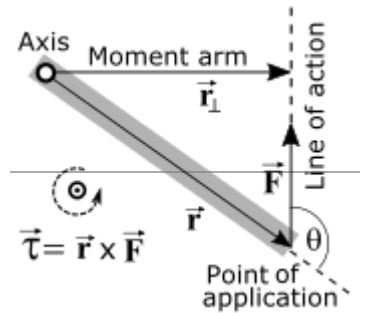
10. Fixed-Axis Rotation:

$\theta = s/r$ is angle in radians, $\omega = d\theta/dt$ is angular velocity; □ $v_t = \omega r = ds/dt$ is tangential speed. Angular acceleration is $\alpha = d\omega/dt = d^2\theta/dt^2$. $a_t = \alpha r = d^2s/dt^2$ is the tangential acceleration. □ Constant angular acceleration $\bar{\omega} = \frac{1}{2}(\omega_0 + \omega_f)$ is average angular velocity. □ $\theta_f = \theta_0 + \bar{\omega}t = \theta_0 + \omega_0 t + \frac{1}{2}\alpha t^2$. □ $\omega_f = \omega_0 + \alpha t$. $\omega_f^2 = \omega_0^2 + 2\alpha\Delta\theta$. □ Total acceleration is centripetal plus tangential: $\vec{a} = \vec{a}_c + \vec{a}_t$. □ Rotational kinetic energy is $K = \frac{1}{2}I\omega^2$, where $I = \sum_j m_j r_j^2 \rightarrow \int r^2 dm$ is the Moment of inertia. □ parallel axis theorem



$I_{parallel-axis} = I_{center\ of\ mass} + md^2$ □ Restricting ourselves to fixed axis rotation, r is the distance from a fixed axis; the sum of torques, $\vec{\tau} = \vec{r} \times \vec{F}$ requires only one component, summed as $\tau_{net} = \sum \tau_j = \sum r_{\perp j} F_j = I\alpha$. □ Work done by a torque is $dW = \left(\sum \tau_j\right) d\theta$. The Work-energy theorem is

$$K_B - K_A = W_{AB} = \int_{\theta_A}^{\theta_B} \left(\sum_j \tau_j\right) d\theta. \quad \square \text{ Rotational power} = P = \tau\omega.$$



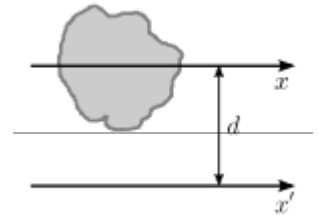
11. Angular Momentum: Center of mass (rolling without slip) $d_{CM} = r\theta$,

$v_{CM} = r\omega$, $a_{MC} = R\alpha = \frac{mg \sin \theta /}{m + (I_{cm}/r^2)}$ □ Total angular momentum and net torque:

$d\vec{L}/dt = \sum \vec{\tau} = \vec{l}_1 + \vec{l}_2 + \dots$; $\vec{l} = \vec{r} \times \vec{p}$ for a single particle. $L_{total} = I\omega$. □ Precession of a top $\omega_P = mgr/(I\omega)$.

12. Static Equilibrium and Elasticity: Equilibrium $\sum \vec{F}_j = 0 = \sum \vec{\tau}_j$. Stress = elastic modulus \cdot strain (analogous to $Force = k \cdot \Delta x$) □

(Young's, Bulk, Shear) modulus: $\left(\frac{F_{\perp}}{A} = Y \cdot \frac{\Delta L}{L_0}, \Delta p = B \cdot \frac{-\Delta V}{V_0}, \frac{F_{\parallel}}{A} = S \cdot \frac{\Delta x}{L_0}\right)$



13. Gravitation: Newton's law of gravity $\vec{F}_{12} = G \frac{m_1 m_2}{r^2} \hat{r}_{12}$ □ Earth's gravity $g = G \frac{M_E}{r^2}$ □ Gravitational PE beyond

Earth $U = -G \frac{M_E m}{r}$ □ Energy conservation $\frac{1}{2} m v_1^2 - G \frac{Mm}{r_1} = \frac{1}{2} m v_2^2 - G \frac{Mm}{r_2}$ □ Escape velocity $v_{esc} = \sqrt{\frac{2GM_E}{r}}$

□ Orbital speed $v_{orbit} = \sqrt{\frac{GM_E}{r}}$ □ Orbital period $T = 2\pi \sqrt{\frac{r^3}{GM_E}}$ □ Energy in circular orbit $E = K + U = -\frac{GmM_E}{2r}$

□ Conic section $\frac{a}{r} = 1 + e \cos \theta$ □ Kepler's third law $T^2 = \frac{4\pi^2}{GM} a^3$ □ Schwarzschild radius $R_S = \frac{2GM}{c^2}$

14. Fluid Mechanics: Mass density $\rho = m/V$ □ Pressure $P = F/A$ □ Pressure vs depth/height (constant density)

$p = p_0 + \rho gh \Leftrightarrow dp/dy = -\rho g$ □ Absolute vs gauge pressure $p_{abs} = p_g + p_{atm}$ □ Pascal's principle: F/A depends

only on depth, not on orientation of A . □ Volume flow rate $Q = dV/dt$ □ Continuity equation $\rho_1 A_1 v_1 = \rho_2 A_2 v_2$
 $\Rightarrow A_1 v_1 = A_2 v_2$ if $\rho = const.$

15. Oscillations: Frequency f , period T and angular frequency ω : $fT = 1$, $\omega T = 2\pi$ □ Simple harmonic motion

$x(t) = A \cos(\omega t + \phi)$, $v(t) = -A\omega \sin(\omega t + \phi)$, $a(t) = -A\omega^2 \cos(\omega t + \phi)$ also models the x-component of uniform

circular motion. □ For (A, ω) positive: $x_{max} = A$, $v_{max} = A\omega$, $a_{max} = A\omega^2$ □ Mass-spring

$\omega = 2\pi/T = 2\pi f = \sqrt{k/m}$; □ Energy $E_{Tot} = \frac{1}{2} kx^2 + \frac{1}{2} mv^2 = \frac{1}{2} kA^2 \Rightarrow v = \pm \sqrt{\frac{k}{m} (A^2 - x^2)}$ □ Simple pendulum

$\omega \approx \sqrt{g/L}$ □ Physical pendulum $\tau = -MgL \sin \theta \approx -MgL\theta \Rightarrow \omega = \sqrt{mgL/I}$ and L measures from pivot to CM.

□ Torsional pendulum $\tau = -\kappa\theta \Rightarrow \omega = \sqrt{I/\kappa}$ □ Damped harmonic oscillator $m \frac{d^2x}{dt^2} = -kx - b \frac{dx}{dt}$

$\Rightarrow x = A_0 e^{\frac{b}{2m}t} \cos(\omega t + \phi)$ where $\omega = \sqrt{\omega_0^2 - \left(\frac{b}{2m}\right)^2}$ and $\omega_0 = \sqrt{\frac{k}{m}}$. □ ^[23] Forced harmonic oscillator (MIT

wiki!)] $m \frac{d^2x}{dt^2} = -kx - b \frac{dx}{dt} + F_0 \sin \omega t \Rightarrow x = A e^{\frac{b}{2m}t} \cos(\omega t + \phi)$ where $A = \frac{F_0}{\sqrt{m^2(\omega - \omega_0)^2 + b^2\omega^2}}$.

16. Waves: ^[24] Wave speed] (phase velocity) $v = \lambda/T = \lambda f = \omega/k$ where $k = 2\pi/\lambda$ is wavenumber. □ Wave and

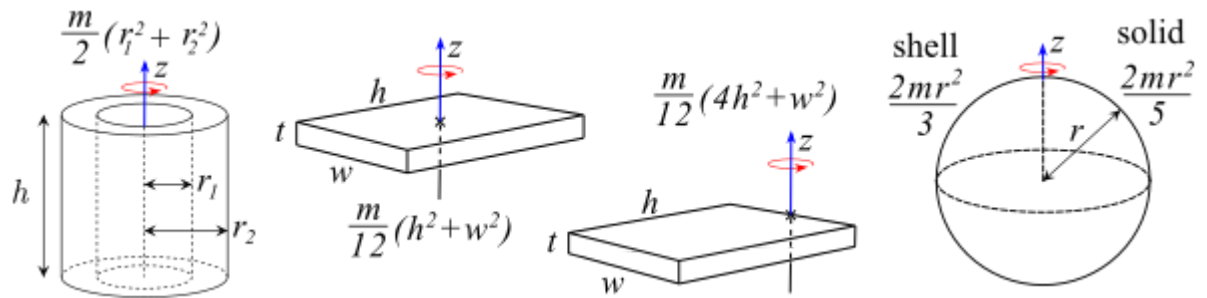
pulse speed of a stretched string = $\sqrt{F_T/\mu}$ where F_T is tension and μ is linear mass density. □ Speed of a compression

wave in a fluid $v = \sqrt{B/\rho}$. □ Periodic travelling wave $y(x, t) = A \sin(kx \mp \omega t)$ travels in the positive/negative

direction. The phase is $kx \mp \omega t$ and the amplitude is A . □ The resultant of two waves with identical amplitude and

frequency $y_R(x, t) = \left[2A \cos\left(\frac{\phi}{2}\right) \right] \sin\left(kx - \omega t + \frac{\phi}{2}\right)$ where ϕ is the phase shift. \square This wave equation $\partial^2 y / \partial t^2 = v_w^2 \partial^2 y / \partial x^2$ is linear in $y = y(x, t)$ \square Power in a transverse stretched string wave $P_{ave} = \frac{1}{2} \mu A^2 \omega^2 v$. \square Intensity of a plane wave $I = P/A \Rightarrow \frac{P}{4\pi r^2}$ in a spherical wave. \square Standing wave $y(x, t) = A \sin(kx) \cos(\omega t + \phi)$ For symmetric boundary conditions $\lambda_n = 2\pi/k_n = \frac{2}{\pi} L$ $n = 1, 2, 3, \dots$, or equivalently $f = n f_1$ where $f_1 = \frac{v}{2L}$ is the fundamental frequency.

17. Sound: Pressure and displacement fluctuations in a sound wave $P = \Delta P_{max} \sin(kx \mp \omega t + \phi)$ and $s = s_{max} \cos(kx \mp \omega t + \phi)$ \square Speed of sound in a fluid $v = f\lambda = \sqrt{\beta/\rho}$, \square in a solid $\sqrt{Y/\rho}$, \square in an ideal gas $\sqrt{\gamma RT/M}$, \square in air $331 \frac{m}{s} \sqrt{\frac{T_K}{273 K}} = 331 \frac{m}{s} \sqrt{1 + \frac{T_C}{273^\circ C}}$ \square Decreasing intensity spherical wave $I_2 = I_1 \left(\frac{r_1}{r_2}\right)^2$ \square Sound intensity $I = \frac{\langle P \rangle}{A} = \frac{(\Delta P_{max})^2}{2\rho v}$ \square ...level $10 \log_{10} I/I_0$ \square Resonance tube One end closed: $\lambda_n = \frac{4}{n} L$, $f_n = n \frac{v}{4L}$, $n = 1, 3, 5, \dots$ \square Both ends open: $\lambda_n = \frac{2}{n} L$, $f_n = n \frac{v}{2L}$, $n = 1, 2, 3, \dots$ \square Beat frequency $f_{beat} = |f_2 - f_1|$ \square (nonrelativistic) Doppler effect $f_o = f_s \frac{v \pm v_o}{v \mp v_s}$ where v is the speed of sound, v_s is the velocity of the source, and v_o is the velocity of the observer. \square Angle of shock wave $\sin \theta = v/v_s = 1/M$ where v is the speed of sound, v_s is the speed of the source, and M is the Mach number.



$I = \int r^2 dm$ for a hoop, disk, cylinder, box, plate, rod, and spherical shell or solid can be found from this figure.

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