NJIT Physics 111 Formula Sheet

Chapter 1:Vectors and Mathematics Formulas

Vector magnitude: $|\vec{A}| = \sqrt{A_x^2 + A_y^2}$ or $\sqrt{A_x^2 + A_y^2 + A_z^2}$

Vector direction: $\tan\theta = \frac{A_y}{A_x}$

Dot Product: $\vec{A} \cdot \vec{B} = A_x B_x + A_y B_y + A_z B_z = |\vec{A}||\vec{B}|\cos\theta$

Cross Product: $\hat{i} \times \hat{j} = \hat{k} \quad \hat{j} \times \hat{k} = \hat{i} \quad \hat{k} \times \hat{i} = \hat{j}$

$\hat{i} \times \hat{i} = \hat{j} \times \hat{j} = \hat{k} \times \hat{k} = 0$

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

$|\vec{A} \times \vec{B}| = |\vec{A}||\vec{B}|\sin\theta$

Quadratic formula: $ax^2 + bx + c = 0$, $x = \left(-b \pm \sqrt{b^2 - 4ac}\right)/(2a)$

Derivatives, Integrals: $\frac{d}{dt} t^n = n t^{n-1}$ and $\int t^n\, dt = \frac{1}{n+1} t^{n+1}$

Circumference: $C = 2\pi r$

Sphere area, volume: $A = 4\pi r^2$, $V = \frac{4}{3}\pi r^3$

Chapter 2: One-Dimensional Motion

Displacement: $\Delta x = x_f - x_0$

Constant velocity: $x_f = x_0 + vt$ or $\Delta x = vt$

Kinematics: $v_f = v_0 + at$

$\Delta x = v_0 t + \frac{1}{2} a t^2$

$v_f^2 = v_0^2 + 2a\Delta x$

$v_f + v_0 = 2\Delta x / t$

$\Delta x = v_f t - \frac{1}{2} a t^2$

Velocity: $v_{\text{avg}} = (x_f - x_0)/(t_f - t_0)$, $v(t) = dx/dt$

Acceleration: $a_{\text{avg}} = (v_f - v_0)/(t_f - t_0)$, $a(t) = dv/dt$

Acceleration due to gravity: $g = 9.8\ \text{m/s}^2$

Chapter 3: Two- and Three-Dimensional Motion

Position vector: $\vec{r} = x\hat{i} + y\hat{j} + z\hat{k}$

Average velocity $\vec{v}_{\text{avg}} = (\vec{r}_f - \vec{r}_0)/(t_f - t_0)$

Instantaneous velocity: $\vec{v}(t) = d\vec{r}/dt$

Average acceleration: $\vec{a}_{\text{avg}} = (\vec{v}_f - \vec{v}_0)/(t_f - t_0)$

Instantaneous acceleration: $\vec{a}(t) = d\vec{v}/dt$

Projectile range: $R = v^2 \sin(2\theta)/g$

Radial acceleration: $a_{\text{rad}} = v^2/r = 4\pi^2 r/T^2$

Chapter 4: Newton's Laws of Motion

First Law: $\vec{F}_{\text{net}} = 0 \longleftrightarrow \vec{v} = \text{constant}$

Second Law: $\vec{F}_{\text{net}} = m\vec{a}$

Third Law: $\vec{F}_{12} = -\vec{F}_{21}$

Chapter 5: Applying Newton's Laws

Kinetic and static friction: $f_k = \mu_k F_N$ and $f_s \leq \mu_s F_N$

Normal force: $F_N = mg$ on horizontal surface,

$F_N = mg\cos\theta$ on incline

Chapter 6: Work and Kinetic Energy

Work done by a constant force: $W = \vec{F} \cdot \vec{s} = Fs\cos\theta$

Kinetic energy: $K = \frac{1}{2} m v^2$

Work-energy theorem: $W_{\text{tot}} = K_2 - K_1 = \Delta K$

Work by a non-constant force: $W_{a \to b} = \int_a^b \vec{F} \cdot d\vec{r}$

Power: $P = \Delta W/\Delta t$ or dW/dt

$P = \vec{F} \cdot \vec{v}$

Chapter 7: Potential Energy and Energy Conservation

Hooke's Law: $F_x = -k(x_f - x_0)$

Work done by a spring: $W = \frac{1}{2} k (x_0^2 - x_f^2)$

Work done by gravity: $W = -mg\Delta y$

Gravitational potential energy: $U_g = mgh$

Elastic potential energy: $U_E = \frac{1}{2} k x^2$

Conservation: $(K + U_g + U_E)_0 + W_{\text{other}} = (K + U_g + U_E)_f$

Force and Potential Energy: $F_x = -dU(x)/dx$

Chapter 8: Momentum, Impulse, and Collisions

Momentum: $\vec{p} = m\vec{v}$

Force and momentum: $\vec{F} = \Delta\vec{p}/\Delta t$ or $d\vec{p}/dt$

Impulse: $\vec{J} = \Delta\vec{p} = m\Delta\vec{v} = \vec{F}_{\text{avg}}\Delta t$

$\vec{J} = \int_{t_1}^{t_2} \vec{F}(t)\, dt$

Conservation: $m_A \vec{v}_A + m_B \vec{v}_B + \ldots = m_A \vec{v}_A{}' + m_B \vec{v}_B{}' + \ldots$

($\vec{v}_A{}'$, $\vec{v}_B{}'$ are post-collision velocities)

Completely inelastic collision: $m_A \vec{v}_A + m_B \vec{v}_B = (m_A + m_B)\vec{v}_f$

1-D Elastic collisions: $v_A + v_A' = v_B + v_B'$

Center of mass: $\vec{r}_{\text{CM}} = (m_1 \vec{r}_1 + m_2 \vec{r}_2 + \ldots)/(m_1 + m_2 + \ldots)$

Chapter 9: Rotation of Rigid Bodies

Angular displacement: $\Delta\theta = \theta_f - \theta_0$

Constant velocity: $\theta_f = \theta_0 + \omega t$ or $\Delta\theta = \omega t$

Kinematics: $\omega_f = \omega_0 + \alpha t$

$\Delta\theta = \omega_0 t + \frac{1}{2}\alpha t^2$

$\omega_f^2 = \omega_0^2 + 2\alpha\Delta\theta$

$\omega_f + \omega_0 = 2\Delta\theta/t$

Velocity: $\omega_{\text{avg}} = (\theta_f - \theta_0)/(t_f - t_0)$, $\omega(t) = d\theta/dt$

Acceleration: $\alpha_{\text{avg}} = (\omega_f - \omega_0)/(t_f - t_0)$, $\alpha(t) = d\omega/dt$

Angular $\to$ tangential: $\Delta s = r\Delta\theta$, $v_{\text{tan}} = r\omega$, $a_{\text{tan}} = r\alpha$

Radial acceleration: $a_{\text{rad}} = r\omega^2$

Rotational kinetic energy: $K_{\text{rot}} = \frac{1}{2} I \omega^2$

CM Moment of Inertia: Point mass, mr^2. Disk, $\frac{1}{2} mR^2$. Ring, mR^2.

Spherical shell, $\frac{2}{3} mR^2$. Sphere, $\frac{2}{5} mR^2$.

Rod (about center), $\frac{1}{12} mL^2$

Parallel axis theorem: $I = I_{\text{CM}} + md^2$