

## Mechanics - Basic Physical Concepts

**Math:** Circle:  $2\pi r$ ,  $\pi r^2$ ; Sphere:  $4\pi r^2$ ,  $(4/3)\pi r^3$   
**Quadratic Eq.:**  $ax^2 + bx + c = 0$ ,  $x = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$

**Cartesian and polar coordinates:**

$$x = r \cos \theta, \quad y = r \sin \theta, \quad r^2 = x^2 + y^2, \quad \tan \theta = \frac{y}{x}$$

**Trigonometry:**  $\cos \alpha \cos \beta + \sin \alpha \sin \beta = \cos(\alpha - \beta)$

$$\sin \alpha + \sin \beta = 2 \sin \frac{\alpha + \beta}{2} \cos \frac{\alpha - \beta}{2}$$

$$\cos \alpha + \cos \beta = 2 \cos \frac{\alpha + \beta}{2} \cos \frac{\alpha - \beta}{2}$$

$$\sin 2\theta = 2 \sin \theta \cos \theta, \quad \cos 2\theta = \cos^2 \theta - \sin^2 \theta$$

$$1 - \cos \theta = 2 \sin^2 \frac{\theta}{2}, \quad 1 + \cos \theta = 2 \cos^2 \frac{\theta}{2}$$

**Vector algebra:**  $\vec{A} = (A_x, A_y) = A_x \hat{i} + A_y \hat{j}$

**Resultant:**  $\vec{R} = \vec{A} + \vec{B} = (A_x + B_x, A_y + B_y)$

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

**Cross product:**  $\hat{i} \times \hat{j} = \hat{k}$ ,  $\hat{j} \times \hat{k} = \hat{i}$ ,  $\hat{k} \times \hat{i} = \hat{j}$

$$\vec{C} = \vec{A} \times \vec{B} = \begin{vmatrix} \hat{i} & \hat{j} & \hat{k} \\ A_x & A_y & A_z \\ B_x & B_y & B_z \end{vmatrix}$$

$C = AB \sin \theta = A_{\perp} B = AB_{\perp}$ , use right hand rule

**Calculus:**  $\frac{d}{dx} x^n = n x^{n-1}$ ,  $\frac{d}{dx} \ln x = \frac{1}{x}$ ,

$$\frac{d}{d\theta} \sin \theta = \cos \theta, \quad \frac{d}{d\theta} \cos \theta = -\sin \theta, \quad \frac{d}{dx} \text{const} = 0$$

### Measurements

**Dimensional analysis:** e.g.,

$$F = ma \rightarrow [M][L][T]^{-2}, \quad \text{or } F = m \frac{v^2}{r} \rightarrow [M][L][T]^{-2}$$

**Summation:**  $\sum_{i=1}^N (a x_i + b) = a \sum_{i=1}^N x_i + b N$

### Motion

**One dimensional motion:**  $v = \frac{ds}{dt}$ ,  $a = \frac{dv}{dt}$

**Average values:**  $\bar{v} = \frac{s_f - s_i}{t_f - t_i}$ ,  $\bar{a} = \frac{v_f - v_i}{t_f - t_i}$

**One dimensional motion (constant acceleration):**

$$v(t): v = v_0 + at$$

$$s(t): s = \bar{v}t = v_0 t + \frac{1}{2} at^2, \quad \bar{v} = \frac{v_0 + v}{2}$$

$$v(s): v^2 = v_0^2 + 2as$$

**Nonuniform acceleration:**  $x = x_0 + v_0 t + \frac{1}{2} at^2 + \frac{1}{6} j t^3 + \frac{1}{24} s t^4 + \frac{1}{120} k t^5 + \frac{1}{720} p t^6 + \dots$  (jerk, snap,...)

**Projectile motion:**  $t_{rise} = t_{fall} = \frac{t_{trip}}{2} = \frac{v_{0y}}{g}$

$$h = \frac{1}{2} g t_{fall}^2, \quad R = v_{0x} t_{trip}$$

**Circular:**  $a_c = \frac{v^2}{r}$ ,  $v = \frac{2\pi r}{T}$ ,  $f = \frac{1}{T}$  (Hertz=s<sup>-1</sup>)

**Curvilinear motion:**  $a = \sqrt{a_t^2 + a_r^2}$

**Relative velocity:**  $\vec{v} = \vec{v}' + \vec{u}$

### Law of Motion and applications

**Force:**  $\vec{F} = m \vec{a}$ ,  $F_g = mg$ ,  $\vec{F}_{12} = -\vec{F}_{21}$

**Circular motion:**  $a_c = \frac{v^2}{r}$ ,  $v = \frac{2\pi r}{T} = 2\pi r f$

**Friction:**  $F_{static} \leq \mu_s N$ ,  $F_{kinetic} = \mu_k N$

**Equilibrium (concurrent forces):**  $\sum_i \vec{F}_i = 0$

### Energy

**Work (for all F):**  $\Delta W = W_{A \rightarrow B} = W_B - W_A =$

$F_{\parallel} s = F s \cos \theta = \vec{F} \cdot \vec{s} \rightarrow \int_A^B \vec{F} \cdot d\vec{s}$  (in Joules)

**Effects due to work done:**  $F_{ext} = ma + F_c + f_{nc}$

$W_{ext}|_{A \rightarrow B} = K_B - K_A + U_B - U_A + W_{diss}|_{A \rightarrow B}$

**Kinetic energy:**  $K_B - K_A = \int_A^B m \vec{a} \cdot d\vec{s}$ ,  $K = \frac{1}{2} m v^2$

**K (conservative  $\vec{F}$ ):**  $U_B - U_A = -\int_A^B \vec{F} \cdot d\vec{s}$

$$U_{gravity} = mgy, \quad U_{spring} = \frac{1}{2} k x^2$$

**From U to  $\vec{F}$ :**  $F_x = -\frac{\partial U}{\partial x}$ ,  $F_y = -\frac{\partial U}{\partial y}$ ,  $F_z = -\frac{\partial U}{\partial z}$

$$F_{gravity} = -\frac{\partial U}{\partial y} = -mg, \quad F_{spring} = -\frac{\partial U}{\partial x} = -kx$$

**Equilibrium:**  $\frac{\partial U}{\partial x} = 0$ ,  $\frac{\partial^2 U}{\partial x^2} > 0$  stable,  $< 0$  unstable

**Power:**  $P = \frac{dW}{dt} = F v_{\parallel} = F v \cos \theta = \vec{F} \cdot \vec{v}$  (Watts)

### Collision

**Impulse:**  $\vec{I} = \Delta \vec{p} = \vec{p}_f - \vec{p}_i \rightarrow \int_{t_i}^{t_f} \vec{F} dt$

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

**Two-body:**  $x_{cm} = \frac{m_1 x_1 + m_2 x_2}{m_1 + m_2}$

$$p_{cm} \equiv M v_{cm} = p_1 + p_2 = m_1 v_1 + m_2 v_2$$

$$F_{cm} \equiv F_1 + F_2 = m_1 a_1 + m_2 a_2 = M a_{cm}$$

$$K_1 + K_2 = K_1^* + K_2^* + K_{cm}$$

**Two-body collision:**  $\vec{p}_i = \vec{p}_f = (m_1 + m_2) \vec{v}_{cm}$

$$v_i^* = v_i - v_{cm}, \quad v_i' = v_i^* + v_{cm}$$

**Elastic:**  $v_1 - v_2 = -(v_1' - v_2')$ ,

$$v_i^* = -v_i^*, \quad v_i' = 2v_{cm} - v_i$$

**Many body center of mass:**  $\vec{r}_{cm} = \frac{\sum m_i \vec{r}_i}{\sum m_i} = \frac{\int \vec{r} dm}{\int m_i}$

**Force on cm:**  $\vec{F}_{ext} = \frac{d\vec{p}}{dt} = M \vec{a}_{cm}$ ,  $\vec{p} = \sum \vec{p}_i$

### Rotation of Rigid-Body

**Kinematics:**  $\theta = \frac{s}{r}$ ,  $\omega = \frac{v}{r}$ ,  $\alpha = \frac{a_t}{r}$

**Moment of inertia:**  $I = \sum m_i r_i^2 = \int r^2 dm$

$$I_{disk} = \frac{1}{2} M R^2, \quad I_{ring} = \frac{1}{2} M (R_1^2 + R_2^2)$$

$$I_{rod} = \frac{1}{12} M \ell^2, \quad I_{rectangle} = \frac{1}{12} M (a^2 + b^2)$$

$$I_{sphere} = \frac{2}{5} M R^2, \quad I_{spherical\ shell} = \frac{2}{3} M R^2$$

$$I = M (\text{Radius of gyration})^2, \quad I = I_{cm} + M D^2$$

**Kinetic energies:**  $K_{rot} = \frac{1}{2} I \omega^2$ ,  $K = K_{rot} + K_{cm}$

**Angular momentum:**  $L = r m v = r m \omega r = I \omega$

**Torque:**  $\tau = \frac{dL}{dt} = m \frac{dv}{dt} r = F r = I \frac{d\omega}{dt} = I \alpha$

$W_{ext} = \Delta K + \Delta U + W_f$ ,  $K = K_{rot} + \frac{1}{2} m v^2$ ,  $P = \tau \omega$

### Rolling, angular momentum and torque

**Rolling:**  $K = \frac{1}{2} (I_c + M R^2) \omega^2 = \frac{1}{2} \left( \frac{I_c}{R^2} + M \right) v^2$

**Angular momentum:**  $\vec{L} = \vec{r} \times \vec{p}$ ,  $L = r_{\perp} p = I \omega$

**Torque:**  $\vec{\tau} = \frac{d\vec{L}}{dt} = \vec{r} \times \frac{d\vec{p}}{dt} = \vec{r} \times \vec{F}$ ,  $\tau = r_{\perp} F = I \alpha$

**Gyroscope:**  $\omega_p = \frac{d\phi}{dt} = \frac{1}{L} \frac{dL}{dt} = \frac{\tau}{L} = \frac{m g h}{I \omega}$

### Static equilibrium

$$\sum \vec{F}_i = 0, \quad \text{about any point } \sum \vec{\tau}_i = 0$$

**Subdivisions:**  $\vec{r}_{cm} = \frac{m_A \vec{r}_{Acm} + m_B \vec{r}_{Bcm}}{m_A + m_B}$

Elastic modulus = stress/strain

**stress:** F/A

**strain:**  $\Delta L/L$ ,  $\theta \approx \Delta x/h$ ,  $-\Delta V/V$