

# Physics Cheat Sheet

## 1 Units

SI: m, kg, s

area:  $m^2$ , volume:  $m^3$

velocity:  $m/s$ , acceleration:  $m/s^2$

### Common Conversions

1.  $3600\text{ s} = 1\text{ hour}$
2.  $5280\text{ ft} = 1\text{ mile}$
3.  $1.094\text{ yards} = 1\text{ meter}$
4.  $1.609\text{ km} = 1\text{ mile}$
5.  $2.54\text{ cm} = 1\text{ in}$
6.  $1\text{ m/s} = 2.237\text{ mi/hr}$
7.  $745.7\text{ Watts} = 1\text{ hp (HorsePower)}$
8.  $1\text{ mL} = 1\text{ cm}^3$

### Common Physical Constants

1.  $c = 2.998 \times 10^8\text{ m/s}$  (Speed of Light)
2.  $g = 9.81\text{ m/s}^2 = 32.2\text{ ft/s}^2$
3.  $g_{\text{moon}} = 1.62\text{ m/s}^2 \approx \frac{1}{6}g_{\text{earth}}$
4.  $G = 6.674 \times 10^{-11}\text{ Nm}^2/\text{kg}^2$
5.  $R_e = 6380\text{ km}$  (Earth Radius)
6.  $R_{\text{earth-moon}} = 60R_e$  (Earth-Moon Distance)
7.  $R_{\text{earth-sun}} = 150\text{ million km}$  (Earth-Sun)
8.  $\rho_{\text{air}} = 1.2041\text{ kg/m}^3 = 0.0012041\text{ g/cm}^3$
9.  $\rho_{\text{water}} = 1\text{ g/cm}^3$

## 2 Density

$$\rho = \frac{m}{V}$$

Objects less Dense than Water will rise in Water.

Objects less Dense than Air will rise in Air.

## 3 Motion: 1D

Speed must be positive, velocity can be positive or negative

$$v_{av} = \frac{\Delta x}{\Delta t}, v = \text{slope of } x \text{ vs. } t \text{ curve}$$

$$a_{av} = \frac{\Delta v}{\Delta t}, a = \text{slope of } v \text{ vs. } t \text{ curve}$$

### Constant Acceleration Processes

$$a = \text{constant}$$

$$v = v_0 + at$$

$$x = x_0 + v_0t + \frac{1}{2}at^2$$

$$v^2 = v_0^2 + 2a\Delta x \text{ (Handy Eq.)}$$

Motion with Gravity:  $a = -g$

## 4 Motion: 2D

### Constant Acceleration Processes

$$a_x = 0$$

$$a_y = -g$$

$$v_x = v_{x0}$$

$$v_y = v_{y0} - gt$$

$$x = x_0 + v_{x0}t$$

$$y = y_0 + v_{y0}t - \frac{1}{2}gt^2$$

### Handy Eq.

$$v_x^2 = v_{x0}^2$$

$$v_y^2 = v_{y0}^2 - 2g\Delta y$$

$$v^2 = v_0^2 - 2g\Delta y$$

### Vector Velocity

$$v_x = v_0 \cos(\theta)$$

$$v_y = v_0 \sin(\theta)$$

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## 5 More Motion Formulas

$$R_0 = \frac{v_0^2}{g} \sin(2\theta) \text{ [Note: } \sin(2\theta) = 2\sin(\theta)\cos(\theta)\text{]}$$

$$y_{\text{max}} = \frac{v_0^2}{2g} \sin^2(\theta)$$

$$T_{\text{flight}} = \frac{2v_0}{g} \sin(\theta)$$

$$y(x) = \tan(\theta_0)x \left(1 - \frac{x}{R_0}\right)$$

$$R = \frac{R_0}{2} \left[1 \pm \sqrt{1 - \frac{h}{y_{\text{max}}}}\right]$$

$$\theta_{\text{max range}} = \frac{\pi}{4} + \frac{gh}{2v_0^2}$$

## 6 Newton's Laws of Motion

1.  $v = \text{constant}$  if  $F_{\text{net}} = 0$
2.  $F_{\text{net}} = ma$
3. Action = Reaction,  $F_{12} = -F_{21}$
4.  $F = -G \frac{m_1 m_2}{R^2}$

## 7 Forces

$$F_{\text{grav}} = -G \frac{Mm}{R^2}. \text{ Near Earth } F_{\text{grav}} = mg.$$

$$F_{\text{fric}} = \mu N$$

$$F_{\text{spring}} = -kx$$

$$F_{\text{buoy}} = \rho V g$$

$$F_{\text{drag}} = \frac{1}{2} C_D \rho A v^2$$

$$v_T = \sqrt{\frac{2mg}{C_D \rho A}}$$

$$v_T \left(\frac{\text{mi}}{\text{hr}}\right) = 0.45566 \sqrt{\frac{m(\text{grams})}{D(\text{in mm})}} \text{ (spherical objects)}$$

## 8 Energy

units: Joules ( $N \cdot m$ )

Energy is neither created nor destroyed

$$\underbrace{\frac{1}{2}mv^2}_{KE} + \underbrace{mgh}_{PE} = \underbrace{\frac{1}{2}mv_0^2}_{KE_0} + \underbrace{mgh_0}_{PE_0}$$

### Types of Energy

1. Mechanical Energy
2. Thermal Energy
3. Electrical Energy
4. Magnetic Energy
5. Light Energy (Electromagnetic)
6. Sound Energy (Acoustic)
7. Chemical Energy
8. Nuclear Energy

### Power

units: Watts ( $J/s$ )

Power = Rate of Energy Flow

$$P_{av} = \frac{\Delta E}{\Delta t}$$

## 9 Circular Motion

Centripetal means towards the center of the circle

$$a_{\text{centrip}} = \frac{v^2}{r}, F_{\text{centrip}} = \frac{mv^2}{r}$$

$$T = 2\pi r/v \text{ (} T \text{ is period of motion)}$$