

Useful formulas:

$$\vec{p} = \gamma m \vec{v} \qquad k_{\text{eff, parallel}} = n_{\text{parallel}} k_{\text{individual}}$$

$$\gamma = \frac{1}{\sqrt{1 - \frac{v^2}{c^2}}} \qquad k_{\text{eff, series}} = \frac{k_{\text{individual}}}{n_{\text{series}}}$$

$$\vec{v}_{\text{avg}} = \frac{\vec{v}_i + \vec{v}_f}{2} \qquad \text{stress} = Y \text{strain} \rightarrow \frac{F}{A} = Y \frac{\Delta L}{L}$$

$$\vec{F}_g = m \vec{g}$$

$$\vec{F}_{\text{gravity}} = \frac{GM_1 M_2}{r_{12}^2} \hat{r}_{12}$$

$$\vec{F}_{\text{spring}} = -k \vec{s}; \quad \vec{s} = (L - L_o) \hat{s}$$

$$\vec{p}_f = \vec{p}_i + \vec{F}_{\text{net}} \Delta t; \quad \Delta t = \text{large}$$

Momentum Principle:

$$\vec{p}_f = \vec{p}_i + \vec{F}_{\text{net}} dt; \quad dt = \frac{\Delta t}{n} = \text{small}$$

$$\vec{r}_f = \vec{r}_i + \vec{v}_{\text{avg}} \Delta t = \vec{r}_i + \frac{\vec{p}}{m \sqrt{1 + \frac{p^2}{m^2 c^2}}} \Delta t; \quad \Delta t = \text{large}$$

Position-update:

$$\vec{r}_f = \vec{r}_i + \vec{v}_j dt; \quad dt = \frac{\Delta t}{n} = \text{small}$$

Geometry /Algebra

Circles Triangles Spheres

$$C = 2\pi r \qquad A = \frac{1}{2}bh \qquad A = 4\pi r^2$$

$$A = \pi r^2 \qquad V = \frac{4}{3}\pi r^3$$

Quadratic equation: $ax^2 + bx + c = 0$,

$$\text{whose solutions are given by: } x = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$$

Vectors

$$\text{magnitude of a vector: } |\vec{a}| = \sqrt{a_x^2 + a_y^2 + a_z^2}$$

$$\text{writing a vector: } \vec{a} = \langle a_x, a_y, a_z \rangle = |\vec{a}| \hat{a} = a_x \hat{i} + a_y \hat{j} + a_z \hat{k}$$