

QUIZ 2
FORMULA SHEET
Friday, February 11, 2005

For motion in one dimension:

$$v_{\text{av}} = \frac{\Delta x}{\Delta t} \quad \text{Average velocity;}$$

$$v = \frac{dx}{dt} \quad \text{Instantaneous velocity;}$$

For motion in three dimensions:

$$\vec{v} = \frac{d\vec{r}}{dt}; \quad \vec{a} = \frac{d\vec{v}}{dt} = \frac{d^2\vec{r}}{dt^2}; \quad \vec{r}(t_1) = \vec{r}_0 + \int_0^{t_1} \vec{v} dt; \quad \vec{v}(t_1) = \vec{v}_0 + \int_0^{t_1} \vec{a} dt .$$

For *constant* acceleration \vec{a} , if $\vec{r} = \vec{r}_0$ and $\vec{v} = \vec{v}_0$ at time $t = 0$, then

$$\vec{v}(t) = \vec{v}_0 + \vec{a}t$$

$$\vec{r}(t) = \vec{r}_0 + \vec{v}_0t + \frac{1}{2}\vec{a}t^2 .$$

For one-dimensional motion with constant acceleration a :

$$v^2 = v_0^2 + 2a(x - x_0) .$$

For circular motion at constant speed v :

$$a = \frac{v^2}{r} ,$$

where r is the radius of the circle, and the acceleration is directed towards the center of the circle.

If an object has position \vec{r} and velocity \vec{v} , its position and velocity relative to an observer with position \vec{r}_0 and velocity \vec{v}_0 are given respectively by

$$\vec{r}' = \vec{r} - \vec{r}_0 , \quad \vec{v}' = \vec{v} - \vec{v}_0 .$$

Average velocity and acceleration are given by

$$\vec{v}_{\text{average}} = \frac{\Delta\vec{r}}{\Delta t} , \quad \vec{a}_{\text{average}} = \frac{\Delta\vec{v}}{\Delta t} .$$