

Particle Kinematics in Various Standard Coordinate Systems:

Cartesian:

$$\vec{v} = \frac{d\vec{r}}{dt} = \dot{x}\hat{i} + \dot{y}\hat{j} + \dot{z}\hat{k}$$

$$\vec{a} = \frac{d\vec{v}}{dt} = \ddot{x}\hat{i} + \ddot{y}\hat{j} + \ddot{z}\hat{k}$$

Spherical:

$$\vec{v} = \dot{r}\hat{e}_r + r\dot{\theta}\hat{e}_\theta + r\dot{\phi}\sin\theta\hat{e}_\phi$$

$$\vec{a} = (\ddot{r} - r\dot{\theta}^2 - r\dot{\phi}^2\sin^2\theta)\hat{e}_r + (r\ddot{\theta} + 2\dot{r}\dot{\theta} - r\dot{\phi}^2\sin\theta\cos\theta)\hat{e}_\theta + (r\ddot{\phi}\sin\theta + 2\dot{r}\dot{\phi}\sin\theta + 2r\dot{\theta}\dot{\phi}\cos\theta)\hat{e}_\phi$$

Cylindrical:

$$\vec{v} = \dot{r}\hat{e}_r + r\dot{\theta}\hat{e}_\theta + \dot{z}\hat{e}_z$$

$$\vec{a} = (\ddot{r} - r\dot{\theta}^2)\hat{e}_r + (r\ddot{\theta} + 2\dot{r}\dot{\theta})\hat{e}_\theta + \ddot{z}\hat{e}_z$$

Tangential/Normal:

$$\vec{v} = \dot{s}\hat{e}_t$$

$$\vec{a} = \ddot{s}\hat{e}_t + \frac{\dot{s}^2}{\rho}\hat{e}_n$$

Constant Acceleration Relations:

$$a = \text{constant}$$

$$v = v_0 + at$$

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

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

Particle Kinematics in General Moving Coordinate System:

$$\vec{v} = \dot{\vec{R}} + \vec{\omega} \times \vec{\rho} + (\dot{\vec{\rho}})_{\text{rel}}$$

$$\vec{a} = \ddot{\vec{R}} + \dot{\vec{\omega}} \times \vec{\rho} + \vec{\omega} \times \vec{\omega} \times \vec{\rho} + 2\vec{\omega} \times (\dot{\vec{\rho}})_{\text{rel}} + (\ddot{\vec{\rho}})_{\text{rel}}$$

Particle Dynamics:

$$\vec{F} = \dot{\vec{p}} = m\vec{a}$$

$$a_x = \frac{dv_x}{dt} = \frac{dx}{dt} \frac{dv_x}{dx} = v_x \frac{dv_x}{dx}$$

Particle Linear Impulse and Momentum:

$$\vec{p} = m\vec{v} \quad \hat{F} = \int_0^t \vec{F} dt = \vec{p}_t - \vec{p}_0$$

Particle Angular Momentum:

$$\vec{H}_o = \vec{r} \times \vec{p} = \vec{r} \times m\vec{v}$$

$$\vec{M}_o = \vec{r} \times \vec{F} = \dot{\vec{H}}_o$$

$$\vec{H}_p = \vec{\rho} \times m\vec{v}$$

$$\vec{M}_p = \dot{\vec{H}}_p + \vec{\rho} \times m\vec{a}_p$$

o: fixed (inertial) point

p: moving (accelerating) point

Particle Work and Energy:

$$W_{AB} = \int_A^B \vec{F} \cdot d\vec{r} = \int_A^B F_s ds = \int_A^B F_s(t) v_s(t) dt$$

$$P = \frac{dW}{dt} = \vec{F} \cdot \vec{v} = F_s v_s$$

$$T = \frac{1}{2}mv^2$$

$$V_{\text{gravity}} = mgh$$

$$V_{\text{spring}} = \frac{1}{2}kx^2$$

$$W_{\text{friction}} = -\int_A^B F_\mu ds = -\int_A^B \mu N ds$$

$$V_A + T_A = V_B + T_B - W_{AB_{nc}}$$

System of Particles:

$$\vec{F}_{\text{ext}} = M\vec{a}_{\text{cm}}$$

$$M = \sum_{i=1}^n m_i$$

$$\vec{p} = \sum_{i=1}^n \vec{p}_i = \sum_{i=1}^n m_i \vec{v}_i = M\vec{v}_{\text{cm}}$$

$$T = \sum_{i=1}^n T_i = \sum_{i=1}^n \frac{1}{2} m_i v_i^2 = \frac{1}{2} M v_{\text{cm}}^2 + \sum_{i=1}^n \frac{1}{2} m_i \dot{\rho}_i^2$$

$$\vec{H}_o = \sum_{i=1}^n \vec{H}_{o_i} = \sum_{i=1}^n \vec{r}_i \times m_i \vec{v}_i$$

$$\vec{M}_o = \sum_{i=1}^n \vec{r}_i \times \vec{F}_i = \dot{\vec{H}}_o$$

$$\vec{H}_c = \sum_{i=1}^n \vec{\rho}_i \times m_i \dot{\rho}_i$$

$$\vec{M}_c = \sum_{i=1}^n \vec{\rho}_i \times \vec{F}_i = \dot{\vec{H}}_c$$

$$\vec{H}_p = \sum_{i=1}^n \vec{\rho}_i \times m_i \dot{\rho}_i \quad \vec{M}_p = \sum_{i=1}^n \vec{\rho}_i \times \vec{F}_i = \dot{\vec{H}}_p + \vec{r}_{\text{cm}} \times M\vec{a}_p$$

o: fixed (inertial) point, p: moving (accelerating) point, cm: center of mass

### Conservation Laws:

momentum: if  $\vec{F}_{\text{ext}} = 0$ ,  $\vec{p} = \text{constant}$

angular momentum: if  $\vec{M} = 0$ ,  $\vec{H} = \text{constant}$

energy: if no nonconservative forces,  $T + V = \text{constant}$

### Particle Collisions (elastic: $e=1$ , plastic: $e=0$ ):

$$m_1 v_{1n} + m_2 v_{2n} = m_1 v'_{1n} + m_2 v'_{2n}$$

$$v'_{1t} = v_{1t} \quad v'_{2t} = v_{2t}$$

$$v'_{2n} - v'_{1n} = e(v_{1n} - v_{2n})$$

### if object 2 is stationary:

$$v'_{1t} = v_{1t} \quad v'_{1n} = -e v_{1n}$$

### if friction:

$$\hat{F}_n = m_1(v_{1n} - v'_{1n}) \quad v'_{1t} = \max \left[ \left( v_{1t} - \frac{\mu \hat{F}_n}{m_1} \right), 0 \right]$$

### System Gaining/Losing Mass:

$$\vec{F} = m \frac{d\vec{v}}{dt} + \frac{dm_{\text{out}}}{dt} \vec{v}_{\text{leave}} - \frac{dm_{\text{in}}}{dt} \vec{v}_{\text{enter}} \quad \vec{v}_{\text{leave}} = \vec{v}_{\text{out}} - \vec{v} \quad \vec{v}_{\text{enter}} = \vec{v}_{\text{in}} - \vec{v}$$

### Rigid Body:

$$\vec{H} = [I]\vec{\omega} = (I_{xx}\omega_x + I_{xy}\omega_y + I_{xz}\omega_z)\hat{i} + (I_{yx}\omega_x + I_{yy}\omega_y + I_{yz}\omega_z)\hat{j} + (I_{zx}\omega_x + I_{zy}\omega_y + I_{zz}\omega_z)\hat{k}$$

$$T = \frac{1}{2}mv^2 + \frac{1}{2}I_{xx}\omega_x^2 + \frac{1}{2}I_{yy}\omega_y^2 + \frac{1}{2}I_{zz}\omega_z^2 + I_{xy}\omega_x\omega_y + I_{xz}\omega_x\omega_z + I_{yz}\omega_y\omega_z$$

$$\vec{F} = m\vec{a} = m(\dot{\vec{v}}_r + \vec{\omega} \times \vec{v}) \quad \vec{M} = \dot{\vec{H}} = \dot{\vec{H}}_r + \vec{\omega} \times \vec{H}$$

$$F_x = m(\dot{v}_x + v_z\omega_y - v_y\omega_z) \quad F_y = m(\dot{v}_y + v_x\omega_z - v_z\omega_x) \quad F_z = m(\dot{v}_z + v_y\omega_x - v_x\omega_y)$$

$$M_x = I_{xx}\dot{\omega}_x + (I_{zz} - I_{yy})\omega_y\omega_z \quad M_y = I_{yy}\dot{\omega}_y + (I_{xx} - I_{zz})\omega_x\omega_z \quad M_z = I_{zz}\dot{\omega}_z + (I_{yy} - I_{xx})\omega_y\omega_x$$

### Planar Motion:

$$H = I\omega \quad M = I\alpha \quad T = \frac{1}{2}mv^2 + \frac{1}{2}I\omega^2 \quad I_p = I_o + md^2$$

### Lagrange's Equations:

$$\frac{d}{dt} \left( \frac{\partial L}{\partial \dot{q}_i} \right) - \frac{\partial L}{\partial q_i} = \sum_{j=1}^m \lambda_j a_{ji} + Q'_i$$

$$L = T - V \quad Q'_i = \sum_n^{\text{nc forces}} \frac{\partial}{\partial q_i} (\vec{F}_n \cdot \vec{r}_n) = \sum_n^{\text{nc forces}} F_n \frac{\partial x_n}{\partial q_i} + \sum_n^{\text{nc torques}} T_n \frac{\partial \theta_n}{\partial q_i} \quad \sum_{i=1}^n a_{ji} \dot{q}_i + a_{jt} = 0$$