

UNIVERSITY OF MANITOBA

December 13, 2008
(9:00 AM - 12:00 PM)

PAPER NO.: 484

COURSE NO.: PHYS 1050

EXAMINATION: Physics 1: Mechanics

FINAL EXAMINATION
Formula Sheet

PAGE NO.: 1 of 2

TIME: 3 hours

EXAMINERS: K. S. Sharma, G. Williams, C-M Hu

Mathematics

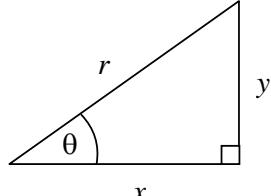
Quadratic equation:

$$ax^2 + bx + c = 0$$

$$x = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$$

Trigonometry:

$$x^2 + y^2 = r^2$$



Calculus:

$$\frac{d}{dt}(a \cdot t^n) = a \cdot n t^{n-1}$$

$$\int x^n dx = \frac{x^{n+1}}{n+1}$$

Constants and Units

$$k = 10^3, \quad \mu = 10^{-6}, \quad n = 10^{-9}$$

$$c = 3.0 \times 10^8 \text{ m/s}$$

$$g = 9.80 \text{ m/s}^2$$

Translational Kinematics

Three dimensions:

$$\vec{r} = x\hat{i} + y\hat{j} + z\hat{k}$$

$$\vec{v}_{av} = \frac{\Delta \vec{r}}{\Delta t} = \frac{\vec{r}_2 - \vec{r}_1}{t_2 - t_1}$$

$$\vec{a}_{av} = \frac{\Delta \vec{v}}{\Delta t} = \frac{\vec{v}_2 - \vec{v}_1}{t_2 - t_1}$$

Constant acceleration in one dimension:

$$x = x_0 + v_{0x}t + \frac{1}{2}a_x t^2$$

$$v_x = v_{0x} + a_x t$$

$$v_x^2 = v_{0x}^2 + 2a_x(x - x_0)$$

Uniform circular motion:

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

Particle Dynamics

$$\sum \vec{F} = m\vec{a}$$

$$W = mg$$

$$f_k = \mu_k N$$

$$f_s \leq \mu_s N$$

$$\left. \begin{array}{l} \\ \\ \end{array} \right\} \quad \begin{array}{l} N = \text{normal} \\ \text{force} \end{array}$$

Relative Motion

$$\vec{v}_{PA} = \vec{v}_{PB} + \vec{v}_{BA} \quad (PA \text{ means } P \text{ relative to } A, \text{ etc.})$$

Work, Kinetic Energy, Potential Energy

$$W = \vec{F} \cdot \vec{s}$$

$$\vec{A} \cdot \vec{B} = |\vec{A}| |\vec{B}| \cos\theta \quad K = \frac{1}{2}mv^2$$

$$W = \Delta K = K_f - K_i \quad E = K + U$$

$$\Delta E = E_f - E_i = W_{nc}$$

$$U_s = \frac{1}{2}kx^2 \quad (\text{spring})$$

$$U_g = mgz \quad (\text{gravity})$$

$$\text{Power} = \frac{dW}{dt} = \vec{F} \cdot \vec{v}$$

One dimension:

$$v_{x,av} = \frac{\Delta x}{\Delta t} \quad v_x = \lim_{\Delta t \rightarrow 0} \frac{\Delta x}{\Delta t} = \frac{dx}{dt}$$

$$a_{x,av} = \frac{\Delta v_x}{\Delta t} \quad a_x = \lim_{\Delta t \rightarrow 0} \frac{\Delta v_x}{\Delta t} = \frac{dv_x}{dt}$$

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Momentum and Collisions

$$\vec{p} = m\vec{v} \quad \vec{F} = \frac{d\vec{p}}{dt}$$

$$\vec{J} \equiv \int \vec{F} dt = \vec{F}_{av} \Delta t = \Delta \vec{p} \text{ (impulse)}$$

$$\vec{r}_{cm} = \frac{1}{M} \sum_i m_i \vec{r}_i \quad \vec{v}_{cm} = \frac{1}{M} \sum_i m_i \vec{v}_i$$

$$\vec{P} = \sum_i \vec{p}_i = \sum_i m_i \vec{v}_i = M \vec{v}_{cm} \quad \vec{F}_{ext} = \frac{d\vec{P}}{dt}$$

$$m_1 \vec{v}_{1i} + m_2 \vec{v}_{2i} = m_1 \vec{v}_{1f} + m_2 \vec{v}_{2f} \quad (\text{conservation of momentum})$$

$$\frac{1}{2} m_1 v_{1i}^2 + \frac{1}{2} m_2 v_{2i}^2 = \frac{1}{2} m_1 v_{1f}^2 + \frac{1}{2} m_2 v_{2f}^2 \quad (\text{elastic collision})$$

Special Relativity

$$\left. \begin{array}{l} x' = \gamma(x - vt) \\ y' = y \\ z' = z \\ t' = \gamma(t - vx/c^2) \end{array} \right\} \quad \left(\gamma = \frac{1}{\sqrt{1 - \frac{v^2}{c^2}}} \right) \quad \text{Lorentz transformation}$$

$$L = L_0/\gamma \quad \Delta t = \gamma \Delta t_0$$

Relative velocity formula for motion in one dimension:

$$u = \frac{u' + v}{\left(1 + \frac{vu'}{c^2} \right)}$$

Energy and momentum:

$$\vec{p} = \gamma m\vec{v}$$

$$E = K + mc^2$$

$$E^2 = c^2 p^2 + m^2 c^4$$

Rotational Kinematics

$$\omega = \frac{d\theta}{dt} \quad \alpha = \frac{d\omega}{dt}$$

$$v = \omega r \quad a_T = \alpha r \quad a_R = \frac{v^2}{r} = \omega^2 r$$

$$\left. \begin{array}{l} \theta = \theta_0 + \omega_0 t + \frac{1}{2} \alpha t^2 \\ \omega = \omega_0 + \alpha t \\ \omega^2 = \omega_0^2 + 2\alpha(\theta - \theta_0) \end{array} \right\} \quad \text{constant acceleration } \alpha$$

Torque and Angular Momentum

$$\vec{\tau} = \vec{r} \times \vec{F}$$

$$\vec{\ell} = \vec{r} \times \vec{p}$$

$$\vec{\tau} = \frac{d\vec{\ell}}{dt}$$

$$|\vec{A} \times \vec{B}| = |\vec{A}| |\vec{B}| \sin\theta$$

$$\left. \begin{array}{l} L = I\omega \\ \tau = I\alpha \\ I = \sum_i m_i r_i^2 \end{array} \right\} \quad (\text{rotating rigid object})$$