

Possibly Useful Formulae

- Friction:

$$F_S \leq \mu_S N, F_K = \mu_K N$$

- Air/fluid resistance:

$$\vec{F} = -\lambda v^{n-1} \vec{v}$$

Terminal velocity

$$v = (mg/\lambda)^{1/n}$$

- Thrust = $-\dot{m}u$

u = exhaust speed

- 1D harmonic oscillator

$$F_{restore} = -kx \equiv -m\omega_0^2 x$$

$$V = kx^2/2$$

$$F_{damping} = -2m\gamma\dot{x}$$

- 3D isotropic oscillator

$$\vec{F} = -k\vec{r}, V = kr^2/2$$

- Cylindrical coordinates

$$x = \rho \cos \varphi, y = \rho \sin \varphi, z = z$$

$$ds^2 = d\rho^2 + \rho^2 d\varphi^2 + dz^2$$

$$\vec{v} = \dot{\rho}\hat{\rho} + \rho\dot{\varphi}\hat{\phi} + \dot{z}\hat{z}$$

- Spherical polar coordinates

$$x = r \sin \theta \cos \phi,$$

$$y = r \sin \theta \sin \phi, z = r \cos \theta$$

$$ds^2 = dr^2 + r^2 d\theta^2 + r^2 \sin^2 \theta d\phi^2$$

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

- Angular momentum $\vec{J} = \vec{r} \times \vec{p}$

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

- Kepler's second law

$$dA/dt = J/2m \text{ constant}$$

- Effective Potential

$$U(r) = V(r) + J^2/2mr^2$$