

# MATHEMATICAL REPRESENTATION

POSITION [L]  $\equiv \vec{r} = \langle x, y, z \rangle$

DISPLACEMENT [L]  $\equiv \vec{r}_f - \vec{r}_i = \langle x_f - x_i, y_f - y_i, z_f - z_i \rangle$

DISTANCE [L]  $\equiv |\vec{r}| = \sqrt{x^2 + y^2 + z^2}$

VELOCITY  $\frac{[L]}{[T]} \equiv \vec{v} = \langle v_x, v_y, v_z \rangle$

CHANGE IN  $\frac{[L]}{[T]} \equiv \Delta \vec{v} = \vec{v}_f - \vec{v}_i = \langle v_{fx} - v_{ix}, v_{fy} - v_{iy}, v_{fz} - v_{iz} \rangle$

SPEED  $\frac{[L]}{[T]} \equiv |\vec{v}| = \sqrt{v_x^2 + v_y^2 + v_z^2}$

AVERAGE VELOCITY  $\frac{[L]}{[T]} \equiv \frac{\Delta \vec{r}}{\Delta t} = \left\langle \frac{r_{fx} - r_{ix}}{\Delta t}, \frac{r_{fy} - r_{iy}}{\Delta t}, \frac{r_{fz} - r_{iz}}{\Delta t} \right\rangle$

ACCELERATION  $\frac{[L]}{[T]^2} \equiv \vec{a} = \langle a_x, a_y, a_z \rangle$

MAGNITUDE OF ACCELERATION  $\frac{[L]}{[T]^2} \equiv |\vec{a}| = \sqrt{a_x^2 + a_y^2 + a_z^2}$

AVERAGE ACCELERATION  $\frac{[L]}{[T]^2} \equiv \frac{\Delta \vec{v}}{\Delta t} = \left\langle \frac{v_{fx} - v_{ix}}{\Delta t}, \frac{v_{fy} - v_{iy}}{\Delta t}, \frac{v_{fz} - v_{iz}}{\Delta t} \right\rangle$

# KINEMATIC EQUATIONS

\*CONSTANT  $a_x$

$\vec{r}_f = \vec{r}_i + \vec{v}_i \Delta t + \frac{1}{2} \vec{a} \Delta t^2$

$\vec{v}_f = \vec{v}_i + \vec{a} \Delta t$

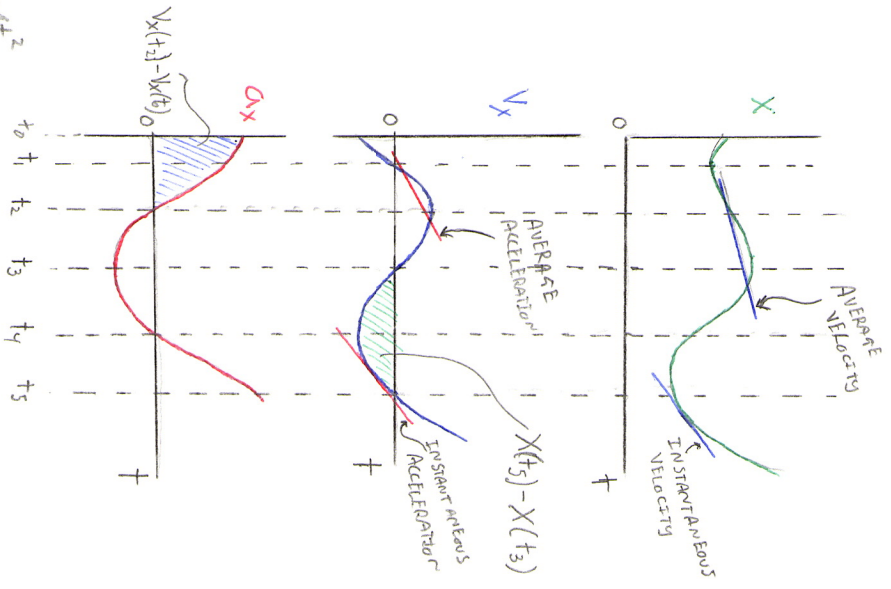
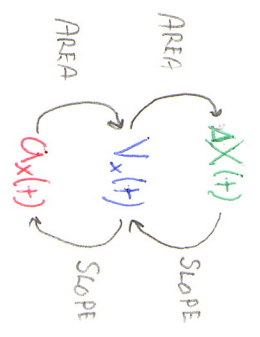
$v_{fx}^2 = v_{ix}^2 + 2 a_x \Delta x$

VECTOR FORM  
(3 EQUATIONS EACH)  
Ex:  $y_f = y_i + v_{iy} \Delta t + \frac{1}{2} a_y \Delta t^2$

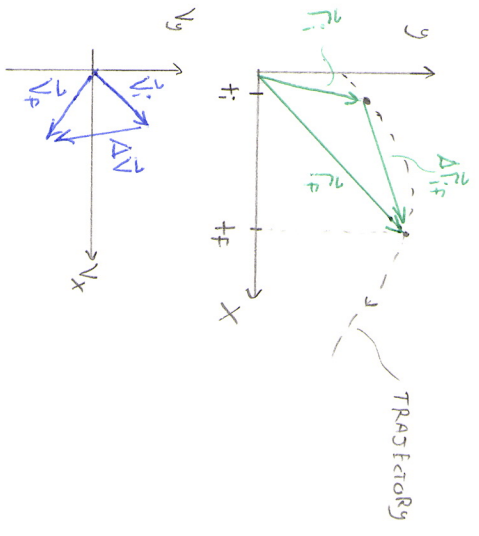
# KINEMATICS

\* [ ] SIMUNITS  
[L]  $\rightarrow$  m  
[M]  $\rightarrow$  kg  
[T]  $\rightarrow$  s

# GRAPHICAL REPRESENTATION



# PHYSICAL REPRESENTATION



MOTION DIAGRAMS (EQUAL TIME INTERVALS)

