Imaging and signalling

curvature = 1/radius lens power = 1 / focal length information in image = number of pixels x bits per pixel resolution of image = width of an object / number of pixels across the object resolution of signal = p.d. range of signal / number of bits per sample minimum sampling rate > 2 x highest frequency in signal bit rate of signal = samples per second x bits per sample duration of signal = number of bits in message / bit rate

Electricity

V = IR R = 1/G G = I/V P = E/t $V_1/V_2 = R_1/R_2 \text{ in potential divider}$ RC = time constant $T_{\frac{1}{2}} = In2 RC$

Materials

density = mass / volume

Gases

P ∝ 1/V V ∝ T P ∞ T distance = \sqrt{N} x step length ½ mv² = 3/2 kT (= 3/2 RT per mole) R = k N_A (8.31 = 1.38 x 10⁻²³ x 6.02 x 10²³)

Motion and Forces

$$\begin{split} s &= \frac{1}{2} (v+u) t \\ m_1 v_1 &= m_2 v_2 \text{ conservation of momentum} \\ F &= ma \\ E_k &= \frac{1}{2} mv^2 \\ \Delta E_{grav} &= mg \Delta h \text{ for constant g near surface} \\ \Delta \theta &= v \Delta t/r \\ \omega &= 2\pi f \\ a &= \omega^2 r \\ v &= \omega r \end{split}$$

Waves

$$\begin{split} \lambda_{fundamental} &= 4L \text{ for pipe with closed end} \\ \lambda_{fundamental} &= 2L \text{ for pipe with open ends} \\ \lambda_{fundamental} &= 2L \text{ for string} \\ n &= c \text{ in vacuum / c in material} \\ n\lambda &= dx/L \\ maximum n &= d/\lambda \text{ (sin90 = 1)} \end{split}$$

Atomic and nuclear physics

$$\begin{split} A &= A_0 e^{-\lambda t} \\ A &= -\lambda N \\ \text{Fraction remaining} &= 1 \ / \ 2^{\text{half-lives}} \\ \ln N \ / \ \ln N_0 &= -\lambda t \\ p &\approx E_{total} \ / \ c \\ E &= hc \ / \lambda \\ \lambda &= h \ / mv \\ E_k(max) &= hf - \varphi \\ E &= qV \end{split}$$

Field and potential

W = Vq V = qEd E = kq/r² g = -GM/r² $v_{esc} = \sqrt{(2GM/r)}$

Electromagnetism

 $\Phi N = BAN$ $V_p/V_s = N_p/N_s$ for transformer $\epsilon = vLB$

Universe $v = H_0 d$ $age = 1/H_0$

red shift $z = \Delta \lambda / \lambda = v/c$ z+1 = r_{now} / r_{then} t = $\gamma \tau$

root mean square = $\sqrt{(\text{mean of (values}^2))}$ angle \approx short side / long side