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Simple Harmonic Motion(SHM) Formulas

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List of 22 Simple Harmonic Motion(SHM) Formulas

Simple Harmonic Motion(SHM)

Basic SHM Equations

1) Amplitude given Position

$$fx A = \frac{\sin(\omega \cdot t_p + \theta)}{X}$$

[Open Calculator](#)

$$ex 0.005m = \frac{\sin(10.28508\text{rev/s} \cdot 0.611s + 8^\circ)}{28.03238}$$

2) Angular Frequency given Constant K and Mass

$$fx \omega = \sqrt{\frac{K}{M}}$$

[Open Calculator](#)

$$ex 10.28508\text{rev/s} = \sqrt{\frac{3750}{35.45\text{kg}}}$$



3) Angular Frequency given Velocity and Distance ↗

fx

$$\omega = \sqrt{\frac{V^2}{S_{\max}^2 - S^2}}$$

Open Calculator ↗**ex**

$$10.27994 \text{ rev/s} = \sqrt{\frac{(60 \text{ m/s})^2}{(65.26152 \text{ m})^2 - (65 \text{ m})^2}}$$

4) Angular Frequency in SHM ↗

fx

$$\omega = \frac{2 \cdot \pi}{t_p}$$

Open Calculator ↗**ex**

$$10.28345 \text{ rev/s} = \frac{2 \cdot \pi}{0.611 \text{ s}}$$

5) Frequency of SHM ↗

fx

$$f = \frac{1}{t_p}$$

Open Calculator ↗**ex**

$$1.636661 \text{ rev/s} = \frac{1}{0.611 \text{ s}}$$



6) Mass of Particle given Angular Frequency ↗

$$fx \quad M = \frac{K}{\omega^2}$$

Open Calculator ↗

$$ex \quad 35.44997\text{kg} = \frac{3750}{(10.28508\text{rev/s})^2}$$

7) Position of Particle in SHM ↗

$$fx \quad X = \frac{\sin(\omega \cdot t_p + \theta)}{A}$$

Open Calculator ↗

$$ex \quad 28.03238 = \frac{\sin(10.28508\text{rev/s} \cdot 0.611\text{s} + 8^\circ)}{0.005\text{m}}$$

8) Time Period of SHM ↗

$$fx \quad t_p = \frac{2 \cdot \pi}{\omega}$$

Open Calculator ↗

$$ex \quad 0.610903\text{s} = \frac{2 \cdot \pi}{10.28508\text{rev/s}}$$



Forces and Energy in SHM ↗

9) Acceleration given Constant K and Distance Traveled ↗

fx
$$a = \frac{K \cdot S}{M}$$

[Open Calculator ↗](#)

ex
$$6875.882 \text{m/s}^2 = \frac{3750 \cdot 65 \text{m}}{35.45 \text{kg}}$$

10) Acceleration in SHM given Angular Frequency ↗

fx
$$a = -\omega^2 \cdot S$$

[Open Calculator ↗](#)

ex
$$6875.887 \text{m/s}^2 = -(10.28508 \text{rev/s})^2 \cdot 65 \text{m}$$

11) Constant K given Angular Frequency ↗

fx
$$K = \omega^2 \cdot M$$

[Open Calculator ↗](#)

ex
$$3750.003 = (10.28508 \text{rev/s})^2 \cdot 35.45 \text{kg}$$

12) Constant K given Restoring Force ↗

fx
$$K = -\left(\frac{F_{\text{restoring}}}{S}\right)$$

[Open Calculator ↗](#)

ex
$$3750 = -\left(\frac{-243750 \text{N}}{65 \text{m}}\right)$$



13) Mass of Body given Distance Traveled and Constant K ↗

$$fx \quad M = \frac{K \cdot S}{a}$$

Open Calculator ↗

$$ex \quad 35.45001\text{kg} = \frac{3750 \cdot 65\text{m}}{6875.88\text{m/s}^2}$$

14) Restoring Force given Stress ↗

$$fx \quad F = \sigma \cdot A_{\text{shm}}$$

Open Calculator ↗

$$ex \quad 660000\text{N} = 12000\text{Pa} \cdot 55\text{m}^2$$

15) Restoring Force in SHM ↗

$$fx \quad F_{\text{restoring}} = -(K) \cdot S$$

Open Calculator ↗

$$ex \quad -243750\text{N} = -(3750) \cdot 65\text{m}$$

Velocity and Displacement in SHM ↗**16) Distance from Start given Restoring Force and Constant K** ↗

$$fx \quad S_{\text{max}} = -\left(\frac{F_{\text{restoring}}}{K}\right)$$

Open Calculator ↗

$$ex \quad 65\text{m} = -\left(\frac{-243750\text{N}}{3750}\right)$$



17) Distance Traveled by Particle in SHM until Velocity becomes Zero ↗**fx**

$$S_{\max} = \sqrt{\frac{V^2}{\omega^2} + S^2}$$

Open Calculator ↗**ex**

$$65.26126m = \sqrt{\frac{(60m/s)^2}{(10.28508\text{rev/s})^2} + (65m)^2}$$

18) Distance Traveled given Velocity ↗**fx**

$$S = \sqrt{S_{\max}^2 - \frac{V^2}{\omega^2}}$$

Open Calculator ↗**ex**

$$65.00026m = \sqrt{(65.26152m)^2 - \frac{(60m/s)^2}{(10.28508\text{rev/s})^2}}$$

19) Distance Traveled in SHM given Angular Frequency ↗**fx**

$$S = \frac{a}{-\omega^2}$$

Open Calculator ↗**ex**

$$64.99994m = \frac{6875.88\text{m/s}^2}{-(10.28508\text{rev/s})^2}$$



20) Square of Different Distances Traveled in SHM ↗

fx $D_{\text{total}} = S_{\text{max}}^2 - S^2$

[Open Calculator ↗](#)

ex $34.06599\text{m} = (65.26152\text{m})^2 - (65\text{m})^2$

21) Total Distance Traveled given Velocity and Angular Frequency ↗

fx $D_{\text{total}} = \frac{V^2}{\omega^2}$

[Open Calculator ↗](#)

ex $34.03197\text{m} = \frac{(60\text{m/s})^2}{(10.28508\text{rev/s})^2}$

22) Velocity of Particle in SHM ↗

fx $V = \omega \cdot \sqrt{S_{\text{max}}^2 - S^2}$

[Open Calculator ↗](#)

ex $60.02998\text{m/s} = 10.28508\text{rev/s} \cdot \sqrt{(65.26152\text{m})^2 - (65\text{m})^2}$



Variables Used

- **a** Acceleration (*Meter per Square Second*)
- **A** Amplitude (*Meter*)
- **A_{shm}** Area (*Square Meter*)
- **D_{total}** Total Distance Traveled (*Meter*)
- **f** Frequency (*Revolution per Second*)
- **F** Force (*Newton*)
- **F_{restoring}** Restoring Force (*Newton*)
- **K** Spring Constant
- **M** Mass (*Kilogram*)
- **S** Displacement (*Meter*)
- **S_{max}** Maximum Displacement (*Meter*)
- **t_p** Time Period SHM (*Second*)
- **V** Velocity (*Meter per Second*)
- **X** Position of a Particle
- **θ** Phase Angle (*Degree*)
- **σ** Stress (*Pascal*)
- **ω** Angular Frequency (*Revolution per Second*)



Constants, Functions, Measurements used

- **Constant:** **pi**, 3.14159265358979323846264338327950288

Archimedes' constant

- **Function:** **sin**, sin(Angle)

Sine is a trigonometric function that describes the ratio of the length of the opposite side of a right triangle to the length of the hypotenuse.

- **Function:** **sqrt**, sqrt(Number)

A square root function is a function that takes a non-negative number as an input and returns the square root of the given input number.

- **Measurement:** **Length** in Meter (m)

Length Unit Conversion 

- **Measurement:** **Weight** in Kilogram (kg)

Weight Unit Conversion 

- **Measurement:** **Time** in Second (s)

Time Unit Conversion 

- **Measurement:** **Area** in Square Meter (m²)

Area Unit Conversion 

- **Measurement:** **Pressure** in Pascal (Pa)

Pressure Unit Conversion 

- **Measurement:** **Speed** in Meter per Second (m/s)

Speed Unit Conversion 

- **Measurement:** **Acceleration** in Meter per Square Second (m/s²)

Acceleration Unit Conversion 

- **Measurement:** **Force** in Newton (N)

Force Unit Conversion 

- **Measurement:** **Angle** in Degree (°)

Angle Unit Conversion 



- **Measurement:** Frequency in Revolution per Second (rev/s)

Frequency Unit Conversion 



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