

Potentially useful information:

- $g = 9.8 \text{ m/s}^2$
- $\vec{r}_{\text{cm}} = \frac{\sum m_i \vec{r}_i}{\sum m_i}$
- $\vec{A} \cdot \vec{B} = A_x B_x + A_y B_y + A_z B_z$
- $\vec{A} \times \vec{B} = (A_y B_z - A_z B_y) \cdot \hat{i} + (A_z B_x - A_x B_z) \cdot \hat{j} + (A_x B_y - A_y B_x) \cdot \hat{k}$
- $\vec{I} = \sum m_i r_i^2$
- If  $\alpha$  is constant:
  - $\omega = \omega_0 + \alpha t$
  - $\theta = \theta_0 + \omega_0 t + \frac{1}{2} \alpha t^2$
  - $\omega^2 = \omega_0^2 + 2 \alpha (\theta - \theta_0)$
- If  $a_x$  is constant:
  - $v_x = v_{x0} + a_x t$
  - $x = x_0 + v_{x0} t + \frac{1}{2} a_x t^2$
  - $v_x^2 = v_{x0}^2 + 2 a_x (x - x_0)$
- $F_{\text{fr}} = \mu F_N$
- $a_{\text{cen}} = -\omega^2 r = -v^2/r$
- $K = \frac{1}{2} I \omega^2 + \frac{1}{2} m v^2$
- $\vec{\tau} = \vec{r} \times \vec{F}$
- $F = -\frac{dU}{dx}$
- $\vec{\tau} = I \vec{\alpha}$  [fixed axis]
- $W = \int \vec{F} \cdot d\vec{s}$
- $\vec{L} = I \vec{\omega}$  [fixed axis]
- $P = \frac{dE}{dt} = \vec{F} \cdot \vec{v}$
- $W = \int \tau d\theta$
- $J = \int F dt = \Delta p$
- Moments of inertia
  - Rod (about center):  $I = (1/12)ML^2$
  - Uniform disk:  $I = (1/2)MR^2$
  - Sphere:  $I = (2/5)MR^2$
- $F = -\frac{Gm_1 m_2}{r_{12}^2}$
- $U = -\frac{Gm_1 m_2}{r_{12}}$
- $G = 6.7 \times 10^{-11} \text{ Nm}^2/\text{kg}^2$