

### Useful Formula

<b>Circular motion</b>	$\sum \vec{F} = m\vec{a}$	$\sum \vec{\tau} = I\vec{\alpha}$	$W = \int \vec{F} \cdot d\vec{r}$
$\mathbf{a} = \frac{\mathbf{v}^2}{\mathbf{r}}$	$\vec{v}_{av} = \Delta\vec{r} / \Delta t$	$\omega_{av} = \Delta\theta / \Delta t$	$Ke = \frac{1}{2}mv^2$
<b>Friction</b>	$\vec{a}_{av} = \Delta\vec{v} / \Delta t$	$\vec{\alpha}_{av} = \Delta\vec{\omega} / \Delta t$	$F_G = mg$
$f_s \leq \mu_s N$	$\vec{J} = \Delta\vec{p} = F_{av}\Delta t$	$\mathbf{s} = \mathbf{r}\theta$	$U_G = mgh$
$f_k = \mu_k N$	<b><math>\vec{a}</math> is constant</b>	<b><math>\vec{\alpha}</math> is constant</b>	$F_s = -kx$
<b>Center of mass</b>	$\vec{v} = \vec{v}_0 + \vec{a}t$	$\vec{\omega} = \vec{\omega}_0 + \vec{\alpha}t$	$Us = \frac{1}{2}kx^2$
$\vec{r}_{cm} = \frac{1}{M} \sum m_n \vec{r}_n$	$\vec{x} = \vec{x}_0 + \vec{v}_0 t + \frac{1}{2}\vec{a}t^2$	$\theta = \theta_0 + \omega_0 t + \frac{1}{2}\alpha t^2$	$\vec{F} = -\frac{\partial U}{\partial \mathbf{r}} \hat{r}$
	$\vec{v}^2 = \vec{v}_0^2 + 2\vec{a}(\vec{x} - \vec{x}_0)$	$\omega^2 = \omega_0^2 + 2\alpha(\theta - \theta_0)$	