

Formulae and Definitions:	
Vectors:	$\mathbf{A} = A_x\mathbf{i} + A_y\mathbf{j} + A_z\mathbf{k}$
Scalar Product (“Dot” Product)	$\mathbf{A} \cdot \mathbf{B} = A_x B_x + A_y B_y + A_z B_z = AB \cos\theta_{A,B}$ $= AB_{\parallel} = A_{\parallel} B$
Kinematics:	
the “motion” i.e. position as function of time	$\mathbf{s} = \mathbf{s}(t)$ (position vector)
velocity	$\mathbf{v} \equiv d\mathbf{s}/dt$ (speed $\equiv \mathbf{v} $)
acceleration	$\mathbf{a} \equiv d\mathbf{v}/dt$
Linear Kinematics for CONSTANT a (formulae follow directly from definitions!)	$\mathbf{v} = \mathbf{v}_0 + \mathbf{a}t$, $\mathbf{s} = \mathbf{s}_0 + \mathbf{v}_0 t + \frac{1}{2}\mathbf{a}t^2$; eliminating t : $v^2 = v_0^2 + 2\mathbf{a} \cdot (\mathbf{s} - \mathbf{s}_0)$
Angle θ (in radians):	$\theta \equiv s/R$ (=arc length/arc radius)
Angular velocity ω ; angular acceleration α :	$\omega \equiv v_s/R$; $\alpha \equiv a_s/R$ (s = along arc)
Circular motion with CONSTANT α , radius R :	$\omega = \omega_0 + \alpha t$; $\theta = \theta_0 + \omega_0 t + \frac{1}{2}\alpha t^2$; eliminating t : $\omega^2 = \omega_0^2 + 2\alpha(\theta - \theta_0)$
Circular motion \rightarrow centripetal acceleration:	$a = a_c = a_{rad} = v_s^2/R$ (inwards)
Force and its consequences:	$\Sigma \mathbf{F}_i = m\mathbf{a}$ and $\mathbf{F}_{A \text{ on } B} = -\mathbf{F}_{B \text{ on } A}$
Examples of forces:	
Force of Gravity between M and m , at center-to-center distance r : <ul style="list-style-type: none"> • Gravity <i>outside</i> a <i>spherically symmetric</i> distribution is like that of a point mass... • Gravity <i>inside</i> a <i>spherically symmetric</i> distribution is zero! 	$\mathbf{F}_G = GMm/r^2$ (attractive!) $G = 6.67 \times 10^{-11} \text{ Nm}^2/\text{kg}^2$; Near sea level: $\mathbf{F}_G = mg(-\mathbf{j})$ (downwards; $g = 9.80 \text{ m/s}^2$)
Force of a spring (spring constant k):	$\mathbf{F}_S = -k\mathbf{x}$ (opposes displacement \mathbf{x})
Force of Friction: Note: static friction and the Normal force are reaction forces...	Static Friction: $F_f \leq \mu_s N$ Kinetic friction: $F_f = \mu_k N$ μ = coef. of friction; N = normal force Direction: parallel to surface and opposite to the motion
Equilibrium:	$\Sigma \mathbf{F}_j = 0$
Differentiation formulae	
Integration formulae	