# **Physics Equation List: Form 4**Introduction to Physics

#### **Relative Deviation**

Relative Deviation =  $\frac{\text{Mean Deviation}}{\text{Mean Value}} \times 100\%$ 

#### **Prefixes**

| Prefixes | Value             | Standard form     | Symbol |
|----------|-------------------|-------------------|--------|
| Tera     | 1 000 000 000 000 | 10 <sup>12</sup>  | Т      |
| Giga     | 1 000 000 000     | $10^{9}$          | G      |
| Mega     | 1 000 000         | $10^{6}$          | M      |
| Kilo     | 1 000             | $10^3$            | k      |
| deci     | 0.1               | 10-1              | d      |
| centi    | 0.01              | 10-2              | c      |
| milli    | 0.001             | 10-3              | m      |
| micro    | 0.000 001         | $10^{-6}$         | μ      |
| nano     | 0.000 000 001     | 10 <sup>-9</sup>  | n      |
| pico     | 0.000 000 000 001 | 10 <sup>-12</sup> | p      |

#### **Units for Area and Volume**

### **Force and Motion**

#### **Average Speed**

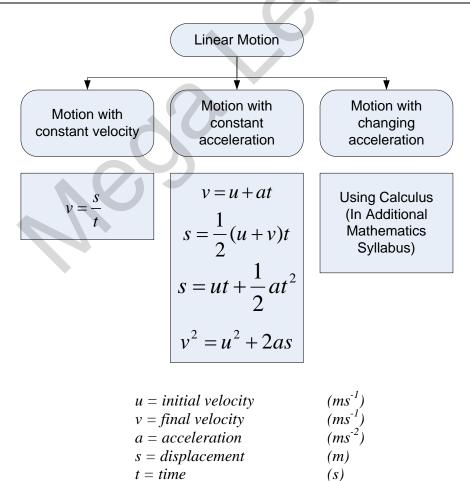
Average Speed = 
$$\frac{\text{Total Distance}}{\text{Total Time}}$$

#### Velocity

$$V = \frac{S}{t}$$
 $v = velocity \qquad (ms^{-1})$ 
 $s = displacement \qquad (m)$ 
 $t = time \qquad (s)$ 

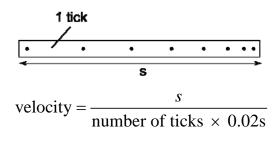
#### Acceleration

#### **Equation of Linear Motion**



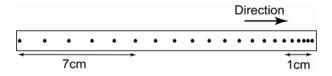
#### Ticker Tape

#### **Finding Velocity:**

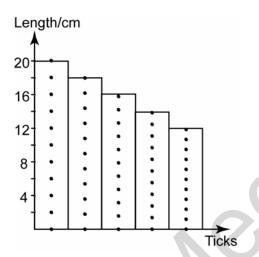


$$1 \text{ tick} = 0.02 \text{s}$$

#### **Finding Acceleration:**



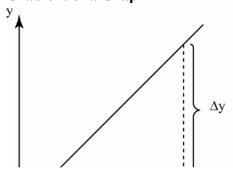
$$a = \frac{v - u}{t}$$



a = acceleration  $(ms^{-2})$   $v = final \ velocity$   $(ms^{-1})$   $u = initial \ velocity$   $(ms^{-1})$  $t = time \ for \ the \ velocity \ change$  (s)

#### **Graph of Motion**

#### Gradient of a Graph

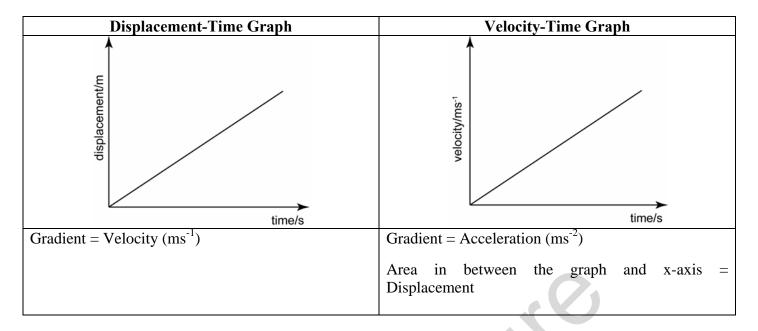


The gradient 'm' of a line segment between two points and is defined as follows:

Gradient, 
$$m = \frac{\text{Change in y coordinate, } \Delta y}{\text{Change in x coordinate, } \Delta x}$$

01

$$m = \frac{\Delta y}{\Delta x}$$



#### **Momentum**

$$p = m \times v$$
  $p = momentum (kg ms-1)  $m = mass (kg)$   
  $v = velocity (ms-1)$$ 

#### **Principle of Conservation of Momentum**

### $m_1 u_1 + m_2 u_2 = m_1 v_1 + m_2 v_2$

| $m_1 = mass of object 1$                   | (kg)        |
|--|-------------|
| $m_2 = mass \ of \ object \ 2$             | (kg)        |
| $u_1$ = initial velocity of object 1       | $(ms^{-1})$ |
| $u_2$ = initial velocity of object 2       | $(ms^{-1})$ |
| $v_1 = final \ velocity \ of \ object \ 1$ | $(ms^{-1})$ |
| $v_2$ = final velocity of object 2         | $(ms^{-1})$ |

#### Newton's Law of Motion Newton's First Law

In the absence of external forces, an object at rest remains at rest and an object in motion continues in motion with a constant velocity (that is, with a constant speed in a straight line).

#### **Newton's Second Law**

$$F\alpha \frac{mv - mu}{t}$$

$$F = ma$$

The rate of change of momentum of a body is directly proportional to the resultant force acting on the body and is in the same direction.

$$F = Net Force$$
  $(N or kgms^{-2})$   
 $m = mass$   $(kg)$   
 $a = acceleration$   $(ms^{-2})$ 

#### **Implication**

When there is resultant force acting on an object, the object will **accelerate** (moving faster, moving slower or change direction).

#### **Newton's Third Law**

Newton's third law of motion states that for every force, there is a reaction force with the same magnitude but in the opposite direction.

#### **Impulse**

Impulse = 
$$Ft$$

$$F = force t = time$$

$$f = force t = time$$

$$m = mass v = final velocity v = final velocity v = initial velocity v = final velocity$$

#### **Impulsive Force**

#### **Gravitational Field Strength**

$$g = \frac{F}{m}$$

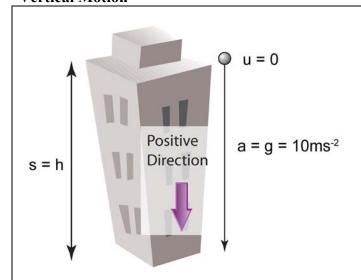
$$g = gravitational field strength (N kg-1) (N or kgms-2)
$$m = mass$$

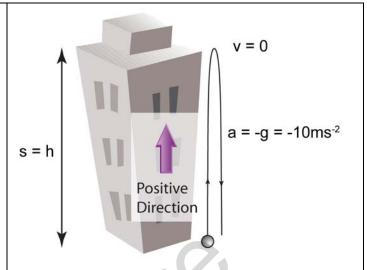
$$(kg)$$$$

#### Weight

$$W = Weight$$
  $(N \text{ or } kgms^{-2})$   
 $m = mass$   $(kg)$   
 $g = gravitational \text{ field strength/gravitational acceleration}$   $(ms^{-2})$ 

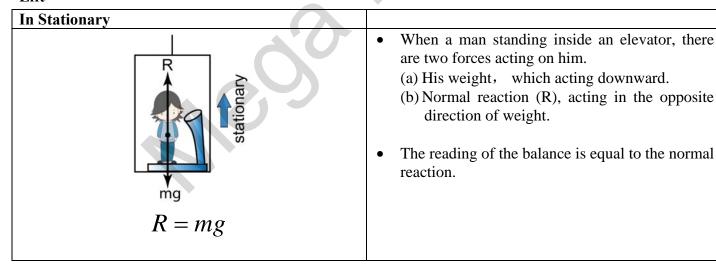
#### **Vertical Motion**

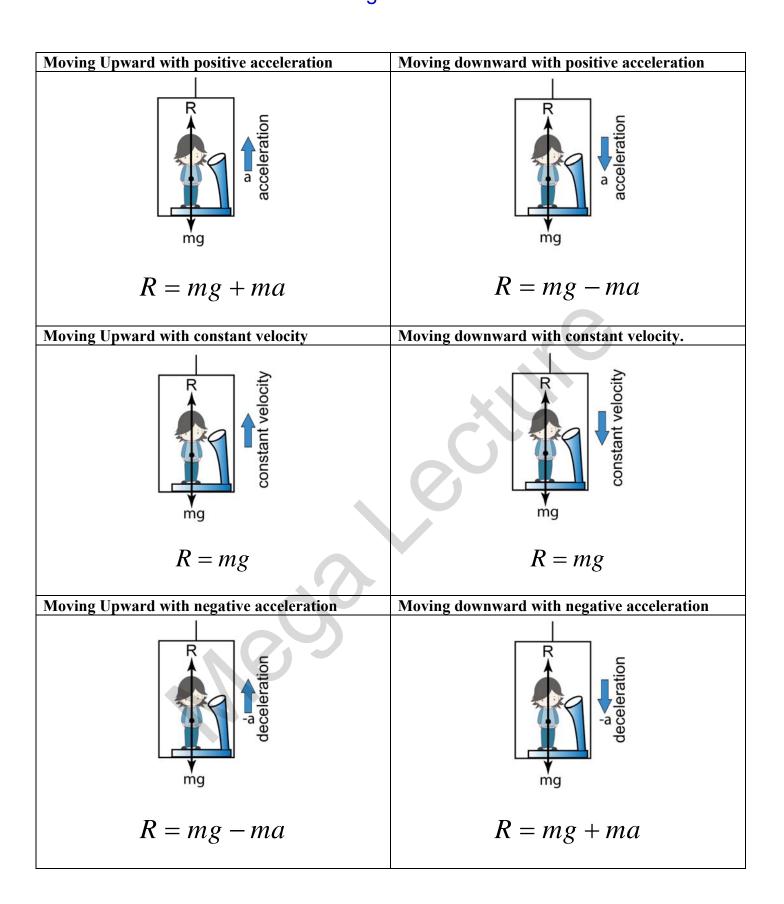




- If an object is release from a high position:
- The initial velocity, u = 0.
- The acceleration of the object = gravitational acceleration = 10ms<sup>-2</sup>(or 9.81 ms<sup>-2</sup>).
- The displacement of the object when it reach the ground = the height of the original position, h.
- If an object is launched vertically upward:
- The velocity at the maximum height, v = 0.
- The deceleration of the object = -gravitational acceleration = -10ms<sup>-2</sup>(or -9.81 ms<sup>-2</sup>).
- The displacement of the object when it reach the ground = the height of the original position, h.

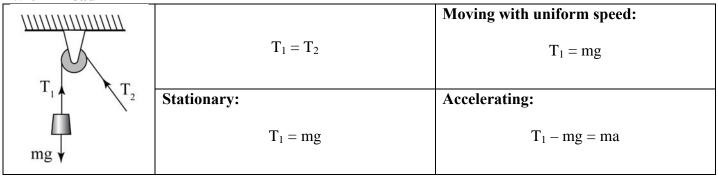
Lift



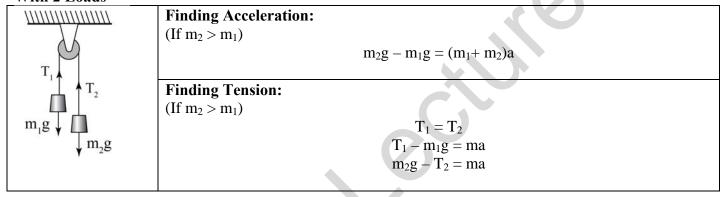


#### **Smooth Pulley**

#### With 1 Load

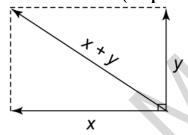


#### With 2 Loads



#### Vector

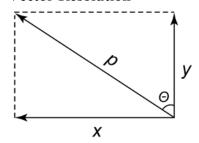
#### Vector Addition (Perpendicular Vector)



Magnitude = 
$$\sqrt{x^2 + y^2}$$

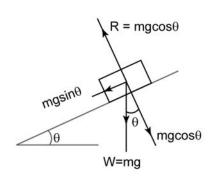
Direction = 
$$\tan^{-1} \frac{|y|}{|x|}$$

#### **Vector Resolution**



$$|x| = |p| \sin \theta$$
  
 $|y| = |p| \cos \theta$ 

#### **Inclined Plane**



Component parallel to the plane

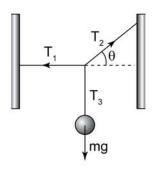
 $= mgsin \theta$ 

Component perpendicular to the plane

 $= mgcos\theta$ 

(°)

#### Forces In Equilibrium

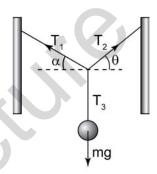


$$T_3 = mg$$

$$T_2 \sin \theta = mg$$

$$T_2 \cos \theta = T_1$$

$$T_1 \tan \theta = mg$$

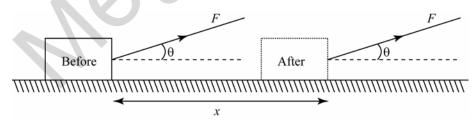


$$T_3 = mg$$

$$T_2 \cos \theta = T_1 \cos \alpha$$

$$T_2 \sin \theta + T_1 \sin \alpha = mg$$

#### **Work Done**



$$W = Fx \cos \theta$$

W = Work DoneF = Force

(J or Nm) $(N or kgms^{-2})$ 

x = displacement

 $\theta$  = angle between the force and the direction of motion

When the force and motion are in the same direction.

Work Done

(J or Nm)

Force

 $(N or kgms^{-2})$ 

lisplacement (*m*)

#### **Energy**

#### **Kinetic Energy**

$$E_K = \frac{1}{2}mv^2 \qquad E_K = Kinetic Energy \qquad (J)$$

$$m = mass \qquad (kg)$$

$$v = velocity \qquad (ms^{-1})$$

#### **Gravitational Potential Energy**

$$E_P = mgh$$
 
$$E_P = Potential \ Energy \qquad (J)$$
 $m = mass \qquad (kg)$ 
 $g = gravitational \ acceleration \qquad (ms^{-2})$ 
 $h = height \qquad (m)$ 

#### **Elastic Potential Energy**

$$E_{P} = \frac{1}{2}kx^{2}$$

$$E_{P} = Potential Energy$$

$$k = spring constant$$

$$x = extension of spring$$

$$(N m^{-1})$$

$$E_{P} = \frac{1}{2}Fx$$

$$F = Force$$

$$(N)$$

#### **Power and Efficiency**

#### **Power**

$$P = \frac{W}{t}$$

$$P = power$$

$$W = work done$$

$$E = energy change$$

$$t = time$$

$$(W \text{ or } Js^{-1})$$

$$(J \text{ or } Nm)$$

$$(J \text{ or } Nm)$$

$$(s)$$

#### **Efficiency**

$$Efficiency = \frac{Useful Energy}{Energy} \times 100\%$$

Or

$$Efficiency = \frac{Power\ Output}{Power\ Input} \times 100\%$$

#### Hooke's Law

#### **Force and Pressure**

#### **Density**

$$\rho = \frac{m}{V}$$

| $\rho = density$ | $(kg m^{-3})$ |
|------------------|---------------|
| m = mass         | (kg)          |
| V = volume       | $(m^3)$       |

#### **Pressure**

$$P = \frac{F}{A}$$

$$P = Pressure \qquad (Pa \text{ or } N \text{ m}^{-2})$$

$$A = Area \text{ of the surface} \qquad (m^2)$$

$$F = Force \text{ acting normally to the surface} \qquad (N \text{ or } kgms^{-2})$$

#### **Liquid Pressure**

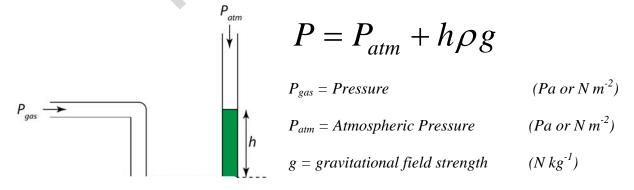
$$P = h \rho g$$
  $h = depth$   $(m)$   $\rho = density$   $(kg m^{-3})$   $g = gravitational Field Strength  $(N kg^{-1})$$ 

#### Pressure in Liquid

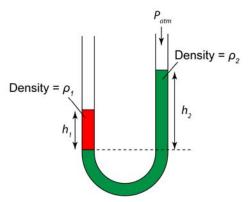
$$P = P_{atm} + h \rho g$$
  $h = depth$   $(m)$   $\rho = density$   $(kg m^{-3})$   $g = gravitational Field Strength$   $(N kg^{-1})$   $P_{atm} = atmospheric Pressure$   $(Pa or N m^{-2})$ 

#### **Gas Pressure**

#### Manometer

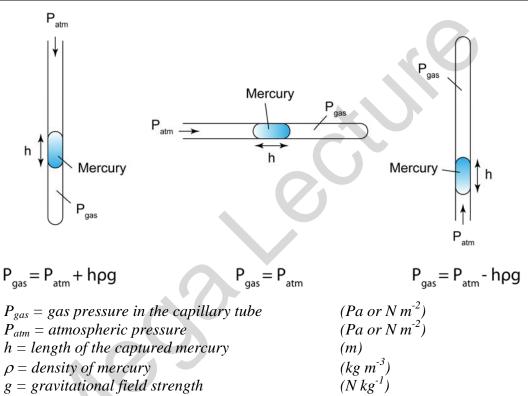


#### U=tube



$$h_1 \rho_1 = h_2 \rho_2$$

#### Pressure in a Capillary Tube

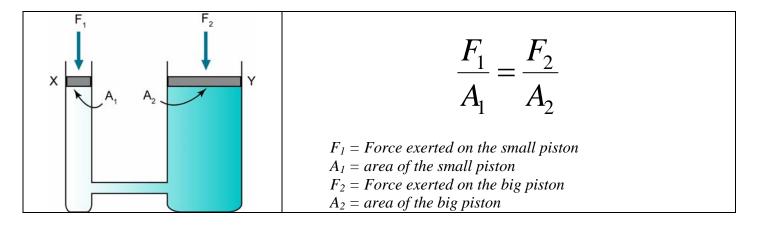


#### **Barometer**

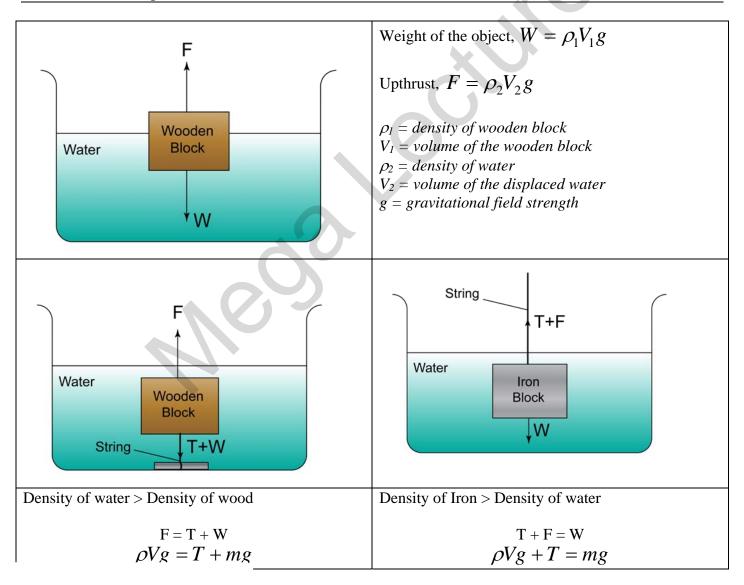
| P <sub>a</sub>                               | Pressure in unit cmHg | Pressure in unit Pa                 |
|--|-----------------------|-------------------------------------|
| 26cm P <sub>b</sub> 26cm P <sub>c</sub> 50cm | $P_a = 0$             | $P_a = 0$                           |
|  | $P_b = 26$            | $P_b = 0.26 \times 13600 \times 10$ |
|  | $P_c = 76$            | $P_c = 0.76 \times 13600 \times 10$ |
|  | $P_d = 76$            | $P_d = 0.76 \times 13600 \times 10$ |
|  | ъ – 76                | $P_e = 0.76 \times 13600 \times 10$ |
|  | 84                    | $P_f = 0.84 \times 13600 \times 10$ |

(Density of mercury = 13600kgm<sup>-3</sup>)

#### Pascal's Principle



#### **Archimedes Principle**



#### Heat

#### **Heat Change**

$$Q = mc\theta$$

| m = mass                      | (kg)                       |
|-------------------------------|----------------------------|
| c = specific heat capacity    | $(J kg^{-1} {}^{o}C^{-1})$ |
| $\theta$ = temperature change | $(^{o})$                   |

| Electric Heater                                       | Mixing 2 Liquid                                |
|---|--|
| $\Gamma$ of $F = Dt$                                  | Heat Gain by Liquid 1 = Heat Loss by Liquid 2  |
| Energy Supply, $E = Pt$                               |  |
| Energy Receive, $Q = mc\theta$                        | $m_1 c_1 \theta_1 = m_2 c_2 \theta_2$          |
| Energy Supply, E = Energy Receive, Q                  | $m_1 = mass \ of \ liquid \ 1$                 |
|   | $c_1$ = specific heat capacity of liquid 1     |
| $Pt = mc\theta$                                       | $	heta_l = temperature\ change\ of\ liquid\ 1$ |
| $E = electrical\ Energy\ (J\ or\ Nm)$                 | $m_2 = mass \ of \ liquid \ 2$                 |
| P = Power of the electric heater (W)                  | $c_2$ = specific heat capacity of liquid 2     |
| t = time (in second) (s)                              | $\theta_2$ = temperature change of liquid 2    |
| Q = Heat Change (J or Nm)                             |  |
| m = mass $(kg)$                                       |  |
| $c = specific heat capacity (J kg^{-1} {}^{o}C^{-1})$ |  |
| $\theta$ = temperature change (°)                     |  |

#### **Specific Latent Heat**

$$Q = mL$$

$$Q = Heat \ Change \qquad \qquad (J \ or \ Nm)$$
  
 $m = mass \qquad \qquad (kg)$   
 $L = specific \ latent \ heat \qquad (J \ kg^{-1})$ 

#### Boyle's Law

$$P_1V_1 = P_2V_2$$

(Requirement: Temperature in constant)

**Pressure Law** 

$$\frac{P_1}{T_1} = \frac{P_2}{T_2}$$

#### Charles's Law

$$\frac{V_1}{T_1} = \frac{V_2}{T_2}$$

(Requirement: Pressure is constant)

**Universal Gas Law** 

$$\frac{T_1V_1}{T_1} = \frac{T_2V_2}{T_2}$$

$$P = Pressure$$

$$V = Volume$$

$$T = Temperature$$

$$(Pa \ or \ cmHg \dots )$$

$$(m^3 \ or \ cm^3)$$

$$(MUST \ be \ in \ K(Kelvin))$$

### Light

#### **Refractive Index**

Snell's Law

Real depth/Apparent Depth

| Kear depth/Apparent Depth  |   |
|--|---|
|  | $n = \frac{\sin i}{\sin r}$ $n = refractive index \qquad (No unit)$ $i = angle of incident \qquad (°)$ $r = angle of reflection \qquad (°)$ |
| air water apparent depth image of point point  | $n = \frac{D}{d}$ $n = refractive \ index$ (No unit) $D = real \ depth$ (m or cm) $d = apparent \ depth$ (m or cm)                          |
| Speed of light   | Total Internal Reflection   |
| $n = \frac{c}{v}$ $n = refractive index \qquad (No unit)$ $c = speed of light in vacuum \qquad (ms-1)$ $v = speed of light in a medium (like water,$ | $n = \frac{1}{\sin c}$ $n = refractive \ index \qquad (No \ unit)$ $c = critical \ angle \qquad (°)$  |

Lens

**Power** 

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

$$P = Power \qquad (D(Diopter))$$

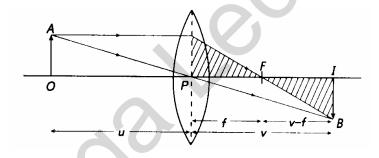
$$f = focal \ length \qquad (m)$$

**Linear Magnification** 

$$m = \frac{h_i}{h_o} \qquad m = \frac{v}{u} \qquad \frac{h_i}{h_o} = \frac{v}{u}$$

m = linear magnification (No unit) u = distance of object (m or cm...) v = distance of image (m or cm...)  $h_i = heigth of image$  (m or cm...)  $h_o = heigth of object$  (m or cm...)

#### **Lens Equation**



$$\frac{1}{u} + \frac{1}{v} = \frac{1}{f}$$

#### **Conventional symbol**

|   | positive neg | ative          |
|---|--------------|----------------|
| и | Real object  | Virtual object |
| v | Real image   | Virtual image  |
| f | Convex lens  | Concave lens   |

#### **Astronomical Telescope**

#### Magnification,

$$m = \frac{P_e}{P_o} \qquad m = \frac{f_o}{f_e}$$

m = linear magnification

 $P_e = Power of the eyepiece$ 

 $P_o$  = Power of the objective lens  $f_e$  = focal length of the eyepiece

 $f_e = focal tength of the eyeptece$ 

 $f_o = focal\ length\ of\ the\ objective\ lens$ 

#### Distance between eye lens and objective lens

$$d = f_o + f_e$$

d = Distance between eye lens and objective lens

 $f_e$  = focal length of the eyepiece

 $f_o$  = focal length of the objective lens

#### **Compound Microscope**

#### Magnification

$$\begin{split} m &= m_1 \times m_2 \\ &= \frac{\text{Height of first image , } I_1}{\text{Height of object}} \times \frac{\text{Height of second image, } I_2}{\text{Height of second image, } I_2} \\ &= \frac{\text{Height of second image, } I_2}{\text{Height of object, } I_1} \end{split}$$

m = Magnification of the microscope

 $m_1 = Linear magnification of the object lens$ 

 $m_2$  = Linear magnification of the eyepiece

#### Distance in between the two lens

$$d > f_o + f_e$$

d = Distance between eye lens and objective lens

 $f_e$  = focal length of the eyepiece

 $f_o$  = focal length of the objective lens