

Advanced Placement Physics Overview

The following equations and facts are not given on the exam, but are essential for your success.

$v = \frac{x}{t}$	$\Delta x = \frac{1}{2} \Delta v t + v_0 t$	$R = \frac{v_0^2 \sin 2\theta_0}{g}$ (range)	$v = \frac{2\pi r}{T}$	$F_c = \frac{mv^2}{r}$	$T = \frac{1}{f}$	$g = G \frac{M_{planet}}{r^2}$
$m_A v_{Ai} + m_B v_{Bi} = m_A v_{Af} + m_B v_{Bf}$		$m_A v_{Ai} + m_B v_{Bi} = (m_A + m_B) v_{ABf}$		$(m_A + m_B) v_{ABi} = m_A v_{Af} + m_B v_{Bf}$		
$mgh_i + \frac{1}{2} mv^2_i = mgh_f + \frac{1}{2} mv^2_f$		$mgh_{top} = \frac{1}{2} mv^2_{bottom}$		$\frac{1}{2} kx^2 = \frac{1}{2} mv^2$		
And any combination of Work Energy Theorem and Conservation of Energy that might be applicable to the problem.						
Sound waves in tubes =>	$f_n = n \frac{v}{2L}$ $n = 1, 2, 3, etc.$ (Tube open on both ends or string instrument)		$f_n = n \frac{v}{4L}$ $n = 1, 3, 5, etc.$ (tube open on one end)			
Series circuits: current stays the same	Series circuits: voltage adds	Parallel circuits: voltage stays the same		Parallel circuits: current adds		
$E = k \frac{q}{r^2}$	$P = \frac{V^2}{R}$		$P = I^2 R$			

Energy Overview

Energy is a central concept that connects the various strands of physics. Through the Work Energy Theorem and the Principle of Conservation of Energy a host of equations and possibilities help generate solutions.

Work Energy Theorem

Work is a change in any energy

$$W = \Delta \text{Energy}$$

Work, in the center, is equal to any change in energy around the circle. For example:

$$W = \Delta K = \frac{1}{2} m (\Delta v)^2 \quad \text{so} \quad F \cdot d \cos \theta = \frac{1}{2} m (\Delta v)^2$$

$$W = \Delta U_g = mg \Delta h \quad \text{so} \quad F \cdot d \cos \theta = mg \Delta h$$

Conservation of Energy - Energy can change forms

$$\text{Total Energy}_i = \text{Total Energy}_f$$

For example:

$$\frac{1}{2} m (\Delta v)^2 = mg \Delta h \quad \text{so} \quad mgh_i + \frac{1}{2} mv_i^2 = mgh_f + \frac{1}{2} mv_f^2$$

Power: If work and energy are important, then any variable that has work / energy in its equation is equally important.

Power is the rate that work is done or that energy is delivered, expended, or used. So from power we can get work and energy, and from work and energy we can get power. **One easy way is to set time to 1.0 s.** Then power and work / energy have the same value, but different units. If you find the time later in the problem just multiply or divide by the time to solve as necessary.

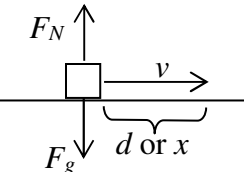
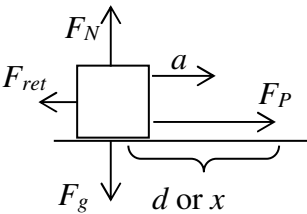
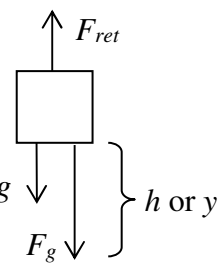
MOTION OF A SINGLE OBJECT: Relevant Kinematics, Force, and Energy

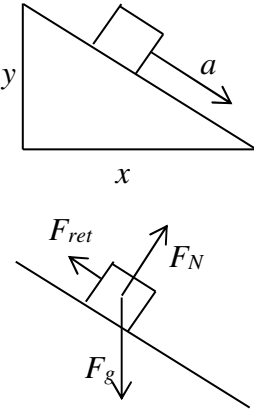
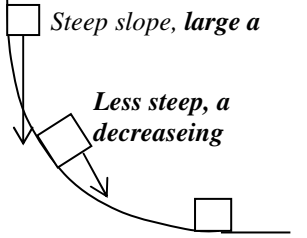
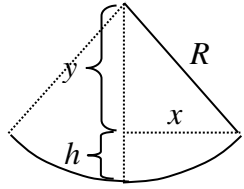
Start a problem by asking “What is the object doing?”, then “What is causing it to do that?”.

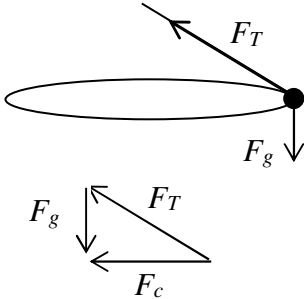

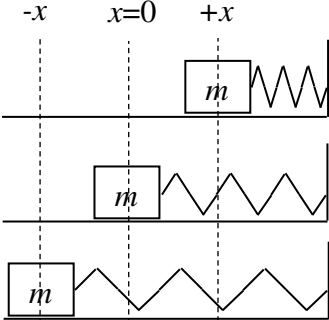
What direction is it moving in (if two find x and y components)? Is it moving at constant v (this includes $v = 0$)? Is it accelerating? Force? Energy change?

See if energy solves the problem first. Then think force and kinematics.

Most common usage is boxed. But, the most common usage is often a special case. Knowing the overall equations and logic will allow you to solve any scenario.

Situation	Kinematics	Force	Energy
<p>Constant Velocity</p> 	<p>Need constant velocity</p> $v = \frac{x}{t}$ <p>or</p> $x = vt$	<p>Always think sum of force</p> $\sum F = 0$ <p>Forces are vertical, while motion is horizontal</p> $F_g = mg$ $F_N = mg \cos \theta \quad 0^\circ \text{ slope}$ $F_N = mg$	<p>Inertia only. No force. No energy needed.</p> $W = F \cdot d \cos \theta$ <p>Where θ is the angle between F and d vectors.</p> $W = F \cdot d \cos 90^\circ$ $W = 0$
<p>Accelerating in x</p> 	<p>Use Kinematic Equations</p> $v_x = v_{ox} + at$ $v_x^2 = v_{ox}^2 + 2a(x - x_o)$ $x = x_o + v_{ox}t + \frac{1}{2}at^2$ <p>In projectile motion</p> $x = v_{ox}t$	<p>There is a sum of force</p> $\sum F = ma$ $\sum F_x = F_{p_x} - F_{retarding_x}$ <p>example</p> $\sum F_x = F_{p_x} - F_{fr}$	<p>A force through a distance.</p> $W_x = \sum F_x \cdot d \cos \theta$ <p>Where θ is the angle between F and d vectors.</p> $W = F \cdot d \cos 0^\circ$ <p>No retarding forces present</p> $W = F \cdot d$ <p>This time work is done, so there is a Δ energy.</p> $W = \Delta \text{Energy}$ $W = \Delta K = \frac{1}{2}m(\Delta v)^2$ <p>The only thing changing is velocity, so K is changing.</p>
<p>Accelerating in y</p> 	$v_y = v_{oy} + gt$ $v_y^2 = v_{oy}^2 + 2g(y - y_o)$ $y = y_o + v_{oy}t + \frac{1}{2}gt^2$ <p>Horizontal projectile or dropped object</p> $y = \frac{1}{2}gt^2$	$\sum F_y = F_g - F_{retarding_y}$ <p>example</p> $\sum F_y = F_g - F_{air\ resistance}$	$W_y = \sum F_y \cdot h$ <p>Includes retarding forces</p> $W = F_g \cdot h$ <p>No retarding forces</p> $W = \Delta U_g = mg\Delta h$ <p>Height is changing, so U is changing.</p> $W = \Delta K = \frac{1}{2}m(\Delta v)^2$ <p>Velocity is changing, so K is changing.</p> $mg\Delta h = \frac{1}{2}m(\Delta v)^2$ $mgh_i + \frac{1}{2}mv_i^2 = mgh_f + \frac{1}{2}mv_f^2$ <p>Energy conserved.</p>

Situation	Kinematics	Force	Energy
<p>Inclines</p> 	<p>Kinematic Equations Apply</p> $v_x = v_{ox} + at$ $v_x^2 = v_{ox}^2 + 2a(x - x_o)$ $x = x_o + v_{ox}t + \frac{1}{2}at^2$ $v_y = v_{oy} + gt$ $v_y^2 = v_{oy}^2 + 2g(y - y_o)$ $y = y_o + v_{oy}t + \frac{1}{2}gt^2$	<p>Motion is parallel to slope</p> <p>Acceleration down the slope is caused by the addition of F_g and F_N. The resultant of these two vectors is $F_g \sin \theta$. Since the natural motion is down the slope set that direction as +. In some problems it is useful to reverse this (if the object is going up hill).</p> $\sum F_{\parallel} = F_g \sin \theta - F_{retarding}$ $F_N = mg \cos \theta$	<p>Work and energy can work parallel, in the x, and in the y</p> $W = F_{\parallel} \cdot d_{\parallel}$ $W = F_x \cdot d_x$ $W = F_y \cdot d_y$ <p>Force and distance vectors form similar triangles.</p> <p>Work depends on F and d being parallel.</p> <p>So any pair of parallel vector will solve the problem</p> $W = \Delta K = \frac{1}{2}m(\Delta v)^2$ $W = \Delta U_g = mg\Delta h$ $mgh_i + \frac{1}{2}mv_i^2 = mgh_f + \frac{1}{2}mv_f^2$
<p>Down a curve</p> 	<p>Kinematics Fail</p> <p>The net force is changing as the vectors F_g and F_N change. In addition the direction is changing.</p> <p>Acceleration is changing.</p> <p>The Kinematic Equations are designed for changing velocity, but only work for uniform (constant) acceleration.</p>	<p>Force Fails</p> <p>The net force is changing as the vectors F_g and F_N change.</p>	<p>Energy is directionless.</p> $W = \Delta K = \frac{1}{2}m(\Delta v)^2$ $W = \Delta U_g = mg\Delta h$ $mgh_i + \frac{1}{2}mv_i^2 = mgh_f + \frac{1}{2}mv_f^2$ <p>A very important case.</p> $mgh_{top} = \frac{1}{2}mv_{bottom}^2$ <p>No initial velocity moving to a height of zero.</p>
<p>Pendulum or Swing</p>  $h = R - y$ $y = \sqrt{R^2 - x^2} = R \cos \theta$	<p>Kinematics Fail</p> <p>See accelerating down a curve above.</p> <p>The velocity is zero at either end.</p> <p>The velocity is greatest at the lowest point</p>	<p>Force Fails</p> <p>See accelerating down a curve above.</p> <p>The restoring force is greatest at the ends, as is the acceleration.</p> <p>The restoring force is zero in the middle, and so is the acceleration.</p>	<p>Energy is directionless.</p> $W = \Delta K = \frac{1}{2}m(\Delta v)^2$ $W = \Delta U_g = mg\Delta h$ $mgh_{top} = \frac{1}{2}mv_{bottom}^2$ <p>If it has no initial velocity and goes all the way down.</p> <p>At the ends it is all potential no motion, in the middle it is all motion no potential.</p>

Situation	Kinematics	Force	Energy
<p>Object on string, Horizontal loop</p> 	<p>Tangential Velocity</p> <p>Instantaneous velocity is tangent to the circular motion.</p> $v = \frac{2\pi r}{T}$ <p>Acceleration is toward center, centripetal.</p> $a_c = \frac{v^2}{r}$	<p>Center seeking.</p> <p>Force is centripetal, F_c, is the sum of force in circular motion. Toward center is +.</p> <p>Find F_c by adding vectors (tip to tail). Then solve for F_T.</p> $F_T = \sqrt{F_c^2 + F_g^2}$	<p>No work is done</p> $W = F \cdot d \cos \theta$ <p>Where θ is the angle between F and d vectors.</p> $W = F \cdot d \cos 90^\circ$ $W = 0$ <p>At any instant the direction of motion (tangent to the circle) is perpendicular to the center seeking F_c, the F_T, and the F_g.</p> <p>And for one revolution there is no total displacement from the origin, since a single revolution brings you back to the starting point.</p>
<p>Roller Coaster</p> 	<p>Need uniform slope</p> <p>Kinematics only work on sections that have constant slope.</p> <p>If the track is curved try energy.</p>	<p>Force centripetal in the loop.</p> <p>To find the speed needed to have passengers feel weightless at the top of the loop</p> $F_c = F_g$	<p>Energy works everywhere, with its directionless advantage.</p> <p>You can solve for any point A using any other point B. Use the complete equation. The car will usually have both speed and height at every point. An exception is the lowest point on the track, or if it starts with zero velocity at the top of a hill (this is unlikely since roller-coasters don't stop at the top of each hill). If it has velocity and height at the top you need to include both.</p> $mgh_A + \frac{1}{2}mv_A^2 = mgh_B + \frac{1}{2}mv_B^2$
<p>Spring</p> 	<p>Kinematics Fail</p> <p>See Down a curve, and Pendulum above.</p> <p>The velocity is zero at maximum +/- x (amplitude)</p> <p>The velocity is greatest at $x = 0$</p>	<p>Force Fails</p> <p>See Down a curve, and Pendulum above.</p> <p>The restoring force is greatest at maximum +/- x (amplitude).</p> <p>The restoring force is zero at $x = 0$, and so is the acceleration.</p>	<p>Energy is directionless.</p> $W = \Delta K = \frac{1}{2}m(\Delta v)^2$ $W = \Delta U_s = \frac{1}{2}k(\Delta x)^2$ <p>If it starts at maximum x (amplitude) and it converts all the springs energy into speed of the object pushed / pulled by the spring</p> $\frac{1}{2}kx^2 = \frac{1}{2}mv^2 \quad \frac{1}{2}kx_i^2 + \frac{1}{2}mv_i^2 = \frac{1}{2}kx_f^2 + \frac{1}{2}mv_f^2$

Collisions

Momentum is always conserved in a collision

Know the following equations

$$m_A v_{Ai} + m_B v_{Bi} = m_A v_{Af} + m_B v_{Bf} \quad \text{2 objects before, 2 objects after}$$

$$m_A v_{Ai} + m_B v_{Bi} = (m_A + m_B) v_{ABf} \quad \text{2 objects before, 1 objects after}$$

$$(m_A + m_B) v_{ABi} = m_A v_{Af} + m_B v_{Bf} \quad \text{1 objects before, 2 objects after}$$

If there are more than two objects add $m_C v_C$, $m_D v_D$, etc.

If the collisions happen in two dimensions, \mathbf{x} and \mathbf{y} , turn all $m\mathbf{v}$ vectors into \mathbf{x} and \mathbf{y} components. Solve for the result in the \mathbf{x} direction and then solve for the result in the \mathbf{y} direction. Take the final \mathbf{x} and \mathbf{y} and use Pythagorean Theorem to find the overall resultants.

If the object has momentum it also has kinetic energy.

Total energy is also conserved, but energy changes forms.

Perfectly elastic collision (An idealized unrealistic case)

Kinetic energy is conserved in this rare case.

Use these two equations together (System of 2 equations & 2 variables).

$$m_A v_{Ai} + m_B v_{Bi} = m_A v_{Af} + m_B v_{Bf}$$

$$\frac{1}{2} m_A v_{Ai}^2 + \frac{1}{2} m_B v_{Bi}^2 = \frac{1}{2} m_A v_{Af}^2 + \frac{1}{2} m_B v_{Bf}^2$$

Inelastic Collision (The common type)

Kinetic energy is lost or dissipated.

There is less kinetic energy after the collision.

$$K_{lost/dissipated} = \sum K_i - \sum K_f$$

(Note this is the opposite of change in kinetic energy. Change in kinetic energy is $K_f - K_i$. The value is the same, but the sign is reversed.)

$$K_{lost/dissipated} = \left(\frac{1}{2} m_A v_{Ai}^2 + \frac{1}{2} m_B v_{Bi}^2 \right) - \left(\frac{1}{2} m_A v_{Af}^2 + \frac{1}{2} m_B v_{Bf}^2 \right)$$

The kinetic energy lost often turns into heat from the impact

$$K_{lost/dissipated} = mc\Delta T$$

Circular Motion

The key to circular motion is to ask:

“What is causing it to stay in a circle?”

Centripetal means center seeking

The direction of motion is toward the center

Any force pointing to the center is a positive force.

Any force pointing away from the center is a negative force.

Force Centripetal is the sum of forces in these problems

It is not drawn on free body diagrams since it is the net force.

Any force (gravity, tension, friction, normal, magnetic, etc.) can contribute to F_c

Possible equations

$F_c = F_g$ To find minimum speed at the top of a roller coaster loop.

$F_c = F_{fr}$ Object is revolving on a horizontal surface, or a car turning.

$F_c = F_T$ If a (horizontal) string spins the object in a horizontal circle.

$F_c = \sqrt{F_T^2 - F_g^2}$ If an object at the end of a string is spinning through the air and gravity pulls the string down from the horizontal.

$F_c = F_T + F_g$ An object (at the top) spinning at the end of a string in a vertical circle.

$F_c = F_T - F_g$ An object (at the bottom) spinning at the end of a string in a vertical circle.

$F_c = F_N$ Inside an amusement park ride (Gravitron)

$F_c = F_B$ For a charged particle in a magnetic field.

Substitute and solve.

$$F_c = m \frac{v^2}{r}$$

Velocity is Tangential

The instantaneous velocity is tangent to the circular motion.

$$v = \frac{2\pi r}{T} \quad T \text{ is the period, the time for one revolution.}$$

If the object is released (the force stops working) then the object will move at this velocity in a direction tangent to the circle at the time of the release.

Rates and Graphing

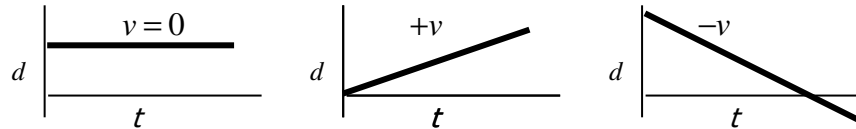
A change in a variable as a function of time (in seconds).

In the graphed examples the y intercepts and slopes would depend on where the problem started and on how fast the rate is changing.

Constant Velocity: change in position

$$v = \frac{d}{t}$$

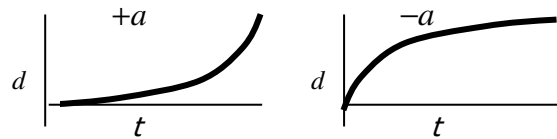
Velocity is the slope (derivative) of distance time graph



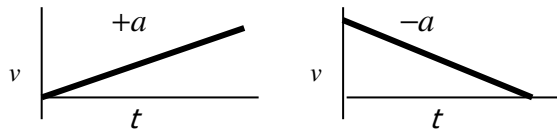
Acceleration: change in velocity

$$a = \frac{\Delta v}{t}$$

Distance increases (or decreases) in an exponential manner.



Acceleration is the slope (derivative) of velocity time graph



Areas Under Curves

Velocity is the area (integral) under the acceleration graph.
Displacement is the area (integral) under the velocity graph.

***** Work is the area under the force distance curve.**

Rates and Graphing

Power: Work (and any form of energy) done in a time t

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

Remember you can convert directly to work (or energy) from power if you solve the problem using 1 second for time. (Example: 100 W , means 100 J in one second). If you get information about time later in the problem, just multiply by the amount of time to find the actual total work (or energy). Example: If the preceding 100 W was delivered for 1 minute, then 100 J were delivered each second for 60 s. So 6000 J of work (energy) was done, used, or delivered.

Current: amount of charge moving through a point in a circuit

$$I = \frac{\Delta Q}{t}$$

Current stays the same in a series circuit. All the resistors are in line. It's like a traffic jam on one road with no alternate routes. All the cars are going the same speed on the entire road, so the amount of cars passing any point in a certain time interval is the same everywhere.

Current adds in a parallel circuit. The electrons have multiple pathways to choose from. If 100 C arrive at a fork in the circuit they must split up. Due to conservation of charge, the amount of electrons in the parallel paths must add up to the amount of electrons arriving at the fork.