Physics Notes

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This compilation of notes are to be used as a reference for the GCE "A"-level Physics paper, as a refresher in definitions, theories as well as for general descriptions of presentation form. These notes are meant for free, public use, but at the reader's own risk.
Good luck with your exams.

1 Measurements

1.1 Units

Physics can be summarized as a collection of mathematical relationships between physical phenomena. Each and every physical quantity has a numerical magnitude and a unit. Note that it is nonsensical to compare a physical quantity to a unit (e.g. time cannot be compared to seconds).

$$\underbrace{F}_{\text{Physical Quantity}} = \underbrace{5}_{\text{Numerical Magnitude}} \underbrace{N}_{\text{Unit}}$$

Definition 1.1: SI Base Units

SI base units are a selection of fundamental physical quantities, from which all other physical quantities can be represented as a combination of SI Base Units. These quantities have been arbitrarily chosen for accessibility and reproducibility.

Definition 1.2: Derived Units

Derived Units are defined as products or quotients of base units and are obtained as products of base units

Base Quantity	Base Unit	Symbol
Time	Second	s
Length	Meter	m
Mass	Kilogram	kg
Current	Ampere	A
Temperature	Kelvin	K
Amount of Substance	Mole	mol

For a mathematical operation to be valid, addition and subtraction between physical quantities have to have the same unit and two sides of an equation must have the same unit.

Definition 1.3: Homogeneous Equations

An equation is homogeneous if both sides of an equation have the same resultant units. Also called Dimensionally Consistent.

The homogeneity of an equation can be used to determine the powers of physical quantities used to derive a value.

1.2 Numerical Magnitudes

Orders of magnitudes of a physical quantity can be used to represent decimal multiples of a number.

Prefix	Symbol	Power of 10
tera	T	12
giga	G	9
mega	M	6
kilo	k	3
deci	d	-1
centi	c	-2
milli	m	-3
micro	μ	-6
nano	n	-9
pico	p	-12

Definition 1.4: Standard Form

Standard form is where the numerical magnitude of a physical quantity is written in the form $a \times 10^n$ where $1 \leq a < 10$ and n is an integer.

Estimation of the order of magnitude of a physical quantity can be derived from estimating component values of a certain order of magnitude and then applying physical equations.

1.3 Error

Error in a reading is where there is uncertainty in the exact value of the numerical magnitude of a physical quantity.

Definition 1.5: Systematic Error

Systematic errors are caused by lapses in the measurement process, resulting in values consistently erroneous to give always smaller or always larger readings and can be eliminated if the source of error is known and accounted for.

Definition 1.6: Random Error

Random errors are caused by inherent inaccuracy and lack of precision in a reading, resulting in values scattered about a mean and can be mitigated by repeating measurements and finding lines of best fit but otherwise cannot be predicted.

Definition 1.7: Accuracy

Accurate readings are values which are close to the true value of a physical quantity and is influenced by systematic error.

Definition 1.8: Precision

Precise readings are values which agree which other and is influenced by random error.

1.3.1 Measuring Values

Precision of a measuring instrument is determined by its least count. Measurements of length and volume are read to their least count, or half their least count if the markings are larger than 1mm such as on a meter rule or a graph. Digital instruments are read and recorded to their displayed value except for tools which depend on other erroneous input such as human reaction time. Do note that the ruler is a special case, where since the error in reading is 0.5mm but two readings are made (don't ask me why this isn't the case in other measurements) the total error is twice that error or 1mm. In questions which specify that the error accompanying each reading is one division, the absolute error is twice the least count (don't ask me why again).

1.3.2 Error Propagation

$$Q = aX + bY \quad \Delta Q = |a|\Delta X + |b|\Delta Y$$
$$Q = kX^aY^b \quad \frac{\Delta Q}{Q} = |a|\frac{\Delta X}{X} + |b|\frac{\Delta Y}{Y}$$

Absolute uncertainty is represented to 1 s.f. while fractional and percentage (fractional multipied by 100%) uncertainty is represented to 2 s.f. .

To find the situation where maximum fractional error occurs, adjust the values such that the value of Q is its smallest possible value.

1.3.3 DP and SF

Addition and subtraction operations in experimental situations require the result to follow the largest decimal place value of its derivatives. Multiplication and division operations in experimental situations require the result to follow the least significant figures of its derivatives. However, in exam settings seek to maintain all working in 5sf/dp and only reduce sf/dp when obtaining answers.

1.3.4 Scalars and Vectors

Definition 1.9: Scalar Quantity

A Scalar Quantity is a physical value with a numerical magnitude, and are represented by a magnitude and a unit.

Definition 1.10: Vector Quantity

A Vector Quantity is a physical value with a numerical magnitude as well as a direction, and are represented by a magnitude, unit and a direction.

Before solving questions involving vector quantities, a positive direction should be defined as whichever direction is most convenient.

2 Kinematics

Definition 2.1: Distance

Distance x is the length of a path followed by an object, measured in meters.

Definition 2.2: Displacement

Displacement s is the distance moved in a specified direction from a reference point, measured in meters. It is the vector equivalent of distance.

Definition 2.3: Speed

Speed v is the instantaneous speed of an object, defined as the rate of change of distance traveled with respect to time, measured in meters per second. Average speed refers to the distance traveled over a significantly large time taken.

Definition 2.4: Velocity

Velocity v is the instantaneous velocity of an object, defined as the rate of change of displacement with respect to time, measured in meters per second. Average velocity refers to the change in displacement over a significantly large time taken. It is the vector equivalent of speed.

Definition 2.5: Acceleration

Acceleration a is the instantaneous velocity of an object, defined as the rate of change of velocity with respect to time, measured in meters per second squared. Average acceleration refers to the change in velocity over a significantly large time taken.

Note that when faced with a kinematics graph (s/v/a against t), the gradient of the graph (differential) and the area under the graph (integral) obtain special meanings.

2.1 Equations of Motion

For a situation involving uniform acceleration and motion in a straight line, the following equations hold:

Final velocity from initial velocity and acceleration
$$v = u + at$$
Displacement from average velocity
$$s = \frac{1}{2}(u + v)t$$
Displacement from initial velocity and acceleration
$$s = ut + \frac{1/2}{a}t^2$$
Final velocity from displacement,
initial velocity and acceleration
$$v^2 = u^2 + 2as$$

For the condition of objects in freefall, acceleration is equal to which takes the value of $9.81ms^{-1}$.For the conditions of objects in projectile motion with the assumption of no air resistance, acceleration in the vertical dimension behaves as if the object is in freefall, and acceleration in the horizontal direction is equal to zero.

2.2 Air Resistance

When objects move through air, it experiences viscous drag or air resistance. Air resistance acts opposite to the direction of velocity and is proportional to the velocity, or at higher velocities is proportional to the square of the velocity. The terminal velocity is the velocity at which the air resistance is equal to accelerative forces on an object, hence the resultant acceleration is equal to zero.

For an object projected upwards in freefall, the time of flight upwards will be smaller than the flight downwards.

On the way up, air resistance acts against upward motion and hence acts downwards in line with gravity, creating a larger resultant force downwards and a larger acceleration which retards its vertical motion, hence the velocity decreases at a faster rate and it takes less time to travel to the peak of the trajectory than if there had been no air resistance.

On the way down, air resistance acts against downward motion and hence acts upward and against gravity, reducing the resultant force downwards and a lower acceleration which accelerates the object downward, hence the velocity increases at a slower rate and it takes more time to travel the same distance downward had there been no air resistance.

3 Dynamics

4 Forces

5 Work Energy and Power

6 Circular Motion

7 Gravitation