



**IDX G9 Physics H**

**Study Guide S1 Monthly 2**

**By Alvin and Albert, Edited by Michael**

**Note: This is an official document by Indexademics. Unless otherwise stated, this document may not be accredited to individuals or groups other than the club IDX, nor should this document be distributed, sold, or modified for personal use in any way.**

**Table of Contents:**

1. Relative Velocity
2. Force and Weight
3. Newton's 1<sup>st</sup> Law
4. Mass
5. Newton's 2<sup>nd</sup> Law
6. Newton's 3<sup>rd</sup> Law

**Chapter 4: Forces & Equilibrium (Translational Motion)**

**A. Equilibrium Problems**

**Translational Equilibrium**

**Definition:**

The object is in **translational equilibrium** if the **net force** acting on an object is **zero**.

**Conditions:**

- **Object at rest ( $v = 0$ )**
- **Object moving with constant velocity ( $v \neq 0$ , but  $a = 0$ )**

Key idea: equilibrium **doesn't** mean “no motion” — it means **no acceleration**.

**Formulas:**

$$\sum \vec{F} = \mathbf{0}$$

$$\sum F_x = 0, \sum F_y = 0$$

### Not in Translational Equilibrium

If the net force is **not zero**:

$$\sum F \neq 0 \Rightarrow a \neq 0$$

$$\sum F = ma$$

## B. Friction Problems

### Friction

**Definition:**

A force that **opposes relative motion** (or attempted motion) between two surfaces in contact.

### Types of Friction

#### 1. Static friction

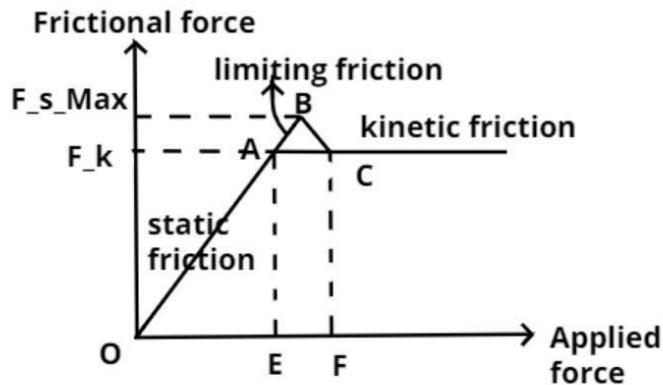
- Acts when an object is **at rest**
- Adjusts up to a maximum value

$$f_s \leq f_{s,\max} = \mu_s N$$

#### 2. Kinetic friction

- Acts when an object is **sliding**

$$f_k = \mu_k N$$



### Normal Force (Important!)

- Perpendicular contact force from a surface
- On a flat surface (no vertical acceleration):

$$N = mg$$

### Strategy for Friction Problems

1. Draw a **free-body diagram**
2. Choose +x direction (usually direction of motion)
3. Write:

$$\Sigma F_x \text{ and } \Sigma F_y$$

4. Apply:
  - Equilibrium rules (if  $a = 0$ )
  - Newton's 2nd Law (if  $a \neq 0$ )

## C. Inclined Plane Problems

### Forces on an Inclined Plane

- Weight:  $mg$
- Normal force:  $N$
- Friction (if present):  $f_s$  or  $f_k$

### Resolving Weight

Weight is split into components:

- **Parallel to plane (Down the Slope):**

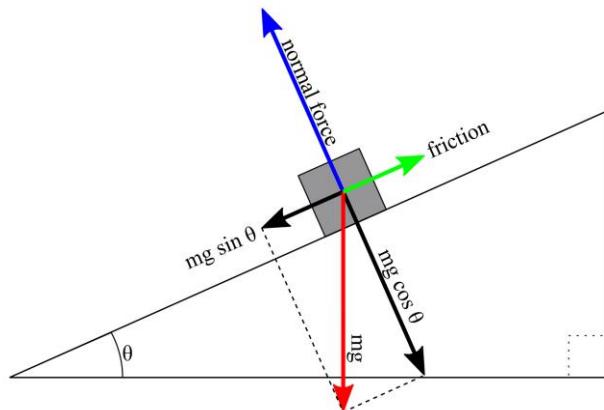
$$mgs \in \theta$$

$$f = \mu N = \mu mg \cos \theta$$

- **Perpendicular to plane:**

$$mg \cos \theta$$

$$N = mg \cos \theta$$



### Equilibrium on Inclined Plane

If object is at rest or moving at constant speed:

$$\sum F_{\parallel} = \mathbf{0}$$

## D. Connected Objects

### 1. About Tension

**Tension (T):**

- Force transmitted via a string, rope, or cable
- Acts **along the string**
- Always pulls **away** from the object

**Ideal string & pulley assumptions:**

- Massless string
- Frictionless pulley
- Same tension throughout the string

### 2. System

**System:**

Any group of **one or more objects** chosen

- Objects inside → **system**
- Everything else → **surroundings**

Choosing the system wisely can **simplify forces and equations**.

### 3. External Forces

### **Definition:**

Any force acting on the system by an object **outside** the system.

Ex:

- Gravity
- Normal force
- Friction from the ground

### **4. Internal Forces**

### **Definition:**

Forces **between objects inside** the system.

Example:

- Tension between two masses in the same system
- 

### **Key Tip for Connected Objects**

- Write **separate equations** for each object **or**
- Write **one equation** for the entire system (tension cancels)

## **Chapter 1: Introduction, Measurement, Estimating**

### **1.4 Measurement and Uncertainty; Significant Figures**

Definitions:

- Measurement: a comparison between an unknown quantity and a standard
- Significant Figures: valid/reliable digits in a measurement
- Estimated/uncertain digit: Last digit in a measurement
- Accuracy: how close a measurement is to the “true value”

- Precision: the repeatability of the measurement using a given instrument.

Rules for significant digits:

- Trailing zeros may or may not count if there is no decimal point
- For scientific notation, only count the term, since the power doesn't count
- For addition or subtraction:
  - Round the result to have as many decimal places as the measured number with the smallest number of decimal places.
- For multiplication and division
  - Round the result to have as many significant figures (digits) as the measured number with the smallest number of significant figures

Uncertainty

- No measurement made is ever exact
- The accuracy and precision of a measurement are always limited.

- All non-zero digits and any zeros contained between non-zero digits count.

**300042 = 6 significant digits**

- Exact numbers have an infinite number of significant digits

**60 pages = Infinite significant digits**

- Leading zeros don't count.

**0.000034 = 2 significant digits**

- Trailing zeros count if there is a decimal point.

**0.0002500 = 4 significant digits**

- Trailing zeros may or may not count if there is no decimal point,

**190000 = 2 significant digits**

- Random errors

- The statistical fluctuations (in either direction) in the measured data due to the precision limitations of the measurement device. Reduced by doing multiple observations and finding the average and deviations
- Least count: the smallest division that is marked on the instrument
- ILE (Instrument limit of error): least count or 1/2 of least count

## (Measured value $\pm$ uncertainty) unit

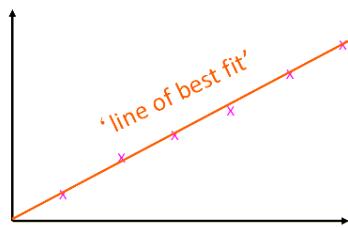
- Systematic errors
  - They are reproducible inaccuracies that are consistently in the same direction
- Relative and Absolute Errors
  - Absolute error/ uncertainty  $\Delta x$ : size of error and units
  - Relative (Fractional) uncertainty (often used for precision):  $\frac{\text{uncertainty}}{\text{measured value}} = \frac{\Delta x}{x}$
  - Reactive error (often used for accuracy) =  $\frac{\text{measured value} - \text{expected value}}{\text{expected value}}$

Percentage uncertainty= relative uncertainty x 100%

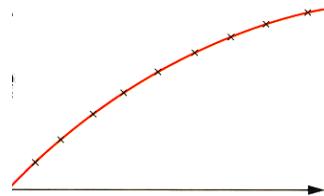
Percentage error(percentage discrepancy)=relative error x 100%

- Propagation of Errors, Basic Rules
  - For addition and subtraction
    - The absolute uncertainty of the final result = the sum of absolute uncertainties
  - For multiplication and division
    - The percent uncertainty of the final result = the sum of percent uncertainties

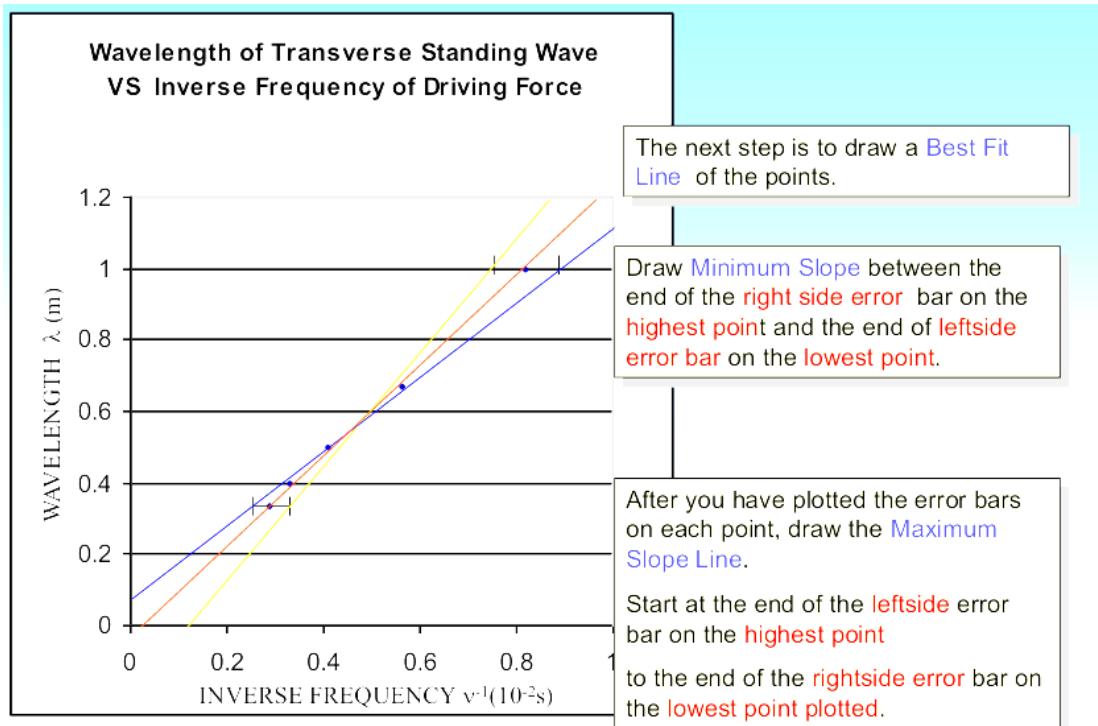
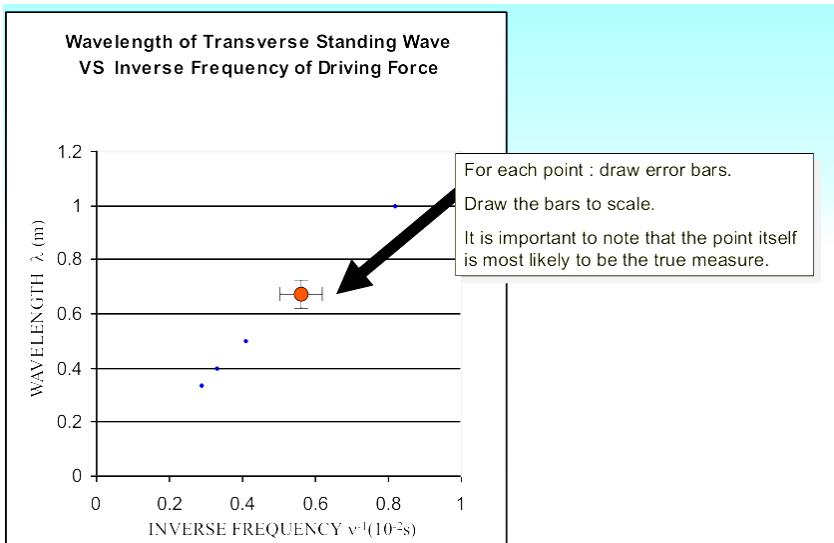
- For multiplication by an exact number, multiply the uncertainty by the same exact number
- Graphing
  - After drawing points on graphs using “X”, if the points form a straight line, it is a “line of best fit”:



- After drawing points on graphs using “X”, if the points form a curve, it is a “smooth curve”



- Graphing with error bars:



## 1.5 Units, Standards, and the SI System

## International System of Units (SI)

### SI Base Units

Base Quantity	Name	Symbol	Factor	Name	Symbol	Numerical Value
Length	meter	m	$10^{12}$	tera	T	1 000 000 000 000
Mass	kilogram	kg	$10^9$	giga	G	1 000 000 000
Time	second	s	$10^6$	mega	M	1 000 000
Electric current	ampere	A	$10^3$	kilo	k	1 000
Thermodynamic temperature	kelvin	K	$10^2$	hecto	h	100
Amount of substance	mole	mol	$10^{-1}$	deka	da	10
Luminous intensity	candela	cd	$10^{-2}$	deci	d	0.1
			$10^{-3}$	centi	c	0.01
			$10^{-6}$	milli	m	0.001
			$10^{-9}$	micro	$\mu$	0.000 001
			$10^{-12}$	nano	n	0.000 000 001
				pico	p	0.000 000 000 001

### SI Derived Units

Derived Quantity	Name	Symbol	Equivalent	
			SI units	
Frequency	hertz	Hz	$s^{-1}$	
Force	newton	N	$m \cdot kg \cdot s^{-2}$	
Pressure	pascal	Pa	$N/m^2$	
Energy	joule	J	$N \cdot m$	
Power	watt	W	$J/s$	
Electric charge	coulomb	C	$s \cdot A$	
Electric potential	volt	V	$W/A$	
Electric resistance	ohm	$\Omega$	$V/A$	
Celsius temperature	degree Celsius	$^{\circ}C$	K*	

\*Unit degree Celsius is equal in magnitude to unit kelvin.

Adapted from NIST Special Publication 811.  
SI rules and style conventions recommend using spaces rather than commas to separate groups of three digits.



© 2007 Flinn Scientific, Inc. All Rights Reserved.

AP0890