

AP I and AP 2 PHYSICS FORMULAE Updated 12-22-2017

Proton and Neutron Mass	$m_p = 1.67 \times 10^{-27} \text{ kg}$	Fundamental charge	$e = 1.6 \times 10^{-19} \text{ C}$
Electron Mass	$m_e = 9.11 \times 10^{-31} \text{ kg}$	Electron Volt	$1 \text{ eV} = 1.6 \times 10^{-19} \text{ J}$
Avogadro's #	$6.02 \times 10^{23} \text{ mol}^{-1}$	Universal Gravitational constant	$G = 6.67 \times 10^{-11} \text{ Nm}^2 / \text{kg}^2$
Universal gas constant	$R = 8.31 \text{ J/mol} \cdot \text{K}$	Speed of Light	$c = 3.00 \times 10^8 \text{ m/s}$
Boltzmann's constant	$k_B = 1.38 \times 10^{-23} \text{ J/K}$	Magnetic constant	$k' = 1 \times 10^{-7} \text{ T} \cdot \text{m/A}$
1 unified atomic mass unit		$1u = 1.66 \times 10^{-27} \text{ kg} = 931 \text{ MeV}/c^2$	
Planck's Constant		$h = 6.63 \times 10^{-34} \text{ J} \cdot \text{s} = 4.14 \times 10^{-15} \text{ eV} \cdot \text{s}$ $hc = 1.99 \times 10^{-25} \text{ J} \cdot \text{m} = 1240 \text{ eV} \cdot \text{nm}$	
Coulomb's Law constant		$k = \frac{1}{4\pi\epsilon_0} = 9.0 \times 10^9 \text{ N} \cdot \text{m}^2 / \text{C}^2$ $\epsilon_0 = 8.85 \times 10^{-12} \text{ C}^2 / \text{N} \cdot \text{m}^2$	

MECHANICS	
$v = \frac{\Delta x}{\Delta t}$	Δx = displacement (change of position)
$a = \frac{\Delta v}{\Delta t}$	v = average velocity
$v_f = v_i + at$	a = average acceleration
$\Delta x = v_i t + \frac{1}{2} at^2$	v_i = initial velocity
$2a\Delta x = v_f^2 - v_i^2$	v_f = final velocity
$\Sigma F = ma$	F = force
$W = mg$	F_f = force of friction
$F_g = G \frac{m_1 m_2}{r^2}$	F_N = normal force
$U_g = G \frac{m_1 m_2}{r}$	F_g = gravitational force
$\rho = mv$	G = Universal Gravitational Constant
$F\Delta t = m\Delta v$	ρ = momentum
$\mu = \frac{F_f}{F_N}$	μ = coefficient of friction
	r = distance between center of masses
	W = weight
	m = mass
	U_g = gravitational PE

ELECTRICITY	
$F_e = k \frac{q_1 q_2}{r^2}$	C = Capacitance
$E = \frac{F}{q}$	E = electric field intensity
$\Delta U_E = q\Delta V$	I = electric current
$V = \frac{W}{q} = Ed$	k = electrostatic constant
$I = \frac{\Delta q}{\Delta t}$	P = Power
$V = IR$	q = charge
$P = VI = I^2 R = \frac{V^2}{R}$	R = resistance
<u>SERIES CIRCUIT</u>	
$I_T = I_1 = I_2 = I_3 = \dots$	U_E = electric potential Energy
$V_T = V_1 + V_2 + V_3 + \dots$	U_C = energy stored in capacitor
$R_T = R_1 + R_2 + R_3 + \dots$	V = electric potential difference
<u>PARALLEL CIRCUITS</u>	
$I_T = I_1 + I_2 + I_3 + \dots$	W = Work
$V_T = V_1 = V_2 = V_3 = \dots$	$C = Q/\Delta V$
$R_T = \frac{1}{\frac{1}{R_1} + \frac{1}{R_2} + \frac{1}{R_3} + \dots}$	$U_C = \frac{1}{2} Q\Delta V = \frac{1}{2} C\Delta V$
	$C_{\text{parallel}} = \Sigma C_i$
	$C_{\text{series}} = \frac{1}{\Sigma \left(\frac{1}{C_i} \right)}$

ENERGY AND WORK	
$W = F\Delta x \cos \theta$	h = height
$P = \frac{W}{\Delta t} = \frac{\Delta E}{\Delta t} = Fv$	k = spring constant
$PE_g = mgh$	KE = kinetic energy
$KE = \frac{1}{2} mv^2$	PE_g = gravitational potential energy
$F = -kx$	PE_s = potential energy stored in a spring
$PE_s = \frac{1}{2} kx^2$	P = power
	W = work
	x = change in spring length from the equilibrium position

CIRCULAR MOTION & ROTATION	
$a_c = \frac{v^2}{r}$	a_c = centripetal acceleration
$F_c = m \frac{v^2}{r}$	F_c = centripetal force
$1 \text{ rev} = 2\pi \text{ rad} = 360^\circ$	τ = Torque
$\tau = Fxr = I\alpha$	I = Rotational Inertia
$I = \Sigma mr^2$	α = Angular acceleration
$L = I\omega$	ω = Angular velocity
$K_{\text{rot}} = \frac{1}{2} I\omega^2$	K_{rot} = Rotational KE
$x = A \cos(\omega t)$	x = position
$x = A \cos(2\pi ft)$	

<u>HEAT AND THERMODYNAMICS</u>	<u>WAVE PHENOMENA & SHM</u>
$Q = mc\Delta T$	$T = \frac{1}{f}$
$Q = mL_f$	$v = f\lambda$ OR $v = \nu\lambda$
$Q = mL_v$	$n = \frac{c}{v}$
$\Delta L = \alpha L_o \Delta T$	$n_i \sin \theta_i = n_r \sin \theta_r$
$\frac{Q}{\Delta t} = \frac{kA\Delta T}{L}$	$\lambda = \frac{xd}{L}$
$PV = nRT = NkT$	$\sin \theta_c = \frac{1}{n}$
$K = \frac{3}{2}k_B T$	$T_s = 2\pi\sqrt{\frac{m}{k}}$
$\Delta U = \frac{3}{2}nR\Delta T$	$T_p = 2\pi\sqrt{\frac{L}{g}}$
$W = -P\Delta V$	
$\Delta U = Q + W$	
$c =$ specific heat	$c =$ speed of light in a vacuum
$L_f =$ latent heat of fusion	$d =$ distance between slits
$L_v =$ latent heat of vaporization	$f = \nu =$ frequency
$Q =$ amount of heat	$L =$ distance from slit to screen
$\Delta T =$ change in temperature	$n =$ index of absolute refraction
$\alpha =$ coefficient of linear expansion	$T =$ period
$L_o =$ original length	$\nu =$ speed
$c_{water} = 4186 \frac{J}{kg^\circ K}$	$x =$ distance from central maximum to first-order maximum
$K =$ kinetic energy	$\lambda =$ wavelength
$L =$ thickness	$\theta =$ angle
$U =$ internal energy	$\theta_c =$ critical angle relative to air
$W =$ work done on a system	

<u>GEOMETRIC OPTICS</u>	<u>& SOUND</u>
$\frac{1}{f} = \frac{1}{d_i} + \frac{1}{d_o}$	$f =$ focal length
$\frac{h_i}{h_o} = \frac{d_i}{d_o}$	$d_i =$ image distance
$\beta = 10 \log \frac{I}{I_o}$	$d_o =$ object distance
	$h_o =$ object size
	$h_i =$ image size
	$\beta =$ Sound level
	$I =$ Sound Intensity
	$I_o =$ Threshold Intensity

<u>ELECTROMAGNETIC</u>	<u>APPLICATIONS</u>
$F_M = Bqv$	$B =$ magnetic field strength
$F_M = BIL$	$I_p =$ current in primary
$\epsilon = BLv$	$I_s =$ current in secondary
$\frac{N_p}{N_s} = \frac{V_p}{V_s}$	$N_p =$ number of turns in primary coil
$V_p I_p = V_s I_s$ (ideal)	$N_s =$ number of turns in secondary coil
$efficiency = \frac{V_s I_s}{V_p I_p}$	$V_p =$ voltage of primary
$\phi_B = B \cdot A$	$V_s =$ voltage of secondary
$\Delta \phi_B = \epsilon t$	$L =$ length of conductor
	$V =$ electric potential difference
	$\nu =$ speed of particle

<u>FLUID</u>	<u>MECHANICS</u>
$\rho = \frac{m}{V}$	$A =$ Area
$P = \frac{F}{A}$	$F =$ force
$P = P_o + \rho gh$	$h =$ depth
$F_b = \rho Vg$	$P =$ pressure
$A_1 v_1 = A_2 v_2$	$V =$ volume
$P_1 + \rho g y_1 + \frac{1}{2} \rho v_1^2 =$	$\nu =$ speed
$= P_2 + \rho g y_2 + \frac{1}{2} \rho v_2^2$	$y =$ height
	$\rho =$ density

<u>MODERN</u>	<u>PHYSICS</u>
$E = hf$	$E =$ energy
$K_{max} = hf - \phi$	$f =$ frequency
$\lambda = \frac{h}{p}$	$K =$ kinetic energy
$E = mc^2$	$m =$ mass
	$\rho =$ momentum
	$\lambda =$ wavelength
	$\phi =$ work function