

lecture-8

chapter - 2

Simple harmonic motion:- when a force acting on a particle, if the acceleration of the particle is proportional to the displacement ~~from~~ ^{from} its equilibrium point but in opposite direction and the displacement remain the same either side of the equilibrium point, then the particle is called to execute simple harmonic motion.

"Differential equation of Simple harmonic motion":-

Consider a ~~particle~~ ^{particle} executing on a Simple harmonic motion (SHM) and F , force exerted on it, Then the displacement of the particle from the equilibrium position is y ,

$$\text{So, } F \propto -y$$

$$\text{or, } ma = -ky$$

$$| K \rightarrow \text{constant}$$

$$\text{or, } m \cdot \frac{d^2 y}{dt^2} + ky = 0$$

$$\text{or, } \frac{d^2 y}{dt^2} + \frac{k}{m} y = 0$$

$$\boxed{\frac{d^2 y}{dt^2} + \omega^2 y = 0} \dots \dots \textcircled{1}$$

$$\omega^2 = \frac{k}{m}$$

$$\omega = \sqrt{\frac{k}{m}}$$

This is the required ~~equo~~ differential equation of simple harmonic motion.

Solution of simple harmonic motion, - we have the differential equation of simple harmonic motion,

$$\frac{d^2 y}{dt^2} + \omega^2 y = 0 \dots \dots \textcircled{1}$$

Multiplying the

equation by $2 \frac{dy}{dt}$

$$\text{or, } 2 \frac{dy}{dt} \cdot \frac{d^2 y}{dt^2} + \omega^2 y \cdot 2 \frac{dy}{dt} = 0$$

$$\text{or, } 2 \frac{dy}{dt} \cdot \frac{d^2 y}{dt^2} = -\omega^2 y \cdot 2 \frac{dy}{dt} \dots \dots \textcircled{2}$$

Integrating equation ② with respect to time,

$$\left(\frac{dy}{dt} \right)^2 = -\omega^2 y^2 + c \dots \dots \textcircled{3}$$

where, c = integral constant, when $\frac{dy}{dt} = 0$, $y = a$

$$0 = -\omega^2 a^2 + c$$

$$\therefore c = \omega^2 a^2$$

$$\left(\frac{dy}{dt}\right)^2 = \omega^2 a^2 - \omega^2 y^2$$

$$\text{or, } \frac{dy}{dt} = \sqrt{\omega^2 (a^2 - y^2)}$$

$$\text{on, } \frac{dy}{\sqrt{a^2 - y^2}} = \omega dt \quad \text{--- (4)}$$

Integrating equation (4)

$$\sin^{-1}\left(\frac{y}{a}\right) = \omega t + \delta,$$

$\delta = \text{Integration constant}$

$$\text{on, } \frac{y}{a} = \sin(\omega t + \delta)$$

$$\therefore y = a \sin(\omega t + \delta)$$

This is the required solution of the differential equation of Simple harmonic motion. where, phase = $(\omega t + \delta)$

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Lissajous Figure :- when a particle is influenced simultaneously by two simple harmonic motions at right angle to each other, the resultant motion of particles traces a curve. These curves are called Lissajous figures. They are helpful in determining the ratio of the time periods of two vibrations and to compare the frequencies of two tuning forks.



Lissajous Figure.

Damped harmonic oscillation / motion :- In actual practice a simple harmonic oscillator almost always vibrates in a resisting medium like air, oil etc. Consequently when the oscillator vibrates in such a medium, energy is dissipated in each vibration in

overcoming the opposition opposing frictional or viscous forces. But in the presence of these forces the amplitude of vibration decreases continuously with time and finally the oscillations die out. Such vibrations are called free damped vibrations.

(স্বাভাবিক কম্পন)
Forced vibration :- when a body

oscillation in a damped medium like air or oil, its amplitude falls exponentially with time to zero due to dissipation of energy. If an external periodic force is constantly applied to the oscillator, a sort of tussle ensues between the damping force and the applied force. The damping force tends to retard the motion of the body and the applied force tends to maintain it.

group
face \rightarrow velocity
difference.

Initially the amplitude of the oscillation increases. Then decreases with time, becomes minimum and again increases. After some initial ~~irregular~~ ^{erratic} movements, the body ultimately succumbs to the applied or driving force and settles down to ~~oscillating~~ ^{oscillating} with frequency of the applied or driving force and a constant amplitude and phase so long as the applied force remain operative. Such vibrations of the body are called forced vibration.

Group velocity (V_g) - waves can be in a group and such groups are called wave packets, so the velocity ~~are~~ with which a wave packet travels is called group velocity.

$$v_p = \frac{\omega}{k}$$

$$v_g = \frac{d\omega}{dk}$$

where, ω = angular frequency
(কৌণিক কম্পাঙ্ক)
 k = wave number,

(প্রায়গতি)

Phase velocity :- The velocity with which the phase of a wave travels is called phase velocity.

$$v_p = \frac{\omega}{k}$$

Group velocity	phase velocity
① The group velocity is defined only to the superimposed waves. (আবোপিত)	① phase velocity is defined for both the single waves and superimposed waves.
② The group velocity is the velocity with which the wave with lower frequency.	② The phase velocity is the velocity of the wave with higher frequency.

Date - 20/10/20

Resonance :- when a body is made to vibrate by the application of the external periodic force and if the time period of the frequency of the applied force is different from the time periods of the body then the body will vibrate with very small amplitude and the vibration does not last long. But if the time period of frequencies of both become equal the amplitude of the vibration and its duration become large. ~~Vibration of the amplitude of vibration and its duration becomes large.~~ Vibration of this type is called resonance.

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The principle of Superposition:- when two or more waves cross at a point, The displacement at that point is equal to the sum of the displacement of individual waves. The individual wave displacement may be positive or negative, If the displacements are vectors, then the sum is calculated by vector addition.

Superposition is an important idea that can explain the phenomena including interference, diffraction and standing waves. It works for any type of wave (sound wave, water surface wave, electromagnetic waves) but only works under certain conditions which we describe below.

Condition of Superposition: ① The waves being superposed are of the same type (all are electromagnetic waves).

② The medium at the waves are propagating through behaves linearly i.e. when part of the medium has twice the displacement then it has twice the restoring force. This is usually true when the amplitudes are very small.

For example, for waves on water, it is a good approximation for small ripples on a pond where amplitude is much smaller than their wavelength.

Interference ^(ব্যতিকার) of light: In physics, *

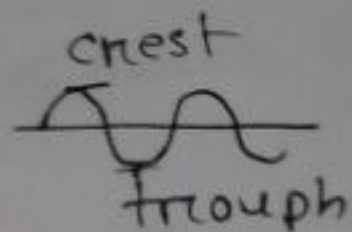
interference of light is a phenomenon in which two light waves superpose to form a resultant wave of greater, lower or equal amplitude.

Interference usually refers to the interaction of waves that are correlated or coherent with each other, either because they come from the same source ^(স্রষ্টা) or because they have the same or nearly ^{the} same frequency.

Without light waves, interference effects can be observed with all types of waves for example radio, surface water waves or matter waves.

Types of Interference :-

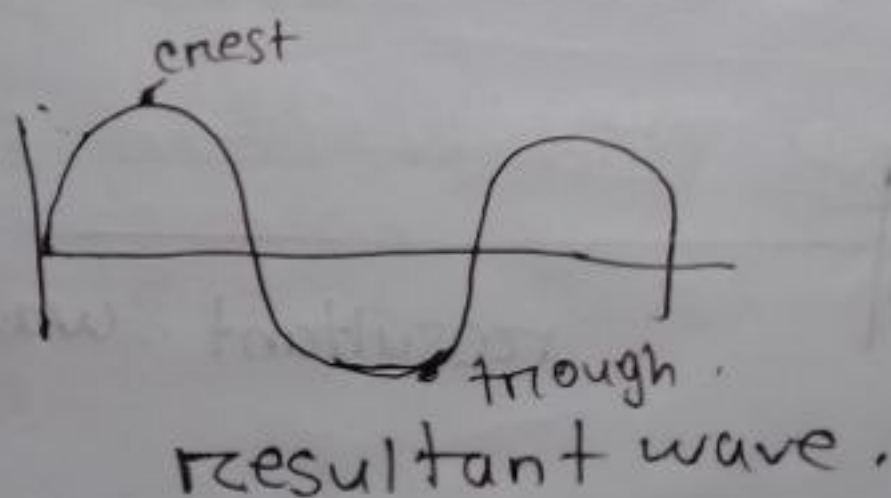
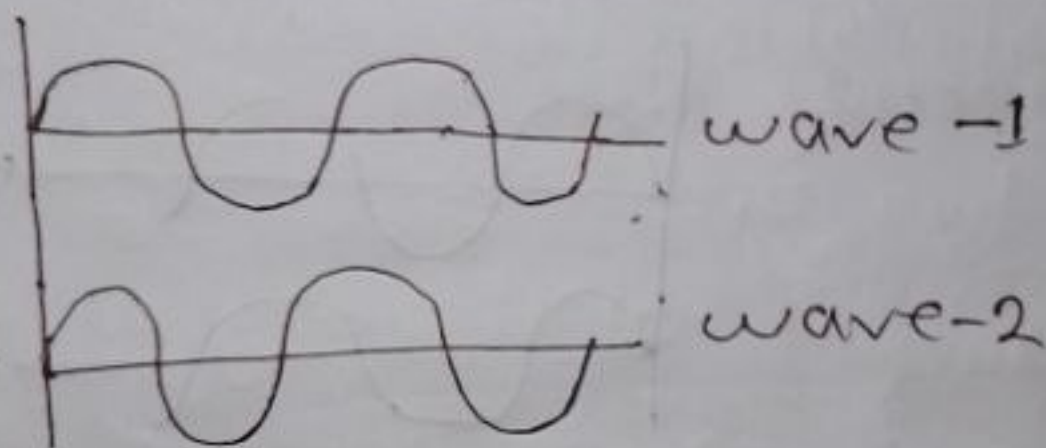
- ① Constructive interference,
- ② Destructive interference.



(সংনিবেশন কঠিচার)

Constructive interference:- When two light

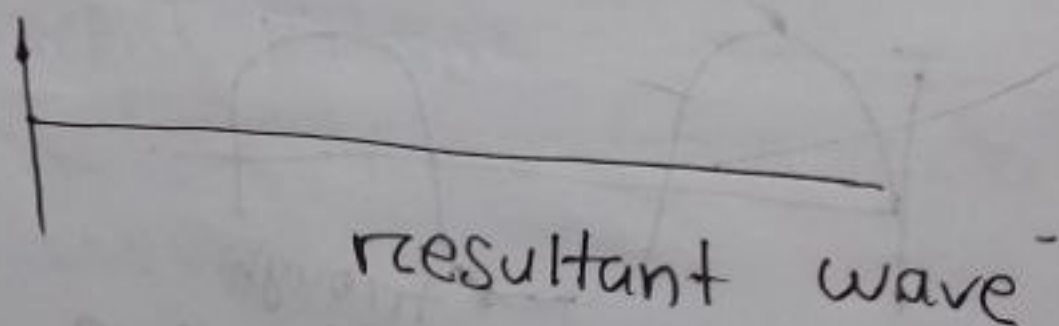
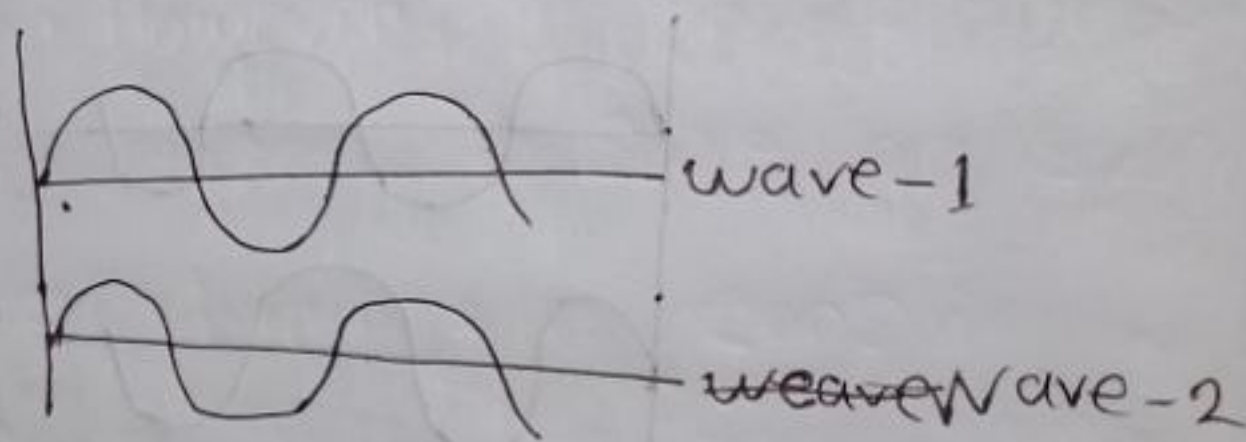
waves ~~supper~~ superpose with each other in such a way that the crest of one wave falls on the crest of the second wave and ~~through~~ ^{the} trough of one wave falls on the trough of second wave, then the resultant waves has larger amplitude and it is called Constructive interference.



(বিধাত্মক ব্যতীত)

Destructive Interference - when two light waves

superpose with each other in such a way that the crest of one wave fall on the trough of the second wave and the trough of the one wave fall on the crest of the second wave. Then the resultant wave has zero amplitude and it is called destructive interference.



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* Some important conditions for interference:-

- ① The two beams of light which interfere must be coherent i.e. must be originated from the same source of light.
- ② The two interfering waves must have the same amplitude otherwise the intensity will not be zero at the regions of destructive interference.
- ③ The two beams of light should have zero phase difference.
- ④ The original source must be monochromatic.
- ⑤ The two interfering waves must be propagated in almost the same direction.

(প্রচার)

Diffraction - Diffraction is the slight

(ব্যপকন)

bending of light as it passes around

the edge of an object. The amount of

(প্রতি)

bending depends on the relative ~~size~~ size

of the wave length of light to the

size of the opening. If the opening is

much larger than the light's wavelength

(ব্যবহৃত)

the bending will be almost un-

noticeable. However if the opening is

the two are closer in size or equal,

the amount of bending is considerable.

and easily seen with the naked eye.

* Difference between Fresnel's and Fraunhofer

diffraction.

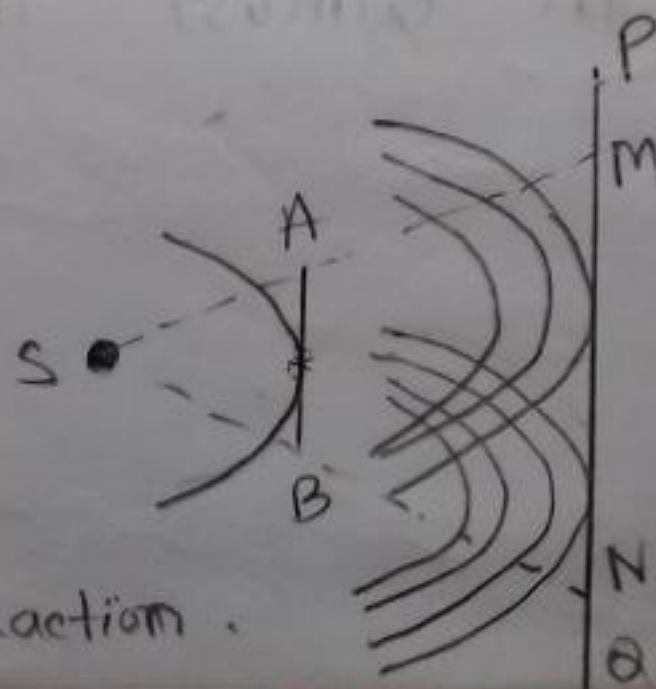


Fig: Diffraction.

* Difference between Fresnel's and Fraunhofer :-
Diffraction

Fraunhofer diffraction	Fresnel's diffraction.
① Source and the Screen are far away from each other.	① Source and Screen are not far away from each other.
② Incident wave fronts on the diffracting obstacle are plane.	② Incident wave fronts are Spherical. (स्थानिक)
③ Diffracting wave obstacle give rise to wave fronts which are also plane.	③ No convex lens is needed to converge the sp. ③ wave fronts leaving the obstacles are also Spherical.
④ Plane diffracting wave fronts are Converged by means of a convex lens to produce diffracting pattern.	④ No convex lens is needed to converge the Spherical wave fronts.

[Audible sound wave, $20\text{ Hz} - 20,000\text{ Hz}$, Infrasonic Sound wave, Below 20 Hz , Ultrasonic / Supersonic Sound wave, above $20,000\text{ Hz}$]

Audible Sound wave:- Ranging

Sound waves with frequency ranging from 20 Hz to 20 kHz is known as audible sound.

Infrasonic Sound wave:- Sound wave with frequency ranging below 20 Hz is called as infrasonic wave.

Ultrasonic sound wave:- Sound waves with frequency ranging above $20,000\text{ Hz}$ is called ultrasonic sound wave.



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Beats :- Beats are caused by the interference between two waves of the same amplitude, travelling with the same speed but having slightly different frequencies, f_1 and f_2 . When two waves are added at a point in space, a pressure fluctuation is produced whose frequency will be the average $(f_1 + f_2)/2$, of the frequencies of the two original waves. However, as the two waves will sometimes reinforce each other and sometimes cancel each other out, we will hear a variation in sound amplitude. The amplitude variation causes the perception of beats. The beat frequency will be $(f_1 - f_2)$ if f_1 is higher frequency.

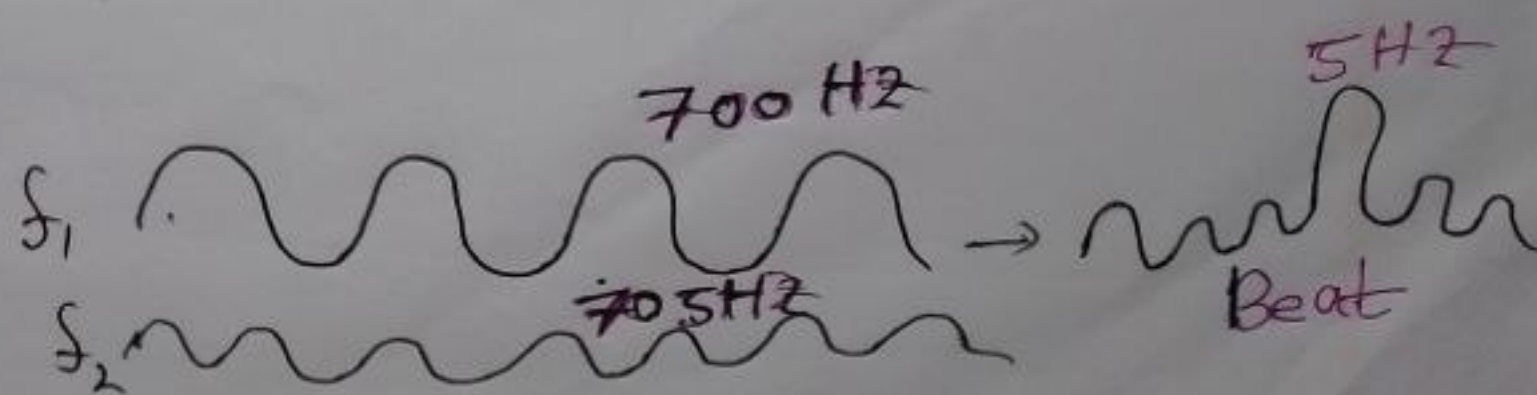


Figure.

Doppler effect :- Doppler effect is an increase or decrease in the frequency of sound light or other waves as the source and observer move towards or away from each other. For example :-

দুই
কাজে
আছে
কিছু

"while passing a siren of ambulance".