

PHY250: Sound

Anabela R. Turlione

Digipen

Fall 2021

Sound

Characteristics

Mathematical Description

Sources of Sound

Quality of Sound, and Noise; Superposition

Sound

Is an interpretation of our brain of a physical sensation that stimulate our ears, that is, a longitudinal wave.

Sound

Is an interpretation of our brain of a physical sensation that stimulate our ears, that is, a longitudinal wave.

We must consider...

Sound

Is an interpretation of our brain of a physical sensation that stimulate our ears, that is, a longitudinal wave.

We must consider...

- ▶ Source \rightarrow vibrating object.

Sound

Is an interpretation of our brain of a physical sensation that stimulate our ears, that is, a longitudinal wave.

We must consider...

- ▶ Source \rightarrow vibrating object.
- ▶ Needs mater to spread.

Sound

Is an interpretation of our brain of a physical sensation that stimulate our ears, that is, a longitudinal wave.

We must consider...

- ▶ Source \rightarrow vibrating object.
- ▶ Needs mater to spread.
- ▶ The energy is transferred as longitudinal waves.

Sound

Is an interpretation of our brain of a physical sensation that stimulate our ears, that is, a longitudinal wave.

We must consider...

- ▶ Source → vibrating object.
- ▶ Needs mater to spread.
- ▶ The energy is transferred as longitudinal waves.
- ▶ Detection → ears, microphone, etc.

Sound Speed

The velocity of the propagation of sound in a medium is,

$$v = \sqrt{\frac{B}{\rho}} \quad (1)$$

Sound Speed

The velocity of the propagation of sound in a medium is,

$$v = \sqrt{\frac{B}{\rho}} \quad (1)$$

where B is the Bulk modulus, defined by

$$\Delta P = -B \frac{\Delta V}{V}$$

Sound Speed

The velocity of the propagation of sound in a medium is,

$$v = \sqrt{\frac{B}{\rho}} \quad (1)$$

where B is the Bulk modulus, defined by

$$\Delta P = -B \frac{\Delta V}{V}$$

change in pressure

Sound Speed

The velocity of the propagation of sound in a medium is,

$$v = \sqrt{\frac{B}{\rho}} \quad (1)$$

where B is the Bulk modulus, defined by

$$\Delta P = -B \frac{\Delta V}{V}$$

change in pressure \rightarrow change of volume

Sound Speed

TABLE 16–1 Speed of Sound in Various Materials (20°C and 1 atm)

Material	Speed (m/s)
Air	343
Air (0°C)	331
Helium	1005
Hydrogen	1300
Water	1440
Sea water	1560
Iron and steel	≈ 5000
Glass	≈ 4500
Aluminum	≈ 5100
Hardwood	≈ 4000
Concrete	≈ 3000

Pressure Waves

A sound wave is a longitudinal wave described by,

Pressure Waves

A sound wave is a longitudinal wave described by,

$$D(x, t) = A \sin(kx - \omega t)$$

Pressure Waves

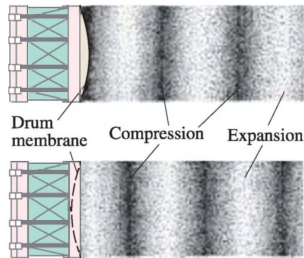
A sound wave is a longitudinal wave described by,

$$D(x, t) = A \sin(kx - \omega t) \text{ } \textit{displacement}$$

Pressure Waves

A sound wave is a longitudinal wave described by,

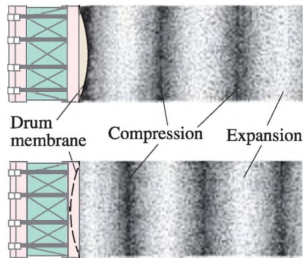
$$D(x, t) = A \sin(kx - \omega t) \text{ *displacement*}$$



Pressure Waves

A sound wave is a longitudinal wave described by,

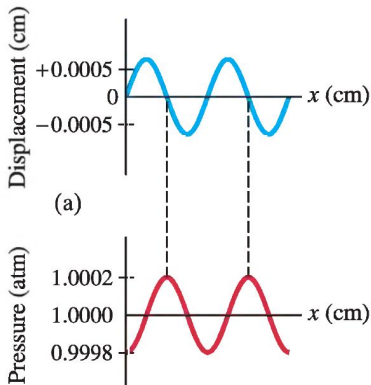
$$D(x, t) = A \sin(kx - \omega t) \text{ *displacement*}$$



The variation of pressure is easier to measure,

Pressure Waves

The displacement and pressure are $\frac{\pi}{2}$ out of phase.



Pressure Waves

If we know $D(x, t)$

Pressure Waves

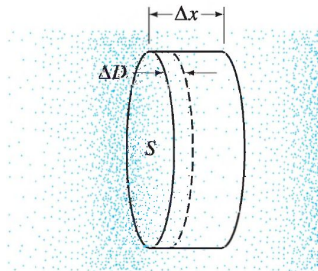
If we know $D(x, t)$ what is the pressure wave?

Pressure Waves

If we know $D(x, t)$ what is the pressure wave? use the Bulk modulus

Pressure Waves

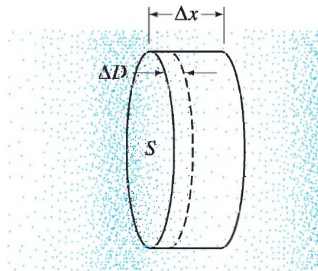
If we know $D(x, t)$ what is the pressure wave? use the Bulk modulus



$$\Delta P = -B \frac{\Delta V}{V}$$

Pressure Waves

If we know $D(x, t)$ what is the pressure wave? use the Bulk modulus

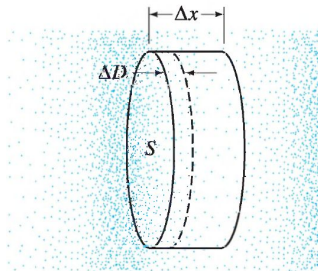


$$\Delta P = -B \frac{\Delta V}{V}$$

$$V = S \Delta x$$

Pressure Waves

If we know $D(x, t)$ what is the pressure wave? use the Bulk modulus



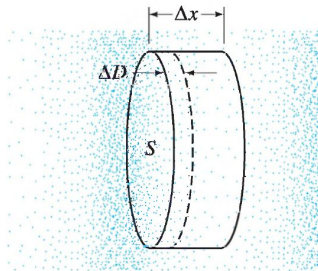
$$\Delta P = -B \frac{\Delta V}{V}$$

$$V = S \Delta x$$

$$\Delta V = S \Delta D$$

Pressure Waves

If we know $D(x, t)$ what is the pressure wave? use the Bulk modulus



$$\Delta P = -B \frac{\Delta V}{V}$$

$$V = S \Delta x$$

$$\Delta V = S \Delta D$$

$$\rightarrow \Delta P = -B \frac{S \Delta D}{S \Delta x}$$

Pressure Waves

Taking the limit for $\Delta x \rightarrow 0$

$$\Delta P = -B \frac{\partial D}{\partial x}$$

$$\rightarrow \frac{\partial D}{\partial x} = kA \cos(kx - \omega t)$$

$$\rightarrow \boxed{\Delta P = -BkA \cos(kx - \omega t)} \quad (2)$$

The pressure amplitude is:

$$\Delta P_M = BkA \quad (3)$$

Pressure Waves

Using the relations,

$$v = \sqrt{\frac{B}{\rho}}, \quad k = \frac{2\pi f}{v}$$

$$\Delta P_M = BkA = \boxed{2\pi v \rho f A} \quad (4)$$

Sound Characteristics

To describe the sound, we have to consider two aspects,

Sound Characteristics

To describe the sound, we have to consider two aspects,

- ▶ Loudness \rightarrow Intensity ($\frac{E}{tS}$)

Sound Characteristics

To describe the sound, we have to consider two aspects,

- ▶ Loudness \rightarrow Intensity ($\frac{E}{tS}$)
- ▶ Pitch \rightarrow frequency

Sound Characteristics

To describe the sound, we have to consider two aspects,

- ▶ Loudness \rightarrow Intensity ($\frac{E}{tS}$)
- ▶ Pitch \rightarrow frequency

The audible range by humans is 20 Hz to 20000 Hz

Intensity of sound

We are going to define a new measurement unit that relates the intensity with loudness.

Intensity of sound

We are going to define a new measurement unit that relates the intensity with loudness.

$$I = \frac{\text{Energy}}{\text{time Surface}}, \quad [I] = \frac{W}{m^2}$$

- Intensity → Physically measurable quantity.

Intensity of sound

We are going to define a new measurement unit that relates the intensity with loudness.

$$I = \frac{\text{Energy}}{\text{time Surface}}, \quad [I] = \frac{W}{m^2}$$

- ▶ Intensity → Physically measurable quantity.
- ▶ Loudness → Subjective sensation.

Intensity of sound

We are going to define a new measurement unit that relates the intensity with loudness.

$$I = \frac{\text{Energy}}{\text{time Surface}}, \quad [I] = \frac{W}{m^2}$$

- ▶ Intensity → Physically measurable quantity.
- ▶ Loudness → Subjective sensation.

In terms of intensity, the Human ear can hear

Intensity of sound

We are going to define a new measurement unit that relates the intensity with loudness.

$$I = \frac{\text{Energy}}{\text{time Surface}}, \quad [I] = \frac{W}{m^2}$$

- ▶ Intensity \rightarrow Physically measurable quantity.
- ▶ Loudness \rightarrow Subjective sensation.

In terms of intensity, the Human ear can hear
form $10^{-12} \frac{W}{m^2}$ to $1 \frac{W}{m^2}$.

Intensity of sound

We are going to define a new measurement unit that relates the intensity with loudness.

$$I = \frac{\text{Energy}}{\text{time Surface}}, \quad [I] = \frac{W}{m^2}$$

- ▶ Intensity → Physically measurable quantity.
- ▶ Loudness → Subjective sensation.

In terms of intensity, the Human ear can hear form $10^{-12} \frac{W}{m^2}$ to $1 \frac{W}{m^2}$.

Then, we are going to define this new unit in log scale.

Decibel

We are going to define one decibel (1 dB) as,

Decibel

We are going to define one decibel (1 *dB*) as,

$$\beta \text{ (in dB)} = 10 \log \frac{I}{I_0} \quad (5)$$

Decibel

We are going to define one decibel (1 *dB*) as,

$$\beta \text{ (in dB)} = 10 \log \frac{I}{I_0} \quad (5)$$

where \log is in base 10, and I_0 is the intensity of a chosen reference level.

Decibel

We are going to define one decibel (1 *dB*) as,

$$\beta \text{ (in dB)} = 10 \log \frac{I}{I_0} \quad (5)$$

where *log* is in base 10, and I_0 is the intensity of a chosen reference level.

$$I_0 = 10^{-12} \frac{W}{m^2}, \text{ minimum audible intensity} \quad (6)$$

Decibel

Example:

What is the level of a sound whose intensity is $I = 10^{-10} \frac{W}{m^2}$?

Decibel

Example:

What is the level of a sound whose intensity is $I = 10^{-10} \frac{W}{m^2}$?

$$\beta = 10 \log \left(\frac{10^{-10}}{10^{-12}} \right) = 10 \log 100 = 20 \text{ dB} \quad (7)$$

Decibel

Example:

What is the level of a sound whose intensity is $I = 10^{-10} \frac{W}{m^2}$?

$$\beta = 10 \log \left(\frac{10^{-10}}{10^{-12}} \right) = 10 \log 100 = 20 \text{ dB} \quad (7)$$

At the threshold of hearing? $I = 10^{-12} \frac{W}{m^2}$?

$$\beta = 10 \log \left(\frac{10^{-12}}{10^{-12}} \right) = 10 \log 1 = 0 \quad (8)$$

Decibel

An increase in I by a factor 10 is equivalent to an increase in 10 dB.

Decibel

An increase in I by a factor 10 is equivalent to an increase in 10 dB.

$$I' = 10I \rightarrow \beta' = 10 \log \frac{10I}{I_0} = 10[\log 10 + \log \frac{I}{I_0}]$$

Decibel

An increase in I by a factor 10 is equivalent to an increase in 10 dB.

$$I' = 10I \rightarrow \beta' = 10 \log \frac{10I}{I_0} = 10[\log 10 + \log \frac{I}{I_0}]$$

$$\rightarrow \beta' = 10 \text{ dB} + 10 \log \frac{I}{I_0}$$

Decibel

An increase in I by a factor 10 is equivalent to an increase in 10 dB.

$$\begin{aligned} I' = 10I &\rightarrow \beta' = 10 \log \frac{10I}{I_0} = 10[\log 10 + \log \frac{I}{I_0}] \\ &\rightarrow \beta' = 10 \text{ dB} + 10 \log \frac{I}{I_0} \end{aligned}$$

An increase in I by a factor 10^2 is equivalent to an increase in 20 dB and so on...

Decibel

TABLE 16–2
Intensity of Various Sounds

Source of the Sound	Sound Level (dB)	Intensity (W/m^2)
Jet plane at 30 m	140	100
Threshold of pain	120	1
Loud rock concert	120	1
Siren at 30 m	100	1×10^{-2}
Truck traffic	90	1×10^{-3}
Busy street traffic	80	1×10^{-4}
Noisy restaurant	70	1×10^{-5}
Talk, at 50 cm	65	3×10^{-6}
Quiet radio	40	1×10^{-8}
Whisper	30	1×10^{-9}
Rustle of leaves	10	1×10^{-11}
Threshold of hearing	0	1×10^{-12}

Decibel

Conceptual example:

A trumpeter plays at a sound level of 75 dB . Three equally loud trumpet players join in. What is the new sound level?

Decibel

Conceptual example:

A trumpeter plays at a sound level of 75 *dB*. Three equally loud trumpet players join in. What is the new sound level?

$$\beta = 10 \log \frac{4I_1}{I_0}$$

Decibel

Conceptual example:

A trumpeter plays at a sound level of 75 dB. Three equally loud trumpet players join in. What is the new sound level?

$$\beta = 10 \log \frac{4I_1}{I_0} = 10 \log(4) + 10 \log \frac{I_1}{I_0}$$

Decibel

Conceptual example:

A trumpeter plays at a sound level of 75 dB. Three equally loud trumpet players join in. What is the new sound level?

$$\beta = 10 \log \frac{4I_1}{I_0} = 10 \log(4) + 10 \log \frac{I_1}{I_0} = 6.0 \text{ dB} + 75 \text{ dB} = 81 \text{ dB}$$

Equally Tempered Chromatic Scale

PITCH \leftrightarrow FREQUENCY

TABLE 16–3 Equally Tempered Chromatic Scale[†]

Note	Frequency (Hz)
C	262
C [♯] or D [♭]	277
D	294
D [♯] or E [♭]	311
E	330
F	349
F [♯] or G [♭]	370
G	392
G [♯] or A [♭]	415
A	440
A [♯] or B [♭]	466
B	494
C'	524

Sources of Sound

► VIBRATING OBJECTS

Sources of Sound

- ▶ VIBRATING OBJECTS
- ▶ PUSHES THE MEDIUM

Sources of Sound

- ▶ VIBRATING OBJECTS
- ▶ PUSHES THE MEDIUM PRODUCES SOUND WAVES

Sources of Sound

- ▶ VIBRATING OBJECTS
- ▶ PUSHES THE MEDIUM PRODUCES SOUND WAVES
- ▶ FREQUENCY = SOURCE FREQUENCY

Sources of Sound

- ▶ VIBRATING OBJECTS
- ▶ PUSHES THE MEDIUM PRODUCES SOUND WAVES
- ▶ FREQUENCY = SOURCE FREQUENCY
- ▶ SPEED DEPENDS ON THE MEDIUM

Sources of Sound

- ▶ VIBRATING OBJECTS
- ▶ PUSHES THE MEDIUM PRODUCES SOUND WAVES
- ▶ FREQUENCY = SOURCE FREQUENCY
- ▶ SPEED DEPENDS ON THE MEDIUM

Stringed Instruments

- ▶ Standing waves are the basis for all stringed instruments.

Stringed Instruments

- ▶ Standing waves are the basis for all stringed instruments.
- ▶ Pitch= fundamental frequency $f = v/2\ell$

Stringed Instruments

- ▶ Standing waves are the basis for all stringed instruments.
- ▶ Pitch= fundamental frequency $f = v/2\ell$
- ▶ Harmonics= $f_n = nf_1 = n\frac{v}{2\ell}$

Stringed Instruments

- ▶ Standing waves are the basis for all stringed instruments.
- ▶ Pitch= fundamental frequency $f = v/2\ell$
- ▶ Harmonics= $f_n = nf_1 = n\frac{v}{2\ell}$

Stringed Instruments

v, f fixed.

Stringed Instruments

v, f fixed. ℓ variable



Figure from <https://www.pitchperfectstrings.com.au/>

Stringed Instruments

Different $\mu \rightarrow$ different pitch

Stringed Instruments

Different $\mu \rightarrow$ different pitch

$$v = \sqrt{\frac{F_T}{\mu}} \quad (9)$$

Stringed Instruments

Different $\mu \rightarrow$ different pitch

$$v = \sqrt{\frac{F_T}{\mu}} \quad (9)$$

heavier string

Stringed Instruments

Different $\mu \rightarrow$ different pitch

$$v = \sqrt{\frac{F_T}{\mu}} \quad (9)$$

heavier string lower v and frequency.

Stringed Instruments

Different $\mu \rightarrow$ different pitch

$$v = \sqrt{\frac{F_T}{\mu}} \quad (9)$$

heavier string lower v and frequency.

The tension F_T may also be different. Adjusting the tension \rightarrow tuning the pitch of each string.

Sound Amplification

1. Strings are set into vibration

Sound Amplification

1. Strings are set into vibration
2. the sounding board or box is set into vibration as well

Sound Amplification

1. Strings are set into vibration
2. the sounding board or box is set into vibration as well
3. much greater area in contact with the air

Sound Amplification

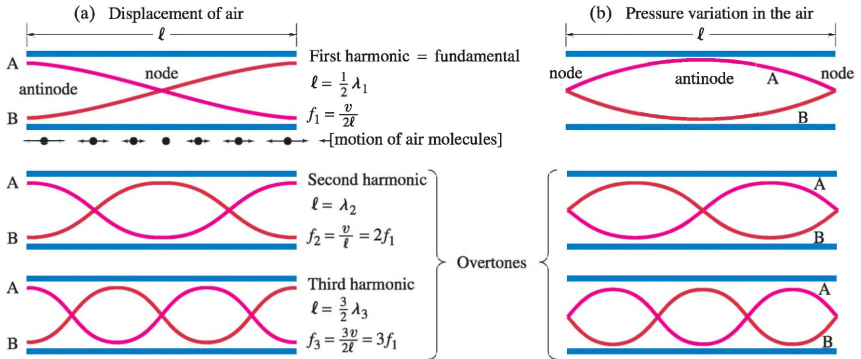
1. Strings are set into vibration
2. the sounding board or box is set into vibration as well
3. much greater area in contact with the air
4. has much greater area in contact with the air, it can produce a

Sound Amplification

1. Strings are set into vibration
2. the sounding board or box is set into vibration as well
3. much greater area in contact with the air
4. has much greater area in contact with the air, it can produce a

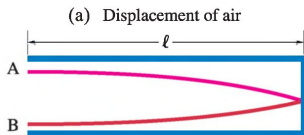
Modes of vibration for an open tube

TUBE OPEN AT BOTH ENDS

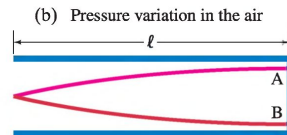


Modes of vibration for a tube closed at one end

TUBE CLOSED AT ONE END



Overtones



Quality of sound

SOUND

Quality of sound

SOUND \rightarrow LOUDNESS

Quality of sound

SOUND → LOUDNESS PITCH and QUALITY

Quality of sound

SOUND → LOUDNESS PITCH and QUALITY

QUALITY

Quality of sound

SOUND \rightarrow LOUDNESS PITCH and **QUALITY**

QUALITY \leftrightarrow Harmonics (combination of sines)

Quality of sound

SOUND \rightarrow LOUDNESS PITCH and **QUALITY**

QUALITY \leftrightarrow Harmonics (combination of sines)

\rightarrow SHAPES OF THE WAVES

Quality of sound

WAVE:

$$f(t) = \sum_{n=1}^N A_n \cos\left(\frac{2n\pi t}{L}\right)$$

Quality of sound

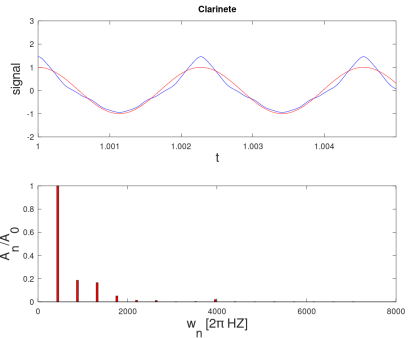
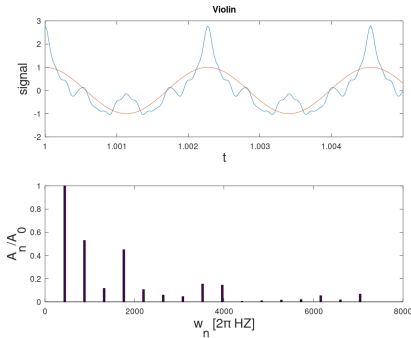
WAVE:

$$f(t) = \sum_{n=1}^N A_n \cos\left(\frac{2n\pi t}{L}\right)$$

$A_n(w_n)$ *Determines wave shape*

Sound spectra for different instruments

A_n vs. w_n

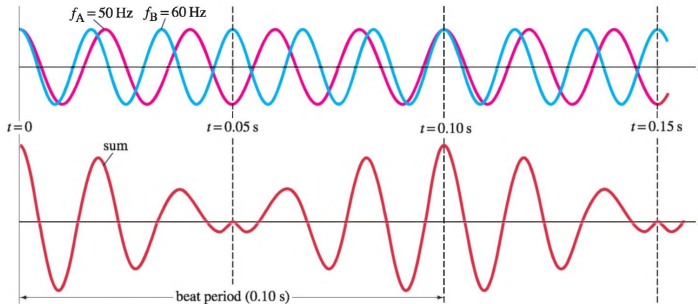


Beats—Interference in Time

TWO SOURCES CLOSE IN FREQUENCY

Beats—Interference in Time

TWO SOURCES CLOSE IN FREQUENCY



Beats, Interference in Time

At a fixed point in space:

$$D_1 = A \sin(2\pi f_1 t)$$

Beats, Interference in Time

At a fixed point in space:

$$D_1 = A \sin(2\pi f_1 t)$$

$$D_2 = A \sin(2\pi f_1 t)$$

Beats, Interference in Time

At a fixed point in space:

$$D_1 = A \sin(2\pi f_1 t)$$

$$D_2 = A \sin(2\pi f_1 t)$$

The resultant displacement is,

Beats, Interference in Time

At a fixed point in space:

$$D_1 = A \sin(2\pi f_1 t)$$

$$D_2 = A \sin(2\pi f_1 t)$$

The resultant displacement is,

$$D = D_1 + D_2 = A[A \sin(2\pi f_1 t) + \sin(2\pi f_1 t)]$$

Beats, Interference in Time

Using, $\sin\theta_1 + \sin\theta_2 = 2\sin\frac{1}{2}(\theta_1 + \theta_2)\cos\frac{1}{2}(\theta_1 - \theta_2)$

Beats, Interference in Time

Using, $\sin\theta_1 + \sin\theta_2 = 2\sin\frac{1}{2}(\theta_1 + \theta_2)\cos\frac{1}{2}(\theta_1 - \theta_2)$

$$D = \left[2A \cos 2\pi \left(\frac{f_1 - f_2}{2} \right) t \right] \sin 2\pi \left(\frac{f_1 + f_2}{2} \right) t \quad (10)$$

Beats, Interference in Time

The superposition frequency: $(f_1 + f_2)/2$.

Beats, Interference in Time

The superposition frequency: $(f_1 + f_2)/2$.

$$\text{Amplitude : } \left[2A \cos 2\pi \left(\frac{f_1 - f_2}{2} \right) t \right] \quad (11)$$

Beats, Interference in Time

The superposition frequency: $(f_1 + f_2)/2$.

$$\text{Amplitude : } \left[2A \cos 2\pi \left(\frac{f_1 - f_2}{2} \right) t \right] \quad (11)$$

→ two beats occur per cycle

Beats, Interference in Time

The superposition frequency: $(f_1 + f_2)/2$.

$$\text{Amplitude : } \left[2A \cos 2\pi \left(\frac{f_1 - f_2}{2} \right) t \right] \quad (11)$$

→ two beats occur per cycle → beat frequency is $f_1 - f_2$.