

## Sinusoidal Waves

The simplest periodic wave is  $\psi(x, t) = A \cos \phi$ .

$$\phi = \text{phase} = k(x - vt)$$

↑                      ↑  
dimensionless      wavenumber

$$\psi(x, t) = A \cos(kx - \underbrace{kv t}_{= \omega})$$

$$\omega = \frac{2\pi}{T} \quad k = \frac{2\pi}{\lambda}$$

↑                      ↑  
"temporal frequency"      "spatial frequency"

$$\psi(x, t) = A \cos(kx - \omega t + \phi) = \text{Re} \{ \tilde{\psi}(x, t) \}$$

$$\text{where } \tilde{\psi}(x, t) = \tilde{A} e^{i(kx - \omega t)} = A e^{i\phi} e^{i(kx - \omega t)}$$

if  $k > 0$ , wave travels in +ve  $x$  direction.

## Superposition of Waves

Given that  $f(x - vt)$  and  $g(x + vt)$  are solutions to the wave equation. Show that the superposition is also a solution.

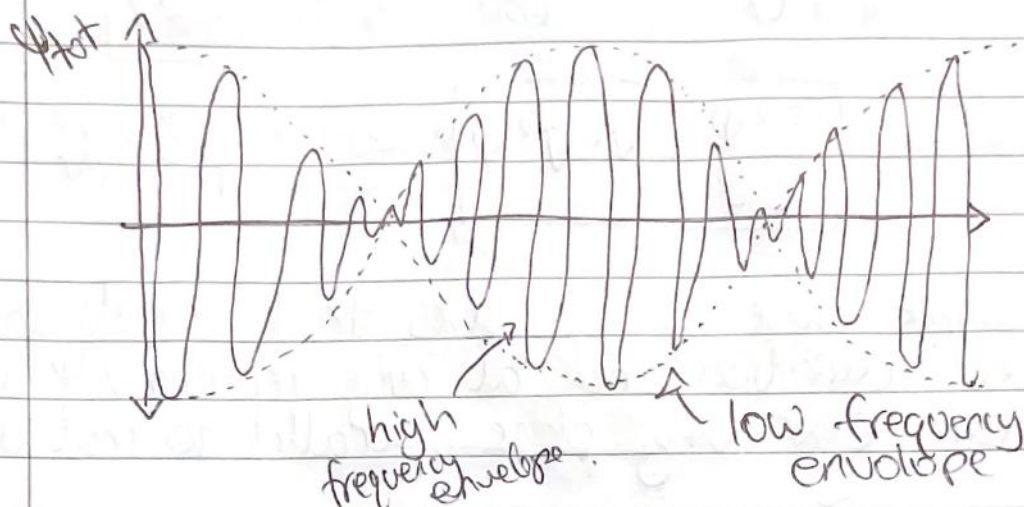
$$\psi_{\text{tot}} = A \cos(k_1 x - \omega_1 t) + A \cos(k_2 x - \omega_2 t)$$

$$= 2A \cos\left(\frac{k_1 x - \omega_1 t + k_2 x - \omega_2 t}{2}\right) \cos\left(\frac{k_1 x - \omega_1 t - k_2 x + \omega_2 t}{2}\right)$$

$$\text{lets define } k_h = \frac{1}{2}(k_1 + k_2), \quad k_d = \frac{1}{2}(k_1 - k_2)$$

$$\omega_h = \frac{1}{2}(\omega_1 + \omega_2); \quad \omega_d = \frac{1}{2}(\omega_1 - \omega_2)$$

$$\psi_{\text{tot}} = 2A \cos(k_n x - \omega_n t) \cos(k_n x - \omega_n t)$$



If this was a sound wave, a person would hear a sound at ~~frequency~~ ~~the~~ average frequency of the two.

$$f_n = \frac{\omega_n}{2\pi} = \frac{1}{2\pi} \left[ \frac{1}{2} (\omega_1 + \omega_2) \right] = \frac{1}{2} [f_1 + f_2]$$

The amplitude would be modulated by the low frequency envelope. Phenomenon known as beats. ~~the time period of the beats~~ ~~is the time period of the~~ ~~beats~~.

The beat period is found by

$$f_b = \frac{1}{2\pi} \times 2 \times \frac{1}{2} (\omega_1 - \omega_2) = f_1 - f_2$$

The frequency of the beats is the average of the input frequencies.

### Waves in 3D

In general  $\psi(x, y, z, t)$ . The wave equation becomes:



$$\frac{\partial^2 \psi}{\partial t^2} = v^2 \left( \frac{\partial^2 \psi}{\partial x^2} + \frac{\partial^2 \psi}{\partial y^2} + \frac{\partial^2 \psi}{\partial z^2} \right)$$

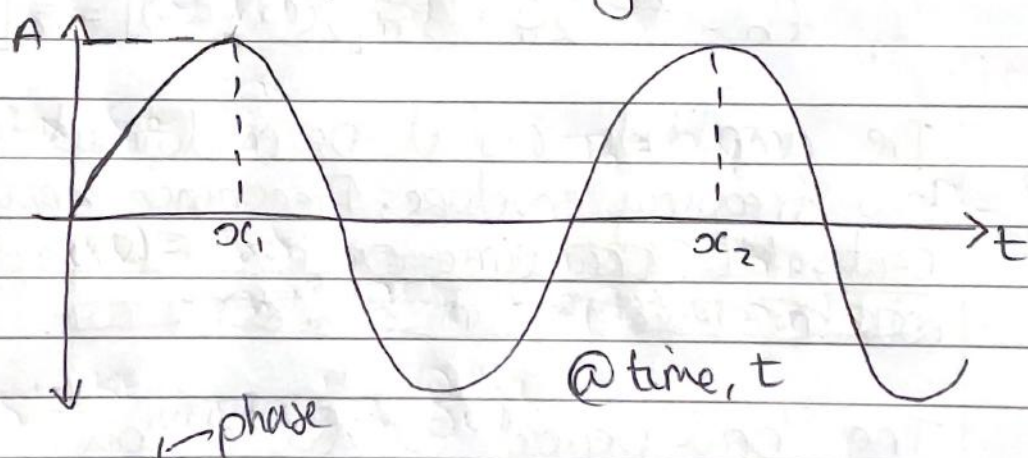
$$\frac{\partial^2 \psi}{\partial t^2} = v^2 \nabla^2 \psi$$

← See vector fields module.

A plane wave is a wave that travels in a fixed direction and at any instant,  $\psi$  is uniform over any plane parallel to that direction.

$$\tilde{\psi}(x, y, z, t) = \tilde{A} e^{i(kx - \omega t)}$$

^, the wave propagates in the  $x$  direction and is independent of  $y$  &  $z$ .

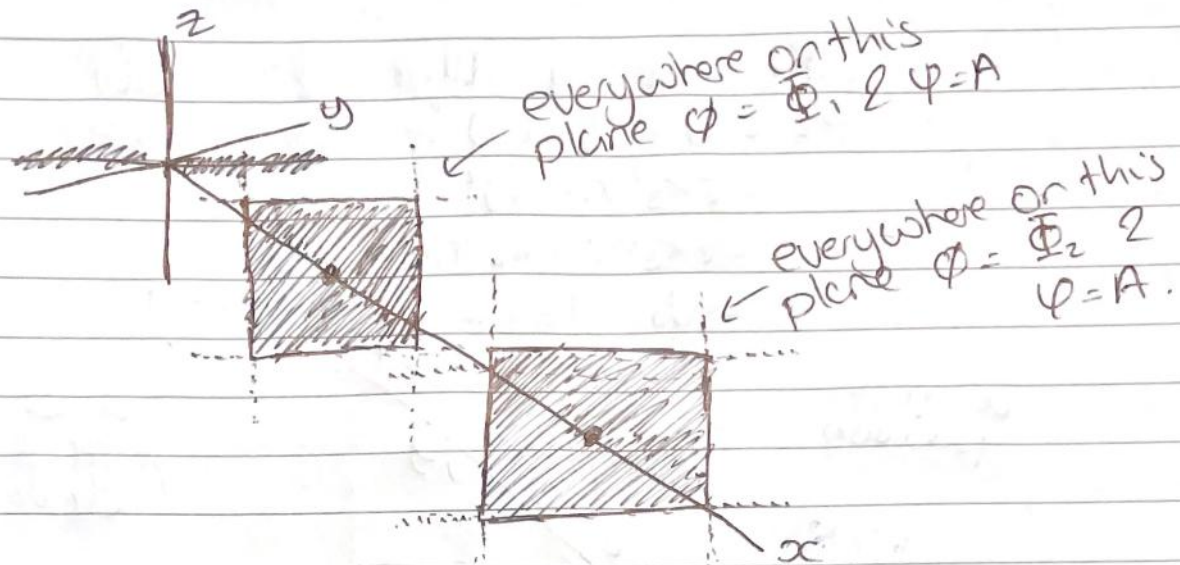


@  $x_1$ :  $\Phi_1 = kx_1 - \omega t$

@  $x_2$ :  $\Phi_2 = kx_2 - \omega t = \Phi_1 + 2\pi$

Planes of constant phase move in the  $x$  direction, known as wavefronts, with speed  $v$ .

For a general plane wave, we use the equation



$$\tilde{\Psi}(\underline{r}, t) = \tilde{A} e^{i(\underline{k} \cdot \underline{r} - \omega t)}$$

$\underline{k}$  is the wavevector.

★ direction of  $\underline{k}$  = direction of propagation

★  $|\underline{k}| = 2\pi/\lambda$

★  $\underline{k} \cdot \underline{r} = k_x x + k_y y + k_z z$