

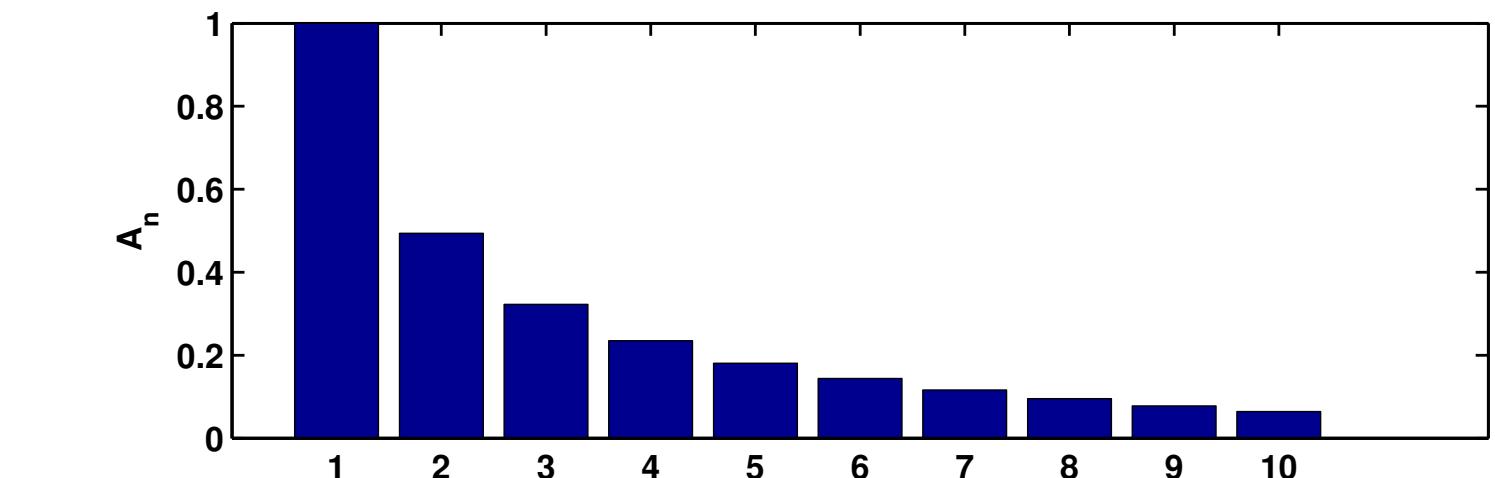
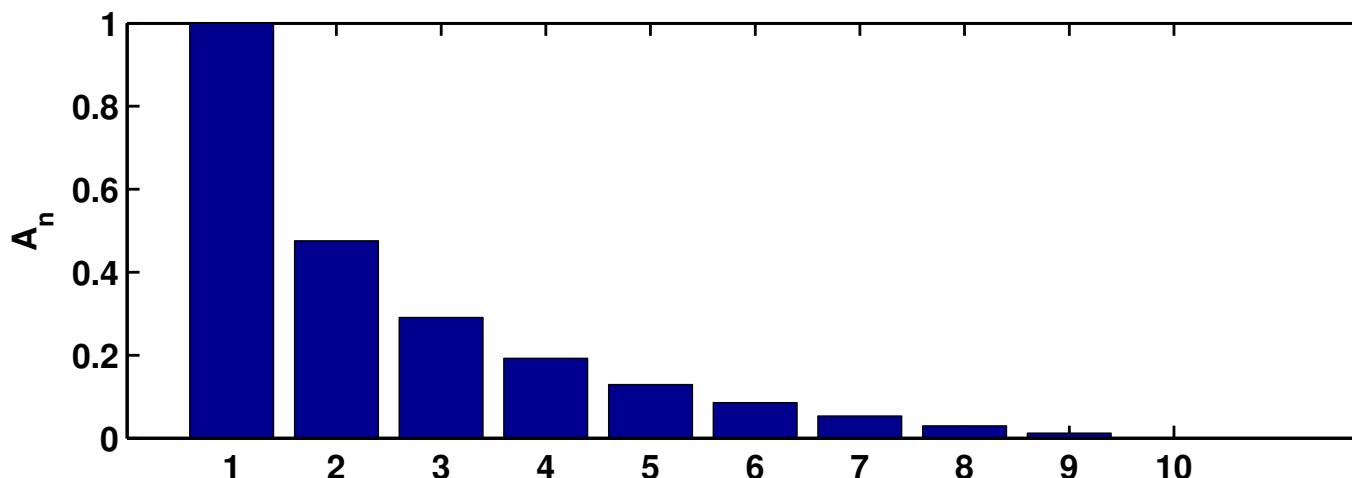
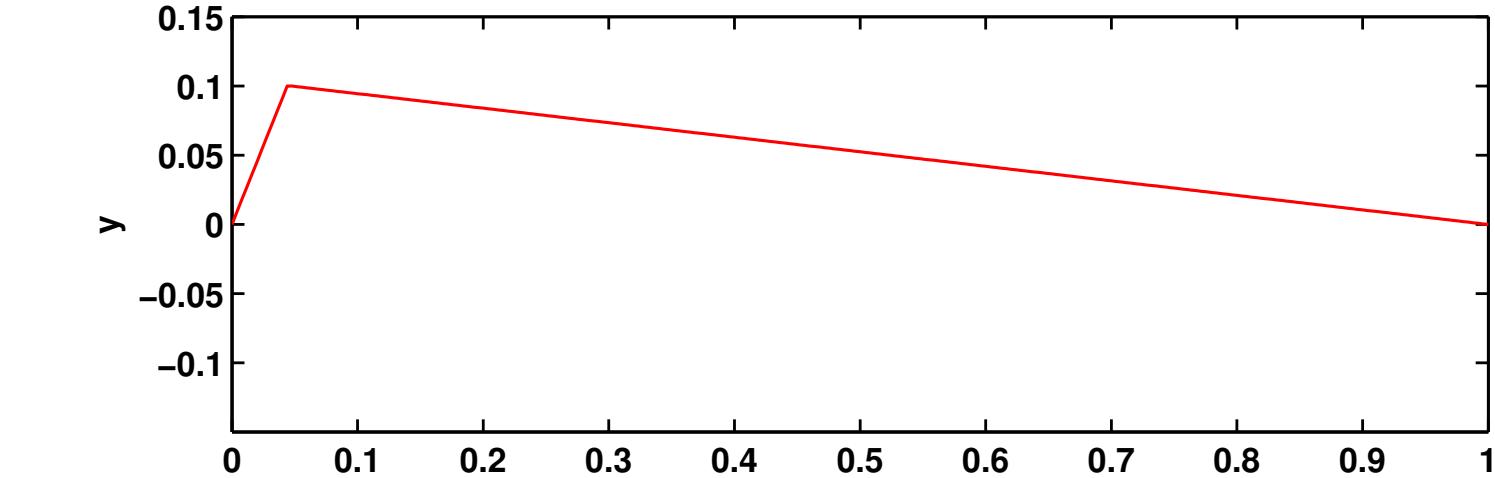
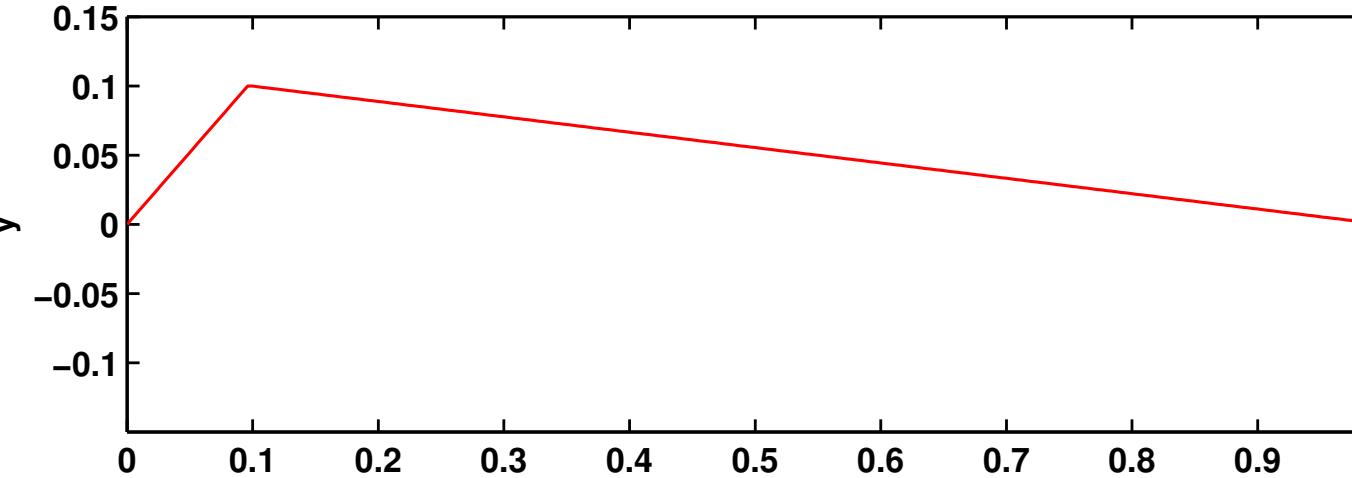
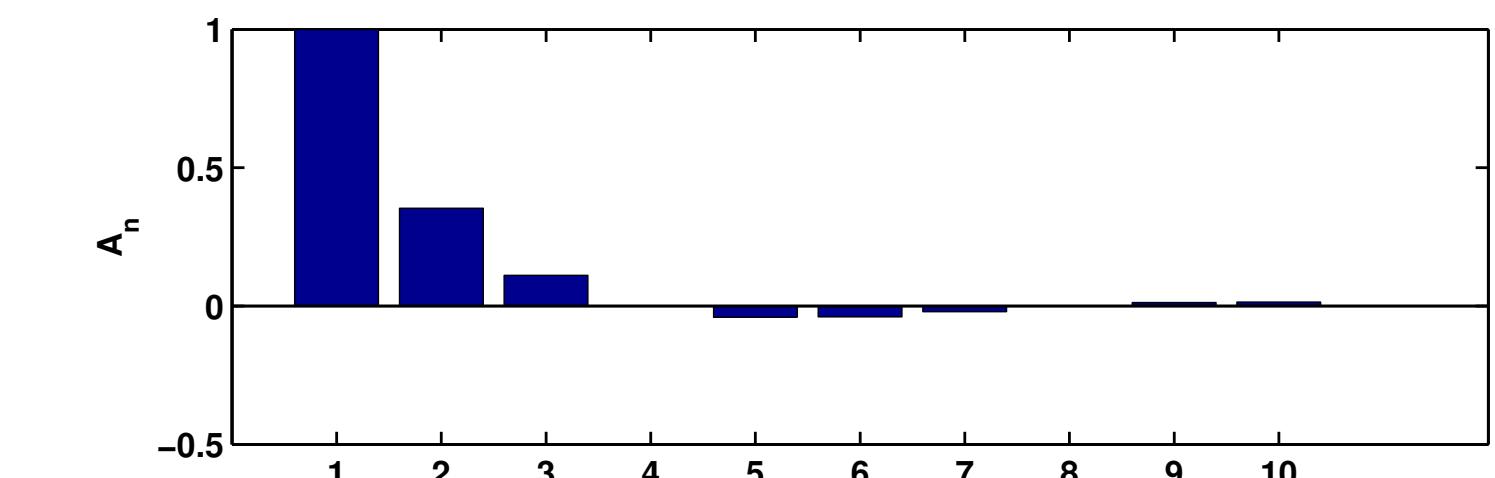
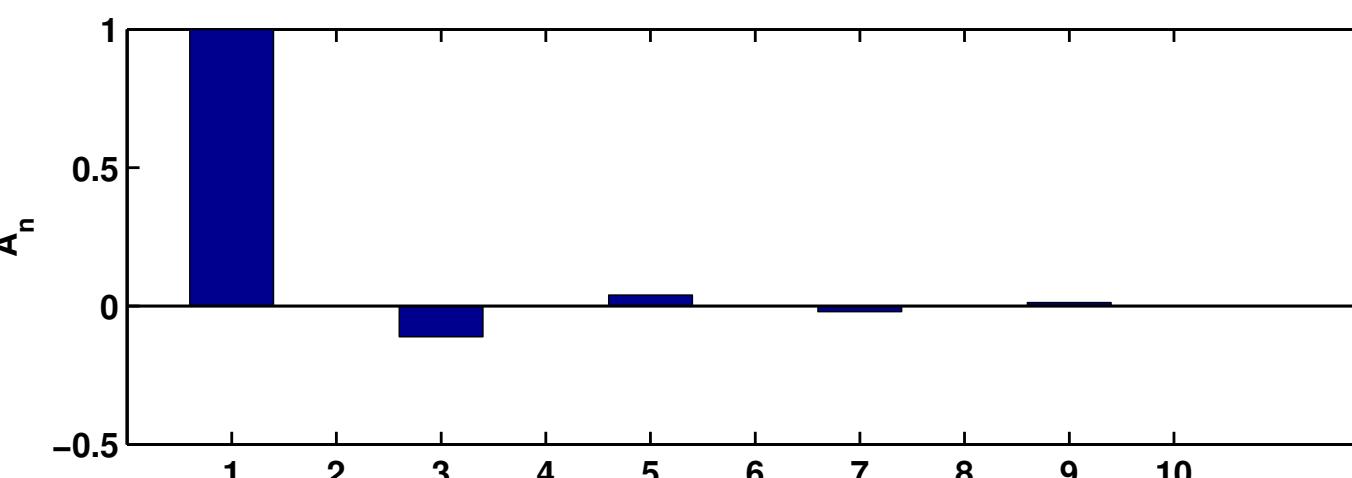
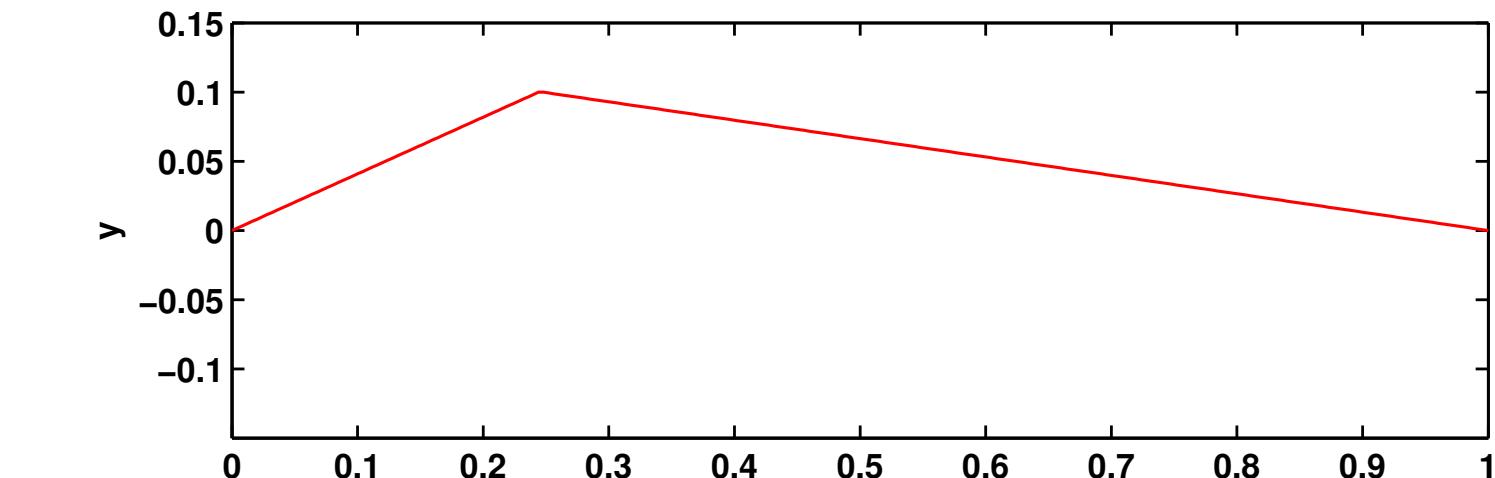
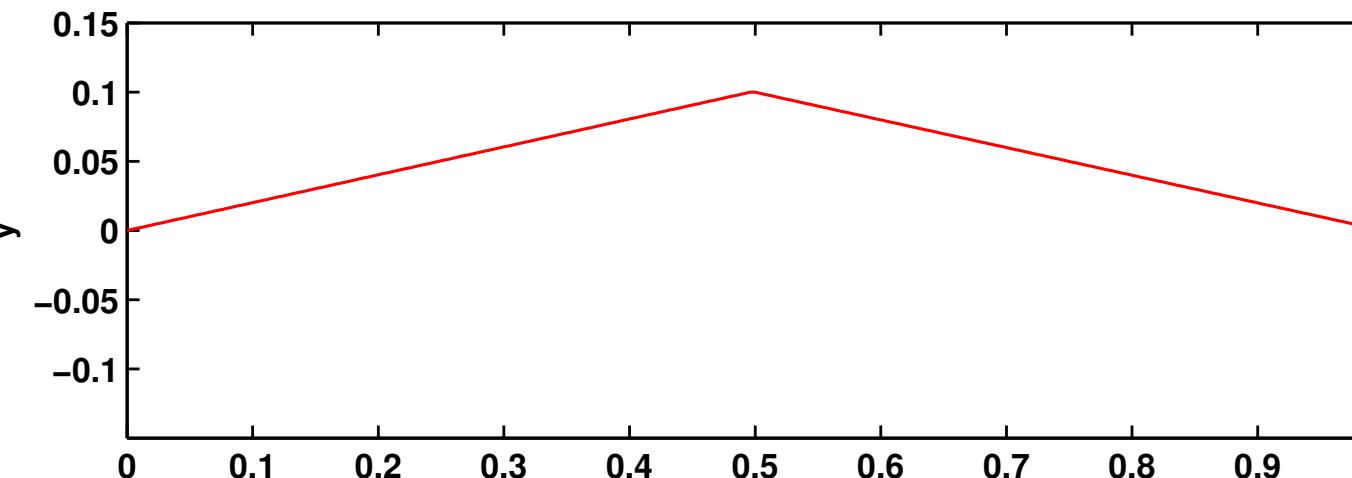
5. String instruments

Plucked versus bowed strings

- Plucked string: https://www.youtube.com/watch?v=_X72on6CSL0
- Bowed string: <https://www.youtube.com/watch?v=6JeyiM0YNo4>
- iPhone guitar video: <https://www.youtube.com/watch?v=TKF6nFzpHBU>
- NOTE: the iPhone guitar video does not show the wave pulses on the strings as they really are. Rather one sees multiple images of the same pulse shape on the string due to the “rolling shutter” effect of the iPhone camera. The actual pulses on a guitar string behave as shown in the first video.

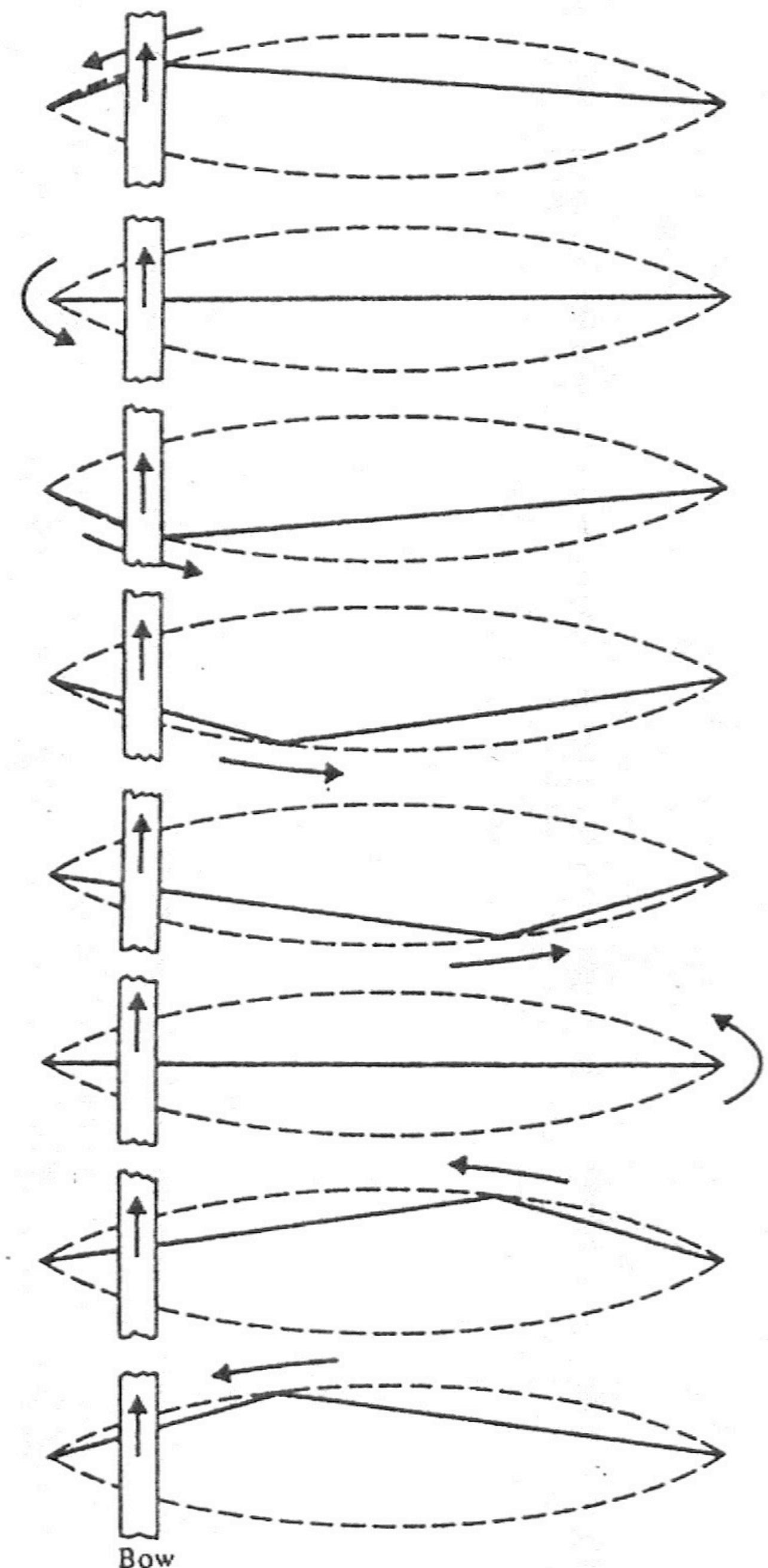
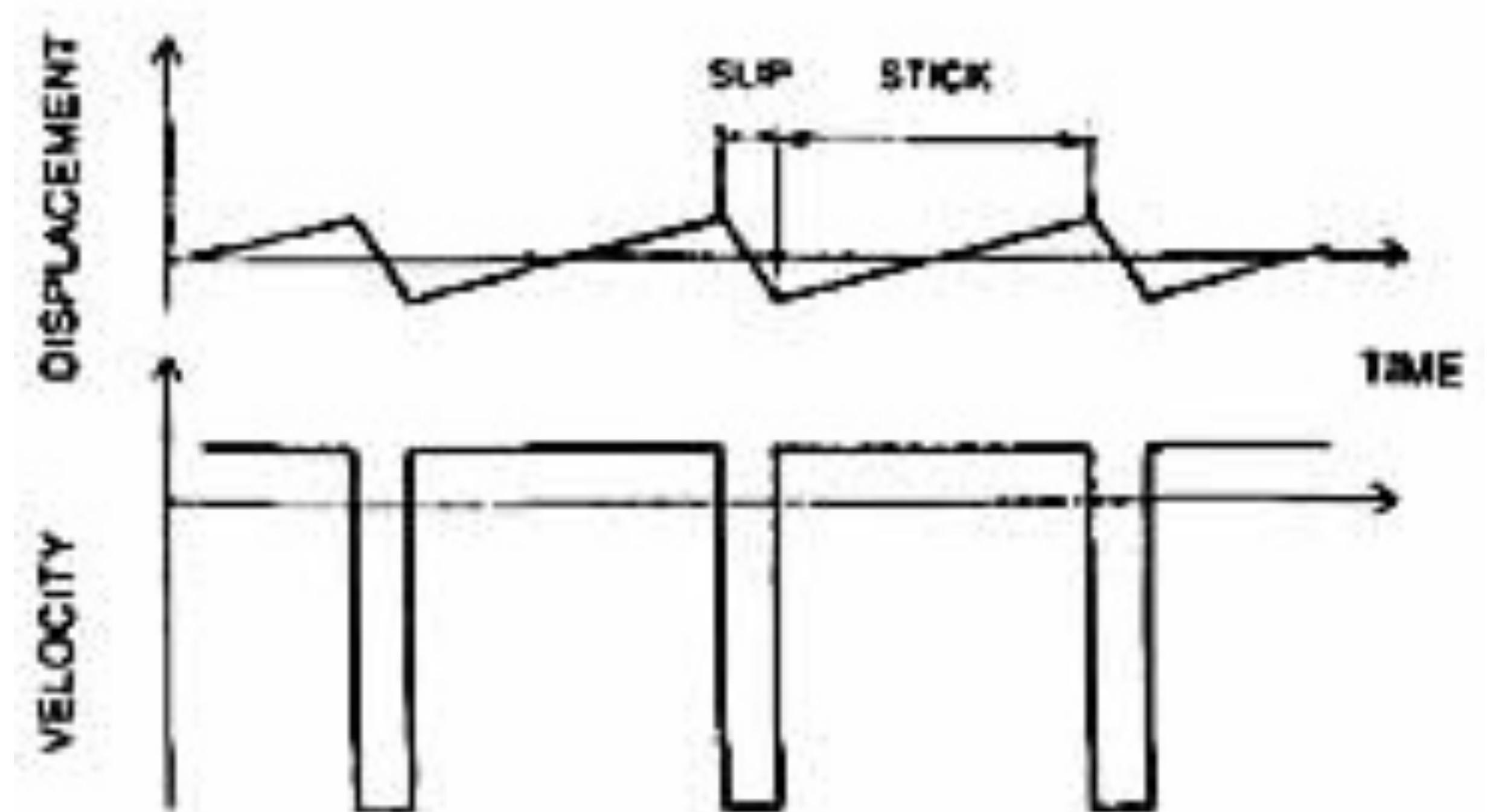
Harmonics of a plucked string

- Sounds are **richer** when the string is plucked **closer to the bridge**
- If the string is plucked in the **middle**, there are **no even harmonics**



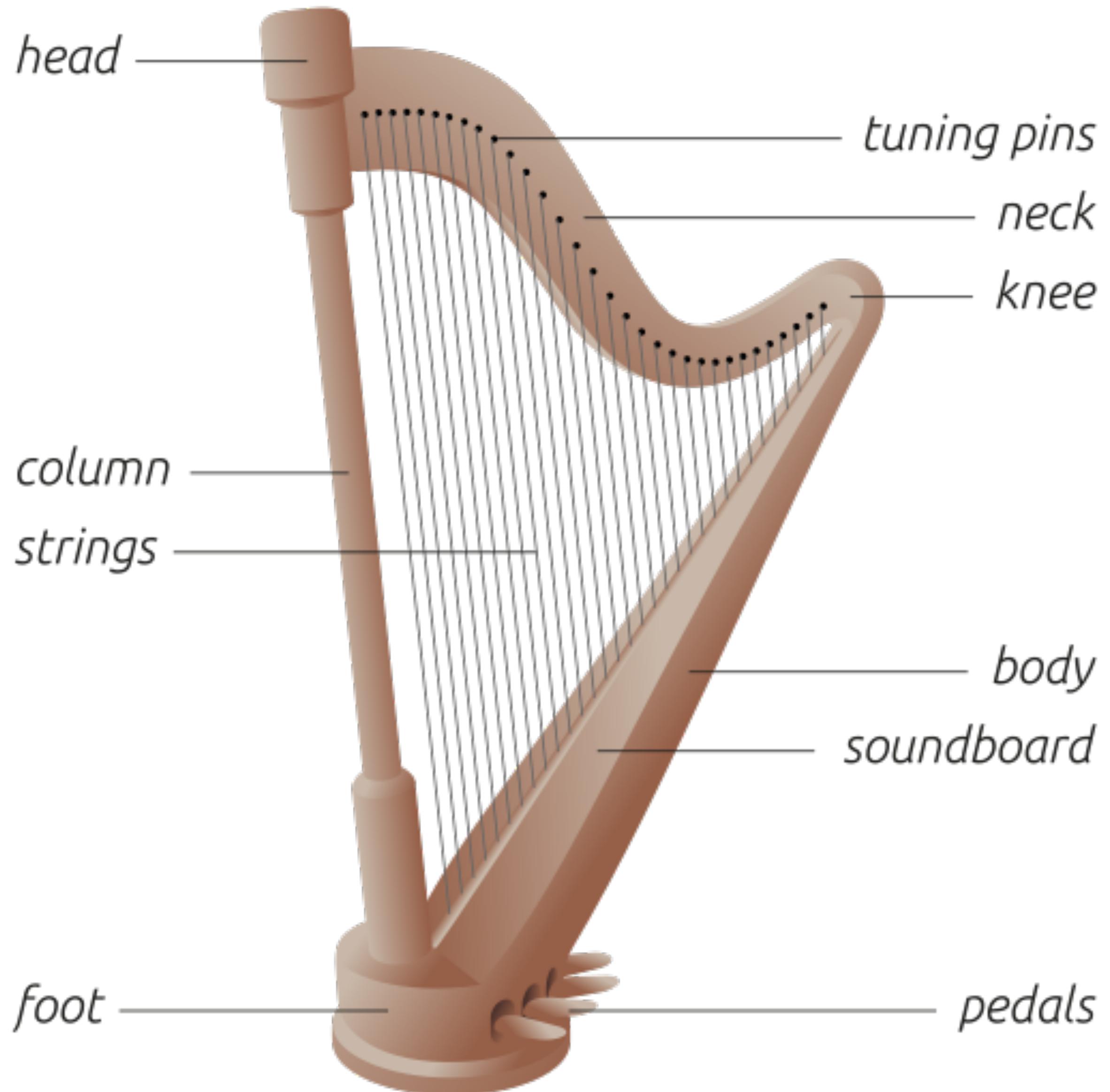
Stick-slip motion of a bowed string

- The violin string alternately “sticks” and then “slips” against the bow hundreds of times per second



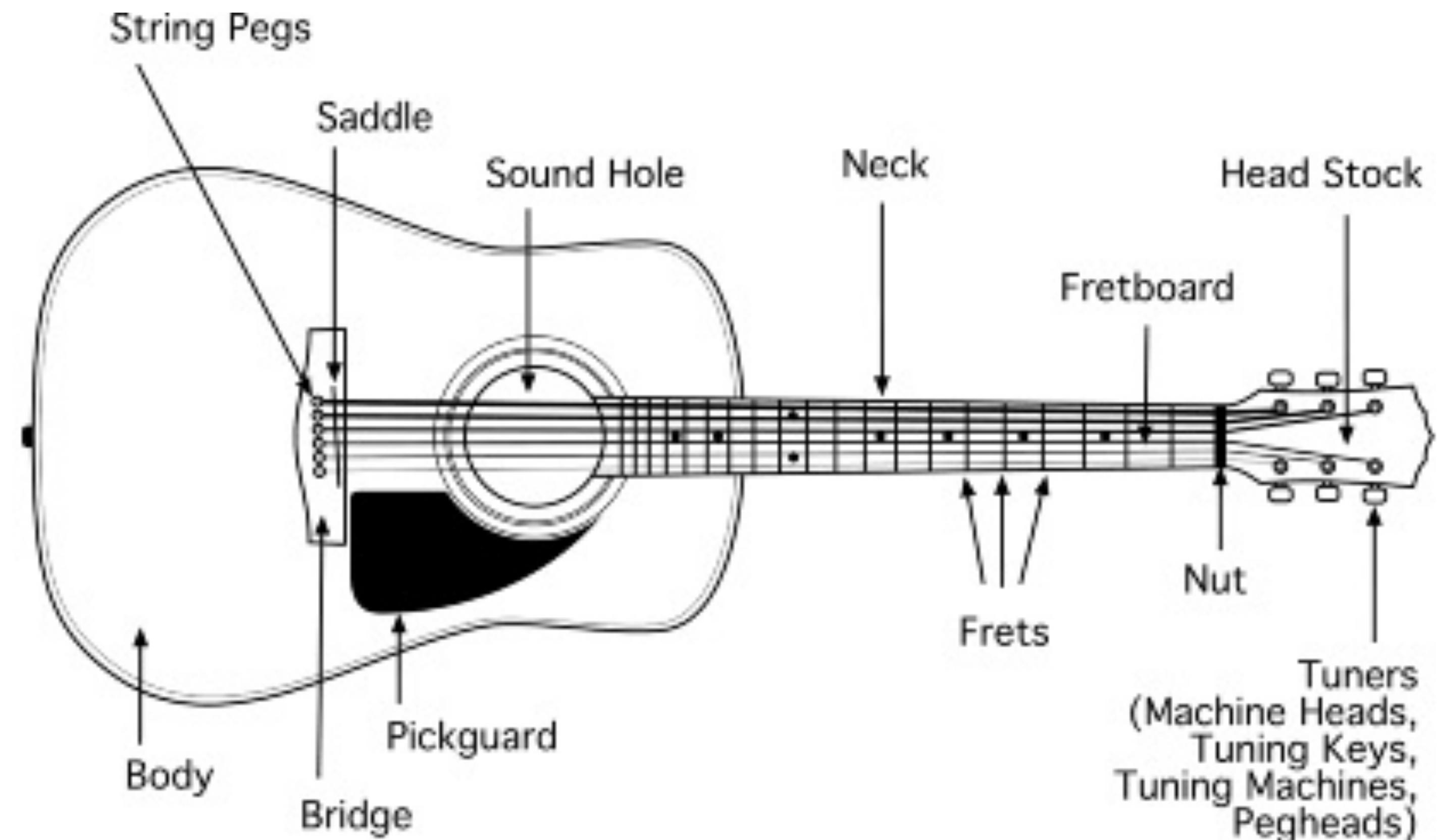
Harp

- the strings have **different fixed lengths** and are plucked
- only **one note** per string -> need lots of strings
- foot pedal can change the note, but only by **only a semitone**



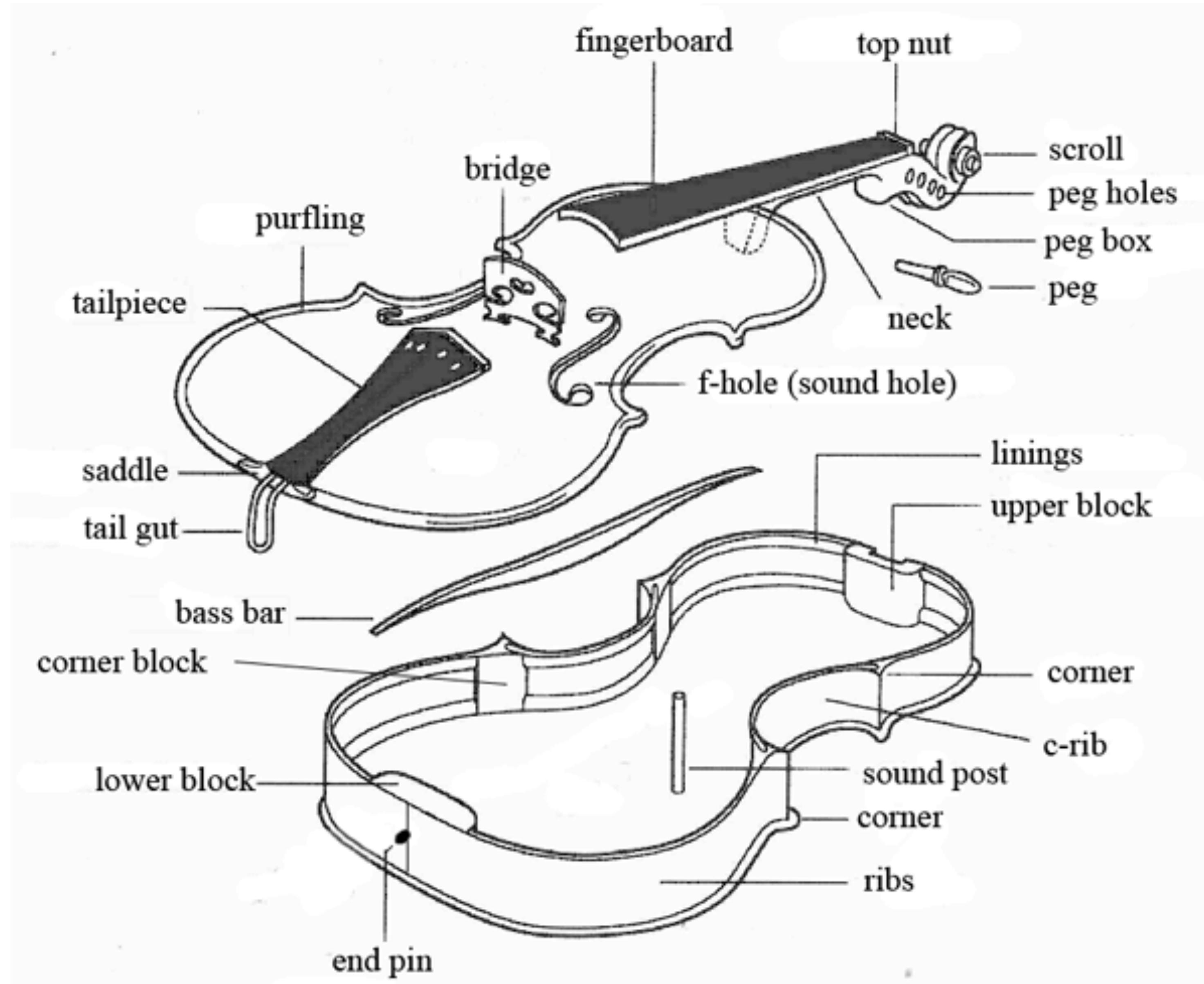
Guitar

- strings are all the **same length**, but are made of different materials and are under different tensions
- get **multiple notes** per string by pressing against a fret
- frets -> **fixed notes** (like a piano keyboard)



Violin

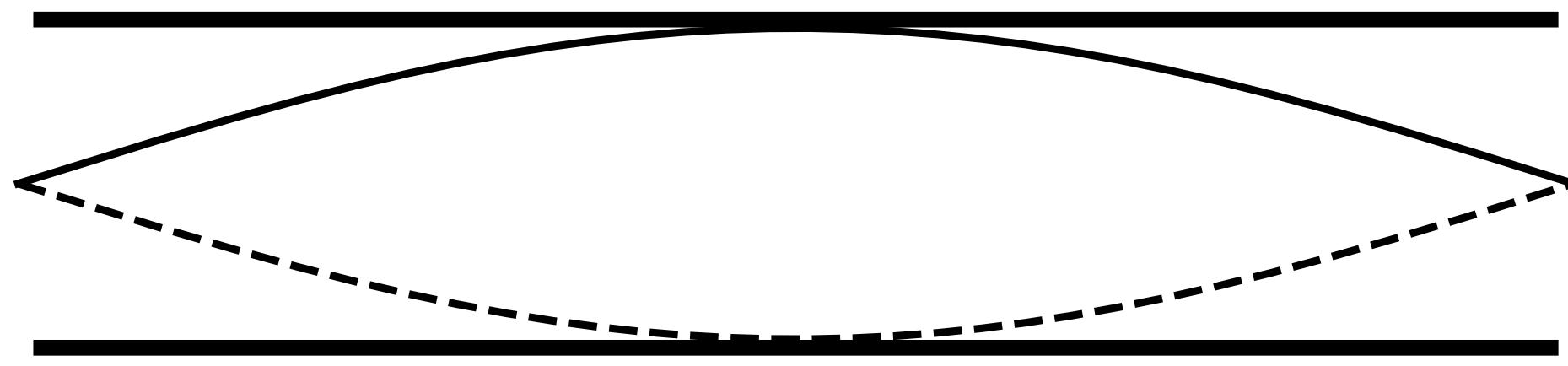
- strings are all the **same length**, but are made of different materials and are under different tensions
- get **multiple notes** per string by pressing against the neck
- no frets -> **no fixed notes**
- string vibrations are **quickly damped** if strings are plucked -> bowed instead
- can **vary tone quality** by adjusting the intensity of bowing



6. Wind instruments

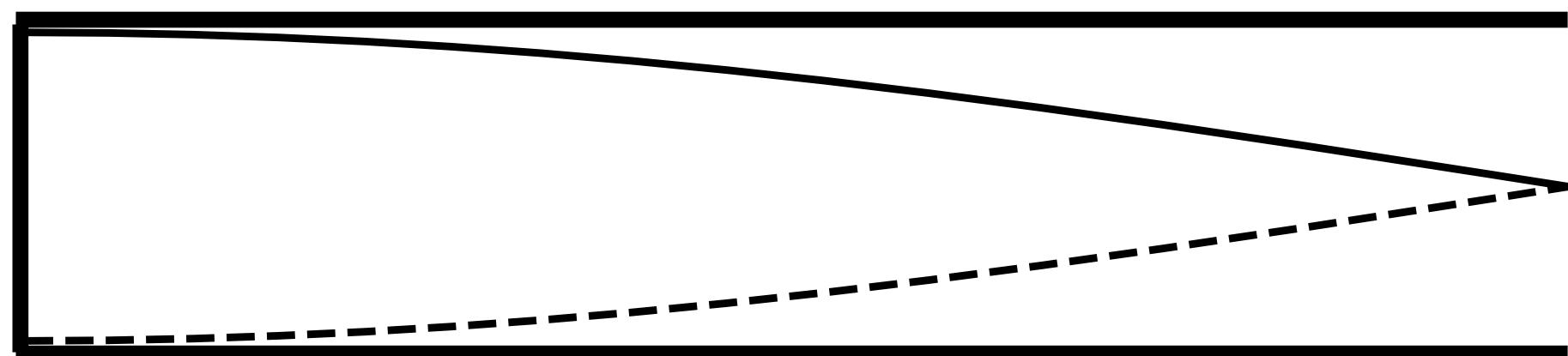
Open and closed tubes (recall previous discussion)

\leftarrow L \rightarrow



$$\lambda_N = \frac{2L}{N} \quad f_N = Nf_1 \quad f_1 = \frac{\nu}{2L} \quad N = 1, 2, \dots$$

(both even and odd harmonics)

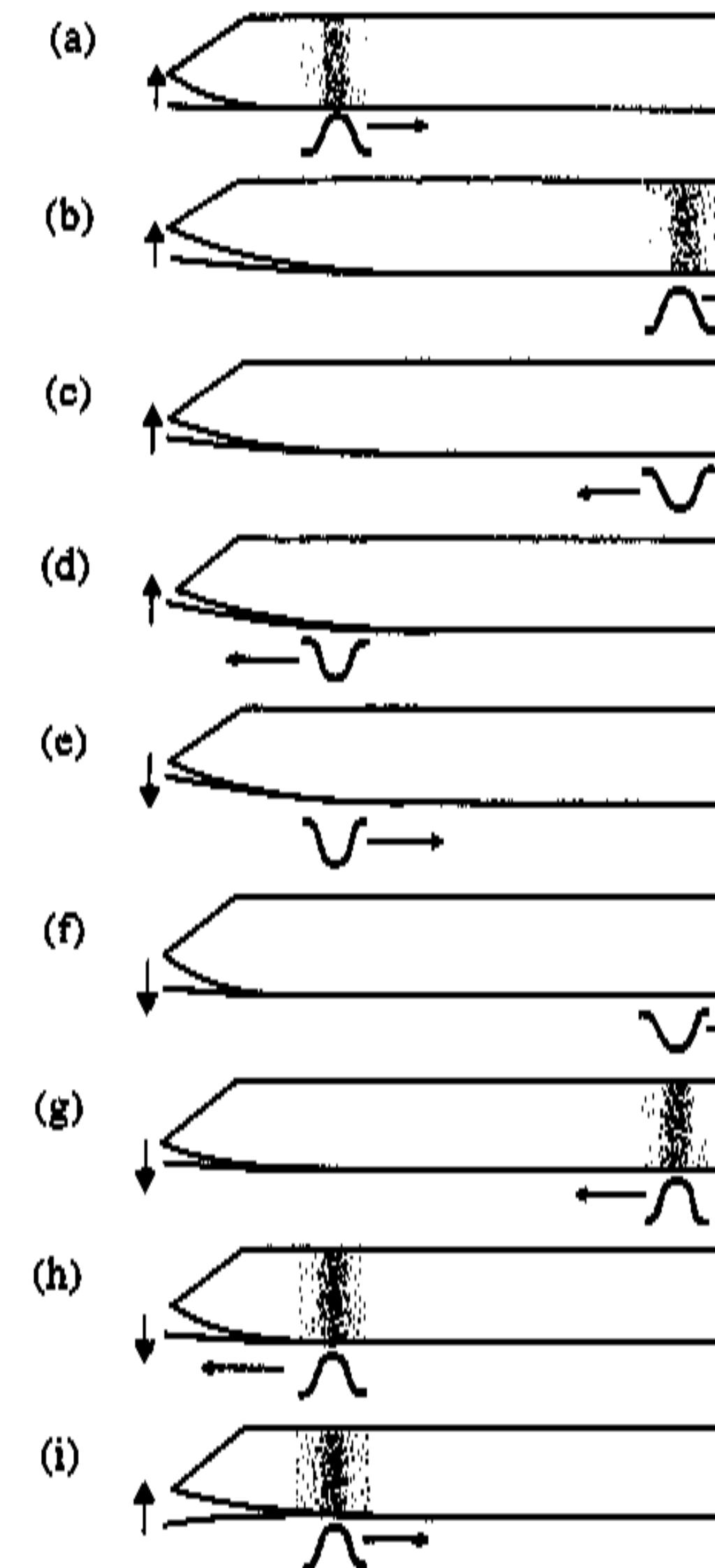
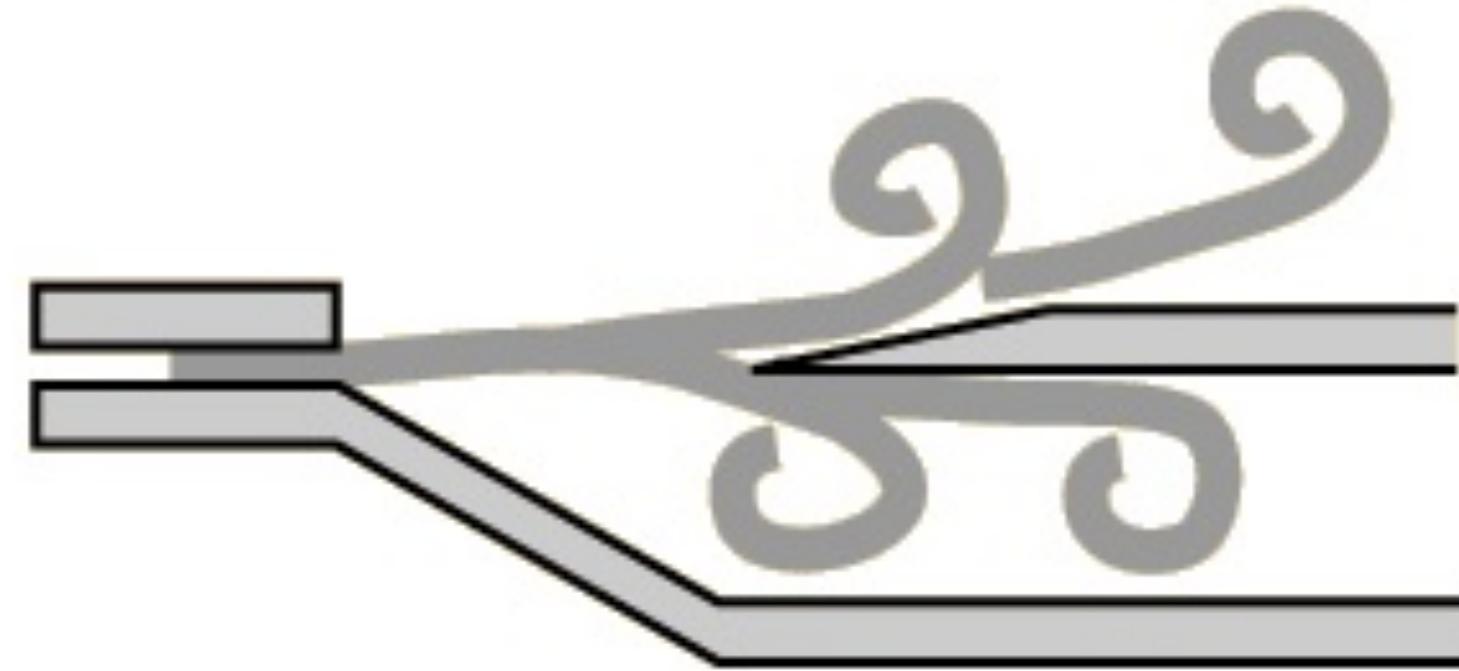


$$\lambda_N = \frac{4L}{N} \quad f_N = Nf_1 \quad f_1 = \frac{\nu}{4L} \quad N = 1, 3, 5, \dots$$

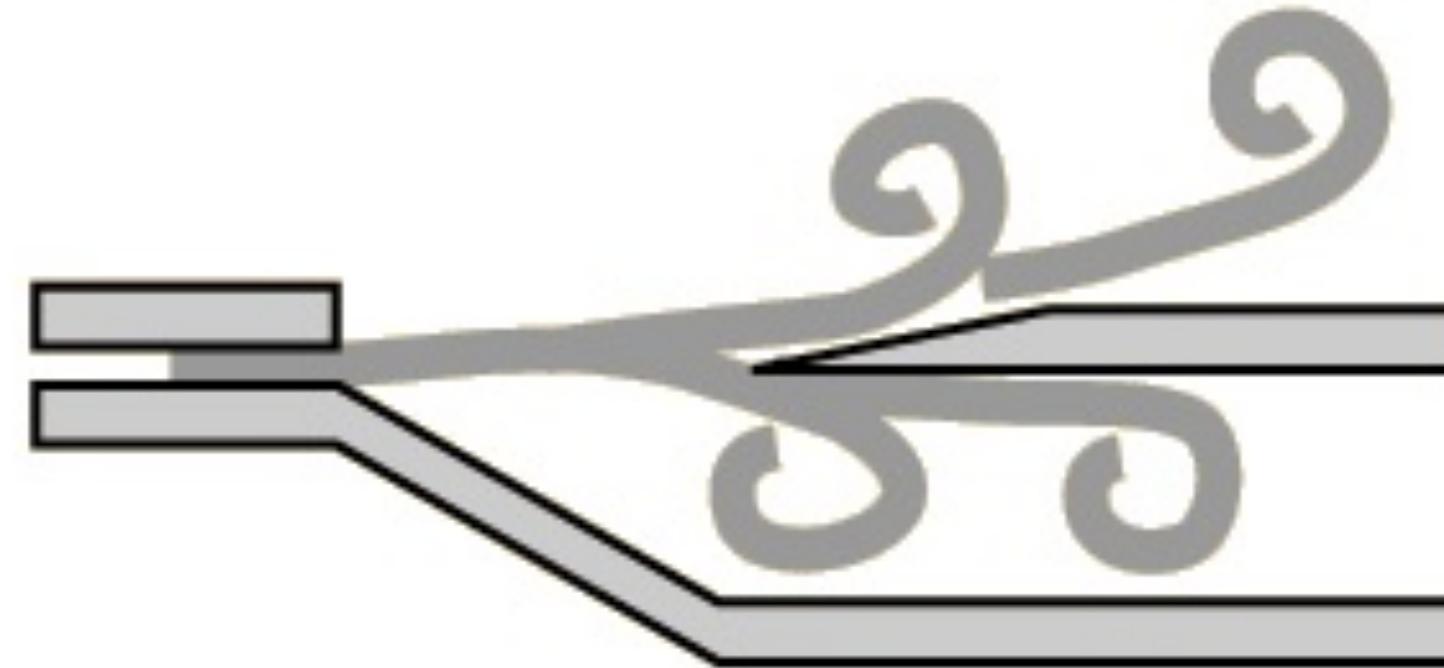
(only odd harmonics)

(pressure deviation)

Excitations produced by an oscillating air stream or a vibrating reed



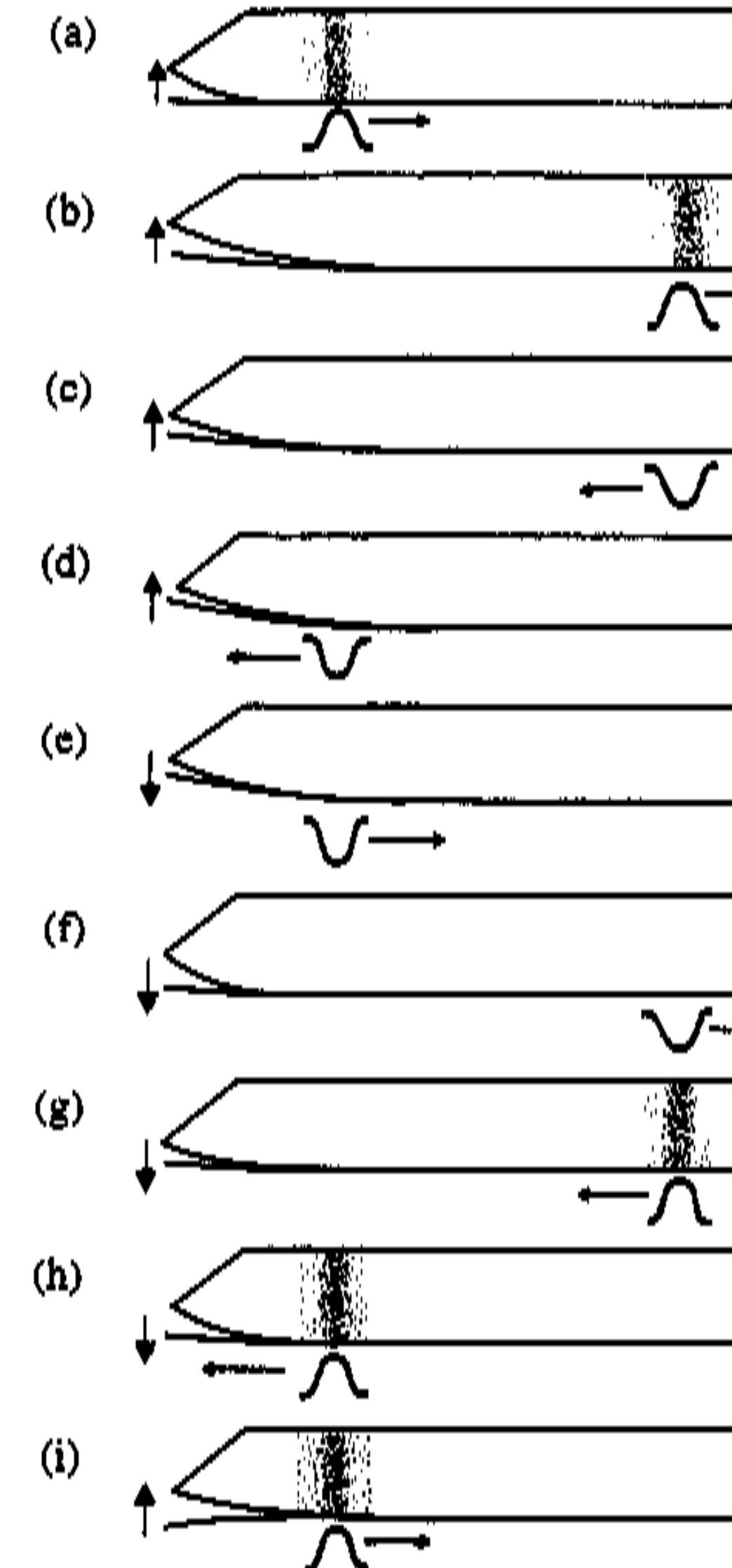
Oscillating air stream



- “Flow-controlled” excitation
- Used in recorders, flutes, penny whistles, etc.
- When the air stream hits the edge, it creates tiny **whirlpools** (or “vortices”) of air, which **alternate** going either into or out of the tube
- The frequency of the alternating whirlpools is determined by the **natural frequencies** of the remainder of the tube (resonance phenomena)

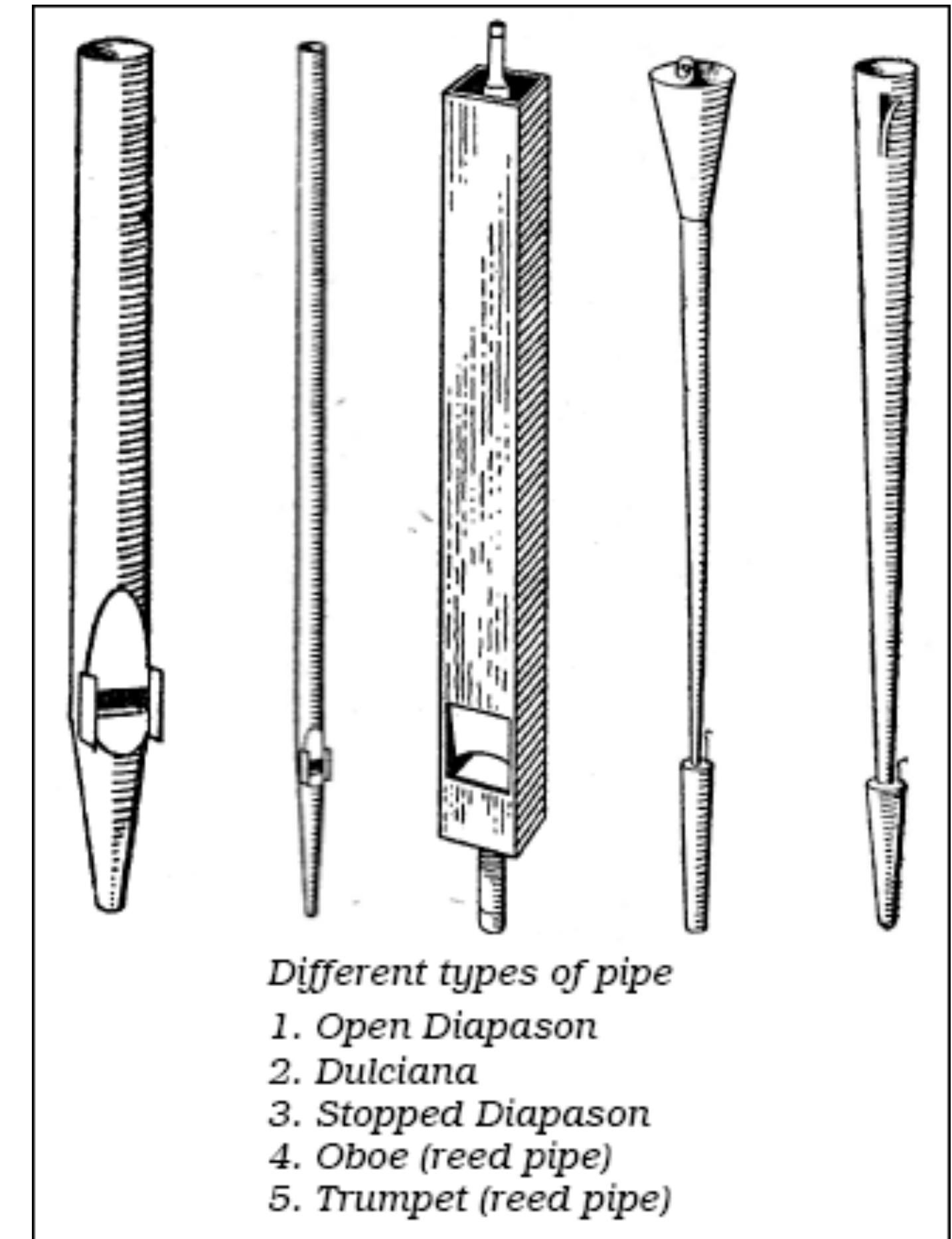
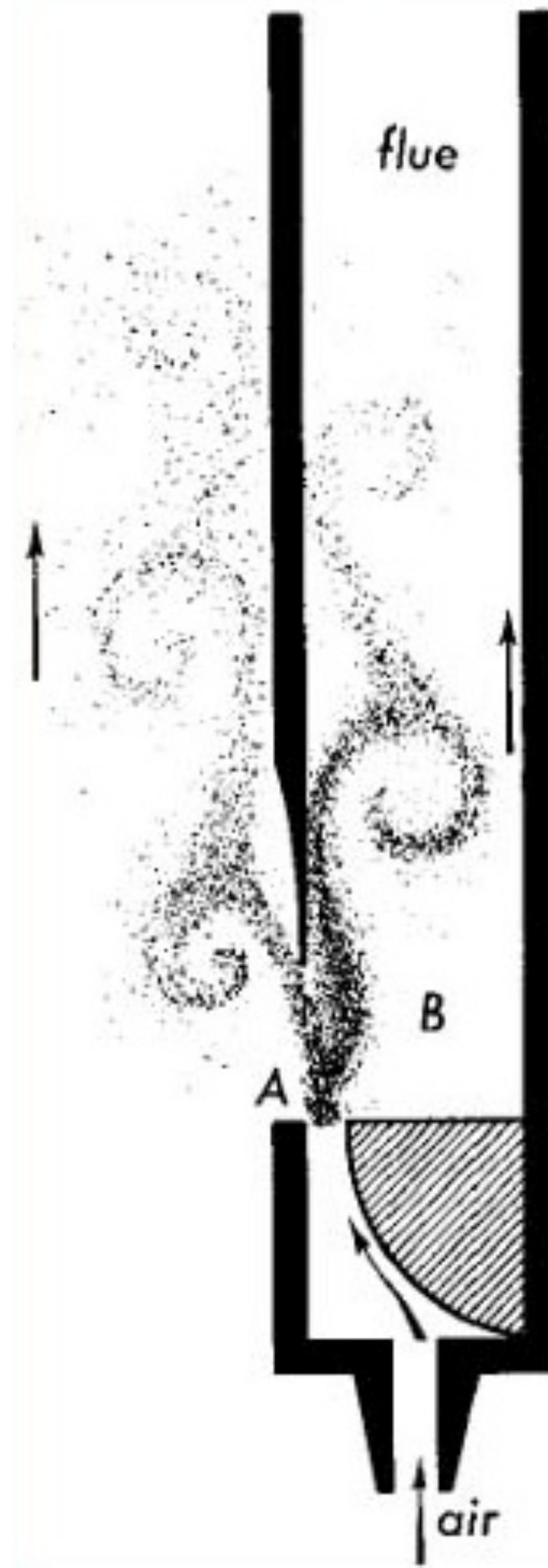
Vibrating reed

- “Pressure-controlled” excitation
- Used in clarinets, saxophones, bassoons, etc. (i.e., any instrument with a reed)
- Frequency of the opening and closing of the reed is determined by the **natural frequencies** of the remainder of the tube (resonance phenomenon)
- Also applies to the didgeridoo and brass instruments where the musicians **lips** play the role of a reed



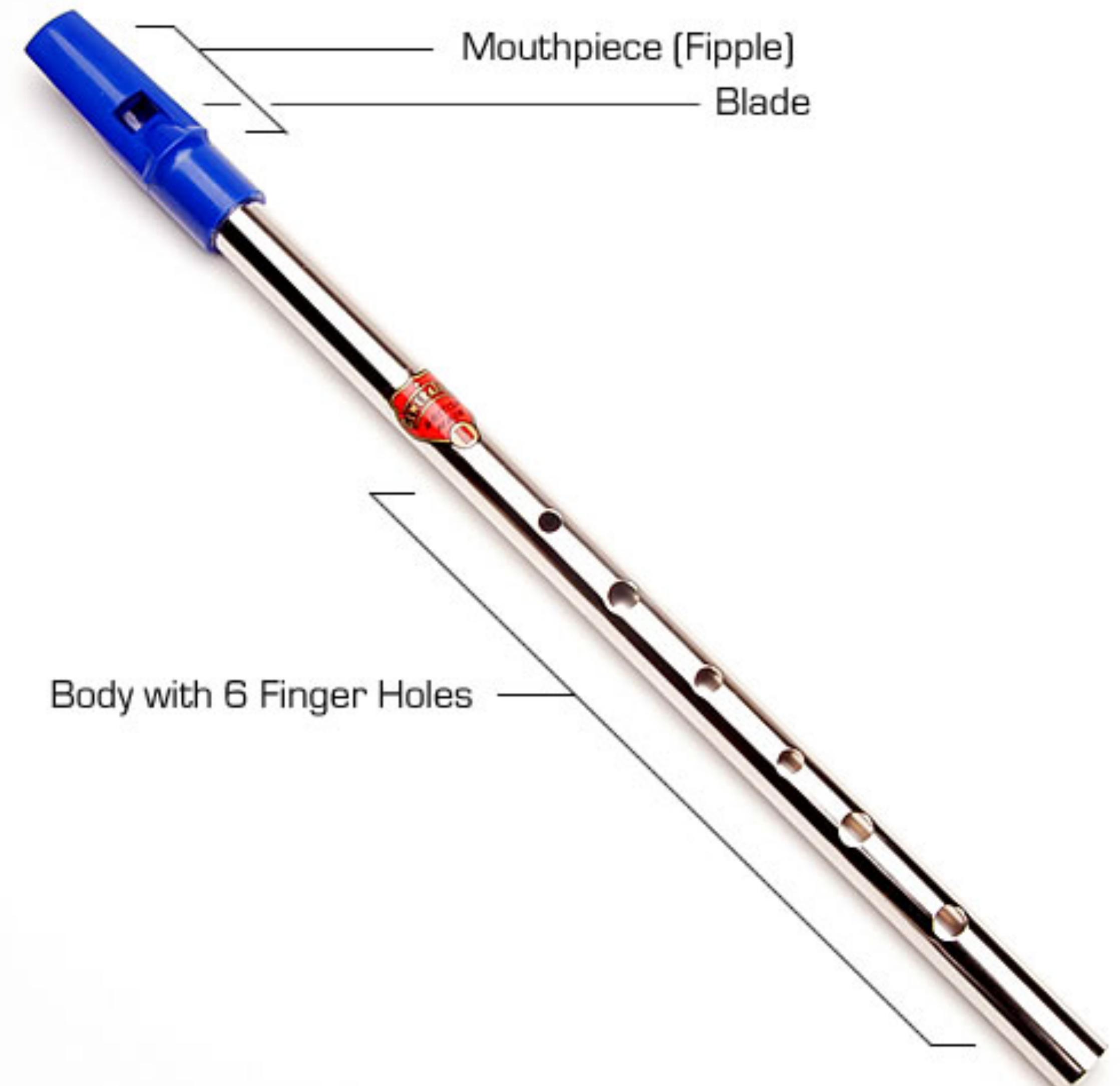
Flue-organ pipe

- Excitation can be either an oscillating air stream or a vibrating reed
- Pipe has **fixed length**
- **One note** per pipe -> need many pipes (e.g., church organ)



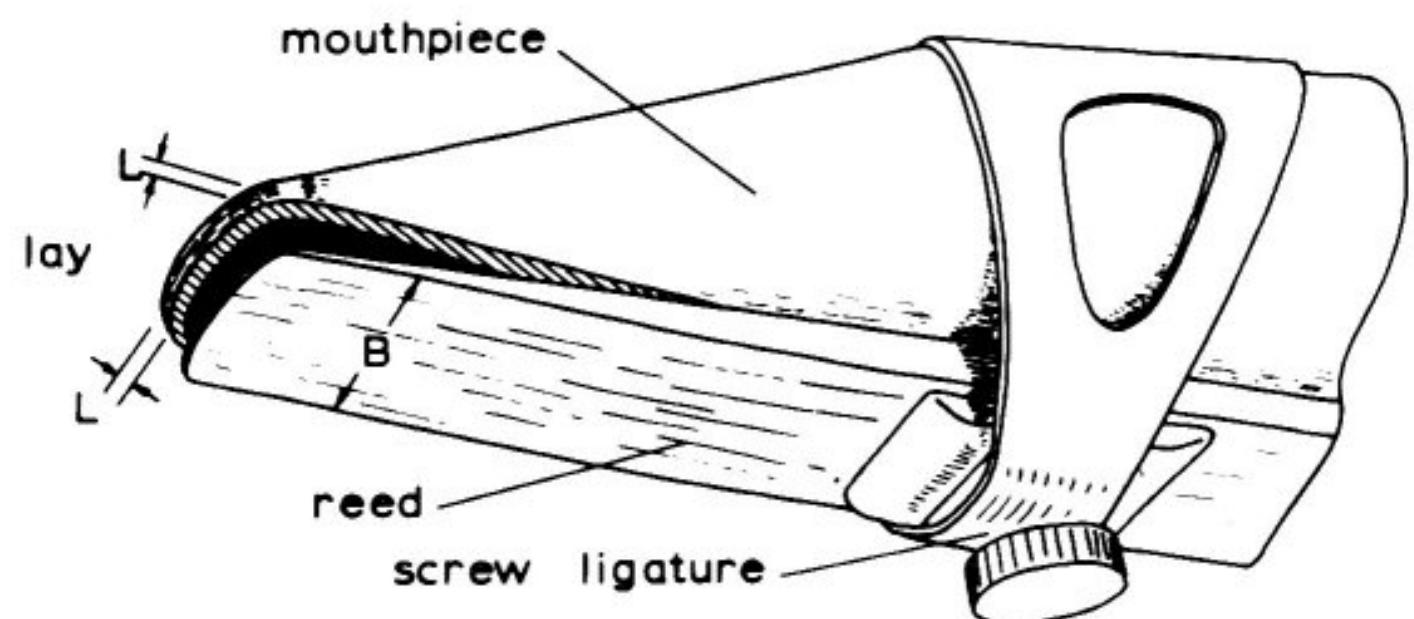
Penny whistle

- Oscillating air stream -> open at both ends
- **Tone holes** allow playing **multiple notes**



Clarinet

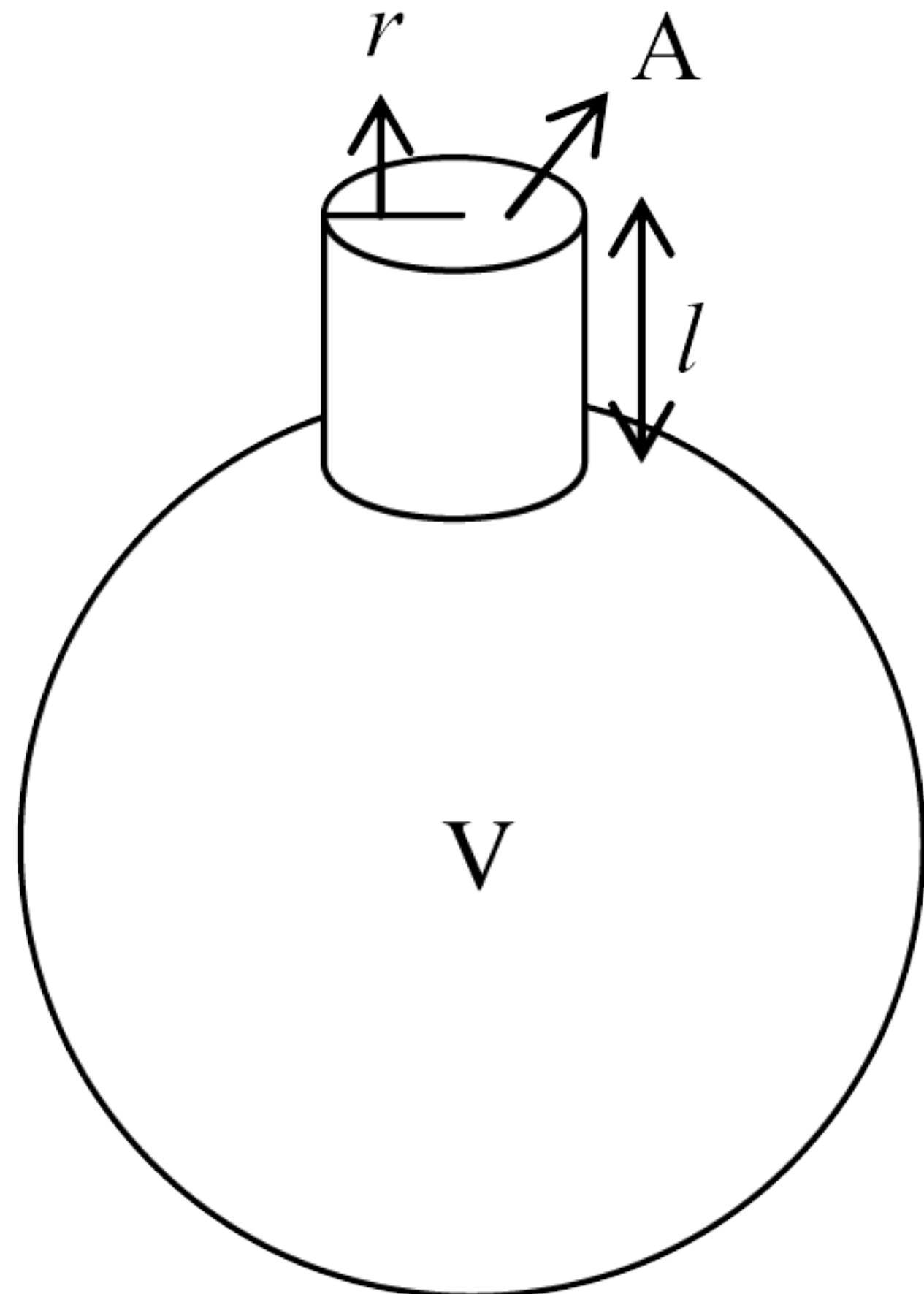
- Vibrating **reed** -> **closed** at one end
- Tone holes and register keys -> **multiple notes**
- Bell at end creates contribution from even harmonics



Brass instruments

<https://www.youtube.com/watch?v=Bo7VRSQLpfY>

Helmholtz resonator: “beer bottle”



$$f = \frac{v}{2\pi} \sqrt{\frac{A}{l_{\text{eff}} V}}$$

- Example:

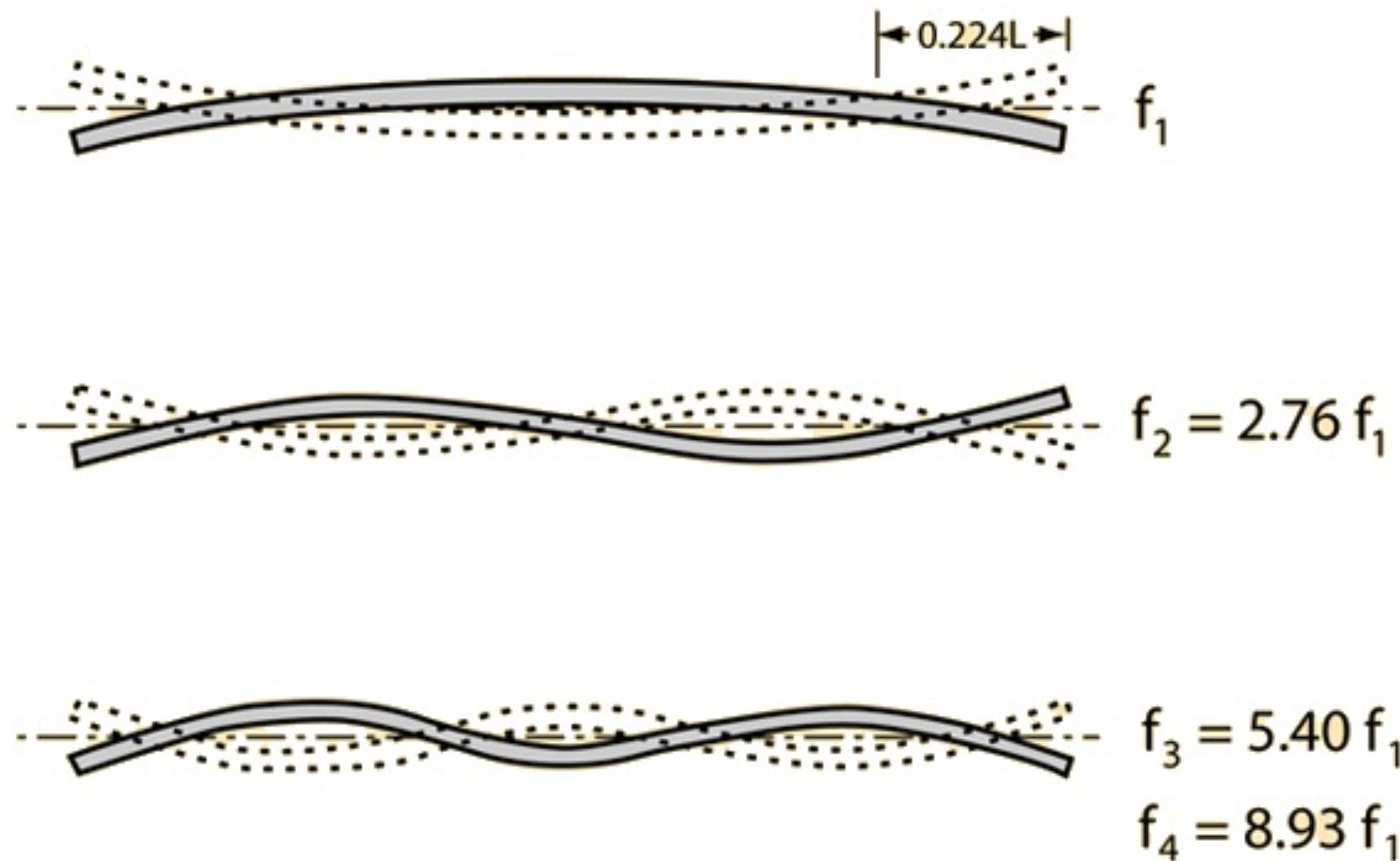
$$r = 1 \text{ cm}, l = 2.7 \text{ cm}, V = 425 \text{ mL}, v = 346 \text{ m/s}$$

$$A = \pi r^2, 1 \text{ mL} = 10^{-6} \text{ m}^3 \Rightarrow f = 239 \text{ Hz}$$

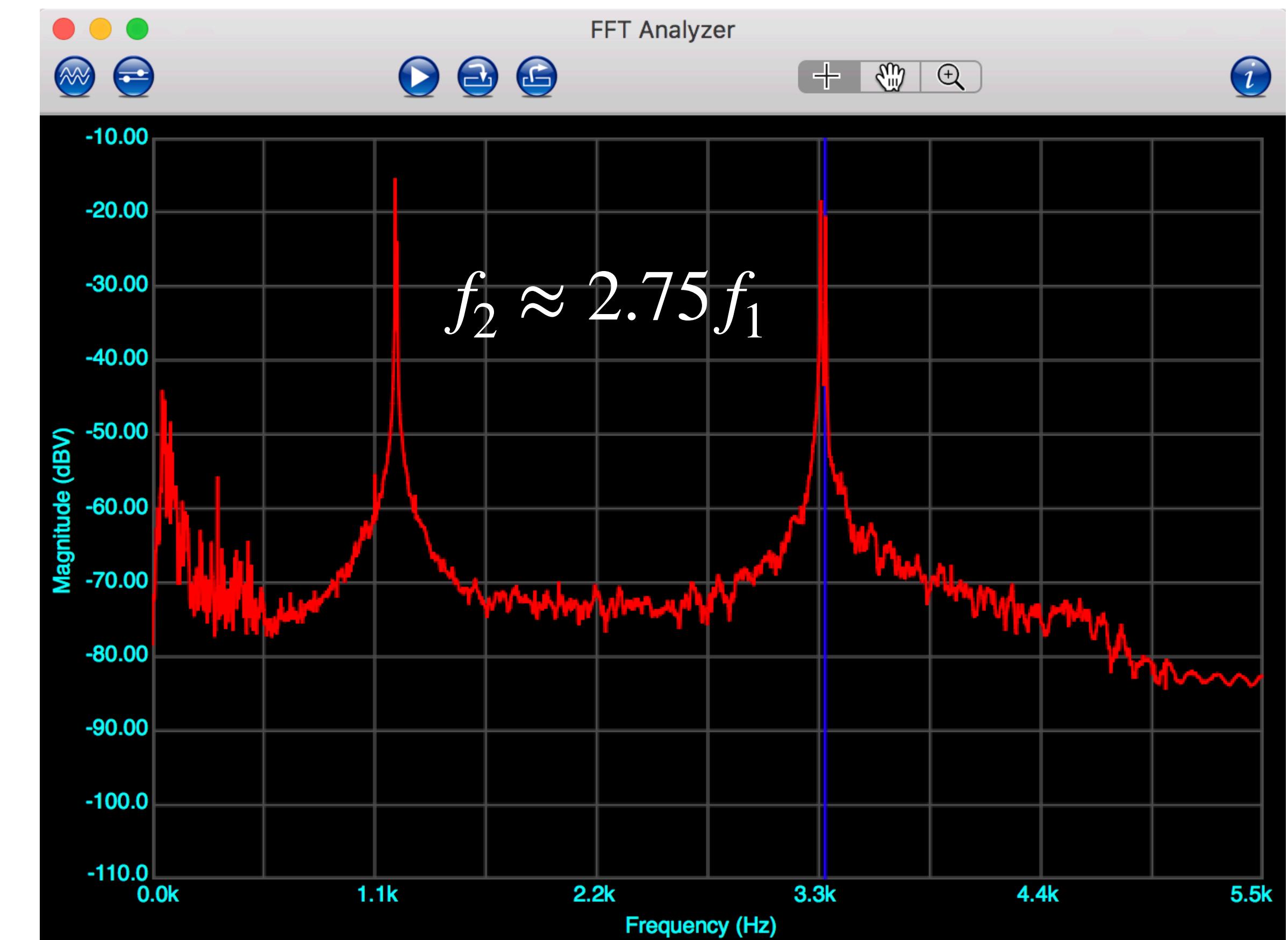
7. Percussion instruments (briefly)

Inharmonicity

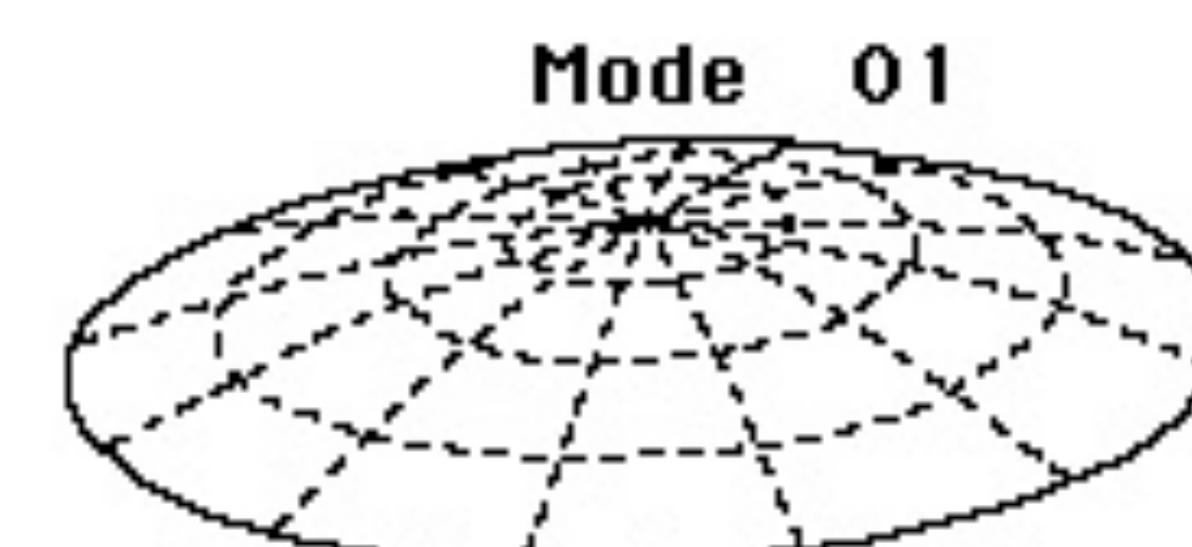
- Presence of **overtones** that are **not harmonically related** to the fundamental frequency



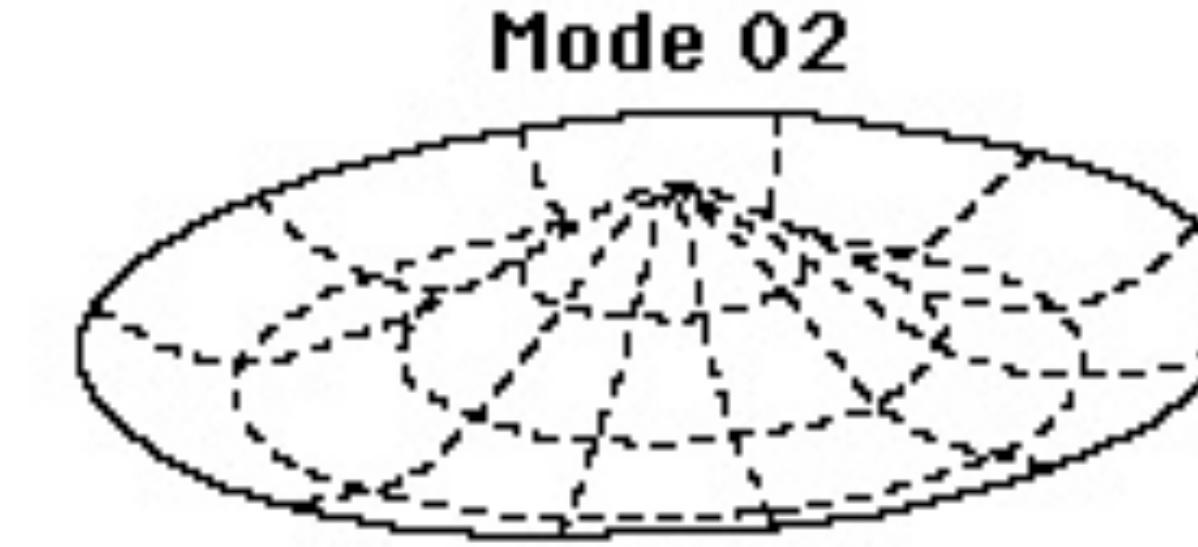
Example: Bell



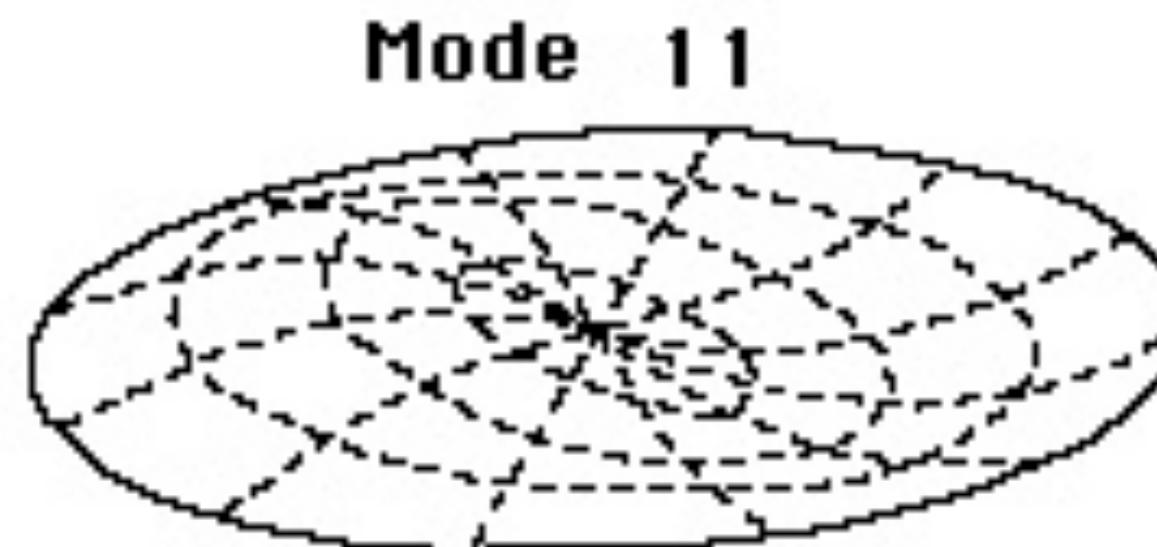
Vibrating drum head (2-d standing waves)



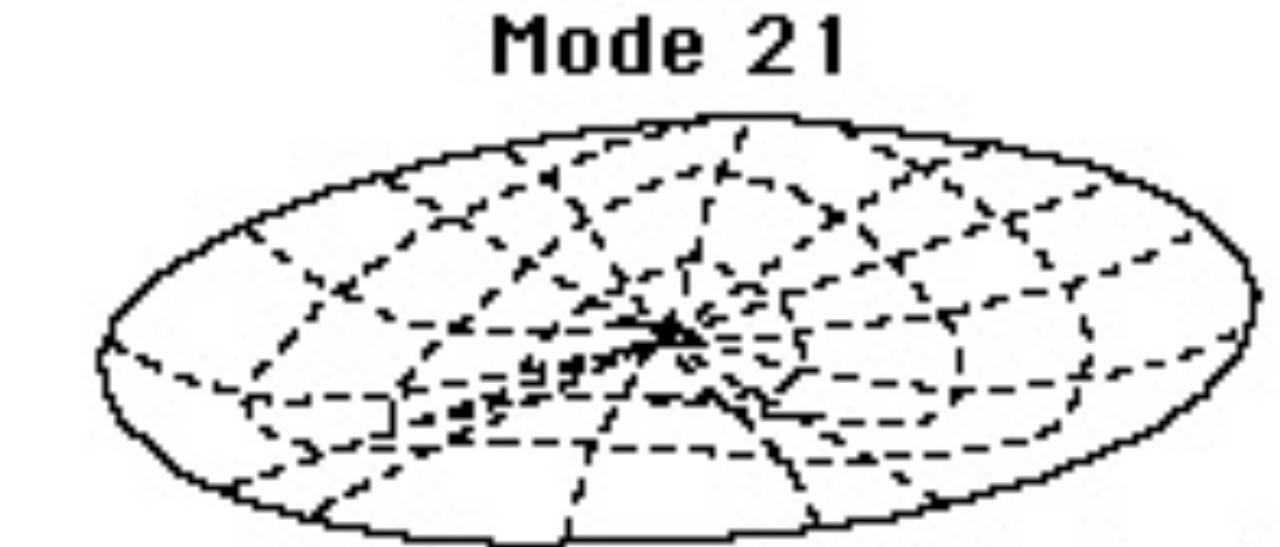
This is the
lowest frequency
mode.
 f_1



$2.30 f_1$



$1.59 f_1$



$2.14 f_1$
After Rossing

mode = (# nodal diameters, # nodal circles)

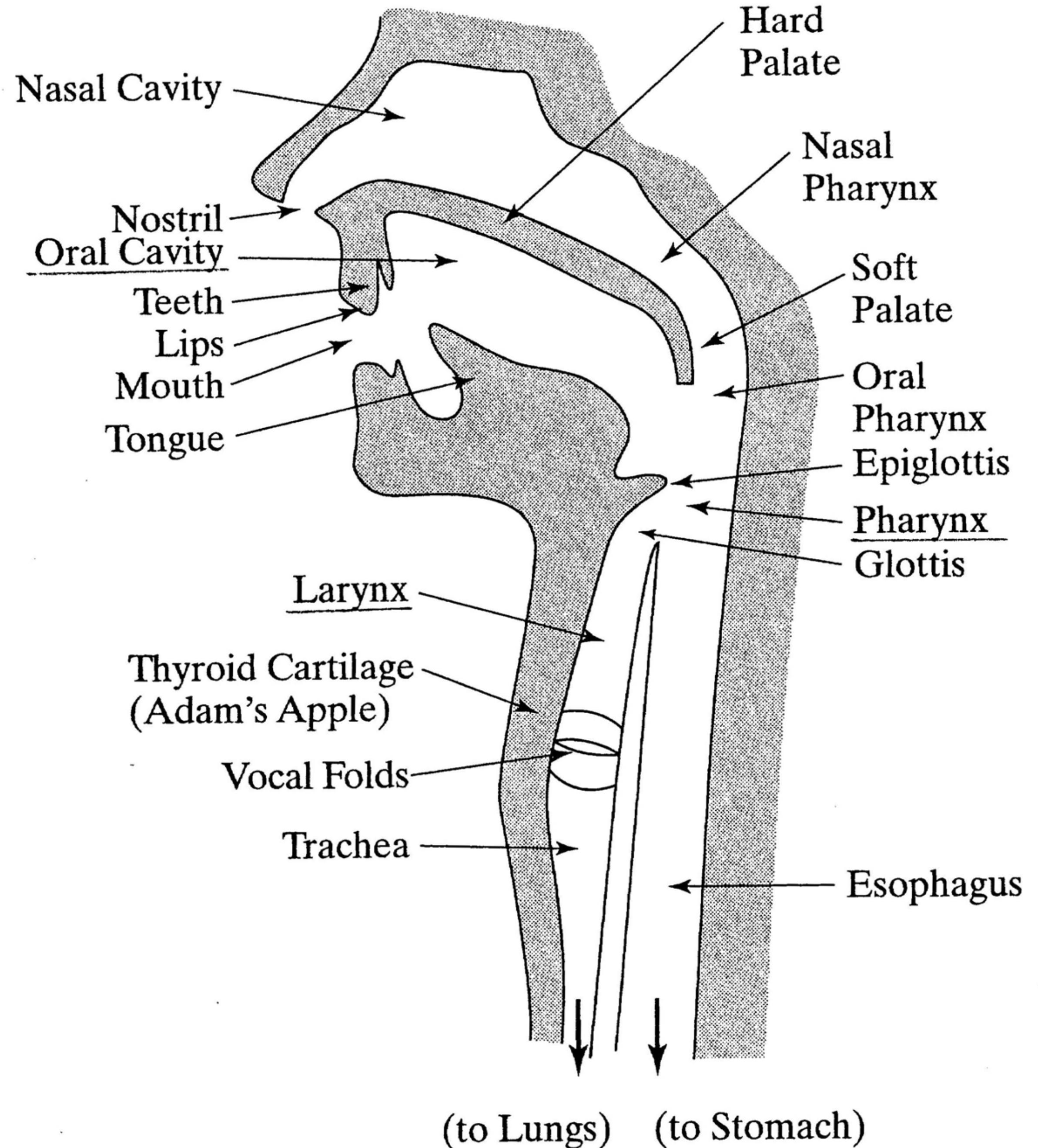
https://commons.wikimedia.org/wiki/Category:Drum_vibration_animations

https://josephromano.github.io/PHYS1406/labs/S2021/modified/Chladni_patterns.mov

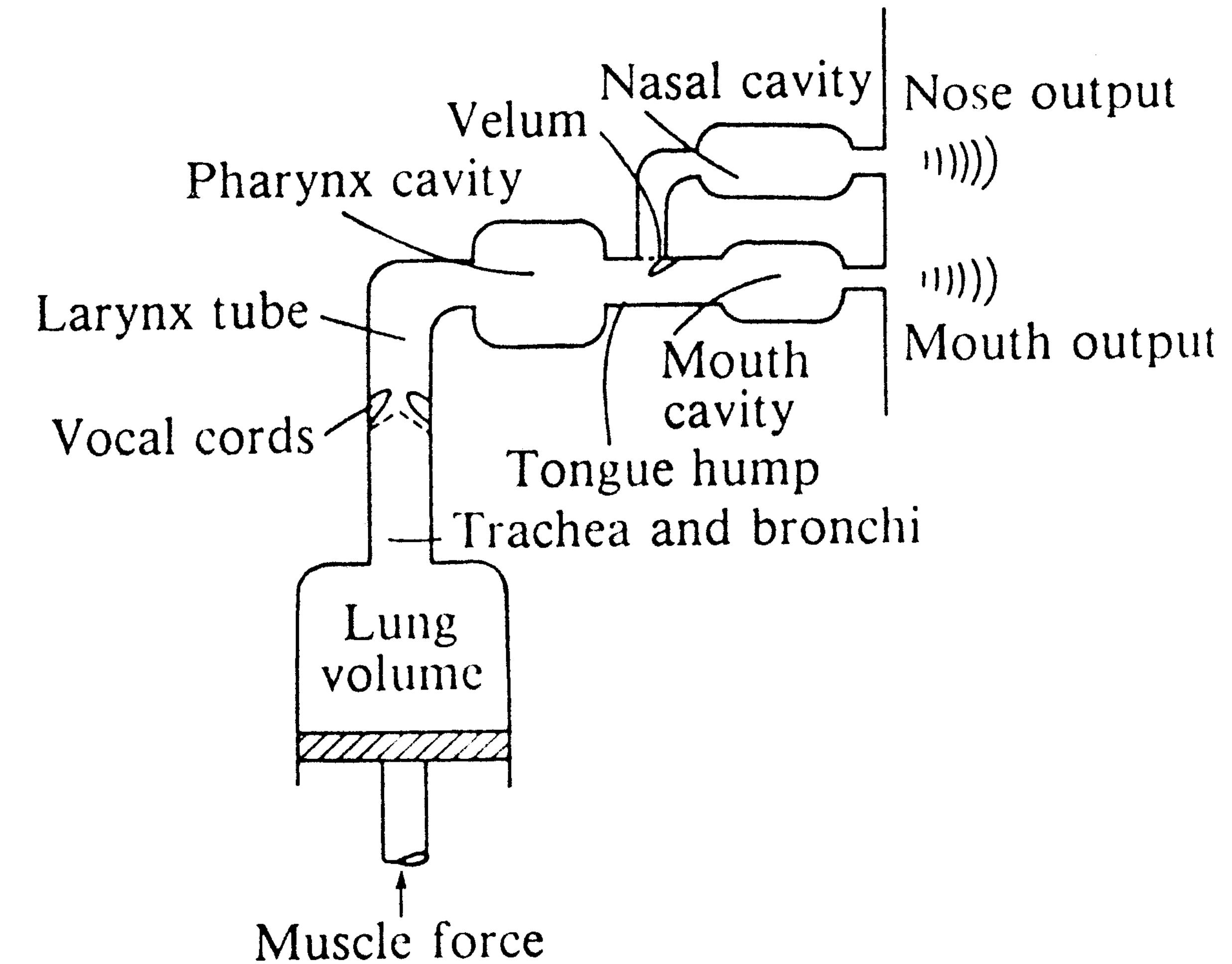
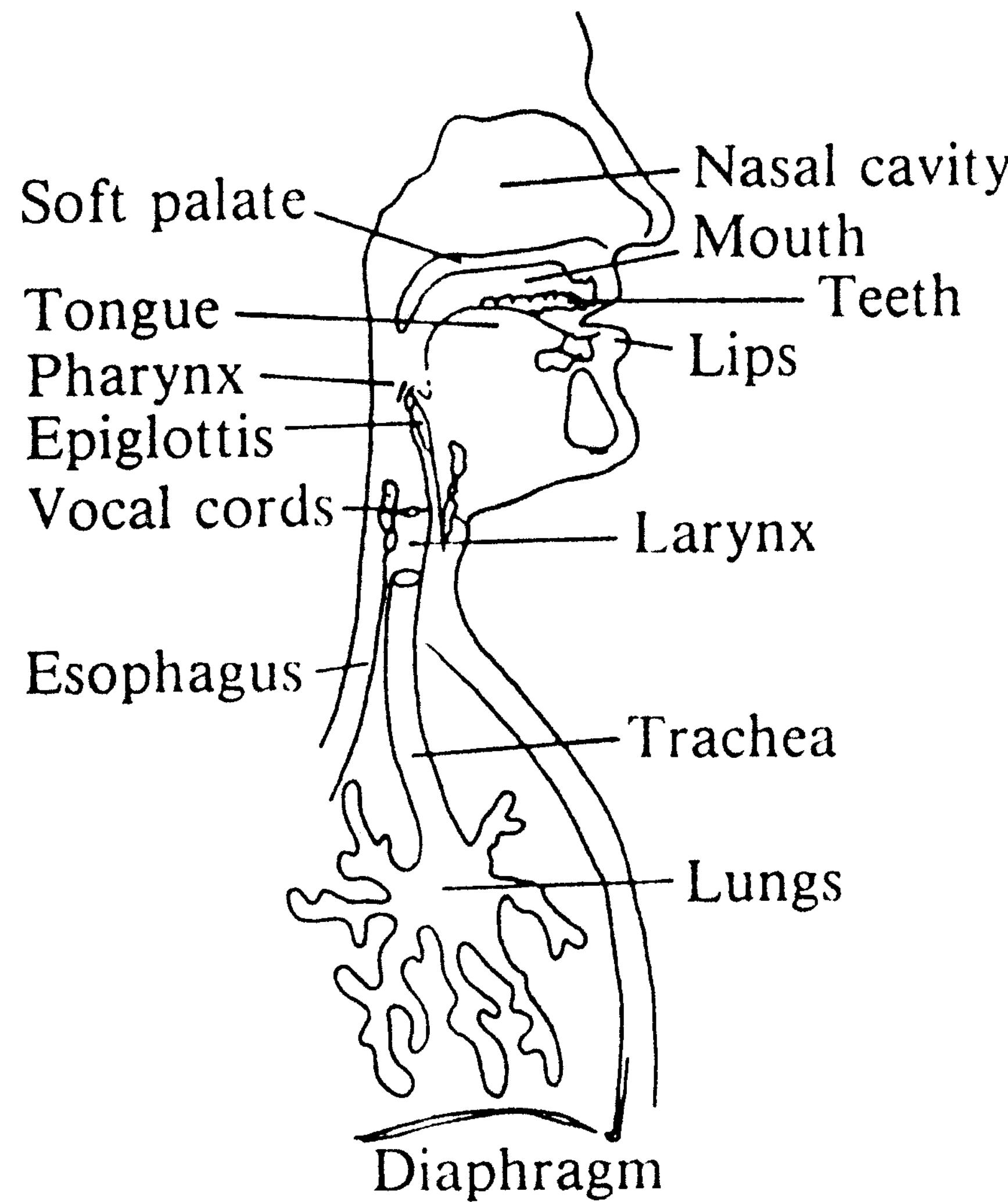
8. Voice

Vocal organs

- power supply: lungs
- generator/vibrator: vocal folds
- resonator: vocal tract (larynx, pharynx, oral and nasal cavities)
- radiator: mouth/lips and nostrils
- vocal folds:
 - women: ~10 mm, ~220 Hz
 - men: ~15-20 mm, ~110 Hz
 - forced open by air pressure, come together due to **Bernoulli effect** (demo)

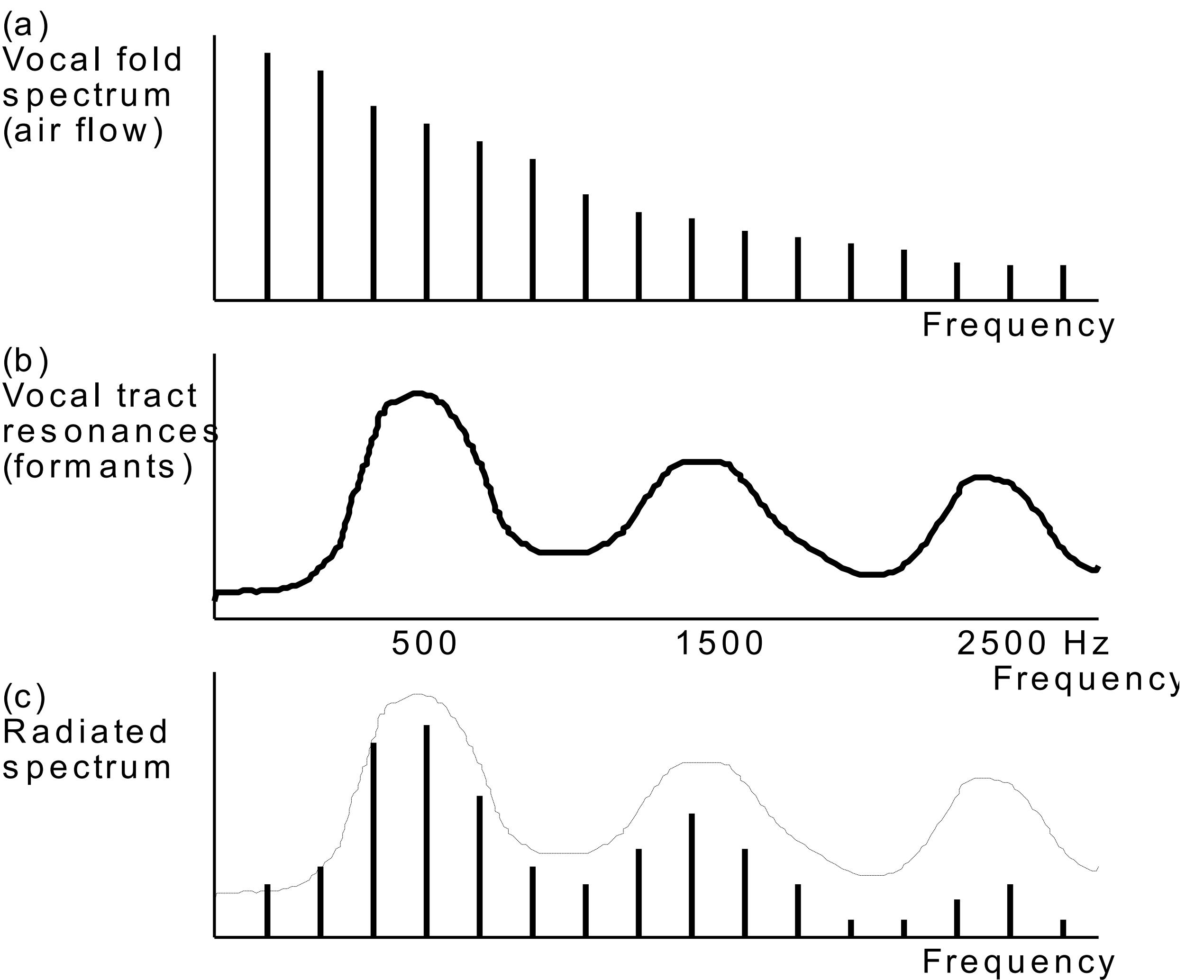


Physics / engineering model

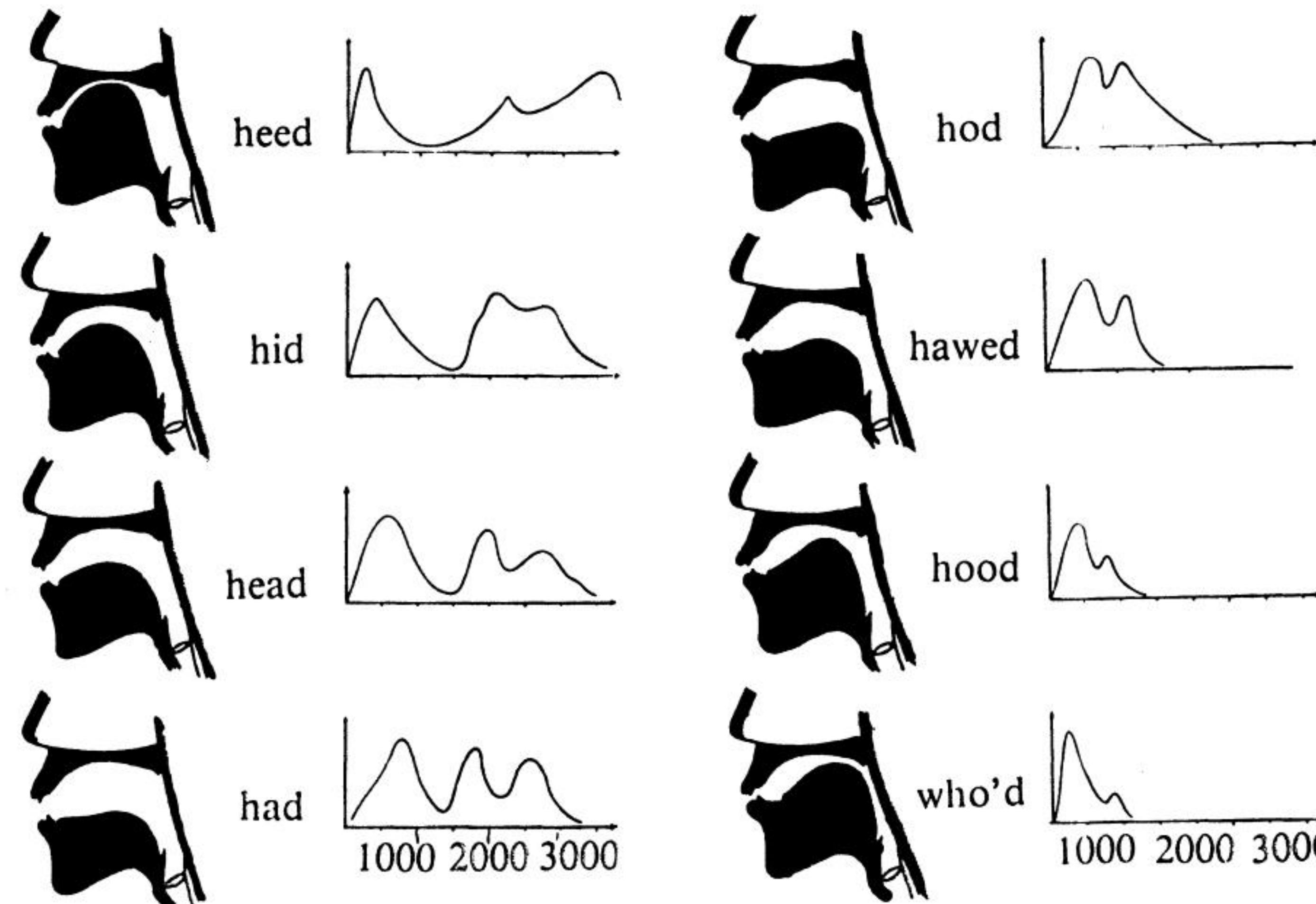


Formants

- Spectrum of vocal folds $\sim 1/N^2$
- Vocal tract acts as a **filter**
 - ~17cm cylindrical tube
 - $f_n = Nv/4L$, $N = 1, 3, \dots$
 - ~500 Hz, 1500 Hz, 2500 Hz, ...
- “Donald duck” effect if one inhales helium



Formant regions for different vowel sounds

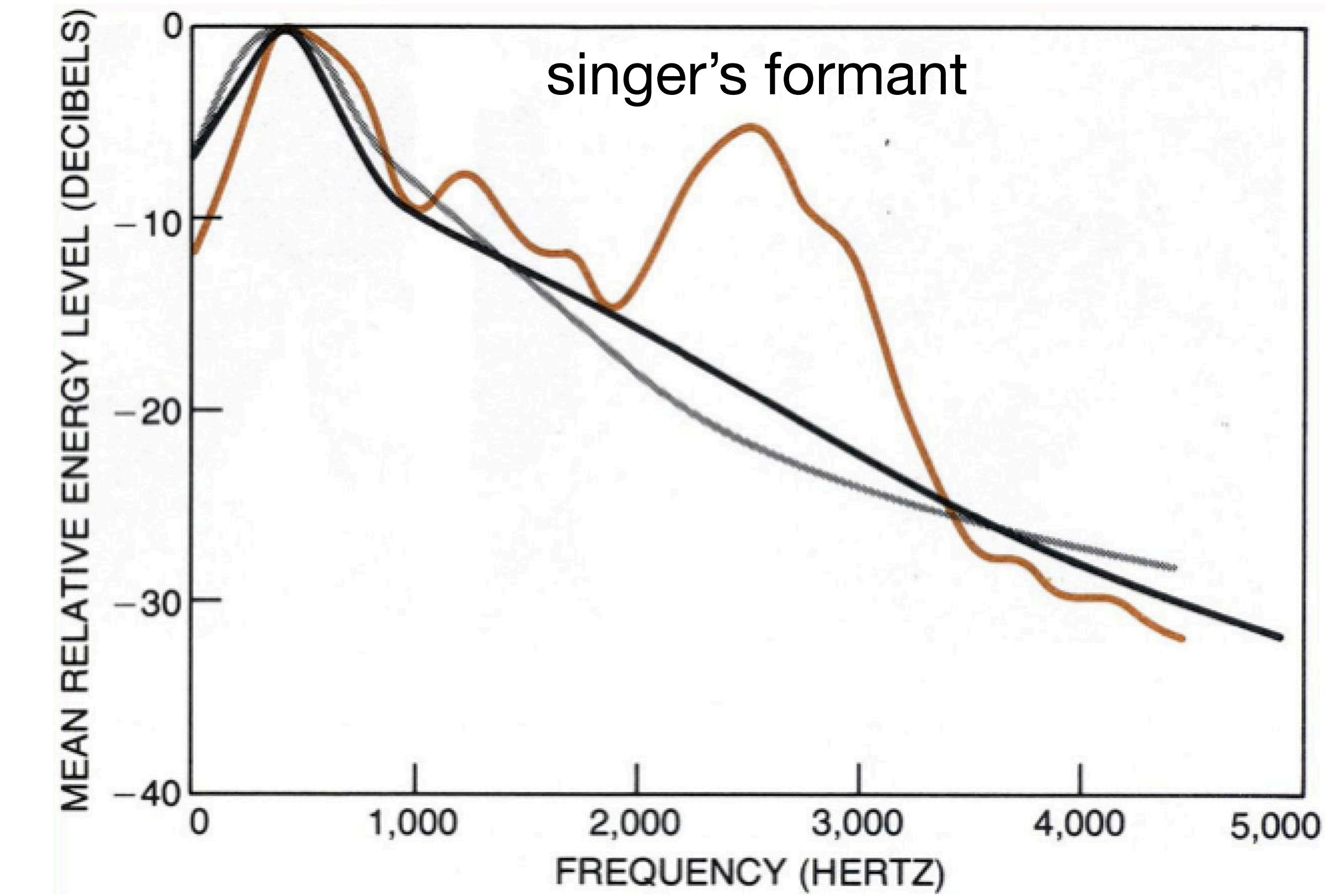
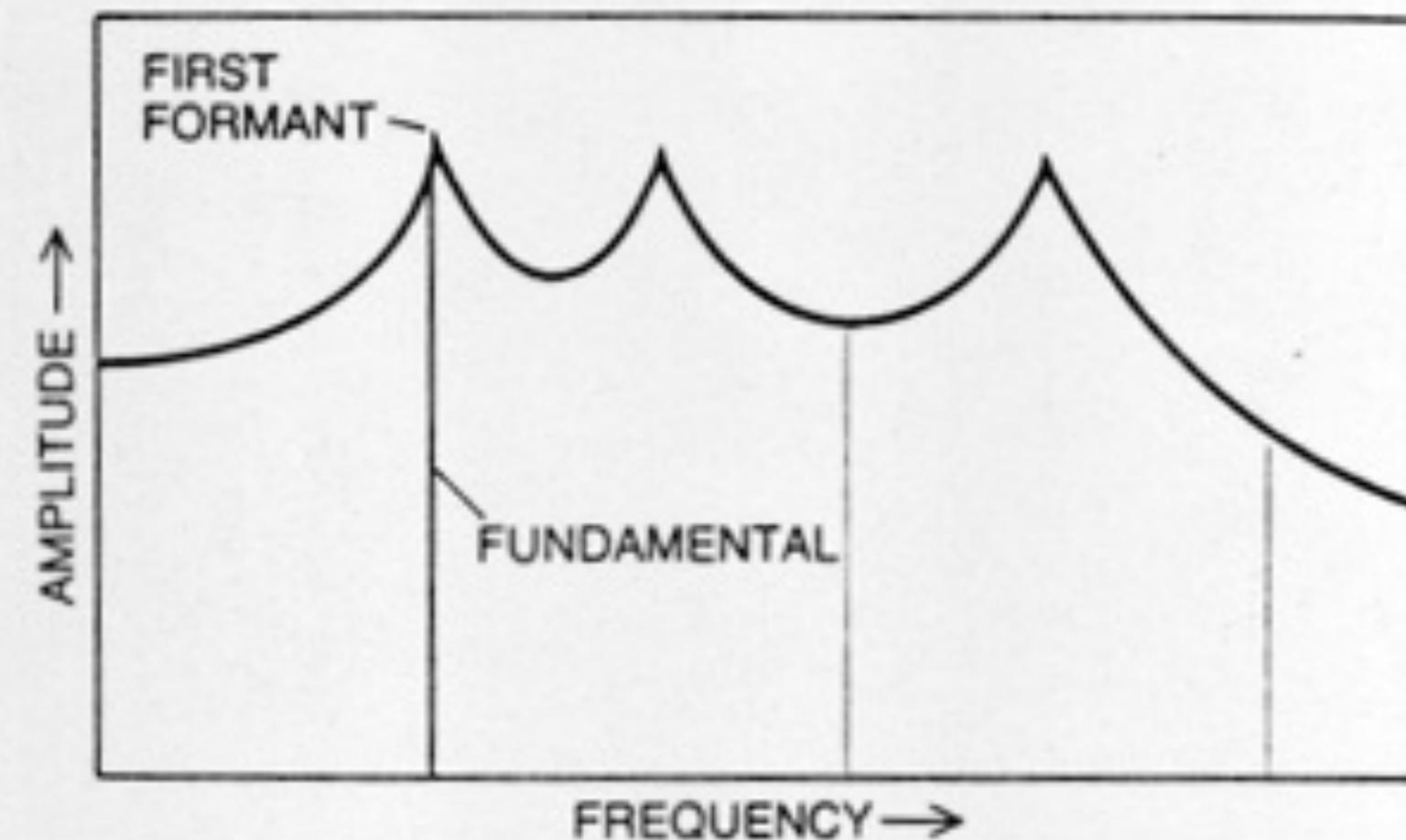
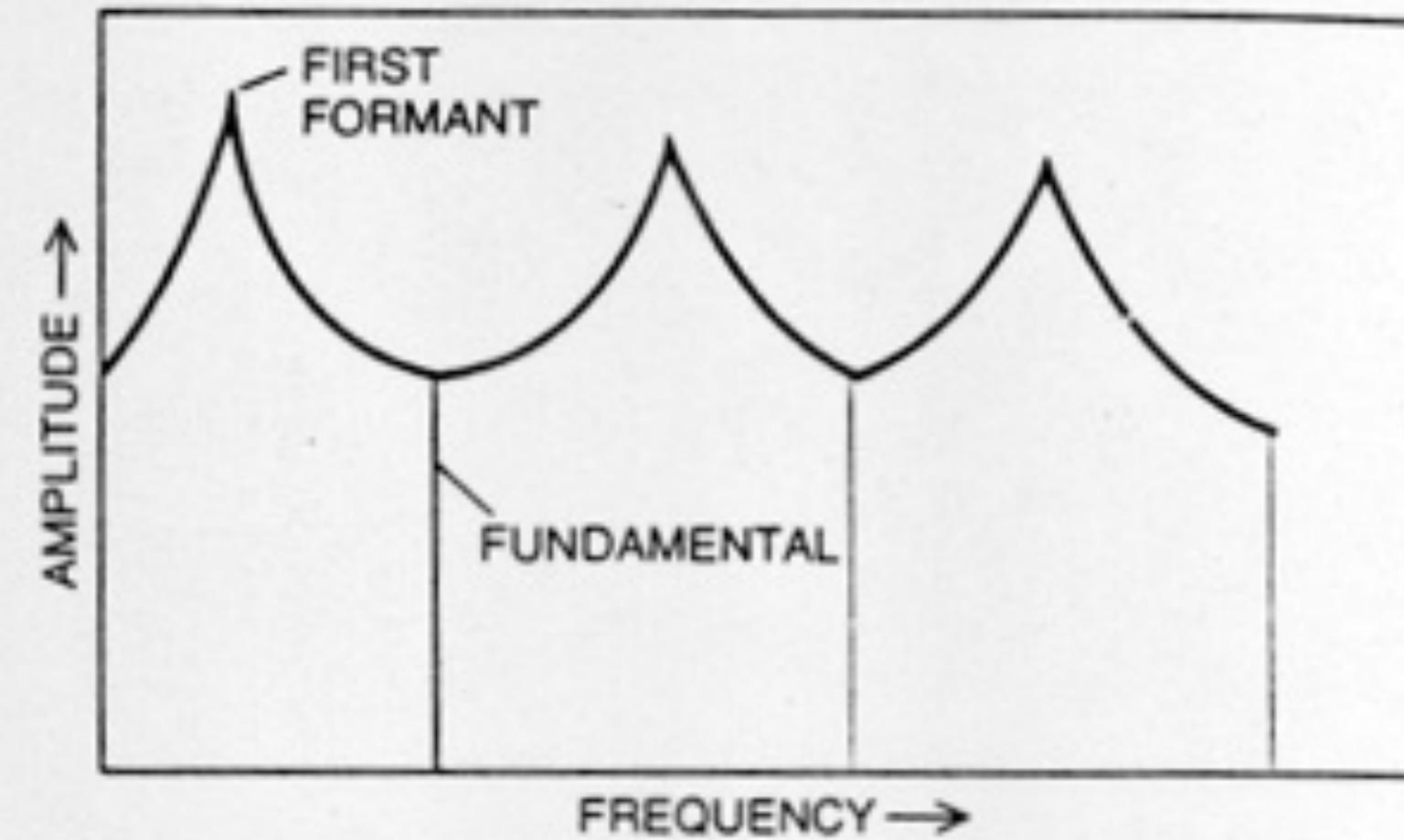


Demonstration: compare "who'd", "hod", and "heed" using spectrogram

Singing

SUNDBERG | THE ACOUSTICS OF THE SINGING VOICE

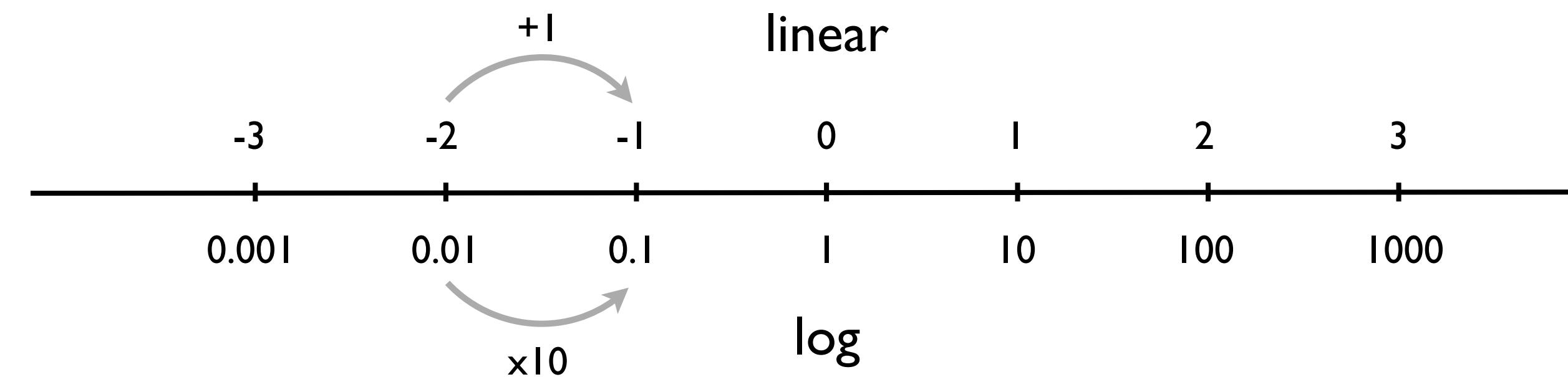
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9. Hearing

Fechner's law and range of human hearing

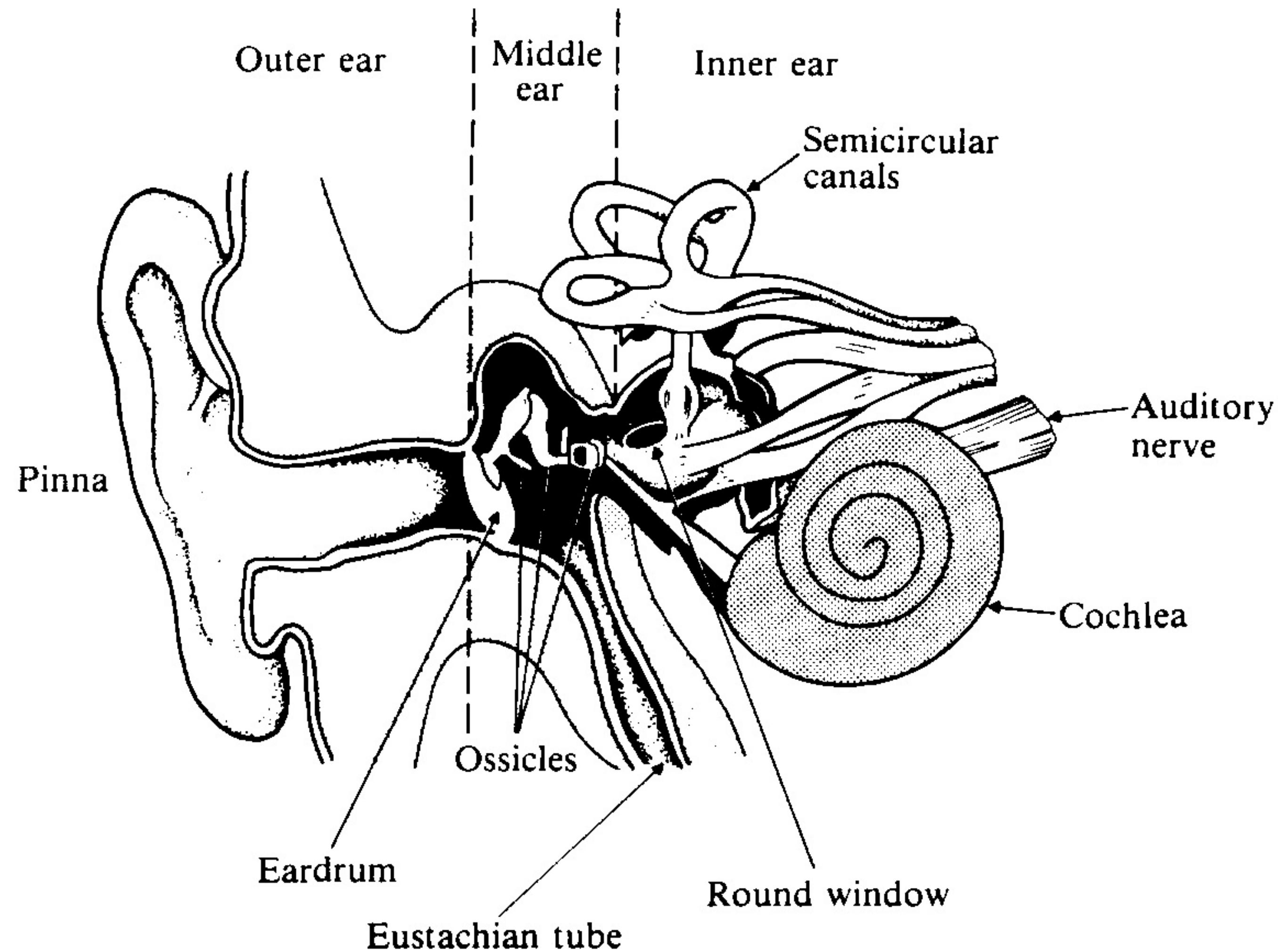
- Fechner's law: "As **stimuli** are increased by **multiplication**, **sensation** increases by **addition**"



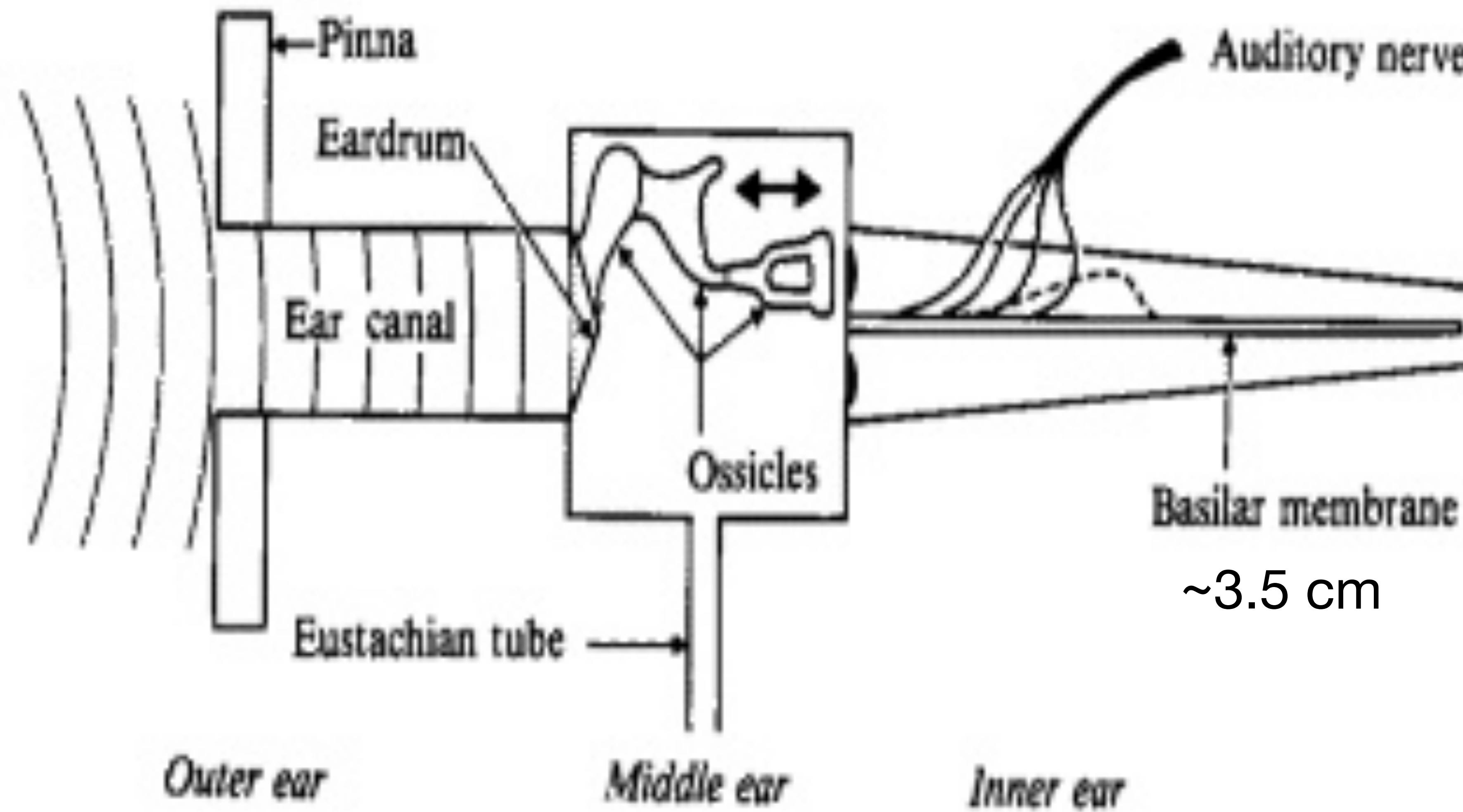
- Range of hearing
 - **Pitch** (frequency): 20 – 20,000 Hz (~10 octaves)
 - **Loudness** (intensity): 10^{-12} – 1 W/m² (12 orders of magnitude)
 - Eye: sensitive to ~1 octave in color (frequency) and 5 orders of magnitude in brightness (intensity)

$$y = \log x \Leftrightarrow 10^y = x$$

Anatomy of human ear



Anatomy of human ear - continued



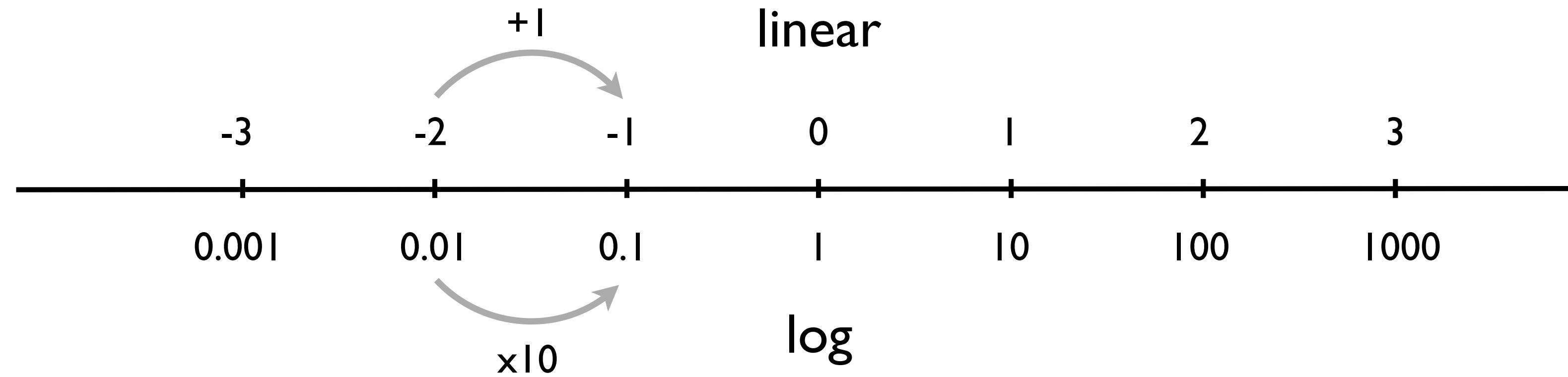
Place theory of pitch

- A pure tone excites a ~1.3 mm region of the basilar membrane (**critical band**)
- There are ~**24 critical bands** on the basilar membrane spanning 20-20,000 Hz
- Center frequencies of critical bands are **spaced logarithmically** on the basilar membrane like a piano keyboard (called “**place theory of pitch**”)
- Critical bands:
 - ~100 Hz for center frequencies below 500 Hz
 - ~3 semitones (1/4 octave) above 500 Hz

Hearing via air vs bone conduction and sound localization

- Air vs bone conduction:
 - Q: Why do you sound differently when you listen to a recording of your voice?
- Sound localization (binaural hearing)
 - **High frequency** sounds (> 4000 Hz): **intensity difference**
 - **Low frequency** sounds (< 1000 Hz): **time of arrival**

Logarithms



$$y = \log x \Leftrightarrow 10^y = x$$

$$\log(ab) = \log a + \log b$$

$$\log 2 \approx 0.3, \quad \log 3 \approx 0.5, \quad \log 4 \approx 0.6, \quad \log 5 \approx 0.7, \quad \log 10 = 1$$

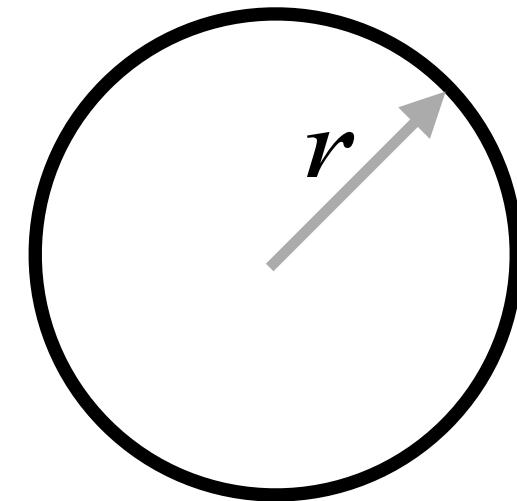
10. Loudness

Loudness – overview

- our perception of the **relative** strength of a sound (compare two sounds)
- depends on the **intensity** and **frequency** of the sound
- **logarithmic response** to intensity (consistent with Fechner's law)
- several different ways of quantifying loudness:
 - intensity
 - sound intensity level
 - sound loudness level
 - subjective loudness

Intensity

- Intensity is the power in a sound wave divided by the area it passes through (Watts/m²)



$$I = \frac{P}{4\pi r^2}$$

(sound is less intense the farther you are away from the source of the sound)

- Range of intensities:
 - $I_0 = 10^{-12} \text{ W/m}^2$ (**threshold of hearing** at $f = 1000 \text{ Hz}$)
 - $I = 1 \text{ W/m}^2$ (**threshold of pain** at $f = 1000 \text{ Hz}$)
- Intensity is proportional to the **square of the amplitude** of the sound wave: $I \propto (\Delta p)^2$
- Intensities add: (intensity of 2 violins = twice the intensity of 1 violin)

Sound Intensity Level (SIL, dB)

- Sound intensity level is the logarithm of the intensity compared to the threshold of hearing:

$$\text{SIL} = 10 \log(I/I_0) \text{ dB}$$

- Threshold of hearing: $I = I_0 = 10^{-12} \text{ W/m}^2 \Rightarrow \text{SIL} = 0 \text{ dB}$

- Threshold of pain: $I = 1 \text{ W/m}^2 \Rightarrow \text{SIL} = 120 \text{ dB}$

$$\Delta\text{SIL} = 10 \log(I_2/I_1) \text{ dB}$$

(comparing two intensities)

- 2x intensity: $\Delta\text{SIL} = 10 \log(2) \text{ dB} = 3 \text{ dB}$

- 10x intensity: $\Delta\text{SIL} = 10 \log(10) \text{ dB} = 10 \text{ dB}$ (perceived as "twice as loud")

- Just noticeable difference (JND): $\Delta\text{SIL} = 1 \text{ dB} \Leftrightarrow I_2 = 1.26 I_1$

Sound Loudness Level (L_L , phon)

- Human ear **responds differently to different frequencies** (Fletcher-Munson curves)

- Most sensitive to frequencies ~ 4000 Hz

- Equal loudness curves labeled by **phon** (not the same as dB)

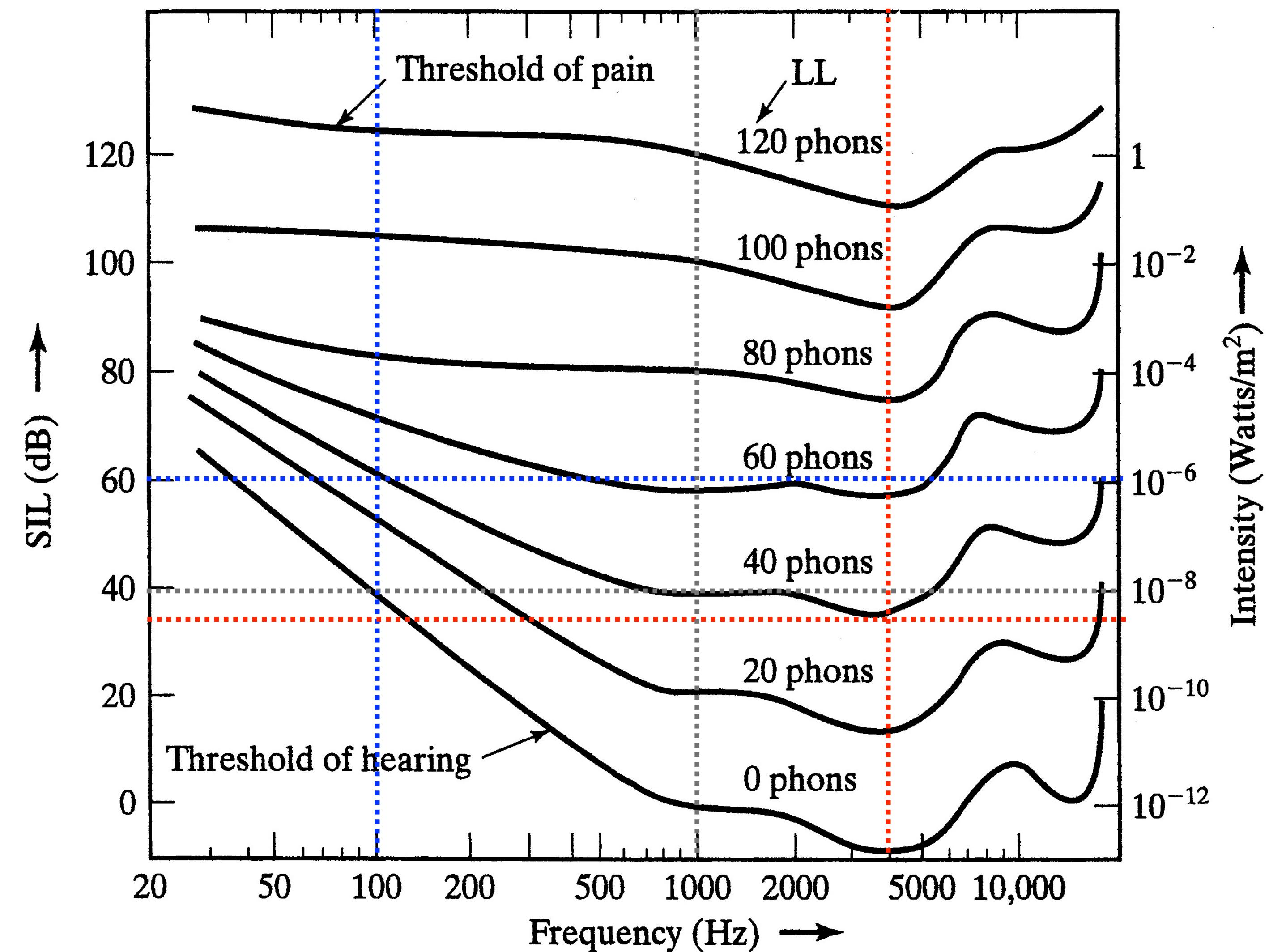
$$L_L \text{ (phon)} = \text{SIL (dB)} \quad \text{at} \quad f = 1000 \text{ Hz}$$

- Examples:

$$\text{SIL}(40 \text{ phon}, 1000 \text{ Hz}) = 40 \text{ dB} \quad \text{(grey)}$$

$$\text{SIL}(40 \text{ phon}, 100 \text{ Hz}) = 60 \text{ dB} \quad \text{(blue)}$$

$$\text{SIL}(40 \text{ phon}, 4000 \text{ Hz}) = 35 \text{ dB} \quad \text{(red)}$$



Subjective Loudness (S , sone)

- Measure of loudness where “**twice as loud**” corresponds to “**multiply by 2**”
- Most people perceive **10x increase in intensity** as “**twice as loud**”
 - Recall: 10x intensity $\rightarrow \Delta \text{SIL} = 10 \text{ dB}$, $\Delta L_L = 10 \text{ phon}$
 - Some values:

$L_L = 40 \text{ phon}$	\Leftrightarrow	$S = 1 \text{ sone}$
$L_L = 50 \text{ phon}$	\Leftrightarrow	$S = 2 \text{ sone}$
$L_L = 60 \text{ phon}$	\Leftrightarrow	$S = 4 \text{ sone}$
$L_L = 30 \text{ phon}$	\Leftrightarrow	$S = 1/2 \text{ sone}$

General formula:
$$S = 2^{(L_L - 40)/10} \text{ sone}$$
 - Questions:

$L_L = 70 \text{ phon}$	\Leftrightarrow	$S = ?? \text{ sone}$
$L_L = 20 \text{ phon}$	\Leftrightarrow	$S = ?? \text{ sone}$

Different measures of loudness and safe noise levels

	SIL (dB) at 1000 Hz	L_L (phon)	S (sone)
Threshold of hearing	0	0	1/16
Recording studio	20	20	1/4
Quiet office	40	40	1
Ordinary conversation	60	60	4
Normal piano practice	80	80	16
Piano fortissimo	100	100	64
Threshold of pain	120	120	256

Duration per day, hours	Sound level dBA slow response
8.....	90
6.....	92
4.....	95
3.....	97
2.....	100
1 1/2	102
1.....	105
1/2	110
1/4 or less.....	115