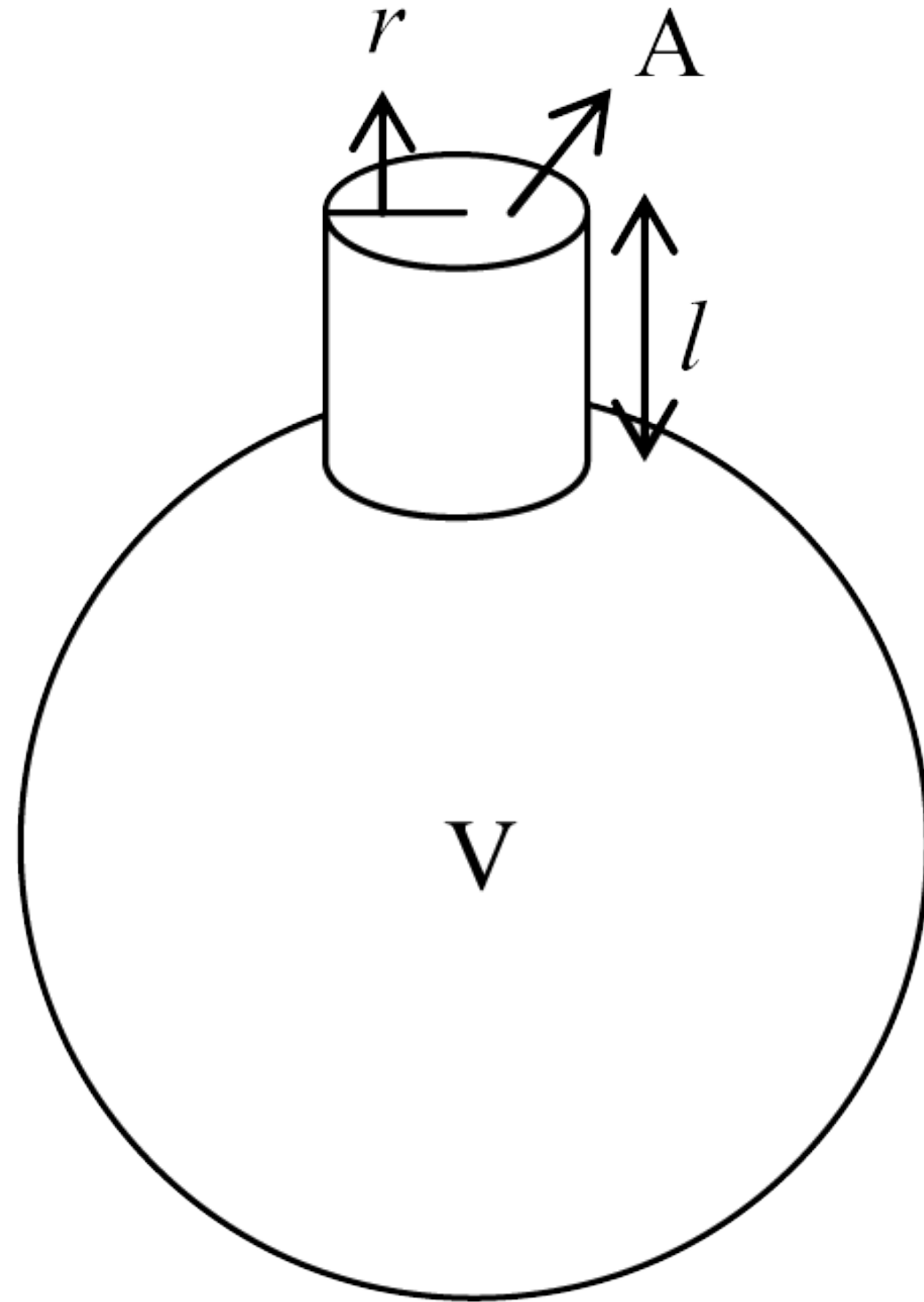


Helmholtz resonator



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

- Example:

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

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

4. Fourier analysis & synthesis

Fourier's theorem

- **standing waves** are the “**building blocks**” for any complex vibration
- any complex periodic wave can be written as a **sum of harmonics**

$$y(t) = A_1 \sin(2\pi f_1 t + \phi_1) + A_2 \sin(2\pi f_2 t + \phi_2) + \dots$$

$$f_N = Nf_1, \quad N = 1, 2, \dots$$

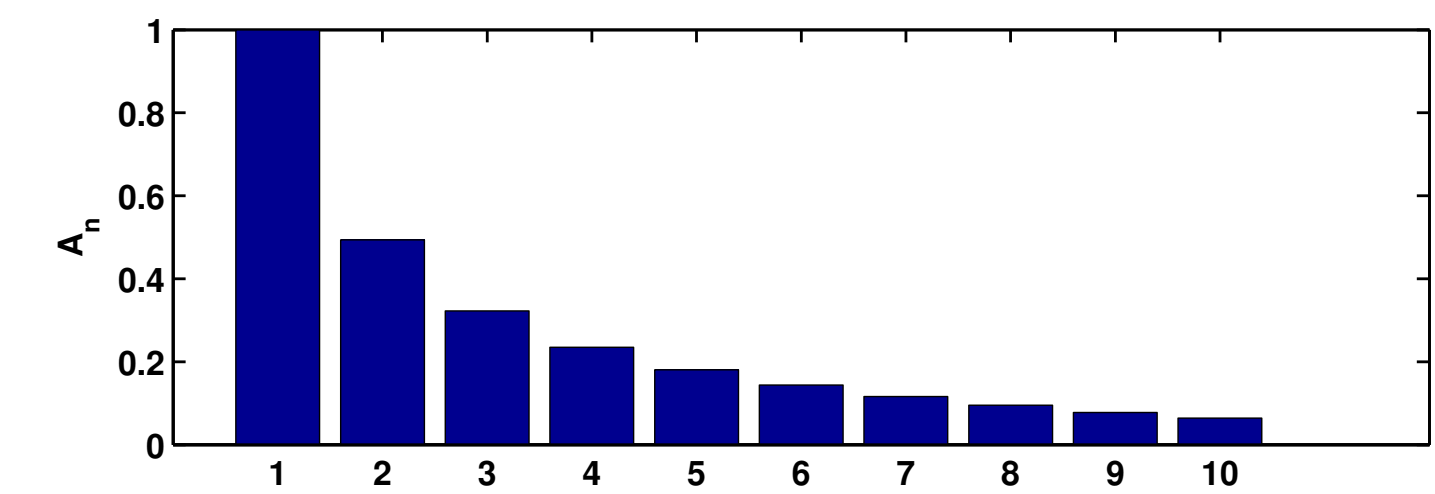
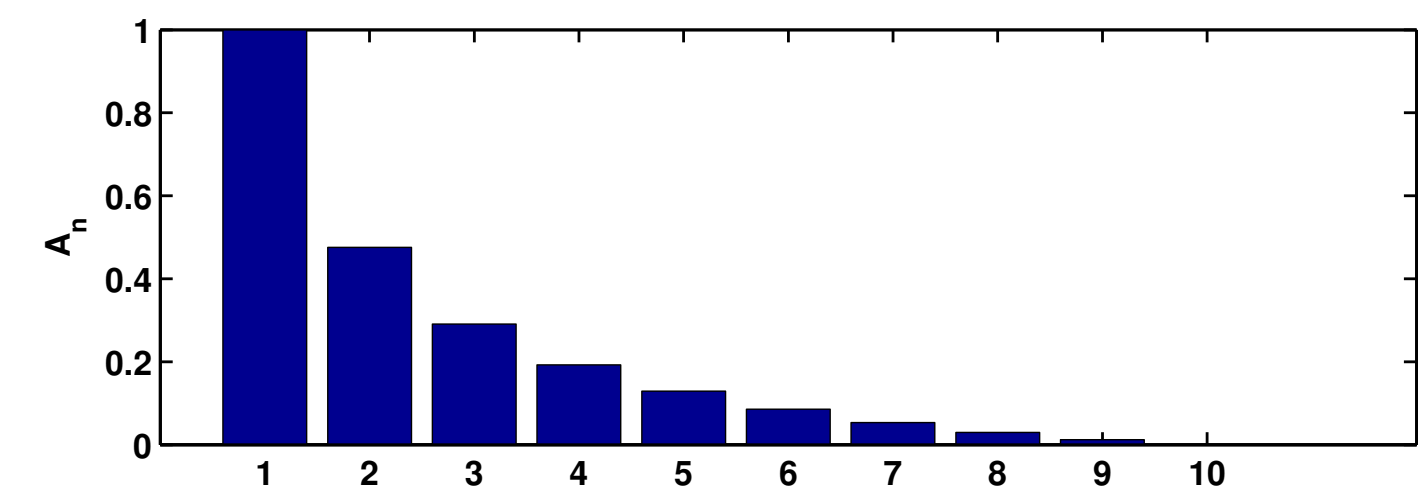
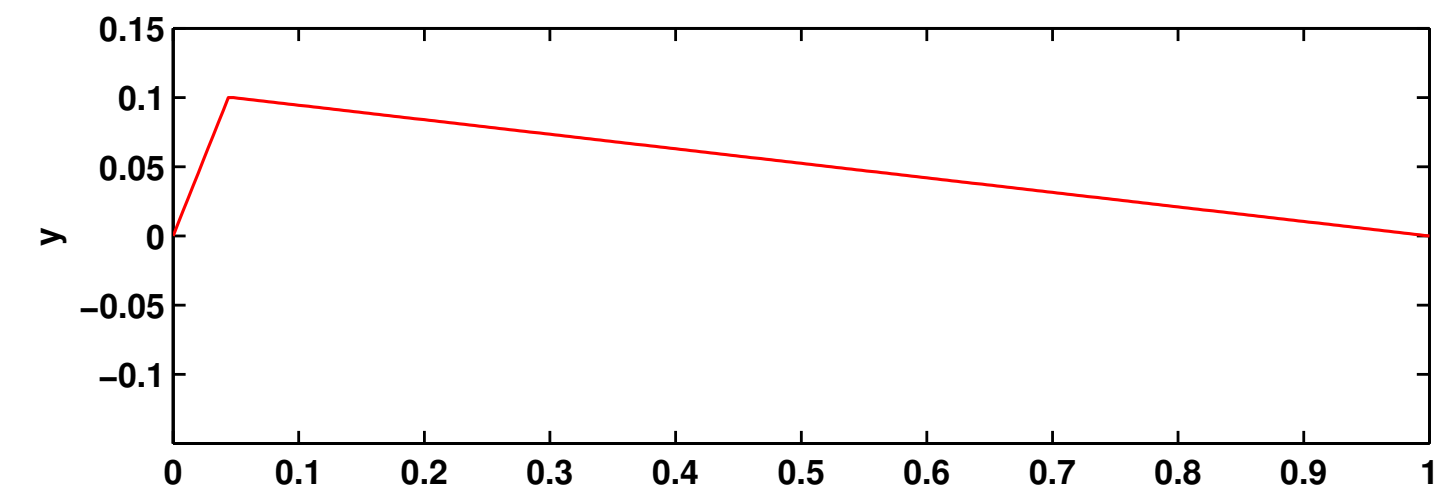
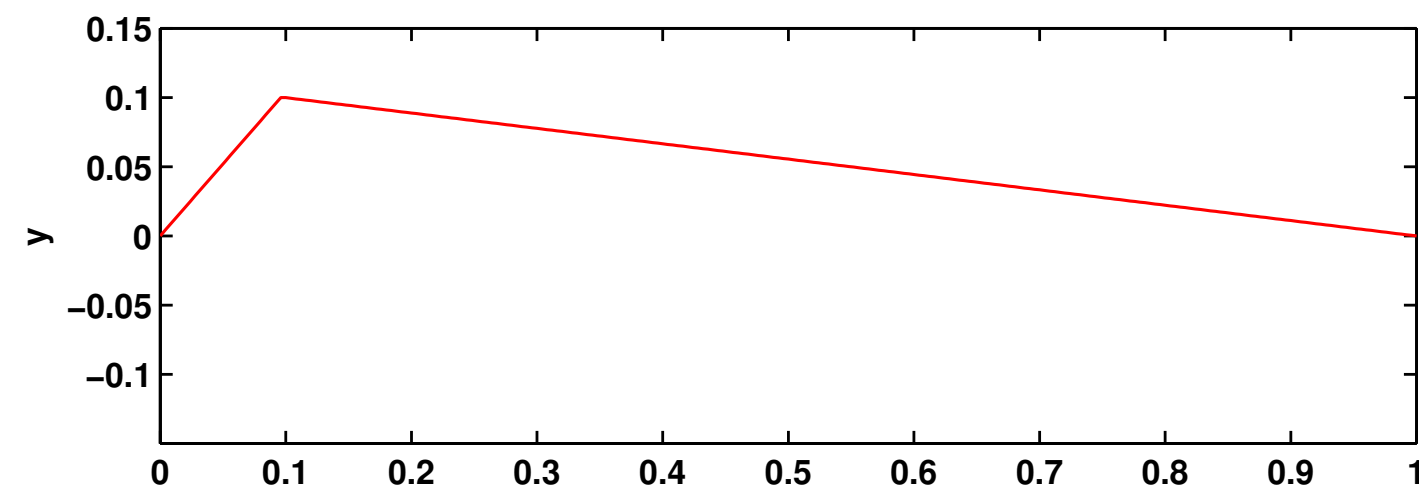
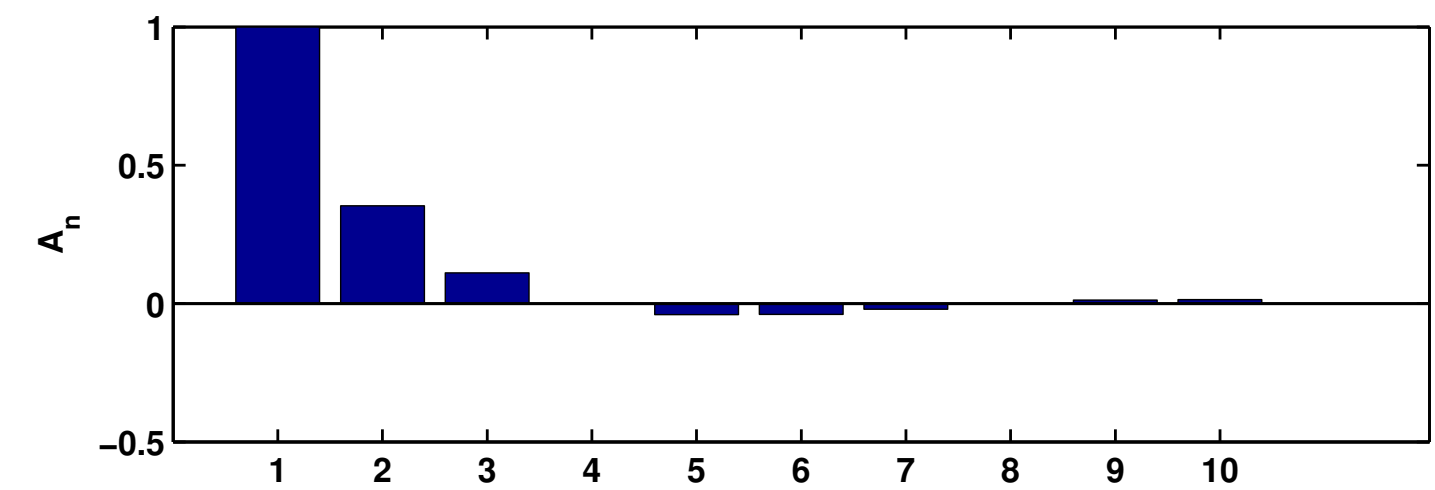
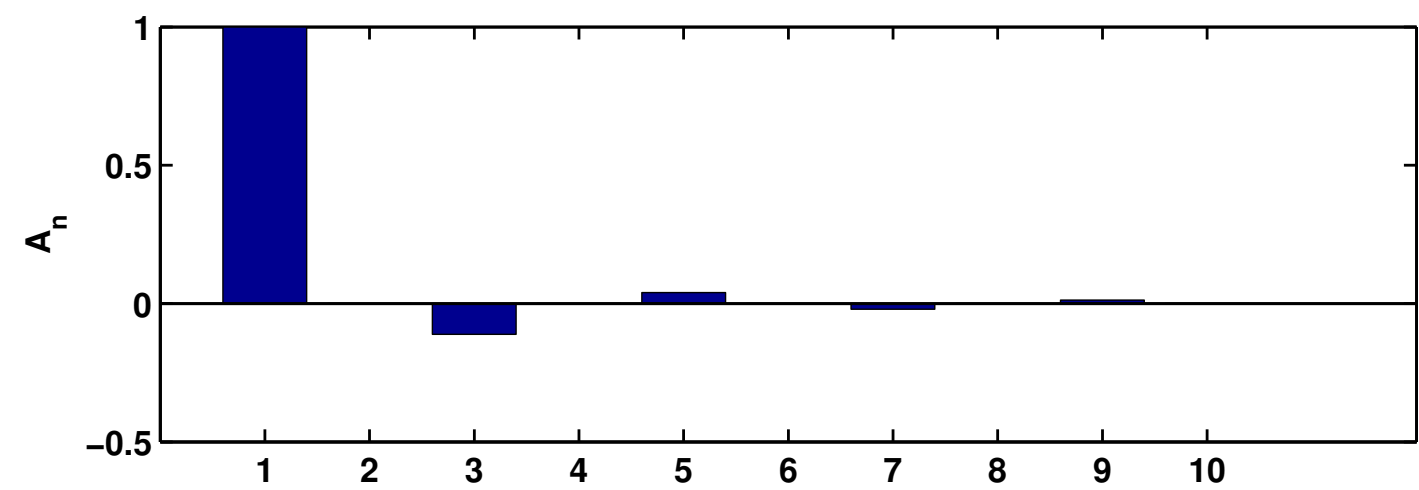
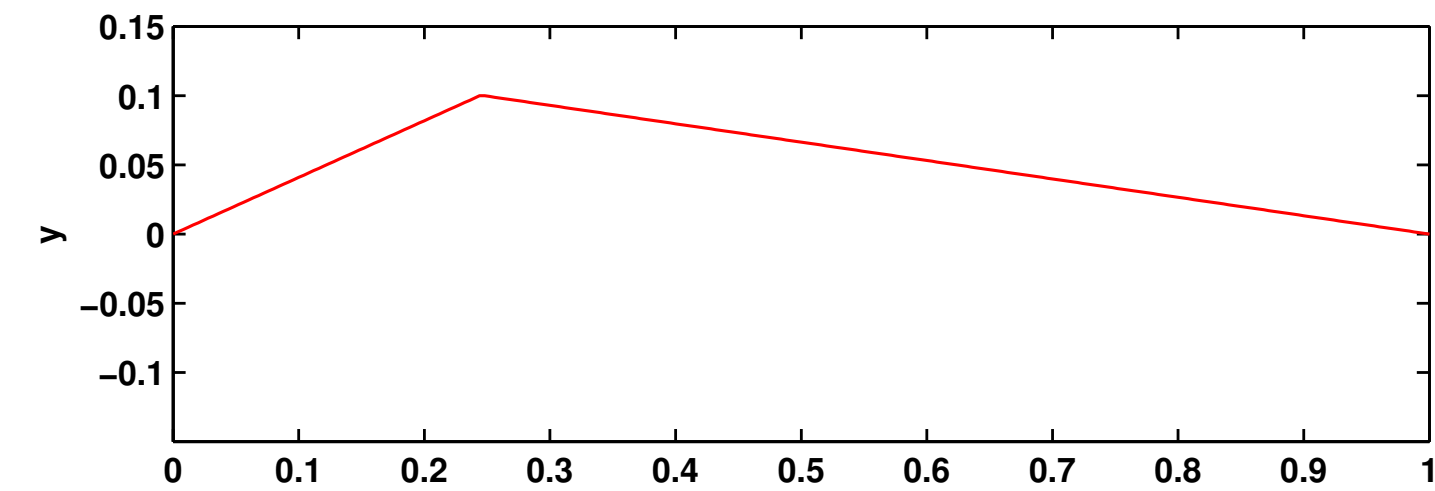
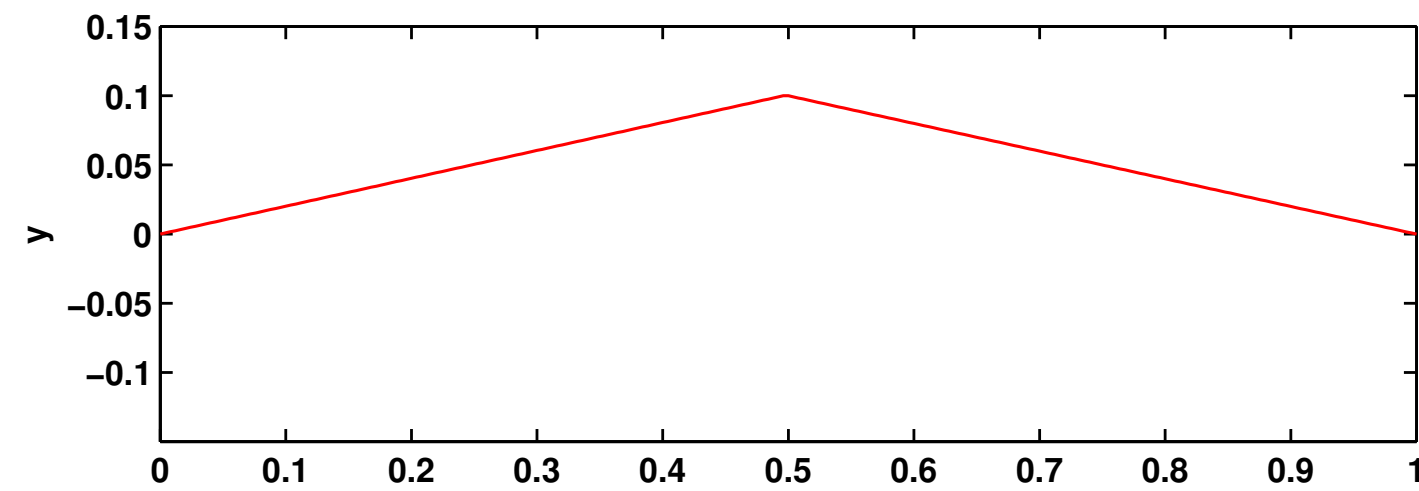
- **Ohm's law of hearing:** Phases have little effect on the timbre of the sound
- **Fourier analysis:** decomposing a complex periodic wave into its contributing harmonics
- **Fourier synthesis:** constructing a complex periodic wave by combining harmonics

5. String instruments

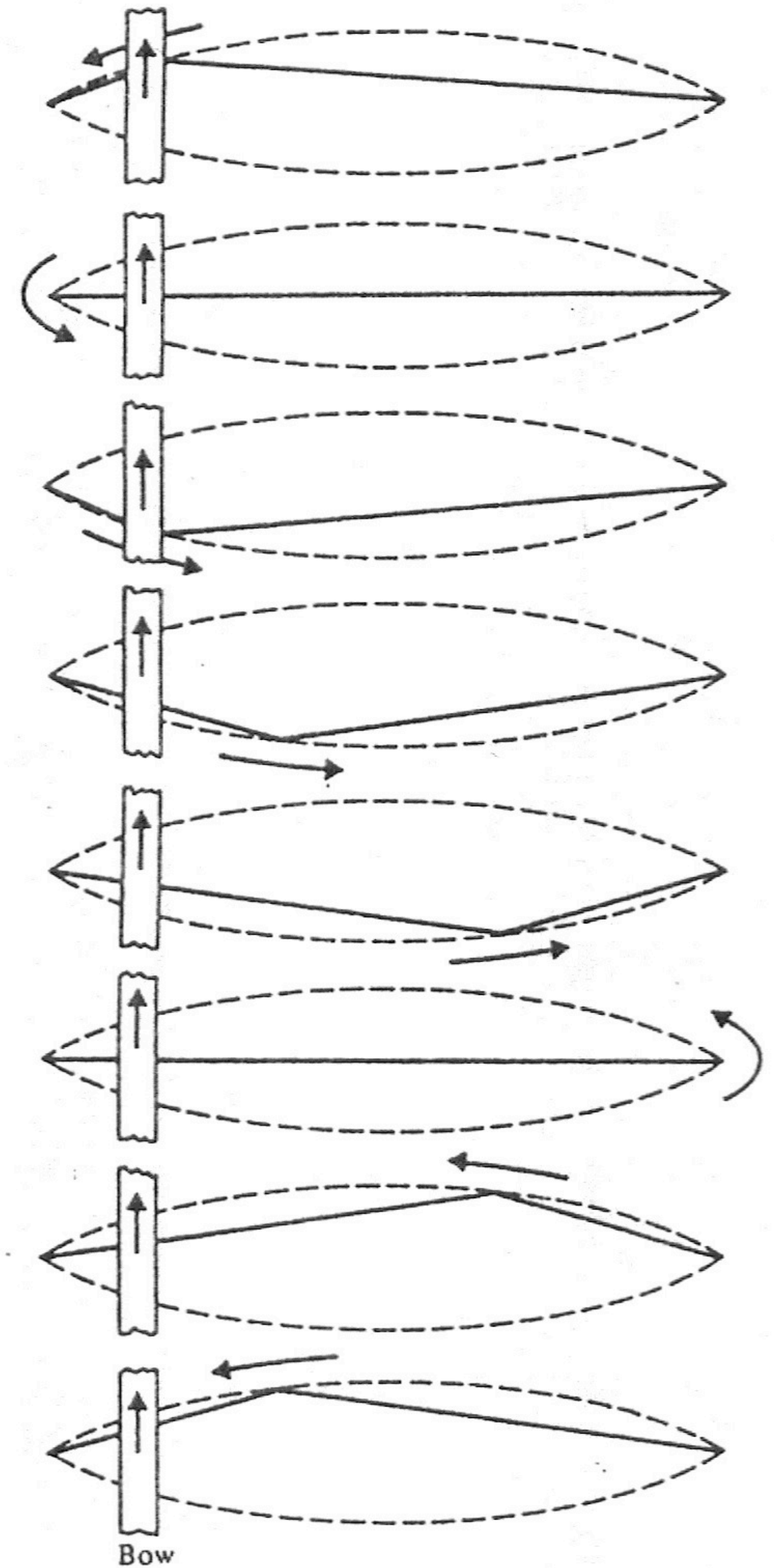
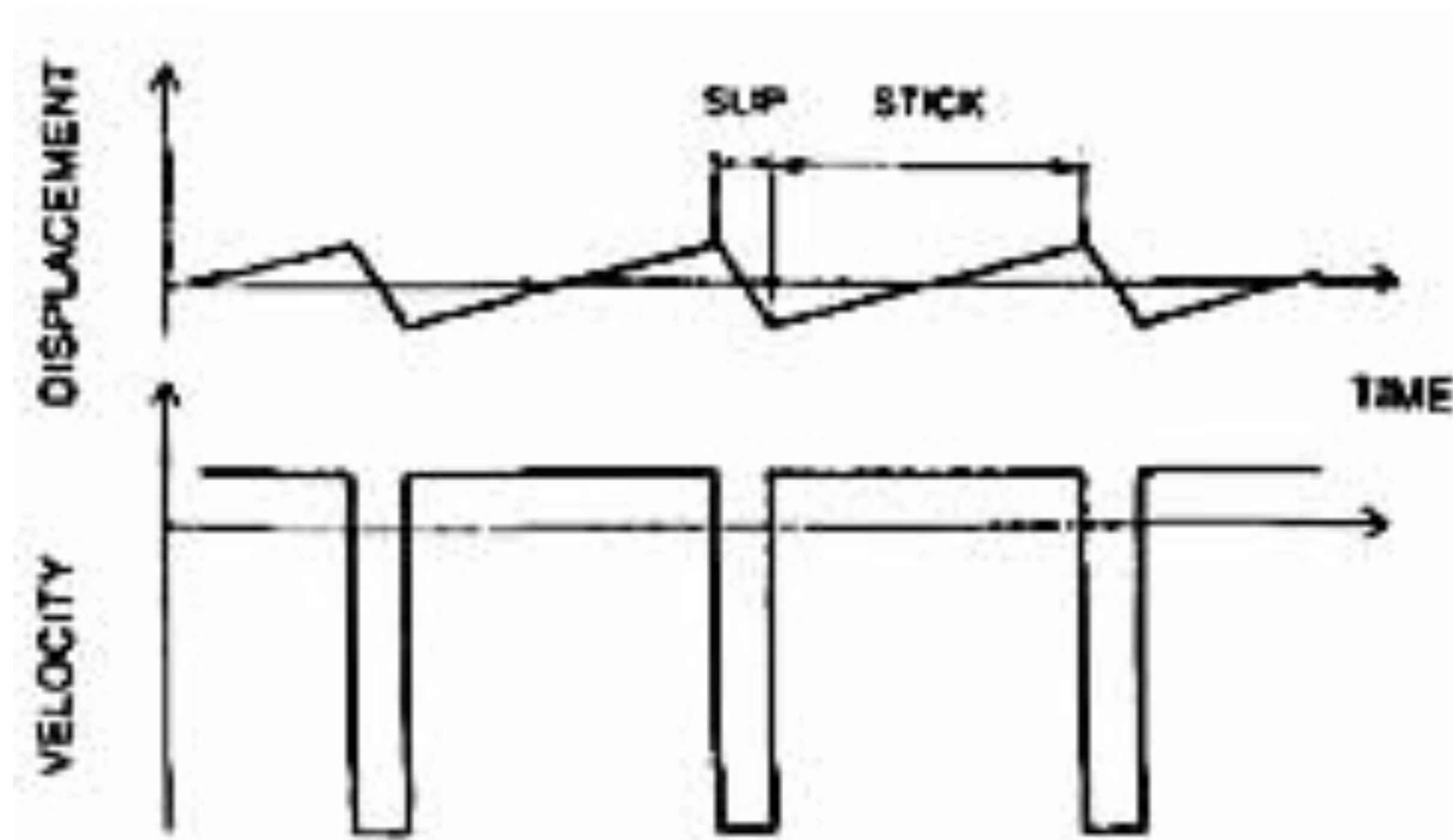
Plucked versus bowed strings

- 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>

Fourier coefficients of a plucked string

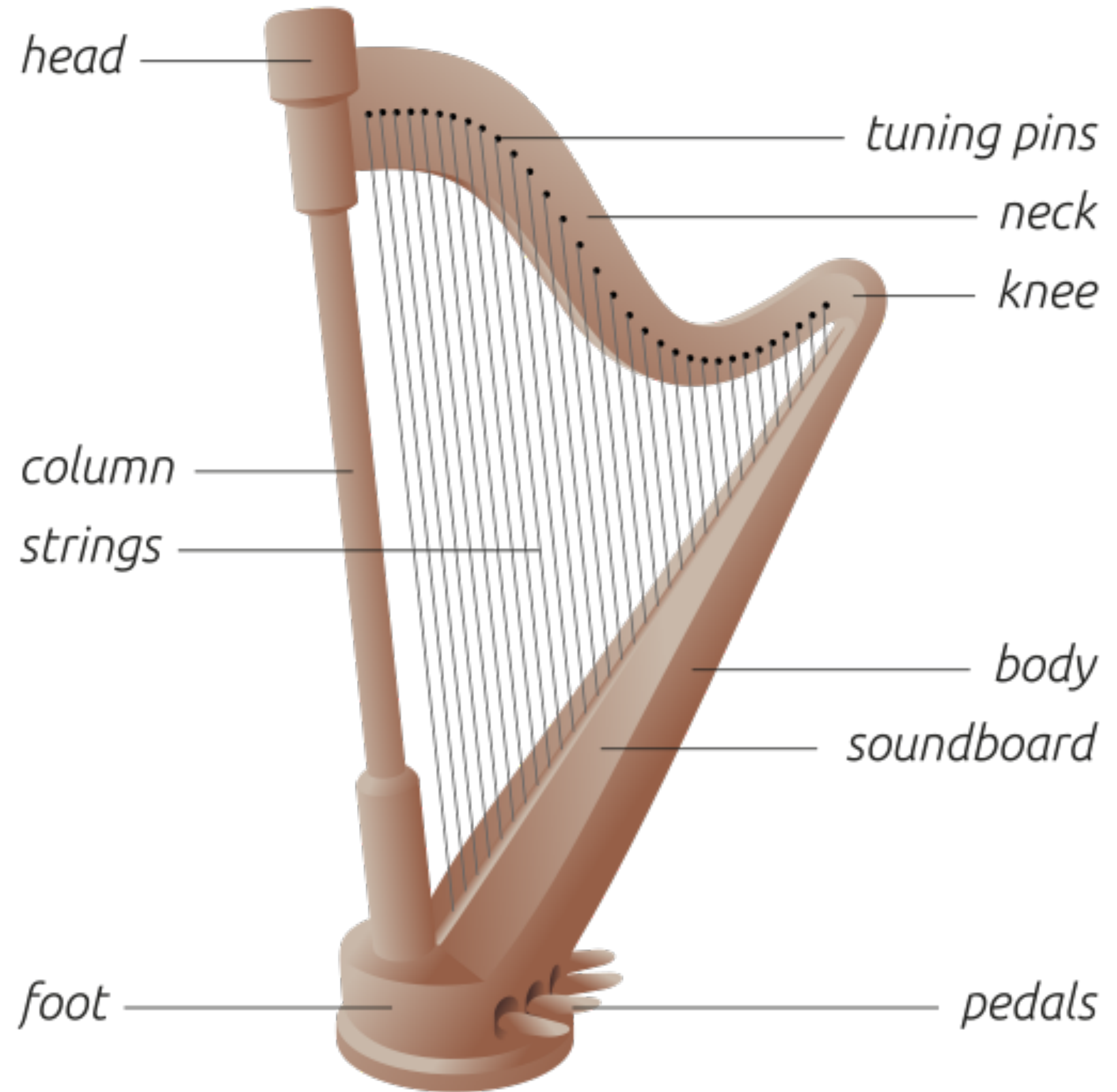


Stick-slip motion of a bowed string



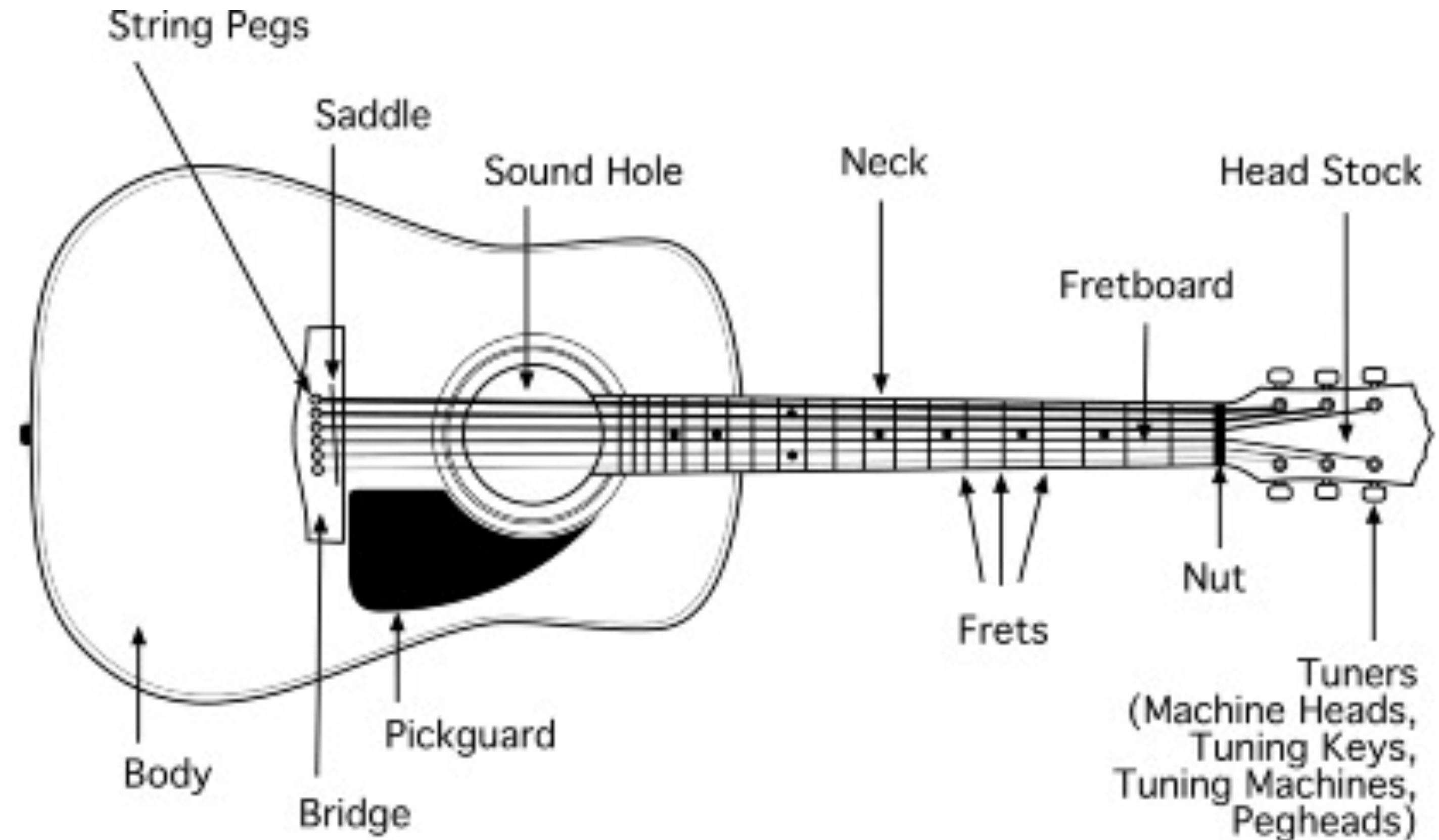
Harp

- the strings have different fixed lengths and are plucked
- each string produces just one note -> 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 have all the same length but 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

