

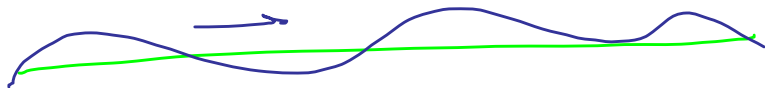
Phys 2110-4 4/16/12

Note Title

4/16/2012

Waves

Kinds of Waves



$$v = \sqrt{\frac{F}{\mu}}$$

$$\lambda f = v$$

$$y(x, t) = A \cos(kx \mp \omega t + \phi)$$

$$k = \frac{2\pi}{\lambda}$$

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

$$\omega = 2\pi f$$

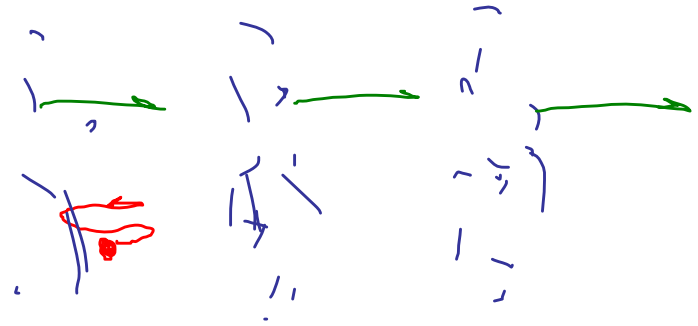
Sound Waves

Human's hear

20 Hz - 20,000 Hz

Dogs → 30,000 Hz

Bat → 100,000 Hz



$$v = \sqrt{\frac{\gamma P}{\rho}}$$

Loudness How to measure it.

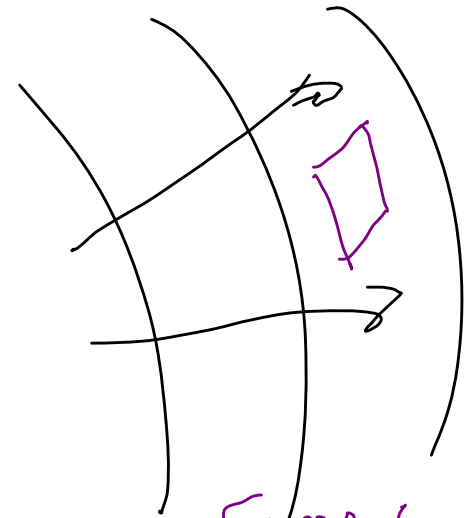
Intensity:

$$I_0 = 10^{-12} \frac{\text{W}}{\text{m}^2}$$

lowest
intensity

$$I_{\text{conversion}} \approx 10^{-6} \frac{\text{W}}{\text{m}^2}$$

$$I_{\text{max (pain)}} = 10^0 \frac{\text{W}}{\text{m}^2}$$



$$I = \frac{\text{Energy}}{\text{Area} \cdot \text{Time}}$$
$$= \frac{\text{Power}}{\text{Area}}$$

Take
logarithm
(base 10)

Better

$$\log_{10} \left(\frac{I}{I_0} \right)$$

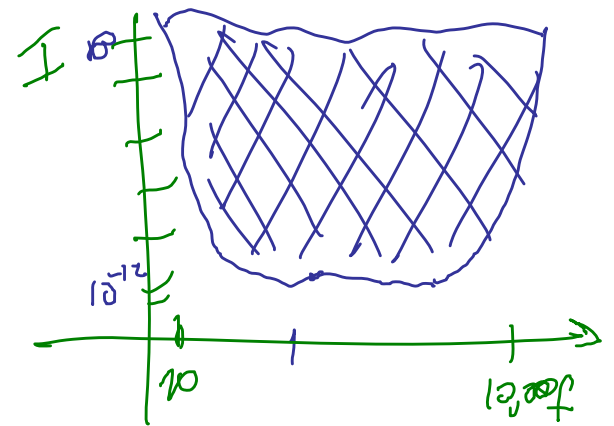
$$I_0 = 10^{-12} \frac{\text{W}}{\text{m}^2}$$

Better
still

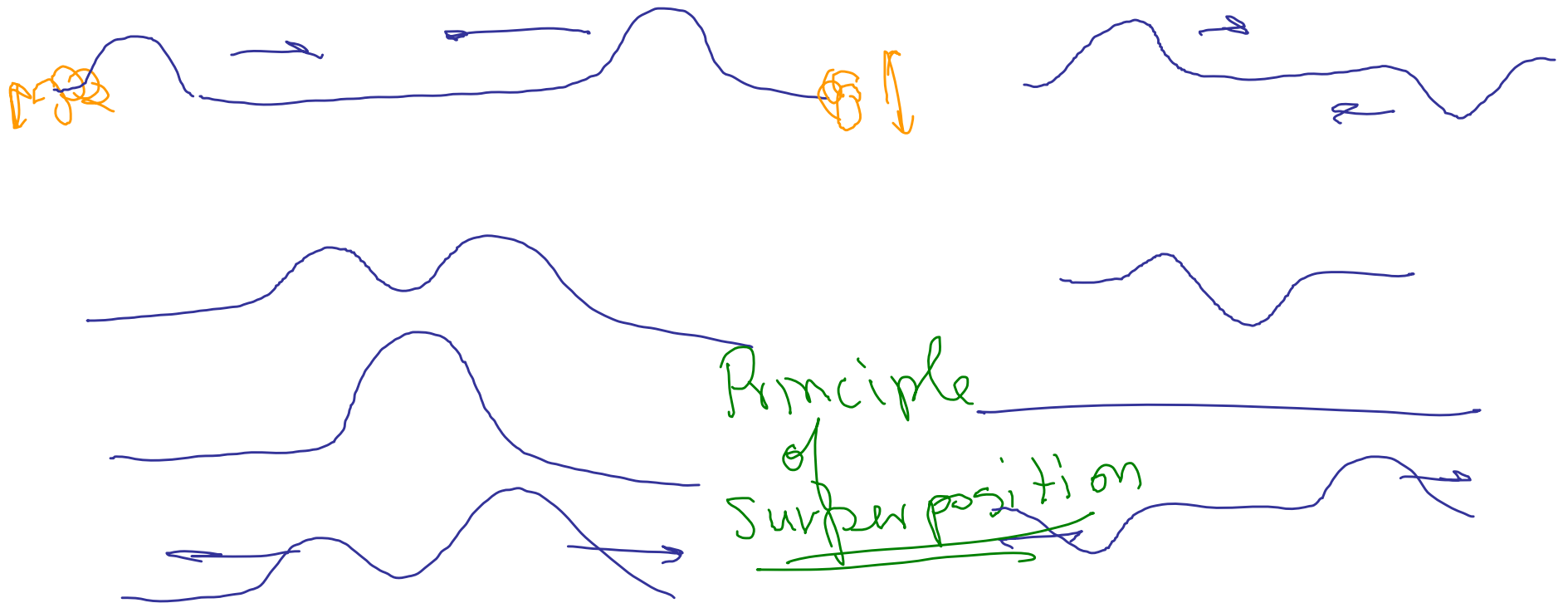
$$\beta = 10 \log_{10} \left(\frac{I}{I_0} \right)$$

$\beta =$ sound intensity level

Eq 14.15

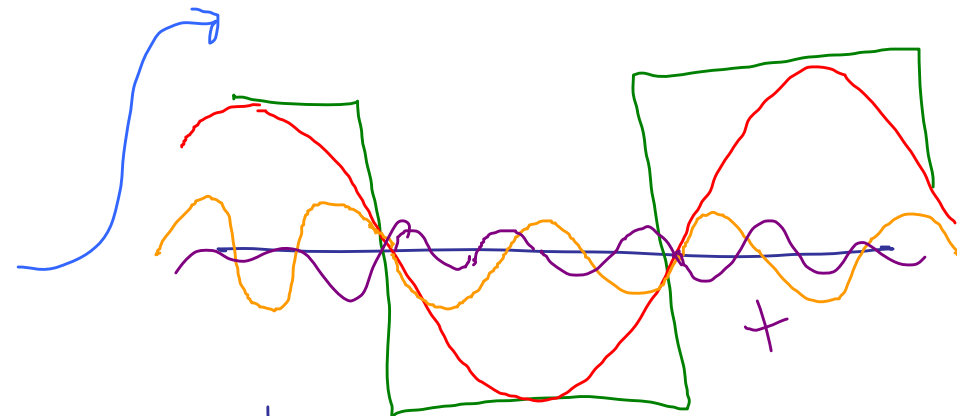
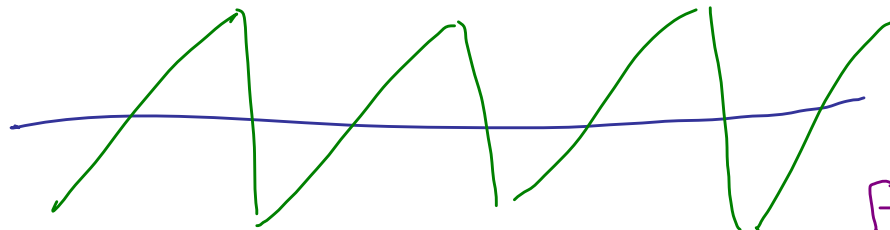
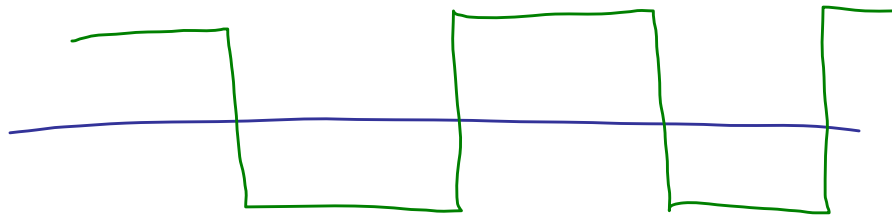
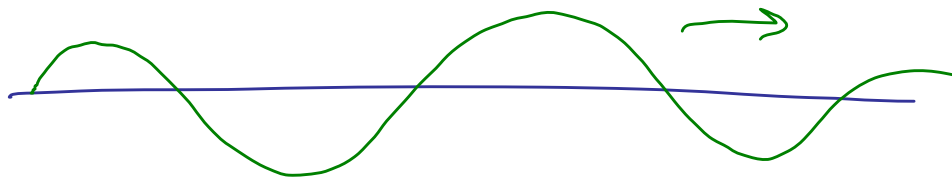


Waves are more interesting when they add together.



With harmonic waves one can form any wave by adding them

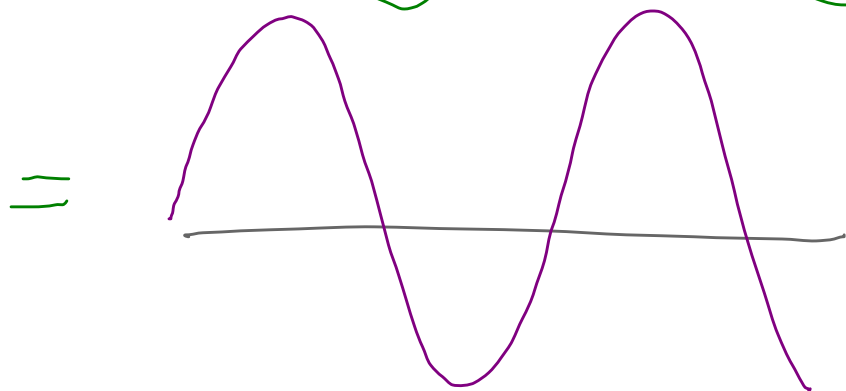
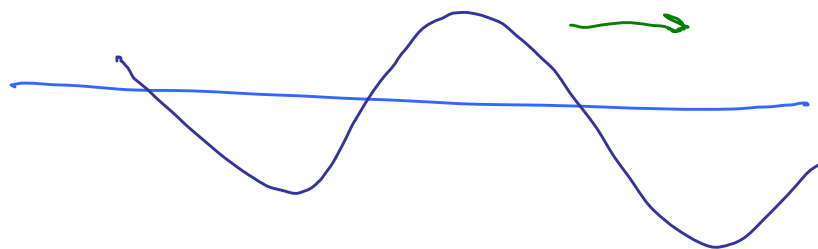
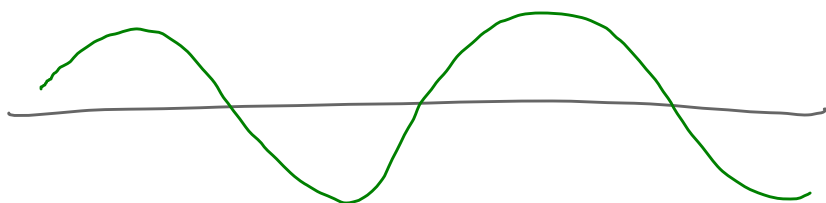
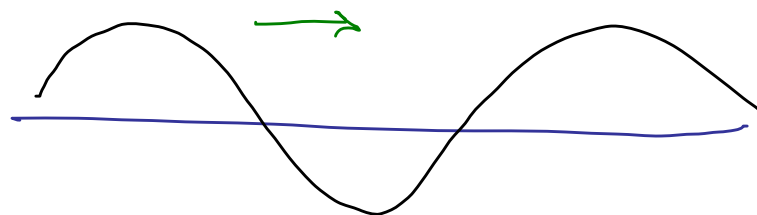
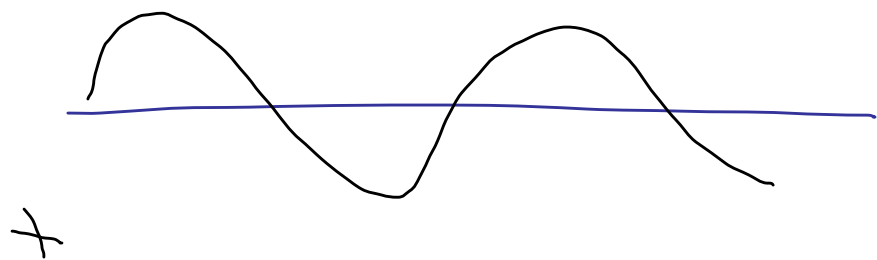
Make square wave by adding harmonic waves

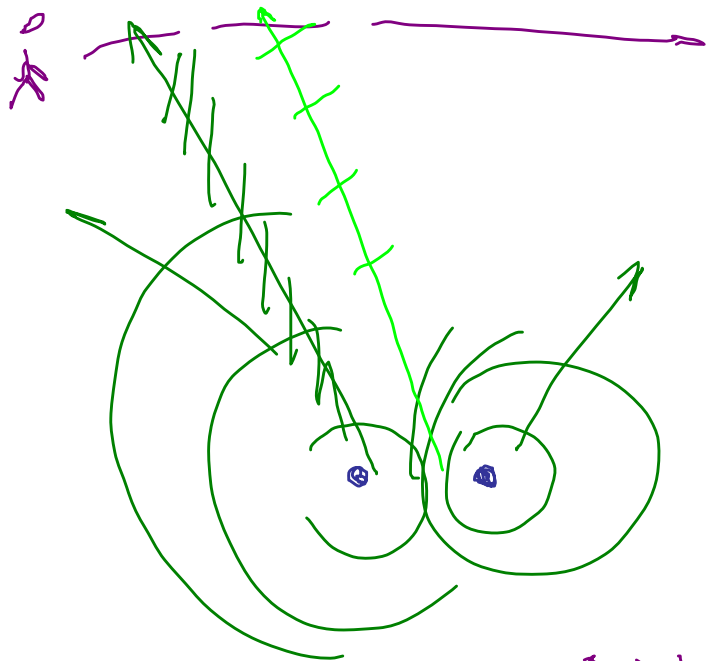


Fourier



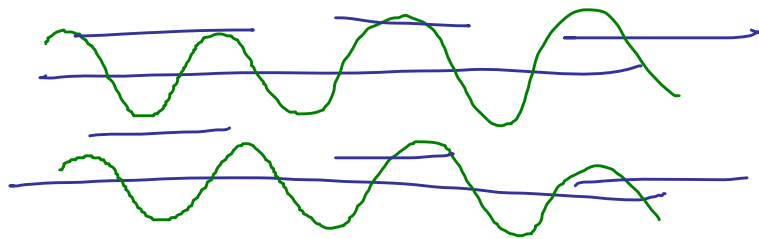
Fig 14.17



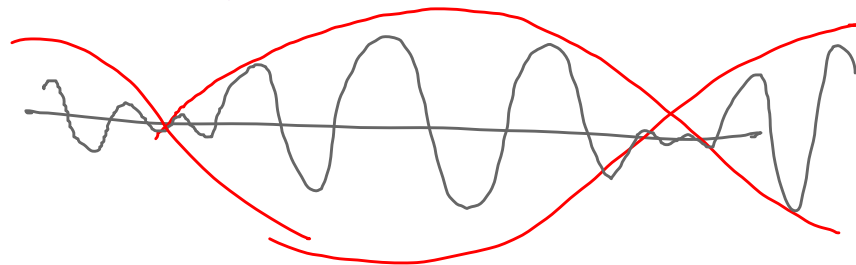


Beats

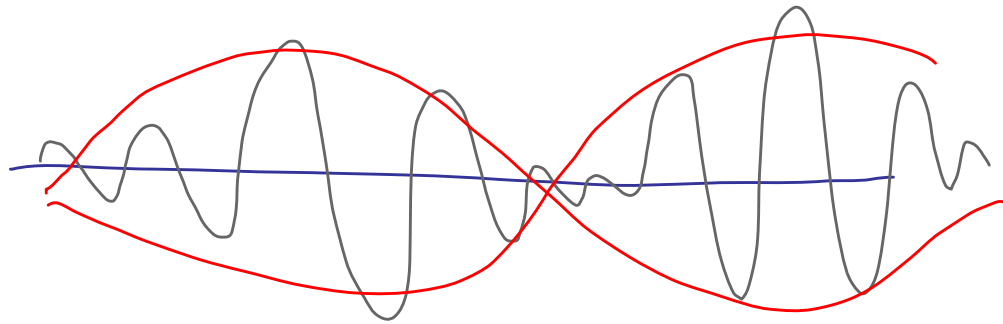
Add two waves, slightly different frequencies, diff wavelengths



+



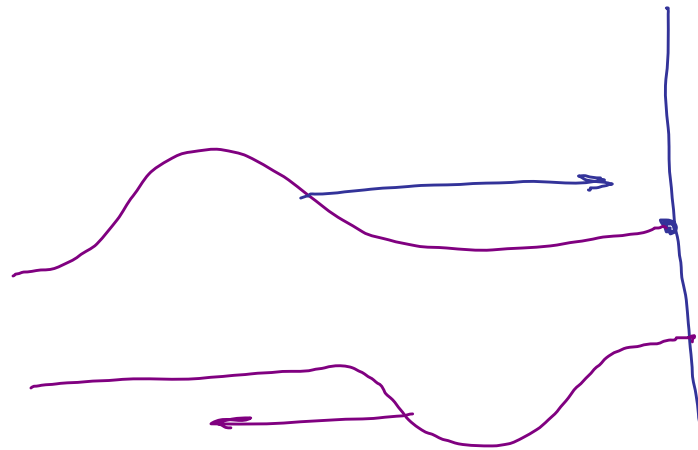
Beats

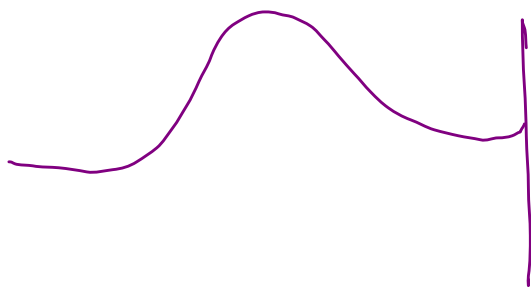
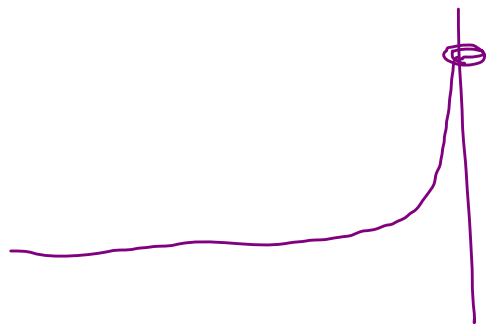
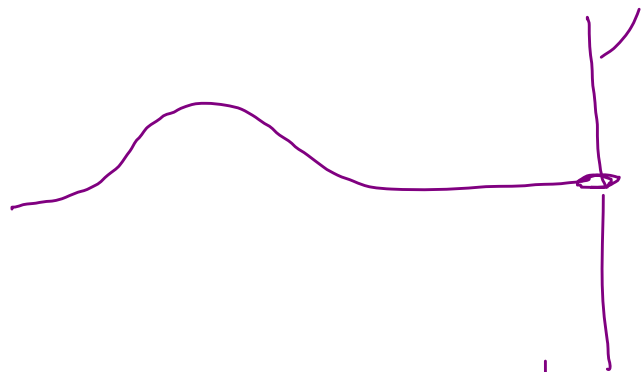


$$f = |f_2 - f_1|$$

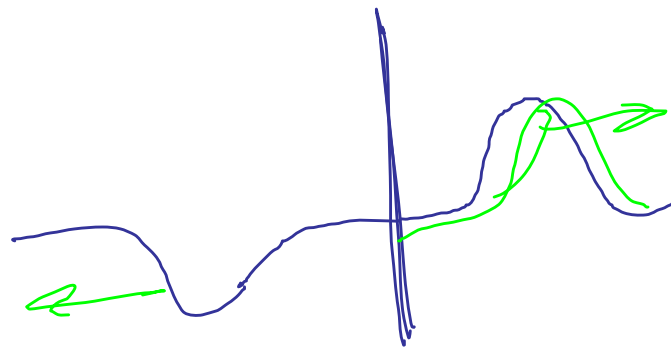
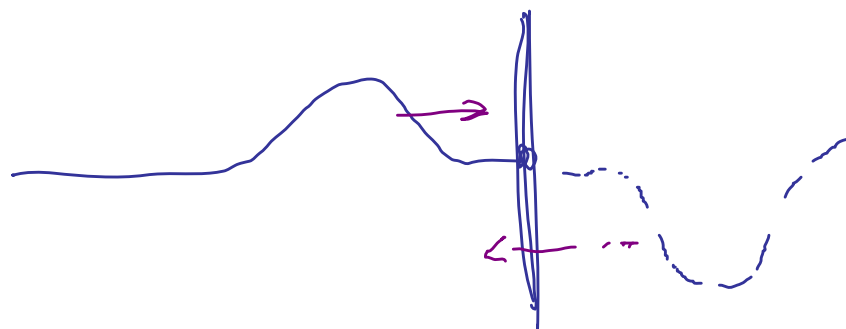
Beats
(pulsos)

Reflections

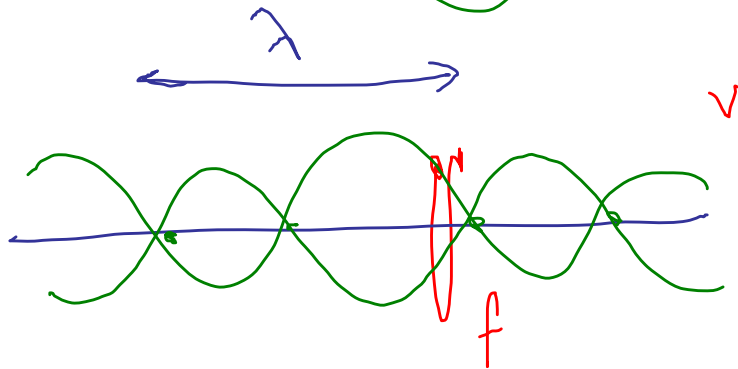
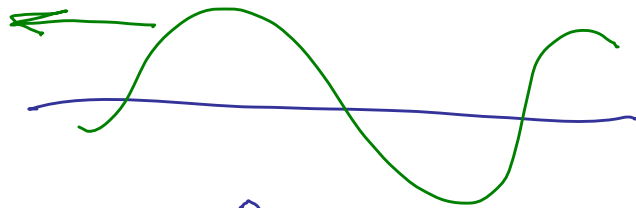
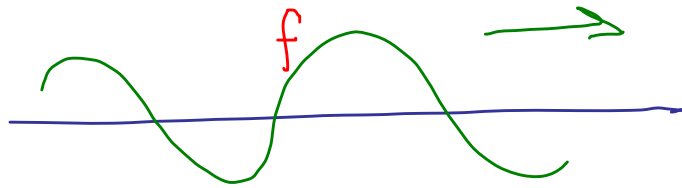




Soft boundary,
same sign.



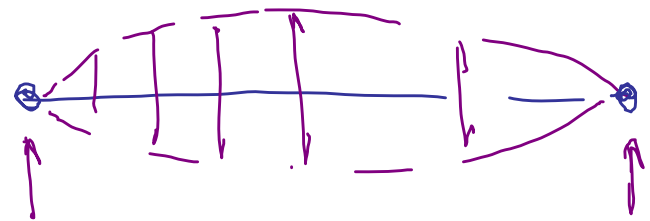
More fun w/ waves

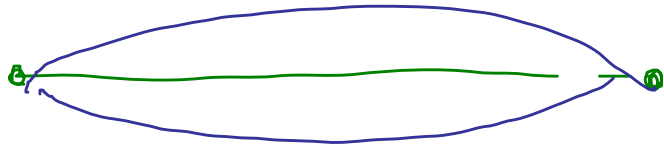


Same λ Same
same f \checkmark

Opposite direction.

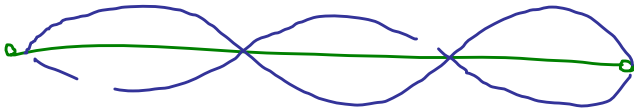
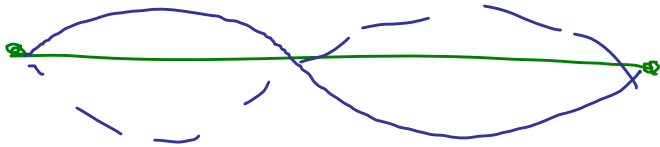
Gives standing wave





Harmonics
Overtones

!



⋮