

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

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

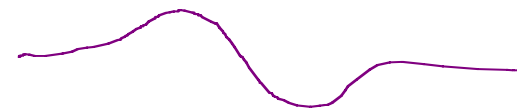
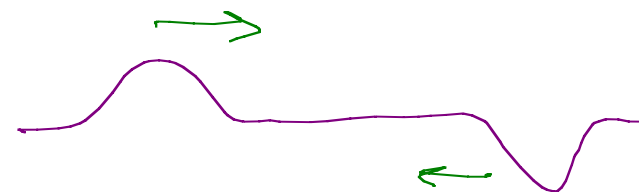
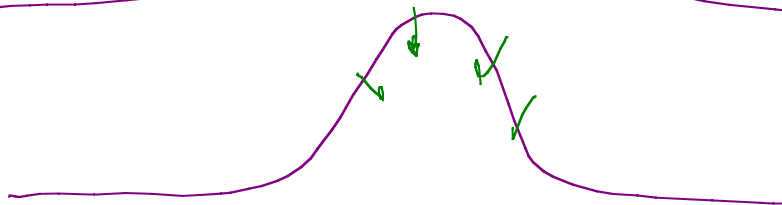
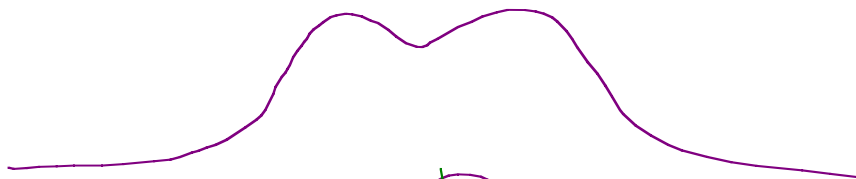
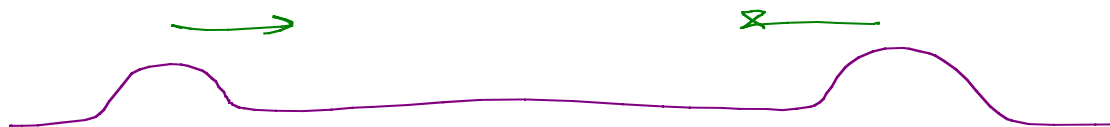
Interesting stuff:

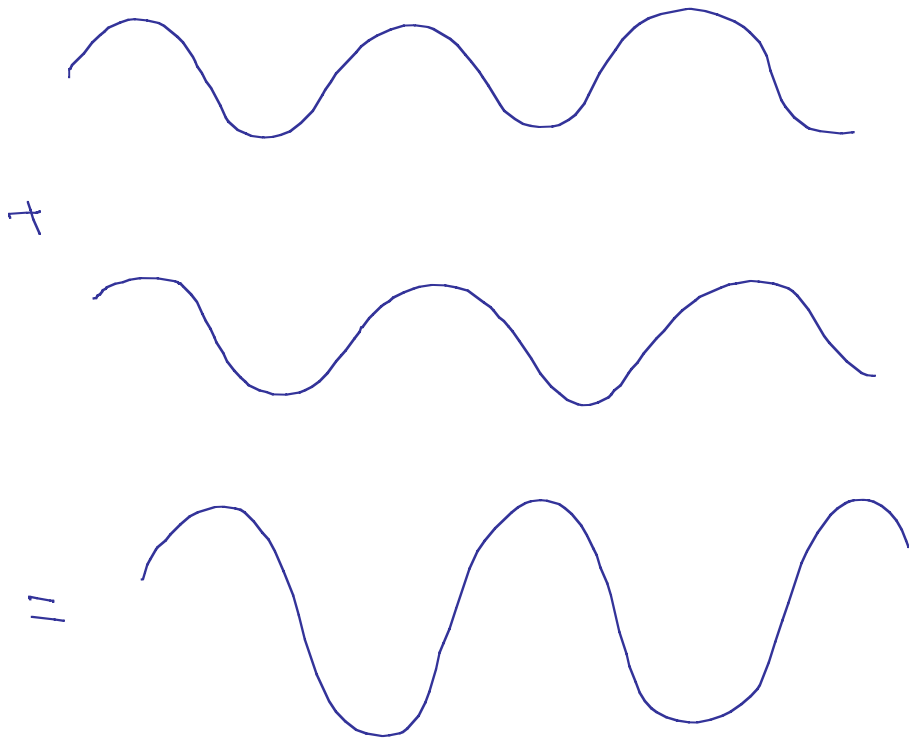
decibels

Waves combine, add together

Superposition Principle

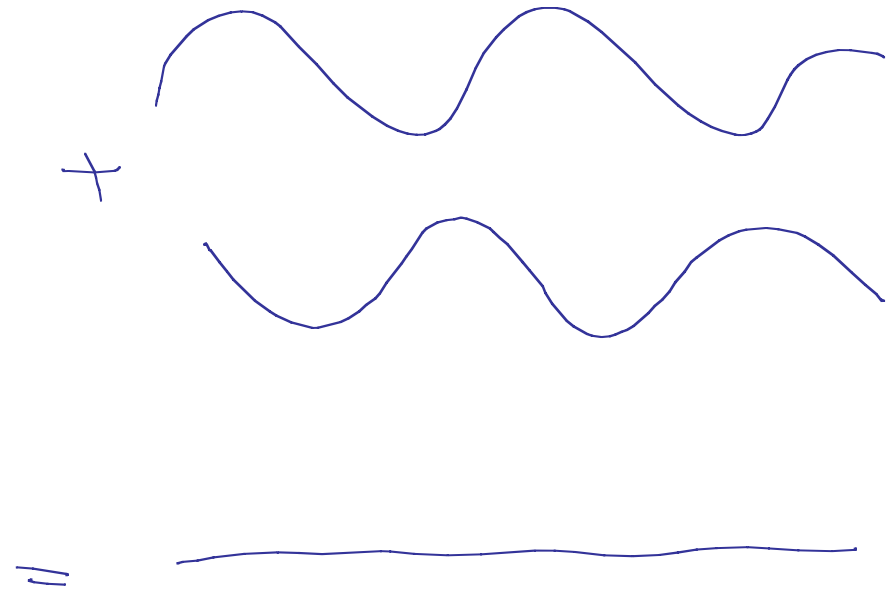
Displacements of waves arising from separate sources
add together





Constructive interference

Phase matters

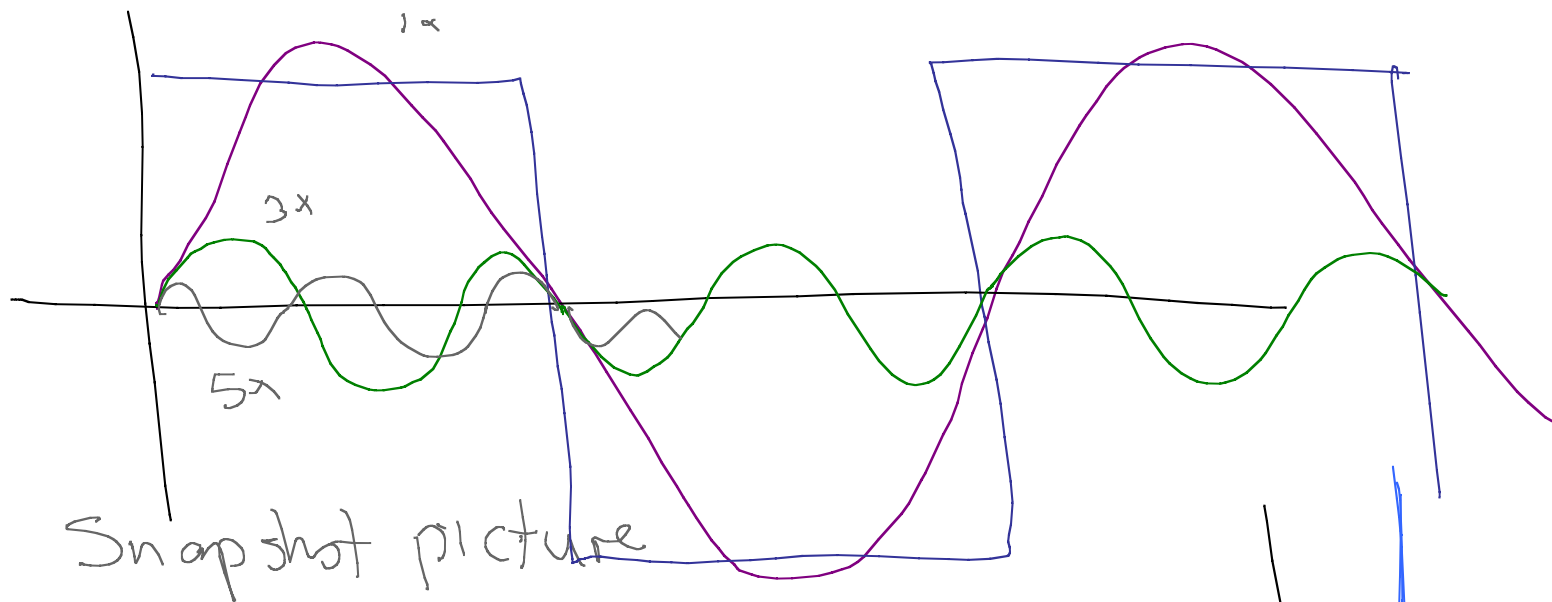


Destructive interference

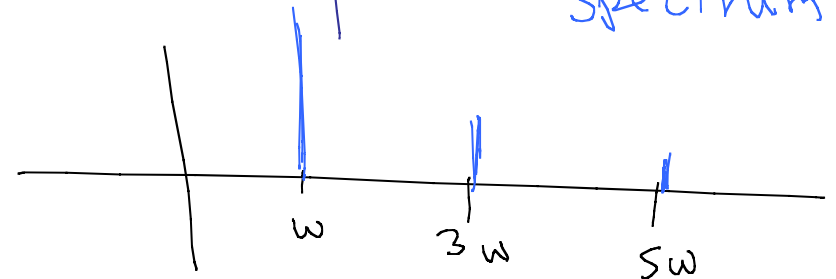
Harmonic Waves are essential because any wave can be treated ^{useful} as a sum of harmonic waves

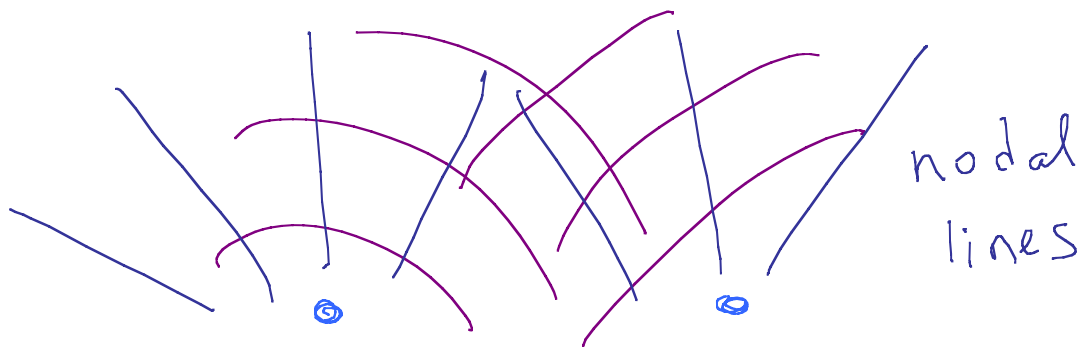
⇒ Fourier analysis

p. 230



Fourier
Frequency
Spectrum

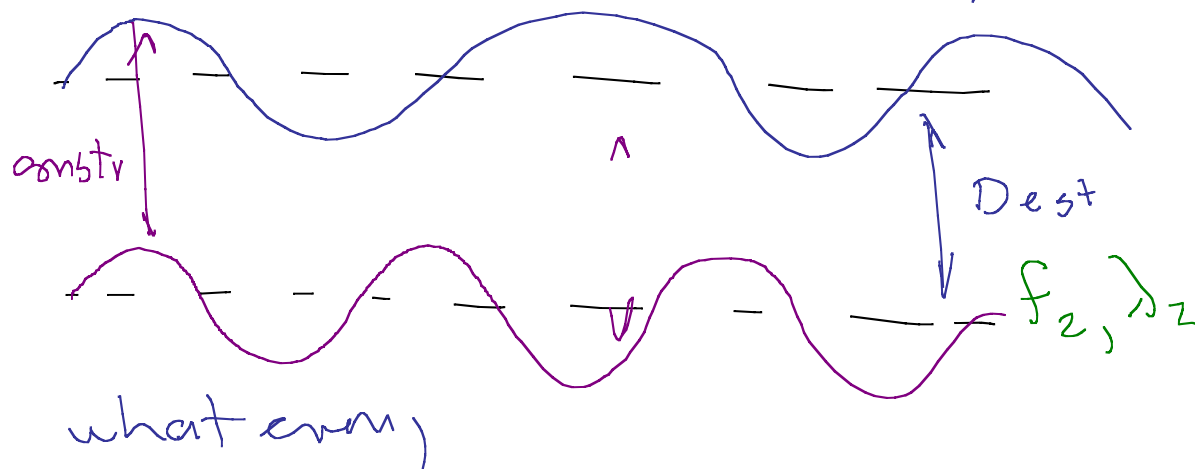




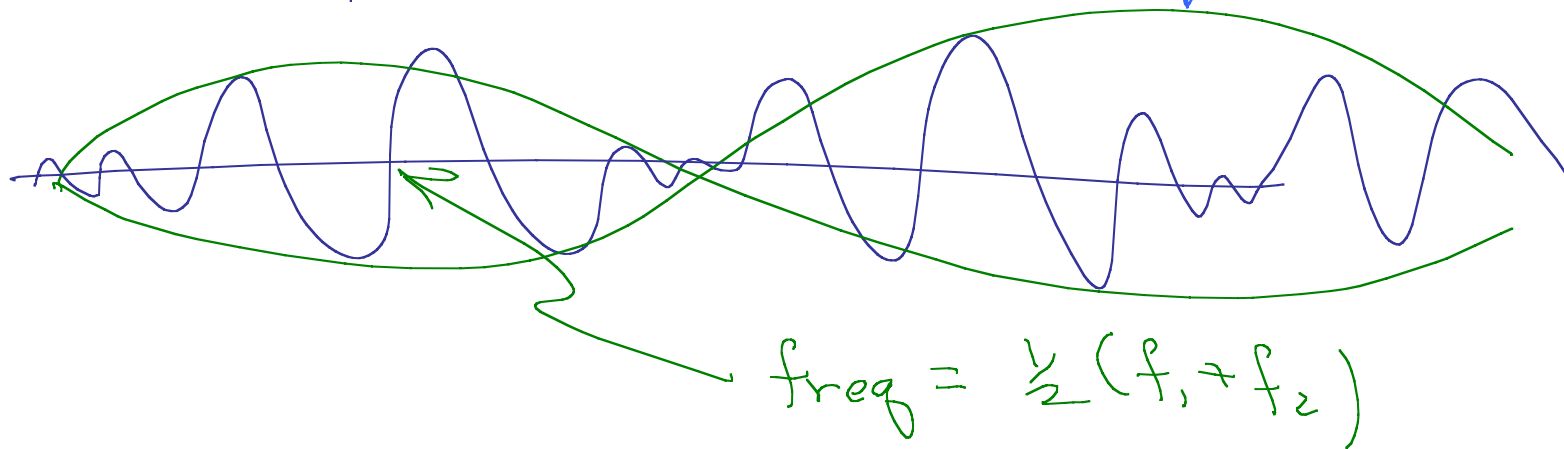
Rate at which pulses
 Envelope $2 \times \frac{1}{2} |f_1 - f_2|$

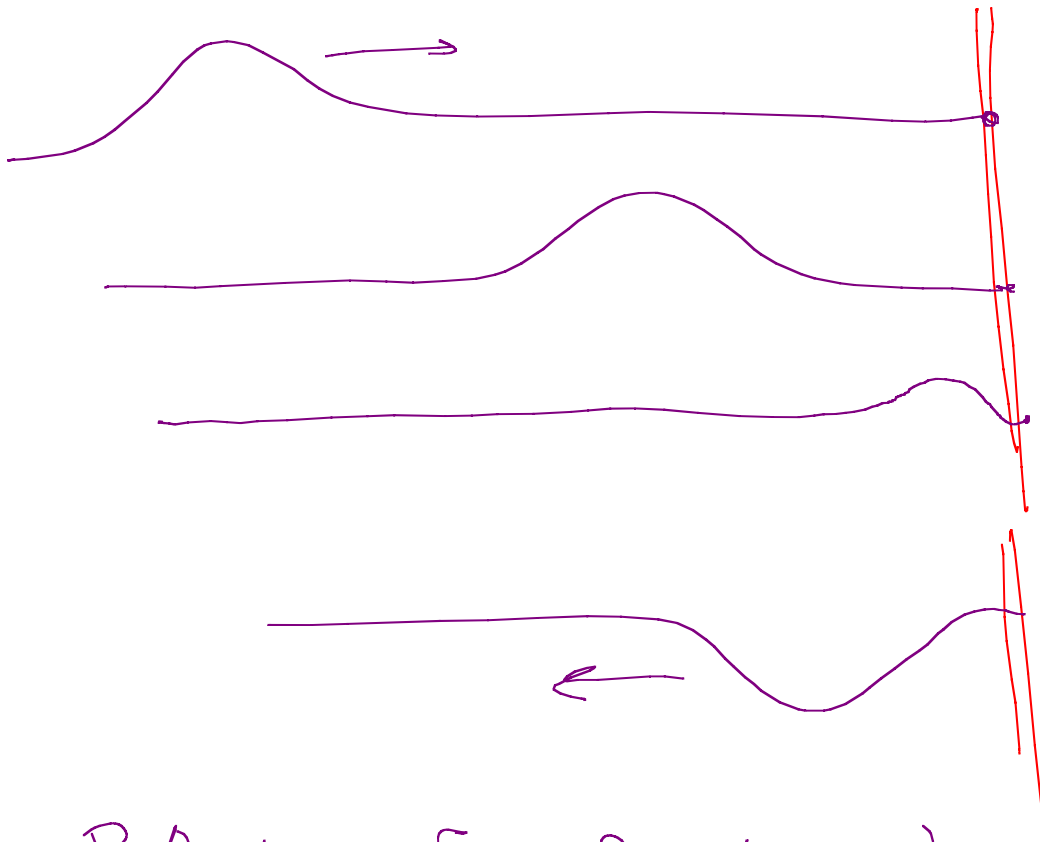
$$= |f_1 - f_2| \quad \text{p. 231}$$

$$= f_{\text{Beat}}$$

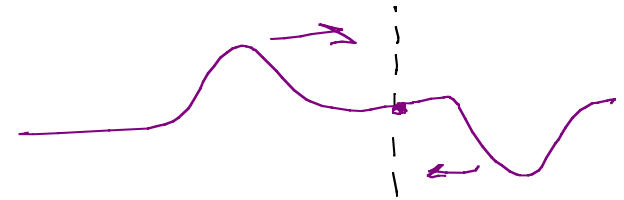


Envelope
 modulates
 fast wave

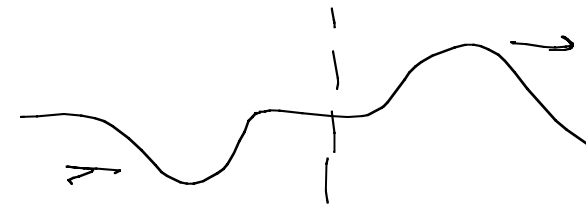
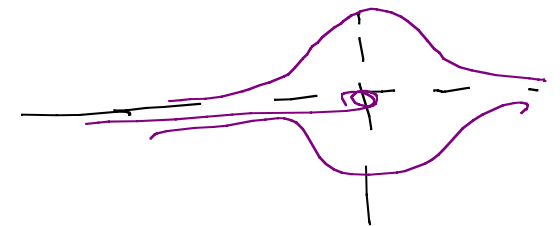


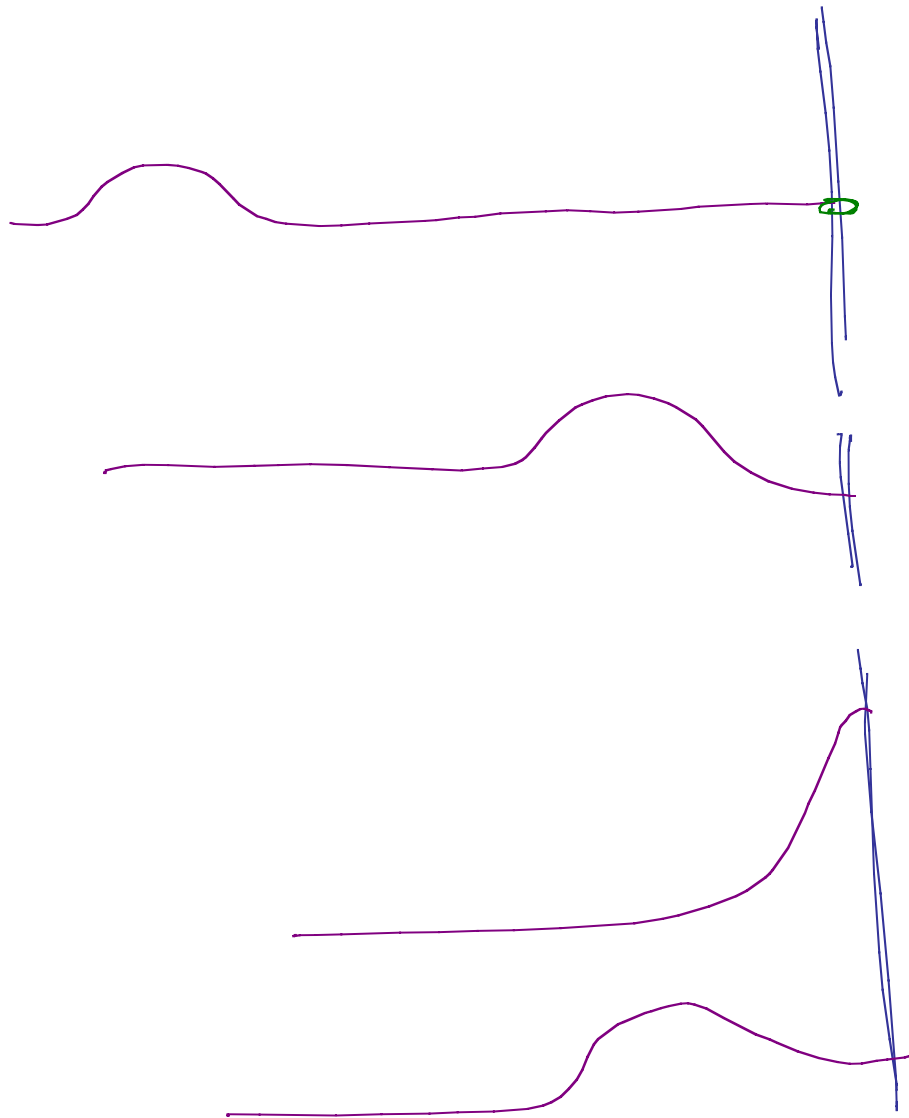


Reflection from fixed end
gives a negative pulse.



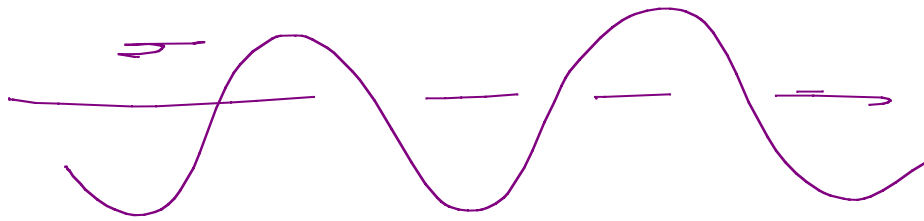
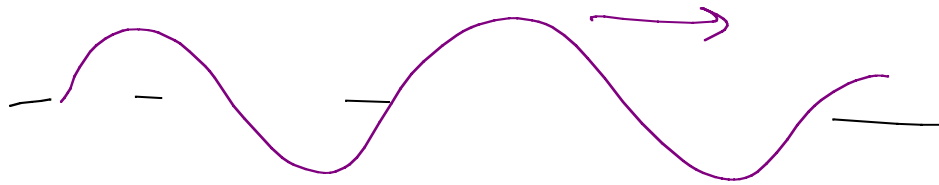
Imagine a neg.
pulse from
other side of wall.





When end is free to move, then positive wave is reflected.

Standing Waves



Two waves,
same freq, λ .
Speed v
Opp dir of motion

$$A \cos(kx - \omega t)$$

$$A \cos(kx + \omega t) \quad \begin{matrix} \text{To right} \\ \text{To left} \end{matrix}$$

Get a "wave" stays
in one place, oscillates.

No displacement = Nodes ($\frac{1}{2}\lambda$ apart)

Max displ. = Antinodes ($\frac{\lambda}{4}$ away from nearest node.)

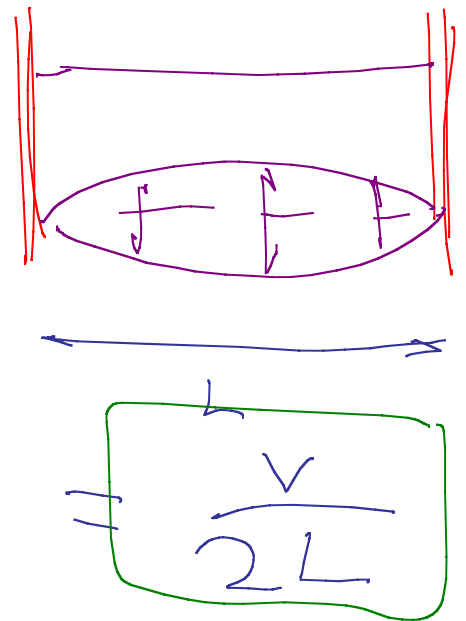
Pattern oscillates w/ same freq f
as each orig. wave

v = speed of waves for each orig. wave

Standing wave can generated on a string
clamped at both ends

Simplest pattern
(Lowest mode, lowest harmonic)

For this one $L = \frac{\lambda}{2}$
Frequency = $f = \frac{v}{\lambda} = \frac{v}{2L}$



$$\lambda = L$$

$$f = \frac{v}{\lambda} = \frac{v}{L}$$

