

WAVES

• Wave model

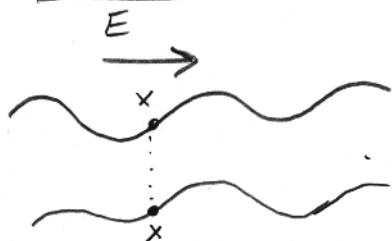
• Mechanical Waves

- transfer by the motion of a substance through which they move (medium)
- Wave moves as atoms in the medium are displaced from equilibrium, (like a spring)
- created by a source
- medium does not travel, the energy does.

• Differ from Electromagnetic waves (light)

No medium needed.

Transverse



vs.

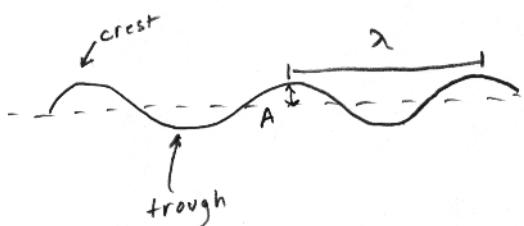
Longitudinal



medium vibrates parallel to energy direction

medium vibrates
perpendicular to energy
direction

Waves on strings



v = speed of wave

$$vT = \lambda$$

$$\frac{m}{s} \times s = m$$

$$xf = v$$

wave theory

- String waves are transverse.
- once a pulse is sent it moves due to internal dynamics of the string

- The wave speed is a property of the medium.

- Not affected by
 - distance traveled
 - Amplitude
 - source

Speed in a string is due to mass to length ratio

linear density $\mu = \frac{m}{L}$

Fat strings will have greater linear densities

- Tension will also affect wave speed.

$$V_{\text{string}} = \sqrt{\frac{T_s}{\mu}}$$

• Wave speed for Gas

$$V_{\text{sound}} = \sqrt{\frac{\gamma R T}{M}}$$

T = temp (Kelvin)

M = molar mass kg/mol

γ = constant for specific gas

R = ^{gas}constant 8.31 J/mol K

air 0°C = 331 m/s

air 20°C = 343 m/s

Helium 0°C = 970 m/s

H₂O = 1,480 m/s

Aluminum = 5,100 m/s

Diamond = 12,000 m/s

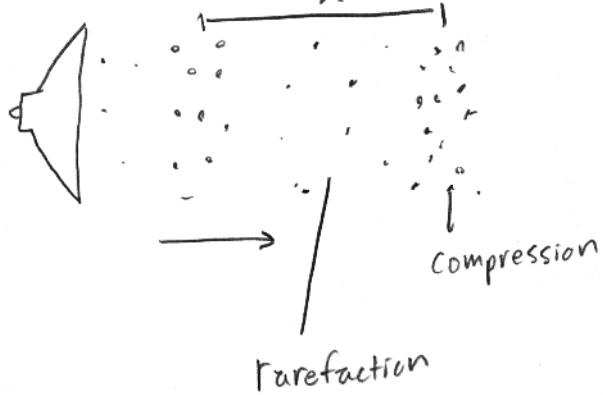
Description of Wave

Skip

$$y = A \cos 2\pi \left(\frac{x}{\lambda} \pm \frac{t}{T} \right)$$

right movement (-)
left movement (+)

Sound waves (longitudinal) compression



Human Hearing

$$20\text{Hz} \text{ to } 20,000\text{Hz}$$

$$(17\text{m}) \quad (1.7\text{cm})$$

What are the wavelengths?

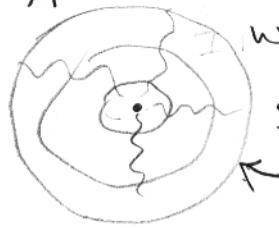
echolocation

- why at high-frequencies

Power and Intensity

$$I = \frac{P}{A}$$

Power to area ratio

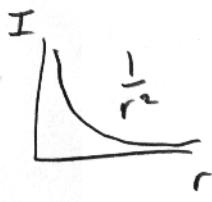


Surface Area of sphere

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

Waves radiate outward in 3 dimensions

$$I \propto \frac{1}{r^2}$$



Loudness

Decibel Scale

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

beta

threshold of hearing

$$I_0 = 1.0 \times 10^{-12} \text{ W/m}^2 \quad \text{Watts/m}^2$$

$$\beta(\text{dB}) \text{ of } \emptyset$$

logarithm works like this.

base -10 logarithm

$$\log_{10}(1000) = \log_{10}(10^3) = 3$$

$$\beta = (10 \text{ dB}) \log_{10}(1) = (10 \text{ dB}) \log_{10}(10^0) = \emptyset$$

Wilson's voice? 90 dB?

$$I_{\text{whisper}} = 1 \times 10^{-10} \text{ W/m}^2 \quad 20 \text{ dB}$$

$$\text{Normal convo } 1 \times 10^{-6} \text{ W/m}^2 \quad 60 \text{ dB}$$

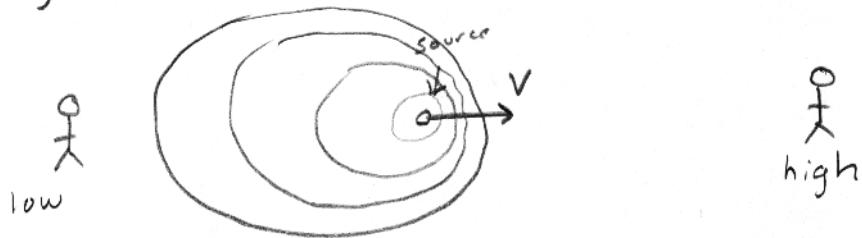
$$\text{Rock Concert } 1 \text{ W/m}^2 \quad 120 \text{ dB}$$

$$\text{Threshold of Pain } 10 \text{ W/m}^2 \quad 130 \text{ dB}$$

Wilson

Doppler Effect

- Occurs when wave source or observer are moving relative to each other.



$$f_d = \frac{V \pm V_o}{V \pm V_s} f_s$$

+ toward
- away

for Detector
moving

+ away
- toward

for source
moving

