

# Waves



Auburn Mountainview  
Karl Steffin, 2008  
8/7/2024

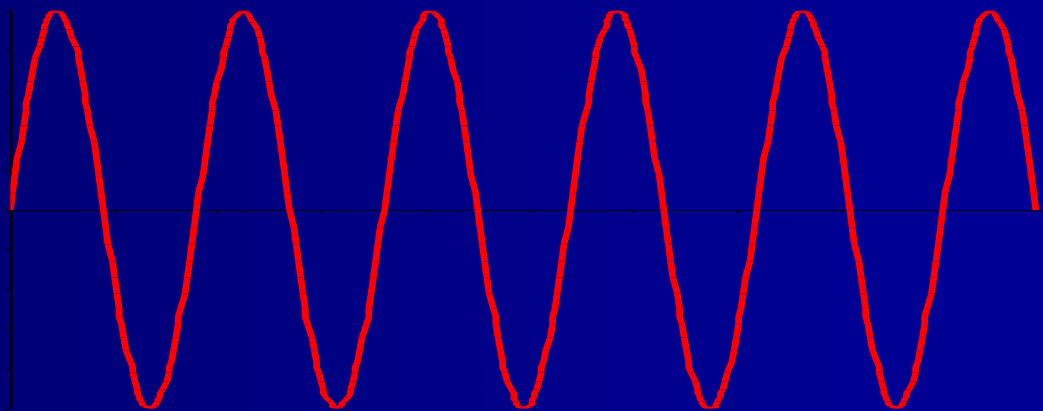
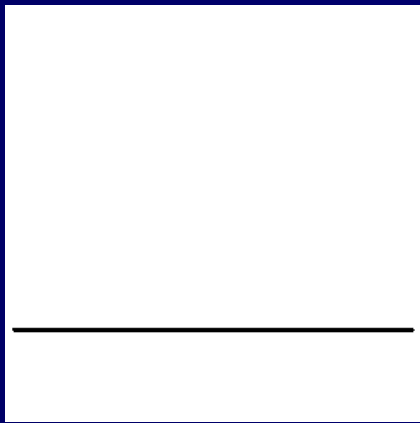


# Waves and Energy

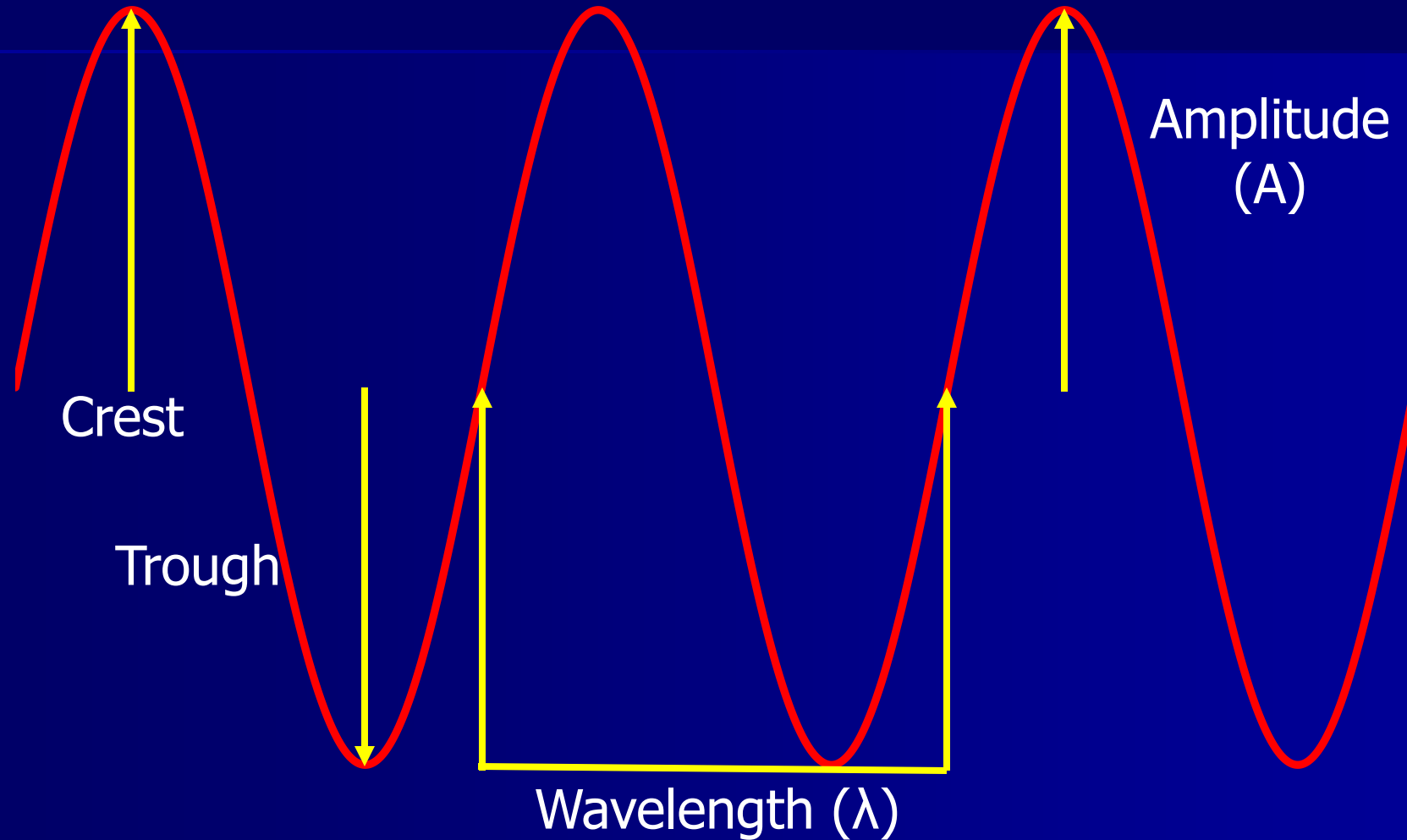
- Waves...
  - Are traveling disturbances.
  - Carry energy from place to place.
- There are three types of waves:
  - Transverse (Mechanical)
  - Longitudinal/Surface (Mechanical)
  - Complex Transverse (Electro-magnetic)

# Transverse Wave

- A wave that vibrates perpendicular to the direction of travel.
  - **A wave pulse:** One disturbance that travels through a medium
  - **Continuous waves:** A series of wave pulses.



# Anatomy of a Trans. Wave

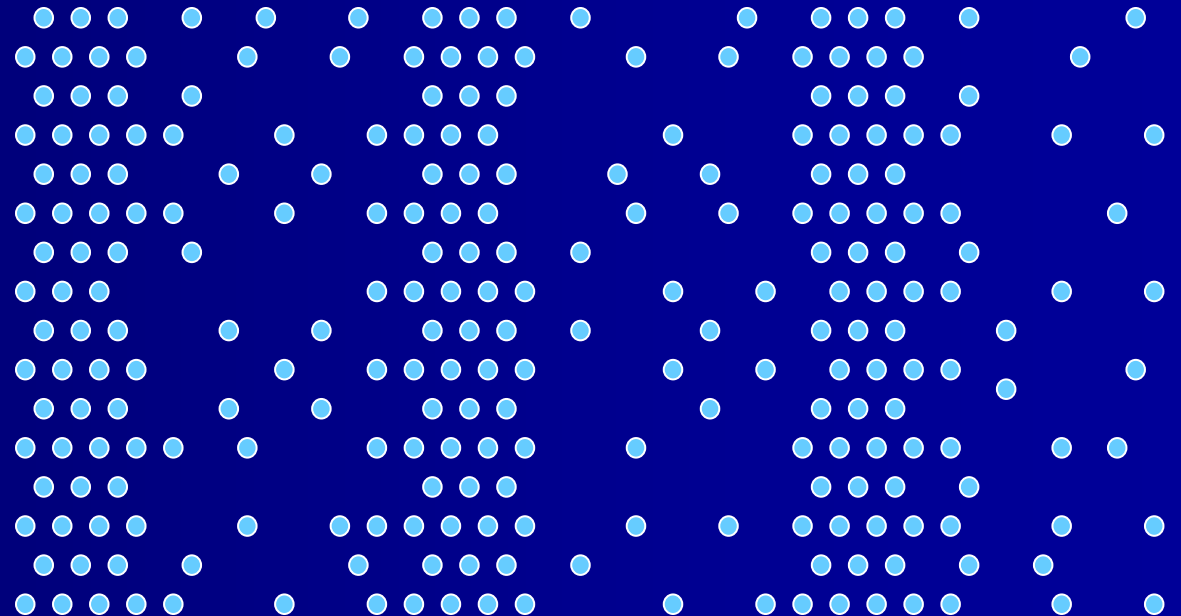
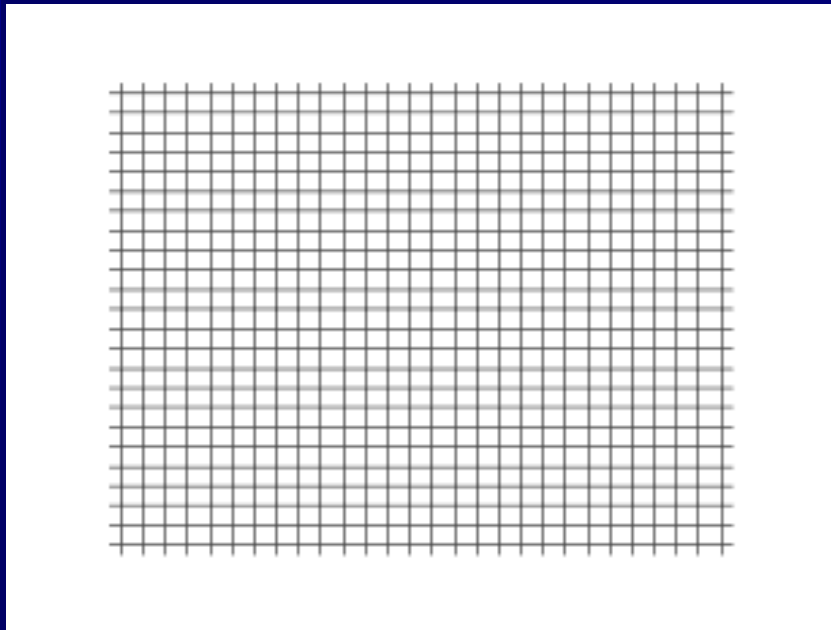


# Trans. Wave Defined:

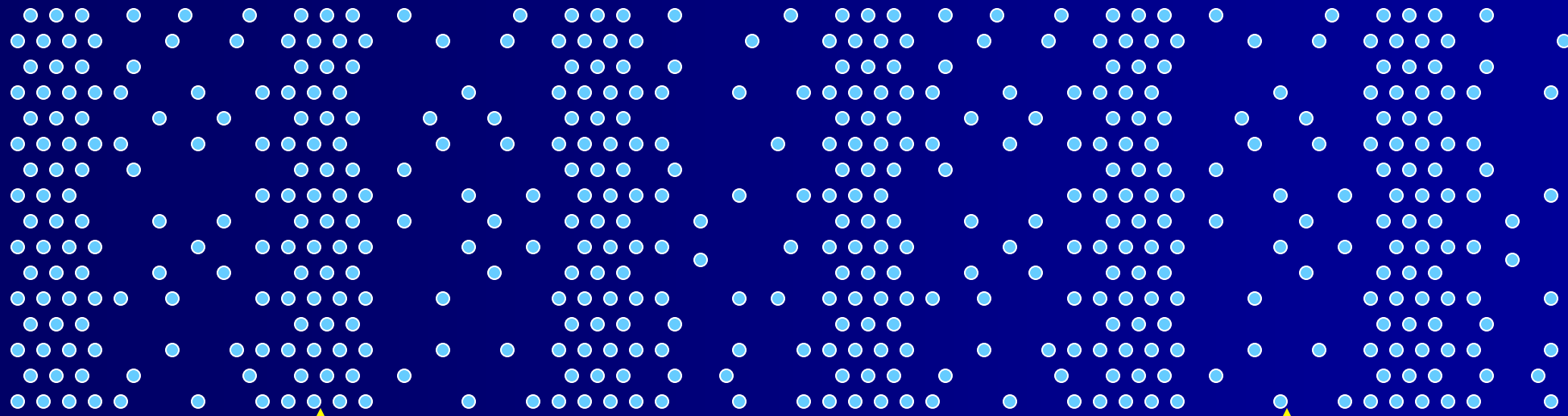
- **Crest**: Highest point of a wave's displacement.
- **Trough**: Lowest point of a wave's displacement.
- **Amplitude** (A): The maximum displacement from center to either crest or trough.
- **Wavelength** ( $\lambda$ ): The length of one full wave.
- **Frequency** (f): The number of waves that pass through a point in one second. (cycles/second or Hertz Hz)
- **Period** (T) : The time it takes for one part of a wave to return to the same point. ( $T=f^{-1}$  or  $T=1/f$ )
- **Velocity**: Speed that a wave travels ( $v=f\lambda$ )

# Longitudinal

- Also called a compression wave.
- Energy travels with the direction of motion. (Sound).



# Anatomy of a Long. Wave



Compression/  
Condensation

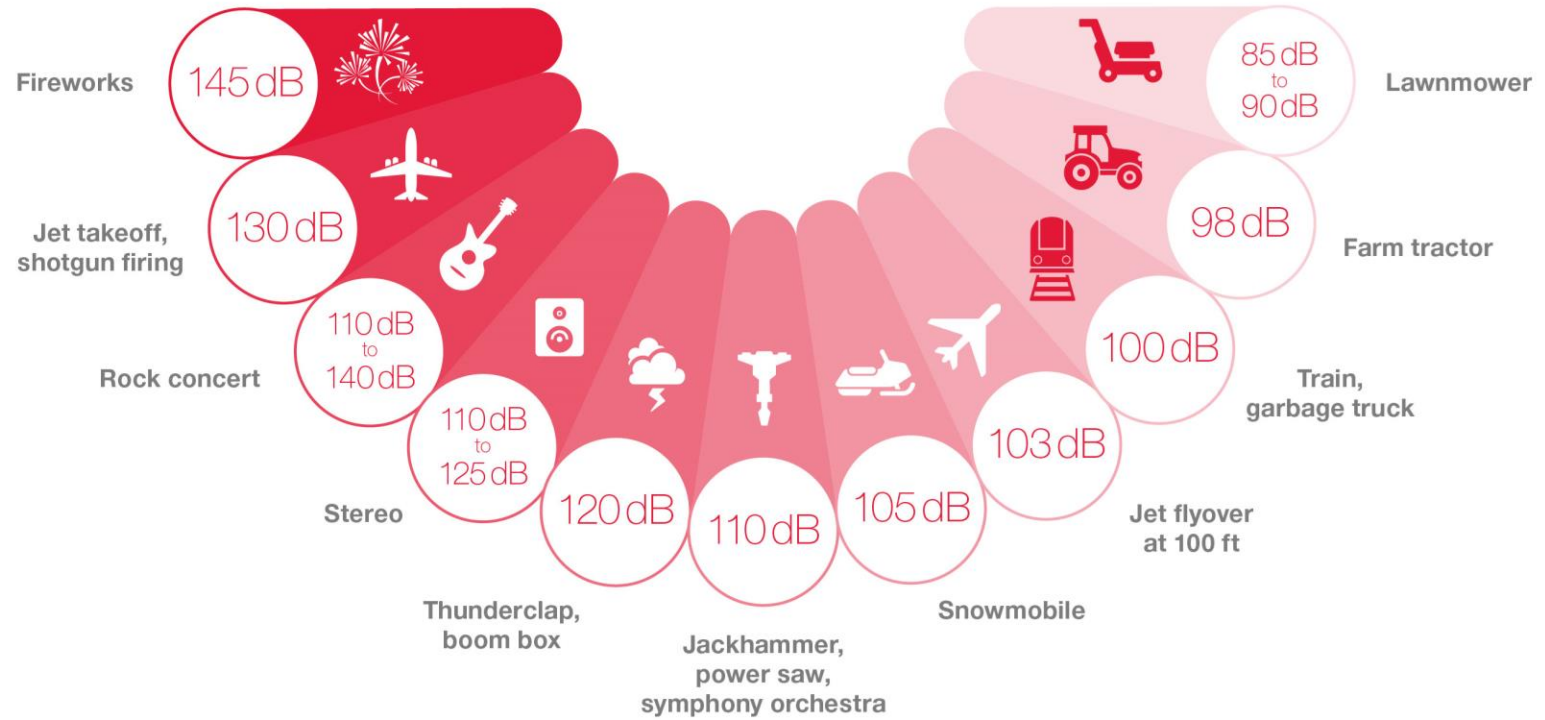
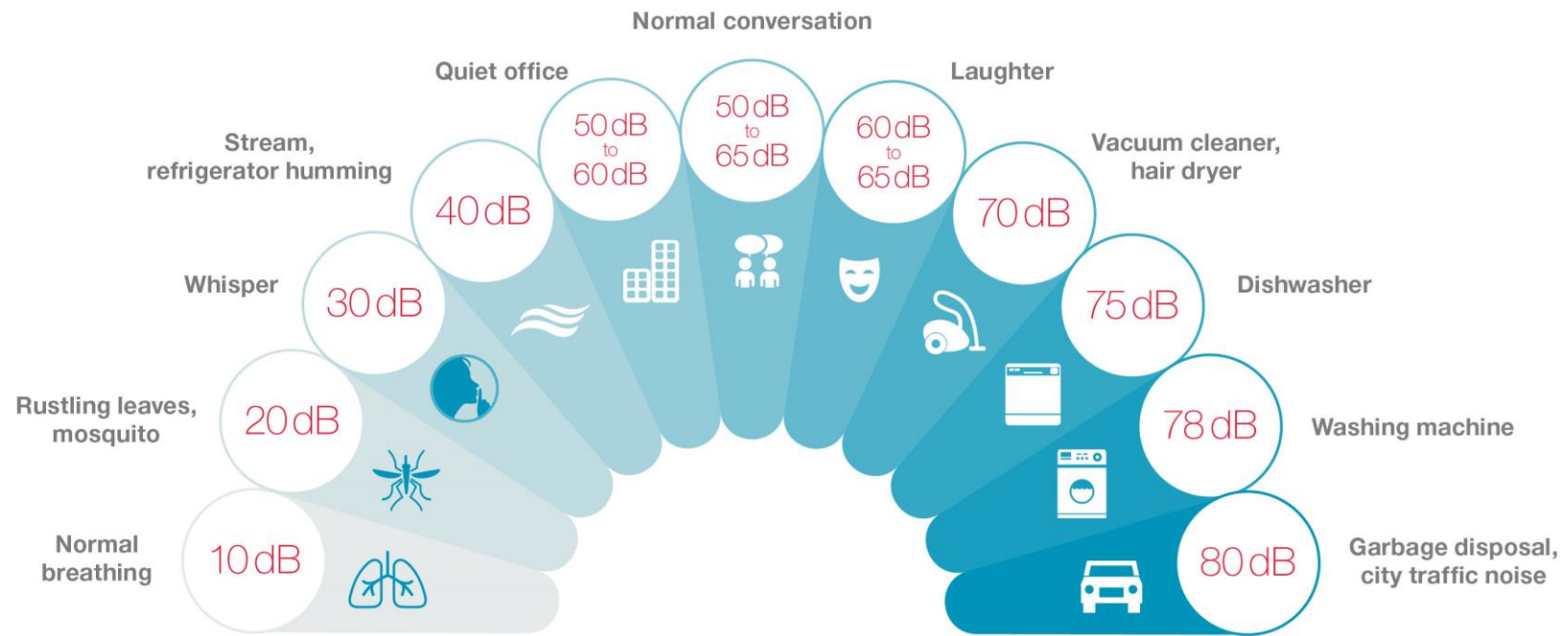
Wavelength ( $\lambda$ )

Rarefaction

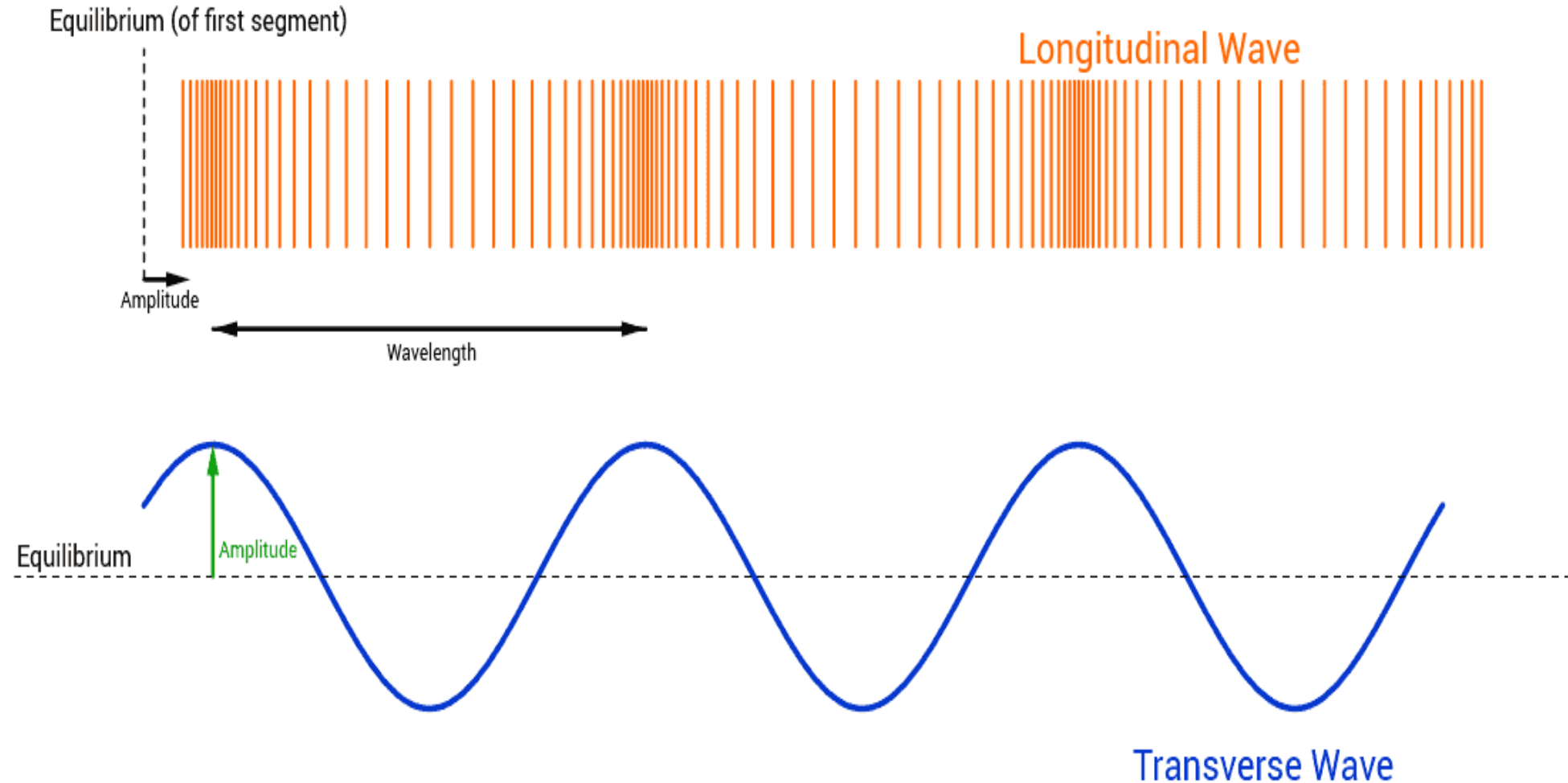
# Long. Wave Defined:

- **Compression/Condensation:** Area of increased particle density.
- **Rarefaction:** Area of decreased particle density.
- For Sound:
  - Velocity: 343-m/s at 293.15-K (20-°C)
  - Frequency (f): Pitch (The audible range for people: 20 Hz-20kHz)
  - Amplitude (A): How loud sound is (~dB).



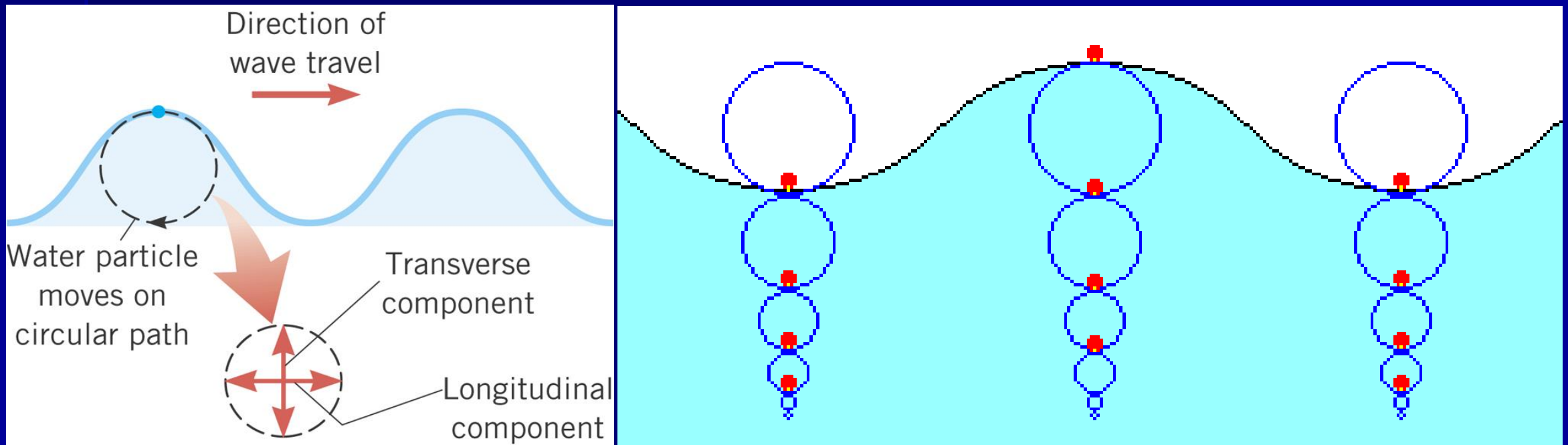


# Comparing TW vs LW



# Mechanical: Surface

- Type of wave with properties of both transverse and longitudinal.
- The path of a particle is circular.



# Example 1

- A tuning fork produces a sound wave that has a frequency of 262.00-Hz and a wavelength of 1.29-m.
  - A. What is the speed of the wave?
  - B. How long will it take the wave to travel the length of a football field (91.40-m)?
  - C. What is the period of the wave?

# Example 1 Cont.



A. What is the speed of the wave?

$$v = f\lambda$$

$$v = 262 \text{ Hz} \cdot 1.29 \text{ m}$$

$$v =$$

$$f = 262.00\text{-Hz}$$

$$\lambda = 1.29\text{-m}$$

$$v = 338.00 \frac{\text{m}}{\text{s}}$$

# Example 1 Cont.



B. How long will it take the wave to travel the length of a football field (91.40-m)?

$$v = \frac{\Delta p}{\Delta t}$$

$$338 \frac{m}{s} = \frac{91.4 \text{ m}}{\Delta t}$$

$$v = 338.00\text{-m/s}$$

$$p = 91.40\text{-m}$$

$$t =$$

$$\Delta t = 2.70 \times 10^{-1} \text{ s}$$

# Example 1 Cont.



C. What is the period of the wave?

$$T = \frac{1}{f}$$

$$T = \frac{1}{262.00 \text{ Hz}}$$

$$f = 262.00\text{-Hz}$$

$$T =$$

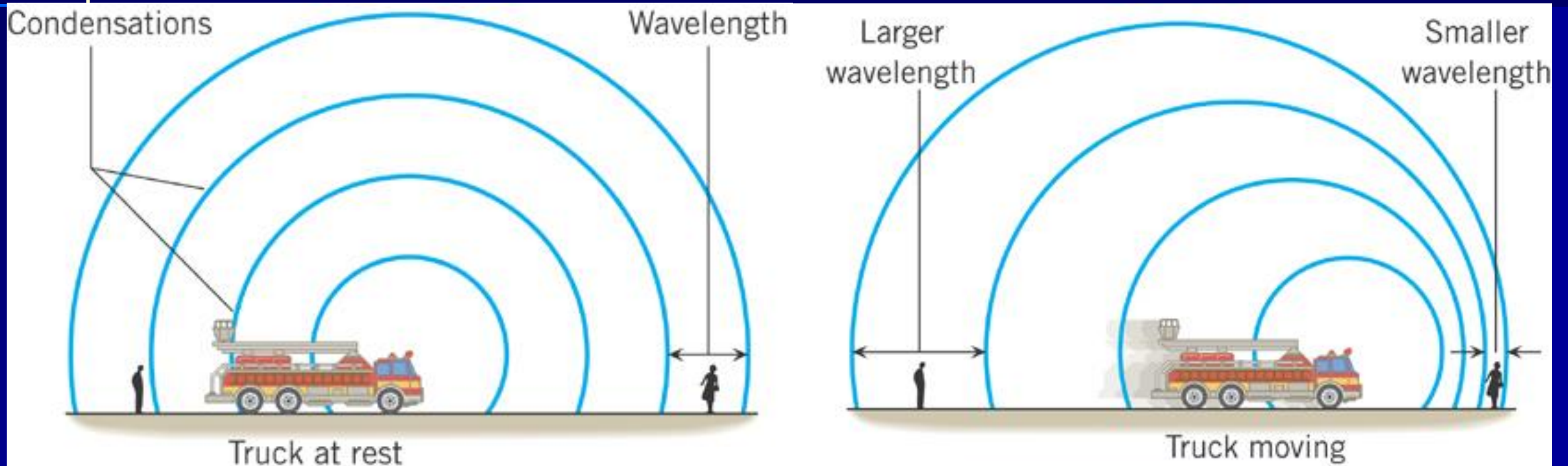
$$T = 3.82 \times 10^{-3} \text{ s}$$

# The Doppler Effect

- When a moving object emits sound the compression waves can pile up or spread apart (depending on the movement).
- This piling/spreading creates a change in frequency called the Doppler effect
  - This is why sirens sound higher when approaching and lower once they pass.



# The Doppler Effect Visual



From the front the sound's frequency is higher, from behind it is lower.

# The Doppler Effect

To measure the change of frequency:

$$f_o = f_s \frac{1}{1 - \frac{v_s}{v}}$$

Sound moving toward observer

$$f_o = f_s \frac{1}{1 + \frac{v_s}{v}}$$

Sound moving away from observer

$f_o$  = Frequency observed

$f_s$  = Frequency of source

$v_s$  = velocity of source

$v$  = speed of sound

## Example 2

The Shinkansen, traveling  $44.70\text{-m/s}$ , sounds a warning siren ( $f=415.00\text{-Hz}$ ). What is the perceived frequency of the siren for a person standing at the crossing as the train is both going towards and away from the crossing?



## Example 2: Moving Towards (-)



$$f_o = 415 \text{ Hz} \frac{1}{1 - \frac{44.70 \frac{m}{s}}{343 \frac{m}{s}}}$$

$$f_o = \frac{415 \text{ Hz}}{1 - .1303}$$

$$f_o = \frac{415 \text{ Hz}}{.8696}$$

$$\begin{aligned} f_o &= \\ v &= 343.00\text{-m/s} \\ f_s &= 415.00 \text{ Hz} \\ v_s &= 44.70\text{-m/s} \end{aligned}$$

$$f_o = 477.19 \text{ Hz}$$

## Example 2: Moving Away (+)



$$f_o = 415 - \text{Hz} \frac{1}{1 + \frac{44.70 - \frac{m}{s}}{343 - \frac{m}{s}}}$$

$$f_o = \frac{415 - \text{Hz}}{1 + .1303}$$

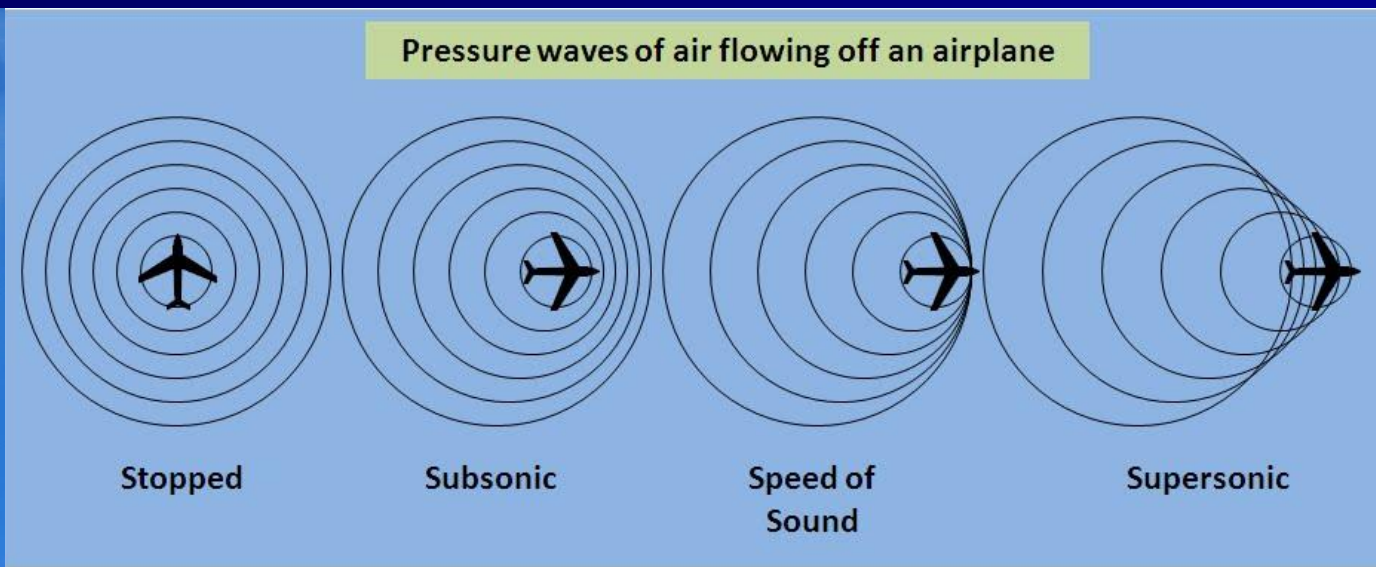
$$f_o = \frac{415 - \text{Hz}}{1.1303}$$

$$\begin{aligned} f_o &= \\ v &= 343.00\text{-m/s} \\ f_s &= 415.00 \text{ Hz} \\ v_s &= 44.70\text{-m/s} \end{aligned}$$

$$f_o = 367.15 - \text{Hz}$$

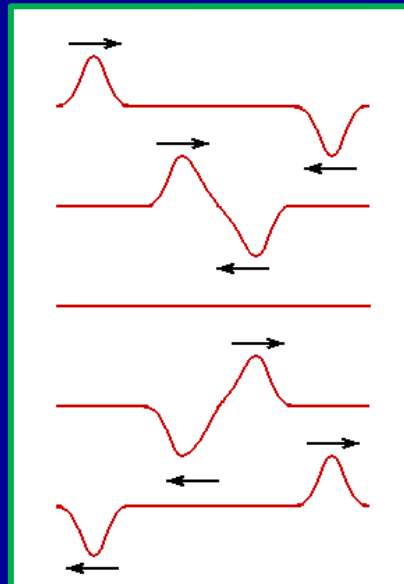
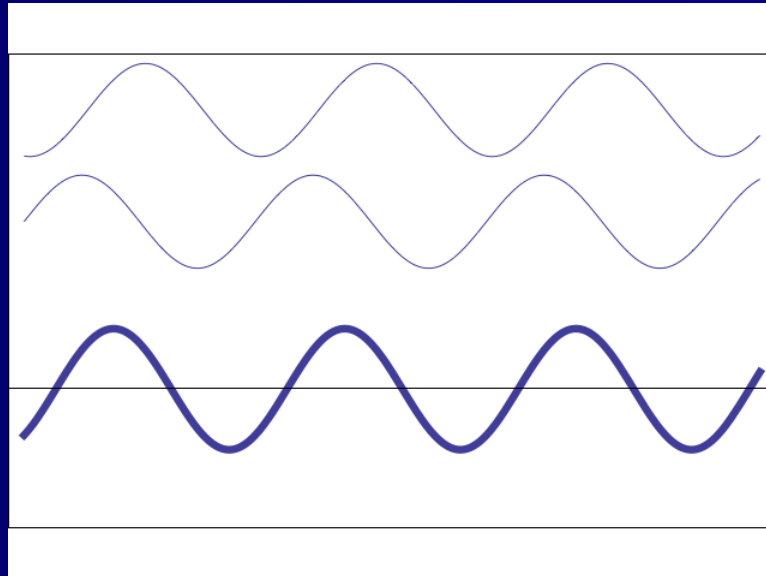
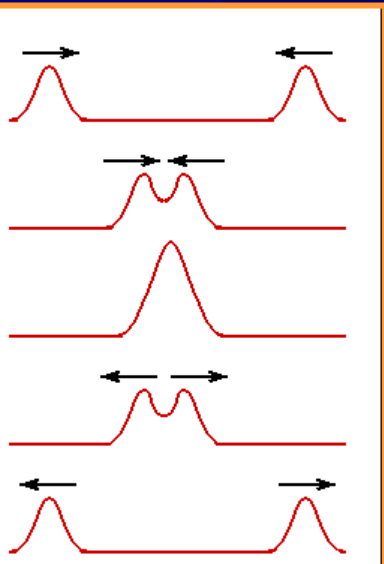
# A Final Thought on Sound

- When an object travels the compression waves in front bunch up.
- Since the maximum speed these waves can travel is 343-m/s eventually as a plane passes this speed, the collective waves form one singular shock wave.
- This is a sonic boom and can normally be upwards of 200-dB.

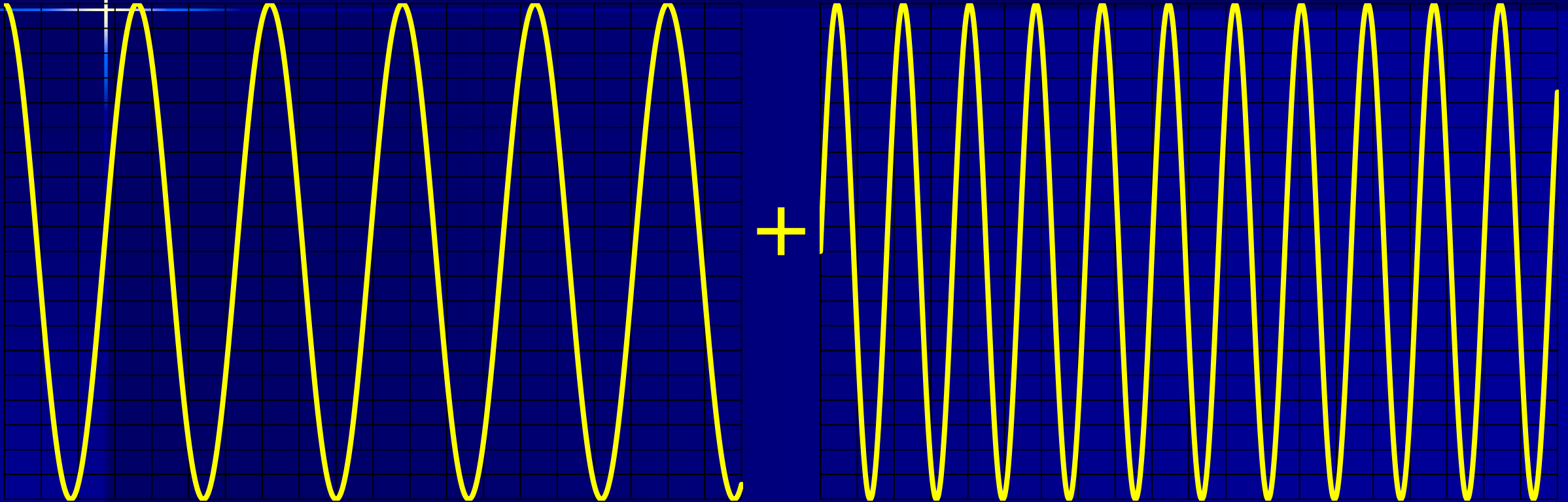


# Wave Behaviors: Superposition

- waves passing through each other combine.
  - **Constructive** interference: Maxima of two waves meet in phase.
  - **Destructive** interference: Maxima of two waves meet 180° out of phase.



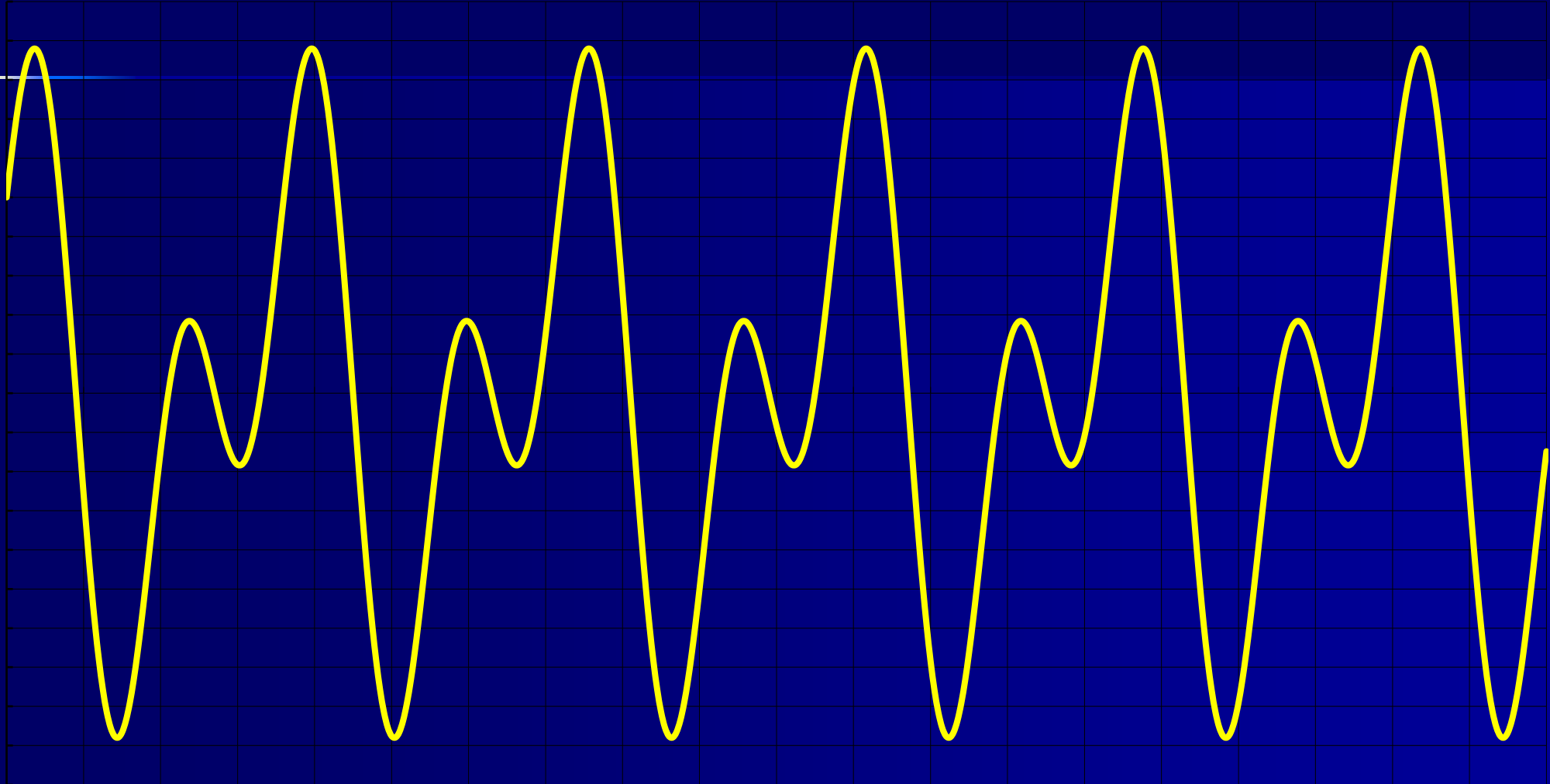
# Waves: Superposition Visual



- Wave 1 (left) added to wave 2 (right) will form:



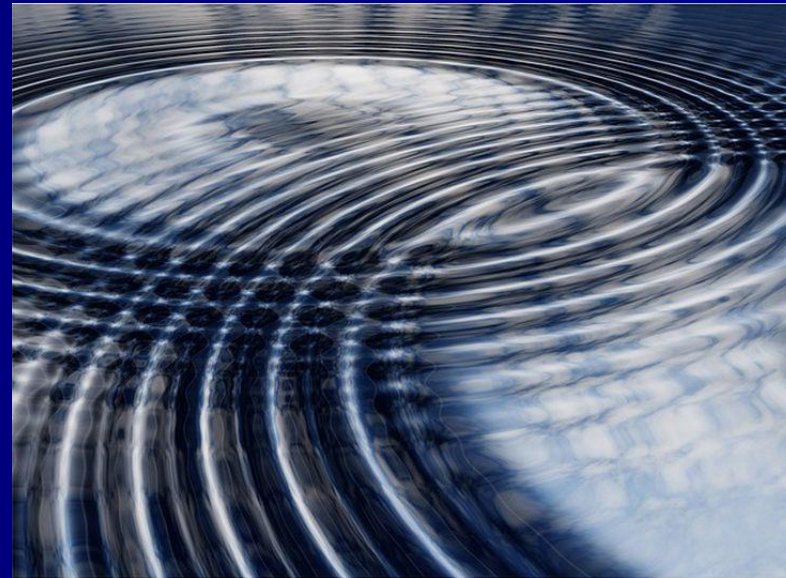
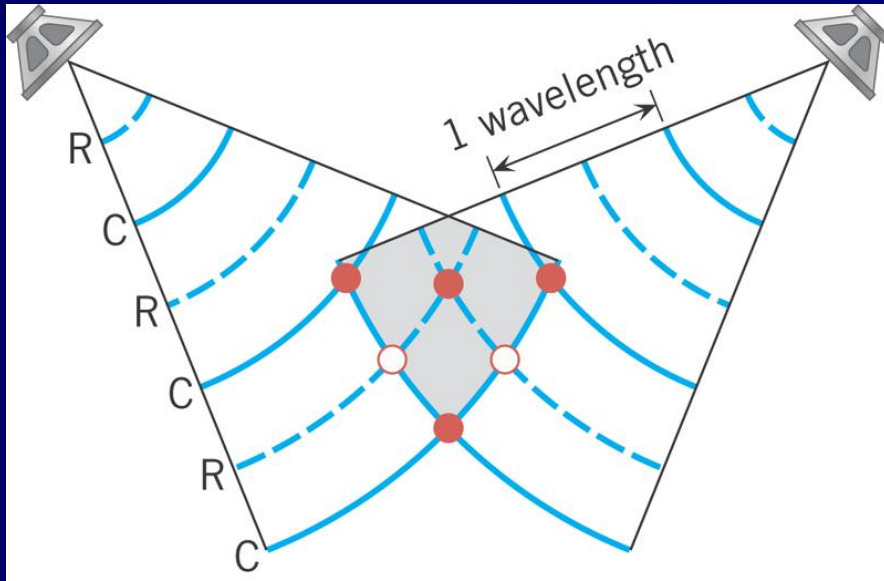
# Waves: Superposition Visual



**This works for sound waves too. If a sound is captured and inverted an exact opposite wave can be created and the sound will be canceled: Noise reducing/canceling headphones.**

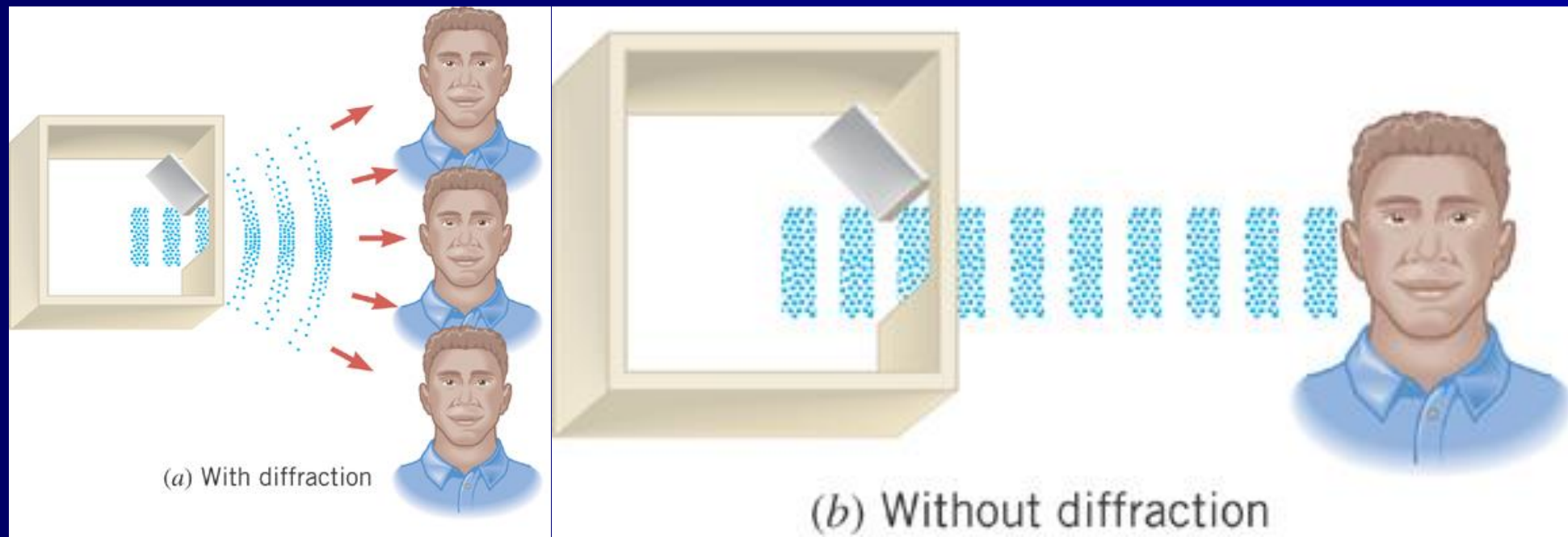
# Waves Behaviors : Interference

- Sound wave interference may lead to loud and quiet areas.
  - Depending on the frequency (high), these points are normally smaller than the size of a human eardrum.



# Wave Behaviors: Diffraction

- When a wave passes through a small opening it will spread out.
  - The bending around the edges is called diffraction.



# Wave Behaviors: Diffraction

- The sound is most intense in a straight line out the opening.
  - Moving away from this smaller intensities (m) will also appear.

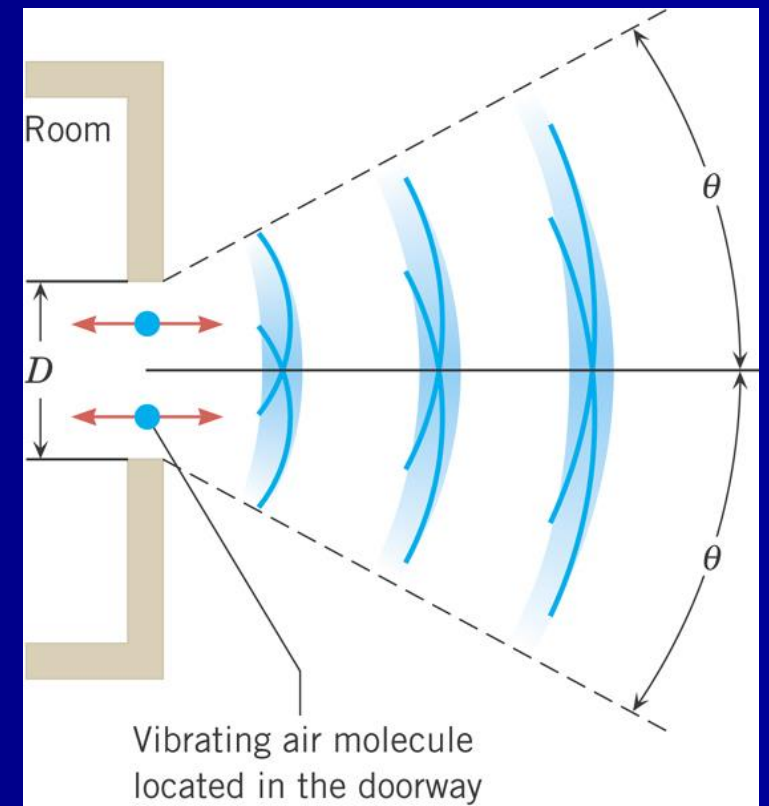
$$D \sin \theta_m = m\lambda$$

D=Distance of slit/opening

$\theta$  = (Degrees)

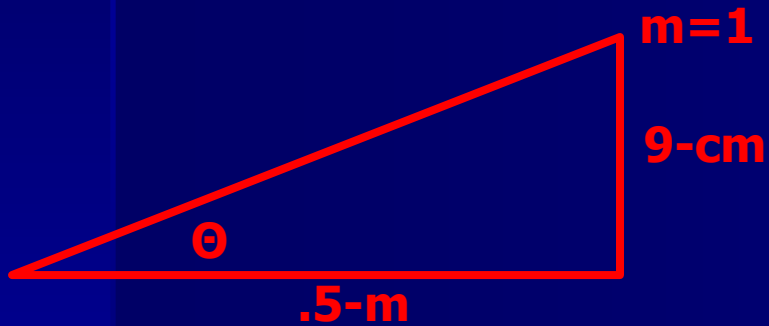
m = integer (1, 2, 3...)

$\lambda$  = wavelength



# Example 3

When a laser passes through a 6.00-nm opening the **second** brightest spot appears 9.00-cm away from the center of the wall. What is the laser's wavelength if the opening is .50-m from the wall.



$$\theta = \tan^{-1} \frac{9 \times 10^{-2}}{.5}$$

$$\theta = 10.2040^\circ$$

$$D = 6 \times 10^{-9} \text{-m}$$

$$\theta = 10.2040^\circ$$

$$m = 1$$

$$\lambda =$$

$$D \sin \theta = m \lambda$$

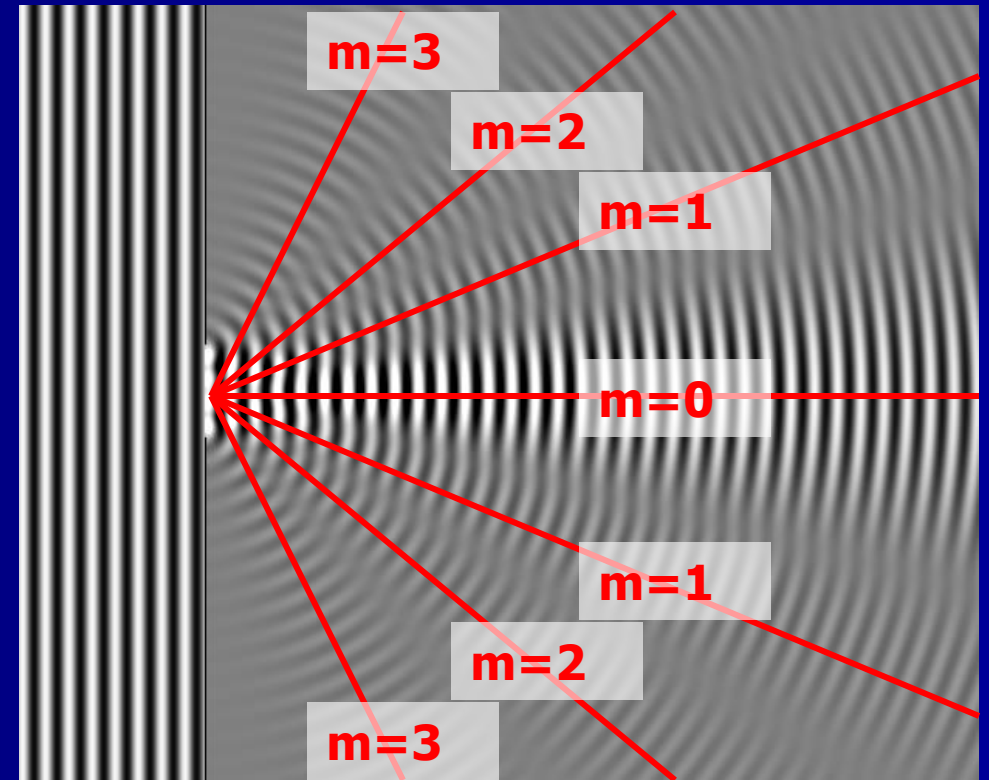
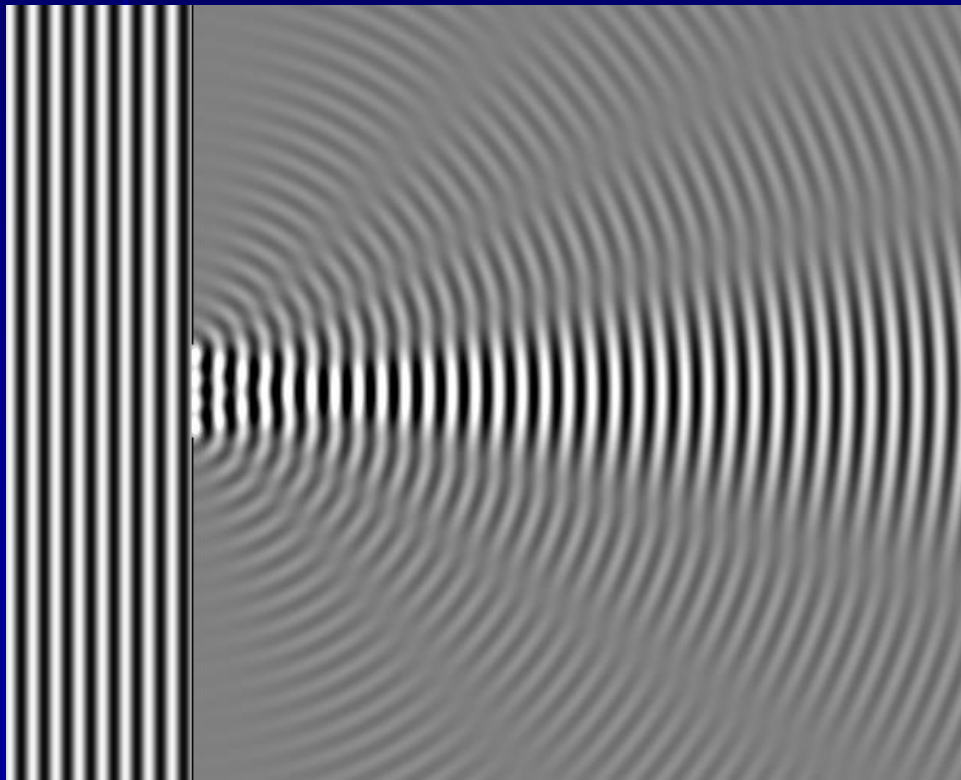
$$6 \times 10^{-9} \text{m} \cdot \sin 10 = 1 \cdot \lambda$$

$$\lambda = 1.06 \times 10^{-9} \text{ - m}$$

# Wave Behaviors: Diffraction



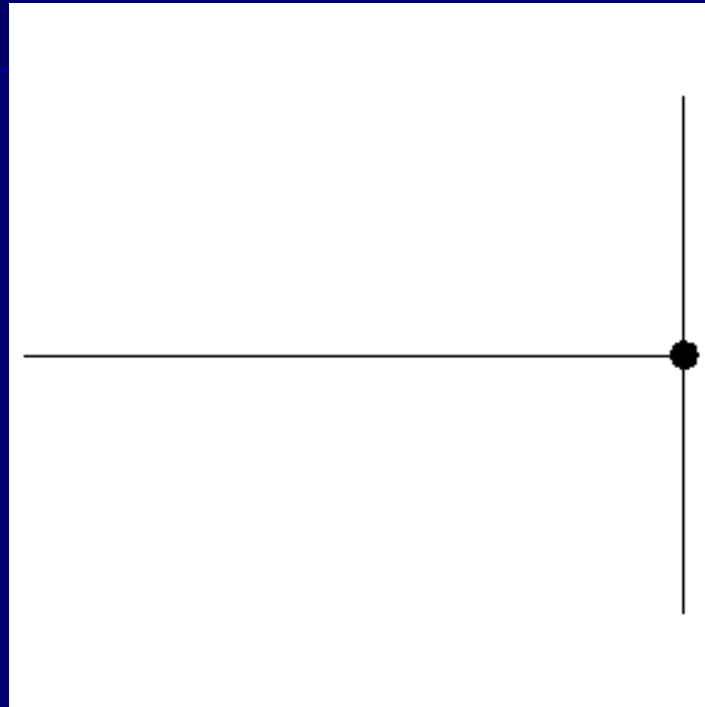
- Physicist Thomas Young presented these findings in 1803 to the Royal Society, UK.



# Speed versus Amplitude

- The speed of a wave is determined by the medium that the wave travels through.
  - Higher Density → Higher Speed
- The Amplitude of the wave is determined by how the wave was generated.
  - More Energy → More Amplitude

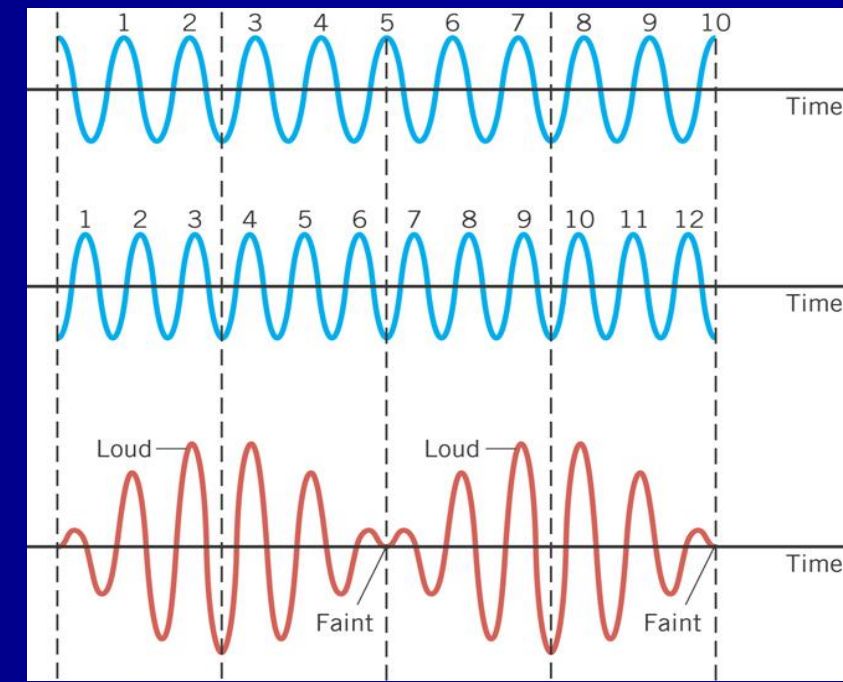
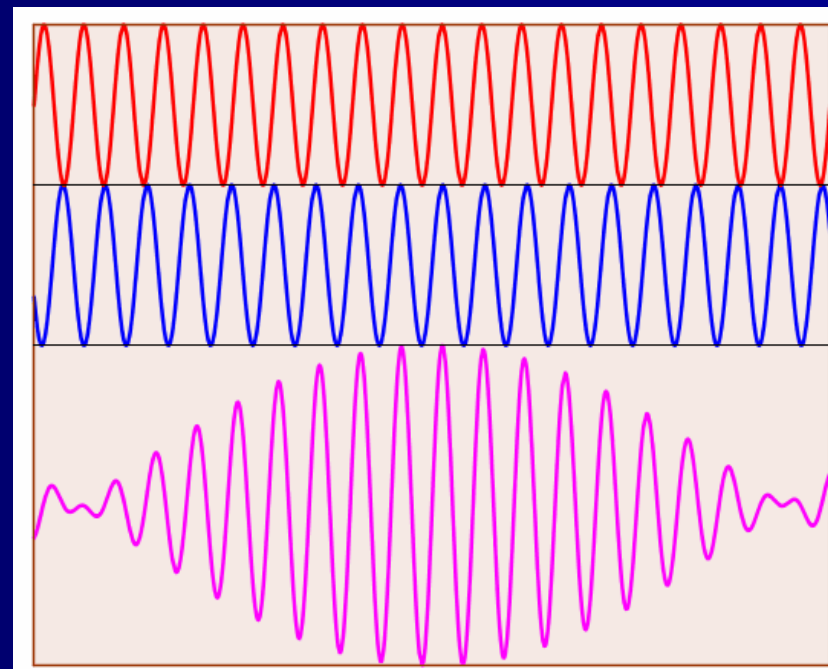
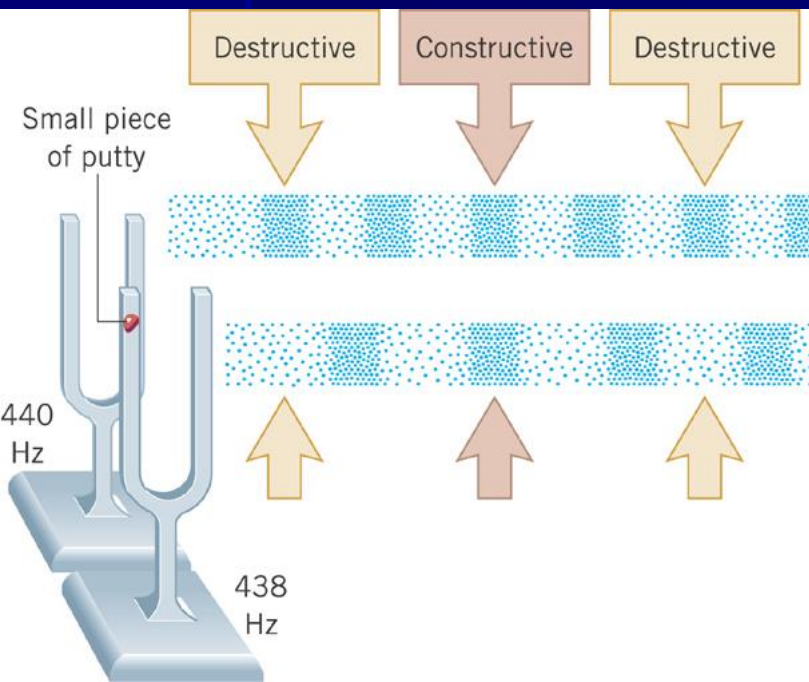
# Waves Hitting Barriers/Interfaces





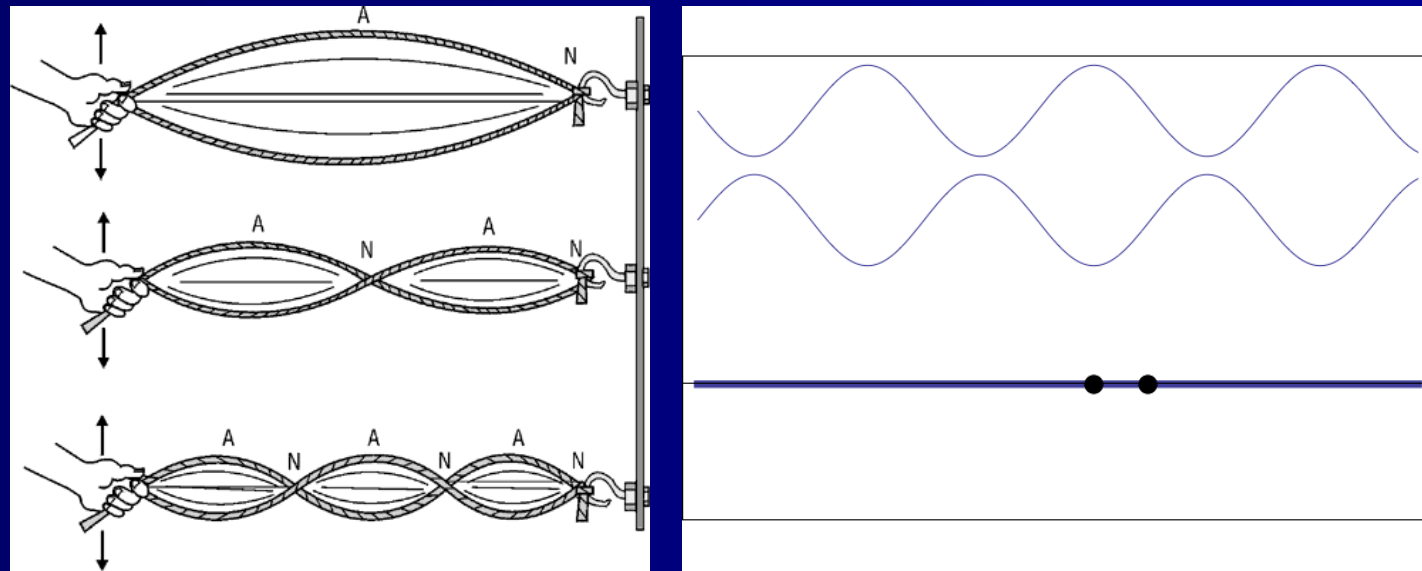
# Wave Behaviors: Beats

- Two similar frequencies will create a beat frequency.
  - Beats:** Pulse of the waves interference. ( $f_B = |f_1 - f_2|$ )



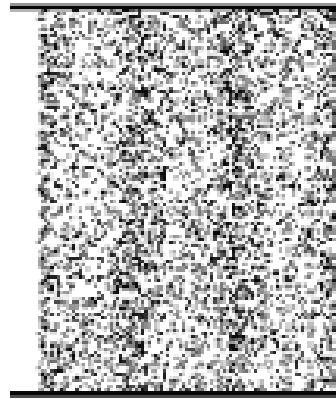
# Wave Behavior: Standing Waves

- Standing wave: Two waves traveling towards each other in phase.
  - Node: Area of no displacement.
  - Antinode: Area of maximum displacement

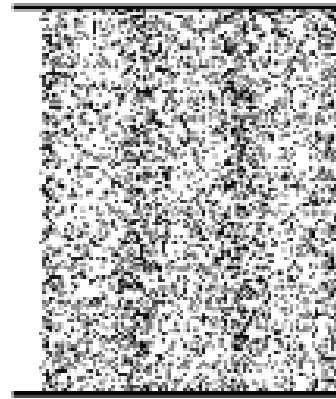


# Wave Behaviors: Longitudinal

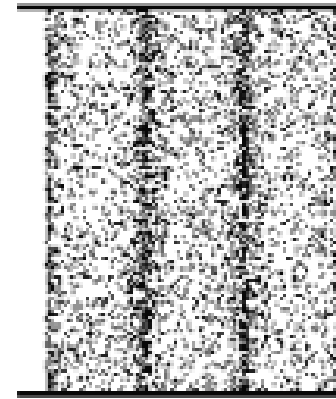
Creating Standing Waves from Travelling Waves



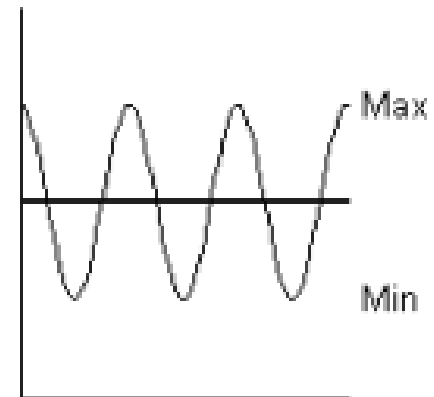
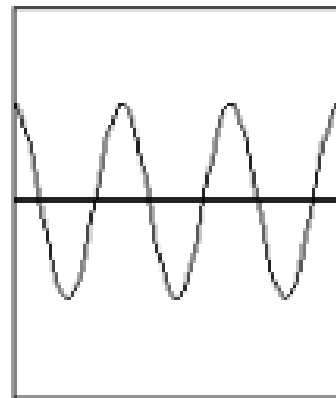
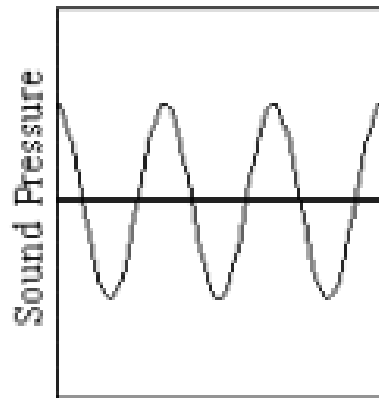
plane wave: →



plane wave: ←

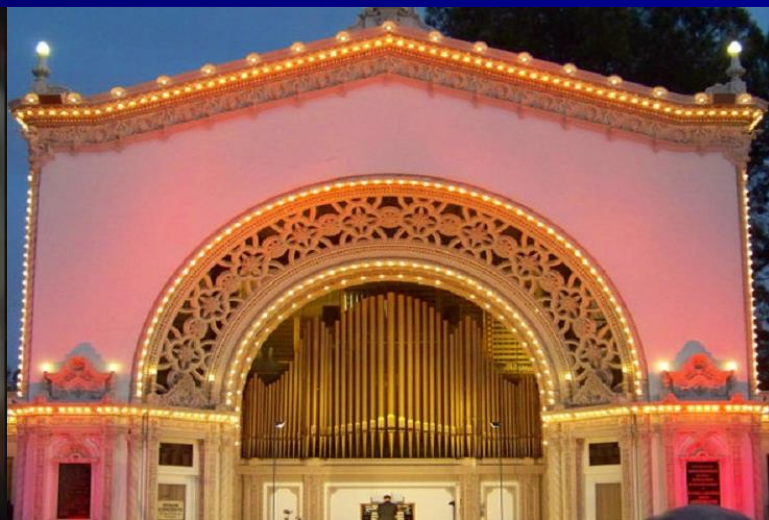


plane waves: superposition



# Longitudinal: Standing Waves Tubes

- In music the woodwind family depends on standing waves setting up in a tube:
  - Both ends open: Flute, Recorder, *Organ*
  - One end open: Clarinet, Saxophone



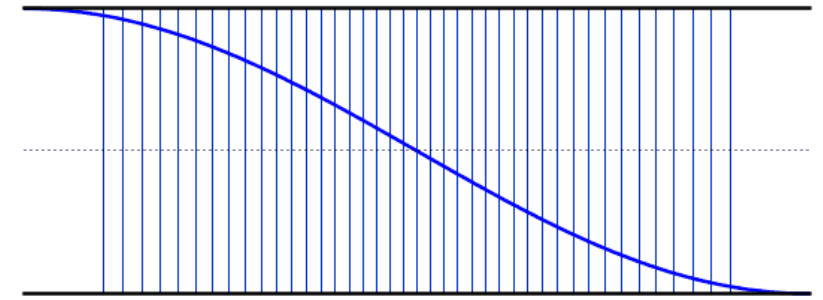
# Open Tubes

- Antinodes are set up at the ends.
- To find the frequency of the sound:

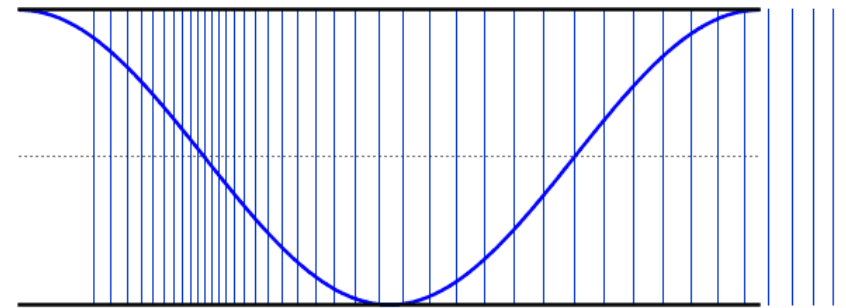
$$f_n = n \frac{v}{2L}$$

L= Length

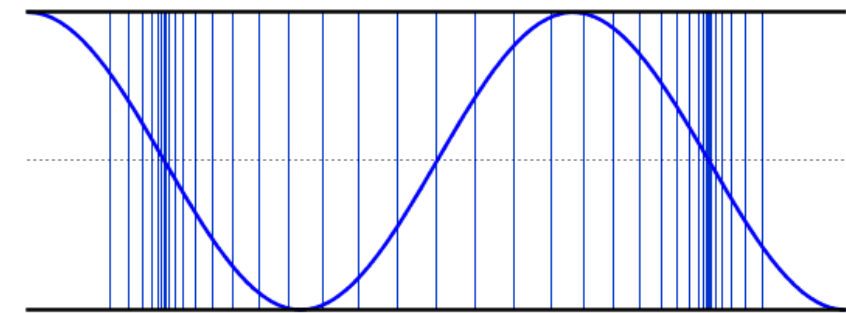
$n^{\text{th}}$  (harmonic) = all positive integers



**n=1**



**n=2**



**n=3**

# Closed Tubes

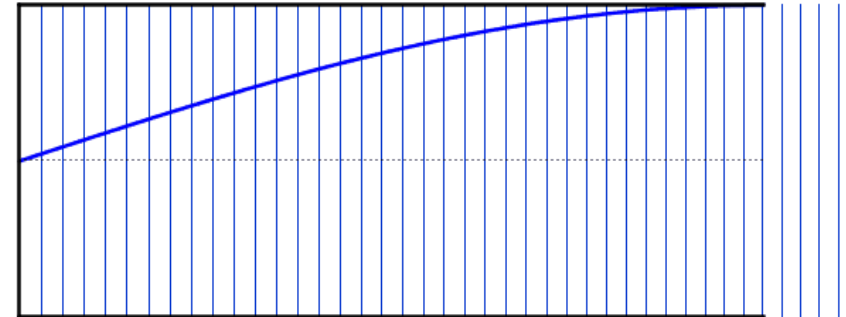
- Antinode is set up at one end.
- To find the frequency of the sound:

$$f_n = n \frac{v}{4L}$$

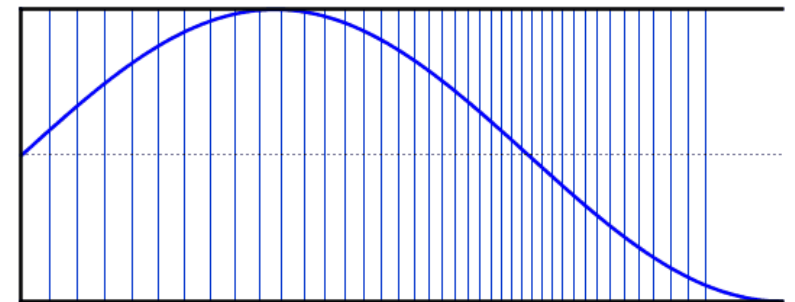
L= Length

$n^{\text{th}}$  (harmonic) = all odd integers.

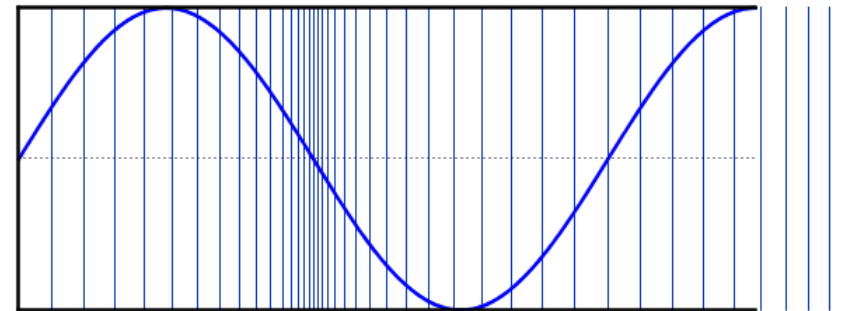
There are no even harmonics.



**n=1**

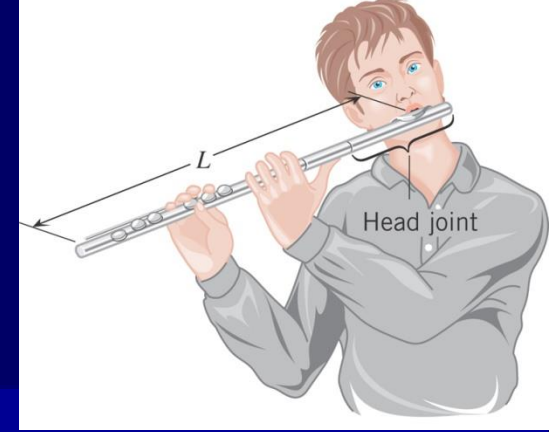


**n=3**



**n=5**

# Example 4



Find the length of the flute above if the fundamental (first) harmonic frequency is 261.6-Hz.

$$f_n = n \frac{v}{2L}$$

$$261.6 - \text{Hz} = 1 \frac{343 - \frac{m}{s}}{2L}$$

$$L = \frac{343 - m}{523.2}$$

$$f_1 = 261.6\text{-Hz}$$

$$n = 1$$

$$v = 343\text{-m/s}$$

$$L =$$

$$L = 6.55 \times 10^{-1} \text{-m}$$