

## Ch. 16 Wave Motion

### Mechanical:

Sound  
Water  
Strings

} Disturbance in a medium

### Electromagnetic

Light      Microwaves  
Radio      x-rays  
Radar       $\gamma$ -rays

} no medium

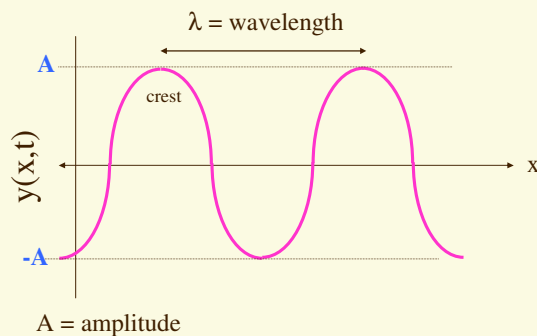
## Waves Waves Waves Waves Waves Waves

### Propagation of a disturbance

(usually through a medium)

- ✓ Speed depends on medium
- ✓ Waves transmit energy
- ✓ Waves can be longitudinal or transverse
- ✓ Transverse waves can be polarized
- ✓ Show Interference

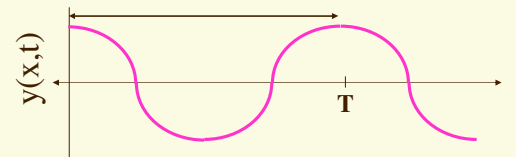
## Wave Basics- space



**This is a snapshot at a particular time  $t$ .**

## Wave Basics- time

### Motion of a point fixed at a particular $x$ .



$T = \text{period} = \text{time to repeat once}$   
 $f = 1/T = \text{frequency} = \text{repeats (cycles) per time}$

## Wave Speed

During one period, a point at  $x$  will move through one cycle (crest to crest). At the same time, the wave will move a distance of one wavelength.

$$\text{Wave Speed: } v = \lambda/T = f\lambda$$

## Speed of Waves on a String

- ✓ Speed increases with tension,  $T$
- ✓ Speed decreases with increased mass density  
 $\mu = \text{mass/length}$

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

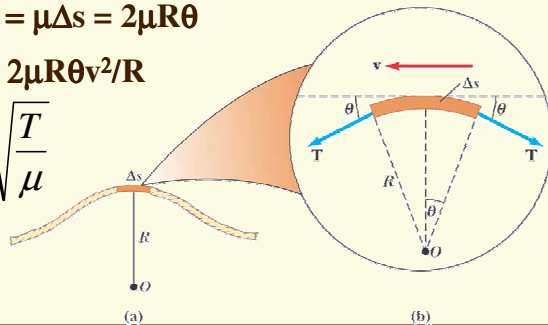
## Derivation

$$\Sigma F_r = 2T \sin \theta \approx 2T\theta = mv^2/R$$

$$m = \mu \Delta s = 2\mu R\theta$$

$$2T\theta = 2\mu R\theta v^2/R$$

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



## Harmonic Waves

### Sinusoidal waves:

Simple to treat

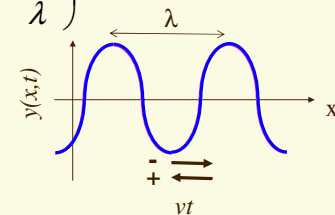
Can be added together to form arbitrary waveforms

$$y(x, t) = A \sin\left(2\pi f t \pm \frac{2\pi x}{\lambda}\right)$$

$A$  = amplitude

$\lambda$  = wavelength

$f$  = frequency

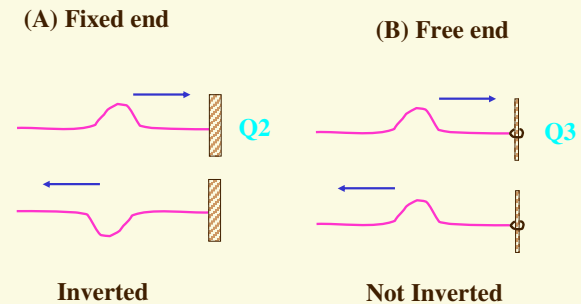


## Reflection and Transmission

What happens when the medium through which a wave is travelling suddenly

1. Ends?
2. Changes properties?

### (1) Medium ends:



### (2) Medium Change:

When a traveling wave reaches a boundary with a new medium, the wave has **reflected** and **transmitted** components.

#### Examples:

String-rope  
Coaxial cable to twisted pair  
Deep to shallow water  
Light traveling from air to glass

## Reflection and transmission

The transmitted wave is always non-inverted.

The reflected wave may or may not be inverted:

$v_i > v_t$  inverted

$v_i < v_t$  non-inverted

$v_i = v_t$  no reflection

## Sound Waves

Longitudinal (in fluids)

Disturbance is:

Density, Pressure

Particle Displacement from  
Equilibrium

Medium is vibrating particles

**Condensation:**

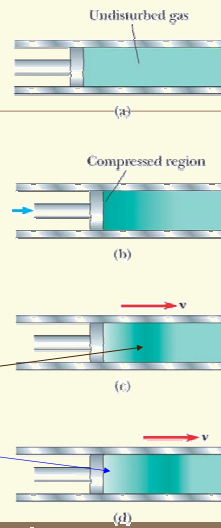
High pressure

High density

**Rarefaction:**

Low pressure

Low density



## Frequency Ranges:

Audible: 20 Hz to 20 kHz

Infrasonic: < 20 Hz

Ultrasonic: > 20 kHz

Frequency of sound waves are interpreted  
by our brains as PITCH.