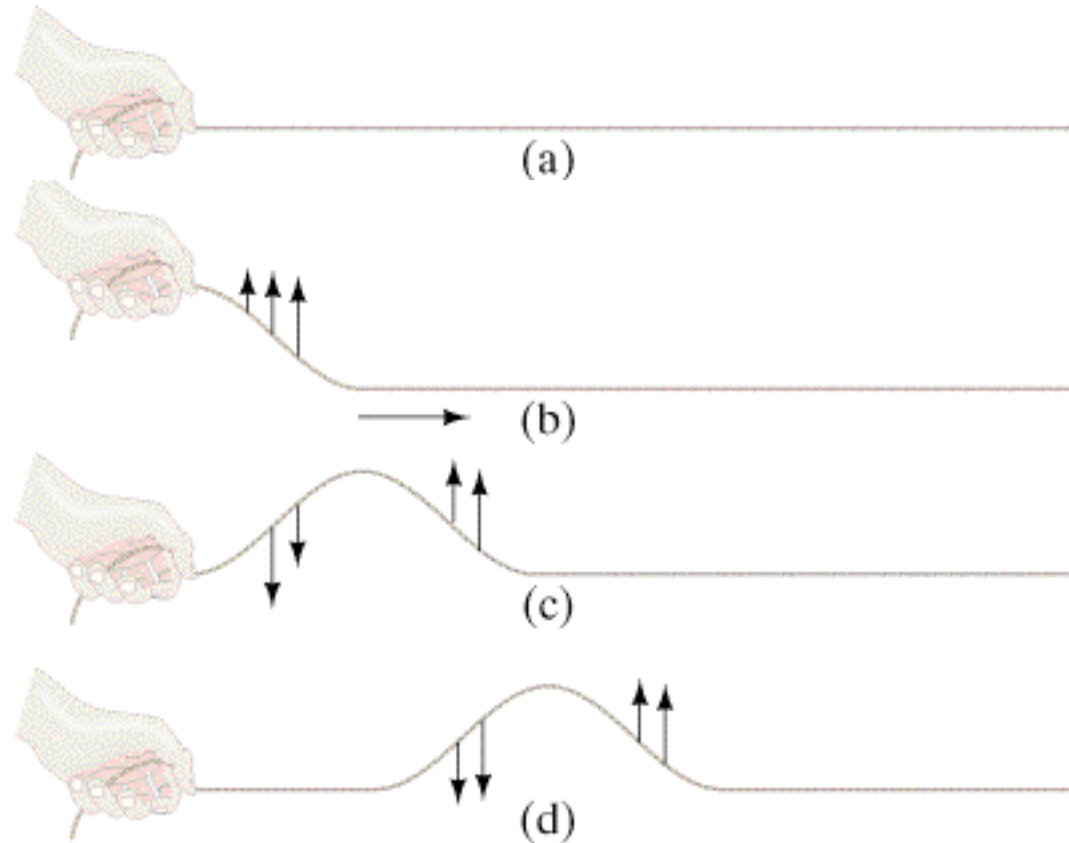


Ch15. Mechanical Waves

15-1. Introduction

Wave pulse



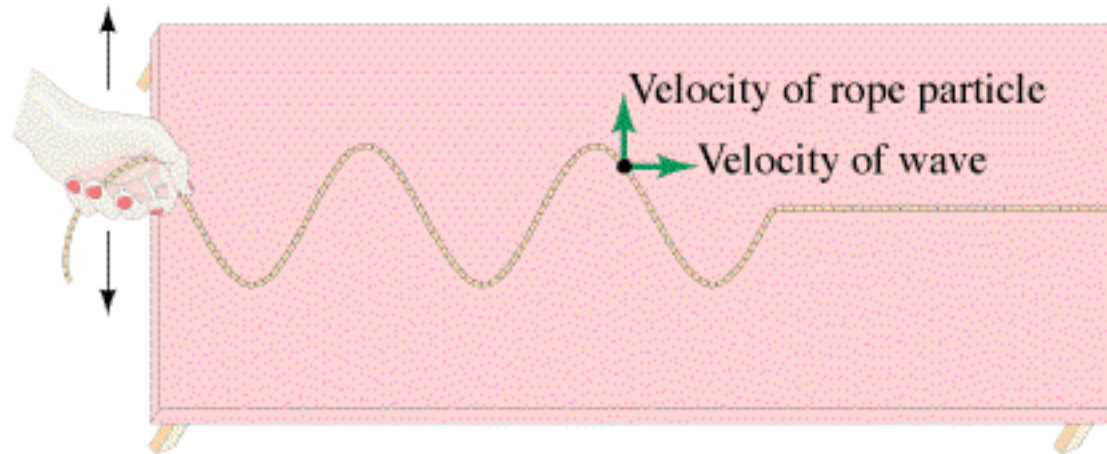
Source: disturbance + cohesive force between adjacent pieces

A wave is a disturbance that propagates through space

Mechanical wave: needs a medium to propagate

Distinctions

Wave velocity vs. particle velocity



Wave can travel & Medium has only limited motion

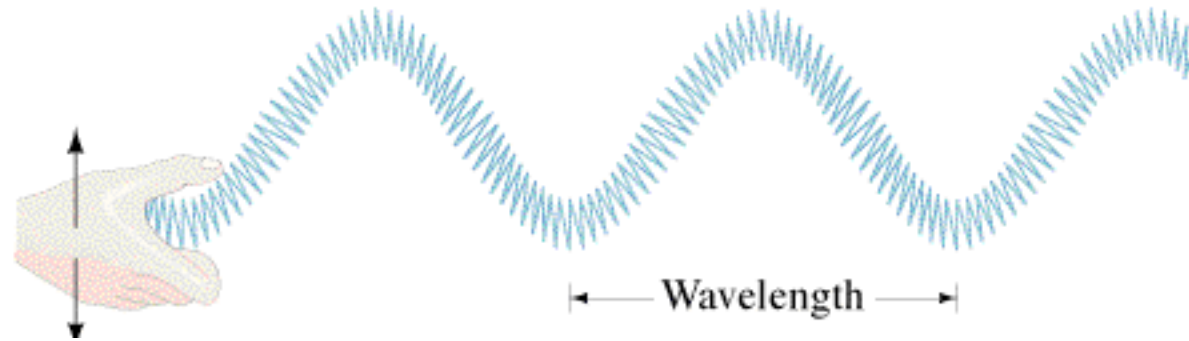
Waves are moving oscillations not carrying matter along

What do they carry/transport?

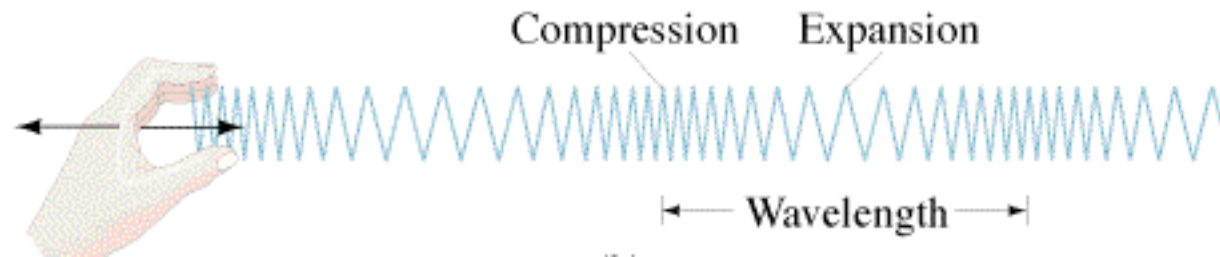
Disturbance & Energy

Types of Waves

Transverse wave

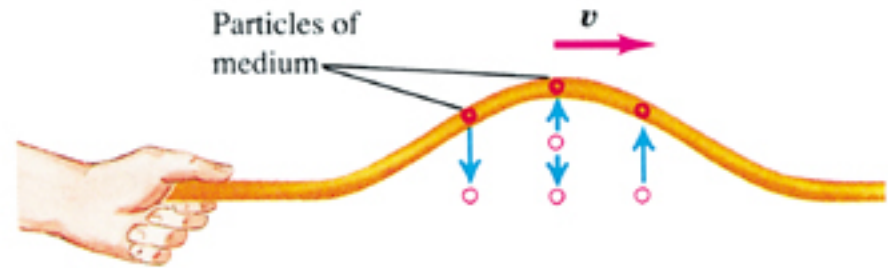


Longitudinal wave

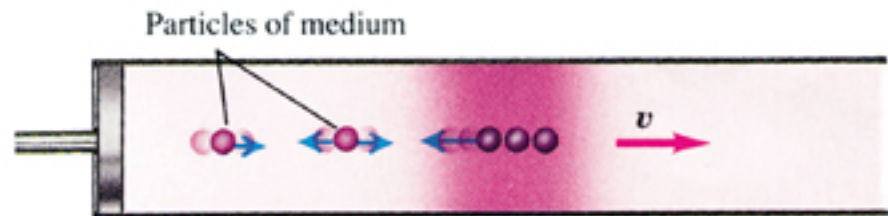
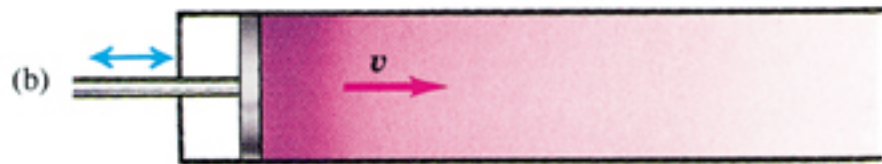


More Examples

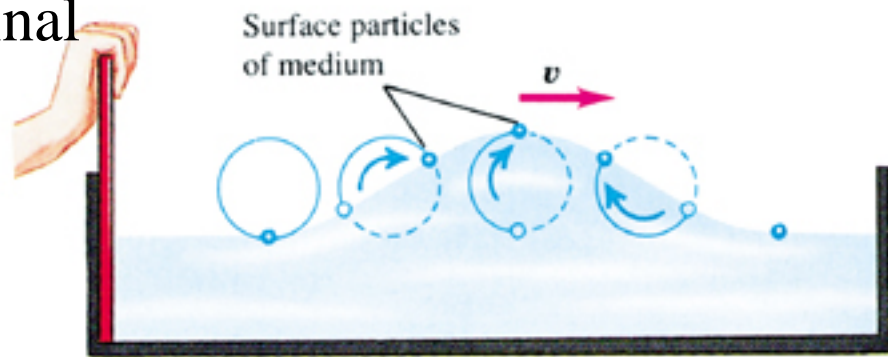
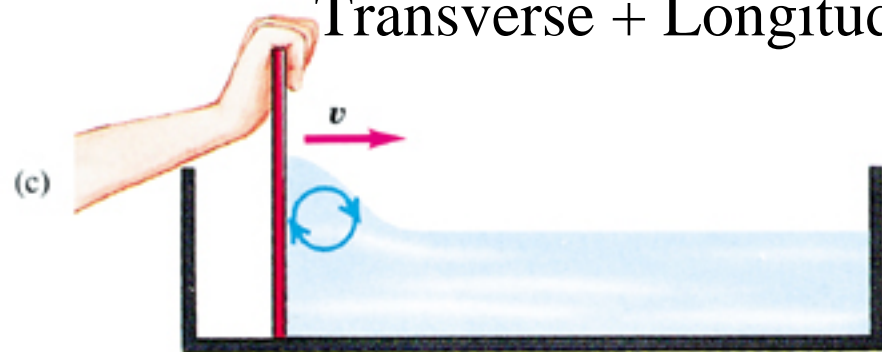
Transverse



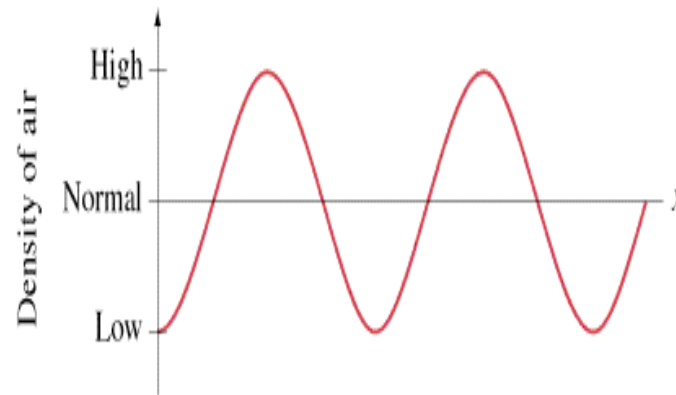
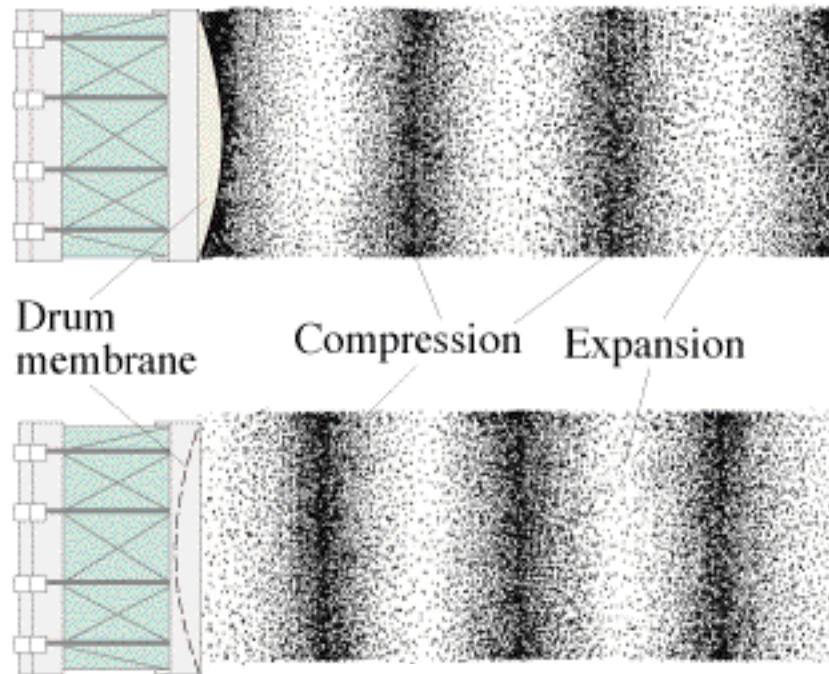
Longitudinal



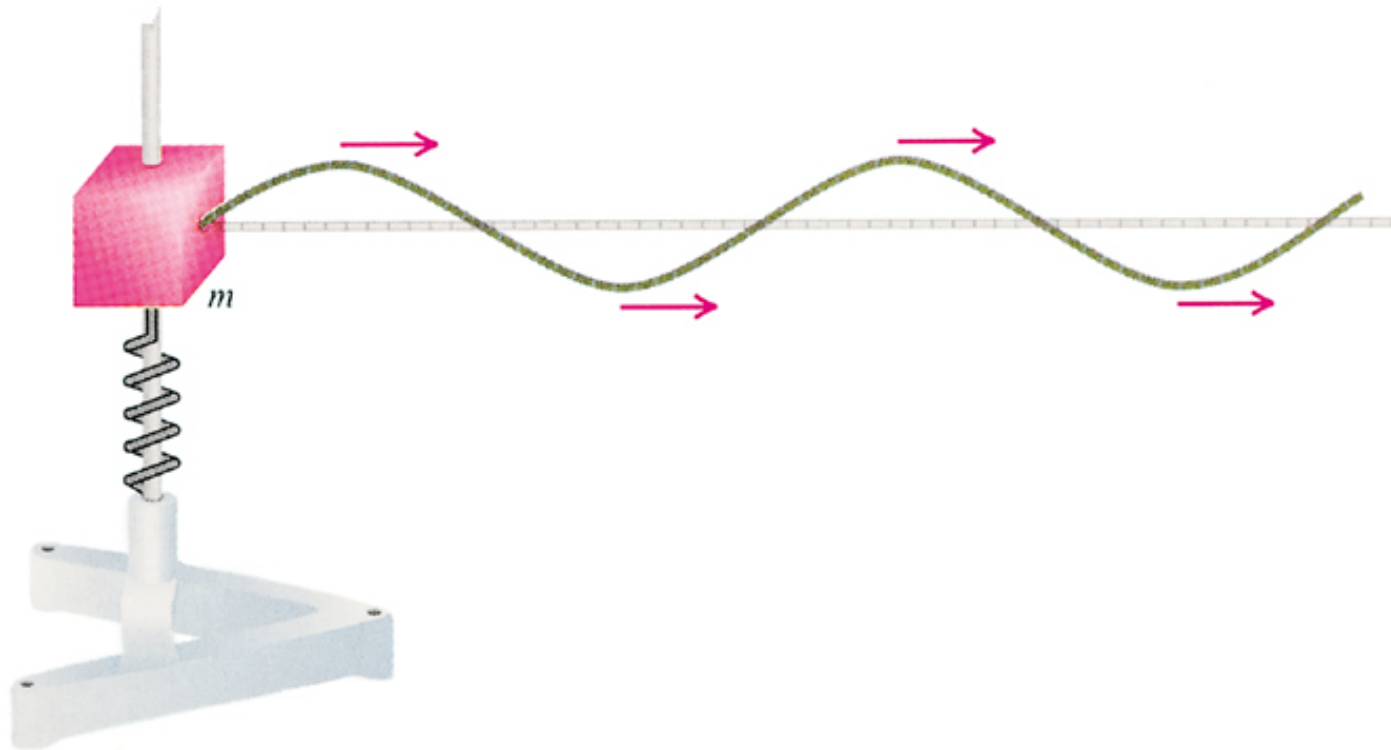
Transverse + Longitudinal



Sound Wave: Longitudinal



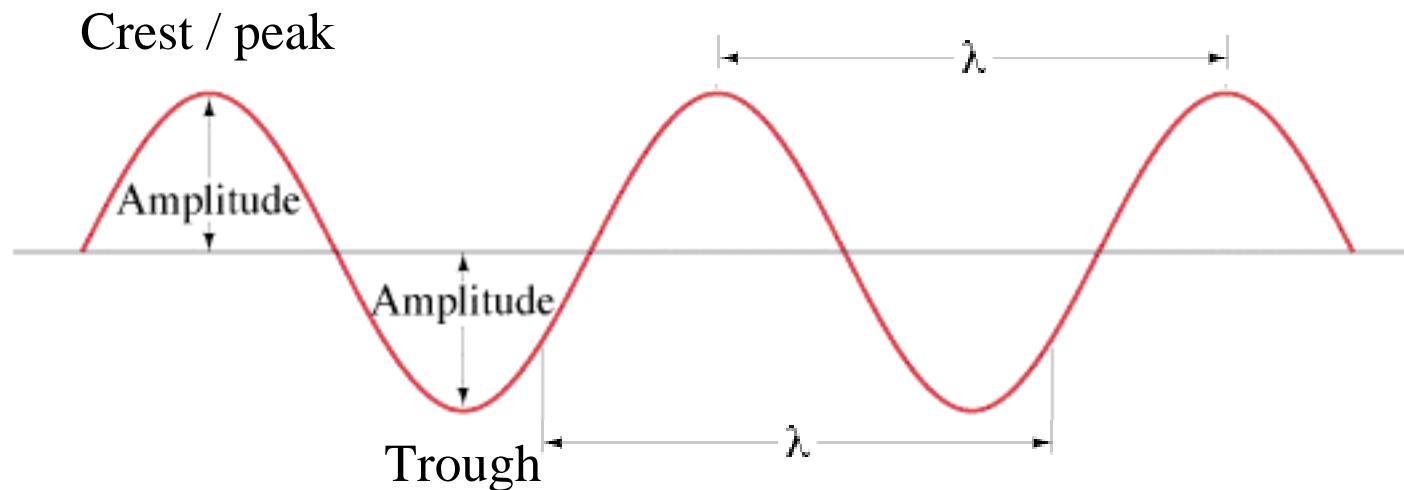
15-2. Periodic Waves



Continuous / Periodic Wave

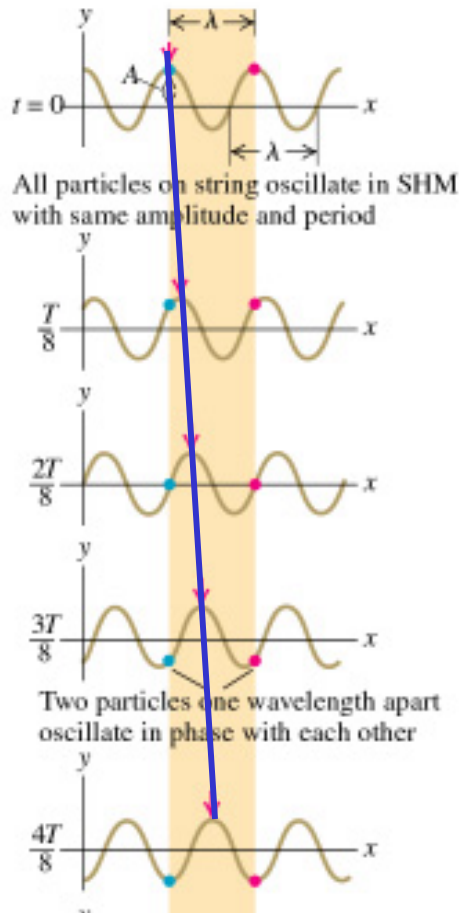
Caused by continuous/periodic disturbance: oscillations

Characteristics of a single-frequency continuous wave

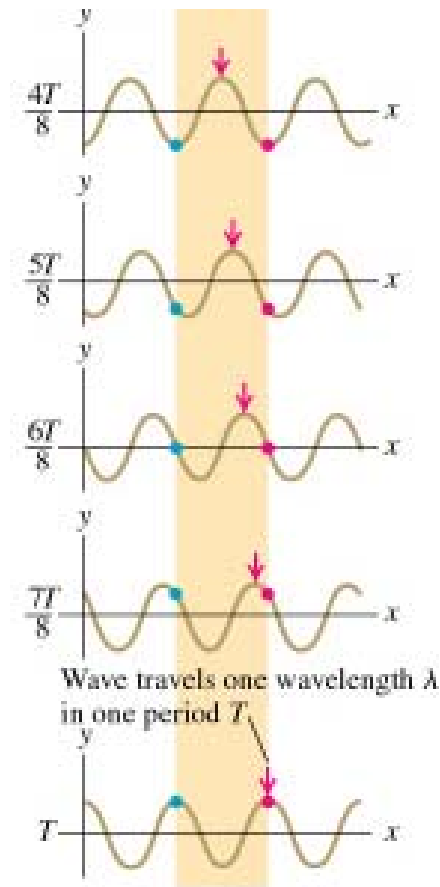


- Wavelength: distance between two successive crests
or **any** two successive identical points on the wave
- Frequency f : # of complete cycles that pass a given point per unit time
- Period T : $1/f$

Wave Velocity



$$v = \lambda T = \lambda f$$



Different from particle velocity

Depends on the medium in which the wave travels

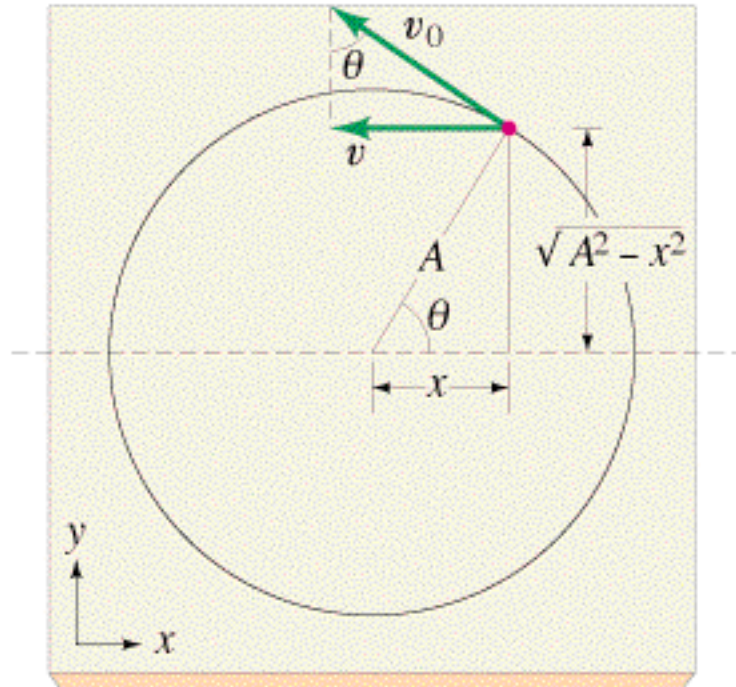
15-3. Mathematical Description

Approach:

extrapolate motion of a single point to all points

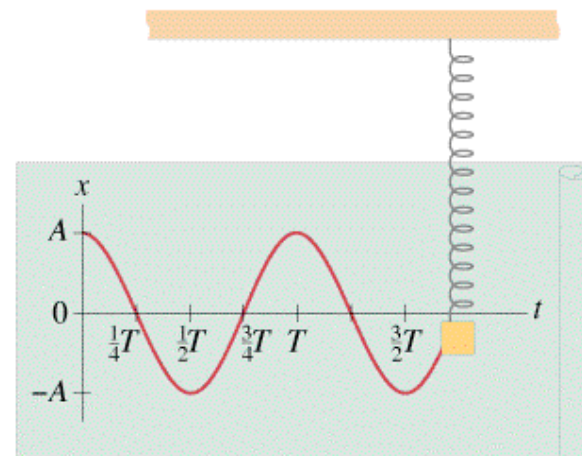
from displacement, derive velocity, acceleration, energy...

Recall SHM: Position of Oscillator



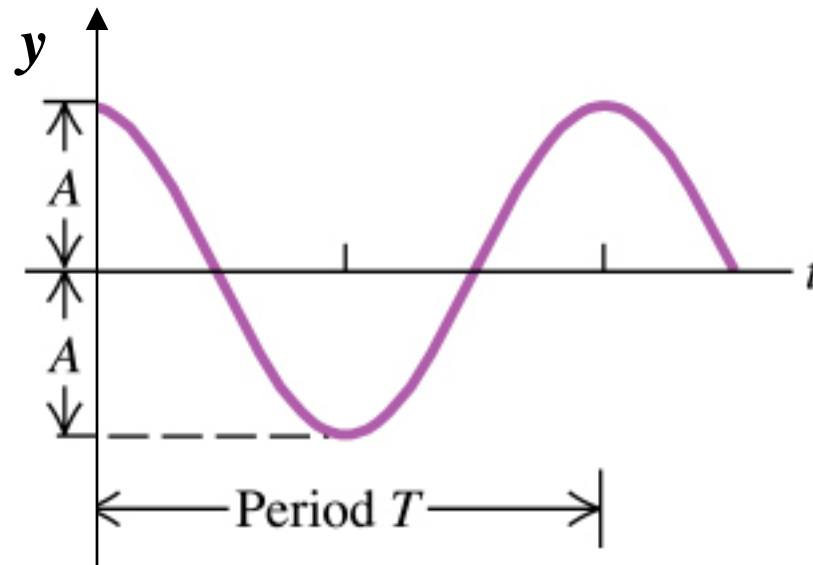
$$\begin{aligned}x &= A \cos \theta \\ &= A \cos \omega t \\ &= \underline{A \cos(2\pi t / T)}\end{aligned}$$

$$\begin{aligned}\cos \theta &= x/A & \theta &= \omega t \\ \omega &= \text{angular frequency} \\ &= \text{(radians / s)} \\ &= 2\pi/T \\ &= 2\pi f\end{aligned}$$



Motion of One Point Over Time

Rewriting y as the particle displacement:



$$\begin{aligned}y &= A \cos \omega t \\ &= A \cos(2\pi t / T)\end{aligned}$$

Motion of Any Point at Any Time: Wave Function

For wave moving in +x direction

$$y(x, t) = A \cos \omega \left(t - \frac{x}{v} \right) \quad \text{--- Motion at } x \text{ trails } x=0 \text{ by a time of } x/v$$

$$y(x, t) = A \cos 2\pi f \left(t - \frac{x}{v} \right) = A \cos 2\pi \left(\frac{t}{T} - \frac{x}{\lambda} \right) = A \cos 2\pi \left(\frac{x}{\lambda} - \frac{t}{T} \right)$$

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

$$\omega = vk$$

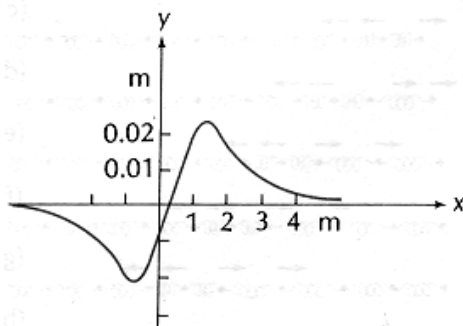
$$y(x, t) = A \cos(kx - \omega t)$$

For wave moving in -x direction

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

Phase: $kx \pm \omega t$

Example



EXAMPLE 1. Suppose that at an initial time $t = 0$, the shape of a wave pulse on a string is represented by the wavefunction

$$y = f(x) = \frac{0.03x}{1 + x^4} \quad \text{at initial time } t = 0$$

where y and x are in meters. Suppose that this wave pulse has a velocity $v = 2$ m/s toward the positive x direction. What function represents the wave pulse at time t ? Plot this function when $t = 1$ s.