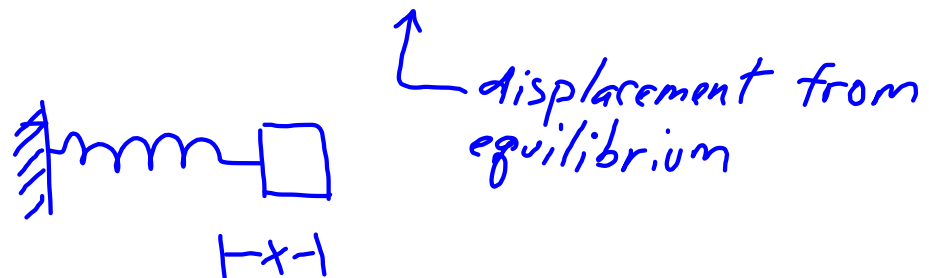


Simple Harmonic Motion

Due to a force of the following type

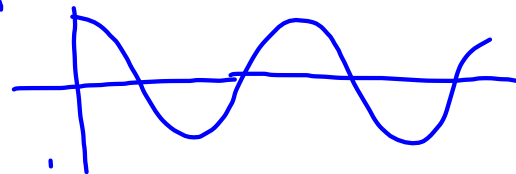
$$F = -kx$$



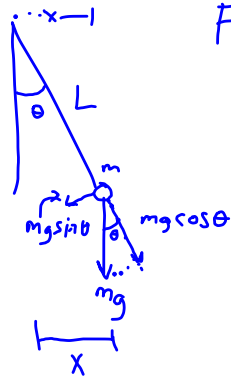
$F = -kx^2$ will NOT give simple harmonic motion

Simple harmonic motion is sinusoidal,

$$x = A \cos(\omega t) \quad \omega = 2\pi f$$



Pendulum



$$\begin{aligned} F &= -mg \sin \theta \\ &= -mg \theta \quad \theta \ll 1 \\ &= -mg \frac{x}{L} \\ &= -\frac{mg}{L} x \\ &= -kx \end{aligned}$$

Harmonic Oscillator - a system that undergoes simple harmonic motion.

$$\omega_{\text{pendulum}} = \sqrt{\frac{g}{L}} \quad \omega = 2\pi f$$

$$\omega_{\text{spring}} = \sqrt{\frac{k}{m}}$$

period = T

$$T_{\text{pendulum}} = \frac{1}{f} = \frac{2\pi}{\omega} = 2\pi \sqrt{\frac{L}{g}}$$

$$T_{\text{spring}} = \frac{1}{f} = \frac{2\pi}{\omega} = 2\pi \sqrt{\frac{m}{k}}$$

Simple Harmonic motion is the projection ("shadow") of circular motion with frequency ω with angular velocity ω .

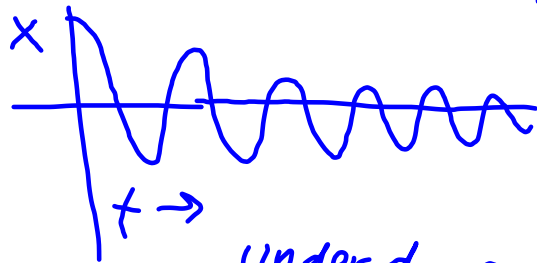
ω is called the circular frequency.

Damping

Friction

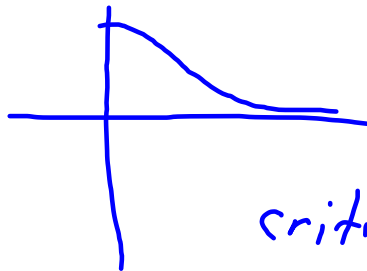
$$v = \frac{dx}{dt} = \frac{\Delta x}{\Delta t}$$

$$F = -kx - \alpha v$$



damping force
 $\alpha =$ damping coeff

under damped



critically damped

= reaches ^{static} equilibrium in least amount of time



over damped

Resonance

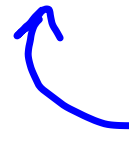
The efficient absorption of energy by a oscillator from an oscillating force whose frequency is the same as that of the oscillator.

Energy of Harmonic Oscillator

$$E = \frac{1}{2} k x^2 + \frac{1}{2} m v^2$$



Potential energy



Kinetic energy

- When oscillator is a max amplitude of oscillation, energy is 100% potential.
- When displacement is zero, energy is 100% kinetic

Mechanical / Waves

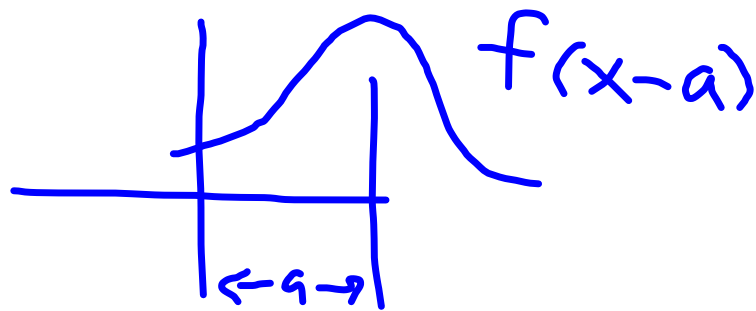
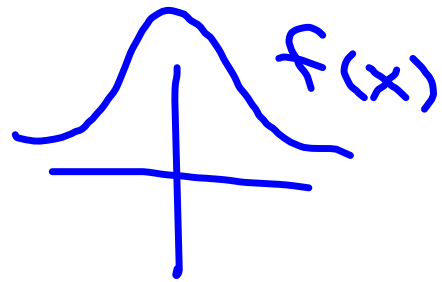
- A wave that propagates by displacing a medium.
- example: ripples in a pond
(medium is water)
- example: sound moves by displacing air

Two types of mechanical waves

- 1) Transverse - medium displaced in direction perpendicular to that of wave propagation. (e.g. ripples in pond)
- 2) Longitudinal - medium displaced in direction parallel to that of wave propagation. (e.g. "slinky wave" or sound)

Math Description of a wave

$$y(x,t) = f(x - vt)$$



$$a = vt$$

$f(x - vt)$ moves rightward
with speed v .

Principle of Superposition

- Only allowed waves are solutions to the wave equation (application of Newton's 2nd law to the medium)

$$y(x, t) = f(x - vt)$$

- If $y_1(x, t)$ is a solution AND $y_2(x, t)$ is a solution THEN

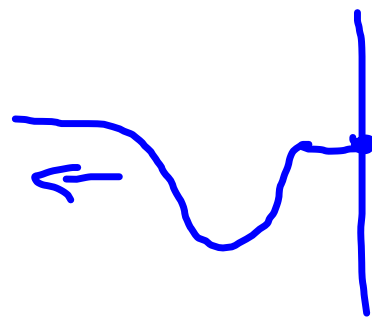
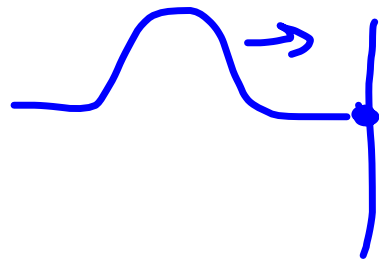
$$y(x, t) = y_1(x, t) + y_2(x, t)$$

is also a solution.

i.e. WAVES ADD

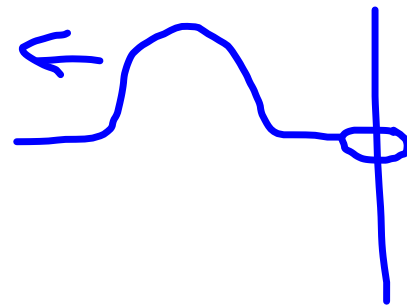
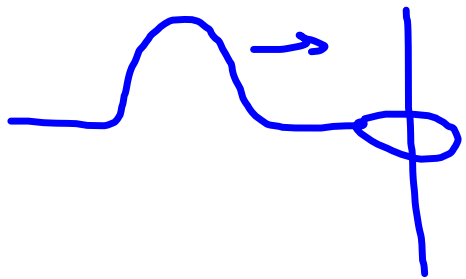
Reflections of a pulse

1) String has fixed end



Reflected pulse is inverted

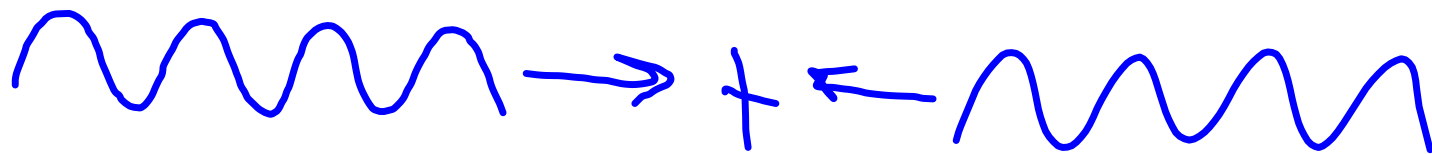
2) String has a free end



Reflected pulse is not inverted

Standing waves

The sum of identical periodic waves that travel in opposite directions.



$$y(x,t) = A \sin k(x-vt) + A \sin k(x+vt)$$

$$= A \sin kx \cos \omega t - A \cos kx \sin \omega t + A \sin kx \cos \omega t + A \cos kx \sin \omega t$$

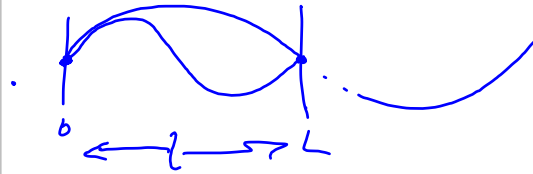
$$\Rightarrow (2A \cos \omega t) \sin kx \leftarrow$$

No vt

Needed $\sin(a+b) = \sin a \cos b$

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

$$kv = \frac{2\pi}{\lambda} \lambda f = 2\pi f = \omega$$



$$\sin kL = 0$$

$$(2A \cos \omega t) \sin kL = 0 \Rightarrow kL = n\pi$$

$$\frac{2L}{\lambda} = n$$

$$\frac{2\pi}{\lambda} L = n\pi$$

$$\lambda_n = \frac{2L}{n}$$

$$\frac{\lambda_1}{2} = L$$

$$\lambda_2 = L$$

Fundamental frequency

lowest allowed freq.

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

$$\lambda f = v$$

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

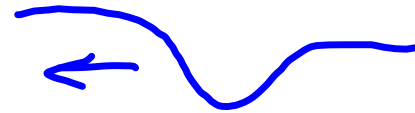
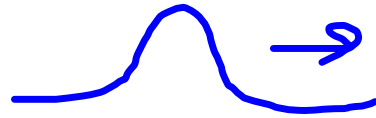
f_1 = fundamental

$f_{n>1}$ = harmonic

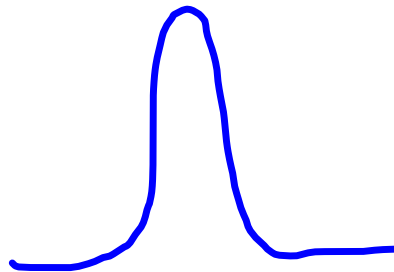
For wind instrument
(with ^{one} open end)

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

Interference

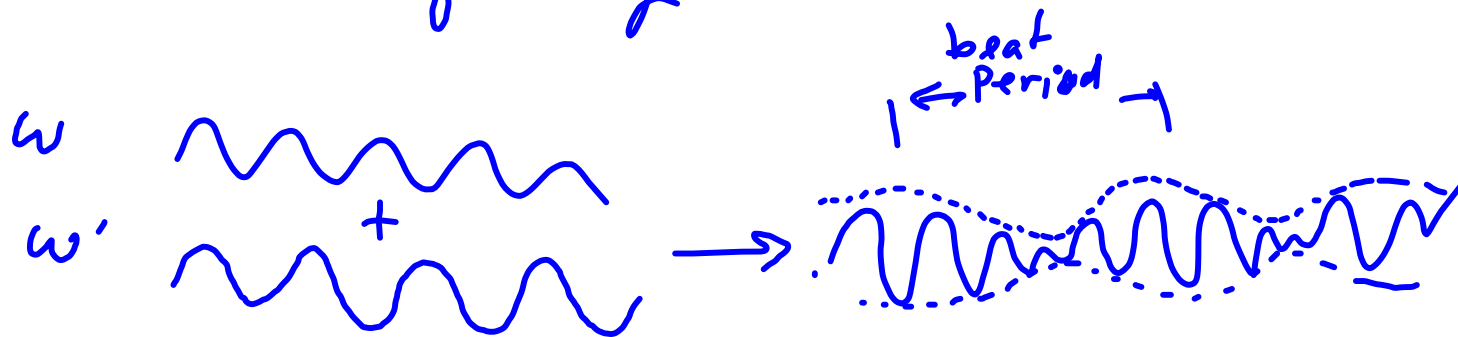


destructive
interference



constructive interference

Beats – Amplitude variation of
the sum of two periodic
waves of slightly different
frequency



frequency of beat

= freq of wave 1 - frequency of wave 2

$$f_{\text{beat}} = f_1 - f_2$$

Doppler Effect

- Change in perceived frequency of a sound due to the motion of the emitter or listener

$$f_L = \frac{v + v_L}{v + v_S} f_S$$

v = velocity of sound

v_L = velocity of listener

v_S = velocity of source

f_S = frequency of source

f_L = frequency heard by listener

$$v_S < 0$$

\Rightarrow source moves toward listener

$$v_L > 0$$

listener moving toward source

Speed of sound

in air = 330 m/s = 760 mph

in human body = 1540 m/s

$$v = \sqrt{\frac{S}{\rho}}$$

S = measure of "stiffness"
(young modulus,
Bulk modulus
tension in string)

ρ = density

Doppler Effect for light

$$f_L = \sqrt{\frac{c-v}{c+v}} f_s$$

$v < 0$ if observer
moves toward
source