

## Mechanical wave

### Non-Mechanical wave

waves associated with constituents of matter i.e. electrons, protons, neutrons, atoms and molecules are called matter waves

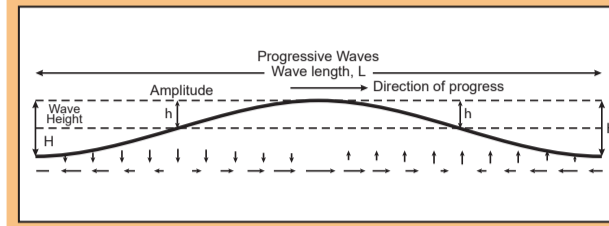
→ wave which require a material medium for propagation and to transfer energy continually are said to be mechanical wave.  
→ Example:- (1) water waves, (2) sound waves

### Matter wave

waves which do not require any material medium for propagation and to transfer of energy. Example:- Electromagnetic waves (X-rays, radio waves)

# SUPERPOSITION OF WAVES

## DISPLACEMENT RELATION IN A PROGRESSIVE WAVE



Progressive wave travels continuously in a medium without changing its amplitude.

### AMPLITUDE

Amplitude is maximum displacement of constituent particles from their equilibrium position.

### Time Period

Time to complete one revolution of oscillation.  
- S.I. unit is Sec (s)

### wavelength

Minimum distance between two points having same phase.  
- S.I. unit = Meter (m)

### Frequency

Frequency is number of oscillations per second.  
 $f = \frac{n}{T} = \frac{\omega}{2\pi}$   
N = No. of oscillations  
ω = Angular frequency.  
- Unit = Hertz (Hz)

### Angular Frequency

Angular frequency is angular displacement of any element per unit time.  
 $\omega = \frac{2\pi}{T} = 2\pi f$   
Unit = rad/sec.

### wavenumber

wavenumber is defined as  $2\pi$  times the number of waves per unit length.  
 $K = \frac{2\pi}{\lambda}$   
- S.I. unit = rad/m

## SPEED OF LONGITUDINAL WAVE (SOUND WAVE)

Speed of sound wave  $v = C \sqrt{\frac{B}{\rho}}$   
B = Bulk modulus,  
ρ = density, for solids,  
Y = Young modulus.

## LAPLACE CORRECTION

Propagation of sound is not an isothermal process.  
- It is an adiabatic process

$$v = \sqrt{\frac{Y.P}{\rho}}$$

$$y = \frac{C_p}{C_v}$$

## NEWTON'S FORMULA

Propagation of sound wave is an isothermal process.  
 $\Delta T = 0$ .  
 $v = \sqrt{\frac{P}{\rho}} \approx 228 \text{ m/s}$   
P = Pressure, ρ = density

## SPEED OF TRANSVERSE WAVE

Speed of sound wave in tight string  
 $v = \sqrt{\frac{T}{\mu}}$   
T = Tension in the string  
μ = linear mass density.

## RESONANCE

Phenomenon of increased amplitude when the frequency of periodically applied force is equal to the natural frequency of system on which it acts.

## NATURAL FREQUENCY

Frequency at which system tends to oscillate in the absence of any damping force.

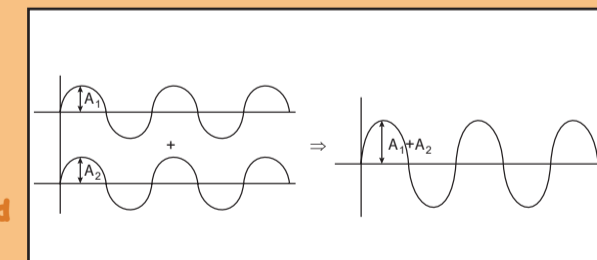
## PRINCIPLE OF SUPERPOSITION OF WAVES

Phenomenon of mixing of two or more waves to produce a new wave.

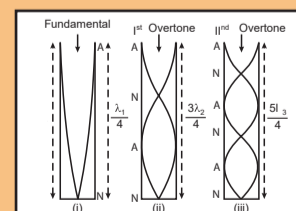
$$y(x,t) = 2a \cos \frac{\phi}{2} \sin(kx - \omega t + \frac{\phi}{2})$$

$$A_{net} = 2a \cos \frac{\phi}{2}$$

If  $\phi = 0$ ,  $A_{net} = 2a$  (amplified wave)  
If  $\phi = \pi$ ,  $A_{net} = 0$  (standing wave)

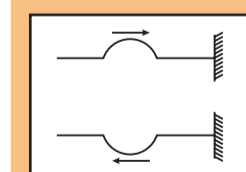


## Vibration of air column in closed organ pipe



For nth harmonic, frequency of vibration  
 $f_n = \frac{v}{\lambda} = \frac{(2n+1)v}{4L}$   
(N = 0, 1, 2, ...)  
L = Length of the tube

## REFLECTION OF WAVES (Reflection from rigid boundary)

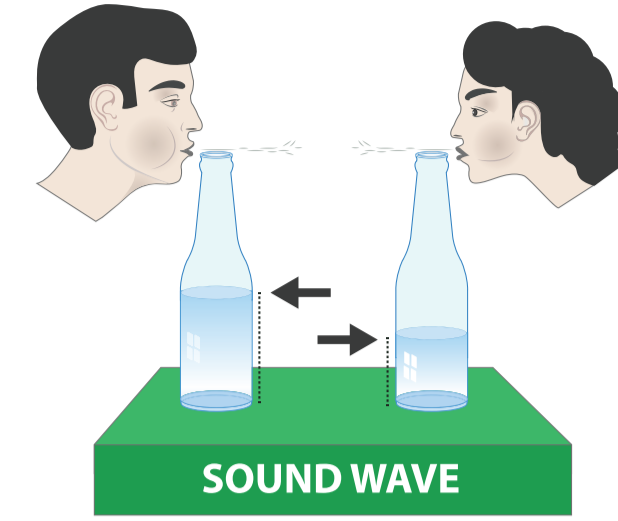


-  $y_{incident} = a \sin(\omega t - kx)$  (in +ve x-direction)  
-  $y_{reflected} = -a \sin(\omega t + kx)$  (in -ve x-direction)

## REFLECTION FROM FREE END

-  $y_{incident} = a \sin(\omega t - kx)$   
-  $y_{reflected} = a \sin(\omega t + kx)$

## Doppler effect in sound wave



Doppler effect refers to the change in wave frequency due to relative motion between a wave source and its observer.

$$f_o = \left( \frac{v \pm v_o}{v \pm v_s} \right) f_s$$

$f_s$  = frequency emitted by source  
 $f_o$  = frequency heard by observer  
v = Speed of sound  
 $v_o$  = Speed of observer  
 $v_s$  = Speed of source

-  $v_o$  observe = 0 m/s and source moving towards observer with speed  $v_s$ .

$$f_o = \left( \frac{v}{v - v_s} \right) f_s$$

$v_o$  observe = 0 m/s and source moving away from observer with  $v_s$ .

$$f_o = \left( \frac{v}{v + v_s} \right) f_s$$

$v_o$  observe = 0 m/s and observer is moving towards source with speed  $v_o$ .

$$f_o = \left( \frac{v + v_o}{v} \right) f_s$$

$v_o$  observe = 0 m/s and observer is moving away from source with speed  $v_o$ .

$$f_o = \left( \frac{v - v_o}{v} \right) f_s$$

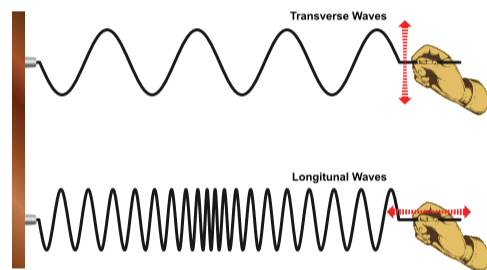
Source and observer both moving towards each other with speed  $v_s$  &  $v_o$  respectively.

$$f_o = \left( \frac{v + v_o}{v - v_s} \right) f_s$$

Source and observer both moving away from each other with speed  $v_s$  &  $v_o$  respectively.

$$f_o = \left( \frac{v - v_o}{v + v_s} \right) f_s$$

Vibration of Particles



## Longitudinal waves

waves in which the direction of disturbance of wave particle is along the direction of propagation of wave.

## Transverse waves

In which the direction of disturbance is perpendicular to the direction of propagation of wave.

## Stationary wave

which seems to be at rest due to superposition of two waves having same amplitude, wavelength travelling in straight line in opposite direction.

## Progressive wave

which travels continuously in a medium in same direction without changing its amplitude. Example: (1) longitudinal wave, (2) transverse waves

## Relation between Particle velocity and wave velocity

$$v_p = a\omega \cos(\omega t - kx + \phi)$$

$$v_w = \frac{\omega}{k}$$

$$v_w = -\tan \theta \cdot v_p$$