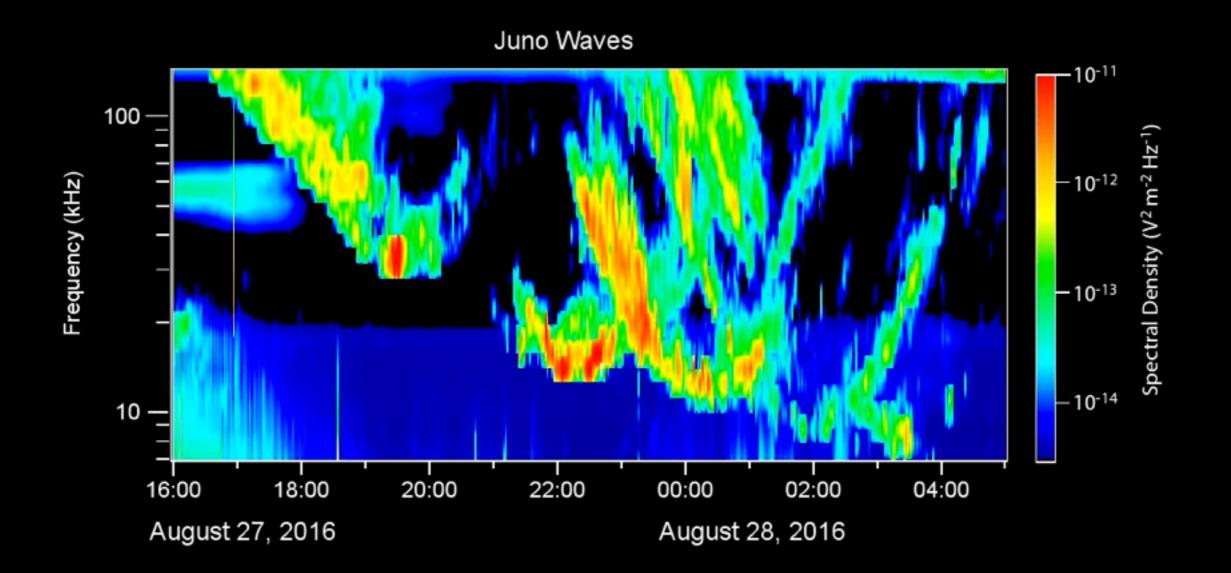


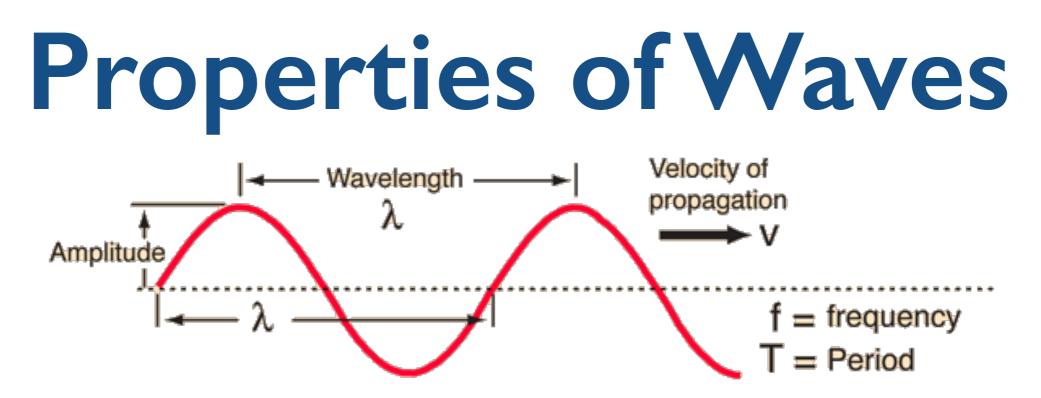
### PHY 103: Standing Waves and Harmonics

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## Sounds of the Universe...



NASA/JPL, September 2016



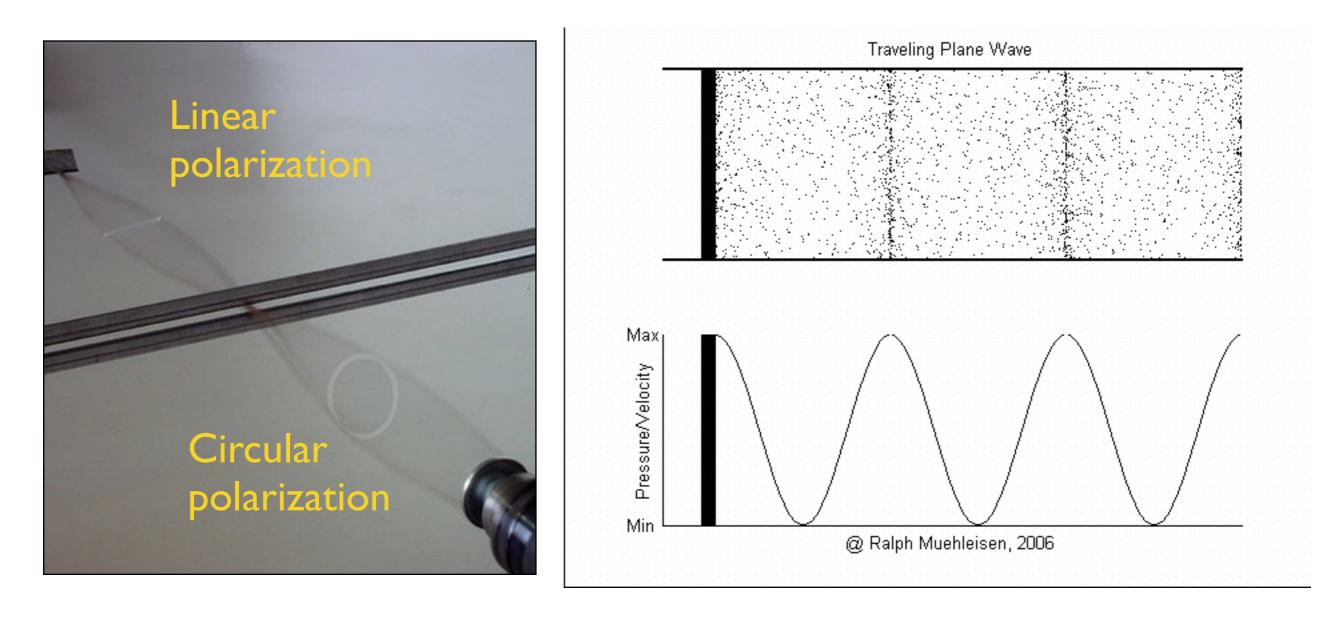
- Wavelength: λ, length to repeat peak-peak (trough-trough)
- Period: T, time to repeat one cycle of the wave (seconds)
- Phase: position within the wave cycle (a.k.a. phase shift or offset)
- Frequency:  $f = 1/\tau$ , units of 1/sec (Hertz). Also:  $\omega = 2\pi f = 2\pi/\tau$
- Wavenumber:  $k = 2\pi/\lambda$ , in units of I/meter ("spatial frequency")
- Velocity:  $v = \lambda f$ , in units of length/time
- Amplitude: A. Energy:  $E \sim (Amplitude)^2$

### Behavior of Waves

- Behavior typical of waves:
  - Reflection: a wave strikes a surface and bounces off
  - Refraction: when a wave changes direction after passing between two media of different densities
  - Diffraction: the bending and spreading of waves around an obstacle, often creating an *interference* pattern
  - Polarization: the orientation of the oscillation of transverse waves
- Polarization is not important in acoustics. Why is that?

### Transverse & Longitudinal Waves

Sound waves are longitudinal pressure waves; oscillation occurs *along* the direction of propagation



## Waves on a String

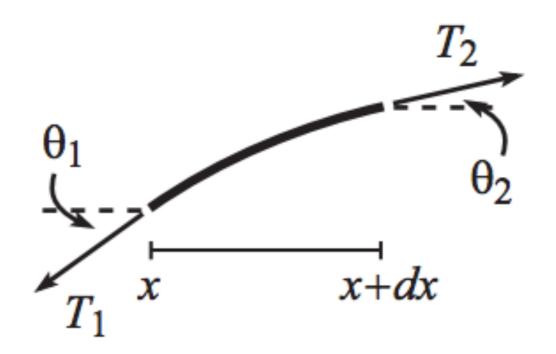
- Suppose we have a rope of length L, and L is so long that, for now, we don't worry about the ends flopping around
- We shake and vibrate the rope, sending pulses traveling down its length



What are the properties of the wave on this rope? It's speed, its wavelength, etc.?

# Waves on a String

Imagine a little piece of the string with length dx. It's under tension, i.e., it feels pulling forces T<sub>1</sub> and T<sub>2</sub> at each end that try to move the piece up or down



$$\sum F_y = ma_y = T_{2y} - T_{1y}$$

$$= T_2 \sin \theta_2 - T_1 \sin \theta_1$$
Newton's 2nd Law: force on piece of rope with mass m

## Assumptions Made

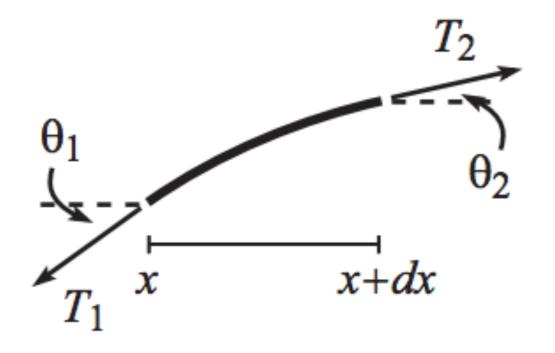
- Angle  $\theta_1 \sim \theta_2$ , which means the tension T on each side of the piece is approximately the same
- The mass of the piece m is really small, so the effect of gravity (F = mg) is negligible compared to T

### Also note:

- The total mass of the rope is M and its length is L
- The mass density of the rope is ρ=M/L, in units of mass per unit length (e.g., g/cm)
- So the mass of the piece is  $m = \rho dx$

### Waves on a String

We also need to sum forces in the x direction:



$$\sum F_x = ma_x = T_{2x} - T_{1x}$$
$$= T_2 \cos \theta_1 - T_1 \cos \theta_2$$
$$\approx T - T$$
$$= 0$$

Forces along x direction sum to zero; the piece of rope doesn't move side-to-side

## The Wave Equation

With a few more substitutions (see overflow slides) Newton's second law reduces to the expression

$$\frac{d^2 y}{dt^2} = \frac{T}{\rho} \cdot \frac{d^2 y}{dx^2} = v^2 \frac{d^2 y}{dt^2}, \quad \text{where } v = \sqrt{\frac{T}{\rho}}$$

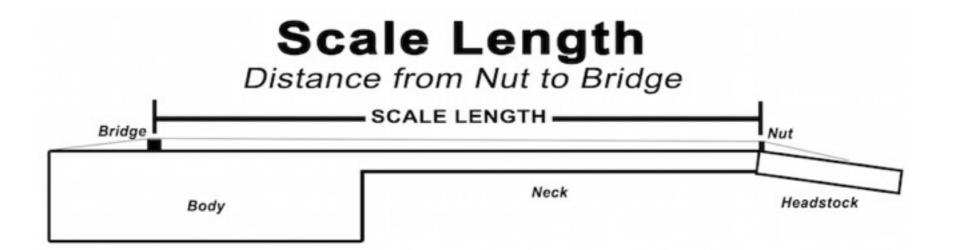
This is the wave equation that describes the motion of the piece of rope vs. time t and position x. It has two solutions:

$$y(x,t) = A\sin(kx \pm \omega t)$$
  
=  $A\sin\frac{2\pi}{\lambda}(x \pm vt)$ , where  $v = \lambda f = \sqrt{\frac{T}{\rho}}$ 

Traveling waves, depend on physical properties of the rope

# **A Vibrating String**

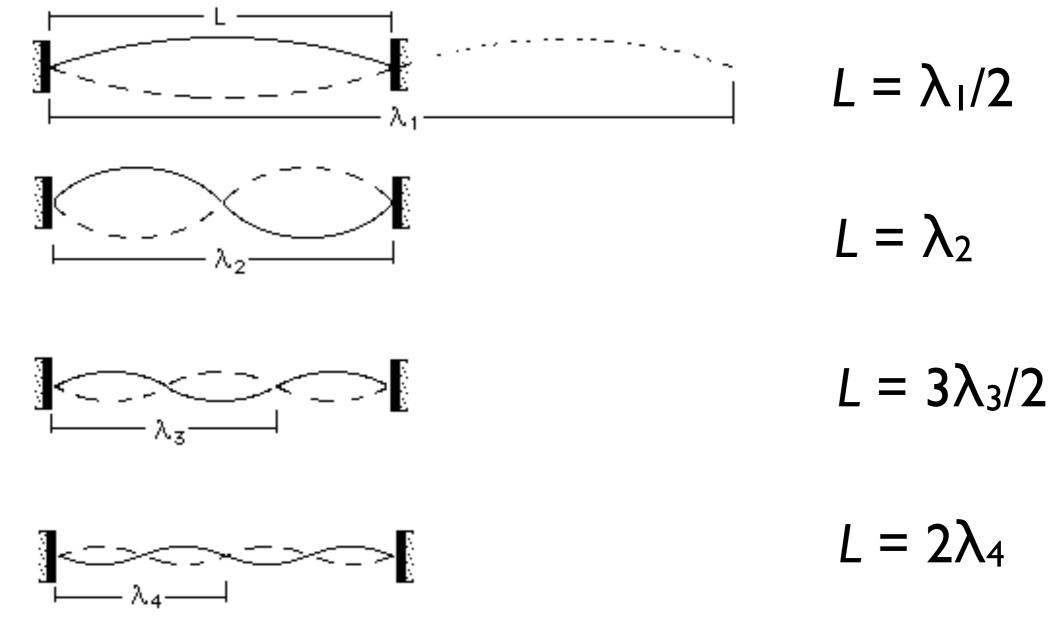
- In a musical instrument with a vibrating string, the endpoints are fixed so that they don't vibrate
- Example: a guitar string is fixed at the nut and bridge and will not vibrate at those points



What does the wave on the string look like in this case?

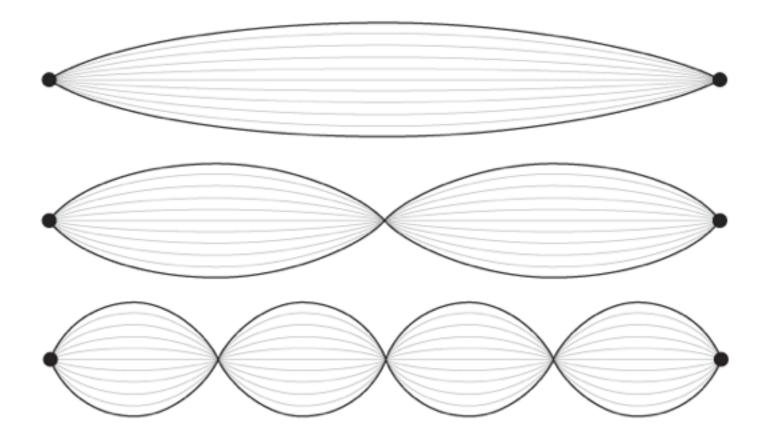
# The Plucked String

If the string is fixed at both ends, it's going to look something like this when you pluck it:



# Standing Waves

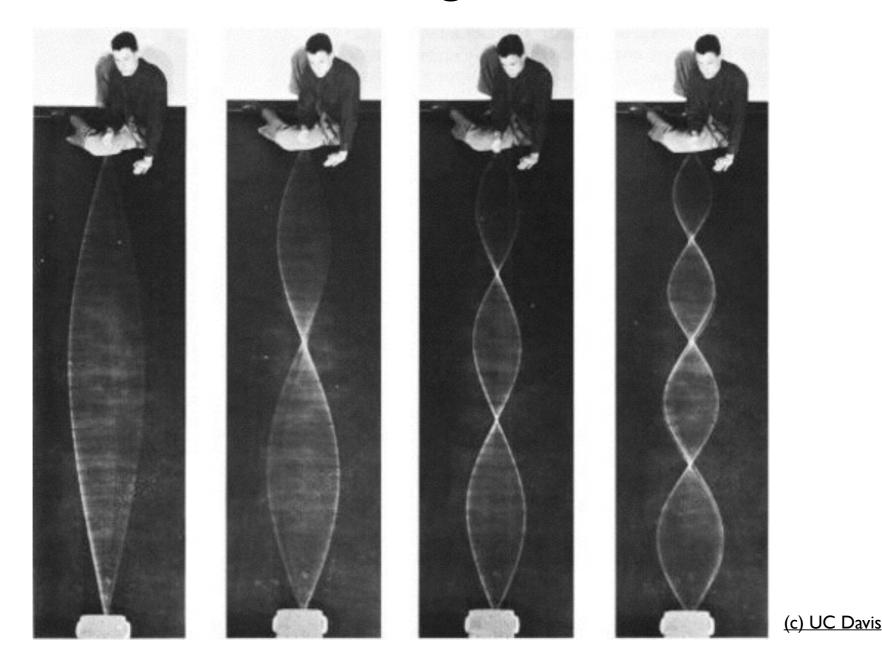
### These patterns are called standing waves



- You can construct a standing wave from a superimposed combination of traveling waves moving in both directions
- So our earlier conclusions ( $v = \lambda f = \sqrt{T/\rho}$ ) are still valid and can be used to describe the fixed string!

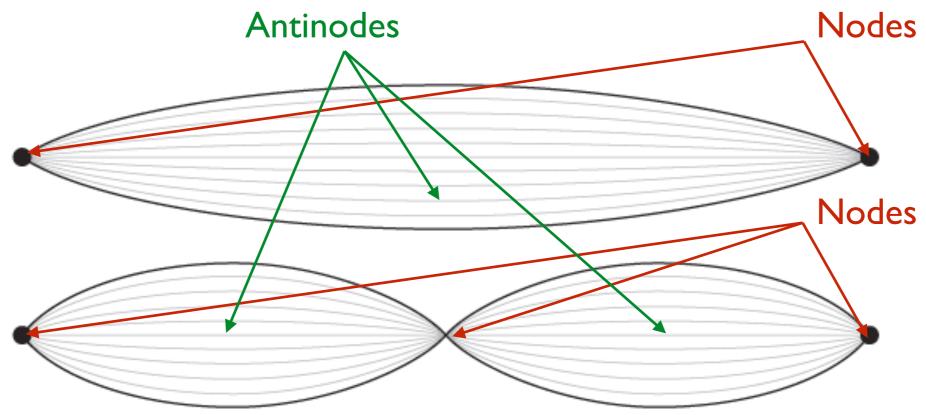
# Producing Standing Waves

We can create large standing waves in a string by driving it with an oscillating motor

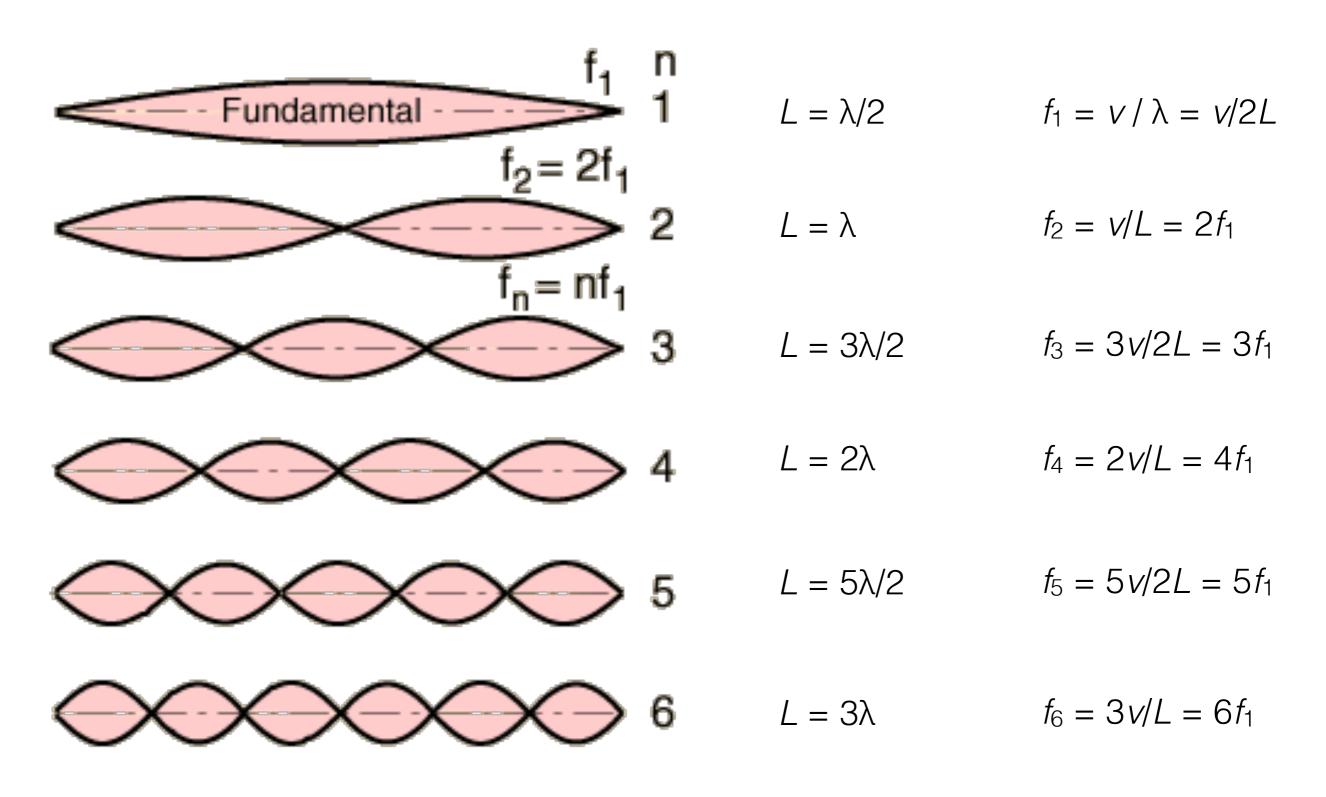


# Terminology

- Nodes: points where the string is fixed (or held) and cannot vibrate
- Antinodes: points of strongest vibration/oscillation along the length of the string

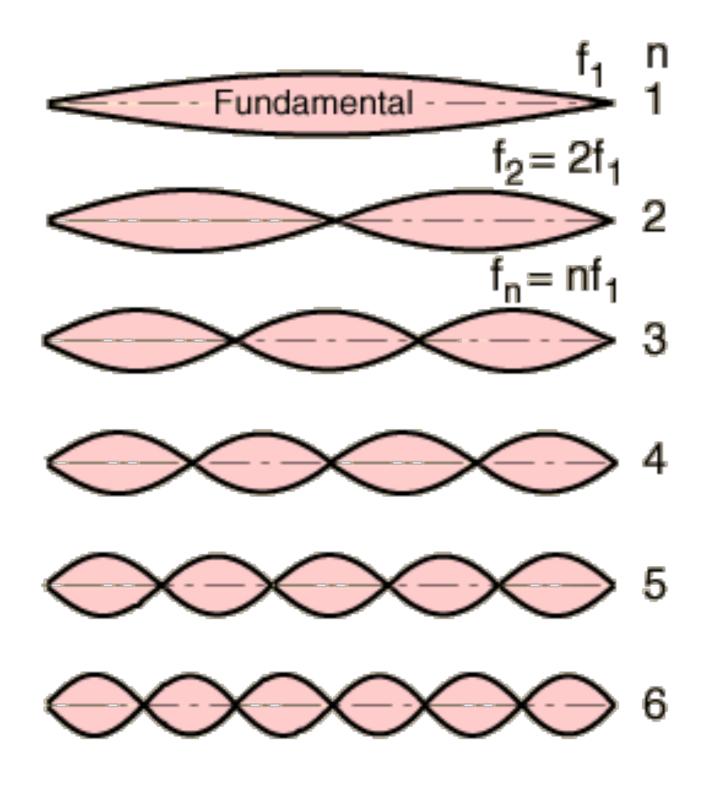


### Harmonics/Overtones



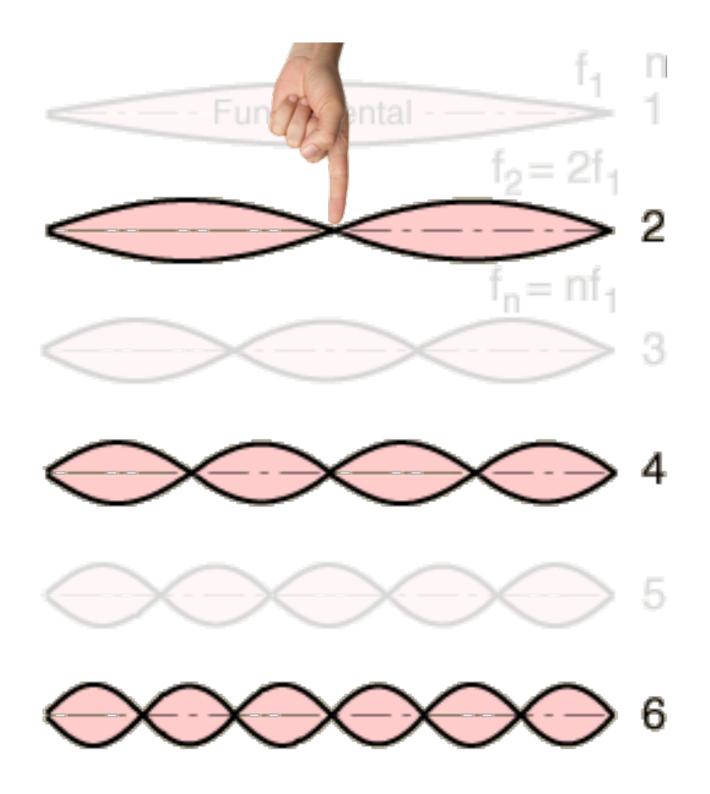
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### Harmonics/Overtones



- An open string will vibrate in its fundamental mode and overtones at the same time
- True not just for strings, but all vibrating objects
- We will demonstrate the presence of overtones by making a spectrogram of a plucked string

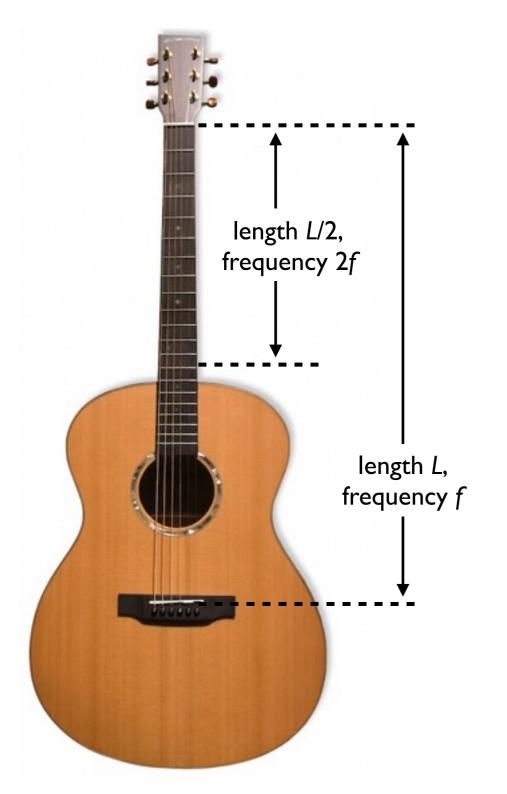
## Harmonics/Overtones



If a string is touched at its midpoint, it can only vibrate at frequencies with a node at the midpoint

- The odd-integer harmonics (including the fundamental frequency) are suppressed
- Question: what will the note sound like?

# Notes and String Length



- Mathematical relationship between string length and pitch
- When you halve the string, the pitch goes up by one octave
- Cutting the string in half means the frequency goes up by 2
- One octave = doubling of the frequency of the note
- Let's try it out with a couple of monochords...

# Simple Harp



- Music Maker "lap harp" for teaching music to children
- Very simple layout with 9 identical strings
- Question: does the string length drop by half as we go up in octaves? Let's measure it...
- Remember:  $f_1 = v/\lambda_1 = \sqrt{(T/\rho)/2L}$
- String tension (and density) matter as well as length!

# Piano Strings

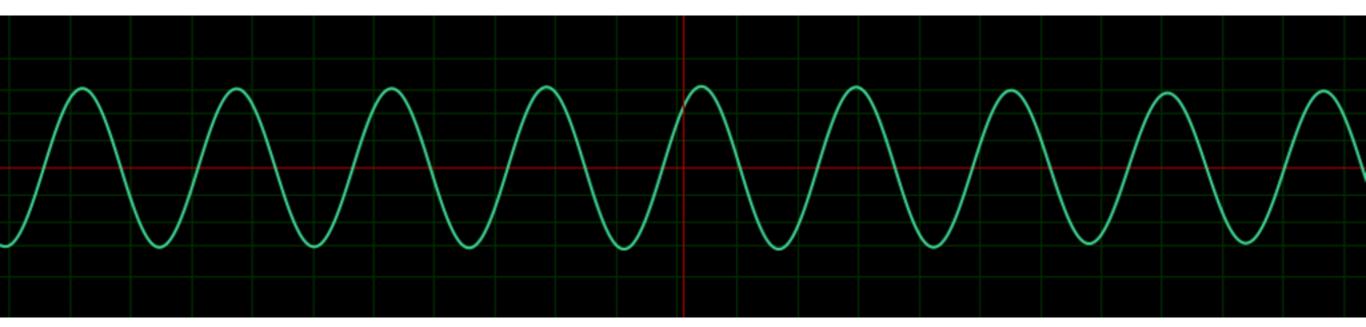




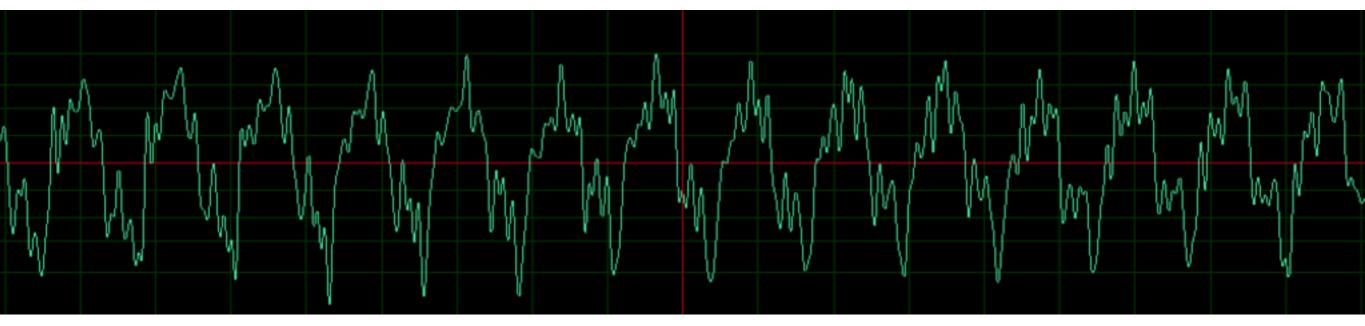
- Instrument makers take advantage of the dependence of f on T and p as well as L
- About 20T of tension (all strings combined) in a grand piano
- Note: the bass strings are much thicker and denser than the treble strings
- Otherwise, the frame would need to be 100s of feet long

# Playing the Harp

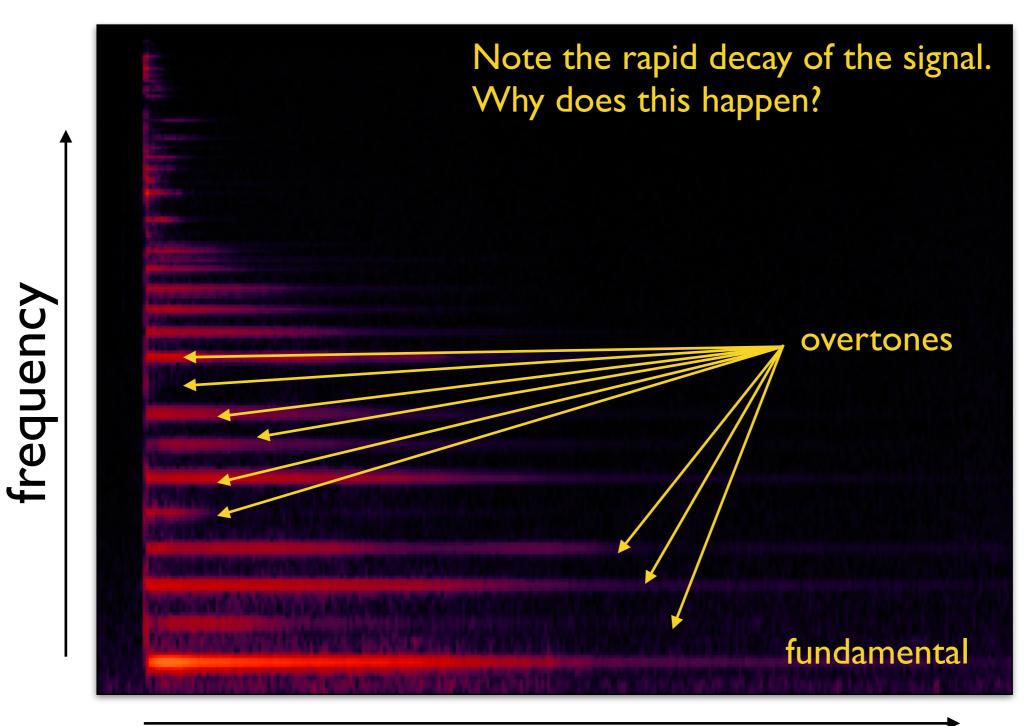
### If we pluck G4, what do you expect to observe?



In fact, this is the true waveform:



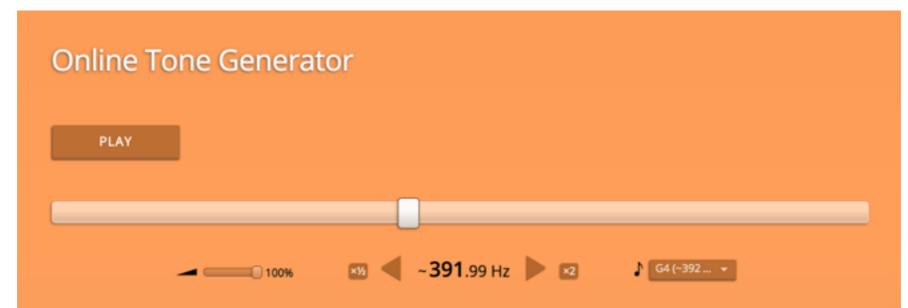
# Spectrogram of the Harp



### time

# Making Pure Tones

- If you don't have an open speaker and function generator, you can go here:
  - http://plasticity.szynalski.com/tone-generator.htm



#### Instructions

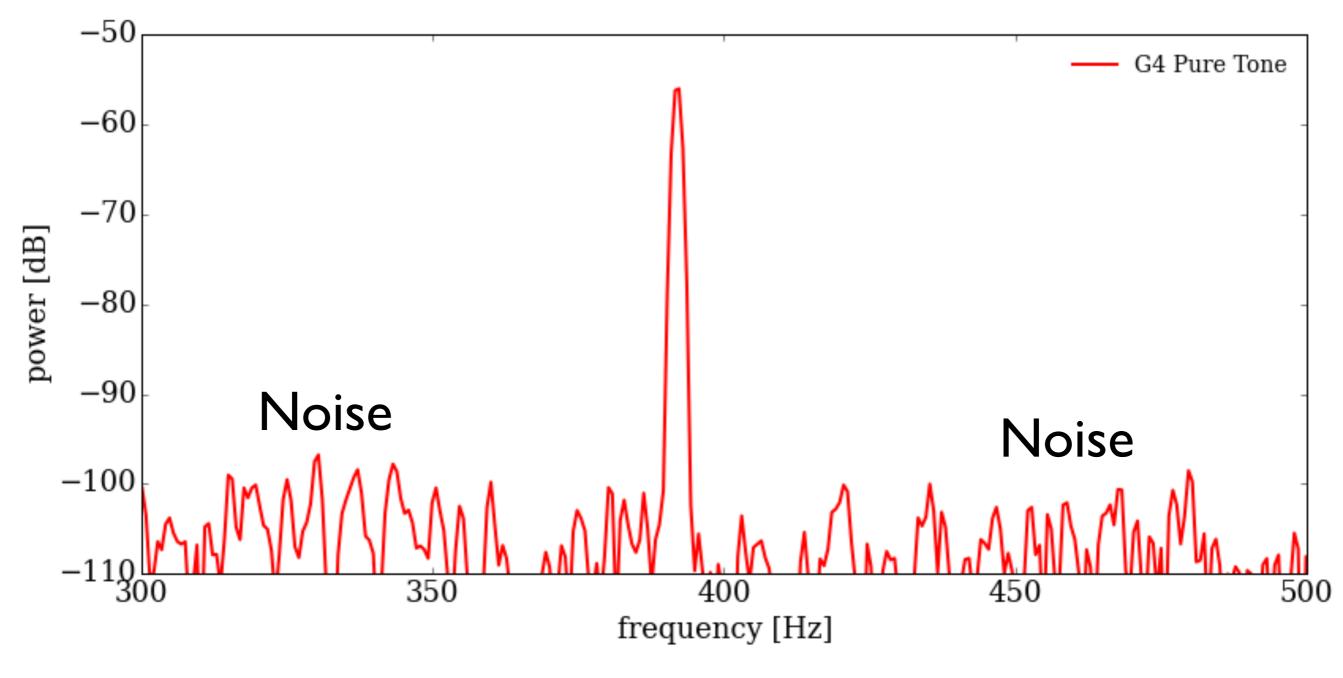
To play a constant pure tone (sine wave), click PLAY or press Space. To change the frequency being played, drag the slider or press  $\leftarrow$   $\rightarrow$  (arrow keys). To decrease/increase the frequency by 1 Hz, use the  $\triangleleft$  and  $\triangleright$  buttons or press Shift+ $\leftarrow$  and Shift+ $\rightarrow$ . To halve/double the frequency (go down/up one octave), click  $\bigotimes$  and  $\bigotimes$ . You can mix tones by opening the Online Tone Generator in several browser tabs.

#### What can I use this tone generator for?

Tuning instruments, science experiments (what's the resonant frequency of this wineglass?), testing audio equipment (how low does my subwoofer go?), testing your hearing (what's the highest frequency you can hear? are there frequencies you can hear in only one ear?).

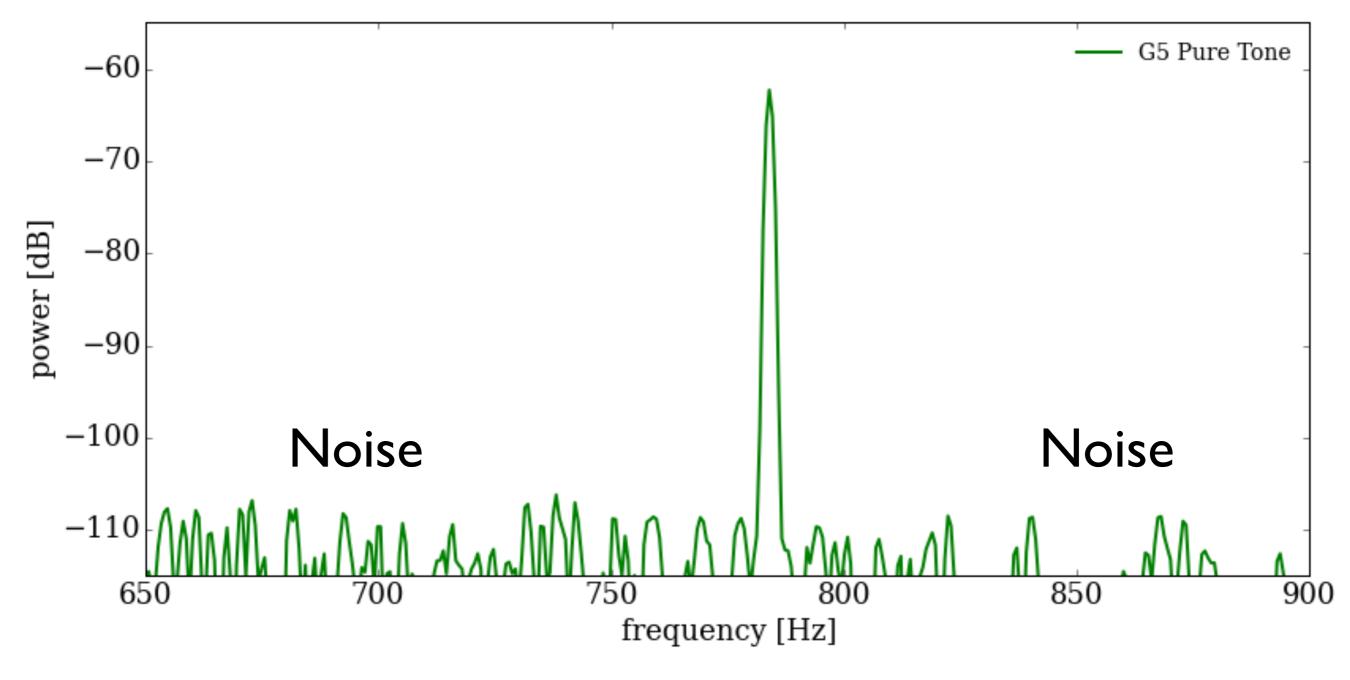
# Spectrum of a Pure Tone

### Pure sine wave looks like a spike at one frequency



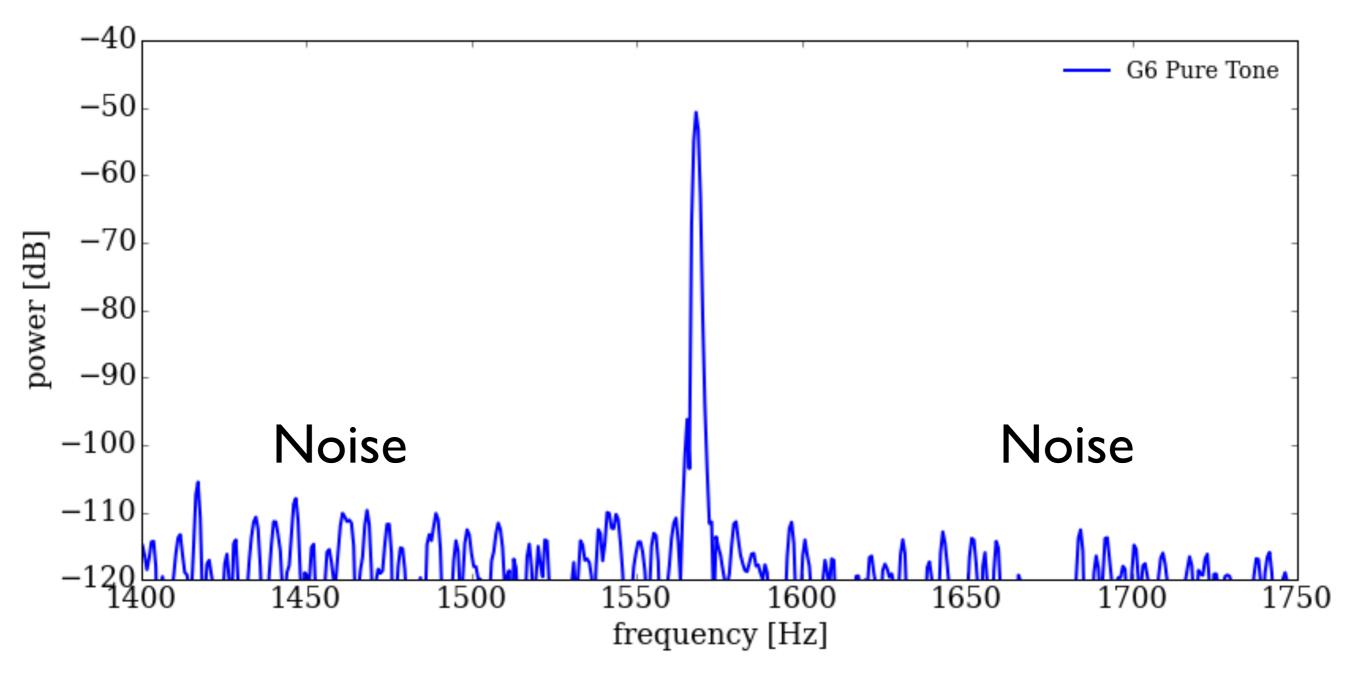
# Spectrum of Pure G5

### Pure sine wave looks like a spike at one frequency



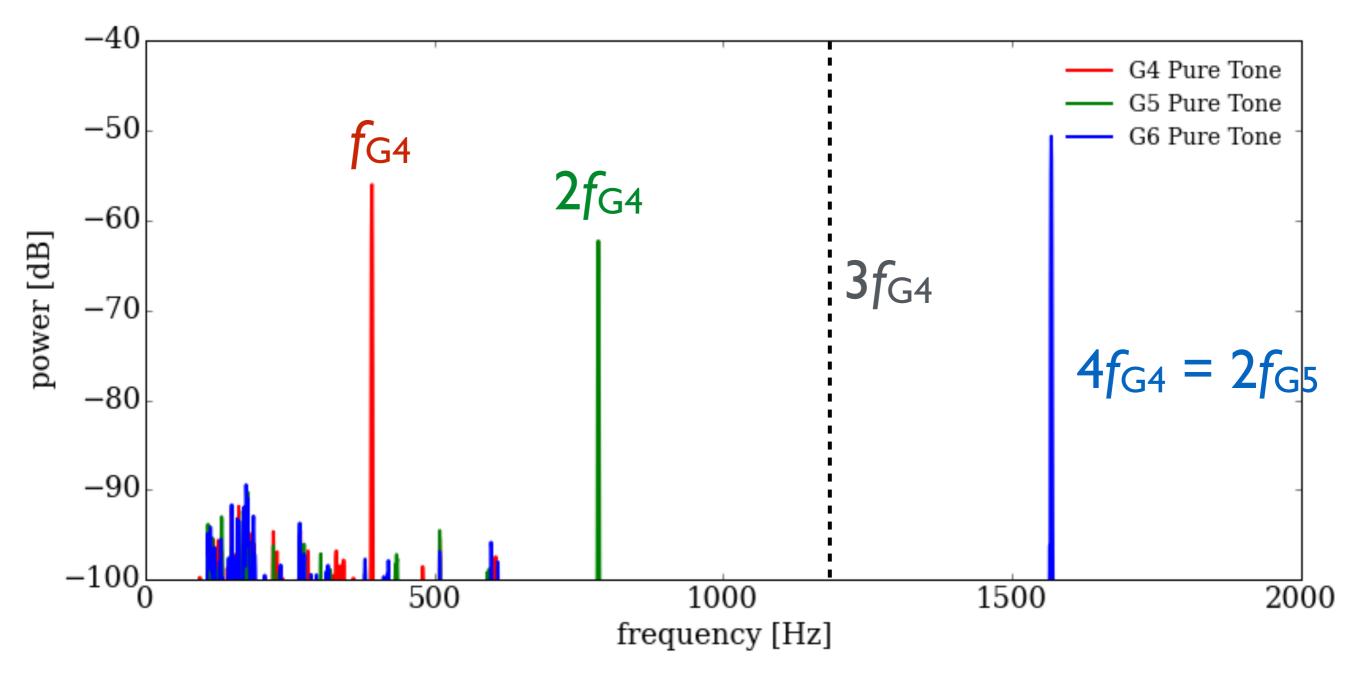
# Spectrum of Pure G6

### Pure sine wave looks like a spike at one frequency

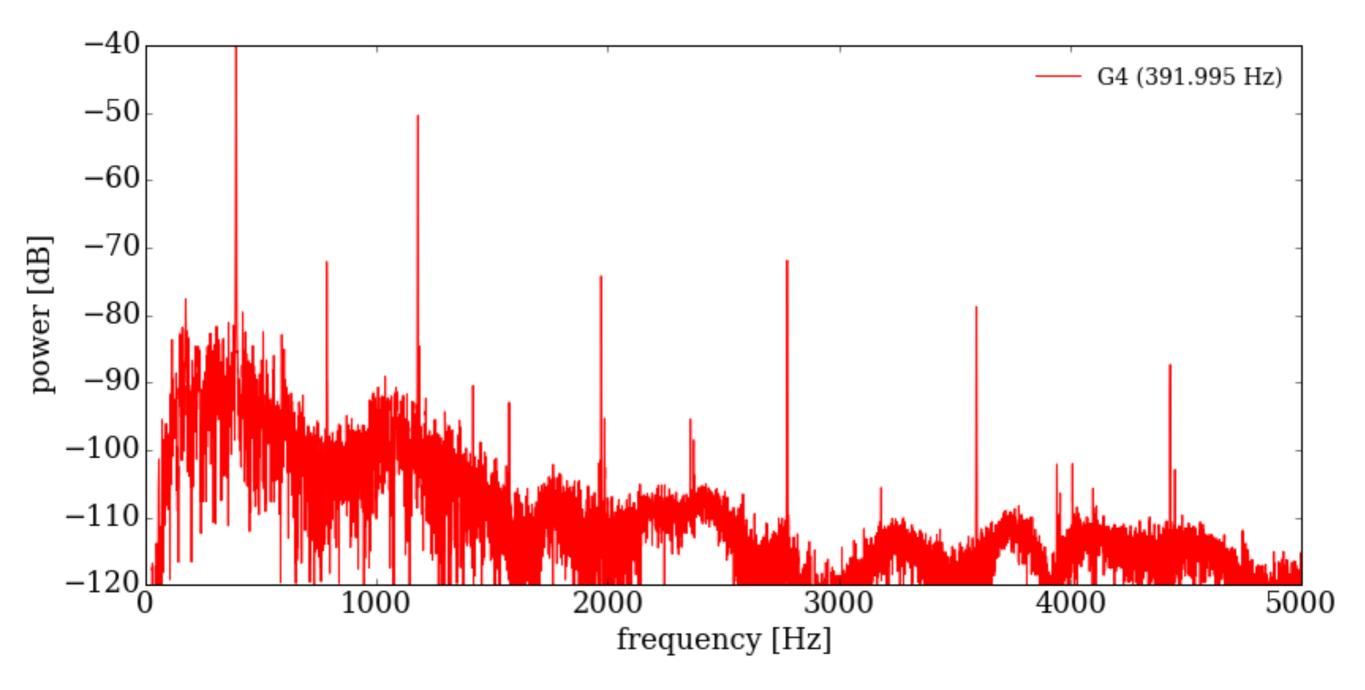


## Pure G4, G5, G6

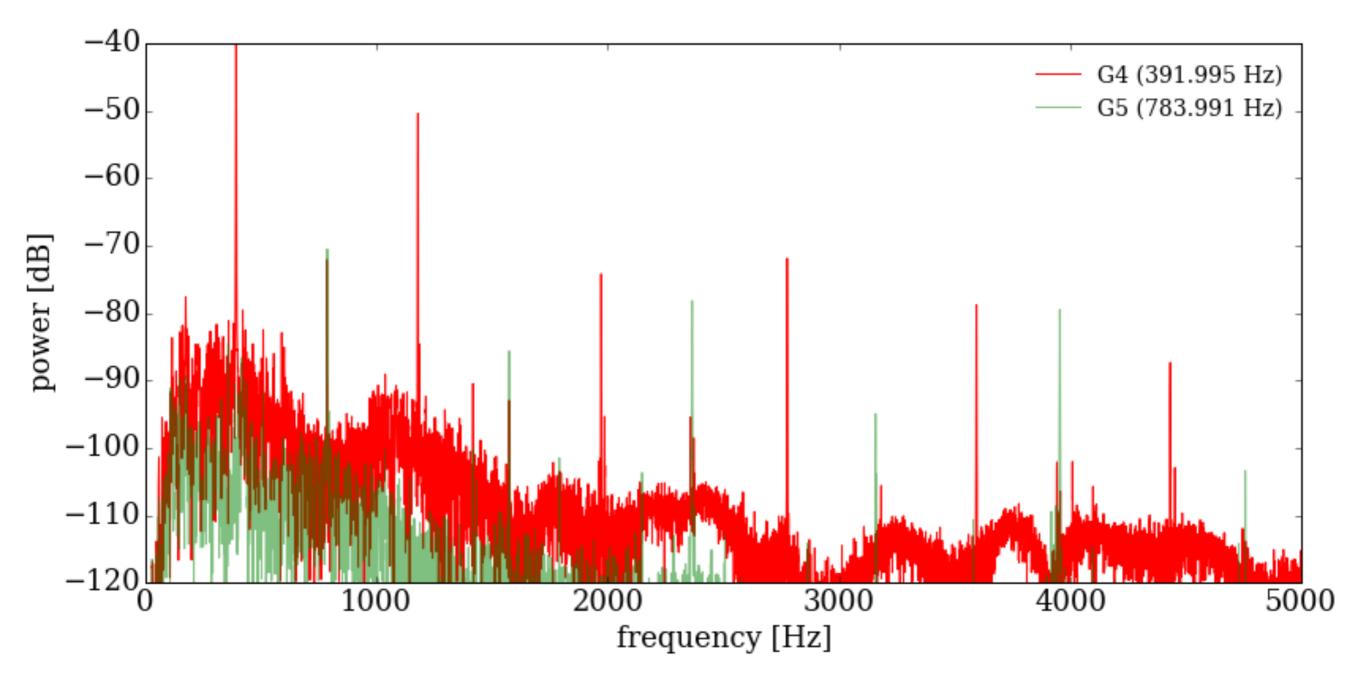
### Note the integer relationship between the pure tones



# Power Spectrum of G4

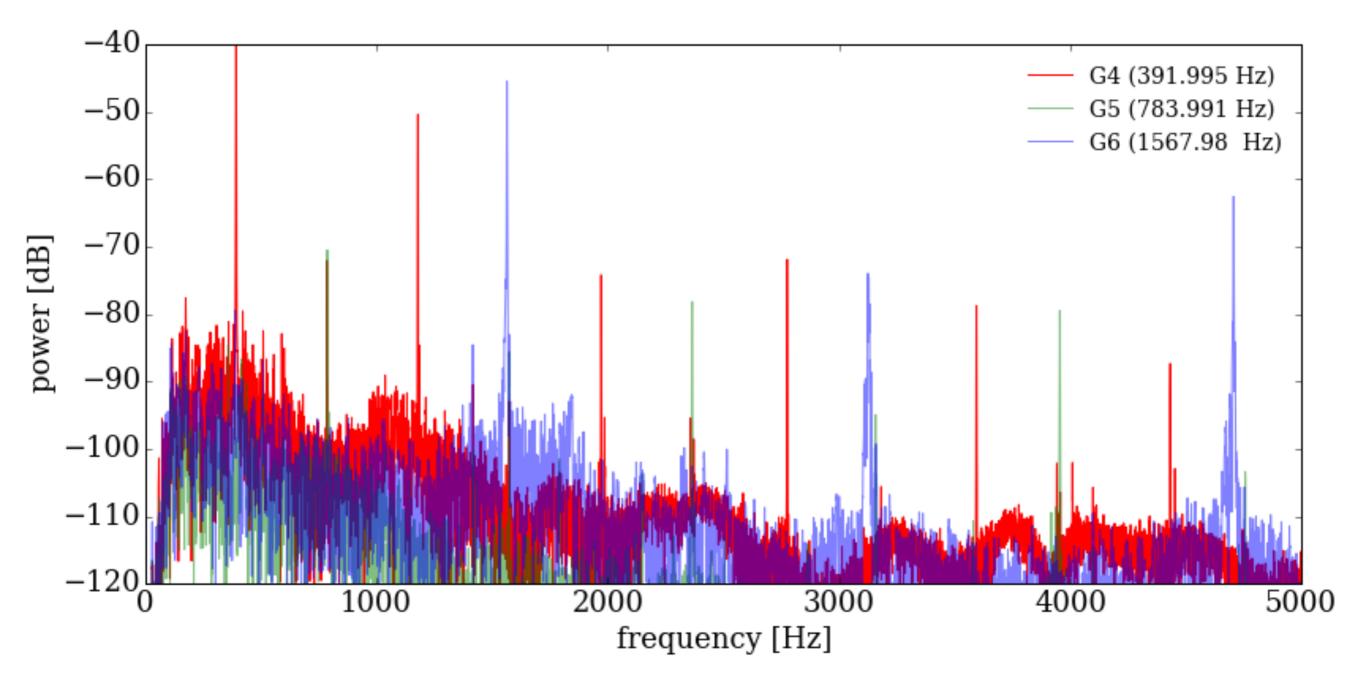


# Spectrum of G4 and G5

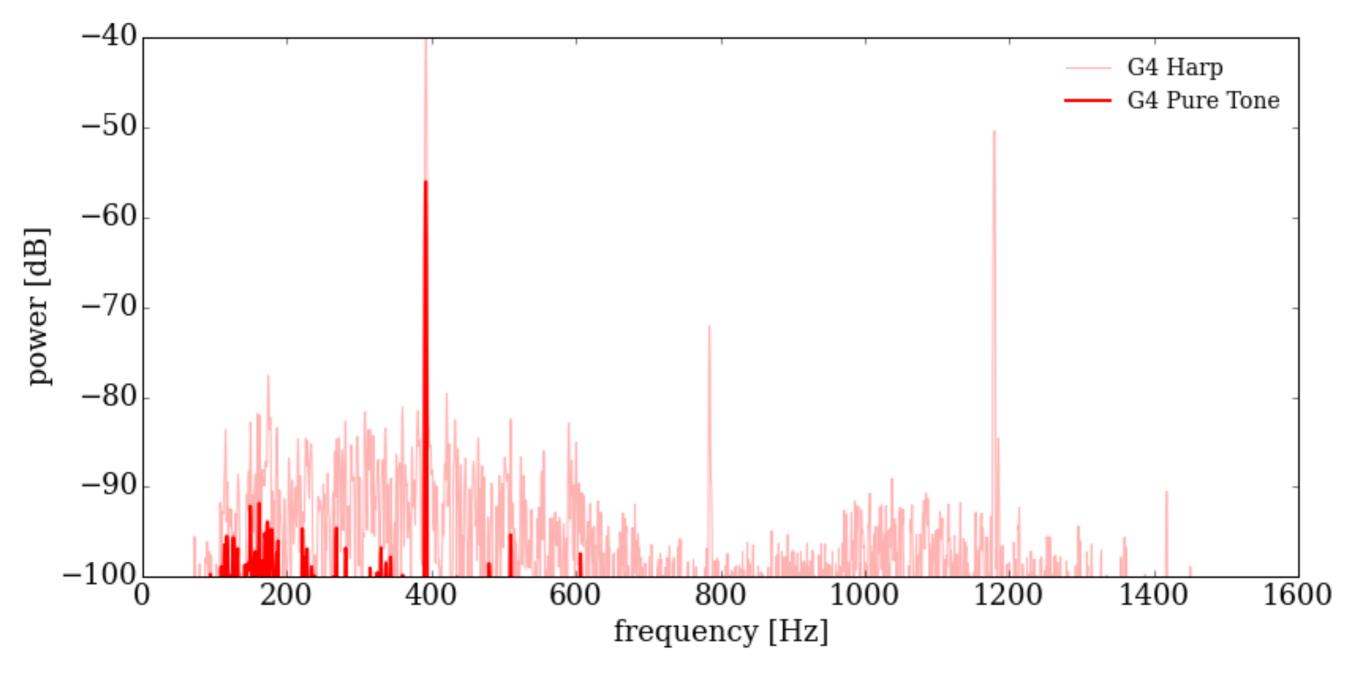


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# Spectrum of G4, G5, & G6

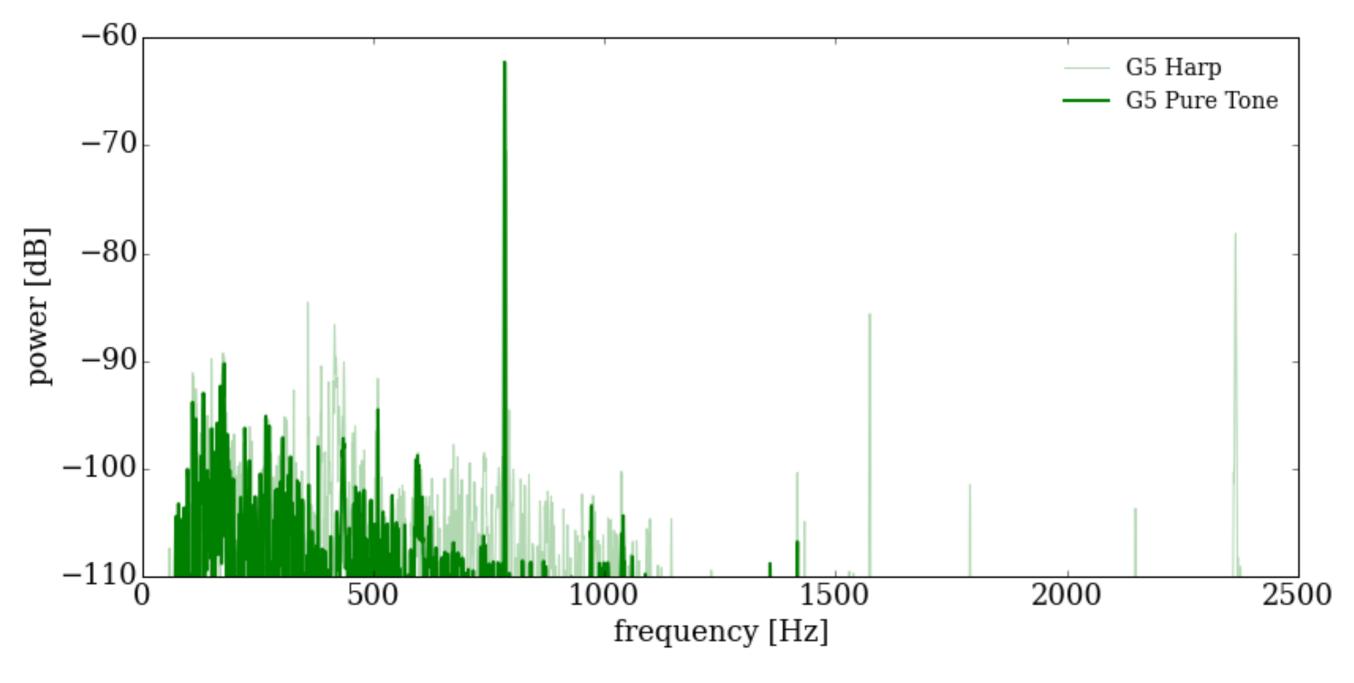


# Harp and Pure Tone: G4



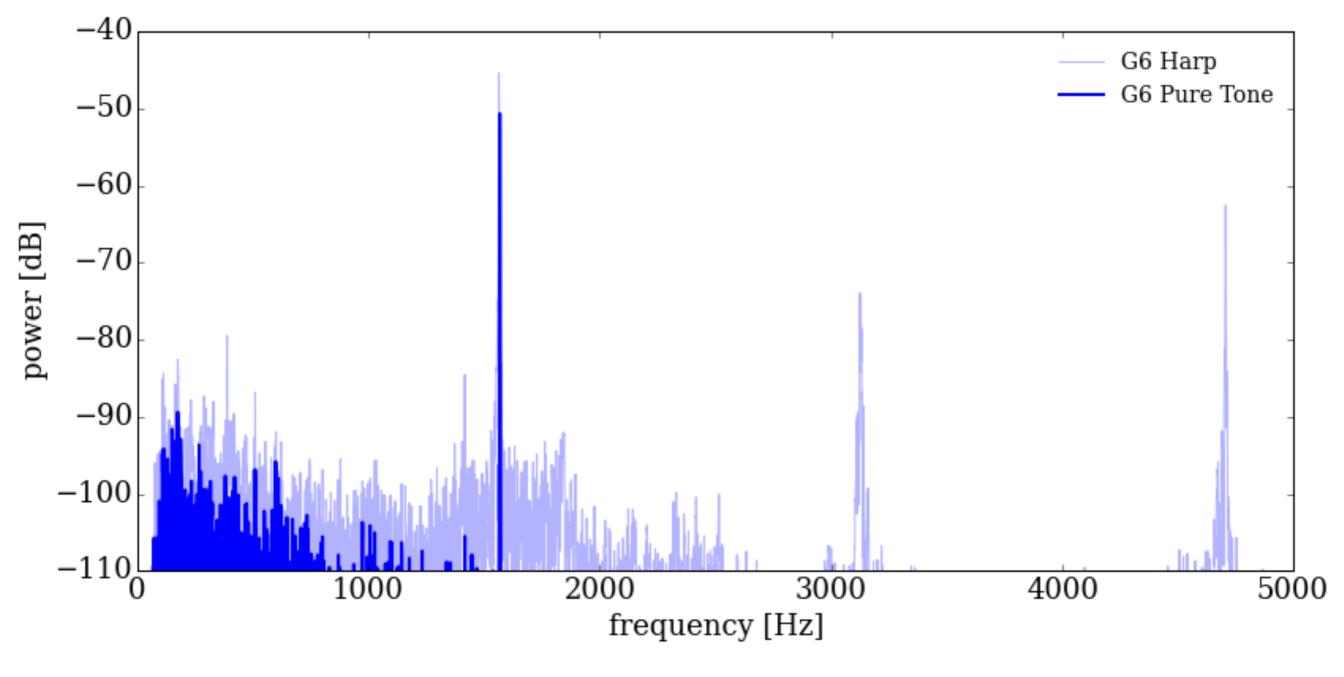
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# Harp and Pure Tone: G5



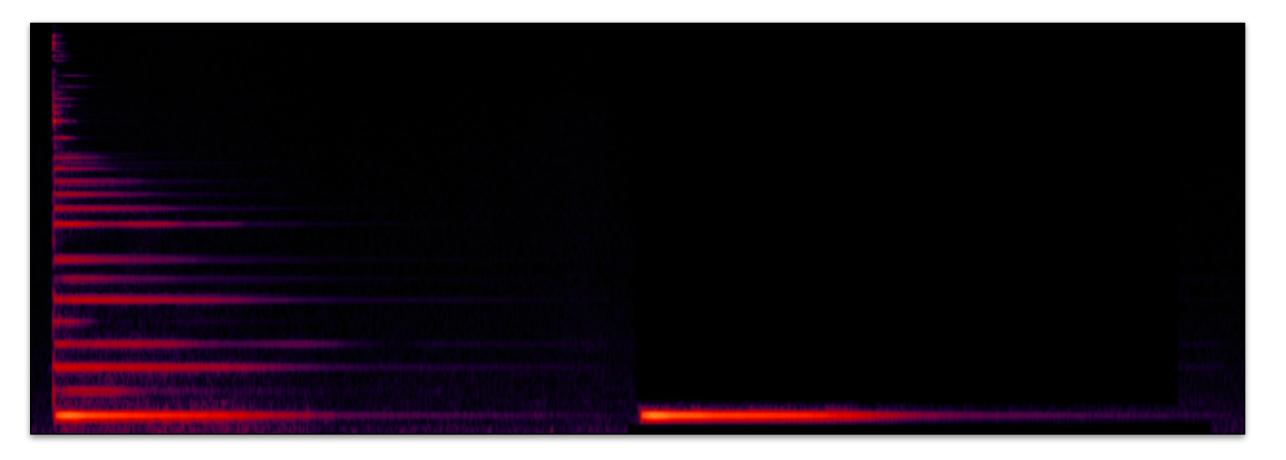
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# Harp and Pure Tone: G5



# "Cleaning" the Spectrogram

We can use Audition to remove the overtones from the second "pluck" in the spectrogram

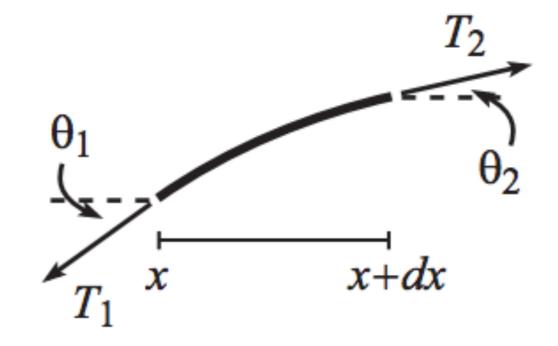


What do you think the second pluck will sound like after cleaning?

# Summary

- Waves on a string move with velocity  $v = \sqrt{T/\rho}$ 
  - T is the string tension and  $\rho$  is the density
- Open strings fixed at both ends will exhibit standing waves
  - Increasing number of higher harmonics or overtones
  - Integer multiples of fundamental tone with  $f_1 = \sqrt{(T/\rho)/2L}$
  - Nodes: positions where the string doesn't oscillate
  - Antinodes: positions of maximum oscillation
- When a string is plucked or driven, all of the overtones can be excited simultaneously. But only some are dominant and determine the timbre

## Wave on a Rope: Geometry



$$ma_{y} = T_{2,y} - T_{1,y}$$
$$m\frac{d^{2}y}{dt^{2}} = T_{2}\sin\theta_{2} - T_{1}\sin\theta_{1}$$

 $\rho \cdot dx \frac{d^2 y}{dt^2} \approx T \sin \theta_2 - T \sin \theta_1$  $\approx T (\tan \theta_2 - \tan \theta_1)$ 

forces on rope segment

rewrite in terms of angles

rewrite  $m = \rho dx$ , note that T is the same on both ends

if  $\theta$  small, sine ~ tangent

### The Wave Equation

$$\rho \cdot dx \frac{d^2 y}{dt^2} \approx T(\tan \theta_2 - \tan \theta_1)$$

 $\frac{d^2 y}{dt^2} = \frac{T}{\rho} \left( \frac{dy}{dx} \Big|_2 - \frac{dy}{dx} \Big|_1 \right) / dx \quad \text{group terms on right side}$ 

$$\frac{d^2 y}{dt^2} = \frac{T}{\rho} \frac{d^2 y}{dx^2}$$

 $\left| \frac{d^2 y}{dt^2} = v^2 \frac{d^2 y}{dx^2} \right|$ 

definition of tangent

definition of  $d^2y/dx^2$ 

define  $v^2 = T / \rho$