

Be sure to read and carefully go through Chapter 1.

NO CLASS NEXT WEEK: HOLIDAY!

WEEK AFTER (28 JAN): MEET IN SME 320.

ACOUSTICS

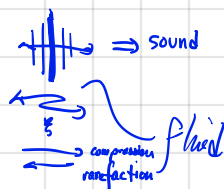
FLUIDS cannot support shear. (As opposed to solids).

So, in fluids, sound is compressional only.

Suppose we have a sound source in our fluid, oscillating at an amplitude of ξ .

Sound is at frequency, f , and propagates at a speed c .

Then the wavelength is $\lambda = c/f$.



The distance between adjacent compressed and rarefied regions will be $\lambda/2 \sim \lambda$
 "on the order of λ "

Thermal diffusivity: κ (assuming you remember what thermal diffusivity is...)

The time required to equilibrate the temp. from the compressed to rarefied regions is $\sim \lambda^2/\kappa$.

Compare this to the time for one wavelength of sound to pass: $\frac{1}{f}$...

RATIO: $\left(\frac{\lambda^2}{\kappa}\right)(f) \sim$ RATIO OF THERM. EQUIL. TIME TO THE ACOUSTIC WAVE PERIOD

LOOK: $\frac{\lambda^2 f}{\kappa} = \frac{c^2}{fk} = f_0/f$ if we define $f_0 \equiv c^2/k$: If $f \ll f_0$, then the temperature WILL NOT EQUILIBRATE

AIR: $c \sim 10^2$ m/s and $\kappa \sim 10^{-5}$ m²/s $\Rightarrow f_0 \sim 10^{10}$ Hz ~ 10 GHz

WATER: $c \sim 10^3$ m/s and $\kappa \sim 10^{-7}$ m²/s $\Rightarrow f_0 \sim 10$ THz.

So sound is adiabatic as $f \ll f_0$ in most cases. Losses due to imperfect collisions (i.e., viscosity is different)

Sound propagation concepts

So sound is adiabatic... and the equation of state for an adiabatic fluid is

$$p \propto \rho^\gamma, \quad \gamma = \begin{cases} 1.0 & \text{for water} \\ 1.4 & \text{for air} \\ 5/3 & \text{for helium} \end{cases} = \frac{c_p}{c_v}$$

SPECIFIC HEAT @ CONST. PRESS.
 SPECIFIC HEAT @ CONST. VOL.

Let's look at a compressed region of the fluid... as the sound passes through. BEFORE: width of $\frac{d}{2}$

AFTER: (compressed) $\frac{d}{2} - \left(\frac{\xi}{2}\right) - \left(\frac{\xi}{2}\right) = \frac{d}{2} - \xi$.

So the volume change of this fluid parcel is $\frac{\Delta V}{V} = \frac{(A)\xi}{(A)(d/2)} = \frac{2\xi}{d}$

$$\frac{\Delta p}{p} = \gamma \frac{\Delta V}{V} = \gamma \frac{2\xi}{d} \Rightarrow \Delta p = \left(\frac{2\xi\gamma}{d}\right)p$$

\downarrow
change in pressure / ambient pressure

THIS = THAT

Um... yeah, there is a point to this... look:

Newton's 2nd law: $F = m a$

$$(\Delta p)(A) = \rho A \left(\frac{d}{2}\right) \left(\frac{\partial^2 \xi}{\partial t^2}\right) \Rightarrow \Delta p = \left(\rho \frac{d}{2}\right) \left(\frac{\partial^2 \xi}{\partial t^2}\right) \Rightarrow \rho \left(\frac{2\xi\gamma}{d}\right) = \left(\rho \frac{d}{2}\right) \left(\frac{\partial^2 \xi}{\partial t^2}\right)$$

Well, we can simplify a bit, but let's ASSUME THE ACOUSTIC WAVE IS HARMONIC: $\frac{\partial^2 \xi}{\partial t^2} = \omega^2 \xi$ where $\omega^2 = (2\pi f)^2$

$$\Rightarrow \rho \gamma \frac{2\xi}{d} = 2\rho \frac{d}{2} \omega^2 \xi \Rightarrow f^2 = \frac{\rho \gamma}{\pi^2 d^2} \omega^2 \Rightarrow \omega^2 = k^2 c^2 \text{ where } k \equiv \frac{2\pi}{\lambda} \sim \text{the WAVENUMBER.}$$

In an adiabatic fluid (with $f \ll f_0$ from above), sound propagates without dispersion. A non-dispersive acoustic wave propagates at the same speed regardless of frequency.

From Ch 1 (kinetic theory), $c = \sqrt{\frac{\gamma p}{\rho}}$

We know $\Delta p = \rho \left(\frac{2\xi}{d}\right) \sim \gamma k \xi = \frac{\omega}{c} \xi \gamma \sim \gamma \frac{v}{c}$ where $v \sim$ vibration velocity (particle velocity).
 $v \equiv \omega \xi$

$$\text{The } \underline{\Delta p} = (\rho \gamma) \frac{v}{c} = (\gamma \rho)(c) \frac{v}{c^2} = (\gamma \rho)(c) \left(\frac{v}{1}\right) \left(\frac{1}{\gamma \rho}\right) = \underline{\rho c v} \Rightarrow \underline{\Delta p} = \rho c v$$

"Is v Lagrangian or Eulerian" \sim SEE Westervelt paradox...

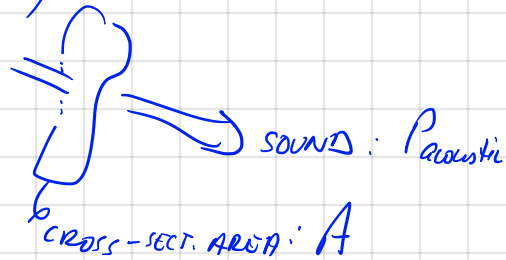
$$\Rightarrow \frac{\Delta p}{v} = \rho c \sim \text{Acoustic Impedance, } Z.$$

Uh, well, remember electric circuits? $\Delta p = Z v$
"VOLTAGE" = "RESISTANCE" * "CURRENT"

PARTICLE DISPL. ξ	ξ	v	a	p
PARTICLE VEL. v	$\xi \cdot \omega \cos 2\pi f t$	v/ω	a/ω	$p/(\omega \cdot z)$
PARTICLE ACCEL. a	$\xi \cdot \omega^2$	$v \cdot \omega$	a/ω	$p \omega / z$
Sound pressure p	$\xi \cdot \omega \cdot z$	$v \cdot z$	$\frac{a \cdot z}{\omega}$	$\frac{p \cdot z}{z}$
Sound intensity I	$\xi^2 \omega^2 z$	$v^2 z$	$\frac{a^2 z}{\omega^2}$	$\frac{p^2}{z}$
Sound energy density e	$\xi^2 \omega^2 \rho$	$v^2 \rho$	$\frac{a^2 \rho}{\omega^2}$	$\frac{p^2}{z \rho c}$
Sound power P_{ac}	$\xi^2 \omega^2 z A$	$v^2 z A$	$\frac{a^2 z A}{\omega^2}$	$\frac{p^2 A}{z}$
$P_{ac} = I \cdot A$				

ALL OF THIS IS FOR A SIMPLE PLANE PROGRESSIVE ACOUSTIC WAVE.

Sound intensity = $\frac{\overset{\text{acoustic power}}{P_{acoustic}}}{\underset{\text{cross-sectional area}}{A}}$



A little more on acoustics...

ONE-DIM... WAVE EQUATION: $u_{tt} - c^2 u_{xx} = 0$ OR $\xi_{tt} - c^2 \xi_{xx} = 0$

"I want to know more!" \Rightarrow Fritz John

But the solution to this equation is $u(x,t) = f(x-ct) + g(x+ct)$

If the wave is sinusoidal, then we can write the solution as $u(x,t) = A \cos \omega(t - \frac{x}{c})$

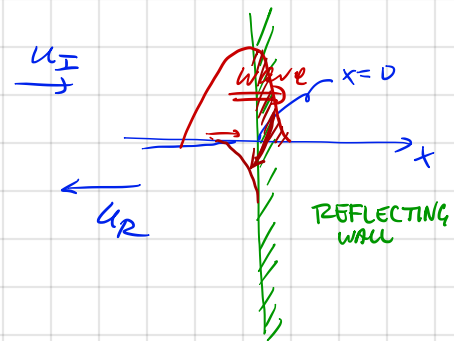
$= A \cos(\frac{2\pi t}{T} - \frac{x}{\lambda}) = A \cos(kx - \omega t)$

$\begin{matrix} \text{amplitude} & \text{2}\pi f & \text{speed of sound; phase velocity} \\ \text{Time period} & \text{wavenumber: } k \equiv \frac{\omega}{c} = \frac{2\pi}{\lambda} \end{matrix}$

Wave reflection

NORMAL reflection \Rightarrow

OBLIQUE reflection



INCIDENT:

$u_I = F_I(t - \frac{x}{c}) \Rightarrow \overset{\text{REFLECTION}}{u_R} = F_R(t + \frac{x}{c})$

ON THE BOUNDARY, WHAT'S u ? It's ZERO. So $u(x,t) = u(0,t) = u_I(0,t) + u_R(0,t) \Rightarrow u(0,t) = F_I(t) + F_R(t) = 0 \Rightarrow F_R(t) = -F_I(t)$

$\Rightarrow u(x,t) = F_I(t - \frac{x}{c}) + F_R(t + \frac{x}{c}) = F_I(t - \frac{x}{c}) - F_I(t + \frac{x}{c})$

If the wave is a harmonic sinusoid, then

$u(x,t) = A [\cos \omega(t - \frac{x}{c}) - \cos \omega(t + \frac{x}{c})] = 2A \sin \omega t \sin \frac{\omega x}{c} \sim \text{STANDING WAVE!}$

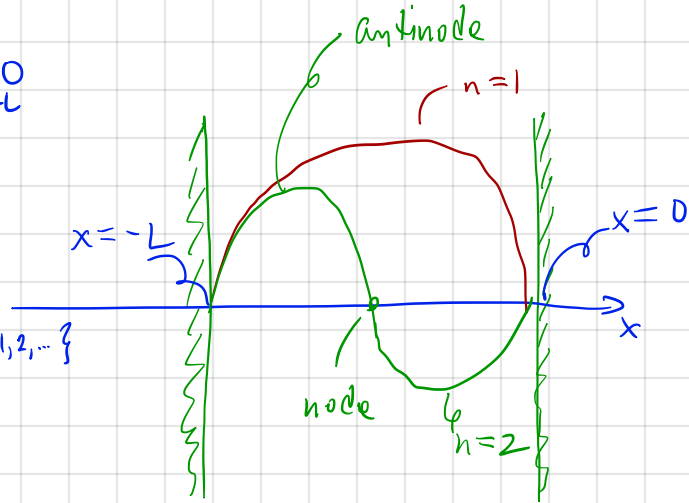
Resonator: 2 walls of perfect reflection, one at $x=0$, another at $x=-L$

In this arrangement, we have $u(x,t)|_{x=0} = 0$ AND $u(x,t)|_{x=-L} = 0$

We can use our solution from the one-wall case

$$u(x,t) = 2A \sin \omega t \sin \frac{\omega x}{c}$$

and substitute in $u(x,t)|_{x=-L} = 0 \Rightarrow \frac{\omega L}{c} = n\pi$ for $n \in \{1, 2, \dots\}$



Standing wave ratio: (SWR)

If the reflection off of one of the walls isn't perfect, we'd have a standing wave AND a traveling wave:

$$u(x,t) = A_I \cos \omega(t - \frac{x}{c}) - A_R \cos \omega(t + \frac{x}{c}) =$$

$$\frac{A_I \cos \omega(t - \frac{x}{c}) - A_R \cos \omega(t - \frac{x}{c}) + (A_R \cos \omega(t - \frac{x}{c}) - A_R \cos \omega(t + \frac{x}{c}))}{}$$

$$(A_I - A_R) \cos \omega(t - \frac{x}{c}) +$$

$$A_R [\cos \omega(t - \frac{x}{c}) - \cos \omega(t + \frac{x}{c})]$$

$$(A_I + A_R) \sin \omega t \sin \frac{\omega x}{c}$$

$$= (A_I - A_R) \cos \omega(t - \frac{x}{c}) + (A_I + A_R) \sin \omega t \sin \frac{\omega x}{c}$$

DEFINE the standing wave ratio (SWR) as $SWR = \frac{A_I + A_R}{A_I - A_R}$: $SWR \rightarrow \infty$ for a perfect standing wave
 $SWR \rightarrow 1$ for a perfect traveling wave (progressive)

Some books write the reflection coefficient, $r \equiv A_R / A_I \Rightarrow SWR = \frac{1+r}{1-r}$

Oblique waves

INCIDENT WAVE:

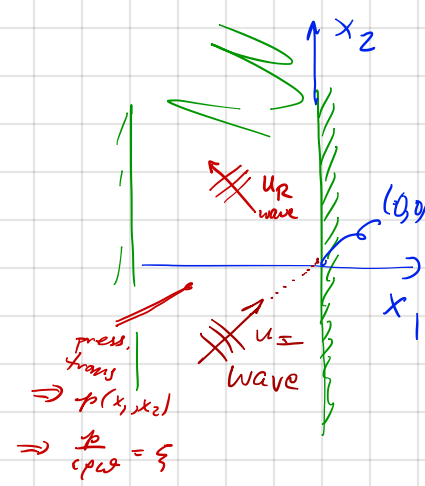
$$u_I = A \cos(\omega t - k_1 x_1 - k_2 x_2)$$

$$\vec{k} = k_1 \hat{e}_1 + k_2 \hat{e}_2$$

wave vector
 $\hat{e}_i \sim$ unit vector along (i)

REFLECTED WAVE:

$$u_R = -A \cos(\omega t - k'_1 x_1 - k'_2 x_2)$$



NET WAVE: $u = u_I + u_R = 2A \sin(\omega t - \frac{k_1 + k'_1}{2} x_1 - \frac{k_2 + k'_2}{2} x_2) \sin(\frac{k_1 - k'_1}{2} x_1 + \frac{k_2 - k'_2}{2} x_2)$

BOUNDARY CONDITIONS: $x_1 = 0, u = 0 \Rightarrow k'_2 = k_2$; AT THE WALL, THROUGH A REFLECTION, $\|\vec{k}\|$ constant.

The resulting wave motion is $u(x_1, x_2, t) = 2A \sin(\omega t - k_2 x_2) \sin k_1 x_1$.

Phase velocity of wave?

$$c_\phi = \frac{\omega}{k_2}$$

(PHASE VELOCITY OF THIS WAVE, $c_\phi \neq c \sim$ SPEED OF A SIMPLE SOUND WAVE IN MEDIA