



* Prof. Volker Crede

Prof. Christianne Beekman

Saturday Morning Physics

surfer

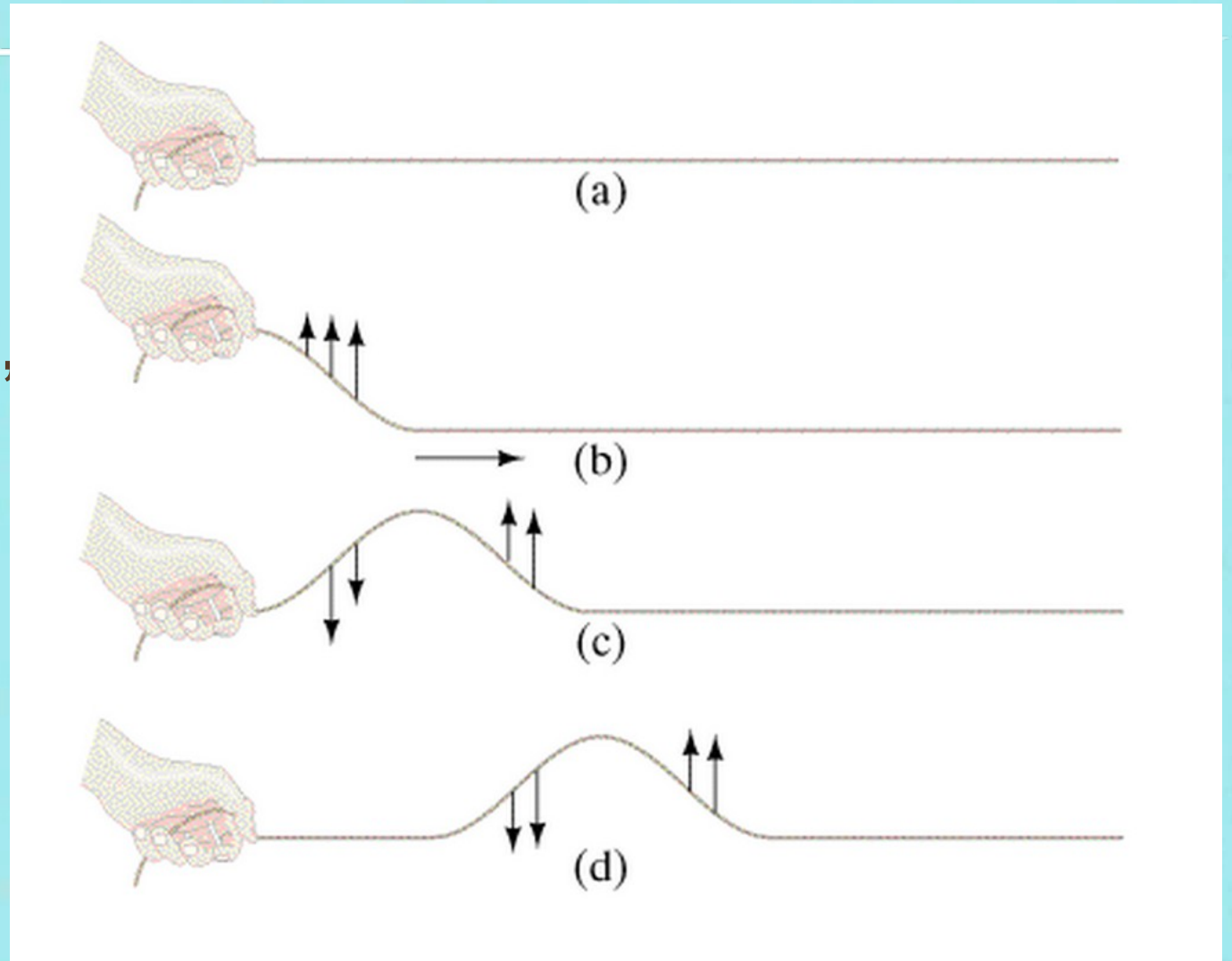
CHRISTIAN REDONGO, TEAHUPOO. PHOTO: ZAK NOYLE/SPL

Physics of Waves

- * What's a wave?
- * Wave properties.
- * Kinds of waves.
- * Cool things waves do.

What's a wave?

- * A material,
- * that has a restoring force,
- * and a perturbation.



Demos!
Wave Machine

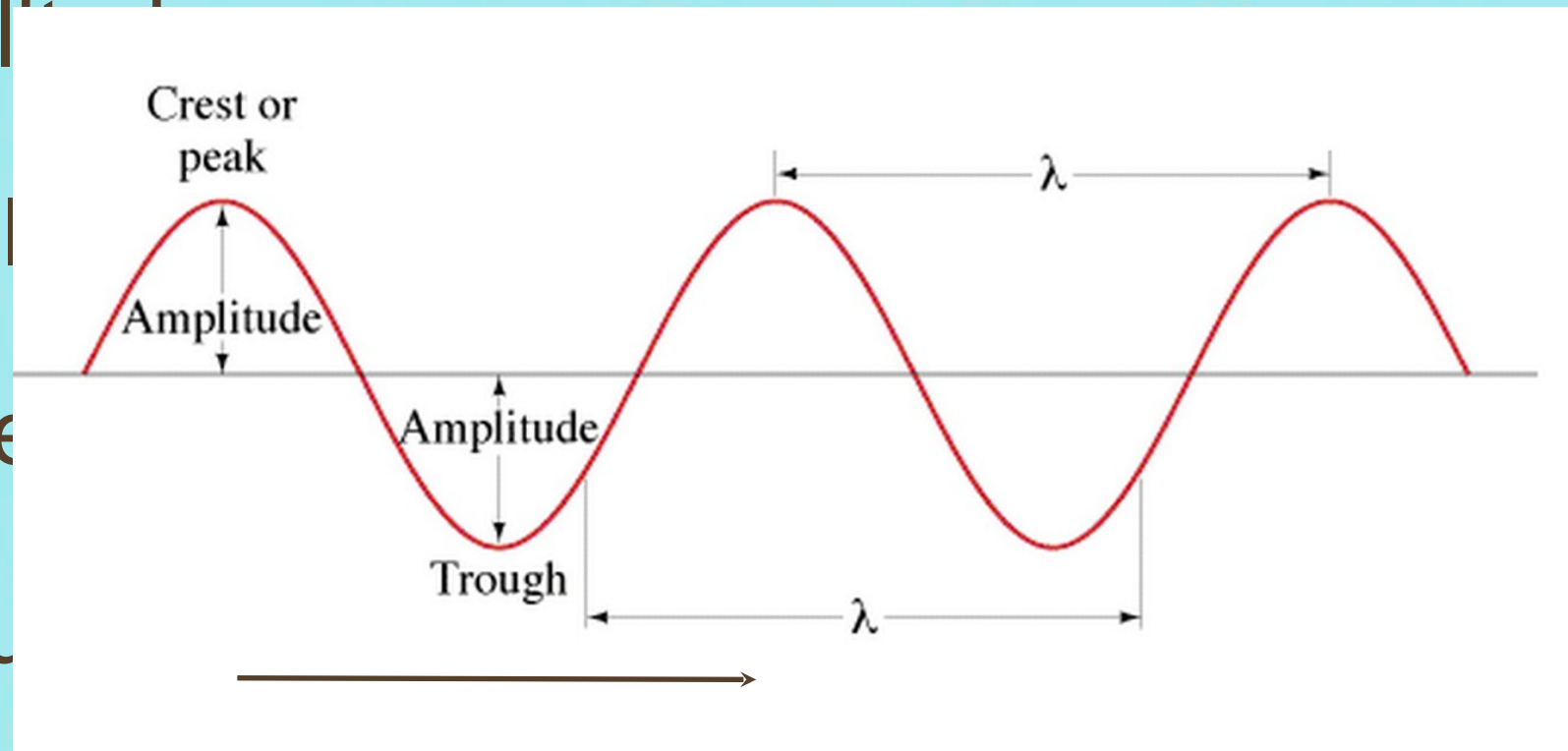
Waves have:

- * Amplitude

- * Wavelength

- * Speed

- * Frequency



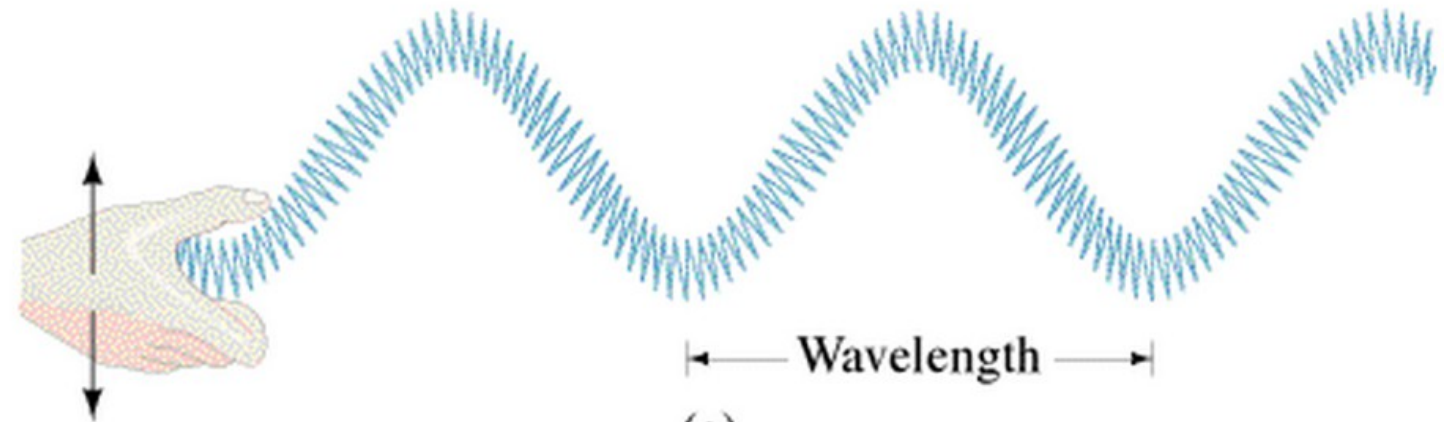
Demos!
The drill thing
Fire Tube

Demo wave properties: Guitar

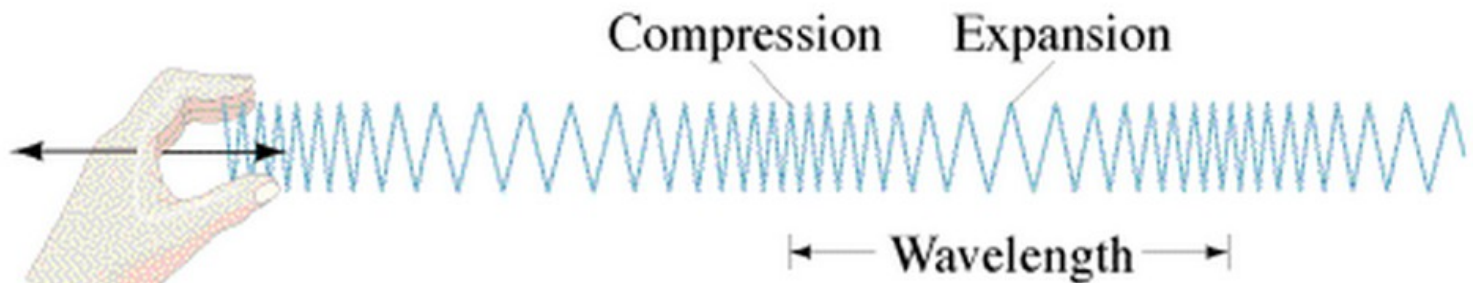
- * Amplitude: volume
- * Frequency: pitch that one hears
- * Wavelength: frets on the guitar
 - * Speed: different strings
- * $\text{Frequency} = \text{Speed} / \text{Wavelength}$

More Demos!
Guitar

Kinds of Waves



(a)

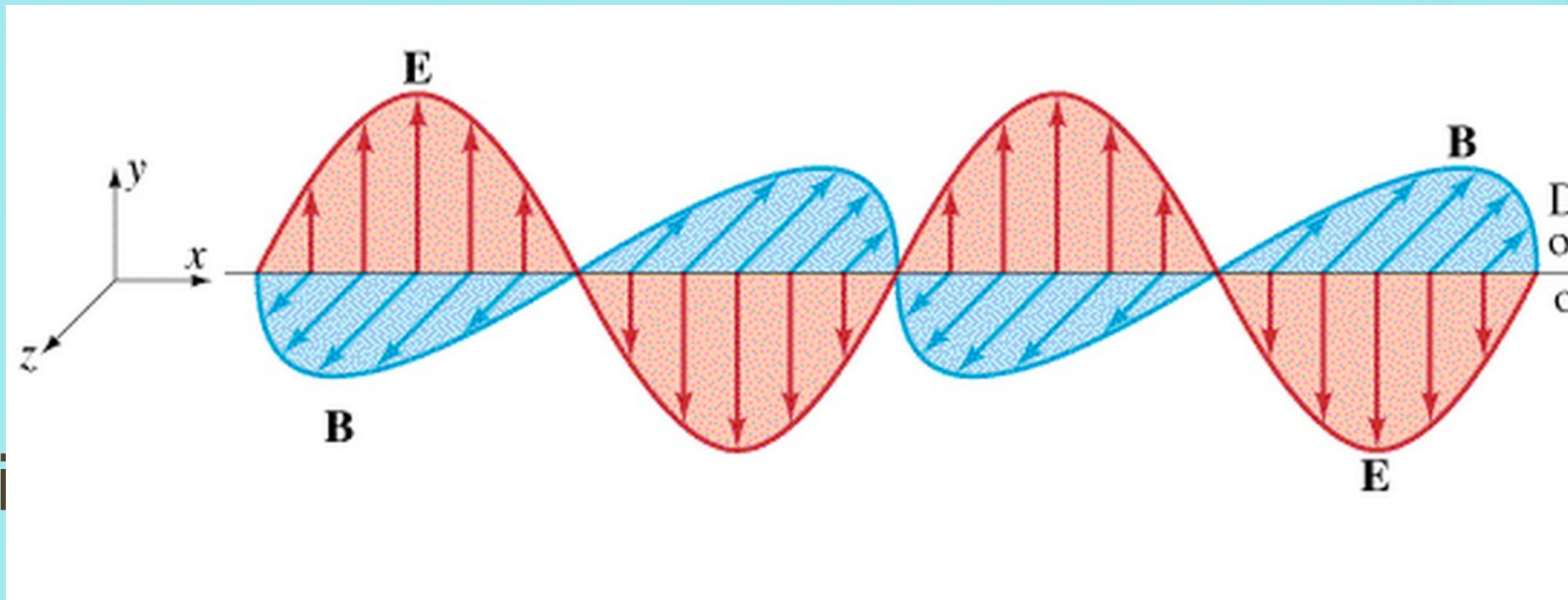


(b)

*

Kinds of Waves

- * Transverse
- * Compressive
- * Rotational
- * Electromagnetic
- * Many more!



Kinds of Waves

Spiral Density Waves! M51

- * Transverse
- * Compressive
- * Rotational
- * Electromagnetic
- * Many more!

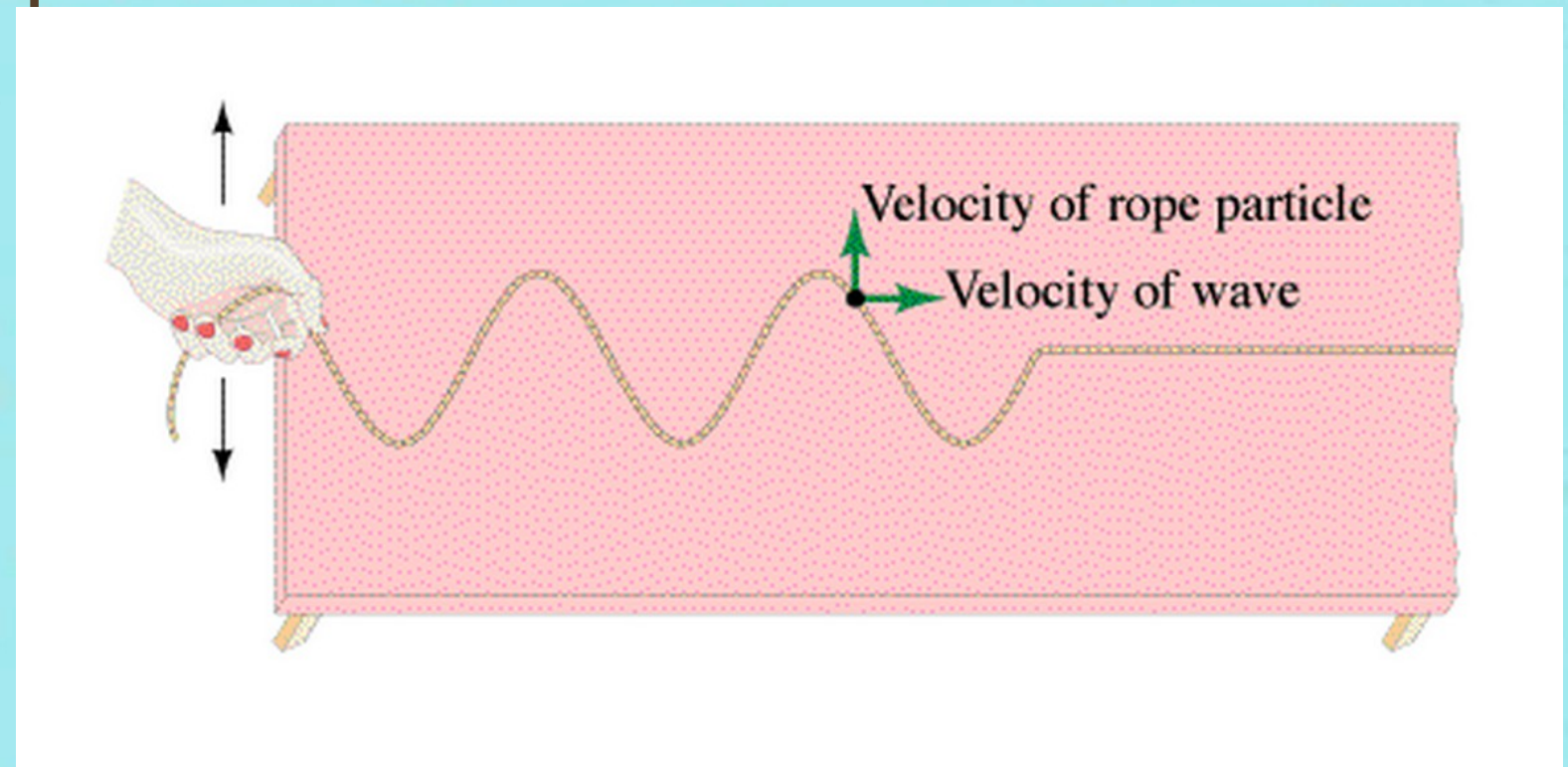


Cool things waves do

- * Travel
- * Reflect
- * Resonate
- * Interfere
- * Polarize
- * Refract (bend, based on wave speed)
- * Diffract (self interference)

Traveling

- * Waves travel, but the particles don't (much)

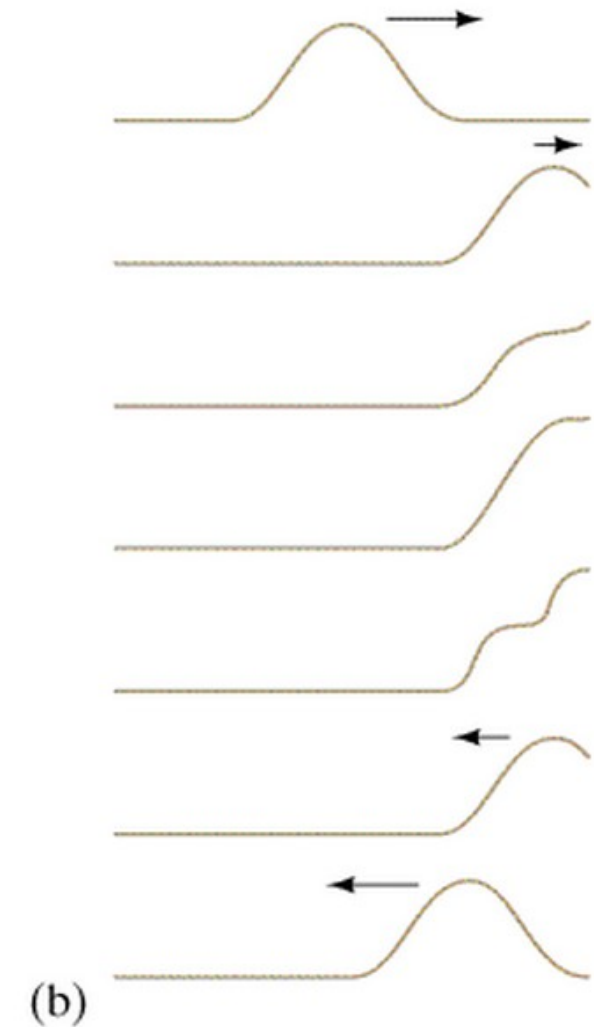
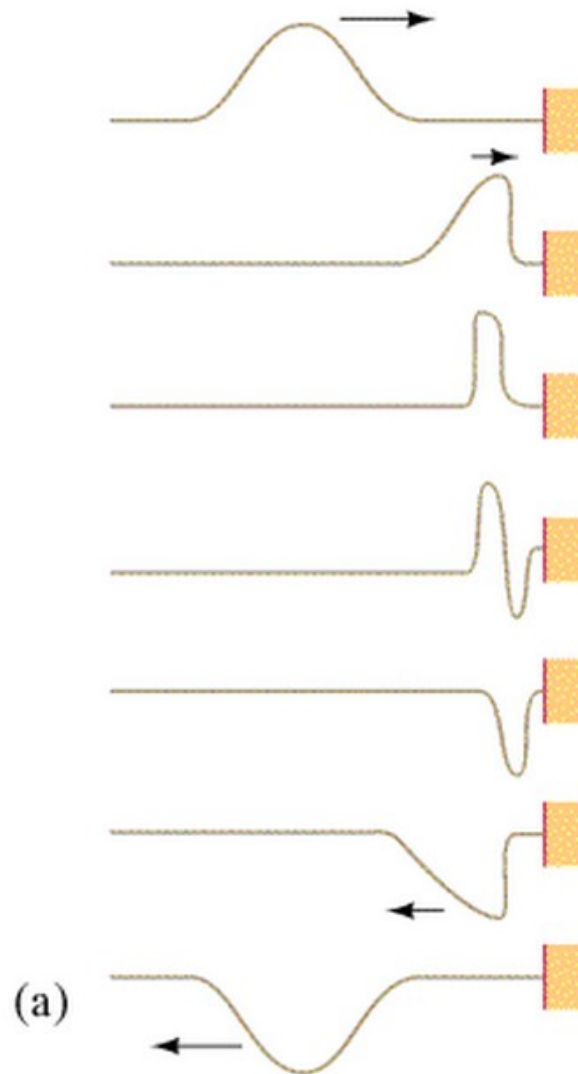


Demos!
Those pendulums again

Reflection

* At a change of medium, waves reflect

* This is useful, now you can hear my voice.

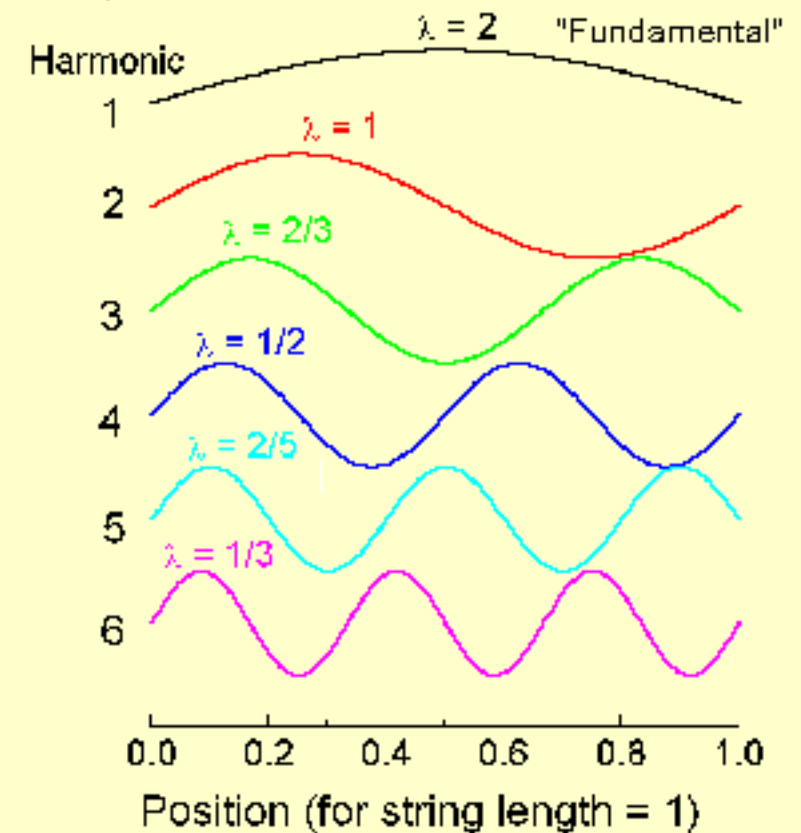


Resonate

- * Only some waves are permitted, based on the boundary conditions
- * Overtones!

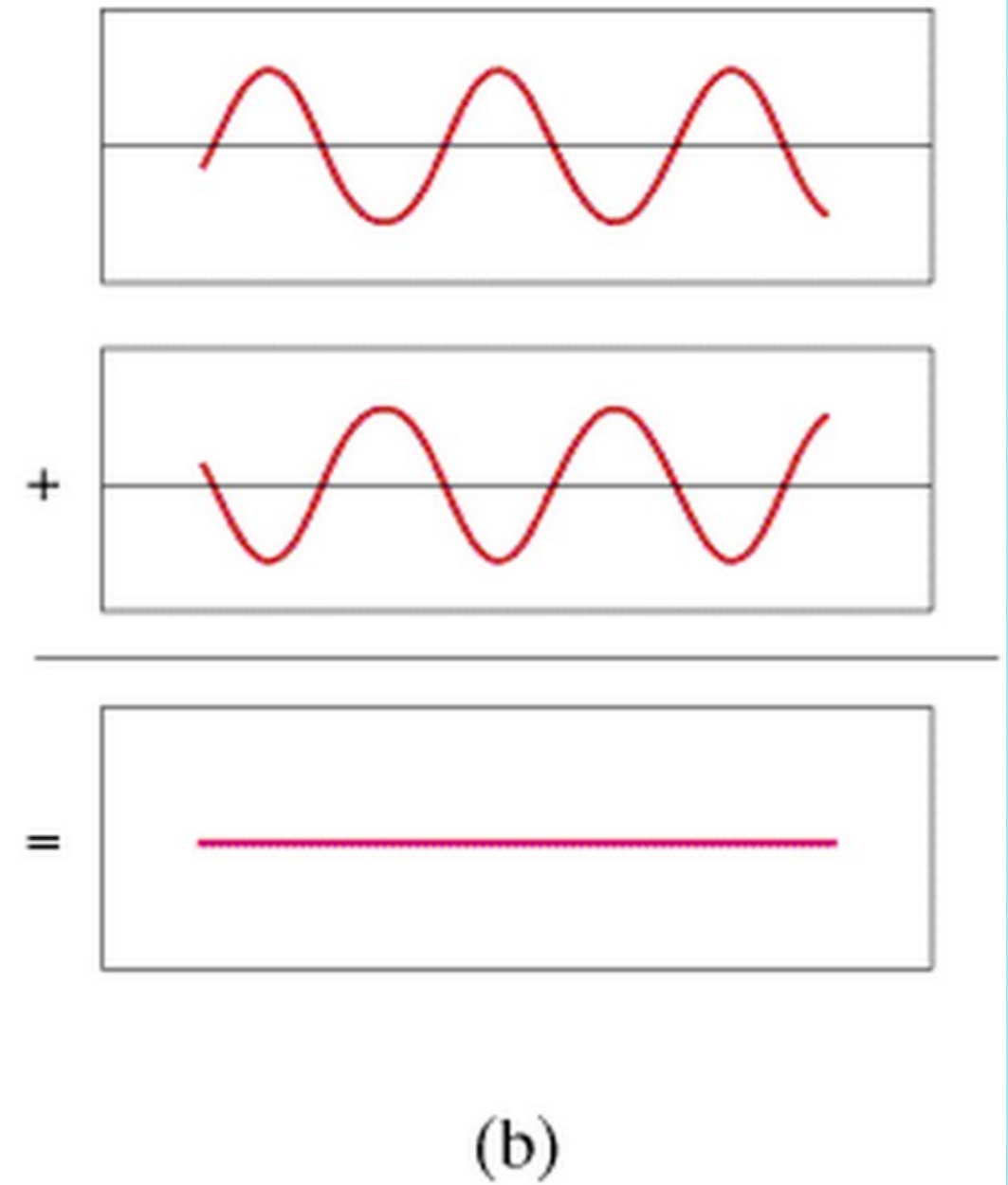
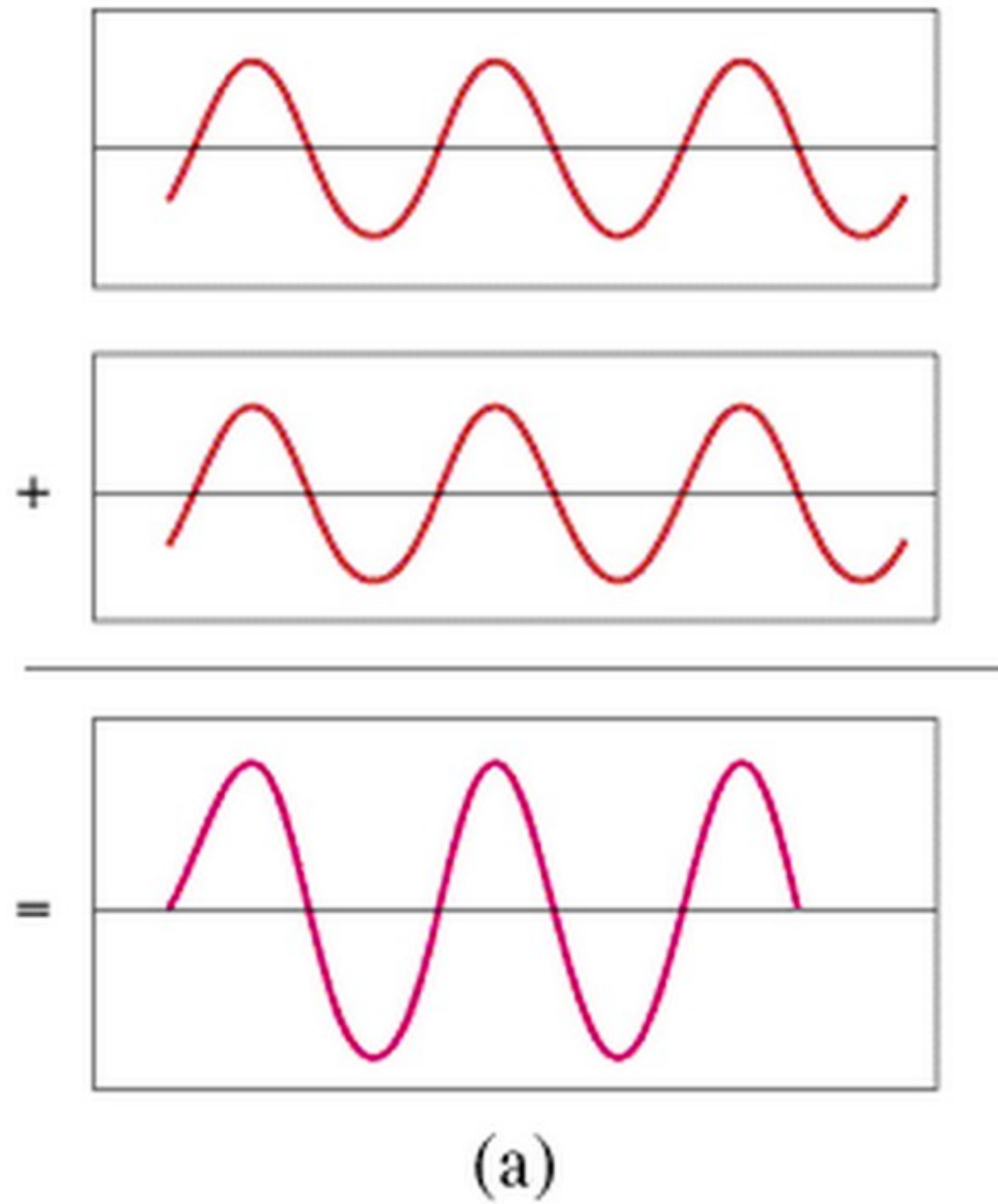
λ = Wavelength
 f = frequency
 c = speed of sound

$$f = c/\lambda$$

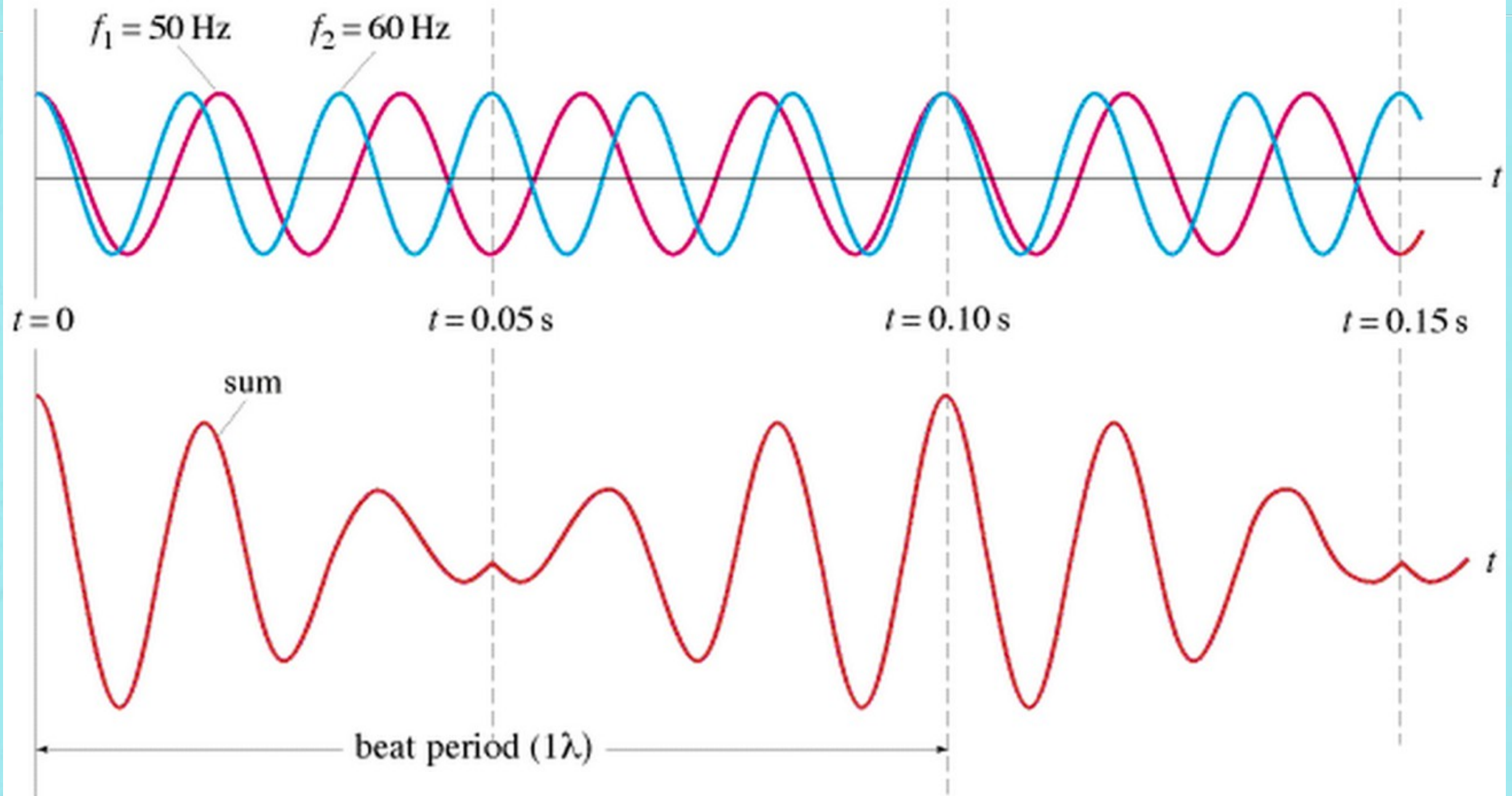


Demos!
Trombone, tubes,
glass

Interference



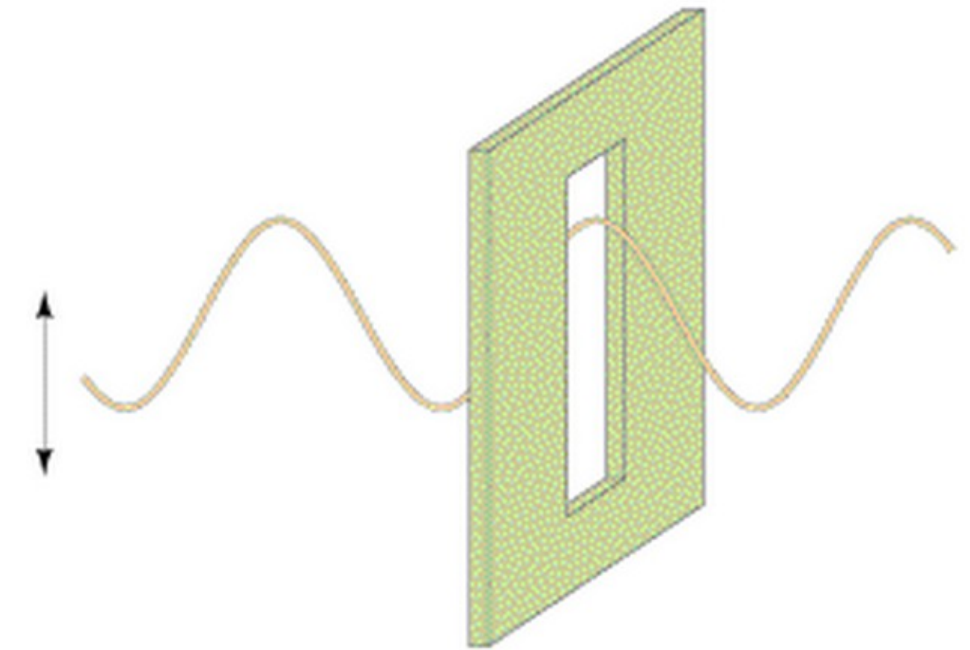
Interference



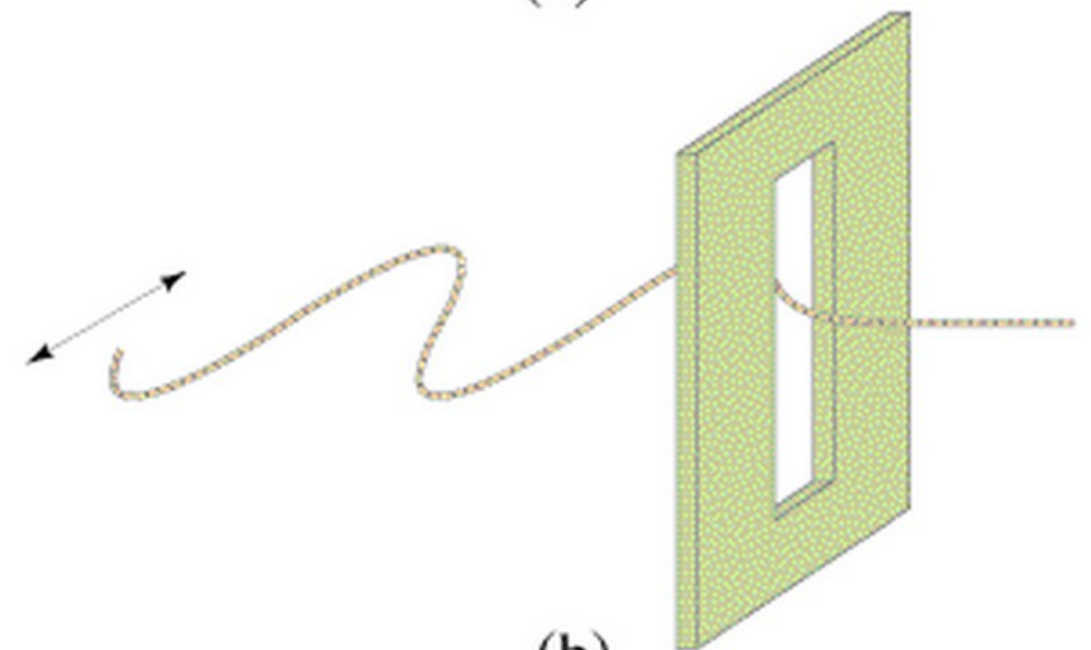
Demos!
Tuning forks,
more guitar

Polarization

- * Transverse waves have a transverse direction.
- * Sunglasses! (More in the next part)



(a)

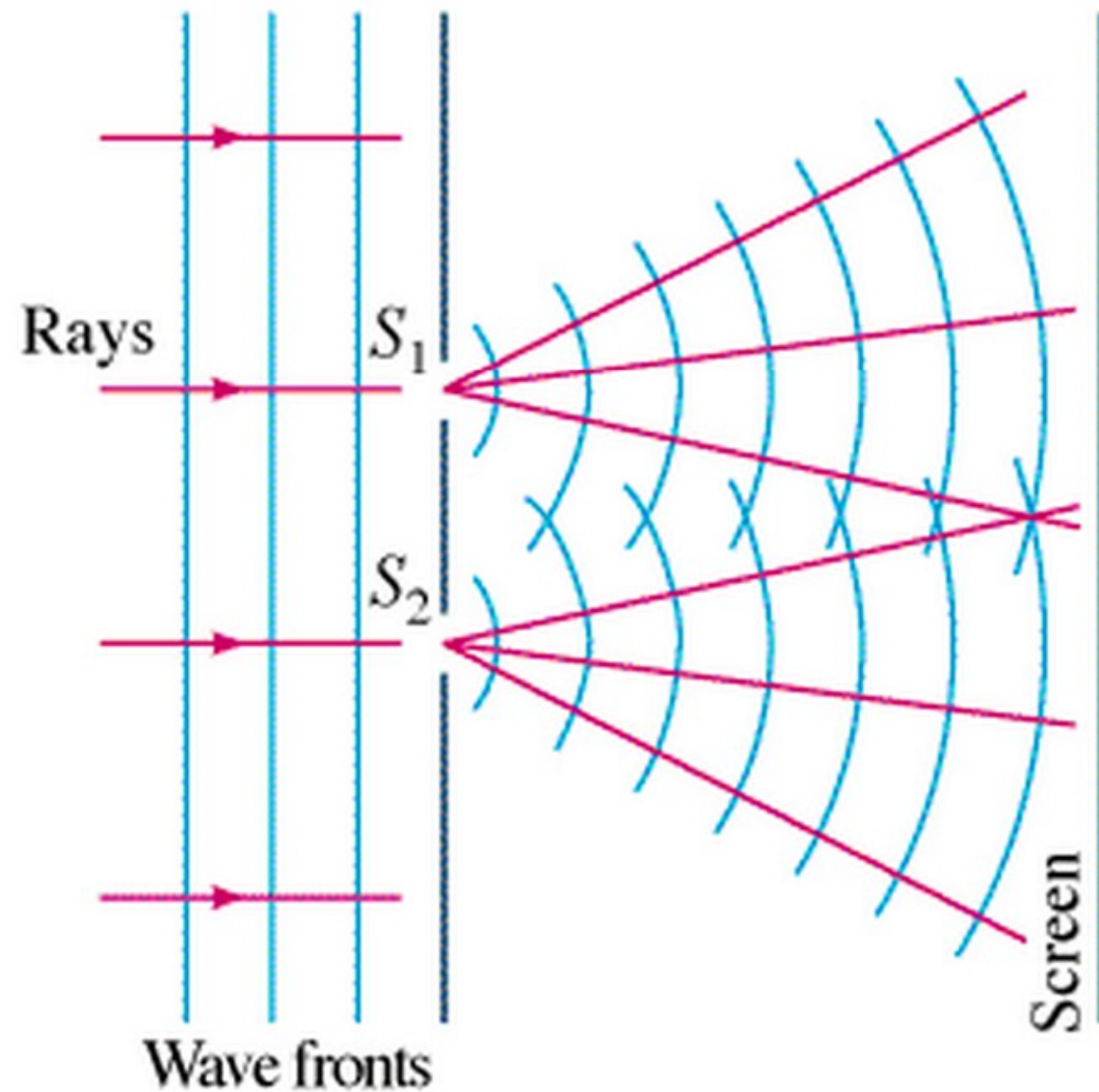


(b)

Demos!
Polarizer

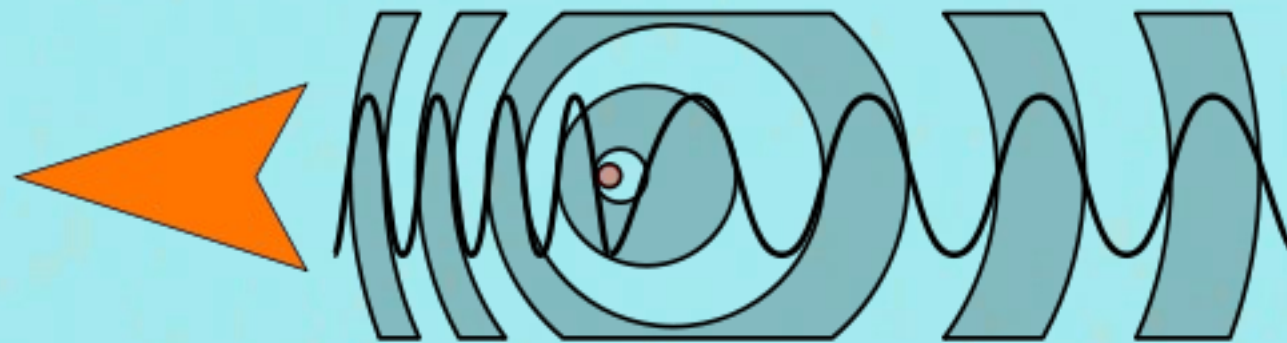
Diffraction

* Interference with ITSELF!



Demos!
Wave pool

Doppler Shift!



Dispersion!

- * Refraction!

- * Surfing!