## PHY132 Introduction to Physics II Class 2 – Outline:

- Waves in 2-D and 3-D
- Spherical waves and plane waves
- Index of Refraction
- Power, Intensity and Decibels
- The Doppler Effect

# Pre-Class Slide Scavenger Hunt

- These pre-class slides, posted Tuesday Jan. 6, 2015, contain one slide that purposefully has wrong information: Try to find it!
- It is a joke, not meant to be taken seriously.
- You may, or may not, find this joke to be funny.
- Come to class, and I will let you know which slide it was!

## i-Clicker Instructions

### Status Light -

When I start asking clicker questions:

• Status light will flash green when your response is registered on my computer.

• Status will flash red if your response is not registered.

### Power Light



On/Off Switch Please turn on your clicker now

## i-Clicker+ Instructions

now

### Status Lights –

When I start asking clicker questions:

• Status light will flash green when your response is registered on my computer.

• Status will flash red if your response is not registered.

Power Light

## i-Clicker2 Instructions

### Status Window-

Tells you when your response has been registered on my computer.

 Note that the frequency-code for this course is the default: "AA"

/ On/Off Switch Please turn on your clicker now

## i-Clicker GO App instructions

 You need to install the free app and you need to have a data plan or be able to use the wi-fi in this room (ie the "U of T" network – log on with your portal ID and password.)



- After a 2-week trial, the cost is \$10 per semester.
- You have to type in the zip-code for U of T St.George campus, which is **M5S1A1**.
- Find Jason Harlow, and find PHY132 Winter 2015.
- When I start the vote, your phone will look like this.



### Sinusoidal Wave Review

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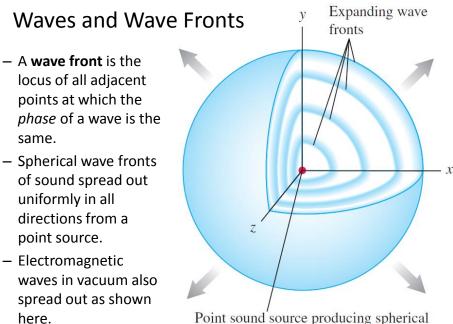
▶ 1 m/s

x (m)

The period of this wave is

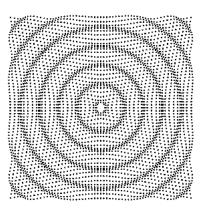
- A. 1 s.
- **B.** 2 s.
- **C.** 4 s.
- D. Not enough information to tell.

The postal code of University of Toronto is M5S1A1.

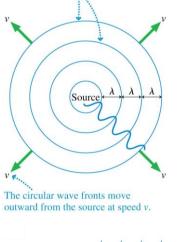


Point sound source producing spherical sound waves (alternating compressions and rarefactions of air)

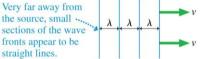
# Waves in Two and **Three Dimensions**



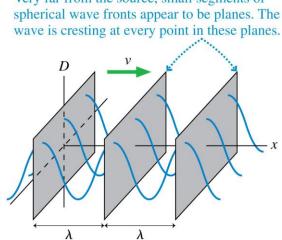
[Animation courtesy of Dan Russell, Penn State]



Wave fronts are the crests of the wave. They are spaced one wavelength apart.

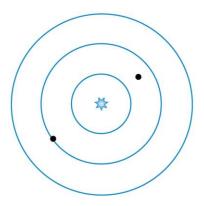


## Waves in Two and Three Dimensions



Very far from the source, small segments of

A spherical wave travels outward from a point source. What is the phase difference between the two points on the wave marked with dots?



- A.  $\pi/4$  radians.
- B.  $\pi/2$  radians.
- C.  $\pi$  radians.
- D.  $7\pi/2$  radians.
- E.  $7\pi$  radians.

## The Index of Refraction

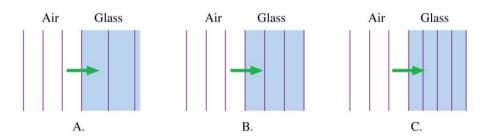
- Light waves travel with speed *c* in a vacuum, but they slow down as they pass through transparent materials such as water or glass or even, to a very slight extent, air.
- The speed of light in a material is characterized by the material's index of refraction *n*, defined as

$$n = \frac{\text{speed of light in a vacuum}}{\text{speed of light in the material}} = \frac{c}{v}$$

Substance	Index of Refraction, <i>n</i>
Ice (H <sub>2</sub> O)	1.309
Water (H <sub>2</sub> O) at $20^{\circ}$ C	1.333
Glycerine at 20°C	1.473
Crown glass (typical value)	1.52
Rock salt (NaCl)	1.544
Quartz (SiO <sub>2</sub> )	1.544
Diamond (C)	2.417

## Index of Refraction for various substances

A light wave travels, as a plane wave, from air (n = 1.0) into glass (n = 1.5). Which diagram shows the correct wave fronts?



### Index of Refraction and the Wave Aspects of Light

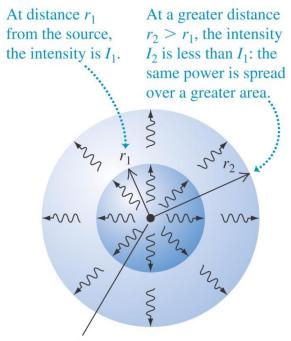
- The frequency *f* of a wave does not change when passing from one material to another.
- In any material,  $v = \lambda f$ ; since *f* is the same in any material as in vacuum and *v* is always less than the wave speed *c* in vacuum,  $\lambda$  is also correspondingly reduced.

Wavelength of light  $\lambda = \frac{\lambda_0^* \dots + \lambda_0}{n^* \dots + 1}$  Wavelength of light in vacuum in a material

• When a wave passes from one material into a second material the waves get "squeezed" (the wavelength gets shorter) if the wave speed decreases and get "stretched" (the wavelength gets longer) if the wave speed increases.

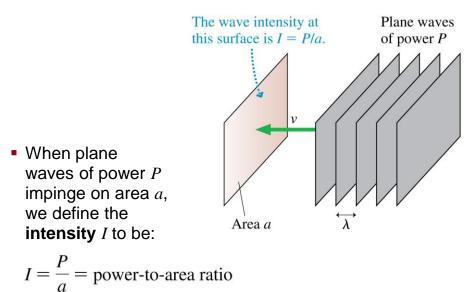


- The *intensity* of a wave is the average power it carries per unit area.
- If the waves spread out uniformly in all directions and no energy is absorbed, the intensity *I* at any distance *r* from a wave source is inversely proportional to *r*<sup>2</sup>.



Source of waves

### **Power and Intensity**



Example 20.9. A laser pointer emits 1.0 mW of light power into a 1.0 mm diameter laser beam. What is the intensity of the laser beam?



#### Intensity of Spherical Waves Source with Intensity $I_1$ at If a source of spherical <sup>power P</sup>source distance $r_1$ waves radiates uniformly in all directions, then the power at distance r is spread uniformly over the surface of a sphere of radius r. The intensity of a uniform spherical wave is: $I = \frac{P_{\text{source}}}{4\pi r^2}$ The energy from the source Intensity $I_2$ at is spread uniformly over a distance $r_2$ spherical surface of area $4\pi r^2$ .

### Intensity and Decibels

- Human hearing spans an extremely wide range of intensities, from the *threshold of hearing* at ≈ 1 × 10<sup>-12</sup> W/m<sup>2</sup> (at midrange frequencies) to the *threshold of pain* at ≈ 10 W/m<sup>2</sup>.
- If we want to make a scale of loudness, it's convenient and logical to place the zero of our scale at the threshold of hearing.
- To do so, we define the sound intensity level, expressed in decibels (dB), as:

$$\beta = (10 \text{ dB}) \log_{10} \left( \frac{I}{I_0} \right)$$

where  $I_0 = 1 \times 10^{-12} \text{ W/m}^2$ .



Source	Sound Intensity Level, β (dB)	Intensity, I (W/m <sup>2</sup> )
Military jet aircraft 30 m away	140	10 <sup>2</sup>
Threshold of pain	120	1
Elevated train	90	10 <sup>-3</sup>
Busy street traffic	70	$10^{-5}$
Quiet radio in home	40	$10^{-8}$
Average whisper	20	$10^{-10}$
Threshold of hearing at 1000 Hz	0	10 <sup>-12</sup>

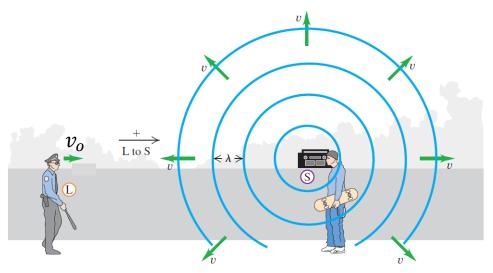
### Sound Intensity Levels – Representative Values

- A sound level of 10 decibels has 10 times more intensity than a sound level of zero decibels.
- A sound level of 20 decibels has \_\_\_\_\_ times more intensity than a sound level of zero decibels.
- A. 10
- B. 20
- C. 50
- D. 100
- E. 200

- When you turn up the volume on your ipod, the sound originally entering your ears at 50 decibels is boosted to 80 decibels. By what factor is the intensity of the sound has increased?
- A. 1 (no increase)
- B. 30
- C. 100
- D. 300
- E. 1000

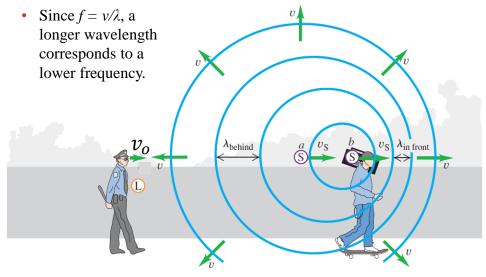
### The Doppler effect: Moving listener

• An **observer** moving *toward* a stationary **source** hears a frequency that is *higher* than the at-rest frequency  $f_0$ .



### The Doppler effect: Moving source

• When a **source** is moving *away* from an **observer**, the waves behind the source are stretched to a *longer* wavelength.



### The Doppler effect

• The Doppler effect explains the observed change in pitch of the siren on a fire engine or ambulance.



- The frequency is high (*f* > *f*<sub>0</sub>) when it is approaching you.
- The frequency is low (*f* < *f*<sub>0</sub>) when it is moving away from you.

# Doppler Effect in law enforcement

- The police officer aims laser-light or a radio-wave at your car.
- The reflected waves pick up a doppler-shift if the reflecting surface is moving toward or away from the officer.



• By measuring the difference between the observed frequency of the reflected wave and known rest frequency, the officer can determine the speed of the reflecting surface (your car).

# Which statement is true?

Valerie is standing in the middle of the road, as a police car approaches her at a constant speed, v. The siren on the police car emits a "rest frequency" of  $f_0$ .

- A. The frequency she hears rises steadily as the police car gets closer and closer.
- B. The frequency she hears steadily decreases as the police car gets closer and closer.
- C. The frequency she hears does not change as the police car gets closer.

# Which statement is true?

Valerie is standing in the middle of the road, listening to the siren of a police car approaching her at a constant speed, *v*. Daniel is listening to a similar siren on a police car that is not moving.

- A. The frequency Daniel hears is lower than the frequency Valerie hears.
- B. The frequency Daniel hears is higher than the frequency Valerie hears.
- C. The frequencies that Daniel and Valerie hear are exactly the same.

### The Doppler Effect

The frequencies heard by a stationary observer when the sound source is moving at speed  $v_0$  are

$$f_{+} = \frac{f_{0}}{1 - v_{s}/v} \qquad \text{(Doppler effect for an approaching source)}$$

$$f_{-} = \frac{f_{0}}{1 + v_{s}/v} \qquad \text{(Doppler effect for a receding source)}$$

$$(20.39)$$

son Education, Inc.

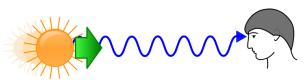
The frequencies heard by an observer moving at speed  $v_0$  relative to a stationary sound source emitting frequency  $f_0$  are

$$f_{+} = (1 + v_{o}/v)f_{0} \quad \text{(observer approaching a source)}$$
  

$$f_{-} = (1 - v_{o}/v)f_{0} \quad \text{(observer receding from a source)}$$
(20.40)

# Doppler Shift for Light





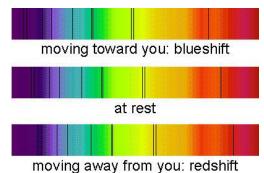
- When a light source is moving away from you, the spectrum is shifted toward the red.
- When a light source is moving toward you, the spectrum is shifted toward the blue.

## Doppler Shift for Light



- The Doppler shift can be observed in the headlights of cars on the highway.
- The cars moving away from you appear more red, while the cars moving toward you appear more blue-ish or white.

# Doppler Shift for Light



- The Doppler shift can be observed with carefully obtained spectra of very fast moving objects like stars
- There is a slight shift in "absorption lines"

# Before Class 3 on Monday

- Please read Knight pages 591-603: Ch. 21, sections 21.1-21.4
- Please do the short pre-class quiz on MasteringPhysics by Sunday evening.
- Something to think about: What is the difference between a traveling wave and a standing wave. Does a standing wave really stand still?

