Sound is a mechanical longitudinal wave!

This means it needs a <u>medium</u>, and has <u>compressions</u> and <u>rarefactions</u>.

The pitch (how high and low the sound seems) is determined by the <u>frequency</u> of the wave.

The amplitude of the sound wave determines the sound's volume.

The speed of the sound is determined by the <u>medium</u> it is traveling in.

Sound travels fastest in a solid and slowest in a gas. In air at room temperature, we say that sound travels at 343 m/s.

To find sound's speed in air at any temperature, we use the formula v = 331 + .6T where $T = \text{temperature in } {}^{\text{O}}C$.

<u>Acoustics</u> is the study of sound: its amplification and how to cancel out sounds... how to design buildings to minimize noise, et cetera.

<u>Doppler</u> was a scientist who studied acoustics. While riding on a train, he noted that a sound's pitch is affected by the speed of the sound compared to the speed of the listener.

When moving towards each other, the sound is heard at a higher pitch than the frequency actually being produced. When moving away from each other, the frequency drops.

We call the increase in frequency a <u>blue shift</u>, since light appears to behave this way also. A <u>red shift</u> is a drop in frequency heard when an object is moving away from you. Police radar uses the Doppler shift to determine your vehicle's speed. Weather radar uses this to determine wind speed.

The Doppler formula is:

$$F_L = F_S (V \pm V_L) / (V \pm V_S)$$

FL = frequency heard by the listener,

 F_S = frequency emitted by the source,

V = speed of sound (in air = 343 m/s)

 V_{L} = velocity of the listener

(+ if moving towards sound, - if moving away)

 V_S = velocity of the sound source

(- if moving towards listener, + if moving away)

A car's horn emits a 1490 Hz tone when stationary. What tone is heard when the car is coming towards you at 27 m/s?

= 1490 (343+0)/(343-27)

 $= 1490 \times 343 \div 316 = 1617.31$

= 1620 Hz - it's higher!

When your parents yell, "Turn down that noise!" and you retort tearfully, "It's MUSIC!" Who is correct?

<u>Music</u> is made of frequencies that are planned, and sound good together, while <u>noise</u> is random and does NOT sound pleasant.

<u>Beats</u> are fluctuations in volume due to interference between two similar frequencies. This is used to tune instruments, among other things.

Frequencies that go together are called <u>consonances</u>, which form small, whole number ratios between their frequencies, like 3:5 or 5:7. <u>Dissonances</u> are sounds that sound nasty together: their frequencies do NOT form small ratios (more like 11:17)

Octaves are a doubling of the frequency going up an octave, and a halving going down.

Middle "C" is 256 Hz - what is "C" one octave lower? (128 Hz) Two higher? (1024 Hz)

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