Basic Physics

Sound and hearing

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Lecture 6: Sound



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0. Nature of Science and physics

- 1. Mechanics
- 2. Temperature and Heat
- 3. Fluid
- 4. Waves
- 5. Sound and hearing
- 6. Optics and visualization
- 7. basic electromagnetism
- 8. basic quantum mechanics
- 9. atomic physics
- 10. basic nuclear physics and radioactivity









Doppler Flow Meter



A Doppler flow meter measures the speed of red blood cells.

Thyroid ultrasound uses high frequency sound waves to make a picture of the thyroid gland





Speed of Sound

• Medium	velocity m/sec
air (20 C)	343
air (0 C)	331
water (25 C)	1493
sea water	1533
diamond	12000
iron	5130
copper	3560
glass	5640

Pitch

 description of how <u>high or low</u> the sound seems to a person

. Loudness-

how loud or soft a sound is perceived to be.

Loudness of Sound in Decibels

Sound	Loudness (dbs)	Hearing Damage
Average Home	40-50	
Loud Music	90-100	After long exposure
Rock Concert	115-120	Progressive
Jet Engine	120-170	Pain

Ultrasound

- sound waves with frequencies above the normal human range of hearing. Sounds in the range from 20-100kHz

<u>Infrasound</u>

- sounds with frequencies below the normal human range of hearing. Sounds in the 20-200 Hz range



Interference

- the result of two or more sound
- waves <u>overlapping</u>





Different sounds that you hear include (A) noise, (B) pure tones, and (C) musical notes.





Standing sine wave patterns of air vibrating in a closed tube. Note the node at the closed end and the antinode at the open end. Only odd multiples of the fundamental are therefore possible.



Standing waves in these open tubes have an antinode at the open end, where air is free to vibrate.



Standing sine wave patterns of air vibrating in an open tube. Note that both ends have anitnodes. Any whole number of multiples of the fundamental are therefore possible.



The Doppler Effect for a moving sound source

- Sounds from Moving Sources.
 - A moving source of sound or a moving observer experiences an apparent shift of frequency called the **Doppler Effect.**
 - If the source is moving as fast or faster than the speed of sound, the sound waves pile up into a shock wave called a sonic boom.
 - A sonic boom sounds very much like the pressure wave from an explosion



--ALBERT EINSTEIN

