

# SOUND

## Sound :

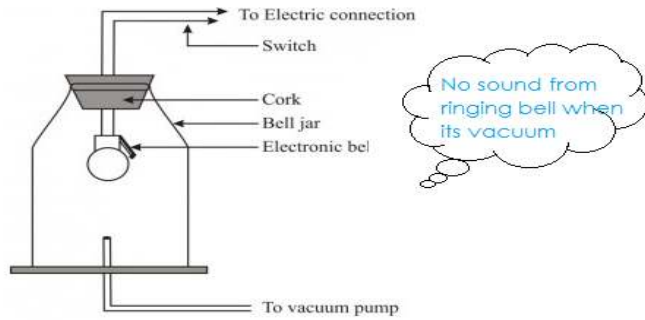
- Form of energy that produces the sensation of hearing in our ears .

### Necessary condition to produce sound :

- Vibration of particles of the medium

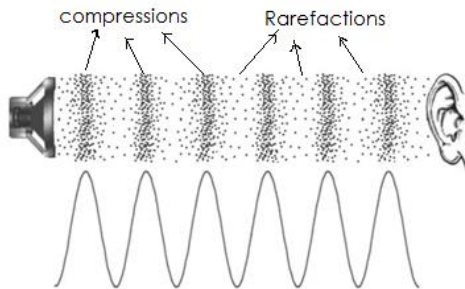
### Propagation of sound :

- Sound needs a medium to propagate



Bell jar experiment showing sound cannot travel in vacuum

- Sound can propagate through solids, liquids and gas.
- Propagation of sound through air



- Sound propagates in all directions



### Speed of Sound :

$$\text{Speed of sound} = \frac{\text{Distance travelled by the sound}}{\text{Time taken}}$$

Sound travels fastest in solids , slower in liquids and slowest in gases.

Speed in air = 332 m/s

Speed in water = 1440 m/s

Speed in iron = 5000 m/s

## Types of sound :

| Music   | Noise  |
|---|--|
| It is pleasant, smooth and acceptable to the ear  | It is harsh, discordant and non-acceptable to the ear                              |
| It is produced by the vibrations which are periodic   | It is produced by an irregular succession of disturbances                          |
| All the component waves are similar without any sudden change in their wavelength and amplitude | The component waves change their character suddenly and they are of short duration |
| The sound level is low (between 10 dB to 30 dB)   | The sound level is high (above 120 dB)   |
| The wave form is regular  | The wave form is irregular   |
| Example: the sound produced by musical instruments  | Example: the sound produced by an aeroplane, road roller, etc.                     |

## Sources of Sound :

- Turning fork



- Musical instruments

### ➤ Stringed instruments



### ➤ Percussion instruments



### ➤ Wind instruments



### ➤ Reed instruments



- Human Sound :



Voice box – Larynx – produce voice.

### Reflection of Sound :

Persistence of hearing: the characteristic property of human ear due to which it cannot distinguish between the original and reflected sound, if it reaches the ear within 0.1 second.

### Echo :

The sound heard after reflection from a distant obstacle (such as cliff, a hillside, etc.) after the original sound has ceased, is called an echo

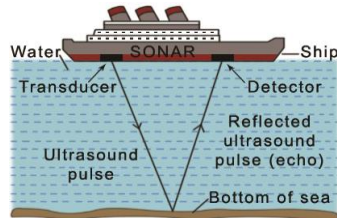
### Conditions for formation of an echo

- the reflected sound to reach the person **at least 0.1 second after the original sound** is heard
- $t = \frac{2d}{v} \rightarrow d = \frac{vt}{2}$
- $d$  is the distance between the observer and the obstacle
- $V$  is the speed of sound
- $t$  is the time taken for the sound to reach the observer after reflection
- Putting the values  $t = 0.1 \text{ s}$  and  $V = 332 \text{ m/s}$ , we get

$d = 16.6 \text{ m}$  which is the **minimum distance** between the observer and the obstacle required to hear the echo distinctly

**Reverberation** : - Multiple echoes

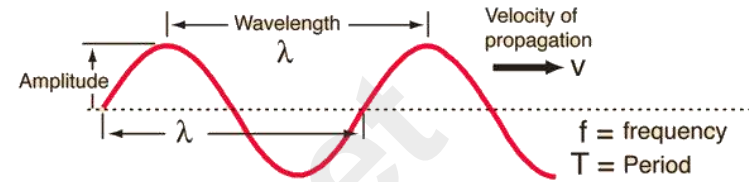
### Application of Echo: SONAR



- To determine depth of sea
- By ships to detect submarines
- By bats and dolphins to locate any obstacle in their path

Unit of Sound :- Decibel

### Terms Related to Wave motion :



|                         |  |
|-------------------------|--|
| Oscillation             | To and fro motion when one full wave is constituted  |
| Amplitude               | The maximum displacement of the wave on either side of its mean position   |
| Time period             | Time taken to complete one oscillation. Measured in second.  |
| Frequency(f)            | Number of wave passing through a point in a second. Measured in hertz.<br>$f = \frac{1}{T}$<br>1 Hz = 1cycle/second. |
| Wavelength( $\lambda$ ) | Distance between two crests or troughs   |

### Characteristics of sound :

|                          |                          |                                       |         |       |
|--------------------------|--------------------------|---------------------------------------|---------|-------|
| Characteristics of sound | <b>Loudness</b>          | depends on the amplitude of vibration | Soft    | Loud  |
|                          | <b>Pitch</b>             | depends on frequency                  | Low     | High  |
|                          | <b>Quality or Timbre</b> | depends on waveform                   | Clearer | Mixed |