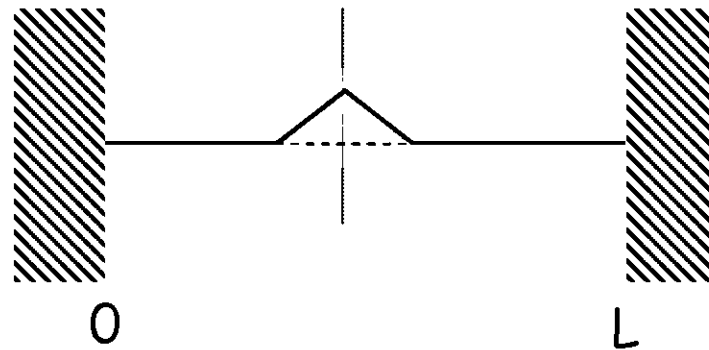


## 10. Wave Motion



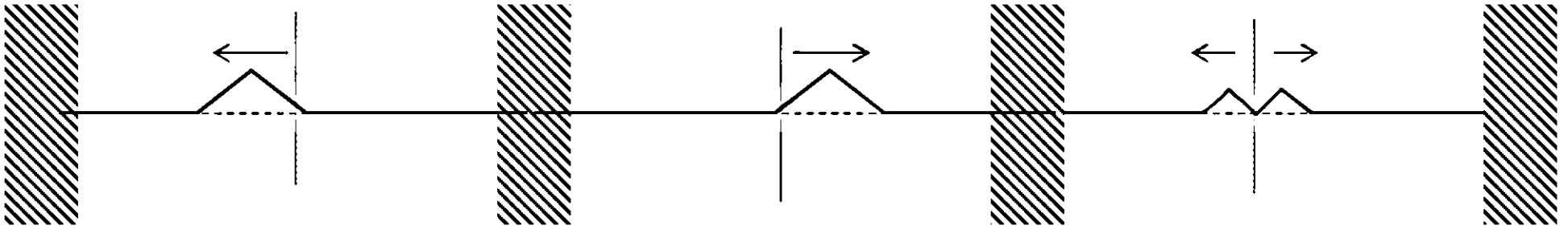
How do we describe this?

An initial shape...



...so can we just let the normal modes oscillate at  $\omega_n$ ?

No! Because that initial shape can do many things:



To get the answer right, we have to get *all* the boundary conditions right!

$$\frac{\partial^2 y}{\partial x^2} = \frac{1}{v^2} \frac{\partial^2 y}{\partial t^2}$$

Wave equation needs two spatial and two temporal boundary conditions.


### Two spatial boundary conditions

Clamped string:  $y(0,t) = 0$

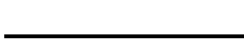
$$y(L,t) = 0$$

"a certain point in space for all time"

### Two temporal boundary conditions

Initial shape:  $y(x,0) =$   "a certain point in time for all space"

rather than an analogous second point in time (which could work), try this:

Initial velocity:  $\dot{y}(x,0) =$  

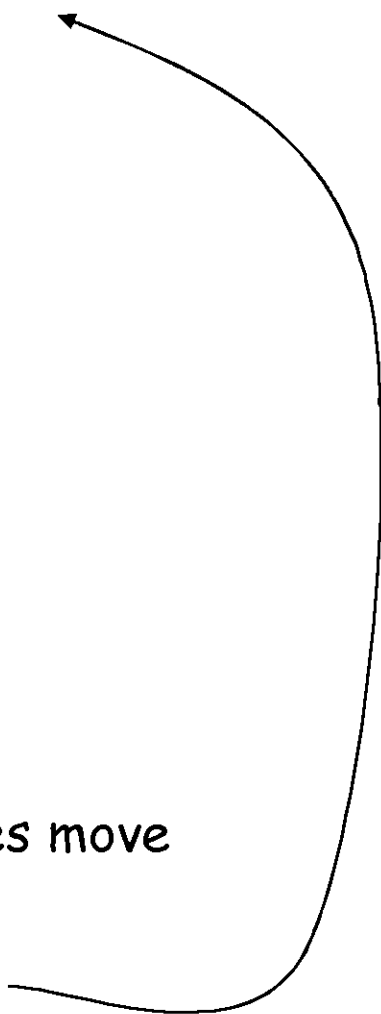
$$y(x,t) = \sum_{n=1}^{\infty} A_n \sin\left(\frac{\omega_n}{v}x + \phi_n\right) \cos(\omega_n t + \delta_n)$$

$$y(0,t) = 0 \quad \longrightarrow \quad \phi_n = 0$$

$$y(L,t) = 0 \quad \longrightarrow \quad \omega_n = \frac{n\pi v}{L}$$

$$y(x,0) = \text{shape} \quad \longrightarrow \quad A_n \text{'s}$$

The  $\dot{y}(x,0) = \text{velocities}$  tell you how the normal modes move with different phase offset. But don't do it this way!!!



$$y(x,t) = \sum_{n=1}^{\infty} \sin\left(\frac{\omega_n}{v} x\right) [B_n \cos(\omega_n t) + A_n \sin(\omega_n t)]$$

(spatial boundary conditions) 

$$y(x,0) = \sum_{n=1}^{\infty} \sin\left(\frac{\omega_n}{v} x\right) B_n$$

$$= \sum_{n=1}^{\infty} \sin\left(\frac{n\pi}{L} x\right) B_n \quad \text{French's Fourier series!}$$

$$\dot{y}(x,t) = \sum_{n=1}^{\infty} \sin\left(\frac{\omega_n}{v} x\right) [-B_n \omega_n \sin(\omega_n t) + A_n \omega_n \cos(\omega_n t)]$$

$$\dot{y}(x,0) = \sum_{n=1}^{\infty} \sin\left(\frac{\omega_n}{v} x\right) [A_n \omega_n] = 0 \quad \begin{array}{l} \text{Initially at rest?} \\ \text{Then } A_n = 0 \end{array}$$

