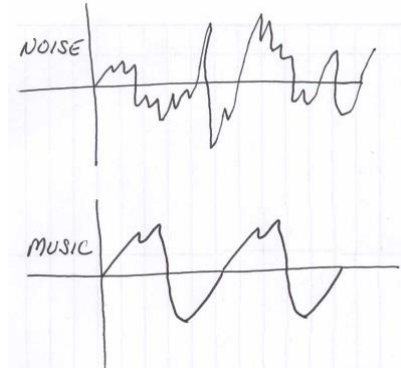


PHYSICS Music

• Musical Sound

- The difference between _____ vs. _____ is vs. periodic frequencies.
- Musically speaking there are three main characteristics: pitch, loudness, and quality.



mixed

• Sound: Pitch

- The _____ of a sound is its frequency.
- "Concert A" is the standard note everyone tunes to. It Hz.
- Humans perceive music logarithmically. We hear the gap between A220, A440, and A880.

is 440

same

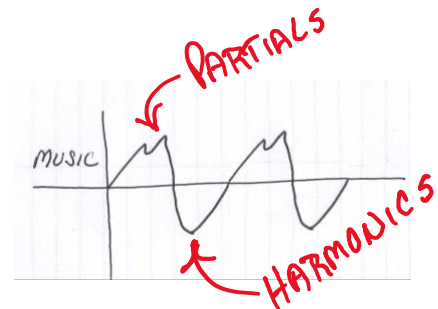
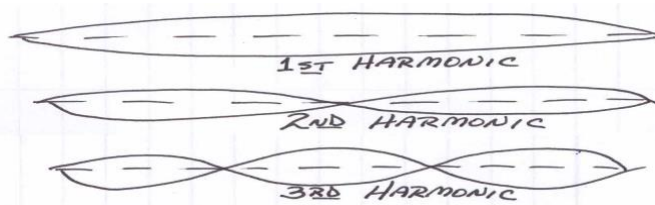
• Sound: Loudness

- The _____ of a sound is the wave intensity which is \sim amplitude².
- Units or dimensions of intensity are watts/m².
- Humans can't hear below 10⁻¹² W/m².
- The threshold of pain starts at about 1 W/m².
- Every power of ten in W/m² is called a "bel" (named after Alexander Graham Bell). Starting with 10⁻¹² W/m² = 0 bel. 10⁻¹¹ W/m² = 1 bel, and so on. Now we often use decibels (1 bel = 10 decibels).
- Physiological hearing gets damaged at 85 dB.
- We are more sensitive at high frequencies. 80dB at 3500Hz sounds twice as loud as 80dB at 125Hz.

SOUND	W/m ²	dB
Jet airplane 30 m away	10 ²	140
Air-raid siren, nearby (threshold of pain)	1	120
amplified music	10 ⁻¹	115
riveter	10 ⁻³	100
	10 ⁻⁴	
busy street traffic	10 ⁻⁵	70
conversation	10 ⁻⁶	60
quiet background music	10 ⁻⁸	40
whisper	10 ⁻¹⁰	20
leaves rustling	10 ⁻¹¹	10
threshold of hearing	10 ⁻¹²	0

• Sound: Quality

- What is the difference of a clarinet, voice and piano performing the same note? The _____ of a sound is the difference from *partials* and *harmonics*.
 - _____ are frequencies that *superposition* with the original, lowest one.
 - _____ are frequencies that are *multiples* of the original, lowest one.



• Musical Instruments:

Basically are of three types: string, air, and percussion.

- _____ of a musical instrument depends on the *form or geometry*.
- Joseph Fourier found that all periodic waves can be analyzed (taken apart) to pure parts. This is _____.
- Vinyl records' grooves (a) = cassette tape iron filings (a) = optical patterns on CDs (d). They all represent notes to the playing device. *The difference is analog (a) vs. digital (d)!*
- _____ signals *mimic* the original: loud - bigger ... high - higher.
- _____ signals *abstract* the original: loud - one digit ... high - another digit.