

Superposition

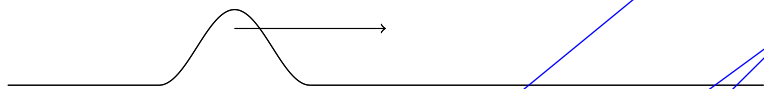
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Superposition

We have already seen that a progressive wave is a pattern of displacement which moves along with time. What happens, then, when more than one wave is present (this can happen for any medium, e.g. on a string or on water)?

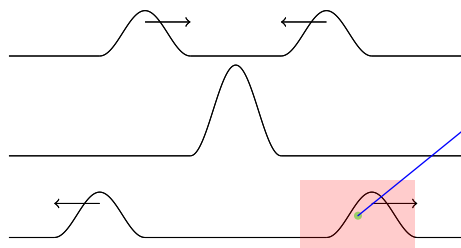
The displacement pattern with more than one wave can be worked out using the *principle of superposition*. The principle of superposition states that whenever more than one pattern of displacement (wave) is present, the total displacement is the sum of the individual displacements.

To see how this works in more detail, we are first going to consider some wave *pulses* (a pulse is a single disturbance in a medium, e.g. by flicking a rope at one end up and back again only once).



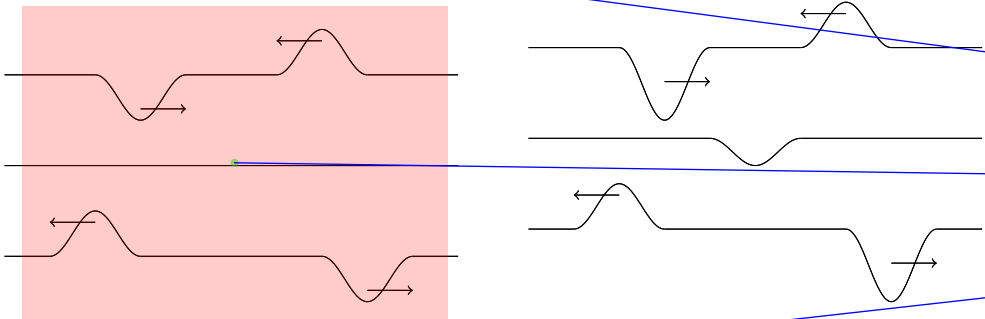
Two or more pulses can pass through a medium at one time, and the principle of superposition enables us to find out what will happen by adding their individual effects. After they pass through each other, they continue in the same direction, and their original amplitudes remain unchanged.

Constructive superposition is when the total effect of two pulses is greater when they meet each other. They superimpose to create a larger pulse when they are in the same place at the point of meeting, and the amplitude of the resulting pulse is equal to the sum of the amplitudes of the initial pulses.



- What is a progressive wave?
- What is the wave at rest?
- How can we tell when more than one wave is present?
- How do you calculate the displacement? Is it the distance of the peak from the mean position?
- is displacement the area under the curve or the height of the wave?
- Why can two pulses have their individual effects added together to form a single impact?
- Why don't their amplitudes get affected?
- Is there a superposition when the total effect is zero?
 - cleared up with destructive SP
- What does superimpose mean? Is there such a word as "superpose"?
- Is the size of the one big pulse proportional to the size of the two small ones?
- What if the two waves are at different polarization?
- Does this affect the size of the small pulsations after the collision?

Destructive superposition is when the total effect is smaller when pulses meet each other. They superimpose to partly or totally cancel out. The amplitude of the resulting pattern is still the sum of the combining amplitudes, but one of those amplitudes will be negative.



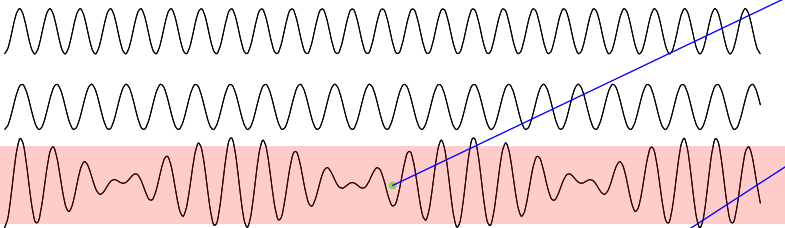
Superposition of continuous waves

Superposition can occur with continuous waves as well as simple pulses. The principle of superposition is applied in exactly the same way to these situations (i.e. we add up the displacements from the contributing waves at each point to find out the resulting wave pattern).

The waves don't have to be travelling in opposite directions towards each other like the pulses above; they may be travelling in the same direction (or any direction like ripples on water), or there may be many different waves all with different frequencies, amplitudes and directions, all of which can be superimposed using the same rule.

Beats

Below is the result of combining the waves from two sources of slightly different frequencies:



The resulting wave has a higher frequency than either of the original waves¹, and keeps getting louder and quieter. The loudness changes because as the waves superimpose constructively and destructively in turn: since they have almost the same frequency, the waves will be 'in sync' for a time (their

¹In fact, the sum of the two frequencies.

What causes destructive superposition?

What happens to waves after they destructively superimpose? Do they continue?

I don't understand how one of the amplitudes becomes negative...

do we ever need to work with waves are moving in all 360 degrees around the flat line or only when it will be positive and negative, eg above and below the line?

Why is it super?

What affects superposition?

Is there a formula for this?

How is superposition calculated?

Are the effects on the continuous waves the same as for the destrucitve superposition? i.e. do they cancel out etc? (Rhiannon Hales)

What happens if the two waves are different displacements?

Don't understand how the resultant wave is like that...

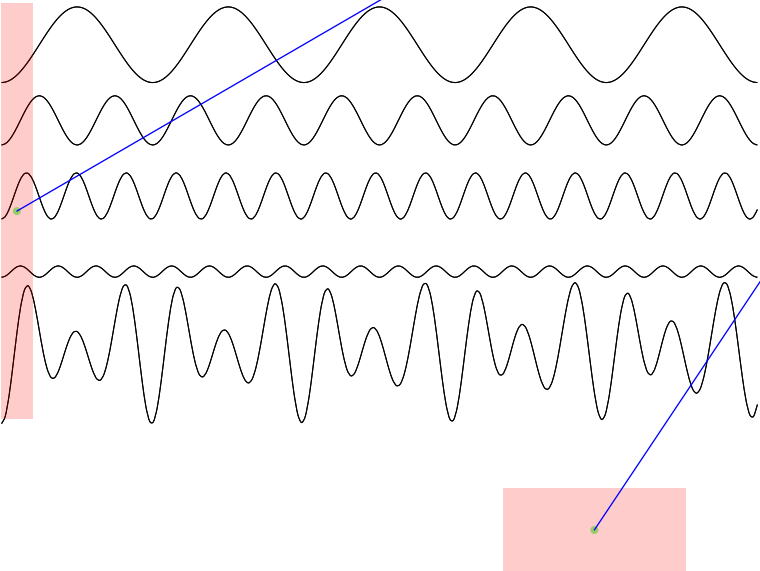
Why does the resultant wave keep getting louder and quieter?

crests and troughs will coincide so they will make a bigger wave), before they go ‘out of sync’ and will cancel each other out, and this happens repeatedly due to their frequency difference².

These repeated variations in the loudness of the resulting wave can easily be heard in sound waves where two sounds of nearly the same pitch are heard at the same time and are known as *beats*. The beats get slower as the frequencies get closer, and disappear altogether when the frequencies are identical, so this is an important method of tuning musical instruments (a piano tuner has actually trained to listen for these beats in order to temper a piano’s tuning).

Harmonics

As we shall see in the following section on standing waves, musical instruments often produce *harmonics*, which are sound waves of certain higher frequencies than the note they are playing, in addition to that note. These harmonics superimpose onto each other, and give the waveform of the musical instrument its shape (which gives each musical instrument its distinctive sound or tone quality). The example below shows the four main waves for a flute playing a B at 247 Hz, and its final waveform (the amplitudes are accurate.³)



In beats, is it the waves cancelling out making a continuous sound when the frequencies are identical? (Rhiannon Hales)

Why is it easier to tune using harmonics e.g. on a guitar? Are the beats larger or more distinct?

What is a waveform? What is position at rest? How do you work it out?

How come there are 4 different waveforms in harmonics? i.e. what causes it?

What is a ‘standing wave’?

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²The frequency of these loudness variations (or amplitude modulations if you prefer) is in fact the difference in frequencies of the contributing waves.

³Source: <http://hyperphysics.phy-astr.gsu.edu/hbase/music/flutew.html>