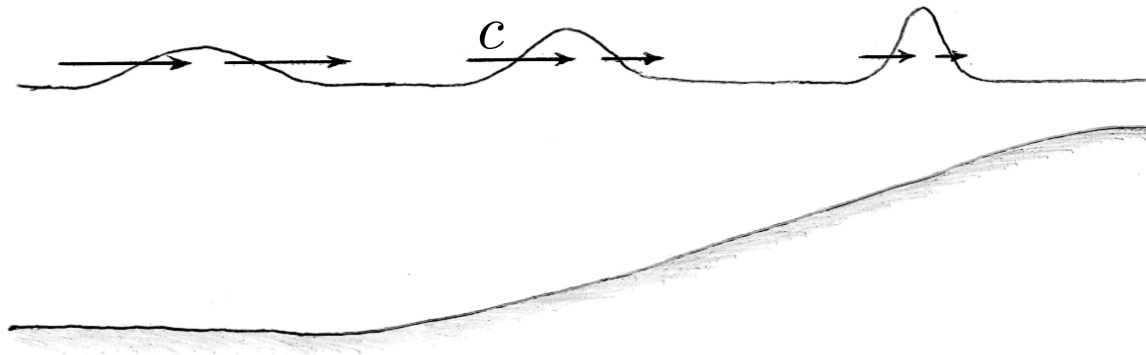


*An invitation to
simple modeling of complex phenomena*

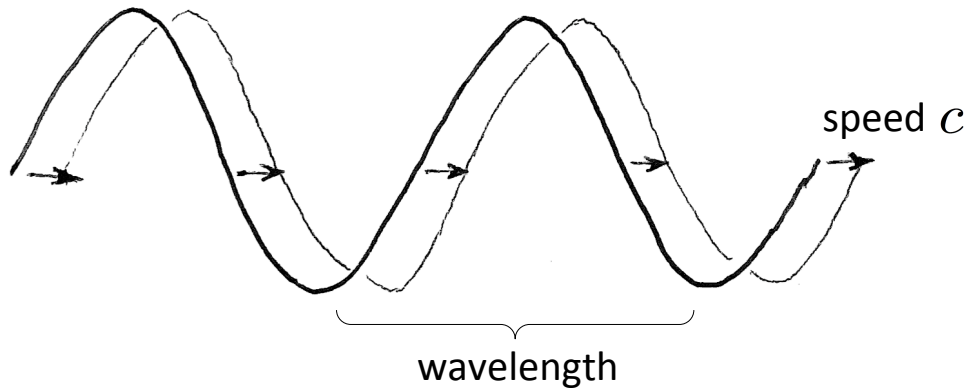


T. Tokieda
Lyon, August 2012

What determines the *speed* c of a wave?



Variables governing a wave :



angular frequency

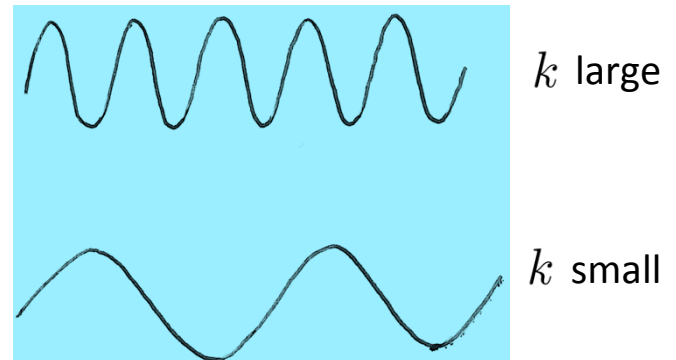
$$\omega = \frac{2\pi}{\text{period}}, \quad [\omega] = \frac{1}{\mathbf{T}}$$

wavenumber

$$k = \frac{2\pi}{\text{wavelength}}, \quad [k] = \frac{1}{\mathbf{L}}$$

speed

$$c = \frac{\omega}{k}, \quad [c] = \frac{\mathbf{L}}{\mathbf{T}}$$



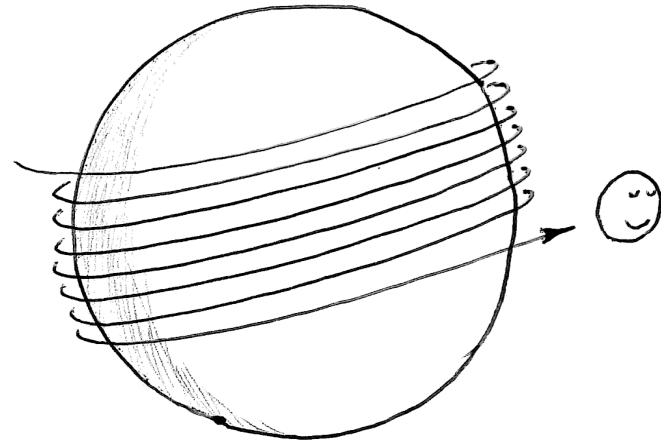
Once we know how ω and k are related, we have c !

$\omega = \omega(k)$ is called the **dispersion relation** for the given wave.

For example, in case of light,

$$\omega = 299792458 \dots (\text{m/sec}) \cdot k \quad (\text{linear relation})$$

$$\implies c = \frac{\omega}{k} = \text{const.}$$



7.5 tours of the Earth per sec

Dispersion relation for water wave :

1) Dimensional analysis

We think about physics: hmm. . .

Without gravity, crests of the wave would continue rising and would not fall back down. So let us include g :

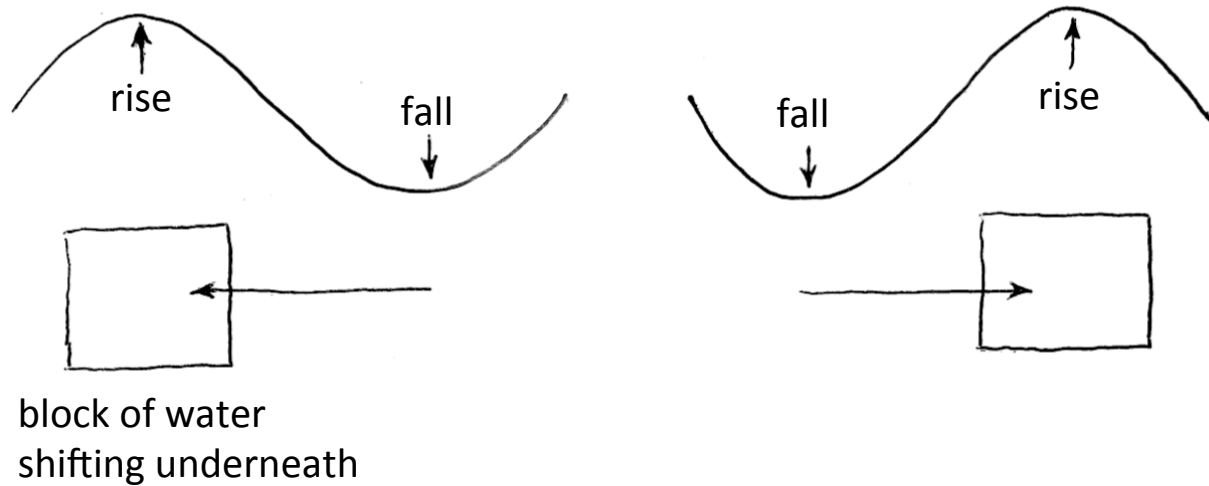
variables	k	g	ρ	ω
dimensions	$\frac{\mathbf{1}}{\mathbf{L}}$	$\frac{\mathbf{L}}{\mathbf{T}^2}$	$\frac{\mathbf{M}}{\mathbf{L}^3}$	$\frac{\mathbf{1}}{\mathbf{T}}$

ω cannot depend on ρ , since no other variable cancels \mathbf{M} .

$$\omega \sim \sqrt{gk}, \quad c = \frac{\omega}{k} \sim \sqrt{\frac{g}{k}}$$

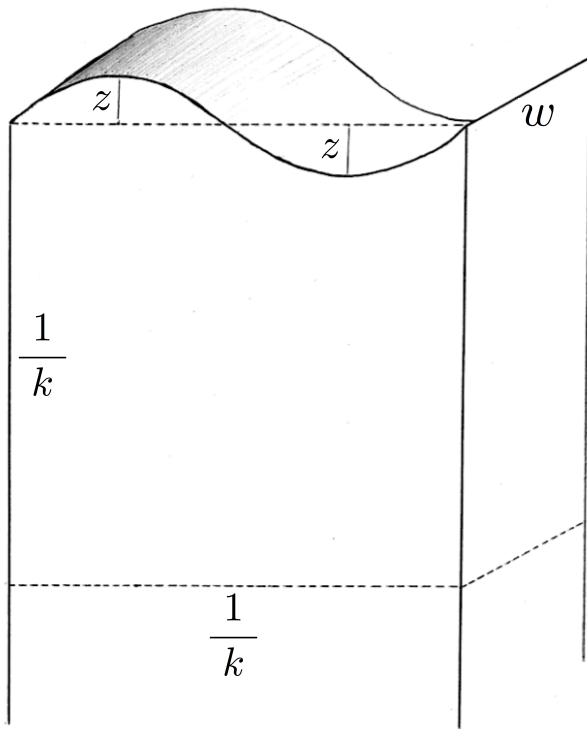
2) Back-of-the-envelope estimate

A cartoon model of how a wave works :



Periodic oscillation near equilibrium

... model it as a **spring** !



force = surface weight difference

$$\approx \rho \cdot \left(z \frac{1}{k} w \right) \cdot g$$

mass of shifted block

$$\approx \rho \cdot \left(\frac{1}{k} \frac{1}{k} w \right)$$

$$\implies \text{acceleration} = \frac{\text{force}}{\text{mass}} \approx z g k$$



Also, the surface oscillates with acceleration $\approx \omega^2 z$

Identifying these accelerations,

$$\omega \approx \sqrt{gk}$$

... we have improved \sim to \approx .

3) Solving the full equation

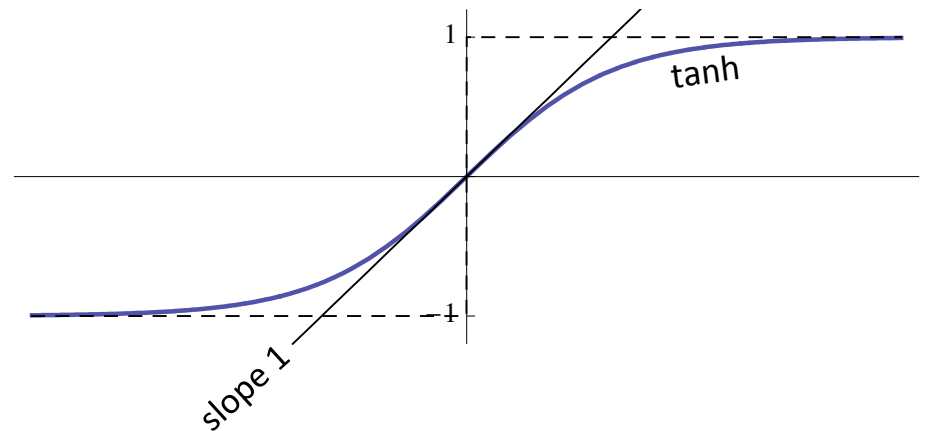
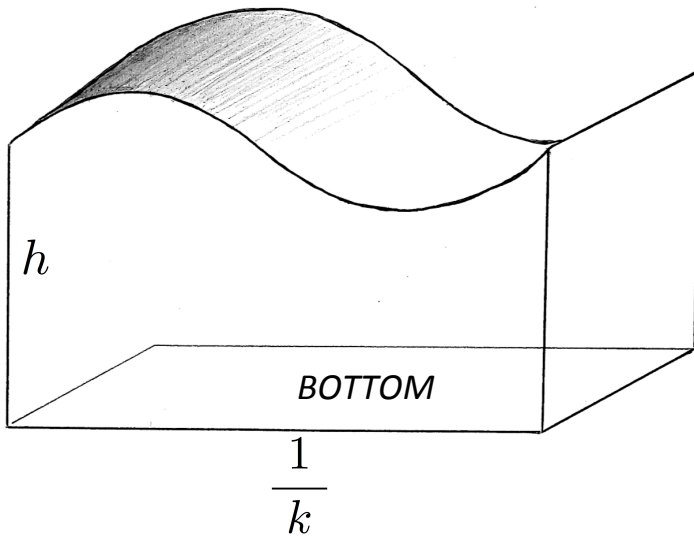
For the full equation, see

Faber, *Fluid Dynamics for Physicists* (Cambridge UP)

It allows us to account for the effect of finite depth h and gives

$$\omega = \sqrt{gk \tanh(hk)}$$

$$\approx \begin{cases} \sqrt{gk} & \text{deep water } h \gg \frac{1}{k} \\ \sqrt{gk^2 h} & \text{shallow water } h \leq \frac{1}{k} \end{cases}$$

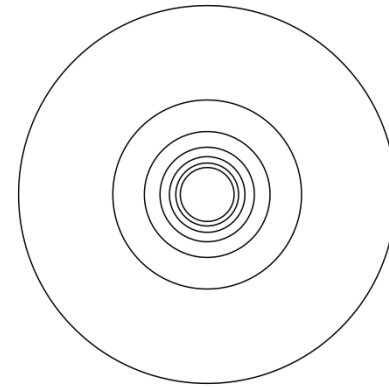
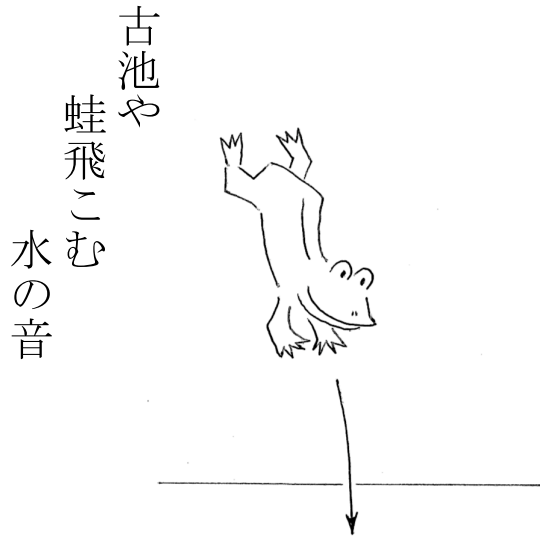


So

$$c = \frac{\omega}{k} \approx \begin{cases} \sqrt{\frac{g}{k}} & \text{deep} \\ \sqrt{gh} & \text{shallow} \end{cases}$$

Application of $c \approx \sqrt{\frac{g}{k}}$ (depth \gg wavelength)

In this regime, *long waves travel faster than short waves.*



Small k have already reached outside while large k are still lagging inside.

Aside :

We have been neglecting the effect of surface tension σ , $[\sigma] = \frac{\text{energy}}{\text{area}} = \frac{\mathbf{M}}{\mathbf{T}^2}$.

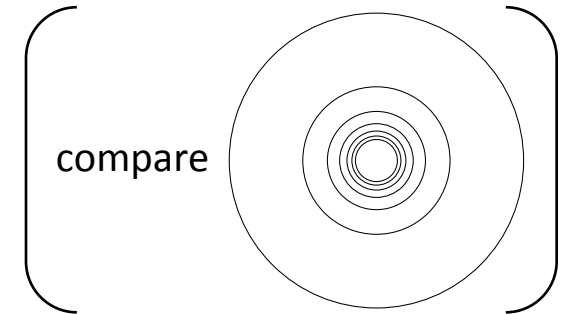
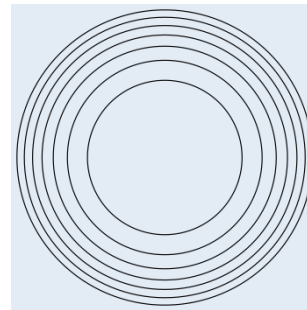


For *capillary waves (ripples)* driven by surface tension, the dispersion relation becomes

$$\omega = \sqrt{\frac{\sigma}{\rho} k^3}$$

hence

$$c = \sqrt{\frac{\sigma}{\rho} k}$$

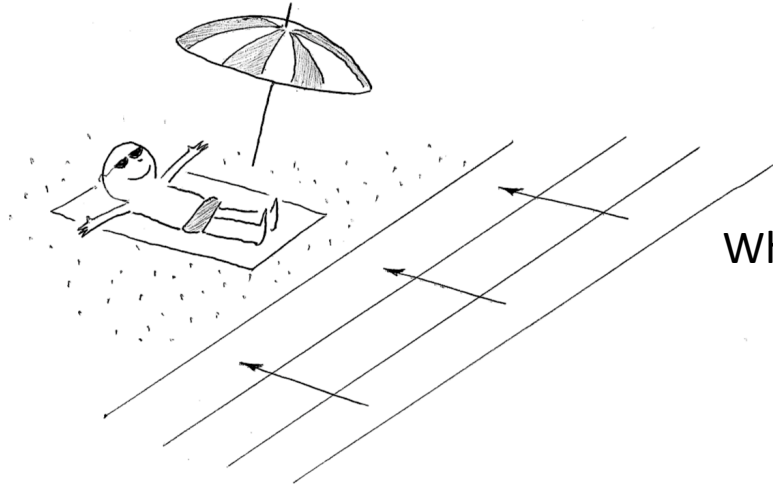


i.e. *short waves travel faster than long waves.*

The most general dispersion relation turns out to be

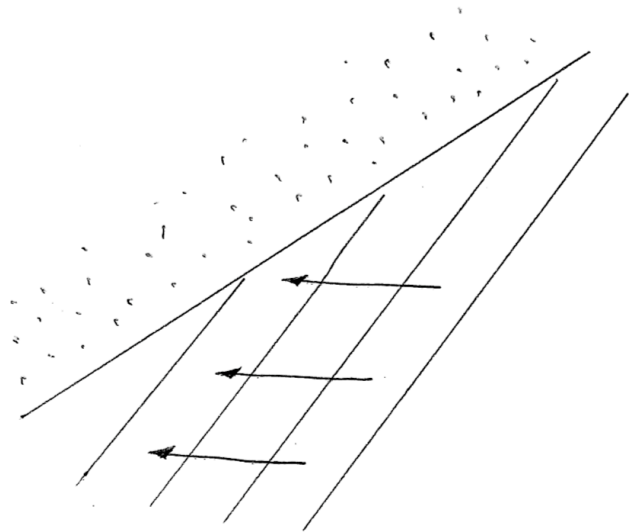
$$\omega = \sqrt{\left(gk + \frac{\sigma}{\rho} k^3\right) \tanh(hk)}$$

Applications of $c \approx \sqrt{gh}$ (depth \leq wavelength)



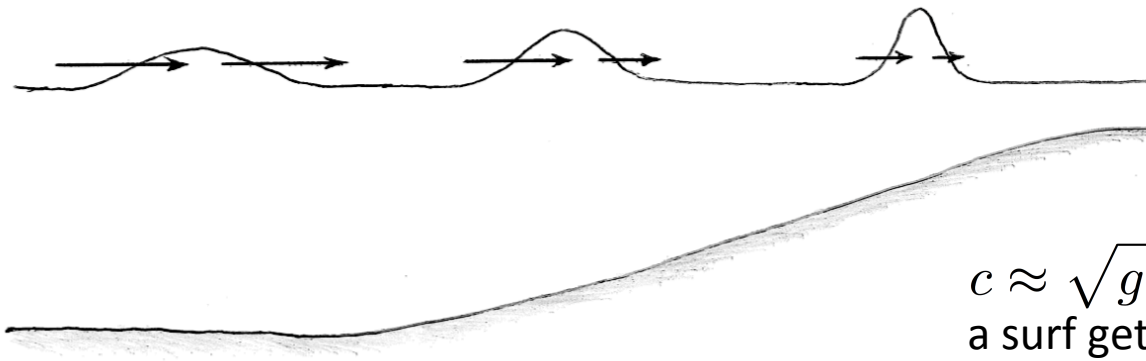
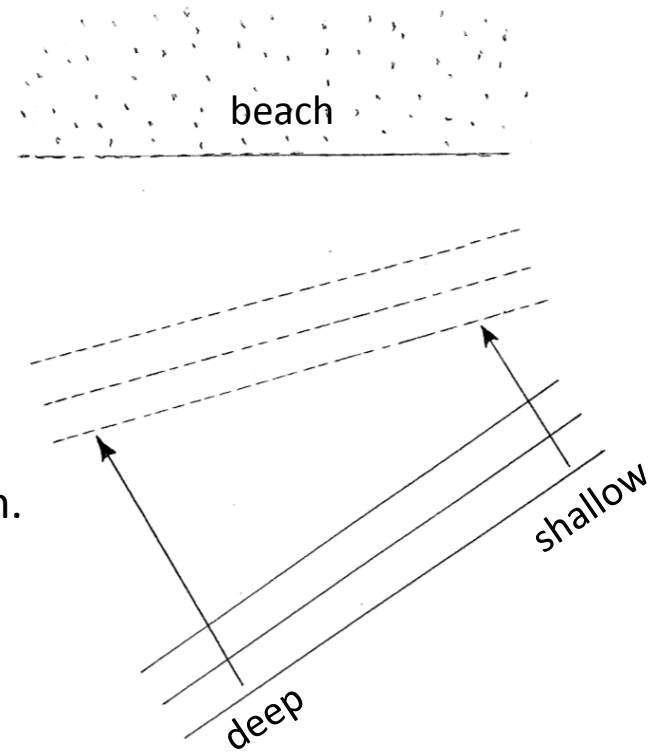
Why do waves arrive **parallel** to the beach

... and rarely at an angle like this ?



The reason is $c \approx \sqrt{gh}$.

As a wave comes in, its front turns,
to become more and more parallel to the beach.



$c \approx \sqrt{gh}$ also explains why
a surf gets compressed and stands up.

How quickly does a *tsunami* cross the Pacific ?

distance Tokyo \longleftrightarrow Santiago (Chile)
 ≈ 17000 km
(almost half way around the Earth)

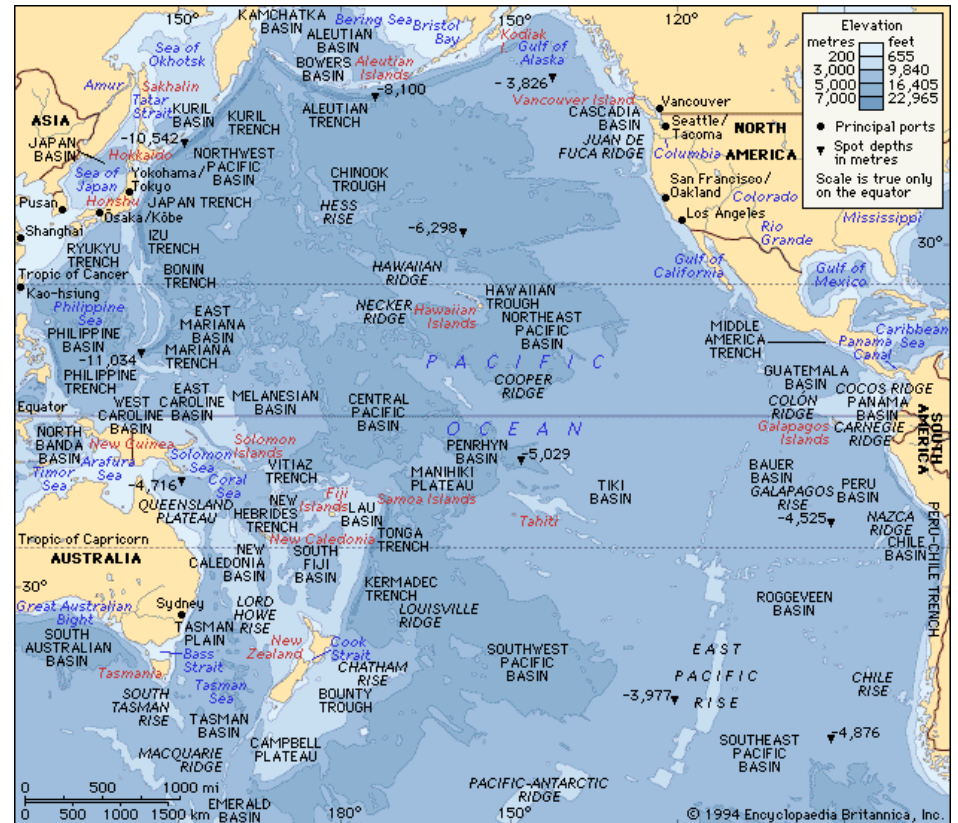
average depth $h \approx 4 \times 10^3$ m

and we know $g \approx 10 \text{ m/sec}^2$

$$\implies c \approx \sqrt{gh} \approx 200 \text{ m/sec} = 720 \text{ km/hour}$$

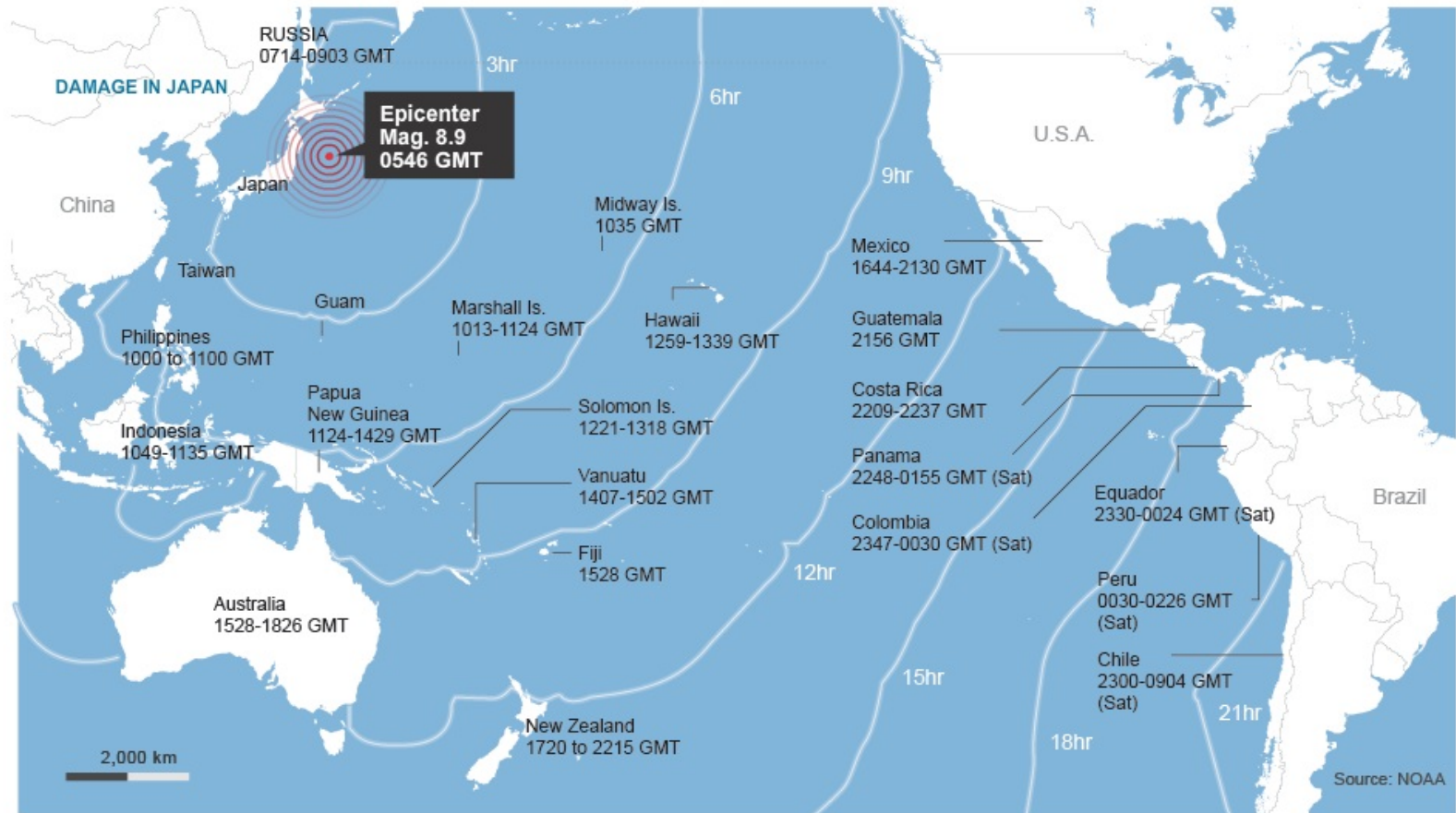
(a bit slower than a jumbo jet)

$$\implies \frac{17000}{720} \approx \boxed{24 \text{ hours}}$$



Observed data confirm this estimate :

Pacific Tsunami Map



The success of our shallow-water model suggests that
for a tsunami, *even the Pacific Ocean is 'shallow'*.
Indeed, a tsunami's wavelength mid-ocean is typically tens of km \geq depth 4km.

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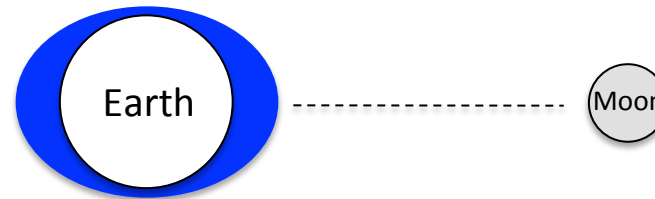
Intermission

We have been studying free oscillators
but we have not yet considered ***external forcing*** .

We now consider phenomena involving forcing (tide, pendulum).

Another surprising application of $c \approx \sqrt{gh}$

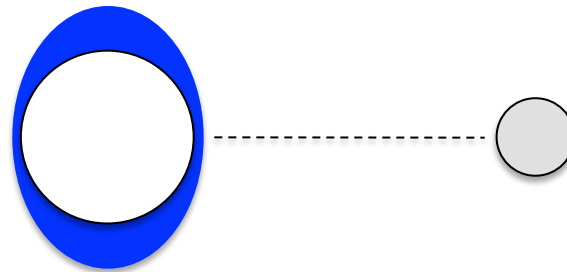
Every textbook shows the picture of **tide** like this :



Tide is an effect of the *gradient* of gravitation, and it is true that the Moon's gravitation induces **2 bulges** of water on the Earth.

But the *orientation* of the bulges shown is incorrect.

The correct orientation turns out to be this :

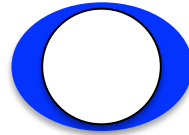


Why ?

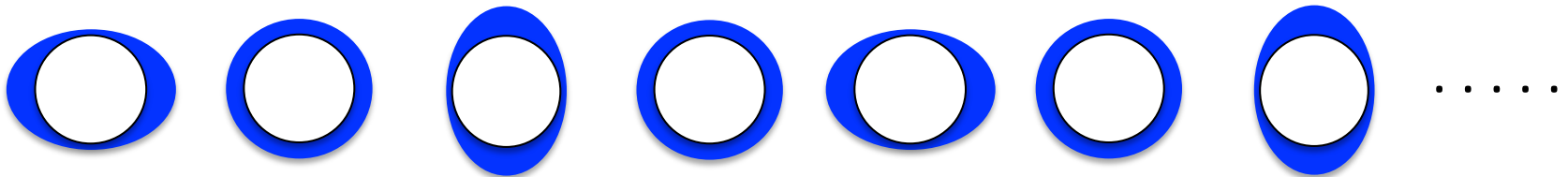
The water on the Earth is an oscillator, again like a *spring* .

At first, *suppose no Moon*.

If the water is released from the initial configuration



then it will oscillate *freely*



Period of this *free oscillation* = time for a tsunami to go half way around the Earth

≈ 24 hours

Now *bring back the Moon*.

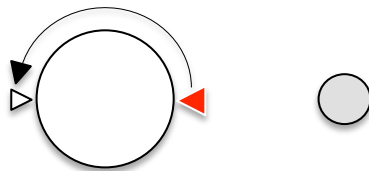
Then the water becomes a ***forced oscillator***, with

period of forcing

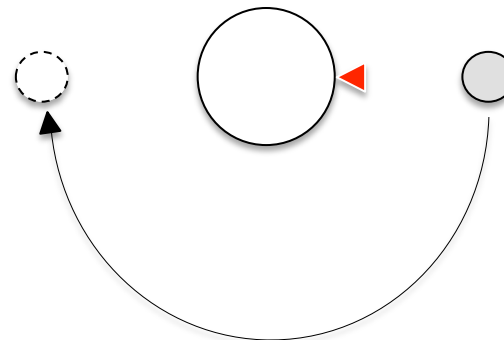
= time for the Earth to rotate so as to position the Moon on the opposite side

≈ 12 hours

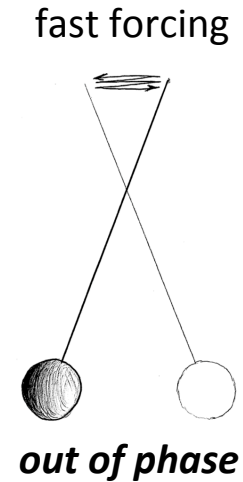
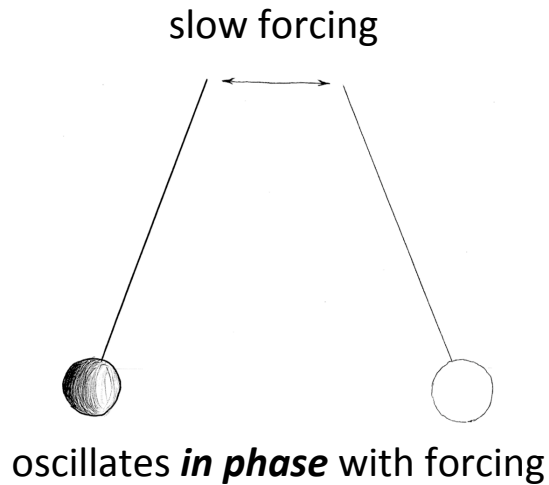
inertial view



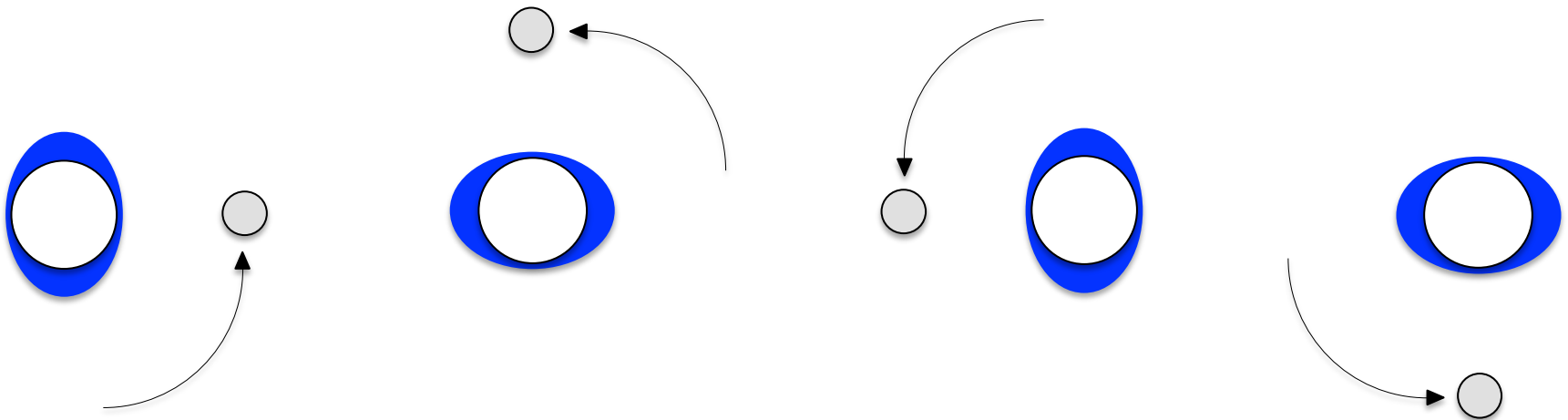
view from an observer fixed on the Earth



An oscillator responds to periodic forcing in 2 different ways :



Since $12 < 24$, the Moon's forcing is *fast* ,
so the water responds *out of phase* , at 90° to the position of the Moon.

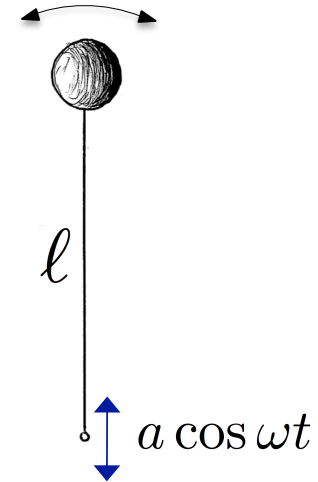
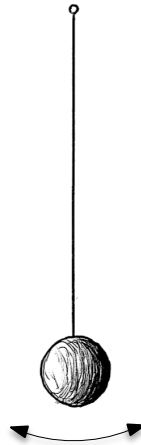


Upside down pendulum

[Kapitsa 1951]

Periodic forcing has other curious effects.

For an ordinary pendulum, the ***stable equilibrium*** is the downward position.



But if the pivot is shaken fast enough

$$a\omega > \sqrt{2gl}$$

the upward position becomes stable.

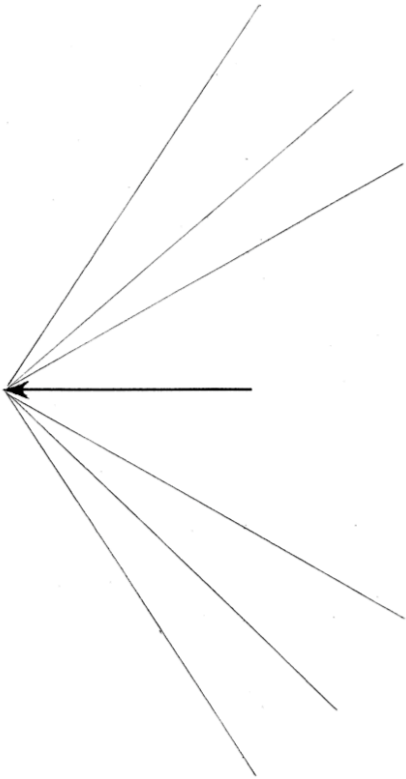
Kelvin wedge

As a duck swims, it leaves in its wake
a wedge-shaped pattern.



What is the *angle* of this wedge ?

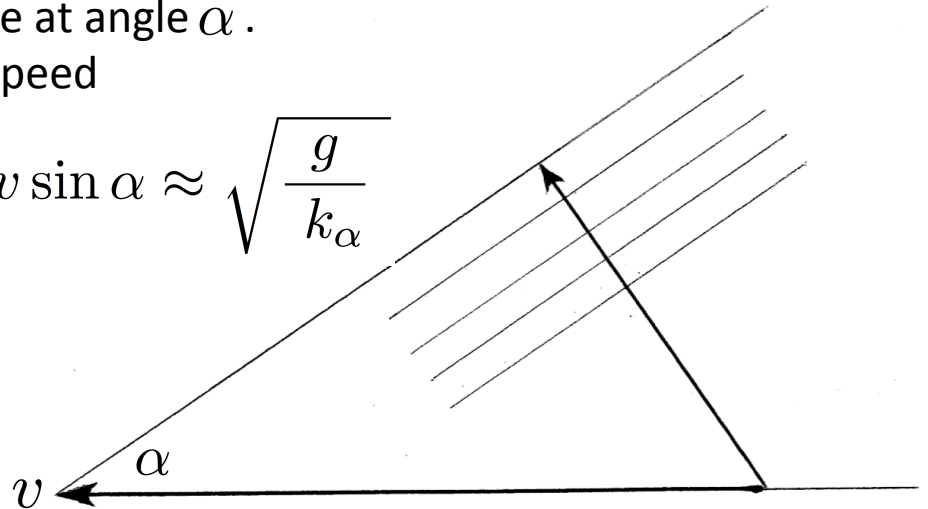
Answer : about 39° , independent of the duck's speed or size.



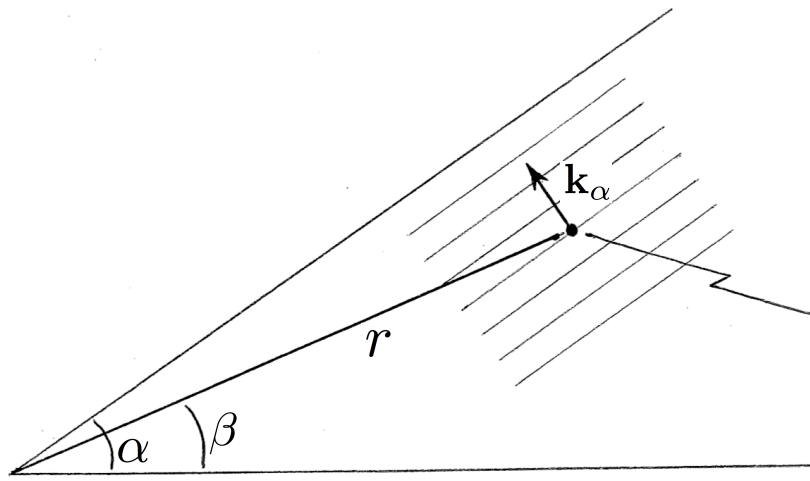
The duck, advancing at speed v ,
excites waves that spread at various angles.

Consider the wave at angle α .
It propagates at speed

$$v \sin \alpha \approx \sqrt{\frac{g}{k_\alpha}}$$



$$\begin{array}{l} \implies \\ \text{log derivative} \end{array} \quad - \frac{dk_\alpha}{d\alpha} \approx \frac{2k_\alpha}{\tan \alpha}$$



$$-\frac{dk_\alpha}{d\alpha} \approx \frac{2k_\alpha}{\tan \alpha}$$

At a point of polar coordinates r, β
the α wave's contribution is

$$\propto \exp(i \mathbf{k}_\alpha \cdot \mathbf{r})$$

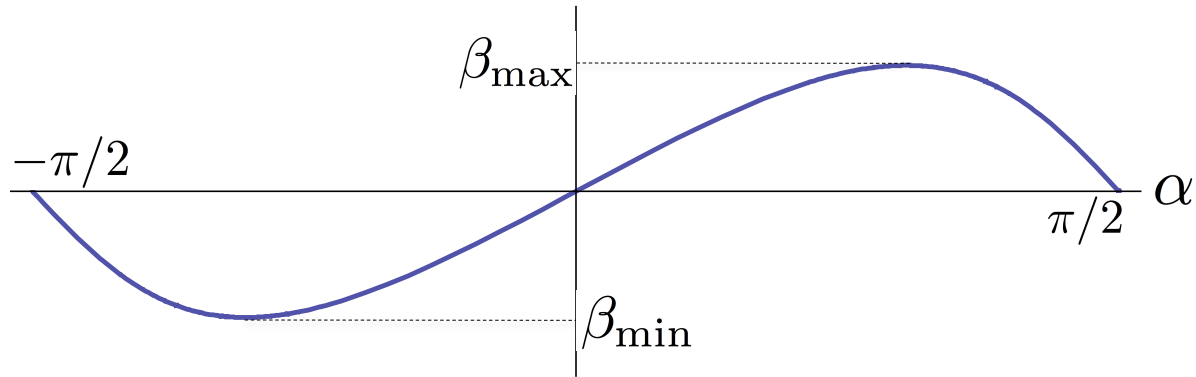
$$\mathbf{k}_\alpha \cdot \mathbf{r} = -k_\alpha r \sin(\alpha - \beta)$$

In the oscillatory sum $\int_{-\pi/2}^{\pi/2} \exp(i \mathbf{k}_\alpha \cdot \mathbf{r}) d\alpha$ contributions from various α cancel,
except in a narrow range where $\mathbf{k}_\alpha \cdot \mathbf{r}$ varies slowly : **method of stationary phase** .

$$0 \approx \frac{d}{d\alpha} \mathbf{k}_\alpha \cdot \mathbf{r} = -\frac{dk_\alpha}{d\alpha} r \sin(\alpha - \beta) - k_\alpha r \cos(\alpha - \beta)$$

$$\Rightarrow 0 \approx \frac{2 \tan(\alpha - \beta)}{\tan \alpha} - 1 \Rightarrow \tan \beta \approx \frac{\tan \alpha}{2 + \tan^2 \alpha}$$

Graph of the *stationary-phase condition* $\tan \beta = \frac{\tan \alpha}{2 + \tan^2 \alpha}$



β has max, min at \pm

$$\arctan \frac{1}{\sqrt{8}} \approx 19^\circ 28'$$

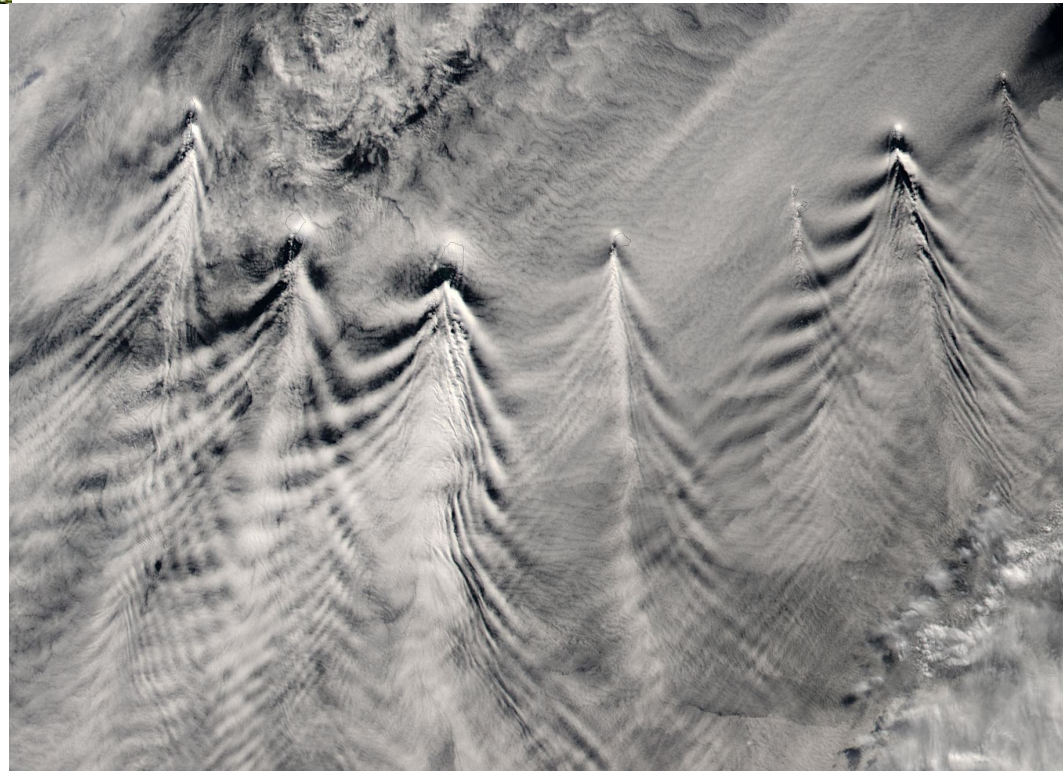
Stationary phase, therefore prominent uncanceled waves,
possible only between these angles.

This is the ***Kelvin wedge***, whose angle is $2 \times 19^\circ 28' \approx 39^\circ$.



Boat in a canal

Sandwich Islands, South Pacific :
clouds streaming past mountain peaks



Review of what we saw in lecture 2/3

- dispersion relations
- rings on water
- waves parallel to beach, surfing
- tsunami
- tide : out-of-phase response, upside-down pendulum
- Kelvin wedge : method of stationary phase

