

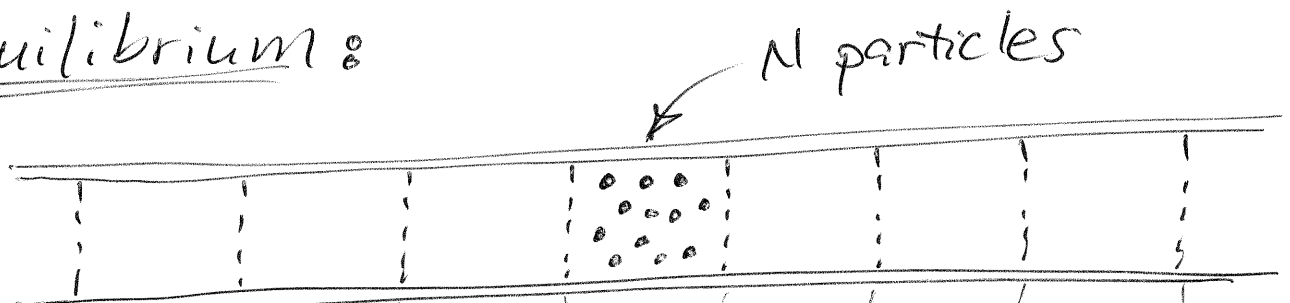
Sound in a Gas

our approach: basic mechanics
+ statistical hypotheses

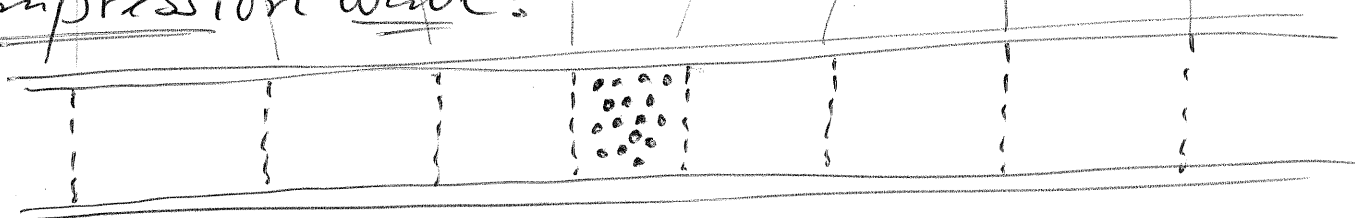
start with 2D "pipe" (graduate to 3D later)

partition gas into equal parcels of N particles (atoms, molecules, ...)

equilibrium:

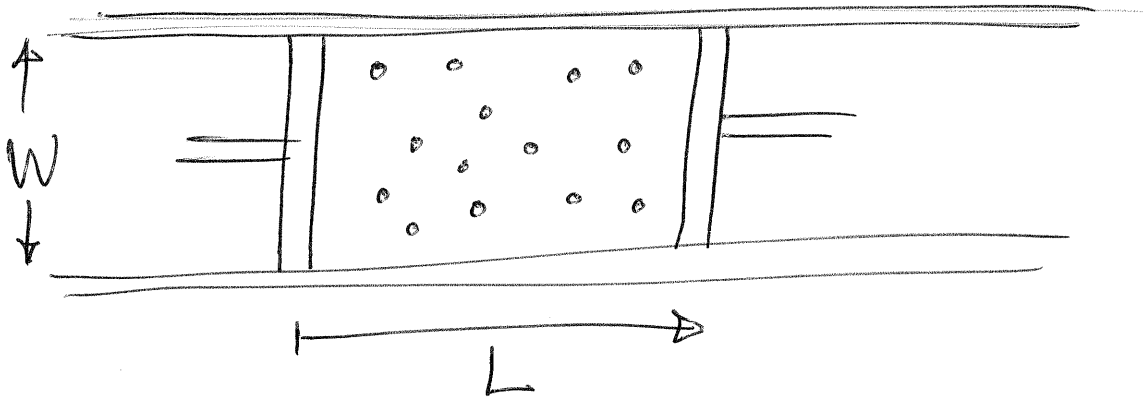


compression wave:



model "elastic" properties of 20.2
one gas parcel and represent
as a spring for wave analysis

place moveable pistons at ends:

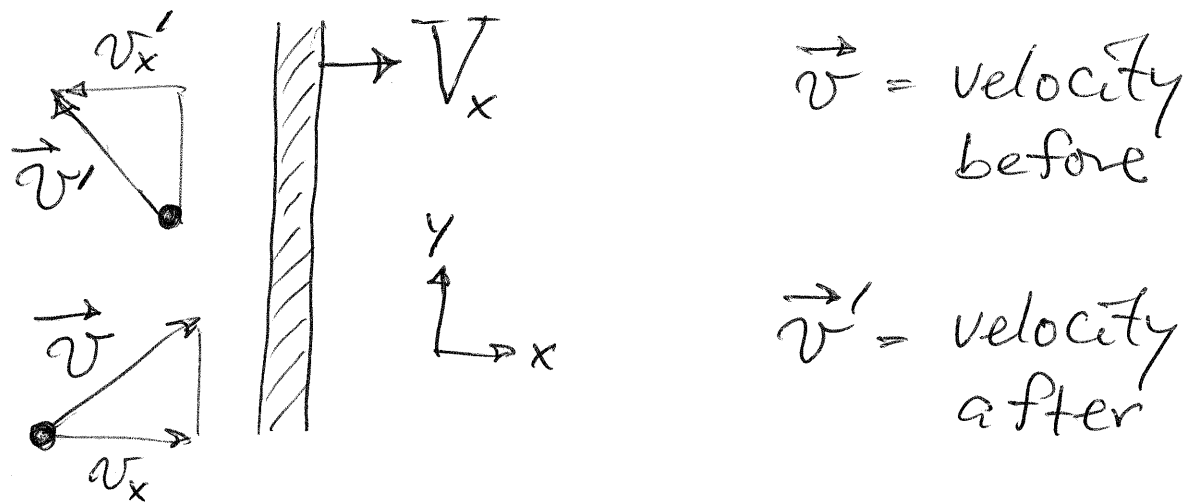


$E(L)$ = kinetic energy of gas
particles as function
of "cylinder" length

plan: calculate change in $E(L)$
due to moving piston
and use work-energy
theorem of mechanics

(20.3)

change in energy of one gas particle upon collision with moving piston:



assumptions: $|V_x| \ll v_x$,

$v_x > 0$

since no collision if $v_x < 0$

$$v'_x = -(v_x - V_x) + V_x = 2V_x - v_x$$

$$v'_y = v_y$$

↑
moving frame calc.
from HW

change in kinetic energy: 20.4

$$\Delta E_1 = \frac{1}{2} m (v_x'^2 + v_y'^2) - \frac{1}{2} m (v_x^2 + v_y^2)$$

↑
one
particle

$$= \frac{1}{2} m ((2\bar{v}_x - v_x)^2 - v_x^2)$$

$$\approx -2m\bar{v}_x v_x + 2m\bar{v}_x^2$$

neglect: $|\bar{v}_x| \ll v_x$

to deal with all particles, in an average sense, we need to know distributions of positions and velocities.

We take as hypotheses the distributions that have the maximum symmetry (i.e. uniformity) as we expect of a gas "in equilibrium"

We expect these hypotheses (20.5) will still be valid when the confines (i.e. pistons) of the gas are changed very slowly ($|V_x| \ll v_x$)

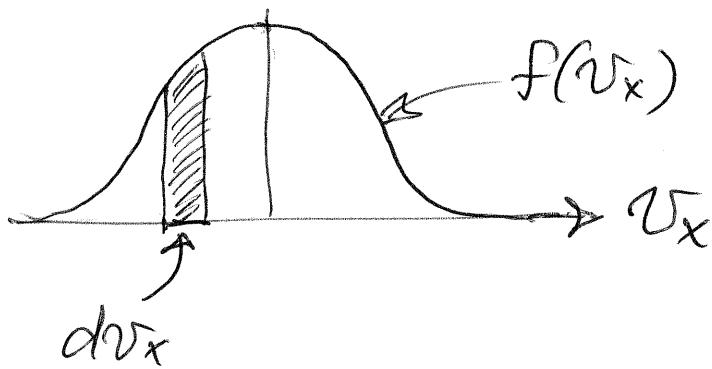
Statistical hypotheses

- distribution of positions remains uniform
- distribution of velocities remains isotropic (uniform in direction) and independent of position.

So wherever we look in a slowly expanding cylinder of gas there will be the same density

of particles and their (20.6)
velocities will have the same,
isotropic distribution.

$f(v_x)dv_x$ = fraction of particles
whose x-velocity is
in range $(v_x, v_x + dv_x)$
(anywhere in the gas)



isotropy: $f(v_x) = f(-v_x)$

averages: $\langle v_x \rangle = \int_{-\infty}^{\infty} v_x f(v_x) dv_x$
 $= 0$

$$\langle v_x^2 \rangle = \int_{-\infty}^{\infty} v_x^2 f(v_x) dv_x \neq 0 \quad (20.7)$$

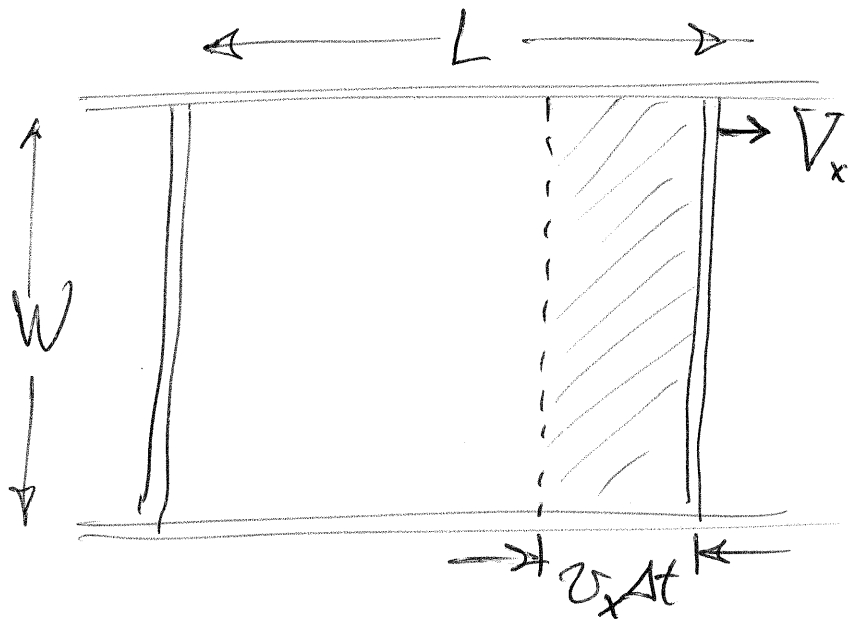
will need this later :

$$\int_0^{\infty} v_x^2 f(v_x) dv_x = \frac{1}{2} \int_{-\infty}^{\infty} v_x^2 f(v_x) dv_x$$

↑
zero

$$= \frac{1}{2} \langle v_x^2 \rangle$$

ready to calculate change in energy of all particles during time Δt :



(number of particles with v_x in range $v_x + dv_x$ that collide during time Δt) ^(20.8) =

$$= N \left(\frac{v_x \Delta t}{L} \right) \underbrace{f(v_x) dv_x}_{\substack{\text{fraction with} \\ \text{correct } v_x}}$$

area fraction

(energy change of particles ...)
(same as above)

$$= N \left(\frac{v_x \Delta t}{L} \right) f(v_x) dv_x (-2mV_x v_x)$$

(energy change of all particles ^(20.4)
that collide in time Δt)

$$= \Delta E = \int_0^{\infty} (-2m\bar{v}_x N \frac{\Delta t}{L}) v_x^2 f(v_x) dv_x$$

0 ← no collisions for
negative v_x

$$\bar{v}_x \Delta t = \Delta L$$

$$\Delta E = -2mN \frac{\Delta L}{L} \frac{1}{2} \langle v_x^2 \rangle$$

use isotropy of velocity again:

$$\langle v_x^2 \rangle = \langle v_y^2 \rangle$$

(20.10)

relate to total

kinetic energy E :

$$E = N \left\langle \frac{1}{2} m (v_x^2 + v_y^2) \right\rangle$$

$$= N \cdot \frac{1}{2} m \left(\langle v_x^2 \rangle + \langle v_y^2 \rangle \right)$$

$$= N \frac{1}{2} m \left(2 \langle v_x^2 \rangle \right) \text{ (isotropy)}$$

$$E = Nm \langle v_x^2 \rangle$$

use in earlier result:

$$\Delta E = - \frac{\Delta L}{L} E$$

$$\frac{\Delta E}{E} = - \frac{\Delta L}{L}$$

solve this by integration (20.11)

$$\frac{dE}{E} = - \frac{dL}{L}$$

$$\int_{E_0}^{E_1} \frac{dE}{E} = - \int_{L_0}^{L_1} \frac{dL}{L}$$

$$\log(E_1/E_0) = - \log(L_1/L_0)$$

$$E_1 = E_0 \left(\frac{L_0}{L_1} \right)$$

$$E_0 = E(L_0), \quad E_1 = E(L_1)$$

$$E(L_1) = E(L_0) \left(\frac{L_0}{L_1} \right) \propto \frac{1}{L_1}$$