

Beat Frequency: Add 2 waves close in frequency

$$S_1: \text{Waves} \quad \omega_1$$

$$+ S_2: \text{Waves} \quad \omega_2 \rightarrow \text{time}$$

$$= \text{Resultant wave}$$

2nd wave gradually falls in and out of phase with first

⇒ periodic "beats" of constructive/destructive interference

$$\text{Resulting } S_1 + S_2 = S_m \cos \omega_1 t + S_m \cos \omega_2 t$$

$$= 2S_m \underbrace{\cos \frac{1}{2}(\omega_1 - \omega_2)t}_{\omega_{\text{beat}}} \underbrace{\cos \frac{1}{2}(\omega_1 + \omega_2)t}_{\text{Var.}}$$

Resulting oscillation is at average ang. frequency but with amplitude modulated at ω_{beat} .

Sound intensity $\propto (\text{amplitude})^2$ is max. when $\cos(\omega_{\text{beat}} t) = \pm 1$

$$\Rightarrow \# \text{ of beats / s} \quad f_{\text{beat}} = f_1 - f_2$$

- can be used to tune instruments

- can hear beats from twin-engine aircraft when engines' rpm is close, but not identical.