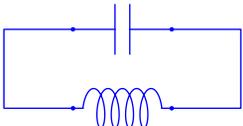


According to our previous study, the resonance happens for  $\omega = \omega_0$  with  $\omega_0 = (LC)^{-1/2}$  and at large, the current behaves as  $I = I_0 \sin(\omega t - \delta)$  for some  $\delta$ . With our coefficients

$$(1.24) \quad V_0 = I_0 Z \quad \text{where} \quad Z = \sqrt{R^2 + L^2 \omega^2 (1 - \omega_0^2 / \omega^2)^2}.$$

If  $\omega = \omega_0$  then  $Z = R$  considering only the amplitudes (forgetting the phases) the circuit behaves as if the capacitor and the inductance does not furnish any resistance. On the other hand if  $\omega$  is not close to  $\omega_0$ , then  $Z$  is much bigger than  $R$ . This is the principle to tune a specific radio station or TV channel. In the mathematical context, this primitive machine that allows to select with certain precision specific frequencies is a gateway to an electronic computation of Fourier expansions.

Note that if you omit the source and the resistor in (1.21) the new equation is

$$(1.25) \quad I'' + (LC)^{-1}I = 0$$


and we have in theory a tireless harmonic oscillator if the capacitor is initially charged. In practice, there is always some resistance in the conductors and, as in a free pendulum, the oscillations fade away quickly. To achieve a real electronic oscillator you have to introduce some kind of amplification. In the early days it was achieved with vacuum tubes (valves) and later with transistors.

**Suggested Readings.** For a basic mathematically oriented introduction to the Maxwell equations and its relation to modern theoretical physics, I recommend the recent book [Gar15]. The solution of the equations and its meaning is very well explained in the modern classic [FLS64].

### 1.1.3 Sound waves

The sound consists of changes of pressure that can be detected by the human ear. With some approximations and basic Physics we are going to convince ourselves that it is transmitted as a wave.

If a particle of the air is in a certain position we want to study its displacement  $u$  when time evolves and it is disturbed by the sound. We assume that the perturbation acts in the same way at every horizontal line, in other words,  $u = u(x, t)$  and we can focus on the  $X$  axis. The changes in the pressure  $p$  are related to changes in the density  $\rho$ . For the sound there are not big variations with respect to the normal pressure and density, say  $p_0$  and  $\rho_0$ , then we can write

$$(1.26) \quad p(x, t) = p_0 + p_\epsilon(x, t) \quad \text{and} \quad \rho(x, t) = \rho_0 + \rho_\epsilon(x, t)$$

meaning that  $p_\epsilon$  and  $\rho_\epsilon$  are much smaller than the constants  $p_0$  and  $\rho_0$ . They express some kind of perturbation.



gravitational acceleration and  $h$  is the deepness of the channel. It implies that the velocity of water waves is  $\sqrt{gh}$  according to the model. This is more or less precise for shallow water but it is completely unrealistic in the middle of the ocean where the deepness is of the order of kilometers. The value of  $\sqrt{gh}$  does not match with the actual speed and it sounds unnatural that the velocity could be affected in any way by the bottom of the ocean. A revised model taking also into account the vertical acceleration, gives in (1.30) a  $\kappa$  depending on the frequency of the waves. In this way the coefficient of the equation depends on the solution and we have a highly complicated example of non-linearity that is an active field of research for theoreticians.

**Suggested Readings.** This is classic material that can be found in many books for undergraduates (for instance [AF67]). Talking about classics, perhaps it is worth to have a look to the translations in <http://www.17centurymaths.com/> of early works by Euler, specially E305.