

Water Waves.

Phenomena related to water waves are common in daily life :

insect \longrightarrow boat \longrightarrow wind \longrightarrow moon (tidal force)

can all excite water waves.

- o) water drop: longer-wavelength travels faster than short-wavelength wave
- i). insect, very small length scale, \longrightarrow surface wave.
(Water strider)
- ii). boat wake opening angle is universal. independent of boat. (007 boat chase)
- iii) wind excites waves in an elongated river along \vec{v} wind, wind surfing.
- iv) moon tides. (diurnal tides) (show some video here)

Buckingham II Theorem :

Physical Quantities.

$$\gamma \text{ (surface tension)} \quad \frac{\text{erg}}{\text{cm}^2} = \frac{\text{dyn}}{\text{cm}} = \frac{g \cdot \frac{\text{cm}}{\text{s}^2}}{\text{cm}} = \frac{g}{\text{s}^2}$$

$$g \text{ (gravity)} \quad \frac{\text{cm}}{\text{s}^2}$$

$$k = \frac{2\pi}{\lambda} \text{ (} \frac{2\pi}{\text{wavelength}} \text{)} \quad \frac{1}{\text{cm}}$$

$$\omega = \frac{2\pi}{\text{period}} \quad \frac{\text{rad}}{\text{s}} \quad (\text{rad is dimensionless})$$

$$\rho \quad \text{g/cm}^3$$

$$h \text{ (water depth)} \quad \text{cm}$$

6 quantities - 3 dimensional units = 3 dimensionless groups.

$$\Pi_1 = \frac{\omega^2}{gk}$$

$$\Pi_2 = \frac{\rho k^2}{\rho g}$$

$$\Pi_3 = kh$$

relation $\Pi_1 = F(\Pi_2, \Pi_3)$

$$\omega^2 = gk F\left(\frac{\rho k^2}{\rho g}, kh\right)$$

i) Scale of water strider $\left(\frac{1}{k}\right)$ very small \sim cm

surface tension dominates, so g, h should not appear.

$$\omega^2 = gk \times \frac{\rho k^2}{\rho g} = \frac{\rho k^3}{\rho} \quad \textcircled{1} \quad (\text{surface waves})$$

ii) Boat in a deep river or bay, $k \sim \frac{1}{\text{size of boat}} \gg \frac{1}{h} \Rightarrow kh \gg 1$

$$\text{also } \Pi_2 = \frac{\rho k^2}{\rho g} = \frac{70 \frac{\text{dyn}}{\text{cm}} \left(\frac{1}{200 \text{cm}}\right)^2}{1 \text{g/cm}^3 \times 10^3 \frac{\text{cm}}{\text{s}^2}} \ll 1$$

h & ρ should drop out.

$$\omega^2 = gk \quad (\text{deep-water wave}) \quad \textcircled{2}$$

iii) Moon tide $k \sim \frac{1}{\text{earth radius} \approx 6700\text{km}} \ll \frac{1}{h \approx 10\text{km for deepest ocean}}$

again. ρ should drop out, but h should stay in.

$\omega^2 = gk \times \underline{kh} = ghk^2$ (3) (shallow water wave)

Why only 1 power of (kh) ?

approximate hydrostatic pressure $p = \rho g(h + \xi)$.

horizontal equation of motion $\frac{\partial v}{\partial t} = -\frac{1}{\rho} \frac{\partial p}{\partial x} = -g \frac{\partial \xi}{\partial x}$

mass conservation $\frac{\partial}{\partial z} \left(\frac{\partial \xi}{\partial t} \right) + \frac{\partial v}{\partial x} = 0$

$\omega^2 = ghk^2$

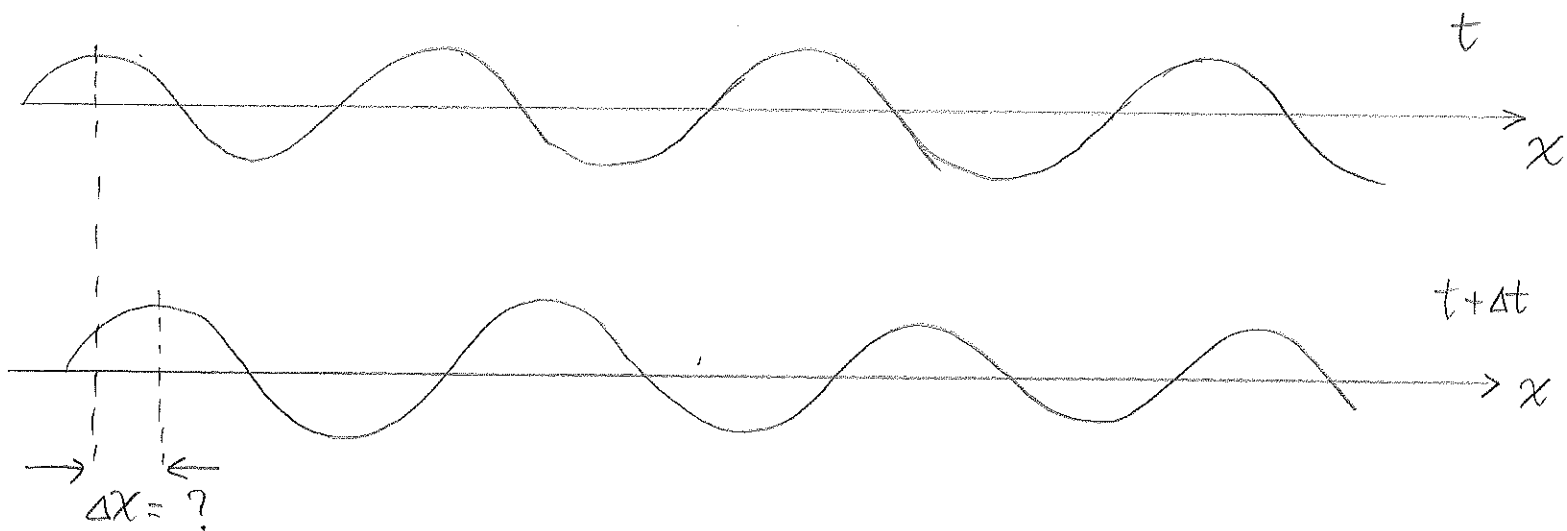
relation between ω & k is called dispersion relation $\omega(k)$

Two velocities describing wave transportation.

phase velocity $v_p = \frac{\omega}{k}$

group velocity $v_g = \left(\frac{\partial \omega}{\partial k} \right)$

$$\sin(xk - \omega t)$$



$$\Delta x = \frac{\omega}{k} \Delta t = v_p \Delta t$$

group velocity: velocity of wave package, velocity of transportation for energy, momentum, information, ect.

$$v_g < c \text{ (speed of light)}$$

But v_p can be $> c$, without breaking causality law.

(effect must happen after cause)

$$v_g = \frac{\partial \omega}{\partial k}$$

5.

$$\textcircled{1} \quad \omega^2 = \frac{\gamma k^3}{\rho} \Rightarrow \omega = \left(\frac{\gamma}{\rho}\right)^{1/2} k^{3/2}$$

$$\Rightarrow v_p = \frac{\omega}{k} = \left(\frac{\gamma}{\rho}\right)^{1/2} k^{1/2} \quad ; \quad v_g = \frac{\partial \omega}{\partial k} = \frac{3}{2} \left(\frac{\gamma}{\rho}\right)^{1/2} k^{1/2}$$

surface tension wave: $v_g \approx \frac{3}{2} v_p > v_p$

longer wavelength, smaller k , slower v_p & v_g .

$$\textcircled{2} \quad \text{deep water wave:} \quad \omega^2 = gk \Rightarrow \omega = (gk)^{1/2}$$

$$v_p = \frac{\omega}{k} = \left(\frac{g}{k}\right)^{1/2} \quad ; \quad v_g = \frac{\partial \omega}{\partial k} = \frac{1}{2} \left(\frac{g}{k}\right)^{1/2}$$

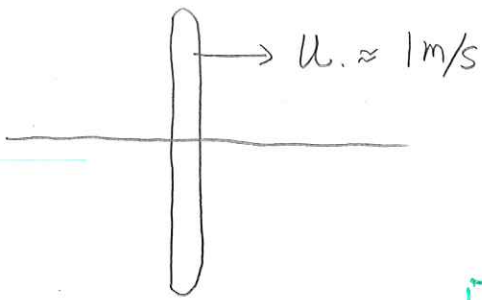
$$v_g = \frac{1}{2} v_p < v_p$$

longer wavelength, smaller k , faster v_p & v_g .

$$\textcircled{3} \quad \text{shallow water wave:} \quad \omega^2 = gk^2 h \Rightarrow \omega = \sqrt{gh} k$$

$$v_p = v_g = \sqrt{gh} \Rightarrow \text{shallower water, slower velocity}$$

↳ both independent of k .



deep water.

$u = v_p$ u determines phase velocity.

would generate two sets of wave

surface tension wave $u = \left(\frac{\gamma}{\rho}\right)^{1/2} k^{1/2}$

$v_g = \frac{3}{2} u >$ speed of stick.

they are in front of the stick, with

wavelength

$\lambda = \frac{2\pi}{k} = 2\pi \left(\frac{\gamma}{\rho}\right)^{1/2} \frac{1}{u^2} = 2\pi \left(\frac{70}{1}\right) \frac{1}{(10^2)^2}$

$\approx 0.04 \text{ cm}$ tiny wavelength.

deep water wave

$\left(\frac{g}{k}\right)^{1/2} = u$

~~(flying rock?)~~

$v_g = \frac{1}{2} v_p = \frac{u}{2} < u$, they lag behind the stick.

$\lambda = \frac{2\pi}{k} = \frac{u^2}{g} 2\pi = 2\pi \times \frac{10^4}{10^3} \approx \underline{60 \text{ cm}}$

Combine the two: $\omega^2 = \frac{\gamma k^3}{\rho} + gk$

$a+b \approx \sqrt{2ab}$

$v_p = \frac{\omega}{k} = \left(\frac{\gamma k}{\rho} + \frac{g}{k}\right)^{1/2} \approx \left(\frac{2\sqrt{\gamma g}}{\sqrt{\rho}}\right)^{1/2} \approx \left(\frac{2 \times 70 \times 10^3}{1}\right)^{1/2}$

$\approx 23 \text{ cm/s} = v_{p, \text{min}}$

~~if u~~

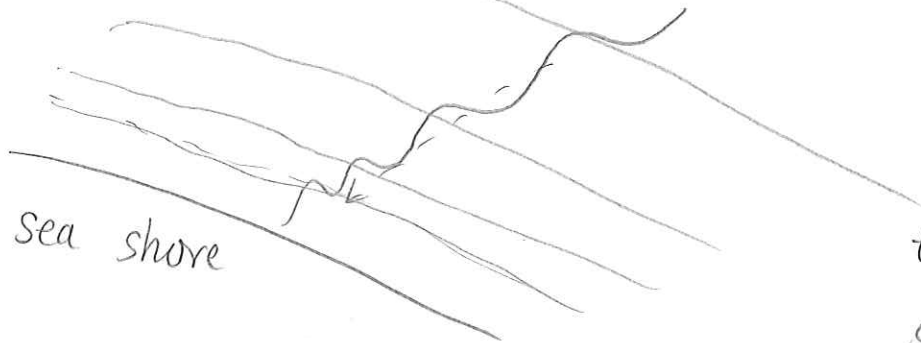
When $\frac{2\pi}{k} \approx 1.7 \text{ cm}$

if $u < v_{p, \min}$, no wave is gonna be generated.

You can do experiment with it! Suggestion.

Shallow water wave:

$$v_p = v_g = \sqrt{gh}$$



wave fronts get cluster together as they move close to the shore.

experiment: observe & estimate how water depth (h) increases with distance from the shore.

Suggestion. sloshing of soup

Brain Storm in class:

i) Look back at water drop video: why do circles ~~move~~ become further apart from each other as they move away from the water drop.

ii) 007 video: wake angle $\Leftarrow v_g \approx \frac{1}{2} v_p$.

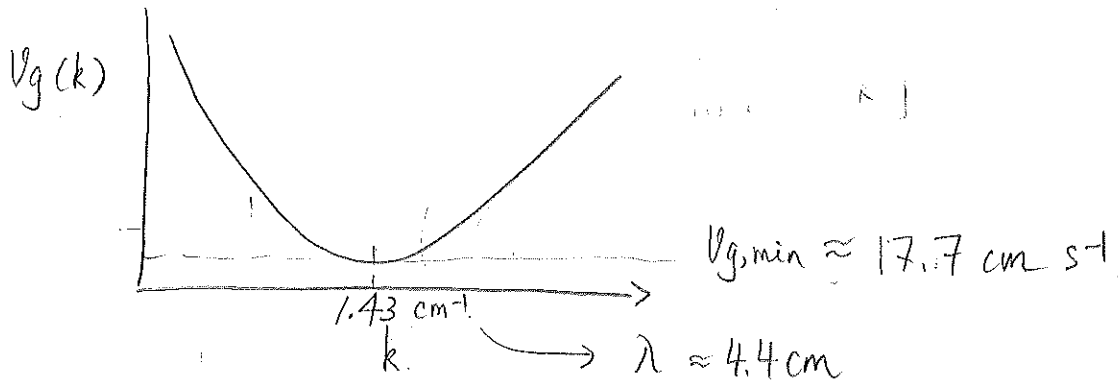
derive it in class $2\theta = 2 \arcsin\left(\frac{1}{3}\right)$

$\approx 40^\circ$

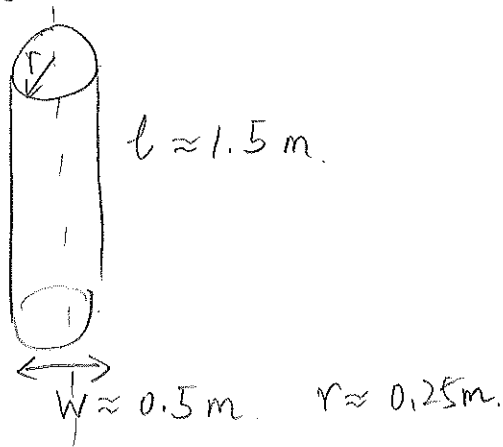
More fun if time allows.

$$i) \partial g = \frac{\partial \omega}{\partial k} = \frac{1}{2\omega} \left(\frac{3V}{\rho} k^2 + g \right)$$

∂g reaches minimum at k when satisfying $\frac{\partial \partial g}{\partial k} = 0$.



ii) Diving (Video).



$\pi r^2 l = \text{conserved}$.

$$\frac{1}{l} \frac{dl}{dt} + 2 \frac{1}{r} \frac{dr}{dt} = 0$$

$$\frac{dl}{dt} = V_{\text{human}} = gt = g \left(\frac{2d}{g} \right)^{1/2}$$

3-meter diving $d = 3 \text{ m}$.

$$\frac{dl}{dt} \approx V_{\text{human}} = (2dg)^{1/2} = (2 \times 300 \times 10^3)^{1/2} = (6 \times 10^5)^{1/2}$$

$$\approx 774 \text{ cm/s} \quad \approx \underline{8 \text{ m/s}}$$

$$V_{\text{water}} = \left| \frac{dr}{dt} \right| = \frac{1}{2} \frac{r}{l} \frac{dl}{dt} = \frac{r}{2l} V_{\text{human}} = \frac{0.25}{2 \times 1.5} V_{\text{human}}$$

$$= V_{\text{human}} / 12 \approx 0.66 \text{ m/s}$$

9.

$$v_{\text{water}} \leq v_g \approx \sqrt{g/k} \approx \sqrt{gr} \approx \sqrt{10^3 \times 25} \approx 50 \text{ cm/s}$$

$$\approx 0.5 \text{ m/s.}$$

Okay, you can avoid splash of water.

- iii) Stone a flat piece of rock flying jumping over water suggest experiment
- iv) Sailing boat velocity limit. , faster \longleftrightarrow larger boat
- v) What makes it fatal for body jumping into water from cliff?
Swann falls (video)
- vi) Sloshing of soup in bowls suggest experiment.
- vii) hydraulic jump $E = \frac{1}{2} v^2 + gh$ is conserved
- a) in sink
b) tidal bores } show video.

Clarification: Group Velocity:

Consider a wave package ~~containing~~ containing two waves at very close wavenumbers.

$$k_1 = k + \Delta k \quad ; \quad \omega_1 = \omega + \Delta\omega = \omega + \frac{\partial\omega}{\partial k} \Delta k.$$

$$k_2 = k - \Delta k \quad ; \quad \omega_2 = \omega - \Delta\omega = \omega - \frac{\partial\omega}{\partial k} \Delta k.$$

$$\sin(k_1 x - \omega_1 t) + \sin(k_2 x - \omega_2 t)$$

$$= \sin((kx - \omega t) + (\Delta k x + \Delta\omega t)) + \sin[(kx - \omega t) - (\Delta k x + \Delta\omega t)]$$

Use $\sin(\alpha + \beta) = \sin\alpha \cos\beta + \sin\beta \cos\alpha$

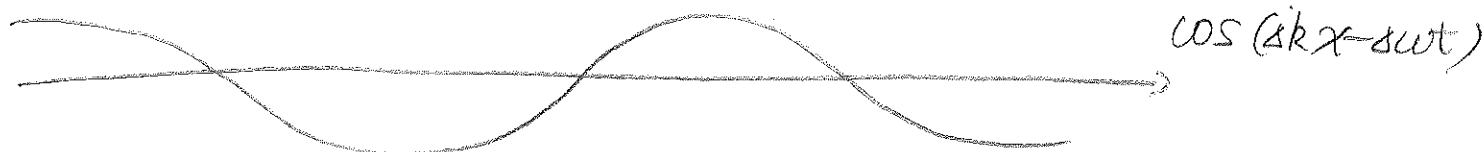
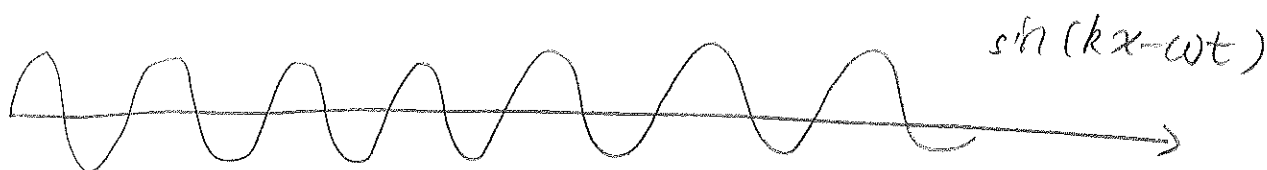
$$\sin(\alpha - \beta) = \sin\alpha \cos\beta - \sin\beta \cos\alpha.$$

α here is $(kx - \omega t)$

β is $(\Delta k x + \Delta\omega t)$

$$= \underline{2 \sin(kx - \omega t) \cos(\Delta k x - \Delta\omega t)}$$

overall shape travels with $\frac{\Delta\omega}{\Delta k} = \frac{\partial\omega}{\partial k} = v_g$.



Water Waves - Continued.

$$\Pi_1 = \frac{\omega^2}{gk}$$

$$\Pi_2 = \frac{\rho k^3}{g\rho}$$

$$\Pi_3 = kh$$

$$\Pi_1 = F(\Pi_2, \Pi_3) \quad (\text{Dispersion Relation})$$

$$\Rightarrow \text{Shallow Water : } h \lesssim \lambda = \frac{2\pi}{k}$$

in this case, the bottom constrains the water motion, since water just above the bottom must have zero velocity.

Therefore Π_3 must appear in the Dispersion Relation.

For example: ocean wave near the shore.

$\lambda \sim$ meters, in this case surface tension is negligible compared to gravity (i.e., $\Pi_2 \ll 1$), so surface

tension term Π_2 does not show up.

$$\therefore \Pi_1 = \Pi_3$$

\Rightarrow

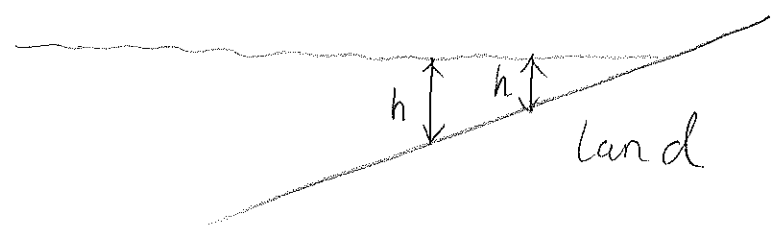
$$\omega^2 = gk^2 h \quad (\text{shallow water wave dispersion relation})$$

Combine everything:

	Shallow	Deep	Surface
Dispersion Relation	$\omega^2 = gk^2 h$	$\omega^2 = gk$	$\omega^2 = \frac{\rho k^3}{\rho}$
$v_p \equiv \frac{\omega}{k}$	$v_p = \sqrt{gh}$	$v_p = \sqrt{\frac{g}{k}}$	$v_p = \sqrt{\frac{\rho k}{\rho}}$
$v_g \equiv \frac{\partial \omega}{\partial k}$	$v_g = \sqrt{gh}$	$v_g = \frac{1}{2} \sqrt{\frac{g}{k}}$	$v_g = \frac{3}{2} \sqrt{\frac{\rho k}{\rho}}$
$v_p \stackrel{?}{\neq} v_g$	$v_p = v_g$ (video)	$v_g < v_p$	$v_g > v_p$
longer λ	v_p (v_g) independent of λ .	longer λ moves faster	longer λ moves slower.

Observe waves at the shore. (video)

- i) wave breaks.
- ii) wave fronts get closer to each other : why?



$h \downarrow$ as the wave approaches to the shore.

In class exercise

Sloshing of soup in a shallow bowl as one walks.

Why?



$$v_p = v_g = \sqrt{gh}$$

$10 \times \sqrt{10}$

$$t = \frac{l}{\sqrt{gh}} = \frac{20 \text{ cm}}{\sqrt{10^3 \frac{\text{cm}}{\text{s}^2} \times 2 \text{ m}}} = \frac{20}{45} \text{ seconds}$$

$$\approx 0.5 \text{ seconds}$$

natural swing frequency for soup

$$\nu_{\text{soup}} \approx \frac{1}{t} \approx 2 \text{ Hz}$$

$$\nu_{\text{walk}} \approx \frac{1}{2\pi} \sqrt{\frac{g}{l_{\text{leg}}}} = \frac{1}{2\pi} \times \sqrt{\frac{10^3 \frac{\text{cm}}{\text{s}^2}}{100 \text{ cm}}} = 0.5 \text{ Hz}$$

$$\therefore \nu_{\text{soup}} \approx \nu_{\text{walk}}$$

Walking excites the swing of soup resonantly.

causing the soup to get out of the shallow bowl.

Experiment:

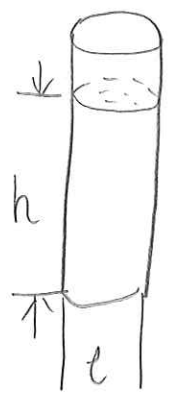
Shallow Bowl

v.s. Peep cup.

Walk

v.s. mince.

In-Class Exercise



deep cup. $l \sim 5 \text{ cm}$ $h \sim 20 \text{ cm}$.

consider a wave with $k \approx \frac{1}{l}$.

then $kh > 1 \Rightarrow$ Deep water wave.

$$v_p = \sqrt{\frac{g}{k}} \approx \sqrt{gl}$$

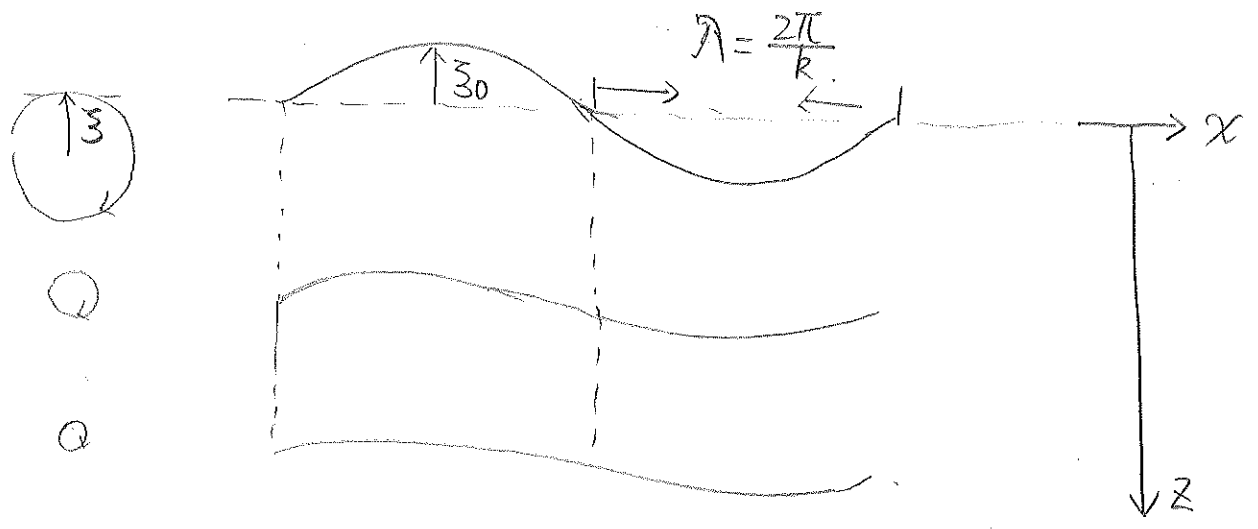
$$t \approx \frac{l}{v} \approx \sqrt{\frac{l}{g}}$$

$$\omega_{\text{soup}} \approx \frac{1}{t} \approx \sqrt{\frac{g}{l}} = \sqrt{\frac{10^3 \text{ cm/s}^2}{5 \text{ cm}}} \approx 14 \text{ Hz}$$

$$\omega_{\text{walk}} \approx 0.5 \text{ Hz}$$

$\omega_{\text{soup}} \gg \omega_{\text{walk}}$.
no sloshing.
no resonant

Why ^{does} water wave get weaker as depth z grows?



Physical Picture: $p(z) = \rho g z$,

it's becoming harder & harder to move a mass element at deeper depth z .

incompressible condition is: density does not change \Rightarrow

$$\vec{\nabla} \cdot \vec{\xi} = 0 \quad (1)$$

$$\rho \frac{\partial \vec{\xi}}{\partial t} = -\vec{\nabla} p' + \rho' g \quad (2) \quad (\text{equation of motion})$$

$$\vec{\nabla} \cdot (2) \Rightarrow \rho \frac{\partial}{\partial t} (\vec{\nabla} \cdot \vec{\xi}) = -\nabla^2 p' + g \vec{\nabla} \cdot \rho' \quad (3)$$

use (1) I get $0 = -\nabla^2 p' + g \vec{\nabla} \cdot \rho' \quad (4)$

\because density does not change $\therefore \rho' = 0$

\therefore (4) reduces to $\nabla^2 p' = 0$

Set: $p' = f(z) e^{ikx - i\omega t}$

$$\Rightarrow \frac{d^2 f}{dz^2} = k^2 f \Rightarrow f = \underline{C_1 e^{kz}} + C_2 e^{-kz}$$

where C_1 & C_2 are numeric coefficients & $k > 0$

$C_1 \rightarrow 0$, otherwise big movement at bottom, which is not allowed.

$$\therefore f \propto e^{-kz} \quad \therefore p' \propto e^{-kz + ikx - i\omega t}$$

Boundary condition: $\xi_z = 0$ @ $z = h$

② $\Rightarrow -\rho i\omega \vec{\xi} = -\vec{\nabla} p'$ (adopting $p' = 0$ & $\vec{\xi} \propto e^{-i\omega t + ikx}$)

$$\Rightarrow \vec{\xi} = \frac{\vec{\nabla} p'}{i\omega\rho} = \frac{ikp' \hat{e}_x + \frac{\partial p'}{\partial z} \hat{e}_z}{i\omega\rho}$$

$$= \frac{kp'}{\omega\rho} \hat{e}_x + \frac{1}{i\omega\rho} \frac{\partial p'}{\partial z} \hat{e}_z \Rightarrow \xi_z = \frac{1}{i\omega\rho} \frac{\partial p'}{\partial z}$$

$$\xi_z = 0 \text{ @ } z = h \Rightarrow \frac{\partial p'}{\partial z} = 0 \text{ @ } z = h$$

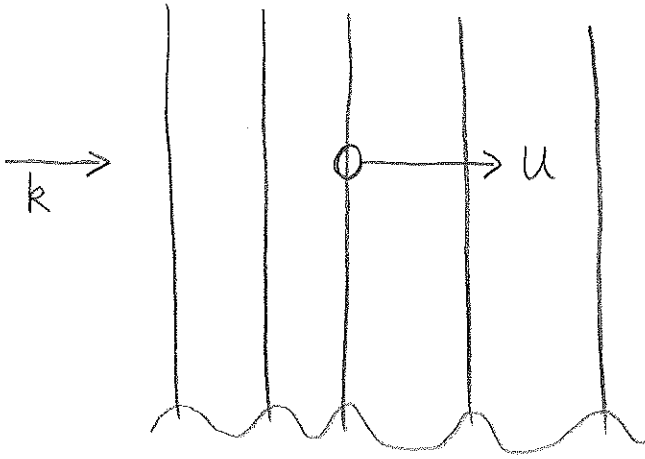
$$\Rightarrow C_1 k e^{kh} - C_2 k e^{-kh} = 0$$

$$\Rightarrow C_1 = C_2 e^{-2kh}$$

i) Deep water : $kh \gg 1$ $C_1 \ll C_2$

$$p' \approx C_2 e^{-kh + ikx - i\omega t}$$

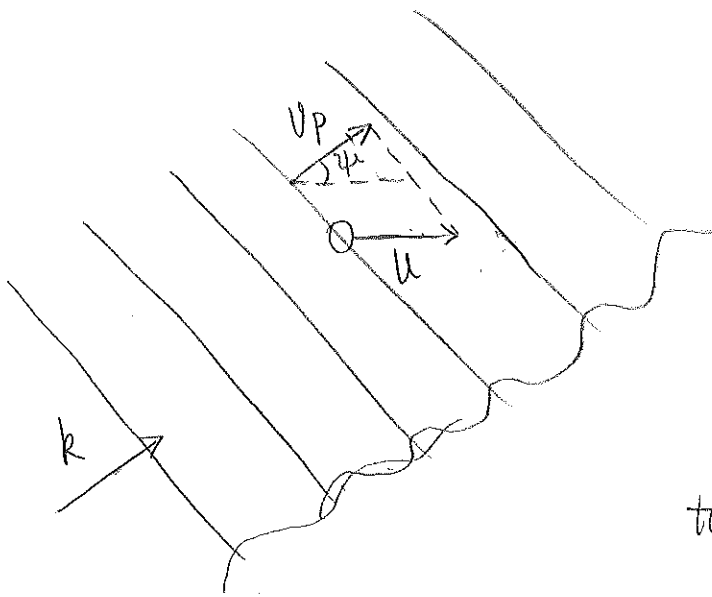
Boat Waves (Revisit)



What's the condition for the boat to stay on a certain wave crest?

i) $\vec{k} \parallel \vec{u}$

$$u = v_p$$

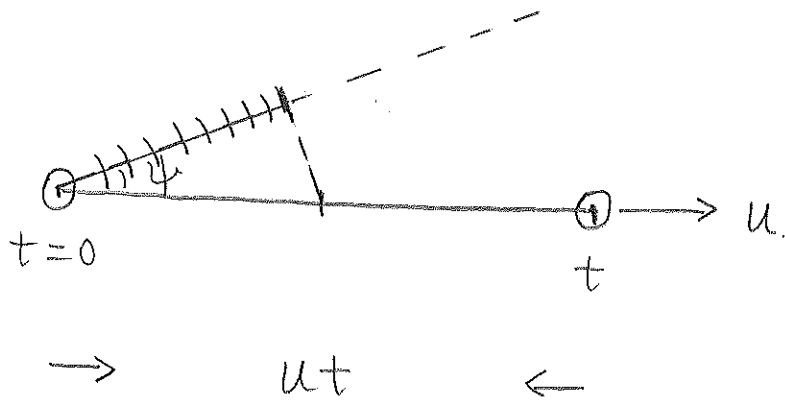


ii) $u \cos \psi = v_p$

General condition

for the wave front crest
to stay in-phase with the boat

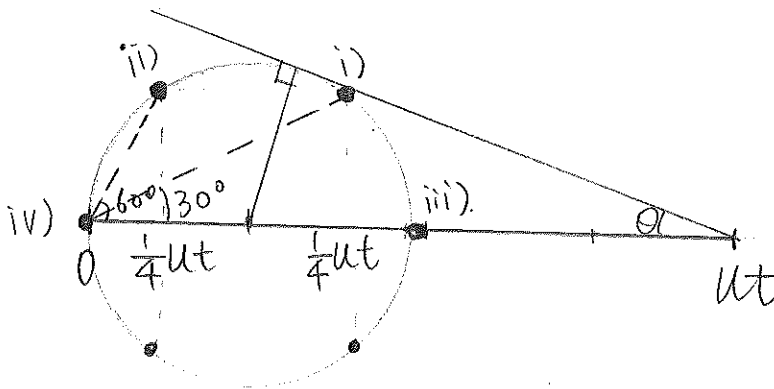
Deep water wave is relevant for boat wave: $v_g = \frac{1}{2} v_p$ 8.
 $= \frac{1}{2} u \cos \psi$



Now let's consider several different ψ 's.

i) $\psi = 30^\circ$ $v_g = \frac{1}{2} v_p = \frac{1}{2} u \cos(30^\circ) = \frac{u}{2} \times \frac{\sqrt{3}}{2} = \frac{\sqrt{3}}{4} u$

ii) $\psi = 60^\circ$ $v_g = \frac{1}{2} u \cos(60^\circ) = \frac{1}{4} u$



iii) $\psi = 0^\circ$ $v_g = \frac{1}{2} u$

iv) $\psi = 90^\circ$ $v_g = 0$

$$\sin \theta = \frac{1}{4} ut / \left(\frac{3}{4} ut \right) = \frac{1}{3} \Rightarrow \theta \approx 19^\circ$$

Clarification: in real life, there are usually not

any clear visible wave package that one can observe to measure the group velocity directly.

But that does not mean v_g does not exist.

Take boat wave as an example;

In-class exercise

$$v_p = u \cos \psi$$

$$v_p = \sqrt{g/k}$$

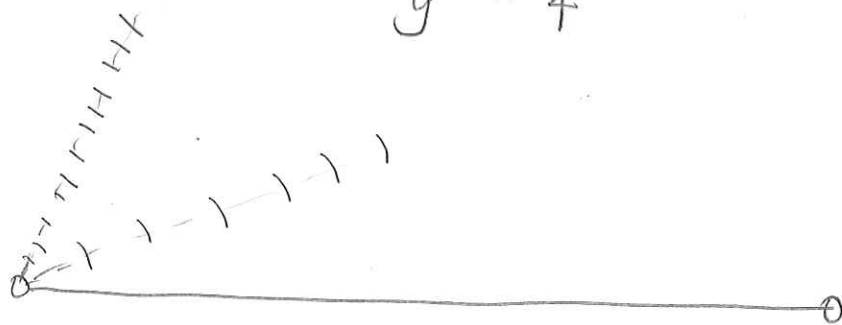
$$\left. \begin{array}{l} v_p = u \cos \psi \\ v_p = \sqrt{g/k} \end{array} \right\} \Rightarrow k^{-1} = \frac{(u \cos \psi)^2}{g} \Rightarrow \lambda = \frac{2\pi}{k} = \frac{2\pi u^2}{g} \cos^2 \psi$$

i) $\psi = 30^\circ$

$$\lambda_{30^\circ} = \frac{2\pi u^2}{g} \times \frac{3}{4}$$

ii) $\psi = 60^\circ$

$$\lambda_{60^\circ} = \frac{2\pi u^2}{g} \times \frac{1}{4}$$



Combination of waves of all kinds of λ at various ψ .

But we can try to simplify the case in experiment.

