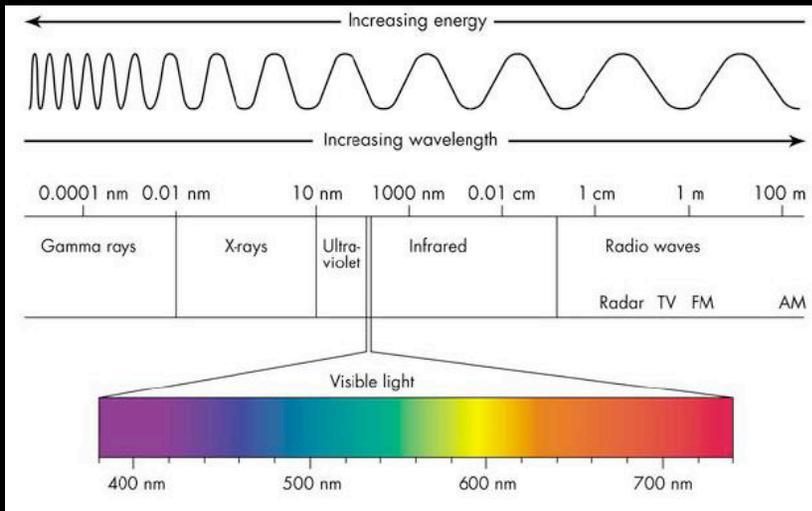


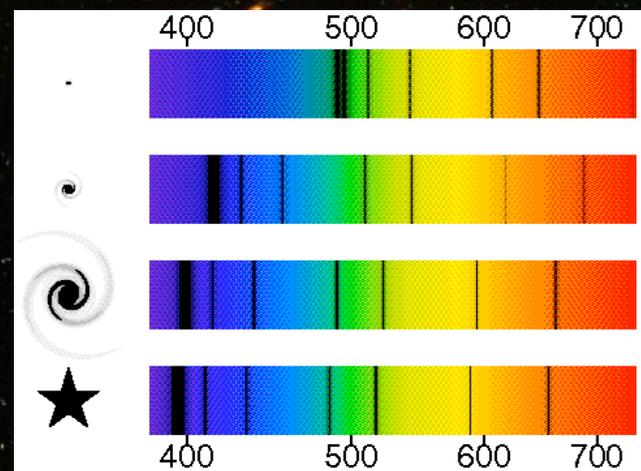
WAVES



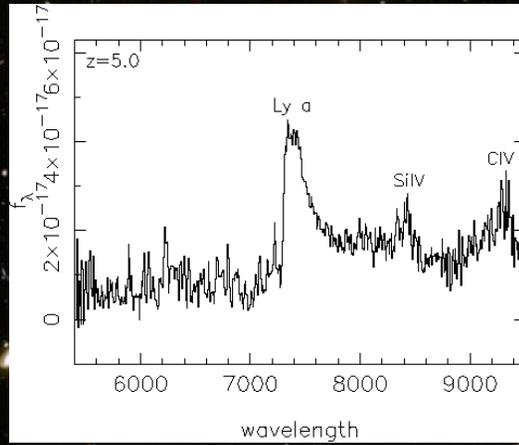
WAVES



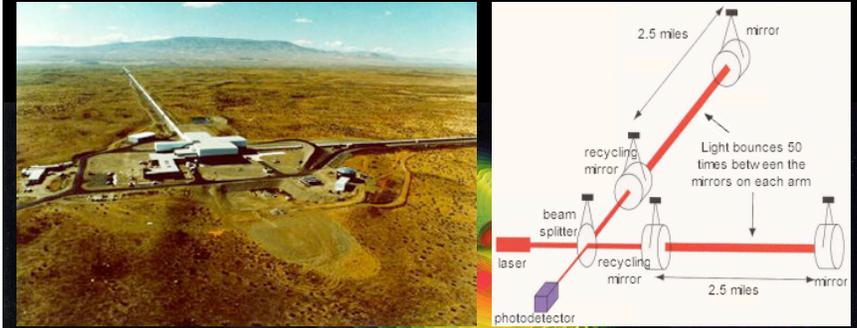
Redshift in the expanding Universe



Spectrum of a "redshift 5" quasar



Gravitational Waves detected using optical interferometry



L I G O

LASER INTERFEROMETER GRAVITATIONAL-WAVE OBSERVATORY

Radio Interferometry

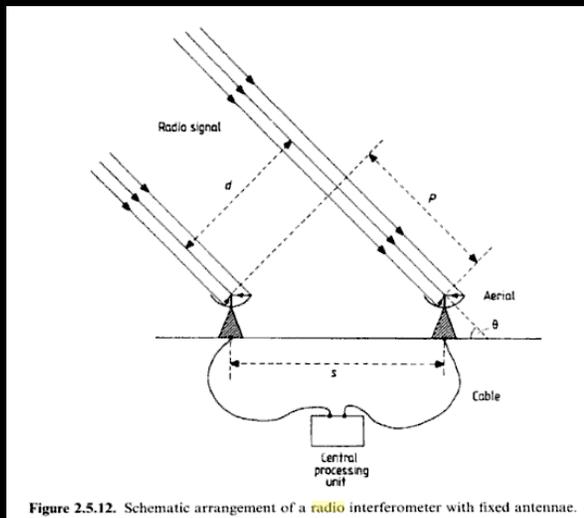
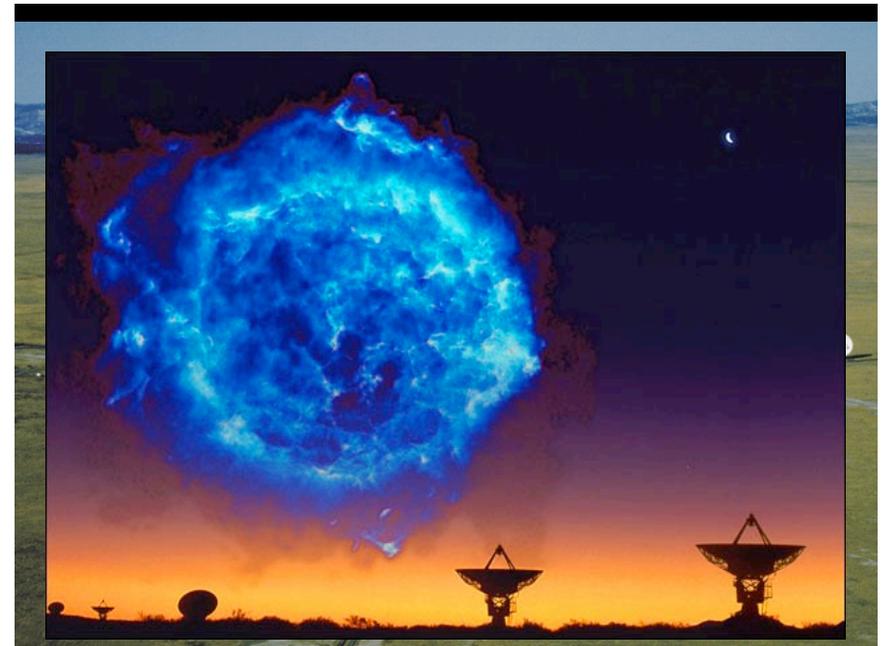


Figure 2.5.12. Schematic arrangement of a radio interferometer with fixed antennae.



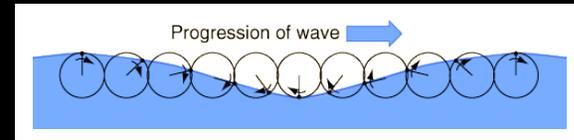
Water waves



“[water waves] that are easily seen by everyone and which are usually used as an example of waves in elementary courses [...] are the worst possible example [...]; they have all the complications that waves can have”

— Richard Feynman (1918-88)

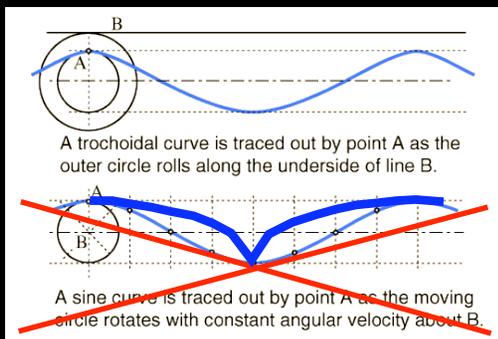
Water waves



- Water waves are more complicated!
- Particles execute roughly circular motion (with small net advance)
- Speed depends on wavelength and depth
- Shape isn't quite a sine wave

<http://hyperphysics.phy-astr.gsu.edu/hbase/watwav.html>

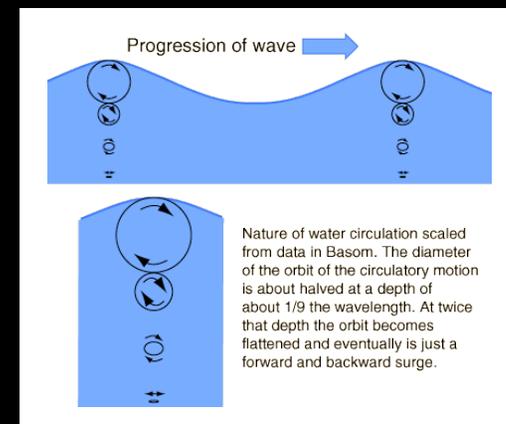
Wave shape



- Shape is approximately a “trochoid”
- As amplitude increases, waves become more “peaky”, and unstable for height: $\lambda > 1:7$

CYCLOID!

Water motion

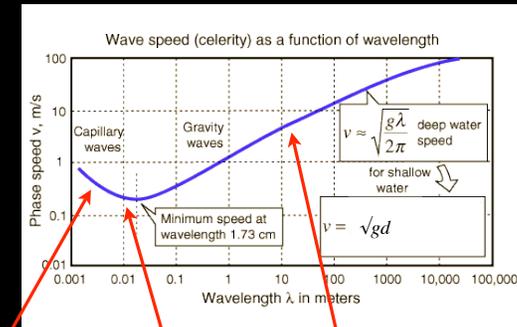


- Kind of both transverse *and* longitudinal!

Wave speed

- 2 regimes: deep water and shallow water
- Q: How do I make v from g , k and d ?
- $v \approx \sqrt{gd}$ for shallow water
- $v \approx \sqrt{g/k}$ for deep water

$$v \simeq \sqrt{(g/k) \tanh(dk)}$$



Deep
vs
Shallow

“Capillary waves”,
a.k.a. “ripples”
- dynamics dominated
by surface tension

Minimum
speed
at $\lambda \approx 2\text{cm}$

“Gravity waves”,
a.k.a. “waves”
- restoring force
is gravity

Wave generation

- Waves created by steady wind:
transfer of energy from atmosphere to ocean
complicated in detail (turbulence vs laminar)
- As amplitude grows, wave easy to speed up
- Growth ceases when:
waves approach wind speed
wind stops or changes direction
wave runs out of ocean!

Waves on the shore

- As waves approach shallower water:
speed of the waves decrease (as d decreases)
so wavelength becomes shorter
peak height increases (because of water motion)
- When height $> \lambda/7$, peaks are unstable
- Because peaks are faster than water below:
waves “break” on the shore

West Coast of Vancouver Island



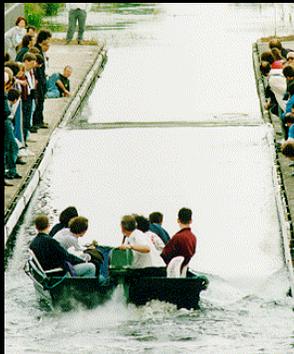
More complications!

- Waves in real media can involve:
 - “non-linearities” (i.e. not small amplitudes)
 - “self-interaction”
 - feedback effects
 - turbulent/chaotic behaviour
- And a vast range of other effects we’ve ignored!

“Solitary Wave” or “Soliton”



John Scott Russell
(1808-82)



Great Red Spot,
non-linear optics,
particle physics,
....

Modern recreation

Wave power?

