



ХАРЬКОВСКИЙ НАЦИОНАЛЬНЫЙ УНИВЕРСИТЕТ ИМ В.Н. КАРАЗИНА

ВСЕУКРАИНСКИЙ СТУДЕНЧЕСКИЙ ТУРНИР ФИЗИКОВ 2019

Resonating glasses

by Chepel Dmytro

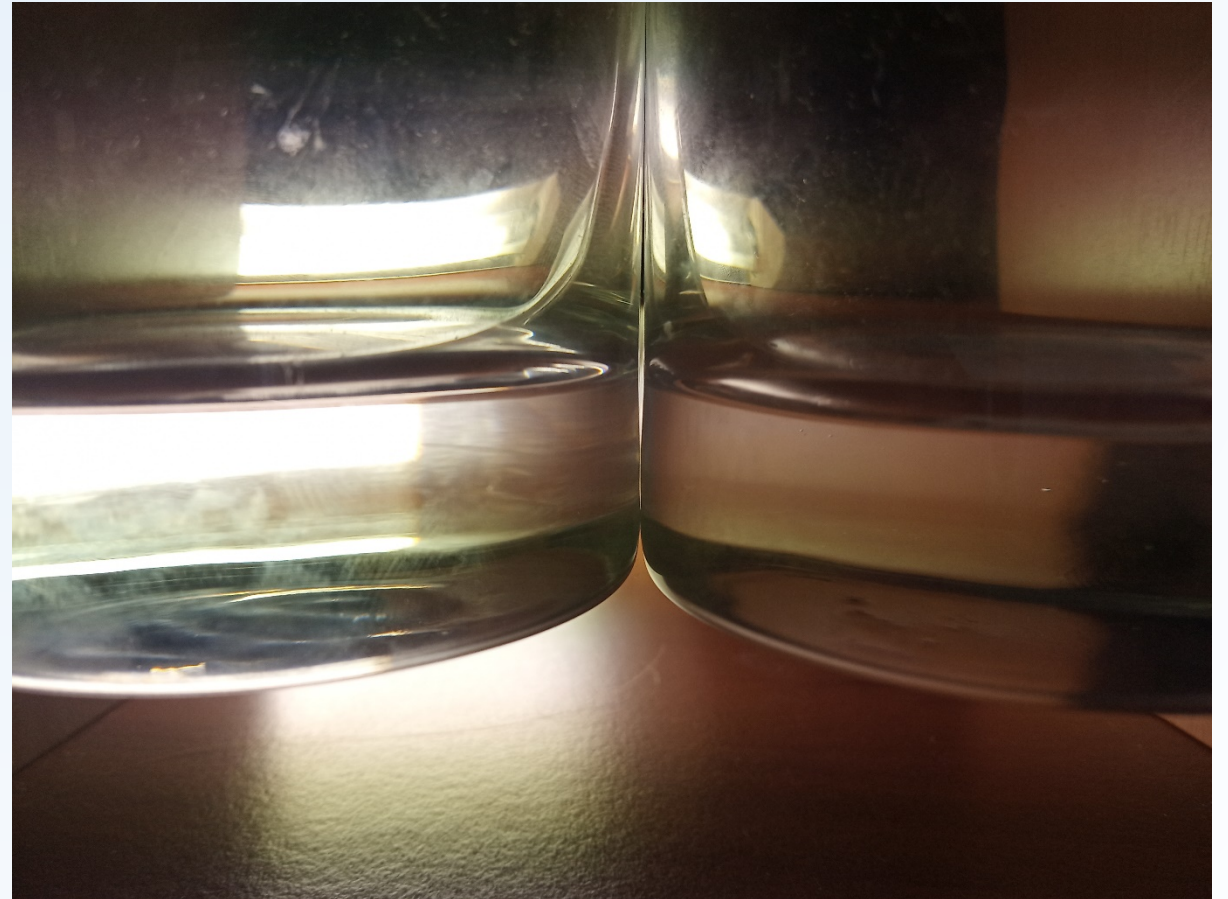
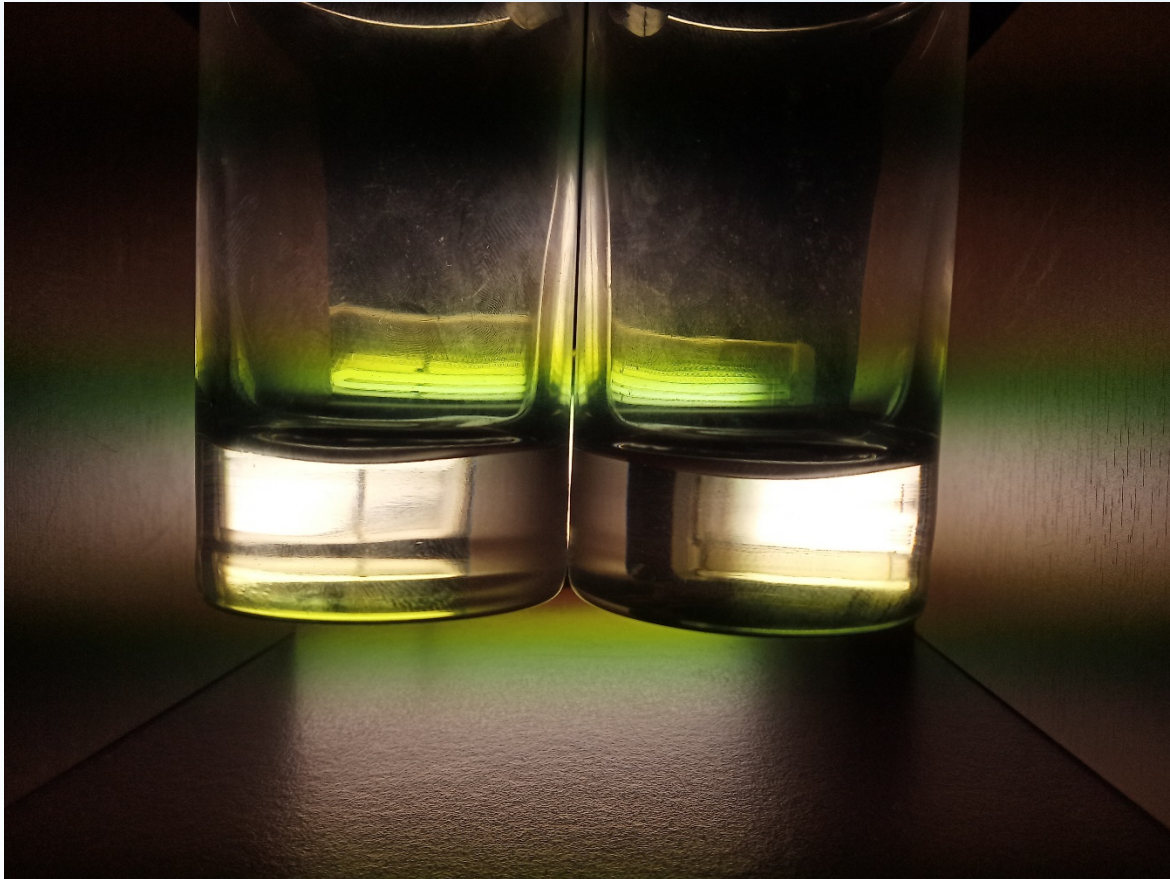
Statement of the problem

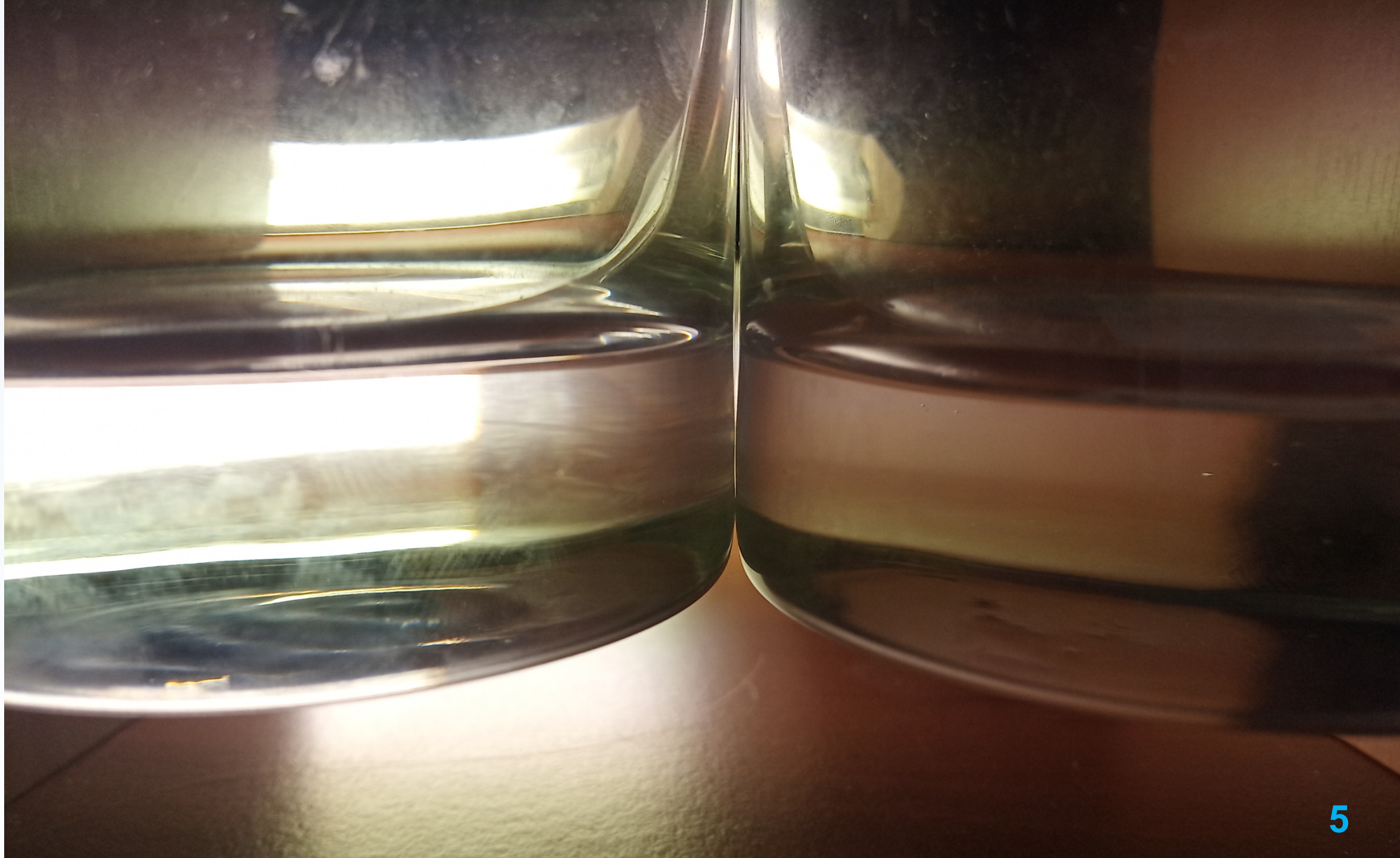
- When you take two glasses between your fingers, they sometimes emit a particular sound containing a frequency sweep. Investigate the phenomenon.

**Mechanical part of the
problem**

Physical model:

- Glasses are colliding in a single point by their bottoms.





Colliding by surface

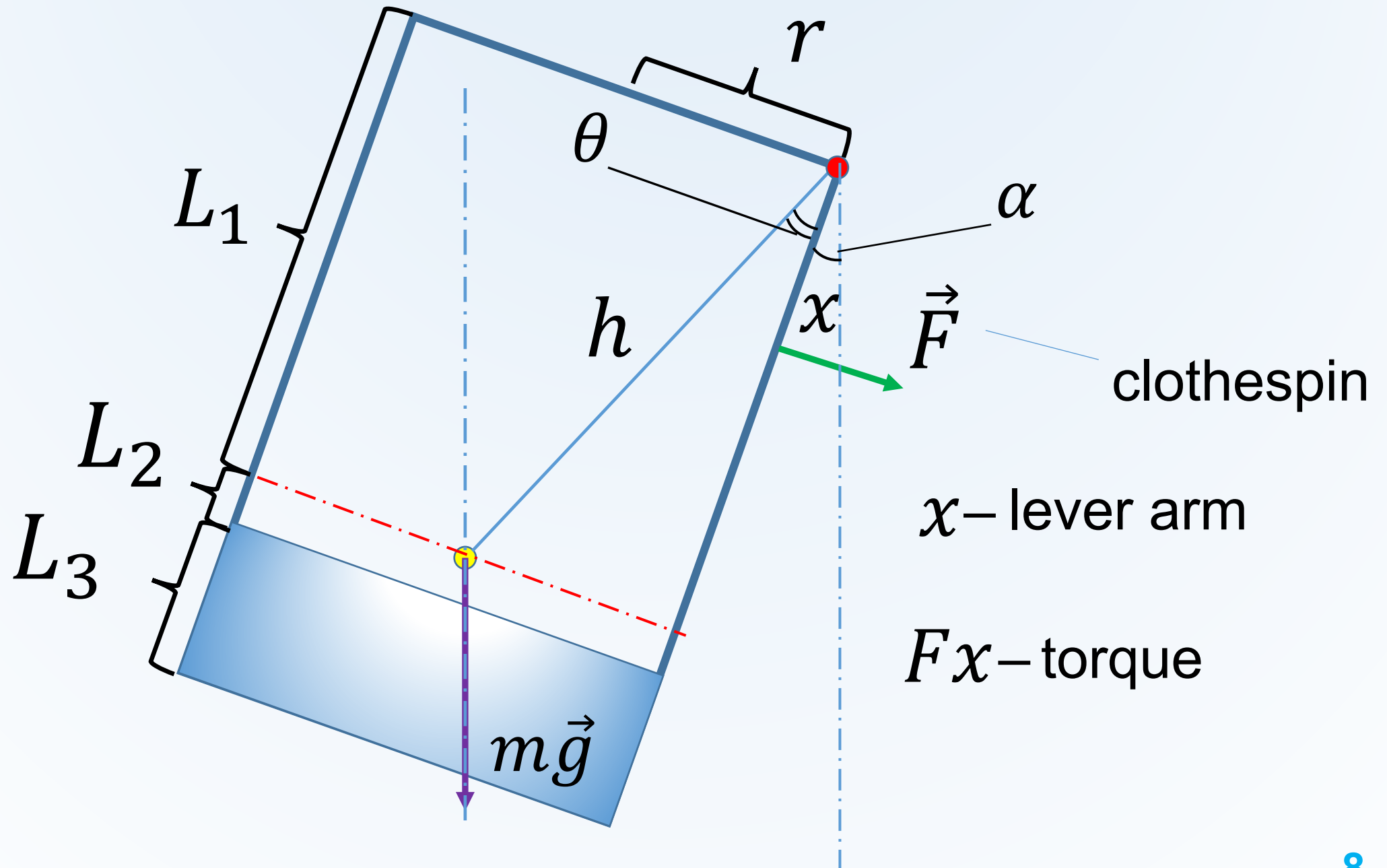


Single-point-bottom colliding

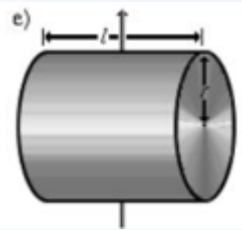


Physical model:

- Collisions are not elastic
- After each collision, the energy of the glasses decreases D times. $D = \text{const.}$
- The problem is symmetric, so I will consider the movement of only one glass.
- The glass is a physical pendulum.

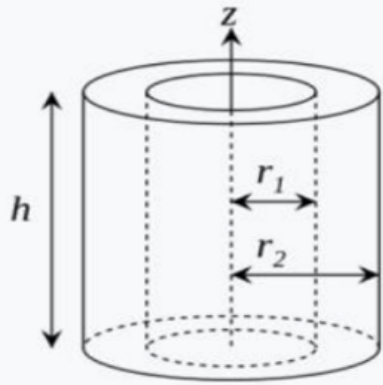


Moments of inertia



$$\frac{1}{4}m \cdot r^2 + \frac{1}{12}m \cdot l^2$$

$$I_1 = m_1 \left(\frac{5}{4}r^2 + \frac{1}{3}L_3^2 + L_3^2 + L_3 * (L_1 + L_2) \right)$$

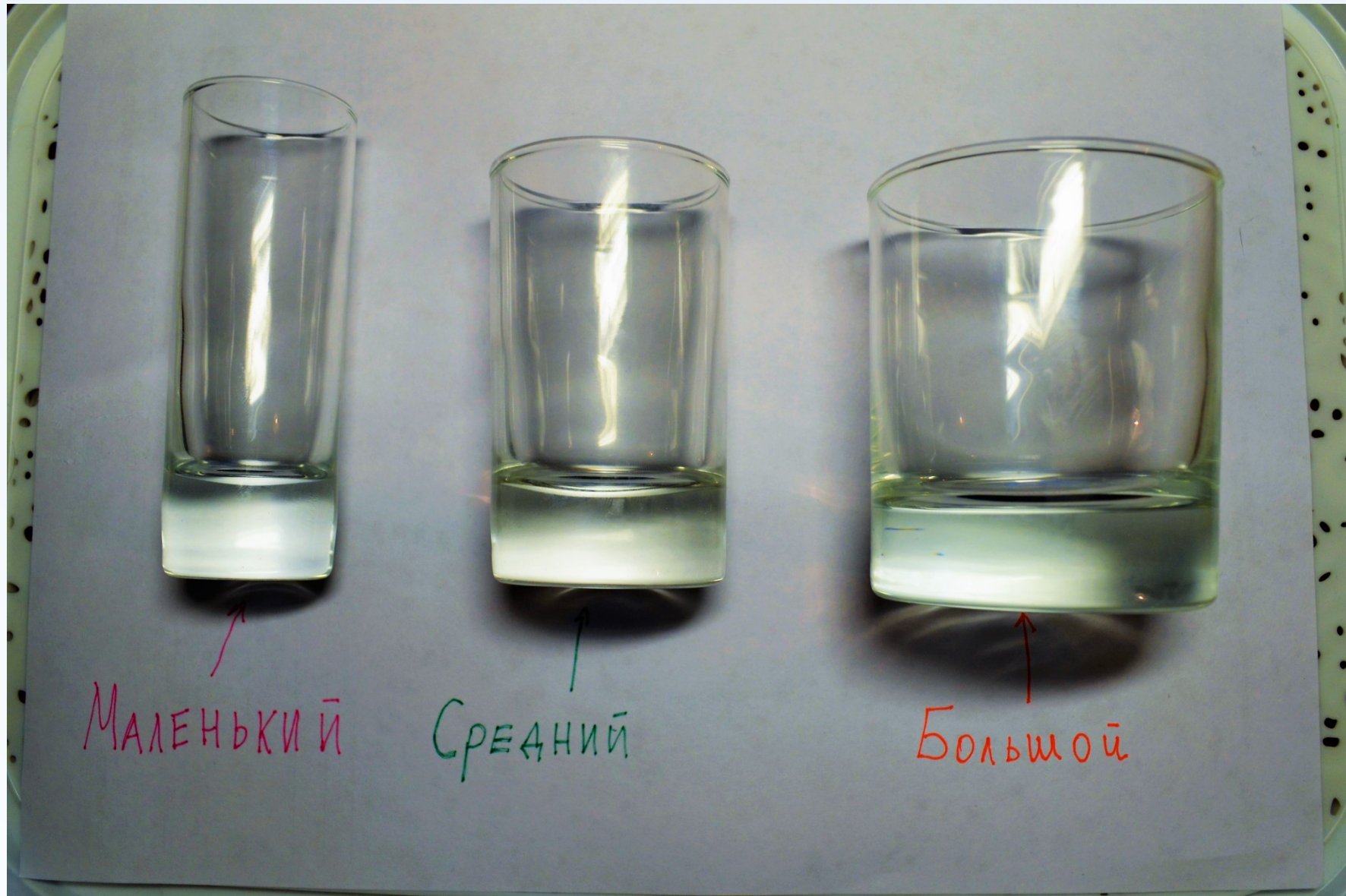


$$I_2 = \frac{1}{12}m_2(3(r^2 + (r - \Delta r)^2) + 4(L_1 + L_2)^2) + m_2r^2$$

$$I_x = I_y = \frac{1}{12}m(3(r_2^2 + r_1^2) + 4h^2)$$

Δr — wall thickness

Test subjects



Finding the center of mass:



Parameters of the glasses in millimeters



$$\begin{aligned}\Delta r &= 1.3 \\ r &= 1.9 \\ L_3 &= 19 \\ L_2 &= 12.7 \\ L_1 &= 54.3\end{aligned}$$



$$\begin{aligned}\Delta r &= 1.5 \\ r &= 49 \\ L_3 &= 18.2 \\ L_2 &= 9 \\ L_1 &= 59.1\end{aligned}$$



$$\begin{aligned}\Delta r &= 1.6 \\ r &= 33.5 \\ L_1 &= 46.5 \\ L_2 &= 19.7 \\ L_3 &= 17.4\end{aligned}$$

Rotational equation

$$I * \ddot{\varphi} = M$$

$$(I_1 + I_2) * \ddot{\varphi} = -mgh * \sin\varphi - F * x$$

$$h = \sqrt{r^2 + L_1^2}$$

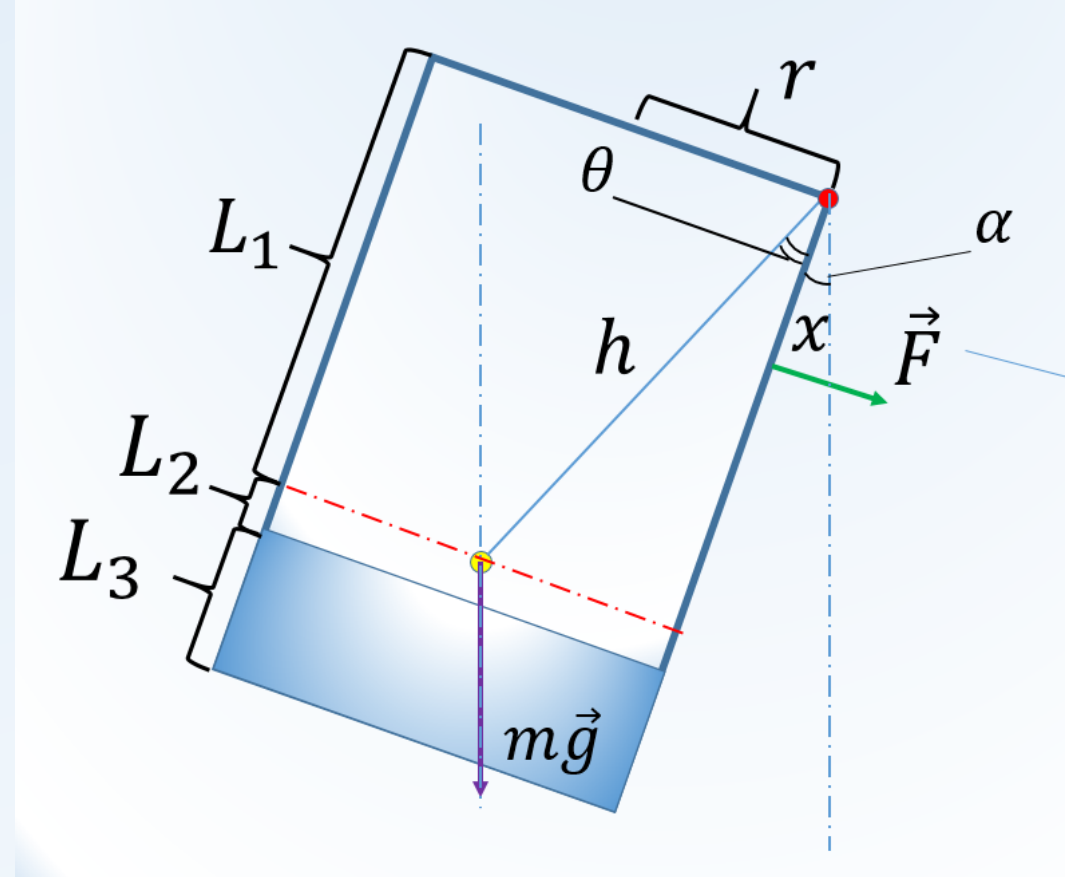
Numeric solving

$$h = 64 \text{ mm}$$

$$\theta = 0.393 \text{ rad}$$

$$\alpha = 0.0423 \text{ rad}$$

$$F = 12.45 \text{ N}$$



```
s=NDSolve[{(J1+J2)*y''[t]==-10*m*h*Sin[y[t]]-(12.45+k*(y[t]-ac))*x,y[0]==(ac+a0),y'[0]==0,WhenEvent[y[t]==ac,{y'[t]→-D*y'[t],i++}},y,{t,0,1.5}]
Plot[Evaluate[y[t]/.s],{t,0,1.5},PlotRange→All]
```

i

WhenEvent[y[t]==ac,{y'[t]→-D*y'[t],i++}},

Numeric solving

φ , Rad

0.43

0.42

0.41

0.40

D=0.96

t, c

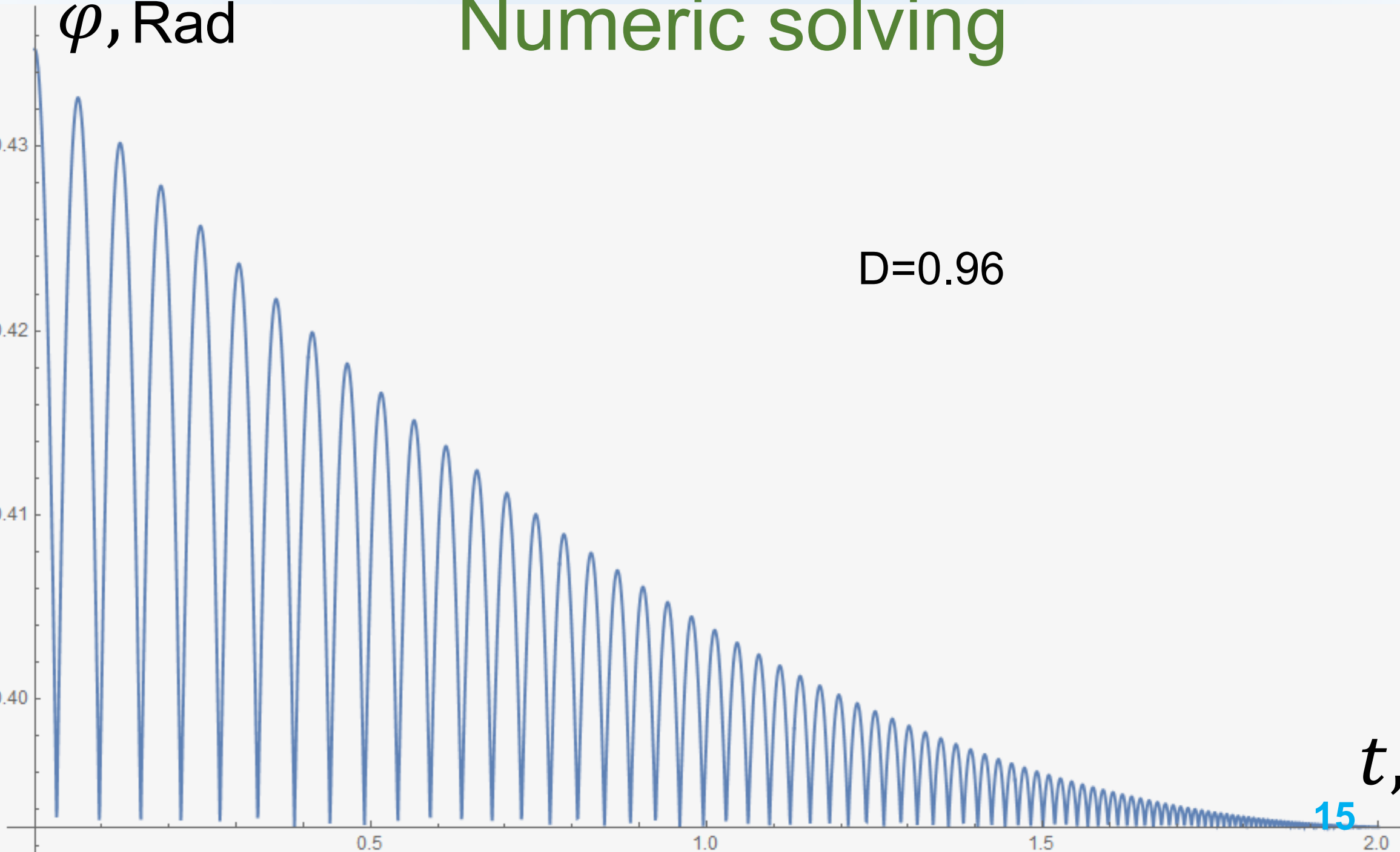
15

0.5

1.0

1.5

2.0





Conclusion:

In a reality : $d \neq \text{const}$

$$d = f(i)$$



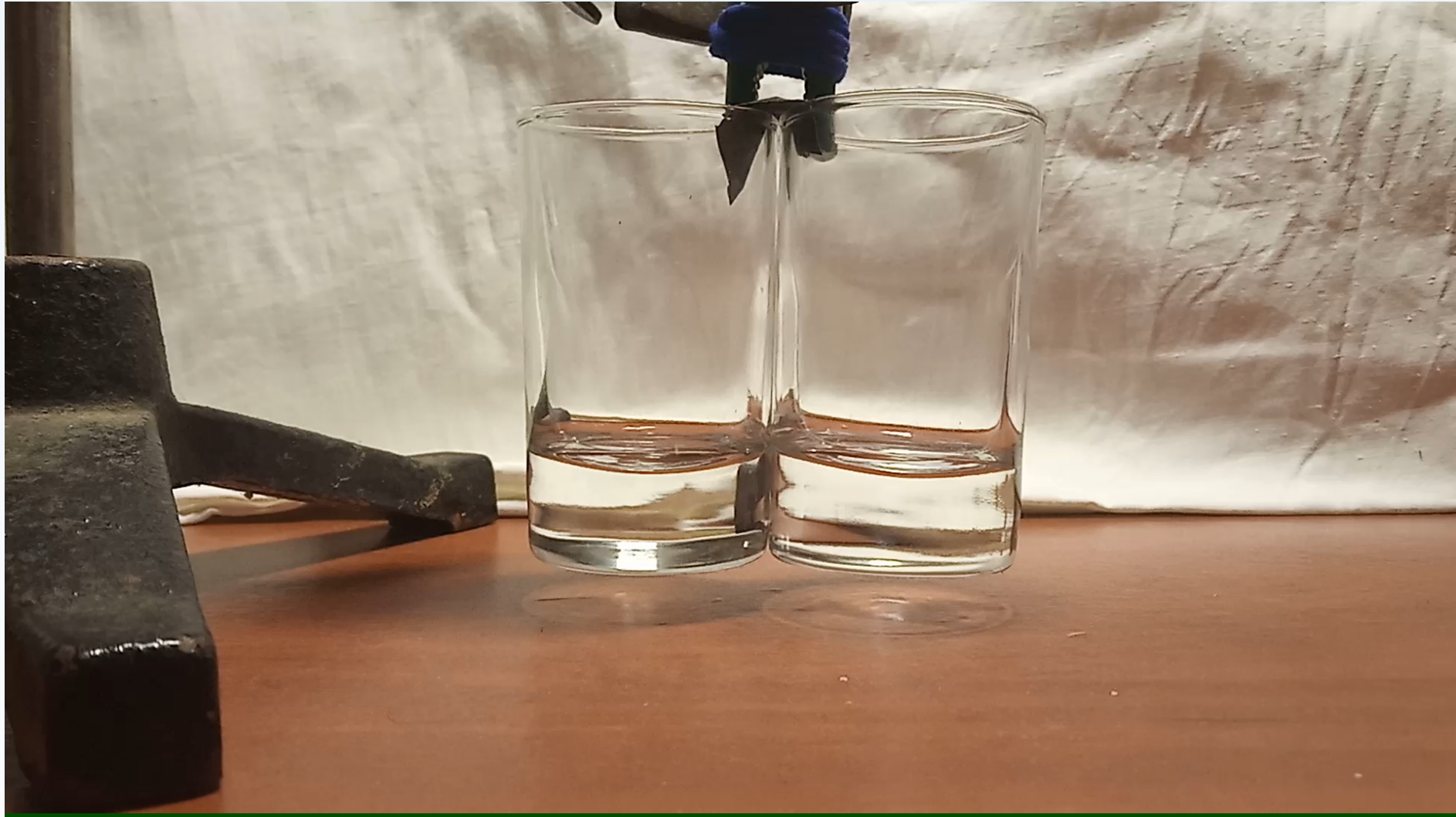
Acoustic part of the problem

Ways to recreate the effect:

By fingers



By clothe pin:

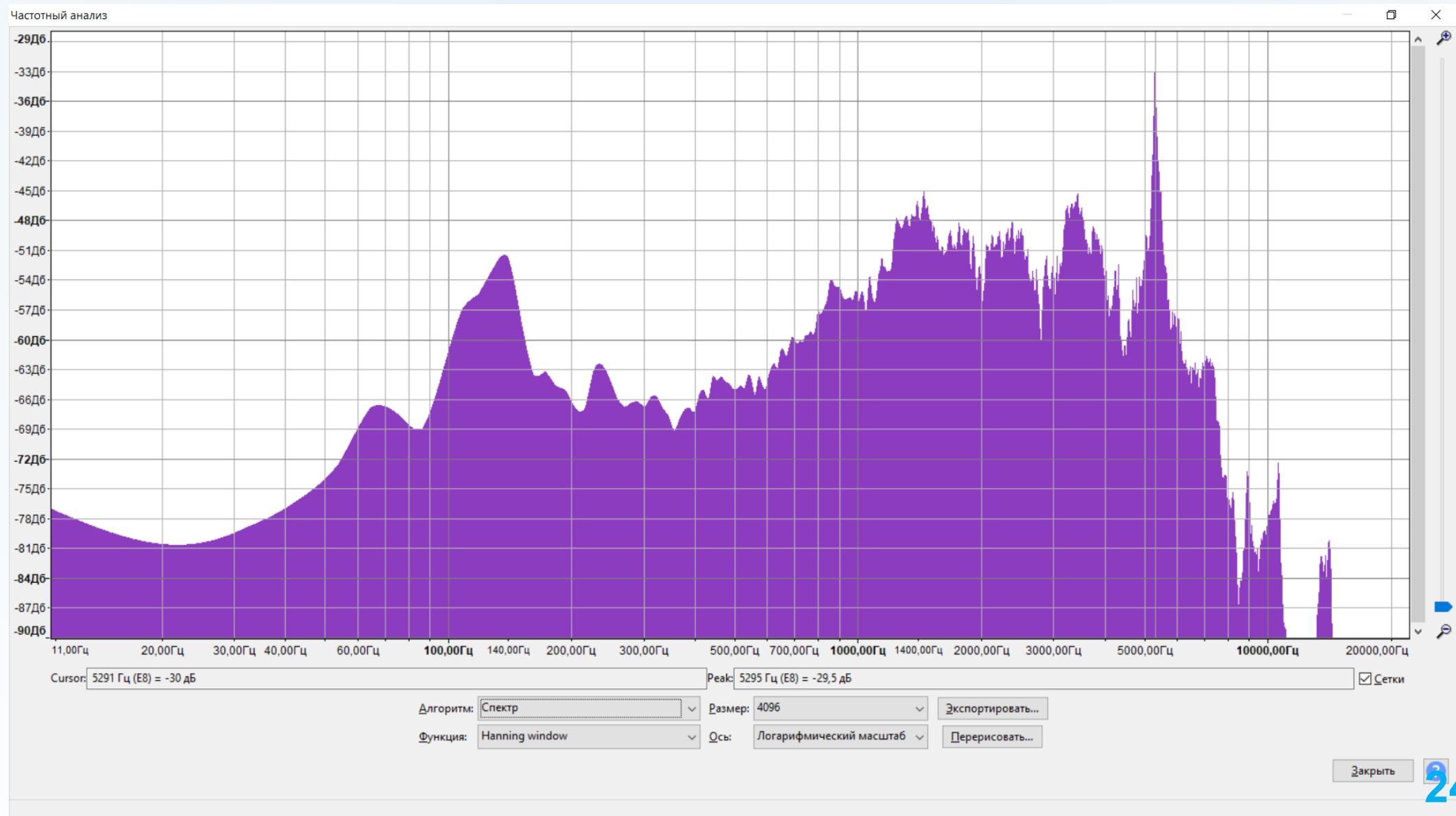


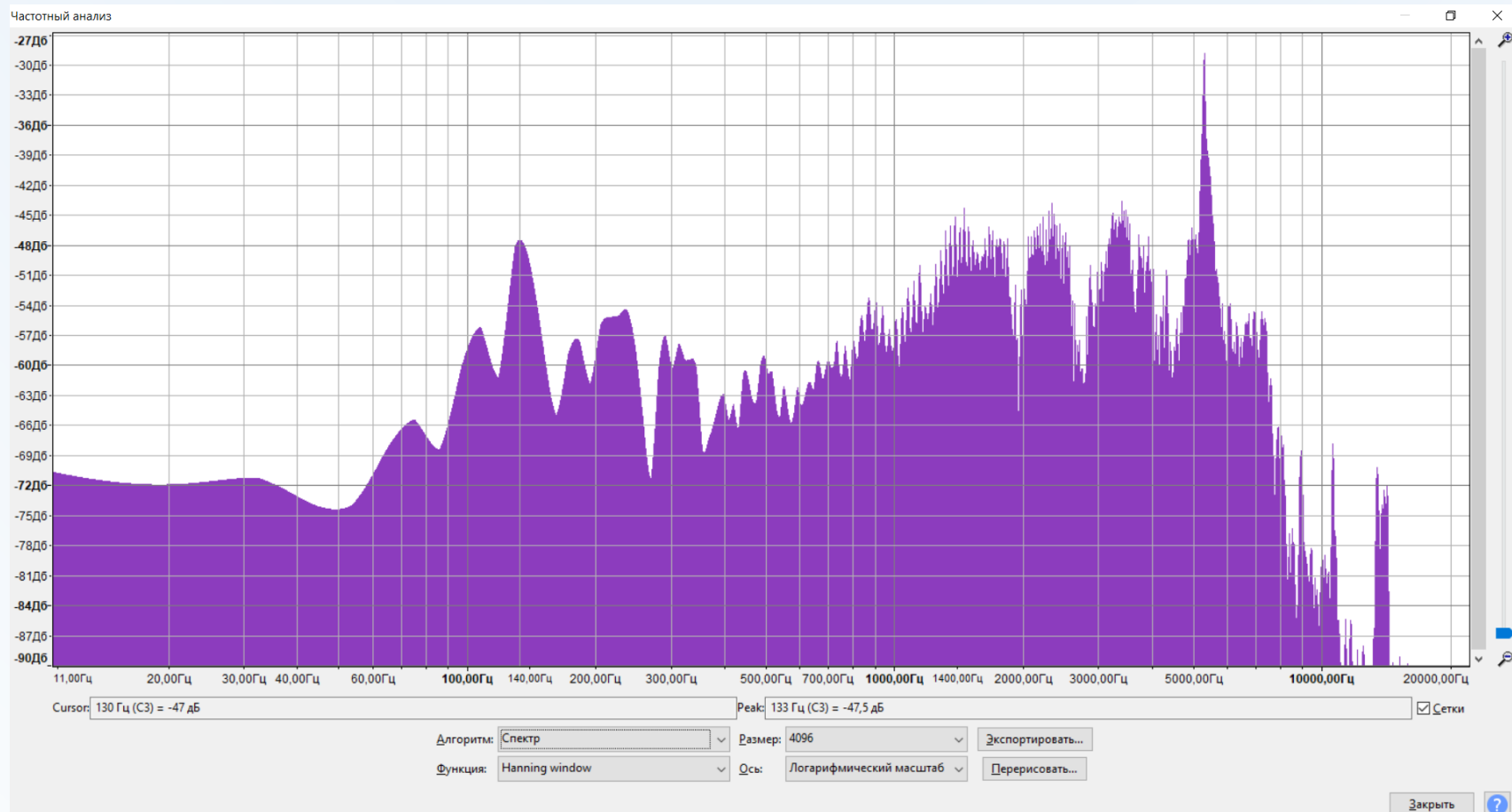


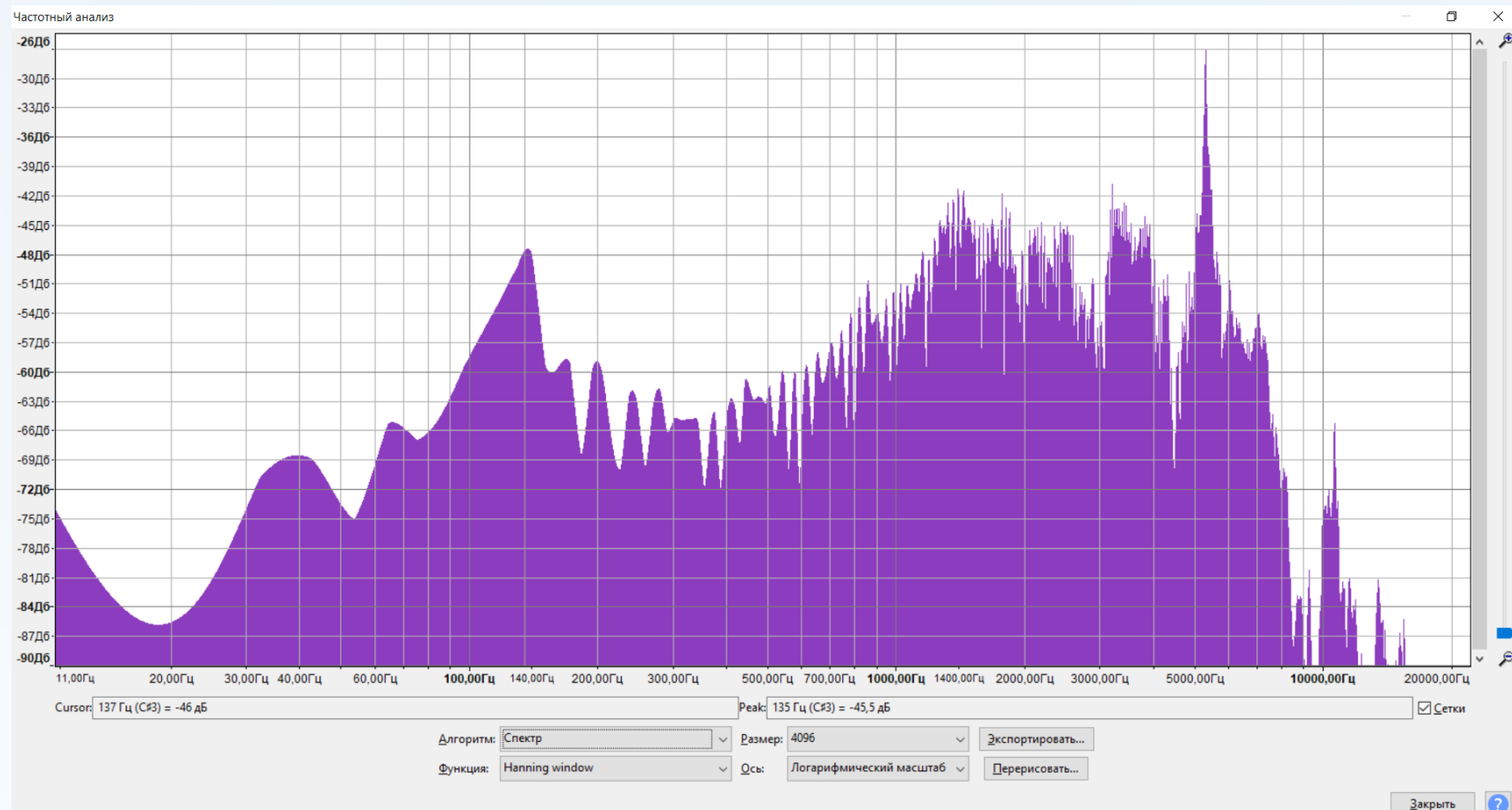


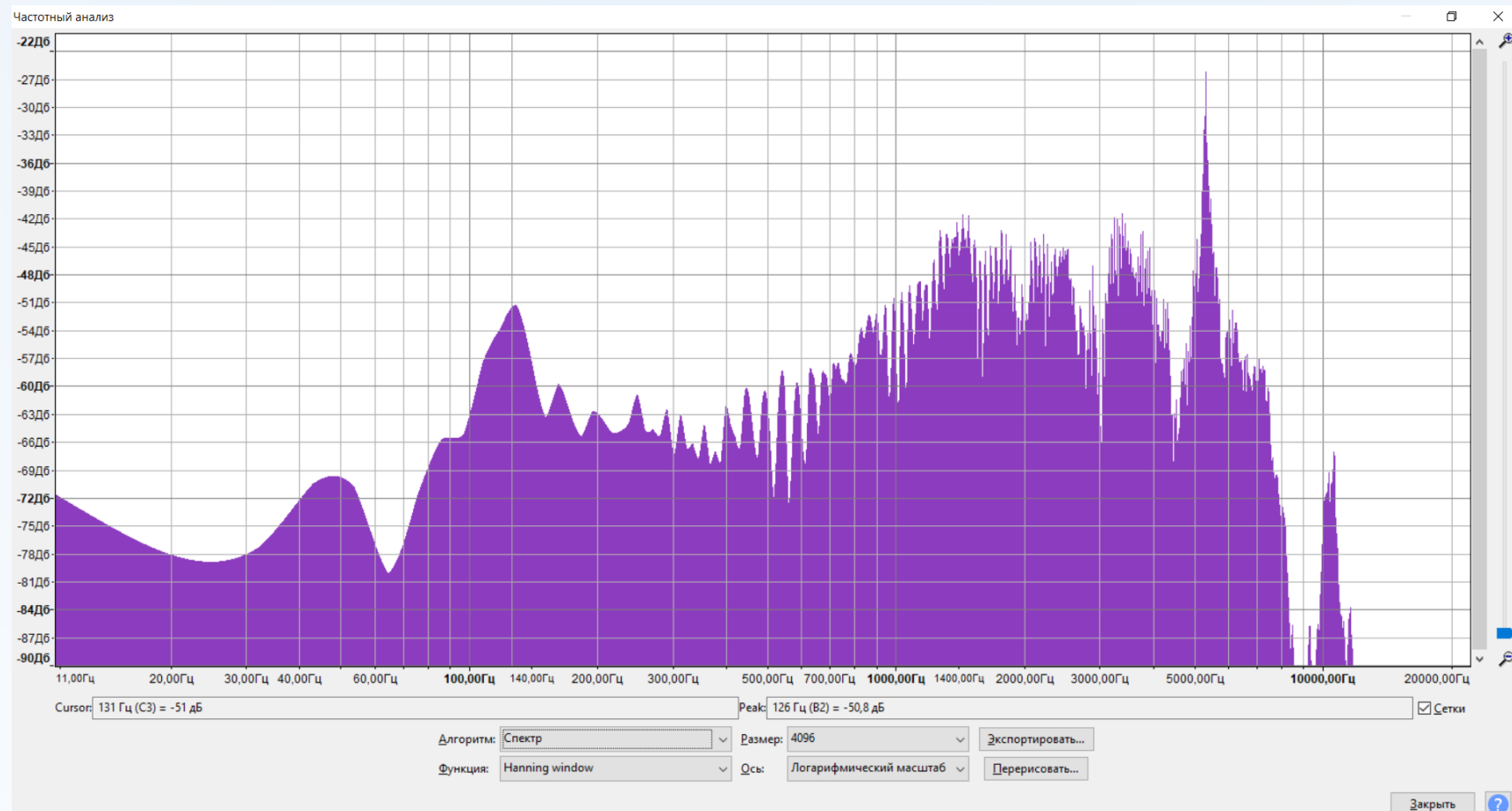


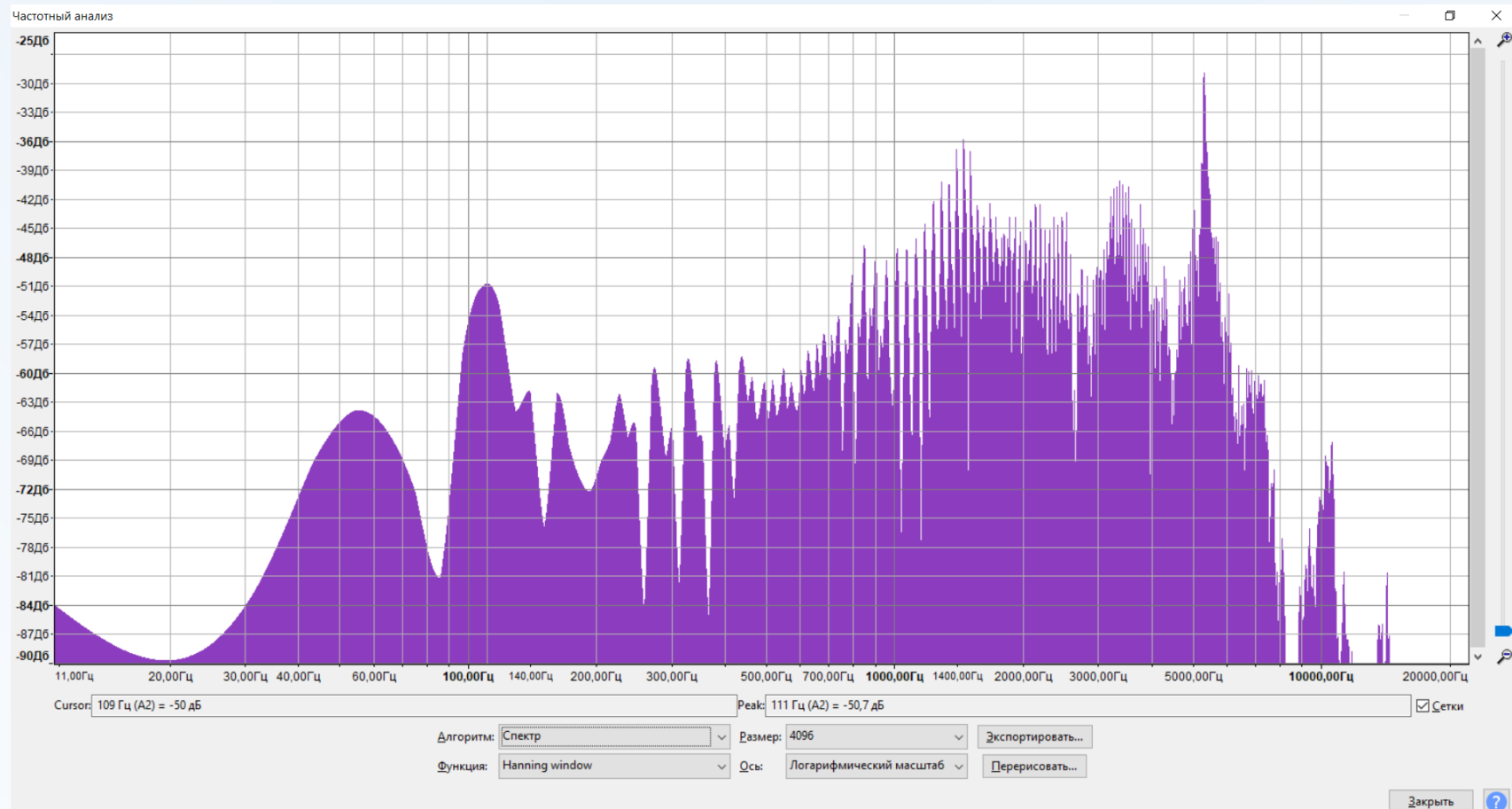
Спектр

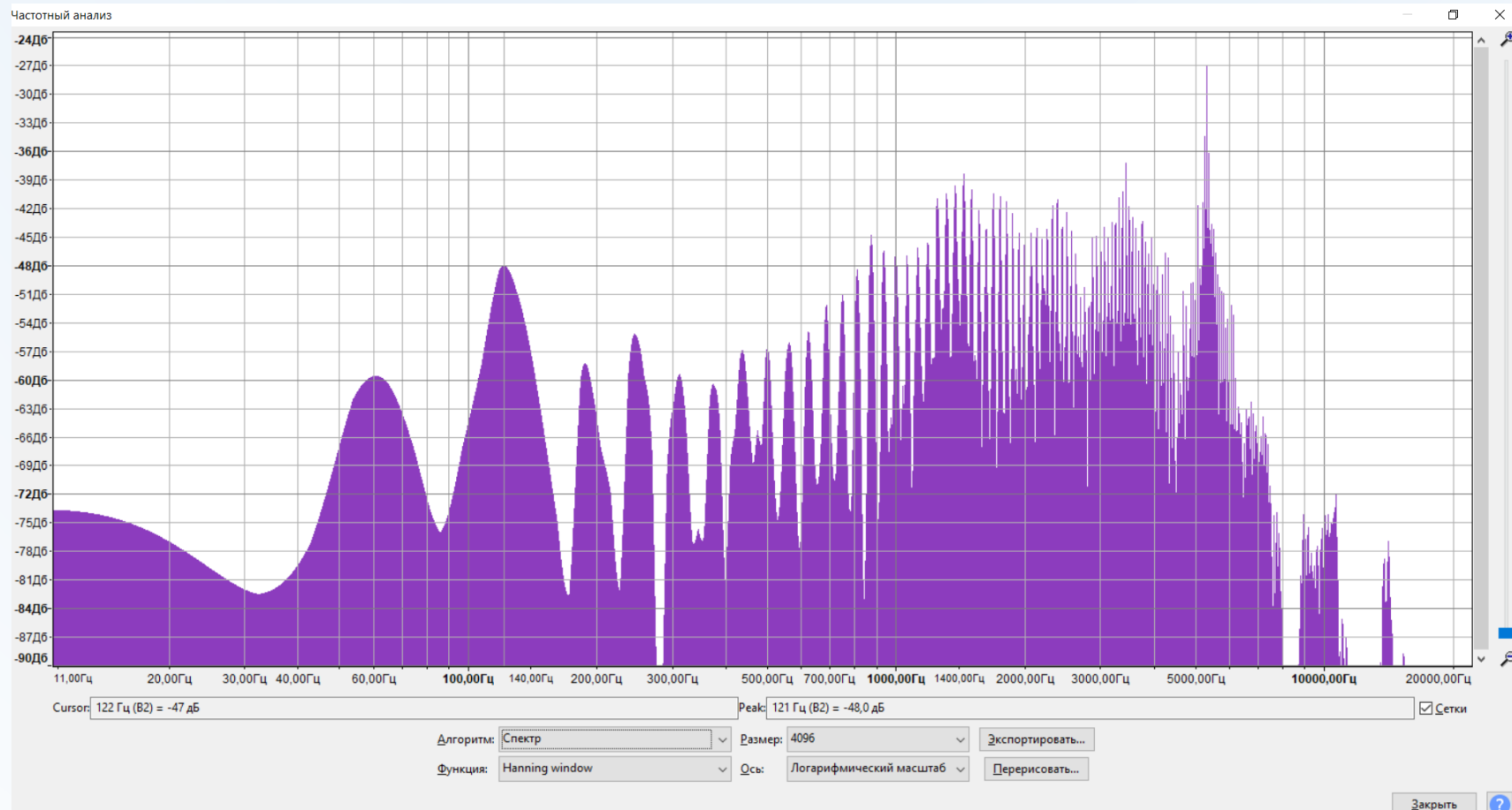


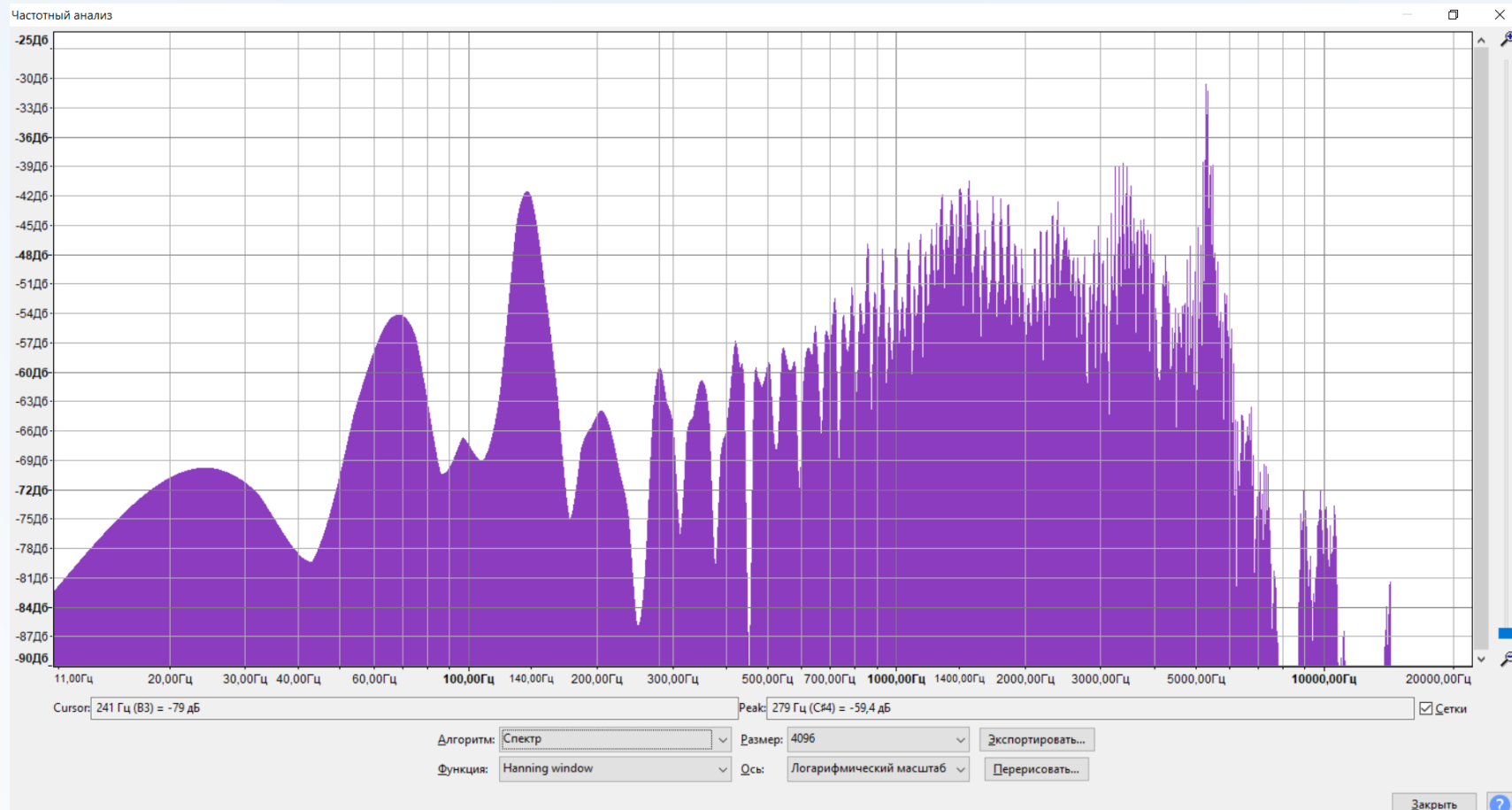


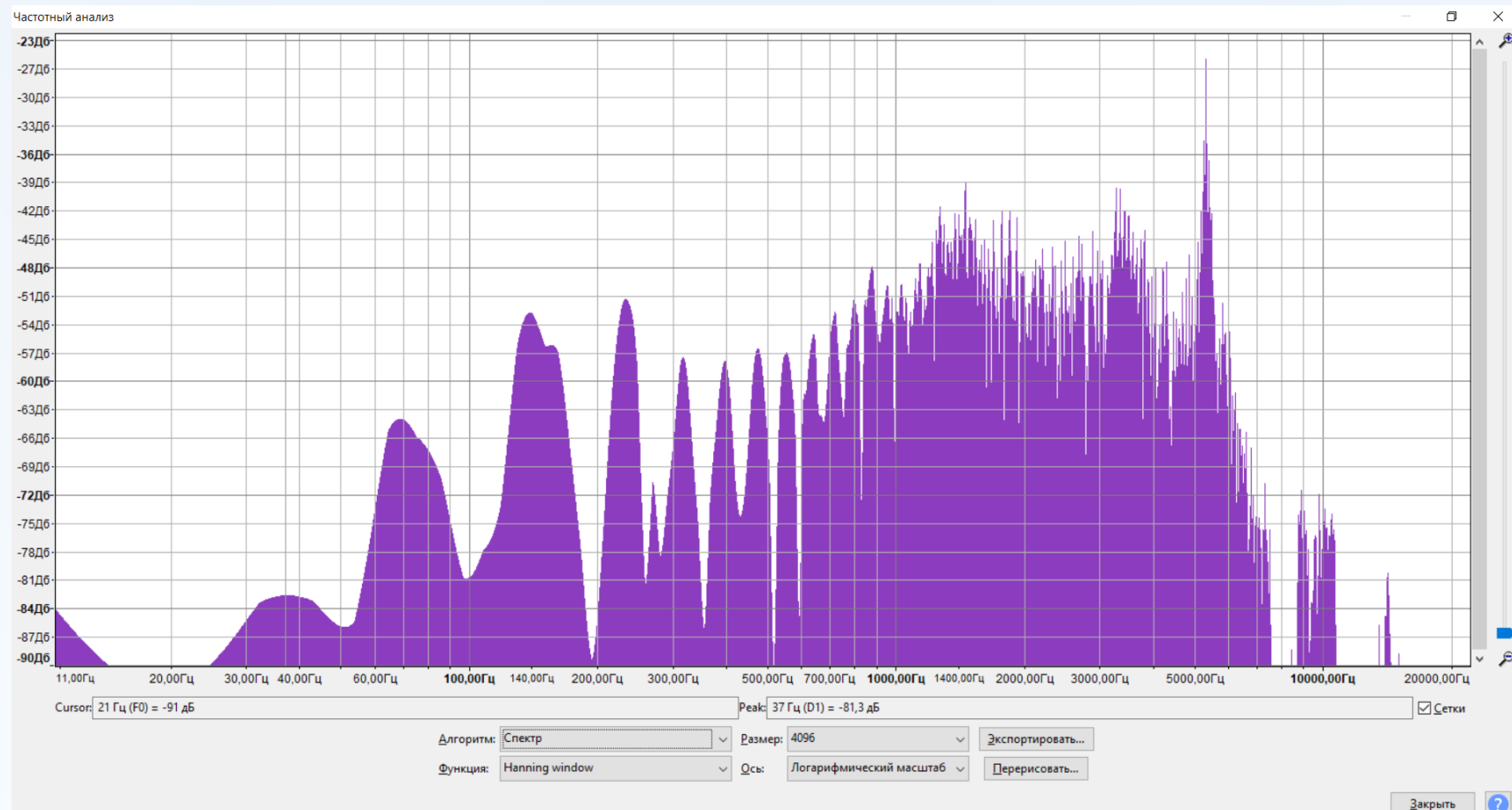


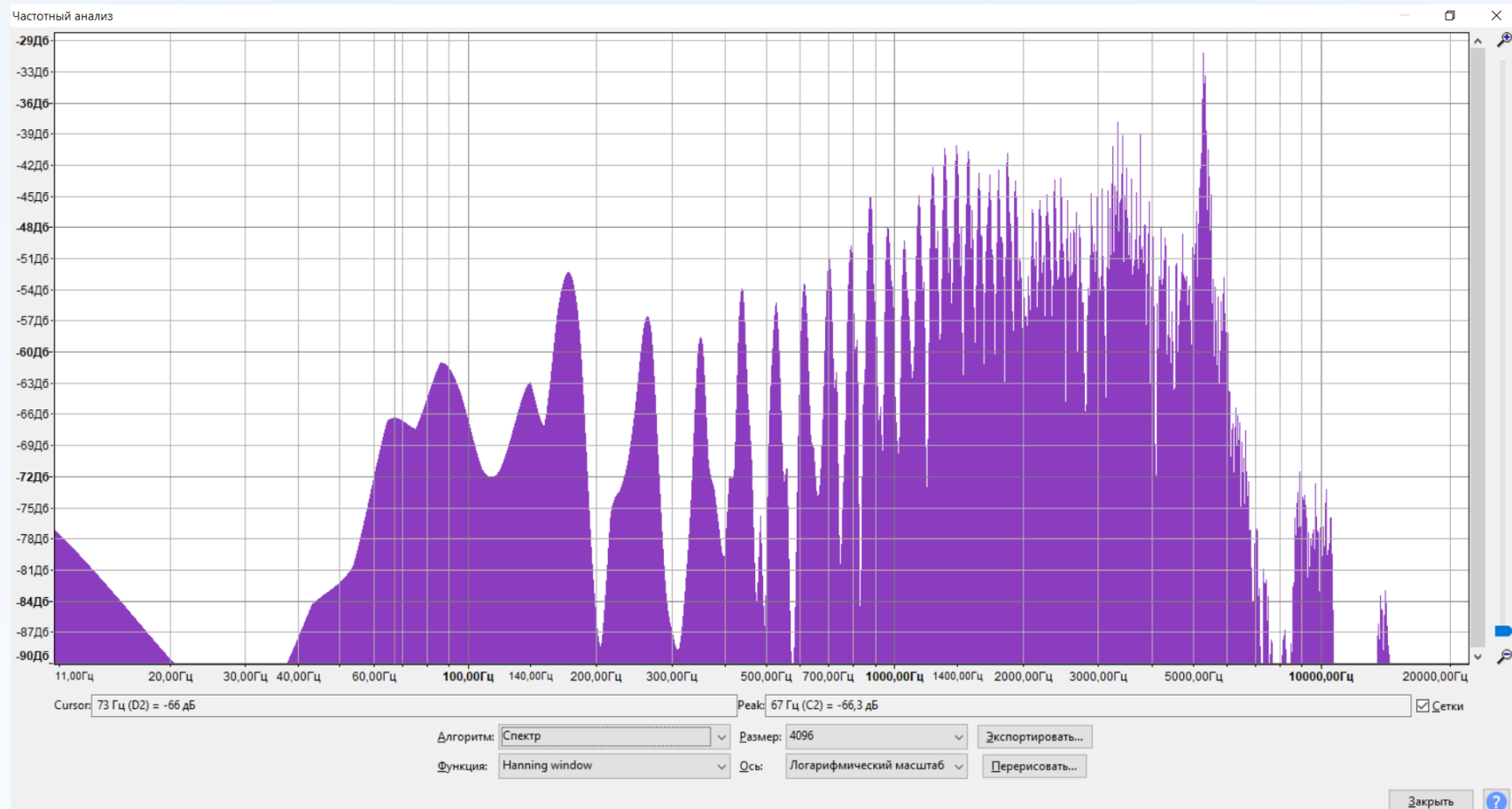


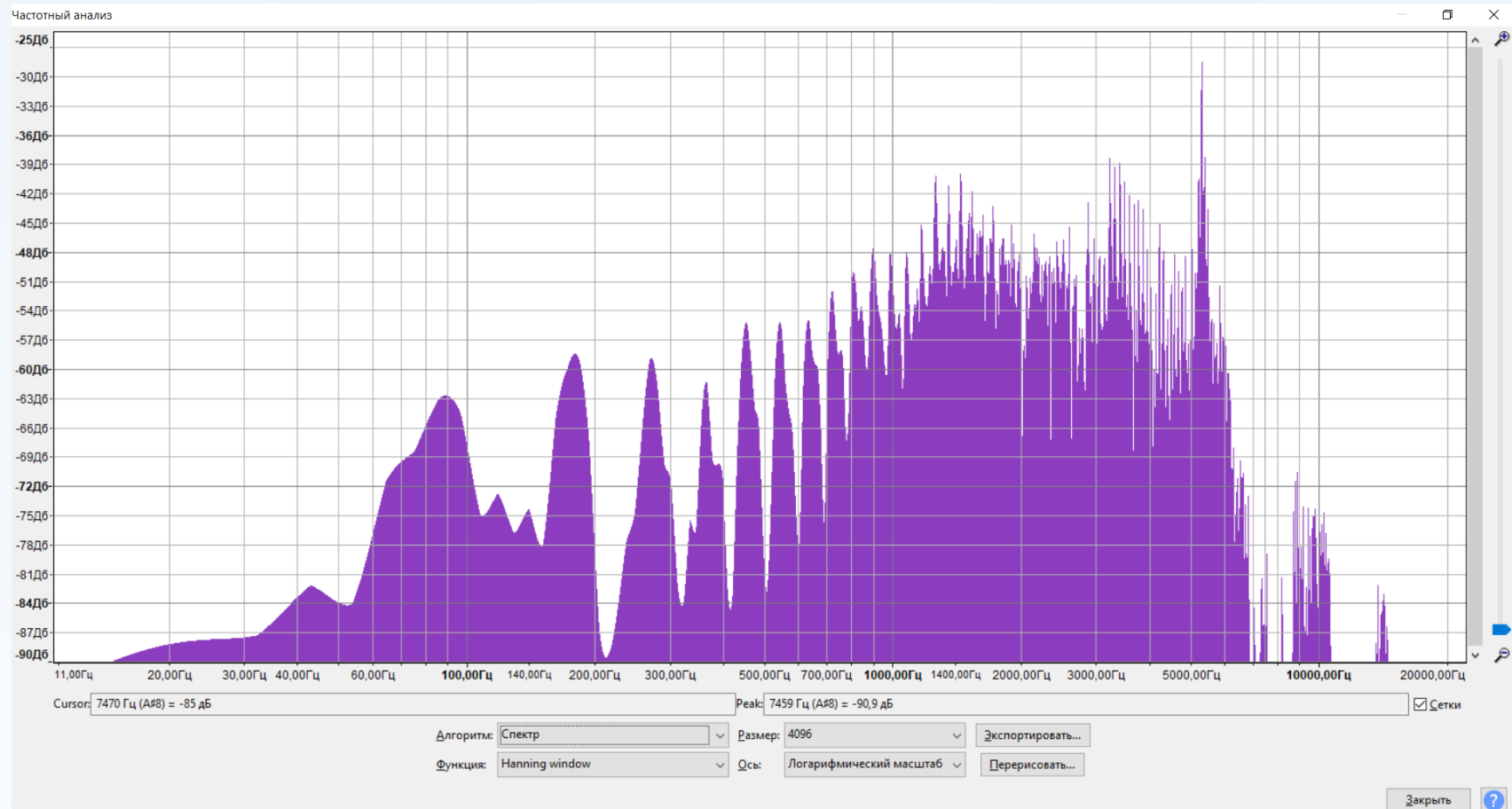


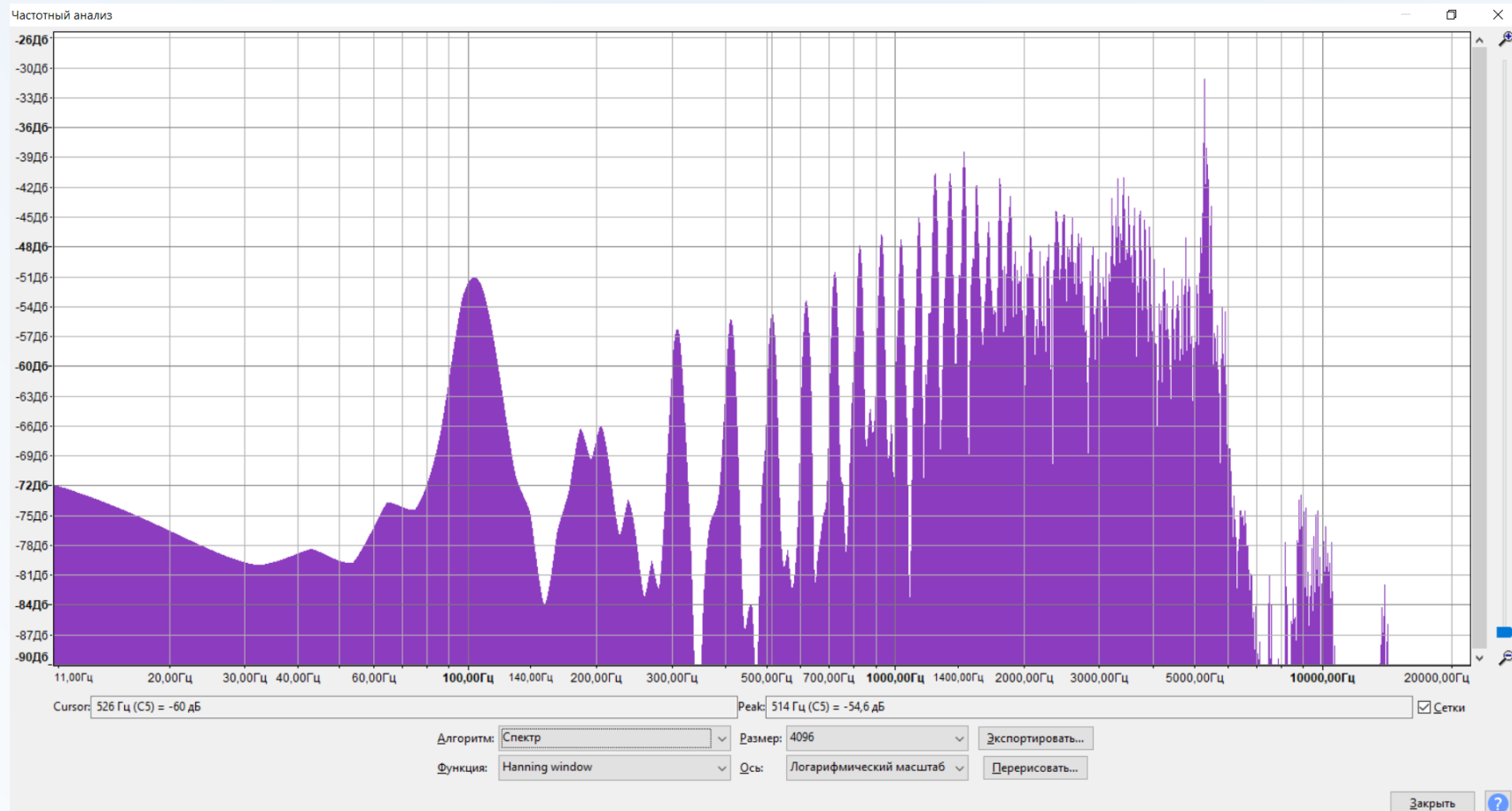


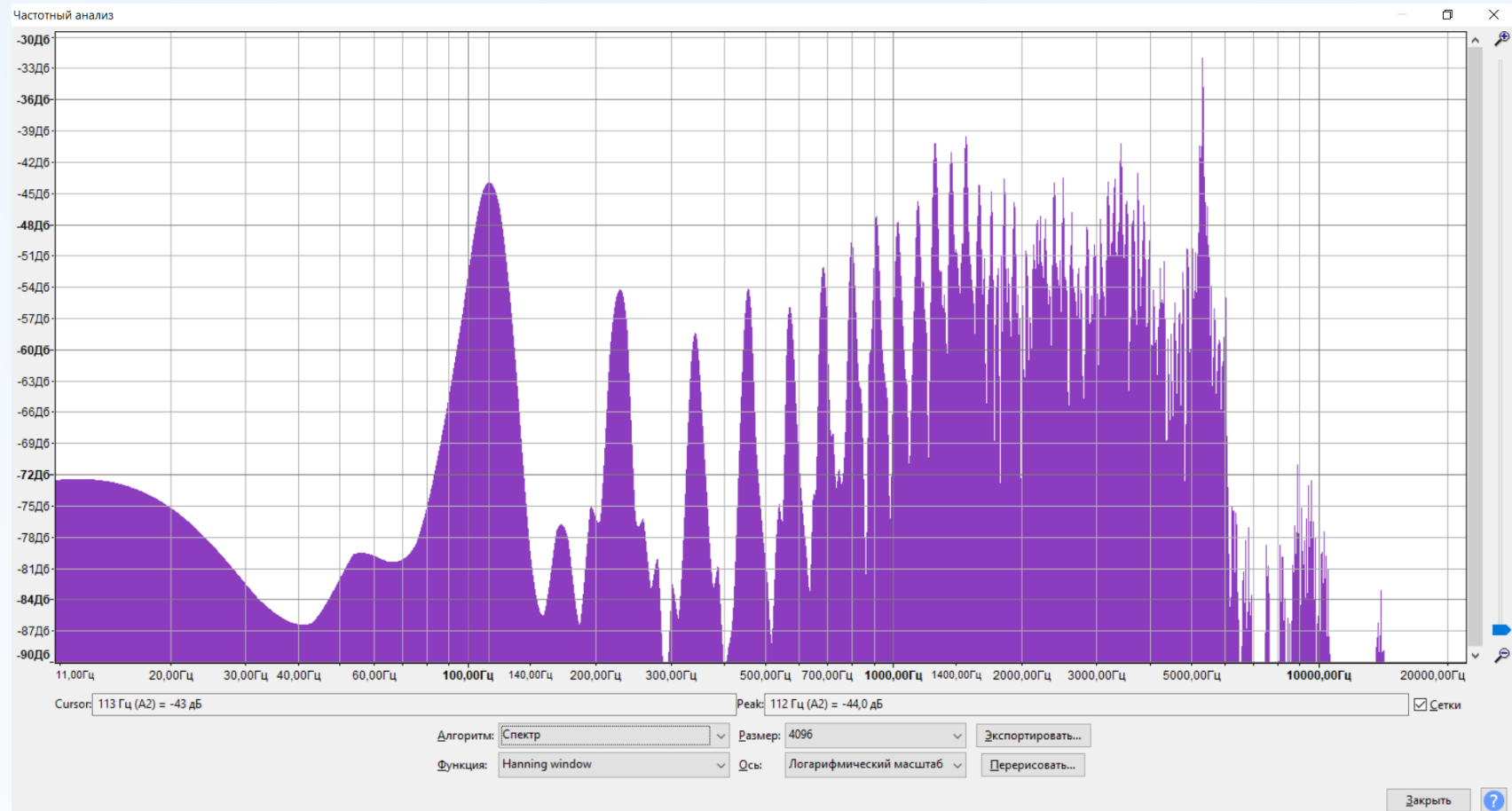


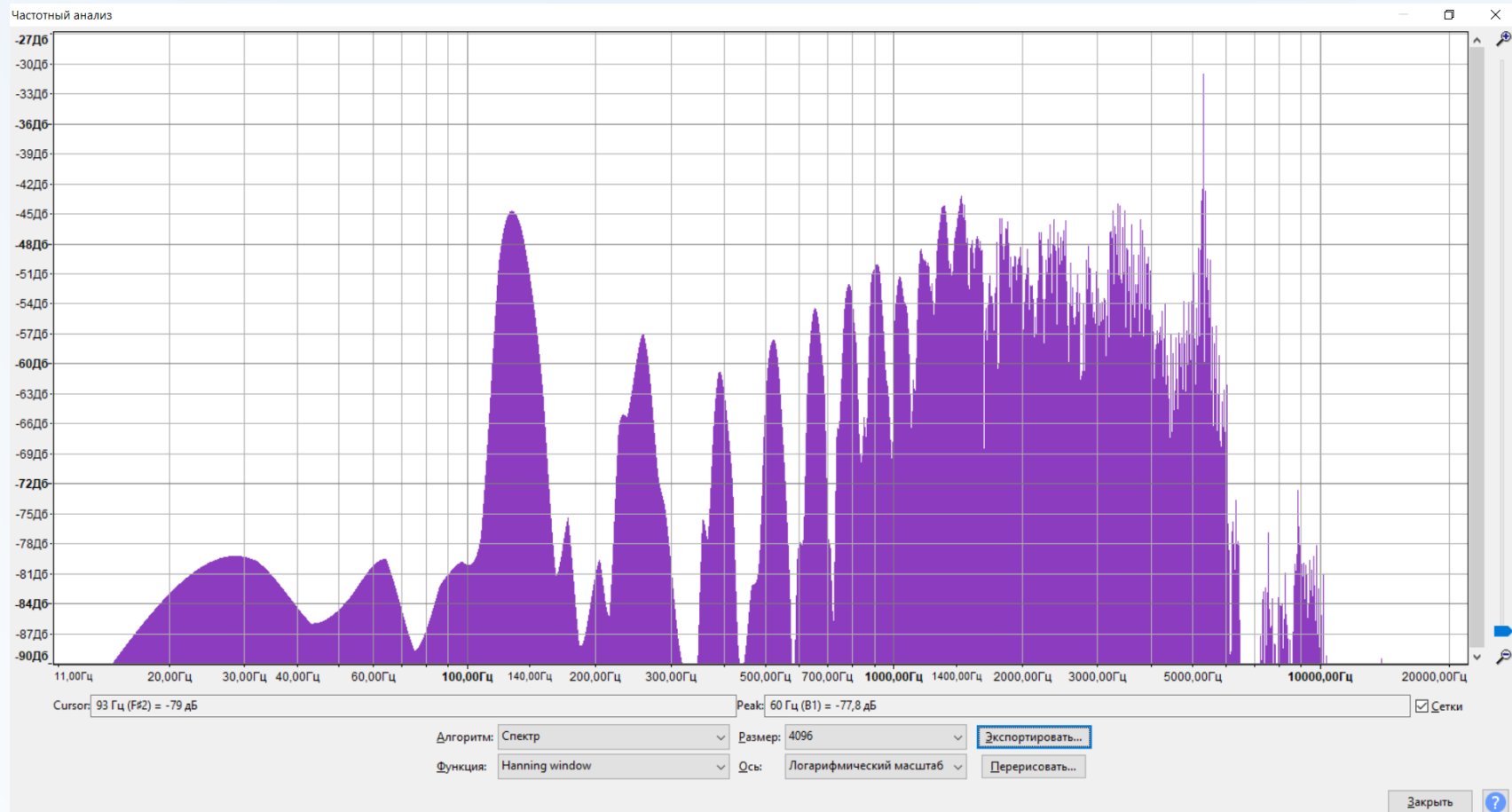


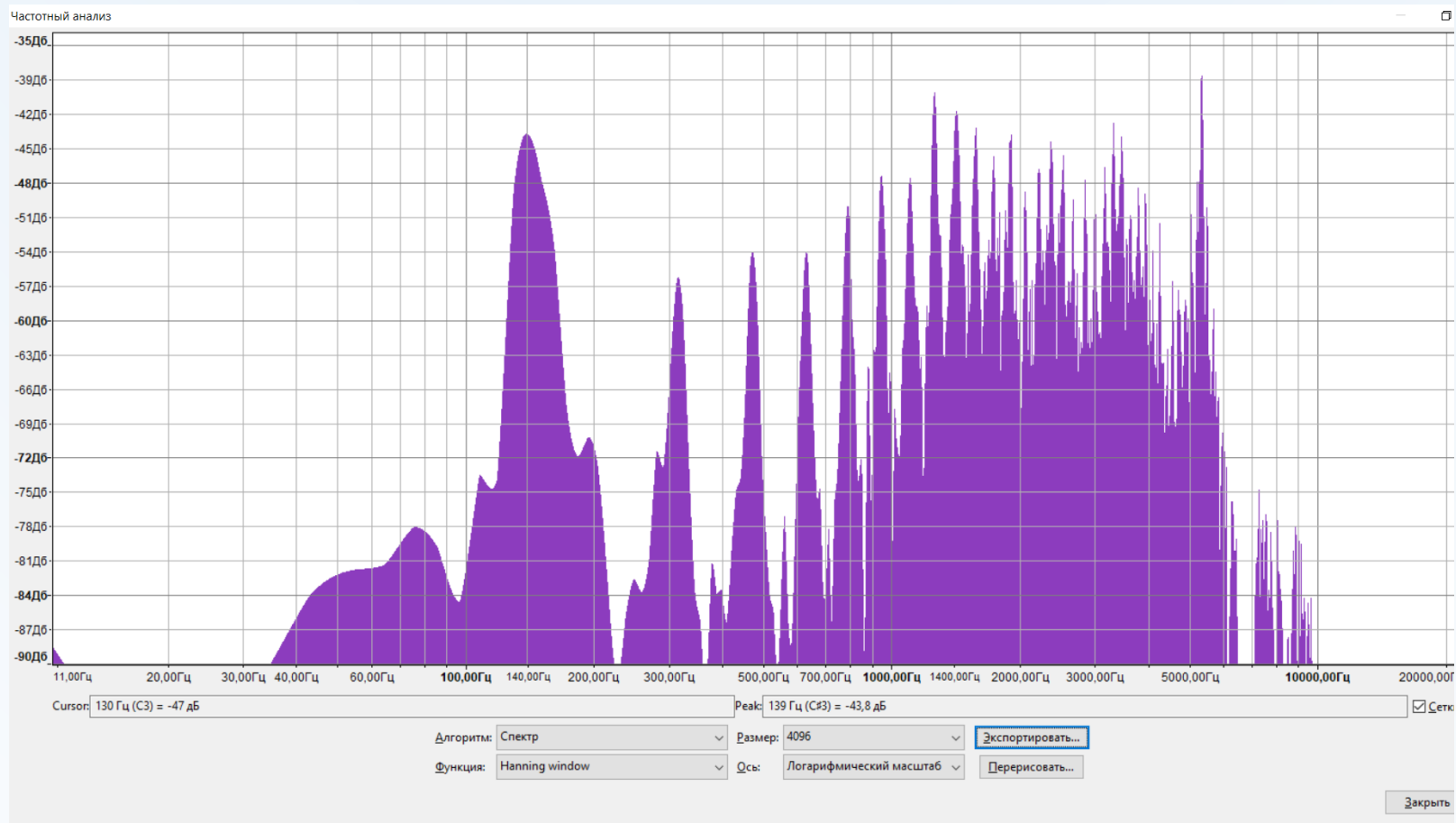


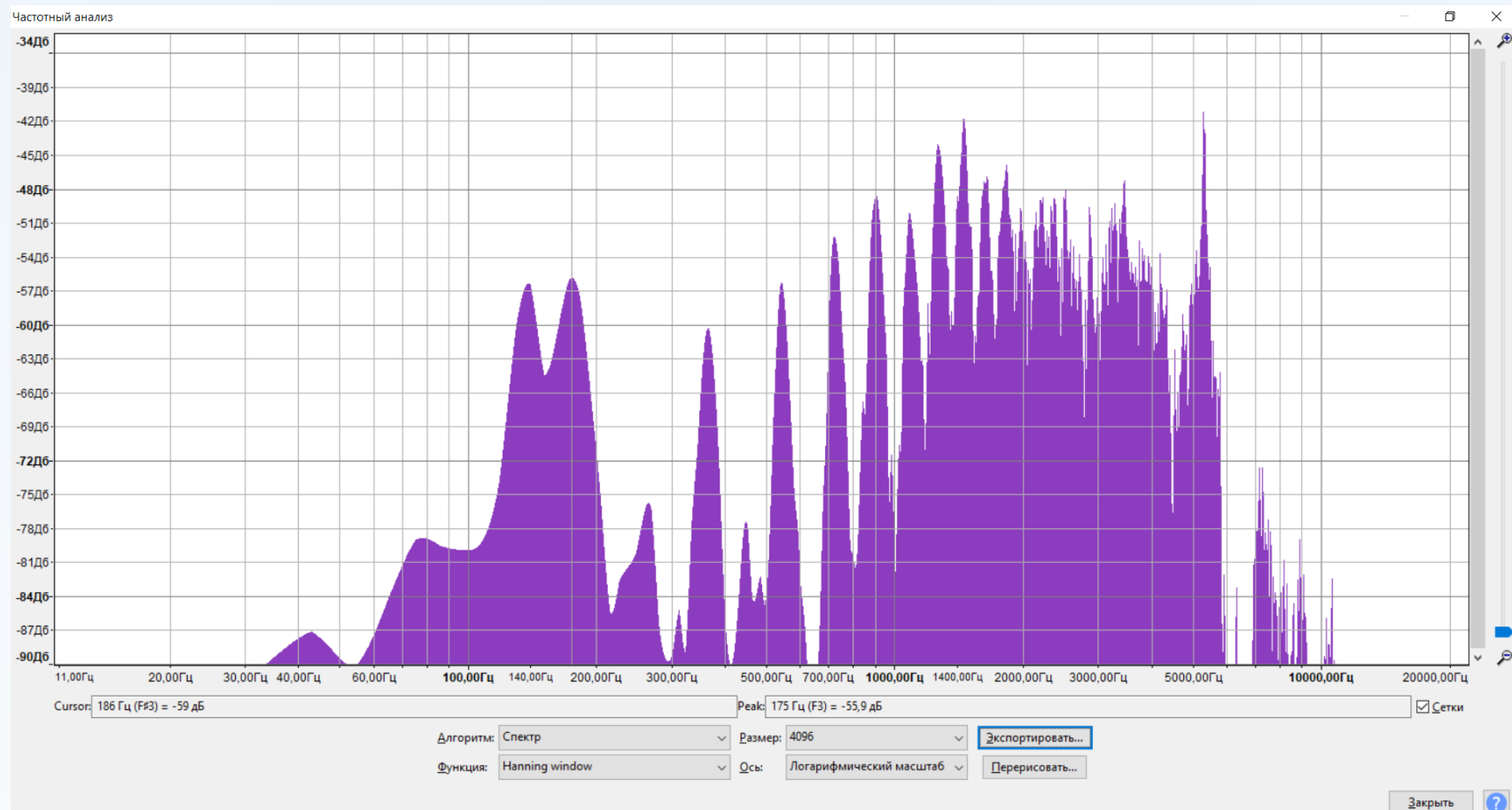


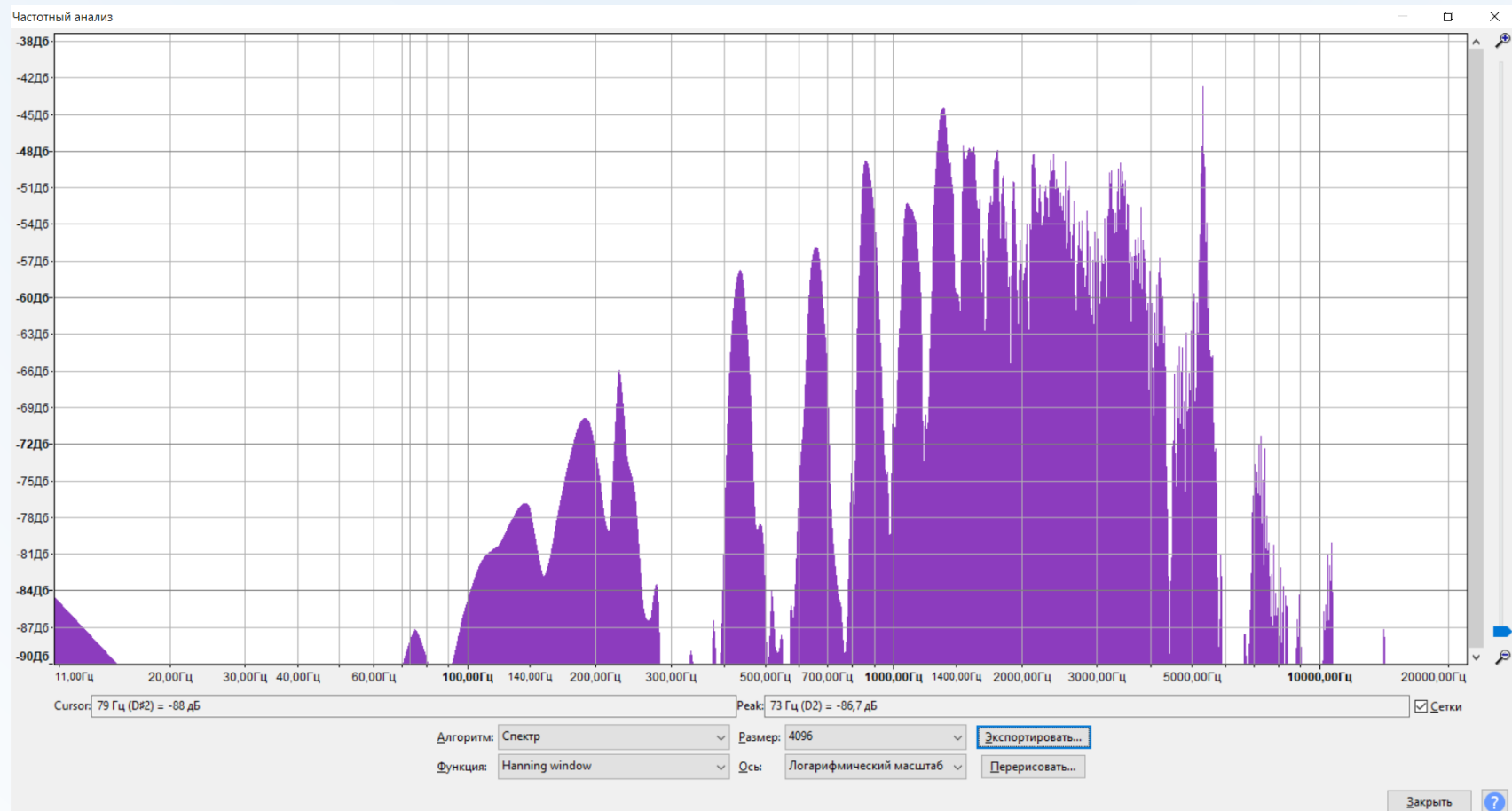


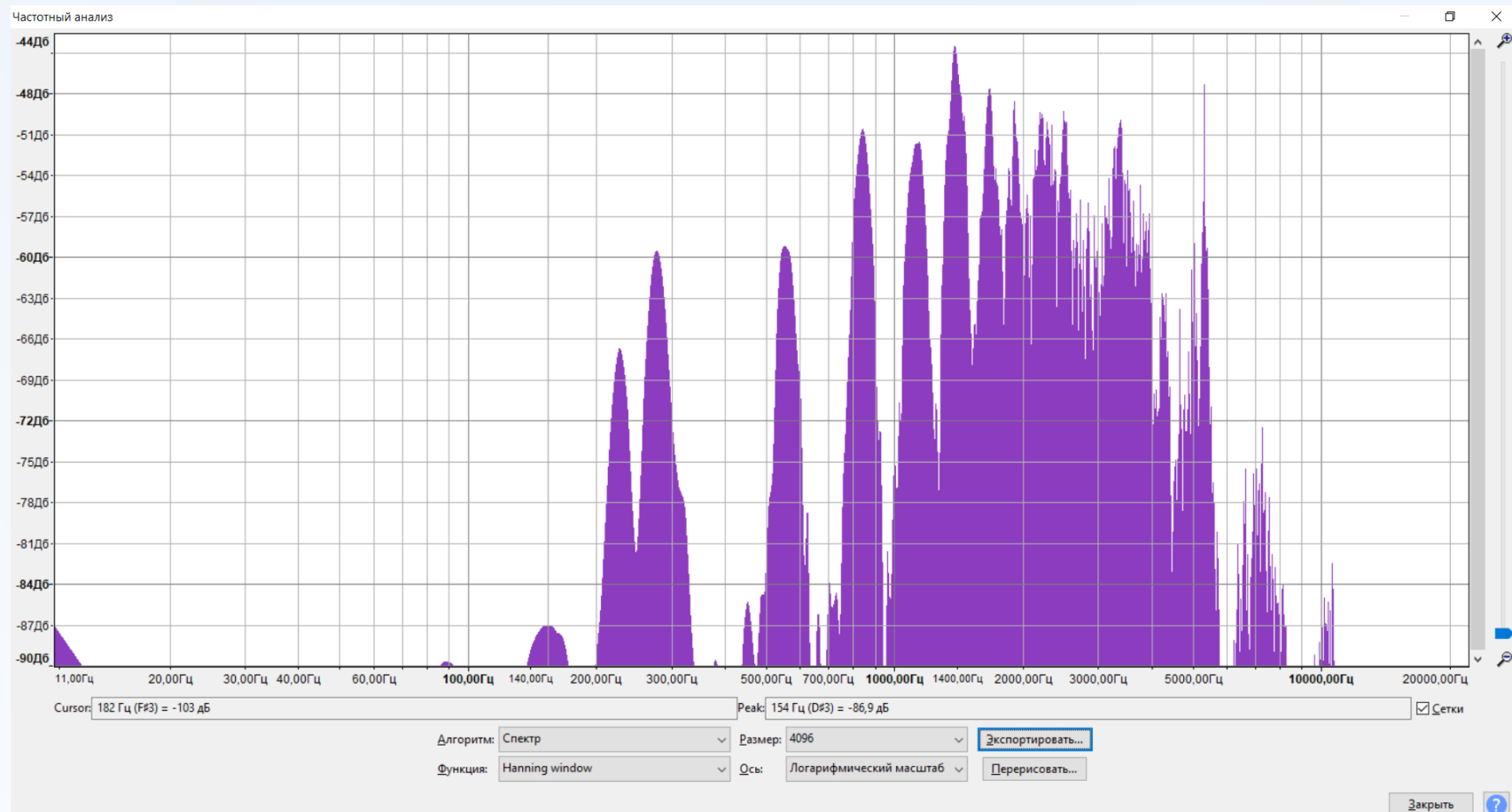


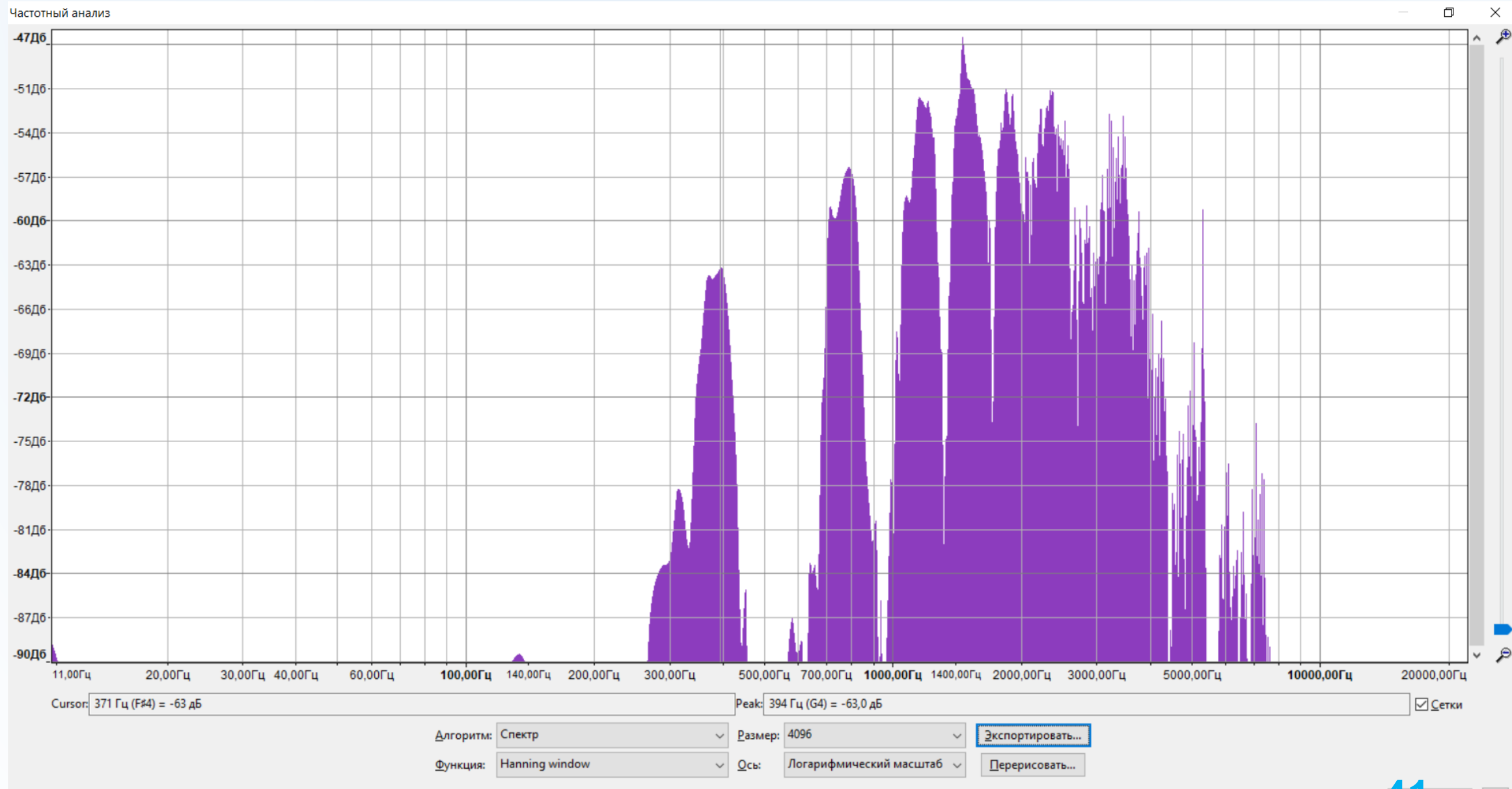




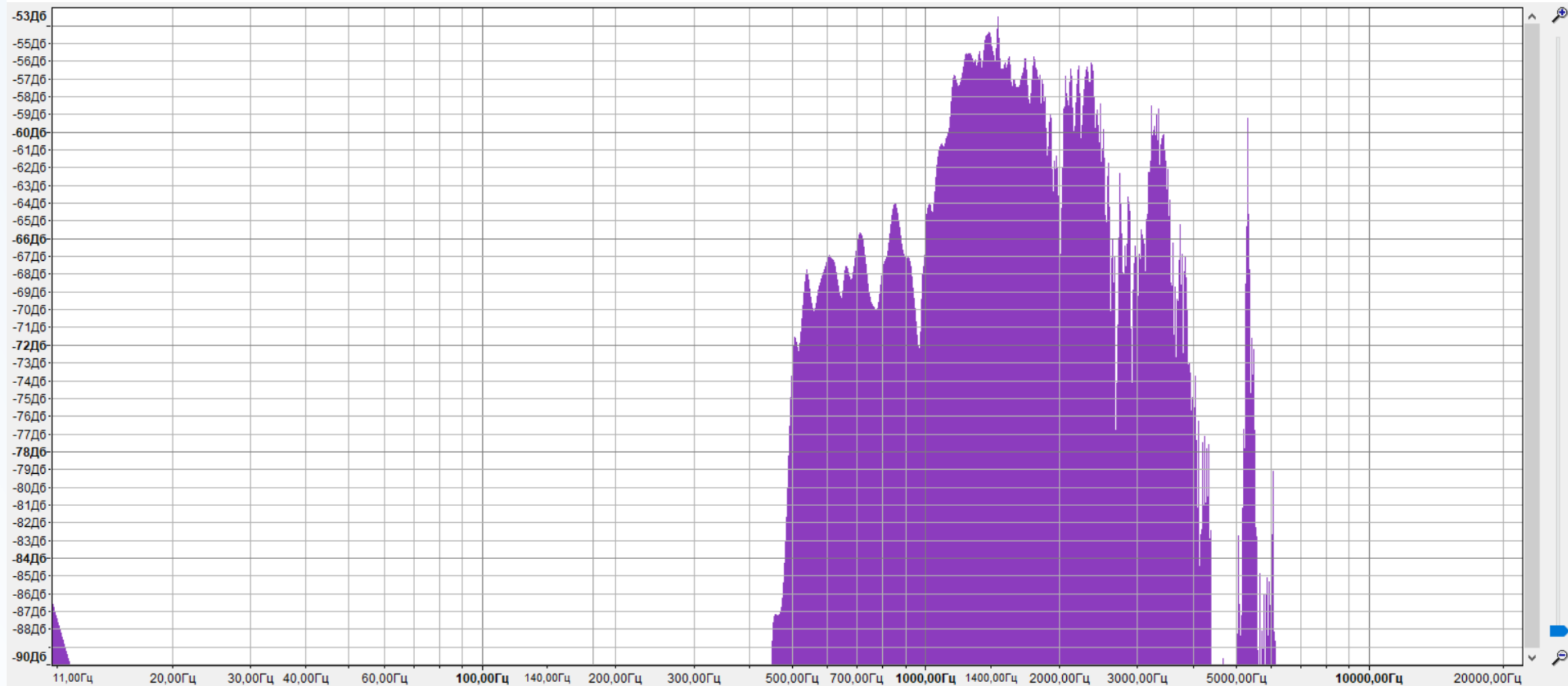








Частотный анализ



Cursor: 153 Гц (D#3) = -96 дБ

Peak: 178 Гц (F3) = -94,0 дБ

☒ Сетки

Алгоритм: Спектр

Размер: 4096

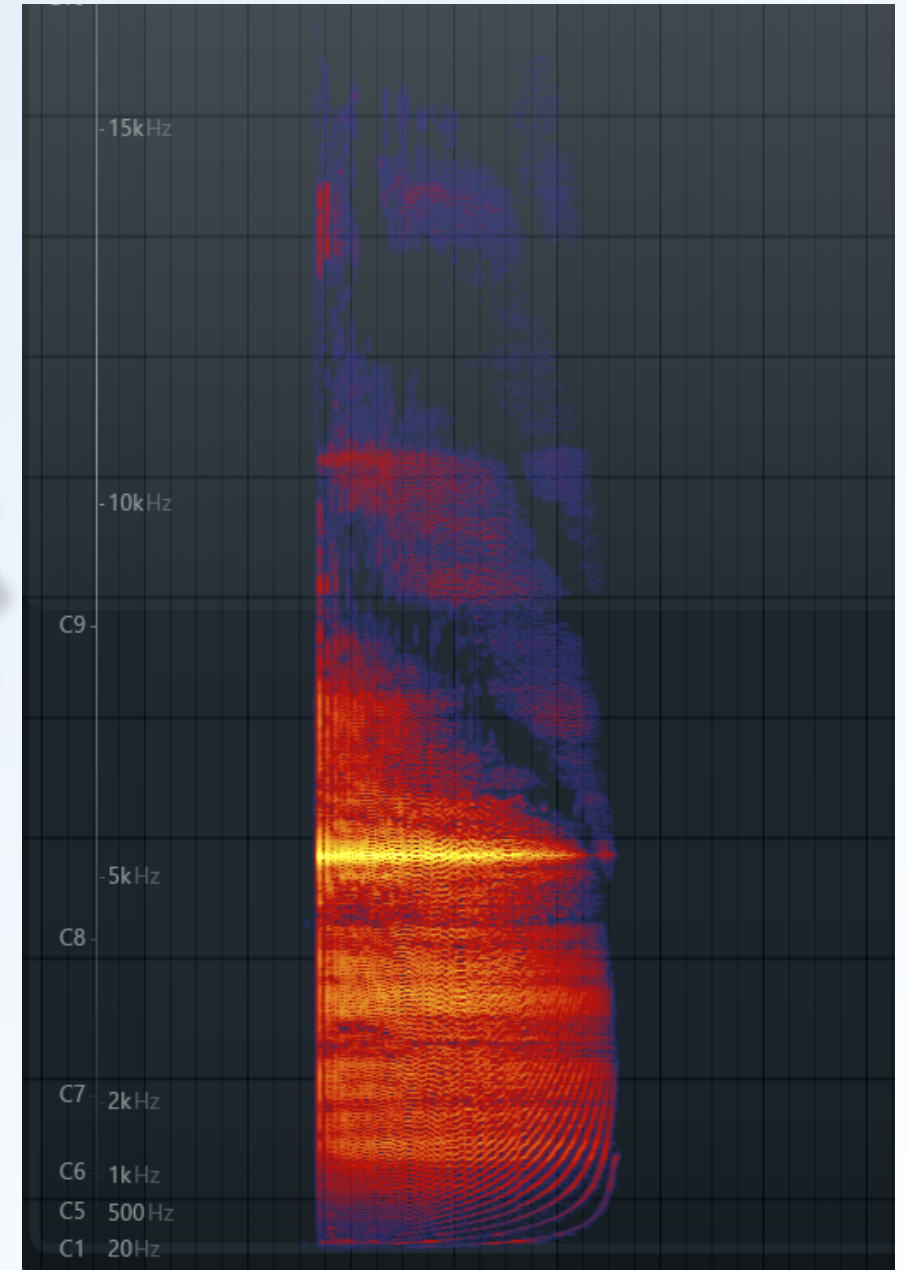
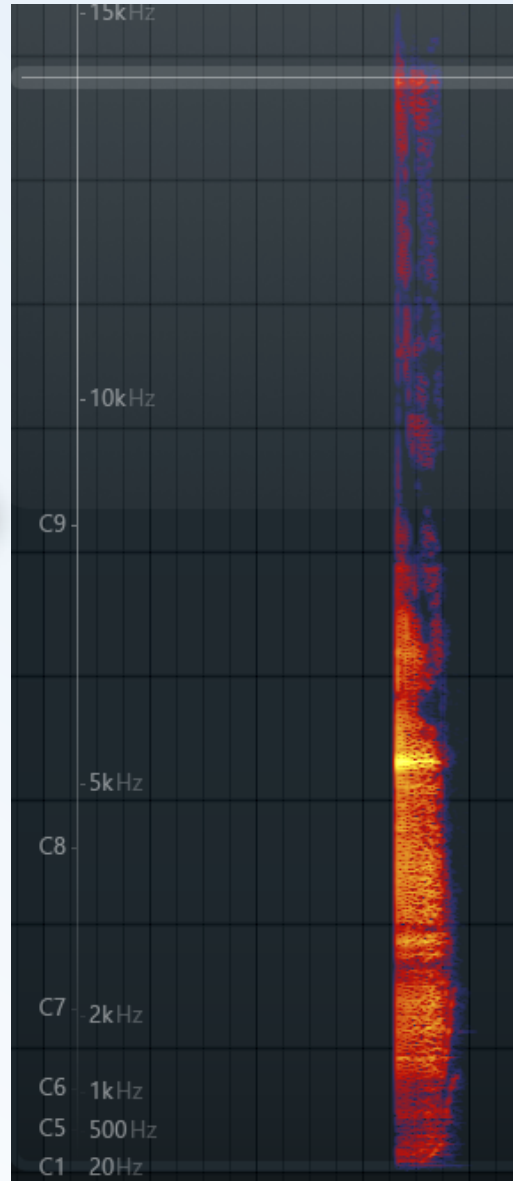
Экспортировать...

Функция: Hanning window

Ось: Логарифмический масштаб

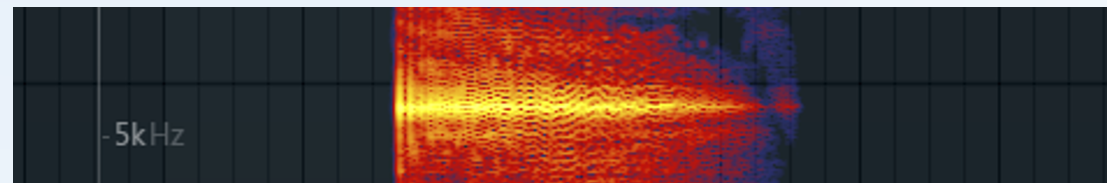
Перерисовать...

Large and not large dissipation

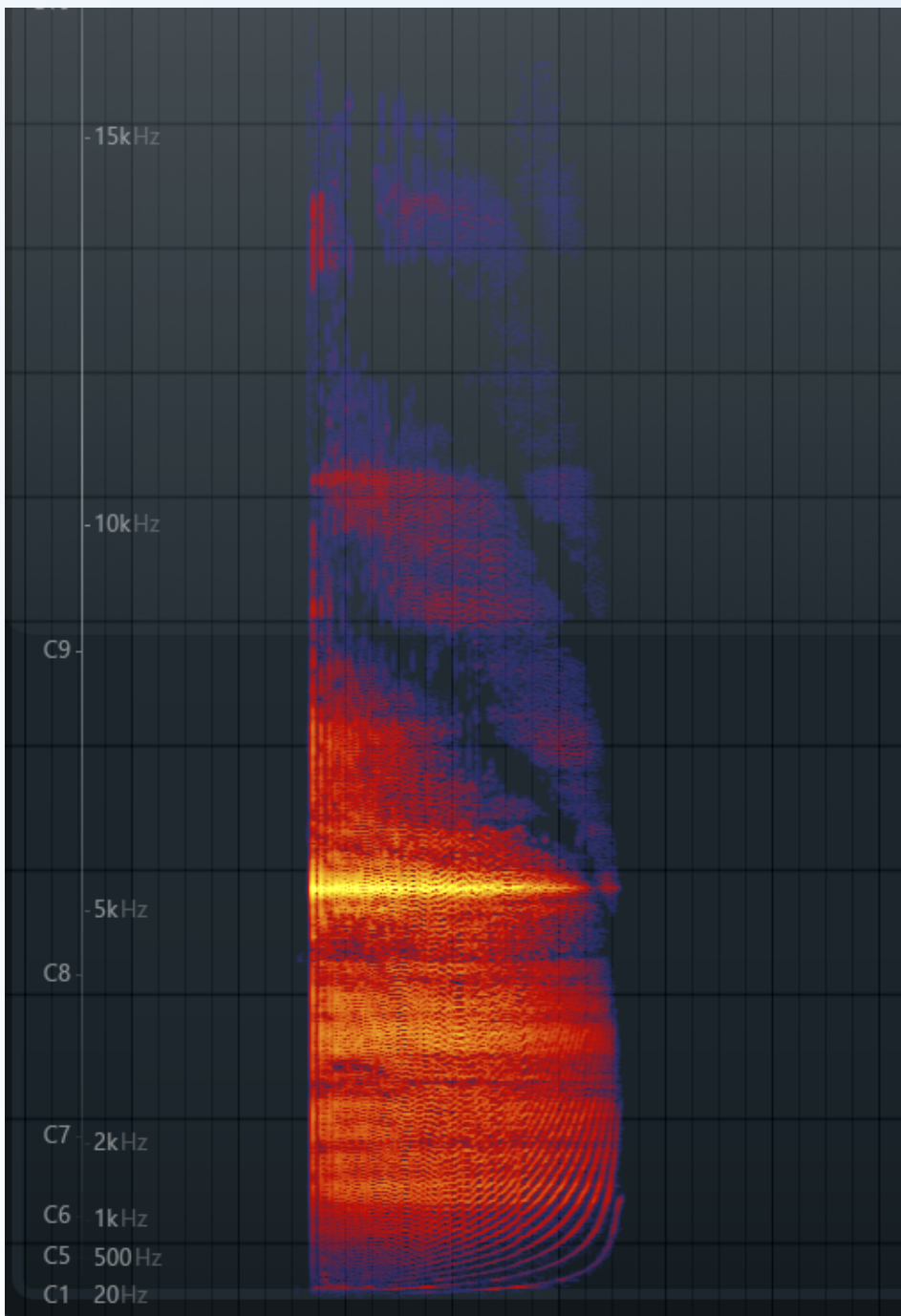
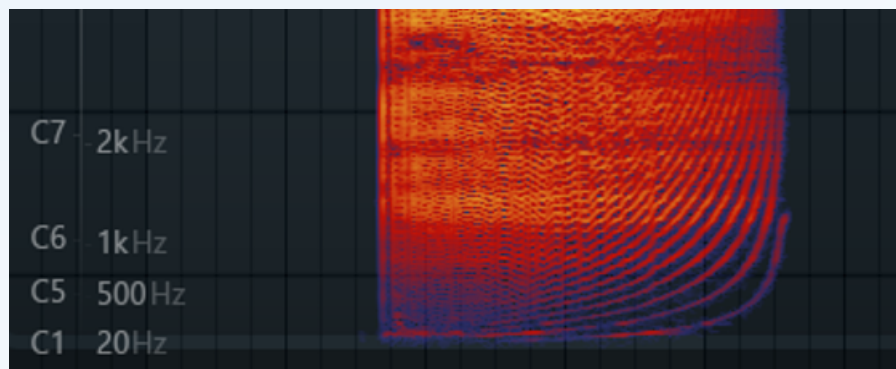


Spectrogram

«Clicks»



Effect



Explanation of the phenomenon

1. After the first collision, various types of damped oscillations arise.
2. The higher the frequency, the faster it decays.
3. The duration of sound of a particular mode is short enough to be detected by the ear (In one impact)

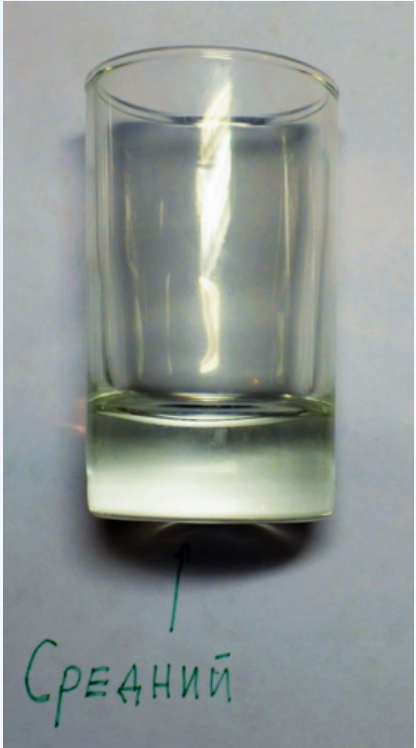
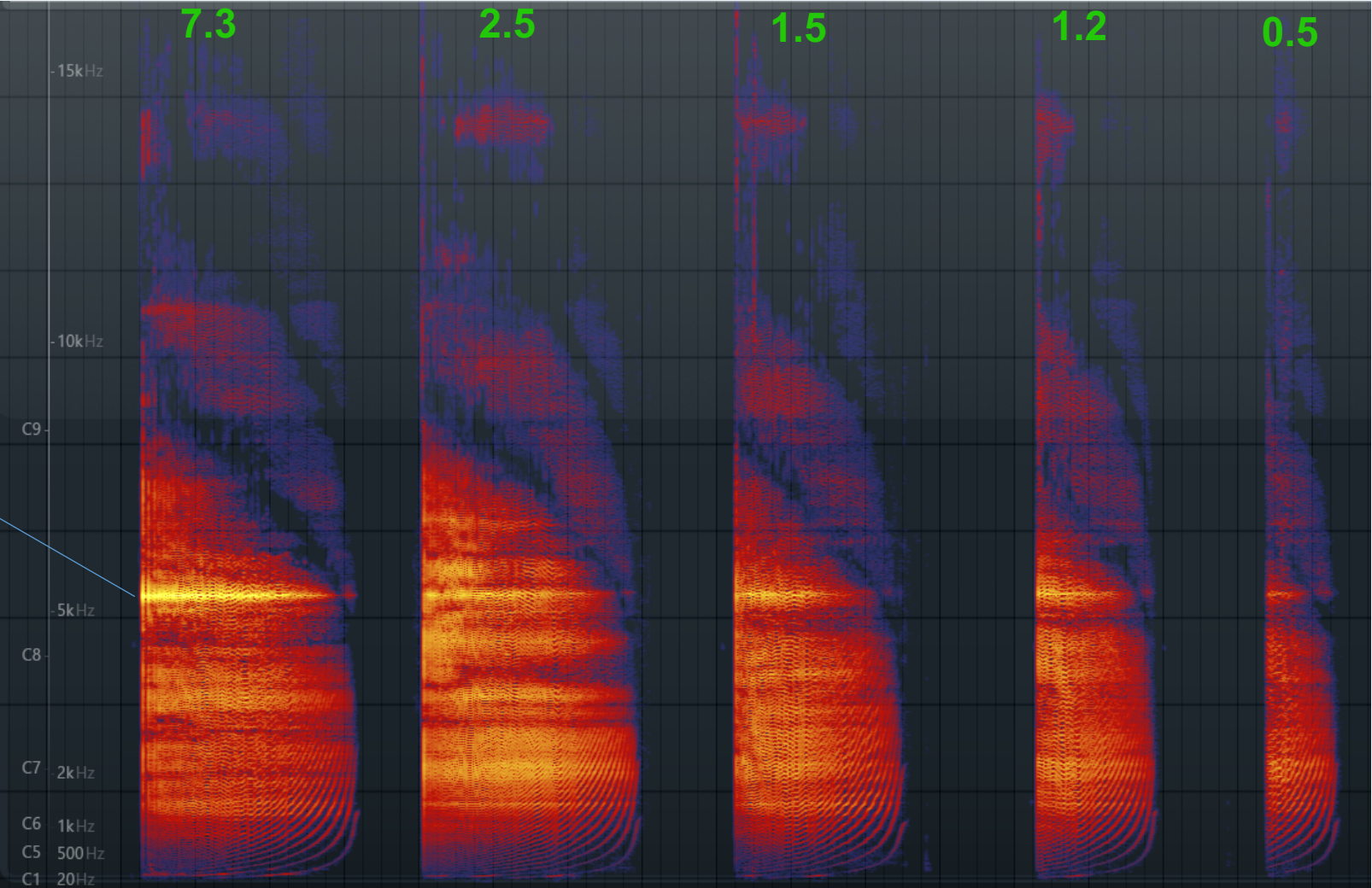
But we begin to hear these rapidly decaying frequencies because by collisions we constantly excite them, that is, we prolong their life, and, as a result, we begin to hear them.

4.

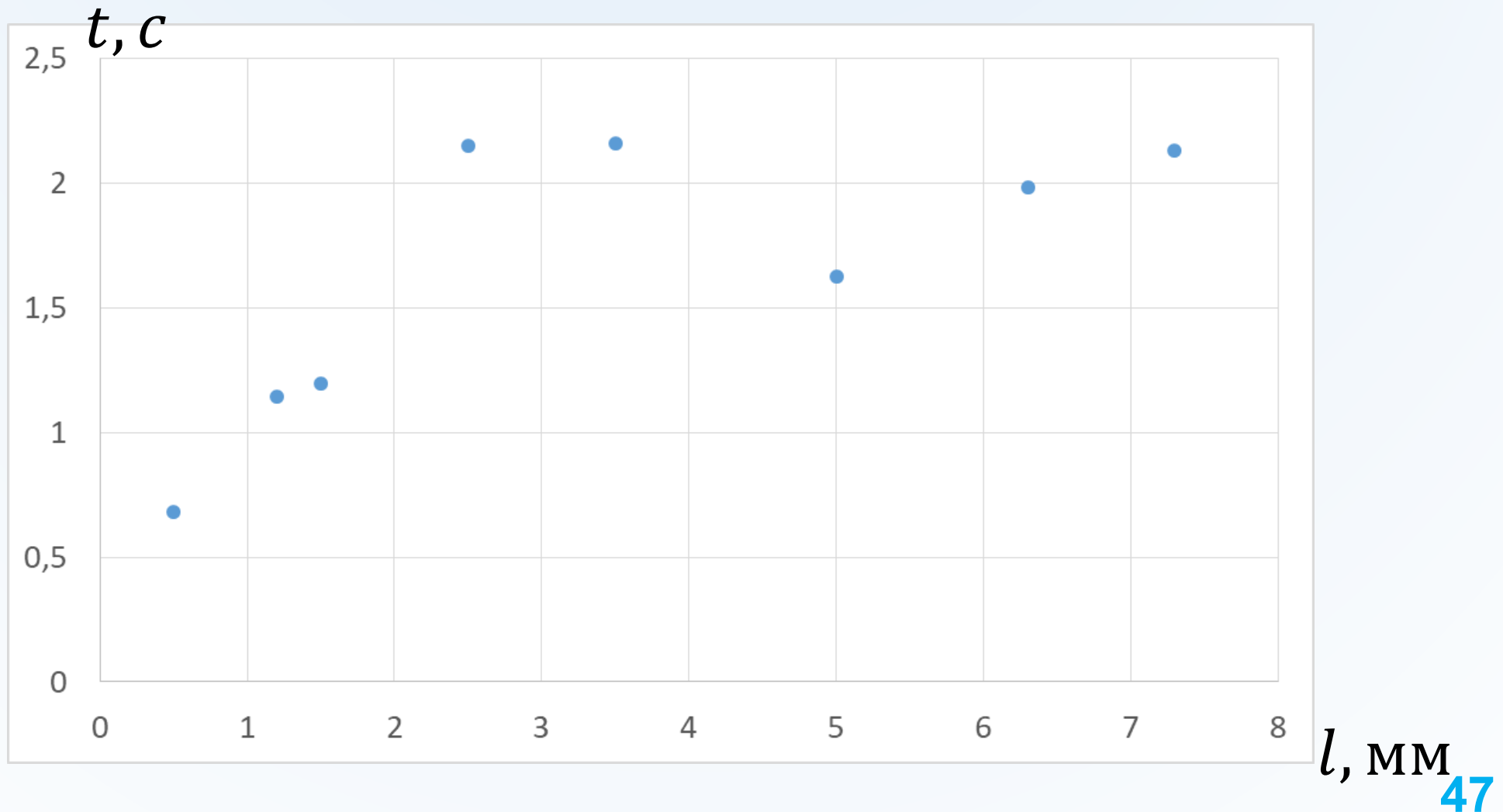
Spectrograms at different initial deviations



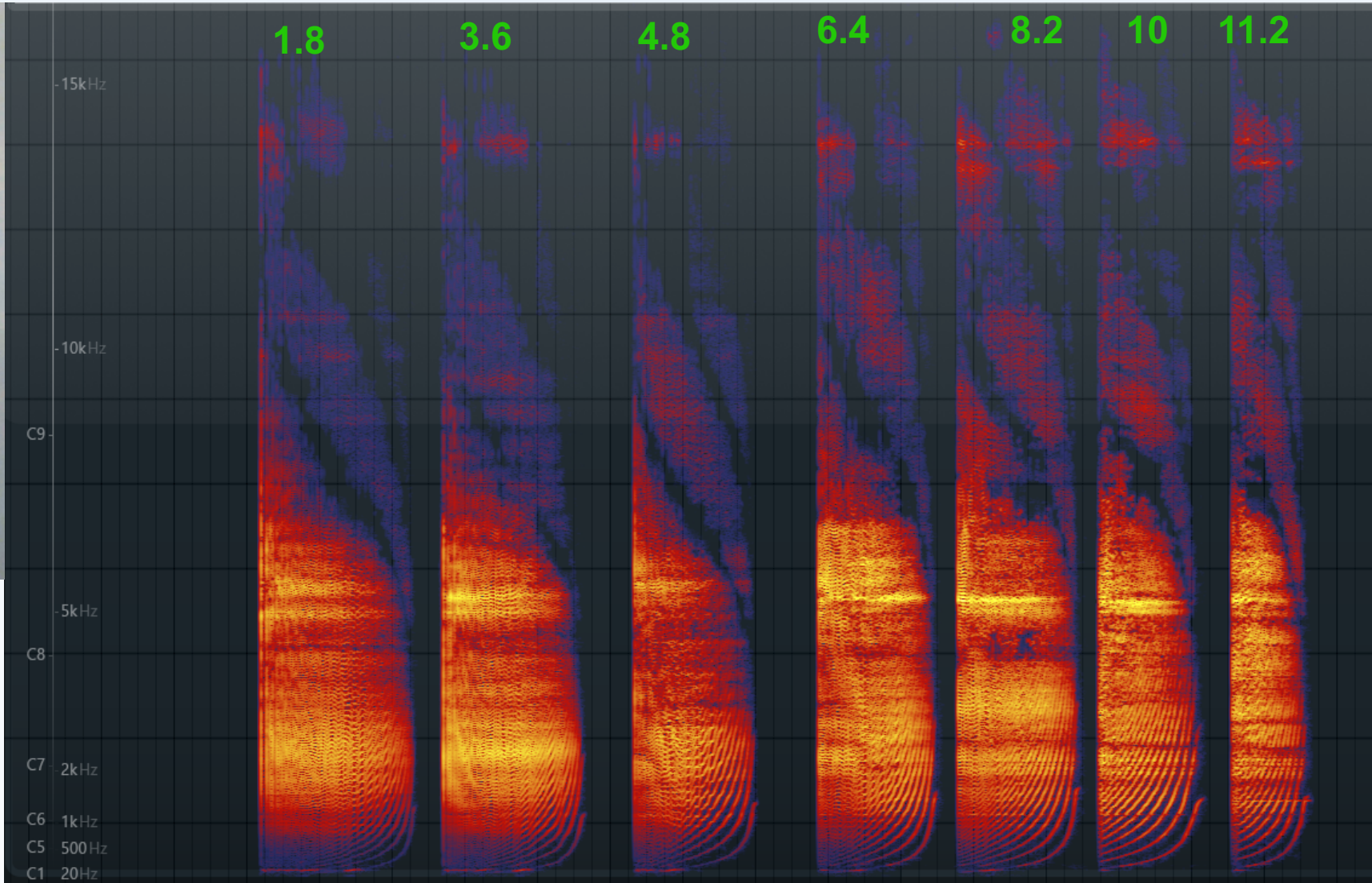
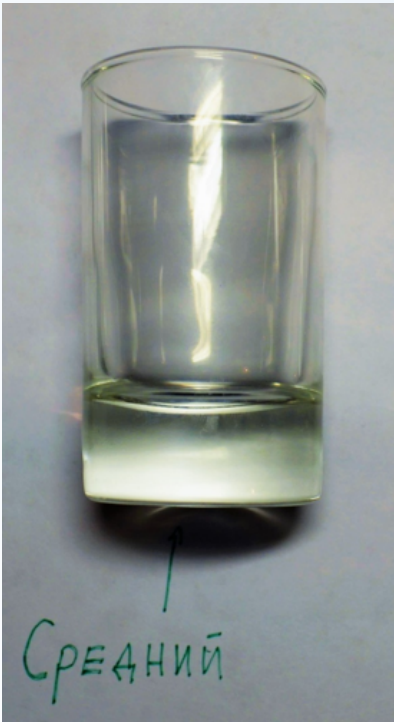
5295 Hz



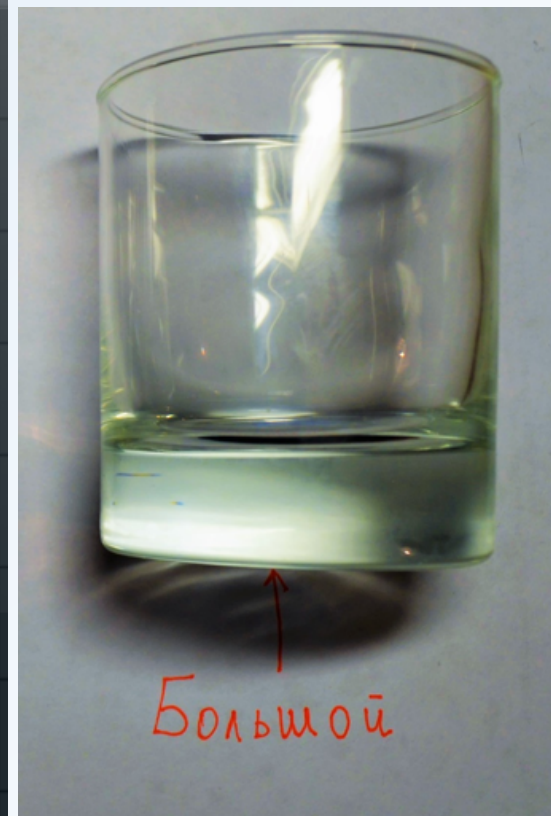
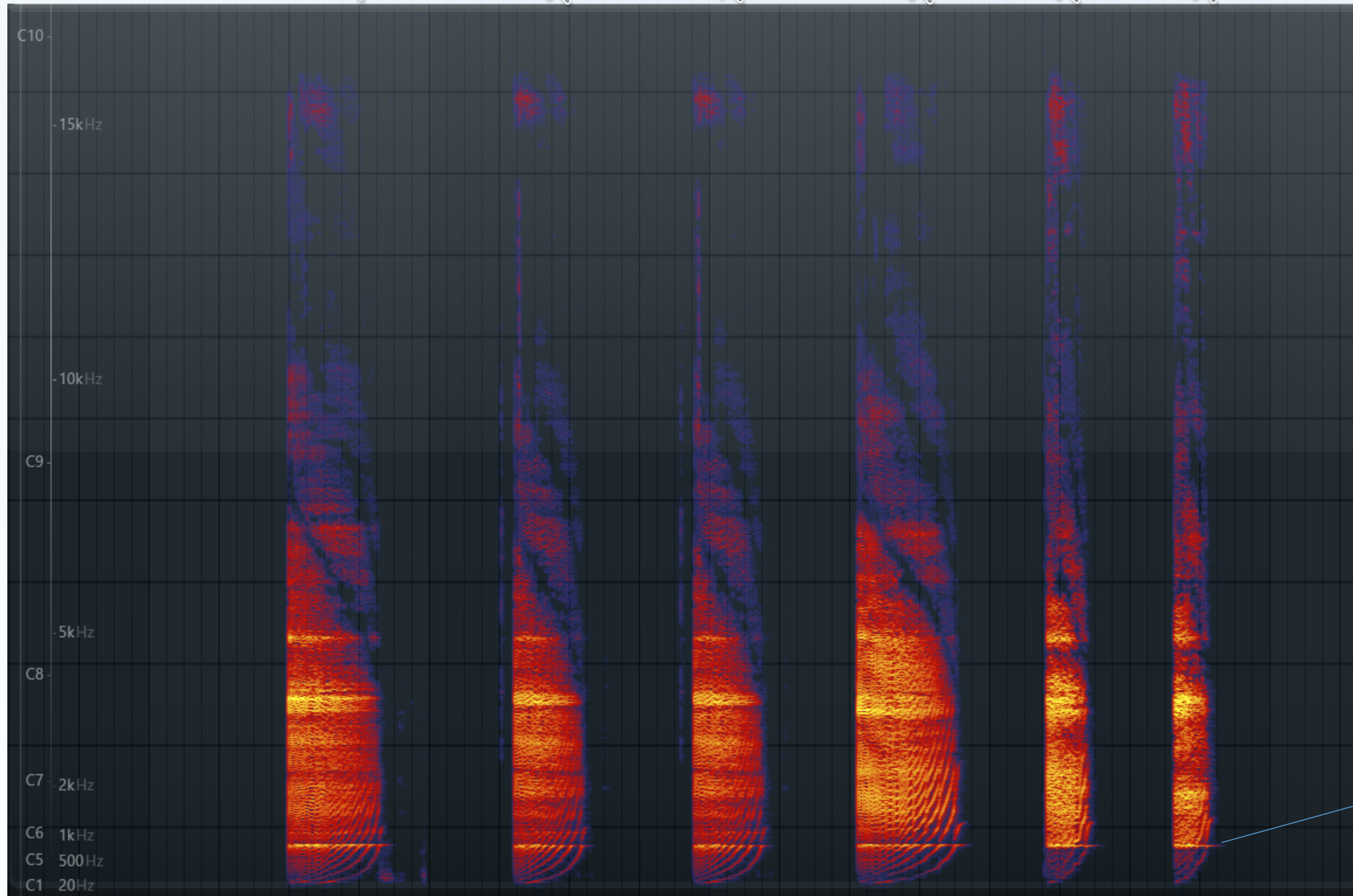
The sound duration versus initial deviation plot



Spectrograms with different lever arms



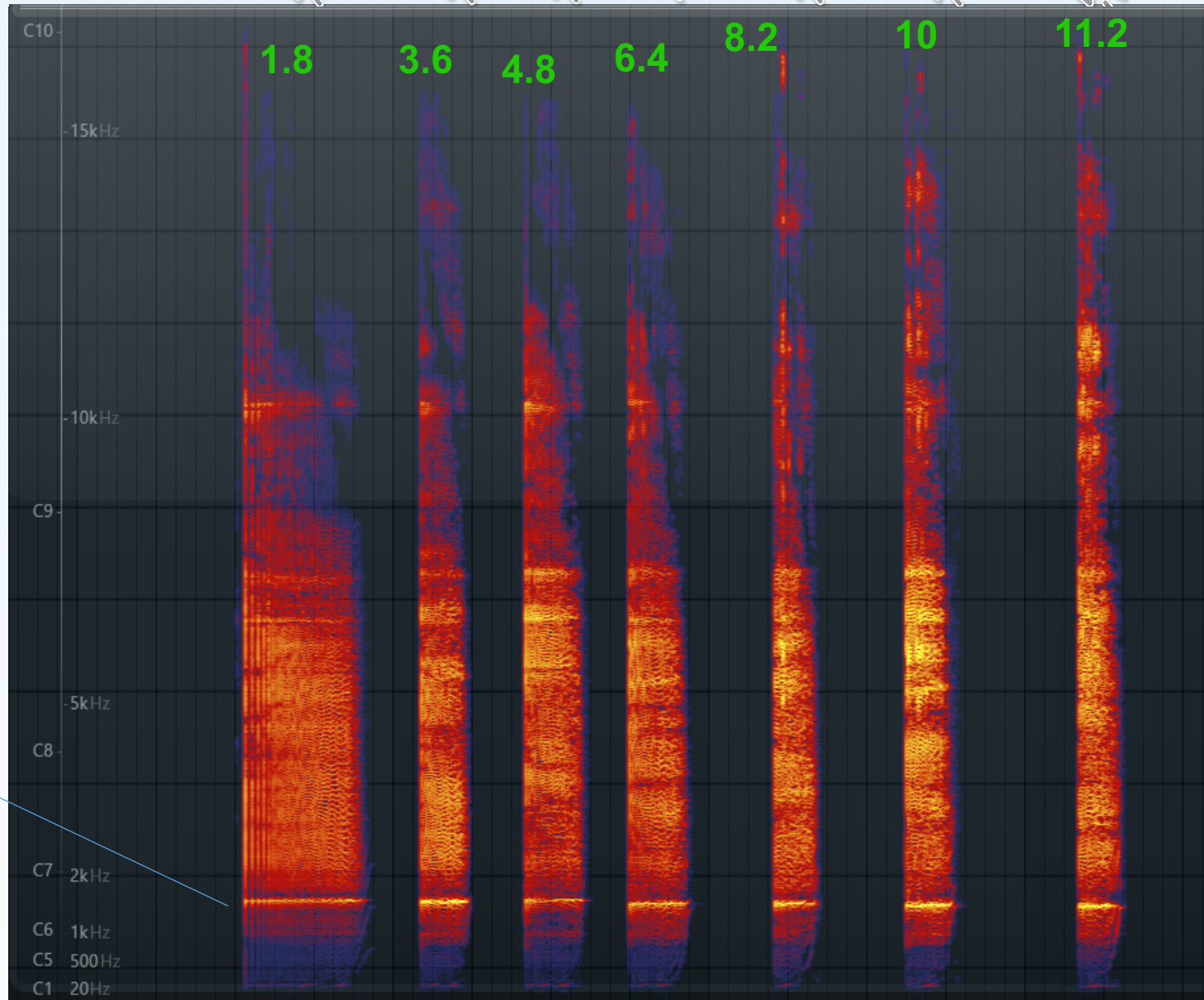
Spectrograms with different lever arms



Большой

838 Гц

Spectrograms with different lever arms



Conclusions:

- The energy reduction factor of the glasses after each collision is NOT constant.
- The duration of the effect depends on the lever arm and on the initial deviation of the glasses.
- The duration of the effect also depends on the value of dissipation.
- The Spectrum depends on the applied force and lever arm.

Thanks for listening!

2. Since the strength of these collisions further decreases, the spectrum also changes.
3. Из экспериментов мы увидели, что «высокие» и «низкие» частоты затухают быстрее чем «средние»