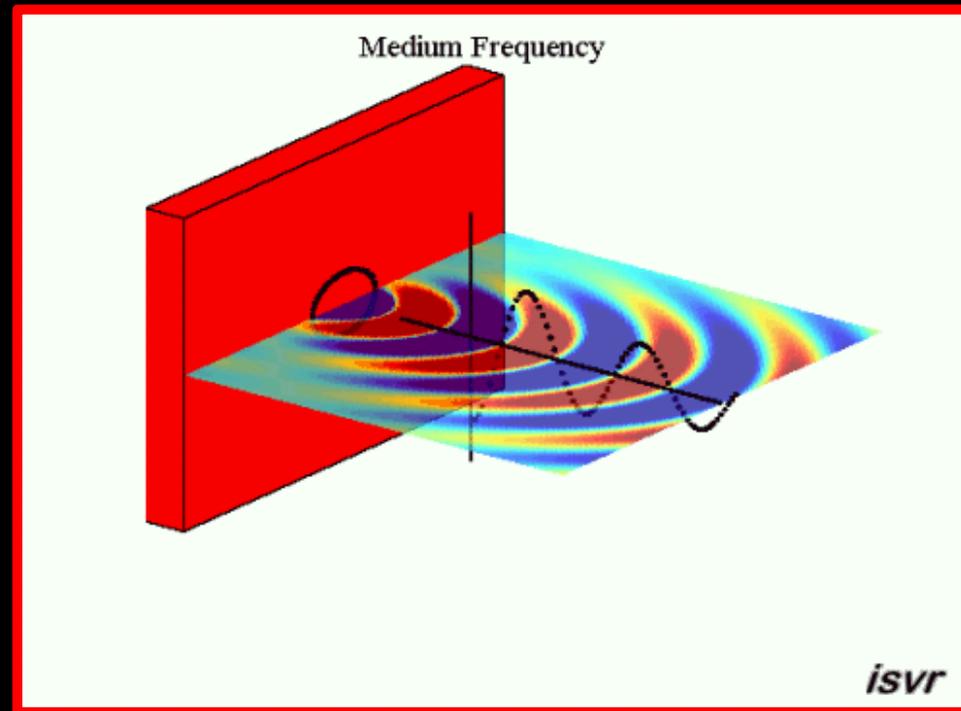
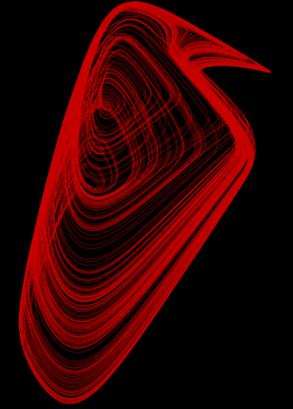


Radiacion y entorno



Conservacion de la masa

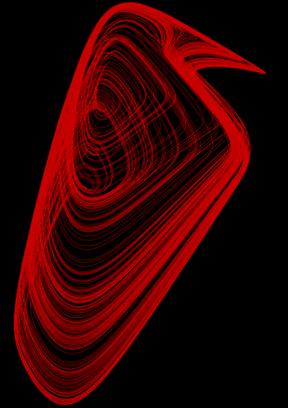
$$\frac{1}{c^2} \frac{\partial \rho}{\partial t} + \rho \nabla \cdot \mathbf{v} = \rho q$$

ρq flujo de masa entrante

Conservacion del momento

$$\rho \frac{\partial \mathbf{v}}{\partial t} + \nabla p = \mathbf{f}$$

\mathbf{f} densidad de fuerzas externas



Conservacion de la masa

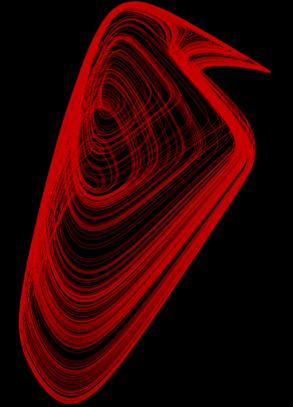
$$\frac{1}{c^2} \frac{\partial p}{\partial t} + \rho \nabla \cdot \mathbf{v} = \rho q$$

ρq flujo de masa

Conservacion del momento

$$\rho \frac{\partial \mathbf{v}}{\partial t} + \nabla p = \mathbf{f}$$

\mathbf{f} densidad de fuerza



Fuentes sonoras de tipo 1

Hay una variacion temporal del flujo de materia

Fuentes sonoras de tipo 2

Hay una variacion espacial de las fuerzas

Conservacion de la masa

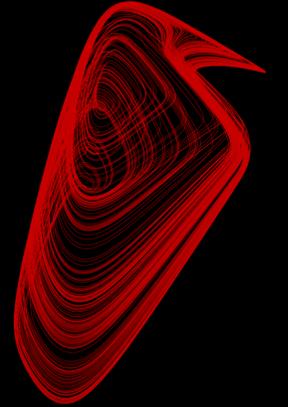
$$\frac{1}{c^2} \frac{\partial \rho}{\partial t} + \rho \nabla \cdot \mathbf{v} = \rho q$$

ρq flujo de masa

Conservacion del momento

$$\rho \frac{\partial \mathbf{v}}{\partial t} + \nabla p = \mathbf{f}$$

\mathbf{f} densidad de fuerza

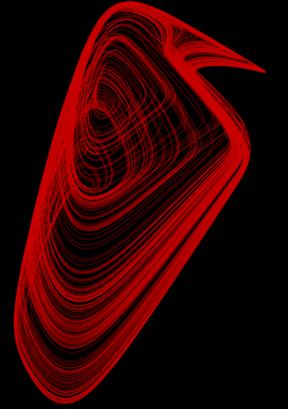


Eliminando la velocidad de las anteriores (derivando respecto del tiempo la primera, tomando divergencia en la segunda)

$$\frac{1}{c^2} \frac{\partial^2 p}{\partial t^2} - \nabla^2 p = \frac{\partial(\rho q)}{\partial t} - \nabla \cdot \mathbf{f}$$



Fuentes sonoras de tipo 1



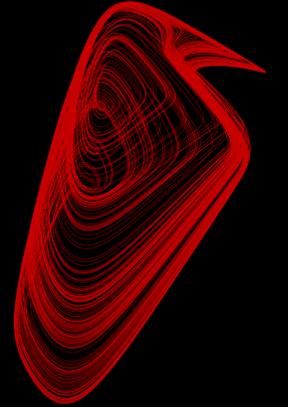
$$\frac{1}{c^2} \frac{\partial^2 p}{\partial t^2} - \nabla^2 p = \frac{\partial(\rho q)}{\partial t} - \nabla \cdot f$$



Fuentes sonoras de tipo 1

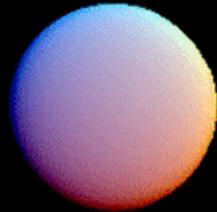
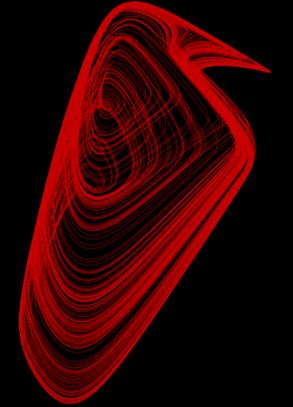


Fuentes sonoras de tipo 2



$$\frac{1}{c^2} \frac{\partial^2 p}{\partial t^2} - \nabla^2 p = \frac{\partial(\rho q)}{\partial t} - \nabla \cdot f$$

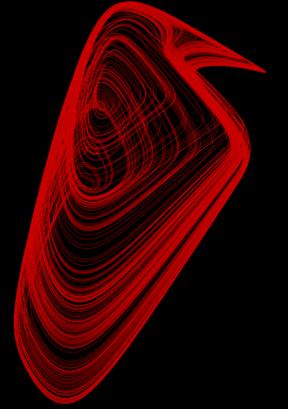
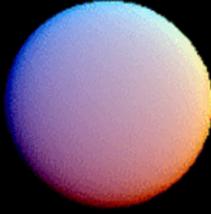
Vamos a analizar algunas fuentes sencillas



Esfera pulsante

La variación temporal del flujo
se genera “a los empujones”

A veces es más natural plantear las ecuaciones en la zona
homogénea, y plantear en lugar de fuentes, condiciones de contorno

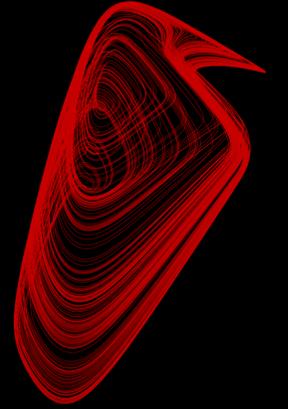
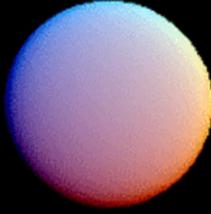


Afuera de la esfera, vale la ecuacion de ondas homogenea:

$$\frac{1}{c^2} \frac{\partial^2 p}{\partial t^2} - \nabla^2 p = 0$$

Y en efericas,

$$\frac{1}{c^2} \frac{\partial^2 p}{\partial t^2} - \nabla^2 p = \frac{1}{c^2} \frac{\partial^2 p}{\partial t^2} - \left(\frac{\partial^2 p}{\partial r^2} + \frac{2}{r} \frac{\partial p}{\partial r} \right)$$



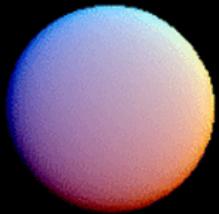
Afuera de la esfera, vale la ecuacion de ondas homogenea:

$$\frac{1}{c^2} \frac{\partial^2 p}{\partial t^2} - \nabla^2 p = 0$$

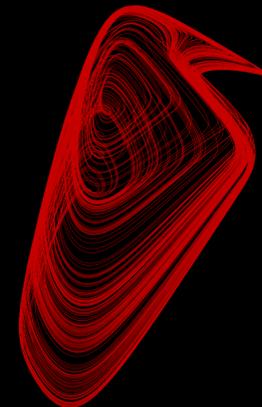
Y en efericas,

$$\frac{1}{c^2} \frac{\partial^2 p}{\partial t^2} - \nabla^2 p = \frac{1}{c^2} \frac{\partial^2 p}{\partial t^2} - \left(\frac{\partial^2 p}{\partial r^2} + \frac{2}{r} \frac{\partial p}{\partial r} \right)$$

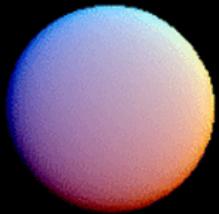
$$\frac{1}{c^2} \frac{\partial^2 (rp)}{\partial t^2} - \frac{\partial^2 (rp)}{\partial r^2} = 0$$



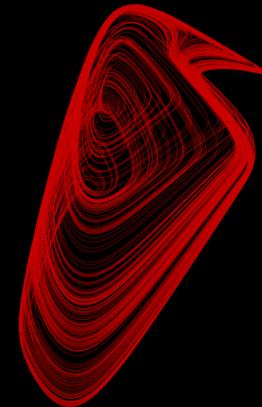
$$\frac{1}{c^2} \frac{\partial^2(rp)}{\partial t^2} - \frac{\partial^2(rp)}{\partial r^2} = 0$$



$$rp = f_1(ct - r) + f_2(ct + r)$$



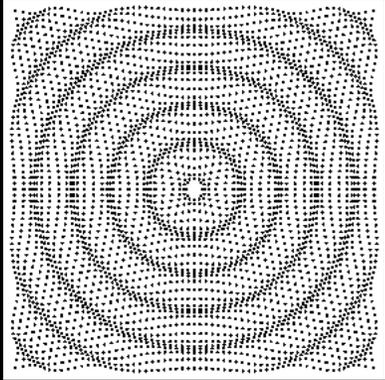
$$\frac{1}{c^2} \frac{\partial^2(rp)}{\partial t^2} - \frac{\partial^2(rp)}{\partial r^2} = 0$$



$$rp = f_1(ct - r) + f_2(ct + r)$$

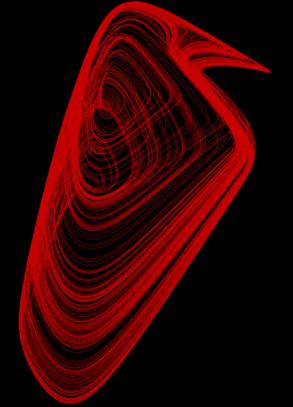
$$p = \frac{1}{r} f_1(ct - r) + \frac{1}{r} f_2(ct + r)$$

La condición de contorno en el infinito es que no hay reflexión, por lo tanto...



$$p = \frac{1}{r} f_1(ct - r)$$

$$p = \frac{1}{r} A e^{i(\omega t - kr)}$$



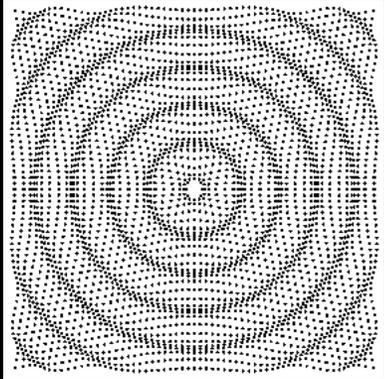
De la ecuación de la conservación del momento, sale que la velocidad puede derivarse de un gradiente

$$\mathbf{v} = \nabla\phi$$

Y reemplazando en la ecuación de conservación del momento,

$$p = -\rho_0 \frac{\partial\phi}{\partial t}$$

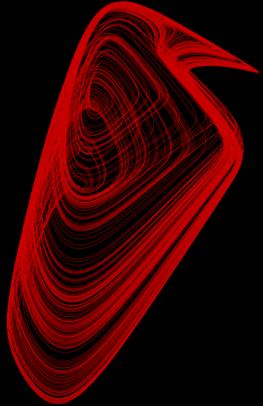
Donde el potencial
Va a satisfacer una ecuación homogénea



$$\phi = -\frac{1}{i\omega\rho_0} p$$

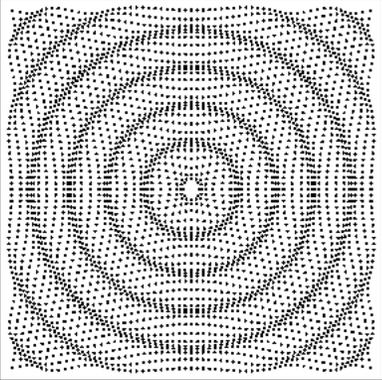
$$\mathbf{v} = \nabla\phi = \left(1 - \frac{i}{kr}\right) \frac{p}{\rho_0 c} \hat{\mathbf{r}} \equiv v\hat{\mathbf{r}}$$

$$z \equiv \frac{p}{v}$$

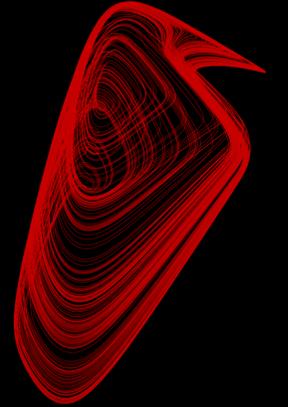


Entonces, ponemos la condicion de contorno de que la velocidad de las particulas en la frontera de la esfera tienen la velocidad de la esfera, y usamos la impedancia para conectar la velocidad en la superficie con la presion alli. Luego, con esa condicion de contorno, recuperamos la presion en todos lados.

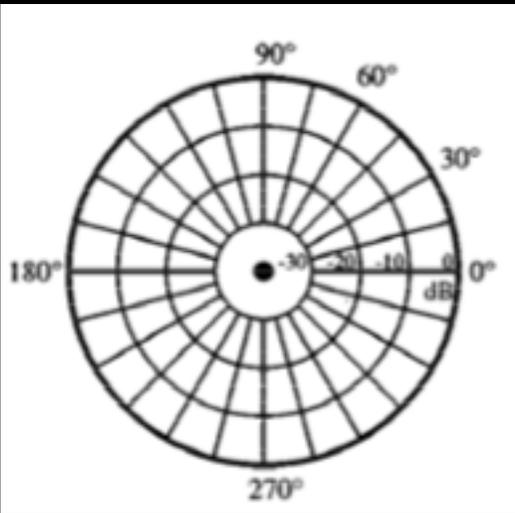
$$U_0/\omega \ll a$$
$$v(a, t) = U_0 e^{j\omega t}$$



$$P(r) = \frac{\rho_0 c a}{r} V_a \frac{i k a}{1 + i k a} e^{i k (r - a)}$$



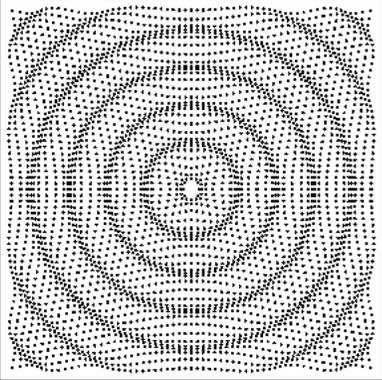
$$I(r) = \frac{1}{2} \text{Re}(P(r)V^*(r)) = (4\pi V_a)^2 c \rho_0 \frac{k^2 a^2}{4\pi r^2 2S(1 + k^2 a^2)}$$



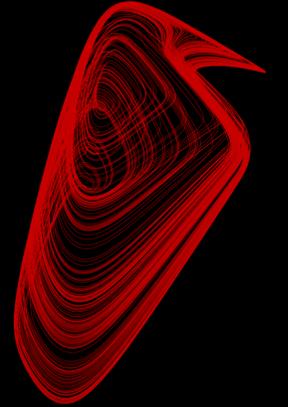
Potencia

$$\mathfrak{P} = (4\pi V_a)^2 c \rho_0 \frac{k^2 a^2}{2S(1 + k^2 a^2)}$$

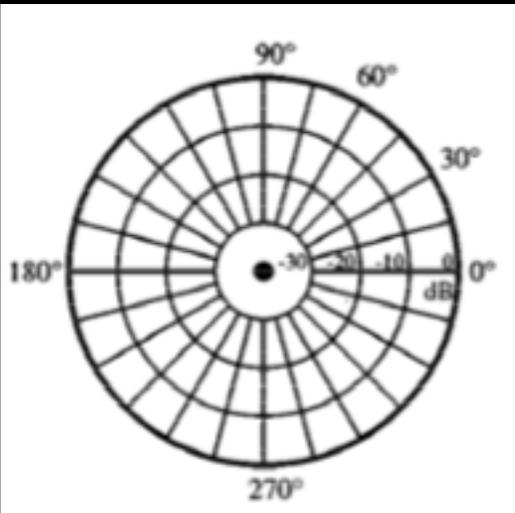
Que va como el cuadrado de la frecuencia si $ka \ll 1$, independiente de la misma si $ka \gg 1$



$$P(r) = \frac{\rho_0 c a}{r} V_a \frac{i k a}{1 + i k a} e^{i k (r - a)}$$



$$I(r) = \frac{1}{2} \text{Re}(P(r)V^*(r)) = (4\pi V_a)^2 c \rho_0 \frac{k^2 a^2}{4\pi r^2 2S(1 + k^2 a^2)}$$

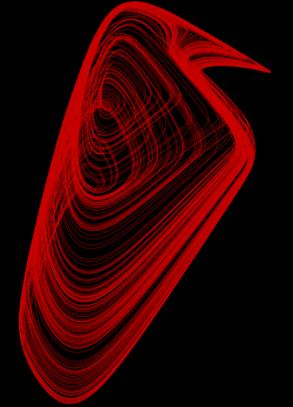


Potencia

$$\mathfrak{B} = (4\pi V_a)^2 c \rho_0 \frac{k^2 a^2}{2S(1 + k^2 a^2)}$$

Pertinente para la conversacion sobre proyeccion

Que va como el cuadrado de la frecuencia si $ka \ll 1$, independiente de la misma si $ka \gg 1$

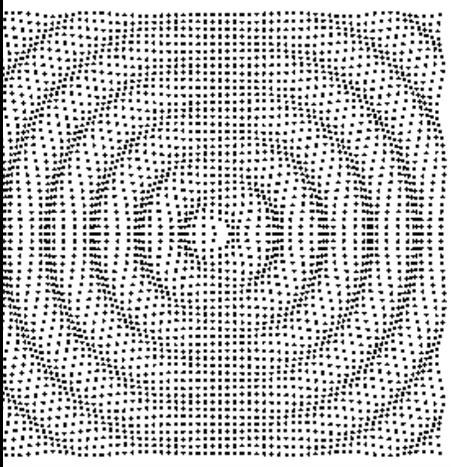


Un cuerpo que empuja entre
 r_1 y r_2

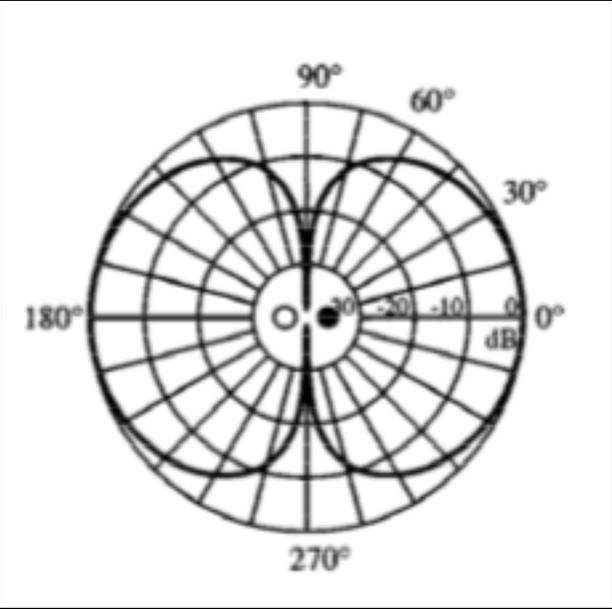
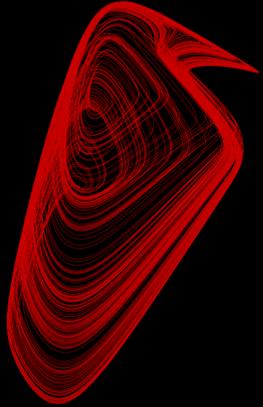
$$\frac{1}{c^2} \frac{\partial^2 p}{\partial t^2} - \nabla^2 p = -\nabla \cdot f = f_0 \delta(r - r_1) - f_0 \delta(r - r_2)$$

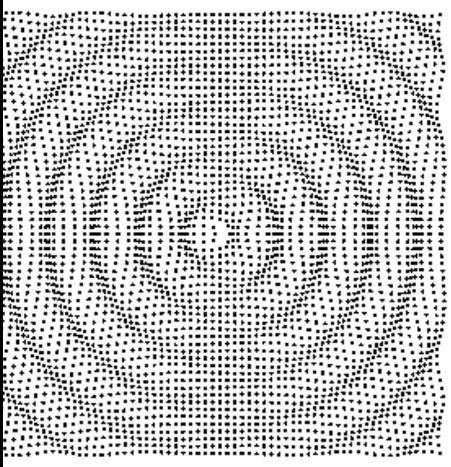
$$f_0 = i\omega\rho_0 U$$

(En la zona en que se empuja, usamos Newton)

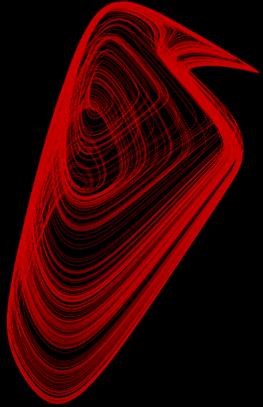
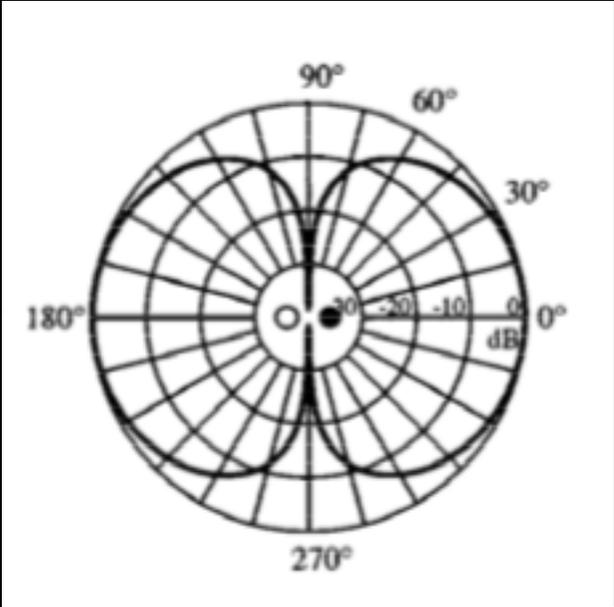
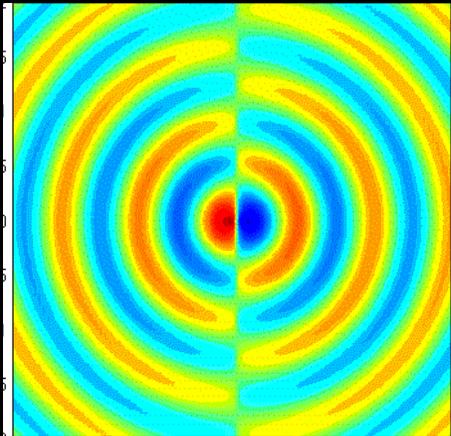


$$\mathfrak{P} = (4\pi V_a)^2 c \rho_0 \frac{k^4 d^2}{24\pi c^3}$$

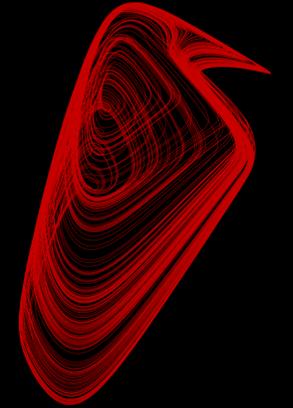


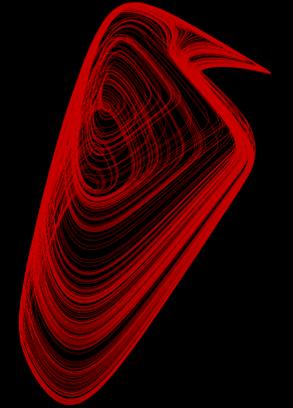


$$\mathfrak{B} = (4\pi V_a)^2 c \rho_0 \frac{k^4 d^2}{24\pi c^3}$$

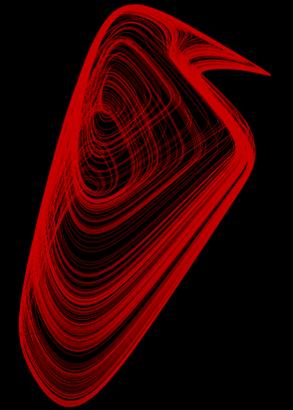


Nuestro dipolo mas cercano





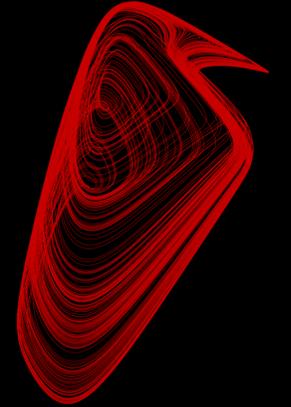
Notar que ocurre si
aislo el lado de adelante
del de atrás



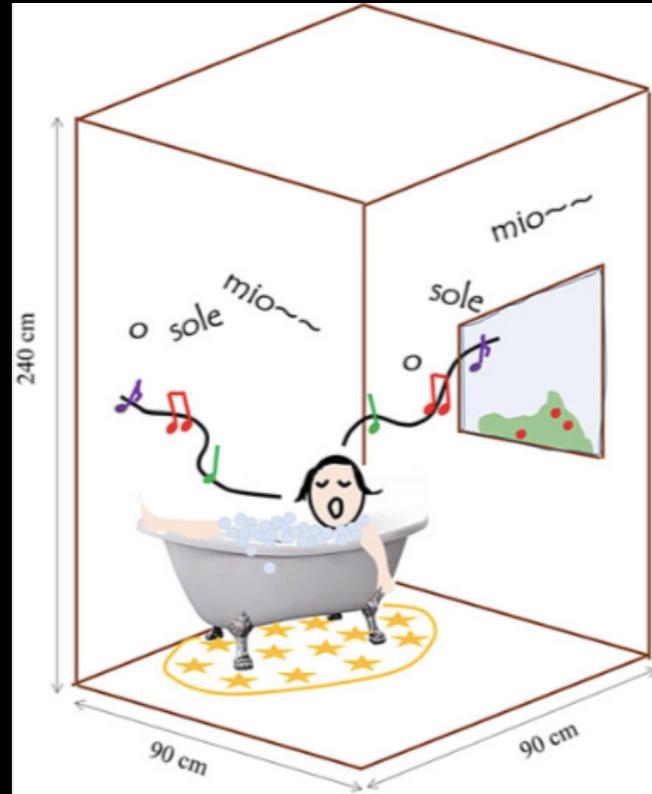
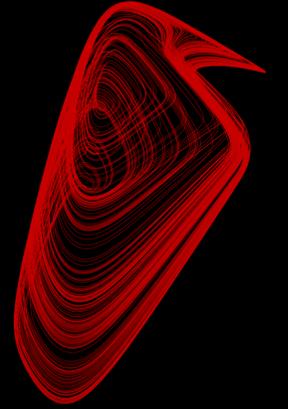
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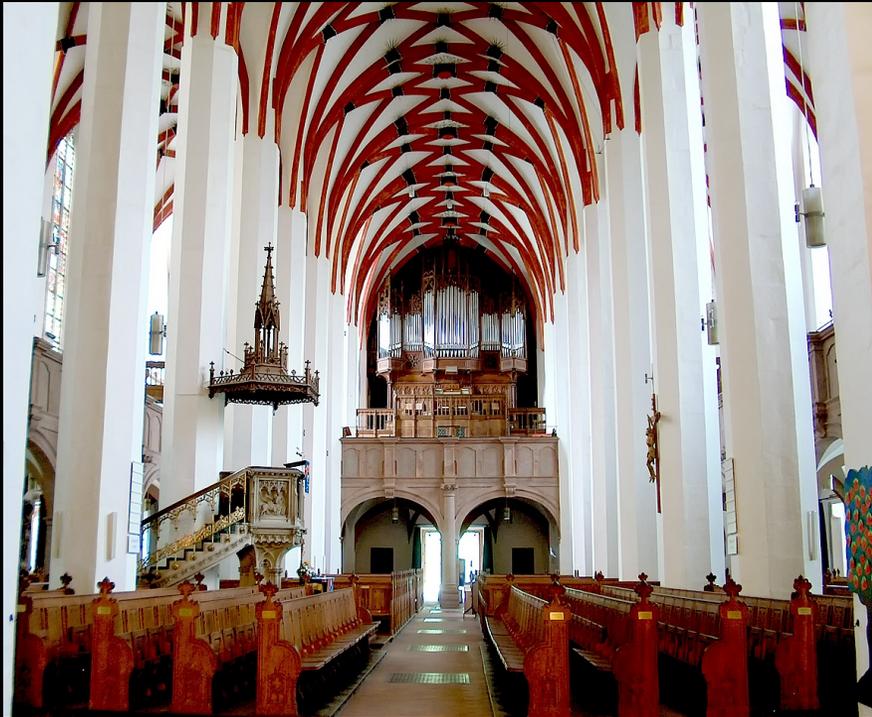
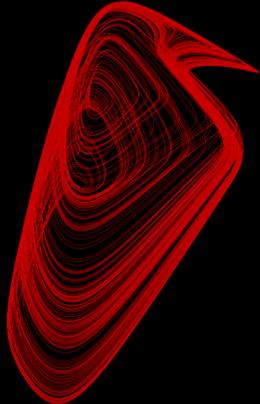
k^2 vrs k^4

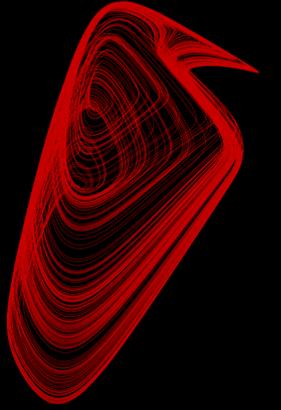
Dos dipolos... el cuadrupolo

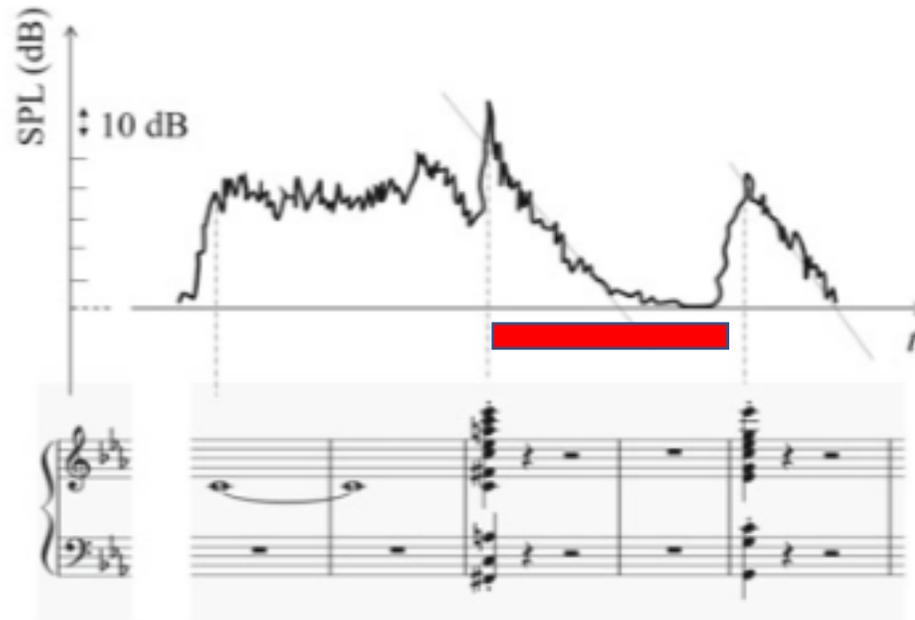
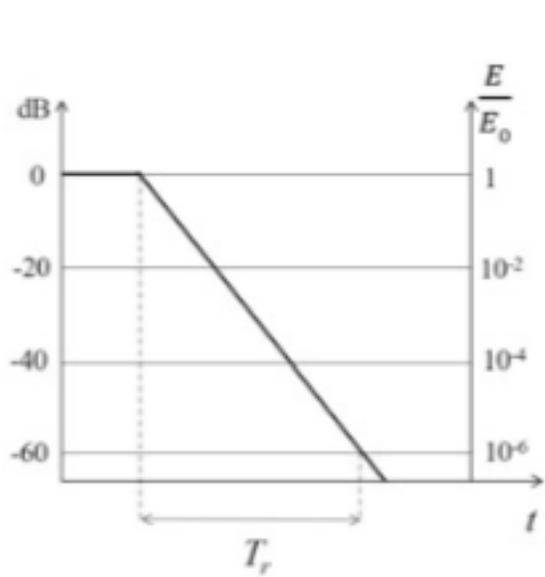
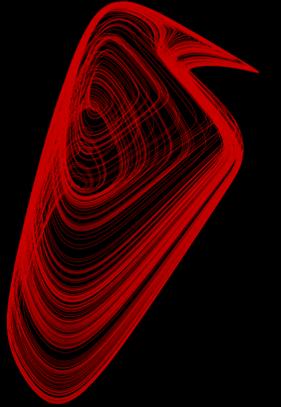


Ademas de la radiacion... a donde darian

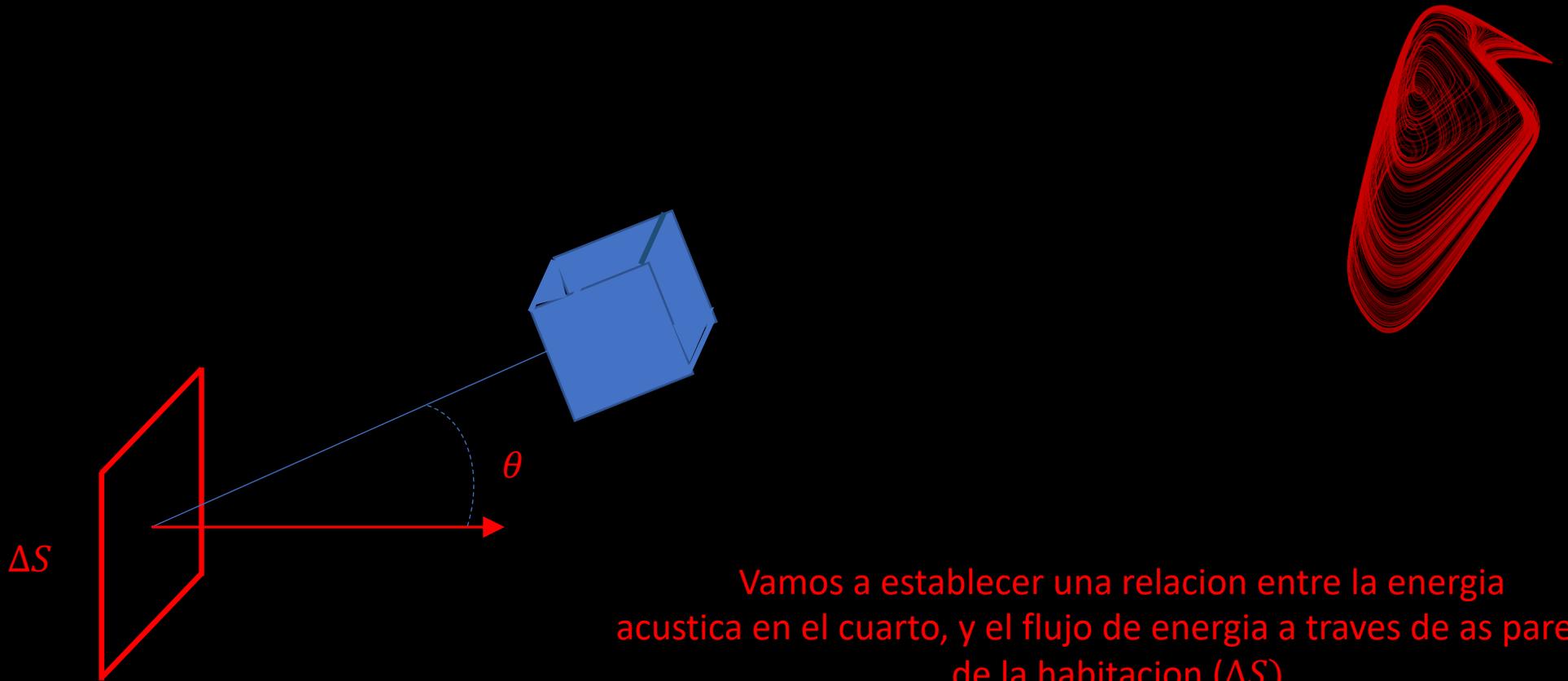








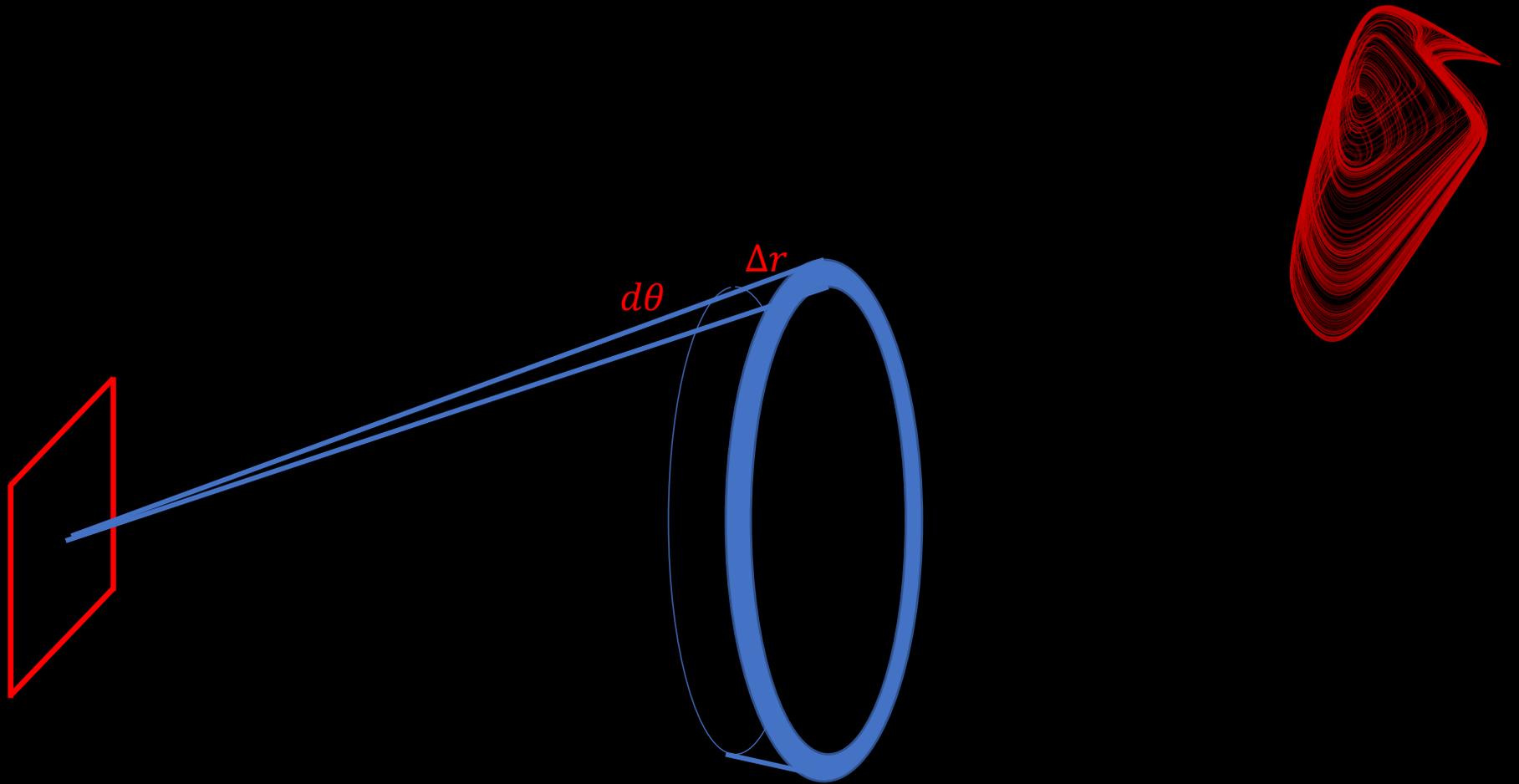
Reverberation time



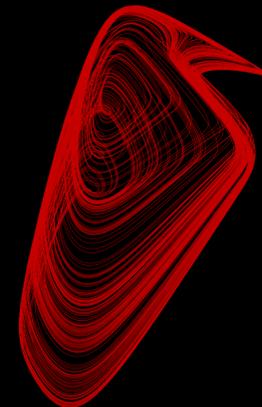
ϵ densidad de energía acústica

$$dV \epsilon \frac{\Delta S}{4\pi r^2} \cos(\theta)$$

De la energía en el volumen,
La fracción que pasará por ΔS



La energía que pasa por el área de toda la cascara ΔE
viniendo del volumen $dV = 2\pi \sin\theta r \Delta r d\theta$



$$\Delta E = \frac{\epsilon \Delta S \Delta r}{2} \int_0^{\pi/2} \sin\theta \cos\theta d\theta = \frac{\epsilon \Delta S \Delta r}{4}$$

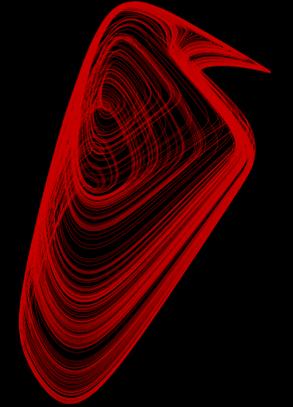
Como la energia ΔE llega en un tiempo $\Delta t = \Delta r/c$

$$\frac{dE}{dt} = \frac{\epsilon c}{4}$$

Si la absorcion es una fraccion de esa energia que llega,

$$\text{Absorcion} = A \frac{\epsilon c}{4}$$

Si Π es la tasa de producción de energía acústica,



$$V \frac{d\varepsilon}{dt} + \frac{Ac}{4} \varepsilon = \Pi$$

$$\tau_\varepsilon = \frac{4V}{Ac}$$

Poca absorcion, grandes volumenes, grandes τ_ε
(cantos gregorianos con notas largas)



$$\tau_\varepsilon = \frac{4V}{Ac}$$

	Optimum T_r (s)
Cabaret	0.8
Lecture, play	1.0
Chamber music	1.4
Opera	1.3–1.6
Concert	1.7–2.0
Organ music	2.5

