

When two notes are played at once, the intensities add:

$$I_{\rm tot} = I_1 + I_2$$

But when the frequencies are almost the same, it happens in a very strange way!

Loudness oscillates-sounds alternately louder and softer.

This phenomenon is called "beating" or "beats".

Why do beats happen? Consider adding sine waves:



 $\mathbf{2}$ 

Red wave gets ahead of blue wave. Where they equal-they add. When they are opposite-they subtract.



Consider two sines of frequency  $f + \frac{\Delta f}{2}$  and  $f - \frac{\Delta f}{2}$ —that is, average f and difference  $\Delta f$ . Add them:

$$\sin\left[2\pi ft + \pi\Delta ft\right] + \sin\left[2\pi ft - \pi\Delta ft\right]$$

Use that

$$\sin(a \pm b) = \sin(a)\cos(b) \pm \cos(a)\sin(b)$$

to find,

$$\sin \left[2\pi ft + \pi \Delta f t\right] + \sin \left[2\pi ft - \pi \Delta f t\right]$$

$$= \sin(2\pi ft)\cos(\pi \Delta f t) + \cos(2\pi ft)\sin(\pi \Delta f t)$$

$$+ \sin(2\pi ft)\cos(\pi \Delta f t) - \cos(2\pi ft)\sin(\pi \Delta f t)$$

$$= 2\sin(2\pi ft)\cos(\pi \Delta f t)$$

 $sin(2\pi ft) \times cos(\pi \Delta f t)$  is a sine wave,  $sin(2\pi ft)$ , at the average frequency, times an **envelope**:



# Beat frequency

The audible "beat phenomenon" is this envelope. There is one "beat" (one quiet spot) every time  $\cos(\pi \Delta f t)$  goes from being zero to being zero.

$$\cos(\pi/2) = 0$$
  $\cos(3\pi/2) = 0$   $\cos(5\pi/2) = 0$  ...

The cosine function is zero every  $\pi$ , so

The beat frequency is 
$$\Delta f$$
.



quiet spot is not perfectly quiet-but beats are there.

(Why 10% loudness sensitivity gives 1% masking level.)

### How small a beat frequency can you hear?

There must be enough time for one or two of the "quiet" spots to occur. Therefore, the beat period  $1/\Delta f$  has to be shorter than the duration you play the notes.

Play 1 second:  $\Delta f = 1$  Hz barely noticable.

Play 5 seconds:  $\Delta f = 0.2$  Hz barely noticable.

Sustained notes  $\Rightarrow$  must be in tune

Short notes  $\Rightarrow$  can be further out of tune

#### How big a beat frequency can you hear?

It gets hard to distinguish the loud-soft pattern beyond 10 or 15 Hertz, though you still notice "something."

Fourier: a complex tone is usually a sum of sines at integer multiples of the fundamental (harmonics).

Ear: decomposes sound into harmonics, which each affect a different spot on the cochlea.

Result: beats can occur between a note and an overtone of another note between D at 147 Hz and D at 293 Hz if they have overtones

or between harmonics of different notes! as between A at 220 Hz and E at 330 Hz, which each have 660 Hertz as a harmonic.

### Beat frequencies with harmonics

**Q**: What is the beat frequency when a 220 Hertz and a 331 Hertz tone are played together?

 220
 440
 660
 880

 331
 662
 993

A: 2 Hertz (Not 1 Hertz)

### Frequency Difference too big for beats

When a frequency difference is small enough for large overlap of the excited regions on the cochlea but too big for beat phenomena to be discernable, what happens?

There is a "harshness" or "rough" sensation, called **dissonance**.

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[Note and minor 2'nd ]
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Also occurs between a note and another note's harmonic, or between harmonics of two notes.

[Major 7'th: upper note and lower note's 2'nd harmonic]

[Tritone: lower note's 3'rd harmonic and upper note's 2'nd harmonic]

## Consonance

For some reason, the ear "likes" the exact overlap of two tones' harmonics. Consonance.

But it "dislikes" or finds tension in the improper overlap of notes and harmonics. **Dissonance** 

Music and musical scales are developed to have many consonant intervals.

Consonant intervals: to get harmonics to overlap, make frequencies small multiples of the same number, or in simple integer ratios:

Fourth: $\frac{4}{3}$	4	U	8	12	15	10	20	24
Fifth: $\frac{3}{2}$	2	4	6 6	8 9	10	12 12		
Octave: $\frac{2}{1}$	1	2 2	3	4 4	5	6 6		