

ACOUSTICS

Acoustics deals with the production, propagation and detection of sound waves

Classification of sound:

(i) *Infrasonic* < 20 Hz (*Inaudible*)

(ii) *Audible* 20 to 20,000 Hz (*Music and Noise*) (iii)

Ultrasonic > 20,000 Hz (*Inaudible*)

Characteristics of Musical sound:

(i) Pitch or frequency

Frequency: number of vibrations of sound producing object/second

Pitch:- a degree of sensation depends on frequency

High frequency – shrill sound –

voice of ladies, children, mosquito

Low frequency – gravesound –

sound by lion

(ii) Quality or Timbre

- ability to distinguish b/w any two or more musical sounds having same pitch and frequency
- smallest frequency is called **fundamental** and frequencies accompanying fundamental are called **overtones**.

(iii) Intensity or Loudness

Intensity: amount of sound energy flowing per second per unit area

$$I = Q/A \text{ watt/m}^2$$

Loudness: degree of sensation varies from one observer to another

WEBER-FECHNER LAW

- loudness is directly proportional to the logarithm of intensity

$$L \propto \log I$$

$$L = K \log I$$

where k is a constant.

DECIBEL

- The intensity level (L) of sound is expressed in bel. Comparatively bel is a large unit, so for convenience, one tenth of bel is called a decibel (db)
- **1 bel = 10 decibel = 10 db**
Intensity level **$L = 10 \log_{10} (I_1/I_0)$**

ACOUSTICS OF BUILDINGS

▪ deals with design and construction of hall ▪ hall so
rooms are acoustically poor due to

- distribution of intensity is not uniform

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different frequency of sound interfere at some point reduce the quality ▪ to get
good acoustical building, factors to be considered

- Reverberation time
- Focusing and interference
- Echoes and Echelon effect
- Resonance and
- Extraneous noise

Reverberation: persistence or prolongation of sound in a hall even after
the sound source is stopped

Reverberation Time: time taken by the sound wave to fall below the minimum
audibility level, i.e., to fall to one millionth of its initial intensity, after the source is stopped

$$I = 10^{-6} I_0 \quad \text{or} \quad I/I_0 = 10^{-6}$$

Sabine's Formula for Reverberation Time

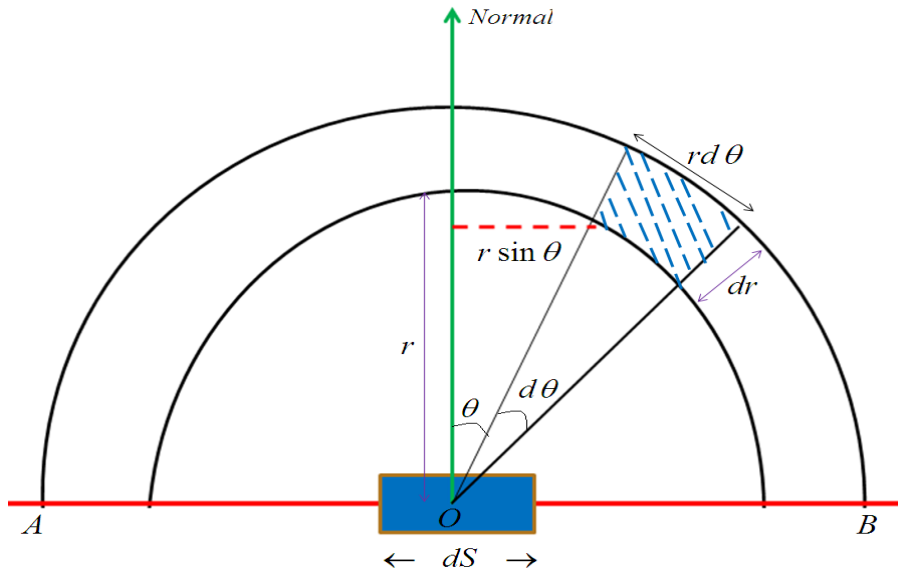
- **Professor Wallace C. Sabine (1868–1919)** derived from reverberation theory which explains the nature of growth and decay of sound energy.

Assumptions :

- The sound energy is uniformly distributed throughout the hall
- The absorption of sound by the air is neglected
- The source emits the sound energy constantly.

Steps involved:

1. calculate the rate of incident energy on the walls and the rate of absorption by the walls in terms of average energy density E
2. calculate the final steady value of E in terms of average energy density
3. calculate the final steady value of E in terms of rate of emission of power P of the source.
4. obtain an expression for the rate of growth and decay of sound energy in a room.
5. obtain the reverberation time.



- Consider a small element 'ds' on a plane wall AB •
Sound energy received by 'ds' is E
- Draw two concentric circles of radii 'r' and 'r+dr' from centre point 'O'
- Consider a small shaded portion lying between circles having θ and $\theta+d\theta$ from normal •
If radial length = dr Arc length = $r d\theta$

$$\text{Area of shaded portion} = r d\theta dr \quad \dots(1)$$

- If the whole figure is rotated about the normal through an angle ϕ , then the area of shaded portion travels a distance of dx

$$dx = r \sin \theta d\phi \quad \dots(2)$$

Volume traced by shaded portion $dV = \text{area} \times \text{distance}$

$$\begin{aligned} &= r d\theta dr r \sin \theta d\phi \\ &= r^2 \sin \theta d\theta dr d\phi \end{aligned} \quad \dots(3)$$

Sound energy present in this volume = $E dV$

$$= E r^2 \sin \theta d\theta dr d\phi \text{ Th}$$

is sound energy travels in all the direction through this element.

Sound energy present in this volume dV / unit solid angle = $\frac{E r^2 \sin \theta d\theta dr d\phi}{4\pi}$

Solid angle subtended by the area dS at this element of vol. dV is $\frac{dS \cos \theta}{r^2}$

Sound energy travelling towards dS from dV is

$$= \frac{E r^2 \sin \theta d\theta dr d\phi dS \cos \theta}{4\pi \cdot r^2}$$

$$= \frac{E \sin \theta \cos \theta d\theta dr dS d\phi}{4\pi} \dots(4)$$

To find the total energy by dS in one sec, integrate the eqn.(4) for whole volume lying within a distance of C of dS ,

$$\phi = 0 \text{ to } 2\pi$$

$$\theta = 0 \text{ to } \pi/2$$

$$r = 0 \text{ to } C$$

Energy received/sec =

$$\begin{aligned} \text{w.r.t. '}\phi\text{' } &= \frac{E \sin \theta \cos \theta d\theta dr dS}{4\pi} \int_0^{2\pi} d\phi \\ &= \frac{E \sin \theta \cos \theta d\theta dr dS 4\pi}{4\pi} \\ &= \frac{E \sin \theta \cos \theta d\theta dr dS}{1} \\ \text{w.r.t '}\theta\text{' } &= \frac{E dr dS \pi/2}{2} \int_0^{\pi/2} \sin \theta \cos \theta d\theta \\ \text{X and } \div \text{ by 2} &= \frac{E dr dS \pi/2}{4} \int_0^{\pi/2} 2 \sin \theta \cos \theta d\theta \\ &= \frac{E dr dS \pi/2}{4} \int_0^{\pi/2} \sin 2\theta d\theta \\ &= \frac{E dr dS 4}{4} \\ \text{w.r.t. '}\theta\text{' } &= \frac{E dS}{4} \int_0^{\pi/2} d\theta \\ &= \frac{E C}{4} dS \dots(5) \end{aligned}$$

Let 'a' be the absorption coefficient of wall.

Then,

$$\begin{aligned} \text{Sound energy absorbed by } dS \text{ in one sec} &= \frac{1}{4} E C a dS \\ \text{Total energy absorbed at anytime} &= \frac{1}{4} E C \Sigma a dS = \frac{1}{4} E C A \dots(6) \end{aligned}$$

If 'P' is the rate of emission of sound energy, then,

$$\begin{aligned} P &= \frac{1}{4} E_{max} C A \quad \text{or} \dots(7) \\ E_{max} &= \frac{4P}{C A} \end{aligned}$$

Rate of Growth and Decay

Total rate of energy increase in medium:

$$\text{Energy density} = E$$

$$\text{Total volume of the Hall} = V$$

$$\text{Total sound energy} = E V$$

Rate of growth of sound energy = $d(EV)/dt = V dE/dt$
 W.K.T,

Rate of emission of sound energy = Rate of growth of sound energy +
 Rate of absorption of sound energy

$$P = V \frac{dE}{dt} + \frac{1}{4} ECA$$

$$\frac{P}{V} = \frac{dE}{dt} + \frac{CA}{4V} E$$

Let $\frac{CA}{4V} = \alpha$ or $\frac{CA}{4V} = \alpha$

$$P = V \frac{dE}{dt} + \alpha E$$

Multiplying on both sides,

$$\frac{dE}{dt} e^{\alpha t} + e^{-\alpha t} \alpha E = \frac{4P}{CA} e^{\alpha t}$$

$$\frac{d}{dt} (E e^{\alpha t}) = \frac{4P}{CA} e^{\alpha t}$$

Integrating the above eqn. we get,

$$E e^{\alpha t} = \frac{4P}{CA} e^{\alpha t} + K \quad \dots(8)$$

Growth of Energy

During Growth, $t = 0, E = 0$

From eqn. (8),

$$K = - \frac{4P}{CA}$$

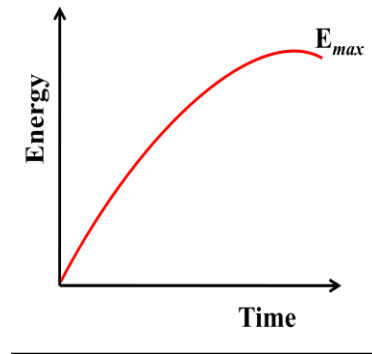
Then,

$$E e^{\alpha t} = \frac{4P}{CA} (e^{\alpha t} - 1)$$

$$E e^{\alpha t} = \frac{4P}{CA} (e^{\alpha t} - 1)$$

$$E = E_{max} (1 - e^{-\alpha t})$$

E increases until $E = E_{max}$ and $t = \infty$



Decay of Energy

If sound energy is cut off,

rate of emission $P = 0$

$$t = 0$$

$$E$$

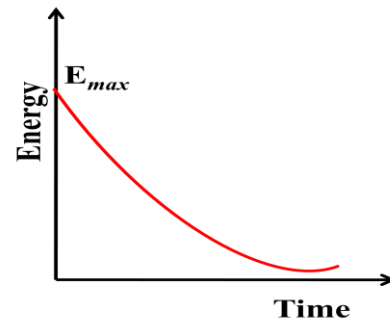
$= E_{max}$ From eqn. (8),

$$K = E_{max}$$

then,

$$E e^{\alpha t} = \frac{4P}{CA} e^{\alpha t} + E_{max}$$

since $P = 0, E e^{\alpha t} = E_{max}$



$E = E_{max}e^{-\alpha t}$, even though source is cutoff, energy decreases exponentially

Reverberation time

By definition, $E = E_{max}/10^6$

from decay of energy, $E = E_{max}e^{-\alpha t}$

$$E_{max}/10^6 = E_{max}e^{-\alpha t}$$

$$10^{-6} = e^{-\alpha t}$$

Take log on both sides, $\log_e 10^{-6} = -\alpha t$

$$-6 \times 2.3026 \log_{10} 10 = -\alpha t$$

$$\alpha t = 6 \times 2.3026$$

$$\alpha = \frac{CA}{4V} \quad t = T, \text{ then,}$$

$$\frac{CAT}{4V} = 6 \times 2.3026$$

$$T = \frac{4V \times 6 \times 2.3026}{CA}$$

$$= \frac{0.167V}{A}$$

ABSORPTION COEFFICIENT

- Reciprocal of its area which absorbs the same amount of sound energy absorbed by unit area of open window
- Absorption coefficient = $\frac{\text{Sound energy absorbed by the surface } T_o}{\text{total sound energy incident on it}}$
- measured in OWU or Sabine.

Determination of Absorption Coefficient:

- without sound absorbing material

$$T_1 = \frac{0.167V}{\Sigma as}$$

- with sound absorbing material

$$T_2 = \frac{0.167V}{\Sigma as + a_m s_m}$$

- from $T_2 - T_1$,

$$a = \frac{0.167VT - T^m}{s_m \cdot T_{f2}^2}$$

Materials and their Absorption coefficient

Brick wall	0.02	Carpet	0.24
Wooden floor	0.057	Cushion	0.45
Chair	0.25	Rubber floor	0.05
Glass	0.02	Human	0.4

FACTORS AFFECTING GOOD ACOUSTICAL BUILDING AND THEIR REMEDIES

FACTORS	DEFINITION	REMEDIES
Reverberation Time	<ul style="list-style-type: none"> - Time taken by the sound wave to fall below the minimum audibility level after the source is stopped - <i>Reverberation Time is too high:</i> overlapping of successive sound - <i>Reverberation Time is too low:</i> produced sound will disappear - for the good audibility, reverberation time should be kept at an optimum value. 	by installing sound absorbing materials like <ul style="list-style-type: none"> ▪ providing windows and openings ▪ arranging full capacity of audience ▪ completely covering the floor with carpets ▪ heavy curtains with folds ▪ decorating the walls with drawing boards, picture boards
Loudness	<ul style="list-style-type: none"> - degree of sensation produced in the ear. - uniform distribution of loudness must be maintained - due to high absorption or low reflecting surfaces near the sound source 	<p><i>If loudness is low:</i></p> <ul style="list-style-type: none"> ▪ speakers may be placed at regular distances ▪ lowering the ceiling and placing reflecting surfaces at necessary places. <p><i>If loudness is high:</i></p> <ul style="list-style-type: none"> ▪ sound absorbents can be placed at noisy places
Echo	<ul style="list-style-type: none"> - If the time interval between the direct sound and the reflected sound is less than 1/15 of a second, the reflected sound reaches the audience later than the direct sound. 	<ul style="list-style-type: none"> ▪ properly covering the long distance walls, high ceilings with suitable sound absorbing materials.
Echelon Effect	<ul style="list-style-type: none"> - new sound produced by <i>repetitive echoes</i> - regular reflecting surface like staircase may create this effect. 	<ul style="list-style-type: none"> ▪ Covers such regular reflecting surfaces properly.
Focusing	<ul style="list-style-type: none"> - Reflected sound by the ceiling and wall is focused at a particular area of the hall. - Plane surface: reflect and distribute the sound evenly. 	<ul style="list-style-type: none"> ▪ cover the curved surfaces with proper sound absorbing materials ▪ radius of curvature of concave ceiling

	- Curved surface :focuses the sound in the front portion only.	should be two times the height of the building.
Interference Effect	- Caused by interference of direct and reflected wave constructive interference : max. sound intensity occurs destructive interference : min. sound intensity occurs	▪ By the usage of uniform painting and absorbent it may be avoided.
Resonance	- If window panels or any other wood sections are not covered properly, the original sound may vibrate with the natural frequency of them.	▪ Vibrating materials should be mounted on non-vibrating and sound absorbing materials. ▪ Panels must be fitted properly. ▪ eliminated through proper ventilation or by Air-Conditioning
Noise	- Unwanted sound produced externally/internally gives an irritating experience to the ears.	
	Air-Borne Noise - outside noise which reaches the audience through window, door and ventilator	▪ The hall should be away from thickly populated area, factories and railway tracks. ▪ by air conditioning and by double door system it can be reduced.
	Structure-Borne Noise - noise reaches the audience through the structural defect of the building - due to the movement of furniture, footsteps and the operation of heavy machinery like generators.	▪ Used double walled doors, anti-vibration mounts, carpets etc.,
	Inside Noise - noise produced inside the hall like crying kids, the sound generated by type writers, fan, A/C, Refrigerators, etc.,	▪ equipments must be serviced properly ▪ equipment should be placed on sound absorbing mount ▪ Floor, wall and ceiling must be covered

		with suitable sound absorbing materials.
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