EE E6820: Speech & Audio Processing & Recognition

Lecture 2: Acoustics

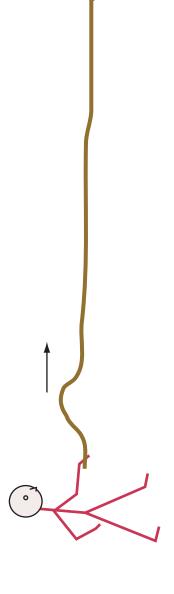
- 1 The wave equation
- 2 Acoustic tubes: reflections & resonance
- 3 Oscillations & musical acoustics
- 4 Spherical waves & room acoustics

Dan Ellis <dpwe@ee.columbia.edu> http://www.ee.columbia.edu/~dpwe/e6820/ Columbia University Dept. of Electrical Engineering Spring 2006



Acoustics & sound

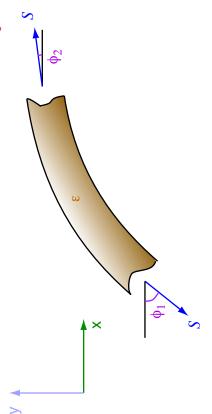
- Acoustics is the study of physical waves
- (Acoustic) waves transmit energy without permanently displacing matter (e.g. ocean waves)
- Same math recurs in many domains
- Intuition: pulse going down a rope





The wave equation

Consider a small section of the rope:



- displacement y(x), tension S, mass ε -dx
- \rightarrow lateral force is $F_y = S \cdot \sin(\phi_2) S \cdot \sin(\phi_1)$

•

Wave equation (2)

• Newton's law: F = ma

$$S \cdot \frac{\partial^{2}}{\partial x^{2}} \cdot dx = \varepsilon dx \cdot \frac{\partial^{2}}{\partial t^{2}}$$

Call $c^2=S/\epsilon$ (tension to mass-per-length)

hence:

$$c^2 \cdot \frac{\partial^2}{\partial y} = \frac{2}{\partial y}$$

the Wave Equation:

 $c^2 \cdot \frac{\partial^2}{\partial x^2} = \frac{2}{\partial \frac{y}{2}}$

.. partial DE relating curvature and acceleration

Solution to the wave equation

• If y(x, t) = f(x - ct) (any $f(\cdot)$)

then

$$\frac{\partial y}{\partial x} = f'(x - ct) \qquad \frac{\partial y}{\partial t} = -c \cdot f'(x - ct)$$

$$\frac{\partial^2 y}{\partial x^2} = f''(x - ct) \qquad \frac{\partial^2 y}{\partial t^2} = c^2 \cdot f''(x - ct)$$

also works for y(x, t) = f(x + ct)

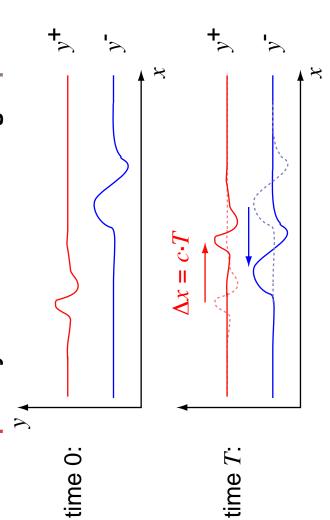
Hence, general solution:

$$c^2 \cdot \frac{\partial^2}{\partial x^2} = \frac{\partial^2}{\partial t^2}$$

$$\Rightarrow y(x, t) = y^{+}(x - ct) + y^{-}(x + ct)$$

Solution to the wave equation (2)

- $y^+(x-ct)$ and $y^-(x+ct)$ are travelling waves
- shape stays constant but changes position:



- c is travelling wave velocity (Δx / Δt)
- y^+ moves right, y^- moves left
- resultant y(x) is sum of the two waves



Wave equation solutions (3)

- What is the form of y^+, y^- ?
- any doubly-differentiable function will satisfy wave equation
- Actual waveshapes dictated by boundary conditions
- e.g. y(x) at t = 0
- plus constraints on y at particular x's
- e.g. input motion y(0, t) = m(t)rigid termination y(L, t) = 0



Terminations and reflections

System constraints:

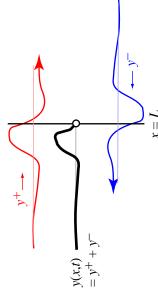
- initial y(x, 0) = 0 (flat rope)
- input y(0, t) = m(t) (at agent's hand) $(\rightarrow y^+)$
- termination y(L, t) = 0 (fixed end)
- wave equation $y(x,t) = y^{+}(x ct) + y^{-}(x + ct)$

At termination:

$$y(L, t) = 0 \rightarrow y^{+}(L - ct) = -y^{-}(L + ct)$$

i.e. y^+ and y^- are mirrored in time and amplitude around x=L

→inverted reflection at termination

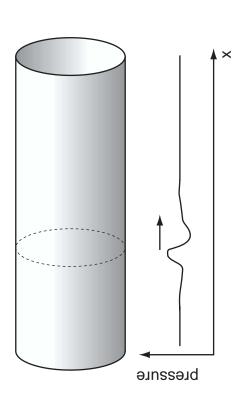


simulation [travel1.m]

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Acoustic tubes

Sound waves travel down acoustic tubes:

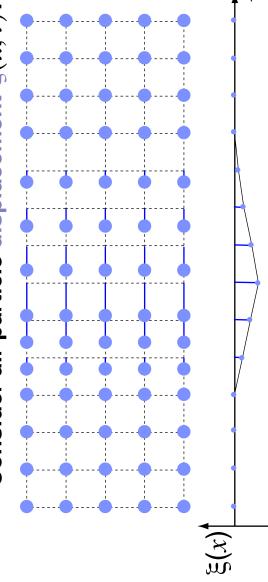


- 1-dimensional; very similar to strings
- Common situation:
- wind instrument bores
- ear canal
- vocal tract



Pressure and velocity

• Consider air particle displacement $\xi(x, t)$:



• Particle velocity $v(x, t) = \frac{\partial \xi}{\partial t}$

hence volume velocity $u(x, t) = A \cdot v(x, t)$

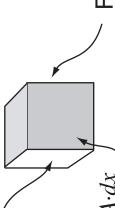
• (Relative) air pressure
$$p(x,t) = -\frac{1}{\kappa} \cdot \frac{\partial \xi}{\partial x}$$

Wave equation for a tube

Consider elemental volume:

Volume dA·dx Area dA





Force $(p+\partial p/\partial x\cdot dx)\cdot dA$

Mass ρ⋅d*A*⋅d*x*

Newton's law: F=ma

$$-\frac{\partial p}{\partial x} \cdot dx \cdot dA = \rho dA dx \cdot \frac{\partial v}{\partial t}$$

$$\Rightarrow \frac{\partial p}{\partial x} = -\rho \frac{\partial v}{\partial t}$$

Hence
$$c \cdot \frac{2}{\vartheta \cdot \frac{2}{\xi}} = \frac{2}{\vartheta \cdot \frac{\xi}{\xi}}$$

$$c = \frac{1}{\sqrt{\rho \kappa}}$$

Acoustic tube traveling waves

Traveling waves in particle displacement:

$$\xi(x,t) = \xi^{+}(x-ct) + \xi^{-}(x+ct)$$

• Call $u^+(\alpha) = -cA \frac{\partial}{\partial \alpha} \xi^+(\alpha)$

$$Z_0 = \frac{\rho c}{A}$$

Then volume velocity:

$$u(x,t) = A \cdot \frac{\partial \xi}{\partial t} = u^{+}(x-ct) - u^{-}(x+ct)$$

And pressure:

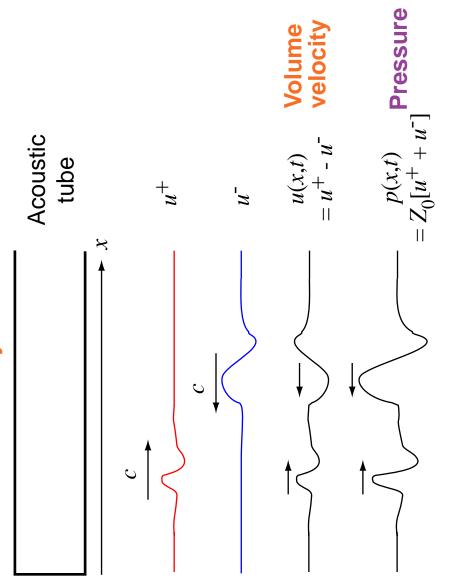
$$p(x,t) = -\frac{1}{K} \cdot \frac{\partial \xi}{\partial x} = Z_0 \cdot \left[u^+(x - ct) + u^-(x + ct) \right]$$

(Scaled) sum & diff. of traveling waves



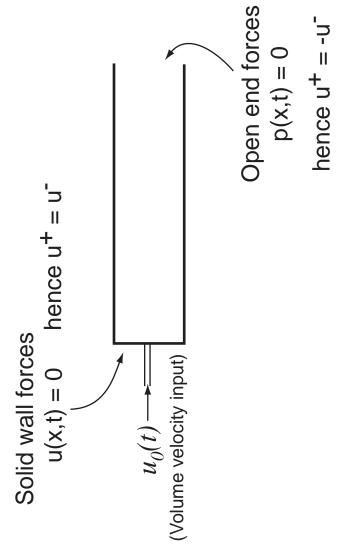
Acoustic tube traveling waves (2)

Different resultants for pressure and volume velocity:



Terminations in tubes

Equivalent of fixed point for tubes?



- Open end is like fixed point for rope: reflects wave back inverted
- Unlike fixed point, solid wall reflects traveling wave without inversion



Standing waves

Consider (complex) sinusoidal input:

$$u_0(t) = U_0 \cdot e^{j\omega t}$$

- Pressure/volume must have form $Ke^{j(\omega t + \phi)}$
- Hence traveling waves:

$$u^{+}(x-ct) = |A|e^{j(-kx + \omega t + \phi_A)}$$
$$u^{-}(x+ct) = |B|e^{j(kx + \omega t + \phi_B)}$$

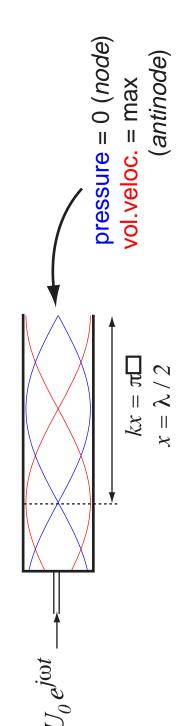
where $k=\omega/c$ (spatial frequency, rad/m)

(wavelength
$$\lambda = c/f = 2\pi c/\omega$$
)

- Pressure, vol. veloc. resultants show stationary pattern: standing waves
- even when $|A| \neq |B|$
- →simulation [sintwavemov.m]



Standing waves (2)



- For lossless termination ($|u^+| = |u^-|$), have true nodes & antinodes
- Pressure and vol. veloc. are phase shifted
- in space and in time

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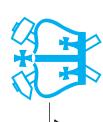
Transfer function

- Consider tube excited by $u_0(t) = U_0 \cdot e^{j \omega t}$:
- sinusoidal traveling waves must satisfy termination 'boundary conditions'
- satisfied by complex constants A and B in

$$u(x, t) = u^{+}(x - ct) + u^{-}(x + ct)$$

= $Ae^{j(-kx + \omega t)} + Be^{j(kx + \omega t)}$
= $e^{j\omega t} \cdot (Ae^{-jkx} + Be^{jkx})$

- standing wave pattern will scale with input magnitude
- point of excitation makes a big difference...



Transfer function (2)

For open-ended tube of length L excited at x = 0

by
$$U_0 e^{j \omega t}$$
:

$$\left(k=\frac{\omega}{L}\right)$$

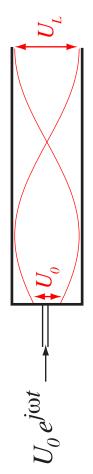
 $u(x,t) = U_0 e^{j\omega t} \cdot \frac{\cos k(L-x)}{1}$

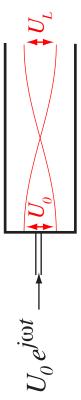
$$\left(k = \frac{\omega}{c}\right)$$

(matches at x = 0, maximum at x = L)

i.e. standing wave pattern

e.g. varying L for a given ω (and hence k):





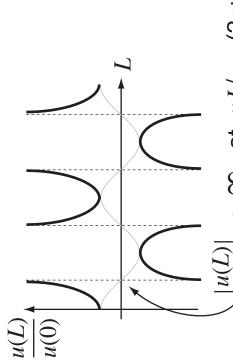
magnitude of U_L depends on L (and ω)...



Transfer function (3)

Varying ω for a given L, i.e. at x = L:

$$rac{U_L}{U_0} = rac{u(L,t)}{u(0,t)} = rac{1}{\cos kL} = rac{1}{\cos(\omega L/c)}$$



- $\left| \frac{u(L)}{u(0)} \right| \to \infty$ at $\omega L/c = (2r+1)\pi/2$, r = 0,1,2...
- Output vol. veloc. always larger than input
- Unbounded for $L=(2r+1)rac{\pi c}{2\omega}=(2r+1)rac{\lambda}{4}$

i.e. resonance (amplitude grows w/o bound)

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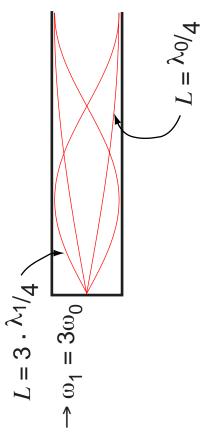
Resonant modes

For lossless tube

with
$$L=m\cdotrac{\lambda}{4}$$
 , m odd, λ wavelength,

$$\left| \frac{u(L)}{u(0)} \right|$$
 is unbounded, meaning:

- transfer function has pole on frequency axis
- energy at that frequency sustains indefinitely



- compare to time domain...
- e.g 17.5 cm vocal tract, c = 350 m/s $\Rightarrow \omega_0 = 2\pi \cdot 500$ Hz (then 1500, 2500 ...)



Scattering junctions

At abrupt change in area:

- pressure must be continuous $p_{k}(x, t) = p_{k+1}(x, t)$
- → u⁺_{k+1} vol. veloc. must be continuous $U_{K}(x, t) = U_{K+1}(x, t)$
- traveling waves

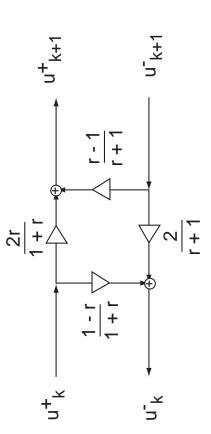
- u⁻k+1

u⁺k, u⁻k, u⁺k+1, u⁻k+1 will be different

Area A_{k+1}

Area A_k

Solve e.g. for u^k and u^{k+1}: (generalized term.)

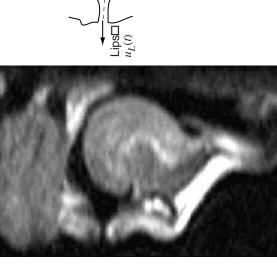


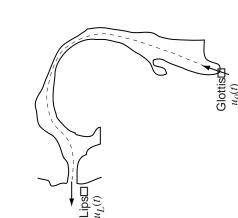
$$\Gamma = \frac{A_{k+1}}{A_k}$$

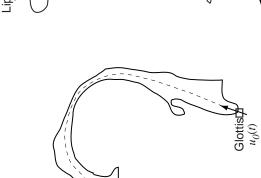
"Area ratio"

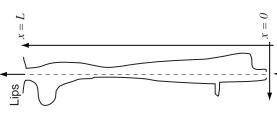
Concatenated tube model

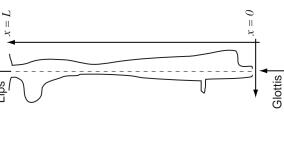
Vocal tract acts as a waveguide



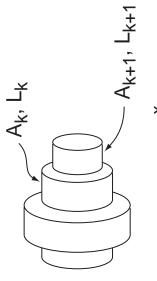








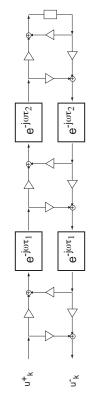
Discrete approx. as varying-diameter tube:

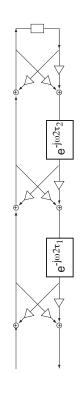




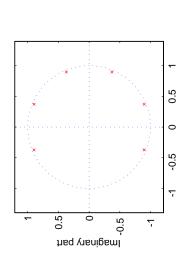
Concatenated tube resonances

Concatenated tubes → **scattering junctions** → lattice filter





Can solve for transfer function - all-pole

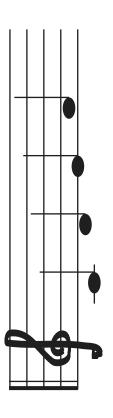


Approximate vowel synthesis from resonances sound example: ah ee oo



Oscillations & musical acoustics

Pitch (periodicity) is essence of music:



why? why music?

Different kinds of oscillators:

- simple harmonic motion (tuning fork)
- relaxation oscillator (voice)
- string traveling wave (plucked/struck/bowed)
- air column (nonlinear energy element)



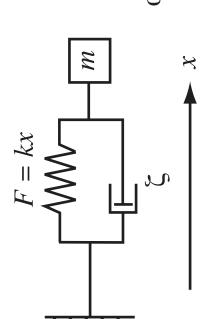
Simple harmonic motion

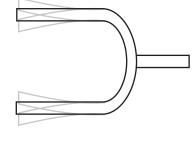
Basic mechanical oscillation:

$$\ddot{x} = -\omega^2 x$$

$$x = A\cos(\omega t + \varphi)$$

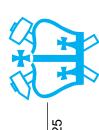
Spring + mass (+ damper)







- Not great for music:
- fundamental (cos∞t) only
- relatively low energy

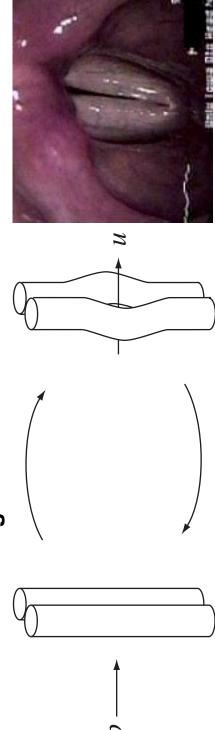


Relaxation oscillator

Multi-state process:

- one state builds up potential (e.g. pressure)
- switch to second (release) state
- revert to first state etc.





(http://www.medicine.uiowa.edu/otolaryngology/cases/normal/normal2.htm)

Oscillation period depends on force (tension)

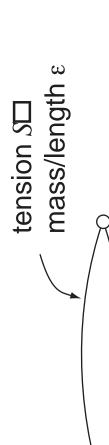
- easy to change
- hard to keep stable
- →less used in music





Ringing string

e.g. our original 'rope' example



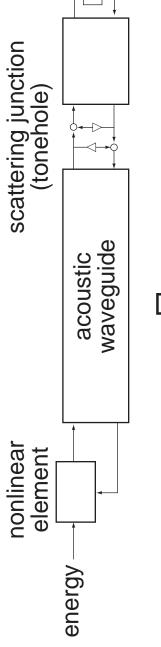
Many musical instruments

- guitar (plucked)
 - piano (struck)
- violin (bowed)
- Control period (pitch):
- change length (fretting)
- change tension (tuning piano)
- change mass (piano strings)

Influence of excitation ... [pluck1a.m]

Wind tube

Resonant tube + energy input



$$\omega = \frac{\pi}{2L}$$
 (quarter wavelength)

e.g. clarinet

- lip pressure keeps reed closed
- reflected pressure wave opens reed
- reinforced pressure wave passes through

Finger holes determine first reflection

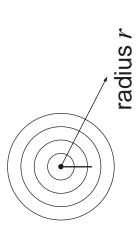
→ effective waveguide length



4

Room acoustics

Sound in free air expands spherically:





Spherical wave equation:

$$\frac{\partial^2}{\partial r^2} + \frac{2}{r} \cdot \frac{\partial p}{\partial r} = \frac{1}{c^2} \cdot \frac{\partial^2 p}{\partial t^2}$$

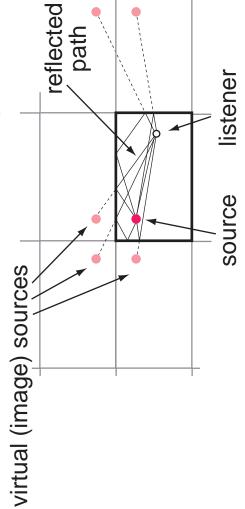
solved by
$$p(r,t) = \frac{P_0}{r} \cdot e^{j(\omega t - kr)}$$

Intensity $\propto p^2$ falls as $\frac{1}{r^2}$

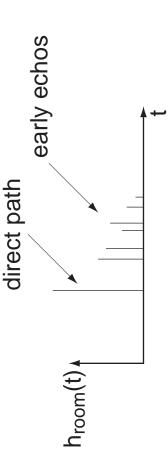


Effect of rooms (1): Images

Ideal reflections are like multiple sources:



'Early echoes' in room impulse response:

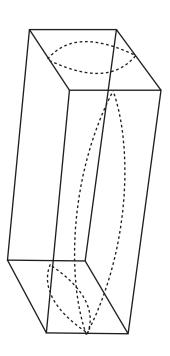


actual reflections may be h_r(t), not δ(t)



Effect of rooms (2): modes

Regularly-spaced echoes behave like acoustic tubes:



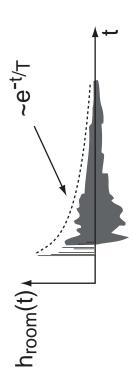
Real rooms have lots of modes!

- dense, sustained echoes in impulse response
- complex pattern of peaks in frequency response



Reverberation

Exponential decay of reflections:



- Frequency-dependent
- greater absorption at high frequencies
 → faster decay
- Size-dependent
- larger rooms → longer delays → slower decay
- Sabine's equation:

$$RT_{60} = \frac{0.049 \, V}{S\overline{\alpha}}$$

Time constant varies with size, absorption

Summary

- Travelling waves
- Acoustic tubes & resonance
- Musical acoustics & periodicity
- Room acoustics & reverberation

Parting Thought:

Musical bottles

