introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

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Acoustics I: fundamentals

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introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

introduction

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

introduction

- Acoustics: science of sound
  - generation of sound
  - propagation of sound
  - effect of sound on humans and matter
- Sound:
  - mechanical oscillation with wave-like propagation
  - propagation in air
  - propagation in liquids
  - propagation in solid bodies

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

introduction

- frequency ranges:
  - infra-sound: $f < 20Hz$
  - listening range of humans: $20Hz < f < 20kHz$
  - ultra-sound: $f > 20kHz$

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

sound wave phenomena

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

sound wave phenomena

- geometrical spreading
- reflection
- scattering
- diffraction
- interference

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

wave phenomena: geometrical spreading

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

wave phenomena: reflection

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

wave phenomena: reflection - scattering

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

wave phenomena: diffraction

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

wave phenomena: interference

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

special topics

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

special topics

Theoretical acoustics analytical and numerical sound field calculations.

Nonlinear acoustics investigation of non-linear effects that occur at very high values of the field quantities (e.g. explosions or sonic booms).

Underwater acoustics sound propagation in water, sonar systems, seismic explorations.

Ultrasound non-destructive test procedures for materials, medical applications.

Vibrations vibrational behavior of bodies, sound radiation of vibrating structures.

Noise control description and modeling of noise sources, investigations on noise protection measures.

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

special topics

Room acoustics assessment, planing and prediction of sound fields in rooms.

Building acoustics noise control in buildings, transmission loss of building structures.

Electroacoustics transducers (microphones, loudspeakers), recording devices, public address systems, signal processing in acoustics.

Acoustics of the ear structure of the ear, characteristics of the ear, perception and subjective evaluation of noise.

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

history of acoustics

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

before Christ

Renaissance woodcut of Pythagoras and the first monochord

- 500 B.C.: Pythagoras: Begin of scientific acoustics:
  - experiments with vibrating strings
  - discovery of the relation between length of strings and pitch of the sound
  - establishment of a relation between numbers and musical intervals

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

around 0

- Vitruv: De architectura: 10 books for architects:
  - complete manual for the design and the construction of buildings
  - description of possible acoustical problems in theaters:
    - no proper direct sound supply in the audience
    - to much reverberation
    - discrete reflections (echoes)

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

17th century

- 1630: Marin Mersenne:
  - reliable measurement of speed of sound:
    - boom of canons for optical and acoustical signals
    - result: speed of sound independent of location and sound intensity $= 450$ m/s
  - quantitative relation between pitch and frequency:
    - experiments with vibrating strings
    - usage of relation: pitch $\sim \frac{1}{\text{stringLength}}$
    - usage of relation: pitch $\sim \sqrt{\text{tension}}$
    - down-scaling till counting was possible
- 1670: Christian Huygens: understanding of sound as a wave phenomenon
  - development of the concept of secondary sources

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

17th century

- 1673: Athanasius Kircher
  - introduction of rays as model of sound propagation in rooms
  - extended studies on the focussing effect of concave structures

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

18th century

- 1710: Isaac Newton
  - theoretical derivation of the speed of sound
  - value about 16 % too low due to wrong assumption of an isothermal process
- 1711: John Shore
  - invention of the tuning fork
  - $\rightarrow$ availability of a frequency standard!

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

18th century

- 1759: Leonhard Euler
  - publication of the one-dimensional wave equation for sound:

$$\frac{\partial^2 p}{\partial x^2} = \frac{\rho_0}{\kappa P_0} \frac{\partial^2 p}{\partial t^2}$$

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

18th century

- 1787: E. F. F. Chladni
  - investigations on the vibrational behavior of plates
  - visualizations with sand that accumulates in node lines → Chladni figures

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

19th century

- 1810
  - discovery of the adiabatic behavior of sound $\rightarrow$ varying temperature for fast processes
  - with this successful correct theoretical derivation of the speed of sound
- 1818: Augustin Fresnel
  - mathematically correct description of interference and diffraction

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

19th century

- 1843: G. S. Ohm
  - Ohm's law of acoustics:
    - discovery of the ability of the ear to resolve complex tones in the fundamental (pitch) and the harmonics (tone color)
    - insensitivity regarding the phase of the harmonics

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

19th century

- 1865: H. L. F. von Helmholtz
  - publication of the book: "Über die Tonempfindung"
    - milestone in knowledge about the human auditory system
  - Helmholtz resonator:

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

19th century

- 1877: Lord Rayleigh
  - publication of the book: "Theory of Sound"
    - derivation of theoretical solutions for a variety of classical problems in acoustics
    - calculation of vibrating structures
    - radiation, diffraction and scattering of sound
  - the most relevant theoretical problems are solved!

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

19th century

- 1877: Thomas Alva Edison
  - invention of the phonograph
    - for the first time possible to store sound for later play-back

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

20th century

- 1900: Wallace C. Sabine
  - founder of scientific room acoustics
    - investigations about reverberation of organ tones in the Lecture Room of the Fogg Art Museum in Harvard
    - development of the concept of reverberation time as a descriptor
    - discovery of the Sabine reverberation time

      formula:

      $$T = \frac{0.16V}{A}$$

    - room acoustical design of Boston Symphony Hall

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

20th century

- 1920-1940: Harvey Fletcher (Bell Telephone Labs)
  - founder of psychoacoustics
    - investigations on loudness of complex sounds
    - discovery of masking effects

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

basic quantities

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

sound pressure

- atmosphere produces a static pressure due to the weight of the air mass
  - atmospheric pressure at sea level: around 1'000 hPa (1000 hectoPascal = 1000 Millibar = 100'000 Newton/m^2)
  - around 12 Pa atmospheric pressure change per meter height difference

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

sound pressure

- device for pressure measurement:

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

sound pressure

sound pressure $p(t)$: fast pressure fluctuations (short term variations of the momentary air pressure):

$$p(t) = P(t) - P_{\text{atm}}$$

where
$P(t)$: momentary air pressure
P_{atm}: atmospheric pressure

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

sound pressure: typical numerical values

- normal speech in 1 m: $p_{\text{typ,rms}} \approx 0.1$ Pa
- hearing threshold at 1 kHz: $p_{\text{min,rms}} \approx 2 \times 10^{-5}$ Pa
- threshold of pain of the ear: $p_{\text{max,rms}} \approx 100$ Pa

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

sound particle displacement

- local pressure variations propagate as sound waves
  - in air: longitudinal waves $\rightarrow$ oscillations of air particles in propagation direction
  - on average the air particles remain at the same location $\rightarrow$ sound does not transport matter but energy
- sound particle displacement ζ

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

sound particle displacement: numerical values

- normal speech in 1 m at 1 kHz: $\zeta_{\text{typ,rms}} \approx 4 \times 10^{-8}$ m
- hearing threshold at 1 kHz: $\zeta_{\text{min,rms}} \approx 8 \times 10^{-12}$ m
- threshold of pain of the ear at 1 kHz: $\zeta_{\text{max,rms}} \approx 4 \times 10^{-5}$ m

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

sound particle velocity

sound particle velocity $\vec{v}(t)$:

$$|\vec{v}(t)| = \frac{d\zeta}{dt}$$

- sound particle velocity is a vector and points into direction of propagation

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

sound particle velocity: typical numerical values

- normal speech in 1 m: $v_{\text{typ,rms}} \approx 2.5 \times 10^{-4}$ m/s
- hearing threshold at 1 kHz: $v_{\text{min,rms}} \approx 5 \times 10^{-8}$ m/s
- threshold of pain of the ear: $v_{\text{max,rms}} \approx 0.25$ m/s

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

sound intensity

- sound intensity describes the energy transport of a sound wave:
  - energy per second (= power) through an area of 1 m^2 (perpendicular to propagation direction)
- sound intensity is a vector that points in the direction of the sound particle velocity

average sound intensity $|\vec{I}|$:

$$|\vec{I}| = \overline{pv} \qquad [W/m^2]$$

note: phase between p and v is relevant!

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

sound power

average sound power W through an area S:

$$W = \int_S \vec{I} \cdot \mathrm{d}\vec{S} \qquad [W]$$

integrand:
dot product of the intensity vector $\vec{I}$ and the surface normal of the area element $\mathrm{d}\vec{S}$

if the area S encapsules a source completely, the sound power corresponds to the sound power of the source

$\rightarrow$ demo: sound power

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

sound power

typical sound power values:

	sound power [W]
human voice normal	7×10^{-6}
human voice max.	2×10^{-3}
violin, fortissimo	1×10^{-3}
loudspeaker (10 W el.)	0.1
jackhammer	1
organ, fortissimo	10
orchestra (75 instruments)	70
air plane Boeing 747	6'000
air plane FA-18	200'000

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

impedance

acoustic impedance Z:

$$Z = \frac{\check{p}}{\check{v}}$$

- $\check{p}, \check{v}$: complex amplitudes (pointer representation) contain
  - information about amplitude *and*
  - information about phase
- Z is usually a complex quantity with non-vanishing imaginary part

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

volume velocity

volume velocity Q:

$$Q = \int_S \vec{v} \cdot \mathrm{d}\vec{S}$$

integrand:
dot product of sound particle velocity and the surface normal of the area element $\mathrm{d}\vec{S}$

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

basic equations

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

wave equation

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

wave equation

- $\rightarrow$ differential equation describing propagation of waves
- compact description of the physics of sound fields

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

wave equation: derivation

- finding: seeking for formulations that describe the relations between sound pressure and sound particle velocity
  - step 1: formulation of consequences of sound pressure for sound particle velocity
  - step 2: formulation of consequences of sound particle velocity for sound pressure
  - step 3: compilation

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

wave equation: $p \rightarrow \vec{v}$

on the sides of the cube $\Delta l \cdot \Delta l \cdot \Delta l$, p is given. Consequences for $\vec{v}$?

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

wave equation: $p \rightarrow \vec{v}$

- fundamental physical relation: Newton: $F_{\text{res}} = m \cdot a$
  - $F \leftrightarrow p$
  - $a \leftrightarrow \vec{v}$

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

wave equation: $p \rightarrow \vec{v}$

$$F_{\text{res}} = ma$$

in x-direction:

$$\Delta l^2 (p_{x0} - p_{x1}) = m \frac{\Delta v_x}{\Delta t}$$

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

wave equation: $p \rightarrow \vec{v}$

$$m = \Delta l^3 \cdot \rho_0$$

$$\Delta l^2 (p_{x0} - p_{x1}) = \Delta l^3 \cdot \rho_0 \frac{\Delta v_x}{\Delta t}$$

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

wave equation: $p \rightarrow \vec{v}$

$$\Delta l^2 (p_{x0} - p_{x1}) = \Delta l^3 \cdot \rho_0 \frac{\Delta v_x}{\Delta t} \qquad | : \Delta l^3$$

$$\frac{p_{x0} - p_{x1}}{\Delta l} = \rho_0 \frac{\Delta v_x}{\Delta t}$$

$$\frac{\partial p}{\partial x} = -\rho_0 \frac{\partial v_x}{\partial t}, \quad \frac{\partial p}{\partial y} = -\rho_0 \frac{\partial v_y}{\partial t}, \quad \frac{\partial p}{\partial z} = -\rho_0 \frac{\partial v_z}{\partial t}$$

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

wave equation: $\vec{v} \rightarrow p$

on the sides of the cube $\Delta l \cdot \Delta l \cdot \Delta l$, $\vec{v}$ is given. Consequences for p?

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

wave equation: $\vec{v} \rightarrow p$

- fundamental physical relation: (adiabatic processes): Poisson's law: $P \cdot V^{\kappa} = constant$
  - $\Delta P \leftrightarrow p$
  - $\Delta V \leftrightarrow \vec{v}$

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

wave equation: $\vec{v} \rightarrow p$

- question to pose: consequences of *small* change in volume
- change in volume $\Delta V \leftrightarrow$ change in pressure ΔP?
- *small changes* $\rightarrow$ linearization of Poisson's law

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

wave equation: $\vec{v} \rightarrow p$

Poisson's law reformulated:

$$(P_0 + \Delta P)(V_0 + \Delta V)^\kappa = P_0 V_0^\kappa$$

first term:

$$P_0 + \Delta P = P_0 \left(1 + \frac{\Delta P}{P_0}\right)$$

second term (ignoring the high order contributions of the series):

$$(V_0 + \Delta V)^\kappa \approx V_0^\kappa + \Delta V \kappa V_0^{\kappa-1} = V_0^\kappa \left(1 + \kappa \frac{\Delta V}{V_0}\right)$$

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

wave equation: $\vec{v} \rightarrow p$

approximation inserted in Poisson's law:

$$P_0 \left(1 + \frac{\Delta P}{P_0}\right) V_0^\kappa \left(1 + \kappa \frac{\Delta V}{V_0}\right) \approx P_0 V_0^\kappa$$

$$\left(1 + \frac{\Delta P}{P_0}\right) \left(1 + \kappa \frac{\Delta V}{V_0}\right) \approx 1$$

$$\frac{\Delta P}{P_0} \approx -\kappa \frac{\Delta V}{V_0} - \kappa \frac{\Delta P}{P_0} \frac{\Delta V}{V_0}$$

$\Delta P \cdot \Delta V$ is very small, $\rightarrow$

$$\frac{\Delta P}{P_0} \approx -\kappa \frac{\Delta V}{V_0}$$

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

wave equation: $\vec{v} \rightarrow p$

- search for change ΔV in volume caused by $\vec{v}$
- inserted in linearized form of Poisson's law $\rightarrow \Delta P$

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

wave equation: $\vec{v} \rightarrow p$

volume at time t: $$V(t) = \Delta l^3$$

volume at time $t + \Delta t$:

$$V(t + \Delta t) = [\Delta l + \Delta t(v_{x1} - v_{x0})] \cdot$$
$$\cdot [\Delta l + \Delta t(v_{y1} - v_{y0})] \cdot [\Delta l + \Delta t(v_{z1} - v_{z0})]$$

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

wave equation: $\vec{v} \rightarrow p$

$$V(t+\Delta t) \approx \Delta l^3 + \Delta l^2 \Delta t (v_{x1} - v_{x0}) + \\ + \Delta l^2 \Delta t (v_{y1} - v_{y0}) + \Delta l^2 \Delta t (v_{z1} - v_{z0})$$

change in volume during Δt:

$$\Delta V = V(t+\Delta t) - V(t) \approx \Delta l^2 \Delta t (v_{x1} - v_{x0}) + \\ + \Delta l^2 \Delta t (v_{y1} - v_{y0}) + \Delta l^2 \Delta t (v_{z1} - v_{z0})$$

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

wave equation: $\vec{v} \rightarrow p$

inserted in $\frac{\Delta P}{P_0} \approx -\kappa \frac{\Delta V}{V_0}$:

$$\Delta P \approx \frac{-\kappa P_0}{\Delta l^3} \left[\Delta l^2 \Delta t (v_{x1} - v_{x0}) + \right.$$
$$\left. + \Delta l^2 \Delta t (v_{y1} - v_{y0}) + \Delta l^2 \Delta t (v_{z1} - v_{z0}) \right]$$

$$\frac{\Delta P}{\Delta t} \approx -\kappa P_0 \left(\frac{v_{x1} - v_{x0}}{\Delta l} + \frac{v_{y1} - v_{y0}}{\Delta l} + \frac{v_{z1} - v_{z0}}{\Delta l} \right)$$

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

wave equation: $\vec{v} \rightarrow p$

$$\frac{\Delta P}{\Delta t} = -\kappa P_0 \left(\frac{v_{x1} - v_{x0}}{\Delta l} + \frac{v_{y1} - v_{y0}}{\Delta l} + \frac{v_{z1} - v_{z0}}{\Delta l} \right)$$

$$\frac{\partial p}{\partial t} = -\kappa P_0 \left(\frac{\partial v_x}{\partial x} + \frac{\partial v_y}{\partial y} + \frac{\partial v_z}{\partial z} \right)$$

$$\frac{\partial p}{\partial t} = -\kappa P_0 \mathrm{div}(\vec{v})$$

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

wave equation: compilation

$$A1: \quad \frac{\partial p}{\partial x} = -\rho_0 \frac{\partial v_x}{\partial t}$$

$$A2: \quad \frac{\partial p}{\partial y} = -\rho_0 \frac{\partial v_y}{\partial t}$$

$$A3: \quad \frac{\partial p}{\partial z} = -\rho_0 \frac{\partial v_z}{\partial t}$$

$$B: \quad \frac{\partial p}{\partial t} = -\kappa P_0 \left(\frac{\partial v_x}{\partial x} + \frac{\partial v_y}{\partial y} + \frac{\partial v_z}{\partial z} \right)$$

- derivative of Eq. A relative to x, y, z
- derivative of Eq. B relative to t

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

wave equation: compilation

derivatives of Eq. A relative to x, y, z:

$$A1: \quad \rightarrow \frac{\partial^2 p}{\partial x^2} = -\rho_0 \frac{\partial^2 v_x}{\partial t \partial x} =^{*)} -\rho_0 \frac{\partial^2 v_x}{\partial x \partial t}$$

$$A2: \quad \rightarrow \frac{\partial^2 p}{\partial y^2} = -\rho_0 \frac{\partial^2 v_y}{\partial t \partial y} =^{*)} -\rho_0 \frac{\partial^2 v_y}{\partial y \partial t}$$

$$A3: \quad \rightarrow \frac{\partial^2 p}{\partial z^2} = -\rho_0 \frac{\partial^2 v_z}{\partial t \partial z} =^{*)} -\rho_0 \frac{\partial^2 v_z}{\partial z \partial t}$$

*) theorem of Schwarz

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

wave equation: compilation

derivative of Eq. B relative to t:

$$B: \quad \rightarrow \frac{\partial^2 p}{\partial t^2} = -\kappa P_0 \left(\frac{\partial^2 v_x}{\partial x \partial t} + \frac{\partial^2 v_y}{\partial y \partial t} + \frac{\partial^2 v_z}{\partial z \partial t} \right)$$

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

wave equation: compilation

inserted $\rightarrow$ wave equation:

$$\frac{\partial^2 p}{\partial t^2} = \frac{\kappa P_0}{\rho_0}\left(\frac{\partial^2 p}{\partial x^2} + \frac{\partial^2 p}{\partial y^2} + \frac{\partial^2 p}{\partial z^2}\right)$$

or

$$\frac{\partial^2 p}{\partial x^2} + \frac{\partial^2 p}{\partial y^2} + \frac{\partial^2 p}{\partial z^2} = \frac{\rho_0}{\kappa P_0}\frac{\partial^2 p}{\partial t^2}$$

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

wave equation

wave equation:

- is the fundamental equation for the description of sound fields
- has to be fulfilled for each field point in time and space
- specification of specific problem introduces *boundary conditions*
- solution of a concrete sound field problem:
  - search sound pressure field $p(x, y, z, t)$, that fulfills:
    - the wave equation
    - all boundary conditions
- note: wave equation made use of the linearized Poisson equation $\Rightarrow$ not valid for large amplitudes!!

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

speed of sound

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

speed of sound

- sound field distortion propagates with the speed of sound c
- assumption: one-dimensional propagation: $p = f(x - ct)$ with f: arbitrary function

inserted in equation from above yields:

$$c = \sqrt{\kappa \frac{P_0}{\rho_0}}$$

temperature dependency of c:

$$c \approx 343.2 \sqrt{\frac{T}{293}}$$

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

speed of sound: wave equation

insertion of c in wave equation:

$$\frac{\partial^2 p}{\partial x^2} + \frac{\partial^2 p}{\partial y^2} + \frac{\partial^2 p}{\partial z^2} = \frac{1}{c^2}\frac{\partial^2 p}{\partial t^2}$$

or

$$\triangle p = \frac{1}{c^2}\frac{\partial^2 p}{\partial t^2}$$

where
$\triangle p$: three-dimensional Laplace operator

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

Helmholtz equation

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

sinusoidal waves

- waves with sinusoidal time and space dependency are of special importance in the discussion of theoretical problems
- characterization:
  - amplitude
  - period length T or frequency $f = 1/T$, or angular frequency $\omega = 2\pi f$
  - wave length λ or wave number $k = 2\pi/\lambda$

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

sinusoidal waves

relation between λ, f, k, ω:

$$\lambda = \frac{c}{f}$$
$$k = \frac{\omega}{c}$$

frequency f	wave length λ
100 Hz	3.4 m
1 kHz	34 cm
10 kHz	3.4 cm

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

sinusoidal waves: Helmholtz equation

complex writing for sinusoidal oscillations:

$$\underline{p}(location, t) = \check{p}(location) \cdot e^{j\omega t}$$

where:
$\check{p}$: p,check
$\check{p}(location)$: complex, location dependent amplitude function
$e^{j\omega t}$: oscillation term

calculate $\triangle \underline{p}$ and $\frac{\partial^2 \underline{p}}{\partial t^2}$:

$$\triangle \underline{p} = \triangle \check{p} e^{j\omega t}$$

$$\frac{\partial^2 \underline{p}}{\partial t^2} = -\omega^2 \check{p} e^{j\omega t}$$

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

sinusoidal waves: Helmholtz equation

inserted in the wave equation:

$$\triangle p = \frac{1}{c^2}\frac{\partial^2 p}{\partial t^2}$$

yields the Helmholtz equation:

$$\triangle \check{p} + \frac{\omega^2}{c^2}\check{p} = 0$$

complex amplitude function $\check{p}$ is exclusively a function of location $\rightarrow$ *no explicit time variable*.

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

types of waves

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

plane waves

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

plane waves

plane waves:

- excitation by a plane surface
- propagation in one direction only
- wave fronts = plane surfaces
- sound field variables p and $\vec{v}$ depend on one coordinate only
- no divergence in space
- example:
  - excitation by a piston in a tube

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

plane waves

plane waves have to fulfill the one-dimensional wave equation:

$$\frac{\partial^2 p}{\partial x^2} = \frac{1}{c^2}\frac{\partial^2 p}{\partial t^2}$$

It can be shown that all solutions $p(x,t)$ have the form

$$p(x,t) = \mathrm{f}(ct \pm x)$$

where:
$\mathrm{f}(ct - x)$: wave traveling in positive x-direction ($\rightarrow$ right)
$\mathrm{f}(ct + x)$: wave traveling in negative x-direction ($\rightarrow$ left)

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

plane waves

sinusoidal plane wave (sound pressure) in x-direction in complex representation:

$$\underline{p}(x,t) = \hat{p} e^{j(-kx+\phi)} e^{j\omega t}$$

where
$\hat{p}$: amplitude of the wave
ϕ: constant phase term

assumption for sound particle velocity:

$$\underline{v}_x(x,t) = \check{v}_x e^{j\omega t}$$

where
$\check{v}_x$: complex, location dependent amplitude function

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

plane waves

inserted in

$$\frac{\partial p}{\partial x} = -\rho_0 \frac{\partial v_x}{\partial t} \qquad \text{Newton}$$

yields:

$$\underline{v}_x(x,t) = \frac{1}{\rho c}\underline{p}(x,t)$$

sound pressure and sound particle velocity are in phase, the ratio of their amplitudes (impedance) is

$$Z_0 = \rho c$$

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

spherical waves

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

spherical waves

spherical waves:

- excited by a point source
- propagate radially in all directions
- wave fronts are spherical surfaces
- due to symmetry reasons $\rightarrow$ p and $\vec{v}$ depend on radius only
- divergence in space
- example:
  - radiation by a pulsating sphere

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

spherical waves

guess for sound pressure p as function of radius r:

$$\underline{p}(r,t) = \frac{1}{r} \cdot \underline{p}_{\text{plane.wave}} = \frac{1}{r}\hat{p}e^{j(-kr+\phi)}e^{j\omega t}$$

verification with help of the Helmholtz equation in spherical coordinates:

$$\frac{\partial^2 \check{p}}{\partial r^2} + \frac{2}{r}\frac{\partial \check{p}}{\partial r} + k^2\check{p} = 0$$

insertion $\rightarrow$ o.k.

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

spherical waves

with

$$\frac{\partial p}{\partial x} = -\rho_0 \frac{\partial v_x}{\partial t} \qquad \text{Newton}$$

the sound particle velocity in radial direction is found as:

$$\underline{v}_r(r,t) = \underline{p}(r,t)\left(\frac{1}{\rho c} + \frac{1}{j\omega\rho r}\right)$$

for the impedance Z_s follows

$$Z_s = \rho c \frac{jkr}{1 + jkr}$$

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

spherical waves

impedance:

- proximity effect for sound particle velocity sensors (e.g. cardioid microphones)
- $r \to \infty \Rightarrow Z_{\text{spherical.wave}} = Z_{\text{plane.wave}}$

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

sound pressure and sound power of a point source

sound power W of an omnidirectional point source:

$$W = \int_S \vec{I} \mathrm{d}\vec{S}$$

if S is the surface of a sphere with radius r, $|\vec{I}(r)|$ is constant:

$$W = I(r) 4\pi r^2$$

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

sound pressure and sound power of a point source

the intensity $I(r)$ in distance r (in the far field) is:

$$I(r) = p_{\text{rms}}(r) v_{\text{rms}}(r)$$

in the far field holds:

$$Z = \frac{p(r)}{v(r)} = \rho_0 c$$

and therefore:

$$v(r) = \frac{p(r)}{\rho_0 c}$$

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

sound pressure and sound power of a point source

everything inserted:

$$W = \frac{p_{\text{rms}}^2(r)}{\rho_0 c} 4\pi r^2$$

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

cylindrical waves

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

cylindrical waves

cylindrical waves:

- line source
- propagate radially perpendicular to the line source
- wave fronts are cylinder surfaces
- due to symmetry $\rightarrow$ p and $\vec{v}$ depend on radius only
- divergence in space
- example:
  - corona noise of a high voltage power line

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

cylindrical waves

guess for sound pressure p as a function of radius r:

$$\underline{p}(r,t) = \frac{1}{\sqrt{r}} \cdot \underline{p}_{\text{planewave}} = \frac{1}{\sqrt{r}} \hat{p} e^{j(-kr+\phi)} e^{j\omega t}$$

verification with help of the Helmholtz equation in cylindrical coordinates

similar impedance curve as for spherical waves, near-field / far-field transition for somewhat smaller kr values.

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

overview: wave types

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

overview: wave types

	plane wave	spherical wave	cylindrical wave
p	const	$\sim \frac{1}{r}$	$\sim \frac{1}{\sqrt{r}}$
Z	ρc	near/far	near/far

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

superposition of point sources

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

superposition of point sources

- determination of total sound pressure stemming from several point sources
- application of the superposition principle (linear acoustics assumed)
- coherent sources:
  - phase sensitive addition of sound pressure and sound particle velocity
  - $\underline{p}_{\text{tot}} = \sum_{i=1}^{N} \underline{p}_i$
  - $\rightarrow$ constructive and destructive interference possible
- incoherent sources:
  - energetic summation $\rightarrow$ sum of the mean square values of sound pressure or sound particle velocity
  - $p^2_{\text{rms,tot}} = \sum_{i=1}^{N} p^2_{rms,i}$

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

superposition of point sources

- examples of coherent point sources?
- examples of incoherent point sources?

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

superposition of point sources

- examples of coherent sources:
  - several transformers that emit 100 Hz due to magnetostriction
  - a pair of stereo loudspeakers emitting the same signal
- examples of incoherent sources
  - several machines in a factory building
  - cars on a road

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

incoherent point sources

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

incoherent point sources along a straight line

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

infinite line of incoherent point sources

situation:

contribution of source n:

$$p_{\mathrm{rms},n}^2 = \frac{K}{a^2 + (nd)^2}$$

where

K: constant to describe the source strength

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

infinite line of incoherent point sources

superposition of all contributions:

$$p_{\mathrm{rms,tot}}^2 = \sum_{n=-\infty}^{+\infty} p_{\mathrm{rms},n}^2 = K \frac{1}{d^2} \sum_{n=-\infty}^{+\infty} \frac{1}{\frac{a^2}{d^2} + n^2}$$

with:

$$\coth x = \frac{1}{x} + \frac{2x}{\pi^2} \sum_{n=1}^{+\infty} \frac{1}{\frac{x^2}{\pi^2} + n^2}$$

follows:

$$p_{\mathrm{rms,tot}}^2 = \frac{K}{d^2} \frac{\pi d}{a} \coth\left(\frac{\pi a}{d}\right) = \frac{K\pi}{ad} \coth\left(\frac{\pi a}{d}\right)$$

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

infinite line of incoherent point sources

discussion $\rightarrow$ two cases:

- $\frac{\pi a}{d}$ small ($\rightarrow$ small distances)
  - $\coth\left(\frac{\pi a}{d}\right) \approx \frac{d}{\pi a}$
  - $p^2_{\text{rms,tot}} \approx \frac{K}{a^2}$
  - $p_{\text{rms,tot}} \approx \frac{\sqrt{K}}{a}$
  - spherical wave behavior
- $\frac{\pi a}{d}$ large ($\rightarrow$ large distances)
  - $\coth\left(\frac{\pi a}{d}\right) \approx 1$
  - $p^2_{\text{rms,tot}} \approx \frac{K\pi}{ad}$
  - $p_{\text{rms,tot}} \approx \sqrt{\frac{K\pi}{d}}\frac{1}{\sqrt{a}}$
  - cylindrical wave behavior

transition (both approximations identical):

$$a = \frac{d}{\pi}$$

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

incoherent point sources distributed over an area

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

area of incoherent point sources

situation:

- incoherent point sources spread over a rectangular area
  - length: L
  - width: B

sound pressure as a function of distance a:

$a < B/\pi$	behavior of a plane wave
$B/\pi < a < L/\pi$	behavior of a cylindrical wave
$L/\pi < a$	behavior of a spherical wave

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

coherent point sources along a straight line

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

infinite line of coherent point sources

- phase sensitive addition
- simplified calculation with help of Fresnel zones (sections with path length differences $< \lambda/2$)
- result: remaining contribution stems from half of the first zone $\rightarrow$ only a small section is relevant
- for finite length line of point sources the line source behavior is valid up to large distances

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

reflection of sound waves at hard boundaries

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

reflection of sound waves

any impedance discontinuity results in a partial reflection of an incident sound wave

- specular reflection
  - occurs at plane, large and homogeneous (Z) surfaces
- diffuse reflection
  - occurs at structured or inhomogeneous (Z) surfaces
- scattering
  - occurs at small surfaces

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

specular reflection

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

specular reflection

FDTD simulation: plane surface

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

specular reflection

- plane, acoustically hard reflector $\rightarrow$ specular reflection
- reflector $\rightarrow$ boundary condition: $v_n = 0$
- solution: introduction of a mirror source:
  - reflected contribution seems to stem from the *mirror source*

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

diffuse reflection

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

diffuse reflection

FDTD simulation: structured surface

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

diffuse reflection

diffuse reflection:

- directivity often idealized according to Lambert's law:

$$I_{\text{refl.}} = I_0 \cos\phi$$

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

Doppler effect

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

Doppler effect

Doppler effect:

- shift of frequency due to movement of source or receiver
- examples:
  - vehicles passing-by
  - simultaneous radiation of low and high frequencies by a loudspeaker membrane
  - Leslie cabinets of Hammond organs

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

Doppler effect

calculation of frequency shift:

- Q: source
  - moves with speed v_Q in x-direction
  - emits a tone of frequency f_0
- E: receiver
  - at rest, in distance d under angle ϕ
  - received frequency f is searched

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

Doppler effect

- Q emits a first maximum at time $t = 0$
  - arrival at the receiver at time $t = d/c$
- Q' emits a second maximum at $t = 1/f_0$
  - arrival at the receiver at $t = 1/f_0 + d'/c$

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

Doppler effect

time interval T between the two maxima at the receiver:

$$T = \left(\frac{1}{f_0} + \frac{d'}{c}\right) - \frac{d}{c}$$

frequency f at the receiver

$$f = \frac{1}{T} = \frac{1}{\frac{1}{f_0} - \frac{d-d'}{c}}$$

with d':

$$d' = \sqrt{d^2 - 2dv_Q T_0 \cos\phi + v_Q^2 T_0^2}$$

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

Doppler effect

for $\phi = 0$ the formula simplifies to:

$$d' = d - v_Q T_0$$

and the frequency at the receiver becomes:

$$f = f_0 \frac{c}{c - v_Q}$$

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

sonic boom

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

sonic boom

- sonic boom generated by sources with speed $v > c$
- examples:
  - air planes
  - projectiles
- high signal amplitudes due to wave front steepening

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

sonic boom: Mach's cone

$$\sin\alpha = \frac{c}{v}$$

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

standing waves

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

standing waves

perfect standing waves occur in case of:

- superposition of plane waves traveling in opposite directions with
  - equal frequency
  - equal amplitude

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

standing waves

wave 1 $\rightarrow$: $\underline{p}_1(x,t) = \hat{p}e^{j(\omega t - kx)}$

wave 2 $\leftarrow$: $\underline{p}_2(x,t) = \hat{p}e^{j(\omega t + kx)}$

$$\begin{aligned}
\underline{p}_{\text{tot}}(x,t) &= \underline{p}_1(x,t) + \underline{p}_2(x,t) \\
&= \hat{p}e^{j\omega t}\left(e^{-jkx} + e^{jkx}\right) \\
&= \hat{p}e^{j\omega t}\left(\cos(-kx) + j\sin(-kx) + \right. \\
&\quad \left. + \cos(kx) + j\sin(kx)\right) \\
&= \hat{p}e^{j\omega t}2\cos(kx)
\end{aligned}$$

- no longer a propagating wave
- harmonic oscillation with local $\cos(kx)$-modulation
  - maxima
  - minima

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

standing waves

example: plane wave is reflected at a hard surface (sound pressure is shown):

movement of sound particles:

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

standing waves: $\lambda/4$ resonator

standing wave in front of a hard reflector
sound pressure:

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

standing waves: $\lambda/4$ resonator

tube open on one side, close on the other side:

- tube forces a pressure minimum at the open end
- introduces a local sound field discontinuity
- equalization by strong pressure increase inside the tube

example: maximum sensitivity of the human ear between 3. . .4 kHz due to a $\frac{\lambda}{4}$ resonance of the ear canal.

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

diffraction phenomena

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

diffraction phenomena

- sound waves are bent around corners (diffracted)
- sound reaches a receiver even in case of interrupted sight line
- diffraction process corresponds to low-pass filtering

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

diffraction phenomena: Maekawa's formula

attenuation A_H due to an obstacle:

$$A_H = 10 \log \left(3 + 20 \frac{z}{\lambda/2} \right) \qquad [\text{dB}]$$

where
λ: wavelength
z: path length difference source - edge of the barrier - receiver and source - receiver $z = d_1 + d_2 - d$

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

dB-scale
level quantities

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

dB-scale: level quantities

dB-scale:

$$\text{level} = 10 \cdot \log\left(\frac{\text{powerX}}{\text{powerY}}\right) \quad [\text{dB}]$$

acoustical quantities proportional to power:

- sound pressure square p^2
- sound particle velocity square v^2
- sound intensity I
- sound power W

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

dB-scale: level quantities

applications of the dB-scale:

- comparison of quantities
  - e.g. quantity X is 3 dB larger than quantity Y
- expression in relation to a reference
  - sound pressure level $L_p = 10 \cdot \log \left(\frac{p}{2 \cdot 10^{-5}\mathrm{Pa}}\right)^2$
  - sound intensity level $L_I = 10 \cdot \log \left(\frac{I}{10^{-12}\mathrm{W/m^2}}\right)$
  - sound power level $L_W = 10 \cdot \log \left(\frac{W}{10^{-12}\mathrm{W}}\right)$
  - for plane waves: $L_p \approx L_I$

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

dB-scale: level quantities

consequences of the dB-scale:

- multiplication of quantities corresponds to an addition in the dB-scale
  - example: amplification of the power by a factor 2 corresponds to a level increase +3 dB
- audible range is mapped onto the sound pressure level interval L_p: 0...120 dB
- constant loudness variation corresponds to a constant dB step

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

dB-scale: level quantities

subtlety of the dB-scale:

0dB, +1dB, 0dB, +3dB, 0dB, +6dB, 0dB, +10dB, 0dB

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

dB-scale: level quantities

subtlety of the dB-scale:

level difference	perception
< 2 dB	not audible
2. . .4 dB	just audible
5. . .10 dB	clearly audible
> 10 dB	very convincing

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

dB-scale: level quantities

typical sound pressure level values:

sound source	sound pressure level
speech in 2 m	60 dB
road traffic in 10 m *	70 dB
air plane in 100 m	120 dB

* 1000 vehicles/h, 80 km/h

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

dB-scale: level quantities

calculations with decibel quantities:

- caution: logarithmic quantity
- multiplication of underlying physical quantities $\rightarrow$ addition of dB quantities
- summation of underlying physical quantities $\rightarrow$ addition of the linear quantities
  - $L_{W,tot} = 10 \log \left(10^{0.1 L_{W1}} + 10^{0.1 L_{W2}}\right)$

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

dB-scale: level quantities

calculations with decibel quantities: important values of the $\log_{10}$ function:

a	$\log(a)$	$10\log(a)$	$10\log(a^2)$
0.01	-2	-20	-40
0.1	-1	-10	-20
0.5	$\approx$ -0.3	$\approx$ -3	$\approx$ -6
1	0	0	0
2	$\approx$ 0.3	$\approx$ 3	$\approx$ 6
3	$\approx$ 0.5	$\approx$ 5	$\approx$ 10
10	1	10	20
100	2	20	40
1000	3	30	60
10000	4	40	80

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

distance dependency of prototype waves in dB scale

sound pressure or intensity variation for a doubling of distance:

	plane wave	spherical wave	cylindrical wave
ΔL	0 dB	-6 dB	-3 dB

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

signal prototypes

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

pure tone: time course and spectrum

pure tone 440 Hz

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

complex tonal sound: time course and spectrum

complex tonal sound 440 Hz + 3. + 5. harmonic

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

white noise: time course and spectrum

white noise

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

pink noise: time course and spectrum

pink noise

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

500 Hz octave band filtered noise: time course and spectrum

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

500 Hz third octave band filtered noise: time course and spectrum

sweeping third octave band noise

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

bang: time course and spectrum

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

tone burst: time course and spectrum

bursts 440 Hz: 1, 2, 4, 8, 16, 32, 64, 128, 256 cycles

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

sweep: time course

sinus sweep

introduction
sound wave phenomena
special topics in acoustics
history of acoustics
basic quantities
basic equations
wave equation
speed of sound
Helmholtz equation
types of waves
plane waves
spherical waves
cylindrical waves
superposition of point sources
reflection
specular reflection
Diffuse Reflexion
Doppler effect
sonic boom
standing waves
diffraction
dB-scale
signal prototypes

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