

Group	Category	Term	Definition	Characteristics/Range	Relevance to Home/Harassment	Safety/Lethality Score	Medical/Psychological Dangers
Audio/Sound	Noise Types	Green Noise	Mid-range frequency noise.	500Hz-2kHz focus.	Ambient nature sound. Generally less harassing, used for masking.	1-2 (Low)	Minimal direct harm. Relaxation or mild annoyance.
Audio/Sound	Noise Types	Black Noise	Silence or noise with a 1/f ² beta spectrum (beta > 2).	Near silence or erratic spikes.	Sudden drops in pressure or 'dead' silence can be disorienting.	1-2 (Low)	Minimal direct harm. Relaxation or mild annoyance.
Audio/Sound	Sound Spectrum	Audible Sound	Standard hearing range.	20 Hz - 20 kHz.	Standard speech and music range.	1-5 (Variable)	Depends on dB level. General hearing loss risk.
Perception/Health	Bio-Effects	Vibroacoustic Disease	Pathology from long-term low freq noise.	Tissue thickening.	Health consequence of chronic infrasound.	10 (Critical)	Thickening of cardiac structures, autoimmune issues.
Perception/Health	Bio-Effects	Whole Body Vibration	Shaking of entire body.	0.5 Hz - 80 Hz.	Nausea, fatigue, back pain.	10 (Critical)	Physiological degradation, hormonal imbalance (cortisol).
Perception/Health	Bio-Effects	Visceral Resonance	Internal organs vibrating.	5 Hz - 20 Hz.	Eyeballs (18Hz). Chest wall (60Hz).	10 (Critical)	Internal organ damage, internal bleeding (extreme theoretical), severe nausea.
Perception/Health	Bio-Effects	Sleep Architecture Disruption	Noise affecting sleep stages.	REM/Deep sleep.	Chronic fatigue, brain fog.	10 (Critical)	Physiological degradation, hormonal imbalance (cortisol).
Perception/Health	Bio-Effects	Startle Reflex	Involuntary reaction to sudden noise.	Brainstem.	Increased cortisol, heart rate.	10 (Critical)	Physiological degradation, hormonal imbalance (cortisol).
Perception/Health	Bio-Effects	Threshold Shift (TTS/PTS)	Hearing loss.	dB level.	Temporary or permanent damage from loud noise.	10 (Critical)	Physiological degradation, hormonal imbalance (cortisol).
EMF/Signal	Electromagnetics	Mains Hum	Electrical grid noise.	50/60 Hz.	Constant drone.	2-4 (Low)	Interference, annoyance.
EMF/Signal	Electromagnetics	EMI (Electromagnetic Interference)	Induction into circuits.	Broadband.	Buzzing in speakers.	2-4 (Low)	Interference, annoyance.
EMF/Signal	Electromagnetics	RFI (Radio Frequency Interference)	Radio affecting electronics.	High freq.	Hearing radio stations in powered speakers.	2-4 (Low)	Interference, annoyance.
EMF/Signal	Electromagnetics	Ground Loop	Current between ground points.	Hum.	Loud buzzing in audio gear.	2-4 (Low)	Interference, annoyance.
EMF/Signal	Electromagnetics	Carrier Wave	Modulated transport wave.	RF/Ultrasonic.	Hidden audio transport.	2-4 (Low)	Interference, annoyance.
EMF/Signal	Electromagnetics	Amplitude Modulation (AM)	Volume modulation.	Envelope.	Encoding audio.	2-4 (Low)	Interference, annoyance.
EMF/Signal	Electromagnetics	Frequency Modulation (FM)	Pitch modulation.	Vibrato.	Encoding audio.	2-4 (Low)	Interference, annoyance.
EMF/Signal	Electromagnetics	Demodulation	Extracting audio from carrier.	Detection.	Hearing the message.	2-4 (Low)	Interference, annoyance.
EMF/Signal	Electromagnetics	Heterodyning	Mixing freqs to create new ones.	Beat freqs.	Shifting ultrasound down to audible range.	2-4 (Low)	Interference, annoyance.
Audio/Sound	Waveforms	Sine Wave	Purest waveform, single frequency.	No harmonics.	Tinnitus-like tone. Electrical mains hum (pure).	3-5 (Moderate)	Psychological distress. Square/Saw waves are harsher and cause faster fatigue than Sine.
Audio/Sound	Waveforms	Square Wave	Alternating instantaneous high/low.	Odd harmonics (harsh).	Digital alarms, aggressive buzzing.	3-5 (Moderate)	Psychological distress. Square/Saw waves are harsher and cause faster fatigue than Sine.
Audio/Sound	Waveforms	Triangle Wave	Linear rise and fall.	Odd harmonics (softer).	Flute-like alarm. Softer than square.	3-5 (Moderate)	Psychological distress. Square/Saw waves are harsher and cause faster fatigue than Sine.
Audio/Sound	Waveforms	Sawtooth Wave	Ramp up and sharp drop.	All harmonics (buzzy).	Motor/engine sounds, electric buzzing.	3-5 (Moderate)	Psychological distress. Square/Saw waves are harsher and cause faster fatigue than Sine.
Audio/Sound	Waveforms	Pulse Wave	Rectangular wave with variable width.	Variable harmonics.	Switching noise, digital data streams.	3-5 (Moderate)	Psychological distress. Square/Saw waves are harsher and cause faster fatigue than Sine.
Audio/Sound	Waveforms	PWM (Pulse Width Modulation)	Encoding analog signal into pulse widths.	Duty cycle variation.	Motor controllers, LED dimmers (can sing/whine).	3-5 (Moderate)	Psychological distress. Square/Saw waves are harsher and cause faster fatigue than Sine.
Audio/Sound	Waveforms	Complex Waveform	Combination of multiple simple waves.	Varied.	Real-world sounds (speech, music).	3-5 (Moderate)	Psychological distress. Square/Saw waves are harsher and cause faster fatigue than Sine.
Audio/Sound	Waveforms	Chirp	Signal in which frequency increases/decreases with time.	Sweeping freq.	Radar, sonar, testing room acoustics (sweeps).	3-5 (Moderate)	Psychological distress. Square/Saw waves are harsher and cause faster fatigue than Sine.
Hardware	Emitters	Tweeter	High frequency speaker.	2k-20k Hz.	Piercing highs.	3-5 (Moderate)	General noise source.
Hardware	Emitters	Signal Generator	Creates electronic waveforms.	Synth.	Source of test tones/harassment.	3-5 (Moderate)	General noise source.
Hardware	Emitters	Piezo Buzzer	Cheap high-pitch emitter.	Resonant.	Annoying beeps in hidden devices.	3-5 (Moderate)	General noise source.
Audio/Sound	Noise Types	White Noise	Random signal with equal intensity at constant bandwidth.	Flat spectrum.	Masking, static hiss. Can cause fatigue/disorientation.	3-8 (Variable)	Sleep deprivation, sensory overload. Prolonged exposure can lead to psychosis (torture method).
Audio/Sound	Noise Types	Pink Noise	Equal energy per octave (1/f noise).	-3dB/octave.	Sounds like rushing water. Used for room EQ. Less harsh than white.	3-8 (Variable)	Sleep deprivation, sensory overload. Prolonged exposure can lead to psychosis (torture method).
Audio/Sound	Noise Types	Brownian (Red) Noise	Random signal mimicking Brownian motion.	-6dB/octave (Low freq bias).	Deep rumble, thunder. Hard to block; mimics heavy machinery.	3-8 (Variable)	Sleep deprivation, sensory overload. Prolonged exposure can lead to psychosis (torture method).
Audio/Sound	Noise Types	Grey Noise	Psychoacoustically modified white noise.	Equal loudness curve.	Perceived as 'flat' volume across spectrum.	3-8 (Variable)	Sleep deprivation, sensory overload. Prolonged exposure can lead to psychosis (torture method).
Audio/Sound	Noise Types	Broadband Noise	Noise distributed over a wide frequency range.	Wide spectrum.	Vacuum cleaners, HVAC airflow. General masking.	3-8 (Variable)	Sleep deprivation, sensory overload. Prolonged exposure can lead to psychosis (torture method).
Audio/Sound	Noise Types	Structure-borne Noise	Vibration transmitted through solid building elements.	Low frequency dominance.	Footsteps, impact sounds. Becomes airborne sound in the victim's room.	3-8 (Variable)	Sleep deprivation, sensory overload. Prolonged exposure can lead to psychosis (torture method).
Audio/Sound	Noise Types	Airborne Noise	Sound transmitted directly through the air.	Mid-high frequencies.	Voices, TV, music entering through windows/cracks.	3-8 (Variable)	Sleep deprivation, sensory overload. Prolonged exposure can lead to psychosis (torture method).
Audio/Sound	Noise Types	Intermittent Noise	Noise that stops and starts.	Unpredictable intervals.	Harder to habituate to than constant noise; disrupts concentration/sleep.	3-8 (Variable)	Sleep deprivation, sensory overload. Prolonged exposure can lead to psychosis (torture method).
Audio/Sound	Noise Types	Tonal Noise	Noise with a distinct pitch or hum.	Narrow bandwidth peak.	Transformer hum, whine. Highly intrusive due to constant pitch.	4-5 (Moderate)	Cognitive fatigue, headaches, difficulty concentrating.
Audio/Sound	Noise Types	Narrowband Noise	Noise concentrated in a narrow frequency range.	Limited bandwidth.	Specific whining sounds, whistling.	4-5 (Moderate)	Cognitive fatigue, headaches, difficulty concentrating.
Audio/Sound	Noise Types	Blue (Azure) Noise	Energy increases with frequency.	+3dB/octave.	Hissing, piercing. Very annoying/fatiguing.	4-6 (High Pitch)	High frequency fatigue, headaches, annoyance.
Audio/Sound	Noise Types	Violet (Purple) Noise	Differentiation of white noise.	+6dB/octave.	Extremely high pitched hiss; irritating.	4-6 (High Pitch)	High frequency fatigue, headaches, annoyance.
Audio/Sound	Sound Spectrum	Mosquito Tone	High freq tone audible to youth.	~17.4 kHz.	Used for age-specific harassment or dispersal.	4-6 (Moderate)	Age-specific harassment, severe annoyance, headaches.
Physics/Environment	Acoustics	Resonance	Tendency to vibrate at specific frequencies.	System specific.	Objects/rooms humming sympathetically.	4-6 (Moderate)	Amplification of harassment. Confusion, dizziness due to pressure nodes.
Physics/Environment	Acoustics	Standing Wave	Wave remains in constant position due to interference.	Nodes/Antinodes.	Uneven volume distribution in room (loud/quiet spots).	4-6 (Moderate)	Amplification of harassment. Confusion, dizziness due to pressure nodes.
Hardware	Emitters	Mosquito Device	Anti-loitering high freq emitter.	17kHz.	Harassment tool for youth/sensitive adults.	4-6 (Moderate)	Loitering deterrent, youth harassment.
EMF/Signal	Electromagnetics	Dirty Electricity	Voltage transients on wiring.	Harmonics.	Buzzing, biological stress.	4-6 (Moderate)	Biological stress, fatigue, association with autoimmune symptoms.
Audio/Sound	Sound Spectrum	The Hum	Persistent low-frequency invasive droning.	Variable low freq.	Source of distress; often internal or environmental resonance.	5-7 (High)	Chronic stress, sleep inability, psychological distress, 'madness' feeling.
Audio/Sound	Sound Spectrum	Sub-bass	Very low audio frequencies.	20 Hz - 60 Hz.	Felt physically in the chest/body. Thumping music/machinery.	5-7 (High)	Chest wall vibration, anxiety, sleep disruption.
Hardware	Emitters	Subwoofer	Low frequency speaker.	20-200 Hz.	Thumping, vibration source.	5-8 (High)	Source of infrasound/vibration. Structural fatigue, sleep denial.
Hardware	Emitters	Tactile Transducer (Shaker)	Vibrates surfaces directly.	Physical coupling.	Turns walls/floors into speakers.	5-8 (High)	Source of infrasound/vibration. Structural fatigue, sleep denial.
Hardware	Emitters	Bone Conduction Transducer	Transmits via skull.	Vibration.	Bypasses ears.	5-8 (High)	Source of infrasound/vibration. Structural fatigue, sleep denial.
Audio/Sound	Noise Types	Impulse Noise	Sudden bursts of high-level noise.	Short duration, high peak.	Banging, slamming, popping. Causes startle response/anxiety.	6-7 (High)	Startle reflex, cortisol spike, potential hearing damage (if > 120dB).
Audio/Sound	Sound Spectrum	Ultrasonic	Sound above human hearing threshold.	> 20 kHz.	Directional beam. Can cause headaches, ear pressure, heating.	6-8 (High)	Heating of tissue, cavitations (rare), severe headaches, nausea, tinnitus.
Audio/Sound	Sound Spectrum	Infrasound	Sound below human hearing threshold.	< 20 Hz.	Causes fear, nausea, vibration, 'ghostly' feelings. Penetrates walls.	7-9 (Severe)	Vibroacoustic disease, nausea, vertigo, internal organ resonance, anxiety/panic attacks.
Hardware	Emitters	Parametric Speaker (LRAD)	Directional ultrasound beam.	Ultrasonic carrier.	Audio Spotlight: 'Voice in head' effect.	7-9 (Severe)	Psychological terror ('hearing voices'), targeted harassment, bypassing walls.
EMF/Signal	Electromagnetics	Frey Effect (Microwave Hearing)	Pulsed RF perception.	Thermal expansion.	Clicks/buzzing inside head from RF.	8-10 (Critical)	Thermal effects on brain tissue, clicking sounds, potential neurological damage.
Audio/Sound	Sound Spectrum	Mid-Range	Frequencies most sensitive to human ear.	250 Hz - 4 kHz.	Speech intelligibility range. Most annoying range for distracting speech.	N/A	Context dependent.
Audio/Sound	Sound Spectrum	Presence Range	Frequencies providing clarity/closeness.	4 kHz - 6 kHz.	Boosts perception of a sound being 'near' or 'in the ear'.	N/A	Context dependent.
Audio/Sound	Sound Spectrum	Brilliance	High frequency harmonics.	6 kHz - 20 kHz.	Adds 'air' or hiss to sounds.	N/A	Context dependent.
Hardware	Receivers/Detectors	Condenser Microphone	Sensitive, accurate mic.	High fidelity.	Good for recording evidence.	N/A (Info)	Tool/Concept for proving or disproving danger.
Hardware	Receivers/Detectors	Dynamic Microphone	Rugged mic.	Lower sensitivity.	Less likely to pick up subtle distant noise.	N/A (Info)	Tool/Concept for proving or disproving danger.
Hardware	Receivers/Detectors	Contact Microphone	Senses vibration in solids.	Piezo element.	Detects wall vibrations not audible in air.	N/A (Info)	Tool/Concept for proving or disproving danger.
Hardware	Receivers/Detectors	Accelerometer	Measures physical vibration/g-force.	Vibration sensor.	Proving floor/wall shaking.	N/A (Info)	Tool/Concept for proving or disproving danger.
Hardware	Receivers/Detectors	Geophone	Earthquake/ground sensor.	Seismic.	Detecting extremely low freq earth/structure vibration.	N/A (Info)	Tool/Concept for proving or disproving danger.
Hardware	Receivers/Detectors	Parabolic Mic	Focused long-range mic.	Dish reflector.	Spying/Listening from distance.	N/A (Info)	Tool/Concept for proving or disproving danger.
Hardware	Receivers/Detectors	Laser Doppler Vibrometer	Measures surface vibration with laser.	Optical.	Remote listening to window vibrations.	N/A (Info)	Tool/Concept for proving or disproving danger.

Hardware	Receivers/Detectors	RF Detector	Detects radio signals.	EMF.	Finding hidden bugs or transmission sources.	N/A (Info)	Tool/Concept for proving or disproving danger.
Context	Legal/Investigative	Quiet Enjoyment	Right to peace in home.	Legal covenant.	Basis for lawsuits.	N/A (Info)	Tool/Concept for proving or disproving danger.
Context	Legal/Investigative	Private Nuisance	Interference with land use.	Tort.	Civil claim.	N/A (Info)	Tool/Concept for proving or disproving danger.
Context	Legal/Investigative	Breach of Peace	Disorderly conduct.	Criminal.	Police matter.	N/A (Info)	Tool/Concept for proving or disproving danger.
Context	Legal/Investigative	Chain of Custody	Evidence handling documentation.	Legal process.	Ensuring recordings are admissible.	N/A (Info)	Tool/Concept for proving or disproving danger.
Context	Legal/Investigative	Calibration	Verifying measurement accuracy.	Standardization.	Proof that meter readings are correct.	N/A (Info)	Tool/Concept for proving or disproving danger.
Context	Legal/Investigative	Log/Diary	Written record of events.	Corroboration.	Matching recordings to subjective experience.	N/A (Info)	Tool/Concept for proving or disproving danger.
Context	Legal/Investigative	Gaslighting	Psychological manipulation.	Abuse.	Denying reality of harassment.	N/A (Info)	Tool/Concept for proving or disproving danger.
Context	Legal/Investigative	Electronic Harassment	Use of tech to harass.	Cyber/Physical.	Modern legal category.	N/A (Info)	Tool/Concept for proving or disproving danger.
Context	Legal/Investigative	Counter-surveillance	Detecting surveillance.	Defense.	Sweeping for bugs.	N/A (Info)	Tool/Concept for proving or disproving danger.
Physics/Environment	Acoustics	Room Modes	Resonances specific to room dimensions.	Low frequencies.	Bass booming in corners. Can mimic directional harassment.	N/A (Physics Concept)	Contextual factor increasing efficacy of harassment.
Physics/Environment	Acoustics	Reverberation (RT60)	Sound persistence after source stops.	Time decay.	Muddy audio, confusion.	N/A (Physics Concept)	Contextual factor increasing efficacy of harassment.
Physics/Environment	Acoustics	Diffraction	Bending of waves around obstacles.	Wavelength dependent.	Low bass bending around corners/walls.	N/A (Physics Concept)	Contextual factor increasing efficacy of harassment.
Physics/Environment	Acoustics	Refraction	Bending of waves due to medium speed change.	Temp gradients.	Sound carrying further at night due to temp inversion.	N/A (Physics Concept)	Contextual factor increasing efficacy of harassment.
Physics/Environment	Acoustics	Constructive Interference	Waves combine to increase amplitude.	Louder volume.	Multiple sources creating a 'hot spot'.	N/A (Physics Concept)	Contextual factor increasing efficacy of harassment.
Physics/Environment	Acoustics	Destructive Interference	Waves combine to cancel out.	Silence.	Dead zones.	N/A (Physics Concept)	Contextual factor increasing efficacy of harassment.
Physics/Environment	Acoustics	Beat Frequency	Pulsing from two similar frequencies.	Difference (f1-f2).	Wobbly, throbbing sound (e.g., fans running at slightly diff speeds).	N/A (Physics Concept)	Contextual factor increasing efficacy of harassment.
Physics/Environment	Acoustics	Doppler Effect	Frequency change due to motion.	Pitch shift.	Passing vehicles, or simulated motion.	N/A (Physics Concept)	Contextual factor increasing efficacy of harassment.
Physics/Environment	Acoustics	Sound Transmission Class (STC)	Rating of how well a partition attenuates sound.	Airborne loss.	Rating walls for privacy.	N/A (Physics Concept)	Contextual factor increasing efficacy of harassment.
Physics/Environment	Acoustics	Impact Insulation Class (IIC)	Rating of floor/ceiling impact noise.	Impact loss.	Footsteps/dragging noise insulation.	N/A (Physics Concept)	Contextual factor increasing efficacy of harassment.
Physics/Environment	Acoustics	Flanking Transmission	Sound bypassing the primary barrier.	Ducts/Vents.	Hearing neighbors through vents despite thick walls.	N/A (Physics Concept)	Contextual factor increasing efficacy of harassment.
Physics/Environment	Acoustics	Coincidence Effect	Panel vibrates easily at specific freq/angle.	Transparency dip.	Wall becoming 'transparent' to sound at certain pitch.	N/A (Physics Concept)	Contextual factor increasing efficacy of harassment.
Perception/Health	Psychoacoustics	Binaural Beats	Illusion from two diff tones in each ear.	Brain entrainment.	Inducing relaxation or anxiety.	N/A (Physics Concept)	Contextual factor increasing efficacy of harassment.
Perception/Health	Psychoacoustics	Shepard Tone	Illusion of infinitely rising/falling pitch.	Superimposed octaves.	Creates tension/anxiety.	N/A (Physics Concept)	Contextual factor increasing efficacy of harassment.
Perception/Health	Psychoacoustics	Haas Effect (Precedence)	Localization dominated by first arrival.	<40ms delay.	Confuses source location.	N/A (Physics Concept)	Contextual factor increasing efficacy of harassment.
Perception/Health	Psychoacoustics	Cocktail Party Effect	Focusing on one voice in noise.	Selective attention.	Harassment often targets this ability (distraction).	N/A (Physics Concept)	Contextual factor increasing efficacy of harassment.
Perception/Health	Psychoacoustics	Masking	One sound hiding another.	Freq dependent.	Using noise to hide speech.	N/A (Physics Concept)	Contextual factor increasing efficacy of harassment.
Perception/Health	Psychoacoustics	Hyperacusis	Painful sensitivity to sound.	Reduced tolerance.	Everyday sounds become unbearable.	N/A (Physics Concept)	Contextual factor increasing efficacy of harassment.
Perception/Health	Psychoacoustics	Misophonia	Emotional rage at specific sounds.	Trigger specific.	Eating/tapping noises trigger fight/flight.	N/A (Physics Concept)	Contextual factor increasing efficacy of harassment.
Perception/Health	Psychoacoustics	Tinnitus	Ringing in ears.	Subjective.	Can be induced by high SPL or stress.	N/A (Physics Concept)	Contextual factor increasing efficacy of harassment.
Perception/Health	Psychoacoustics	Phonophobia	Fear of loud sounds.	Psychological.	Anticipatory anxiety regarding noise.	N/A (Physics Concept)	Contextual factor increasing efficacy of harassment.
Perception/Health	Psychoacoustics	Phantom Fundamental	Hearing a low pitch that isn't there.	Harmonic inference.	Brain reconstructs missing bass from harmonics.	N/A (Physics Concept)	Contextual factor increasing efficacy of harassment.
Perception/Health	Psychoacoustics	Auditory Pareidolia	Hearing voices/patterns in random noise.	Pattern matching.	Hearing 'voices' in fans or white noise.	N/A (Physics Concept)	Contextual factor increasing efficacy of harassment.
Audio/Sound	Sound Spectrum	Hypersound	Extremely high frequency sound.	> 100 MHz.	Used in medical imaging; unlikely in home harassment but physically possible.	N/A (Theoretical)	Unlikely in home setting.
Measurement	Units/Analysis	Decibel (dB)	Logarithmic unit of intensity.	Ratio.	Basic volume measure.	TBD	Context dependent.
Measurement	Units/Analysis	dBA (A-weighted)	Human hearing adjustment.	Filters bass.	Standard legal measure (often misses low freq harassment).	TBD	Context dependent.
Measurement	Units/Analysis	dB(C-weighted)	Flatter response.	Includes bass.	Better for measuring bass noise/vibration.	TBD	Context dependent.
Measurement	Units/Analysis	dBZ (Z-weighted)	Zero weighting (flat).	Raw data.	Scientific measurement.	TBD	Context dependent.
Measurement	Units/Analysis	Leq (Equivalent Level)	Average sound energy over time.	Time average.	Measures total exposure.	TBD	Context dependent.
Measurement	Units/Analysis	Lmax/Lmin	Max and Min levels.	Extremes.	Captures peak harassment events.	TBD	Context dependent.
Measurement	Units/Analysis	Spectrum Analyzer	Visualizes amplitude vs frequency.	Graph.	Identifies specific tones.	TBD	Context dependent.
Measurement	Units/Analysis	Spectrogram	Frequency vs Time waterfall.	Visual pattern.	Shows patterns/cycles of harassment.	TBD	Context dependent.
Measurement	Units/Analysis	FFT (Fast Fourier Transform)	Algorithm to analyze freqs.	Math processing.	Converting audio to frequency data.	TBD	Context dependent.
Measurement	Units/Analysis	Noise Floor	Background noise level.	Base dB.	Silence level.	TBD	Context dependent.
Measurement	Units/Analysis	Crest Factor	Ratio of peak to RMS.	Dynamics.	High crest factor = impulsive (banging).	TBD	Context dependent.