



Proof of Concept Design of an Acoustic Beamforming Microphone Array for the Early Detection of Defects

Final Year Project Report - MECH4841 Part B

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Abstract

This report entails my current work and my plans for future work in my final year project towards designing and building a working beamforming acoustic array for the purpose of condition monitoring of machinery. The use of acoustic arrays in the condition monitoring industry will be able to improve the early detection of defects and be much easier to setup and monitor.

Currently I have designed an acoustic array consisting of 12 MEMS Microphones that has been tested and detects and locates a sound source successfully, these results have been verified through simulation of the expected response to the input signal and the array's expected frequency response to a signal of that frequency.

In the future I wish to improve on the current algorithm and investigate new ones for hopes to improve the resolution and accuracy of the array, improve the geometry of the array and increase the number of microphones, and perform more thorough and scientific testing as well as some real-world testing.

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Nomenclature

Latin Alphabet

c	Speed of sound
D	Array diameter (Aperture)
f_s	Sample rate
N	Number of microphones
$P_{\theta,\phi}$	Power at a point
r	Signal source distance from origin of array
r_0	Minimum array radius
r_{max}	Maximum array radius
$s(t)$	Received signal
t	Time
v	Underbrink Spiral angle
x	x-coordinate location of microphone
y	y-coordinate location of microphone

Greek Alphabet

λ	Wavelength
τ	Delay
τ_s	Delay in samples
τ_φ	Phase delay
θ	Azimuth angle
ϕ	Elevation angle
φ_A	Steered azimuth angle
φ_E	Steered elevation angle

1. Introduction

Beamforming is a technique where an array of sensors can be steered towards a particular direction either for transmission of signals or for the locating of signal sources. (Shahbazpanahi and Jing, 2018). [add a sample scenario in here](#)

For the purpose of this project beamforming is applied with an array of sensors locating a sound source. Beamforming acoustic arrays are not a new concept, they have been used extensively in aerocoustics for the purpose of analysing aerofoils of aeroplanes, wind turbines for characterising and measuring generated noise as well as applications in finding the source of gas leaks, source of reverberation and general noise in studios, and finding squeaks and rattles in the automotive industry. A collaboration between Hyundai Motor Group and SM Instruments developed a small real-time acoustic array for the purpose of finding squeaks and rattles in Hyundai car's this array is available for purchase but costs upwards of \$65'000 and is unrealistic for most to buy, it's also not suited for the purpose of early detection of defects on machinery especially as it can only beamform between signal frequencies of 2kHz and 8kHz (SM-Instruments, n.d.). The purpose of this project is to design an acoustic array to locate the sources of potential early defects in machinery for condition monitoring of plant.

2. Literature Review

2.1. Condition Monitoring

”Condition monitoring is the continuous monitoring of rotating machines during process conditions. This ensure the optimal use of machines. Condition Monitoring supports predictive maintenance, which is more efficient than preventive maintenance. Condition Monitoring provides insight in performance, wear and mechanical risks of machines. This helps to prevent unnecessary and unplanned downtime.” (Bakker, n.d.).

Preventive maintenance of machinery is the regular replacement of components based on a rigid schedule and the typical operating life expectations resulting in parts being replaced or lubricated more often than necessary to meet these requirements resulting in inefficient use of valuable time. With the introduction of electronic instrumentation allowing vibration analysis and potentially acoustic analysis these preventive maintenance programs can be easily converted to predictive maintenance programs. Predictive maintenance uses data from measurements and other analysis performed on a regular basis, the concept is to predict when it is necessary to take the machine out of service for maintenance and/or repair rather than waiting for the machine to breakdown and require fixing, this leads to an effective and efficient maintenance program (Laws and Muszynska, 1987).

Condition Monitoring is part of the maintenance program though relates more to a particular machine. Condition Monitoring aims to define the current condition of a machine by comparing it to previously known conditions. Analysing the trends of this allows for the prediction of machine condition over time. Through the use of an acoustic array that could potentially be permanently setup the condition of the machine can be easily monitored and any changes or particular noises will be able to be analysed individually.

2.2. Acoustic Beamforming

Through the processing of multiple signals received at known locations an estimated direction of arrival and location of a signal of interest can be found, this is the basic concept of acoustic beamforming. This process can be performed in either the time-domain or the frequency-domain by using different algorithms and processing techniques. One of the core assumptions for all algorithms is whether the audio waves are treated as far-field or near-field. The far-field assumption treats the sound waves as a planar wave-front while the near-field assumption treats sound waves as a spherical wave front. Sound

waves can be assumed to be far-field when they have propagated such that Equation 2.1 is true (McCowan, 2001), before this they are treated as near-field, this is due to point sources producing a spherical wave-front and as it propagates becoming planar (Yan, 2005).

$$r > \frac{2D^2}{\lambda} \quad (2.1)$$

where,
 r = Signal source distance from array origin
 D = Array Diameter
 λ = Wavelength (see Equation 2.2)

For the purpose of acoustic beamforming an array of microphones are used where the exact coordinate of each and every microphones is known and usually constant, the received signal at each sensor can then be synchronised and processed through a choice of algorithms and output the spatial location of a source of interest or audio from that point. This process involves the know propagation speed of sound waves in air and the time difference of arrival of the signals at each of the sensors.

The geometry of the microphone array and the quantity of sensors becomes important for the accuracy and resolution of the estimated signal location. The choice of geometry arrangement whether it be in a grid, straight line or any other design can cause problems at particular frequencies due to spatial aliasing that will be further explained in Section 2.3 due to this careful consideration must come when designing the geometry of the microphone array and the frequencies of interest must be defined beforehand to determine the required microphone array size. These frequencies are particularly important for choosing the diameter of the microphone array (also known as the aperture) and the microphone spacing for grid and straight line arrays.

Considerable amounts research and design have been achieved in the area of microphone array geometries, due to this several different array designs have been devised in attempt to increase the resolution and accuracy whilst avoiding spatial aliasing and minimising side-lobe levels as is discussed further in Section 5.1. Some of the best performing and most popular array designs are shown in Figure 1. These are regarded as some of the best performing due to them all having a high resolution with a low signal to noise ratio over a large range of frequncies.

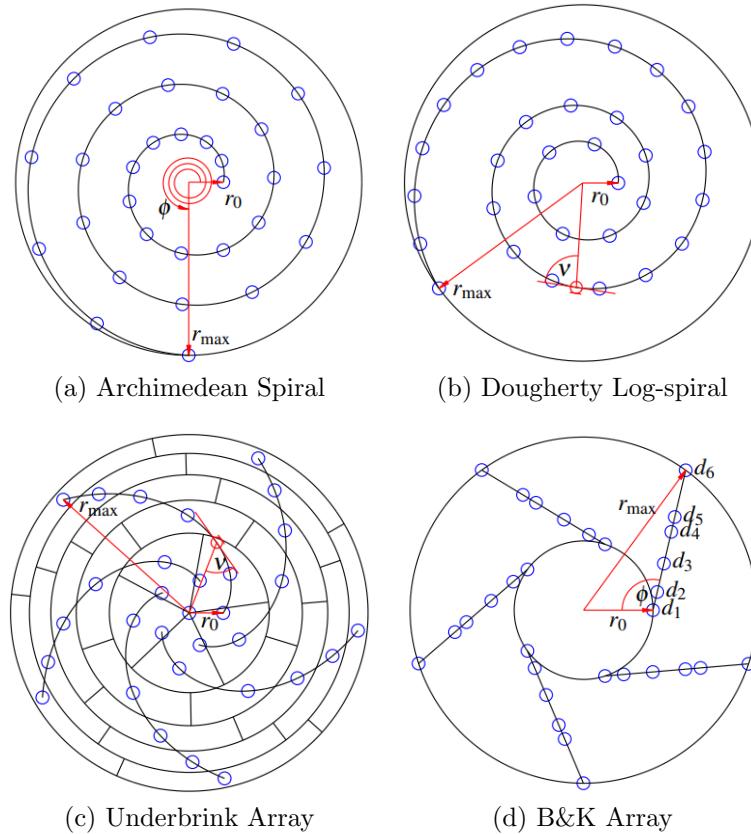


Figure 1: Microphone Array Designs (Prime and Doolan, 2013).

2.3. Digital Signal Processing

The processing of digital signals is the most important factor when it comes to beamforming, as an array of only two microphones have the potential to perform beamforming to a certain degree of accuracy, whilst improving the signal condition, signal processing, and choice of algorithm, the resulting accuracy can be improved.

Sampling of an analog signal is one of the core processes of digital signal processing, this is the process of discretization allowing the signal to be defined by a set of values. When sampling the signal it must be ensured that it is being sampled at a high enough rate to avoid aliasing, this is distortion that occurs when the reconstructed signal differs from the original due to not sampling at a high enough rate. This occurs when a signal is sampled at less than half of its frequency, this required sampling rate is known as the Nyquist Rate. When sampled below the Nyquist Rate the audio waves are not able to be recreated accurately (Benesty et al., 2008). This concept is best explained with a

visualisation, Figure 2 shows one sine wave sampled at three different rates, from this we can see how sampling at the frequency of the signal results in a constant amplitude and sampling at other frequencies below the Nyquist Rate results in potentially a completely different frequency sine wave that will cause aliasing.

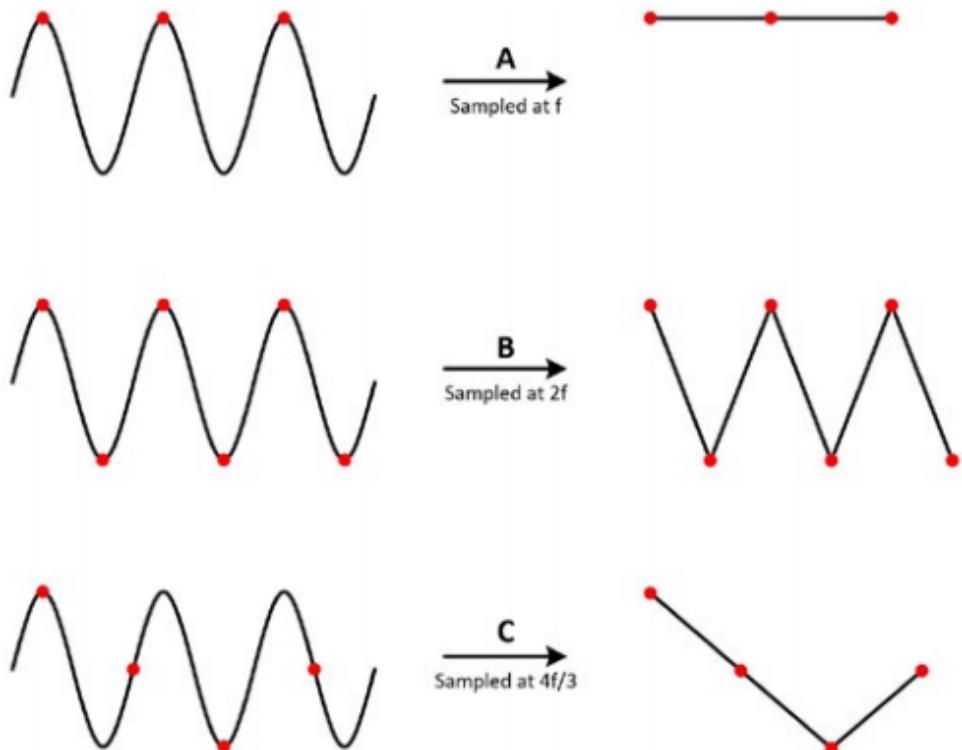


Figure 2: Nyquist Rate Visualised ni white paper

The concepts of a Nyquist rate and aliasing is directly related to Spatial Aliasing, this must be taken into account when designing microphone arrays. Spatial Aliasing occurs when the location of the signal source cannot be determined due to the spacing of sensors in the microphone array relative to the wavelength of the signal of interest. This is similar to normal aliasing and sampling but rather than the points being sampled on the sine wave as being the problem its the location of the microphones. For example a 1000Hz signal will have a wavelength of 34.3cm as by Equation 2.2 therefore if you have sensors spaced this distance apart it's not possible to tell exactly what direction the signal is coming, can be explained as if the signal is at its peak at the first microphone it will also be at the peak for the second microphone, and therefore appear exactly the same, this is because they are exactly one wavelength apart. For sensor arrays in a uniform line or grid the sensors must have a spacing of less than half the wavelength of the maximum frequency of interest to avoid spatial aliasing. An appropriately sized aperture is another

important property of array geometry, the aperture is the diameter of the array and a larger aperture is required to beamform low frequency signals (Amin et al., 2008).

$$\lambda = \frac{c}{f} \quad (2.2)$$

where,
 c = Speed of sound (see Equation 4.3)
 f = Frequency

2.3.1. Fourier Transform

add more to the actual theory bins etc

The Fourier transform is a vital part of digital signal processing, especially for analysis of signals and a requirement for beamforming in the frequency-domain. Fourier Transform is used to change a signal from the time-domain to the frequency-domain. A signal in the time domain consists of amplitude and time Fourier transforming this signal will result in the signal being broken up into the individual frequencies that make up that signal, each frequency is essentially a sinusoidal wave that have an individual amplitude and phase (Schaedler, 2017). Figure 3 shows how a Fourier transform will break down a square wave signal, the red line is the signal in the time-domain, and the blue shows the signal Fourier transformed, this visualization allows us to see the frequency composition and the differing phases and amplitudes for each frequency.

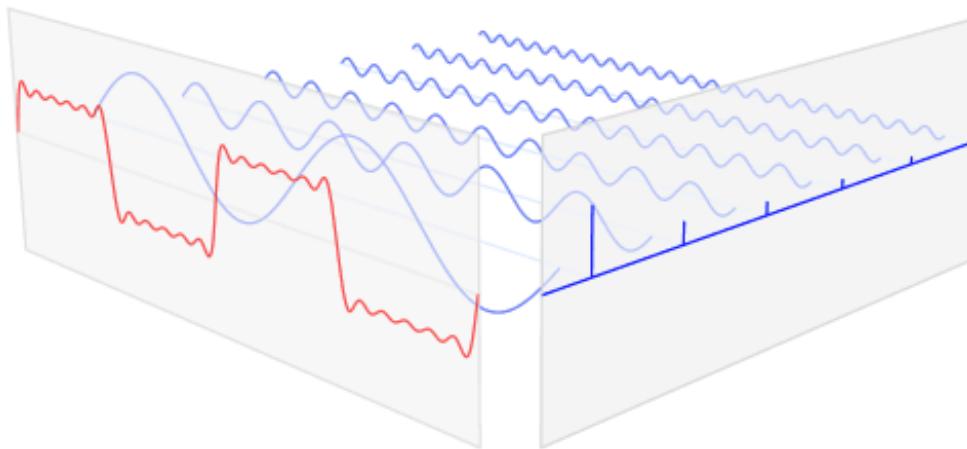


Figure 3: Fourier Transform Visualization.

The discrete Fourier transform is defined by Equation 2.3. The main operation of the

Fourier transform is the dot product. Performing a dot product would be essentially taking two signals of the same length and multiplying them element and summing the result. The dot product result can be thought of as similarity, hence the dot product of a sinusoidal wave and cosine wave of the same frequency will be 0, two sinusoidal waves of the same frequency will be a maximum and two sinusoidal waves 180 degrees out of phase will be a negative maximum (Schaeedler, 2017).

$$DFT[k] = \sum_{n=0}^{N-1} x[n] \cdot (\cos(\varphi) - \sin(\varphi)i) \quad (2.3)$$

$$\text{Where } \varphi = k \frac{n}{N} 2\pi$$

From Eqn. 2.3 we define N as the number of samples in a signal and k as a frequency bin, as the output of a discrete Fourier Transform is a series of frequency bins. Each one of the k output frequency bins corresponds to a particular frequency that can be calculated with Equation 2.4.

$$f_k = k \times \frac{\text{sample rate}}{N} \quad (2.4)$$

As can be determined by Equation 2.4 the resolution of the discrete Fourier Transform relies on the amount of time of the signal is used, 1 second signal will have 1Hz frequency bins whilst 0.25 second signal will have 4Hz frequency bins and hence the frequencies within the 4Hz range will be averaged not giving the true result.

2.3.2. Delay-and-Sum Beamformer

The Delay-and-Sum algorithm is the classic method of beamforming in the time-domain. As the location of each sensor in the array is known and we know that with sound waves propagating at the speed of sound that the sound source of interest will arrive at each sensor at a slightly different time this is the time difference of arrival that is calculated with the array geometry and is the core of beamforming.

The name of this algorithm comes from the process, consisting of two main steps; delaying and summing. First the signal from each sensor is individually shifted by a time delay that corresponds to a particular spatial location relative to the sensor, the signals are then summed to receive the resulting waveform from that location (Greensted, 2019)

this process digitally "steers" the microphone array. Effectively amplifying the signal at the point of interest and dulling signals from other locations. This concept is visually demonstrated in Figure 4.

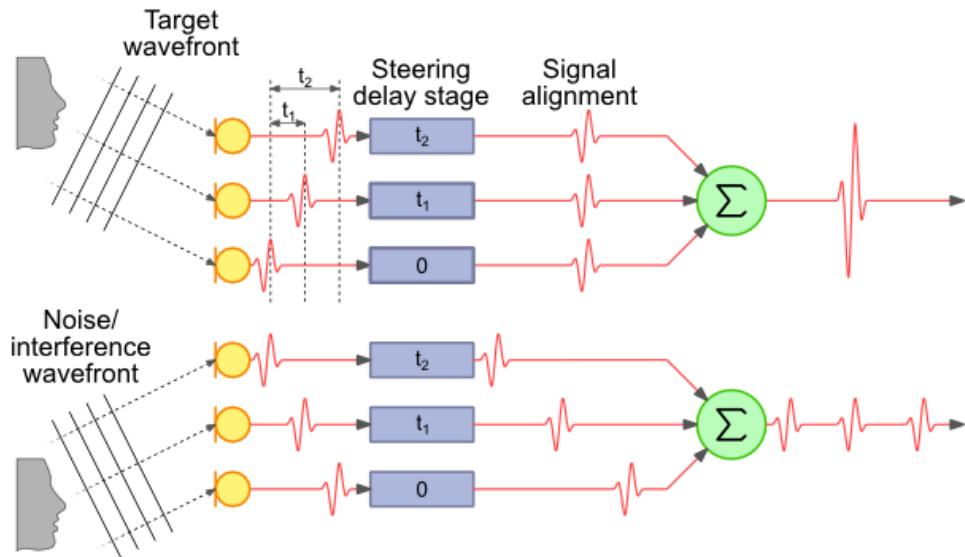


Figure 4: Delay-and-Sum Beamforming Diagram (Greensted, 2019).

2.3.3. Frequency-Domain Beamformer

Delay-and-Sum beamforming is performed in the time-domain as the signal is a function of amplitude and time, there are other algorithms that are used in the time-domain based off of delay-and-sum, though there are several other algorithms used in the frequency-domain. The frequency-domain involves the analysis of signals by looking at the amplitude of individual frequency bins without respect to time but to the signal as a whole so must be over a set period of time.

A conventional frequency-domain beamformer requires the incoming signal to be in the Fourier-domain which is achieved by performing a Fourier transform as described in Section 2.3. Compared to the time-domain delay-and-sum beamformer where the signal is delayed by shifting/delaying the times of the incoming signals the frequency-domain differs, the signal is delayed by adding a phase delay to the individual frequency bins that are a result of the Fourier transform, this achieves the same result as the delay-and-sum beamforming but has the advantage of being far less computationally intensive and potentially have far more accurate results. (Krishnaveni et al., 2013).

2.3.4. MUSIC Algorithm

Subspace Methods for Directions-of-Arrival Estimation + MATLAB The MUSIC algorithm (MULTiple SIgnal Classification) is a subspace frequency-domain method of beamforming relying upon the eigen-decomposition of the spatial co-variance matrix of the received signal data. The co-variance matrix is decomposed into it's eigenvalues and vectors that are then sorted by eigenvalue and separated into noise and signal. With the use of array steering vectors based on phase the direction of arrival can be estimated as the steering vector is theoretically orthogonal to the noise subspace obtained from eigenvalue decomposition and therefore equals 0. This results in a high resolution algorithm for estimating the direction of arrival of either narrowband or wideband signals and far less computationally heavy compared to traditional Delay and Sum beamforming algorithms.

add research to back up why

3. Aims and Objectives

3.1. Problem

Currently with the condition of monitoring rotating machinery is primarily performed using vibration, proximity and temperature sensors. This is generally performed on a schedule with data analysed after for any trends indicating machinery may need maintenance or repair. If this machine in the mean-time starts to make odd noises from an unknown location it can be a long process to determine where it is coming from and why. With an acoustic array potentially set up in-front of machinery it is possible to monitor a large area for any changes in sound or problem noises becoming present and be able to identify where the problem has arisen from, even further it could be possible to analyse the noise and diagnose the machine. This could potentially save a great amount of time and money especially if other techniques require machinery to be taken out of service for analysis.

3.2. Use of Microphone Arrays for Condition Monitoring

Currently there are few acoustic arrays that have been built for the purpose of condition monitoring, they have been shown to be a powerful tool with serious potential in an article on the analysis of electric motors with an acoustic camera (Orman and Pinto, 2013). There is one acoustic technology company "Squarehead Technology" that offer condition monitoring acoustic arrays as one of their services in the USA and Norway but besides this there is a large gap in the market of acoustic arrays purpose built for condition monitoring. With the ability to choose how the algorithms are processing the incoming data it will give the ability to pinpoint the locations of individual machine defects through the known fault frequencies and harmonics.

3.3. Project Aim

By the completion of my final year project I aim to have a completely functioning acoustic array with an inbuilt camera so that it will be able to overlay the heatmap of signal location over the image from the camera. This array should be able to determine when a noise of interest is present, locate it spatially and return a clean signal for further analysis. The current milestones are as follows:

- Develop a great understanding of audio signal processing.

- Develop a great understanding of condition monitoring and analysis
- Implement a working algorithm and show it working in simulation.
- Build an acoustic array using NI Hardware and MEMS Microphone.
- Show a working acoustic array able to locate and detect sounds.
- Increase the number of microphones and improve array geometry.
- Expand on existing algorithm and develop further improvements and more algorithms.
- Show the acoustic array picking particular sounds out of noisy environments.
- Extract the signal from point of interest and perform further analysis.
- Test the acoustic array on site on real machinery.
- learning labview?

With a working acoustic array it should allow for the optimisation of the maintenance and monitoring for a large range of machinery improving the financial costs, time and safety by early detection of defects.

4. Software Research and Development

The software chosen for the development environment and data acquisition is National Instruments LabVIEW due to the ease of use with currently available hardware and the great potential for expansion of sensors. LabVIEW also makes the programming of field programmable gate array relatively simple which can potentially make impressive speed improvements to the algorithm.

LabVIEW is short for Laboratory Virtual Instrument Engineering Workbench, a programming environment in which you create programs graphically connecting function blocks with wires for data flow. LabVIEW features a graphical user-interface making it simple for simulations, presentation of ideas and general programming (Travis and Kring, 2006). With the inbuilt digital signal processing and data acquisition libraries this makes LabVIEW incredibly useful for the purpose of developing an acoustic array.

4.1. Delay-and-Sum Algorithm

attempted freq DAS? To begin a full investigation into acoustic beamforming arrays a complete understanding of the delay-and-sum beamformer is required. For explanation and understanding it is easiest to think of a uniform linear array of N microphones. Figure 5 demonstrates this, where $s(t)$ is the unknown source in the far-field, θ is the incoming incident angle, d is the spacing between sensors, $v_n(t)$ is additive noise and interference, $x_n(t)$ is the signal at each sensor, and $y_n(t)$ the output of each of these sensors.

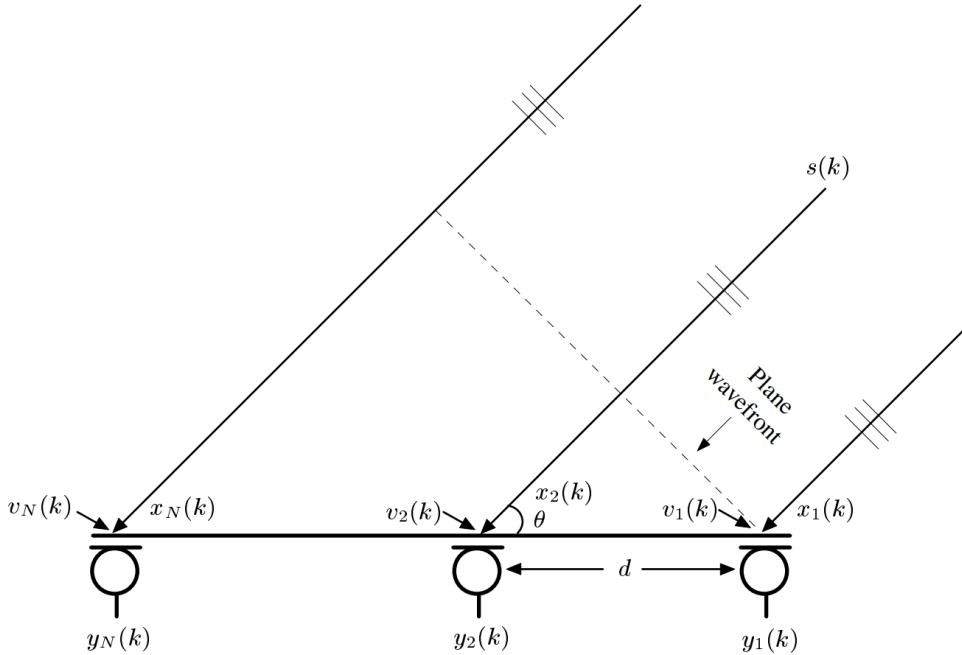


Figure 5: Uniform Linear Array of Microphone Array (Benesty et al., 2008).

As can be seen in the diagram, the path to each microphone has slightly different lengths, this is what causes the differing time delays and allows for beamforming. If we let $s(t)$ be the received signal at the origin then an array of signals received at each sensor at time instant t is written as and $s_n(t)$ will be the signal received at sensor n :

$$s(t) = [s(t - \tau_1), s(t - \tau_2), \dots, s(t - \tau_N)]^T \quad (4.1)$$

$$s_n(t) = s(t - \tau_n) \quad (4.2)$$

In Equation 4.1 τ is the time delay also known as the time difference of arrival. For arrays of any geometry this delay can be quite easily calculated using trigonometry, the speed of sound, and location of the sensors. It should always be taken into account that the speed of sound in air will change with the temperature, T , this relationship is shown in Equation 4.3.

$$c = 331.3 \times \sqrt{1 + \frac{T}{273.15}} \quad (4.3)$$

For the uniform linear array we can find the delay for each microphone using the respective x location relative to the origin at the centre of the microphone array and the Equation

4.4.

$$\tau = \frac{x \cdot \cos(\theta)}{c} \quad (4.4)$$

This can be modified for 2D planar arrays so that it takes into account the x and y location relative to the origin at the centre of the microphone array, by using Equation 4.5, this will allow the use of any array of microphones, including the arrays pictured in Figure 1.

$$\tau = \frac{x \cdot \cos(\theta) + y \cdot \sin(-\phi)}{c} \quad (4.5)$$

Both Equation 4.4 and 4.5 make the assumption of, the azimuth (θ) being the angle sweeping across horizontally in-front of the array ranging from $0^\circ \rightarrow 180^\circ$ where 90° is at the origin and the elevation (ϕ) sweeping from the bottom at -90° to the top at 90° vertically. This is used to digitally steer the beam over a virtual area in-front of the array to determine where a signal is coming from. The point in-front of the array where the signal has the highest power is the estimate of source location.

Using this delay-and-sum algorithm will also allow for the extracting of signals from a particular spatial location by applying the algorithm to a single spatial point rather. For the point of interest the channels are delayed accordingly, summed and then normalised as described above to return a single waveform for the location of interest.

4.1.1. LabVIEW Implementation

For the real implementation of the delay-and-sum algorithm the delay equation needs a minor modification due to the digital sampling of signals. When a signal is sampled at 30kHz known as the sample rate (f_s), each sample is approximately 0.033ms, now we have to talk in discrete time steps of this sample length rather than time, therefore the delay formula is re-written in Equation 4.6 to take this into account.

$$\tau_s = \frac{x \cdot \cos(\theta) + y \cdot \sin(-\phi)}{c} \cdot f_s \quad (4.6)$$

A problem arises using Equation 4.6 when the calculated delay for a particular channel is not an integer, due to the digital sampling the smallest delay is the sample length as it is not possible to delay by sub-sample time steps. When using a lower sampling rate

this problem can cause large inaccuracies, the easiest way to prevent this is to use the highest possible sample rate to minimise the error, otherwise, the incoming signal can be up-sampled by a preset factor using a Linear Up-sampler or Finite Impulse Response Filter, this up-sampling factor is taken into account with the delay by multiplying the original sampling rate by this same factor.

The process in LabVIEW for applying the delay to each signal was to find the largest and the smallest delay required for that particular point, for each channel the absolute of the smallest delay at that point plus the individual channel delay worth of zeroes are added to the beginning of the signal. Following this, the absolute value of the largest delay of samples are removed from this signal to ensure there are no zeroes left in the signal to keep integrity. The block diagram for this process is shown in Figure 6, the two rectangular structures are For Loops in LabVIEW, the outer iterates through a larger 2D array of delays and returns a 1D array of delays for a particular azimuth and elevation, the inner loop iterates through each channel applying the correct delay.

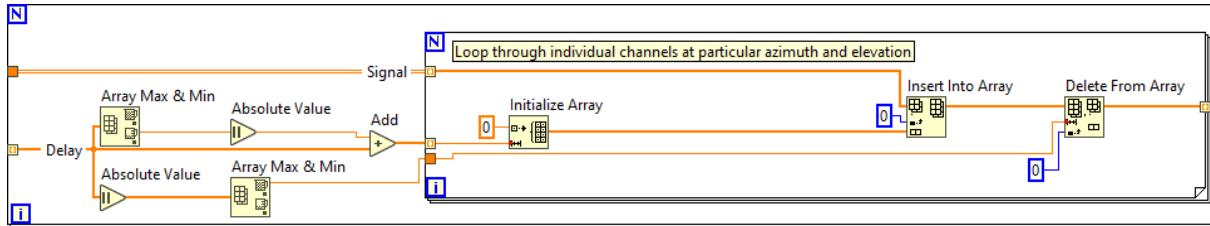


Figure 6: LabVIEW Delay Block Diagram Data Flows Left to Right

To produce a heat-map of the effective view of the acoustic array the array is digitally steered to each point on a virtual grid in-front of the array and evaluates the equivalent power of the signal at this point. For the delay-and-sum beamformer this process involves going through each azimuth and elevation giving a grid 180 by 180 points representing the area in-front of the array and delaying and summing at each point. The signals on acquisition are converted to an array of floating point values where each index is an individual sample of amplitude, then for each point on the array the signal is to be delayed by the calculated amount using Equation 4.6, the equivalent power at a point (P) as a single number is calculated by Equation 4.7.

$$P_{(\theta,\phi)} = \sum_{t=0}^{\infty} \left(\frac{\sum_{n=1}^N x_n(t)}{N} \right)^2 \quad (4.7)$$

where, $x_n(T) = x_n(t - \tau_{sn})$

Equation 4.7 determines the power at a single point by summing all the channels at that point resulting in a single signal wave that has been either constructively and destructively interfered then divided by the number of channels normalising the resulting wave, an example of this can be seen in Appendix A. Now the single interfered wave is squared element-by-element, this process makes all values positive but also attenuates the peaks of the signal compared to the troughs. Finally each amplitude value for every sample of the wave is summed resulting in a single value for that point. This process makes sure positions with larger amounts of constructively interfered signals that are closer to the signal location are attenuated and return a higher value allowing for a heat-map to be created with the estimated signal source location. So that the heatmap could be easily interpreted the output 2D array of power of the grid is scaled between 1 and -1 therefore if the value for a location is 1 it is the most likely estimation of the location of the signal of interest.

4.2. MUSIC Algorithm

This section has been adapted from Direction of Arrival Estimation (Adve, 2013) and DOA Estimation based on MUSIC algorithm (Tang, 2014). When approximating the direction of arrival of signals using the multiple signal classification algorithm the anticipated data for the M arriving signals are modeled as below in Eqn. 4.8.

$$\mathbf{x} = \mathbf{S}\alpha + \mathbf{n} \quad (4.8)$$

\mathbf{S} is a $N \times M$ matrix consisting of the array steering vectors for the M impinging signals. α is a vector of the narrowband signals that consists of each signals amplitude and phase. \mathbf{n} is a vector consisting of the noise received at each of the microphones assumed to be a zero-mean Gaussian with a co-variance of $\sigma^2 I$.

$$\mathbf{S} = [\mathbf{s}(\theta_1, \phi_1) \quad \mathbf{s}(\theta_2, \phi_2) \quad \cdots \quad \mathbf{s}(\theta_M, \phi_M)] \quad (4.9)$$

$$\alpha = [\alpha_1 \quad \alpha_2 \quad \cdots \quad \alpha_M]^T \quad (4.10)$$

Where:

$$\alpha = ae^{jb} \quad (4.11)$$

$$s(\theta, \phi) = e^{-j2\pi\tau(\theta, \phi)f} \quad (4.12)$$

An assumption is made that the impinging signals are uncorrelated, and therefore the estimated correlation of matrix of \mathbf{x} is as shown below, where $E[]$ means the expected value and H is the notation used to indicate a hermitian or conjugate transpose.

$$\begin{aligned}
 R &= E[\mathbf{x}\mathbf{x}^H] \\
 &= E[\mathbf{S}\alpha\alpha^H\mathbf{S}^H] + E[\mathbf{n}\mathbf{n}^H] \\
 &= \mathbf{S}\mathbf{A}\mathbf{S}^H + \sigma^2\mathbf{I} \\
 &= \mathbf{R}_s + \sigma^2\mathbf{I}
 \end{aligned} \tag{4.13}$$

where

$$\mathbf{R}_s = \mathbf{S}\mathbf{A}\mathbf{S}^H \tag{4.14}$$

$$\mathbf{A} = \begin{bmatrix} E[|\alpha_1|^2] & 0 & \cdots & 0 \\ 0 & E[|\alpha_2|^2] & \cdots & 0 \\ \vdots & \vdots & \ddots & \vdots \\ 0 & 0 & \cdots & E[|\alpha_M|^2] \end{bmatrix} \tag{4.15}$$

\mathbf{R}_s is the signal co-variance matrix, $N \times N$ that has rank M . When performing eigenvalue decomposition of the correlation matrix \mathbf{R} it results in N eigenvalues and eigenvectors, there are $N - M$ eigenvalues and corresponding vectors that span the noise subspace \mathbf{Q}_n , and M spanning the signal subspace \mathbf{Q}_s . The eigenvalues and corresponding vectors are then sorted in descending order of eigenvalue. The $N - M$ eigenvalues that are equal to σ^2 are the eigenvalues that span the noise subspace and the corresponding vectors create the matrix \mathbf{Q}_n . If we let \mathbf{q}_m be one of the eigenvectors corresponding to the noise subspace we can show,

$$\begin{aligned}
 \mathbf{R}_s\mathbf{q}_m &= \mathbf{S}\mathbf{A}\mathbf{S}^H\mathbf{q}_m = 0 \\
 \therefore \mathbf{q}_m^H\mathbf{S}\mathbf{A}\mathbf{S}^H\mathbf{q}_m &= 0
 \end{aligned} \tag{4.16}$$

This implies that the noise eigenvectors are orthogonal to the M steering vectors and is the basis of the MUSIC algorithm. Where orthogonal vectors are those whose dot product equals 0, if plotted in 2D these would be perpendicular (Weisstein, n.d.).

Once the noise subspace matrix \mathbf{Q}_n has been determined the MUSIC pseudo spectrum of power can be calculated as a function of θ and ϕ as shown in Eqn. 4.17.

$$P_{MUSIC}(\theta, \phi) = \frac{1}{\mathbf{s}^H(\theta, \phi) \mathbf{Q}_n \mathbf{Q}_n^H \mathbf{s}(\theta, \phi)} = \frac{1}{\|\mathbf{Q}_n^H \mathbf{s}(\theta, \phi)\|^2} \quad (4.17)$$

4.2.1. LabVIEW Implementation

When implementing the MUSIC algorithm in LabVIEW I started with the narrowband MUSIC approach where it is assumed the signal only contains a single frequency f the same as is outlined in Section 4.2.

Firstly the complex phase delays for each microphone in the array was generated for every combination of elevation and azimuth. These were calculated using equations 4.18 and 4.19.

$$\tau_n(\theta, \phi) = \frac{x \cdot \cos(\theta) + y \cdot \sin(-\phi)}{c} \quad (4.18)$$

$$\mathbf{s}_n(\theta, \phi) = \exp(-j \cdot 2\pi \cdot \tau \cdot f) \quad (4.19)$$

For $n = 1, 2, \dots, N$

Next the correlation matrix is calculated for \mathbf{x} , the true value is not known and must be estimated, the estimation is made using the received data from the microphone array, this is performed by averaging the result over several snapshots of data as can be seen in Eqn. 4.20 the rule of thumb is that $K > 2N$ for the number of averages required (Adve, 2013).

$$\mathbf{R} = \frac{1}{K} \sum_{k=0}^K \mathbf{x}_k \mathbf{x}_k^H \quad (4.20)$$

To get the value for \mathbf{x}_k the length of the incoming signals from each array in samples is determined, the signal for each channel is then divided into K equal snapshots of equal length. A Fourier transform is performed for each snapshot for each channel and the value of the complex spectrum for the particular narrowband frequency f is returned for each channel and snapshot. As the signal is being broken up into K snapshots the returned value for the complex spectrum may not be only for the narrowband of f and rather will be the value for the closest frequency bin to the frequency f as was outline in Section 2.3.1.

Now with K vectors of \mathbf{x} , the correlation matrix can be calculated for each snapshot and

then averaged, this gives an estimation for the real correlation matrix.

Once the correlation matrix has been estimated eigenvalue decomposition is performed. This returns N eigenvalues, and eigenvectors, these are sorted in descending order and split into the signal and noise subspace. The $N - M$ eigenvectors corresponding to the $N - M$ smallest eigenvalues these eigenvectors create the matrix \mathbf{Q}_n , in the software implementation of MUSIC the $N - M$ eigenvalues should be the smallest and all roughly equal. Now applying Eqn. 4.17 the direction of arrival for the M signals can be determined by the peaks in the equation.

Below Figure 7 and 8 show the LabVIEW block diagrams of one of my implementation of the MUSIC algorithm, in particular wideband MUSIC through the given range of frequencies. Figure 7 shows the process of iterating through each channel and then for each snapshot the complex spectrum value is calculated as well as the microphone delay matrix.

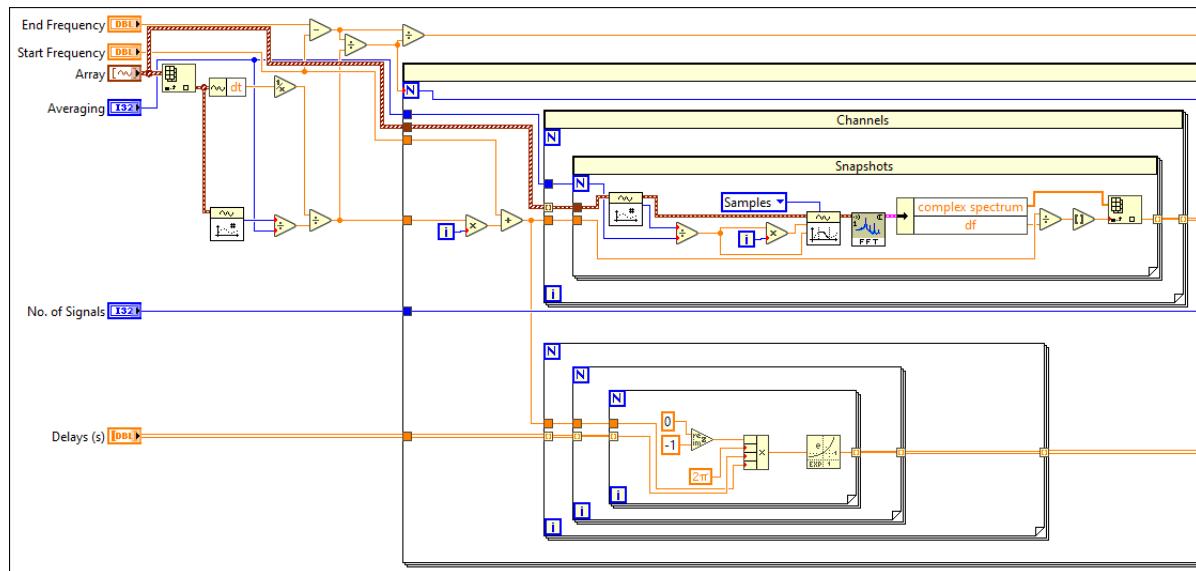


Figure 7: LabVIEW MUSIC Implementation Block Diagram Pt.1

Figure 8 shows the calculating of the correlation matrix for each snapshot, the averaging of this, the eigen-decomposition of the estimated correlation matrix over the K snapshots and the calculation of the MUSIC power spectrum following the process that has been described above.

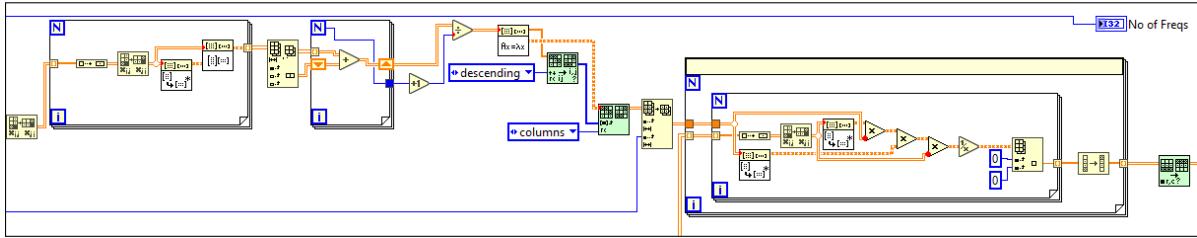


Figure 8: LabVIEW MUSIC Implementation Block Diagram Pt.2

When applying the MUSIC algorithm to a wideband signal instead of a single frequency there will most likely be multiple frequencies all belonging to the same spectrum bin, if the algorithm was to iterate through every single frequency and solve this would increase the computational effort required dramatically as it could be required to iterate through hundreds of unnecessary frequencies. To reduce the computational requirements the size of the frequency bins of the Fourier transform for each snapshot are calculated using the following equation where N_s is the number of samples in the full signal. [check](#)

$$f_{bin} = \frac{f_s \cdot K}{N_s} \quad (4.21)$$

Once the size of the frequency bins are established the wideband frequency range is then divided by the bin size to determine how many iterations/FFTs are required as then rather than iterating through each individual required frequency, iterations are done by frequency bin which reduces computational requirements potentially by hundreds of times.

For each frequency bin the full narrowband compute as described above is calculated and the resulting power for each frequency at each point is averaged to calculate the estimated direction of arrival of the M wideband signals. Another implementation of the MUSIC algorithm is using a select number of pre-determined frequencies to perform the average over for rather than a range, this is particularly useful when locating machine defects as covered in greater detail in Section 6, as well as being a more accurate way to locate defects it is much more computationally efficient than calculating the power array for all of the frequency bins in a range.

Identical to the 2D array of power returned by the delay-and-sum the MUSIC algorithm returns a value for each spatial location using equation 4.17 which is normalised between -1 and 1, again with 1 being the most likely location of the signal of interest to allow direct comparison to the delay-and-sum algorithm and easy interpretation of results. The

one downside of MUSIC compared to the delay-and-sum algorithm the MUSIC algorithm does not actually resolve a resultant signal at each location and therefore cannot be used to extract signal without the help of delay-and-sum.

add a section on fft windows and the effects it can have on the results of the MUSIC algorithm

4.3. Simulation Package

To ensure all implemented algorithms perform as intended and for the purpose of testing all changes to algorithms and ideas relatively quickly I built a simulation package that would be able to simulate any number of different spatial signals and additional noises for any chosen microphone array geometry.

This simulation package was designed with the purpose of being as flexible as possible and adding as many features as required while designing the array and testing algorithms throughout the software design phase of the project. The follow sections outline the primary functions of the simulation package.

4.3.1. Array Generator

The first required function of the simulation package was to be able to generate microphone array geometry or import them from a file. The array generator has options to generate a uniform linear array, grid array, circular array or an under-brink array for the purpose of quickly generating any number of different array geometries. Figure 9 shown below is of the LabVIEW block diagram for the array generator.

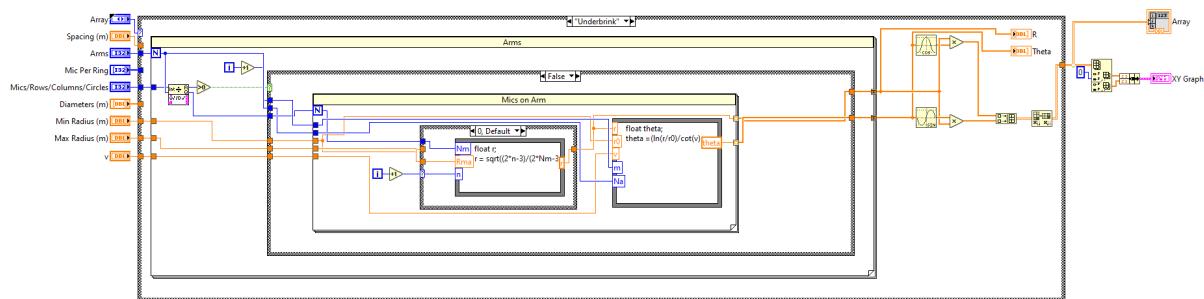


Figure 9: Array Generator LabVIEW Block Diagram

The LabVIEW block diagram only shows a partial snippet of the program and is the function for generating a custom under-brink array. Starting from the left, it takes

the inputs of Arms, Minimum Radius, Maximum Radius and Arm Angle. These are processed through a math-script function block to calculate both the radius and angle of each particular microphone as according to the equations presented in Section 5.3, once processed the values are converted from cylindrical co-ordinates to Cartesian co-ordinates. On the right hand side of the diagram is the outputs, the XY graph that is shown in Figure 10 and the array of Cartesian co-ordinate.

Below in Figure 10 the user interface for the Array Generator is shown. As well as giving various options for array customisation a live plot of the current array is displayed on the right hand side of the user interface.

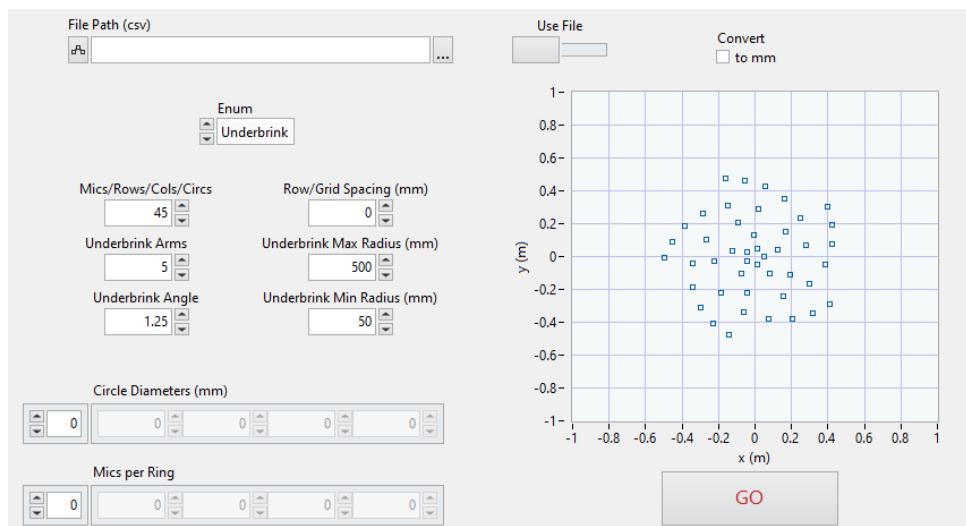


Figure 10: Array Generator LabVIEW Front Panel User Interface

4.3.2. Delay Calculations

At the core of all beamforming algorithms is the relative delays between each microphone for an impinging signal. This function shown in Figure 11 applies Eqn. 4.5 and 4.6 taking in the microphone array in Cartesian co-ordinates and generating an array of delays relative to the first microphone for a signal arriving at a particular Azimuth and Elevation.

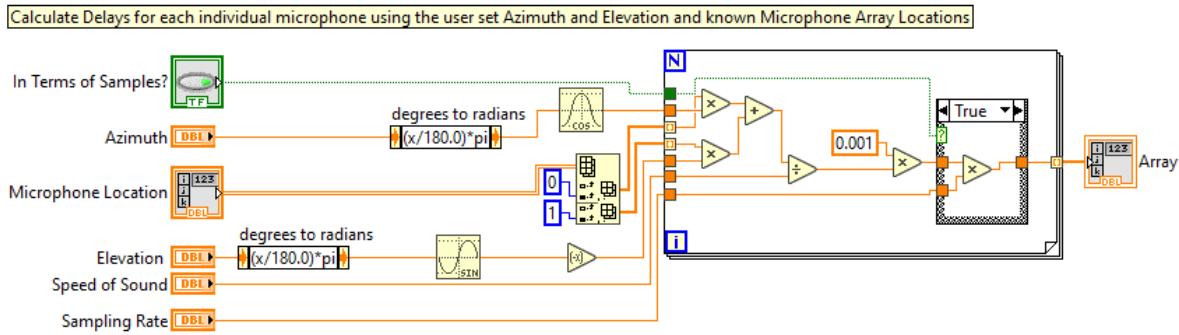


Figure 11: Microphone Relative Delay Generator LabVIEW Block Diagram

By iterating through this function for every single combination of Azimuth and Elevation a delay vector for the microphone delay at every single point in-front of the array is produced. This function is required for all beamforming algorithms and simulations.

4.3.3. Spatial Signal Generator

Using the generated microphone array geometry and the generated array of microphone delays from Section 4.3.1 and 4.3.2 respectively equivalent spatial signals can be recreated for the purpose of simulating and testing microphone array performance. Figure 12 shows the block diagram of the LabVIEW VI that performs the signal generation. This VI can recreate up to two separate spatial signals, with added white noise and has a choice of equivalent sampling rate and the number of samples capture. This allows for a more accurate representation of array performance and especially for the ratio of processing time to signal length and the effects of the signal length on algorithm and array performance.

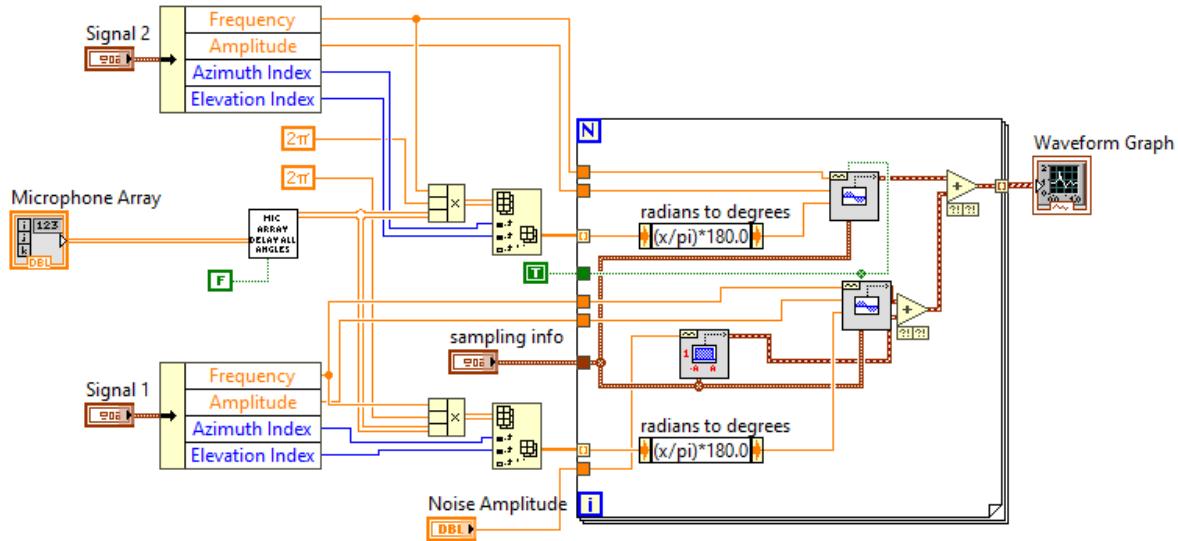


Figure 12: Spatial Signal Generator LabVIEW Block Diagram

The spatial signals are simulated by calculating what the phase delay would theoretically be for a signal coming from a spatial location. For instance, to simulate a signal of frequency f that is coming from a azimuth of θ and elevation of ϕ the phase can be calculated using Equation 4.22 by converting time in seconds to phase in degrees. The phase delay is calculated for each microphone to generate a separate signals for each to simulate the real world situation.

$$\tau_\varphi = \frac{\tau(\theta, \phi) \cdot f \cdot \pi}{180} \quad (4.22)$$

Figure 13 shows the user interface for the spatial signal generator, besides giving a way to choose the values it has helped with algorithm development as it gives a way to visualise what perfectly delayed signals should look and therefore why the delay-and-sum algorithm works.

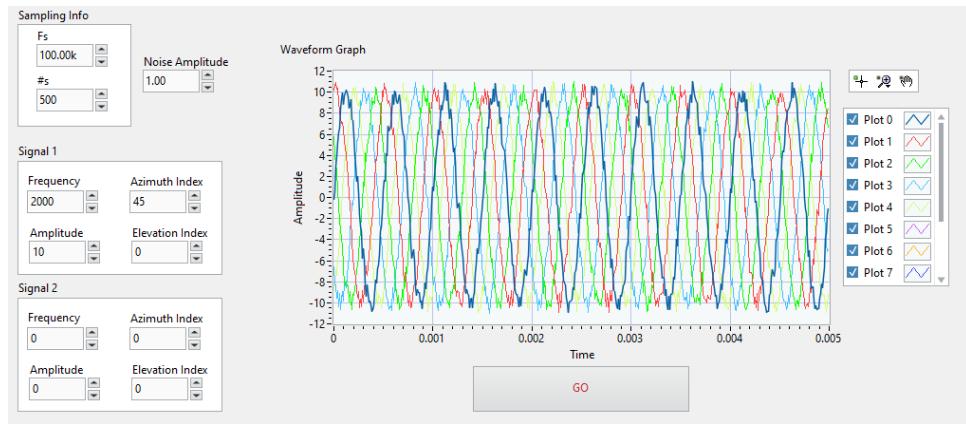


Figure 13: Spatial Signal Generator LabVIEW Front Panel User Interface

4.3.4. File Playback

The file playback function was added as a nice easy way to replay back data from testing and also gives the ability to choose any section of the file to perform beamforming with and perform post-processing.

Figure 14 shows the user interface for playing back files, displaying the sound waves on the right and by zooming in on this plot different sections of the waveform can be used for processing.

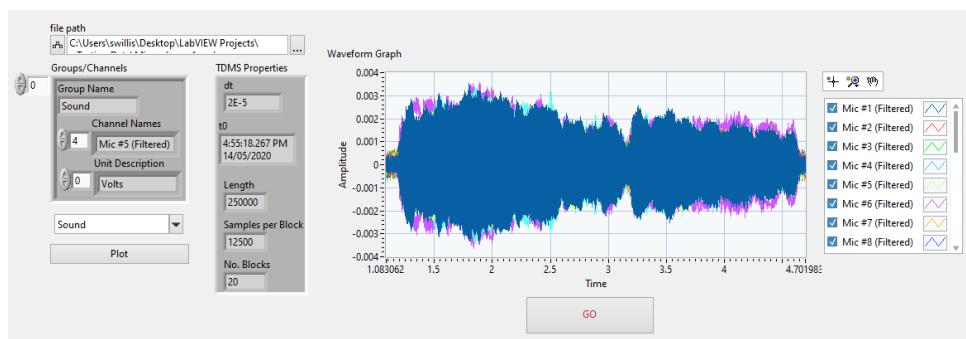


Figure 14: File Playback LabVIEW Front Panel User Interface

4.3.5. Full Simulation Package

graphs of delayed waves for DAS

4.3.6. Simulation Testing and Validation

With the known phase delay an array of sinusoidal waves are able to be generated with the correct phase that would theoretically be received at each sensor of the array. When this array of signals is input into any beamforming algorithm it ideally gives a performance gauge of the algorithm itself and the geometry of the array. When the output heat-map is compared against the 3D frequency response heat-map it is clear whether the results are as expected or not, Figure 15 demonstrates this. The white is the estimated location of the signal source going down to blue then black as the least likely.

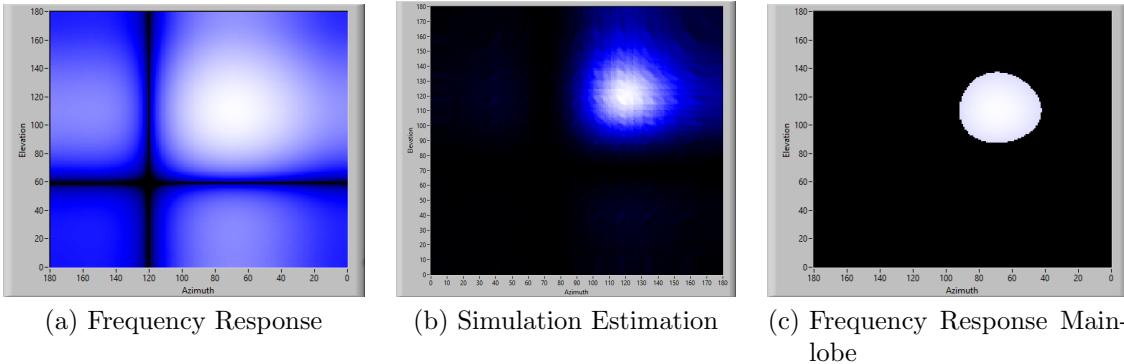


Figure 15: Comparison of Simulation Results to Expected Results

Comparing the mathematical model used in the frequency response and the implemented delay-and-sum algorithm in the simulation both returned nearly the same results, this indicates that the delay-and-sum algorithm is working as intended and that the simulation works as intended as well. The two main side-lobes in Figure 15a can also be seen in Figure 15b towards the top left and bottom right for further verification. Additional Figures from this simulation are included in Appendix A

4.3.7. Algorithm Simulation Comparison

This section details the core differences found in simulating both the Delay-and-Sum Algorithm and the MUSIC Algorithm. Figure 16 shows the comparison of the two algorithms response to a single 1863Hz frequency signal at 13 Degrees to the left of centre Azimuth and 16 Degrees below the centre Elevation.

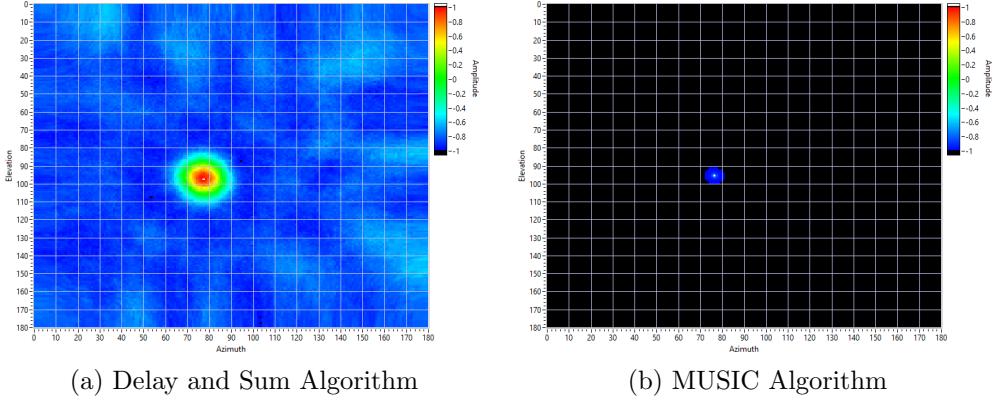


Figure 16: DAS and MUSIC Algorithms compared at 1863Hz

The differences between algorithms is very clear. To make the comparison as fair as possible the input signals were of different lengths to make the compute time equal which starts to show the computational differences between the two. The input signals for MUSIC was 8 seconds long while the input signals for delay-and-sum were 0.1 seconds. MUSIC algorithm outperforms the delay-and-sum drastically, as it estimates the signal location to pin-point accuracy, the delay-and-sum's most likely estimation is only a few degrees off the real location, though looking at the estimation results it could realistically be anywhere within the 7 degree radius hot-spot.

Figure 17 shows a test of the ability of both algorithms to separate two signals of the exact same frequency. Two single frequency 1863Hz signals were produced both on the horizontal and 12 Degrees either side of the centre giving 24 Degrees of separation, 24 degrees was chosen as it was the smallest degree of separation that both algorithm could separate the signals. The same length of input signals was used as the previous example to keep it comparable. This test shows slightly different results but still the MUSIC algorithm performs better as it has a definite differentiation between the signals but the estimation of location of the left signal is not correct, whilst the delay-and-sum has only just differentiated the signals but is giving a broader area of location estimations.

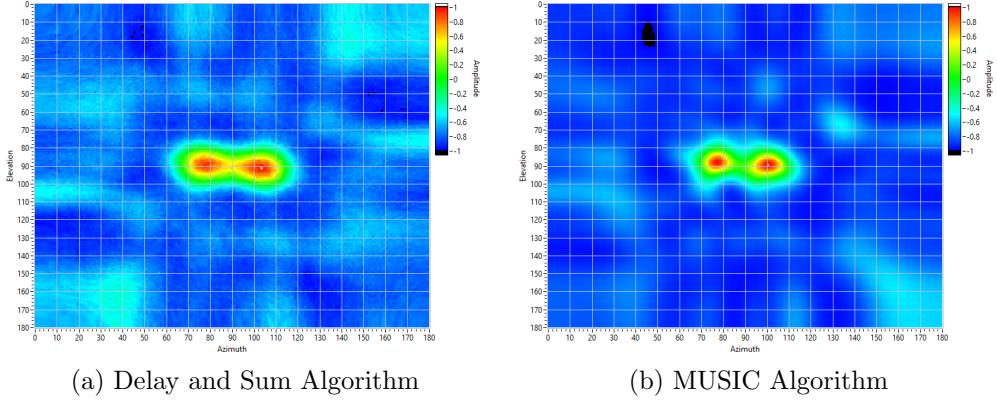


Figure 17: DAS and MUSIC Algorithms compared at 1863Hz Source Separation

Overall through extensive testing it was found that the delay-and-sum algorithm was a much more robust algorithm but is essentially attempting to find the strongest sound source in its view which can lead to misleading results, as well as this it is much more computationally intensive compared to the MUSIC algorithm. The MUSIC algorithm performed significantly better and quicker than the delay-and-sum algorithm in simulation showing great potential but does require more knowledge of the signal of interest for it to be effective as well as fast.

DAS theoretical best, both show beam patterns matching?

5. Hardware Research and Development

5.1. 2D Frequency Response

A Frequency response is a visual way of analysing the effectiveness of microphone array geometries to a certain frequency coming from particular directions and allows for a quick analysis of array geometries. A frequency response for a uniform linear array of 10 microphones with a spacing of 8cm subject to a 2kHz signal is pictured in Figure 18 and the same response when digitally steered to 130° in Figure 19.

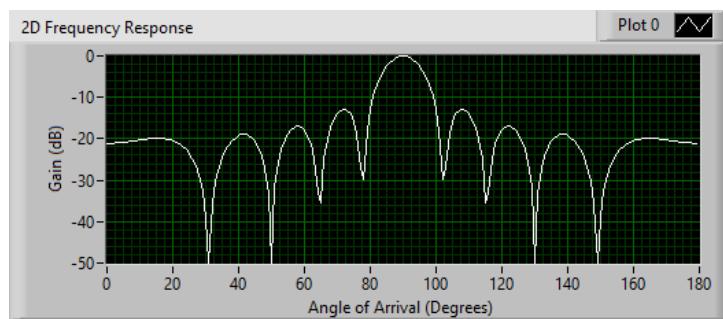


Figure 18: 2D Frequency Response

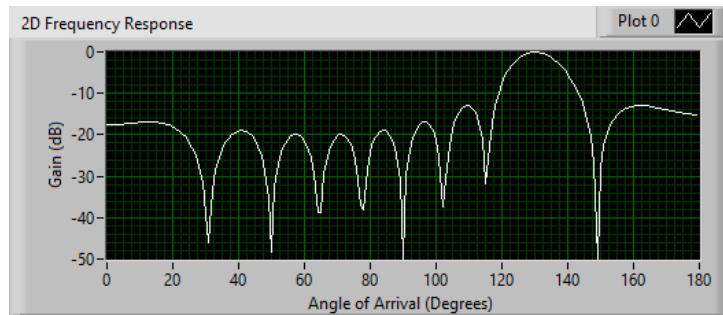


Figure 19: 2D Frequency Response Steered to 130°

When evaluating a 2D Frequency response the main points of interest are the main-lobe, its beam-width and the side lobes. The main-lobe is the lobe with the greatest amplitude seen at 90° in Figure 18 the beam-width is the width from where the main-lobe drops to -20dB as this is half the power of 0dB, this is effectively the resolution of the array at that frequency. Side lobes are important to show the effective gain of interference that appear to be coming from angles other than the angle of interest due to spatial aliasing, these can be seen in Figure 18 and 19 by the 7 or 8 lobes with peaks around -20dB gain. The goal of microphone array geometry design is to minimise the side lobes minimizing interference, and decreasing the beam width to give a better array resolution.

Equation 5.1 was adapted from Benesty et al. (2008) and has been applied to calculate 2D Frequency responses in Figures 18 and 19.

$$Response(\theta) = 20\log_{10}\left(\left|\frac{\sum_{n=1}^N \exp\left(\frac{-2\pi j x_n (\cos(\theta) - \cos(\varphi))}{c}\right)}{N}\right|\right) \quad (5.1)$$

θ defined as the angle of arrival, where x is the location in the x -direction from the origin, and φ is the steered angle of the beamformer.

Another useful visualisation using Equation 5.1 is a form of Frequency response that repeats the 2D Frequency response above over a range of frequencies, this makes it easier to spot if there are any problem frequencies due to the array geometry. Using the same array as Figure 18, Figure 20 shows the frequency response from 0Hz to 6kHz.

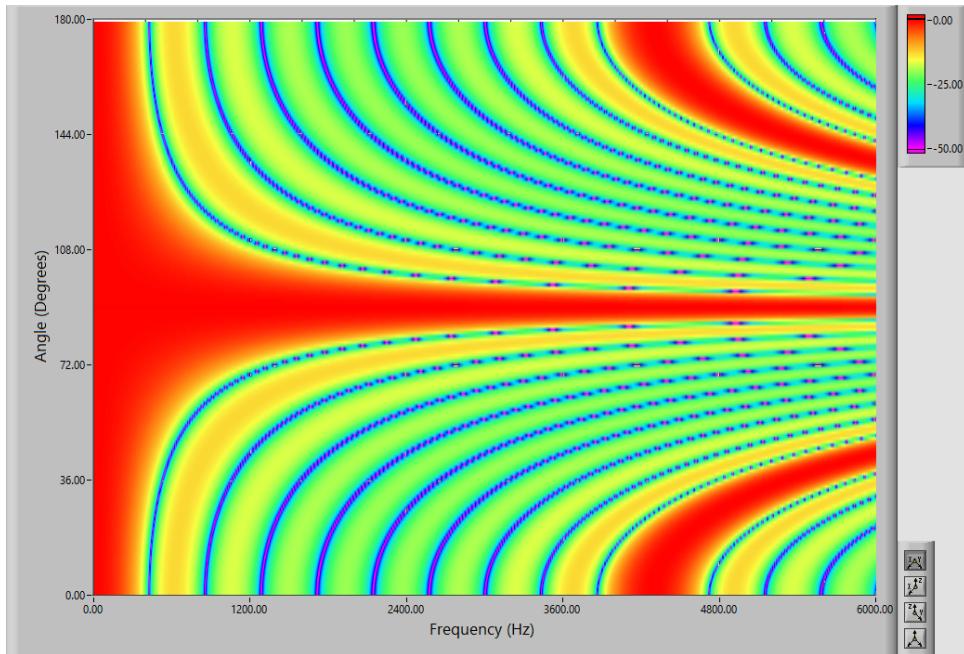


Figure 20: 2D Frequency Response over Varying Frequencies

Figure 20 demonstrates precisely how useful it can be for spotting problem frequencies for particular array geometries. We can see at around 4kHz another main-lobe begins, this will make it impossible to determine where the signal is truly coming from as it would seem as it is coming from 3 directions this is due to the microphone array sensor spacing being a multiple of the signal wavelength, this is due to spatial aliasing. As can be calculated with Equation 2.2 just below 4kHz the wavelength is 8cm, exactly the same as the microphone spacing, providing reason for the spatial aliasing.

Another important property of this array is where it becomes use-able, before 400Hz the array has no directionality and cannot determine the direction of a source of interest. The lack of directionality is due to the aperture of the array as mentioned in Section 2.3, below 400Hz the signal wavelength is larger than the array aperture hence it is useless for directionality below this point.

2D Frequency Response analysis of microphone arrays is useful if the geometry of the array is symmetrical. The 2D Response is only looking at the angle of arrival across one of the axes, in this case the angle of arrival is moving across the array azimuth and therefore we cannot see the response of a signal moving through the elevation. For arrays that are symmetrical this doesn't matter as the response will be the same for both azimuth and elevation. A more useful analysis for non-symmetrical array geometry is 3D Frequency Response.

5.2. 3D Frequency Response

3D Frequency response is based on Equation 5.2 using a modified version of Equation 5.1, adding a way to analyse the y location of each microphone and its respective response due to that.

$$Response(\theta) = 20\log_{10}\left(\left|\frac{\sum_{n=1}^N \exp\left(\frac{-2\pi j(x_n(\cos(\theta)-\cos(\varphi_A))+y_n(\sin(\phi)-\sin(\varphi_E))}{c}\right)}{N}\right|\right) \quad (5.2)$$

The main difference between the equation for 2D and 3D Frequency Response is the added factor for the steering and response along the elevation so a response can be found for all spatial locations in front of the array. Figure 21, 22, 23 and are the results for a 3D Frequency response for a grid array with 16 Microphones, 4 rows, 4 columns with a row and column spacing of 8cm subject to a 2kHz signal and digitally steered towards the origin of the array.

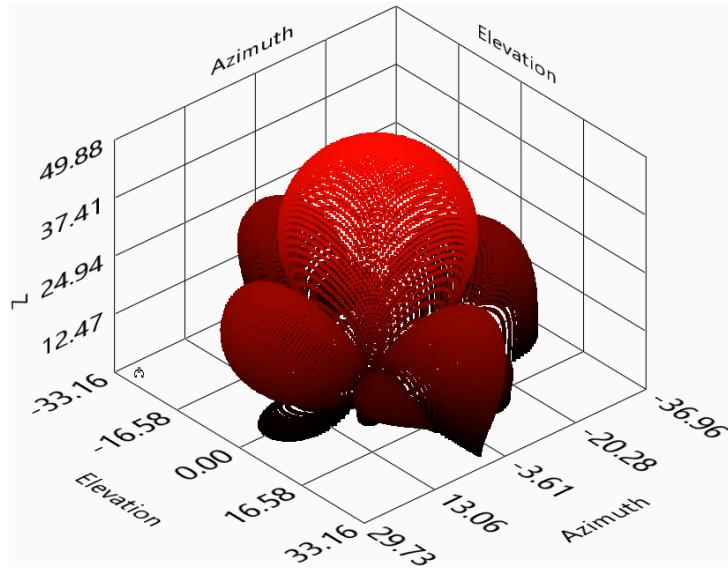


Figure 21: 3D Frequency Response in Decibel

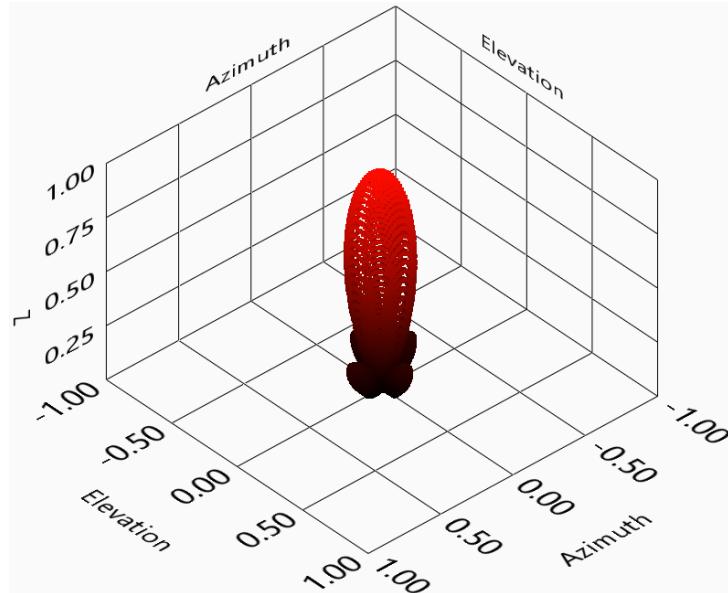


Figure 22: 3D Frequency Response Linear Scale **join these?**

Figure 21 and 22 are the same just with different scaling, the decibel scaling can be useful for a lot of analysis as it attenuates the side-lobes a lot more than a linear scale. These figures allow easy visualisation of the side-lobes and nulls that appear at any particular frequency, these are just a 3D representation of the heatmap in Figure 23 that is the most useful of all of them for analysis.

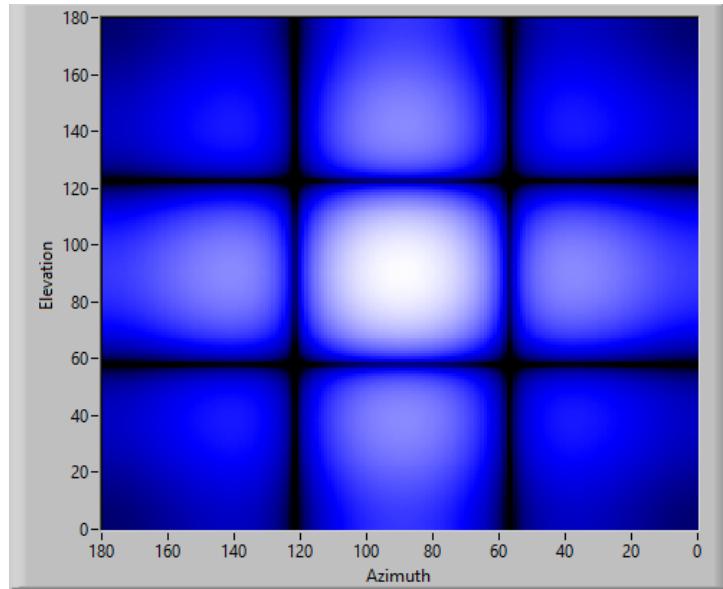


Figure 23: 3D Frequency Response Heatmap in Decibel

The heatmap pictured in Figure 23 allows for the easiest analysis of the response for any array geometry. White is 0dB gain and black is -50dB gain with blue in the middle. This grid array in particular has 1 main-lobe pictured in the centre as the white point and 4 particularly high side-lobes on all sides of the main-lobe with nulls in between. This array shows a good response at this frequency but at different frequencies it is clear it will experience spatial aliasing with such prominent side-lobes. This can be the one drawback of the 3D Frequency response, only being able to analyse a single frequency at a time.

limitation due to only one frequency

5.3. Geometry Design

add calculations of the distance for far field, more information about Underbrink Array

The main constraints with the design of microphone array is the number of handle-able synchronised high sample-rate analog inputs.

A comparison of various array geometries was performed by Zebb Prime and Con Doolan of The University of Adelaide, this included various spiral array geometries that were evaluated by comparing their minimum side lobe levels and beam widths. A comparison

of all the arrays for both near-field and far-field was presented but as the purpose of the array in this report is for far-field signals the near field results were not taken into account. The comparison showed the Underbrink geometry design was overall the best performing closely followed by the Brüel & Kjær (B&K) array (Prime and Doolan, 2013). Hence for the choice of array for the proof of concept design the Underbrink array was chosen as it shows promising resolution and minimal side lobes especially for the number of sensors being used.

The Underbrink array is shown in Figure 1, it is a "multi-spiral design where the microphones are placed in the centre of equal area segments" (Prime and Doolan, 2013). Where a minimum and maximum radius (r_0 and r_{max} respectively) must be defined as well as the number of spiral arms (N_a) and microphones per spiral (N_m). This array is based upon the following set of equations.

The radius of each individual microphone:

$$r_{m,1} = r_0, \quad m = 1, \dots, N_a \quad (5.3)$$

$$r_{m,n} = \sqrt{\frac{2n-3}{2N_r-3}} r_{max}, \quad m = 1, \dots, N_a \quad n = 2, \dots, N_m$$

The angle of each individual microphone:

$$\theta_{m,n} = \frac{\ln(\frac{r_{m,n}}{r_0})}{\cot(v)} + \frac{m-1}{N_a} 2\pi, \quad m = 1, \dots, N_a, \quad n = 1, \dots, N_m \quad (5.4)$$

$$\text{where, } v = \frac{5\pi}{16}$$

To be able to generate many different configurations of the Underbrink array a Python script was written and this script also converted the coordinates from polar to Cartesian making it easier to work with the LabVIEW Simulations.

5.3.1. First Design

constrained due to input cards (12 inputs 4 cards), need to make more relevant as first design The decided upon array for initial testing had an inner radius of 25mm and outer radius of 250mm, 3 arms with 4 microphones on each and opted not to have a microphone at the origin as ideally there would be a camera there. This design was limited to 12 microphones due to the number of available high speed analog input cards at the time

of design and testing. When designing Underbrink arrays it was found that have an odd number of arms was beneficial as it avoided having a symmetrical array in any way, this prevented a large amount of spatial aliasing commonly a problem in symmetrical arrays as further investigated in Section 5.3.2. This array is pictured in Figure 24.

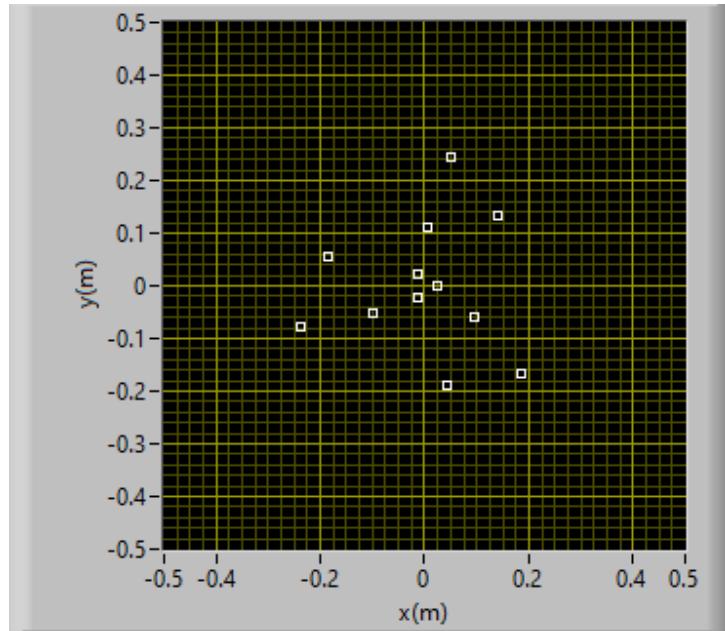


Figure 24: Chosen Underbrink Array

The choice of the inner and outer radius dimensions were based off of the frequency response and ease-of-building, giving very minimal side-lobe levels and a acceptable resolution between 1kHz and 4.5kHz without being overly large. Designs were considered with larger radii to have a better response at lower frequencies but for the current purpose of testing the algorithm the frequency range is not a problem.

Figure 25 and 26 show the frequency response for this custom Underbrink array at 2kHz, compared to the grid array shown in Section 5.1 the Underbrink shows very minimal side-lobe levels or obvious side-lobes and no spatial aliasing giving a promising response for the amount of sensors hence the choice for further testing.

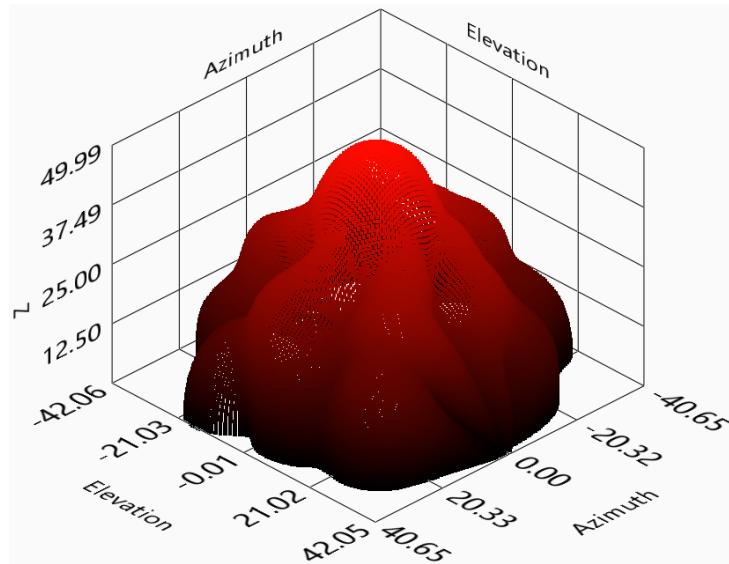


Figure 25: Underbrink Array 3D Response in Decibel [join these?](#)

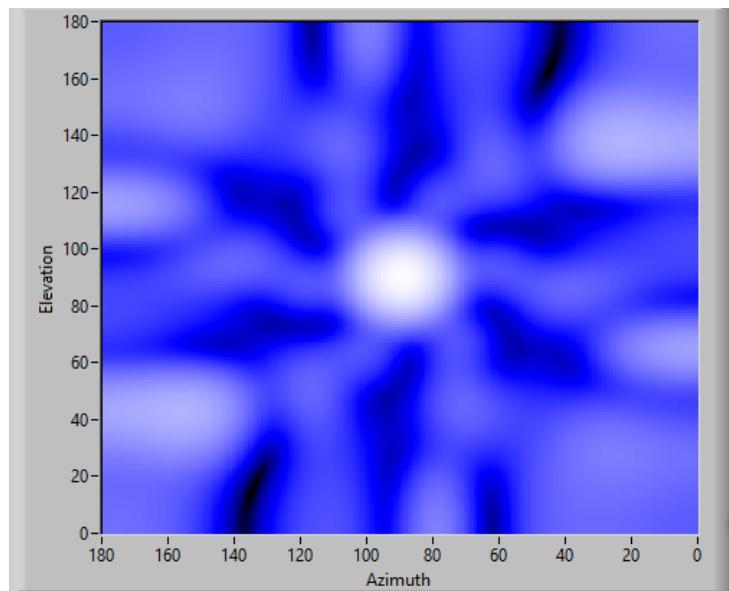


Figure 26: Underbrink Array 3D Response Heatmap

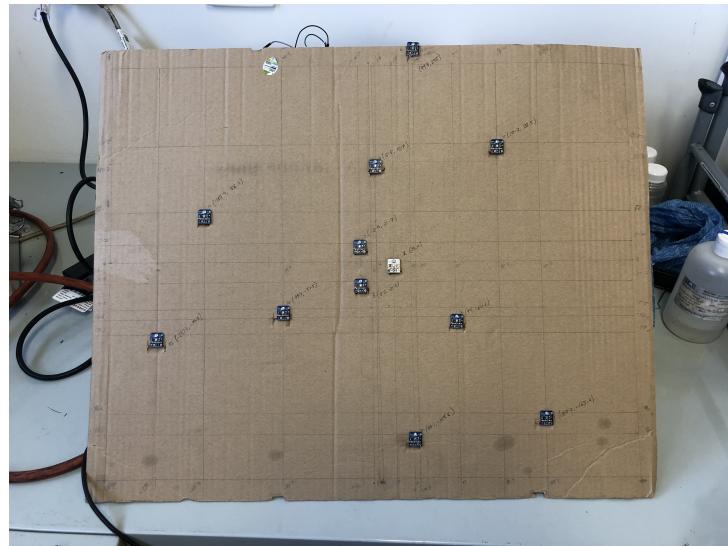


Figure 27: First Microphone Array

5.3.2. Second Design

48 channel constraint, odd number hard to fit microphones around small circle lots of arms, only using 24 due to hardware, cabling differences For the second iteration of the microphone array I was now limited to 48 synchronous channels. This was to be achieved using two separate National Instrument cRIO-9036's both filled with 8 NI-9232's capable of 3 analog channels sampling at 102.4kHz.

Through simulations of the Underbrink array I found that an odd number of arms performs better than an even number when using a similar number of microphones. This is found to be due to the symmetrical geometry produced by an even number of arms that causes the problem of spatial aliasing. A series of microphone array geometries used to demonstrate this is displayed in Figure 28, these geometries range from 42 to 48 microphones being used from 5 to 9 arms and all with a minimum radius of 25mm and maximum radius of 0.5m as this gave the best possible frequency response without the array becoming too large to easily move. The theoretical frequency response of an array of this size what is it.

Figure 29 displays the 3D Frequency Response of each of the arrays from Figure 28 when subject to a pure 4kHz signal at the absolute centre of the array. This demonstrates that purely having more microphones will not always result in a better performing array and that other factors will see better improvements in performance. All of the geometries have a near identical beam-width, this was expected as the 4kHz is well within all of their

frequency response, and with all of the arrays having equal inner and outer radius' no array should have an advantage. Both microphone arrays utilising the full 48 microphones show significantly larger side lobe levels than the arrays with less microphones due to the even number of arms on the array.

Taking into consideration the results of the various array geometries the geometry shown in Figure 28.a with 5 arms was chosen for the new array design, this was due to two reason; firstly the array showed similar side lobe levels to the 7 arm and 9 arm geometries but had fewer side lobes, secondly with a desired inner radius of 25mm it would not be possible to fit more than 5 microphones nicely.

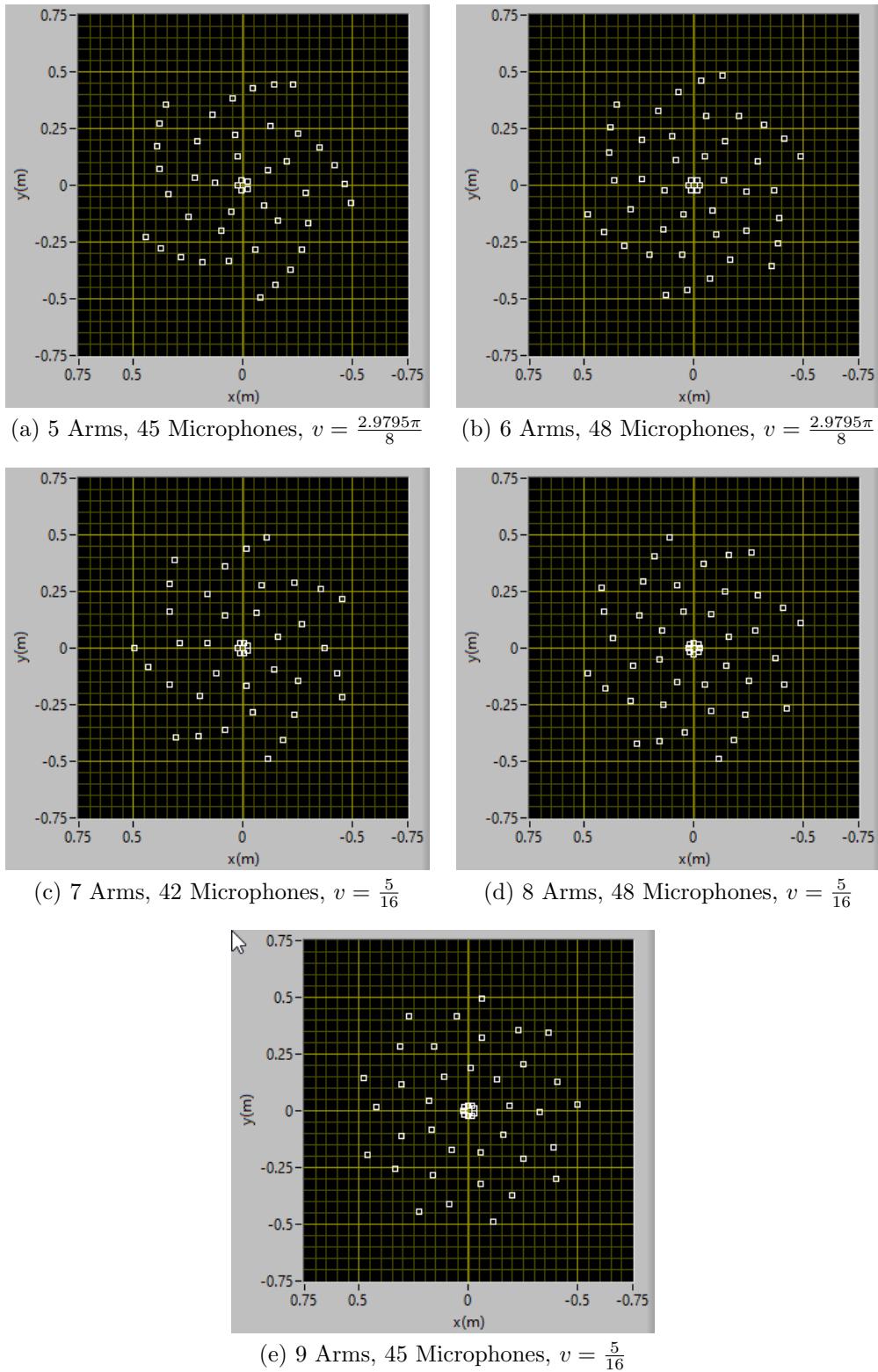


Figure 28: Series of tested microphone array geometries

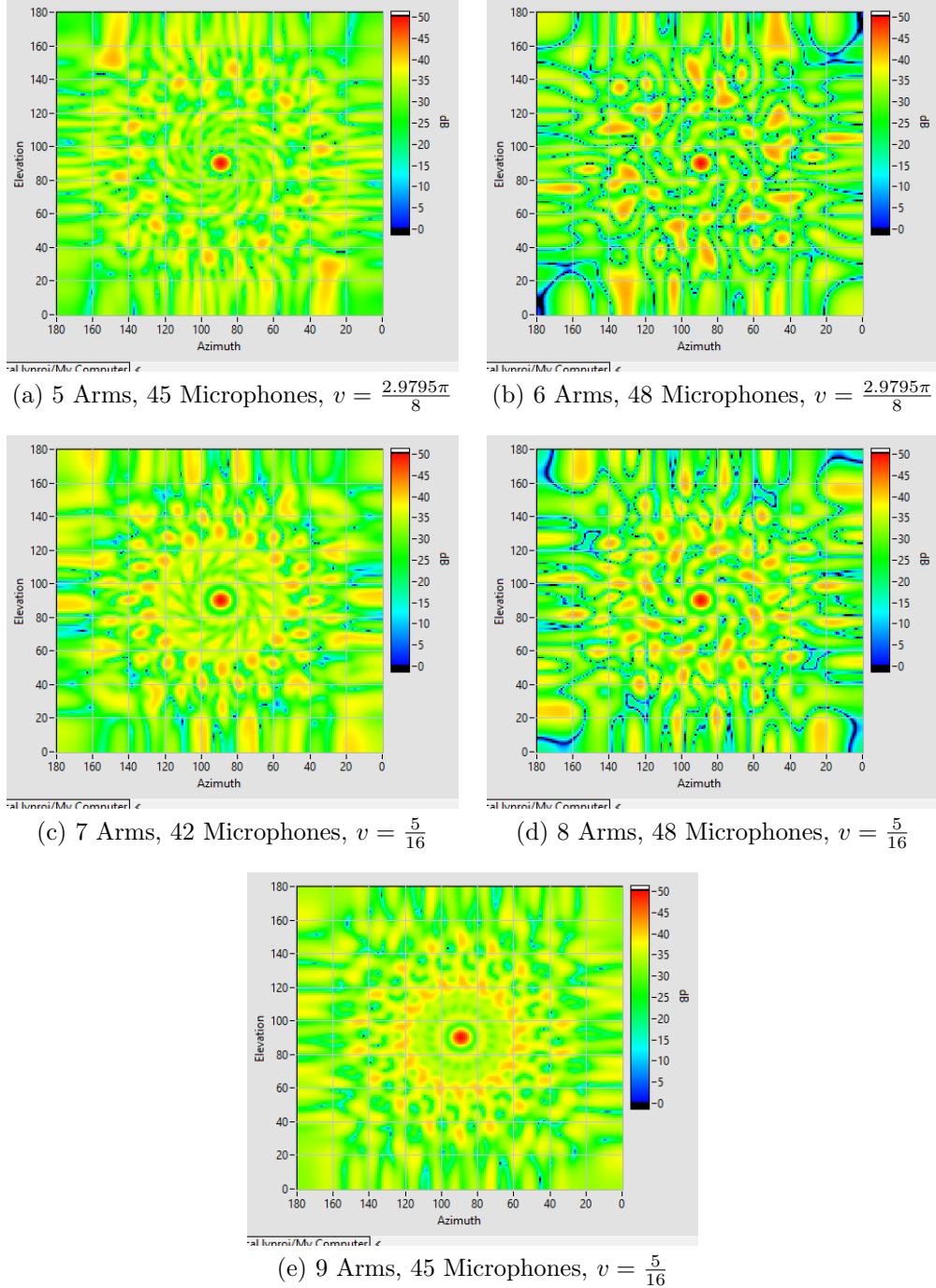


Figure 29: 3D Frequency Response Results

Now with the desired design chosen further analysis was performed to ensure adequate performance from the array. Using the same technique shown in Section 5.1 producing a series of 2D Frequency responses through all the use-able frequencies to see a more

accurate representation of the array response. This was performed for both the 2D response of the Azimuth and Elevation as a 3D frequency response is just a combination of these, performing them separately provides similar results but the ability to see the response over the desired frequencies. Figure 30 shows the frequency response across the azimuth of the array ranging from 0 to 10kHz and Figure 31 showing the same frequency range across the elevation of the array.

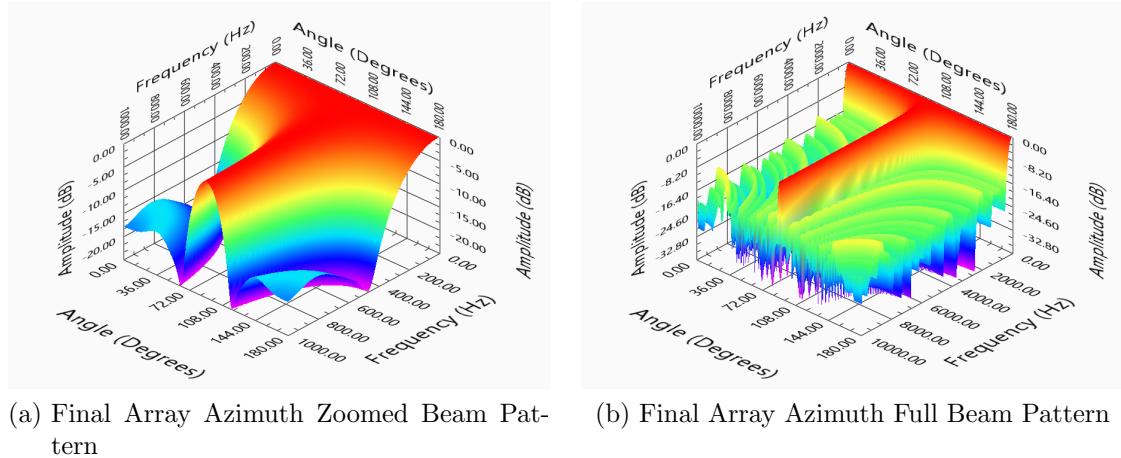


Figure 30: Final Array Azimuth Frequency Sweep Beam Patterns

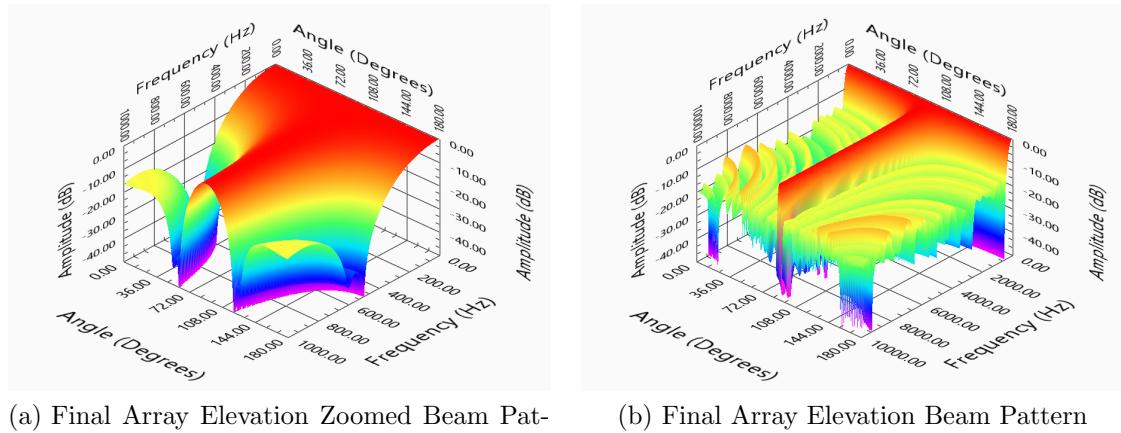


Figure 31: Final Array Elevation Frequency Sweep Beam Patterns

As shown in both of the sweeping 2D frequency responses' the array has very minimal side-lobe levels from 600Hz through to 10kHz. The array begins to have directionality around 750Hz due to the array diameter. Following Eqn. 5.5 with the array diameter of

$1m$ it would equate to 686Hz as can be verified when looking at the frequency response. This relationship is due to spatial aliasing and the requirement for their two be two sensors within the wavelength of the signal as described in Section 2.3.

$$dia. > \frac{2c}{f} \quad (5.5)$$

Now that the design had been finalised and deemed appropriate for the microphones and use case it was modelled in Solidworks as can be seen in Figure 32 (a) due to the complex geometry of the design it was laser-cut out of 6mm plywood in four separate pieces and glued together. The design allows for the microphones to be screwed directly into their correct position with a much greater accuracy than if it was hand-made, this results in much tighter geometry tolerances and therefore higher accuracy beamforming.

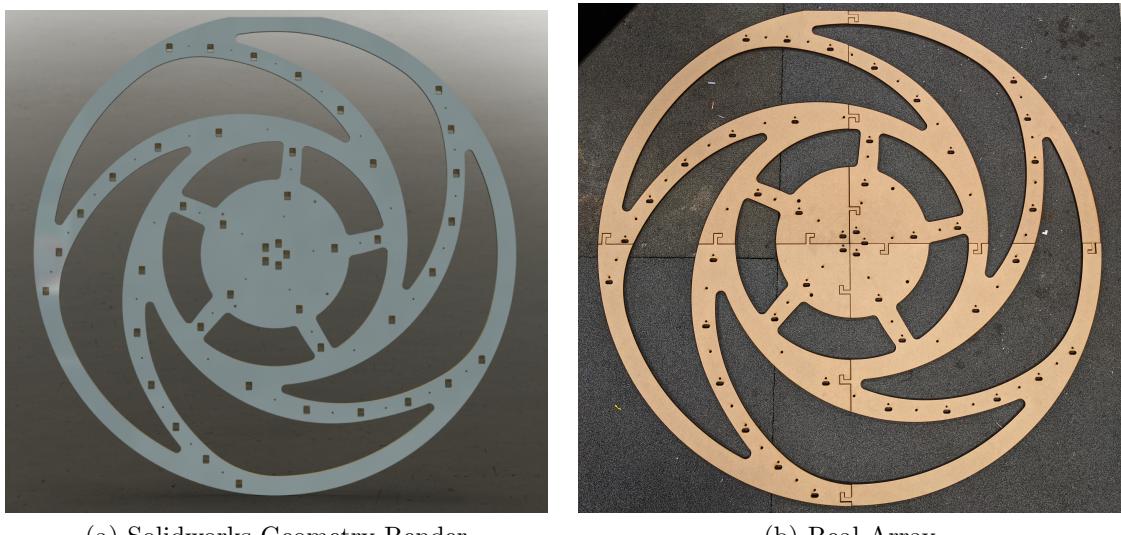
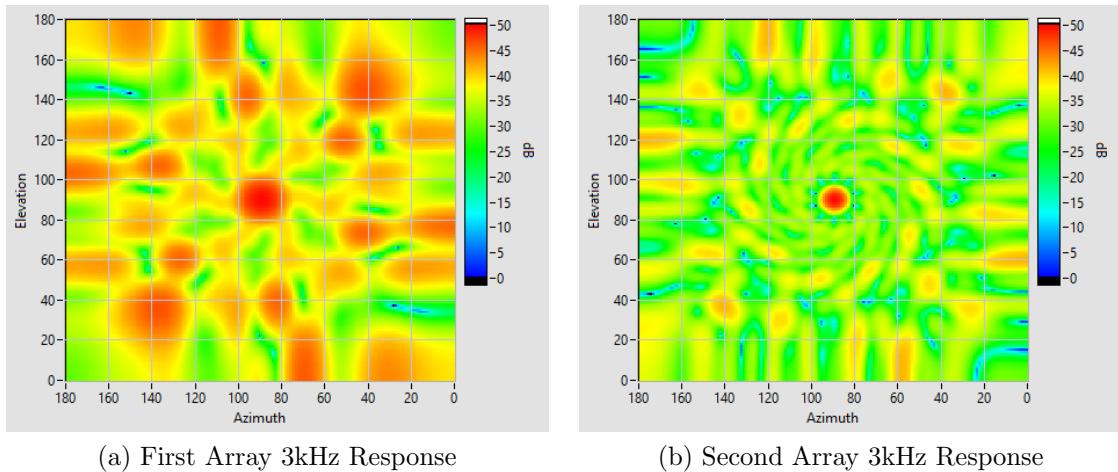


Figure 32: Final Array

5.3.3. Design Comparison



(a) First Array 3kHz Response

(b) Second Array 3kHz Response

Figure 33: Array Comparison 3D Responses

5.4. Microphones

Before the wide availability of MEMS (MicroElectrical-Mechanical System) Microphones arrays were required to be set up with conventional analog microphones, this made the costs and size for arrays very significant limiting the widespread availability of this technology with such a high barrier to entry. With the now every-growing mobile phone industry MEMS Microphones are incredibly cheap starting at less than a dollar each allowing for large arrays to be built for very low costs (Sanders, 2017). The selected SPW2430 MEMS microphones are able to be directly input to the National Instrument hardware as they have an analog DC output that is easily digitized for analysis and post processing.

5.5. Data Acquisition

5.5.1. First Array

The initial testing array consisting of 12 MEMS Microphones from Adafruit (SPW2430) had a range between 100Hz and 10kHz so well within the required range of the array (Adafruit, n.d.) mounted on a large piece of cardboard. There were four NI 9232 C-series modules available for analog input in a NI cDAQ-9178 for data acquisition, at the time of the photos three of the c-series modules were being used for other projects. The NI 9232 C-series modules are designed for sound and vibration inputs and take in three

signals each simultaneously, with built in anti-aliasing filters for the selected sample rates up to 102.4kHz per channel (National-Instruments, 2019). The NI cDAQ-9178 allows for the data acquisition from the NI-9232 modules and the synchronisation of the acquired data across multiple modules, it communicates with the computer via a USB for plug-and-play simplicity (National-Instruments, 2019). Figure 34 and demonstration of how the components are put together.

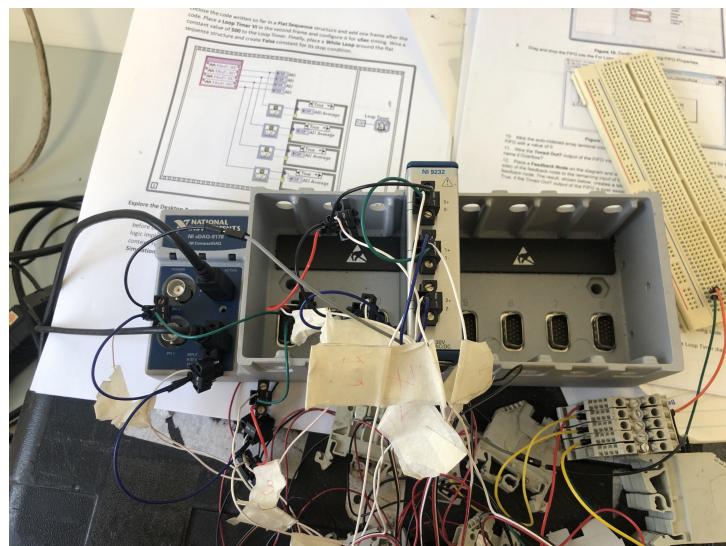


Figure 34: NI cDAQ with a single NI 9232 Installed and Wired Up

5.5.2. Second Array

The second array was designed to be used with two NI cRIO-9036's Real Time Targets with FPGA's and 16 NI-9232 C-series Modules. This configuration would have allowed for up to 48 Channels of synchronised 102.4kHz input signals being processed on the cRIO's themselves with potential to move some processing to the FPGA. Due to unforeseen circumstances this hardware was made inaccessible and unavailable and a change of hardware was required. The hardware was changed back to the NI cDAQ-9178 and 8 NI-9229's C Series Modules, this allows for up to 24 synchronous channels of 50kHz sample rate (National-Instruments, 2020). Hence the final microphone array only consisted of 24 microphones with all processing taking place on an attached computer. As the array was designed for the use of 45 microphones spanning over 5 arms it had to be cut down, the inner 20 were microphones were chosen and then 4 of the 5 on the next ring of microphones as shown in Figure 35.



Figure 35: Final Microphone Array with 24 Microphones

A comparison of the intended final array and the used final array is shown in Figure 36, the designed final array has a much better response as would be expected with almost double the microphones but the final microphone array has an adequate response and is still preferred to the first design.

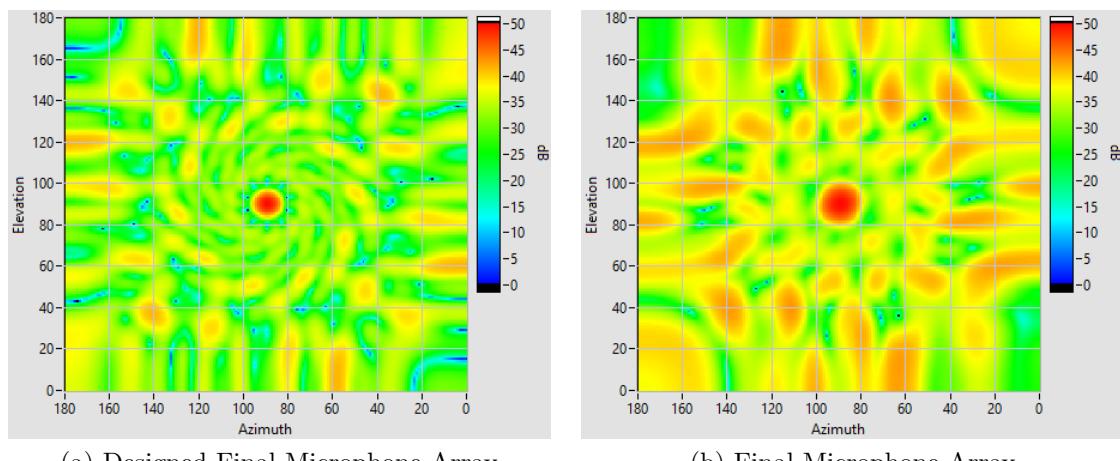


Figure 36: Comparison of Frequency Responses at 3kHz

6. Application to Machine Defects

Vibration analysis is used to evaluate the condition of machinery and determine whether defects due to misalignment, bearing degradation, looseness or any other potential factors that could be present. These defects generally cause vibration or impacting within the shaft or bearing housing that can be analysed and diagnosed, diagnosis requires the measurement of the vibration, velocity or displacement of the shaft or bearing housing over a period of time so that the time waveform and the frequency spectrum can be obtained and then analysed. Instead of using an accelerometer to measure the vibration it is possible to use a microphone as these defects generate noise the same way they generate vibration, with an array of microphones this will give the ability to pinpoint certain defects of machinery.

Focusing on the frequency spectrum as the features and patterns present can be directly related to those that would be picked up by a microphone array and therefore located. When analysing spectrums for defects there are various patterns and features to look out for that are typical of certain fault cases, some of these can be:

- Harmonic patterns
- Periodic events
- Sidebands
- Separation of close frequencies

Harmonic patterns are multiples of a specific frequency for example if there is a frequency at 25Hz it's harmonics would be 50Hz, 75Hz, 100Hz and so on. The first frequency (25Hz) is known as the fundamental frequency. Harmonics can be synchronous, sub-synchronous or non-synchronous. Synchronous includes the running speed frequency and all of its harmonics, sub-synchronous is below the running speed frequency and non-synchronous are all the frequencies between harmonics, all of these can indicate different types of faults. Common reasons for synchronous energy in the spectrum is imbalance, misalignment, looseness, blade/vane pass frequencies or gears, for sub-synchronous energy is commonly due to other machinery, hydraulic instability, or cage frequencies of bearings and for non-synchronous energy energy is commonly due to rolling element bearing defects, resonances, cavitations or other components and machines. [hand book](#)

Sidebands occur when there are two equally space frequencies on the higher and lower side of a frequency for example if there is a frequency a 125Hz and two more frequencies

at 130Hz and 120Hz these two frequencies would be called sidebands, specifically 10Hz sidebands. A single frequency with sidebands in a time waveform would look like amplitude modulation, and if there are also harmonics with sidebands present this would look like amplitude modulation with a distorted fundamental carrier wave. Common reasons for the appearance of sidebands are gear tooth wear, gear backlash, motor rotor faults or bearing ball defects. [mobius inst + handbook](#)

Knowing these common occurring defects of machinery that can be identified through the frequency spectrum with the addition of a microphone array beamforming with the MUSIC algorithm it is possible to determine locations of certain defects by targeting that particular set of frequencies, as well as this the sound can then be extracted from that location for further analysis.

7. Testing

sections for early testing, 24 mic testing etc.

comparison of algorithms for everything

7.1. Early Testing of First Design

Early testing involved myself whistling in-front of the array, but this has given promising results. For the last test I was standing above the microphone array whistling while it ran for one second producing the heat-map in Figure 37. This result showed the estimated source to be right at the top of the array in the centre which is accurate to where I was, also present are two relatively major side-lobes towards the bottom right of the heat-map.

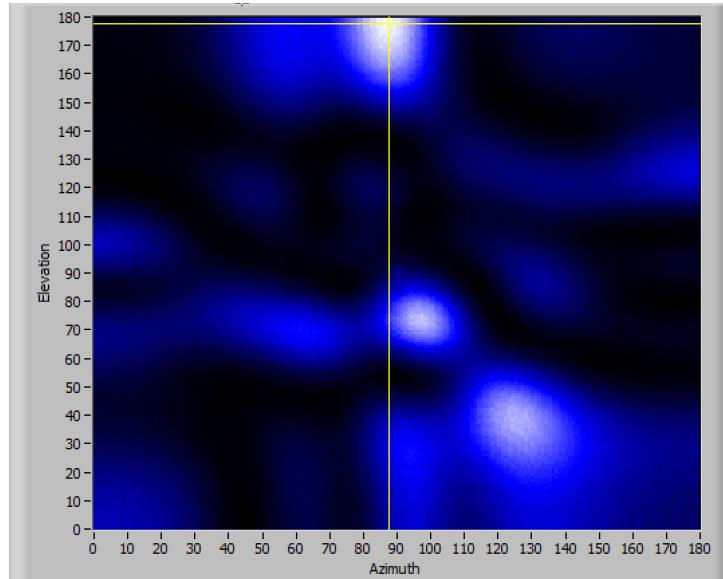


Figure 37: Result of Whistle testing

After performing a Fourier transform on the signal it was found the whistle frequency was 1675Hz this is information as well as its spatial location was vital to test the result in simulation and 3D frequency response for verification. Knowing the location and the frequency a 3D Frequency response was setup with those parameters producing Figure 38. This resulted in a very similar looking heat-map which would indicate that the algorithm and hardware are both working on the test array. The main-lobe and side-lobes all look nearly identical between the real test and the 3D Frequency Response.

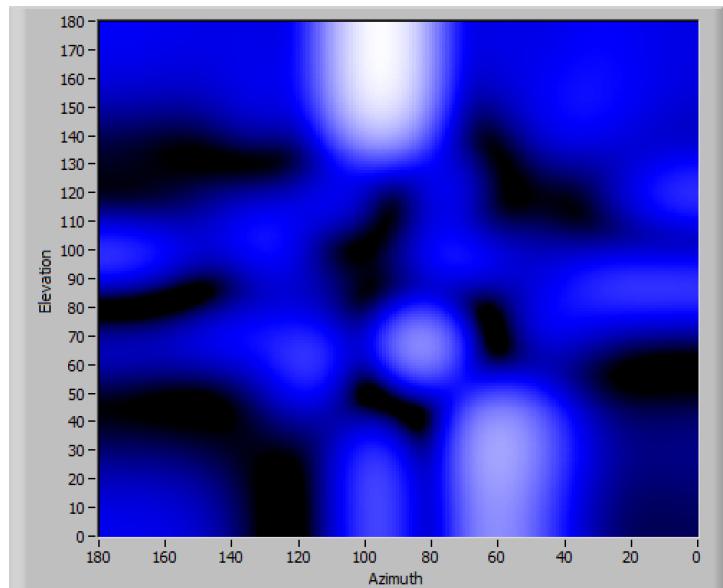


Figure 38: Whistle test 3D Frequency Response

To further validate the results from the test run the parameters were again used in the simulation. Figure 39 shows the results from this. Again showing the same and very promising results as the 3D Frequency response as was expected.

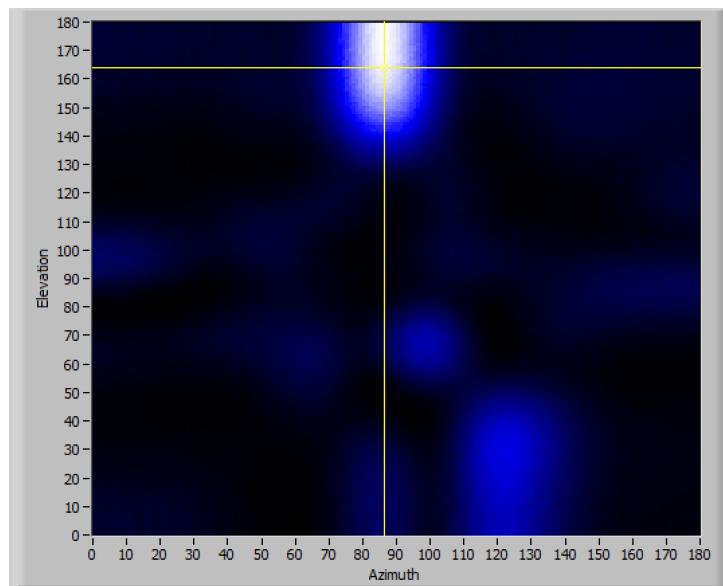


Figure 39: Whistle test Simulation

7.2. Final Design Testing

7.2.1. Design Verification

To verify the accuracy and performance of the microphone array testing was performed in the lab using a speaker and a laser distance measurer. There were two tests performed one with the speaker at 47 Degrees Azimuth and the other with the speaker at 170 Degrees Azimuth both at the centre of Elevation, these angles were calculated with basic trigonometry using the laser distance measurer, the 47 Degree test was 4m away from the origin of the array whilst the 10 Degree test was 3m from origin.

Figure 40 displays the results of the delay-and-sum algorithm to both of the test, this algorithm was chosen for the purpose of verifying the array due to it being much less error prone than MUSIC with less need for user input and has previously been tested and shown to work with a real array. The results show that the array does indeed operate as expected as well as the algorithm. The 47 Degree test was close to exact along the azimuth and was estimated to be a few degrees below in elevation. Inaccuracy begins to show at the edge of the array for the 10 Degree test with the azimuth estimation being around 10 Degrees off but the elevation estimation was as expected. need to find a paper to support this, probably just use frequency response pattern to show

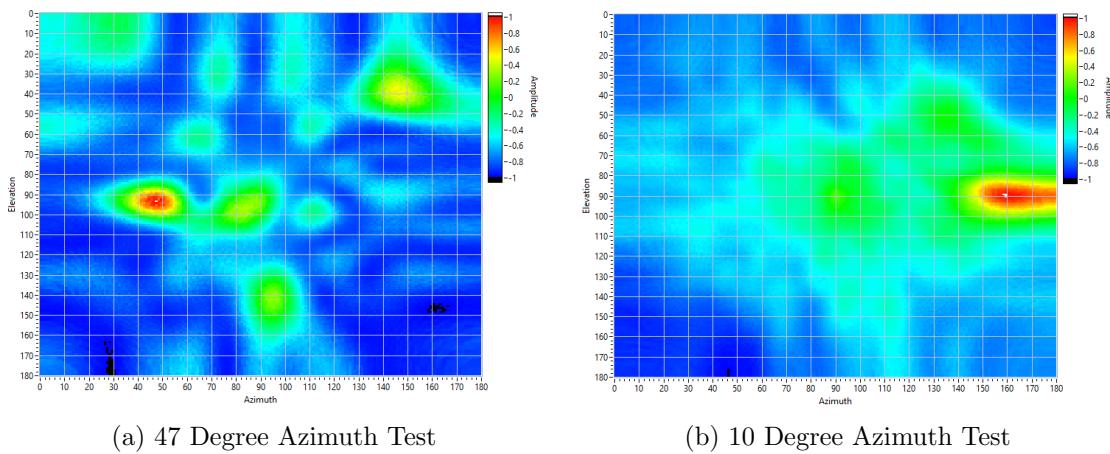


Figure 40: Array Verification Test

7.2.2. Algorithm Comparison

??

7.2.3. Defect Detection

Now to verify the ability of the array to differentiate different noise and spatially locate them a simple test was performed in a lab environment. To the right hand side 3m from the array a speaker was playing a loud 2.5kHz sinusoidal tone and in front of the array to the left 8m away was a turbine balance test rig running at 3000rpm, the purpose of the test was to see if it would be possible to differentiate the sources.

Figure 41 shows the signals captured by the microphone array over a 4 second period. As can be seen in the frequency spectrum, there is a significant amount of noise in the sub 1kHz frequency range, a large spike at 2.5kHz, a small bunch of signals at 5kHz and 6kHz and more noise around 9-11kHz. As the lab was relatively quiet the peaks that appeared at 5kHz and 6kHz were assumed to be coming from the balancing test rig, Figure 42 provides a closer look at some of the assumed signals from the balancing test rig.

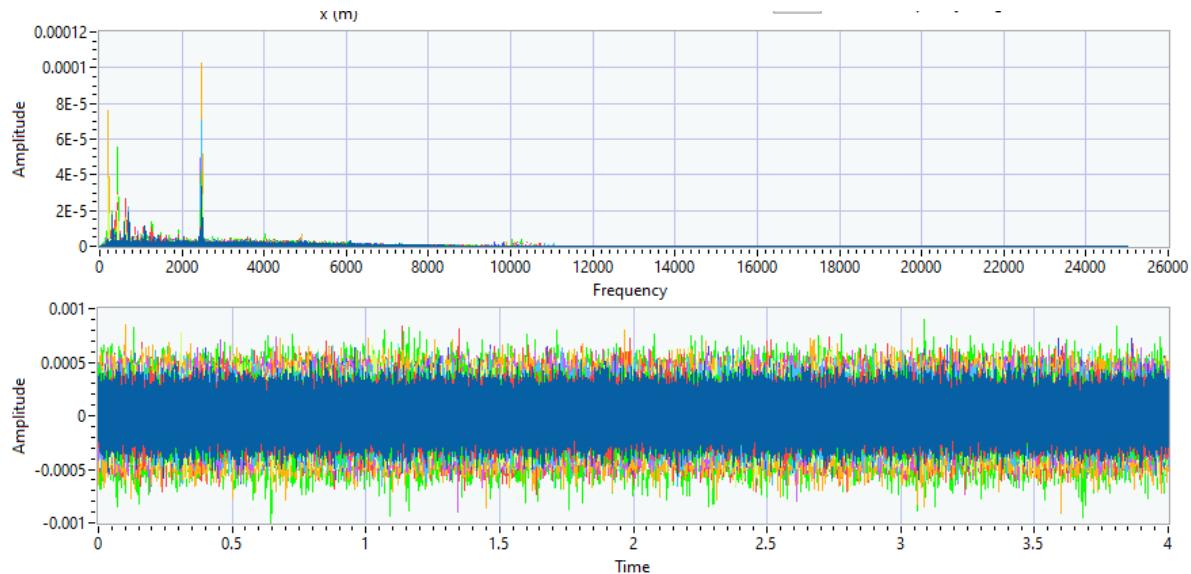


Figure 41: Microphone Signals

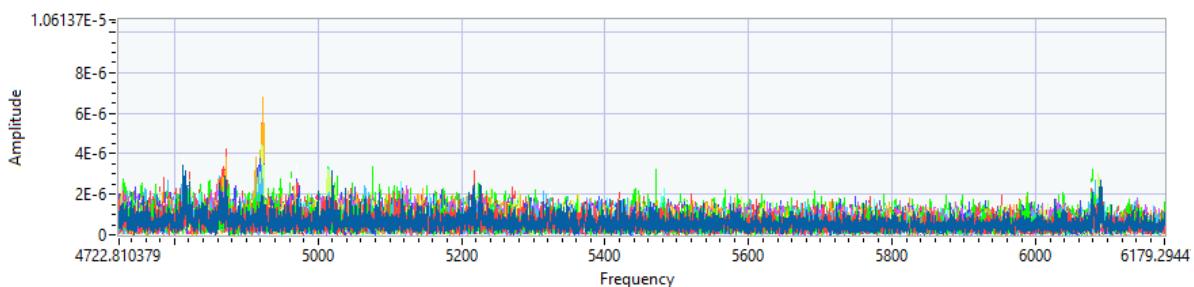


Figure 42: Zoomed Microphone Signals

In the following Figure 43 it is shown that the array succeeded in differentiating the signal source locations and identified the correct locations for the signals. In Figure 43(a) a single frequency of 2474Hz was searched for using the MUSIC algorithm and for Figure 43(b) a set of frequencies was used to search for, these being: 4812Hz, 4870Hz, 4921Hz, 6080Hz, and 6090Hz, these being the prominent signals that are present in Figure 42. As shown this method of differentiating signals by selecting certain frequencies worked well, the 2.5kHz signal was located accurately though the estimated area is relatively large, on the other-hand the turbine balance test rig was estimated very precisely and accurately though there is a large level of side-lobes creating some uncertainty within the results. Impressively the array could pick out the turbine test rig using the particular frequencies even when they were barely above the noise floor of the environment.

[change picture scales](#)

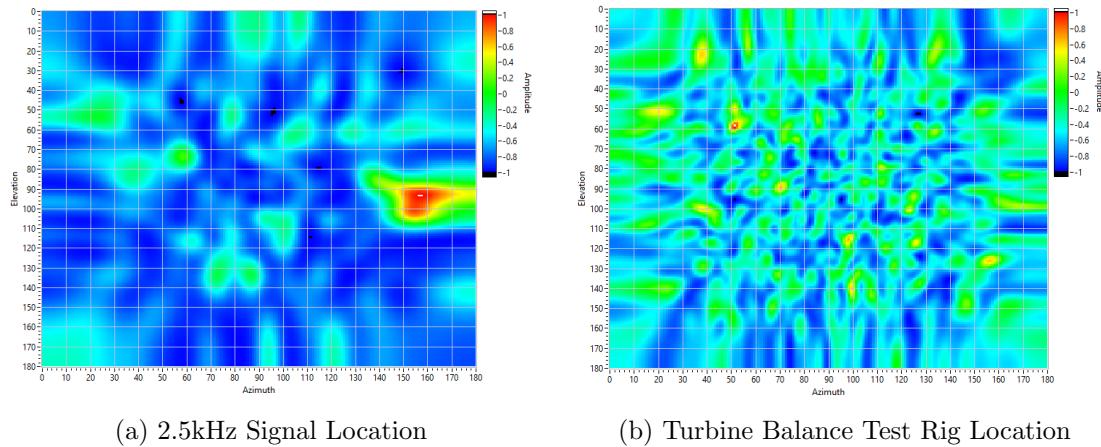


Figure 43: Differentiate signal testing results

This test shows promising results with the array proving that is able to differentiate particular noise sources by frequency and even when the particular frequencies of interest are only just above the noise floor. As well this test has reinforced the potential of the microphone array for finding defects in machine by using a particular set of frequencies to pin-point spatially.

7.3. Site Testing

8. Recommendations

9. Conclusion

more industrial testing, fpga, more microphones etc would be better The main goal of this project is to design an acoustic array that is to be used for the early detection of defects in machinery. This goal is looking promising and achievable, with the current delay-and-sum algorithm implemented already, by just increasing the number of sensors and improving the geometry of the array there will be noticeable improvements to the beamforming accuracy and resolution and with some fine-tuning it should be use-able on machinery. This combined with an FPGA or new algorithms will decrease computational load and potentially lead to better results as new algorithms will lead to further refinement.

In conclusion the current progress towards an acoustic array for condition monitoring is promising. With the next portion of work being devoted to refinement and expansion of ideas, and further signal analysis techniques.

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A. Simulation Figures

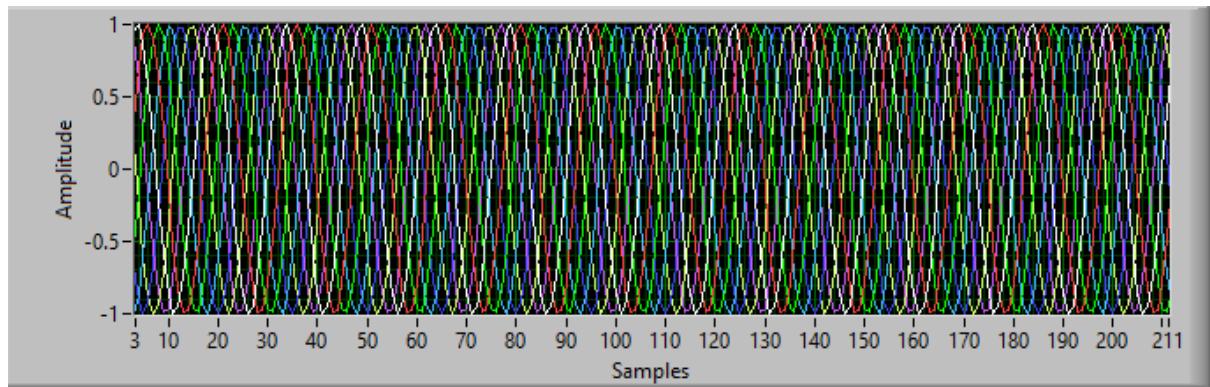


Figure 44: Array of signals when Steered to the Centre of the Array

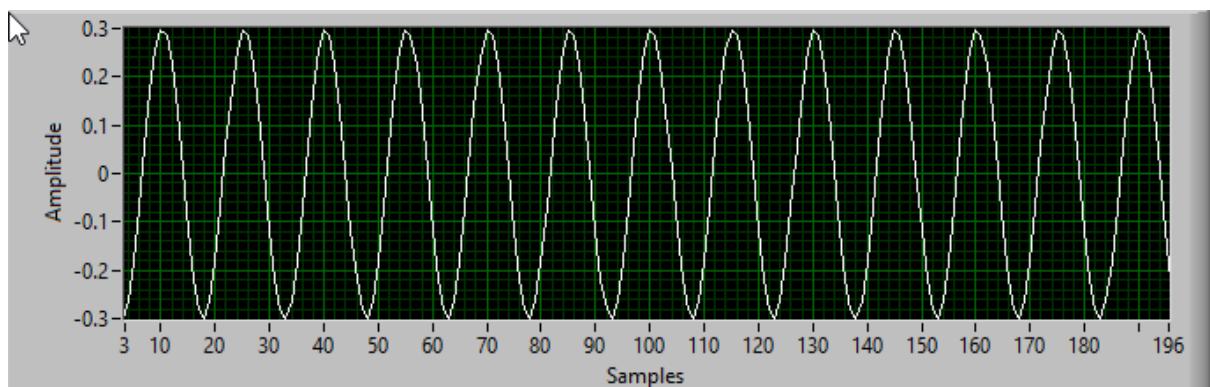


Figure 45: Array of signals at Centre Summed and Normalised

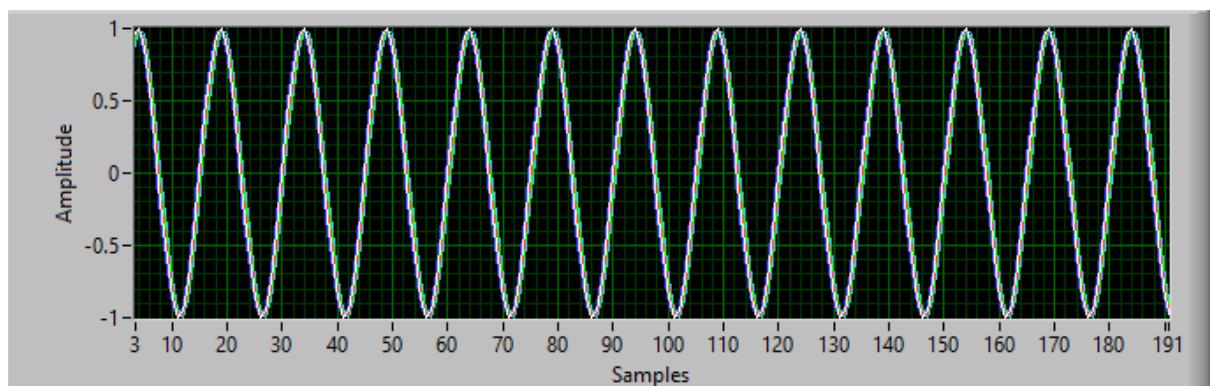


Figure 46: Array of signals when Steered to the Source Location

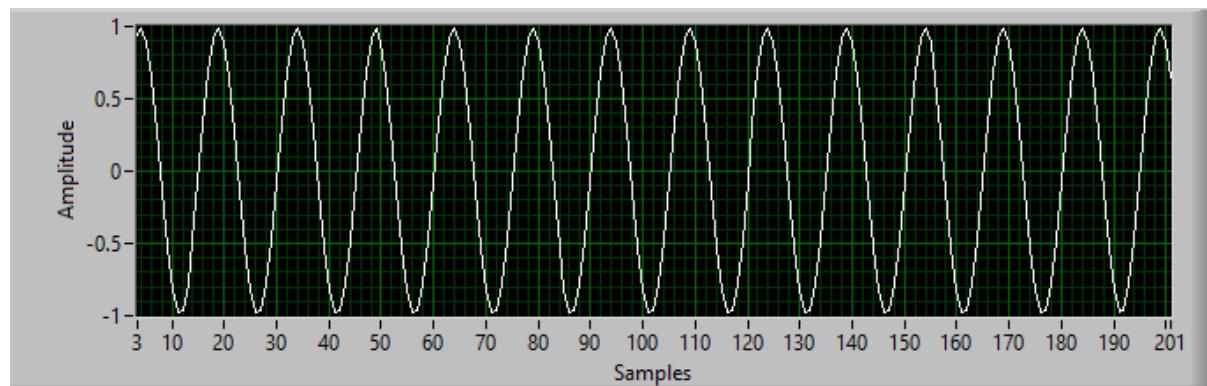


Figure 47: Array of signals at Source Location Summed and Normalised