3rd Year Project Initialisation Document The University of Sheffield

Exploring and Combining different Motional Feedback Techniques for a Loudspeaker

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**Project Description**

The requirements of a loudspeaker as stated by E. R. Hanson [3] are: to be as small as possible, respond as linearly and across as much of the frequency spectrum as possible, to distort minimally, and to consume and emit power efficiently. These aims are almost never completely realised due to nearly all loudspeakers outside of experimental settings not exhibiting any form of feedback mechanisms. The subwoofer is the worst offender in this category; since such large masses of air must be moved to produce low frequencies, the requirements become even more difficult to meet, and poor performance under the 70Hz range [8] is coupled with non-linear and non-ideal performance in the passband. The aim of this project is to explore methods of collecting one or many feedback signals from one or many parameters of a subwoofer and feed them into the input to the voice coil to try and achieve superior sound quality, i.e. more response below 70Hz and linearity, without the expense usually required to purchase open-loop systems that can do so.

**Background Theory**

1. Loudspeaker Equivalent Circuit and System Block Diagram

A loudspeaker may be modelled as two circuits, which interact through a magnetic field. The electrical circuit is simply the voice coil’s resistance and inductance. The mechanical circuit is derived through dimensional analysis, which equates the mechanical properties of the mass of the cone and air, the spring property of the suspension, and the total mechanical damping effects as an equivalent inductance, capacitance, and resistance respectively [7]. As shown in Fig. 1(c) [9], these two circuits are linked by a transformer that represents the flux of the magnetic field. Fig. 1(d) shows a low-frequency simplification of this circuit, since the subwoofer performance is the focus of this project. The critical relationship of proportionality between force on the cone and current through the coil allows a full system block diagram for a loudspeaker to be derived, as shown by Fig. 1(a) [1,4]. This will be used to simulate loudspeaker systems, including any filtering and control systems, before they are actually built, to ensure that the mathematics and control engineering is valid.

The system analyses conducted by [1] and [4] models the loudspeaker as two systems. The electrical system is described by

where *R*, *L* are the resistance, inductance of the voice coil respectively. The mechanical system is described by

where *k*, *m*, *b* are the stiffness, mass, and damping coefficient of the loudspeaker respectively. *b* = *Kf* + *Zrad* where *Kf*, *Zrad* are the friction and radiation impedance respectively.

Fig. 1(a) shows that an input signal *Vin(s)* induces a current *I(s)* through the impedance of the coil, which enacts an equivalent force *F(s)* upon the mechanical impedance due to the existence of a permanent magnet. *I(s)* α *F(s)* through the force/back-emf constant *Bl*. The action of *F(s)* on the mechanical impedance drives the loudspeaker cone with some velocity *v(s)*, which in turn causes a back-emf *E(s)* to be induced through *Bl*. *E(s)* acts against *Vin(s)*.

1. State variable feedback

As can been seen from Fig. 1(a), the loudspeaker is a single-input single-output (SISO) system. However, there are other potential system outputs that would be valid signals to feed back to the control circuit, such as the current in the voice coil, and some states that cannot be measured directly and thus require the measurement of other parameters to obtain, such as the cone velocity. Thus, the technique of state-variable feedback [11] becomes useful for this project.

1. Obtaining feedback signals

The system block diagram shown in Fig. 1(a/b) shows that the cone’s velocity is fed back into a controller, but velocity is not a directly measurable property. The electromechanical parameters described earlier must be measured and velocity mathematically derived, or the control loop mathematics adjusted to accept a different parameter as feedback. Some methods of doing so are presented in [1]; the author designs and implements a method using a varactor (variable capacitor) as a displacement sensor. The varactor, as part of a Clapp oscillator, is placed onto the loudspeaker’s cone, and varies in capacitance with the excursion of the cone, generating a frequency-modulated value for displacement of the cone. This varies the frequency of oscillation of the Clapp oscillator, therefore, when, the Clapp oscillator’s output is compared with that of a phase-locked loop circuit [10], the raw displacement measurement is obtained, and a differentiator converts this into the velocity of cone. The full circuit is shown in Fig 2.

The work in [2] describes an accelerometer attached to the cone measuring acceleration, specifically, the details of the effect of the accelerometer on the loudspeaker’s performance. The effect of the varactor on the loudspeaker’s performance was not evaluated in [1] – for any control system that will be implemented, its effect on performance must be evaluated, in order to ensure that all work against non-linearity isn’t being undone by the same equipment that is being used.

The work in [4] describes a method of controlling the loudspeaker current by using a disturbance observer, i.e. a filter that is designed.

1. Enclosure design

Manufacturers of loudspeakers do not quote the equivalent electromechanical circuit parameters shown above and in Fig. 1(d) because it is difficult to measure them directly. Instead, some parameters that describe the low-frequency performance of the loudspeaker are provided; these are known as the Thiele-Small parameters [12]. When designing the enclosure for a loudspeaker, it is vital to know its Thiele-Small parameters to ensure that the full range of electrical and mechanical effects are considered and accounted for, such that sound performance is as optimal as possible given the requirements for the enclosure. The work conducted by S. Linkwitz as summarised in [13] demonstrates the process of designing an enclosure that is sufficiently small for a reasonable output. This process is necessary to ensure that the introduction of any control system does not unnecessarily increase the size of otherwise cheap and compact loudspeakers.

**Project Specification**

* Theorise, predict, and simulate open-loop loudspeaker behaviour and frequency responses, based on actual subwoofer device parameters.
* Explore different methods of collecting feedback from loudspeaker output and devise a system that combines as many as possible
* Design and manufacture subwoofer enclosure.
* Design and manufacture control circuits (analogue implementation circuits as minimum, digitally if possible within time).
* Compare performance of subwoofer with and without feedback enabled, and with no feedback systems present in the enclosure at all.
* Qualitatively assess the performance of the finished closed-loop system against a reference high-performance open-loop system.

**Project Schedule**

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| --- | --- | --- |
| **Tasks** | | **Description** |
|  | **Sub-tasks** |  |
| *1* |  | *Project Initialisation Document* |
|  | 1.1 | Initial research |
|  | 1.2 | Write-up |
|  | 1.3 | Hand-in |
| *2* |  | *Interim Report* |
|  | 2.1 | Further research |
|  | 2.2 | Design of closed-loop loudspeaker system |
|  | 2.3 | Software simulations of system |
|  | 2.4 | Report writing |
|  | 2.5 | Hand-in |
| *3* |  | *Second marker viva* |
|  | 3.1 | Collation of understanding and milestones |
|  | 3.2 | Slide preparation |
|  | 3.3 | Practice and refinement |
|  | 3.4 | Presentation |
| *4* |  | *Public engagement video* |
|  | 4.1 | Choosing a target audience |
|  | 4.2 | Storyboarding |
|  | 4.3 | Filming / animating and editing |
|  | 4.4 | Hand-in |
| *5* |  | *Symposium* |
|  | 5.1 | Adaptation and updating of viva slides |
|  | 5.2 | Practice and refinement |
|  | 5.3 | Presentations |
| *6* |  | *IEEE Article* |
|  | 6.1 | Further research and design using real parameters |
|  | 6.2 | Parts purchase and building |
|  | 6.3 | Troubleshooting, testing, validating |
|  | 6.4 | Report writing |
|  | 6.5 | Hand-in |

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