

# **Sound Localization System**

Design Lab Project

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Under the guidance

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### **Aim of the Project:**

- The aim of the project is to build a system which can detect the direction of the source of sound.
- Sound Localization system has multiple applications
  - Navigation : Collision avoiding
  - Robotics : Auditory response

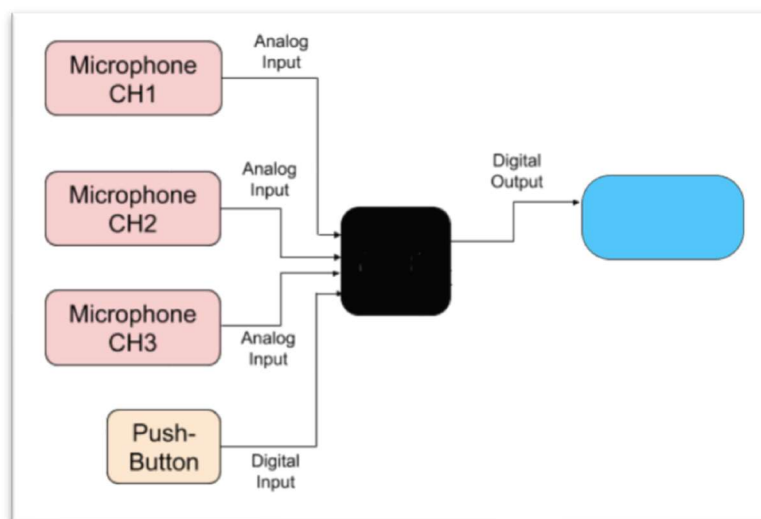
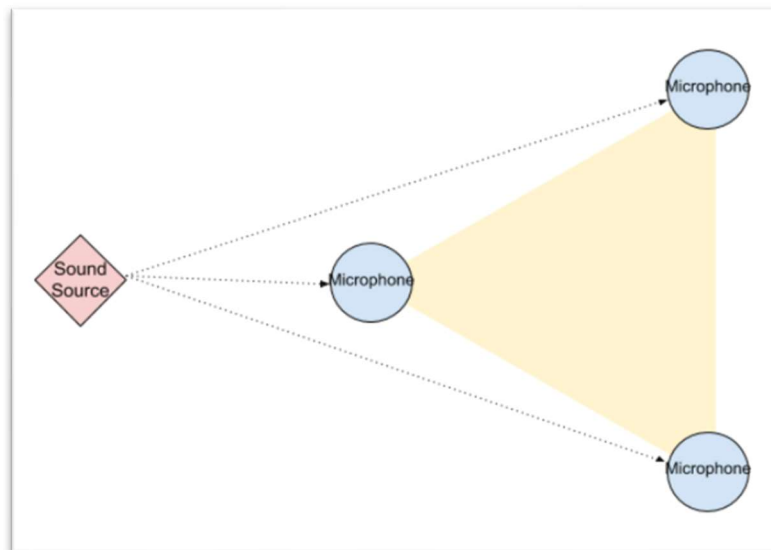
### **Components Required:**

- Arduino Microcontroller
- Breadboard
- 3 x Microphones
- 2 x 180 Servo Motors
- Connecting Wires
- Battery
- Acrylic Sheets

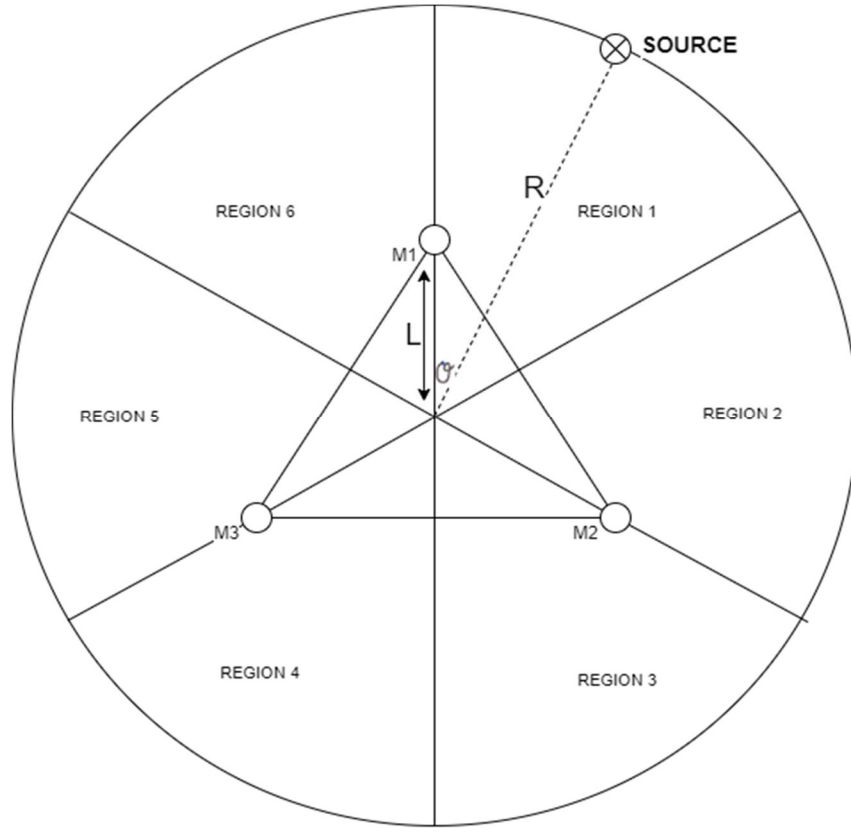
## Workplan:

- 3 Microphones are arranged in a triangular formation to determine the location of source.
- We calculate the angle of the source using the delay between the microphones.
- To point to the source, we use 2x180 servo with one mounted on of the other one to simulate like a 360 servo.

## Illustration Diagram:



### Theory:



Here,  $SM_i$  &  $t_i$  is the distance and time of arrival for the  $i$ th microphone.

Using Cosine Rule, we get

$$SM_1 = \sqrt{R^2 + L^2 - 2RL \cos(\theta_1)}, \quad \theta_1 = \theta$$

$$SM_2 = \sqrt{R^2 + L^2 - 2RL \cos(\theta_2)}, \quad \theta_2 = 120 + \theta$$

$$SM_3 = \sqrt{R^2 + L^2 - 2RL \cos(\theta_3)}, \quad \theta_3 = 120 - \theta$$

$$t_1 = SM_1 / v$$

$$= \sqrt{(R/v)^2 + (L/v)^2 - 2RL \cos(\theta_1) / v^2}$$

$$t_2 = SM_2 / v$$

$$= \sqrt{(R/v)^2 + (L/v)^2 - 2RL \cos(\theta_2) / v^2}$$

$$t_3 = SM_3 / v$$

$$= \sqrt{(R/v)^2 + (L/v)^2 - 2RL \cos(\theta_3) / v^2}$$

Here,  $d_{ij}$  represents the difference in time of arrival for  $i$  th and  $j$  th microphone.

Putting  $a = (R/v)^2 + (L/v)^2$  and  $b = 2RL/v^2$ ,

we get

$$t_1 = \sqrt{a - b \cos(\theta_1)}$$

$$t_2 = \sqrt{a - b \cos(\theta_2)}$$

$$t_3 = \sqrt{a - b \cos(\theta_3)}$$

$$d_{12} = \sqrt{a - b \cos(\theta)} - \sqrt{a - b \cos(120 + \theta)}$$

$$d_{13} = \sqrt{a - b \cos(\theta)} - \sqrt{a - b \cos(120 - \theta)}$$

$$d_{23} = \sqrt{a - b \cos(120 + \theta)} - \sqrt{a - b \cos(120 - \theta)}$$

**Since these equations are non-linear and difficult to solve we divided the detection region in six parts and used the delays between microphones to decide the region.**

<b><u>REGION</u></b>	<b><u>SIGN</u></b>		<b><u>PROPERTY</u></b>
	<b><math>D1(d_{12})</math></b>	<b><math>D2(d_{13})</math></b>	
<b>1</b>	-	-	<b><math> D1  &lt;  D2 </math></b>
<b>2</b>	+	-	<b><math> D1  &lt;  D2 </math></b>
<b>3</b>	+	+	<b><math> D1  &lt;  D2 </math></b>
<b>4</b>	+	+	<b><math> D1  &gt;  D2 </math></b>
<b>5</b>	-	+	<b><math> D1  &gt;  D2 </math></b>
<b>6</b>	-	-	<b><math> D1  &gt;  D2 </math></b>

## Code:

```
#include <Servo.h>
Servo myservo1, myservo2;
int a0 = A0;    // select the input pin for the potentiometer
int a1 = A1;    // select the input pin for the potentiometer
int a2 = A2;    // select the input pin for the potentiometer
int angle;
int d0=4;
int d1=3;
int d2=2;
void setup()
{
    // declare the ledPin as an OUTPUT:
    pinMode(d0, INPUT);
    pinMode(d1, INPUT);
    pinMode(d2, INPUT);
    //Serial.begin(9600);
    myservo1.attach(5);
    myservo2.attach(6);
    Serial.begin(9600);
    myservo1.write(0);
    myservo2.write(0);
}

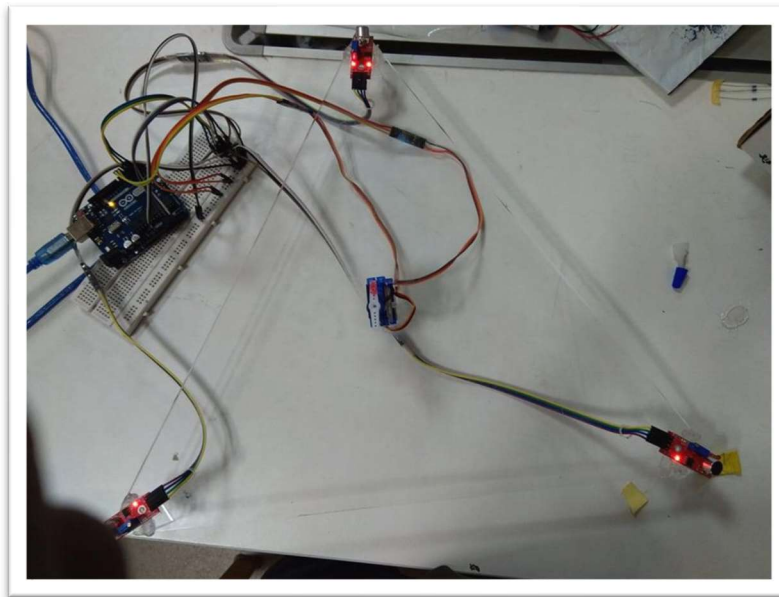
void loop()
{
    int data0= digitalRead(d0);
    int data1= digitalRead(d1);
    int data2= digitalRead(d2);
    Serial.println();
    Serial.println(data0);
    Serial.println(data1);
    Serial.println(data2);
    Serial.println();

    if(data0==1 & data1==0 & data2==0)
    {
        angle=0;
    }
    if(data0==0 & data1==1 & data2==0)
    {
        angle=240;
    }
}
```

```
if(data0==0 & data1==0 & data2==1)
{
    angle=120;
}
else
angle=0;
if(angle<=180)
{
    myservo2.write(0);
    myservo1.write((160*angle)/180);
}
else
{
    myservo1.write(160);
    myservo2.write((190*(angle-180))/180);
    // delay(600);
}
//int v0 = analogRead(a0);
//int v1 = analogRead(a1);
//int v2 = analogRead(a2);
//Serial.println(v0);
//Serial.println(v1);
//Serial.println(v2);
//Serial.println();
Serial.println(angle);
delay(300);
}
```

### **Current Status:**

- Currently, we were able to detect the direction of sound using a clap sound.
- We planned to add correlation function to detect the delay between the microphones for continuous sound.



### **Conclusions:**

- We started with the aim of detecting the sound for all possible directions but could finally detect sound for only 6 possible regions.
- For most of the cases the detection was correct but there was some inconsistency in the detections.