

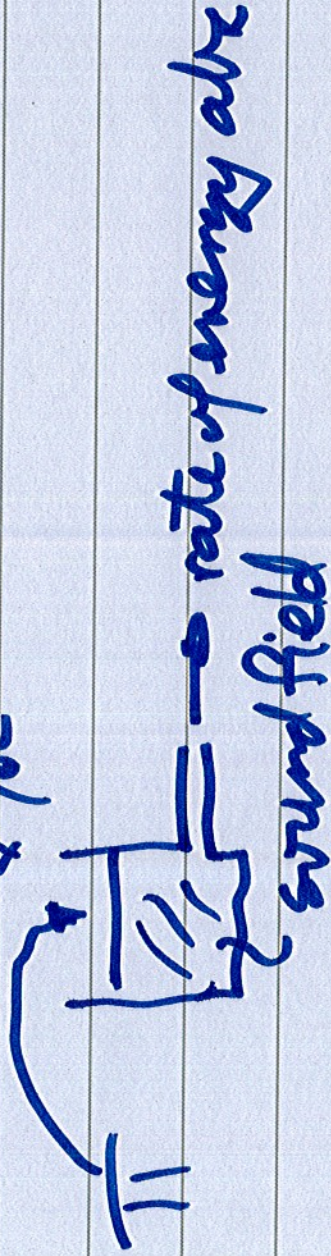
Room Acoustics

Energy Acoustics - high frequency

- reverberant = diffuse fields

Energy Densities - space and short-time averaged energy densities

$$E_t = \frac{1}{V} \frac{|P|^2}{\rho c^2} \quad P_{\text{rms}}^2$$



2

$\dot{E} = V \frac{d\epsilon}{dt}$ + rate of energy loss at walls & objects

1)

$$\frac{c\epsilon}{4} (A)$$

absorption area
in metric sabins
[m²]

$$\dot{E} = V \frac{d\epsilon}{dt} + \frac{Ac}{4} \epsilon$$

ODE governing the space and short-time averaged energy density in a space

steady state $\frac{dE}{dt} = 0$

$$\boxed{\pi = \frac{AcE}{4}}$$

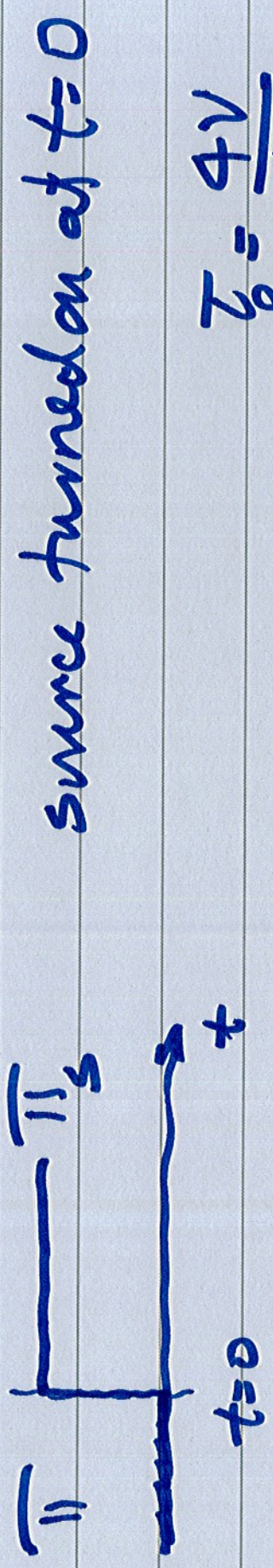
steady state

rate of energy delivery
by the source =
rate of energy
absorption at the
walls

$$\boxed{E = \frac{1}{2} \frac{P_t^2}{\rho c^2}}$$

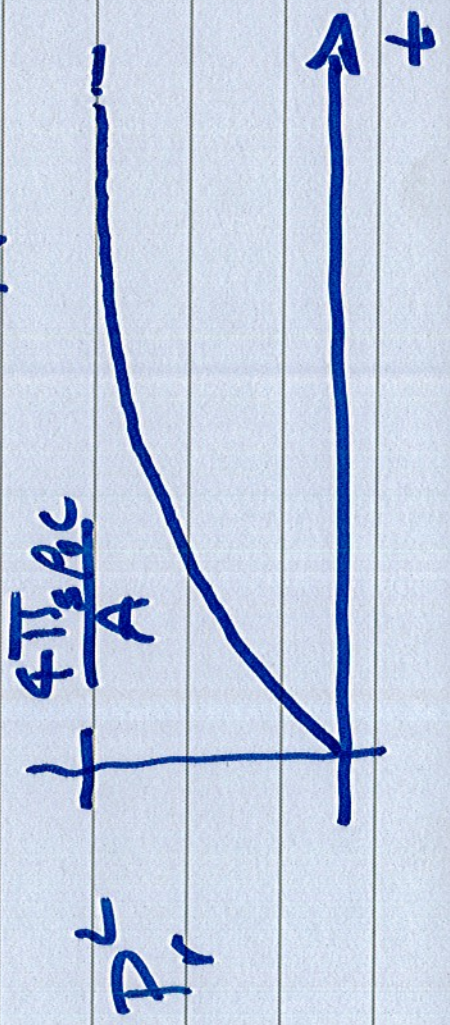
Recall $E =$ msp of
the diffuse
field

Solve for the time variation of the sound field using Laplace transforms



$$V_0 = \frac{qV}{Ac}$$

MSP $P_r^2 = \frac{4\pi_s \rho c}{A} (1 - e^{-t/\tau_c})$



5

$$\tau_e = \frac{4V}{Ac} \sim \text{volume of the space}$$

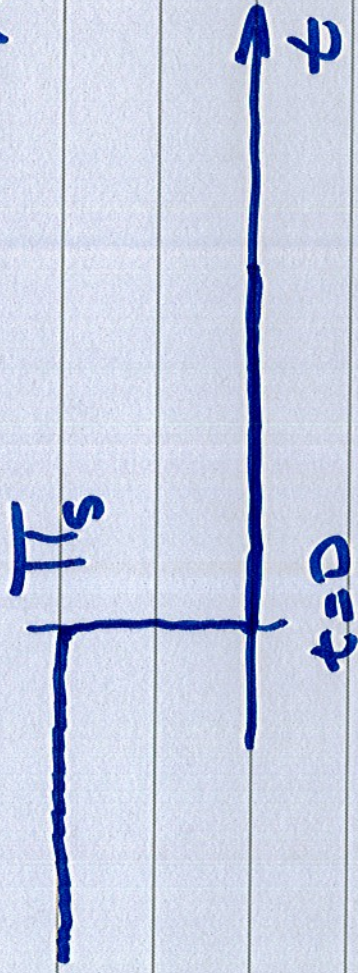
\sim Absorption area

= time constant governing rate of growth or decay in the sound field

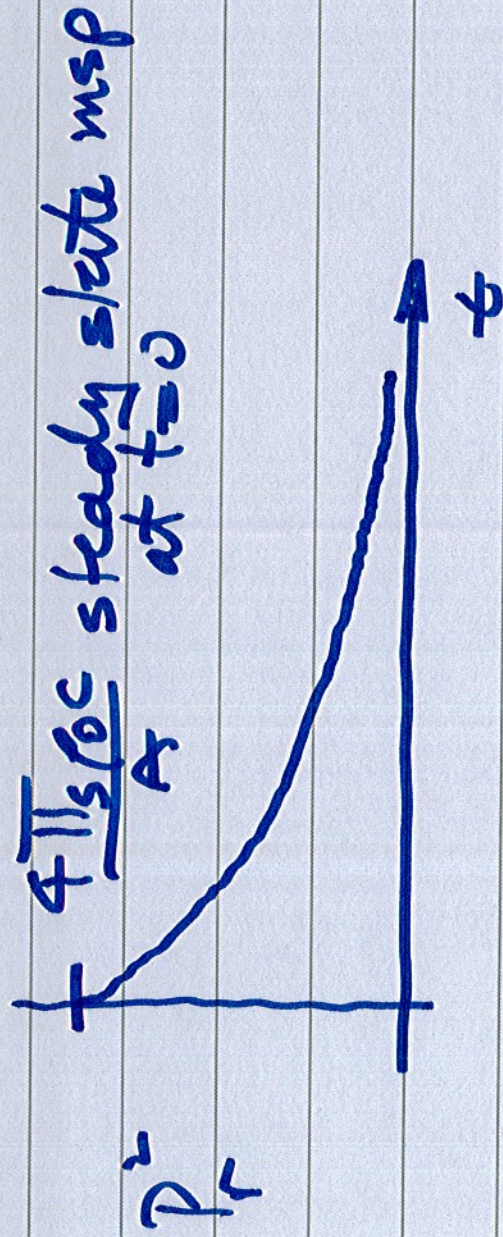
- small A & large V

\rightarrow large τ_e
slow transitions

Source is turned off



$$P_r^2 = \frac{4\pi_s \rho c}{A} e^{-t/\tau_c}$$



Note: - development assumes that the sound field is diffuse at all times

\therefore we cannot use the theory until the sound has experienced a number of reflections

$$t > 50 \rightarrow 100 \text{ ms}$$

$> 1 \text{ sec}$ in a large space

- cannot be used to predict spatial variations in a space

6.4 Reverberation Time

← steady state value

$$\text{Recall } P_r^2(t) = P_r^2(0) e^{-t/\tau_e} \quad \tau_e = \frac{4V}{Ac}$$

$$10 \log_{10} \frac{P_r^2(t)}{P_{ref}^2} = 10 \log_{10} \frac{P_r^2(0)}{P_{ref}^2} + 10 \log_{10} e^{-t/\tau_e}$$

$$\Delta \text{SPL} = -10 \log_{10} e^{-t/\tau_e}$$

$$\begin{aligned} \text{change in SPL from } t=0 \text{ to } t &= 4.34 \left(\frac{t}{\tau_e} \right) \end{aligned}$$

$$\tau = \frac{\Delta \text{SPL } \bar{C}_e}{4.34}$$

Reverberation time - drop of 60 dB after
source is turned off
↓
new time

$$T = \frac{60}{4.34} \frac{4V}{Ac} \quad c = 343 \text{ m/s}$$

$$T = 0.161 \frac{V}{A}$$

$V = \text{m}^3$
 $A = \text{m}^2$

applies in a "proportionate" space

$$T = 0.049 \frac{V}{A^2} f^3$$

Resonance time T - directly proportional to volume
 - inversely proportional to A^2

A = absorption area

$A = \bar{a} S$ \bar{a} = average Sabine
 surface absorptivity
 area of (random incidence
 the room interior absorption
 coefficient)

Usually assumed

$$A = \sum_i A_i = \sum_i S_i a_i$$

S_i = surface area of the i th surface in the room

a_i = corresponding random incidence absor coeff.

$$\bar{a} = \frac{\sum_i S_i a_i}{S}$$

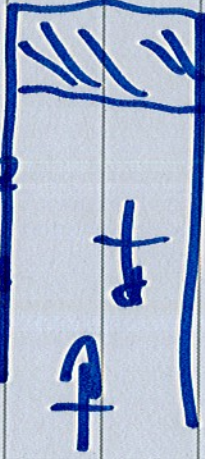
defn of the average absor coeff.

→ A

a_i 's are usually frequency dependent
T is also a function of frequency

α_i 's determined using standardized tests

ASTM



$\alpha_n \rightarrow$ E 1050

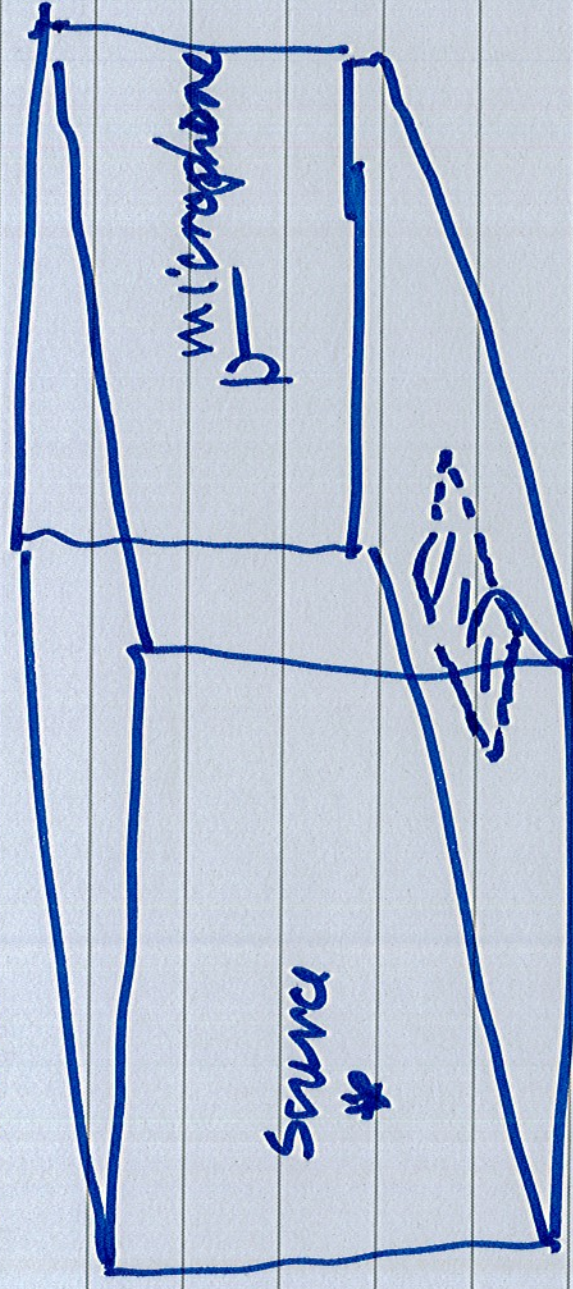


α using the Paris formula

Test in a reverberation room

ASTM C423

ASTM C423



hand walled space

source

microphone

samples under test

(i) Measure the reverb time of the empty space

10 m²

(to measure average absorption of the walls)