

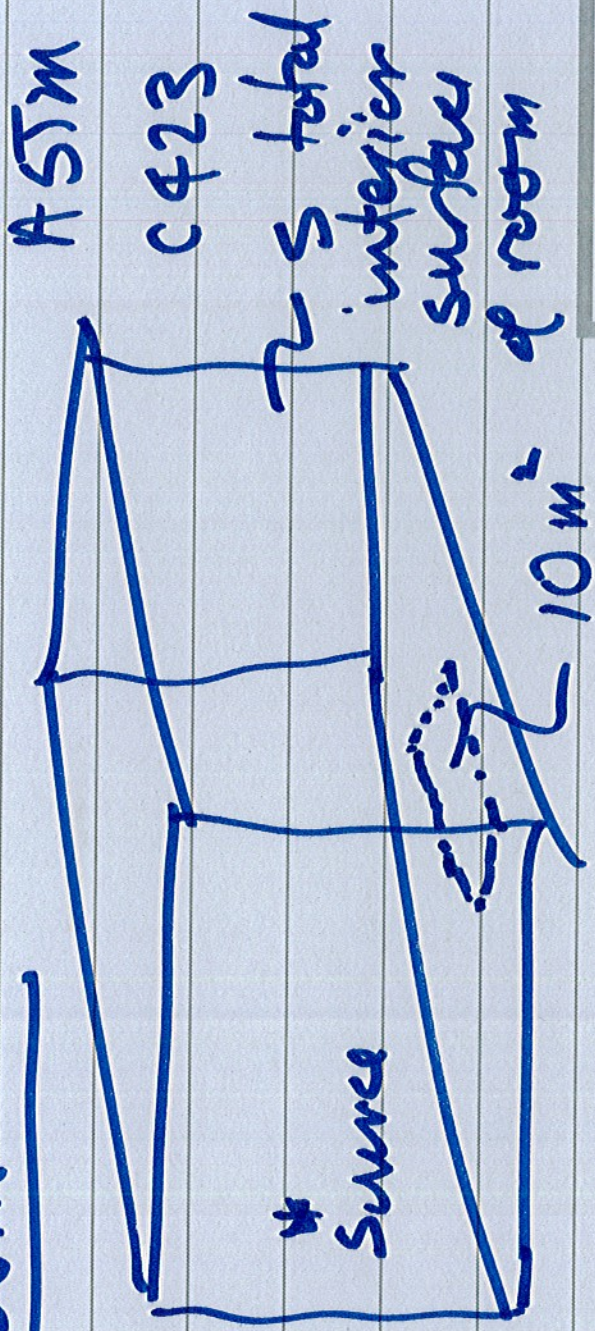
## Room Acoustics

- Energy Acoustics
- transient-response

- Reverberation Time

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

# Measure Absorption in a Reverberation Room



(i) Measure the reverberation time of the empty chamber

$$T_0 = 0.161 \sqrt{\frac{V}{\bar{\alpha}_0 S_0}}$$

average abso  
coeff of bare walls

2- Measure the red time with the  
sample in place

sample area  $S_e$

Total Absorption

$$(s - s_e) \bar{a}_0 + S_e \bar{a}_e$$

Assume bare  
walls + surface  
are all the  
same

$$T_e = 0.161 \frac{V}{(s - s_e) \bar{a}_0 + S_e \bar{a}_e}$$

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$$a_2 = 0.161 \frac{V}{s_e T_e} - \frac{(s - s_e)}{s_e} \bar{a}_0$$

$$\bar{a}_0 = 0.161V \overline{ST_0}$$

$$a_2 = \bar{a}_0 + 0.161V \frac{1}{s_e} \left( \frac{1}{T_e} - \frac{1}{T_0} \right)$$

sample  
in  
place

empty room

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$\alpha_e$  = Sabine absorption coefficient  
(random incidence absorption  
coefficient)

$\alpha_e$  is tabulated for  
many materials  
function of frequency

Table  
Table 12.5.1

Use  $\alpha_e$ 's in combination  
with source sound powers  
to establish steady-state  
sound levels in a space

6  
- development of ray time formula  
has ignored air absorption

As a plane wave travels in  
air

$P \propto P_0 e^{-\alpha x}$  exponential decay  
with distance

$$x = ct$$

$$P_r^2(t) \approx P_r^2(0) e^{-2\alpha t}$$

exponential  
decay with  
time

$$2\alpha = m$$

Provider addition abn  
Decay  $P_r^2(t) = P_r^2(0) e^{-\left[\frac{A}{4V} + m\right] ct}$

Raw time

$$T = \frac{0.161 V}{A + 4mV}$$

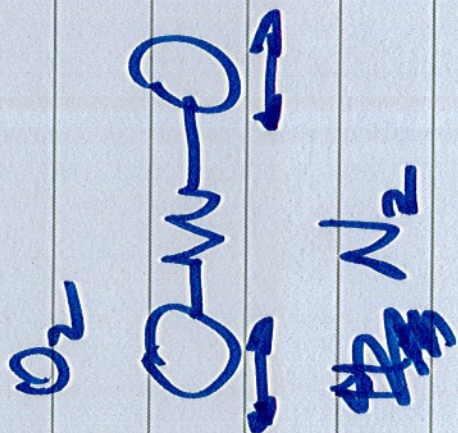
$$20 \leq h \leq 70$$

$$m = 5.5 \times 10^{-4} \left(\frac{50}{h}\right) \left(\frac{t}{1000}\right)^{1.7}$$

$h$  = relative humidity in percent

m air absorption coefficient

- classical
- viscous effects
- thermal effects
- heat conduction
- molecular absorption process



m = increases with frequency



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- air absorption can be neglected at low frequencies (depending on propagation distance)

- neglect in small spaces

Air absorption can control the  
room time at 4 kHz and  
above

## Rev Time formula

- works for spaces with relatively low absorption

$\bar{\alpha}$  is relatively small

when the  $\alpha$  is high &

when spaces are non-proportional

Norris-Eyring

Millington-Sette

## 6.5 Absorbing Material

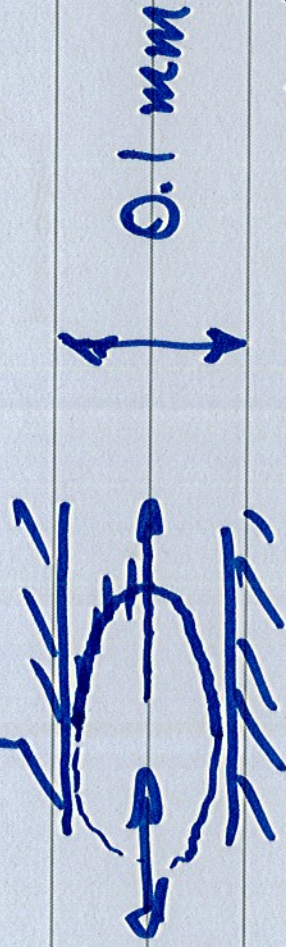
Acoustic Environment can be controlled by adding or removing absorbing elements.

4 major types of absorbent

(i) Permeable Materials, Thinsulate™

- acoustic tiles, glass fiber, foams, curtains, carpets

- sound - produces oscillatory flow  
in pores within the material



- viscothermal dissipation  
of energy

Absorption increases with freq

