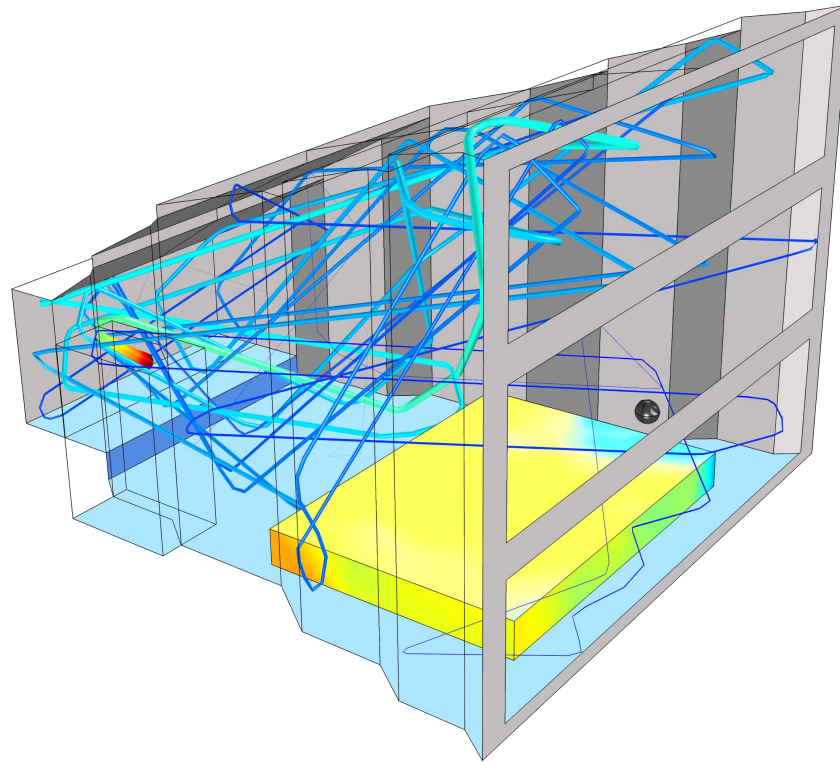


# Small Concert Hall Acoustics

Application Gallery #20145



# Abstract

- In this model the acoustics of a small concert hall, with a volume of 422.5 m<sup>3</sup>, are analyzed using the Ray Acoustics physics interface. The model shows how to:
  - Set up a “microphone” in order to calculate the pressure impulse response and energy impulse response. (Physics Setup 1 slide)
  - Set up an omnidirectional sound source containing one Fourier component (one frequency  $f_0$ ). (Source slide)
  - And an omnidirectional source containing a frequency distribution (20 frequencies in the 1000 Hz octave band). (Source slide 2)
  - Set up the basic boundary conditions for specular and diffuse scattering including absorption (Wall slides)
  - Use the Sound Pressure Level Calculation feature (sub feature to the Wall) to determine the sound pressure level distribution at the seating area.
  - Compare the energy response to simple room acoustics measures. (Results slides)
  - Set up variables to sum and analyze the impulse response of the source emitting a frequency distribution.

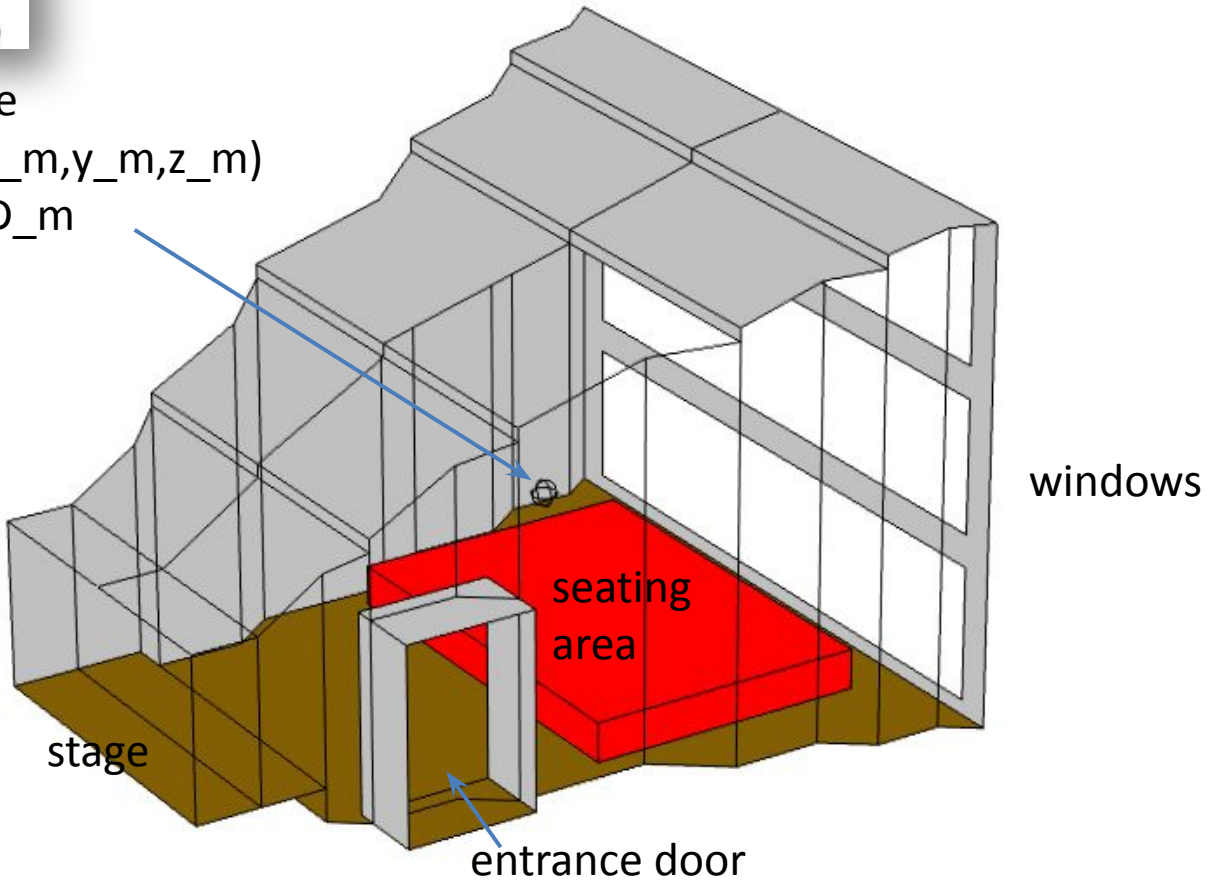
# Ray Acoustics Interface

- The Ray Acoustics physics interface is used to compute the trajectories, phase, and intensity of acoustic rays. Ray acoustics is valid in the high-frequency limit where the acoustic wavelength is smaller than the characteristic geometric features. The interface can be used to model acoustics in rooms, concert halls, and many outdoor environments.
- The properties of the media in which the rays propagate can change continuously within domains or discontinuously at boundaries. At exterior boundaries it is possible to assign a variety of wall conditions, including combinations of specular and diffuse reflection. Impedance and absorption can depend on the frequency, intensity, and direction of incident rays. Transmission and reflection are also modeled at material discontinuities. A background velocity may also be assigned to any medium.

# Geometry

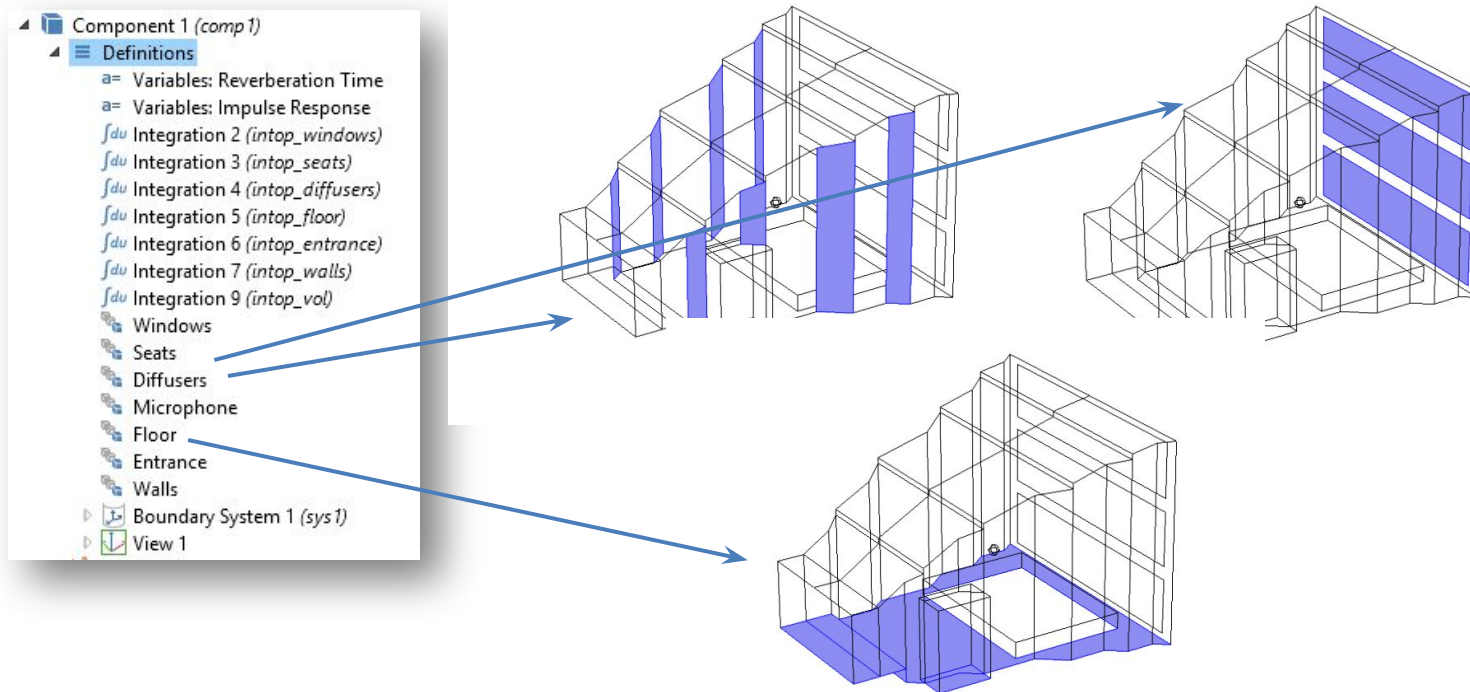
- Geometry 1
  - Import 1 (*imp 1*)
  - Sphere 1 (*sph 1*)
  - Form Union (*fin*)

microphone  
location:  $(x_m, y_m, z_m)$   
diameter:  $D_m$



# Definitions: Selections

- Set up selections for the different boundaries



# Physics Setup 1

Study 1: Single Frequency, Ray Tracing

$$\frac{d\mathbf{q}}{dt} = \frac{\partial\omega}{\partial\mathbf{k}}$$
$$\frac{d\mathbf{k}}{dt} = -\frac{\partial\omega}{\partial\mathbf{q}}$$
$$\omega = c|\mathbf{k}| + \mathbf{u} \cdot \mathbf{k}$$

Ray Release and Propagation

Allow frequency distributions at release features

Speed of sound in exterior domains: 343[m/s] m/s

Density of exterior domains: 1.2[kg/m<sup>3</sup>] kg/m<sup>3</sup>

Maximum number of secondary rays: 0

Intensity Computation

Intensity computation: Compute intensity and power

Compute phase

Reference pressure for the sound pressure level: Use reference pressure for air

$p_{\text{ref, SPL}} = 20 \mu\text{Pa}$

Additional Variables

Store ray status data

Dependent Variables

Equation view of the solved Hamiltonian for the ray position  $\mathbf{q}$  and wave vector  $\mathbf{k}$ .

Enable the use of a frequency distribution at the release features, for example, frequency components of an octave band.

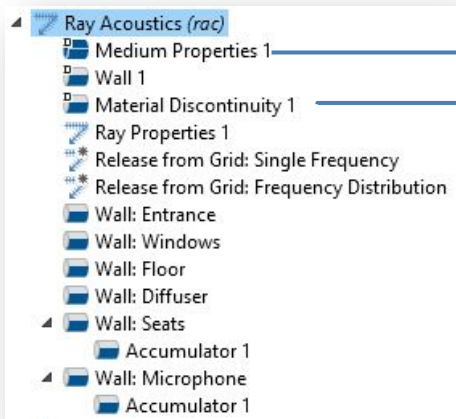
Enable computation of intensity and power along rays.

Compute the phase along rays – essential for correct impulse response evaluation.

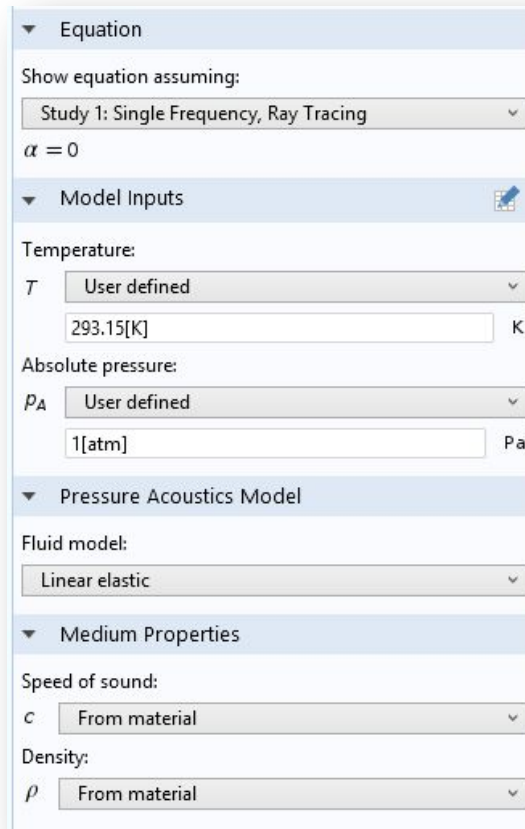
Records information about the status and stop time of the rays.

Set the number of secondary rays to 0 if the *Material Discontinuity* conditions is not used.

# Physics Setup 2



The *Material Discontinuity* condition can be used on interior boundaries between domains with different material properties. The condition will calculate the properties of reflected and refracted rays including phase shifts. Upon arrival a ray is divided into a reflected and a transmitted ray. The condition is not used in this model.



Here the fluid model is set to linear elastic, meaning that there is no bulk attenuation.

Select *Linear elastic with attenuation* to enter a user defined attenuation (can be a imported interpolation function and can depend on the frequency  $\text{rac.f}$ ).

Or select the predefined loss model for thermal and viscous losses.

Set the medium properties



# Source 1: Release from Grid

The screenshot displays the 'Ray Acoustics (rac)' interface. On the left is a tree view with the following items: Medium Properties 1, Wall 1, Material Discontinuity 1, Ray Properties 1, Release from Grid: Single Frequency (highlighted with a blue arrow), Release from Grid: Frequency Distribution, Wall: Entrance, Wall: Windows, Wall: Floor, Wall: Diffuser, Wall: Seats, Accumulator 1, Wall: Microphone, and Accumulator 1. The main configuration panel on the right is divided into several sections:

- Initial Coordinates:** Grid type: All combinations;  $q_{x,0}$ : 1[m] m;  $q_{y,0}$ : -1[m] m;  $q_{z,0}$ : 1.5[m] m.
- Ray Direction Vector:** Ray direction vector: Spherical; Sampling from distribution: Deterministic; Number of rays in wave vector space:  $N_w$  Nrays\_sf.
- Initial Ray Frequency:** Distribution function: None; Initial ray frequency:  $f_0$  f0 Hz.
- Initial Phase:** Initial phase:  $\Psi_0$  0 rad.
- Source Power:** Source power:  $P_{src}$  P0 W.
- Initial Value of Auxiliary Dependent Variables:** (partially visible)

Select the source location or locations (several can be entered)

Select the source type: Spherical, Hemisphere, Conical, or Expression. The latter can be used to define complex sources.

Select the frequency content of the released signal. Here only one Fourier component. The frequency  $f_0$  is released. Adding a distribution will result in the release of more rays – one for each frequency in each direction (next slide).

Set the initial phase (= 0) and total source power ( $P_0 = 1$  W).



# Source 2: Release from Grid

The screenshot displays the 'Ray Acoustics (rac)' settings in COMSOL. On the left, a tree view shows the hierarchy: Ray Acoustics (rac) > Release from Grid: Frequency Distribution. An arrow points from this item to the main settings panel on the right. The settings panel is organized into several sections:

- Initial Coordinates:** Grid type is set to 'All combinations'. The coordinates are  $q_{x,0} = 1$  [m],  $q_{y,0} = -1$  [m], and  $q_{z,0} = 1.5$  [m].
- Ray Direction Vector:** Ray direction vector is set to 'Spherical'. Sampling from distribution is 'Deterministic'. The number of rays in wave vector space is  $N_w = N_{rays\_fd}$ .
- Initial Ray Frequency:** Distribution function is 'List of values'. The values are defined as  $\text{range}(710, 700/(Nf-1), 1410)$  Hz.
- Initial Phase:** Initial phase is  $\Psi_0 = 0$  rad.
- Source Power:** Source power is  $P_{src} = P0$  W.

In this second release feature the source is assumed to contain several frequencies. Here 20 values (given by the parameter  $Nf$ ) between 710 Hz and 1410 Hz. this corresponds to the octave band centered at 1000 Hz.

The two sources are used independently in two separate studies.

The total power of the emitted signal remains the same.

# Wall: Specular Reflection

Wall Condition

Wall condition:  
Specular reflection

Primary Ray Condition

Primary ray condition:  
None

Phase Shift

Apply manual phase shift

Absorption Coefficient

Compute reflected intensity using:  
Absorption coefficients

Absorption coefficient:  
 $\alpha$  a\_entrance 1

New Value of Auxiliary Dependent Variables

- Specular reflection wall condition
- Optionally manually control the phase shift at a boundary by selecting *Apply manual phase shift*

Phase Shift

Apply manual phase shift

Phase shift:  
 $\Delta\psi$  0 rad

- Select how to calculate the reflected intensity (defining the absorbed energy)

Absorption Coefficient

Compute reflected intensity using:  
Absorption coefficients  
Surface normal impedance  
Reflection coefficients

New Value of Auxiliary Dependent Variables

- The *Absorption coefficient* option (real number) yields a default 0 phase shift
- Impedance or reflection coefficient can be complex valued with corresponding correct phase shift.

All material properties can depend on both the angle of incidence **rac.wall1.thetai** and the ray frequency **rac.f**

# Wall: Diffuse Scattering

The screenshot shows the 'Wall Condition' settings in COMSOL. The 'Wall condition' is set to 'Diffuse scattering'. The 'Primary Ray Condition' is set to 'None'. The 'Phase Shift' section has an unchecked checkbox for 'Apply manual phase shift'. The 'Absorption Coefficient' section has 'Compute reflected intensity using:' set to 'Absorption coefficients'. The 'Absorption coefficient:' is labeled with the Greek letter alpha (α) and the value 'a\_diffuser' is entered in the text box, with a '1' to its right. At the bottom, there is a 'New Value of Auxiliary Dependent Variables' section.

- The *Diffuse scattering* wall condition causes the wave to leave the surface in a random direction with a probability given by Lambert's cosine law.
- The intensity of the reflected wave  $I_r$  is defined by the absorption coefficient  $\alpha$  and the incident intensity  $I_i$  such that:

$$I_r = (1 - \alpha)I_i$$

- This is assuming that the scattering coefficient  $s$  for this purely diffuse reflection is equal to 1.
- This condition is not used in the current model.

# Wall: Mixed Specular and Diffuse

The screenshot shows the 'Wall Condition' settings in COMSOL. The 'Wall condition' is set to 'Mixed diffuse and specular reflection'. The 'Probability of specular reflection' is set to  $\gamma_s = 1 - s_{\text{diffuser}}$  with a value of 1. The 'Primary Ray Condition' is set to 'None'. The 'Phase Shifts' section has 'Apply manual phase shifts' unchecked. The 'Absorption Coefficients' section has 'Compute reflected intensity using' set to 'Absorption coefficients'. The 'Specular absorption coefficient' is set to  $\alpha_s = a_{\text{diffuser}}$  with a value of 1. The 'Diffuse absorption coefficient' is set to  $\alpha_d = a_{\text{diffuser}}$  with a value of 1. There is also a 'New Value of Auxiliary Dependent Variables' section at the bottom.

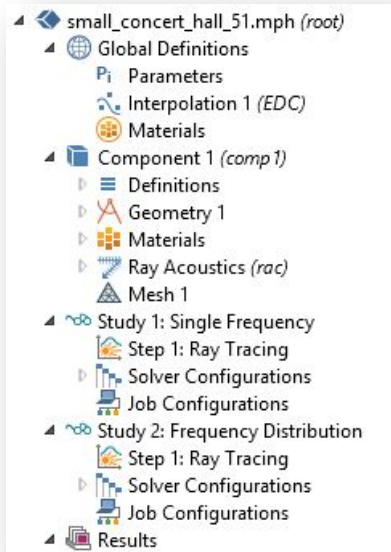
- For a *Mixed diffuse and specular reflection* condition enter the *Probability of specular reflection*. The ray behaves either according to the *Specular reflection condition* or the *Diffuse scattering condition*, based on the *Probability of specular reflection*.
- The intensity of the two reflected wave  $I_{rs}$  (specular) and  $I_{rd}$  (diffuse) is defined by the two absorption coefficient  $\alpha_s$  and  $\alpha_d$ , and the incident intensity  $I_i$  such that:

$$I_{rs} = (1 - \alpha_s)I_i \quad \text{and} \quad I_{rd} = (1 - \alpha_d)I_i$$

- If you know the more common absorption coefficient  $\alpha$  and the scattering coefficient  $s$  enter them as:

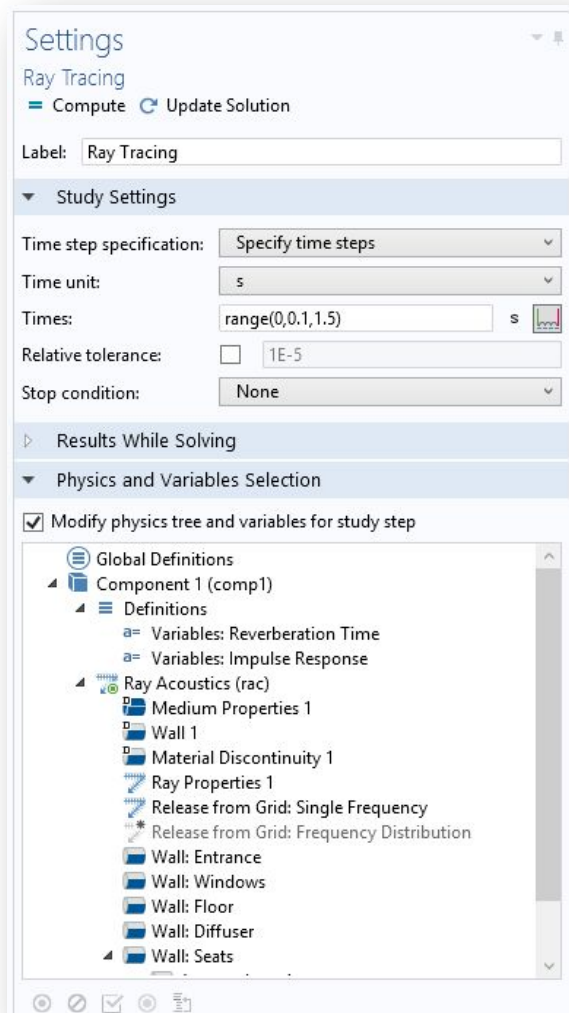
- Set the probability of specular reflection to  $1-s$
- Set both absorption coefficients equal to  $\alpha$

# Study 1 and 2

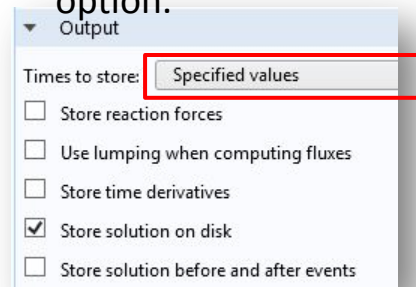


- Two studies are set up:
  - Study 1: Single Frequency: Rays with a single frequency are emitted by the source (the other release feature is deactivated).
  - Study 2: Frequency Distribution: Rays are emitted with the given frequency content (the single frequency source is deactivated)
- The parameter defining the number of rays release  $N_{rays\_sf}$  is set equal to 10000 for the single frequency case. For the frequency distribution the parameter  $N_{rays\_fd}$  is set equal to 3000 (to decrease the model file size). Increase these number to get a more detailed response.
- In the case of the frequency distribution the number of rays emitted is equal to  $N_{rays\_fd}$  times the number of frequencies  $N_f$  so  $N_{rays\_fd} * N_f$ .

# Study: Ray Tracing

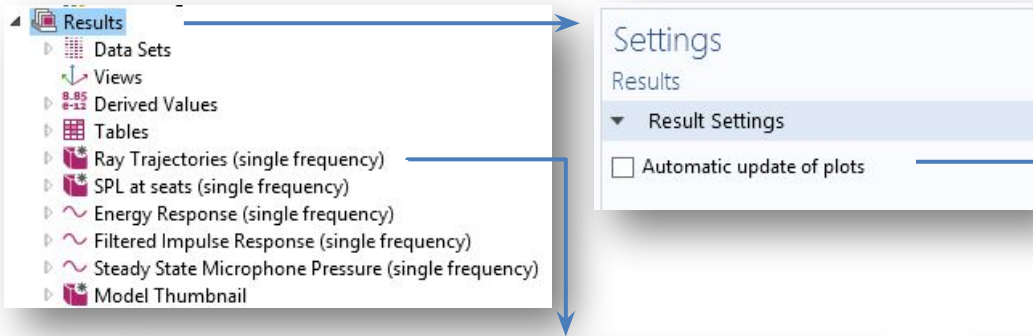


- Solve the model for 1.5 s in steps of 0.1 s. This will not affect the accuracy of the solution (within limits). The drawback is that the Ray Trajectories Plot will not look as good. That is, the setting is effectively only important for rendering purposes. The arrival time of rays at the microphone or the interaction of rays with walls is solved with very accurate time steps (internally).
- It is possible to give stop conditions for the solver. Either if there are no rays left or if the remaining rays have an intensity below a certain threshold.
- To reduce the file size when saving go to the Output section under Solver Configurations > Solution 1 > Time-Dependent Solver 1 and set the Times to store option.

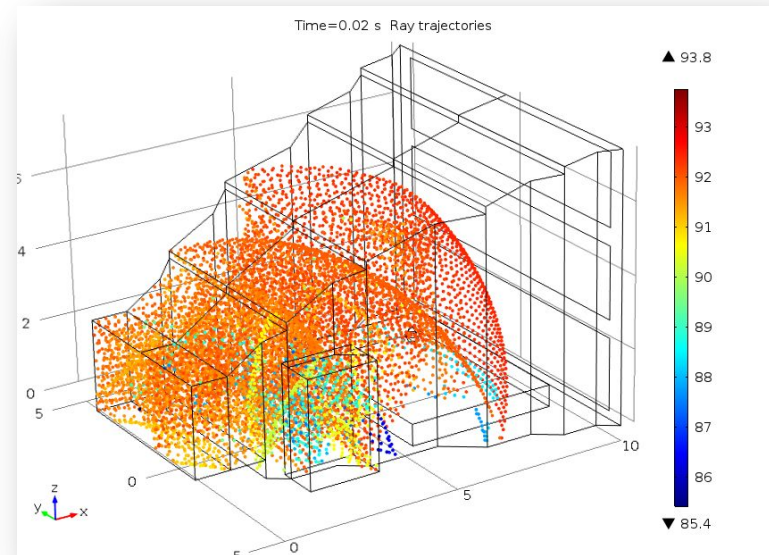
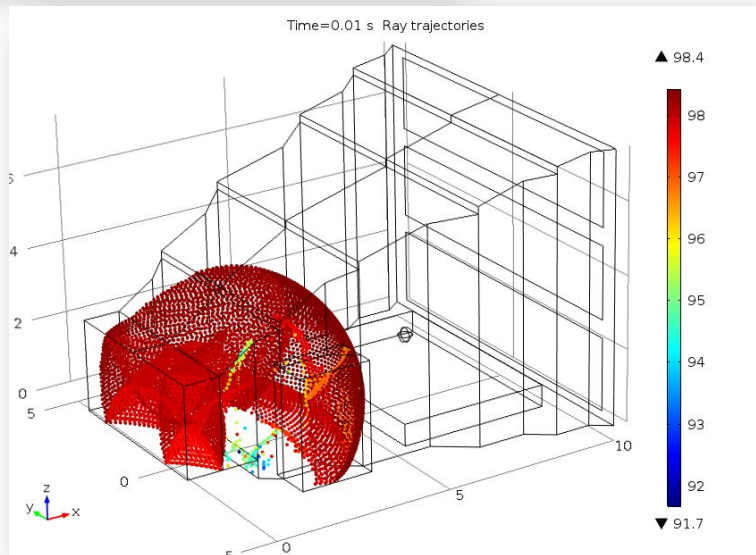




# Results 1 (Single Frequency)

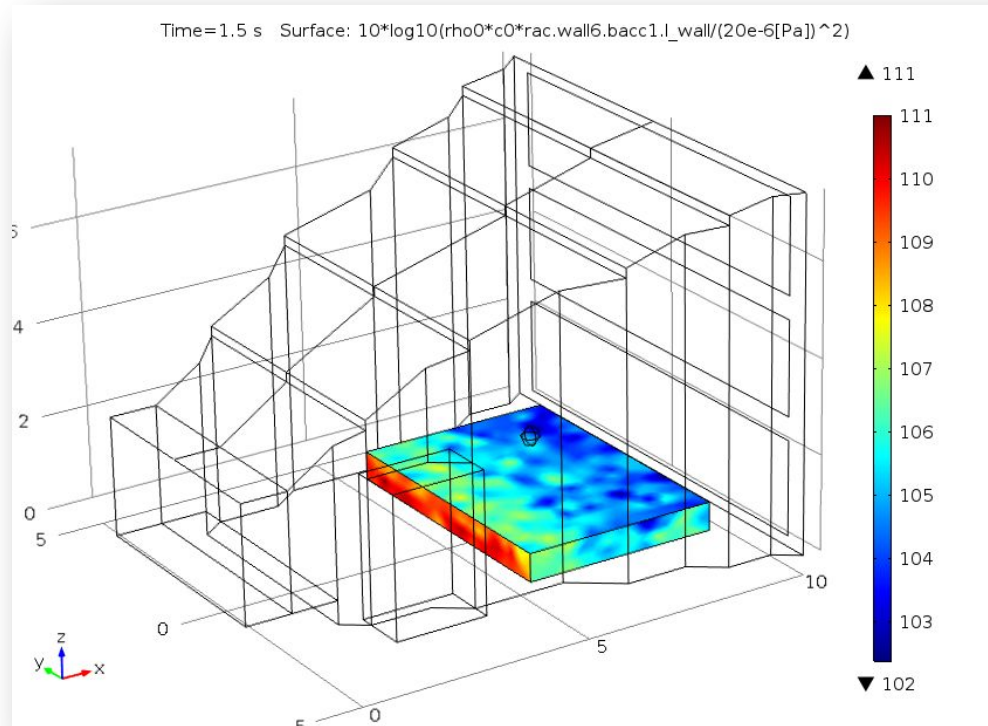


Start by deselecting the Automatic update of plots option under the Results node. Some of the plots may take a long time to plot, for example, if they are rendered for all rays at all times.



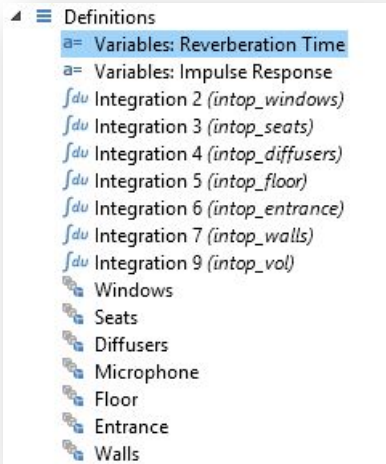


# Results 2 (Single Frequency)



- SPL at the seats surface found by plotting the accumulator variable.
- The results can be improved using more rays or fiddling with the smoothing options of the accumulator.

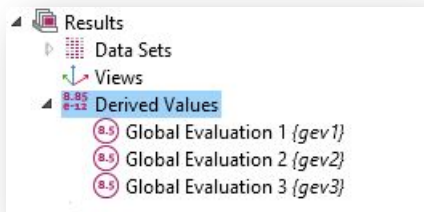
# Results 3 (Single Frequency)



- The Sabine and Eyring-Norris reverberation times  $T_{60}$  as well as the Schroeder frequency  $f_s$  are calculated based on the absorption coefficients.

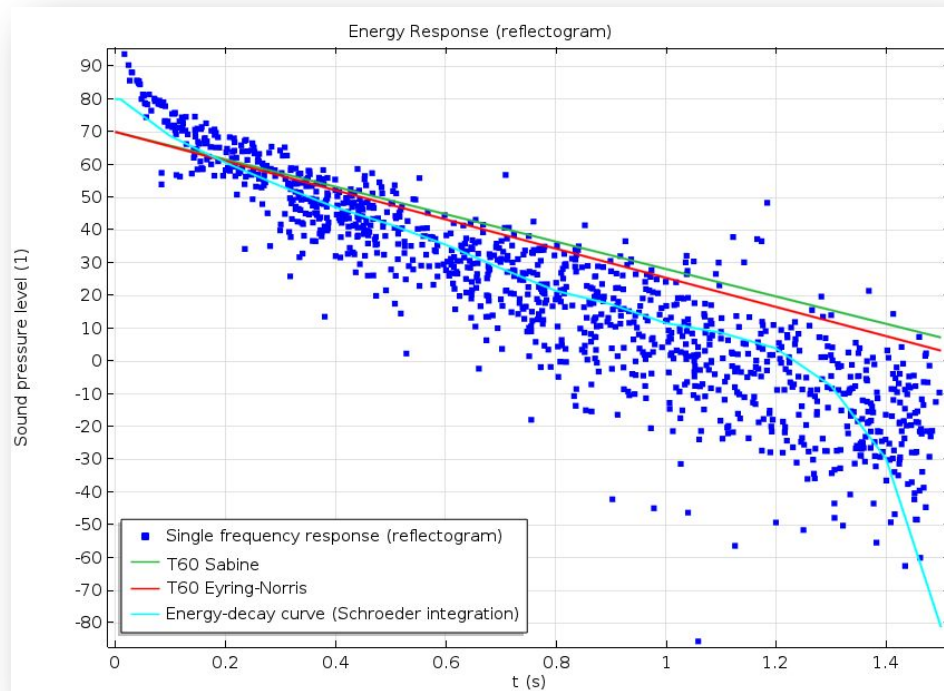
$$T_{60} = \frac{55.3 V}{cA} \quad T_{60} = \frac{55.3 V}{-c S \log(1-A/S)} \quad f_s = 2000 \sqrt{T_{60}/V}$$

- These and the total absorption A, total surface area S, and room volume V are defined under **Definitions > Variables: Reverberation Time**.

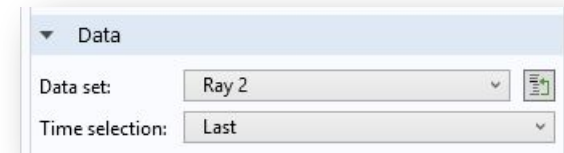


- Results are, see **Results > Derived Values** :
  - Sabine reverberation time: 1.43 s
  - Eyring-Norris reverberation time: 1.35 s
  - Schroeder frequency: 116 Hz

# Results 4 (Single Frequency)

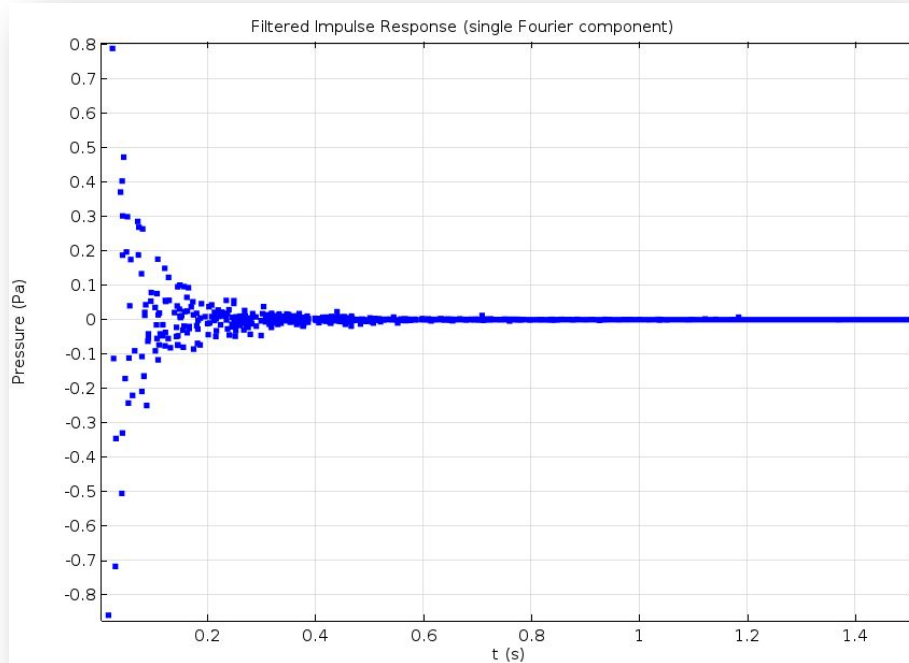


- NB: Before plotting set the Time selection to Last!



- The energy response as measured at the microphone surface. Plot the SPL variable  $rac.Lp$  as function of the ray arrival time (the stop time)  $rac.st$ .
- Comparing to a Schroeder integrated energy-decay curve (cyan), and the two simple decay curves based on the Sabine and Eyring-Norris reverberation metrics (green and red).

# Results 5 (Single Frequency)

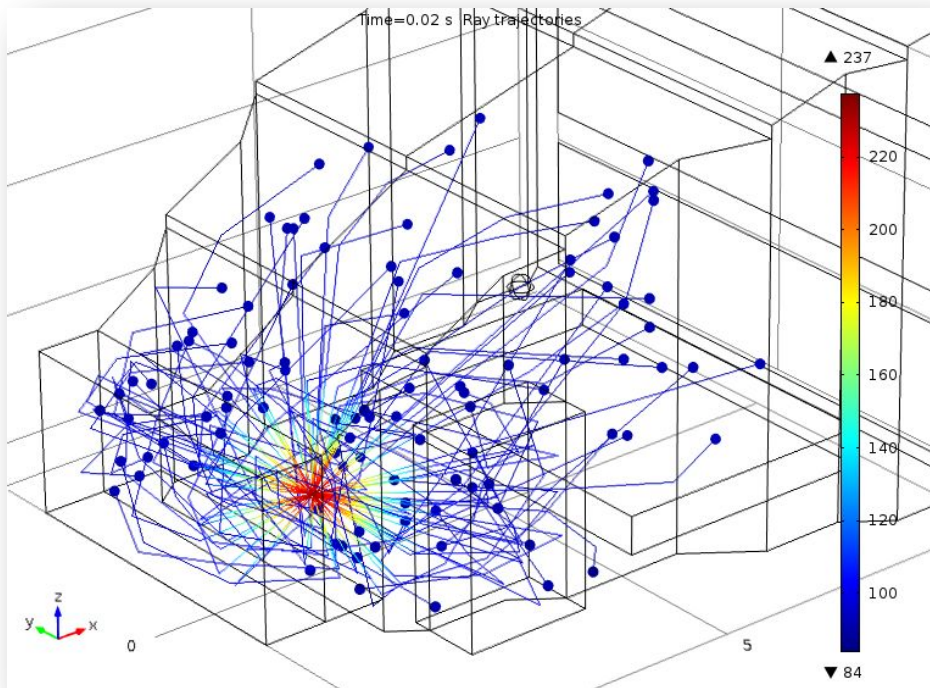


- NB: Before plotting set the Time selection to Last!



- Impulse response as measured at the microphone surface. Plot the pressure variable `rac.p` (it includes the phase) as function of the ray arrival time (the stop time) `rac.st`.
- Note that this is the filtered (discrete time) impulse response for the single Fourier component, with frequency  $f_0$ , of an impulse modeled here.

# Results 5 (Single Frequency)



A screenshot of the COMSOL software interface showing the settings for the "Ray Trajectories (rac)" object. The "Coloring and Style" section is expanded, showing the following settings:

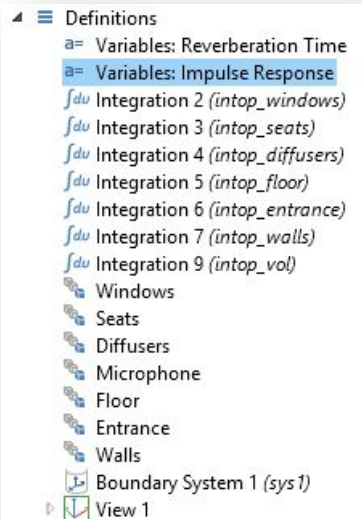
- Line style: Line (highlighted with a red box)
- Interpolation: None
- Point style: Point
- Point radius expression: 0.001 m
- Radius scale factor: 77
- Plot along lines when animating

The "Ray Selection" section is also expanded, showing the following settings:

- Rays to include: All
- Rays to render: Fraction
- Fraction of rays: 0.05 (highlighted with a red box)

Plot the ray trajectories as lines. Filter out the number of rays using the Filter feature.

# Results 1 (Frequency Distribution)

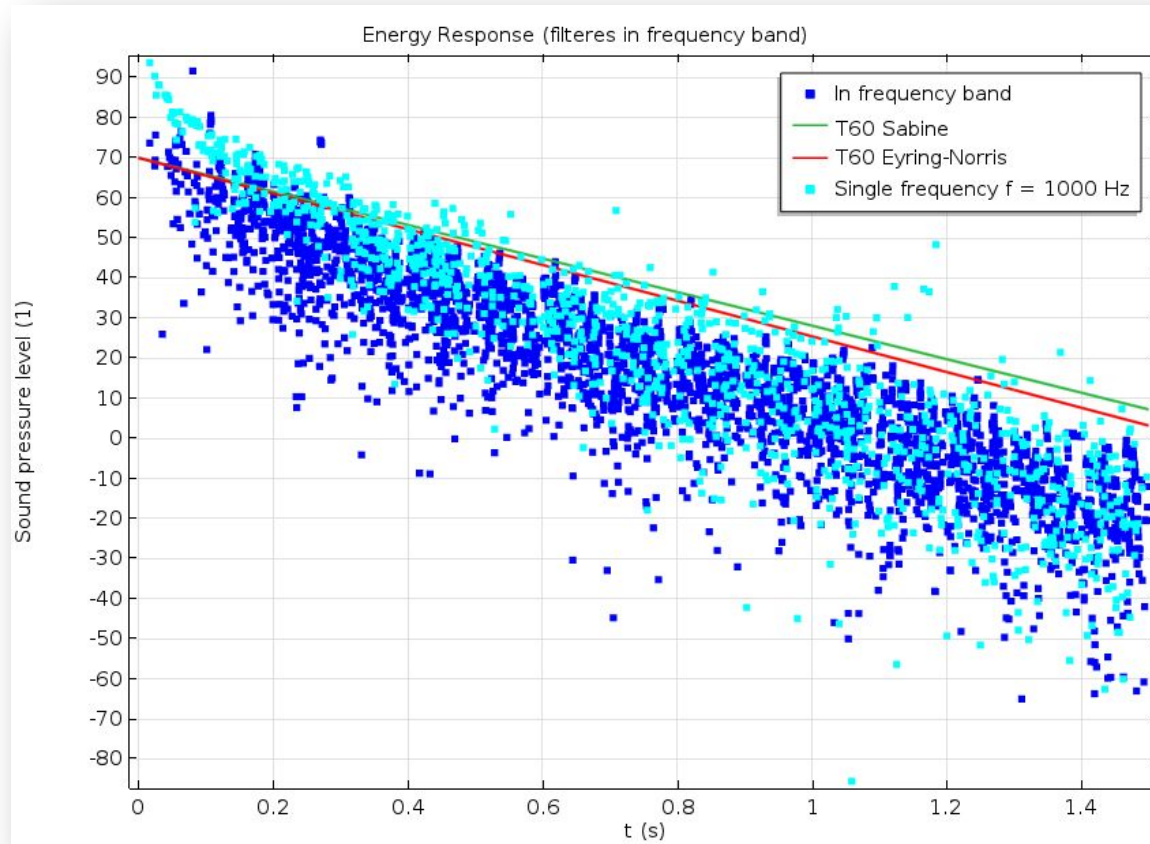


- Analyze the impulse response of an emitted frequency distribution by summing (over frequencies) the pressure contributions at the microphone.
- This can be done using the *rac.racop1()* operator (sum over rays), the *dest()* operator, and the logic *if()* operator.
- Basically the defined variables sum all rays that arrive at the microphone within the “sampling time” *dt\_samp*. Here it is set to 1 ms.
- Alternatively, export the data and analyze the impulse response data in a dedicated software.

Name	Expression	Unit	Description
dt_samp	1[ms]	s	Sampling time
dt	dest(rac.st)-rac.st	s	Time difference
ptot	rac.racop1(if(abs(dt)<dt_samp, rac.p, 0))	Pa	Total pressure summed over sampling time
Lptot	10*log10(0.5*abs(ptot)^2/rac.pref_SPL^2)[dB]	dB	Total sound pressure level



# Results 2 (Frequency Distribution)





# COMSOL Ray Tracing Formulation

- The Ray Acoustics interface uses a mixed time and frequency formulation. This means that each ray has a specific frequency, it represents one Fourier component of the source signal. The propagation of each component is modeled in time. In the present model we only solve for one frequency. You can release multiple frequencies at once defined in different ways.
- The ray propagation is modeled by solving a set of ordinary differential equations (ODEs). Hamilton's equation in the high frequency limit for wave propagation.
- This formulation of the ray problem allows for a detailed description of boundary conditions. The boundary absorption (impedance or reflection coefficient) can be dependent on both frequency and angle of incidence.
- The following auxiliary dependent variables are computed along each ray: the intensity, the phase, and the frequency.