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Ljud i byggnad och samhälle (VTAF01) – Introduction

MATHIAS BARBAGALLO

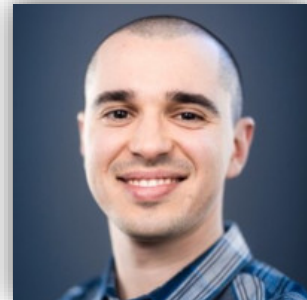
DIVISION OF ENGINEERING ACOUSTICS, LUND UNIVERSITY



Teachers

- **Lectures:**

- Delphine Bard (V-building, 5th floor, office 5155) → Kursansvarig
- Mathias Barbagallo → Main lecturer
 - mathias.barbagallo@construction.lth.se
- Erling Nilsson → Additional lecturer (room acoustics)
- Nikolas Vardaxis / Oliver Olsson → Teaching assistants
 - nikolas.vardaxis@construction.lth.se
 - oliver.olsson.883@student.lu.se



- **Exercises and laboratories**

- Oliver Olsson
- Nikolas Vardaxis

- **Administration:** Cecilia Sandstedt, M-building (5th floor)

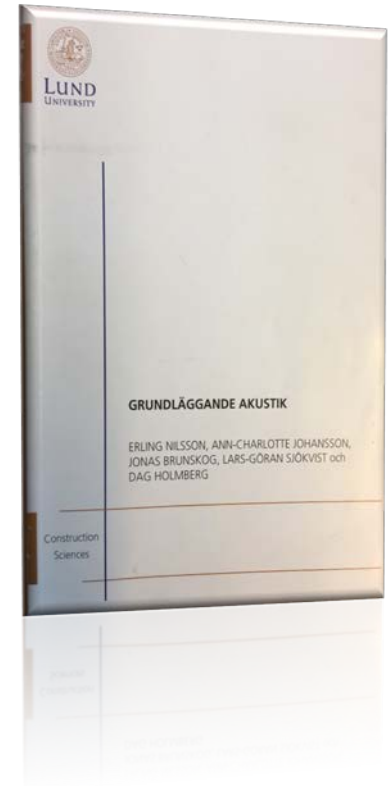


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Course material

- Course book
 - E. Nilsson m.fl. Avd för Teknisk Akustik (2008)
 - » Available at KFS
- Handed out material
 - Lecture notes
 - Exercise material
 - Laboration instructions
 - Project task
 - Formulae
- Website (course material will be uploaded here):

<http://www.akustik.lth.se/utbildning/kurser/>



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Laboratories & Project task

Laboratories

- Two Lab sessions (in groups of 2-3 students)
 1. Measurement of vibrations in a beam and a guitar string – Kursveckan 4
 2. Buildings acoustics – Kursveckan 5
- Approximately 2 hours on site (*this year on video*)
 - Preparation and post-processing data analysis
- Results presented in form of a report
 - Either passed or returned for completion

Project Tasks

- Topics: building acoustics / room acoustics / proposed free topic by the students...
- Presented as a poster, May 28th 2020, 08:00 (*it depends on regulations*)



Examination

The final grade will be obtained as follows...

- Written exam (50 %)
 - Monday, 6th June 2020 at 8.00-13.00 in Sp 018, Sp 01C, Sp 01D
 - Theoretical questions and exercises
 - Calculator and handed out formulae summary allowed
 - Graded: *u*, 3, 4, 5
- Hometasks (50 %), Labs and Project
 - Labs: executed with passed reports
 - Project graded: *u*, 3, 4, 5



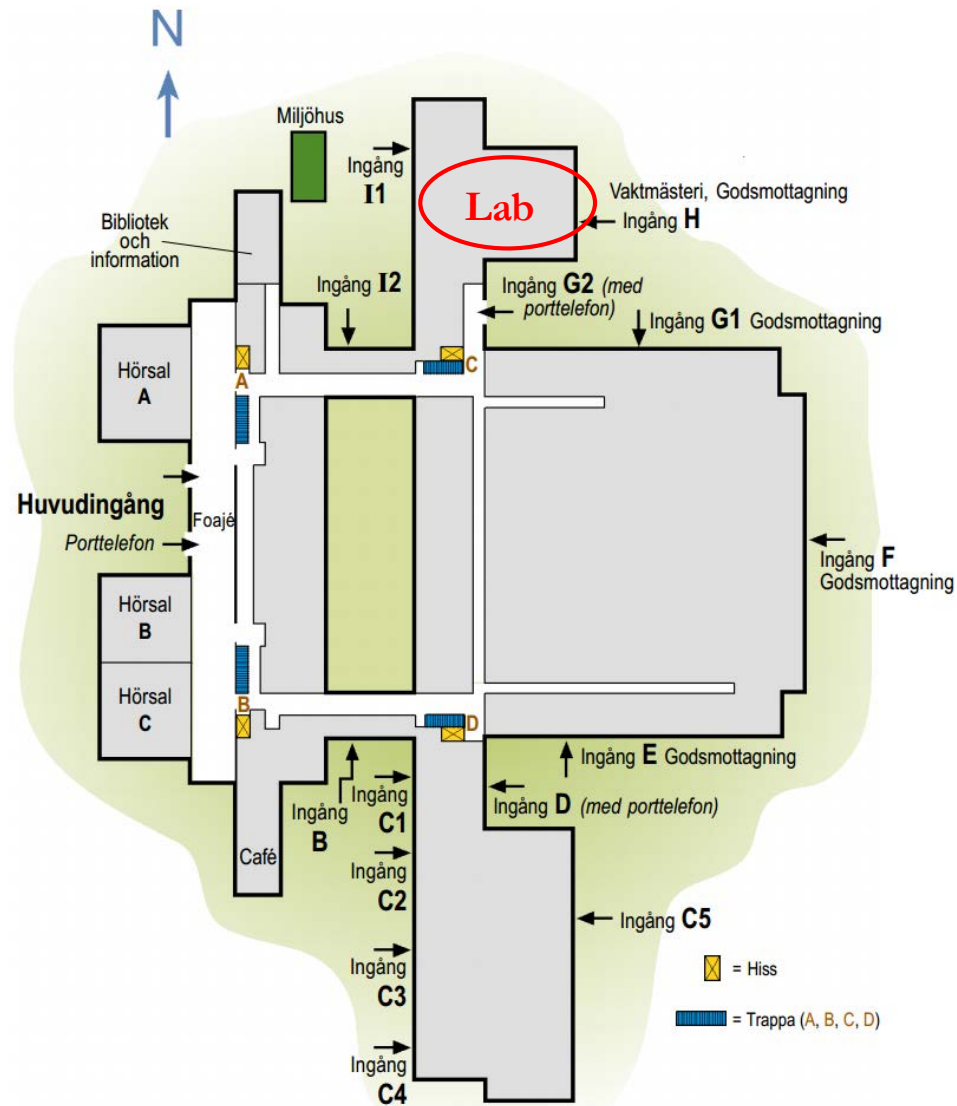
The course

- Time:
 - 28 hours lectures & 28 hours exercises
 - 4 h laboratory exercises off-schedule & self-study
- Purpose

”Kursen syftar till att ge studenterna grundläggande kunskaper om ljud och dess effekt på människan med tillämpning på bullerproblem som uppstår i byggnad och samhälle”.

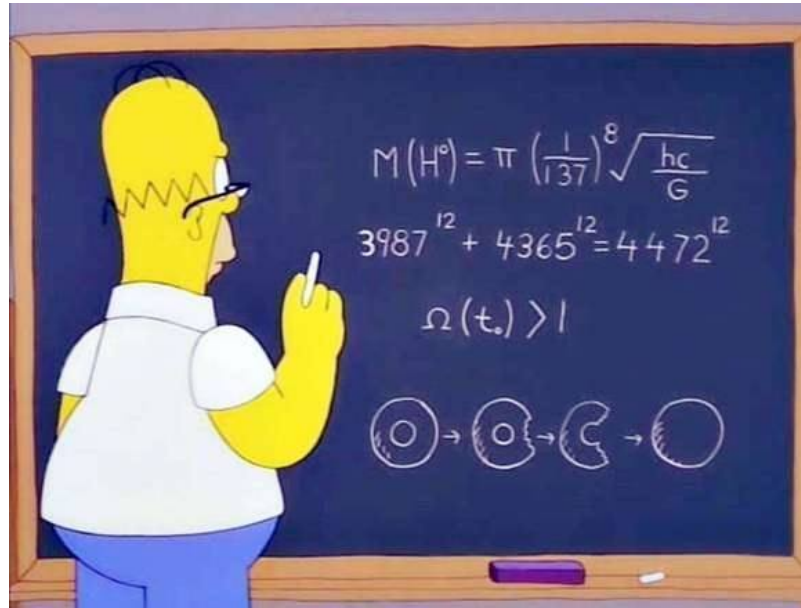


V-huset



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... and before “kicking-off”...



... a brief math recap!



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Intro maths – Logarithms

- Logarithms:

- Definition $\log_b(x) = y \stackrel{\text{DEF}}{\iff} b^y = x$

- Properties

- Product: $\log_b(x \cdot y) = \log_b(x) + \log_b(y)$

- Quotient: $\log_b(x/y) = \log_b(x) - \log_b(y)$

- Power: $\log_b(x^y) = y \cdot \log_b(x)$

- Base switch: $\log_b(c) = 1/\log_c(b)$

- Base change: $\log_b(x) = \log_c(x) / \log_c(b)$

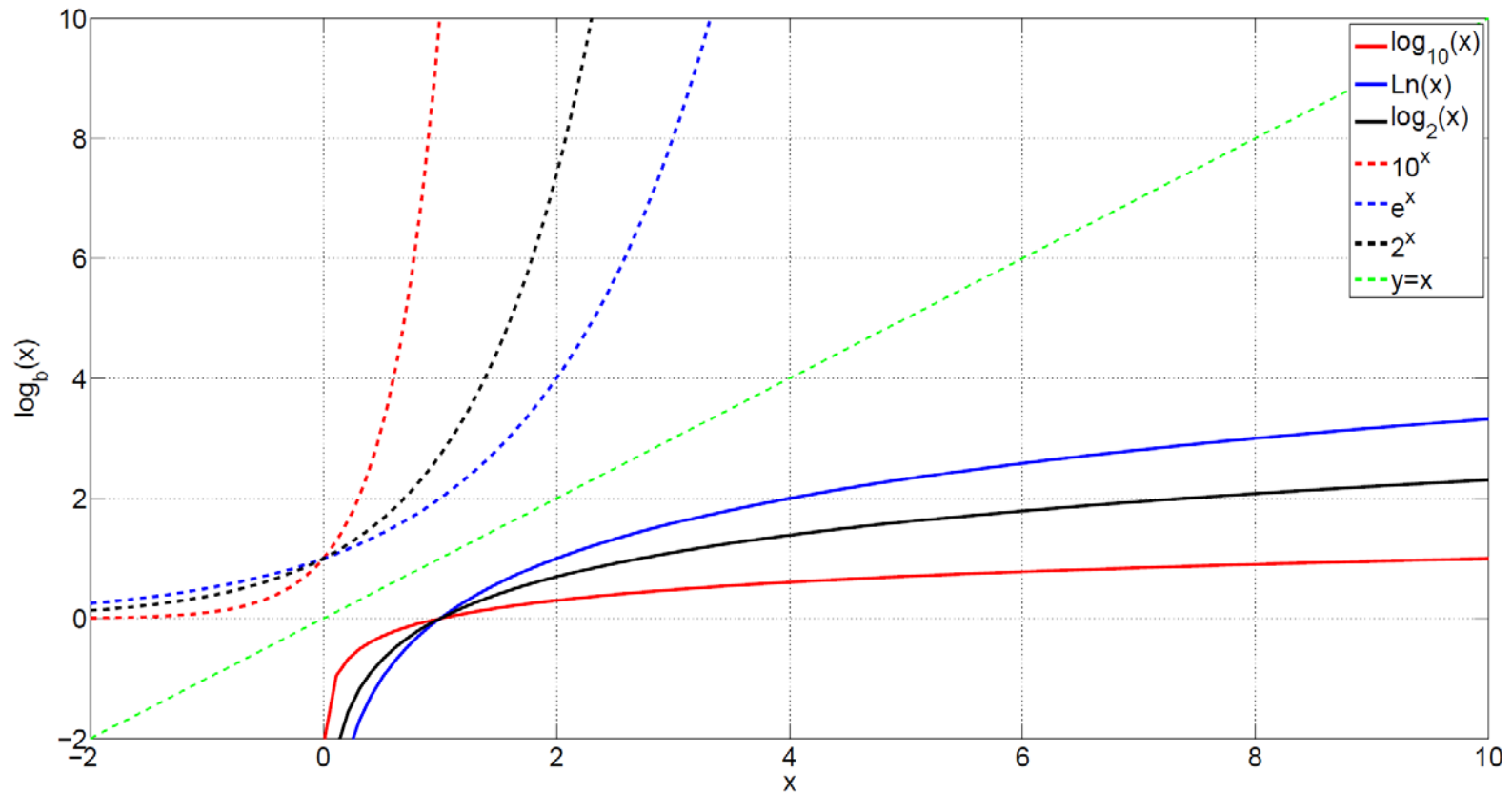
- Consequences of the definition: $\log_b(1) = 0$

$$\log_b(x) = \nexists \text{ for } x \leq 0$$

$$\log_b(x) = \infty \text{ when } x \rightarrow \infty$$

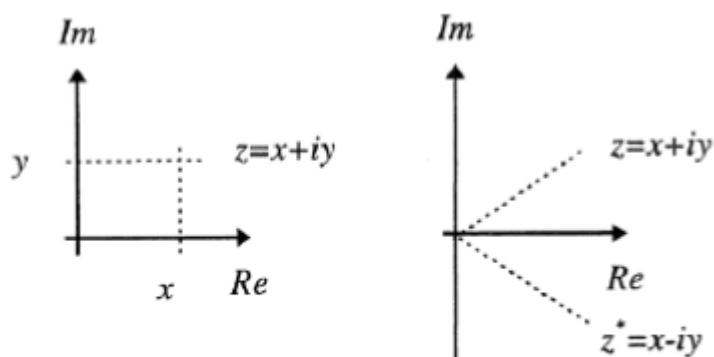


Intro maths – Logarithms



Intro math – Complex numbers

- Rectangular form



Figur 8 Komplexa tal

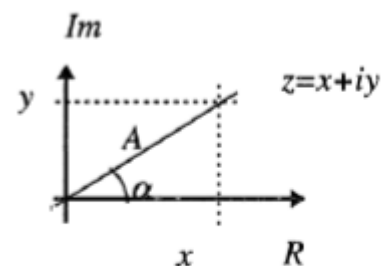
- Imaginära enheten:

$$i = \sqrt{-1}, \quad i^2 = -1, \quad i^3 = -i, \dots \quad i^{-1} = -i$$

- Komplexa tal:

$$z = x + iy$$

- Polar form



Figur 9 Amplitud och fas

- Amplitud (eller absolutbelopp):

$$A = |z| = \sqrt{x^2 + y^2}$$

- Fas (alltid i radianer!):

$$\alpha = \arctan\left(\frac{y}{x}\right)$$

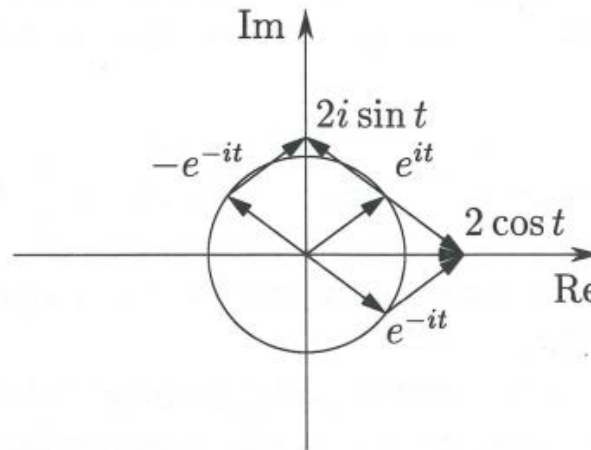
$$x = A \cos(\alpha), \quad y = A \sin(\alpha)$$



Intro math – Complex numbers

- Euler's identity

$$e^{it} = \cos t + i \sin t \iff \begin{cases} \cos t = \frac{1}{2} (e^{it} + e^{-it}) = \operatorname{Re} e^{it} \\ \sin t = \frac{1}{2i} (e^{it} - e^{-it}) = \operatorname{Im} e^{it} \end{cases}$$

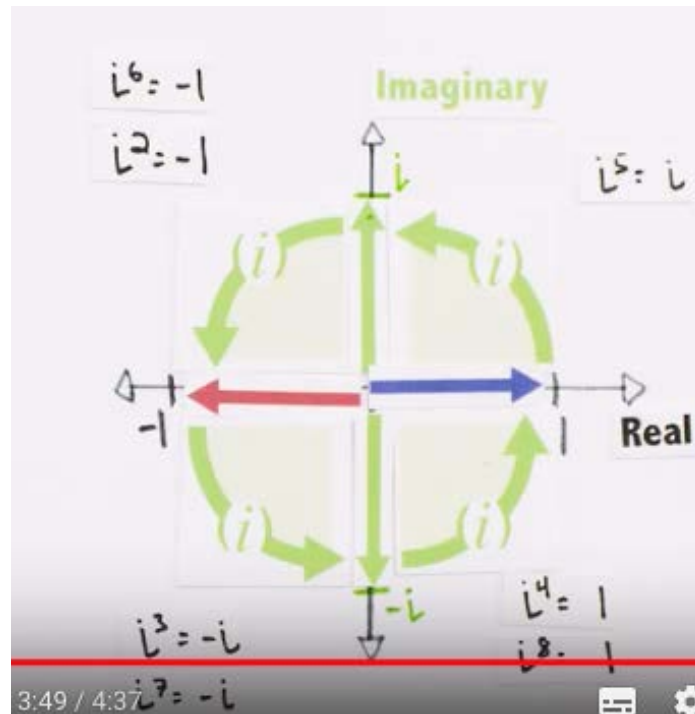


- Practical to describe rotating motion with complex numbers. Euler's identity is the background.



Intro math – Complex numbers

- Numbers are two-dimensional – Imaginary numbers are real YT series (Pt 5, 6 and 7).

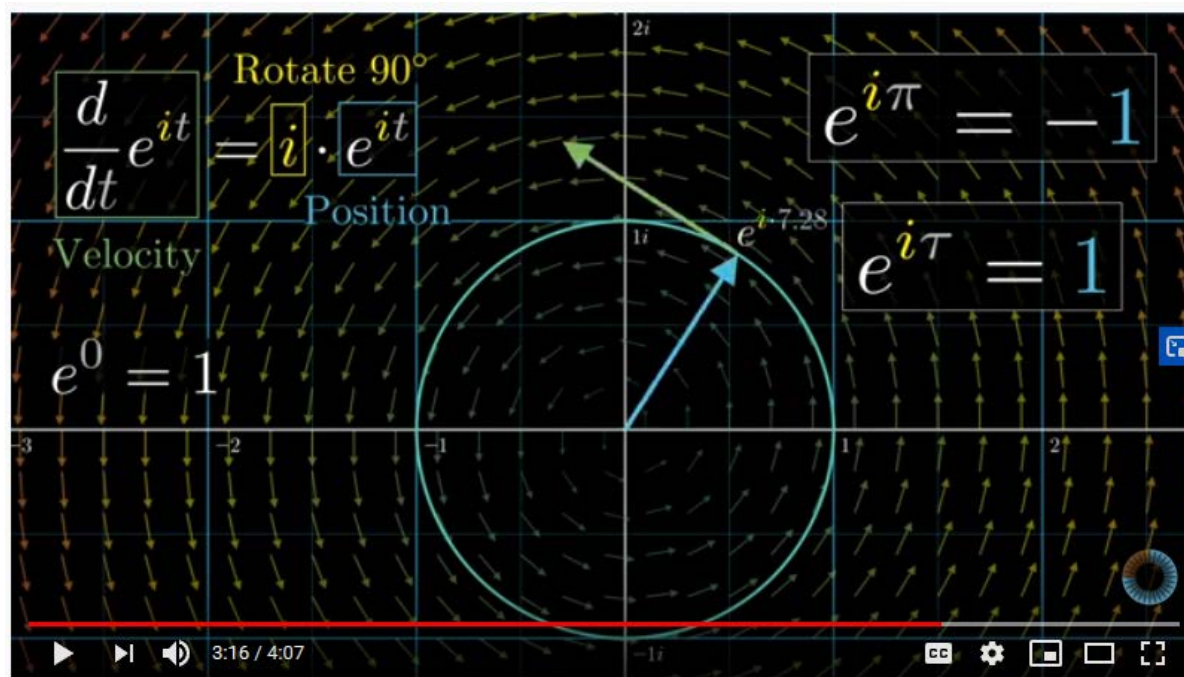


<https://youtu.be/65wYmy8Pf-Y>



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Intro math – Complex numbers



<https://youtu.be/v0YEaelCIKY>



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Why address sound issues?



Höga ljudnivåer på konserter kan ge hörselskador för livet

Musikbranschen tar inte sitt ansvar

Musik, framför allt pop, rock och jazz, framförs ofta på hög ljudnivå, inte sällan med arrangörens goda minne. Risken för hörselskador som tinnitus är stor, men om Socialstyrelsens gränsvärden följs torde den vara acceptabelt liten.

när man ska använda sina öron för att njuta av musiken.

Det mänskliga örat är utformat för att vi ska höra bra i ljudnivåer upp till 75-80 dB. Vid högre ljudnivåer fungerar hörseln sämre, och vid ljudnivåer som överstiger 80-85 dB finns det risk för att hörseln skadas. Den del som riskerar att skadas är innerörats hårceller, som ansvarar för omvandlingen från ljud till signaler i hörselnerven. Även om viss återhämtning kan ske är en skada på dessa celler som regel permanent. Risken för skada beror dels på hur hög ljudnivån är, dels på hur lång tid man utsätts för den. Känsligheten för bullerskador är dock individuell och därför svår att förutsäga.

En ofta förekommande vanföreställning hos ungdomar är att om man tycker om en viss musik riskerar man inte att skadas av den, oavsett på vilken ljudnivå den avlyssnas. Det finns dock inget vetenskapligt stöd för hypotesen att en positiv inställning till starka ljud gör hörselorganet mindre känsligt för akustisk överbelastning.

En hörselskada kan visa sig på olika sätt: hörselnedsättning, tinnitus, överkänslighet för ljud och förvrängd ljuduppfattning. Musik på hög ljudnivå skiljer sig i princip inte från andra ljud på samma ljudnivå. Från vår kliniska erfarenhet vet vi att musikeksposering, framför allt vid utomhuskonserter men också på diskotek, orsakar framför allt tinnitus. Flera studier [2, 3] har visat att omkring hälften av de intervjuade ungdomarna uppgav att de alltid upplever tinnitus efter en konsert, och en av tio har permanent tinnitus [4]. I en studie avseende

Sommaren innebär högsäsong för musikfestivaler av olika slag. Ofta hålls spelningarna utomhus och inte sällan med stor publik, många stora högtalare och höga ljudnivåer. Socialstyrelsen rekommenderar i sina allmänna råd [1] att den genomsnittliga ljudnivån för musikframträdanden inte ska överstiga 100 dBA som medelvärde och att den högsta ljudnivån inte ska överstiga 115 dBA. För arrangemang där även barn har tillträde är motsvarande gränser 97 respektive 110 dBA.

pekade att man velat tillåta väsentligt högre ljudnivåer. Flera dagstidningar har berört denna diskussion, men ingen har redovisat det faktiska taundet som ligger bakom Socialstyrelsens rekommendationer.

Branschorganisationer och arrangörer av musikevenemang i Sverige har länge gått ut med krav på höjda ljudvolym, men i vems intresse? Är det musikernas, som riskerar att skada sin hörsel och därmed sin fortsatta yrkeskarriär? Är det de intresserade ungdomarnas, som exponeras för musiken i timmar för att det är "cool" och för att samvaron med kamraterna väger tyngre än eventuella risker för framtida hörselproblem?

Tinnitus efter en konsert betraktas idag som normalt. Trots det är många ungdomar oroliga för de höga ljudnivåerna. Det är inte rimligt att behöva använda hörselskydd

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docent, FoU/U-chef, Landstinget Halland, Varberg

Utbildning Thomas har hittat en väg till framgång

Why address sound issues?

- Noise affects people physiologically and psychologically

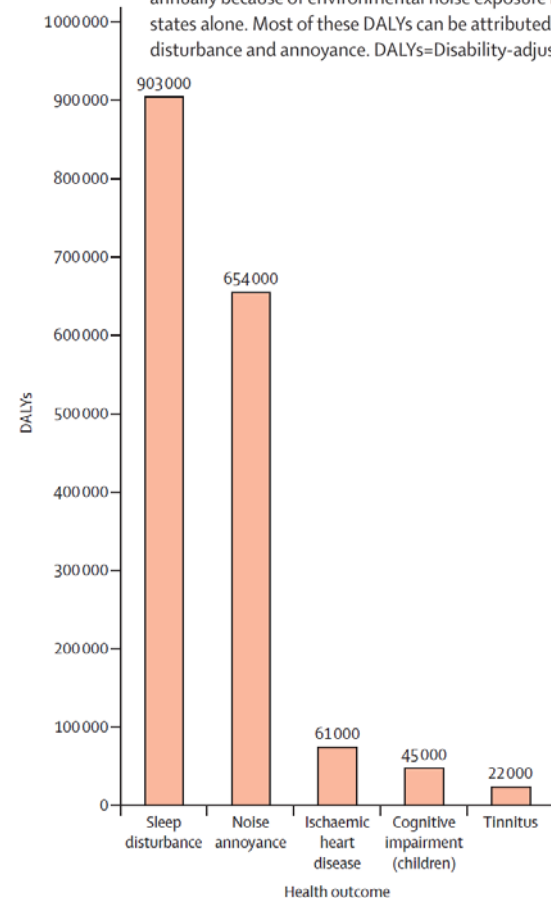
 At least 25 % of EU citizens are exposed to noise in such extent that it affects health and quality of life

 Approximately 2 million people in Sweden are exposed to a noise level that exceeds the regulations set up by the Swedish parliament



DALYs attributed to environmental noise exposure in Europe.

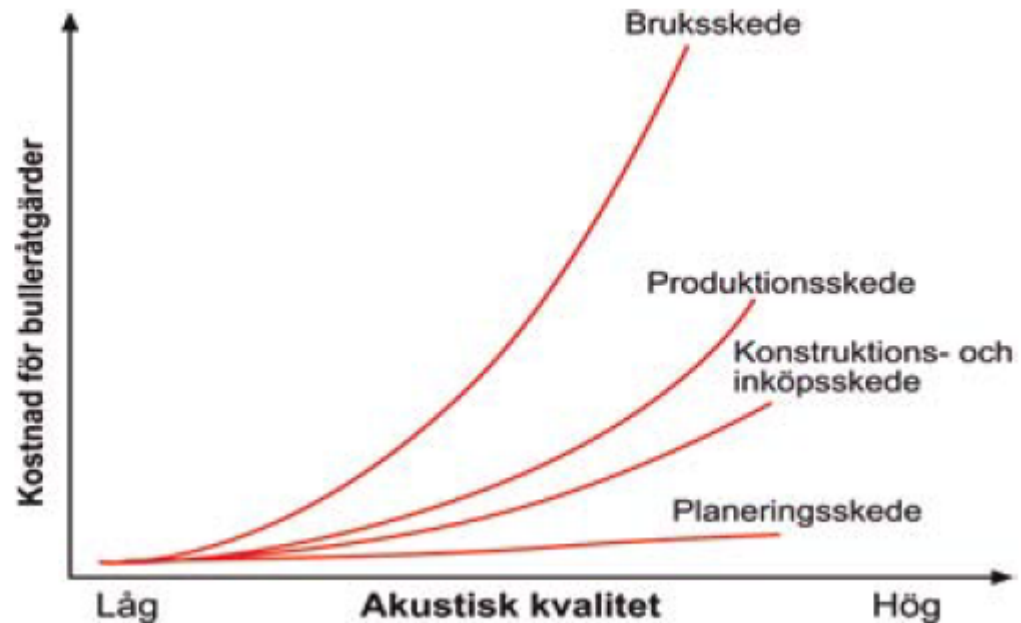
According to WHO, more than 1 million healthy life years (DALYs) are lost annually because of environmental noise exposure in European A-member states alone. Most of these DALYs can be attributed to noise-induced sleep disturbance and annoyance. DALYs=Disability-adjusted life years.



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Why address sound issues?

Figur 1.1
Samband mellan akustisk
kvalitet och kostnad för
bulleråtgärder.
Källa: SOU 1993:65



What is acoustics?

- From the *Oxford Dictionary*:

a•cous•tic |ə'koʊstɪk|

adjective [attrib.]

- 1 relating to sound or the sense of hearing : *dogs have a much greater acoustic range than humans.*
 - (of building materials) used for soundproofing or modifying sound : *acoustic tiles.*
 - (of an explosive mine or other weapon) able to be set off by sound waves.
- 2 (of music or musical instruments) not having electrical amplification : *acoustic guitar.*
 - (of a person or group) playing such instruments.

noun

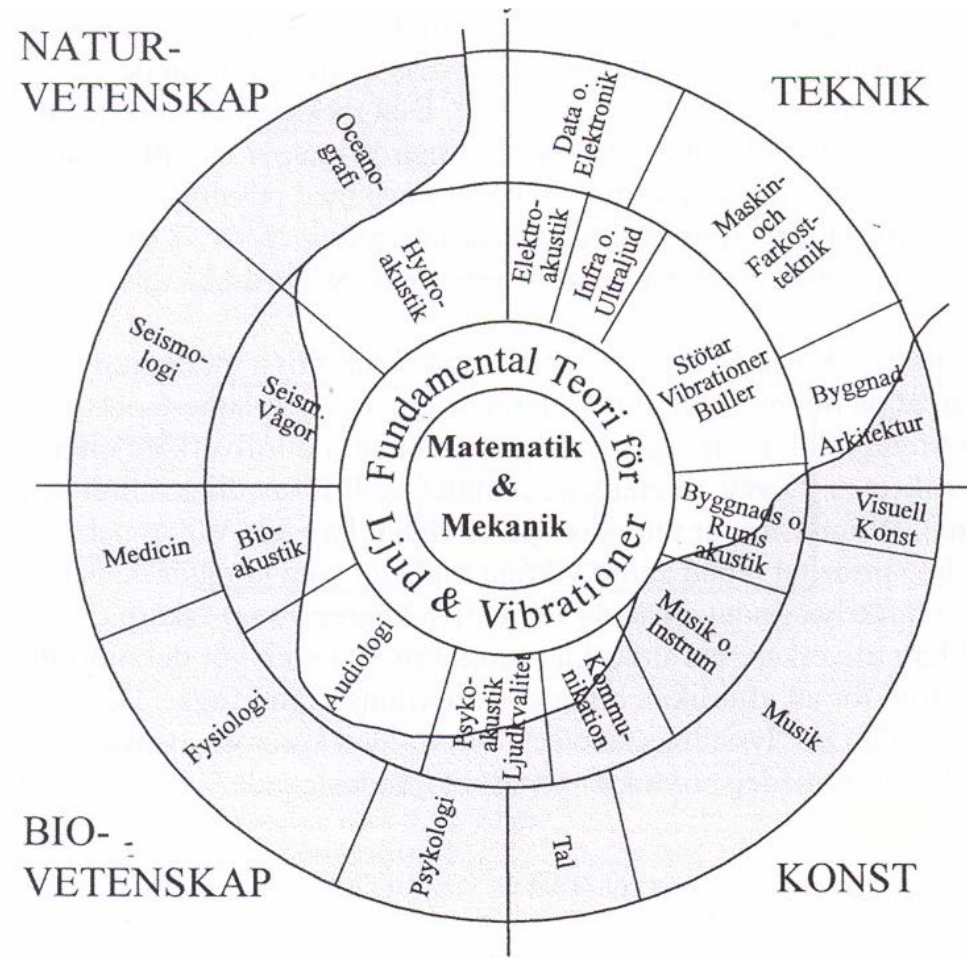
- 1 (usu. **acoustics**) the properties or qualities of a room or building that determine how sound is transmitted in it : *Symphony Hall has perfect acoustics.*
 - (**acoustic**) the acoustic properties or ambience of a sound recording or of a recording studio.
- 2 (**acoustics**) [treated as sing.] the branch of physics concerned with the properties of sound.
- 3 a musical instrument without electrical amplification, typically a guitar.

- **Acoustics:** part of physics studying generation, transmission, reception, absorption, reproduction and control of sound
 - Environmental ac., building ac., room ac., psychoac., musical ac., underwater ac...



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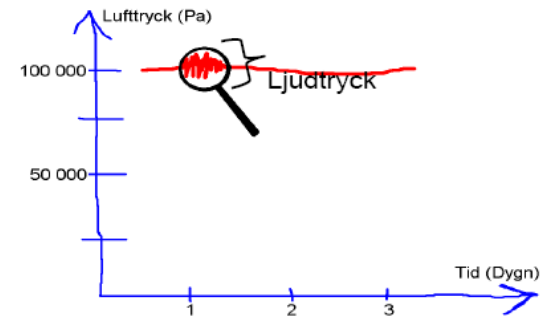
What is acoustics?



Sound & Noise

- **Sound:** ondulatory movement produced in an elastic medium by a vibratory source producing variations in the atmospheric pressure
 - Characteristics – objective VS subjective:
 - » Pitch
 - » Quality
 - » Loudness
- **Noise:** random sound (objective)
- **Noise:** unwanted sound – any sound!

$$p_{\text{tot}}(t) = p_{\text{atm}} \pm p(t)$$



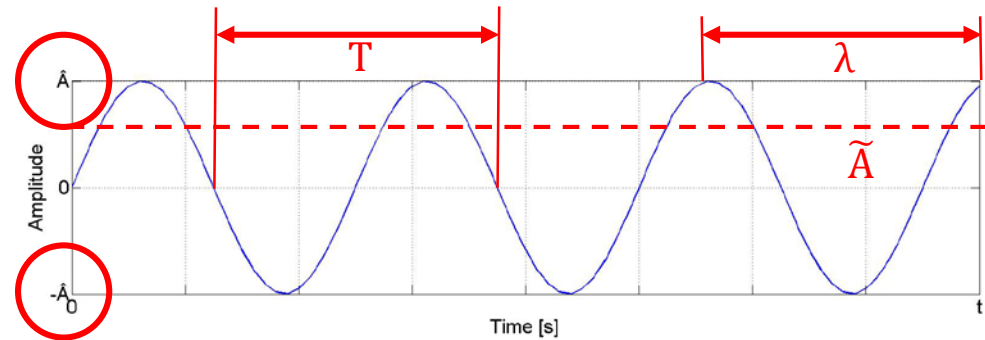
Time & frequency domains

Harmonic signal: $y(t) = \hat{A} \sin(\omega t) = \hat{A} \cos(\omega t + \varphi) = \hat{A} \sin(2\pi f \cdot t)$

- Amplitude: $\hat{A}$
- Period [s]: $T = 1/f$
- Frequency [Hz]: $f = 1/T$
- Wavelength [m]: $\lambda = cT = c/f$
- Propagation Speed [m/s]: $c = f \lambda$
- Effective value (RMS):

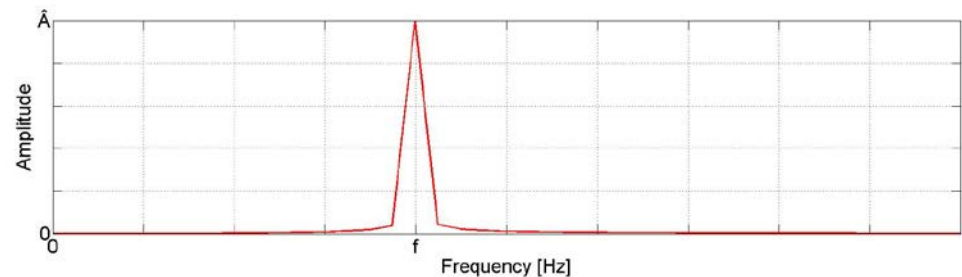
NOTE: $c \neq v$

$$A_{\text{RMS}} = \tilde{A} = \sqrt{\frac{1}{\Delta t} \int_{t_0}^{t_0 + \Delta t} y^2(t) dt}, \quad \tilde{A}_{\text{harmonic signal}} = \hat{A} / \sqrt{2}$$



FFT

How much a time-signal resembles sine waves with varying f

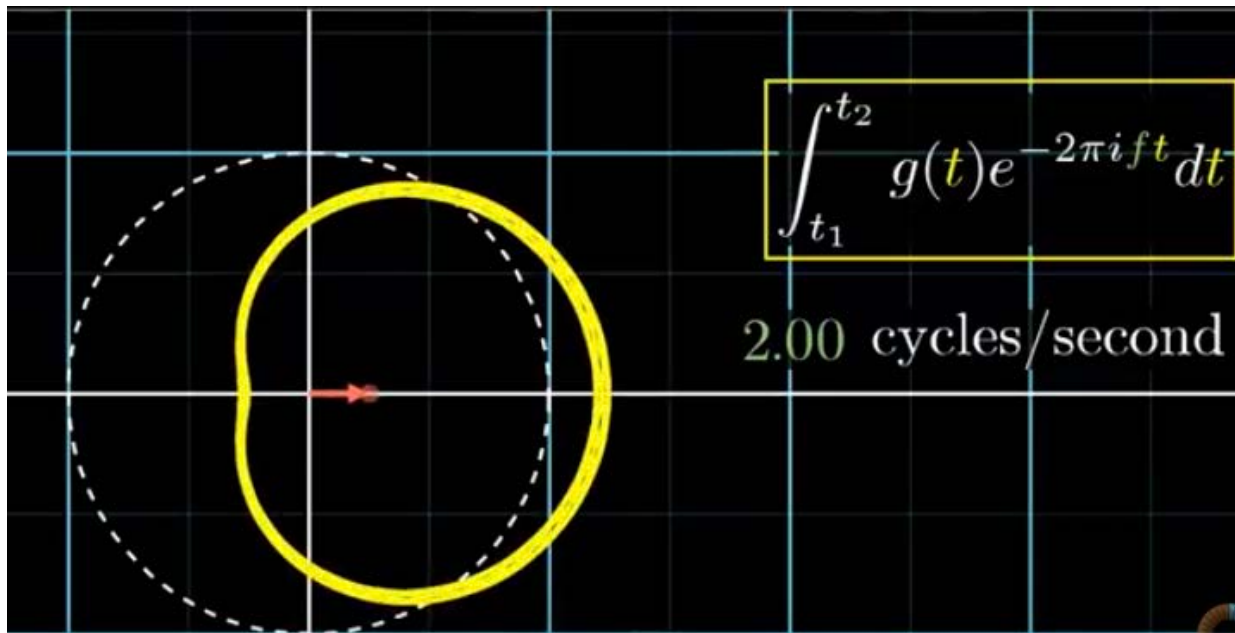


– Frequency domain



Time & frequency domains

- **Fourier Transform:** decomposes a signal into its constituent frequencies.



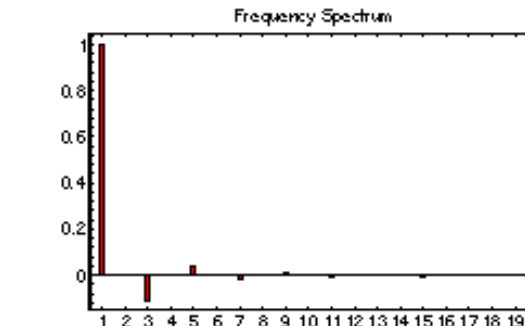
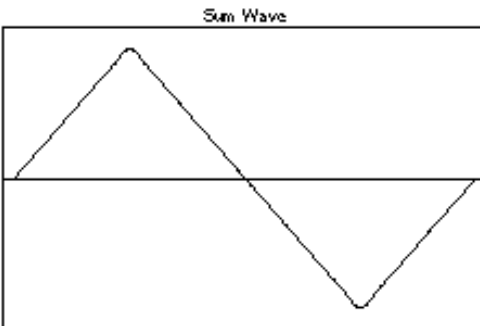
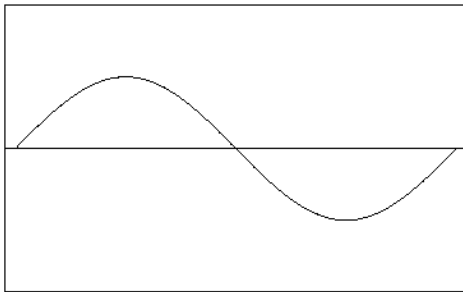
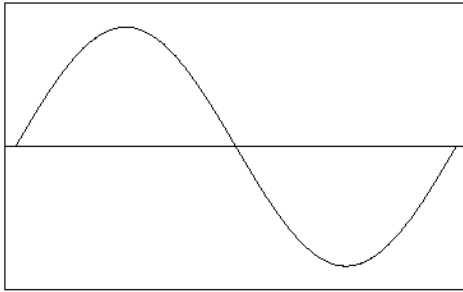
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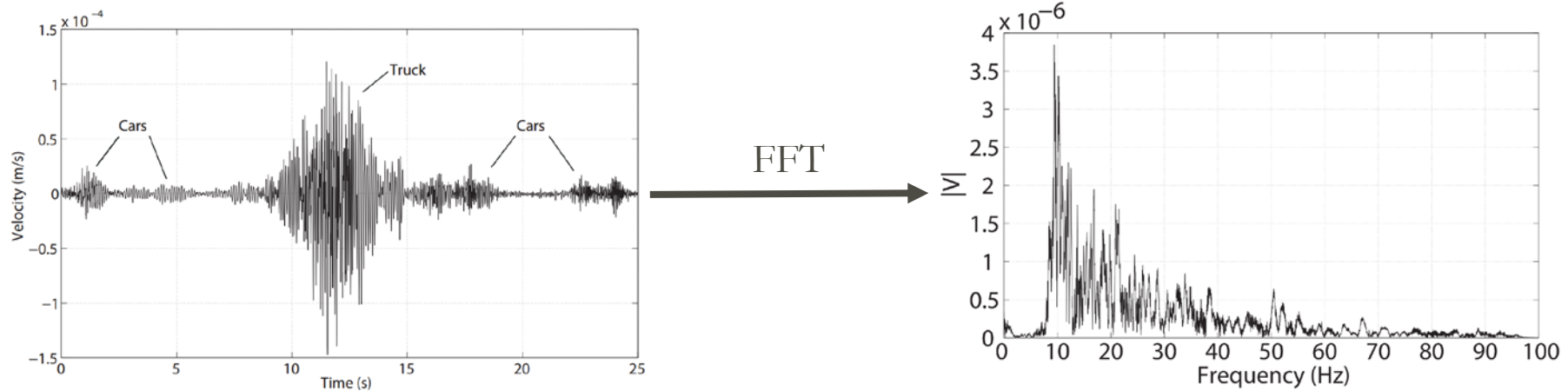
Time & frequency domains

- **Fourier Transform:** decomposes a signal into its constituent frequencies.

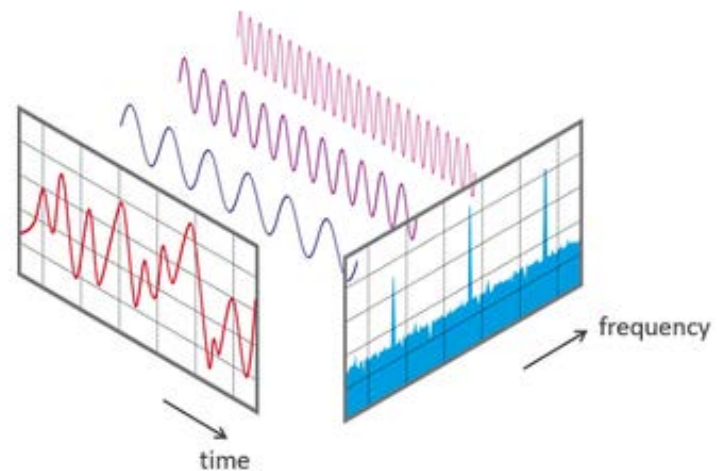


Time & frequency domains

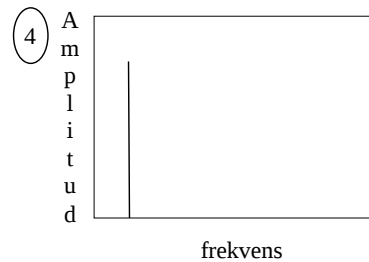
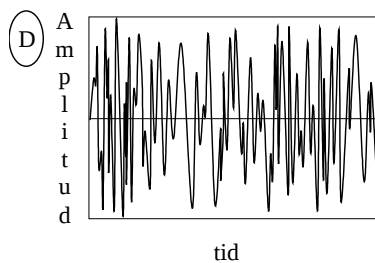
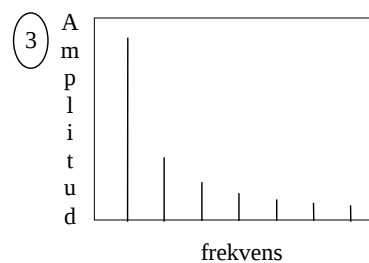
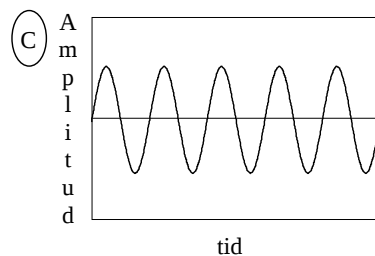
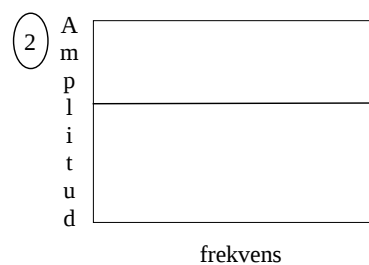
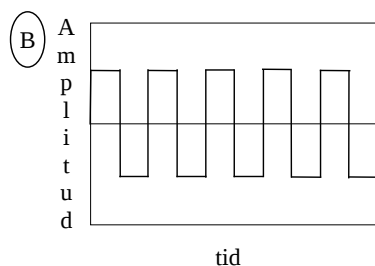
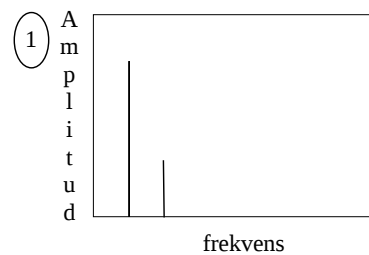
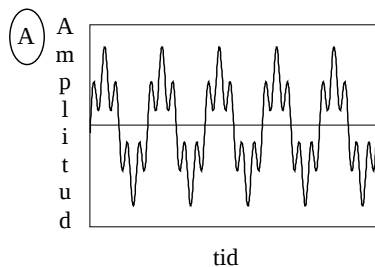
- A more complex time signal (traffic load)



NOTE: Spectrum (any magnitude plotted against frequency)

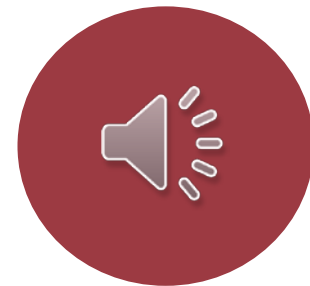
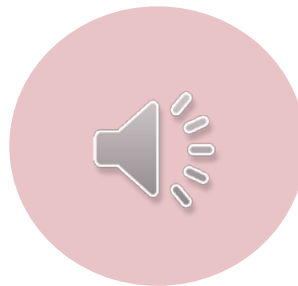
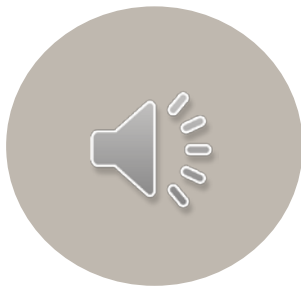
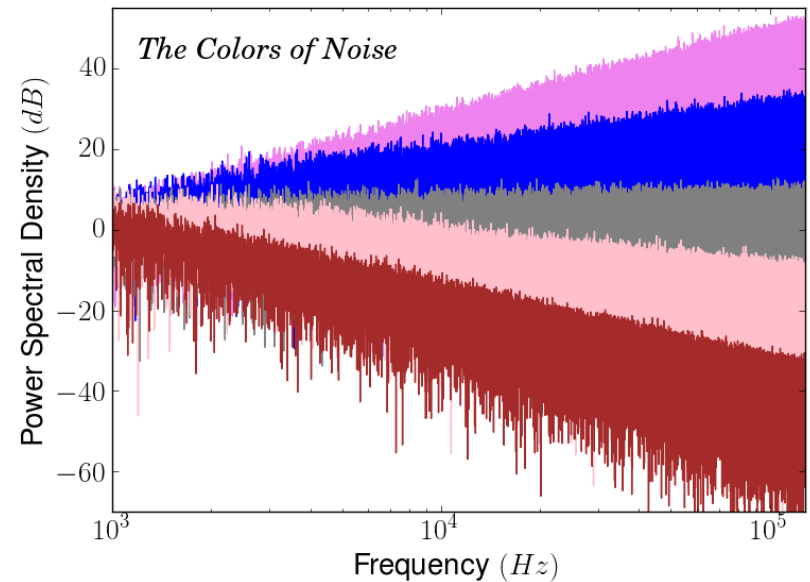


Time & frequency domains



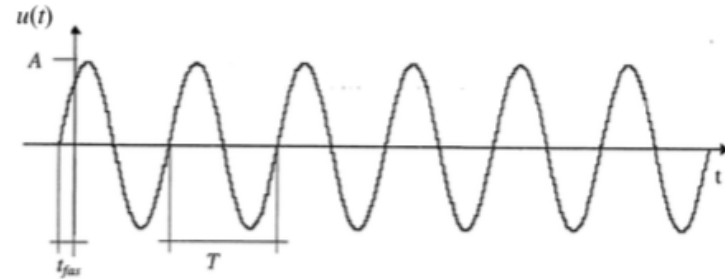
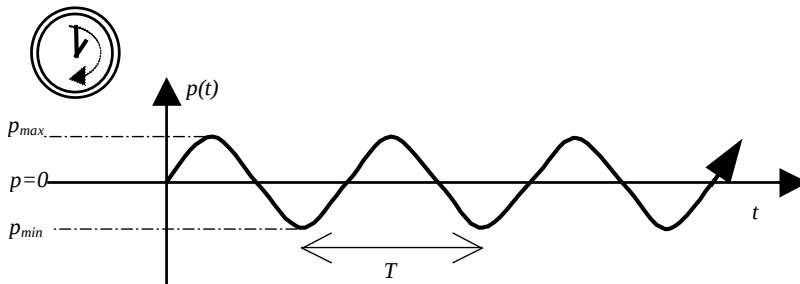
Frequency domain – Noise

- **Noise:** Classified by "colours"
 - Violet noise: +6 dB/octave
 - Blue noise: +3 dB/octave
 - White noise: flat power spectrum
 - Pink noise: -3 dB/octave
 - Brown noise: -6 dB/octave



Descriptions of sound waves

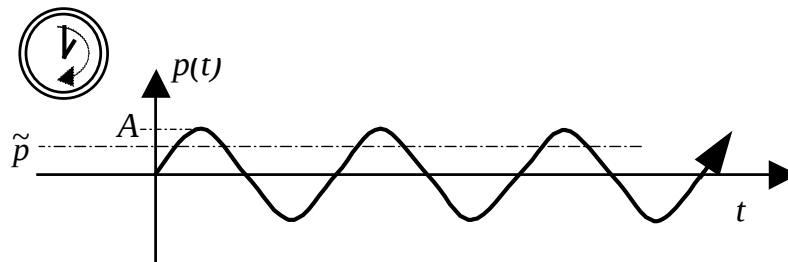
- In time $p(t) = A \cos(\omega t + \varphi)$
 - $p(t)$ is instantaneous values of pressure [Pa]
 - A is amplitude [Pa]
 - ω is angular frequency [rad/s]
 - t is time [s]
 - φ is phase - how the oscillation is related to $t=0$. $\varphi = t\omega = t\varphi \frac{2\pi}{T}$



Descriptions of sound waves

- RMS-value
 - Root-mean-square – operative definition (how)
 - Effective value – descriptive definition (what)
- For a sinus with amplitude 1, $\tilde{p} = 1/\sqrt{2} A$

$$\tilde{p} = \sqrt{\frac{1}{\Delta t} \int_{t_0}^{t_0 + \Delta t} p^2(t) dt}$$



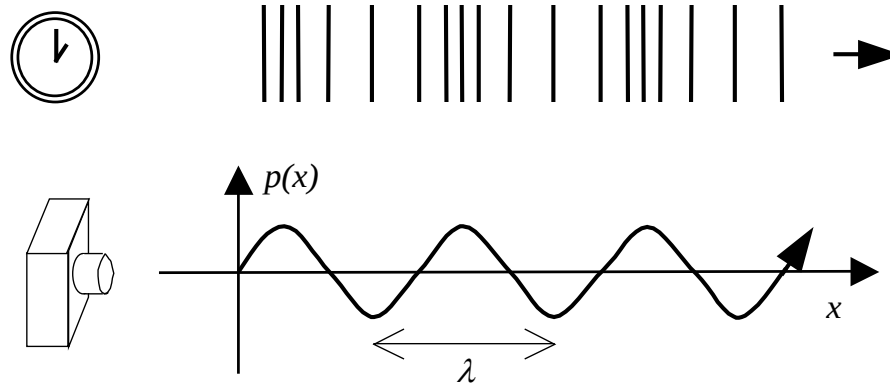
Descriptions of sound waves

- In space, with wavelength,

$$p(x) = A \sin(x 2\pi / \lambda + \varphi) = A \sin(x \omega / c + \varphi)$$

- Wavelength [m] $\lambda = \frac{c}{f}$

- Useful to compare wavelength to dimensions of objects hit by sound waves



Descriptions of sound waves

- In time and space, with wavelength,

$$p(x,t) = A \sin(\omega t - x\omega/c + \varphi) = A \sin(\omega(t - x/c) + \varphi)$$

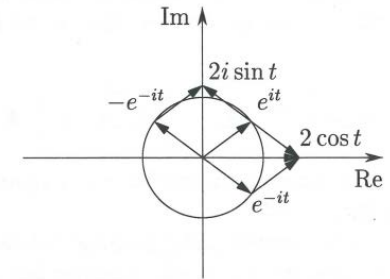


Complex notation

- Equivalent description: $p(t) = A \cos(\omega t + \varphi)$



$$p(t) = \operatorname{Re}[Ae^{-i(\omega t + \varphi)}] = \operatorname{Re}[\underline{A}e^{-i\omega t}]$$



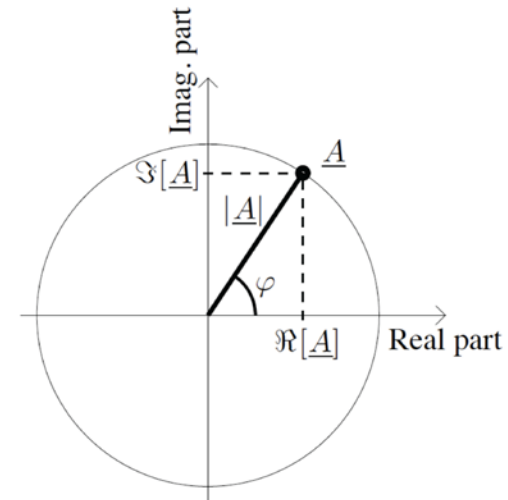
where the complex amplitude is defined as: $\underline{A} = Ae^{i\varphi}$

and $e^{i\varphi} = \cos(\varphi) + i \sin(\varphi)$

- The magnitude and initial phase are

$$A = |\underline{A}|$$

$$\tan^{-1}(\varphi) = \frac{\operatorname{Im}[\underline{A}]}{\operatorname{Re}[\underline{A}]}$$



© P. Andersson

NOTE 1: The complex number "i" is sometimes also expressed as "j"

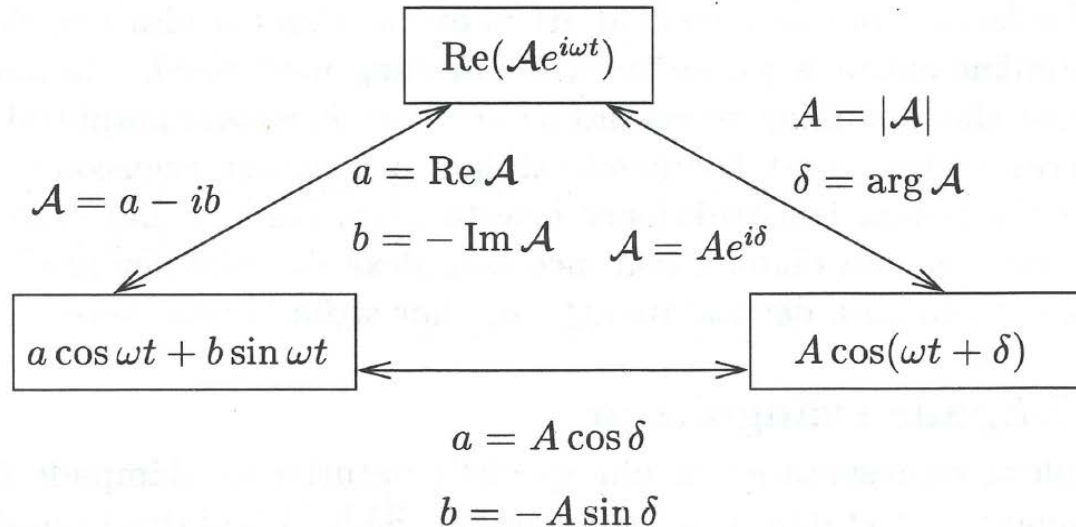
NOTE 2: $\varphi \cos = \varphi \sin - \frac{\pi}{2}$



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Complex notation – Equivalences

Source: Sven Spanne: *Komplex Analys*



- One may choose also the imaginary part of the exponential function, a sinus wave – that may however feel strange to describe *real actual* motions with imaginary numbers.
- Why all this?
 - Convenient to use one complex number describing both amplitude and phase.
 - Faster to write, to do some mathematical operations.
 - Complex numbers work well with *rotating things*

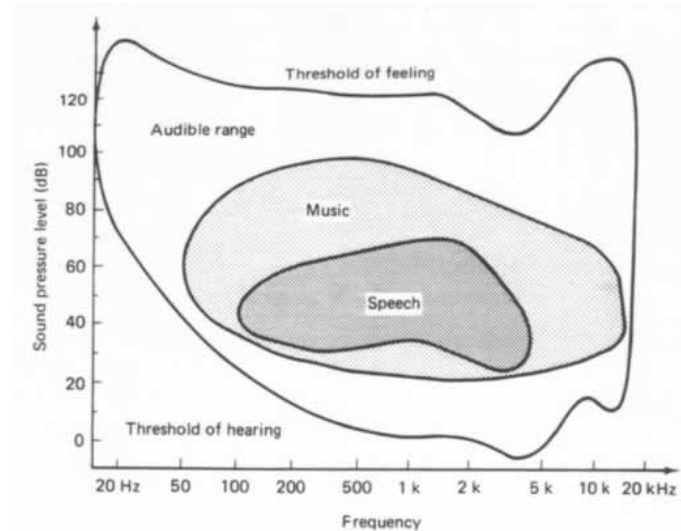
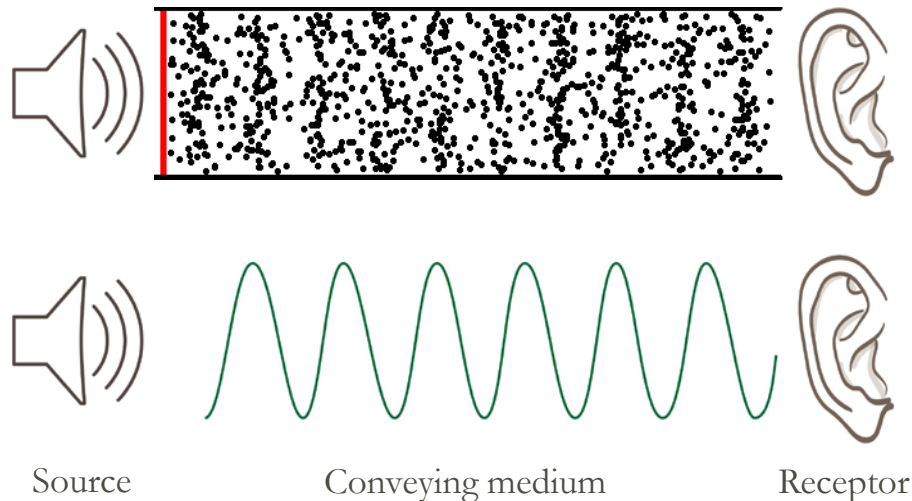
Watch YT video!



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Hearing

- Pressure waves
- For a sound to be perceived
 - Frequency: 20 Hz – 20 kHz (for an average young healthy person)
 - Sound pressure level (SPL): frequency dependent
- Inner ear detects: $\Delta p \in [20 \mu\text{Pa}, 200 \text{ Pa}] \rightarrow$ wide range
 - Use of logarithmic scale (in decibels)



DEF: The decibel (dB) & SPL

- Logarithmic way of describing a ratio
 - Ratio: velocity, voltage, acceleration...
 - Need of a reference
- Sound pressure level (SPL / L_p)

$$L_p = 10 \log \left(\frac{\tilde{p}^2}{p_{\text{ref}}^2} \right) = 20 \log \left(\frac{\tilde{p}}{p_{\text{ref}}} \right)$$

$\tilde{p} = \tilde{p}(f) \equiv$ RMS pressure

$p_{\text{ref}} = 2 \cdot 10^{-5} \text{ Pa} = 20 \text{ } \mu\text{Pa}$

$p_{\text{atm}} = 101\,300 \text{ Pa}$

$p_{\text{tot}}(t) = p_{\text{atm}} \pm p(t)$

- $\tilde{p}$ measured with microphones
- Frequency response of human hearing changes with amplitude



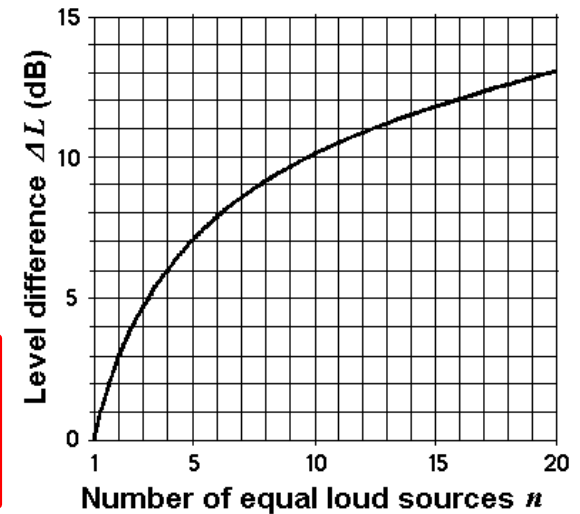
Summation of noise

- Graphical methods
 - Adding equally loud incoherent sources
 - Adding two different sources
 - » e.g. $L_1=61$ dB / $L_2=55$ dB

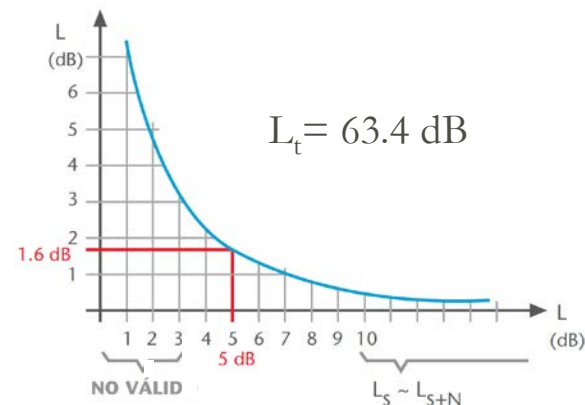


$$L_{p,tot} = 10 \log \left(\sum_{n=1}^N 10^{\frac{L_{p,n}}{10}} \right)$$

$L_t = 62$ dB



- Subtracting two different sources
 - » e.g. $L_{S+N}=65$ dB / $L_N=60$ dB



$L_t = 63.4$ dB



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Summation of noise

- The total RMS pressure:

$$\tilde{p}_{tot}^2 = \frac{1}{\Delta t} \int_{t_0}^{t_0+\Delta t} [p_1(t) + p_2(t)]^2 dt = \tilde{p}_1^2 + \tilde{p}_2^2 + \frac{2}{\Delta t} \int_{t_0}^{t_0+\Delta t} p_1(t)p_2(t)dt$$

- Types of sources

- Correlated (or coherent)

» Constant phase difference, same frequency

» Interferences (constructive/destructive)



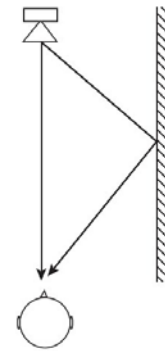
$$L_{p,tot} = 20 \log \left(\sum_{n=1}^N 10^{\frac{L_{p,n}}{20}} \right)$$

- Uncorrelated (or uncoherent)

$$L_{p,tot} = 10 \log \left(\sum_{n=1}^N 10^{\frac{L_{p,n}}{10}} \right)$$



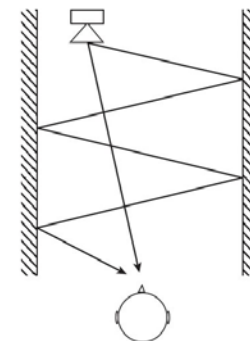
For uncorrelated sources, the 3rd term vanishes



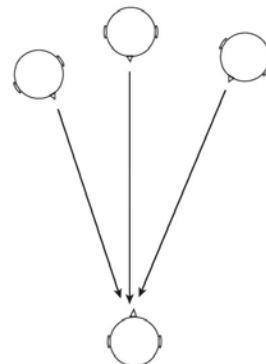
Correlation due to reflection



Correlation due to multiple sources



Uncorrelated reflection due to long delay



Uncorrelated multiple sources

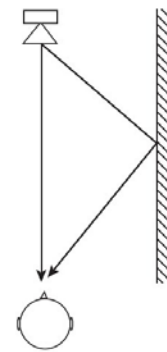


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Summation of noise

- Correlated sources – constructive interference
 - Identical sources

$$\tilde{p}_{tot}^2 = \frac{1}{\Delta t} \int_0^{\Delta t} [2p_1(t)]^2 dt = 4\tilde{p}_1^2$$



Correlation due to reflection



Correlation due to multiple sources

$$L_{p,tot} = L_{p,1} + 10 \log 4 \approx L_{p,1} + 6 \text{ dB}$$

$$L_{p,tot} = 20 \log \left(\sum_{n=1}^N 10^{\frac{L_{p,n}}{20}} \right)$$



Summation of noise

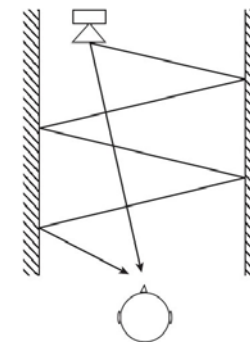
- Uncorrelated sources – constructive interference

$$\tilde{p}_{tot}^2 = \frac{1}{\Delta t} \int_{t_0}^{t_0+\Delta t} [p_1(t) + p_2(t)]^2 dt = \tilde{p}_1^2 + \tilde{p}_2^2 + \frac{2}{\Delta t} \int_{t_0}^{t_0+\Delta t} p_1(t)p_2(t) dt$$

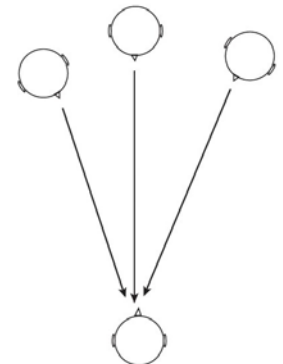
$$L_{p,tot} = 10 \log \left(\frac{\tilde{p}_1^2 + \tilde{p}_2^2}{p_{ref}^2} \right) \text{ dB.}$$

- If they two sources have same sound pressure:

$$10 \log 2 \approx 3 \text{ dB}$$



Uncorrelated reflection due to long delay



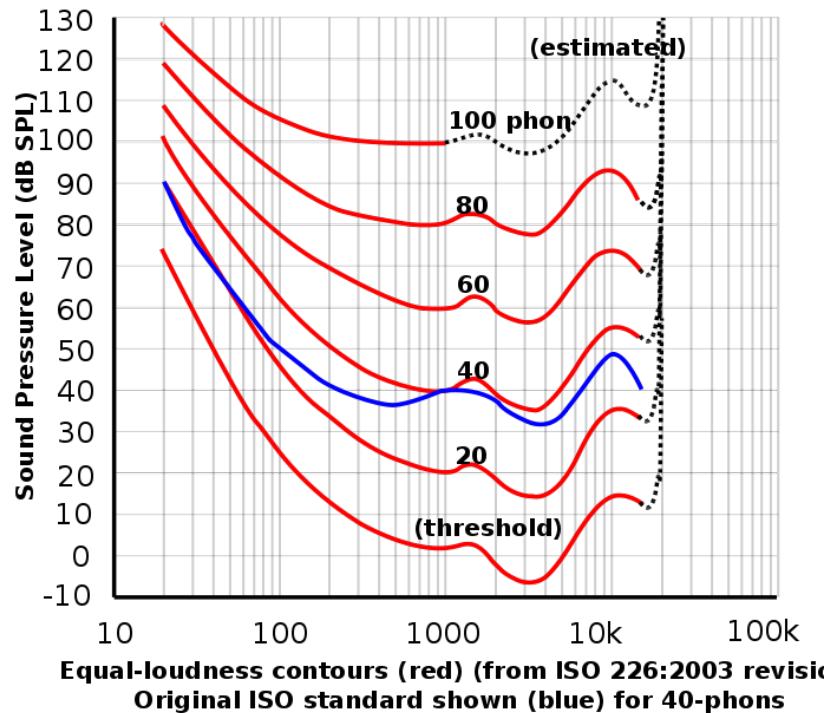
Uncorrelated multiple sources

$$L_{p,tot} = 10 \log \left(\sum_{n=1}^N 10^{\frac{L_{p,n}}{10}} \right)$$



Frequency weightings

- Frequency response of human hearing changes with amplitude
- How to relate the objective measure to the subjective experience of sound?



Frequency weightings (I)

- Correlate objective sound measurements with subjective human response
 - A-weighting [dB(A)/dBA]: designed to reflect the response of how the human ear perceives noise, i.e. 20 Hz-20 kHz
 - » Only really accurate for relatively quiet sounds and pure tones?
 - » Low frequency noise is suppressed (wind turbine noise?)
 - C-weighting [dB(C)/dBC]: developed for high level aircraft noise
 - Z-weighting: zero frequency weighting (un-weighted values)
 - B-weighting: covers the mid-range between the A- and C-weighting
 - D-weighting: designed for use when measuring high level aircraft noise

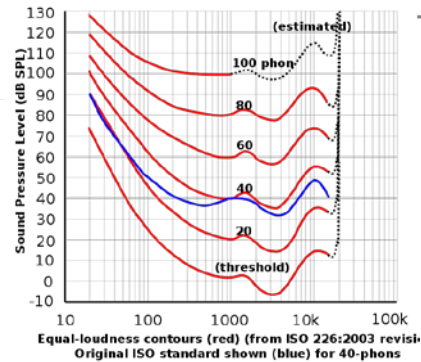
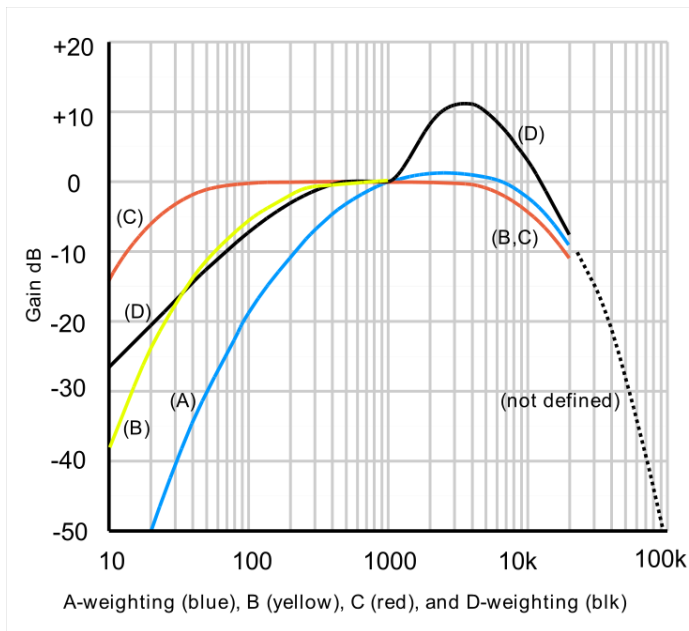
Fallen into disuse

*Filters are defined in the standard IEC 61672



Frequency weightings (II)

- Filters and calculation

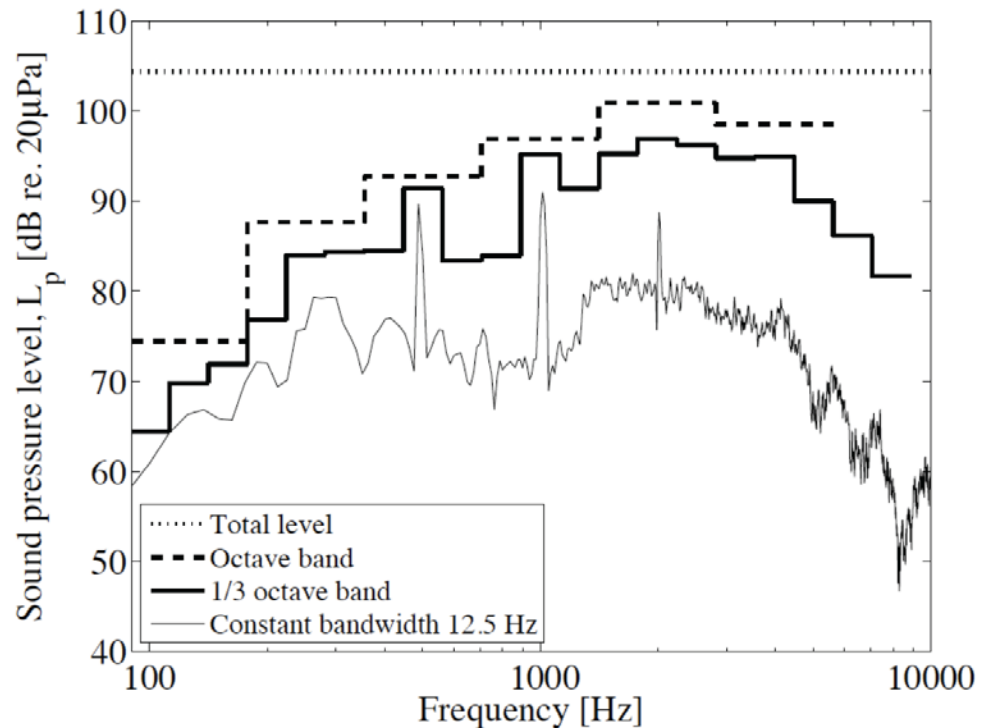


Frekvens [Hz]	A-filter [dB]	B-filter [dB]	C-filter [dB]
10	-70.4	-38.2	-14.3
12.5	-63.4	-33.2	-11.2
16	-56.7	-28.5	-8.5
20	-50.5	-24.2	-6.2
25	-44.7	-20.4	-4.4
31.5	-39.4	-17.1	-3.0
40	-34.6	-14.2	-2.0
50	-30.2	-11.6	-1.3
63	-26.2	-9.3	-0.8
80	-22.5	-7.4	-0.5
100	-19.1	-5.6	-0.3
125	-16.1	-4.2	-0.2
160	-13.4	-3.0	-0.1
200	-10.9	-2.0	0
250	-8.6	-1.3	0
315	-6.6	-0.8	0
400	-4.8	-0.5	0
500	-3.2	-0.3	0
630	-1.9	-0.1	0
800	-0.8	0	0
1000	0	0	0
1250	0.6	0	0
1600	1.0	0	-0.1
2000	1.2	-0.1	-0.2
2500	1.3	-0.2	-0.3
3150	1.2	-0.4	-0.5
4000	1.0	-0.7	-0.8
5000	0.5	-1.2	-1.3
6300	-0.1	-1.9	-2.0
8000	-1.1	-2.9	-3.0
10000	-2.5	-4.3	-4.4
12500	-4.3	-6.1	-6.2
16000	-6.6	-8.4	-8.5
20000	-9.3	-11.1	-11.2



Frequency bands

- A sound in the frequency domain may be looked at in several ways.
 - Narrow bands;
 - Third-octave bands;
 - Octave bands;
 - Total value.



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$$L_{\text{Oct}} = 10 \log \left(\sum_{i=1}^3 10^{\frac{L_{p,i}}{10}} \right)$$

Octave and 1/3 octave bands (I)

If f_n is the cut-off lower frequency and f_{n+1} the upper one, the ratio of the band limits is given by:

$$\frac{f_{n+1}}{f_n} = 2^k$$

where $k=1$ for full octave and $k=1/3$ for one-third octave band

ISO 266 Standard Frequencies for Acoustic Measurements		
ISO Band numbers	Octave band center frequency	One-third octave band center frequencies
1	1.25 Hz	
2, 3, 4	2 Hz	1.6 Hz, 2 Hz , 2.5 Hz
5, 6, 7	4 Hz	3.15 Hz, 4 Hz , 5 Hz
8, 9, 10	8 Hz	6.3 Hz, 8 Hz , 10 Hz
11, 12, 13	16 Hz	12.5 Hz, 16 Hz , 20 Hz
14, 15, 16	31.5 Hz	25 Hz, 31.5 Hz , 40 Hz
17, 18, 19	63 Hz	50 Hz, 63 Hz , 80 Hz
20, 21, 22	125 Hz	100 Hz, 125 Hz , 160 Hz
23, 24, 25	250 Hz	200 Hz, 250 Hz , 315 Hz
26, 27, 28	500 Hz	400 Hz, 500 Hz , 630 Hz
29, 30, 31	1000 Hz	800 Hz, 1000 Hz , 1250 Hz
32, 33, 34	2000 Hz	1600 Hz, 2000 Hz , 2500 Hz
35, 36, 37	4000 Hz	3150 Hz, 4000 Hz , 5000 Hz
38, 39, 40	8000 Hz	6300 Hz, 8000 Hz , 10000 Hz
41, 42, 43	16000 Hz	12500 Hz, 16000 Hz , 20000 Hz

NOTE 1: Convert octave band to 1/3-octave band level
Reduction of -4.771dB for each 1/3 octave band

$$L_p = 10 \log \left(\frac{1}{3} \right)$$

NOTE 2: Octave band level of three 1/3-octave band levels: $L_{\text{oct}} = 10 \log \left(\sum_{i=1}^3 10^{\frac{L_{p,i}}{10}} \right)$



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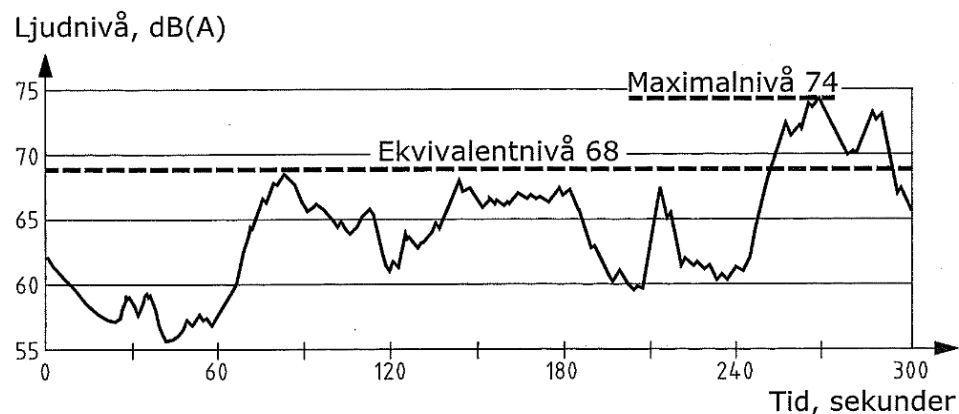
Noise metrics

- There are different noise metrics that we can use, e.g.:

- Equivalent level
- Maximum level

$$L_{eq,T} = 10 \log \left(\frac{1}{T} \int_0^T \frac{p^2(t)}{p_{ref}^2} dt \right) = 10 \log \left(\frac{1}{T} \int_0^T 10^{\left(\frac{L_p(t)}{10}\right)} dt \right)$$

Vägrafikbuller som funktion av tid



Figur 4:9. Ljudnivåns variation under 5 minuter på en livligt trafikerad innerstadsgata. Ekvivalentnivå 68 dB(A), maximalnivå 74 dB(A).

Ex: Calculate the $L_{eq,8h}$ that corresponds to 100 dBA for 15 min.



Summary

- Course introduction
- Log and complex numbers – why and how
- Why study acoustics and what is acoustics
- Description of a sound wave
- Key concepts
 - Decibel – summation of sources
 - Frequency weighting
 - Frequency bands
 - Noise metrics



Thank you for your attention!

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