COMSOL CONFERENCE 2016 MUNICH 50J9 WOMICH

MAUDIO ReSound



Phase Decomposition for Loudspeaker Analysis

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Introduction

- Task: Make phase decomposition functionality that, for a specific observation point P, splits a given total surface vibration into
 - 1. An **in-phase** component (**adds** to <u>sound pressure</u> in P)

w

R

n

S

- 2. An **anti-phase** component (**subtracts**)
- 3. A quadrature component (no contribution)





Theory

- Assume
 - Flat vibrating surface...
 - ...in flat infinite baffle
 - No obstructions in the acoustic path (no diffraction)
- Displacement components

 $\boldsymbol{w} = \boldsymbol{w}_{in} + \boldsymbol{w}_{anti} + \boldsymbol{w}_{quad}$

• Total displacement *w* is known





Theory

Assume







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Method

Find the (phase of the) sound pressure level in point P using Rayleigh integral:

$$\boldsymbol{p}(P) = \frac{-\omega^2 \rho}{2\pi} \int_{S} \boldsymbol{w}(Q) \frac{e^{-ikR}}{R} dS$$

An acoustical domain is not necessary.

Calculate displacement components $\boldsymbol{w}_{in}(Q,\boldsymbol{p},R) = Re^+ (\boldsymbol{w}(Q) \ e^{-i\varphi_{ref}}) e^{i\varphi_{ref}}$ $\boldsymbol{w}_{anti}(Q, \boldsymbol{p}, R) = Re^{-} (\boldsymbol{w}(Q) e^{-i\varphi_{ref}}) e^{i\varphi_{ref}}$ $\boldsymbol{w}_{quad}(Q, \boldsymbol{p}, R) = Im(\boldsymbol{w}(Q) e^{-i\varphi_{ref}})e^{i(\varphi_{ref} + \frac{\pi}{2})}$

with

$$\varphi_{ref} = arg(\boldsymbol{p}(P)) + \pi + kR$$

Feed back displacement components to the Rayleigh integral to get sound pressure components

$$\boldsymbol{p} = \boldsymbol{p}_{in} + \boldsymbol{p}_{anti}$$



Validation case

• 1.6 kHz, far-field, on-axis







Validation case

• 1.6 kHz, far-field, off-axis







Application case

• Full-range loudspeaker driver, physical components





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Application case

• Full-range loudspeaker driver, vibration components @ 4.5 kHz







Application case

• Full-range loudspeaker driver, frequency response







Perspective

• Off-axis design and analysis







Conclusion

- A phase decomposition technique was successfully implemented in COMSOL Multiphysics
- The technique provides insight into the vibration of loudspeaker cones and their contribution to the sound pressure in an observation point

