

Room Acoustics Measurements with an Approximately Spherical Source of 120 Drivers



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The Spherical Harmonics Transform Let $\rho(\Omega)$ represent an angular radiation pattern in amplitude vs spherical angle $\Omega = (\phi, \theta)$. The spherical harmonics transform of ρ yields the expansion coefficients g_{nm} , by integration with spherical harmonics of degree n , degree m , Y_n^m :

$$g_{nm} = \mathcal{SHT}\{\rho(\Omega)\}_n^m, \quad (1)$$

$$\mathcal{SHT}\{\rho(\Omega)\}_n^m := \int \int y(\Omega) Y_n^m(\Omega) d\Omega, \quad (2)$$

$$n = 0, \dots, \infty, m = -n, \dots, n. \quad (3)$$

The inverse transform is:

$$\mathcal{SHT}^{-1}\{\rho\} = \sum_n \sum_m g_{nm} Y_n^m(\Omega)^* \quad (4)$$

Loudspeaker Patterns For a discrete array of L elements with angular positions $\Omega_i, i = 1, \dots, L$, the bandwidth of an angular pattern is limited to spherical harmonics less than order N proportional to \sqrt{L} , assuming the angular positions are near-uniformly distributed over the sphere. To overcome this limitation, a discrete approximation to \mathcal{SHT} is used to control angular patterns over the given arrangement of loudspeakers. In order to address these coefficients by a single index, let $\rho = \rho(\phi, \theta, \Omega_1, \dots, \Omega_L)$.

Suppose that the velocity pattern at the surface of the array for each element is well approximated by bandlimited Dirac delta distributions at the angular positions $\Omega_i, i = 1, \dots, L$, of the elements. By spherical harmonics these delta's can be gathered into the **loudspeaker encoding matrix**, C :

$$C = [c_1, \dots, c_L], \quad (5)$$

$$c_i = [\mathcal{SHT}\{\delta(\Omega - \Omega_i)\}] = [v_p(\Omega_i)], \quad (6)$$

Optimal Angular Reproduction An optimal decoder matrix D for the reproduction of angular patterns on the array surface is given by the pseudo-inverse of C :

$$D = C^T (CC^T)^{-1}. \quad (1)$$

It contains a set of real-valued weights for reproduction of $\rho(\Omega)$ using the transducer signals y as the input signal x :

$$y = D \cdot g \cdot x. \quad (2)$$

Optimal Radial Reproduction For non-omnidirectional patterns, the dispersion of acoustic energy is dependent on wavelength, giving rise to the near-field and far-field effects. Compensation for this effect requires an equalization filter per-order $H_n(r)$ at every frequency. To measure the desired spectral balance is achieved at the target radius r . It is convenient to noise the radially equalized transducer signals and the repeat x in the frequency domain:

$$\hat{y} = D \cdot H(r) \cdot x. \quad (3)$$

Note, however, that $H_n(r)$ is efficiently and accurately implemented with an IIR filter.

Angular Aliasing The finite realization of \mathcal{SHT} requires a low-pass filter to prevent aliasing of patterns that exceed the reproduction capability of the array. The design of windowing functions W_N with coefficients $w(n)$ attenuates terms of increasing order n and influences the tradeoff between ripple and main-lobe width in the spatial domain. Reconstruction on the array is then given by

$$\hat{\rho} = D \cdot H(r) \cdot \hat{y} \cdot g \cdot x. \quad (4)$$

The Steerable Beam Given a 1-dimensional signal x , a beam having the maximum possible angular selectivity transmitting x in the direction Ω_d can be constructed using the order- N -limited spherical harmonics expansion of a spherical dirac-delta function,

$$\delta(\phi - \phi_d, \theta - \theta_d). \quad (5)$$

$$g_{beam} = D \cdot H(r) \cdot W_N \cdot \mathcal{SHT}\{\delta(\Omega - \Omega_d)\} \cdot x \quad (5)$$

