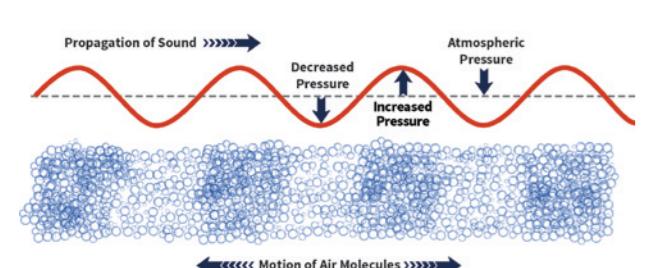




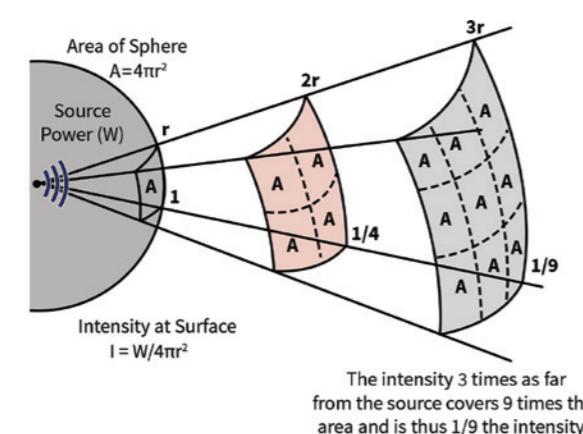
SOUND PRESSURE LEVEL, SOUND INTENSITY, & SOUND POWER

Sound Pressure Level

Sound Pressure Level (SPL) is defined as: $SPL = L_p = 10 \log \left(\frac{P_{\text{ref}}^2}{P_{\text{ref}}^2} \right)$ $P_{\text{ref}} = 20 \mu\text{Pa}$ in air $P_{\text{ref}} = 1 \mu\text{Pa}$ in water



Inverse Square Law



The intensity 3 times as far from the source covers 9 times the area and is thus 1/9 the intensity.

W = Acoustic power; defined as the time-averaged rate of sound energy transmission from the source.

I = Acoustic intensity; defined as the time-averaged rate of sound energy transmission through a unit area, normal to the direction of propagation.

Sound Intensity

I = Time-averaged intensity; defined by the time-averaged rate of energy transmission through a unit area normal to the direction of propagation.

$$I = \frac{1}{T} \int P_{\text{ref}} dt = \frac{1}{2} \operatorname{Re}(P_{\text{ref}} v) = \frac{1}{2} \frac{P_{\text{ref}}^2}{\rho c} = \frac{P_{\text{ref}}^2}{\rho c}$$

Approximation for plane waves and spherical waves in the far field.

- T = The period of one cycle of a monophasic harmonic sound wave.
- v = Particle velocity.
- The sign (+) is based on the direction of propagation.

Sound Intensity Level (SIL or L_i) is the intensity level in decibels, where I₀ is the reference intensity.

SIL = L_i = 10 \log \frac{I}{I_0}

I₀ = The reference intensity that represents the auditory threshold of human hearing.

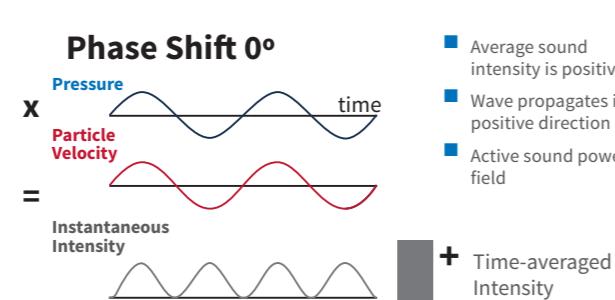
$$I_0 = \frac{P_{\text{ref}}^2}{\rho_0 c} = \frac{(20 \times 10^{-6} \text{ N} \cdot \text{s})^2}{1.225 \times 343 \text{ m/s}} = 10^{-12} \frac{\text{W}}{\text{m}^2}$$

Sound Power

Sound power (W) is the rate of energy transmission per unit time. It represents all of the energy radiated from an acoustic source within a specified time interval.

$$W = \int I dA = \sum I_n dA$$

Pressure and Particle Velocity Phase



ACOUSTIC PROPERTIES & FORMULAS

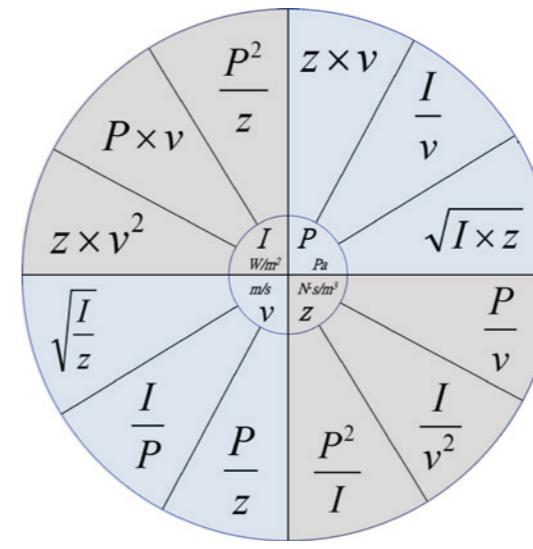
Properties & Laws

P = Acoustic pressure; defined as the force per unit area resulting from the propagation of sound. The International System of Units (SI) unit for pressure is Pascals (Pa). A Pascal is equal to one Newton per square meter (N/m²), where the Newton is the SI unit for force.

I = Acoustic intensity; defined as the time-averaged rate of sound energy transmission through a unit area, normal to the direction of propagation. Intensity may be expressed in SI units as Watts (W) per square meter, where the Watt is the SI unit for power.

v = Particle velocity; defined as the magnitude and direction of a change in particle position per unit time. A particle is an infinitesimal volume of the medium through which sound propagates. The SI unit for velocity is meters per second.

z = Specific acoustic impedance; defined as the ratio of pressure to particle velocity. It is a characteristic of the medium and of the type of wave being propagated. Specific acoustic impedance may be expressed in SI units as Newton seconds per cubic meter.



Liquid	Density	Ratio of Specific Heats	Modulus Bulk	Sound Speed	Characteristic Impedance
	kg/m ³		Pa × 10 ⁹	m/s	Pa · s/m × 10 ⁶
Fresh Water at 20°C	998	1.004	2.18	1481	1.48
Salt Water at 13°C	1026	1.010	2.28	1500	1.54
Turpentine at 20°C	870	1.27	1.07	1250	1.11
Mercury at 20°C	13600	1.13	25.3	1450	19.7

Gas	Density	Ratio of Specific Heats	Specific Heat	Sound Speed	Characteristic Impedance
	kg/m ³	C _p /C _v	J/kg K	m/s	Pa · s/m × 10 ⁶
Air at 20°C	1.21	1.40	1.01	343	415
Air at 0°C	1.29	1.40	---	332	429
Steam at 100°C	0.6	1.32	---	405	242
O ₂ at 0°C	1.43	1.40	0.91	317	453
CO ₂ at 0°C	1.98	1.30	0.84	258	512
H ₂ at 0°C	0.090	1.41	14.2	1270	114
Xenon at 20°C	5.76	1.65	0.16	178	1025

- ρ_0 = density
- Gases: γ = ratio of specific heats, P_0 = total pressure
- Liquids: γ = ratio of specific heats, B_f = isothermal bulk modulus

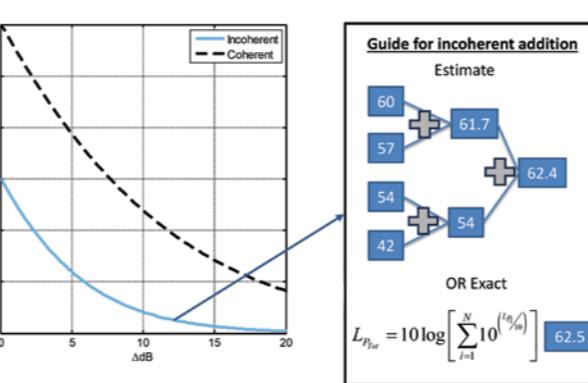
$$c_{\text{Liquid}} = \sqrt{\frac{\gamma B_f}{\rho_0}} = \text{Speed of Sound in Liquid}$$

$$c_{\text{Gas}} = \sqrt{\frac{\gamma P_0}{\rho_0}} = \text{Speed of Sound in Gas}$$

Decibel Addition - Coherent/Incoherent

Coherent signals have the same frequency and constant relative phase. The dotted black line on the graph to the right is used to estimate the sound pressure level of multiple coherent sound sources when the relative phase between them is zero degrees.

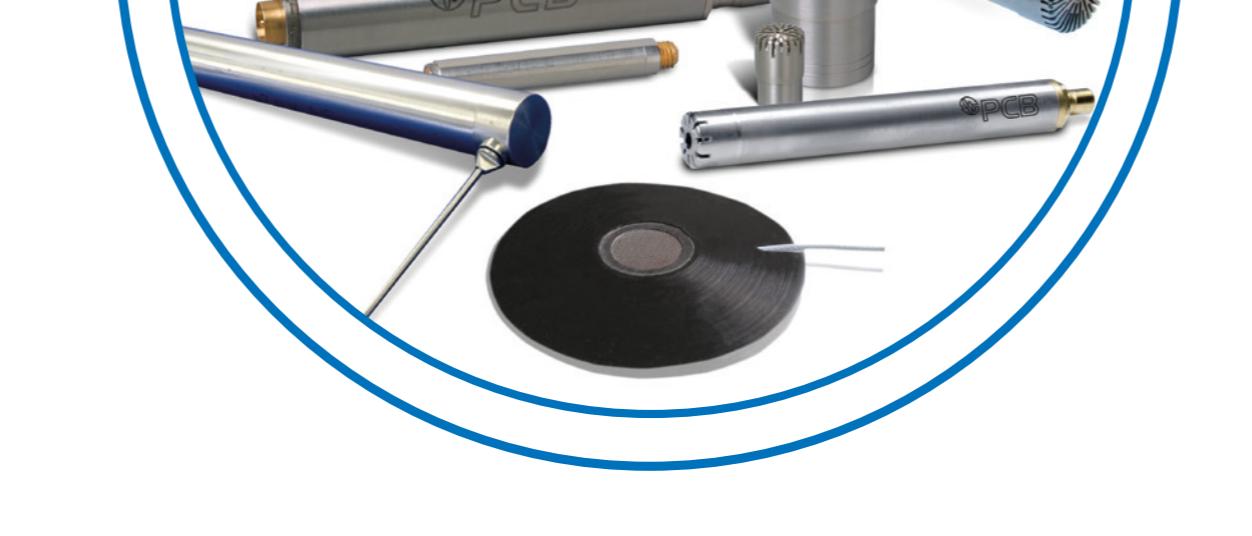
Incoherent signals have different frequencies or random differences in relative phase. The blue solid line on the graph to the right is used to estimate the sound pressure level of multiple incoherent sound sources:



MICROPHONES, PREAMPLIFIERS, CABLES, & POWER SUPPLY

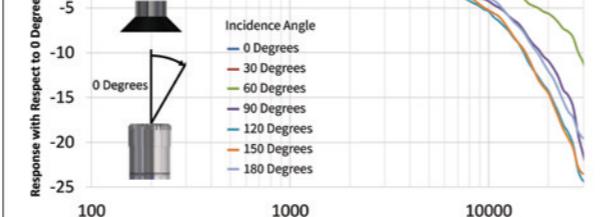
Externally Polarized vs. Prepolarized

- Require 200 volts applied directly to the backplate.
- Require specialized signal conditioning that supplies power to the amplifier and the polarization voltage required to operate the microphone, thus making modular systems, such as sound level meters, difficult to power.



Measurement Chain

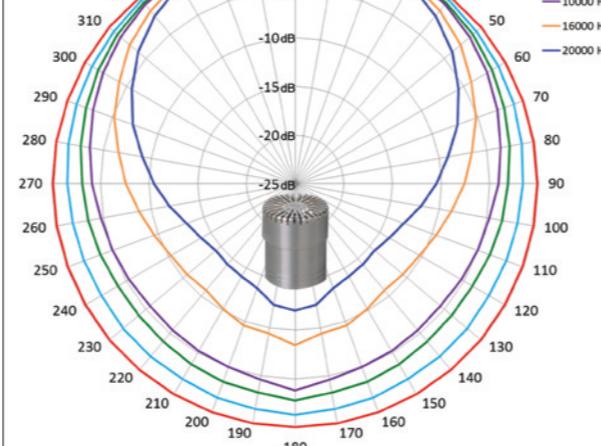
EXTERNALLY POLARIZED MICROPHONE SYSTEM



PREPOLARIZED MICROPHONE SYSTEM



PHANTOM POWERED MICROPHONE SYSTEM



Connector Pin-outs

7-Pin LEMO® Connector 18 (Outside View)

Pin 1: Not Used

Pin 5: Not Used

Pin 6: Positive Supply

Pin 4: Signal Output

Pin 3: Polarization 200V

Pin 2: Negative Supply or Single Ground

Voltage Supply: Single 28V - 120V or Dual ±14V - ±60V

Externally Polarized (200 V)

Prepolarized (0 V)

Phantom Power (48 V)

3-Pin XLR Connector (Outside View)

Phantom Power (48 V)

Voltage Supply: 48 VDC, 24 VDC, or 12 VDC

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