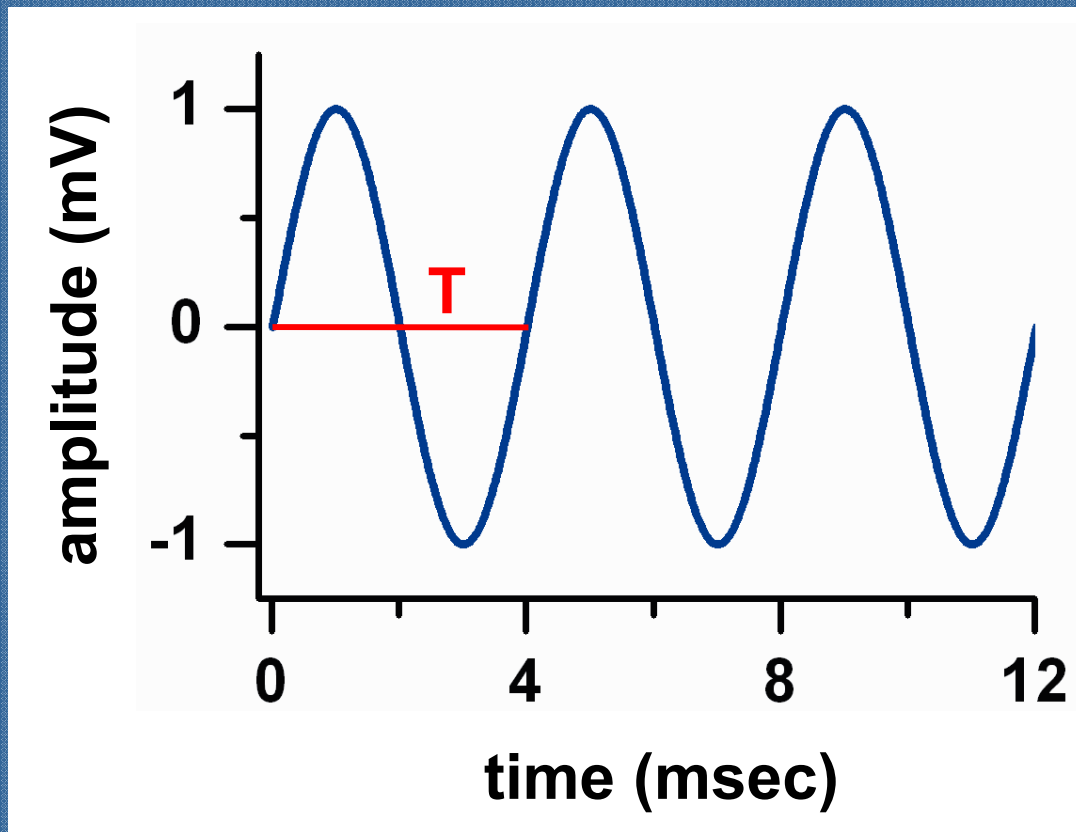


Fourier analysis of signals & physics of sound

Dr. Duck O. Kim

**Salamanca, Spain
May, 2010**

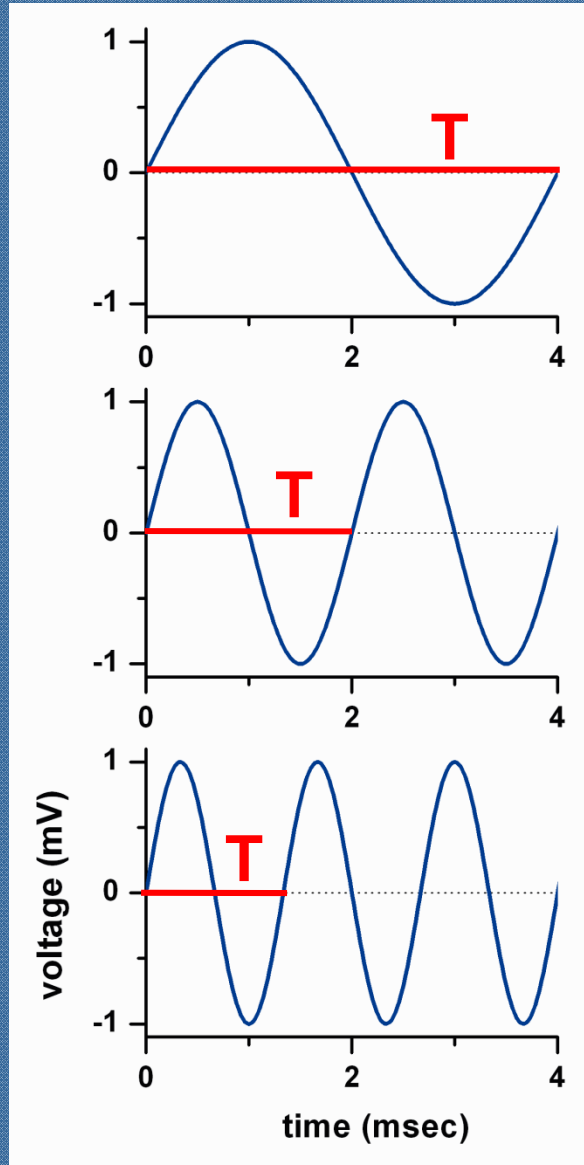
pure tone; frequency = 250 Hz



period, $T = 1 / \text{frequency}$

pure tones

period (T) =
1 / frequency



250 Hz

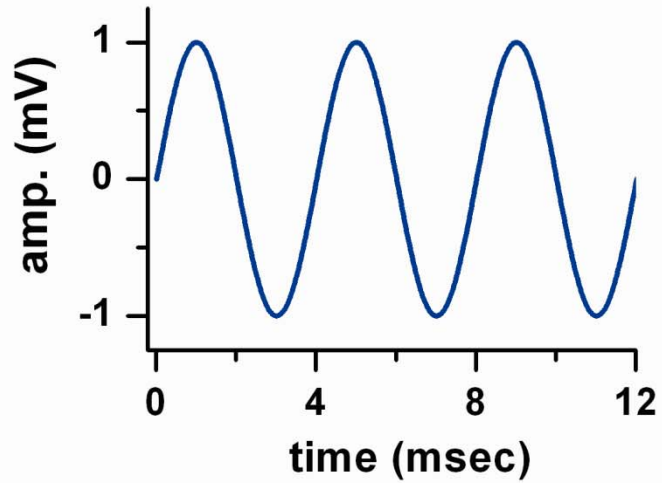


500 Hz

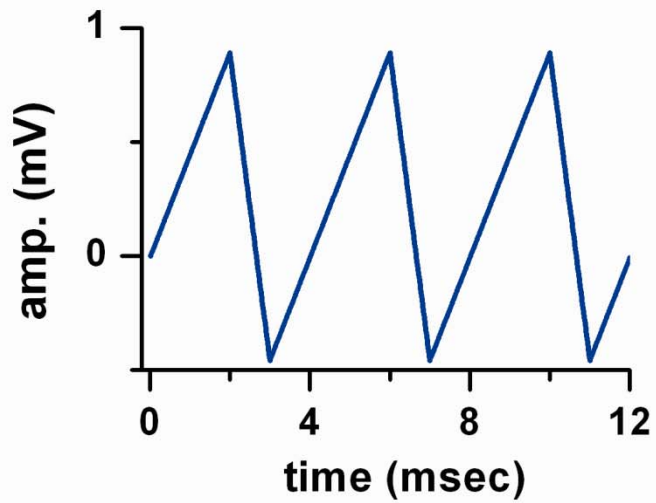


750 Hz



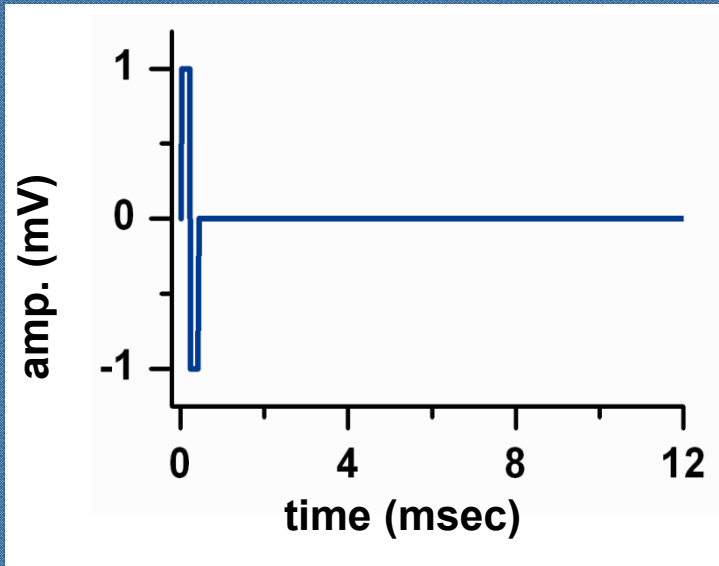


pure tone

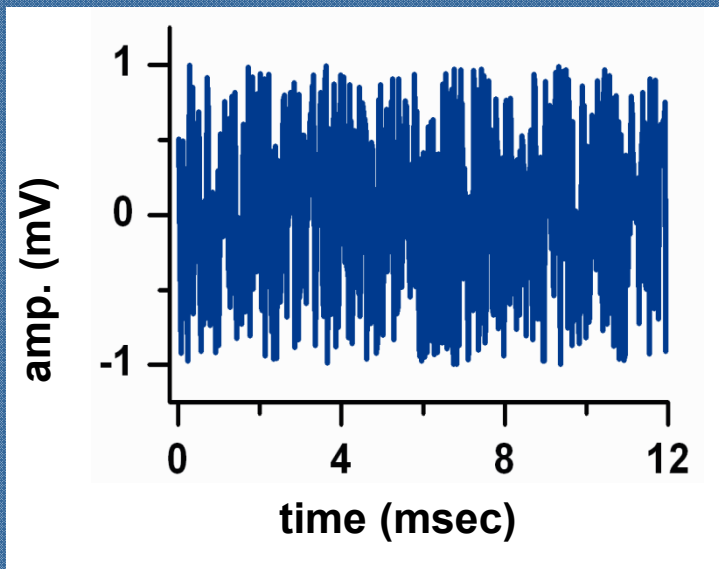


triangular
wave





click

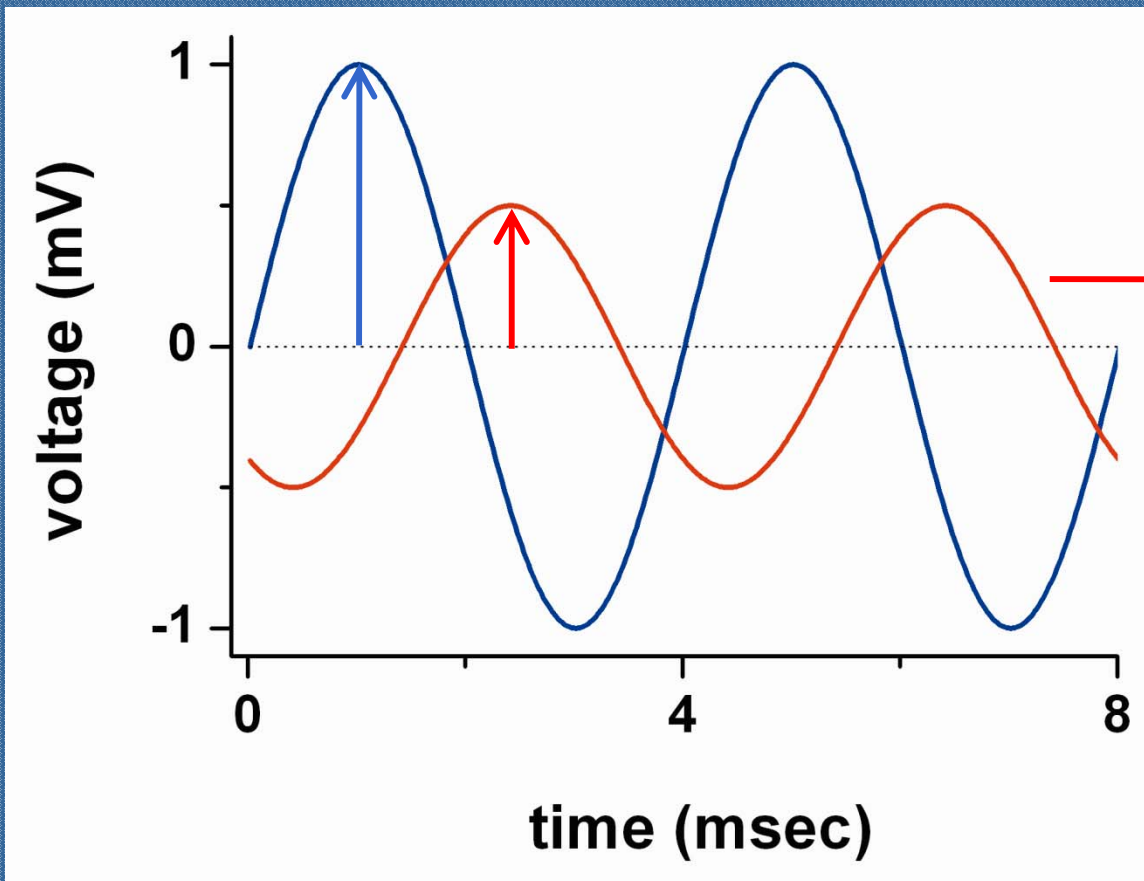


noise



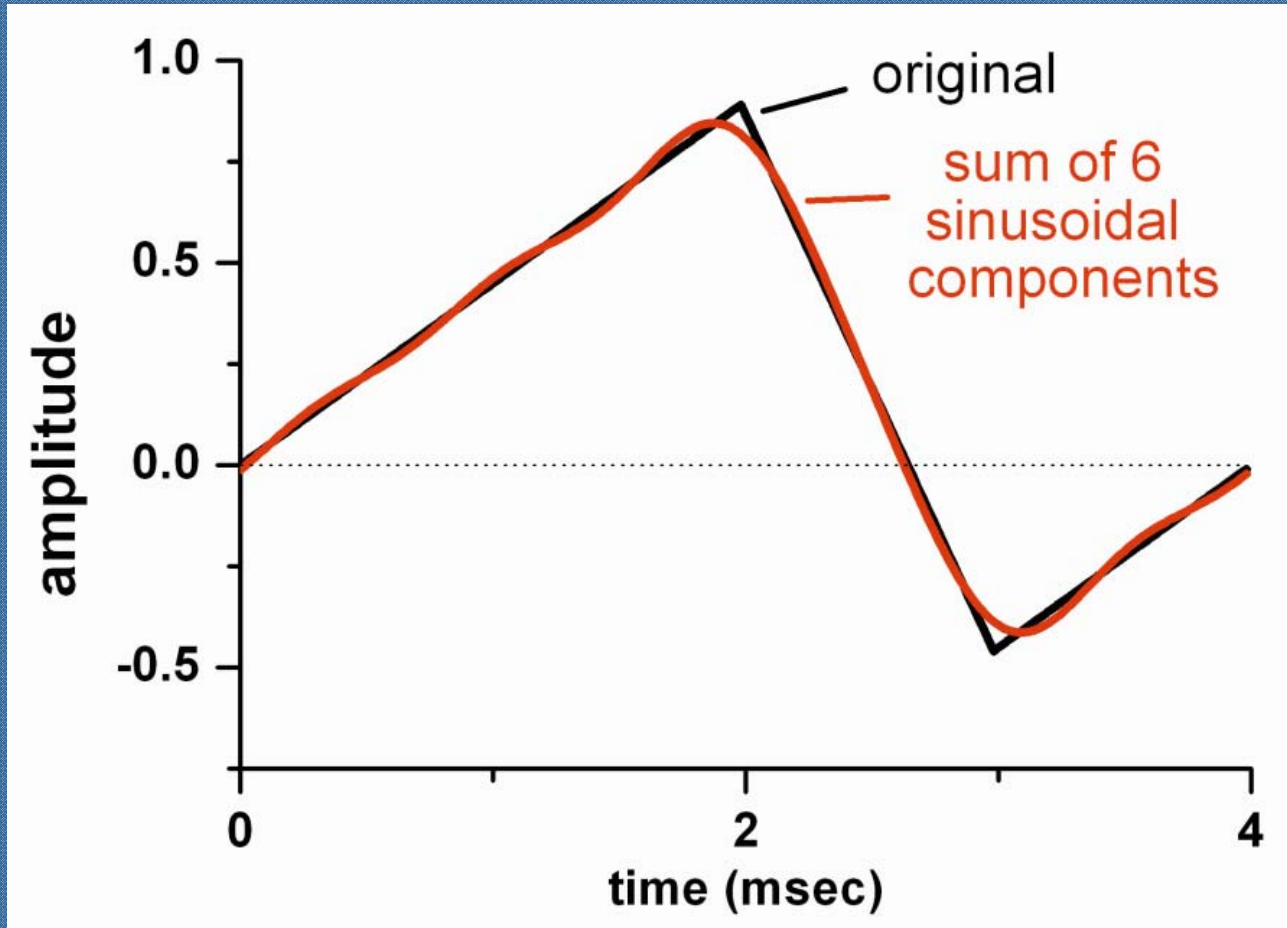
sinusoid: $y(t) = A * \cos(2*\pi*f*t + \theta)$

f: frequency; A: amplitude; θ : phase

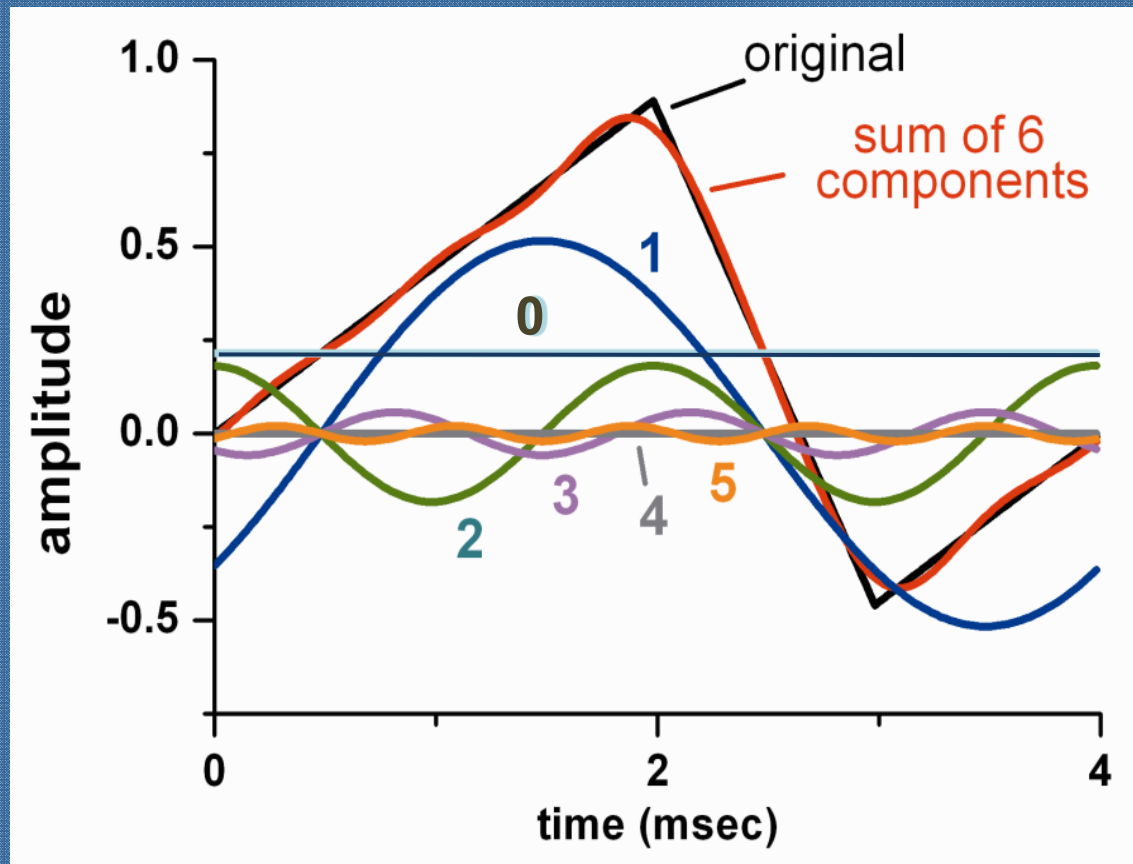


**amplitude:
smaller;
phase:
delayed**

time-domain signals (waveforms)



Fourier analysis



original



1st harmonic



3rd harmonic



synthesized



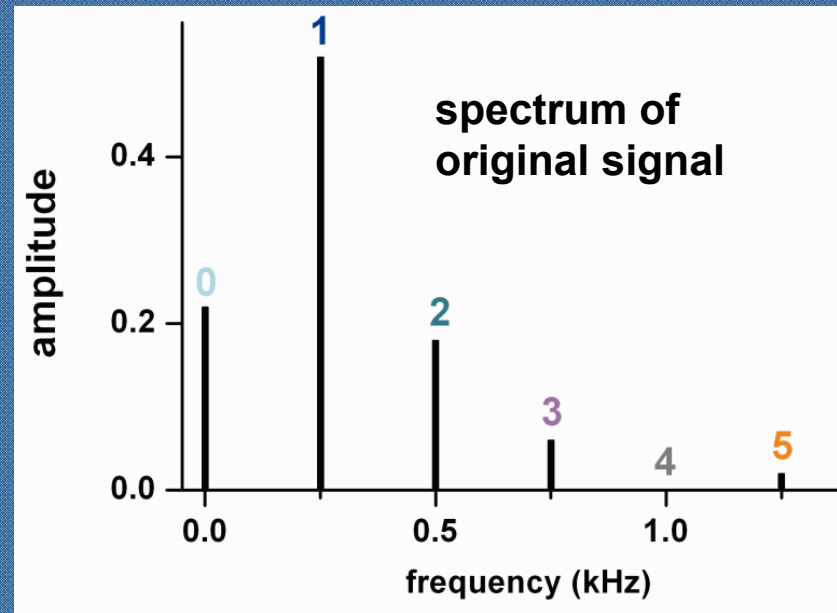
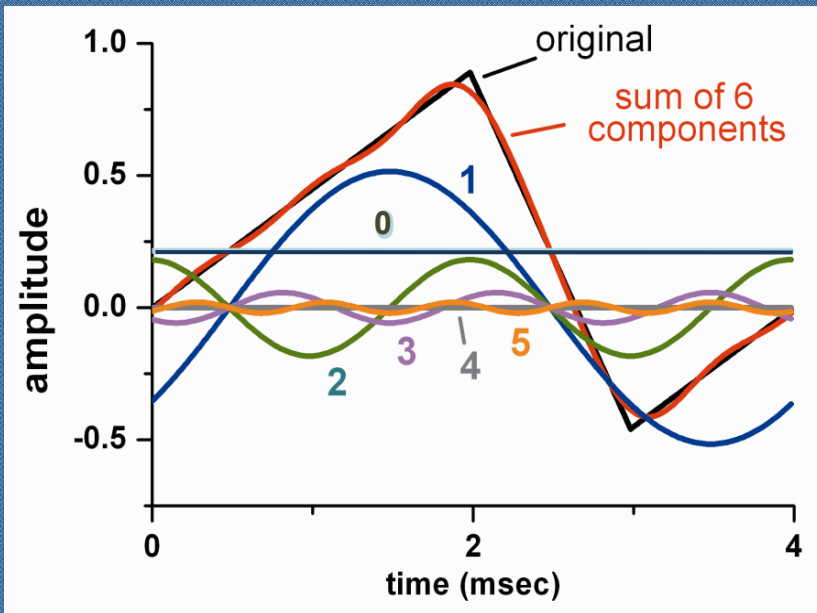
2nd harmonic



5th harmonic

Fourier transform

time-domain signal ↔ frequency-domain signal



key slide of this lecture



1st harmonic



3rd harmonic



2nd harmonic



5th harmonic

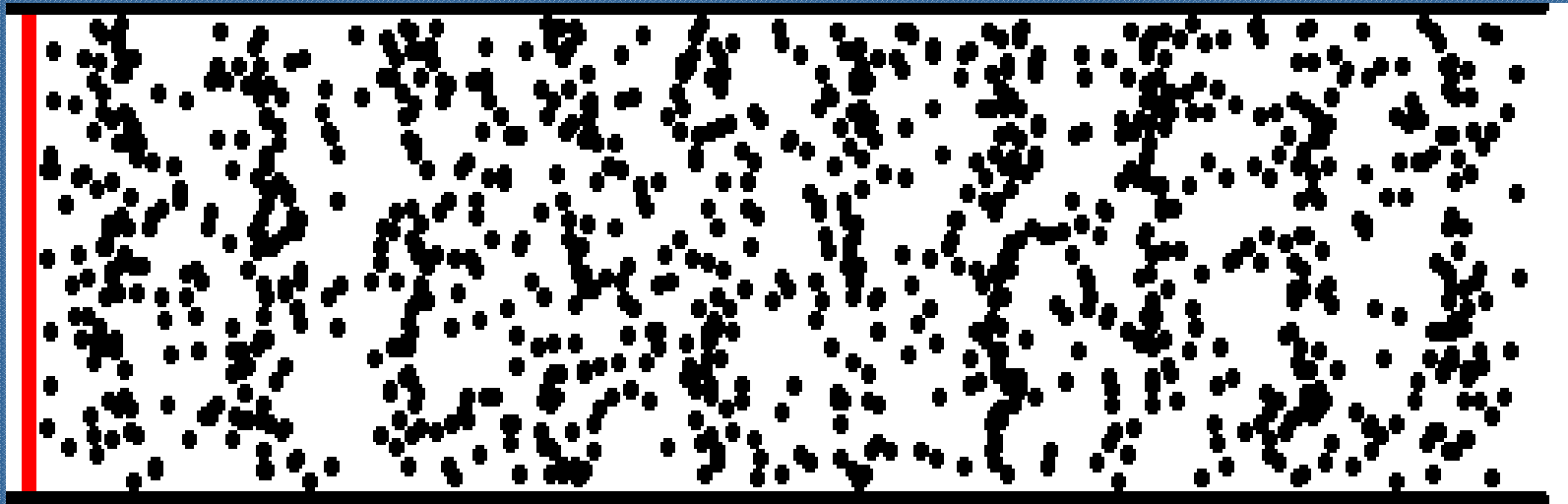


synthesized

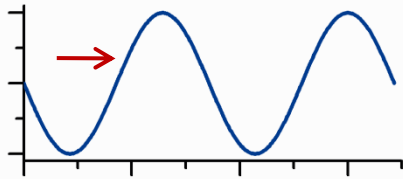


original

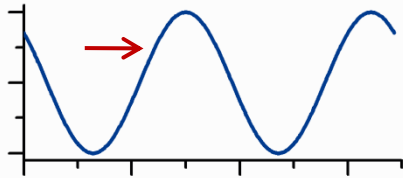
Sound waves are compression waves.
The air particles are compressed and rarefied cyclically.



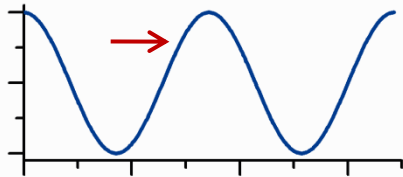
→ **x, distance**



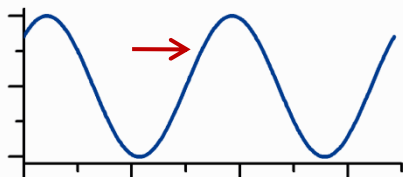
time:
0 ms



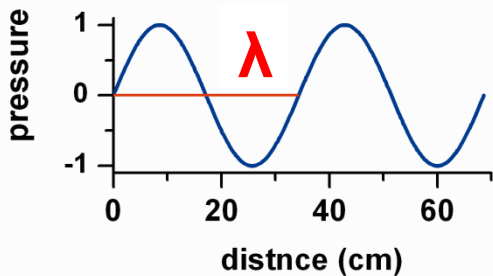
0.13 ms



0.25 ms



0.38 ms



0.50 ms

plane wave; $f = 1 \text{ kHz}$

$$p(x,t) = P \cdot \sin(2\pi f(t - x/c))$$

t: time (sec)

x: distance (m)

f; frequency (Hz, or sec^{-1})

$c = 343 \text{ m/sec}$ in air, 20°C

$c = f \cdot \lambda$ (m/sec)

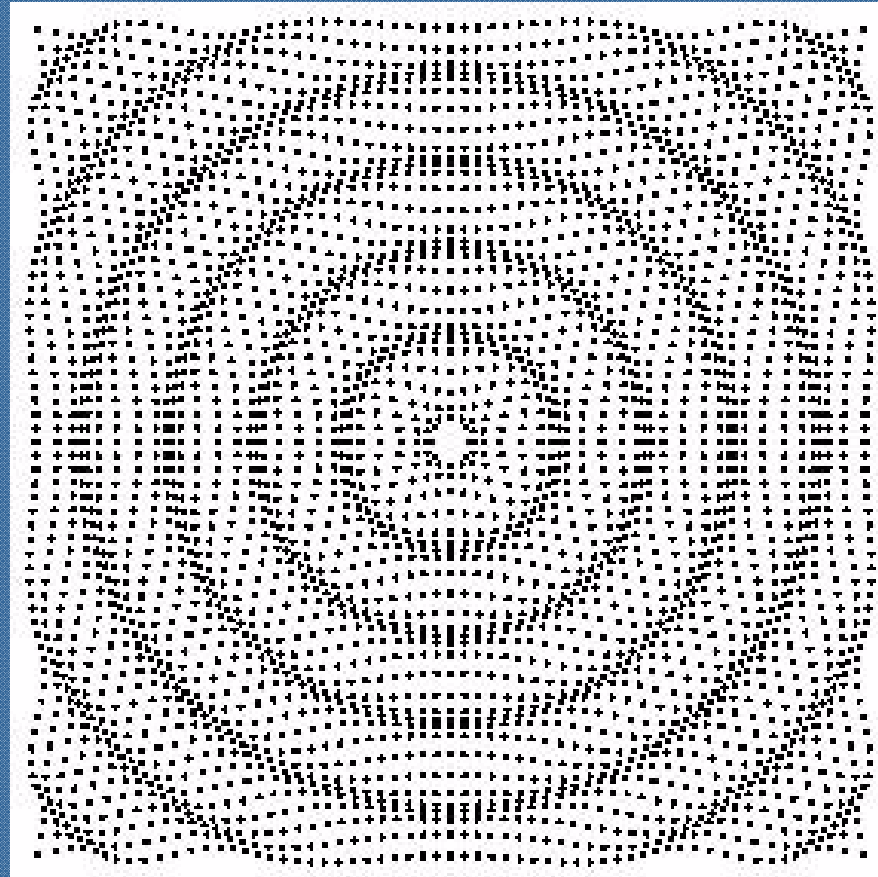
$\lambda = c / f$; wavelength (m)

0.343 m for 1 kHz

speed of sound waves

| <u>medium</u> | <u>speed (m/sec)</u> |
|---------------|----------------------|
| air at 0°C | 331 |
| air at 20°C | 343 |
| water at 20°C | 1482 |
| steel | 5962 |

propagation of a radial (spherical) wave



propagation of a radial (spherical) wave water drip



www.acoustics.salford.ac.uk

“sound field”:
distribution of sound in space
in any environment

“acoustic free field”:
a sound field without any reflections
e.g., sound field in an anechoic room

(Yost, 2007)

SPL: sound pressure level

dB: decibel

$$\text{dB SPL} = 20 * \log(\text{pressure} / 20 \mu\text{Pa})$$

- 0 dB SPL: normal hearing threshold at mid-frequency**
- 10 dB SPL: normal breathing**
- 20 dB SPL: whispering**
- 40 dB SPL: a quiet room**
- 50 dB SPL: rainfall**
- 60 dB SPL: normal conversation**
- 110 dB SPL: shouting in an ear**
- 120 dB SPL: thunder**

Yost, 2007, Table 3.1