Reflection Based Scatter
A scattering method that combines Roughness and Diffraction effects

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ODEON A/S

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- Scattering coefficients in most prediction programs
- Examples on scattering coefficients as used in most prediction programs
- The Reflection Based Scattering coefficient
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- A short case study – Elmia hall 2nd Int. Round Robin on Room Acou. Simul.
- Another case – An antique Byzantine church
- Conclusions

Scattering needed for reliable results

It is commonly accepted
that scattering must be handled by room acoustic programs

1995
In 1st International Round Robin on Room Acoustical Computer Simulations:
Only programs which include scattered reflections provides reliable predictions

Today
most room acoustics programs do include scattering

Combined Scattering
coefficients applied to each surface, accounts for:

- Surface roughness at high frequencies (structure of surface)
- Diffraction at low frequencies (size of surface)
- Edge diffraction for reflections close to surface edges

Y.W.LAM 1993
0.1 for large/smooth surfaces, 0.7 for audience area (includes roughness and diffraction)

Problems with combined scattering coefficient

User must make guesswork

Surfaces with same material must be assigned different scattering properties *depending* on their area

Not compatible with ISO/DIS-17497-1

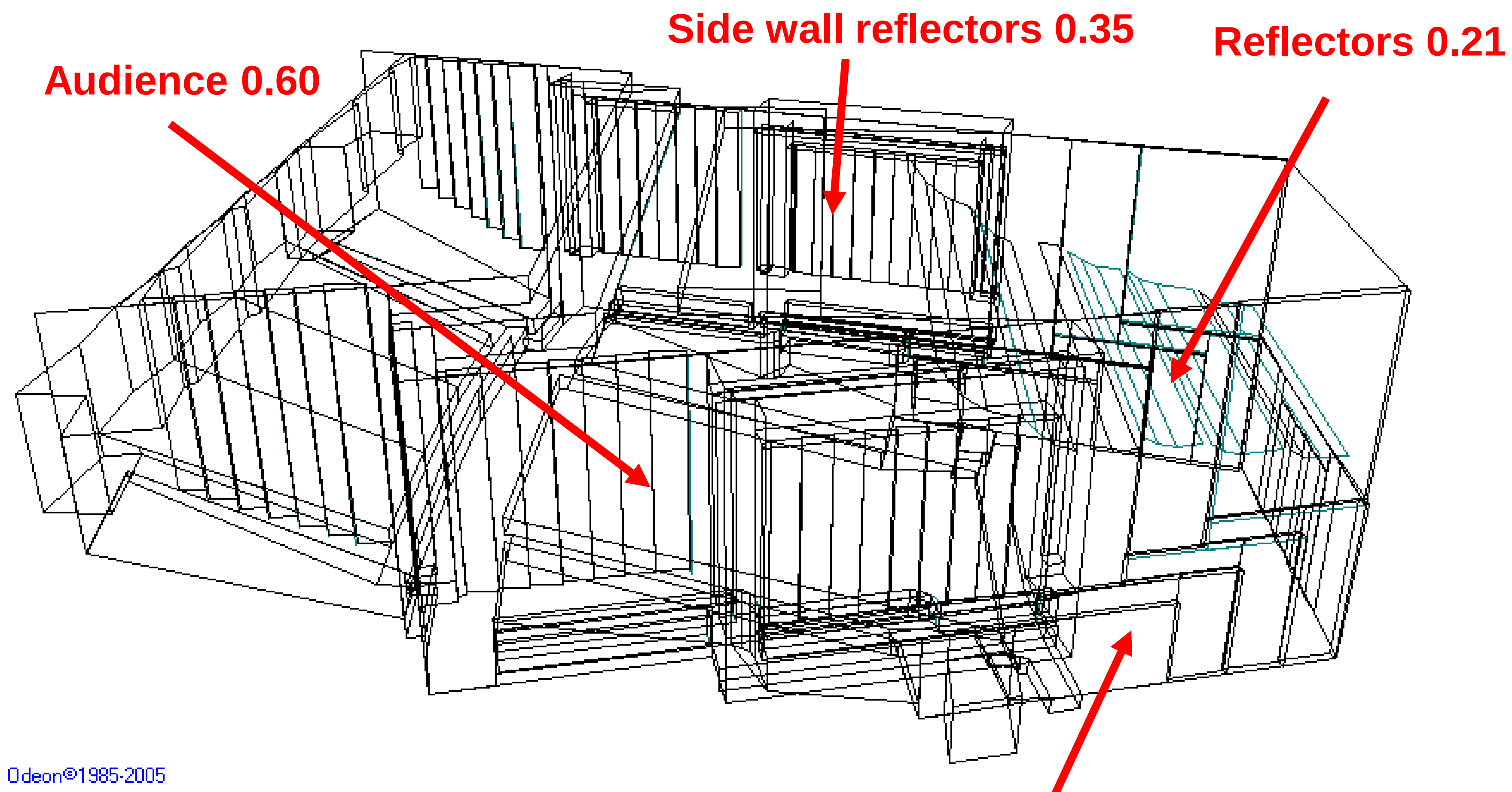
The numbers provided by an ISO/DIS-17497-1 measurement describes the roughness of the surface material

Diffraction is not known before calculation, depends on

- Source and receiver position – small surface close to receiver provides no scattering
- Angles of incidence, surface hit at oblique angles give rise to higher scattering – looks small
- Etc. etc…..

Example on combined scattering coefficients at 1000 Hz

(data taken from the Elmia hall, Round Robin II)



Elmia, continued

Even so…..

Most surfaces are essentially *very* smooth, except the audience area

Scattering coefficients measured according to ISO-17497-1 might be 3, 4 or 5 % at 1000 Hz

Would be nice if….

We could use the same frequency depending scattering coefficient

For all surfaces which looks smooth

Only special cases would be

- Audience area
- Surfaces where details were not included in the model, e.g. coffered ceiling

Finanskrisen griber om sig, selv store internationale firmaer betaler ikke ;-)

Reflection based scattering coefficient

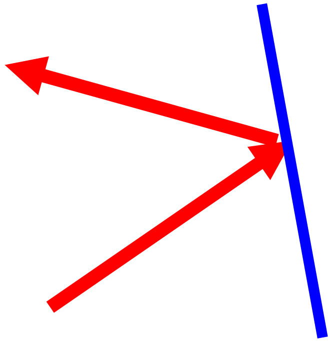
New Concept

- Use scattering coefficient according to ISO/DIS17497-1 – can be measured
- Scattering caused by diffraction is estimated in software – per reflection

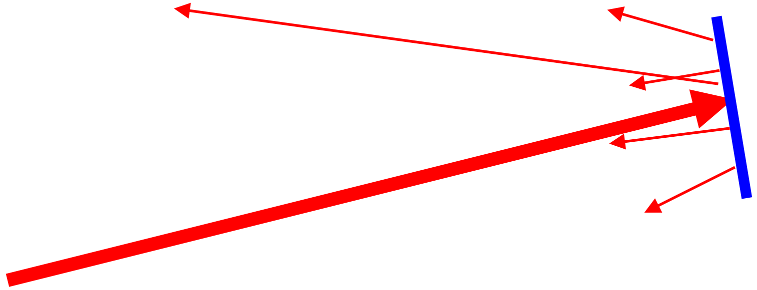
Benefits

- User need not guess coefficients
- Or need not assign different coefficients to same material on different surfaces
- Includes interaction between geometry and scattering

Close by surface -> specular



Far away surface -> diffraction



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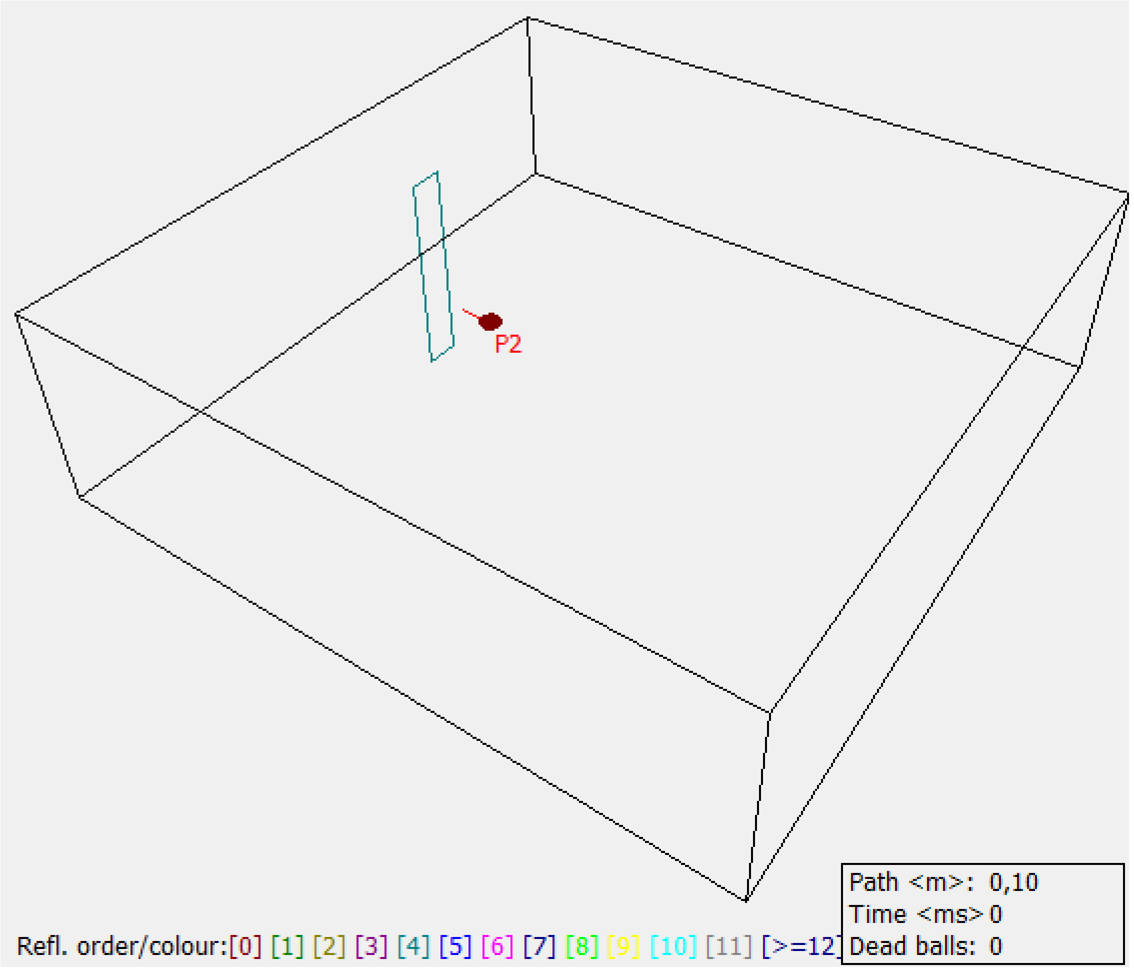
Source far and near to surface



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Reflection Based Scattering Coefficient

Names for scattering coefficients

s_s

Surface Scattering coefficient – the **ISO/DIS-17497-1** value

s_d

estimate of the fraction of energy scattered due to diffraction
– unique to each reflection

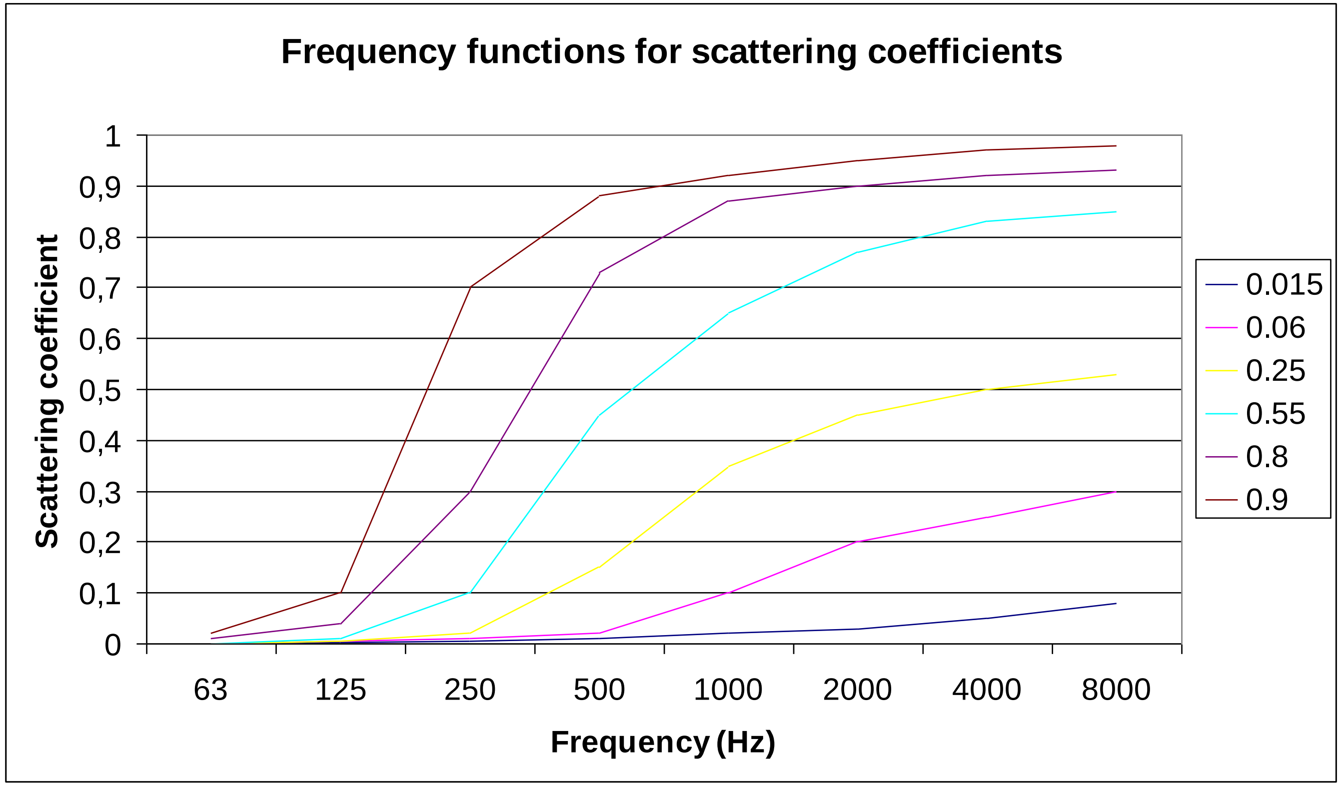
s_r

combines diffraction and roughness into one coefficient per reflection
- the Reflection Based Scattering Coefficient

Reflection based scattering coefficient

Scattering due to surface roughness S_s

- Enter a coeffecient for middle frequency e.g. 500 – 1000 Hz
- Let Odeon expand the coefficient assuming typical frequency dependency due to surface roughness



Reflection Based Scattering Coefficient

Combining roughness and diffraction

Energy which is not scattered due to diffraction

Energy which is not scattered due to roughness

$$S_r = 1 - (1 - S_d) \cdot (1 - S_s)$$

Resulting specular fraction i.e. not diffracted and not scattered due to surface roughness

Reflection Based Scattering Coefficient

Using Reflector theory to obtain S_d

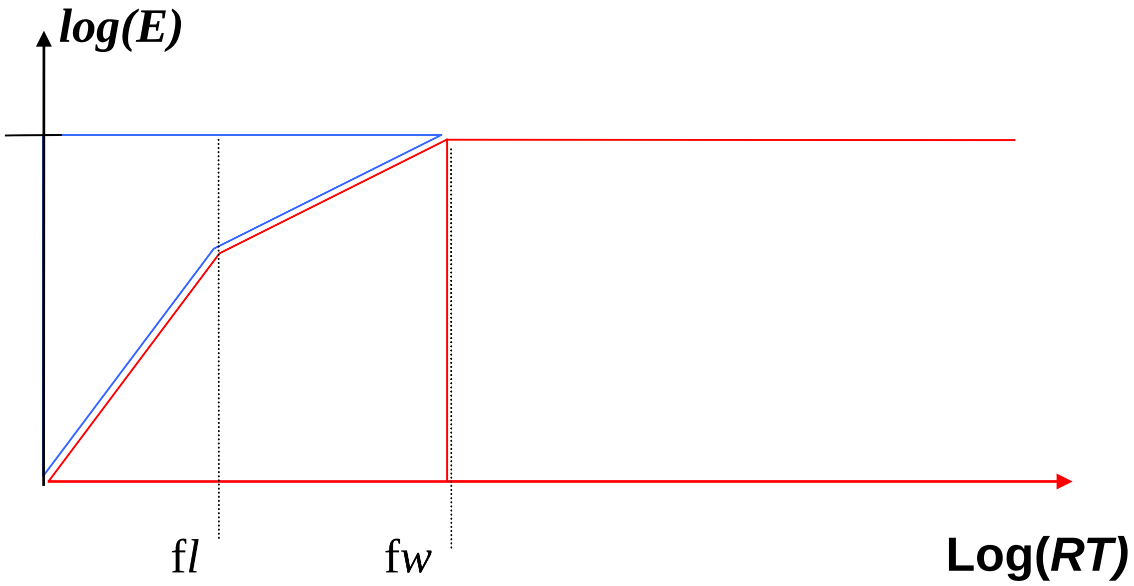
RED

At high frequencies the surface reflects energy specularily

BLUE

at low frequencies the rest of the energy is scattered

Two cutoff frequencies defined from length and width of panel



Reflection Based Scattering Coefficient

S_d – the equations

$$K_w = \begin{cases} 1 & for \quad f > f_w \\ \dfrac{f}{f_w} & for \quad f <= f_w \end{cases} \qquad K_l = \begin{cases} 1 & for \quad f > f_l \\ \dfrac{f}{f_l} & for \quad f <= f_l \end{cases}$$

$$f_w = \frac{c \cdot a^*}{2(w \cdot \cos\theta)^2} \quad , \quad f_l = \frac{c \cdot a^*}{2 \cdot l^2} \quad where \;\; a^* = \frac{d_{inc} \cdot d_{refl}}{2(d_{inc} + d_{refl})}$$

$$S_d = 1 - K_w K_l \times (1 - S_e)$$

Edge scattering from a free edge

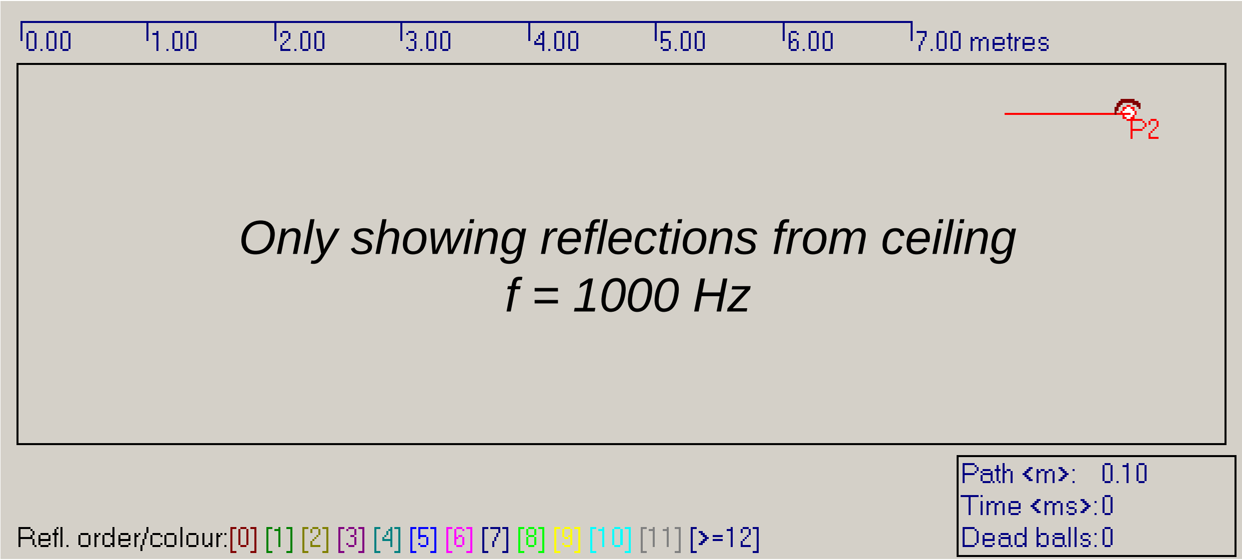
Specular fraction is decreased due to edge scattering

- When reflections happens close to a free edge in terms of wave lengths
- A reflection is close to the edge if distance is less than one wave length
- The edge scattering coefficient ranges from 0 to 50%

$$S_e = \begin{cases} 0 & for \quad d_{edge} \times Cos\theta \geq \frac{c}{f} \\ 0.5(1 - \frac{d_{edge} \times Cos\theta \times f}{c}) & for \quad d_{edge} \times Cos\theta < \frac{c}{f} \end{cases}$$

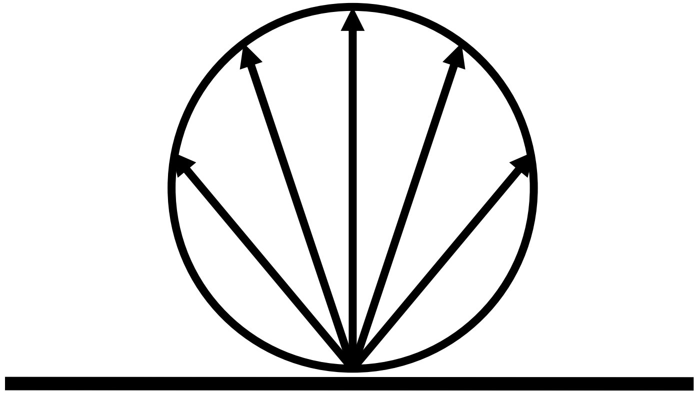
Reflection Based Scattering Coefficient

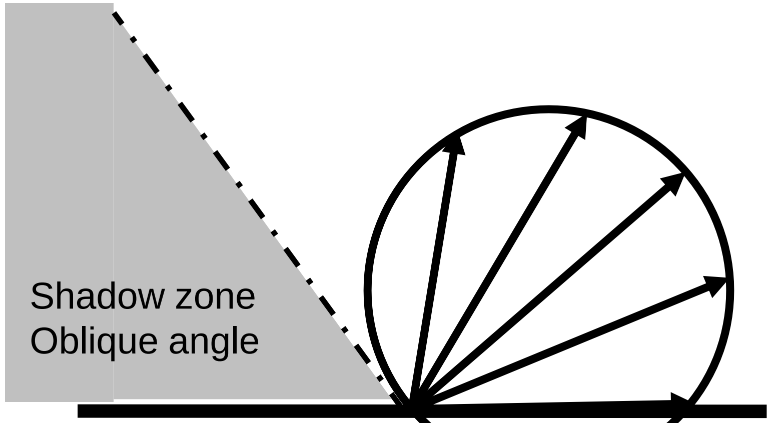
Scattering due to oblique angle of incidence



Reflection Based Scattering Coefficient

Oblique Lambert

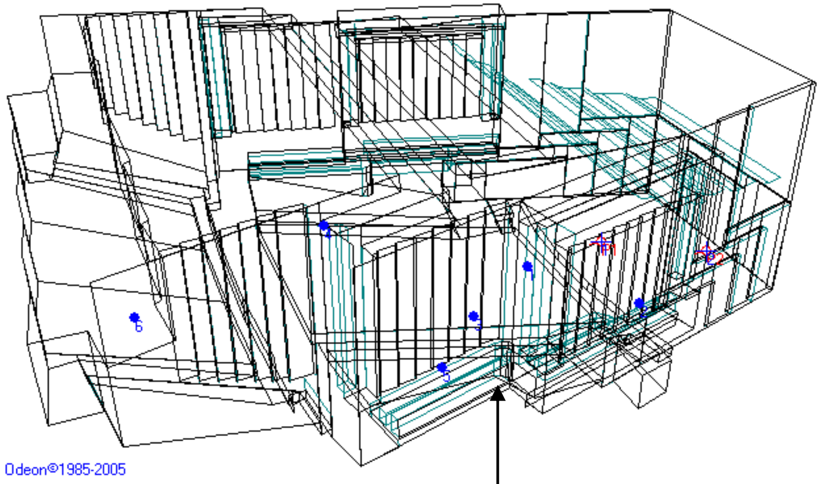




Oblique Lambert for inclusion of frequency depending scattering
-Orientation according *Vector Based Scattering*.
-Area radiation tilted towards specular direction

Compensation factor to avoid energy loss
-depends on oblique angle
    1 for 0 degrees
    2 for 90 degrees

Case studies

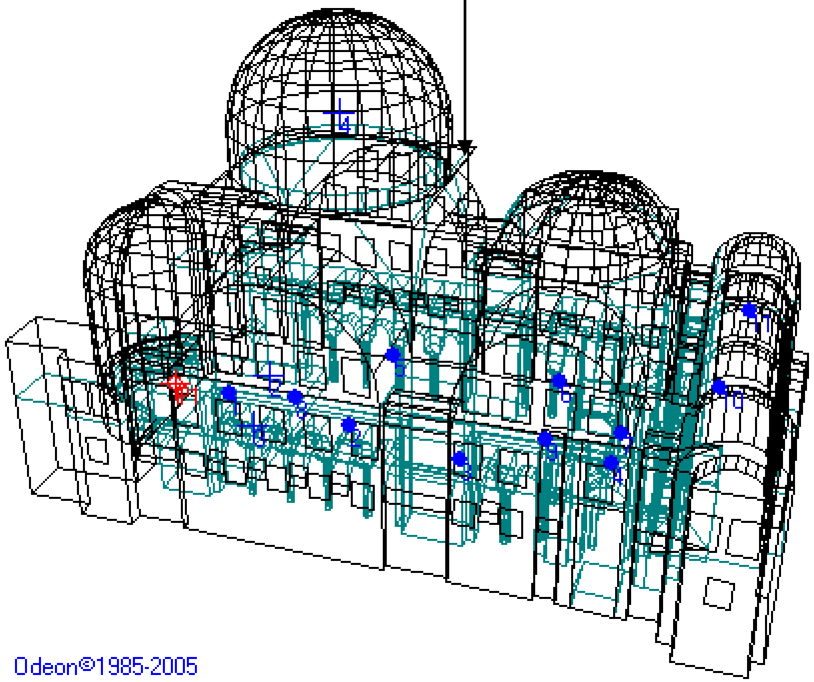


The Elmia hall
2nd Int. Round Robin on Room Acoustic Computer Simulations
470 Surfaces

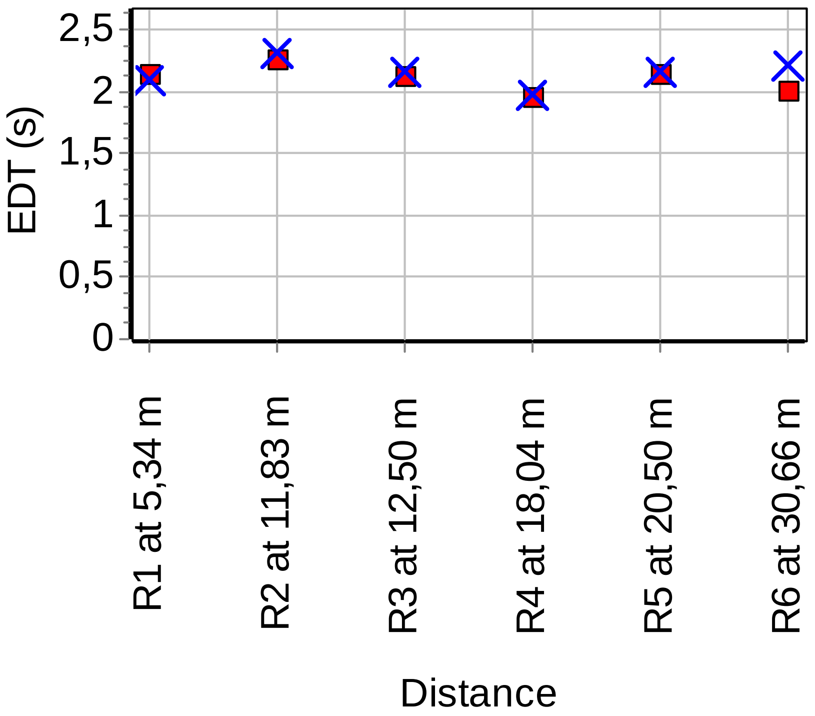
2 scattering coefficients used
•65% for Audience
•5 % for all other surfaces

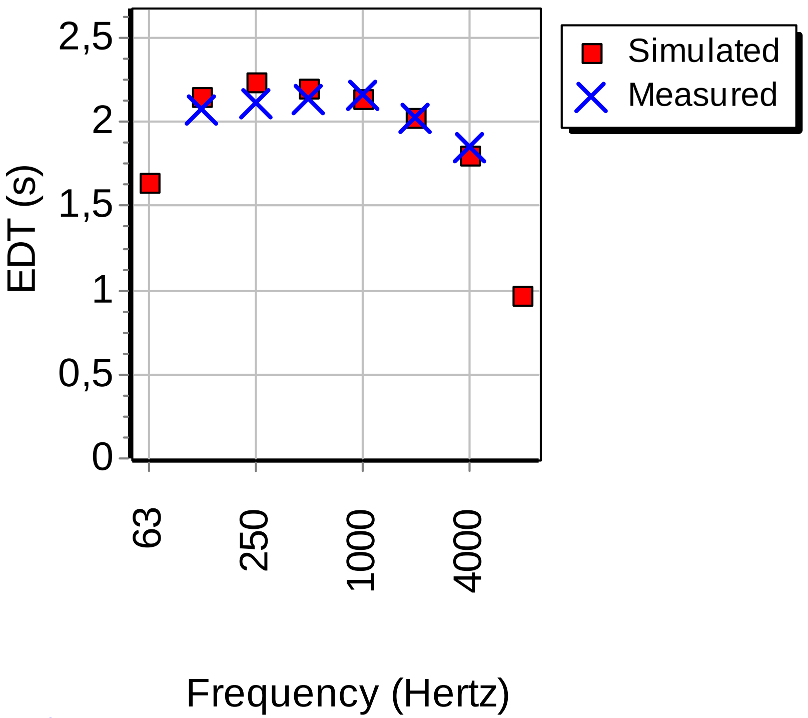
The St Irene Church in Istanbul
An antique Byzantine church
1766 surfaces, coupled rooms

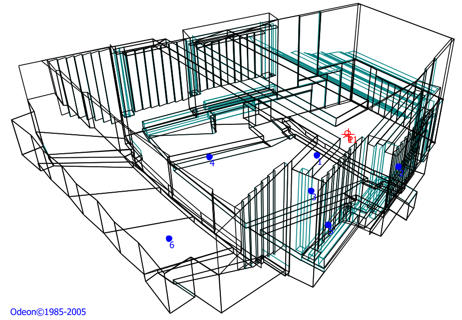
Only one scattering coefficient applied
•5 % for all surfaces



Elmia Source 1, EDT







Average measured at 1000 Hz 2.15 seconds
Average deviation at 1000 Hz:-0.05 seconds (1.8%)
Max. deviation at 1000 Hz:0.21 seconds (10.4%)

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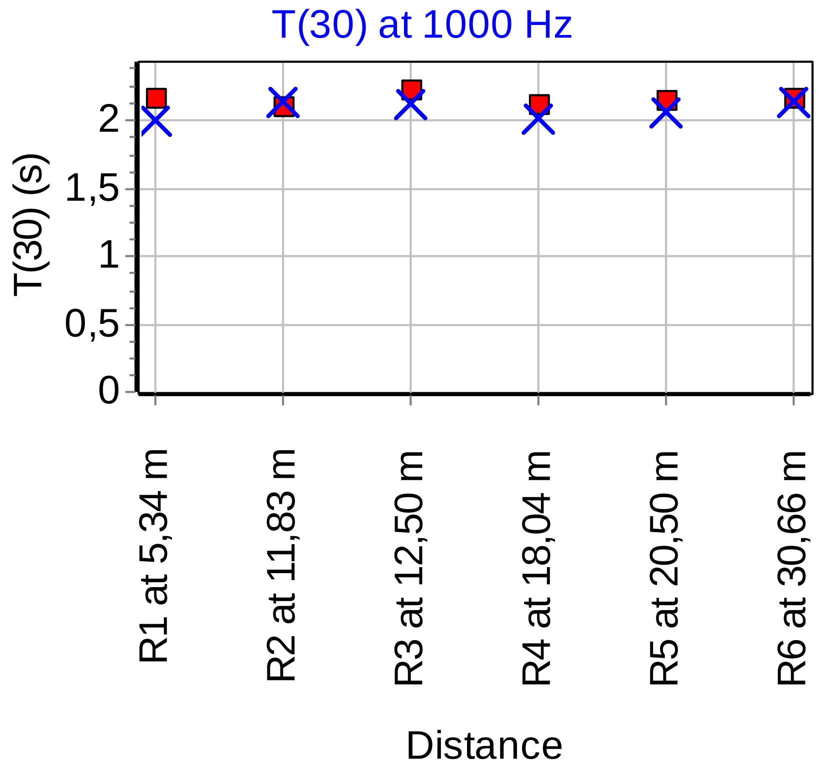
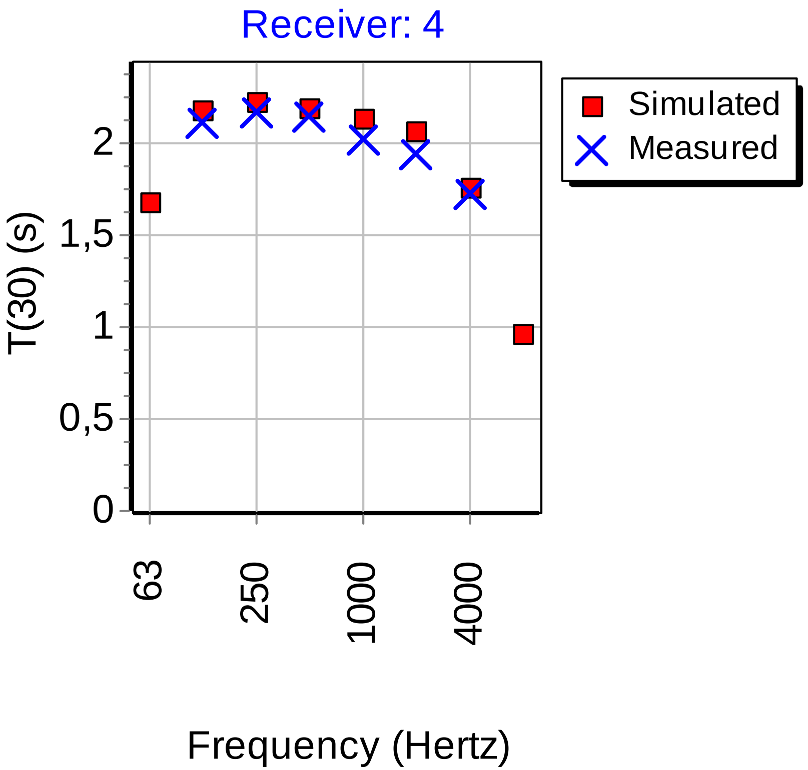
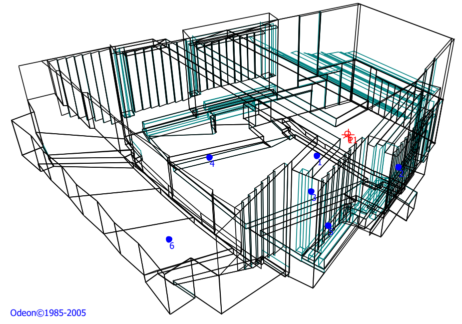
Elmia Source 1, T30







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Average measured at 1000 Hz 2.09 seconds
Average deviation at 1000 Hz: -0.08 seconds (3%)
Max deviation at 1000 Hz -0.16 seconds (7.9%)

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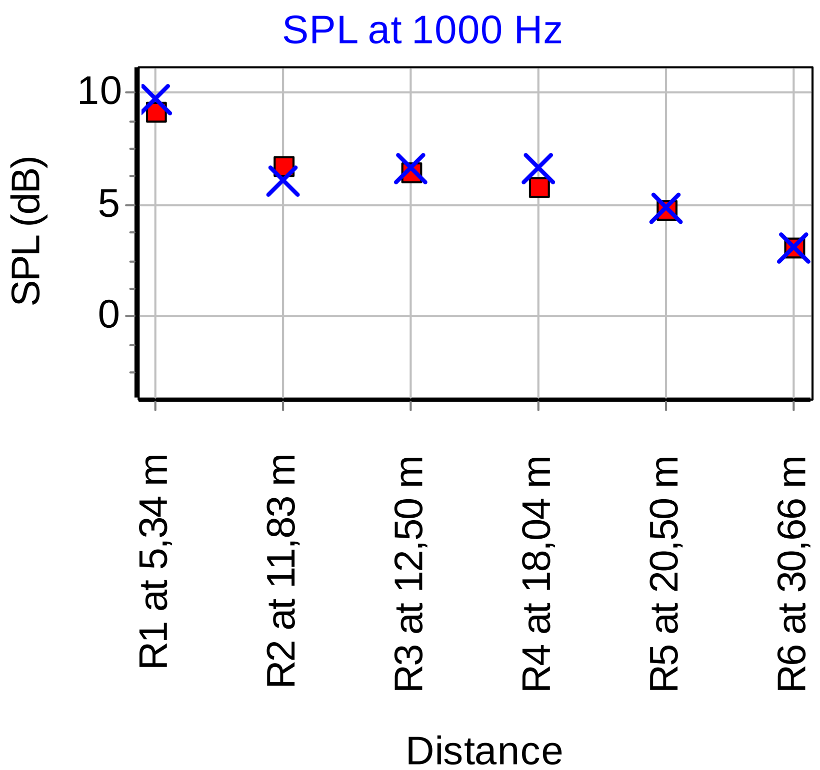
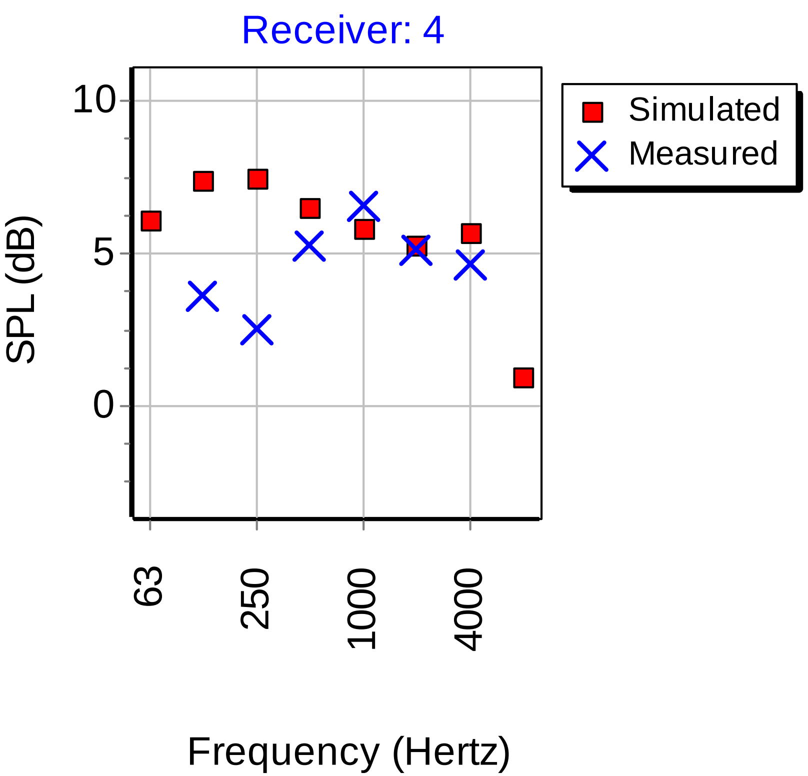
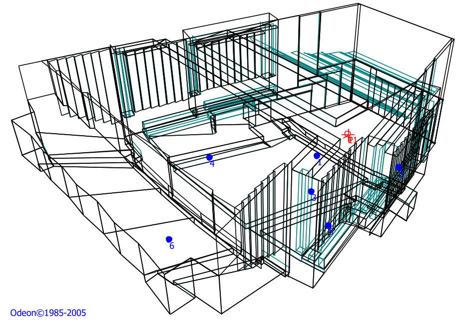
Elmia Source 1, SPL







Average measured at 1000 Hz 6.2 dB
Average deviation at 1000 Hz: -0.2 dB
Max. deviation at 1000 Hz: -0.8 dB

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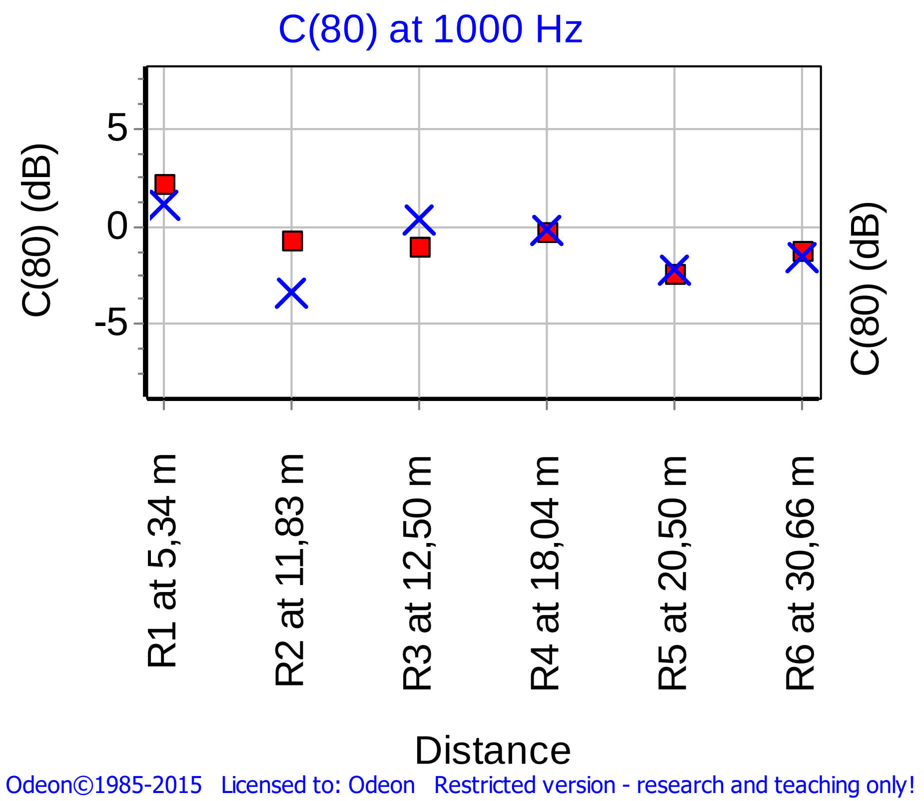
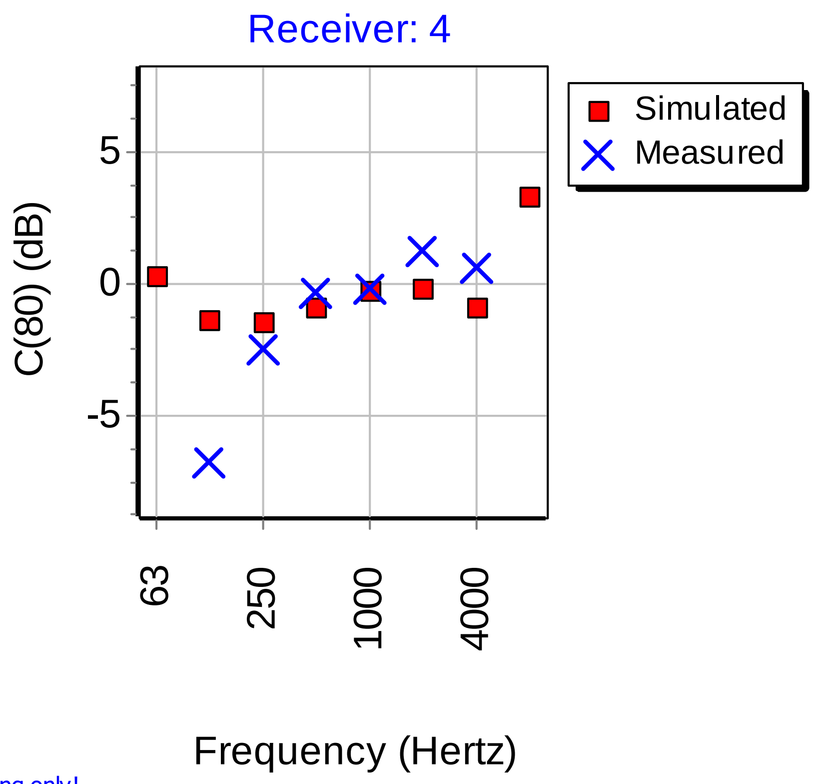
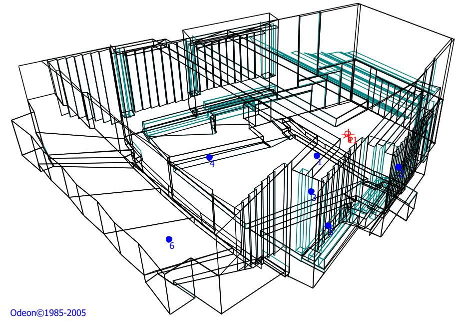
Elmia Source 1, C80







Average measured at 1000 Hz -1 dB
Average deviation at 1000 Hz: -0.4 dB,
Max deviation at 1000 Hz: -2.7 dB

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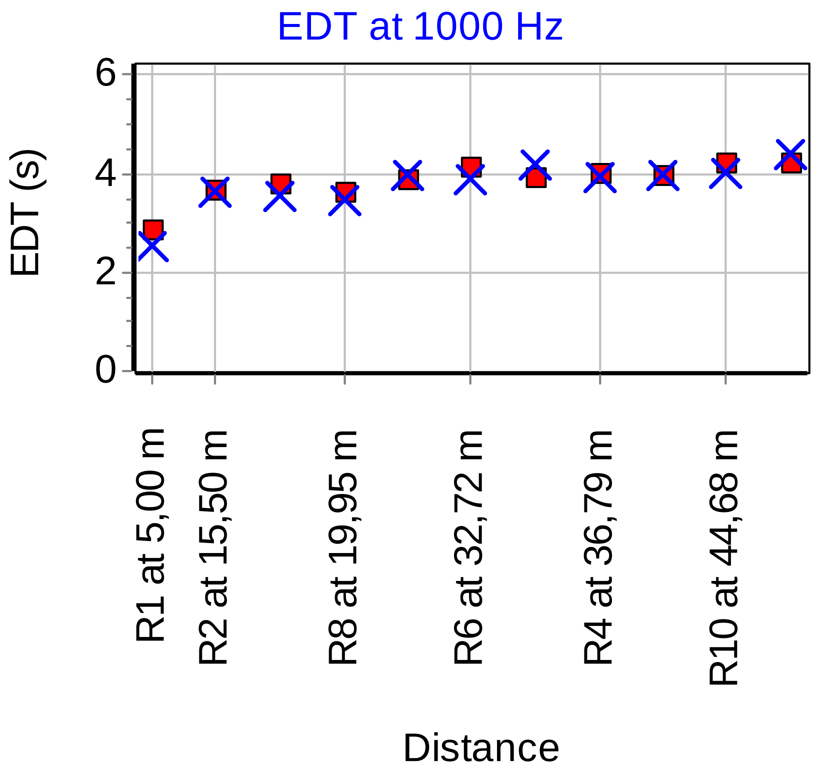
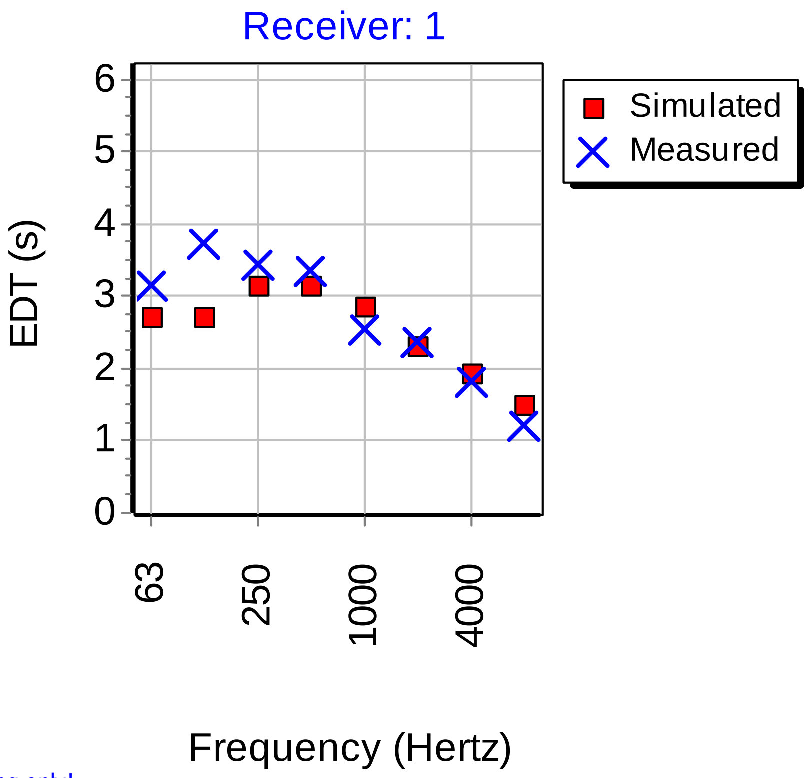
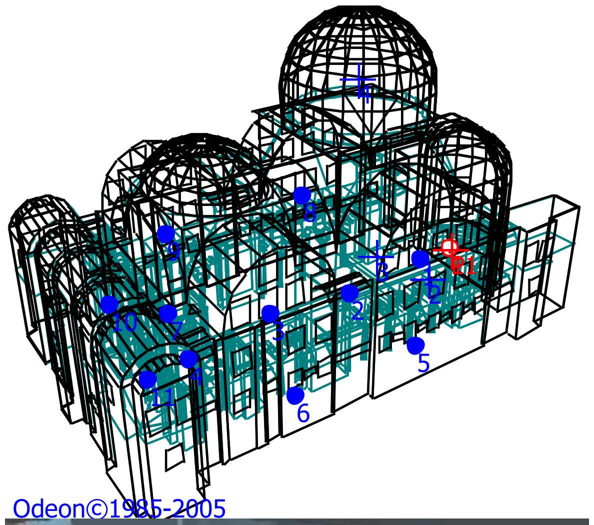
Reflection Based Scattering Coefficient

The Church, EDT

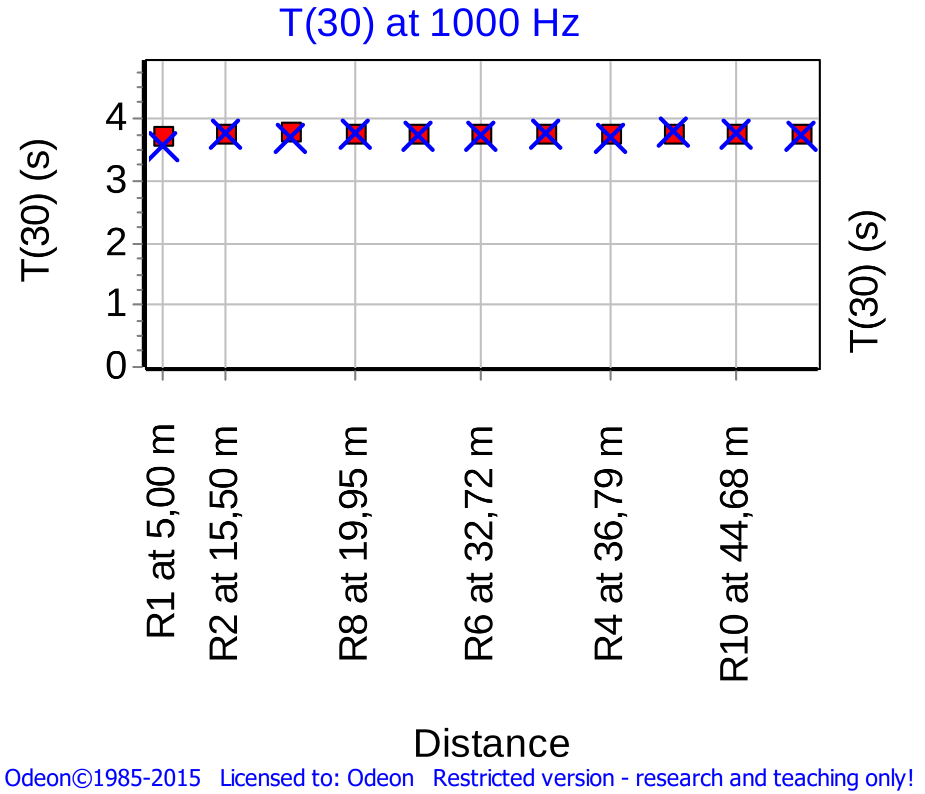


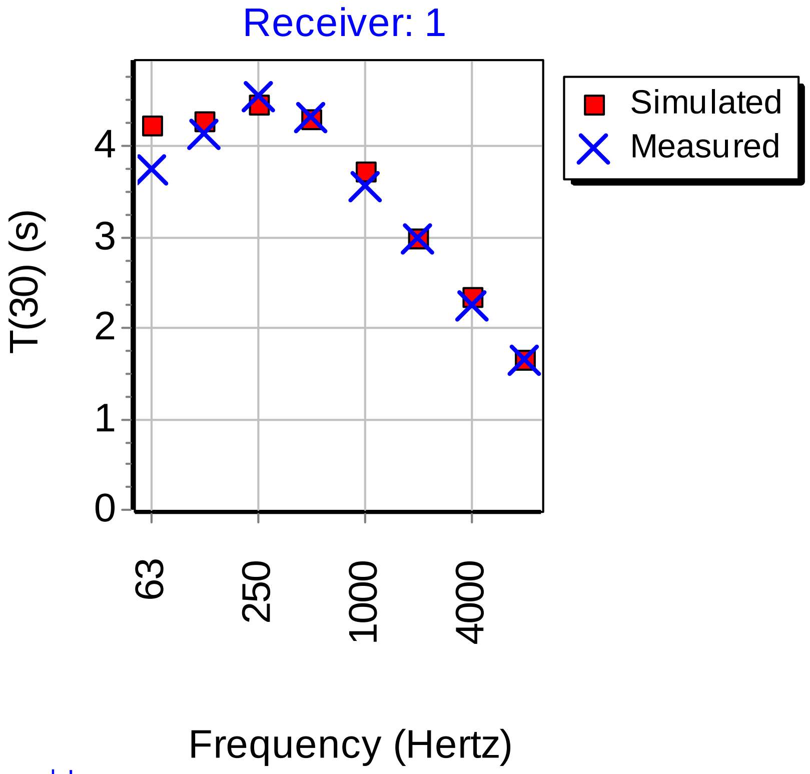


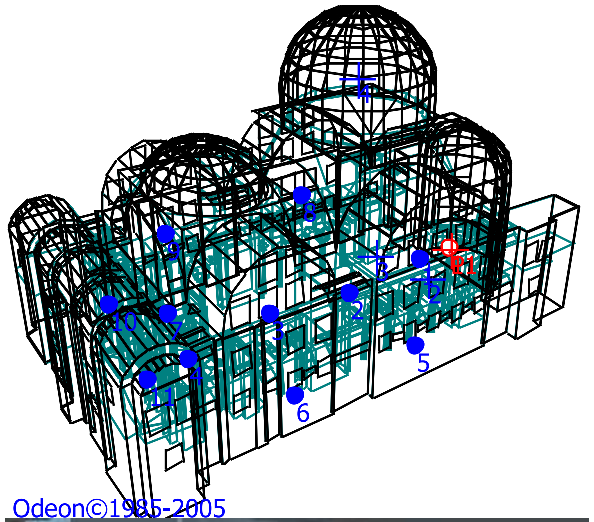


Average measured at 1000 Hz 3.81 seconds
Average deviation at 1000 Hz: -0.13 seconds (0.3%)
Max deviation at 1000 Hz: 0.62 seconds (16%)

The Church, T_{30}







Average measured at 1000 Hz 3.73 seconds
Average deviation at 1000 Hz: 0.04 seconds (1%)
Max. deviation at 1000 Hz: 0.16 seconds (3.5%)

Reflection Based Scatter
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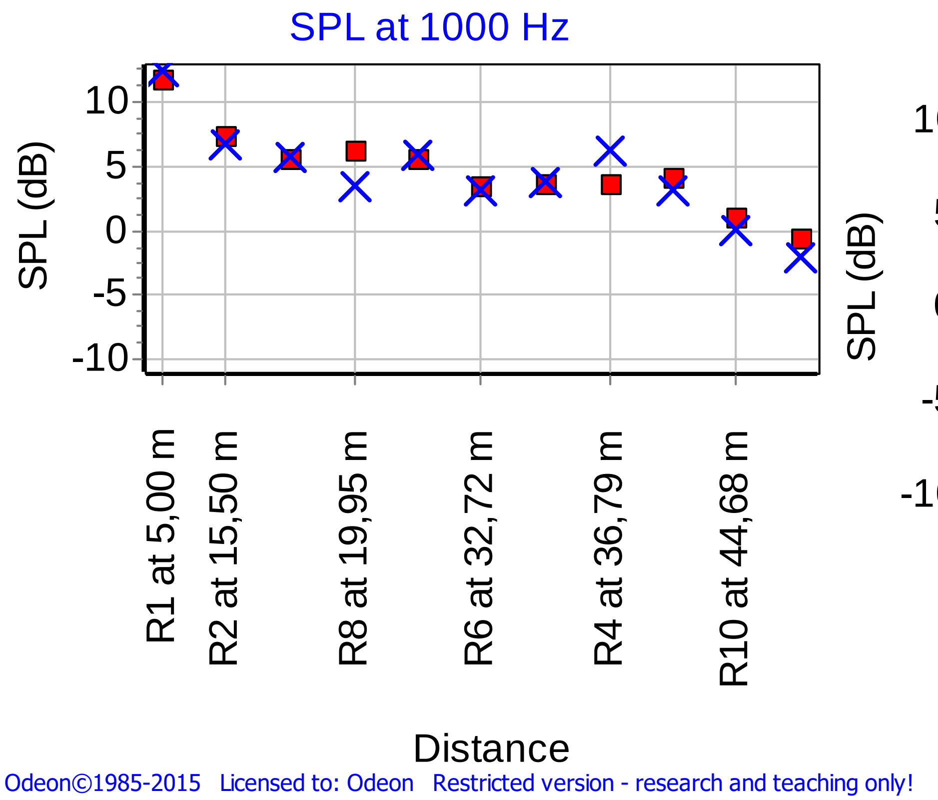
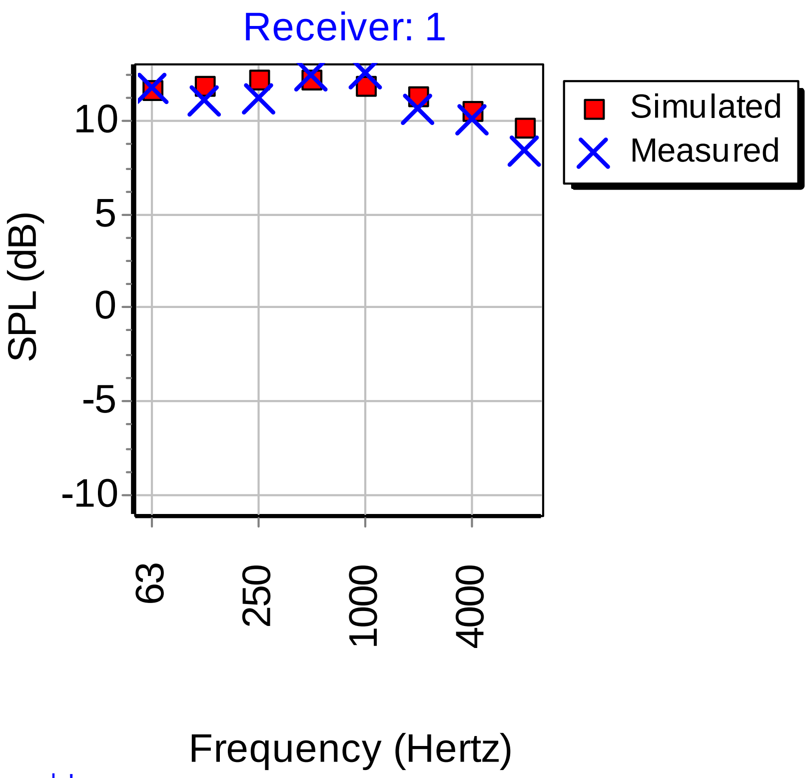
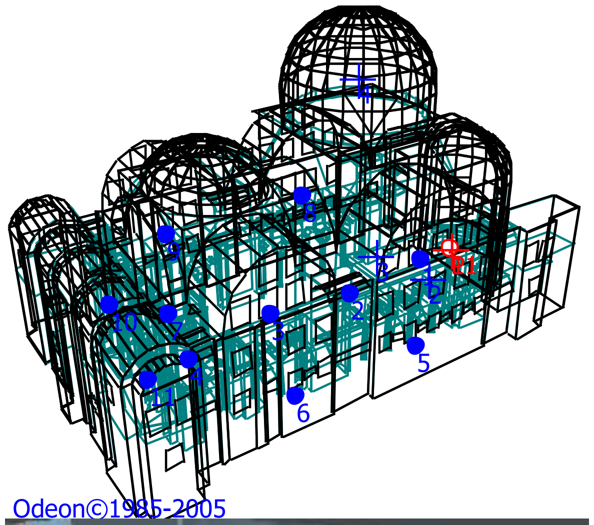
The Church, SPL







Average measured at 1000 Hz 4.5 dB
Average deviation at 1000 Hz: -0.3dB,
Max. deviation at 1000 Hz: 2.7 dB

Reflection Based Scatter
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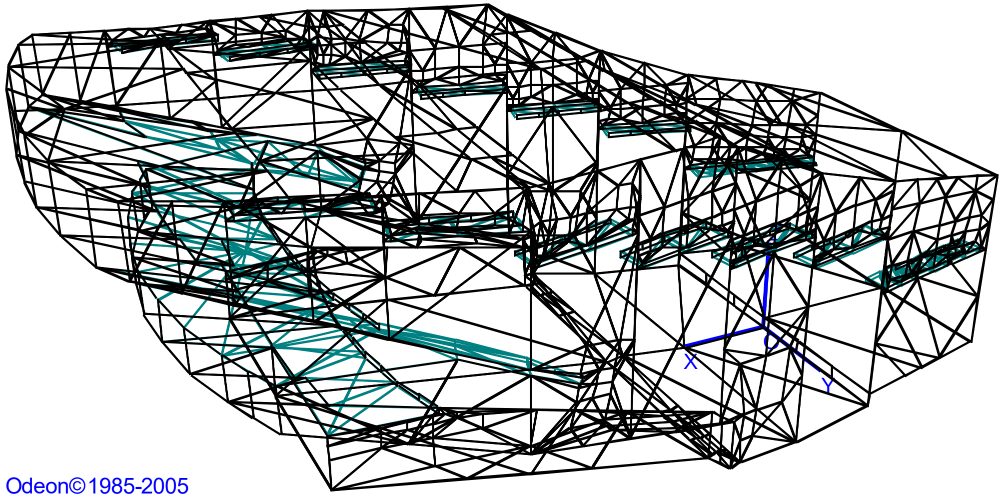
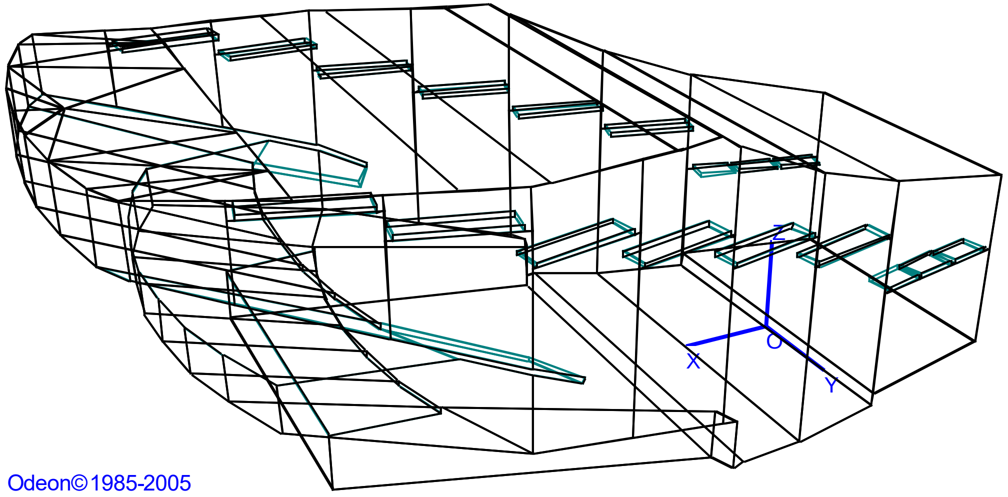
Using geometries from AutoCAD



Conflict with diffraction handling
AutoCAD and similar programs generates numerous irrelevant small surfaces (1362 surfaces)



Solution
Odeon DXF Import glues or stitches surfaces to make geometries more suitable (209 surfaces)

Conclusions

The method for scattering

- is compatible with the scattering coefficients obtained by ISO/DIS-17497-1 was developed

Benefits

- Less guesswork, less work
- In most cases default scattering coefficients are OK
- Improved prediction
- Less sensitivity to small surfaces, e.g. better compatibility with architects CAD models