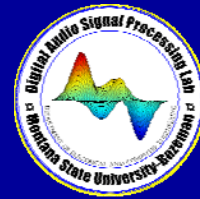


# A Tutorial on Acoustical Transducers: Microphones and Loudspeakers



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Test Sound



## Outline

- Introduction: What is sound?
- Microphones
  - Principles
  - General types
  - Sensitivity versus Frequency and Direction
- Loudspeakers
  - Principles
  - Enclosures
- Conclusion



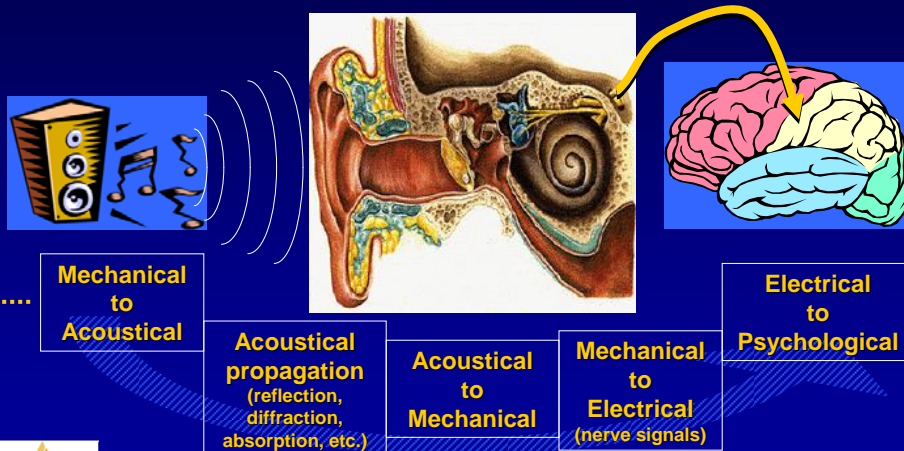
# Transduction

- *Transduction* means converting energy from one form to another
- *Acoustic transduction* generally means converting sound energy into an electrical signal, or an electrical signal into sound
- Microphones and loudspeakers are acoustic transducers



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# Acoustics and Psychoacoustics



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# What is Sound?

- Vibration of air particles
- A rapid fluctuation in air pressure above and below the normal atmospheric pressure
- A *wave* phenomenon: we can observe the fluctuation as a function of time and as a function of spatial position



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# Sound (cont.)

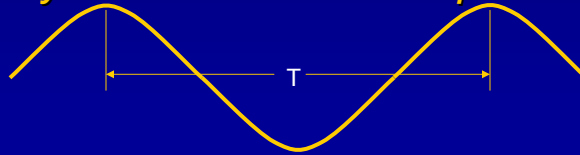
- Sound waves propagate through the air at approximately 343 meters per second
  - Or 1125 feet per second
  - Or 4.7 seconds per mile  $\approx$  5 seconds per mile
  - Or 13.5 inches per millisecond  $\approx$  1 foot per ms
- The speed of sound ( $c$ ) varies as the square root of absolute temperature
  - Slower when cold, faster when hot
  - Ex: 331 m/s at 32°F, 353 m/s at 100°F



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## Sound (cont.)

- Sound waves have alternating high and low pressure phases
- Pure tones (sine waves) go from maximum pressure to minimum pressure and back to maximum pressure. This is one *cycle* or one waveform *period* ( $T$ ).



## Wavelength and Frequency

- If we know the waveform *period* and the speed of sound, we can compute how far the sound wave travels during one cycle. This is the *wavelength* ( $\lambda$ ).
- Another way to describe a pure tone is its *frequency* ( $f$ ): how many cycles occur in one second.

# Wave Relationships

- $c = f \cdot \lambda$  [m/s = /s · m]
- $T = 1/f$
- $\lambda = T \cdot c$ 
  - $c$  = speed of sound [m/s]
  - $f$  = frequency [ /s]
  - $\lambda$  = wavelength [ m ]
  - $T$  = period [ s ]
  - Note: *high* frequency implies *short* wavelength, *low* frequency implies *long* wavelength



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# Sound Amplitude and Intensity

- The amount of pressure change due to the sound wave is the sound *amplitude*
- The motion of the air particles due to the sound wave can transfer energy
- The rate at which energy is delivered by the wave is the sound *power* [ W (watts) ]
- The power delivered per unit area is the sound *intensity* [ W/m<sup>2</sup> ]



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# Microphone Principles

- **Concepts:**
  - Since sound is a pressure disturbance, we need a pressure gauge of some sort
  - Since sound exerts a pressure, we can use it to drive an electrical generator
  - Since sound is a wave, we can measure simultaneously at two (or more) different positions to figure out the direction the wave is going



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## Microphone: Diaphragm and Generating Element

- **Diaphragm:** a membrane that can be set into motion by sound waves
  - Sensitivity: how much motion from a given sound intensity
- **Generating Element:** an electromechanical device that converts motion of the diaphragm into an electrical current and voltage
  - Sensitivity: how much electrical signal power is obtained from a given sound intensity



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# Electrical Generators

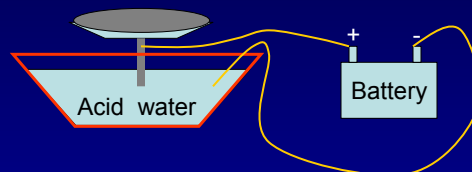
- Variable Resistor
- Variable Inductor
- Electromagnetic
- Variable Capacitor
- Piezoelectric
- Other exotic methods...



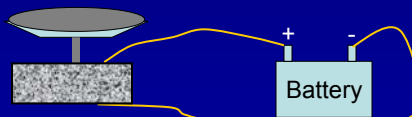
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# The First Microphones...

- Alexander Graham Bell (variable resistor)

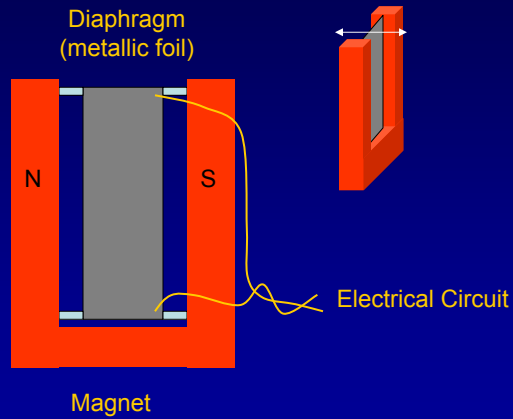


- Carbon granules (variable resistor)



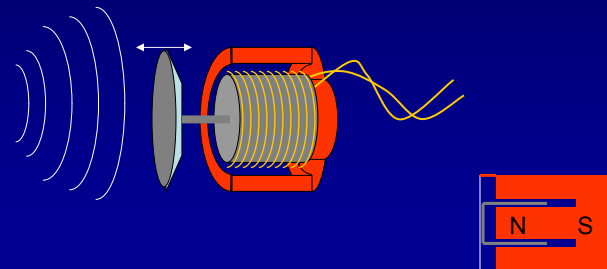
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# Ribbon Microphone



# Dynamic Microphone

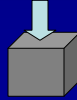
- Diaphragm moves a coil of wire through a fixed magnetic field: Faraday's Law indicates that a voltage is produced





## Piezoelectric Microphone

- Piezoelectric **generating element**: certain crystals produce a voltage when distorted (piezo means “squeeze” in Greek)
- Diaphragm attached to piezo element
- Rugged, reasonably sensitive, not particularly linear

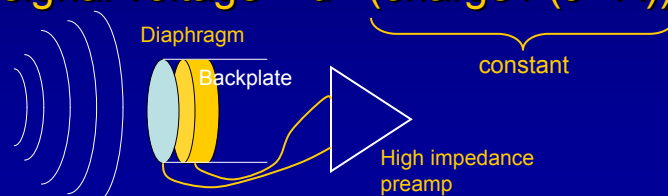


## Capacitor (Condenser) Mic

- Variable electrical *capacitance*
  - British use the word “condenser”
- Currently the best for ultra sensitivity, low noise, and low distortion (precision sound level meters use condenser mics)
- Difficult to manufacture, delicate, and can be too sensitive for some applications

## Condenser Mic (cont.)

- Capacitance = charge / voltage
- Capacitance  $\approx \epsilon A / d$   
A = area, d=distance between plates  
 $\epsilon$  = permittivity
- signal voltage  $\approx d \cdot (\text{charge} / (\epsilon \cdot A))$

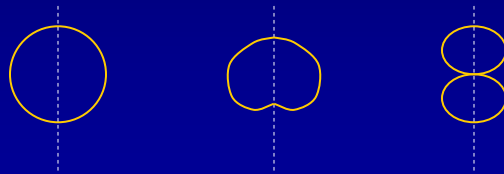


## Microphone Patterns


- A single diaphragm acts like a pressure detector
- Two diaphragms can give a *directional* preference
- Placing the diaphragm in a tube or cavity can also give a directional preference

## Microphone Patterns (cont.)

- Omnidirectional: all directions
- Unidirectional or Cardioid: one direction
- Bi-directional or 'figure 8': front and back pickup, side rejection



## Microphone Coloration

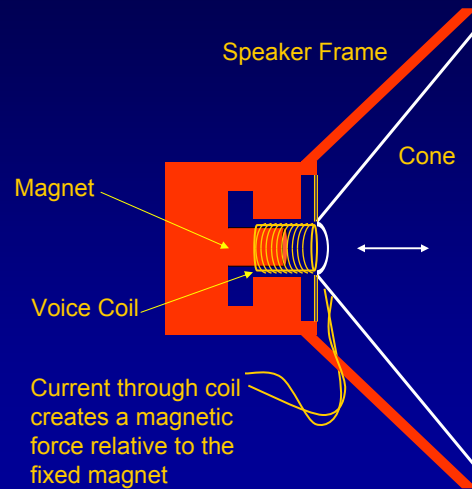
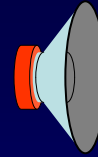
- Most microphones are *not* equally sensitive at all frequencies
  - The human ear is not equally sensitive at all frequencies either!
- The frequency (and directional) irregularity of a microphone is called *coloration*
- Example: 

# Loudspeakers

## Loudspeakers

- Diaphragm attached to a *motor element*
- Diaphragm motion is proportional to the electrical signal (audio signal)
- Efficiency: how much acoustical power is produced from a given amount of input electrical power

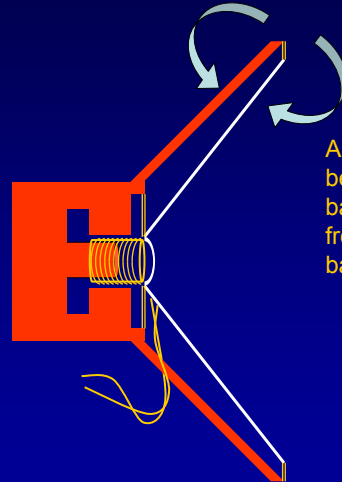
# Moving Coil Driver



# Mechanical Challenges

- Large diameter diaphragm can produce more acoustic power, but has large mass and directional effects
- Diaphragm displacement (in and out) controls sound intensity, but large displacement causes distortion
- **Result:** low frequencies require large diameter **and** large displacement

## Unbaffled Driver



Air has time to "slosh" between front and back at low frequencies: poor bass response

## Baffled Driver (flush mount)



Baffle prevents front-back interaction: improved low frequency performance

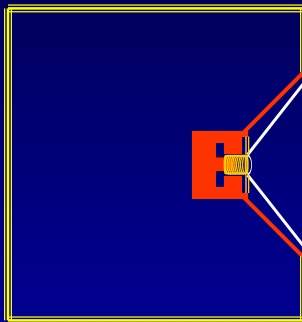
# Loudspeaker Enclosure

- Enclosure is a key part of the acoustical system design
- Sealed box or acoustic suspension
  - enclosed air acts like a spring
- Vented box or bass-reflex
  - enclosed air acts like a resonator
- Horns and baffles

# Acoustic Suspension

Sealed box acts as a stiff "air spring"

Enclosed volume chosen for optimum restoring force



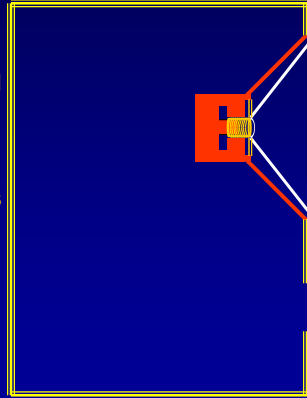
Relatively weak (compliant) cone suspension

Greatly reduced nonlinear distortion!

# Ported (Resonant) Enclosure

Ported box is a Helmholtz resonator.

Enclosed volume and port size chosen to boost acoustic efficiency at low frequencies: reduces required cone motion for a given output, allowing lower distortion.



Driver acts as a direct radiator at frequencies above box resonance.

Port (hole): radiates only at frequencies near box resonant frequency, but *reduces* cone motion.

## Other Loudspeaker Issues

- Multi-way loudspeakers: **separate driver elements optimized for low, mid, and high frequencies (woofer, squawker, tweeter)**
- Horns: **improve acoustical coupling between driver and the air**
- Transmission line enclosures
- Electrostatic **driver elements**
- 'Powered' **speakers**



# Conclusions

- **Microphone:** a means to sense the motion of air particles and create a proportional electrical signal
- **Loudspeaker:** a means to convert an electrical signal into proportional motion of air particles
- **Engineering tradeoffs exist:** there is not a single *best* solution for all situations

