Room Acoustics Measurements with an Approximately Spherical Source of 120 Drivers

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

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

$$\mathcal{SHT}(g(\Omega))_n^m := \iint_{S^2} g(\Omega) \cdot Y_n^m(\Omega)\, d\Omega, \quad (2)$$

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

The inverse transform is:

$$\mathcal{SHT}^{-1}(g) = \sum_{n=0}^{\infty} \sum_{m=-1}^{n} g_{nm} \cdot Y_n^m(\Omega)^* \quad (4)$$

Loudspeaker Patterns For a discrete array of L elements with angular positions Ω_l, $l = 1 \ldots L$, 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 surface of the sphere. In this situtation, 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 $p = n^2 + n + m + 1$ and $Y_n^m = Y_p$. Note that $1 \leq p \leq (N+1)^2$

Suppose that the velocity pattern at the surface of the array for each element is is well approximated by bandlimited Dirac delta distributions at the angular positions Ω_l, $l = 1 \ldots L$ of the elements. In spherical harmonics these deltas can be gathered into the *loudspeaker encoding* matrix C

$$C = [\mathbf{c_1}, \ldots, \mathbf{c_L}], \quad (5)$$

$$\mathbf{c}_l = [\mathcal{SHT}(\delta(\Omega - \Omega_l))] = [Y_p(\Omega_l)]. \quad (6)$$

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 $g(\Omega)$ using the transducer signals y and the input signal x.

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

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 ensure the desired spectral balance is achieved at the target radius r. It is convenient to notate the radially-equalized transducer signals and the input x in the frequency domain

$$\tilde{y} = D\, H(r)\, g\, x. \quad (3)$$

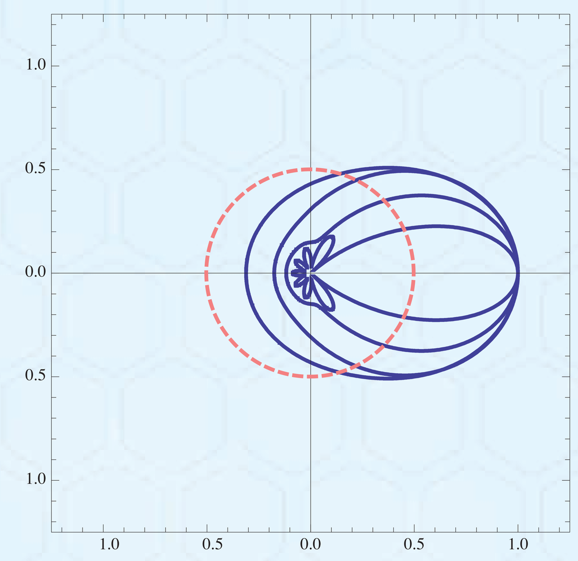
Note, however, that $H_n(r)$ is efficiently and accurately implemented with an IIR filter.

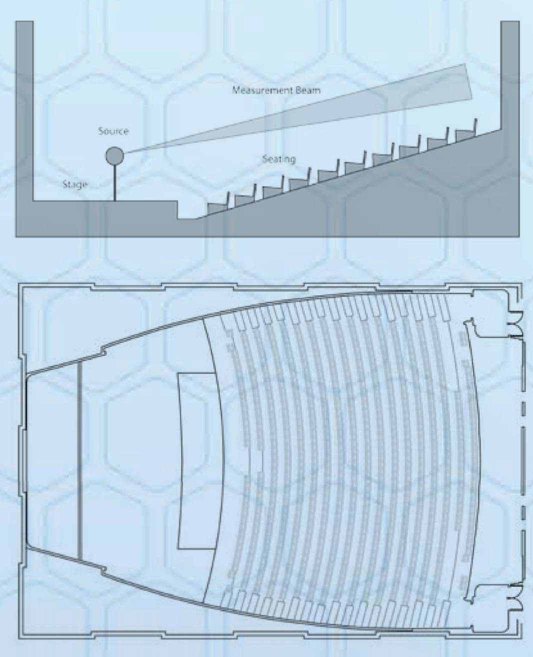
Angular Aliasing The finite realization of $\mathcal{SHT}$ requires a low-pass filter to prevent aliasing of patterns that exceed the reproduction capability of the array. The design of windowing function W_N with coefficients $w(n)$ attenuates terms of increasing order n and influences the tradeoff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

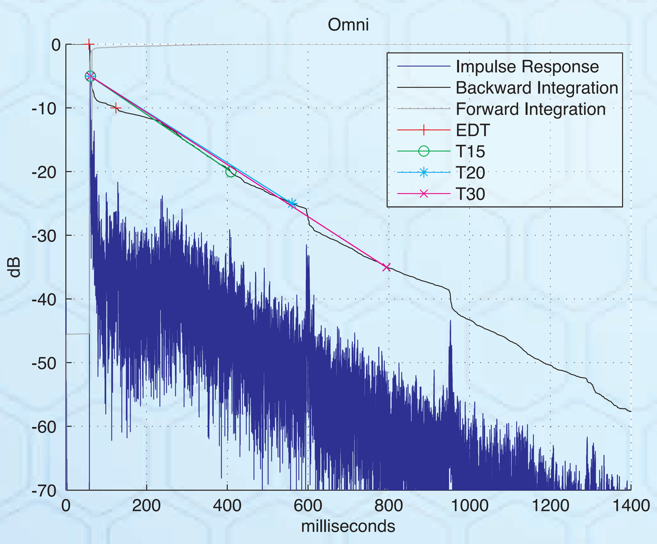
$$\tilde{y} = D\, W_N\, H(r)\, g\, x \quad (4)$$

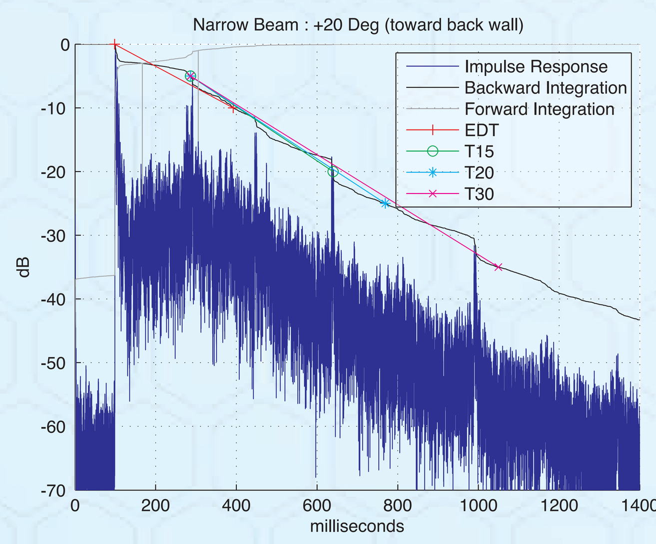
The Steerable Beam Given a 1-dimensional signal x, a beam having the maximum possible angular selectivity transmitting x in the direction Ω_d can be constructed using the order-N-limited spherical harmonics expansion of a spherical dirac-delta function, $\delta(\phi - \phi_d, \theta - \theta_d)$.

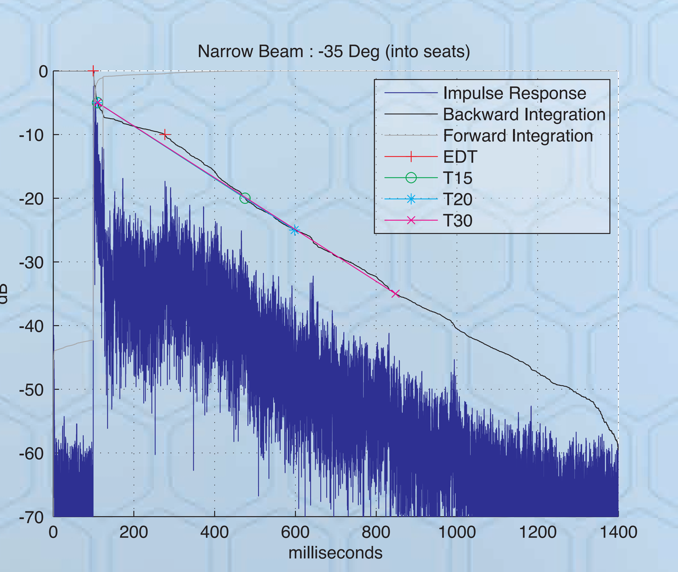
$$\tilde{y}_{beam} = D\, H(r)\, W_N\, \mathcal{SHT}(\delta(\Omega - \Omega_d)) \cdot x \quad (5)$$

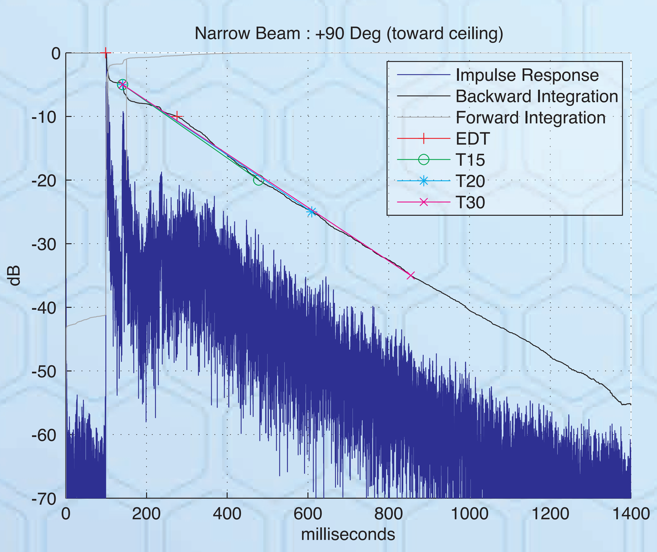


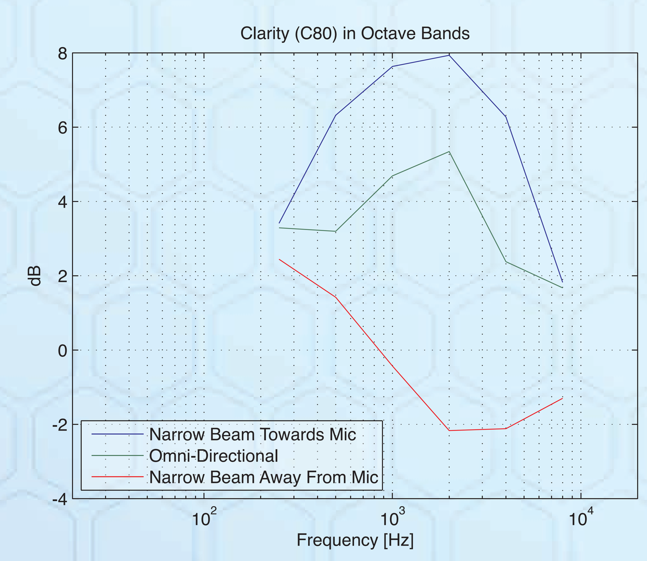












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