



INF5410 Array signal processing. Chapter 2.1-2.2: Wave equation

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Chapters in Johnson & Dungeon

- Ch. 1: Introduction.
- Ch. 2: Signals in Space and Time.
 - Physics: Waves and wave equation.
 - » c , λ , f , ω , k vector,...
 - » Ideal and "real" conditions
- Ch. 3: Apertures and Arrays.
- Ch. 4: Beamforming.
 - Classical, time and frequency domain algorithms.
- Ch. 7: Adaptive Array Processing.



Norsk terminologi

- Bølgeligningen
- Planbølger, sfæriske bølger
- Propagerende bølger, bølgetall
- Sinking/sakking: $\vec{\alpha}$
- Dispersjon
- Attenuasjon eller demping
- Refraksjon
- Ikke-linearitet
- Diffraksjon; nærfelt, fjernfelt
- Gruppeantenne (= array)

Kilde: Bl.a. J. M. Hovem: ``Marin akustikk'', NTNU, 1999



Wave equation

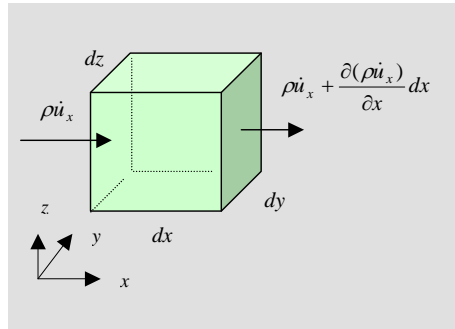
- This is *the* equation in array signal processing.
- Lossless wave equation

$$\nabla^2 s = \frac{\partial^2 s}{\partial x^2} + \frac{\partial^2 s}{\partial y^2} + \frac{\partial^2 s}{\partial z^2} = \frac{1}{c^2} \frac{\partial^2 s}{\partial t^2}$$

- $\Delta = \nabla^2$ is the Laplacian operator (del=nabla squared)
- $s = s(x,y,z,t)$ is a general scalar field
(electromagnetics: electric or magnetic field,
acoustics: sound pressure ...)
- c is the speed of propagation



Three simple principles behind the acoustic wave equation

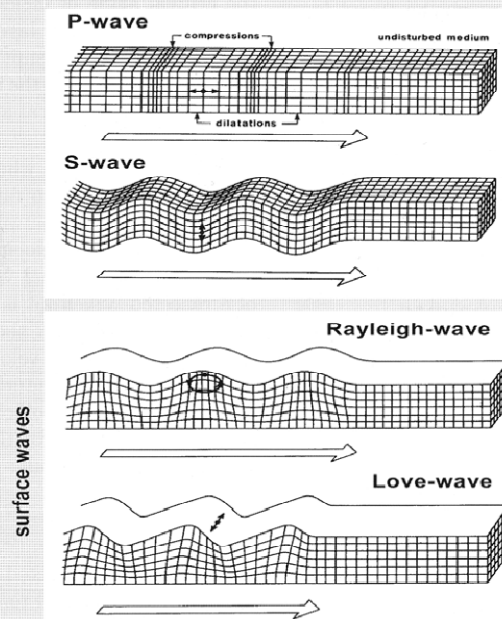


1. Equation of continuity: conservation of mass
2. Newton's 2. law: $F = m a$
3. State equation: relationship between change in pressure and volume (in one dimension this is Hooke's law: $F = k x - \text{spring}$)

Figure: J Hovem, TTT4175
Marin akustikk, NTNU



WAVE PROPAGATION





Wave Type	Medium	Propagation Speed c	
		Formula	Value
Electromagnetic	Free space	$1/\sqrt{\epsilon\mu}$	3×10^8 m/s $\epsilon = 1/36\pi \times 10^{-9} \text{C}^2/\text{N}\cdot\text{m}^2$, $\mu = 4\pi \times 10^{-7} \text{W}/\text{A}\cdot\text{m}$
Electromagnetic	Glass	$1/\sqrt{\epsilon\mu}$	2×10^8 m/s ^a
Acoustic	Air	$\sqrt{\gamma RT_0/M}$	330.7 m/s $R = 8.3 \times 10^7$ erg/K, $\gamma = 1.4$, $T_0 = 273$ °K, $M = 29$ g
Acoustic	Sea water	$\sqrt{\gamma B/\rho}$	1,498 m/s ^b $\gamma = 1.01$, $B = 2.28 \times 10^9 \text{N}/\text{m}^2$, $\rho = 1.026 \times 10^3 \text{kg}/\text{m}^3$
Water waves (Shallow water)		\sqrt{gH}	$3.13\sqrt{H}$ m/s $g = 9.8 \text{m}/\text{s}^2$, $H = \text{water depth (m)}$
Acoustic (longitudinal)	Granite	$\sqrt{\frac{K+4G/3}{\rho}}$	3,310 m/s ^c
Acoustic (transverse)	Granite	$\sqrt{G/\rho}$	5,770 m/s ^c

Reverse as $v_l > v_t$

^aThis value is derived from the refractive index, which for glass equals about 1.5.

^bBecause of the complicated properties of most fluids, experimental, serieslike expressions for sound propagation speeds are common. For sea water, the expression is

$$c = 1,449.2 + 4.623T - 0.0546T^2 + (1.391 - 0.012T) * (S - 35) + \dots$$

where T is temperature in °C, and S is salinity in parts per thousand.

^cThis value derived from direct measurements.

TABLE 2.1 Formulas and Values for Propagation Speed c of Various Types of Waves in Different Media.



Wave modes – media

- Electromagnetic, E and H: transverse waves
- Mechanical bulk waves:
 - Pressure waves, longitudinal – acoustic wave in air, water, body,
 - Shear waves, transverse – only in solids
- Mechanical guided waves
 - Surface wave:
 - » Rayleigh waves (ocean waves)
 - » Stoneley waves
 - Plate modes:
 - » Lamb waves are dispersive plate waves
 - » Love waves are horizontally polarized shear waves which also exist on the surface.



Solution

Guesses:

1. Separable $s(x,y,z,t) = A \cdot s_t(t) \cdot s_x(x) \cdot s_y(y) \cdot s_z(z)$
2. Complex exponential in time: $s(t) = \exp\{j\omega t\}$
3. Complex exponential in space
 $s_x(x) = \exp\{-jk_x t\}$, (also in y and z)

Assumed solution:

$$s(\vec{x}, t) = A \exp\{j(\omega t - k_x \cdot x - k_y \cdot y - k_z \cdot z)\}$$



Solution

Insert $s(\vec{x}, t) = A \exp\{j(\omega t - k_x \cdot x - k_y \cdot y - k_z \cdot z)\}$

into $\nabla^2_{\vec{s}} = \frac{\partial^2 s}{\partial x^2} + \frac{\partial^2 s}{\partial y^2} + \frac{\partial^2 s}{\partial z^2} = \frac{1}{c^2} \frac{\partial^2 s}{\partial t^2}$

$$\Rightarrow k_x^2 s(\cdot) + k_y^2 s(\cdot) + k_z^2 s(\cdot) = \omega^2 s(\cdot) / c^2$$

or $k_x^2 + k_y^2 + k_z^2 = |k|^2 = \omega^2 / c^2$ or $|k| = \omega / c$
which is the condition for this guess to be a
solution

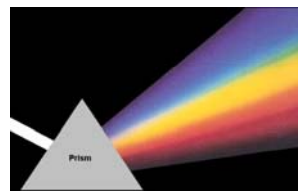


Temporal behavior: Monochromatic

For a sensor placed in one point in space:

$$s(t) = \exp\{j\omega t\} = A\cos\omega t + j\cdot A\sin\omega t$$

- Single frequency
- Monochromatic = one color



Spatial behavior: Plane wave

$$s(\vec{x}, t) = A \exp\{j(\omega t - k_x \cdot x - k_y \cdot y - k_z \cdot z)\}$$

At a given time instant, the solution is the same for all points on

$$\vec{k} \cdot \vec{x} = k_x \cdot x + k_y \cdot y + k_z \cdot z = C$$

= constant phase = equation for a plane.

The vector \vec{k} is perpendicular to the planes of constant phase



Propagating wave

- If this is a propagating wave, the plane of constant phase moves by $\delta\vec{x}$ in time δt :

$$s(\vec{x} + \delta\vec{x}, t + \delta t) = s(\vec{x}, t)$$

$$\Rightarrow \omega(t + \delta t) - \vec{k} \cdot (\vec{x} + \delta\vec{x}) = \omega t - \vec{k} \cdot \vec{x}$$

$$\text{or } \omega\delta t - \vec{k} \cdot \delta\vec{x} = 0$$

May take directions of \vec{k} and $\delta\vec{x}$ vectors to be the same
(minimizes length of $\delta\vec{x}$): $\omega\delta t - |\vec{k}| \cdot |\delta\vec{x}| = 0$

Speed of propagation: $\frac{|\delta\vec{x}|}{\delta t} = \frac{\omega}{|\vec{k}|}$ and with $|\vec{k}| = \omega/c$

$$= \text{speed of wave: } \frac{|\delta\vec{x}|}{\delta t} = c$$



Wavelength – spatial frequency

- Propagation in space in one period, $T=2\pi/\omega$:

- Wavelength

$$\lambda = \delta x = c \cdot \delta t = c \cdot T = 2\pi \cdot c / \omega = 2\pi / |\vec{k}|$$

- Interpretation of wave number vector \vec{k} :

- The number of cycles in radians per meter
- = Spatial frequency
- Angular frequency ω is no of cycles in radians per second

- Unit vector for direction of propagation (zeta): $\vec{\zeta}^0 = \frac{\vec{k}}{|\vec{k}|}$



Slowness vector

- Alternative notation

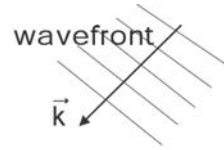
$$s(\vec{x}, t) = A \exp\{j(\omega t - \vec{k} \cdot \vec{x})\} = A \exp\{j\omega(t - \vec{\alpha} \cdot \vec{x})\} = A s(t - \vec{\alpha} \cdot \vec{x})$$

- Expressed as a function of a single variable
- $|\alpha| = |\mathbf{k}|/\omega = 2\pi/(\omega\lambda) = 1/c$
- This is the slowness vector (**Norsk: sinking**)
 - Points in the direction of propagation
 - Has units of reciprocal velocity (s/m)
 - Parallels optical index of refraction: $n=c_0/c$, except there is no free-space c_0 in acoustics.



Wave equation and arbitrary solutions

- The wave equation is linear
- Solution may be a sum of complex exponentials
- Almost any signal may be expressed as a sum of complex exponentials using Fourier theory
- Therefore any signal, no matter its shape, may be a solution to the wave equation – and the shape will be preserved as it propagates
- Propagating waves are therefore ideal carriers of information
- Modified by the boundary conditions – to determine which components that are excited
- Propagation is determined by the deviations of the medium from ideal



Plane waves

- Propagating plane wave: $s(t - \vec{\alpha} \cdot \vec{x})$
- Propagating sinusoidal plane wave: $\sin(\omega t - \vec{k} \cdot \vec{x})$
- Slowness vector: $\vec{\alpha} = \vec{k} / \omega, |\vec{\alpha}| = 1/c$
- Dispersion relation: $\omega = c \cdot k$
- Wavenumber vector: $\vec{k} = \omega \vec{\alpha}, |\vec{k}| = 2\pi/\lambda$
- Frequency and wavelength: $c = \lambda \cdot \omega / 2\pi = \lambda \cdot f$



Wave equation, spherical coordinates

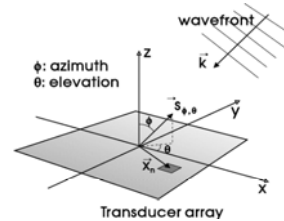
Assumption: Solution exhibits spherical symmetry:

$$\frac{1}{r^2} \frac{\partial}{\partial r} \left(r^2 \frac{\partial s}{\partial r} \right) = \frac{1}{c^2} \frac{\partial^2 s}{\partial t^2}$$

Monochromatic solution, spherical wave, propagating away from origin:

$$s(r, t) = \frac{A}{r} \exp\{j(\omega t - kr)\}$$

Another solution propagating towards the origin is found by replacing '-' with '+'. Also valid, boundary conditions determine which ones that exist





Spherical solution

- Distance between zero-crossings, $\cos(\omega t - kr)/r$, is given by $kr = \pi \Leftrightarrow r = \pi/k = \pi/(2\pi/\lambda) = \lambda/2$
- Distance between peaks – problem 2.4

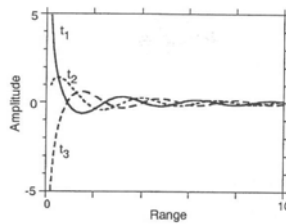


Figure 2.4 A plot of $s(r, t) = [\cos(\omega t - kr)]/r$ as a function of r for three time instants $t_1 < t_2 < t_3$.



Doppler shift

- $f_o + f_D \approx f_o(1 + v/c)$ where v is the component along the wave propagation
- [Christian A. Doppler](#) (1803-1853), Austria
- Determination of the velocity of blood flow (medical ultrasound)
- Air plane velocity by radar
- 1 page derivation (better than Johnson & Dungeon): A. Donges, "A simple derivation of the acoustic Doppler shift formulas." Eur. J. Phys. 19 467, 1998



<http://www.iop.org/EJ/abstract/0143-0807/19/5/010>



Doppler 1, $v \ll c$, moving observer

- Source: $y_s = A \sin(\omega t)$
- Propagation time to observer: $\tau = x/c$
- Observer at rest: $y_o = A \sin(\phi_o)$,
 - Only phase $\phi_o = \omega(t - \tau) = \omega(t - x/c)$ is shifted
- Observer moves with v_o away from source
 - Distance increases: $x = x_o + v_o t$
- Observed phase:
 $\phi_o = \omega(t - x/c) = \omega(t - \{x_o + v_o t\}/c) = \omega(1 - v_o/c)t - \omega x_o/c$
- Observed angular frequency is $\omega' = \omega(1 - v_o/c)$



Doppler 2, $v \ll c$, moving source

- Source moves towards observer at v_s
 - Distance decreases: $x = x_o - v_s t$
 - Apparent velocity $> c$, not valid for EM-waves (Einstein)
- During the propagation time, τ , the source travels a distance $\Delta x = v_s \tau$
- Propagation time is now not $\tau = x/c$, but $\tau = \{x + v_s \tau\}/c$
 - Lasts longer since source is approaching
 - solve for τ : $\tau = x/\{c - v_s\}$
- Observed phase: $\phi_o = \omega(t - \tau) = \omega(t - x/\{c - v_s\}) = \omega(t - \{x_o - v_s t\}/\{c - v_s\}) = \omega/\{1 - v_s/c\}t - \omega x_o/\{c - v_s\}$
- Observed angular frequency is $\omega' = \omega/\{1 - v_s/c\}$



Doppler effect

- Nonrelativistic: Combine the two former derivations:

$$\omega' = \omega \left(\frac{1 - \vec{\alpha} \cdot \vec{v}_{sensor}}{1 - \vec{\alpha} \cdot \vec{v}_{source}} \right)$$

- Approximation: $1/(1-y) \approx 1+y$ for $y \ll 1$
- Combine: $(1-x)/(1-y) \approx (1-x)(1+y) = 1-(x-y)-xy \approx 1-(x-y)$
- Small velocities: $v \ll c$:

$$\omega \approx \omega (1 - \vec{\alpha} \cdot (\vec{v}_{sensor} - \vec{v}_{source}))$$

- Equation to remember: $f_0 + f_D \approx f_0(1+v/c)$ where frequency increases when source and observer move towards each other



Doppler example

- Echo Doppler imaging: $f_0 + f_D \approx f_0(1+2v/c)$
 1. Observer = scatterer moves
 2. Source = scatterer moves
 (Problem 2.5)
- Ultrasound, $f=3$ MHz, blood flow 1 m/s
 - Ultrasound beam is parallel to blood flow
- $f_D = f_0 \cdot 2v/c = 3e6 \cdot 2 \cdot 1/1560 = 3846$ Hz (Audible)
- Often beam is almost perpendicular to blood flow \Rightarrow must multiply by $\cos\theta$
 - Ex: $\theta=75$ deg (15 deg from perpendicular) \Rightarrow
 $f_D = f_0 \cdot 2v \cdot \cos\theta/c = 995$ Hz



Array Processing Implications (1)

Whenever the wave equation applies, the following is valid:

- Propagating signals are functions of a single variable, $s(\cdot)$, with space and time linked by the relation $t - \vec{\alpha} \cdot \vec{x}$
 - A bandlimited signal can be represented by temporal samples at one location or
 - by spatial sampling at one instant
- The speed of propagation depends on physical parameters of the medium.
 - If the speed is known, direction can be found
 - If the direction is known, speed can be found



Array Processing Implications (2)

- Signals propagate in a specific direction $\vec{\zeta}^0$ represented equivalently by either $\vec{\alpha}$ or \vec{k}
 - Can find direction from waveform from properly sampled locations
- Spherical waves describe the radiation pattern of most sources (at least near their locations):
 - Far-field: resemble plane waves
- The Superposition Principle applies, allowing several propagating waves to occur simultaneously without interaction.
 - Spatiotemporal filters may separate multiple sources



Deviations from simple media

1. Dispersion: $c = c(\omega)$
 - Group and phase velocity, dispersion equation: $\omega = f(k) \neq c \cdot k$
 - Evanescent (= non-propagating) waves: purely imaginary k
2. Loss: $c = c_{\Re} + j c_{\Im}$
 - Wavenumber is no longer real, imaginary part gives attenuation.
 - Waveform changes with distance
3. Non-linearity: $c = c(s(t))$
 - Generation of harmonics, shock waves
4. Refraction, non-homogeneous medium: $c=c(x,y,z)$
 - Snell's law