

# A Comparison of ISO 9613-2 and Advanced Calculation Methods Using Olive Tree Lab-Terrain, An Outdoor Sound Propagation Software Application: Predictions Versus Experimental Results

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Cyprus

# Panos Economou's background

- Founder of [Panacoustics Ltd](#) an acoustics consultancy in Cyprus in 1982
- Between 1990 and 1992, Principal Engineer at Noise and Vibration Department Atkins-Epsom, UK, in charge of Architectural Acoustics
- Founder of P.E. Mediterranean Acoustics Research & Development ([PEMARD](#)) – developers of Olive Tree Lab - Terrain™, in Cyprus in 2009

## Panos holds

- BSc in Mechanical Engineering
- MSc in Applied Acoustics
- Member of IOA, ASA, AES, HELINA, IEEE, and the Cyprus Technical Chamber (ETEK).

PART 1

# Introduction

# Overview

- Mediterranean Acoustics Poll on LinkedIn showed that well above 50% of acousticians favour ISO 9613-2 for outdoor sound propagation.
- Nord 2000, Harmonoise, Concawe and other methods share the remaining 50% of those asked.
- Nord 2000, Harmonoise are advanced calculation models implemented in user friendly software.
- How many ISO 9613-2 users are there in this room?

# Why is ISO 9613-2 still the favourite method?

This is a question you might help answer after the presentation during a brief discussion.

# Standards vs Independent Research

## Standards

- Positive: standards provide same answers by independent users
- Negative: perceived as dogma, and often provide inaccurate results
- By-products: provide widely accepted algorithms

# Independent Research

- Detective work with lots of twists and turns in the plot
- Great fun and mentally rewarding
- It needs intuition and a stomach for the ups & downs
- By-products: unique algorithms – possibly less widely accepted

# Software (SW) based on Standards vs Independent research

- SW based on standards provide: simpler code, fast and approximate results
- SW based on Research provides: complicated code, slower yet more accurate results than sw on standards



# What follows in this presentation

- OTL- Terrain theoretical background
- ISO 9613-2 background
- Presentation of comparison of results
- Discussions on results
- Conclusions

## OTL – Terrain is based on the work of :

- Salomon's ray model using analytical solutions
- Hadden & Pierce for spherical wave diffraction coefficients
- Chessel for spherical wave reflection coefficients
- Delany & Basley for finite surface impedance
- Clay on finite size reflectors with Fresnel zones
- Keller on his geometrical theory of diffraction
- Sound path explorer – an in-house model to detect and draw diffraction and reflection sound paths in a 3D environment
- Harmonoise for atmospheric turbulence

# ISO 9613 – 2, background

- Empirical method adopted as a standard in 1996
- Lends itself for spreadsheet calculations
- There were good reasons at that time for adopting ISO 9613-2 as a standard

But

- There is ambiguity in its implementation
- Two different users can come up with different results

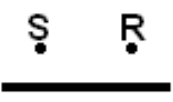
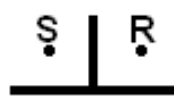

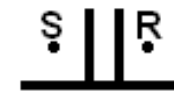

## PART 3

Presentation of comparison of results among, OTL – Terrain, ISO 9613-2 and published measured data.

Published measured data used, was also used for the validation of Nord2000 model.

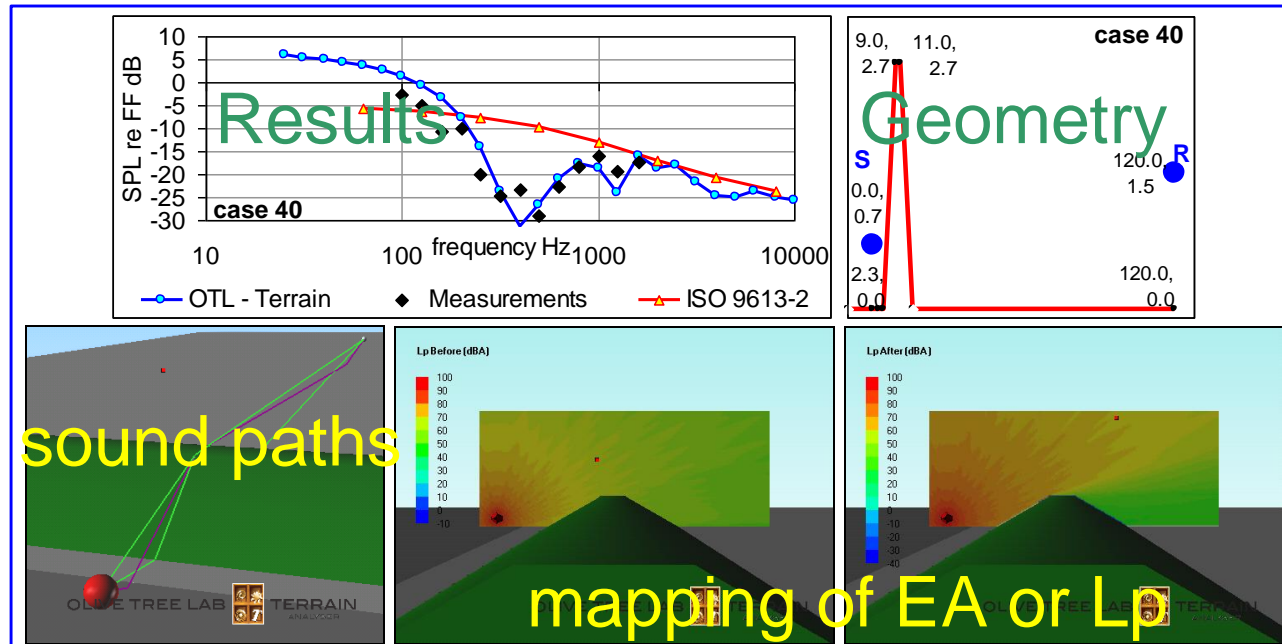
- Cases selected from measured data are based on **distance**, **with and without barrier**. Also, chosen to be **simple** to be handled by ISO 9613-2.

Cases used for the validation of NORD 2000 ([www.delta.dk](http://www.delta.dk)) and implemented in ISO 9613-2 and OTL – Terrain.






Distance S - R					
4.5 m	Case 13	Case 17	Case 33	Case 36	
50 m		Case 91			Case 92
100 m	Case 77				
120 m					Case 40

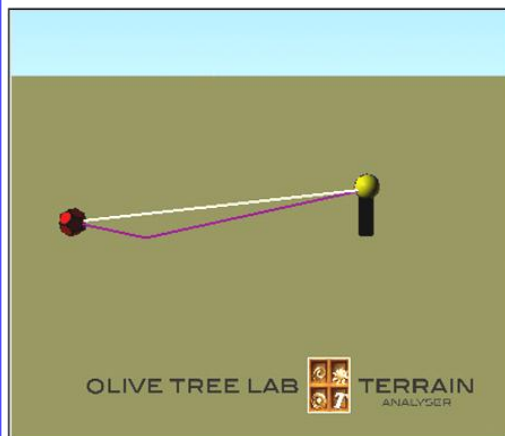
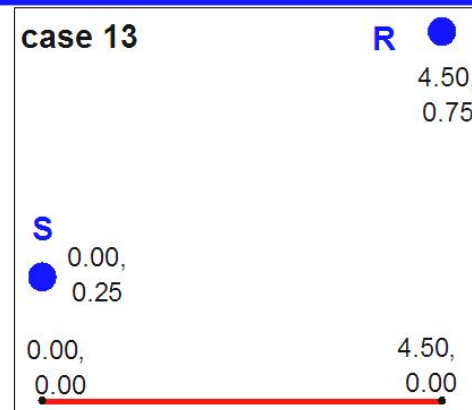
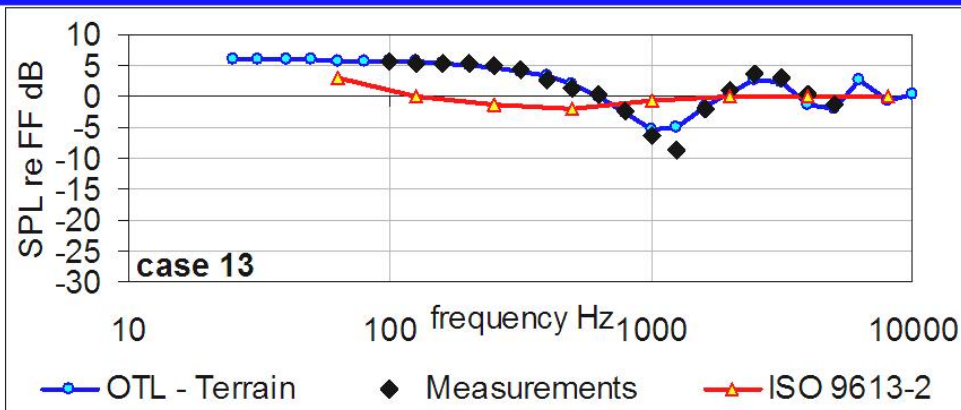
# Presentation of results template

- All results in Excess Attenuation (EA i.e. Transfer Function) which is the effect of the environment on direct sound.

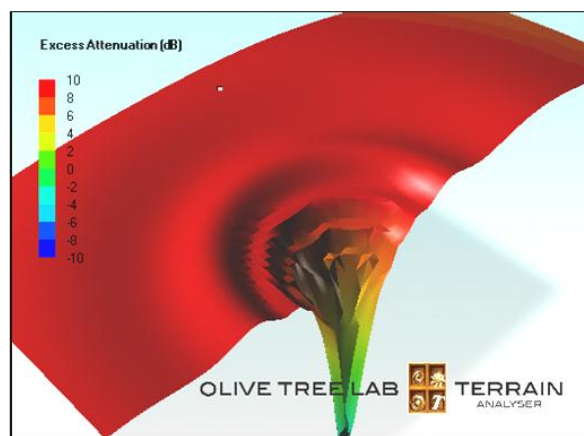


- Results: **Black dots** represent **measurements results**, **the blue curve** OTL - Terrain results and **the red curve** ISO 9613-2 results
- Geometry
- Sound paths between Source and Receiver up to 3rd order diffraction
- Mapping, using OTL – Terrain, either on vertical or horizontal planes
- Depending on the case, mapping shows EA of ground, EA of barrier, level with or without barrier

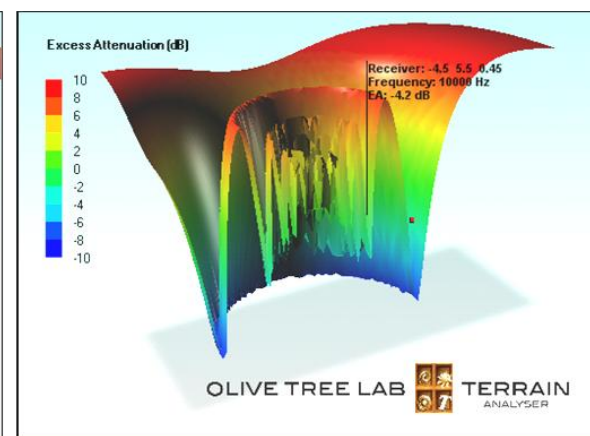
Distance S - R					
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Sound paths between Source and Receiver

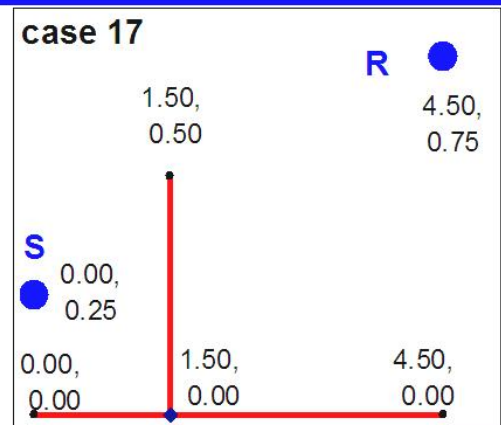
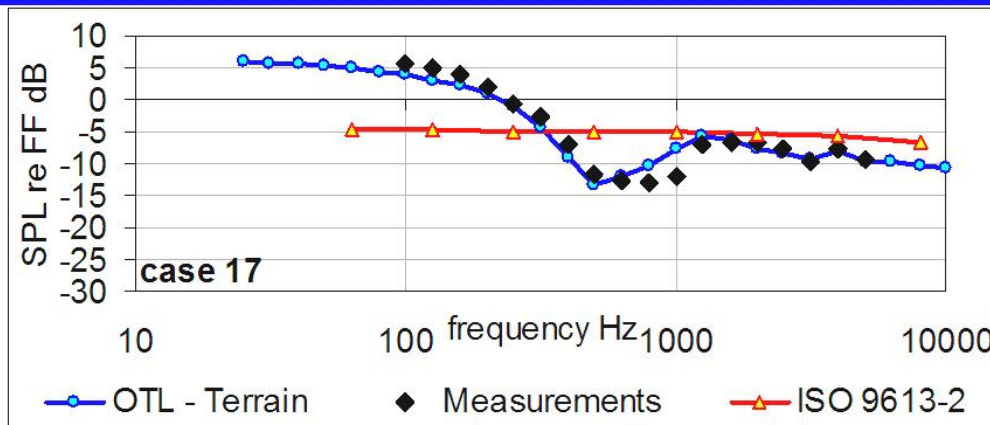


Mapping, on horizontal plane depicting EA of ground, broadband results

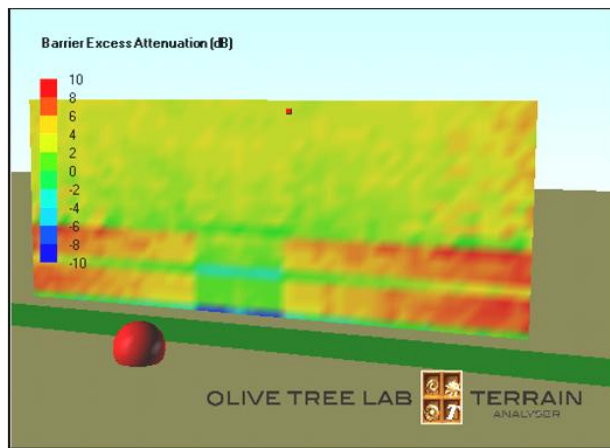


Mapping, on horizontal plane depicting EA of ground, 10 kHz

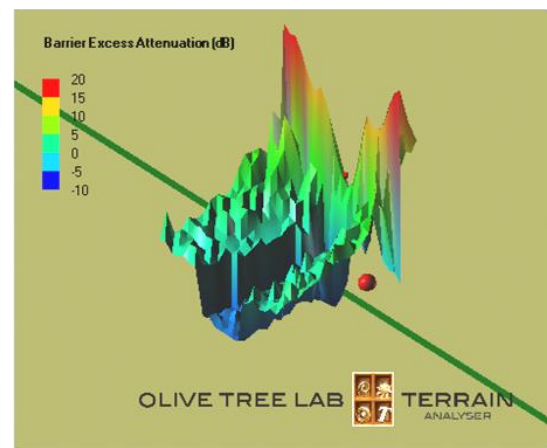
Distance S - R					
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Sound paths between Source and Receiver



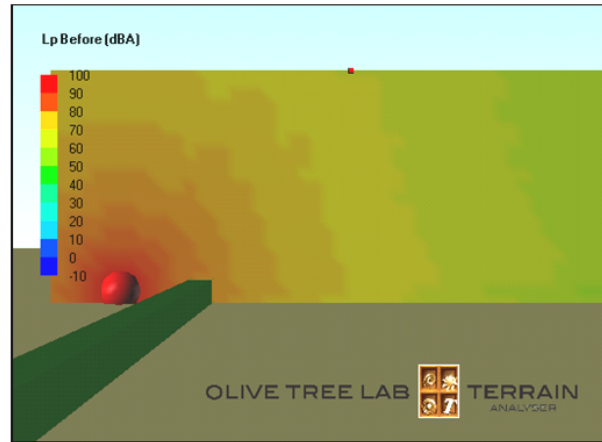
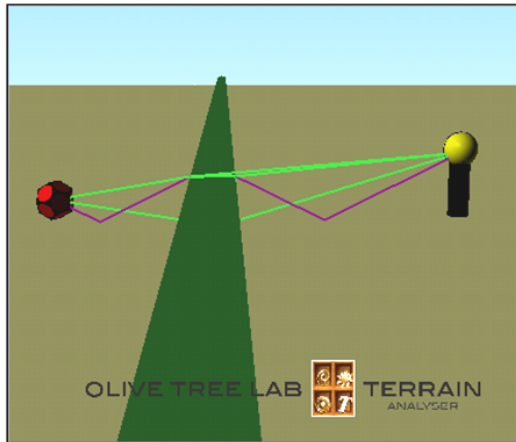
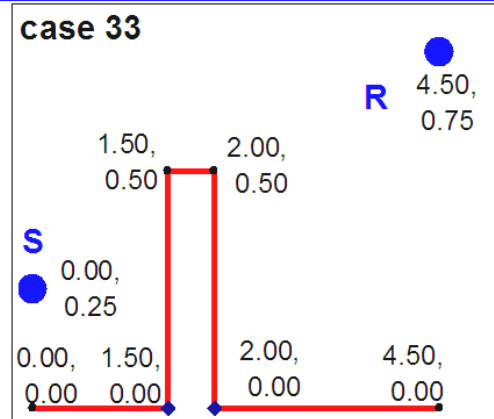
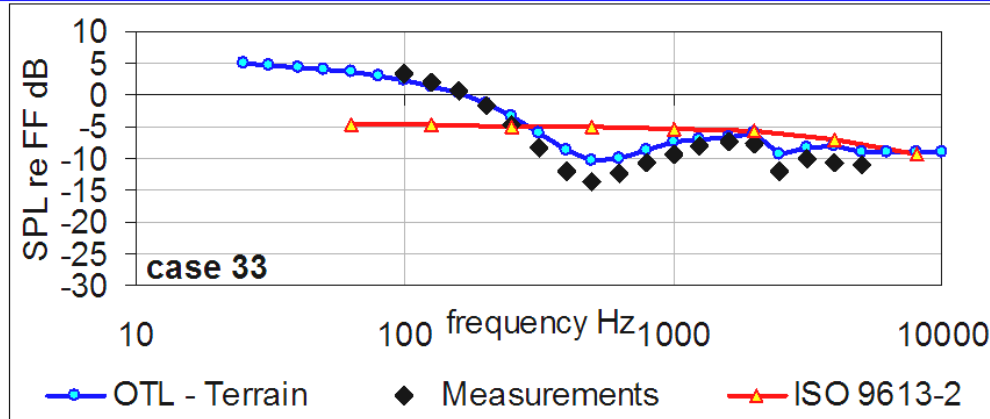
EA mapping, on vertical plane behind barrier



EA mapping on horizontal plane across barrier



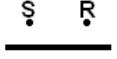
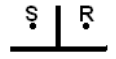



Distance S - R					
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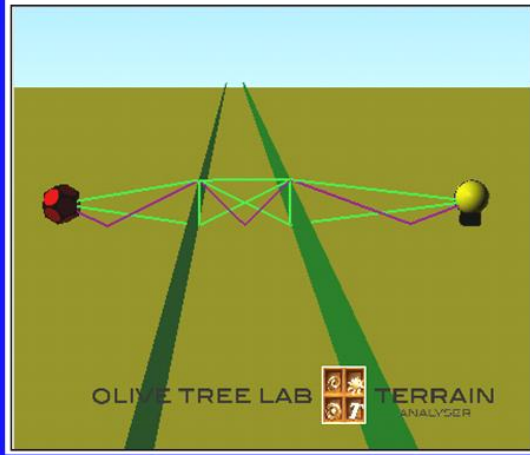
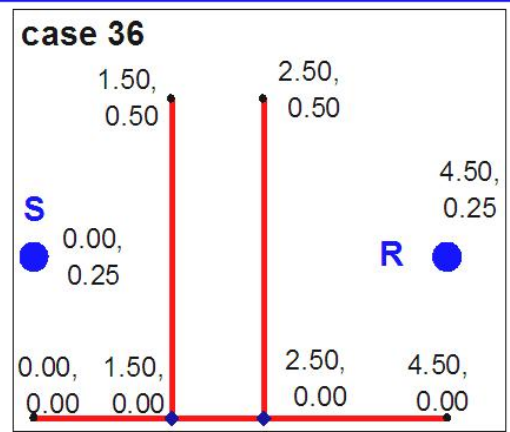
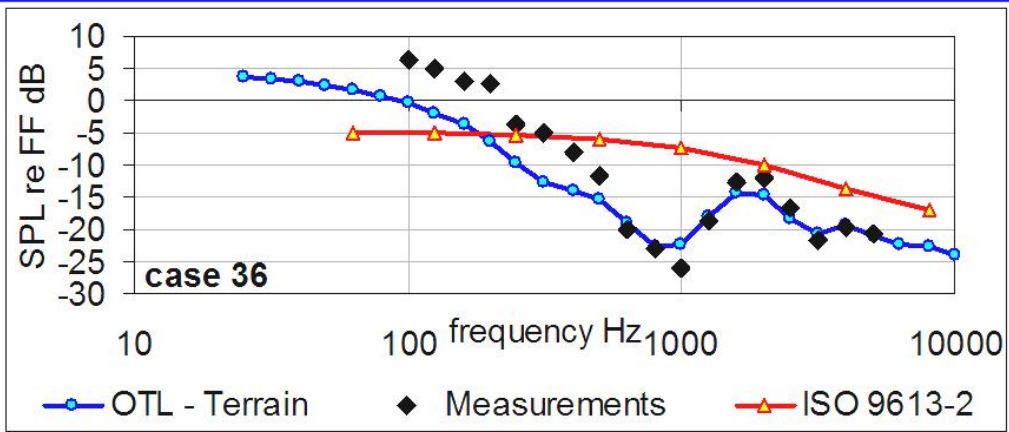


Sound paths between Source and Receiver

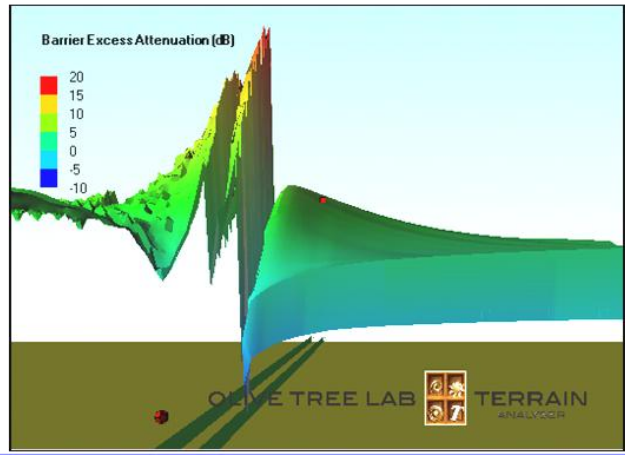
SPL mapping, on vertical plane across barrier BEFORE

SPL mapping, on vertical plane across barrier AFTER

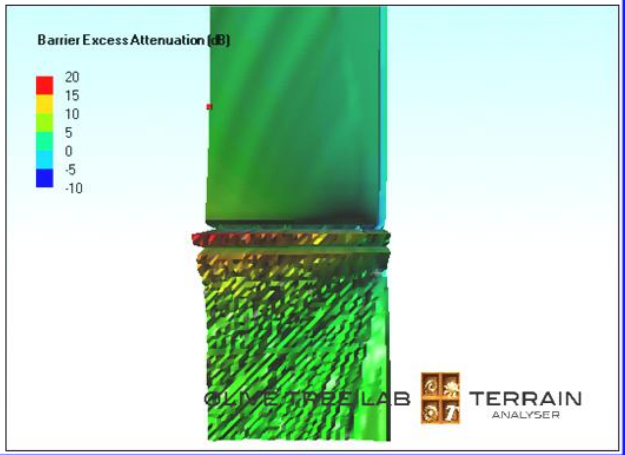
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Sound paths between Source and Receiver

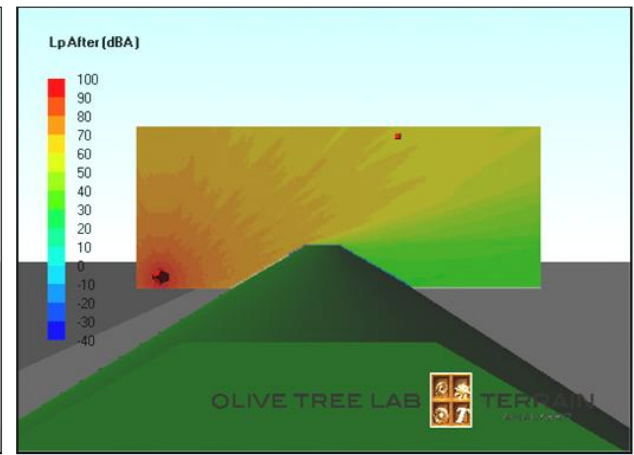
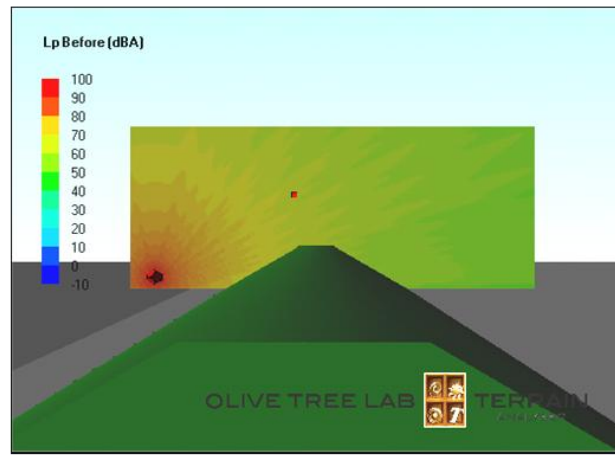
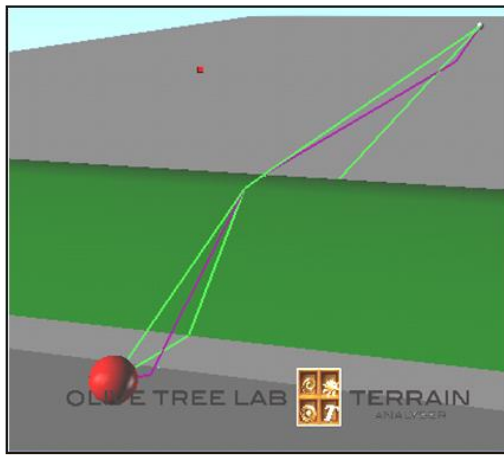
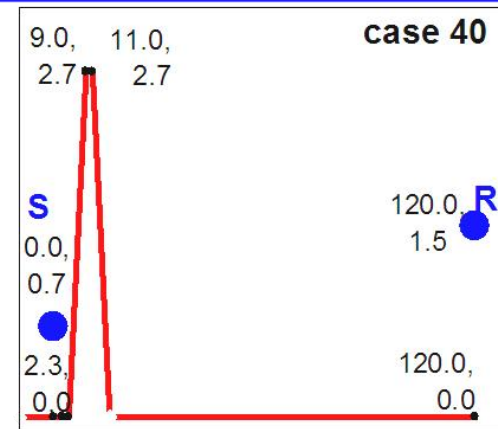
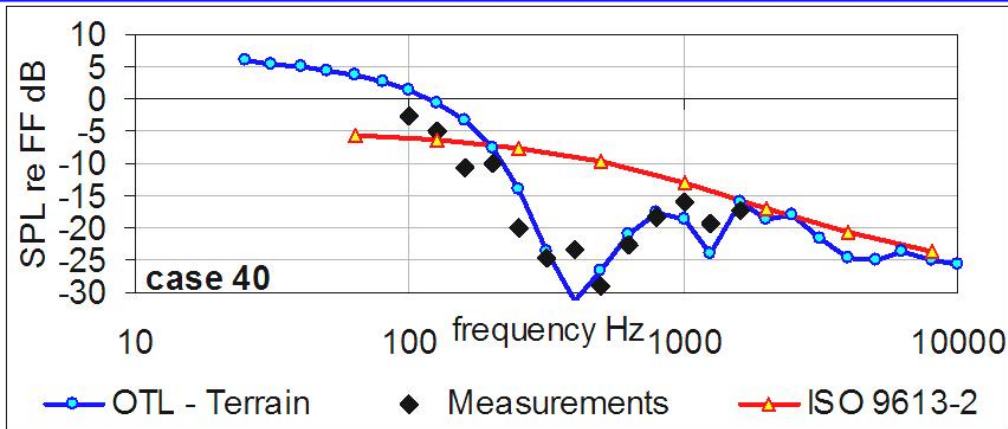


EA mapping, on horizontal plane across barriers, side view



EA mapping, on horizontal plane across barriers, top view

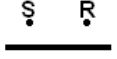
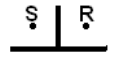



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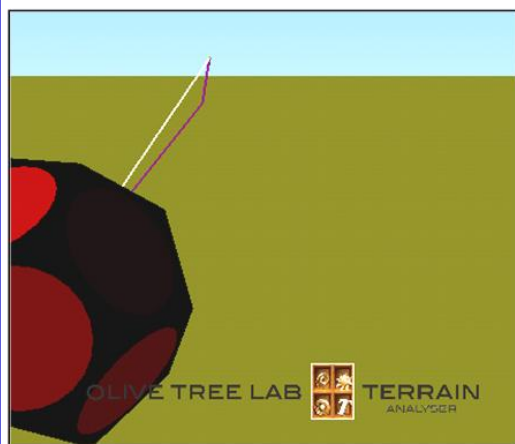
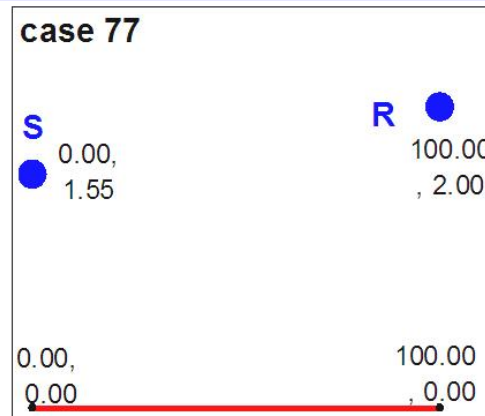
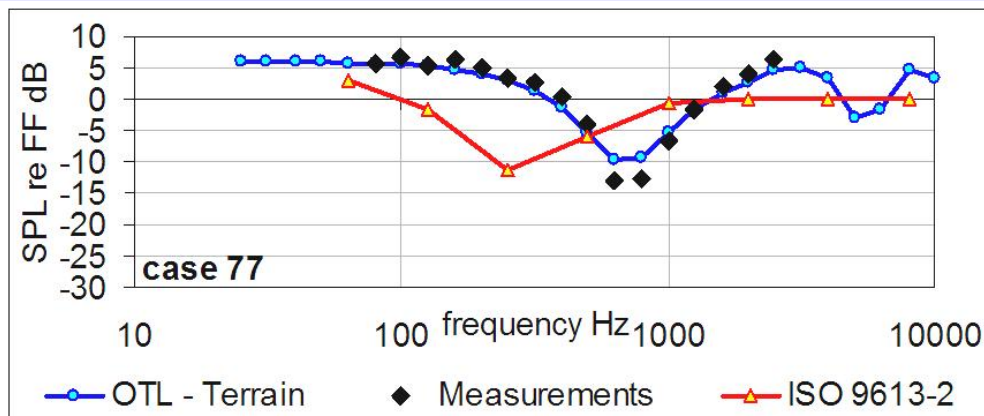


Sound paths between Source and Receiver

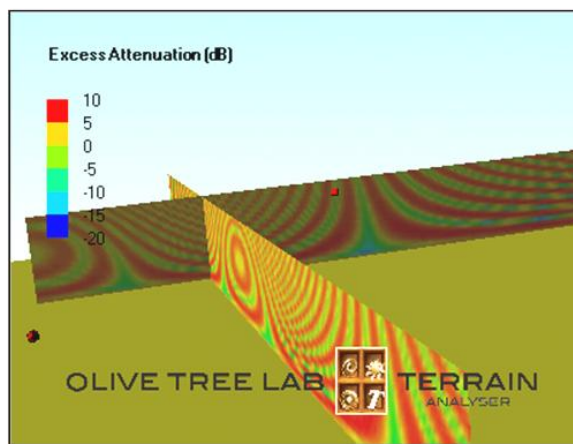
SPL mapping, on vertical plane across barrier BEFORE

SPL mapping, on vertical plane across barrier AFTER

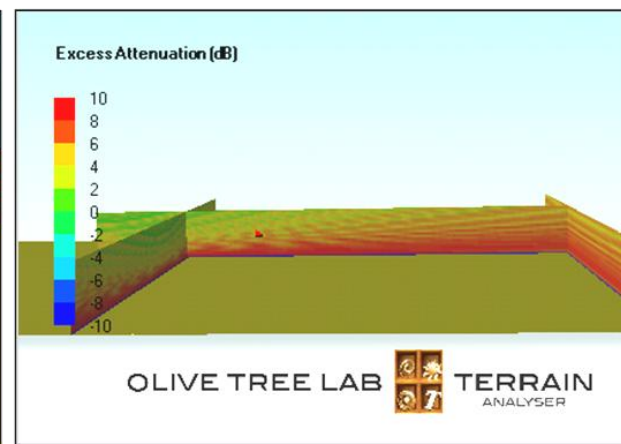
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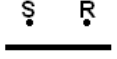
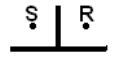



Sound paths between Source and Receiver

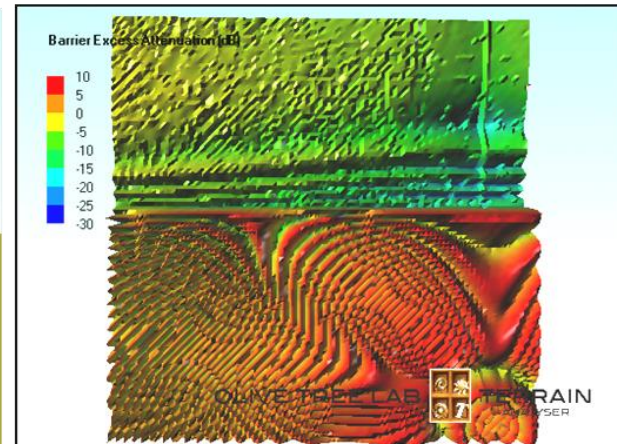
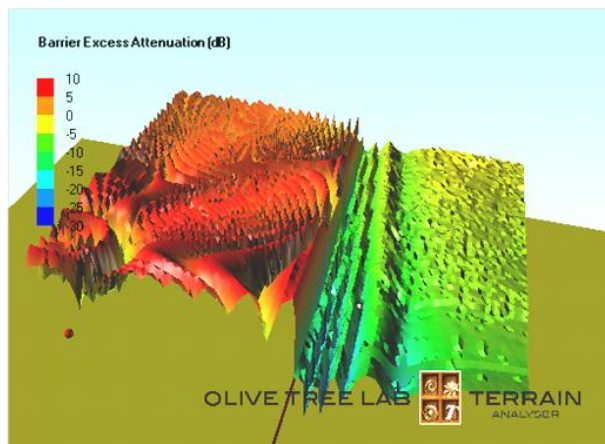
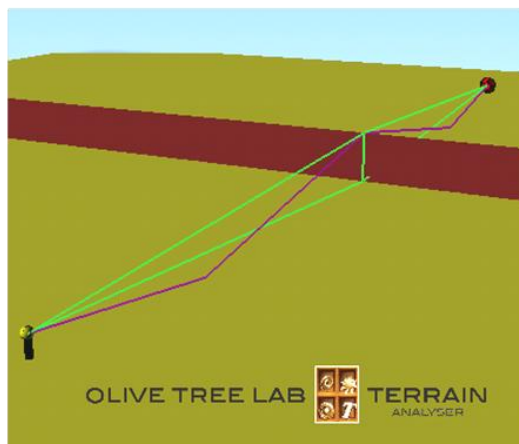
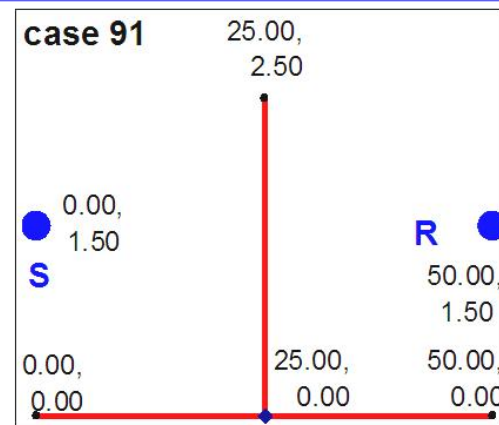
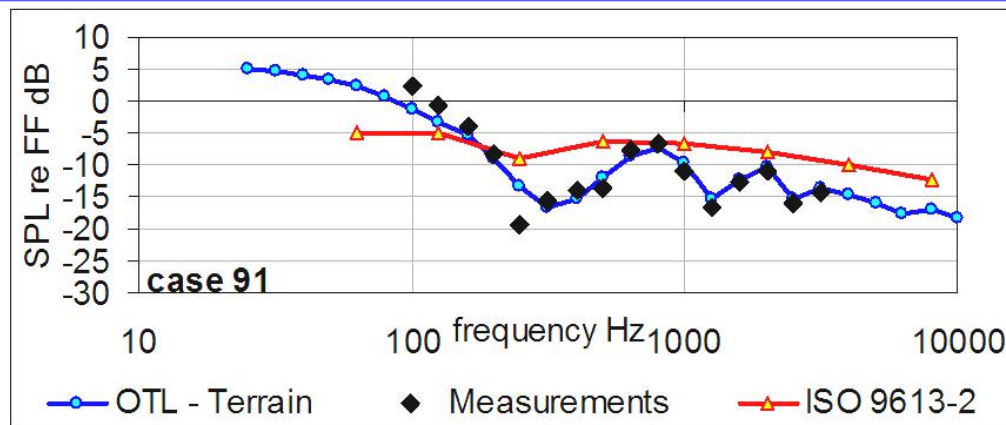


EA mapping, on vertical planes, 10kHz



EA mapping, on vertical planes, broadband

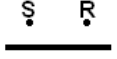
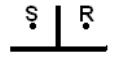



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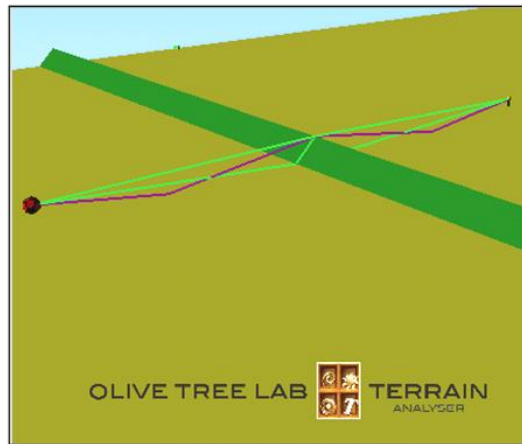
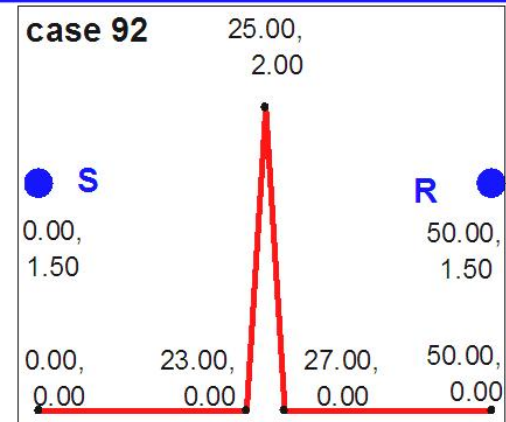
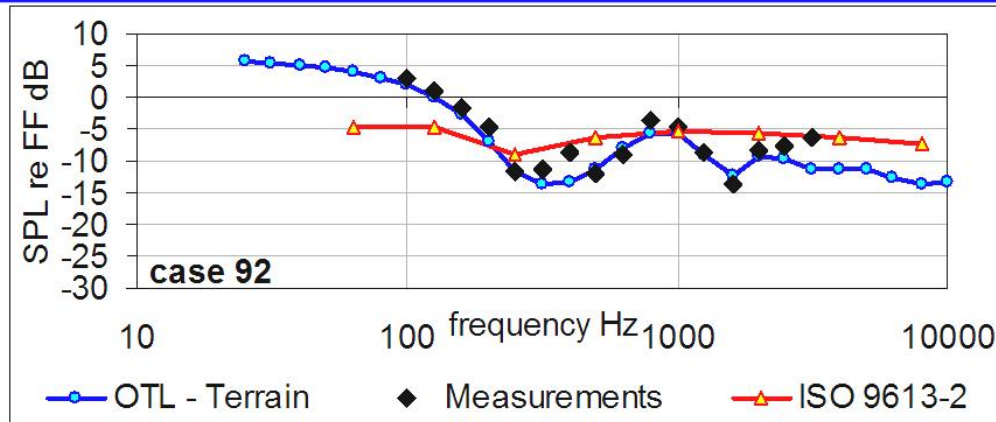


Sound paths between Source and Receiver

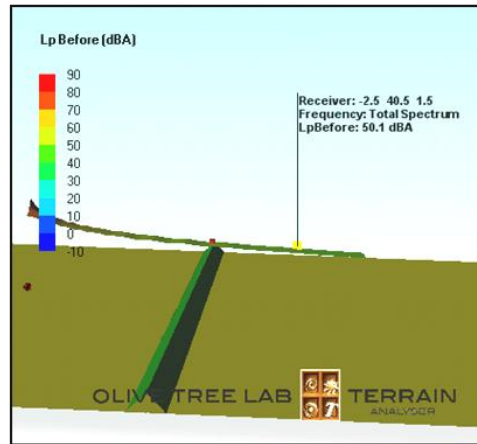
EA mapping, on horizontal plane across barrier, side view 10 kHz

EA mapping, on horizontal plane across barrier, top view 10 kHz

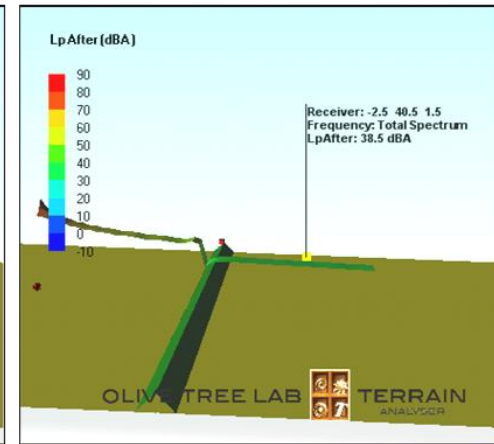
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Sound paths between Source and Receiver



SPL mapping, on horizontal plane across barrier BEFORE



SPL mapping, on horizontal plane across barrier AFTER

## PART 4

# Discussion On Comparison Of Results

- Measurement data
- OTL-Terrain results
- ISO 9613-2 results

# Measurement Data

- There is little information on methodology used to obtain results for the cases examined
- We were able to track down some of the cases where the methodology is given but which are not included in this presentation
- K.B. Rasmussen, the person who conducted some of the sound measurements, mentions that for some cases there was uncertainty about the choice of flow resistivity.

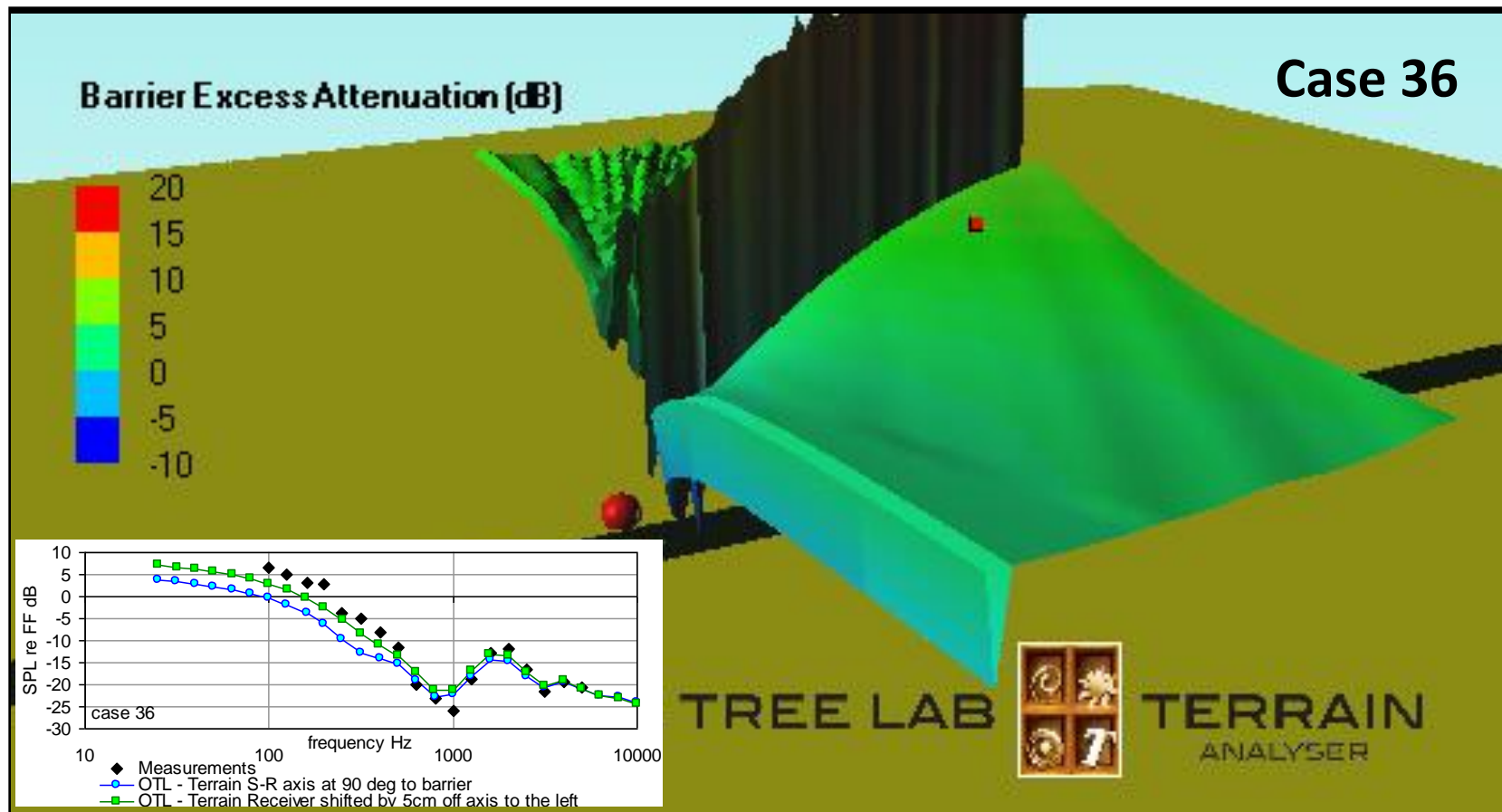


# OTL – Terrain Results

- Fair match between OTL-Terrain & measurements
- Anticipated better agreement
- More information on measurements allows better modelling
- We have conducted measurements to simulate diffraction (scattering) from stone steps in ancient theatres.
- Lateral shifts of source or receiver with respect to the barrier produce significant change in results.

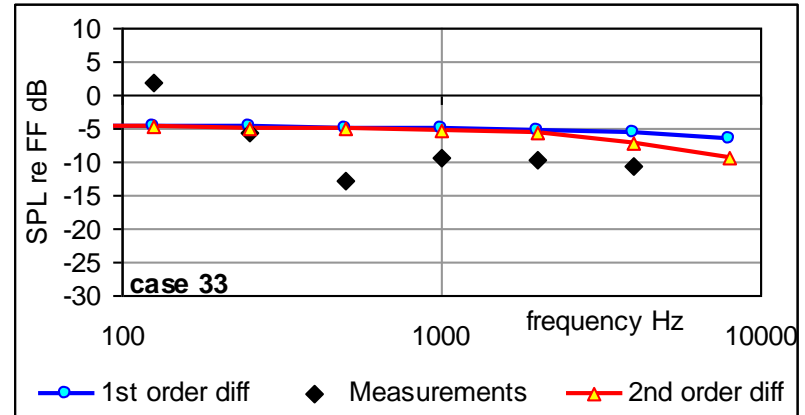
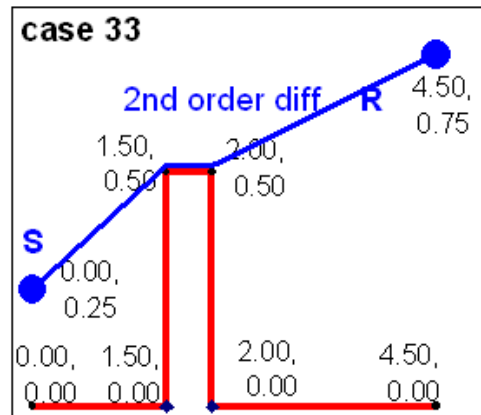
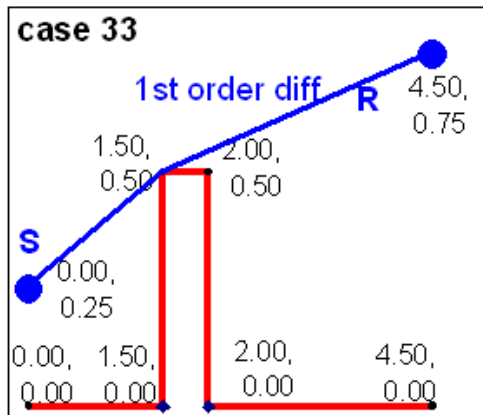
## OTL – Terrain Results contd.

- Results are very sensitive to 3d modelling
- 5cm shift of receiver to the left, improves match between measurements & simulation



## ISO 9613-2 Results

- Apparent deviations from measured data
- Lack of detail to interpret sound propagation mechanisms
- Ambiguity of the standard could allow different results



PART 5

# Conclusions

# ISO 9613-2

- Empirical method
- Simple in concept to be understood
- Simple to implement
- Widely used since its publication in 1996
- It has served the acoustical community well

But

- **Inaccurate and imprecise**

# Advanced calculation methods offer

Sound rays in a 3D environment carrying information on how to:

- Lose intensity vs distance
- Interact with atmosphere, turbulence and refraction
- Reflect from objects
- Diffract around and scatter from objects
- In the near future, lose intensity through structures

In the future advanced calculation methods could offer....

One calculations engine for:

- Outdoor Sound Propagation
- Building acoustics
- Room acoustics
- Duct-borne sound transmission and others

But

- They are computationally expensive

- Nowadays technology allows the replacement of old empirical methods with new scientific methods
- Advanced calculation methods offer better results

But

- Their implementation in software applications should offer more answers than questions
- Users need a better understanding of the science behind them in order to properly interpret results
- They need to serve the user and not the other way round

We say,

**“The less time one needs to use a software application the better the application is”**



Thank you for your attention.

The question still remains:  
Why is ISO 9613-2 still the favourite  
method?

I would welcome some answers, questions or comments.