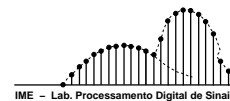
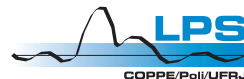


# Microphone-Array Signal Processing

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## *Outline*

1. Introduction and Fundamentals

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5. DoA Estimation with Microphone Arrays

# ***1. Introduction and Fundamentals***



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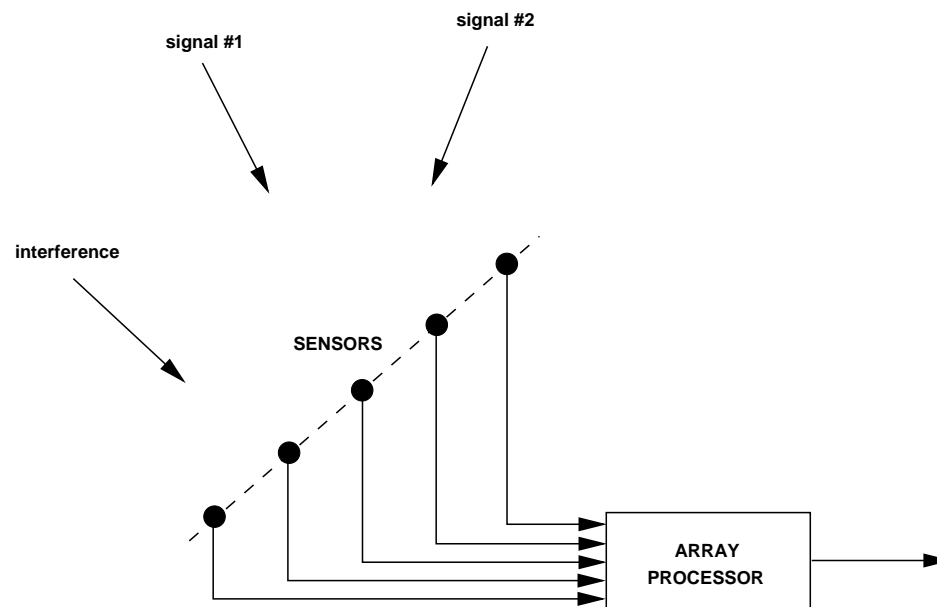
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## ***1.2 Signals in Space and Time***

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and

$$\nabla_{\mathbf{x}}^2(\cdot) = \frac{\partial^2(\cdot)}{\partial x^2} + \frac{\partial^2(\cdot)}{\partial y^2} + \frac{\partial^2(\cdot)}{\partial z^2}$$

respectively.

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where:  $c$  is the propagation speed,  $\vec{E}$  is the electric field intensity, and  $\mathbf{x} = [x \ y \ z]^T$  is a position vector.

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Note: From this point onwards the terms *wave* and *field* will be used interchangeably.

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where  $A$  is a complex constant and  $k_x$ ,  $k_y$ ,  $k_z$ , and  $\omega \geq 0$  are real constants.

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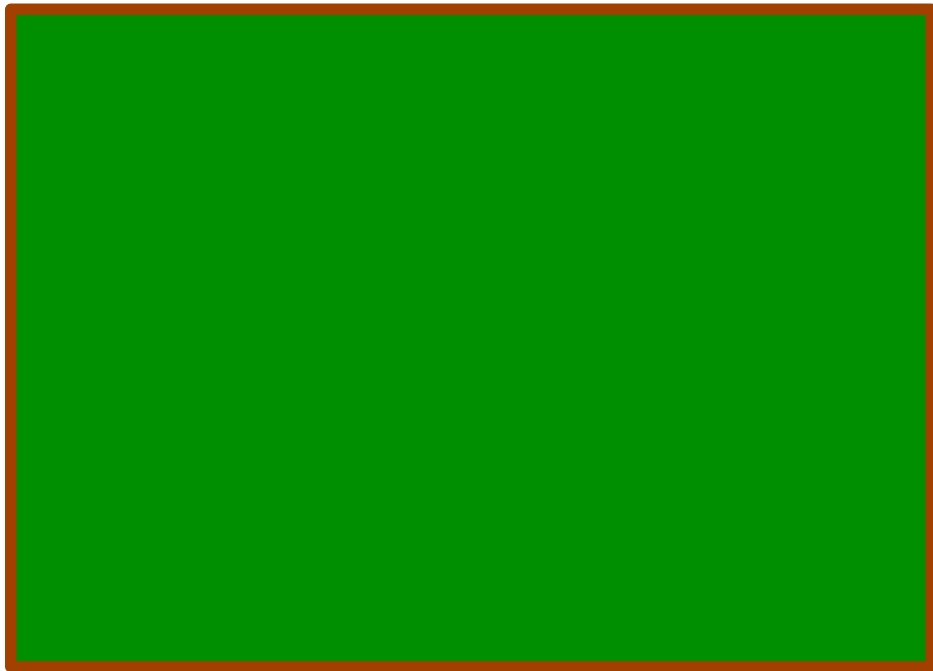
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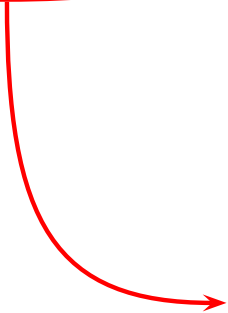




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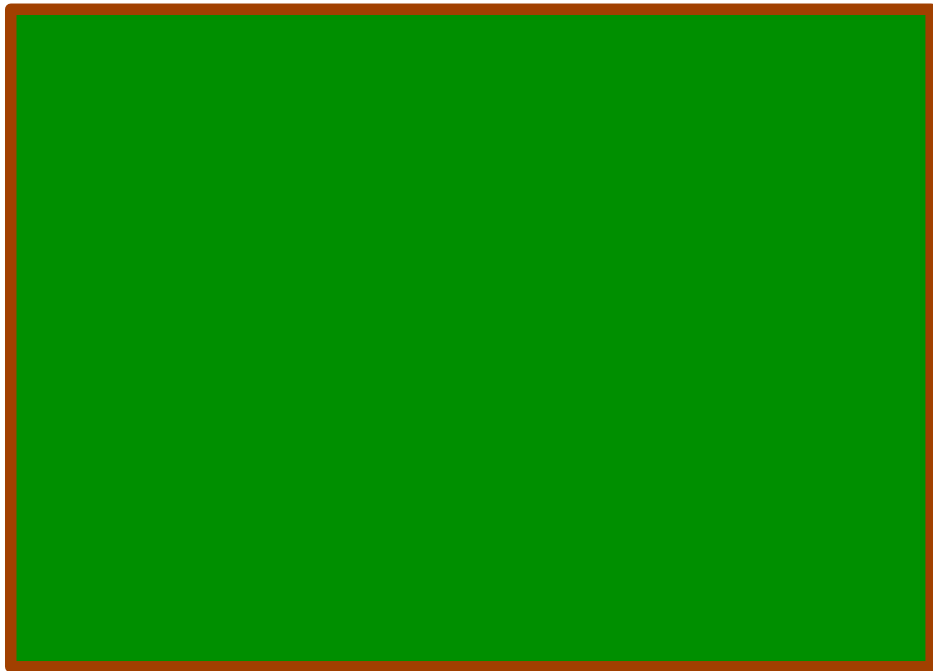
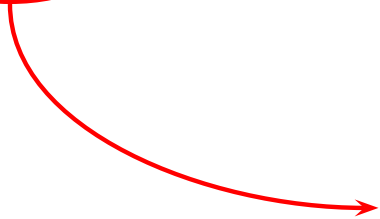
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$$k_x x + k_y y + k_z z = C$$

where  $C$  is a constant.

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The planes where  $s(\mathbf{x}, t)$  is constant are perpendicular to the wavenumber vector  $\mathbf{k}$

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Remember the constraints?

$$\|\mathbf{k}\|^2 = \omega^2 / c^2$$

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The wavenumber vector,  $\mathbf{k}$ , may be considered a *spatial frequency* variable, just as  $\omega$  is a *temporal frequency* variable.

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We may rewrite the wave equation as

$$\begin{aligned} s(\mathbf{x}, t) &= Ae^{j(\omega t - \mathbf{k}^T \mathbf{x})} \\ &= Ae^{j\omega(t - \boldsymbol{\alpha}^T \mathbf{x})} \end{aligned}$$

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As  $c = \omega/\|\mathbf{k}\|$ , vector  $\boldsymbol{\alpha}$  has a magnitude which is the reciprocal of  $c$ .



## *Periodic propagating periodic waves*

Any arbitrary periodic waveform  $s(\mathbf{x}, t) = s(t - \boldsymbol{\alpha}^T \mathbf{x})$  with fundamental period  $\omega_0$  can be represented as a sum:

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The coefficients are given by

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- The various components of  $s(\mathbf{x}, t)$  have different frequencies  $\omega = n\omega_0$  and different wavenumber vectors,  $\mathbf{k}$ .
- The waveform propagates in the direction of the slowness vector  $\boldsymbol{\alpha} = \mathbf{k}/\omega$ .

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We will come back to this later...