



Simulation of Sound and Vibrations in Porous Media using COMSOL Multiphysics

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Why numerical simulations?

- You can solve your equation analytically in an infinite medium / on the unit square, circle, etc...

$$U(r, t) = 1 - 2 \sum_{n=1}^{\infty} \frac{J_0\left(\frac{\alpha_n r}{a}\right)}{\alpha_n J_1(\alpha_n)} e^{-\alpha^2}$$

Why numerical simulations?

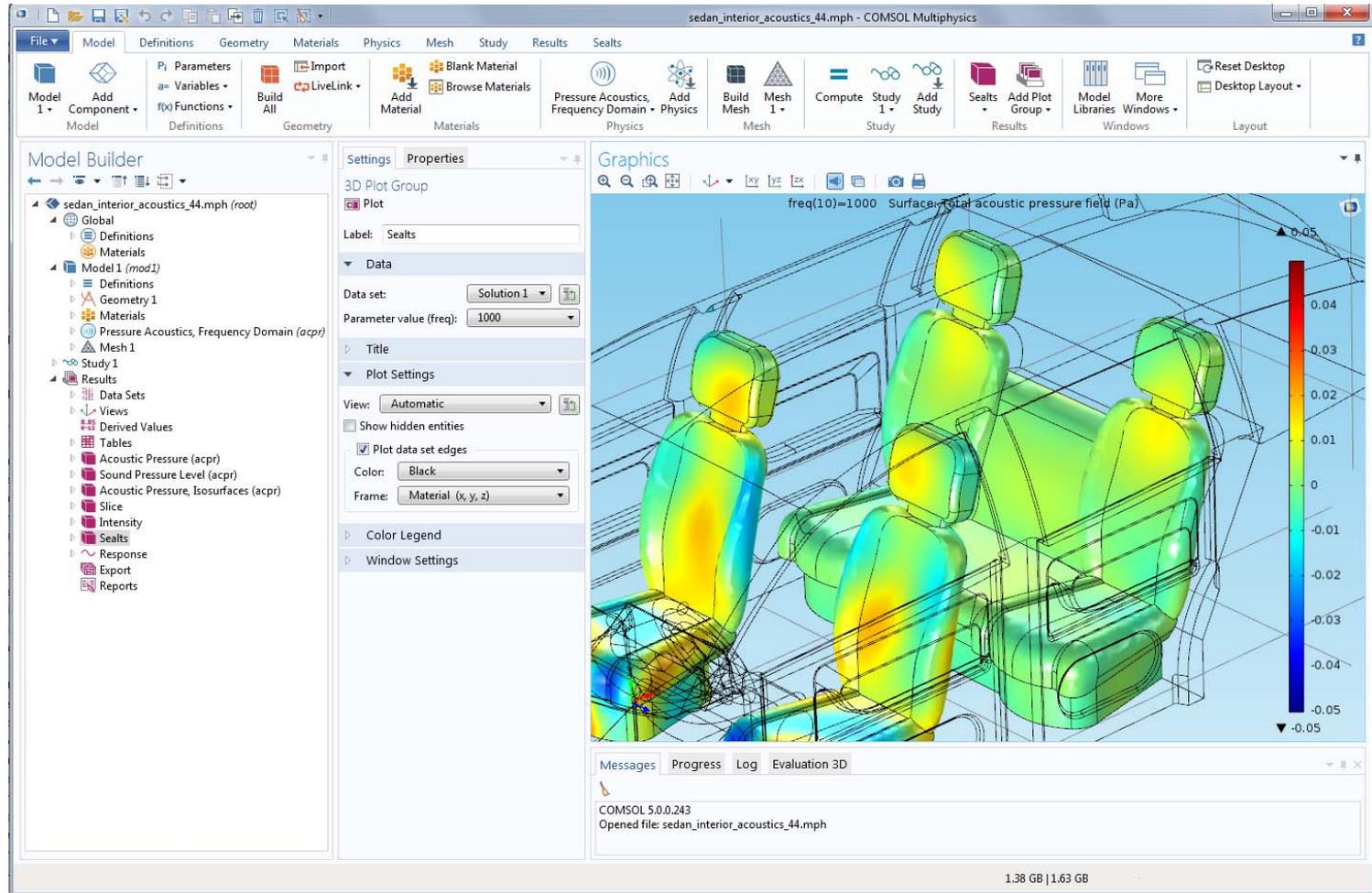
- But what about here?



$U(x, y, z, t) = \text{I don't know!}$

Why COMSOL?

- Pressure Acoustics
- Poroacoustics (equivalent porous models)
- Poroeleastic Waves
- Your own arbitrary equation
 - Specify anything in terms of anything
 - Visualize anything, extract arbitrary results
 - Nonlocal model couplings



Pressure Acoustics

- Acoustic wave equation valid for non-viscous fluids, solving for acoustic pressure p

$$\nabla \cdot \left(-\frac{1}{\rho_c} (\nabla p_t - \mathbf{q}_d) \right) - \frac{k_{eq}^2 p_t}{\rho_c} = Q_m$$

$$p_t = p + p_b$$

$$k_{eq}^2 = \left(\frac{\omega}{c_c} \right)^2$$

- Use different definitions of ρ_c , c_c to represent porous media

Example: Delany-Bazley-Miki

$$\nabla \cdot \frac{1}{\rho_c} (\nabla p_t - \mathbf{q}_d) - \frac{k_{eq}^2 p_t}{\rho_c} = Q_m$$

$$\rho_t = \rho + \rho_b$$

$$k_{eq}^2 = \left(\frac{\omega}{c_c}\right)^2$$

$$c_c = \frac{c}{\left(1 + C_1 \left(\rho_f \frac{f}{R_f}\right)^{-C_2} - i C_3 \left(\rho_f \frac{f}{R_f}\right)^{-C_4}\right)}$$

$$\rho_c = \frac{\rho_f c}{c_c} \left(1 + C_5 \left(\rho_f \frac{f}{R_f}\right)^{-C_6} - i C_7 \left(\rho_f \frac{f}{R_f}\right)^{-C_8}\right)$$

$$\epsilon_p \approx 1, \quad 10^3 < R_f < 50 \cdot 10^3 \text{ Pa} \cdot \text{s/m}^2$$

$$0.01 < \frac{\rho_f \cdot f}{R_f} < 1$$

Other poroacoustics models

- Delany-Bazley-Miki
- Zwikker-Kosten
- Attenborough
- Wilson
- Johnson-Champoux-Allard
- Johnson-Champoux-Allard-Lafarge
- Johnson-Champoux-Allard-Pride-Lafarge

Poroacoustics in the GUI

The screenshot displays the COMSOL Multiphysics GUI for a Poroacoustics model. The left sidebar shows the model tree with 'Poroacoustics 1' selected under 'Equation View'. The main panel is divided into sections for 'Poroacoustics model', 'Fluid Properties', and 'Porous Matrix Properties'.

Poroacoustics model:
Delany-Bazley-Miki

Fluid Properties

Fluid material: Domain material

Speed of sound: c From material

Density: ρ_f From material

Porous Matrix Properties

Porous elastic material: Domain material

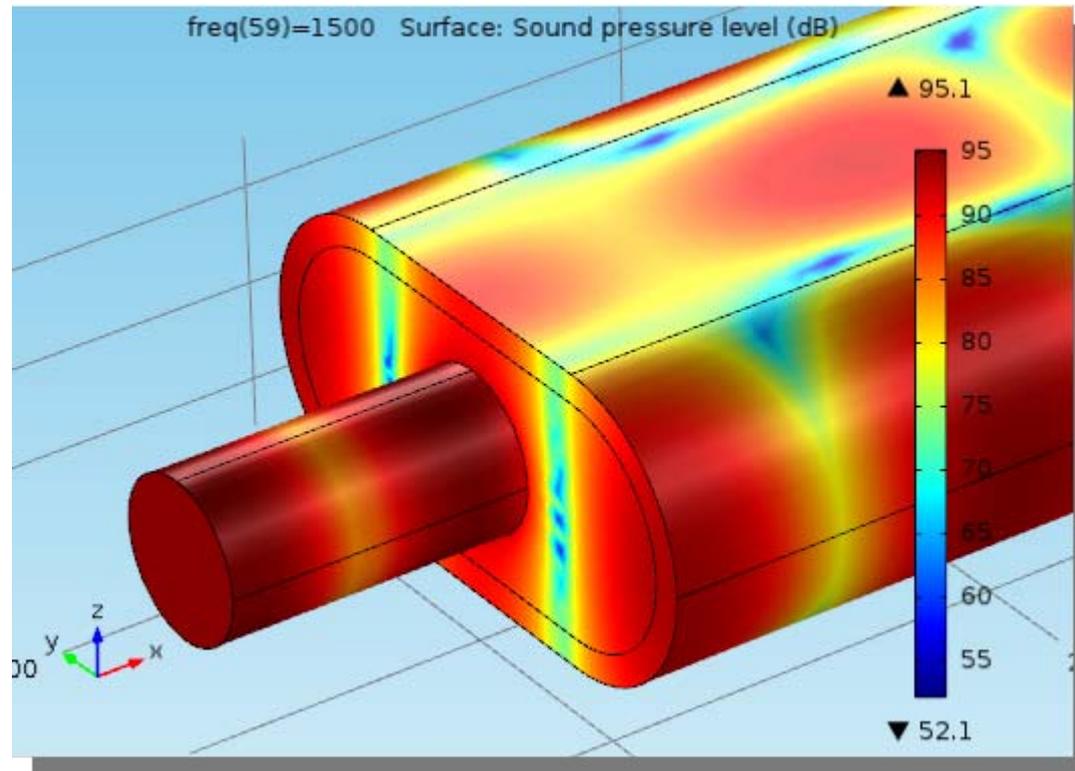
Flow resistivity: R_f User defined

R_f Pa·s/m²

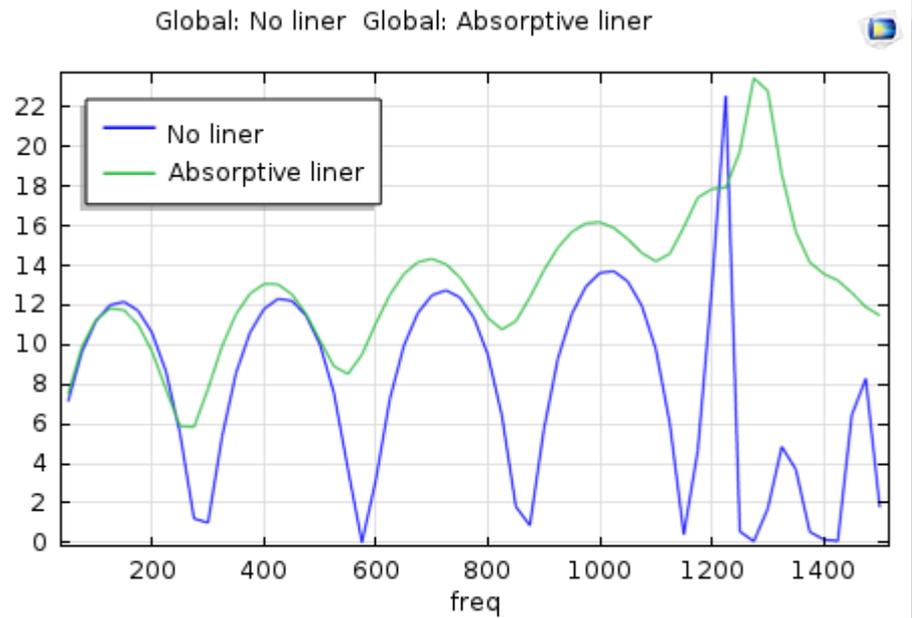
Constants: Delany-Bazley

The 3D visualization on the right shows a blue cylindrical porous medium with a central hole. A coordinate system (x, y, z) is visible at the bottom left of the visualization.

Results



Results

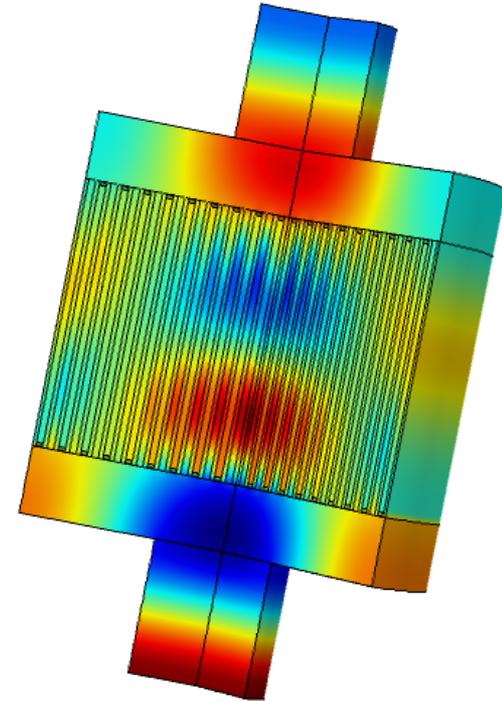


Poroelastic Waves

- Solve both for deformations in solid phase and pressure in fluid phase
- Higher memory consumption
- Longer simulation time
- More material parameters needed
- But highly accurate results!

Poroelastic Waves

- Precise modeling of acoustics in porous materials
- Predefined multiphysics couplings:
 - Acoustic-Porous Boundary for coupling porous matrix displacement and pressure of saturating fluid to pressure in fluid.
 - Porous-Structure Boundary for coupling porous matrix displacement to solids
- Based on Biot theory
 - Fast and slow compressional waves
 - Shear waves



Acoustics of a Particulate-Filter-Like System model from the Model Library. Pressure distribution at $f = 1700$ Hz

Poroelastic Waves Equation

- Material parameters:
 - Drained bulk modulus
 - Drained shear modulus
 - Drained density
 - Porosity
 - Permeability
 - Biot-Willis coefficient
 - Tortuosity factor

$$-\left(\rho_{av} - \frac{\rho_f^2}{\rho_c}\right)\omega^2 \mathbf{u} - \nabla \cdot \mathbf{S} = F_v e^{i\phi} + \frac{\rho_f}{\rho_c} \nabla p$$

$$\rho_{av} = \rho_d + \epsilon_p \rho_f, \quad \rho_c = \frac{\tau_\infty \rho_f}{\epsilon_p} + \frac{\tilde{\mu}_f}{i\omega \kappa_p}, \quad \tilde{\mu}_f = \mu_f$$

$$\mathbf{S} - \mathbf{S}_0 = \mathbf{C} : (\boldsymbol{\epsilon} - \boldsymbol{\epsilon}_0 - \boldsymbol{\epsilon}_{inel}) - \alpha_B \rho \mathbf{l}$$

$$\boldsymbol{\epsilon} = \frac{1}{2} [(\nabla \mathbf{u})^T + \nabla \mathbf{u}]$$

$$\nabla \cdot -\frac{1}{\rho_c} (\nabla p - \omega^2 \rho_f \mathbf{u}) - \frac{k_{eq}^2 \rho}{\rho_c} = \omega^2 \alpha_B \nabla \cdot \mathbf{u}$$

$$k_{eq}^2 = \left(\frac{\omega^2}{M}\right) \rho_c, \quad \frac{1}{M} = \epsilon_p \chi_f + \frac{\alpha_B - \epsilon_p}{K} (1 - \alpha_B)$$

Your Own Equations

- Set up arbitrary systems of PDEs
- Use COMSOL's geometry, mesh, solvers

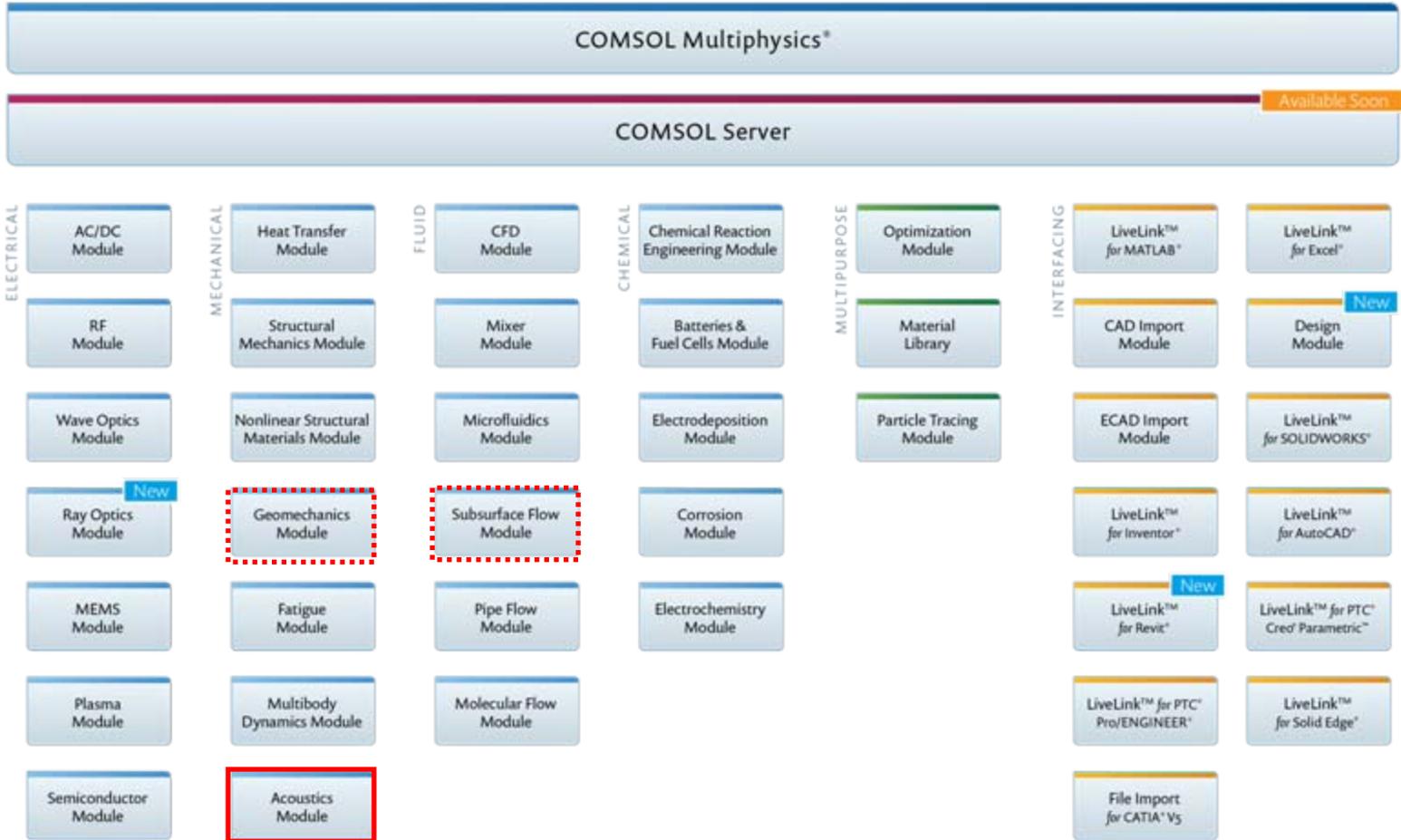
$$e_a \frac{\partial^2 \mathbf{u}}{\partial t^2} + d_a \frac{\partial \mathbf{u}}{\partial t} + \nabla \cdot (-c \nabla \mathbf{u} - \alpha \mathbf{u} + \gamma) + \beta \cdot \nabla \mathbf{u} + a \mathbf{u} = f$$

$$\mathbf{u} = [u_1, u_2, u_3]^T$$

$$\nabla = \left[\frac{\partial}{\partial x}, \frac{\partial}{\partial y}, \frac{\partial}{\partial z} \right]$$

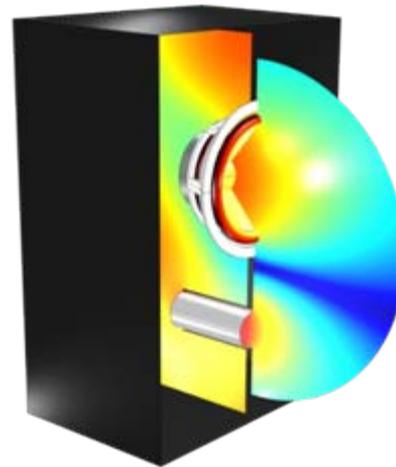
- Find others' work at www.comsol.com/papers

Product Suite – COMSOL 5.0



More Acoustics in COMSOL

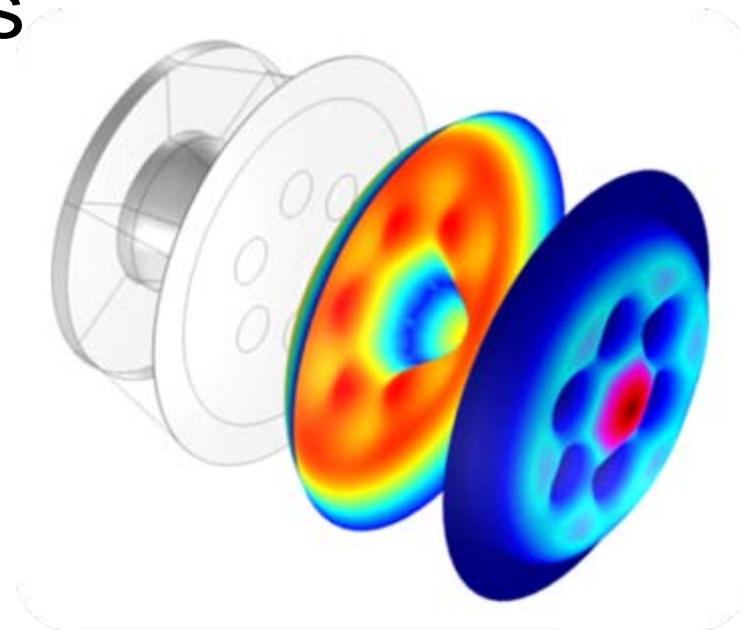
- Electroacoustics
 - Speakers



*SPL in and outside a
vented loudspeaker
cabinet.*

More Acoustics in COMSOL

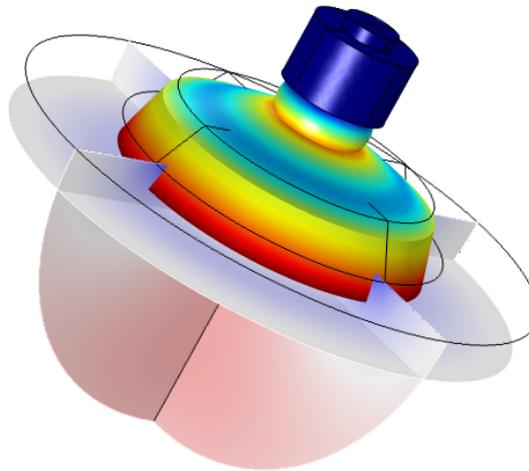
- Electroacoustics
 - Speakers
 - Microphones



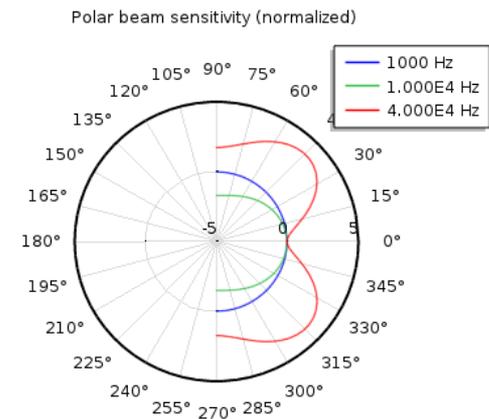
*Brüel and Kjær type 4134
condenser microphone. Model
courtesy: Brüel and Kjær.*

More Acoustics in COMSOL

- Electroacoustics
 - Speakers
 - Microphones
 - Transducers

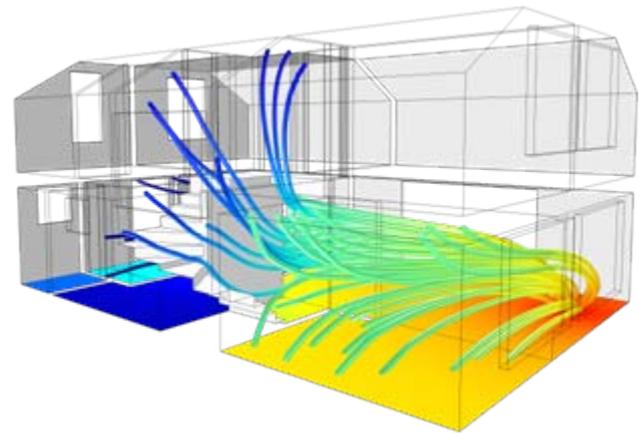


*Tonpitz Piezoelectric
transducer*



More Acoustics in COMSOL

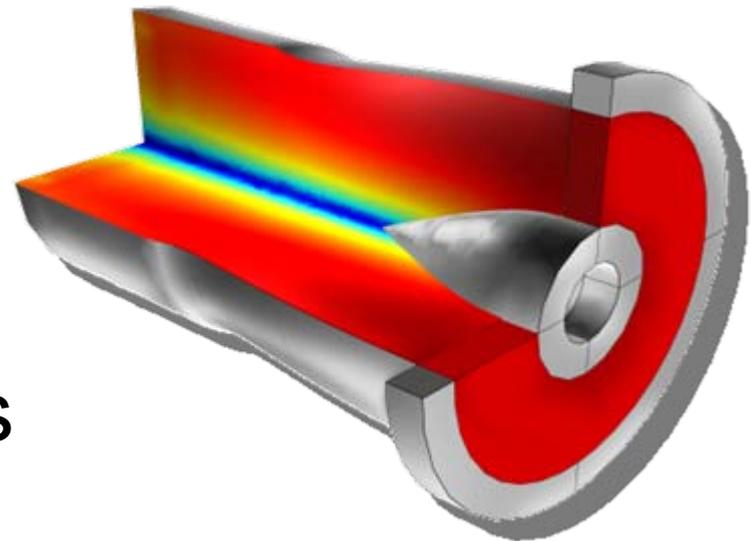
- Electroacoustics
 - Speakers
 - Microphones
 - Transducers
- Geometrical acoustics



Acoustic diffusion inside a two story single-family home

More Acoustics in COMSOL

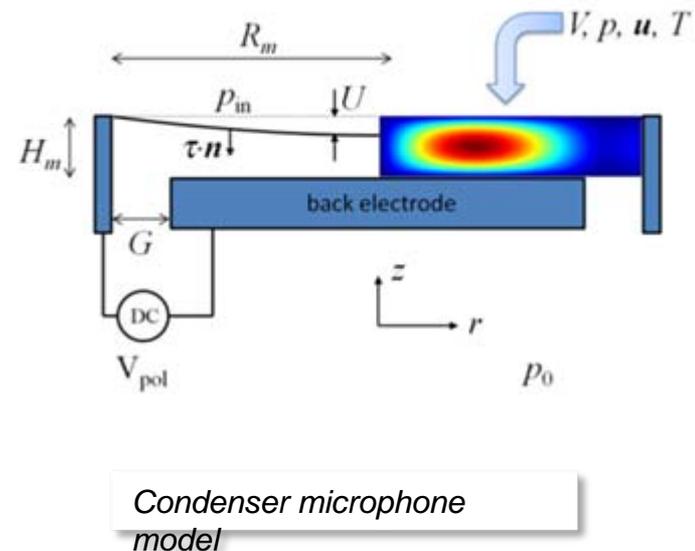
- Electroacoustics
 - Speakers
 - Microphones
 - Transducers
- Geometrical acoustics
- Aeroacoustics



Noise emitted from a jet engine

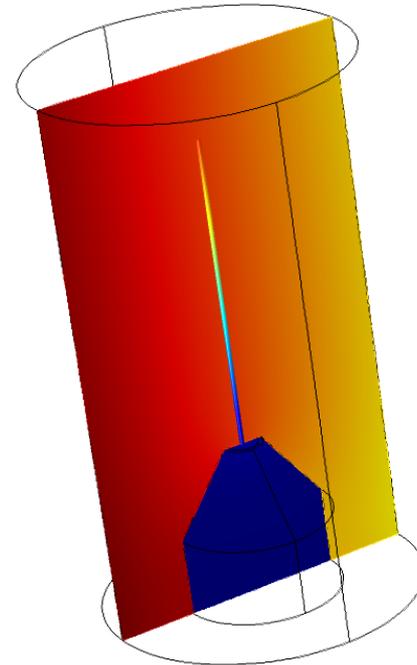
More Acoustics in COMSOL

- Electroacoustics
 - Speakers
 - Microphones
 - Transducers
- Geometrical acoustics
- Aeroacoustics
- Thermoacoustics



More Acoustics in COMSOL

- Electroacoustics
 - Speakers
 - Microphones
 - Transducers
- Geometrical acoustics
- Aeroacoustics
- Thermoacoustics
- Pipe Acoustics



*Probe Tube Microphone, modeled
part in 1D pipe, part in 3D volume*

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