

Appendix 11.1 Glossary of Acoustic Terminology



Appendix 11.1

GLOSSARY OF ACOUSTIC TERMINOLOGY

dB(A)

The human ear is less sensitive to low (below 125 Hz) and high (above 16 kHz) frequency sounds. A sound level meter can be used to duplicate the ear's variable sensitivity to sound across a spectrum of frequencies. This is achieved by building a filter into the instrument with a similar frequency response to that of the average ear. This is called an "A-weighting filter". Measurements of sound made with this filter are called A-weighted sound level measurements and the unit is dB(A).

$L_{eq,T}$

The sound from noise sources often fluctuates widely during a given period of time. An average value can be measured, the equivalent sound pressure level L_{eq} . The L_{eq} is the equivalent sound level which would deliver the same sound energy as the actual fluctuating sound measured in the same time period (T).

$L_{10,T}$

This is the minimum level exceeded for not more than 10% of the time period (T). This parameter is often used as a "not to exceed" criterion for noise.

$L_{90,T}$

This is the minimum level exceeded for not more than 90% of the time period (T). This parameter is often used as a descriptor of "background noise" for environmental impact studies.

L_{fmax}

This is the maximum sound pressure level that has been measured over a period using a fast time constant.

Octave Bands

In order to completely determine the composition of a sound it is necessary to determine the sound level at each frequency individually. Usually, values are stated in octave bands. The audible frequency region is divided into 10 such octave bands whose centre frequencies are defined in accordance with international standards.

Addition of noise from several sources

Noise from different sound sources combine, on a logarithmic scale, to produce a sound level higher than that from any individual source. Two equally intense sound sources operating together produce a sound level which is 3 dB higher than one alone and 3 identical sources produce a 5 dB higher sound level.

Attenuation by distance

Sound which propagates from a point source in free air attenuates by 6 dB for each doubling of distance from the noise source. Sound energy from line sources (e.g. stream of cars) drops off by 3 dB for each doubling of distance.

Subjective impression of noise

Sound intensity is not perceived directly at the ear; rather it is transferred by the complex hearing mechanism to the brain where acoustic sensations can be interpreted as loudness. This makes hearing perception highly individualised. Sensitivity to noise also depends on frequency content, time of occurrence, duration of sound and psychological factors such as emotion and expectations. The following table is a reasonable guide to help explain increases or decreases in sound levels for many acoustic scenarios.

Table 11.24: Subjective change in loudness against decibel increase

Change in sound level (dB)	Change in perceived loudness
1	Imperceptible
3	Just barely perceptible
6	Clearly noticeable
10	About twice as loud
20	About 4 times as loud

Barriers

Outdoor barriers can be used to reduce environmental noises, such as traffic noise. The effectiveness of barriers is dependent on factors such as its distance from the noise source and the receiver, its height and its construction.

Reverberation control

When sound falls on the surfaces of a room, part of its energy is absorbed and part is reflected back into the room. The amount of reflected sound defines the reverberation of a room, a characteristic that is critical for spaces of different uses as it can affect the quality of audio signals such as speech or music. Excess reverberation in a room can be controlled by the effective use of sound-absorbing treatment on the surfaces, such as fibrous ceiling boards, curtains and carpets.

IANL

IANL or 'Internal Ambient Noise Level' refers to the recorded (or predicted) $L_{Aeq,T}$ within a dwelling, office, commercial unit or treatment space. IANL typically defines a design limit or range.