

Deliberate Nonlinear Design and Control of Loudspeakers

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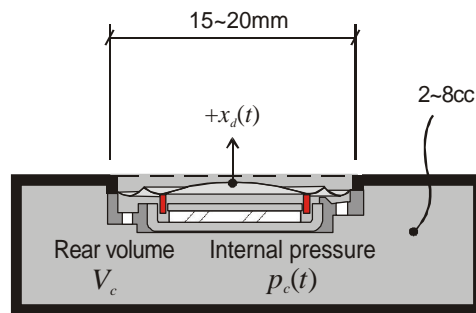
Symposium "Nonlinear Compensation of Loudspeakers"
Technical University of Denmark
Dec. 2, 2004

Overview

- Deliberate nonlinear design: the tradeoffs
- Controller: Architecture & general considerations
- Loudspeaker model: Alternatives & affects on controller
- Constructing a nonlinear compensation controller from a loudspeaker model
- Tuning the controller
- Optimal design with nonlinear control

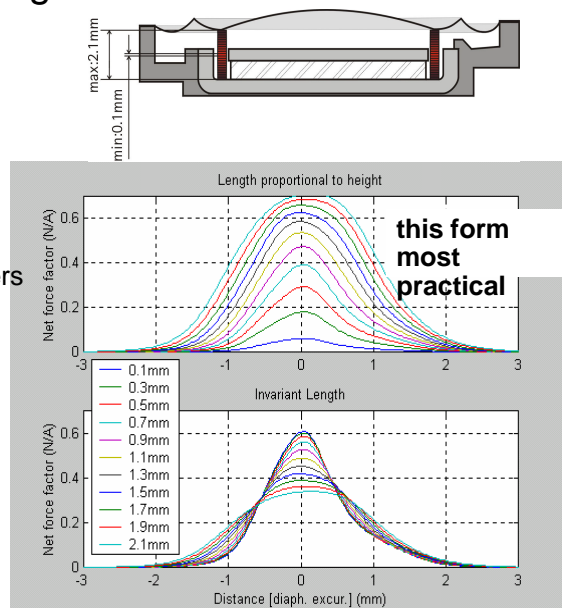
Typical Microspeaker

- $\varnothing 15 \sim 20\text{mm} \times 3\sim 5\text{ mm}$
- Standard electrodynamic motor
- Usage: Ring tones, FM radio, hands-free telephony
- Key engineering parameters
 - Voltage sensitivity
 - Size (including enclosures)



Deliberate Nonlinear Design: Shortening Coil Height

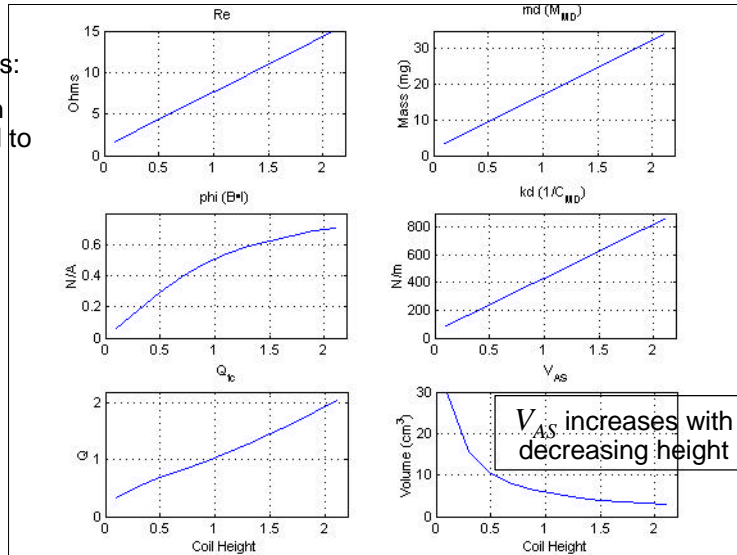
- Optimisation of coil height
 - Short height provides higher sensitivity
 - Large height reduces nonlinearity, sensitivity
- Simulation of basic parameters vs. coil height



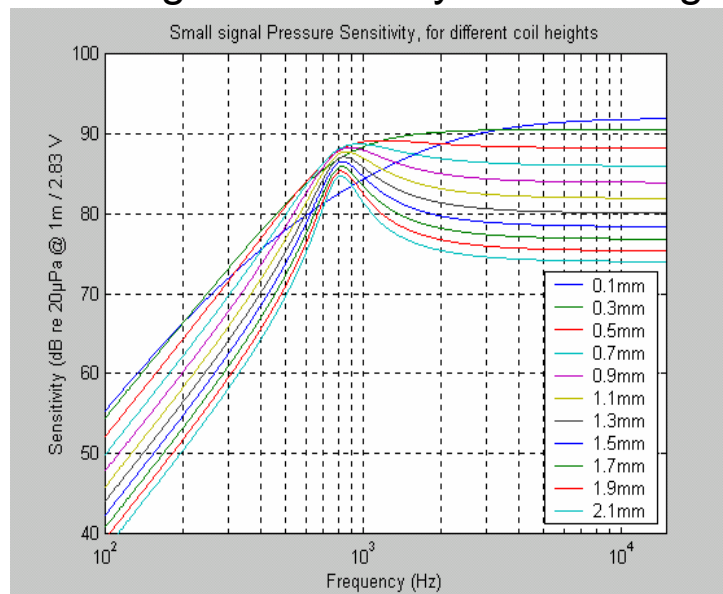
Change in basic parameters vs. coil height

Assumptions:

- Coil length proportional to height
- Constant resonance frequency



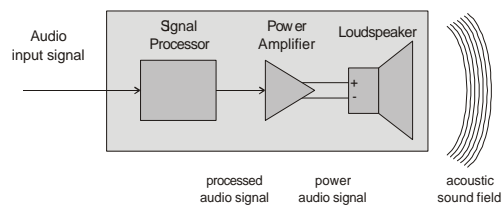
Small-signal sensitivity vs. coil height



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General considerations for a controller

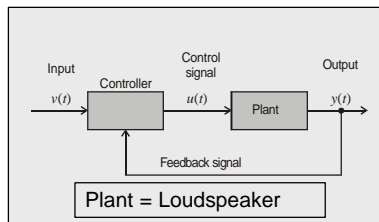


- Many audio products require DSP (MP3, dig. cellular telephony)
- Analogue:
 - + Can be designed from physical model (s-space; differential eqs.)
 - Drift problems
 - Not (easily) programmable
- Digital:
 - + Programmable
 - + Cheap (free?) HW – if already required
 - Algorithms very different from physical model

Architectures for nonlinear compensation

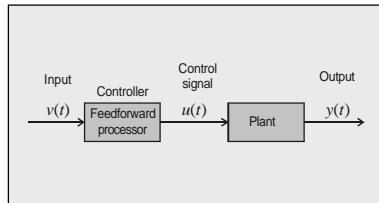
Feedback control

- Force $y(t)$ to follow $v(t)$



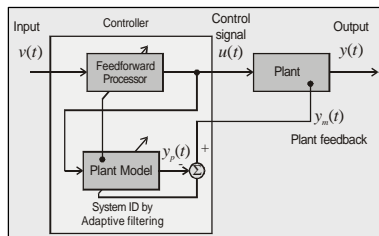
Feedforward control

- Model loudspeaker, compensate accordingly



Adaptive feedforward control

- System identification to update feedforward controller



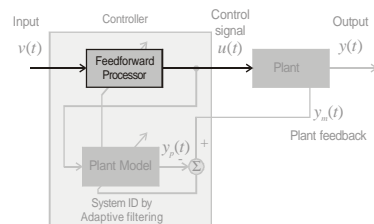
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Theoretical foundations for nonlinear compensation

Strategies (theoretical approach) for digital adaptive feedforward controller:

- | | |
|--|---|
| <ul style="list-style-type: none"> • Volterra series, discrete-time <ul style="list-style-type: none"> • Straightforward nonlinear theory: extension of linear system theory • Computationally expensive • Parameters have no physical interpretation <ul style="list-style-type: none"> • System ID difficult w/o expensive feedback sensor • Narmax-model, Neural-Network <ul style="list-style-type: none"> • Computationally cheaper than Volterra series • Parameters have no physical interpretation <ul style="list-style-type: none"> • System ID difficult w/o expensive feedback sensor • Feedback linearisation (inverse dynamics model) <ul style="list-style-type: none"> • Parameters with physical interpretation • System ID by indirect (inexpensive) feedback sensor • Same computational effort as Narmax model | <hr/> <p style="writing-mode: vertical-rl; transform: rotate(180deg);">Generic methods</p> <hr/> <p style="writing-mode: vertical-rl; transform: rotate(180deg);">Model-based methods</p> <hr/> |
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Feedback linearisation

Digital controller design: from plant model

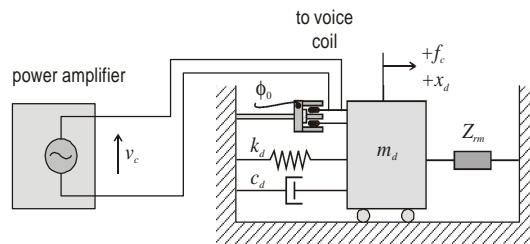
- Continuous time model
 - “Digitised” with numeric integrators
 - Model built from traditional LPM
 - Difficult parameter updating
- Discrete time model
 - Easy digital controller design
 - ? How to build model? (Ldspk. LPM is in continuous-time)

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Lumped-Parameter Nonlinear Loudspeaker Model

- Combination of electrical and mechanical LPM models
 - Acoustic dynamics treated as mechanical-equivalents
- Parameter variation with displacement produces nonlinearity
- Chief culprits:
 - $\phi(x)$: transduction coefficient
 - $k(x)$: suspension stiffness
- Nonlinear differential equations may be analysed by numerical integration, other methods.

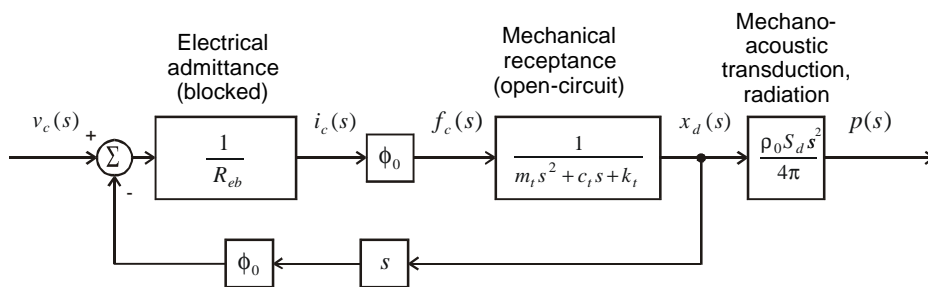


$$v_c(t) = R_{eb}i_c(t) + L_{eb}(x_d(t))\frac{di_c(t)}{dt} + \phi(x_d(t))\frac{dx_d(t)}{dt} + i_c(t)\frac{dL_{eb}(x_d(t))}{dx} \frac{dx_d(t)}{dt}$$

$$i_c(t)\phi(x_d(t)) = m_t(x_d(t))\frac{d^2x_d(t)}{dt^2} + c_t\frac{dx_d(t)}{dt} + k_t(x_d(t))x_d(t) - \frac{1}{2}i_c^2(t)\frac{dL_{eb}(x_d(t))}{dx_d(t)}$$

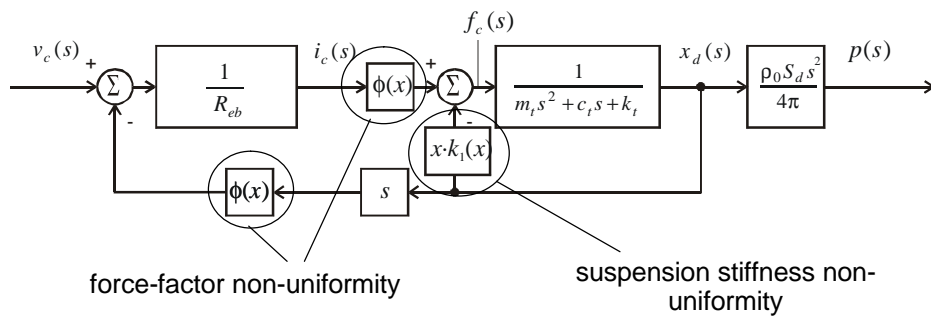
System dynamics view

- Linear model



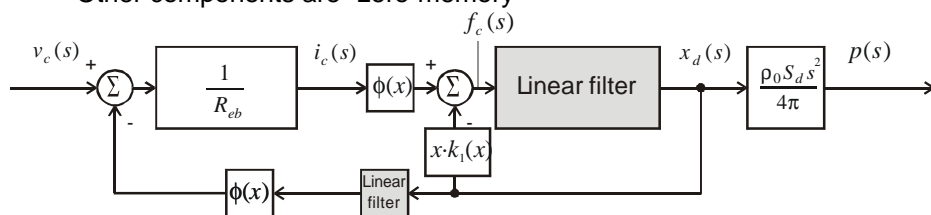
Adding nonlinear components

- Added as zero-memory nonlinear systems to linear model



DSP implementation of model

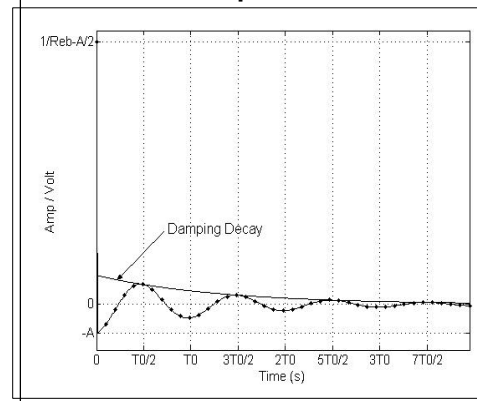
- Linear filters needed for:
 - Mechanical receptance
 - Differentiation
- Other components are “zero-memory”



FIR filter Mechanical Receptance

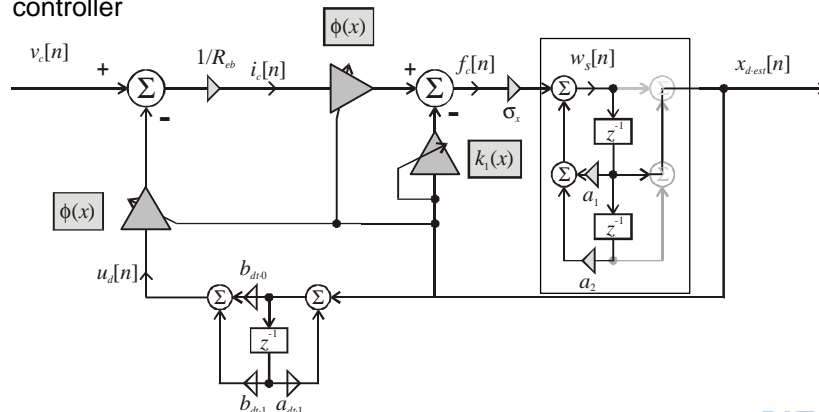
- FIR inherently stable – attractive for adaptive filtering
- Loudspeaker's mechanical dynamics are 'resonant'
 - Inefficiently modelled by all-zero filter

Example electrical admittance impulse response



IIR Filter for Mechanical Receptance

- Resonant behaviour modelled with low-order IIR filter
 - Same structure can be used to approximate differentiation
 - Nonlinear-elements are zero-memory systems: straightforward digital implementation
- Forms basis for *feedback linearisation*-based design of nonlinear controller

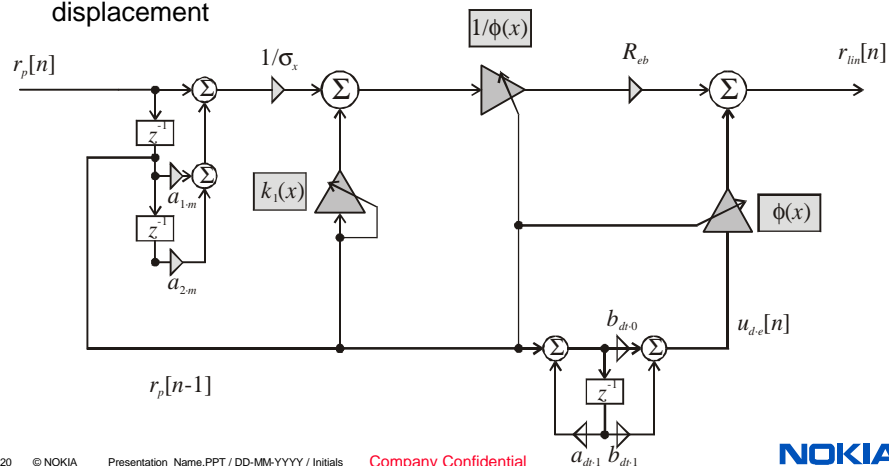


Overview

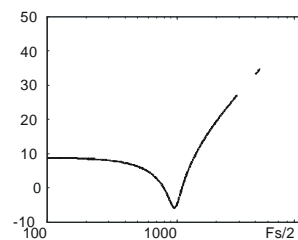
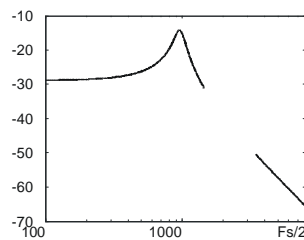
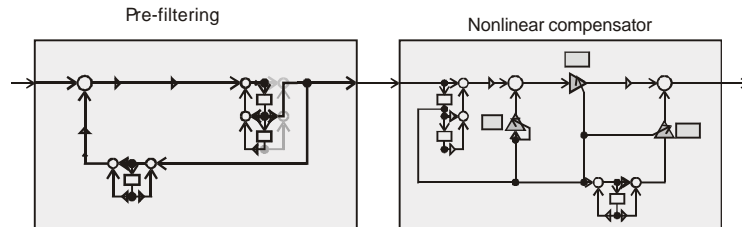
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Inverted digital model

- Algebraic inversion of voltage & displacement described by model
- Basis for nonlinear compensation algorithm
- Describes voltage that would have created some specified displacement



Complete nonlinear compensator



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- **Tuning the controller**
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Parametric drift and uncertainty

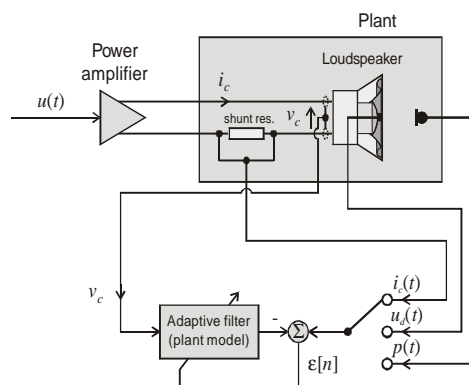
- Loudspeaker characteristics change with:
 - Manufacturing tolerances
 - Temperature variations

Parameter name	Symbol	Temperature Variation Coefficient	Manufacturing tolerance
DC-resistance	R_{eb}	$0.004 \cdot R_{eb} \cdot 0^\circ\text{C}$	$\pm 10\%$
Suspension damping	c_d	-0.05	± 10
Suspension stiffness	k_d	(none)	$\pm 30\%$
Transduction coefficient	ϕ_0	-0.005	n/a

- Parameter drift causes mistuning of feedforward controller
- Fatal problem for pure feedforward control
- Controller must be tuned to changes in the loudspeaker

Tracking Changes in the Loudspeaker

- System identification: Tracking changes using adaptive filtering



- Identified parameters are updated in pre-processor
- Measurement of electrical current, mechanical vibration, or acoustic pressure can be measured

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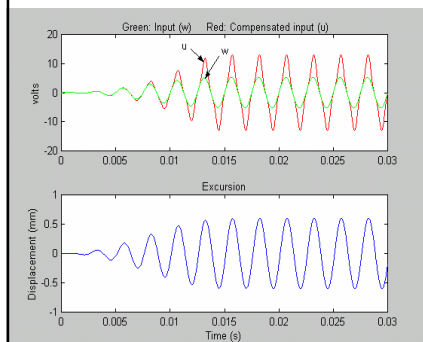
Simulation of effective sensitivity

- Effective sensitivity calculated as a function of coil height calculated

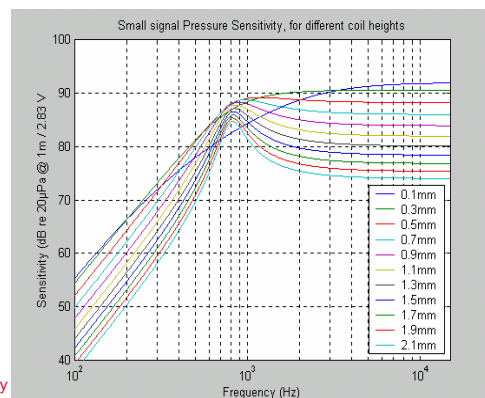
$$S_{eff} = \frac{1}{C_c} \frac{p_{lm}(s)}{v_c(s)} \Big|_{x \sim 0}$$

- C_c is additional amplifier output required for distortion compensation

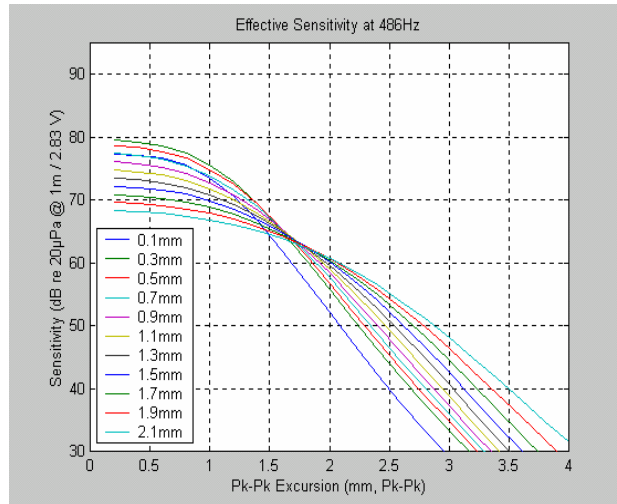
$$C_c = \frac{Pk(u)}{Pk(w)}$$



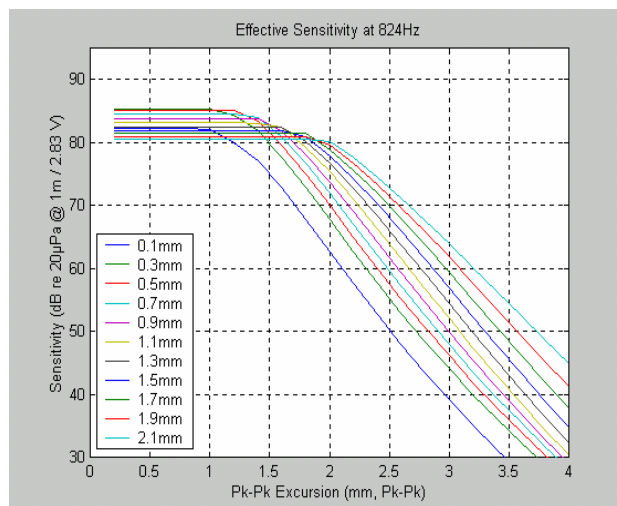
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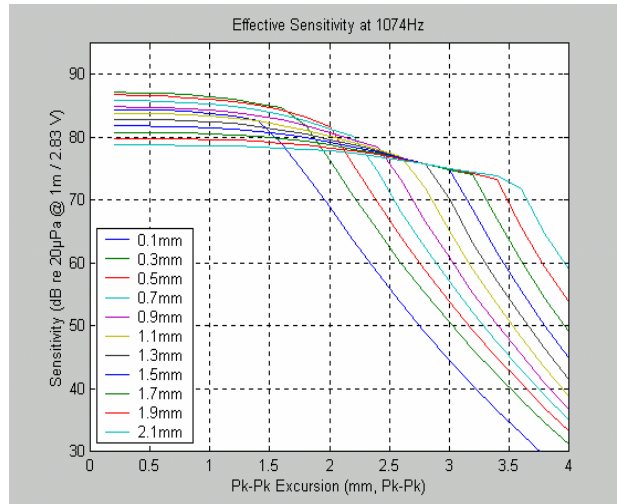
486Hz



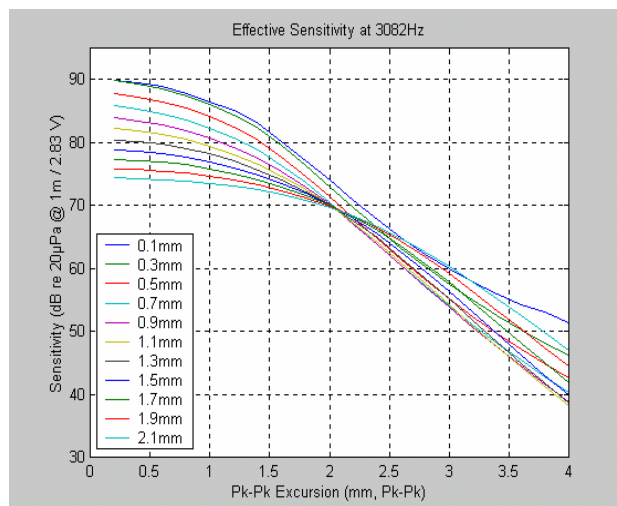
825Hz



1074Hz



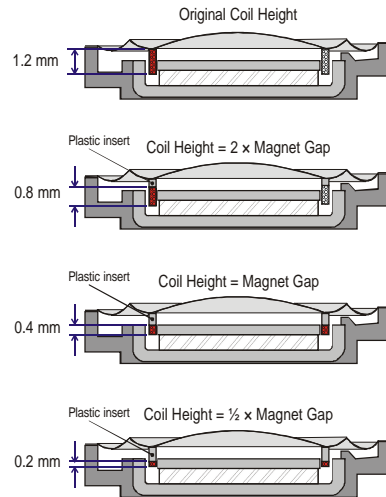
3082Hz



Measurement

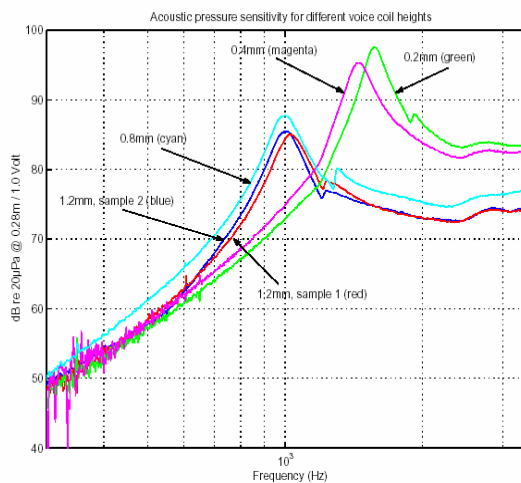
- Modified voice-coil height samples prepared for measurement
 - 1.2mm (standard height)
 - 0.8mm
 - 0.4mm
 - 0.2mm

Voice Coil Height



Linear FRF of shortened-height V-C samps.

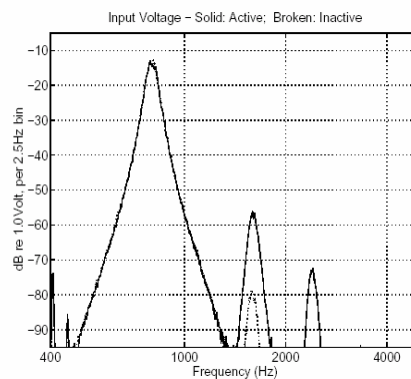
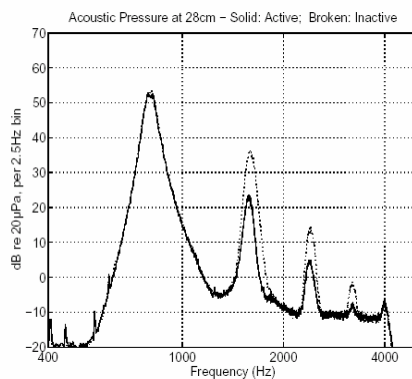
- Shorter heights provide higher sensitivity
- 0.2mm shows ~10dB higher voltage sensitivity, +4dB power efficiency



Compensation of distortion

Measurements from 0.2mm height coil

- Broken: No control
- Sold: With control



Conclusions

- Deliberate introduction of nonlinearity can increase loudspeaker sensitivity
- Nonlinearities can be compensated by digital processing
- Optimal design point not fully clear