

Acoustic devices based on Acoustic Metamaterials with positive parameters

José Sánchez-Dehesa

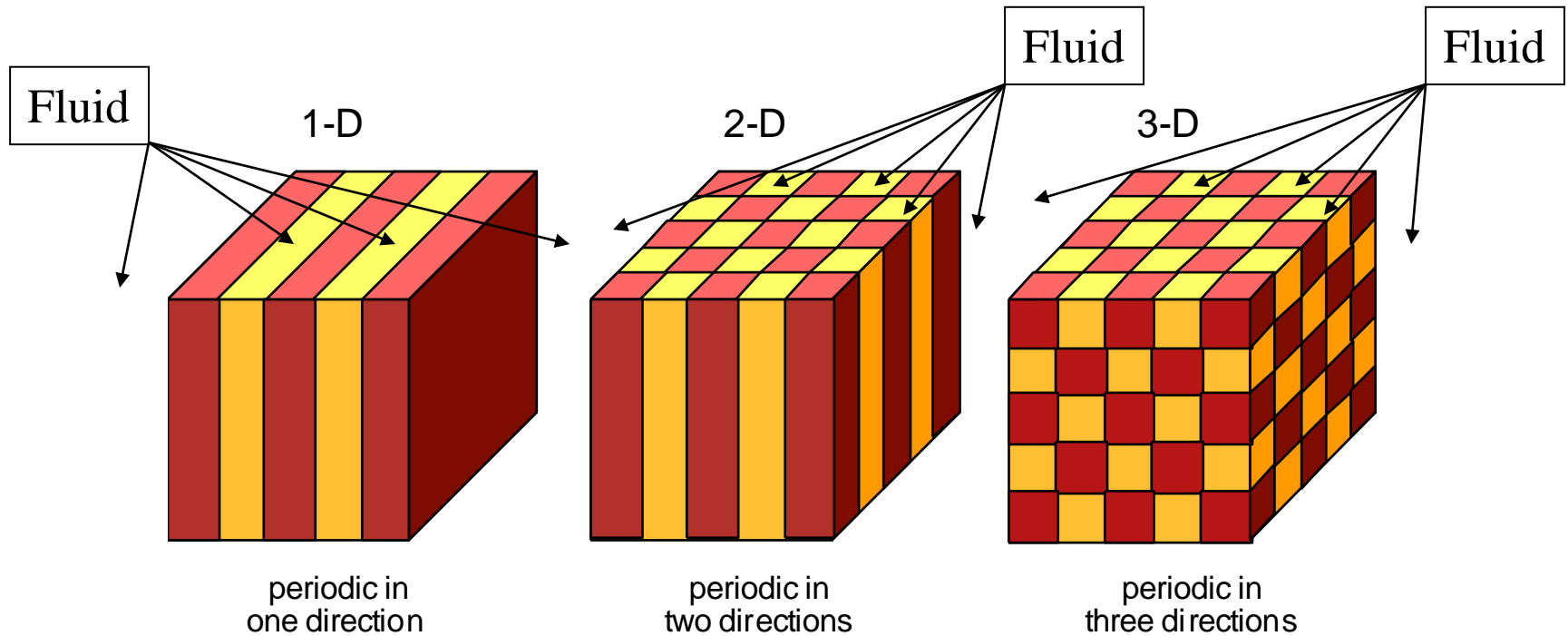
*Wave Phenomena Group, Department of Electronic Engineering
Universitat Politècnica de València, Spain*

Outline:

1. Sonic crystals / Phononic crystals
2. Acoustic metamaterials based on Sonic crystals
3. Acoustic lenses
4. Acoustic cloaks
5. Acoustic Black holes

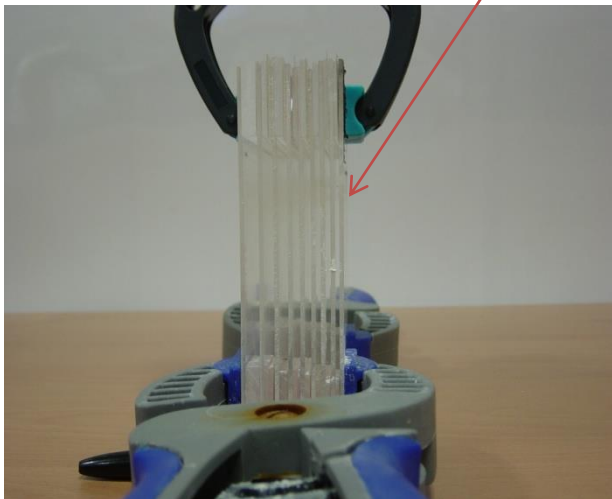
Sonic/Phononic Crystals

periodic media made of (at least!) two elastic or fluid materials



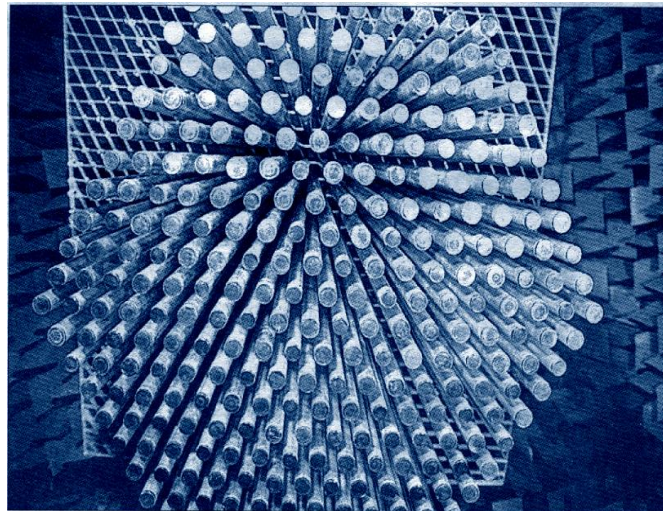
Phononic Crystals

1D plexiglass



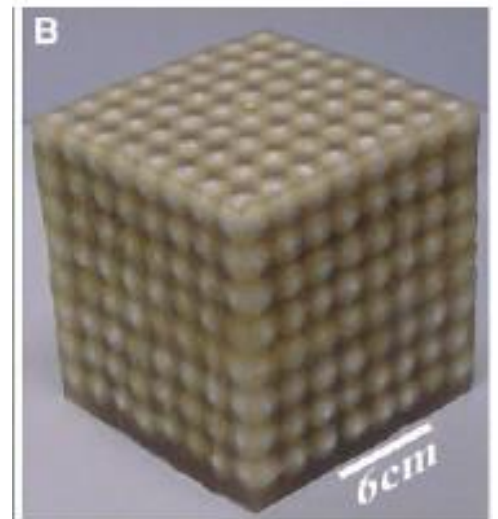
PRL, **98**, 134301 (2007)

2D



PRL, **80**, 5325 (1998)

3D



Science, **289**, 1739 (2000)

Pioneering work on Phononic Crystals

ACOUSTICAL PROPERTIES OF A THINLY LAMINATED MEDIUM*

Sov. Phys. Acoustics (1958)

S. M. Rytov

$$\cos k(a+b) = \cos k_1 a \cos \bar{k}_1 b - \frac{1+x^2}{2x} \sin k_1 a \sin \bar{k}_1 b,$$

ELASTIC AND ACOUSTIC WAVE BAND STRUCTURE

M. M. SIGALAS

Department of Physics and Astronomy, Iowa State University, Ames, Iowa 50011, U.S.A.

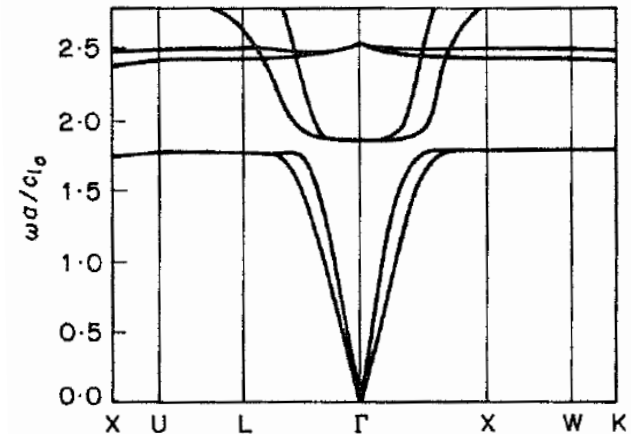
AND

E. N. ECONOMOU

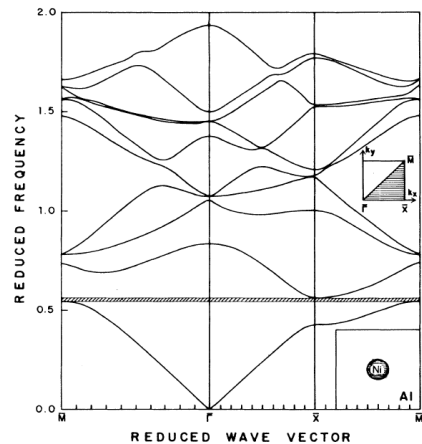
Department of Physics, University of Crete, 714 09, Crete, Greece

J. Sound and Vibration (1992)

FCC lattice of spheres (3D)



Square lattice of Ni cylinders in Al (2D)



Phys. Rev. Lett. (1993)

Acoustic Band Structure of Periodic Elastic Composites

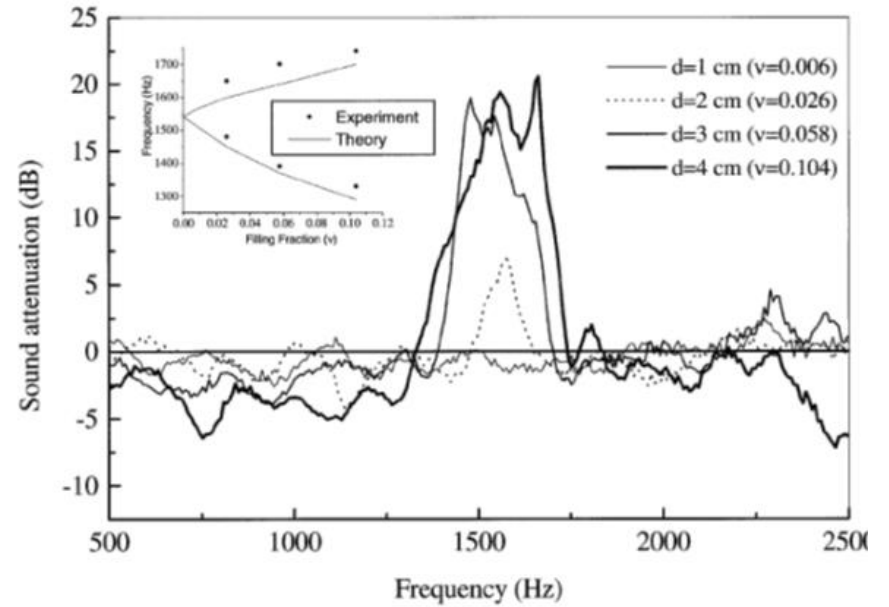
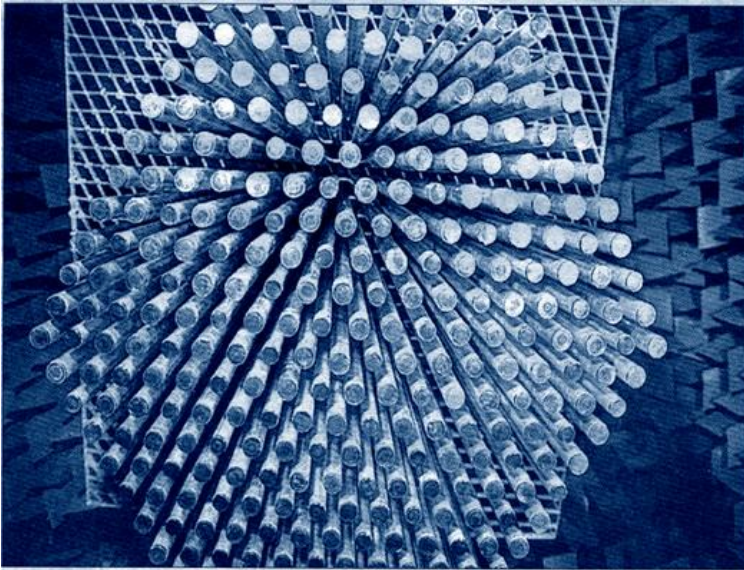
M. S. Kushwaha,¹ P. Halevi,^{1,2} L. Dobrzynski,³ and B. Djafari-Rouhani³

¹*Instituto de Física de la Universidad Autónoma de Puebla, Apdo. Post. J-48, Puebla, Puebla 72570 México*

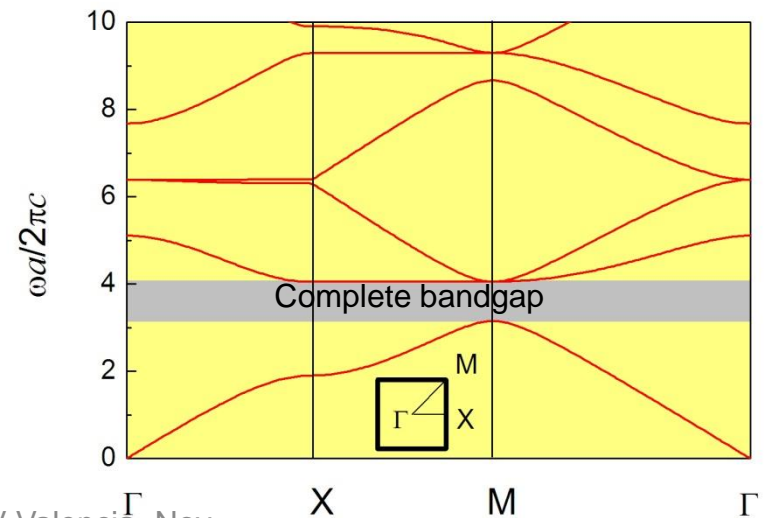
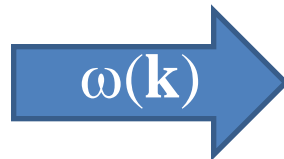
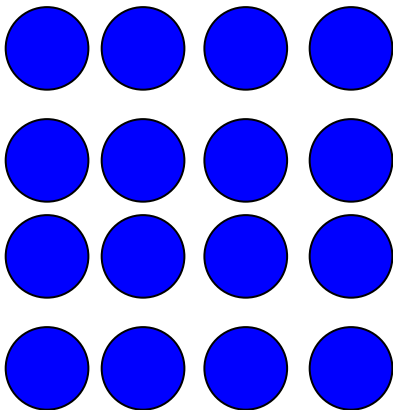
²*Centro de Investigación en Física de la Universidad de Sonora, Apdo. Post. 5-088, Hermosillo, Sonora 83190, México*

³*Laboratoire de Dynamique et Structure des Matériaux Moléculaires, Centre National de la Recherche Scientifique, Université de Lille I, Unité Fondamentale de Recherche de Physique, Bâtiment P5, 59655 Villeneuve D'Ascq Cedex, France*

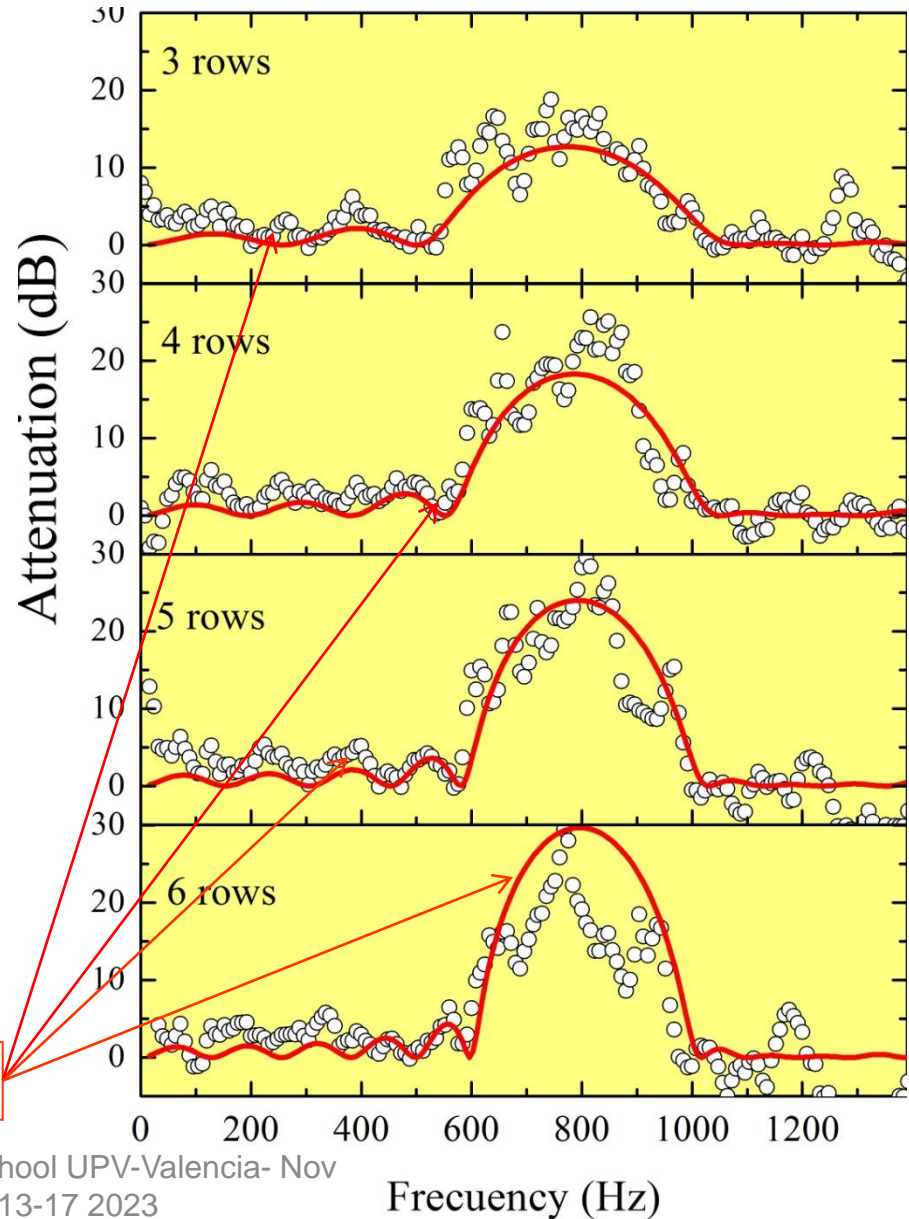
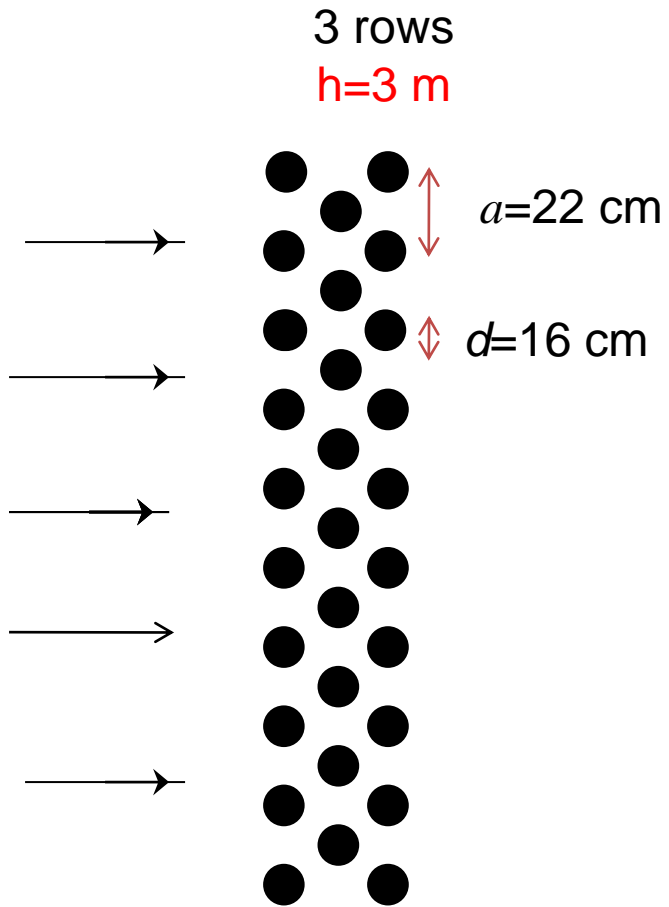
Transmission features of sonic crystals



$f=0.4$

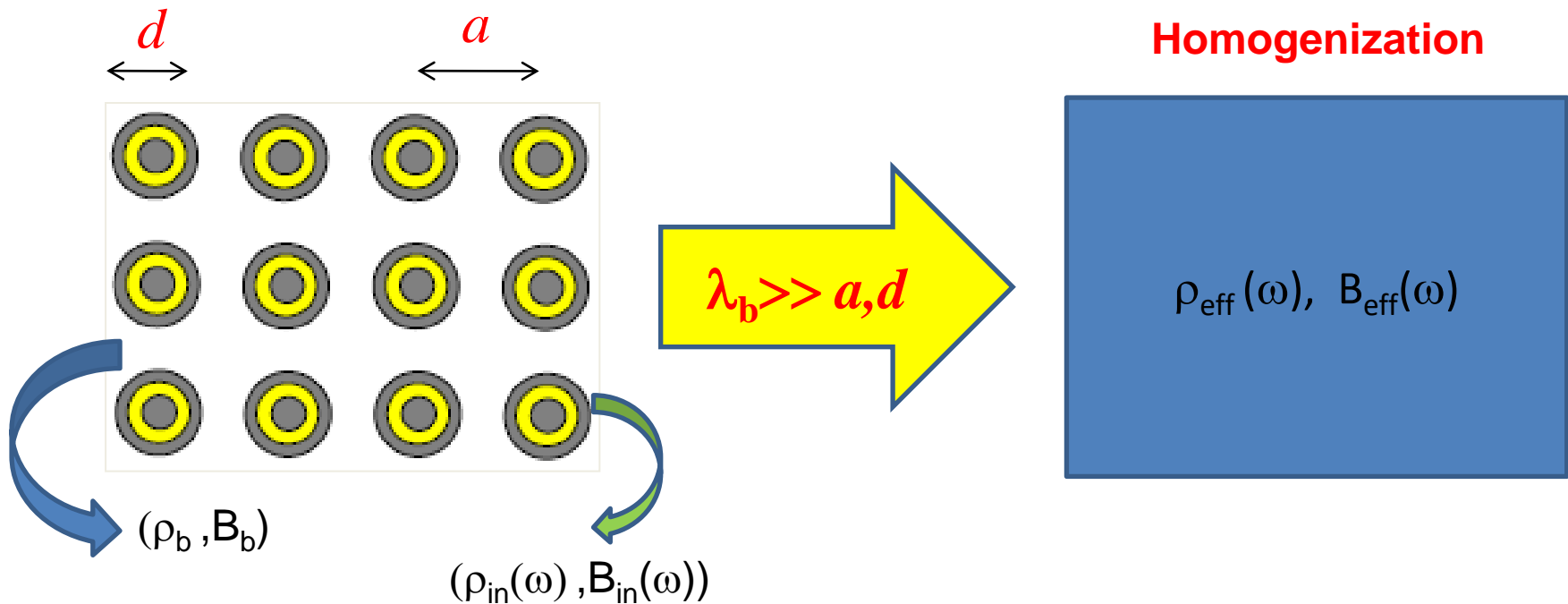


What is the minimum number of rows?



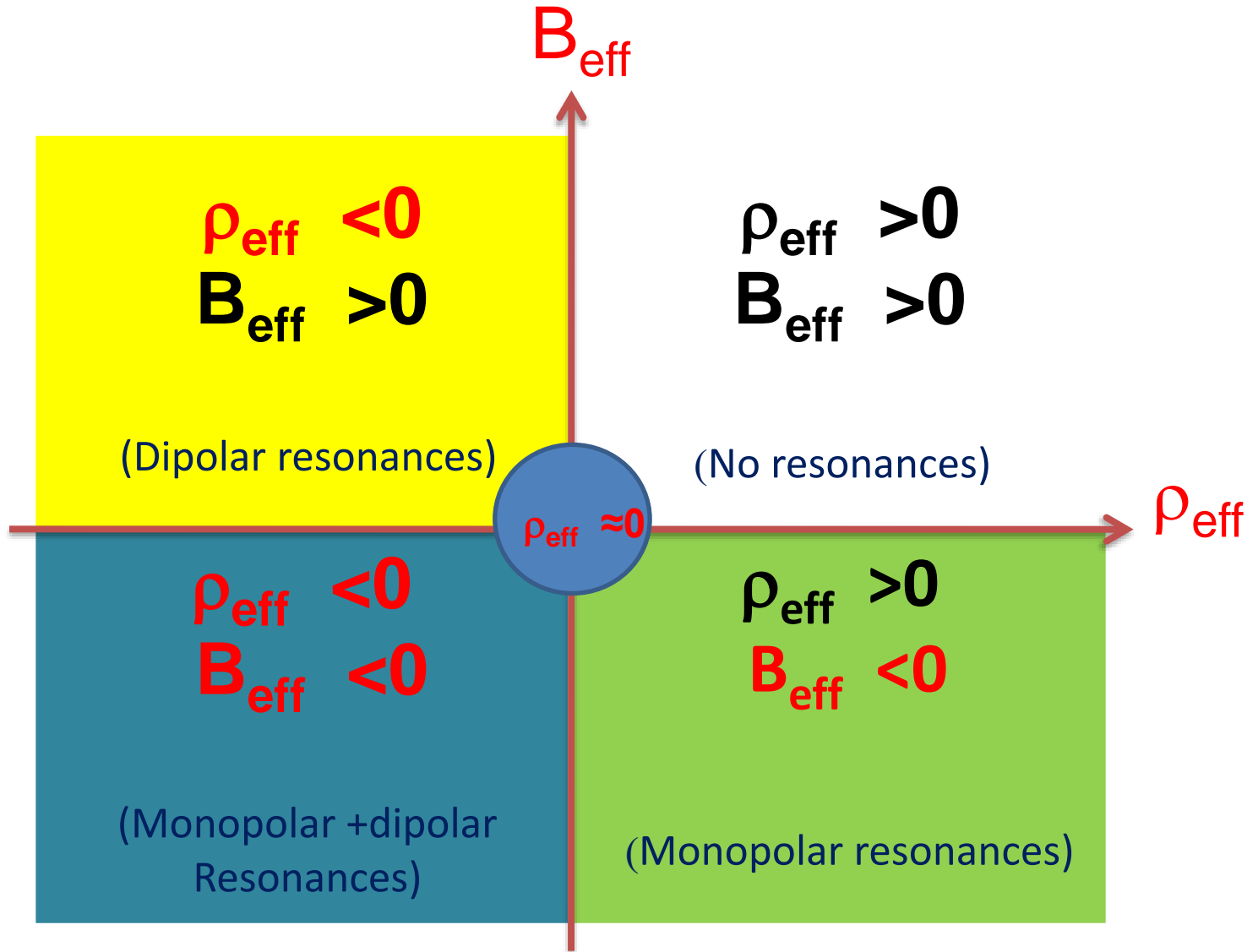
Multiple scattering simulations

Acoustic metamaterials / metafluids

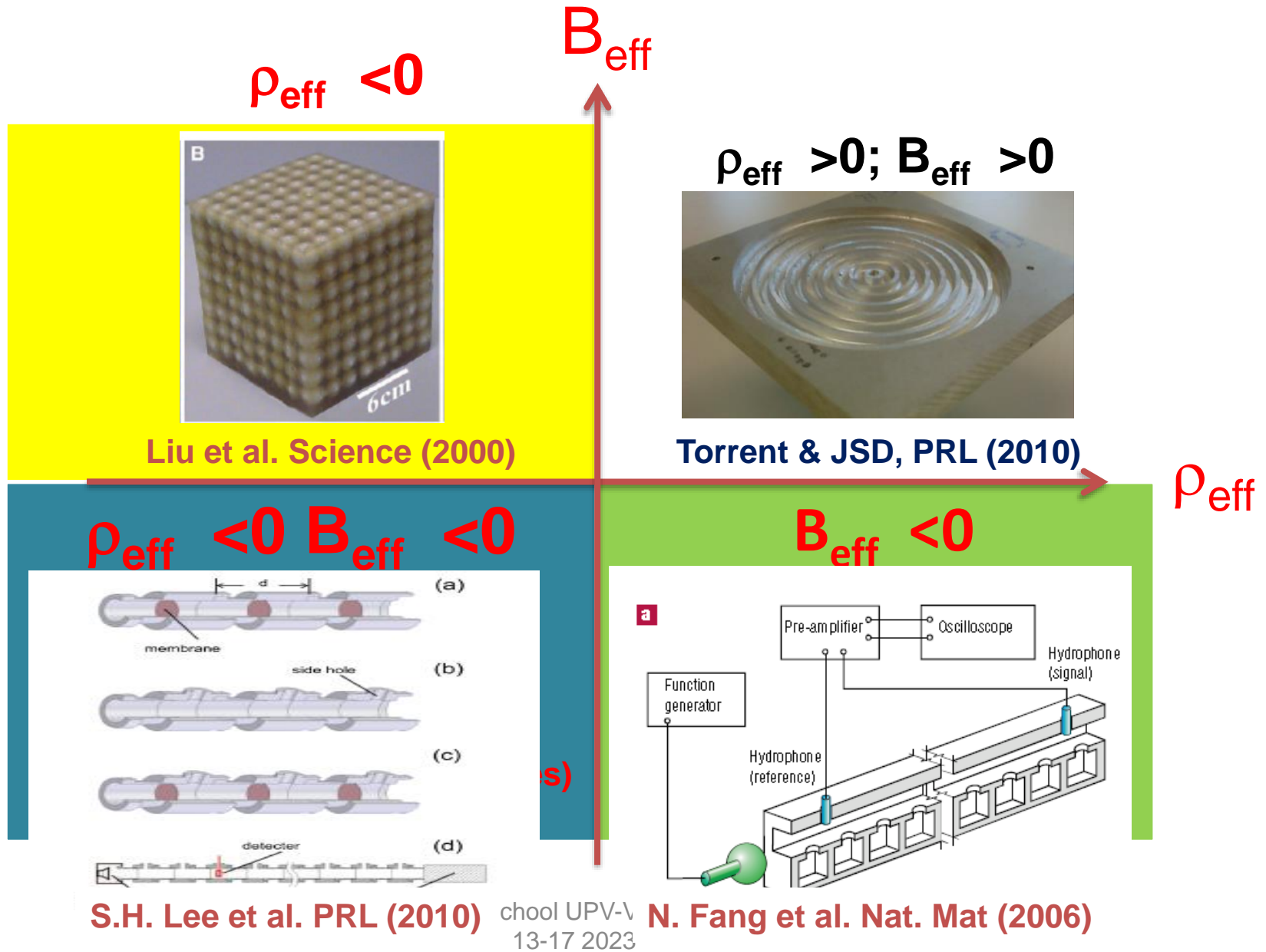


Acoustic metamaterials are artificial structures made of subwavelength units such that their **acoustic properties** are **NEW** in comparison with that of the building units

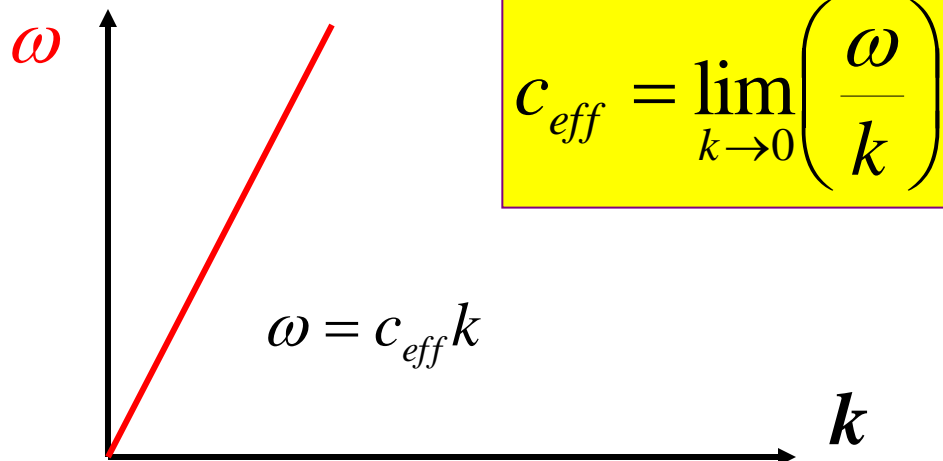
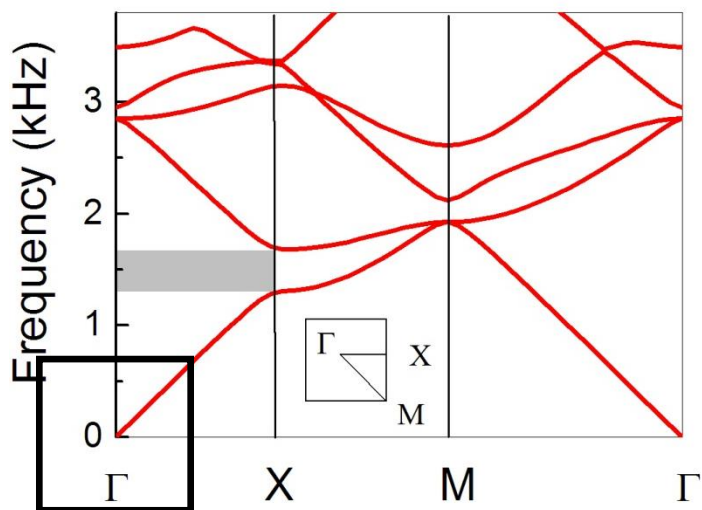
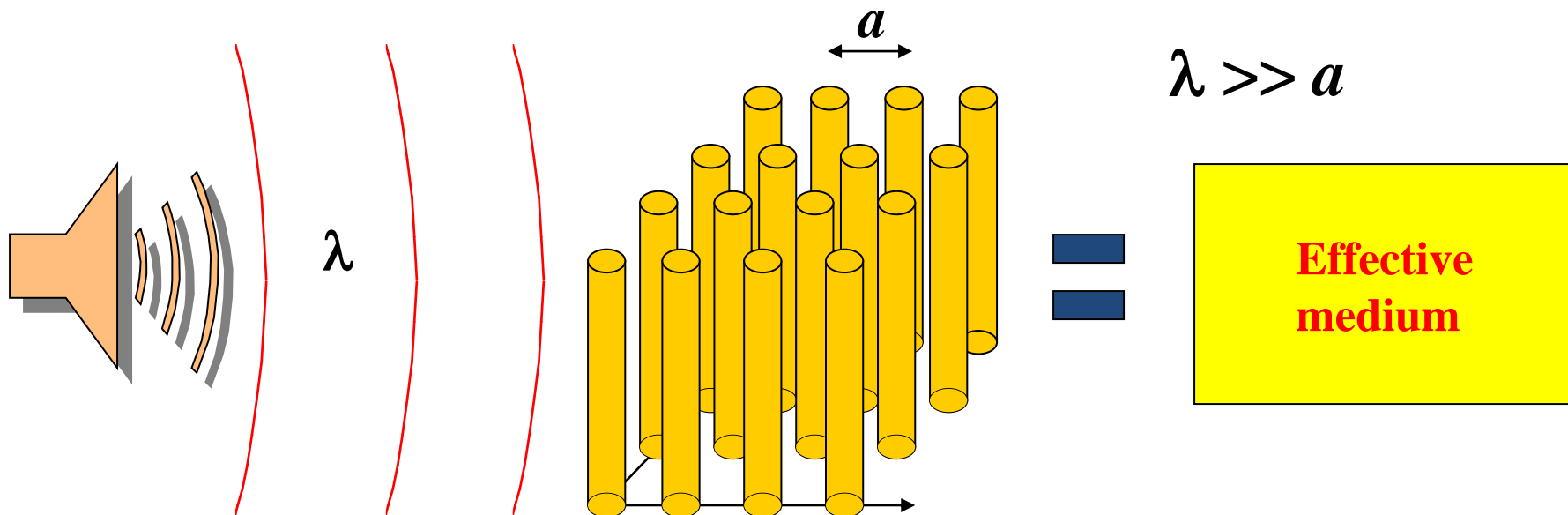
Acoustic metamaterials



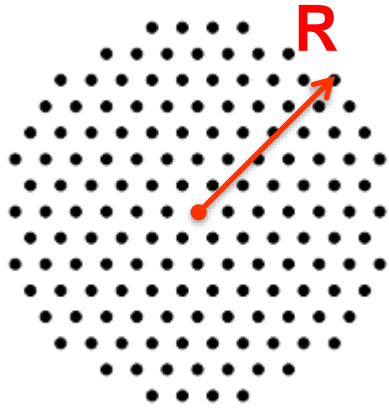
Acoustic metamaterials / Metafluids



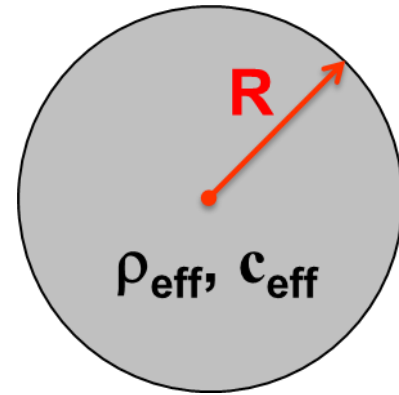
HOMOGENIZATION = LIMIT $\omega \rightarrow 0$



The homogenization method: a MS approach



$$\lim_{\lambda \rightarrow \infty} \frac{P_{cluster}^{scatt} - P_{cyl}^{scatt}}{P_{cluster}^{scatt}} = 0$$



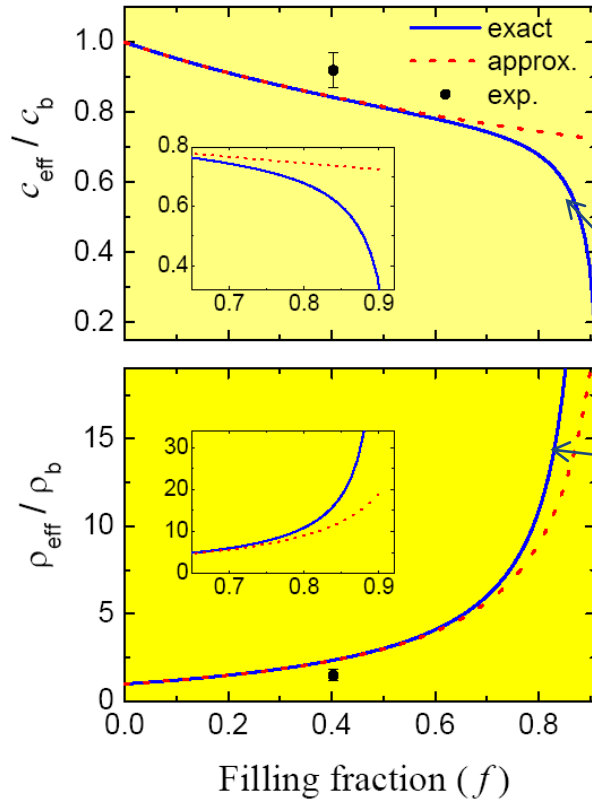
$$P_{cyl}^{scatt} = T^{eff} \cdot P^{ext}$$

$$P_{cluster}^{scatt} = T \cdot P^{ext}$$

$$\lim_{\lambda \rightarrow \infty} \frac{T_{qq}^{eff}}{T_{qq}} = 1; \forall q$$

Homogenization of lattices of rigid cylinders (MST)

2D solid(rigid)-fluid structures (hexagonal)



$$\rho_{eff} = \frac{1+f}{1-f} \rho_b; c_{eff} = \frac{c_b}{\sqrt{1+f}}$$

For $\Delta=1$ ($f \rightarrow 0$)

$$\rho_{eff} = \frac{\Delta+f}{\Delta-f} \rho_b$$

$$c_{eff} = \sqrt{\frac{\Delta-f}{1-f}} \frac{c_b}{\sqrt{\Delta+f}}$$

Effective parameters are robust against small displacement of the scatterers!!

$$\frac{1}{\Delta} = \frac{1}{N} \sum_{\alpha, \beta} (\hat{M}_{\alpha\beta}^{-1})_{11}$$

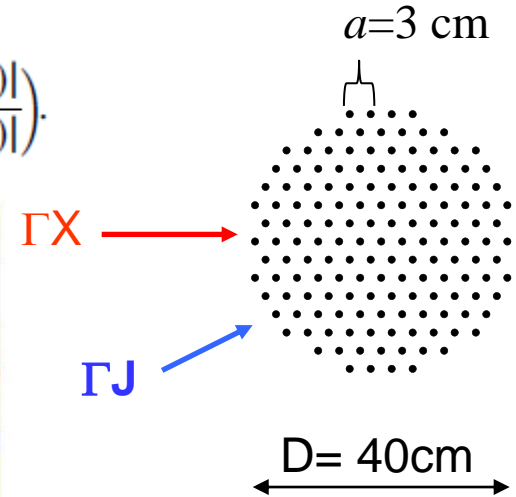
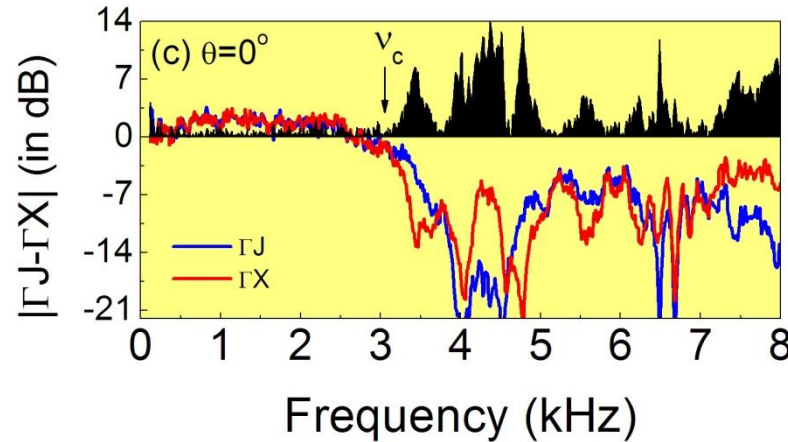
$$\Delta \xrightarrow{f \rightarrow 0} 1$$

Phys. Rev. Lett., **96**, 204302 (2006)
 Phys. Rev. B, **74**, 224305 (2006)

Homogenization (Experimental)

Sound amplification map

$$SA(r_0, \theta, \nu)(\text{dB}) = 20 \log_{10} \left(\frac{|P_{\text{rms}}(r_0, \theta, \nu)|}{|P_{\text{rms}}^{\text{ext}}(r_0, \theta, \nu)|} \right).$$



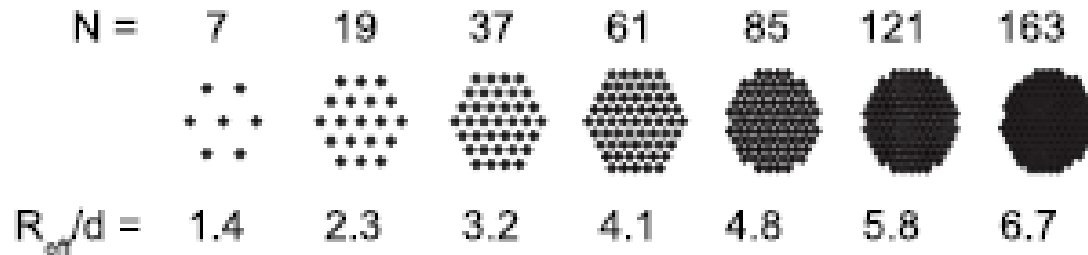
Number of cylinders: 151
Filling fraction: 0.4

The homogenization is valid below 3 kHz or $\lambda \geq 4a$ ($=\frac{1}{4} D$)

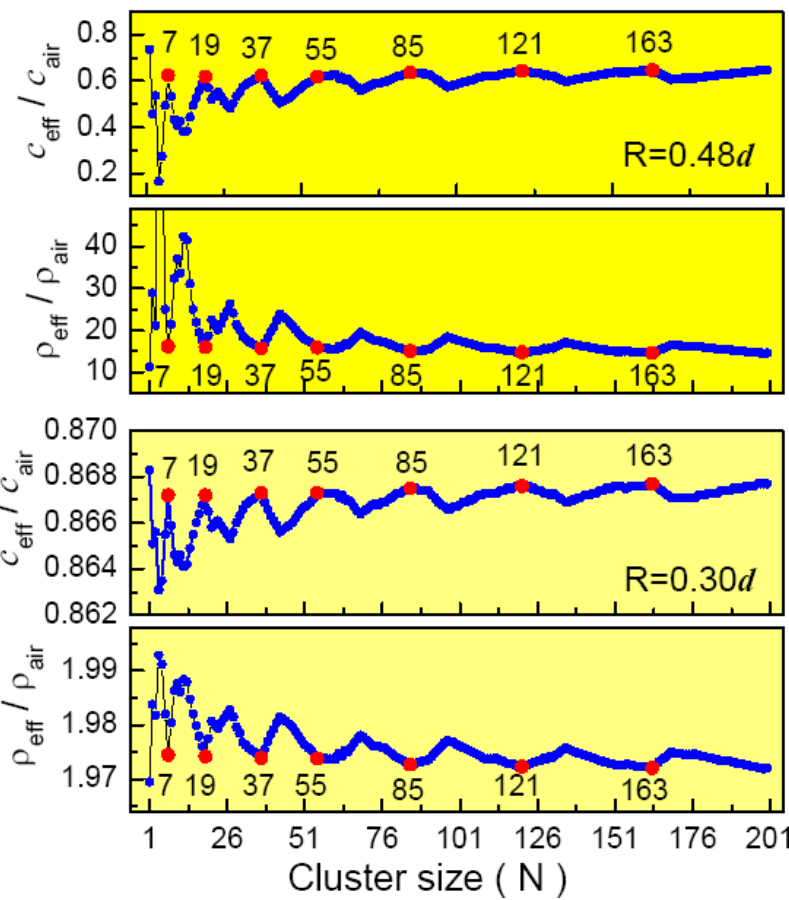
Effective parameters ($f = 0.4$): $\rho_{\text{eff}} = 1.92 \pm 0.40 \text{ Kg/m}^3$; $c_{\text{eff}} = 316 \pm 17 \text{ m/s}$

The wooden cluster dynamically behaves as a cylinder of Krypton gas!!
($\rho_{\text{Kr}} = 1.6 \text{ Kg/m}^3$; $c_{\text{Kr}} = 319 \text{ m/s}$ at 25° C)

Homogenization of 2D clusters by MST: Magic clusters

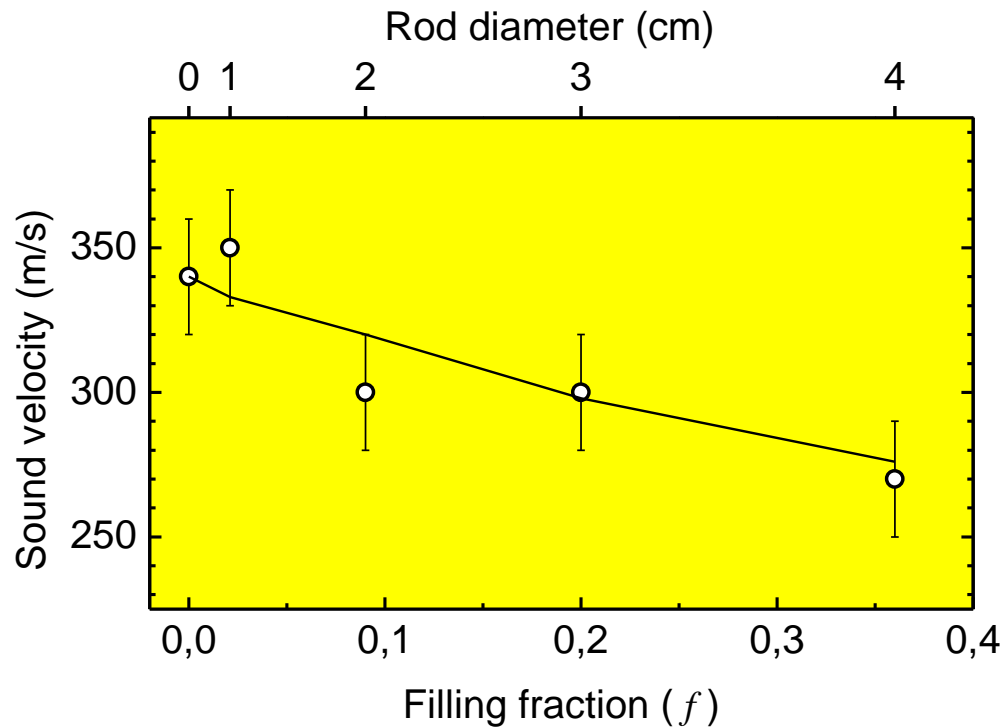


$f = 0.81$



Sound propagation through lattices of rigid cylinders in air

Hexagonal lattice ($a=6.35$)



$$c_{\text{eff}} = c_{\text{air}}/n \approx c_{\text{air}}/\sqrt{1+f}$$

Refractive devices based on SONIC CRYSTALS: lenses

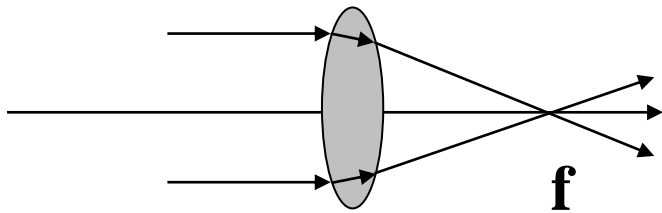
Why optical lenses are possible?

- a) Light velocity is lower in solids than in air:

$$c_{\text{solid}} < c_{\text{air}} \quad (n_{\text{solid}} > n_{\text{air}})$$

- b) Dielectric materials exist that are transparent to light :

$$n_{\text{solid}} \approx n_{\text{air}}$$



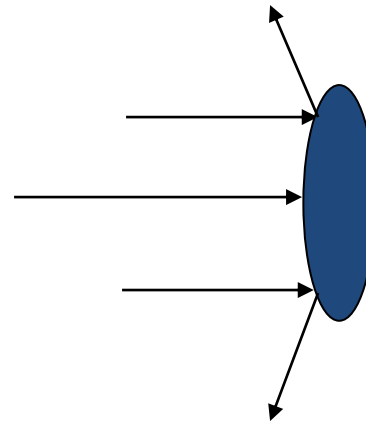
Why sonic lenses did not exist?

- a) Sound velocity is larger in solids than in air:

$$v_{\text{solid}} > v_{\text{air}} \quad (\approx 340 \text{ m/sec})$$

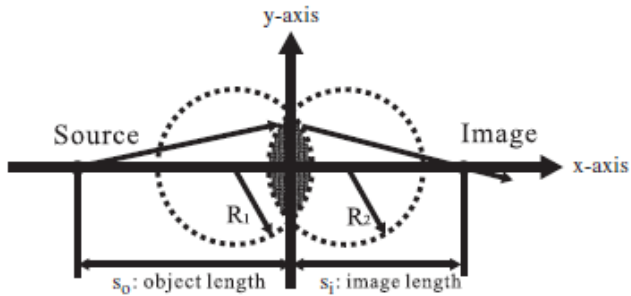
- b) Solids materials are not transparent to sound:

$$Z_{\text{solid}} \gg Z_{\text{air}}$$



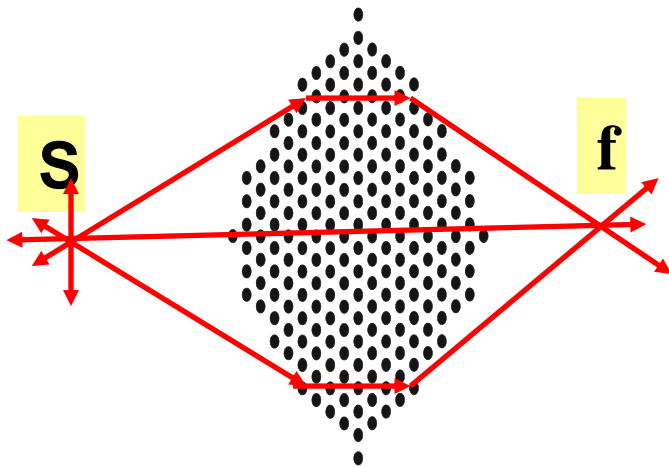
Acoustic lenses in the audible based on SONIC CRYSTALS

Lensmaker's formula:

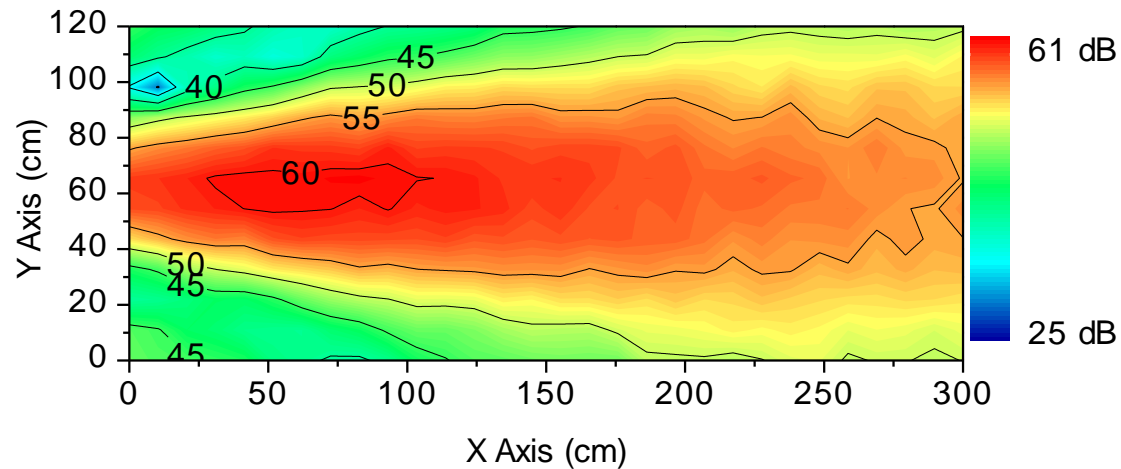


$$\frac{1}{s_0} + \frac{1}{s_i} = \frac{1}{f}, \quad (\text{thin lenses})$$

$$\frac{1}{s_0} + \frac{1}{s_i} = (n - 1) \left(\frac{1}{R_1} - \frac{1}{R_2} \right),$$

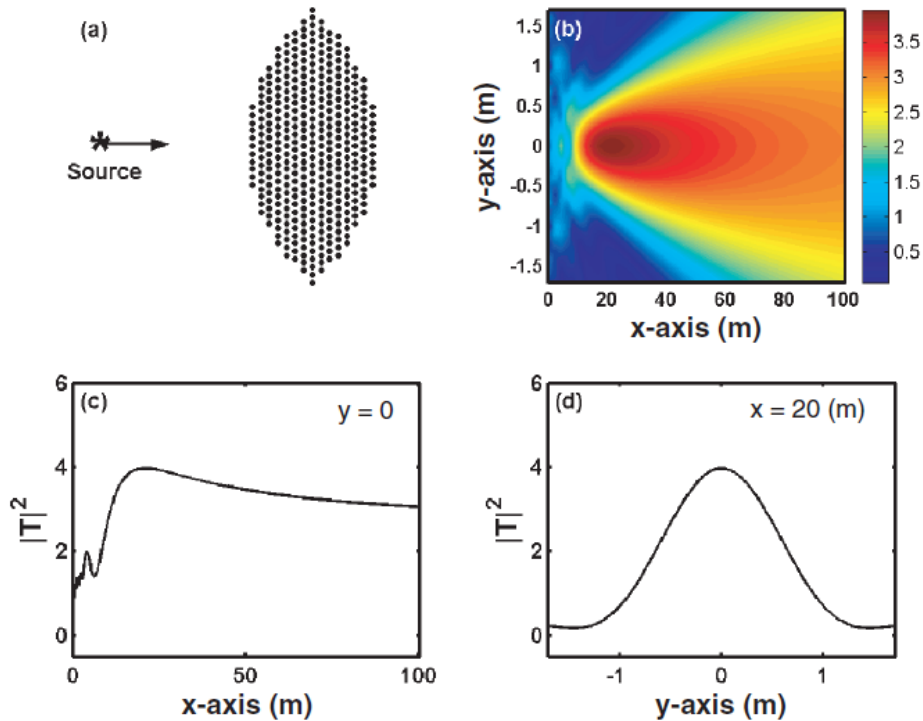


1700 Hz

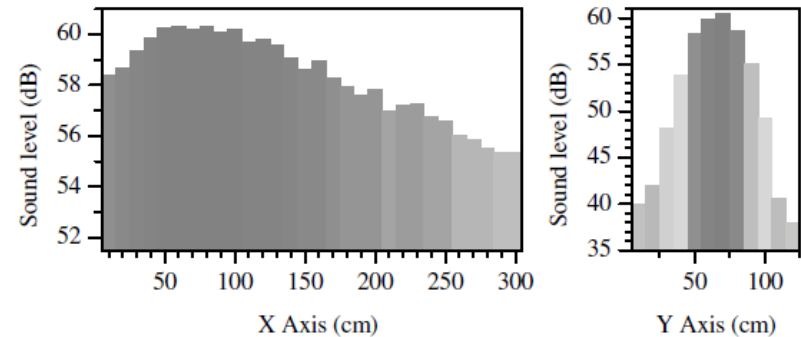


Acoustic lenses in the audible based on SONIC CRYSTALS

Theoretical simulations based on MST:



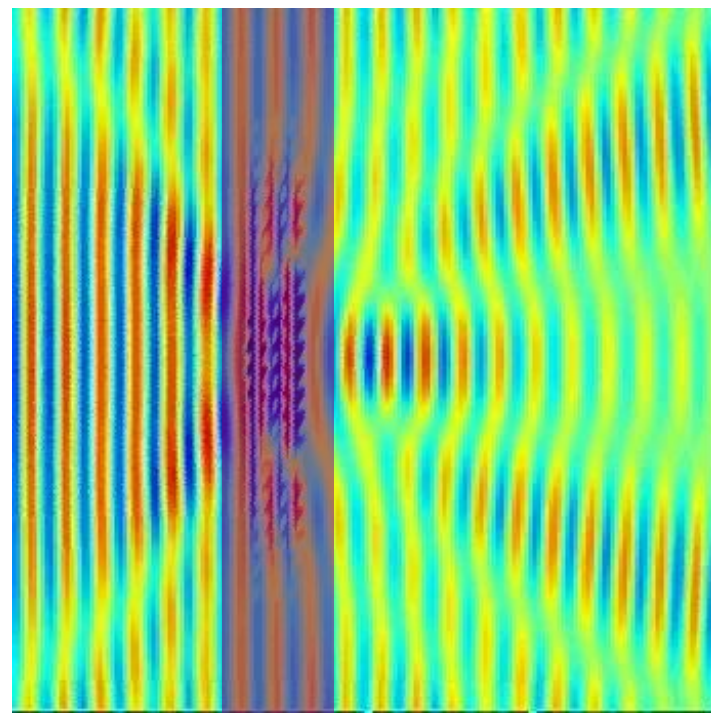
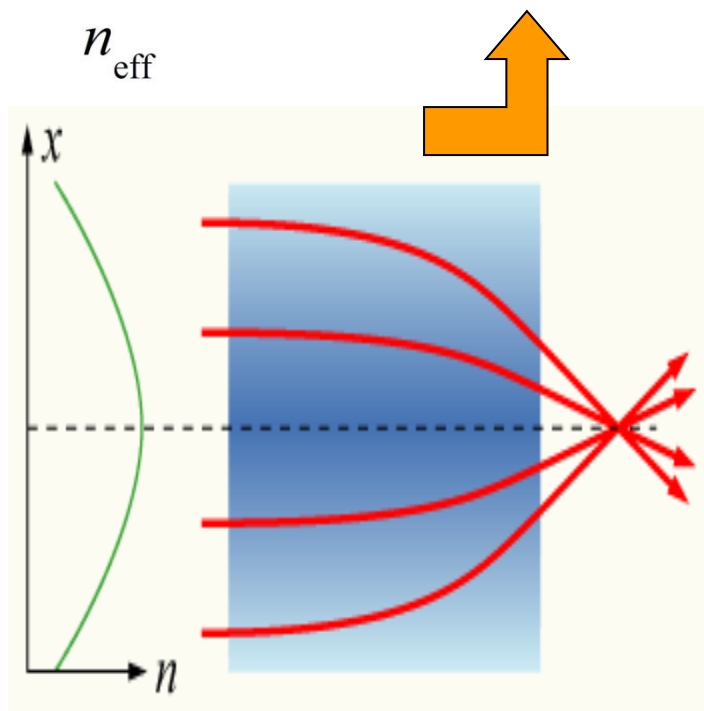
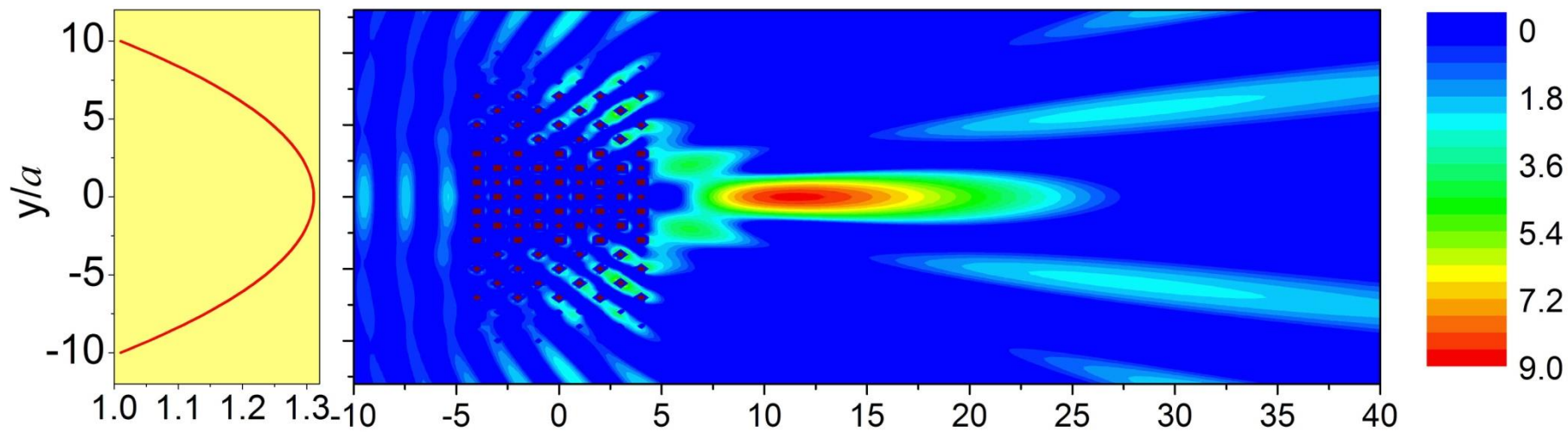
Experimental profiles:



Gupta & Ye Phys.Rev. E (2003)

Kuo & Ye J.Phys.D:AppPhys (2004)

A gradient index sonic lens

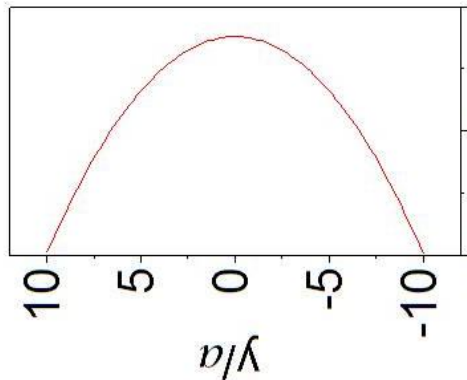
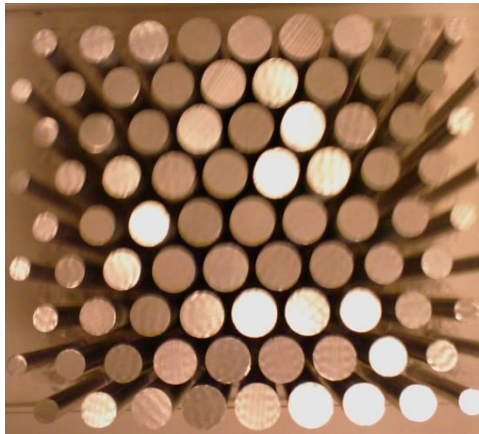


2D Gradient Index Acoustic Lenses

Airborne sound:
hexagonal array of Al cylinders in air ($a=2\text{cm}$)

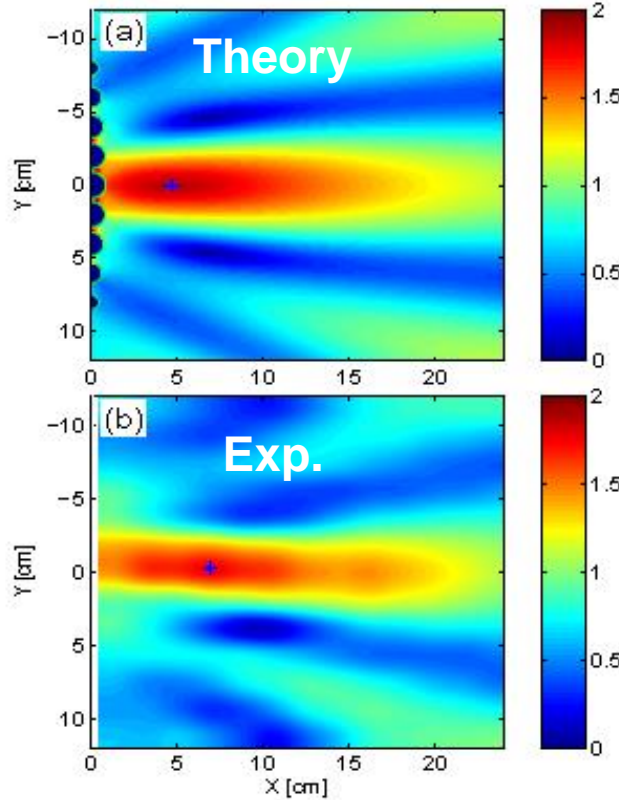
SOUND AMPLIFICATION (3.5 kHz-4.5 kHz)

Focusing at 4.5 kHz



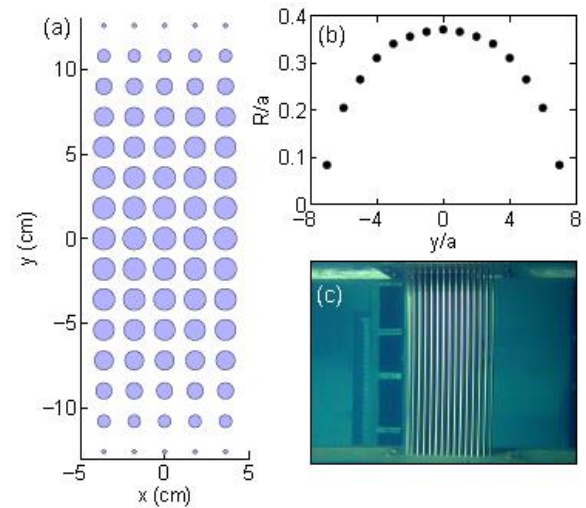
$$n(y) = n_0 \operatorname{sech}(\alpha y)$$

$$\alpha = \frac{1}{h} \cosh^{-1} \left(\frac{n_0}{n_h} \right)$$

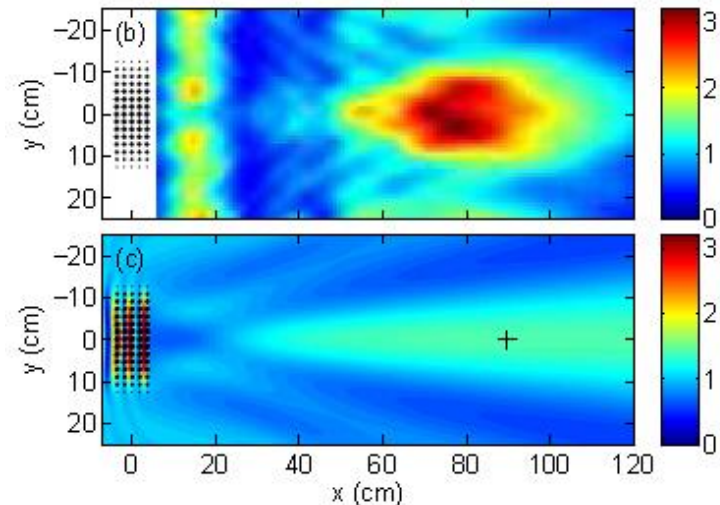


Appl. Phys. Lett. **97**, 104103 (2010)

underwater sound



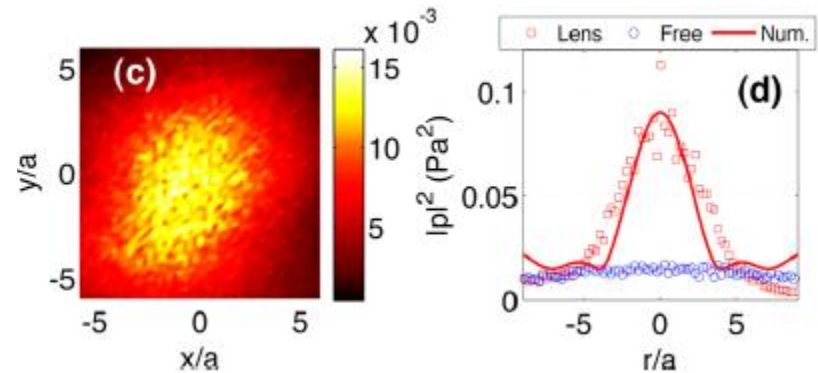
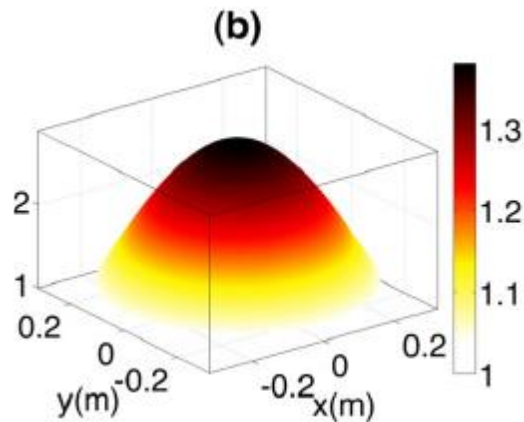
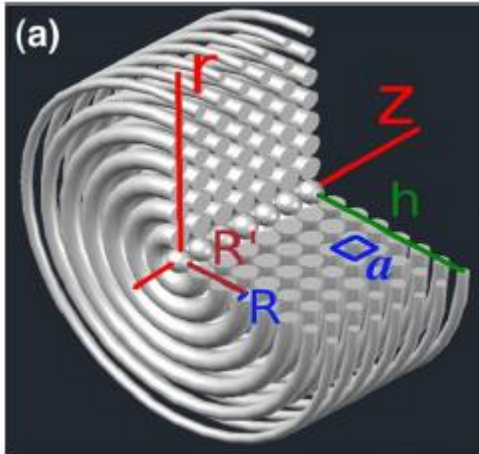
Focusing at 20 kHz ($\lambda \approx 4a$)



Appl. Phys. Lett. **97**, 113503 (2010)

3D Gradient Index Acoustic Lens (Axisymmetric)

Airborne sound:
Multilayer array of toroidal scatterers



Sound Amplification ≈ 8.24 dB

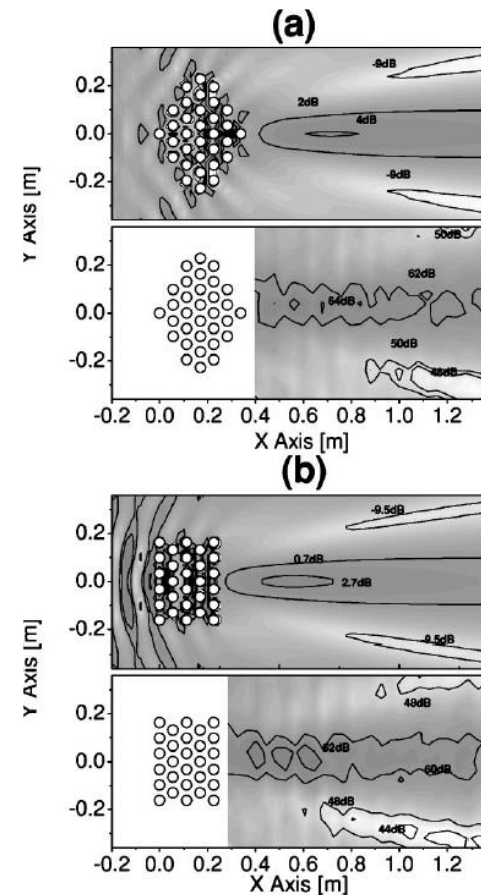
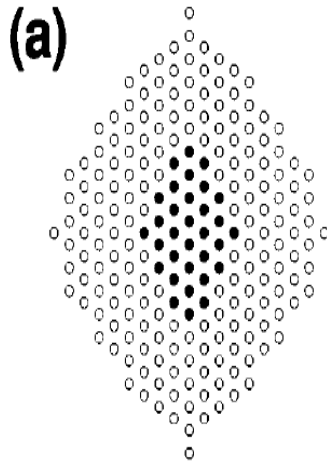
Appl Phys Lett **103**, 264106 (2010)

Diffraction versus refraction

PHYSICAL REVIEW E 71, 018601 (2005)

Comment on “Theory of tailoring sonic devices: Diffraction dominates over refraction”

32 rods

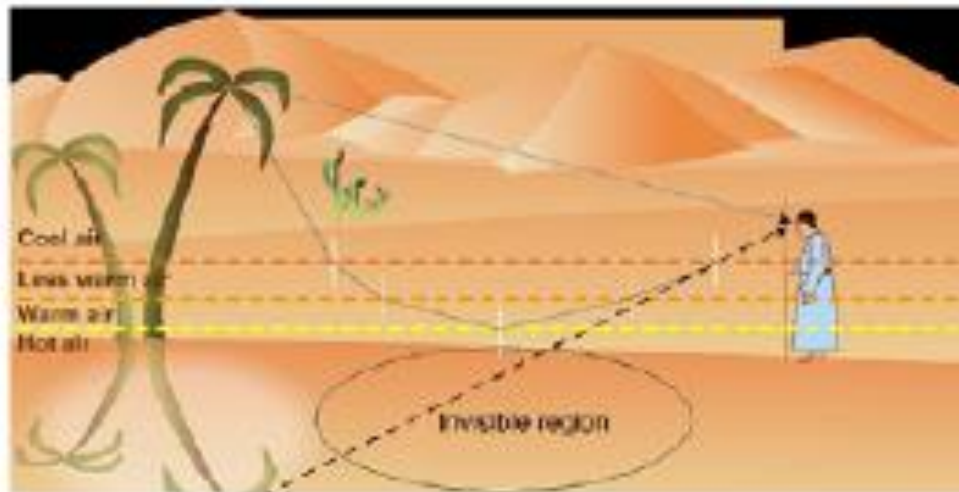


Wave manipulation using metafluids

Guide the sound as desired

Acoustic cloaking:

- Inspired by the similar phenomenon previously demonstrated for EM waves
- Principle like mirage

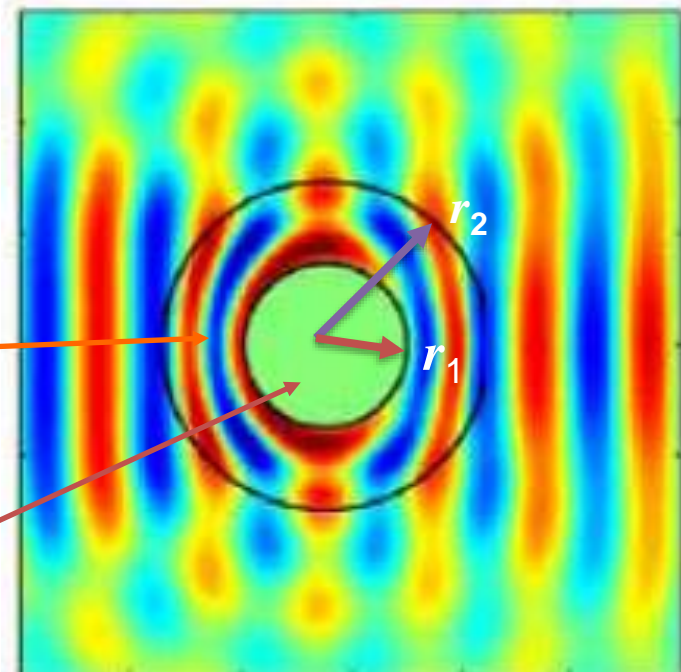


Wave manipulation by using metafluids: Acoustic cloaking

2D Acoustic cloaking

Acoustic metamaterial:

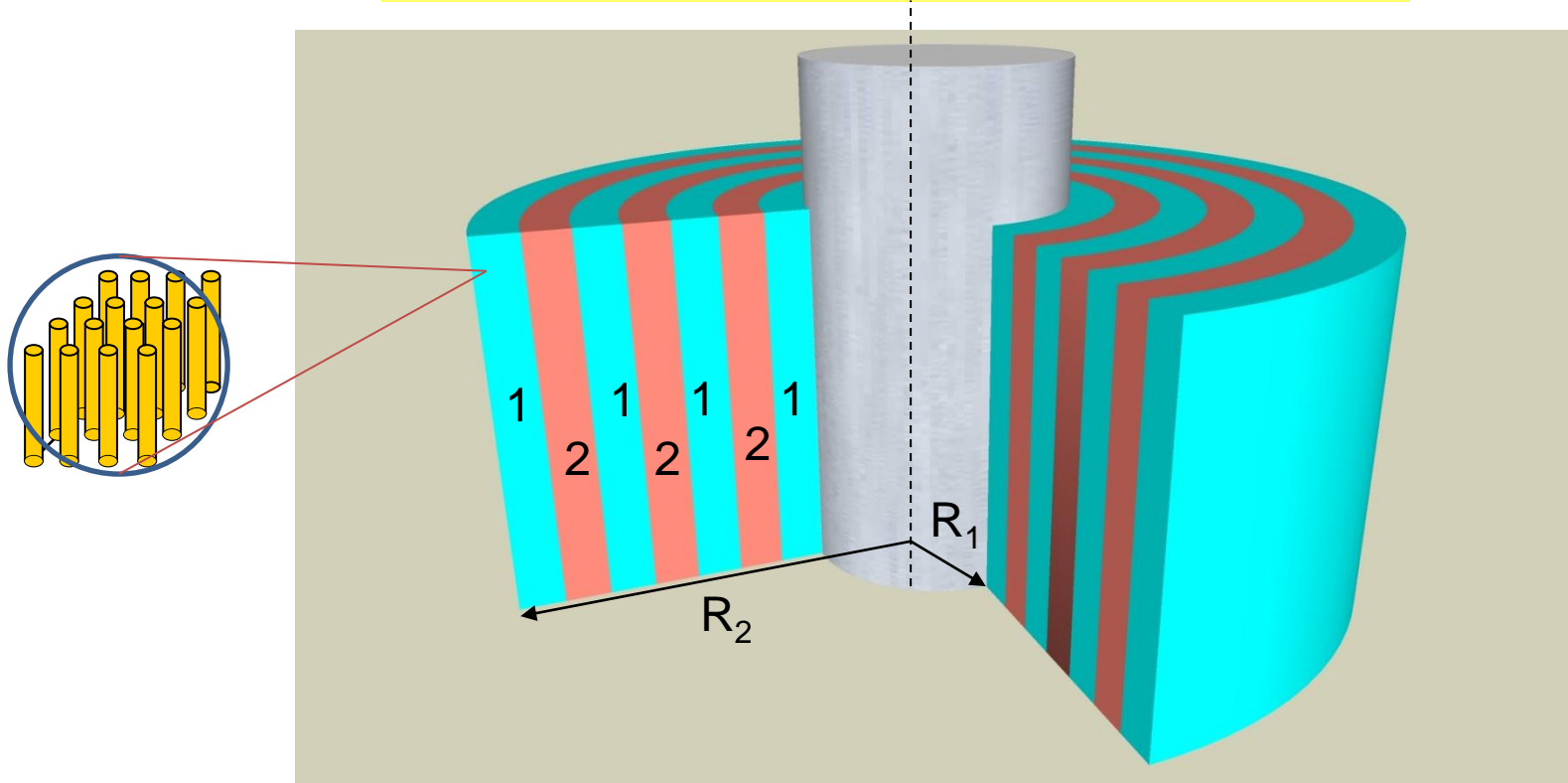
$$\begin{aligned}\frac{\rho_r}{\rho_0} &= \frac{r}{r - r_1}, \\ \frac{\rho_\theta}{\rho_0} &= \frac{r - r_1}{r}, \\ \frac{\lambda_c}{\lambda_0} &= \left(\frac{r_2}{r_2 - r_1} \right)^2 \frac{r}{r - r_1},\end{aligned}$$



This region is “invisible” to sound!

Cummer and Schurig
New J. Phys. **9**, 45 (2007)

Acoustic cloaking: a proposal based on SC



$$\rho_1(r) = \rho_r(r) + \sqrt{\rho_r^2(r) - \rho_b^2} = \frac{r + R_1\sqrt{2r/R_1 - 1}}{r - R_1} \rho_b$$

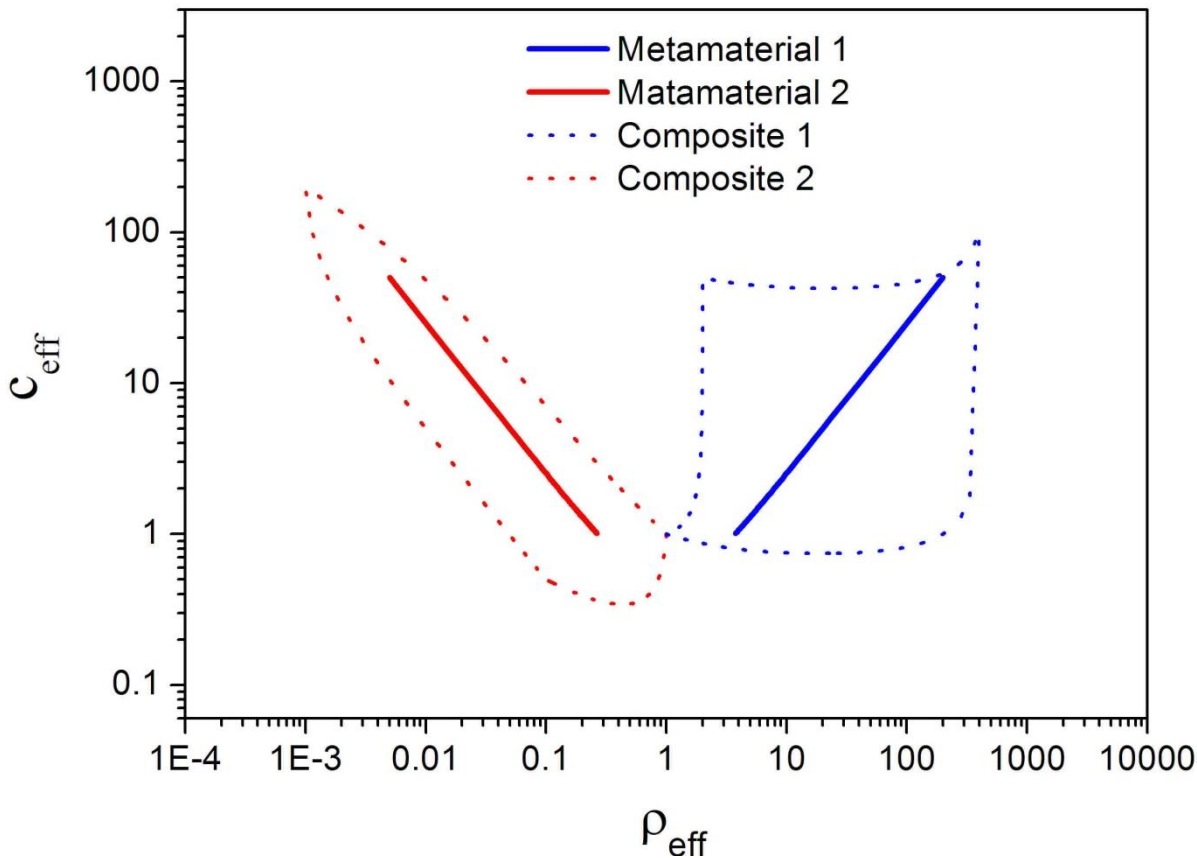
$$c_1(r) = \sqrt{\frac{B^* \rho_r}{\rho_b^2}} = \frac{R_2 - R_1}{R_2} \frac{r}{r - R_1} c_b$$

$$\rho_2(r) = \rho_b^2 / \rho_1 = \frac{r - R_1}{r + R_1\sqrt{2r/R_1 - 1}} \rho_b$$

$$c_2(r) = c_1(r) = \frac{R_2 - R_1}{R_2} \frac{r}{r - R_1} c_b$$

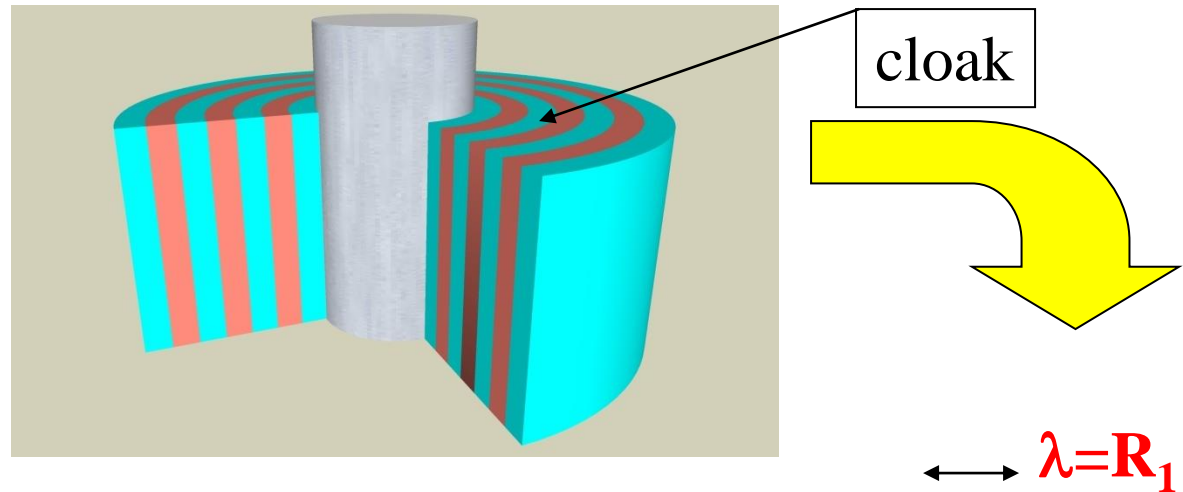
4. Acoustic cloaking: a proposal based on SC

Each layer is an acoustic metamaterial based on a sonic crystal made of 2 type of elastic solids

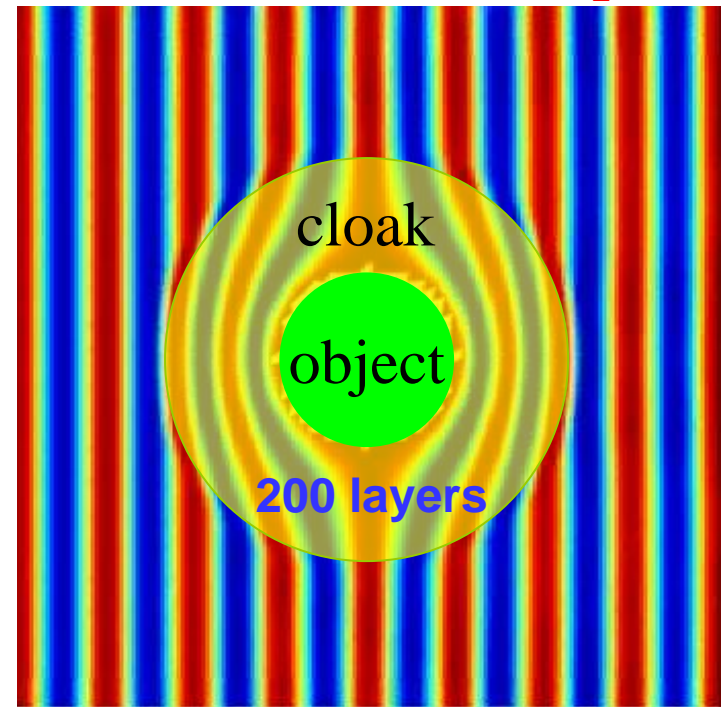
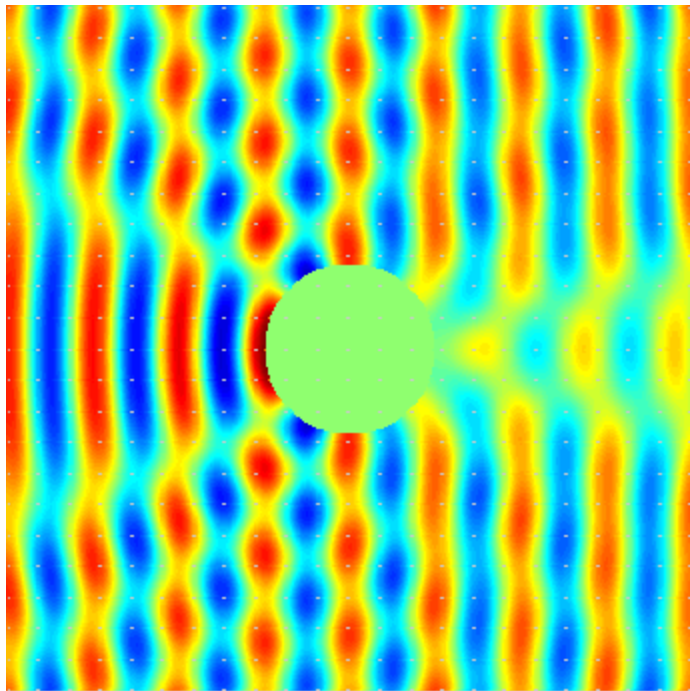


Material	ρ/ρ_b	c/c_b
1α	400	100
1β	2	50
2α	0.1	0.5
2β	0.001	200

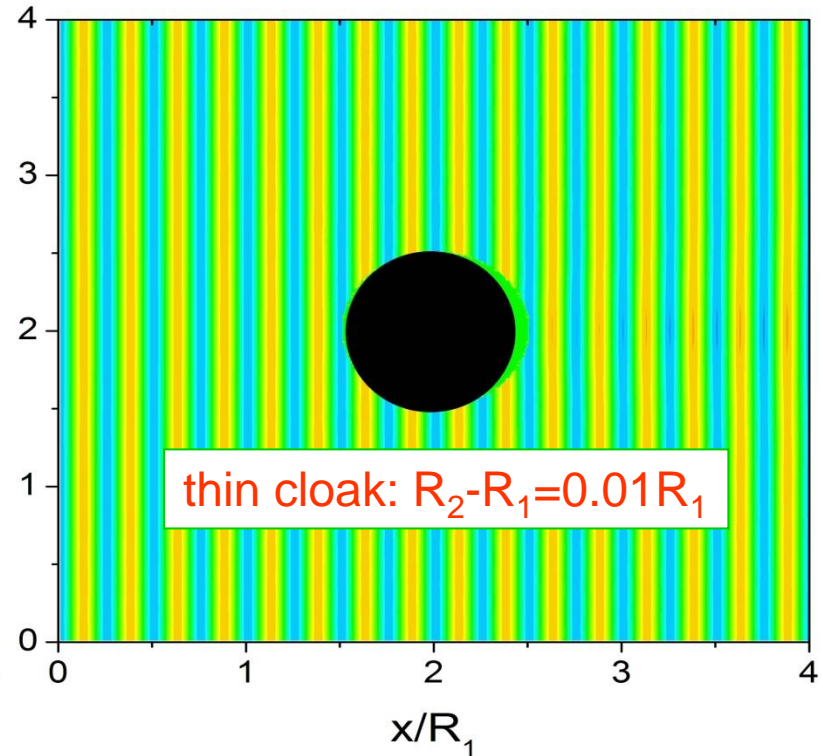
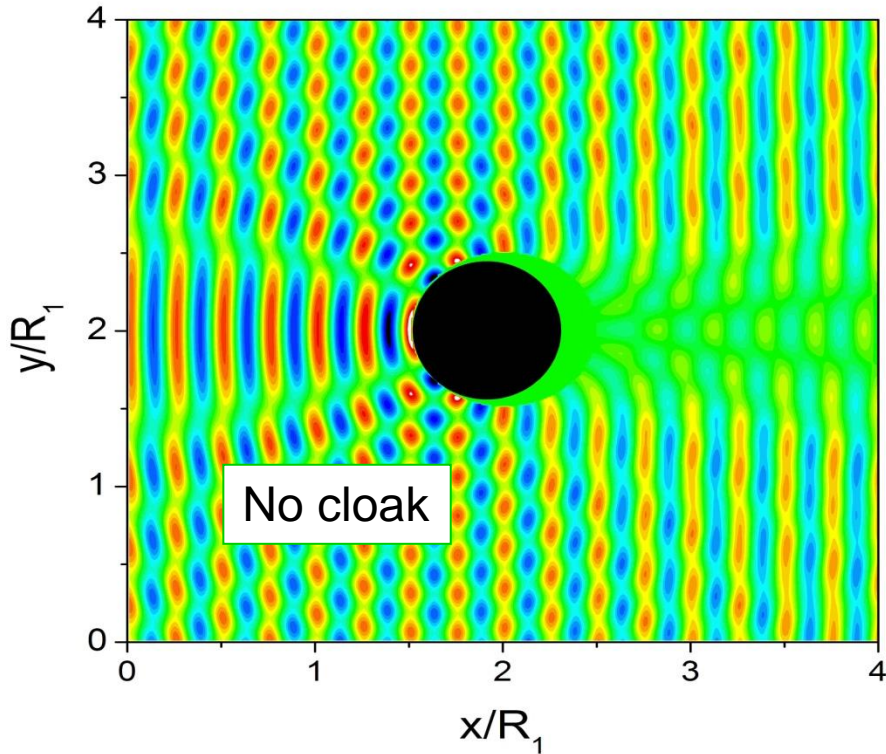
Acoustic cloaking: a proposal based on SC



No Cloak



Wave manipulation using metafluids: acoustic cloaks



Potentials applications:

- noise reduction in buildings
- Inhibition of echoes in rooms
- To make objects undetectable by sound

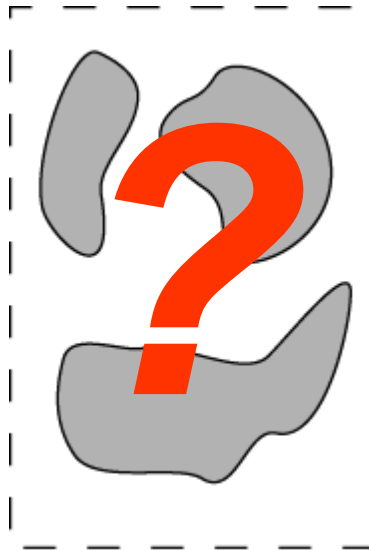
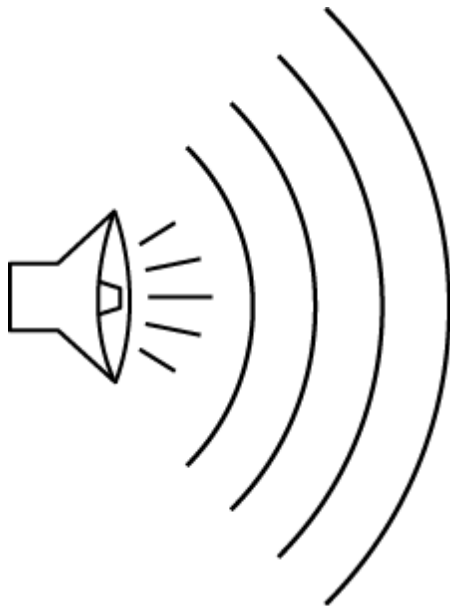
Acoustic cloaks based on scattering cancellation

Inverse design of cloaks

Wave source (s)

Material dist.
(m)

Performance
 $d=[G(m)]_s$



body+cloak

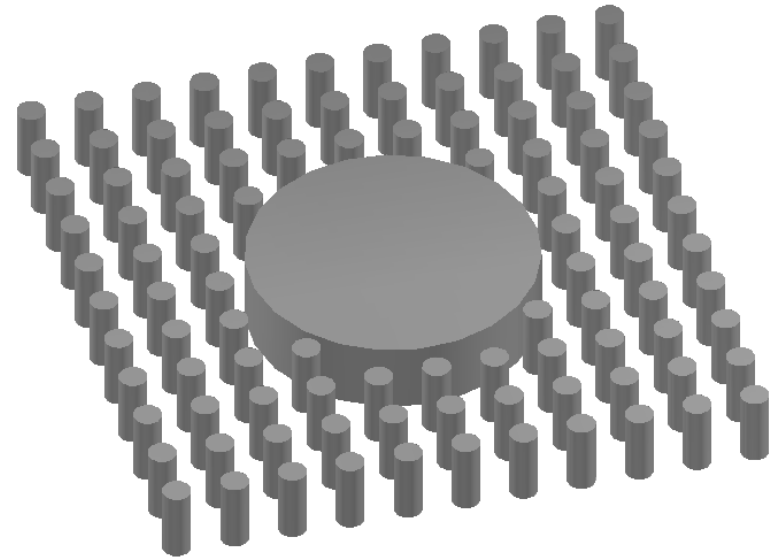


Scattering cross section

$$\sigma_{\text{body+cloak}} \approx 0$$

2D cloak based on scattering cancellation

- We propose to hide a rigid cylinder by means of a set of small rigid cylinders surrounding it.
- The cylinders have the same radius and their positions are obtained through an optimization procedure.



- The fitness function for this process is defined in terms of the scattering cross section; i.e., $\sigma_{\text{cyl+cloak}}=0$

Cloaks based on scattering cancellation

Experimental realizations using discrete units

2D



App. Phys. Lett. (2011)

3D



Phys. Rev. Lett. (2013)

Advantages:

- Easy design and construction
- Scalable
- Low loss

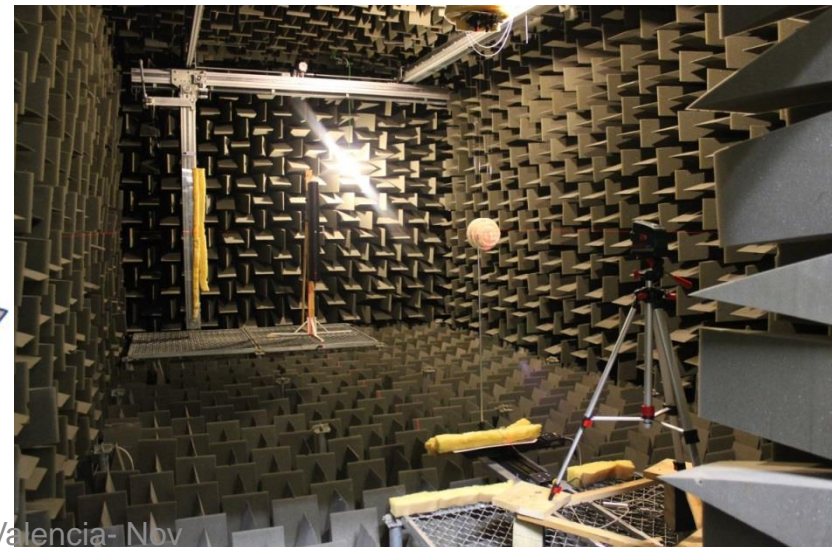
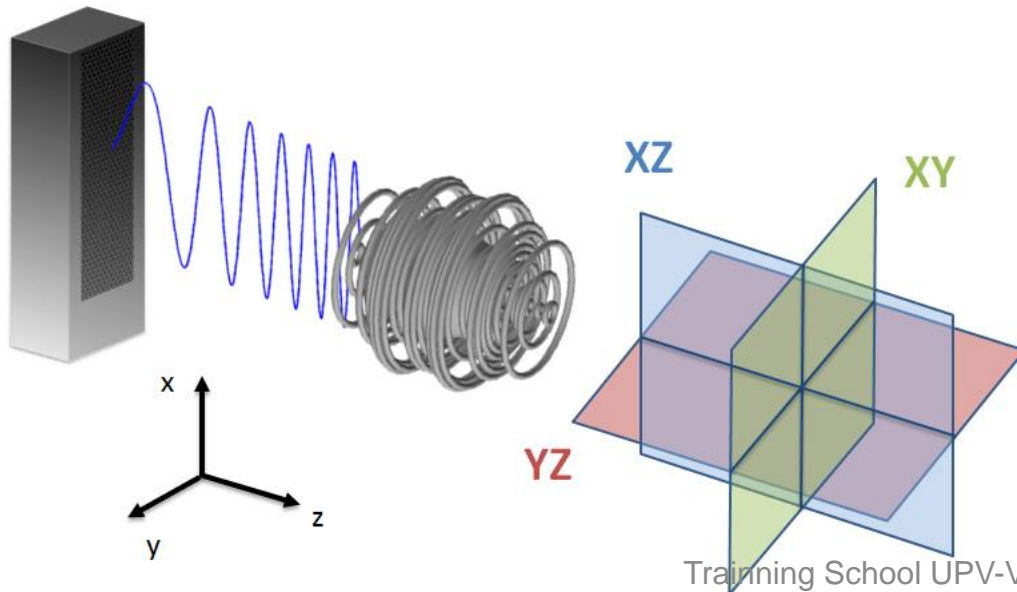
Drawbacks:

- One directional
- Depend of the shape of the cloaked objects
- Narrowband

3D cloak: Experimental setup

- Acoustic field is recorded on three perpendicular planes
- Each plane covers an area $0.2 \times 0.2 \text{m}^2$, with 5mm of resolution.
- At each point a chirp in the range 7.5-9.5kHz was emitted, received and processed.

Inside the anechoic room:



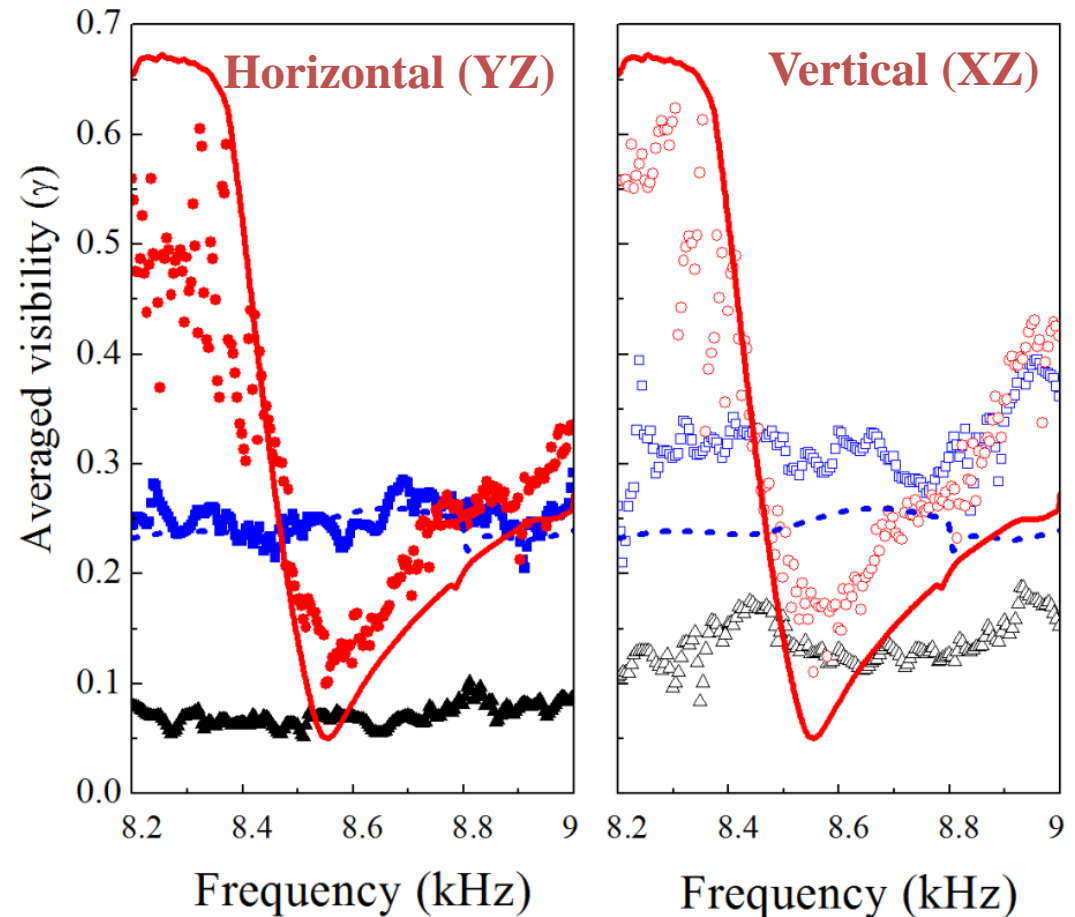
3D cloak: theory + experiment

- Best performance obtained at 8.55kHz.
- A 90% of scattering reduction is achieved

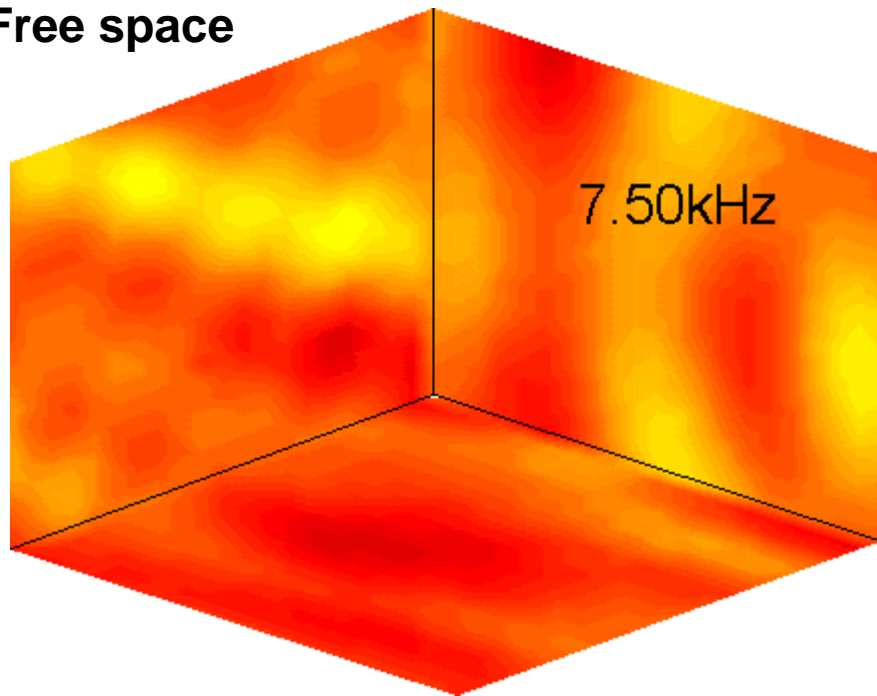
Average visibility index:

$$\gamma = \frac{1}{N} \sum_j \frac{|P_{max,j}| - |P_{min,j}|}{|P_{max,j}| + |P_{min,j}|}$$

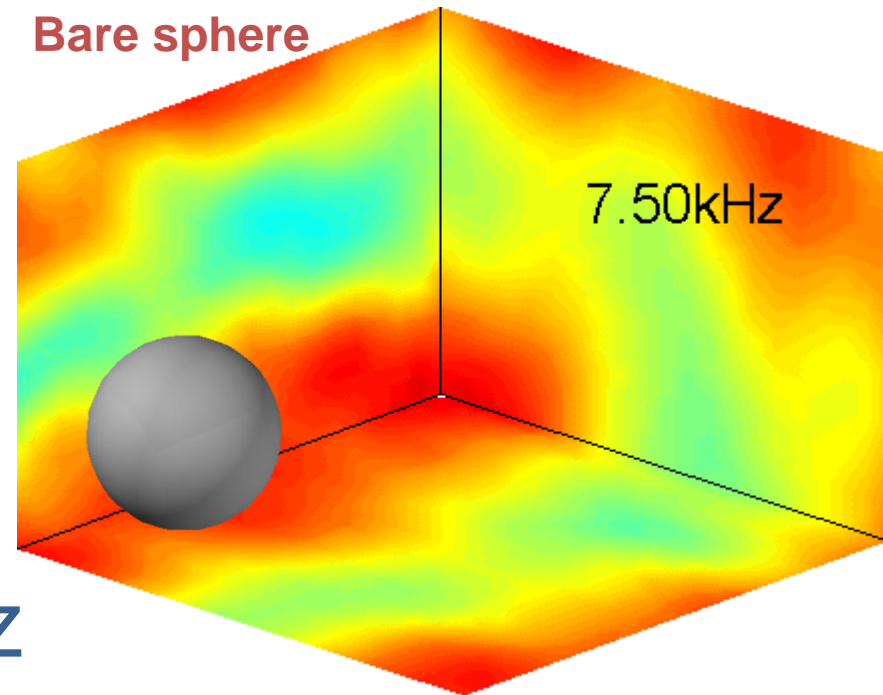
N= number of wavefronts



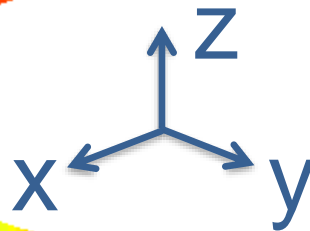
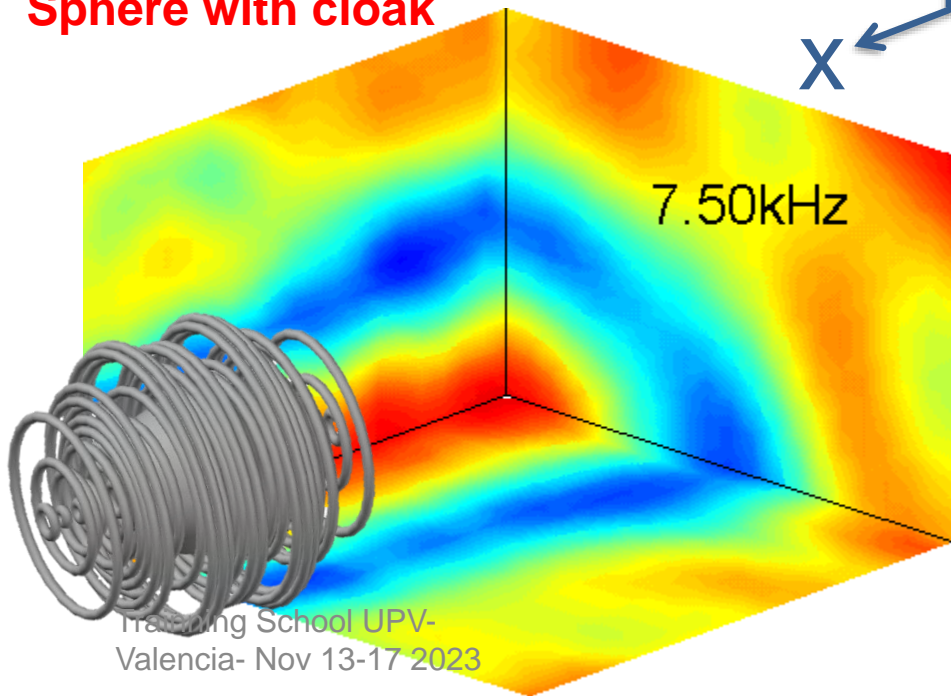
Free space



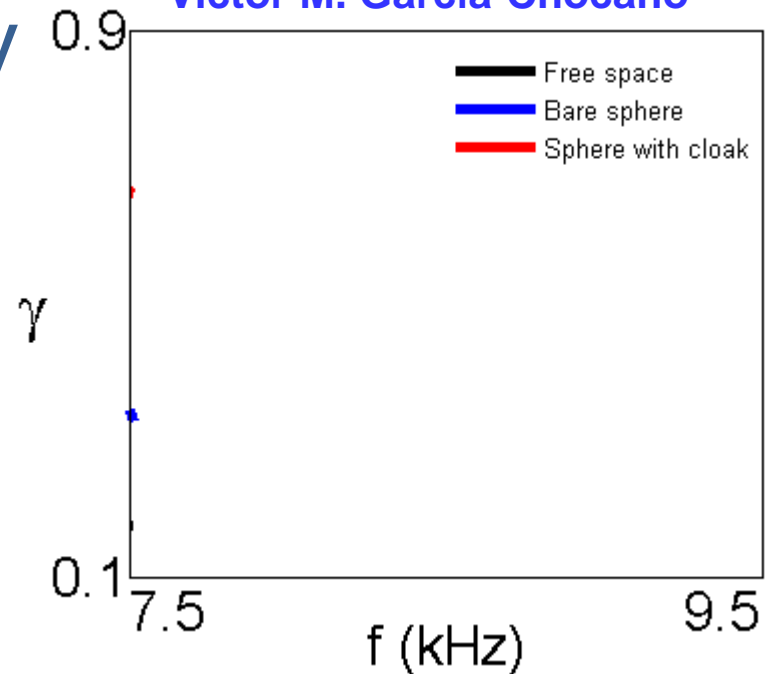
Bare sphere



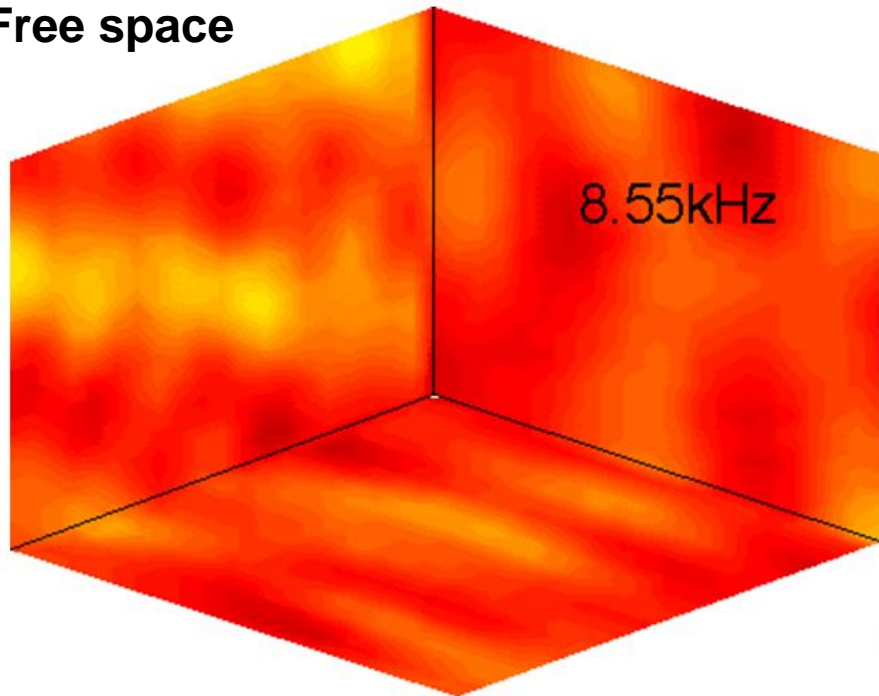
Sphere with cloak



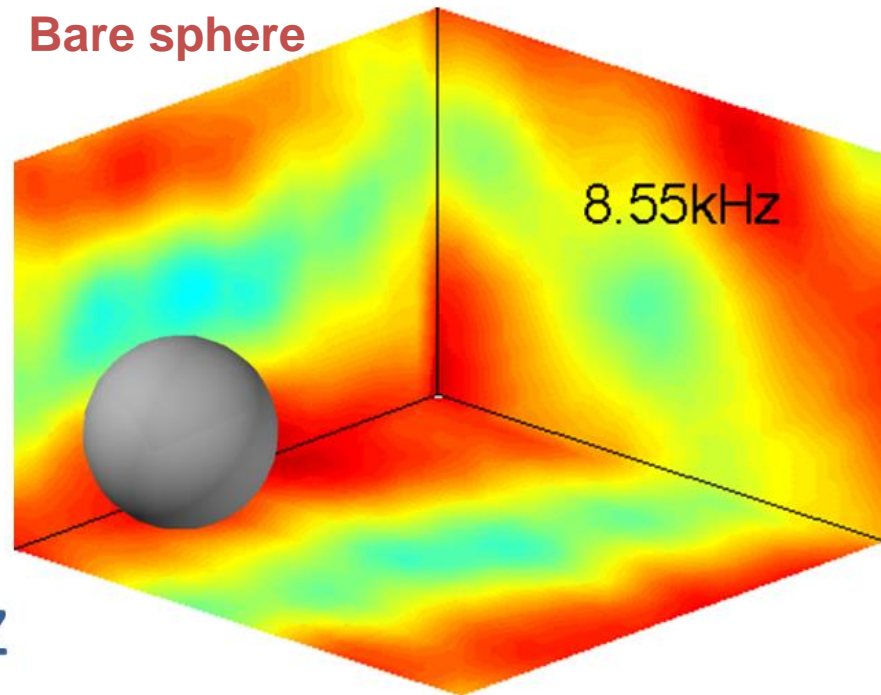
Victor M. García-Chocano



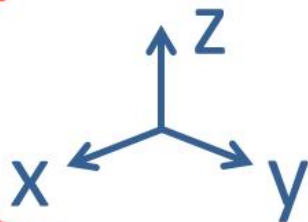
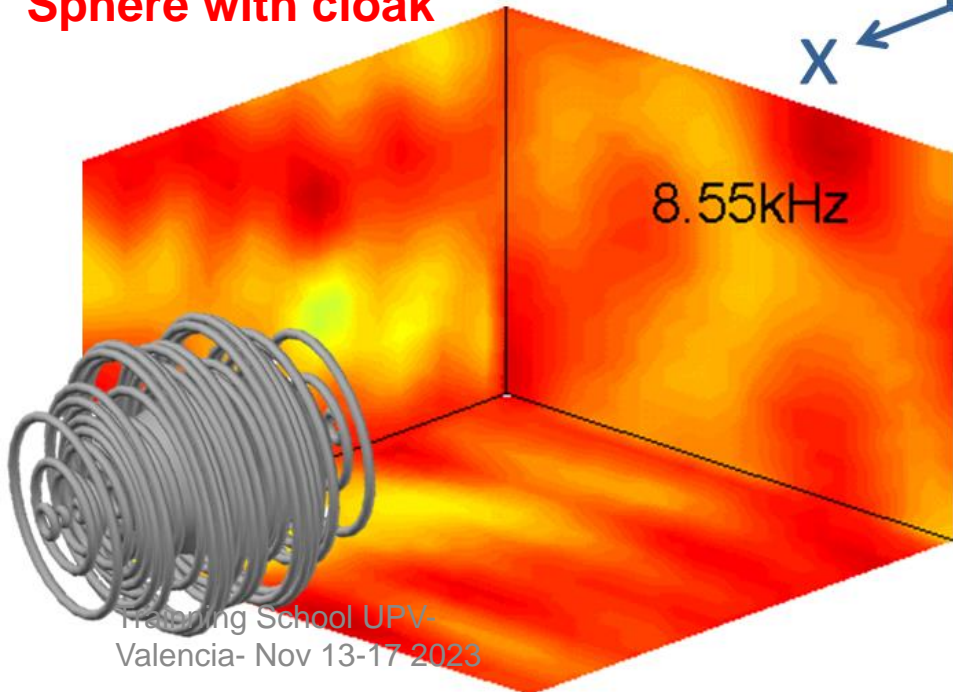
Free space



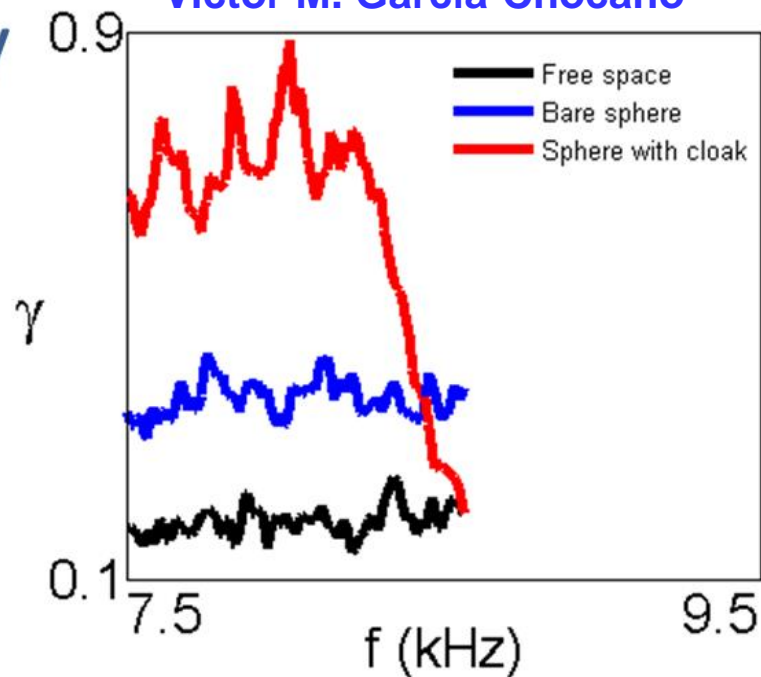
Bare sphere



Sphere with cloak



Victor M. García-Chocano



Acoustic black hole: an omnidirectional acoustic absorber

Narymanov & Kildishev,

Optical black hole: Broadband Omnidirectional light absorber (2009).

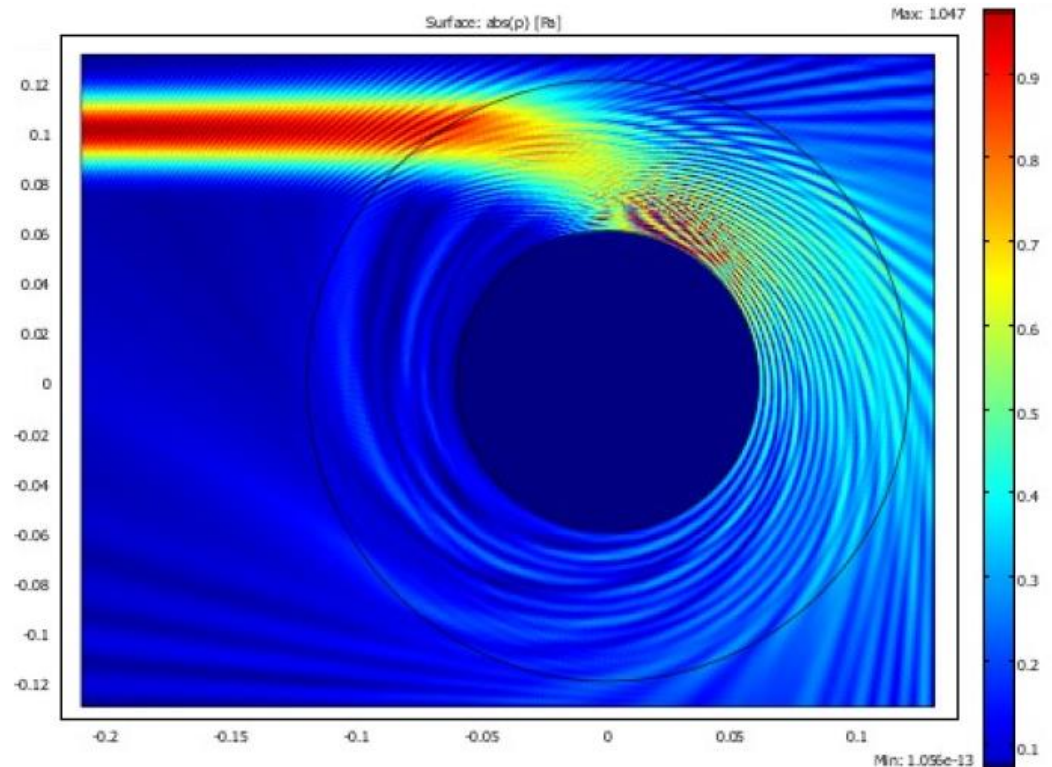
$$R_{\min} \geq \frac{\lambda}{2}$$

$$R_{\max} = R_{\min} \frac{n_a}{n_b}$$

$$n(r) = \left\{ \begin{array}{ll} n_b & r > R_{\max} \\ n_b \left(\frac{R}{r} \right) & R_{\max} > r > R_{\min} \\ n_a + i\gamma & R_{\min} > r \end{array} \right\}$$

λ	3 mm
R_{\min}	6 cm
R_{\max}	12.6 cm
n_a	2.1
n_b	1
$\rho_b = \rho_r = \rho_a$	1.25
c_b	347
c_a	$c_b/n - \alpha \cdot i$
alpha	2000

Acoustic black hole (COMSOL simulation)

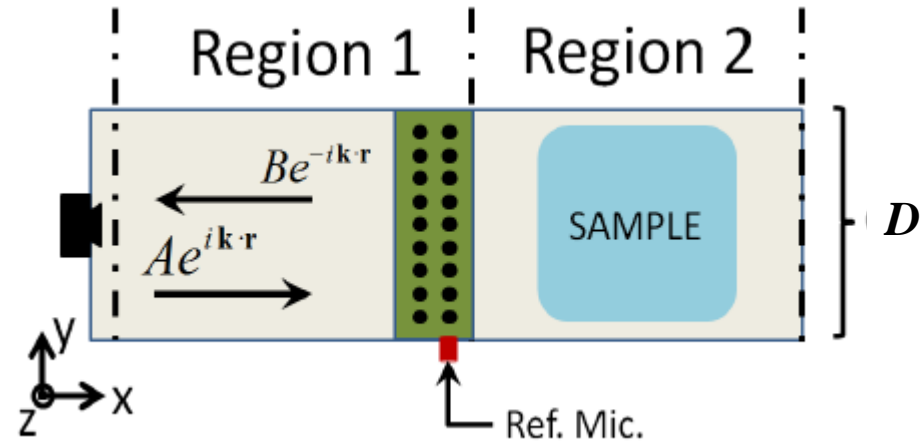
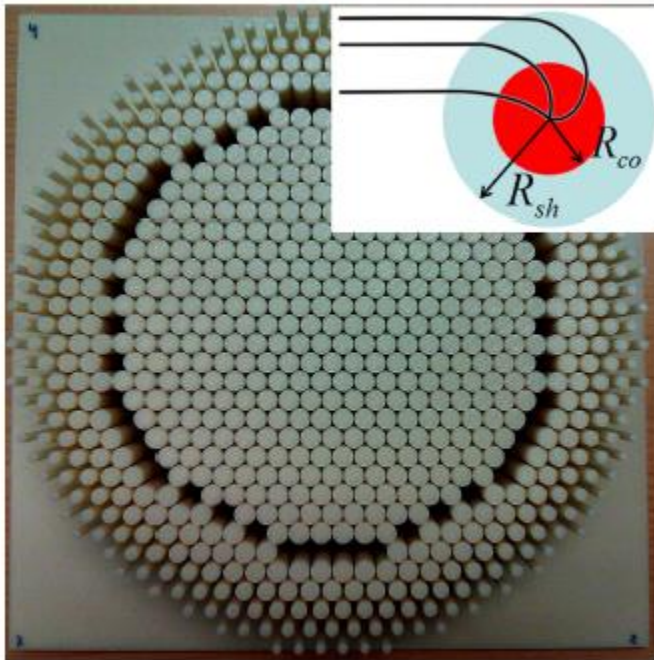


Acoustic black hole: A practical realization in 2D

**Omnidirectional acoustic absorber
(dissipative core + GRIN shell)**

Experimental setup

$$n(r) = \begin{cases} n_b & R_s < r \\ \frac{R_s}{r} n_b & R_c < r < R_s, \\ n_c + i\gamma & r < R_c \end{cases}$$



$$P(x, y) = \sum_{m=0}^{\infty} [A_m e^{i\beta_m x} + B_m e^{-i\beta_m x}] \cos\left(\frac{m\pi}{D} y\right)$$

$$\Phi_A = \frac{Dh}{4\omega\rho_b} \sum_{m=0}^M \beta_m |A_m|^2$$

$$\Phi_B = \frac{Dh}{4\omega\rho_b} \sum_{m=0}^M \beta_m |B_m|^2$$

$$\mathcal{R} = \Phi_B / \Phi_A$$

$$\alpha(\omega) = 1 - \Phi_B / \Phi_A$$

Appl. Phys. Lett. **100**, 144103 (2012)

Chamber width $D = 29.6$ cm
Chamber length $L = 148$ cm

Acoustic black hole: an omnidirectional acoustic absorber

Quality factor: $Q_\alpha = \frac{1}{\Delta_\nu} \int_{\nu_i}^{\nu_f} \alpha(\nu) d\nu$

$$\begin{aligned} \nu_i &= 580\text{Hz}; \\ \nu_f &= 3400\text{Hz} \end{aligned}$$

Core R=80mm:

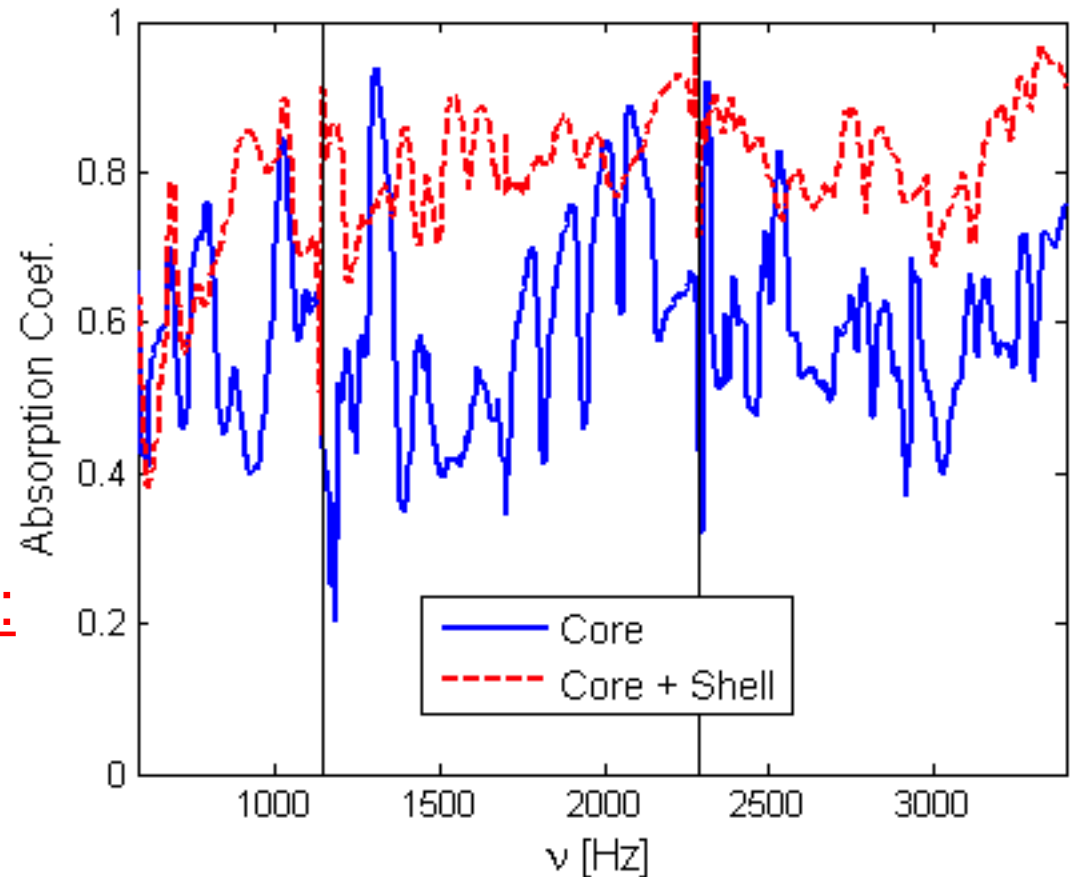
$$Q_{N1} = 59.0\%$$

Core R=120mm:

$$Q_{N2} = 62.7\%$$

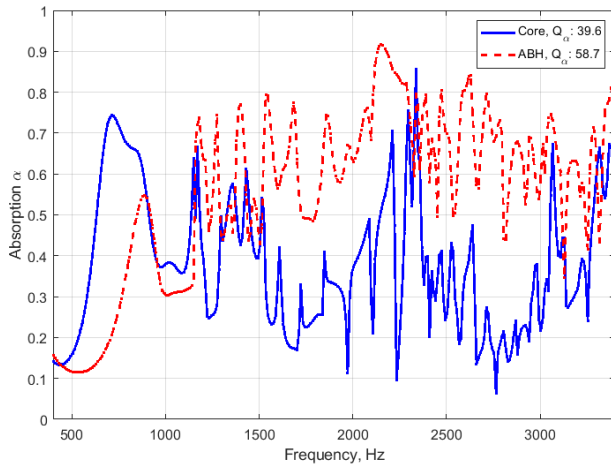
Core+Shell (Black Hole):

$$Q_{BH} = 79.6\%$$

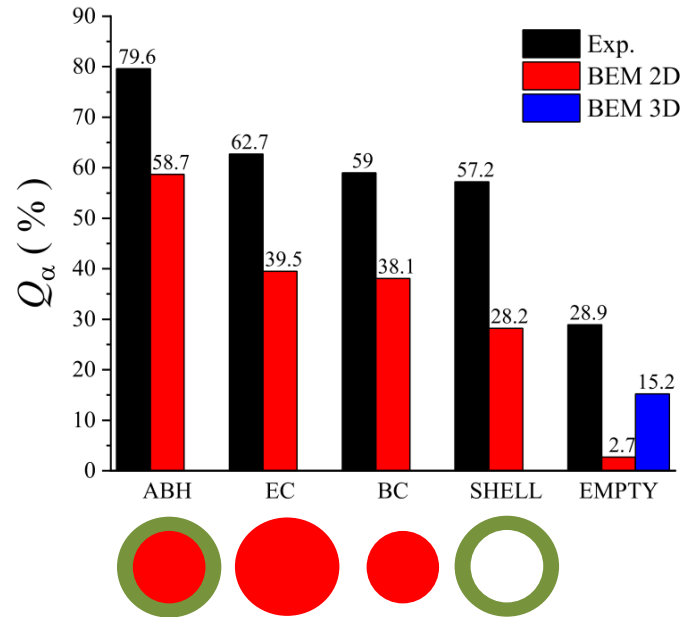
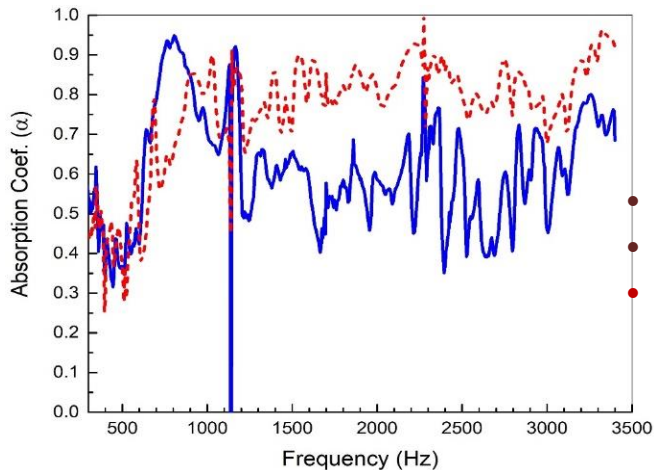


Viscothermal effects in a two-dimensional acoustic black hole: A boundary element approach

BEM, numerical (2021)



Experimental (2012)



- *The experiments show higher absorption than simulations, due to chamber leakage*
- *The 2D simulations also miss some loss happening in the 3D chamber walls*
- *The results, however, present very similar relative differences*

Summary

1. **Sonic crystals / Phononic crystals**
2. **Acoustic metamaterials based on Sonic crystals**
3. **Acoustic lenses**
4. **Acoustic cloaks**
5. **Acoustic Black holes**

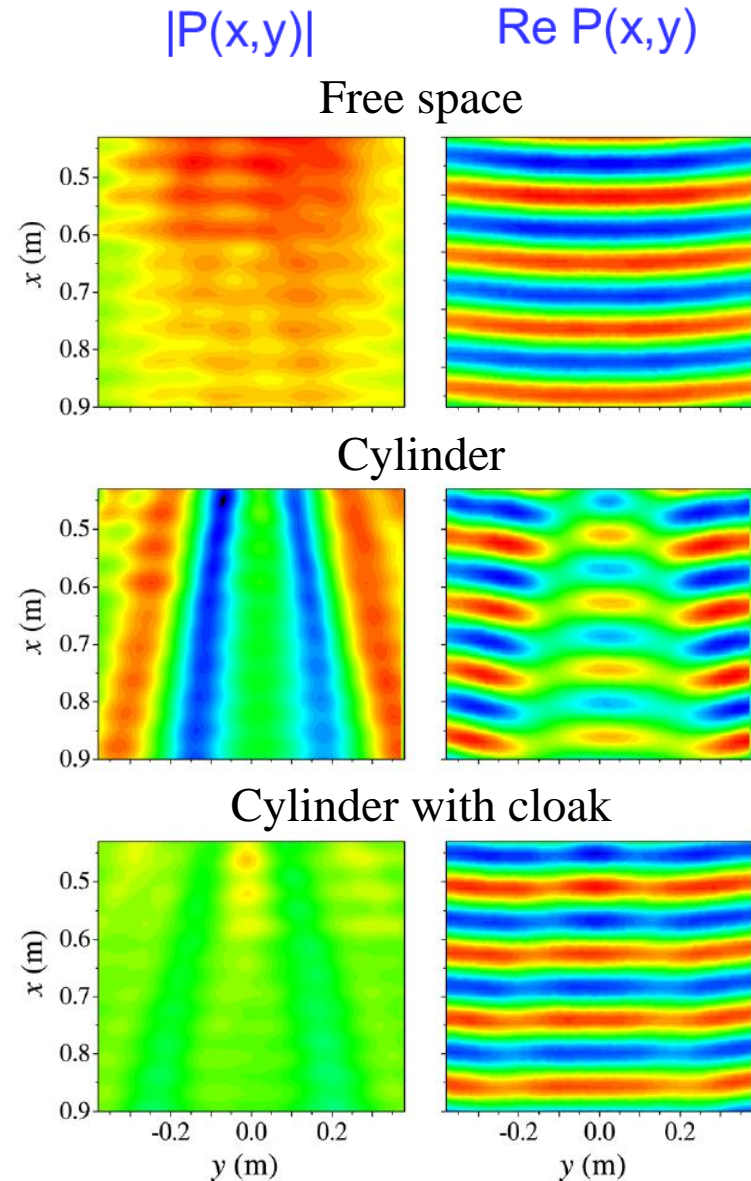
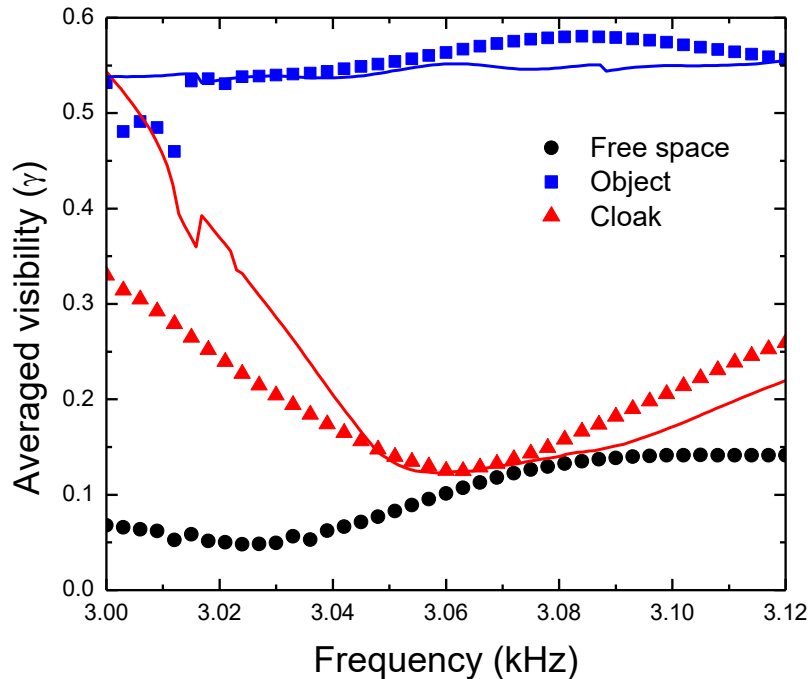
Thanks for your attention!!

Practical realization: 2D cloak based on scatt. cancellation

- Experimental results:

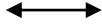
$$\gamma = \frac{1}{N} \sum_j \frac{|P_{max,j}| - |P_{min,j}|}{|P_{max,j}| + |P_{min,j}|}$$

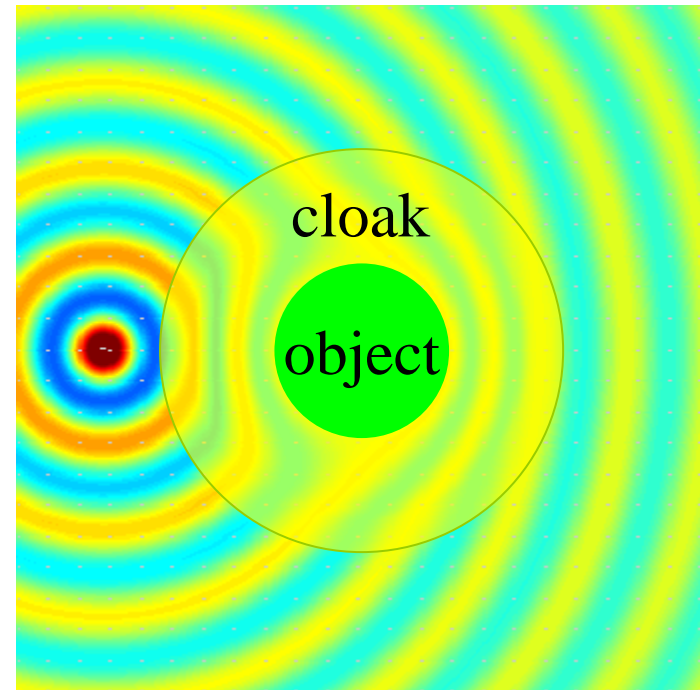
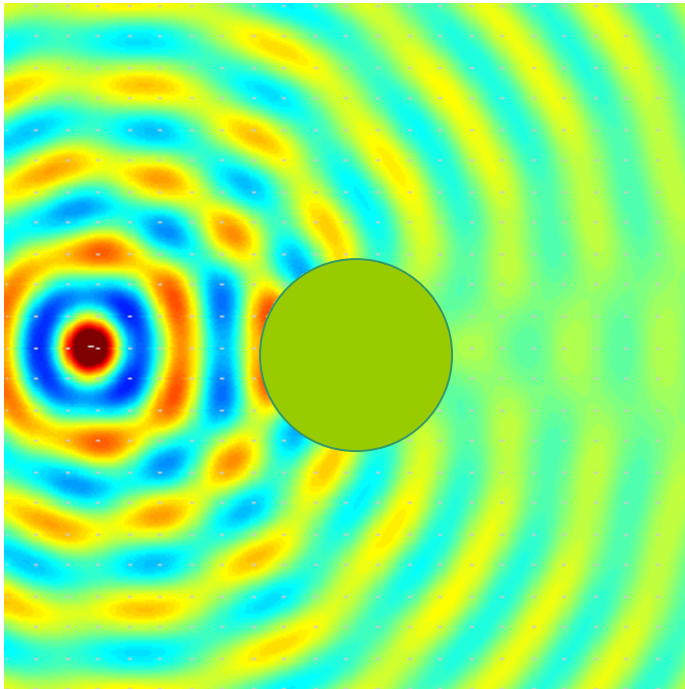
N = number of wavefronts



Acoustic cloak

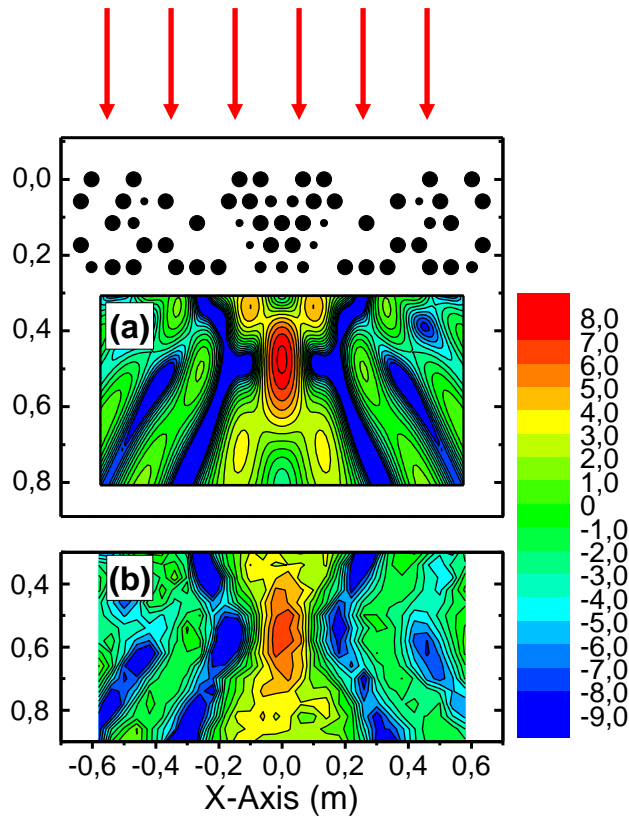
Punctual source interacting with a cylindrical object

$$\lambda = R$$




Inverse design of sonic lenses

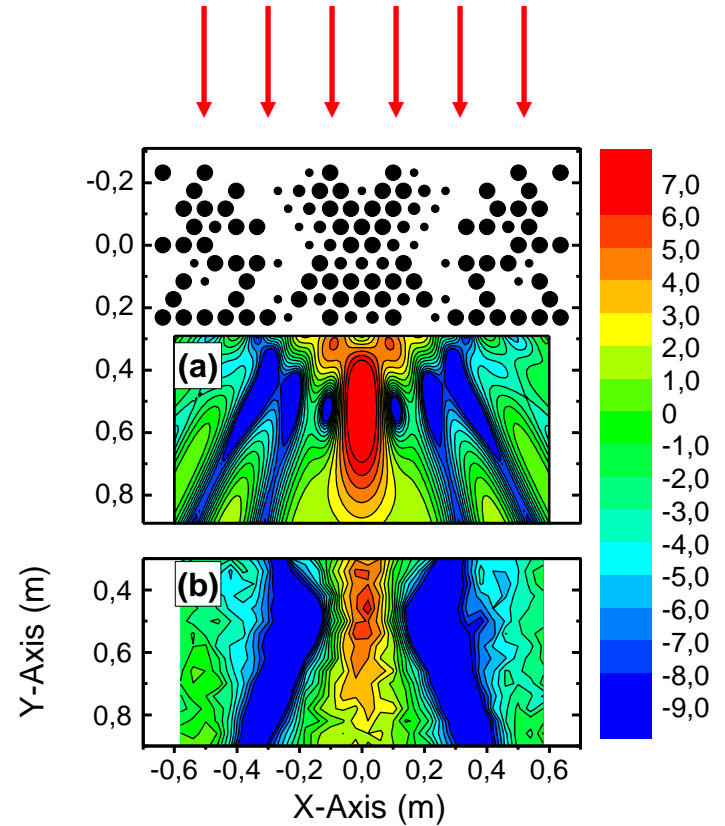
5 layers lens
(1700 Hz)



Theory

Experiment

9 layers lens
(1700 Hz)



Phys. Rev. B **70**, 214302 (2004)
Appl. Phys. Lett. **86**, 054102 (2005)

Metamaterials with anisotropic effective mass density

Isotropic fluids:

$$c^2 = B / \rho$$

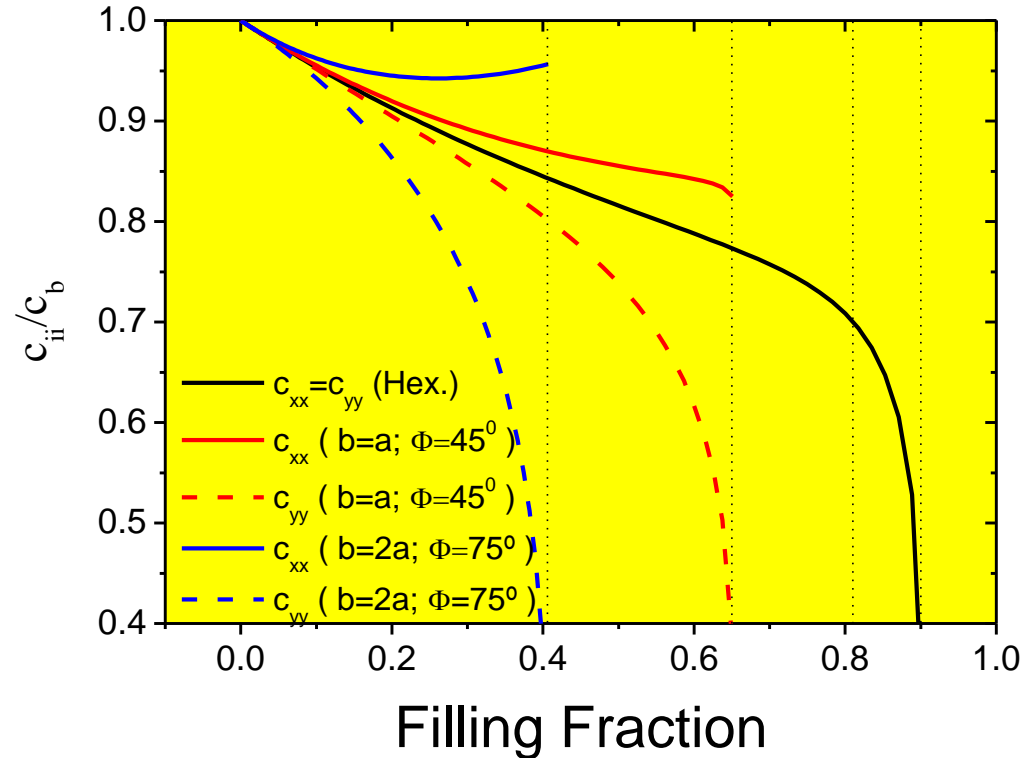
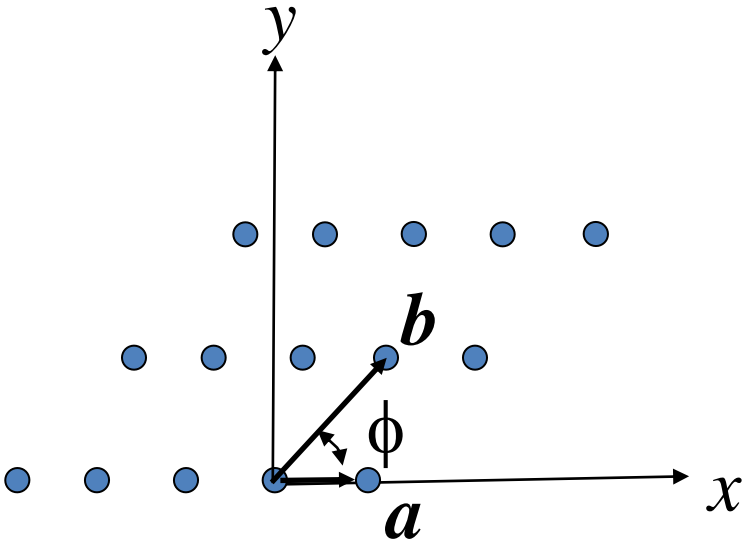
(Square and hexagonal lattices)

Anisotropic fluids:

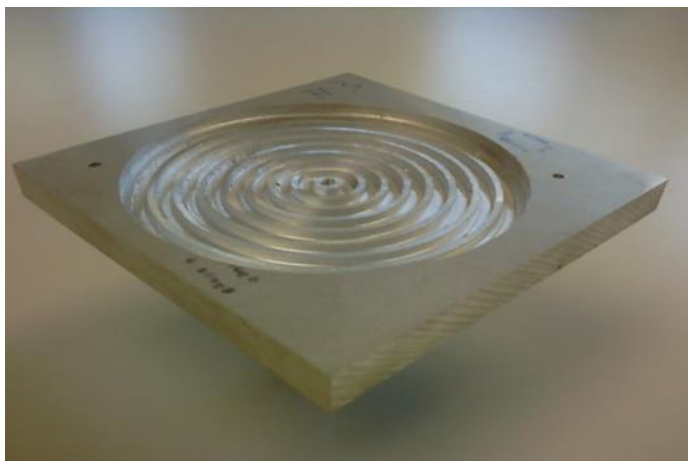
$$c_{ij}^2 = B \rho_{ij}^{-1}$$

Components of the sound speed tensor
(Rigid cylinders)

Non-isotropic lattices:



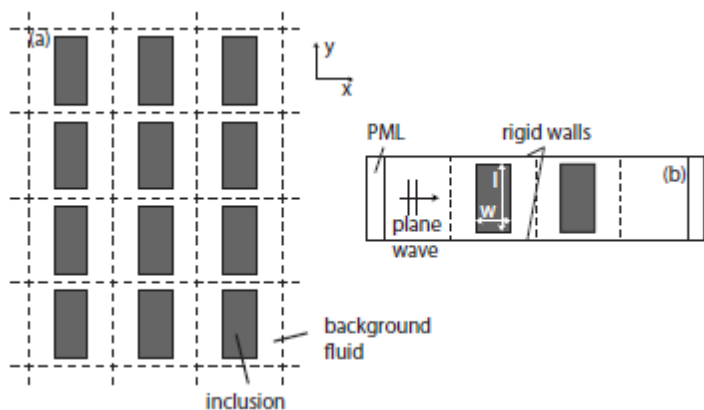
Anisotropic mass density tensor



Phys. Rev. Lett., **105**, 174301 (2010)



Appl. Phys. Lett., **98**, 244102 (2011)



Cummer's group: PRB **108**, 174303 (2009); JAP**109**, 054906 (2011)

3D Cloak based on scattering cancellation



Sanchis et al., PRL. **110**, 124301 (2013)



- **Parameters:**
 - 60 tori with minor radius 2.67mm
 - Sphere with radius $R_{\text{sph}} = 4\text{cm}$
 - Frequency of operation: $f_0 = 8.62\text{kHz}$ ($R_{\text{sph}} = \lambda_0$)
- **Range of operation:**
 - Bandwidth: 120Hz
 - Angle of incidence: $\pm 2.25^\circ$