



Accurate Ambient Noise Assessment Using Smartphones

EMAS Y COMPUTADORES

DOCTORAL PROGRAM IN COMPUTER SCIENCES

PhD Student Willian Zamora Mero wilzame@posgrado.upv.es

Supervisor Dr. Carlos T. Cala calafate@disca.upv.es

Background

Mobile crowdsensing solutions for noise pollutions monitoring

- Sound Capture and processing procedure
- Different noise calculation algorithms

Results





Proposed crowdsensing architecture for noise analysis

Objectives

Propose an architecture for mobile crowsensing solutions

- Analyse the behavior of three different algorithms for noise measurement
- Evaluate the impact of different sampling rates and block sizes
- Evaluate the candidate algorithm using different types of smartphones in typical outdoor environments



Mobile scenario results

Method

ALGORITHM 1: dB(A) calculating using Fourier Transform.

Data: BufferRawData, AudioRecord **Input:** *SR*(*SampleRate*); *BS*(*BlockSize*); *T*(*Totaltime*) 1 $k = \frac{SR}{BS}$ ² for c = 1 to T do dat = 0for z = 1 to k do Read current AudioRecord with Block Size BS for i = 0 to BS do

Conclusions

- Result show that both the sampling rate and the selected buffer size can have a significant impact on the accuracy of noise level estimations (error : 1% to 12%)
- Through an adequate selection, it is possible to combine low noise-level errors with a low







- Low-end smartphones are prone to introduce a higher error than high-end smartphones (on average).
- As future work, we plan to integrate this algorithm in a crowsensing application to achieve distributed noise measurements.

Acknowledgement

This work was partialy supported by the project Smart@CarPhone Spain and the Secretaria Nacional de Educación Tecnología e Innovación del Ecuador.

