

# DYNamic Acoustic MAPping

## DYNAMAP



**DYNAMAP: A SYSTEM WITH LOW-COST HARDWARE AND ARTIFICIAL INTELLIGENCE TO COMPUTE REAL TIME NOISE MAPS.**

*Luca Nencini, Francesc Alías, Xavier Sevillano*

# PROJECT SUMMARY



## Aims:

The project aims at developing a **dynamic noise mapping** system able to detect and represent in **real time** the acoustic impact due to road infrastructures.


















**Project budget:**  
2.2 M€



**Duration:**  
2014-2019

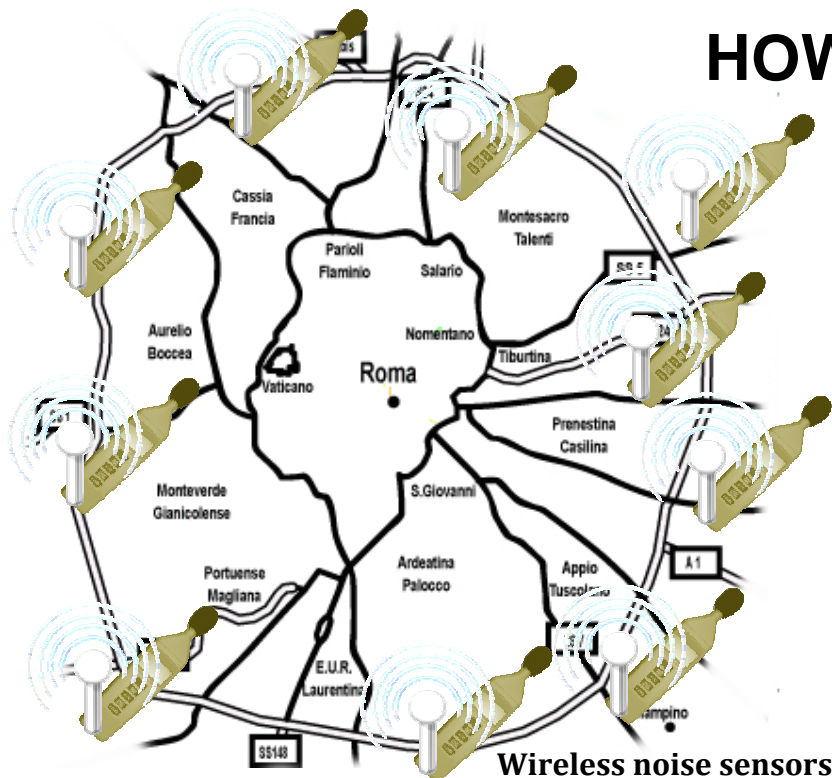
# INVOLVED PARTNERS

	Project coordinator	Autonomous National Agency for Roads	IT	
		Milan municipality	IT	
		Mobility Environment Agency for Territory	IT	
		Bicocca University – Milan	IT	
		BlueWave Acoustics	IT	
		Accon Environmental Consultants	DE	
 		La Salle University - Barcellona	ES	

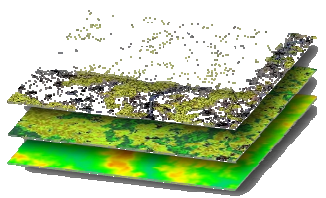
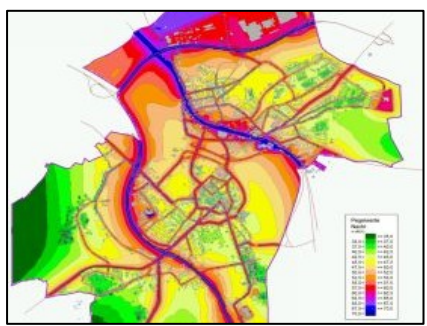
# MAIN GOALS OF DYNAMAP

- 1. automate noise mapping process using the information retrieved from a low cost monitoring network;
- 2. develop low cost sensors and communication devices to collect the information needed to update noise maps in real time;
- 3. implement and test the system in two sites with different characteristics: an agglomeration and a major road.

# HOW IT WORKS



Wireless noise sensors development

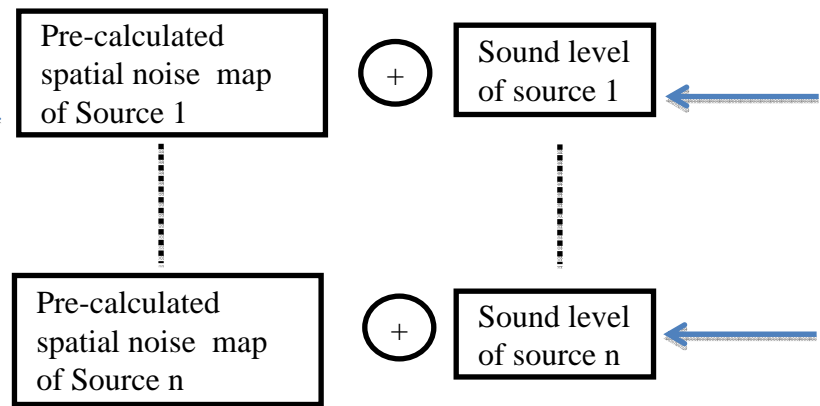


Data collecting on a server. Data sent from the sensor are archived on a server



Data analysis for calculation of Leq values of specific sources:

- 1 - Identification and removal of spurious events
- 2 - Calculation of sound level on a defined time basis





# WHERE



**Site #1: Milano urban area**



**Site #2: Rome sub-urban**

# TECHNICAL BAGROUND



The wireless sensor network concept will be an evolution of the Noisemote system

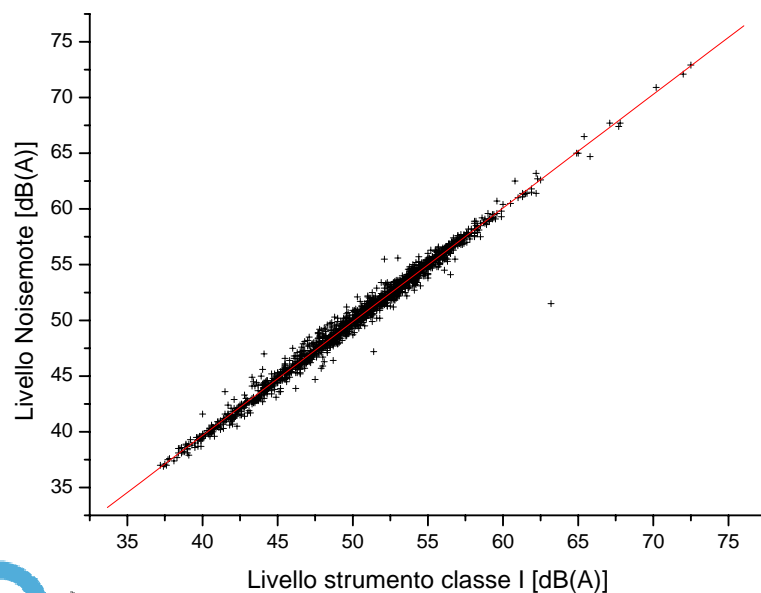
Noisemote is a system well suitable for pervasive monitoring in smart cities that can be connected to wifi urban networks and gprs-gsm networks



# TECHNICAL BAGROUND



Meets class II specifications for frequency response and dynamic measurement range



**Noisemote**  
www.noisemote.com



# TECHNICAL BAGROUND



It is interfaced with an online web application to analyze and download data

It can be programmed to post data to user's preferred storage system, as for example the "Sentilo" platform



# TECHNICAL BAGROUND

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- the development of an **Anomalous Noise Event Detection (ANED) algorithm** to identify the anomalous sound events that could distort the noise levels measured by the sensors
- two **variants** of the ANED algorithm depending on the type of sensor

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# TECHNICAL BAGROUND

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- ANED for low computational capacity sensors
  - Sensors only provide  $L_{eq}$  values
  - ANED based on time evolution of  $L_{eq}$
- ANED for high computational capacity sensors
  - Sensors provide spectral signal analysis
  - ANED based on pattern recognition approach

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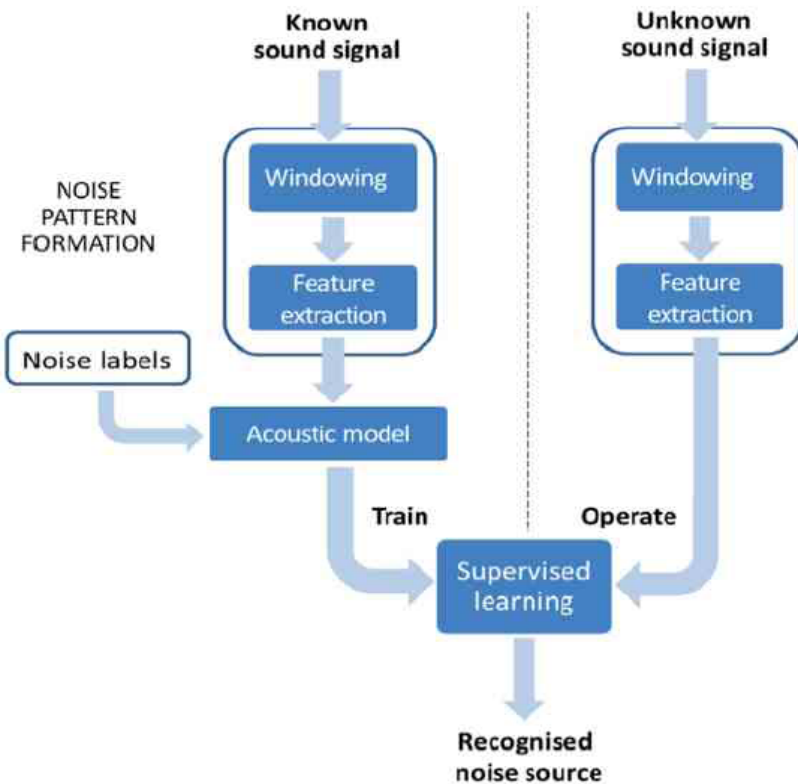
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# TECHNICAL BAGROUND

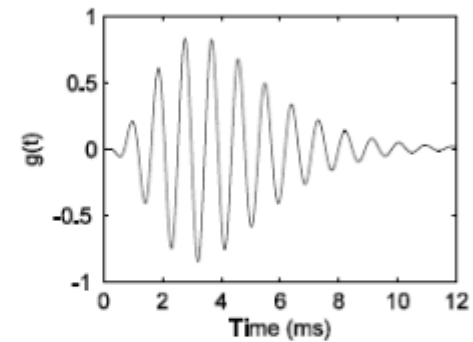
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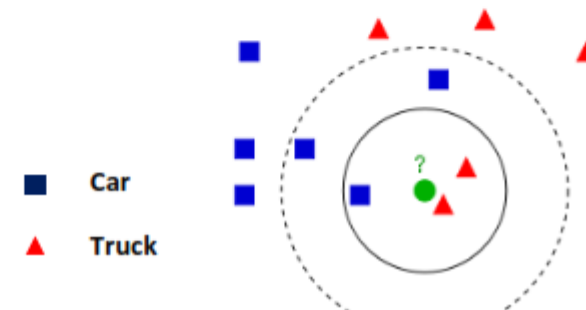


## Gammatone Cepstral Coefficients

$$g(t) = K t^{(n-1)} e^{-2\pi \beta t} \cos(2\pi f_c t + \varphi) \quad t > 0$$



## K-Nearest Neighbour algorithm



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# PREVIOUS TESTS ON THE FIELD

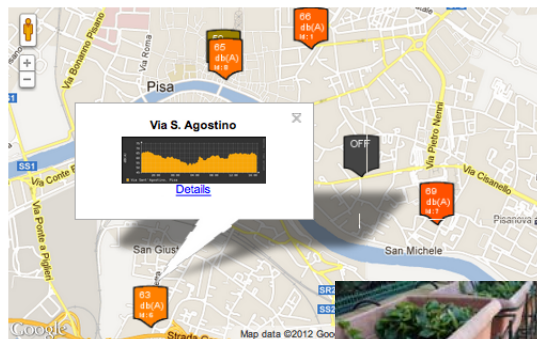
## Crowdsourcing

### SENSEable Pisa

sensing the city

#### La mappa

24h Noise City Level – Clicca sulle icone per vedere l'andamento temporale.

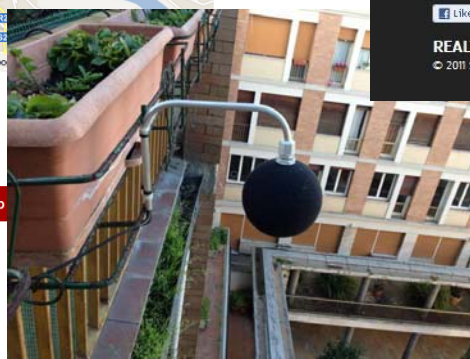


Guarda il grafico

Mi piace Invia

Powered by DustLab

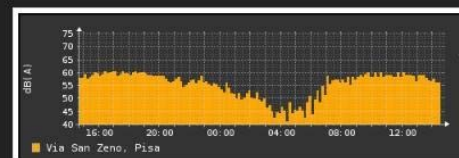
- Il Progetto
- La mappa
- I dispositivi
- I Dati
- Contatti



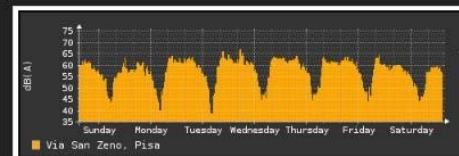
### SENSEable Pisa

sensing the city ...

#### Noise @ Via San Zeno, Pisa PI



Noise by day



Noise by week



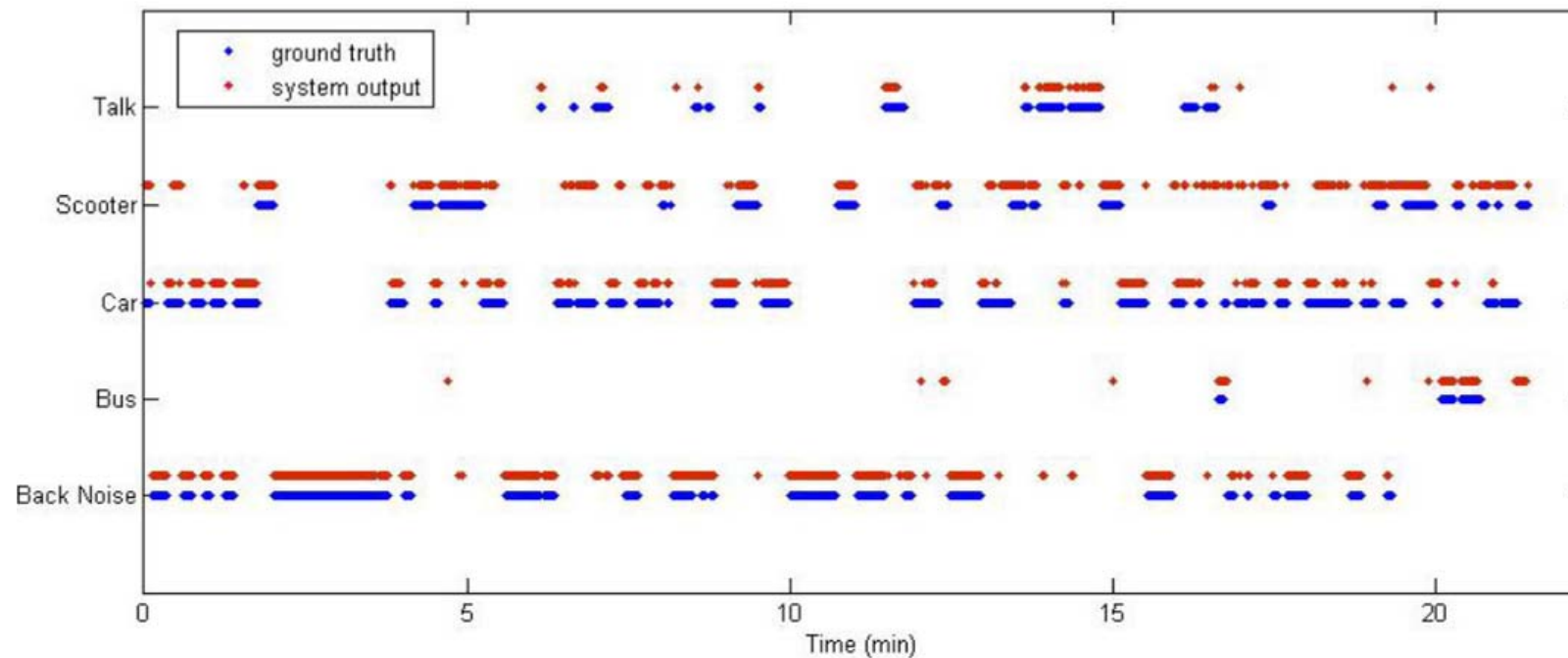
Noise by month

Like 1  
**REALTIME SENSING**  
 © 2011 SENSEable Pisa





# PREVIOUS TESTS ON THE FIELD



# CONCLUSION

1. demonstrate that the automation process will lead to a significant reduction of the resources needed to update noise maps (time, costs and dedicated personnel)
2. improve and ease public information through different access levels of the system to provide user friendly information.
3. check the possibility of improving the system with additional information to dynamically report multiple environmental data (air quality, meteorological conditions, etc.)
4. Implement new ways to make cities smarter and smarter by mean of an acoustic artificial intelligence

# QUESTIONS

**Thanks for your attention**

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