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$r$	= distant (slant range) from aircraft
$t$	= time index for sampling sound levels
$w_i, w_t$	= time-of-day weighting factor associated with human perception of noise levels, = 1 from 7 a.m. to 7 p.m., = 10 otherwise

## Introduction

In the analysis of aircraft noise effects on a community it has been found<sup>1</sup> that the separate calculation of noise levels from each aircraft contributes a significant portion of the overall computations (i.e., evaluations of noise levels and effects on the population). A method for reducing the amount of computation needed to determine these noise levels is presented. It is assumed that each aircraft can be assigned to one of several known flight paths (or that any deviations from these paths do not significantly alter the noise field on the ground).

## Adding Sound Energy

The exact expression for the total sound level<sup>2</sup> (using any power-intensity related scale) contributed from  $N_s$  sources is

$$L_{\text{tot}} = 10 \log_{10} \sum_{i=1}^{N_s} 10^{L_i/10} \quad (1)$$

where  $L_i$  is the level produced by the  $i$ th source. Addition of the individual sound levels implicitly assumes incoherent interference of the acoustic waves, and is commonly referred to as "addition on an energy basis"; however, *power density addition* would be a more accurate characterization. Nevertheless, it provides a means for calculating the sound level from various aircraft operating in a community.

Under the assumption of isotropy in the far-field propagation of aircraft sound, the approximation for the level at distance  $r$  from the  $i$ th source is

$$L_i = c_{1,i} - c_{2,i} \log_{10} r \quad (2)$$

Using data obtained from the Integrated Noise Model,<sup>3</sup> values of  $c_1$  and  $c_2$  were calculated from least-square-error fits, and the results are shown in Table 1. A plot of sound level (in this case, the *A*-weighted level,  $L_A$ ) vs  $r$  for Boeing 737-100/200 aircraft appears in Fig. 1.

The concept of "energy addition" is also employed in various other measures of noise, notably those that include some weighting of the incident power based upon the time of day and the resulting human perception of the sound level. For example, the average day-night level  $L_{\text{d-n}}$  is defined as

$$L_{\text{d-n}} = 10 \log_{10} \sum_{t=1}^{N_t} w_t 10^{L_{A,t}/10} / N_t \quad (3)$$

Clearly,  $L_{\text{d-n}}$  is based upon a weighted *average over time* of the incident power. The order of occurrence of the various sound level contributions is irrelevant, as long as the appropriate weighting is assigned to each.

This concept raises the possibility, for simulation purposes, of replacing a number of aircraft moving along a specified trajectory with a single "equivalent source" that delivers the same weighted average power distribution to points on the ground.

## Composite Model

Using Eqs. (1) and (2), and continuing to use  $L_{\text{d-n}}$  as the prototype, the equivalent level at distance  $r$  from all sources on the  $k$ th trajectory is

$$L_k^*(r) = 10 \log_{10} \sum_{i=1}^{N_s} w_i 10^{L_i(r)/10} \quad (4)$$

## A Composite Model of Aircraft Noise

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### Nomenclature

$c_{1,i}, c_{2,i}$	= noise level coefficients for aircraft $i$
$c_{1,k}^*, c_{2,k}^*$	= composite noise level coefficients for trajectory $k$
$i$	= noise source index
$k$	= trajectory index
$L^*$	= sound level produced by a single source delivering the same power density as $N_s$ sources
$L_{\text{d-n}}$	= average day-night noise level
$L_i$	= sound level from source $i$
$L_{\text{tot}}$	= sound level from $N_s$ sources
$N$	= number of sound level samples taken in 24 h
$N_s$	= number of sound sources
$N_t$	= number of trajectories

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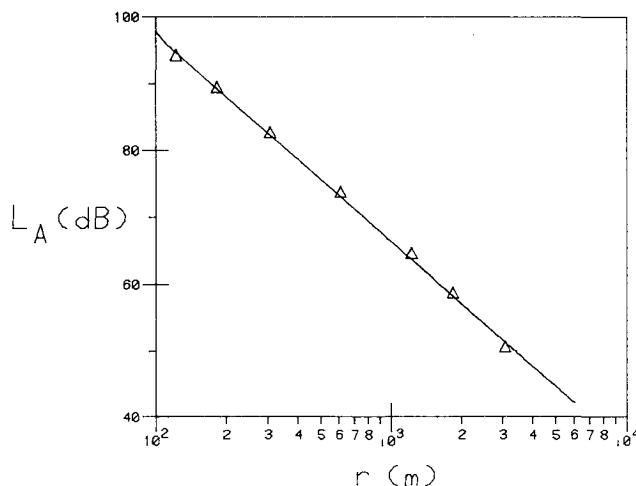


Fig. 1 Linear fit of sound levels for Boeing 737-100/200 aircraft.

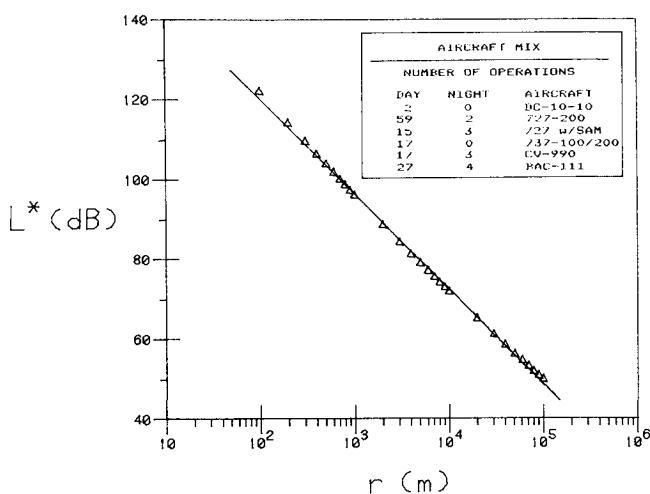


Fig. 2 Linear fit of sound levels from multiple aircraft.

It has been found that an excellent approximation for  $L_k^*(r)$  is given by the same form as Eq. (2), i.e.,

$$L_k^*(r) = c_{1,k}^* - c_{2,k}^* \log_{10}(r) \quad (5)$$

where the composite coefficients  $c_{1,k}^*$  and  $c_{2,k}^*$  will depend upon the mixture of aircraft on trajectory  $k$ . The quantity  $L_k^*(r)$  represents the sound level of an "equivalent source" at distance  $r$ , which delivers the same total weighted power density as the combination of individual sources at that distance. An example of the quality of the least-square-error fit is shown in Fig. 2.

With the coefficients  $c_{1,k}^*$  and  $c_{2,k}^*$  calculated for each trajectory, the equivalent level  $L^*$  at any point on the ground is found by summing over all the trajectories:

$$L^* = 10 \log_{10} \sum_{k=1}^{N_t} 10^{L_k^*/10} \quad (6)$$

Since the time-of-day weighting has already been included in  $L_k^*$  and, hence,  $L^*$ , the expression for  $L_{d-n}$  becomes

$$L_{d-n} = 10 \log_{10} \sum_{t=1}^N 10^{L_t^*/10} / N \quad (7)$$

Calculation of  $c_{1,k}^*$ ,  $c_{2,k}^*$ , and  $L_{d-n}$  is relatively fast compared with summing the power densities of every source at each time sample to get  $L_{d-n}$ .

Table 1 Noise level coefficients for commercial aircraft<sup>a</sup>

Aircraft	$c_1$	$c_2$
DC-8-30	164.02	31.06
DC-9 w/SAM	146.76	26.13
DC-10-10	150.81	30.32
707 w/SAM	138.77	24.81
720	143.92	22.95
727-200	142.57	23.68
727 w/SAM	124.83	18.92
737-100/200	159.35	31.04
737 w/SAM	149.60	27.72
747-200	144.19	26.20
L-1011	140.75	25.75
A-300	179.76	41.60
BAC-111	154.88	28.44
VC-10	144.74	23.64
CV-990	164.17	29.42

<sup>a</sup>Computed for landing thrust levels, 3-deg glide slope.

## Conclusion

The method of using composite noise coefficients reduces the number of calculations needed to determine  $L_{d-n}$  at any point on the ground, as compared with more straightforward methods. For simulations of aircraft noise where many aircraft are involved, a considerable savings in computation time can be achieved. While the method has been demonstrated for the measure  $L_{d-n}$ , it is applicable to any measure that adds effects from separate sources via power density addition.

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## Airplane Designer's Checklist for Occupant Injury Prevention

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### Introduction

ALTHOUGH the design techniques for injury protection are maturing, there are a large number of bewildering specification requirements that confront a designer of pilots' seats and cabins. Design engineers are educated and oriented toward vehicle construction and components. After graduation, they enter industry and acquire organizational assignments. Design engineers become responsible for some subset of the aircraft, such as structures, control systems or equipment, but not all of them. Each design group, together with their supporting analysts and staff groups, have improved their designs by research on operational usage. Gathering data on injuries is especially difficult because the operational usages are usually mishaps, crashes, and emergency egresses.

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