#### ♣Problem Statement:

# "Real-Time Identification and Localization of Urban Noise Pollution Sources"

Urban areas suffer from increasing levels of noise pollution due to traffic, construction, industrial activity, and human gatherings. This environmental noise negatively affects public health, contributing to stress, sleep disorders, cardiovascular issues, and reduced quality of life. Despite regulations, most cities lack effective real-time monitoring systems capable of identifying, localizing, and quantifying specific noise sources.

Current noise monitoring setups typically rely on distributed single-point microphones that only measure sound pressure levels. These systems cannot distinguish between different noise types (e.g., a jackhammer vs. a car horn) or pinpoint their exact location, limiting their usefulness for enforcement, urban planning, or citizen complaints.

#### Troposed Solution:

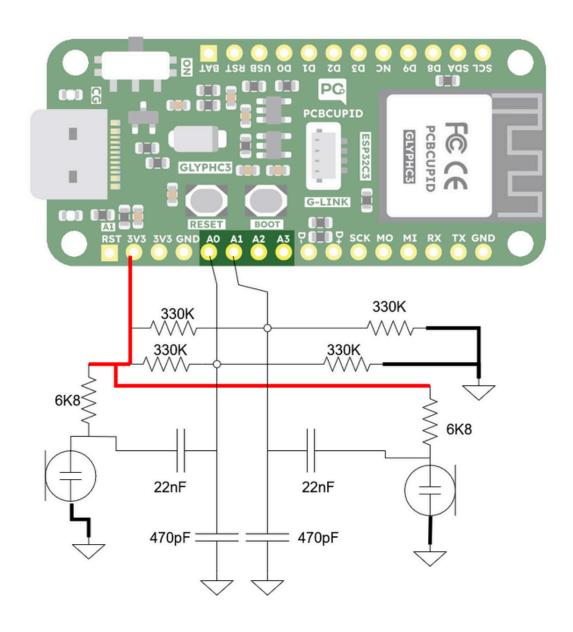
Phased Array Microphones enable a smarter, directional approach to urban noise monitoring. By using beam-forming and spatial filtering, such systems can:

- Accurately localize and classify different noise sources in real time
- Create acoustic "maps" of city soundscapes
- Distinguish between overlapping sounds (e.g., construction noise vs. traffic)
- Support smart city infrastructure for dynamic noise regulation and enforcement This technology can empower city planners, environmental agencies, and public health researchers with actionable insights to design quieter, healthier urban spaces.

## **LIST OF COMPONENTS**

NPN Transistors (BC547)	10
<u>Capacitor Box</u>	1
<u>Condenser Mic</u>	4
Red Wires multi-strand (1M)	1meter
Black wire multi-strand (1M)	1meter
<u>GLYPH C3 - ESP32C3 DEV Board (Non Soldered)</u>	1
<u>FR4 – High Quality Zero board PCB (Perfboard)</u>	2
Resistor Box	1

# **Connection Diagram**



## Code

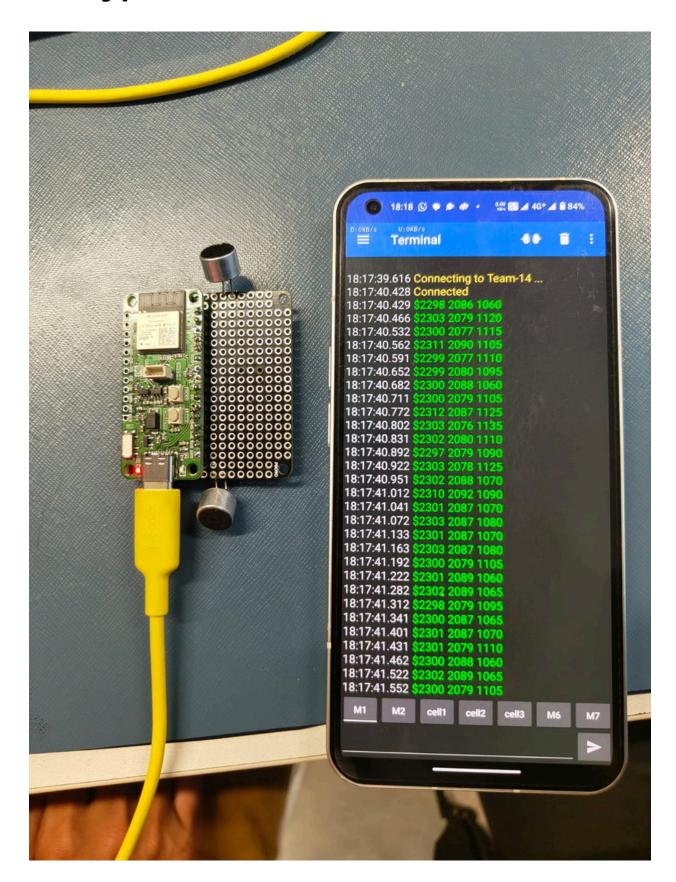
Main Snippet, Takes care of Sampling, Peak detection, and transmitting Raw Data to Host.

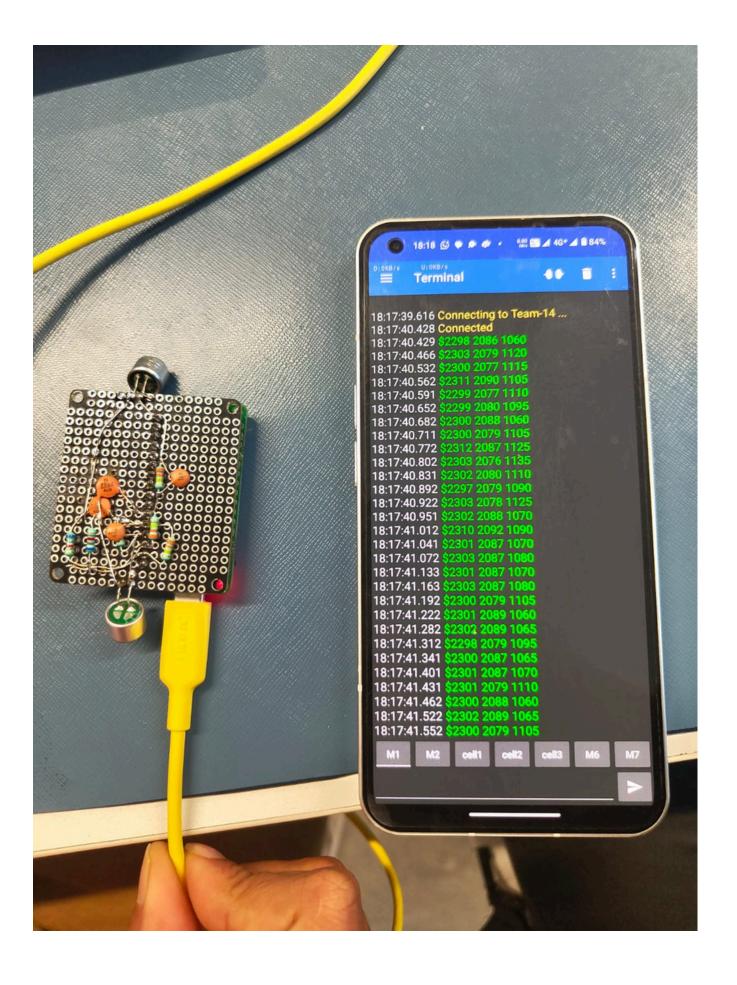
```
135
136
      // Sampling here
137 delayMicroseconds(10);
      sensorValue0 = analogRead(sensorPin0);
139
     delayMicroseconds(10);
140    sensorValue1 = analogRead(sensorPin1);
141
142 //peak detector scheme
143
       if(sensorValue0>peakLeft)
144
145
       peakLeft = sensorValue0;
146
147
       else if (sensorValue0<(peakLeft-20)) // Peak detection with Hysteresis
148
       peakLeft = sensorValue0;
149
150
151
       if(sensorValue1>peakRight)
152
153
154
       peakRight = sensorValue1;
155
       else if (sensorValue1<(peakRight-20))
156
157
158
        peakRight = sensorValue1;
159
160
       sensorValue2 =abs(sensorValue0 - sensorValue1)*5;// Amplified waveform coommon on ba=oth channel.
161
       sprintf(bufferb, "$%d %d %d %d %d,", sensorValue0,sensorValue1,sensorValue2, peakLeft,peakRight);// prepare buffer
162
163
       Serial.printf(bufferb);// print to PC
164
165
```

## Software & Tool

- Arduino,
- Serial Port Plotter
- Soldering Iron, Tweezers, Cutter,

# **Prototype**





# Working

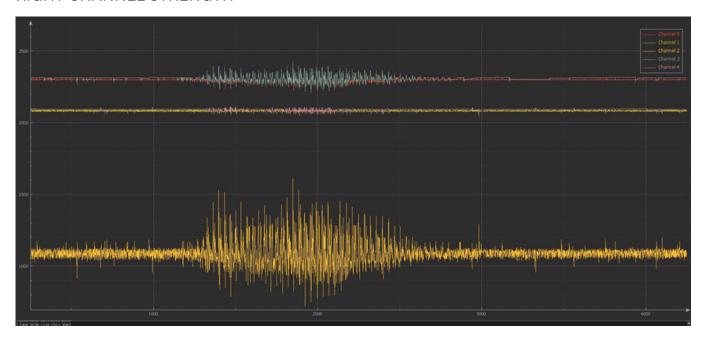
Microphone results in an Amplitude proportional to the sound incoming, The resistor of 6K8 Ohms value limits and Bias the Amplifier inside the electret microphone, Then the DC block Capacitor allows AC signal to pass to next stage,

Next Stage consists of Voltage divider formed by 330K resistors, which sets the input voltage to around 1.5V i.e. 3v3 / 2.

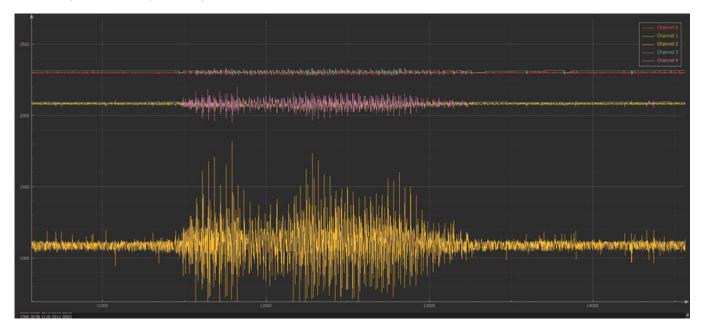
Another capacitor (470pF) between the signal and ground path forms the Low pass filter.

When the signal incoming on Right & Left are equal the Amplitude detected on both channel is matched, when there is a mismatch between the incoming audio strength, the Received channel are then Observed to pick the difference and hence amplify this. (Yellow Trace)

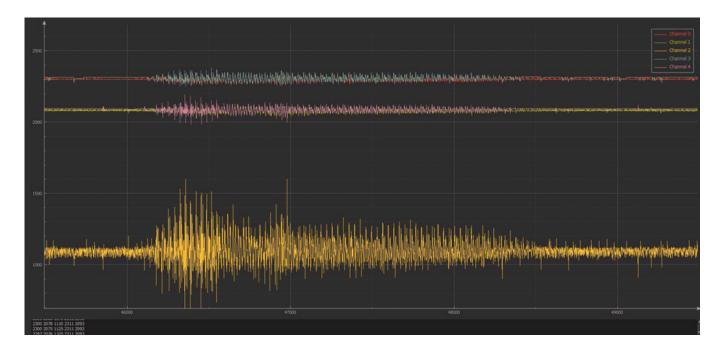
RIGHT CHANNEL STRENGTH



#### LEFT CHANNEL STRENGTH



#### BOTH CHANNEL RECEIVING from Front.



### **APPLICATIONS**

- 1)Motion sensor
- 2)Accurate Sound Source Localization in Noisy or Reverberate Environments
- 3) Monitoring and Identifying Unauthorized Drones Using Acoustic Signatures