FDTD model of acoustic wave interaction with soft targets

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Abstract

We have used the finite difference time domain acoustic wave algorithm to study the interaction of a time harmonic acoustic wave with soft acoustic targets. Our interest has been on the character of the acoustic field inside the target and the interaction parameters which influence it. The numerical simulations suggest that for an acoustically denser target the interior field consist of alternate bands of high-(and low-) pressure, though in a narrow cylindrical target the interior is almost completely filled with a high-pressure band. Also, the acoustic field inside the target is influenced by the target aspect ratio, characteristic size and material contrast, such that increasing the aspect ratio and/or characteristic size leads to a significant increase in the interior field magnitude. Provided the aspect ratio is greater than unity and the target is acoustically denser than the exterior medium, the interior acoustic field can attain a magnitude much greater than the amplitude of the incident wave.

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1.0 Introduction

The finite difference time domain (FDTD) procedure for the numerical solution of hyperbolic partial differential equation is currently a well-developed and widely used approach for modelling electromagnetic wave interaction with various objects [1]. This method was later adapted to model acoustic wave phenomena [2]. In this work we examine the finite difference time domain acoustic wave algorithm for modelling acoustic wave interaction with various objects with emphasis on how the object geometry and material parameters influence the acoustic field within the object.

An acoustic wave is a disturbance in pressure and density which propagates in a com-pressible medium. When the disturbance is of small magnitude the equations that describe an acoustic wave can be linearized. These are the equation of motion,

$$\rho_0 \frac{\partial V}{\partial t} = -\nabla P, \qquad (1.1)$$

$$\frac{\partial P}{\partial t} = -B\nabla V, \qquad (1.2)$$

and the equation of continuity,

where ρ_0 and B are, respectively, the equilibrium density and adiabatic bulk modulus of the medium, V is the particle velocity and P is the acoustic pressure. Differentiating (1.2) with respect to time and using (1.1) leads to the wave equation for the acoustic pressure

$$\nabla^2 P = \frac{1}{\upsilon^2} \frac{\partial^2 P}{\partial t^2}, \quad \upsilon = \sqrt{\frac{B}{\rho_0}}, \quad (1.3)$$

where v is the wave propagation speed. The product of the wave propagation speed and the equilibrium density gives the characteristic impedance of the medium

$$\eta = \upsilon \rho_0 \,. \tag{1.4}$$

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(1.2)

The two coupled first-order partial differential equations (1.1) and (1.2) in a rectangular coordinate system (x, y, z) are equivalent to the set of four coupled partial differential equations:

$$\rho_{0} \frac{\partial V_{x}}{\partial t} = -\frac{\partial P}{\partial x}, \ \rho_{0} \frac{\partial V_{y}}{\partial t} = -\frac{\partial P}{\partial y}, \ \rho_{0} \frac{\partial V_{z}}{\partial t} = -\frac{\partial P}{\partial z}$$

$$\frac{\partial P}{\partial t} = -B \left(\frac{\partial V_{x}}{\partial x} + \frac{\partial V_{y}}{\partial y} + \frac{\partial V_{z}}{\partial z} \right)$$
(1.5)

Equation (1.5) is the basis of a finite difference time domain algorithm for an acoustic wave phenomenon in rectangular coordinates.

A finite difference time domain algorithm approximates the continuous wave field in space and time by sampled data at points in a finite space-time lattice. The derivatives in the differential equation are approximated by finite differences leading to difference equations that replace the differential equations which define a problem. This results in a simulation of the wave by numerical data analogues stored in a computer. An accurate determination of the acoustic field within an arbitrary object is an important problem given the increasing use of ultrasonic signals for diagnosis and therapy in medicine. The numerical experiments show the significance of object aspect ratio and characteristic size on the magnitude of the interior acoustic field, especially when the physical parameters of the object material are grossly different from those of the surrounding medium.

2.0 **FDTD acoustic wave algorithm**

The common FDTD symbolism introduced by Yee [3] represents a function of space and time as $F^n(i, j, k) = F(i\delta x, j\delta y, k\delta z, n\delta t)$, (2.1)

where *i*, *j*, *k*, and n are integers, δx , δy , and δz are space increment along the respective axes, and δt is a time increment. The space and time derivatives are replaced with finite difference approximations which are second-order accurate in the increments using a Taylor series expansion:

$$\frac{\partial F(x_0)}{\partial x} = \frac{F(x_0 + 0.5\delta) - F(x_0 - 0.5\delta)}{\delta} + \vartheta(\delta^2), \qquad (2.2)$$

where x_0 is the expansion point and δ is an increment in either space or time.



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Figure 1: FDTD acoustic wave algorithm unit cell. Body centre point $O \equiv ij,k$ for P-field, and face centre points 1 to 6 for V-field: 1,2 for V_x , 3,4 for V_y , 5,6 for V_z .

To achieve the accuracy of (2.7) and to realize all the space derivatives, the field components about a cell of the lattice are positioned as shown in Figure 1. To achieve the accuracy of (2.7) for a time derivative the field functions are evaluated at alternate half-time steps. Adopting the half-index scheme and placing the field functions on a lattice as in Figure 1, gives the system of finite difference equations which are an approximation to equation (1.5):

$$V_{x}^{n+0.5}(i+0.5,j,k) = V_{x}^{n-0.5}(i+0.5,j,k) - \frac{\delta t}{\rho_{\circ}\delta x} \Big\{ P^{n}(i+1,j,k) - P^{n}(i,j,k) \Big\}$$

$$V_{y}^{n+0.5}(i,j+0.5,k) = V_{y}^{n-0.5}(i,j+0.5,k) - \frac{\delta t}{\rho_{\circ}\delta y} \Big\{ P^{n}(i,j+1,k) - P^{n}(i,j,k) \Big\}$$

$$V_{z}^{n+0.5}(i,j,k+0.5) = V_{z}^{n-0.5}(i,j,k+0.5) - \frac{\delta t}{\rho_{\circ}\delta z} \Big\{ P^{n}(i,j,k+1) - P^{n}(i,j,k) \Big\}$$

$$P^{n+1}(i,j,k) = P^{n}(i,j,k) - \frac{B\delta t}{\delta x} \Big\{ V_{x}^{n+0.5}(i+0.5,j,k) - V_{x}^{n+0.5}(i-0.5,j,k) \Big\}$$

$$- \frac{B\delta t}{\delta y} \Big\{ V_{y}^{n+0.5}(i,j+0.5,k) - V_{y}^{n+0.5}(i,j-0.5,k) \Big\}$$

$$(2.3)$$

$$- \frac{B\delta t}{\delta z} \Big\{ V_{z}^{n+0.5}(i,j,k+0.5) - V_{x}^{n+0.5}(i,j,k-0.5) \Big\}$$

The space and time increments are chosen such that the finite difference algorithm is an accurate representation of the differential equations and is stable in time. Usually, the space increment should be a small fraction of the minimum wavelength or object size expected in a model, whichever is smaller. To ensure numerical stability the time increment should satisfy the Courant criterion [4],

$$v_{max}\delta t \le \left(\frac{1}{\delta x^2} + \frac{1}{\delta y^2} + \frac{1}{\delta z^2}\right)^{-\frac{1}{2}},$$
(2.4)

where v_{max} is the maximum wave speed in the model.

The finite difference equations (2.3) are for updating the field functions at an interior lattice point. In a numerical experiment, the size of the computation space is limited using a lattice truncation scheme [5]. The details on implementing a lattice truncation scheme depend on the kind of problem. Here we implement a second-order Bayliss-Turkel radiation boundary condition [6] along those planes of the lattice boundary normal to the propagation direction and a plane wave (Neumann-type) boundary condition [2] along the remaining planes parallel to the propagation direction. These are discretized using the Mur differencing scheme [7]. For the case where the primary source of the acoustic wave is located outside the problem domain, the wave enters the computation space from outside. This situation is modelled by making a computation boundary plane "radiate" into the computation space, assuming an incident (time harmonic) plane wave.

3.0 Numerical experiments and results

The numerical experiments simulate acoustic wave interaction with an acoustically soft object and model a wave propagating in sea water incident on a piece of quartz immersed in the liquid. The medium exterior to the object is assumed to be infinite, homogeneous and non-dissipative. Our interest is in the (near-) fields in the immediate neighbourhood of an object, especially the interior field within the object. We take the liquid density and bulk modulus to be $998kgm^{-3}$ and $2.18 \times 10^9 Nm^{-2}$, respectively. The medium parameters for quartz are $2650kgm^{-3}$ and $3.3 \times 10^{10}Nm^{-2}$, respectively, for the density and bulk modulus. The angle of incidence in all cases is zero degrees and the wave is incident from the left.

For an incident time harmonic plane wave of wavelength λ , we define an object characteristic size, C.S., equal to a/λ , where *a* is the longitudinal dimension of the object. Here results are presented

for simulations in two-dimensions. We have used a square computation space, and the object is positioned within the centre of the computation space such that the lattice truncation is at least ten space increments from the object surface. Time stepping is continued for 3000 time steps or about 72 wave cycles (of the incident wave) basically to test the numerical stability of the algorithm, though it is observed that steady state is achieved much earlier as comparing the results after 800 time steps with that after 3000 time steps revealed. Generally, steady state is achieved relatively earlier for objects with a small characteristic size. We present the result after 1000 time steps. The results show the intensity of the acoustic wave at various computation space grid points after steady state is achieved. To present the field pattern over the entire computation space at a given time the total pressure field at a grid point is translated into an integer which represents the normalized wave intensity.

We distinguish between the 'lit-positive' and 'dark-negative' representations, respectively, to emphasise the broadside and shadow regions. The broadside is that side of an object from which the wave is incident. For the 'lit-positive' representation emphasising the broadside region, a whole number signifies an integer multiple of the incident wave intensity while a 'blank' denotes intensity values less than the incident wave intensity. For the 'dark-negative' representation emphasising the shadow region a whole number denotes a multiple of one-tenth the incident wave intensity while intensity values greater than or equal to the incident wave intensity are denoted by a 'blank'. Thus, on the 'lit-positive' representation a 'blank' is a dark spot while on the 'dark-negative' representation a 'blank' is a bright spot. We use the character '+' to indicate the object surface boundary.



C.S. = 1

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3.1 **Objects of varying characteristic size**

We present a sample of results for numerical experiments which simulate wave interaction with square objects of characteristic size $1.0 \le C.S. \le 5.0$; essentially we are concerned with objects whose dimensions are of the same order-of-magnitude as a wavelength. The total field expressed in terms of normalized intensity, over the computation space, are shown in Figures 2 and 3.



X position, direction of propagation

Figure 2(b): Lit-positive representation of normalized intensity for objects of varying characteristic size. C.S. = 2

Looking at the 'lit-positive' representation, Figure 2(a-e), we observe that the interior pressure field consist mainly of alternate bands of high and low pressure (a kind of fringe pattern). Though for the object with C.S. = 5 the interior seems to be predominantly 'lit-up', being almost completely filled with coalescing high pressure bands. The intensity of the high pressure bands within an object is, usually, greater than that of the incident wave and the maximum attainable magnitude seems to grow monotonically with increasing object characteristic size. Furthermore, the wave penetrates the object with an intensity greater than that of the incident wave.

Examining the 'dark-negative' representation, Figure 3(a - b), we observe that at some interior points the field intensity within a low pressure band can be as low as zero. The relative predominance of such points, with almost zero acoustic wave intensity, seems to be more in objects with a small



X position, direction of propagation

Figure 2(c): Lit-positive representation of normalized intensity for objects of varying characteristic size C.S. = 3

characteristic size than in those with a large characteristic size. In the shadow region, considering points along a line through the middle of an object, the shadow manifests a variation in intensity (usually called umbra and penumbra in optics). However, relative to the object surface, the first transition from umbra to penumbra is closer to the object surface in those objects with a large characteristic size.

3.2 **Problems of varying order-of-magnitude**

Here we examined any dependence of the algorithm on the problem order-of-magnitude by looking at wave interaction with objects whose dimensions are measured in millimetre, centimetre, and metre for a fixed characteristic size. Numerical experiments were performed using squares of sides 2 mm, 2 cm and 2 m, for a constant characteristic size, C.S. = 2. The computed results show that the total near-field in a wave interaction with an object is independent of a problem order-of-magnitude provided the object characteristic size is the same. We do not present the intensity patterns for this case.

3.3 **Objects of varying aspect ratio**

Numerical experiments of wave interaction with rectangular objects were also performed. These experiments reveal the influence of object aspect ratio (A.R.) on the total near-field. We define the aspect ratio as the ratio of length to breadth, where the length is that side of an object transverse to

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the incident wave direction. For a fixed characteristic size, C.S. = 1, we considered objects with aspect ratios $1 \le A$. $R \le 4$.

Figure 2(d): Lit-positive representation of normalized intensity for objects of varying characteristic size.

C.S. = 4

Figure 4(a - c) shows the intensity pattern for the 'lit-positive' representation. A striking feature of these results is that the interior acoustic field is a single convex-shaped high pressure band. With increasing aspect ratio the size of this band increases monotonically to fill the interior of the object. Also, the maximum attainable interior field intensity increases monotonically with increasing aspect ratio. Furthermore, it is observed that for $A.R. \ge 3$ there are points in the shadow region where the intensity is as high as that of the incident wave.

Additional experiments were done using objects with A.R. < 1.0. In this case, the interior of the object is almost filled with a low pressure band. The intensity of this band has a maximum near the broadside which tapers to a minimum towards the shadow region. These results are not included here.

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C.S. = 5.

3.4 **Experiments with a kidney-shaped object**

Based on the experience gained from the earlier experiments we considered experiments which simulate acoustic wave interaction with a 2-D kidney-shaped object. The simulations used a wavelength such that the object characteristic size is equal to unity. The human kidney is essentially bean-shaped, with the average dimensions: length = 11 cm, breadth = 6cm and thickness = 3cm. In-situ, depending on whether a wave is incident from the front or side of the human host, the kidney has an aspect ratio of about 4 or 2, respectively, if we take a cross-sectional view. Of course, given the shape of the kidney these values do not apply uniformly.

When the object material is quartz, Figure 5(a - b) shows the intensity pattern for the 'litpositive' representation. Observe that the interior field intensity attains a higher maximum in the object

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Incident from left, direction of propagation

Figure 3(a): Dark-negative representation of normalized intensity for objects of varying characteristic size. C.S. =1

with aspect ratio A.R. = 4, as was the case with the rectangular objects. This confirms the influence of the object geometry on the interior field. However when the parameters of the object are those of kidney tissue with material density 1.04×10^3 Kg m⁻³ and characteristic impedance 1.62×10^6 Kg m⁻² s⁻¹ [8], we have the result shown in Figure 6 for the object with aspect ratio equal to 4. Observe that in this case the interior field intensity is very low in magnitude, compared with the result in Figure 5(a). This highlights the influence of material contrast on the magnitude of the maximum attainable interior field intensity in an acoustic wave interaction with an object, in addition to the significance of object geometry.

4.0 **Discussion and conclusion**

The model examines acoustic wave interaction with a soft target, with special interest on the acoustic field inside the target. The outcome of this numerical experiment suggest that in an acoustic wave interaction with an object the relevant parameters which influence the magnitude of the acoustic field intensity inside the object are the characteristic size, aspect ratio and material contrast. We note that increasing the characteristic size and/or the aspect ratio leads to a significant increase in the interior field intensity. Also, when the physical parameters (density and bulk modulus or characteristic impedance) of the object are much higher than those of the exterior medium, the field intensity inside

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X position, direction of propagation

Figure 3(b): Dark-negative representation of normalized intensity for objects of varying characteristic size. C.S. =3.

the object can be higher than that of the incident wave. Provided the object aspect ratio is greater than unity and it is acoustically denser than the exterior medium, the interior acoustic field can attain a magnitude much greater than the amplitude of the incident wave at certain points. For narrow cylindrical objects aligned transverse to the direction of the incident wave, the interior of the object is almost completely filled with a high pressure band whose intensity is over five times that of the incident wave.

However, depending on the specific physical situation some of the relevant parameters which influence the magnitude of the interior field may not be amenable to variation. For instance, if we consider the ultrasonic treatment of renal stones, the physical parameters of kidney tissue and those of renal stones are fixed, and as such the material contrast is fixed. Also, typically renal stones have a length of 6 mm and a diameter of 2 mm, so the aspect ratio only depends on its orientation with respect to an incident wave. In such a situation, it is only the characteristic size of the object (that is, wavelength or frequency of the incident wave) which can be varied. However, the insight from the significance of the orientation of the incident wave relative to the object can be exploited. Our simulations suggest that after aligning the source to achieve the maximum aspect ratio (with the direction of the incident wave perpendicular to the length of the stone) the source frequency should be adjusted to obtain a high characteristic size, such as to obtain an interior acoustic field of higher magnitude.



Incident from left, direction of propagation

Figure 4(a): Lit-positive representation of normalized intensity for objects of varying aspect ratio. A.R. = 2,

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Figure 4(b): Lit-positive representation of normalized intensity for objects of varying aspect ratio. A.R. = 3

Incident from left, direction of propagation

Figure 4(c): Lit-positive representation of normalized intensity for objects of varying aspect ratio. A.R. = 4.

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Figure 4(d): Lit-positive representation of normalized intensity for objects of varying aspect ratio. A.R. = 1/3

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Figure 5(a) Lit-positive representation of normalized intensity for 2-D kidney-shaped object. A.R. =4, (b)

Figure 5(b): Lit-positive representation of normalized intensity for 2-D kidney-shaped object. A.R. =2.

Figure 6: Lit-positive representation of normalized intensity for kidney for A.R. = 4.

We observe that when an acoustically denser soft target is exposed to a time harmonic plane acoustic wave, there occurs inside the target high pressure band(s) whose magnitude is higher than the incident wave amplitude. These may induce compressional forces within a target and, if these exceed a certain target specific limit, the target might implode.

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