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Acoustic privacy area generation based on simple summation of numerous loudspeaker signals

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Motivation

Audio secret sharing for 1-bit audio

N. Fujita, R. Nishimura and Y. Suzuki, Acoust. Sci. & Tech. 27, 3 (2006)

based on Secret sharing schema (A. Shamir 1979)



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- * Original speech can only be restored when all streams can be got
- * Privacy speech communication on network

Realizing these communications on actual sound field!!

Enhancing a speech signal at a point

Speech privacy technique on actual environment

Problem

* XOR cannot be calculated on actual sound field and hearing

Previous methods



Previous method

Sound spot generation based on delay-and-sum

Amplitude of signal is amplified N times at a sweet spot
Problem : Speech signal can be listened outside of a sweet spot

Proposed method 0

Basis of proposed method 0

- Sound spot generation based on simple summation with random masking signals
 - $\begin{aligned} x_i(t) &= s(t) + n_i(t) & \text{Loudspeaker signal at } i\text{-th channel} \\ y_i(t) &= \frac{1}{r_i} x_i(t r_i/c) & \text{Observed signal from } i\text{-th channel} \\ y(t) &= \sum_{i=1}^N r_i \cdot \frac{1}{r_i} x_i(t D_0) = Ns(t D_0) + \sum_{i=1}^N n_i(t D_0) & \text{Total observed signal} \end{aligned}$

Masking signals are mutually uncorrelated each other

$$n(t) = \frac{1}{\sqrt{2\pi\sigma^2}} \exp\left(-\frac{1}{2}\frac{t^2}{\sigma^2}\right)$$
$$y(t) = Ns(t) + \frac{N}{\sqrt{2\pi n\sigma^2}} \exp\left(-\frac{1}{2}\frac{t^2}{n\sigma^2}\right) = Ns(t) + \sqrt{N}n(t)$$

We can only masking signal at each loudspeaker position
SNR increases proportionally to \(\sqrt{N}\) and the objective signal can be heard only at the sweet spot

Introduction of reverse phase pairs

- Problem in Proposed method 0
 - Masking signals can be listened at a sweet spot
- Improved method : introduction of reverse phase pairs of masking signals
 - Masking signal components can completely be 0!!
 - * Proposed method 1 : reverse phase pairs composed of set to each other
 - Proposed method 2 : reverse phase pairs composed of next to each other

Performance evaluation

Computer simulations

- Signal to Noise Ratio (SNR)
- Speech Intelligibility Index (SII) ANSI S3.5–1997
 - * Evaluate speech intelligibility as a score 0 to 1
 - * Calculated from each SNR between speech and noise at each frequency band

Simulation conditions

- Sampling frequency : 48 kHz
- * Objective signal : a male voice from Speech Database by NTT-AT
- Masking signals : Pink noise
- # SII conditions : 1/3 octave band (18 bands)

(center frequency:160 Hz to 8000 Hz)

* Analysis bandpass filter : FIR filter (128 samples)

Linear array

Linear array : Results

SNR

Proposed 2

0.6

0.5

0.4

0.3

0.2

0.1

Proposed 0

SII

Surrounding 157 array

Surrounding 157 loudspeaker array @R.I.E.C., Tohoku Univ.

Surrounding 112 array

Arrangement of loudspeakers

Surrounding 112 array : Results

Proposed 0

Proposed 2

Proposed 1

Proposed 2 14

Concluding remarks

Acoustic privacy area generation based on simple summation

- Using mutually uncorrelated masking signals
- Introduction of reverse phase pairs for expansion of sweet spot
 - Reverse phase pairs composed of next to each other can increase SNR around a sweet spot efficiently

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