Blind Multichannel Identification in Acoustic Space using Numerous Channels

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Outline

1. Introduction

2. Blind Multichannel Identification

3. Computer Simulation

4. Conclusion

Introduction

Reconstruction techniques of Sound field information as cinemas and home theater

For high realistic sensation The sound produced by these systems is, however, unrealistic!!

Developing the system of recording, recognition and reproduction the sound field information in the real environment accurately

Sound field information

Sound information Sound source waveform data

Field information

Reflected sound information Sound source positions Sound source number

Surrounding microphone array

Recording sound field information in the real environment



Surrounding microphone array @ RIEC

Spec of this room

- 5.18 × 3.38 × 2.22 (m)
- walls 20×2, 36×2
- <u>ceiling 45</u> sum total 157 ch
- Installed 30 cm from all walls
- Separated from each other by 50 cm
- 48 kHz sampling (Synchronized 157 ch)

Estimating and extract sound field information using only₄ the input signals of 157 microphones

Accurately extraction of sound field information

Extraction of sound field information = Estimation of the room transfer functions (=impulse responses)



Blind multichannel identification using 157 input signals

Estimation of the impulse responses from only input channels Blind multichannel Identification (BMI) Y. Sato 1975





Single Input Multiple Output model (SIMO model) (Frequency-domain normalized multichannel LMS) Y. Huang *et al* 2003

applied to BMI for estimating impulse responses in SIMO model

Y. Huang *et al* have used only three input signals (= much fewer than for our system)

Investigation of the performance of FNMLMS using 157 input signals ₆

Blind multichannel identification based on second order statistics



Single Input Multiple Output model (SIMO model)



The output signal of *i*-th channel $x_i(n)$ $x_i(n) = h_i * s(n) + b_i, i = 1, 2, \dots, M$ (1) In vector form $\mathbf{x}_i(n) = \mathbf{H}_i \cdot \mathbf{s}(n) + \mathbf{b}_i$

$$\mathbf{x}_{i}(n) = [x_{i}(n) \quad x_{i}(n-1) \quad \cdots \quad x_{i}(n-L+1)]^{T}$$

$$\mathbf{H}_{i} = \begin{bmatrix} h_{i,0} & h_{i,1} & \cdots & h_{i,L-1} & 0 & \cdots & 0 \\ 0 & h_{i,0} & \cdots & h_{i,L-2} & h_{i,L-1} & \cdots & 0 \\ \vdots & \ddots & \ddots & \vdots & \ddots & \ddots & \vdots \\ 0 & \cdots & 0 & h_{i,0} & h_{i,1} & \cdots & h_{i,L-1} \end{bmatrix}^{T}$$
$$(n) = \begin{bmatrix} s(n) & s(n-1) & \cdots & s(n-L+1) & \cdots & s(n-2L+2) \end{bmatrix}^{T}$$
$$\mathbf{b}_{i}(n) = \begin{bmatrix} b_{i}(n) & b_{i}(n-1) & \cdots & b_{i}(n-L+1) \end{bmatrix}^{T}$$

$$\mathbf{h}_i = \begin{bmatrix} h_{i,0} & h_{i,1} & \cdots & h_{i,L-1} \end{bmatrix}^T \quad 7$$

Time-domain multichannel LMS

From eq. (1) $x_i * h_j = s * h_i * h_j = x_j * h_i, \ i, j = 1, 2, \cdots, M, \ i \neq j,$ (2) Therefore, $\mathbf{x}_i^T(n)\mathbf{h}_j = \mathbf{x}_j^T(n)\mathbf{h}_i, \ i, j = 1, 2, \cdots, M, \ i \neq j,$ and, **P** = **h** = **h** = *i*, *i*, *i*, *j* = 1, 2, ..., M, *i* \neq *j*,

Time-domain multichannel LMS (2)

Estimated impulse responses

$$\hat{\mathbf{h}} = [\hat{\mathbf{h}}_1^T \quad \hat{\mathbf{h}}_2^T \quad \cdots \quad \hat{\mathbf{h}}_M^T]^T$$

An error signal

$$\epsilon_{ij}(n) = \begin{cases} \mathbf{x}_i^T(n)\hat{\mathbf{h}}_j - \mathbf{x}_j^T(n)\hat{\mathbf{h}}_i, & i \neq j, i, j, = 1, 2, \cdots, M\\ 0, & i = j, i, j, = 1, 2, \cdots, M \end{cases}$$
(3)

The cost function

$$J(n) = \sum_{i=1}^{M-1} \sum_{j=i+1}^{M} \epsilon_{ij}^2(n) \quad (4) \qquad \tilde{\mathbf{R}} = \begin{bmatrix} \sum_{i\neq 1} \tilde{\mathbf{R}}_{x_i x_i} & -\tilde{\mathbf{R}}_{x_2 x_1} & \cdots & -\tilde{\mathbf{R}}_{x_M x_1} \\ -\tilde{\mathbf{R}}_{x_1 x_2} & \sum_{i\neq 2} \tilde{\mathbf{R}}_{x_i x_i} & \cdots & -\tilde{\mathbf{R}}_{x_M x_2} \\ \vdots & \vdots & \ddots & \vdots \end{bmatrix}$$

Constraint

 $\hat{\mathbf{h}} = \arg \min \mathbf{E}\{J(n)\}, \text{ subject to} \|\hat{\mathbf{h}}\| = 1$

$$\mathbf{\hat{R}} = \begin{bmatrix} -\tilde{\mathbf{R}}_{x_1x_2} & \sum_{i \neq 2} \tilde{\mathbf{R}}_{x_ix_i} & \cdots & -\tilde{\mathbf{R}}_{x_Mx_2} \\ \vdots & \vdots & \ddots & \vdots \\ -\tilde{\mathbf{R}}_{x_1x_M} & -\tilde{\mathbf{R}}_{x_2x_M} & \cdots & \sum_{i \neq M} \tilde{\mathbf{R}}_{x_ix_i} \end{bmatrix}$$
$$\mathbf{R}_{x_ix_i} = \mathbf{E}\{\mathbf{x}_i(n)\mathbf{x}_i^T(n)\}, \ i, i = 1, 2, \cdots, M$$

Multichannel LMS

$$\hat{\mathbf{h}}(n+1) = \frac{\hat{\mathbf{h}}(n) - 2\mu[\tilde{\mathbf{R}}(n)\hat{\mathbf{h}}(n) - J(n)\hat{\mathbf{h}}]}{\|\hat{\mathbf{h}}(n) - 2\mu[\tilde{\mathbf{R}}(n)\hat{\mathbf{h}}(n) - J(n)\hat{\mathbf{h}}]\|}$$
⁹

Frequency-domain multichannel LMS

By taking advantage of the computational efficiency of the FFT → a convolution of two signals can be quickly calculated

Discrete Fourier transform processes a time sequence like a filter bank, which orthogonalizes the data,

the coefficients of a frequency-domain adaptive filter can converge independently or even uniformly if the update is normalized properly

Frequency-domain multichannel LMS (FMLMS)

Calculating a convolution by FFT and the cost function is frequency-domain

Frequency-domain normalized multichannel LMS (FNMLMS) Introducing the forgetting factor to FMLMS and accelerate the convergence

Computer simulation

Simulation conditions

- sound sourse S(n)impulse response h_i numbers of channels M : 3 and 157
- step size parameter ρ_{f} : 1.0

- : Gaussian white noise
- : 64 taps of FIR filter (made by image method)







Image method J. B. Allen *et al* 1979





Direct sound

First reflected sound

Second reflected sound

Real and image source positions

Simulation results



Generated Impulse Response (channel 1)

Estimated Impulse Response (N = 3)

Simulation results (2)



Generated Impulse Response (channel 1)

Estimated Impulse Response (N = 3)

Simulation results (3)



Conclusion

Comparing the performance of FNMLMS using 3 and 157 channels

Using 3 channels Local solution is computed for few channels

Using 157 channels True solution is computed

FNMLMS using 157 channels is superior to that using 3 channels !!