

Hearing Aid Research Data Set for Acoustic Environment Recognition (HEAR-DS)

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Hearing Aid Research Data Set for Acoustic Environment Recognition (HEAR-DS)

We propose a novel binaural data set

- Acoustic environment recognition
- Suitable for the needs of *hearing aids*
- Experimental validation by a group of baseline deep neural networks



Current Situation

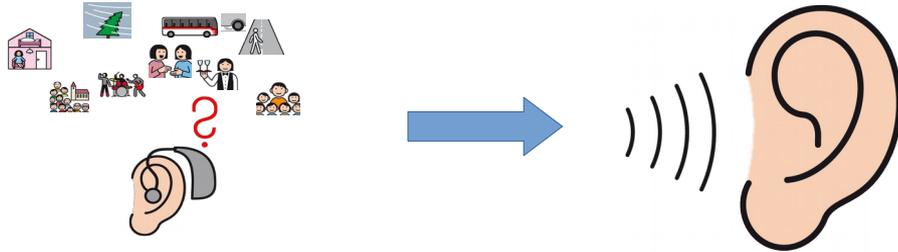
- Hearing aids provide several programs for different acoustic environments for enhancing the *quality and intelligibility of speech*.
- Reliable real-time recognition of current acoustic environment is essential.
- Limited computational resources:
 - Only simple, low-level features
 - compared with pre-defined threshold
 - to decide about the acoustic environment
- Even state-of-the-art hearing aids are limited in recognizing acoustic environments.

People can't follow conversations in difficult environments



Machine Learning towards Hearing Aids

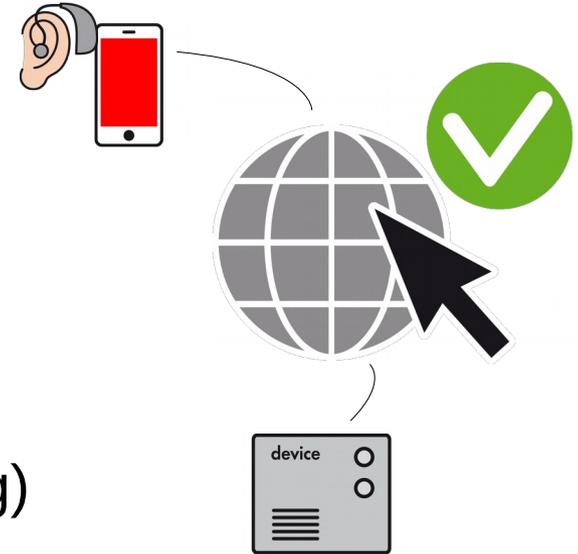
With machine learning, different noisy acoustic environments can be recognized



and then optimally suppressed, which in return yields a better intelligibility and quality of speech.

Internet of Things (IoT) approach

- Connect many wearers with each other
- Computational burden, e.g. training of neural networks, is delegated to a *cloud computing system*.
- Hearing Aid
 - performing only the recognition (not the training)
 - using the trained model only in forward mode
 - feasible challenge even inside computational limits of a hearing aid.



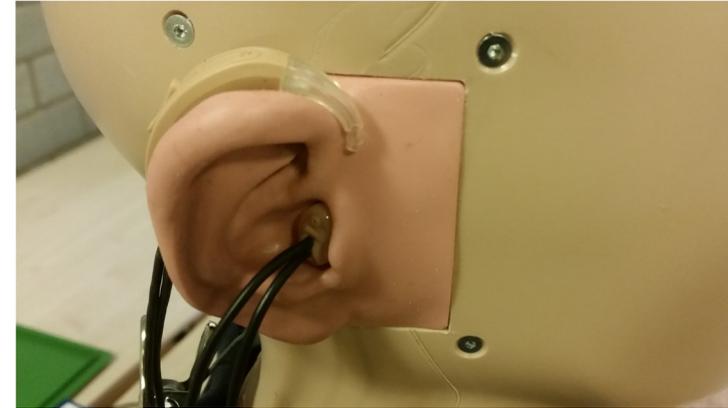
Training Data

- To train such models, a large training data set is required.
- Existing data sets
 - DCASE [1], MsoS [2], LITIS [3], ChiME [4,5], MIREX [6], Freesound [8] etc.
 - define label scenes according to the *location*
- Hearing aids need to group similar acoustic features together as *acoustic environments*
- *HEAR-DS*: suitable for the needs of hearing aids

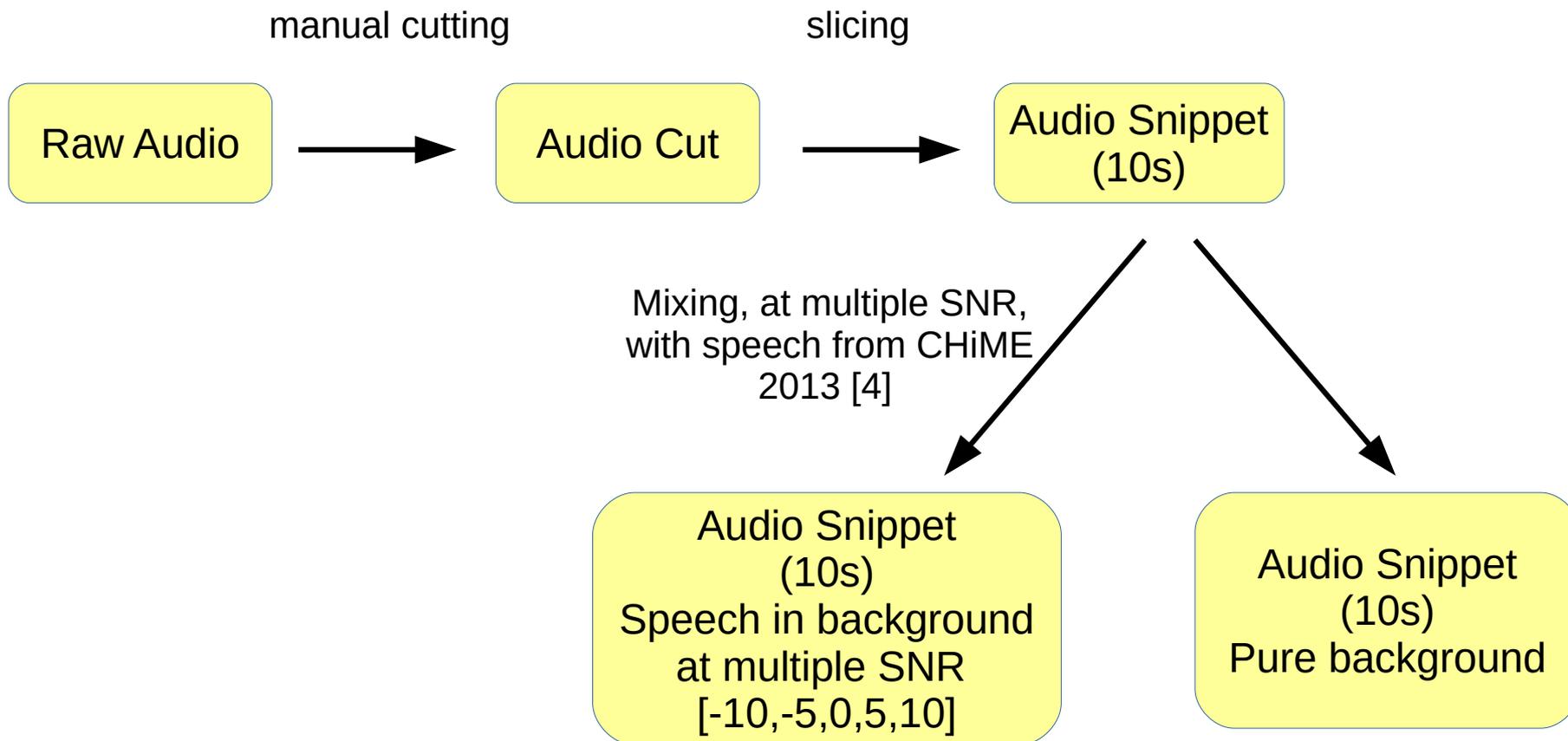


Audio Recording

- binaural recordings with hearing aid on Artificial Head
 - with adjustable ear canals (DADEC [9])
equipped with G.R.A.S. KB 1065/1066 Pinnae
 - ITC 2 mics (L/R)
 - BTE 4 mics (L/R, each front/rear)
- Pre-Amp (for each mic)
 - with fixed amplification factor 100
- Focusrite Scarlet 18i6 soundcard
 - at 48 kHz in 32-bit PCM



Audio Material



Structuring for Machine Learning

Acoustic Environment

Recording Situation

Recording Session

Audio Snippets

...

Recording Session

Audio Snippets

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Recording Situation

Recording Session

Audio Snippets

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Recording Session

Audio Snippets

In Vehicle

rec_id_501_berlingo_II_diesel_1

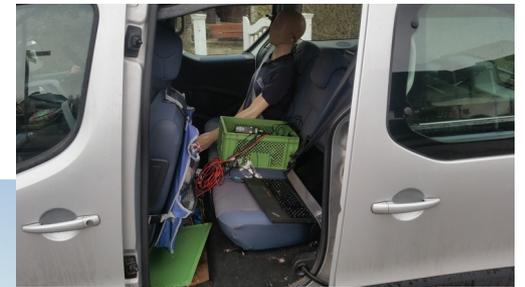
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rec_id_501_cut_28_engine_rumble

rec_id_501_cut_35_engine_highway

rec_id_502_skoda_fabia_ottoengine_1

rec_id_503_vw_t5_diesel_caravelle_1



HEAR-DS Environments

Speech			
<i>Cocktail party</i>	667		
<i>Interfering speakers</i>	1481		
Background		Speech in background	
<i>In traffic</i>	530	<i>Speech in traffic</i>	470
<i>In vehicle</i>	584	<i>Speech in vehicle</i>	511
<i>Music</i>	1496	<i>Speech in music</i>	1495
<i>Quiet indoors</i>	525	<i>Speech in qu. indoors</i>	426
<i>Reverberant env.</i>	315	<i>Speech in reverb. env.</i>	692
<i>Wind turbulence</i>	595	<i>Speech in wind turb.</i>	439

HEAR-DS Environments

Interfering speakers:
CHiME 2018 [5]

Interfering speakers

Speech for mixing:
CHiME 2013 [4]

Speech in background

Music: GTZAN [7],
resampled to 48kHz
convolved with binaural
head-related transfer function
(Kayser [10])

Speech		Speech in background	
<i>tail party</i>	667	<i>Speech in traffic</i>	470
<i>Interfering speakers</i>	1481	<i>Speech in vehicle</i>	511
Background		<i>Speech in music</i>	1495
<i>In traffic</i>	530	<i>Speech in qu. indoors</i>	426
<i>In vehicle</i>	584	<i>Speech in reverb. env.</i>	692
<i>Music</i>	1496	<i>Speech in wind turb.</i>	439
<i>Indoors</i>	525		
<i>Env.</i>	315		
<i>Office</i>	595		

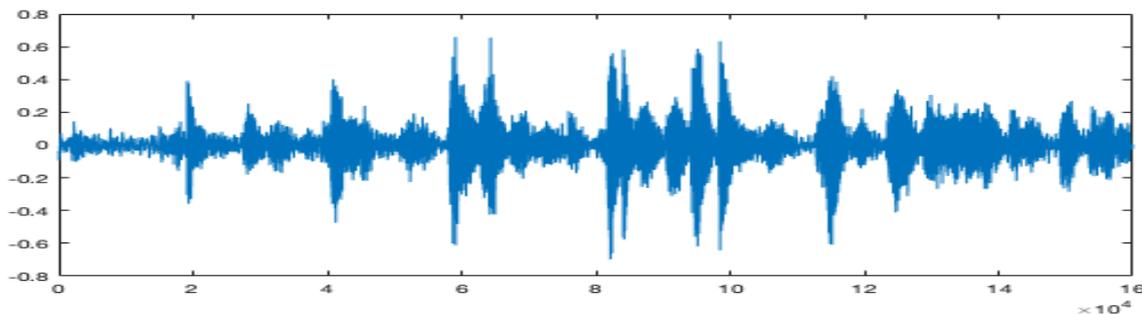
Validation Experiment

- Goal: Show separability of acoustic environments by deep neural networks
- Challenge:
 - lightweight networks
 - still reach good recognition rates
- series of classification experiments with decreasing complex deep neural networks

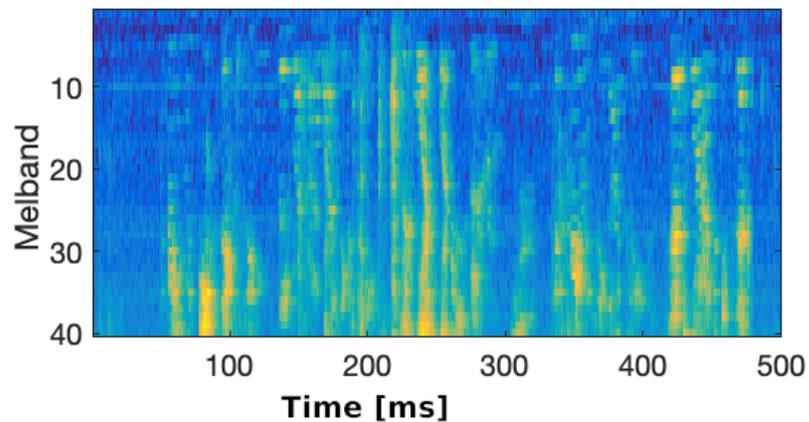
Challenge

- Streamlined small but still accurate DNNs
- optimized for low computational resources
- for real-time capable applications
- toward hearing aids

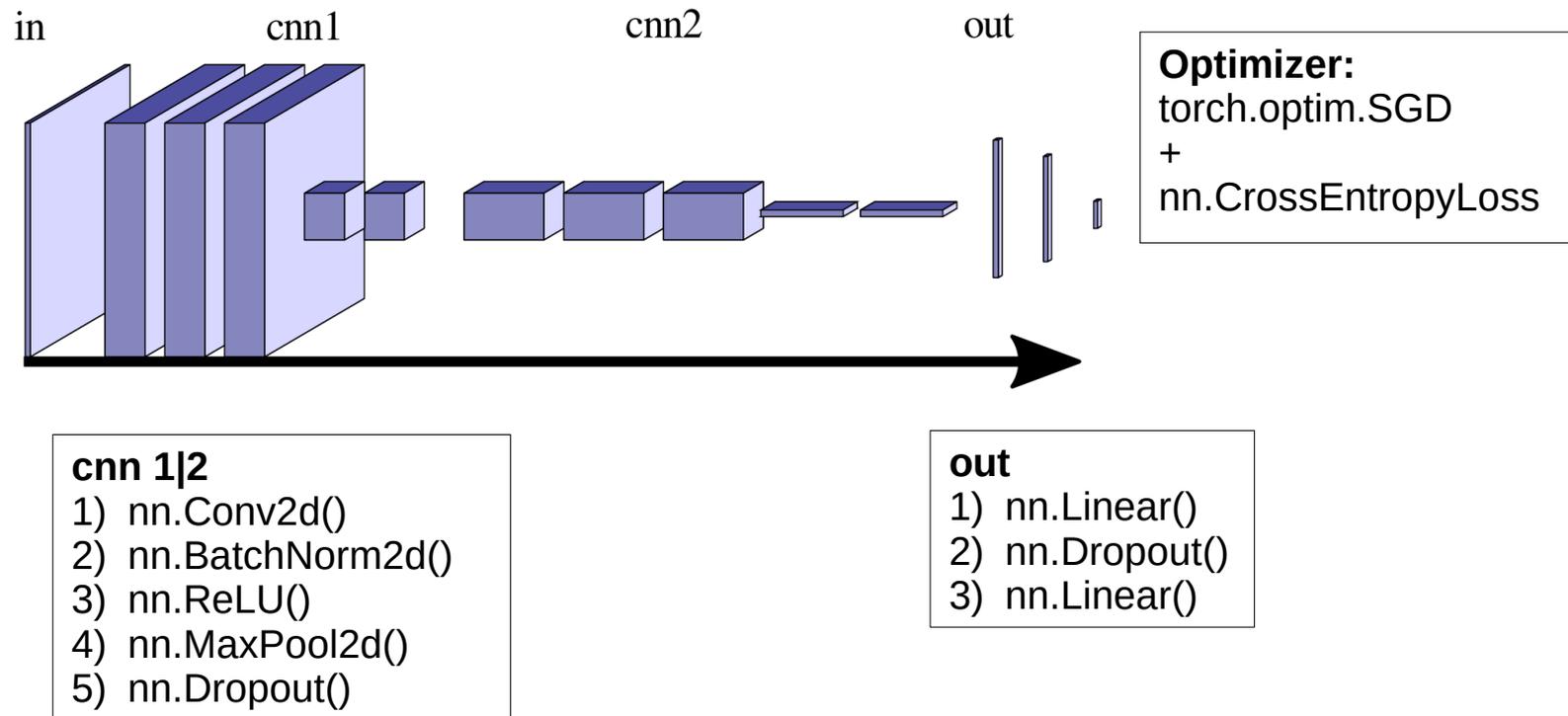
Feature Extraction



$$\text{logmel}(\mathbf{x}_{j,f_n}) = 20\log_{10}(\mathbf{M}|\mathbf{x}_{j,f_n}|)$$



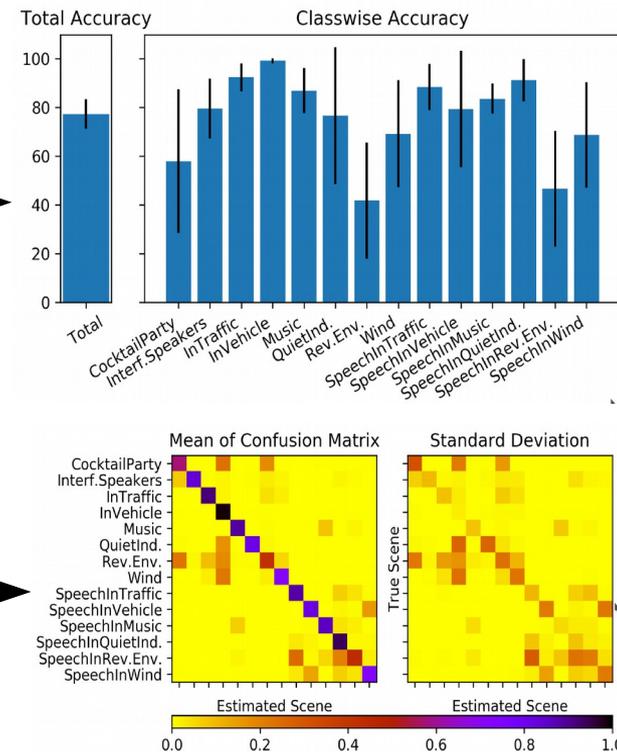
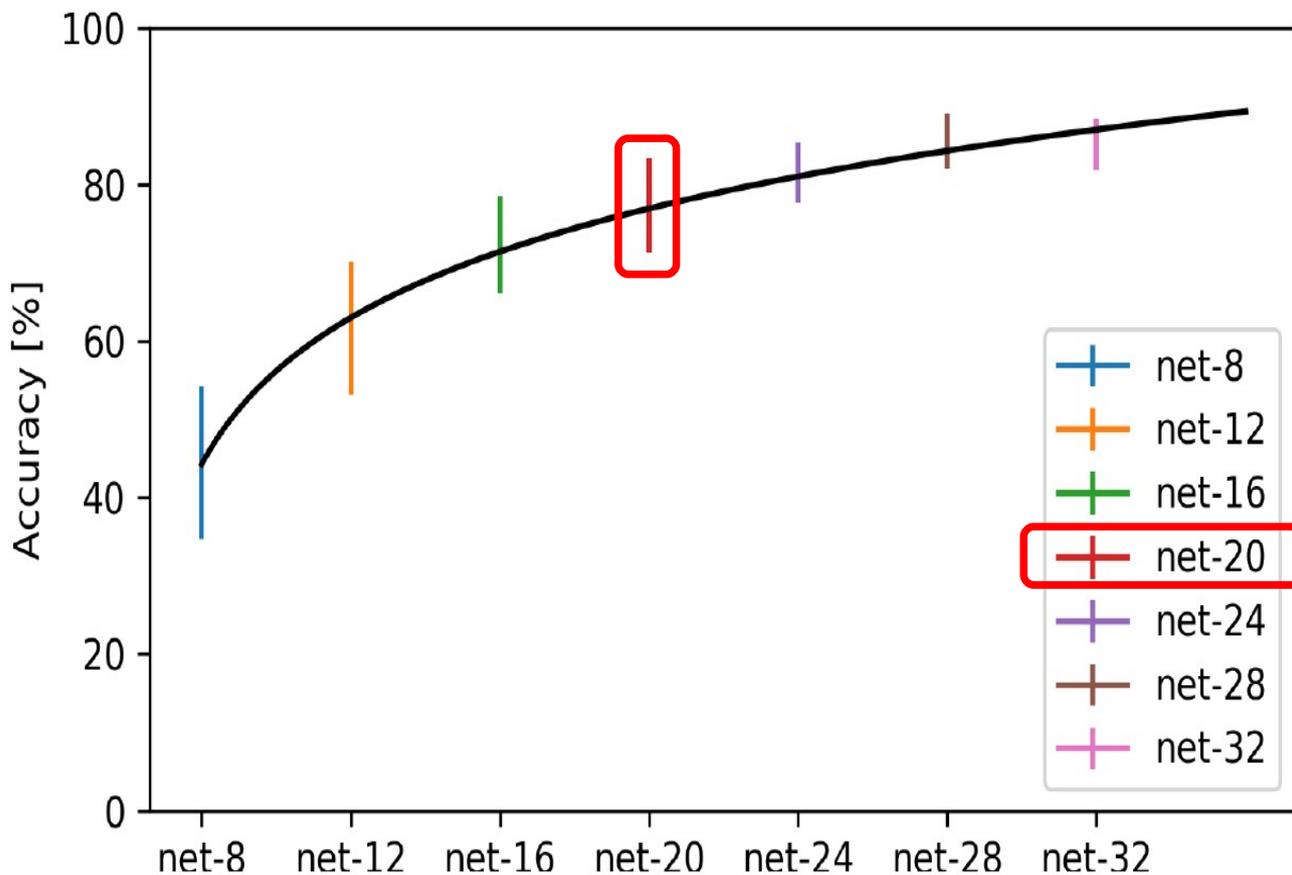
Network Architecture: Topology



Decreasing Complexity of Network Architectures

<i>Network</i>	CNN₁	CNN₂	FC
net-32	32	64	100
net-28	28	56	87
net-24	24	48	75
net-20	20	40	63
net-16	16	32	50
net-12	12	24	37
net-8	8	16	25

Experiment Results



Live Evaluation System

- NUK mini PC
- C++
- importing pre-trained PyTorch-model
- audio induced via loudspeaker over hearing aid
- *Net-32* takes $< 0.4s$ to recognize 10s audio



More in the show and tell session ICASSP 2020, Thu 7. May 11:30

Conclusions

- Provided results show
 - validity of the data set
 - the data set can be classified
 - live audio recognition on a mini PC
- Further research needed
 - HEAR-DS enables researchers to test algorithms on different acoustic environments
 - optimize DNNs for hearing aids
 - Robustness
 - Real-time
 - limited computational capability
- **Make use of HEAR-DS [11]**
 - We provide the Data
anything that can be made free is made free



<https://www.hoertech.de/en/research/open-tools-for-science.html>

References

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