

Acoustic Reflector Localization and Classification

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- Related Previous Work and Applications
- Acoustic Reflector Localization
- Acoustic Reflector Classification
- Experiments and Results
- Conclusions

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Applications

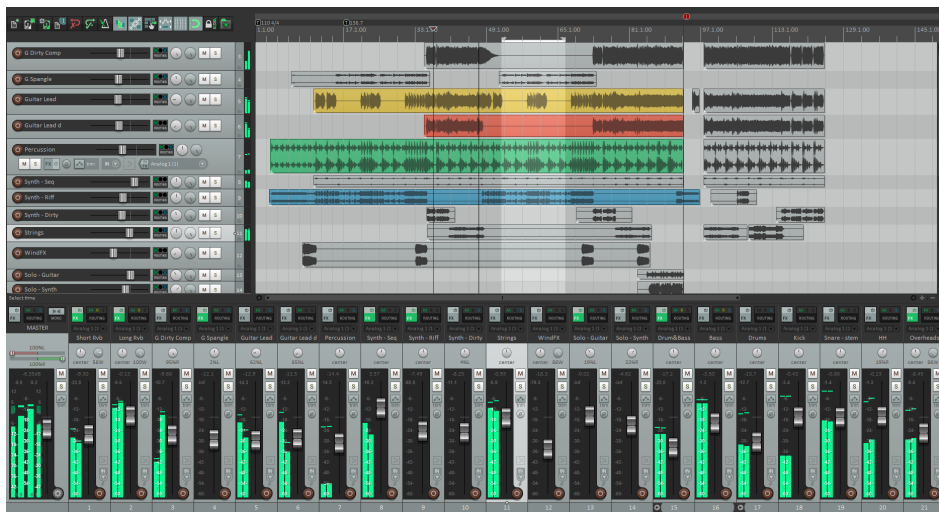


- Understanding of acoustic scenes targets several applications that span from audio forensics to source separation

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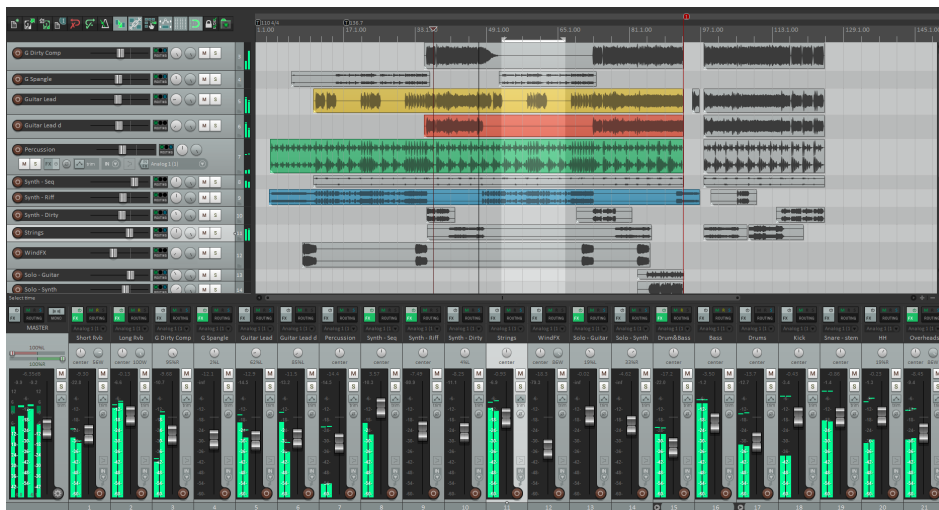
Applications

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Applications

- Understanding of acoustic scenes targets several applications that span from audio forensics to source separation
- Here, the two main targeted areas are active manipulation of **reverberant spatial audio objects** and **mixed reality**
- It is important to identify not only the position of the acoustic reflectors but also their size, in particular for **non-static listener scenarios**



Related Work – Acoustic Scene Analysis from RIRs



Acoustic Reflector Localization

Acoustic Reflector Classification

BBC

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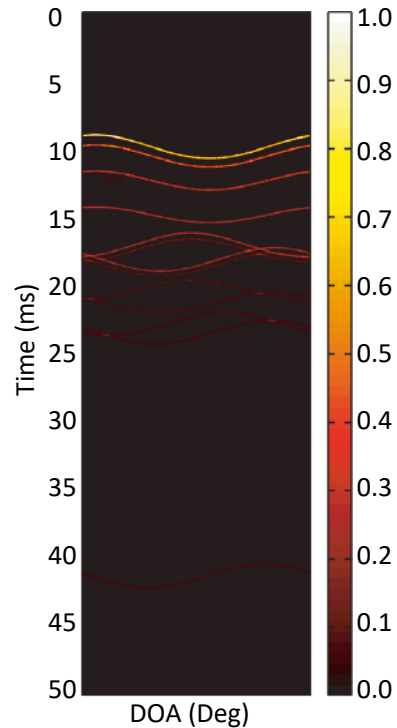
Acoustic Reflector Localization

- Methods using the **space-time domain** [Kuster et al., *JASA*, 2004]
- Geometric approaches using the reflection **time difference of arrival (TDOA)** [Antonacci et al., *IEEE TASLP*, 2012]
- Geometric approaches joining the reflection **time of arrival (TOA) with direction of arrival (DOA)** [Remaggi et al., *IEEE TASLP*, 2017].

Acoustic Reflector Classification

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Acoustic Reflector Localization

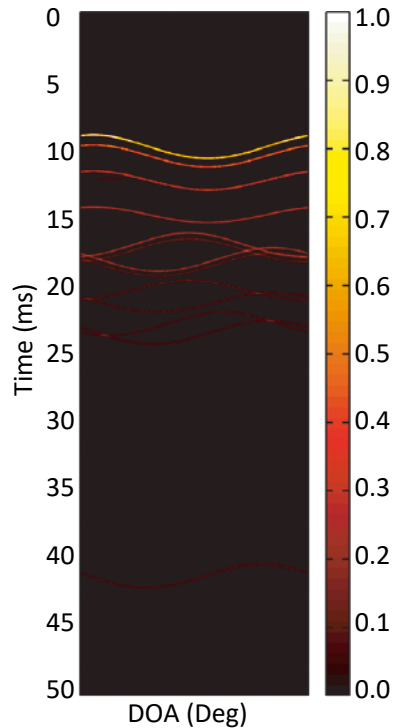


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Acoustic Reflector Classification

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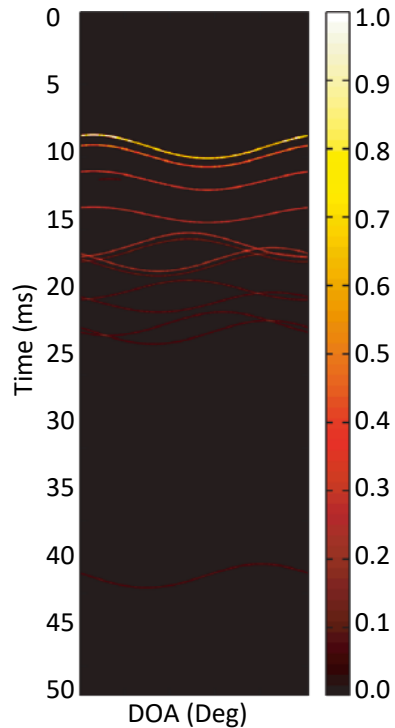


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Acoustic Reflector Classification

- There is still no method to classify reflectors in terms of their size

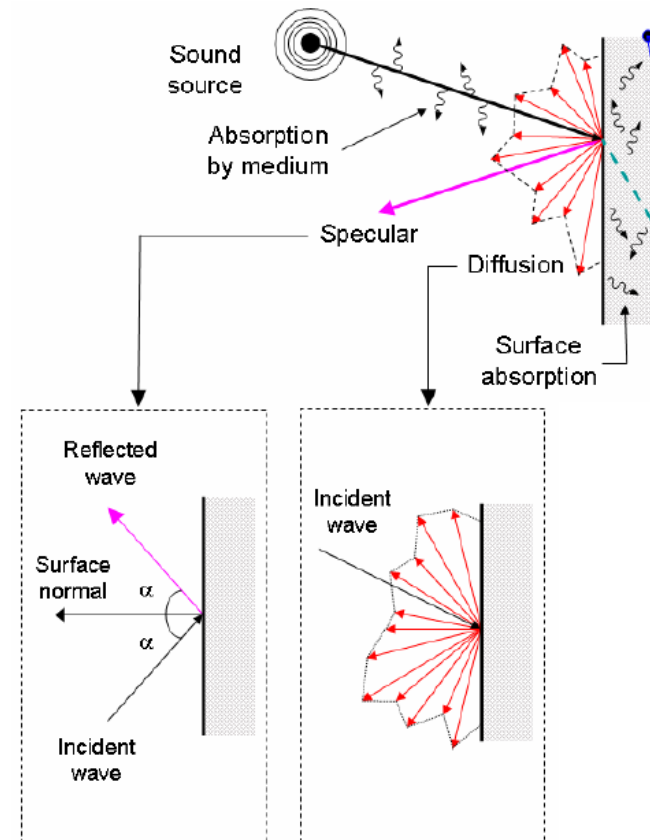
Acoustic Reflector Localization



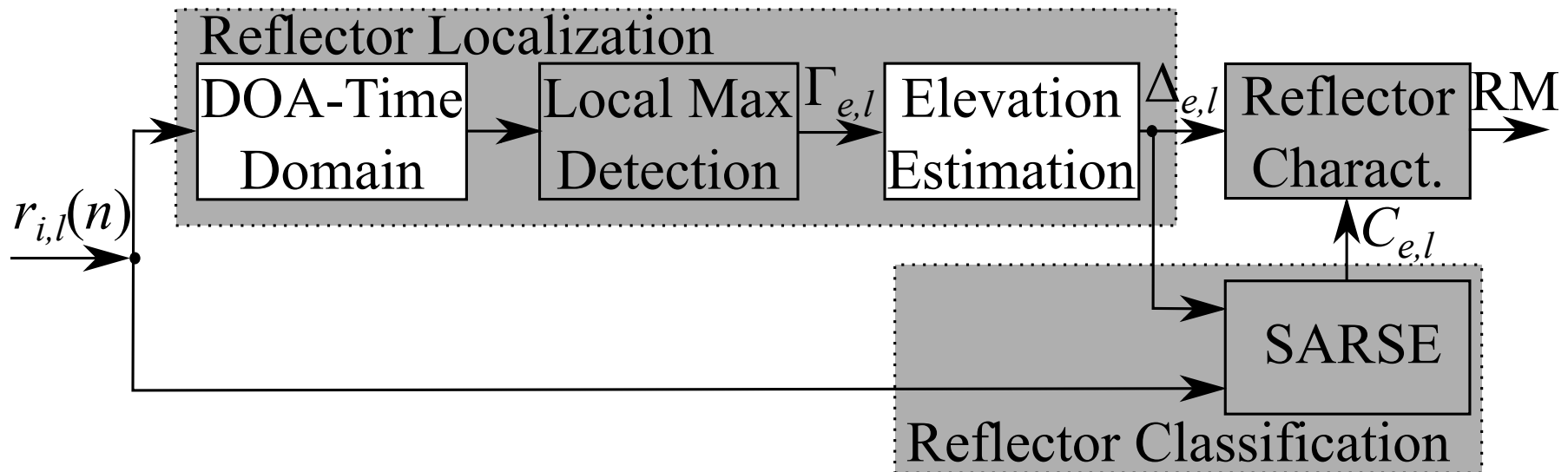
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Acoustic Reflector Localization and Classification

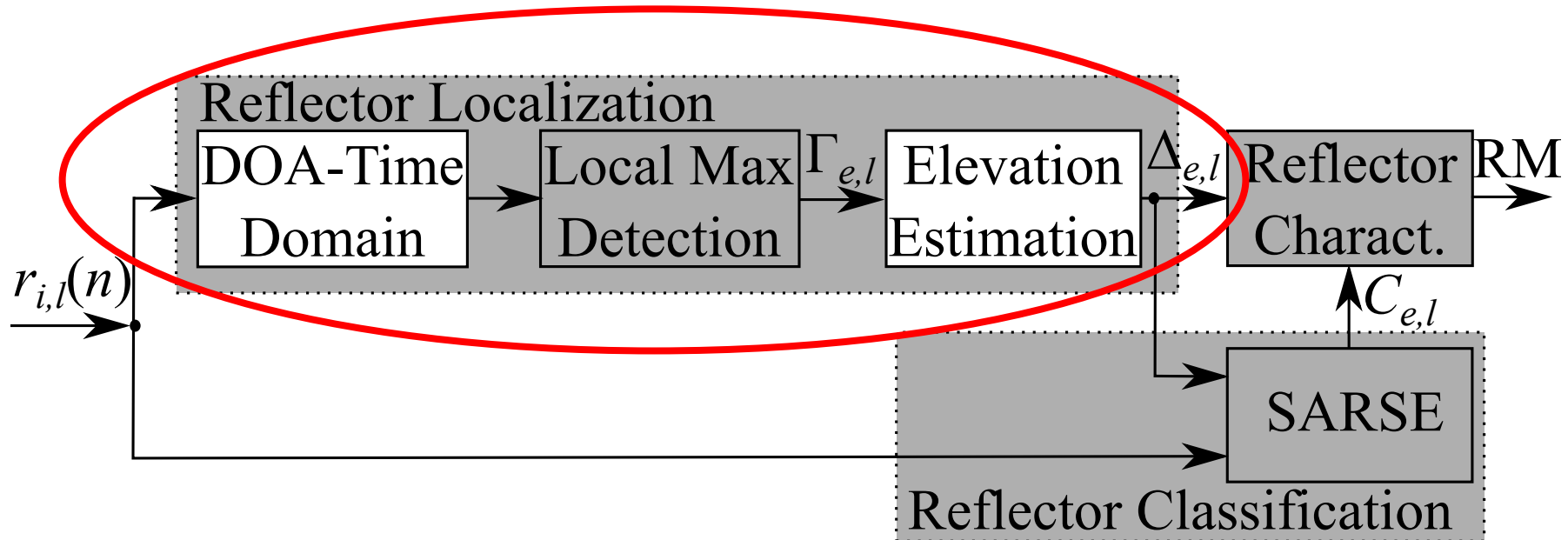


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Acoustic Reflector Localization and Classification

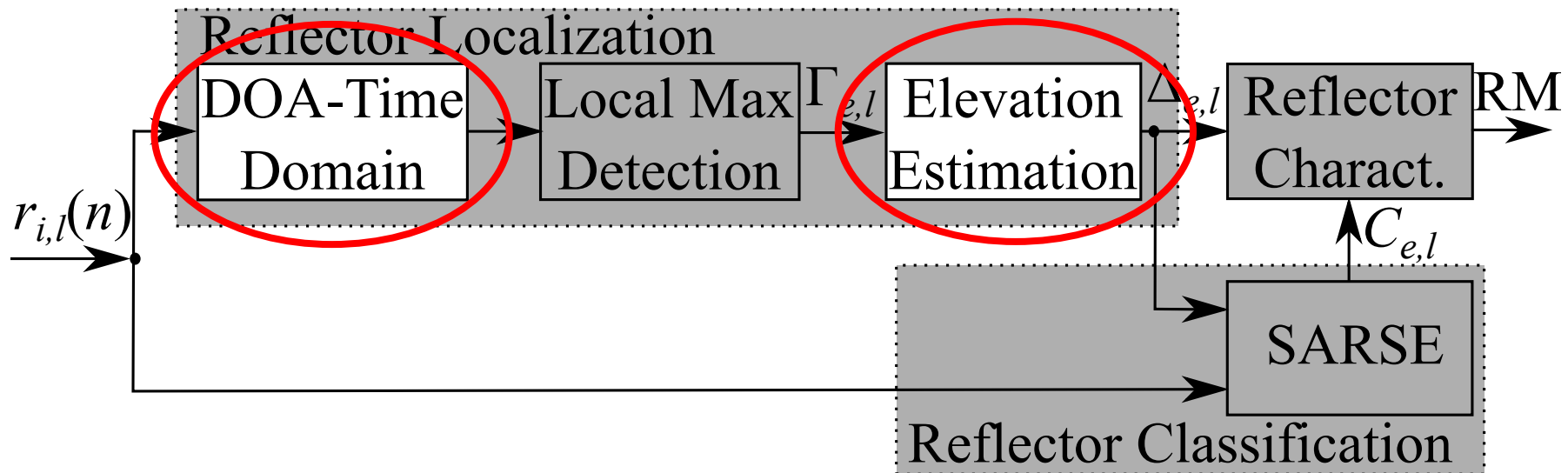


- Acoustic reflector localization based on DOA-time domain analysis



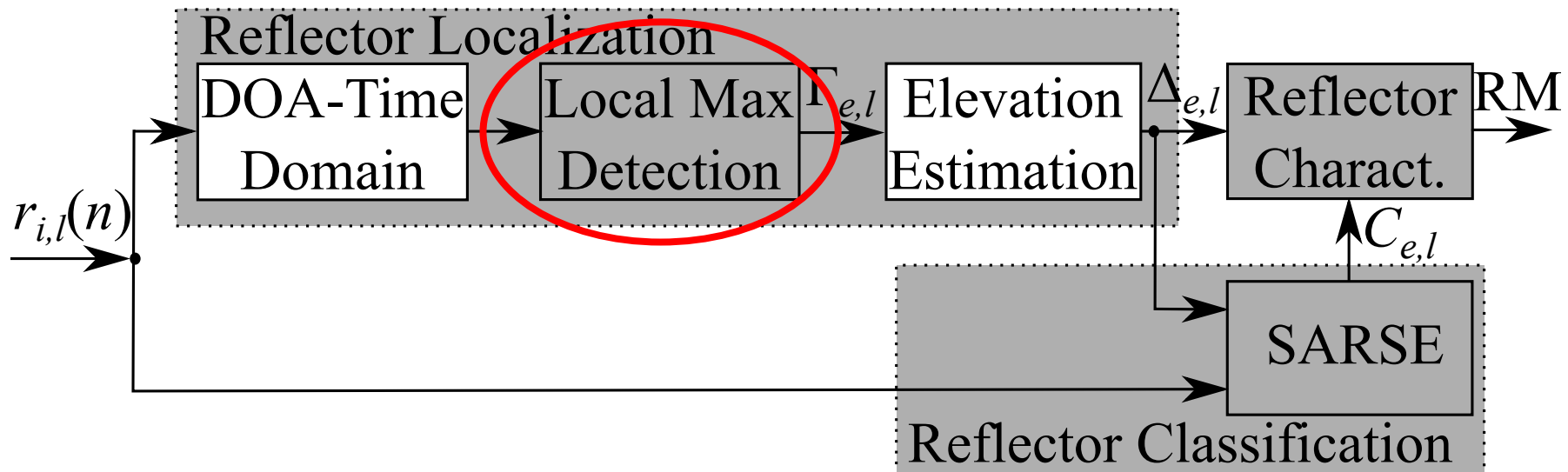
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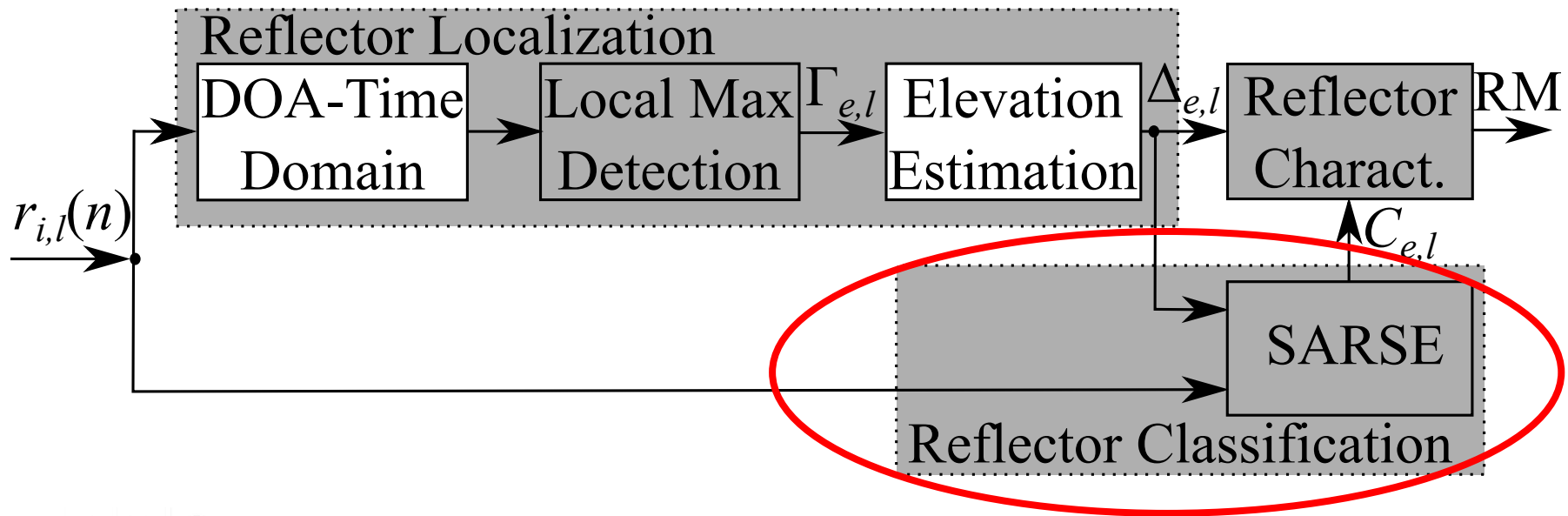
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Acoustic Reflector Localization and Classification

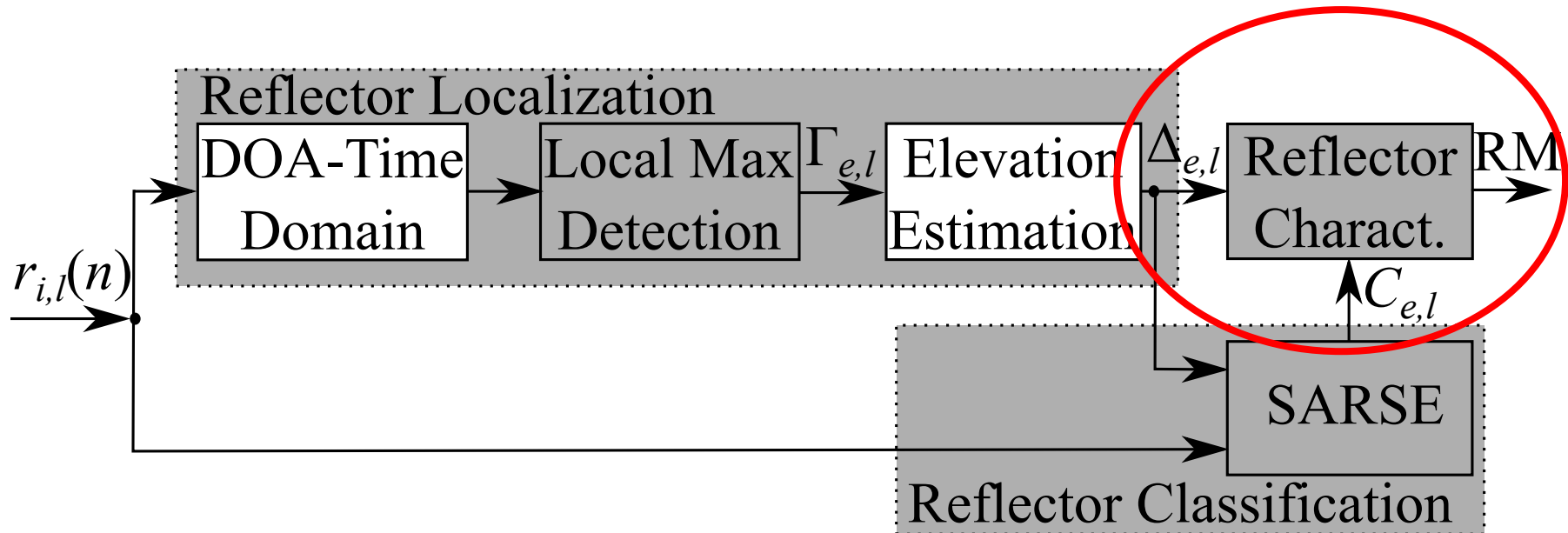
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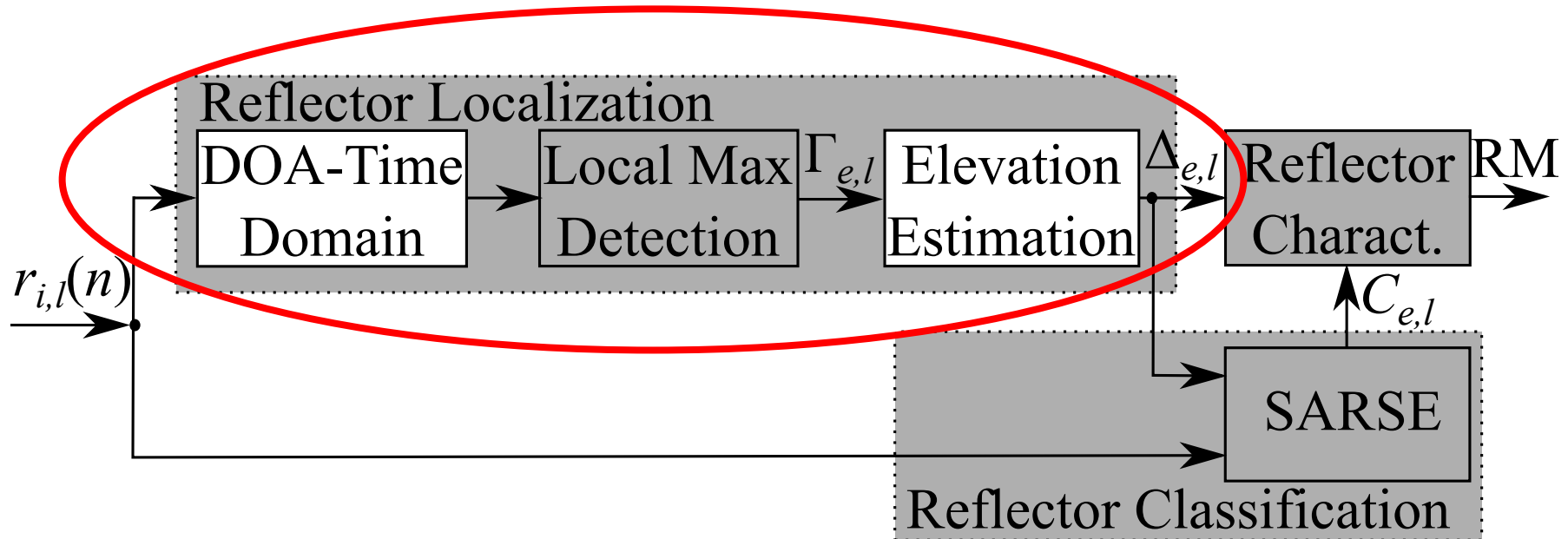


- Acoustic reflector classification algorithm named as Scattering Analysis based Reflector Size Estimator (SARSE)

Acoustic Reflector Localization and Classification



Acoustic Reflector Localization and Classification



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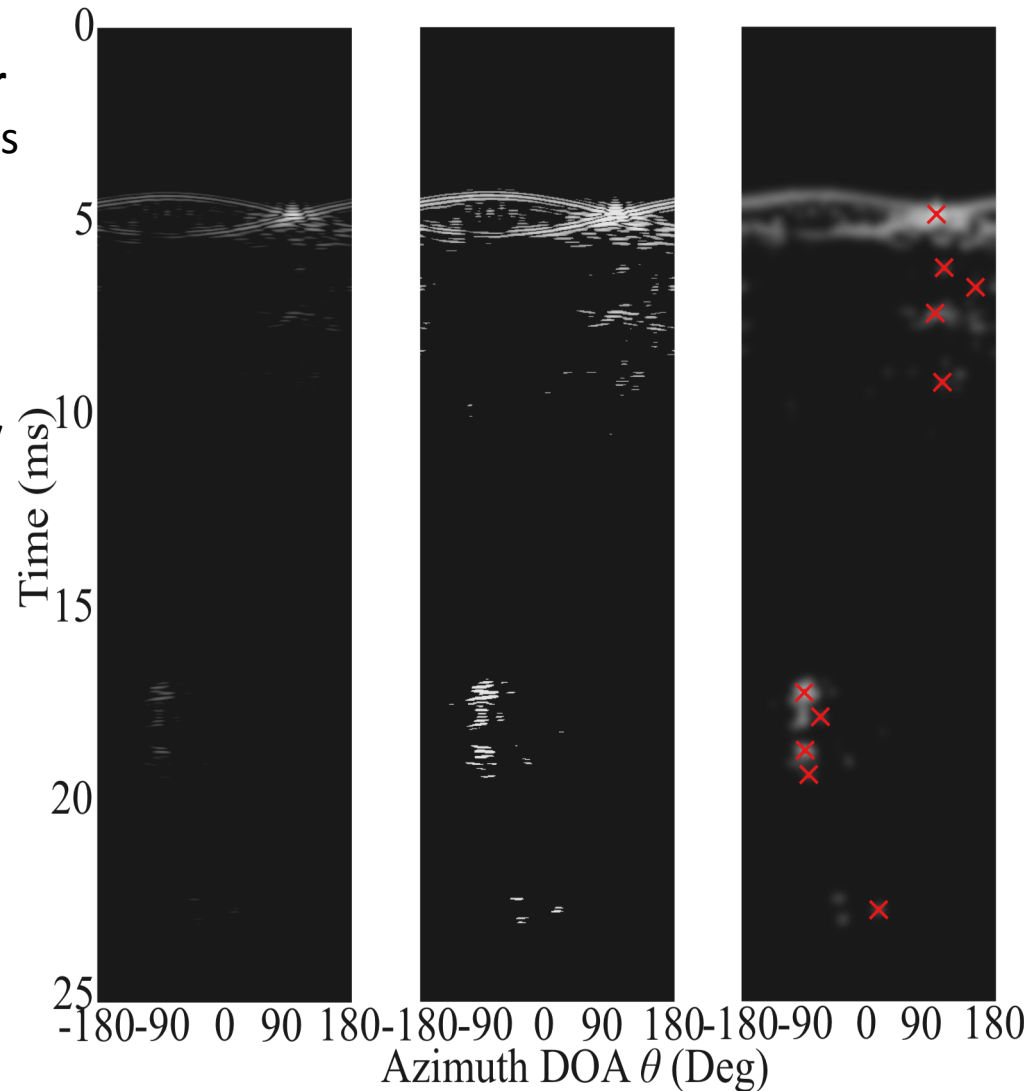
Acoustic Reflector Localization

- A **superdirective array beamformer** was used to steer the beam towards every direction in 3D [Kim et al., 3DV Conference, 2017]

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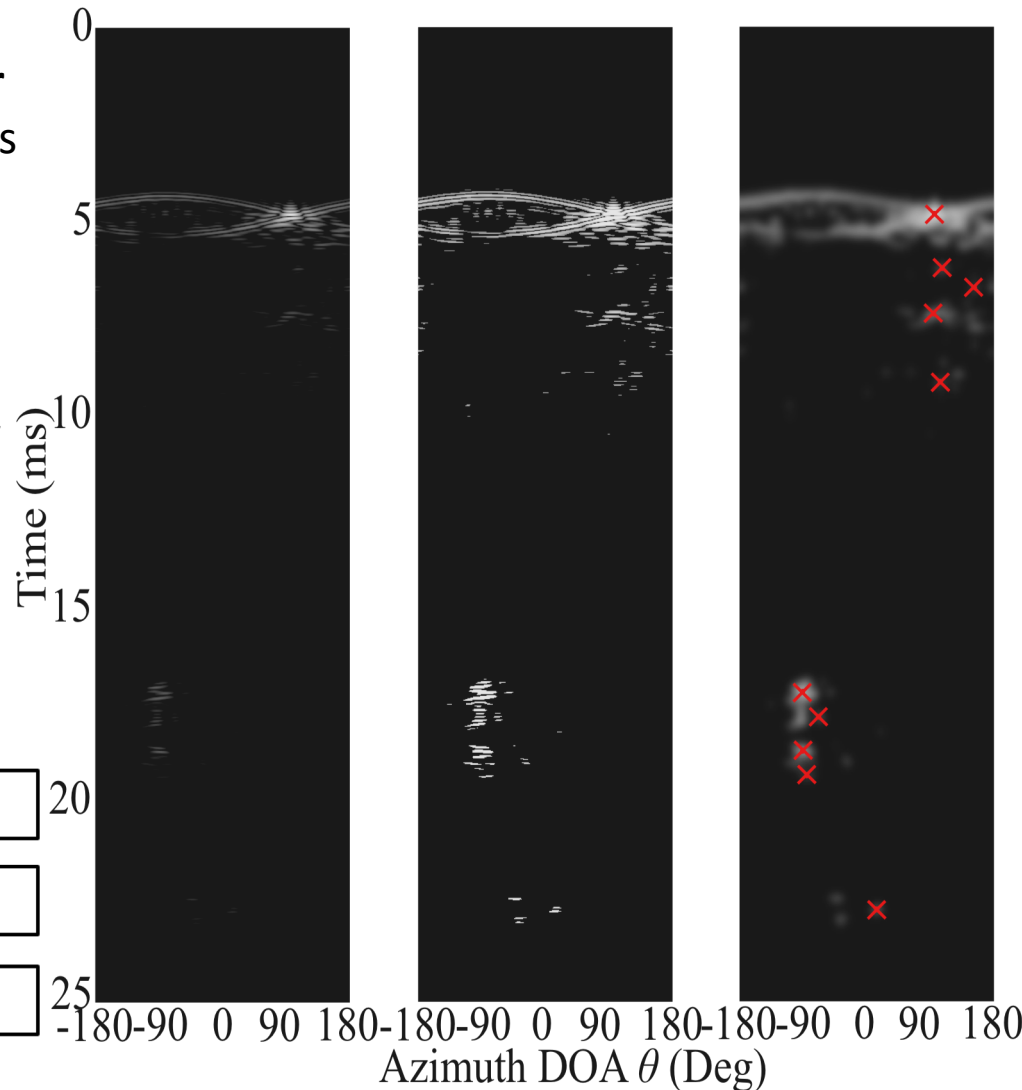
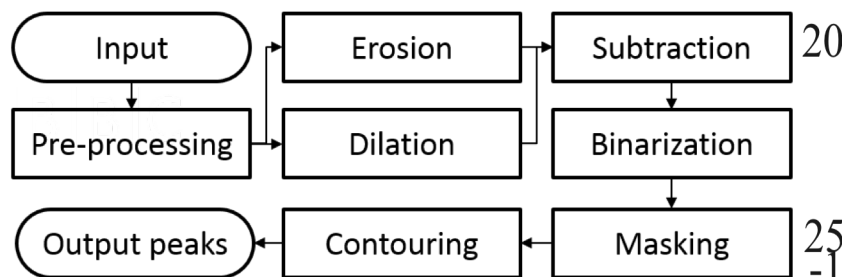
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- By fixing the elevation to 0° the beamformed RIRs can be visualized
- **One loudspeaker and circular array**



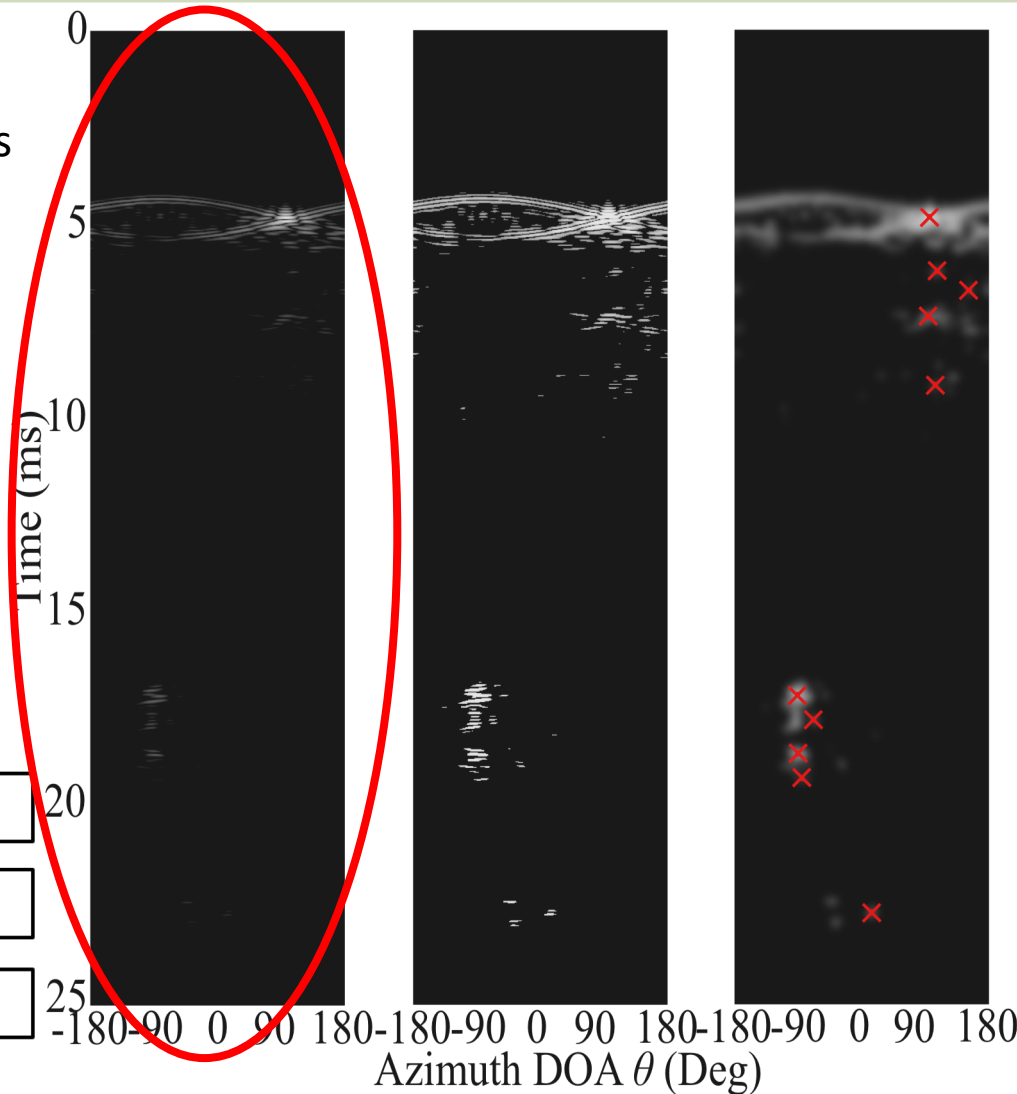
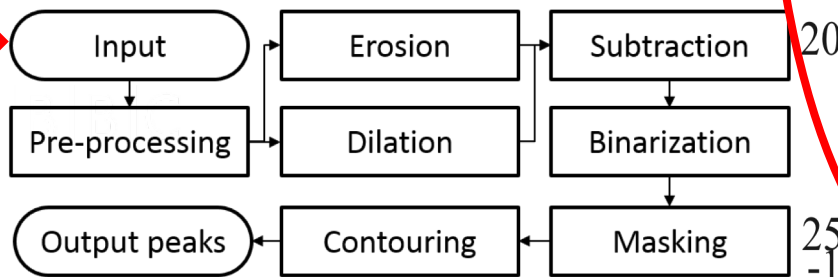
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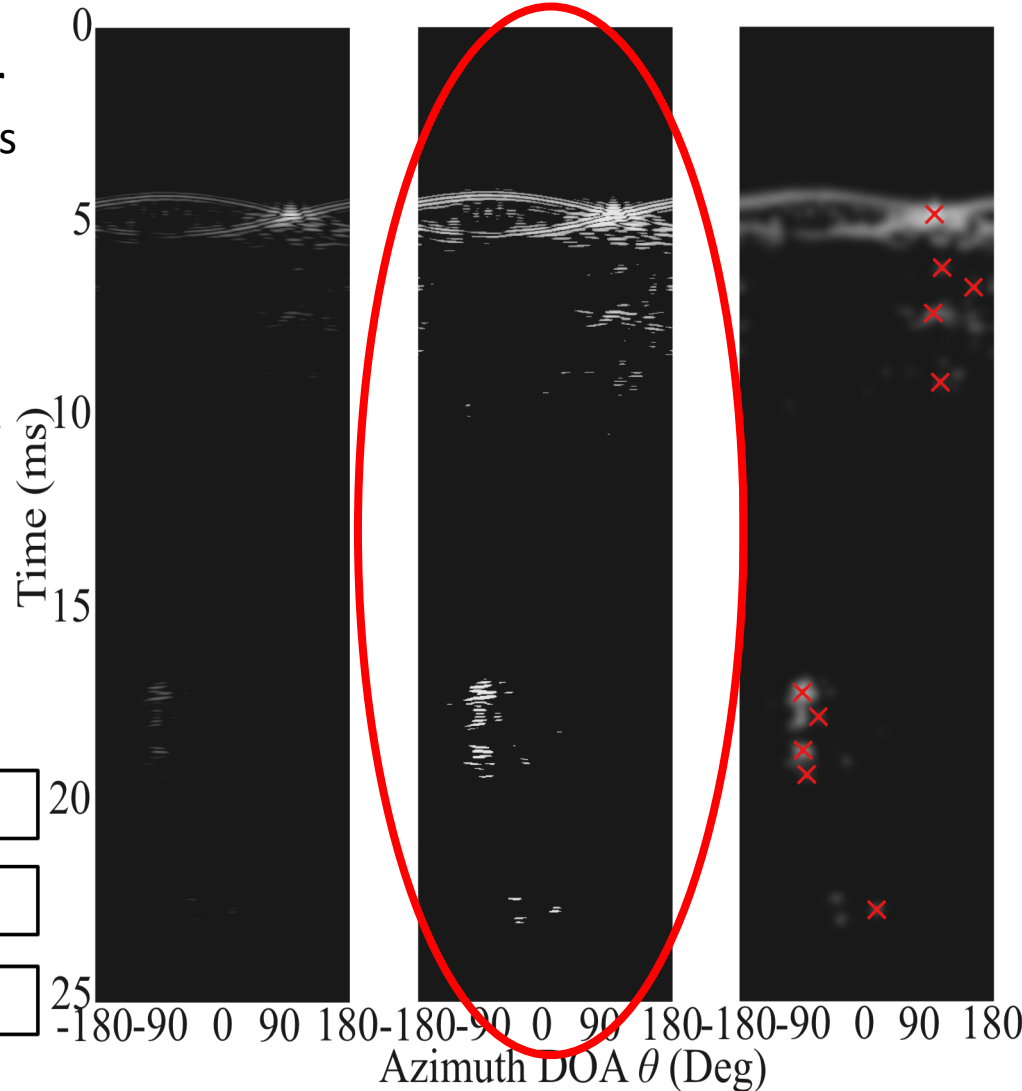
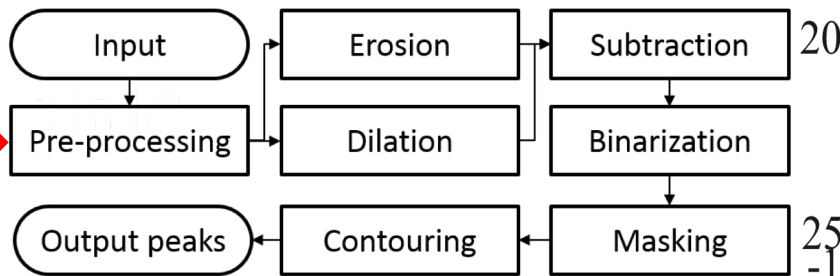
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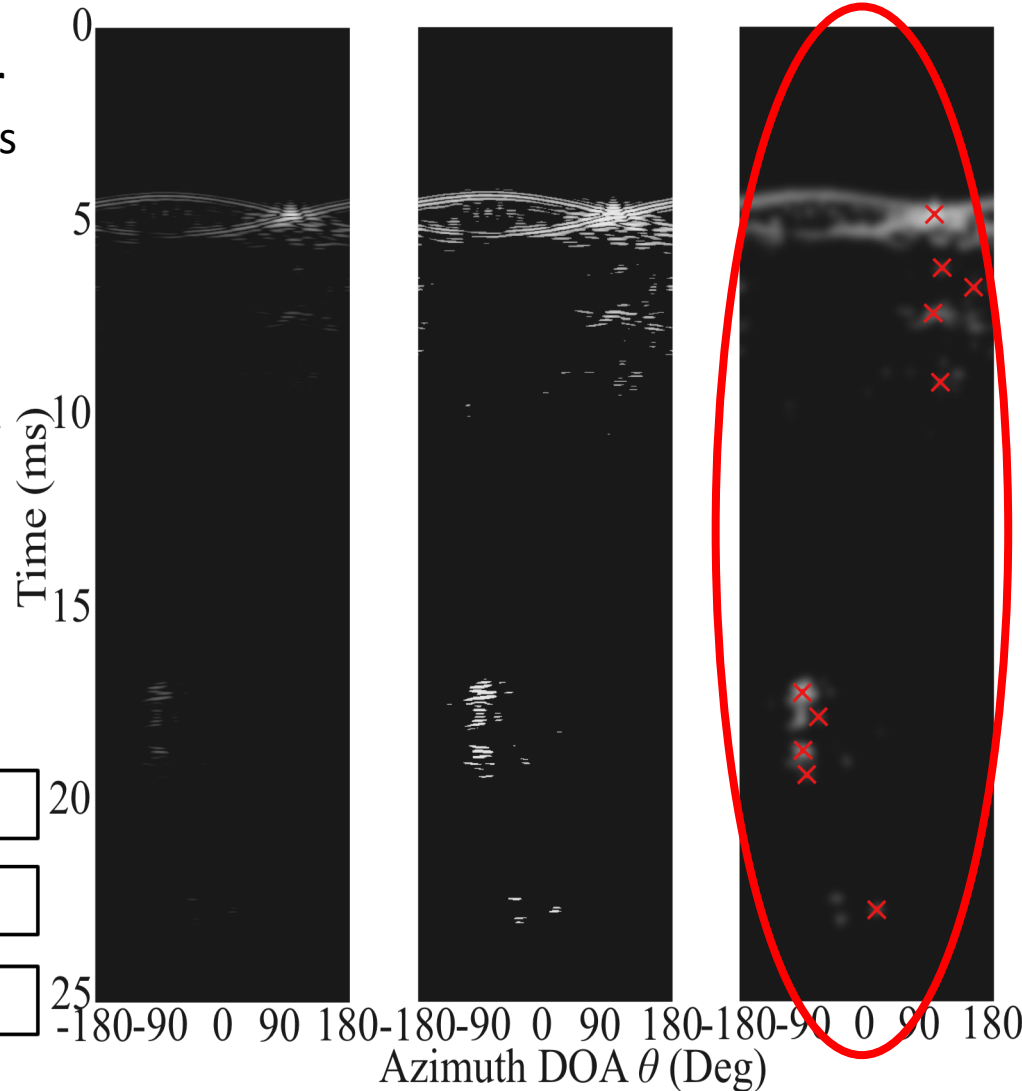
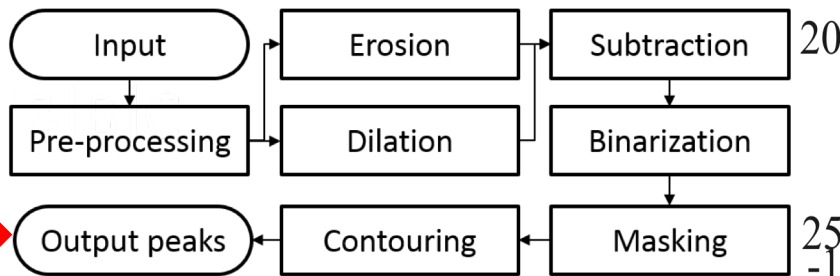
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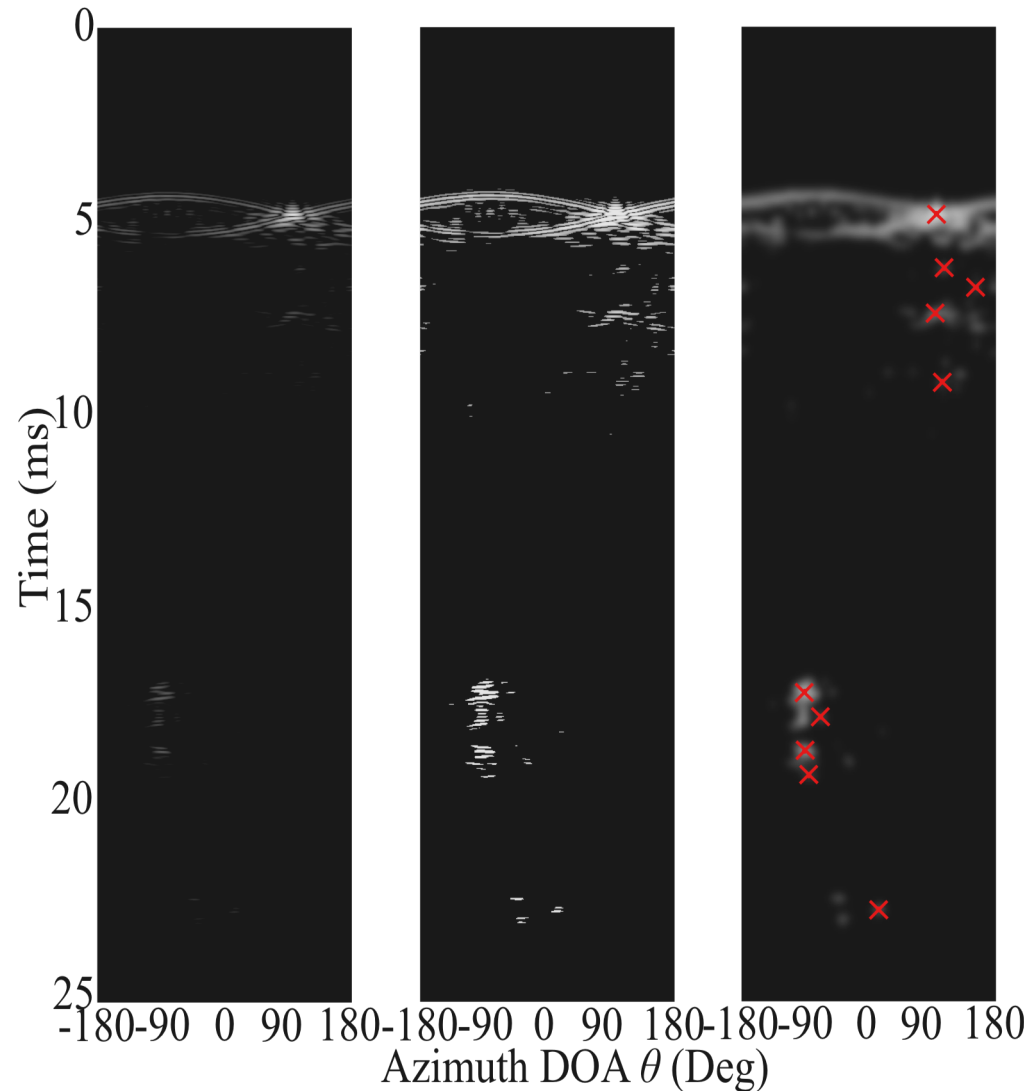
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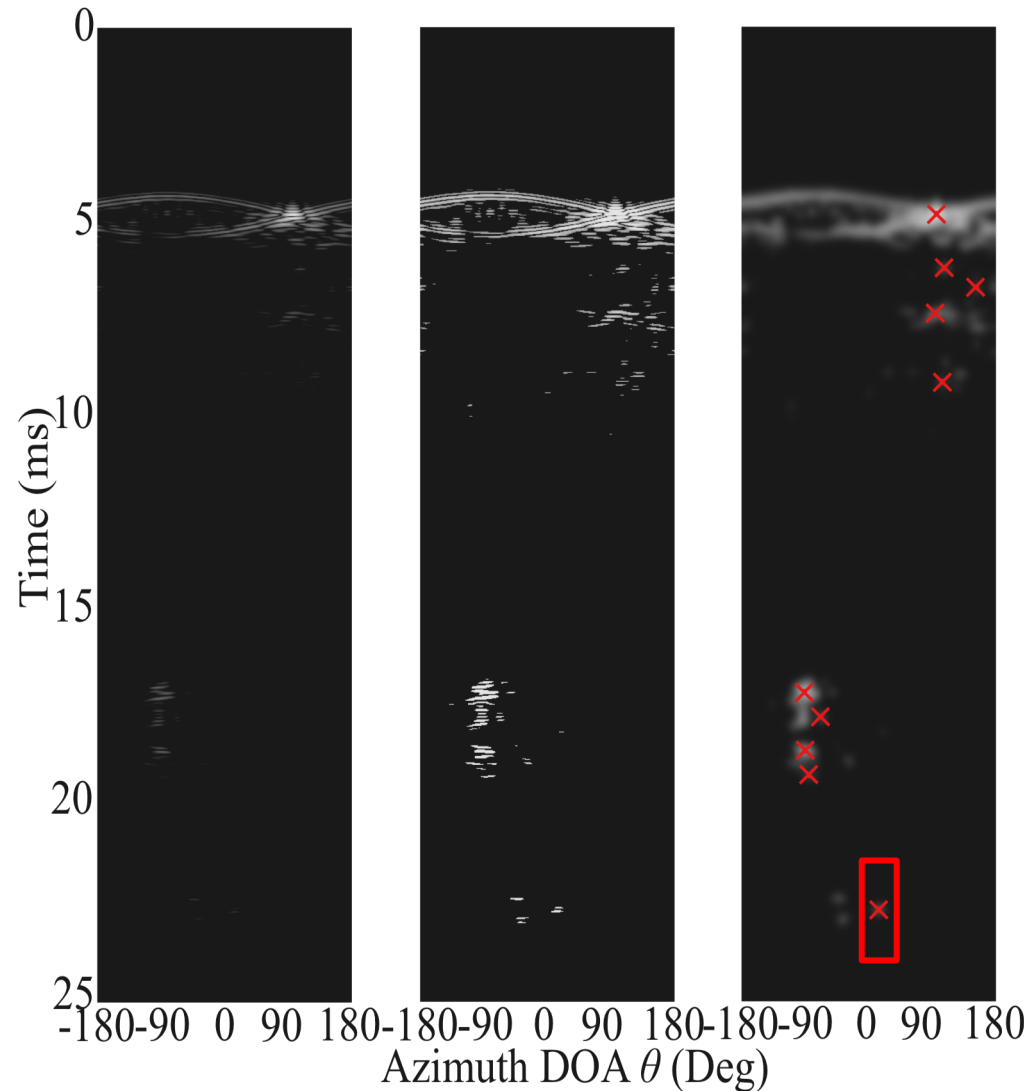
- By knowing the TOA and azimuth DOA of the reflections, the segments are analyzed looking at their elevations, and the elevation DOA estimated as the angle providing the maximum signal energy



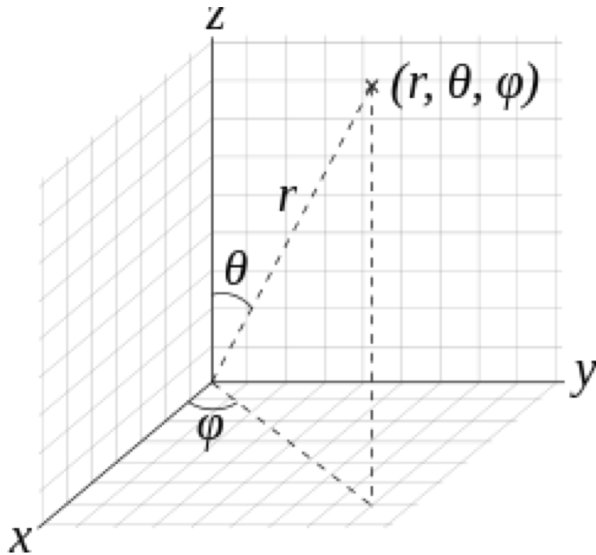
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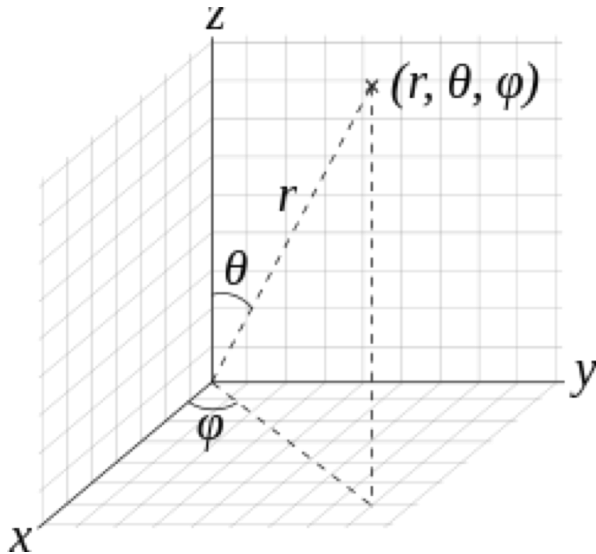
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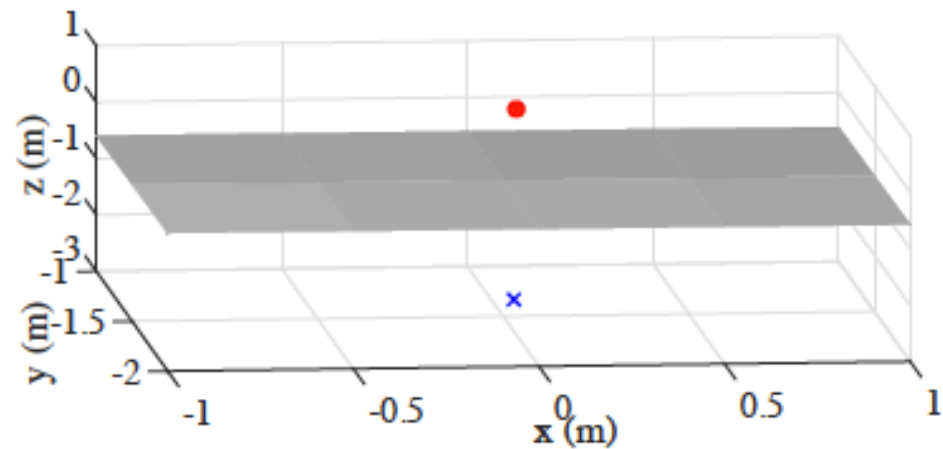
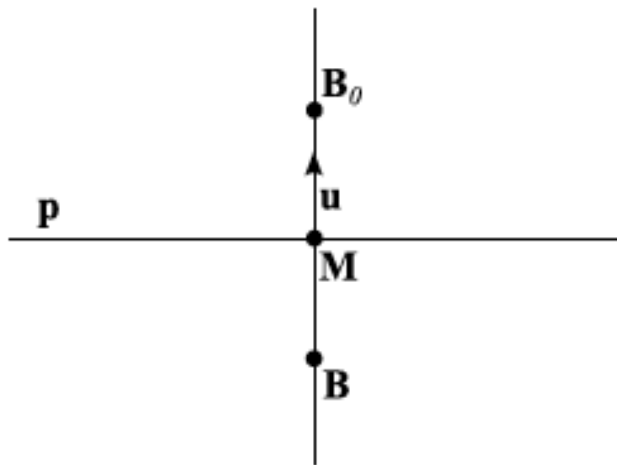
- Similar to Image source direction and ranging (ISDAR) [Remaggi et al., IEEE TASLP, 2017]

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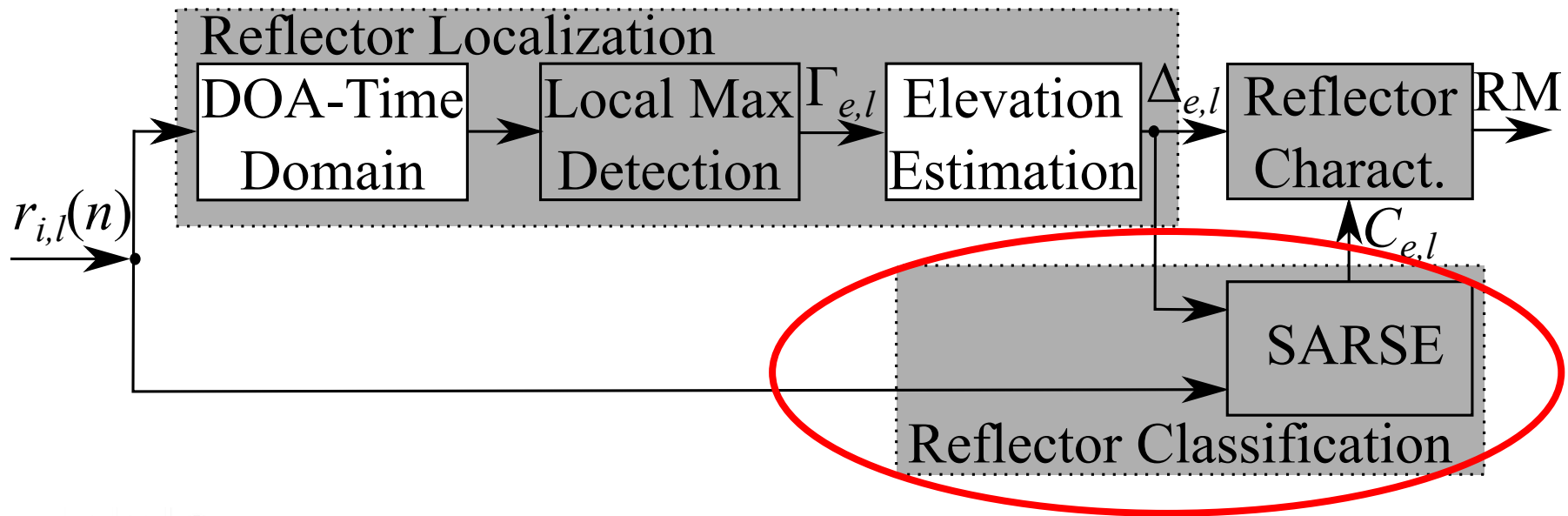
Acoustic Reflector Localization



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- Loudspeaker-image source bisection algorithm [Dokmanić et al., PNAS, 2014]

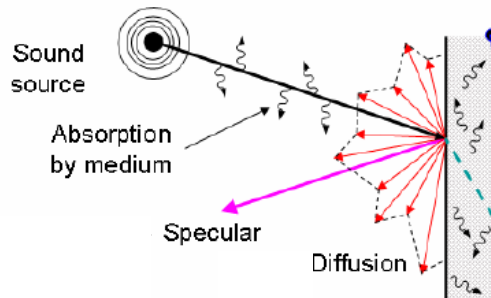


Acoustic Reflector Localization and Classification

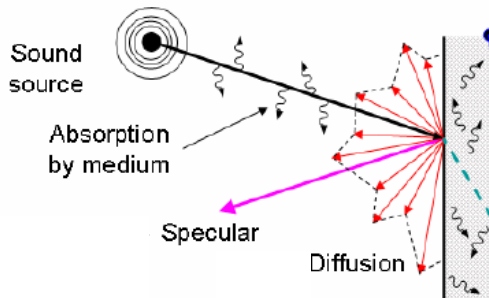


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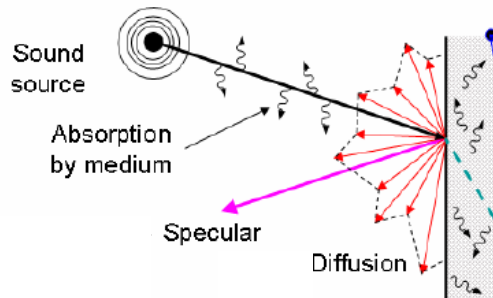
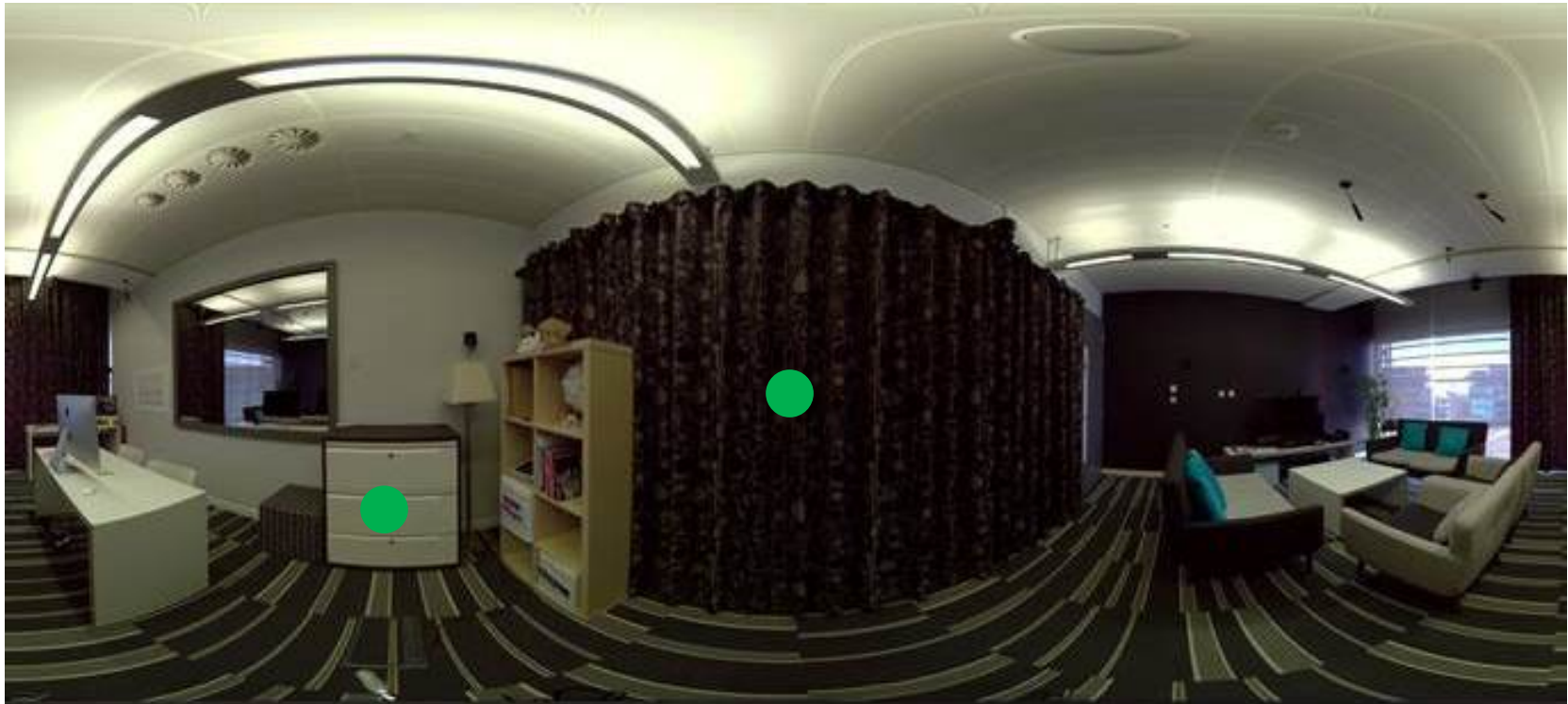
Acoustic Reflector Classification – The SARSE Algorithm



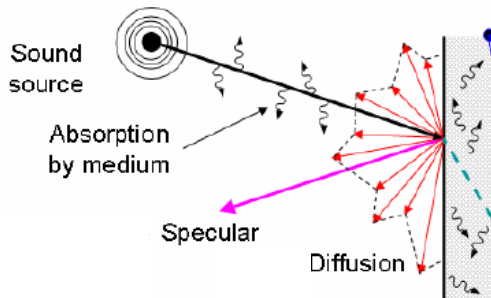
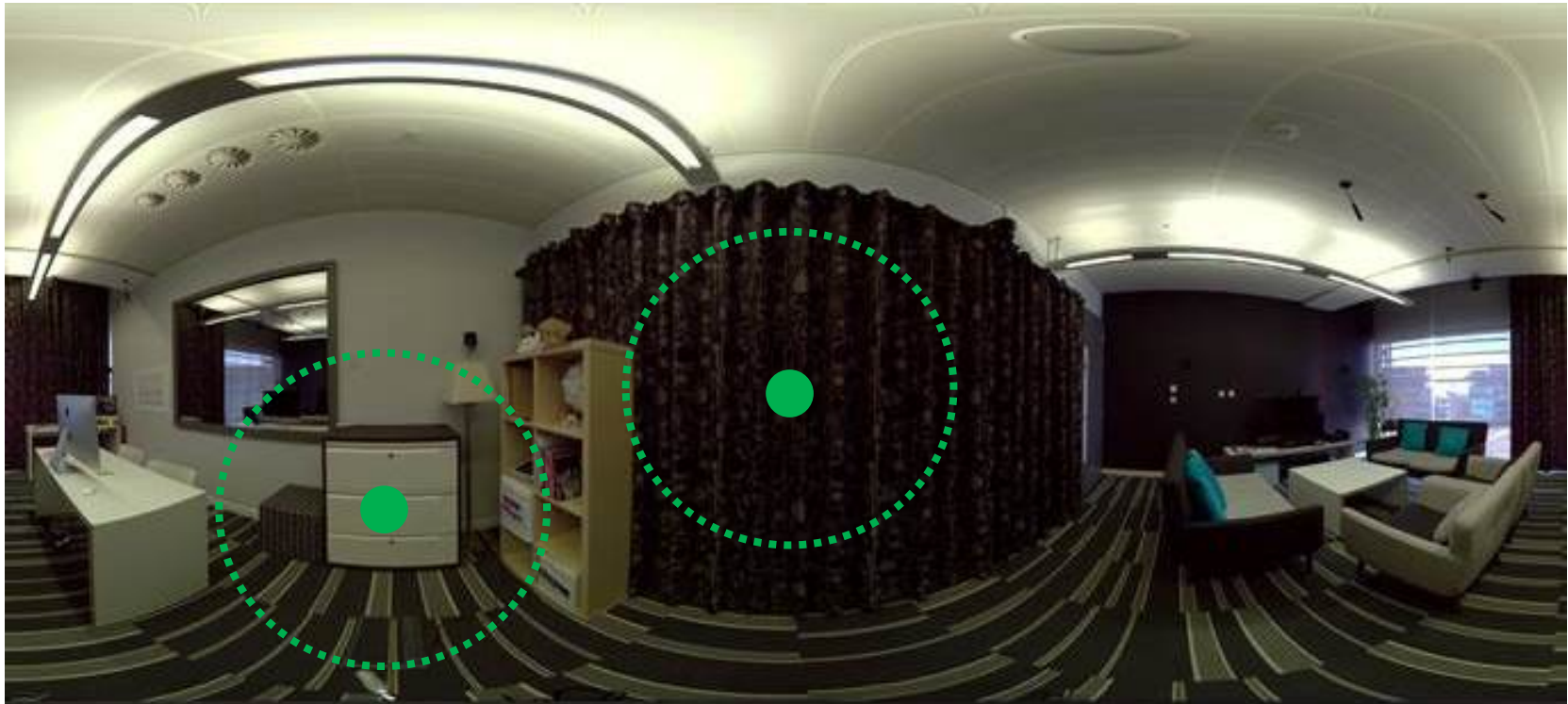
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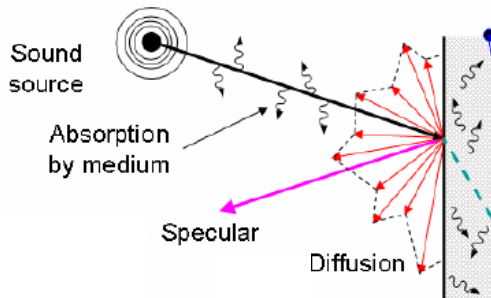
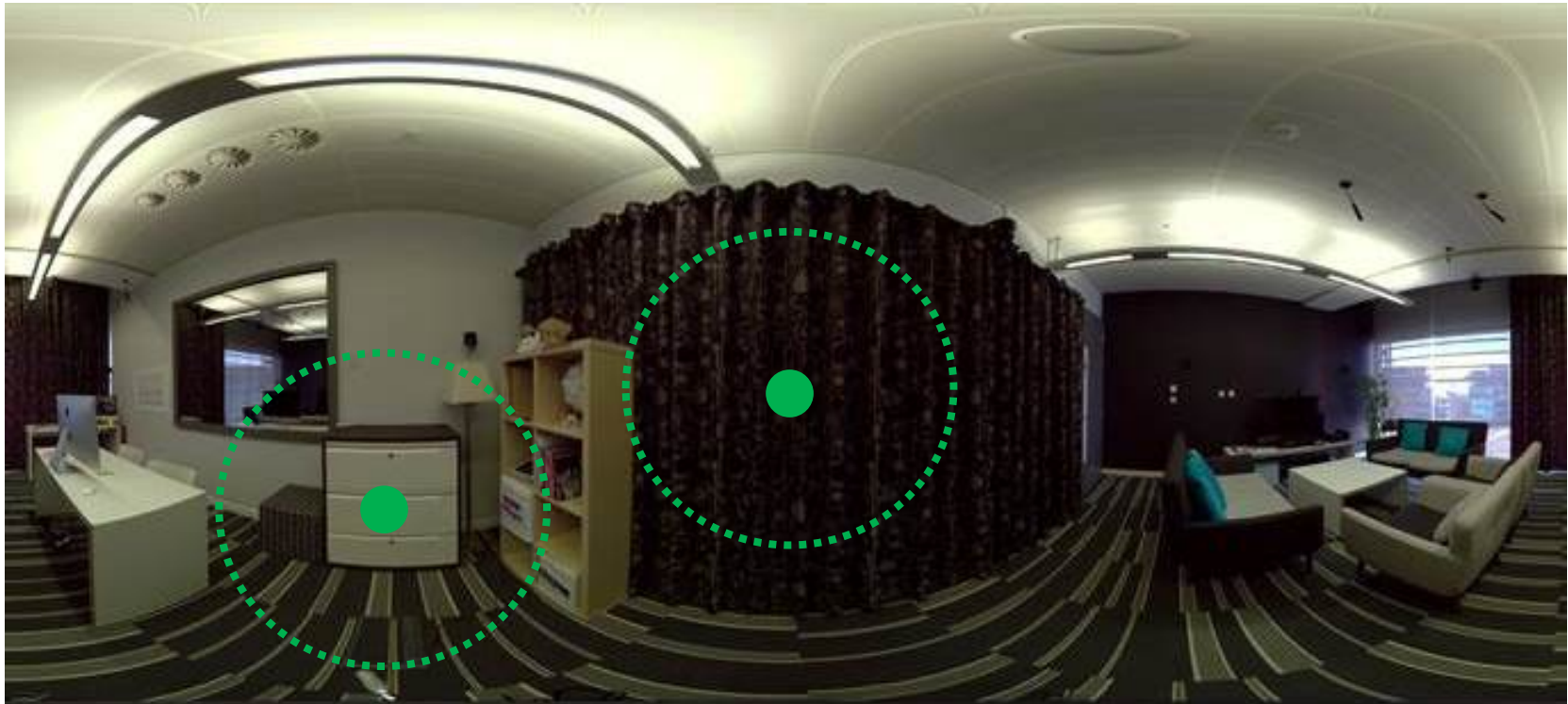
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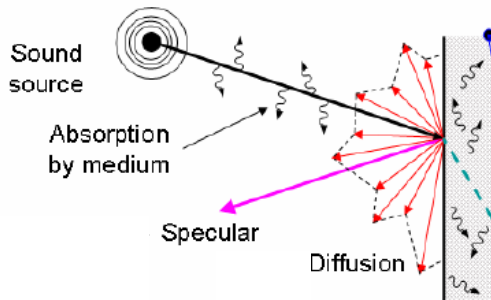
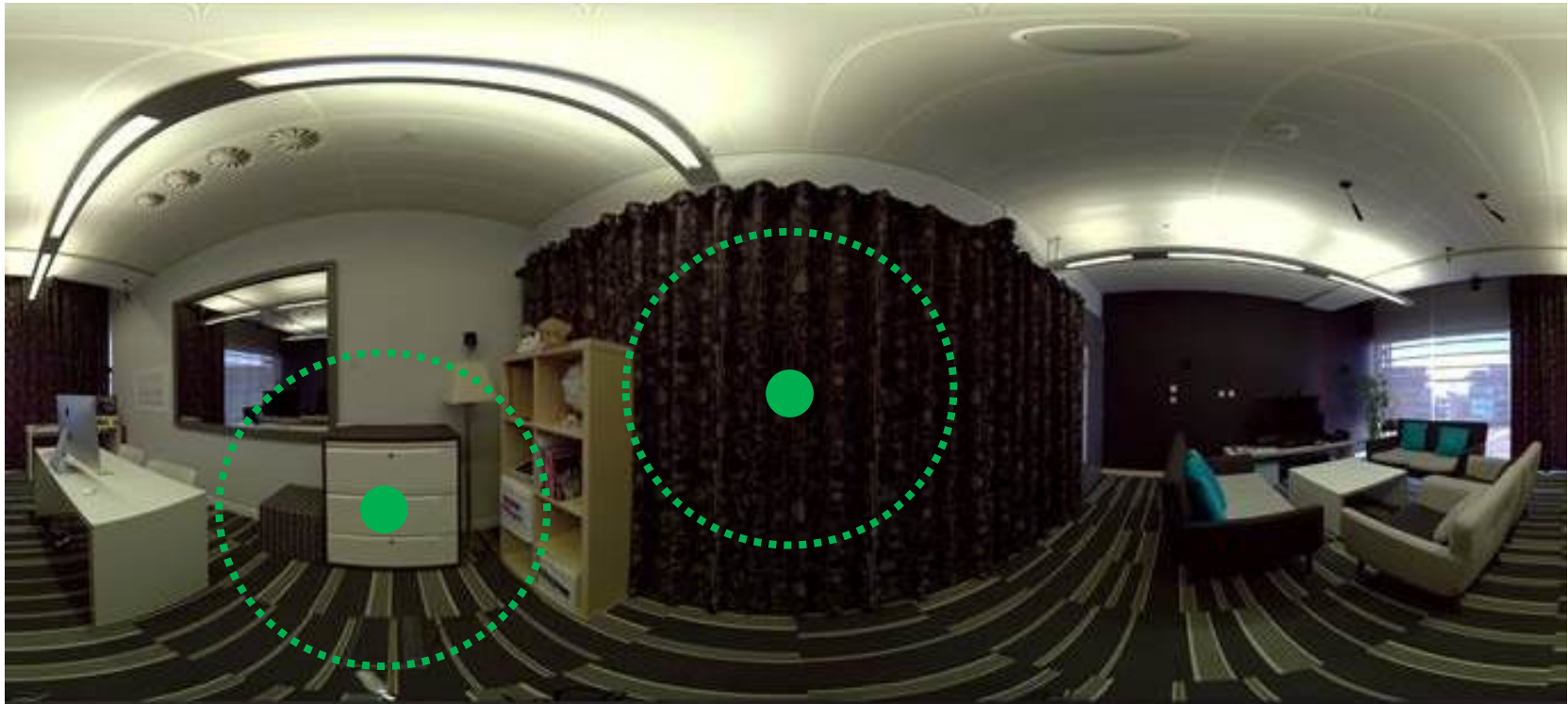
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$$K = 1 - \frac{E^{sp}}{E^{sc}}$$

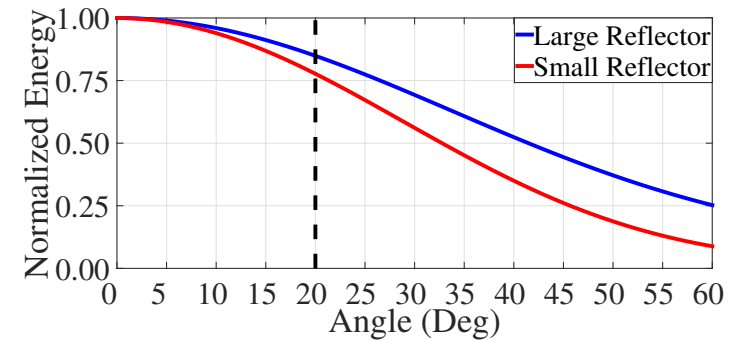
↑
Partial reflection
Scattering coefficient

Acoustic Reflector Classification – The SARSE Algorithm



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Experiments and Results

Classification

- Considering planar reflectors as positives (i.e. class = 1) and small reflectors as negatives (i.e. class = 0)
- Precision = $\frac{TruePositives}{TruePositives + FalsePositives}$
- Recall = $\frac{TruePositives}{TruePositives + FalseNegatives}$
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Dataset	Room Size	RT60	Precision	Recall	Accuracy	F1 Score
BBC Listening Room	5.6 x 5.0 x 2.9 m ³	222 ms	100 %	100 %	100 %	1.00
BBC Usability Laboratory	5.6 x 5.2 x 2.9 m ³	275 ms	83 %	100 %	89 %	0.91
Vislab	7.8 x 6.1 x 4.0 m ³	326 ms	100 %	100 %	100 %	1.00
VML	2.4 x 4.0 x 2.4 m ³	445 ms	83 %	83 %	71 %	0.83
Average	--	--	92 %	96 %	90 %	0.93

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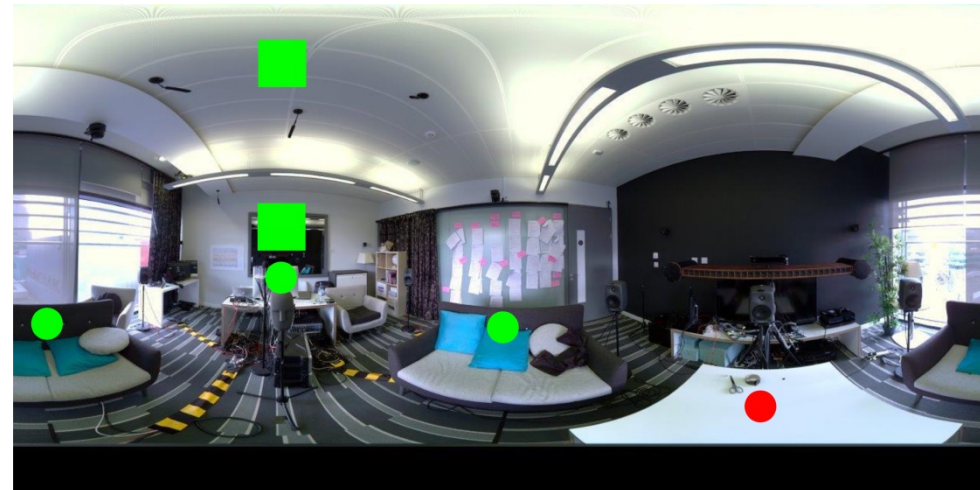
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- The results reported in the table below is the average over all the image sources

Dataset	ε	$\varepsilon_{\text{SARSE}}$
BBC Listening Room	141 cm	118 cm
BBC Usability Laboratory	197 cm	150 cm
Vislab	388 cm	178 cm
VML	128 cm	148 cm
Average	214 cm	149 cm



Conclusions



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a|b|c

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- Future work may focus on extending the analysis on a greater number of rooms, finding alternative classification algorithms, and combining this method with vision-based methods.



Any Questions?

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