
A COMFORT NOISE ADDITION POST-PROCESSOR FOR ENHANCING LOW BIT-RATE SPEECH CODING IN NOISY ENVIRONMENTS

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OUTLINE

- Motivations
- Comfort Noise Addition
 - Principle
 - Noise estimation
 - Noise injection
- Listening test results
- Conclusions

Motivations

Degradation of quality at low bit-rates under noisy conditions

Degradation comes from:

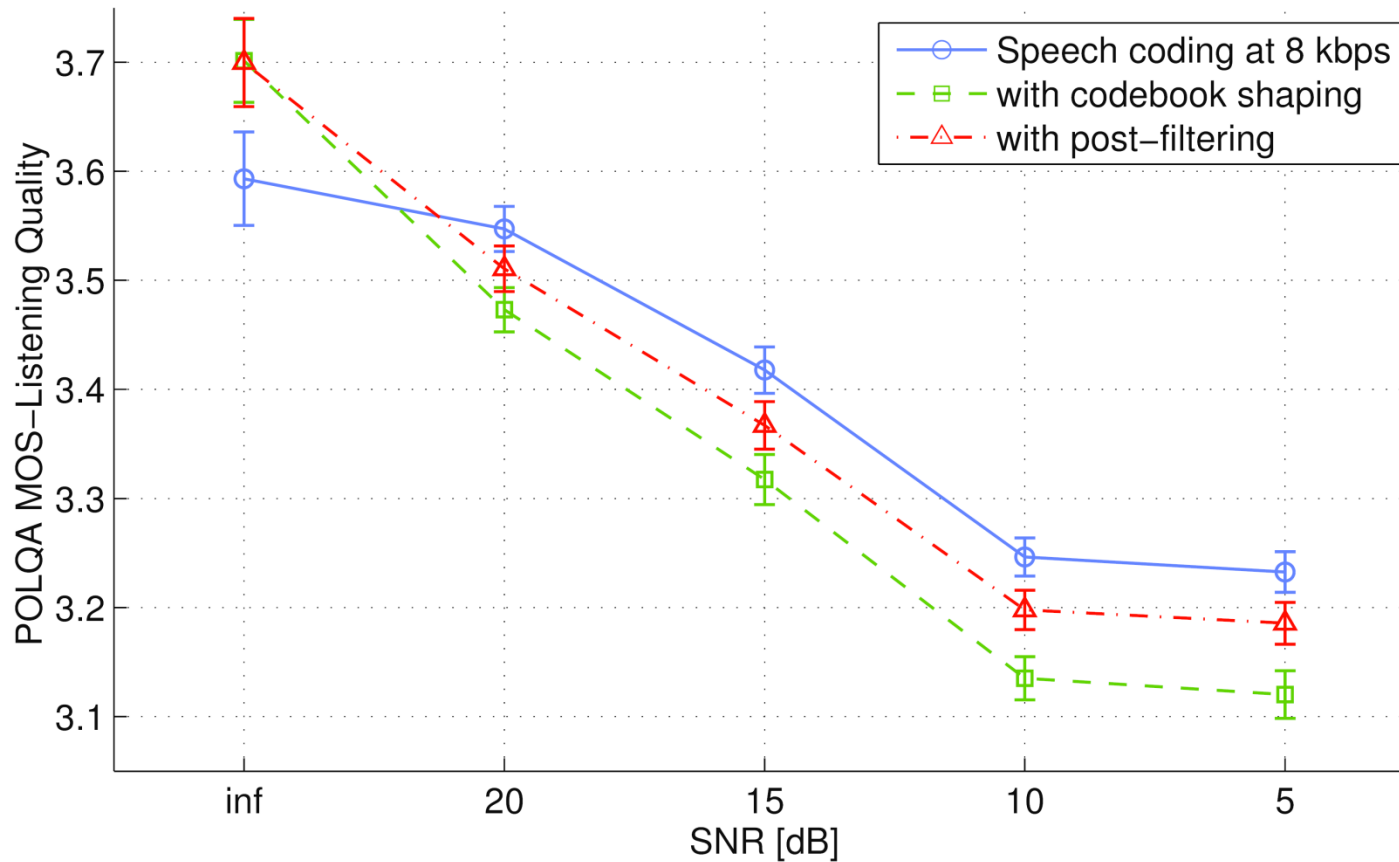
- Source modeling of speech coders inappropriate for background noise
 - Loss of energy in background noise
 - Fluctuating/unstable background noise

 - Switch between different coding schemes
 - Discontinuities and inconsistent rendering in background noise

 - Speech enhancement techniques
 - Create audible musical noise on noisy speech
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Motivations

Formant enhancement in low bit-rate speech coding



Comfort Noise Addition

Principle

■ Characteristics

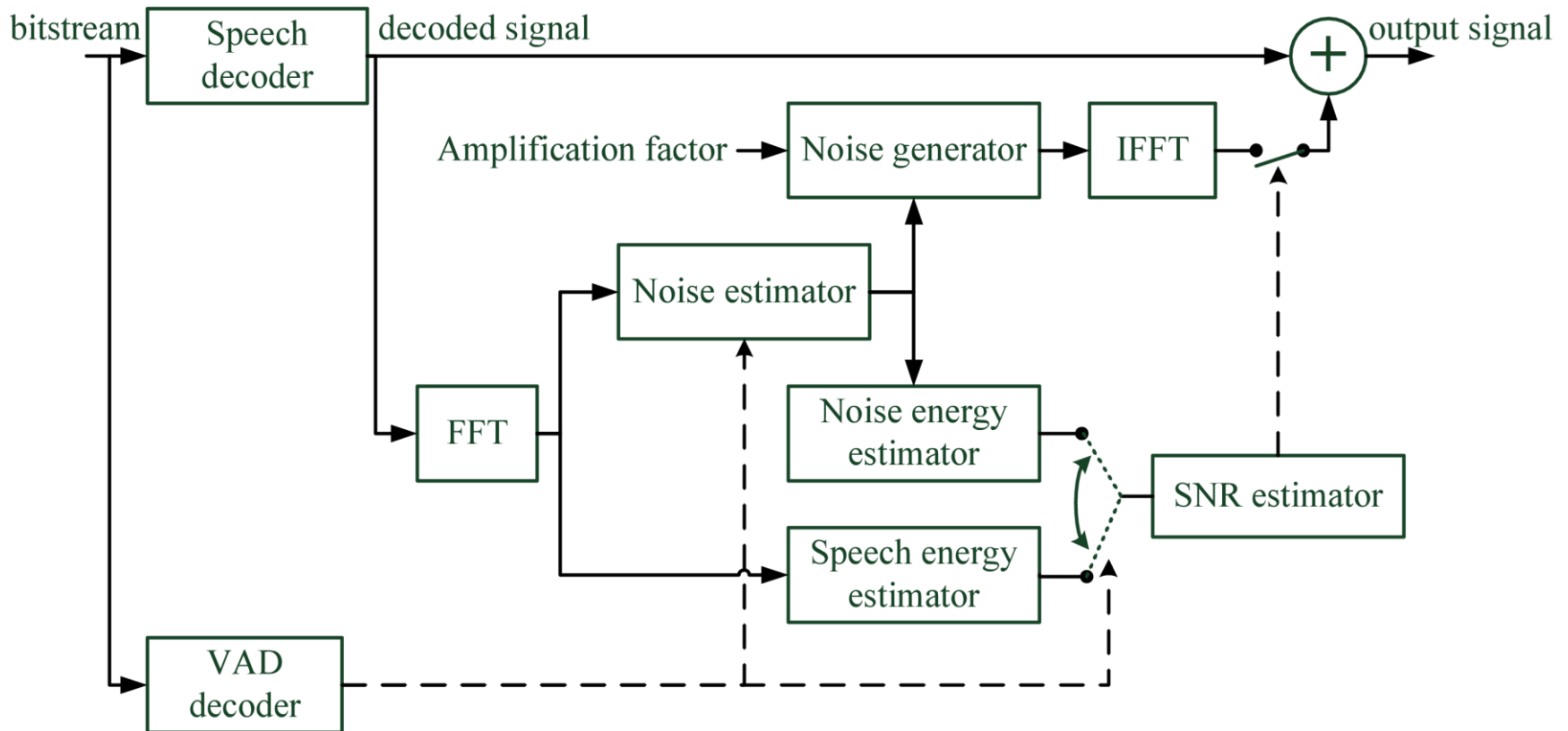
- Works as a post-processor
- Does not need any extra side-information
- Is only used when estimated SNR is low (<28 dB)

■ Aims

- Mask coding artefacts and discontinuities
- Compensate the loss of energy in the background noise
- Can be used in DTX on or off
- Can be combined with speech enhancement techniques

Comfort Noise Addition

Block diagram



Comfort Noise Addition

Noise estimation

- Based on **Minimum Statistics**, and relies on two assumptions
 - Speech and noise are statistically independent
 - Power of the noisy signal often decays to the power level of the noise signal (e.g., in speech pauses)

$$E_n(n, k) = B(n, k) \cdot \min_{i=n-D+1 \dots n} (P(i, k))$$

where

- $B(n, k)$ is a bias compensation factor (overestimation factor)
 - $P(i, k)$ is the recursively smoothed periodogram of the decoded signal
 - D analysis window size of about 1.5s
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- **DTX off**: noise estimated only on **inactive** frames
 - **DTX on**: non-artificial noise only present and estimated on speech pauses of **active** frames. Estimation complements the CNG of DTX.

Comfort Noise Addition

Noise injection

- Artificial noise is injected in both **active** and **inactive** frames.
- Added noise $w(k)$ is generated by a Gaussian noise generator.
- $w(k)$ is shaped by the noise estimate and scaled to reach a targeted gain of the background noise energy:

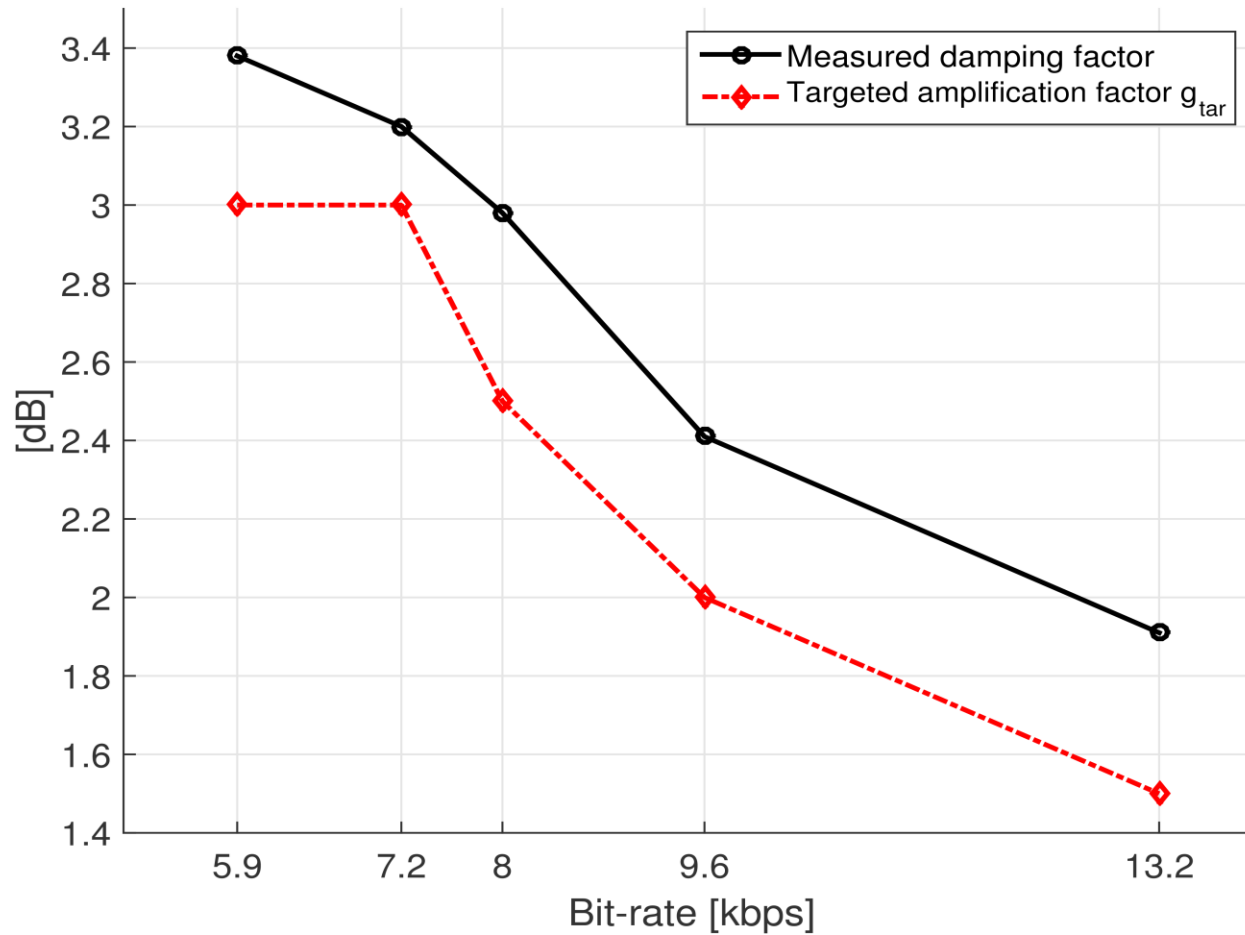
$$E_w(n, k) = \max((g_{tar} - 1) \cdot E_n(n, k), 0)$$

, where

- g_{tar} is the targeted amplification factor for the background noise.

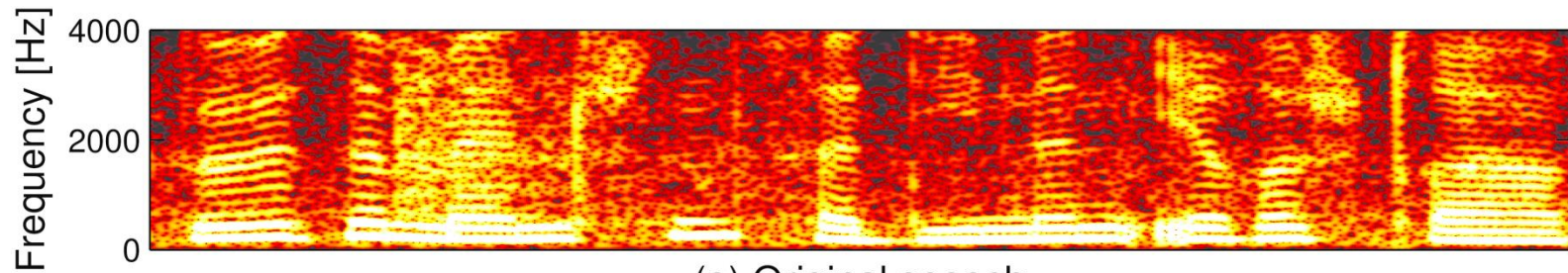
Comfort Noise Addition

Noise injection – targeted amplification factor

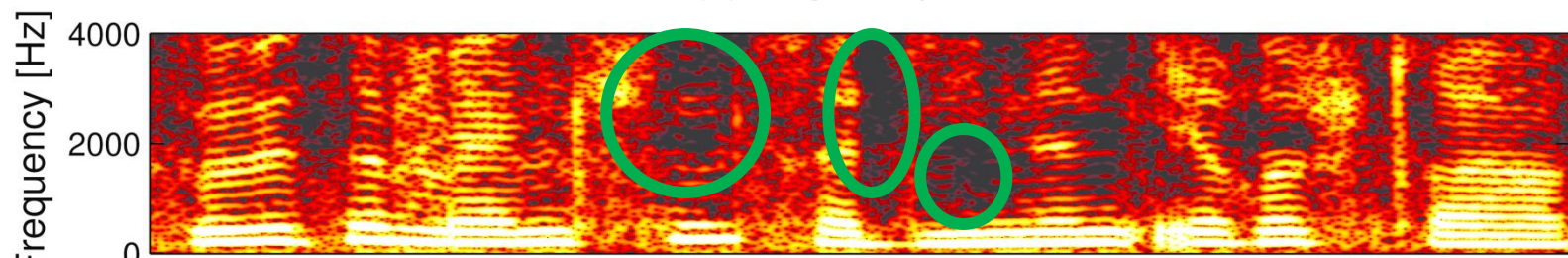


Comfort Noise Addition

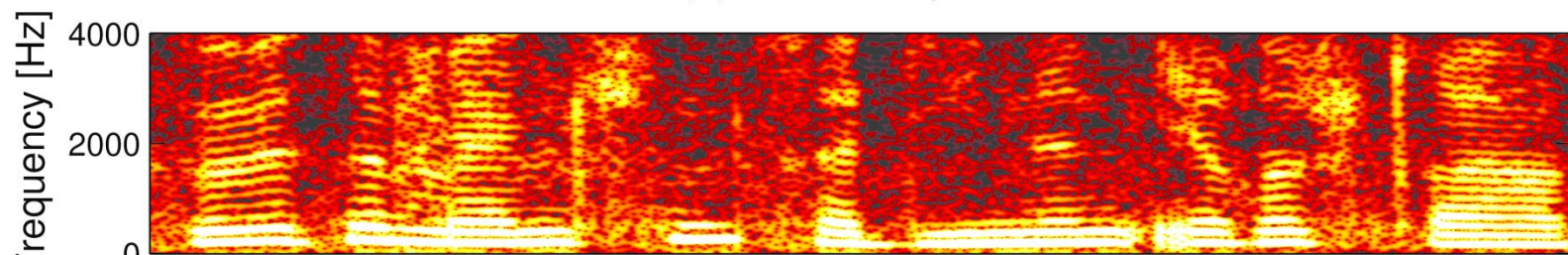
Illustration of the effect



(a) Original speech



(b) Decoded speech



(c) Decoded speech + CNA

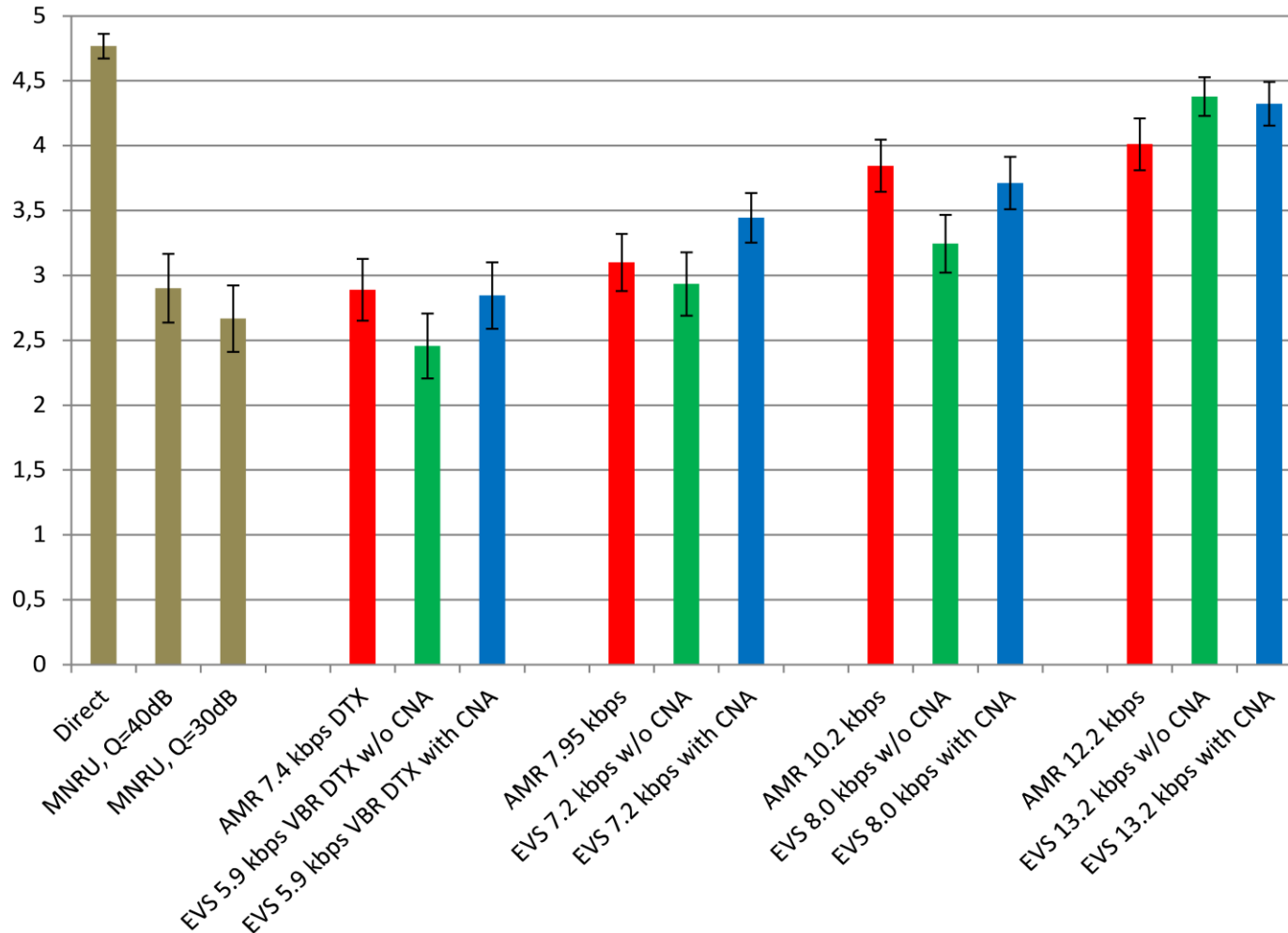
Evaluation

Subjective listening tests

- Noisy speech NB & WB
- P.800 DCR
 - Naive listeners (15 for NB, 18 for WB)
- DTX on and off
- Conditions:
 - Direct
 - MNRUs
 - AMR-WB
 - EVS with CNA
 - EVS without CNA

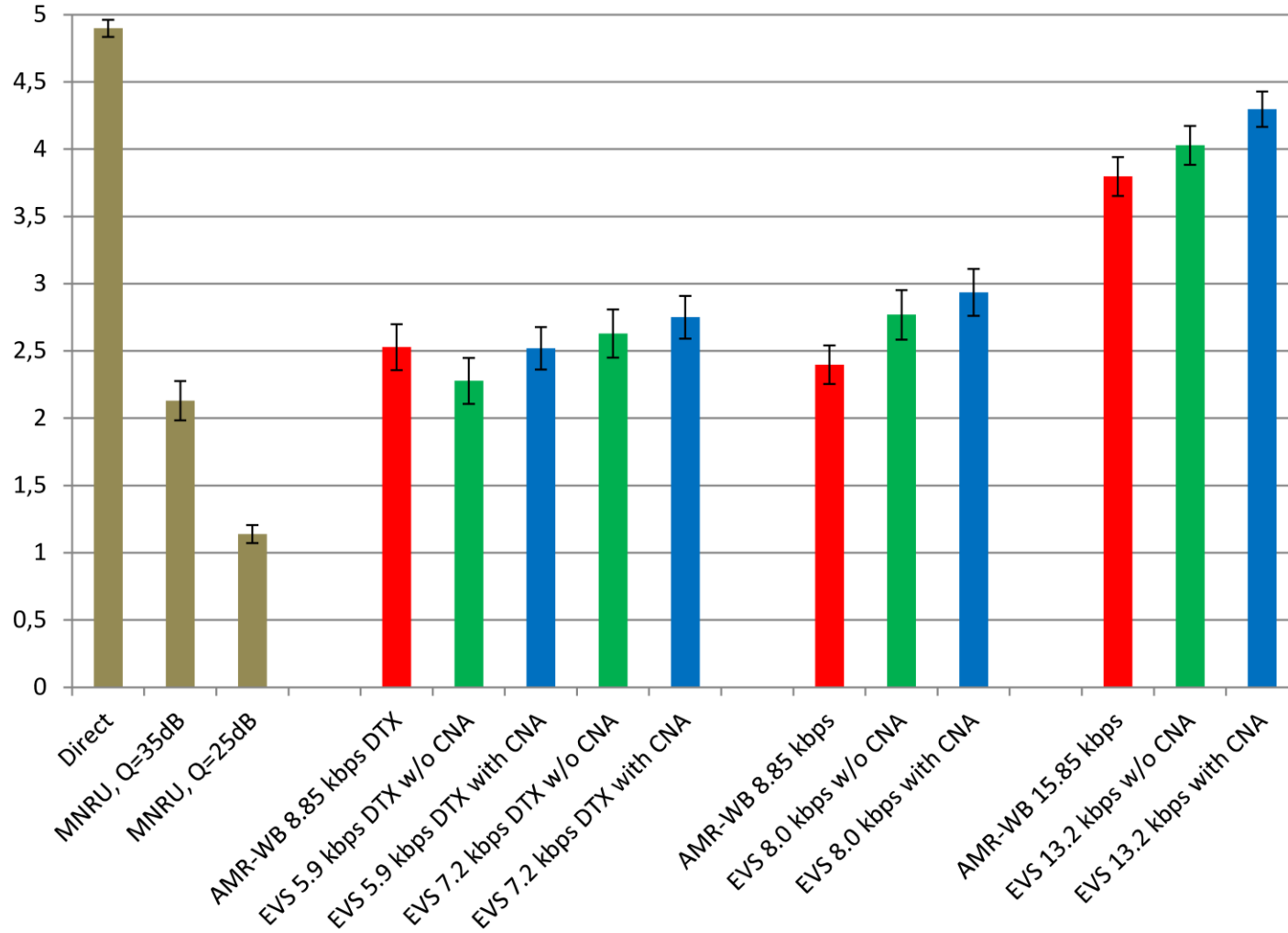
Evaluation : P.800 results

NB speech over 15 dB SNR car noise



Evaluation : P.800 results

WB speech over 20 dB SNR street noise



Conclusions

- CNA is a new speech coding post-processor for noisy speech:
 - Is a good complementary tool to speech enhancement techniques
 - Works in DTX on or off
 - Works over conventional speech coders
 - Improves the perceptual quality of noisy speech coded at low bit-rates
 - Is adopted in EVS NB, WB and AMR-WB IO for rates lower or equal to 13.2 kbps

Thank you for your attention!

Questions?