SS-L6, ICASSP 2019, Brighton, UK (May 16<sup>th</sup>, 2019)

# Similarity Search-based Blind Source Separation

Hiroshi Sawada

Kazuo Aoyama

NTT Communication Science Laboratories, NTT Corporation

## **Background & Motivation**

### BSS methods

- Independence: ICA, IVA
- Low-Rankness: ILRMA
- $\square$  Needs enough amount of observations (  $\geq$  3 sec. )
- Time-varying Environments
  - Short observations (  $\leq 2$  sec. )

## Similarity search on a clean source database

Human can separate mixtures if there is something familiar to us in the mixtures



## **Supervised learning?**



# Outline

### 1. Existing BSS methods

- Frequency-domain BSS
- IVA, ICA, ILRMA

### 2. Proposed method

SSBSS: Similarity Search-based BSS
Differs in variance parameter updates

### 3. Experiments

- Clean source databases: close and open
- Convergence behavior
- Computational time with a GPU

## **Frequency-domain BSS**



### Separation

$$\mathbf{y}_{ft} = \mathbf{W}_f \mathbf{x}_{ft} \qquad f = 1, \dots, F$$
$$\mathbf{y}_{ft} = \begin{bmatrix} y_{ft1} \\ y_{ft2} \end{bmatrix} \qquad \mathbf{W}_f = \begin{bmatrix} w_{11} & w_{12} \\ w_{21} & w_{22} \end{bmatrix} \qquad \mathbf{x}_{ft} = \begin{bmatrix} x_{ft1} \\ x_{ft2} \end{bmatrix}$$

 $\begin{bmatrix} y_{ft2} \end{bmatrix}$ Separated signal Sepa

**Separation matrix** 

**Mixture** 

## **Objective function**

5

V

$$\begin{aligned} \mathcal{J}(\{\mathbf{W}_f\}_{f=1}^F) &= \sum_{t=1}^T \sum_{n=1}^N G(\tilde{\mathbf{y}}_{tn}) - 2T \sum_{f=1}^F \log |\det \mathbf{W}_f| \\ f &= 1, \dots, F & \text{Frequency bins} \\ n &= 1, \dots, N & \text{Separated signals} \\ t &= 1, \dots, T & \text{Time frames} \end{aligned}$$
Contrast function  $G & \text{Local Gaussian Model} \\ \mathbf{IVA} & G(\tilde{\mathbf{y}}_{tn}) = \sum_{f=1}^F \left(\frac{|y_{ftn}|^2}{\underline{v}_{tn}} + \log \underline{v}_{tn}\right) & \bigstar \quad p(\tilde{\mathbf{y}}_{tn}) = \prod_{f=1}^F \frac{1}{\pi v_{tn}} \exp\left(-\frac{|y_{ftn}|^2}{v_{tn}}\right) \\ \mathbf{ICA} & G(\tilde{\mathbf{y}}_{tn}) = \sum_{f=1}^F \left(\frac{|y_{ftn}|^2}{\underline{v}_{ftn}} + \log \underline{v}_{ftn}\right) \\ \mathbf{ILRMA} & G(\tilde{\mathbf{y}}_{tn}) = \sum_{f=1}^F \left(\frac{|y_{ftn}|^2}{v_{ftn}} + \log \underline{v}_{ftn}\right), \quad \underline{v}_{ftn} = \sum_{k=1}^K b_{fnk}a_{tnk} \end{aligned}$ 

## Variance parameters v



- Time varying activity
- Flat spectrum

Permutation problem

Low-rank model well estimated

## **IVA Optimization**



## **ICA Optimization**



# **ILRMA Optimization**

Variance update  
$$v_{ftn} \approx |y_{ftn}|^2$$
  
 $v_{ftn} \leftarrow \sum_{k=1}^{K} b_{fnk} a_{tnk}$ Frequency-wise separation  
matrix update  $\mathbf{W}_f$   
Weighted covariance matrix  
 $\mathbf{U}_{fn} = \frac{1}{T} \sum_{t=1}^{T} \frac{1}{v_{tn}} \mathbf{x}_{ft} \mathbf{x}_{ft}^{\mathsf{H}}$  $\mathbf{y}_{ft} = \mathbf{W}_f \mathbf{x}_{ft}$  $\mathbf{U}_{fn} = \frac{1}{T} \sum_{t=1}^{T} \frac{1}{v_{tn}} \mathbf{x}_{ft} \mathbf{x}_{ft}^{\mathsf{H}}$ Solve HEAD: Hybrid Exact-Approximate Diagonalization  
[Veredor 2009] $\mathbf{w}_{fn} \leftarrow (\mathbf{W}_f \mathbf{U}_{fn})^{-1} \mathbf{e}_n$  $\mathbf{w}_{fk}^{\mathsf{H}} \mathbf{U}_{fn} \mathbf{w}_{fn} = \delta_{kn}$  $\mathbf{w}_{fn} \leftarrow (\mathbf{W}_f \mathbf{U}_{fn})^{-1} \mathbf{e}_n$  $\mathsf{N}=2$  case  
 $\mathbf{w}_1^{\mathsf{H}} \mathbf{U}_1 \mathbf{w}_1 = 1$  $\mathbf{w}_1^{\mathsf{H}} \mathbf{U}_2 \mathbf{w}_2 = 0$  $\mathbf{w}_{fn} \leftarrow \frac{\mathbf{w}_{fn}}{\sqrt{\mathbf{w}_{fn}^{\mathsf{H}} \mathbf{U}_{fn} \mathbf{w}_{fn}}$  $n = 1, \dots, N$ 

# Outline

### 1. Existing BSS methods

Frequency-domain BSS
IVA, ICA, ILRMA

### 2. Proposed method

- **SSBSS**: Similarity Search-based BSS
- Differs in variance parameter updates

### 3. Experiments

- Clean source databases: close and open
- Convergence behavior
- Computational time with a GPU

## **SSBSS Optimization**



## **Clean source database**

Database



Entry: F-dimensional power spectra vector

 $\mathbb{S} = \{\{\breve{\mathbf{s}}_{tl}\}_{t=1}^{T_l}\}_{l=1}^L$ 



## **SSBSS Objective function**



# Variance update by similarity search <sup>14</sup>



## **SSBSS Optimization**

15



# Outline

- 1. Existing BSS methods
  - Frequency-domain BSS
  - IVA, ICA, ILRMA
- 2. Proposed method
  - **SSBSS**: Similarity Search-based BSS
  - Differs in variance parameter updates

### 3. Experiments

- Clean source databases: close and open
- Convergence behavior
- Computational time with a GPU

## **Experimental conditions**

### Sources: 2-second speeches

#### Mixtures: 32 cases

Various combinations of 2-second speech signals



## **Clean source databases**

#### F = 1025

# database entries was around 30,000

## close

- contained the sources used for mixtures
- ideal situation for verifying the basic concept

### open

- did not contain the source time frames used for mixtures
  - but contained the same speaker's different utterances
- In some settings, new entries were added aiming for better performance

## **Separation performance**



## Variances & separated signals



## **Convergence & Computation**



### **Execution time**

20 seconds for 30 iterations and 2-second mixture

Similarity search executed on a GPU

158 queries (2 outputs × 79 time frames) for 30,000 entries with F=1025 dim. took around 230 ms.

## Conclusion

### Proposed SSBSS

- lacksquare Searches clean database  $\,\mathbb{S}\,$  for similar entries to  $\,\breve{\mathbf{y}}\,$
- $\hfill\square$  Updates variance parameters  $\mathbf{v}$  with the result

## Experimental results

- Short observation of 2 seconds
- High performance with ideal close database
- Open database lowered the performance

## Future work

- Constructing better databases for open cases
- Accelerating the search to handle larger databases