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Signal Processing in the AI era



Real-time Multichannel Speech Separation and Enhancement using a Beamspace-domain-based Lightweight CNN

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CONTEXT

Noisy and reverberant environment

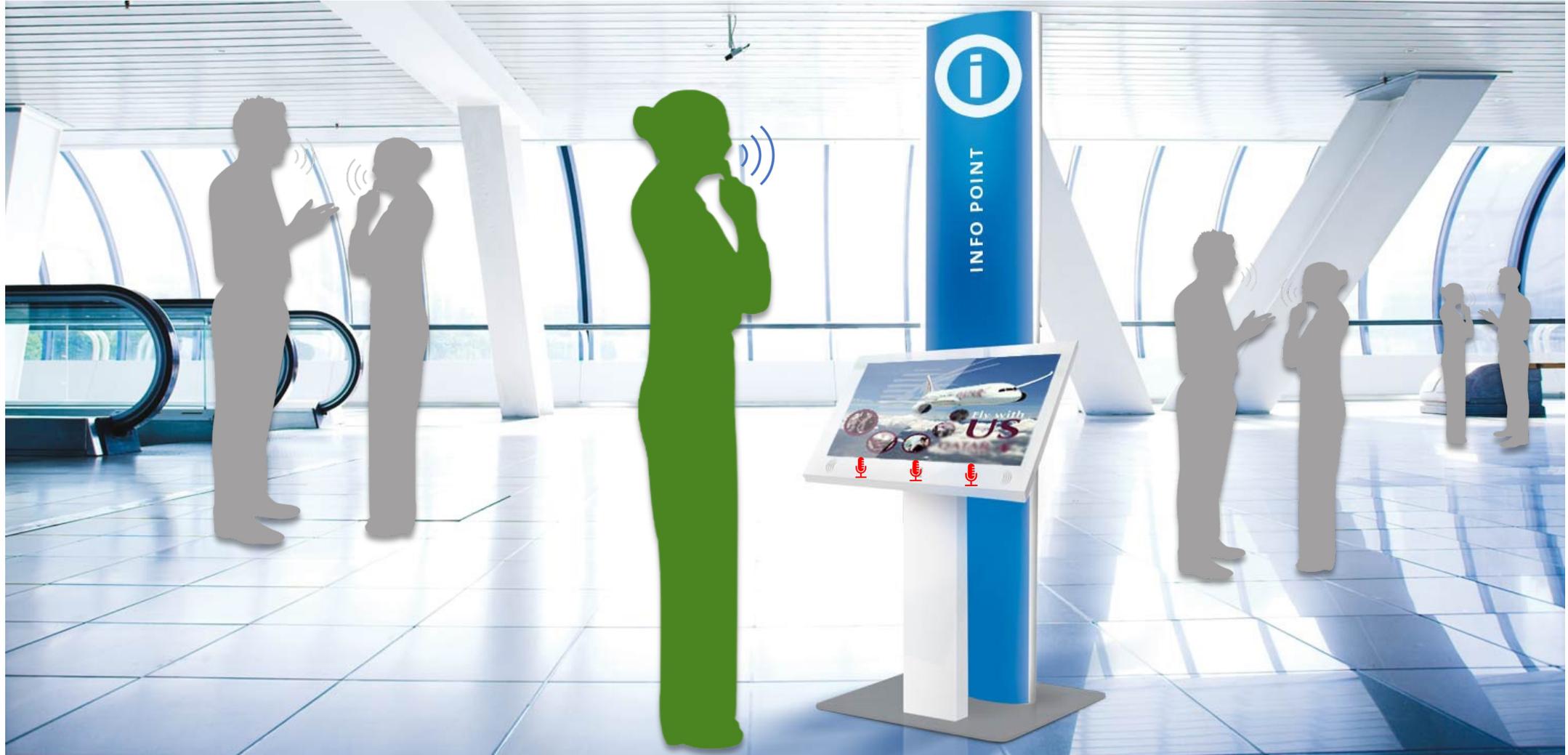


CONTEXT



Extract the talker in front of the array

case 1

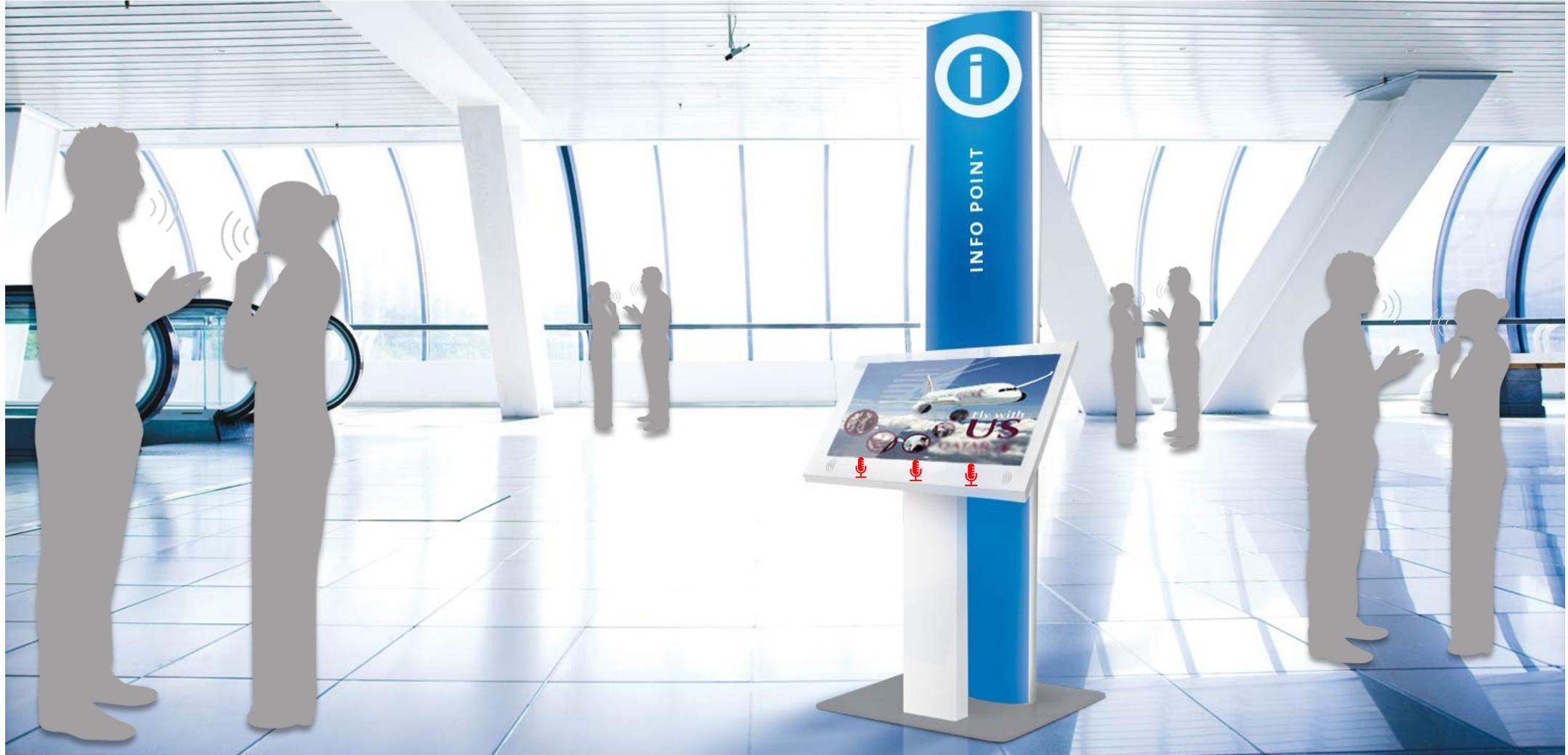


CONTEXT



Discard all the interferers

case 2



SETUP and GOALS



Uniform Linear Array (**ULA**)



1 Signal Of Interest (**SOI**)

- within a region in front of the array
- DOA $\approx \theta_{\bar{b}} = 90^\circ$

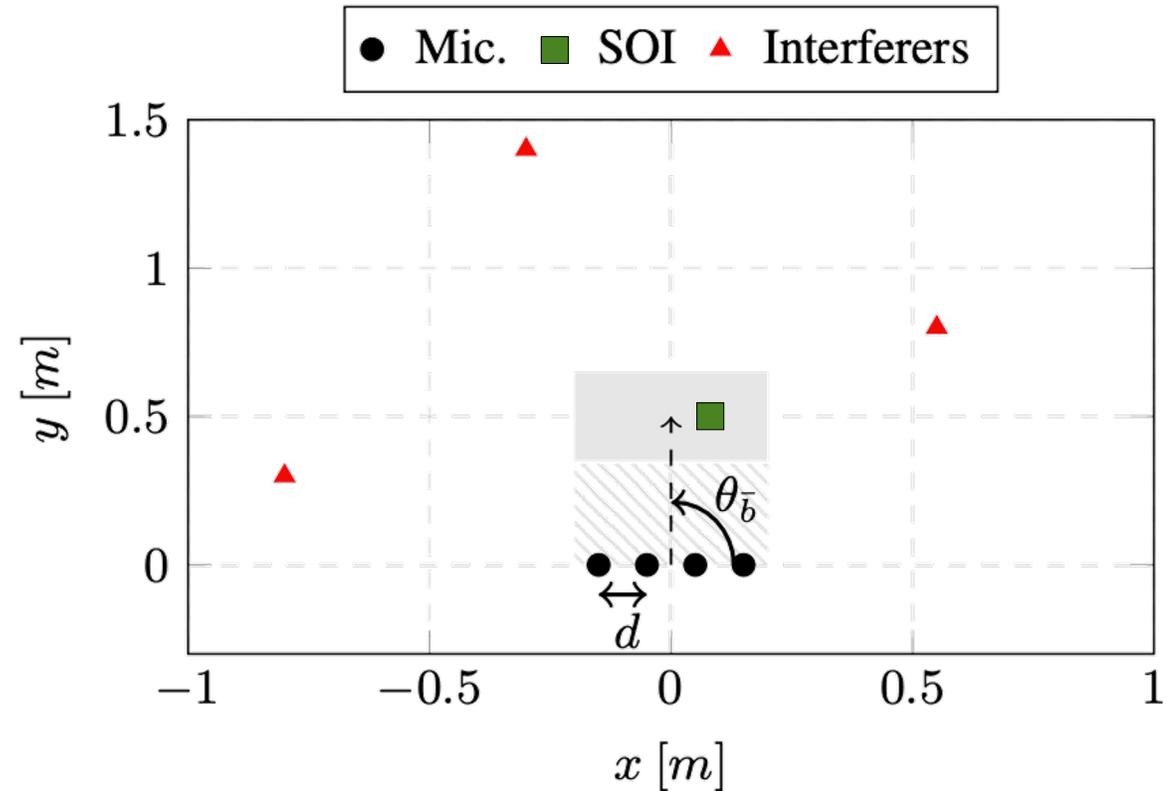


$R \in \{0, \dots, 4\}$ **interferers**

- in the noisy and reverberant room

OBJECTIVES

- Real-time model** for the SOI separation and enhancement
- Evaluation on **real recordings** whereas training on simulated data
- Robust system** with respect to multiple array geometries and acoustic conditions



SIGNAL MODEL and BACKGROUND

 I microphones with d inter-sensor spacing

 J speakers

 γ diffuse noise component

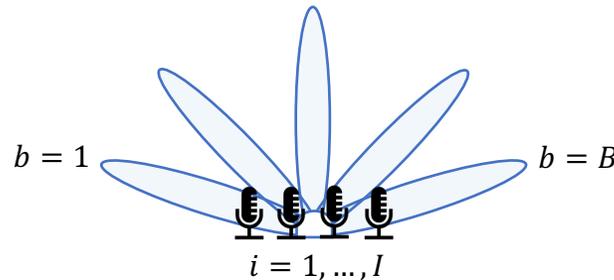
 v additive noise component

$$y_i[t, f] = \sum_{j=1}^J h_{j,i}[t, f] s_j[t, f] + \gamma_i[t, f] + v_i[t, f]$$

$$= \sum_{j=1}^J x_{j,i}[t, f] + \gamma_i[t, f] + v_i[t, f],$$

STFT representation of the signal acquired by the i^{th} microphone

BEAMSPACE REPRESENTATION:



$$\mathbf{Y} \in \mathbb{C}^{T \times F \times I}$$

3D tensor of **stacked STFT** of the signals acquired by the I microphones

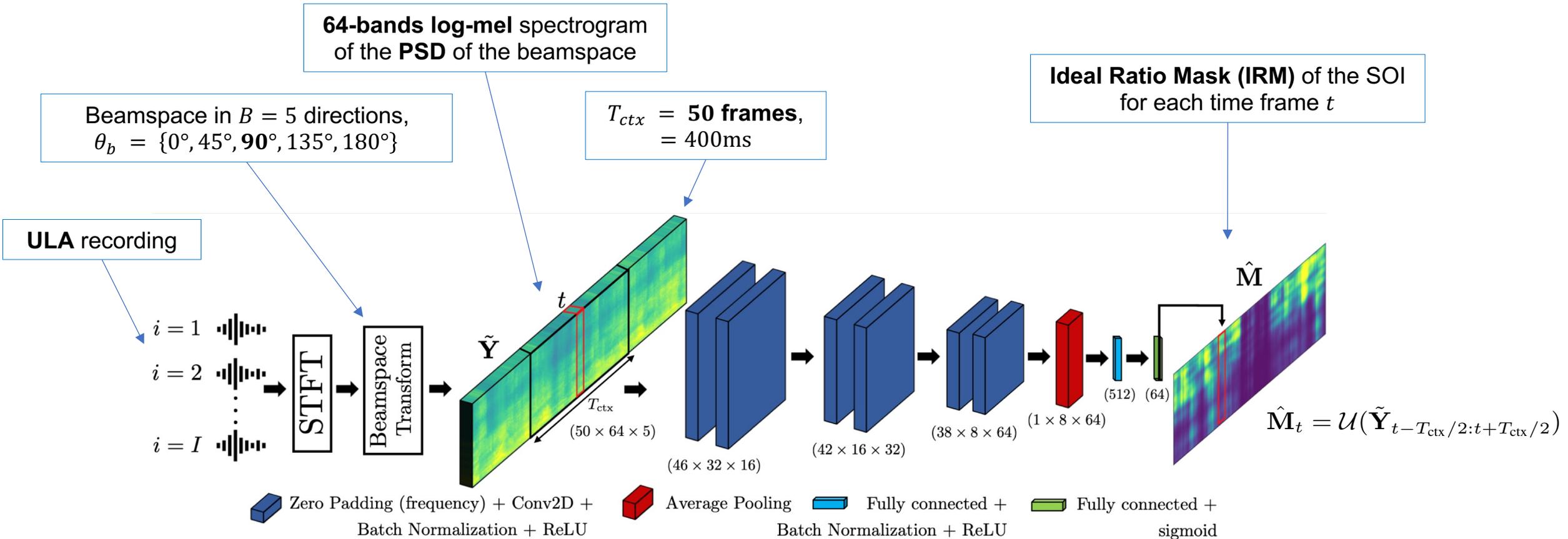
$$\mathbf{W} \in \mathbb{C}^{I \times B}$$

beamspace transform matrix of a plane-wave decomposition in B directions $\theta_b, b = 1, \dots, B$

$$\tilde{\mathbf{Y}}_t = \mathbf{Y}_t \mathbf{W}$$

beamspace of the STFT signal at frame t

PROPOSED METHOD



$$\mathcal{L}(t) = \frac{1}{F} \sum_{f=1}^F (\mathbf{M}_{t,f} - \hat{\mathbf{M}}_{t,f})^2$$

Loss function

$$\hat{\mathbf{X}}_{\bar{j},t} = \hat{\mathbf{M}}_t \odot \tilde{\mathbf{Y}}_{\bar{b},t}$$

Final estimate of the desired signal \bar{j} at frame t

DATASET GENERATION



Extensive **simulation campaign** by sampling with a uniform distribution the operational ranges



RIRs computed with **gpuRIR** [1]

operational ranges

ULA setup	$I = 3/4, d = 20/30\text{mm}$
Room dimensions	$L_x \in [3, 8]\text{m} ; L_y \in [3, 8]\text{m} ; L_z \in [2.6, 4]\text{m}$
T60	$[0.2, 1.4] \text{ s}$
SOI presence	80/20 % of rooms with / without SOI
R number of interferers	from 0 to 4
SIR (loudness simulation)	$[-3, 3] \text{ dB}$
SDR (babble noise)	$[-3, 60] \text{ dB}$
SNR (microphone noise)	$[30, 70] \text{ dB}$
Array Gain (signal dynamic)	$[-40, -1] \text{ dB}$
LibriSpeech dataset	5 sec signals
Total training rooms	250,000

[1] D. Diaz-Guerra, et al. "gpuRIR: A python library for room impulse response simulation with gpu acceleration," *Multimedia Tools and Applications*, 2021.

EVALUATION



Evaluation on **real recordings in ETSI room** with different **ULA unseen** during training:

- **Varying number of sensors I**
- **Varying inter-sensor distance d**

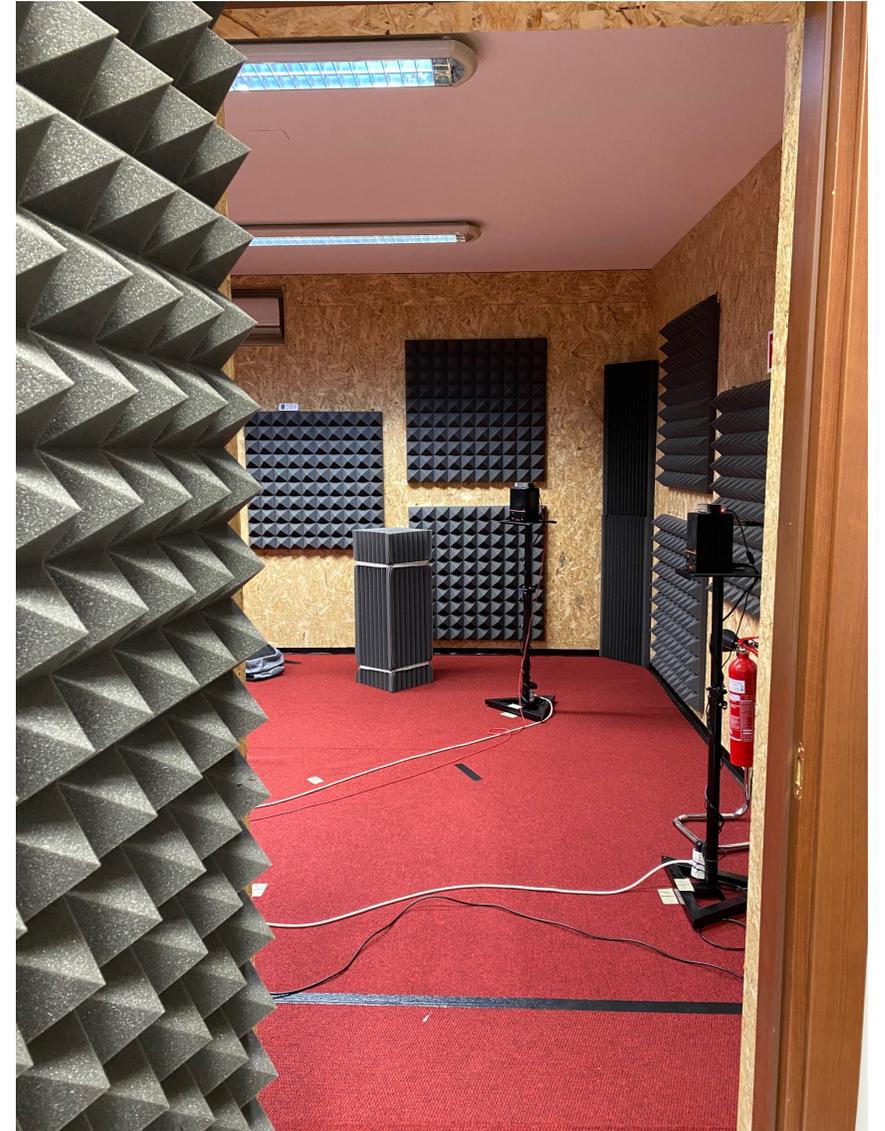
→ $I = 3/4, d = 20/26mm$

→ $I = 5, d = 52mm$



Comparison wrt

- **NBDF** method [2]
- \tilde{Y}_{90° **input beamformer** steering to the SOI region



RESULTS



ULA setups Metrics	$I = 4, d = 26$ mm			$I = 3, d = 52$ mm			$I = 4, d = 52$ mm			Average over test sets		
	Proposed	NBDF	\tilde{Y}_{90°	Proposed	NBDF	\tilde{Y}_{90°	Proposed	NBDF	\tilde{Y}_{90°	Proposed	NBDF	\tilde{Y}_{90°
SIR	9.46	8.5	1.62	8.5	10.48	0.93	6.47	10.84	0.97	8.31	10.05	1.18
SAR	7.73	2.99	-	9.34	6.05	-	7.58	3.08	-	8.29	4.29	-
SDR	4.15	0.04	1.6	4.63	3.29	0.92	2.28	0.75	0.96	3.79	1.59	1.17
PESQ	1.66	1.19	1.71	1.86	1.39	1.79	1.66	1.24	1.79	1.73	1.27	1.76
ESTOI	0.57	0.44	0.58	0.61	0.52	0.61	0.6	0.44	0.62	0.59	0.46	0.6
R_{soi}	-5.75	-4.7	-	-2.61	-1.77	-	-6.81	-3.81	-	-4.67	-3.25	-
R_{interf}	-17.54	-13.47	-	-14.31	-14.48	-	-15.7	-15.2	-	-15.65	-14.32	-

Table 1. Comparison of the average metrics between the proposed method, the NBDF approach and the beamformer \tilde{Y}_{90° for the different test sets and for the average results.

COMPARISON	NBDF	Proposed solution
# parameters	4,006,236	120,000
MACS/frame	198.5 millions	1.06 millions

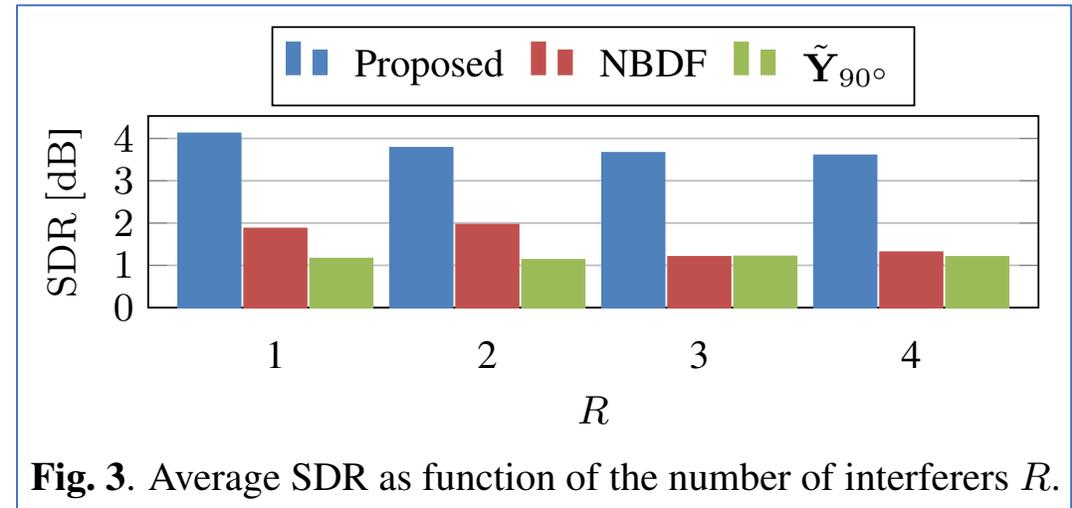


Fig. 3. Average SDR as function of the number of interferers R .



Perceptual intelligibility of the devised solution outperforms both NBDF and \tilde{Y}_{90°

- https://polimi-ispl.github.io/beamspace_cnn_speech_separation.github.io/

CONCLUSION

- ✓ **SOI speech extraction** and enhancement in noisy and reverberant environments
- ✓ Lightweight CNN architecture for **real-time computation**
- ✓ Robust system wrt **setup generalization**:
 - number of **speakers** and **microphones**
 - inter-sensor **spacing**
 - **reverberation** time of the room
 - **noise** components of the array and the environment
- Generalization wrt different array geometries

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Thank you!

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