

Angle-of-Arrival (AoA) Factorization in Multipath Channels

Yu-Lin Wei

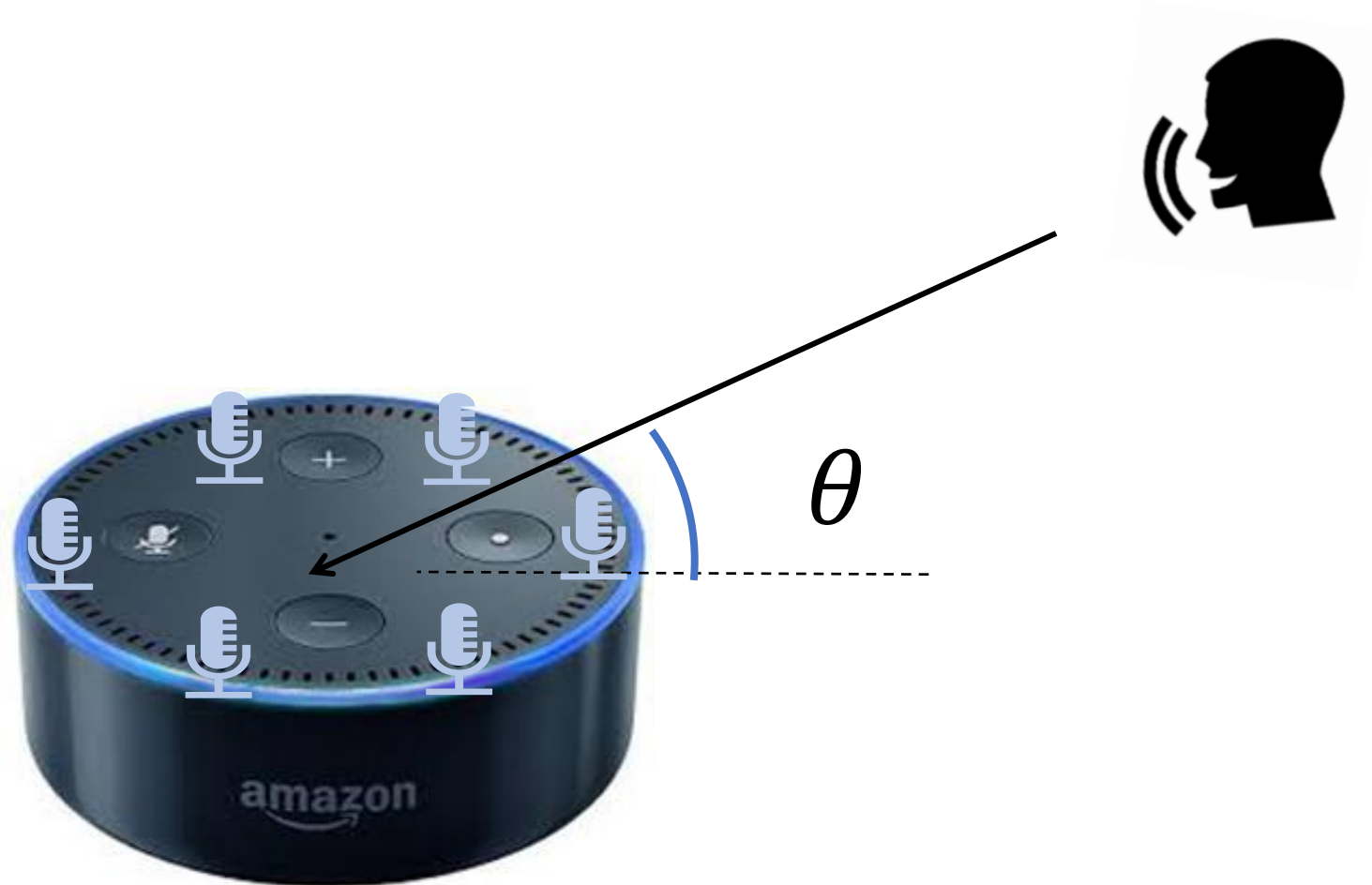
Romit Roy Choudhury



IEEE ICASSP 2021



AoA (Angle of Arrival) = angle θ in which a signal arrives



Microphone array can estimate AoA

Different AoA difficulties

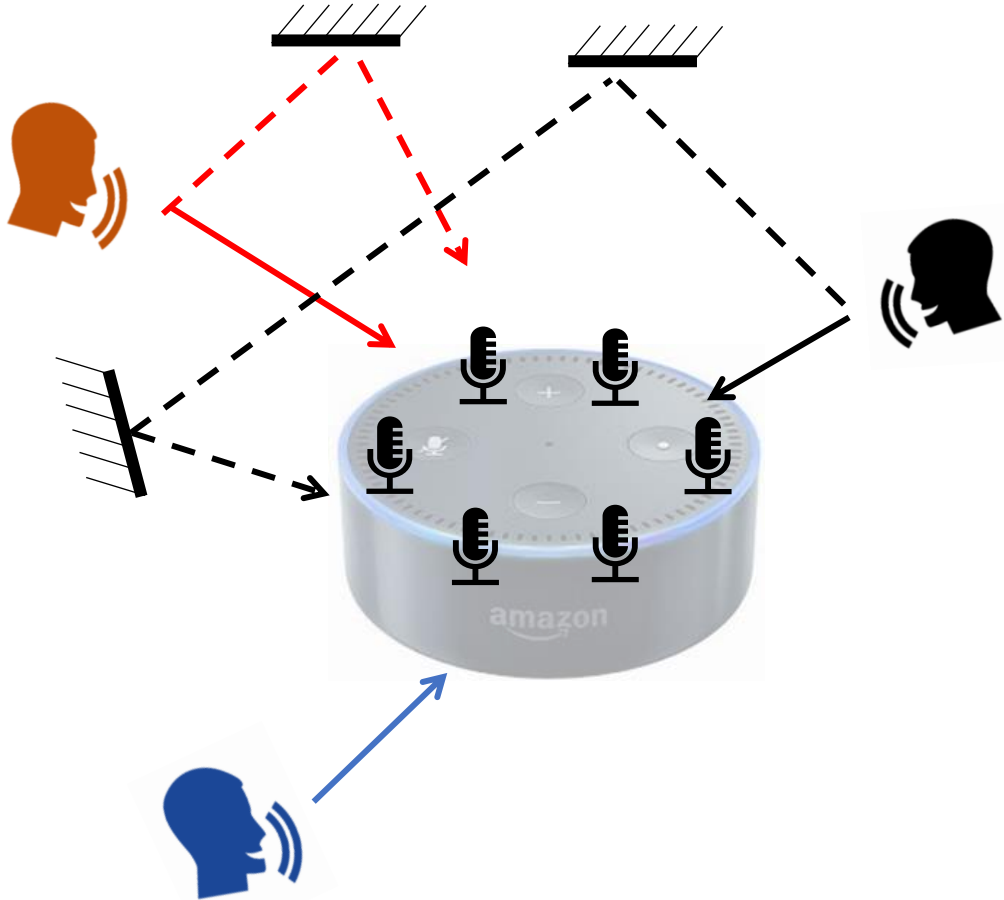
Easy

1 source

Uncorrelated sources

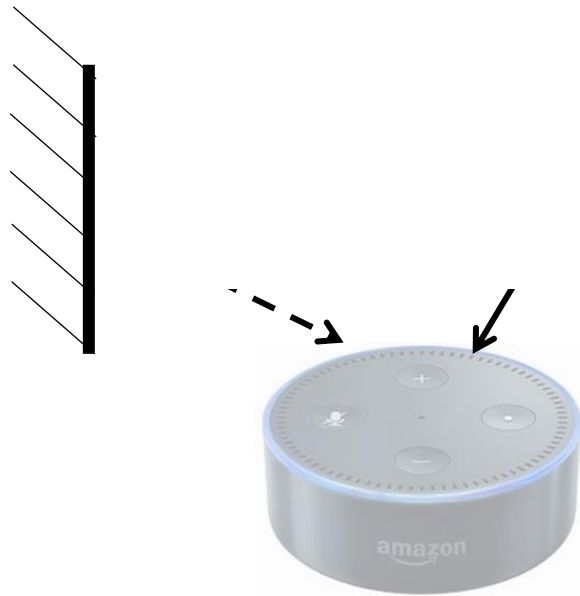
Hard

This paper:
Correlated or
uncorrelated sources

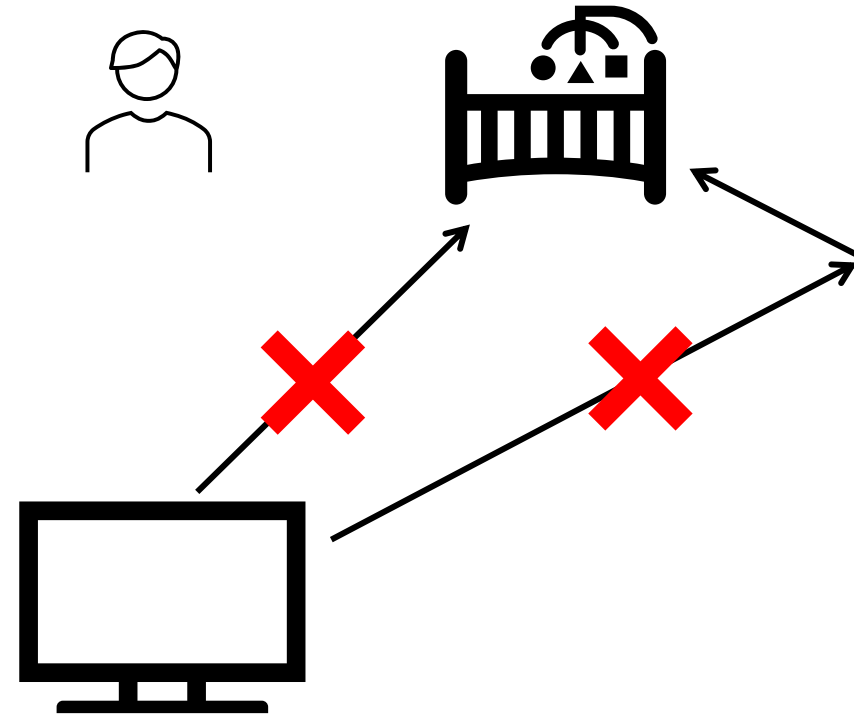


Why do we want to estimate echo AoA?

Indoor localization



Silent zone



More information -> more applications

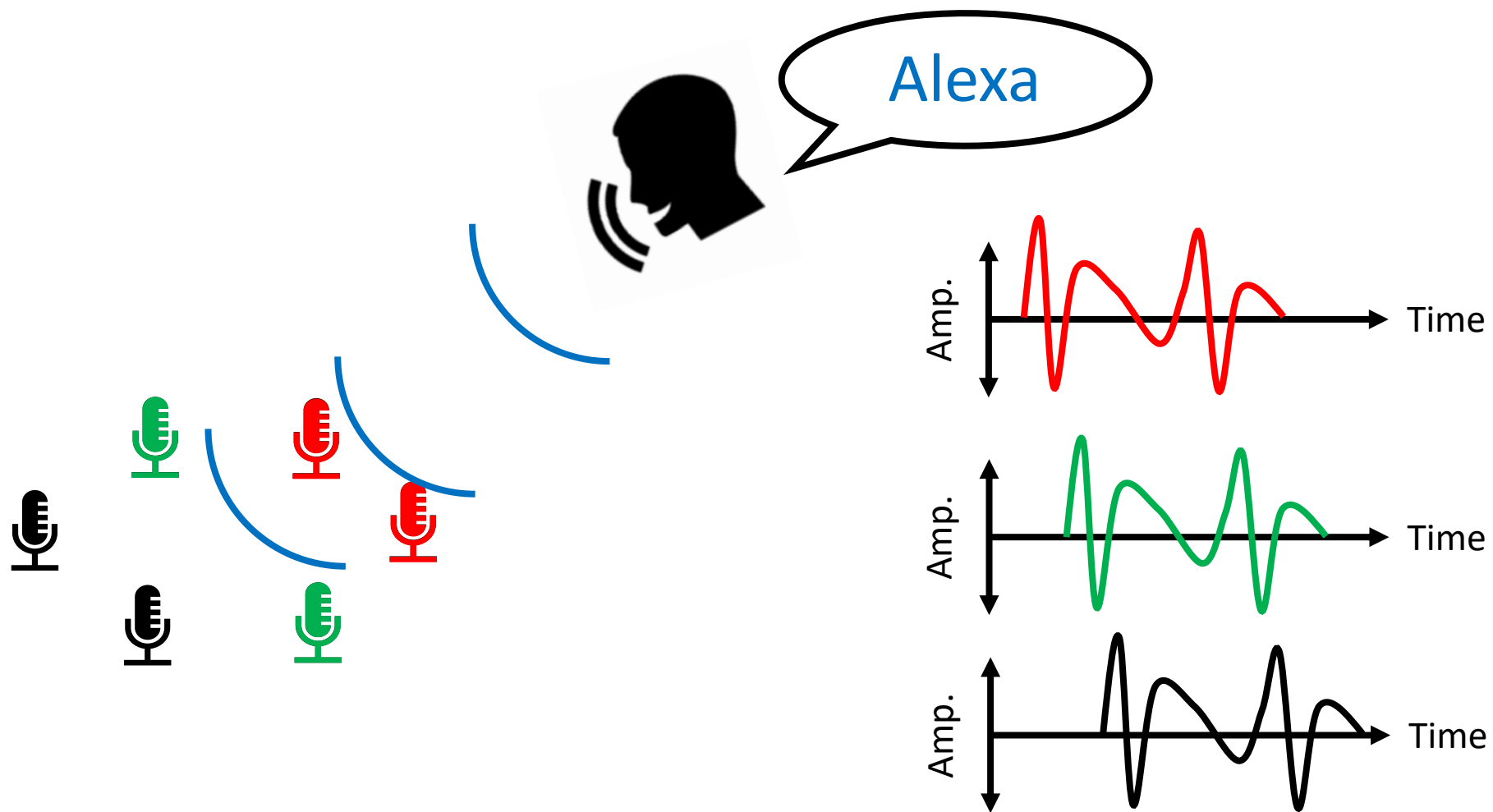
This presentation

AoA Primer & Challenge

New AoA Algorithm

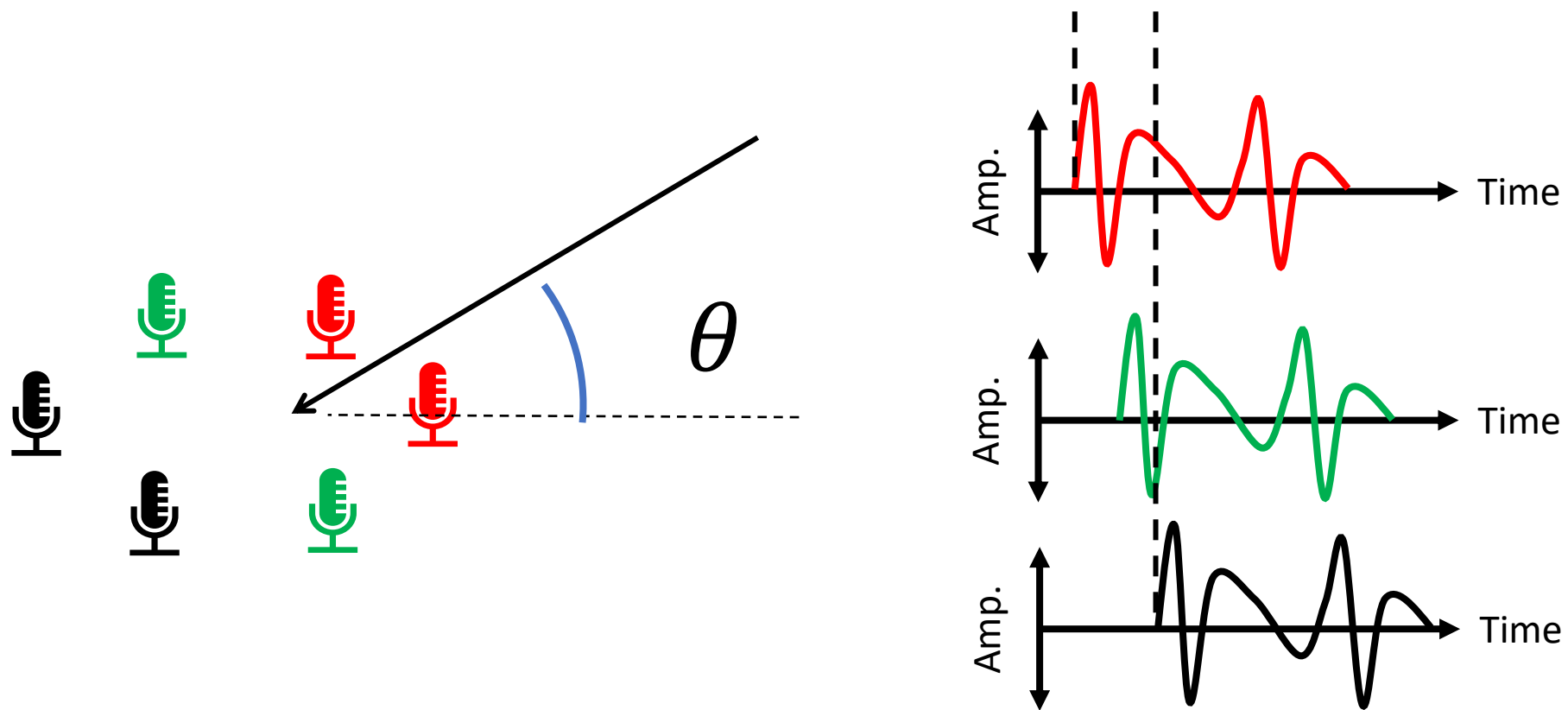
Results

1 Speaker & 1 path



1 Speaker & 1 path

Per microphone pair delay τ_{ij}



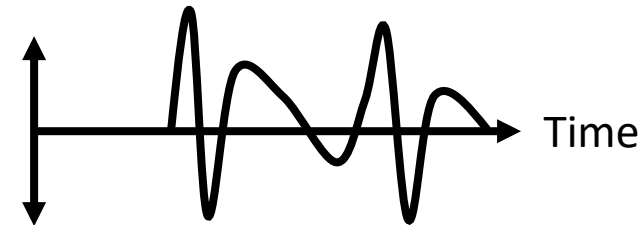
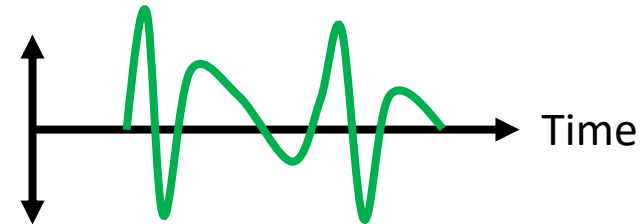
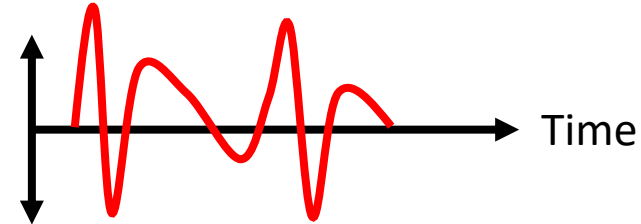
Estimating $\tau_{ij} \leftrightarrow AoA \theta$

Estimating τ_{ij} : Align & Cancel

1. compute $\widehat{\tau}_{ij}(\theta) \quad \forall \theta \in [0^\circ, 360^\circ)$
2. Delay received signal y_i by $-\widehat{\tau}_{ij}(\theta)$
3. Find the delay $\widehat{\tau}_{ij}(\theta)$ matching signals

$$\theta = \operatorname{argmin}_{\theta} \sum_{ij} \left| \operatorname{Delay} \left(y_i, -\widehat{\tau}_{ij}(\theta) \right) - y_j \right|$$

$$\widehat{\theta} = \swarrow$$



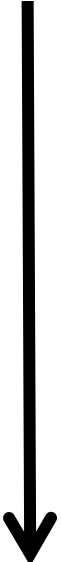
But what if there are two paths?

Different AoA difficulties

Easy

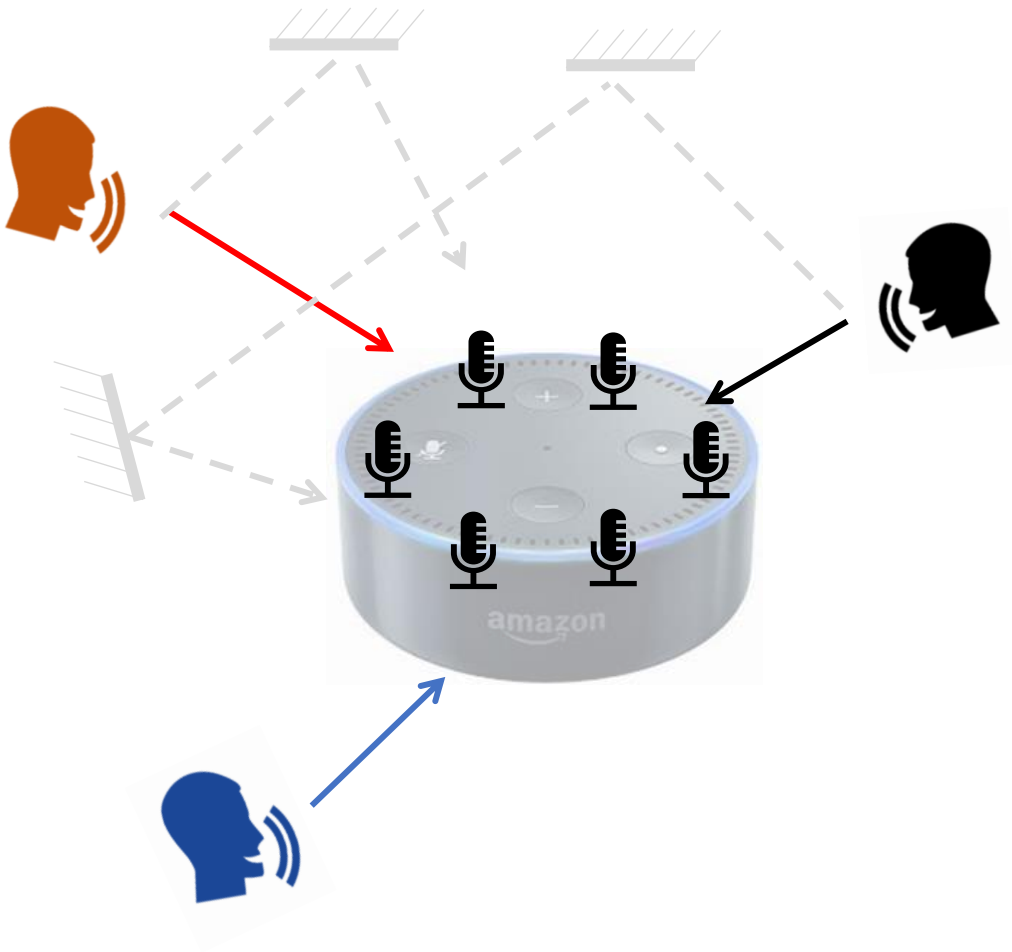
1 source

Uncorrelated sources

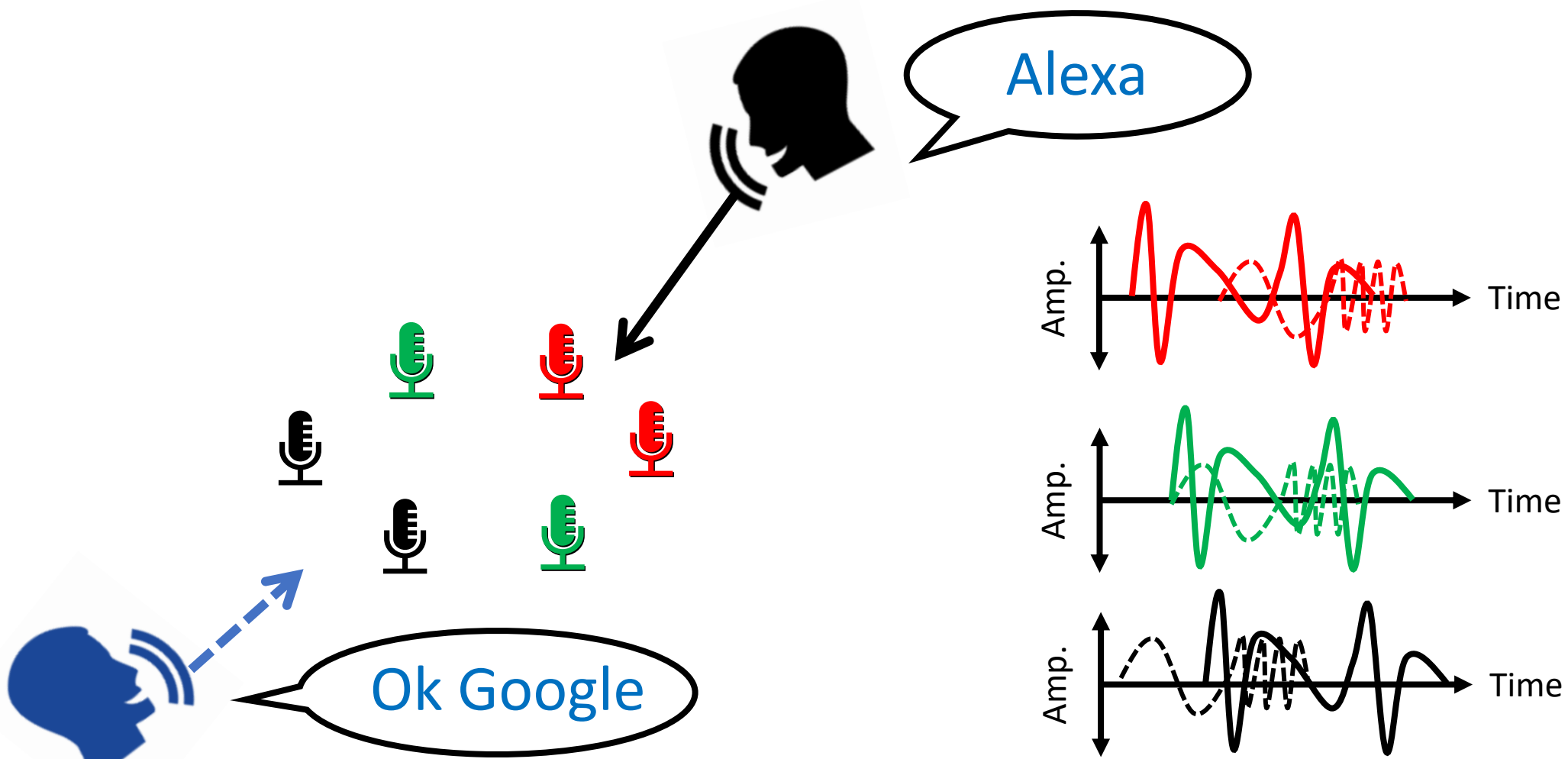


Hard

This paper:
Correlated or
uncorrelated sources



N Speaker & 1 path



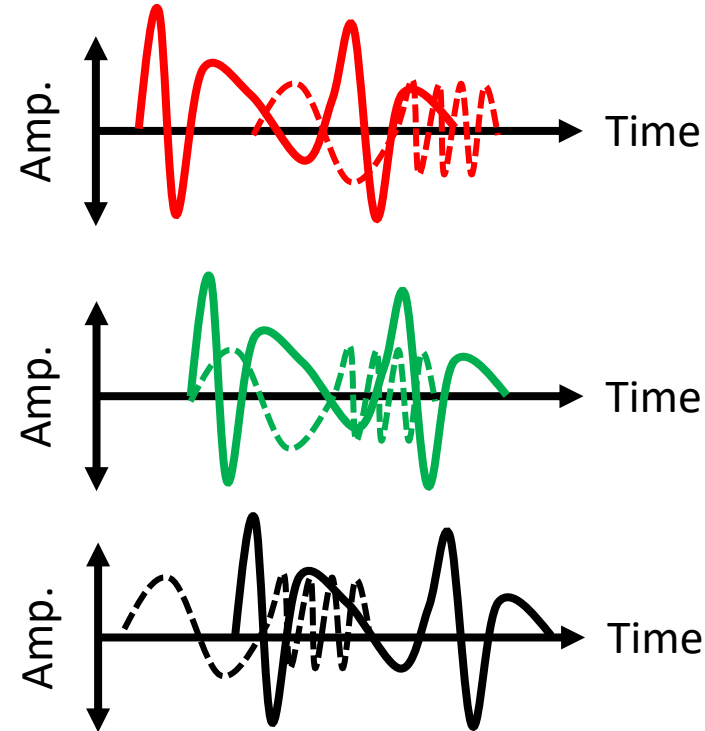
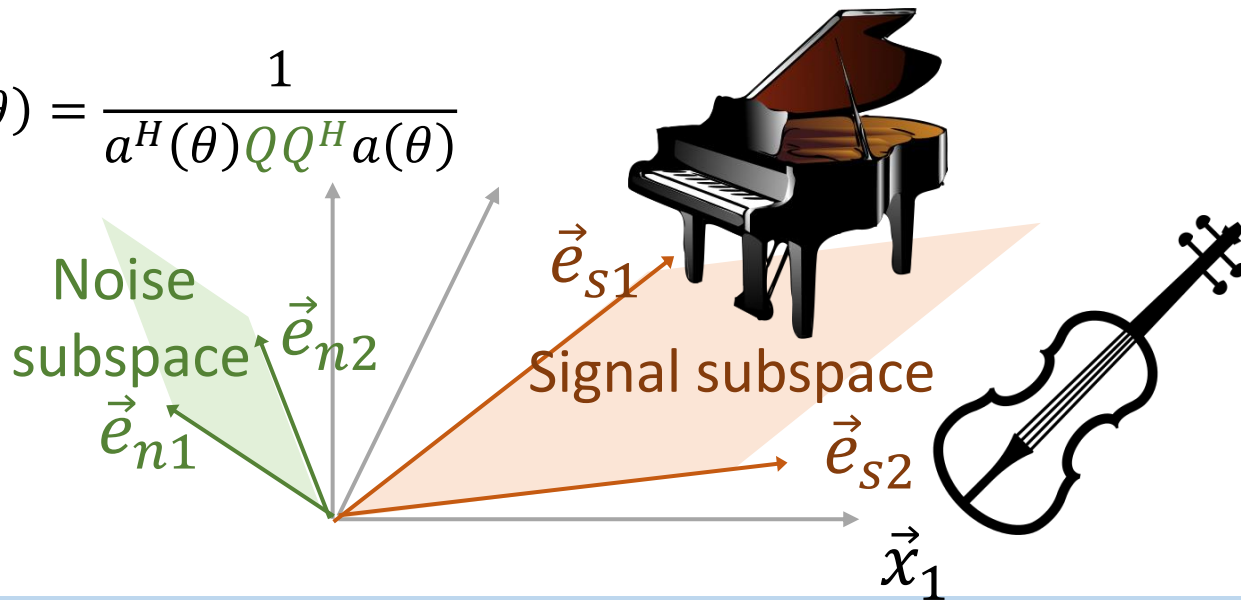
No single microphone delay τ_{ij}

State-of-the-art

MUSIC[R. Schmidt 1986], ESPRIT[R. Roy 1989]

- Separate only “**uncorrelated**” sources
- Human can separate violin from piano

$$P(\theta) = \frac{1}{a^H(\theta)QQ^H a(\theta)}$$



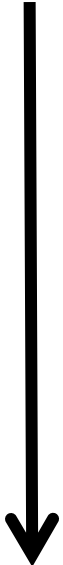
But echoes are strongly correlated

Different AoA difficulties

Easy

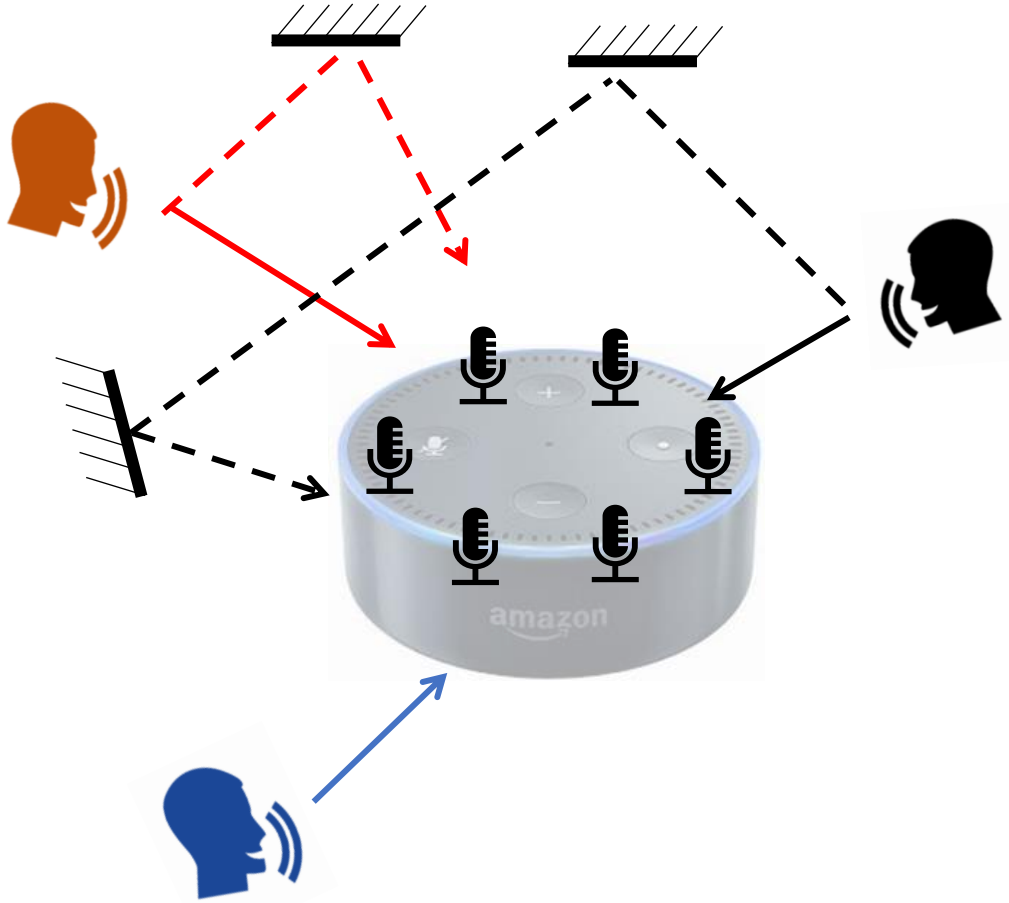
1 source

Uncorrelated sources



Hard

This paper:
Correlated or
uncorrelated sources

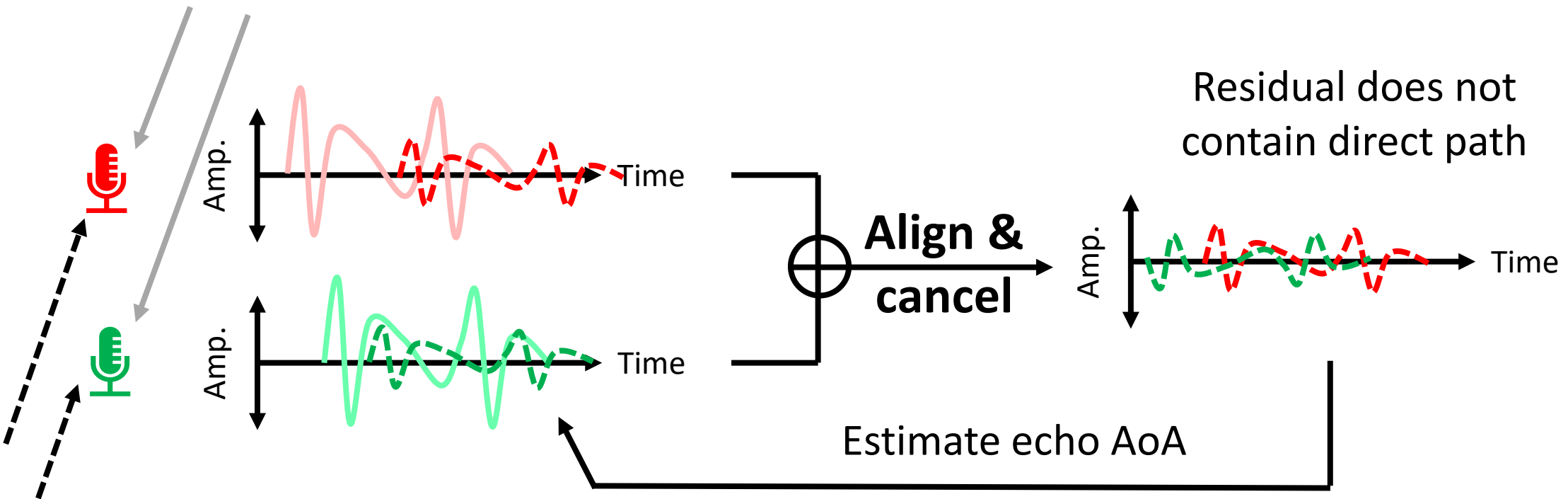


This presentation

AoA Primer & Challenge
New AoA Algorithm
Results

Insight

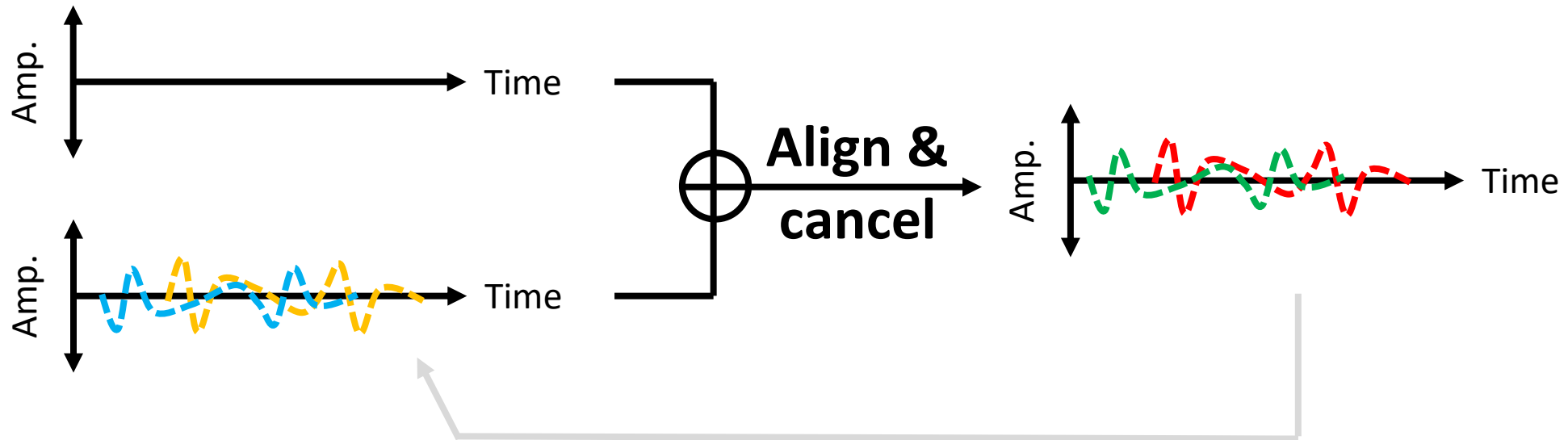
Cancel the **known** path iteratively



How to cancel the mixed echoes in the residual?

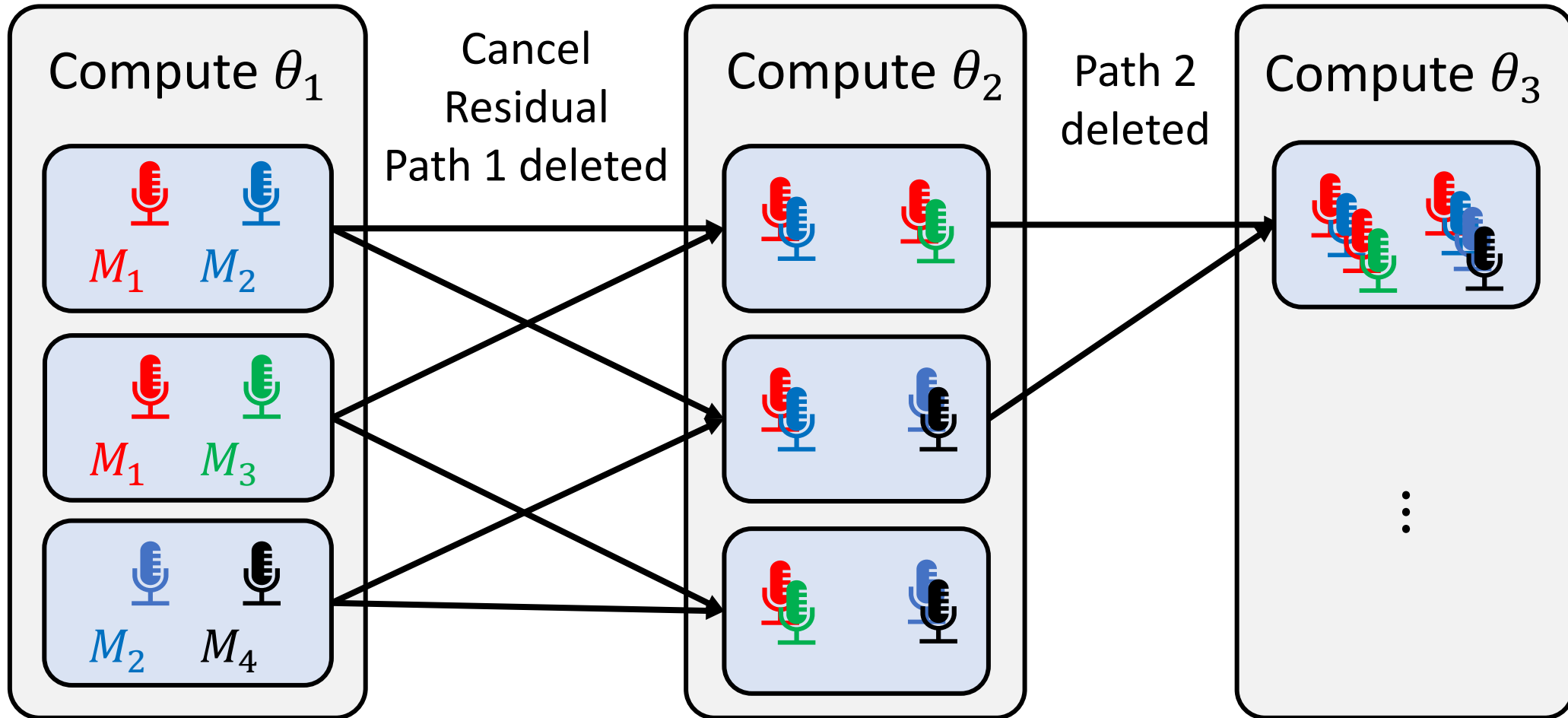
Algorithm challenge

Align and cancel with **another** residual



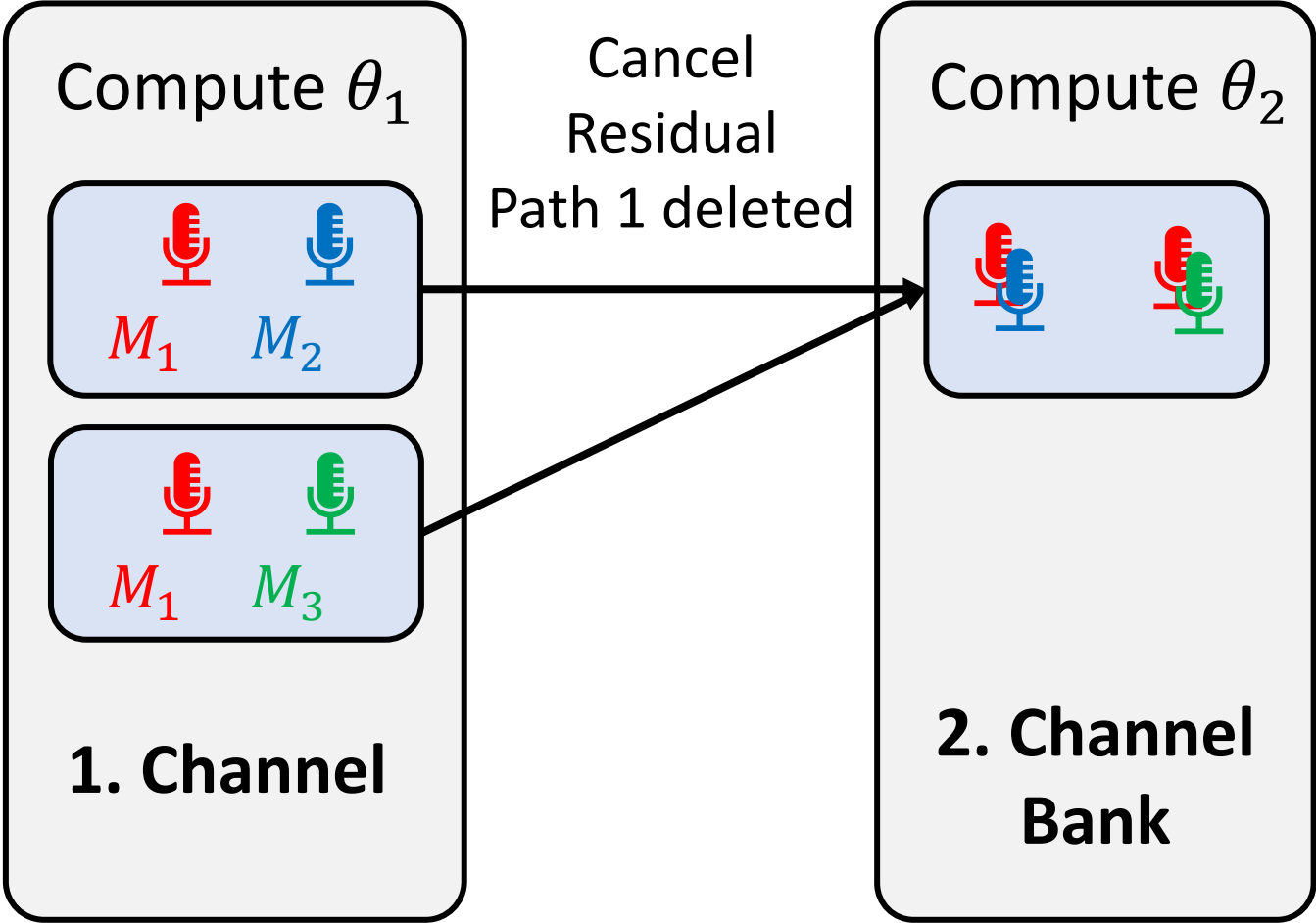
Residual pair to estimate the echo AoA

This paper: IAoA - Iterative AoA



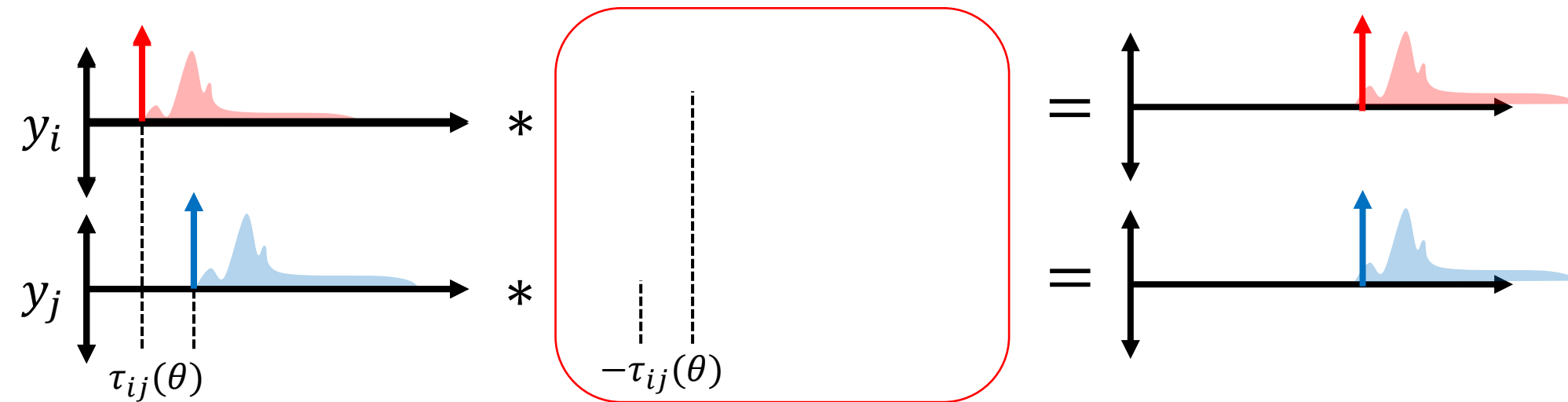
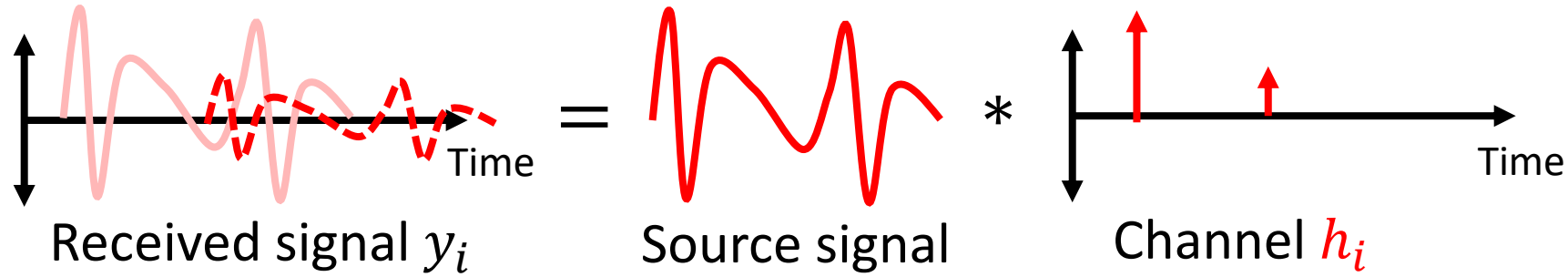
We can solve N echoes one by one

IAoA – Technical zoom in



1. Align & cancel using **channel**
2. Cancel residual using **channel bank**

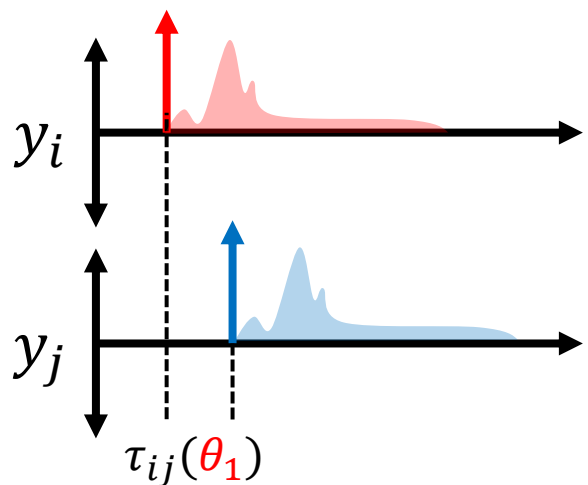
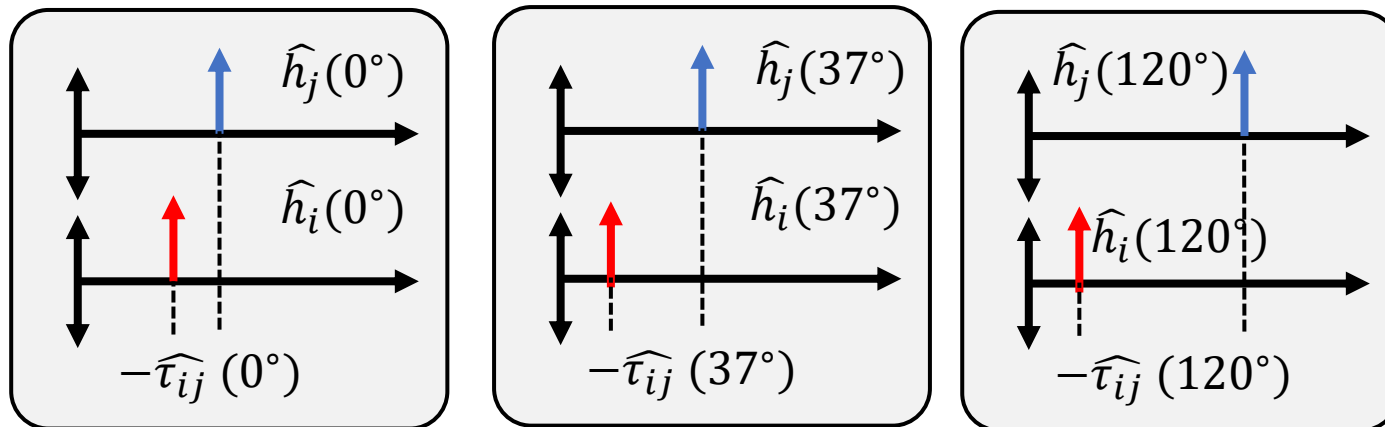
Channel



Align = convolve with the other channel

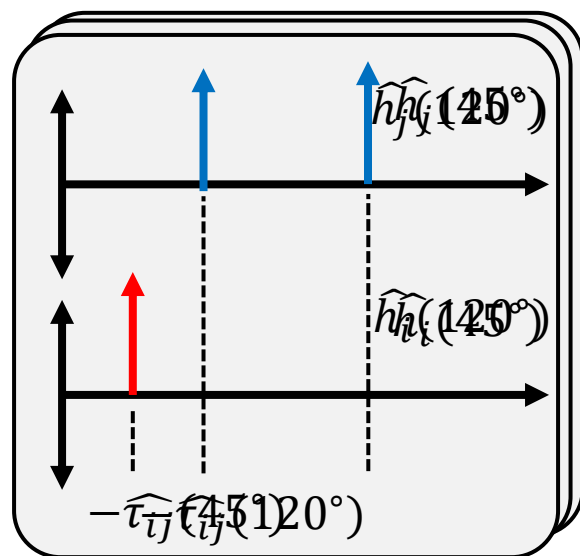
Align using the channel bank $\hat{h}(\theta)$

Bank $\hat{h}(\theta)$



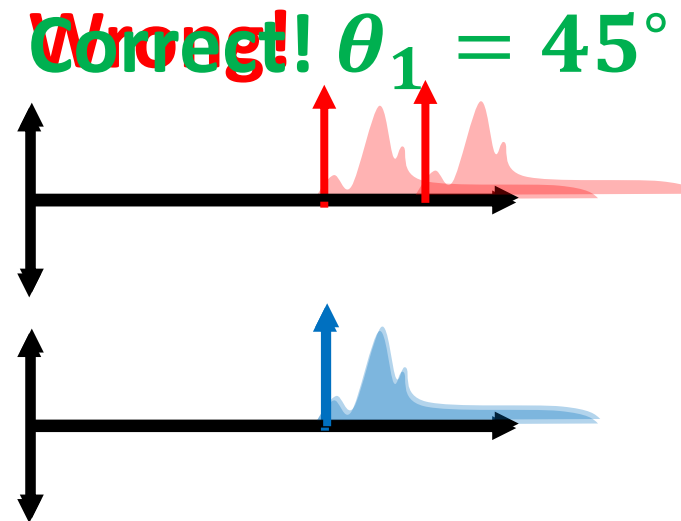
*

*



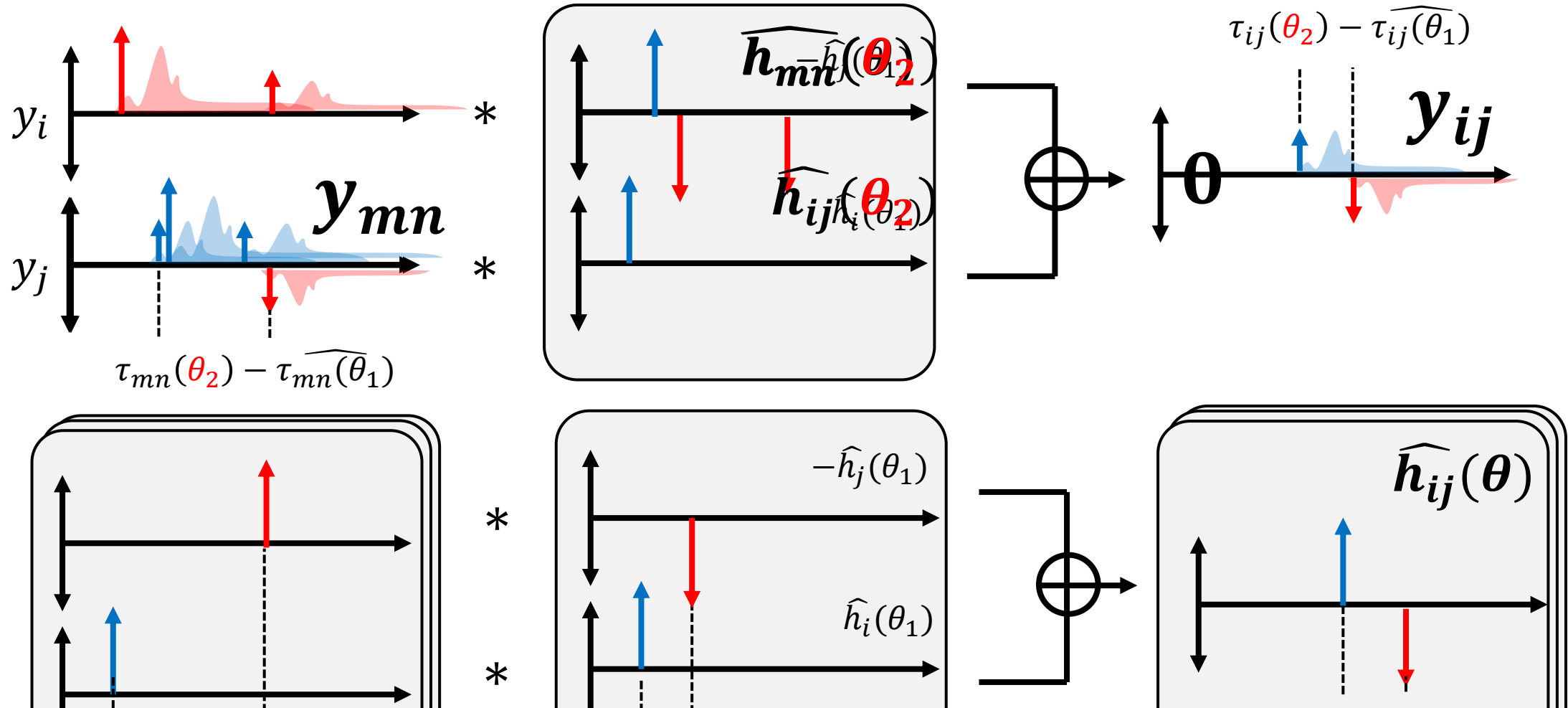
=

=



Align the signal using $\hat{h}(\theta)$

Cancel the second path



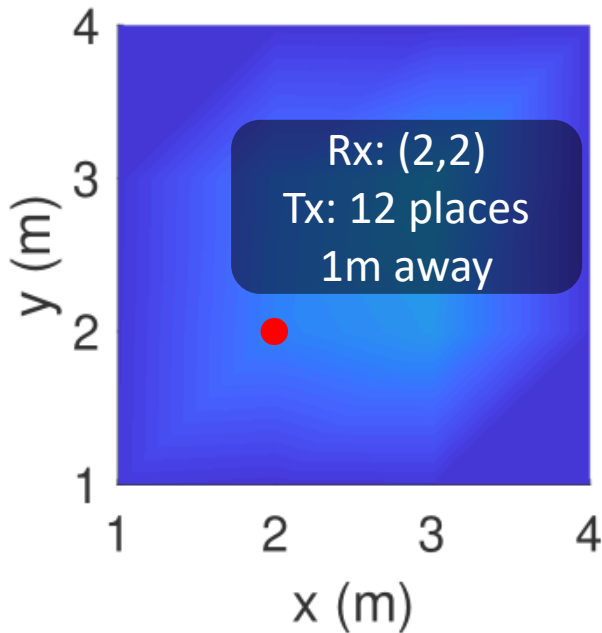
We can find θ_k with updated channel banks

This presentation

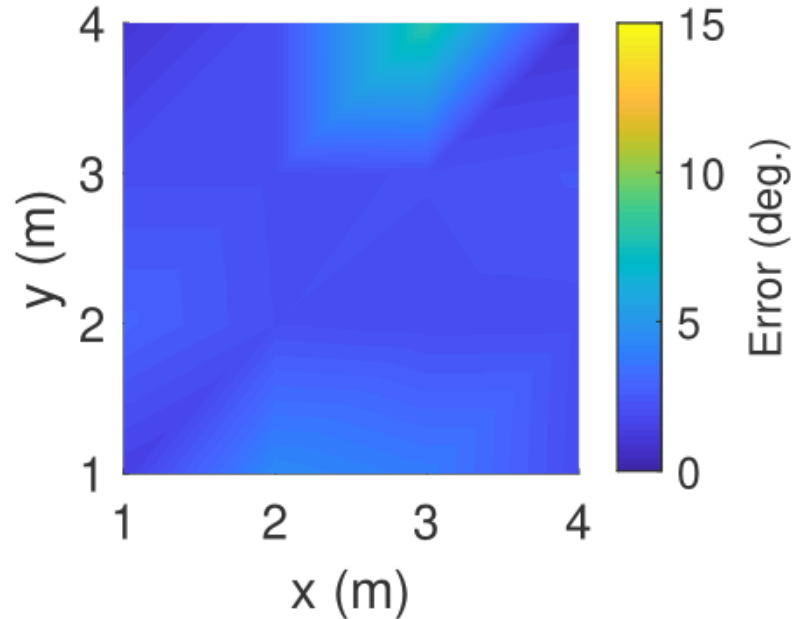
AoA Primer & Challenge
New AoA Algorithm
Results

Simulation

2nd AoA θ_2



3rd AoA θ_3

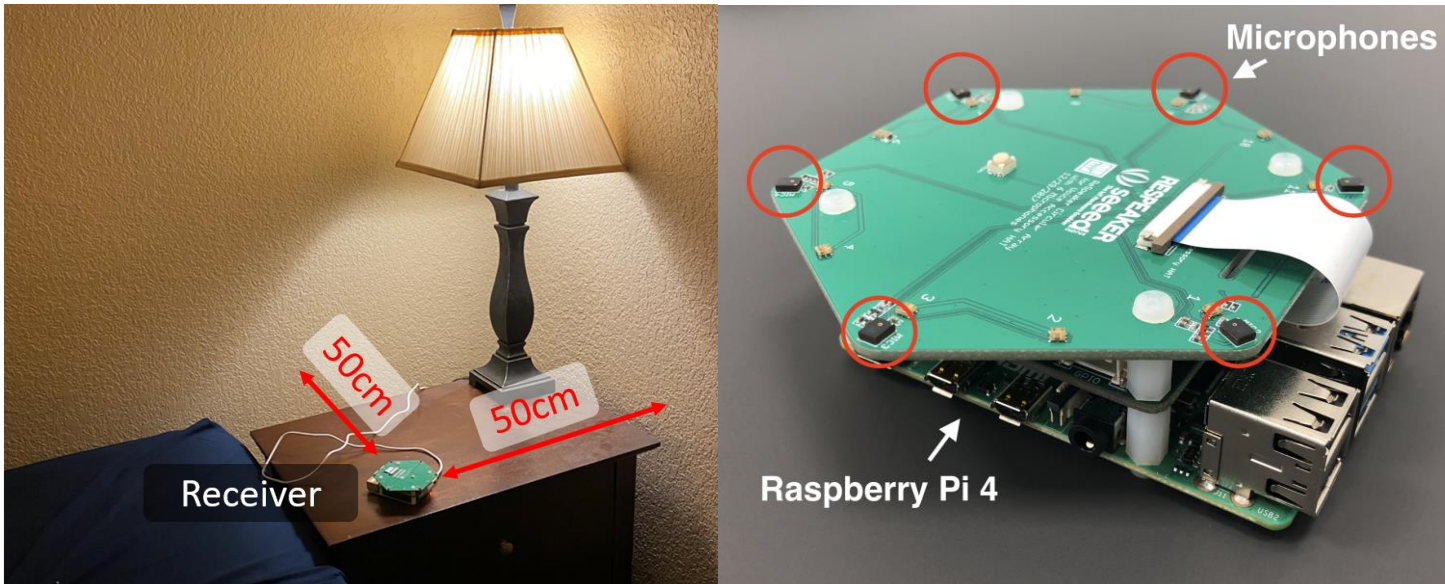


- 5x5m room
- 1 speaker, 6-mic array
- 1m transmission distance

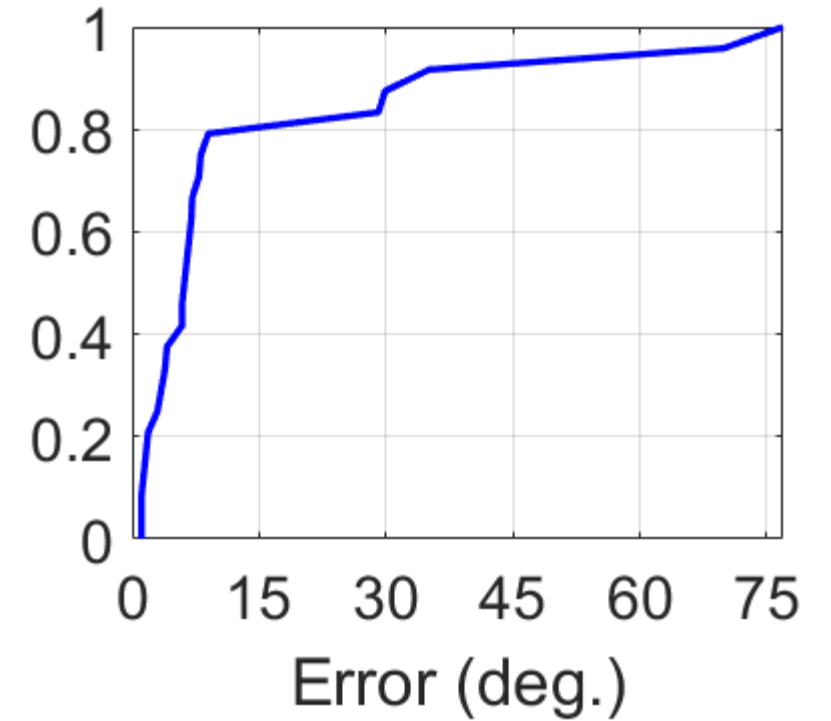
IAoA can accurately estimate θ_1 to θ_3

Real-world experiment

- Corner of a bedroom
- 50cm from the wall
- Speaker placed at 6 places 1m away



3rd AoA θ_3



Summary

- An algorithm to estimate the **AoA of each echo**
- Align and cancel to **cancel already estimated paths**
- **6-mic** array can accurately estimate AoA up to **3** paths
- Works for any correlated or uncorrelated sources