INTERAURAL TIME DELAY PERSONALISATION USING INCOMPLETE HEAD SCANS

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Introduction

Accurate spatial sound rendering requires *personalisation* based on the listener's anthropometry [1]. Here we propose a method to personalise interaural time differences (ITDs) given a 3-D head scan or a single, incomplete depth image.

Problem formulation

Spatial rendering filters are described by *head-related transfer functions (HRTFs)*:

 $H(\omega) = |H(\omega)|e^{-i\varphi(\omega)}$ (1)

 \rightarrow Map anthropometric features to slope of (unwrapped)

Experimental evaluation For database of 180 subjects with HRTFs + 3-D scans, obtain ground-truth scaling factors s via

$$s = \arg\min_{s} \sum_{i=0}^{N-1} \left((s\overline{I}_i + k) - I_i \right)^2$$

where *I* are measured ITDs, *N* is the number of measurement directions, and *k* an optional bias.

After matching template to 3-D scans and calculating d via (3), solve (4) via linear regression:

 $s_{\Lambda} = 4.0849 d_{\Lambda} + 1.0064$

phase ϕ of generic HRTF.

Proposed method

Assume the unwrapped φ for full set of generic HRTFs can be personalised by applying a *scaling factor* s [2]:

$$I_{pers} = s\bar{I} \tag{2}$$

where \overline{I} denotes a generic ITD contour.



Figure: a) ITD contour \overline{I} of generic HRTF; b) HRTF measurement setup.

1) Deform a face template to match the user's depth image or 3-D head scan *F*, using nonrigid iterative closest point (NR-ICP) [3].



$$s_{\omega} = 3.9343d_{w} + 0.4218$$

Results: 3-D scans



Figure: Deformation factors and head width vs. ITD scaling factors.

Results: Kinect depth images



Figure: Fitting the face template to a (Kinect) depth image; a) raw input depth points; b-c) face template after ICP and NR-ICP deformation.

	S	ITD [ms]	ITD ₈₀ [ms]
Spherical [4]	NA	0.0438	0.0487
1	0.0375	0.0405	0.0411
Mean	0.0359	0.0400	0.0401
Head width	0.0270	0.0359	0.0320
d_Δ	0.0234	0.0373	0.0322
d_w	0.0222	0.0372	0.0315
Optimal	0	0.0357	0.0242



Figure: a) 3-D head scan and face points ($_{O}$); b) cheek points ($_{O}$) and face template S, average of 262 high-resolution 3-D head scans.

2) Derive a template *deformation factor d*:

$$d_{w} = \text{median}(\|C_{L,i} - C_{R,i}\|)$$
(3)

where C are cheek points.

3) Map to scaling factor:

$$s = k_0 d + k_1 \tag{4}$$



Figure: a) Example scenes; b) repeated evaluations for subject shown in a); c) comparison of ground-truth ITD scaling factor vs. estimates.

Conclusion

- \rightarrow Correlation between *deformation factor d* and *scaling factor s*.
- → Personalisation performance comparable to using manually measured head width.
- \rightarrow Robust, applicable to single 3-D depth frame.

References

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