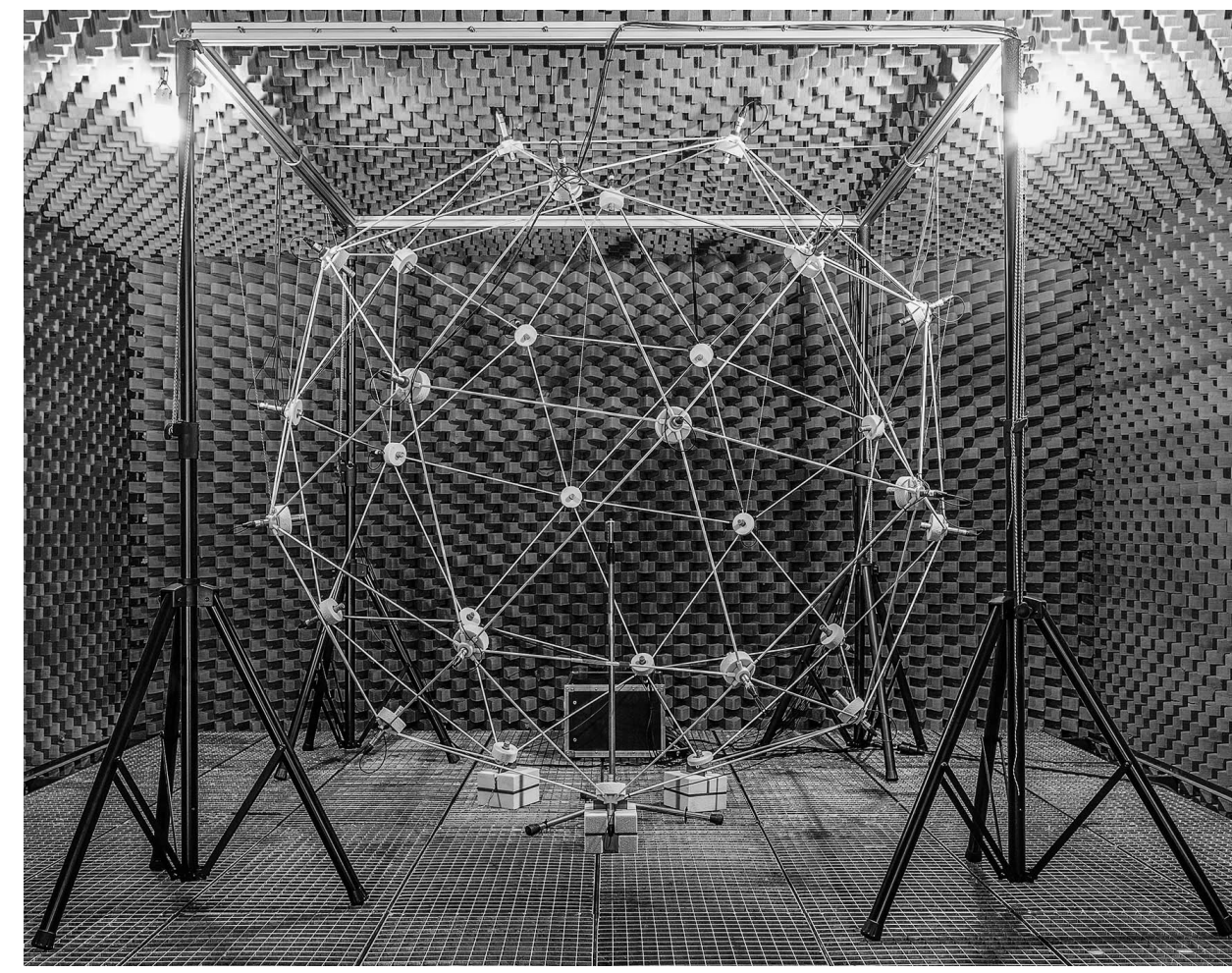


A Real-Time Application for Sound Source Localization Inside a Spherical Microphone Array

INTRODUCTION

- The **NarDasS**-project aims at a binaural reproduction of self-generated sound [1].
- The user is surrounded by a 32-channel microphone array with a diameter of 2 m.
- Off-center positions of the user require exact localization for proper microphone level adjustments.



- Substituting leads to a linear equation system with four unknown, non-squared variables: **A x = b**

$$\begin{bmatrix} 2(x_{ref} - x_2) & 2(y_{ref} - y_2) & 2(z_{ref} - z_2) & -2\Delta d_1 \\ 2(x_{ref} - x_3) & 2(y_{ref} - y_3) & 2(z_{ref} - z_3) & -2\Delta d_2 \\ 2(x_{ref} - x_4) & 2(y_{ref} - y_4) & 2(z_{ref} - z_4) & -2\Delta d_3 \\ 2(x_{ref} - x_5) & 2(y_{ref} - y_5) & 2(z_{ref} - z_5) & -2\Delta d_4 \end{bmatrix} \begin{bmatrix} x_s \\ y_s \\ z_s \\ r \end{bmatrix} = \begin{bmatrix} x_{ref}^2 + y_{ref}^2 + z_{ref}^2 + \Delta d_1^2 - x_2^2 - y_2^2 - z_2^2 \\ x_{ref}^2 + y_{ref}^2 + z_{ref}^2 + \Delta d_2^2 - x_3^2 - y_3^2 - z_3^2 \\ x_{ref}^2 + y_{ref}^2 + z_{ref}^2 + \Delta d_3^2 - x_4^2 - y_4^2 - z_4^2 \\ x_{ref}^2 + y_{ref}^2 + z_{ref}^2 + \Delta d_4^2 - x_5^2 - y_5^2 - z_5^2 \end{bmatrix}$$

④ Solution of the Equation System

- Considering all 32 microphones leads to an overdetermined equation system.
- Solving by **least square fitting**
- More stable results by use of **QR decomposition**

⑤ Error Correction

- In case of unsuitable position estimations use the last position.
- The algorithm checks:
 - if position differs too much from preceding estimation (improbable velocity)
 - if estimated position is located outside the array

⑥ Median Computing

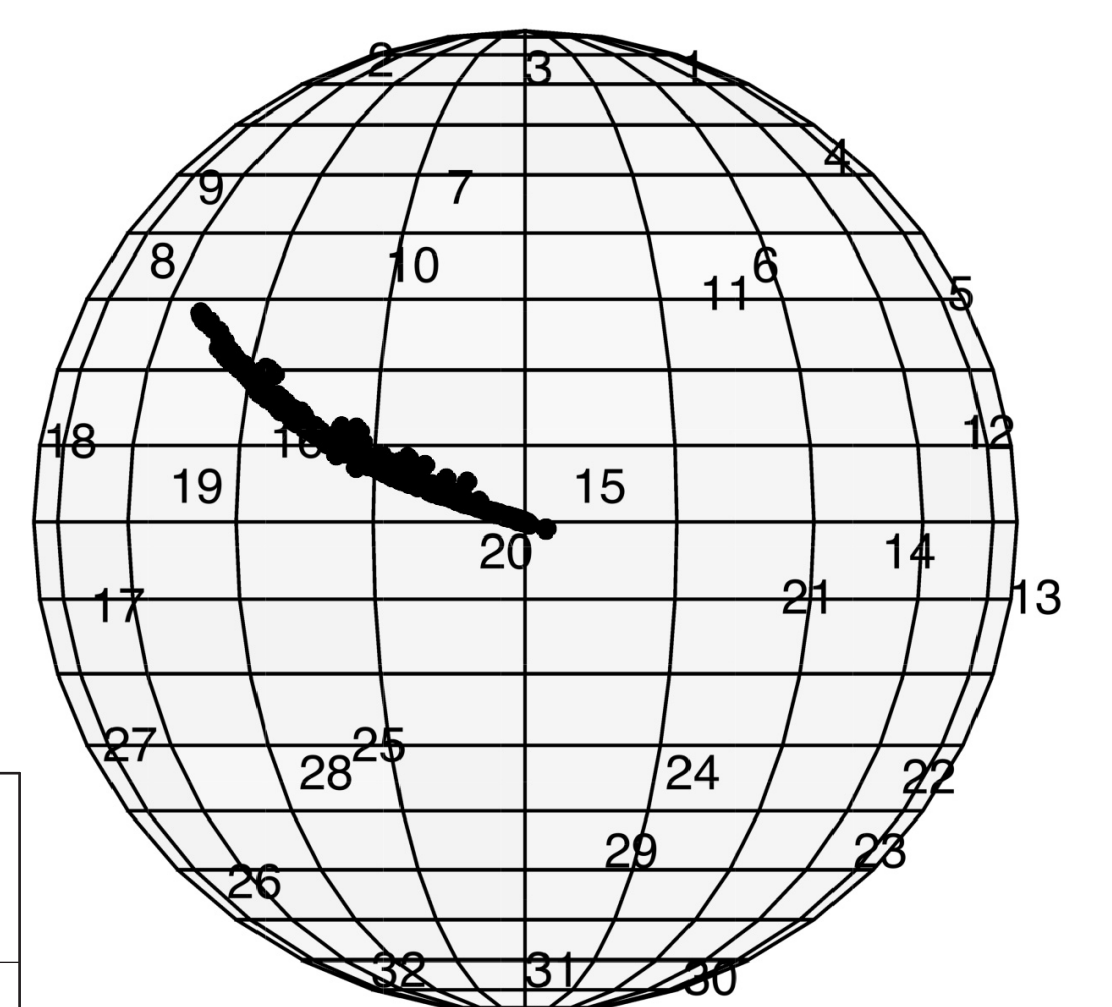
- Estimate one source position based on each reference microphone and calculate the median of all estimations (currently implemented: 9 references).

⑦ Averaging

- Weaken outliers by averaging over preceding estimations.

TECHNICAL EVALUATION

- Four test positions with four test signals
- Comparing results of different averaging methods.
- Evaluation of the algorithm for moving sources



	avg error [cm] a _{none}	avg error [cm] a ₂	avg error [cm] a ₄
Flamenco	3.9523	3.8947	3.8713
Speech	10.4693	9.927	9.7203
Noise	4.8062	4.6885	4.6558
Drums	0.1078	0.1060	0.1045
MAE	4.8339	4.6541	4.5879

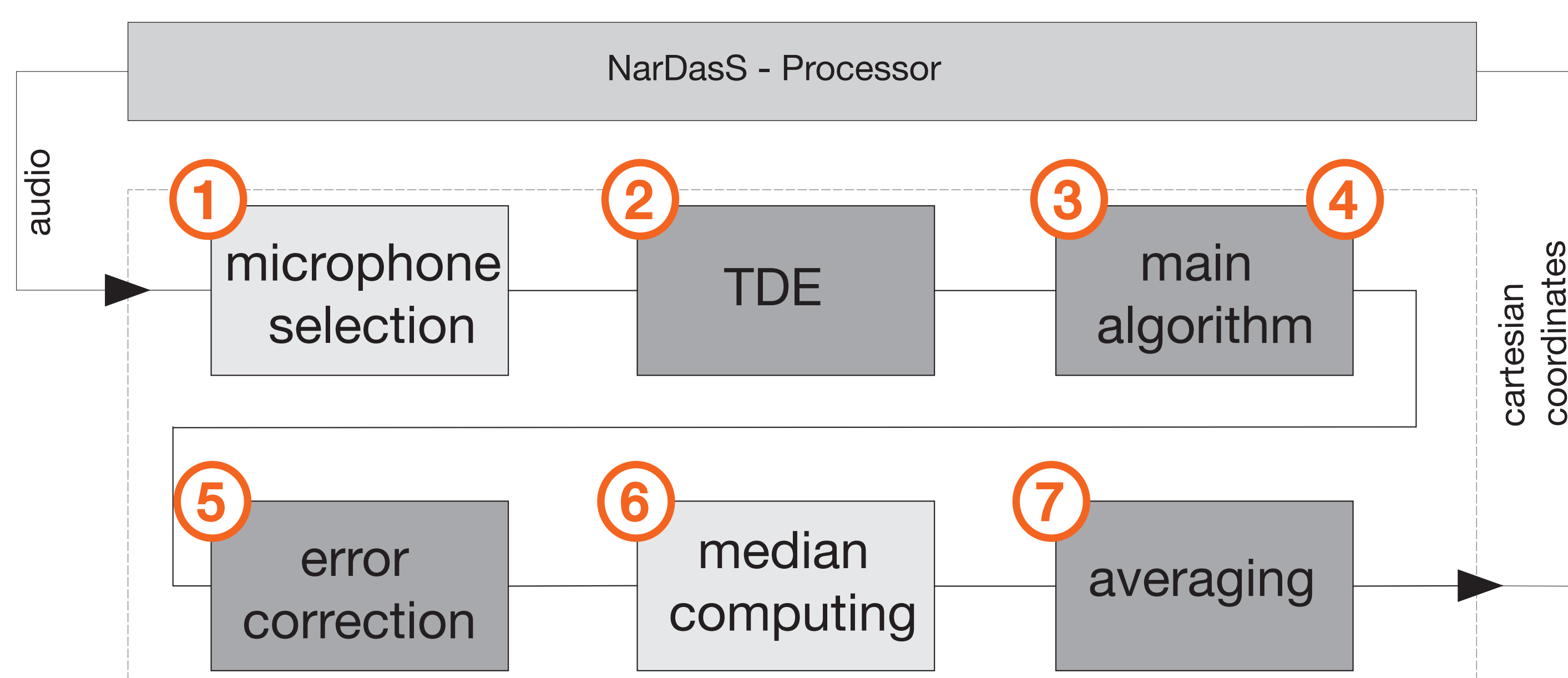
RESULTS:

- Accuracy of approximately 5 cm for non-moving sources.
- Moving sources can be tracked.
- Up to now multiple sources cannot be localized.

REFERENCES

- [1] Arend, J. M., Stade, P., and Pörschmann, C., „Binaural reproduction of self-generated sound in virtual acoustic environments," Proceedings of Meetings on Acoustics, 30(1), pp. 1-14, 2017.
- [2] Brandstein, M. S., A Framework for Speech Source Localization Using Sensor Arrays, Ph.D. thesis, Massachusetts Institute of Technology, 1990.
- [3] Knapp, C. H. and Carter, G. C., "The Generalized Correlation Method for Estimation of Time Delay," IEEE Transactions on Acoustics, Speech, and Signal Processing, 24(4), pp. 320-327, 1976.
- [4] Mahajan, A. and Walworth, M., "3-D position sensing using the differences in the time-of-flights from a wave source to various receivers," IEEE Transactions on Robotics and Automation, 17(1), pp. 91-94, 2001.
- [5] Swartling, M., Direction of Arrival Estimation and Localization of Multiple Speech Sources in Enclosed Environments Mikael Swartling, 2012.

SYSTEM OVERVIEW



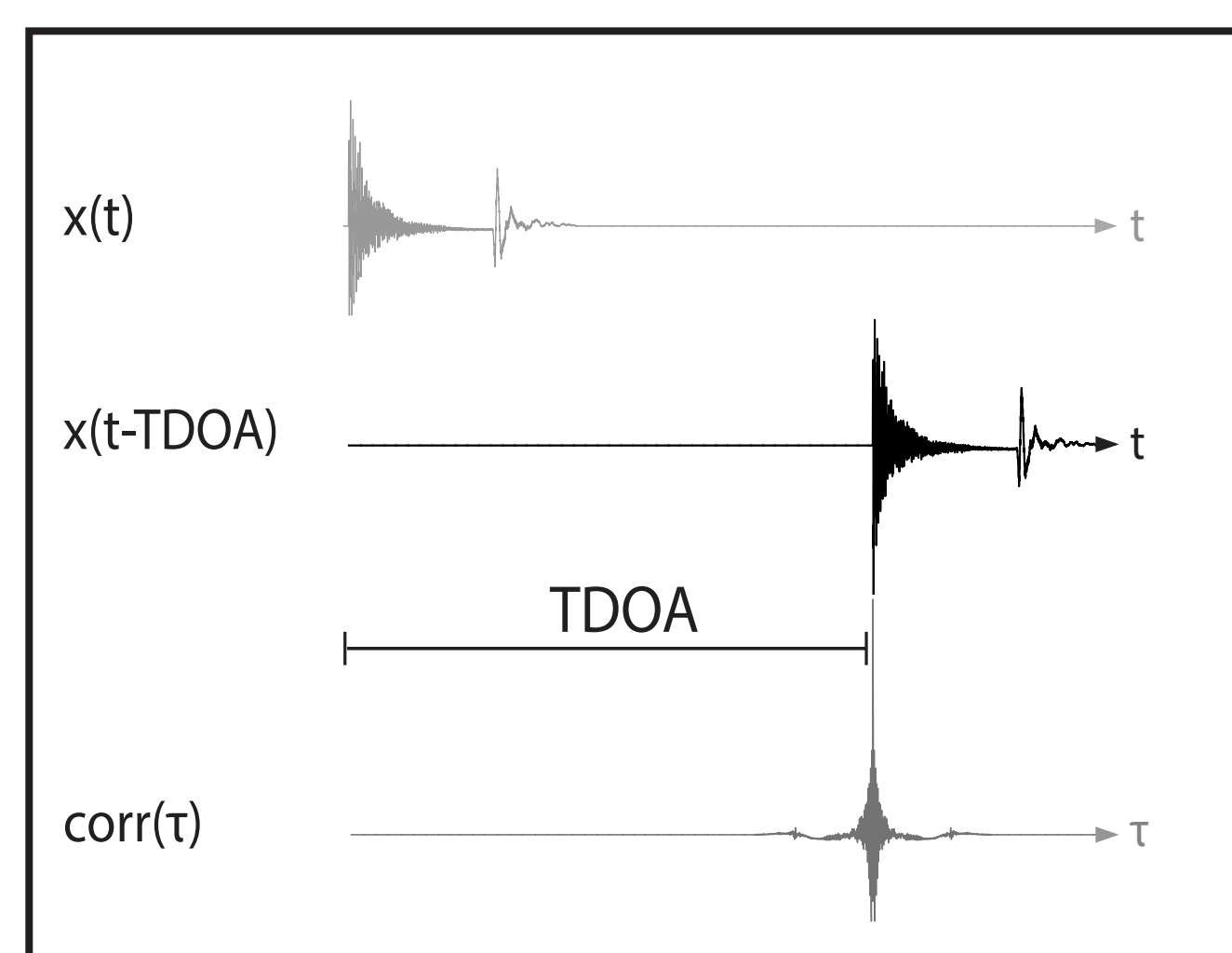
IMPLEMENTATION

① Microphone Selection

- Determine the reference microphones.

② Time Delay Estimation (TDE)

- Passive localization methods provide no information about the time of flight (TOF).
- Determine the TDOAs using a cross-correlation with **GCC-PHAT** technique:
 - weighting of cross power spectrum density to retain the phase information only.
- Maximum of cross-correlation corresponds to the time delay.
- Cross-correlations of all microphones lead to 31 TDOAs.



③ Setup of the Equation System

- Use Pythagoras theorem to describe distances between source and microphones.

- 1) $r^2 = (x_{ref} - x_s)^2 + (y_{ref} - y_s)^2 + (z_{ref} - z_s)^2$
- 2) $(r + \Delta d_k)^2 = (x_k - x_s)^2 + (y_k - y_s)^2 + (z_k - z_s)^2$
- 3) $x_k^2 - 2x_k x_s + y_k^2 - 2y_k y_s + z_k^2 - 2z_k z_s - 2r \Delta d_k = x_{ref}^2 + y_{ref}^2 + z_{ref}^2 + \Delta d_k^2$

