

# A Comparative Performance Study of Sound Zoning Methods in a Reflective Environment

**Marek Olik<sup>1</sup>, Jon Francombe<sup>2</sup>, Philip Coleman<sup>1</sup>, Philip JB Jackson<sup>1</sup>, Martin Olsen<sup>3</sup>, Martin Møller<sup>3</sup>, Russell Mason<sup>2</sup> and Søren Bech<sup>3</sup>**

<sup>1</sup>Centre for Vision, Speech and Signal Processing, University of Surrey

<sup>2</sup>Institute of Sound Recording, University of Surrey

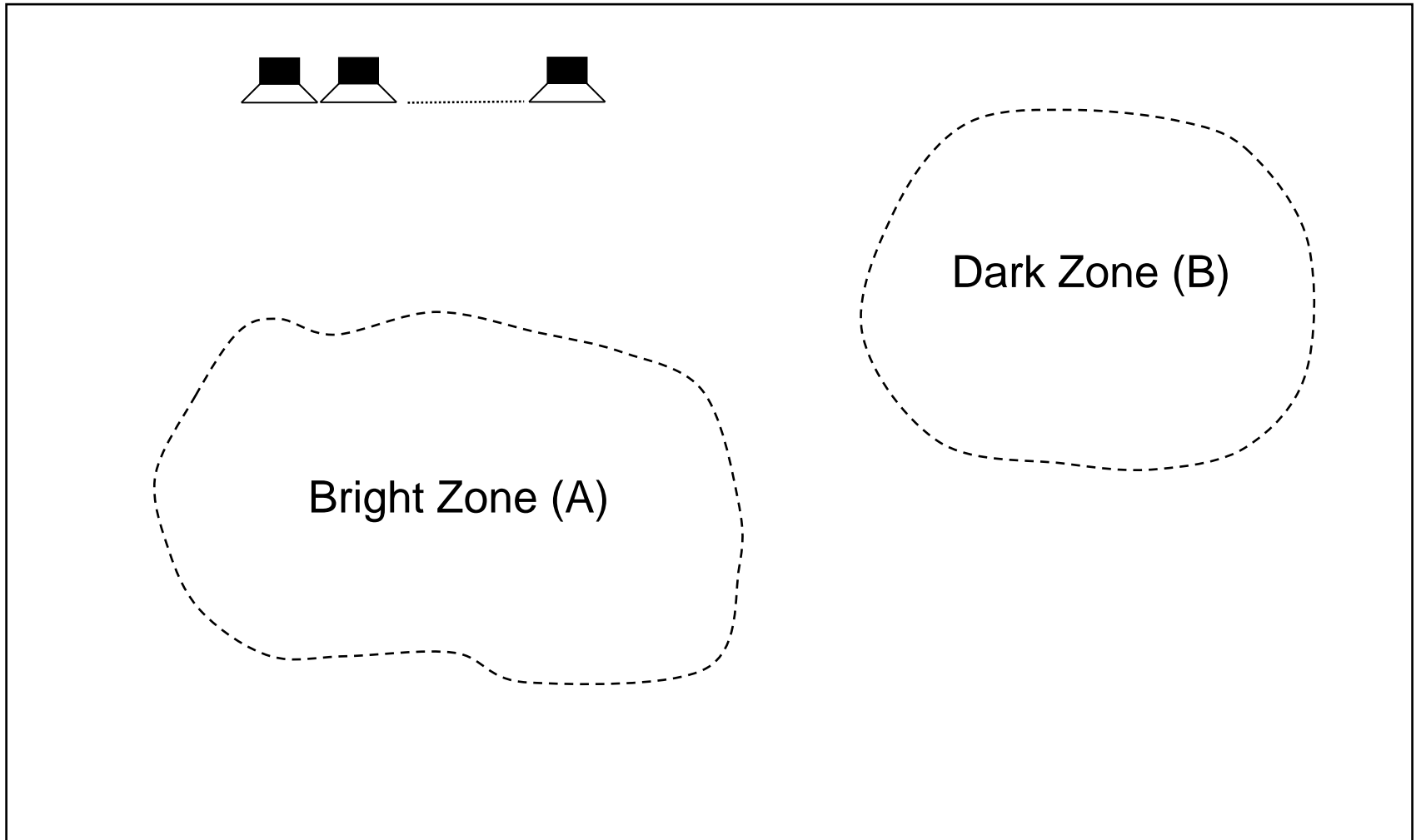
<sup>3</sup>Bang & Olufsen A/S

AES 52<sup>nd</sup> International Conference, Sound Field Control

Paper Session 5: Sound Zones

3<sup>rd</sup> September 2013

# Sound Zone Problem



# Motivation

- Approaches to sound field control

Sound Focusing	Sound Cancelling	Sound Field Synthesis
<b>Delay and Sum</b> [Veen and Buckley 1988]	<b>Acoustic Contrast Control</b> [Choi & Kim 2002]	<b>Analytical SFS</b> [Wu and Abhayapala 2010]
<b>Brightness Control</b> [Choi & Kim 2002]	<b>Acoustic Energy Difference Maximisation</b> [Shin <i>et al.</i> 2010]	<b>Pressure Matching</b> [Poletti 2008]

# Motivation

- **Approaches to sound field control**

<b>Sound Focusing</b>	<b>Sound Cancelling</b>	<b>Sound Field Synthesis</b>
<b>Delay and Sum</b> [Veen and Buckley 1988]	<b>Acoustic Contrast Control</b> [Choi & Kim 2002]	<b>Analytical SFS</b> [Wu and Abhayapala 2010]
<b>Brightness Control</b> [Choi & Kim 2002]	<b>Acoustic Energy Difference Maximisation</b> [Shin <i>et al.</i> 2010]	<b>Pressure Matching</b> [Poletti 2008]

- **There are limited examples of comparative evaluation of these methods** [Jacobsen *et al.* 2011, Møller *et al.* 2012, Coleman *et al.* 2013]
- **Also, limited examples of studies investigating performance of these methods under reflective conditions** [Elliott and Jones 2006, Jacobsen *et al.* 2011]

# Scope

- We compare the performance of key sound zone methods implemented in a room
- One representative method from each group: **DS**, **ACC** and **PM**
- Two loudspeaker arrays: linear and circular

# Scope

- We compare the performance of key sound zone methods implemented in a room
- One representative method from each group: **DS**, **ACC** and **PM**
- Two loudspeaker arrays: linear and circular
- Evaluation based on physical metrics:
  - Acoustic separation between zones (acoustic contrast)
  - Characteristics of the bright zone sound field (planarity)
- **Perceptual evaluation: listening tests based on recordings in the zones to evaluate distraction from the interfering audio**

# Outline

1. **Evaluation metrics and sound zone methods**
2. **Experimental setup and sound zone reproduction procedure**
3. **Results based on physical metrics**
4. **Perceptual evaluation: distraction**
5. **Summary and further work**

# Physical Evaluation Metrics

To evaluate acoustic separation between the zones:

- **Acoustic contrast:** ratio between average squared pressures in the bright and dark zones. For equal number of microphones in zone A and B:

$$C_{AB} = 10 \log_{10} \left( \frac{p_A^H p_A}{p_B^H p_B} \right)$$



# Physical Evaluation Metrics

To evaluate acoustic separation between the zones:

- **Acoustic contrast:** ratio between average squared pressures in the bright and dark zones. For equal number of microphones in zone A and B:

$$C_{AB} = 10 \log_{10} \left( \frac{p_A^H p_A}{p_B^H p_B} \right)$$

To evaluate spatial characteristics of bright zone sound field:

- **Planarity** [Jackson *et al.* (2013)]: ratio of energy in the direction of principal plane wave component to total energy in the bright zone

$$\eta_A = \frac{\sum_i w_i \mathbf{u}_i \cdot \mathbf{u}_\alpha}{\sum_i w_i}$$

$i = 1 \dots N$ , where  $N$  is the number of angles

$$\alpha = \mathbf{arg} \max_i w_i$$

# Control Methods

## Sound Focusing: Delay and Sum Beamforming

$$\mathbf{q}_{DS} = [e^{-j\omega\tau_1} \quad e^{-j\omega\tau_2} \quad \dots \quad e^{-j\omega\tau_L}]^T$$

$\tau_1, \tau_2, \dots, \tau_L$  - time delays with respect to the largest distance to bright zone

## Sound Focusing: Delay and Sum Beamforming

$$\mathbf{q}_{DS} = [e^{-j\omega\tau_1} \quad e^{-j\omega\tau_2} \quad \dots \quad e^{-j\omega\tau_L}]^T$$

$\tau_1, \tau_2, \dots, \tau_L$  - time delays with respect to the largest distance to bright zone

## Sound Cancelling: Acoustic Contrast Control

$$J_{ACC} = \frac{\mathbf{p}_A^H \mathbf{p}_A}{\mathbf{p}_B^H \mathbf{p}_B} = \frac{\mathbf{q}^H \mathbf{G}_A^H \mathbf{G}_A \mathbf{q}}{\mathbf{q}^H \mathbf{G}_B^H \mathbf{G}_B \mathbf{q}}$$

$\mathbf{q}_{ACC}$  is proportional to eigenvector of the matrix  $[\mathbf{G}_B^H \mathbf{G}_B]^{-1} \mathbf{G}_A^H \mathbf{G}_A$  that corresponds to largest eigenvalue. With regularisation:  $[\mathbf{G}_B^H \mathbf{G}_B + \lambda \mathbf{I}]^{-1} \mathbf{G}_A^H \mathbf{G}_A$

## Sound Focusing: Delay and Sum Beamforming

$$\mathbf{q}_{DS} = [e^{-j\omega\tau_1} \quad e^{-j\omega\tau_2} \quad \dots \quad e^{-j\omega\tau_L}]^T$$

$\tau_1, \tau_2, \dots, \tau_L$  - time delays with respect to the largest distance to bright zone

## Sound Cancelling: Acoustic Contrast Control

$$J_{ACC} = \frac{\mathbf{p}_A^H \mathbf{p}_A}{\mathbf{p}_B^H \mathbf{p}_B} = \frac{\mathbf{q}^H \mathbf{G}_A^H \mathbf{G}_A \mathbf{q}}{\mathbf{q}^H \mathbf{G}_B^H \mathbf{G}_B \mathbf{q}}$$

$\mathbf{q}_{ACC}$  is proportional to eigenvector of the matrix  $[\mathbf{G}_B^H \mathbf{G}_B]^{-1} \mathbf{G}_A^H \mathbf{G}_A$  that corresponds to largest eigenvalue. With regularisation:  $[\mathbf{G}_B^H \mathbf{G}_B + \lambda \mathbf{I}]^{-1} \mathbf{G}_A^H \mathbf{G}_A$

## Sound Field Synthesis: Pressure Matching

$$J_{PM} = \mathbf{e}^H \mathbf{e} + \lambda \mathbf{q}^H \mathbf{q}$$

$\mathbf{e}$  – error between the desired sound field  $\mathbf{d}$  and reproduced sound field

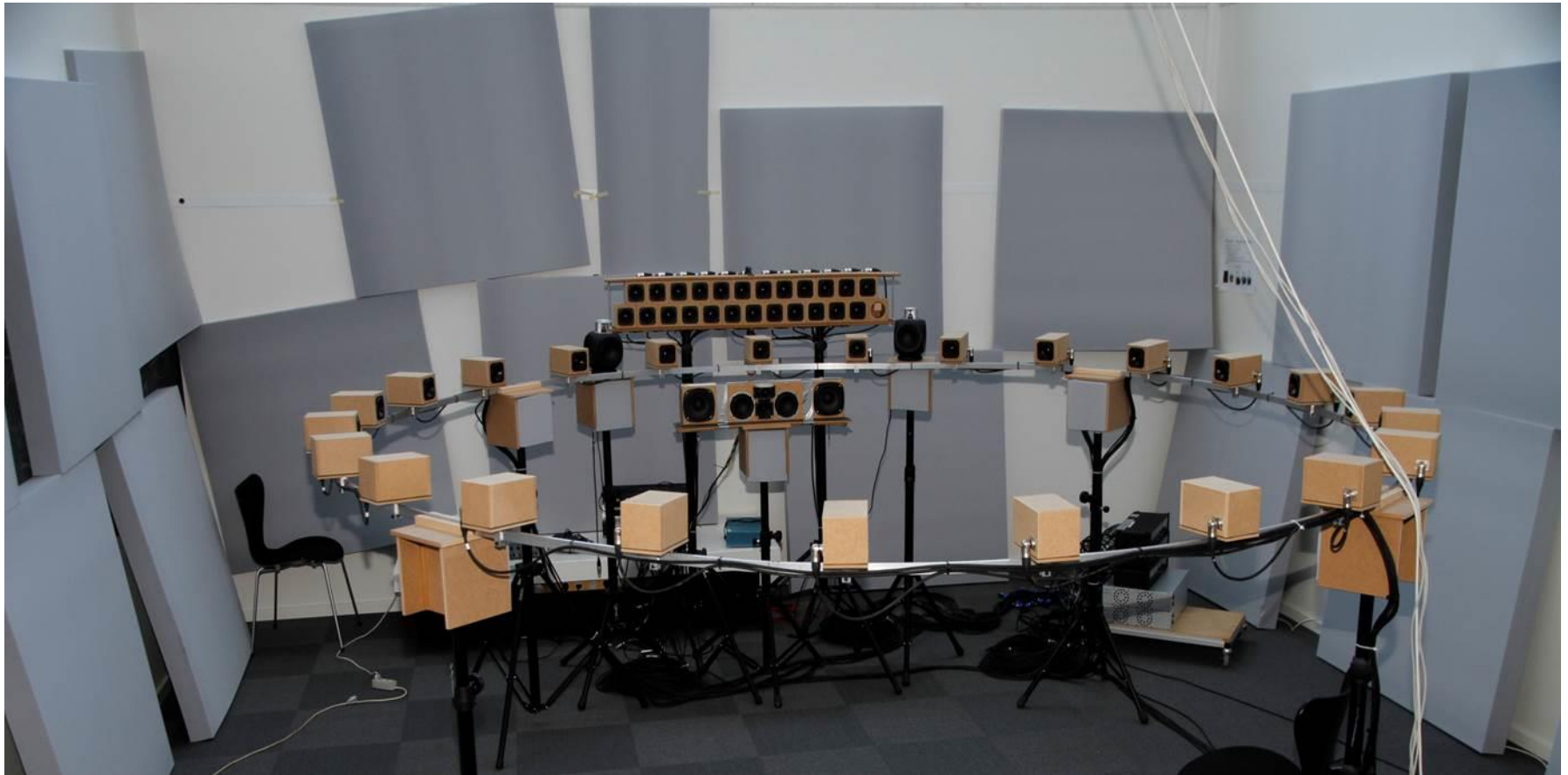
$\mathbf{q}^H \mathbf{q}$  – power constraint

$\lambda$  – regularisation parameter

$$\mathbf{q}_{PM} = (\mathbf{G}^H \mathbf{G} + \lambda \mathbf{I})^{-1} \mathbf{G}^H \mathbf{d}$$

# Experimental Setup

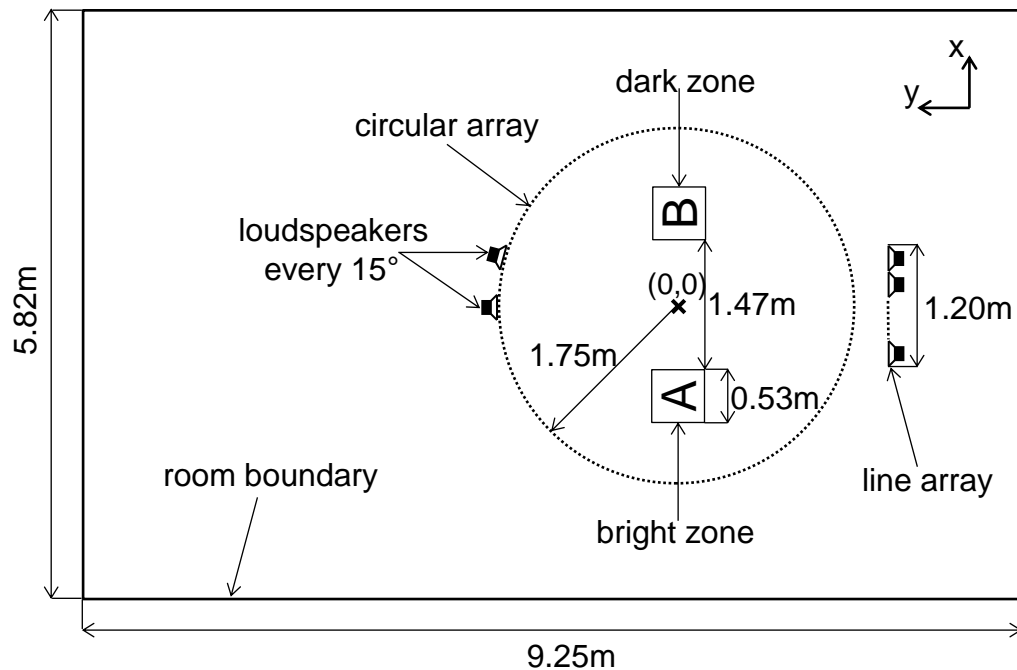
## Overview



# Experimental Setup

## Details

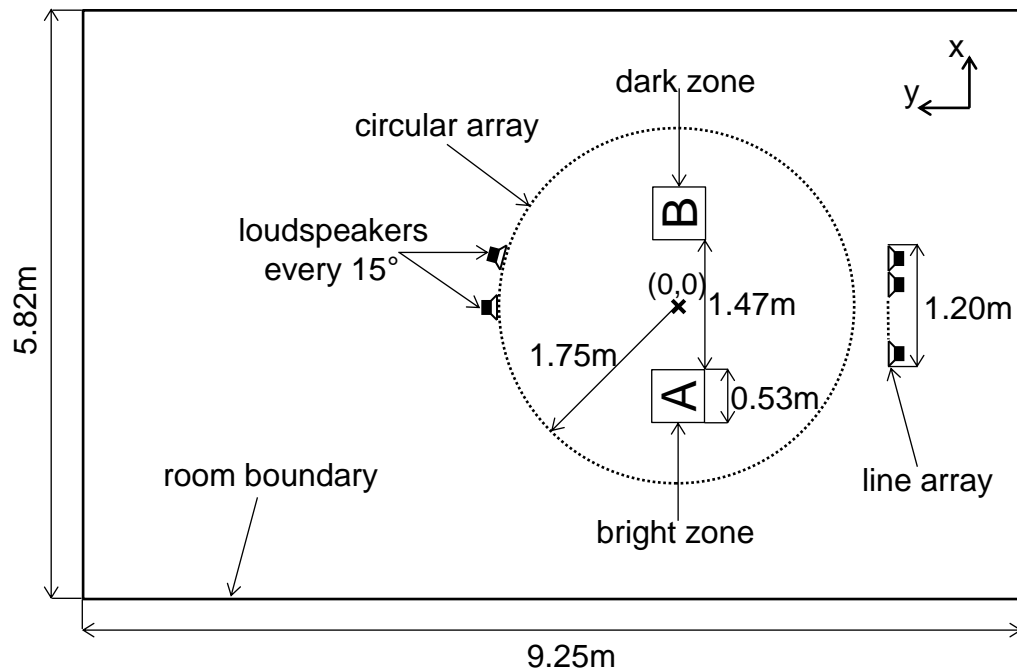
$$V \approx 320 \text{ m}^3$$



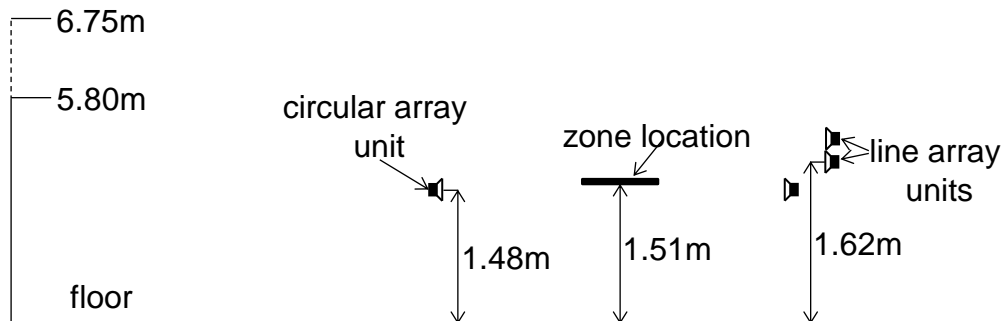
# Experimental Setup

## Details

$$V \approx 320 \text{ m}^3$$



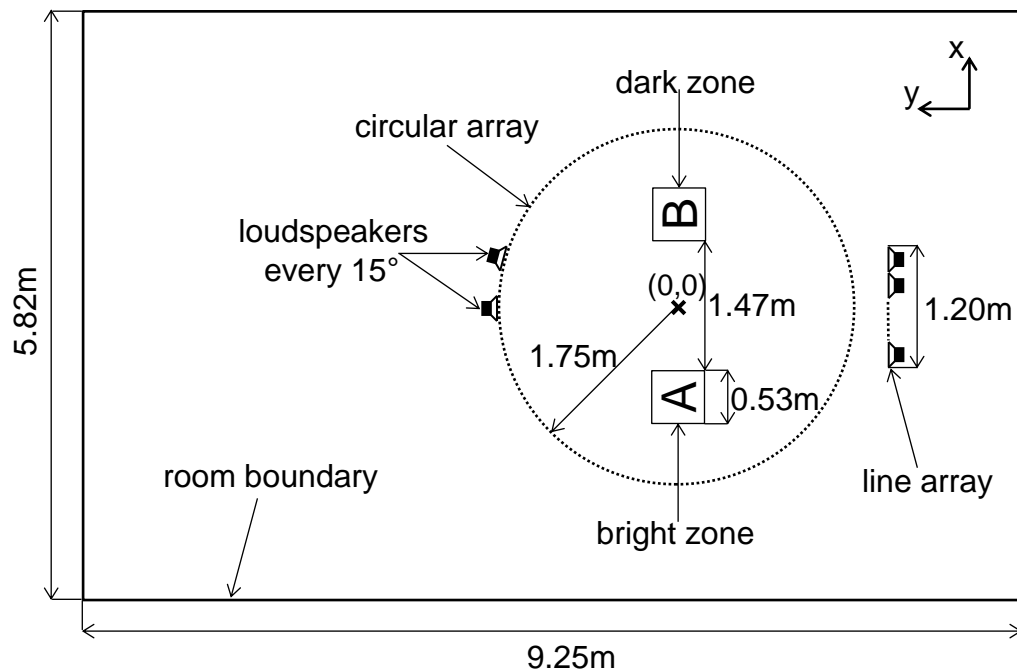
varied ceiling height



# Experimental Setup

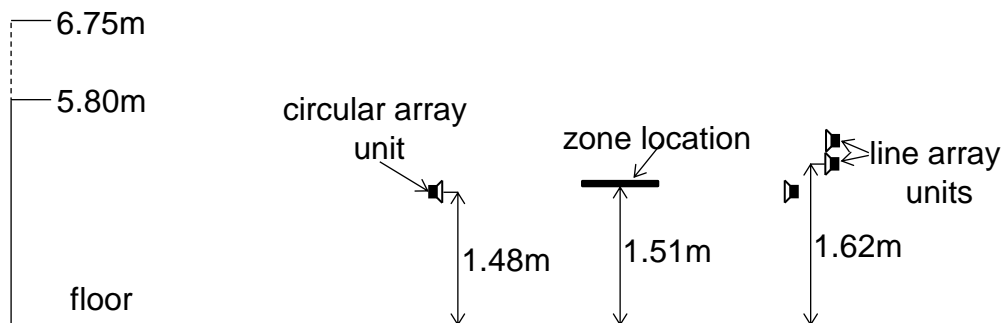
## Details

$$V \approx 320 \text{ m}^3$$



Centre Frequency (Hz)	RT60 (s)
250	0.33
500	0.30
1000	0.28
2000	0.27
4000	0.25

varied ceiling height

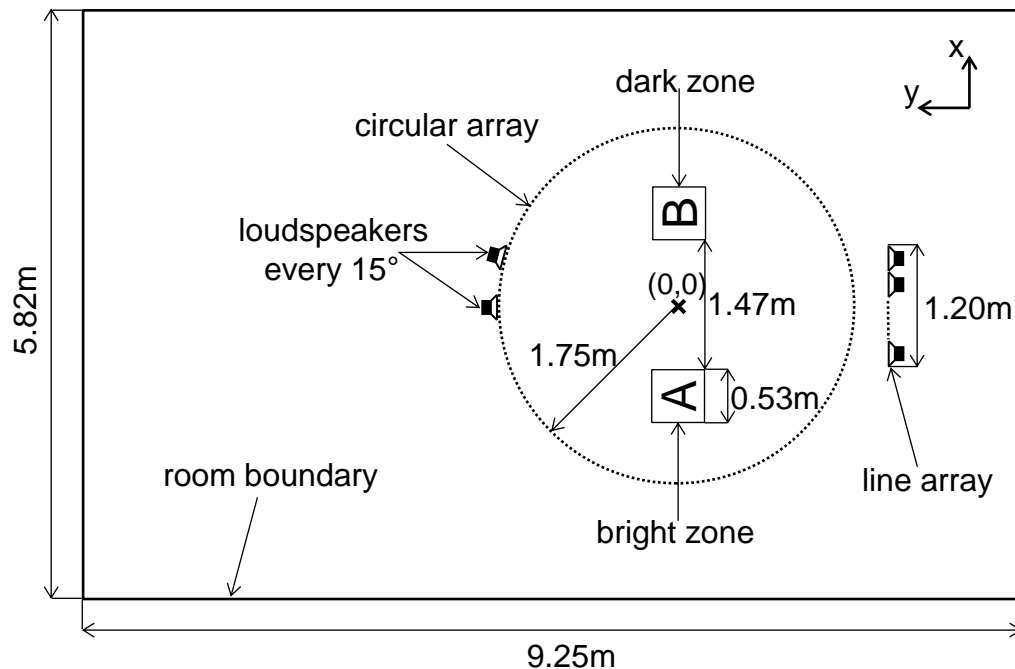




# Experimental Setup

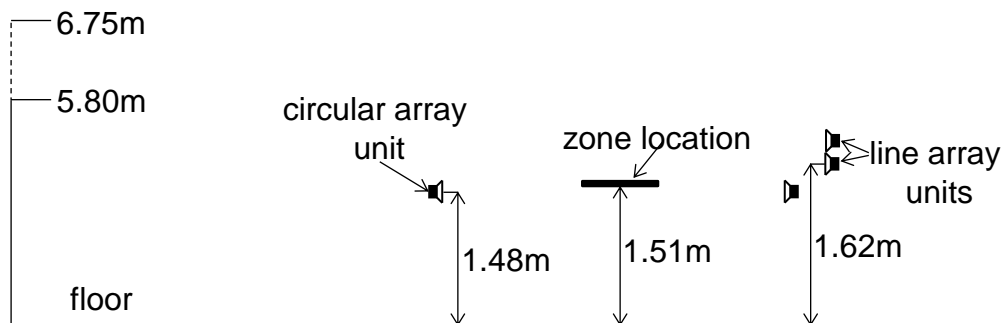
## Details

$$V \approx 320 \text{ m}^3$$



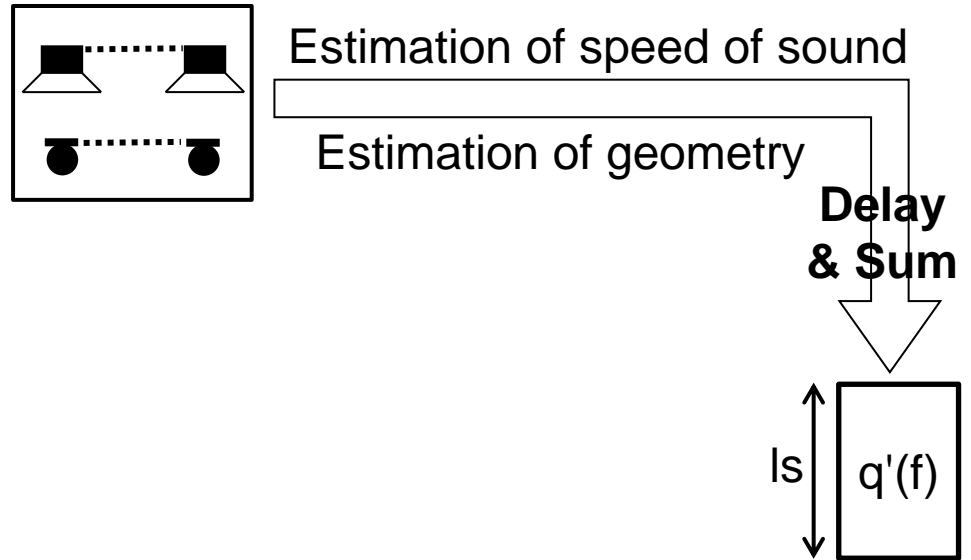
Centre Frequency (Hz)	RT60 (s)
250	0.33
500	0.30
1000	0.28
2000	0.27
4000	0.25

varied ceiling height

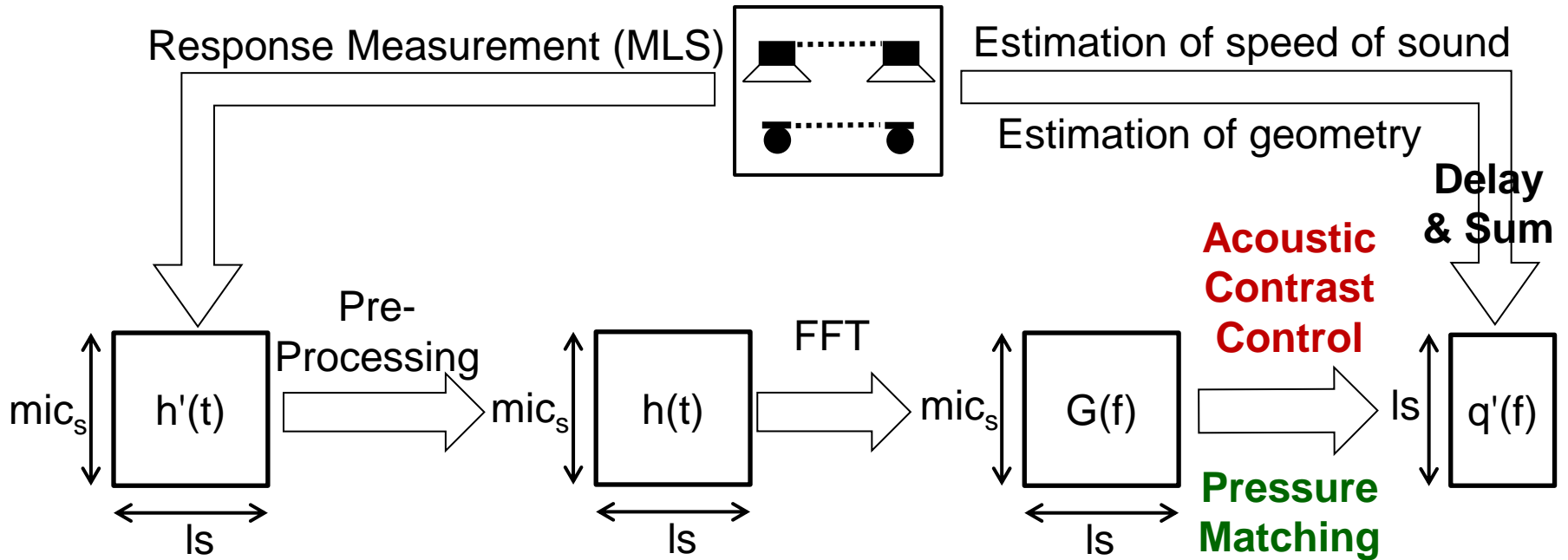


- **Setup: 72 mics per zone**
- **Monitoring: 144 mics per zone**
- **Numerically independent responses included in performance predictions to reduce bias [Akeroyd et al. 2007]**

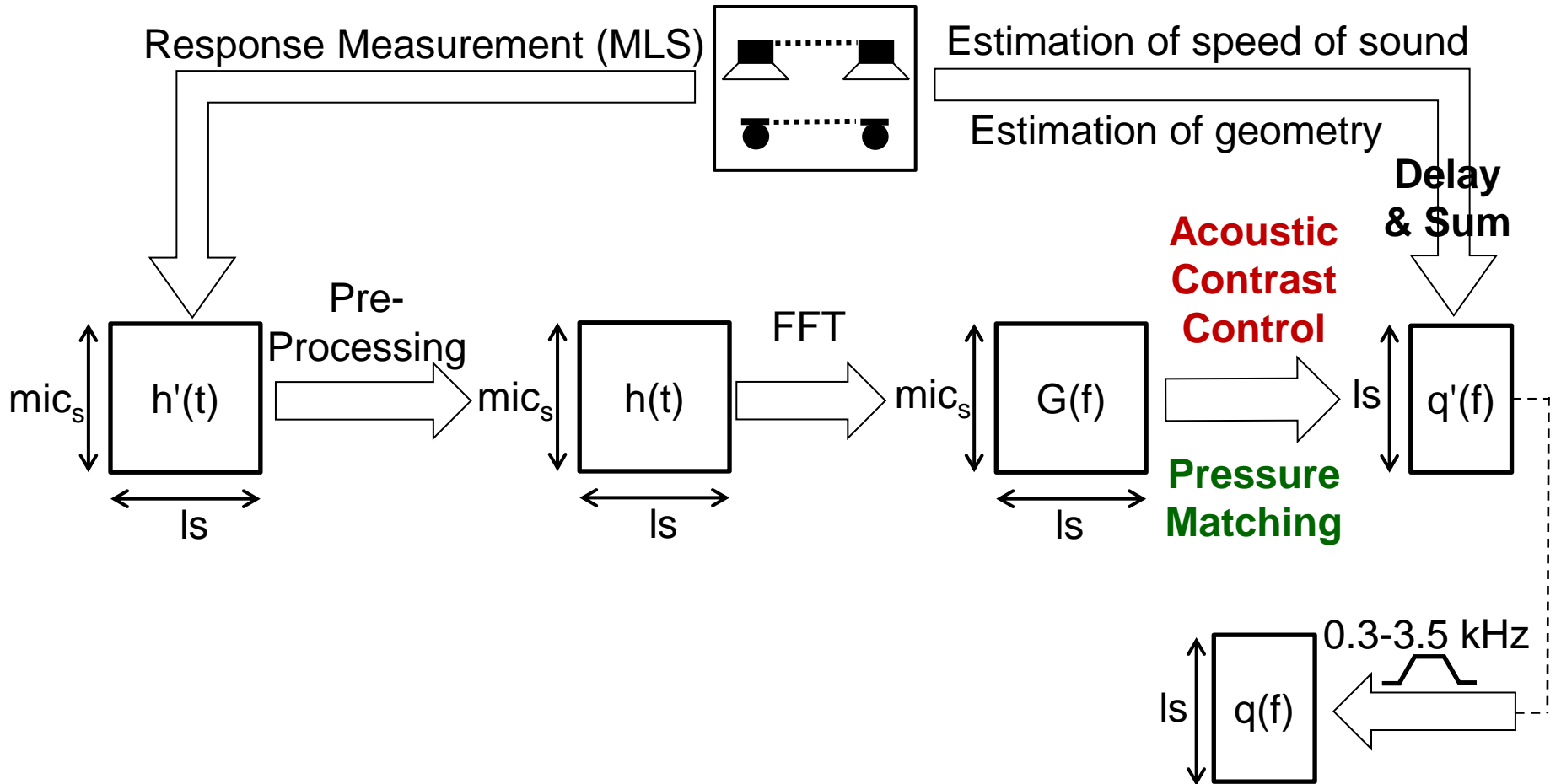
# System Diagram



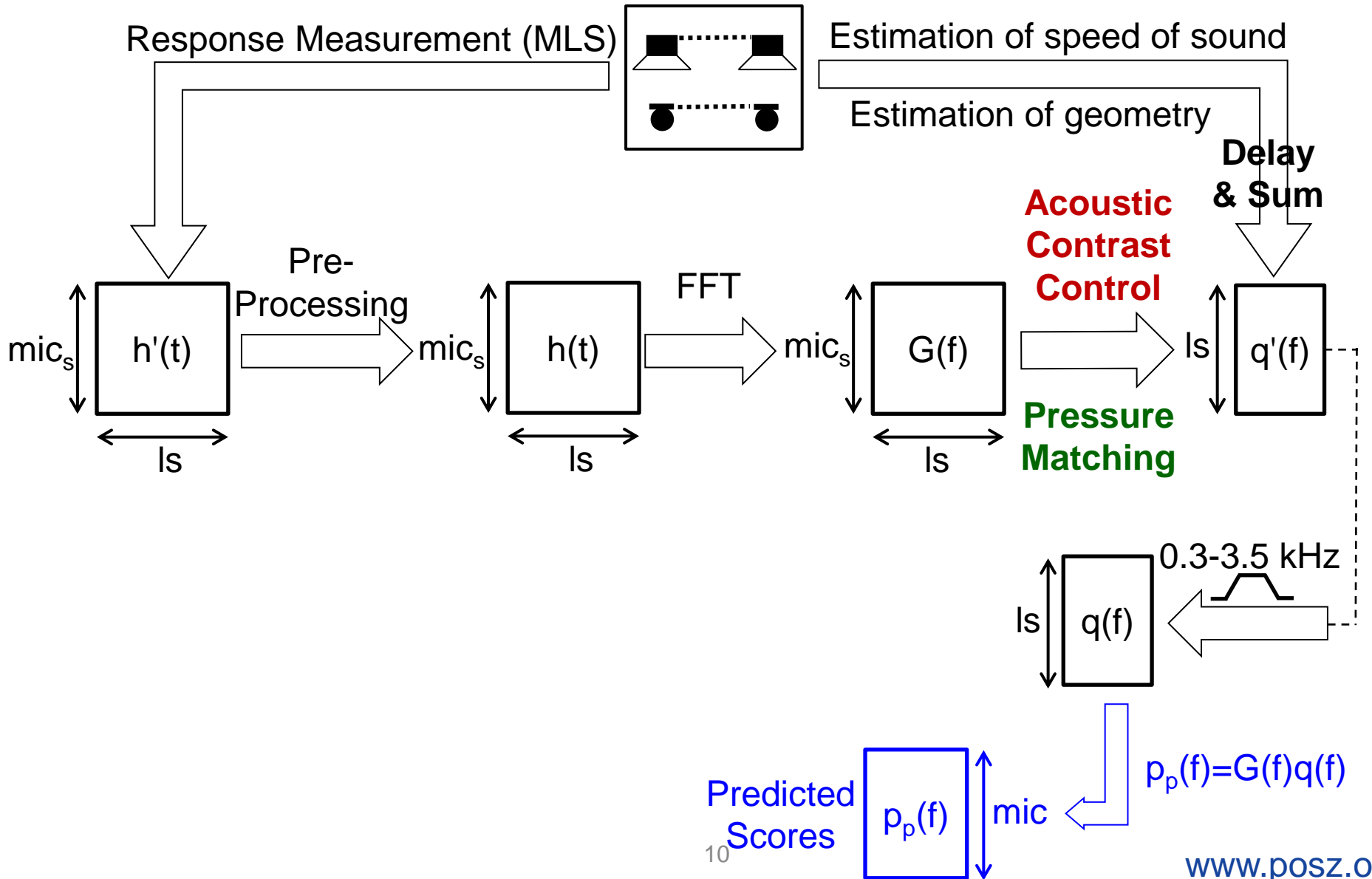
# System Diagram



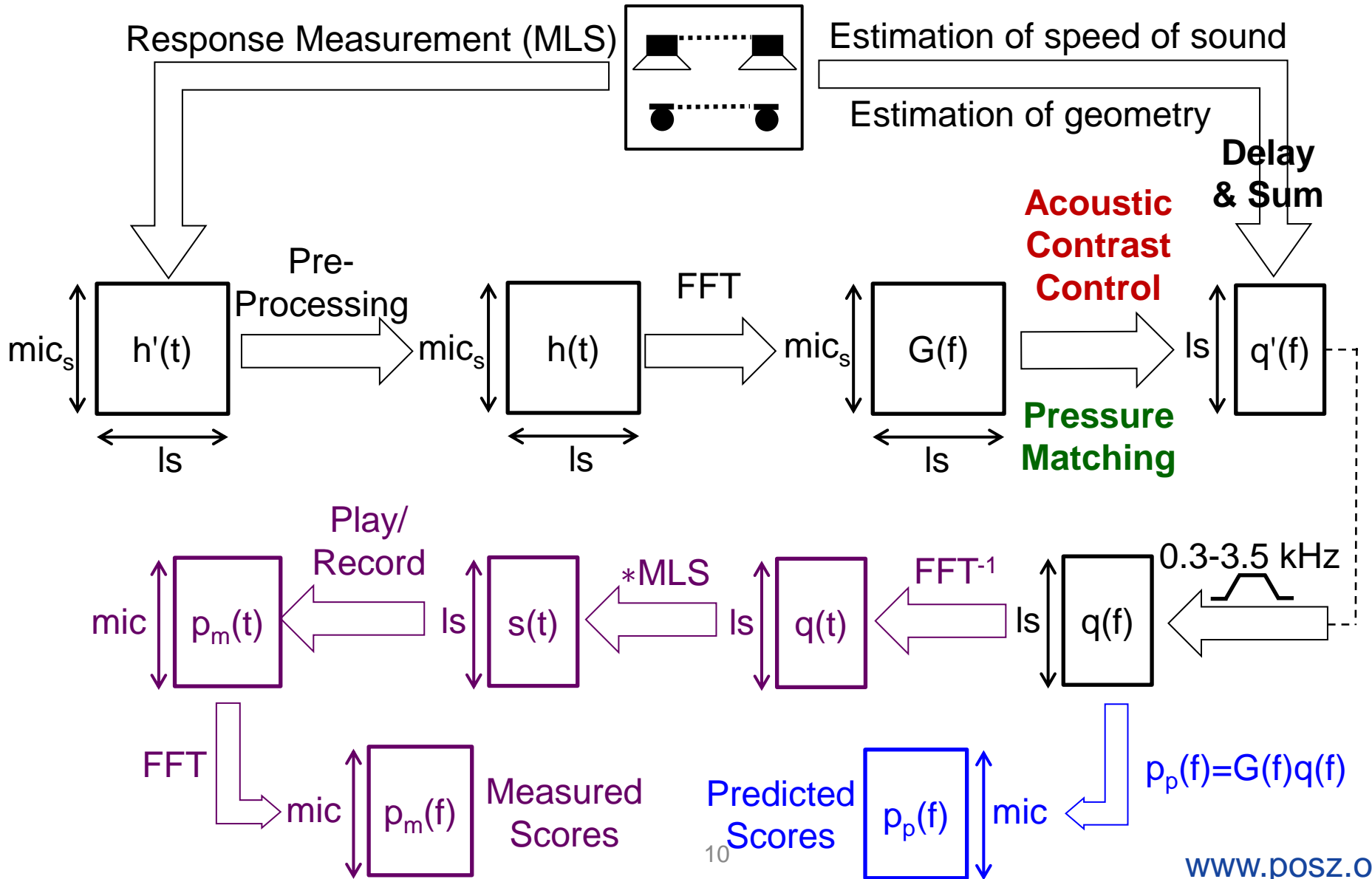
# System Diagram



# System Diagram



# System Diagram



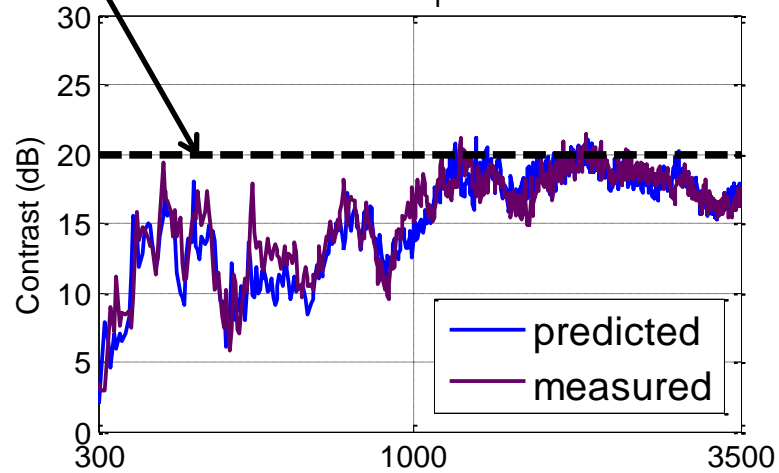
# Physical Evaluation: Contrast

reference line:  
20dB

20dB

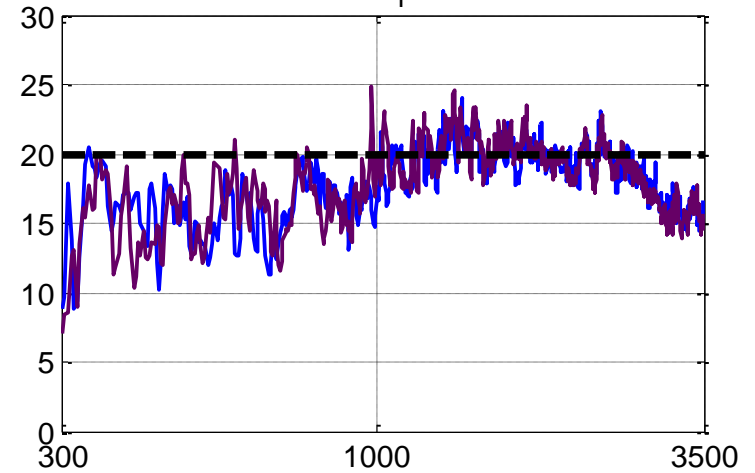
## Delay & Sum

$$\langle \text{contrast} \rangle_f = 16 \text{ dB}$$



## Acoustic Contrast Control

$$\langle \text{contrast} \rangle_f = 17 \text{ dB}$$



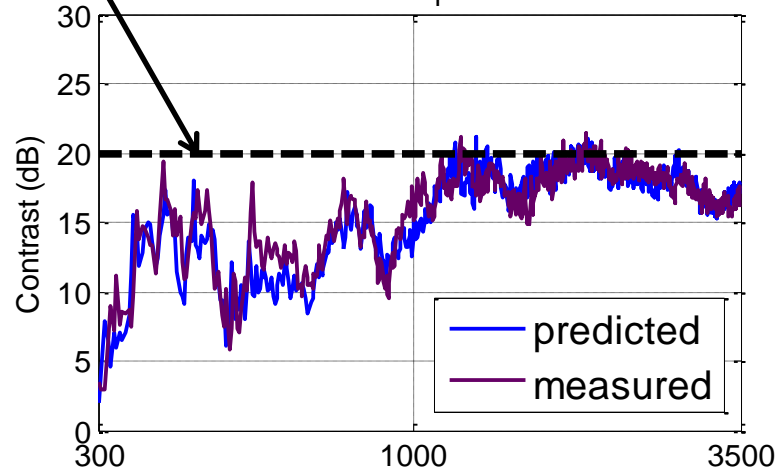
# Physical Evaluation: Contrast

reference line:  
20dB

20dB

## Delay & Sum

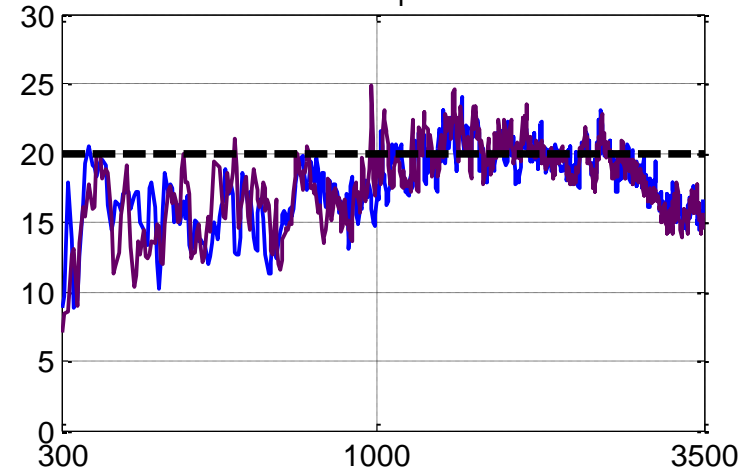
$\langle \text{contrast} \rangle_f = 16 \text{ dB}$



Line

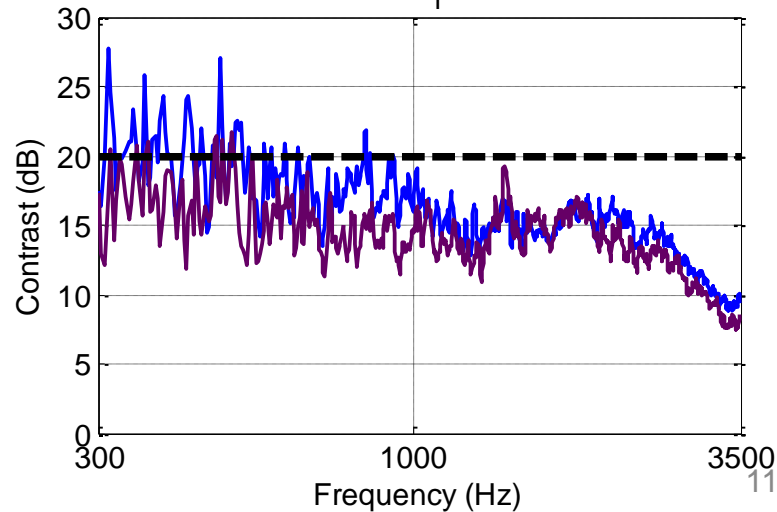
## Acoustic Contrast Control

$\langle \text{contrast} \rangle_f = 17 \text{ dB}$



## Acoustic Contrast Control

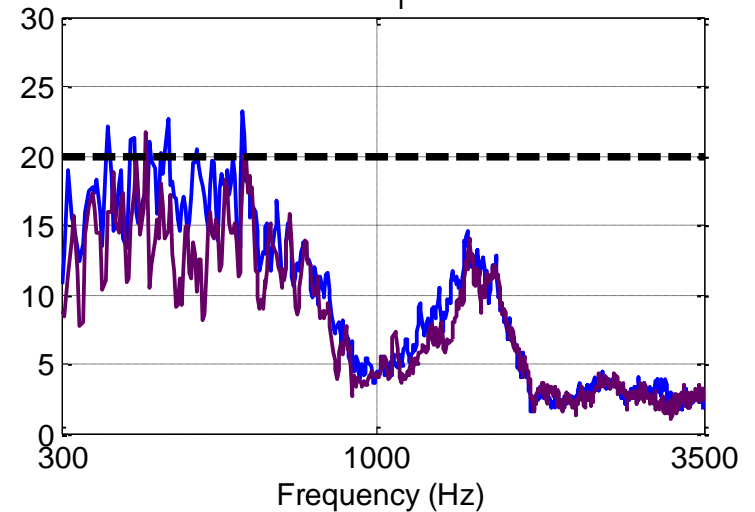
$\langle \text{contrast} \rangle_f = 12 \text{ dB}$



Circle

## Pressure Matching

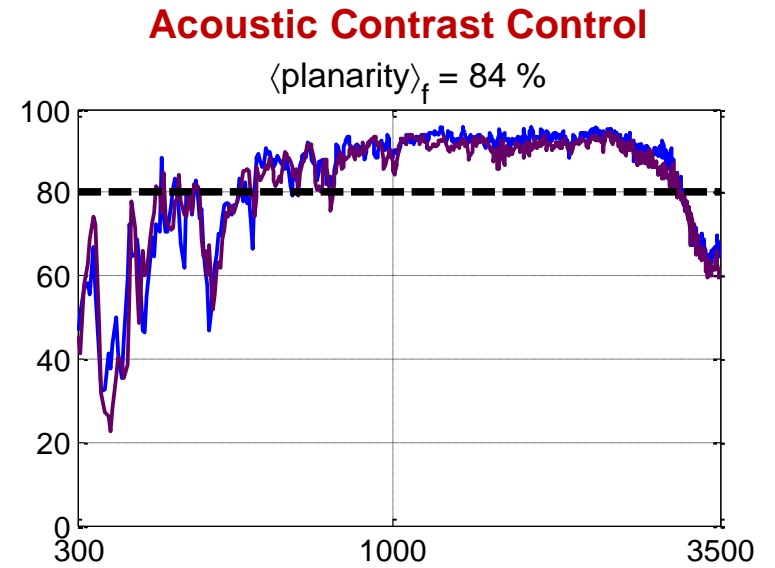
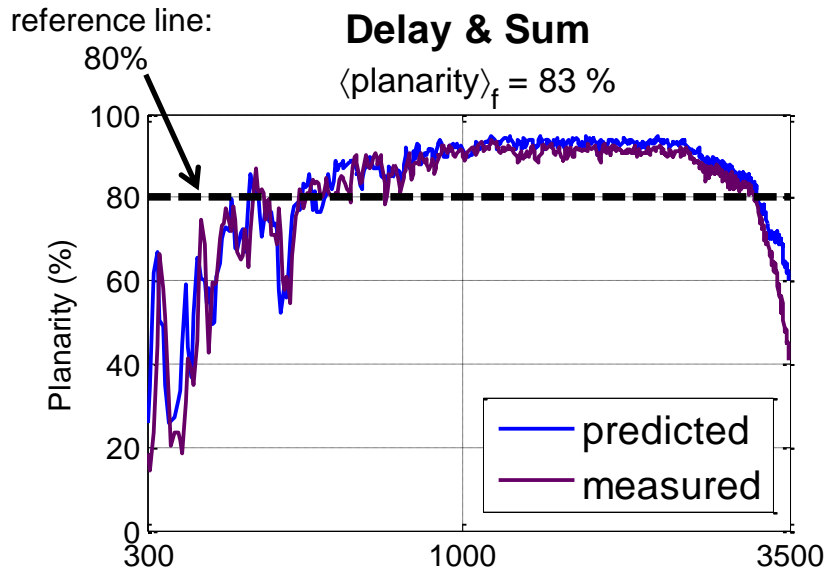
$\langle \text{contrast} \rangle_f = 4 \text{ dB}$





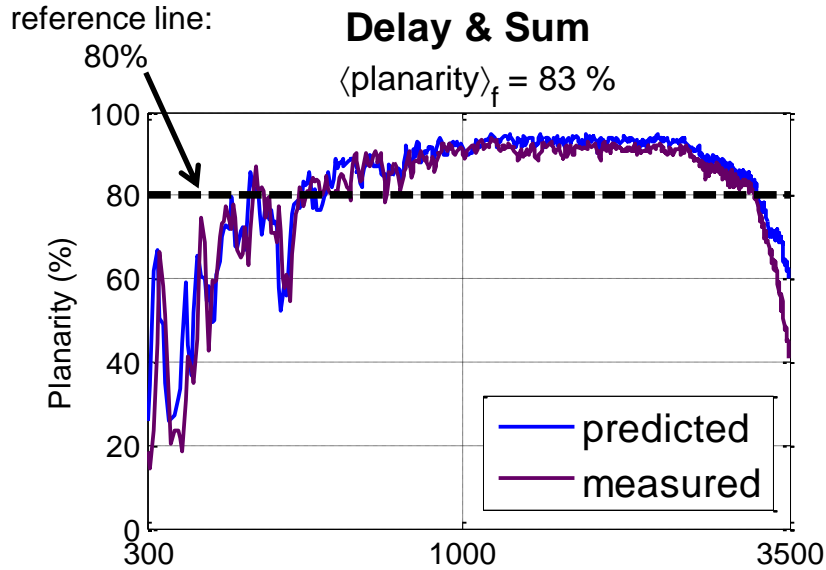
# Physical Evaluation: Planarity

Line

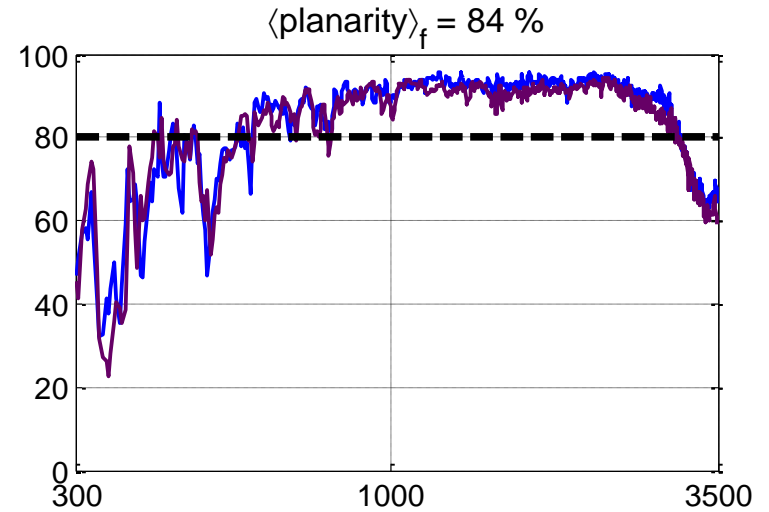


# Physical Evaluation: Planarity

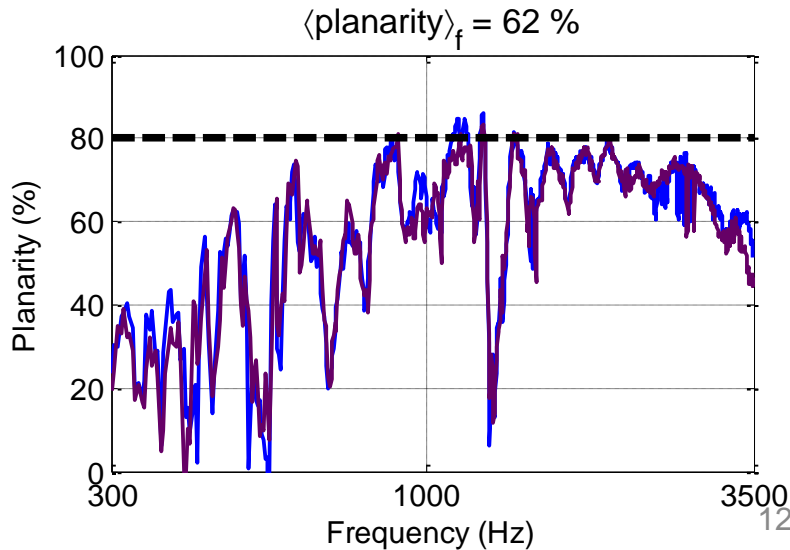
Line



**Acoustic Contrast Control**

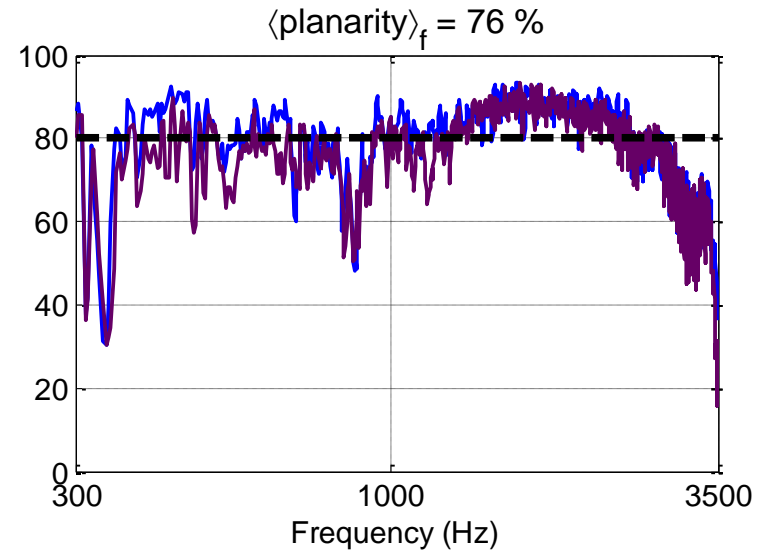


**Acoustic Contrast Control**



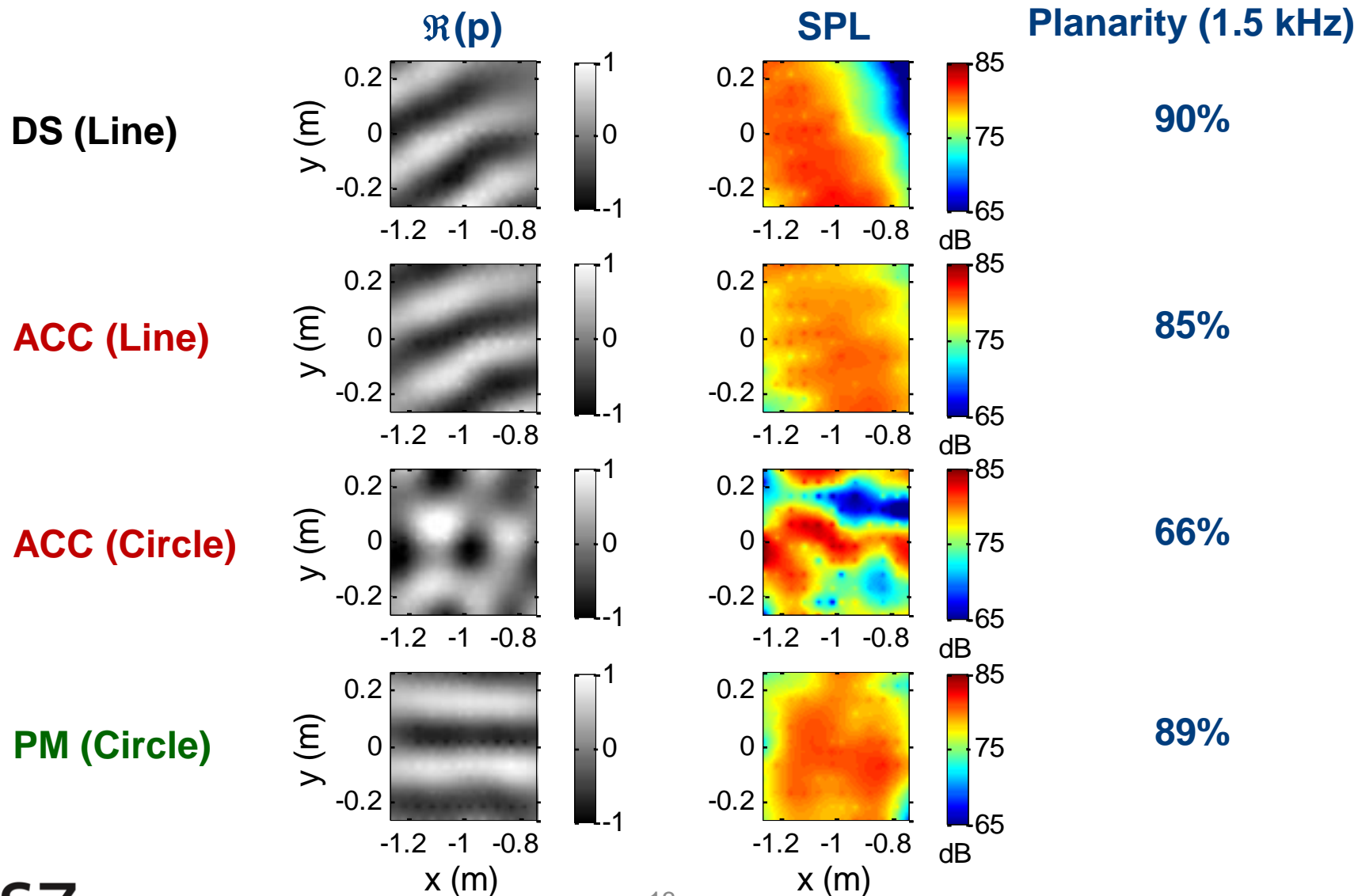
Circle

**Pressure Matching**



# Zone A Pressure Maps: 1.5 kHz

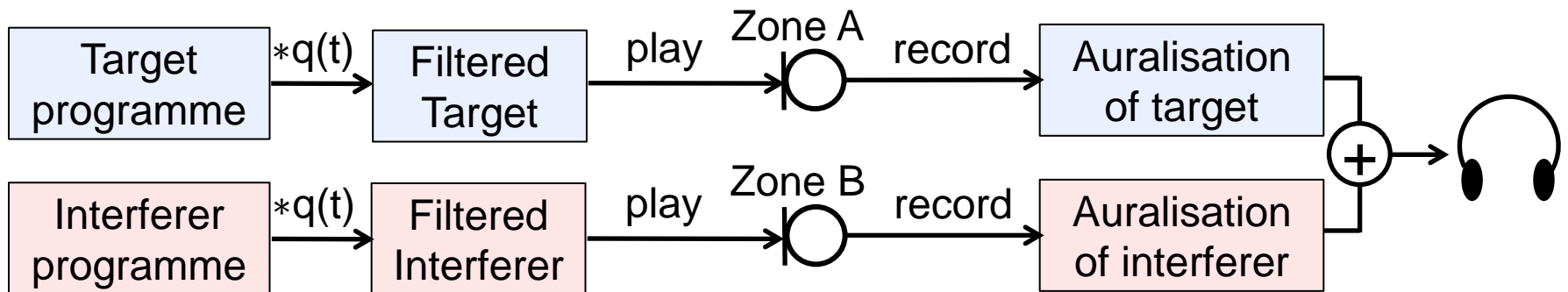
Measured Data



# Perceptual Evaluation

## Stimulus Creation

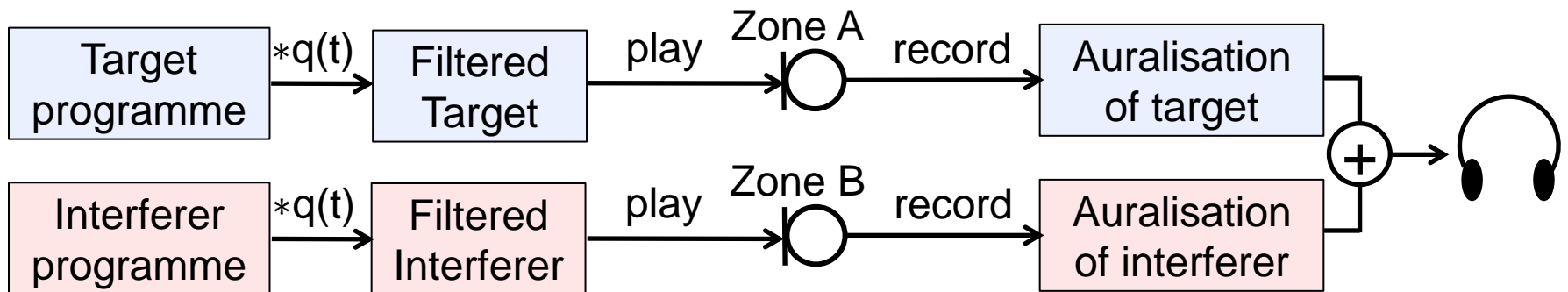
- Listening tests based on recordings in the zones



# Perceptual Evaluation

## Stimulus Creation

- **Listening tests based on recordings in the zones**



- **Mono stimuli: we can't investigate perceptual effect of spatial variation – but we can begin to observe the perceptual effects of contrast and programme material**

# Perceptual Evaluation

## Experiment Design

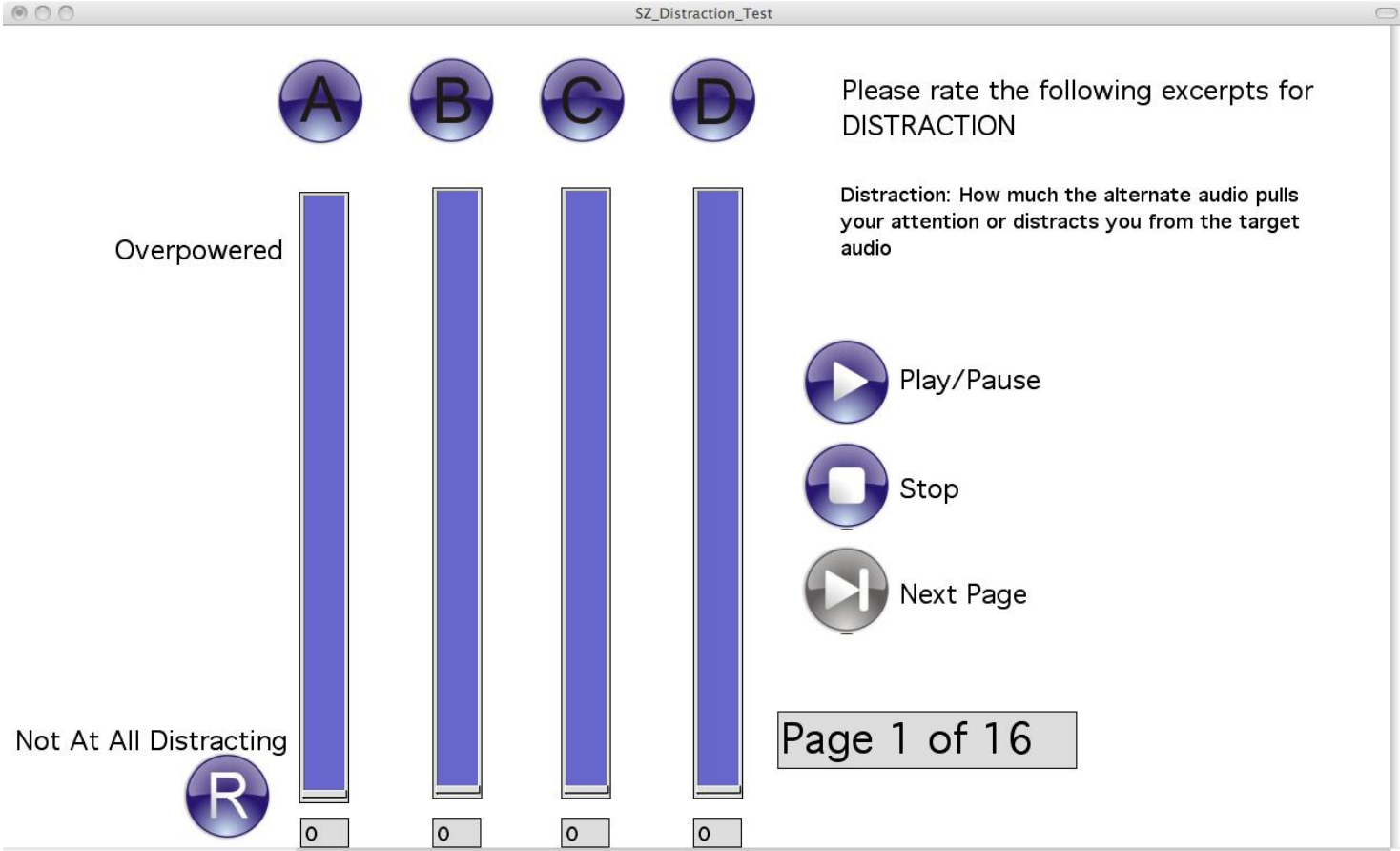


- **24 stimuli (combination of methods and programme items)**
- **Rate 'distraction' [Francombe *et al.* 2013]**

# Perceptual Evaluation

## Experiment Design

- 24 stimuli (combination of methods and programme items)
- Rate 'distraction' [Francombe *et al.* 2013]



SZ\_Distraction\_Test

A B C D

Overpowered

Not At All Distracting

R

0 0 0 0

15

Please rate the following excerpts for DISTRACTION

Distraction: How much the alternate audio pulls your attention or distracts you from the target audio

Play/Pause

Stop

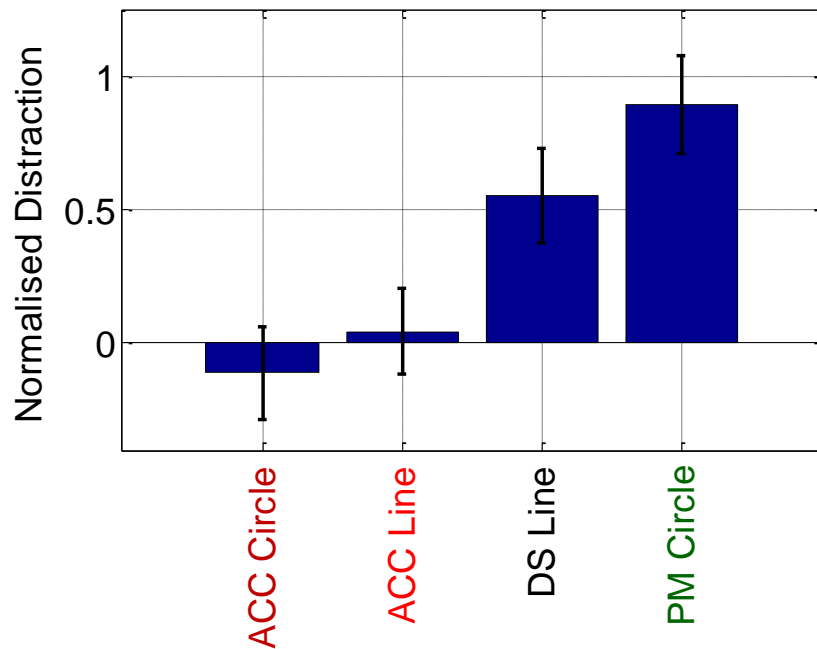
Next Page

Page 1 of 16

# Perceptual Evaluation

## Results

- ANOVA model – most significant factor: sound zone method

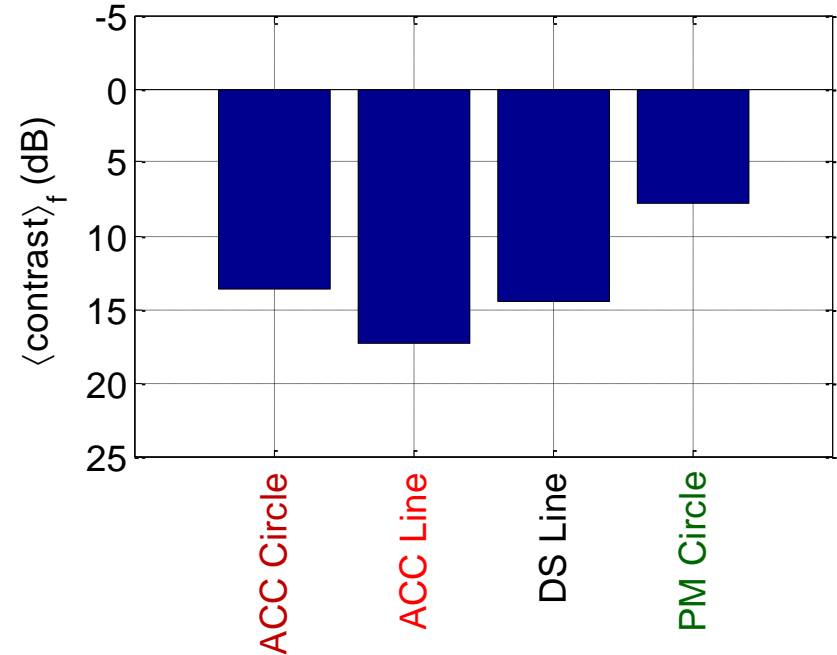
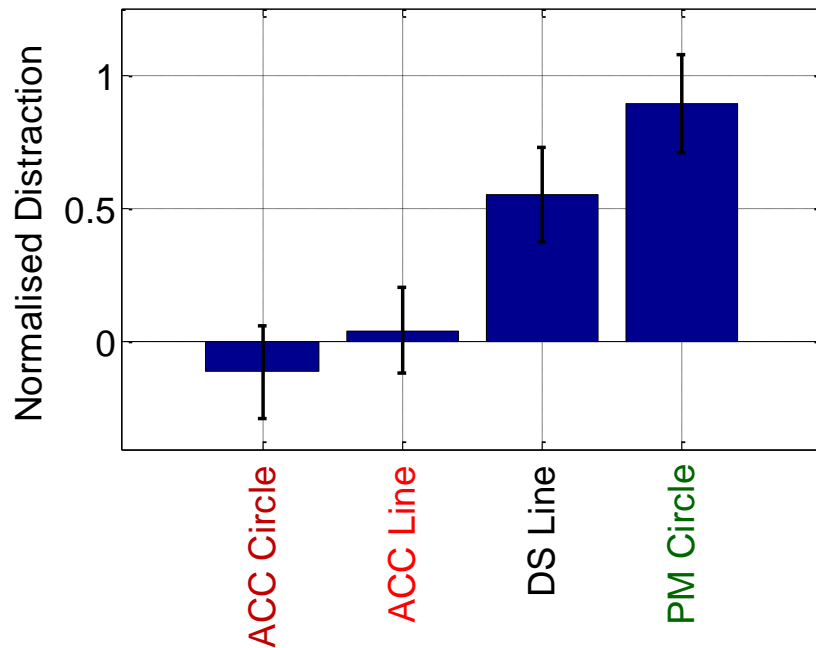




# Perceptual Evaluation

## Results

- ANOVA model – most significant factor: sound zone method



- Other significant factors influenced distraction: programme material and interactions

# Summary and Further Work

- A comparative study of sound zone methods implemented in a room
- **Methods:** Delay and Sum, **Acoustic Contrast** and **Pressure Matching**
- **Arrays:** linear and circular (each 24 elements)

# Summary and Further Work

- A comparative study of sound zone methods implemented in a room
- **Methods:** Delay and Sum, **Acoustic Contrast** and **Pressure Matching**
- **Arrays:** linear and circular (each 24 elements)
  
- **Contrast:** highest overall contrast from **ACC**; **DS** and **PM** were more sensitive to limitations of the array geometries
- **Planarity:** line array - high planarity; **PM** improved planarity at low frequencies; **ACC** circle – inhomogeneous bright zone, lowest planarity score
  
- **Listening tests** indicated that contrast may be perceptually important

# Summary and Further Work

- A comparative study of sound zone methods implemented in a room
- **Methods:** Delay and Sum, **Acoustic Contrast** and **Pressure Matching**
- **Arrays:** linear and circular (each 24 elements)
  
- **Contrast:** highest overall contrast from **ACC**; **DS** and **PM** were more sensitive to limitations of the array geometries
- **Planarity:** line array - high planarity; **PM** improved planarity at low frequencies; **ACC** circle – inhomogeneous bright zone, lowest planarity score
  
- **Listening tests** indicated that contrast may be perceptually important

## Further work:

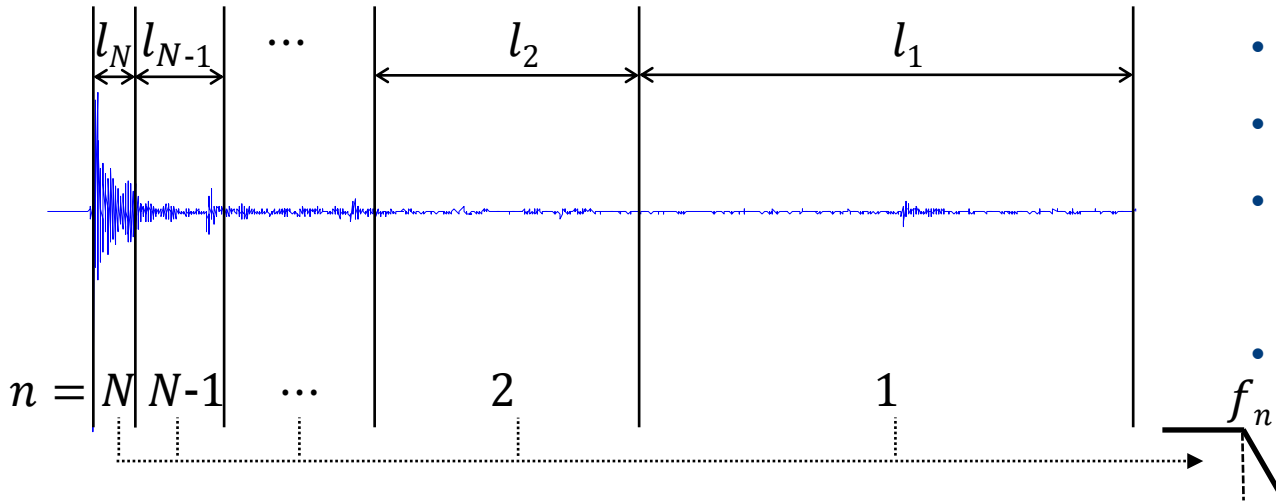
- In situ listening tests – to evaluate effect of spatial differences
- Evaluation of sound quality in the bright zone (signal to distortion ratio, basic audio quality)

# References

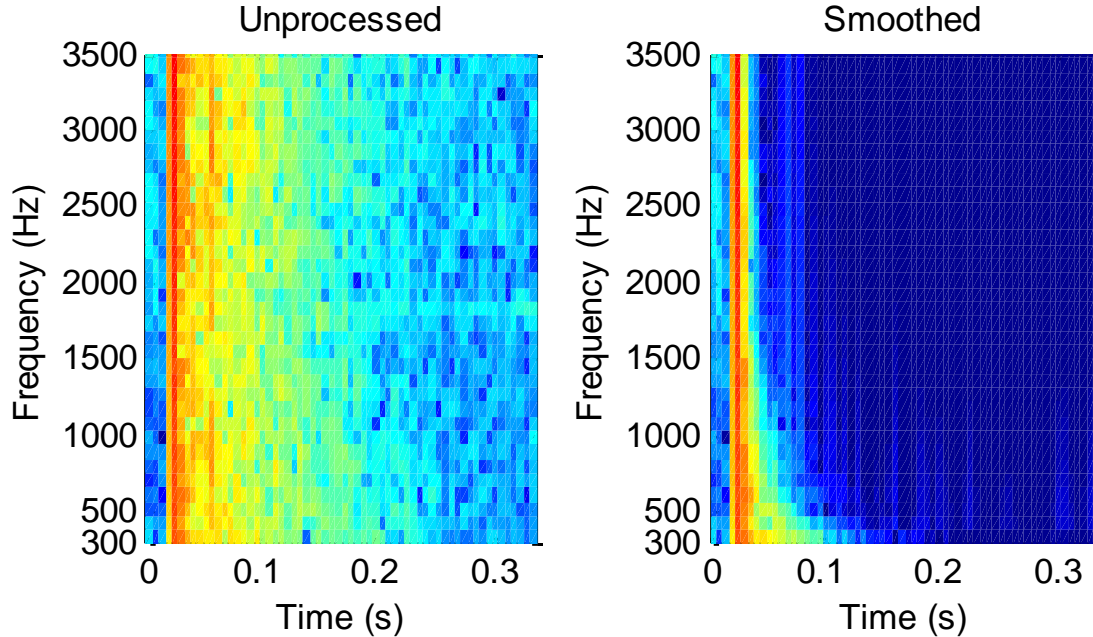
- M.A. Akeroyd, J. Chambers, D. Bullock, A.R. Palmer, A.Q. Summerfield, P.A. Nelson and S. Gatehouse, “The binaural performance of a cross-talk cancellation system with matched or mismatched setup and playback”, J. Acoust. Soc. Am. 121, 1056-1069 (2007).
- J. Choi and Y. Kim, “Generation of an acoustically bright zone with an illuminated region using multiple sources”, J. Acoust. Soc. Am. 111, 1695–1700 (2002).
- P. Coleman, P.J.B. Jackson, M. Olik, M. Olsen, M. Møller and J. Pedersen, “The influence of regularization on anechoic performance and robustness of sound zone methods”, 21<sup>st</sup> International Congress of Acoustics (2013).
- S. Elliott and M. Jones, “An active headrest for personal audio”, J. Acoust. Soc. Am. 124, 2702-2709 (2006).
- J. Francombe, R. Mason, M. Dewhurst and Søren Bech, “Modelling listener distraction resulting from audio-on-audio interference”, 21<sup>st</sup> International Congress of Acoustics (2013).
- P.J.B. Jackson, F. Jacobsen, P. Coleman and J. Pedersen, “Sound field planarity characterized by superdirective beamforming”, 21<sup>st</sup> International Congress of Acoustics (2013).
- F. Jacobsen, M. Olsen, M. Møller and F. Agerkvist, “A comparison of two strategies for generating sound zones in a room”, 18<sup>th</sup> International Congress of Sound and Vibration (2011).
- M. Møller, M. Olsen and F. Jacobsen, “A hybrid method combining synthesis of a sound field and control of acoustic contrast”, AES 132<sup>nd</sup> Convention (2012).
- M. Poletti, “An investigation of 2-D multizone surround sound systems”, AES 125<sup>th</sup> Convention (2008).
- M. Shin, S.Q. Lee, F.M. Fazi, P.A. Nelson, D. Kim, S. Wang, K.-H. Park and J. Seo, “Maximization of acoustic energy difference between two spaces”, J. Acoust. Soc. Am. 128, 121-131 (2010).
- B.D. Van Veen and K.M. Buckley, “Beamforming: a versatile approach to spatial filtering”, IEEE ASSP Magazine 5, 4-24 (1988).
- Y.J. Wu and T.D. Abhayapala, “Simultaneous soundfield reproduction at multipole spatial regions”, AES 128<sup>th</sup> Convention (2010).

# Appendix A

## Pre-Processing: Impulse Smoothing



- $l_n = f_s i / f_n$
- $i$  - number of bins before  $f_n$
- $f_n$  - cut-off freq. of LPF in  $n$ -th band
- $f_s$  - sampling frequency



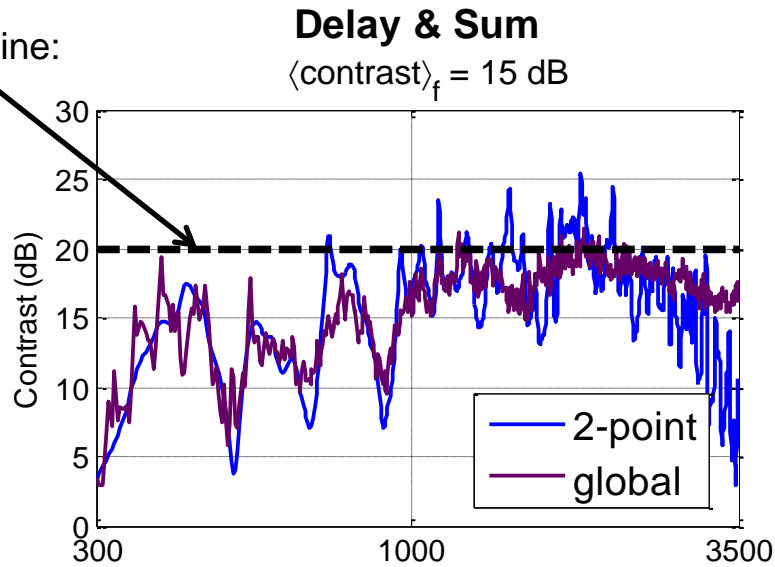
Parameter	Value
$i$	10
$f_s$	48 kHz
$N$	141
$f_1$	8 Hz
$f_N$	2.376 kHz
Freq. spacing	1/12 Oct.
Slope	80 dB/Dec.

# Appendix B

## Contrast: Two Recording Points

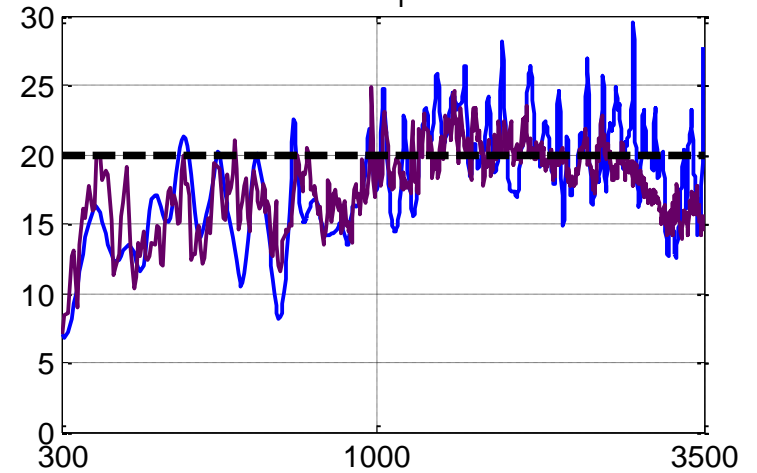
reference line:  
20dB

Line



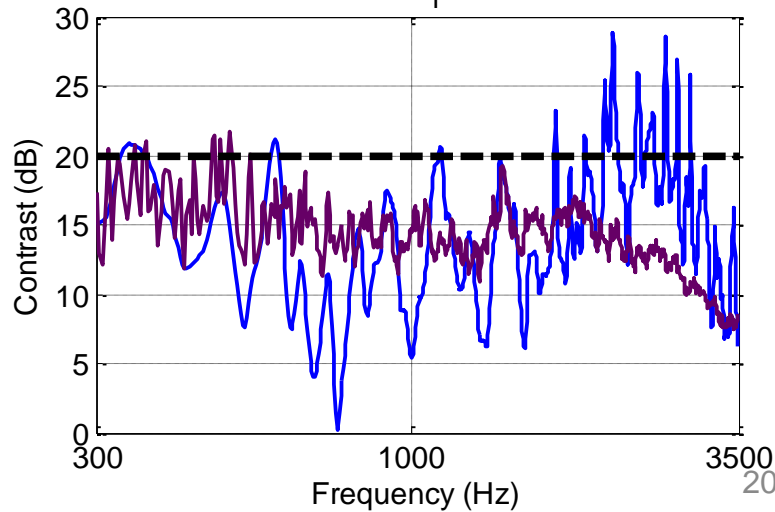
### Acoustic Contrast Control

$\langle \text{contrast} \rangle_f = 18 \text{ dB}$



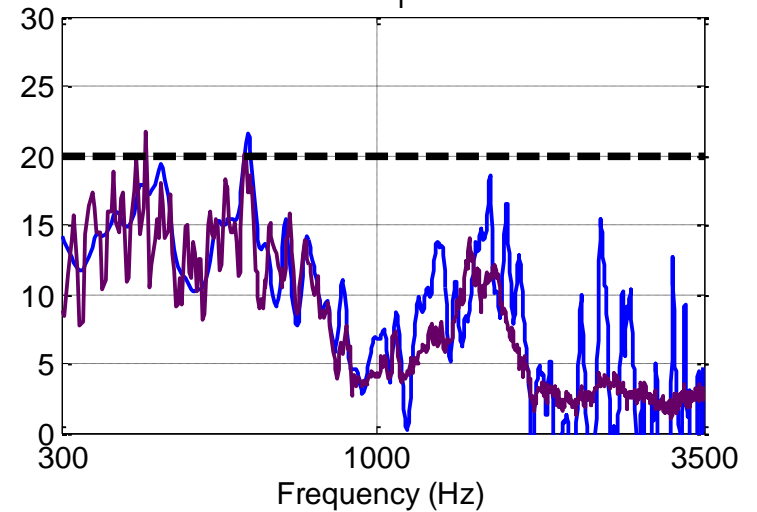
### Acoustic Contrast Control

$\langle \text{contrast} \rangle_f = 14 \text{ dB}$



### Pressure Matching

$\langle \text{contrast} \rangle_f = 4 \text{ dB}$



Circle

# Appendix C

## Perceptual Evaluation: Details of Experiment Design



- **24 stimuli**
  - 2 target programmes: sports commentary, pop music
  - 3 interferer programmes: male speech, pop music, classical music
  - 4 sound zone methods (DS Line, ACC Line & Circle, PM Circle)
- **Rate 'distraction'** [Francombe *et al.* 2013]
  - How much the alternate audio pulls your attention or distracts you from the target audio
- **Multiple stimulus presentation**
  - 3 test items per page (target programme and SZ method held constant)
- **Each page also had a reference**
  - Just the target audio with no interference
  - Hidden reference included should be scored at 0