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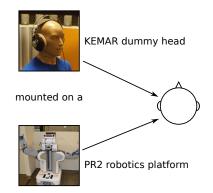
Binaural Sound Source Localisation using a Bayesian-network-based Blackboard System and Hypothesis-driven Feedback

Christopher Schymura, Thomas Walther, Dorothea Kolossa Ruhr-Universität Bochum

Ning Ma, Guy J. Brown University of Sheffield

October 17, 2014

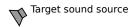




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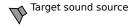


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The Two!Ears project





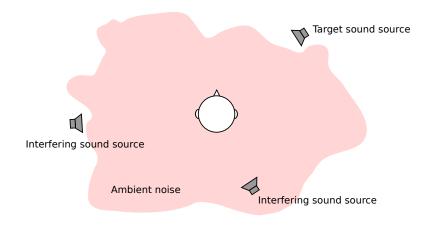
Interfering sound source



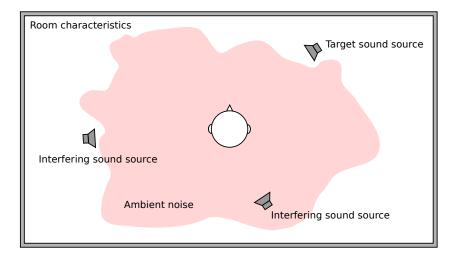
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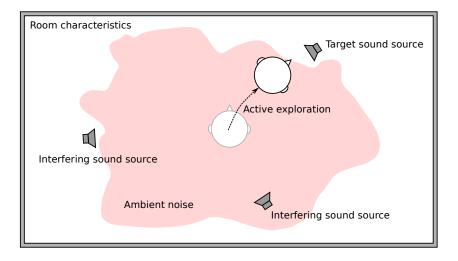




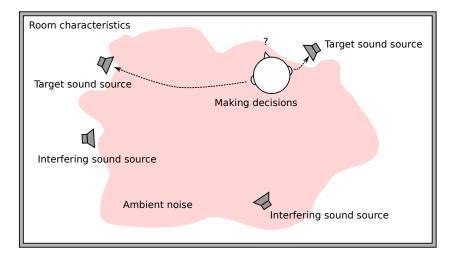
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The Two!Ears project



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The Two!Ears project

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- Use multimodal information (auditory, audiovisual and sensorimotor cues) to continuously update the internal world model (bottom-up processing)

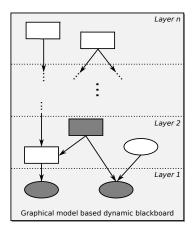
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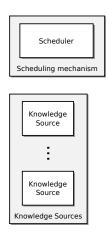
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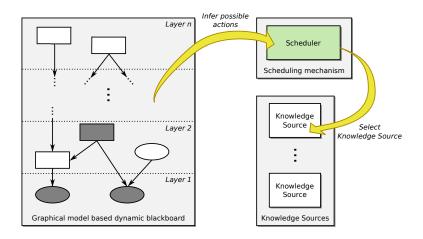
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- Use the results to make appropriate decisions that incrementally lead to the accomplishment of a given task



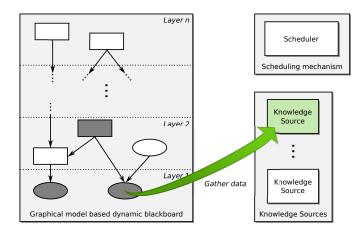




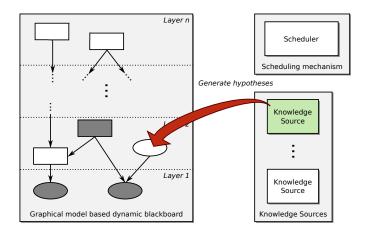






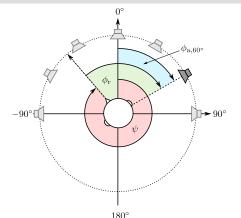








Proof of concept: Task

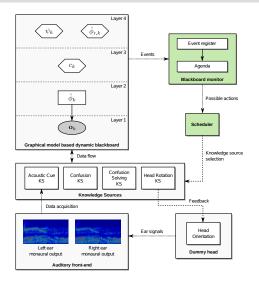


- 170 utterances of speech from the GRID corpus [1] for testing
 Free-field conditions (with optional ambient noise)
- Head rotations possible

 M. Cooke, J. Barker, S. Cunningham, X. Shao: An audio-visual corpus for speech perception and automatic speech recognition. Journal of the Acoustical Society of America, 2006



Proof of concept: System architecture

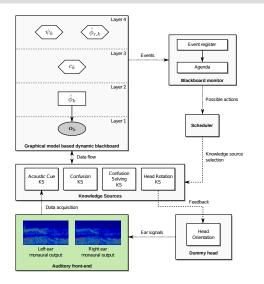


Computational framework:

- Event-based processing
- Blackboard monitor keeps track of events that have been generated by the blackboard
- Scheduler selects possible actions according to the triggered events



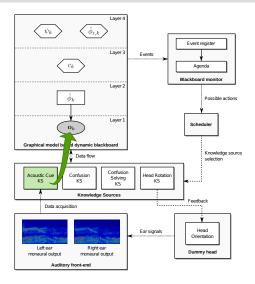
Proof of concept: System architecture



Auditory front-end:

- Gammatone filterbank
- Simple IHC model (half-wave rectification and square-root compression)

Proof of concept: System architecture

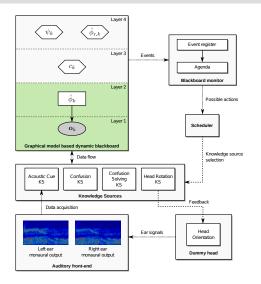


Auditory cues: • ITDs $\tau_{k,m}$ and • ILDs $\delta_{k,m}$, with $\tau_{k,1}$ $oldsymbol{o}_k = \left[egin{array}{c} ec{ au}_{k,M} \ \delta_{k,1} \ ec{ au} \end{array}
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- k: Frame index
- \blacksquare m: Channel index
- *M*: Number of filterbank channels



Proof of concept: System architecture

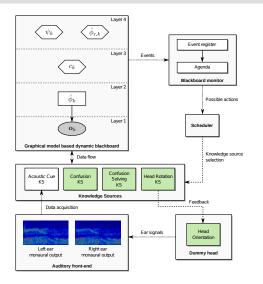


Graphical model for localisation:

- Gaussian-mixture models (GMMs)
- Trained on 340 utterances with 72 different angles (5° increment)
- Training with clean conditions only



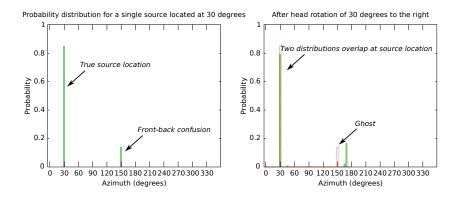
Proof of concept: System architecture



Feedback path:

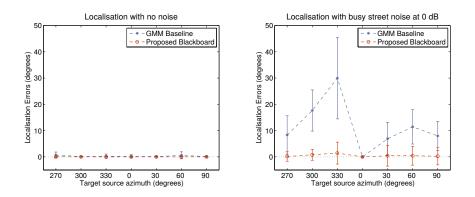
- Head rotations to reduce front/back ambiguities
- Feedback is triggered after evaluating the probabilistic output of the GMMs

Proof of concept: Feedback



Results





Conclusions and future work

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- Investigation of additional possibilities for including feedback







Questions?