Active Noise Control of Speech in Headphones

using Linear Prediction

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> Acoustics and Audio Technology - Fall 2016 Department of Electronic Systems Aalborg University Denmark





Group 761

Introduction

What is Active No Control (ANC)

Problem of A

Methods

Feedforward FXL

Multirate Processing

Combined syste

Simulations Result

Linear Predict

Attenuation Performan

Discussion

Computational Cos

Introduction

What is Active Noise Control (ANC)

Problem of ANC

Methods

Feedforward FXLMS

Linear Prediction

Multirate Processing

Combined system

Simulations Results

Linear Prediction Parameters

Attenuation Performance

Discussion

Computational Cost

Acoustics and Audio Technology Dept. of Electronic Systems Aalborg University Denmark



roduction

What is Active Noise Control (ANC)

Problem of AN

Methods

Feedforward FXLMS

Linear Prediction

Multirate Processing

Combined syster

Simulations Results

Parameters

Amplitude

20

Attenuation Performan

Discussion

Computational Cos

Acoustics and Audio Technology Dept. of Electronic Systems Aalborg University ► The basic theory of ANC

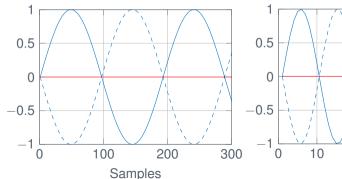
▶ 250 Hz

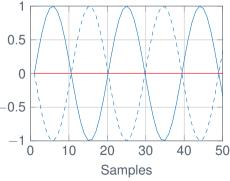
▶ 2500 Hz

Original signal

- - Counterphase signal

Error





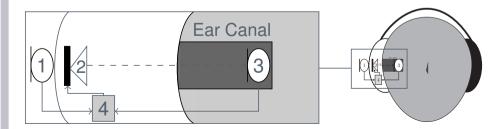


What is Active Noise Control (ANC)

Simulations Results

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- ► Headphone cups attenuate high frequencies passively
- Lower frequencies must be attenuated actively
- Feedforward system
 - ► 1: Reference microphone
 - ► 2: Headphone loudspeaker
 - ► 3: Error microphone
 - ► 4: Digital signal Processor (DSP)





Problem of ANC

Problem with feedforward

- Sampling and reconstruction delay
 - ► Anti Aliasing filter
 - Reconstructions filter
- ► The measured delay of a Σ/Δ -converter - TLV320AIC3204
- Spacing between microphones

► Min: 75.5 mm

► Max: 302 mm

f_s [kHz]	48	96	192
Delay [μs]	900	450	225
Delay [samples]	43	43	43

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What is Active No

Problem of ANC

Methods

Feedforward FXLMS

Linear Prediction

Combined syste

Simulations Results

Amplitude

20

Linear Predict

Attenuation Performan

Discussion

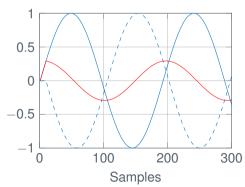
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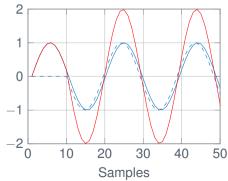
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► Counterphase signal delayed 10 samples

- ▶ 250 Hz
- ► 2500 Hz

- Original signal
- - Counterphase signal
- Error







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Introduction

What is Active No

Problem of ANC

Feedforward FXI

Feedforward FXLM

Multirate Processir

Combined syste

Simulations Result

Linear Predictio

Attenuation Performan

Discussion

Computational Cos

► Periodic noise is *easy* to cancel

- ► Signal characteristics
 - Periodic signals
 - ► Strict Sense Stationary (SSS)
 - ► Speech Signals
 - Quasiperiodic
 - ► 50 Hz 4000 Hz
 - ► Can be assumed Wide Sense Stationary (WSS) for 20 ms 30 ms
- ► Speech noise is *difficult* to cancel

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Denmark



Introduction

What is Active Noi: Control (ANC)

Problem of ANC

Methods

Feedforward EXLMS

Linear Prediction

Combined syste

Simulations Results

Linear Dradiation

Attenuation Performs

Attenuation Performar

Discussion

Computational Cos

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▶ How well does the consumer headphones attenuate?

► Denon AH-GC20

2.200 kr (2016)

Bose QC25

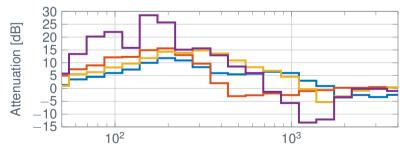
2.799 kr (2016)

► Bose QC15

2.696 kr (2011)

► BeoPlay H8

3.495 kr (2016)



Frequency [Hz]



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Problem of ANC

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- ► ANC ideally attenuate infinitely
- Delays are introduced by sampling and reconstruction
- ► Periodic signals can be attenuated infinitely
- ► Speech signals are not attenuated very well



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Introduction

What is Active Noise Control (ANC)

Problem of ANC

Methods

Feedforward FXLMS

Linear Prediction

Multirate Processing

Simulations Results

Simulations nesults

Linear Predicti Parameters

Attenuation Performan

Discussion

Computational Co.

Acoustics and Audio Technology Dept. of Electronic Systems Aalborg University Combining a Feedforward ANC Algorithm With a Linear prediction (LP) Ccheme to Compensate for Delay.



Introductio

What is Active Noi Control (ANC)

Problem of A

Method

Feedforward FXLMS

Linear Prediction

Multirate Processing

Multirate Processing

Simulations Resu

Linear Prediction

Attenuation Performan

Discussio

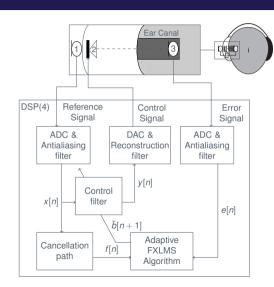
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► Control filter

- ► Transfer function from (1) to (2)
- Adaptive
- Cancelation path
 - ► Transfer function from (2) to (3)
 - ▶ Linear time-invariant
- ► Adaptive FXLMS-algorithm
 - ► Optimization problem





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What is Active Noi Control (ANC)

Problem of Alt

Methods

Feedforward FXL

Linear Prediction

Multirate Process

Simulations Results

Linear Predictio

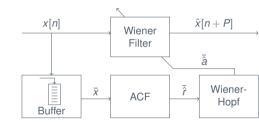
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Discussion

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Acoustics and Audio Technology Dept. of Electronic Systems Aalborg University ► Auto Correlation Function estimation

- ► Framelength N
- ▶ Overlap O
- Wiener-Hopf equation: $\hat{R}\bar{\hat{a}} = -\bar{\hat{r}}$
 - ► Inverting matrix
 - ► Levinson-Durbin
- ► Wiener filtering in cascade
 - ► Prediction length P





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Problem of A

Method

Feedforward FXLI

Linear Prediction

Multirate Processing

Combined systematics

Simulations Results

Linear Prediction Parameters

Attenuation Performan

Discussion

Computational Co.

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 Multirate processing for reducing conversion delay

- ► High sample rate
- ► Low processing rate
- ► Smaller prediction length
 - ▶ 10 instead of 43

$f_s[kHz]$	48	96	192
Delay [μs]	900	450	225
Delay [samples]	43	43	43



Combined system

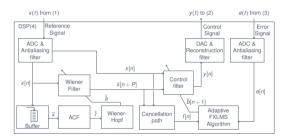
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► Input for control filter and CP

x[n]
 x̂[n+P]





Combined system

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Delays are introduced due to sampling and reconstruction

- Delays are reduced using multirate processing
- ► Compensation by Linear Prediction using Wiener filtering
- ► Noise cancelling using a feedforward FXLMS-algorithm



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Methods

Feedforward FXLI

Linear Prediction

Combined eyete

Simulations Results

ear Prediction

Attenuation Performance

Discussion

Computational Co.

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20

► Simulink

- ► Archimedes Project
- Prediction Gain
- ► Filter-banks vs. Fourier transform
- Listening tests



Introduction

What is Active Noi Control (ANC)

Problem of All

Methods

Feedforward FXI

Linear Prediction

Combined sys

Simulations Results

Linear Prediction Parameters

Attenuation Performan

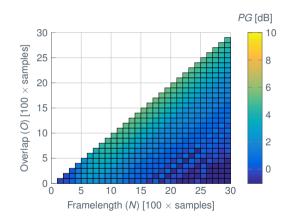
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- ▶ Optimal parameters
 - ► Framelength N = 1600
 - ► Overlap O = 1500
- ► Prediction Gain PG = 5.4 dB





Introductio

What is Active Noi Control (ANC)

Problem of AN

Methods

Feedforward FXI

Linear Prediction

Multirate Processin

Combined syste

Simulations Results

Linear Prediction Parameters

Attenuation Performan

Discussion

Computational Co

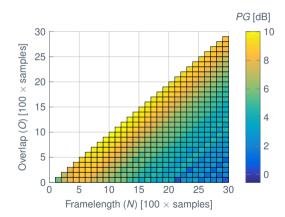
Acoustics and Audio Technology Dept. of Electronic Systems Aalborg University ► Prediction order P = 10

► Optimal parameters

► Framelength N = 1200

► Overlap O = 1100

► Prediction Gain PG = 10 dB





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What is Active No Control (ANC)

Problem of AN

Methods

Feedforward EXLN

Linear Prediction

Multirate Processing

Simulations Results

Linear Predic

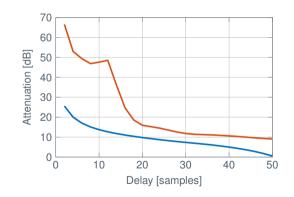
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Discussion

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 ANC attenuation with varying system delay

- ► Feedforward FXLMS
- ► Feedforward LP FXLMS



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Simulations Results

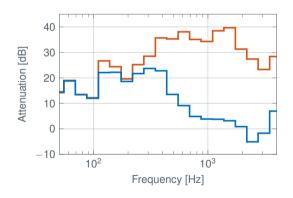
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► Frequency response

- ► Feedforward FXLMS
- ► Feedforward LP FXLMS





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Simulations Results

Computational Cost

► Computational cost of System (instructions per sample)

► Linear Prediction: >50000

► Feedforward FXLMS: >4000

► Multirate: <100

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Questions?

