Active Noise Control of Speech in Headphones

using Linear Prediction

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

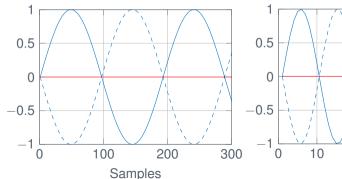
▶ 250 Hz

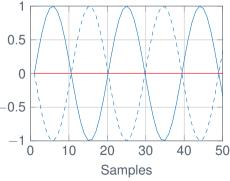
▶ 2500 Hz

Original signal

- - Counterphase signal

Error





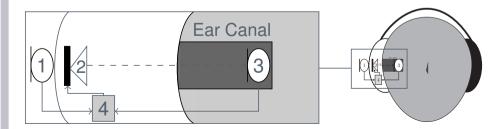


What is Active Noise Control (ANC)

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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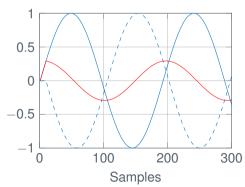
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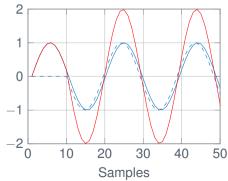
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► Counterphase signal delayed 10 samples

- ▶ 250 Hz
- ► 2500 Hz

- Original signal
- - Counterphase signal
- Error







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► Periodic noise is *easy* to cancel

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



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▶ How well does the consumer headphones ANC attenuate?

► Denon AH-GC20

2.200 kr (2016)

► Bose QC25

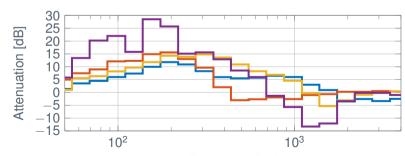
2.799 kr (2016)

► 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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Combining a Feedforward ANC Algorithm With a Linear Prediction (LP) Scheme to Compensate for Delay.



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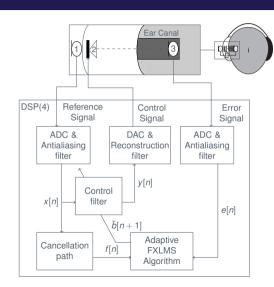
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► Control filter

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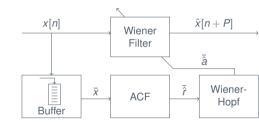
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Acoustics and Audio Technology Dept. of Electronic Systems Aalborg University ► Auto Correlation Function estimation

- ► 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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Feedforward FXLI

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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



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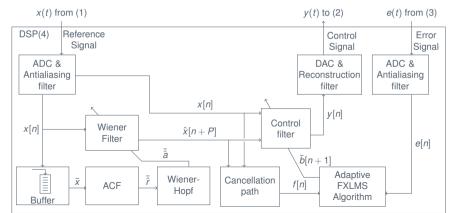
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- Input for control filter and CP
 - ▶ x[n]
 - $\quad \qquad \hat{x}[n+P]$





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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- ► Simulink
- ► Archimedes Project
- Prediction Gain
- ► Filter-banks vs. Fourier transform
- Listen to results



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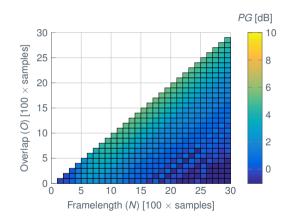
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- ▶ Optimal parameters
 - ► Framelength N = 1600
 - ► Overlap O = 1500
- ► Prediction Gain PG = 5.4 dB





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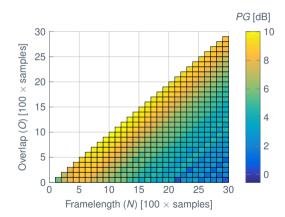
Acoustics and Audio Technology Dept. of Electronic Systems Aalborg University ► Prediction order P = 10

► Optimal parameters

► Framelength N = 1200

► Overlap O = 1100

► Prediction Gain PG = 10 dB





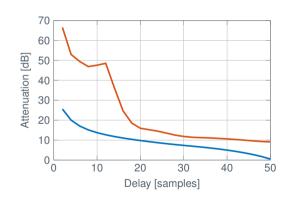
Simulations Results

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► ANC attenuation with varying system delay

Feedforward LP FXLMS

Feedforward FXLMS





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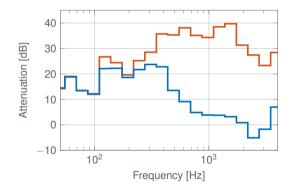
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► Frequency response

- Feedforward LP FXLMS
- Feedforward FXLMS





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Proof of concept

- ► Computational cost of system (instructions per sample)
 - ► Linear Prediction: > 50,000
 - ► Feedforward FXLMS: > 4.000
 - ► Multirate: < 100

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Questions?

