



# LISTENER ACOUSTIC PERSONALISATION (LAP) CHALLENGE

## Task-1

### HRTF Normalization for Merging Different HRTF Datasets

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# Introduction



## ● Differences between HRTF datasets

- Measurement setup
- Postprocessing
- ...

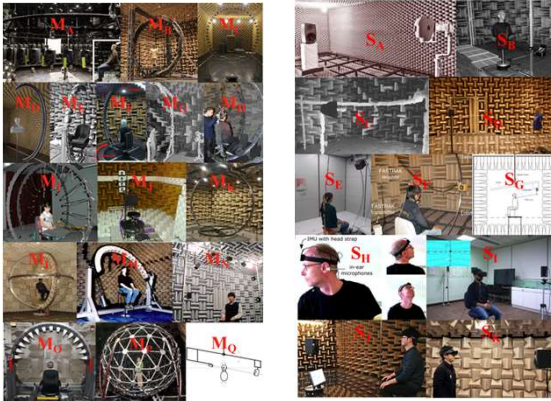


Fig. 8 & Fig. 9 in Li S et al. (2020)

## ● Data-driven HRTF modeling

- SONICOM, HUTUBS, .....
- Single dataset → limited performance
- **Merging datasets**

**Task-1**  
**HRTF Normalization  
for Merging Different HRTF  
Datasets**

# Introduction



## ● Task-1 Constraints

### ● Stage-1

- Evaluation with thresholds over different localization metrics computed using an auditory model (*Barumerli et al., 2023*)
- Differences in localization metrics must be below the threshold for at least 64 of 80 harmonized HRTF datasets (i.e. 80%).



**Maintain**  
**Localization Performance**

### ● Stage-2

- The evaluation employs a classifier (*Pauwels and Picinali, 2023*) to test to what extent different collections can be distinguished from each other after harmonization, affirming the removal of measurement setup-induced biases.



**Eliminate**  
**Dataset Characteristics**

• Barumerli R, Majdak P, Geronazzo M, et al. A Bayesian model for human directional localization of broadband static sound sources[J]. Acta Acustica, 2023, 7: 12.

• Pauwels J, Picinali L. On the relevance of the differences between HRTF measurement setups for machine learning[C]//ICASSP 2023-2023 IEEE International Conference on Acoustics, Speech and Signal Processing (ICASSP). IEEE, 2023: 1-5.

# Introduction



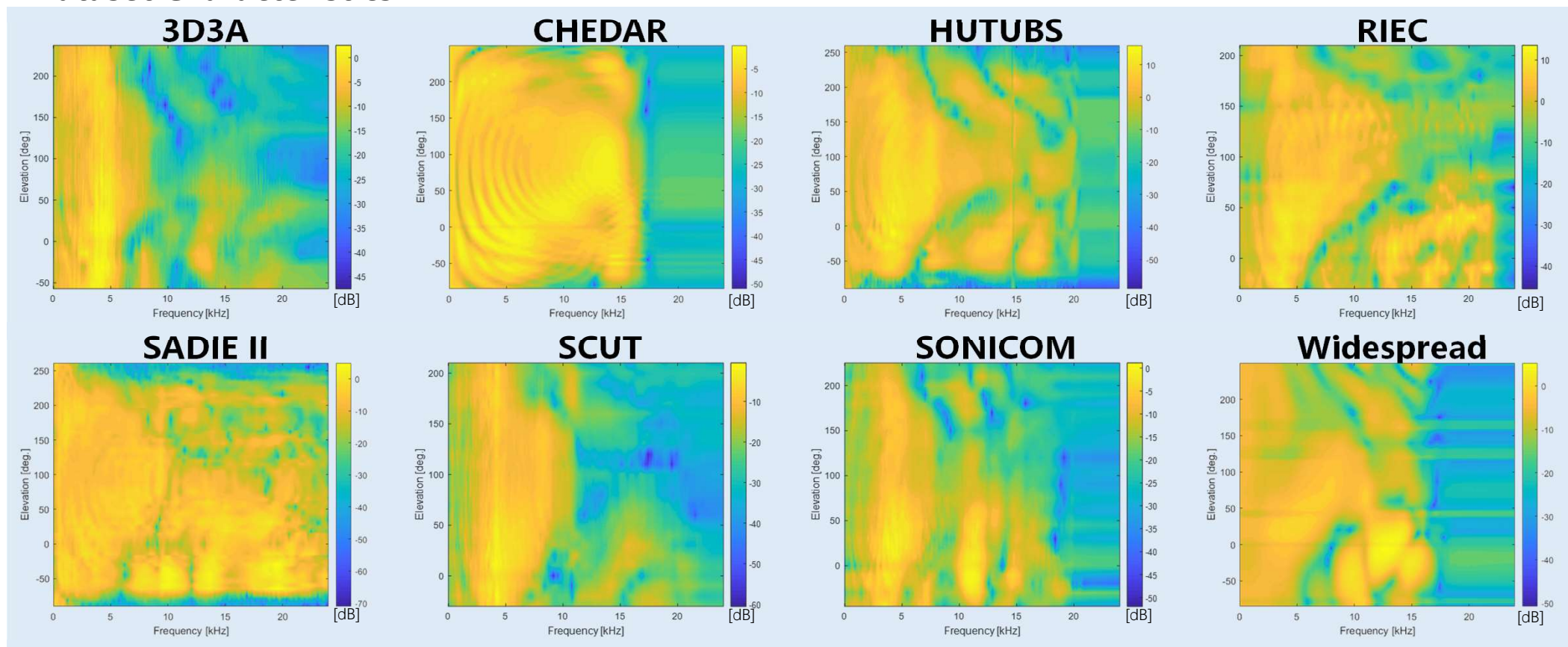
- **Dataset Characteristics**

Dataset	Sample Rate	Duration	Radius	Positions	Method	Subjects
3D3A	96 kHz	21.3 ms	0.76 m	648	measured	10
CHEDAR	48 kHz	10 ms	2 m	2522	simulated	10
HUTUBS	44.1 kHz	5.8 ms	1.47 m	440	measured	10
RIEC	48 kHz	10.7 ms	1.5 m	865	measured	10
SADIE II	96 kHz	5.3 ms	1.2 m	2114	measured	10
SCUT	96 kHz	5.3 ms	1 m	864	measured	10
SONICOM	96 kHz	5.3 ms	1.7 m	828	measured	10
Widespread	48 kHz	10 ms	1 m	2522	simulated	10

# Introduction



- Dataset Characteristics



Contour maps of HRTF spectra on the sagittal plane



# Method

## ● Maintain Localization Performance

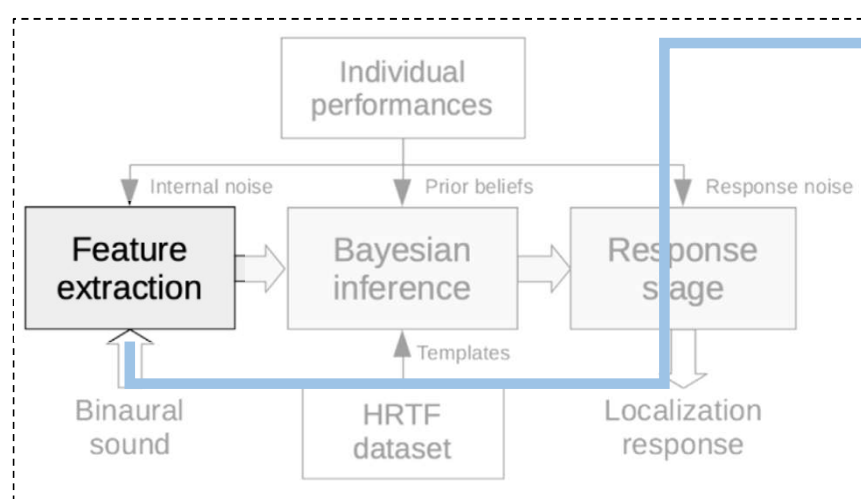


Fig. 1 & Eq. 1 in Barumerli et al., 2023

$$\bar{t} = [x_{itd}, x_{ild}, \mathbf{x}_{L,mon}, \mathbf{x}_{R,mon}]$$

## ● Localization Basis

- Interaural Time Difference
- Interaural Level Difference
- Binaural gammatone features

## ● Reduce Classification Accuracy

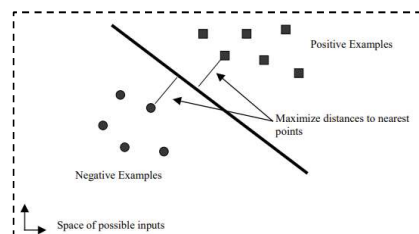


Fig. 1 in Platt J, 1998

## ● Classification Basis

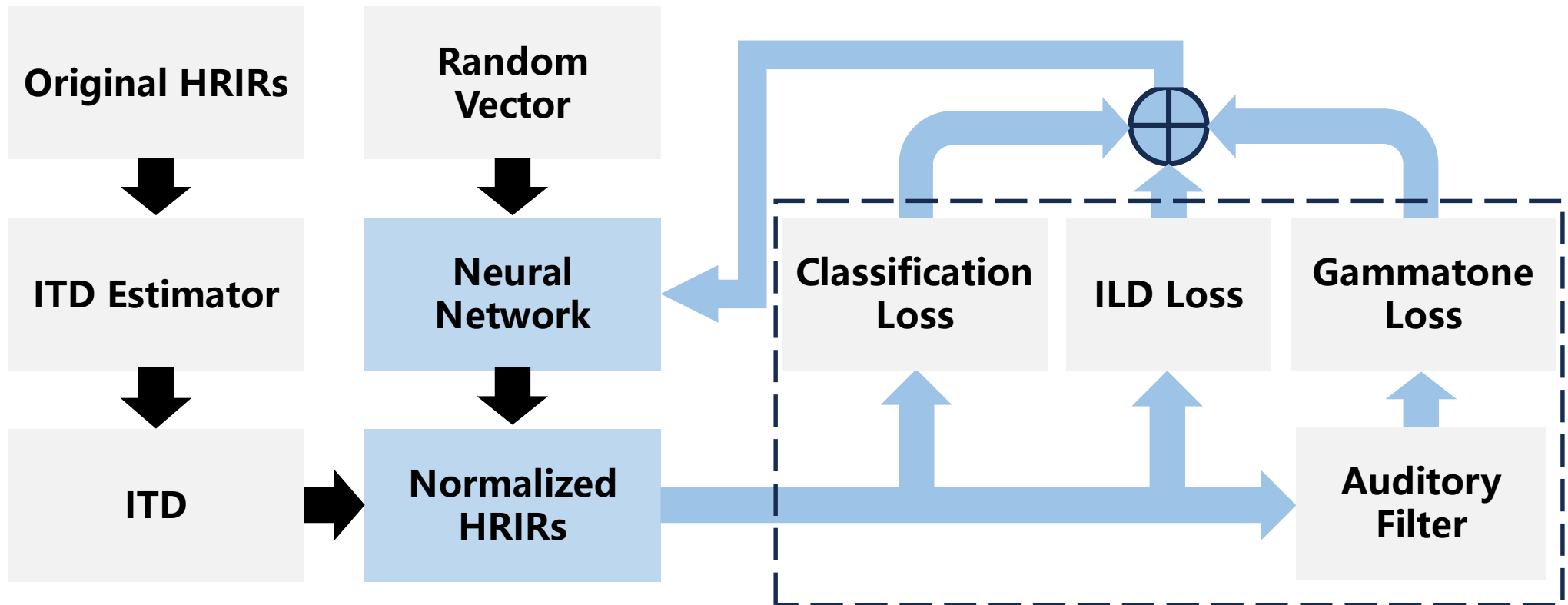
- Reduce the distance between classes

- Barumerli R, Majdak P, Geronazzo M, et al. A Bayesian model for human directional localization of broadband static sound sources[J]. Acta Acustica, 2023, 7: 12.
- Pauwels J, Picinali L. On the relevance of the differences between HRTF measurement setups for machine learning[C]//ICASSP 2023-2023 IEEE International Conference on Acoustics, Speech and Signal Processing (ICASSP). IEEE, 2023: 1-5.
- Platt J. Sequential minimal optimization: A fast algorithm for training support vector machines[J]. 1998.

# Method



- Flowchart





# Method

- Localization Loss Function

$$Loss = Loss_{ILD} + \alpha Loss_{gammatone} + \beta Loss_{class}$$

$\alpha$  is 1 and  $\beta$  is 0.01

$$Loss_{ILD} = \left( \sqrt{\frac{\sum_{i=1}^N HRIR_i^2}{N}} - \sqrt{\frac{\sum_{i=1}^N \widehat{HRIR}_i^2}{N}} \right)^2$$

$HRIR$  is binaural  
 $N$  is the number of samples

$$Loss_{gammatone} = (\mathcal{F}(HRIR) - \mathcal{F}(\widehat{HRIR}))^2$$

$\mathcal{F} \rightarrow$  Auditory Model in Stage 1

$$Loss_{class} = \sum_{i=1}^8 \sum_{j=1}^i \|c_i - c_j\|^2$$

$c$  is class center

**Maintain**  
**Localization Performance**

**Eliminate**  
**Dataset Characteristics**

# Experiments



- **Preprocessing**

- **HRIR Resampling:** {44100, 48000, 96000} Hz → 48000 Hz, with 512 samples
- **ITD estimator:** interaural cross-correlation (IACC)

- **Network Training**

- **Three blocks:** Fully Connected Layer, Batch Normalization, and ReLU activation in each block
- **Input & Output:** 512x2 samples
- **One model for one sampling position:** 126 models in total
- **Training time:** 600 epochs, Nvidia A40 → 2 hours and 40 minutes

# Results



- **Stage-1: Localization Performance**

	Lateral Accuracy [deg.]	Polar Accuracy [deg.]	Lateral RMS error [deg.]	Polar RMS error [deg.]	Quadrant error	Polar gain [1/deg.]
Threshold	5.86	12.67	20.71	5.90	34.56%	0.33
Proposed	0.64	3.45	15.13	2.60	17.54%	0.08

Pass Rate: 76/80=**95%**

- **Stage-2: Classification Accuracy**

1	2	3	4	5	6	7	8	9	10
28.75%	23.13%	24.38%	25.63%	25.00%	27.50%	25.00%	28.75%	25.63%	25.63%

10 validation runs

Mean: **25.94%**

# Future Work



- **Perceptual Performance**

- ❑ The perceptual evaluation of normalized HRTFs
- ❑ A perceptually similar localization loss function

**Ideal loss function:**

1. Input: Target position, Binaural HRTFs
2. Input: Binaural HRTFs

Output: Localization Error  
Output: Timbre Error

- **Validation of the Normalized HRTF Dataset**

- ❑ A further investigation whether existing HRTF modeling methods demonstrate improved performance with merged datasets.
- ❑ By comparing the performance across small datasets, large datasets, and merged datasets, the effectiveness of the normalization method could be better confirmed..



## LISTENER ACOUSTIC PERSONALISATION (LAP) CHALLENGE

# Thank you

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Code: <https://github.com/IOA3Daudio/LAP-Task-1>

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