

3D audio source simulation on iOS devices

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Overview

The project goal is to realize a 3D audio simulator for the iPad.

- The interface allows to move the audio source around
- The interface also allows to change the orientation of the user (manipulating yaw, pitch and roll of the head)



Overview

The app is written in multiple languages:

Ruby, MATLAB A *Ruby* and a *MATLAB* scripts are used to pre-process the Database

Pure Data The audio I/O is managed using a *Pure Data* patch

C++ The functional core of the patch is a PD external written entirely by us

Swift The new Apple's language for iOS devices is used to develop the graphical interface of the app, which communicates with the PD patch



Outline

- 1 Overview
- 2 Database Preprocessing
 - Delaunay Triangulation
- 3 Pure Data patch
- 4 Processing external
 - Structure
 - HRTF interpolation
 - Filtering
- 5 The iPad interface
- 6 Conclusions



Database Preprocessing

- The KEMAR database is a list of HRTF recorded using a manikin with two microphones in place of the ears
- Each HRTF is a couple of 128-samples FIR filters (one per ear), associated to the position of the source at the moment of recording



Database Preprocessing

- The database is a textual file containing the data
- It is processed off-line and translated in three vectors containing the points' position, their HRTF and the result of the *Delaunay Triangulation*



Database Preprocessing - Delaunay Triangulation

- Determines a subdivision of the points' space in triangles
- Each triangle has the points as vertices, such that no point is left inside a triangle
- This subdivision allows us to search for the three points that determine the triangle enclosing the source with little effort
- The subdivision is performed thanks to a MATLAB script called by the Ruby one



Database Preprocessing - Delaunay Triangulation

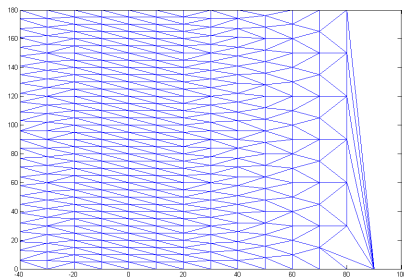


Figure 1: Triangulation



Database Preprocessing - Delaunay Triangulation

- The triangulation is in 2D, the coordinates are azimuth and elevation
- The distance is assumed to be 1 for every point



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Pure Data patch

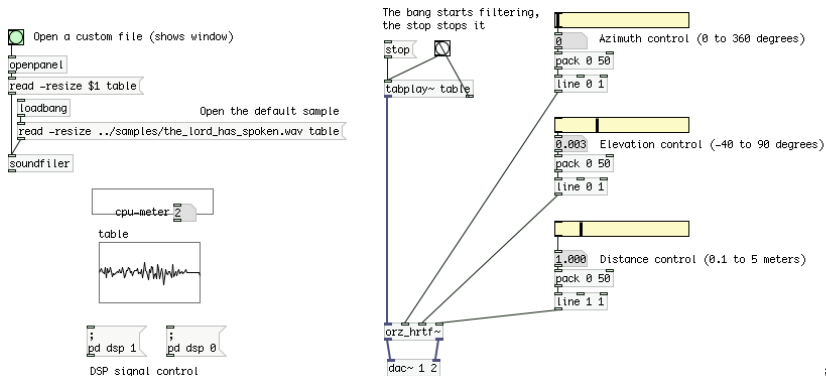


Figure 2: The patch used to test our external



Pure Data patch

- The block *orz_hrtf~* filters the signal in the given source's position
- The position is given in azimuth, elevation and distance from the user
- The resulting outlets are the left and right channel of the filtered signal



Pure Data patch

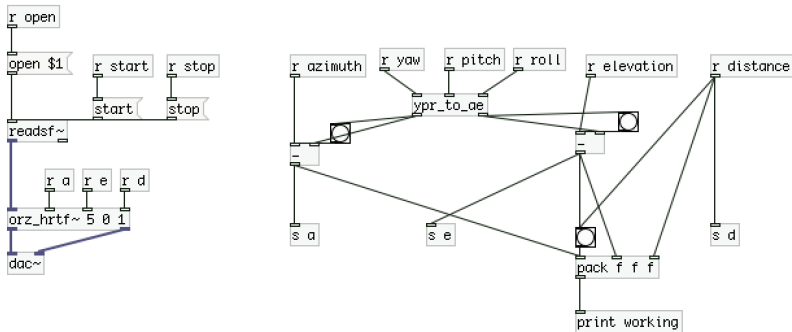


Figure 3: The patch used by the app



Pure Data patch

- The parameters are received from outside (*receive* blocks)
- The azimuth and elevation are modified accordingly to the given yaw, pitch and roll of the head
- A version with a simulated stereo source of the patch has been made



Pure Data patch

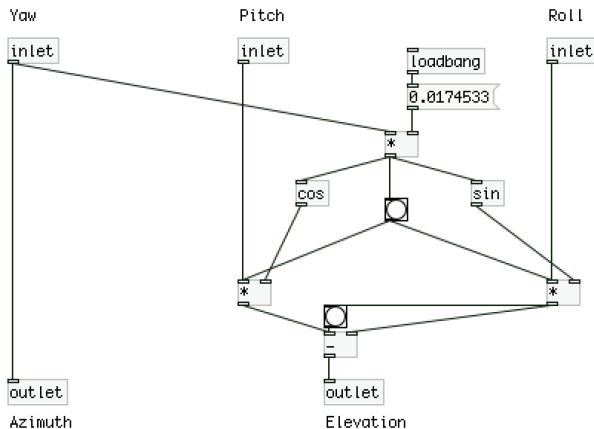


Figure 4: The patch used to map yaw, pitch and roll into azimuth and elevation



Pure Data patch

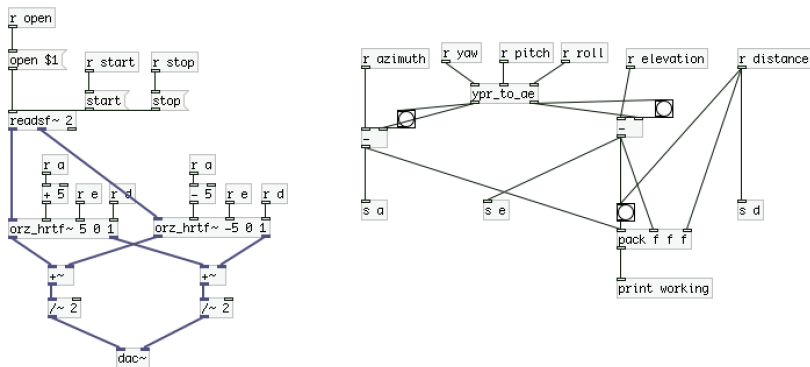


Figure 5: The simulated stereo patch used by the app



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Processing external - Structure

- A Pure Data external must be written in C (or wrapped in C++)
- A *setup* method is called when the block is loaded in the patch to initialize inlets, outlets and callback methods
- A *new* method instantiates the internal data of the class
- A callback method to handle the DSP signal must be present, in our case it is called *perform*



Processing external - Structure

The *perform* method works this way

- Find the points that form the triangle which encloses the source
- Determine the coefficients for the HRTF interpolation
interpolate it
- Filter the signal separately with the left and right HRTFs



Processing external - HRTF interpolation

- The distance between the triangles and the source is used as a first estimate of the probability of enclosing the source
- The correct one will be the one that produces positive coefficients for the source's HRTF interpolation



Processing external - HRTF interpolation

$$\text{HRTF}_{s,l,r} = \sum_{i=0}^2 \frac{g_i}{\left(\sum_{j=0}^2 g_j \right)} \cdot \text{HRTF}_{i,l,r}$$

$$g = H^{-1} \cdot s$$

$$H = [\text{point}_0 | \text{point}_1 | \text{point}_2]$$



Processing external - Filtering

- The filtering is a convolution of the signal with the two computed HRTFs
- Past filters are used to smoothen the transition from one filter to another



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The iPad interface

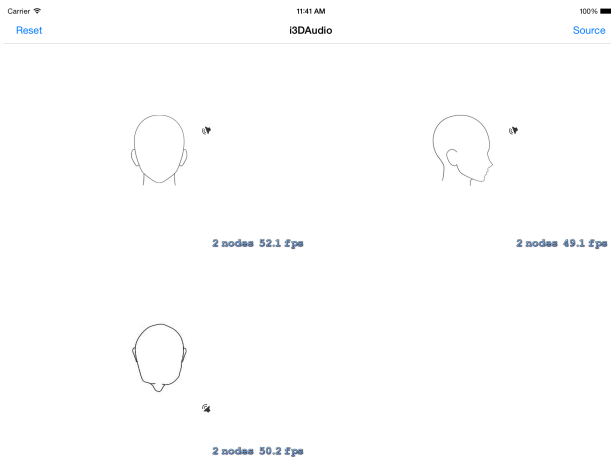


Figure 6: The app running on an iPad

The iPad interface

- Three views of the user's head and the source
- The users' head can be turned and the source moved with a drag and drop
- The sound is automatically adjusted to the given position by communicating the new parameters to the PD patch



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Conclusions

