

Room of Requirement

"It is a room that a person can only enter when they have real need of it. Sometimes it is there, and sometimes it is not, but when it appears, it is always equipped for the seeker's needs." - Dobby



EE 522 Spring 2020
Final Project
By: Veena Vijai



Objectives



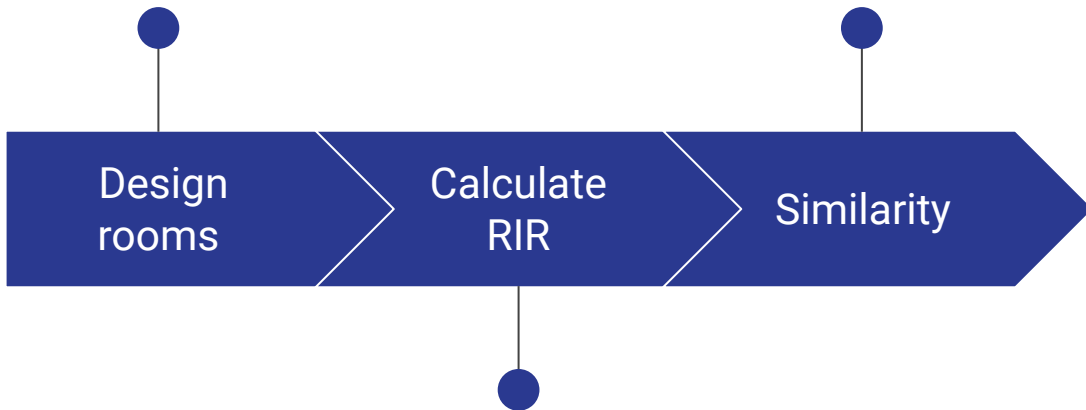
Design
rooms

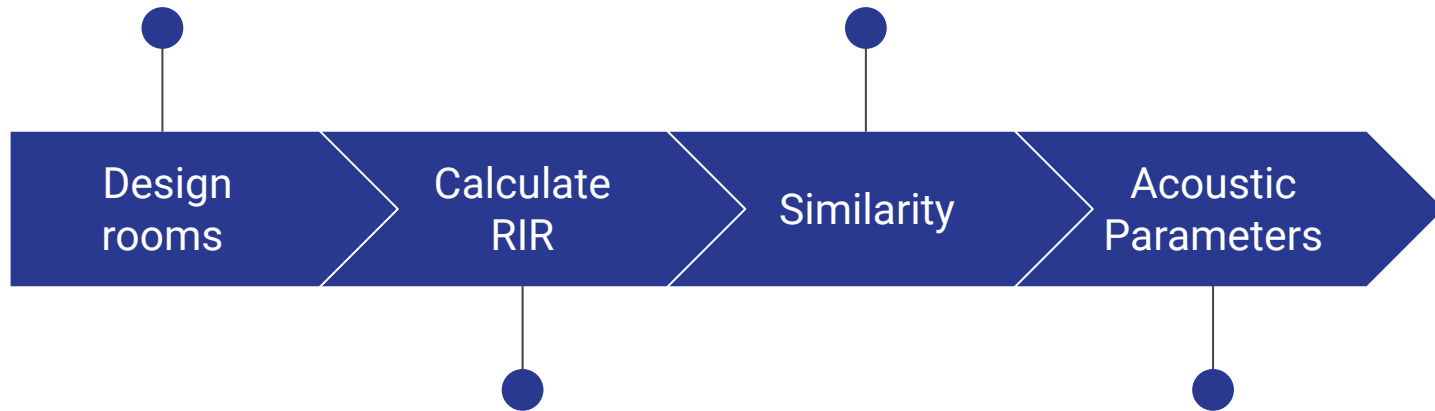


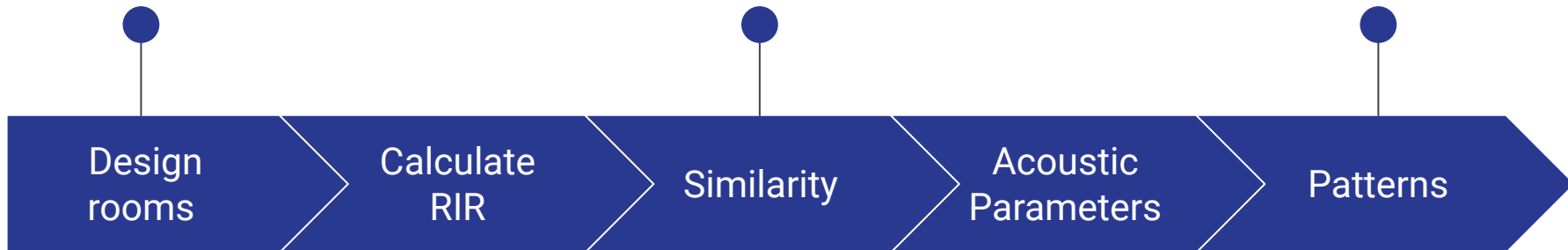
Design
rooms

Calculate
RIR









Dataset

Designing rooms which exist

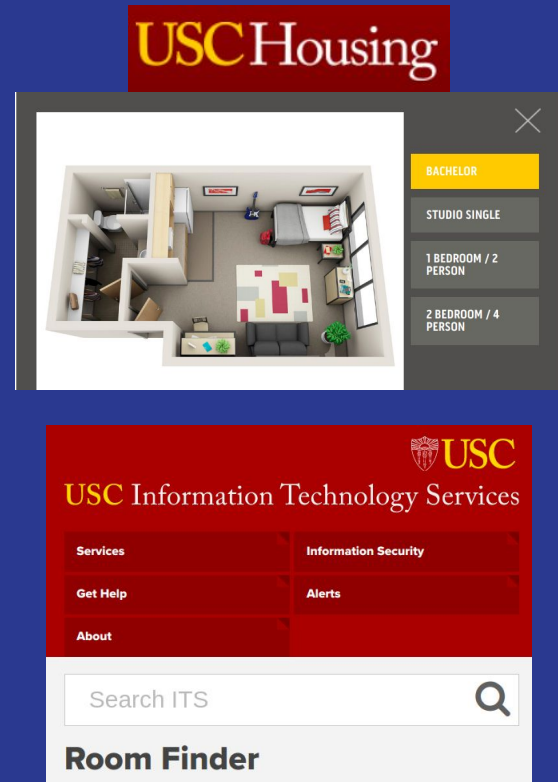
Dataset

Designing rooms which exist



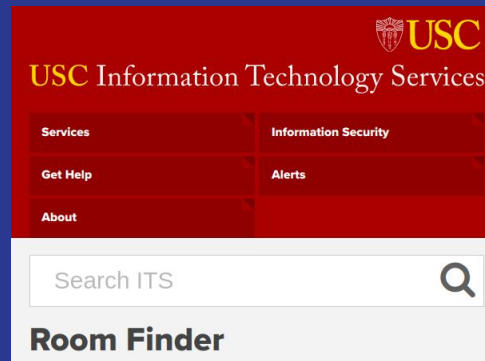
Dataset

Designing rooms which exist



Dataset

Designing rooms which exist



pyroomacoustics

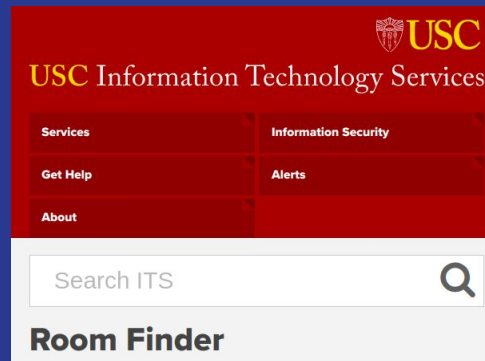
Dataset

Designing rooms which exist

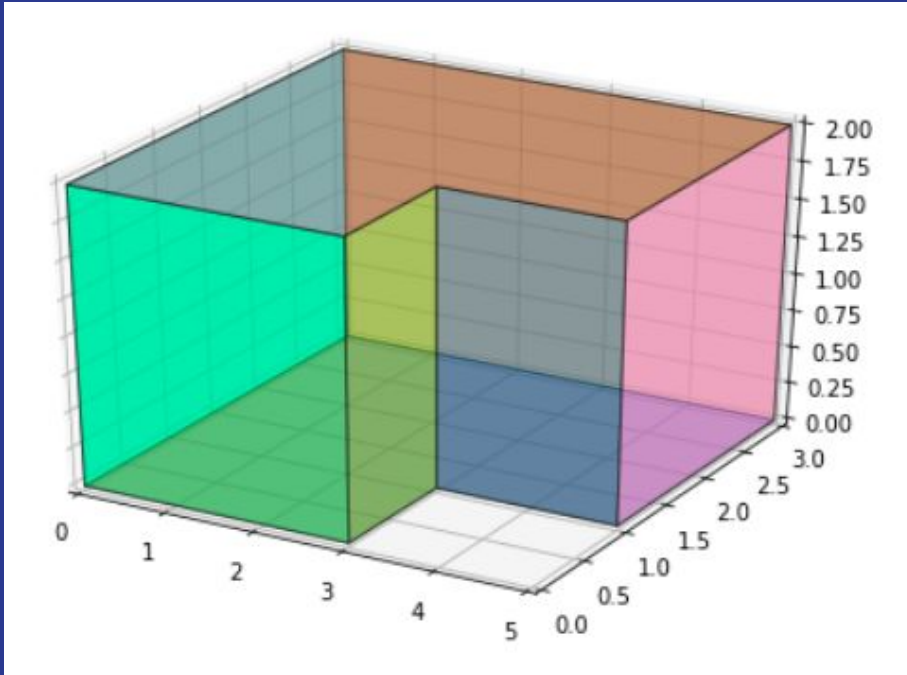
Pinterest floor plans



pyroomacoustics



Room design: pyroomacoustics



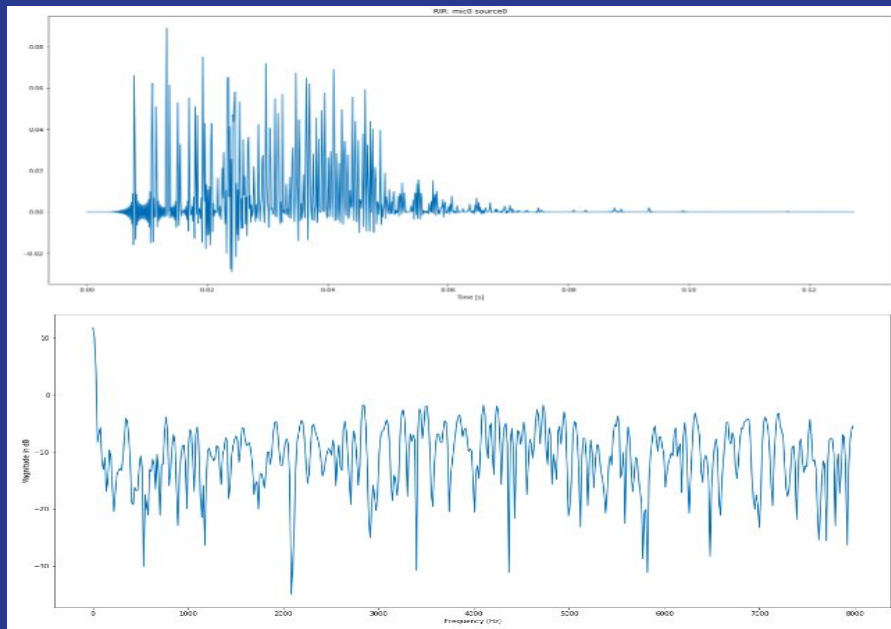
SPECIFICATIONS:

- Corners and height
- Position of source
- Position of mic(s)
- Absorption coefficient

FUNCTIONALITY:

- Viz of room
- Plot impulse response

Room design: pyroomacoustics

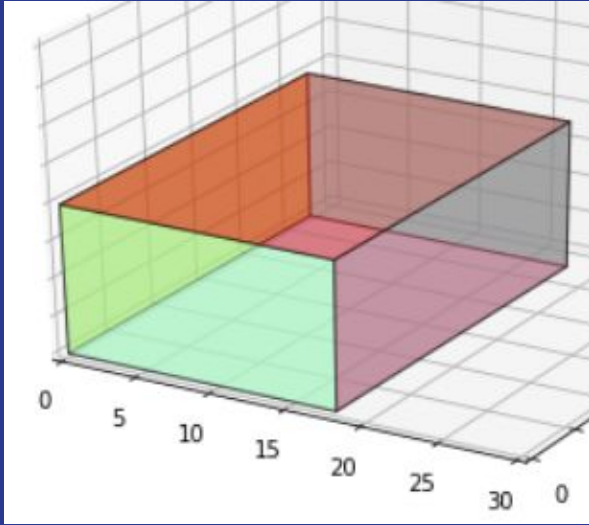


SPECIFICATIONS:

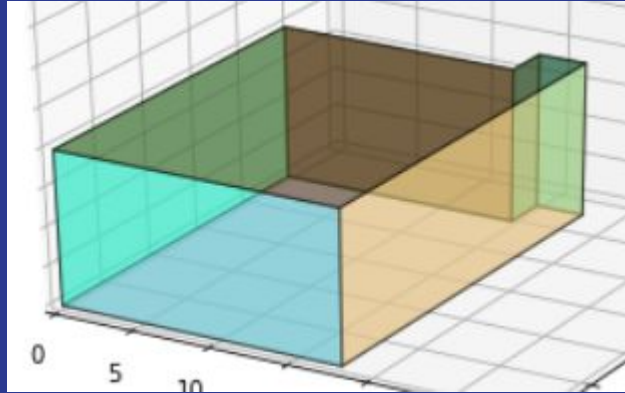
- 8 room designs
- 5 sizes - proportional
- 15 absorption coeffs (0.1 to 0.8)

$$\begin{aligned}\text{Total dataset} &= 6 \cdot 5 \cdot 15 + 3 \cdot 15 \\ &= 450 + 45 \\ &= 495 \text{ rooms}\end{aligned}$$

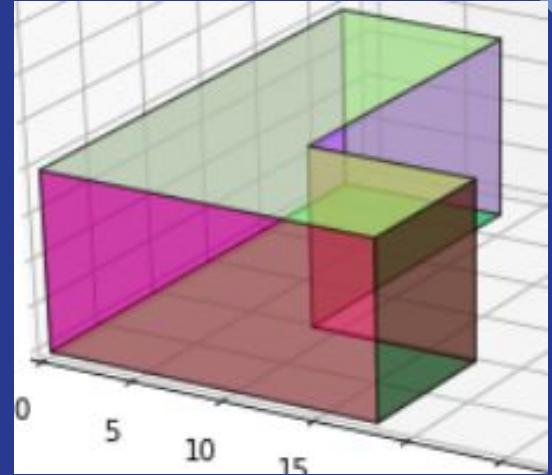
Room design: pyroomacoustics



ROOM 1

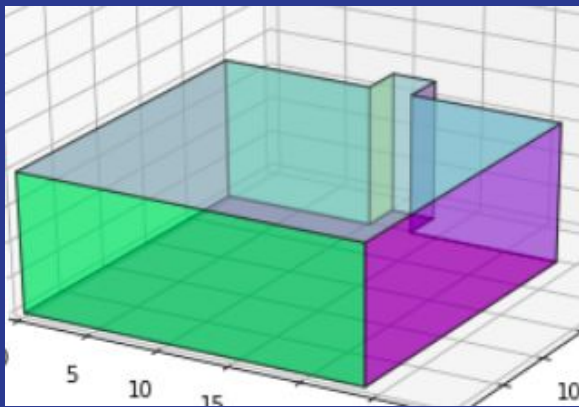


ROOM 2

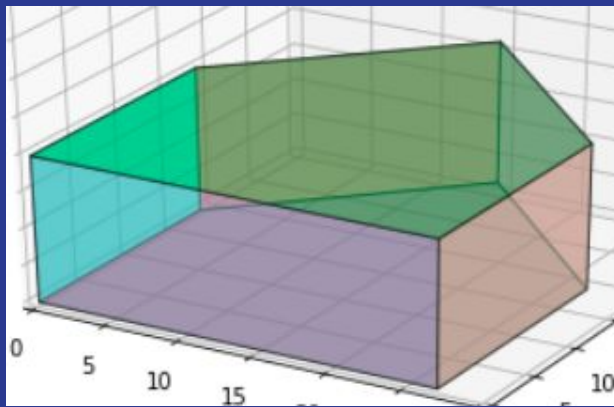


ROOM 3

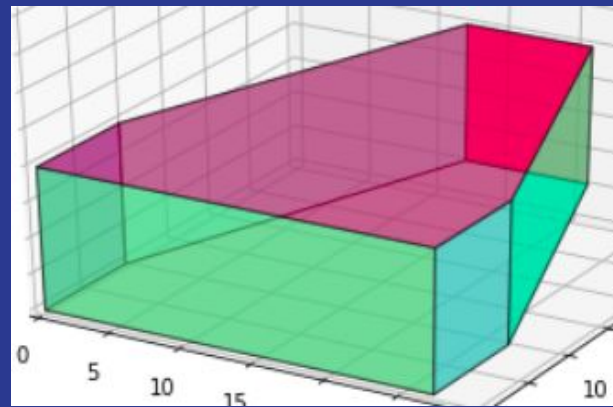
Room design: pyroomacoustics



ROOM 4

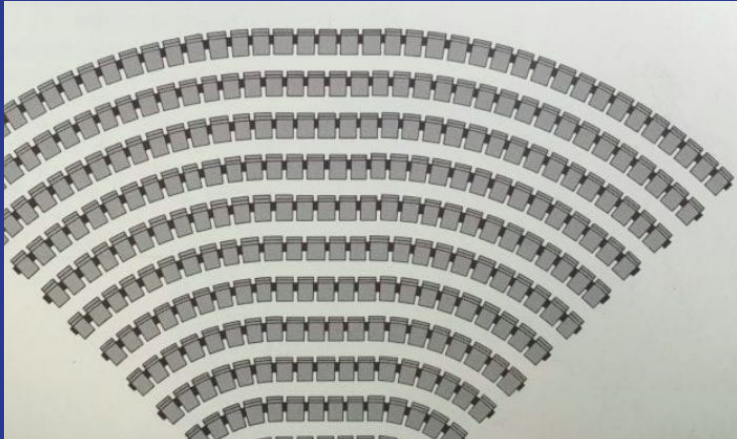


ROOM 5

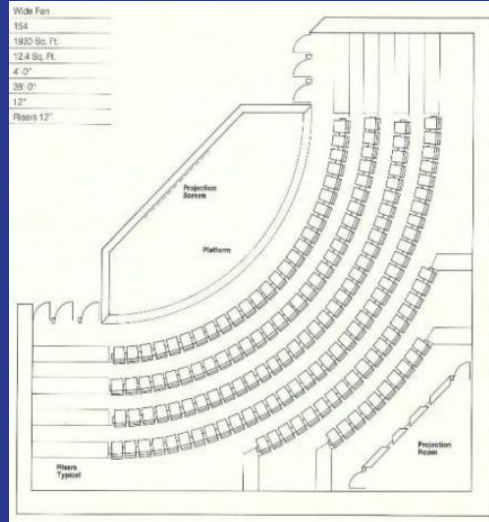


ROOM 6

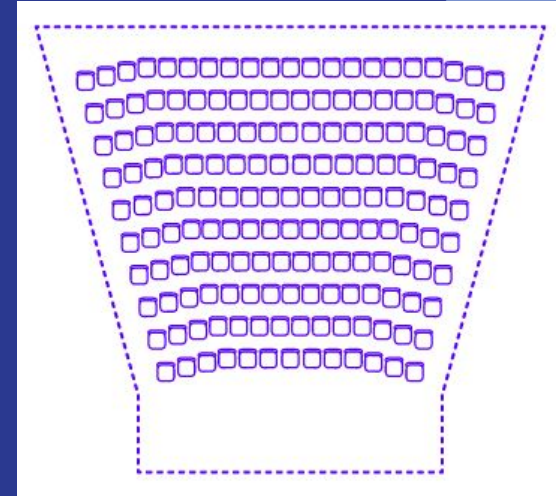
Room design: pyroomacoustics



CONTINENTAL SEATING



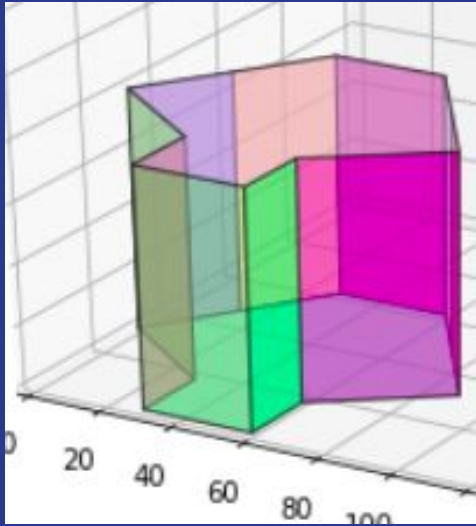
WIDE FAN



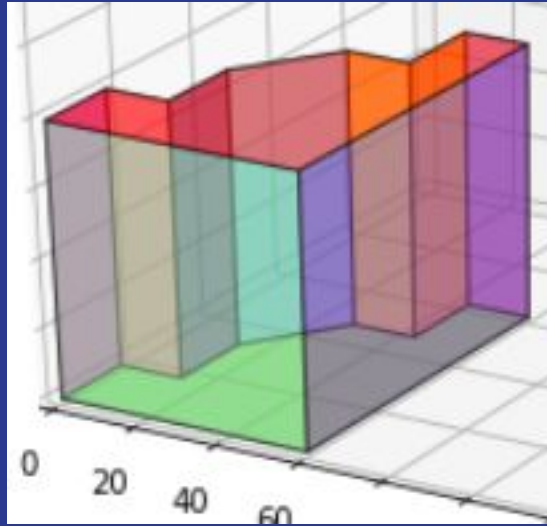
MULTIPLE AISLE

Source: <https://blog.capterra.com/9-auditorium-plan-templates-to-inspire-your-next-project/>
<https://www.dimensions.guide/collection/theater-auditorium-layouts>

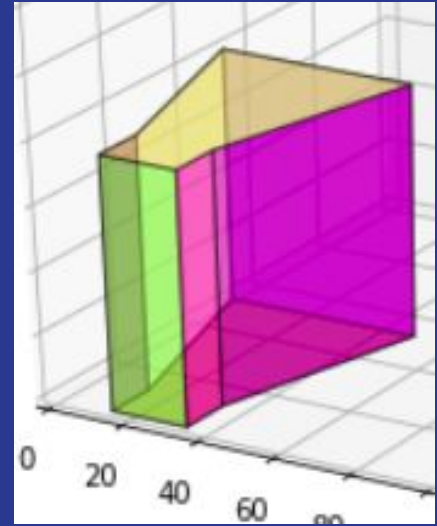
Room design: pyroomacoustics



ROOM 7



ROOM 8



ROOM 9

Similarity Calculation

- Correlation

Similarity Calculation

- Correlation
- Time or frequency domain?

Similarity Calculation

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- Time or frequency domain?

PROBLEM: different lengths
of freq response too

Similarity Calculation

- Correlation
- Time or frequency domain?

PROBLEM: different lengths
of freq response too

SOLUTION: bins!

Similarity Calculation

```
# helper function to compute energy in bins
def get_fr_bin_indices(FR, fs, num_bins, multiples=100):

    freq_bins = fs*np.arange(FR.shape[-1])/float(2*FR.shape[-1])
    for f in freq_bins:
        f = round(f)

    #find the frequency index numbers to group in bins of 10 kHz width
    # |from 0-100 Hz, 100-200 Hz, up to 8 kHz
    stop_freq_arr = np.zeros((num_bins, ))
    start_freq_arr = np.zeros((num_bins, ))

    for i in range(num_bins):

        stop_freq = multiples*(i + 1)
        stop_freq_arr[i] = freq_bins.searchsorted(stop_freq, side='right') - 1

        if (i < num_bins - 1):
            start_freq_arr[i + 1] = stop_freq_arr[i] + 1

    return start_freq_arr.astype(int), stop_freq_arr.astype(int)
```

- Sampling frequency = 16 kHz
- Nyquist freq = 8 kHz
- 100 Hz evenly spaced bins
- = 8000/100, or, 80 bins
- Sum up energy carefully
- Calculate Pearson's coefficient

<https://docs.scipy.org/doc/scipy-0.14.0/reference/generated/scipy.stats.pearsonr.html>



Test Set

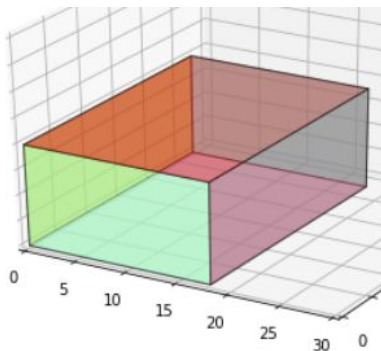


RESULTS!

Results: Room 1

TEST DETAILS:

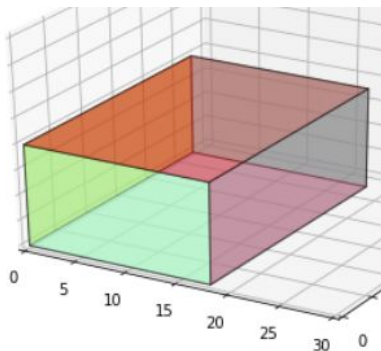
- Room of type 1
- Size scaling 2.5 (not in dataset)
- Absorption coefficient 0.25
- Height 9 (not in dataset)
- Source signal: noise (exercise bike) & voice



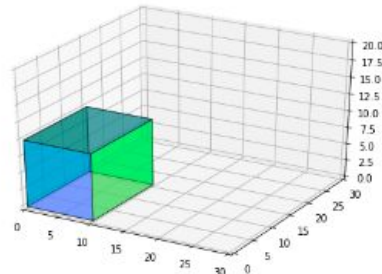
Results: Room 1

TEST DETAILS:

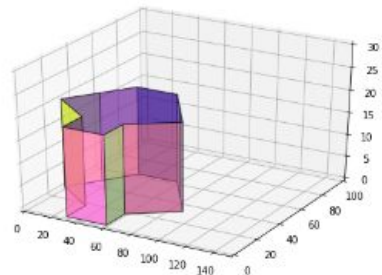
- Room of type 1
- Size scaling 2.5 (not in dataset)
- Absorption coefficient 0.25
- Height 9 (not in dataset)
- Source signal: noise (exercise bike) & voice
- Max correlation = 0.34



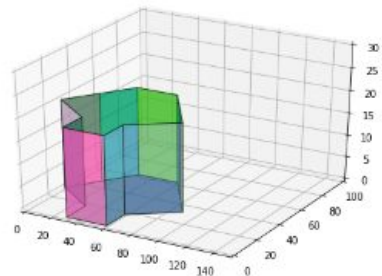
Result # 1 is the following room, whose absorption coeff is 0.2



Result # 2 is the following room, whose absorption coeff is 0.6



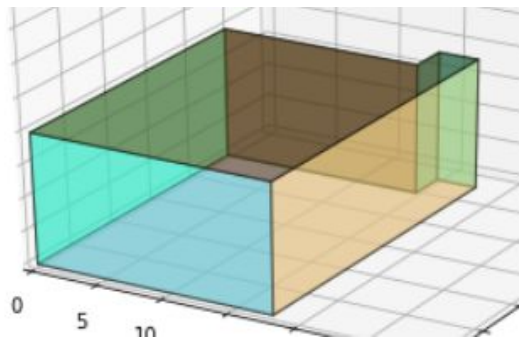
Result # 3 is the following room, whose absorption coeff is 0.55



Results: Room 2

TEST DETAILS:

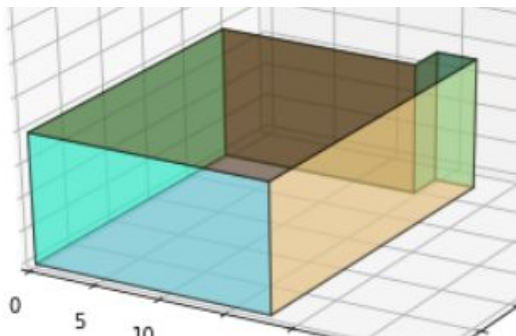
- Room of type 2
- Size scaling 3.5 (not in dataset)
- Absorption coefficient 0.4
- Height 9 (not in dataset)
- Source signal: noise (exercise bike) & voice



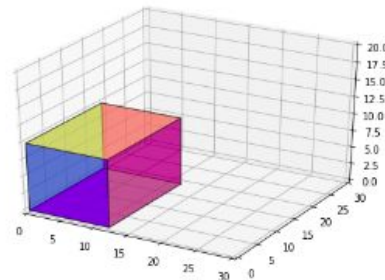
Results: Room 2

TEST DETAILS:

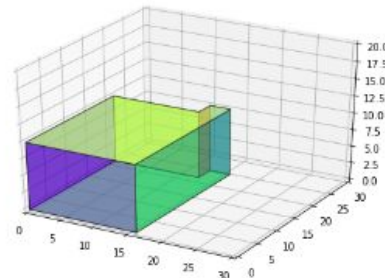
- Room of type 2
- Size scaling 3.5 (not in dataset)
- Absorption coefficient 0.4
- Height 9 (not in dataset)
- Source signal: noise (exercise bike) & voice
- Max correlation = 0.41



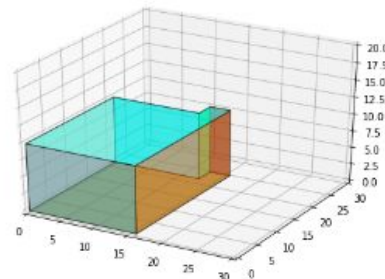
Result # 1 is the following room, whose absorption coeff is 0.1



Result # 2 is the following room, whose absorption coeff is 0.15



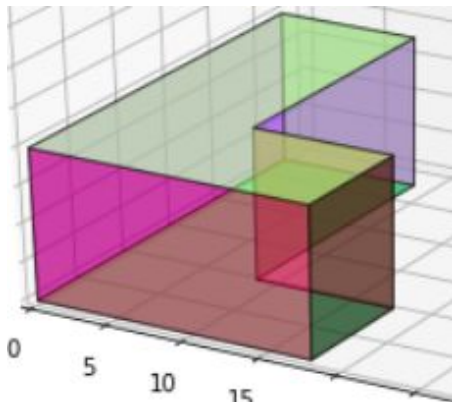
Result # 3 is the following room, whose absorption coeff is 0.2



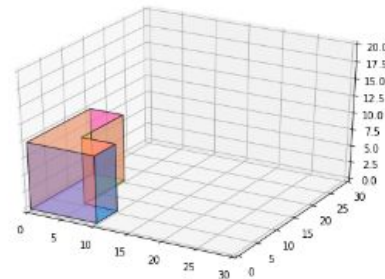
Results: Room 3

TEST DETAILS:

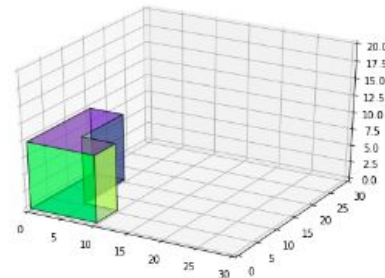
- Room of type 3
- Size scaling 1.5 (not in dataset)
- Absorption coefficient 0.5
- Height 9 (not in dataset)
- Source signal: noise
- Max correlation = 0.497



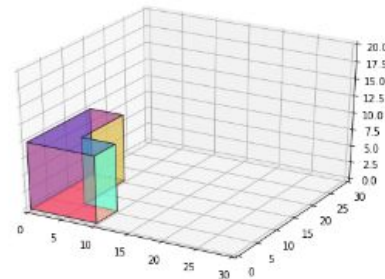
Result # 1 is the following room, whose absorption coeff is 0.55



Result # 2 is the following room, whose absorption coeff is 0.6



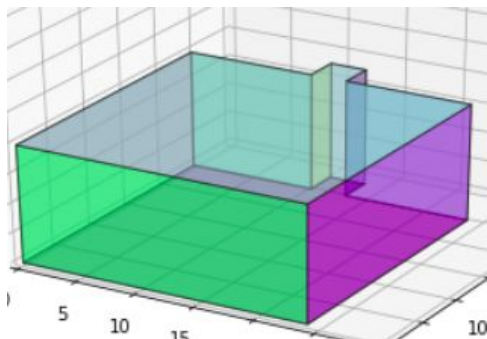
Result # 3 is the following room, whose absorption coeff is 0.5



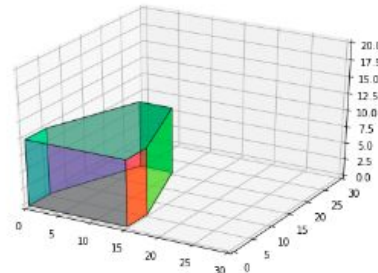
Results: Room 4

TEST DETAILS:

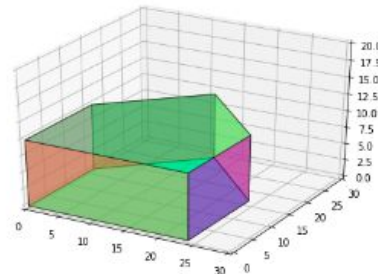
- Room of type 4
- Size scaling 1.75 (not in dataset)
- Absorption coefficient 0.6
- Height 9 (not in dataset)
- Source signal: noise
- Max correlation = 0.36



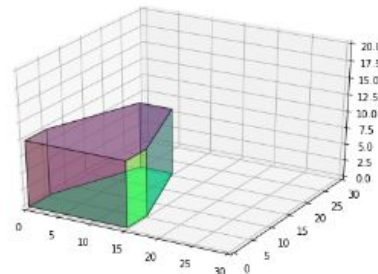
Result # 1 is the following room, whose absorption coeff is 0.1



Result # 2 is the following room, whose absorption coeff is 0.3



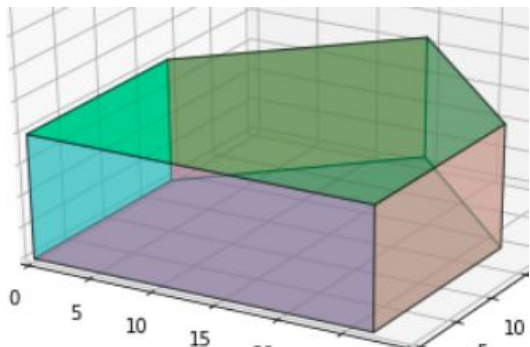
Result # 3 is the following room, whose absorption coeff is 0.15



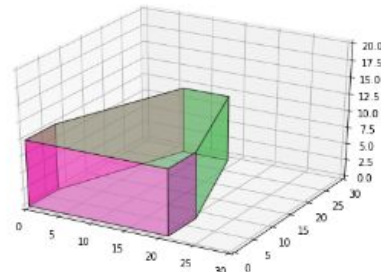
Results: Room 5

TEST DETAILS:

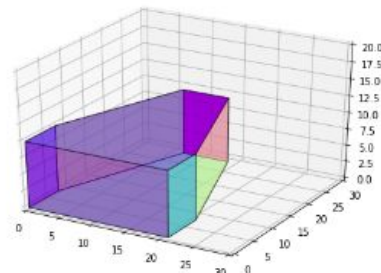
- Room of type 5
- Size scaling 3.25 (not in dataset)
- Absorption coefficient 0.65
- Height 9 (not in dataset)
- Source signal: noise
- Max correlation = 0.33



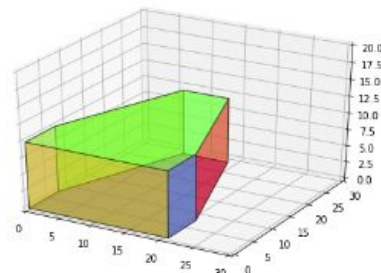
Result # 1 is the following room, whose absorption coeff is 0.1



Result # 2 is the following room, whose absorption coeff is 0.15



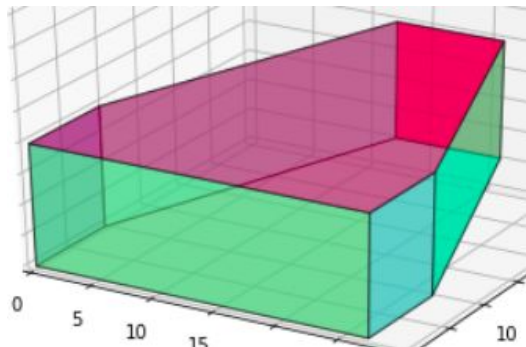
Result # 3 is the following room, whose absorption coeff is 0.25



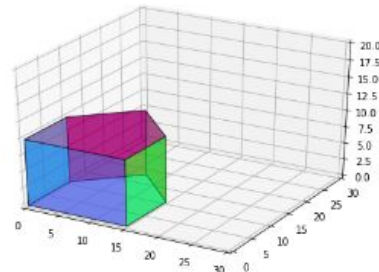
Results: Room 6

TEST DETAILS:

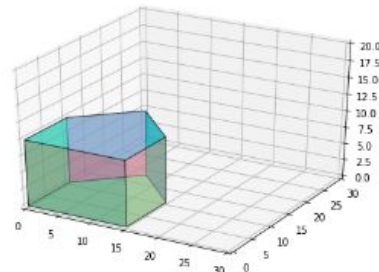
- Room of type 6
- Size scaling 3.25 (not in dataset)
- Absorption coefficient 0.7
- Height 9 (not in dataset)
- Source signal: noise
- Max correlation = 0.33



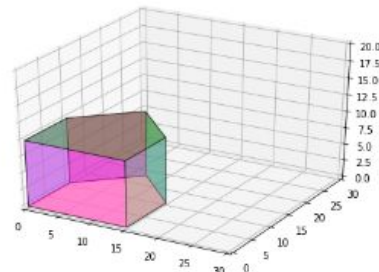
Result # 1 is the following room, whose absorption coeff is 0.2



Result # 2 is the following room, whose absorption coeff is 0.15



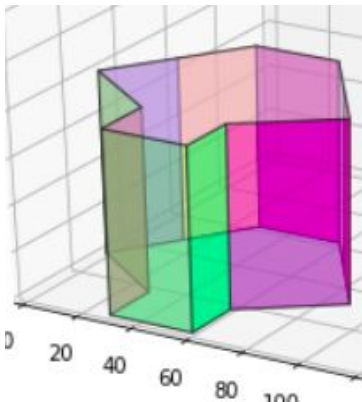
Result # 3 is the following room, whose absorption coeff is 0.25



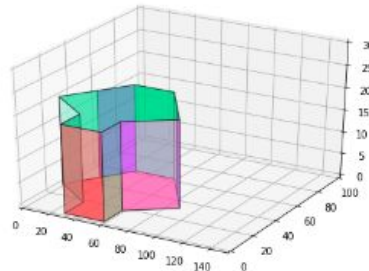
Results: Room 7

TEST DETAILS:

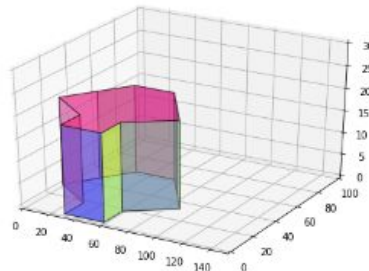
- Room of type 7
- Size scaling 5.25 (not in dataset)
- Absorption coefficient 0.75
- Height 17 (not in dataset)
- Source signal: noise
- Max correlation = 0.48



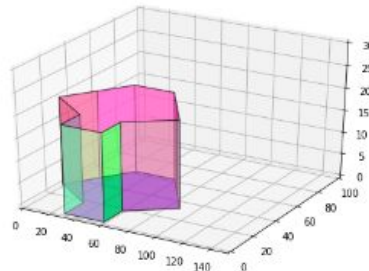
Result # 1 is the following room, whose absorption coeff is 0.65



Result # 2 is the following room, whose absorption coeff is 0.7



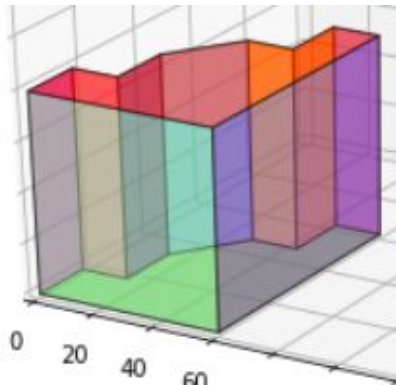
Result # 3 is the following room, whose absorption coeff is 0.6



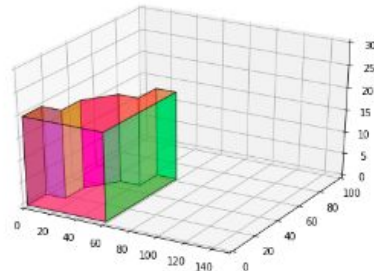
Results: Room 8

TEST DETAILS:

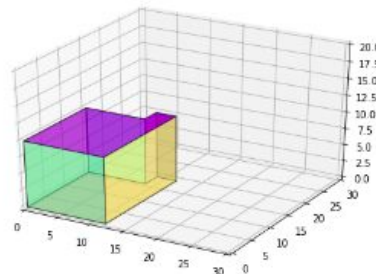
- Room of type 8
- Size scaling 4.75 (not in dataset)
- Absorption coefficient 0.35
- Height 18 (not in dataset)
- Source signal: noise
- Max correlation = 0.34



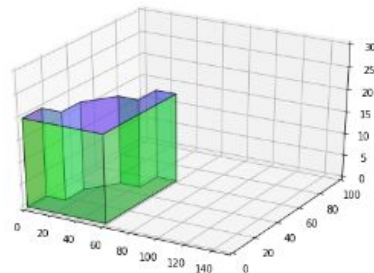
Result # 1 is the following room, whose absorption coeff is 0.65



Result # 2 is the following room, whose absorption coeff is 0.8



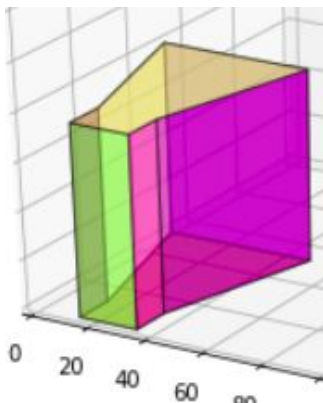
Result # 3 is the following room, whose absorption coeff is 0.6



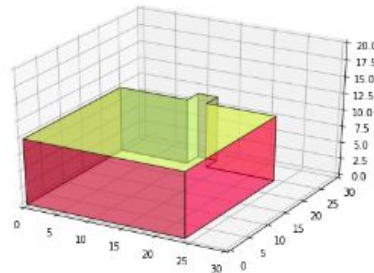
Results: Room 9

TEST DETAILS:

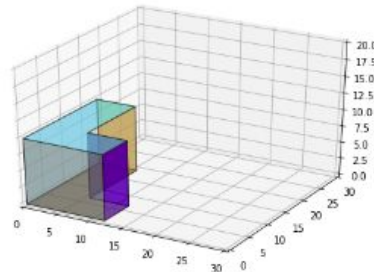
- Room of type 9
- Size scaling 4.8 (not in dataset)
- Absorption coefficient 0.45
- Height 15 (not in dataset)
- Source signal: noise
- Max correlation = 0.37



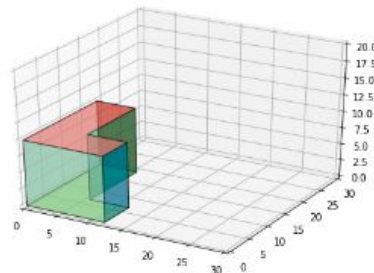
Result # 1 is the following room, whose absorption coeff is 0.75



Result # 2 is the following room, whose absorption coeff is 0.15



Result # 3 is the following room, whose absorption coeff is 0.2



Acoustic Parameters

Recording Need	Reverb Time (seconds)
Broadcast	Low (below 0.8)
Speech / Vocals	Low (0.7-1.1)
Live instruments	Medium (1-1.4)
Symphony / Drama	High (1.4-2)

T_{60} , C_{80} (clarity of music), C_{50} (clarity of speech)

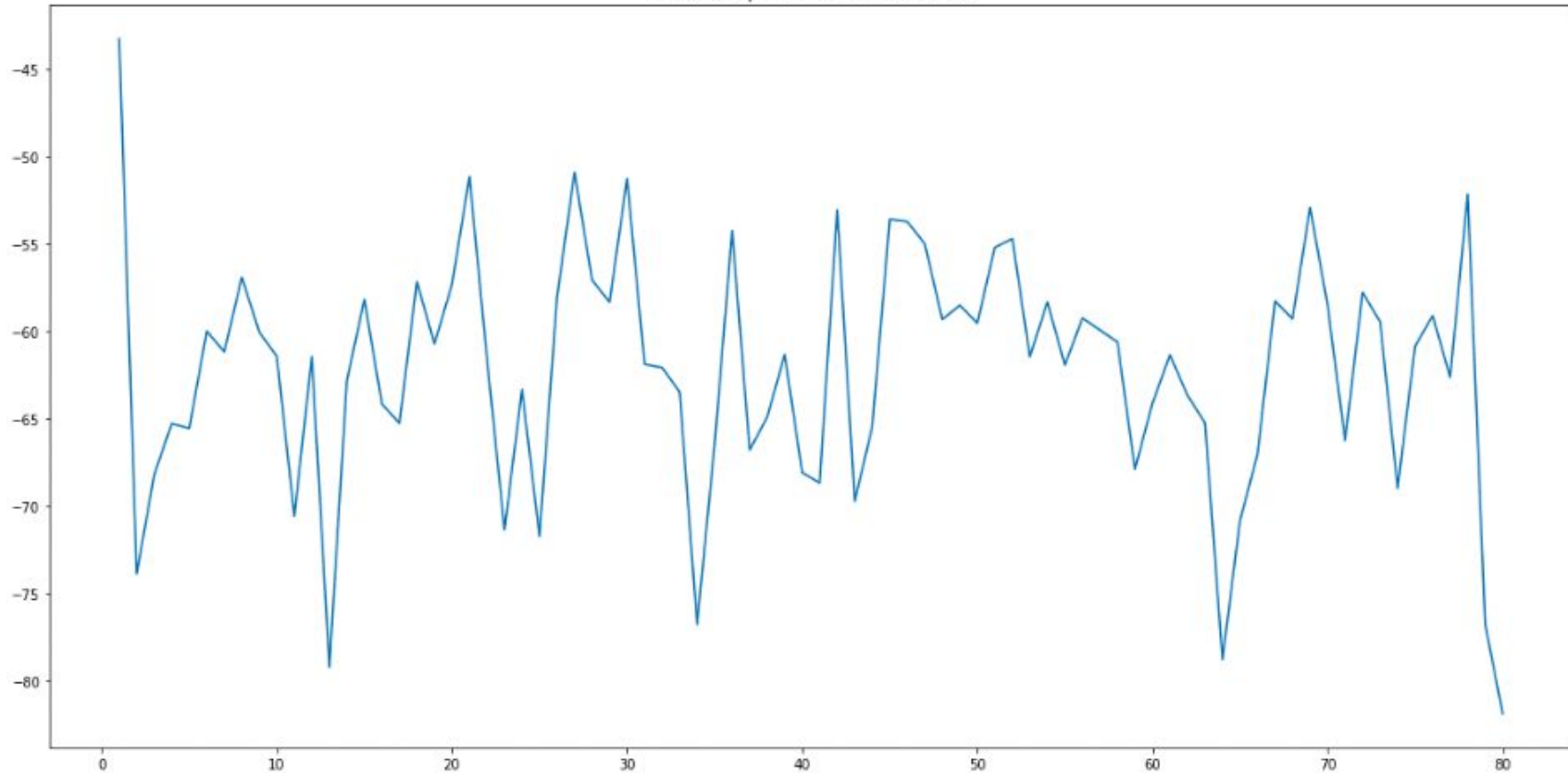
Sources:

<https://www.soundassured.com/blogs/blog/reverberation-and-its-application-in-recording-studios>

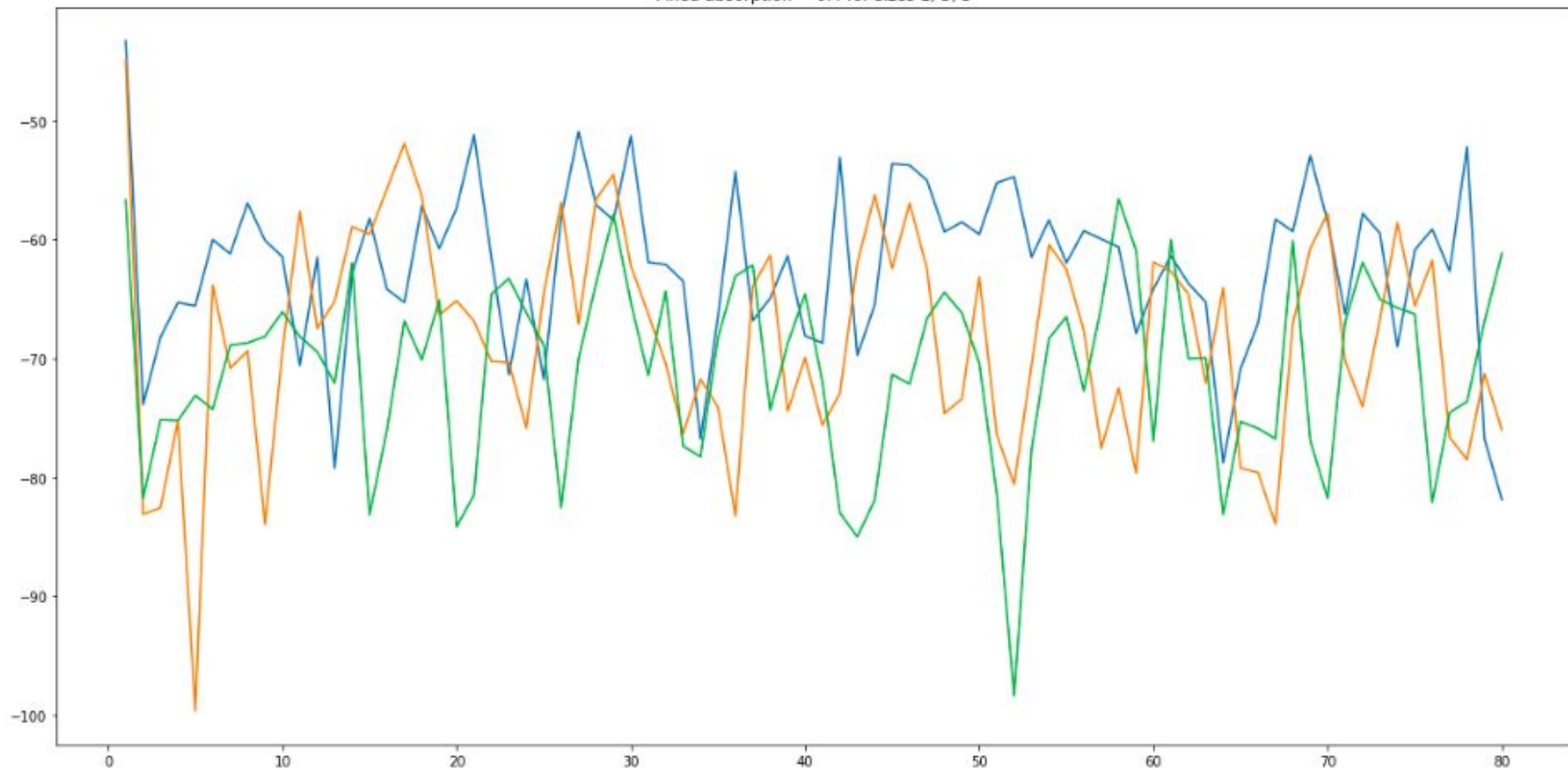
<https://www.encia.dk/2020/02/26/how-to-calculate-room-acoustic-parameters/>

Patterns

Fixed absorption = 0.4 for sizes 1, 3, 5



Fixed absorption = 0.4 for sizes 1, 3, 5



Observations

#1

LESS ENERGY IN
FREQ
RESPONSE

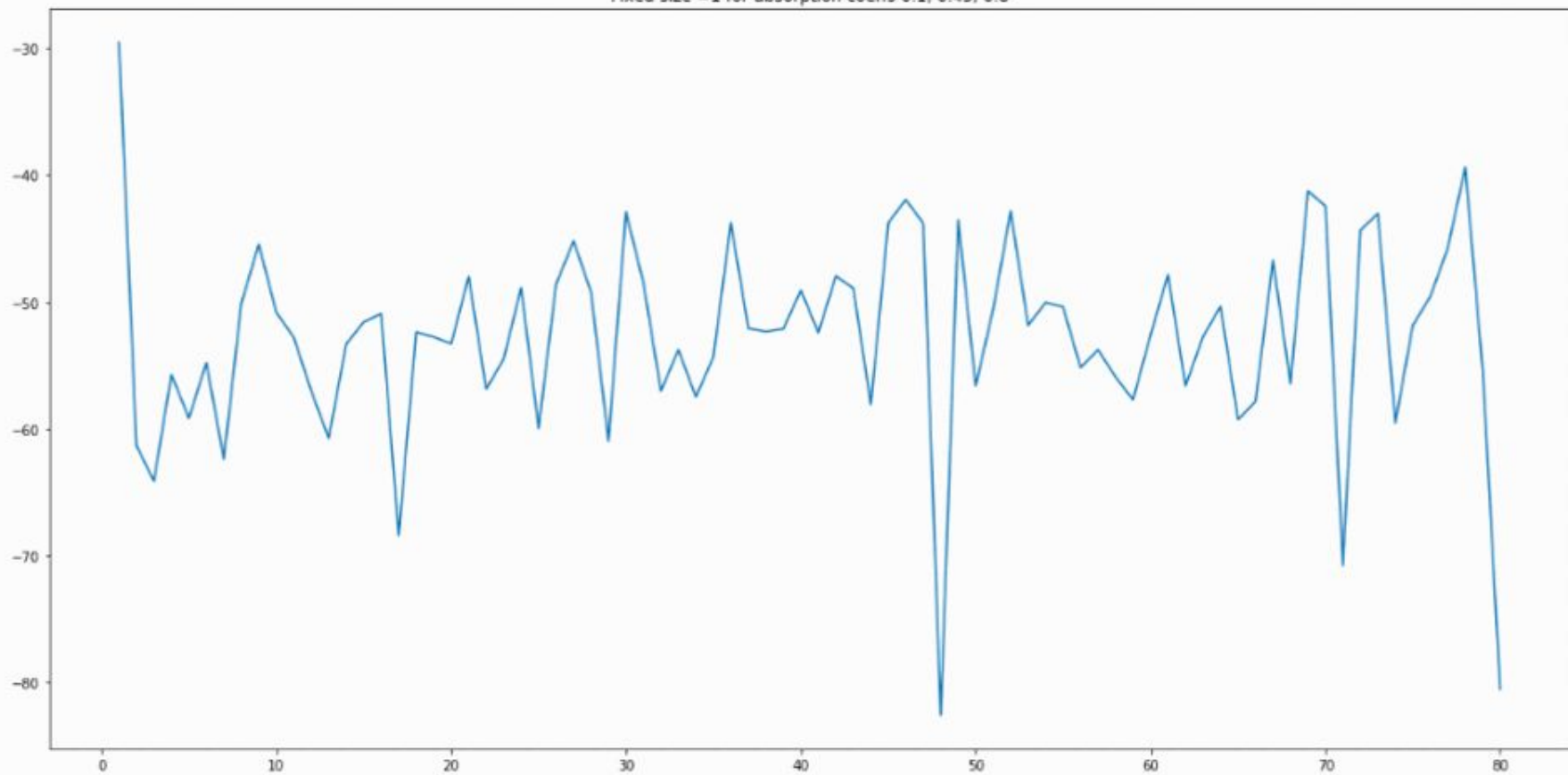
#2

OVERALL
SIMILAR
PATTERNS

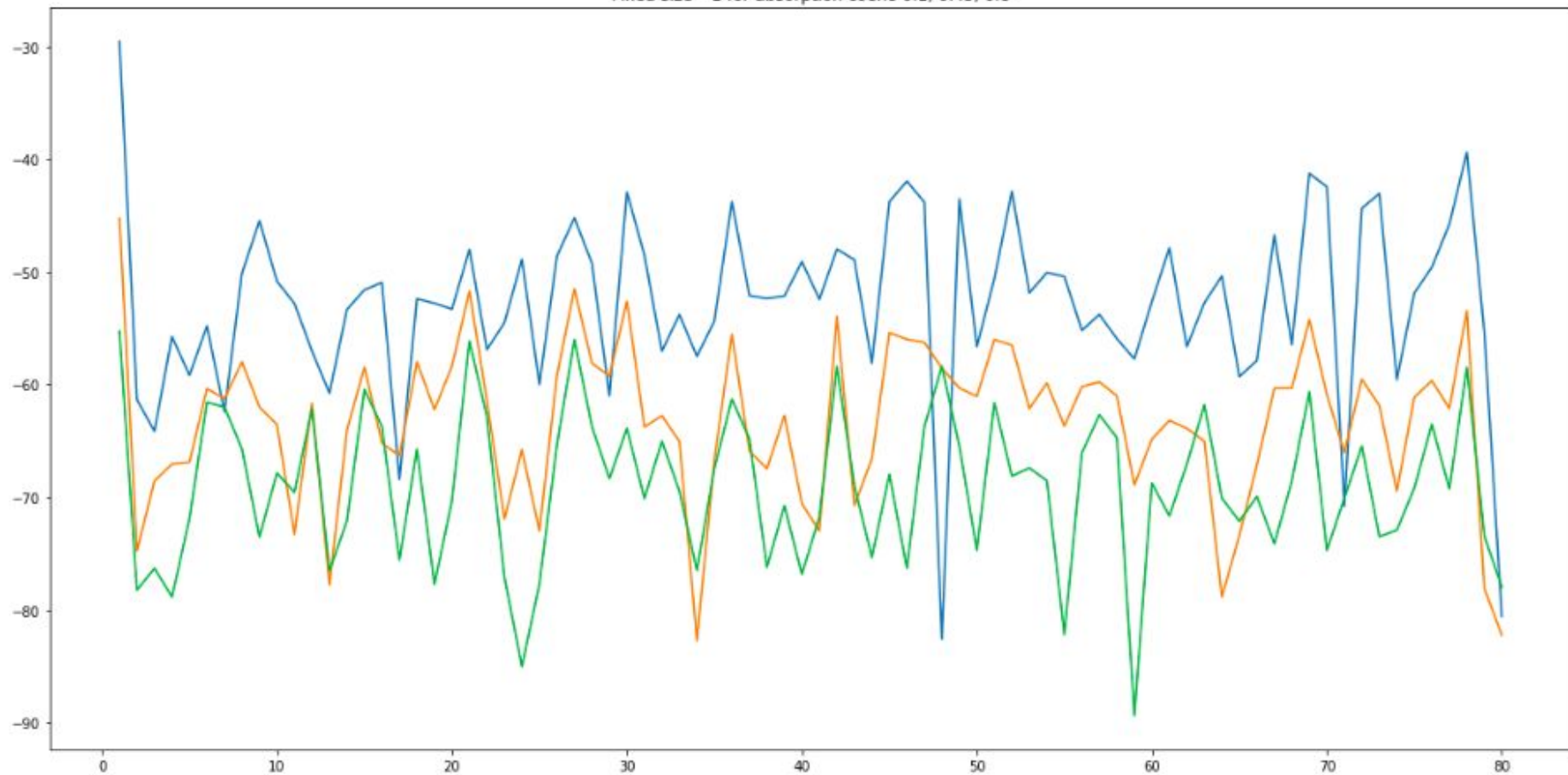
#3

STAGGERING:
PEAKS BECOME
VALLEYS

Fixed size =1 for absorption coeffs 0.1, 0.45, 0.8







Fixed size =1 for absorption coeffs 0.1, 0.45, 0.8



Further Extension

Further Extension

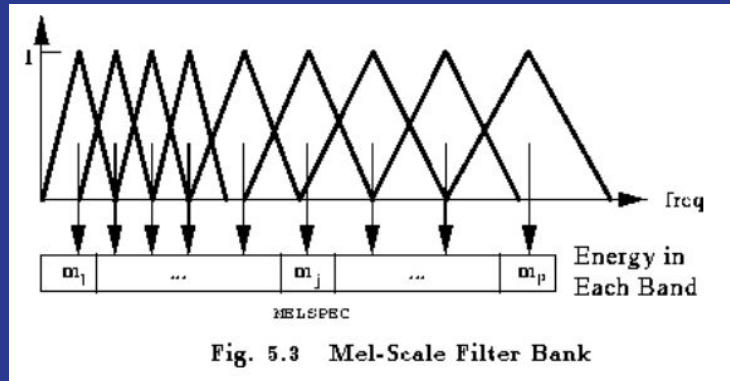
<p>End Stage</p> <ul style="list-style-type: none">Well suited to lecture, film or slide presentations.Not very conducive to close relationship between performer and spectator.	
	<p>Wide Fan</p> <ul style="list-style-type: none">Brings distant spectators closer to the performer.Limits space usage to primarily speech related activities.
<p>3/4 Arena</p> <ul style="list-style-type: none">Improves the hearing and visual contact between spectator and performer.Film presentation is almost out of the question.	
	<p>Arena Stage</p> <ul style="list-style-type: none">Offers 360 degree visuals, so you can bring more spectators closer to the performers.This limits the arena physically, it allows very little (or no) expansion.

curved walls + varying height

Source:

<http://www.deglerswhiting.com/auditorium-seating-layout-dimensions-the-complete-guide/>

Further Extension



Alternative filterbanks:

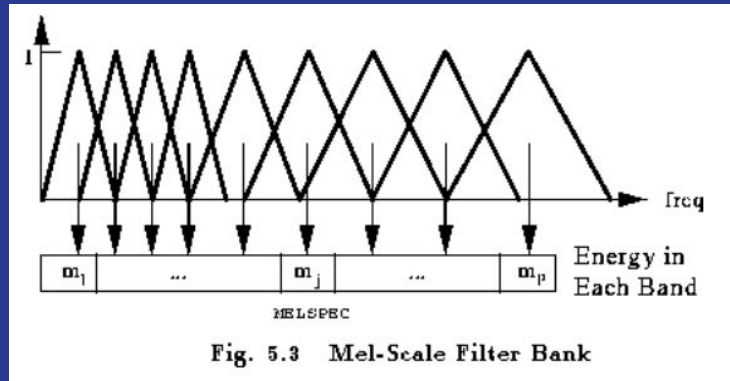
- mel
- Bark
- gammatone

Source:

<https://labrosa.ee.columbia.edu/doc/HTKBook21/node54.html>

Further Extension

Listening test!



Alternative filterbanks:

- mel
- Bark
- gammatone

Source:

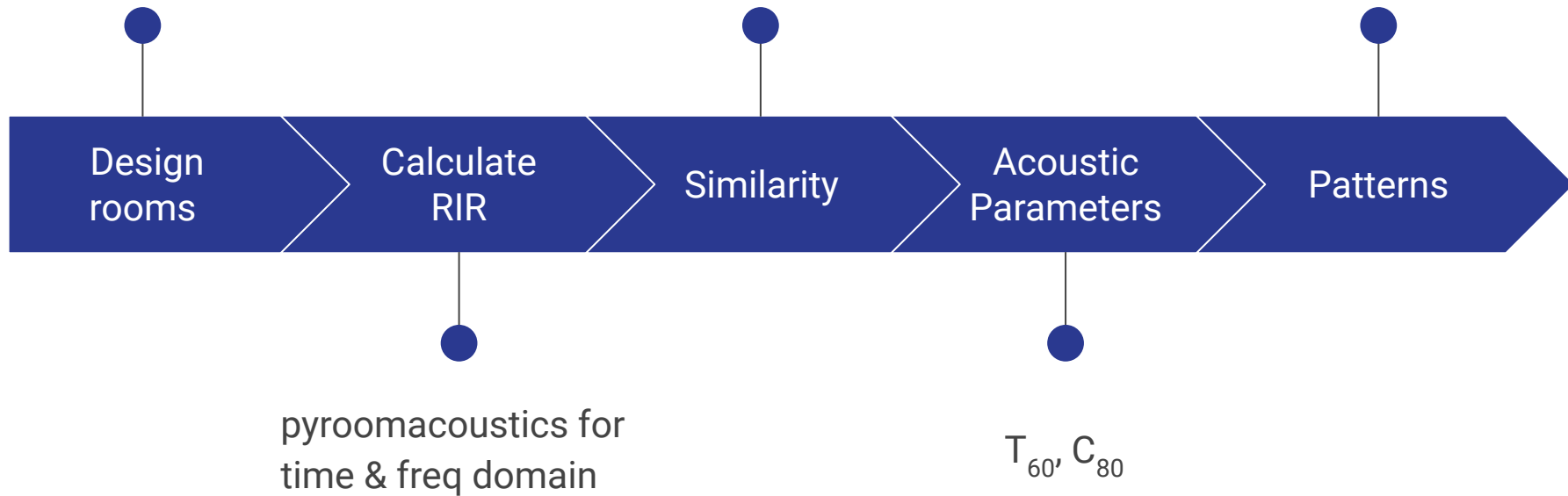
<https://labrosa.ee.columbia.edu/doc/HTKBook21/node54.html>

Conclusion

Dataset with
~500 rooms

100 Hz frequency bins
+ Pearson's correlation

Fixed alpha &
fixed size





Questions?