



Similarity Metrics for Late Reverberation

Gloria Dal Santo, Karolina Prawda, Sebastian J. Schlecht, Vesa Välimäki

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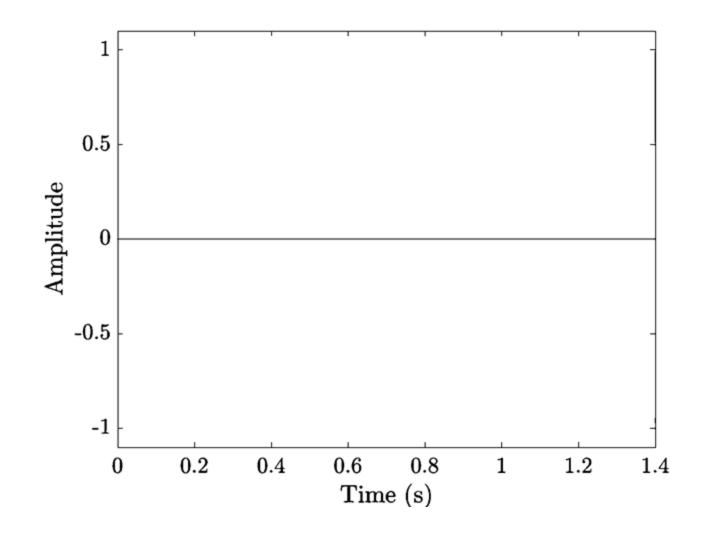
gloria.dalsanto@aalto.fi

Room Impulse Response

RIR: Time-domain representation of acoustic propagation from one source to one receiver inside a room

Artificial Reverb synthesis of room acoustics

- virtual acoustics
- speech processing
- music production

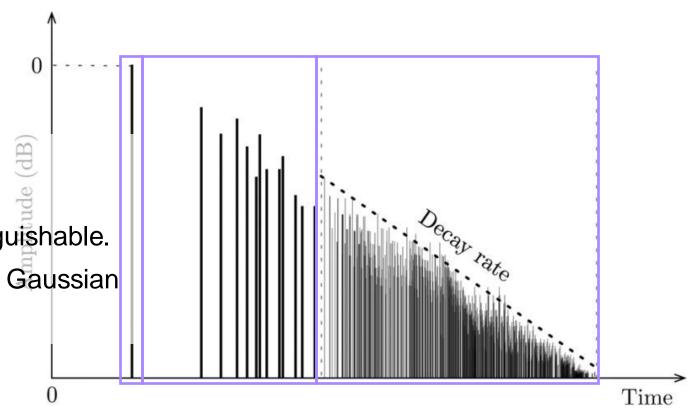




Room Impulse Response

Direct sound Early reflections Late reverberation

- Sufficiently diffuse sound field.
- Individual reflections are indistinguishable.
- Energy ~ exponentially decaying Gaussian noise.





Artificial Reverberation

Automatic tuning of parametric artificial reverberation algorithms to match a target room impulse response h(t) based on a cost function $\mathcal{L}(\tilde{h}_{\theta}, h)$ 'LineWidth',2.5);

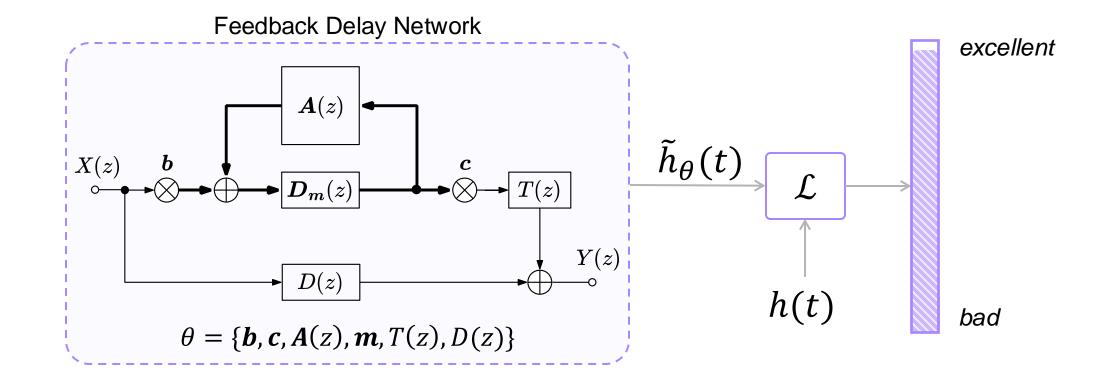
Audio similarity metrics commonly used in AR do not account for the unique statistical properties of late room reverberation.

- Can we find something better?
- How can we objectively evaluate them?



Artificial Reverberation

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Proposed Metrics Averaged Power Convergence

Distance on the time-frequency representation:

$$\mathcal{L}_{PC} = \left\| \frac{|H(t,f)|^2 * W - |\hat{H}(t,f)|^2 * W}{(|H(t,f)|^2 * W)(|\hat{H}(t,f)|^2 * W)} \right\|_{F}$$

H(t,f) Short-time Fourier transform W 2D Hann window $\|\cdot\|_F$ Frobenius norm

- Difference in local time-frequency averaged power.
- Mitigates the effect of short-term fluctuations.
- Expected to converge for similar reverberation conditions



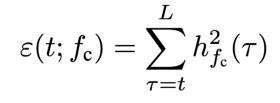
Proposed Metrics Energy Decay Convergence

Convergence of the energy level over time and frequency:

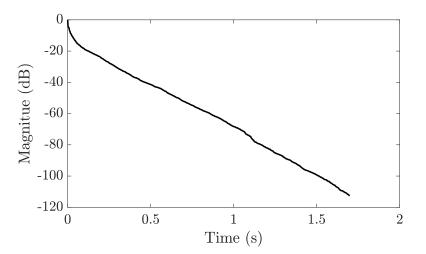
$$\mathcal{L}_{\text{EDC}} = \frac{1}{|\mathcal{C}|} \sum_{f_{\text{c}} \in \mathcal{C}} \frac{\sum_{t=0}^{L} (\varepsilon_{\text{dB}}(t; f_{\text{c}}) - \hat{\varepsilon}_{\text{dB}}(t; f_{\text{c}}))^2}{\sum_{t=0}^{L} \varepsilon_{\text{dB}}^2(t; f_{\text{c}})}$$

 $\varepsilon_{\rm dB}(t;f_{\rm c})$ energy decay curve at frequency band with center frequency $f_{\rm c}$

- Convergence of the level of energy over time.
- $\varepsilon_{\rm dB}(t; f_{\rm c})$ computed from Schroeder backward integration







Proposed Metrics Baselines

Multi Scale Spectral Loss

$$\mathcal{L}_{ ext{MSS}}(h,\hat{h}) = rac{1}{M} \sum_{m=1}^{M} (\mathcal{L}_{ ext{SC}}(h,\hat{h}) + \mathcal{L}_{ ext{SM}}(h,\hat{h}))$$

Error-to-signal ratio

$$\mathcal{L}_{ ext{ESR}}(h,\hat{h}) = rac{\sum_{t_{ ext{mix}}}^L \lvert h(t) - \hat{h}(t)
vert^2}{\sum_{t_{ ext{mix}}}^L \lvert h(t)
vert^2}.$$

spectral matching

$$\mathcal{L}_{\text{SM}}(h, \hat{h}) = \frac{1}{N} \|\log(|H(t, f)|) - \log(|\hat{H}(t, f)|)\|_1$$

spectral convergence

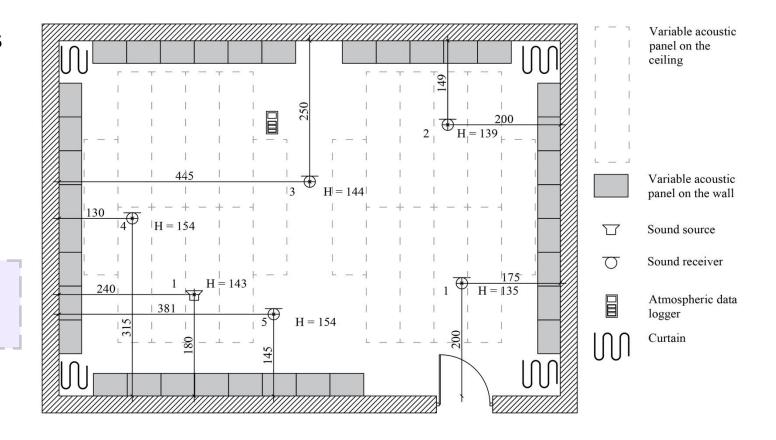
$$\mathcal{L}_{ ext{SC}}(h,\hat{h}) = rac{\||H(t,f)| - |\hat{H}(t,f)|\|_F}{\||H(t,f)|\|_F}$$



Variable Acoustics Room Dataset

- 55 variable acoustics panels
- 5342 recorded panel configurations
- 5 microphone positions
- $t > t_{\text{mix}}$

smooth transitions between different reverberation conditions

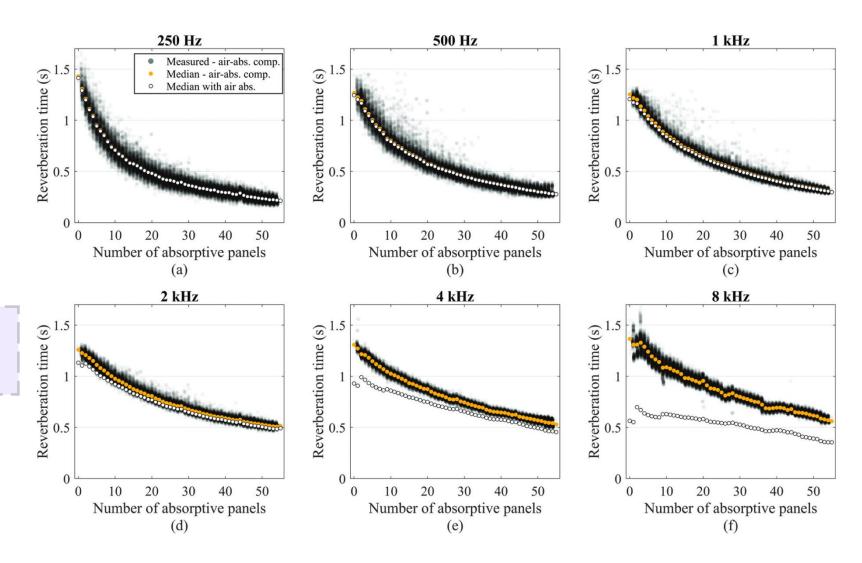




Variable Acoustics Room Dataset

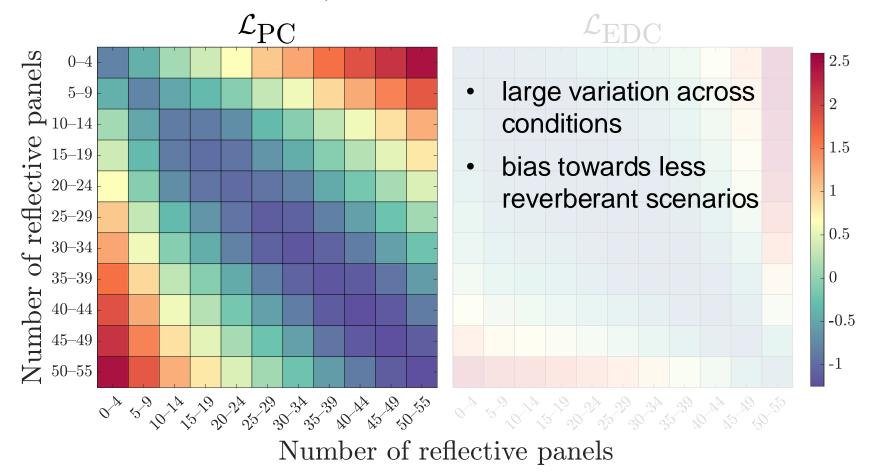
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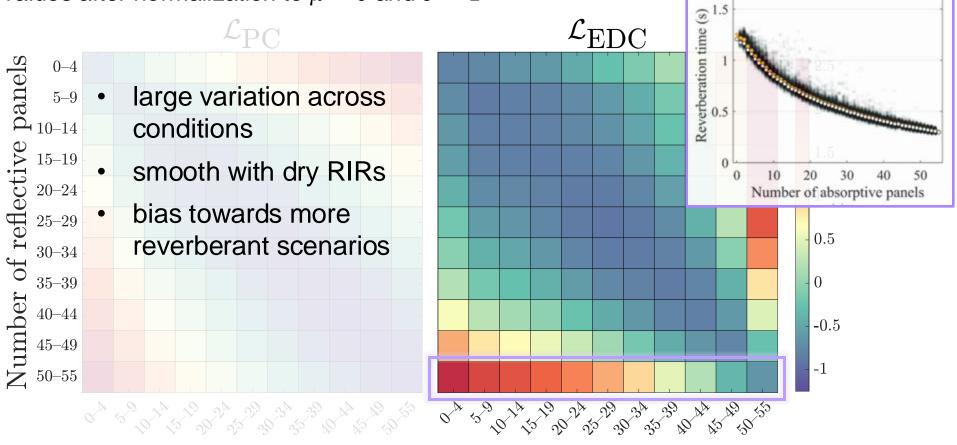


Median of loss values after normalization to $\mu = 0$ and $\sigma = 1$





Median of loss values after normalization to $\mu=0$ and $\sigma=1$

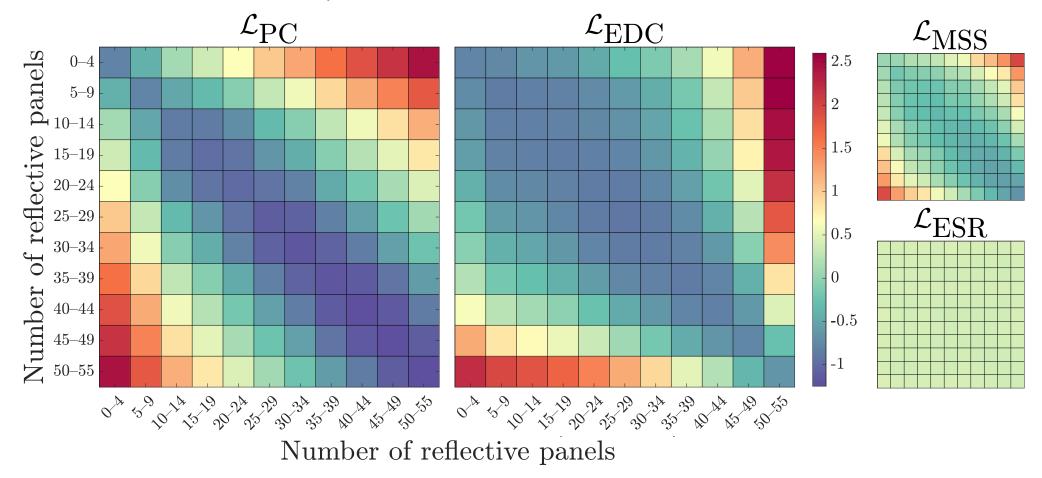






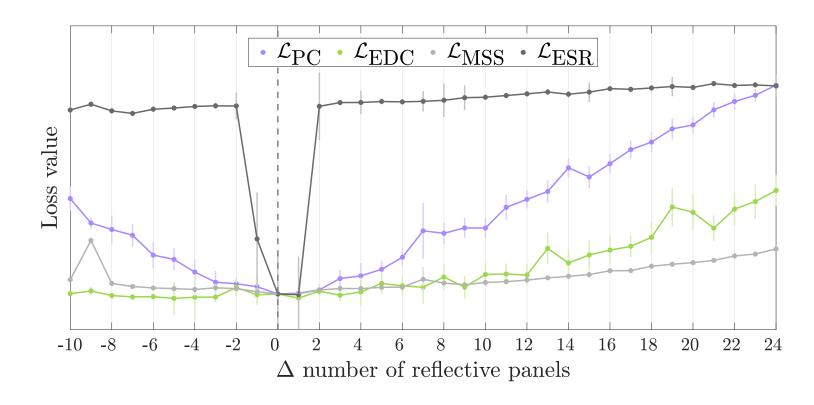
1 kHz

Median of loss values after normalization to $\mu = 0$ and $\sigma = 1$





Distance between the target RIR and 50 randomly chosen RIRs for every number of reflective panels and same microphone position

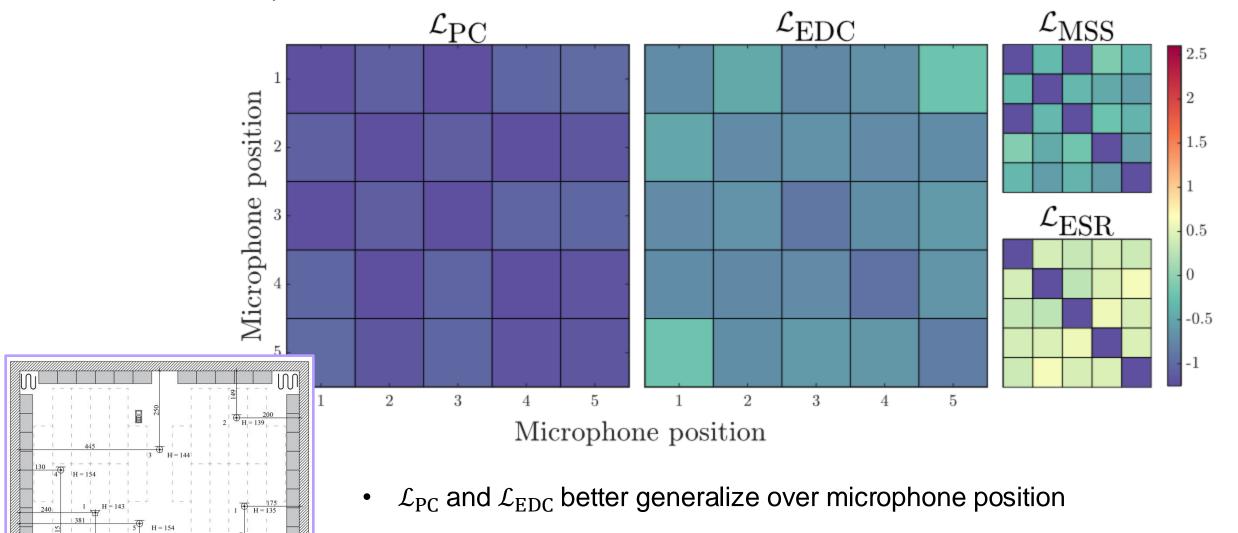


 \mathcal{L}_{PC} shows the most optimal decay towards the minimum, making it ideal ML applications.



Evaluation Microphone Position

Subset 35-49 closed panels



Conclusions and Future Work

- Objective evaluation of RIR similarity metrics via variable acoustics room measurements.
- \mathcal{L}_{PC} and \mathcal{L}_{EDC} outperform baselines in capturing acoustic features and are more robust to receiver positions.
- \mathcal{L}_{PC} shows the most optimal decay towards the minimum.
- \mathcal{L}_{EDC} is biased towards more reverberant conditions, reflecting the exponential increase in reverberation time with more reflective surfaces.

Future work

- Validate the results using subjective tests.
- Validation in machine learning applications, e.g. tuning of artificial reverb.







Thank you for your attention **Questions?**



Code available online