



CHARACTERIZATION AND APPLICATION OF ECHO CANCELLATION METHODS

Andres Cedeño, Luis Flores, Andres Martin-de-Nicolas, Eric Salazar

Motivation

The quality of audio recordings is largely dependent on the acoustic properties of the surrounding space. If a room is acoustically active, then the quality of audio recordings will decrease. Take for example the [Oshman Engineering Design Kitchen](#) (OEDK) classroom, which suffers from excess acoustic reverberation. Because physically altering the room is expensive, we approached the problem from a digital signal processing point of view.

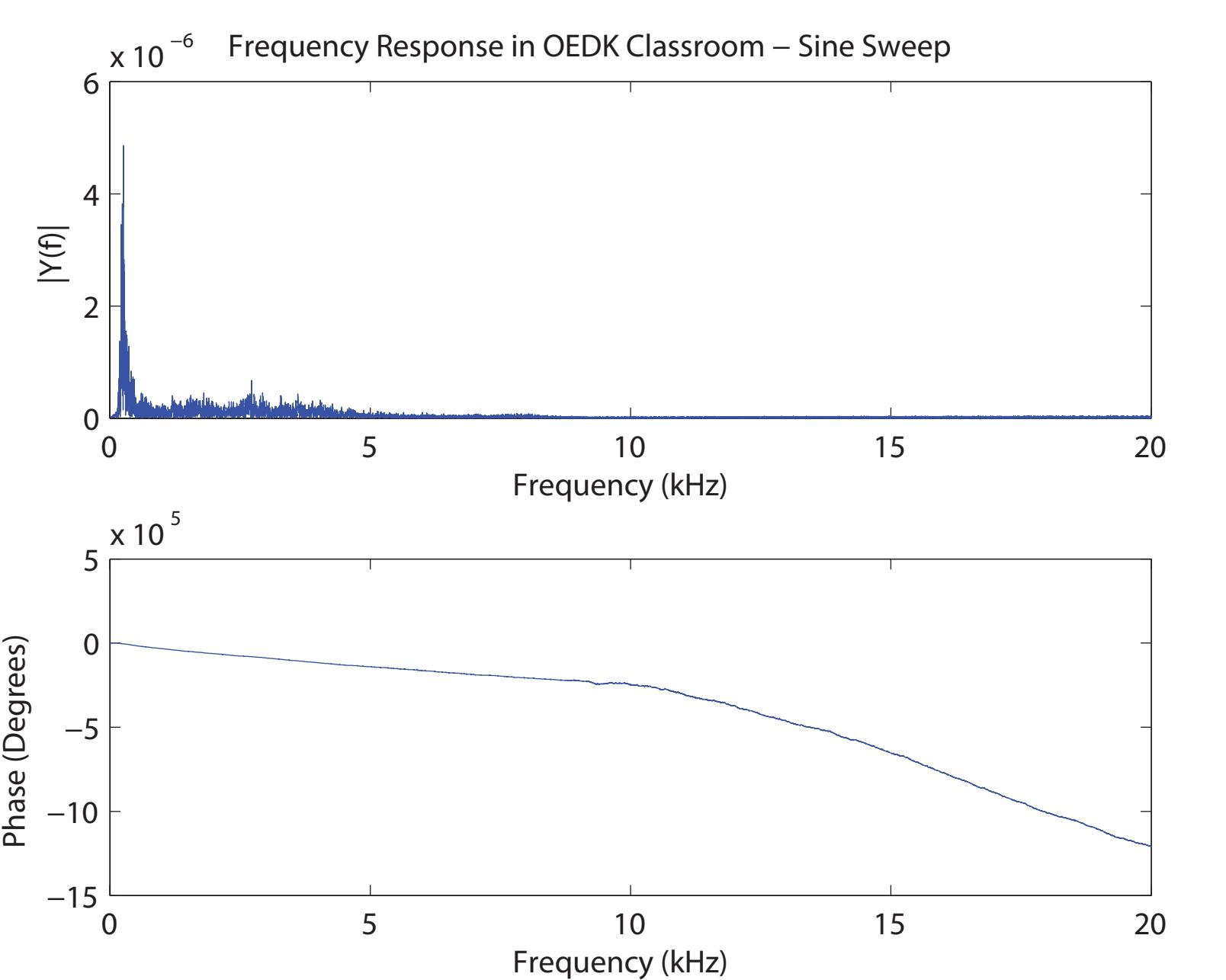
Implementing an [echo cancellation](#) filter to the microphone's signal will improve the quality of the presentation's audio when being played back by students or other future listeners to the presentations that have been recorded in the classroom.



Introduction

Echoes in recorded presentations in the OEDK classroom are distracting and unpleasant. Our team will:

- research and implement methods of echo cancellation to be used for rectifying the classroom's acoustic problem.
- make a recommendation for approaching echo cancellation in OEDK classroom



Deconvolution

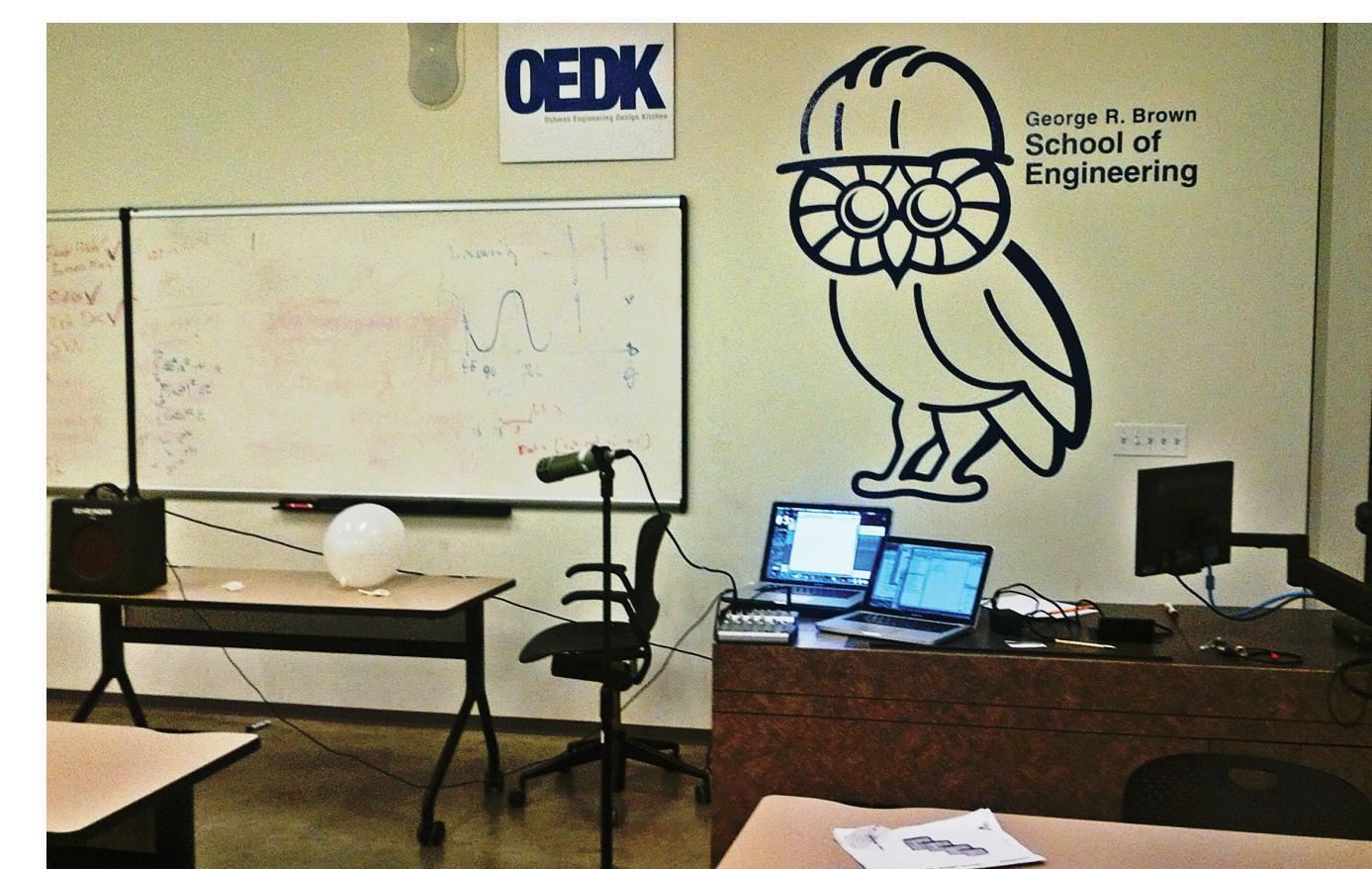
Finding the Impulse Response

In characterizing a system at all frequencies, one would ideally excite it with a [Dirac delta function](#), an infinitely high and infinitely thin signal spike. We approximated and recorded the impulse response of the room using the following methods:

- [balloon popping](#): simulating impulses
- [pseudo-dirac](#): sounding Matlab's `dirac()` function to generate a single click from a guitar amplifier
- [sine-sweep method](#): generating a logarithmically increasing sine wave over a desired frequency range and performing a deconvolution using the inverse chirp filter

$$x(t) = \left[\sin \frac{T\omega_1}{\ln(\frac{\omega_2}{\omega_1})} \left(e^{\frac{t}{T} \ln(\frac{\omega_2}{\omega_1})} - 1 \right) \right]$$

where ω_1 is the initial radian frequency and ω_2 is the final frequency of the sweep of duration T .



Deconvolution Method

- Assume the echoed signal is the [convolution](#) of the near-end speech signal and the impulse response of the room (the room is linear and time-invariant)
- Deconvolve the echoed signal with the impulse response after room's ambient noise is removed

Acknowledgements and References

We would like to thank Dr. Richard Baraniuk, Amir Ali Aghazadeh Mohandesi, Eva Dyer, the Rice Digital Media Center, and the OEDK for all their help.

References:

- Hutson, Michael. "Acoustic Echo Cancellation Using Digital Signal Processing." Diss. University of Queensland, 2003. Abstract. Web.
 Sayed, Ali H. *Fundamentals of Adaptive Filtering*. Hoboken, NJ: J. Wiley & Sons, 2003. Print.
 Stan, Embrechts Guy-Bart, and Archambeau Dominique Jean-Jacque. "Comparison of Different Impulse Response Measurement Techniques." Diss. University of Liege, Belgium, 2002. Abstract. Web.

Adaptive Filtering

Adaptive Filters

The impulse response of the room is not constant; people move around and the environment changes. Time-varying adaptive filters are more sensible for locations such as the OEDK classroom. Adaptive filters take in a [desired signal](#) and an [input signal](#) and update their parameters using feedback driven by the [error signal](#). For our project, we trained adaptive filters using signals from a low-echo environment using three algorithms to filter out echoes in an echoic room and in the OEDK classroom.

Least Mean Squares (LMS) Algorithm

The [LMS Algorithm](#) estimates the filter coefficients that minimizes the expected value of the cost function $(d(n) - y(n))^2$ using its gradient. There are three steps per iteration:

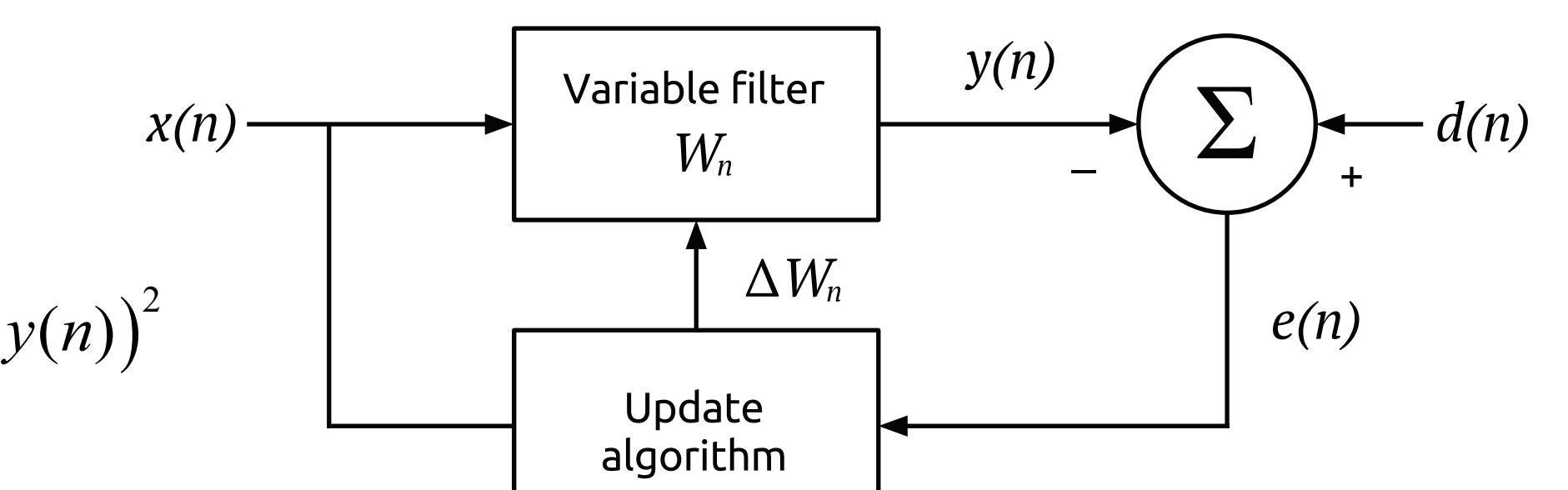
1. Calculate output of filter: $y(n) = w^T(n)x(n)$
2. Calculate estimate of error: $e(n) = d(n) - y(n)$
3. Adjust FIR coefficient weights: $w(n+1) = w(n) + 2\mu e(n)x(n)$

Computational complexity: $2N$ additions, $2N+1$ multiplications

Normalized Least Mean Squares (NLMS) Algorithm

Normalized LMS allows for a different step size $\mu(n)$ for each iteration.

Computational complexity: $2N$ additions, $3N+1$ multiplications



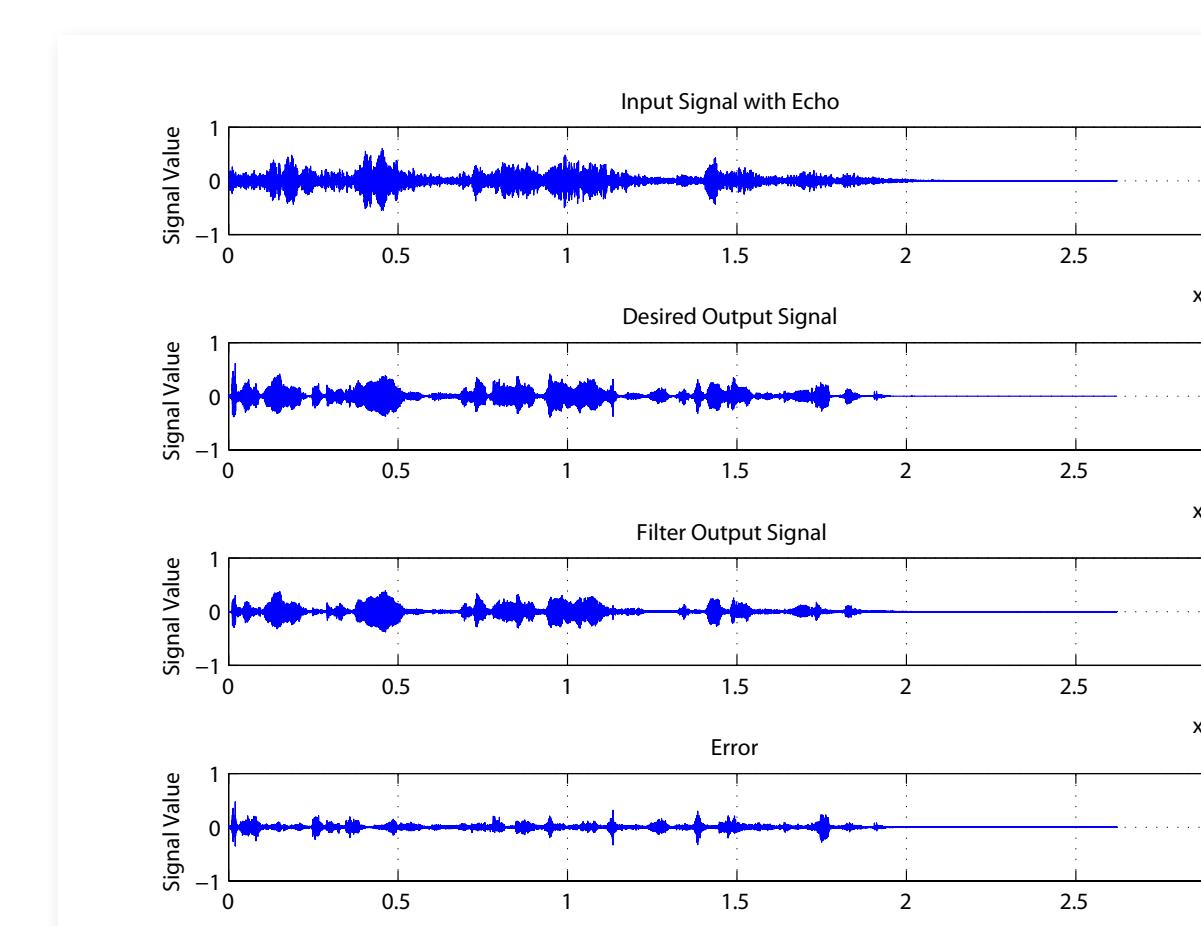
Adaptive Filtering Block Diagram

$x(n)$ – input signal μ – step size
 $e(n)$ – error $w(n)$ – FIR coefficients
 $y(n)$ – output signal $d(n)$ – desired signal

Block Least Mean Squares (BLMS) Algorithm

Instead of computing by sample, the [Block LMS algorithm](#) calculates in blocks of data of length B reducing computation cost and improving the convergence rate.

Computational complexity: $\frac{4N}{B} + \left(\frac{N}{B} + 3\right) \log_2(2B)$



Echo Cancellation of Male Speech Using LMS Method

Error Signal Root Mean Square (RMS) of each Algorithm

Signals	LMS	BLMS	NLMS
Impulse	0.0240	0.0490	0.0182
	0.0705	0.1328	0.0385
	0.0235	0.0564	0.0133
OEDK Classroom	0.0253	0.0480	0.0166
	0.0560	0.1141	0.0373
	0.0223	0.0590	0.0117
Average RMS Value	0.0369	0.0752	0.0226