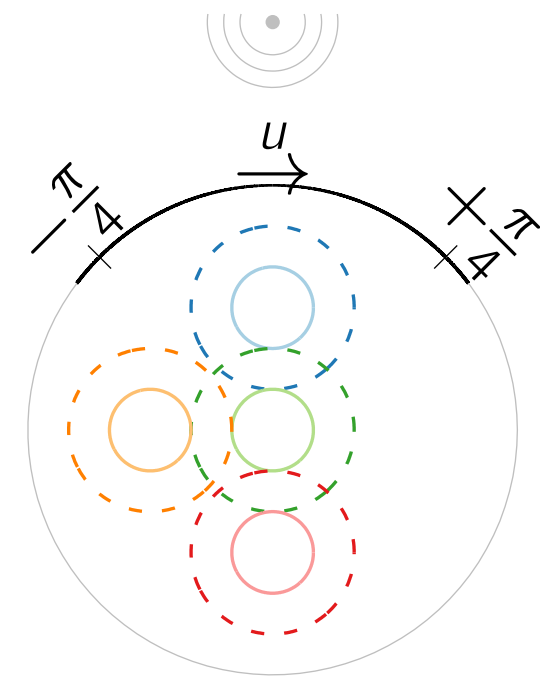
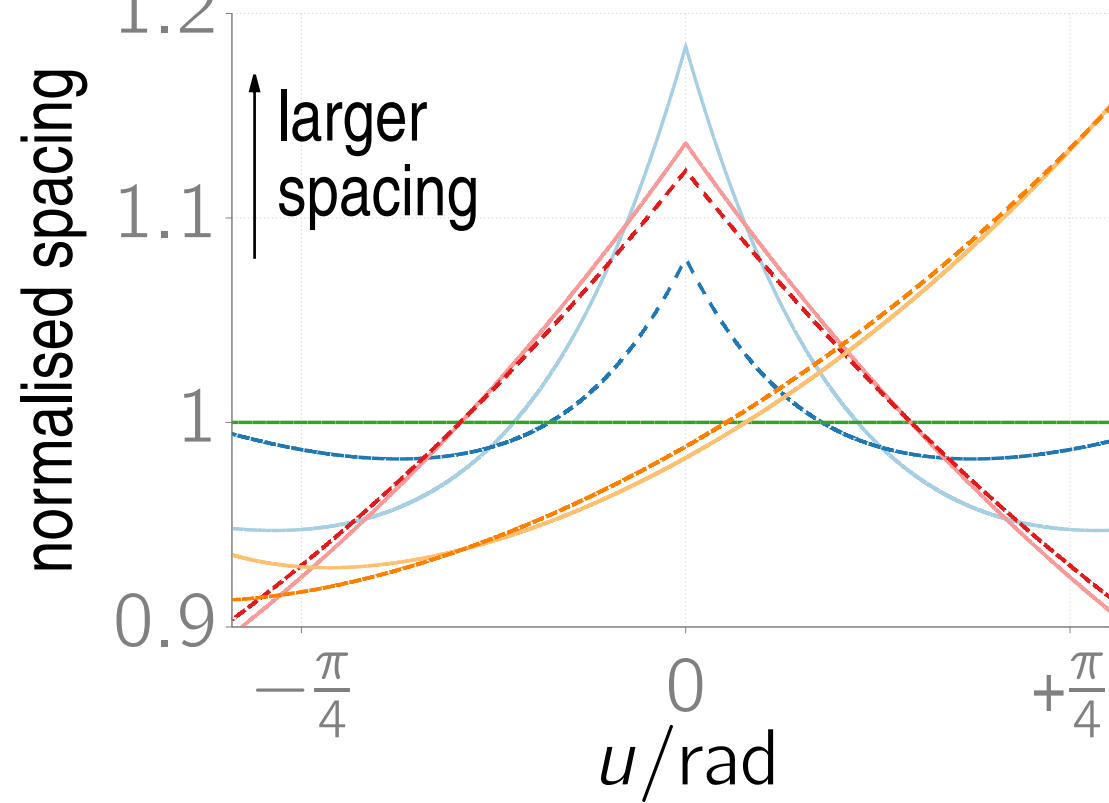


(a) scenario



(b) arbitrary sound field



(c) known sound field

