Sistema de Captura de Voz Direccional con Filtrado de Ruido para Reconocimiento de Voz

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Introducción

Parlante con IA

- Filtrar el sonido ambiente
- Orientar micrófonos hacia el hablante
- Eliminar señales de alta frecuencia producida por el mismo sistema



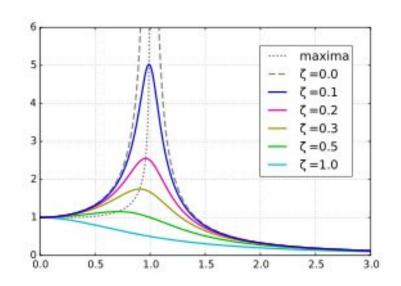
Parlante con IA





Parlante con IA







Desarrollo

Desarrollo

- Generación de sonido
- Movimiento de persona
- Subsistemas
- Control
- Filtrado

Generación de sonido

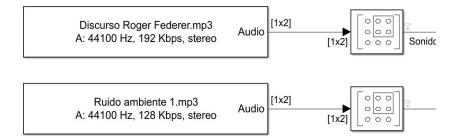
Generación de sonido

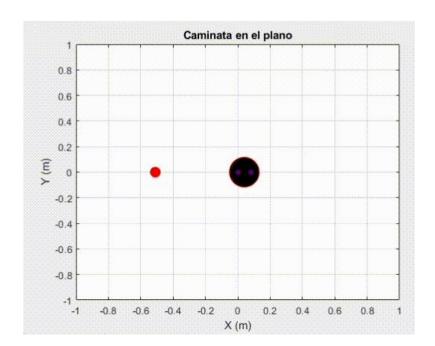


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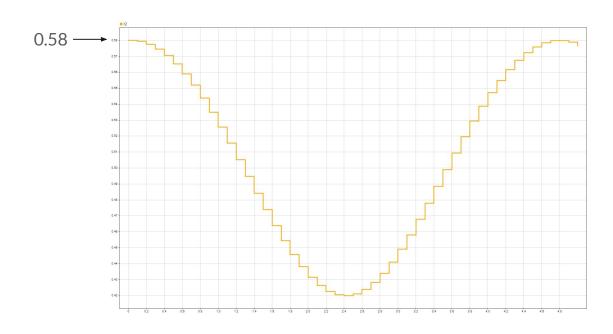


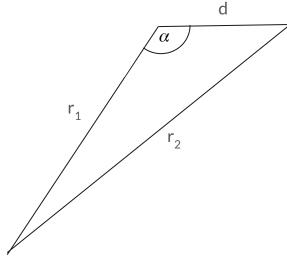
= Señal Generada





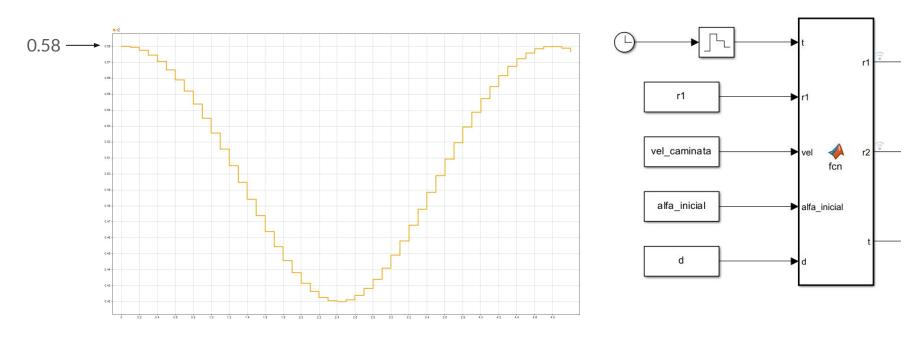
	Valor	Unidad
r_1	0.5	m
d	0.08	m
v_c	0.66	$\frac{m}{s}$
α_0	π	rad





$$r_2^2 = r_1^2 + d^2 - 2r_1 d\cos(\alpha)$$

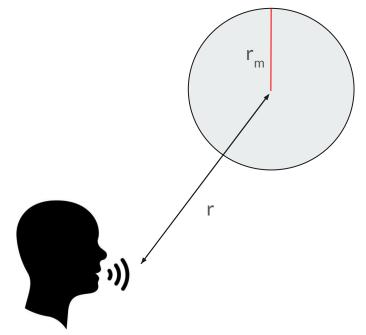
$$\alpha = \alpha_0 + \omega t = \alpha_0 + \frac{v_c}{r_1}t$$



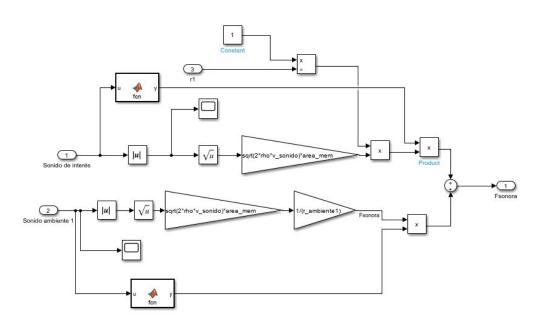
Subsistemas

Subsistema Mecánico Sonoro

	Valor	Unidad
$ ho_{aire}$	1.2	$rac{kg}{m^3}$
v_s	343.02	$\frac{m}{s}$
r_m	0.0004	$\dot{\mathbf{m}}$
r_{amb1}	0.8	\mathbf{m}
r_{amb2}	0.7	m



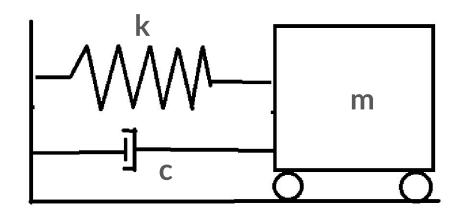
Subsistema Mecánico Sonoro



$$F = \sqrt{\rho_{aire} v_s I} \frac{A_m}{r}$$



$$F(t) = m\ddot{x} + c\dot{x} + kx$$



	Valor	Unidad
h	330e-6	m
$ ho_m$	2267	$rac{kg}{m^3} \ rac{m}{Pa}$
S_{mec}	2.e-9	$\frac{m}{Pa}$
ζ	0	Adimensional



$$m = V\rho_m = A_m h \rho_m = \pi r_m^2 h \rho_m$$

$$k = \frac{A_m}{S_{mec}} = \frac{\pi r_m^2}{S_{mec}}$$

$$c = \zeta c_c = \zeta 2 \sqrt{mk}$$

$$Valor Unidad$$

$$m = V \rho_m = A_m h \rho_m = \pi r_m^2 h \rho_m$$

$$m = 3.7604e-7$$

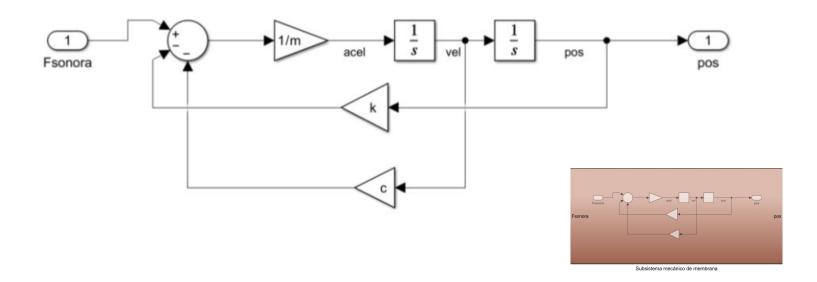
$$c = 0$$

$$kg$$

$$c = 0$$

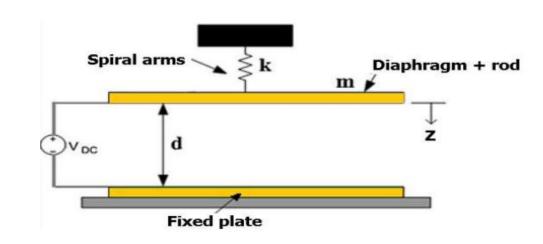
$$k = 251.33$$

$$\frac{N_s}{m}$$

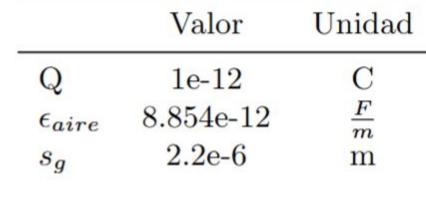


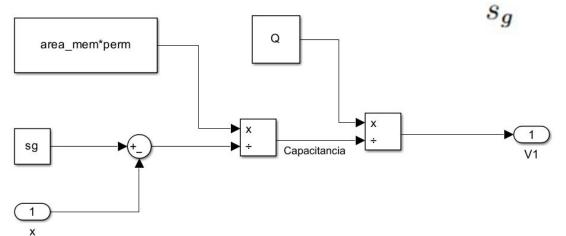
Subsistema Eléctrico

$$V = \frac{Q}{C} = \frac{Q}{A_m \frac{\epsilon_{aire}}{d-x}} = \frac{Q}{\pi r_m^2 \frac{\epsilon_{aire}}{d-x}}$$

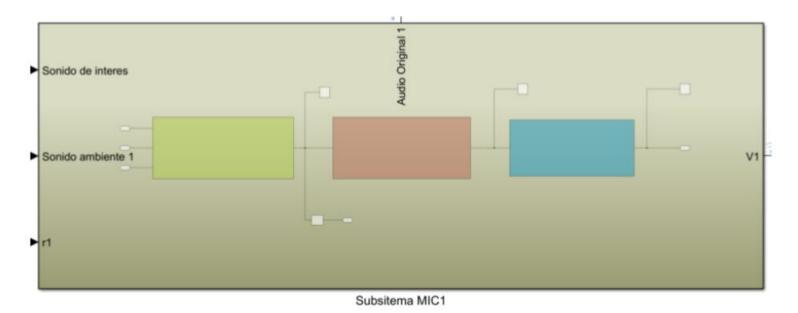


Subsistema Eléctrico



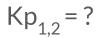


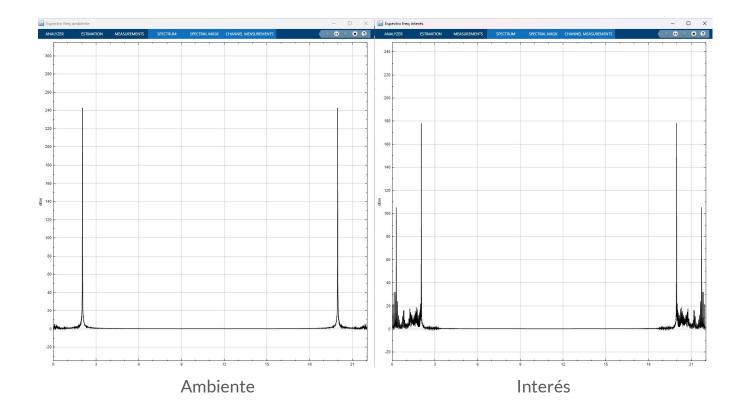
Sistema completo de un micrófono



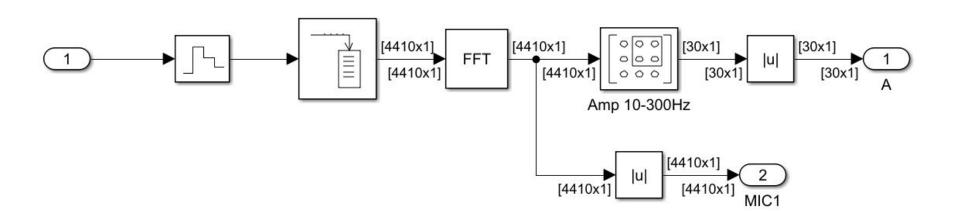
Control

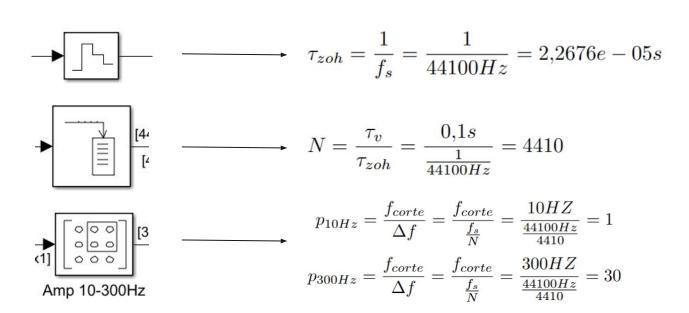
Control



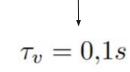


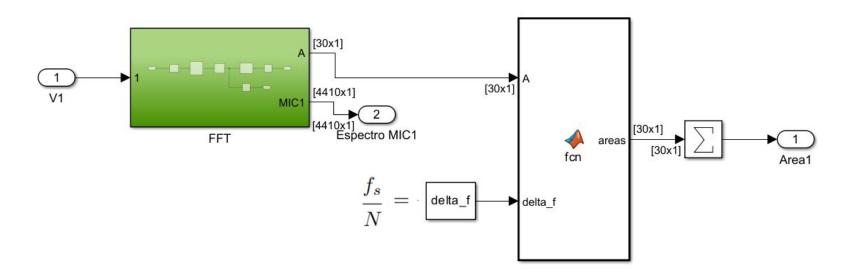
$$A_{10-1800Hz} = \sum A_i \Delta f$$

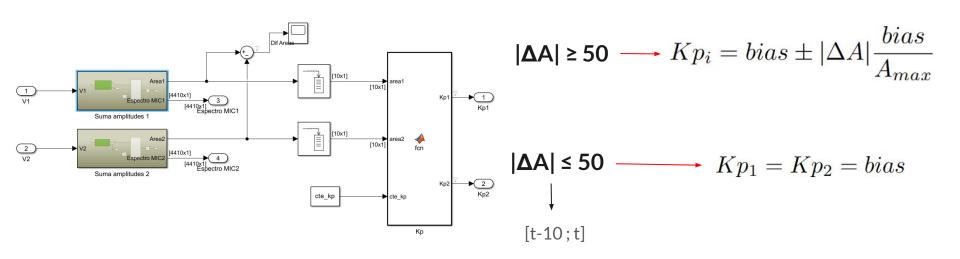




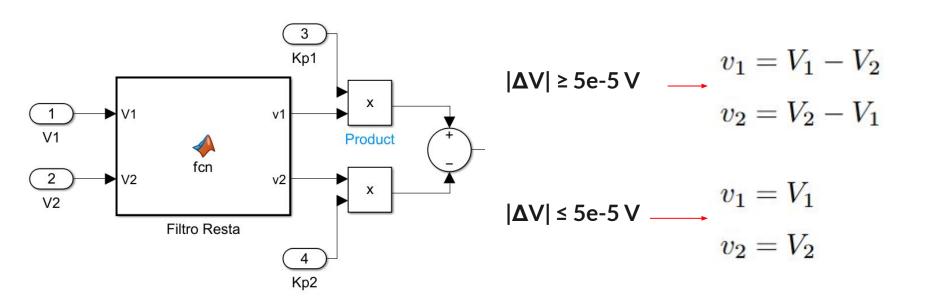
Ventana



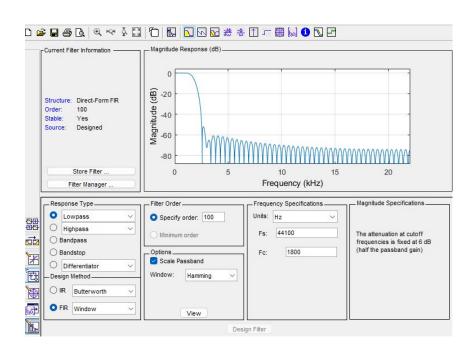


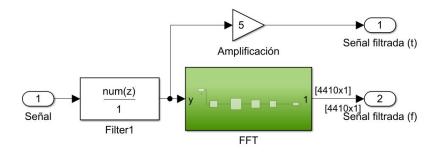


Filtrado (Resta de señales) + Ganancias

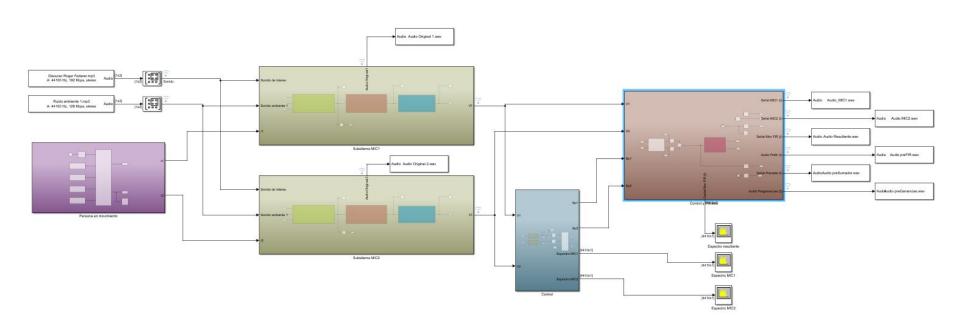


Filtrado (FIR)



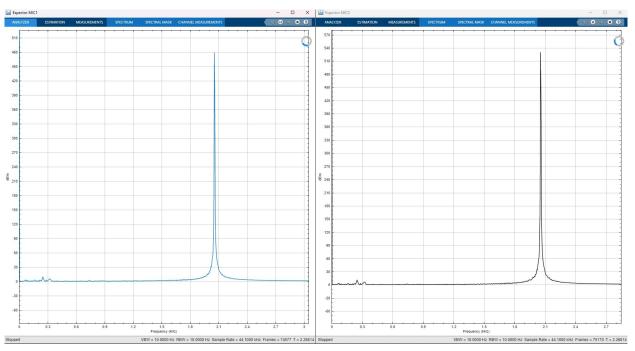


Esquema final

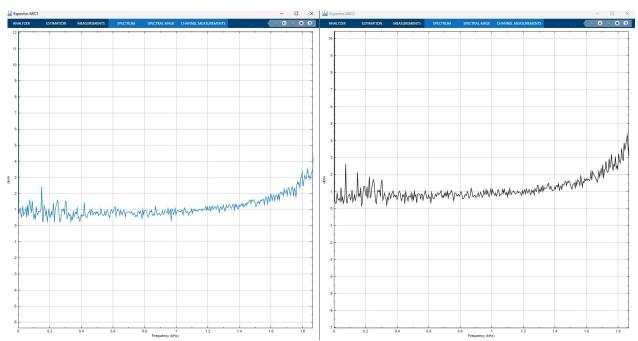


Resultados

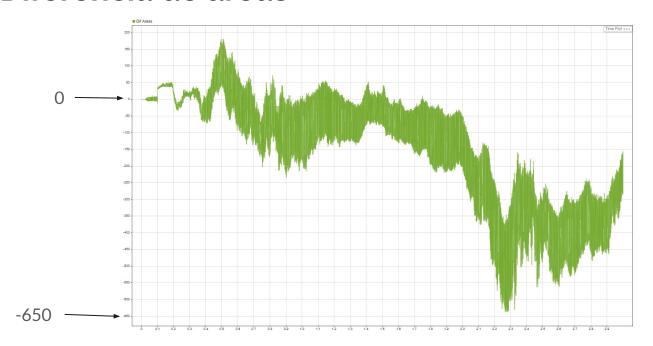
Espectro de frecuencias de micrófonos

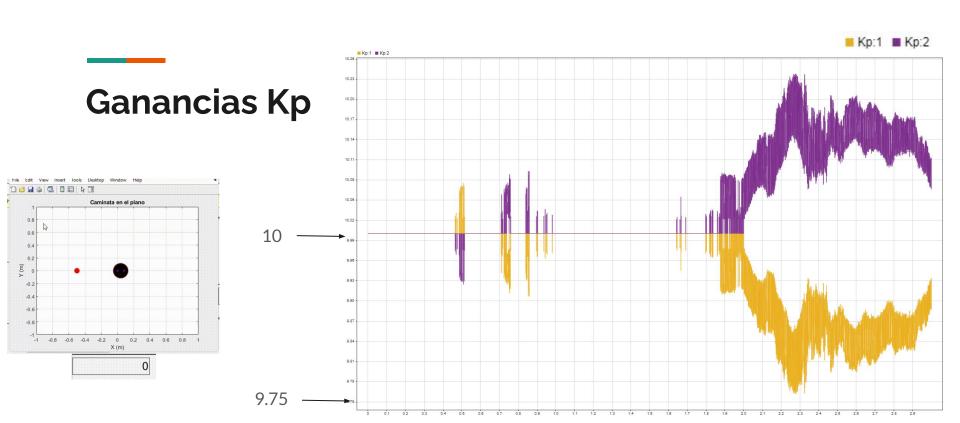


Espectro de frecuencias de micrófonos

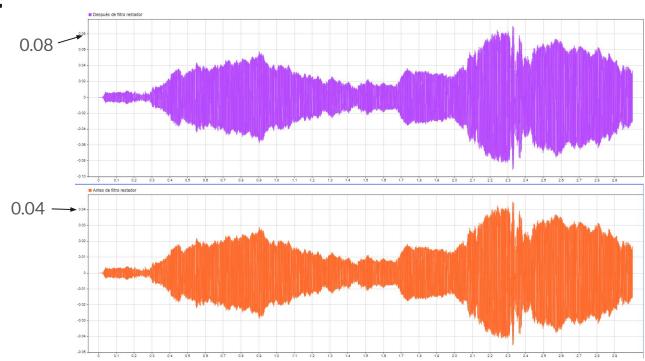


Diferencia de áreas





Filtro restador

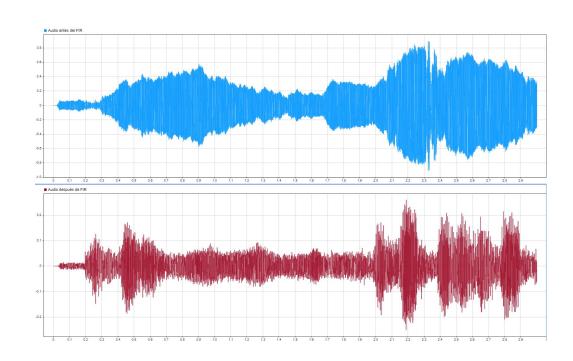


- Antes de filtro restador
- Después de filtro restador

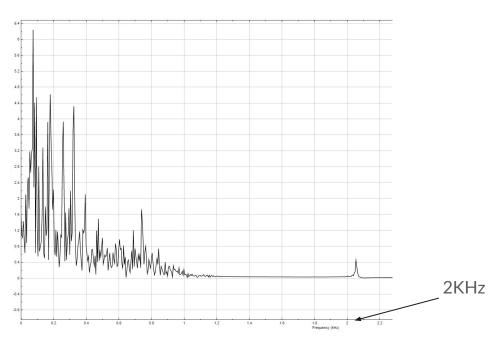
Audio resultante

Audio antes del FIR

Audio después de FIR



Espectro de frecuencias de audio resultante



Escuchar audios

Conclusiones

Conclusiones

- Cancelación de ruido
- Filtrado de alta frecuencia
- Eficiencia de control

- Mayor cantidad de micrófonos, mejor cancelación de ruido ambiente, más complicado el control
- Hay un retraso en la señal de salida debido al filtro FIR aplicado, pero esto no es importante ya que no se necesita procesar la información de manera inmediata

Muchas Gracias