

## 课程答疑

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- **AEC相关**
- athena-signal
- 解混响
- 一些大家感兴趣的话题



将经过FFT后的频域信号,划分为32个子带。

对于参考信号,用75个32-bit数组存 放参考信号历史信息。

对于近端信号,用16个32-bit数组存放近端信号历史信息。

"1"的数量越少,表明近端信号与参考信号越吻合,二者的时延越接近真实时延。

调整参考信号实现对齐。

Step1: spectrum bitmap  $\begin{cases} if |X(k,l)|^2 \ge thr_x, & then X(k,l) = 1 \\ if |X(k,l)|^2 < thr_x, & then X(k,l) = 0 \end{cases}$   $\begin{cases} if |Y(k,l)|^2 \ge thr_y, & then Y(k,l) = 1 \\ if |Y(k,l)|^2 < thr_y, & then Y(k,l) = 0 \end{cases}$ 

Step2: XOR

Step3: count the number of 1

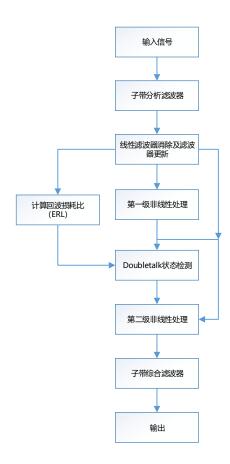
Step4: first-order markvo model to obtain final "delay sequence"



#### AEC相关: 回声消除的过程

#### 需要注意两点:

- 1、非线性处理(残余回声抑制)分为 两级,为了获取更为准确的DTD状态 结果。在第一级非线性处理中,利用 统一的标准对信号进行非线性处理, 利用第一级的处理结果进行DTD。
- 2、在得到doubletalk状态之后,在第二级非线性处理中,针对不同的状态,利用不同的非线性处理等级,达到更好的消除效果以及尽可能降低语音信号的失真。



dios\_ssp\_aec\_tde dios ssp aec api.c dios ssp aec api.h dios\_ssp\_aec\_common.c dios ssp aec common.h dios\_ssp\_aec\_doubletalk.c dios ssp aec doubletalk.h dios ssp aec erl est.c dios\_ssp\_aec\_erl\_est.h dios ssp aec firfilter.c dios ssp aec firfilter.h dios\_ssp\_aec\_macros.h dios ssp aec res.c dios\_ssp\_aec\_res.h

AEC处理流程

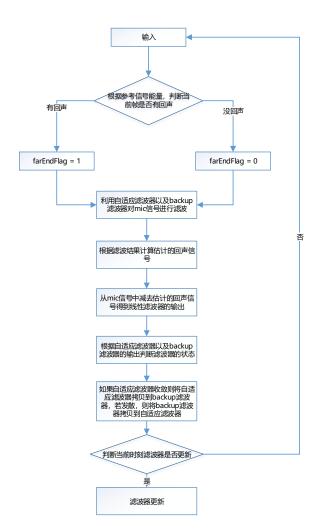


#### AEC相关: 线性回声消除

为了保证滤波器的稳定工作,引入了backup 滤波器 (fir\_coef) 与自适应滤波器 (adf\_coef) 之间相互拷贝的机制。

滤波器系数更新时,要求回波信号的能量的 信噪比要足够高,而且此时参考信号不能存 在截幅的风险。







滤波器收敛、发散状态判断条件是通过对比滤波器的输出与原始mic的能量大小。

- \_(1) 如果自适应滤波器的输出能量远大于mic能量,则滤波器已经发散,应该把自适应滤波器系数重置为0。
- (2) 如果自适应滤波器的输出能量大于backup滤波器的能量,则应该将backup滤波器系数拷贝到自适应滤波器。
- (3) 反之亦然。

```
/* filter convergence detection */
if (srv->mse_adpt[ch] > srv->mse_mic_in[ch] * MSE_RATIO_OUT_IN)
    for (i_ref = 0; i_ref < srv->ref_num; i_ref++)
        for (i = 0; i < srv->num_main_subband_adf[ch]; i++)
           srv->adf_coef[i_ref][ch][i].r = 0.0;
   sry->mse mic in[ch] = 0.0:
   srv->mse_adpt[ch] = 0.0;
   srv->mse main[ch] = 0.0;
else if ((srv->mse_mic_in[ch] > srv->mse_adpt[ch] * MSE_RATIO_OUT_IN)
       && (srv->mse adpt[ch] < FILTER COPY FAC * srv->mse main[ch]))
   for (i_ref = 0; i_ref < srv->ref_num; i_ref++)
        for (i = 0; i < srv->num_main_subband_adf[ch]; i++)
   srv->mse_mic_in[ch] = 0.0;
   srv->mse adpt[ch] = 0.0;
    srv->mse main[ch] = 0.0:
```

```
if (srv->mse_main[ch] > srv->mse_mic_in[ch] * MSE_RATIO_OUT_IN)
   for (i_ref = 0; i_ref < srv->ref_num; i_ref++)
       for (i = 0; i < srv->num_main_subband_adf[ch]; i++)
   srv->mse_main[ch] = 0.0;
   srv->mse_adpt[ch] = 0.0;
   srv->mse mic in[ch] = 0.0;
else if ((srv->mse mic in[ch] > srv->mse main[ch] * MSE RATIO OUT IN)
       && (srv->mse main[ch] < FILTER COPY FAC * srv->mse adpt[ch]))
   for (i_ref = 0; i_ref < srv->ref_num; i_ref++)
       for (i = 0: i<srv->num main subband adf[ch]: i++)
   srv->mse mic in[ch] = 0.0;
   srv->mse adpt[ch] = 0.0;
   srv->mse main[ch] = 0.0:
```



#### AN IMPROVED PNLMS ALGORITHM

Jacob Benesty and Steven L. Gay

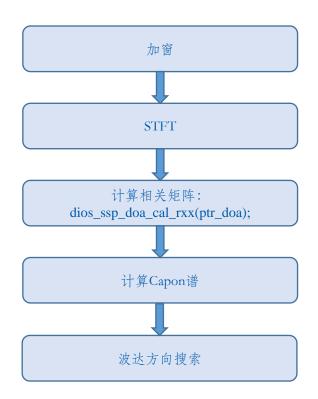
Bell Laboratories, Lucent Technologies 700 Mountain Avenue Murray Hill, NJ 07974, USA E-mail: {jbenesty, slg}@bell-labs.com

```
oid ipnlms_complex(int ch, objFirFilter *srv, int i_ref)
  int ii spk:
  int m, M = srv->num main subband adf[ch];
  float aec_ns_alpha = 0;
  float myu = srv->weight[ch * 2];
  xcomplex delta, z;
  float Padf = 0.0:
  float kl[NUM MAX BAND];
  float ip_alpha = 0.5;
  float x2 kl = 0.0;
  float norm_aec = 0.0;
  for (m = 0; m < M; m++)
      kl[m] = complex_abs2(srv->adf_coef[i_ref][ch][m]);
      Padf += kl[m];
  for (ii_spk = 0; ii_spk < srv->ref_num; ii_spk++)
      x2_kl = 0.0;
      for (m = 0; m < M; m++)
          kl[m] = (1 - ip_alpha) / (2 * M) + (1 + ip_alpha)*kl[m] / (Padf * 2 + 1e-5f);
          x2_kl += complex_abs2(srv->stack_sigIn_adf[ii_spk][ch][m])*kl[m];
      norm aec += x2 kl:
  delta = complex_real_complex_mul(aec_ns_alpha, complex_conjg(srv->err_adf[ch]));
  for (m = 0; m < M; m++)
      z = complex_mul(srv->stack_sigIn_adf[i_ref][ch][m], delta);
      z = complex real complex mul(kl[m], z);
      srv->adf_coef[i_ref][ch][m] = complex_add(srv->adf_coef[i_ref][ch][m], z);
```



## athena-signal: 声源定位

float dios\_ssp\_doa\_process\_api(void\* ptr, float\* in, int vad\_result, int dt\_st)



Branch: master • athena-signal / athena_signal / kernels / dios_ssp_doa /	
ml-350 add doa and gsc for the first time	
dios_ssp_doa_api.c	add doa and gsc for the first time
dios_ssp_doa_api.h	add doa and gsc for the first time
dios_ssp_doa_macros.h	add doa and gsc for the first time
dios_ssp_doa_win.c	add doa and gsc for the first time
dios_ssp_doa_win.h	add doa and gsc for the first time

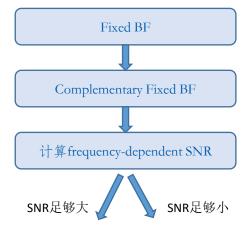


## athena-signal: GSC

#### 核心模块:

beam steering-filt sumbeam former-abm-aic

int dios\_ssp\_gsc\_gscadaptctrl\_process(...)

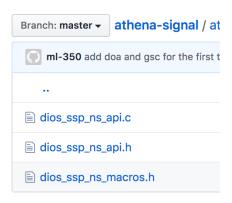


ABM滤波器系数更新(m\_ctrlABM)

AIC滤波器系数更新(m\_ctrlAIC)

dios\_ssp\_gsc\_abm.c dios\_ssp\_gsc\_abm.h dios\_ssp\_gsc\_adaptctrl.c dios\_ssp\_gsc\_adaptctrl.h dios\_ssp\_gsc\_aic.c dios\_ssp\_gsc\_aic.h dios\_ssp\_gsc\_api.c dios\_ssp\_gsc\_api.h dios\_ssp\_gsc\_beamformer.c dios\_ssp\_gsc\_beamformer.h dios\_ssp\_gsc\_beamsteering.c dios\_ssp\_gsc\_beamsteering.h dios\_ssp\_gsc\_dsptools.c dios\_ssp\_gsc\_dsptools.h dios\_ssp\_gsc\_filtsumbeamformer.c dios\_ssp\_gsc\_filtsumbeamformer.h dios\_ssp\_gsc\_firfilterdesign.c dios\_ssp\_gsc\_firfilterdesign.h dios ssp gsc globaldefs.h





dios\_ssp\_mvdr\_api.c dios\_ssp\_mvdr\_api.h dios\_ssp\_mvdr\_cinv.c dios\_ssp\_mvdr\_cinv.h dios\_ssp\_mvdr\_header.c dios\_ssp\_mvdr\_header.h dios\_ssp\_mvdr\_macros.h dios\_ssp\_mvdr\_win.c dios\_ssp\_mvdr\_win.h

MCRA+MMSE

**MVDR** 



#### 解混响: Weighted Prediction Error (WPE)

信号模型 (subband):

$$oldsymbol{y}_l(t) = \sum_{ au=0}^{J_l-1} oldsymbol{H}_l^*( au) oldsymbol{s}_l(t- au) + oldsymbol{v}_l(t),$$

线性预测和误差:

$$\tilde{\boldsymbol{y}}_l(t) = \sum_{\tau=\Delta}^{\Delta+K_l-1} \boldsymbol{G}_l^*(\tau) \boldsymbol{y}_l(t-\tau)$$

$$\boldsymbol{x}_l(t) = \boldsymbol{y}_l(t) - \tilde{\boldsymbol{y}}_l(t),$$

Impulse response shortening result:

$$x_l(t) = \sum_{\tau=0}^{\Delta-1} \boldsymbol{H}_l^*(\tau) \boldsymbol{s}_l(t-\tau) + \text{noise},$$

目标函数的选择:

$$F_{\text{PE}}(\mathcal{G}_l) = \sum_{t \in \mathcal{T}} \left\| \boldsymbol{y}_l(t) - \sum_{\tau = \Delta}^{\Delta + K_l - 1} \boldsymbol{G}_l^*(\tau) \boldsymbol{y}_l(t - \tau) \right\|^2,$$

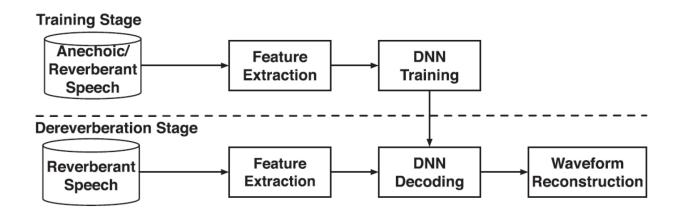
$$F_{\text{WPE}}\left(\mathcal{G}_{l}^{1}\right) = \sum_{t \in \mathcal{T}} \frac{\left\| y_{l}^{1}(t) - \sum_{\tau = \Delta}^{\Delta + K_{l} - 1} g_{l}^{1*}(\tau) \mathbf{y}_{l}(t - \tau) \right\|^{2}}{\lambda_{l}^{1}(t)}.$$

<sup>&</sup>quot;Generalization of Multi-Channel Linear Prediction Methods for Blind MIMO Impulse Response Shortening", Takuya.

<sup>&</sup>quot;Linear Prediction-based Dereverberation with Advanced Speech Enhancement and Recognition Technologies for the Reverb Challenge", NTT.



## 解混响: mapping-method



<sup>&</sup>quot;Learning spectral mapping for speech dereverberation", K. Han.

<sup>&</sup>quot;A reverberation-time-aware approach to speech dereverberation based on deep neural networks", B. Wu



## 其它一些大家感兴趣的话题

传统信号处理 Vs 深度学习。

信号处理方向,实际工作流程是什么?

麦克风阵列+深度神经网络用于语音识别任务。

两个人自由对话,间距1M,采集设备在一个人胸前佩戴,如何处理?

行业的发展前景和个人规划。



# 感谢各位聆听

Thanks for Listening

