



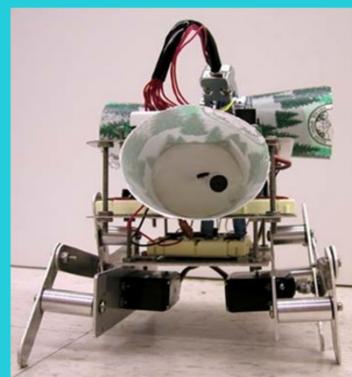
Biomimetic Sound-Localization in the Plane Utilizing Head-Related Transfer Functions

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Existing Approaches & Problems:

- Multiple microphone array
 - Result: complex system
- Inter-aural time delay (ITD)
 - Analyze phase differences between sound arriving @ two ears
- Inter-aural intensity difference (IID)
 - Analyze intensity differences between sound arriving @ two ears
- Back-front confusion in 2D
- Cone of confusion in 3D



3-Microphone Sound-Localization Hexapod

Proposed Method:

By capturing the relative attenuation of a range of frequencies, Head Related Transfer Functions (HRTFs) yield directional information that is richer than that from either the ITD or IID. Direction-dependence of these frequency attenuations makes HRTFs theoretically distinct for all 3D sound source directions.

$$\frac{HRTF_R(f, \theta, \varphi)}{HRTF_L(f, \theta, \varphi)} = \frac{\text{Output}_R(f, \theta, \varphi)}{\text{Output}_L(f, \theta, \varphi)}$$

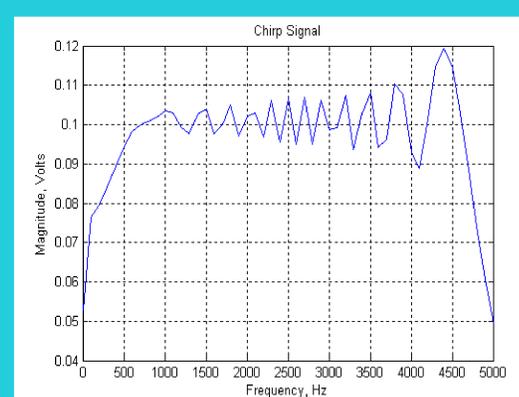
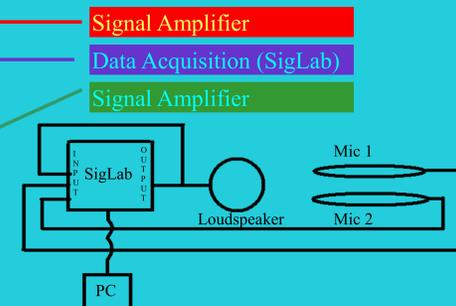
$$= \frac{\text{FFT}(\text{Output}_R(t, \theta, \varphi))}{\text{FFT}(\text{Output}_L(t, \theta, \varphi))}$$



2 Microphones and Loudspeaker

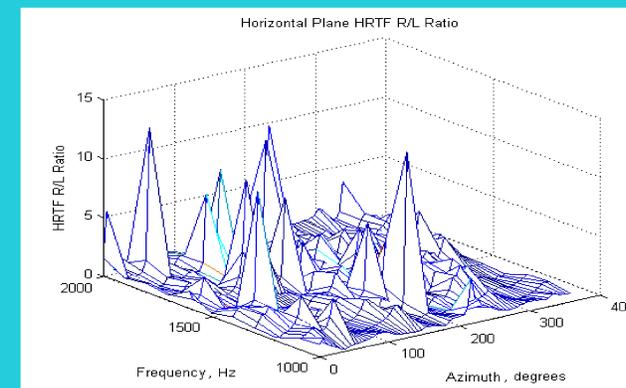


Measurement System:



Output Signal from SigLab to Loudspeaker

Results:



Database of HRTF Ratios in Horizontal Plane

Database parameters as a matrix:

$\theta = 0:\Delta\theta:360-\Delta\theta$
 $m = \text{Length}(\theta)$
 $f = \text{frequency vector}$
 $\text{size}(\text{Database}) = \text{length}(f) \times m$

Matching algorithm:

Least square method:

$$\theta_{\text{match}} = [(\text{index}(\min(\sum((R - R_0)^2))) - 1) \times \Delta\theta]$$

$$R = \text{TestData} \times \text{ones}(1, m)$$

$$R_0 = \text{Database}$$

Standard deviation method:

$$\theta_{\text{match}} = [(\text{index}(\min(\sum(\#\sigma))) - 1) \times \Delta\theta]$$

Note: The square above is performed on each element of the matrix. The sums above are performed for each column of the matrix. σ is a matrix containing the standard deviations for the data taken at each frequency of each position.

$$\text{In general, } \#\sigma = \frac{x - \bar{x}}{\sigma}$$

Matching Performance for Various Databases and Matching Algorithms

Positions	Increments [deg]	Database Data / Position	Test Data / Position	Number of Tests Run	Total Number of Data Tested / Position	Frequency Range Used for Matching [Hz]	Matching Method	Percent of Tests that Matched
12	30	25	5	6	30	1k - 2k	Least Squares	98.89
"	"	"	"	"	"	0 - 5k	Least Squares	82.67
"	"	"	"	"	"	0 - 5k	Least Std. Devs.	98.33
36	10	15	5	4	20	0 - 5k	Least Std. Devs.	99.86
72	5	5	5	1	10	0 - 5k	Least Std. Devs.	100

Adjacent Angles Matching Results (High values are necessary for interpolation.)

Positions	Increments [deg]	Database Data / Position	Frequency Range Used for Matching [Hz]	Matching Method	Percent of Tests that Matched Most with a Neighbor
12	30	30	0 - 5k	Least St. Dev.	33.33
36	10	20	0 - 5k	Least St. Dev.	36.11
72	5	10	0 - 5k	Least St. Dev.	58.33