

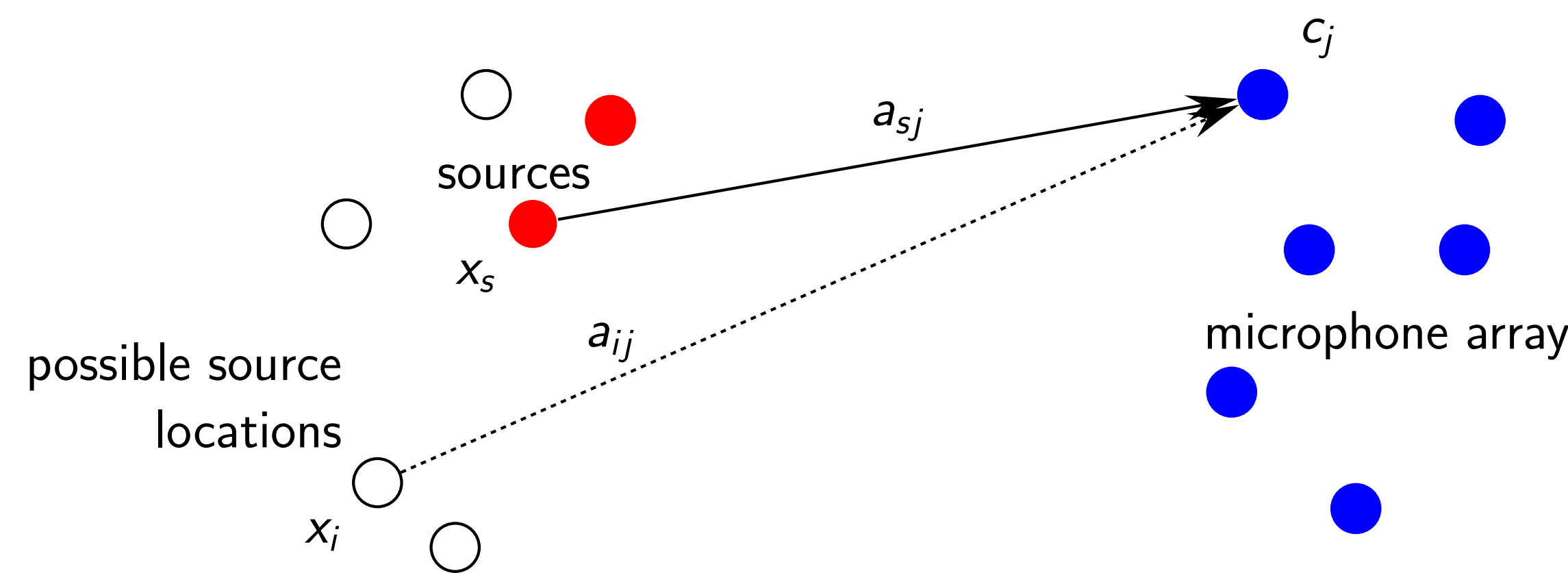
Acoustic Source Characterisation

Experimental Setup:

- n microphones at known locations
- m known and fixed possible source locations x_i
- $s \ll m$ unknown sound sources (monopoles)
- sound sources are uncorrelated
- emitted sound is recorded at all microphones

Task:

- locate all sound emitting sources



Physical Model:

- sound pressure recorded at microphone j :

$$c_j := \sum_i \underbrace{\frac{r_{0,j}}{r_{i,j}}}_{=: a_{ij}} \exp\left(i\omega \frac{r_{0,j} - r_{i,j}}{c_0}\right) x_i$$

- using the cross-spectral matrix $C := E[cc^T]$:

$$C = A \underbrace{E[xx^T]}_{=: X} A^T$$

Task:

- find diagonal matrix X with sparse diagonal

Our Contributions

- apply popular method from imaging to engineering task
- combine matrix differential calculus with fast numerics in \mathbb{C}
- new model for the task at hand

Our Model

We seek a diagonal matrix $X \in \mathbb{C}^{m,m}$ with sparse diagonal that verifies

$$AXA^T = C, \quad A \in \mathbb{C}^{n,m}, \quad C \in \mathbb{C}^{n,n}$$

We solve either

$$\arg \min_{X \in \mathbb{C}^{m,m}} \left\{ \frac{1}{2} \|AXA^T - C\|_F^2 + \lambda \|X\|_1 \right\} \quad (1)$$

$$\arg \min_{X \in \mathbb{C}^{m,m}} \left\{ \frac{1}{2} \|AXA^T - C\|_F^2 + \|W \circ X\|_1 \right\} \quad (2)$$

$$\left\{ \begin{array}{l} \arg \min_{X \in \mathbb{C}^{m,m}} \left\{ \frac{1}{2} \|AXA^T - C\|_F^2 + \lambda \|X\|_1 \right\} \\ \text{under the constraint that } X \text{ is a diagonal matrix} \end{array} \right. \quad (3)$$

with parameters $\lambda \in \mathbb{R}$, $W \in \mathbb{R}^{m,m}$

A Solving Strategy Based on Split Bregman

Input: Data A , C , and parameters λ , W , α , μ

Output: Optimal Matrix X with sparse diagonal

initialise $X = 0$, $D = 0$ and $B = 0$

repeat

set $\hat{X} = X$ and $\hat{D} = D$

repeat

set $\bar{X} = \hat{X}$

repeat

compute optimal descent step size α .

if solving (1) or (2) then

$$\bar{X} = \bar{X} - \alpha \left(A^T (A\bar{X}A^T - C) A + \lambda (\bar{X} - \hat{D} + B) \right)$$

end if

if solving (3) then

$$\bar{X} = \bar{X} - \alpha \left(A^T (A\bar{X}A^T - C) A + \lambda (\bar{X} - \hat{D} + B) \right) \circ I$$

end if

until convergence towards \bar{X}^*

if solving (1) or (2) then

$$\hat{D} = \text{shrink}_{\frac{\mu W}{\lambda}} \left(\bar{X}^* + B \right)$$

end if

if solving (3) then

$$\hat{D} = \text{shrink}_{\frac{\mu}{\lambda}} \left(\bar{X}^* + B \right)$$

end if

until convergence towards \hat{X}^* and \hat{D}^*

set $X = \hat{X}^*$, $D = \hat{D}^*$ and $B = B - D + X$

until convergence of X , D and B

return X

Post Processing (for noisy data)

Input: main diagonal of optimised matrix X

Output: clusters where centroid indicates source position and strength

begin

remap the diagonal entries from X to actual positions in space.

apply a k-means clustering to partition data.

use the centroid position of each cluster as source position.

sum up all source strengths from a cluster to obtain the source strength.

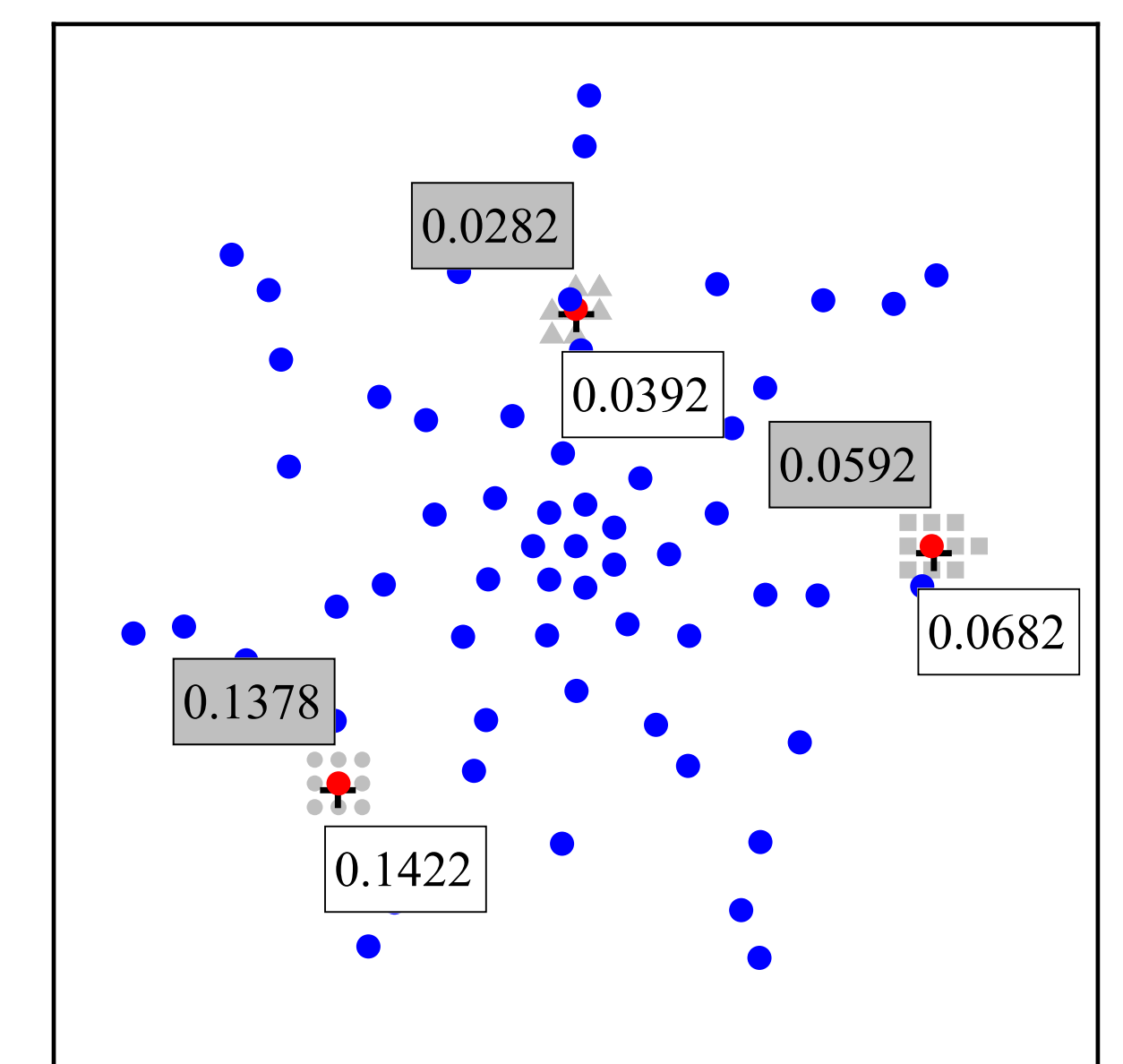
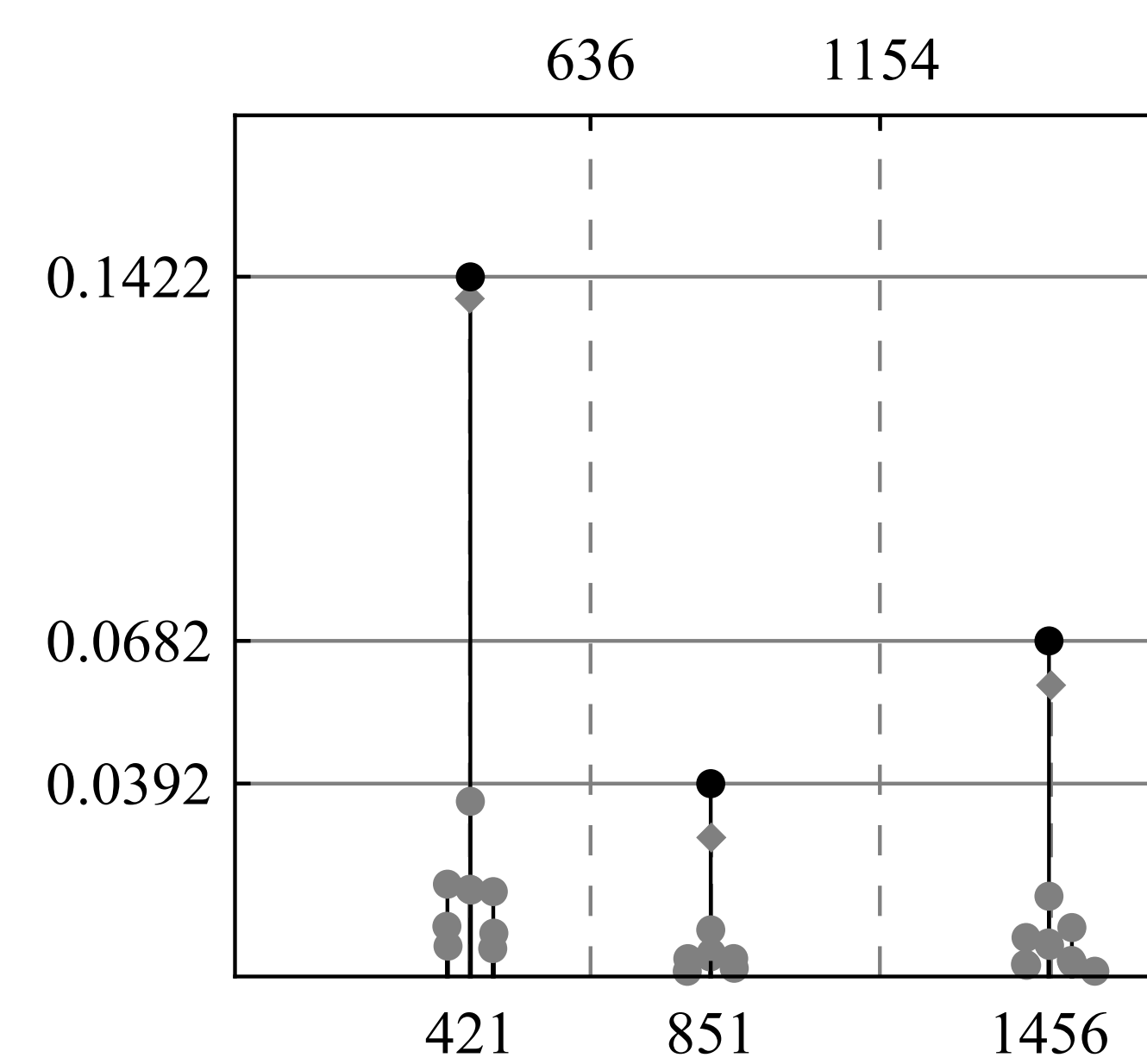
end

return clustered data

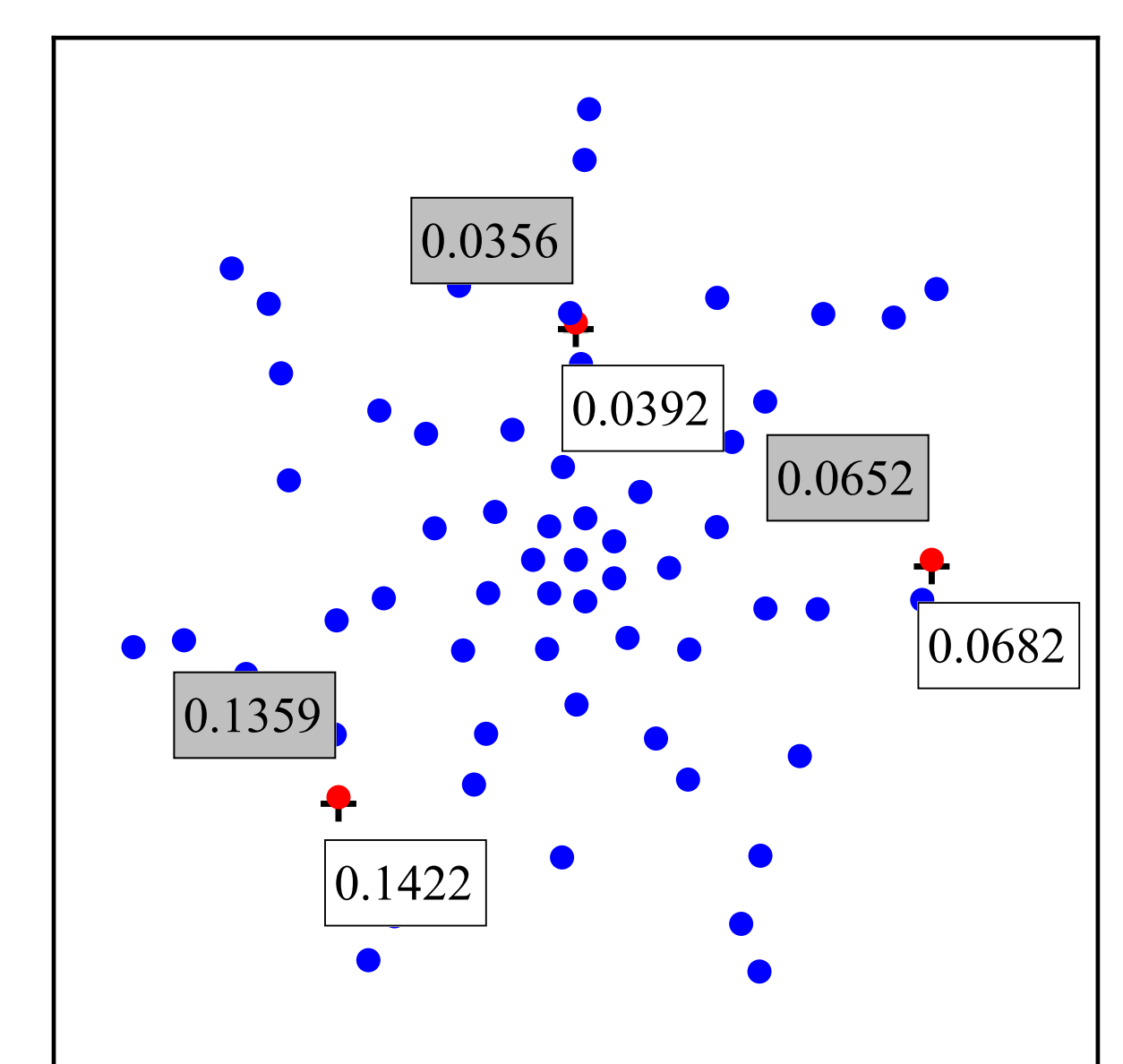
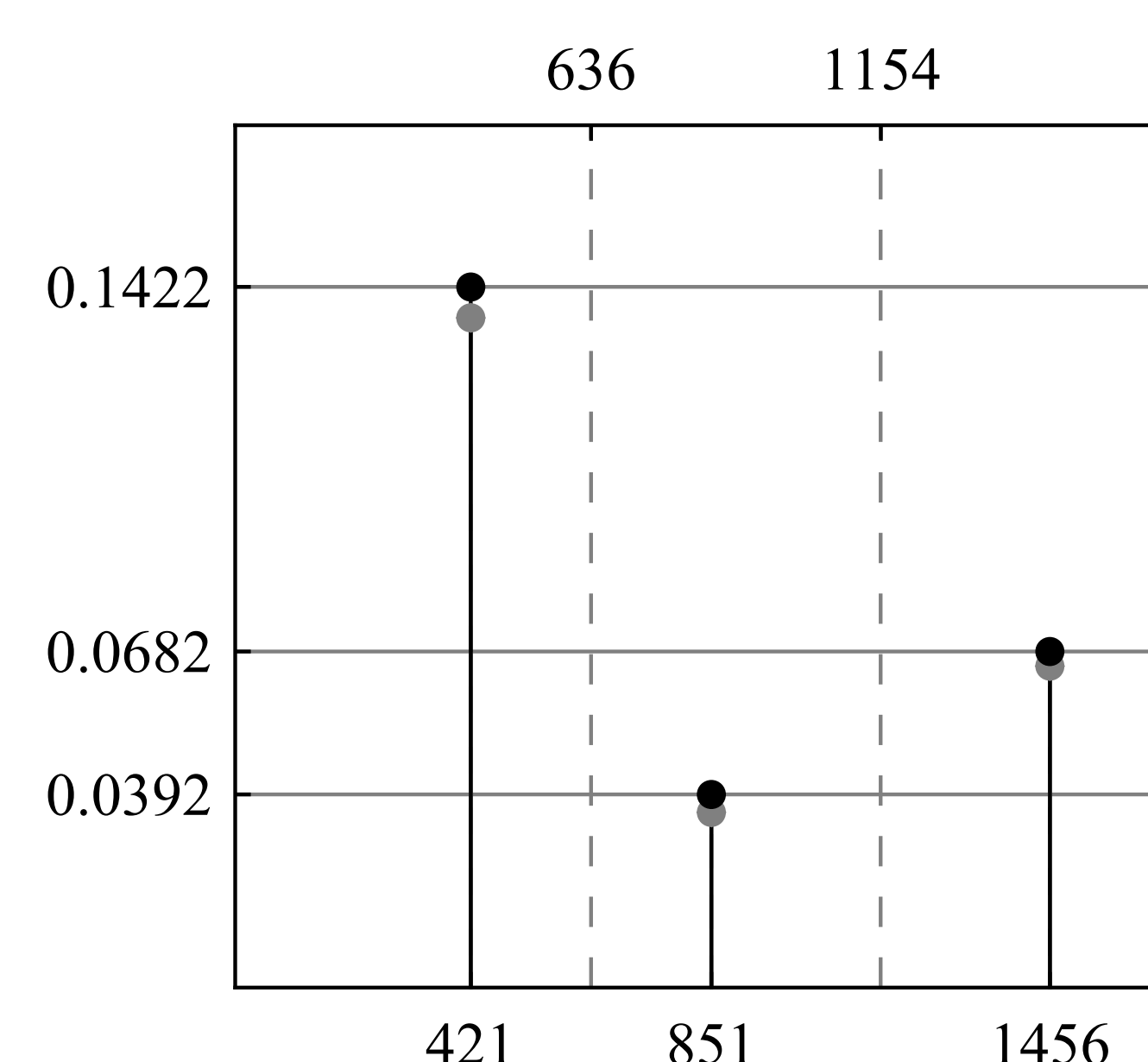
Results

- 3 sources, 1681 possible source locations on regular grid, 64 microphones
- data can be noisy and wrongly encoded (emitted from positions that shouldn't exist)
- left figure represents main diagonal of solution X (with clusters)
- right figure represents microphone array (in blue), correct signal strength (white labels), estimated positions (crosses) and clusters (grey shapes)

Model Eq. (2)



Model Eq. (3)

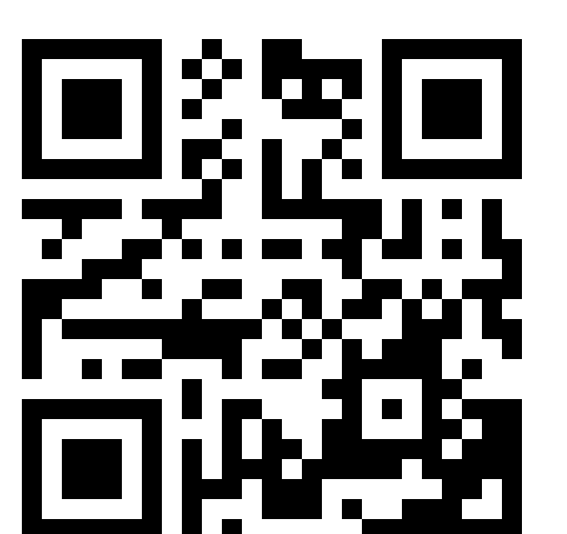


Conclusions

- almost perfect recovery with noise free data
- outperforms competing methods like CMF and Clean-SC on corrupt data
- post processing always yields desired number of sources
- fair convergence speed

• Laurent Hoeltgen, Michael Breuß, Gert Herold, Ennes Sarradj
Sparse ℓ_1 Regularisation of Matrix Valued Models for Acoustic Source Characterisation, Arxiv Report 1607.00171v1, 2016

• Gert Herold, Ennes Sarradj
Preliminary Benchmarking of Microphone Array Methods, Berlin Beamforming Conference, 2014



This work is licensed under a Creative Commons "Attribution-ShareAlike 4.0 International" license.

