

Subjective Validation of Perception Properties in Binaural Sound Reproduction Systems

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AES 21st International Conference



**2002 June 1-3
St.Petersburg, Russia**



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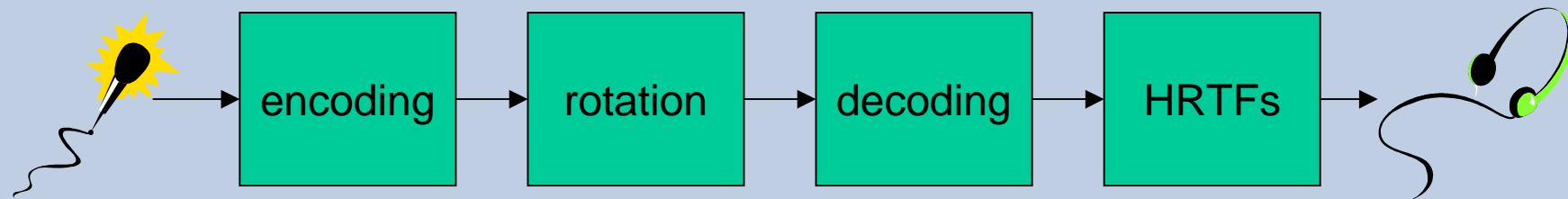
in collaboration with
AKG-Acoustics Vienna, Austria

<http://www.akg.com>

Preceding projects:

Binaural reproduction system for headphones:

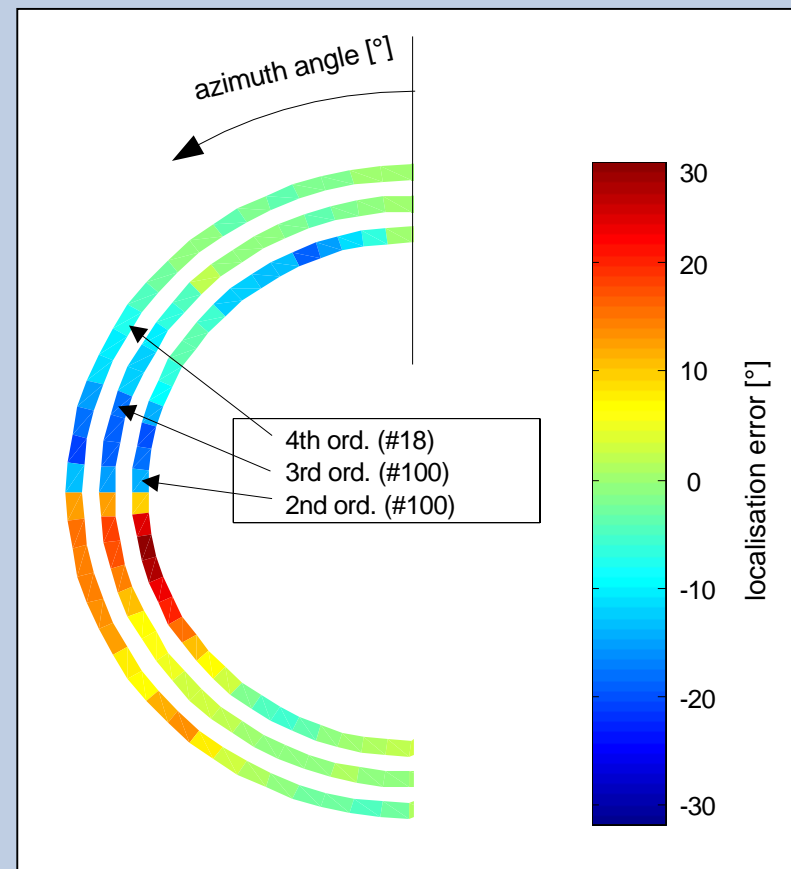
- real-time system based on DSP
- tracking of head movement
- rotation of audio sources based on ambisonic approach
- binaural reproduction using a set of HRTFs



Preceding projects:

Objective model for localisation:

- prediction of localisation and blur
- based on distortion of HRTFs
- for 2D-systems
- preselection of parameter settings



Subjective Evaluation

Intentions:

- Validation of classified systems
- Verification of objective model
- Classification regarding coloration and externalisation
- Investigation of the influence of ambisonic
- Determination of warping tables for further implementations

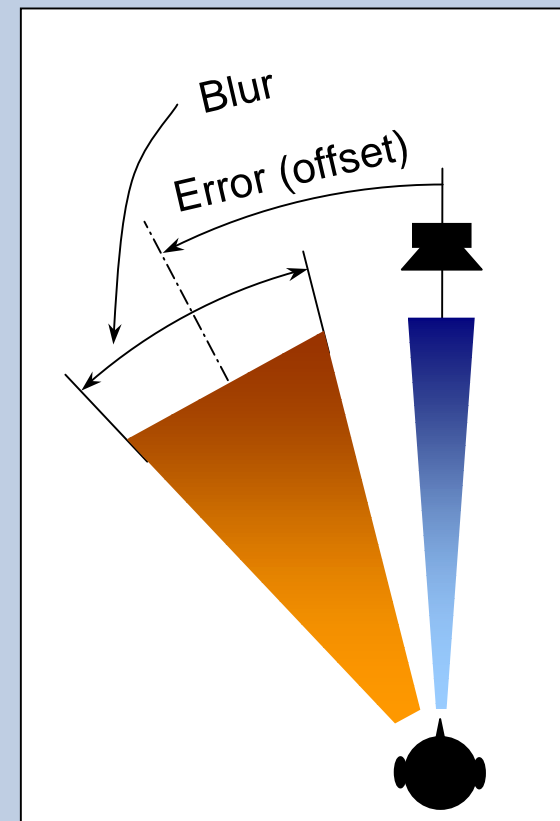
Interesting parameters:

Measuring:

- Localisation error
- Localisation blur

Verbal data:

- Coloration
- Externisation
- Consistency of movement

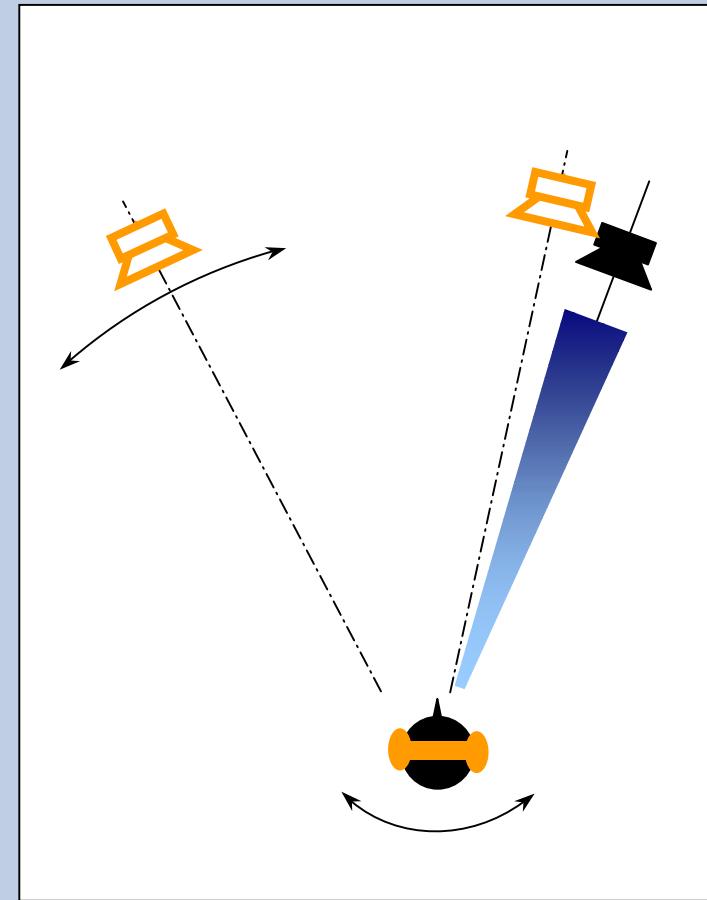


Investigating of localisation:

- Presented stimuli:
 - moved audio source
 - speaker array
- Determination of perceived positions:
 - entering/writing (input form)
 - showing/pointing (pointing device)

New evaluation approach:

- Stimuli over a real audio source at evaluated position
- Subject carrying **open** headphones
- Virtual source presented over headphones - positioned by subject (360° range)
- Head movement allowed (limited to small range)
- Aim: match both sources



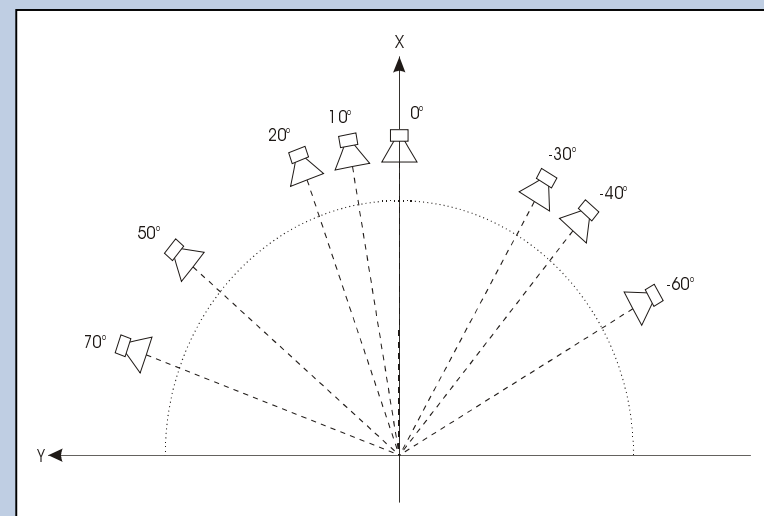
Used stimuli

Real sound stimuli:

- Resolution 10° , frontal part only
- speaker arrangement, taking advantage of symmetry of tested systems
- male speech

Virtual sound stimuli:

- female speech
- head movement limited to 5°



Pilot test:

- Evaluation of the influence of open headphones
- Preselection of subjects
- Training of using the set-up
- Selected subjects:
 - 10 Subjects (4 female, 6 male)
 - aged 20 to 40

Evaluated systems:

Varied parameters:

- Method of spatialisation: discrete and ambisonic
- Length and kind of HRTFs
- Ambisonic order
- Weighting of ambisonic channels
- Arrangement of ambisonic speakers

11 different settings used

Physical set-up

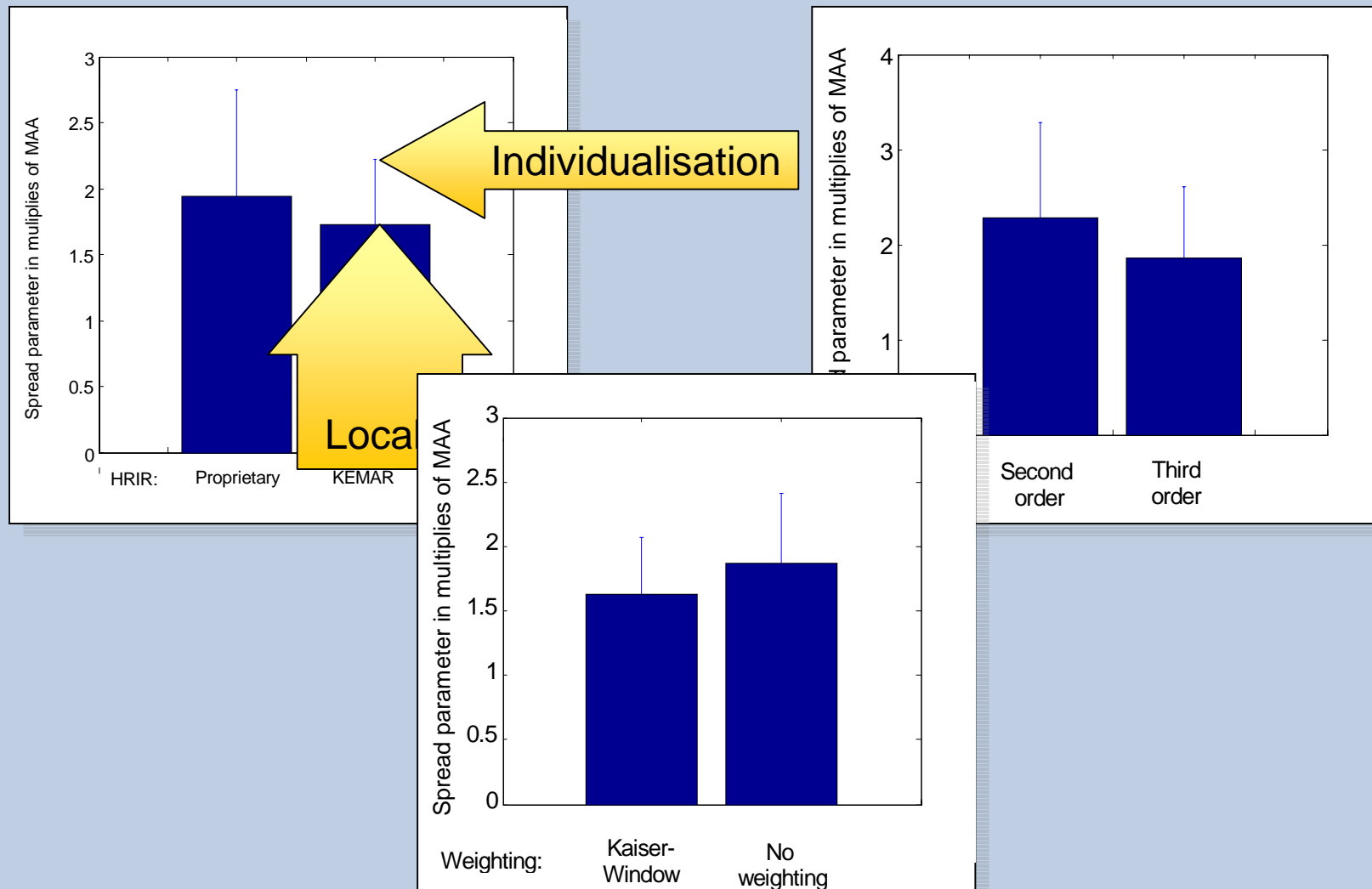


measured reverberation time:
~230ms

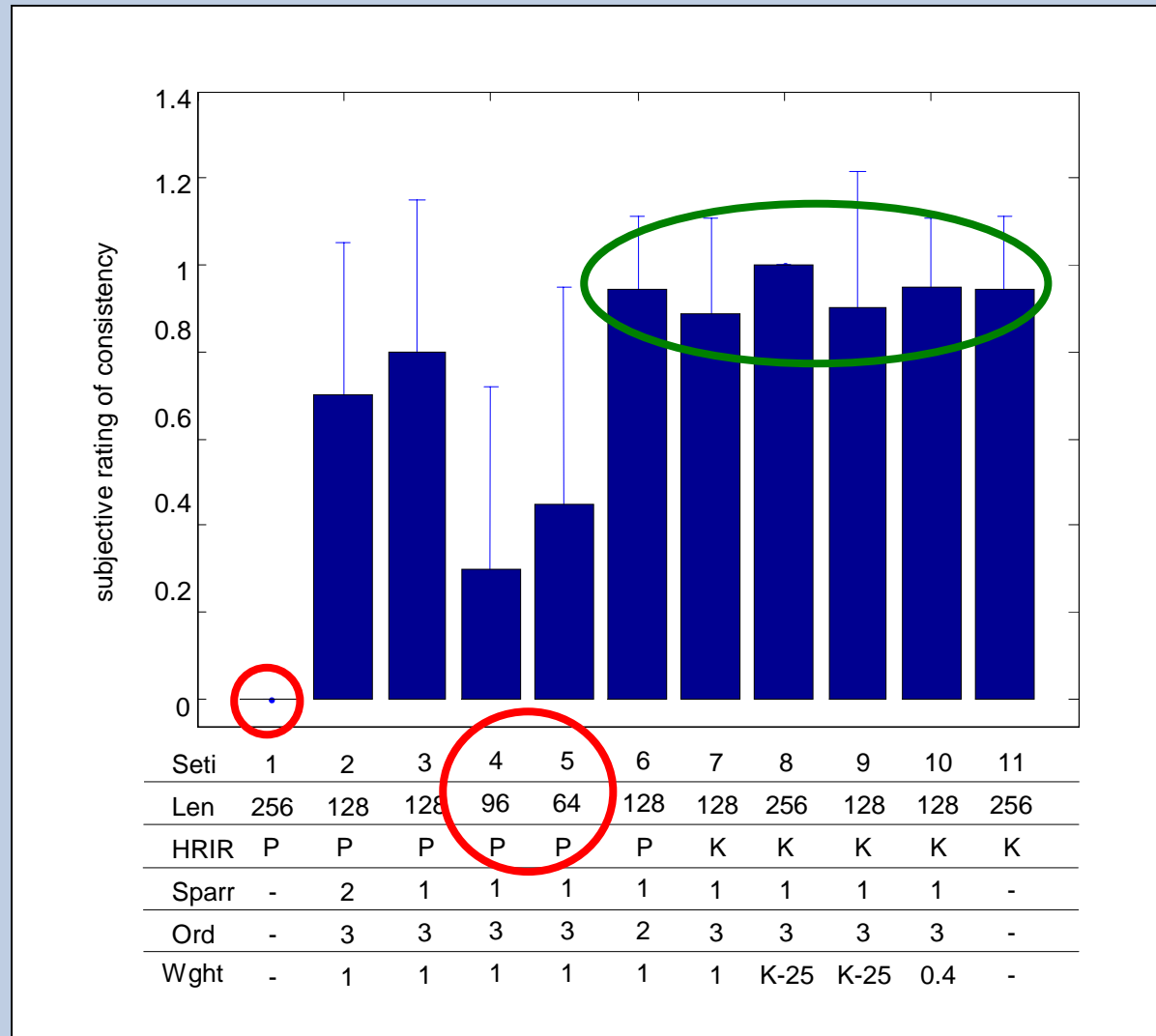
Evaluation of data

- Localisation data : $L(sub, set, spk, no)$
 - Reversal error
 - Spread parameter: std. dev. normalised to MAA
 - Dependency on parameters: ANOVA
- Verbal data:
 - Classification to quantize responses
 - Graphical comparisation

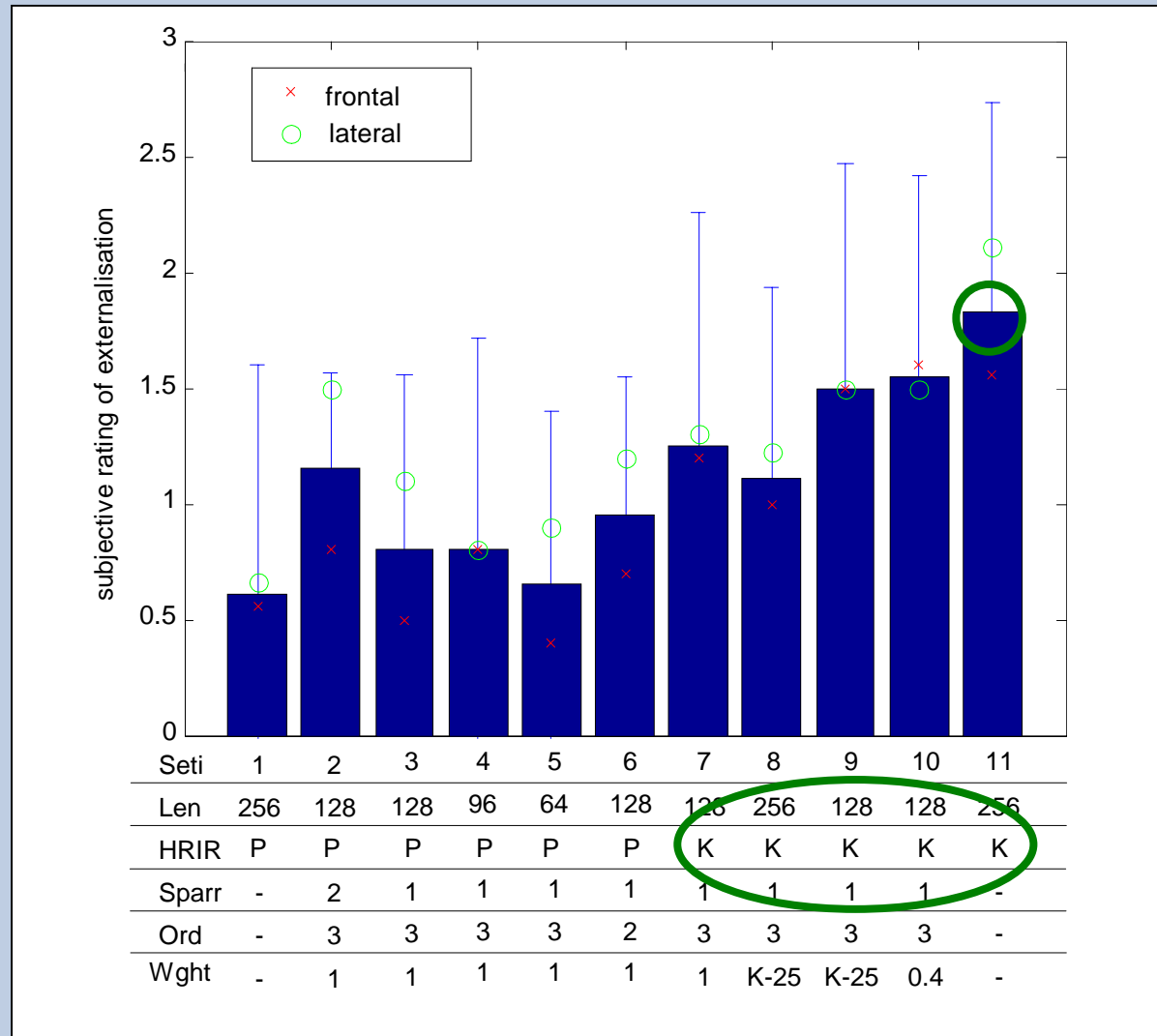
Results of ANOVA:



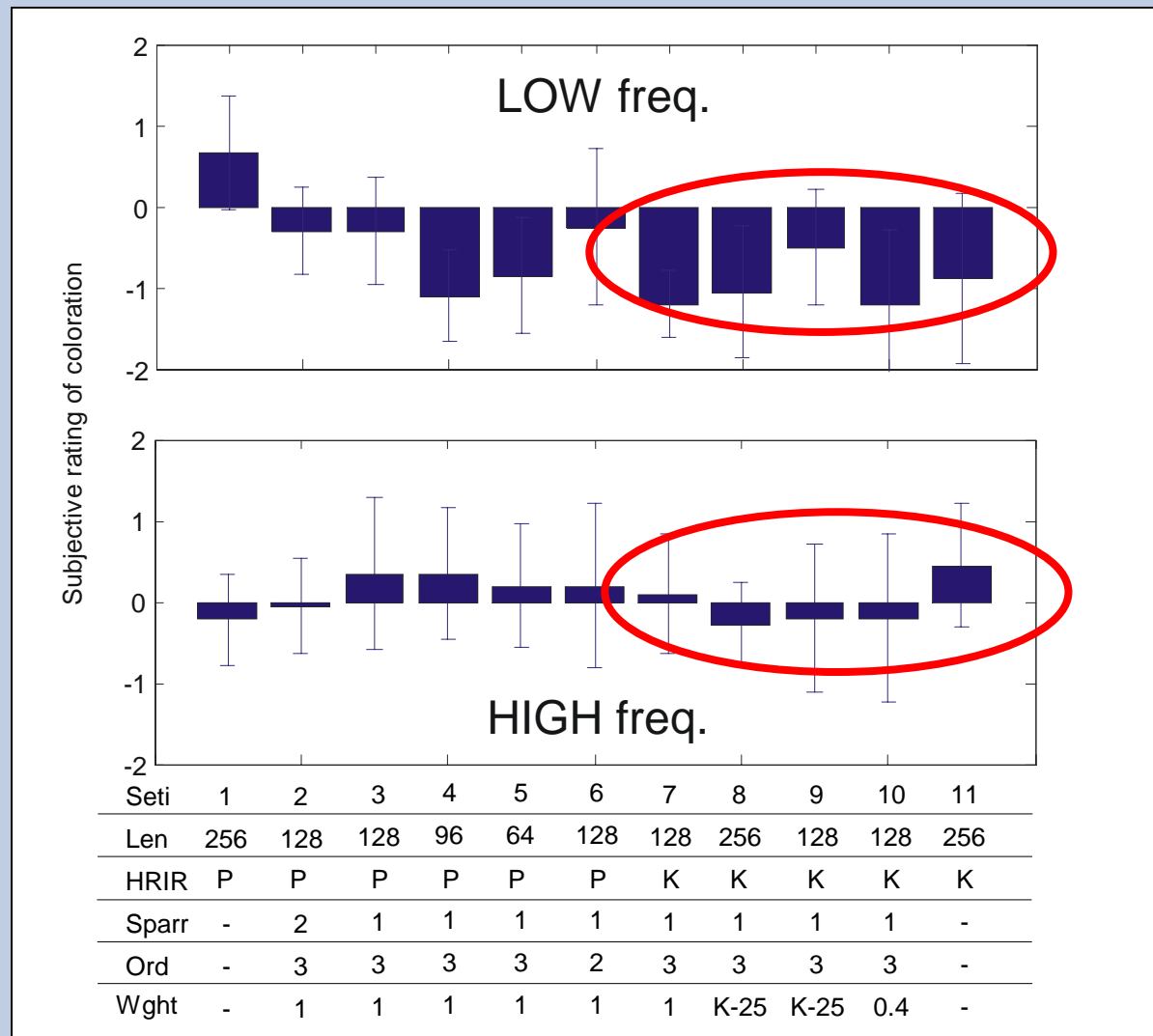
Verbal data: Consistency



Verbal data: Externalisation



Verbal data: Coloration



Conclusions:

- Evaluation subject dependent
- Ambisonic? Yes, 3th order at least
- Which HRTF?
 - KEMAR: better localisation and externalisation
 - Proprietary: better sound quality
- Weighting of channels using Kaiser-window
- Accordance with objective model verified

Outlook:

- Warping tables to predict and minimise the localisation errors for further implementation
- Measurement of localisation and localisation blur using narrow band stimuli
- Determination of limits of used approach due to distorted localisation of real sounds



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Thank You!



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