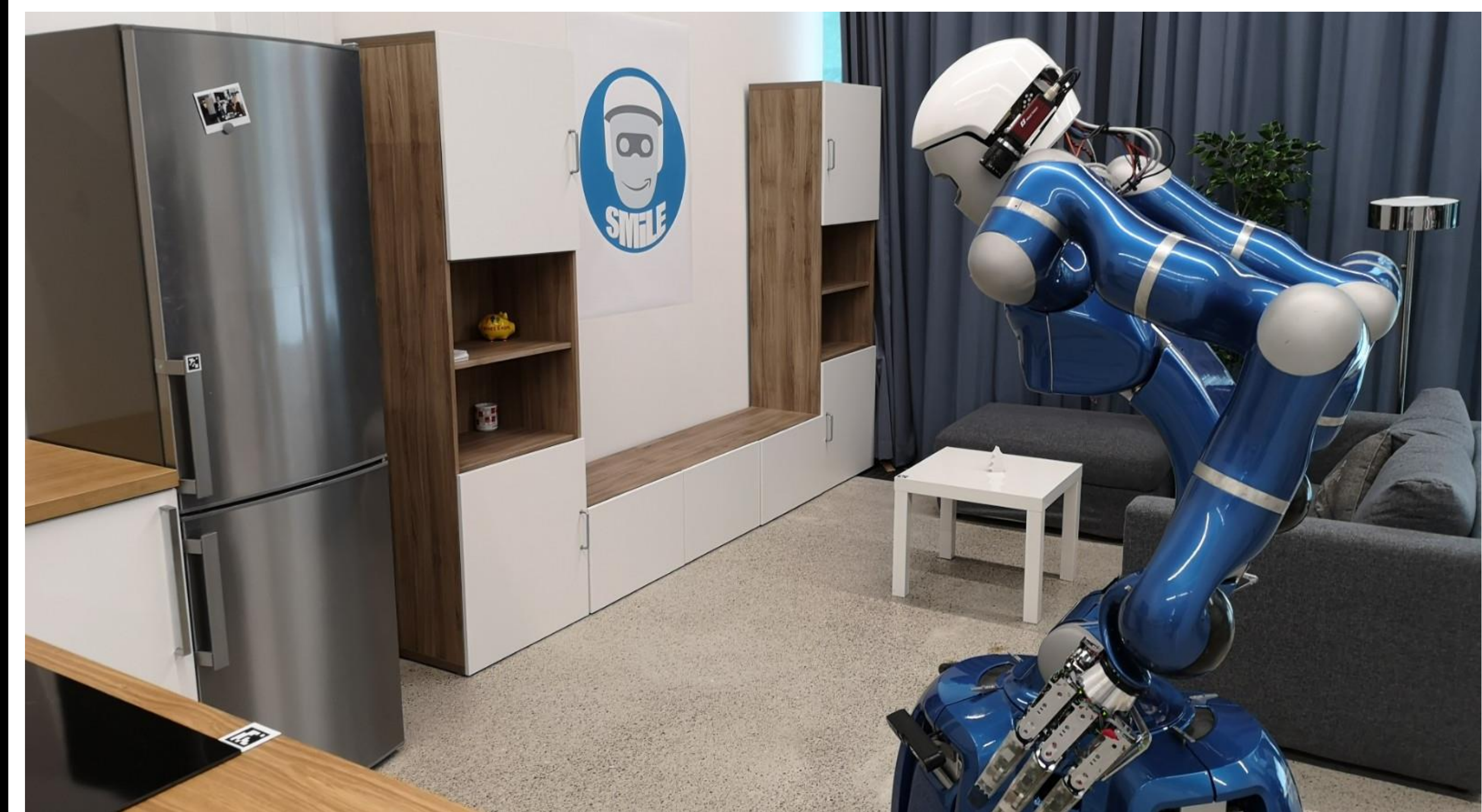


MOTIVATION

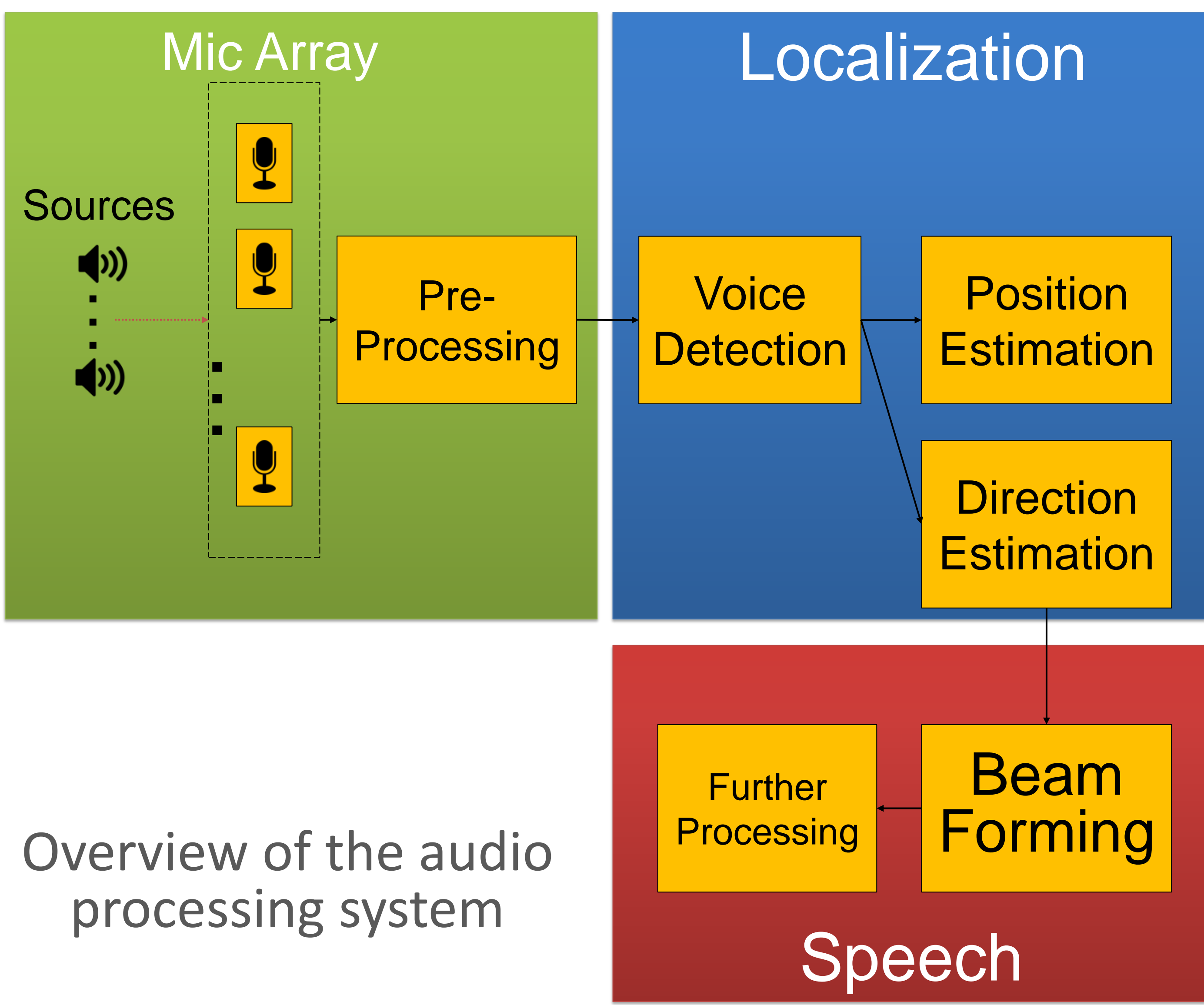
For a humanoid assistant-robot operating in populated environments it is a major key competence to **interact with humans naturally and intuitively**.

Robot audition is a suitable modality, as it allows for **detection and tracking of speakers** from arbitrary positions around the robot and also from distant places. In addition, it allows the robot to be instructed by **voice commands**.



Robot Rollin' Justin in a lab environment

PROCESSING PIPELINE

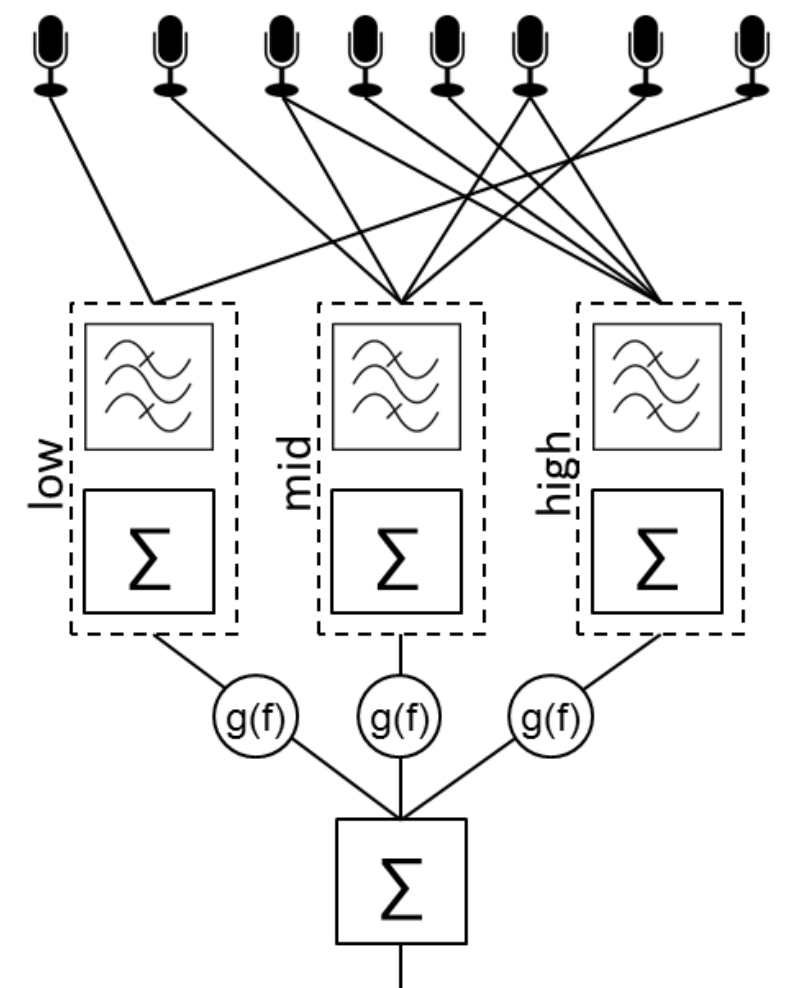


Overview of the audio processing system

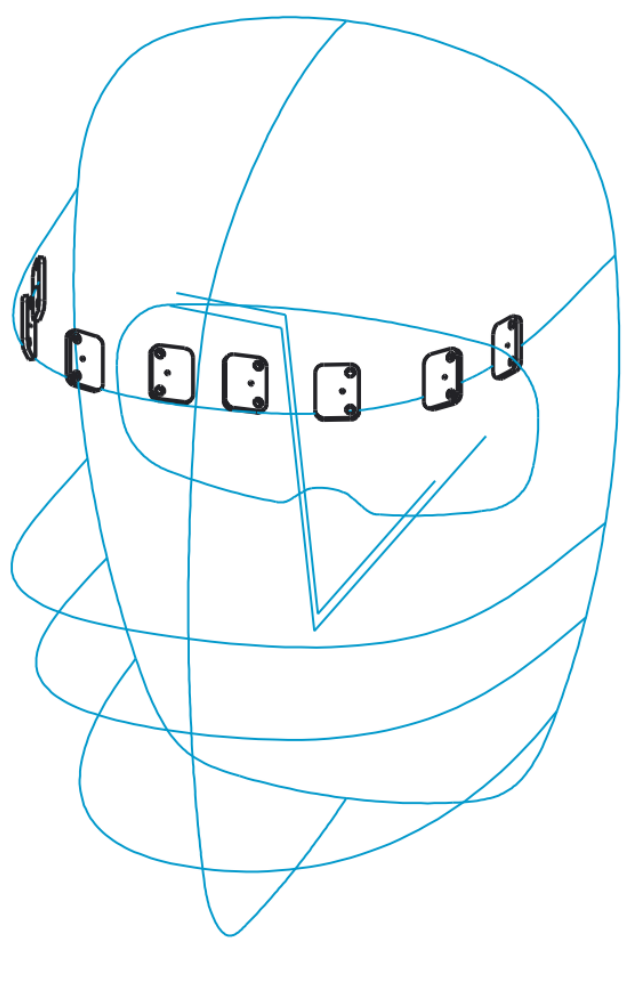
The processing is organized in three steps. Audio acquisition, localization (1D/2D) and subsequent speech processing.

MICROPHONE ARRAY

- Broadband Microphone Sub-Array¹
- Target spectrum is divided into sub-bands
- Positions of microphones optimized accordingly



Broadband Microphone Sub-Array concept



CAD drawing of the proposed microphone positions

LOCALIZATION

- Estimation based on MUSIC² algorithm
- Extended to real time evaluation
- Main principle the delay between received signals
- For our array

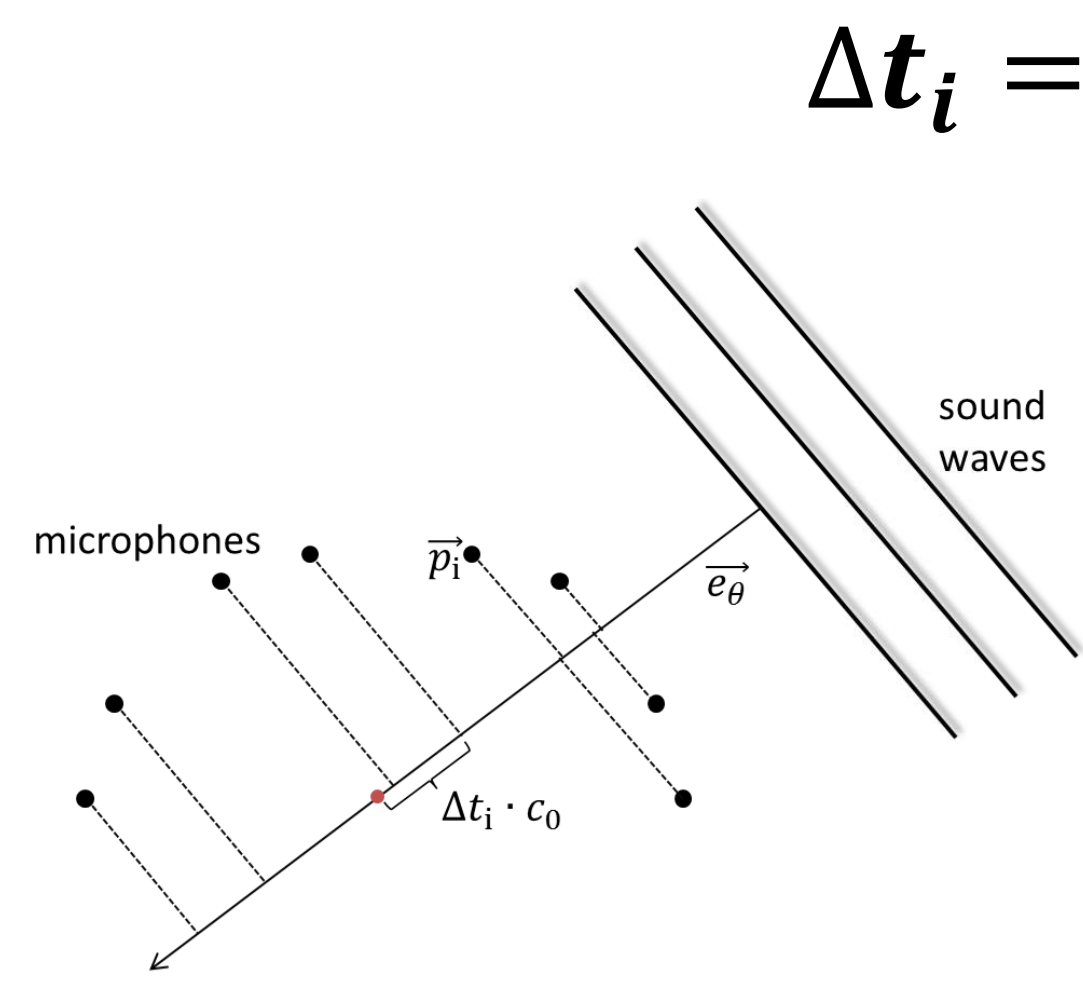
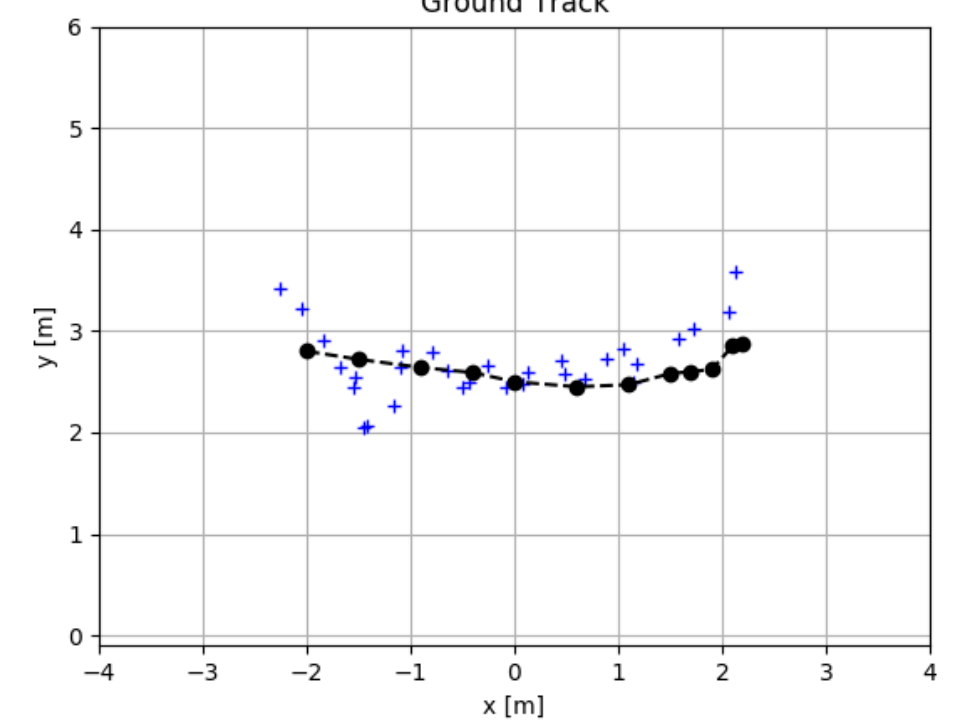


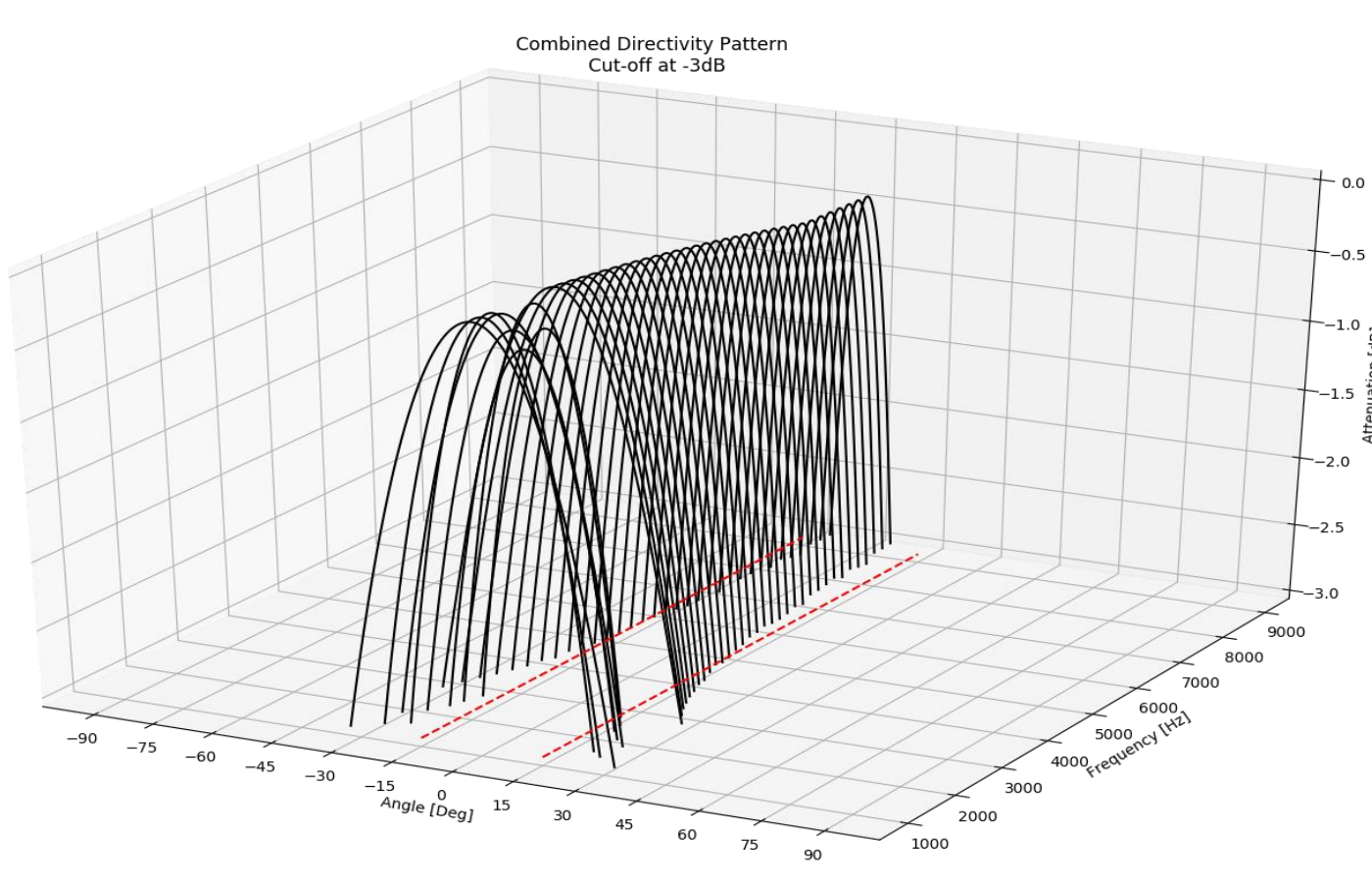
Illustration of the delay calculation for an arriving sound wave

$$\Delta t_i = (\mathbf{p}_i^T \mathbf{e}_\theta) / c_0$$


Estimated positions of a tracked person using microphone arrays

BEAM FORMING

- Calculation of delay for focused direction
- Alignment of signal vector
- Frequency weighted sum of each sub-array



Simulated directivity pattern for the proposed beam former

CONCLUSION & FURTHER PROCESSING

We presented the **design of a microphone array** for sound source localization, beam forming and speech processing.

The latter one will be using the steered input from the beam former to **enhance quality and robustness**. We will use this to gain **voice commanding** ability.

All steps will be **processed online** on the robotic platform by its processing capabilities.