

# **Selective Hearing: A Machine Listening Perspective**

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# **A LOOK AT THE STATE-OF-THE-ART**

### Localization

- Direction of arrival (DOA) either in 2D (azimuth) or 3D (including elevation) [39], [40]
- Number of source in the scene required
- Joint estimation of the number of sources and locations [41]
- Efforts to reduce computational requirements [42-45]

### **Detection & Classification**

#### AUDIO EVENTS

- Relevant work comes from the field of detection and
- classification of acoustic scenes and events (DCASE) [18]
- Monophonic [20] and polyphonic [21] sound event detection
- Robustness to weak and noisy labels [23], [25]
- Voice activity detection [28-30]
- Speaker recognition [31]
- Focus on increased robustness to different conditions [32-34]
- Singing voice activity detection in music [38], musical
- instrument activity detection [37]
- Musical instrument classification [35]

#### Separation

- Speaker-independent separation [46] and lead instrument separation in the music domain [52] are the most common applications
- Use of spatial location information to help separation performance [4], [47]
- Efforts to reduce computational demands of algorithms [48-

## Active Noise Control (ANC)

- Very strict computational requirements (ms)
- Work on specific types of noises: automobile cabins [56],
- industrial scenarios [57]
- ANC on a specific spatial region [58]

#### Enhancement

- The most common application is enhancement of speech corrupted by noise.
- Single channel speech enhancement [59-61]
- Music remixing applications also use enhancement to
- increase loudness of a musical instrument in the mix [63]
- Enhancement is often used in conjunction with sound separation methods [6] [64]

#### **Current Trends:**

- Sound event separation and classification [65]
- 1. Joint optimization of more than one machine listening tasks • Sound event localization and detection [27]

- 2. Efforts to increase accuracy and robustness • Robustness to noise [25], [26]
- Embeddings [32] and domain adaptation [67]

#### 3. Computational Efficiency

- Low-latency source separation [48]
- End-to-end systems for localization [45], separation [50], speech enhancement [61]

### Challenges:

- 1. Methods capable of joint optimization of more than one machine listening task 2. Real-time processing is required for realistic selective
- hearing applications



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# **CURRENT TRENDS & CHALLENGES**