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(54) Title: AUDIO REPRODUCTION SYSTEMS AND METHODS

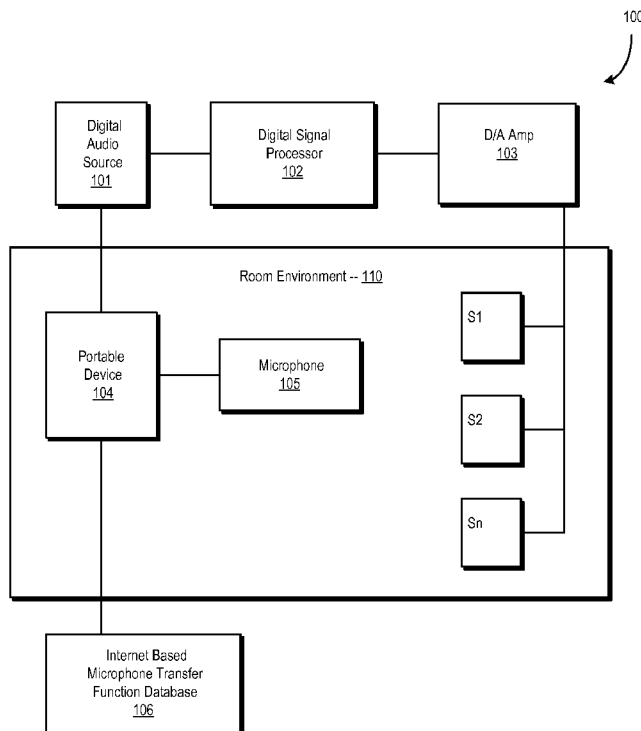


FIG. 1

(57) Abstract: Systems and method are disclosed for facilitating efficient calibration of filters for correcting room and/or speaker-based distortion and/or binaural imbalances in audio reproduction, and/or for producing three-dimensional sound in stereo system environments. According to some embodiments, using a portable device such as a smartphone or tablet, a user can calibrate speakers by initiating playback of a test signal, detecting playback of the test signal with the portable device's microphone, and repeating this process for a number of speakers and/or device positions (e.g., next to each of the user's ears). A comparison can be made between the test signal and the detected signal, and this can be used to more precisely calibrate rendering of future signals by the speakers.

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## **AUDIO REPRODUCTION SYSTEMS AND METHODS**

### **CROSS REFERENCE TO RELATED APPLICATIONS**

[0001] This application claims the benefit of priority of Provisional Application No. 61/601,529, filed February 21, 2012, which is hereby incorporated by reference in its entirety.

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### **BACKGROUND AND SUMMARY**

[0003] The listening environment, including speakers, room geometries and materials, furniture, and so forth can have an enormous effect on the quality of audio reproduction. Recently it has been shown that one can employ relatively simple digital filtering to provide a much more faithful reproduction of audio as it was originally recorded in a studio or concert hall (*see, e.g.*, [http://www.princeton.edu/3D3A/BACCH\\_intro.html](http://www.princeton.edu/3D3A/BACCH_intro.html)). In fact, it is possible to produce three-dimensional sound using two speakers by using active cross-talk cancellation. In virtually any kind of listening environment, one can also compensate for speaker mismatches, and variability in the room arrangement, using phase and amplitude equalization. Today, however, with music being highly portable with mp3 players, mobile phones, and the like, and with music available through Internet cloud services, consumers bring their music into many different listening environments. It is rare that these environments are configured in an optimal way, and so it is advantageous to have a simple but effective method of calibrating digital filters for use with portable devices such as mobile phones, that can be used with various kinds of audio

playback devices, such as automobile audio systems, phone docking systems, Internet connected speaker systems, and the like. In addition, audio that is played on laptops, TVs, tablets, etc. can also benefit from precise digital equalization. Systems and methods are presented herein for facilitating cost-effective calibration of filters for, *e.g.*, correcting room and/or speaker-based distortion and/or binaural imbalances in audio reproduction, and/or for producing three-dimensional (3D) sound in stereo system environments.

### **BRIEF DESCRIPTION OF THE DRAWINGS**

[0004] The inventive body of work will be readily understood by referring to the following detailed description in conjunction with the accompanying drawings, in which:

[0005] **FIG. 1** illustrates an example system in accordance with an embodiment of the inventive body of work.

[0006] **FIG. 2** shows an illustrative method for performing speaker calibration in accordance with one embodiment.

[0007] **FIG. 3** illustrates a system for deducing environmental characteristics in accordance with one embodiment.

[0008] **FIG. 4** shows an illustrative system that could be used to practice embodiments of the inventive body of work.

### **DETAILED DESCRIPTION**

[0009] A detailed description of the inventive body of work is provided below. While several embodiments are described, it should be understood that the inventive body of work is not limited to any one embodiment, but instead encompasses numerous alternatives, modifications, and equivalents. In addition, while numerous specific details are set forth in the following description in order to provide a thorough understanding of the inventive body of work, some embodiments can be practiced without some or all of these details. Moreover, for the purpose of clarity, certain technical material that is

known in the related art has not been described in detail in order to avoid unnecessarily obscuring the inventive body work.

**[0010]** Embodiments of the disclosure may be understood by reference to the drawings, wherein like parts may be designated by like numerals. The components of the disclosed embodiments, as generally described and illustrated in the figures herein, could be arranged and designed in a wide variety of different configurations. Thus, the following detailed description of various embodiments is not intended to limit the scope of the disclosure, as claimed, but is merely representative of possible embodiments. In addition, the actions in the methods disclosed herein do not necessarily need to be performed in any specific order, or even sequentially, nor need the actions be performed only once, unless otherwise specified.

**[0011]** Systems and methods are presented for facilitating cost-effective calibration of filters for, *e.g.*, correcting room and/or speaker-based distortion and/or binaural imbalances in audio reproduction, and/or for producing three-dimensional sound in stereo system environments.

**[0012]** Heretofore, calibration methods for filters have been cumbersome, inconvenient, and expensive, and are not easily performed by the user of an audio source in different environments. Some embodiments of the systems and methods described herein can be used by consumers without extensive knowledge or experience, using devices that the consumers already own and know how to use. Participation by the user should preferably take a relatively short amount of time (*e.g.*, a few seconds or minutes). This will help facilitate more widespread performance of automatic equalization methods for many more audio sources in many more environments.

**[0013]** Systems and methods are described herein for addressing some or all of the following illustrative situations:

[0014] • Audio from a mobile phone, played back through a wireless or wired automobile audio system, can be optimized for the specific automobile, the driver, and/or for one or more of the passengers.

[0015] • Use of network connected speakers (e.g., such as those made and distributed by Sonos ([www.sonos.com](http://www.sonos.com))) where the audio source can be from the Internet or from a locally connected digital or analog audio source.

[0016] • Audio from a network-connected device (e.g., a mobile phone, tablet, laptop, or connected TV), using speakers directly connected to or integrated with the device.

[0017] • Audio from a mobile playback device (e.g., a portable music player, mobile phone, etc.), when played back through, e.g., a docking station.

[0018] It will be appreciated that the examples in the foregoing list are provided for purposes of illustration and not limitation, and that embodiments of the systems and methods described herein could be applied in many other situations as well.

[0019] **FIG. 1** shows an illustrative embodiment of a system 100 for improving audio reproduction in a particular environment 110. As shown in **FIG. 1**, a portable device 104 is located in an environment 110. For example, portable device 104 may comprise a mobile phone, tablet, network-connected mp3 player, or the like held by a person (not shown) within a room, an automobile, or other specific environment 110. Environment 110 also comprises one or more speakers S1, S2, ... Sn over which it is desired to play audio content. As will be described in more detail below, portable device includes (or is otherwise coupled to) microphone 105 for receiving the audio output from speakers S1-Sn. As shown in **FIG. 1**, the audio content originated from source 101, and possibly underwent processing by digital signal processor (DSP) 102 and digital-to-analog converter / amplifier 103 before being distributed to one or more of speakers S1-Sn.

[0020] In one embodiment, device 104 is configured to send a predefined test file to the audio source device 101 (e.g., an Internet music repository, home network server, etc.) or otherwise causes the audio source device 101 to initiate playing of the requisite test file

over one or more of speakers S1-Sn. In other embodiments, device 104 simply detects the playing of the file or other content via microphone 105. Upon receipt of the played back test file or other audio content via microphone 105, portable device (and/or a service or device in communication therewith) analyzes it in comparison to the original audio content and determines how to appropriately process future audio playback using DSP 102 and/or other means to improve the perceived quality of audio content to the recipient/user.

**[0021]** To improve performance, such analysis and processing may take into account the transfer function of the microphone 105 (which, as shown in **FIG. 1**, may, for example, be obtained from a remote source), information regarding the speakers S1-Sn, and/or any other suitable information. To further improve performance, in some embodiments the test file (also referred to herein as a “reference signal”) includes a predefined pattern or other characteristic that facilitates automatic synchronization between the signal source and the microphone, which might otherwise be operating asynchronously or independently with respect to one another. Such a pattern makes it easier to ensure alignment of the captured waveform with the reference signal, so that the difference between the two signals can be computed more accurately. It will be appreciated that there are many ways to create such patterns to facilitate alignment between the received signal and the reference, and that any suitable pattern or other technique to achieve alignment or otherwise improve the accuracy of the comparison could be used.

**[0022]** It will be appreciated that the system shown in **FIG. 1** is provided for purposes of explanation and illustration, and not limitation, and that a number of changes could be made without departing from the principles described herein. For example, without limitation, in some embodiments the user’s device 104 could include the audio source 101 and/or the audio playback subsystem (e.g., DSP 102, D/A converter / amplifier 103, etc.). In other embodiments, device 104 and some or all of audio source 101, DSP 102, and D/A converter / amplifier 103 can be physically separate as illustrated in **FIG. 1** (e.g., located on different network-connected devices). In other embodiments, blocks 102 and/or 103 could be integrated into one or more of speakers S1-Sn. Moreover, although

blocks 101, 102 and 106 are illustrated in **FIG. 1** as being located outside the immediate acoustic environment 110 of portable device 104 and speakers S1, S2, ... Sn, in other embodiments some or all of these blocks could be located within environment 110 or in any other suitable location. As another example, in some embodiments, block 101 could be an Internet music library, and blocks 102 and 103 could be incorporated into network-connected speakers on the same home network as block 105 which could be integrated in a device 104 (e.g., a tablet, smartphone, or other portable device in this example) controlling and communicating with the other devices. In this example, computation of the optimal equalization and cross-talk cancellation parameters could take place at any suitable one or more of blocks 101-109, and/or the recorded system response could be made available to a cloud (e.g., Internet) service for processing, where the optimal parameters could be computed and communicated (directly or indirectly via one or more other blocks) to one or more of blocks 101-109 (e.g., device 104, DSP 102, etc.) through a network connection. Thus it will be appreciated that while, for ease of explanation, an example embodiment has been shown in which the functionality of blocks 101, 102, 103, 104, and 105 are in, or connected to, the same device—e.g., a mobile smartphone or tablet, in other embodiments, the blocks shown in **FIG. 1** could be arranged differently, blocks could be removed, and/or other blocks could be added.

[0023] **FIG. 2** shows an illustrative method for performing speaker calibration in accordance with one embodiment. As shown in **FIG. 2**, in one embodiment the overall procedure, from a user perspective, begins when the user installs the calibration application (or “app”) onto his or her portable computing device from an app store or other source, or accesses such an app that was pre-installed on his or her device (201). For example, without limitation, the app could be made available by the manufacturer of the speakers S1-Sn on an online app store or on storage media provided with the speakers.

[0024] The device in this example may, e.g., be a mobile phone, tablet, laptop, or any other device that has a microphone and/or accommodates connection to a microphone. When the user runs the app, the app provides, e.g., through the user interface of the

device, instructions for positioning the microphone to collect audio test data (202). For example, in one embodiment the app might instruct the user to position the microphone of the device next to his or her left ear and press a button (or other user input) on the device and to wait until an audio test file starts playing through one or more of the speakers S1 through Sn and then stops (203). In one embodiment, the app can control what audio test file to play. The user could then be instructed to reposition the microphone (204), e.g., by placing the microphone next to his or her right ear, at which point another (or the same) test file is played (205). Depending on the number of speakers in the system and/or the number of calibration tests, the user may be prompted to repeat this procedure a few times (e.g., a “yes” exit from block 206).

**[0025]** In one embodiment, with each test, a test result file is created or updated. For each test source, there will be an ideal test response. The device (or another system in communication therewith) will be able to calculate equalization parameters for each speaker in the system by performing spectral analysis on the received signal and comparing the ideal test response with the actual test response. For example, if the test source were an impulse function, the ideal response would have a flat frequency spectrum and the actual response would be easy to compare. However, for a number of reasons, different signals, selected to accommodate phase equalization and to deal with other types of impairments, may be used.

**[0026]** In one embodiment, calculation of the optimal equalization parameters is performed in a way that accommodates the transfer function of the microphone. This function will typically vary among different microphone designs, and so it will typically be important to have this information so that this transfer function can be subtracted out of the system. Thus, in some embodiments, a database (e.g., an Internet accessible database) of microphone transfer functions is maintained that can be referenced by the app. In the present case of the mobile smartphone, lookup of the transfer function is straightforward and can typically be performed by the app without any input from the user, because the app can reference the system information file of the smartphone to determine the model number of the phone, which can then be used to look up the transfer

function in the database (106). The response curve may, for example, contain data such as illustrated at <http://blog.faberacoustical.com/2009/ios/iphone/iphone-microphone-frequency-response-comparison>, and this data can then be used in the computation of the optimal filter characteristics, as indicated above. In other embodiments, one or more transfer functions could be stored locally on the device itself, and no network connection would be needed.

[0027] Referring once again to **FIG. 2**, once the measurements and the calculations are complete, the optimal equalization parameters can be made available to the digital signal processor 102 which can implement filters for equalizing the non-ideal responses of the room environment, and the speakers (208). This can include, for example, equalization for room reflections, cancellation of crosstalk from multiple channels, and/or the like. When additional audio content is sent to the speakers for playback, DSP 102 applies the equalization parameters to the audio content signal before sending the appropriately processed signal to the speakers for playback.

[0028] It will be appreciated that there are a number of variations of the systems and methods described herein for facilitating use of a portable device to calibrate digital filters that can optimize the function of speakers in a particular environment. For example, one way of simplifying the method described in connection with **FIG. 2** at small expense is to provide binaural microphones that can plug into the audio port of the user's portable device (e.g., mobile phone, tablet, etc.). These microphones would be designed to be placed close to the user's ears for the calibration process described above. For example, these microphones could be built into a standard headset. Yet another way to simplify the process illustrated in **FIG. 2** in accordance with one embodiment would be to play the test file (e.g., sequentially) from each of the speakers before repositioning the microphone (e.g., before prompting the user to move the microphone to a location next to his or her other ear), thereby avoiding repeated (and potentially imprecise) positioning of the microphone. Alternatively, or in addition, multiple test files (perhaps containing different content and/or different frequencies) could be play by each of the speakers simultaneously, thereby, once again, enabling the calibration process to be

performed without repeated repositioning of the microphone for each speaker. Thus it should be understood that **FIG. 2** has been provided for purposes of illustration, and not limitation, and that a number of variations could be made without departing from the principles described herein. For example, without limitation, the order of the actions represented by the blocks in **FIG. 2** could be changed, certain blocks could be removed, and/or other blocks could be added. For example, in some embodiments a block could be added representing the option of calibrating the microphone. For example, a manufacturer could store the device's acoustic response curves (e.g., microphone and/or speaker) on the device during manufacture. These could be device-specific or model-specific, and could be used to calibrate the microphone, e.g., before the other actions shown in **FIG. 2** are performed.

[0029] It will also be appreciated that while certain examples have been described for facilitating calibration and optimization of speaker systems, some of the principles described herein are suitable for broader application. For example, without limitation, a device (e.g., a mobile phone, tablet, etc.) comprising a microphone and a speaker could be used to perform some or all of the following actions using audio detection and processing techniques such as those described above:

[0030] Using the ring tone as a probe signal.

[0031] Measuring room size.

[0032] Measuring the distance to another device.

[0033] Recognizing familiar locations by room response.

[0034] Detecting room features, like double-pane windows, narrow passages, and/or the like.

[0035] Mapping a room acoustically.

[0036] Detecting being outdoors.

[0037] Measuring temperature acoustically.

[0038] Identifying the bearer by voice (e.g., for detecting theft and/or positively identifying the user to facilitate device-sharing).

[0039] Detecting being submerged underwater.

[0040] Correlating acoustic data with camera data, GPS, etc.

[0041] Acoustic scene analysis (e.g., identification of other ring tones, ambient noises, sirens, alarms, familiar voices and sounds, etc.).

[0042] **FIG. 3** illustrates a system for deducing environmental characteristics in accordance with one embodiment. As shown in **FIG. 3**, a device 302 could emit a signal from its speaker(s) 304, which it would then detect using its microphone 306. The signal detected by microphone 306 would be influenced by the characteristics of environment 300. Device 302, and/or another device, system, or service in communication therewith, could then analyze the received signal and compare its characteristics to those that would be expected in various environments, thereby enabling detection of a particular environment, type of environment, and/or the like. Such a process could, for example, be automatically performed by the device periodically or upon the occurrence of certain events in order to monitor its surroundings, and/or could be initiated by the user when such information is desired.

[0043] **FIG. 4** shows a more detailed example of a system 400 that could be used to practice embodiments of the inventive body of work. For example, system 400 might comprise an embodiment of a device such as device 104 or Internet web service 106 in **FIG. 1**. System 400 may, for example, comprise a general-purpose computing device such as a personal computer, tablet, mobile smartphone, or the like, or a special-purpose device such as a portable music or video player. System 400 will typically include a processor 402, memory 404, a user interface 406, one or more ports 406, 407 for accepting removable memory 408 or interfacing with connected or integrated devices or subsystems (e.g., microphone 422, speakers 424, and/or the like), a network interface

410, and one or more buses 412 for connecting the aforementioned elements. The operation of system 400 will typically be controlled by processor 402 operating under the guidance of programs stored in memory 404. Memory 404 will generally include both high-speed random-access memory (RAM) and non-volatile memory such as a magnetic disk and/or flash EEPROM. Port 407 may comprise a disk drive or memory slot for accepting computer-readable media 408 such as USB drives, CD-ROMs, DVDs, memory cards, SD cards, other magnetic or optical media, and/or the like. Network interface 410 is typically operable to provide a connection between system 400 and other computing devices (and/or networks of computing devices) via a network 420 such as a cellular network, the Internet, or an intranet (e.g., a LAN, WAN, VPN, etc.), and may employ one or more communications technologies to physically make such a connection (e.g., wireless, cellular, Ethernet, and/or the like).

[0044] As shown in **FIG. 4**, memory 404 of computing device 400 may include data and a variety of programs or modules for controlling the operation of computing device 400. For example, memory 404 will typically include an operating system 421 for managing the execution of applications, peripherals, and the like. In the example shown in **FIG. 4**, memory 404 also includes an application 430 for calibrating speakers and/or processing acoustic data as described above. Memory 404 may also include media content 428 and data 431 regarding the response characteristics of the speakers, microphone, certain environments, and/or the like for use in speaker and/or microphone calibration, and/or for use in deducing information about the environment in which device 400 is located (not shown).

[0045] One of ordinary skill in the art will appreciate that the systems and methods described herein can be practiced with computing devices similar or identical to that illustrated in **FIG. 4**, or with virtually any other suitable computing device, including computing devices that do not possess some of the components shown in **FIG. 4** and/or computing devices that possess other components that are not shown. Thus it should be appreciated that **FIG. 4** is provided for purposes of illustration and not limitation.

**[0046]** The systems and methods disclosed herein are not inherently related to any particular computer, electronic control unit, or other apparatus and may be implemented by a suitable combination of hardware, software, and/or firmware. Software implementations may include one or more computer programs comprising executable code/instructions that, when executed by a processor, may cause the processor to perform a method defined at least in part by the executable instructions. The computer program can be written in any form of programming language, including compiled or interpreted languages, and can be deployed in any form, including as a standalone program or as a module, component, subroutine, or other unit suitable for use in a computing environment. Further, a computer program can be deployed to be executed on one computer or on multiple computers at one site or distributed across multiple sites and interconnected by a communication network. Software embodiments may be implemented as a computer program product that comprises a non-transitory storage medium configured to store computer programs and instructions, that, when executed by a processor, are configured to cause the processor to perform a method according to the instructions. In certain embodiments, the non-transitory storage medium may take any form capable of storing processor-readable instructions on a non-transitory storage medium. A non-transitory storage medium may be embodied by a compact disk, digital-video disk, hard disk drive, a magnetic tape, a magnetic disk, flash memory, integrated circuits, or any other non-transitory digital processing apparatus or memory device.

**[0047]** Although the foregoing has been described in some detail for purposes of clarity, it will be apparent that certain changes and modifications may be made without departing from the principles thereof. It will be appreciated that these systems and methods are novel, as are many of the components, systems, and methods employed therein. It should be noted that there are many alternative ways of implementing both the processes and apparatuses described herein. Accordingly, the present embodiments are to be considered as illustrative and not restrictive, and the inventive body of work is not to be limited to the details given herein, but may be modified within the scope and equivalents of the appended claims.

## CLAIMS

What is claimed is:

1. A method for calibrating speakers for a particular listening environment, the method comprising:
  - positioning a microphone of a portable device at a first location in the environment;
  - initiating playback of a first piece of audio content from a first speaker;
  - detecting playback of the first piece of audio content from the first speaker using the microphone;
  - positioning the microphone at a second location in the environment;
  - initiating playback of a second piece of audio content;
  - detecting playback of the second piece of audio content from the first speaker using the microphone;
  - based at least in part on the detected playback of the first piece of audio content and the detected playback of the second piece of audio content, determining one or more adjustments to be applied to further audio content before playback by the first speaker; and
  - applying the adjustments to additional audio content before it is played by the first speaker.

2. The method of claim 1, in which the step of initiating playback of the first piece of audio content from the first speaker further comprises subsequently initiating playback of the first piece of audio content from a second speaker.
3. The method of claim 1, in which the step of initiating playback of the first piece of audio content from the first speaker further comprises initiating playback of a third piece of audio content from a second speaker, wherein the first piece of audio content is different from the third piece of audio content, and in which playback of the first piece of audio content from the first speaker overlaps, at least in part, with playback of the third piece of audio content from the second speaker.
4. The method of claim 1, in which the first location comprises a position proximate to a first ear of a person within the listening environment.
5. The method of claim 4, in which the second location comprises a position proximate to a second ear of the person.
6. The method of claim 1, in which the first piece of audio content and the second piece of audio content are the same.
7. The method of claim 1, in which the first piece of audio content comprises one or more synchronization patterns.
8. The method of claim 1, in which the portable device comprises a mobile phone or tablet.
9. The method of claim 1, in which determining one or more adjustments to be applied to further audio content comprises performing spectral analysis on the detected playback of the first piece of audio content and the second piece of audio content.

10. The method of claim 9, further comprising:

comparing a frequency response of the detected playback of the first piece of audio content with an ideal frequency response.

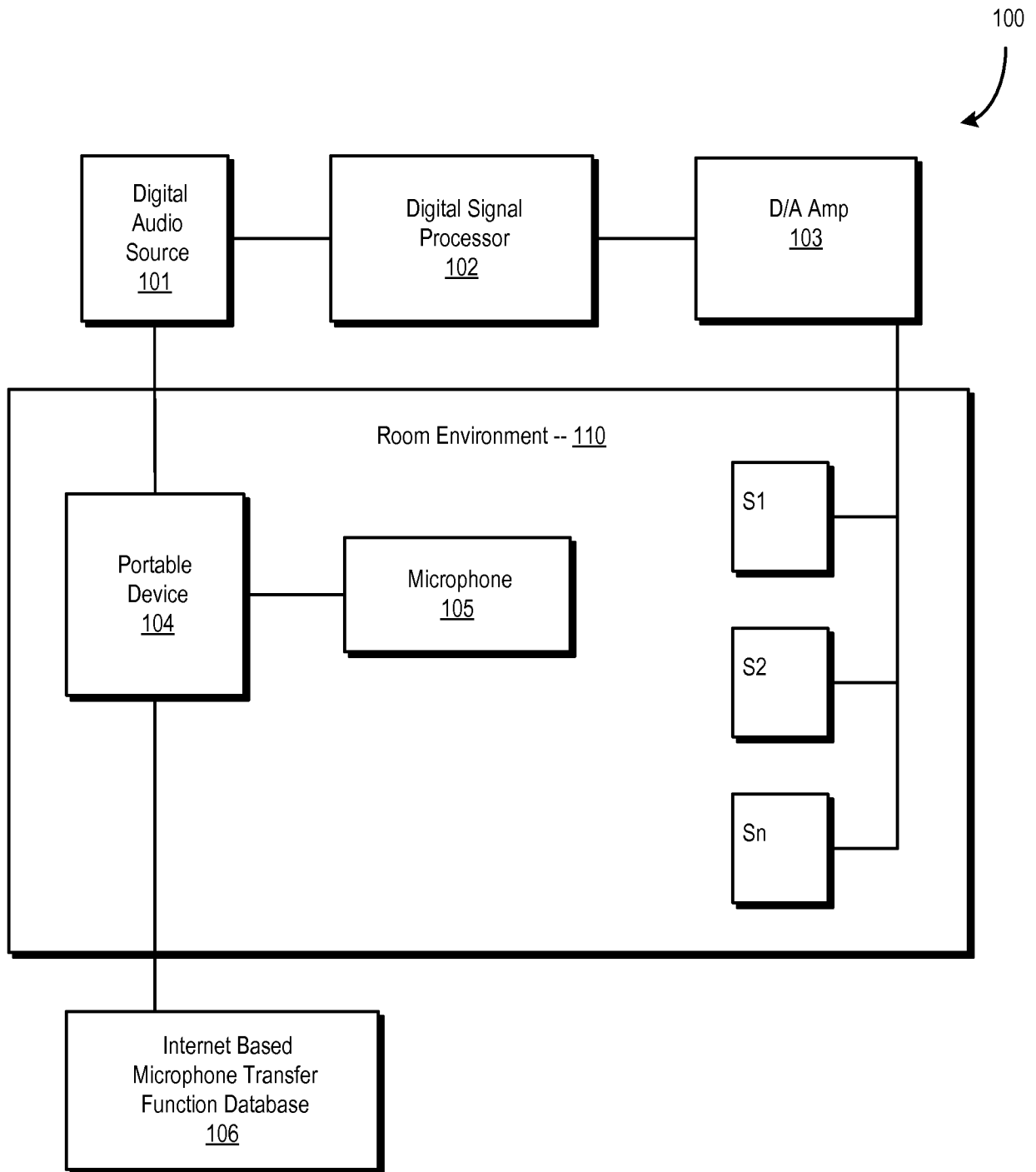


FIG. 1

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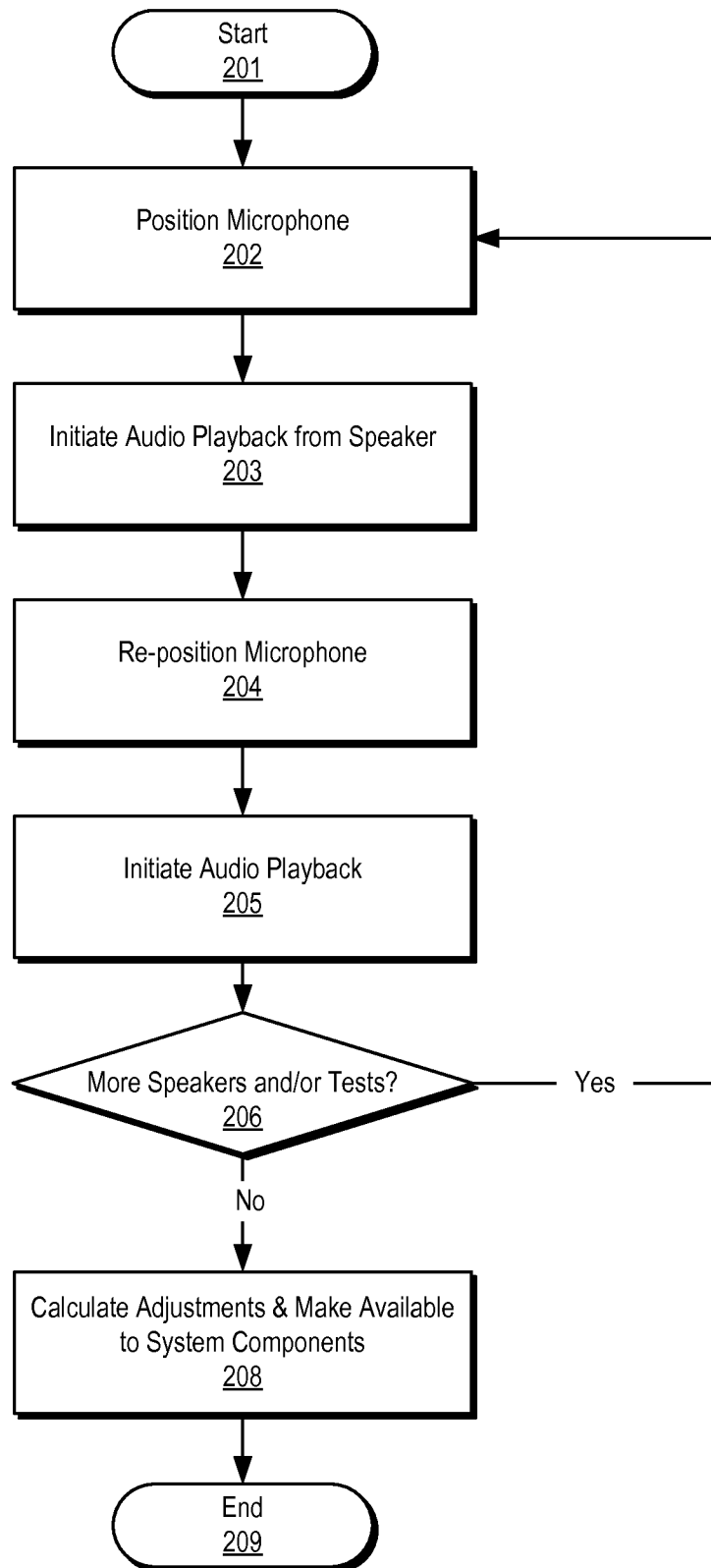


FIG. 2

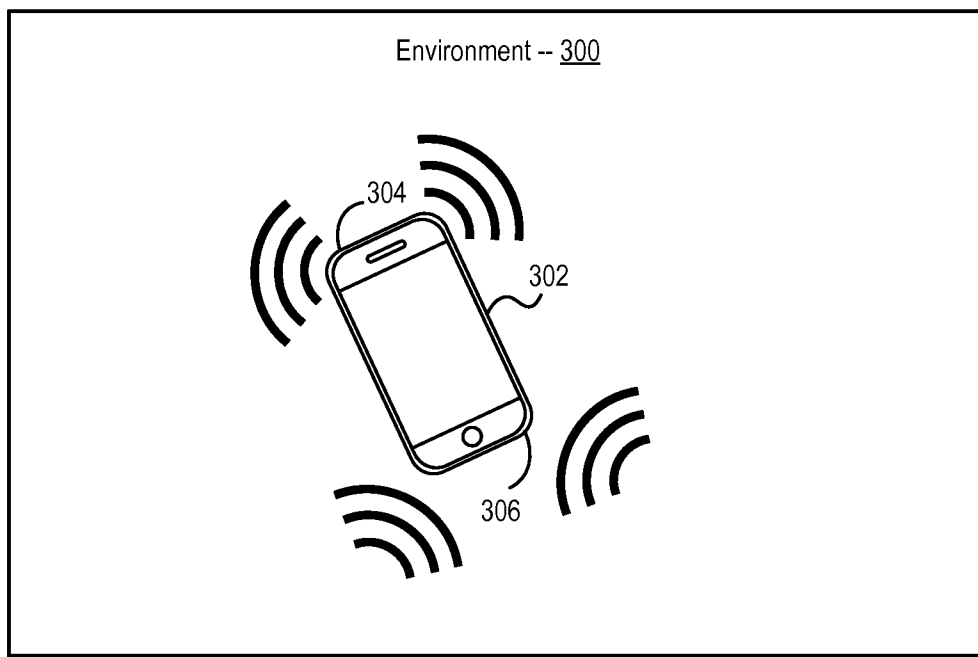


FIG. 3

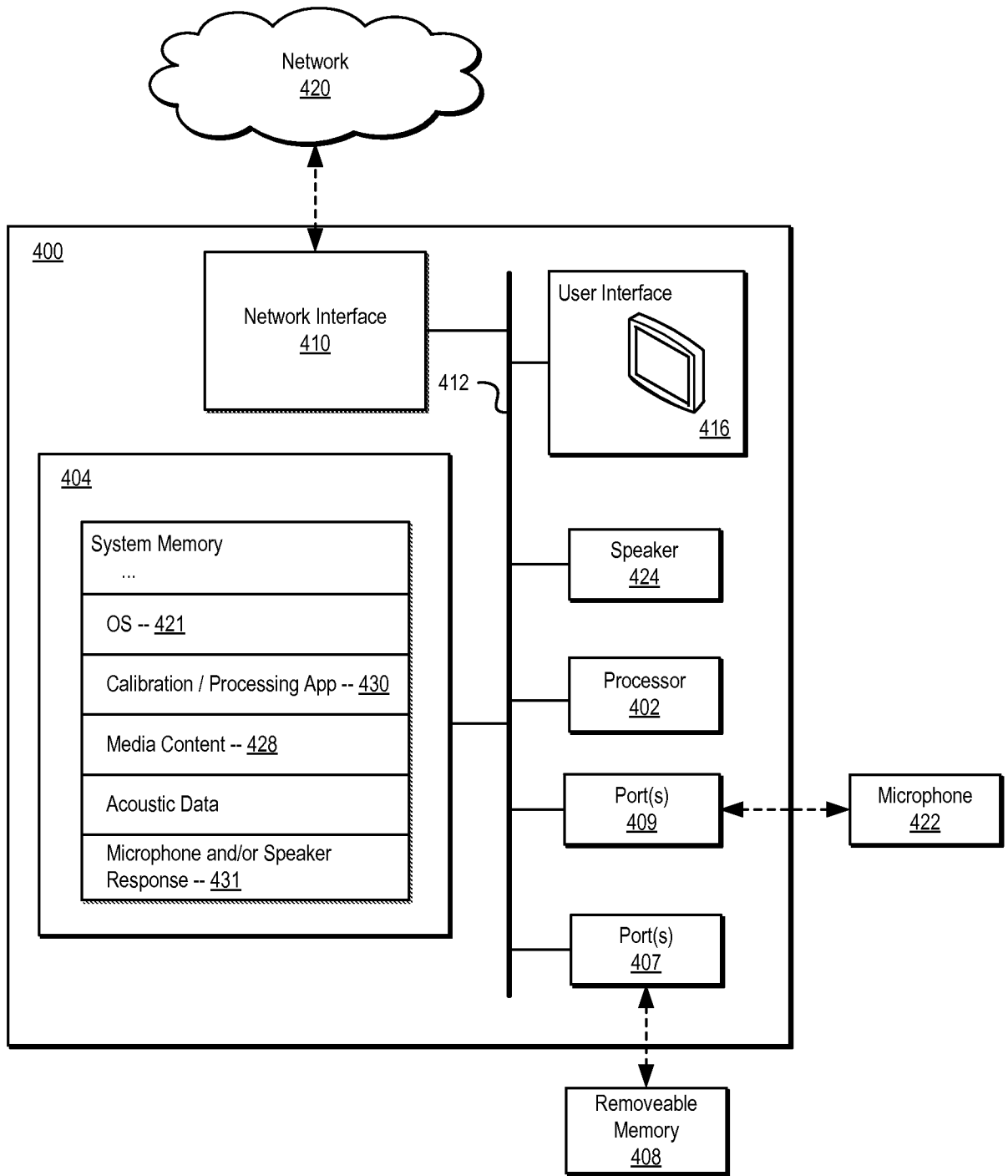


FIG. 4

## INTERNATIONAL SEARCH REPORT

International application No.  
**PCT/US2013/027184****A. CLASSIFICATION OF SUBJECT MATTER****H04S 7/00(2006.01)i, H04R 5/027(2006.01)i**

According to International Patent Classification (IPC) or to both national classification and IPC

**B. FIELDS SEARCHED**Minimum documentation searched (classification system followed by classification symbols)  
H04S 7/00;H04B 3/00; H04B 1/00; H04R 5/00; H04B 3/21; H04B 7/00.Documentation searched other than minimum documentation to the extent that such documents are included in the fields searched  
Korean utility models and applications for utility models  
Japanese utility models and applications for utility modelsElectronic data base consulted during the international search (name of data base and, where practicable, search terms used)  
eKOMPASS(KIPO internal) & Keywords: indoor, environment, speaker, microphone, portable, position, detect, playback, location, adjust, and similar terms.**C. DOCUMENTS CONSIDERED TO BE RELEVANT**

Category*	Citation of document, with indication, where appropriate, of the relevant passages	Relevant to claim No.
A	US 2007-0086600 A1 (PETER V. BOESEN) 19 April 2007 See paragraphs 18, 22, 24, 44; figure 7; and claim 1.	1-10
A	US 2007-0263880 A1 (TOKIHIKO SAWASHI et al.) 15 November 2007 See paragraphs 9, 14, 69, 76; and claims 1-3.	1-10
A	US 7773755 B2 (TOSHIRO TERAUCHI et al.) 10 August 2010 See column 6, line 27 - column 7, line 23; column 12, lines 3-25; figures 1, 5; and claims 1, 3.	1-10
A	US 7953456 B2 (ERIC DOUGLAS ROMESBURG et al.) 31 May 2011 See column 7, line 60 - column 8, line 36; column 8, line 53 - column 11, line 31; and figures 5A-5B, 7A.	1-10
A	US 7869768 B1 (NATAN VISHLITZKY) 11 January 2011 See column 5, line 38 - column 6, line 67; and figure 5.	1-10
A	KR 10-2010-0066949 A (SAMSUNG ELECTRONICS CO., LTD.) 18 June 2010 See paragraphs 29-62; and figures 1-2.	1-10

 Further documents are listed in the continuation of Box C. See patent family annex.

\* Special categories of cited documents:

"A" document defining the general state of the art which is not considered to be of particular relevance

"E" earlier application or patent but published on or after the international filing date

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