Measuring Acoustics with Collaborative Multiple Agents

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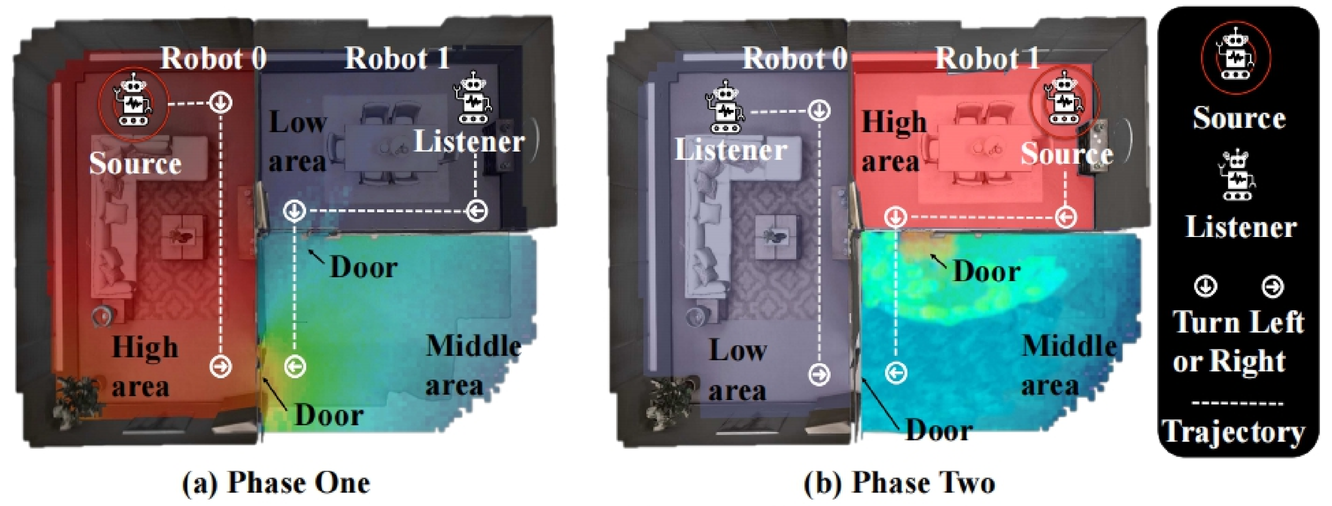
Motivation

- Measuring is time-consuming due to the large number of samples to traverse
- FAST-RIR [Ratnarajah et al., 2022b] relies on handcrafted features,
- MESH2IR [Ratnarajah et al., 2022a] uses the scene's mesh and source/listener locations to generate RIR while ignoring the measurement cost
- Neural Acoustic Field (NAF) [Luo et al., 2022] tries to learn the parameters of the acoustic field, but its training time and model storage cost grow linearly with the number of environments [Majumder et al., 2022].
- Some work [Singh et al., 2021] suggests that storing the original RIR data of the sampled points is optional, and only the acoustic field parameters must be stored.

Contributions

- We propose a new setting for planning RIR measuring under finite time steps and a solution to measure the RIR with two-agent cooperation in low resource situations;
- We design a novel reward function for the multi-agent decomposition to encourage coverage of environment acoustics;
- We design evaluation metrics for the collaborative measurement of RIR, and we experimentally verify the effectiveness of our model.

Task



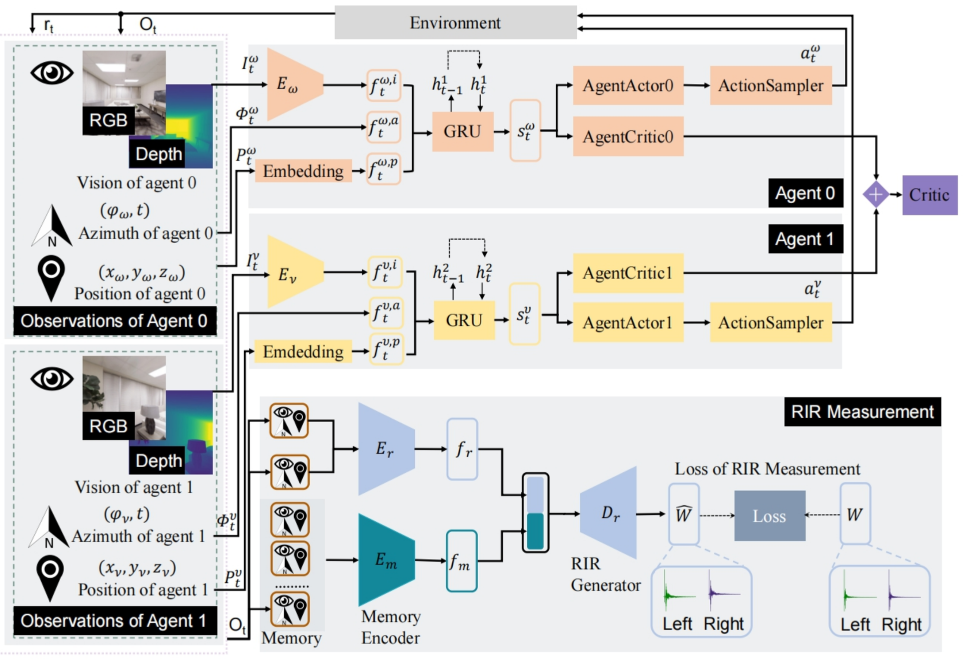
Learn to measure environment acoustics with two collaborative robots.

The background color indicates sound intensity (``High'', ``Middle'' and ``Low'' areas).

Each step (one step per second) embodies three steps: 1) robot 0 emits a sound, and robot 1 receives the sound; 2) robot 1 emits the sound, and robot 0 receives the sound; 3) two robots make a movement following their learned policies.

This process repeats until reaching the maximum number of time steps.

Neural network model

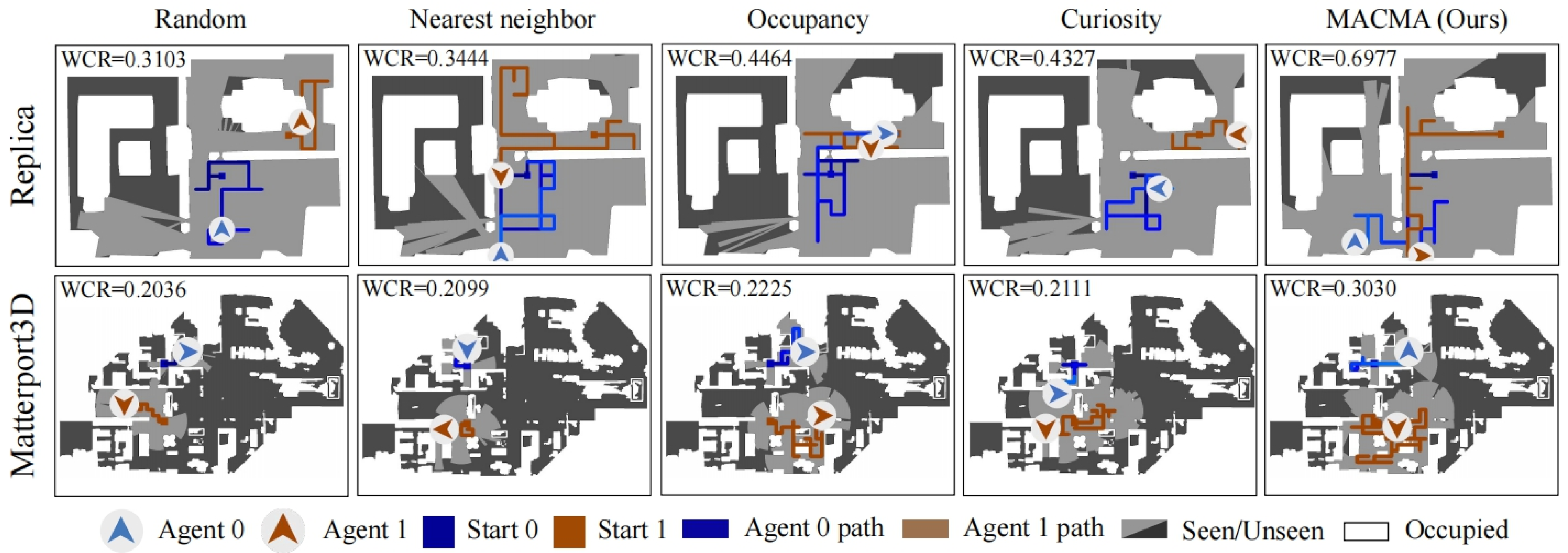


Results

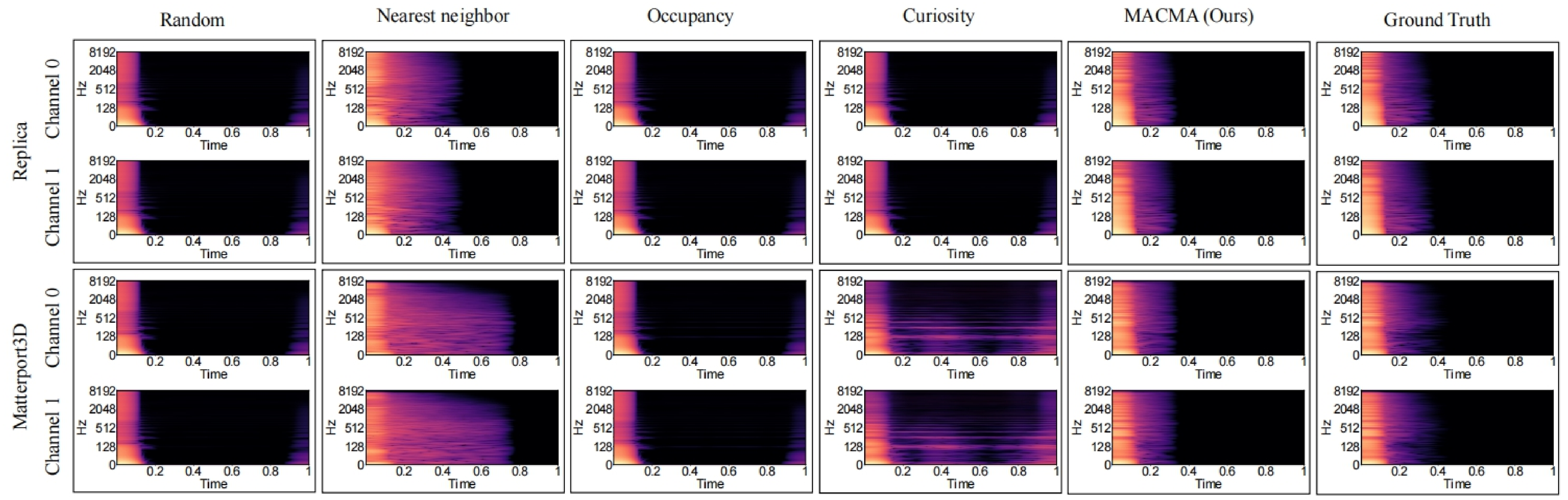
Model	Replica					Matterport3D				
	WCR (↑)	PE (↓)	CR (↑)	RTE (↓)	SiSDR (↑)	WCR (↑)	PE (↓)	CR (↑)	RTE (↓)	SiSDR (↑)
Random	0.3103	5.4925	0.3439	14.7427	20.3534	0.2036	5.5552	0.2254	23.5281	12.3042
Nearest neighbor	0.3444	5.4533	0.3817	14.0269	22.0135	0.2099	5.3342	0.2321	28.8765	15.2351
Occupancy	0.4464	3.7224	0.4907	12.5532	23.0666	0.2225	4.5327	0.2449	20.3399	18.3848
Curiosity	0.4327	3.4883	0.4742	**10.9565**	**23.8669**	0.2111	4.4255	0.2319	29.5572	20.0031
MACMA (Ours)	**0.6977**	**3.2509**	**0.7669**	13.8896	23.6501	**0.3030**	**4.0113**	**0.3327**	**15.9338**	**21.3187**

Table 1: The results of quantitative comparison between our proposed method (MACMA) and baselines.

As a result, we can conclude that MACMA quantitatively outperforms baselines over both datasets.



Visualization of the navigation trajectories by the end of a particular episode from Replica (top row) and Matterport3D (bottom row) dataset. Higher WCR values and bigger "seen" areas (colored in light-grey) indicate better performances.



Qualitative comparison of RIR prediction (Binaural RIR with channel 0 and channel 1) in spectrogram from Replica (top row) and Matterport3D (bottom row) dataset. Every column is the result of one model except last one. The last column is the ground truth of RIR.

Vision	WCR (↑)	PE (↓)	CR (↑)	RTE (↓)	SiSDR (↑)
Blind	0.5020	3.4966	0.5512	14.2049	23.0903
RGB	0.5930	3.8204	0.6541	15.5897	**23.7713**
Depth	0.5068	3.4927	0.5566	29.6905	23.5089
RGBD	**0.6977**	**3.2509**	**0.7669**	**13.8896**	23.6501

Table 2: Ablation on modality.

As shown in Table 2, RGBD (vision with RGB images and Depth input) seems to be the best choice.

ρ	WCR (↑)	PE (↓)	CR (↑)	RTE (↓)	SiSDR (↑)
-1.0♡	**0.6977**	3.2509	**0.7669**	13.8896	23.6501
0.0♣	0.6614	3.5727	0.7288	12.6987	23.1183
0.2	0.5287	3.3398	0.5798	14.0822	23.6715
0.4	0.5040	3.1860	0.5512	15.3278	23.6485
0.6	0.5384	3.3099	0.5904	**12.4184**	23.2581
0.8	0.4510	**2.9755**	0.4903	14.5194	**23.8725**
1.0	0.5471	3.2316	0.5995	12.9246	23.8201

♡: Without reward assignment module, and every agent get all the environment reward ($r_t^\omega = r_t^\nu = r_t$).

♣: With reward assignment module, and every agent get all the environment reward ($r_t^\omega = r_t^\nu = 0.5r_t$).

Experimental results of MACMA with Reward Assignment.

Conclusion

- This paper proposes a novel task where two collaborative agents learn to measure room impulse responses of an environment by moving and emitting/receiving signals in the environment within a given time budget.
- To tackle this task, we design a collaborative navigation and exploration policy.
- Our approach outperforms several other baselines on the environment's coverage and prediction error.

Project & Code

https://yyf17.github.io/MACMA/index.html