

Listener Acoustic Personalisation Challenge 2024

Task 2: Results and Analysis

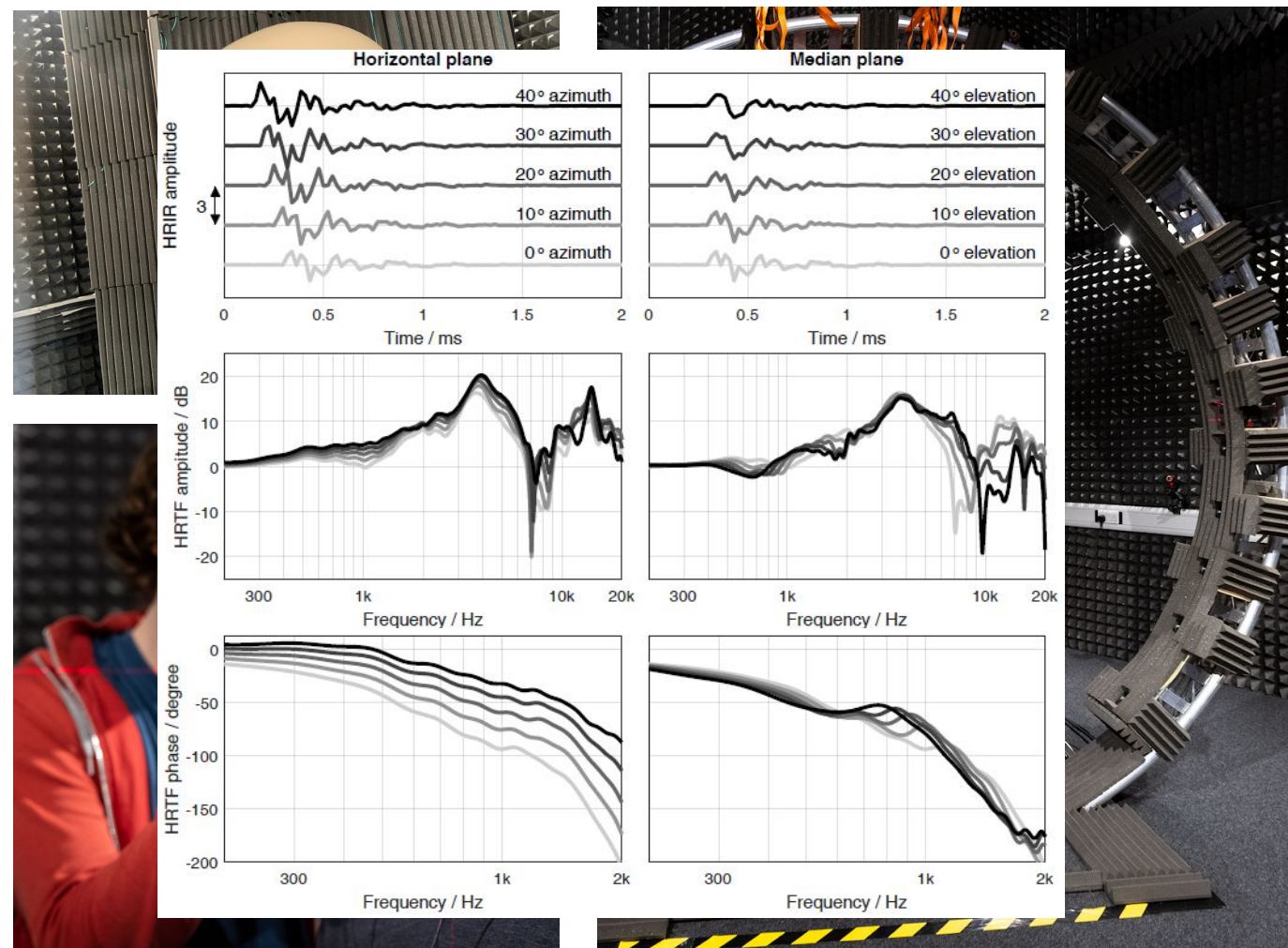
UKAN SIG-SAIA Annual Meeting - KEF 2025

Aidan Hogg – Queen Mary University of London

Listener Acoustics

Head-Related Transfer Functions

- **Generic HRTFs** (dummy-head)
 - “one fits all”
- **Individual HRTFs**
 - Time-/resource-consuming measurements
 - Special equipment
- **Personalised HRTF**
 - Individual HRTFs for everyone are still prohibited.
 - Many psychological / neurophysiological / neurological studies relied on generic HRTFs. Are they valid?
 - If personalization is involved, no proper knowledge of the impact of that specific personalization is usually provided
 - Discussion / limitation point on the impact of personalization.

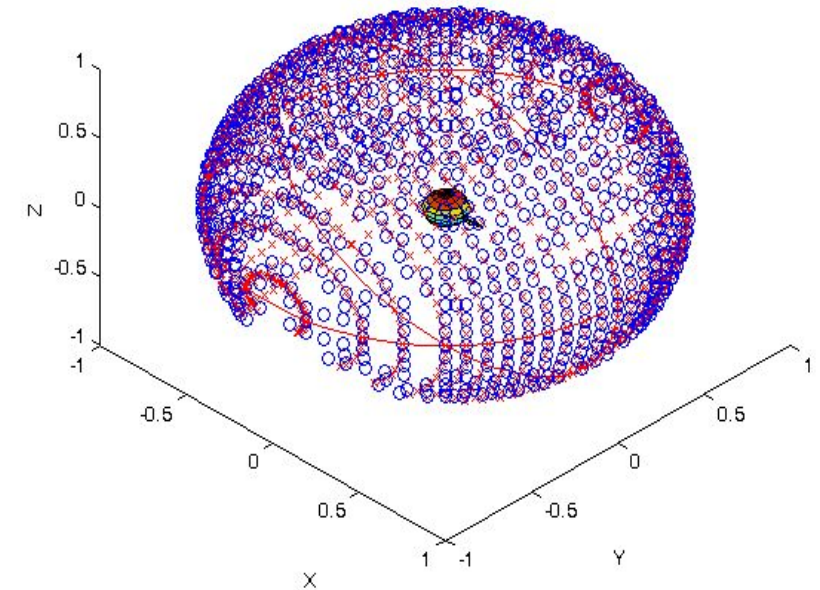


Task 2

Task 2:

Spatial upsampling for obtaining a high-spatial-resolution HRTF from a very low number of directions

GIPIC original (red) and ARI2GIPIC (blue) positions



Task 2

Spatial Up-sampling of HRTF Sets

Task 2 - Recap

NUMBER OF SUBMISSIONS: 8

TASK: Upsampled HRTFs of **12 subjects** to full resolution

DATA PROVIDED:

SONICOM publicly available dataset (*200 subjects*)

SONICOM not publicly available dataset (*12 subjects*)

- 4 sparsity levels (**100**, **19**, **5**, and **3** measurement points)
- 3 subjects per sparsity level

EVALUATION:

Full resolution measured HRTFs of the **12 subjects** (**793** positions) not publicly available)

Task 2 – Validation (stage 1)

Verify that the 10 out of the 12 submitted HRTFs are within ITD/ILD/LSD thresholds.
The submissions that fail to meet the criteria will be disqualified from further evaluation.

IOA3D
SYT_FSP-AE
SUpDEQ_MCA
GEP-GAN
Kalimotxo
UDiPD
MERLI
MERL 2



✗ ITD issue

Baseline 1 – Barycentric ✗ levels 3 and 5 – ILD and LSD
Baseline 2 - SH ✗

Table 1

Feature	Threshold
ITD	100 μ s
ILD	4.4 dB
LSD	7.4 dB

Task 2 – Evaluation (stage 2)

The resulting 12 metrics (three metrics at stage 1 for each of the four sparsity levels) are normalised using a standard score (z-score) based on the distributions for the baseline methods.

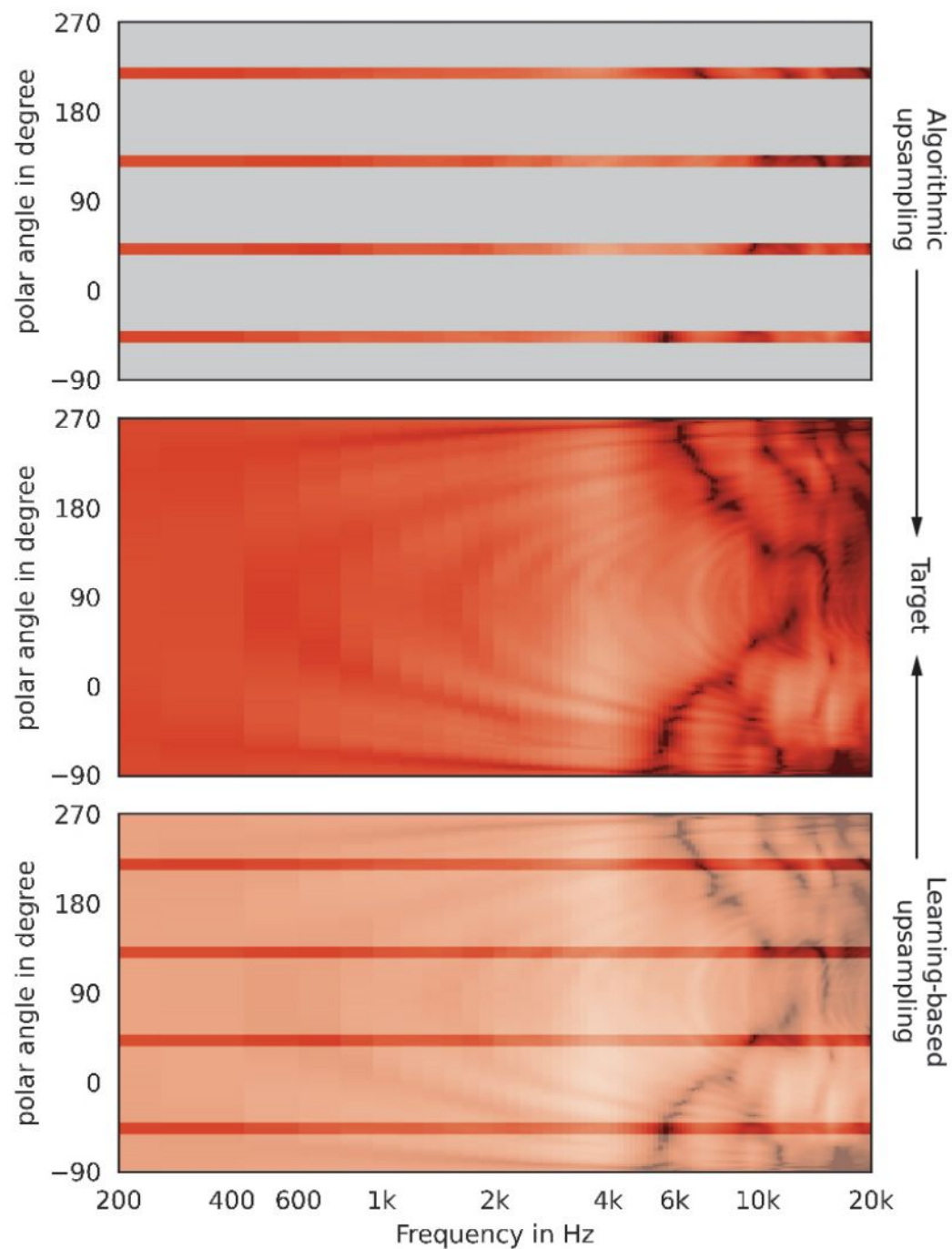
The three z-scores at each difficulty level are then summed, and the initial rankings of each submission will be released per difficulty level (from the smallest z-score corresponding to the best performance in the difficulty level).

Finally, the four z-scores will be summed again, and the submission with the lowest total z-score will be declared the final winner of the challenge.

Task 2 - Submissions

Solution	Brief description
IOA3D	Convolutional neural network
SYT_FSP-AE	Autoencoder-based neural network
SUpDEQ_MCA	Magnitude-Corrected and Time-Aligned Interpolation
GEP-GAN	Convolutional super-resolution generative adversarial network
Kalimotxo	Autoencoder-based neural network
UDiPD	Psychoacoustically-motivated IIR neural field
MERLI	Retrieval-augmented neural field
MERL 2	Retrieval-augmented neural field (2 nd ver)

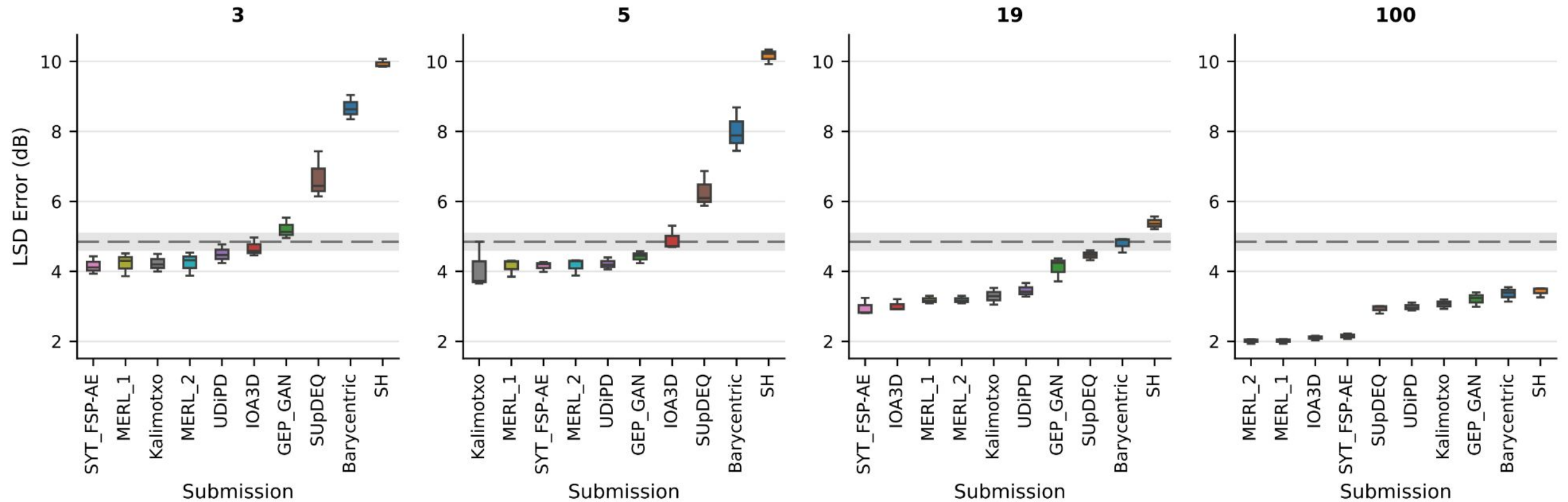
Learning-Based vs Algorithmic Upsampling



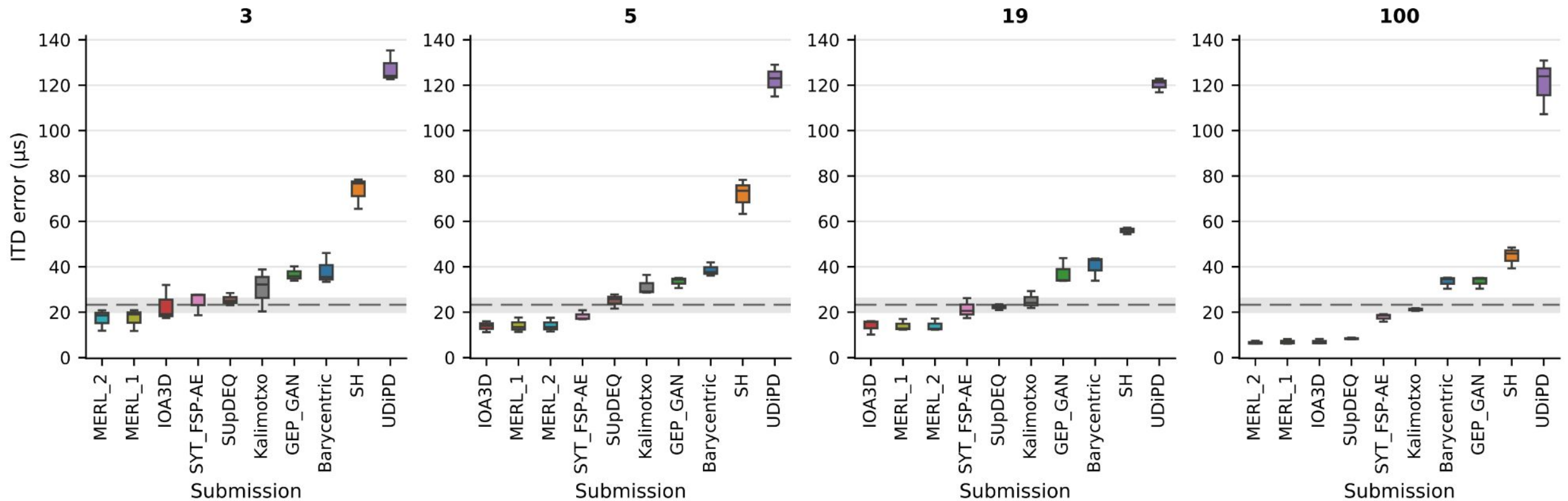
Task 2 – The Winner

Spatial Up-sampling of HRTF Sets

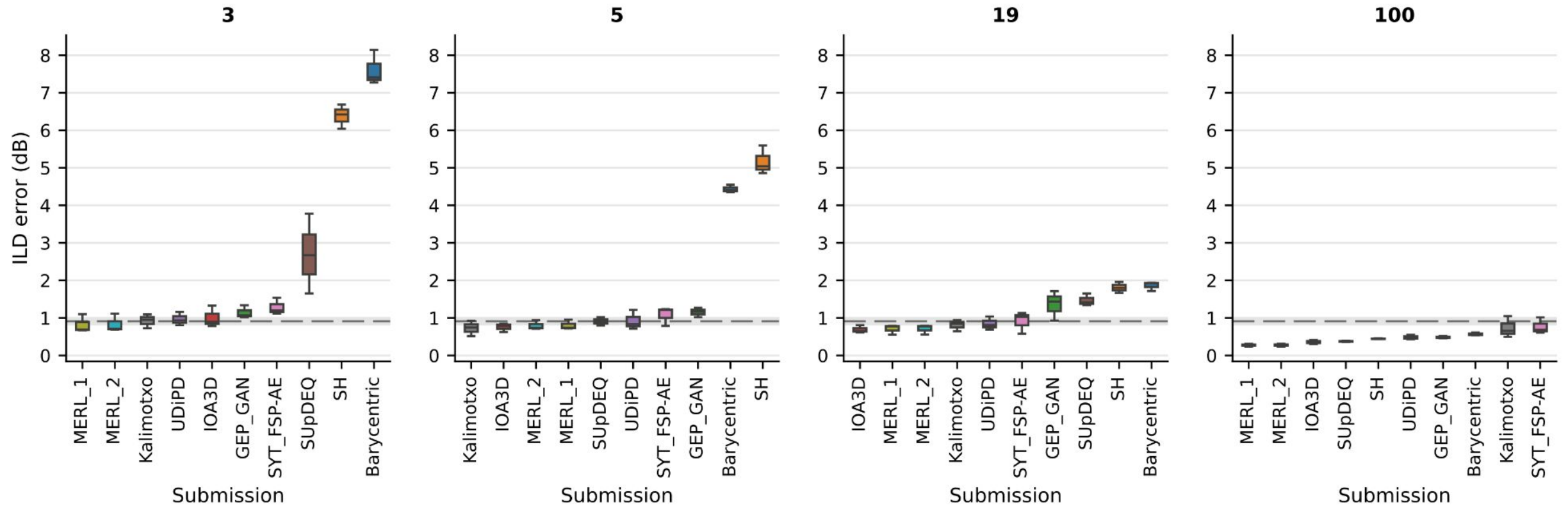
Task 2 – Evaluation (stage 2) - LSD



Task 2 – Evaluation (stage 2) - ITD



Task 2 – Evaluation (stage 2) - ILD



Task 2 – Ranking Summary

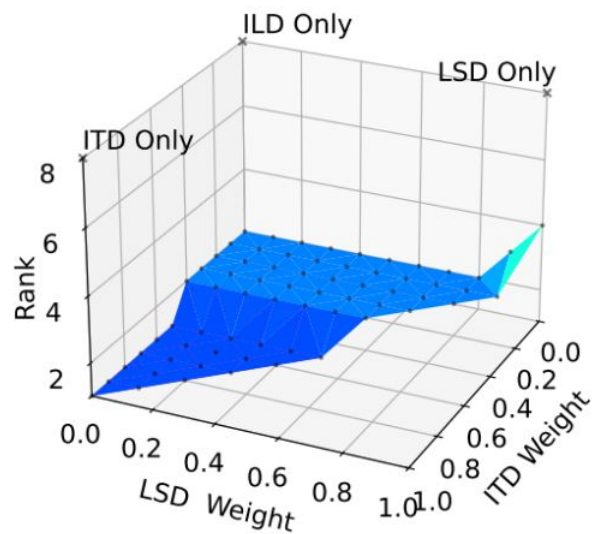
Sparsity level 3		Sparsity level 5		Sparsity level 19		Sparsity level 100	
model	score	model	score	model	score	model	score
MERL_1	-12.688	MERL_1	-13.329	IOA3D	-14.732	MERL_2	-17.600
MERL_2	-12.674	MERL_2	-13.312	MERL_1	-14.514	MERL_1	-17.543
IOA3D	-11.002	IOA3D	-12.612	MERL_2	-14.510	IOA3D	-17.341
SYT_FSP-AE	-10.922	SYT_FSP-AE	-12.270	SYT_FSP-AE	-13.241	SUpDEQ	-16.165
Kalimotxo	-10.249	Kalimotxo	-10.488	Kalimotxo	-12.353	SYT_FSP-AE	-14.920
GEP_GAN	-7.848	GEP_GAN	-9.264	SUpDEQ	-10.773	Kalimotxo	-13.366
SUpDEQ	-6.360	SUpDEQ	-8.956	GEP_GAN	-8.696	GEP_GAN	-11.372

Ranking Summary for Task 2 submissions

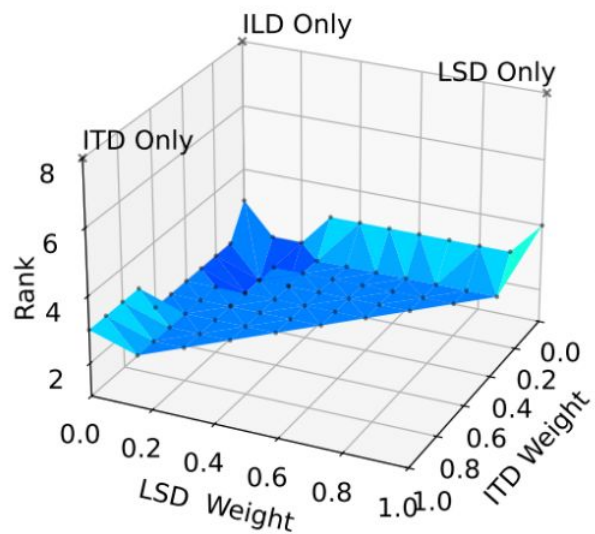
Task 2 - Winner - MERL 2

Overall	
model	score
MERL_2	-58.098
MERL_1	-58.075
IOA3D	-55.688
SYT_FSP-AE	-51.355
Kalimotxo	-46.457
SUpDEQ	-42.256
GEP_GAN	-37.182

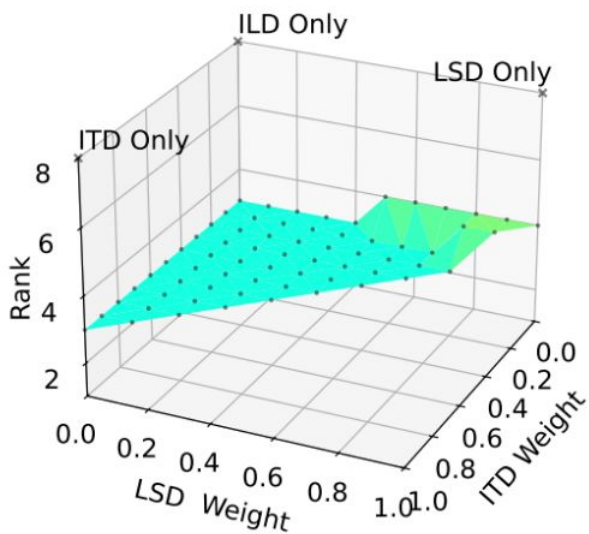




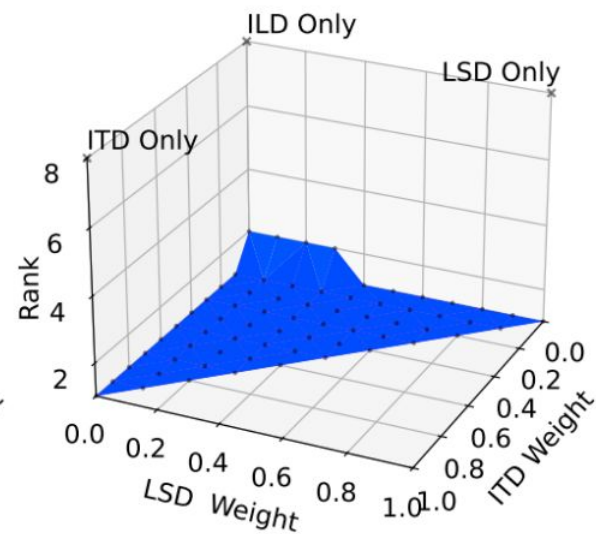
(a) Sparsity level 3



(b) Sparsity level 5

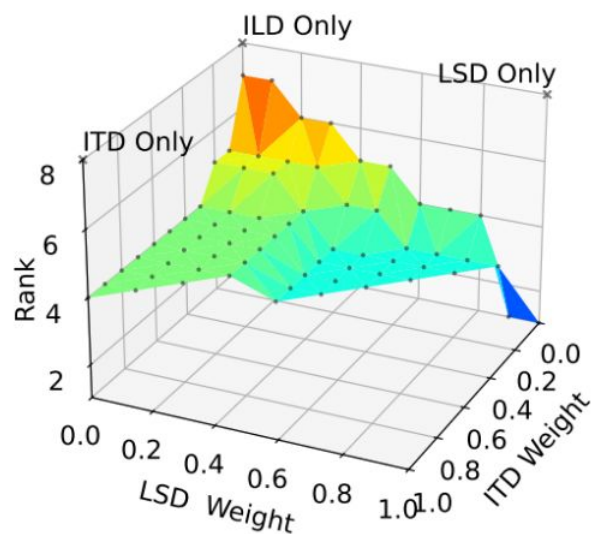


(c) Sparsity level 19

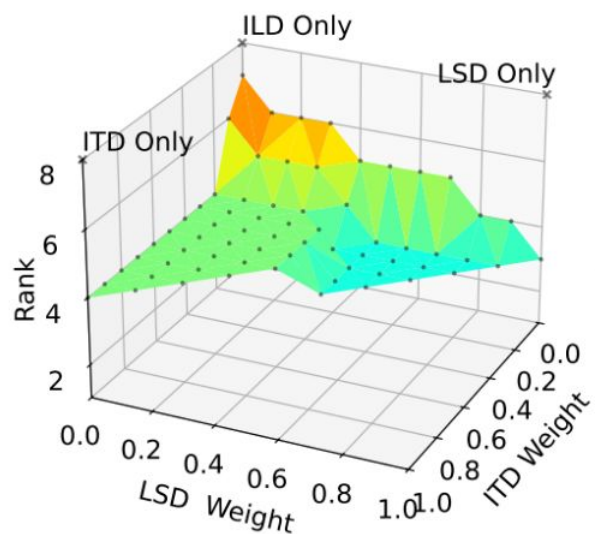


(d) Sparsity level 100

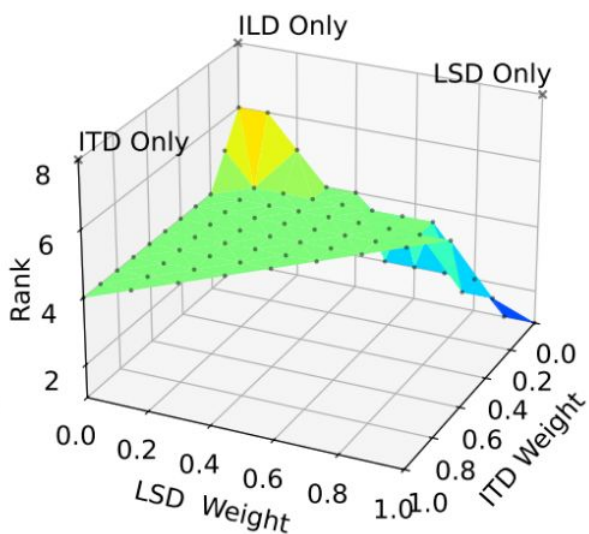
FIGURE 6. MERL 2 (winner) Ranking. This winning solution is very resilient to changes in metric weighting.



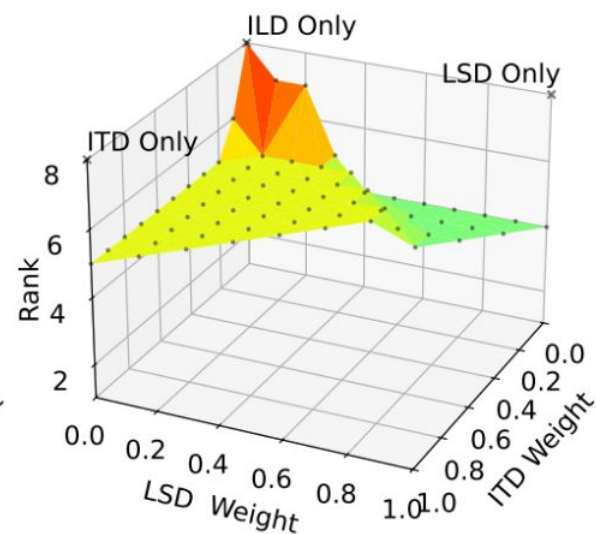
(a) Sparsity level 3



(b) Sparsity level 5



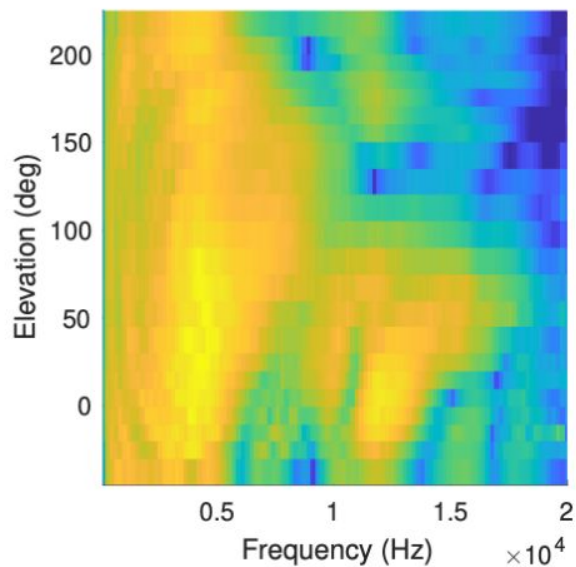
(c) Sparsity level 19



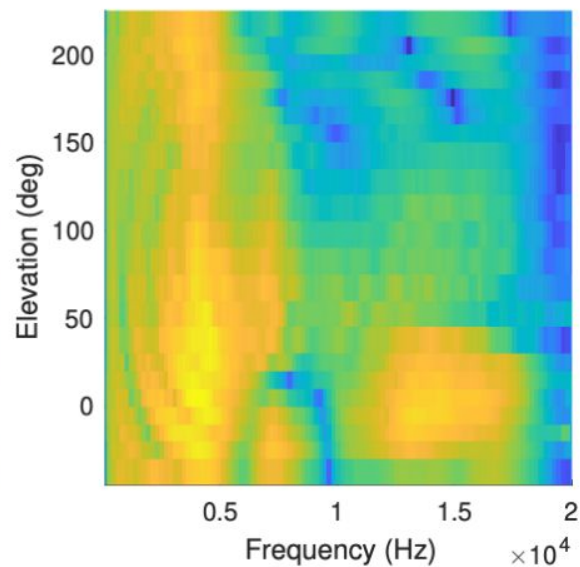
(d) Sparsity level 100

FIGURE 7. SYT-FSP-AE Ranking. This is an example where a solution is not very resilient to changes in metric weighting.

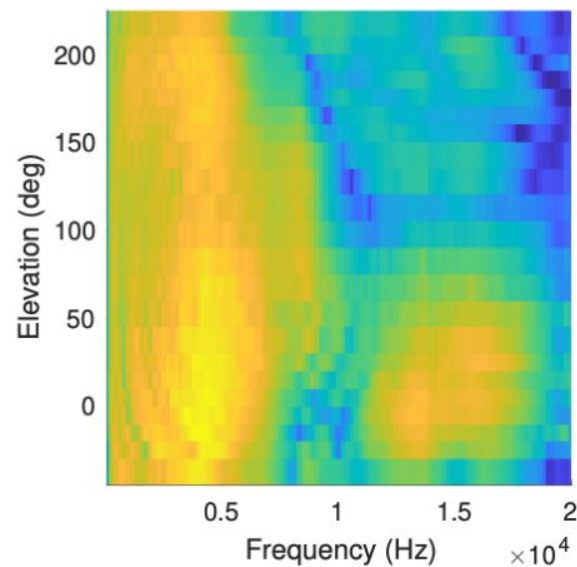
P0201 HRTF



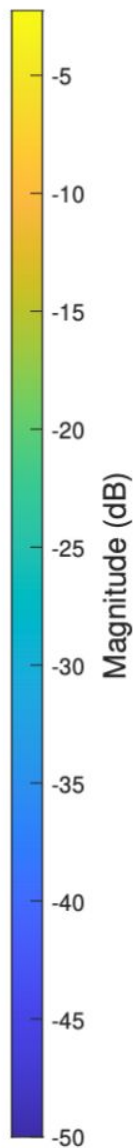
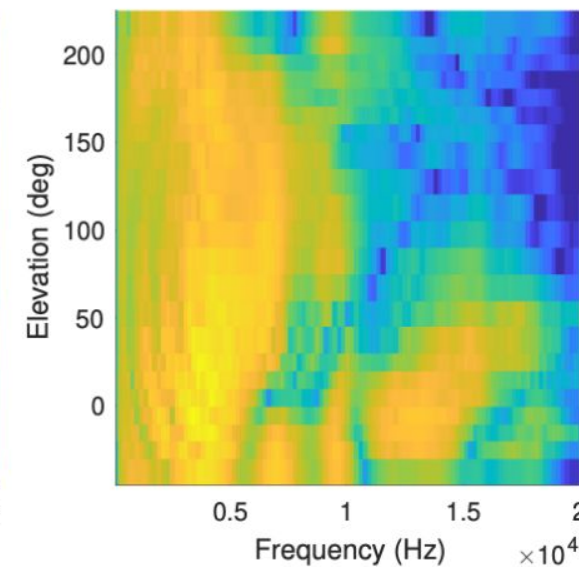
P0202 HRTF



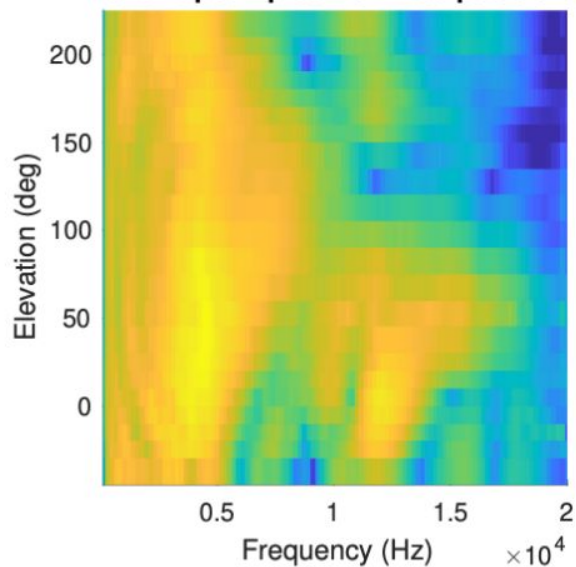
P0203 HRTF



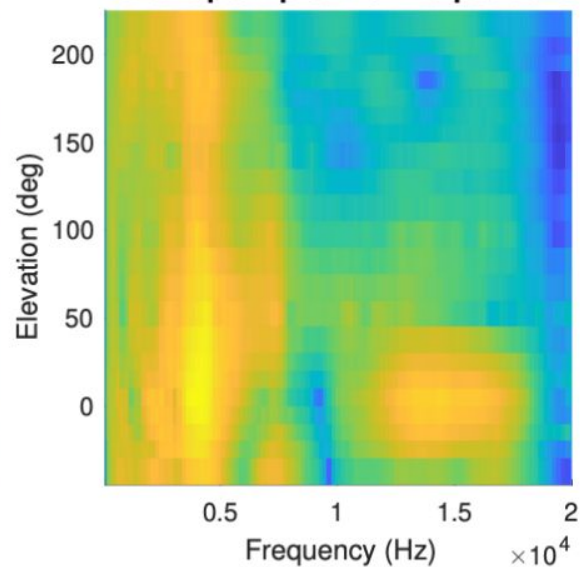
P0204 HRTF



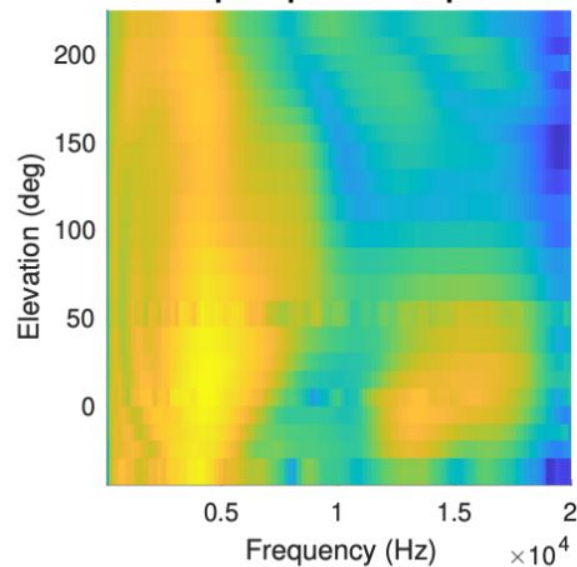
P0201 upsampled from 100 positions



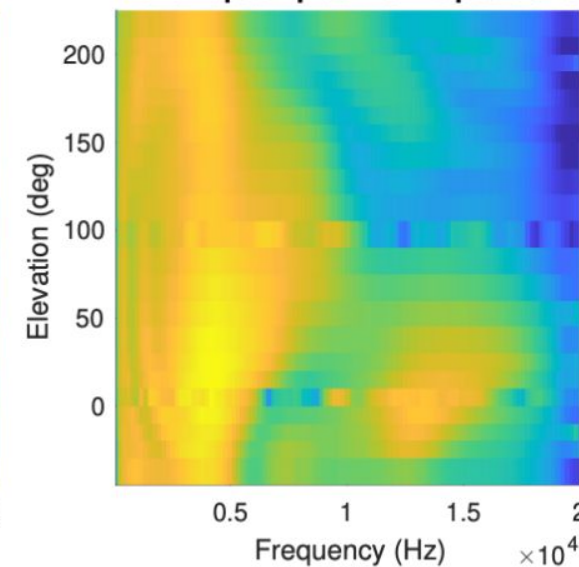
P0202 upsampled from 19 positions

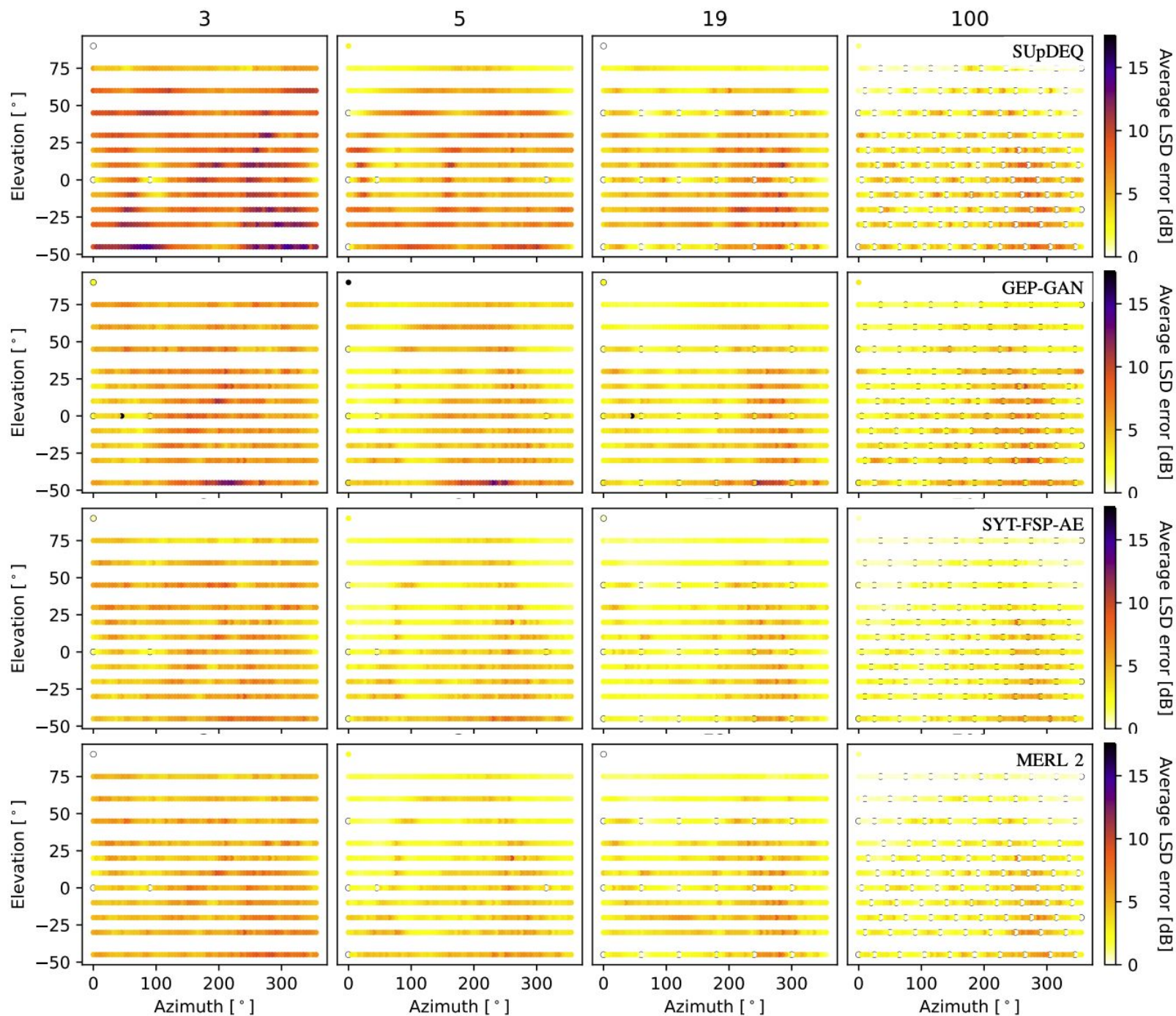


P0203 upsampled from 5 positions

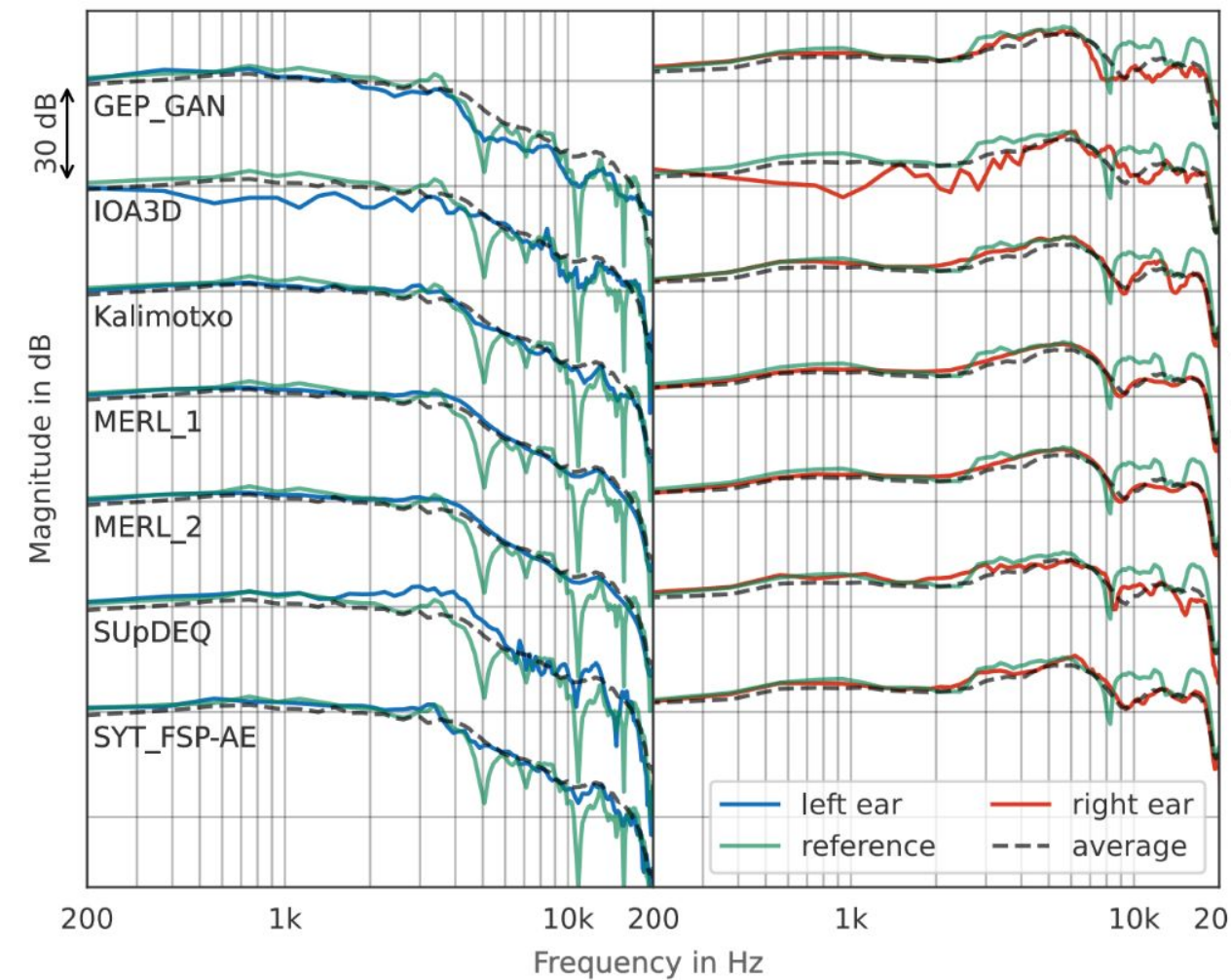


P0204 upsampled from 3 positions

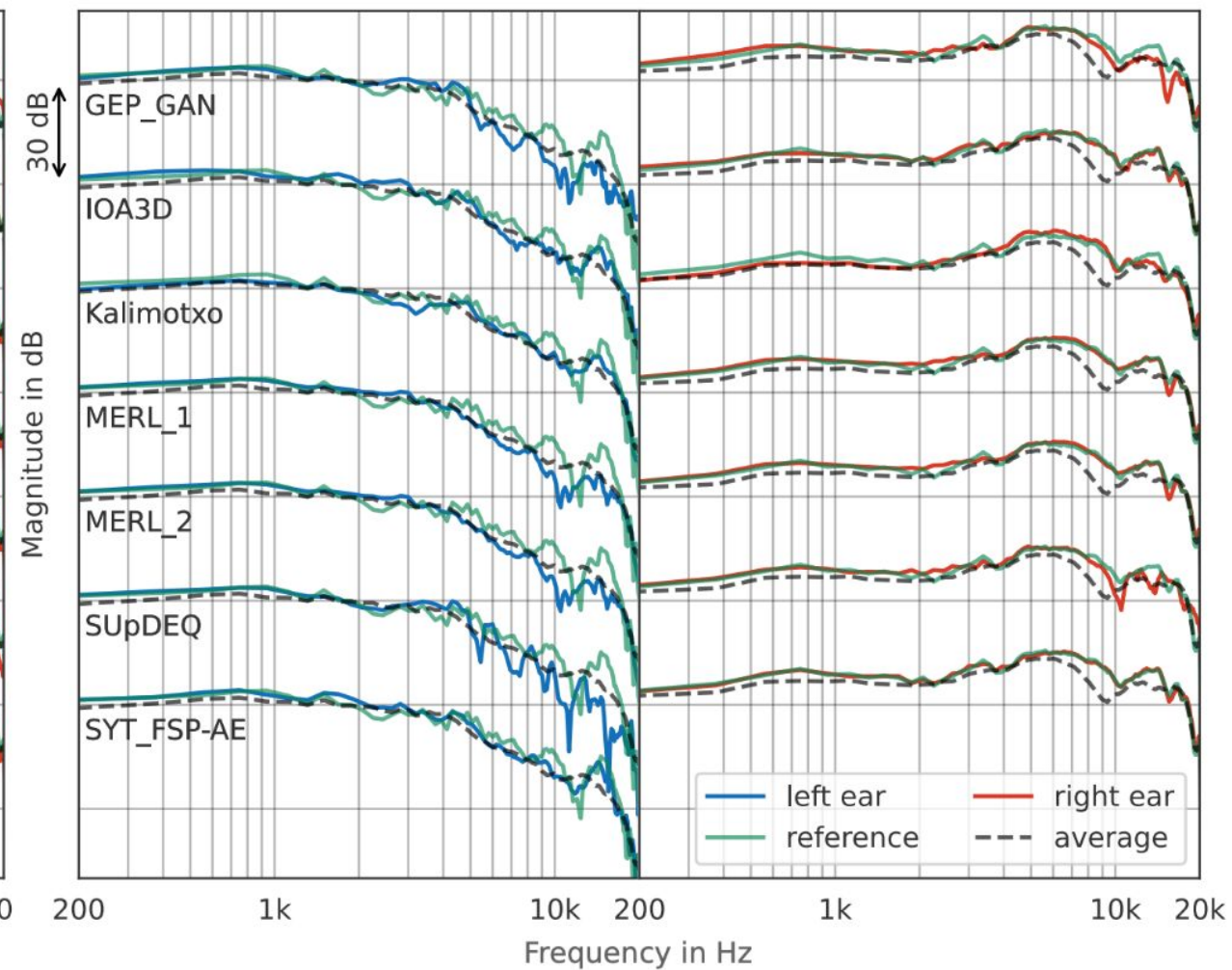


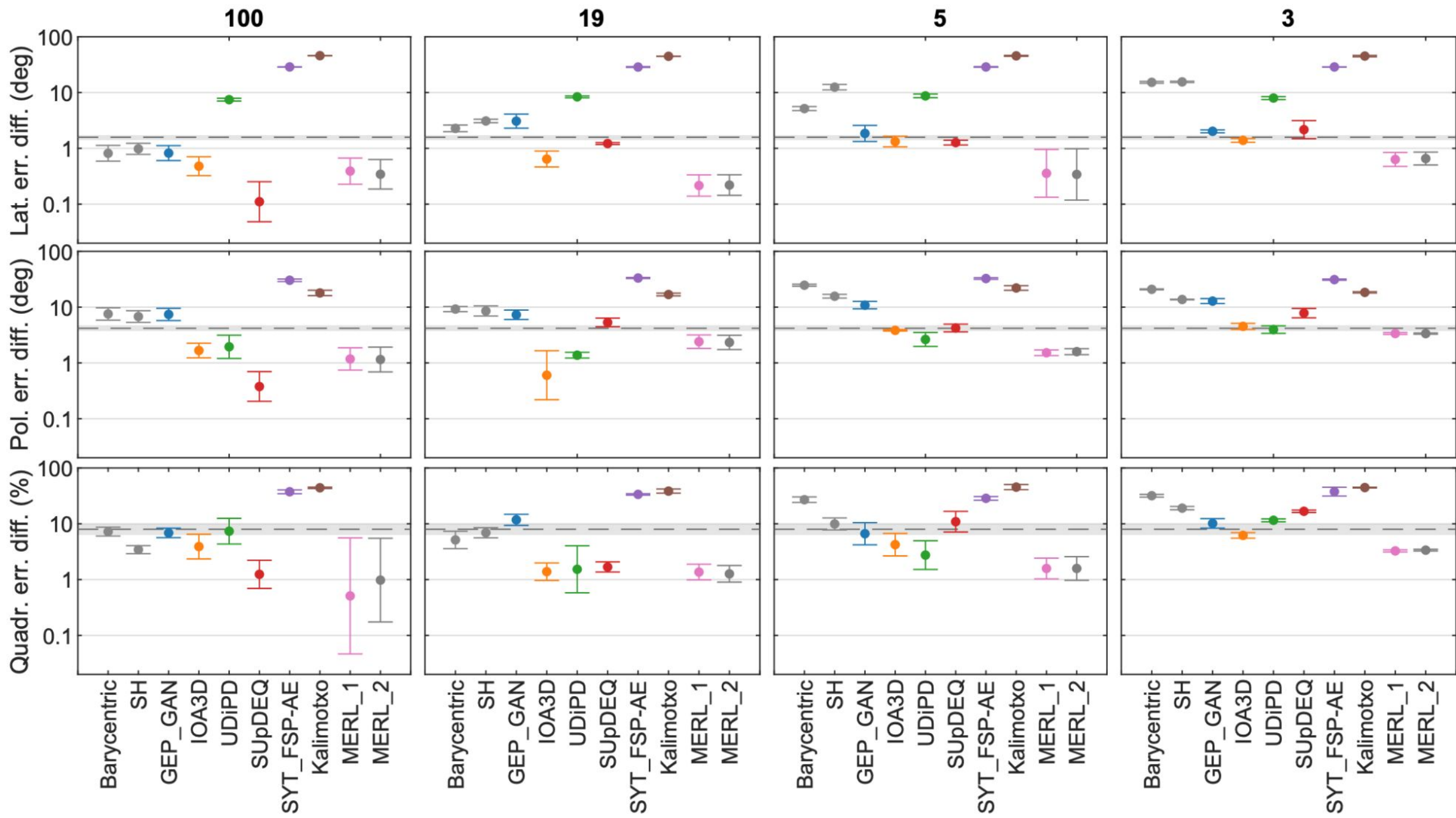


Difficulty 3



Difficulty 100





Chairs

Main Chair



Michele Geronazzo
University of Padova

Main Co-chair



Lorenzo Picinali
Imperial College London

Implementation Chair



Roberto Barumerli
University of Verona

Communication Chair



Aidan Hogg
Queen Mary University of
London

Special Thanks!

The LAP Team



Katarina Poole
Imperial College London



Rapolas Daugintis
Imperial College London



Johan Pauwels
Queen Mary University



Fabian Brinkmann
Technical University of Berlin

Implementation Team



Harry Jenkins
Imperial College London



Siobhan Markus
Imperial College London



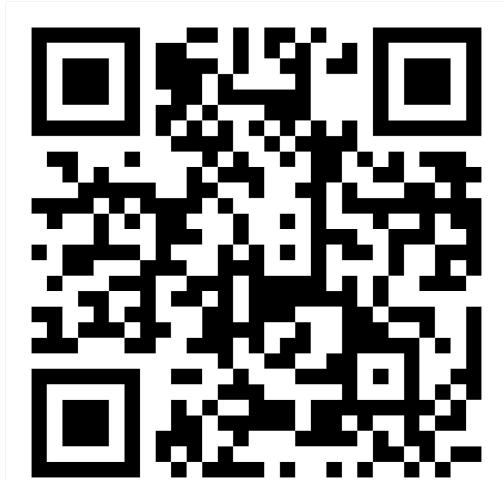
Stavros Ntalampiras
University of Milan



Glen McLachlan
University of Antwerp

Communication Team

Relevant URLs, Documents and Resources



 **LAP Challenge 2024**

<https://www.sonicom.eu/lap-challenge/>

Evaluation Code

<https://github.com/Audio-Experience-Design/LAPChallenge>

Spatial Audio Metrics library (Python)

<https://spatial-audio-metrics.readthedocs.io/en/latest/>

Technical Report

<https://imperialcollegelondon.app.box.com/s/okuvkjiizrlv761na73ico2ocpqkfn7d>

Sponsors





Thank You

Imperial College
London

SCIENCES
SORBONNE
UNIVERSITÉ

L A M
Institut Jean le Rond d'Alembert

OAW

AUSTRIAN ACADEMY OF
SCIENCES
AUSTRIA

UNIVERSITÀ DEGLI STUDI
DI MILANO
DIPARTIMENTO DI INFORMATICA

Laboratorio di
Informatica
Musicale

HELLENIC REPUBLIC
National and Kapodistrian
University of Athens

LabMAT



UNIVERSIDAD
DE MÁLAGA



University
of Glasgow

Dreamwaves

Reactify
ADDING NEW
DIMENSIONS
TO MUSIC

U)))SOUND

SONICOM



Queen Mary
University of London

VIABAL
Virtual, Immersive, Augmented
& Binaural Audio Lab

centre for digital music

This project has received funding from the European Union's Horizon 2020 research and innovation programme under grant agreement No. 101017743

