
SFS Toolbox - Matlab Documentation

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SFS Toolbox Developers

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Sound Field Synthesis Toolbox for Matlab

The SFS Toolbox for Matlab gives you the possibility to play around with sound field synthesis methods like wave field synthesis (WFS) or near-field compensated higher order Ambisonics (NFC-HOA). There are functions to simulate monochromatic sound fields for different secondary source (loudspeaker) setups, time snapshots of full band impulses emitted by the secondary source distributions, or even generate binaural room scanning (BRS) impulse response sets in order to generate binaural simulations of the synthesized sound fields with the [SoundScape Renderer](#).

Theory: <http://sfstoolbox.org/>

Documentation: <http://matlab.sfstoolbox.org/>

Source code and issue tracker: <http://github.com/sfstoolbox/sfs/>

SFS Toolbox for Python: <http://python.sfstoolbox.org/>

License: MIT – see the file `LICENSE` for details.

1.1 Installation

Download the Toolbox, go to the main path of the Toolbox and start it with `SFS_start` which will add all needed paths to Matlab/Octave. If you want to remove them again, run `SFS_stop`.

1.2 Requirements

Matlab: You need Matlab version R2011b or newer to run the Toolbox. On older versions the Toolbox should also work, but you need to add [narginchk.m](#) to the `SFS_helper` directory.

Octave: You need Octave version 3.6 or newer to run the Toolbox. In addition, you will need the `audio` and `signal` packages from [octave-forge](#).

audioread: If `audioread()` is not available in your Matlab or Octave version, you can replace it by `wavread()`. It is used in the two functions `auralize_ir()` and `compensate_headphone()`.

Impulse responses: The Toolbox uses the [SOFA](#) file format for handling impulse response data sets like HRTFs. If you want to use this functionality you also have to install the [SOFA API for Matlab/Octave](#), which you can add to your paths by executing `SOFAstart`.

Backward compatibility: Since version 2.0.0 the SFS Toolbox incorporates [SOFA](#) as file format for HRTFs which replaces the old `irs` file format formerly used by the Toolbox. If you still need this you should download the [latest version with irs file support](#).

1.3 Getting started

In order to make a simulation of the sound field of a monochromatic point source with a frequency of 800 Hz placed at (0,2.5,0) m synthesized by WFS run

```
conf = SFS_config;  
conf.plot.normalisation = 'center';  
sound_field_mono_wfs([-2 2], [-2 2], 0, [0 2.5 0], 'ps', 800, conf)
```

To make a simulation of the same point source - now producing a broadband impulse - in the time domain at a time of 200 samples after the first loudspeaker activity run

```
conf = SFS_config;  
conf.plot.normalisation = 'max';  
sound_field_imp_wfs([-2 2], [-2 2], 0, [0 2.5 0], 'ps', 200, conf)
```

After that have a look at `SFS_config.m` for the default settings of the Toolbox. Please don't change the settings directly in `SFS_config.m`, but create an extra function or script for this, that can look like this:

```
conf = SFS_config;  
conf.fs = 48000;
```

For a detailed description of all available features the SFS Toolbox, have a look at the [online documentation](#).

1.4 Credits and feedback

If you have questions, bug reports or feature requests, please use the [Issue Section](#) to report them.

If you use the SFS Toolbox for your publications please cite our AES Convention e-Brief and the DOI for the used Toolbox version, you will find at the [official releases page](#):

H. Wierstorf, S. Spors - Sound Field Synthesis Toolbox. In the Proceedings of *132nd Convention of the Audio Engineering Society*, 2012 [[pdf](#)] [[bibtex](#)]

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Secondary Sources

The Toolbox comes with a function which can generate different common shapes of loudspeaker arrays for you. At the moment linear, circular, box shaped and spherical arrays are supported.

Before showing the different geometries, we start with some common settings. First we get a configuration struct and set the array size/diameter to 3 m.

```
conf = SFS_config;  
conf.secondary_sources.size = 3;
```

2.1 Linear array

```
conf = SFS_config;  
conf.secondary_sources.geometry = 'line'; % or 'linear'  
conf.secondary_sources.number = 21;  
x0 = secondary_source_positions(conf);  
figure;  
figsize(conf.plot.size(1), conf.plot.size(2), conf.plot.size_unit);  
draw_loudspeakers(x0, conf);  
axis([-2 2 -2 1]);  
%print_png('img/secondary_sources_linear.png');
```

2.2 Circular array

```
conf = SFS_config;  
conf.secondary_sources.geometry = 'circle'; % or 'circular'  
conf.secondary_sources.number = 56;  
x0 = secondary_source_positions(conf);  
figure;  
figsize(540, 404, 'px');  
draw_loudspeakers(x0, conf);  
axis([-2 2 -2 2]);  
%print_png('img/secondary_sources_circle.png');
```

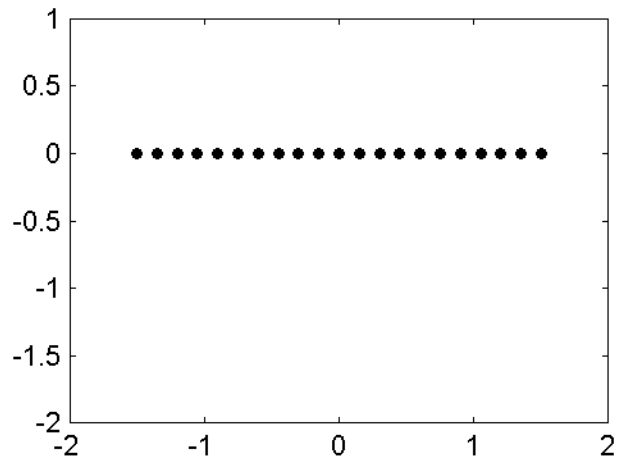


Fig. 2.1: Linear loudspeaker array with a length of 3m consisting of 21 loudspeakers.

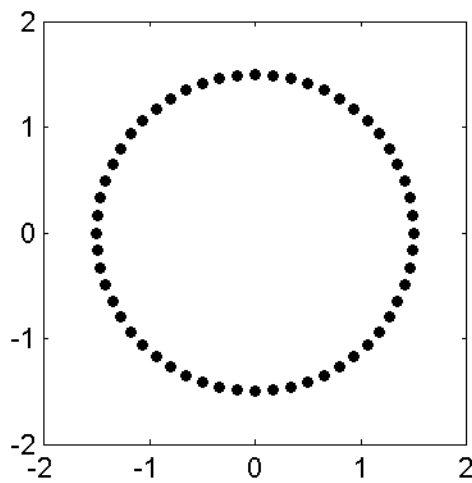


Fig. 2.2: Circular loudspeaker array with a diameter of 3m consisting of 56 loudspeakers.

2.3 Box shaped array

```
conf = SFS_config;
conf.secondary_sources.geometry = 'box';
conf.secondary_sources.number = 84;
x0 = secondary_source_positions(conf);
figure;
figsize(540,404,'px');
draw_loudspeakers(x0,conf);
axis([-2 2 -2 2]);
%print_png('img/secondary_sources_box.png');
```

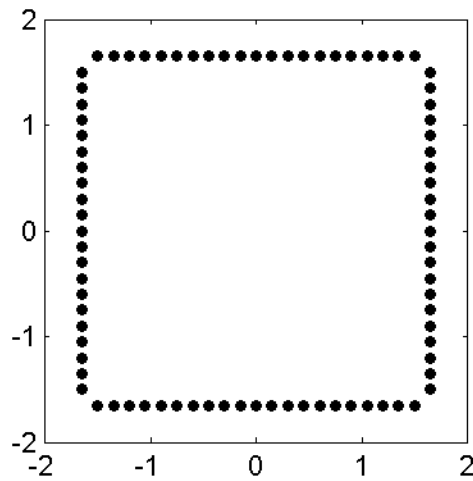


Fig. 2.3: Box shaped loudspeaker array with a diameter of 3m consisting of 84 loudspeakers.

2.4 Box shaped array with rounded edges

`conf.secondary_sources.edge_radius` defines the bending radius of the corners. It can be chosen in a range between 0.0 and the half of `conf.secondary_sources.size`. While the prior represents a square box the latter yields a circle. Note that the square box behaves a little bit different than the Box Shaped Array since loudspeakers might also be placed directly in the corners of the box.

```
conf = SFS_config;
conf.secondary_sources.geometry = 'rounded-box';
conf.secondary_sources.number = 84;
conf.secondary_sources.corner_radius = 0.3;
x0 = secondary_source_positions(conf);
figure;
figsize(540,404,'px');
draw_loudspeakers(x0,conf);
axis([-2 2 -2 2]);
%print_png('img/secondary_sources_rounded-box.png');
```

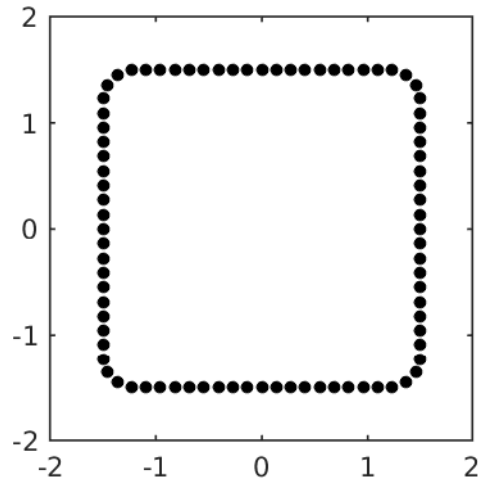


Fig. 2.4: Box shaped loudspeaker array with rounded edges. It has again a diameter of 3m, consists of 84 loudspeakers and has a edge bending factor of 0.3.

2.5 Spherical array

For a spherical array you need a grid to place the secondary sources on the sphere. At the moment we provide grids with the Toolbox, that can be found in the [corresponding folder of the data repository](#). You have to specify your desired grid, for example `conf.secondary_sources.grid = 'equally_spaced_points'`. The `secondary_source_positions()` functions will then automatically download the desired grid from that web page and stores it under `<$SFS_MAIN_PATH>/data`. If the download is not working (which can happen especially under Matlab and Windows) you can alternatively checkout or download the whole [data repository](#) to the data folder.

```
conf = SFS_config;
conf.secondary_sources.size = 3;
conf.secondary_sources.geometry = 'sphere'; % or 'spherical'
conf.secondary_sources.grid = 'equally_spaced_points';
conf.secondary_sources.number = 225;
x0 = secondary_source_positions(conf);
figure;
figsize(540,404,'px');
draw_loudspeakers(x0,conf);
axis([-2 2 -2 2]);
%print_png('img/secondary_sources_sphere.png');
```

2.6 Arbitrary shaped arrays

You can create arbitrarily shaped arrays by setting `conf.secondary_sources.geometry` to 'custom' and define the values of the single loudspeaker directly in the `conf.secondary_sources.x0` matrix. The rows of the matrix contain the single loudspeakers and the six columns are `[x y z nx ny nz w]`, the position and direction and weight of the single loudspeakers. The weight w is a factor the driving function of this particular loudspeaker is multiplied with in a function that calculates the sound field from the given driving signals and secondary sources. For WFS (Wave Field Synthesis) w could include the tapering window, a spherical grid weight, and the $r^2 \cos(\theta)$ weights for integration on a sphere.

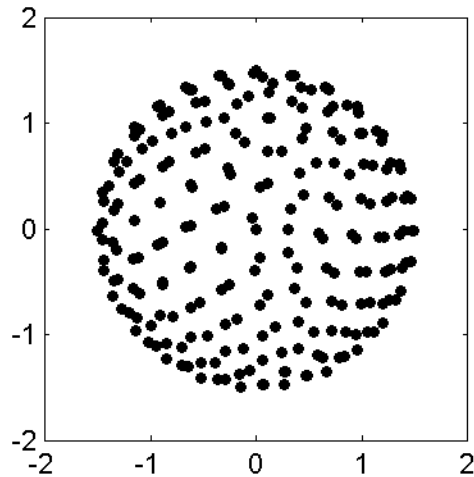


Fig. 2.5: Spherical loudspeaker array with a diameter of 3m consisting of 225 loudspeakers arranged on a grid with equally spaced points.

```

conf = SFS_config;
% create a stadium like shape by combining two half circles with two linear
% arrays
% first getting a full circle with 56 loudspeakers
conf.secondary_sources.geometry = 'circle';
conf.secondary_sources.number = 56;
conf.secondary_sources.x0 = [];
x0 = secondary_source_positions(conf);
% store the first half circle and move it up
x01 = x0(28, :);
x01(:, 2) = x01(:, 2) + ones(size(x01, 1), 1) * 0.5;
% store the second half circle and move it down
x03 = x0(30:56, :);
x03(:, 2) = x03(:, 2) - ones(size(x03, 1), 1) * 0.5;
% create a linear array
conf.secondary_sources.geometry = 'line';
conf.secondary_sources.number = 7;
conf.secondary_sources.size = 1;
x0 = secondary_source_positions(conf);
% rotate it and move it left
R = rotation_matrix(pi/2);
x02 = [(R*x0(:, 1:3))' (R*x0(:, 4:6))'];
x02(:, 1) = x02(:, 1) - ones(size(x0, 1), 1) * 1.5;
x02(:, 7) = x0(:, 7);
% rotate it the other way around and move it right
R = rotation_matrix(-pi/2);
x04 = [(R*x0(:, 1:3))' (R*x0(:, 4:6))'];
x04(:, 1) = x04(:, 1) + ones(size(x0, 1), 1) * 1.5;
x04(:, 7) = x0(:, 7);
% combine everything
conf.secondary_sources.geometry = 'custom';
conf.secondary_sources.x0 = [x01; x02; x03; x04];
% if we gave the conf.x0 to the secondary_source_positions function it will
% simply return the defined x0 matrix
x0 = secondary_source_positions(conf);

```

```
figure;  
figsize(540,404,'px');  
draw_loudspeakers(x0,conf);  
axis([-2 2 -2.5 2.5]);  
%print_png('img/secondary_sources_arbitrary.png');
```

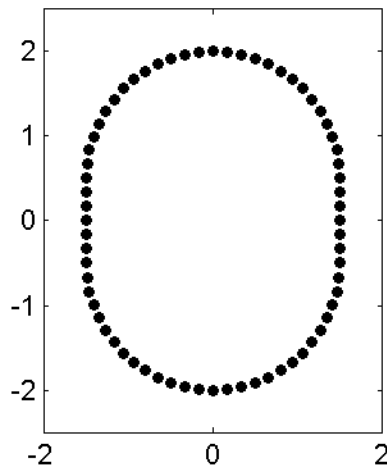


Fig. 2.6: Custom arena shaped loudspeaker array consisting of 70 loudspeakers.

2.7 Plot loudspeaker symbols

For two dimensional setups you can plot the secondary sources with loudspeaker symbols, for example the following will replot the last array.

```
conf.plot.realloudspeakers = true;  
figure;  
figsize(540,404,'px');  
draw_loudspeakers(x0,conf);  
axis([-2 2 -2.5 2.5]);  
%print_png('img/secondary_sources_arbitrary_realloudspeakers.png');
```

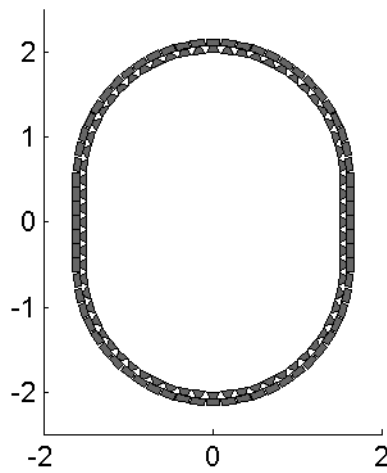


Fig. 2.7: Custom arena shaped loudspeaker array consisting of 70 loudspeakers, plotted using loudspeaker symbols instead of circles for the single loudspeakers.

Frequency Domain

With the files in the folder `SFS_monochromatic` you can simulate a monochromatic sound field in a specified area for different techniques like WFS and NFC-HOA (Near-Field Compensated Higher Order Ambisonics). The area can be a 3D cube, a 2D plane, a line or only one point. This depends on the specification of `X`, `Y`, `Z`. For example `[-2 2], [-2 2], [-2 2]` will be a 3D cube; `[-2 2], 0, [-2 2]` the `xz`-plane; `[-2 2], 0, 0` a line along the `x`-axis; `3, 2, 1` a single point. If you present a range like `[-2 2]` the Toolbox will create automatically a regular grid from this ranging from -2 to 2 with `conf.resolution` steps in between. Alternatively you could apply a *custom grid* by providing a matrix instead of the `[min max]` range for all active axes.

For all 2.5D functions the configuration `conf.xref` is important as it defines the point for which the amplitude is corrected in the sound field. The default entry is

```
conf.xref = [0 0 0];
```

3.1 Wave Field Synthesis

The following will simulate the field of a virtual plane wave with a frequency of 800 Hz going into the direction of (0 -1 0) synthesized with 3D WFS.

```
conf = SFS_config;
conf.dimension = '3D';
conf.secondary_sources.size = 3;
conf.secondary_sources.number = 225;
conf.secondary_sources.geometry = 'sphere';
% [P,x,y,z,x0,win] = sound_field_mono_wfs(X,Y,Z,xs,src,f,conf);
sound_field_mono_wfs([-2 2], [-2 2], 0, [0 -1 0], 'pw', 800, conf);
%print_png('img/sound_field_wfs_3d_xy.png');
sound_field_mono_wfs([-2 2], 0, [-2 2], [0 -1 0], 'pw', 800, conf);
%print_png('img/sound_field_wfs_3d_xz.png');
sound_field_mono_wfs(0, [-2 2], [-2 2], [0 -1 0], 'pw', 800, conf);
%print_png('img/sound_field_wfs_3d_yz.png');
```

You can see that the Toolbox is now projecting all the secondary source positions into the plane for plotting them. In addition the axis are automatically chosen and labeled.

It is also possible to simulate and plot the whole 3D cube, but in this case no secondary sources will be added to the plot.

```
conf = SFS_config;
conf.dimension = '3D';
conf.secondary_sources.size = 3;
conf.secondary_sources.number = 225;
```

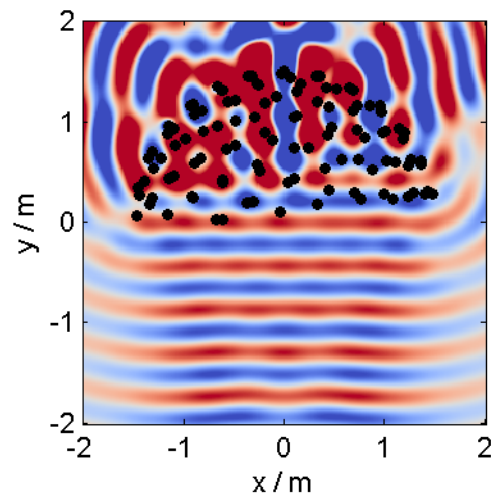


Fig. 3.1: Sound pressure of a mono-chromatic plane wave synthesized by 3D WFS. The plane wave has a frequency of 800Hz and is travelling into the direction $(0,-1,0)$. The plot shows the xy-plane.

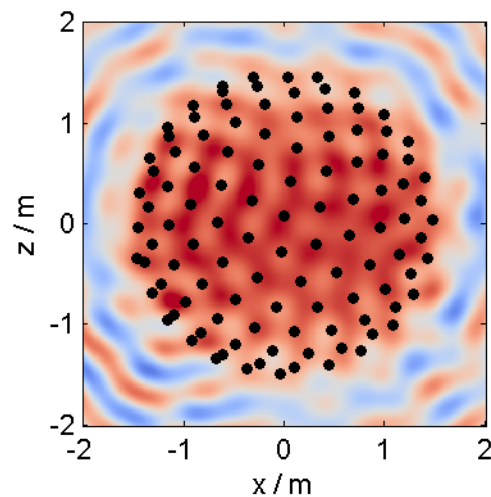


Fig. 3.2: The same as in the figure before, but now showing the xz-plane.

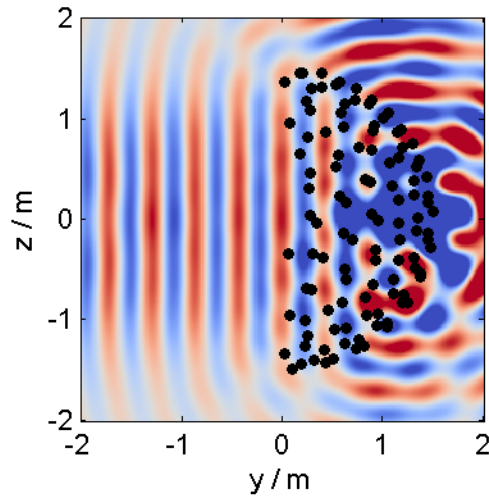


Fig. 3.3: The same as in the figure before, but now showing the yz-plane.

```
conf.secondary_sources.geometry = 'sphere';
conf.resolution = 100;
sound_field_mono_wfs([-2 2], [-2 2], [-2 2], [0 -1 0], 'pw', 800, conf);
%print_png('img/sound_field_wfs_3d_xyz.png');
```

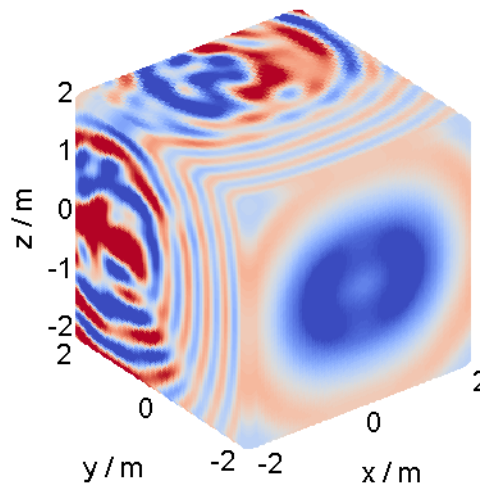


Fig. 3.4: Sound pressure of a mono-chromatic plane wave synthesized by 3D WFS. The plane wave has a frequency of 800Hz and is travelling into the direction (0,-1,0). All three dimensions are shown.

In the next plot we use a two dimensional array, 2.5D WFS and a virtual point source located at (0 2.5 0) m. The 3D example showed you, that the sound fields are automatically plotted if we specify now output arguments. If we specify one, we have to explicitly say if we want also plot the results, by `conf.plot.useplot = true;`.

```
conf = SFS_config;
conf.dimension = '2.5D';
conf.plot.useplot = true;
conf.plot.normalisation = 'center';
% [P,x,y,z,x0] = sound_field_mono_wfs(X,Y,Z,xs,src,f,conf);
```

```
[P,x,y,z,x0] = sound_field_mono_wfs([-2 2],[-2 2],0,[0 2.5 0],'ps',800,conf);
%print_png('img/sound_field_wfs_25d.png');
```

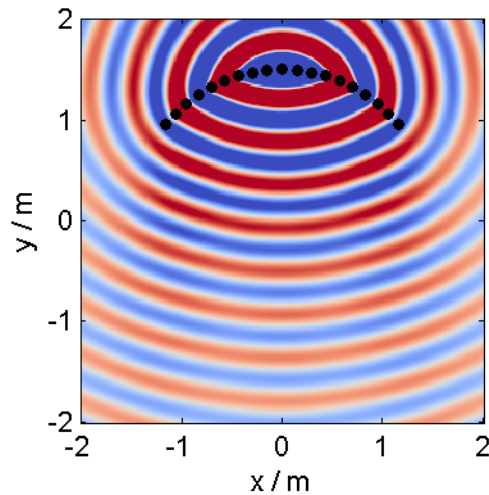


Fig. 3.5: Sound pressure of a mono-chromatic point source synthesized by 2.5D WFS. The point source has a frequency of 800Hz and is placed at (0 2.5 0)m. Only the active loudspeakers of the array are plotted.

If you want to plot the whole loudspeaker array and not only the active secondary sources, you can do this by adding these commands. First we store all sources in an extra variable `x0_all`, then we get the active ones `x0` and the corresponding indices of these active ones in `x0_all`. Afterwards we set all sources in `x0_all` to zero, which are inactive and only the active ones to the loudspeaker weights `x0(:,7)`.

```
x0_all = secondary_source_positions(conf);
[~,idx] = secondary_source_selection(x0_all,[0 2.5 0],'ps');
x0_all(:,7) = zeros(1,size(x0_all,1));
x0_all(idx,7) = x0(:,7);
plot_sound_field(P,[-2 2],[-2 2],0,x0_all,conf);
%print_png('img/sound_field_wfs_25d_with_all_sources.png');
```

3.2 Near-Field Compensated Higher Order Ambisonics

In the following we will simulate the field of a virtual plane wave with a frequency of 800 Hz traveling into the direction (0 -1 0), synthesized with 2.5D NFC-HOA.

```
conf = SFS_config;
conf.dimension = '2.5D';
% sound_field_mono_nfchoa(X,Y,Z,xs,src,f,conf);
sound_field_mono_nfchoa([-2 2],[-2 2],0,[0 -1 0],'pw',800,conf);
%print_png('img/sound_field_nfchoa_25d.png');
```

3.3 Local Wave Field Synthesis

In NFC-HOA the aliasing frequency in a small region inside the listening area can be increased by limiting the used order. A similar outcome can be achieved in WFS by applying so called local Wave Field Synthesis. In this case the original loudspeaker array is driven by WFS to create a virtual loudspeaker array consisting of focused sources which

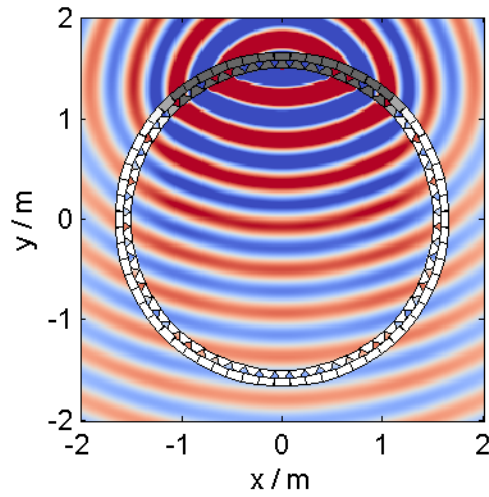


Fig. 3.6: Sound pressure of a mono-chromatic point source synthesized by 2.5D WFS. The point source has a frequency of 800Hz and is placed at (0 2.5 0)m. All loudspeakers are plotted. Their color correspond to the loudspeaker weights, where white stands for zero.

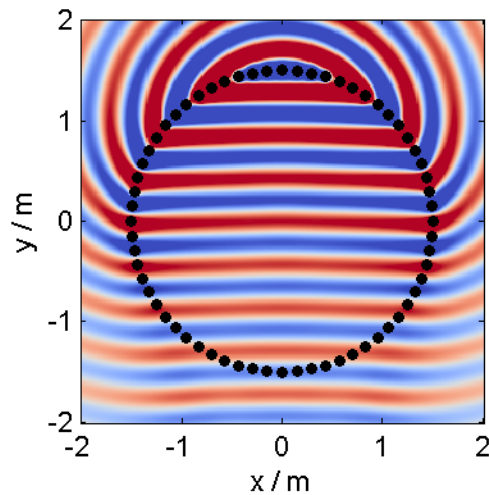


Fig. 3.7: Sound pressure of a monochromatic plane wave synthesized by 2.5D NFC-HOA. The plane wave has a frequency of 800 Hz and is traveling into the direction (0,-1,0).

can then be used to create the desired sound field in a small area. The settings are the same as for WFS, but a new struct `conf.localsfs` has to be filled out, which for example provides the settings for the desired position and form of the local region with higher aliasing frequency, have a look into `SFS_config.m` for all possible settings.

```
conf = SFS_config;
conf.resolution = 1000;
conf.dimension = '2D';
conf.secondary_sources.geometry = 'box';
conf.secondary_sources.number = 4*56;
conf.secondary_sources.size = 2;
conf.localsfs.vss.size = 0.4;
conf.localsfs.vss.center = [0 0 0];
conf.localsfs.vss.geometry = 'circular';
conf.localsfs.vss.number = 56;
% sound_field_mono_localwfs(X,Y,Z,xs,src,f,conf);
sound_field_mono_localwfs([-1 1],[-1 1],0,[1.0 -1.0 0],'pw',7000,conf);
axis([-1.1 1.1 -1.1 1.1]);
%print_png('img/sound_field_localwfs_2d.png');
```

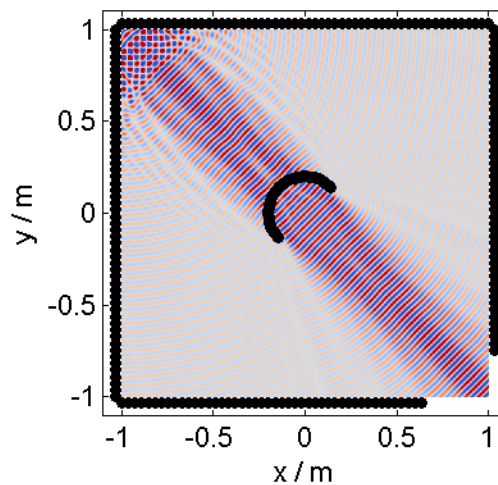


Fig. 3.8: Sound pressure of a monochromatic plane wave synthesized by 2D local WFS. The plane wave has a frequency of 7000 Hz and is traveling into the direction (1,-1,0). The local WFS is created by using focused sources to create a virtual circular loudspeaker array in the center of the actual loudspeaker array.

3.4 Stereo

The Toolbox includes not only WFS and NFC-HOA, but also some generic sound field functions that are doing only the integration of the driving signals of the single secondary sources to the resulting sound field. With these functions you can for example easily simulate a stereophonic setup. In this example we set the `conf.plot.normalisation = 'center'`; configuration manually as the amplitude of the sound field is too low for the default 'auto' setting to work.

```
conf = SFS_config;
conf.plot.normalisation = 'center';
x0 = [-1 2 0 0 -1 0 1; 1 2 0 0 -1 0 1];
% [P,x,y,z] = sound_field_mono(X,Y,Z,x0,src,D,f,conf)
sound_field_mono([-2 2],[-1 3],0,x0,'ps',[1 1],800,conf)
%print_png('img/sound_field_stereo.png');
```

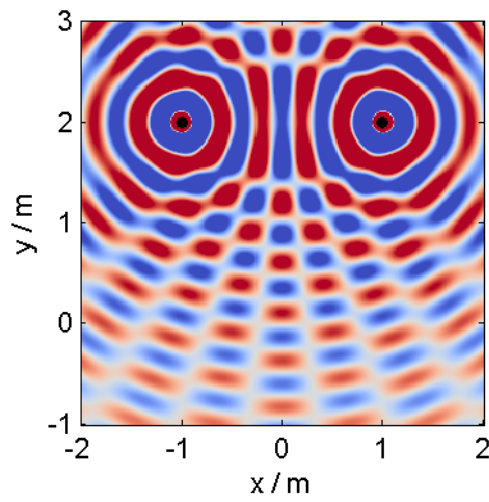


Fig. 3.9: Sound pressure of a monochromatic phantom source generated by stereophony. The phantom source has a frequency of 800 Hz and is placed at (0,2,0) by amplitude panning.

Time Domain

With the files in the folder `SFS_time_domain` you can simulate snapshots in time of an impulse originating from your WFS or NFC-HOA system.

In the following we will create a snapshot in time after 200 samples for a broadband virtual point source placed at (0 2 0) m for 2.5D NFC-HOA.

```
conf = SFS_config;
conf.dimension = '2.5D';
conf.plot.useplot = true;
% sound_field_imp_nfchoa(X,Y,Z,xs,src,t,conf)
[p,x,y,z,x0] = sound_field_imp_nfchoa([-2 2],[-2 2],0,[0 2 0],'ps',200,conf);
%print_png('img/sound_field_imp_nfchoa_25d.png');
```

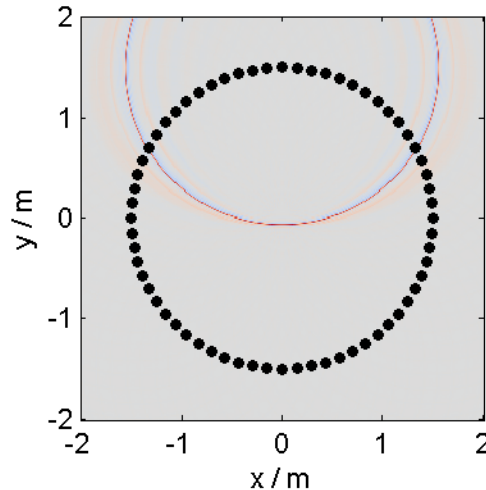


Fig. 4.1: Sound pressure of a broadband impulse point source synthesized by 2.5D NFC-HOA. The point source is placed at (0,2,0) m and the time snapshot is shown 200 samples after the first secondary source was active.

The output can also be plotted in dB by setting `conf.plot.usedb = true;`. In this case the default color map is changed and a color bar is plotted in the figure. For none dB plots no color bar is shown in the plots. In these cases the color coding goes always from -1 to 1, with clipping of larger values.

```
conf.plot.usedb = true;
plot_sound_field(p, [-2 2],[-2 2],0,x0,conf);
%print_png('img/sound_field_imp_nfchoa_25d_dB.png');
```

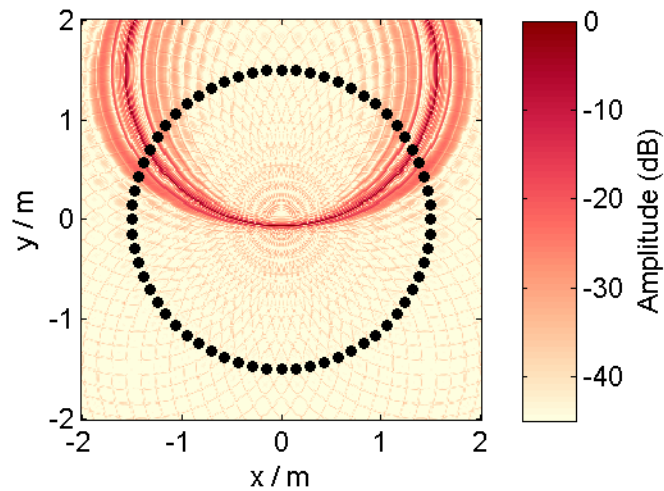


Fig. 4.2: Sound pressure in decibel of the same broadband impulse point source as in the figure above.

You could change the color map yourself doing the following before the plot command.

```
conf.plot.colormap = 'jet'; % Matlab rainbow color map
```

If you want to simulate more than one virtual source, it is a good idea to set the starting time of your simulation to start with the activity of your virtual source and not with the secondary sources, which is the default behavior. You can change this by setting `conf.wfs.t0 = 'source'`.

```
conf.plot.useplot = false;
conf.wfs.t0 = 'source';
t_40cm = round(0.4/conf.c*conf.fs); % in samples
[p_ps,~,~,x0_ps] = ...
    sound_field_imp_wfs([-2 2],[-2 2],0,[1.9 0 0],'ps',20+t_40cm,conf);
[p_pw,~,~,x0_pw] = ...
    sound_field_imp_wfs([-2 2],[-2 2],0,[1 -2 0],'pw',20-t_40cm,conf);
[p_fs,~,~,x0_fs] = ...
    sound_field_imp_wfs([-2 2],[-2 2],0,[0 -1 0 0 1 0],'fs',20,conf);
plot_sound_field(p_ps+p_pw+p_fs,[-2 2],[-2 2],0,[x0_ps; x0_pw; x0_fs],conf)
hold;
scatter(0,0,'kx'); % origin of plane wave
scatter(1.9,0,'ko'); % point source
scatter(0,-1,'ko'); % focused source
hold off;
%print_png('sound_field_imp_multiple_sources_dB.png');
```

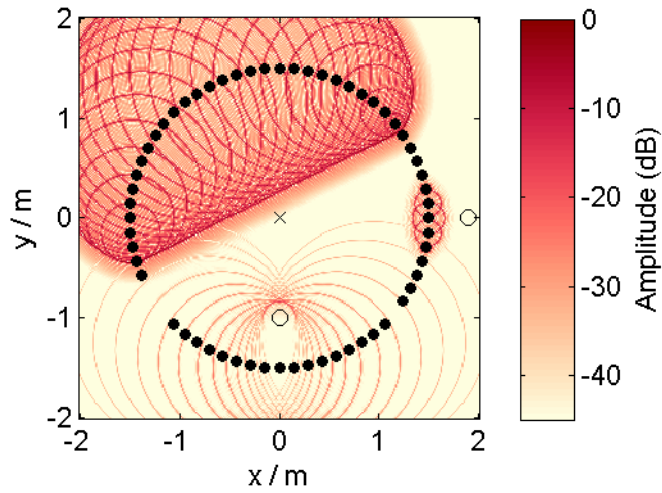



Fig. 4.3: Sound pressure in decibel of a broadband impulse plane wave, point source, and focused source synthesized all by 2.5D WFS. The plane wave is traveling into the direction (1,-2,0) and shown 31 samples before it starting point at (0,0,0). The point source is placed at (1.9,0,0) m and shown 71 samples after its start. The focused source is placed at (0,-1,0) m and shown 20 samples after its start.

Custom Grids

As stated earlier you can provide the sound field simulation functions a custom grid instead of the [min max] ranges. Again, you can provide it for one dimension, two dimensions, or all three dimensions.

```
conf = SFS_config;
conf.dimension = '3D';
conf.secondary_sources.number = 225;
conf.secondary_sources.geometry = 'sphere';
conf.resolution = 100;
conf.plot.normalisation = 'center';
X = randi([-2000 2000],125000,1)/1000;
Y = randi([-2000 2000],125000,1)/1000;
Z = randi([-2000 2000],125000,1)/1000;
sound_field_mono_wfs(X,Y,Z,[0 -1 0],'pw',800,conf);
%print_png('img/sound_field_wfs_3d_xyz_custom_grid.png');
conf.plot.usedb = true;
conf.dimension = '2.5D';
conf.secondary_sources.number = 64;
conf.secondary_sources.geometry = 'circle';
sound_field_imp_nfchoa(X,Y,0,[0 2 0],'ps',200,conf);
%print_png('img/sound_field_imp_nfchoa_25d_dB_custom_grid.png');
```

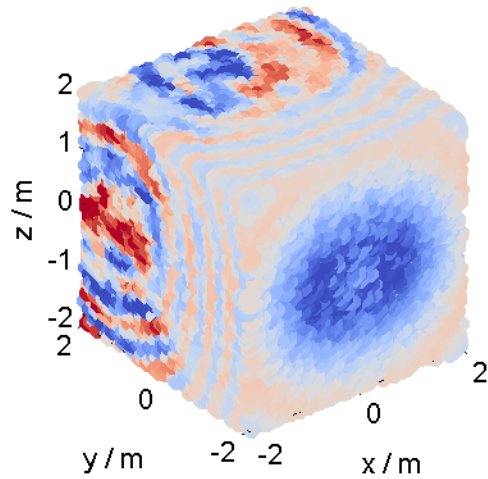


Fig. 5.1: Sound pressure of a monochromatic point source synthesized by 3D WFS. The plane wave has a frequency of 800 Hz and is travelling into the direction (0,-1,0). The sound pressure is calculated only at the explicitly provided grid points.

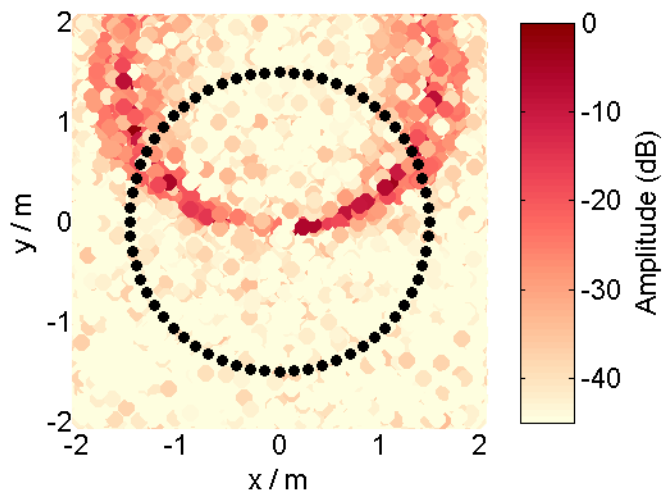


Fig. 5.2: Sound pressure in decibel of a broadband impulse point source synthesized by 2.5D NFC-HOA. The point source is placed at (0,2,0) m and a time snapshot after 200 samples of the first active secondary source is shown. The sound pressure is calculated only at the explicitly provided grid points.

Binaural Simulations

If you have a set of HRTF (Head-Related Transfer Function)s or BRIR (Binaural Room Impulse Response)s you can simulate the ear signals reaching a listener sitting at a given point in the listening area for different spatial audio systems.

In order to easily use different HRTF or BRIR sets the Toolbox uses the [SOFA file format](#). In order to use it you have to install the [SOFA API for Matlab/Octave](#) and run `SOFastart` before you can use it inside the SFS Toolbox. If you are looking for different HRTFs and BRIRs, a large set of different impulse responses is available: <http://www.sofaconventions.org/mediawiki/index.php/Files>.

The files dealing with the binaural simulations are in the folder `SFS_binaural_synthesis`. Files dealing with HRTFs and BRIRs are in the folder `SFS_ir`. If you want to extrapolate your HRTFs to plane waves you may also want to have a look in the folder `SFS_HRTF_extrapolation`.

In the following we present some examples of binaural simulations. For their auralization an anechoic recording of a cello is used, which can be downloaded from [anechoic_cello.wav](#).

6.1 Binaural simulation of arbitrary loudspeaker arrays

If you use an HRTF data set, it has the advantage that it was recorded in anechoic conditions and the only parameter that matters is the relative position of the loudspeaker to the head during the measurement. This advantage can be used to create every possible loudspeaker array you can imagine, given that the relative locations of all loudspeakers are available in the HRTF data set. The above picture shows an example of a HRTF measurement. You can download the corresponding `QU_KEMAR_anechoic_3m.sofa` HRTF set, which we can directly use with the Toolbox.

The following example will load the HRTF data set and extracts a single impulse response for an angle of 30° from it. If the desired angle of 30° is not available, a linear interpolation between the next two available angles will be applied. Afterwards the impulse response will be convolved with the cello recording by the `auralize_ir()` function.

```
conf = SFS_config;
hrtf = SOFALoad('QU_KEMAR_anechoic_3m.sofa');
ir = get_ir(hrtf, [0 0 0], [0 0], [rad(30) 0 3], 'spherical', conf);
cello = wavread('anechoic_cello.wav');
sig = auralize_ir(ir, cello, 1, conf);
sound(sig, conf.fs);
```

To simulate the same source as a virtual point source synthesized by WFS and a circular array with a diameter of 3 m, you have to do the following.

```
conf = SFS_config;
conf.secondary_sources.size = 3;
conf.secondary_sources.number = 56;
```



Fig. 6.1: Setup of the KEMAR (Knowles Electronics Manikin for Acoustic Research) and a loudspeaker during a HRTF measurement.

```
conf.secondary_sources.geometry = 'circle';
conf.dimension = '2.5D';
hrtf = SOFALoad('QU_KEMAR_anechoic_3m.sofa');
% ir = ir_wfs(X, phi, xs, src, hrtf, conf);
ir = ir_wfs([0 0 0], pi/2, [0 3 0], 'ps', hrtf, conf);
cello = wavread('anechoic_cello.wav');
sig = auralize_ir(ir, cello, 1, conf);
```

If you want to use binaural simulations in listening experiments, you should not only have the HRTF data set, but also a corresponding headphone compensation filter, which was recorded with the same dummy head as the HRTFs and the headphones you are going to use in your test. For the HRTFs we used in the last example and the AKG K601 headphones you can download [QU_KEMAR_AKGK601_hcomp.wav](#). If you want to redo the last simulation with headphone compensation, just add the following lines before calling `ir_wfs()`.

```
conf.ir.usehcomp = true;
conf.ir.hcompfile = 'QU_KEMAR_AKGK601_hcomp.wav';
conf.N = 4096;
```

The last setting ensures that your impulse response will be long enough for convolution with the compensation filter.

6.2 Binaural simulation of a real setup

Besides simulating arbitrary loudspeaker configurations in an anechoic space, you can also do binaural simulations of real loudspeaker setups. In the following example we use BRIRs from the 64-channel loudspeaker array of the University Rostock as shown in the panorama photo above. The BRIRs and additional information on the recordings are available for download, see [doi:10.14279/depositonce-87.2](https://doi.org/10.14279/depositonce-87.2). For such a measurement the SOFA (Spatially Oriented Format for Acoustics) file format has the advantage to be able to include all loudspeakers and head orientations in just

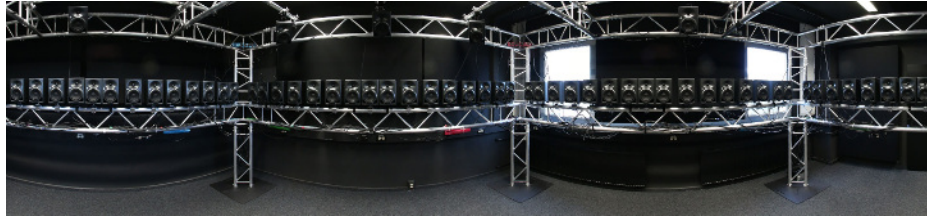


Fig. 6.2: Boxed shaped loudspeaker array at the University Rostock.

one file.

```
conf = SFS_config;
brir = 'BRIR_AllAbsorbers_ArrayCentre_Emitters1to64.sofa';
conf.secondary_sources.geometry = 'custom';
conf.secondary_sources.x0 = brir;
conf.N = 44100;
ir = ir_wfs([0 0 0],0,[3 0 0],'ps',brir,conf);
cello = wavread('anechoic_cello.wav');
sig = auralize_ir(ir,cello,1,conf);
```

In this case, we don't load the BRIRs into the memory with `SOFAload()` as the file is too large. Instead, we make use of the ability that SOFA can request single impulse responses from the file by just passing the file name to the `ir_wfs()` function. In addition, we have to set `conf.N` to a reasonable large value as this determines the length of the impulse response `ir_wfs()` will return, which has to be larger as for the anechoic case as it should now include the room reflections. Note, that the head orientation is chosen to be 0 instead of $\pi/2$ as in the HRTF examples due to a difference in the orientation of the coordinate system of the BRIR measurement.

6.3 Frequency response of your spatial audio system

Binaural simulations are also a nice way to investigate the frequency response of your reproduction system. The following code will investigate the influence of the pre-equalization filter in WFS on the frequency response. For the red line the pre-filter is used and its upper frequency is set to the expected aliasing frequency of the system (above these frequency the spectrum becomes very noise as you can see in the figure).

```
conf = SFS_config;
conf.ir.usehcomp = false;
conf.wfs.usehpre = false;
hrtf = dummy_irs(conf);
[ir1,x0] = ir_wfs([0 0 0],pi/2,[0 2.5 0],'ps',hrtf,conf);
conf.wfs.usehpre = true;
conf.wfs.hprefhigh = aliasing_frequency(x0,conf);
ir2 = ir_wfs([0 0 0],pi/2,[0 2.5 0],'ps',hrtf,conf);
[a1,p,f] = easyfft(norm_signal(ir1(:,1)),conf);
a2 = easyfft(norm_signal(ir2(:,1)),conf);
figure;
figsize(540,404,'px');
semilogx(f,20*log10(a1),'-b',f,20*log10(a2),'-r');
axis([10 20000 -80 -40]);
set(gca,'XTick',[10 100 250 1000 5000 20000]);
legend('w/o pre-filter','w pre-filter');
xlabel('frequency / Hz');
ylabel('magnitude / dB');
%print_png('img/impulse_response_wfs_25d.png');
```

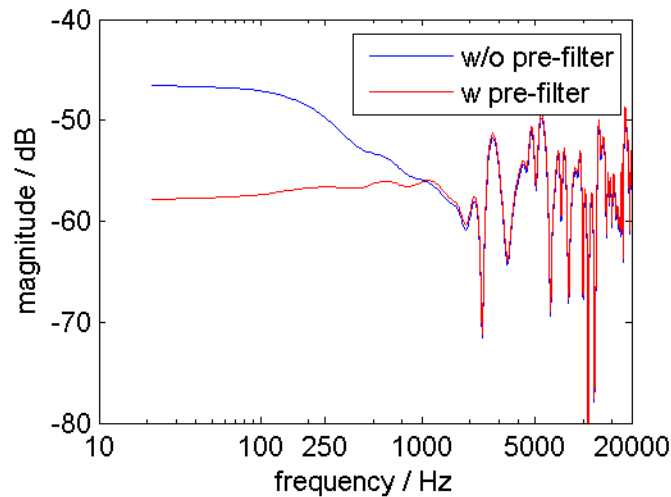


Fig. 6.3: Sound pressure in decibel of a point source synthesized by 2.5D WFS for different frequencies. The 2.5D WFS is performed with and without the pre-equalization filter. The calculation is performed in the time domain.

The same can be done in the frequency domain, but in this case we are not able to set a maximum frequency of the pre-equalization filter and the whole frequency range will be affected.

```
freq_response_wfs([0 0 0],[0 2.5 0],'ps',conf);
axis([10 20000 -40 0]);
%print_png('img/impulse_response_wfs_25d_mono.png');
```

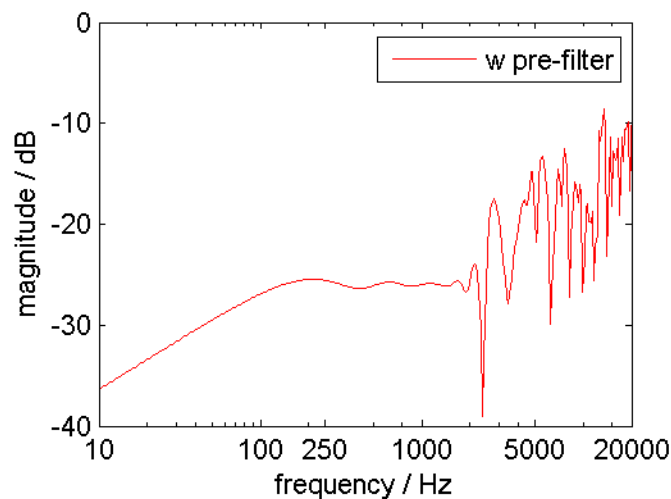


Fig. 6.4: Sound pressure in decibel of a point source synthesized by 2.5D WFS for different frequencies. The 2.5D WFS is performed only with the pre-equalization filter active at all frequencies. The calculation is performed in the frequency domain.

6.4 Using the SoundScape Renderer with the SFS Toolbox

In addition to binaural synthesis, you may want to apply dynamic binaural synthesis, which means you track the position of the head of the listener and switches the used impulse responses regarding the head position. The [SoundScape Renderer \(SSR\)](#) is able to do this. The SFS Toolbox provides functions to generate the needed wav files containing the impulse responses used by the SoundScape Renderer. All functions regarding the SSR (SoundScape Renderer) are stored in folder `SFS_ssr`.

```
conf = SFS_config;
brs = ssr_brs_wfs(X,phi,xs,src,hrtf,conf);
wavwrite(brs,fs,16,'brs_set_for_SSR.wav');
```

Helper Functions

The Toolbox provides you also with a set of useful small functions. Here the highlights are angle conversion with `rad()` and `deg()`, FFT (Fast Fourier Transform) calculation and plotting `easyfft()`, rotation matrix `rotation_matrix()`, multi-channel fast convolution `convolution()`, nearest neighbour search `findnearestneighbour()`, even or odd checking `iseven()` `isodd()`, spherical Bessel functions `sphbesselh()` `sphbesselj()` `sphbessely()`.

Plotting

The Toolbox provides you with a function for plotting your simulated sound fields (`plot_sound_field()`) and adding loudspeaker symbols to the figure (`draw_loudspeakers()`). If you have `gnuplot` installed, you can use the functions `gp_save_matrix()` and `gp_save_loudspeakers()` to save your data in a way that it can be used with `gnuplot`. An example use case can be found [at this plot of a plane wave](#) which includes the Matlab/Octave code to generate the data and the `gnuplot` script for plotting it.

Version History

2.2.0 (7. July 2016)

- fix impulse response interpolation for three points
- add the ability to apply modal weighting window to NFC-HOA in time domain
- change license to MIT
- update delayline() config settings
- add Lagrange and Thiran filters to delayline()
- replace wavread and warwrite by audioread and savewav
- convolution() expects now two matrices as input
- allow headphone compensation filter to be a one- or two-channel wav file
- add new online doc at <http://matlab.sfstoolbox.org/>
- fix greens_function_mono() for plane wave and 3D
- replace conf.ir.useoriglength by conf.ir.hrirpredelay
- update default WFS driving functions
- add links to equations in online theory at <http://sfstoolbox.org>

2.1.0 (10. March 2016)

- make conf struct mandatory
- add new start message
- fix handling of 0 in least squares fractional delays
- fix NFC-HOA order for even loudspeaker numbers to $N/2-1$
- add conf.wfs.hpreFIRorder as new config option (was hard coded to 128 before)
- speed up secondary source selection for WFS
- rename chromajs colormap to yellowred
- fix tapering_window() for non-continuous secondary sources
- remove cubehelix colormap as it is part of Octave
- add conf.wfs.t0 option which is useful, if you have more than one virtual source
- virtual line sources are now available for monochromatic WFS and NFC-HOA

- allow arbitrary orders for time-domain NFC-HOA simulations

2.0.0 (26. October 2015)

- add support for SOFA
- add SOFA convention SimpleFreeFieldHRIR
- add SOFA convention MultiSpeakerBRIR
- calculate integration weights ($x0(:,7)$) of secondary sources based on their distances to their neighbours
- add rounded-box as new loudspeaker array geometry
- fix bugs in local sound field synthesis time domain implementation
- speedup local sound field synthesis processing by fewer calls to `delayline()`
- add heuristic to find a good local wave field synthesis pre-filter
- loudspeaker geometry can now be read from a SOFA file
- now custom grids can be used during sound field simulations
- add 3D plot routine
- change `plot_sound_field(P,x,y,z)` to `plot_sound_field(P,X,Y,Z)`
- normalization of sound field now only happens in `plot_sound_field()`; this comes with the new config option `conf.plot.normalisation`
- remove `interaural_level_difference()` and `interaural_time_difference()`
- change default config setting `conf.ir.usehcomp` to false
- lots of small bug fixes

1.2.0 (2. June 2015)

- add PDF documentation “Theory of Sound Field Synthesis”
- fix remaining `usegnuplot` config entry
- change default dB color map to `chromajs`
- add missing `hgls2` functionality (fractional delays)
- add `cubehelix` and `chromajs` color maps
- remove `noise()` function, use the one from the LTFAT Toolbox instead

1.1.0 (2. April 2015)

- fix amplitude bug in `get_ir()` and `ir_generic()`
- remove direct `gnuplot` plotting
- add support for local Wave Field Synthesis
- the length of the dirac impulse response is now an option for `dummy_irs()`
- fix `iseven()`, `isodd()` for very large numbers
- correct the sign for Wave Field Synthesis driving functions

1.0.1 (4 August 2014)

- `rms()` works now also with row vectors in order to be compatible with the Auditory Modeling Toolbox
- fixed handling of number of secondary sources for a box shaped array

- fixed a bug in `ir_auralize()` regarding the contentfile configuration
- corrected NFC-HOA driving functions for off-center arrays

1.0.0 (27 March 2014)

- added references for all driving functions
- streamlined nested conf settings; e.g. now it is no longer necessary to set `conf.ir.hcompfile` if `conf.usehcomp == false`
- added WFS driving functions from Völk et al. and Verheijen et al.
- removed `secondary_source_number()` and `xy_grid`, because they are no longer needed
- enabled pre-equalization filter of WFS as default in `SFS_config_example()`
- fixed `sound_field_mono_sdm_kx()`
- Green's function for line sources returns now real values
- correct y-direction of plane waves for 3D NFC-HOA
- updated the test functions in the validation folder
- several small fixes

1.0.0-beta2 (5 December 2013)

- `rms()` now works for arbitrary arrays
- speedup of `delayline()` and HRTF extrapolation
- `delayline()` now works with more than one channel
- fixed a critical bug in `wfs_preequalization()`
- fixed missing conf values in several functions
- fixed README
- changed location of sfs-data for automatic download, because github does not allow this
- several minor fixes

1.0.0-beta (26 August 2013)

- `bandpass()` can now handle arbitrary frequency limits
- `sphbesselh_zeros()` comes now with precomputed zeros for an order up to 1000
- renamed `wave_field_*` functions to `sound_field_*`
- the order for NFC-HOA can now be set manually via `conf.nfchoa.order`
- several performance improvements
- added missing driving functions for WFS and NFC-HOA
- added `convolution()` which is faster than `conv` and can handle multidimensional signals
- changed default plotting style of loudspeakers to `conf.plot.realloudspeaker=false`
- `hann_window()` now uses $(2*n+1)$ instead of $(2*n)$ to generate the window
- replaced the input parameter `L` by `conf.secondary_sources.size`
- the aliasing frequency is now calculated by the mean distance between the given secondary sources
- added nearest neighbour search and 3D interpolation to `get_ir()`

- moved the tapering window into `x0(:,7)`, added new function `secondary_source_tapering` to achieve this
- added a seventh column to `x0` which includes integrational weights
- added extra directory for SSR renderer functions
- added 3D HRTF extrapolation
- changed array configuration to use number of secondary sources instead of distance between them
- changed `SFS_config` to use substructs like `conf.secondary_sources.*`
- added the possibility to calculate the wave field for a arbitrary positioned plane in 3D
- added 3D WFS functions
- make the Toolbox work in 3D, which brakes backwards compability!
- now all monochromatic functions have a `time_domain` counterpart
- reordered the argouts for the wave field functions; now `P` is always the first argout
- automatically plotting of the wave fields if no argouts are wanted
- changed direction of focused source from the `conf.xref` vector directly into `xs`. For a focused source `xs` is now `[1x6]`

0.2.5 (12 July 2013)

- fixed a bug causing the wrong loudspeaker position in the output of `generic_wfs()`

0.2.4 (4 June 2013)

- added a documentation to the github README
- reworked the plotting, now simple saving to png is possible
- added a `narginchk` function for older Matlab versions
- replaced `conf.frame` with `t` in the `imp` functions
- lots of small bugs were fixed

0.2.3 (9 April 2013)

- summed up line, point, ... sources to `green_function` for mono and `imp`
- introduced global `wave_field` functions for mono and `imp`
- fixed binaural simulations for NFC-HOA
- removed compatibility for octave versions <3.6
- fixed a critical bug for the HRTF farfield extrapolation, due to the new secondary source selection behavior

0.2.2 (27 November 2012)

- added functions to calculate the sound pressure for monochromatic WFS at a single point in analogy to the `point_source` function
- changed the behavior of `secondary_source_selection` to returning a new `x0` vector
- added compatibility for octave 3.6
- first fix of secondary source selection for focused sources (now they point always in the direction of the reference point)

0.2.1 (15 June 2012)

- added NFC-HOA 2.5D monochromatic

- added NFC-HOA 2.5D binaural simulations
- added SDM 2.5D monochromatic
- make NFC-HOA work under Octave
- fixed direction of plane waves and point sources for NFC-HOA time domain simulations
- changed syntax for `wave_field_*` and `driving_*` functions:
 - `xs,f,src => xs,src,f`
 - `xs,L,src => xs,src,L`
 - `xs,L,f,src => xs,src,f,L`

0.2.0 (25 April 2012)

- first public release (under the GPLv3+ license)