

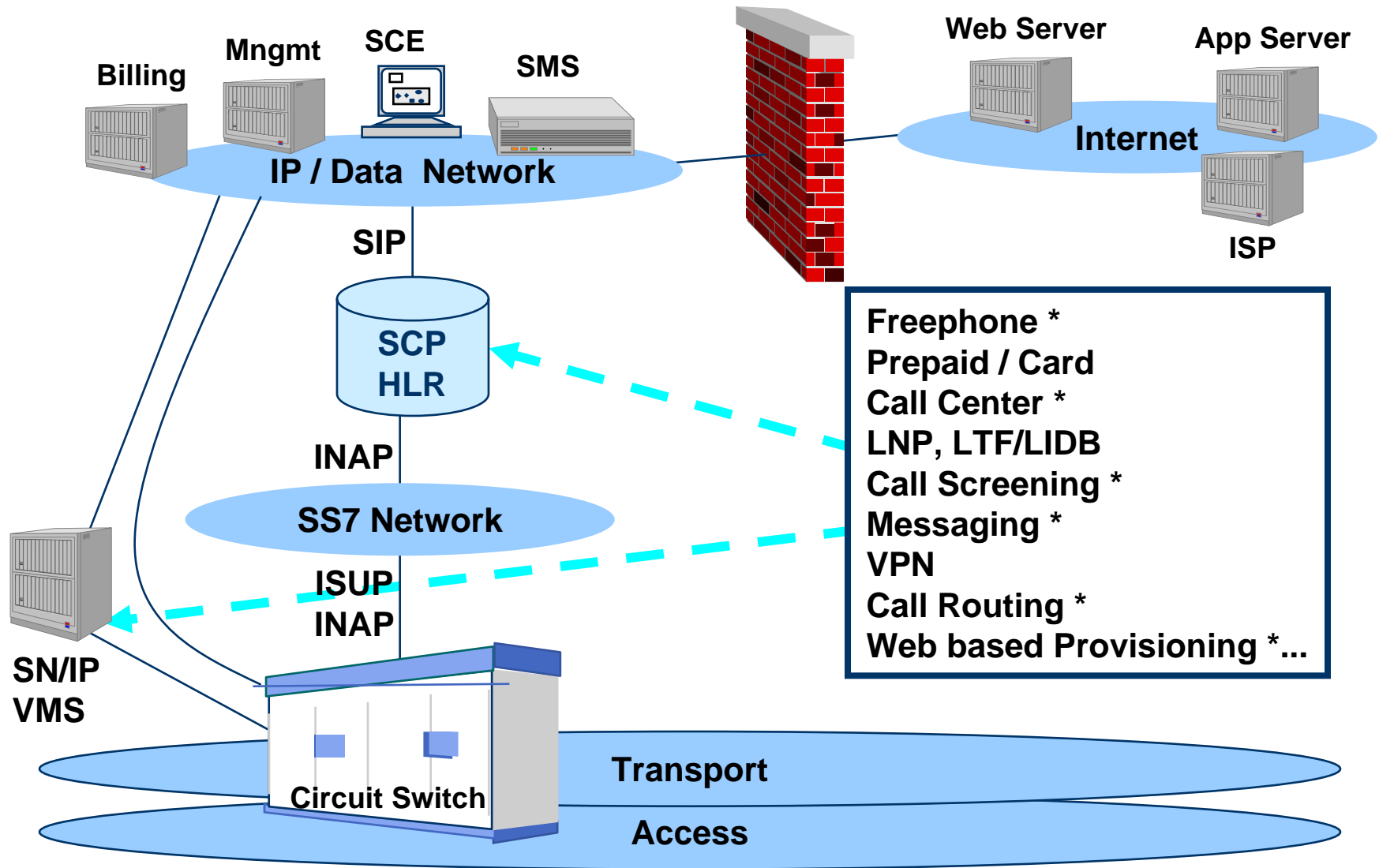
# ***Context-Aware Converged Communications***

***B.H. Juang***

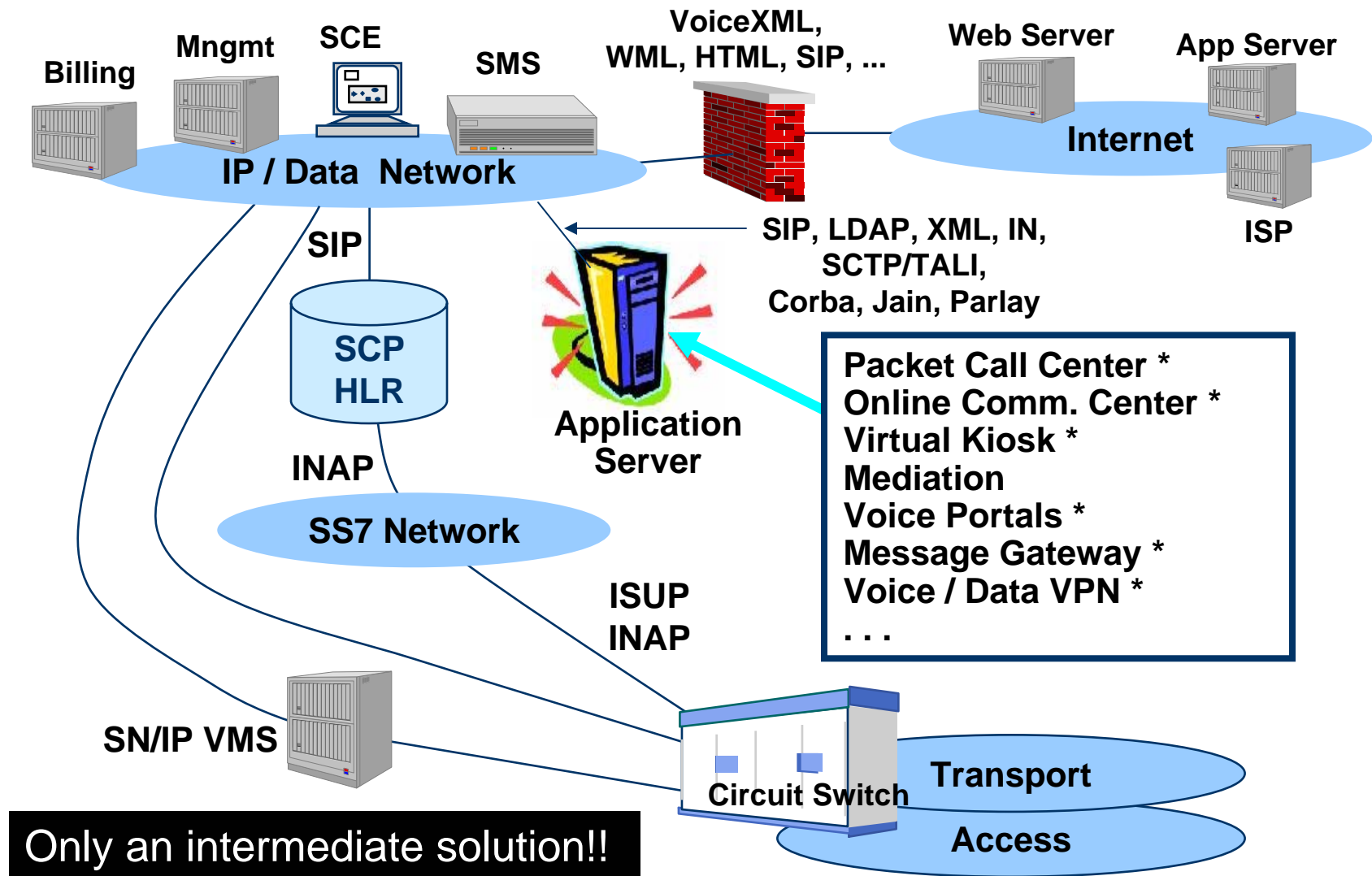
*Motorola Foundation Chair Professor & Georgia Research Alliance Eminent Scholar  
School of Electrical & Computer Engineering  
Georgia Institute of Technology*



# Communication Services Today – IN Perspective



# Towards Converged Voice/Internet Services

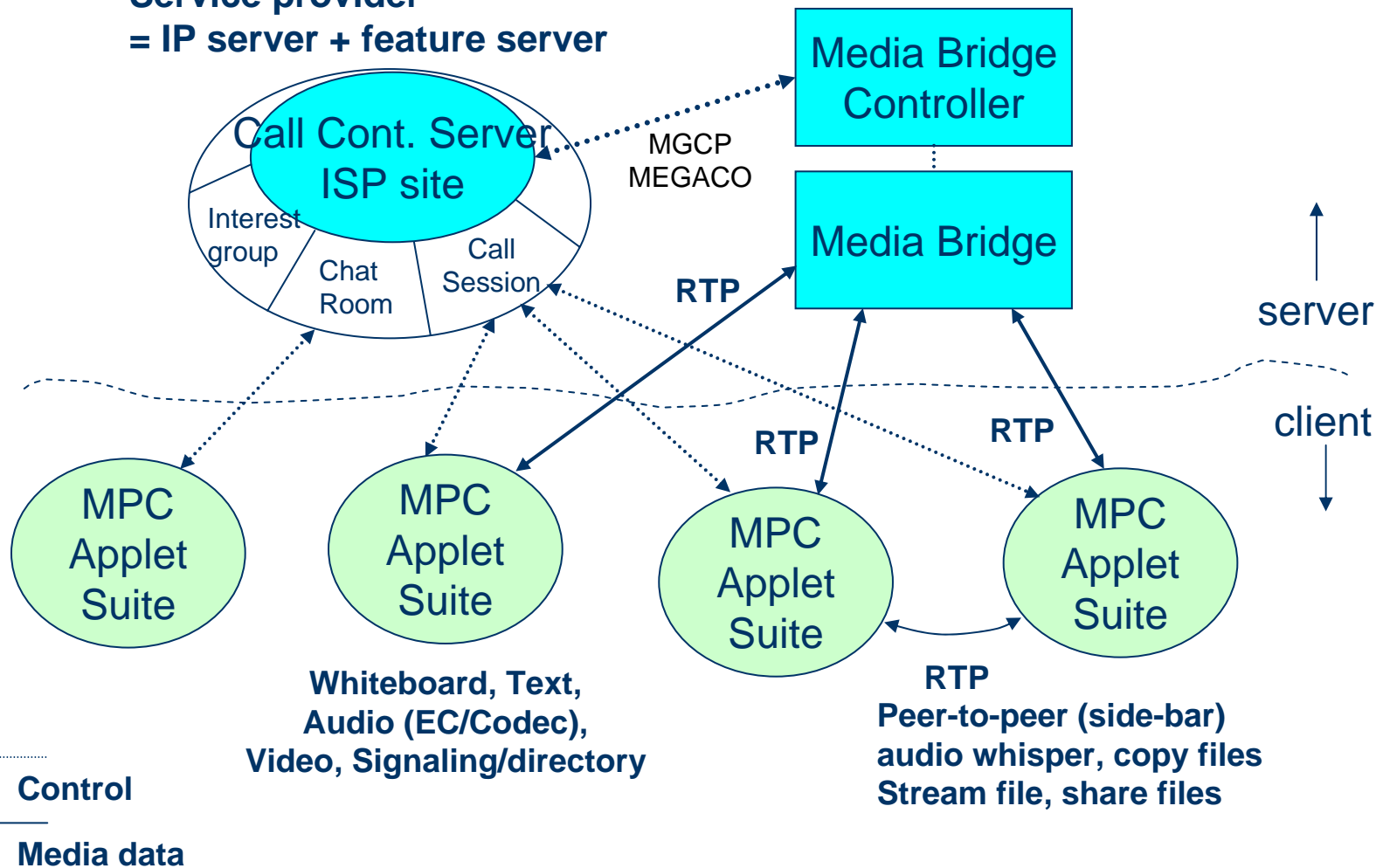


Only an intermediate solution!!

# Example – Multiparty Communication Services

Business model:

Service provider  
= IP server + feature server

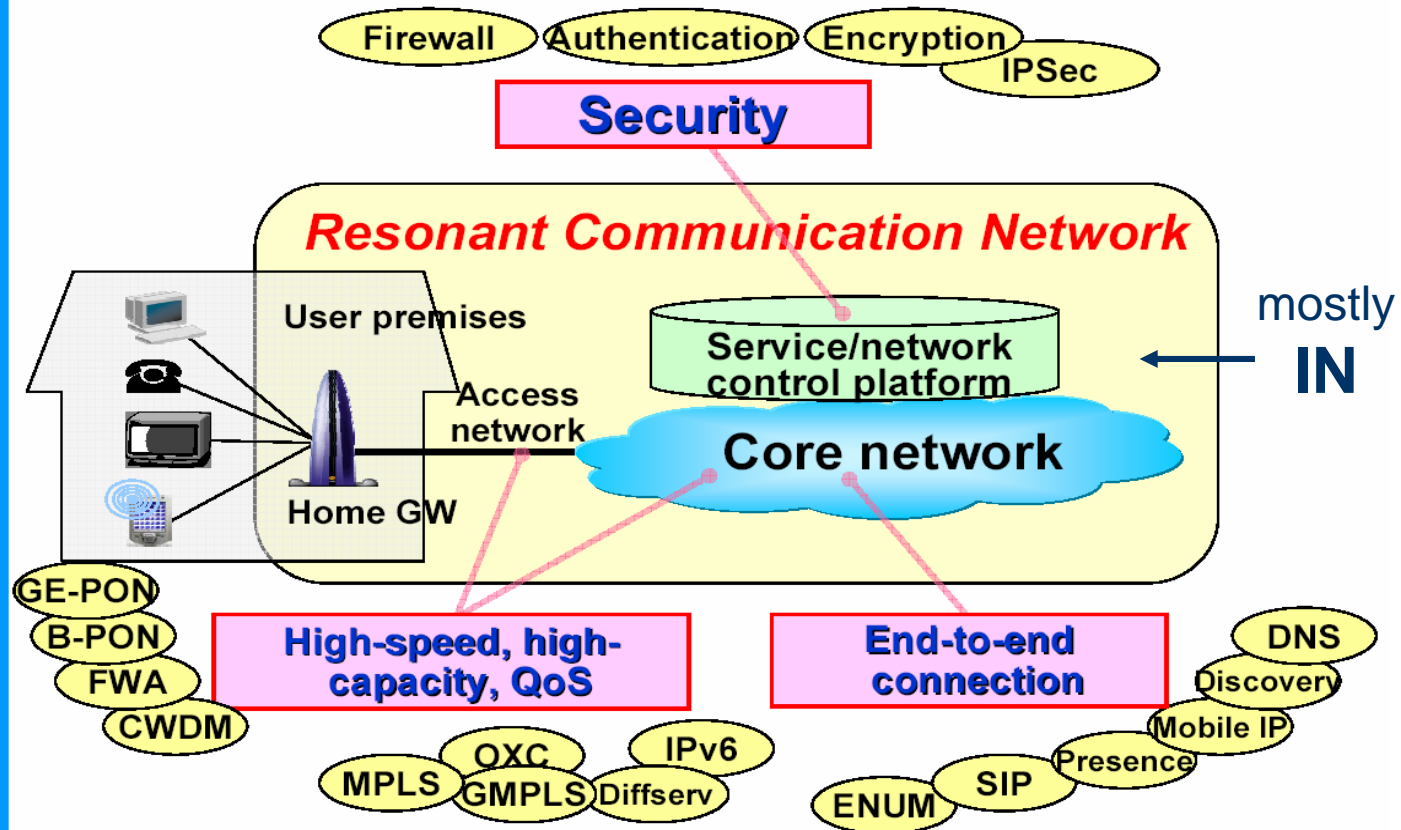


# NTT's Resonant Communication Networks

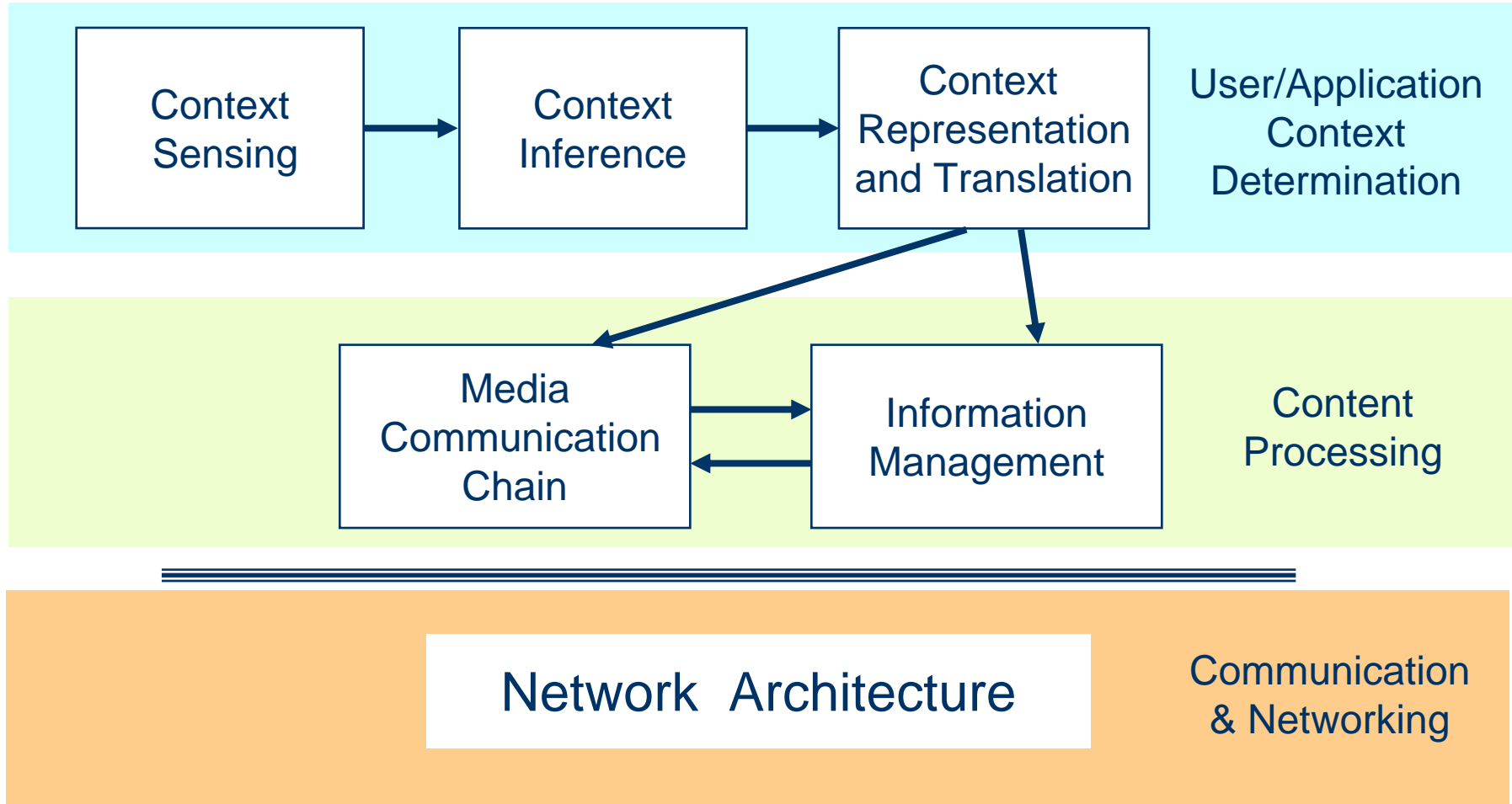


## RENA

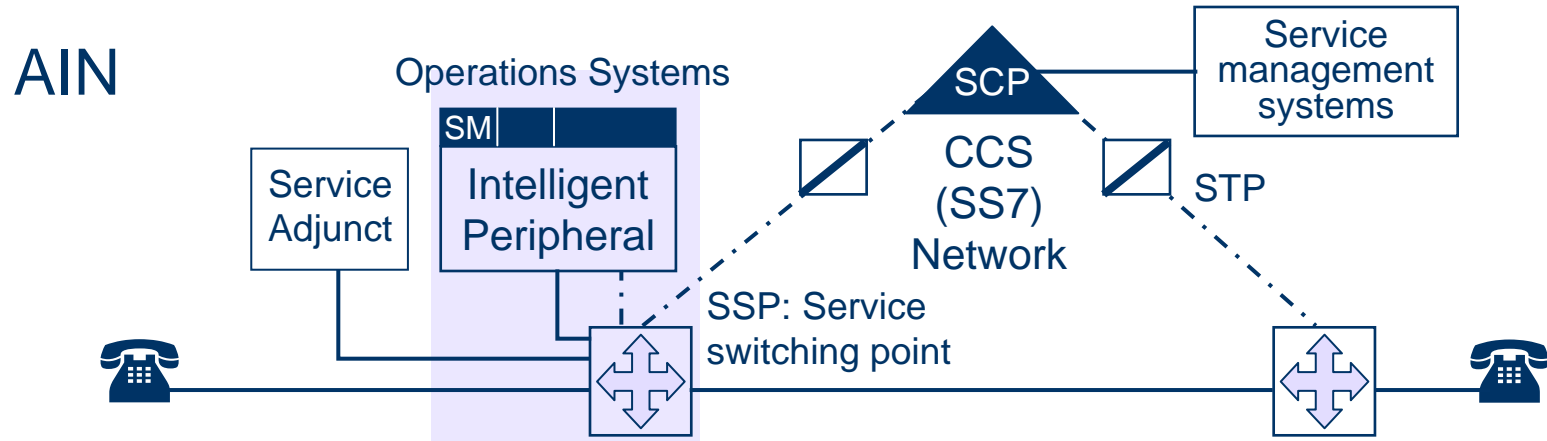
### Resonant Communication Network Architecture



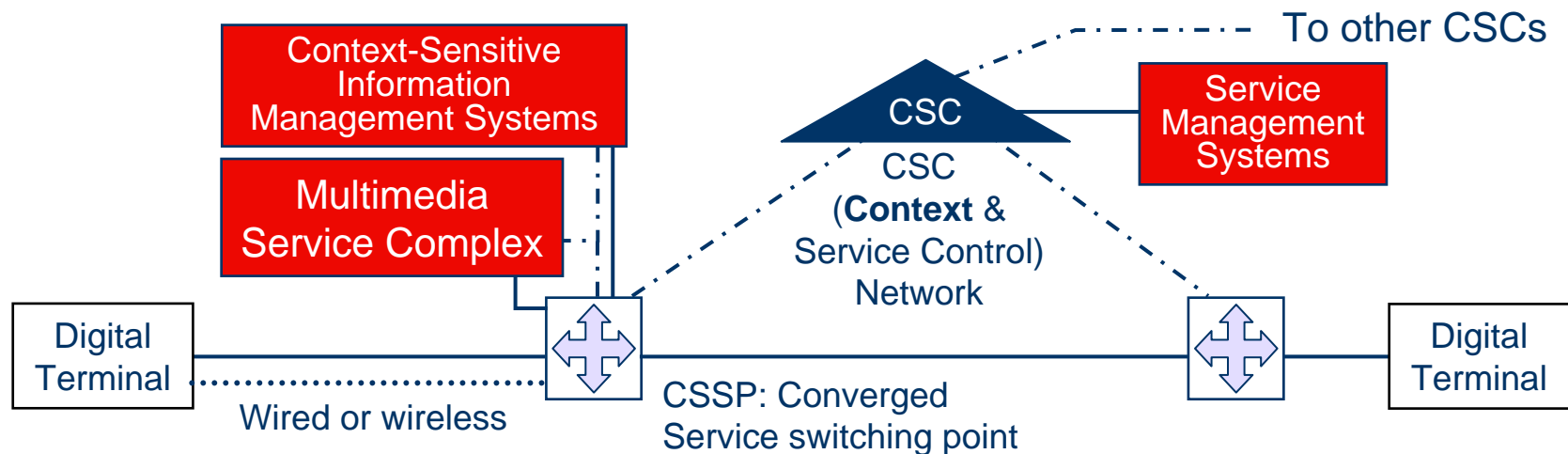
# Context-Aware Communications



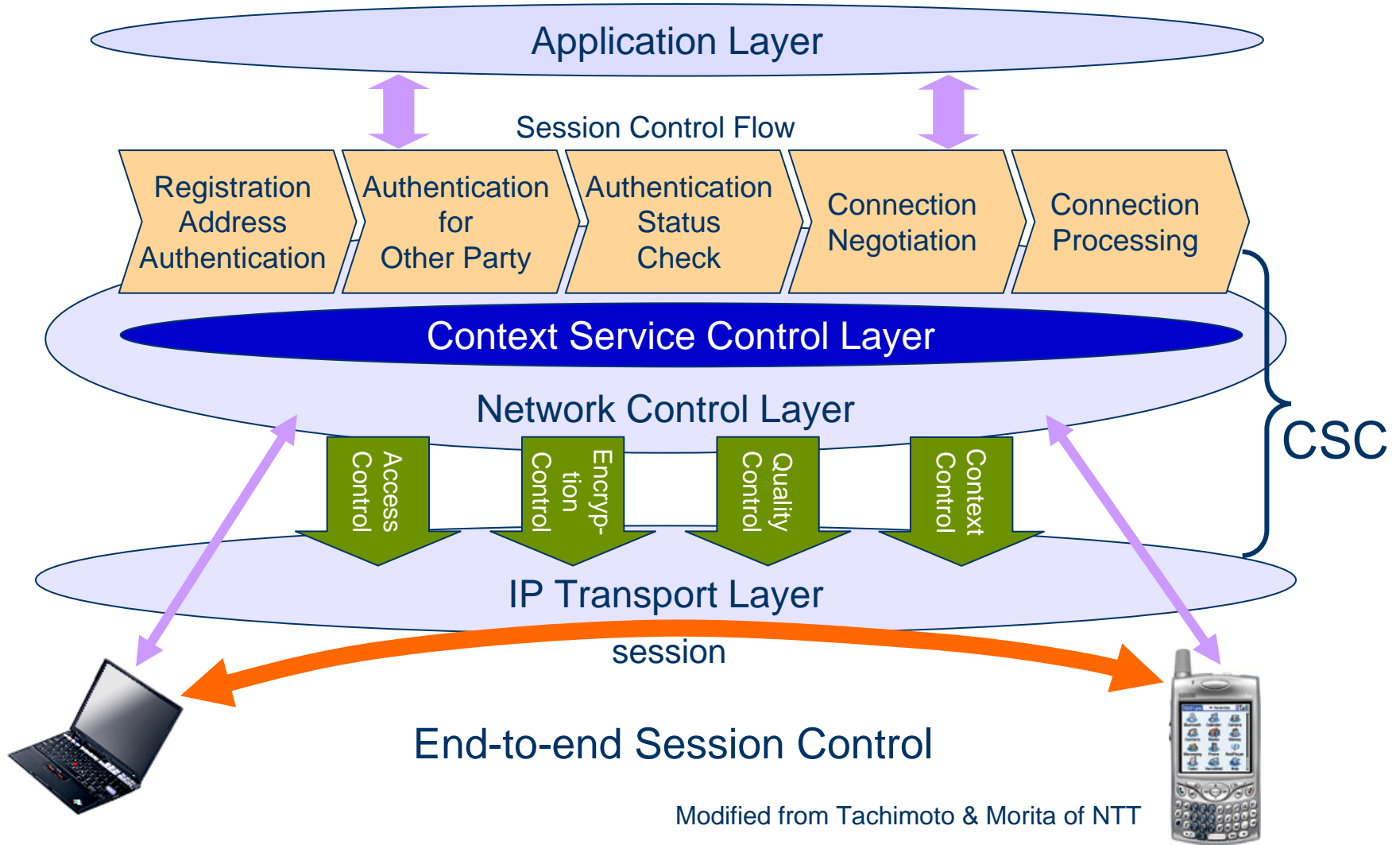
# Architectural Evolution



## CCN (Context-sensitive Converged Networks)



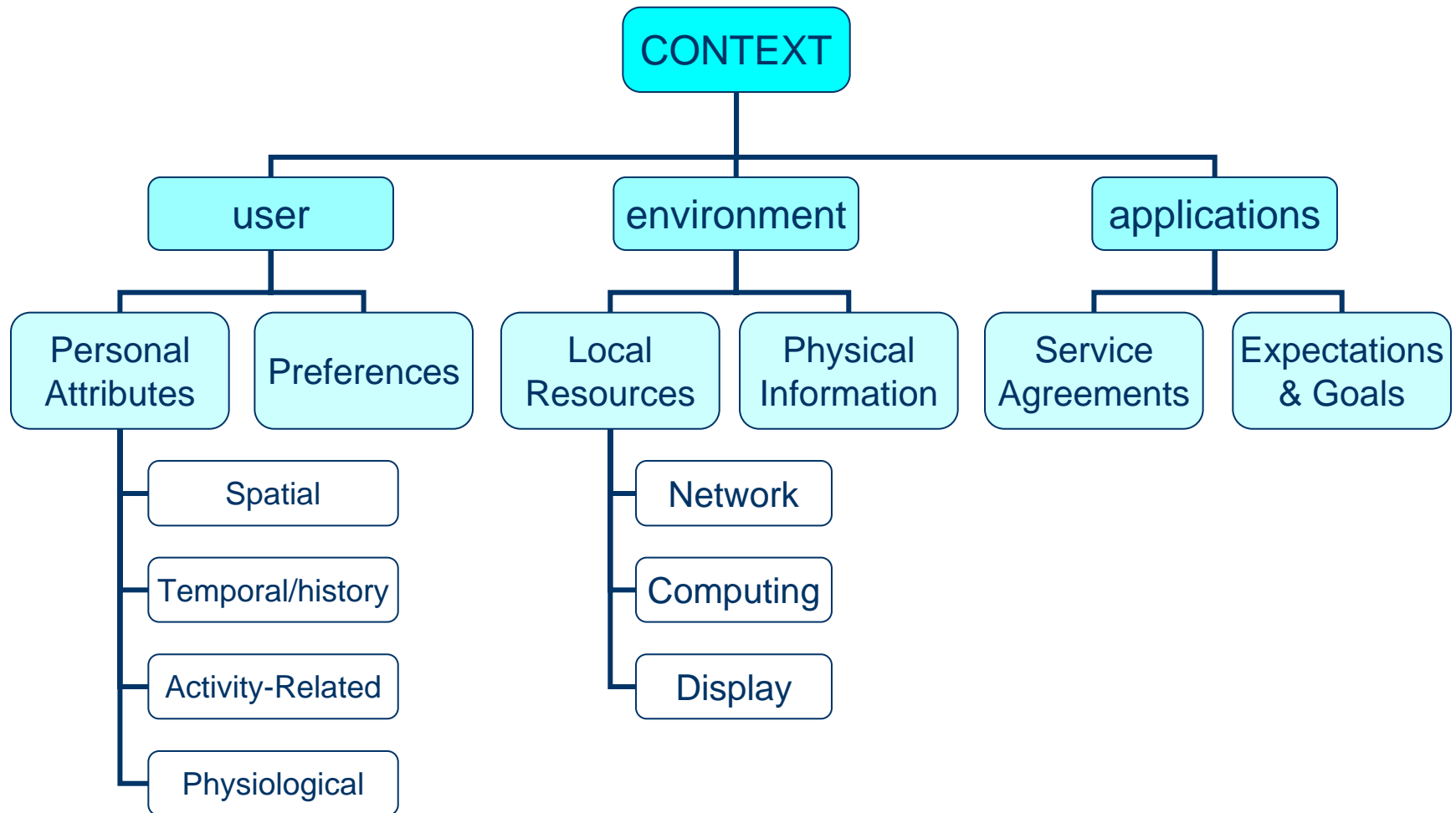
# Network Architecture for CCN





# Dimensions of Context

---

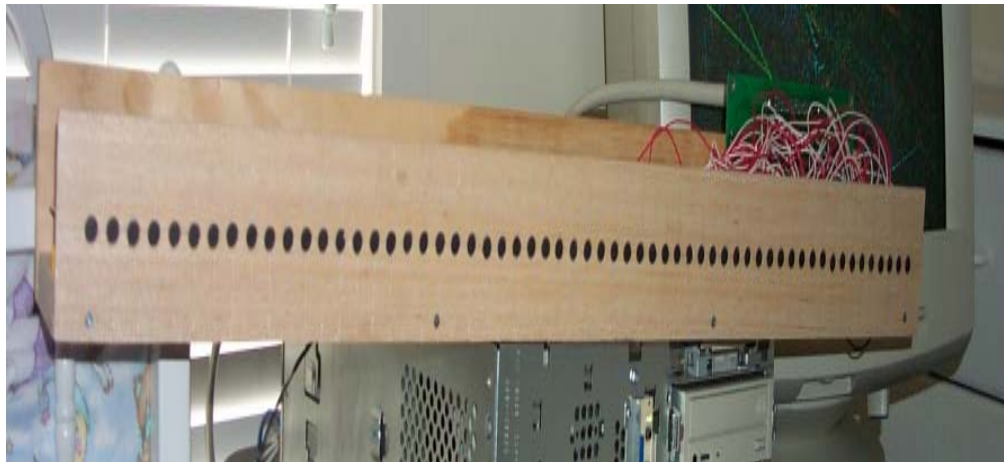


# Sensors in the Labs at Gatech

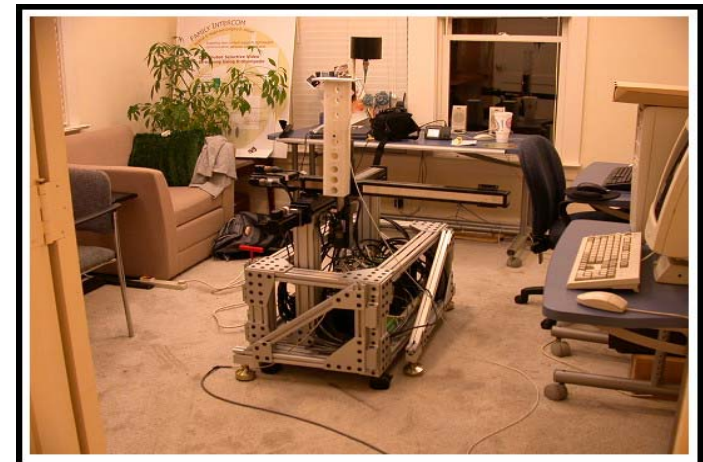
---



Video

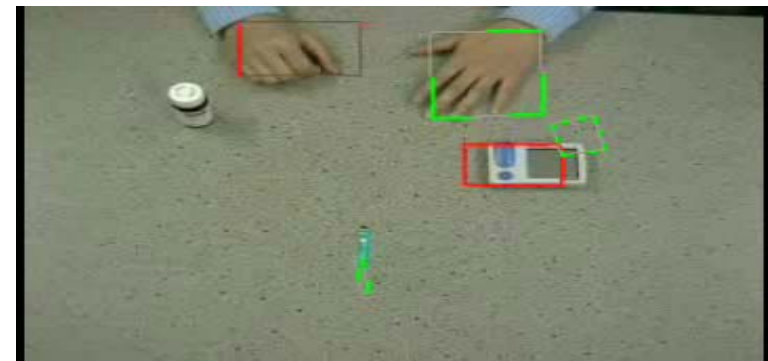
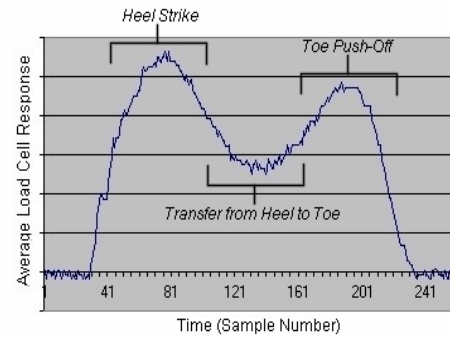
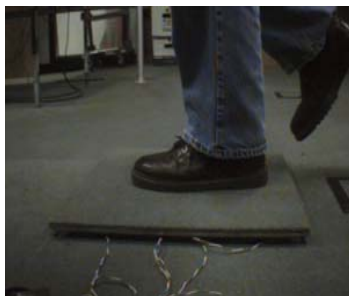
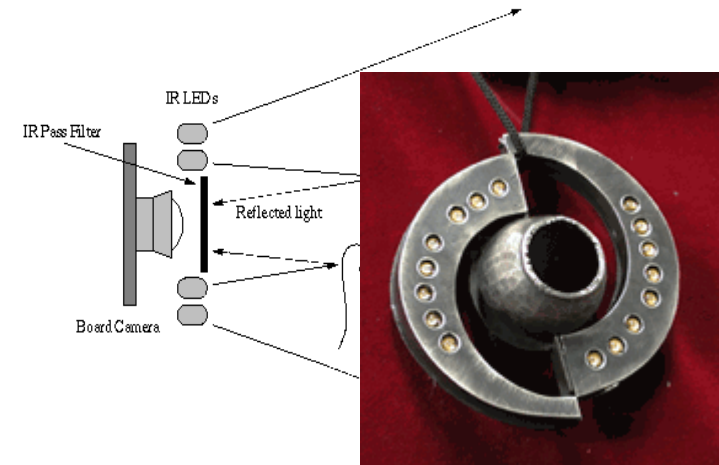
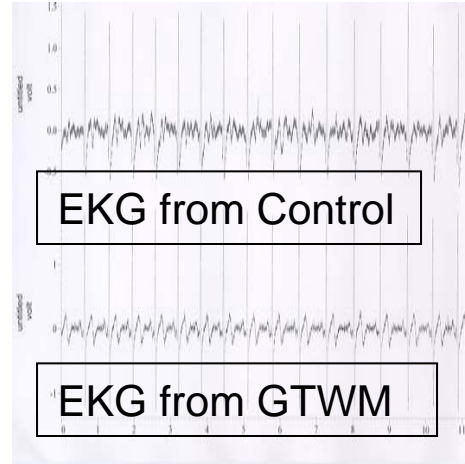
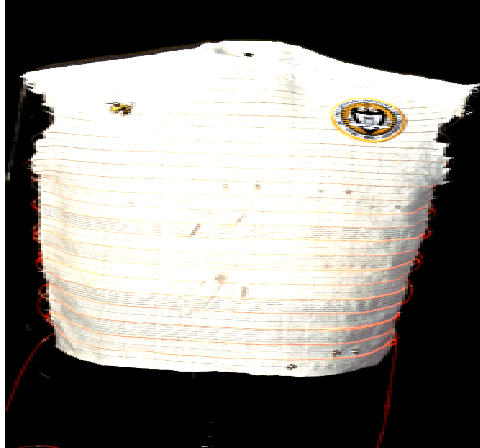


Audio



Wireless

# Devices for Aging in Place

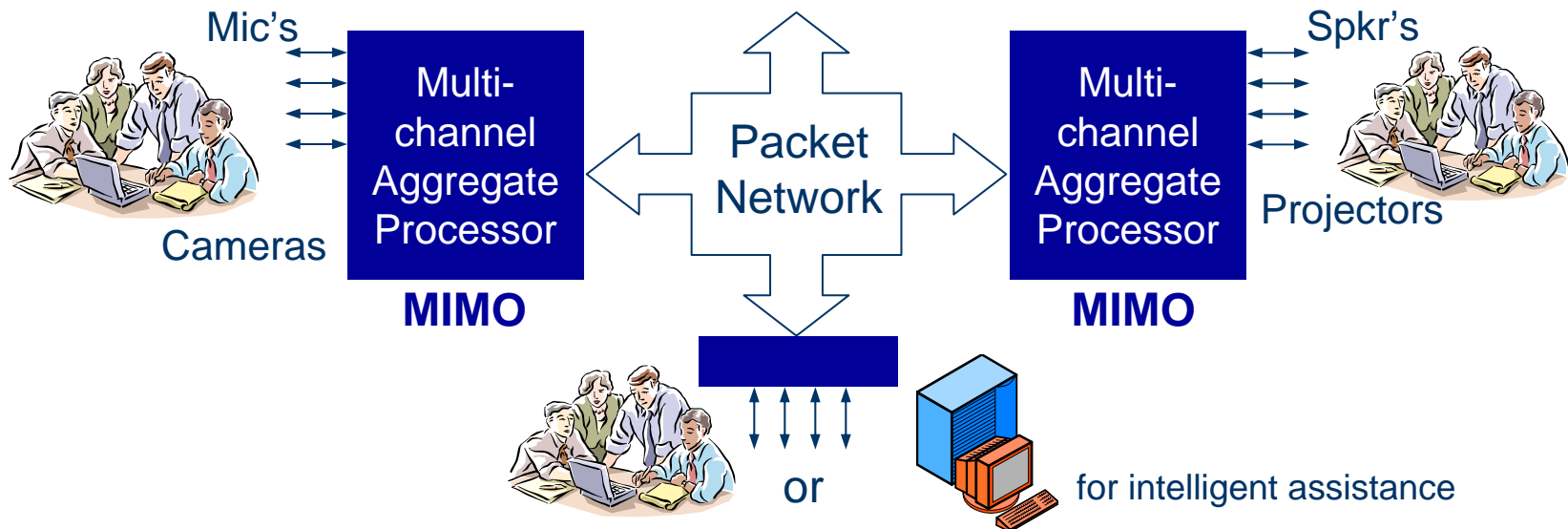


# Multi-channel Hi-Fi Telecommunication

## Traditional telephony



## New multi-channel network for information sharing



# Spatialization & The Perceptual Dimension

---






*Sound spatialization makes talker-tracking easier in multi-party conferencing environments, resulting in improved effectiveness in communication*

## **Binaural Hearing & Cocktail Party Effect**

Spatial separation plays a role.

- Compare mono  with stereo 

Stream segregation also plays a role.

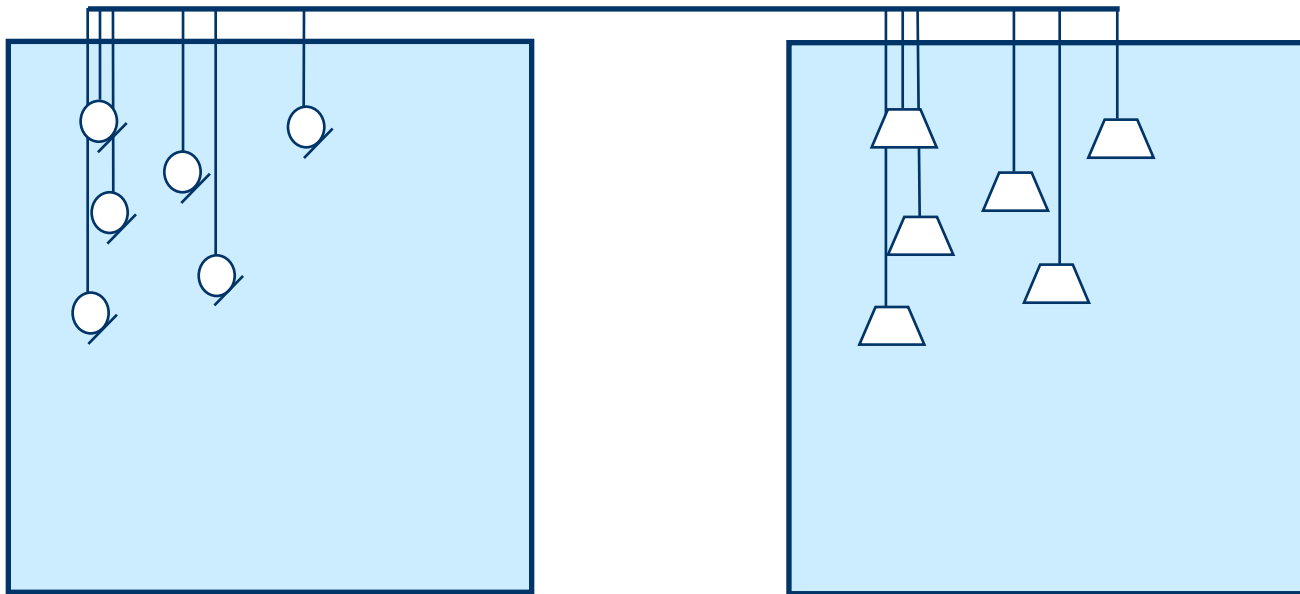
- Compare one talker (m1+m2)  with two (m1+f2)   
(m1  m2  f2  )

**Stereophonic Conferencing Demonstration**

# Multi-channel Communications

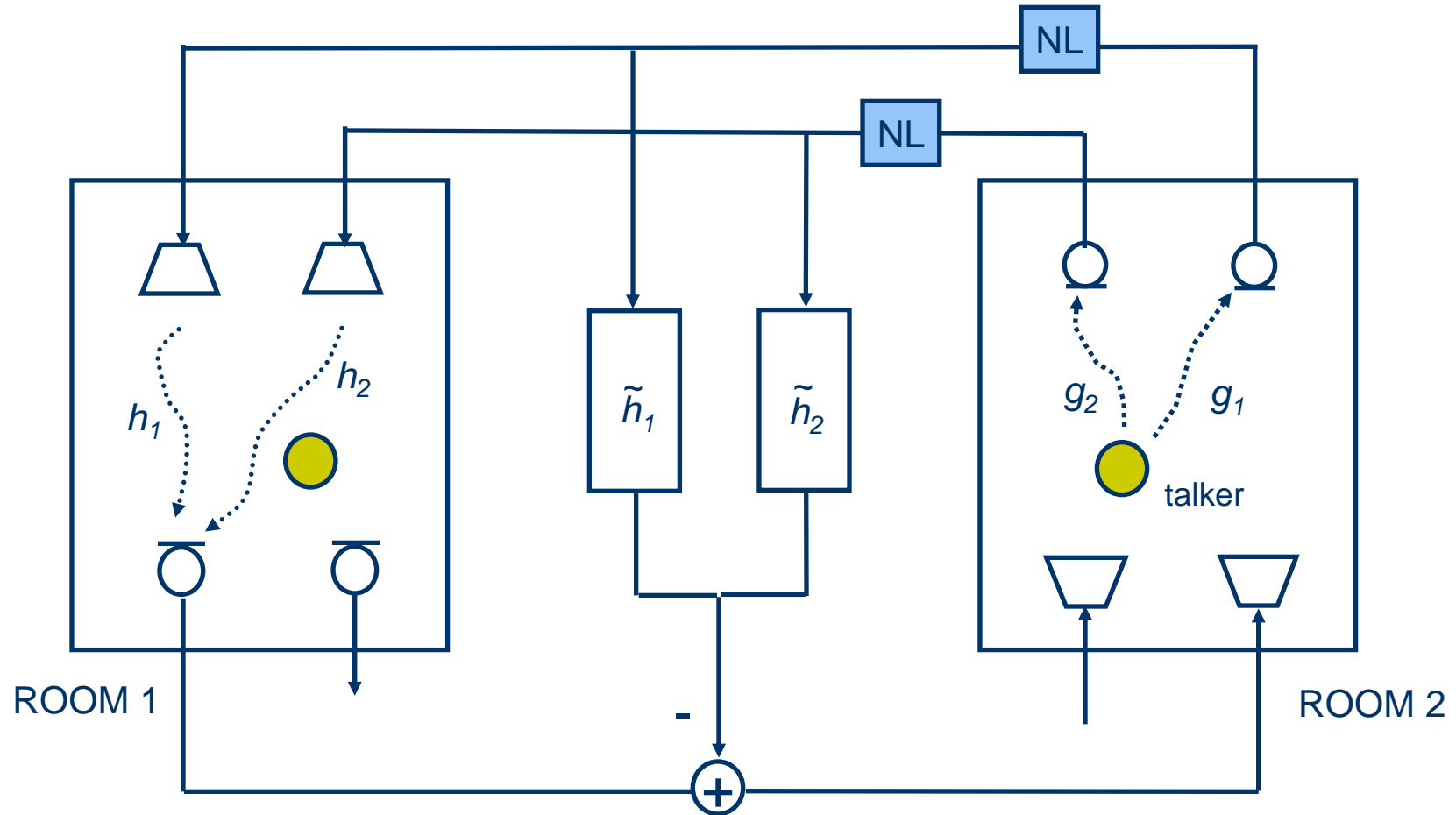
---

Human communication is a spatial-temporal event.

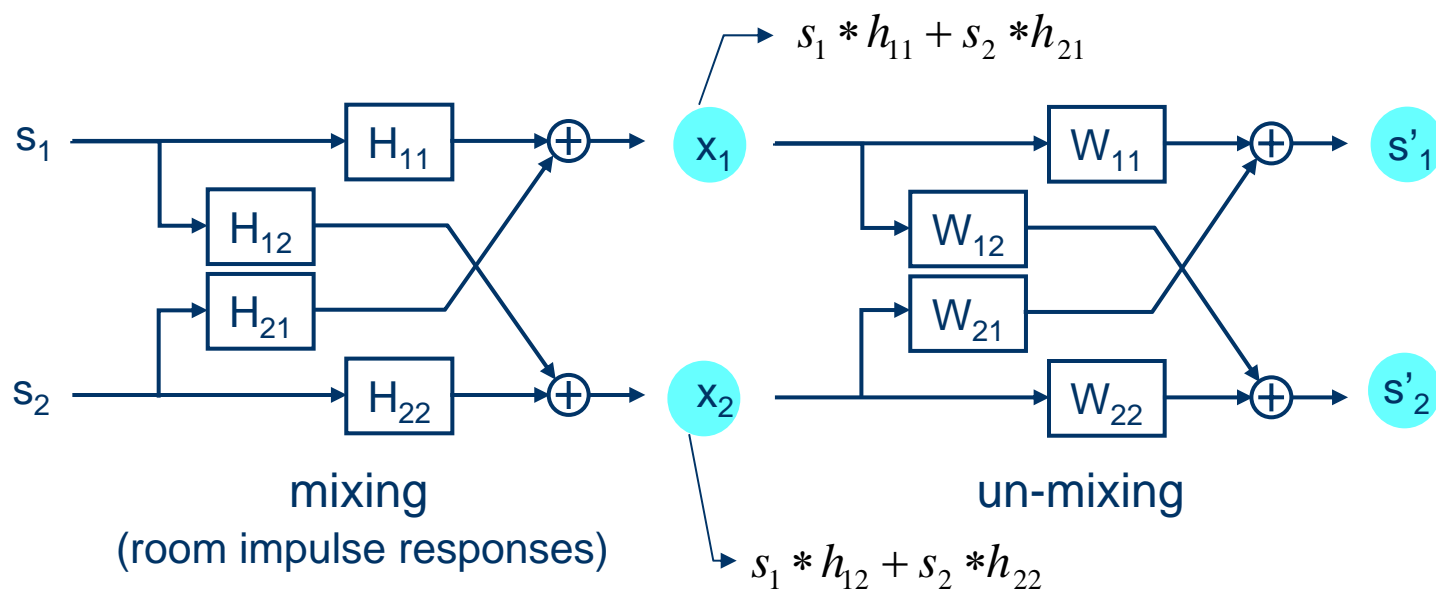


It is important to track the source objects.

# Stereophonic Acoustic Echo Cancellation



# Multi-channel Source Separation



One possible approach (Ikram of Gatech and Morgan of Bell Labs):

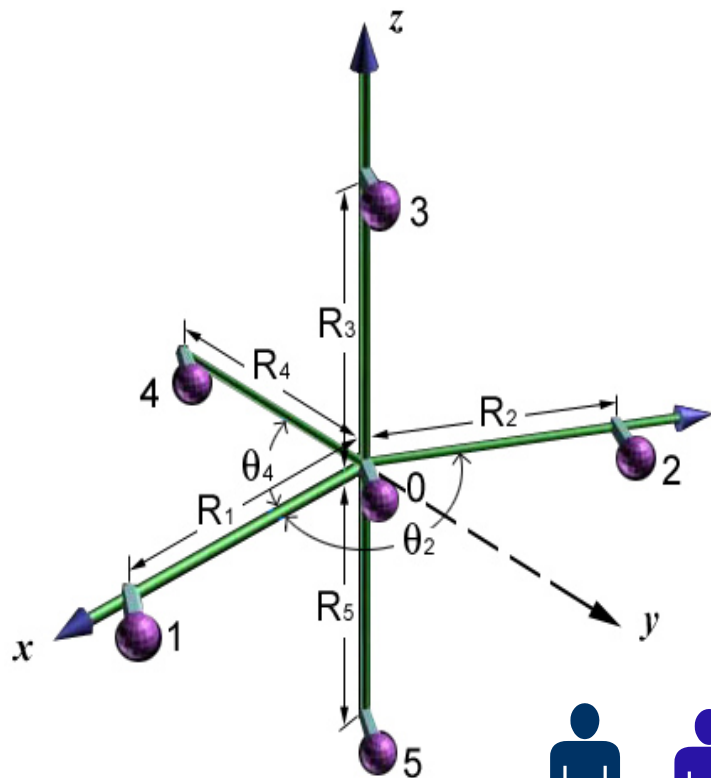
$$\mathbf{x} = \mathbf{H} \mathbf{s} \quad \mathbf{R}' = \langle \mathbf{x} \mathbf{x}^H \rangle \quad \mathbf{s}' = \mathbf{W} \mathbf{x}$$

Find un-mixing filter matrix  $\mathbf{W}$  such that

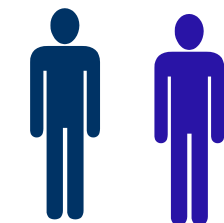
$\Lambda_{\mathbf{s}'} = \mathbf{W} \mathbf{R}' \mathbf{W}^H$  is diagonalized by minimizing the squared Frobenius norm of the off-diagonal matrix of  $\Lambda_{\mathbf{s}'}$ ,



# Sound Source Localization



Developed at Bell Labs  
& Georgia Tech



talker

Further challenge

## 1. Time Delay Estimation 2. Source Location Estimation

Various methods:

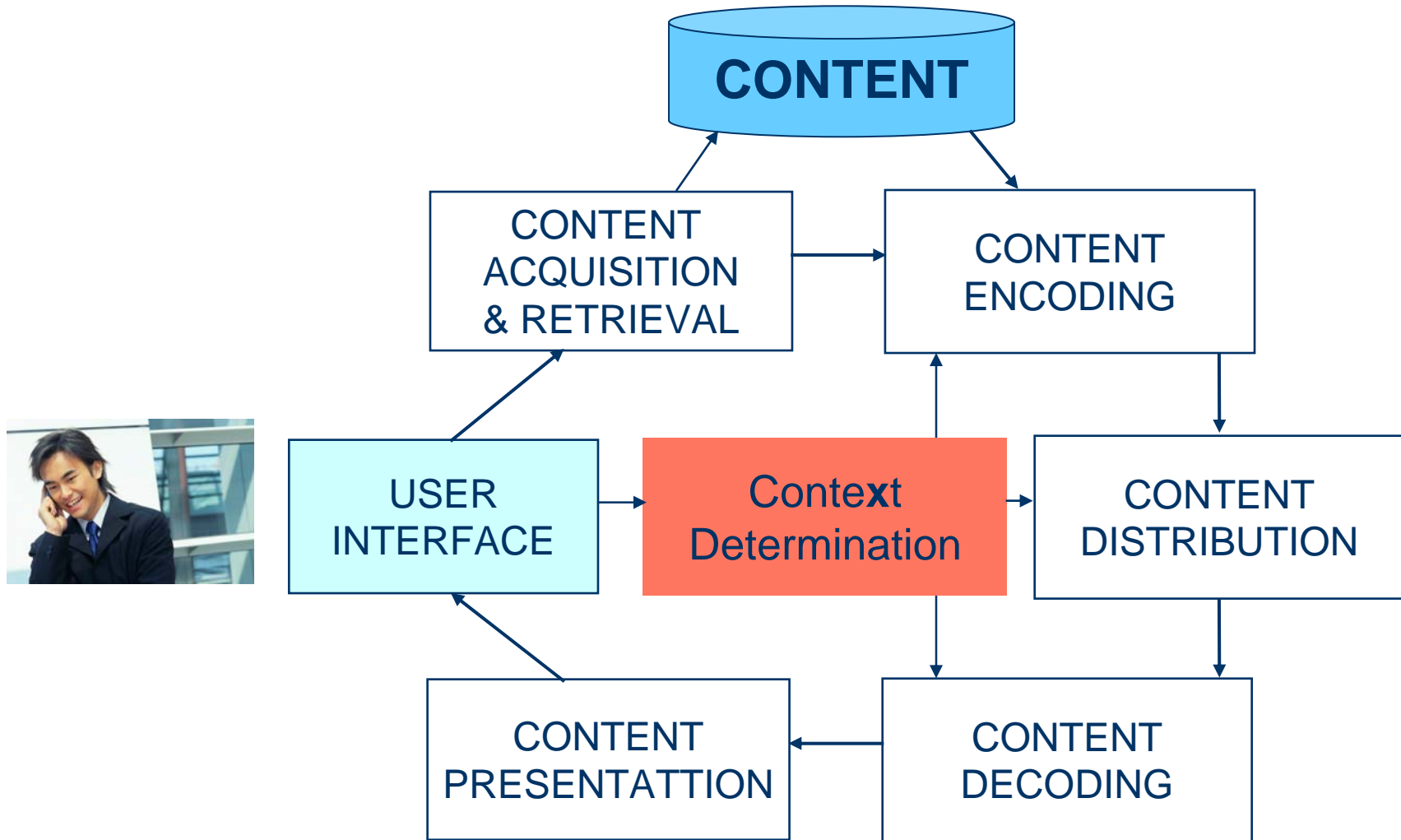
- triangulation - solve a set of hyperbolic equations
- spherical intersection - solve a set of linearized spherical equations
- spherical interpolation - similar to SI, but with reduced constraint
- **one-step-least-squares** – transforms the problem into an estimation/minimization problem; works the best

Applications:

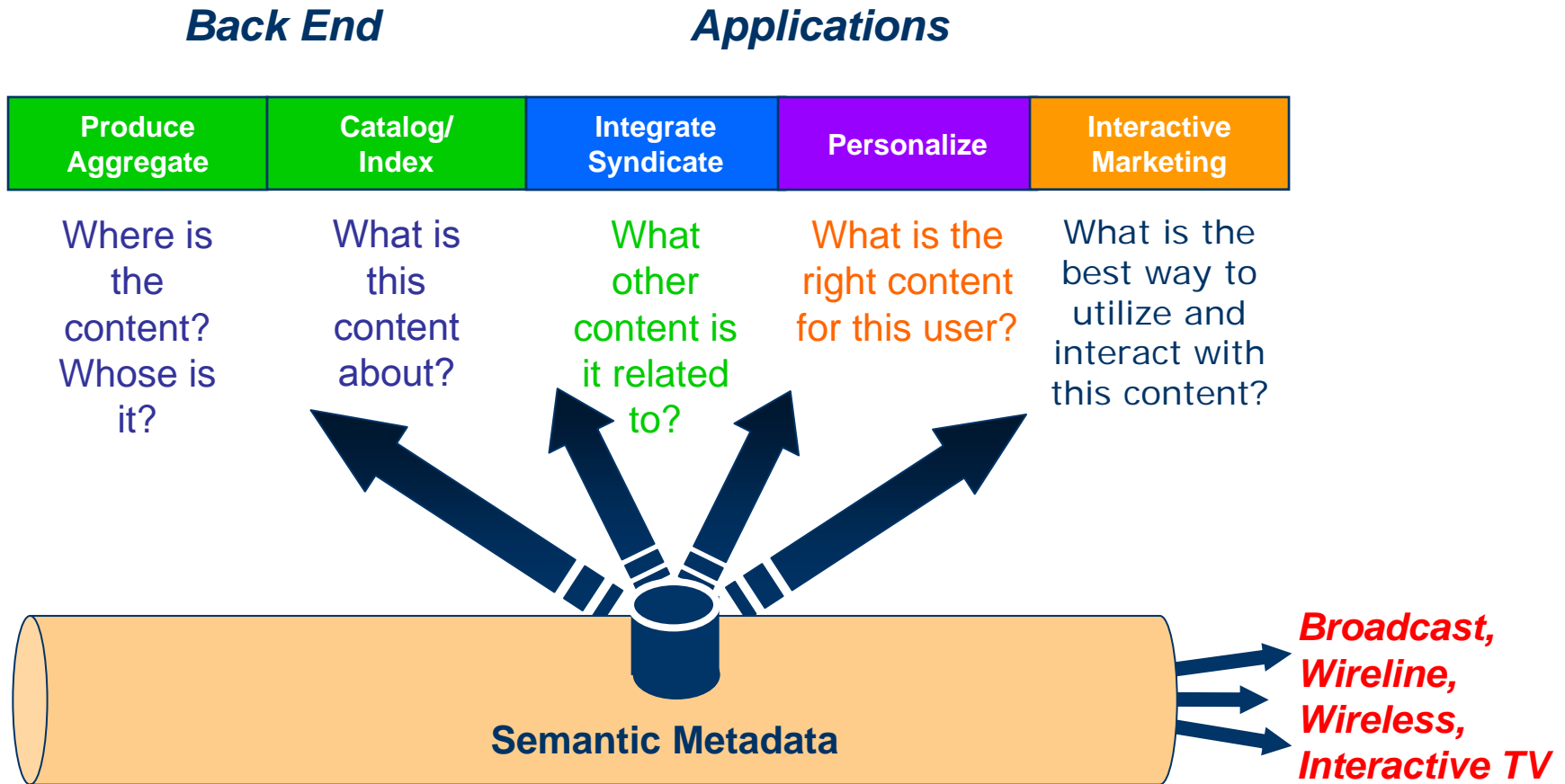
- Conferencing with participant tracking
- Improved sound and sight pickup

# The Content Processing Chain

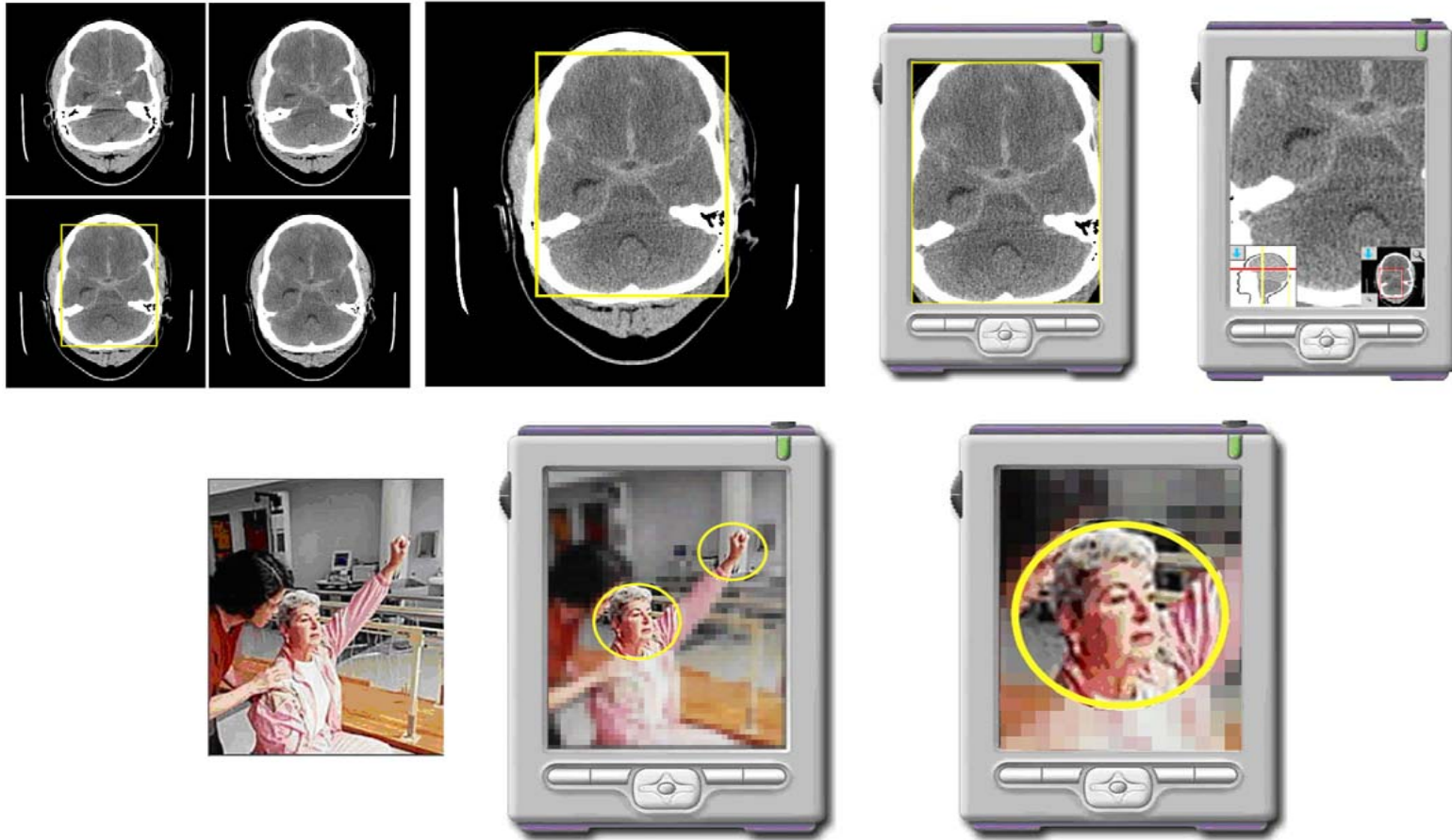
---



# Managing Content for CAC – Semantic Metadata



# Communication with Region-of-Interest



ROI Algorithms for: Lossless Coding Progressive Transmission Electronic Zooming  
Integration with VoIP, VUI, TIVO and Array Processing Technologies

# Context-Aware Content Distribution

---

## Multimedia Transport Protocol - MMTP



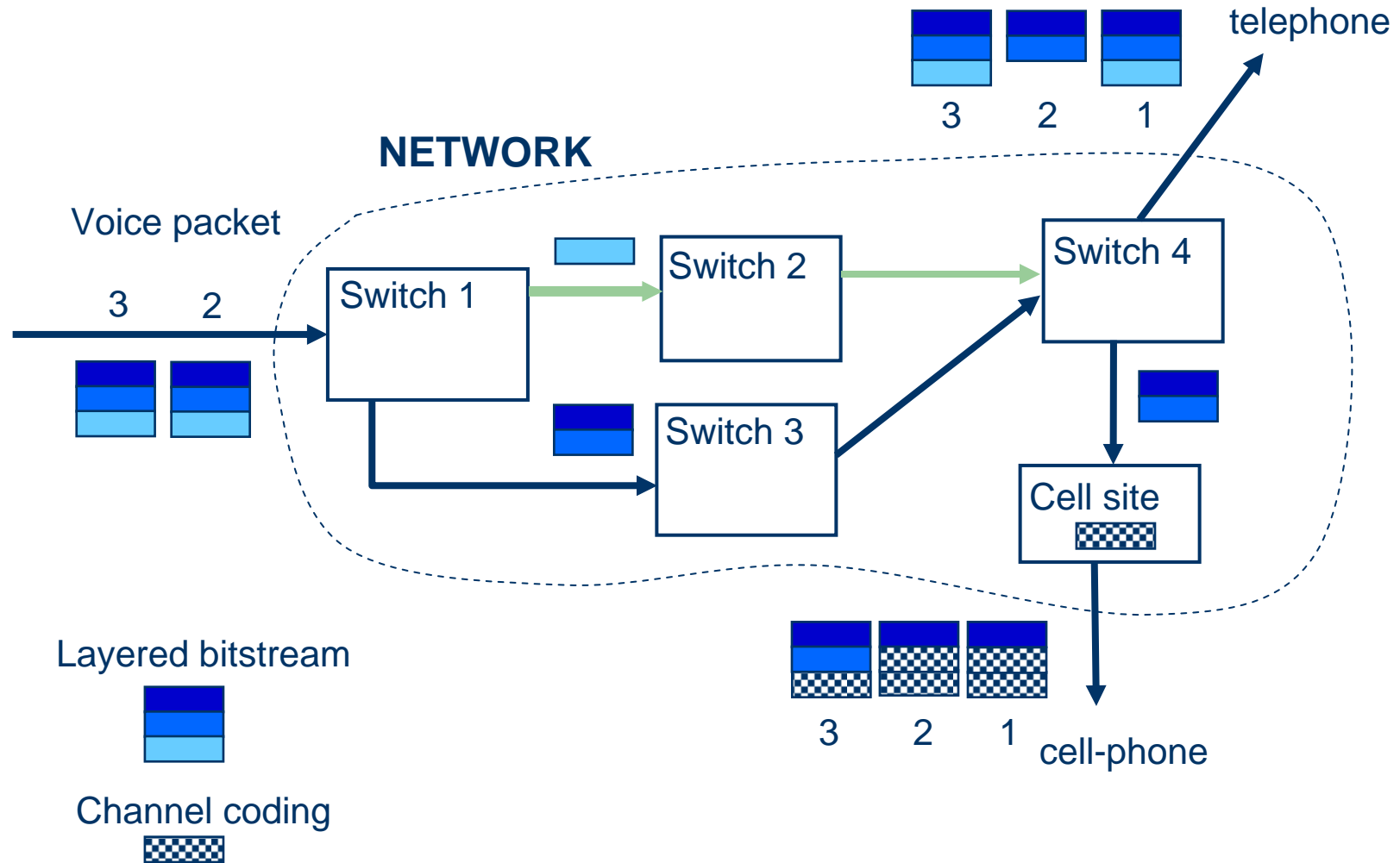
UDP + FEC+ error concealment



UDP+ MMTP + selective retransmission

Over-provisioning / Packet Loss Rate for Perfect Q:  
7 for UDP    2 for MMTP    [Theoretical Limit is 1]

# Embedded and Layered Coding



# ***Information Management & Support Layers***

---

MetaServices

Adaptive and Customized Information Services

Context Management

# Context-Aware Convergent Communications

---

## Research Vision

- Imbue **Converging Digital Services** with the attributes and perception of personalization, flexibility, richness and privacy;
- Incorporate **Context**, broadly defined, into the deep fabric of wired and wireless networks for information, transactions and entertainment;
- Harness the capabilities of multimedia processing, **embedded computing and pervasive broadband** for Context-Aware Telecommunications;
- Spawn a new generation of applications of interest to the end user, the communications industry and society, using the exemplary test domains of tele-health, distributed education and entertainment.



# ***Summary***

---

Convergent & Converged Communication  
Networks need research advances in:

- ***Infrastructure for User-Centric Converged Services***
- ***Context-Aware Media Processing***
- ***Context-Aware Information Management***
- ***The Science and Engineering of Context***