



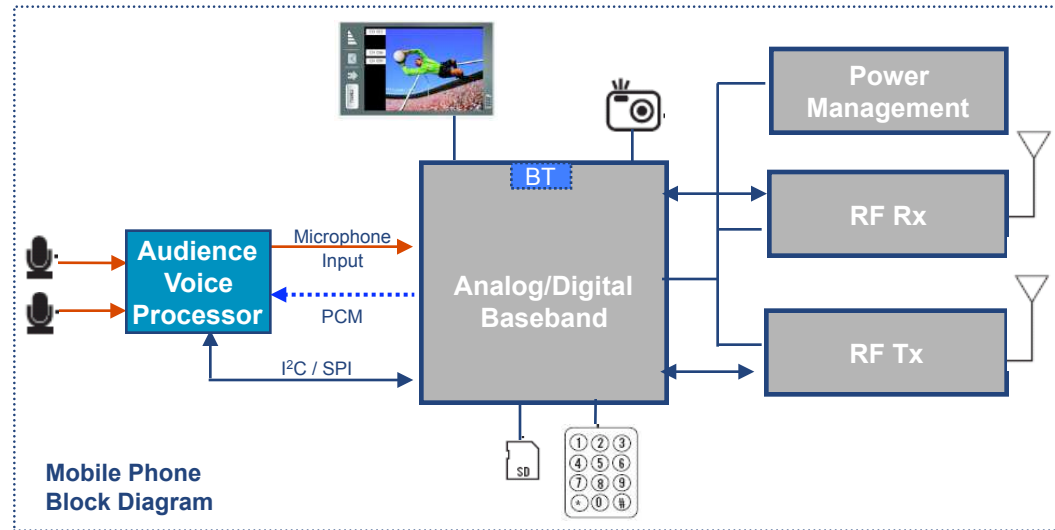
Voice Processor based on the Human Hearing System

Lloyd Watts
Dana Massie
Allen Sansano
James Huey

Hot Chips 20
August 25, 2008



Audience A1010 Voice Processor

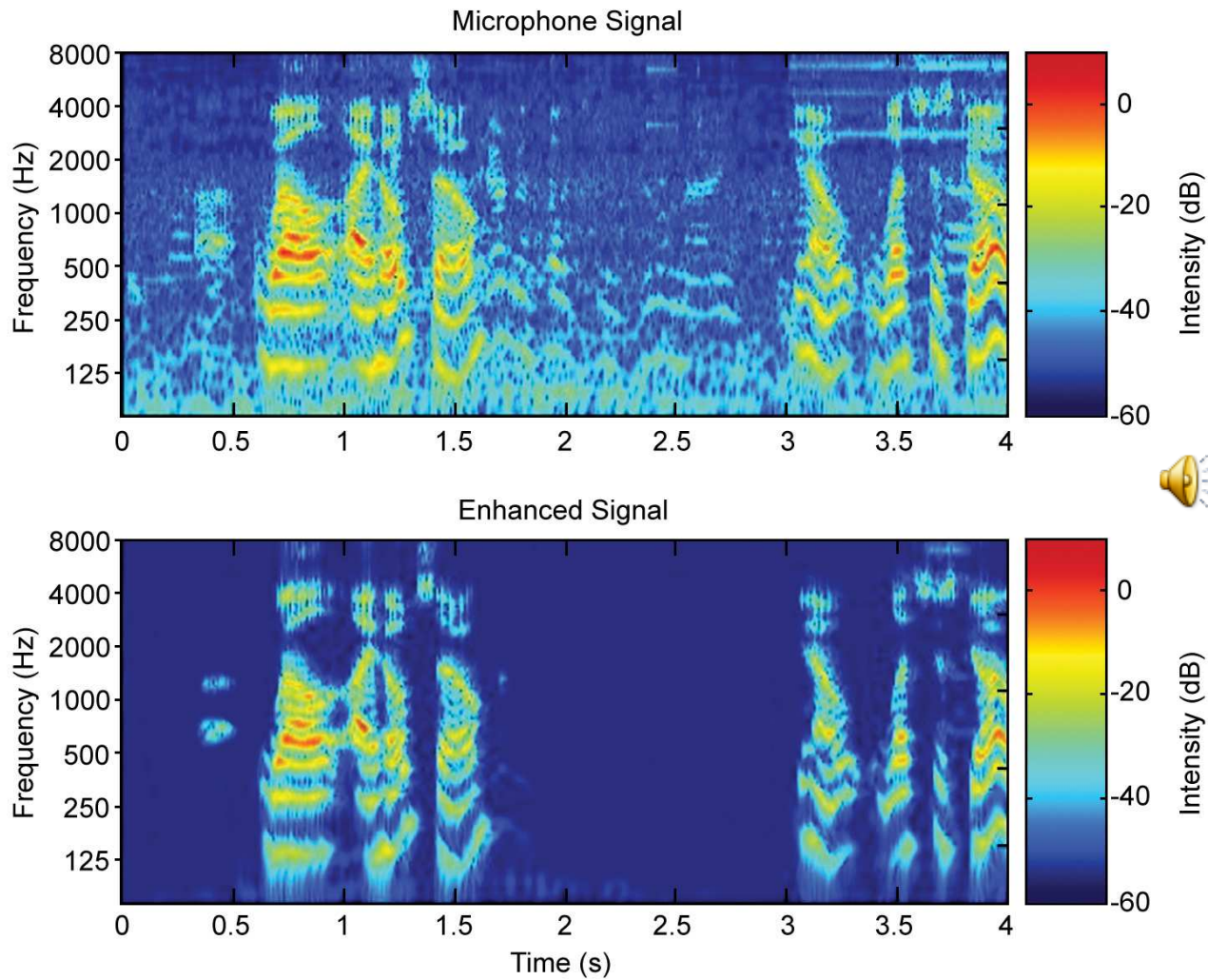


CDMA
GSM
WCDMA
FOMA

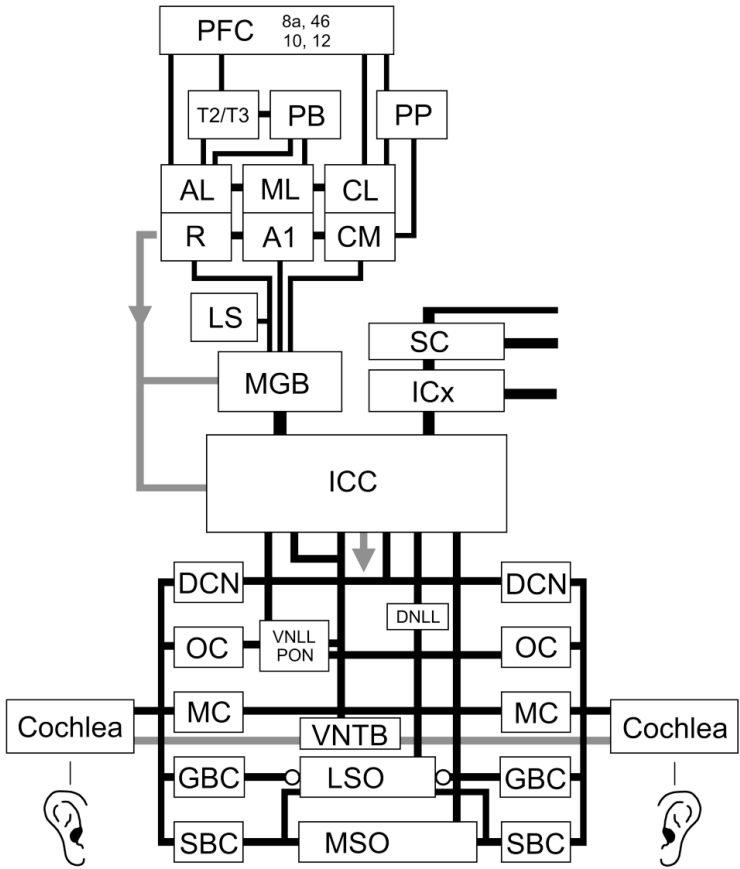
- Targeted at mid to high tier mobile phones
- Features:
 - Tx/Rx Noise Reduction, AEC, Voice Equalization, Voice Stretch
- Analog & Digital audio interfaces
- Works with CDMA, GSM, WCDMA, FOMA baseband architectures



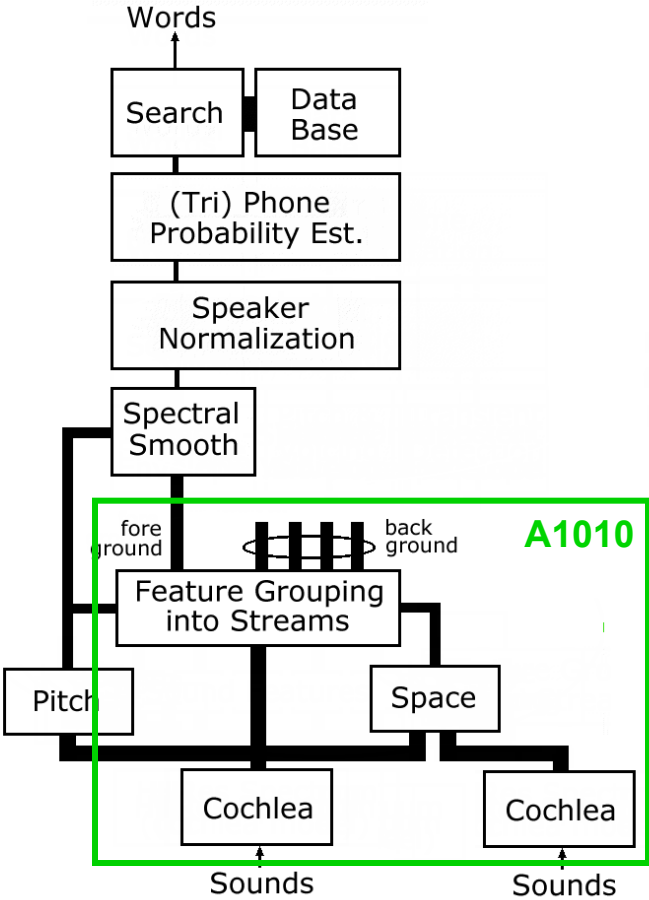
Two-Microphone Noise Suppression



Signal Processing Based on the Human Hearing System

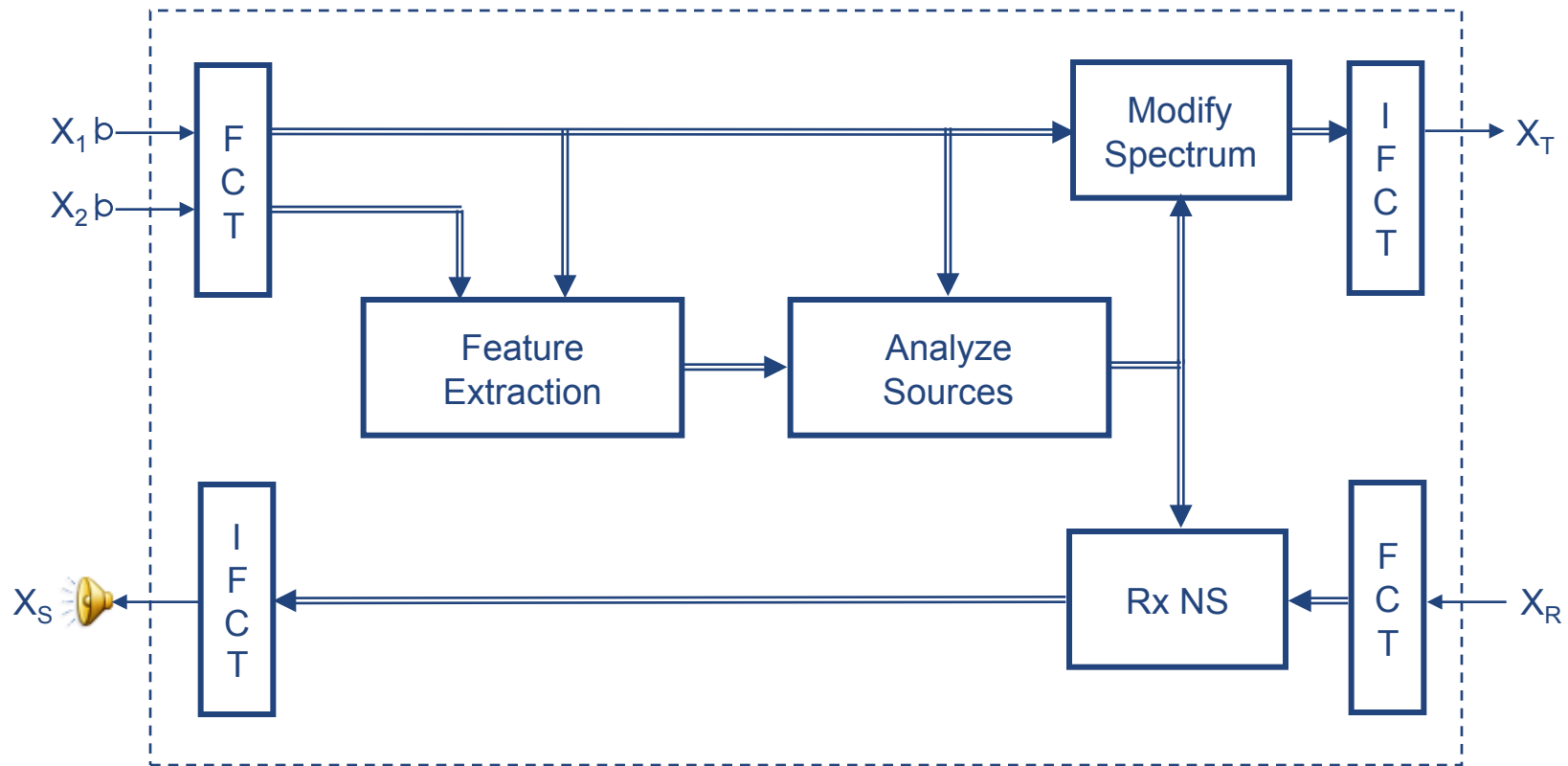


Biological System



Simplified System Architecture

A1010 Signal Processing System Diagram

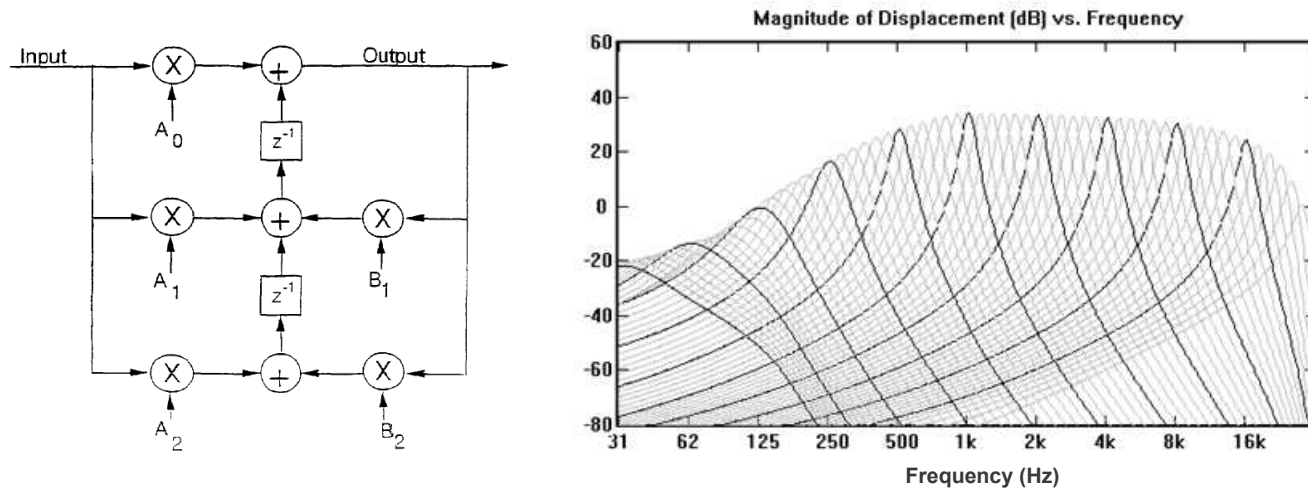


(Data Converters not shown)



Fast Cochlea Transform (FCT)

- Proprietary modifications to Lyon's digital IIR biquad filter cascade

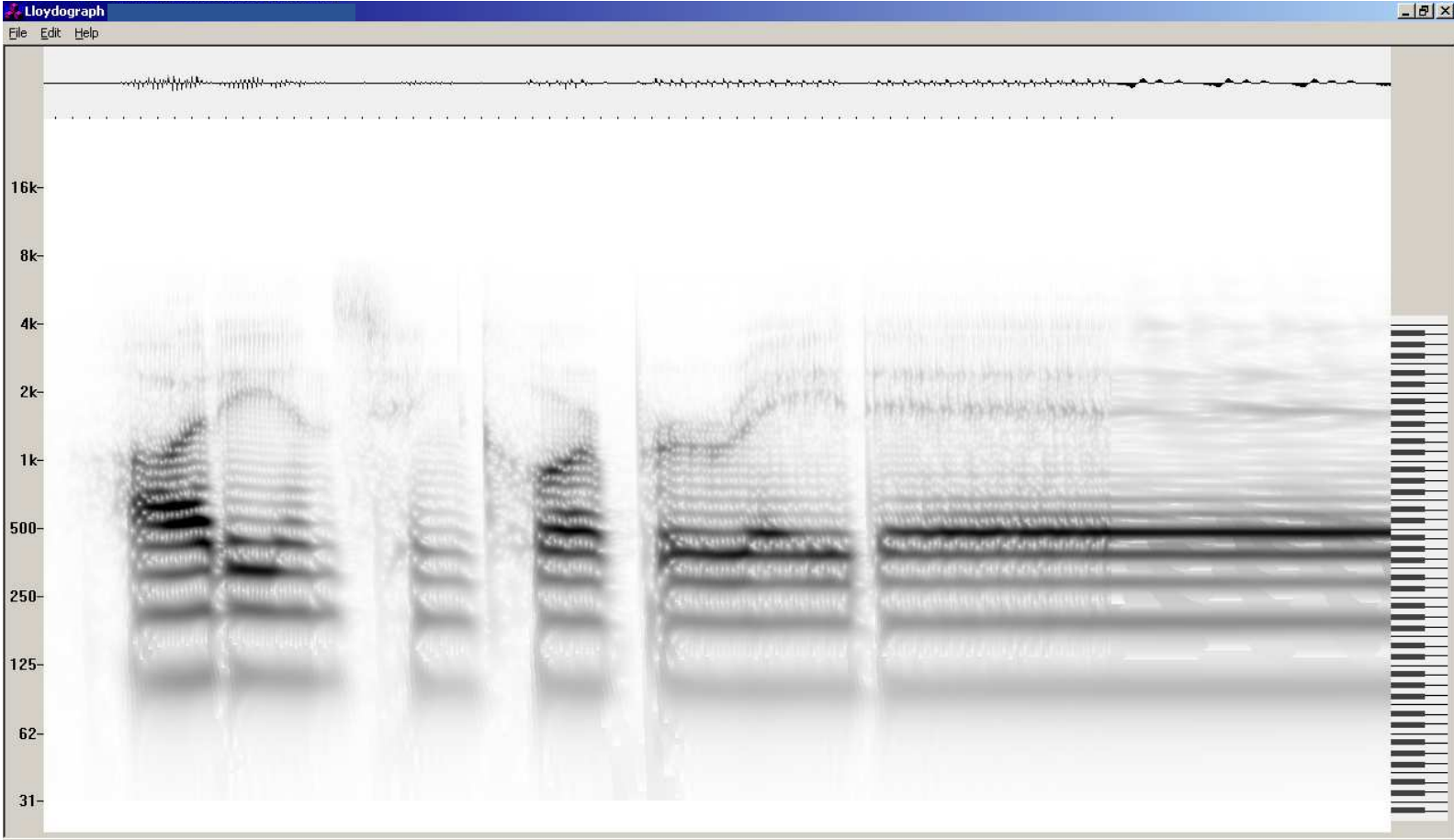


- Logarithmic Frequency Scale (unlike FFT)
- Optimal frequency-dependent time-frequency trade-off (unlike FFT)
- Better spectral resolution at low frequencies, better temporal resolution at high frequencies
- Critical bandwidths of human hearing built directly into transform
- Proprietary Inverse transform, low latency <20ms

Real-Time Demonstrations



To be presented Live at the meeting



A1010 Voice Processor

Tiny, Low Power, High Impact Chip



- **Low Power, Mixed Signal IC**

- Optimized for Audience algorithms
- Audience custom DSP & logic with on-board program and data memory
- Digital & Analog Audio Interface
- I²C & SPI Host (BB) Interface
- 48-pin CSP, 0.4mm pitch
- 15-32 mA Active
- 30 uA Sleep

- **Powerful Voice Quality Features**

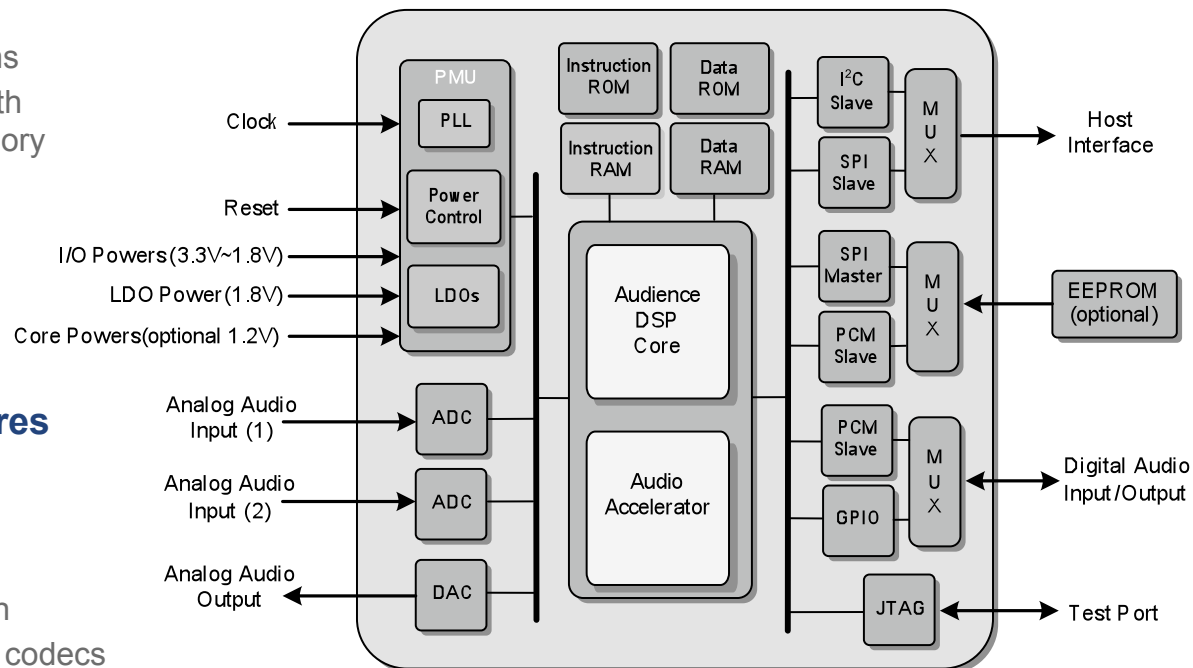
- Noise suppression, AEC, Voice Equalizer

- **Ease of Integration**

- Flexible microphone configuration
- Supports all baseband chips and codecs
- Extremely small size for minimum board space impact

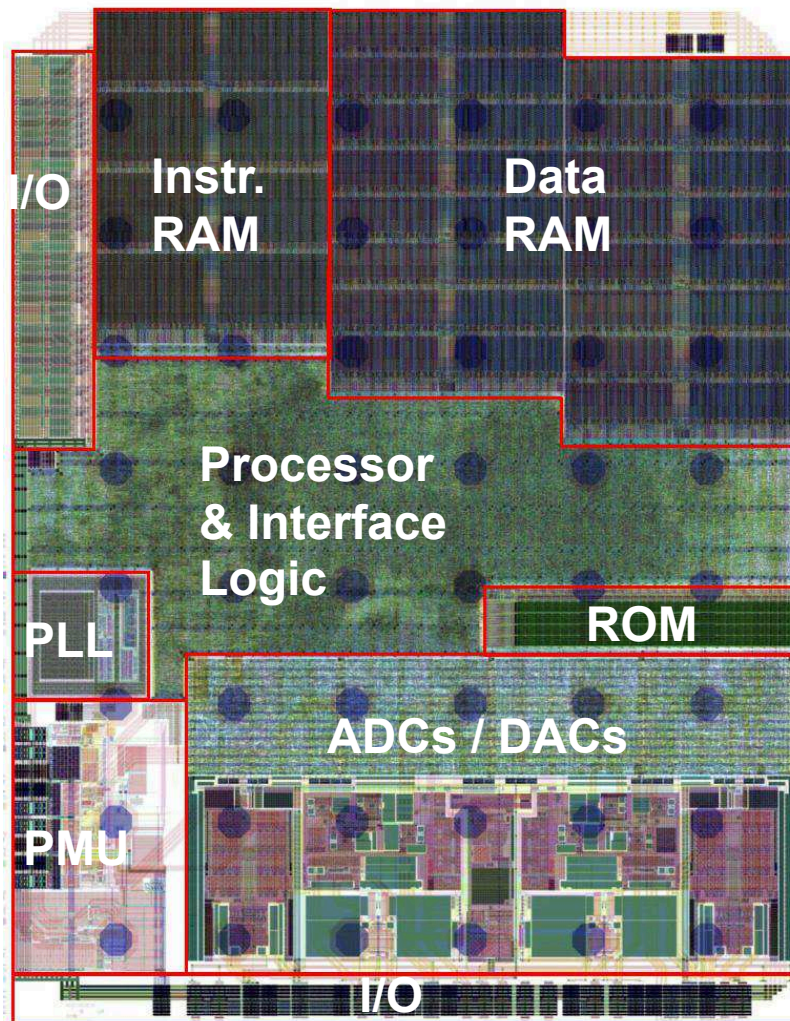
- **Availability**

- Now





A1010 Voice Processor



- Die Size: 2.7 x 3.5 mm
- TSMC 130nm process
- Custom instructions to accelerate Fast Cochlea Transform and other critical operations



Testing Non-stationary Noise Suppression

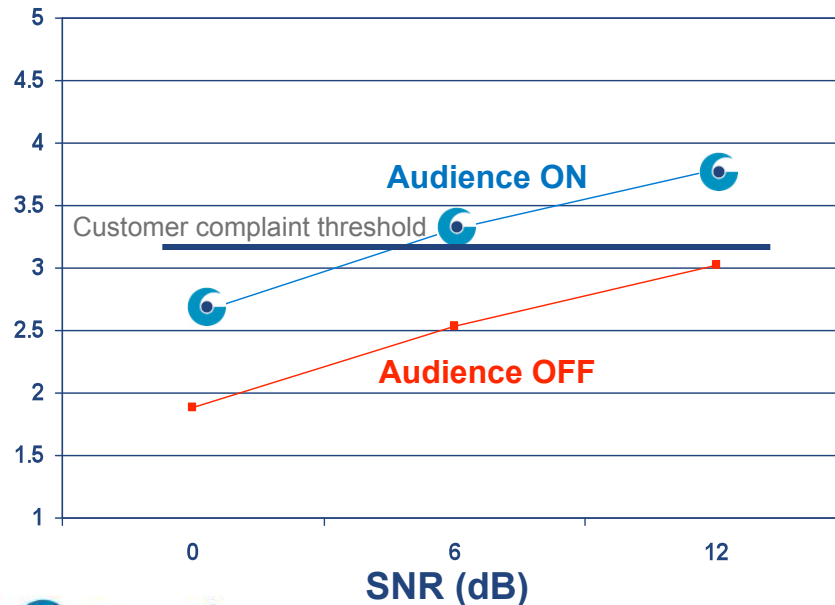
Subjective Methods

- ITU-T P.835 Amendment 1 Appendix III
- 2007 Standard for testing non-stationary noise suppression, led by Audience.
- 6 noise types, including single-voice distractor and music, at SNR = 0, 6, 12 dB
- Simultaneous moving sources
- Audience improves by 0.77 MOS, 9dB SNR

Objective Methods

- ITU-T G.160 (in progress)
- Noise Power Level Reduction (NPLR)
- Total Noise Level Reduction (TNLR)
- Signal-to-Noise Ratio Improvement (SNRI)
- Suppression per mA of Power
- Audience achieves 25 dB suppression in 14mA current consumption: 1.8 dB / mA

MOS



	Power Consumption	Performance	dB / mA
Tx NS	14 mA	25 dB	1.8
+ Rx NS	7 mA	15 dB	2.1
+ AEC	1 mA	35 dB	
+ VE	2 mA		
Chip Circuitry	8 mA		
Total A1010	32 mA		



Voice Processor Chip Design Wins

SHARP SH705iII



 **LG** Cyon



- Many more to announce later this year

Company Overview



- **Voice Processor Company**

- Chips that enable high quality, noise-immune voice communications
- Headquarters in Mountain View, California
- Winner of Most Innovative True Mobile Startup at Mobile World Congress



- **Unique & Patented Technology**

- Core technology based on the intelligence of the human hearing system

- **Audience-enabled mobile terminals shipping**

- **Strong Investors & Advisory Panel**

- Including Carver Mead, Forest Baskett, Larry Rabiner, Bob Colwell, Ray Kurzweil

