

Background

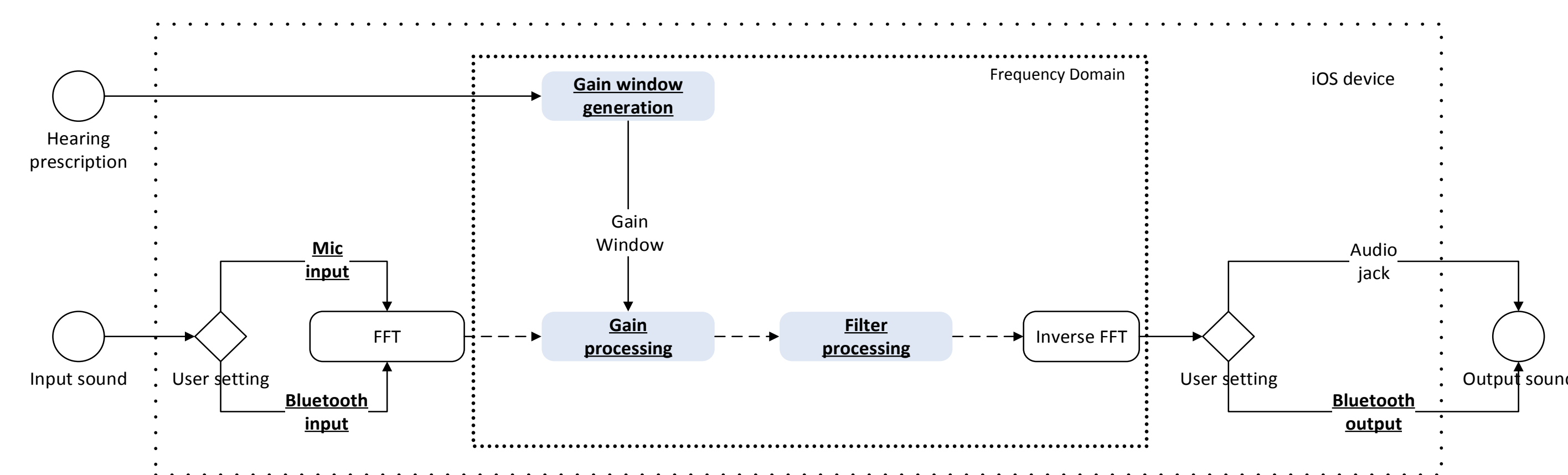
Motivation:

- To provide a solution for hearing-impaired individuals who cannot afford a traditional hearing aid

Goals:

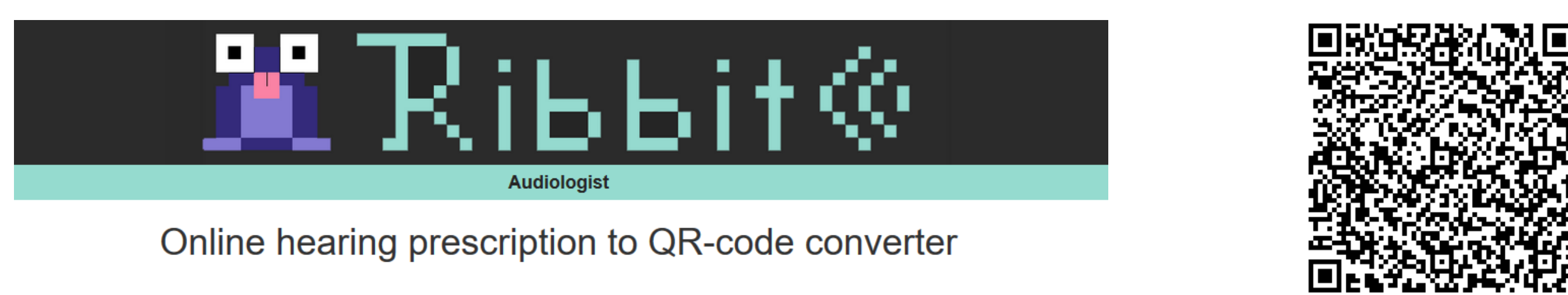
- Design and implement an affordable, and user-friendly hearing aid on Smart Devices, such as an iPhone aid

Ribbit Architecture



- Two inputs to the iOS app: sound and hearing prescription
- Sound transformed from the time domain to the frequency domain with Fast Fourier Transform (FFT)
- Based on the prescription, appropriate gain and filtering algorithms are applied in the frequency domain
- Sound transformed back to the time domain with the Inverse FFT and output

QR-Based Prescription Generation



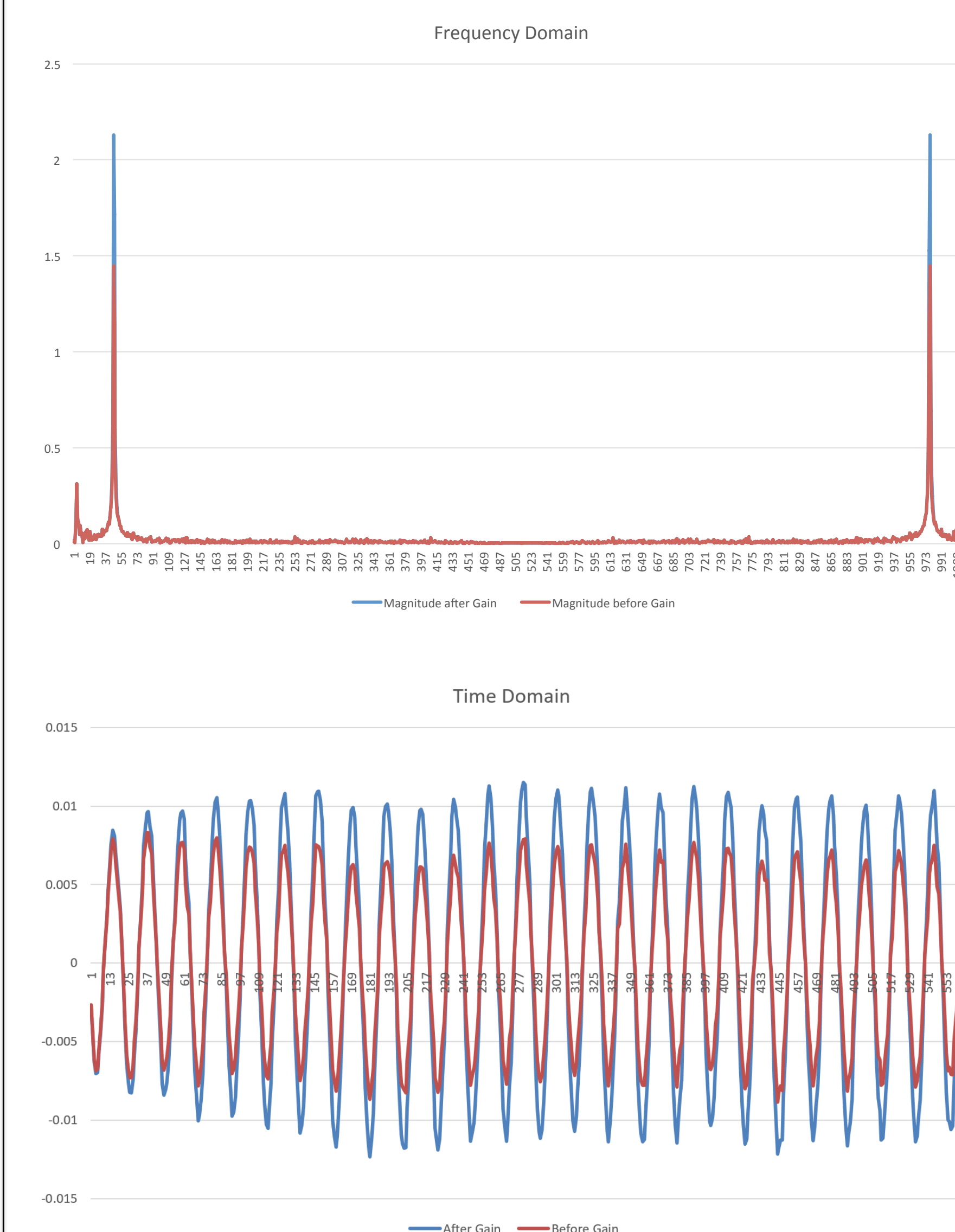
Online hearing prescription to QR-code converter

Prescription Data	
Mode	Indoors
Patient	Bob Marley
Prescriber	Frank Sinatra
Date	3/30/16
Debug	True
Left Ear Right Ear	
(125)	5 5
(250)	20 15
(500)	20 20
(1000)	20 25
(2000)	36 40
(4000)	70 65
(8000)	80 75

Generate QR

- A convenient, secure method to load prescription
- QR code generation is done in a browser
- Read in by the phone, using the camera

Gain Processing



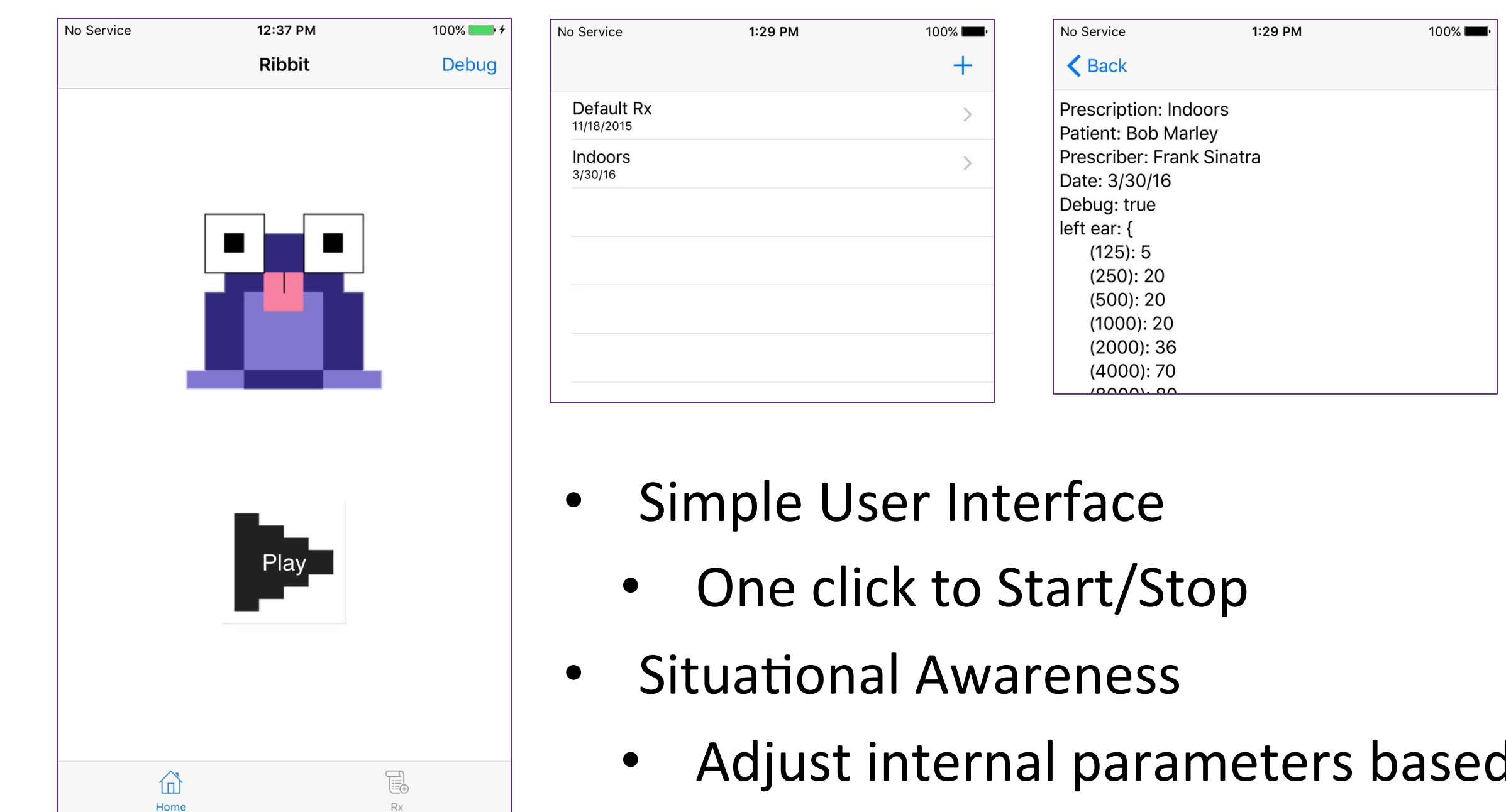
- Hearing-impaired- loss of the ability to hear/detect some (usually higher) frequencies at the normal loudness
- Gain requirements:
 - Boost a certain frequency by a specific loudness level (dB)
 - Calculate the dB values to increase each individual frequency
- Gain processing steps:
 - Compare the prescription of a normal-hearing person to that of the user
 - Generate a gain window based on the above comparison
 - Multiply the signal buffer by the gain window

Filter Processing



- Filtering the input sound removes noise and sound artifacts that otherwise impact the user's ability to fully understand/comprehend speech
- The filtering process utilizes the vDSP framework; Apple's Digital Signal Processing library. Specifically, the Fast Fourier Transform (FFT)
- The FFT is used to break the signal into its constituent parts, then apply a filter window and recombine these parts into a coherent signal
- Left top: An example filter window designed to reduce amplitudes between 4 and 24 kHz—a range that doesn't provide information necessary for understanding speech
- Left middle: An example of frequencies that would be removed from an input signal
- Left bottom: The differences between the input and output signal

The Ribbit Interface



- Simple User Interface
 - One click to Start/Stop
 - Situational Awareness
 - Adjust internal parameters based on different "scenarios"

Conclusions and Future Work

- Using a Smart Device as a hearing aid shows promise
 - The app is able to finish processing sound samples within 22ms
 - Sound quality achieves acceptable levels
 - By tailoring the application to the user, we offer a more personal experience
- Future enhancements would include:
 - The elimination of sound artifacts and the inclusion of smart technologies, such as location sensing
 - The opportunity to test our application in a setting where human trials are possible

Acknowledgements

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References

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De Gotzen, A., Bernardini, N., & Arfib, D. (2000). TRADITIONAL (?) IMPLEMENTATIONS OF A PHASEVOCODER: THE TRICKS OF THE TRADE. Proceedings of the COST G-6 Conference on Digital Audio Effects Verona.

iOS platform audio mechanism reference - <https://github.com/oooper-shlab/aurioTouch2.0-Swift>

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Swift 2.1 Documentation - <https://developer.apple.com/swift/>