

# ReSound LiNX 3D: Details and benefits of Binaural Directionality III

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#### Financial disclosure

John A. Nelson is employed as the Vice President of Global Audiology Training and Education at GN Hearing and ReSound. He has financial relationships in the products and services communicated, compared and evaluated in this presentation.

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# Learner Objectives

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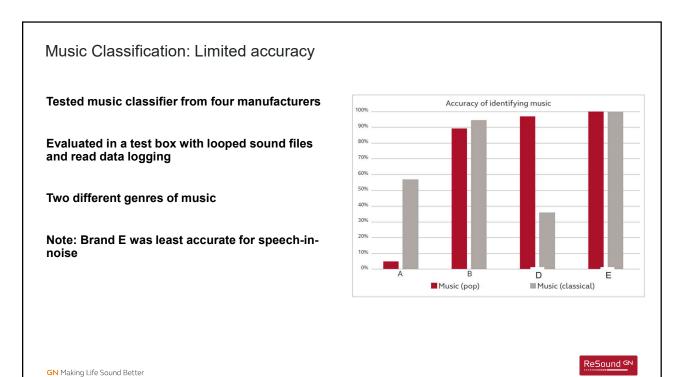
List the main features of ReSound's Binaural Directionality III

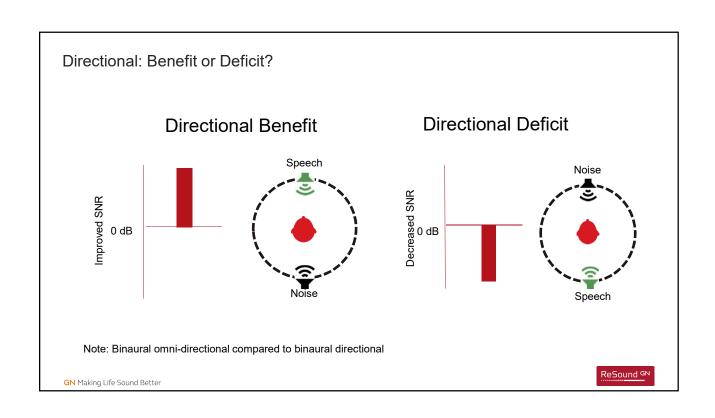
List three different listening situations and how Binaural Directionality III would provide important environmental sounds

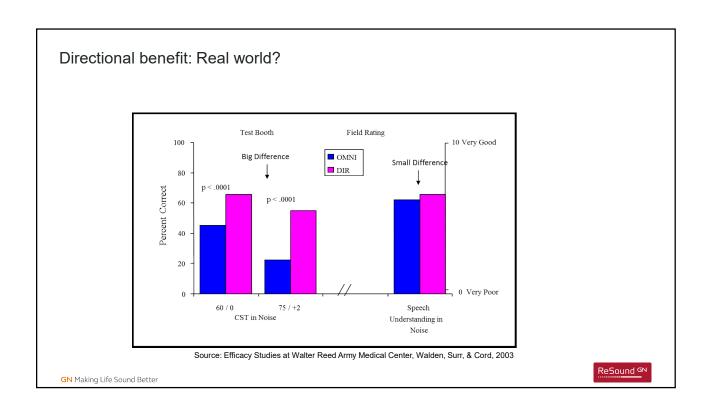
Describe the benefits of Binaural Directionality compared to other directional options

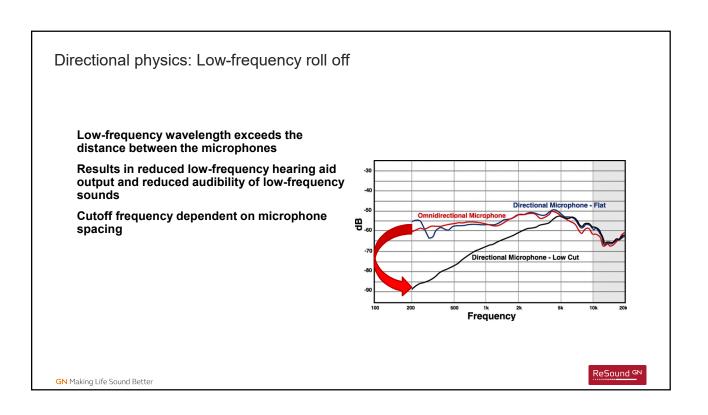
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Environmental classifiers: Critical staring point Tested environmental classifiers from six manufacturers Accuracy of identifying speech in noise Evaluated in a test box with looped sound files 80% and read data logging 60% Sound files included 50% Quiet 40% Speech babble Conversation with various background noises and levels (e.g., part, train station, grocery store) Noises (e.g., hand mixer) ReSound

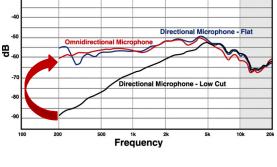








# Audibility for directionality: Low-frequency equalization Increased low-frequency gain equalizes roll off and provides improved audibility Results in increased occlusion, noise, & wind noise Onnidirectional Microphone Onnidirectional Microphone Onnidirectional Microphone



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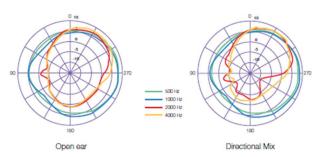
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# ReSound Directional Mix Processing

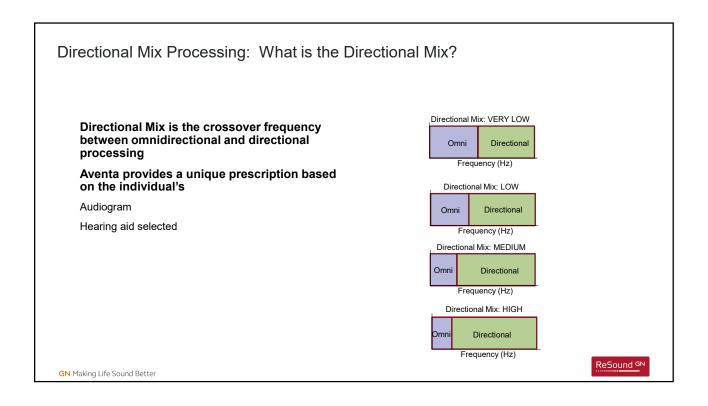
Low frequencies are omni-directional – like the natural open ear

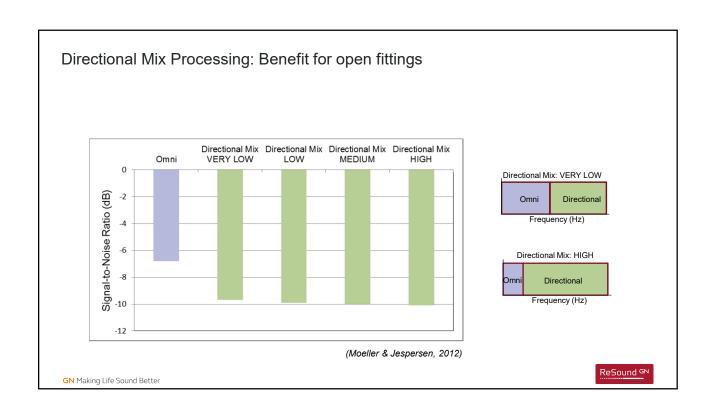
High frequencies are directional – increased speech understanding

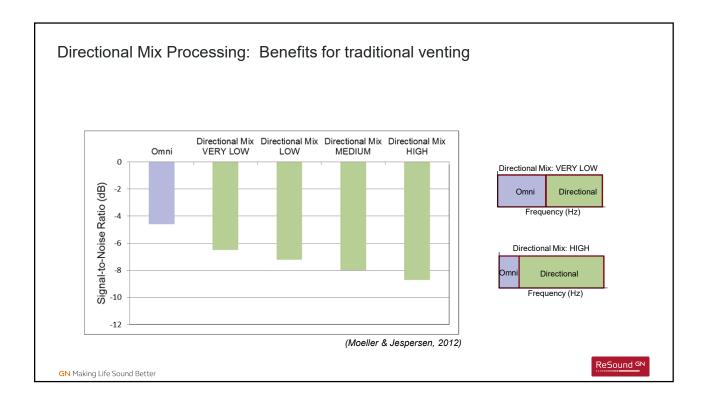
Provides rich sound quality, enhanced speech understanding, and low-frequency localization cues

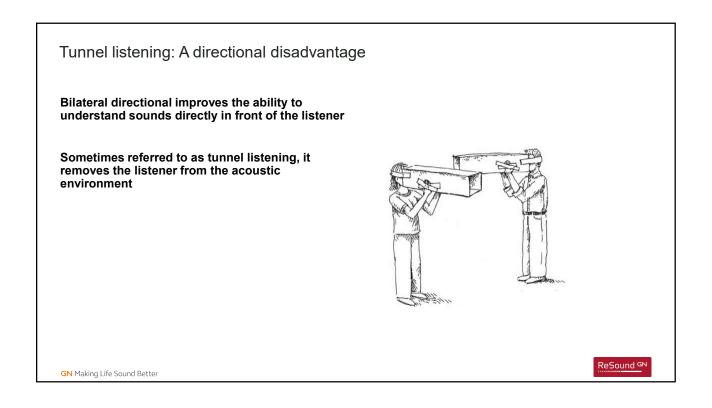


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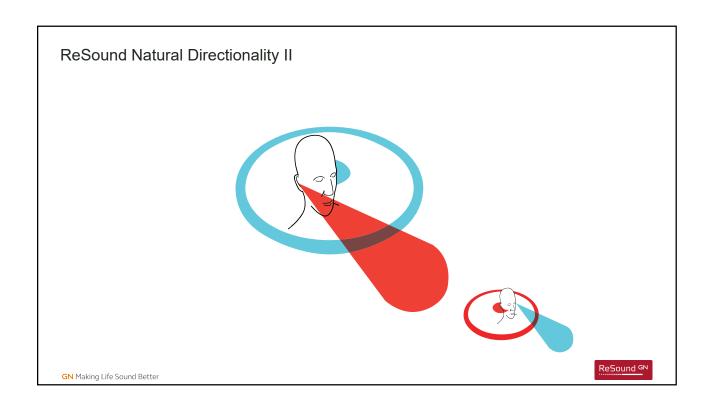


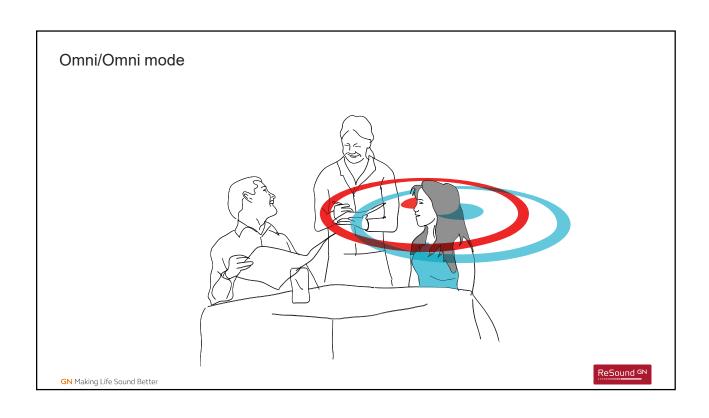
Important sounds cannot be predicted by a hearing aid

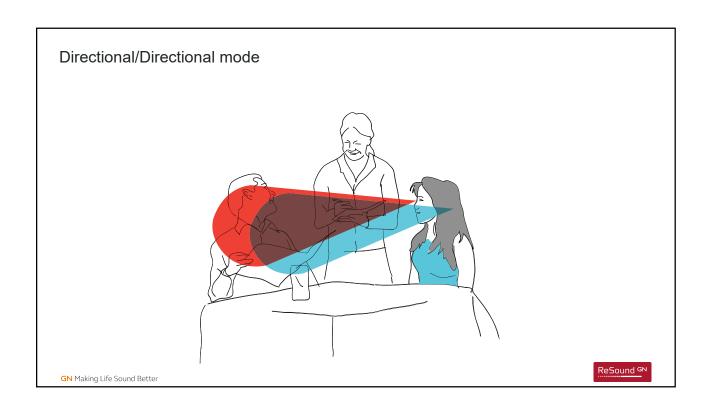
A hearing aid cannot determine what a hearing aid user would like to listen to

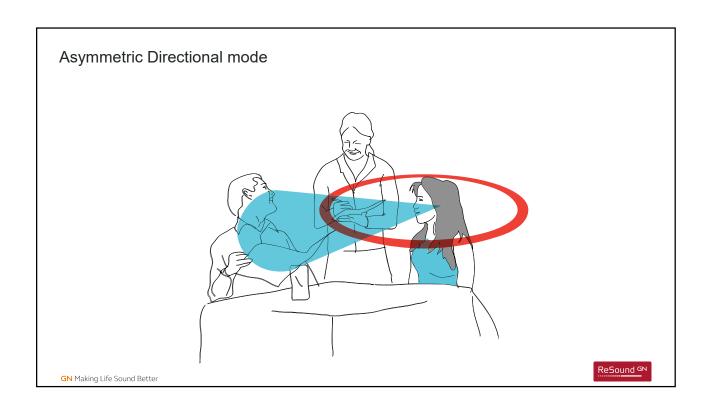
Significant portion of active listening is not from in front

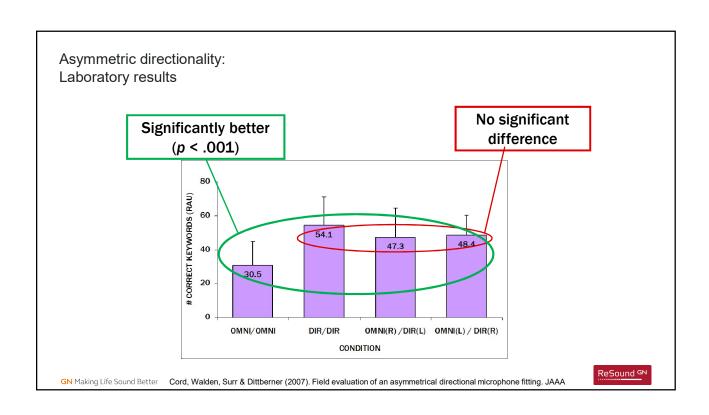
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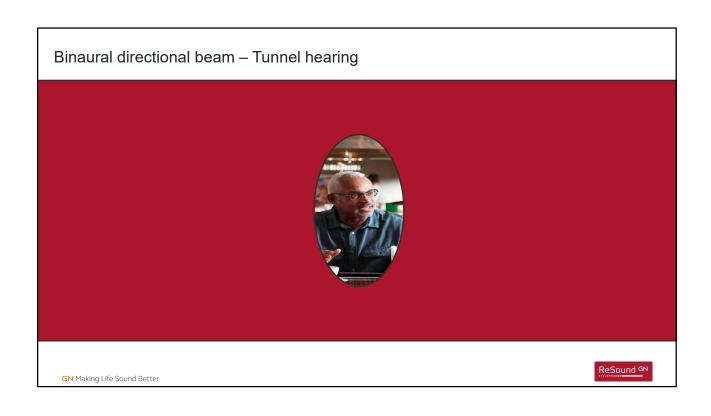














# Real world listening situations

Real world listening situations are not controlled environments

Bilateral omnidirectional is often preferred, especially in quiet and single speaker situations

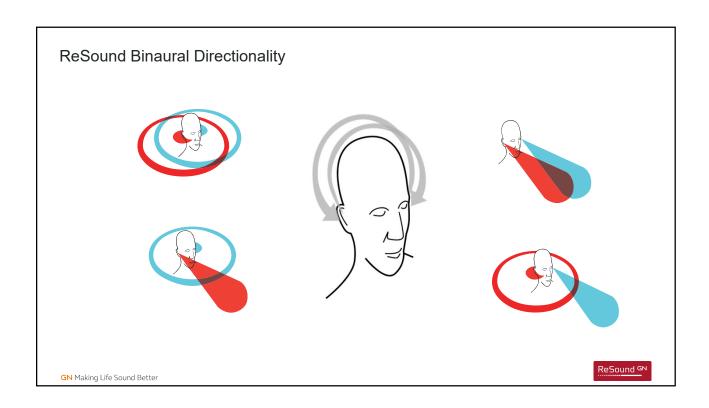
Bilateral directional is usually preferred if the speaker is in front of and near to the listener and noise is to the sides and the back

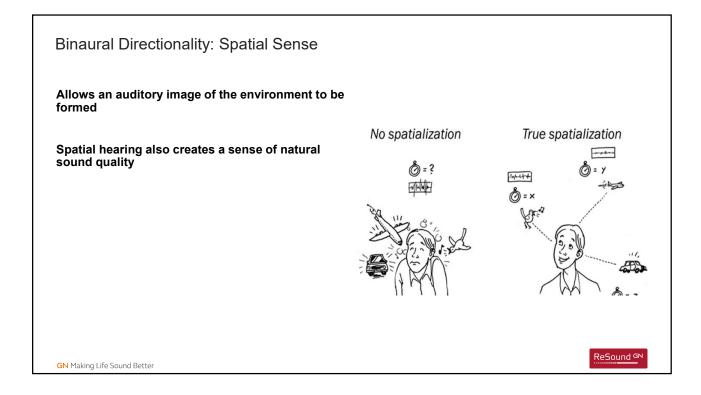
Bilateral directional is not correct choice if speaker is not in front of the listener

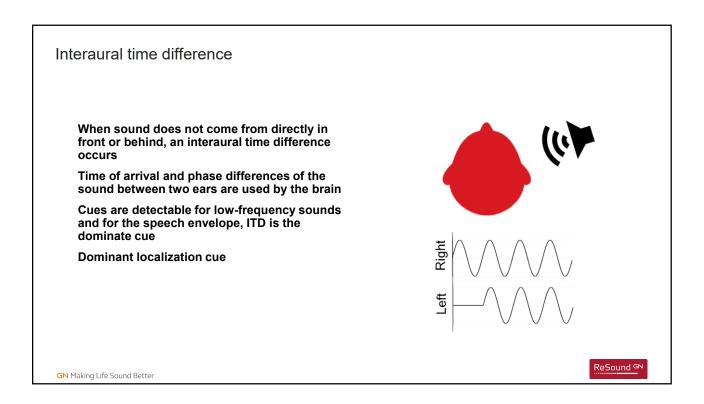
It is difficult to make automatic switching decisions on the acoustic environment. This is especially true for adaptive systems cancel the loudest sound not from the front – which might be the signal of interest.

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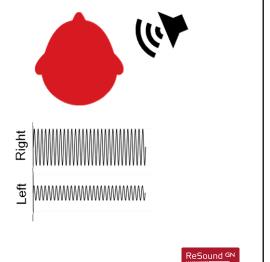




#### Interaural loudness differences

Sound diffracts off the surface of the head, creating a "shadow" on the side away from the source

Sounds at the far ear will be lower in intensity Cues are detectible for high-frequency sounds



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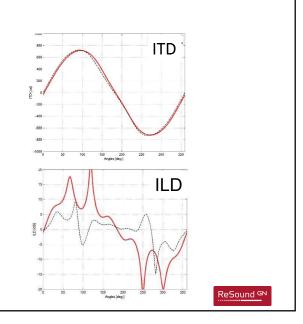
### ITD preserved: Directional Mix Processing

Desired open-ear response is red line

ReSound e2e is the black line

ITD preserved

ILD errors can reduce sound quality as it will sound less natural if spatial cues not maintained



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#### Preserving spectral cues

BTE and RIE models have microphones placed above the pinnae

Distortions to the spatial sound image as pinnae spectral cues are reduced compared to open ear

Need to compensate for the artificial microphone position

Dual microphone processing is applied to mimic an open-ear response





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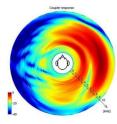
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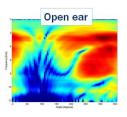
Spectral characteristics: Natural ear

Head-related spectral cues are plotted by frequency, amplitude and azimuth (angle)

Left graph: Low frequencies are closer to the center and higher frequencies are to the outer of the circle. Azimuth is the angle around the head in counter-clockwise rotation. Amplitude is by color.

Right graph: Vertical axis is frequency (low-frequencies at the top). Horizontal axis is the azimuth or angle (counter-clockwise rotation).



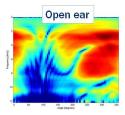


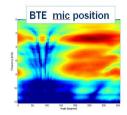
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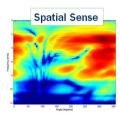
#### Spectral characteristics: BTE and RIE

BTE microphone position: Spectral cues are distorted as signal travels to the top of the pinna to BTE microphone location and pinna, concha, and ear canal resonances and shadows are eliminated

Spatial Sense: Spectral cues lost due to BTE/RIE microphone placement are digitally applied so spectral cues are more similar to the open ear







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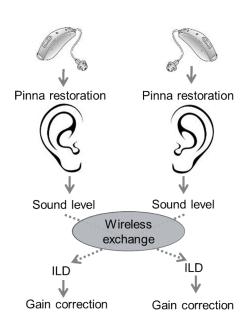
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#### ReSound Spatial Sense processing

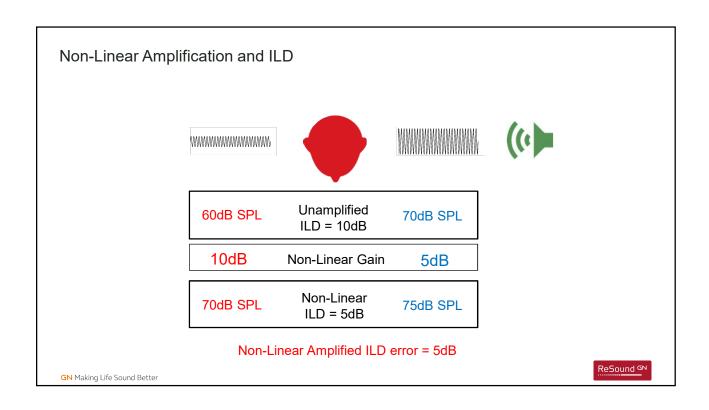
Pinna restoration applied (BTE & RIE) to accommodate for lost spectral characteristics due to microphone placement

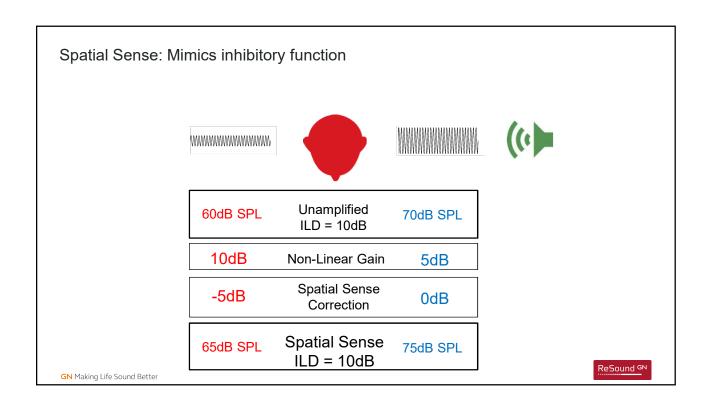
Sound level at the hearing instrument microphone is recorded to determine the interaural level difference (ILD)

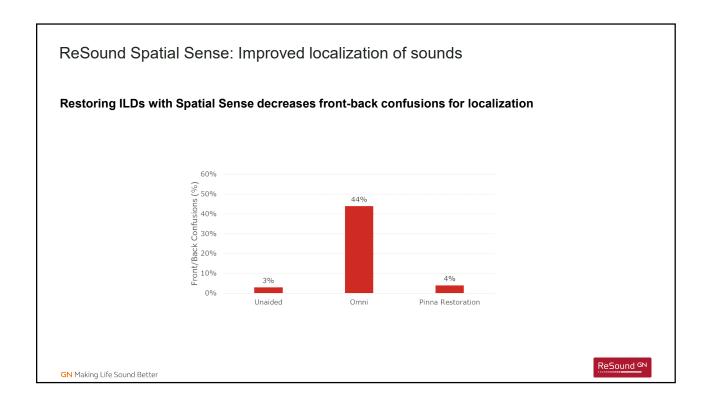
Data wirelessly exchanged between devices for compression compensation preserving the ILD

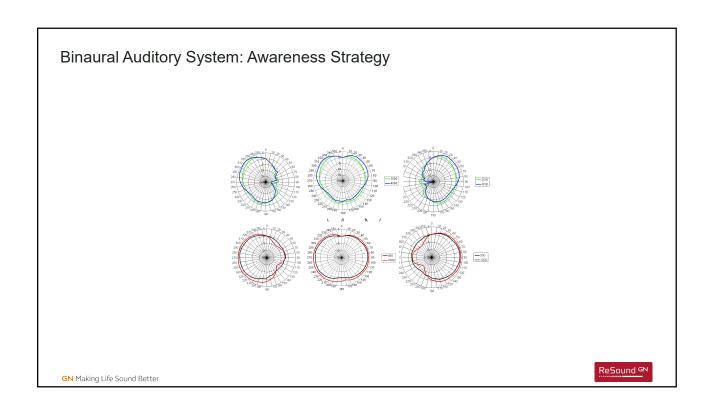


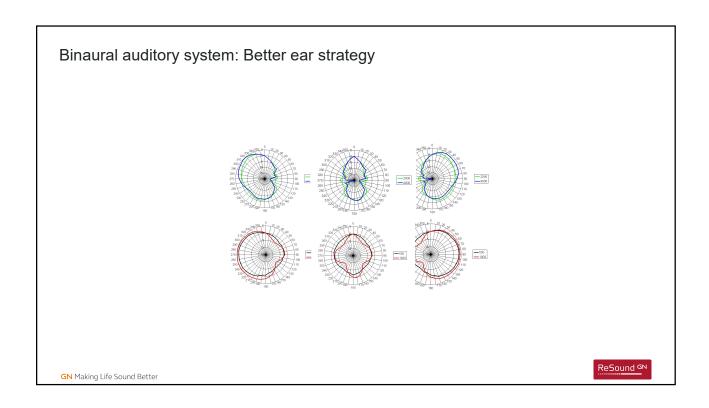
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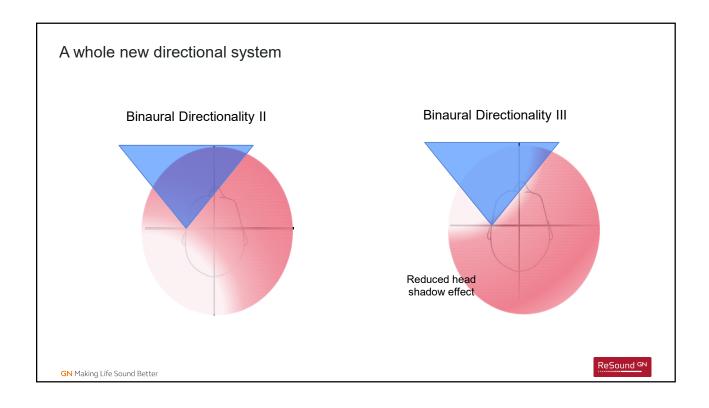












# Effect of Binaural Directionality III: Clinical research

Three listening situations were evaluated:

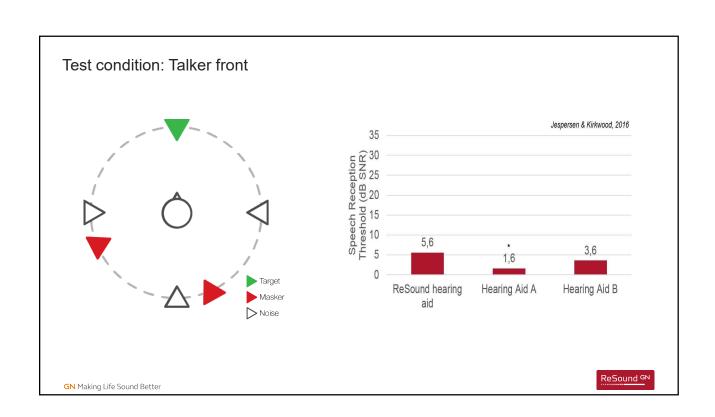
- 1. Noise
- 2. Multiple location speech maskers
- 3. Speech stimuli target

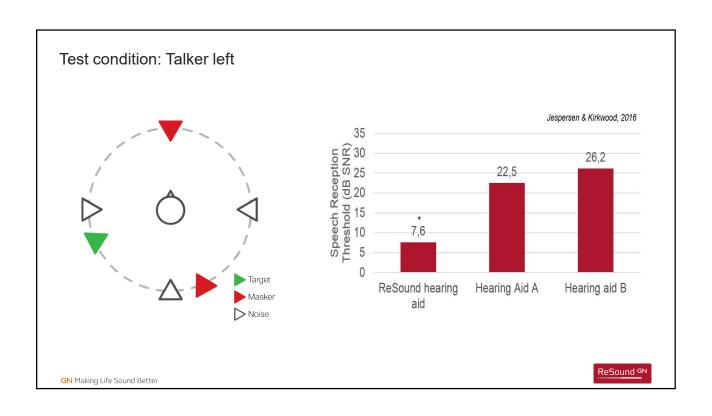
Difficult listening situations but more real-world than traditional directional studies

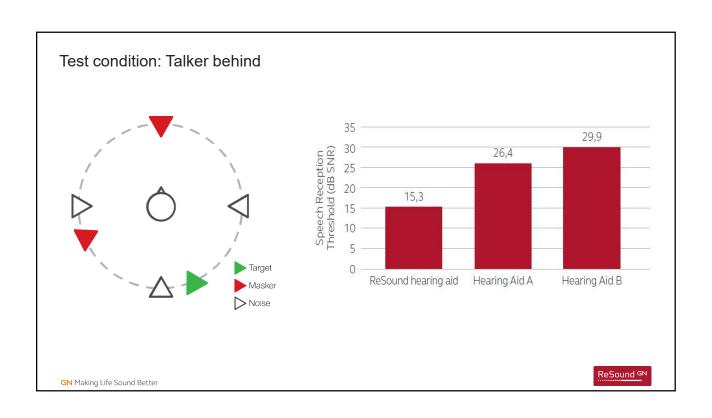
#### **Devices evaluated**

- 1. ReSound LiNX 3D with Binaural Directionality II
- 2. Two premium hearing aids with binaural beamforming directional processing

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# **ReSound Binaural Directionality**

Provide improved audibility of desired signal

Provides an improved signal-to-noise ratio for sounds from the front

Do not remove listener from acoustic environment

Provide high sound quality

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ReSound directional options: Product families

ReSound LiNX 3D Level 9: Binaural Directionality III
ReSound LiNX 3D Level 7: Binaural Directionality
ReSound LinX 3D Level 5: Natural Directionality II

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