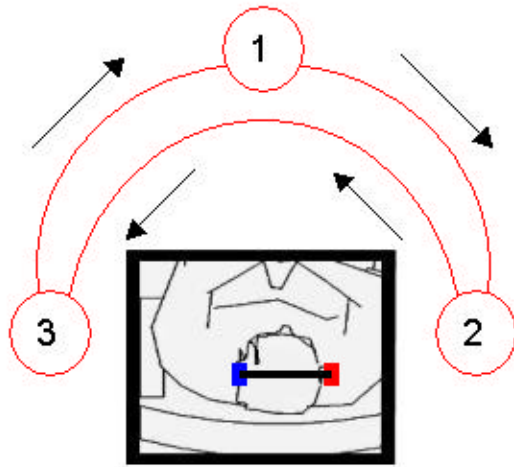


# BINAURAL HEARING and INTELLIGIBILITY in AUDITORY DISPLAYS



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1. Binaural hearing phenomena
2. Newly developed auditory displays that exploit spatial hearing for improving
  - speech intelligibility
  - alarm intelligibilityin aviation applications

## Physical characteristics of sound and perceived attributes

- **F**requency → (perceived pitch)
- **I**ntensity → (loudness)
- **S**pectral content → (timbre)
- **FIS**, plus binaural differences → (localization)

## Physical characteristics of sound and perceived attributes

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- **S**pectral content → (timbre)
- **FIS**, plus binaural differences → (localization)

\*\* All characteristics are important in the identification and discrimination of auditory signals and for speech intelligibility in communication contexts

## Two important functions of the binaural hearing system

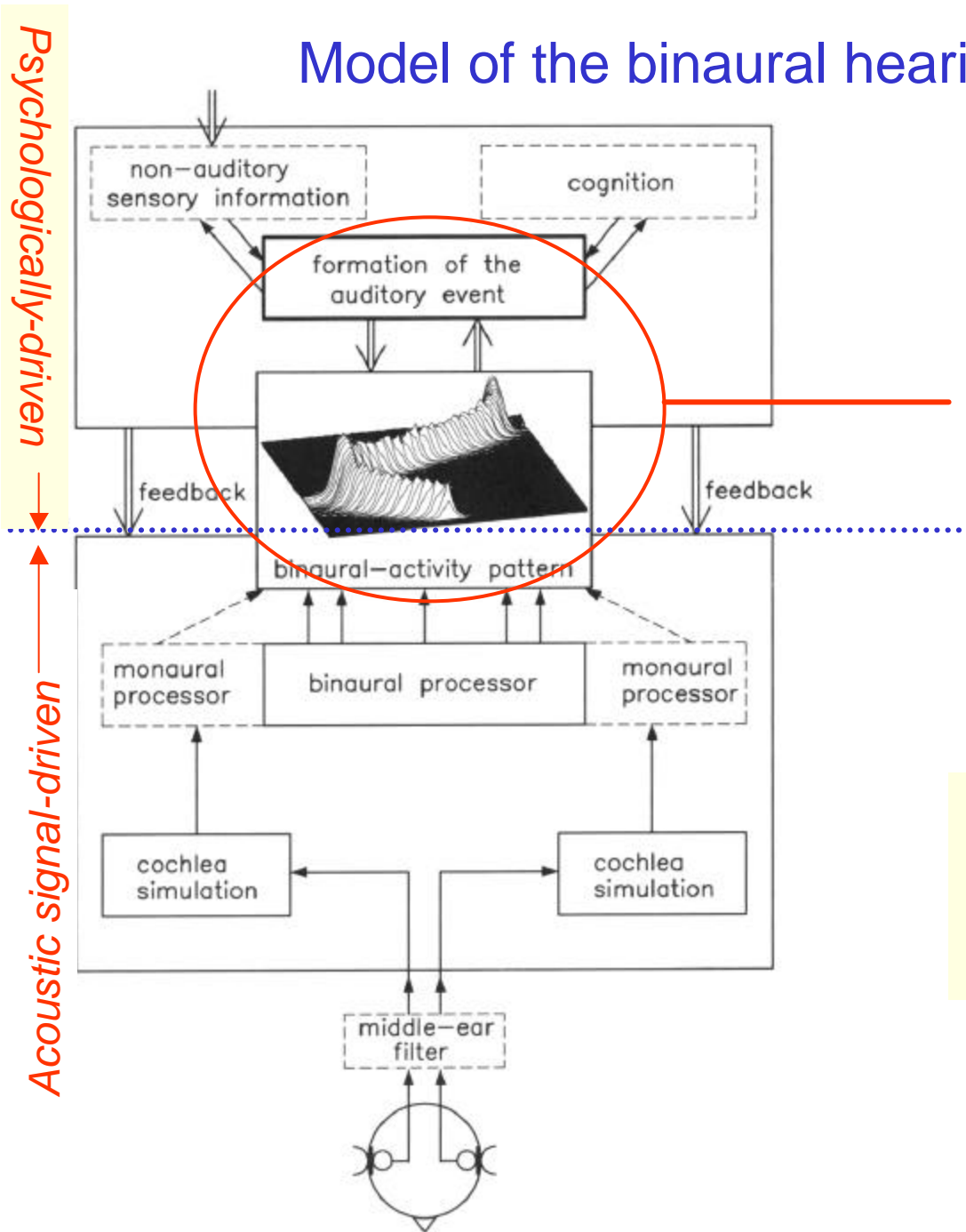
- Localization

(lateral and 3-dimensional)

- Binaural release from masking:

Echo suppression, room perception

# Model of the binaural hearing system

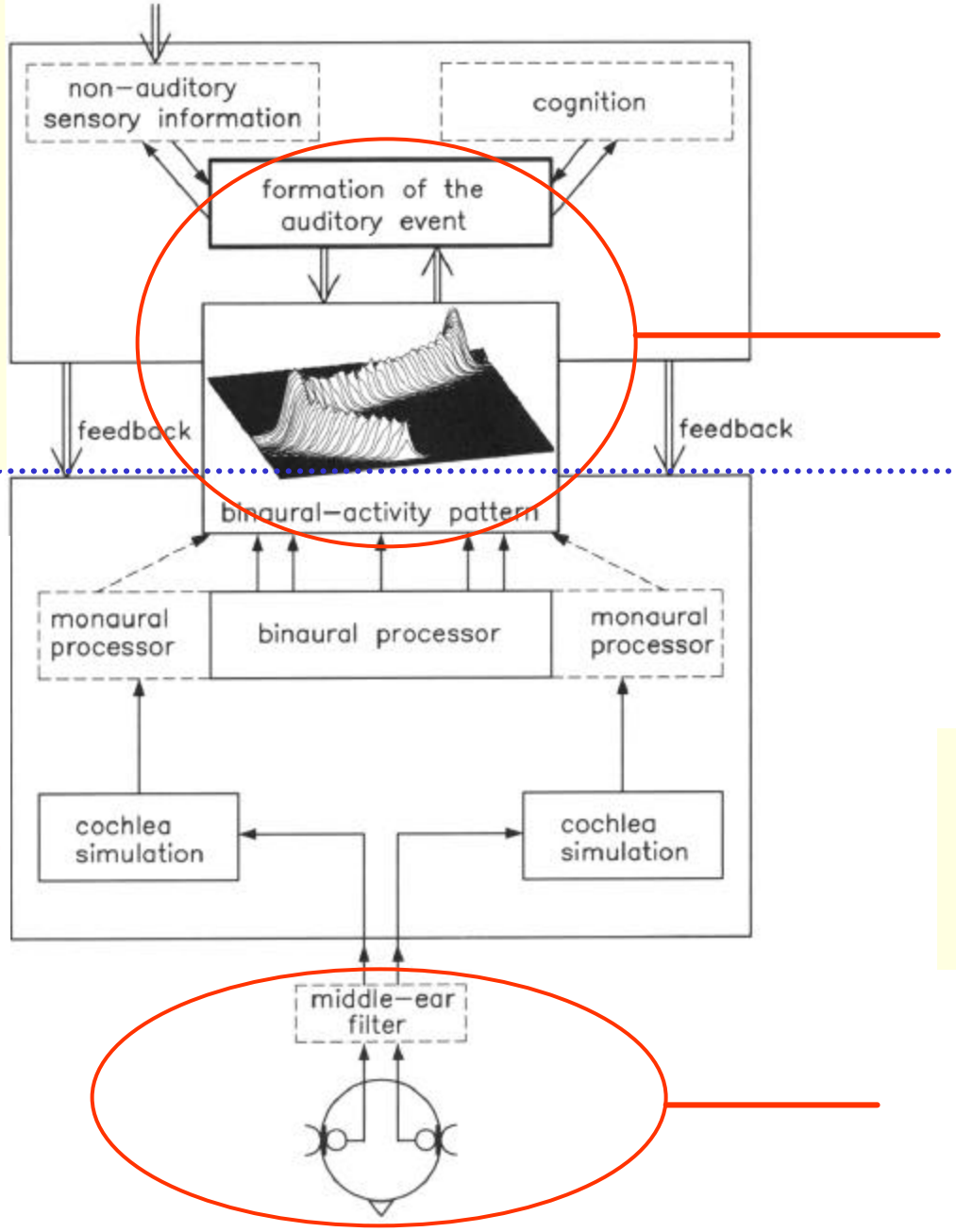


Binaural hearing (localization; signal separation & detection):

forming spatial auditory events from acoustical (bottom-up) and psychological (top-down) inputs

# Model of the binaural hearing system

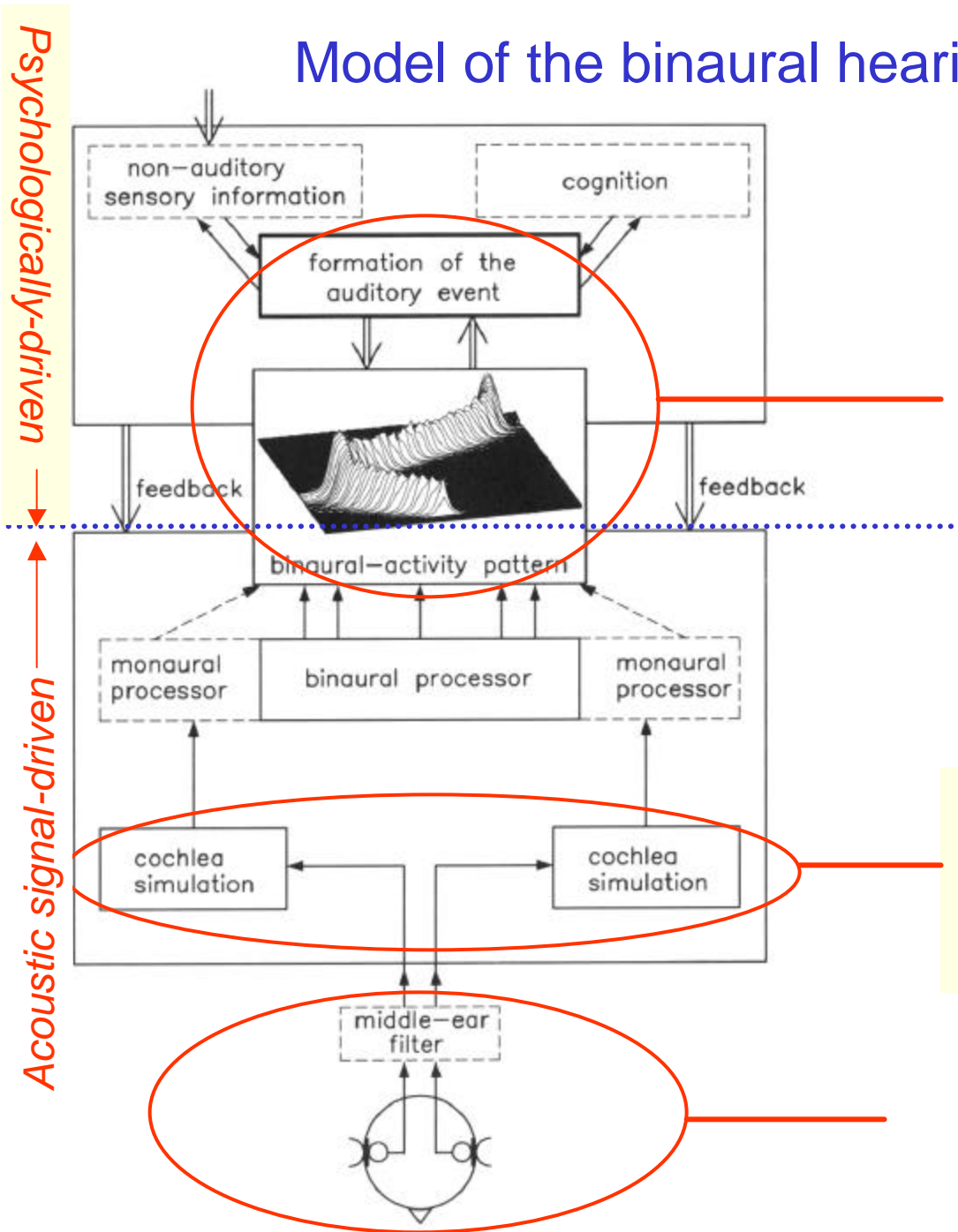
Psychologically-driven  
Acoustic signal-driven



Binaural hearing  
(localization; signal  
separation & detection)

Filtering of acoustic signal  
by pinnae, ear canal

# Model of the binaural hearing system



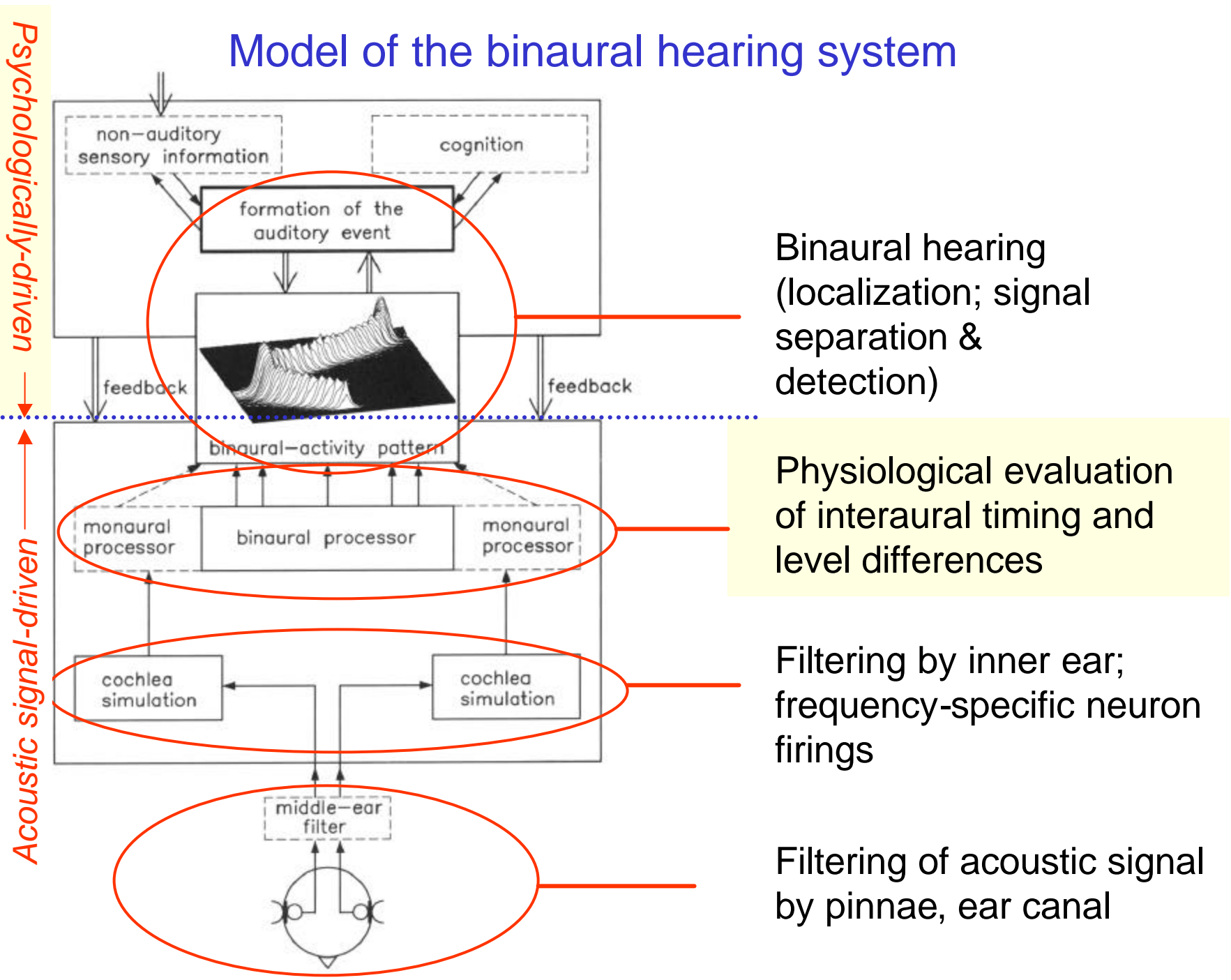
Binaural hearing  
(localization; signal  
separation &  
detection)

Filtering by inner ear;  
frequency-specific neuron  
firings

Filtering of acoustic signal  
by pinnae, ear canal



# Model of the binaural hearing system



Binaural hearing  
(localization; signal  
separation &  
detection)

Physiological evaluation  
of interaural timing and  
level differences

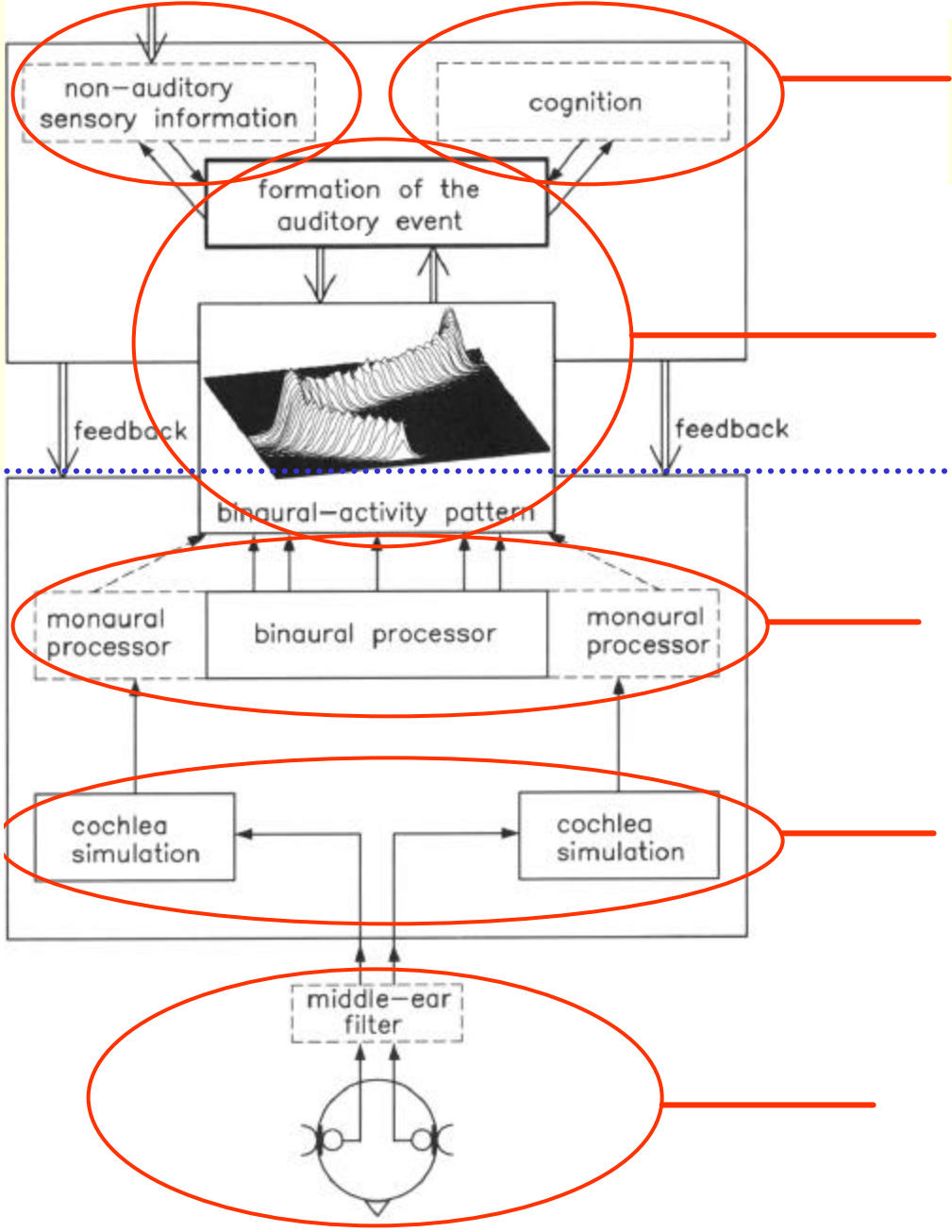
Filtering by inner ear;  
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# Model of the binaural hearing system

Psychologically-driven

Acoustic signal-driven



Multi-sensory information; cognition

Binaural hearing (localization; signal separation & detection)

Physiological evaluation of interaural timing and level differences

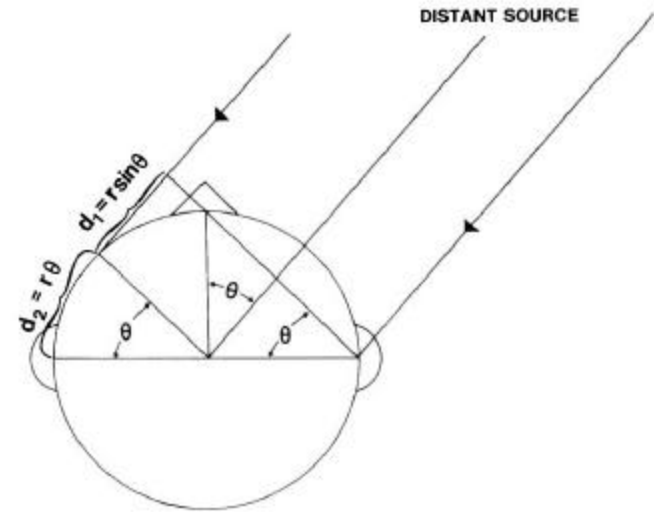
Filtering by inner ear; frequency-specific neuron firings

Filtering of acoustic signal by pinnae, ear canal.

# Lateral localization of auditory images

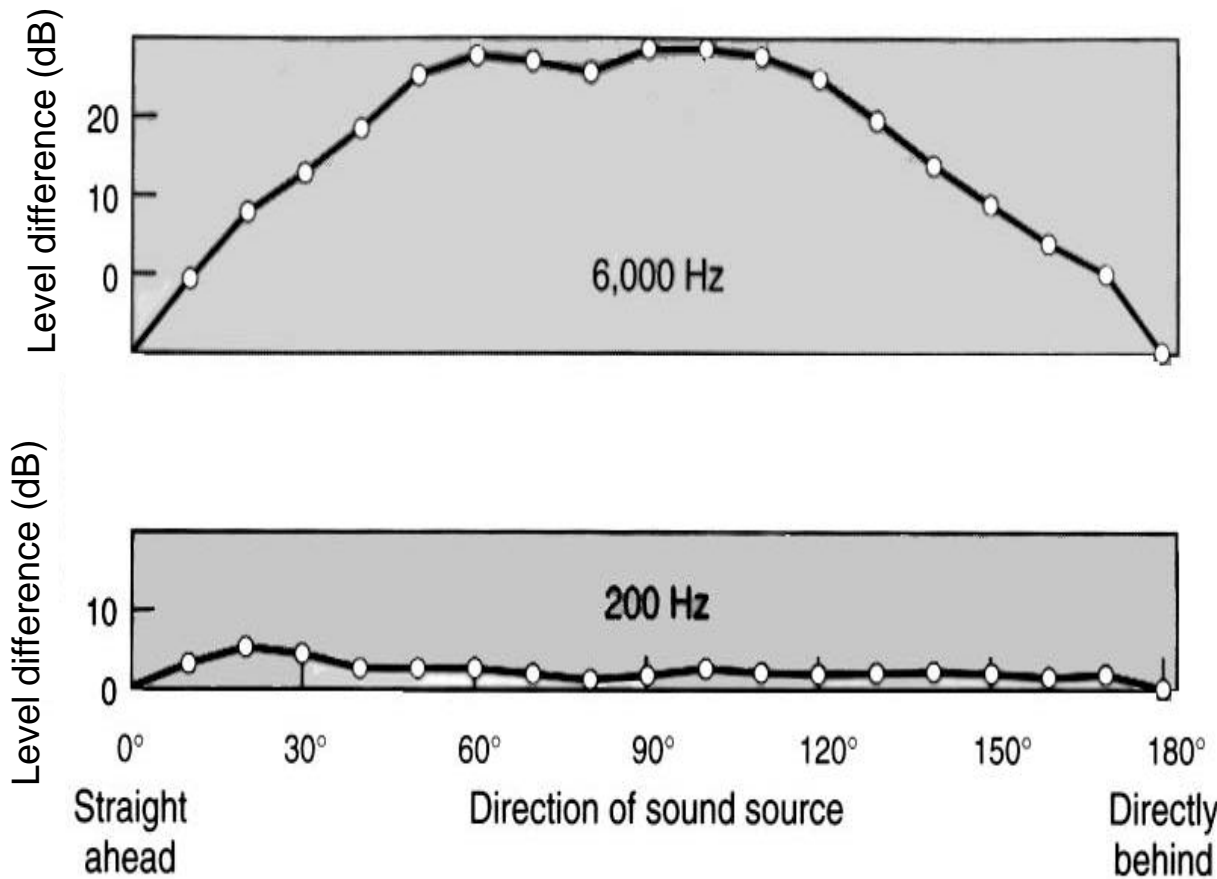
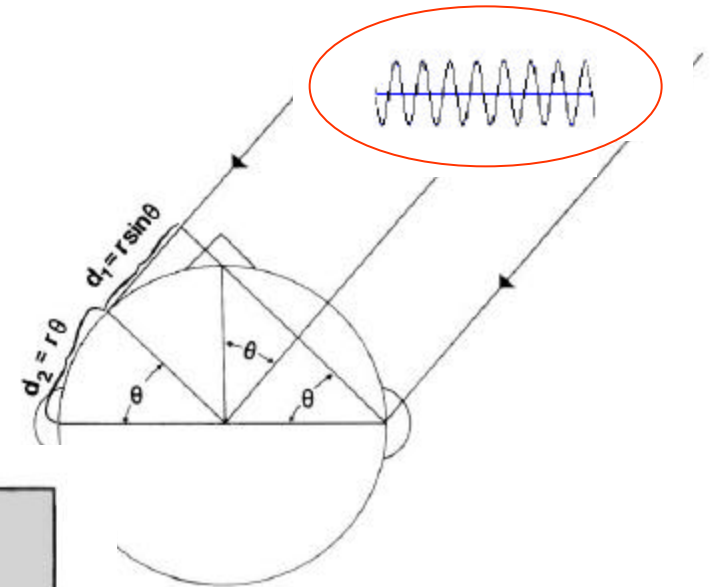
## “Duplex” theory of localization

- ILD (interaural level difference)
- ITD (interaural time difference)



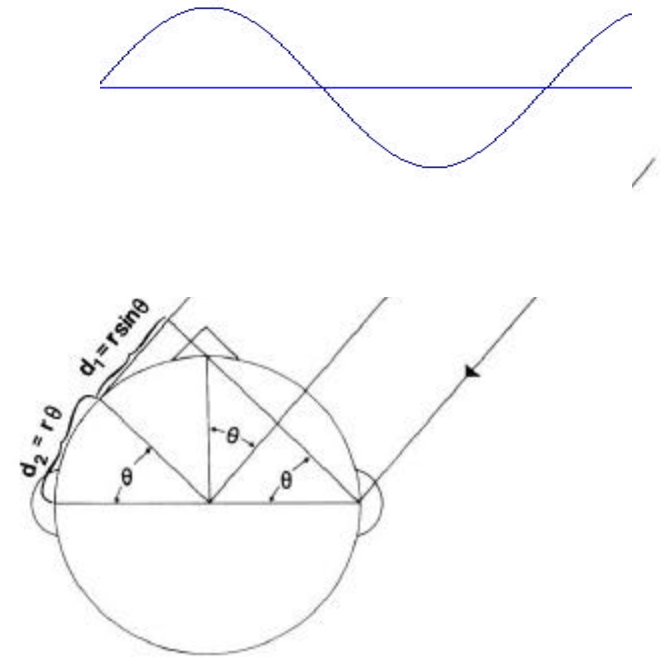
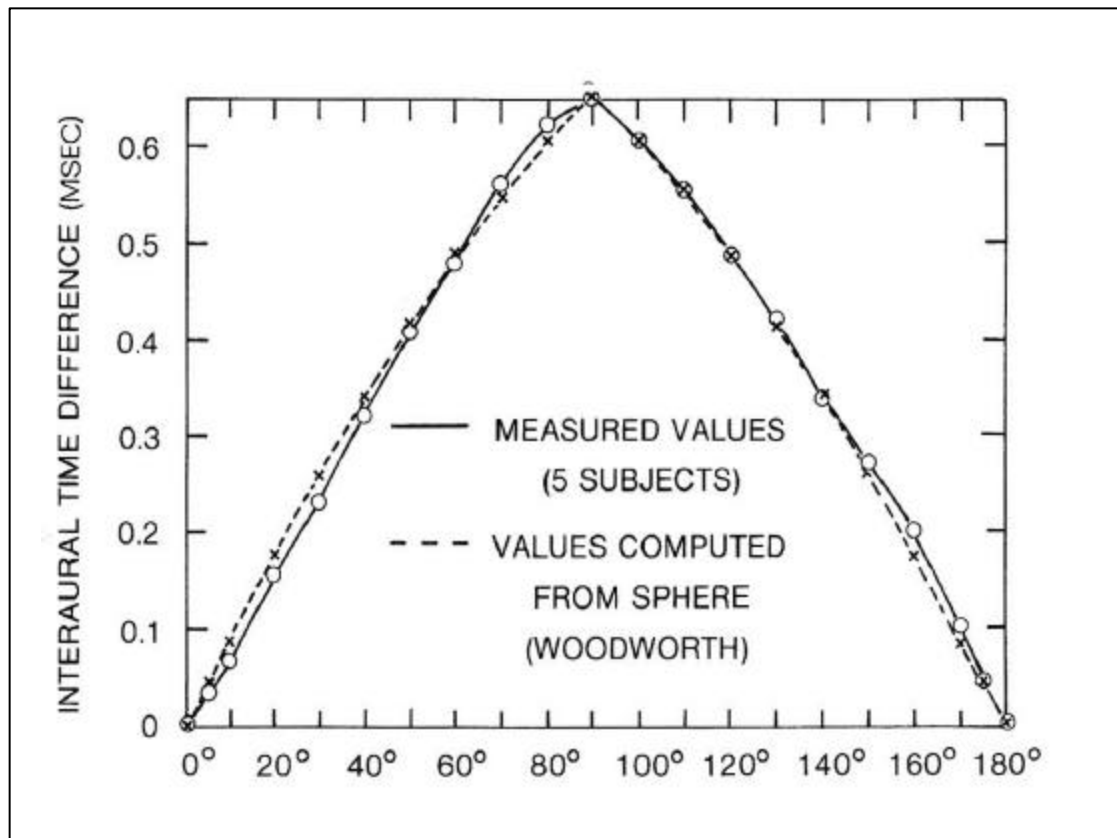
# Lateral spatial image shift

- **ILD** (interaural level difference) caused by head shadow of wavelengths  $> 1.5$  kHz

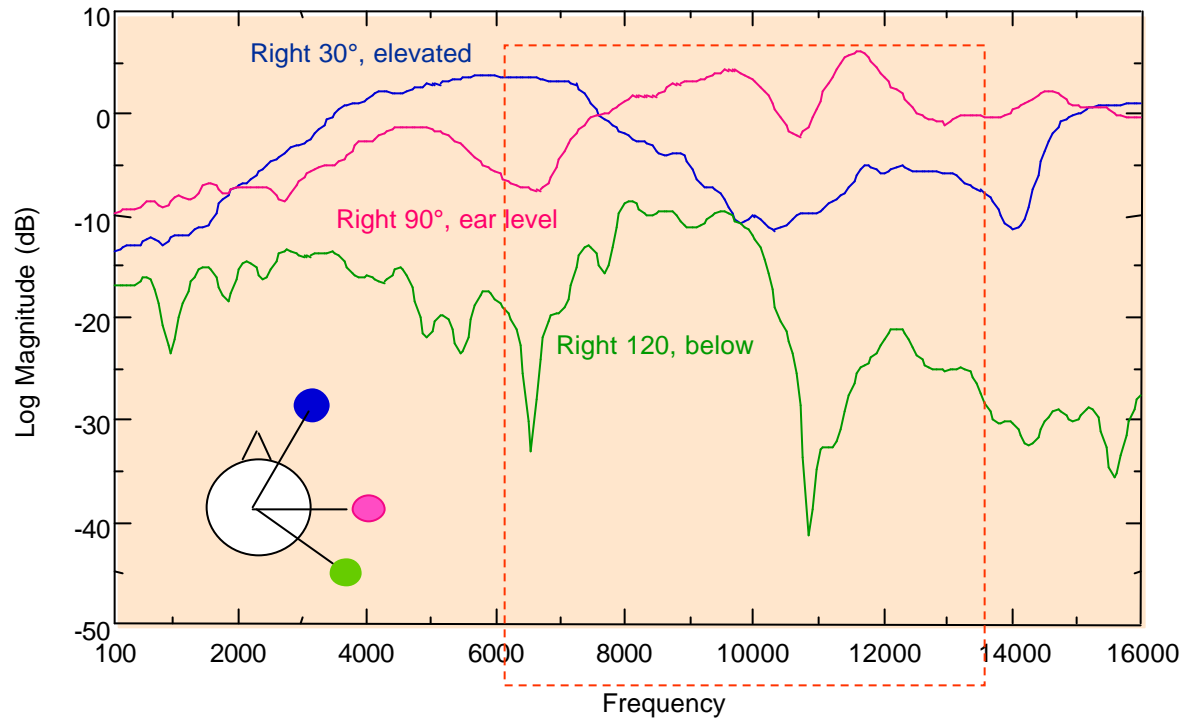


# Lateral image shift

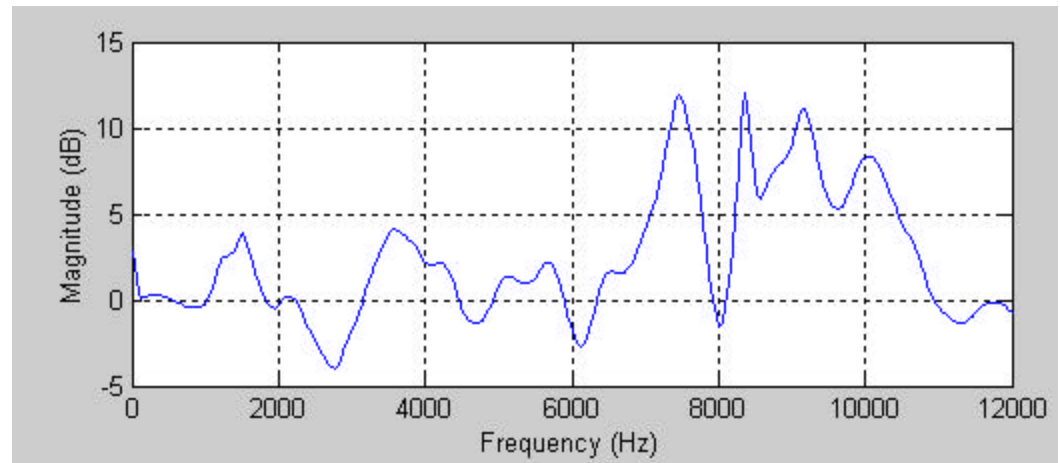
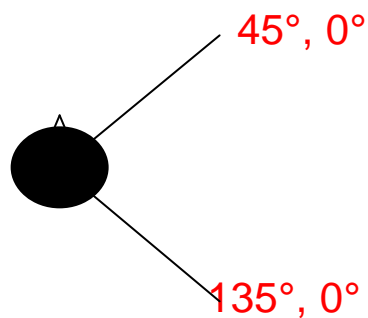
- ITD (interaural time difference)

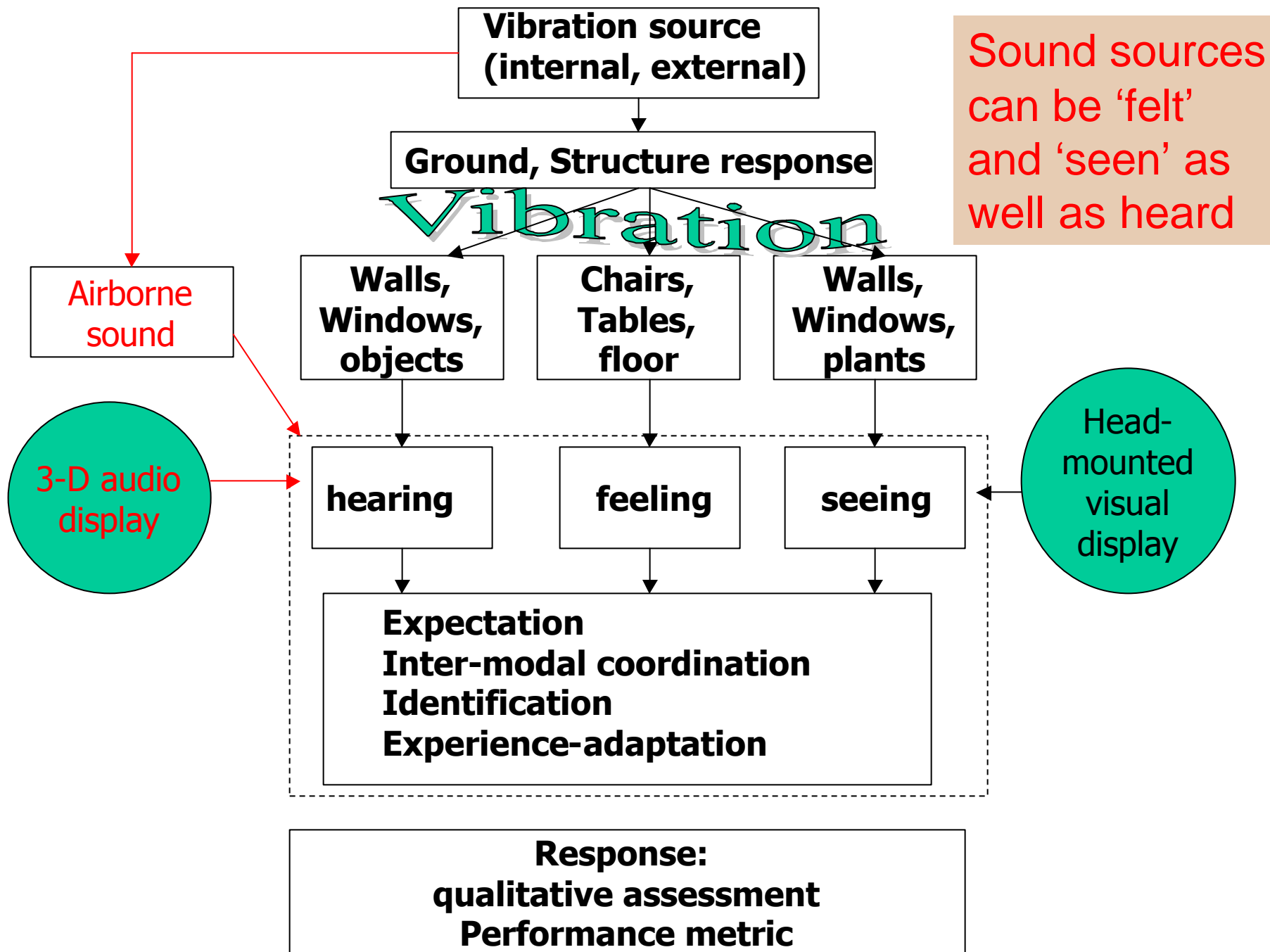


# Head-related transfer function cues (HRTFs) provide cues for front-back discrimination and elevation



Basis of 3-D audio signal processing in auditory displays



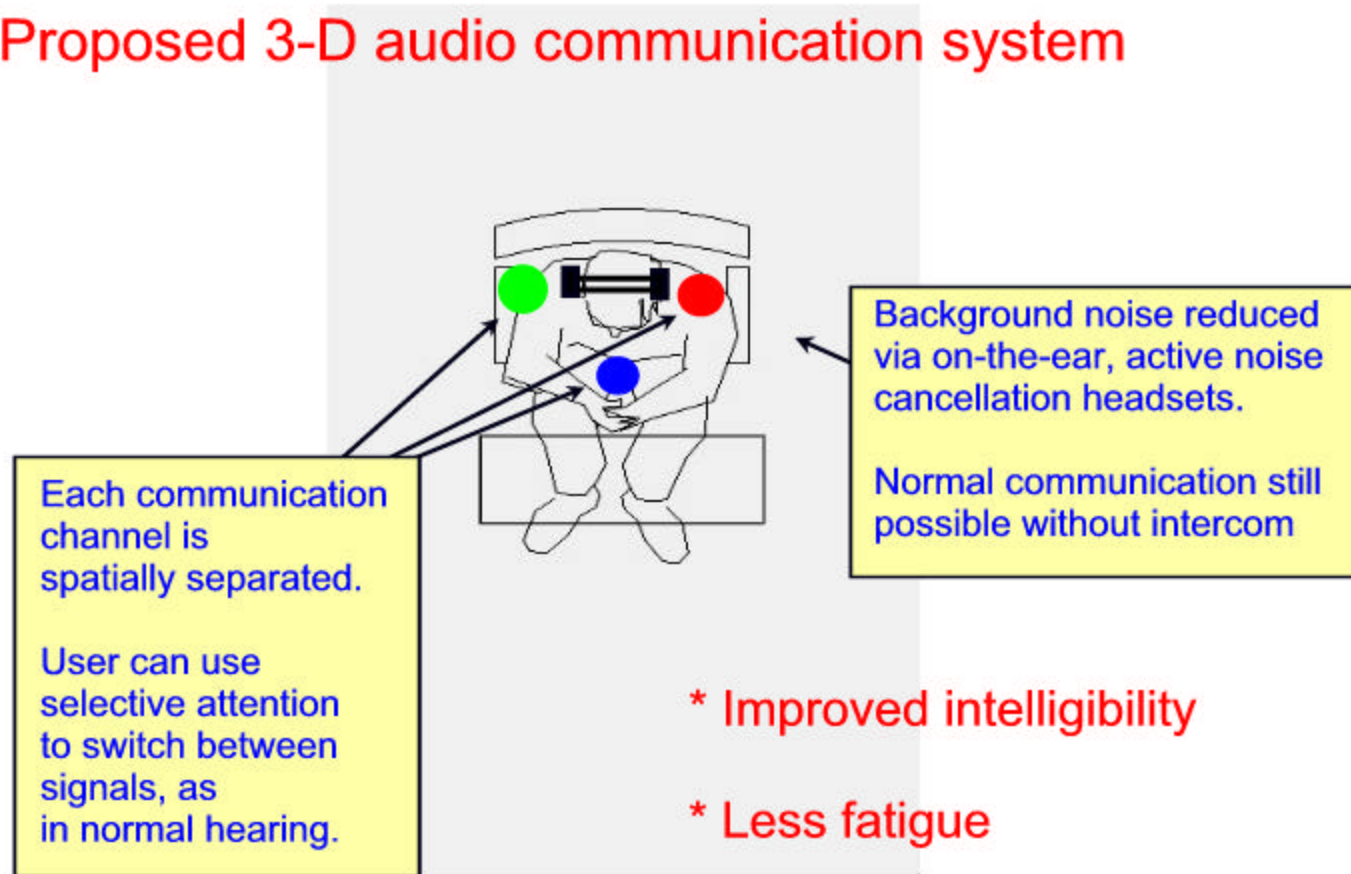


# Applications of spatial sound for improving intelligibility in auditory displays

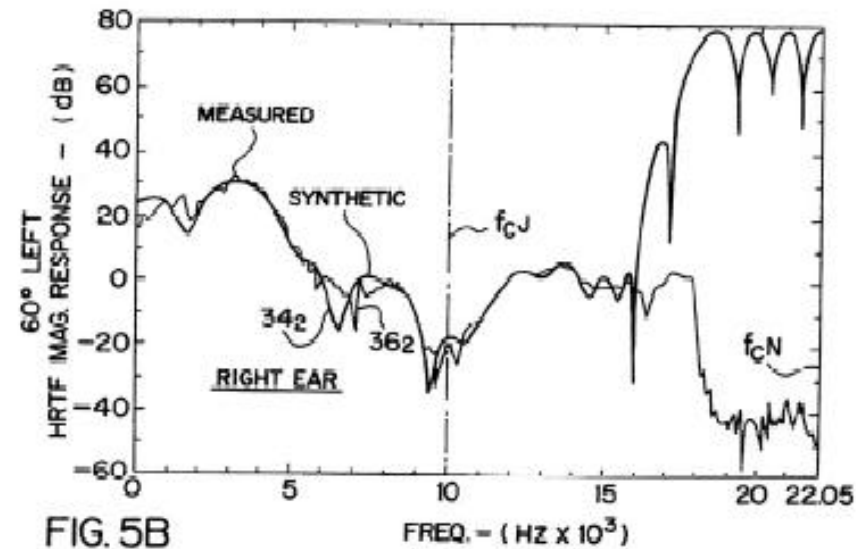
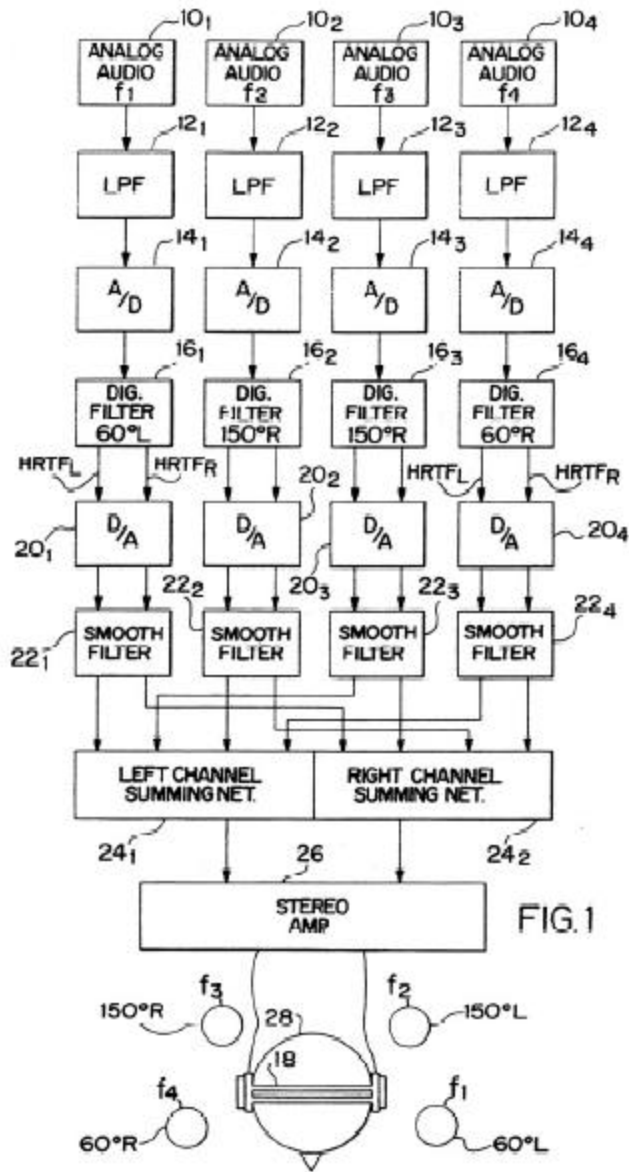


# Using binaural hearing advantage for separating multiple auditory “streams” (simultaneous sources)

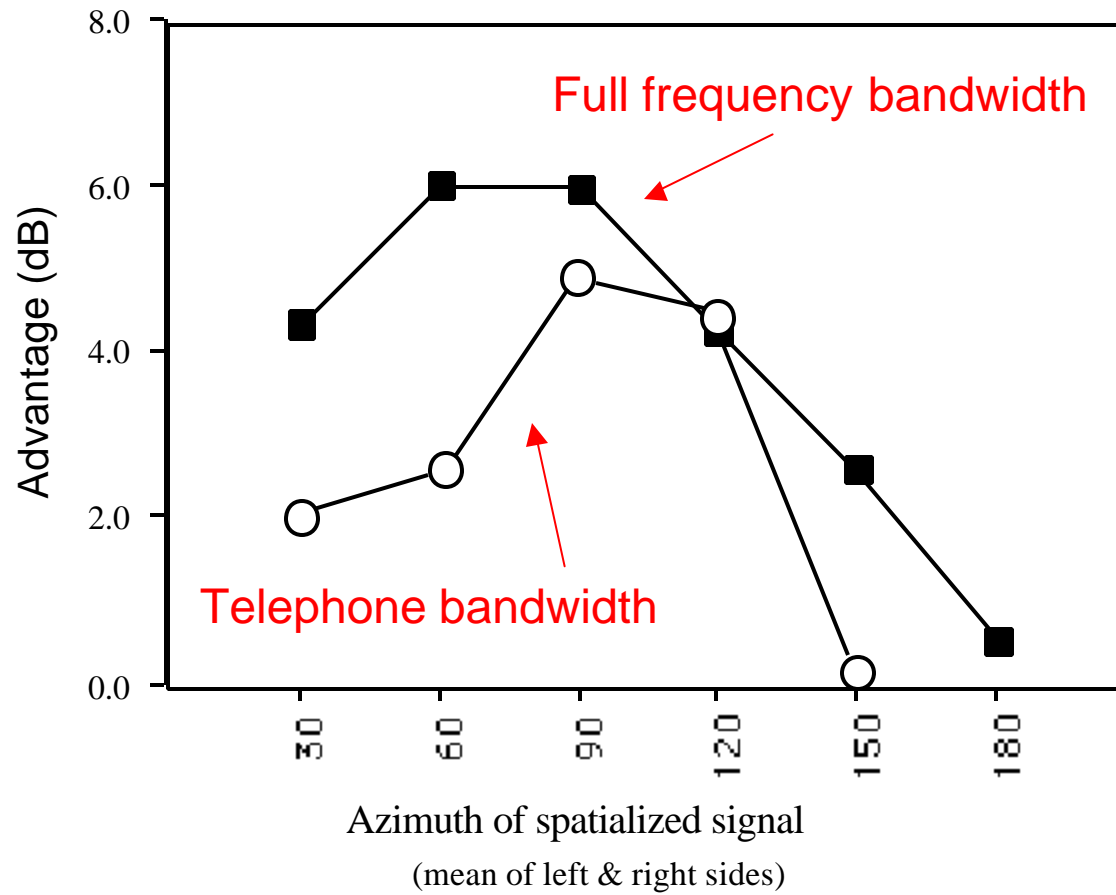
## Proposed 3-D audio communication system



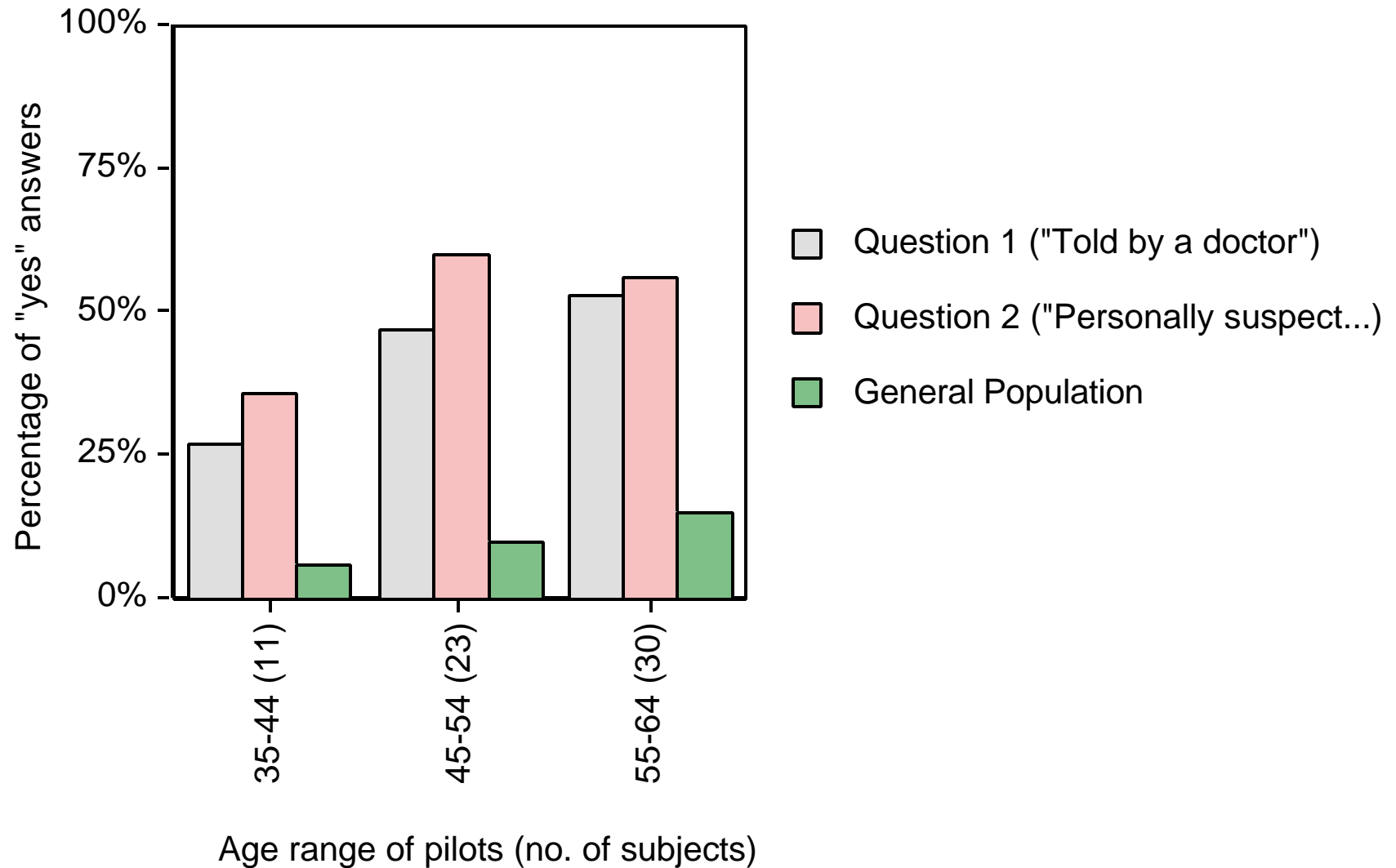
# 3-D communication system patented, developed for NASA-KSC



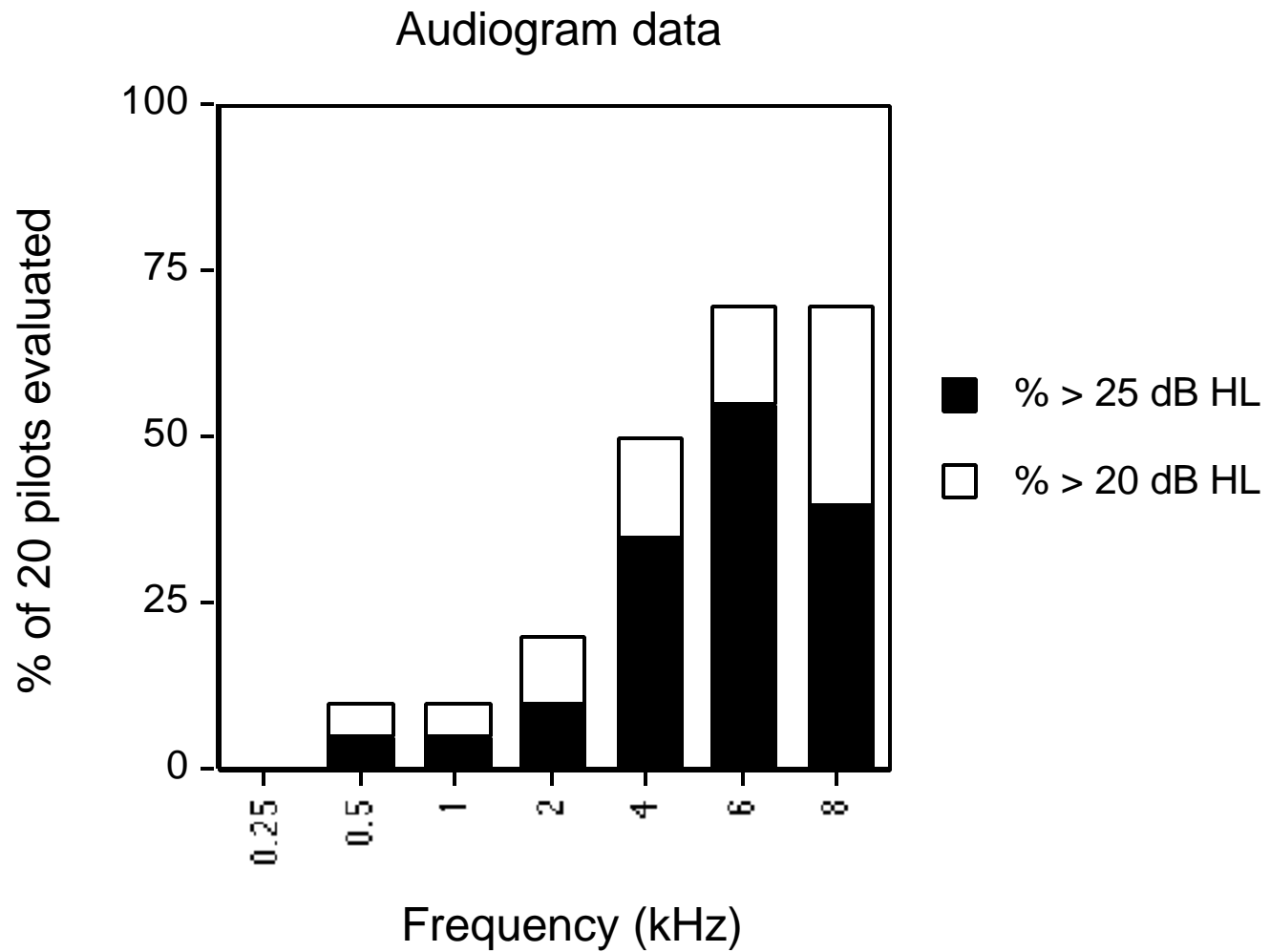
# Speech Intelligibility advantage compared to one-ear listening



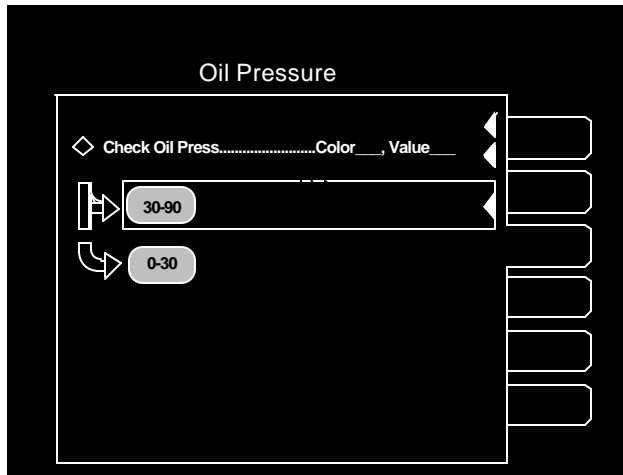
## Hearing loss for target users: 64 active commercial airline pilots



# Audiogram data summary for 20 active commercial pilots (age range 35-64; not corrected for presbycusis)



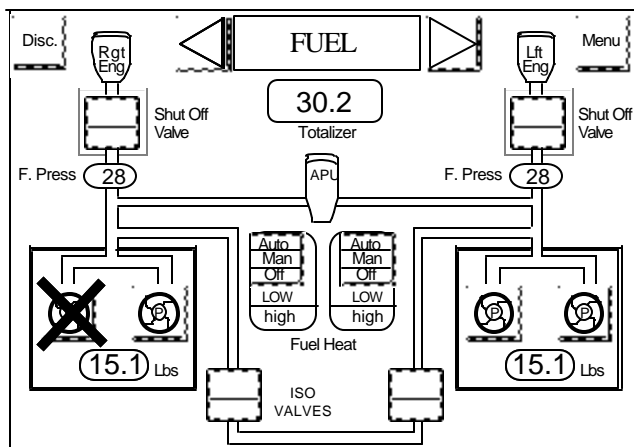
Use of auditory icons (AI) and left-right spatialization for information redundancy, situational awareness of actions of crew (CRM) and haptic feedback substitution



“Page-through” & “switch” AIs for touch screen checklist

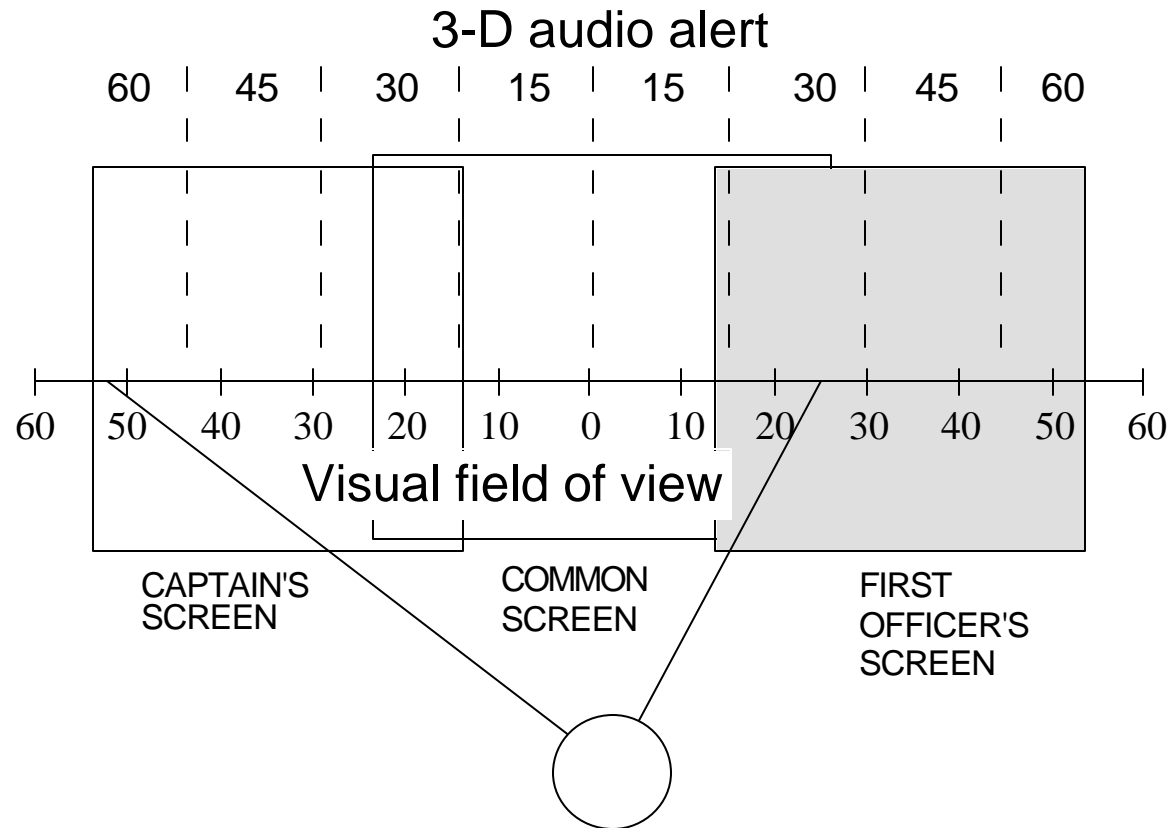


NASA ARC advanced cab simulator



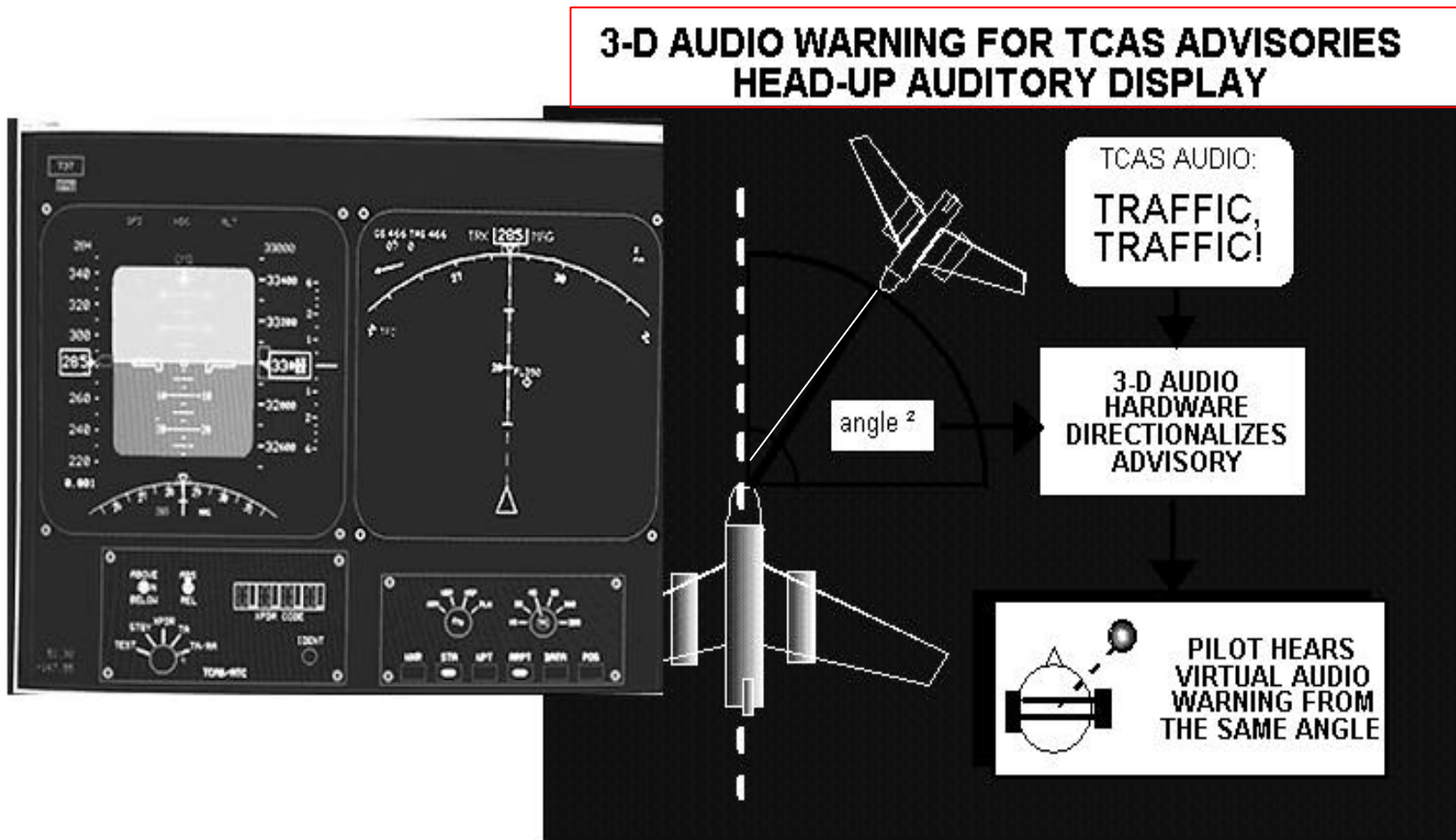
“Mechanical latch” AIs for actions corresponding to electrical, fuel, hydraulic systems

# Head up auditory display for TCAS



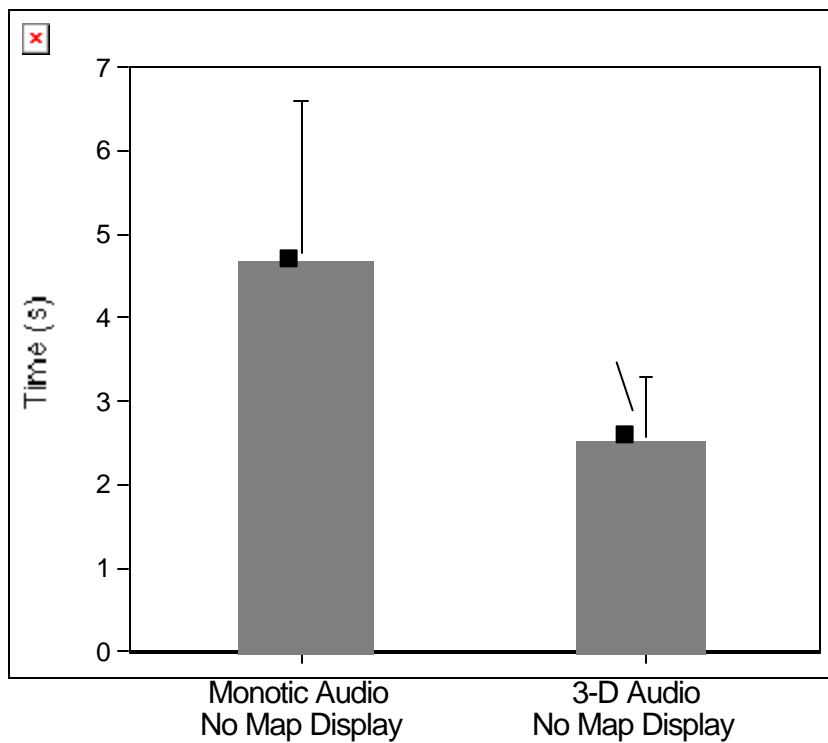
Application of **3-D audio head-up display** for Traffic Collision Avoidance System (TCAS II) investigated.

Target acquisition times can decrease from **0.5 – 2.2 sec.**

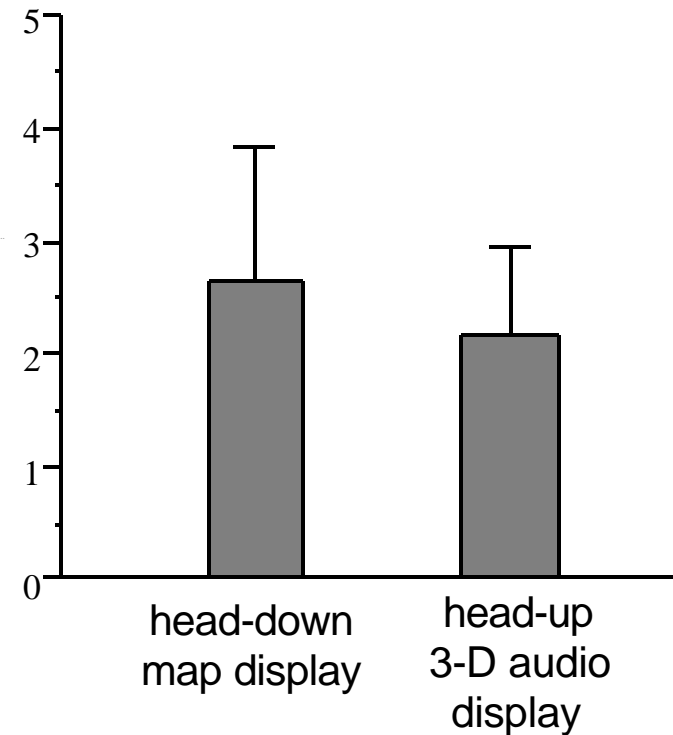




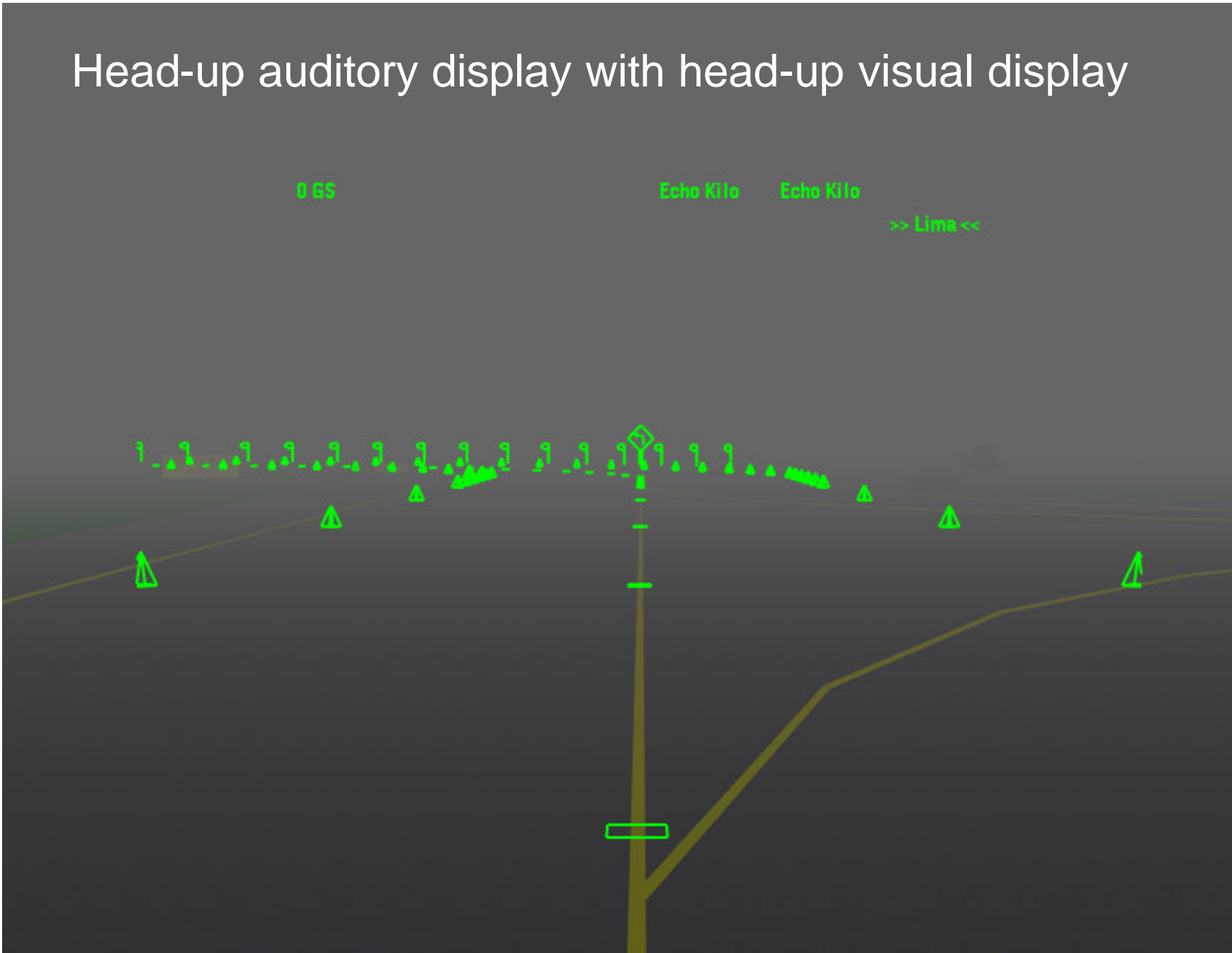
Mean target acquisition times (4.7 vs. 2.5 s) and standard deviations for first TCAS experiment. The 3-D audio cues were exaggerated in azimuth relative to the visual target, and no elevation cues were supplied.



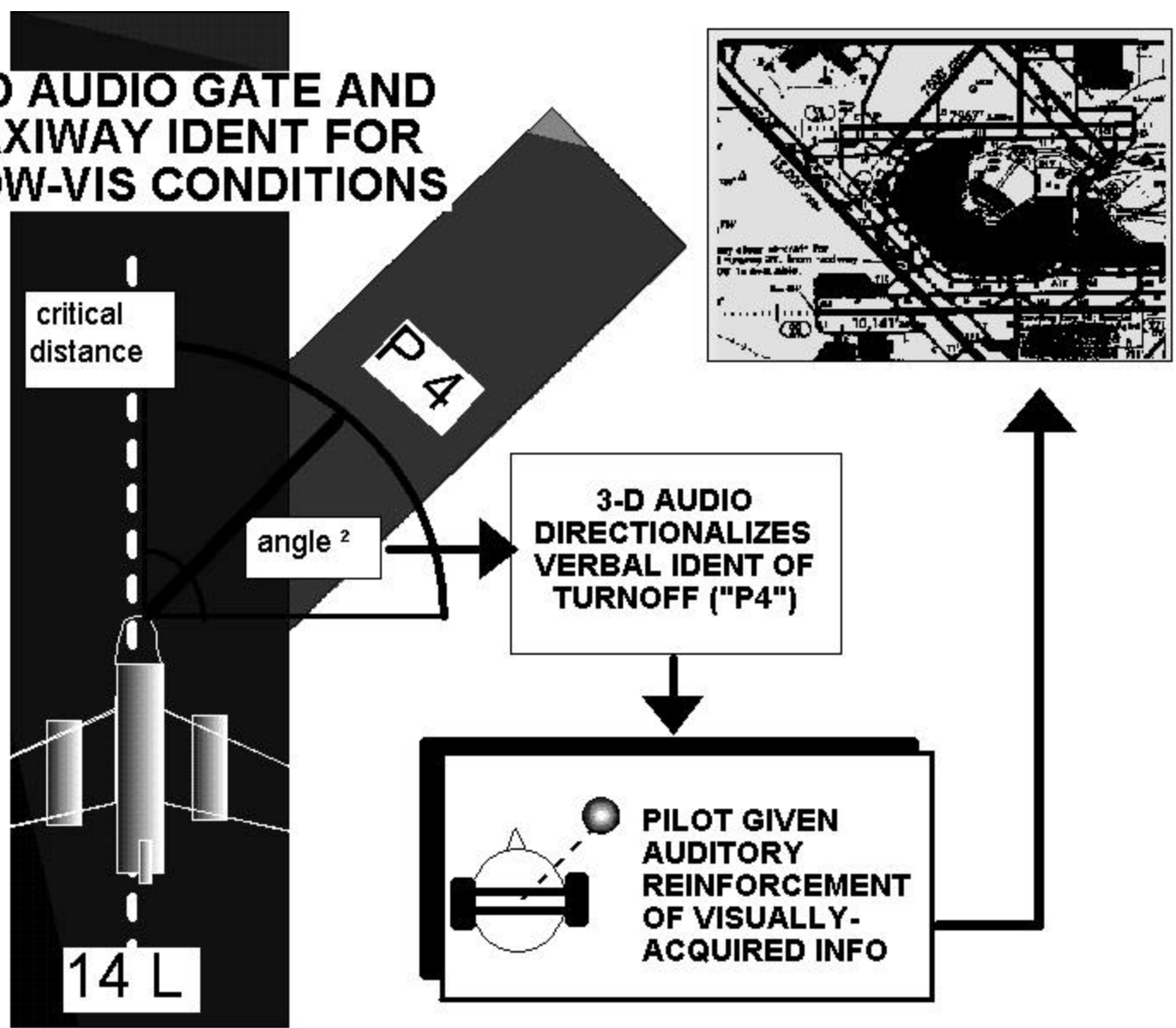
Mean target acquisition times (2.63 vs. 2.13 s) and standard deviations for second TCAS experiment. The 3-D audio cues were not exaggerated, and there were three categories of elevation cues.



# Head-up auditory display with head-up visual display

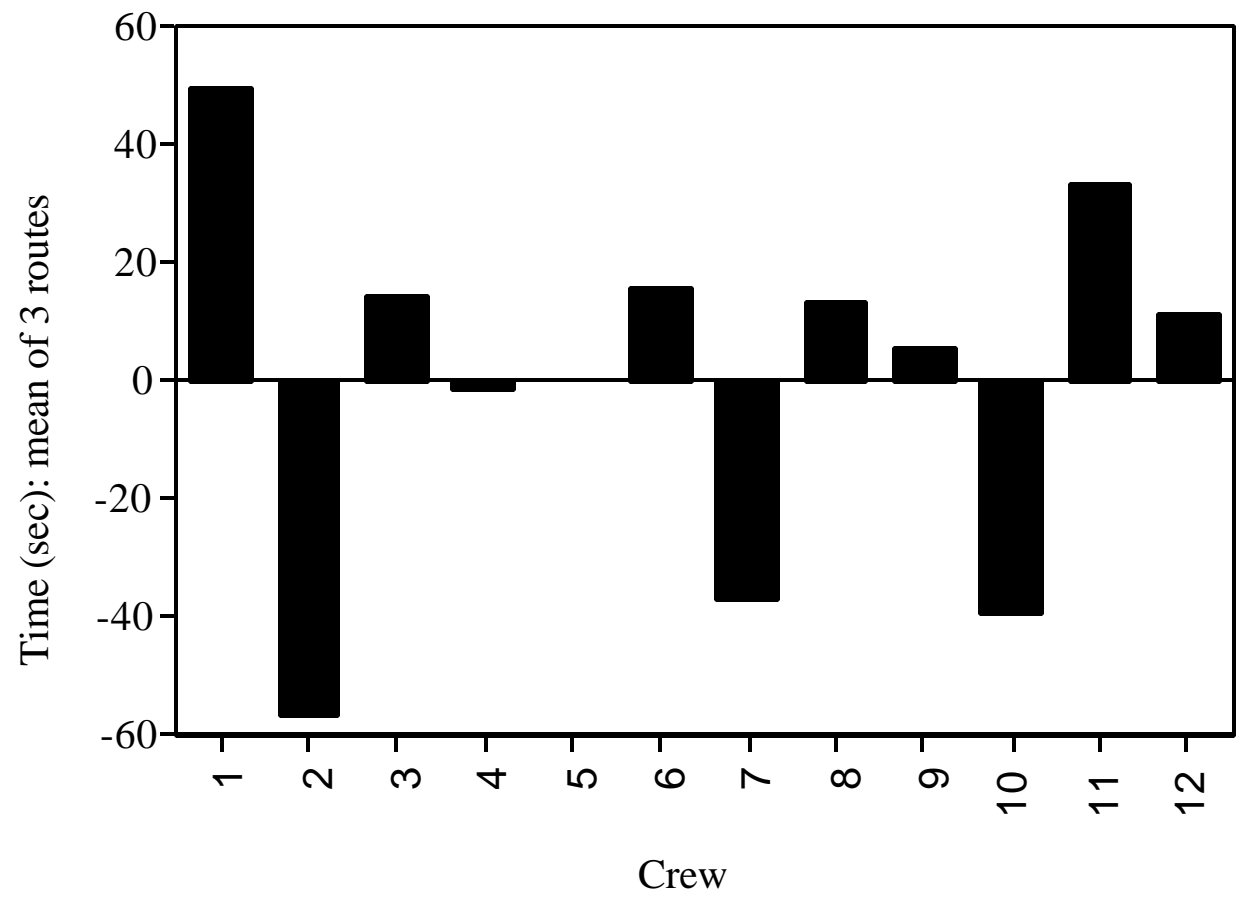


# 3-D AUDIO GATE AND TAXIWAY IDENT FOR LOW-VIS CONDITIONS



Application of 3-D audio head-up display for taxiway turnoff guidance

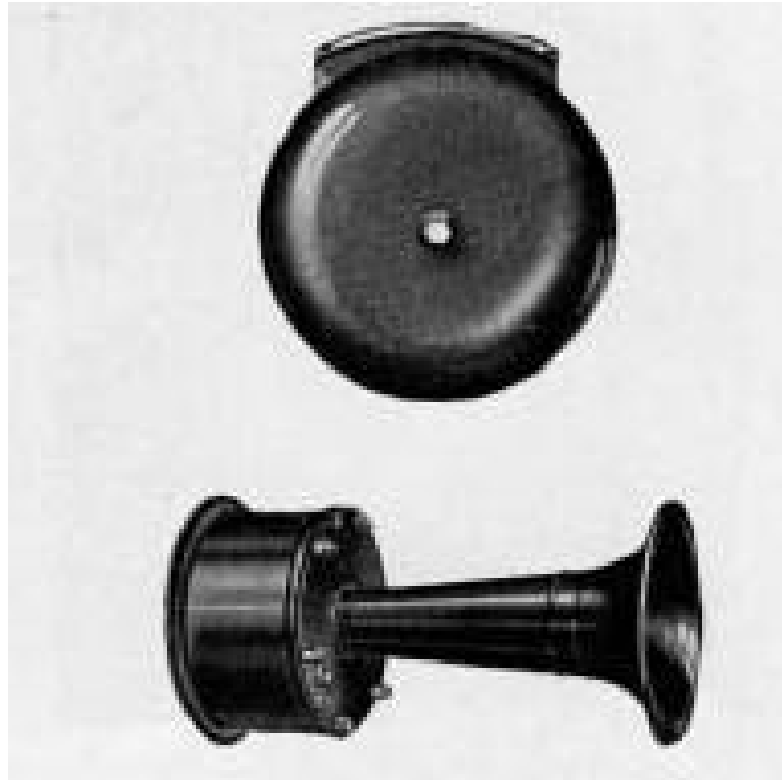
Reduction in taxi time:  
Advantage of 3-D audio



# **Spatially-modulated auditory alerts**

# In an auditory display, how to insure that an alarm is audible?

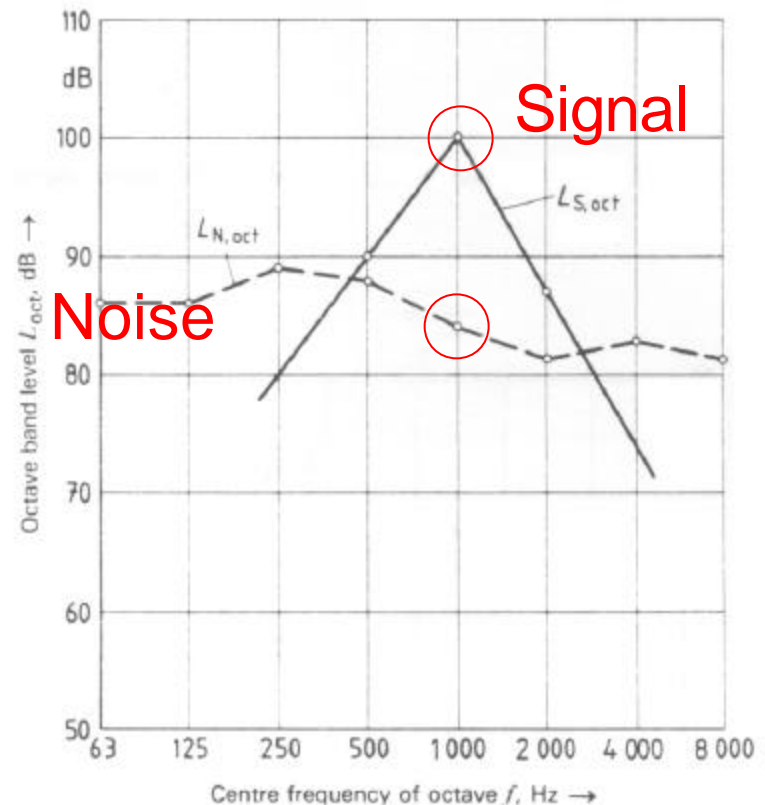
-“Common sense” engineering approach: make the alarm *a lot louder* than the background noise for wide-area coverage



*Fire alarm and horn from ca. 1933*

# In an auditory display, how to insure that an alarm is audible?

-ISO 7731 (“Danger signals for work places-Auditory danger signals”) specifies signal to be  **$\geq 13$  dB re masked threshold** in a 1/3 octave band (0.3-3.0 kHz)



-Recipe for “startle effect”, high overall SPLs, *and potentially low performance in a high-stress environment*

## Current approach

- Improve detection of an alarm (signal) against ambient sound (noise) using signal processing techniques other than level increase

## Requirement / Caveat

- Technique should apply to currently-used alarms (to avoid “relearning” semantic content of new auditory signals).

## Technique

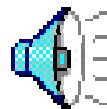
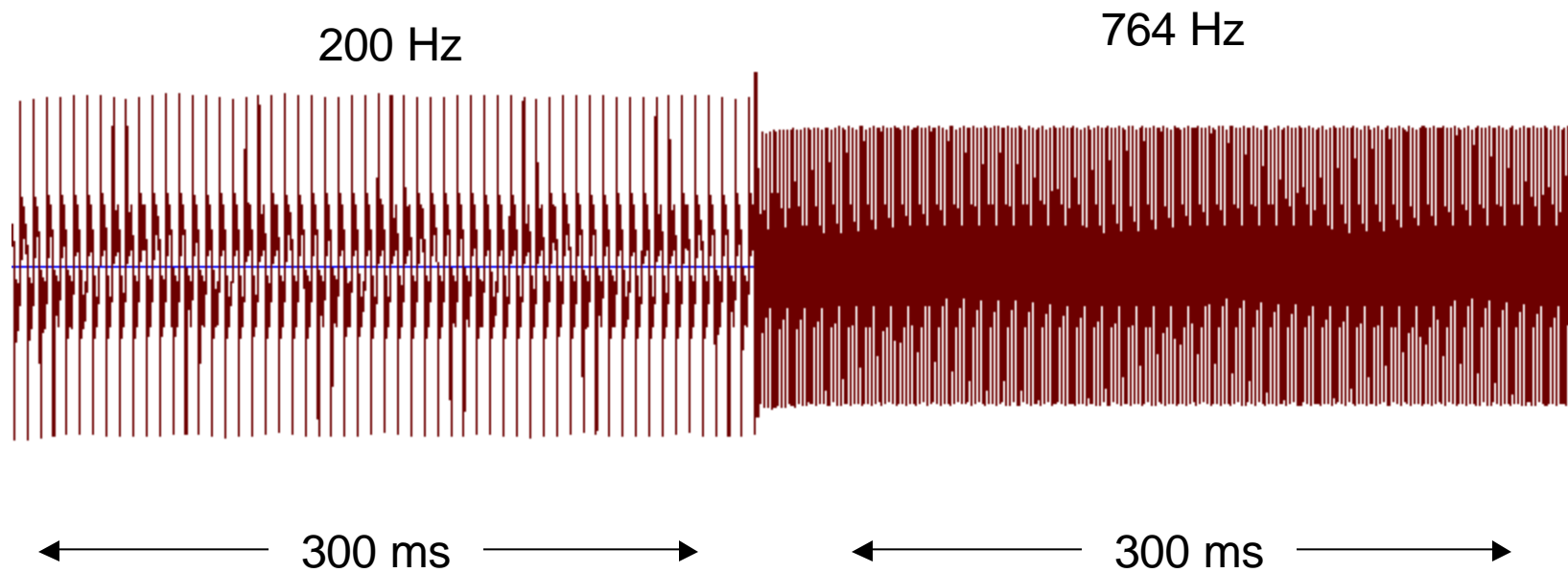
- Three methods addressed in patent application (pending) for accomplishing this.



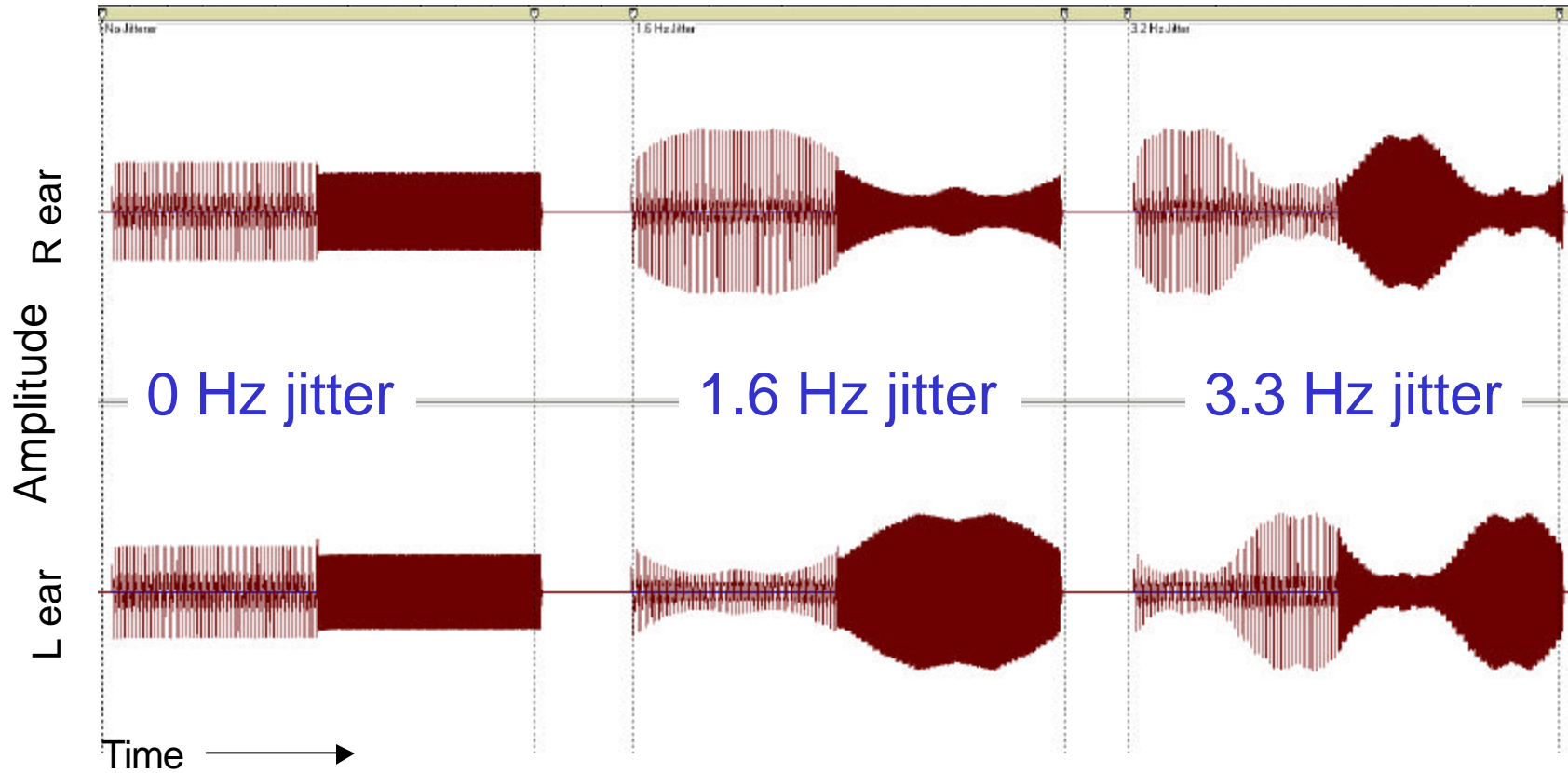
QuickTime™ and a  
TIFF (LZW) decompressor  
are needed to see this picture.

# Alarm (basic stimulus)

737-300 alarm: Two successive square waves  
(preceding verbal “wind sheer” alert)



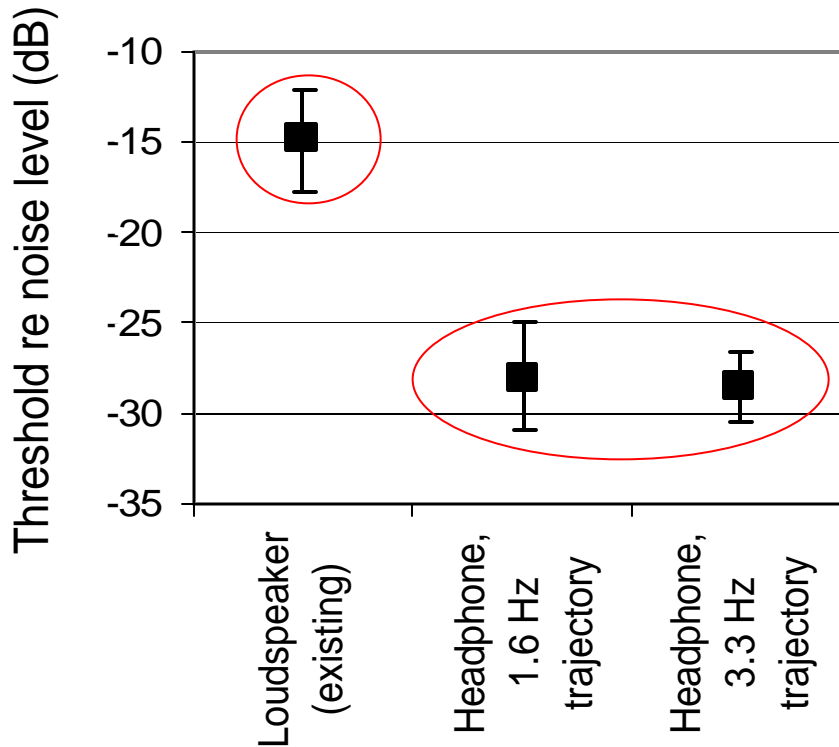
# Stimuli



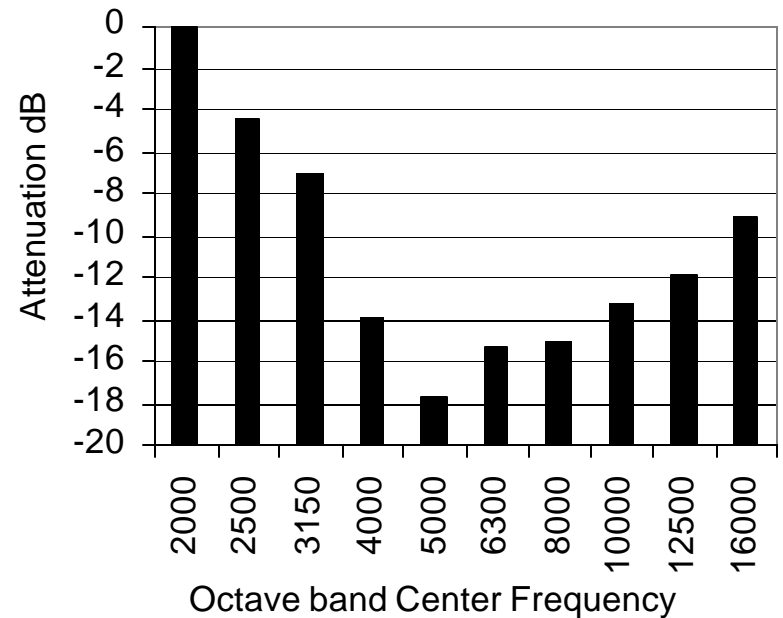
Summed L+R RMS levels equivalent for all stimuli; but jittered stimuli have + 5 dB peaks *re* unjittered due to HRTF.

# Results (1)

Headphone with jittered signal has 13.4 dB advantage over monaural loudspeaker (existing condition on aircraft), partly due to attenuation of noise by headphone



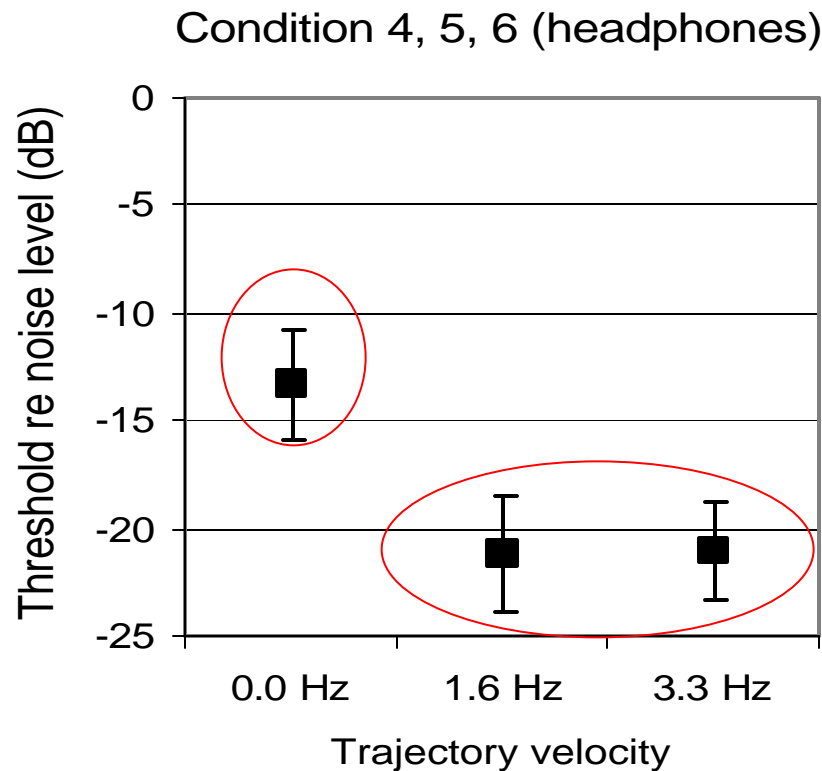
Results



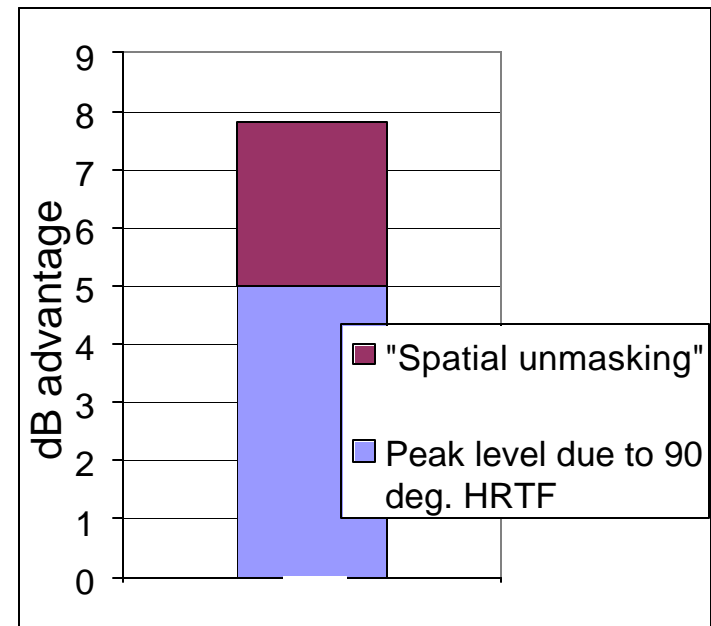
Headphone attenuation  
Sennheiser HD 480 vented

## Results (2)

Headphone **with** jittered signal has significant ( $p < .000$ ) 7.8 dB advantage over headphone **without** jittered signal. No significant difference between 1.6 and 3.3 Hz modulation.



results



source of unmasking (?)

# Conclusions

A new approach to designing alerts for auditory displays in high-stress interfaces: use of **spatial modulation** for improved detection.

Headphones + spatial modulation lower threshold by **13.4 dB**.

Spatial modulation lowers threshold by **7.8 dB**. 5 dB is due to HRTF interaural level difference **if** instantaneous (peak) level differences are assumed. This amount is **reduced** as a function of longer temporal integration periods. Remaining advantage is due to time varying interaural cross-correlation.

