

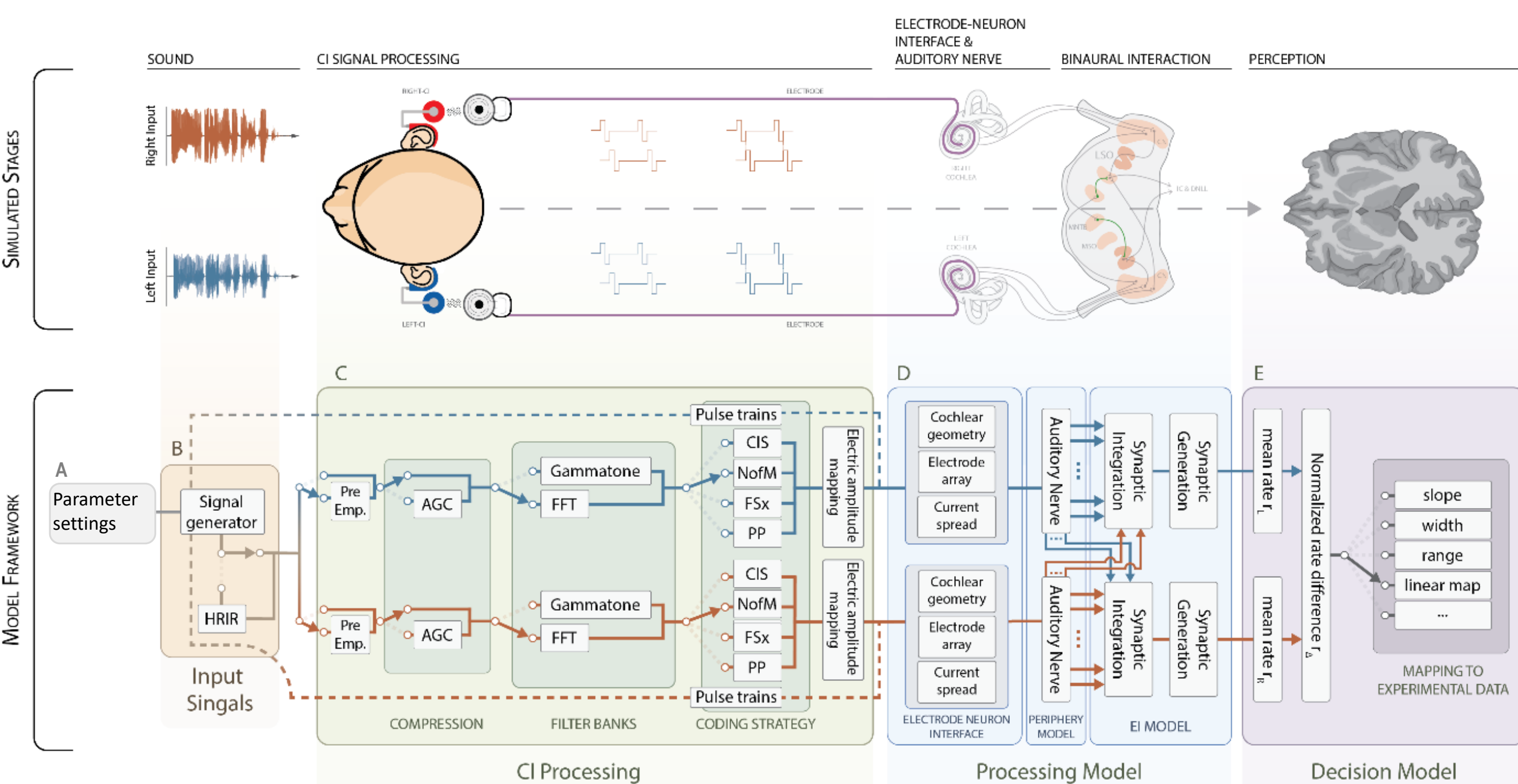
1. INTRODUCTION

- The main goal of the project is to develop an open-source model framework for simulating the spatial hearing abilities of bilateral cochlear implant (CI) listeners.
- For that, CI sound processing pipelines were combined with computational auditory models in a modular framework. It includes:
- binaural signal generation with optional head-related impulse response (HRIR) filtering
 - generic CI sound processing stage not restricted to a specific CI manufacturer
 - electrode-to-neuron transmission
 - binaural interaction
 - a decision model.
- In order to show how to use the framework, a free-field localization experiment was simulated in **Sect. 3**. The signals after different CI processing stages, the neural response rates of the auditory nerve (AN), the binaural excitation-inhibition (EI) neuron, and the simulated function of sound source azimuth are shown step by step.
- Further examples (Sect. 4), such as localization, lateralization, and left-right discrimination performance of bilateral CI users are demonstrated in Sect. 4. These involve different CI stimulation techniques, such as the commonly used free-field, audio line in, and direct stimulation of a single or multiple electrodes.

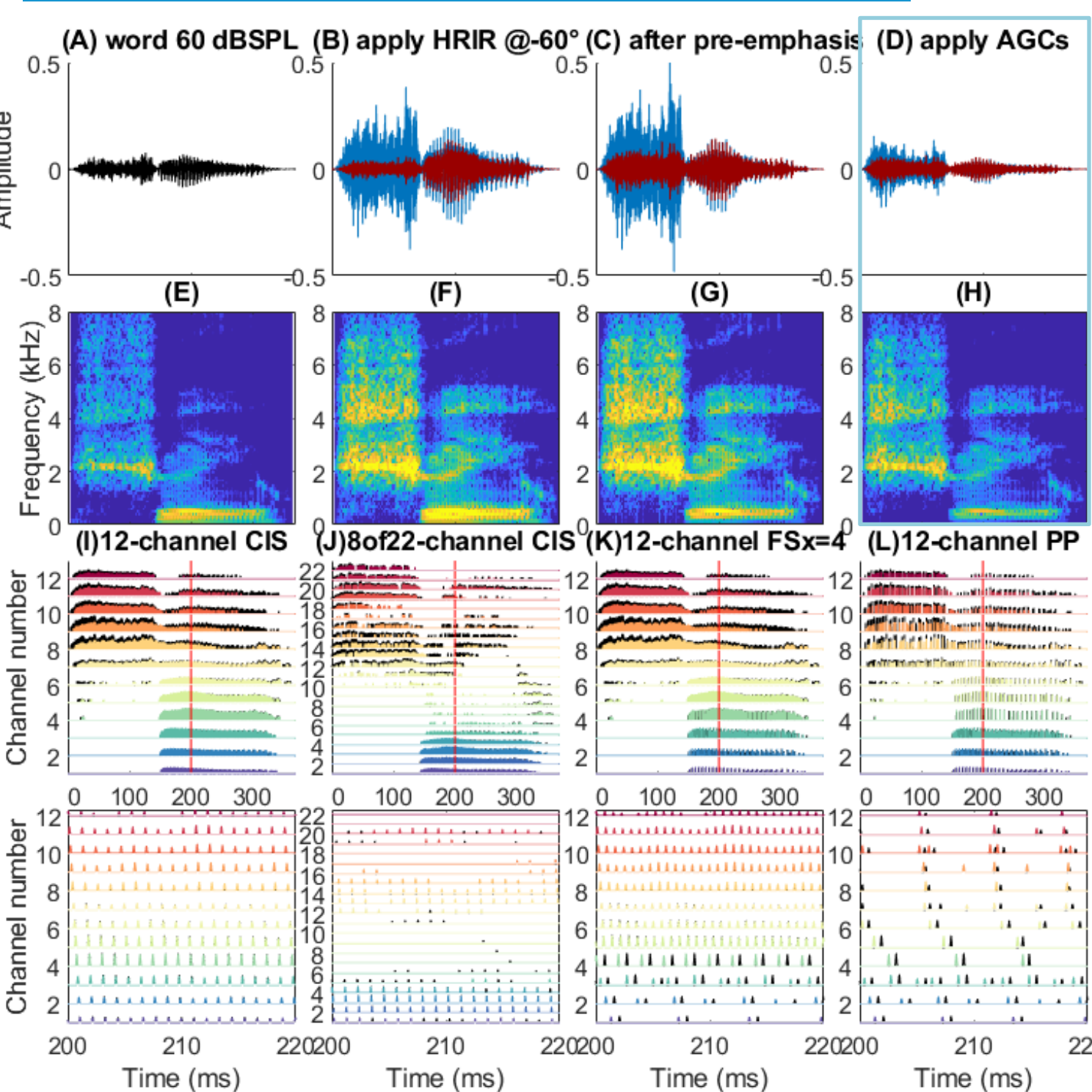
2. SUMMARY

- In general, with the same AN, EI, and the multi-task decision stages, the model was able to capture the average performance of bilateral CI users, for example, the localization, and lateralization judgments, the effect of coding strategies, the input sound level and the bilaterally non-synchronized compressors.
- The MATLAB code of the model framework, the code to reproduce the model data and figures are published open-source. It can be downloaded via the provided **QR code**.

3. MODEL FRAMEWORK AND STAGES



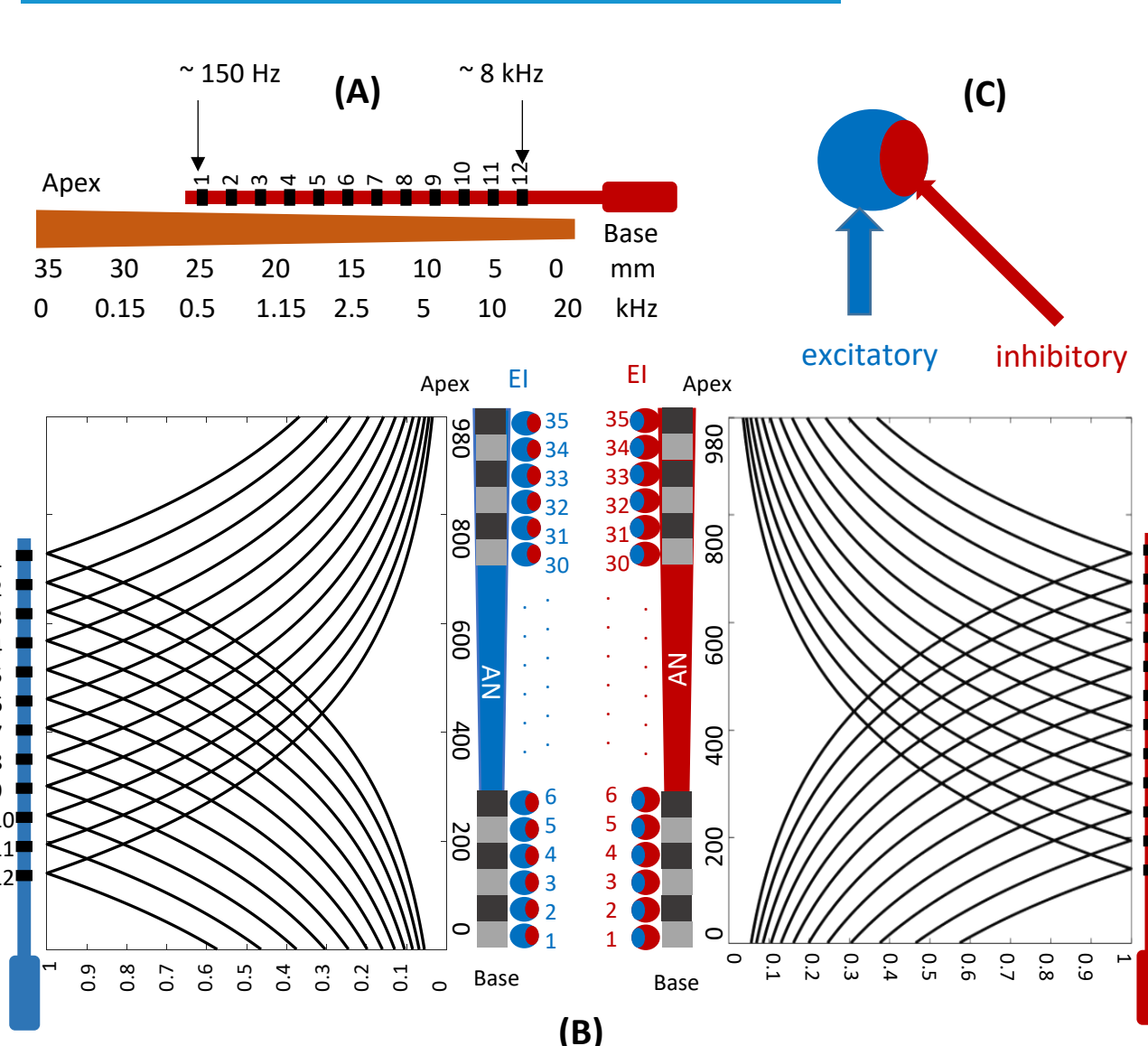
3.1 SIGNAL AND CI PROCESSING



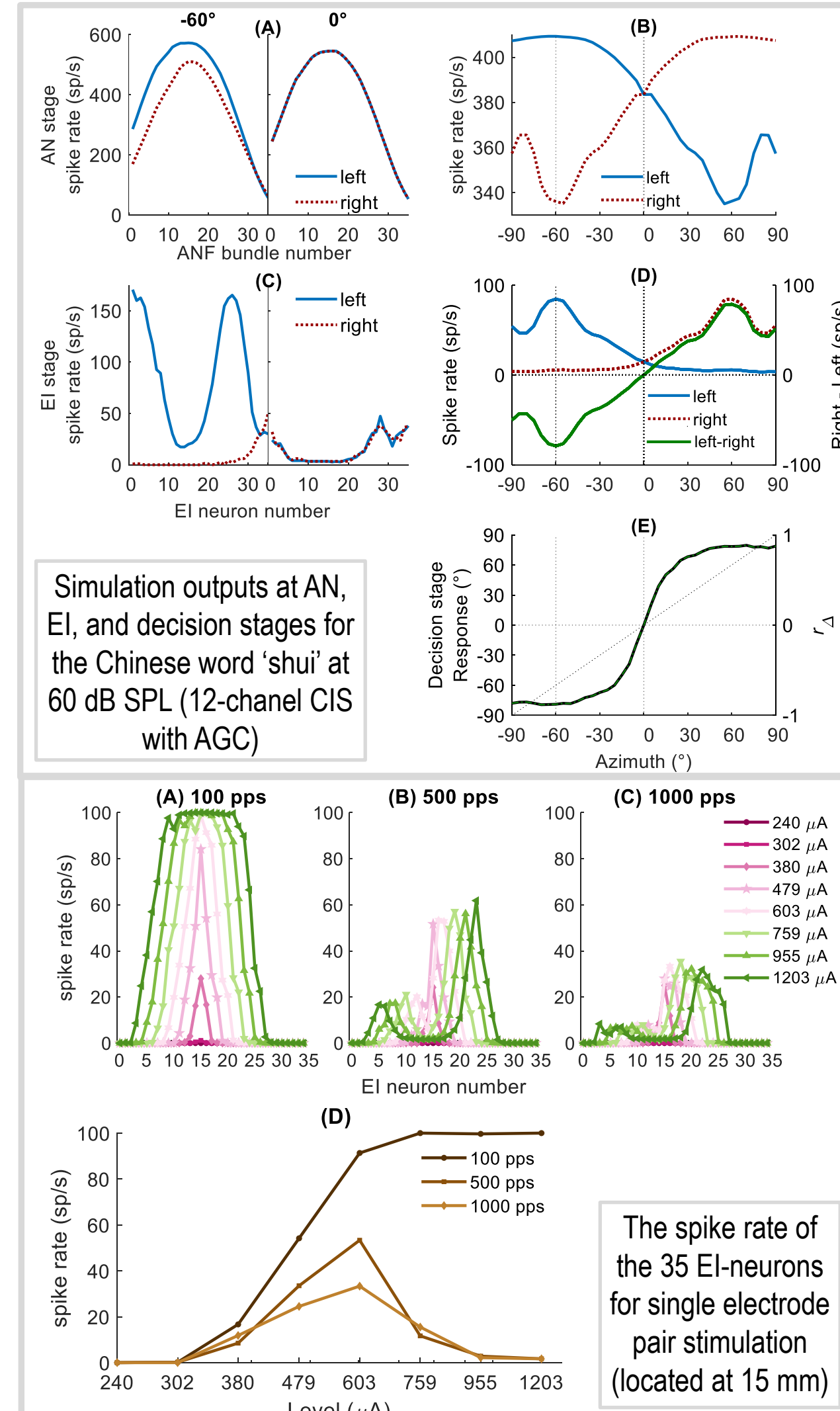
The upper panel ('Simulated Stages') illustrates the "hardware" of different stages, the lower panel ('Model Framework') shows the main five stages of the proposed modular framework).

Abbreviations: AGC, automatic gain control; CIS, continuous interleaved sampling; NofM, N-of-M channel selection; FSx, fine structure processing; PP, peak picking.

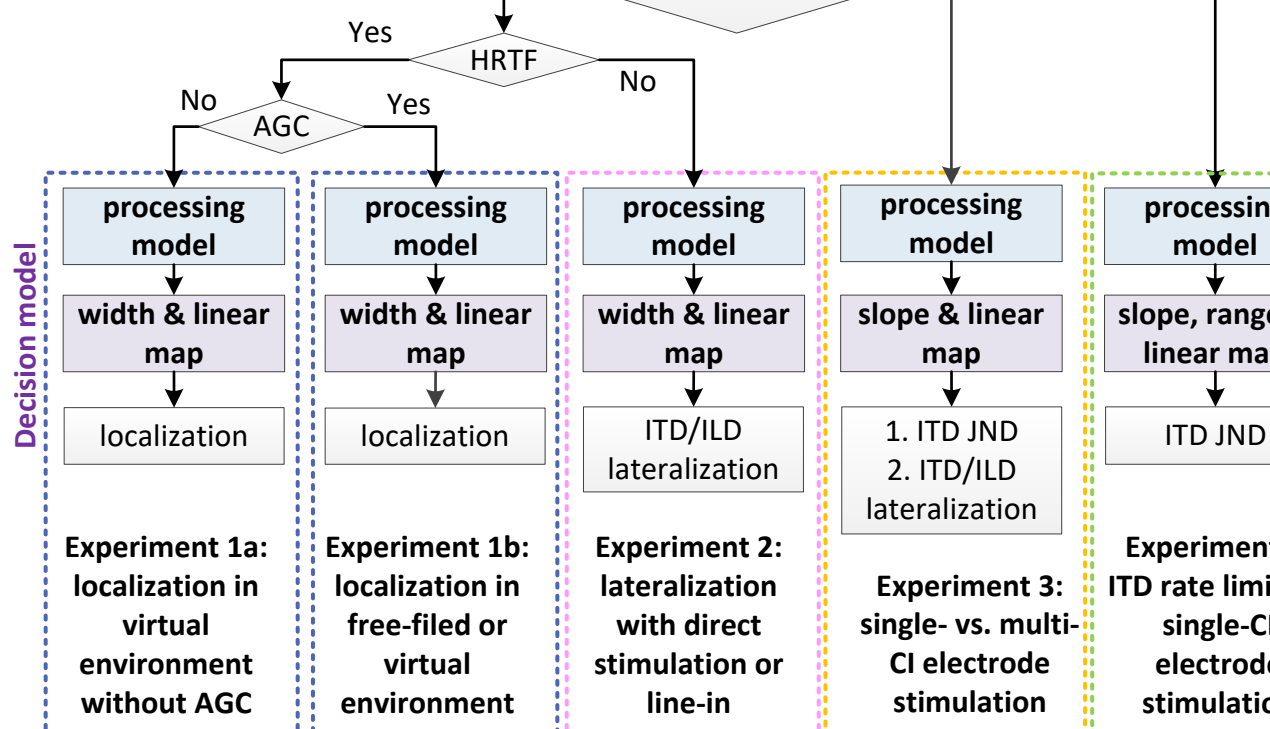
3.2 PROCESSING MODEL



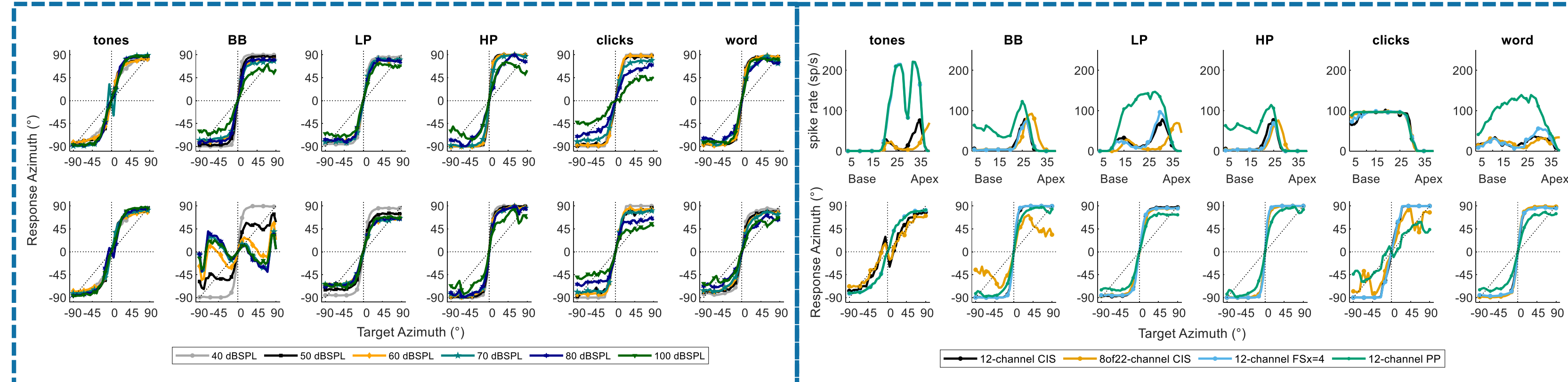
3.3 OUTPUTS AT AN, EI, DECISION STAGES



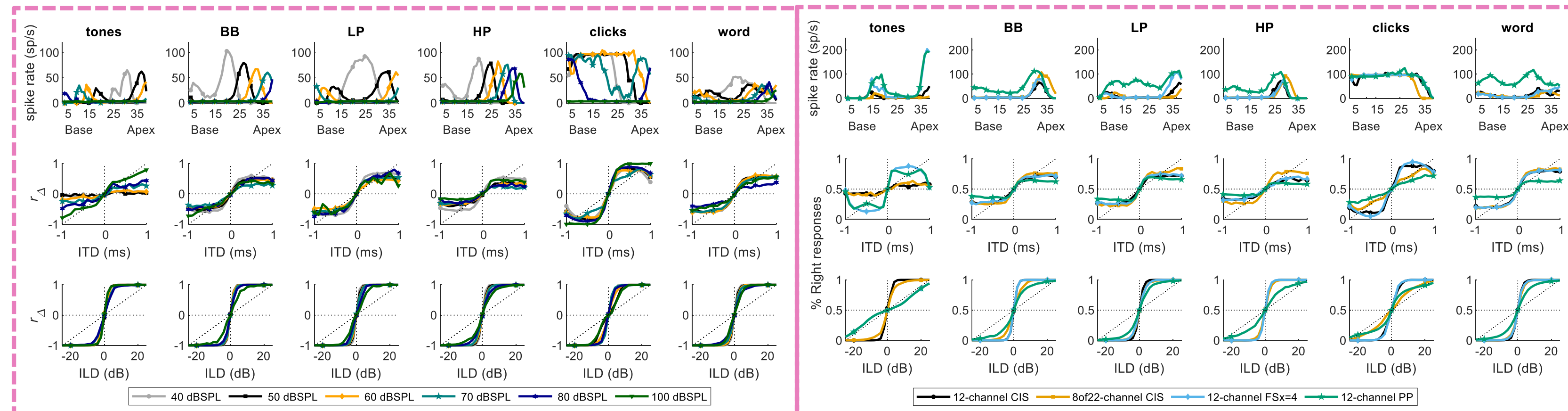
4. SIMULATIONS & RESULTS



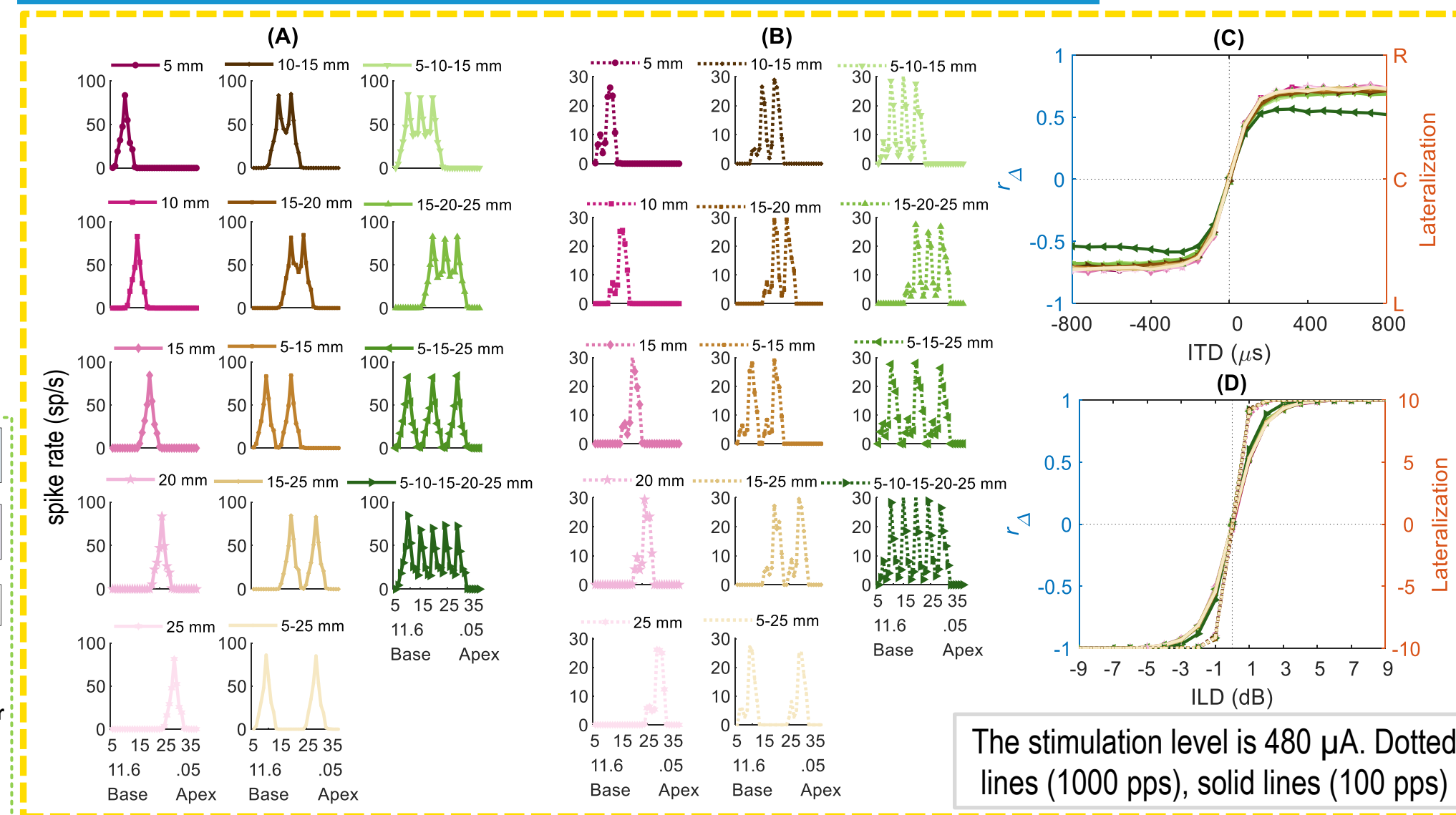
4.1 LOCALIZATION SIMULATION (EXP. 1)



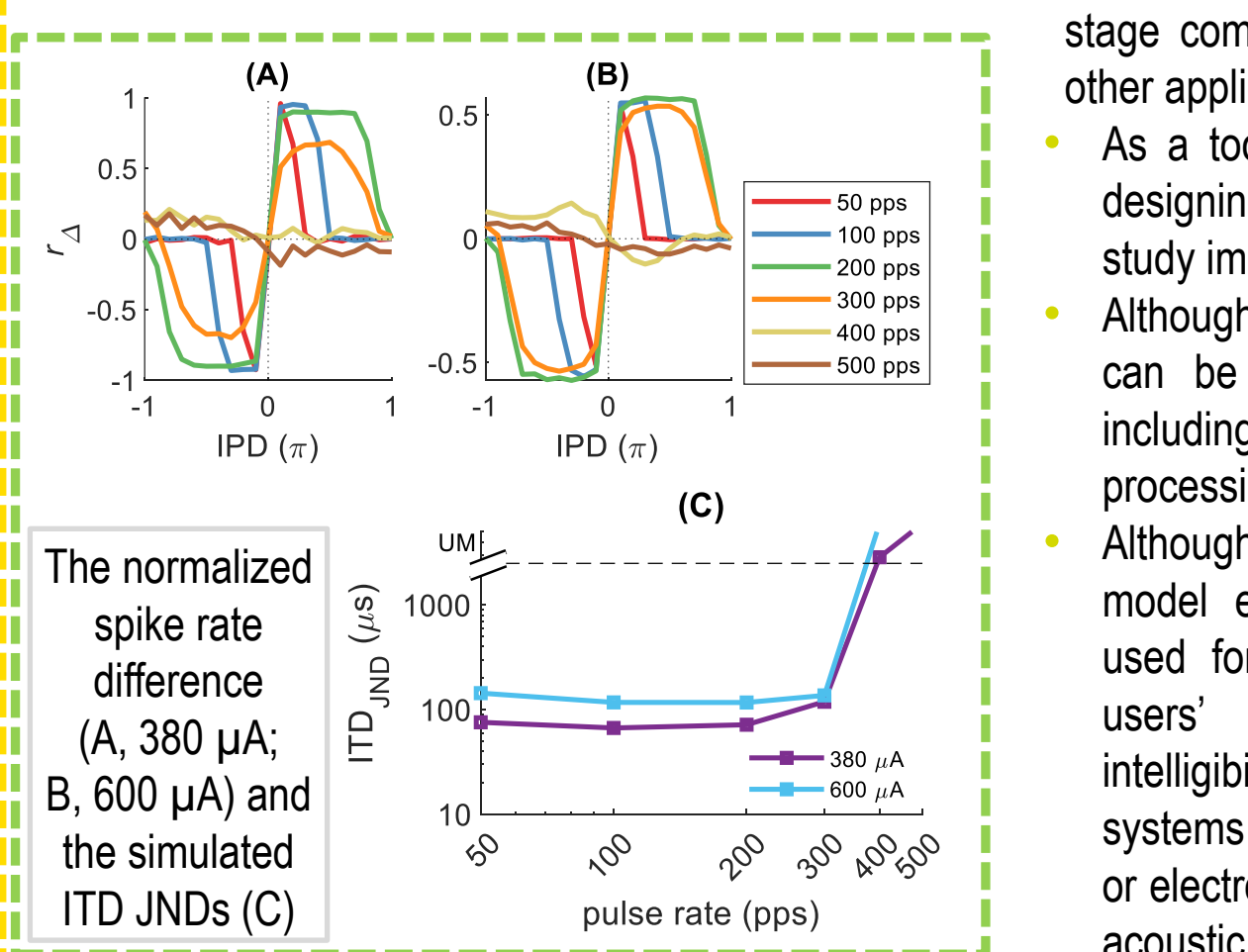
4.2 LATERALIZATION SIMULATION (EXP. 2)



4.3 SINGLE AND MULTIPLE ELECTRODE PAIR STIMULATION (EXP. 3)



4.4 SINGLE ELECTRODE PAIR PULSE RATE LIMIT (EXP. 4)



5. DISCUSSION

- Limitations**
- Very simplified electrode neuron interface and AN neuron model (replaceable).
 - Although the four coding strategies include most of the technical details of a typical CI speech processor, their implementations, especially for CIS and FSx were partly based on secondary literature.
 - The normalized rate difference and linear mapping functions were used to project the model outputs to different psychoacoustic data. This simplified multi-task decision stage was not able to capture some features in the selected experiments.
 - All demonstrations assumed ideal bilateral synchronization (besides AGC) and bilaterally symmetrical hearing.
 - However, the parameters can be easily adapted by including e.g., asymmetric neuron survival, different electrode insertion depths, spread of excitation, and hearing dynamic range, two non-synchronized independent speech processors, and bilaterally mismatched fittings.

Possible applications with further extensions

- The framework is designed not only for localization and lateralization experiments. By selecting different stage combinations and different decision models, other applications can be, for example:
 - As a tool to help validating binaural algorithms, designing binaural studies with real CI users or to study implications of binaural fitting.
 - Although the framework was binaural by default, it can be used for monaural purposes or only including certain stages. For example, the CI processing can be used stand alone..
 - Although less straight forward, with third party model extensions or substitutions, it could be used for other applications, e.g., predicting CI users' 1) loudness perception; 2) speech intelligibility ; 3) simulating more complex input systems (e.g., CI users with single-sided deafness or electro-acoustic stimulation) by combining with acoustic periphery models.

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MATLAB code
Download link



ACKNOWLEDGEMENTS

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