

DIGITAL HEARING AID

Submitted To: Lokanath M. Assistant Professor, Sense

Submitted By:

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ECE1004-Signals and System
Slot-C1
Fall Semester 2019-20
Project Report

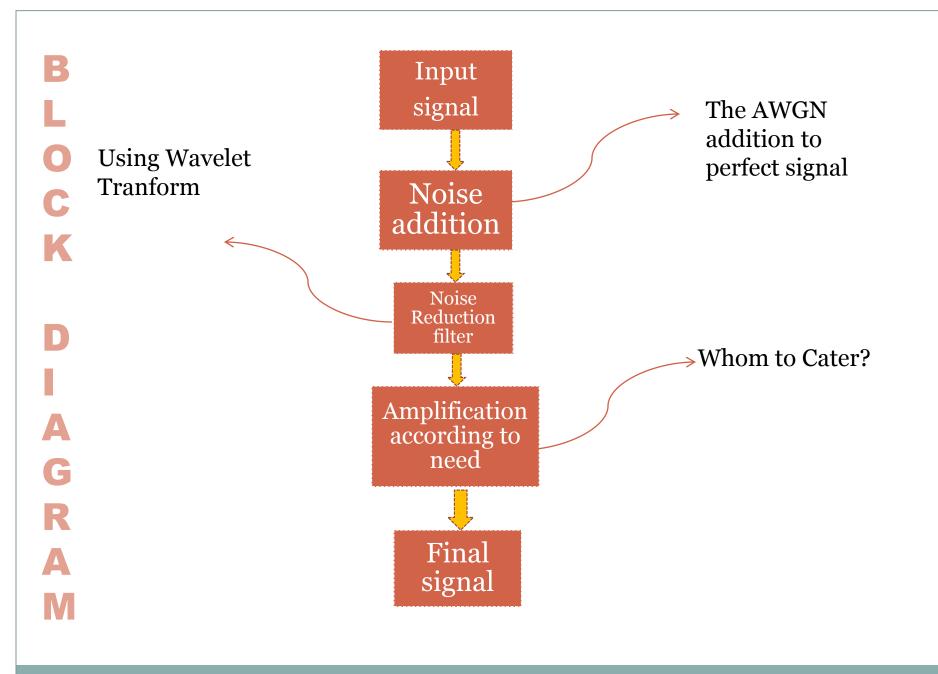
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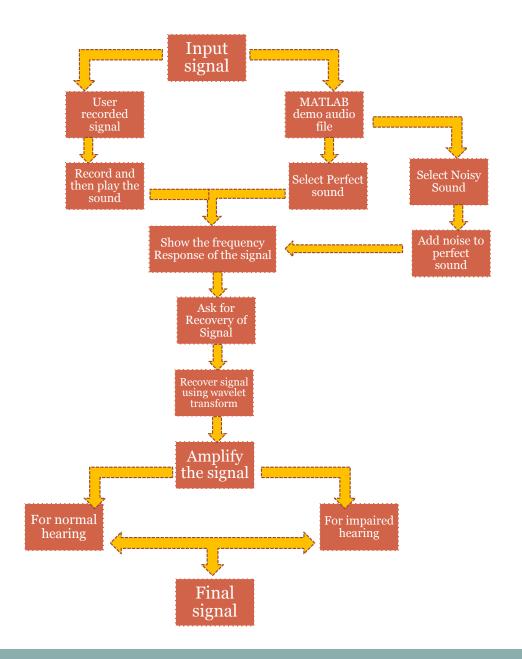
- 1. Need of Hearing Aid
- 2. Block Diagram of System
- 3. Algorithm
- 4. GUI & Program Flow
- 5. Output Graphs

Need of Hearing Aid

Classification of	Hearing level
Hearing Loss	
Normal hearing	-10 dB – 26 dB
mild hearing loss	27 dB - 40 dB
moderate hearing	40 dB - 70 dB
loss	
severe hearing loss	70 dB - 90 dB
profound hearing	greater than 90 dB
loss	

Table 1: Different degree of Hearing Loss





Matlab Code:

```
Project.m × recoverSignal.m × recordMyVoice.m × +
1 -
       clc
 2 -
       clear all
 3 -
       promptMessage = sprintf('Would you like to record your own audio for further processing?');
 4 -
       titleBarCaption = 'Record Sound';
 5 -
       button = questdlq(promptMessage, titleBarCaption, 'Yes', 'No', 'Yes');
 6 -
       if strcmpi(button, 'Yes')
 7
           %Program code of recording audio
 8 -
           z=audiorecorder;
 9 -
           myicon = imread('microphone.png');
10 -
           h=msqbox('Speak Up, I am Recording...', 'Recording', 'custom', myicon);
11 -
           recordblocking(z,15); %Records a 15 sec audio
12 -
           delete(h);
           myRecording = getaudiodata(z);
13 -
14
           %Block to play audio and corresponding graph
15 -
           promptMessage=sprintf('Do want to play your recorded file?');
           titleBarCaption='Play';
16 -
           button = questdlg(promptMessage,titleBarCaption,'Yes', 'No','Yes');
17 -
18 -
           if strcmpi(button, 'Yes')
19 -
               play(z);
20 -
           else
21 -
           end
22 -
           fourierTransform(9000,myRecording,'The Recorded Wave File','The Recorded Wave FFT');
           recoverSignal(myRecording, 9000, 0.05);
23 -
24
           *specifying the noise factor randmly between the required range so that there is no problem in recovering
25 -
       else
26 -
           load handel.mat
27 -
           filename = 'handel.wav';
28 -
           audiowrite(filename, y, Fs);
29 -
           clear y Fs
30 -
           [v,Fs] = audioread('handel.wav');
31 -
           promptMessage = sprintf('Which version of pre specified sound file do vou want to hear?');
```

```
32 -
           titleBarCaption = 'Specify Sound';
           button = questdlg(promptMessage, titleBarCaption, 'Perfect', 'Noisy', 'Cancel', 'Perfect');
33 -
34 -
           if strcmpi(button, 'Perfect')
35
               % Play the perfect sound.
36 -
                signal=y;
37 -
               soundsc(v,Fs);
               fourierTransform(Fs,y,'The Perfect Wave File','The Perfect Wave FFT');
38 -
39 -
           else if strcmpi(button, 'Noisy')
40
                   % Add noise to it.
                   prompt= 'Enter noise factor to be added to sound (0.01<n<0.15): ';</pre>
41 -
42 -
                    answer = inputdlg(prompt);
                   noiseFactor = str2double(answer{1});
43 -
44 -
                   noisySound = y + noiseFactor*randn(length(y), 1);
                   % Play the noisy sound.
45
46 -
                   signal=noisySound;
                    soundsc(noisySound, Fs);
47 -
                    fourierTransform(Fs, noisySound, 'The Noisy Wave File', 'The Noisy Wave FFT');
48 -
49 -
                    clear sound;
50 -
                    recoverSignal (noisySound, Fs, noiseFactor);
51 -
           else
                   % Cancel Dialog Box
52
53
                   %add a command to stop the execution of program below if pressed cancel
54 -
           end
55 -
           end
56 -
       end
```

```
Project.m × recoverSignal.m × recordMyVoice.m × +
     function recoverSignal(noisySound,Fs,noiseFactor)
1
 2
       %Ask for Recovery of signal
 3 -
       promptMessage = sprintf('Do you want to Recover Noisy Sound?');
       titleBarCaption = 'Recover Sound';
 4 -
 5 -
       button = questdlg(promptMessage, titleBarCaption, 'Yes', 'No', 'Yes');
       if(strcmpi(button, 'Yes'))
 6 -
 7 -
           if(noiseFactor<0.15 && noiseFactor>0.01)
       % Threshold selection for de-noising
 8
 9
       %THR = thselect(signal, 'rigrsure');
       %Wavelet transform for de-noising
10
11 -
           recoveredSound = wden(noisySound,'heursure','s','sln',5,'sym4');
12
       %here i/p arg2 is TPTR string which contains the threshold selection rule
             i/p arg3 is SORH ('s' or 'h') is for soft or hard thresholding
13
             i/p arg4 is SCAL which defines multiplicative threshold rescaling
14
           i/p arg5 is N which the level of transformation
15
       % i/p arg6 is 'wname', a string containing the name of the desired orthogonal wavelet
16
           soundsc (recoveredSound, Fs);
17 -
18 -
           fourierTransform(Fs, recoveredSound, 'The Recovered Wave File', 'The Recovered Wave FFT');
19 -
           promptMessage = sprintf('Do you want to Amplify recovered signal?');
20 -
           titleBarCaption = 'Amplify Sound';
21 -
           button = questdlq(promptMessage, titleBarCaption, 'Yes', 'No', 'Yes');
22 -
           if (strcmpi(button, 'Yes'))
23 -
               promptMessage = sprintf('How do you want to Amplify recovered signal?');
               titleBarCaption = 'Amplify Sound';
24 -
               button = questdlg(promptMessage, titleBarCaption, 'For Normal Person', 'For Hearing Impaired', 'For Normal Person');
25 -
26 -
               if (strcmpi(button, 'For Normal Person'))
27 -
                    code=1;
28 -
               else
29 -
                    code=2;
30 -
31 -
               amplifySignal(code, recoveredSound, Fs);
32 -
           end
           else
33 -
               promptMessage = sprintf('Sorry, Signal cannot be recovered due to excessive distortion by noise');
34 -
               titleBarCaption = 'Sorry!';
35 -
36 -
               errordlg(promptMessage, titleBarCaption);
37 -
           end
38 -
       end
39 -
       end
```







Width: 61 Height: 72

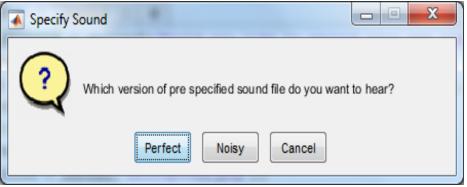


Width: 56 Height: 49

GUI and program flow



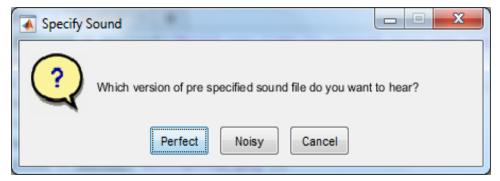






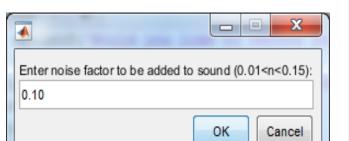


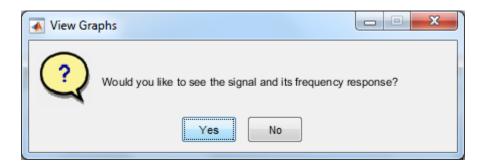


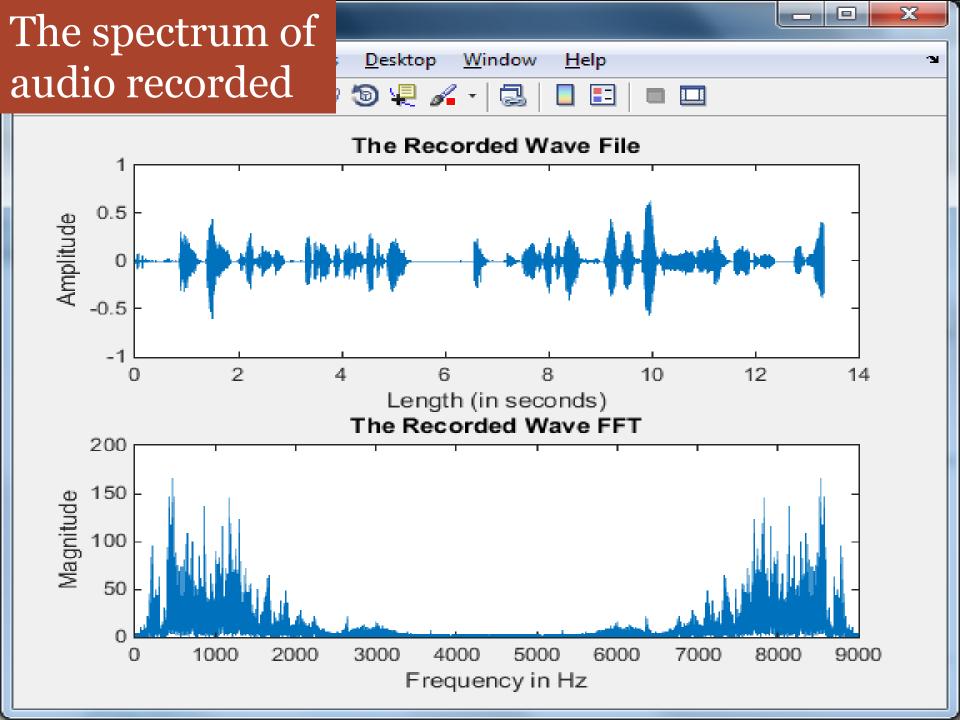




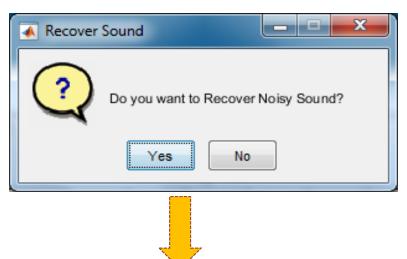


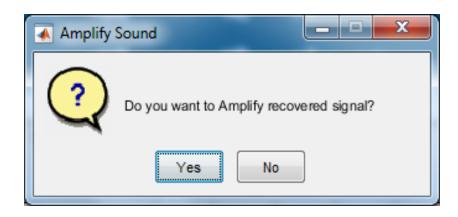












Recovering signal i.e removing noise

0.5

0

-0.5

200

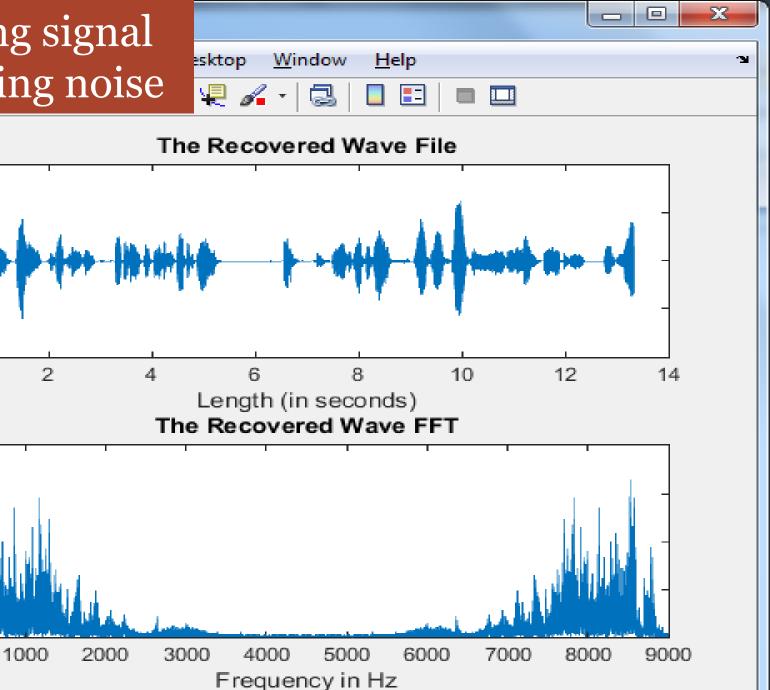
150

100

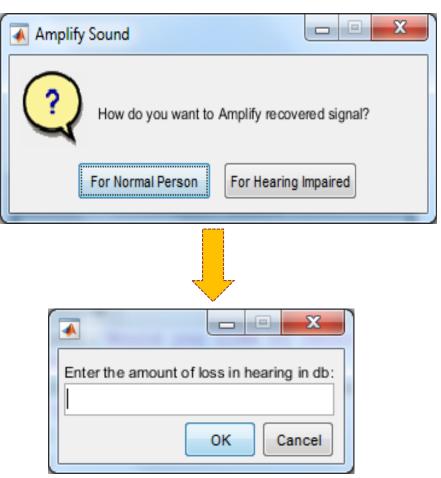
50

Magnitude

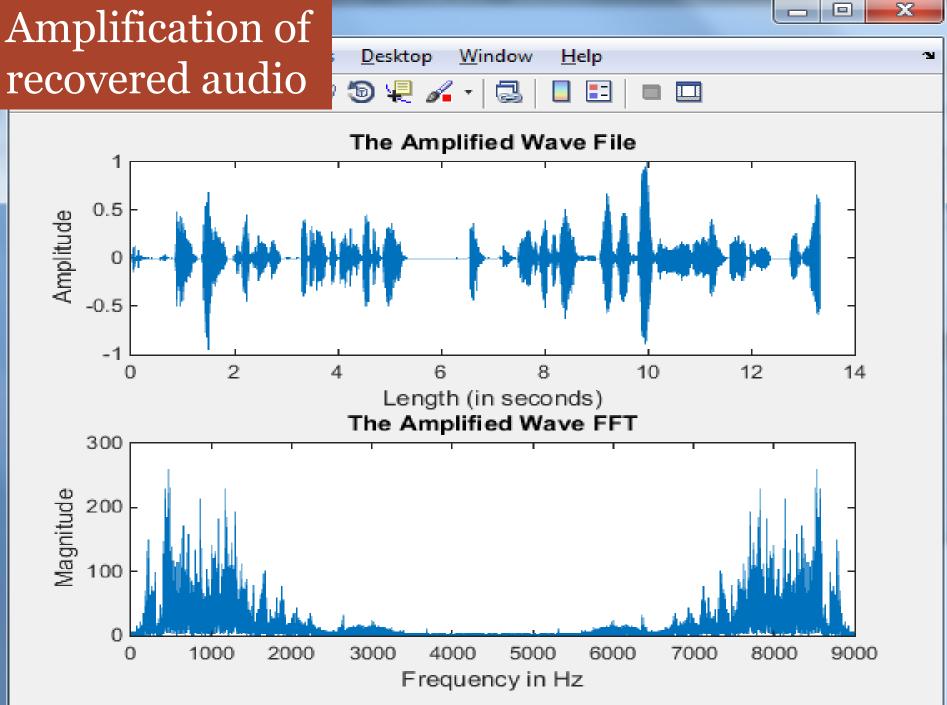
Amplitude





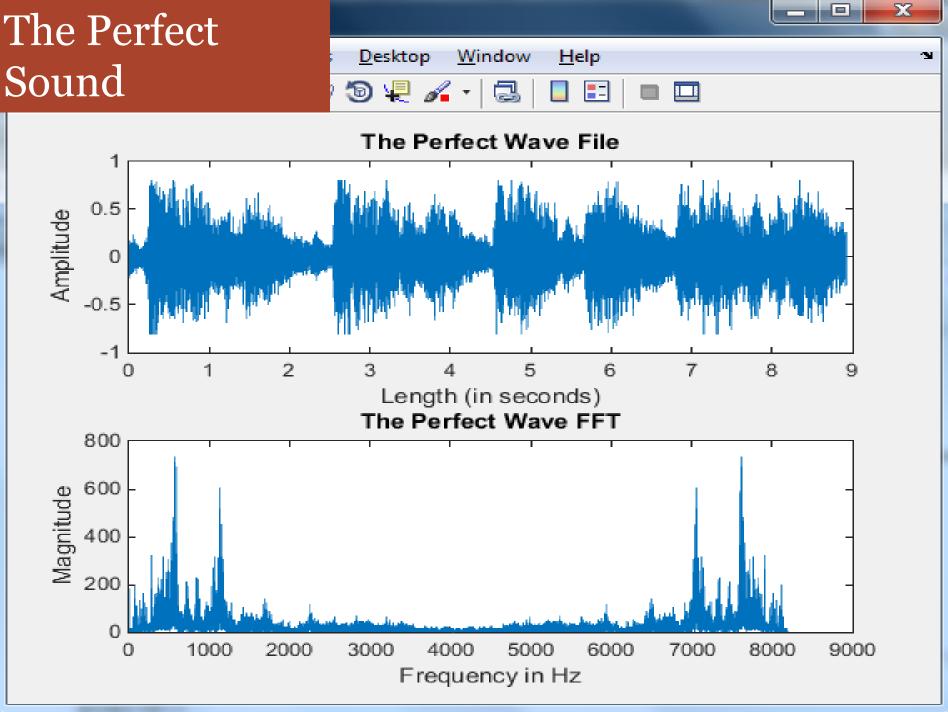


recovered audio

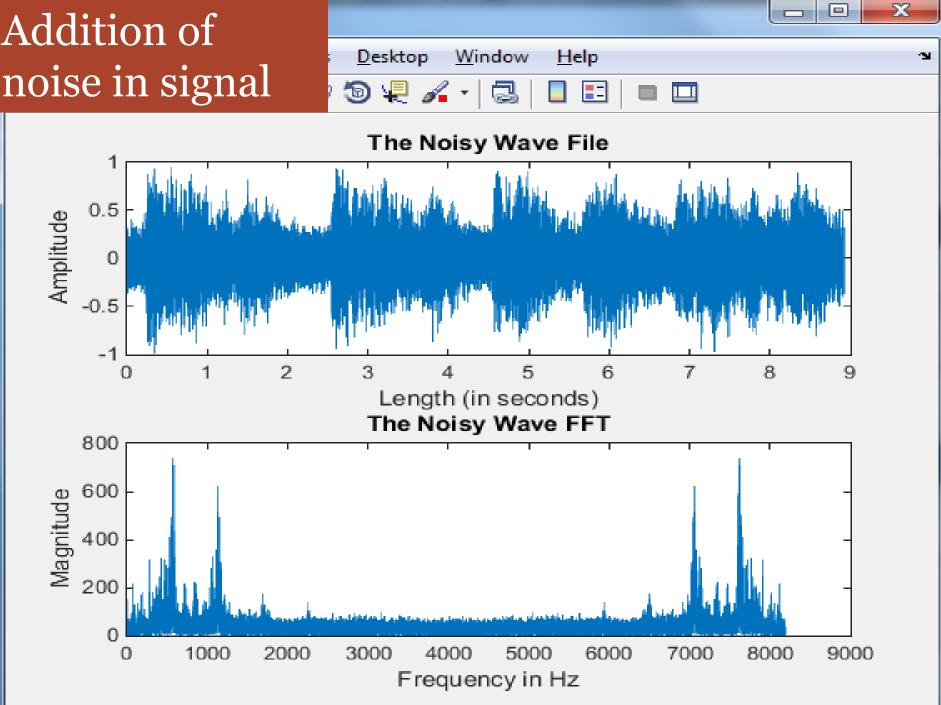


RESPONSES FOR SAMPLE FILE OF MATLAB

The Perfect



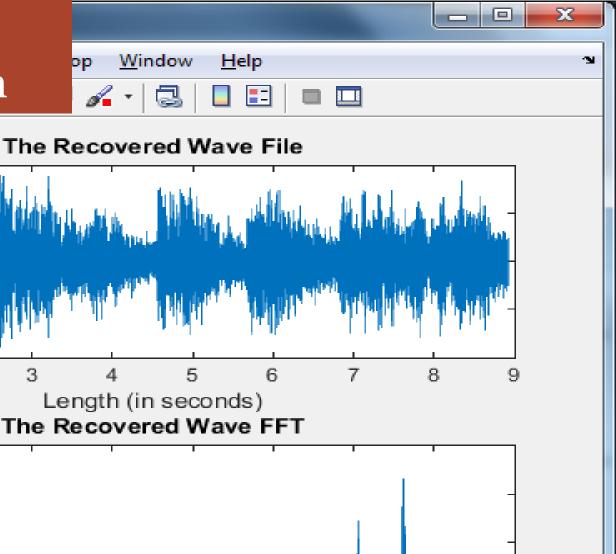
Addition of noise in signal

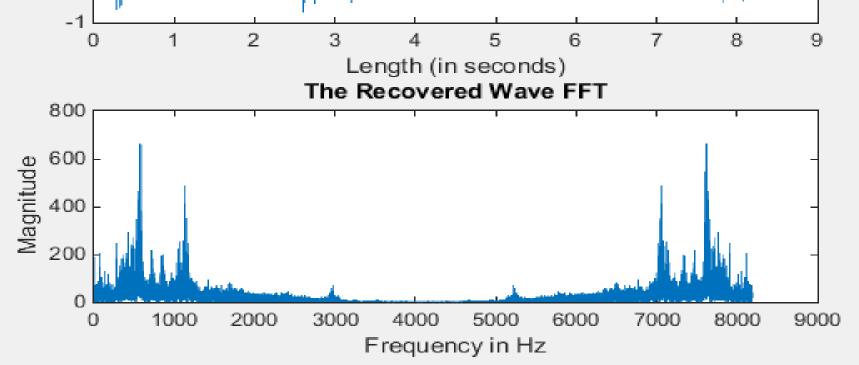


Recovery using wavelet transform

0.5

Amplitude





For normal hearing



