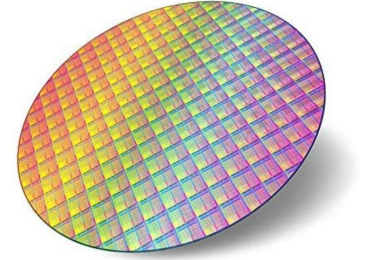
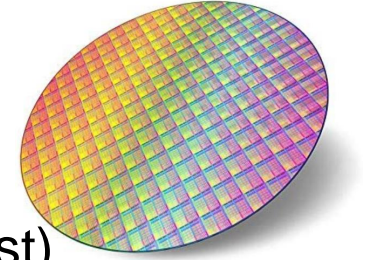


# Audio Chain in a Hearing Instrument



- Oticon
  - WSAudiology
  - GN Hearing
- 
- [hjohansen@gnhearing.com](mailto:hjohansen@gnhearing.com)

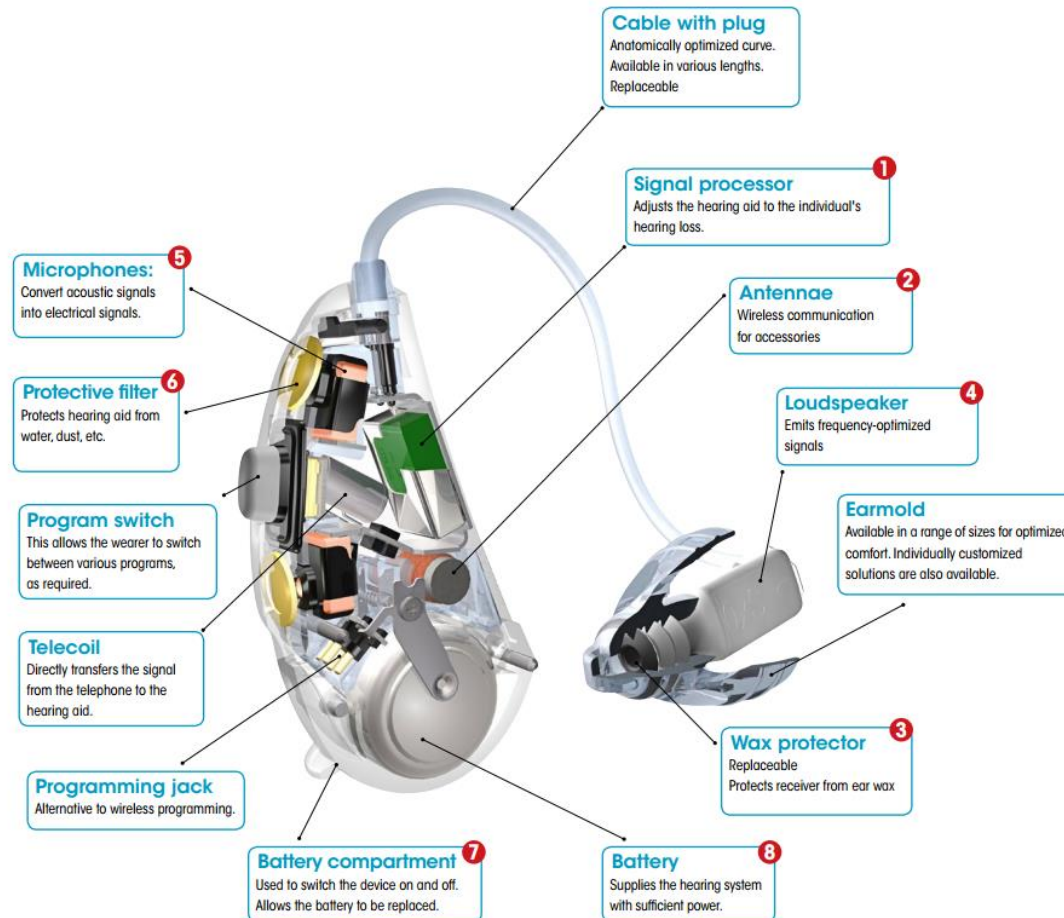
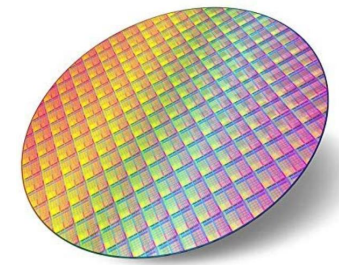
# Audio Requirements



- Audio related requirements to a Hearing Instrument:
  - Bandwidth:  $> 10\text{kHz} \Rightarrow \text{Sample Rate} > 20\text{kHz}$  (according to Nyquist)
  - Dynamic Range:  $> 120\text{dB} \Rightarrow \text{Resolution} > 20\text{bit}$  (6dB per bit)
  - S/N Ratio:  $> 90\text{dB}$
  - Power Supply: 1-2Volts (HiFi: 50-100V)
  
- Other Requirements:
  - Low power consumption (HiFi: No concern), Rechargeable
  - Simple/compact (minimal area)
  - Programmable sound processing, Individual fitting

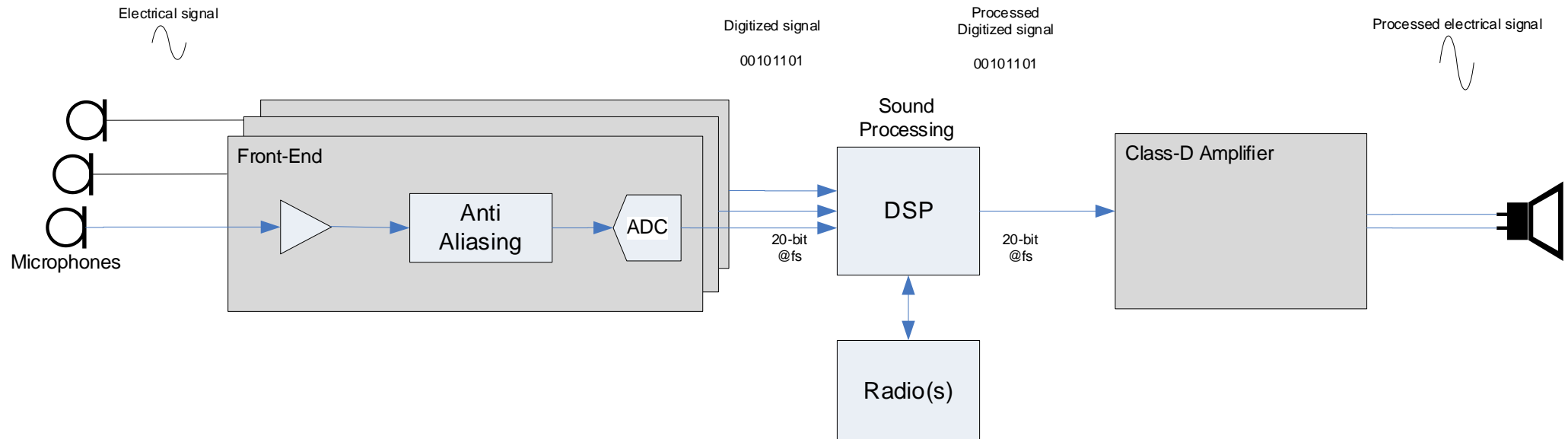
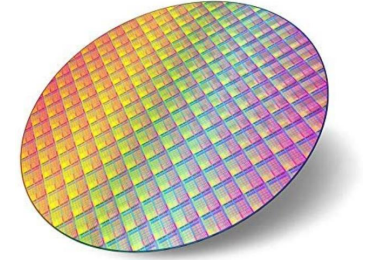
# Hearing Instrument Historical Development

- Mechanical -> Analog -> Digital

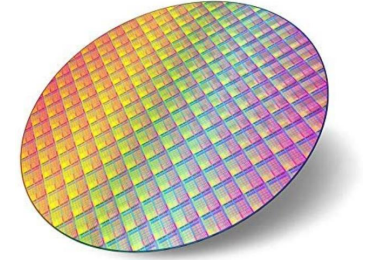


# Digital Hearing Aid

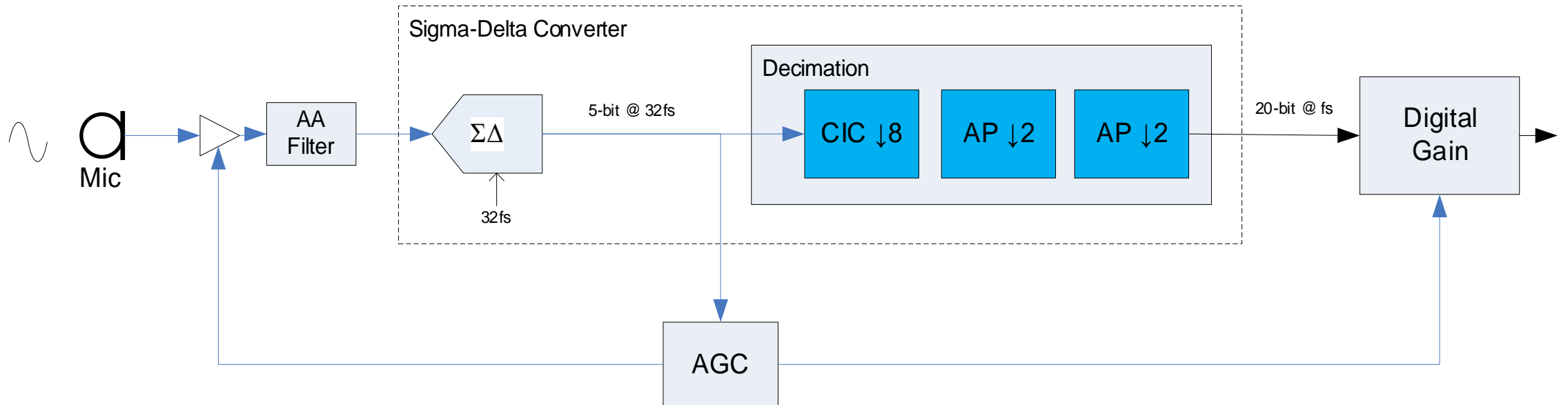
- Low Noise Analog to Digital Front-End
- Programmable sound processing (DSP)
- Wireless radios: Bluetooth (2.4GHz), MI, Telecoil
- Class-D Amplifier
- Multiple input channels (Directionality/Beam-forming, Occlusion)



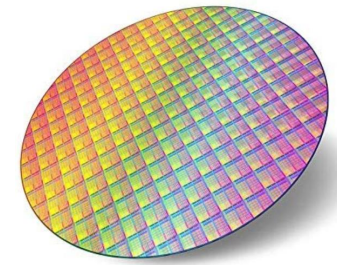
# Front-End



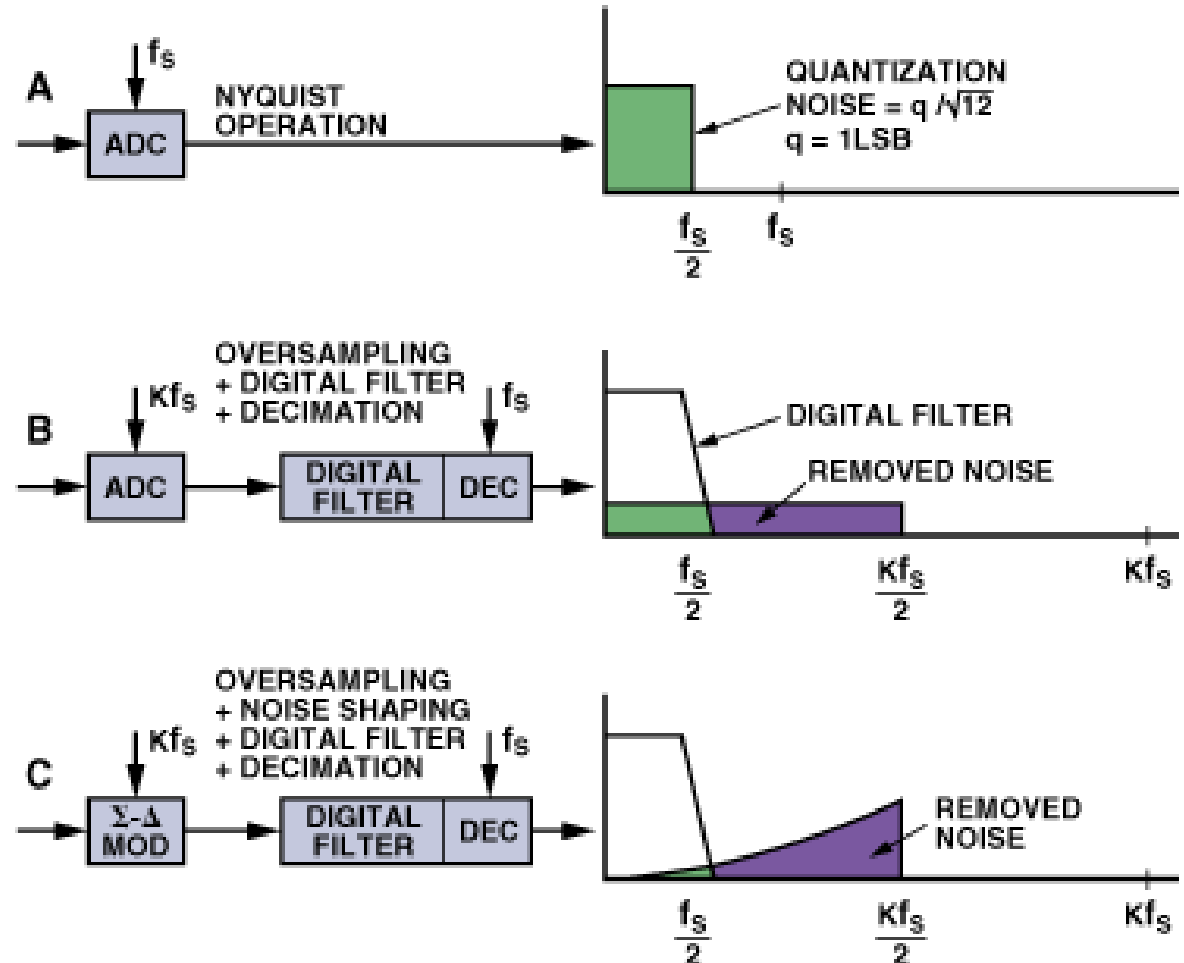
- Sigma-Delta modulation with oversampling:
  - Relaxes Anti-Aliasing filter demands
  - Reduced output resolution (e.g. 5bit) => Quantization noise, but...
  - Clever filtering moves quantization noise outside band of interest
- Decimation filter using sequence of Half-Band filters (CIC + Polyphase AllPass), power efficient
- High Dynamic range requires AGC (Click issues)



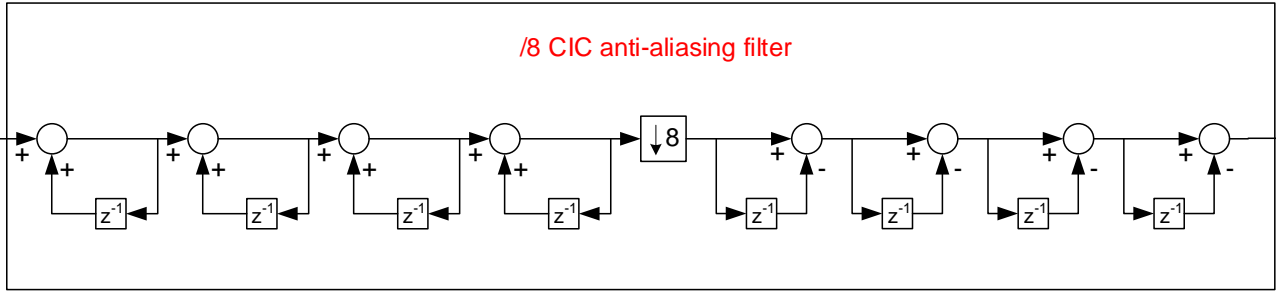
# Why Sigma-Delta Modulation?



- Simple A-to-D conversion: Q-noise spread uniformly over bandwidth
- Sample rate increased by a factor K (OSR). Q-noise outside band is removed by digital filter. For each doubling of K, SNR is reduced by 3dB
- Basic  $\Sigma\Delta$  architecture, quantization noise is shaped

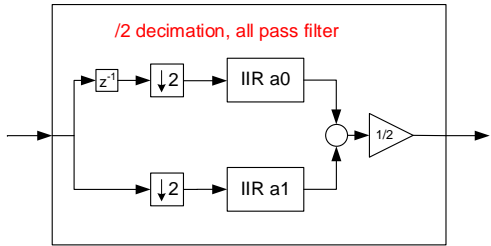


# Decimation Filter



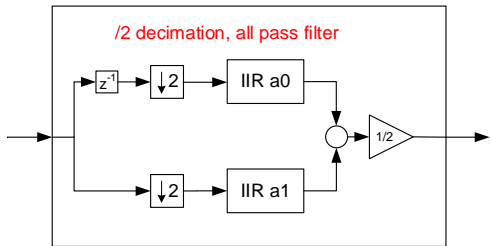
32fs

4fs



4fs

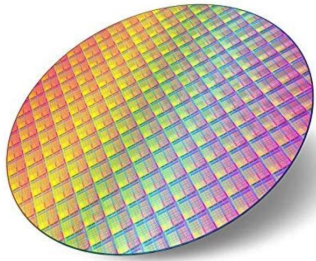
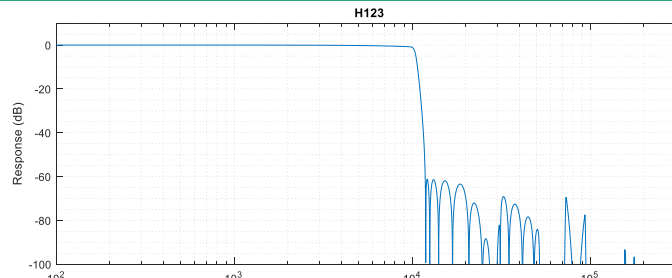
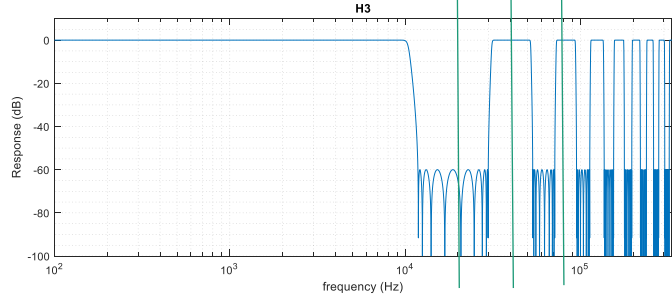
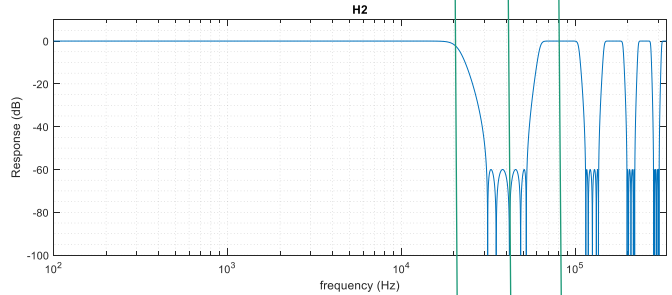
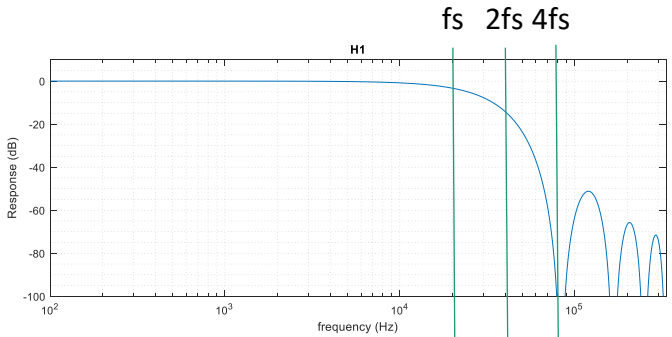
2fs



2fs

fs

Total



↓8

↓2

↓2

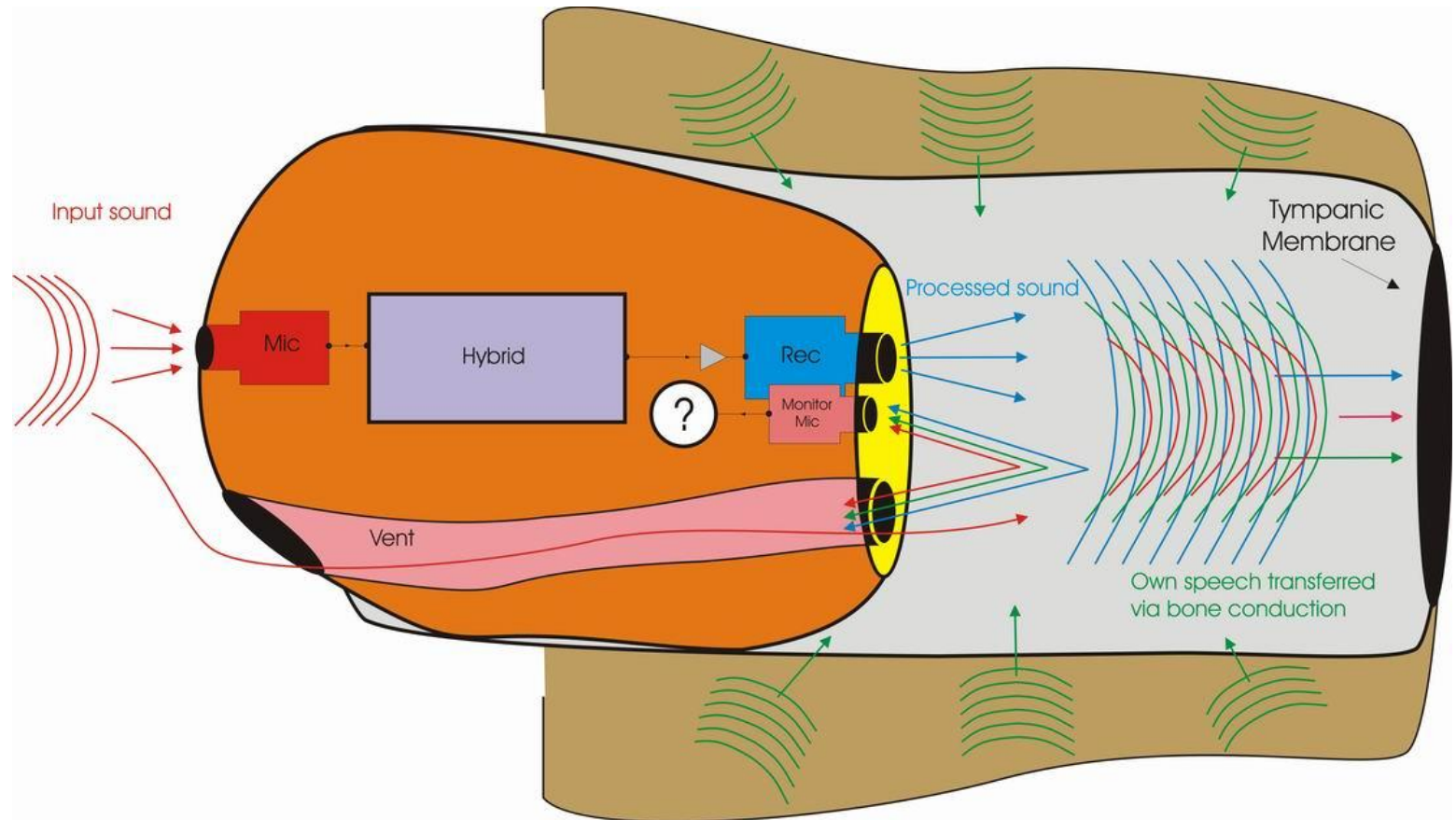
↓32

Observe how multipliers  
are moved to “slow” side  
(Noble Identity)



# Sound Processing

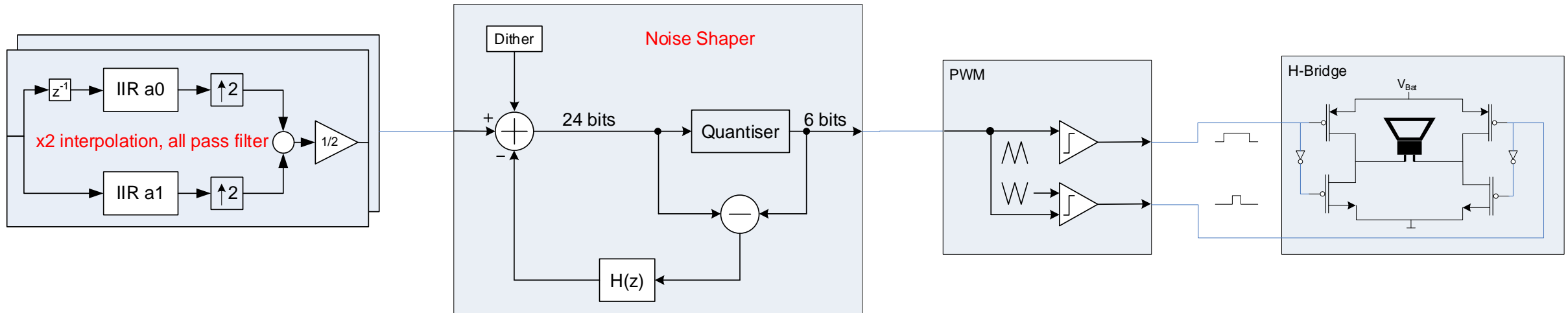
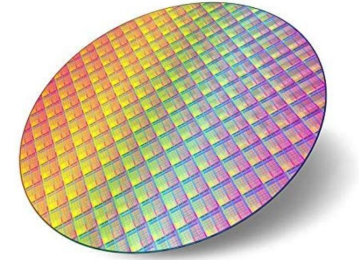
- Filtering
- Compression/Expansion
- Anti-Howl
- Frequency lowering
- Occlusion
- Tinnitus
- Artificial Intelligence





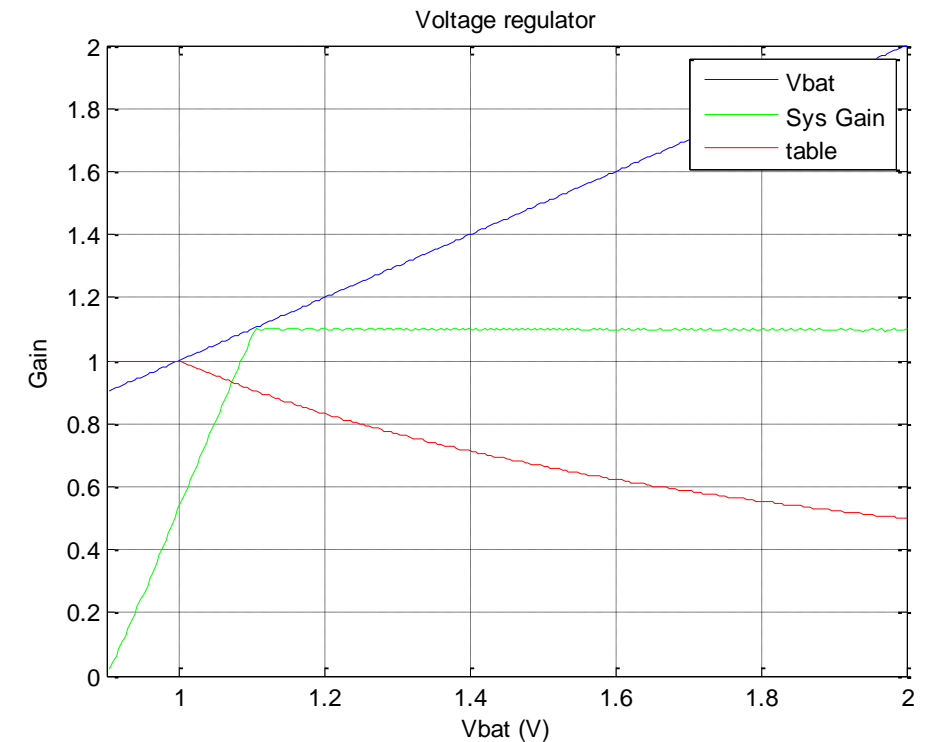
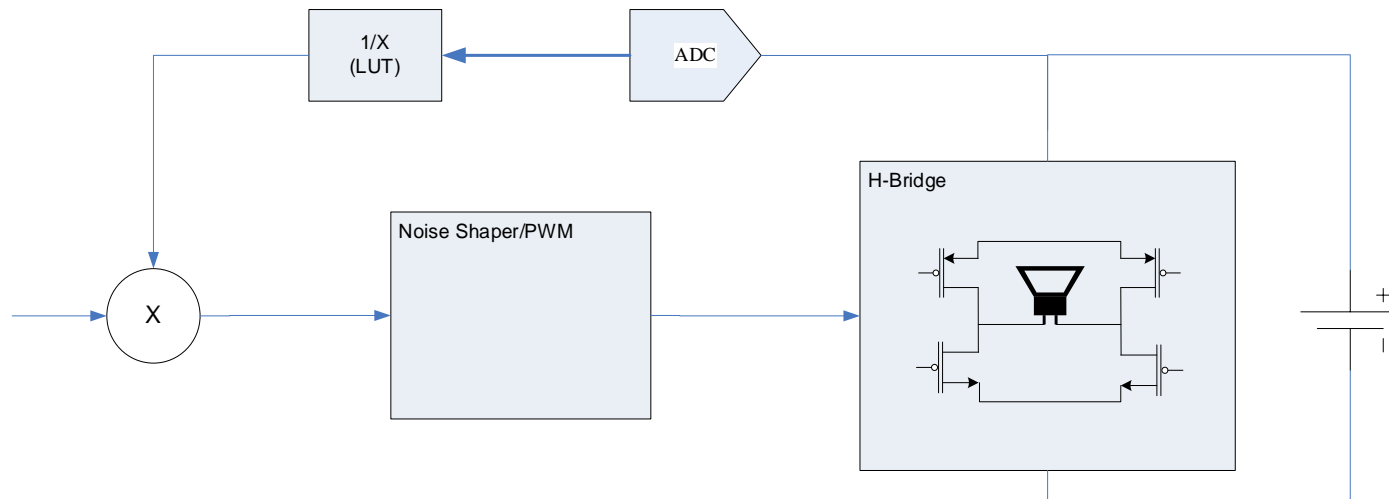
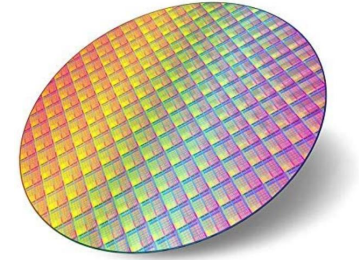
# Class-D Amplifier

- Up-Sampling/Interpolation (similar to decimation)
- Sigma-Delta modulation with Dither addition and Noise Shaping
- PCM->PWM
- H-Bridge (Uses receiver as LowPass filter)



# Vbat Regulator

- Audio output level scales with H-Bridge supply
- Solution: Modulate digital gain with  $1/V_{\text{Bat}}$  (LUT)
- System gain =  $K \cdot V_{\text{bat}} \cdot \text{LUT output}$



# Future Working Areas

## ■ Analog

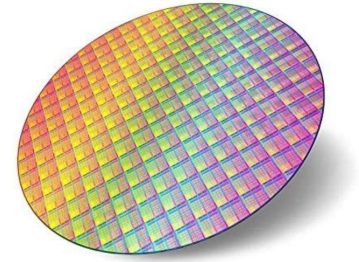
- Low noise amplifiers
- Sigma-Delta converters
- MEMS microphones
- Radios (Bluetooth, MI,...)
- Power Management
- H-Bridge

## ■ Digital

- Matlab/Simulink
- Multiple DSP cores
- Signal Processing
- Multiple receivers
- Power Amp (Class G/H)
- Feedback
- Audio Measurements

## ■ SW

- Algorithms
- Adaptive filters
- Occlusion
- Directionality
- AI



## ■ System Integration

- Layout
- Packing
- Hybrid design
- Rechargeability

Lot's of  
challenges



Lot's of fun



Thank You!

Questions?

