

# Shortest Path Search with Constraints on Surface Models of In-ear Hearing Aids

11th September 2007



Konrad Sickel

Institute for Pattern Recognition (LME)

Friedrich-Alexander-University Erlangen-Nuremberg



# Overview

- 1 Motivation
- 2 Path search algorithm
  - Basic algorithm
  - Volume Measure extension
  - Curvature Measure extension
- 3 Results
- 4 Summary

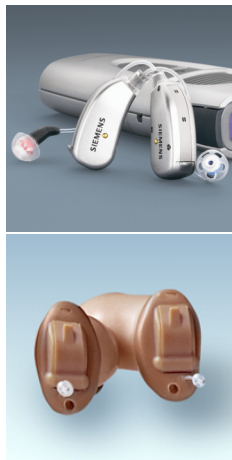


# Overview

- 1 Motivation
- 2 Path search algorithm
  - Basic algorithm
  - Volume Measure extension
  - Curvature Measure extension
- 3 Results
- 4 Summary



# Hearing loss and hearing aids

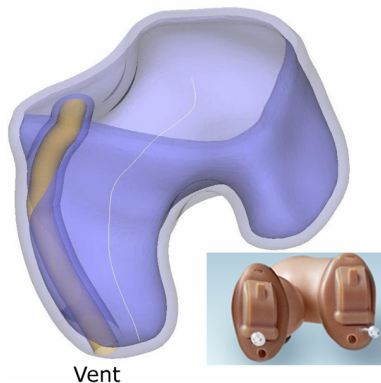


- Approximately 8 percent of the world population suffer from hearing loss ( $\approx$  560 million people)
- Hearing aids can help these people to improve their life quality
- Hearing aids can be categorized into in-the-ear (ITE) and behind-the-ear (BTE) devices
- ITE devices have the advantage to be almost invisible to others
- Disadvantage of ITE devices is that they close the ear and so need a ventilation tube for pressure equalization



# Ventilation tube to improve wearing comfort

- Ventilation tube (vent) allows pressure equalization
- Reduces feedback to the users body functions
- Vent is placed during virtual editing of a scanned ear impression
- Constraints:
  - Short
  - Optimal space usage
  - no sharp bends
  - Fast ( $< 2\text{sec}$ )





# Overview

## 1 Motivation

## 2 Path search algorithm

- Basic algorithm
- Volume Measure extension
- Curvature Measure extension

## 3 Results

## 4 Summary



# Extended Dijkstra's algorithm as basic algorithm

- Shortest path search is a standard problem in computational geometry → large number of algorithms
- Due to the time requirement approximate algorithms are preferred
- Dijkstra's algorithm was chosen, because:
  - Fast  $O(n \ln n)$
  - Can handle non-convex data
  - Object function can be modified easily
- Disadvantage of Dijkstra's algorithm: quality or path length depends on the mesh granularity
- Solution: Selective Refinement of Kanai & Suzuki<sup>1</sup>

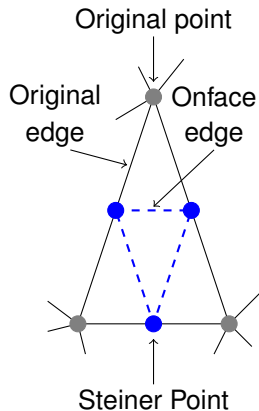
---

<sup>1</sup>T. Kanai and H. Suzuki. Approximate shortest path on a polyhedral surface and its applications. *In GMP '00: Proceedings of the Geometric Modeling and Processing 2000*, page 241 – 250, 2000. IEEE Computer Society



# Selective Refinement

- Refinement:
  - Introduces so-called Steiner Points into the mesh
  - Allows the path to go across mesh triangle
- Selective:
  - Iterative selection of the mesh content
  - First run complete mesh is used
  - Following runs only the path and its neighbors are used
  - Allows fast computation despite the introduction of new points and edges

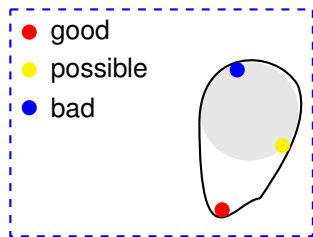
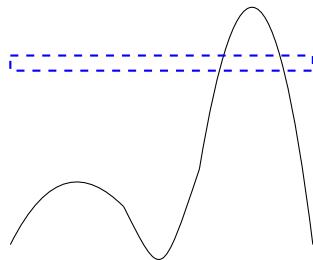






# Volume Measure extension

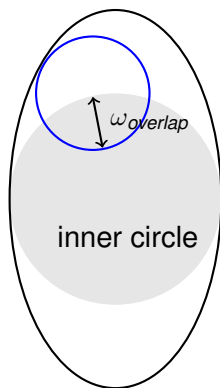
- Motivation: Space inside an ITE is small and valuable
- Electric components like receiver and battery needs space
- Vent shall use space which is not or less valuable





# Formulation of the Volume Measure

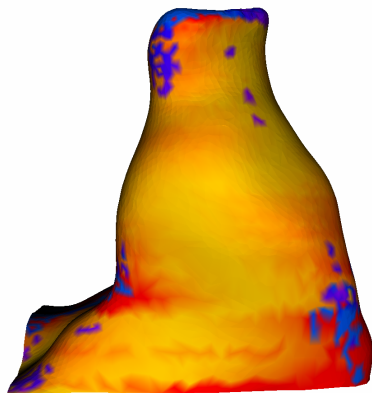
- Dijkstra's algorithm depends only on the Euclidean edge length  $\omega_E$
- VM is used as an additional weight  $\omega_{VM}$
- VM is composed out of two parts:
  - Possibility to place a vent –  $\omega_{poss}$
  - Overlapping distance of inner circle and vent –  $\omega_{overlap}$
  - $\omega_{VM} = \omega_{poss} + \omega_{overlap}$





# Formulation of the Volume Measure

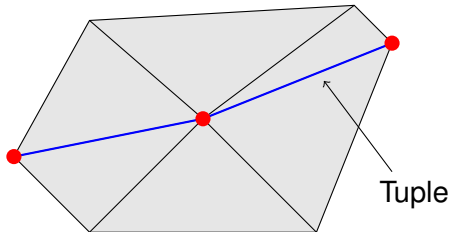
- Combine Euclidean length and Volume Measure into a new object function  $f$
- $f_{i,j} = \omega_{E,i,j} + \beta \cdot \omega_{VM,j}$
- $\beta \in \mathbb{R}^+$ , control variable





# Curvature Measure

- Motivation: Sharp bends worsen the functionality of the vent
- Penalize sharp bends / kinks on the path
- Extending of the algorithm to work on tuples
- Every tuple has as an additional weight – its enclosed angle  $\varphi$



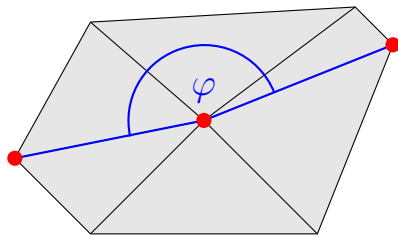
Disadvantage:  
1 vertex with  $n$  neighbors  
results in  $n(n - 1)/2$  tuples



# Formulation of the Curvature Measure

- CM is similarly to VM used as an additional weight in the object function  $f$

- $\omega_{CM,j} = |180 - \varphi_j|$



- $f_{i,j} = \omega_{E,i,j} + \beta \cdot \omega_{VM,j} + \delta \cdot \omega_{CM,j}$
- $\delta \in \mathbb{R}^+$ , control variable



# Overview

- 1 Motivation
- 2 Path search algorithm
  - Basic algorithm
  - Volume Measure extension
  - Curvature Measure extension
- 3 Results**
- 4 Summary



# Experimental results

Algorithm combination	Path length	VM costs $c_{VM}$	VM costs $c_{CM}$	Runtime
DA, SR	0.83	36.5	5.7	0.4sec
DA, SR, VM	0.84	22.6	8.2	1.4sec
DA, SR, CM	0.93	46.5	4.0	86.1sec
DA, SR, VM, CM	0.92	37.5	3.9	86.5sec

**Table:** Mesh size 6000 vertices,  $\beta = 5$  and  $\delta = 0.005$ .

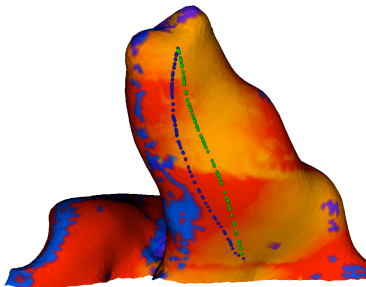
$$c_{VM} = \sum_{i=0}^P \omega_{VM,i}$$

$$c_{CM} = \sum_{i=0}^P \omega_{E,i} \cdot \omega_{CM,i}$$

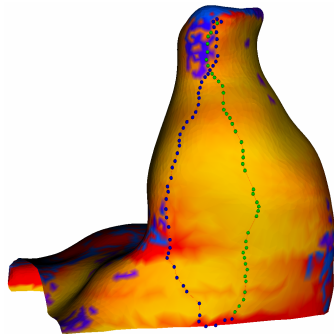
Results were evaluated by experts as superior in comparison with the standard shortest path algorithm.



# Experimental results



Comparison of DA, SR  
(green) and DA, SR, VM  
(blue)



Comparison of DA, SR, VM,  
CM (green) and DA, SR, CM  
(blue)





# Overview

- 1 Motivation
- 2 Path search algorithm
  - Basic algorithm
  - Volume Measure extension
  - Curvature Measure extension
- 3 Results
- 4 Summary**



# Summary

- New shortest path algorithm, which is well adapted for the requirements of the vent placement
- Basis: Dijkstra's algorithm and Selective Refinement
- Volume Measure: optimizes space usage
- Curvature Measure: prevents sharp bends
- Evaluated by experts: superior to simple shortest path solution