

SUPPLEMENTARY INFORMATION

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Swept Along: Measuring Otoacoustic Emissions Using Continuously Varying Stimuli

Christopher A. Shera

Auditory Research Center

Caruso Department of Otolaryngology and Department of Physics & Astronomy
University of Southern California, Los Angeles, California, USA
apg.mechanicsofhearing.org; christopher.shera@usc.edu

Caption for the Lorenz Attractor Video (Online Resource 2)

The supplemental video and its soundtrack¹ were created by solving the coupled system of Lorenz equations [1],

$$\frac{d}{dt} \begin{bmatrix} x \\ y \\ z \end{bmatrix} = \begin{bmatrix} \sigma(y - x) \\ x(\rho - z) - y \\ xy - \beta z \end{bmatrix}, \quad (1)$$

using standard parameters ($\{\sigma, \rho, \beta\} = \{10, 28, 8/3\}$) and initial conditions ($\{x, y, z\}_0 = \{20, 5, -5\}$). The equations were solved numerically using the Runge-Kutta method [2] (implemented as `ode23` in MATLAB) on the time interval $[0, 36]$ s using a sampling rate of 16 kHz. The instantaneous frequency trajectories, $f_1(t)$ and $f_2(t)$, were obtained from the solutions $x(t)$ and $z(t)$ using the equations

$$\begin{bmatrix} f_1(t) \\ f_2(t) \end{bmatrix} = f_0 \begin{bmatrix} 2^{x(t)/30} \\ \frac{5}{2} 2^{[z(t)-25]/30} \end{bmatrix}, \quad (2)$$

with $f_0 = 600$ Hz. Finally, the stimulus waveforms were computed as

$$\begin{bmatrix} s_1(t) \\ s_2(t) \end{bmatrix} = \sin \left(2\pi \int_0^t \begin{bmatrix} f_1(t') \\ f_2(t') \end{bmatrix} dt' \right). \quad (3)$$

The two waveforms were subsequently summed, tapered at onset and offset, and sped up by a factor of 3 for monaural playback. The video is therefore $36/3 = 12$ s in duration when played at the sampling rate of $3 \cdot 16 = 48$ kHz.

Caption for the Lissajous Audio File (Online Resource 3)

The supplemental audio file was created by first defining the following functions

$$f_{\text{DP}}(t) = f_{\text{DP}_1} \left(\frac{f_{\text{DP}_2}}{f_{\text{DP}_1}} \right)^{\Lambda(2\pi N_{\text{DP}} t/T)}, \quad (4)$$

and

$$r(t) = r_1 \left(\frac{r_2}{r_1} \right)^{\Lambda(2\pi N_r t/T)}. \quad (5)$$

In these equations, the parameters $f_{\text{DP}_{\{1,2\}}}$ represent the desired minimum and maximum values, respectively, of the DP frequency, $f_{\text{DP}} = 2f_1 - f_2$. Similarly, the parameters $r_{\{1,2\}}$ represent the desired range of primary frequency ratios, $r = f_2/f_1$. The parameters N_{DP} and N_r specify the desired number of complete Lissajous “orbits” traversed during the time T , where T is the total stimulus duration. The function $\Lambda(t)$ represents a sawtooth waveform in sine phase with range $[0, 1]$ and period 2π . For example,

$$\Lambda(t) = \frac{1}{2} \left\{ 1 + \frac{2}{\pi} \sin^{-1}[\sin(t - \pi/2)] \right\}. \quad (6)$$

¹The supplemental video and audio files can also be found on the Auditory Physics Group website:

- apg.mechanicsofhearing.org/downloads/sounds/Swept-Along-Lorenz.mp4
- apg.mechanicsofhearing.org/downloads/sounds/Swept-Along-Lissajous.mp4

With these definitions, the instantaneous frequencies $f_1(t)$ and $f_2(t)$ were obtained using the equations

$$f_2(t) = \frac{f_{\text{DP}}(t)}{2/r(t) - 1}, \quad (7)$$

and

$$f_1(t) = f_2(t)/r(t). \quad (8)$$

The stimulus signals were then computed as

$$\begin{bmatrix} s_1(t) \\ s_2(t) \end{bmatrix} = \sin \left(2\pi \int_0^t \begin{bmatrix} f_1(t') \\ f_2(t') \end{bmatrix} dt' \right). \quad (9)$$

The two stimulus signals were subsequently sampled at 48 kHz using the parameters $f_{\text{DP}\{1,2\}} = \{0.5, 2\}$ kHz, $r_{\{1,2\}} = \{1, 4\}$, $N_{\text{DP}} = 5$, $N_r = 9.5$, and $T = 20$ s. With these parameters, the equivalent instantaneous sweep rate is ± 1 oct/s at the DP frequency. Finally, the resulting waveforms were summed for monoaural playback and tapered at onset and offset.

References

- [1] Lorenz EM (1963) Deterministic nonperiodic flow. *J Atmos Sci* 20:130–141
- [2] Forsythe GE, Malcolm MA, Moler CB (1977) *Computer Methods for Mathematical Computations*. Prentice Hall: Englewood Cliffs, New Jersey