





### Theories

- Place Principle
   traveling wave
   tonotopic organization
- Frequency Principle
   □ refractory period limitation
   □ volley principle

## Which theory is correct?

- Both?
- Place Principle (500 20,000Hz)
- Frequency Principle (< 4,000Hz)</p>

### **Music Perception**

- height perceived pitch
- chroma identity within octave







## Speech Recognition

computers

5.B

- □ filtering signal from noise
- □ sloppy pronounciation
- □accents
- □gender
- □age
- $\Box \, \text{speed}$
- how far have we come?
  - □Friends, Romans, countryman, lend me your ears □Friends, Romans, countryman, linear years

## Units of Speech

- sentence?
- Ietter?

**1** - 10

- phoneme?
  - □ shortest segment of speech that if changed, changes the meaning of a word □/b/, /i/, /t/
  - □approx. 47 in English

# Analyzing Speech

- patterns of pressure changes
- shape of vocal tract
- articulators tongue, lips, jaw, teeth, soft palate
- two main types of phonemes □vowels and consonants

### Vowels

- vibrations of vocal chords
- shape of vocal tract > different resonant frequencies



### Vowels

**.** . . .

- vibrations of vocal chords
- shape of vocal tract > different resonant frequencies
- frequency peaks called formants
- first formant lowest frequency, etc.

### Consonants

- formant transitions
- rapid shifts in frequency preceding or following formants

# Oscillogram

Pressure

≪ॐ स्वत्रे ते व

# Pitch Analysis

- fundamental (dominant) frequency (f<sub>0</sub>)
- Males : 80 -200Hz
- Females: 150-350Hz



2	
Spectrum	
e (dB)	
mplitud	
< <	
	Frequency (Hz)









# Segmentation Problem

how do we segment sound into words?
□look for breaks in sound stimulus?









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### Coarticulation

- when we say the word "happy"
- before you say anything tongue has moved into position to make the "a" sound
- "h" will sound a little like an "a"
- while saying "a" closing lips for "pp"
- spreads out vowel and consonant information to aid understanding
- allows us to communicate at a rate of about 5 syllables/second



### Acoustic-Phonetic Invariance

there must be some constant set of acoustic features associated with each perceived phoneme

## **Categorical Perception**

- creates two categories of sounds from a wide range of acoustic signals
- Voice Onset Time (VOT) /da/ (17 ms) vs. /ta/ (91 ms) □ phonemic boundary 35-40 ms







### **Multimodal Information**

- McGurk effect
  - □ information from visual domain is integrated with information from auditory domain to assist speech perception

## **Top-Down Influences**

- Read the following sentences: M\*R\* H\*D \* L\*TTL\* L\*MB I\*S FL\*\*C\* W\*S WH\*T\* \*S SN\*W
  - S\*M\* W\*\*DS \*R\* EA\*I\*R T\* U\*D\*R\*T\*N\* T\*A\* \*T\*E\*S

## Meaning and Segmentation

What do you hear?

### Meaning and Phoneme Perception

- What do you hear?
- phonemic restoration effect
- "There was time to \*ave...
- rave? save? wave? shave?

# Knowledge of Language

- if things are hard to make out (noise, accents) meaningful grammatical sentences >
- non-meaningful grammatical sentences > ungrammatical strings of words
  - non-permissible word structures (e.g., TQN)

## Theories of Speech Perception

 passive (data-driven) vs. active (conceptually-driven)

- passive feature detectors/template matching (Pandemonium-like models)
- active cohort theory passive used to establish cohort, fit with meaning, etc. used to eliminate possibilities

□ trace theory – nodes activate all nodes connected higher and lower in network