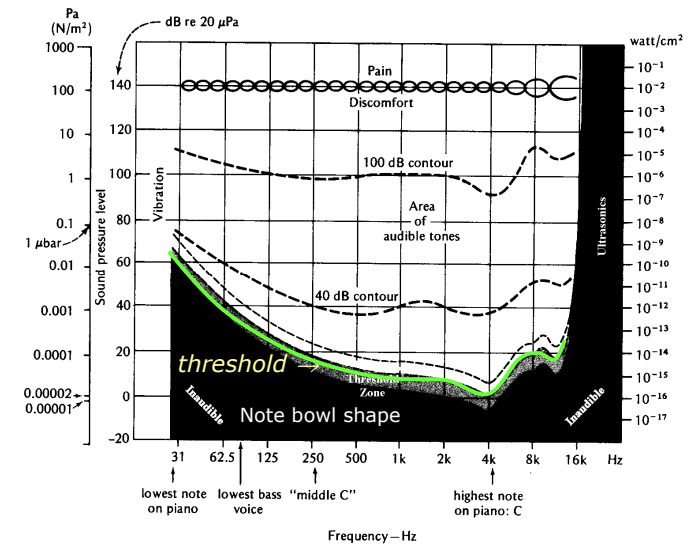


## Loudness and the perception of intensity

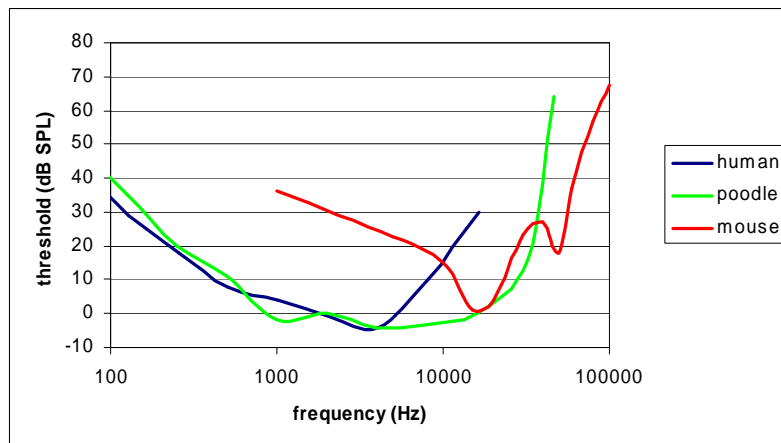
1

## Loudness



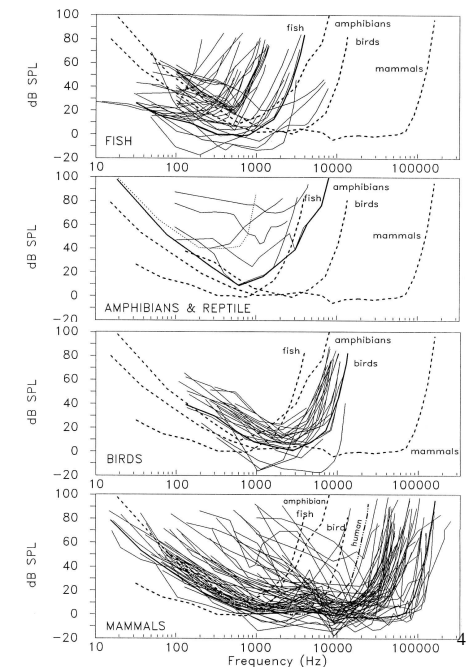
2

## Thresholds for different mammals



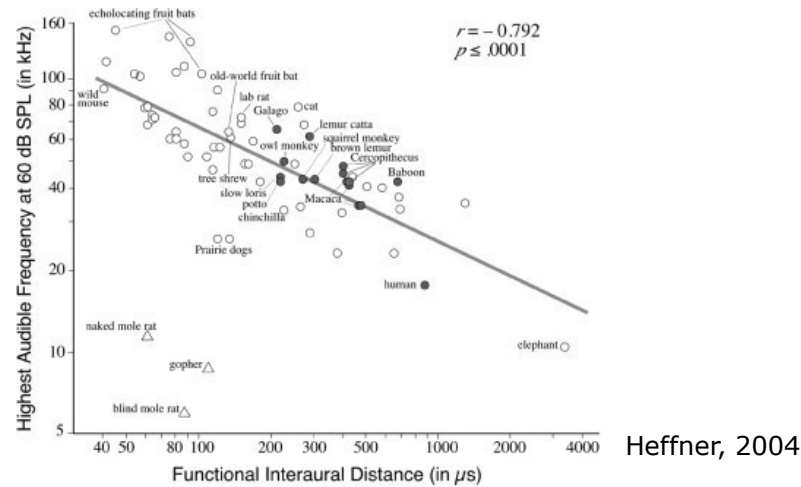
3

Mammals  
excel in  
hearing high  
frequencies



4

## Highest audible frequency correlates with head size in mammals



5

## Sivian & White (1933) JASA



6

## Sivian & White 1933

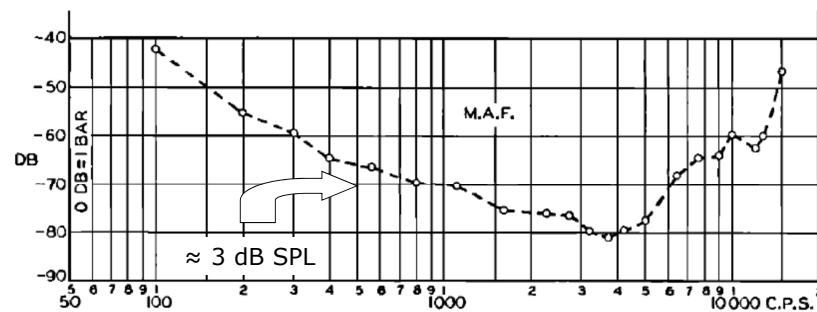


FIG. 3. Monaural M.A.F., group A.

7

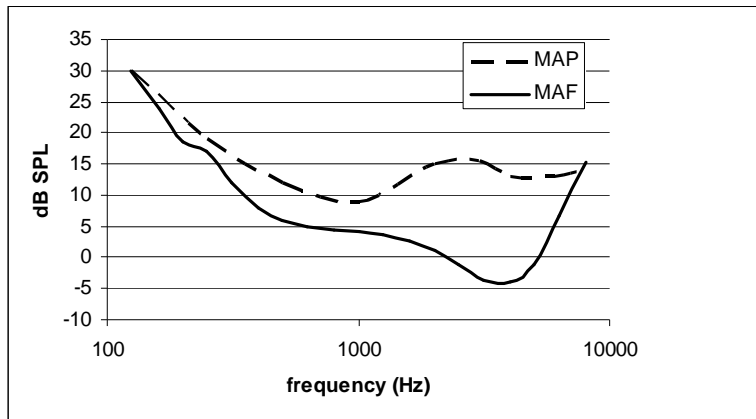
## Two ways to define a threshold

- minimum audible field (MAF)
  - in terms of the intensity of the sound field in which the observer's head is placed
- minimum audible pressure (MAP)
  - in terms of the pressure amplitude at the observer's ear drum
- MAF includes effect of head, pinna & ear canal

8

## MAP vs. MAF

### Accounting for the difference



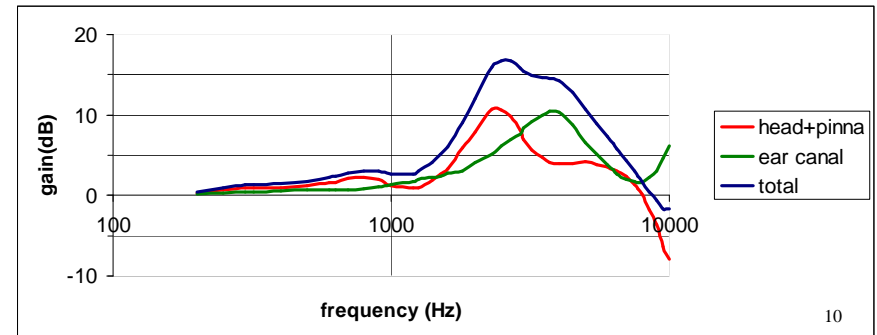
9

## Frequency responses for:

ear-canal entrance  
free-field pressure

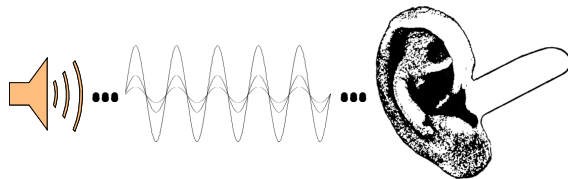
near the ear drum  
ear-canal entrance

Total Effect:  
near the ear drum  
free-field pressure



10

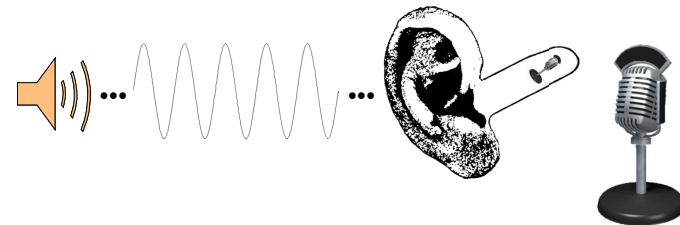
Determine a threshold for a 2-kHz sinusoid using a loudspeaker



11

Now measure the sound level

at ear canal (MAP):  
15 dB SPL

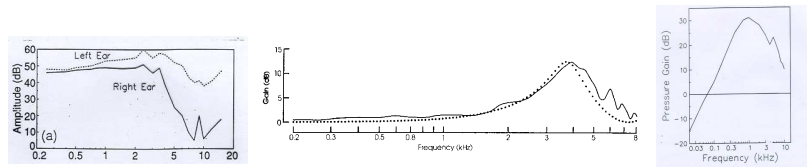


at head position without  
head (MAF): 0 dB SPL

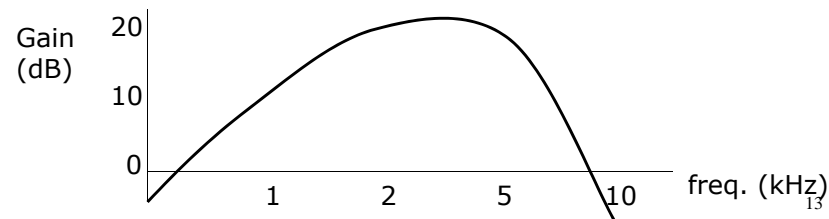
12

# Accounting for the 'bowl'

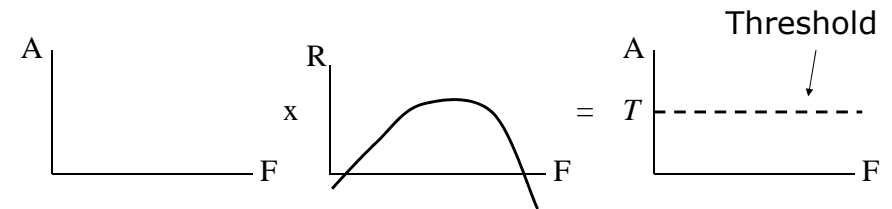
Combine head+pinna+canal+middle ear



## Overall



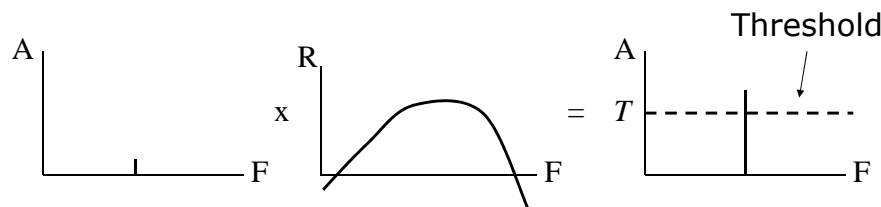
# Detection of sinusoids in cochlea



- How big a sinusoid do we have to put into our system for it to be detectable above some threshold?
- Main assumption: once cochlear pressure reaches a particular value, the basilar membrane moves sufficiently to make the nerves fire.

14

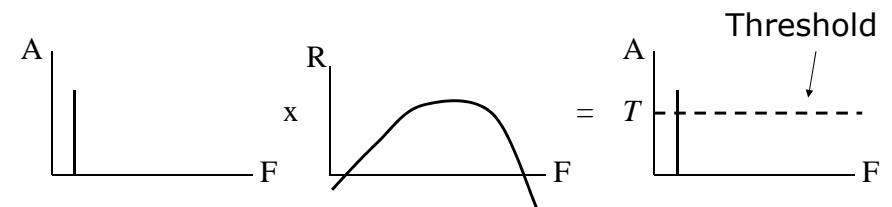
# Detection of sinusoids in cochlea



- A mid frequency sinusoid can be quite small because the outer and middle ears amplify the sound

15

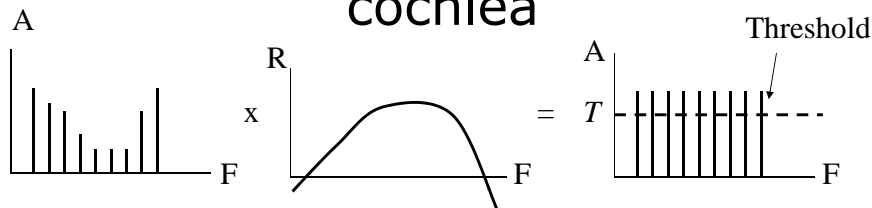
# Detection of sinusoids in cochlea



- A low frequency (or high frequency) sinusoid needs to be larger because the outer and middle ears do not amplify those frequencies so much

16

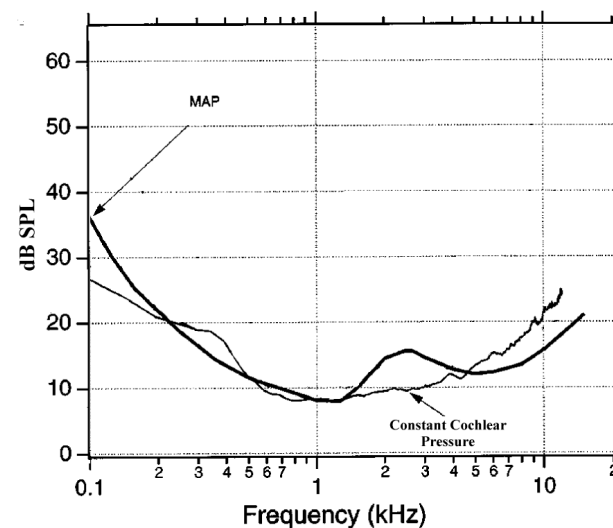
## Detection of sinusoids in cochlea



- So, if the shape of the threshold curve is strongly affected by the efficiency of energy transfer into the cochlea ...
- The threshold curve should look like this response turned upside-down: like a bowl.

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## Use MAP, and ignore contribution of head and ear canal

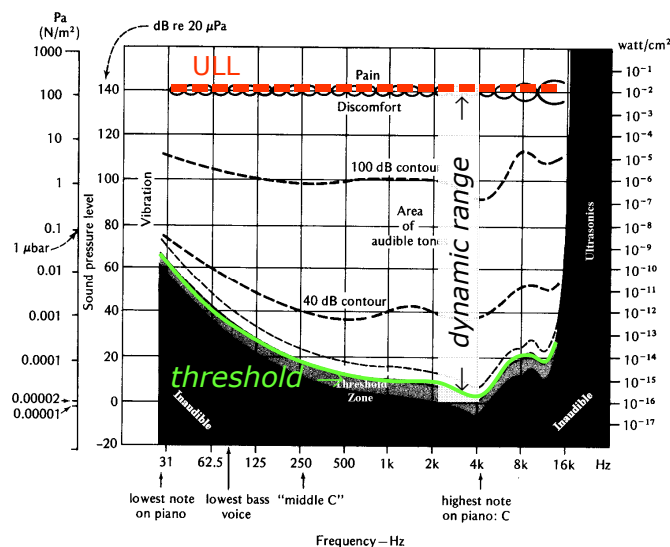


Much of the shape of the threshold curve can be accounted for by the efficiency of energy transfer into the cochlea

(from Puria, Peake & Rosowski, 1997)

18

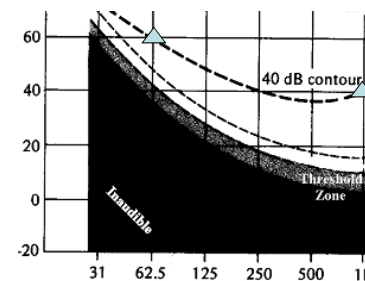
## Loudness of supra-threshold sinusoids



19

## The Phon scale of loudness

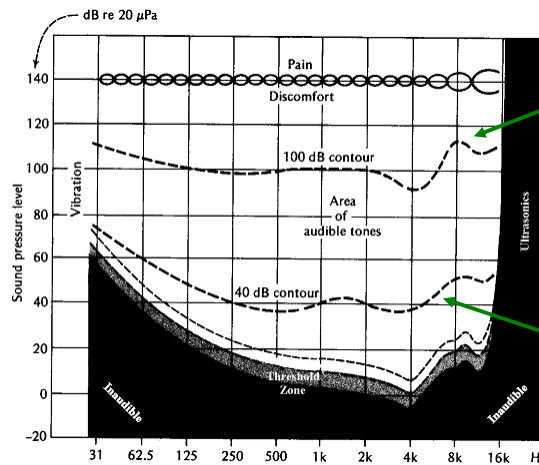
- "A sound has a loudness of X phons if it is equally as loud as a sinewave of X dB SPL at 1kHz"



e.g. A 62.5Hz sinusoid at 60dB SPL has a loudness of 40 phons, because it is equally as loud as a 40dB SPL sinusoid at 1kHz

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## Equal loudness contours

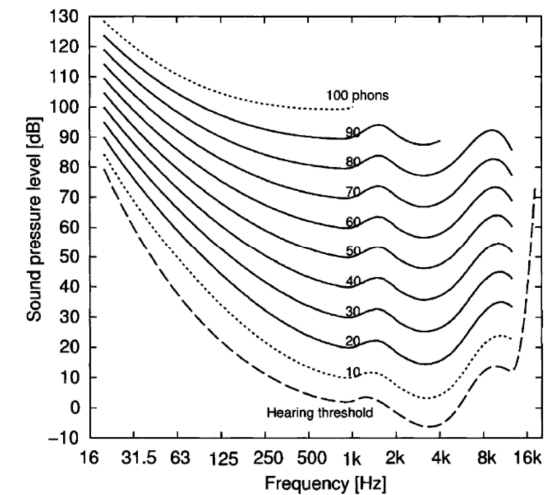


Contour of tones equal in loudness to 100 dB SPL sinusoid @ 1kHz

Contour of tones equal in loudness to 40 dB SPL sinusoid @ 1kHz

21

## Contemporary equal loudness contours

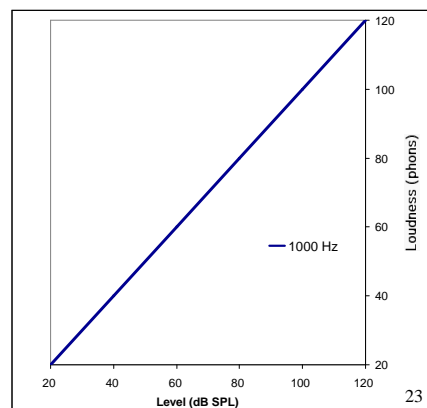


From Suzuki & Takeshima (2004) JASA

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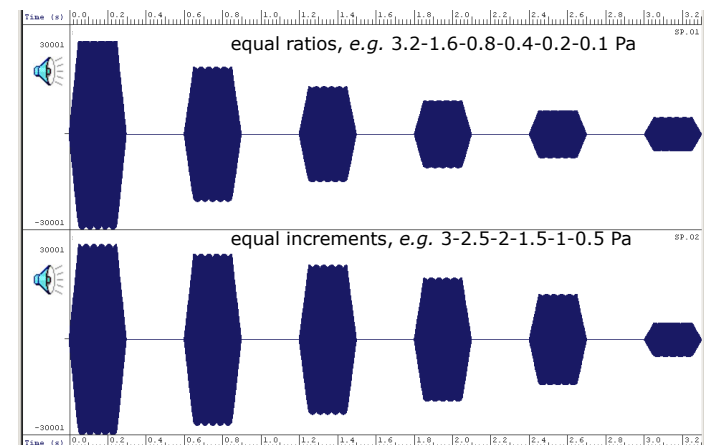
So now we can specify the loudness of sounds in terms of the level of a 1 kHz tone ...

but how loud is a 1kHz tone at, say, 40 dB SPL?



23

Perceived loudness is (roughly) logarithmically related to pressure



24

## Direct scaling procedures: Magnitude Estimation

- Here's a standard sound whose loudness is '100'
- Here's another sound
  - If it sounds twice as loud, call it 200
  - If it sounds half as loud call it 50
- In short - assign numbers according to a **ratio** scale

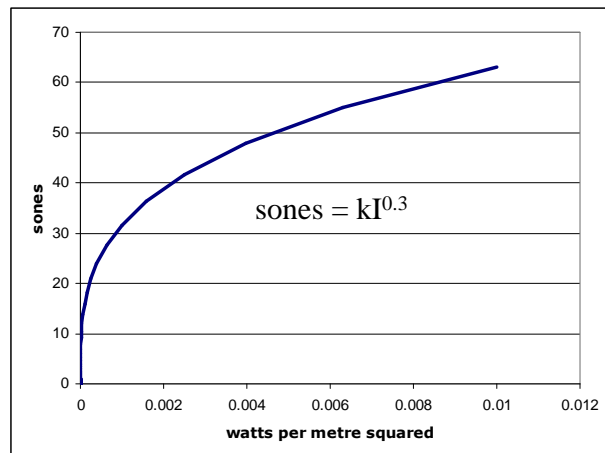
25

## Alternatives to magnitude estimation

- Magnitude production
  - Here's a sound whose loudness we'll call 100
  - Adjust the sound until its loudness is 400
- Cross-modality matching
  - Adjust this light until it as bright as the sound is loud

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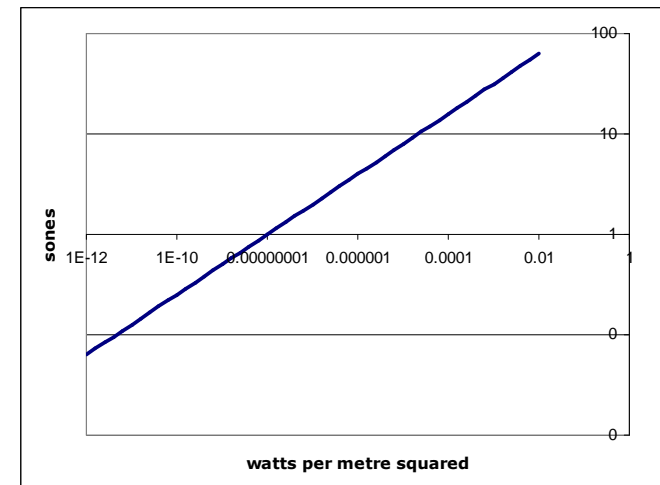
## Magnitude estimates are well fit by power functions



a strongly *compressive* function

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## ... which are linear on log-log scales



28

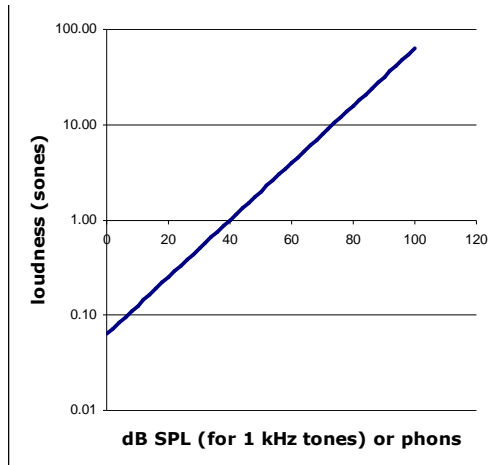
... so also on log-dB scales

1 sone = 40 phon  
(by definition)

a 10 dB increase  
in level gives a  
doubling in  
loudness

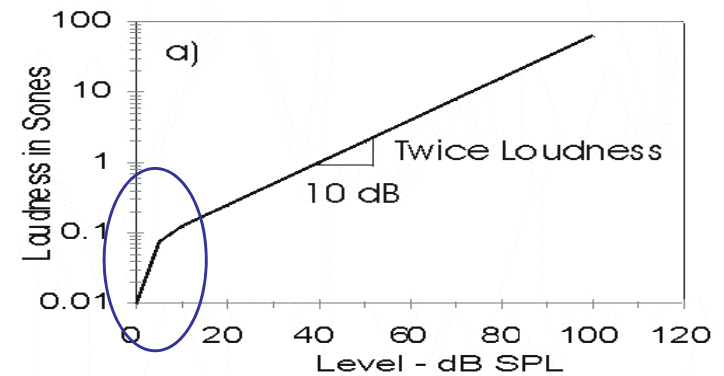
What's the slope  
in dB terms?

Reminiscent of ?



29

Strict power law not quite right

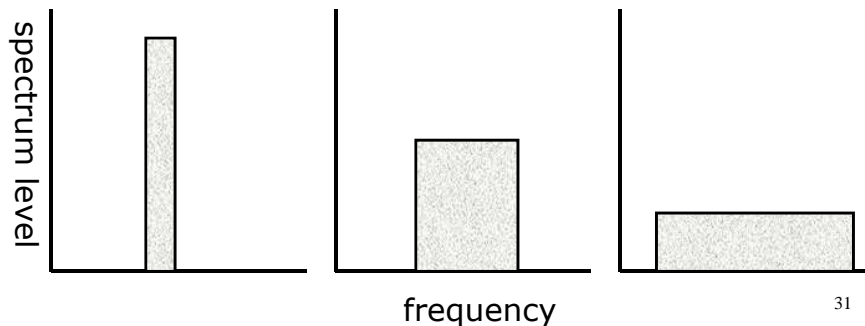


from Yost (2007)

30

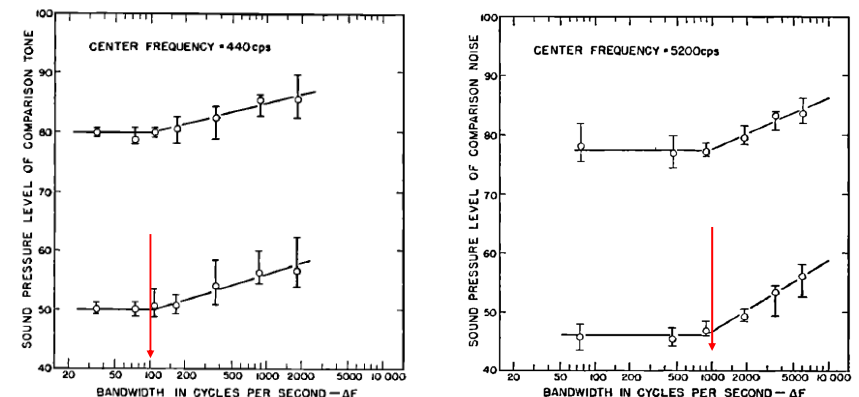
How does loudness for noises  
depend on bandwidth?

Vary bandwidth of noise keeping total  
rms level constant



31

Loudness for noise depends on  
bandwidth



from Zwicker, Flottorp & Stevens (1957) JASA

32

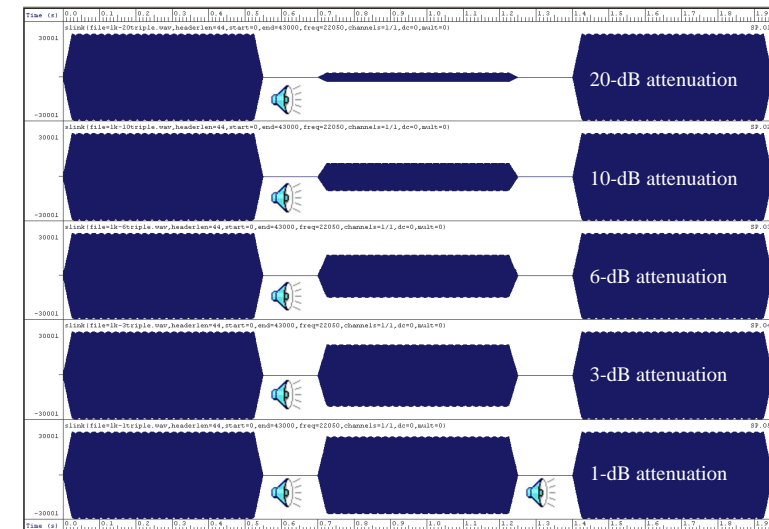


## Discrimination of changes in intensity

- Typically done as adaptive forced-choice task
- Two steady-state tones or noises, differing only in intensity
- Which tone is louder?
- People can, in ideal circumstances, distinguish sounds different by  $\approx 1$ -2 dB.

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## Changes in intensity



Across level, the jnd is, roughly speaking, a constant *proportion*, not a constant *amount*.

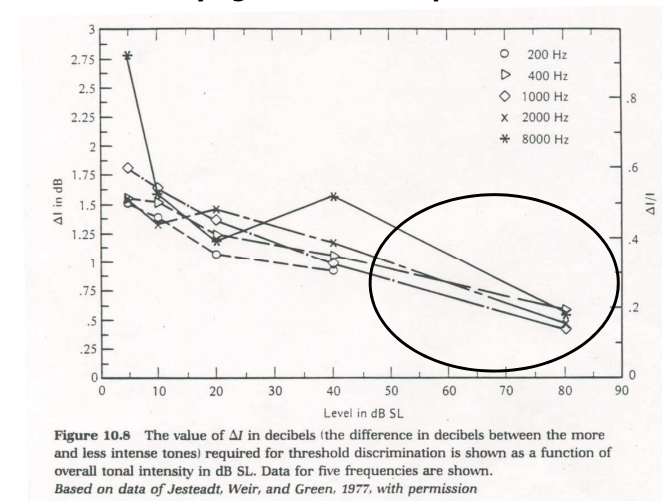
34

## Weber's Law

- Let  $\Delta p$  be the minimal detectable change in pressure, or *just noticeable difference* (jnd)
- Weber's Law: the jnd is a constant proportion of the stimulus value  
 $\Delta p = k \times P$  where  $k$  is a constant  
 $\Delta p/P = k$
- Like money!
- Also a constant in terms of dB

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## The near miss to Weber's Law in intensity jnds for pure tones

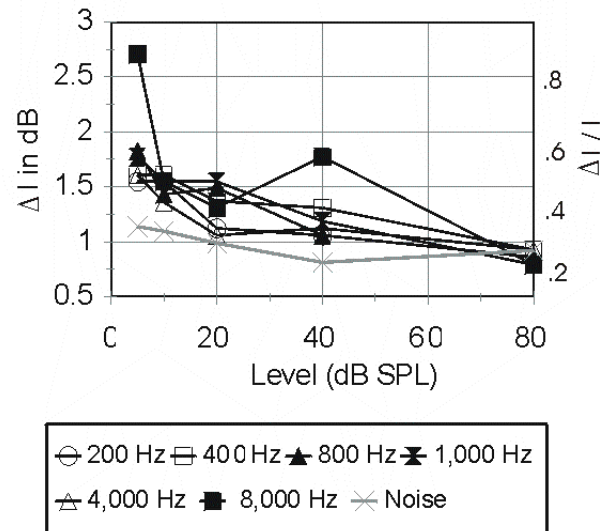


From Yost & Nielsen (1985)

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## Intensity jnds

- For pure tones, the jnd for intensity decreases with increasing intensity (the near miss to Weber's Law)
- For wide-band noises, Weber's Law (pretty much) holds
- Probably to do with *spread of excitation* –  
– See Plack *The Sense of Hearing* Ch 6.3

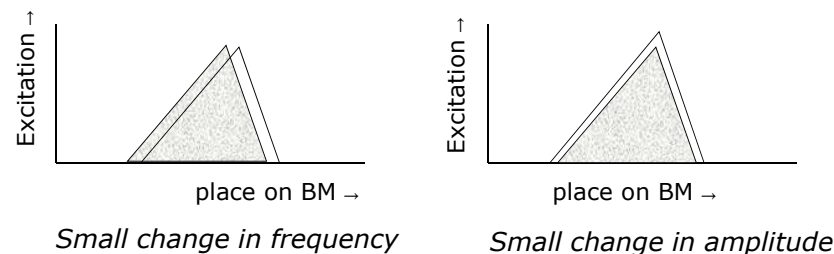


jnds for  
noise  
don't  
miss

from Yost (2007)

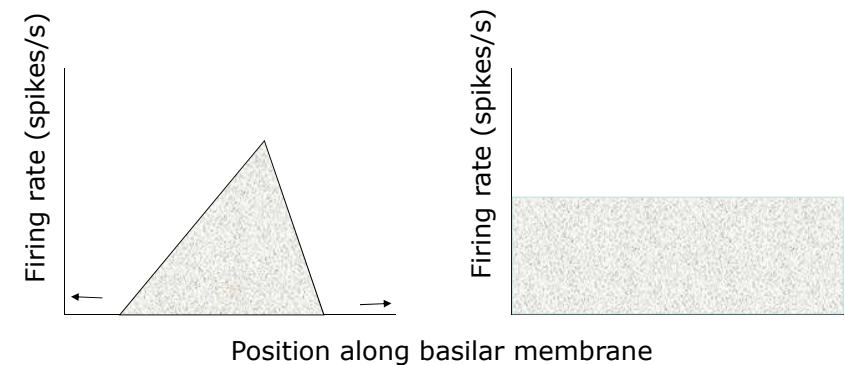
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## Excitation Pattern models



- Sounds are perceivably different if excitation pattern is different by 1dB at some point (Zwicker)

## Excitation patterns for a tone and broadband noise



bands of noise do not 'spread' along the BM as intensity increases