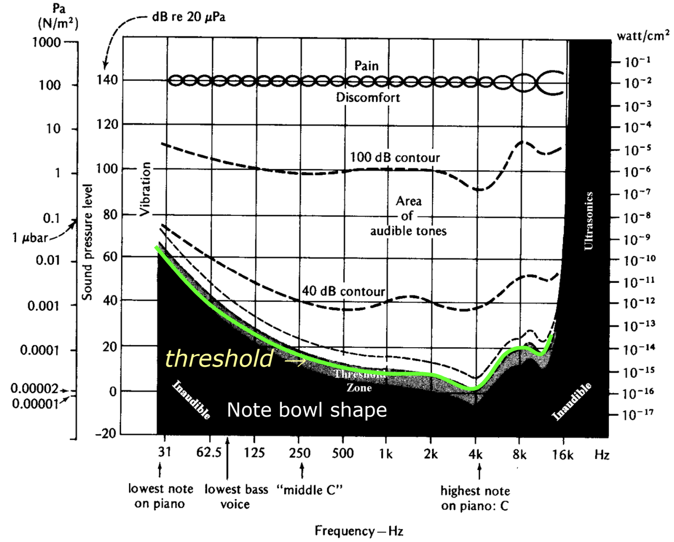
Loudness and the perception of intensity

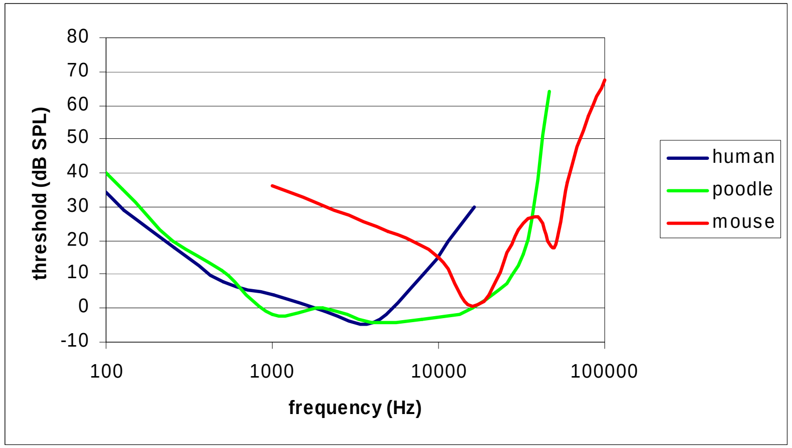
1

Loudness



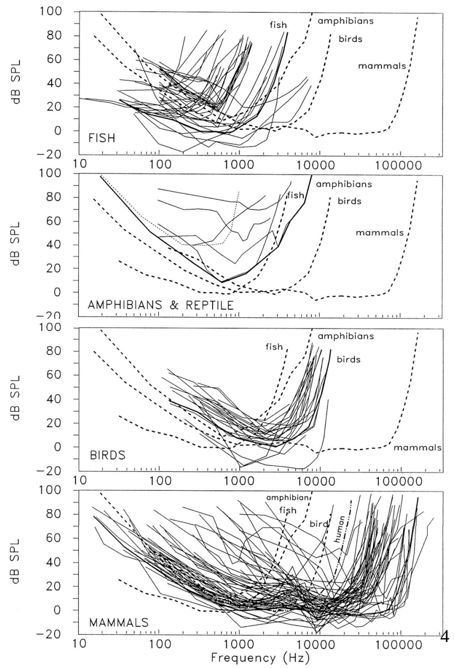
2

Thresholds for different mammals



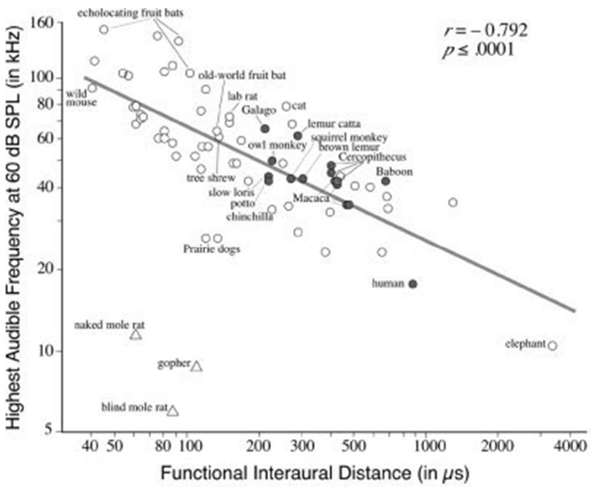
3

Mammals excel in hearing high frequencies



4

Highest audible frequency correlates with head size in mammals



Heffner, 2004

Sivian & White (1933) JASA

Sivian & White 1933

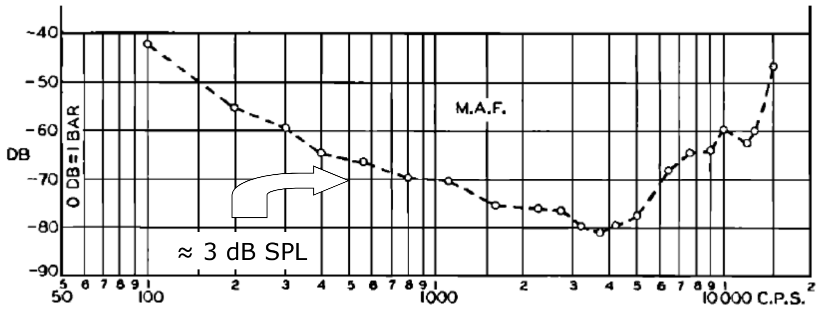
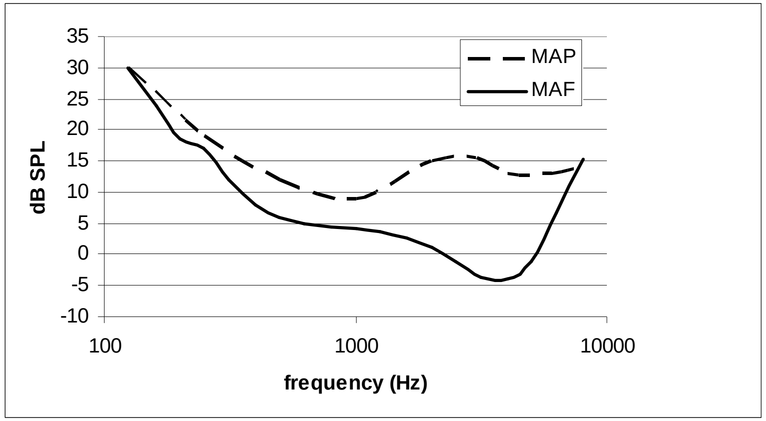


FIG. 3. *Monaural M.A.F., group A.*

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

MAP vs. MAF
Accounting for the difference

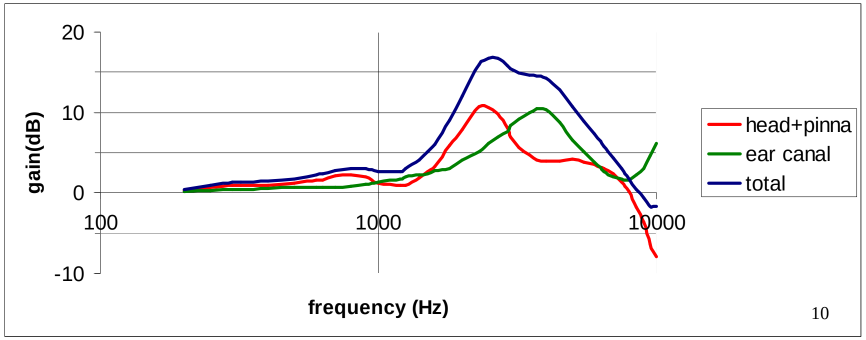


Frequency responses for:

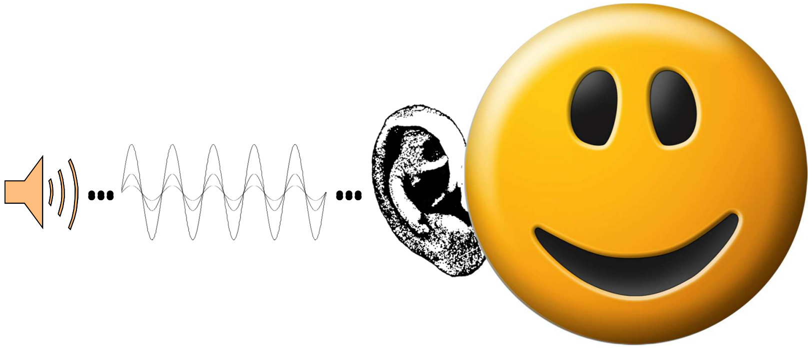
ear-canal entrance / free-field pressure

near the ear drum / ear-canal entrance

Total Effect:
near the ear drum / free-field pressure

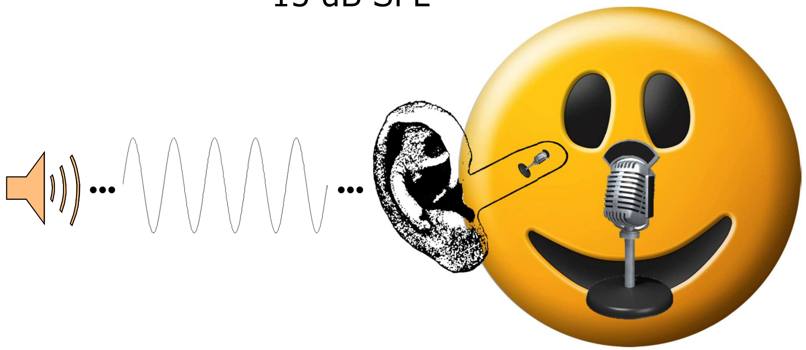


Determine a threshold for a 2-kHz sinusoid using a loudspeaker



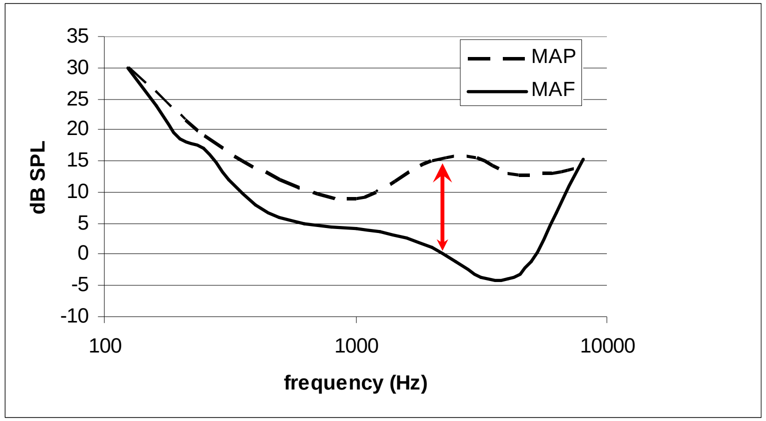
Now measure the sound level

at ear canal (MAP):
15 dB SPL



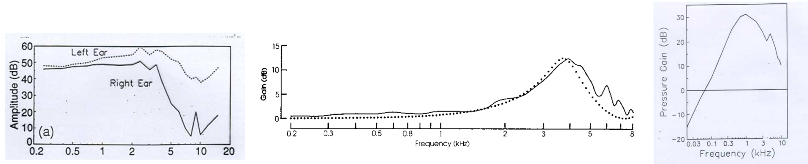
at head position without head (MAF): 0 dB SPL

Accounting for MAP/MAF difference

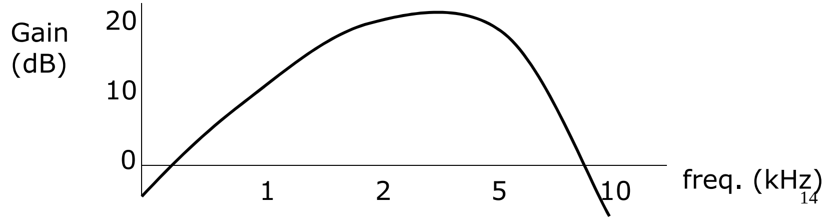


Accounting for the 'bowl'

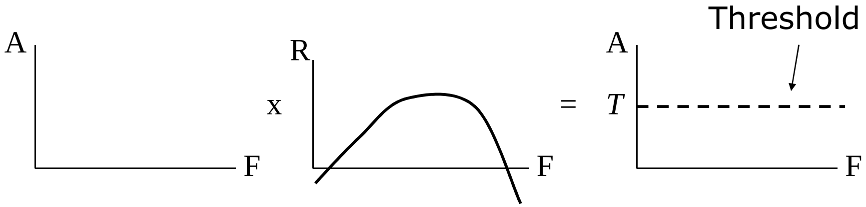
Combine head+pinna+canal+middle ear



Overall

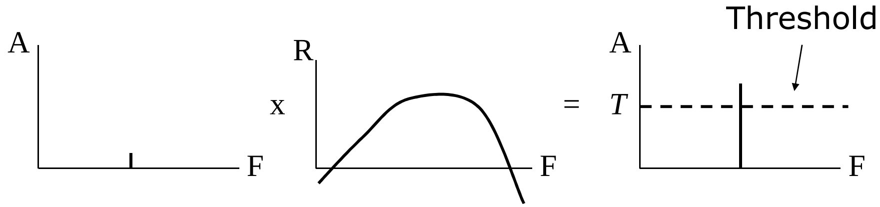


Detection of sinusoids in cochlea



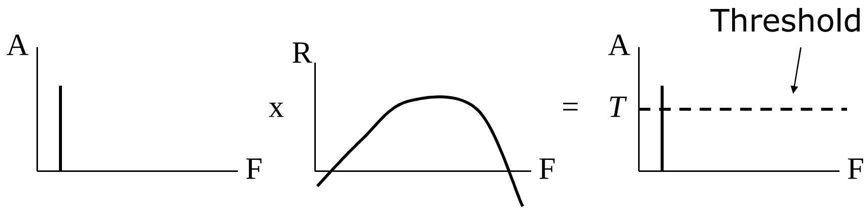
- How big a sinusoid do we have to put into our system for it to be detectable above some threshold?
- Main assumption: once cochlear pressure reaches a particular value, the basilar membrane moves sufficiently to make the nerves fire.

Detection of sinusoids in cochlea



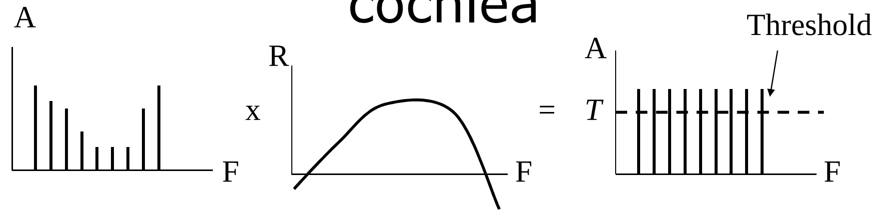
- A mid frequency sinusoid can be quite small because the outer and middle ears amplify the sound

Detection of sinusoids in cochlea



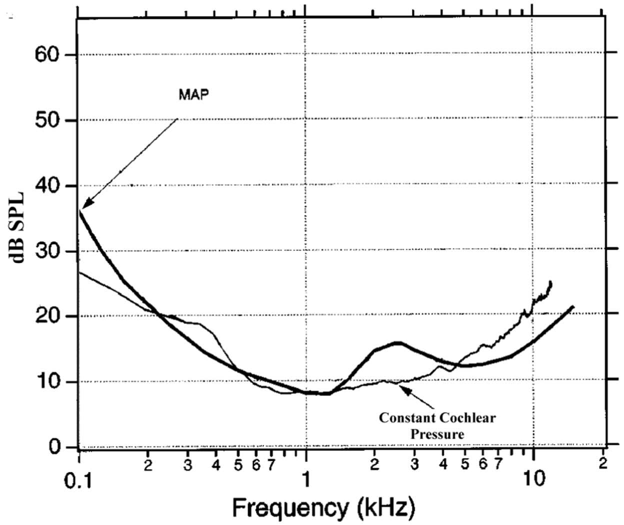
- A low frequency (or high frequency) sinusoid needs to be larger because the outer and middle ears do not amplify those frequencies so much

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.

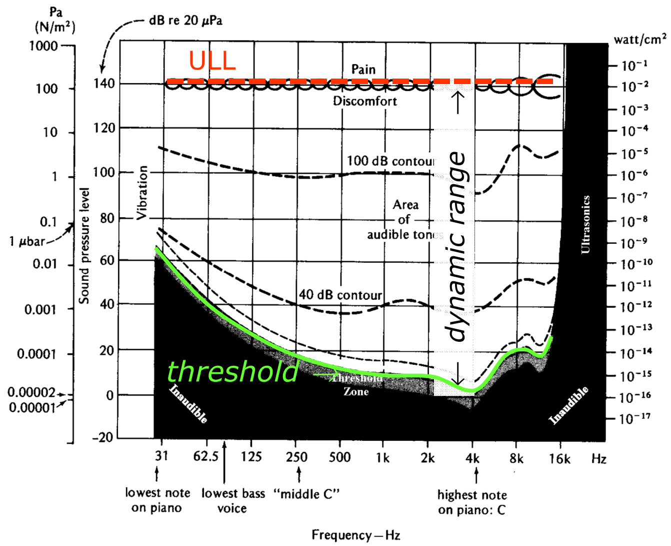
Use MAP, and ignore contribution of head and ear canal



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

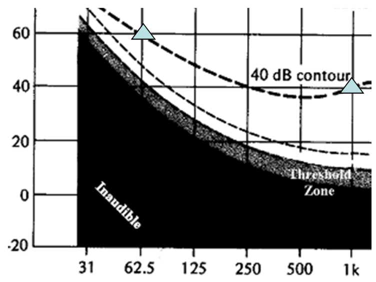
(from Puria, Peake & Rosowski, 1997)

Loudness of supra-threshold sinusoids



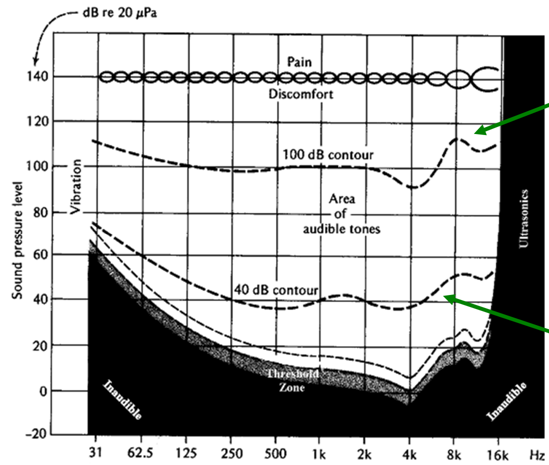
The Phon scale of loudness

- "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

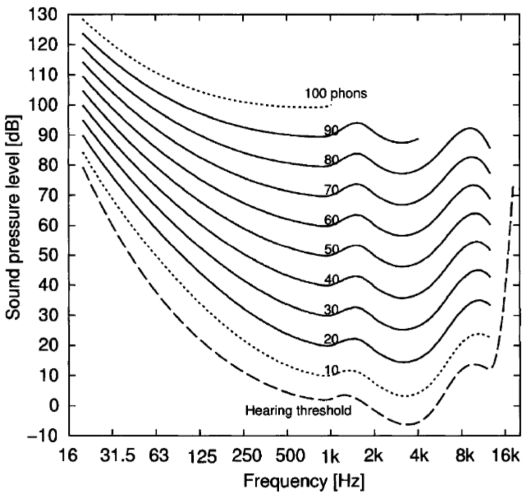
Equal loudness contours



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

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

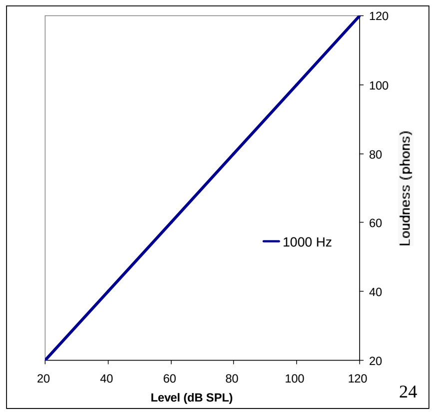
Contemporary equal loudness contours



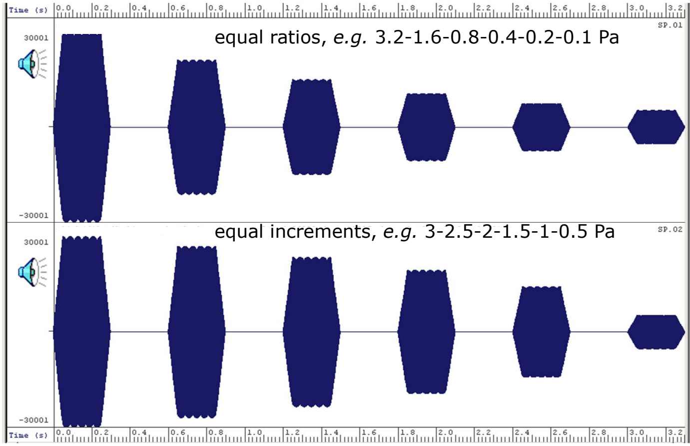
From Suzuki & Takeshima (2004) JASA

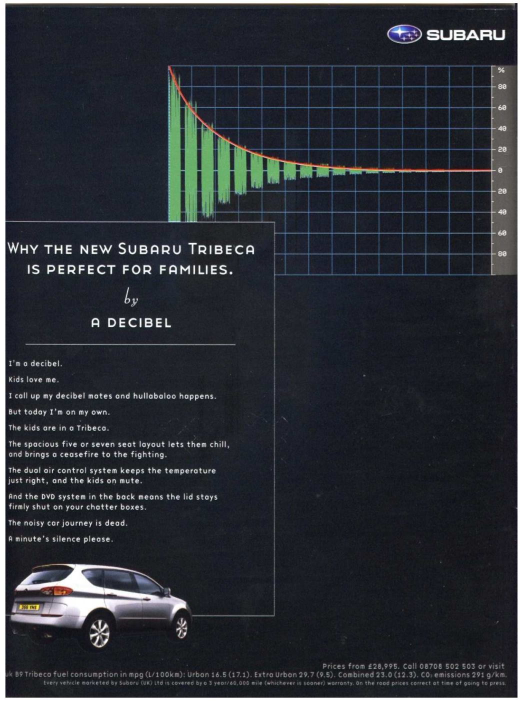
So now we can specify the loudness of sounds in terms of the level of a 1 kHz tone …

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



Perceived loudness is (roughly) logarithmically related to pressure





I'm a decibel.

Kids love me.

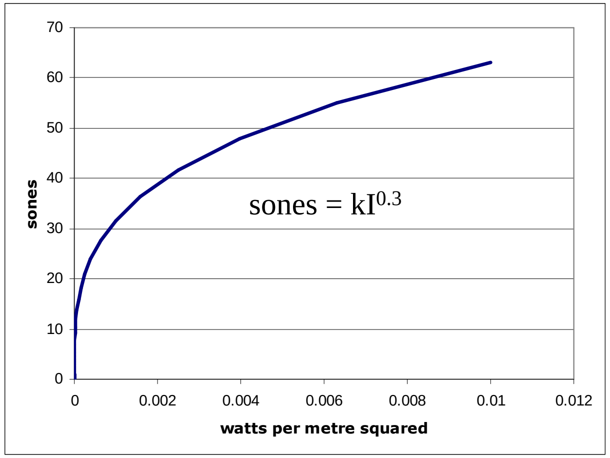
Direct scaling procedures: Magnitude Estimation

- 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

Alternatives to magnitude estimation

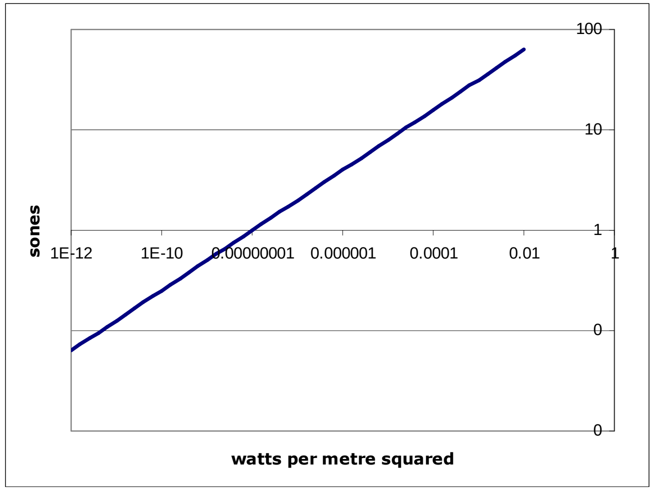
- Magnitude production
  - Here's a sound whose loudness we'll call 100
  - Adjust the sound until its loudness is 400
- Cross-modality matching
  - Adjust this light until it as bright as the sound is loud

Magnitude estimates are well fit by power functions



a strongly *compressive* function

… which are linear on log-log scales



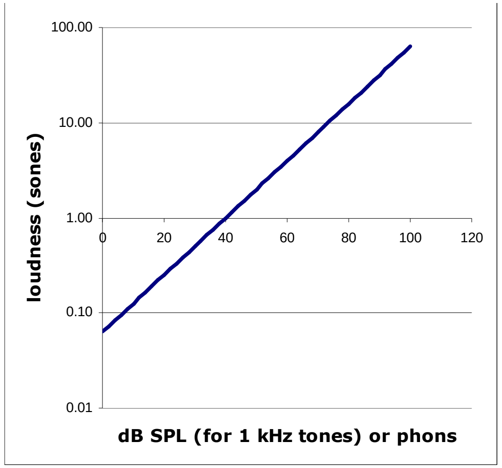
… so also on log-dB scales

1 sone = 40 phon (by definition)

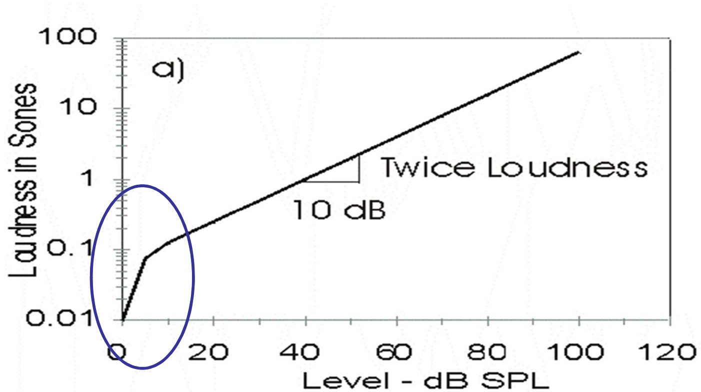
a 10 dB increase in level gives a doubling in loudness

What's the slope in dB terms?

Reminiscent of ?



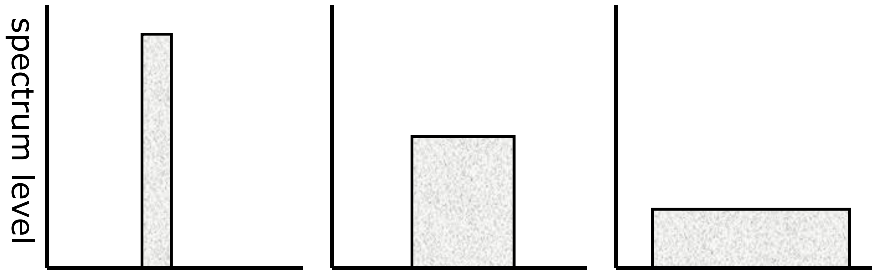
Strict power law not quite right



from Yost (2007)

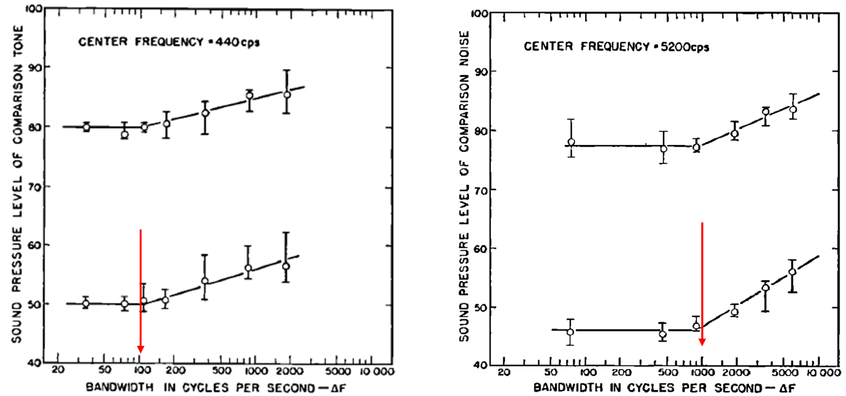
How does loudness for noises depend on bandwidth?

Vary bandwidth of noise keeping total rms level constant



frequency

Loudness for noise depends on bandwidth

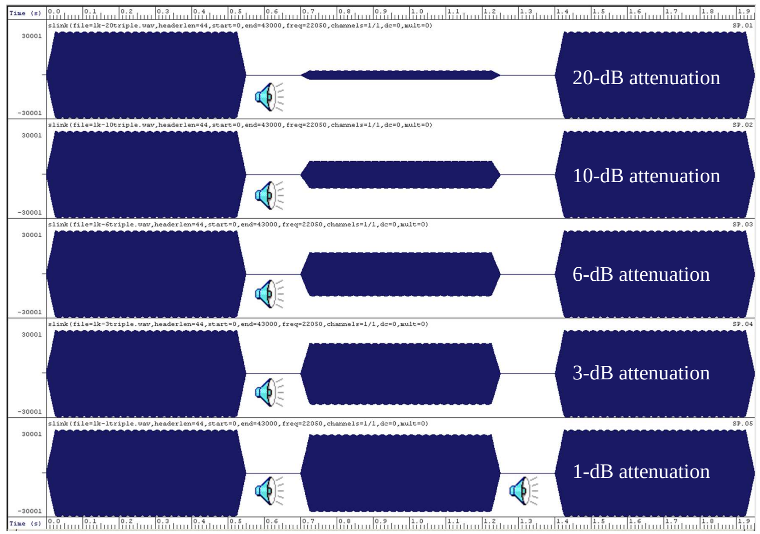


from Zwicker, Flottorp & Stevens (1957) JASA

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 ≈ 1-2 dB.

Changes in intensity



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

Weber's Law

- Let Δp 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

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

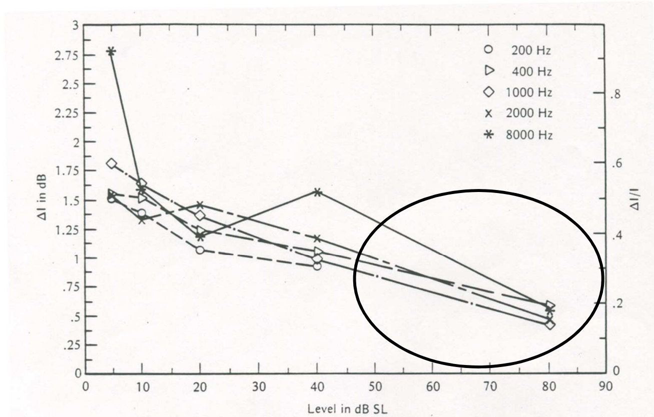
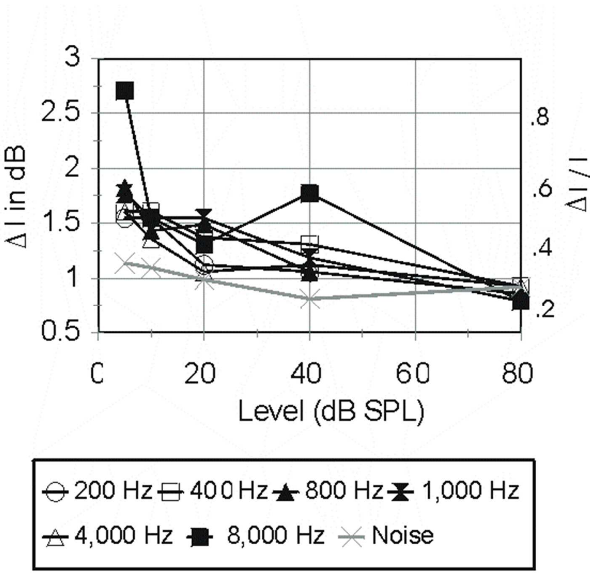


Figure 10.8 The value of ΔI in decibels (the difference in decibels between the more and less intense tones) required for threshold discrimination is shown as a function of overall tonal intensity in dB SL. Data for five frequencies are shown.
Based on data of Jesteadt, Weir, and Green, 1977, with permission

From Yost & Nielsen (1985)



jnds for noise don't miss

from Yost (2007)

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*