

Acoustics of Speech and Hearing

Lecture 2-7
Speech Perception Testing

Overview

- Why do we need perception tests?
- Types of test
- Running a test
- Analysis of test results
- Examples

What is a perception test?

- Experimental procedure to find which aspects of the signal are used by listeners in decoding speech
 - either to find out more about the signal
 - or to find out more about the listener
- Typically ask listeners to identify a word or to discriminate between pairs of words.
- Often use synthetic or manipulated speech signals to get control over exact sound

Finding out more about the signal

- Studying spectrograms only raises hypotheses for acoustic cues
 - Need to know what aspects of the spectrographic pattern listeners actually use
- Multiple cues to any contrast
 - Need to know which cues are most important
- Building a speech processing system
 - Need to know if contrasts affected

Finding out more about the listener

- Tests on normal listeners
 - language development, individual differences, L2 learners, bilingualism, ...
- Tests on disordered listeners
 - effect of hearing impairment on communication
 - phonological disorder/delay
 - differentiate types of impairment (peripheral/central)



Word Intelligibility Tests

- To obtain an overall measure of subject performance in listening to speech
- Standard lists
 - e.g. PBK (phonetically-balanced kindergarten) lists
 - e.g. BKB sentence lists
- Mark % words identified correctly
- Compare across signal conditions
 - e.g. dB SPL, SNR, type of hearing aid
- Compare with normative results
 - e.g. by chronological age

ball
bear
bike
bird
boat
bus
cake
clock
coat
comb
cup
dog
door
dress

Phoneme-level Testing

- Not always easy to use word intelligibility to find out about specific cues or contrasts
- Influence of higher linguistic levels:
 - knowledge of possible words
 - frequency of possible words
 - likelihood of words in context
- In some situations, better to focus on individual phonemes

Two types of phoneme test

1. Analyse how phonemes are confused with each other
 - Ask listeners to identify phonemes, e.g. syllables presented in poor listening conditions so as to force errors
 - look for patterns among the errors: what are common phoneme confusions?
2. Analyse how a single acoustic cue affects one contrast
 - Generate some artificial sounds with manipulated values of some acoustic cue, e.g. /ba/ changing to /pa/ with VOT
 - Ask listeners to choose between two phonemes
 - Analyse how different values of the cue affects choice

CONFUSIONS

CONTRAST

Type 1: Phonemic Confusions

- E.g. Miller & Nicely experiment, 1955
- VCVs played to listeners under many different conditions of SNR and filtering
- Listeners choose from 1 of 16 consonants only
- “Confusion matrix” shows how often each consonant was confused with others
- Analysis shows confusions about place more common than confusions about voicing

Example confusion matrix

TABLE V. Confusion matrix for $S/N = +6$ db and frequency response of 200-6500 cps.

	p	t	k	f	θ	s	ʃ	b	d	g	v	ŋ	z	ʒ	m	n
p	162	10	55	5	3											
t	8	270	14													
k	38	6	171													
f	5	1	2	207	57			3			1					
θ	5	1	2	71	142	3					2					
s	5	1	2	1	7	232	2				1					
ʃ				1	2	1	239									
b								214			31	12				
d								11	206	14	9	4	1	2		
g									64	194	4	2	1			
v				1	1			14	2	205	39	5				1
ŋ								2	4	55	179	22	2			
z								3	10	2	20	198	3			
ʒ								3	4	2	20	2	215			
m															217	3
n															2	285

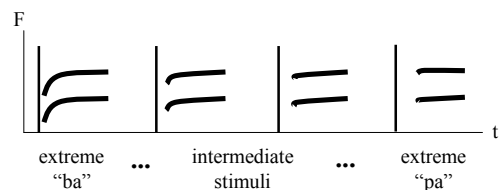
Miller & Nicely, "An analysis of perceptual confusions among some English consonants", J. Acoust.Soc.Am, 27 (2), 1955, 338-352.

Type 2: Phonemic Contrast

- e.g. Lisker & Abramson VOT experiment, 1967
- Used to investigate how one particular cue is used by listeners to discriminate between phoneme categories
- Synthetic CVs varying only in Voice Onset Time are played to listeners
- Listeners choose b/p, or d/t or g/k only
- Analysis shows how CVs fall into two clear categories along the VOT dimension

Example Stimuli

- Voice Onset Time /ba/ - /pa/
 - vary VOT across continuum



Running an identification test

- Multiple, random presentations of each stimulus
- Record forced choice responses

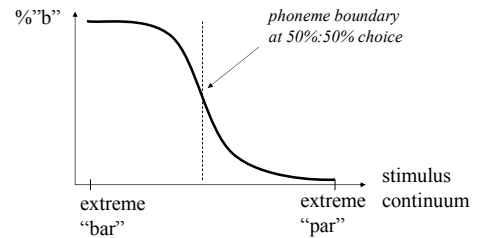


bar par



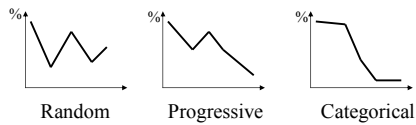
Analysis of test results

- Labelling graph



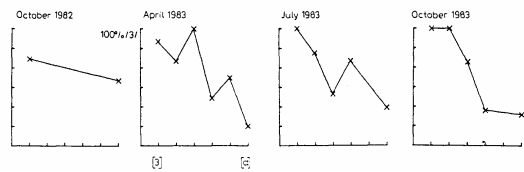
Analysis of test results

- Describe labelling behaviour



- Estimate phoneme boundary
- Estimate confidence from steepness

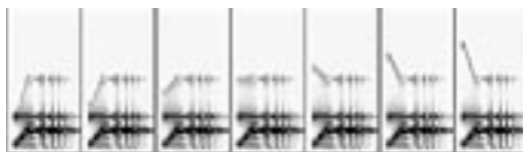
Tracking Development



- For this subject, performance on a task developed over 12 months
- As task becomes easier, stimuli are labelled more reliably and curve becomes steeper at boundary

Other example contrasts

/r/ - /l/ continuum



Step 1 Step 2 Step 3 Step 4 Step 5 Step 6 Step 7



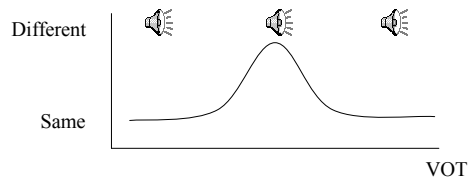
Other example contrasts

- Spectral peak frequency
– /ʃa/ to /sa/
- F2 Locus Frequency
– /bæ/ - /dæ/ - /gæ/
- Voice Onset Time
– /ba:/ - /pa:/, /da:/ - /ta:/, /ga:/ - /ka:/



Discrimination Tests

- Judgements of similarity rather than identification of phonological category
- Used to show how perceptual system adapts to aid identification of language-specific categories



Summary

- Why do we need speech perception tests?
 - find out about signal vs. find out about listener
 - overall word intelligibility vs. phonetic detail
 - phonetic confusions vs. phonetic contrast
- Design of phonetic tests and stimuli
- Running of tests and analysis of results

Lab Experiment

- Two Perceptual experiments
 - Phonetic confusions in noise
 - Labelling of VOT dimension
- We'll do listening task first
- Then stimuli will be explained
- Then you'll analyse your own performance
- We'll also calculate a class average