



## Consonant perception

# Sources of perceptual variability and modeling approaches

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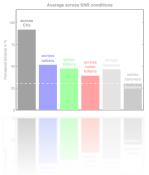


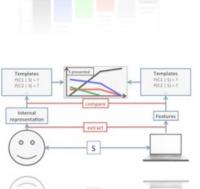






### **Outline**





## **Part I.** Sources of perceptual variability in consonant perception

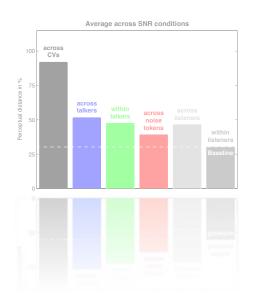
- Experimental data analysis
- Based on perceptual distance

### Part II. Modeling consonant perception

- Audibility and modulation front ends
- Template-matching back end
- Evaluation of model predictions

### Part I.

# Sources of perceptual variability in consonant perception



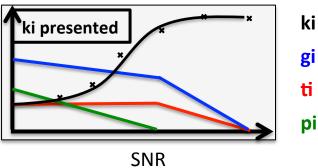




### **Consonant perception measurement**

- Non-sense short-term stimuli
- Consonant-vowel combinations (CVs)
   like /ki/ in noise
- Percentage of correct responses
- Percentage of confusions
- Considered per consonant individually

### % responses



- ➤ No effects of lexicon, context, or syntax
- Detailed measurement of low-level speech perception





### **Experimental approach**

Large variability observed in responses of NH listeners due to ...?

- > Source-induced variability
  - Speech-induced variability

     (across talkers / within talkers)
  - 2. Noise-induced variability
- Receiver-related variability
  - 1. Across-listener variability
  - 2. Within-listener variability (internal noise)

Investigated based on

Different speech tokens for same CV (different talkers / same talker)

Same speech token, different frozen noise tokens

Investigated based on

Physically identical stimuli (different listeners)

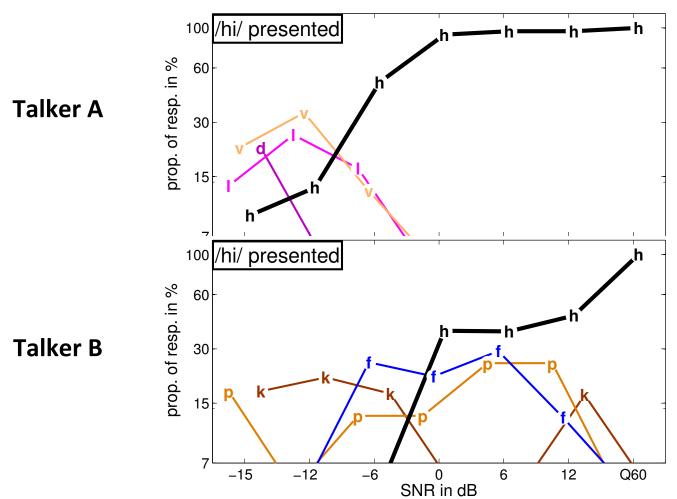
Physically identical stimuli (given listener, test versus retest)





### Experimental results - Speech-induced variability



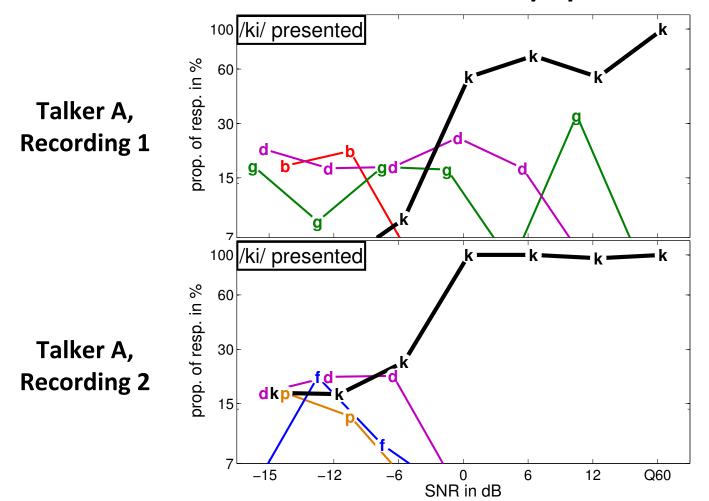






### Experimental results – Speech-induced variability

### Within talkers: /ki/

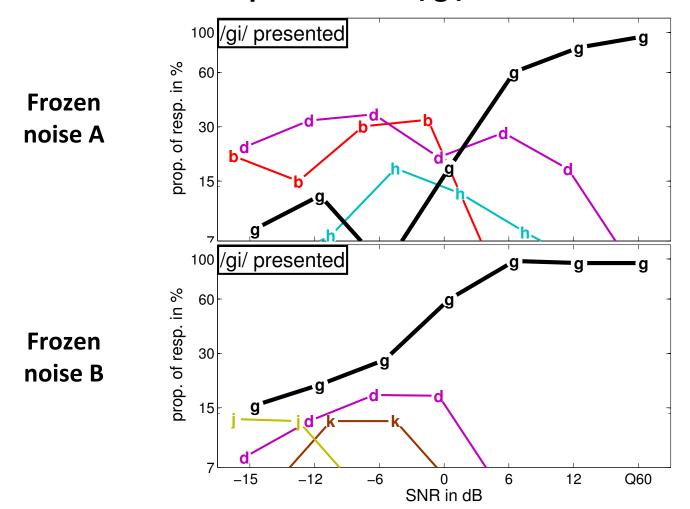






### Experimental results – *Noise-induced variability*

### Speech token /gi/ mixed with...

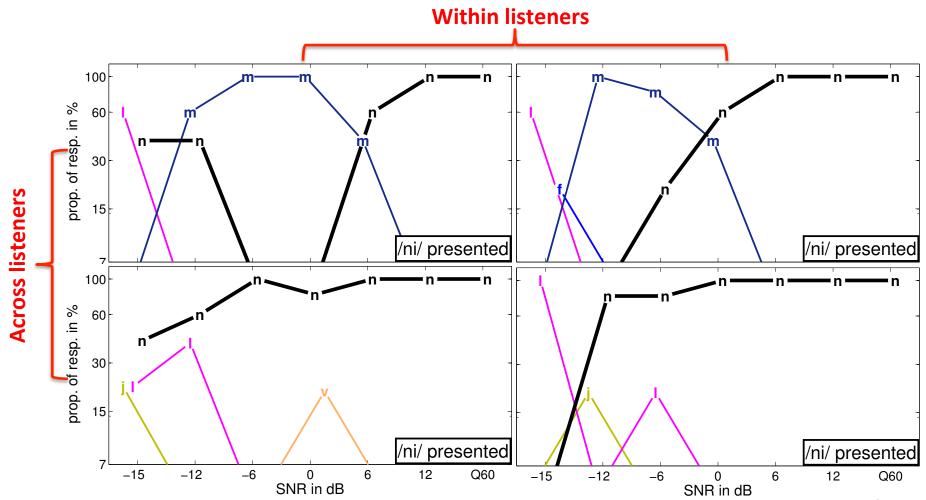






## Experimental results - Receiver-related variability

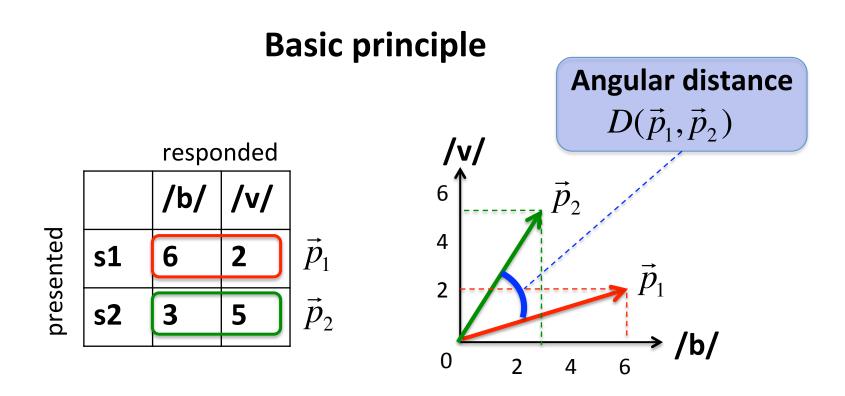
### one specific token of /ni/ + frozen noise







### Analysis – Perceptual distance calculation



Can be used to compare any pair of responses of arbitrary dimensionality!





### Analysis – Perceptual distance calculation

- 15-dimensional vector space (15 consonants as response alternatives)
- Calculated based on individual listener responses:
  - > Across CVs (reference for maximal distance)
  - > Source-induced variability:
    - Across talkers
    - Within talkers
    - Across frozen-noise tokens

for stimuli of the same phonetic identity

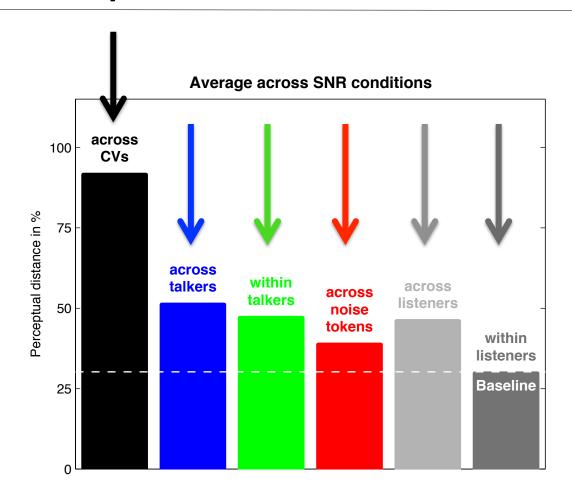
- > Receiver-related variability:
  - Across listeners
  - Within listeners (baseline for minimal distance)

for physically identical stimuli





### **Analysis** – *Perceptual distance*





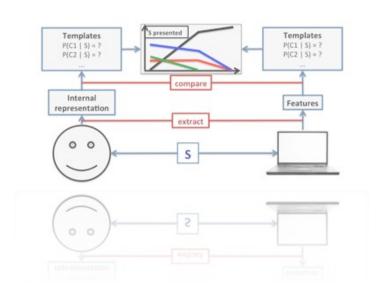


### Implications for experimental design

- I. "Global" experiment:
  - Avoid bias due to individual speech tokens, noise tokens, and listeners
  - Present many speech tokens per consonant in random noise to many listeners
  - Average across speech tokens and listeners

- II. "Detailed" experiment (investigating consonant cues):
  - > Evaluate responses for each speech token separately
  - Use unique combinations of speech tokens and noise tokens (across SNRs)
  - Evaluate responses for each listener individually

# **Part II.**Modeling consonant perception







### **Motivation**

### Macroscopic speech intelligibility models

Prediction of average recognition (SRTs)

#### **Audibility (classical)**

Analysis of speech-to-noise energy in spectral bands

Articulation Index - AI

Speech Intelligibility Index – SII

### **Modulation masking (more recent)**

Depth and rapidity of the amplitude fluctuations in the noisy speech envelope

Speech Transmission Index – STI

speech-based Envelope Power Spectrum

Model - sEPSM

### Microscopic consonant perception modeling

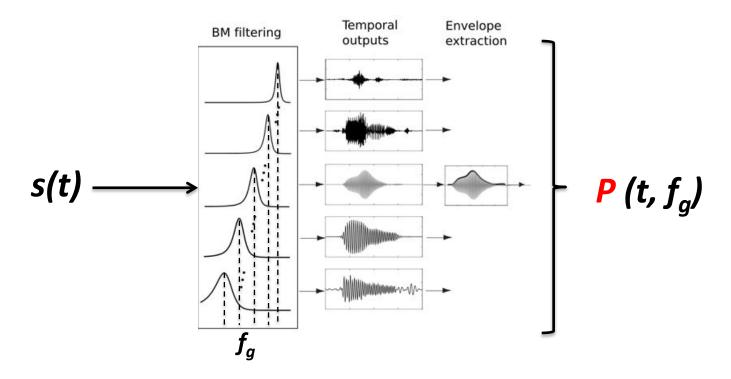
➤ Prediction of *consonant-specific recognition and confusions* 

Which macroscopic modeling concept is more suitable for consonant perception modeling – audibility or modulation masking?





## Model description – Audibility front end (AI, SII)

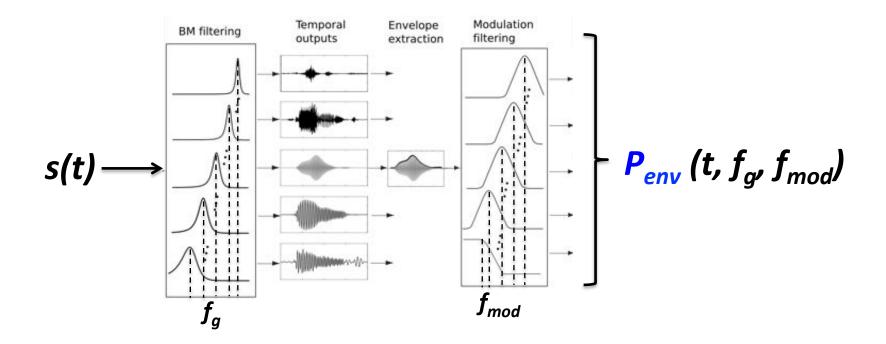


22 gammatone filters, logarithmically spaced between 63 Hz and 8 kHz





## Model description - Modulation front end (STI, sEPSM)



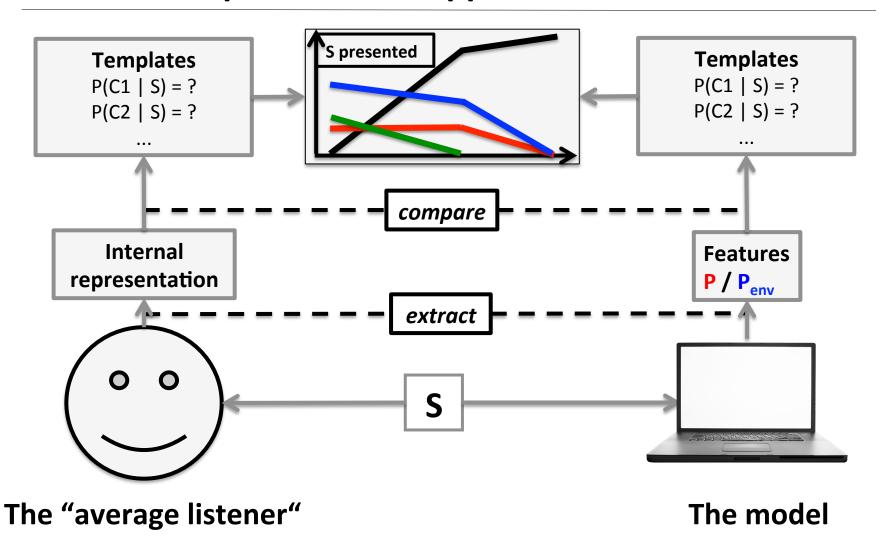
22 gammatone filters, logarithmically spaced between 63 Hz and 8 kHz

9 modulation filters, logarithmically spaced between 1 Hz and 256 Hz





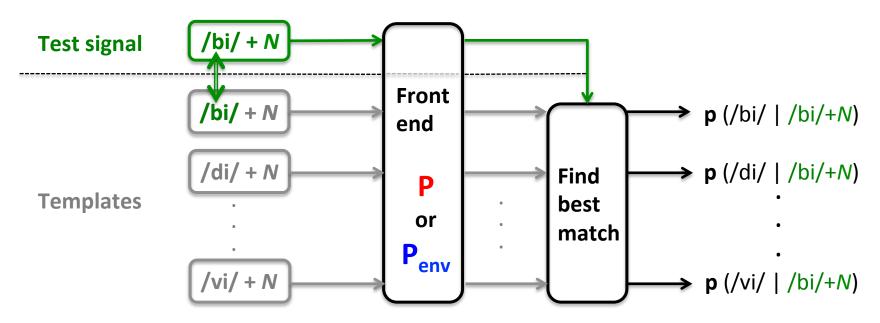
## Model description – Basic approach for back end







### Model description – Overall modeling scheme



Calculated 10 times (noise always newly generated)

#### **Model knows:**

- Clean test speech token
- > Speaker
- Noise type (white noise)
- Signal-to-noise ratio

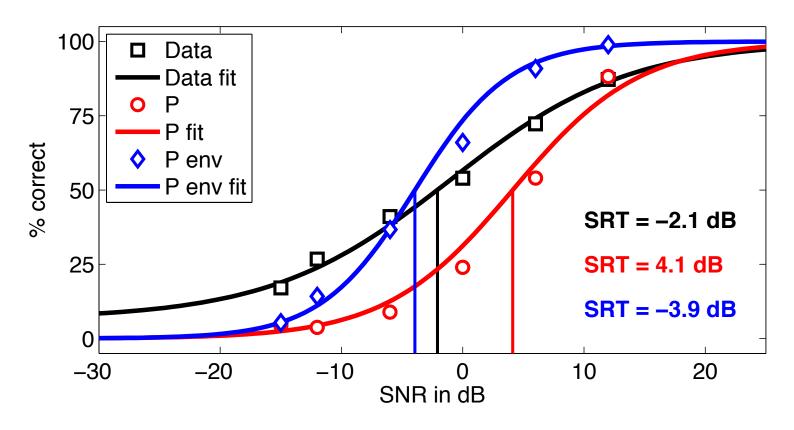
#### Model doesn't know:

- Noise waveform
- Articulatory variability within CVs (uses only one template for each CV)





## Modeling results - Average consonant recognition

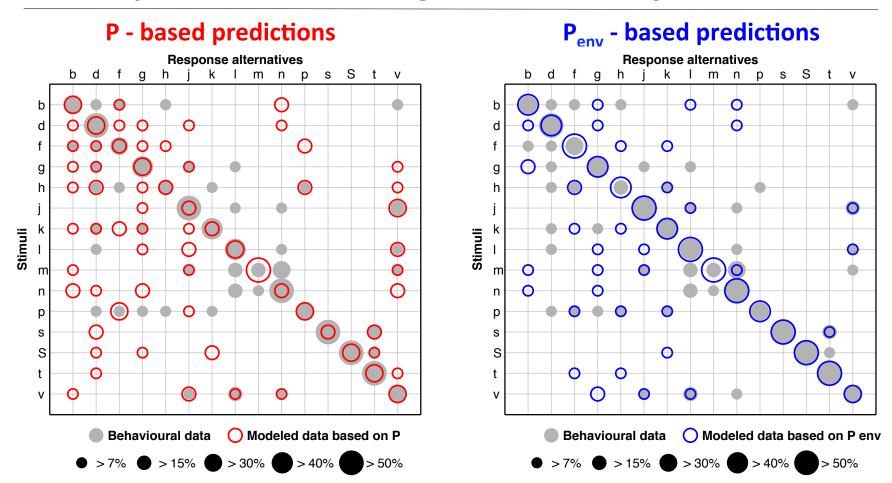


- P: far less sensitive than listeners
- P<sub>env</sub>: slightly more sensitive than listeners
- Modeled psychometric function slopes too steep (both front ends)





## Model predictions – Recognition and confusions



- > P: underestimation of recognition / confusions only partly captured
- > P<sub>env</sub>: good prediction of recognition / confusions only partly captured





### **Part II. Summary**

- Modulation front end seems to capture relevant features for consonant perception better than audibility front end
- Well-predicted using modulation front end:
  - ✓ Grand average SRT
  - ✓ Consonant-specific recognition
- Room for improvement modulation front end:
  - Slopes of predicted psychometric functions too steep
  - Confusion predictions unsatisfactory





### **Future work**

- Comparison of perceptual distance and auditory-feature distance
  - For spectro-temporal representation
  - For modulation-domain representation
- Inclusion of articulatory variability in modeling framework
- Inclusion of internal-noise term and language-specific bias term in modeling framework





## Acknowledgements



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## Thank you for your attention!