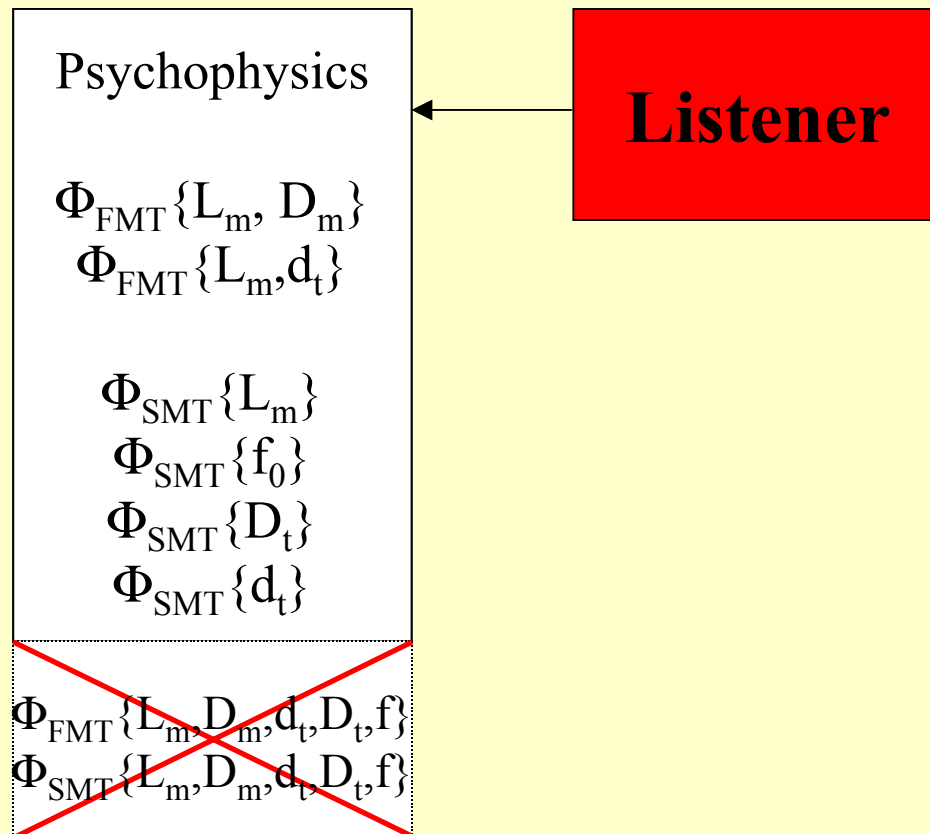


# A Computational Auditory Model based on Signal Dependent Compression

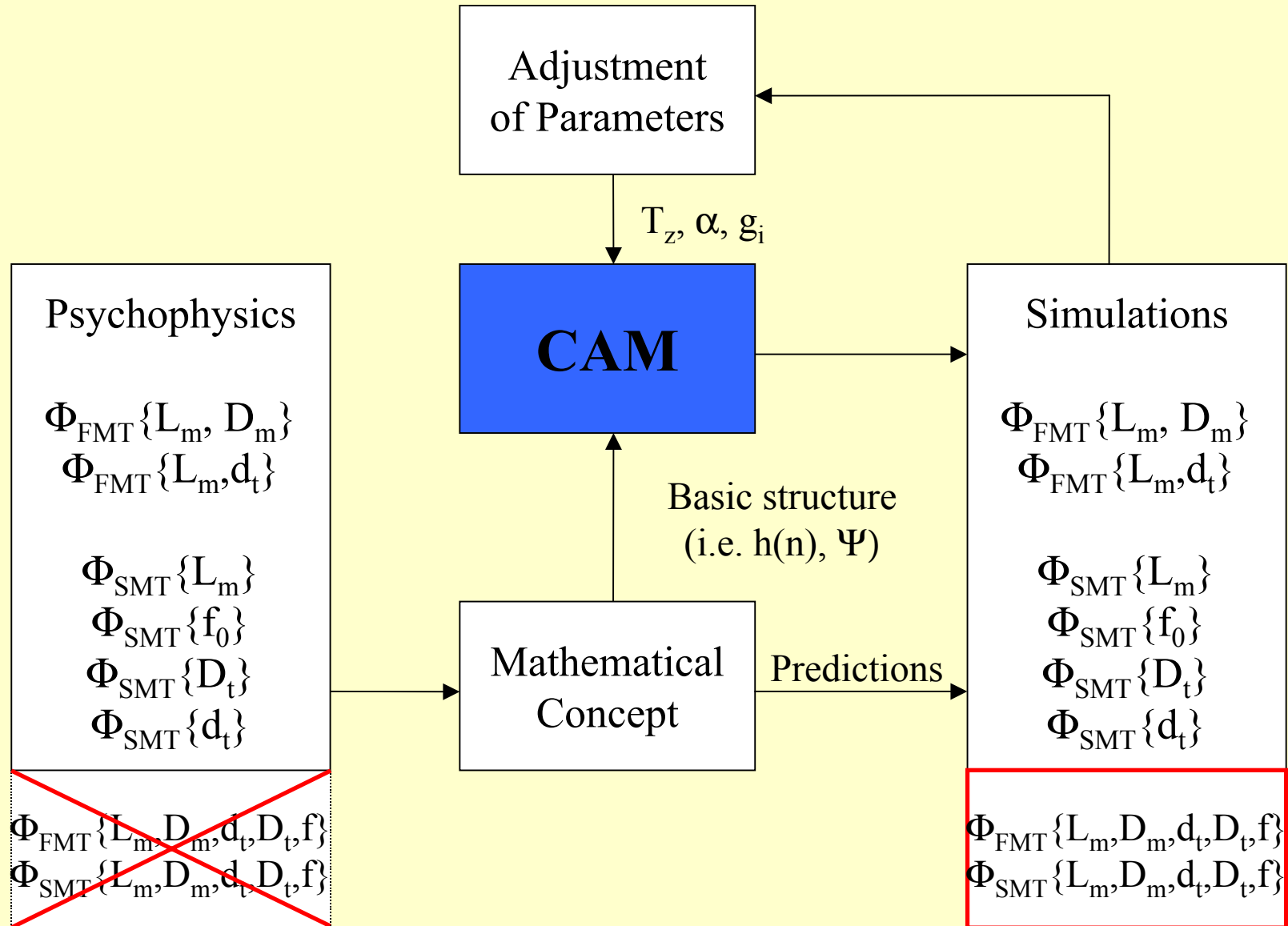
*Jörg M. Buchholz*

- Introduction
- Introduction to the CAM
- Description of a SDC concept/realization
- Masking simulations
- Signal processing examples
- Summary

# CAM applied to masking (Development & Function)



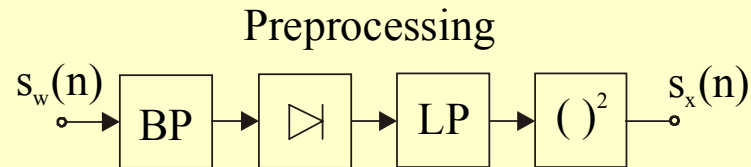
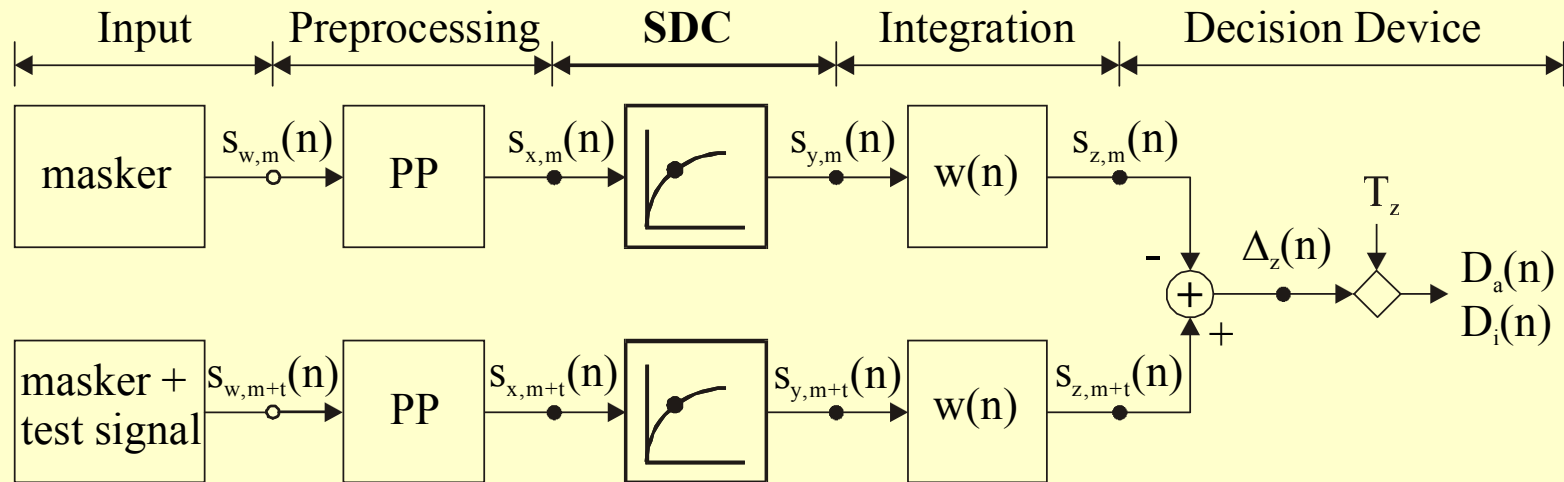
# CAM applied to masking (Development & Function)



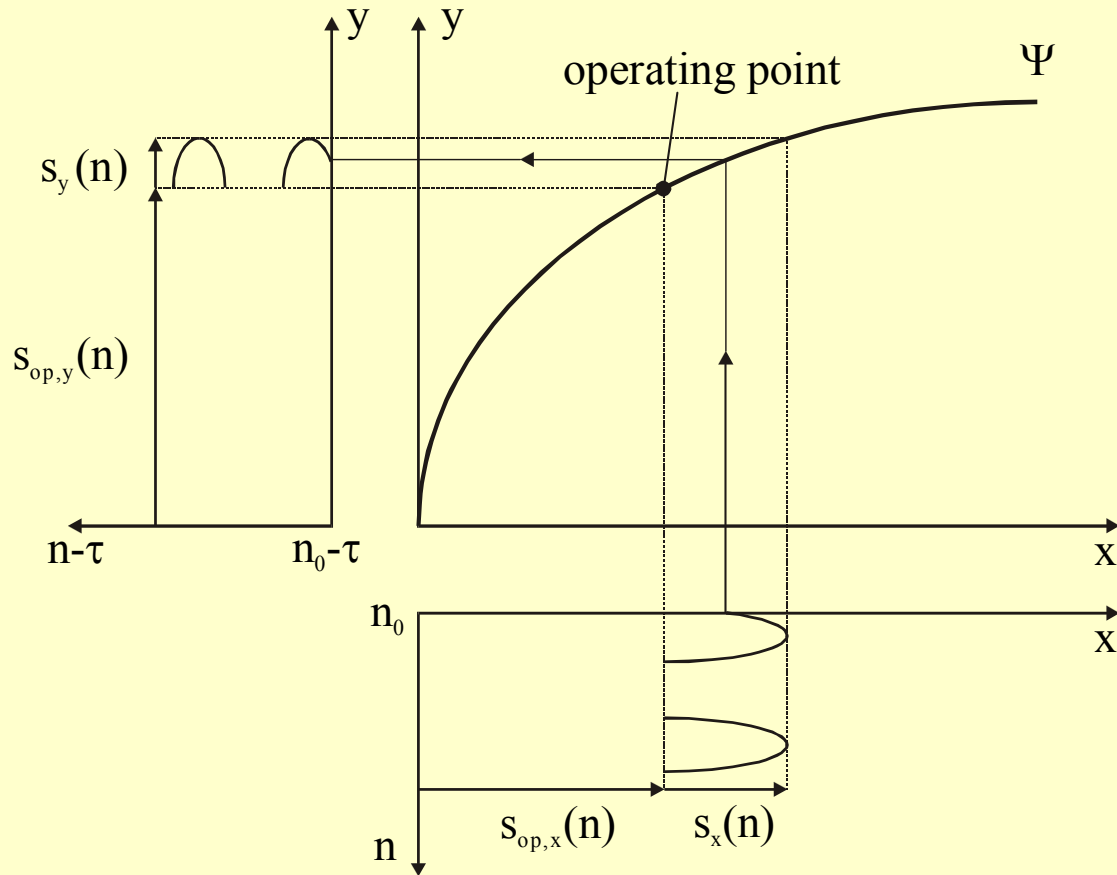
# Computational Auditory Model (CAM)

## Block Diagram

One Frequency Channel !

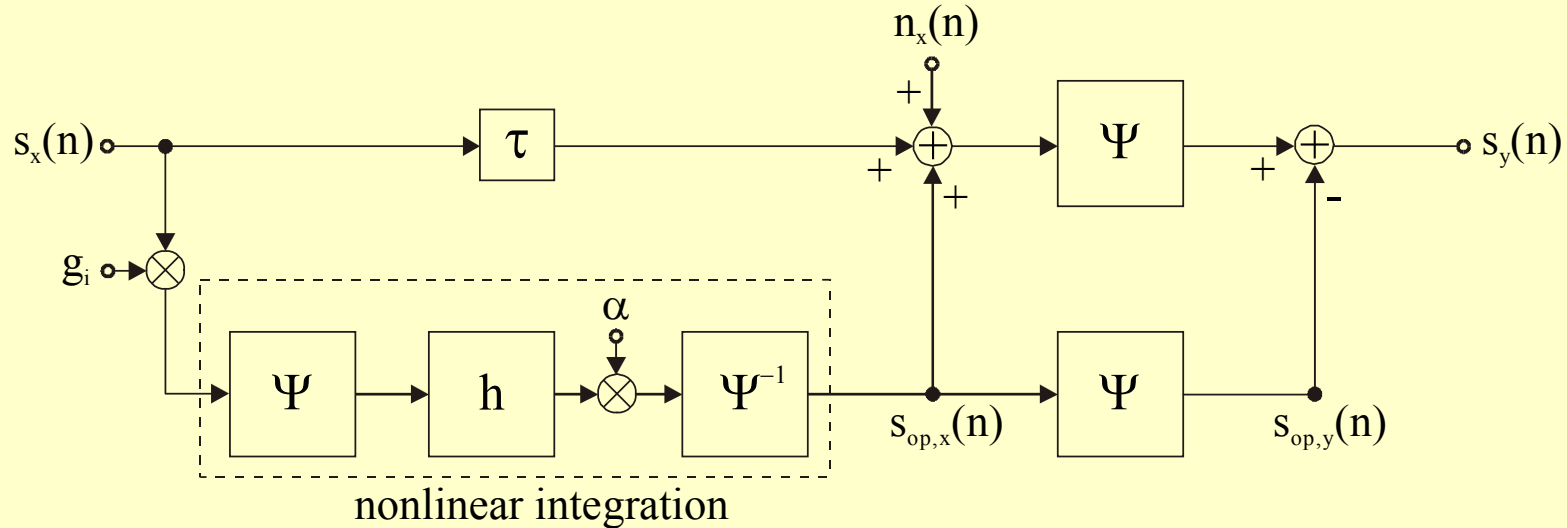


# Principal Mechanism of the SDC



$$s_y(n) = \Psi \{s_x(n) + s_{op,x}(n)\} - \Psi \{s_{op,x}(n)\}$$

# Block Diagram of the proposed SDC realization

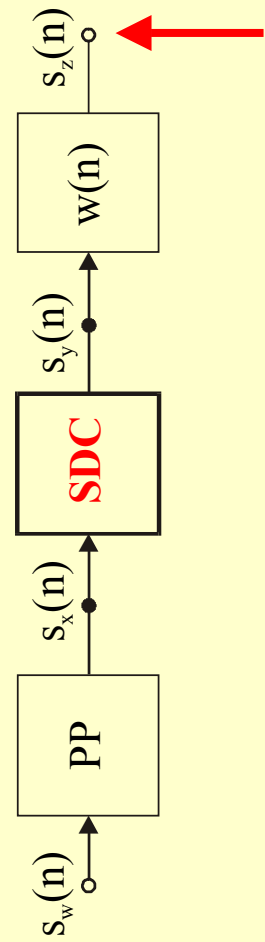
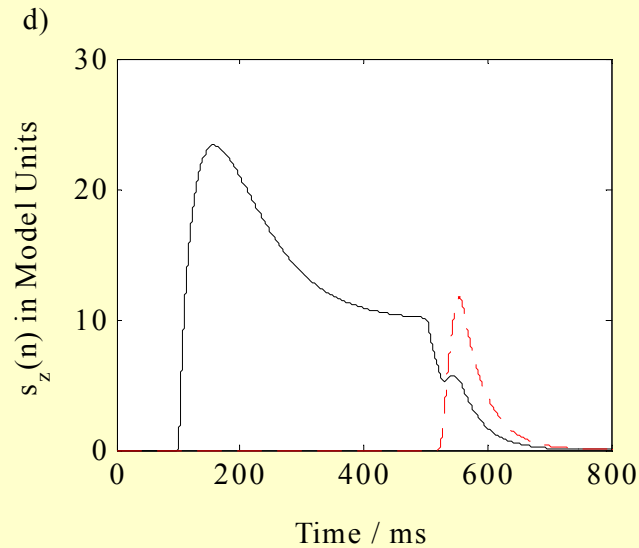
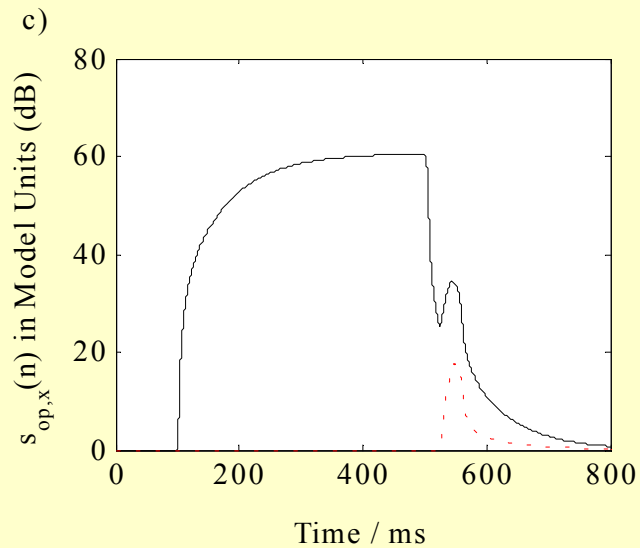
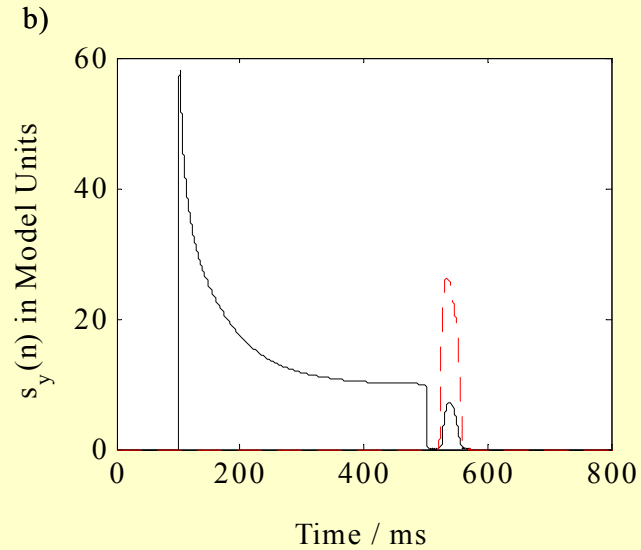
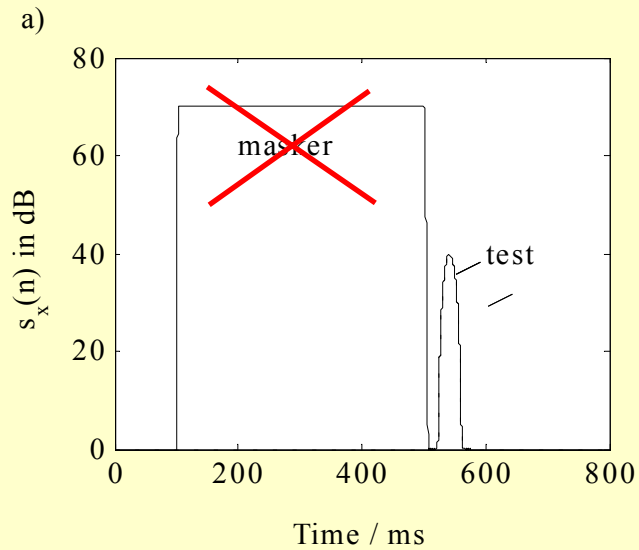


$$s_y(n) = \Psi \{s_x(n) + s_{op,x}(n) + n_x(n)\} - \Psi \{s_{op,x}(n)\}$$

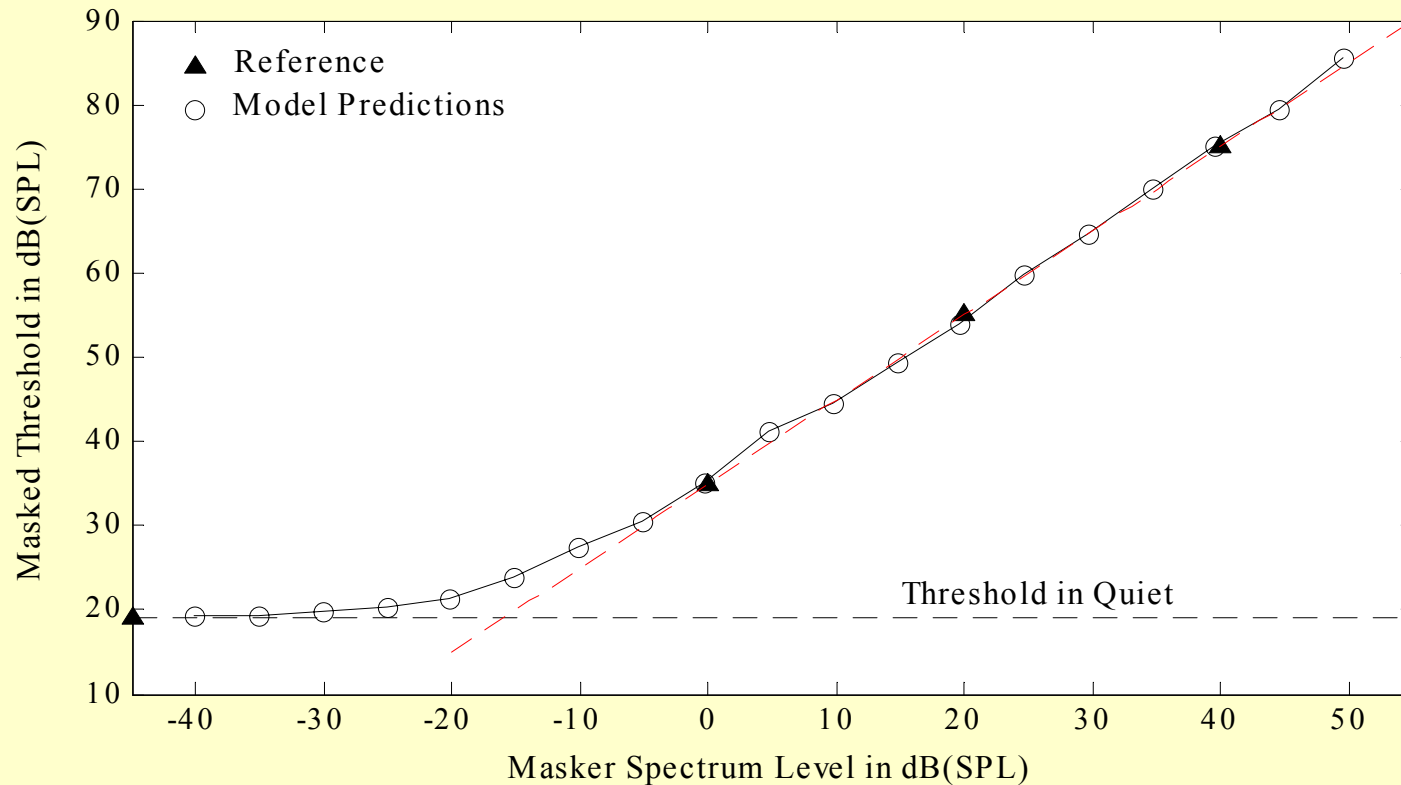
$$\Psi \{x\} = 10 \cdot \lg(x + 1)$$

$$h(n) \approx 1/n \quad 3\text{ms} \cdot \text{fa} < n < 100\text{ms} \cdot \text{fa}$$

# Signal Examples of the Computational Auditory Model



# Simultaneous Masking (noise-on-tone): dependency on masker level

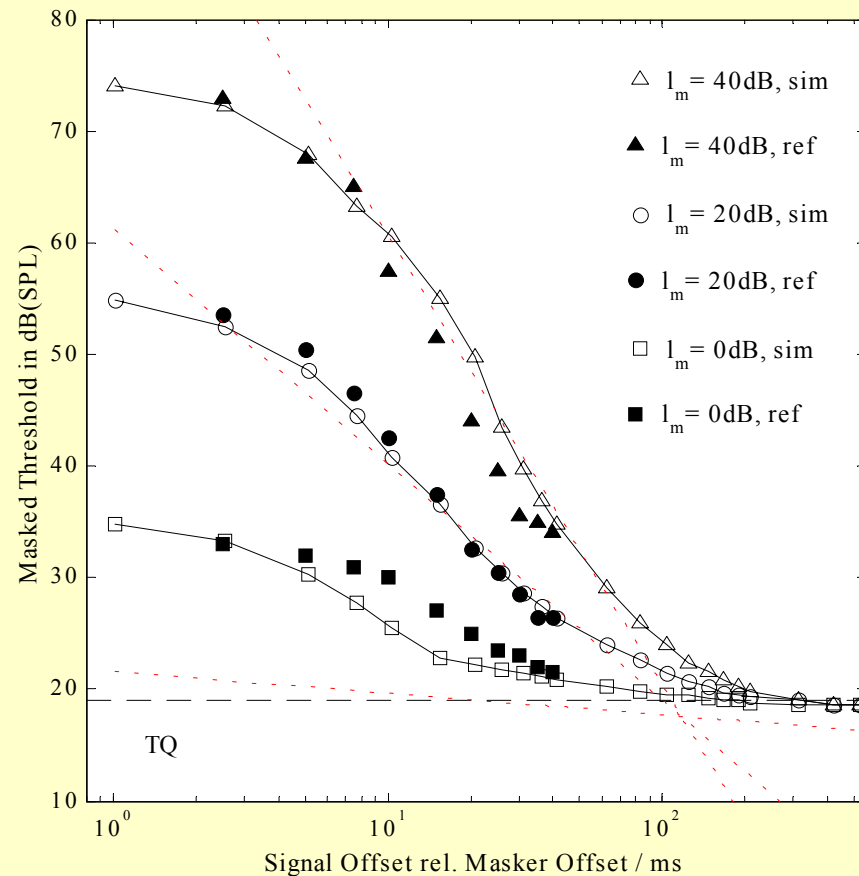


Webber's Law is satisfied!

$$\Phi_{\text{SMT,dB}} = L_m + b$$



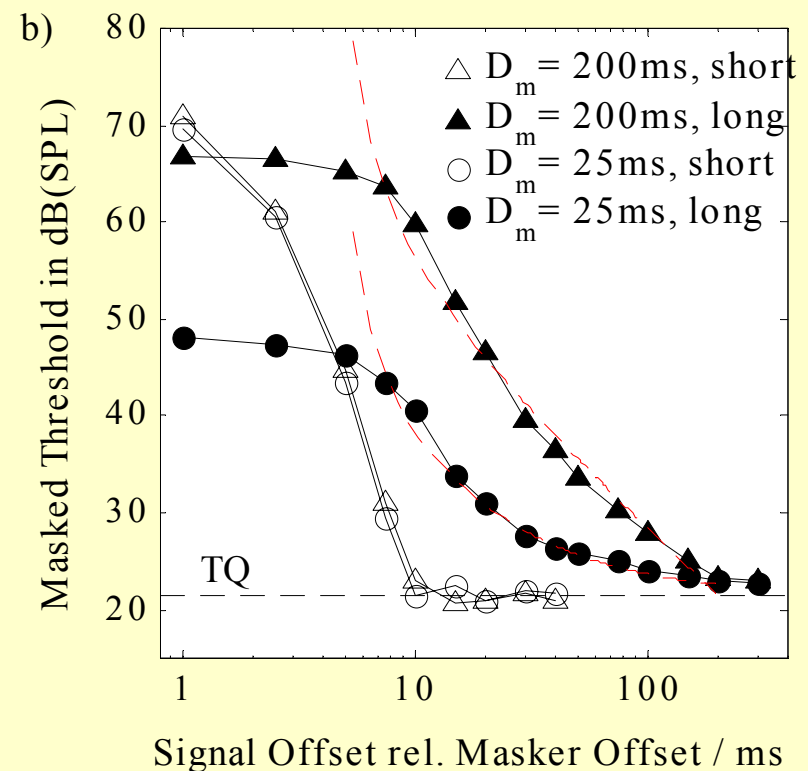
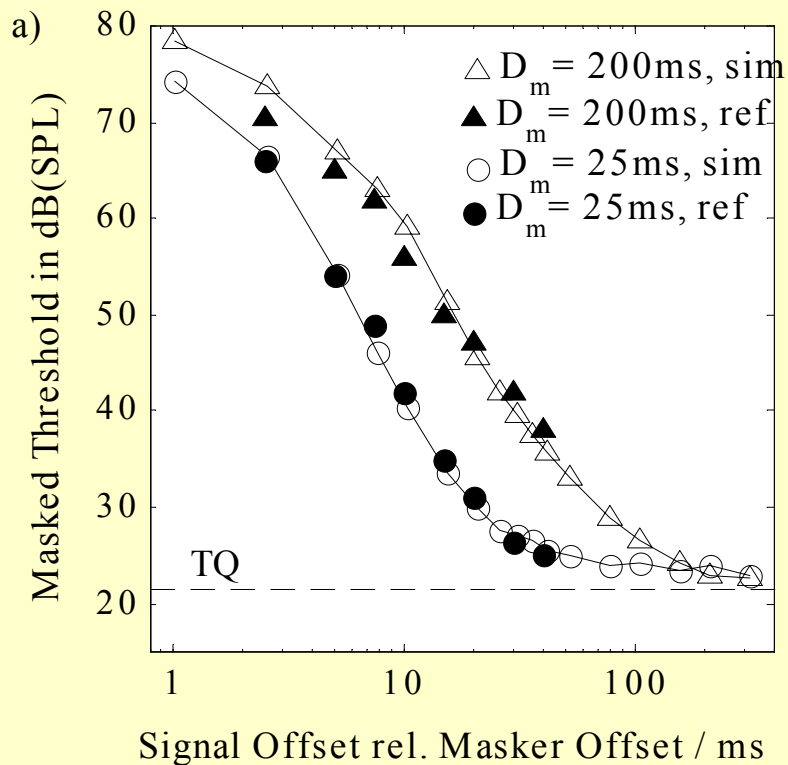
# Forward Masking (noise-on-tone): dependency on masker level and test tone delay



Approximation of the Function proposed by Jestead et al. (1982):

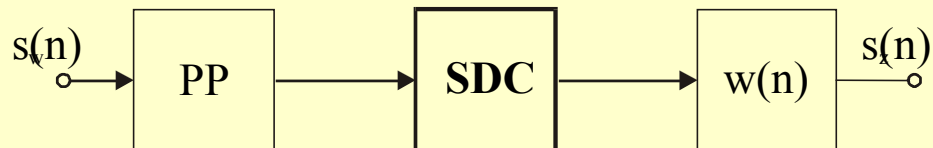
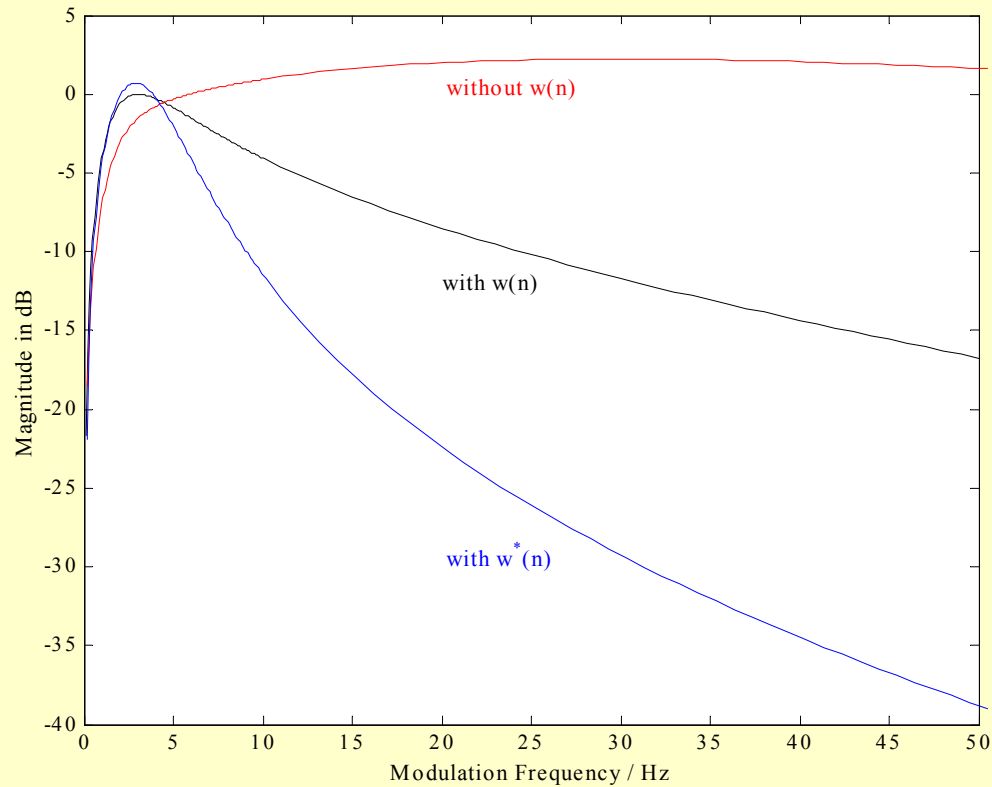
$$\Phi_{\text{FMT,dB}} = M_{\text{TQ}} + a \cdot [b - \lg(d_t)] \cdot [L_m - c^*]$$

# Forward Masking (noise-on-tone): dependency on masker duration



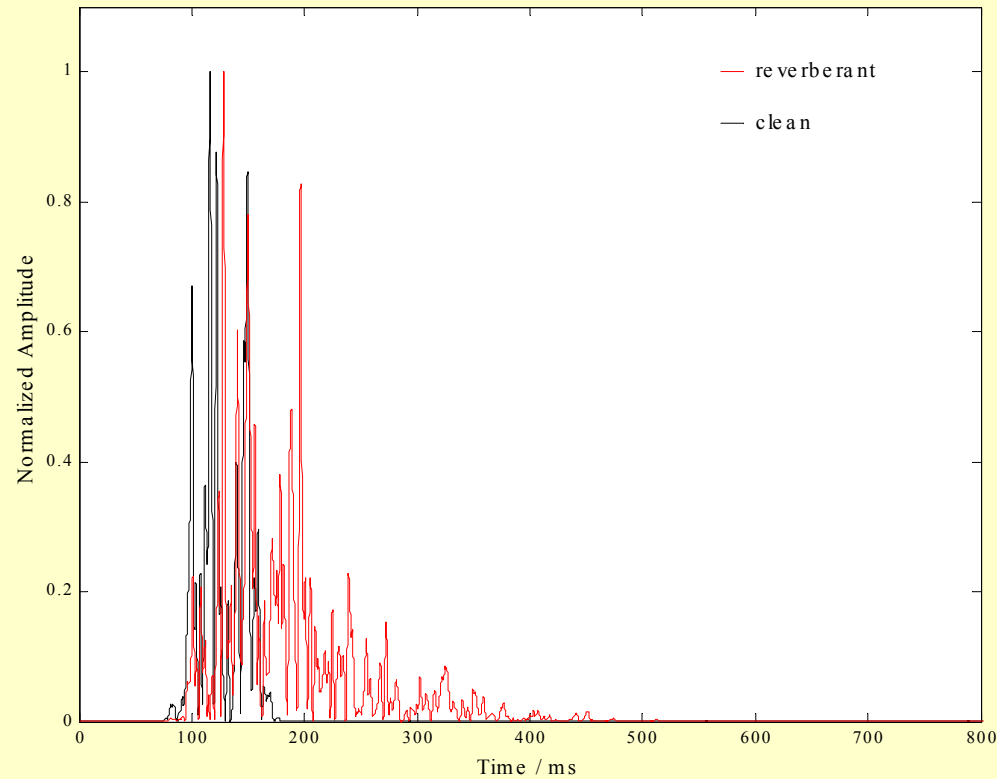
$$\Phi_{\text{FMT,dB}} = M_{\text{TQ}} + a \cdot [L_m - c^*] \cdot [\lg(D_m + d_t') - \lg(d_t')]$$

# Modulation Transfer Function of the proposed Auditory Model

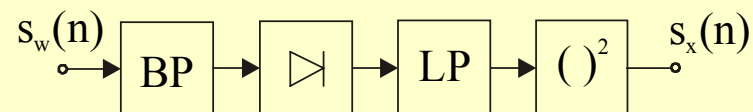


# Signal processing example (broadband noise)

## Static Compression

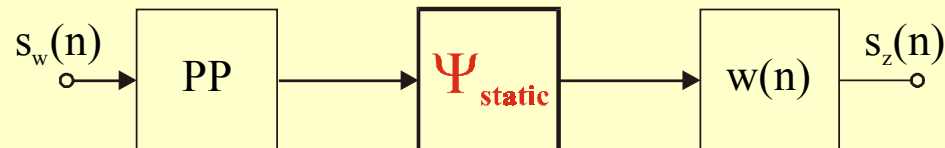
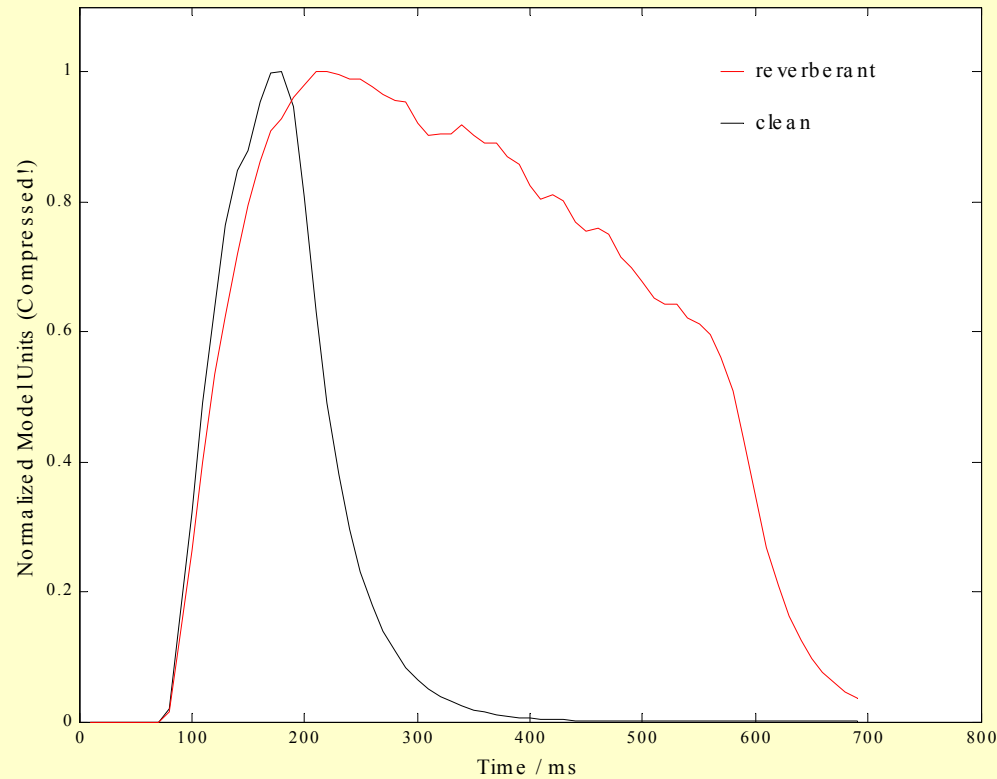


Preprocessing



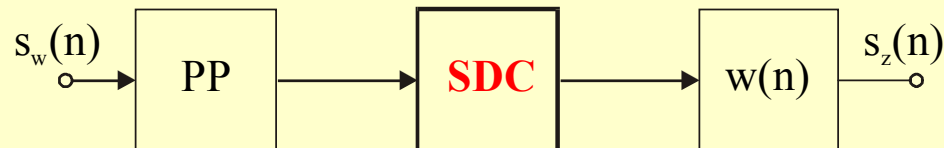
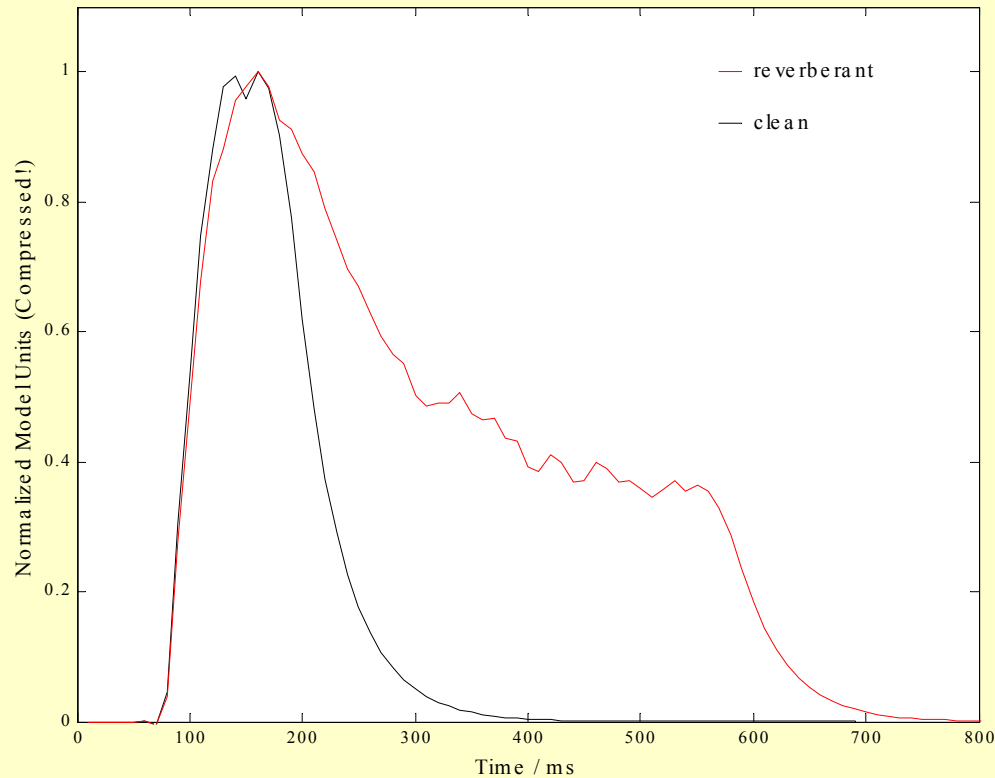
# Signal processing example (broadband noise)

## Static Compression



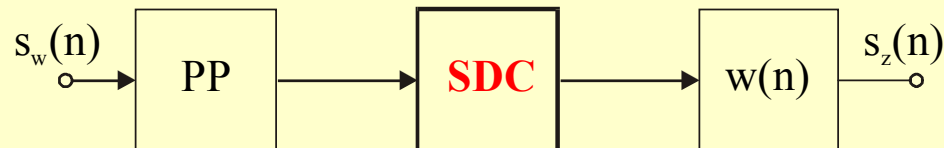
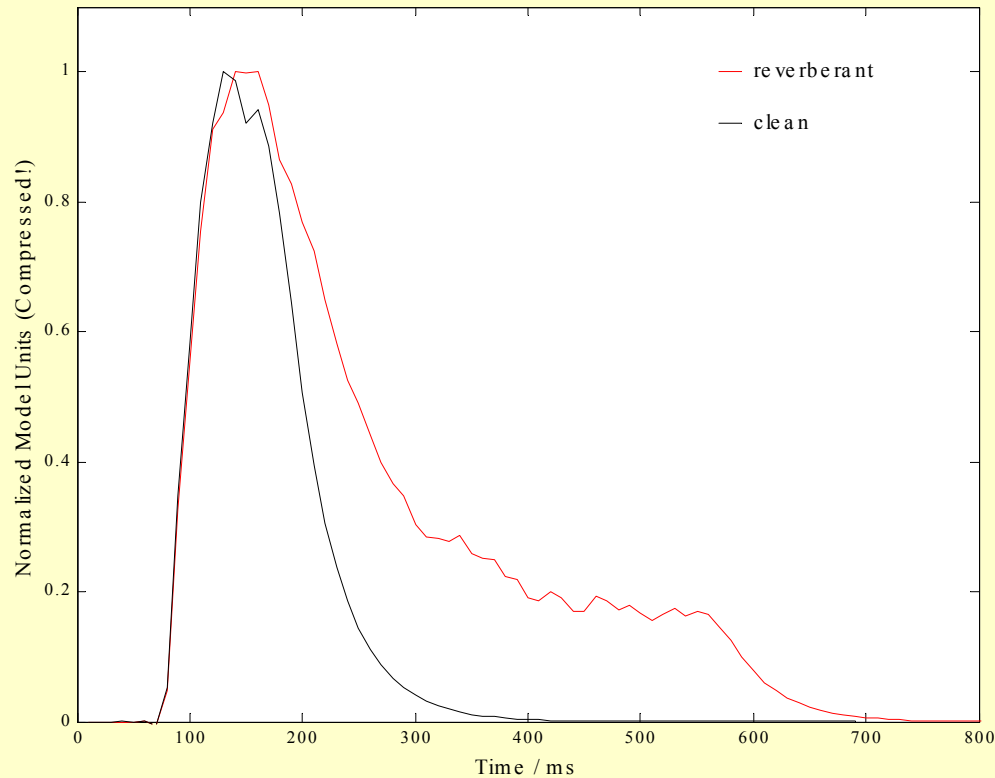
# Signal processing examples (broadband noise)

## SDC ( $g_i = 0,15$ ; $a = 0.985$ )



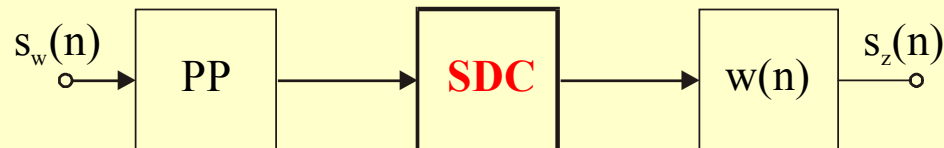
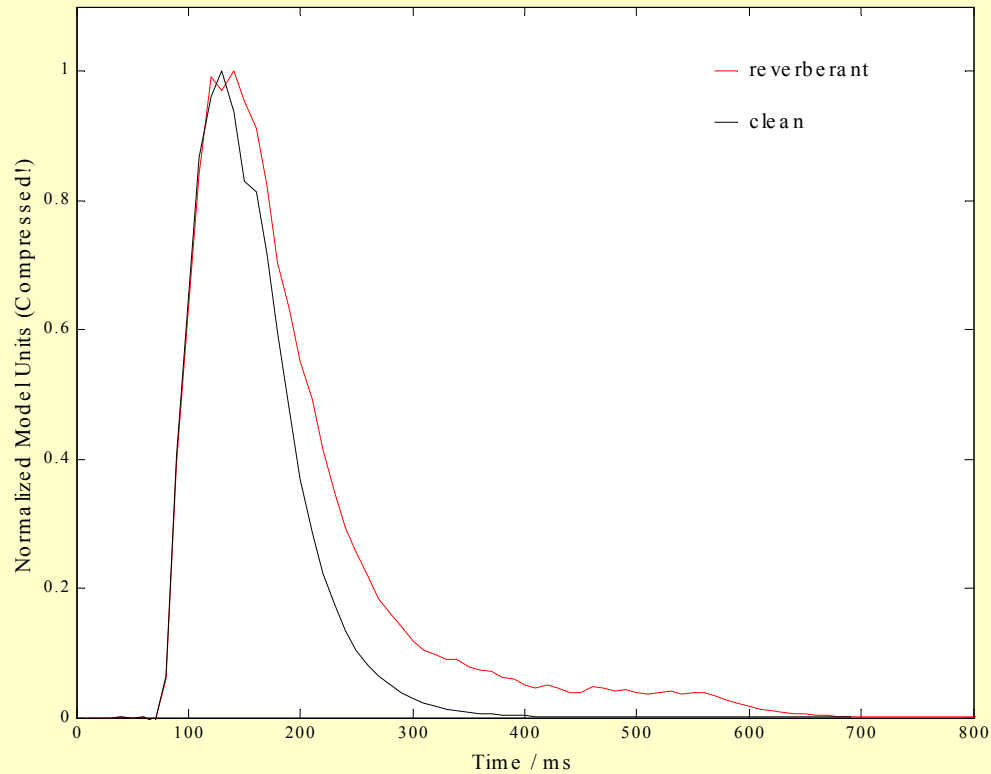
# Signal processing examples (broadband noise)

## SDC ( $g_i = 1$ ; $a = 0.985$ )



# Signal processing examples (broadband noise)

## SDC ( $g_i = 10$ ; $a = 0.985$ )





## Summary (SDC properties)

- simulation of psychophysical masking
- simulation of auditory adaptation processes
- emphasizes on the modulation frequencies of Speech
- explicit utilization of the basilar-membrane non-linearity
- based on a mathematical concept
  - *small number of free parameters*
  - *analytical description of masking*
- computationally efficient
- clear feed-forward structure
  - *simple stability control*