

# The deep links between auditory perception and memory

Daniel Pressnitzer

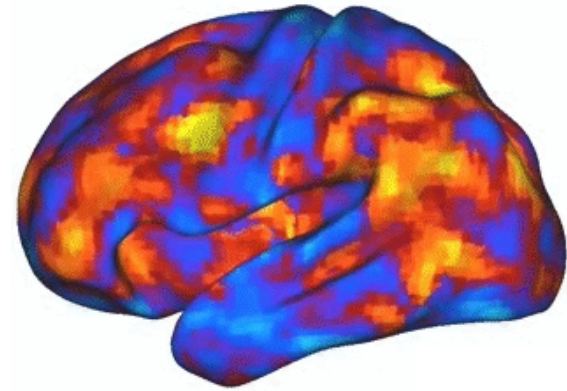
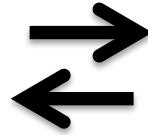
Laboratoire des Systèmes Perceptifs, CNRS &  
Département d'études cognitives, École normale supérieure



# Introduction



Perception



*“A tumbled entanglement of the most different kinds of motion, complicated beyond conception”. H. Helmholtz (1877)*

- Auditory perception and memory are deeply intertwined
- Illusions are a unique window on these links
- Musicians knew all this all along...



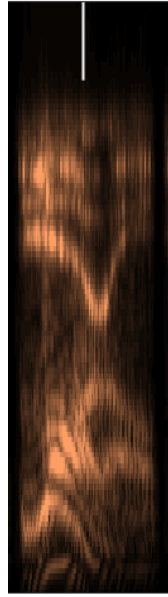
# Perception and Memory

- Prelude: “*Laurel*” and “*Yanny*”
- Auditory memory acquisition
- Prior knowledge and auditory scene analysis
- Prior context and basic auditory features

# Perception and Memory

- Prelude: “*Laurel*” and “*Yanny*”
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- Prior context and basic auditory features

# Laurel/Yanny



Do you hear "*Laurel*" or "*Yanny*" ?

# Laurel/Yanny



christine teigen ✓

@chrissyteigen

Follow

it's so clearly laurel. I can't even figure out how one would hear yanny.

4:09 PM - 15 May 2018

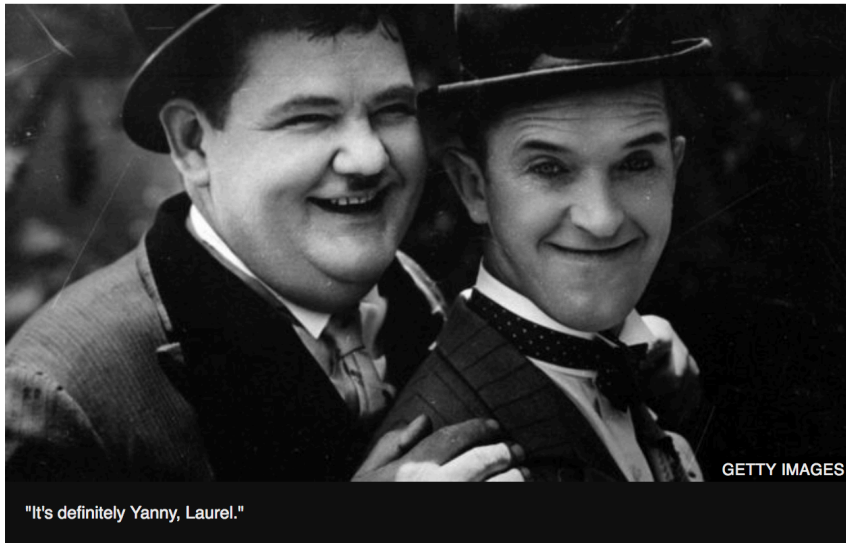
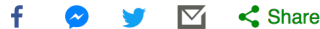
26,082 Retweets 135,864 Likes



'Laurel' or 'Yanny'? People can't decide

By Chris Bell  
BBC UGC and Social News

© 16 May 2018

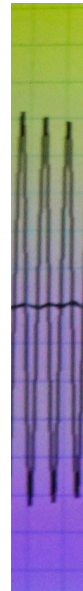


This is the way the world ends. Not with a bang but a "laurel". Or a "yanny".  
No one can decide.

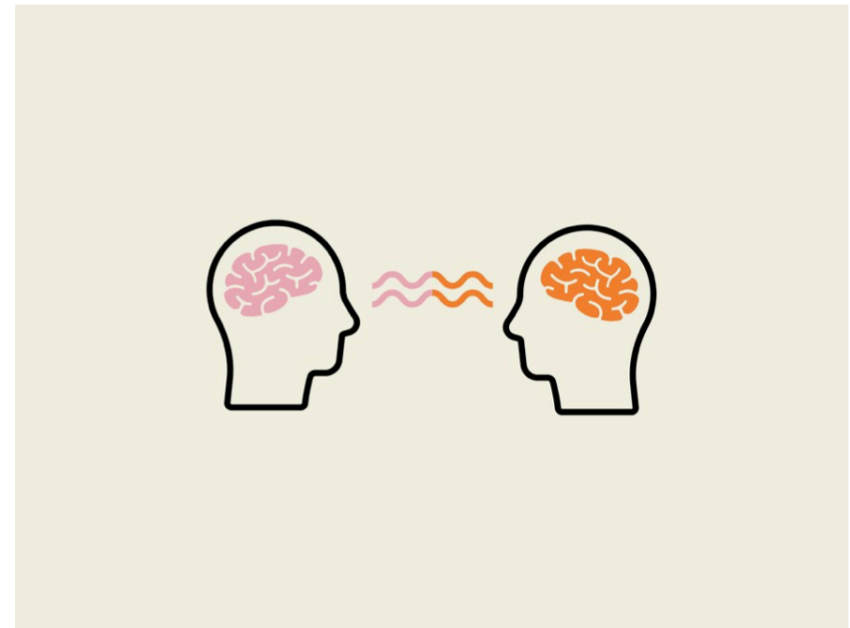
ADAM ROGERS SCIENCE 05.16.18 07:47 PM

## THE FUNDAMENTAL NIHILISM OF YANNY VS. LAUREL

Yanny  
~  
ounc

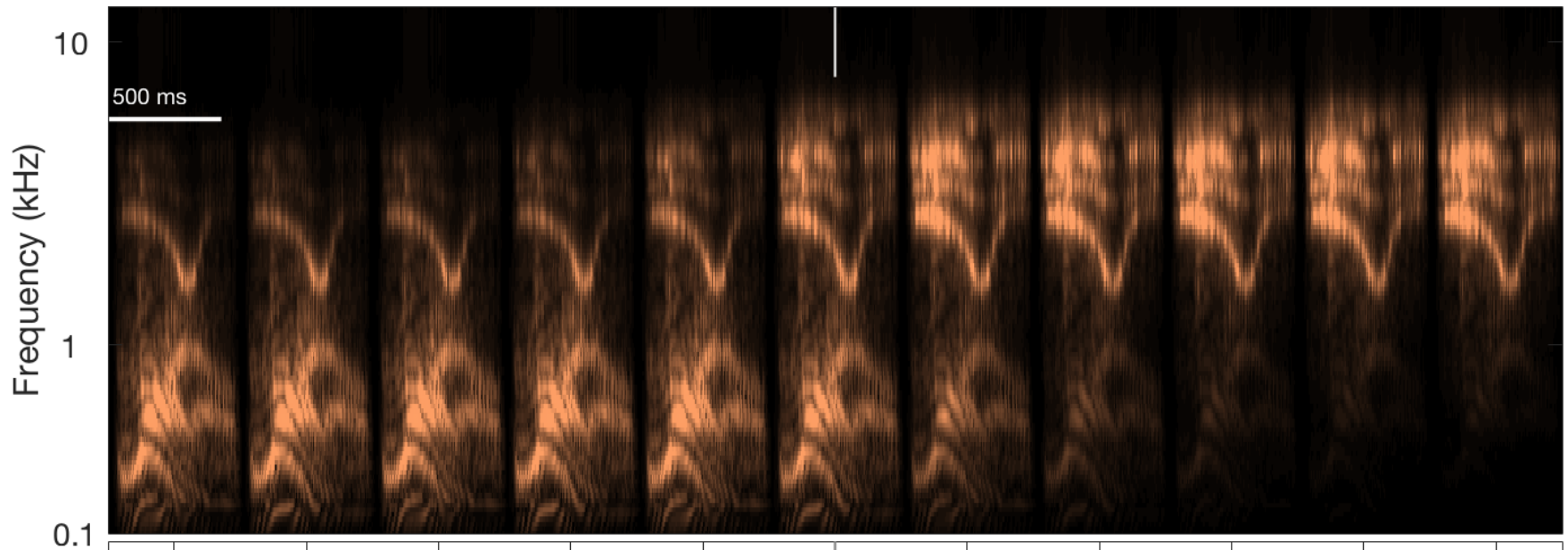


1 waves



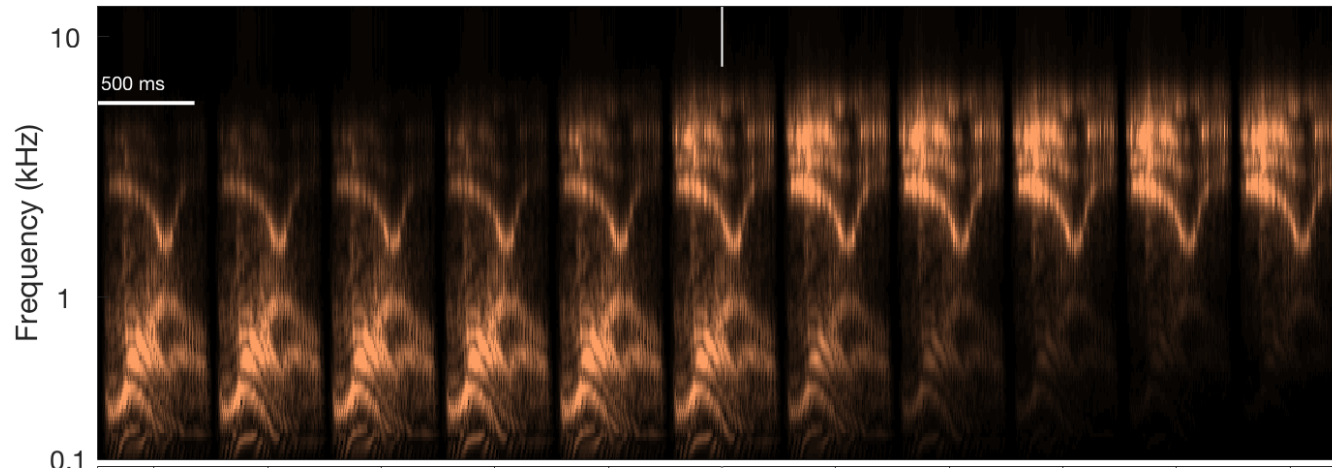
When everyone's brain makes a little world out of sensory input, and everyone's world is just a little bit different, can you really know anyone? ALYSSA FOOTE

# Laurel/Yanny



- “Laurel” in low frequencies, “Yanny” in high frequencies
- Online experiment, “Do you hear *Laurel* or *Yanny*?”
- How confident are you?

# Laurel/Yanny



# Laurel/Yanny

- The same sound may produce very strong individual percepts
- Correlations with gender, musicianship, English/French...
- A possible interpretation: interaction between acoustics and auditory experience, *i.e.* “memory”

# Perception and Memory

- Prelude: “*Laurel*” and “*Yanny*”
- **Auditory memory acquisition**
- Prior knowledge and auditory scene analysis
- Prior context and basic auditory features



# Memory for noise

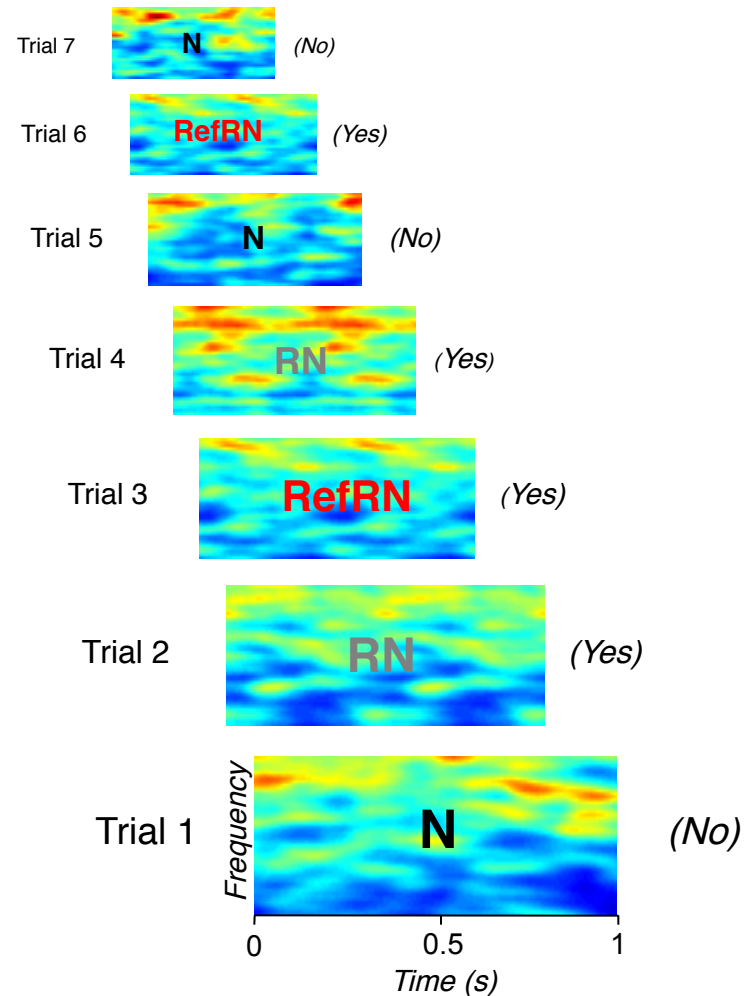
- Noise to observe the time-course of new auditory memories
  - never heard before
  - meaningless
  - unpredictable

# Memory for noise

## Our task

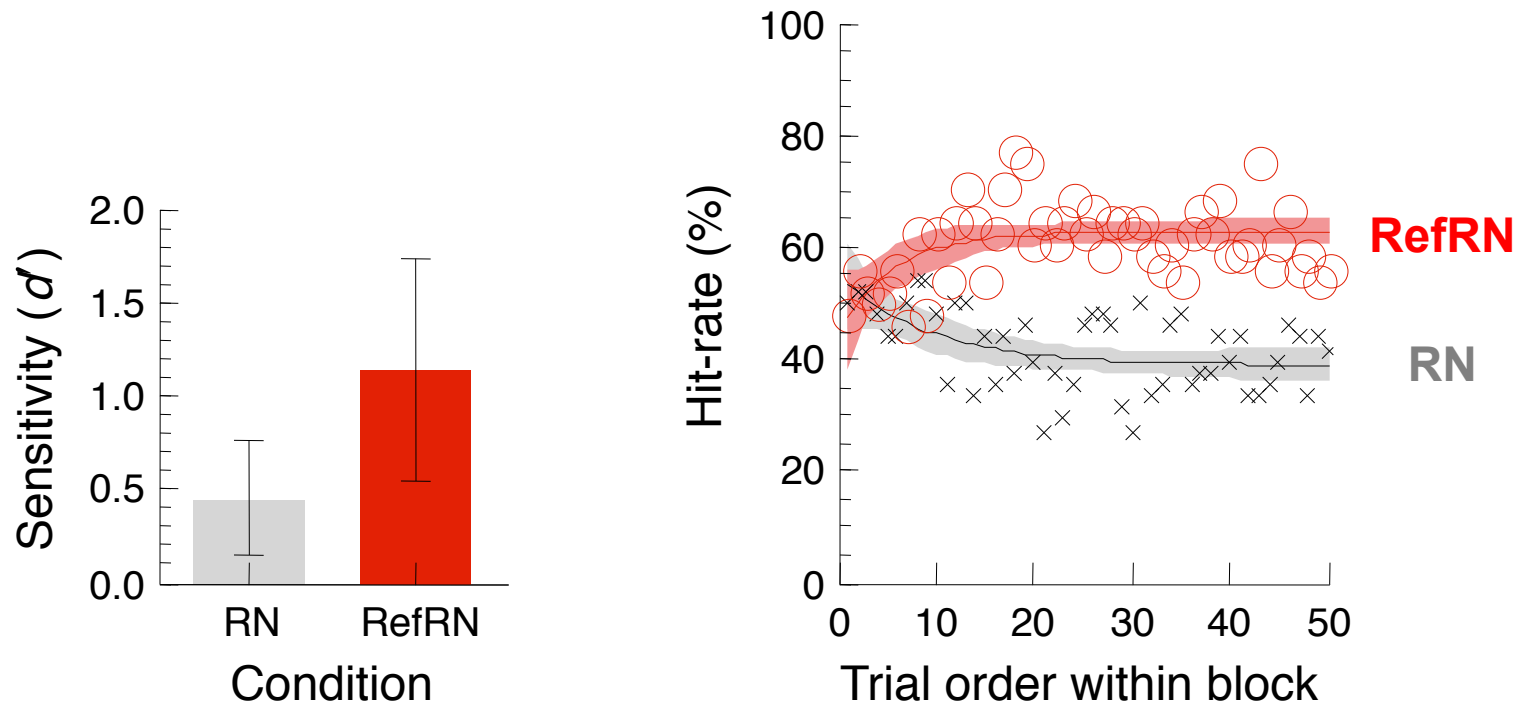
- 1s noise sample
- Repetition detection task
- RefRN identical throughout block

-> *Improvement for RefRN=learning*



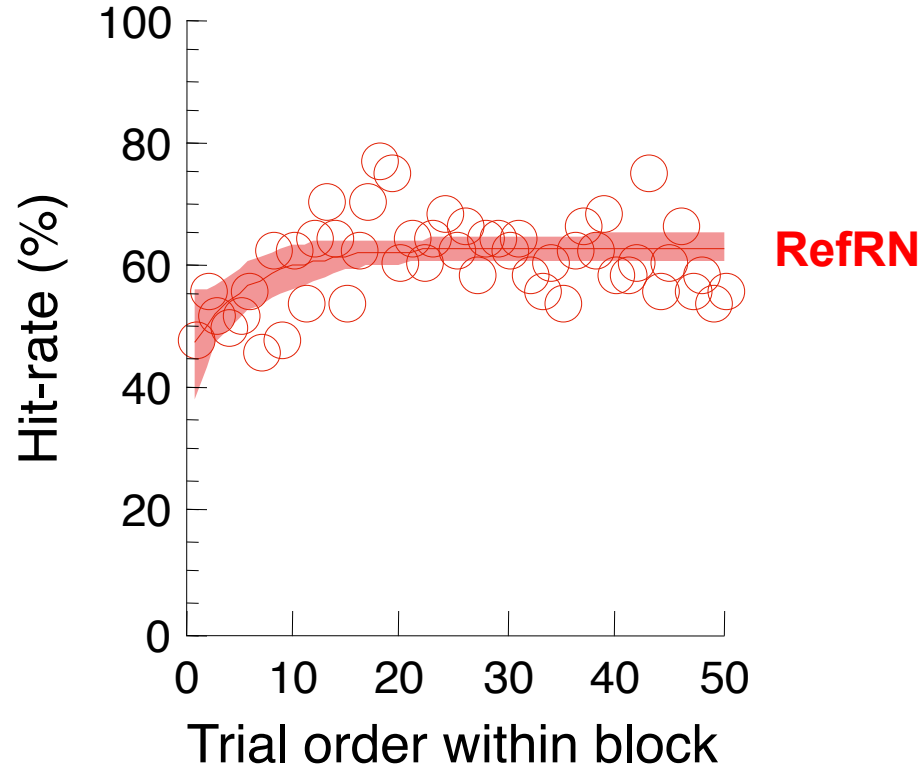
# Memory for noise

## Results



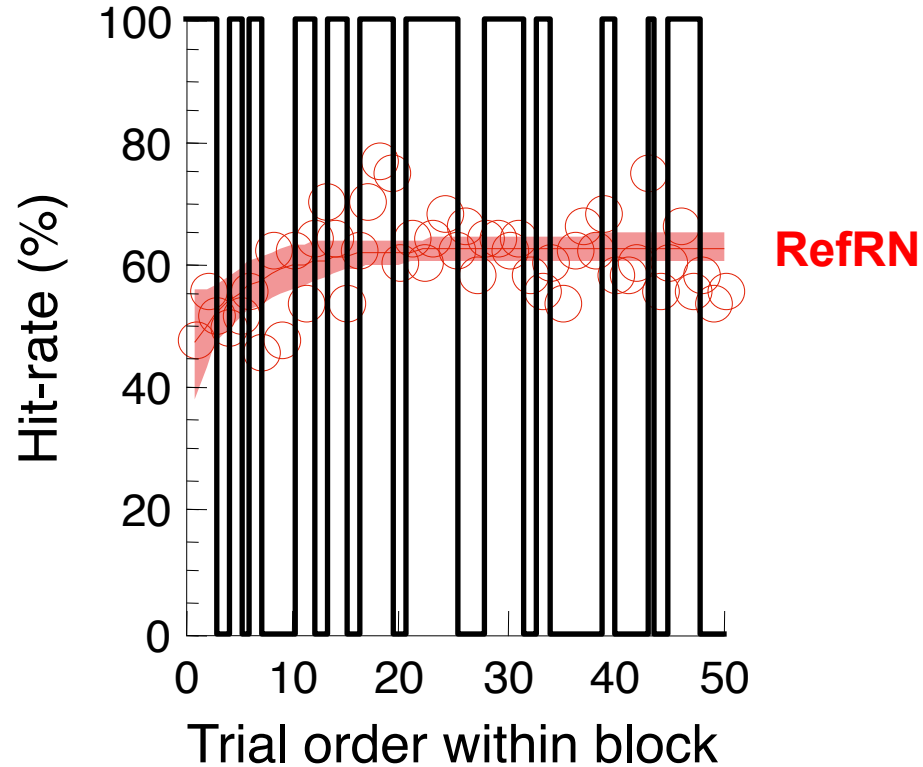
- Performance advantage for reference samples
- Due to an increase in sensitivity during the block
- Decrease for RN: criterion effect

# Memory for noise



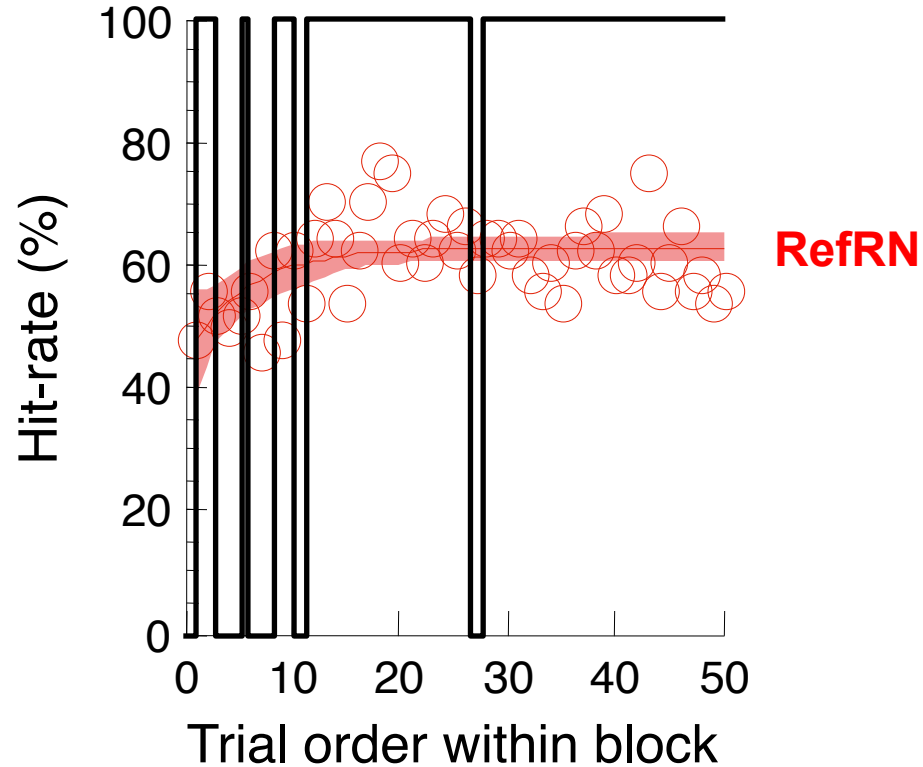
- Modest increase on average
- But inter-blocks variability

# Memory for noise



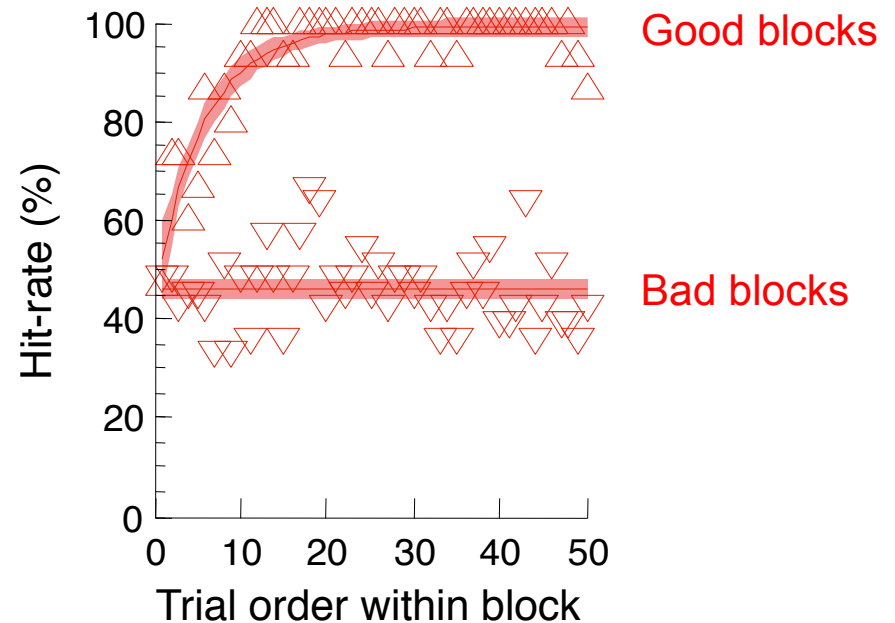
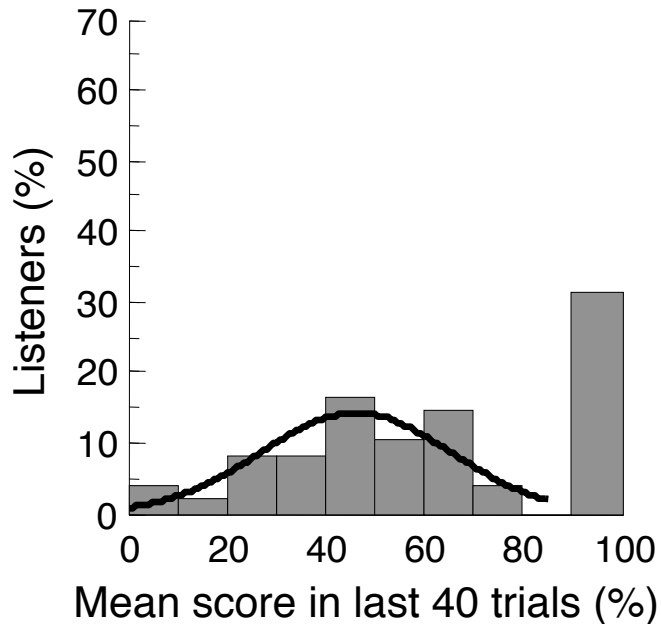
- Modest increase on average
- But inter-blocks variability: no learning

# Memory for noise



- Modest increase on average
- But inter-blocks variability: almost perfect learning

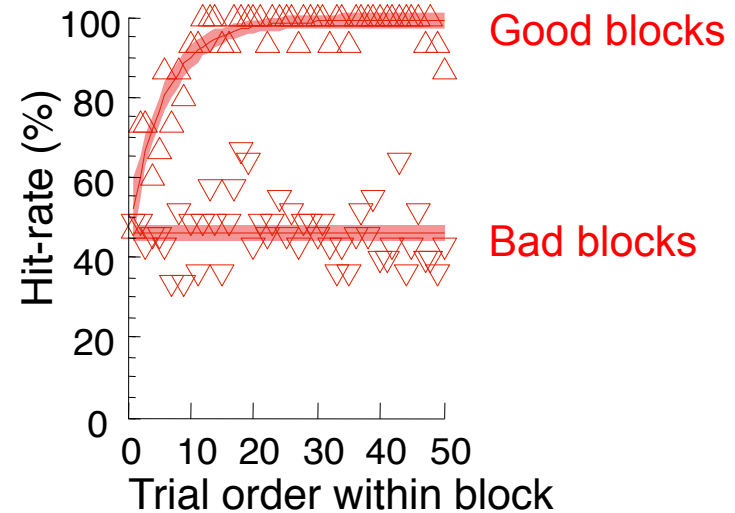
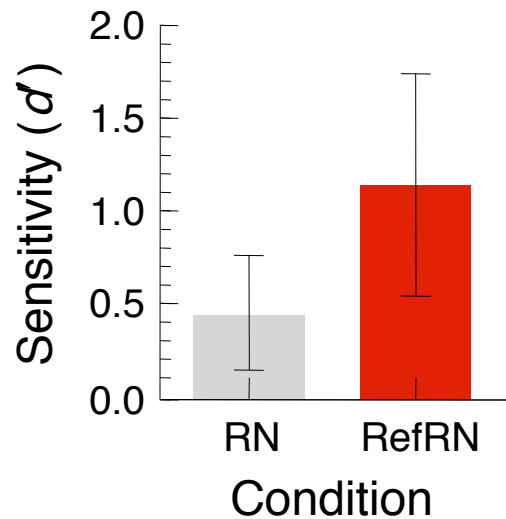
# Memory for noise



- Learning either absent, or perfect
- When it occurs, extremely fast and long-lasting

# Memory for noise

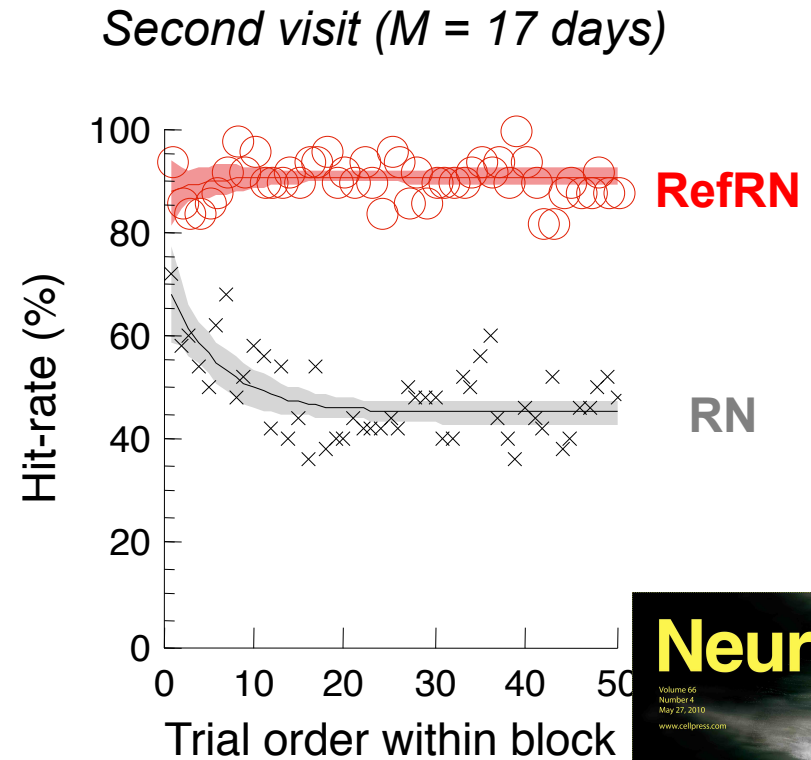
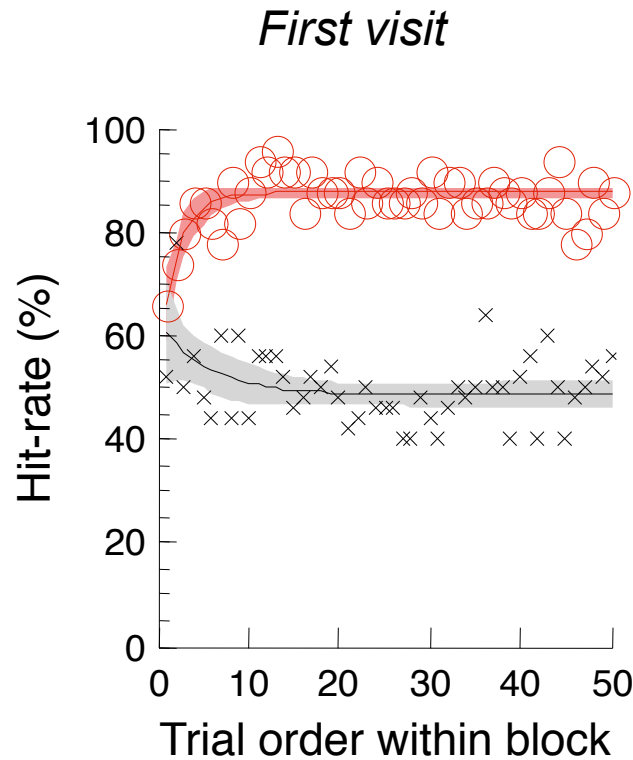
## Results



- Performance advantage for RefRN
- Due to a rapid improvement from chance to near perfect



# Long-term memories

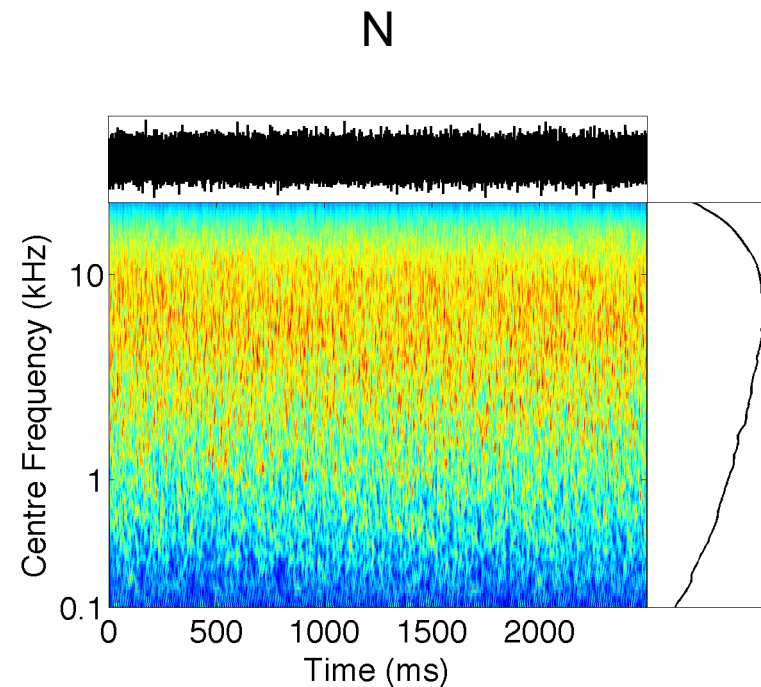
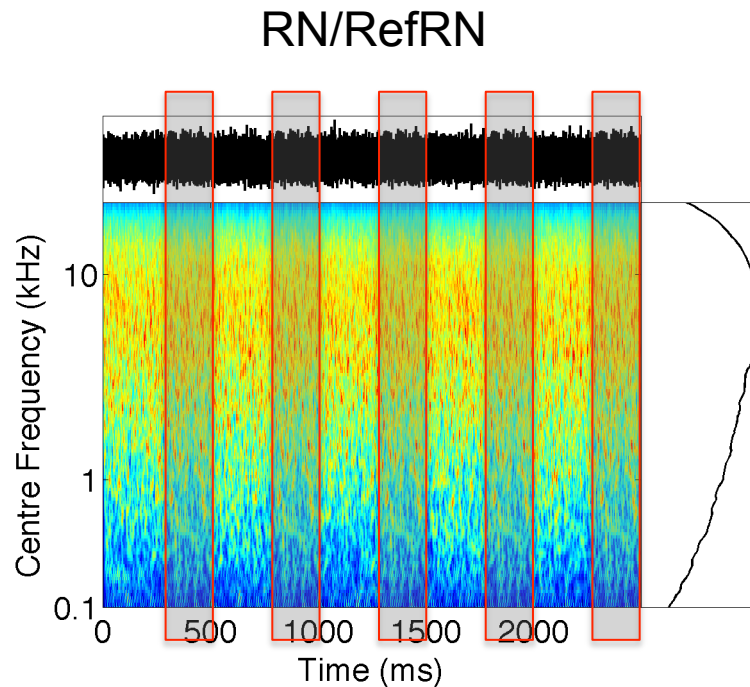


- Memories for noises retained over weeks

# Neural correlates of memory

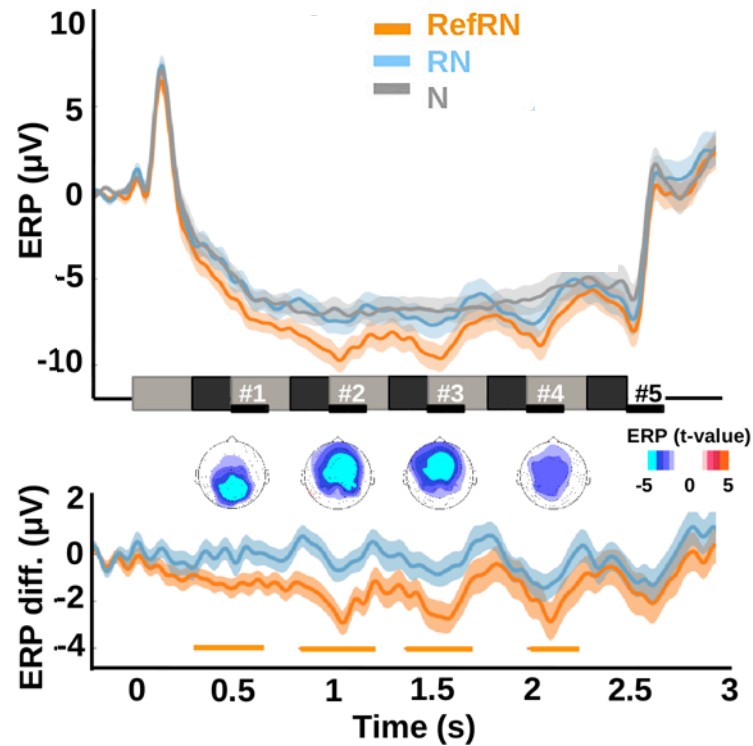


# Neural correlates of memory



- No obvious acoustic landmarks
- Noise exemplar becomes salient through learning

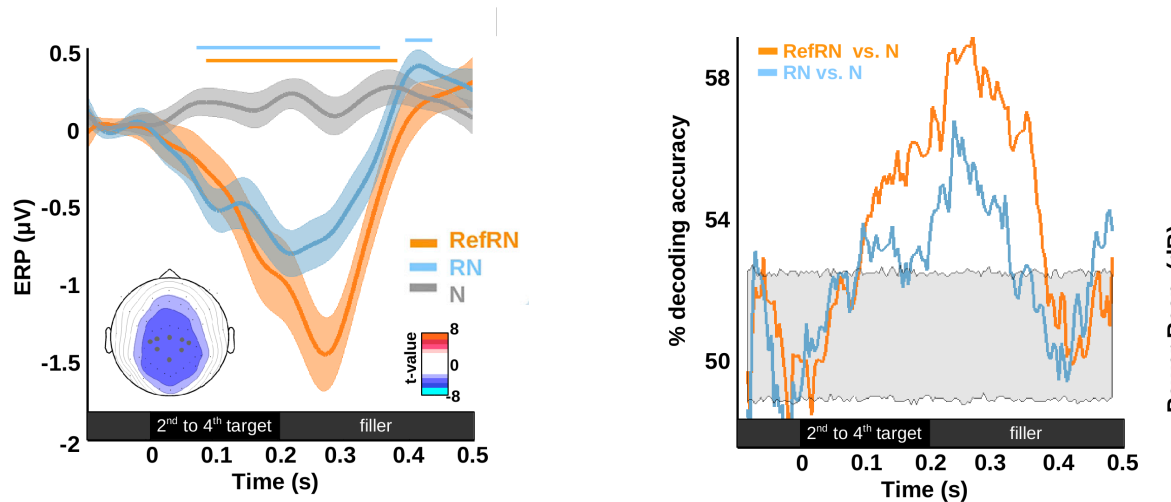
# Neural correlates of memory



- Event-related potentials after learning

# Neural correlates of memory

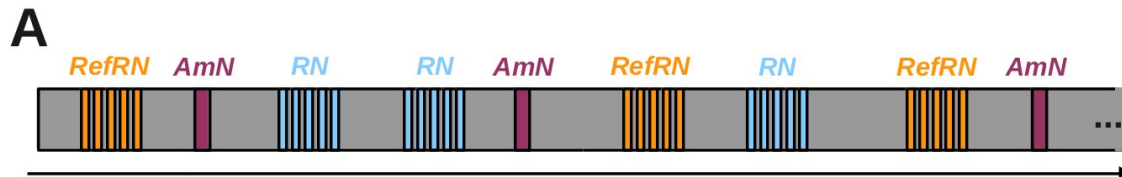
## “Memory-evoked” potentials



- Early latency and topography suggest sensory origin
- Can be decoded in single trials

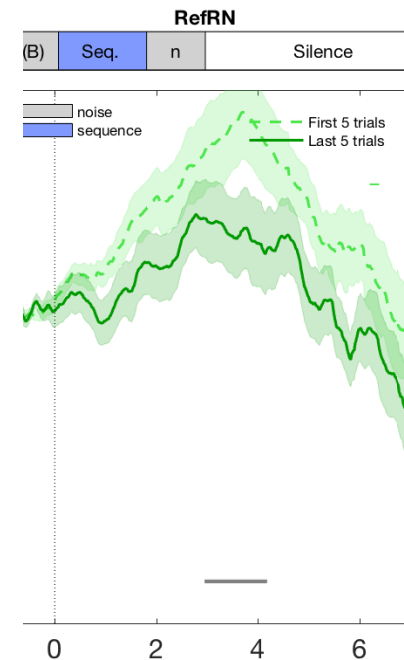
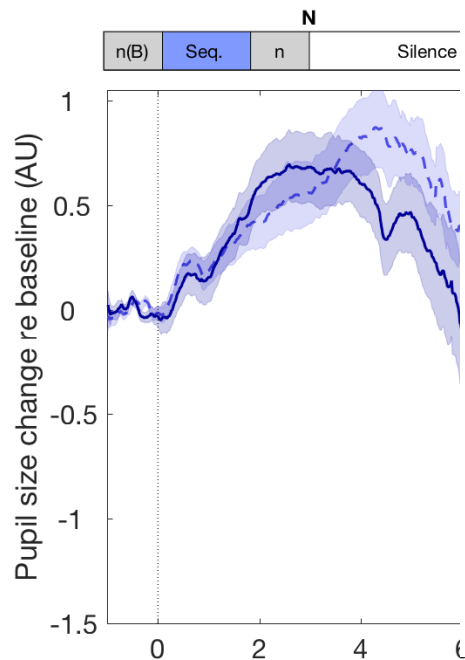
# Neural correlates of memory

## Diverted attention



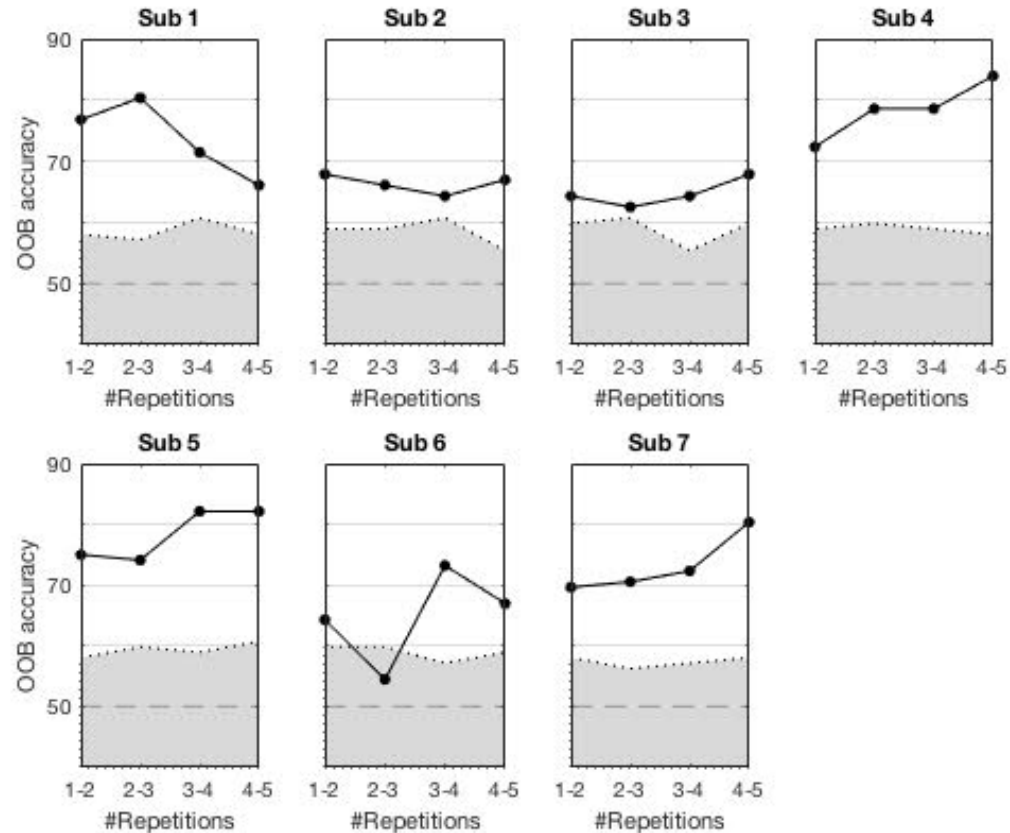
- No task-directed attention needed

# Seeing auditory memory in pupil size



- Pupil size reflects neurotransmitter release, related to memory
- In the active task, memorized sounds induce different pupil sizes

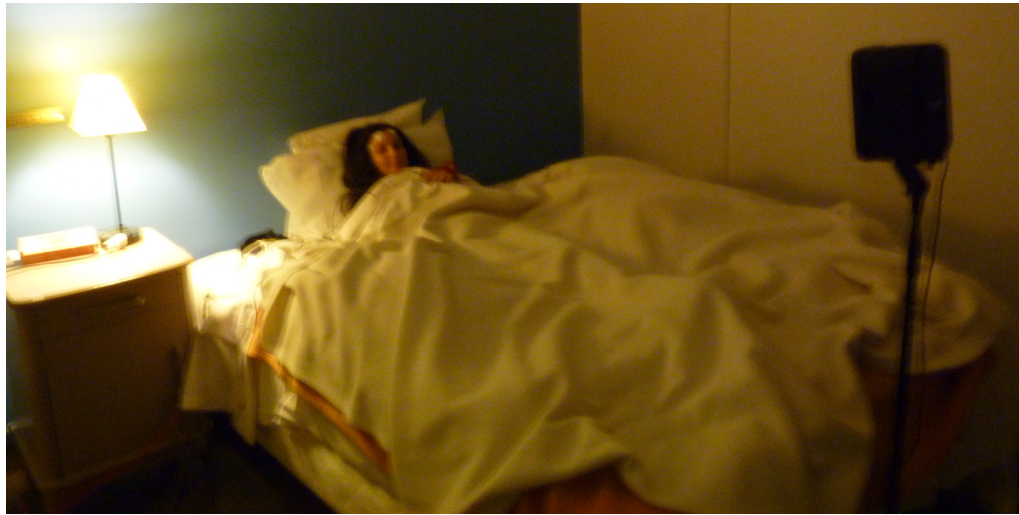
# Seeing auditory memory in pupil size



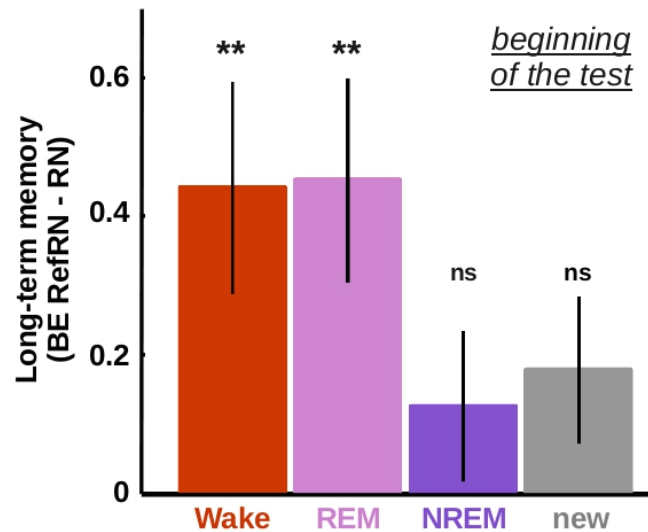
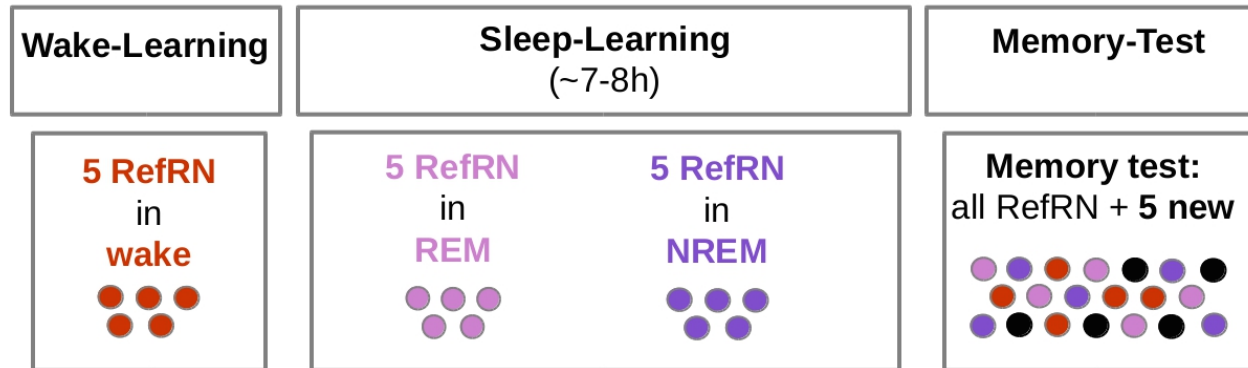
- Passive listening without a task?
- Sounds *being implicitly memorized* decoded from pupil size



# Learn while you sleep!



# Sleep study



- REM induces learning,

# Musical interlude

## Lower Limits of Auditory Periodicity Analysis

NEWMAN GUTTMAN AND BELA JULESZ

*Bell Telephone Laboratories, Inc., Murray Hill, New Jersey*

(Received 10 January 1963)

Sunday, April 26, 1959

the village **Voice** and the record hunter present

**A Sunday Afternoon of CONTEMPORARY MUSIC**  
with **EDGARD VARESE**  
and **JOHN CAGE**

**SUNDAY, APRIL 26, 5 p. m.**  
Produced by DAVID JOHNSON

**DAVID TUDOR / DAVID SOYER**  
*pianist / cellist*

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185 (2 blocks south of Washington Square)

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LIMITED SEATING

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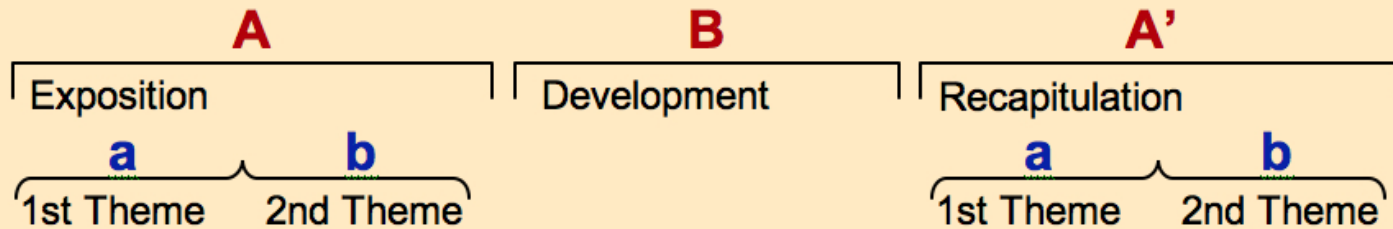
**For Reservations Call**  
**WAtkins 4-4669**

Cage/COMPOSITION FOR PIANO  
\* Maxfield/ELECTRONIC SCORE FROM "STACKED DECK"  
\* Feldman/COMPOSITION FOR PIANO  
\* Guttman/COMPUTOR MUSIC  
Cage/FONTANIAS MIX (U.S. PREMIERE)  
Brown/MUSIC FOR CELLO & PIANO  
Varese/POEME ELECTRONIQUE  
\* WORLD PREMIERE  
Electronic Equipment: FISHER RADIO CORP.

- The original use of noise to probe auditory memory was from a pioneer of computer music

# Musical interlude

## Sonata-allegro form-within-a-form



Christian Fennesz, "Happy Audio"

- Memory is at the core of many classical forms
- In some cases, memory seems the main structural factor

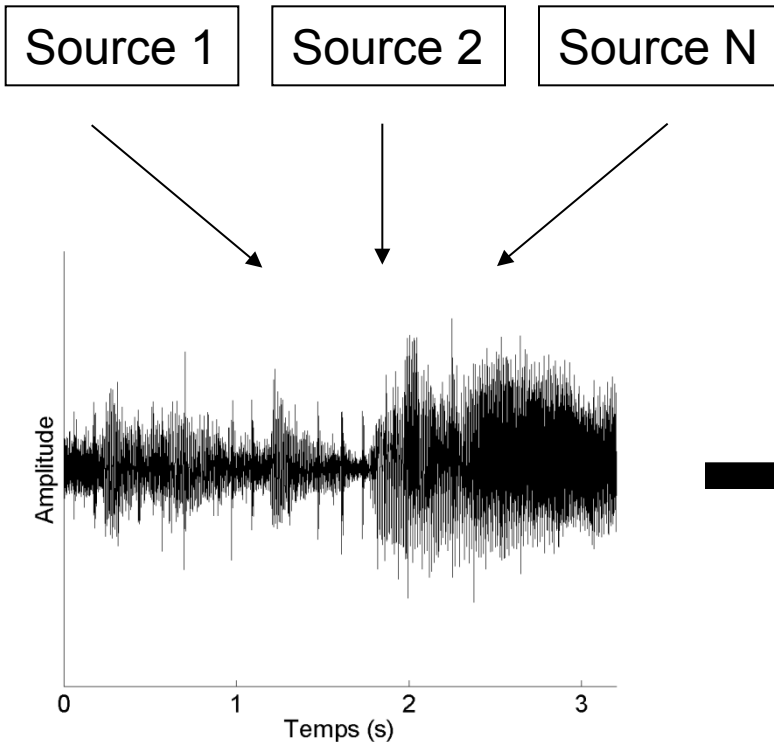
# Memory for noise

- Auditory memory is fast and efficient
  - Unsupervised/incidental learning without focused attention
  - Leaves an instant trace in sensory cortex
- > *We probably memorize more about sounds than we “know”*

# Perception and Memory

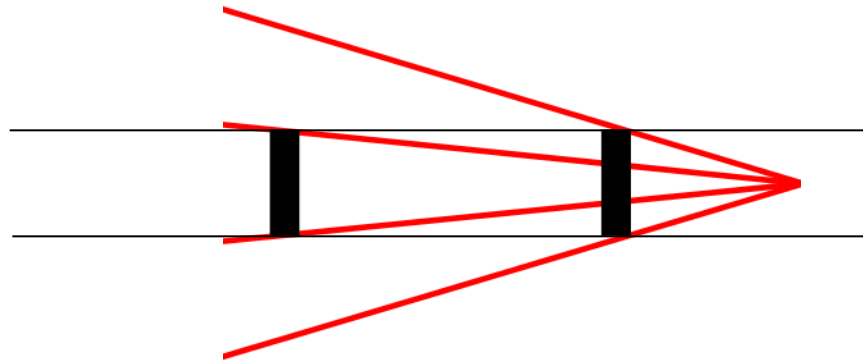
- Prelude: “*Laurel*” and “*Yanny*”
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# Auditory scene analysis



- Ill-posed problem, impossible to solve as is
- Memory to internalize prior knowledge as additional cues

# Auditory scene analysis

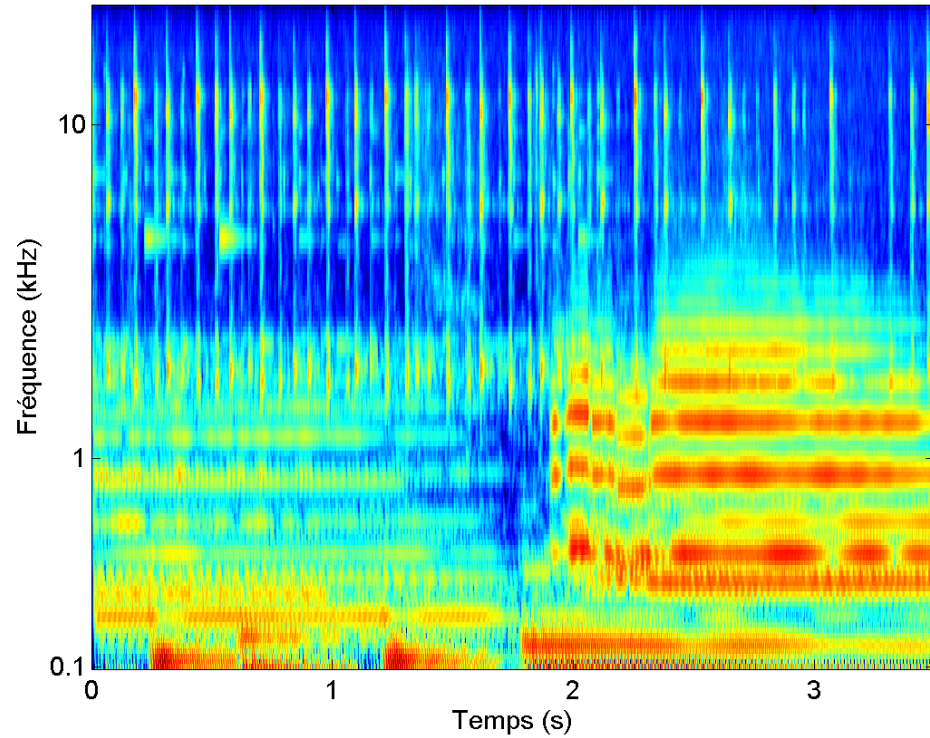
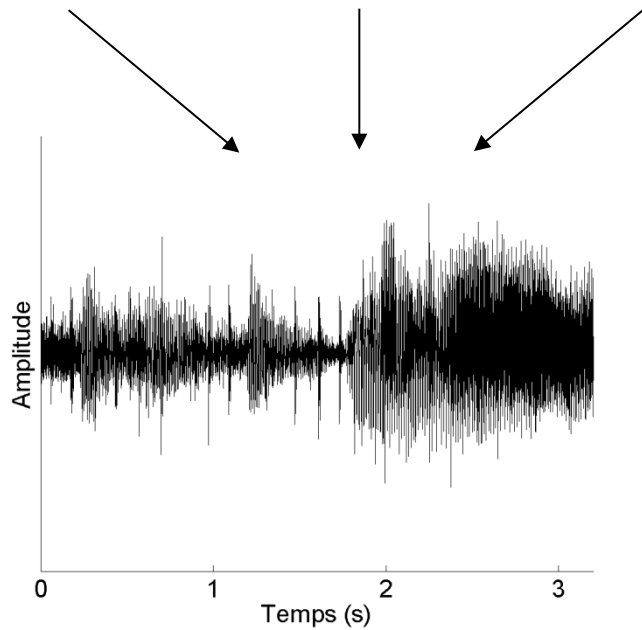


- Illusions can reveal how internal knowledge shapes perception



# Auditory scene analysis

Source 1    Source 2    Source N



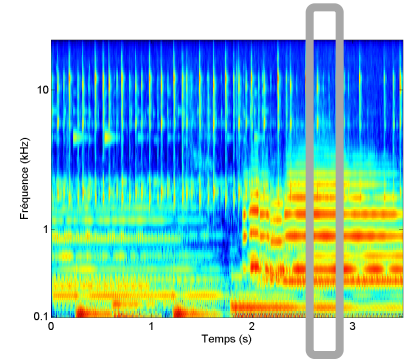
# Indices d'organisation

## Organisation verticale

- Sources “complexes”
  - regrouper ce qui appartient à une source
- Sources “transparentes”
  - séparer ce qui appartient à des sources distinctes

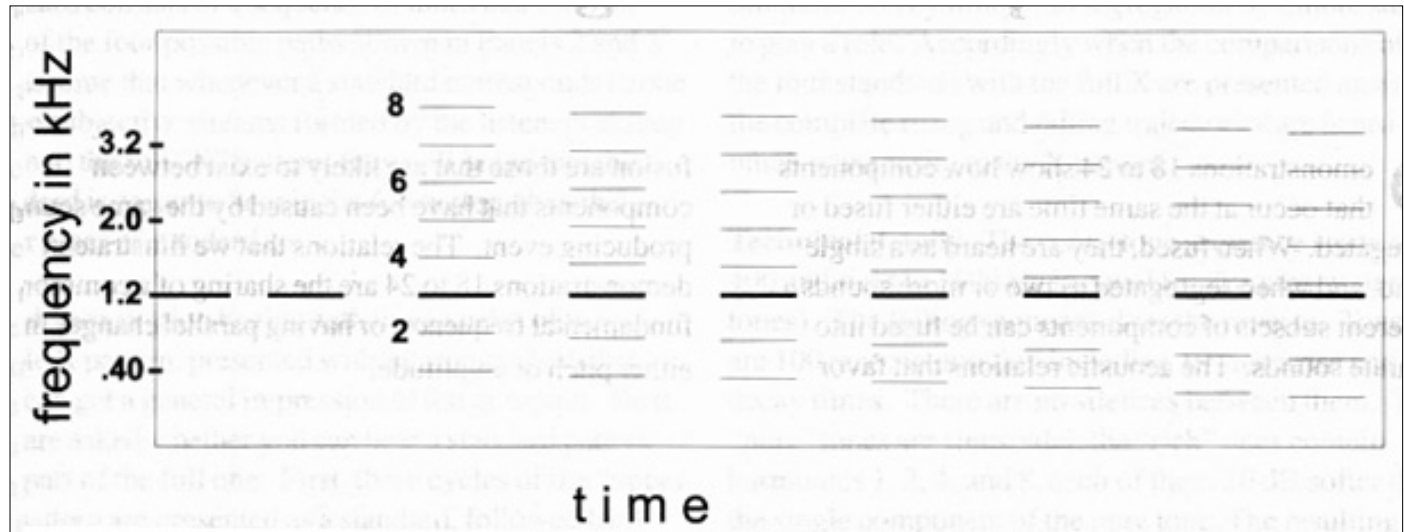
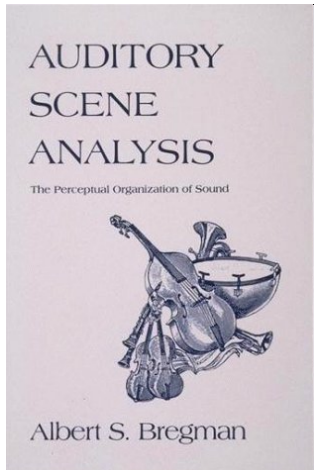
### Indices possibles:

- Localisation
- Synchronie
- Harmonicité



# Indices d'organisation

## Organisation verticale: Harmonicité



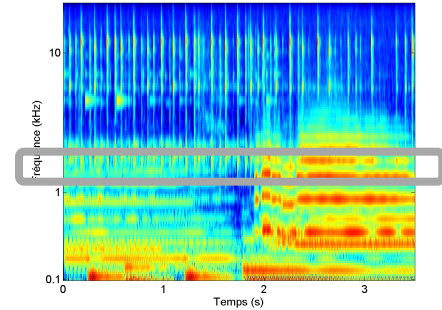
# Indices d'organisation

## Organisation horizontale

- Sources étendues dans le temps
  - suivre une source en dépit d'interruptions potentielles

### Indices possibles:

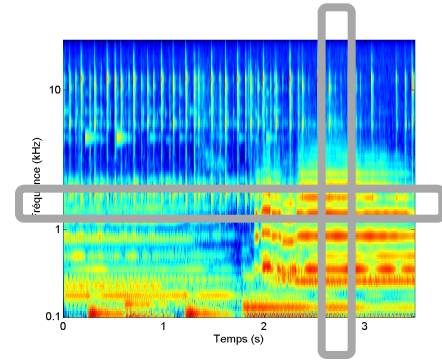
- Localisation
- Proximité en fréquence
- Proximité en temps
- Timbre



# Indices d'organisation

## Organisation horizontale et verticale

- Une grande variété d'indices
- Concordants ou non



*L'organisation auditive est une "prise de décision" qui combine de multiples sources d'information*

# Auditory scene analysis



One stream



Two streams



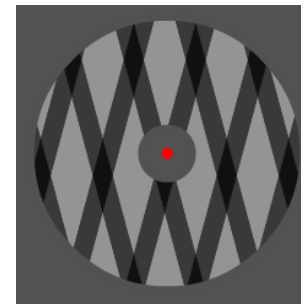
Illusory switches

- A useful rule: similar sounds tend to come from a same source

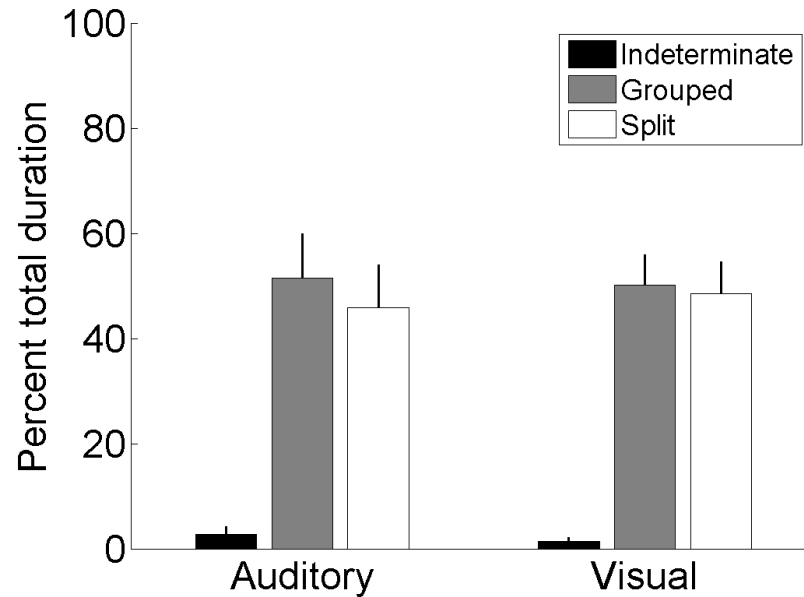
# Bistabilité auditive et visuelle

- Comparaison alternances perceptives dans deux modalités
- Le dilemme de l'organisation perceptive: Grouper ou Séparer?
- Caractéristiques de la bistabilité visuelle:
  - \* *Exclusivité*
  - \* *Aléatoire*
  - \* *Inévitabilité*

[Leopold and Logothetis, 1999]



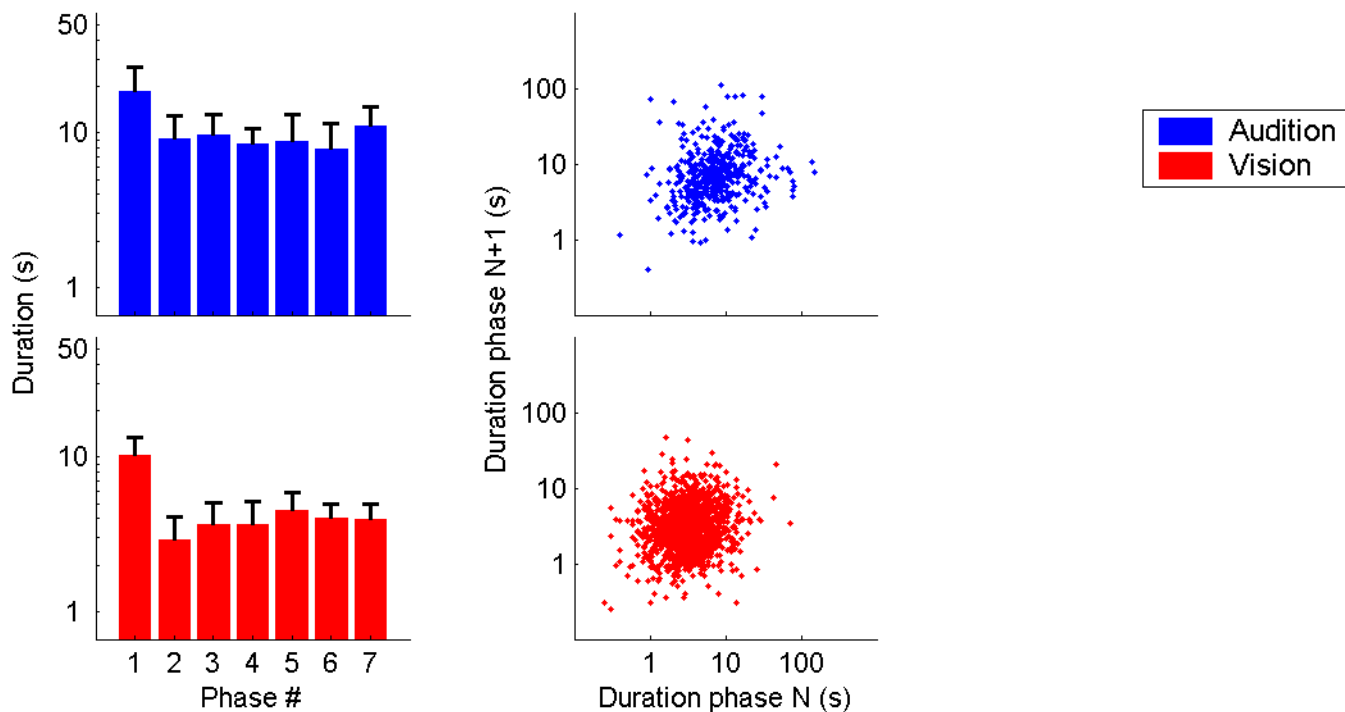
# Exclusivité



- Percepts auditifs (et visuels) sont mutuellement exclusifs

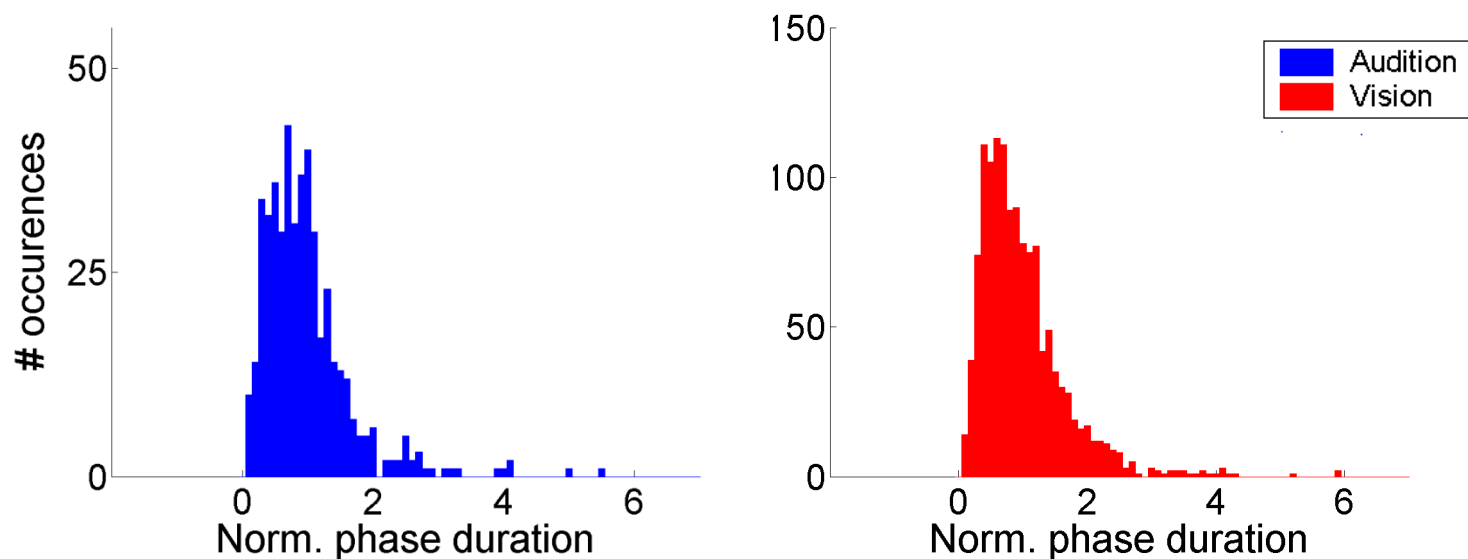


# Aléatoire



- Durée de phase stable après le 1<sup>er</sup> percept (groupé)
- Indépendance statistique entre phases successives

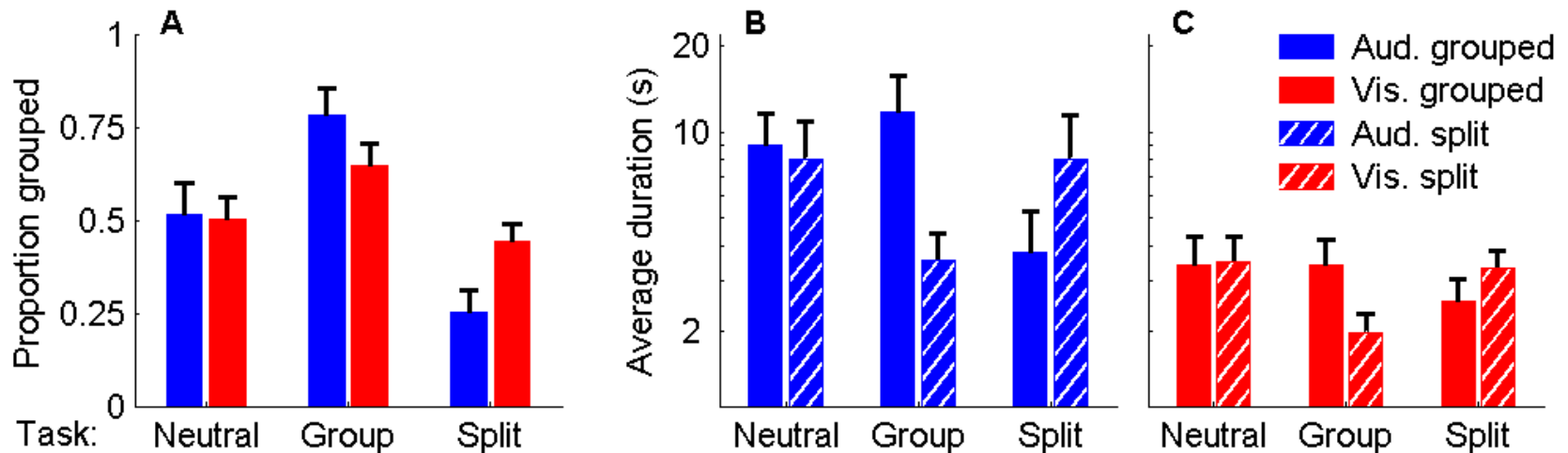
# Aléatoire



- Distribution log-normale pour la durée des percepts
- Identiques pour les deux modalités

# Inévitabilité

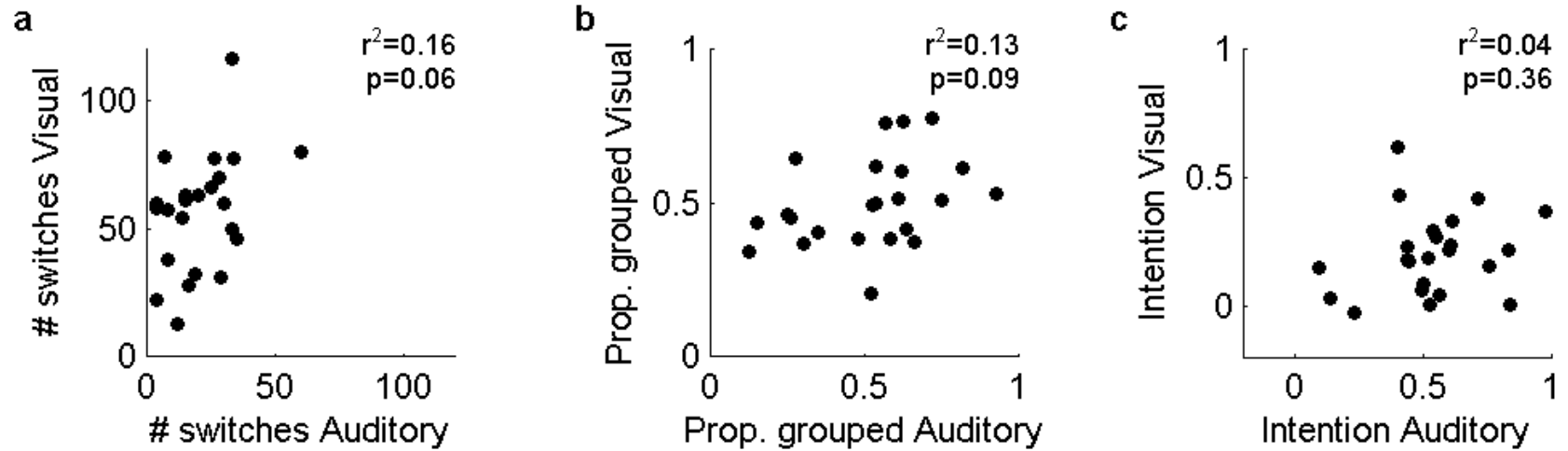
## Contrôle volontaire



- Effet de l'intention, mais alternances inévitables
- Pas d'augmentation de la durée des percepts cibles

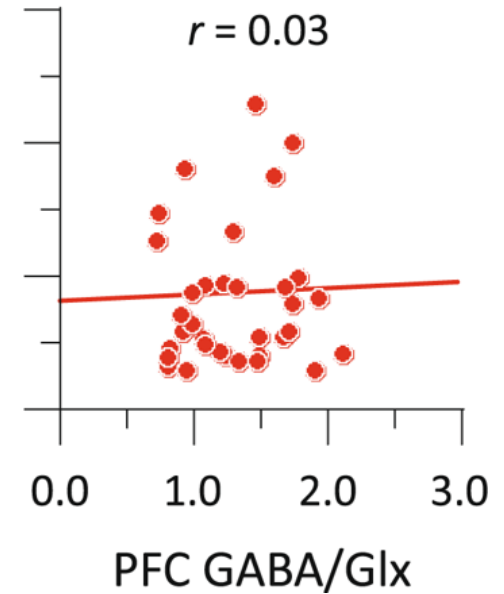
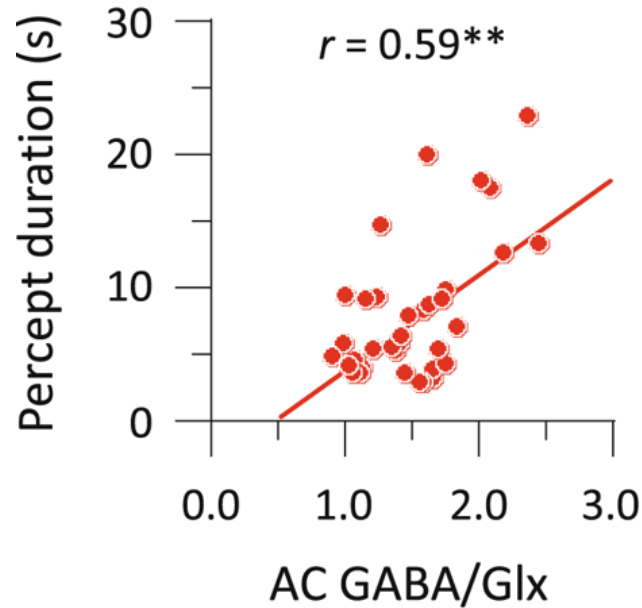
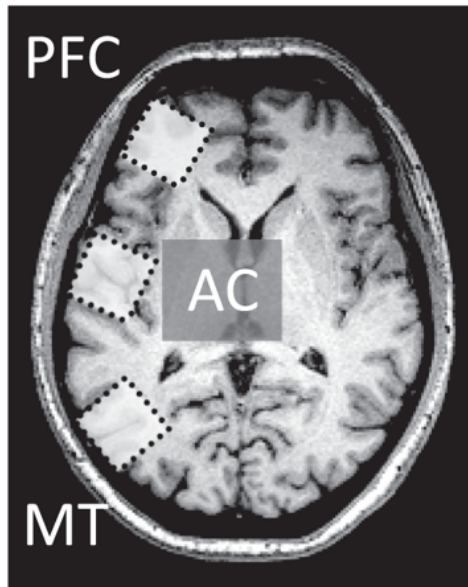
[Levelt, 1968]

# Biais Audition et Vision



- Indépendance des biais idiosyncratiques entre modalités

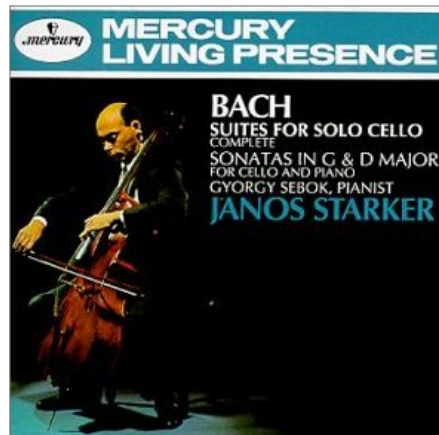
# Auditory scene analysis



- Same acoustics, different conscious percept
- A powerful tool to explore inter-individual differences

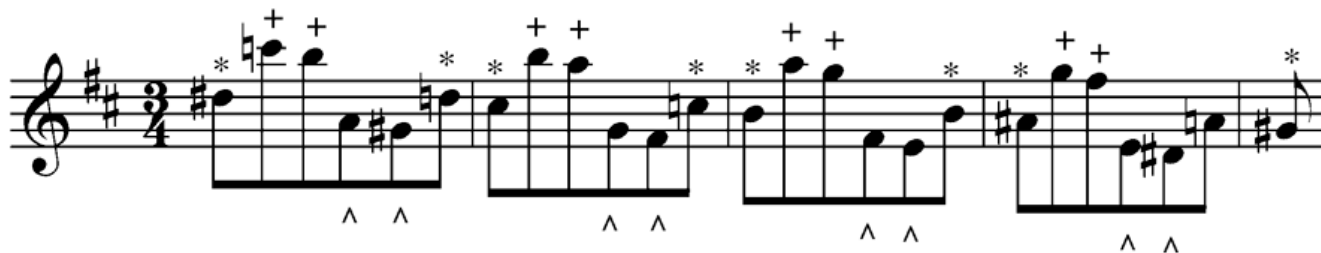
# Musical interlude

## Implied polyphony



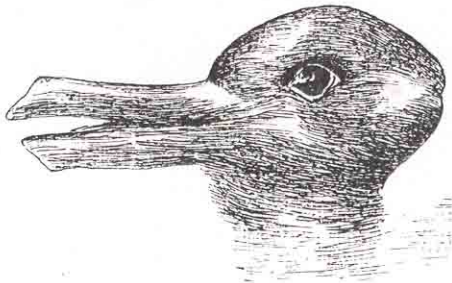
# Musical interlude

## “Illusory voices” in implied polyphony



# Auditory scene analysis

- Prior knowledge provides necessary information to solve the ill-posed problem of auditory scene analysis
- When sensory information is ambiguous, knowledge decides
- Similar to classic bistable illusions in vision



Jastrow, 1899



Wittgenstein, 1953/1958

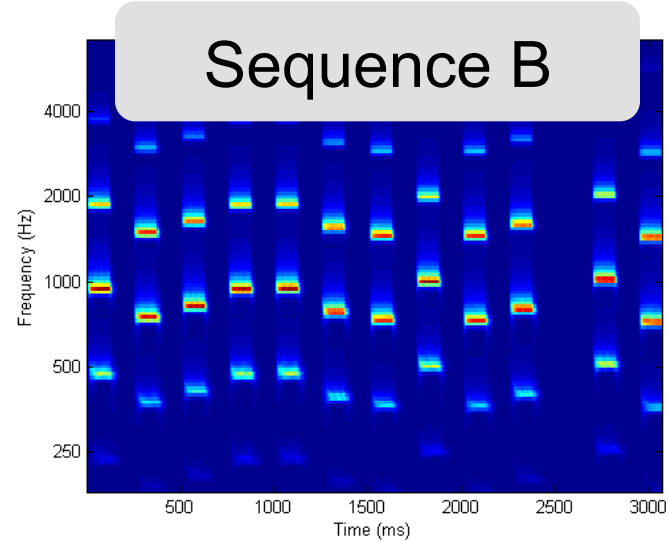
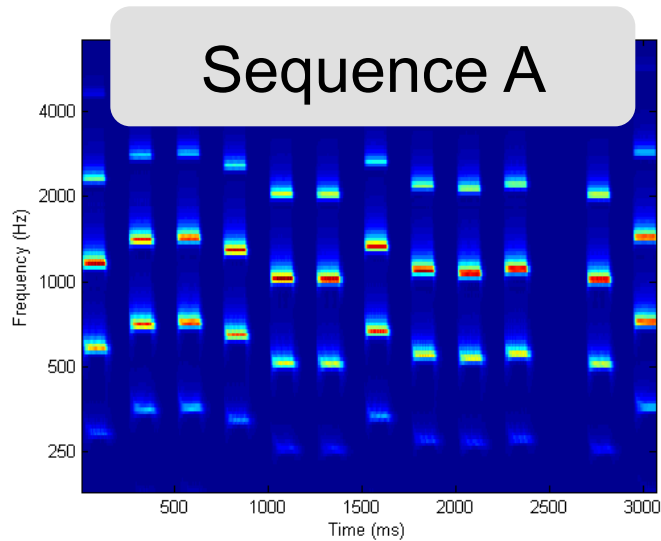


# Perception and Memory

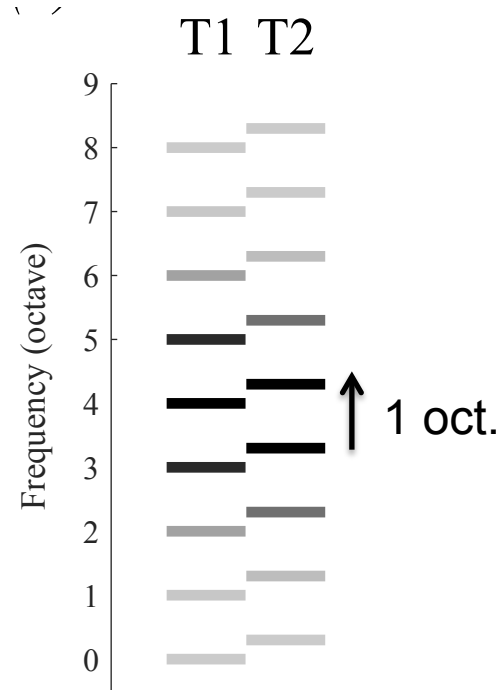
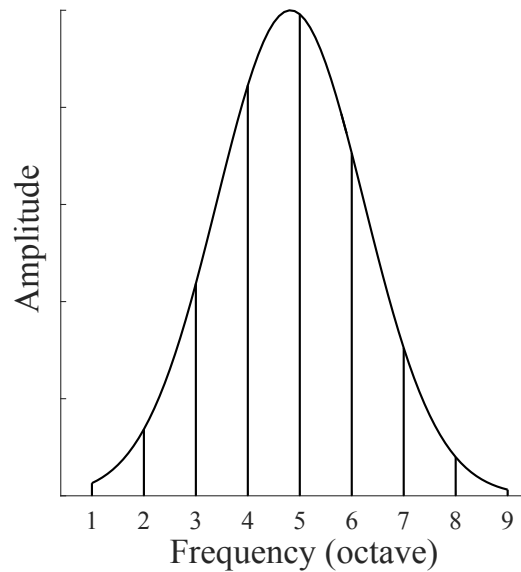
- Prelude: “*Laurel*” and “*Yanny*”
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# Context effects

You will hear a sequence of tones, a short pause, and then two final tones.  
Does the pitch go up or down between the two final tones?



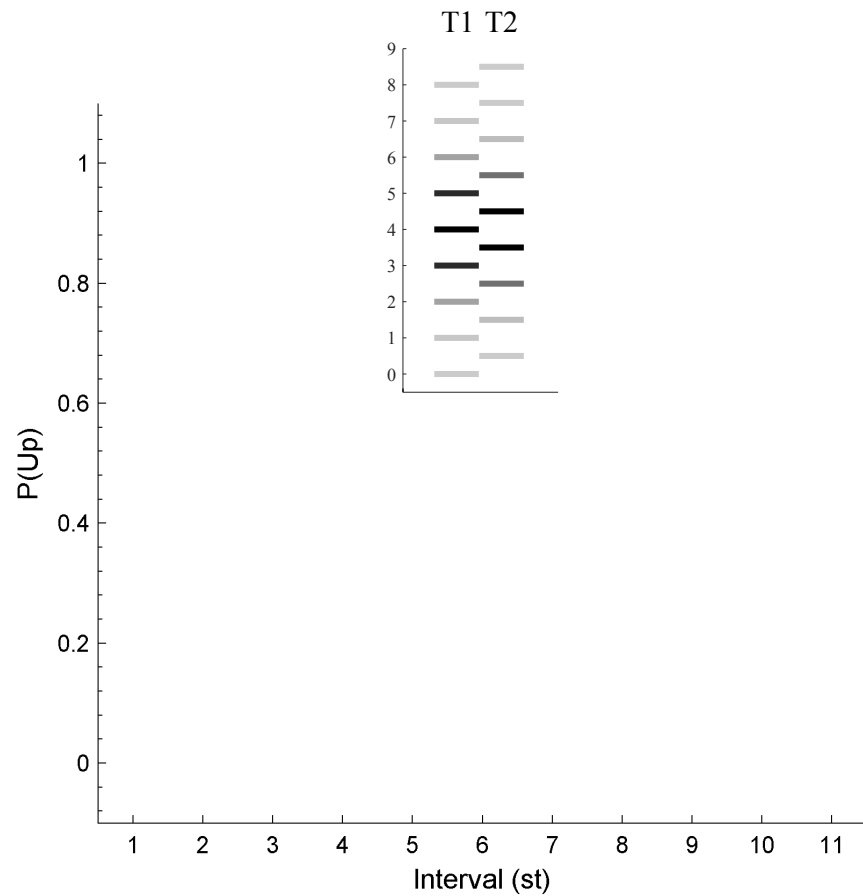
# Context effects



- What you have just heard: Shepard tones

# Context effects

## Perceived pitch shift



- Ambiguous pitch shift at 6 semi-tones interval

# Context effects

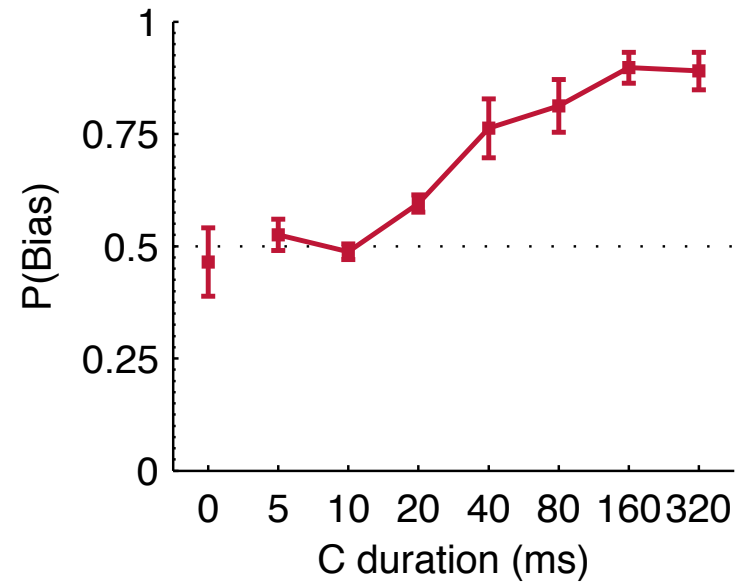
## Biasing sequence



- Perception can be almost *fully* determined by context

# Time-course

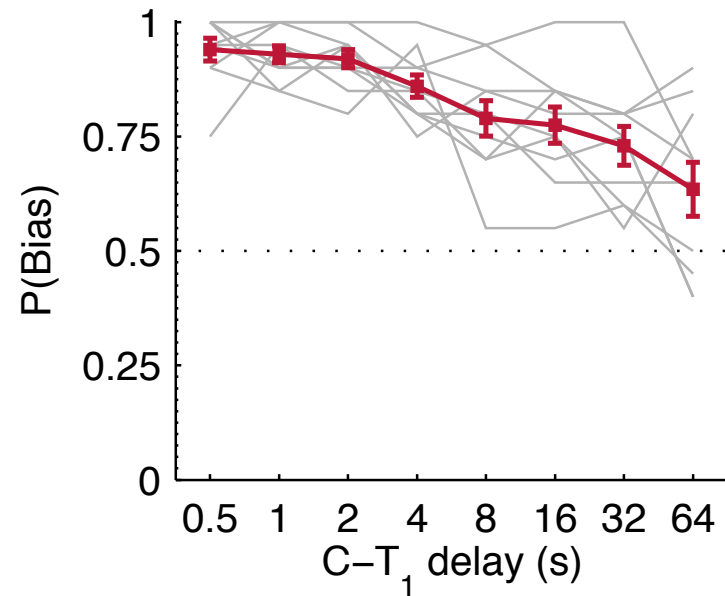
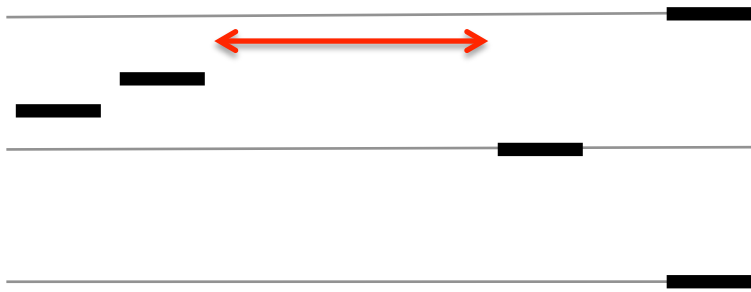
How long does it take?



- Bias observed for a 20-ms long context

# Time-course

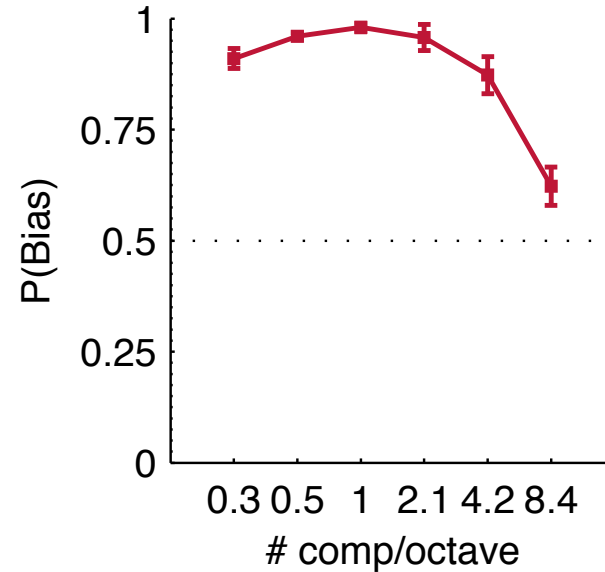
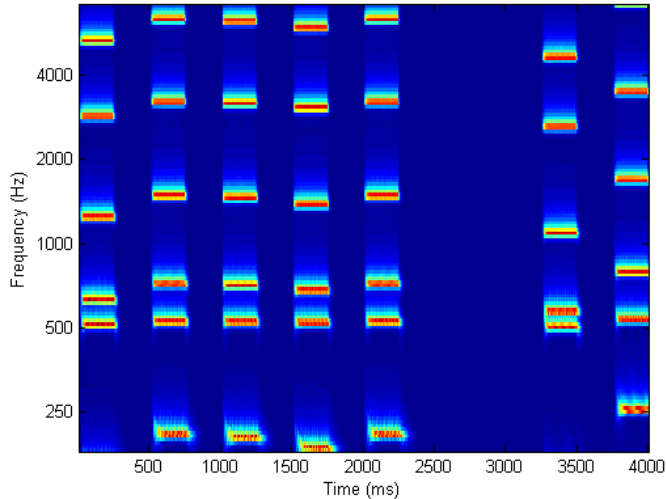
How much does it last?



- Bias persists for over 30s

# Random spectra

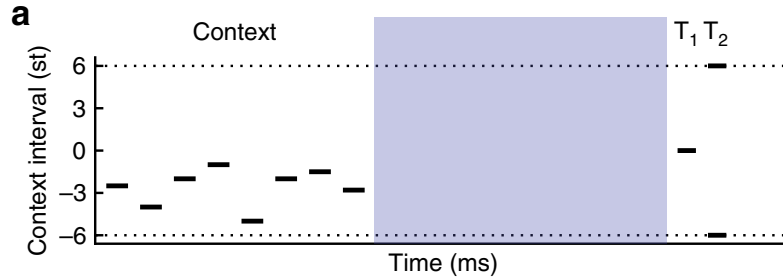
Something to do with Shepard tones?



- Generalisation to random spectra, limited by resolvability

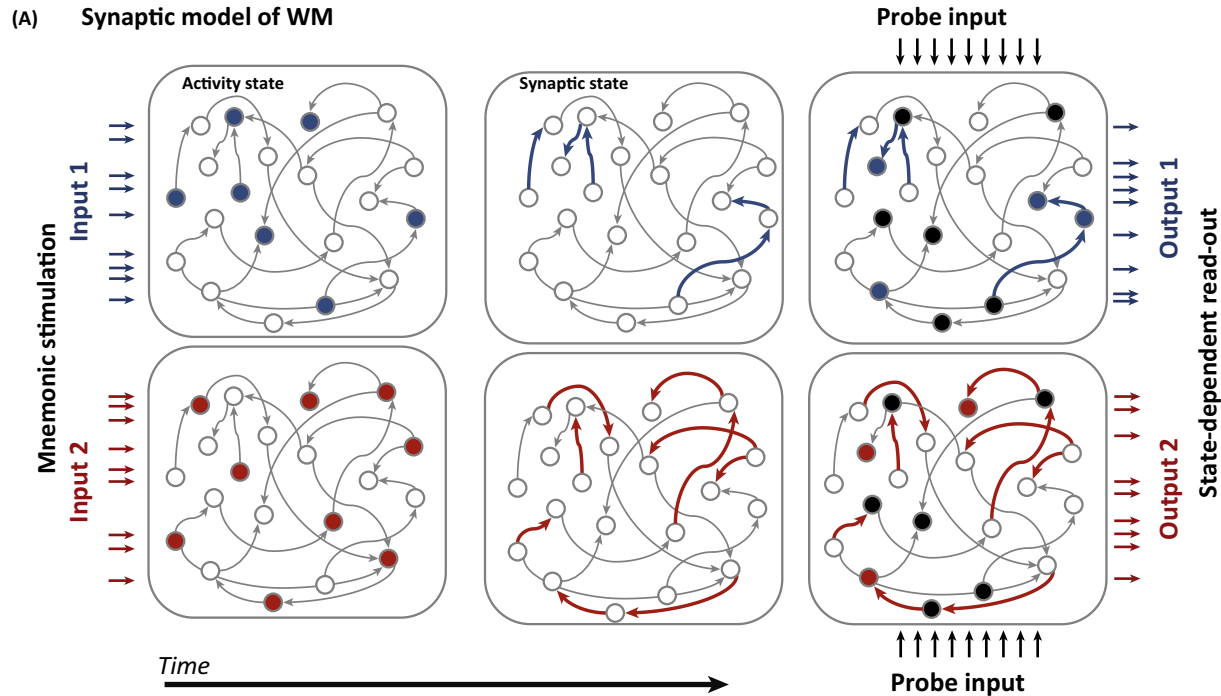


# Neural correlates (MEG)



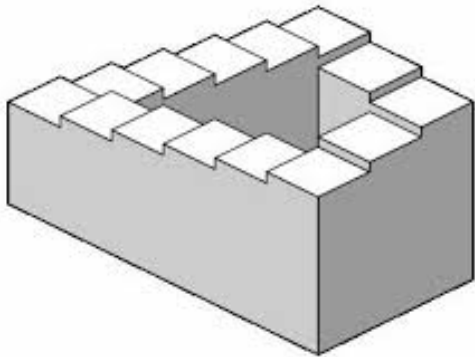
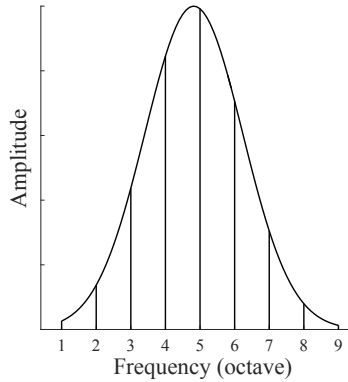
- MEG response suppression correlates with behavior

# Speculation



- “Hidden states” to encode memory
- Same neurons could process information *and* encode memory

# Musical interlude



- Proximity cues and cyclic Shepard tones for “infinite” scale

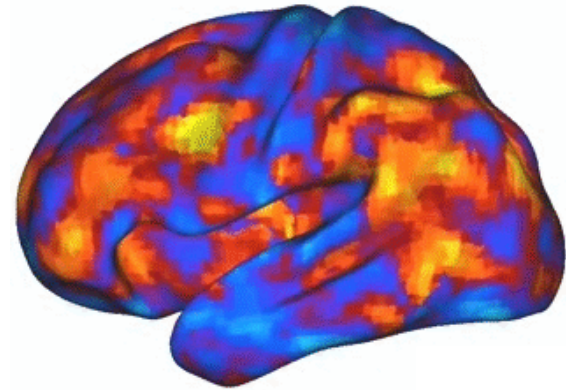
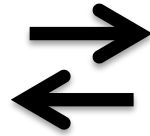
# Context effects

- Perception of large frequency shifts can be biased by context
- Bias is fast and long-lasting
- Contextual memory processes, possibly based on adaptation

# Summary



Perception



- Auditory perception and memory are deeply intertwined
- Illusions are the rule, not the exception
- Often they match the world, sometimes they are crafted by scientists or musicians