Frequency Shift Detectors

Vincent Adam

Tea Talk

Gatsby Unit

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Auditory Scence Analysis

Making sense of an auditory scene

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Making sense of an auditory scene

Segregation : Hearing multiple separated objects

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Integration : Heard as a whole

EXAMPLE : Streaming EXAMPLE : Breaking Harmony

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EXAMPLE : Breaking Harmony

Percept at transition S1 -> S2 (audio and vision)

- addition
- disapearance
- motion

You cannot "hear out" a tone in a chord Effect is termed: "Informational masking"

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EXAMPLE of task "present/absent"

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But you can hear a shift from a tone of the chord

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EXAMPLE of task "present/absent"

But you can hear a shift from a tone of the chord EXAMPLE of task "up/down"

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Long memory (Inter Stimulus Interval up to 3s)



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High level -> binaural 'test tone'

Psysiological evidence

- No mechanism found so far
- 'Memory mechanism' needed

Vision : space <-> Audition : Frequency

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Audio: longer fine-grain memory

- Vision : space <-> Audition : Frequency
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- Vision: strong effect of selective attention (where to attend)

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 Vision : Direction > Presence | Audition : Presence < Direction

Thanks

Based on work from

- Laurent Demany
- Christophe Ramos
- Catherine Semal
- Daniel Pressnitzer