Cortical Encoding of Auditory Objects in the Cocktail Party Problem

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Introduction

- Auditory Objects
- Magnetoencephalography (MEG)
- Decoding Neural Signals/Encoding Stimuli
- Cortical Representations of Auditory Objects I
- Cortical Representations of Auditory Objects II

Auditory Objects

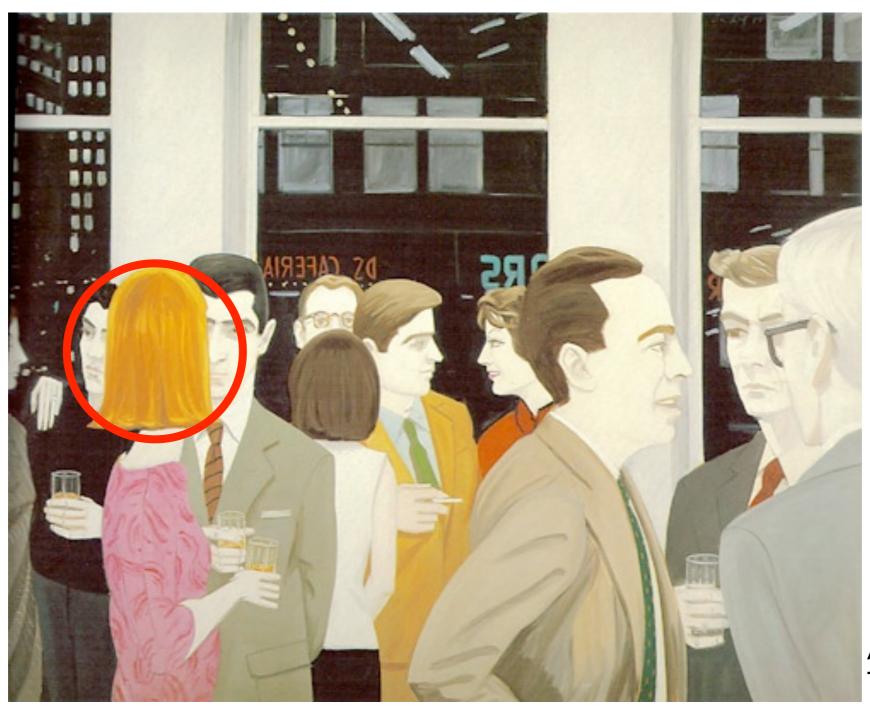
- What is an Auditory Object?
 - Perceptual/Psychophysical Construct
 - Some Commonalities with Visual Objects
 - I know it when I see it vs. Formal Definition

Auditory Object Definition

- E. g., Griffiths & Warren
 - an object corresponds with something in the sensory world
 - information related to the object is separate from information related to the rest of the sensory world
 - abstracted so that object information can be generalized among particular sensory experiences in any one sensory domain





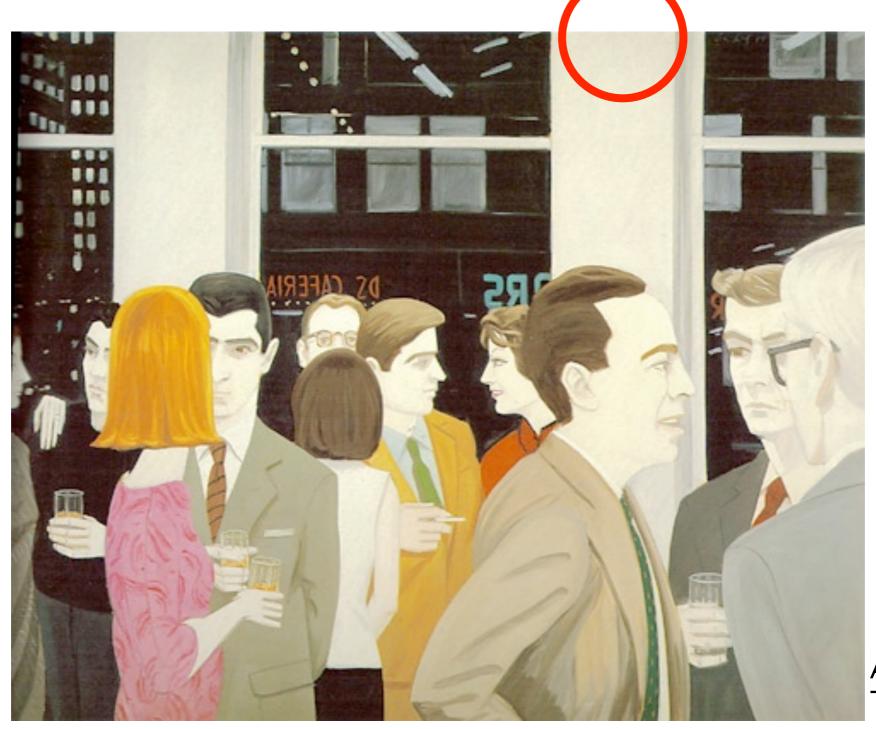






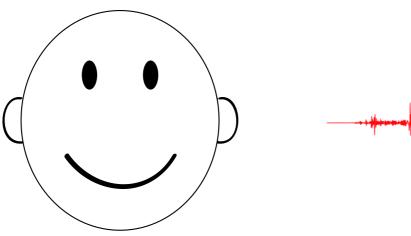




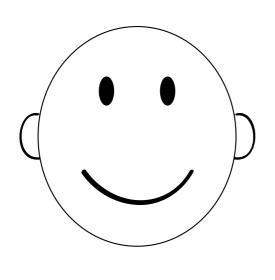


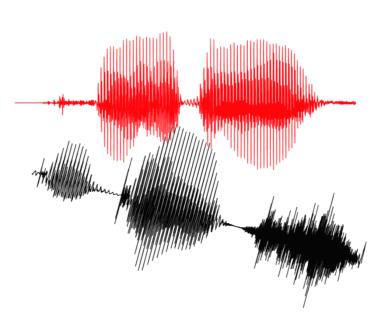


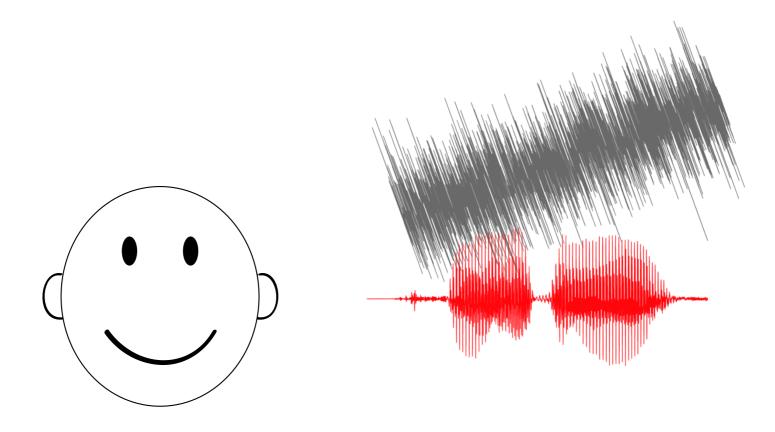


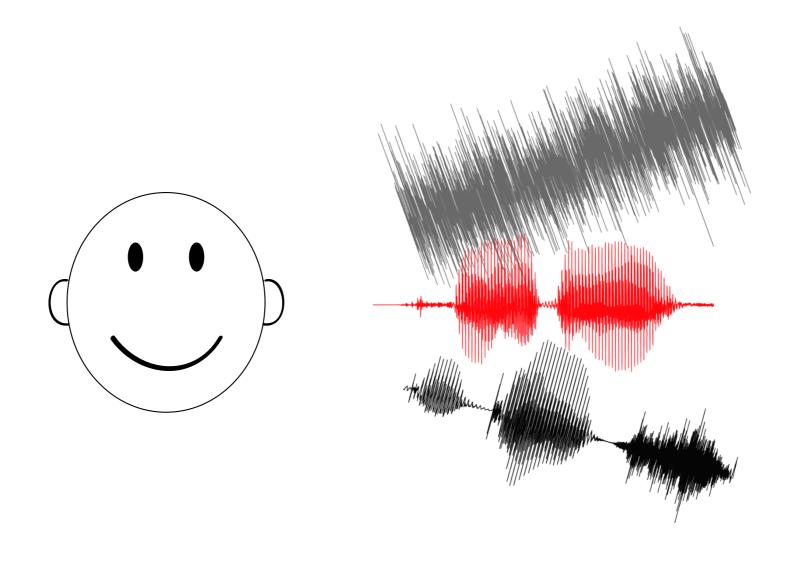


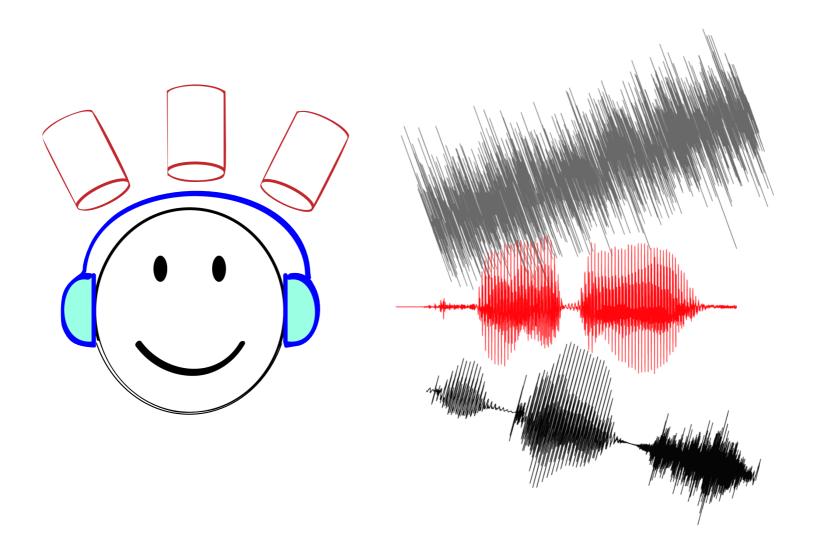








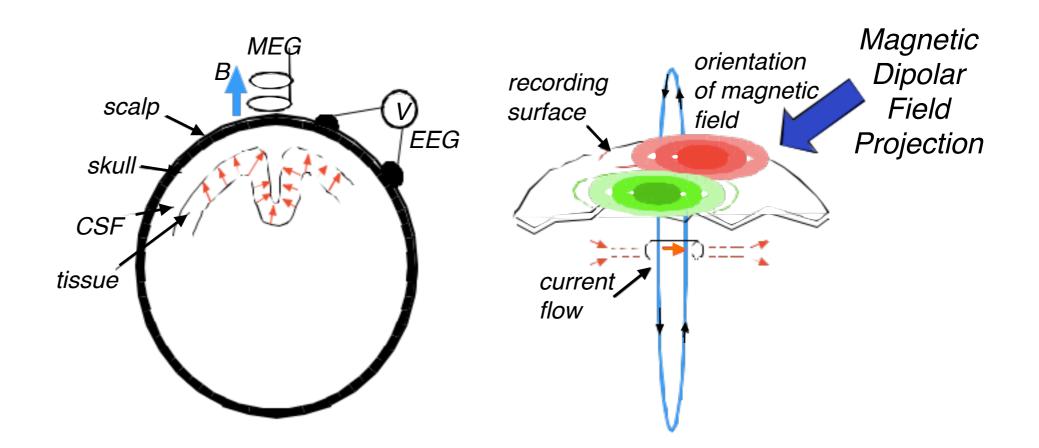




Magnetoencephalography (MEG)







- Direct electrophysiological measurement
 - not hemodynamic
 - •real-time
- No unique solution for distributed source
- Measures spatially synchronized cortical activity
- •Fine temporal resolution (~ 1 ms)
- Moderate spatial resolution (~ 1 cm)

MEG Phase Locking to Slow Temporal Modulations

AM at 3 Hz 3 Hz phase-locked response

WWW

WWW

MEG activity is precisely phase-locked to temporal modulations of sound

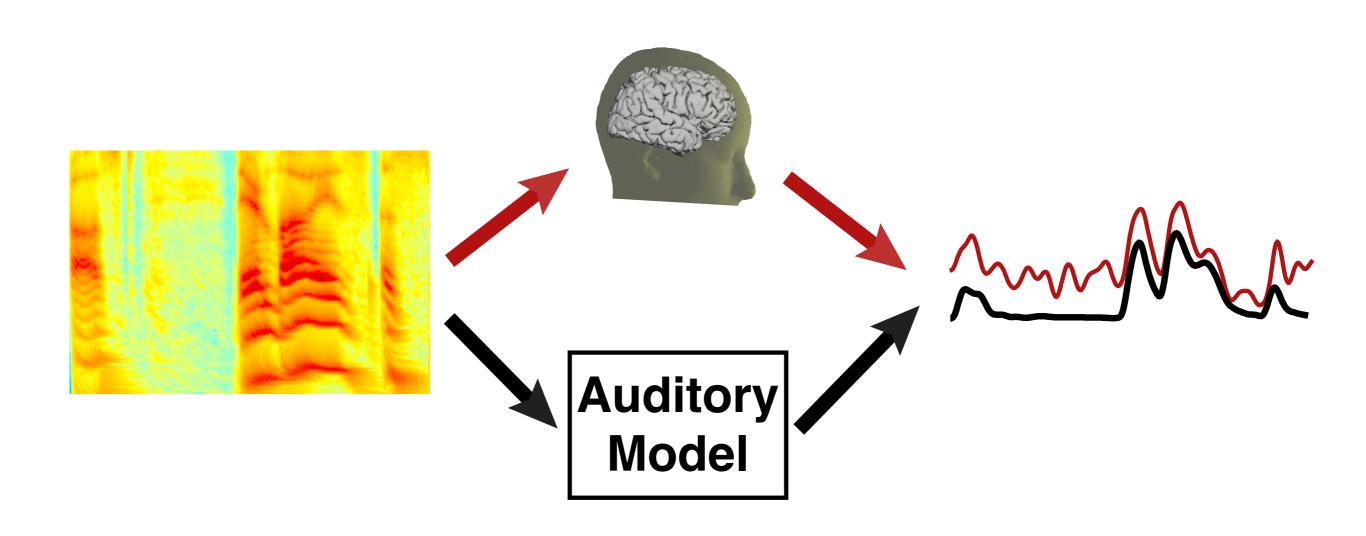
3 Hz
6 Hz

response spectrum (subject R0747)

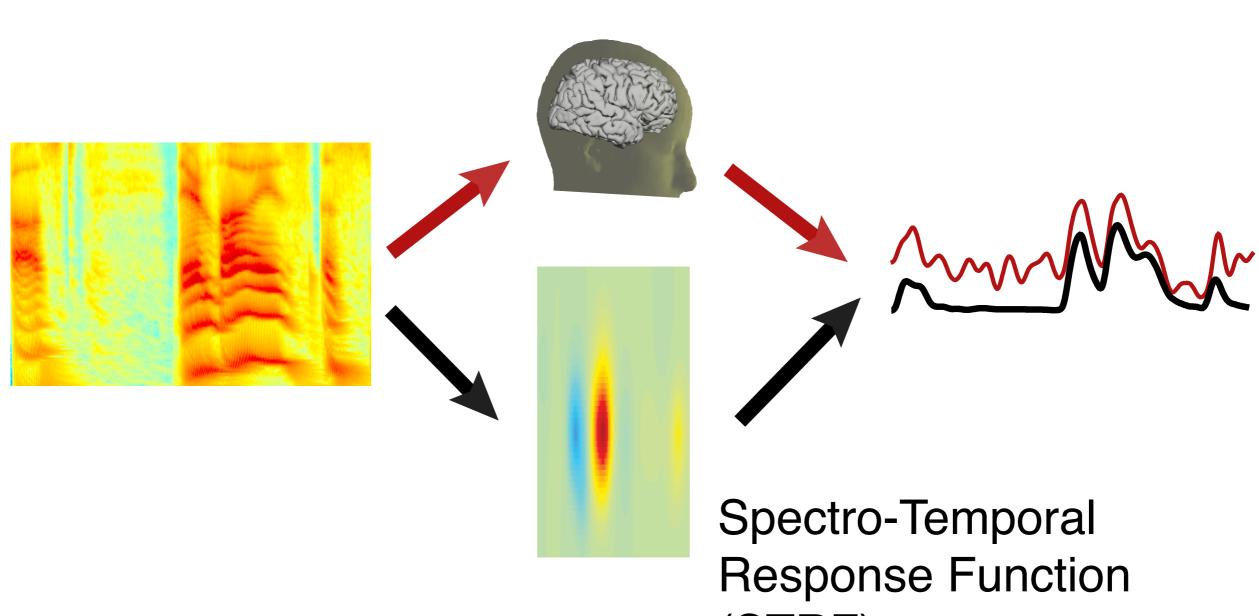
Frequency (Hz)

Ding & Simon, J Neurophysiol (2009) Wang et al., J Neurophysiol (2012)

Modeling MEG Response to Speech Modulations



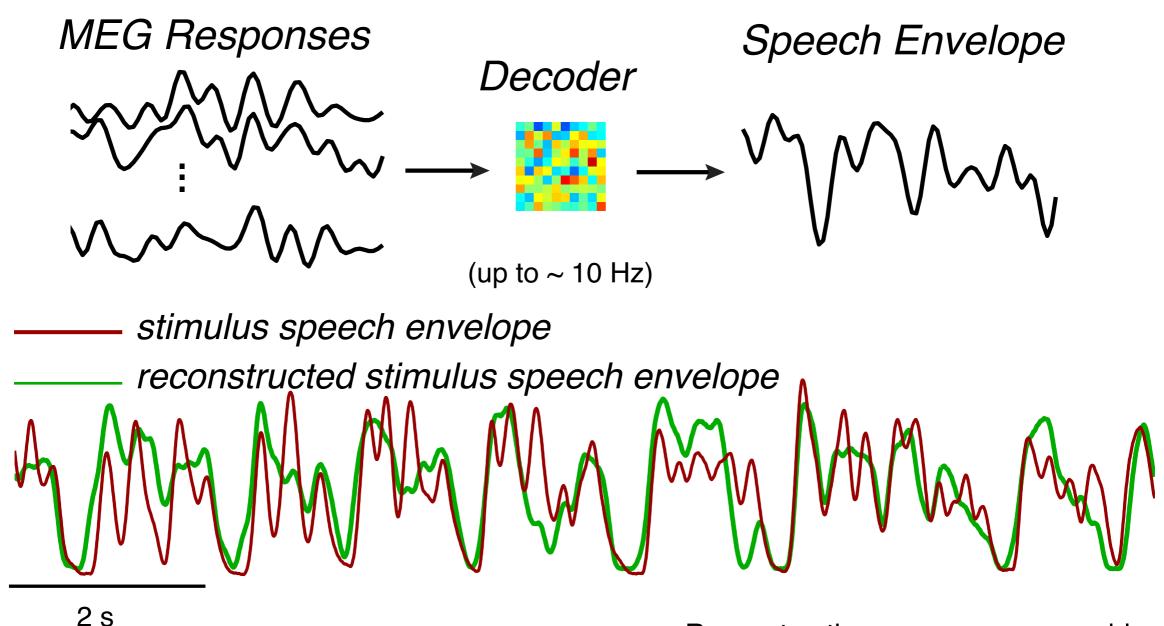
Modeling MEG Response using STRF model



(up to $\sim 10 \text{ Hz}$)

Ding & Simon, J Neurophysiol (2012)

Neural Reconstruction of Speech Envelope



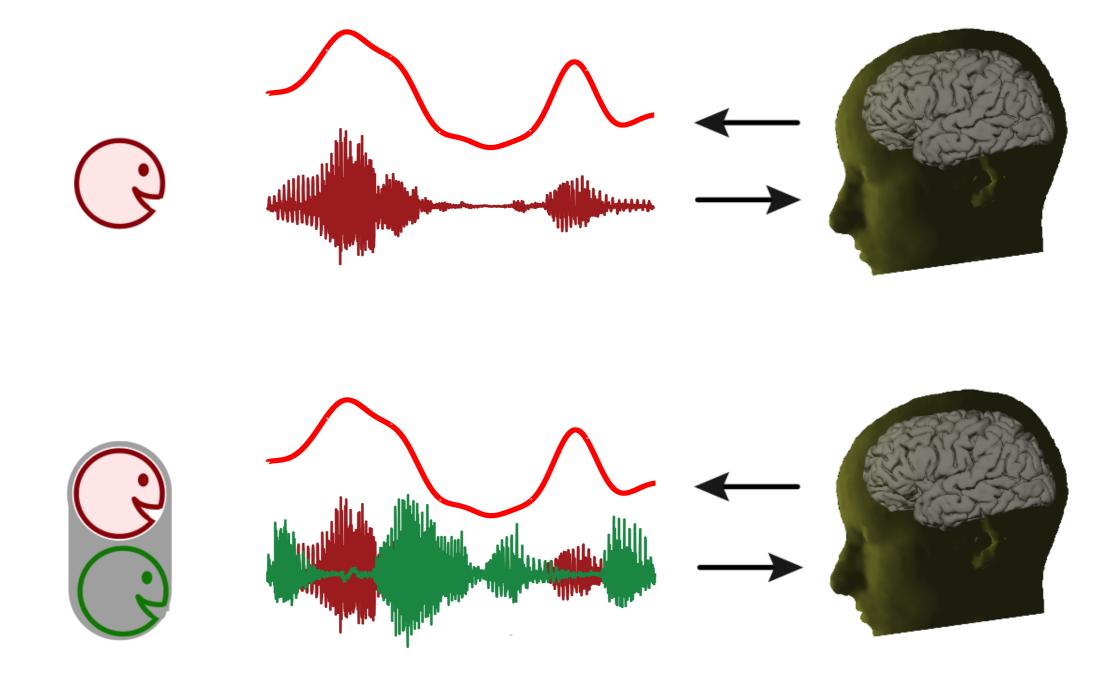
Speech Stream as an Auditory Object

- a speech stream corresponds with something in the sensory world
- information related to a speech stream is separate from information related to the rest of the sensory world, e.g. other speech streams or noise
- a speech stream is abstracted: it is generalized among different sensory experiences, e.g. different sound mixtures

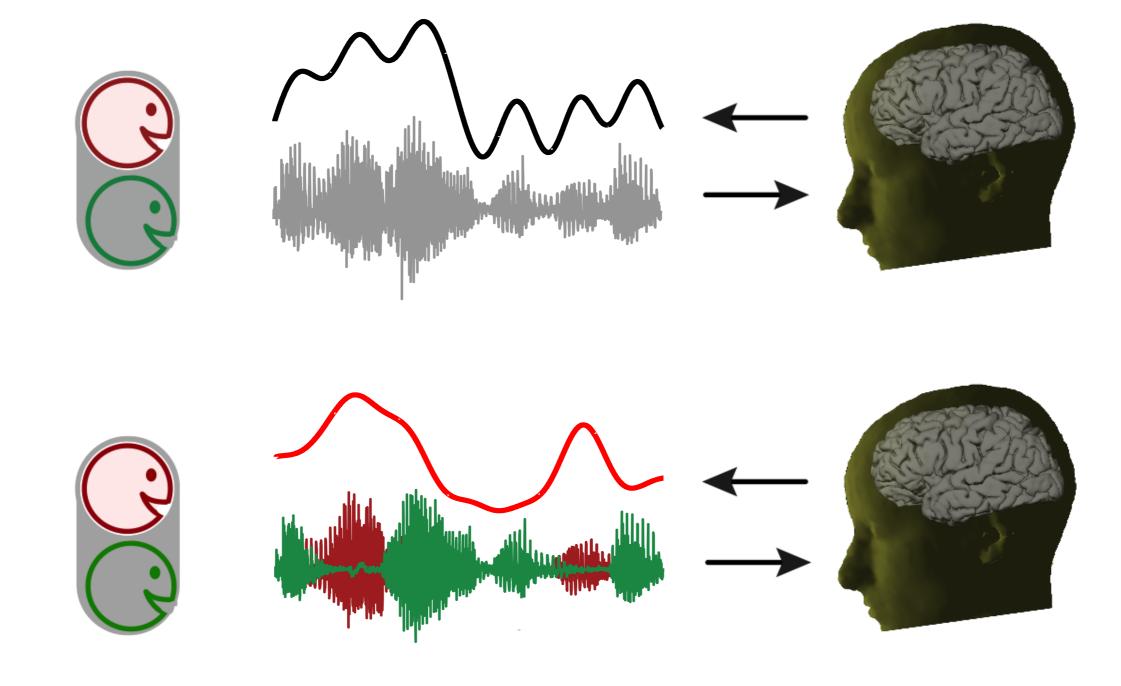
Neural Representation of an Auditory Object

- neural representation is of auditory object, something in sensory world
- when auditory object is with other sounds, the neural representation is of the auditory object, not the entire acoustic scene
- neural representation remains invariant under broad changes in acoustic representation of auditory object

Selective Neural Encoding



Unselective vs. Selective Neural Encoding



Auditory Object-Specific Representation

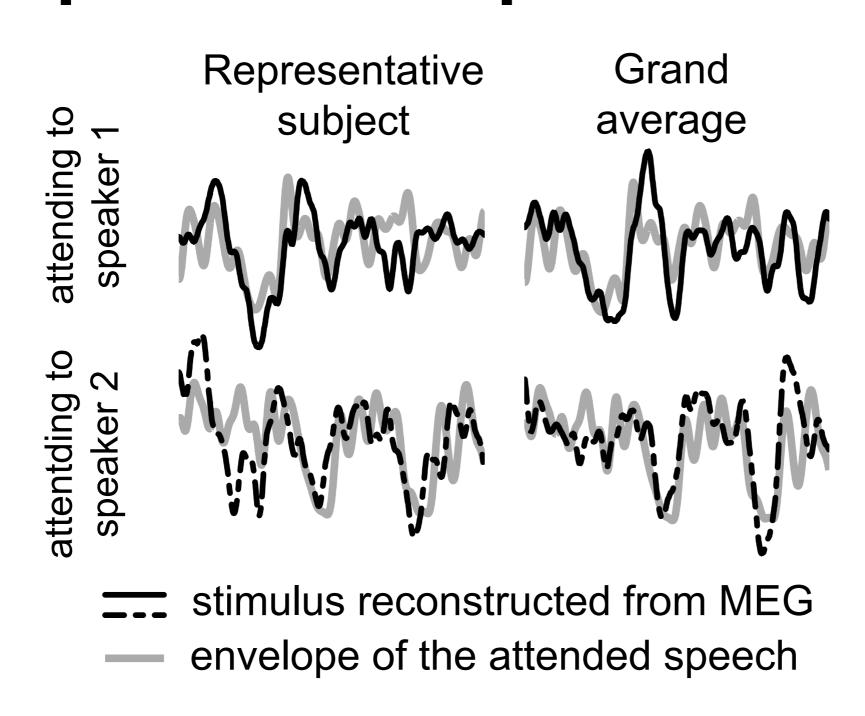
attending to speaker 1

attentding to speaker 2

Grand average

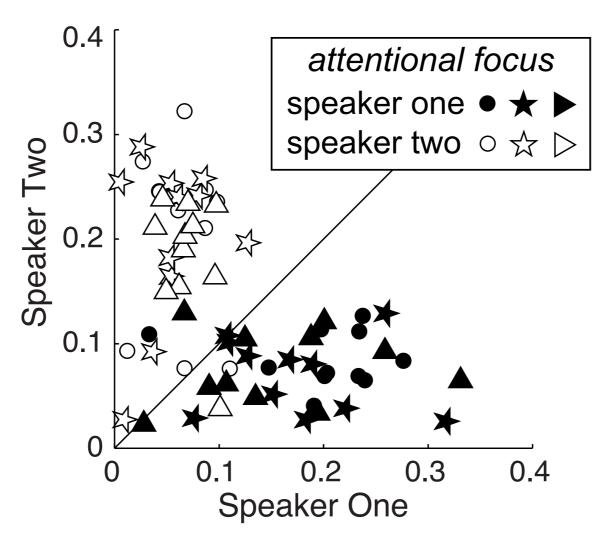
stimulus reconstructed from MEGenvelope of the attended speech

Auditory Object-Specific Representation



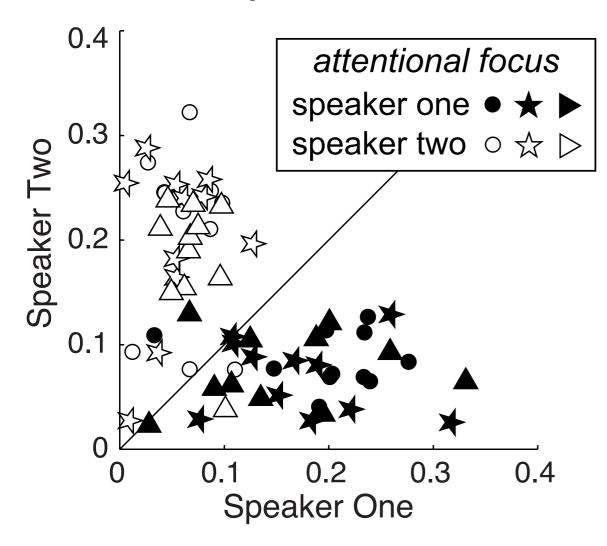
Single Trial Speech Reconstruction

Attended Speech Reconstruction

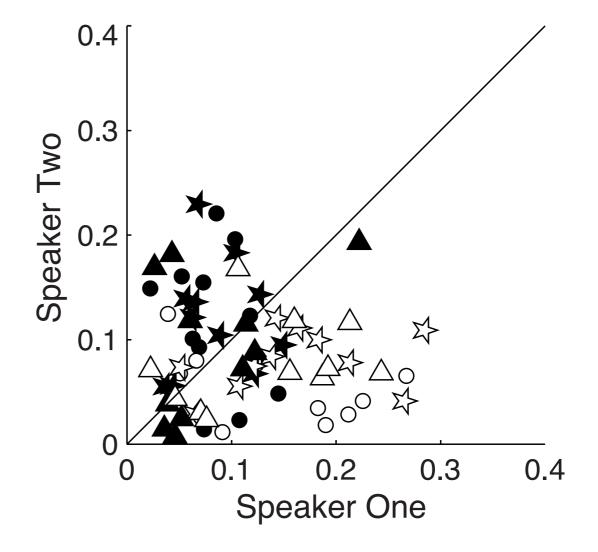


Single Trial Speech Reconstruction

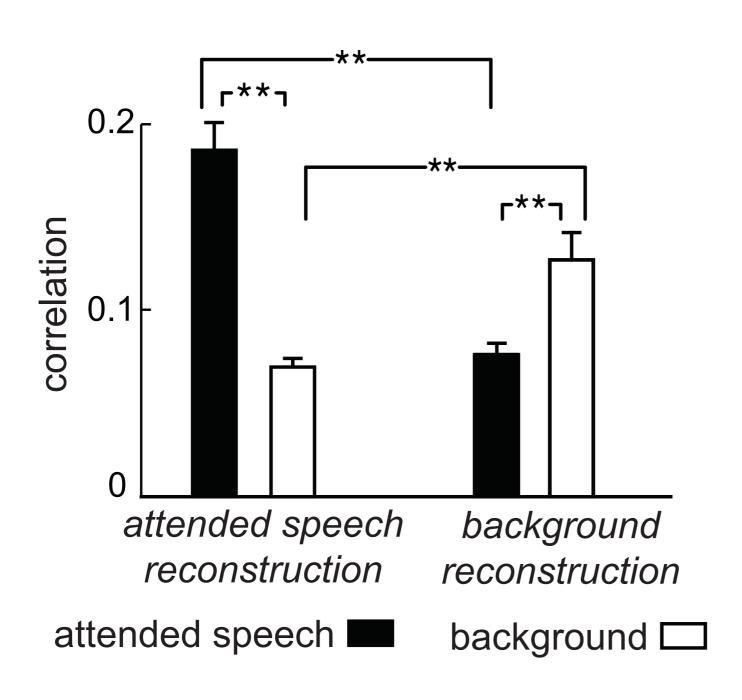
Attended Speech Reconstruction



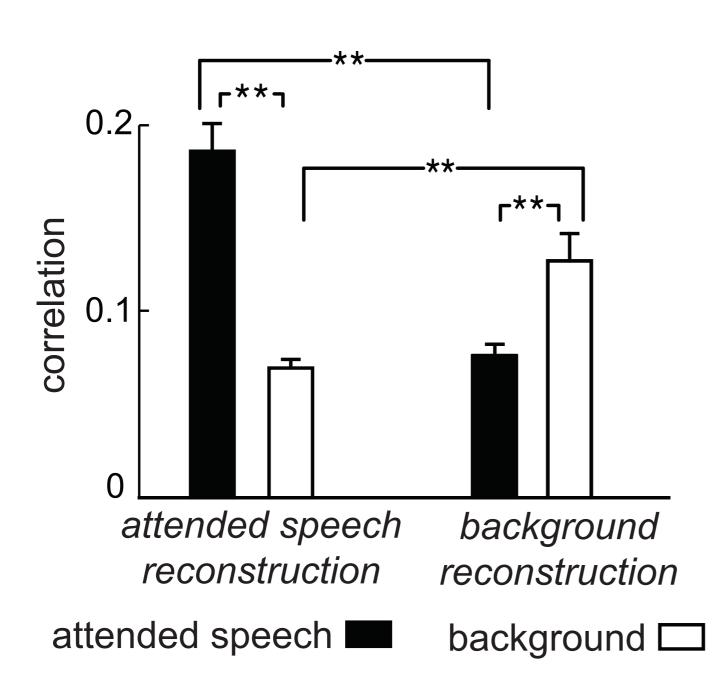
Background Speech Reconstruction



Overall Speech Reconstruction

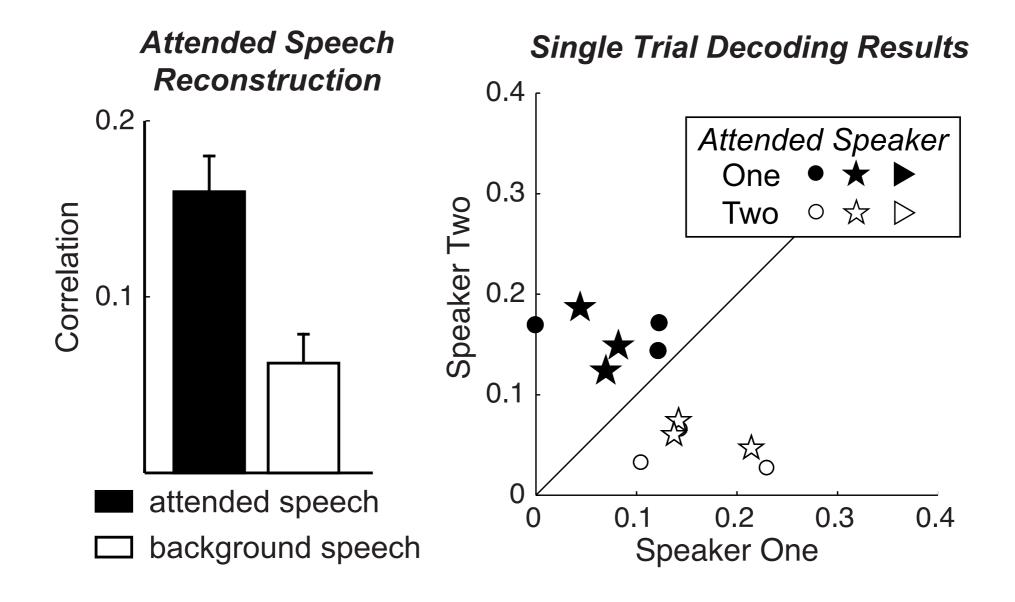


Overall Speech Reconstruction

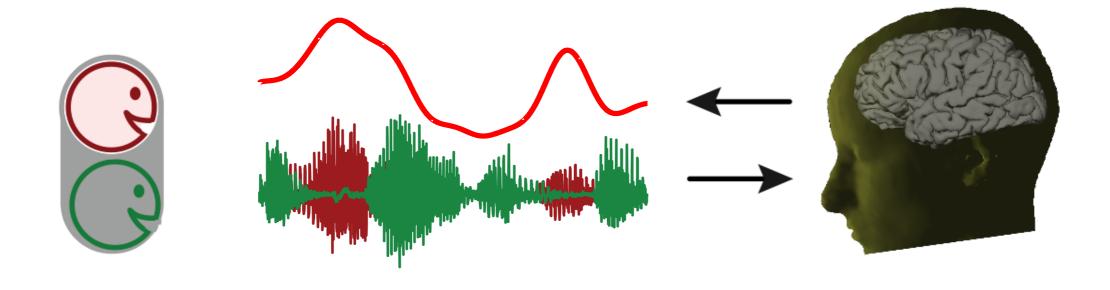


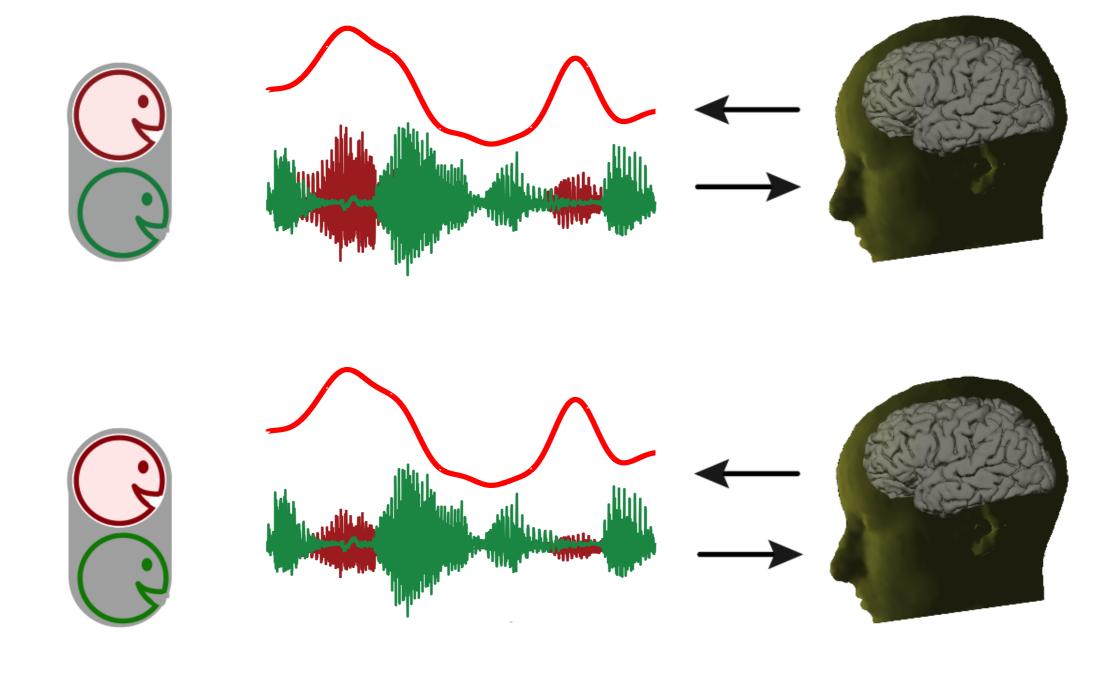
Distinct neural representations for different speech streams

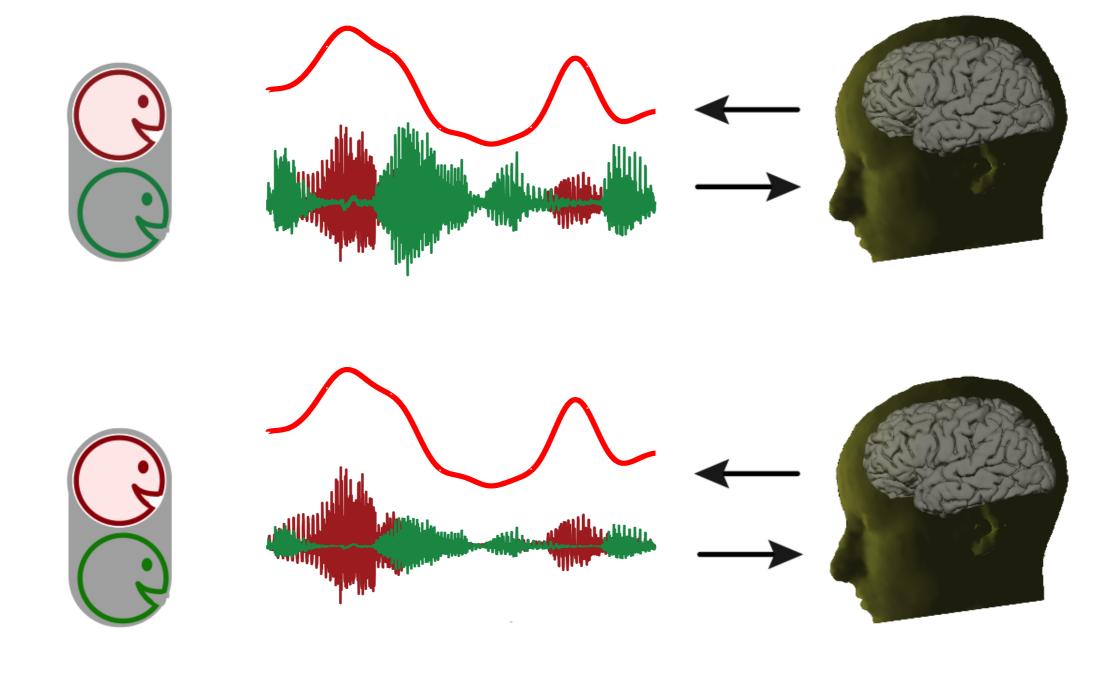
Reconstruction of Same-Sex Speech

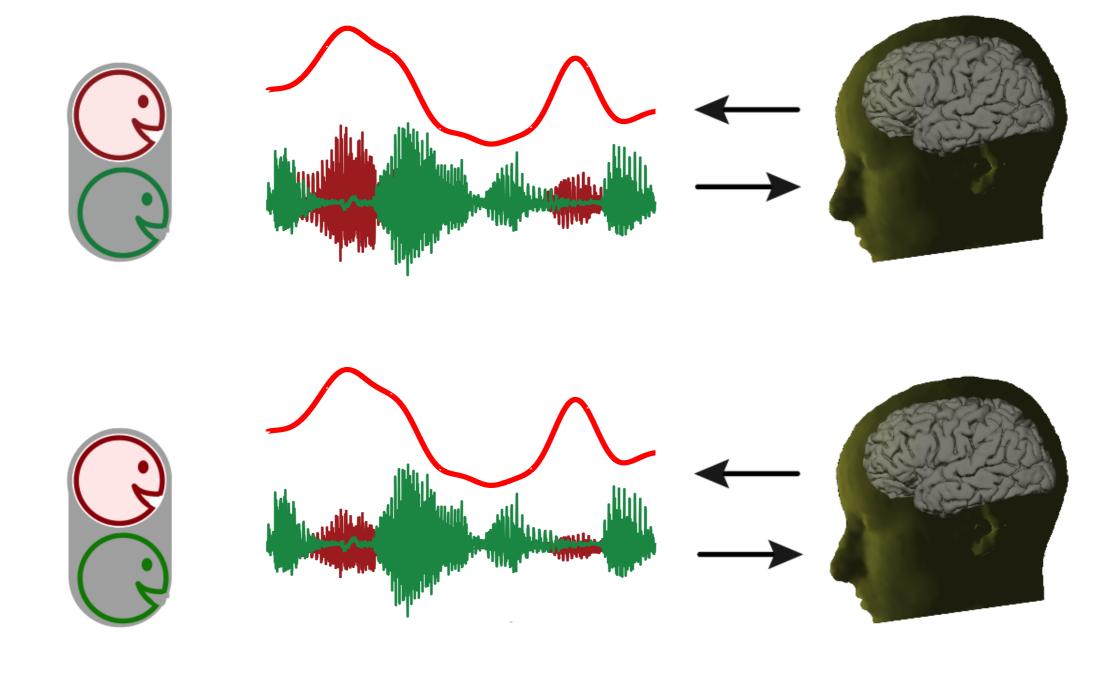


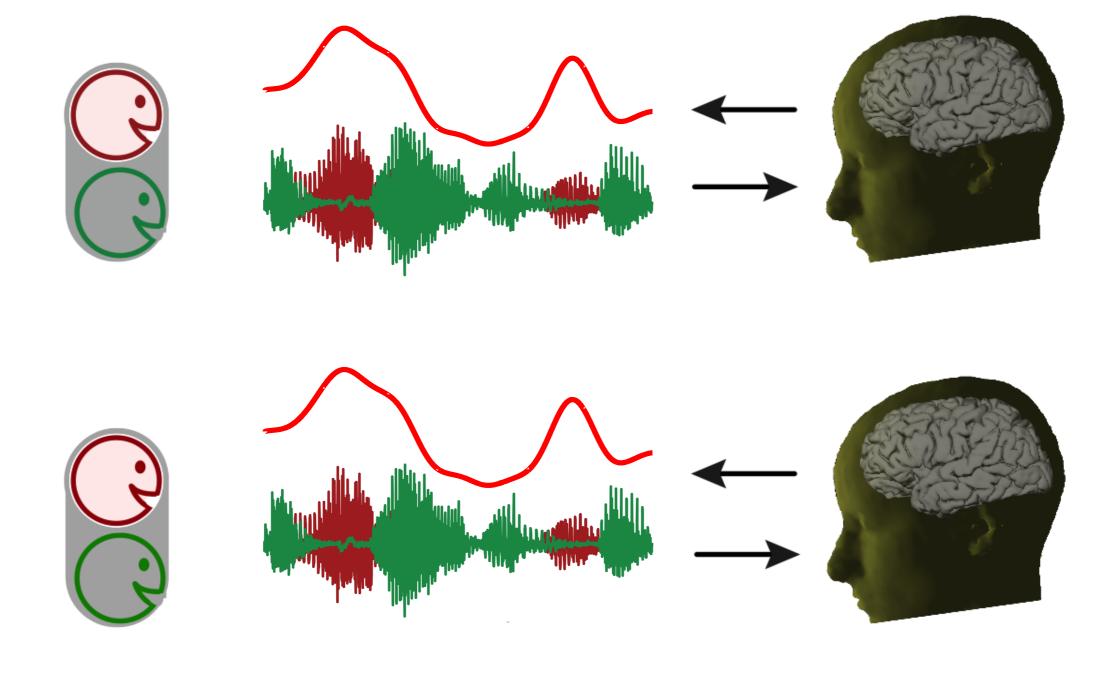
Invariance Under Acoustic Changes

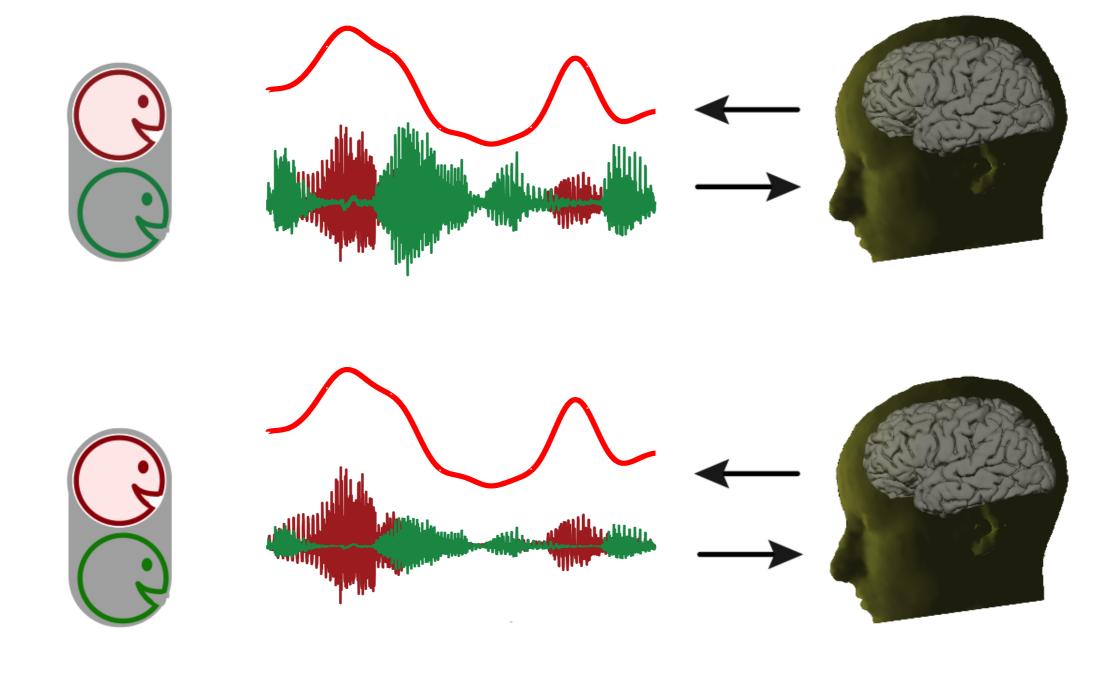






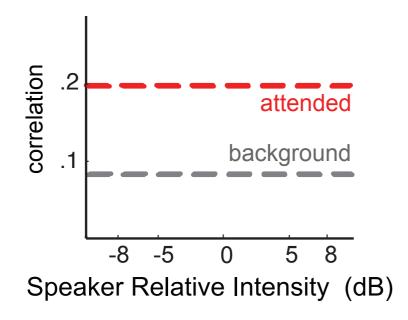




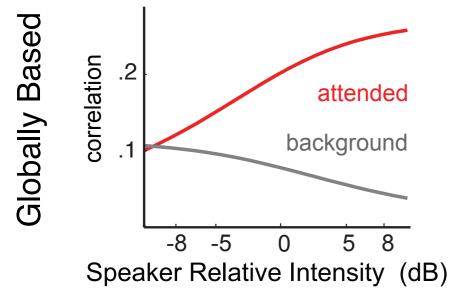


Object-Based Gain Control?

Gain-Control Models

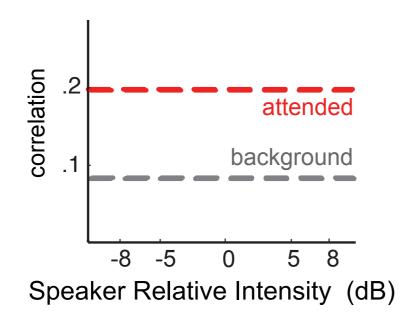


Object-Based



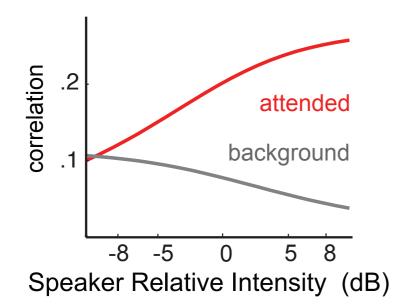
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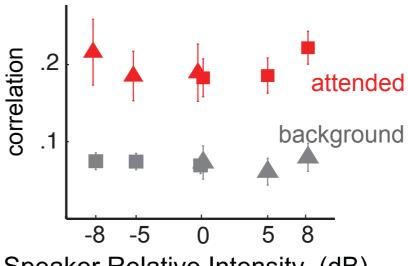


Object-Based

Globally Based



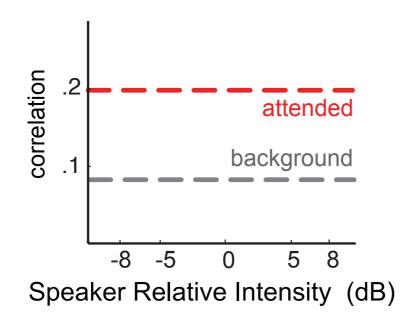
Neural Results



Speaker Relative Intensity (dB)

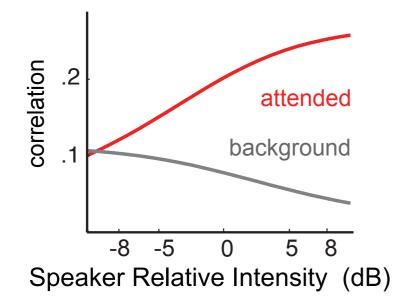
Object-Based Gain Control?

Gain-Control Models

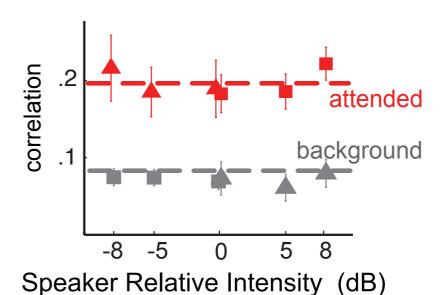


Object-Based

Globally Based

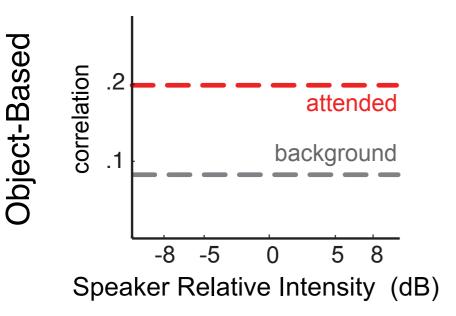


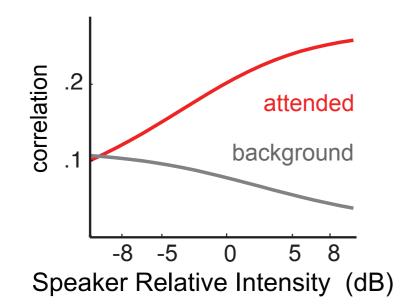
Neural Results



Object-Based Gain Control?

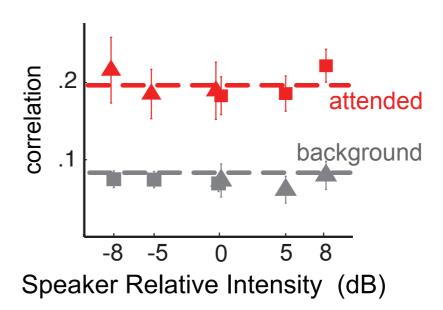
Gain-Control Models





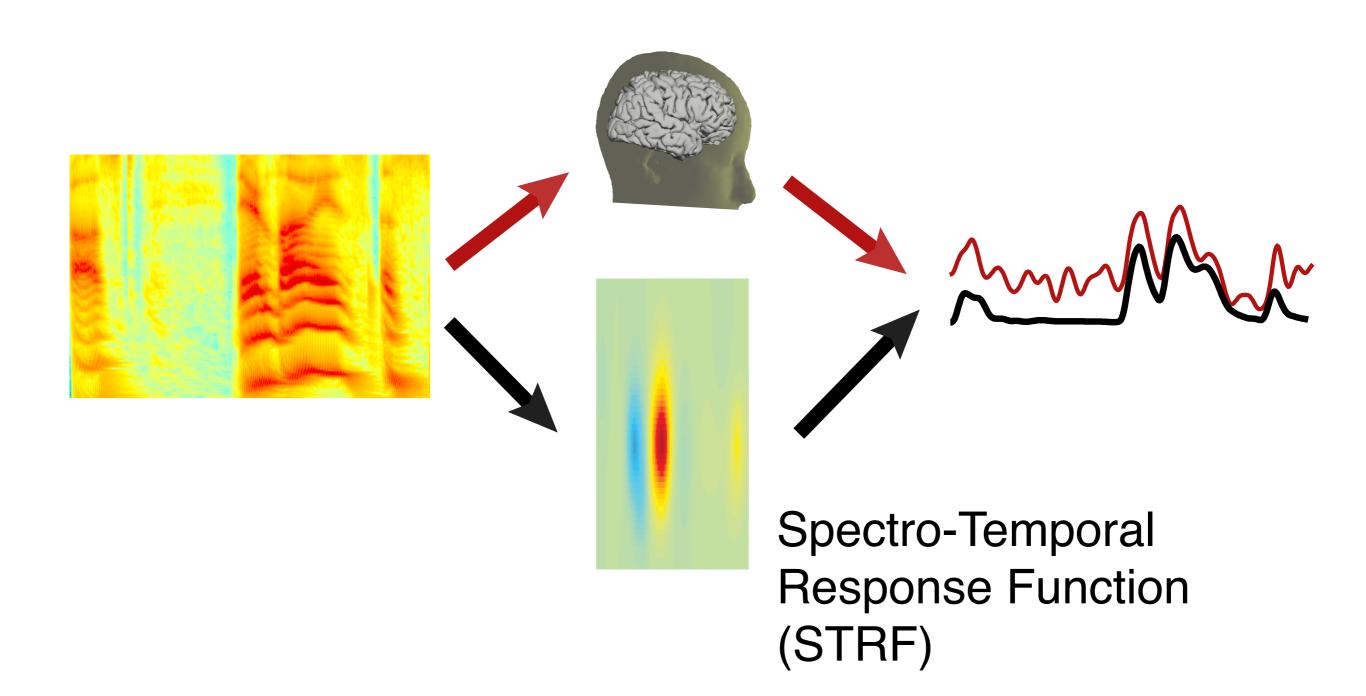
Globally Based

Neural Results

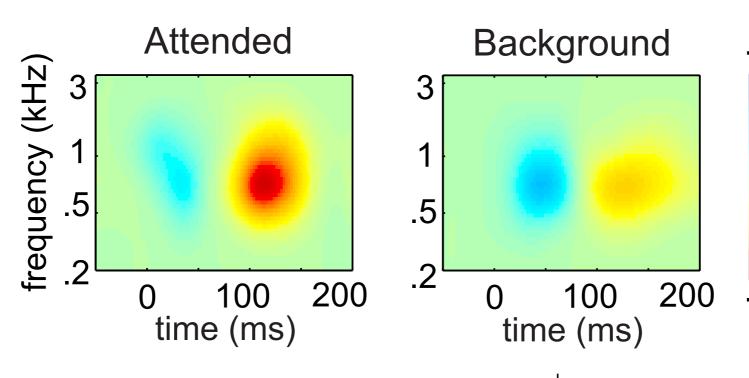


- Gain Control is Object-Based
- •Neural representation is invariant to acoustic changes.

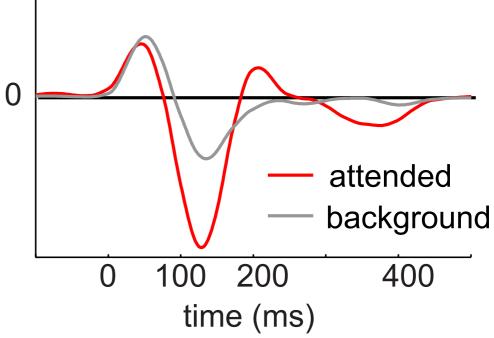
STRF model



STRF Results

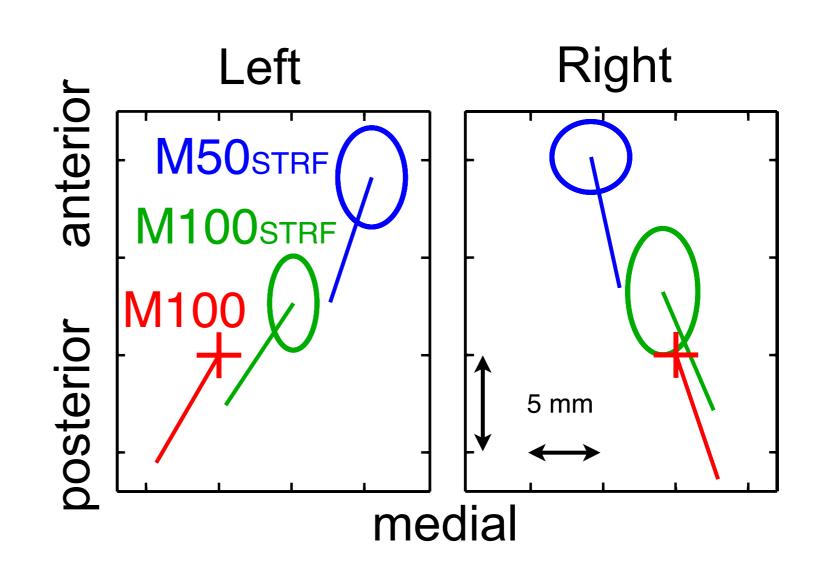


- STRF separable (time, frequency)
- •300 Hz 2 kHz dominant carrier
- M50_{STRF} positive peak
- M100_{STRF} negative peak
- •M100_{STRF} strongly modulated, but not M50_{STRF}

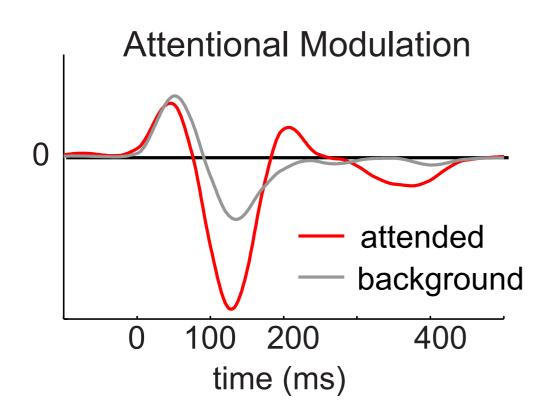


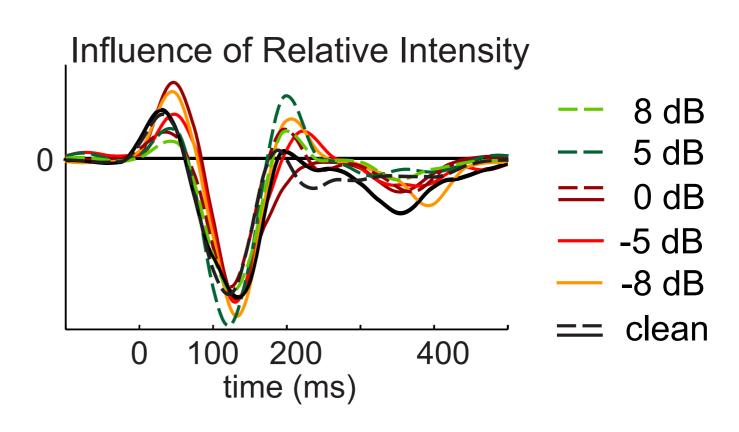
Neural Sources

- •M100_{STRF} source near (same as?) M100 source: STG/PT
- •M50_{STRF} source is anterior and medial to M100 (same as M50?): HG



Cortical Object-Processing Hierarchy





- •M100_{STRF} strongly modulated by attention, but not M50_{STRF}.
- •M100_{STRF} invariant against acoustic changes (but not M50_{STRF}?).
- •Objects well-neurally represented at 100 ms, but not 50 ms.

Summary

- Cortical representations of speech show properties consistent with being neural representations of auditory objects
 - Meet three formal criteria
- Object representation well-formed at 100 ms latency (STG, PT), but not at 50 ms (HG)

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