

Biology 70, Lectures 5-6

Fall 2007

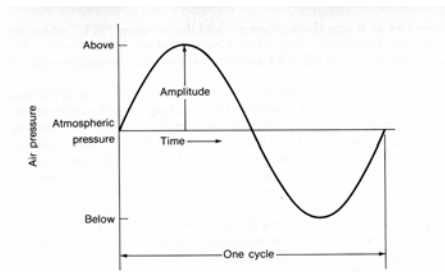
Biology 70
Part II
Sensory Systems
lectures 5-6

<http://www.biology.ucsc.edu/classes/bio70/>

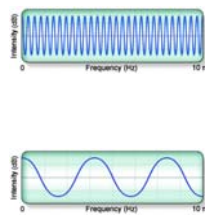
sound wave: variation in pressure (density)



sound wave: amplitude, wavelength, frequency

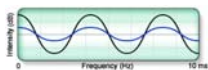


examples of sounds of various frequencies



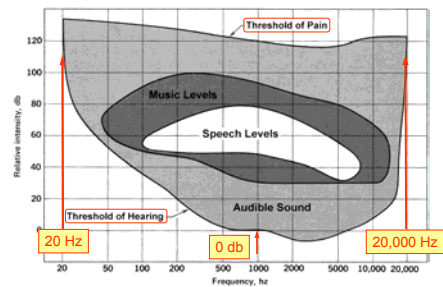
<http://www.neuroreille.com/promenade/english/sound/sound.htm>

examples of variation of amplitude of sound wave



<http://www.neuroreille.com/promenade/english/sound/sound.htm>

range of loudness and pitch perception



<http://www.themusicpage.org/data/Sensitivity.html>

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more loudness: decibels

Table 15.1
SOUND LEVELS IN DECIBELS FOR A NUMBER OF COMMON SOUNDS.

Sound	Intensity level (dB)
Rocket launch (from 150 ft)	180
Jet plane take-off (from 80 ft)	140
Pain threshold	130
Loud thunder	120
Inside subway train	100
Inside noisy car	80
Normal conversation	60
Normal office level	50
Quiet room	30
Soft whisper	20
Absolute hearing threshold (for 1000-Hz tone)	0

NOTE: Levels are only rough guesses and may vary tremendously.

loudness: decibels

Table 10.1 Some Common Sound Pressure Levels (in decibels)

Sound	Pressure (dynes/cm ²)	SPL (dB)
Barely audible sound (threshold)	0.0002	0
Leaves rustling	0.002	20
Quiet residential community	0.02	40
Average speaking voice	0.2	60
Loud music from radio/Heavy traffic	2.0	80
Subway	20.0	100
The Rolling Stones	200.0	120
Jet engine at takeoff	2,000.0	140

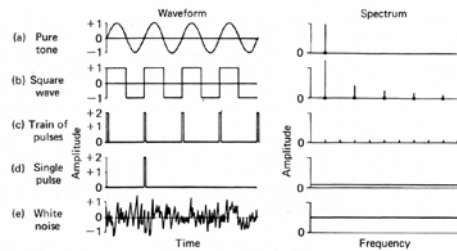
Pain threshold 130

from lecture outline:

1. To what properties of sound waves do each of the following refer:

- a. pitch
- b. loudness
- c. dB
- d. pure tone (sinusoid)
- e. overtone
- f. timbre
- g. echoes

sounds: waveform vs spectrum



flute 1568 Hz: a reasonably 'pure tone'

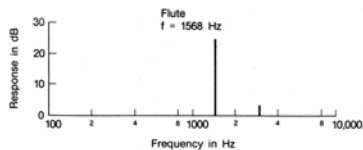
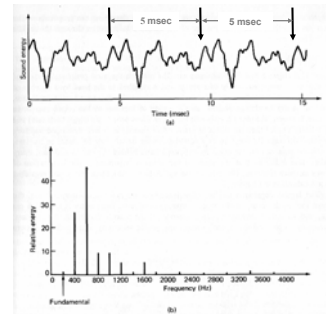


Figure 11.5 Frequency spectrum of a flute playing a tone with a fundamental frequency of 1,568 Hz. (Olson, 1967)

violin: G note (200 Hz)



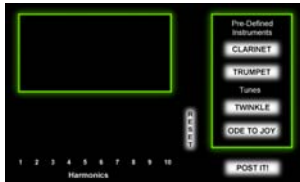
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harmonics or overtones

f is fundamental frequency

$2f, 3f, 4f, \dots$ are the harmonics or overtones of f



<http://library.thinkquest.org/19537/cgi-bin/showharm.cgi>

timbre: combination of overtones giving 'quality' of note

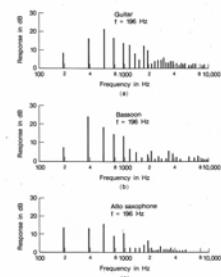


Figure 11.4 Frequency spectra for a guitar, a saxophone, and an alto saxophone playing a tone with a fundamental frequency of 196 Hz. (Clifton, 1967)

from lecture #5-6 outline:

1. To what properties of sound waves do each of the following refer:

- a. pitch
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- e. overtone
- f. timbre
- g. echoes

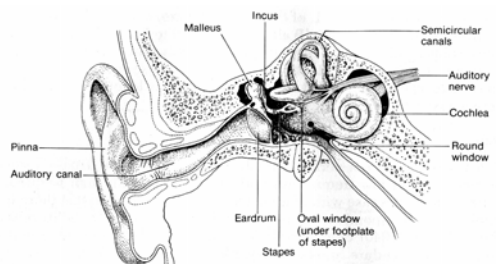
MOVIE

from lecture outline

2. Be able to identify the following parts of the ear and brain and know the functions which they perform. For the items marked with an *, be able to name a part of the eye which has an analogous function.

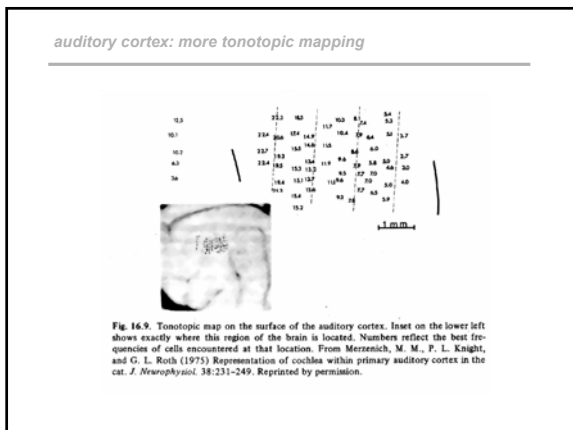
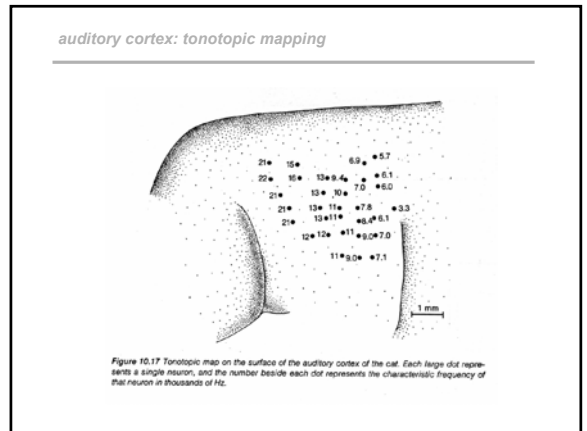
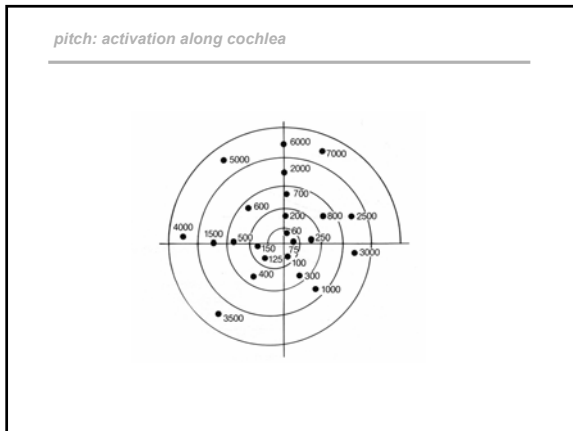
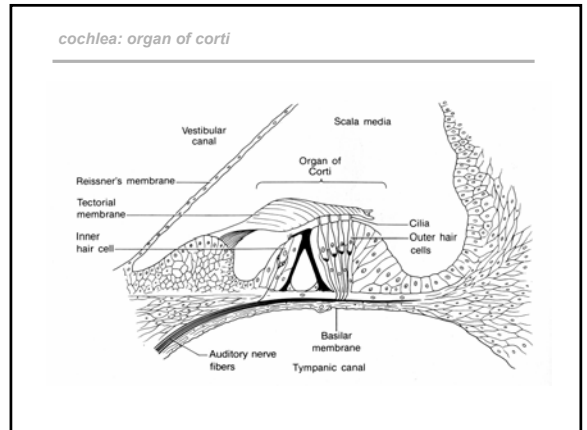
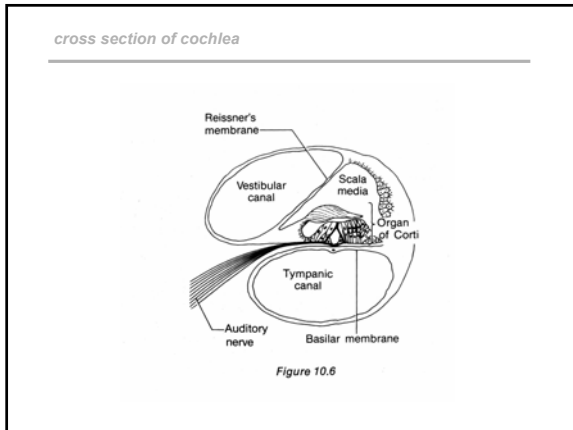
- a. pinna
- b. ear canal or external auditory meatus
- c. ear drum or tympanic membrane
- d. *ossicular chain (malleus, incus, stapes)
- e. *cochlea
- f. oval window
- h. tectorial membrane
- i. *hair cells
- j. *auditory nerve
- k. *muscles of the middle ear (tensor tympani, stapedius)
- l. *auditory cortex
- m. *tonotopic map

parts of the ear



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great animations

Middle Ear
Ossicle Motion
Cochlea Motion
IIC Excitation
Traveling Waves

<http://www.neurophys.wisc.edu/h&b/auditory/animation/animationmain.html>

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from lecture #5-6 outline

2. Be able to identify the following parts of the ear and brain and know the functions which they perform. For the items marked with an *, be able to name a part of the eye which has an analogous function.
- | | |
|---|---|
| a. pinna | h. tectorial membrane |
| b. ear canal or external auditory meatus | i. *hair cells |
| c. ear drum or tympanic membrane | j. *auditory nerve |
| d. *ossicular chain
(malleus, incus, stapes) | k. *muscles of the
middle ear
(tensor tympani, stapedius) |
| e. *cochlea | l. *auditory cortex |
| f. oval window | m. *tonotopic map |
| g. basilar membrane | |

from lecture #5-6 outline

hearing deficiencies

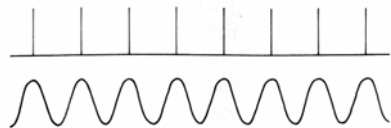
- conductive loss
- neural loss

from lecture #5-6 outline

5. What are the differences between the place and frequency theories? Which is correct?
6. What is the volley principle and why is it important to the frequency theory?
7. What is binaural localization? How do phase (timing) and loudness cues contribute to our ability to localize sound?

How is pitch perceived?

pitch perception: frequency theory



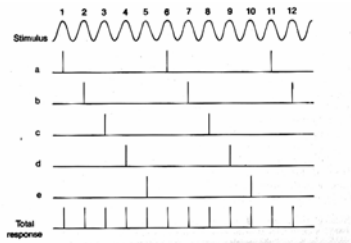
frequency theory of pitch perception

[15 Hz to 100Hz, 100Hz is 10 msec intervals]

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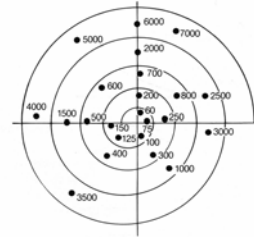
pitch perception: volley principle



Volley Principle

[100 Hz < f < 5000 Hz]

pitch detection: place theory



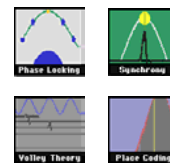
Place Theory

[100 Hz < f < 20000 Hz]

pitch perception: frequency vs place theories

15 Hz < f < 100 Hz frequency theory
 100 Hz < f < 5000 Hz both (volley prin)
 5000 Hz < f < 20,000 Hz place theory

great animations

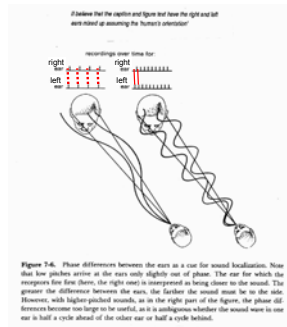


<http://www.neurophys.wisc.edu/h&b/auditory/animation/animationmain.html>

binaural localization

Perception of the direction of origin
 of a sound (localization in space)

localization of sound source: timing or phase clues



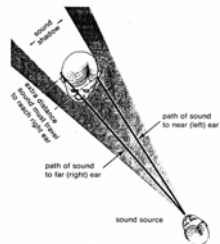
Timing Clues

[f < 1500 Hz]

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localization of sound source: loudness clues



Loudness
clues

[$f > 3000 \text{ Hz}$]

Figure 7-5. Differential loudness as a cue for sound localization. The sound shadow shown does not include the effects of diffraction or "bending" of sound waves around the head. (After Lindsay & Norman, 1973).

from lecture outline

- 5. What are the differences between the place and frequency theories? Which is correct?
- 6. What is the volley principle and why is it important to the frequency theory?
- 7. What is binaural localization? How do phase (timing) and loudness cues contribute to our ability to localize sound?

FINIS !!!

please fill out class evals