

# Spatial Aspects of Contextual Plasticity in Sound Localization

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## Introduction

### Background

Various studies show that spatial hearing is an adaptive process, i.e., the mapping “spatial cues → perceived sound source location” is not fixed but can undergo changes (Moore et al., 2004).

Changes in localization of a target can be elicited also by another sound, for example by:

- presenting a distractor which overlaps in time with target (Braasch et al., 2002),
- prolonged exposure to sound which precedes the target (Carillie et al., 2001).

Kopco et al. (2007) studied localization of a transient sound source preceded by identical distractor. **Biases in localization responses were found:** - on trials where target was preceded by distractor (as expected),

- also on interleaved control trials in which no distractor was presented (see Figure 1A). This effect was referred to as “contextual plasticity” and suggests that localization is also affected by the context defined by the non-target sounds.

Follow-up experiments found that context effect:

- builds up/decays quickly after the onset/offset of the distractor trials (Kopco et al., 2009) (see Figure 1B)
- grows with increasing frequency of distractor trials (Kopco et al., 2009)

Hypotheses

H1: contextual biases will be larger when induced near median plane compared to lateral plane (because the acuity near median plane is larger).

H2: contextual biases will generalize to sub-region where no distractor trials were presented and will cause shifting of the whole region in one direction.

H3: The form of generalization will not depend on whether the effect was induced near median or near lateral plane, because we assume that adapting structure is relatively central in processing pathway.

## Previous studies

### Kopco et al. (2007) (Figure 1A)

Experiment consisted of trials with targets randomly interleaved with trials where target was preceded by distractor. Biases were found not just in distractor trials, but also in no-distractor trials (compare yellow stars in left and right part of Fig. 1).

## Results

### Kopco et al. (2009) (Figure 1B)

Added baseline run consisting of only no-distractor trials as a reference for estimation of the effect. Studied also temporal profile of adaptation. Found that contextual effect builds-up and decays quickly (2-3 minutes).

### Tomoriova et al. (2010) (Figure 1C)

Examined effect of different types of distractor. Found that contextual effect depends on spectro-temporal similarity between target and distractor: largest biases found for 8-click reduced for 1-click (identical to target) and smallest for noise (least similar).

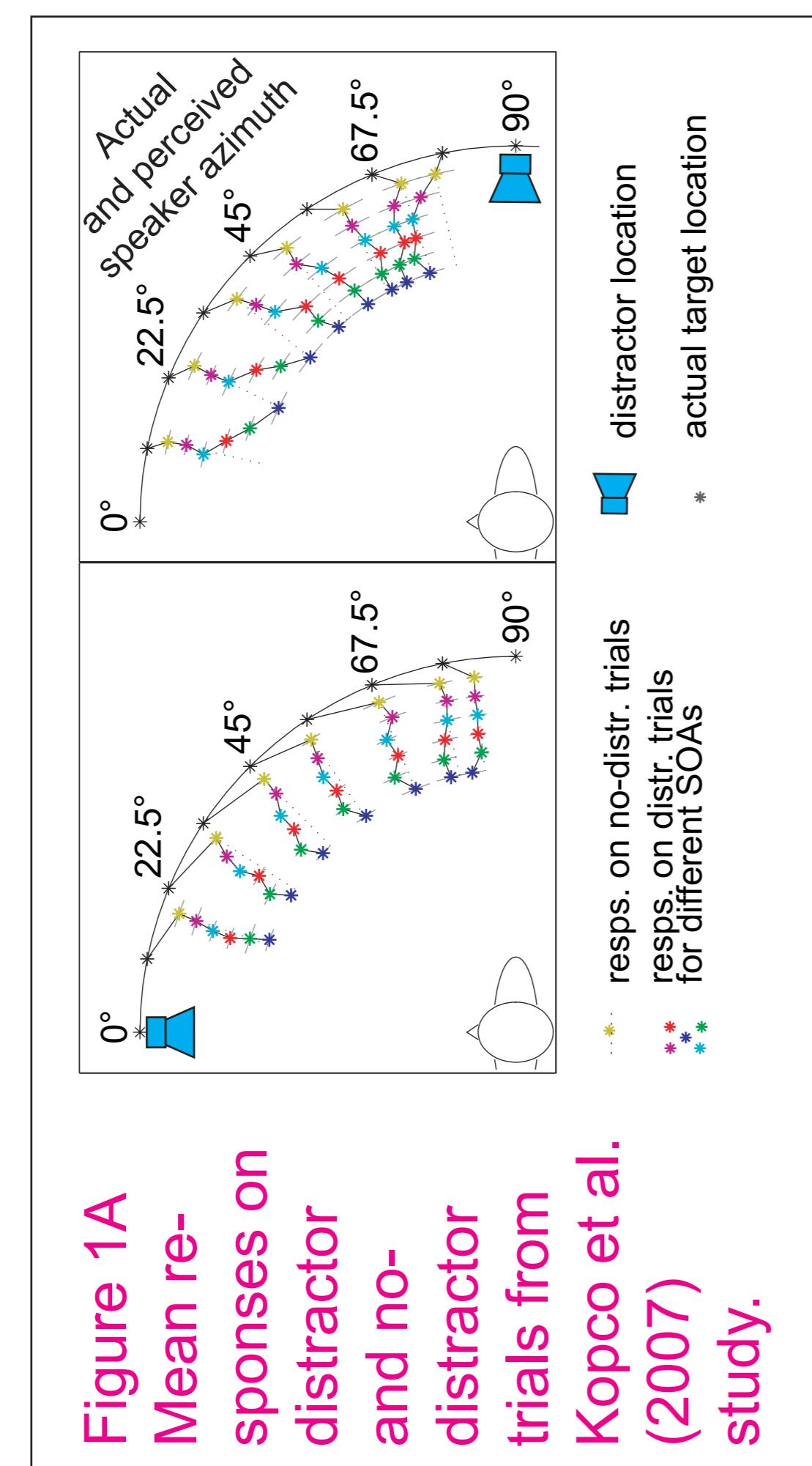


Figure 1A  
Mean re-  
sponses on  
distractor  
and no-  
distractor  
trials from  
Kopco et al.  
(2007)  
study.

Figure 1B  
Build-up  
and decay  
of context-  
ual adap-  
tation from  
Kopco et al.  
(2009)  
study.

Figure 1C  
Contextual  
bias for differ-  
ent types of  
distractor

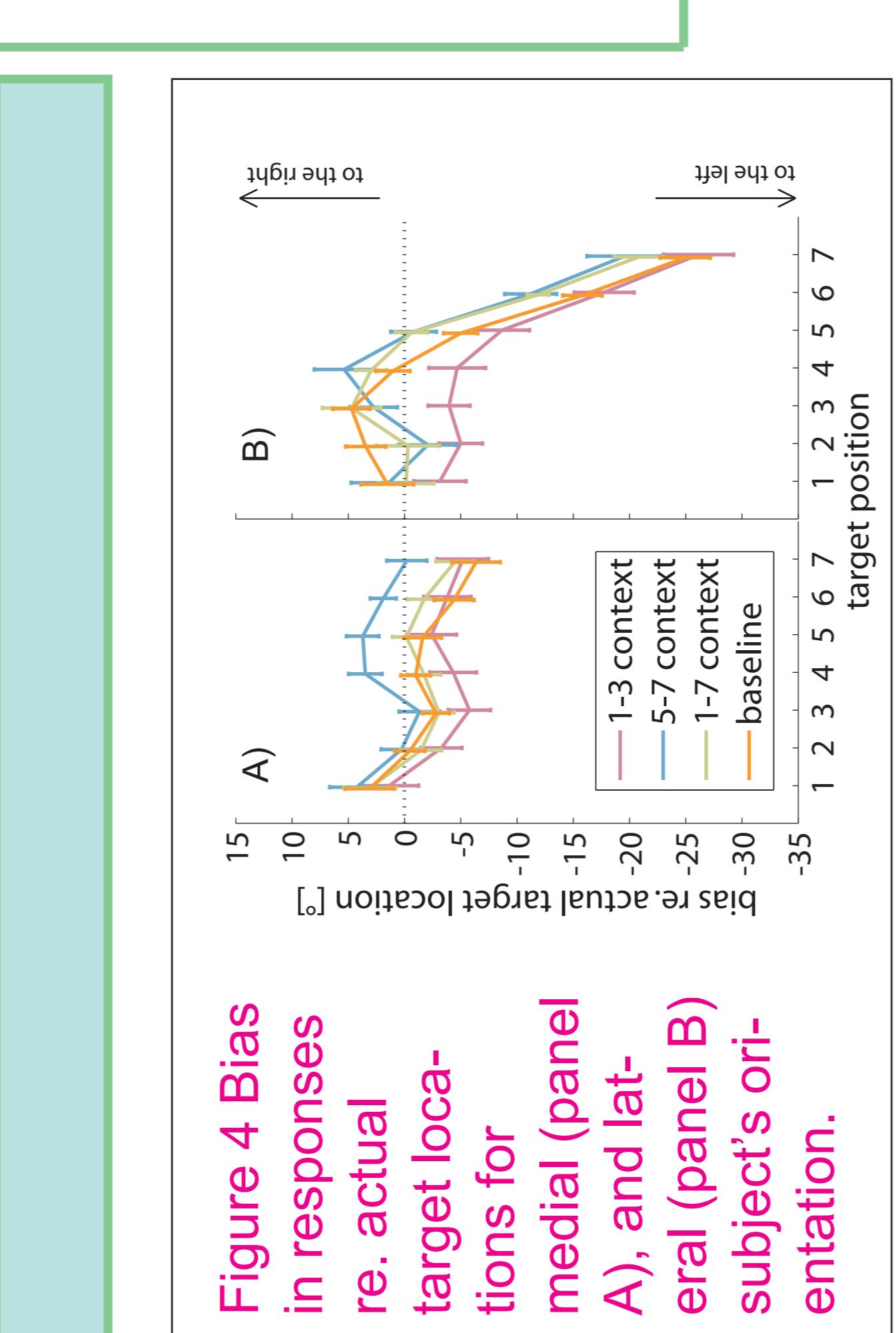


Figure 1B  
Build-up  
and decay  
of context-  
ual adap-  
tation from  
Kopco et al.  
(2009)  
study.

Figure 1C  
Contextual  
bias for differ-  
ent types of  
distractor

## Methods

### Setup (see Fig. 2)

- 7 loudspeakers spaced in arc around subject,  
- subject oriented either laterally (left/right) or me-  
dially relative to the middle speaker (black arrows);  
- orientation fixed within a run.

**Trials**

- of two types:  
1) experimental trials (represent the context to induce the adaptive changes); distractor sound followed by target sound;  
2) control trials: target sound alone.

### Stimuli

- target: 2-ms frozen noise burst  
- distractor: identical as target, presented before target on experimental trials, coming always from the middle speaker,  
- distractor-to-target interval fixed at 23 ms.

**Task**  
Point to the perceived location of the target sound.

### Subjects

Seven normal-hearing subjects participated.

### Experimental Procedure

- 4 sessions, each of 7 runs,  
- types of runs (see Fig. 3):  
1) experimental runs - experimental (75%) and control trials (25%) randomly interleaved + pre-adaptation part and post-adaptation part consisting of control trials only.  
2) baseline run (reference for estimation of the

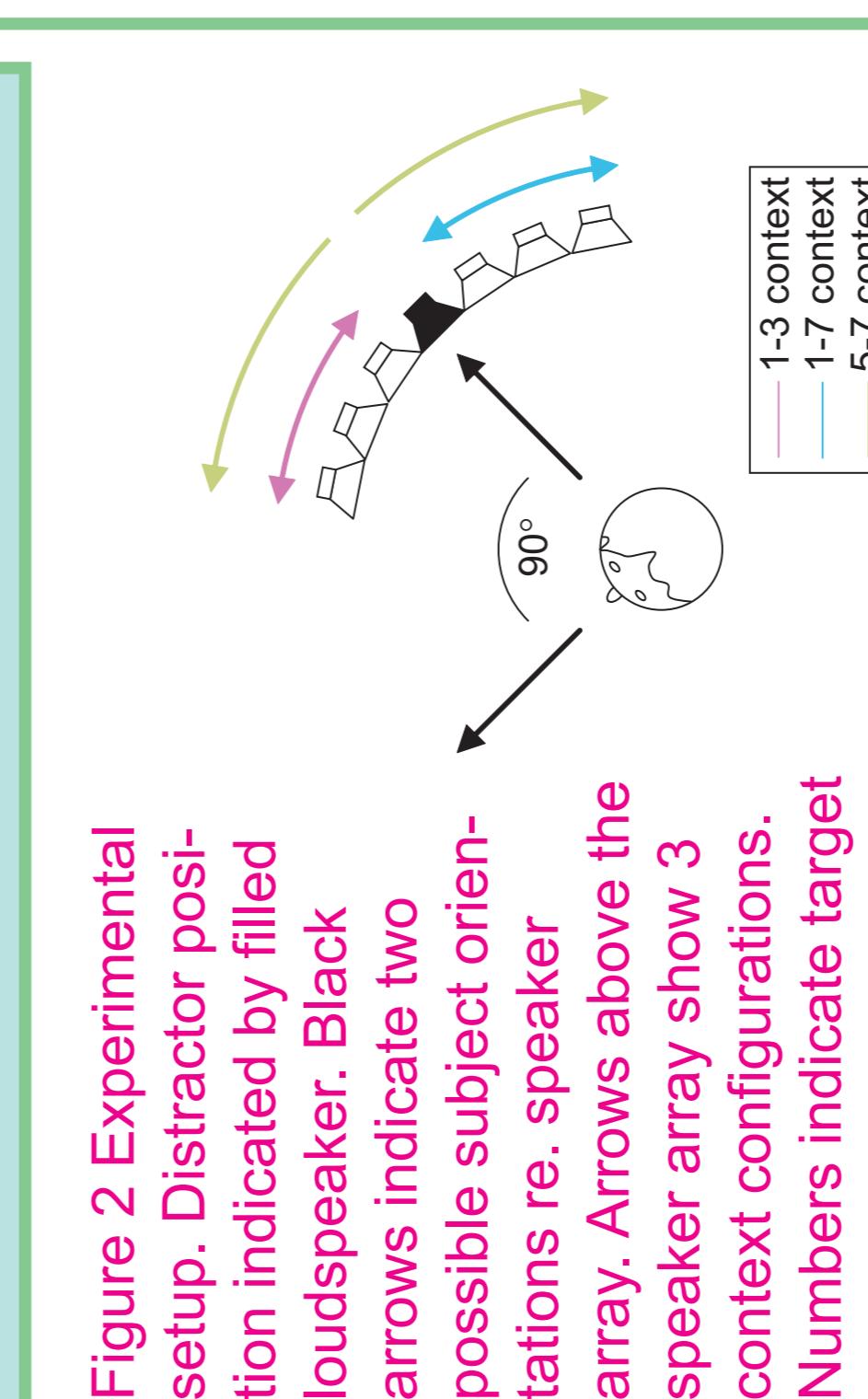


Figure 2  
Experi-  
mental  
setup: Dis-  
tractor posi-  
tion indicated by filled  
loudspeaker. Black  
arrows indicate two  
possible subject ori-  
entations re. speaker  
array. Arrows above the  
speaker array show 3  
context configura-  
tions. Numbers indicate target  
positions as labeled in  
graphs.

context effect) - control trials only,  
- targets in experimental trials restricted to one of the three context configurations (see Figure 2):

- 1-3 context to the left of distractor,
- 5-7 context to the right of distractor,
- 1-7 context (to both sides from distractor),
- context configuration and subject orientation fixed within a run.

### Data analysis

To estimate the effect of the context, differences between control trials in experimental runs and baseline run were analyzed.  
All plots show across-subject mean and within-subject standard error.

**Figure 3 Example**  
experimental run ... [ ] [ ] [ ] [ ] [ ] [ ] [ ] ...  
baseline run ... [ ] [ ] [ ] [ ] [ ] [ ] [ ] ...  
sequence for dif-  
ferent types of  
trials ... target sound [ ] [ ] [ ] [ ] [ ] [ ] [ ] ...  
D... distractor sound [ ] [ ] [ ] [ ] [ ] [ ] [ ] ...

(consistent with results when context on one side of distractor)  
- large radius would include units in the opposite subregion and for context presented on both sides the shifts will partially cancel out (consistent with results for context on both sides of distractor).  
The dependency of the generalization of the contextual effect on whether the plasticity was induced ahead or to the side of the listener was not found (consistent with H3), again supporting Cartesian form of neural representation.

**Overall summary**  
The contextual plasticity:  
- could be bottom-up (adaptation of neural spatial representation)  
or top-down effect (change in attentional distribution or other). Results support top-down explanation since the effect is not dependent only on distractor energy (8-click and noise had same energy and total duration but different contextual biases),

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