

# **Invariant & hierarchical computation in human auditory cortex**

**Alex Kell**

**2018.07.17 :: CSGF Program Review**



time →



time →

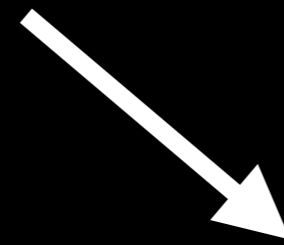




time →



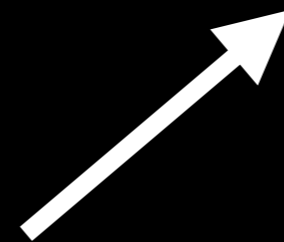
time →



What was said?

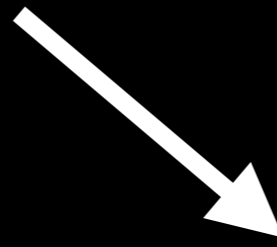
Who said it?

How did they feel when they said it?



What caused the sound?

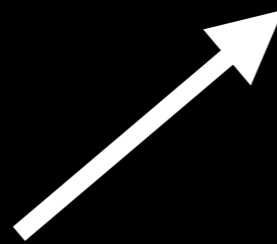
Where?



What was said?

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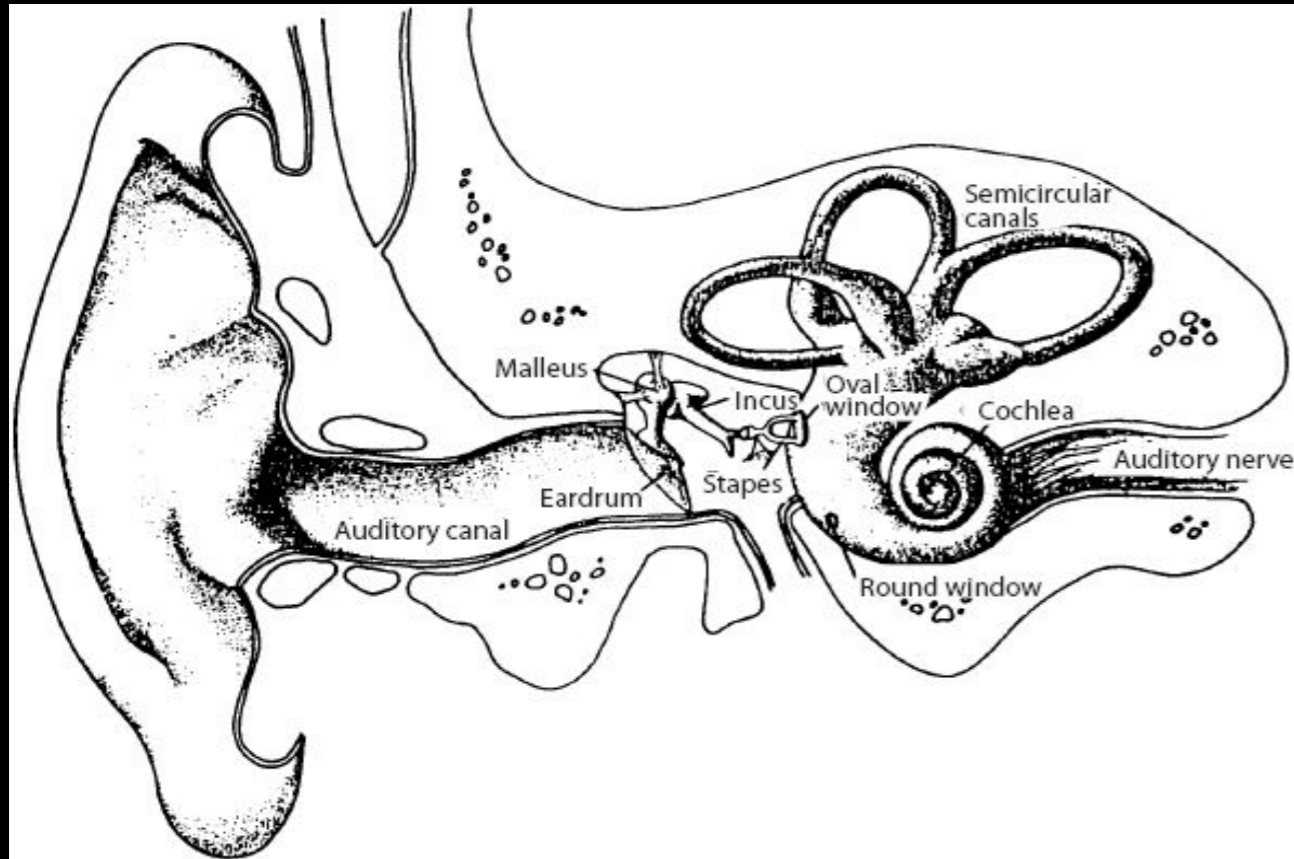
How did they feel when they said it?



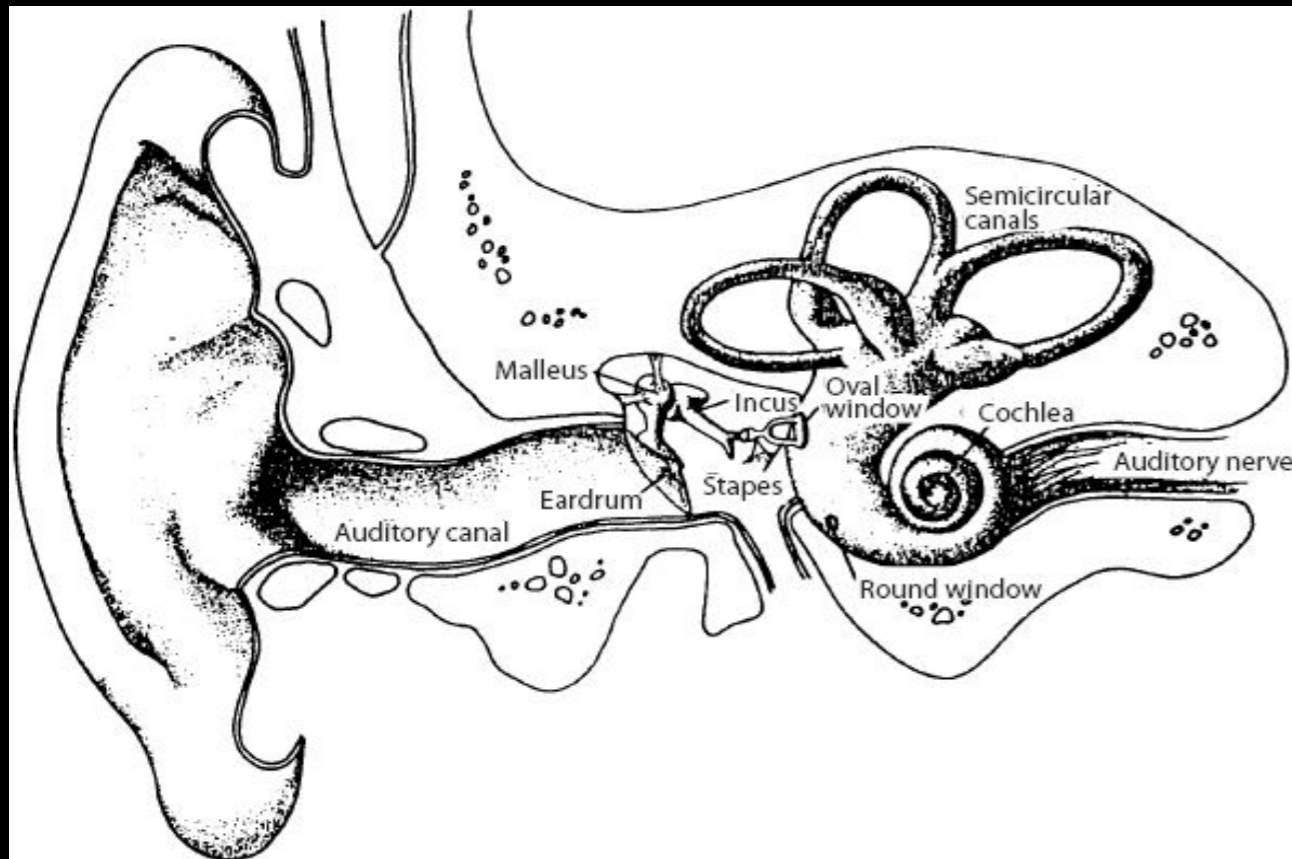
What caused the sound?  
Where?

**How does the brain extract behaviorally relevant information from these waveforms?**

# Peripheral auditory system: well characterized...



# Peripheral auditory system: well characterized...



... but auditory cortex is poorly understood.  
(Particularly in humans.)

**TODAY:**

**Basic questions about functional organization  
of human auditory cortex.**

# TODAY:

**Is there a hierarchical organization?**



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**If so, how many stages?**

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**Is there a hierarchical organization?**

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**What do different stages do?**

**Use modeling to generate specific hypotheses in a principled manner**

# Neuron

## **A Task-Optimized Neural Network Replicates Human Auditory Behavior, Predicts Brain Responses, and Reveals a Cortical Processing Hierarchy**

### Highlights

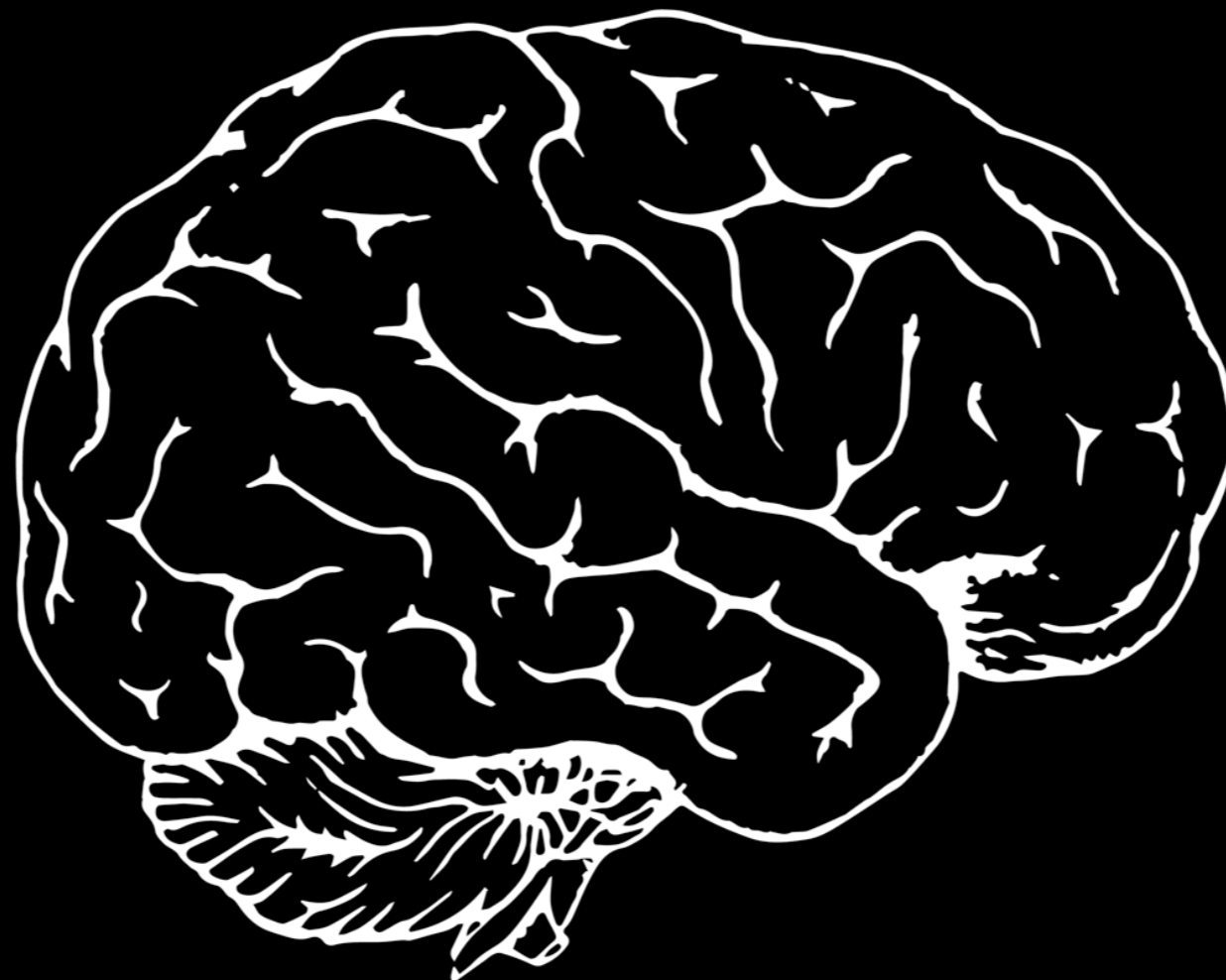
- A deep neural network optimized for speech and music tasks performed as well as human listeners
- The optimization produced separate music and speech pathways after a shared front end

### Authors

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Erica N. Shook,  
Sam V. Norman-Haignere,  
Josh H. McDermott

**Work with:  
Dan Yamins, Erica Shook, Sam Norman-Haignere,  
and Josh McDermott**

# How to build better models of auditory cortex?



# How to build better models of auditory cortex?



time →



What was said?

Who said it?

How did they feel when they said it?

What caused the sound?

Where?

# How to build better models of auditory cortex?



MODEL

What was said?

Who said it?

How did they feel when they said it?

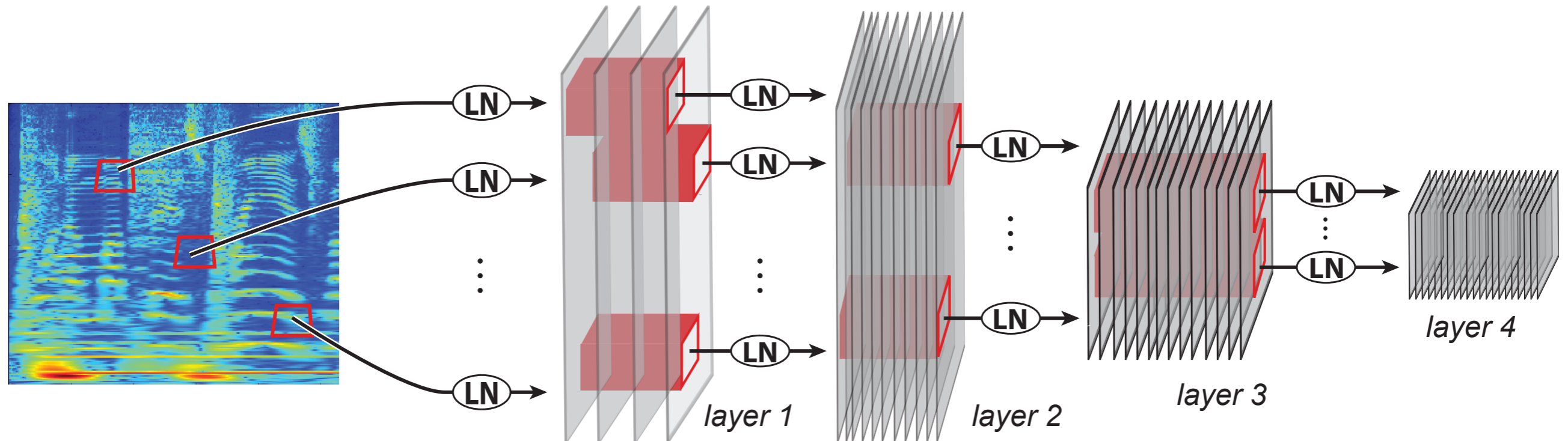
What caused the sound?

Where?

# Recent machine learning advances: Deep learning



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## Hierarchical convolutional neural networks (CNNs)

(Fukushima, 1980; Lecun et al., 1989; Krizhevsky et al., 2012; Yamins, Hong, et al., 2014; etc.)

## KEY HYPOTHESIS:

**A model optimized to perform real-world auditory tasks may converge to brain-like computations**

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(Yamins, Hong, et al. 2014; Cadieu et al. 2014; Hong, Yamins, et al. 2016)

## KEY HYPOTHESIS:

**A model optimized to perform real-world auditory tasks may converge to brain-like computations**

**Approach pioneered in the visual cortex**

(Yamins, Hong, et al. 2014; Cadieu et al. 2014; Hong, Yamins, et al. 2016)

**Potentially:**

**Particularly useful in auditory cortex**

# Unsatisfying aspects of deep learning as a neuroscience model

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- Unrealistic amount of (supervised) training data.
- Unrealistic learning rule (backprop).
- Discriminative models (rather than generative).
- etc.

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# Network optimization: Real-world tasks



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... that have large labelled datasets.

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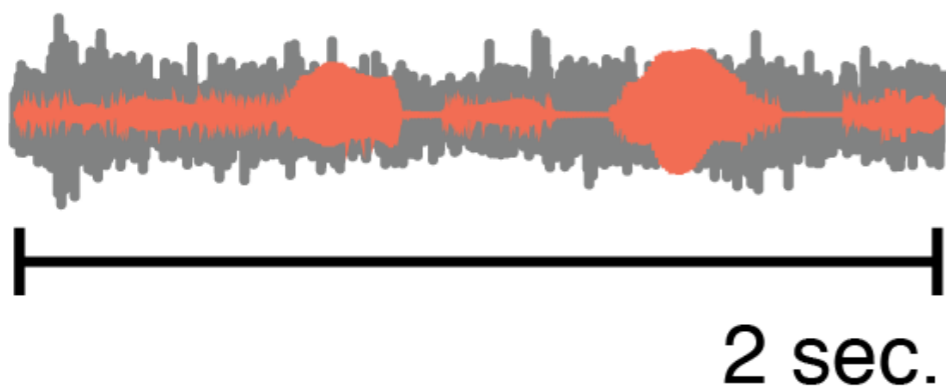
... that have large labelled datasets.

## Word recognition task

Excerpted  
speech

+

Background  
noise



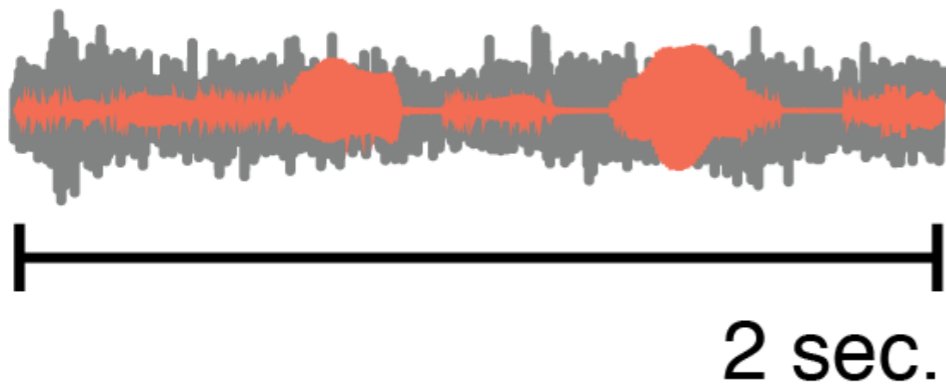
587-way AFC:  
Which word (at 1 sec.)?

# Network optimization: Real-world tasks

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## Word recognition task

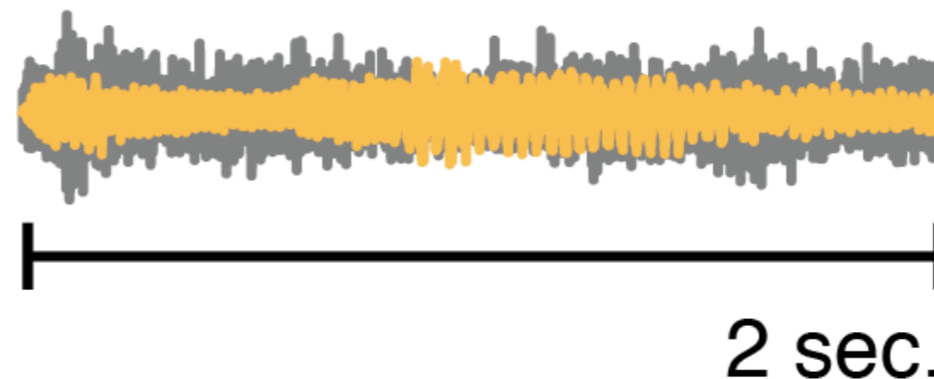
Excerpted  
speech + Background  
noise



587-way AFC:  
Which word (at 1 sec.)?

## Musical genre task

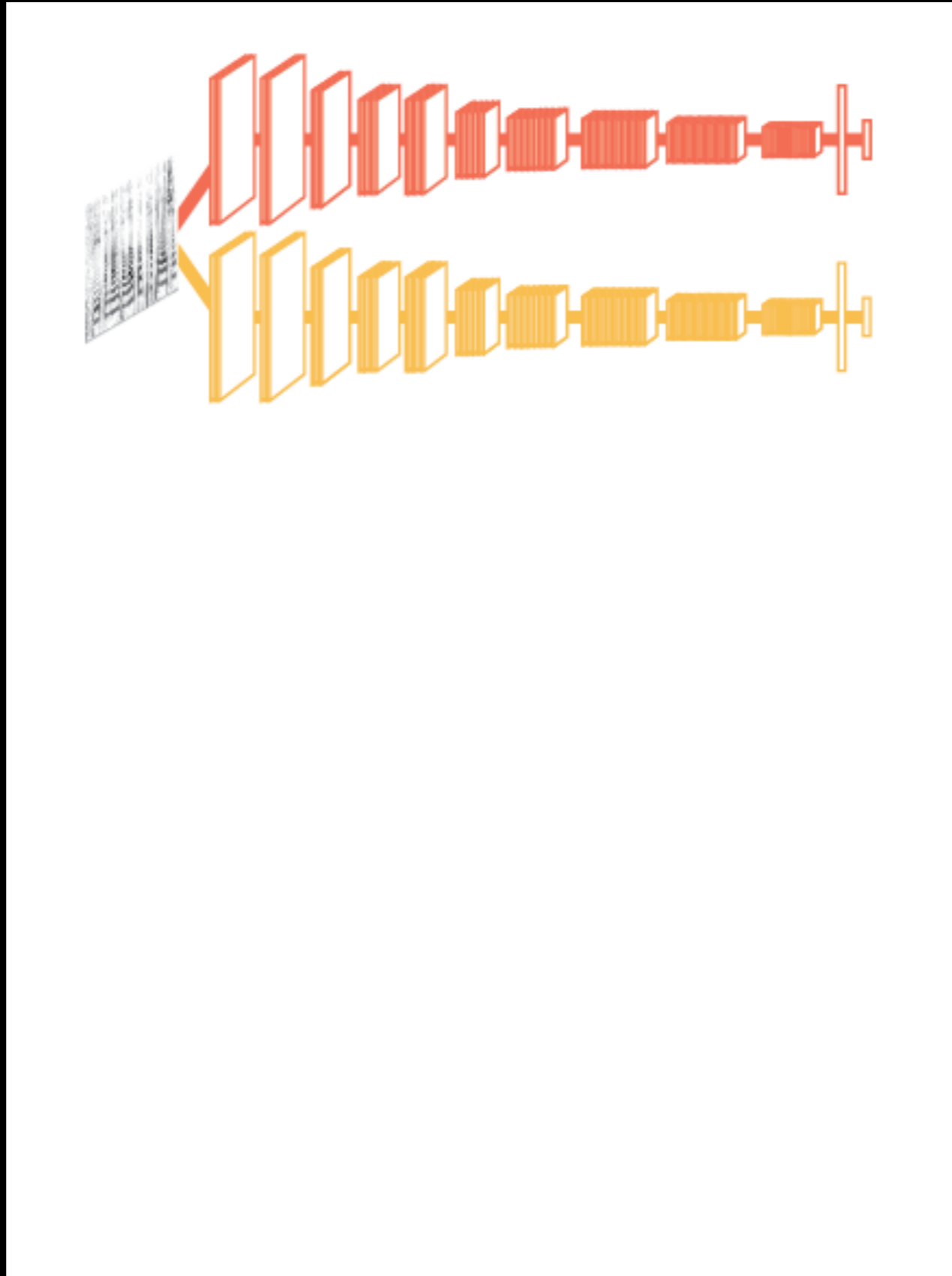
Excerpted  
music + Background  
noise



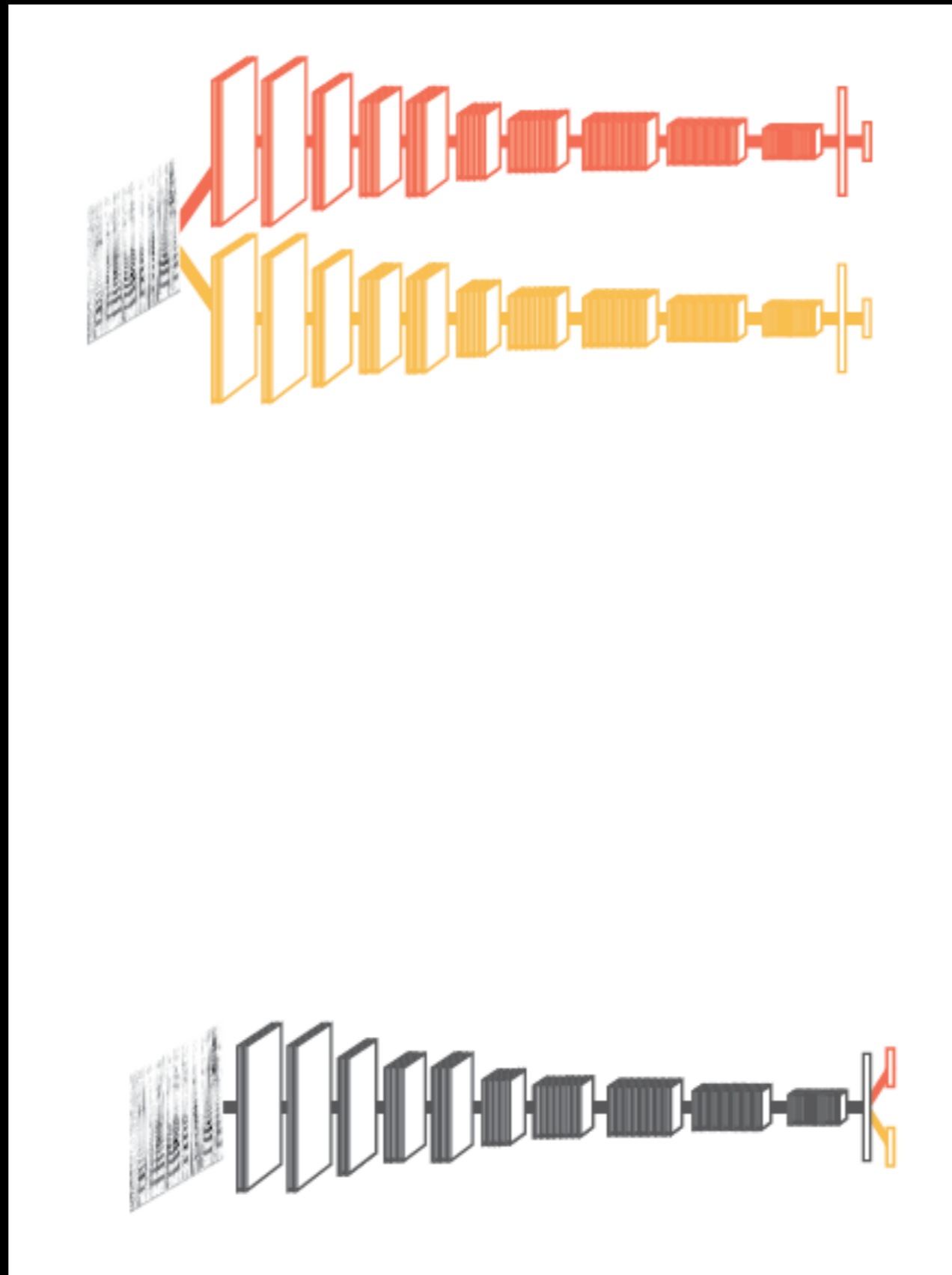
41-way AFC:  
Which genre?

# Network optimization: Architecture search

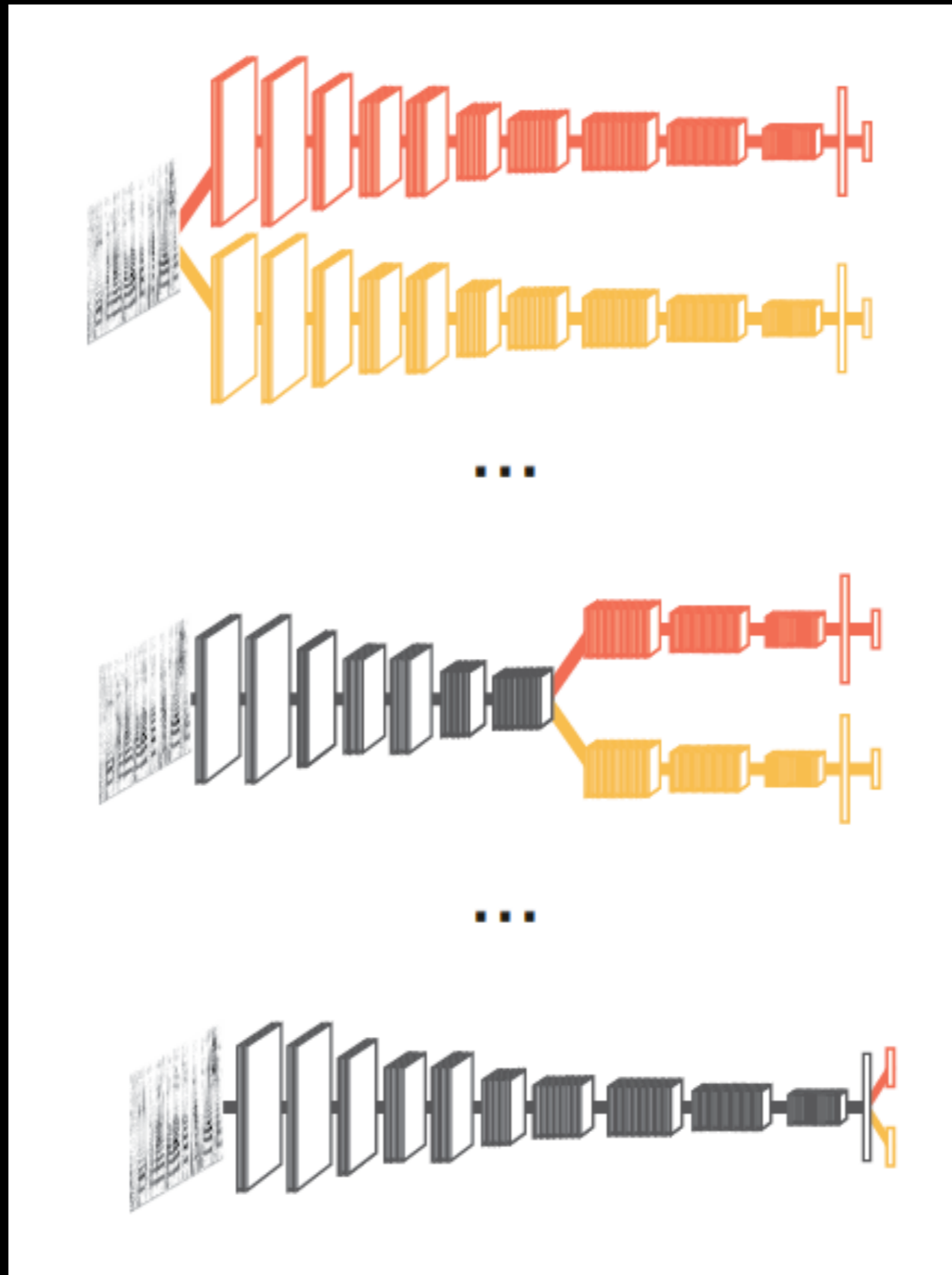
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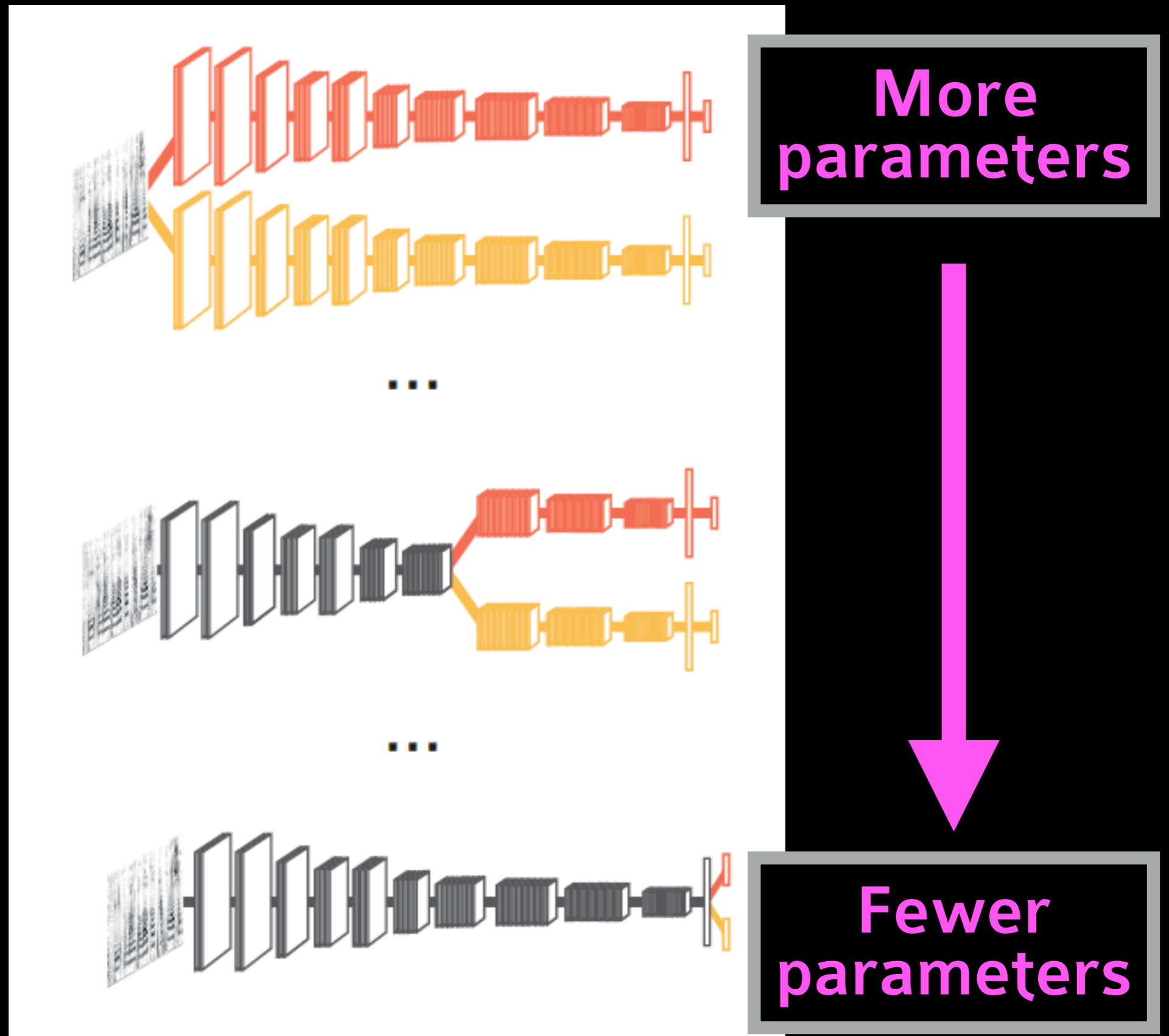
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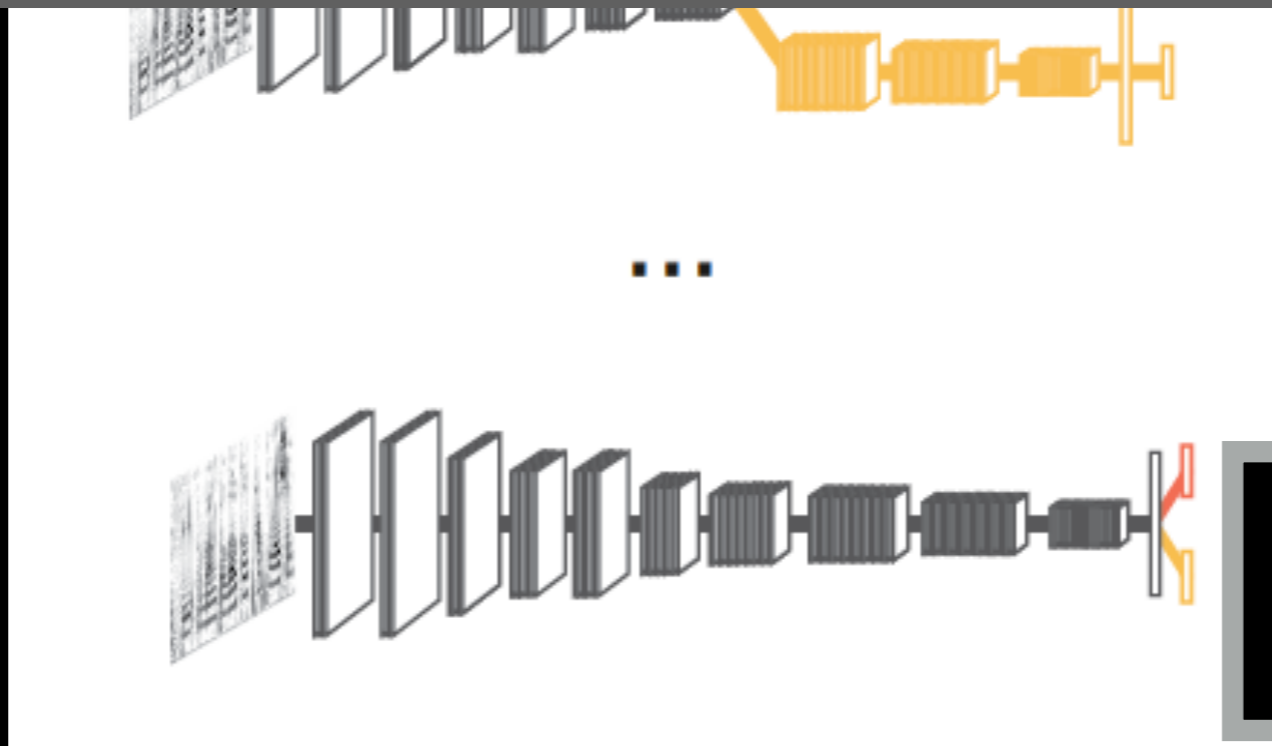


# Network optimization: Architecture search



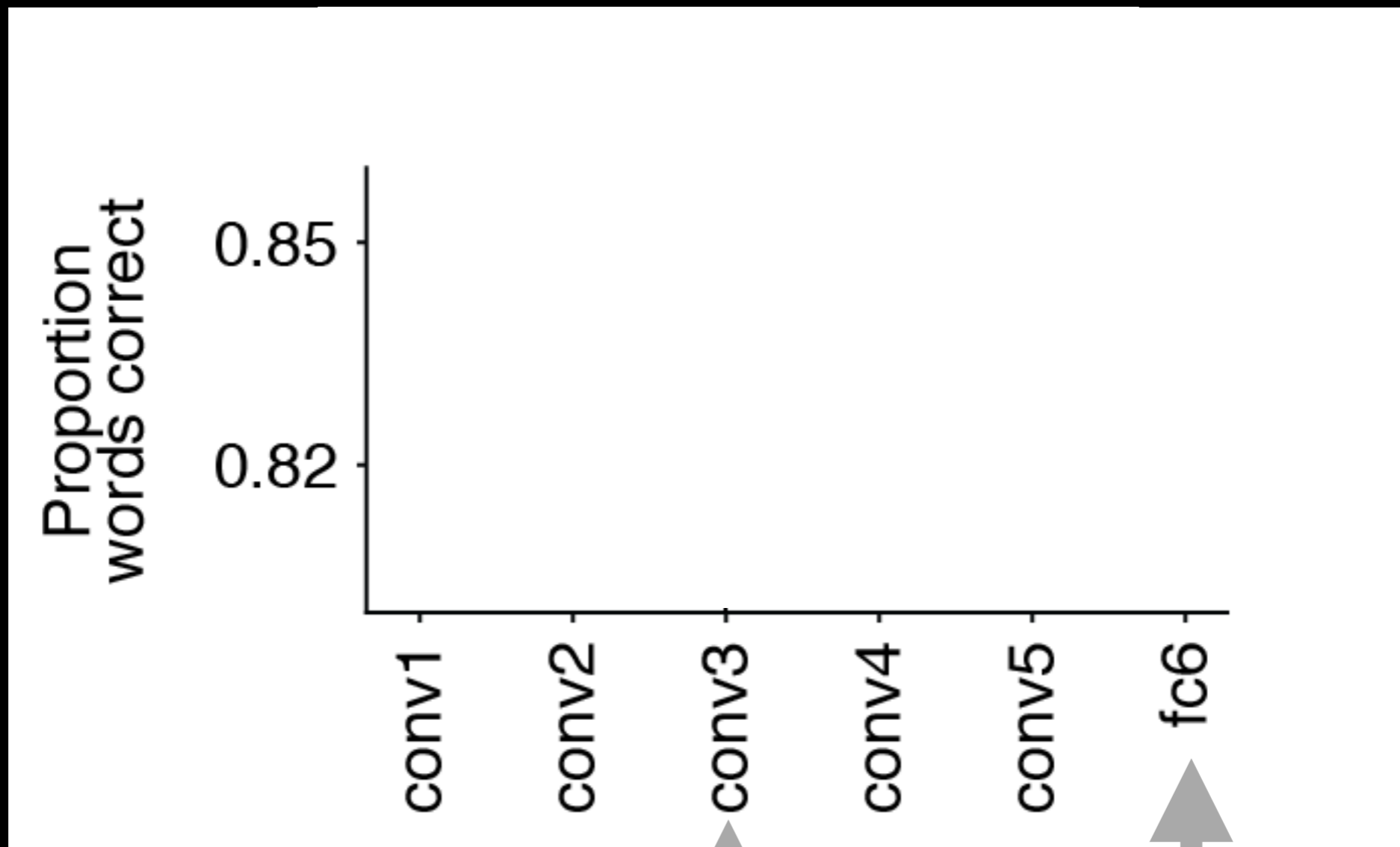
More  
parameters

How many layers can be shared  
without a detriment  
in task performance?

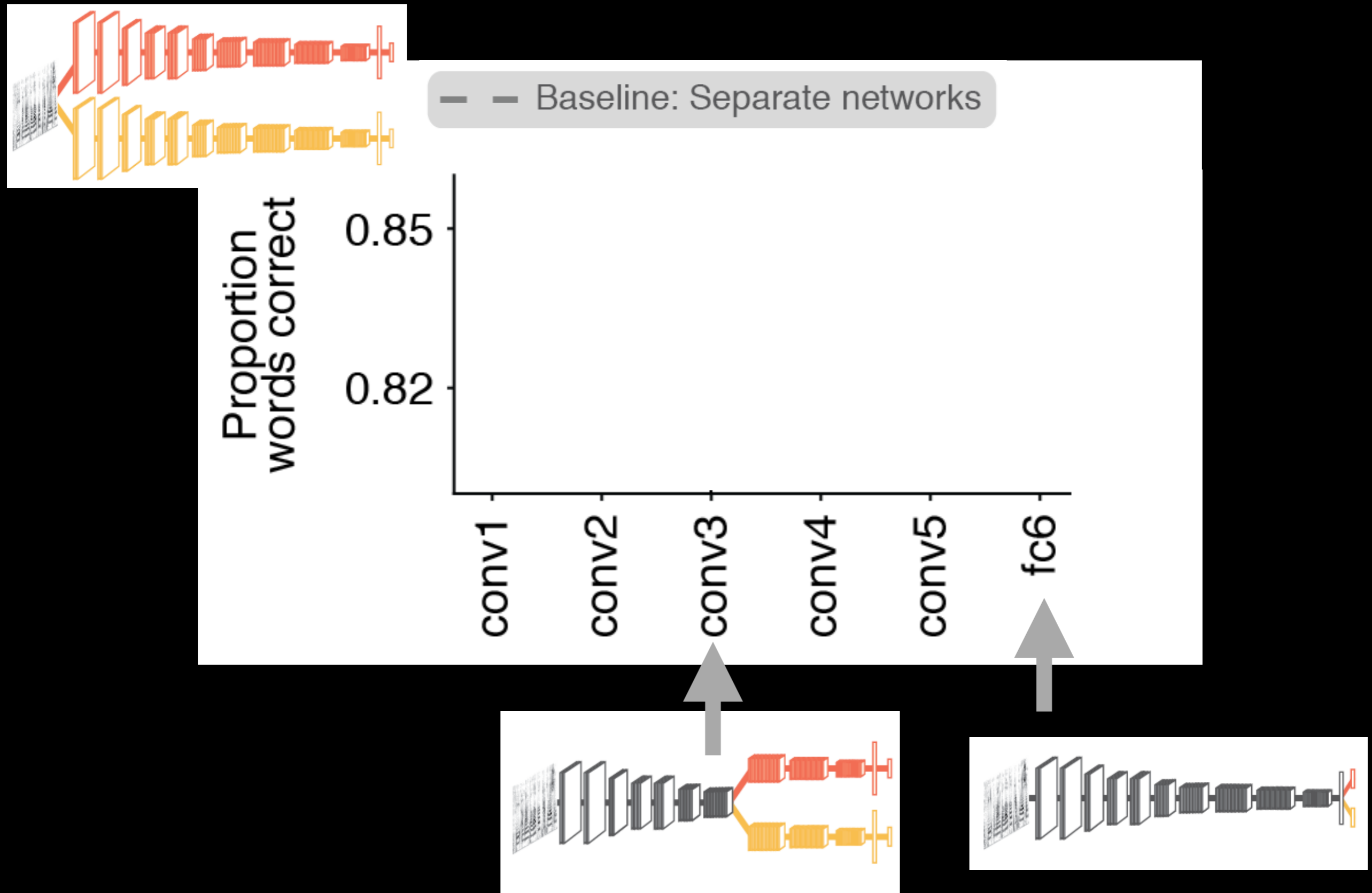


Fewer  
parameters

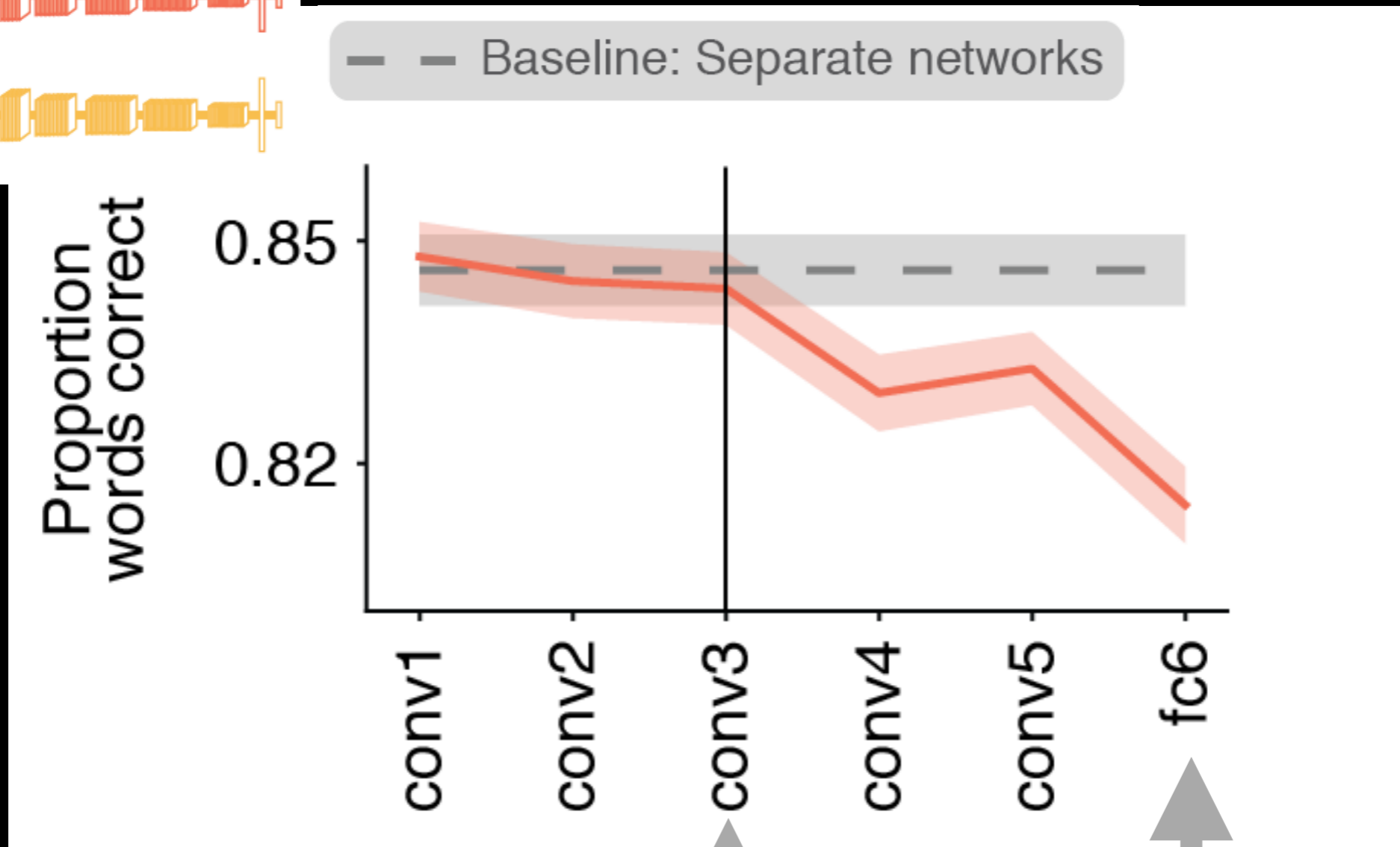
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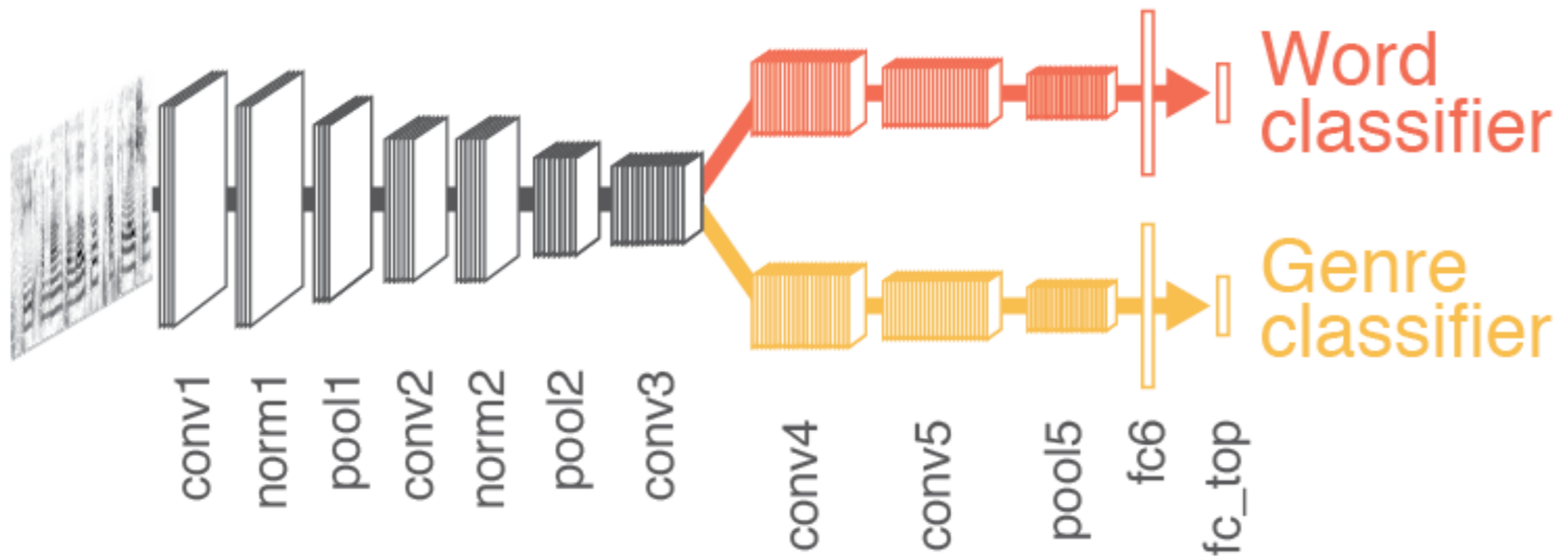


# Network optimization: Architecture search



# Network optimization: Resulting network

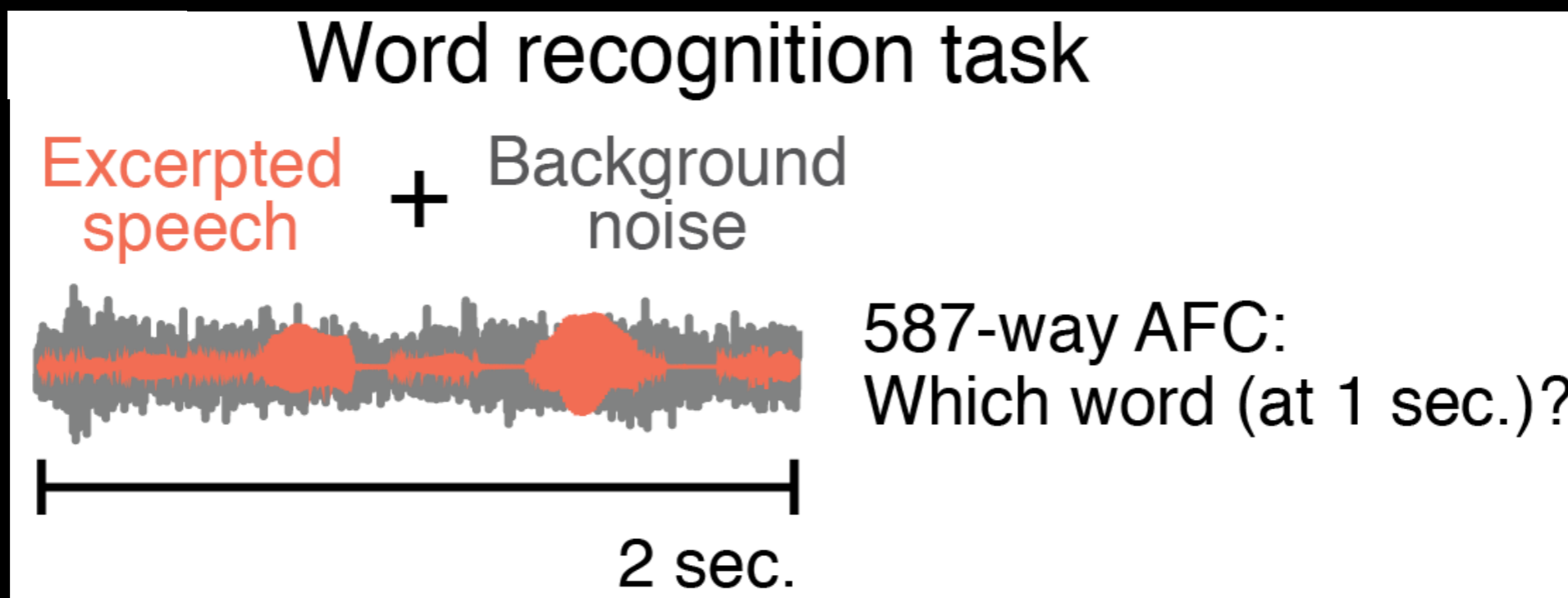
Best-performing  
deep neural network



Example first-layer filters

# Comparing human & model behavior

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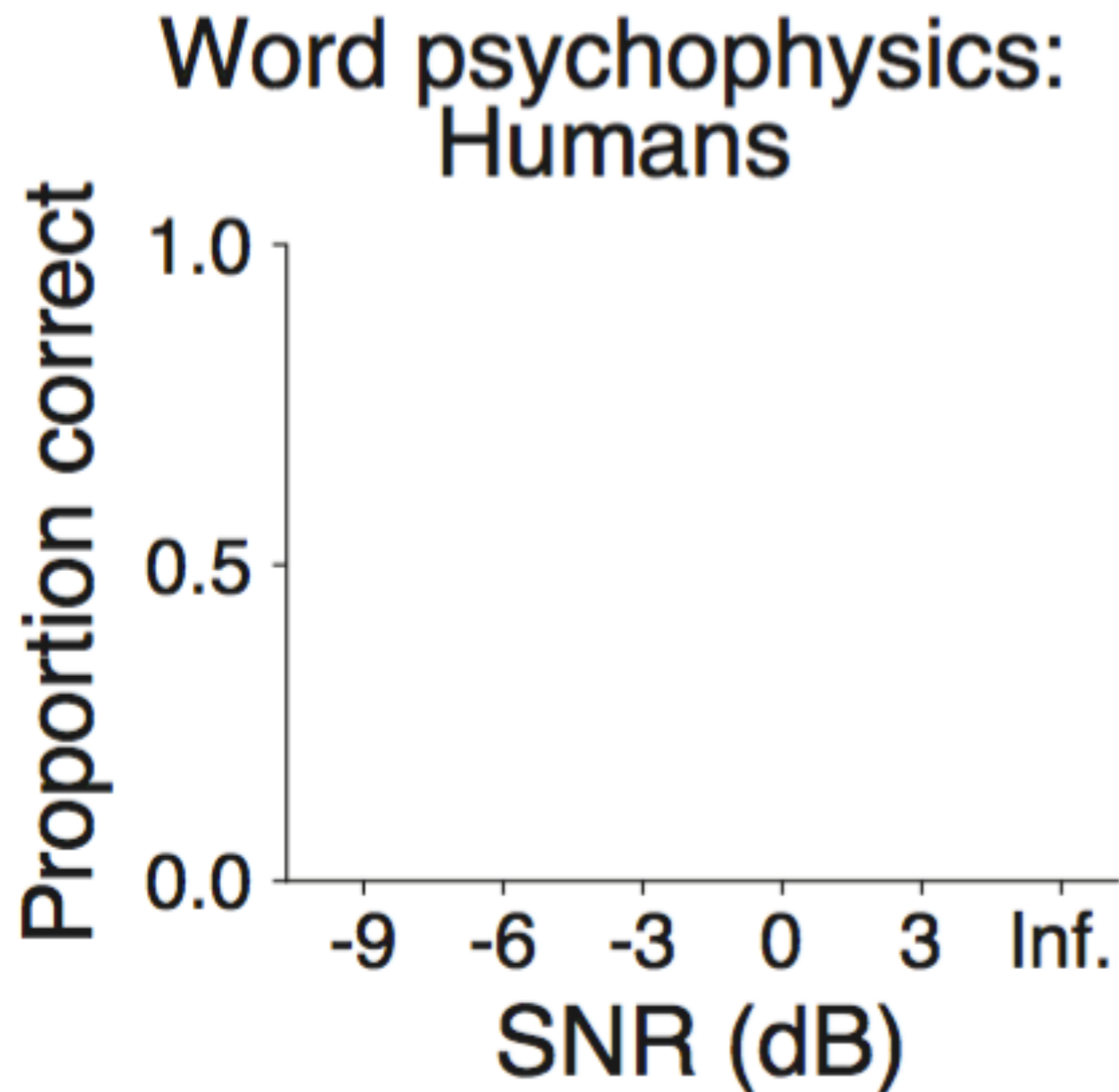


26 conditions:

5 background types x 5 signal-to-noise ratios (SNRs)  
+ noiseless

- Background type:
- Music
  - Auditory scene
  - Speaker-shaped noise
  - 2-speaker babble
  - 8-speaker babble

# CNN & human psychophysics

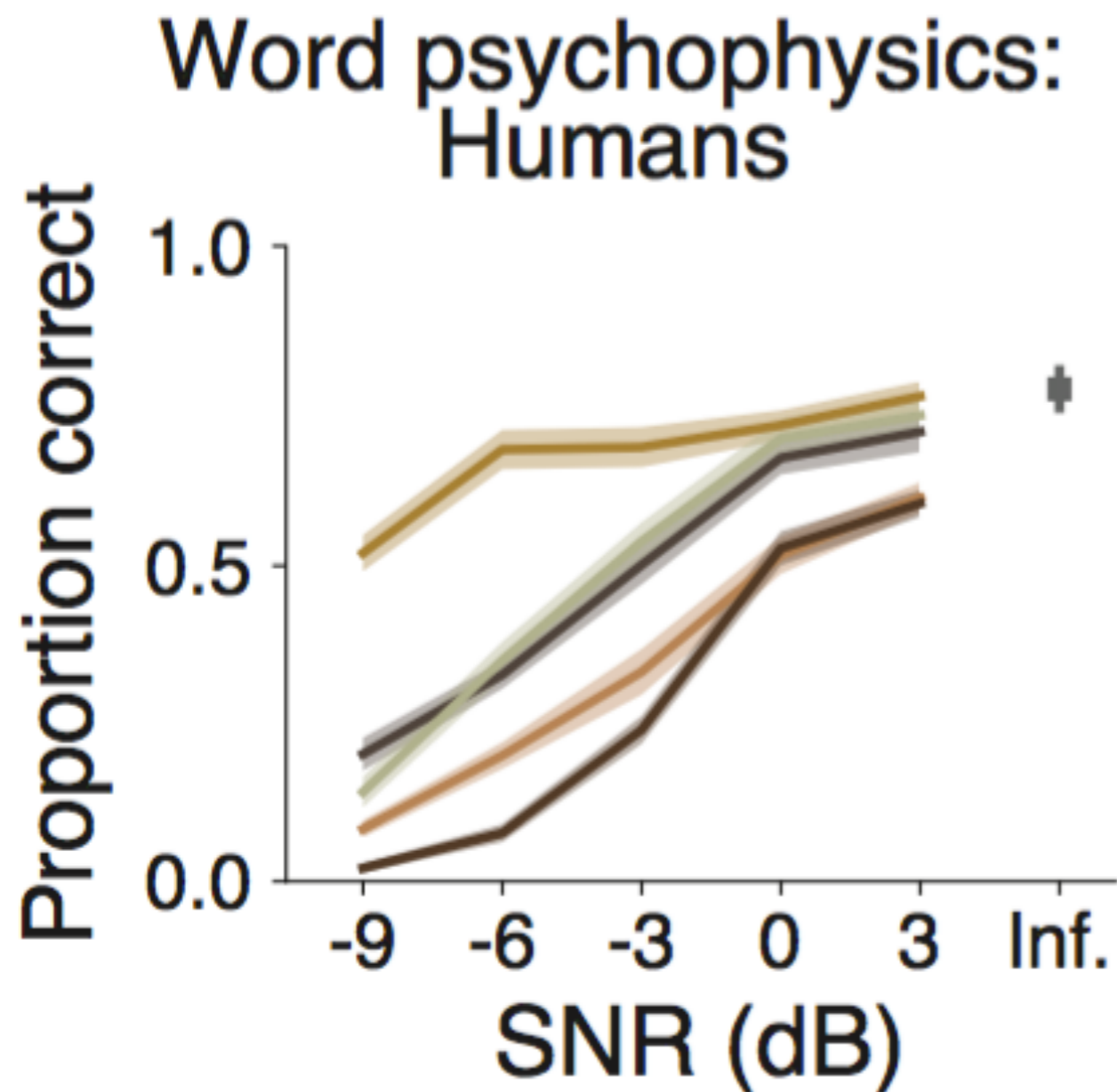


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- Music
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# CNN & human psychophysics



Background type:

Music

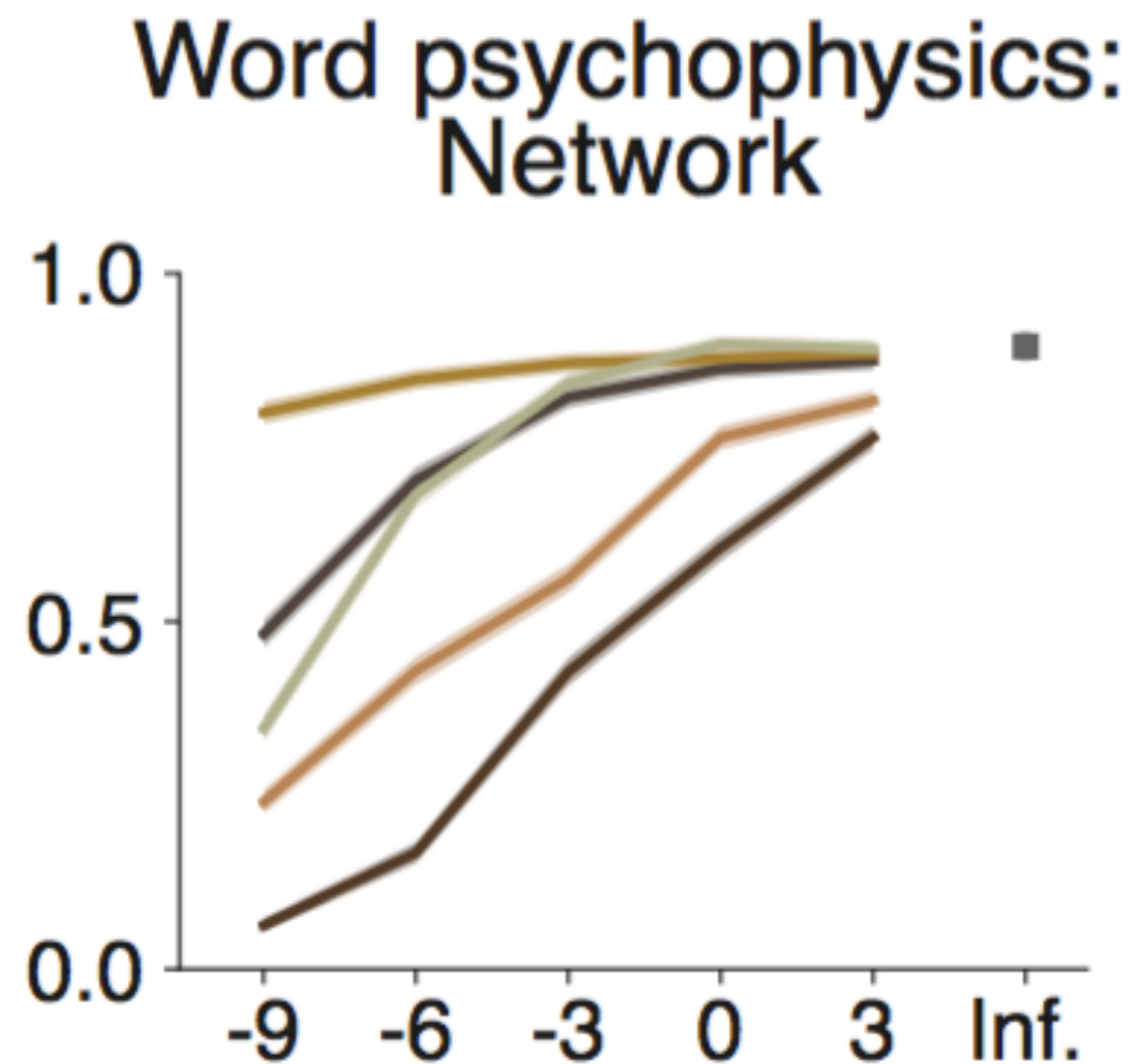
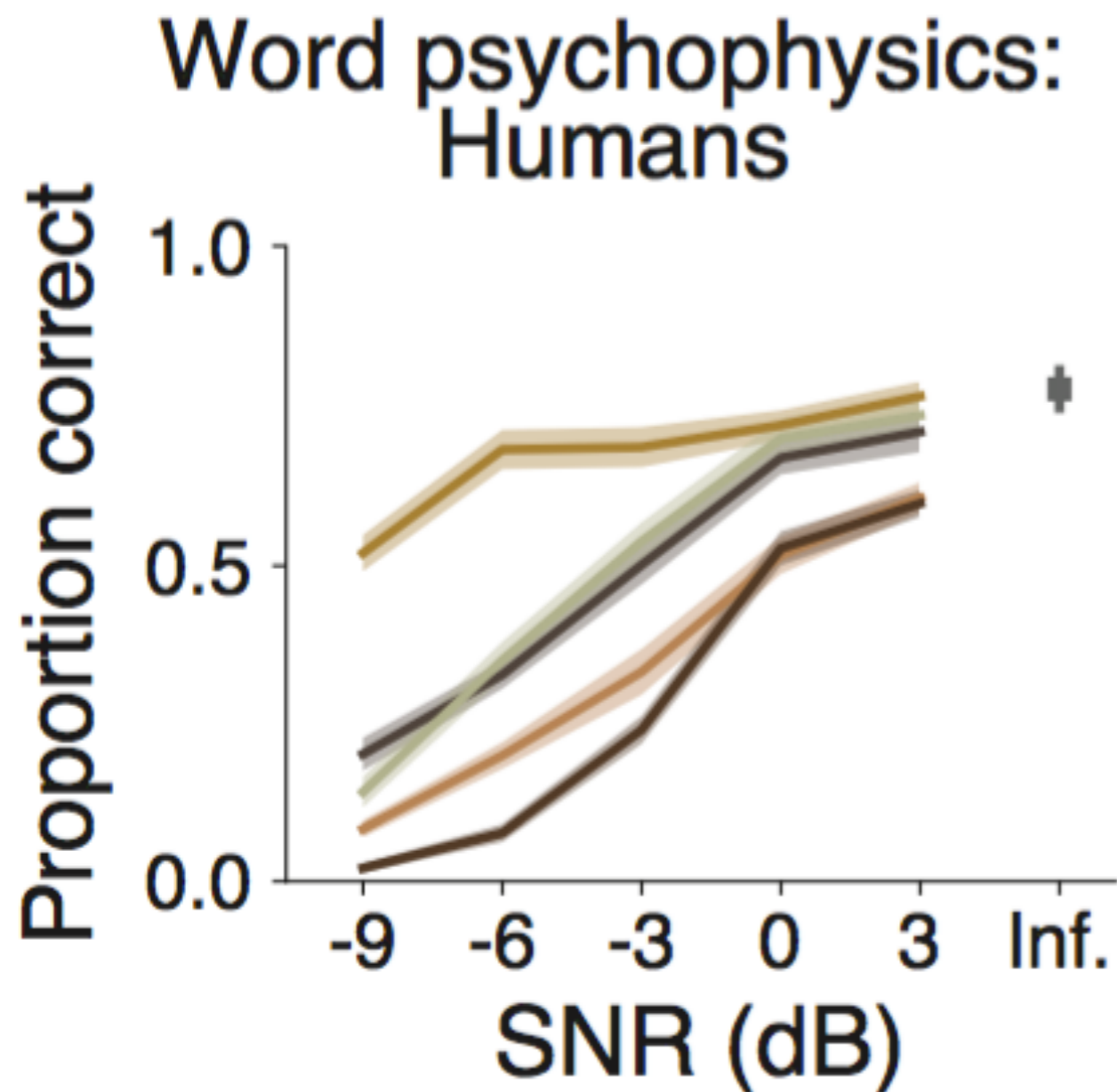
Auditory scene

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# CNN & human psychophysics



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# CNN & human psychophysics

## NOTE:

CNN optimized ONLY for task performance  
NOT optimized to behave similarly to humans

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## POTENTIAL REASONS FOR SIMILARITY:

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# CNN & human psychophysics

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CNN optimized **ONLY** for task performance  
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1. Both network & humans near optimal?

**Background type:**

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# CNN & human psychophysics

## NOTE:

CNN optimized ONLY for task performance  
NOT optimized to behave similarly to humans

## POTENTIAL REASONS FOR SIMILARITY:

1. Both network & humans near optimal?
2. Algorithmic similarities between net & humans?

### Background type:

Music

Auditory scene

Speaker-shaped noise

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# Using this model to predict cortical responses to natural sounds

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## Measure fMRI responses to 165 natural sounds\*

person screaming  
man speaking  
flushing toilet  
pouring liquid  
tooth-brushing  
woman speaking  
car accelerating  
biting and chewing  
laughing  
typing  
car engine starting  
running water  
breathing  
keys jangling  
dishes clanking

...

road traffic  
zipper  
cellphone vibrating  
water dripping  
scratching  
car windows  
telephone ringing  
chopping food  
telephone dialing  
girl speaking  
car horn  
writing  
computer startup sound  
background speech  
songbird

...

guitar  
coughing  
crumpling paper  
siren  
splashing water  
computer speech  
alarm clock  
walking with heels  
vacuum  
wind  
boy speaking  
chair rolling  
rock song  
door knocking  
dog barking

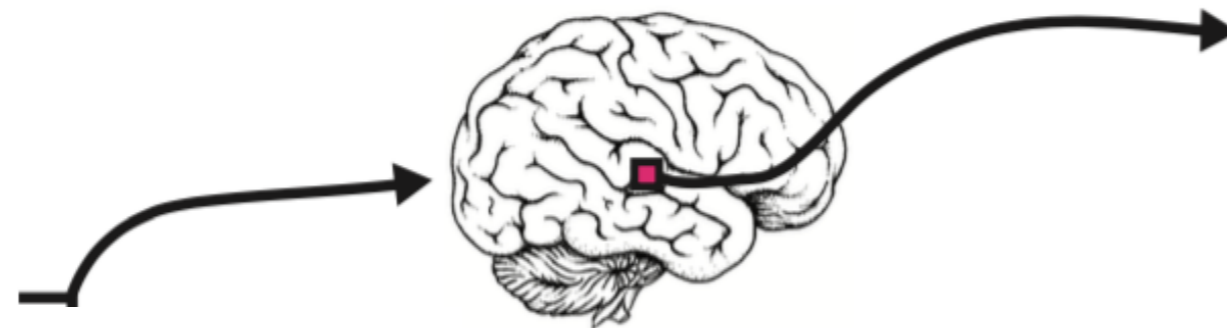
...

\*Norman-Haignere, Kanwisher, McDermott Neuron 2015 (Thanks!)



165 everyday sounds:

- person screaming
- velcro
- whistling
- frying pan sizzling
- alarm clock
- cat purring
- guitar riff
- ... etc. ...



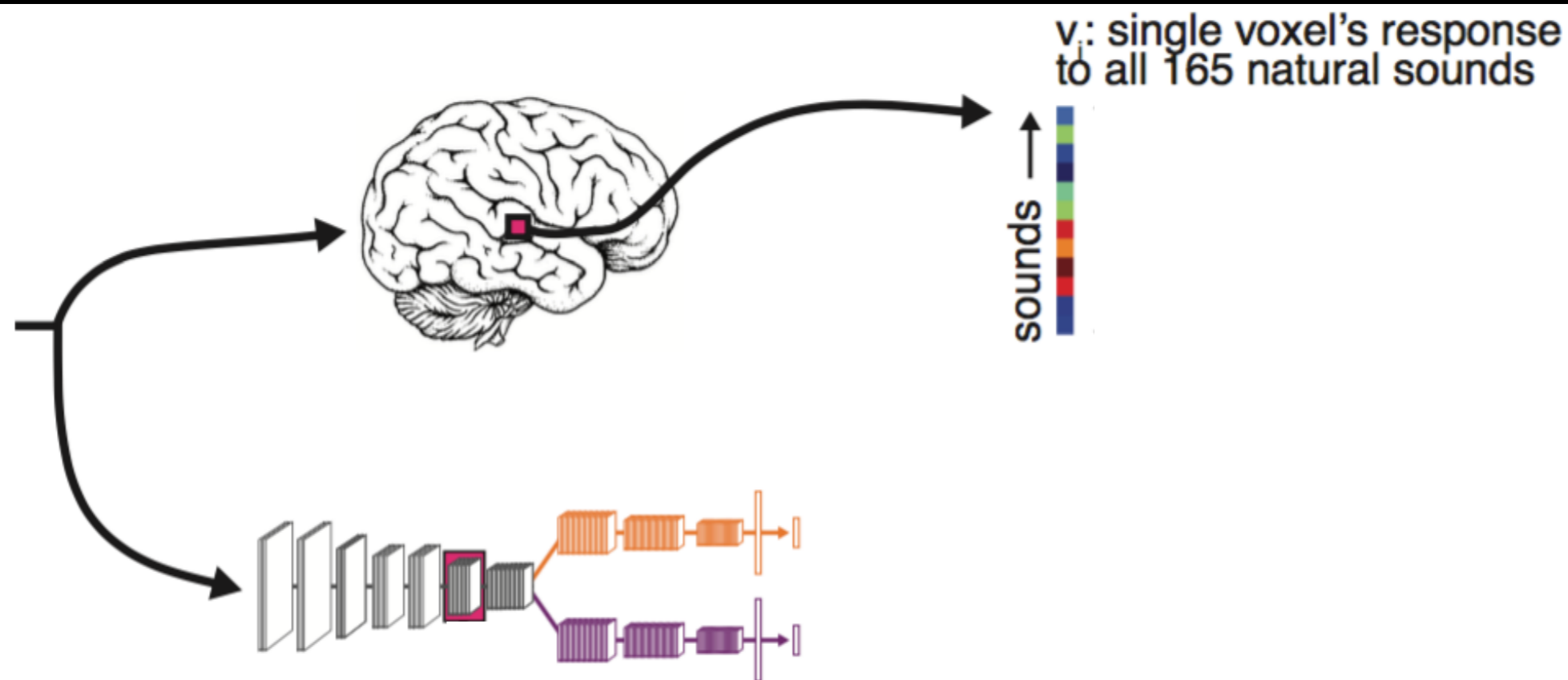
$v_i$ : single voxel's response to all 165 natural sounds

↑  
sounds

**Each voxel:  
Mean response to each of 165 sounds**

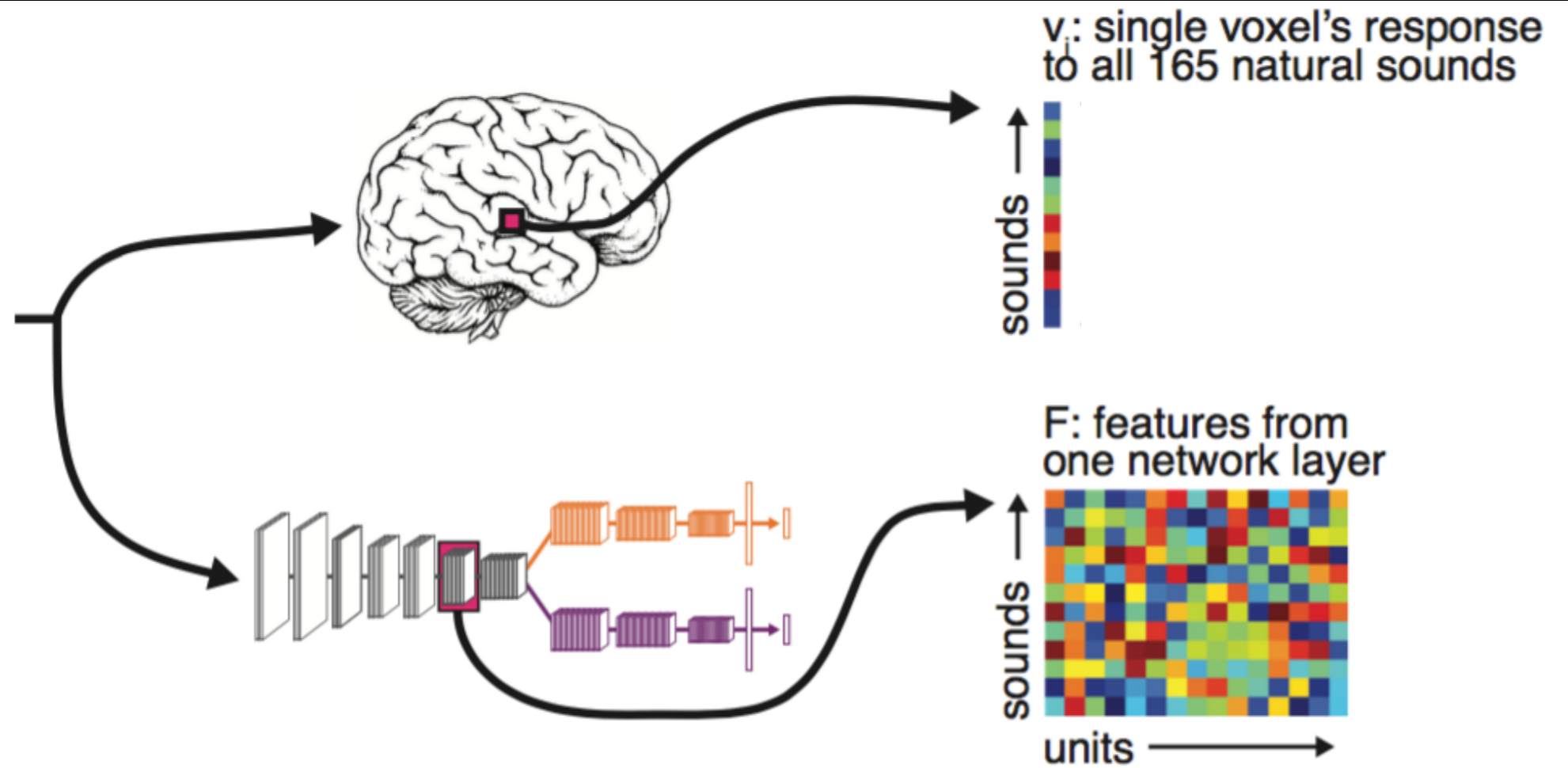
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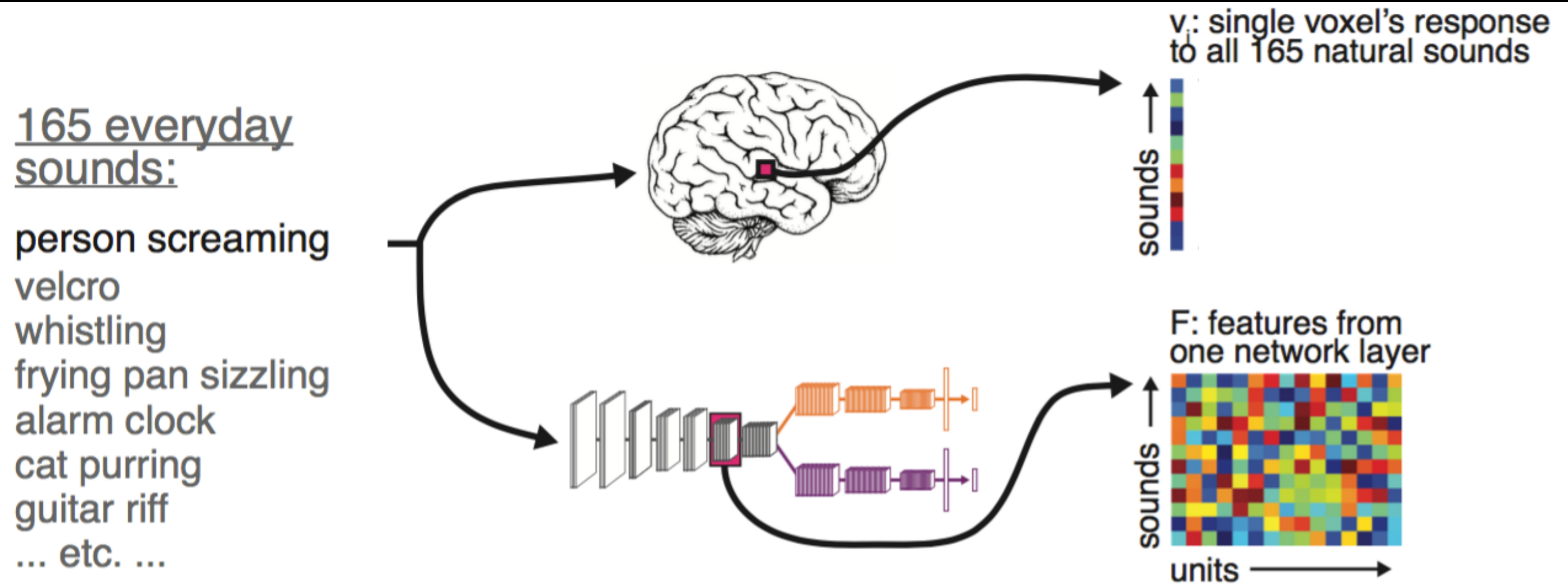
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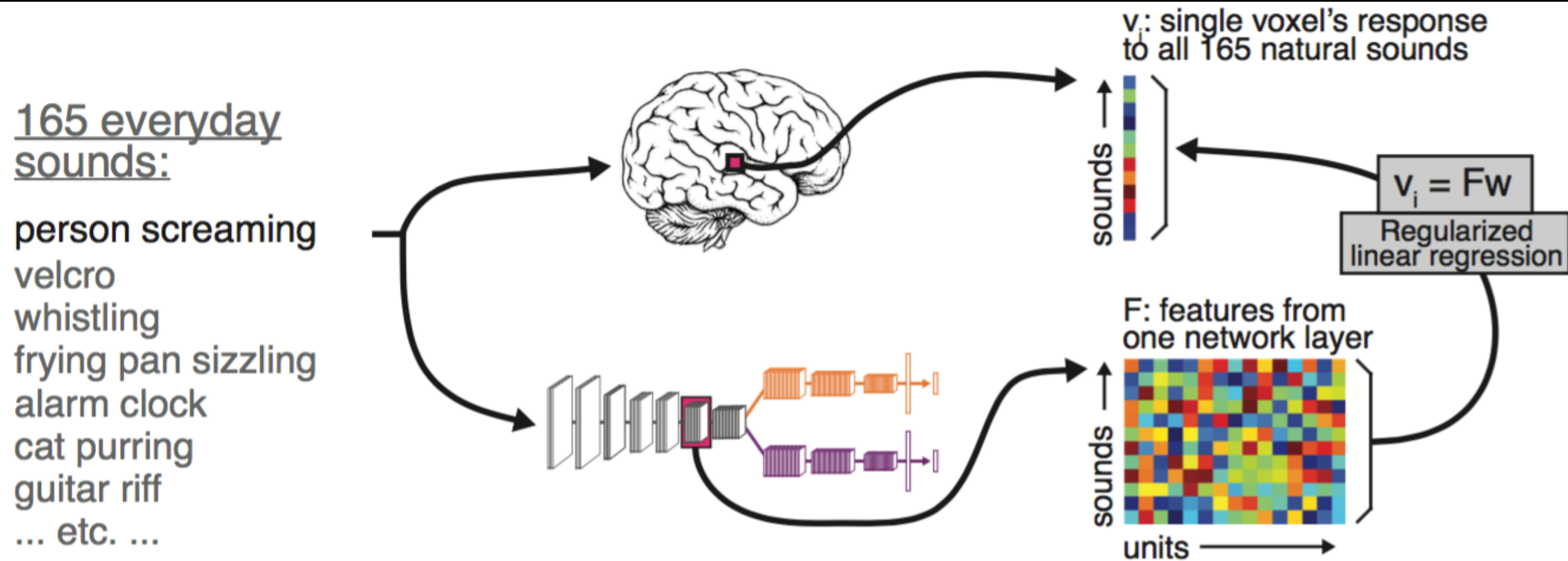
# CNN as encoding model

Each voxel = weighted sum of units in a given layer



# CNN as encoding model

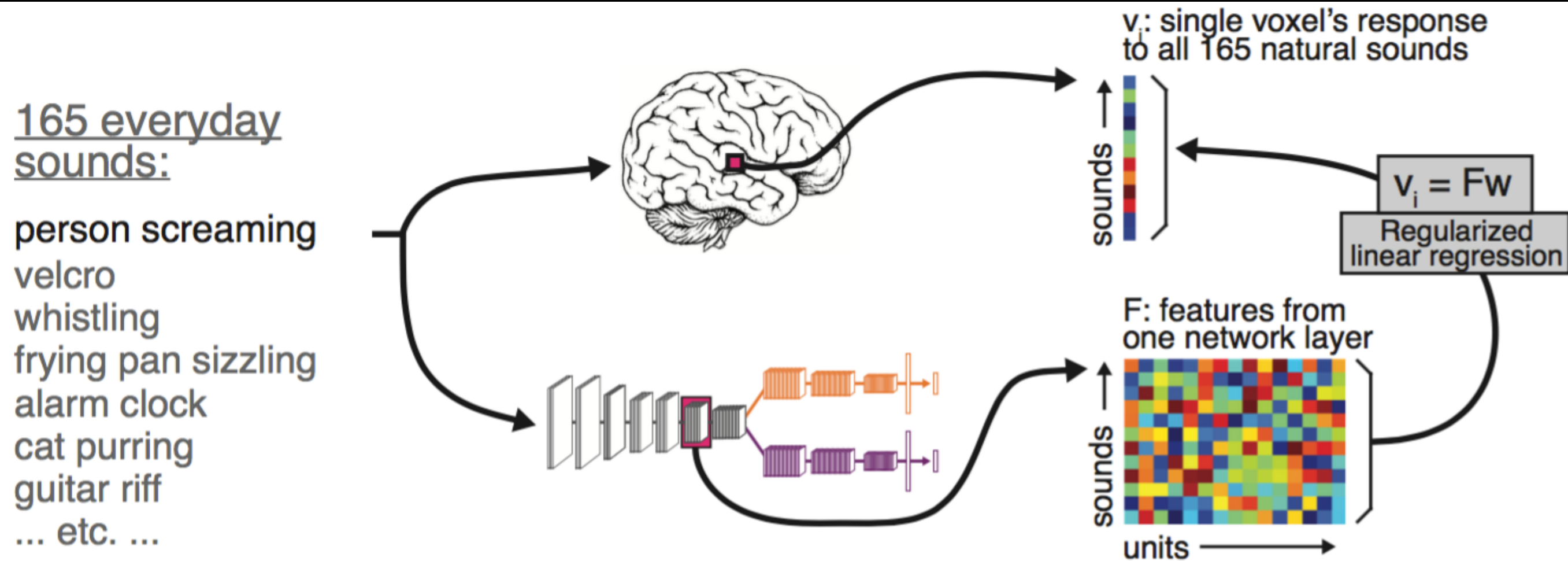
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Cross-validated regularized linear regression  
to predict voxel's response

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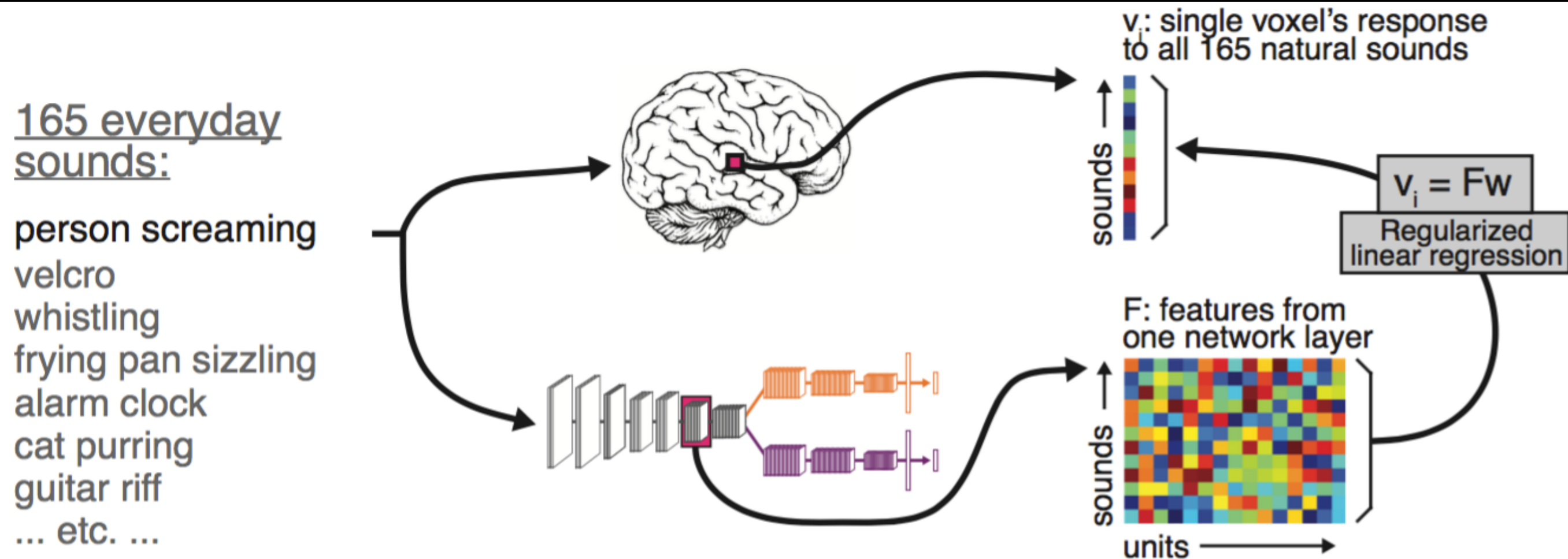
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Dependent measure: Variance explained



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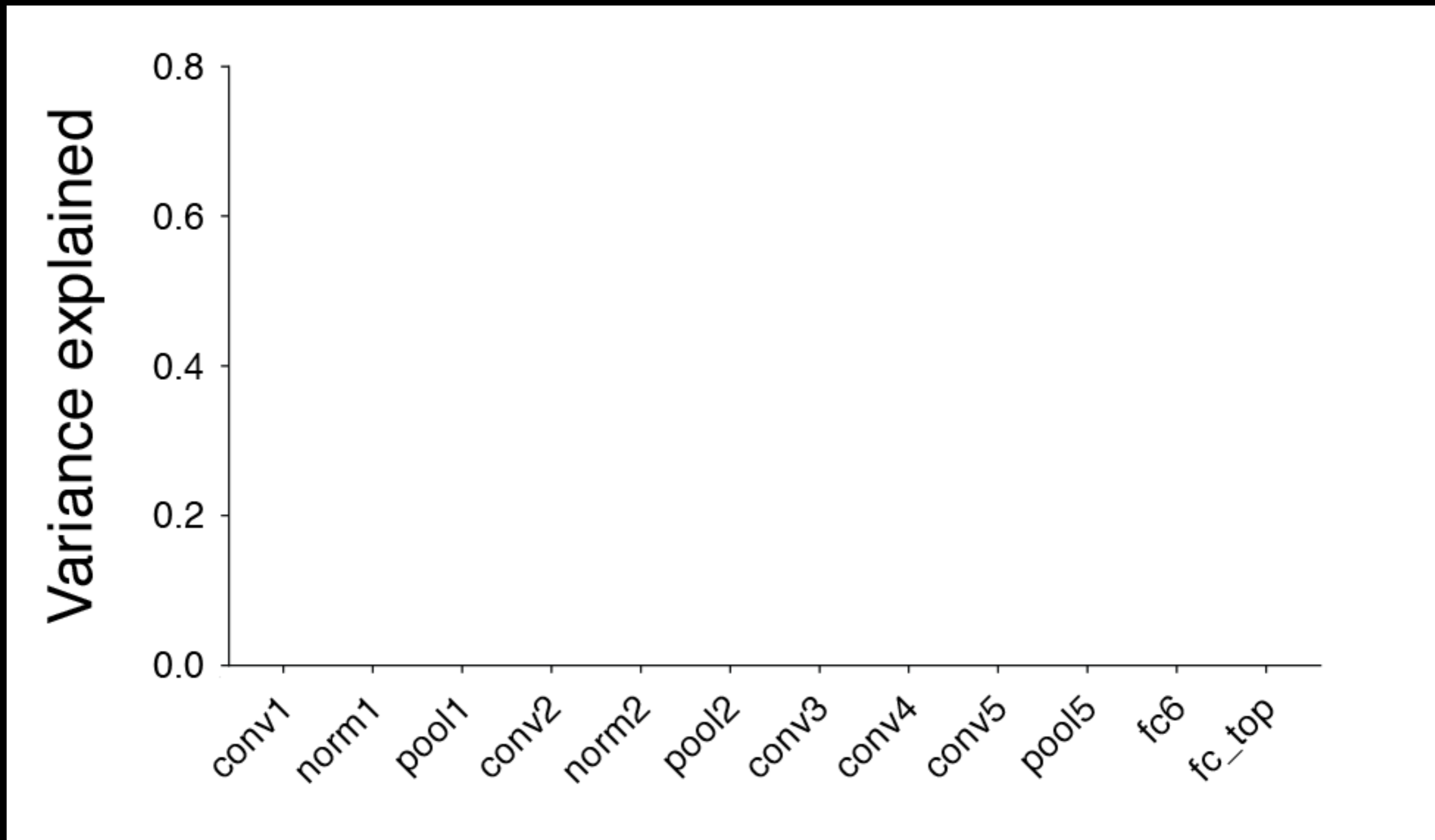


Cross-validated regularized linear regression to predict voxel's response

Dependent measure: Variance explained

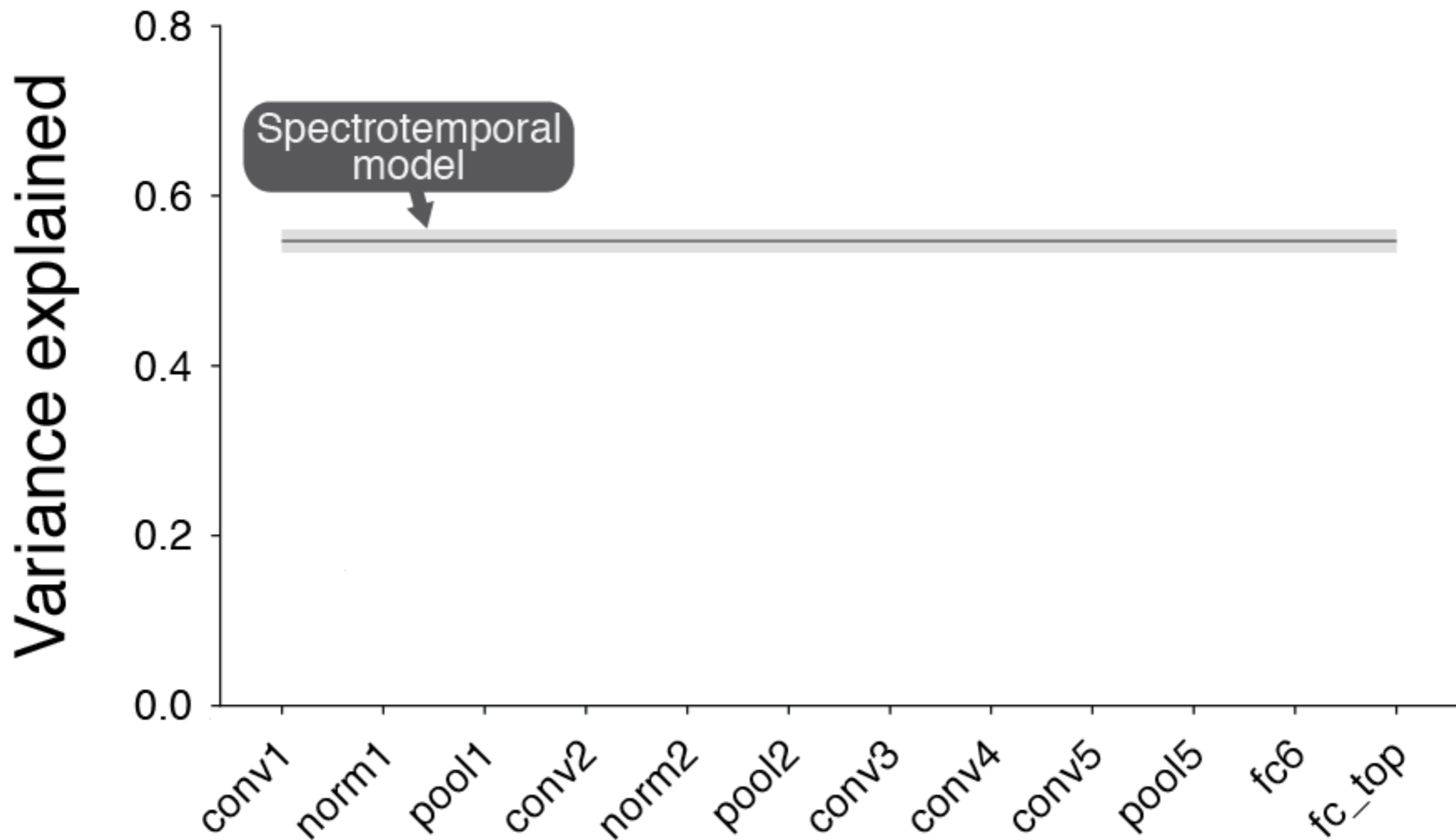
Baseline:  
Identical procedure with a spectrotemporal filter model

# Variance explained across all of auditory cortex

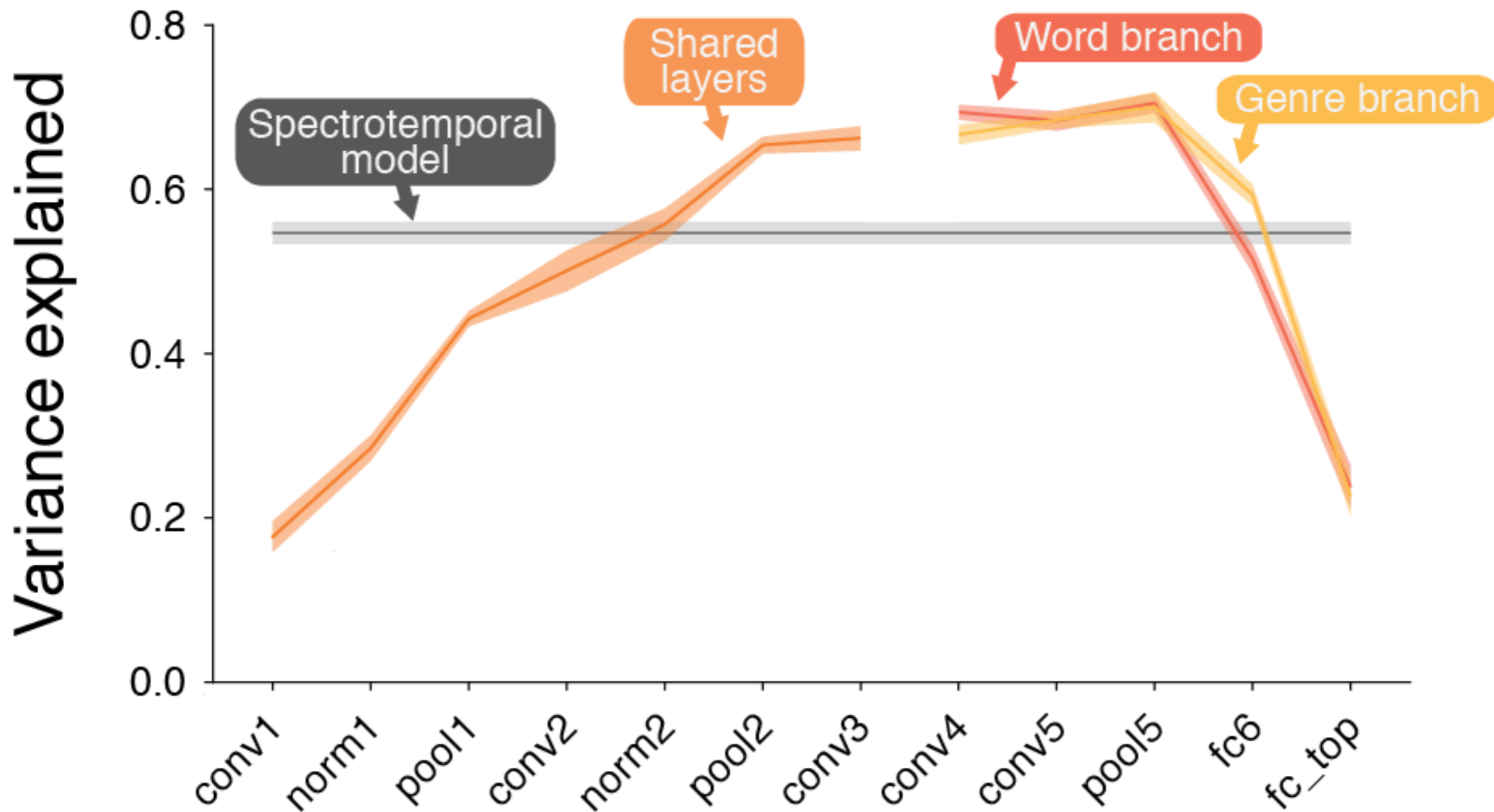




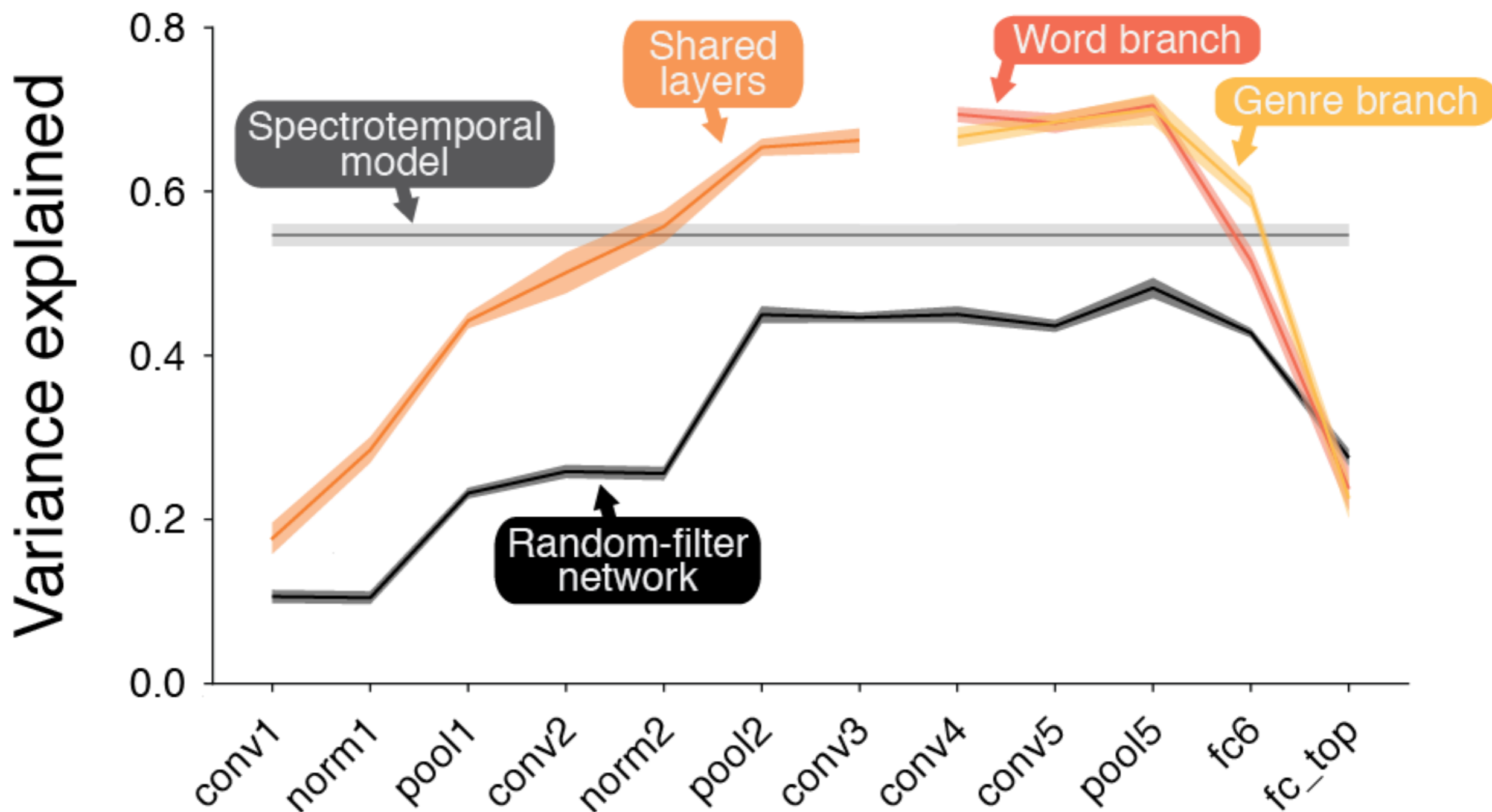
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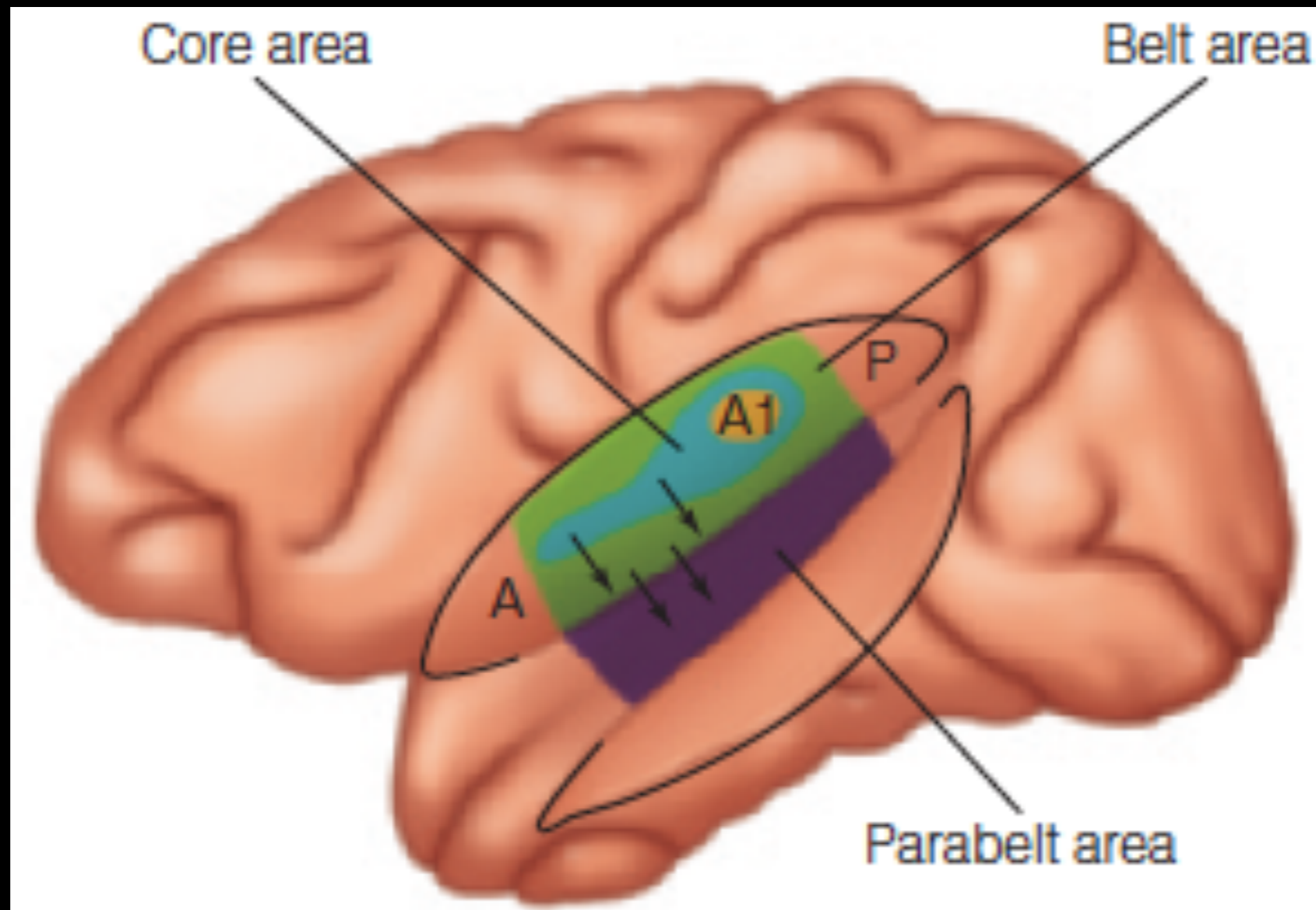
# Variance explained across all of auditory cortex



# Organization of human auditory cortex outside of primary areas?

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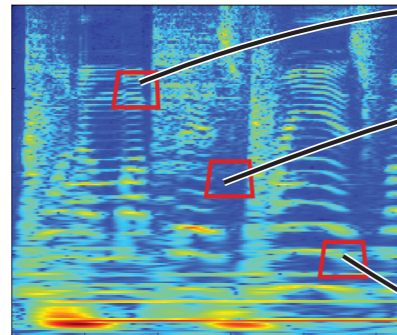
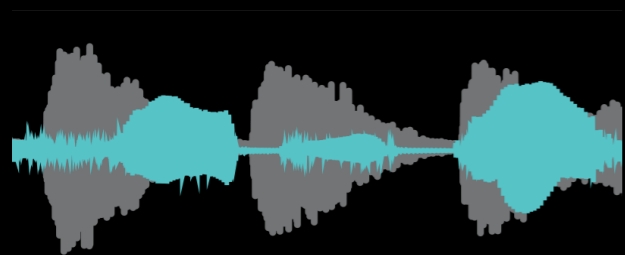
A proposal from macaque anatomy:  
Tripartite hierarchical organization



Tramo et al. (1999)

**Evidence mostly anatomical**

**A measure of hierarchy?**

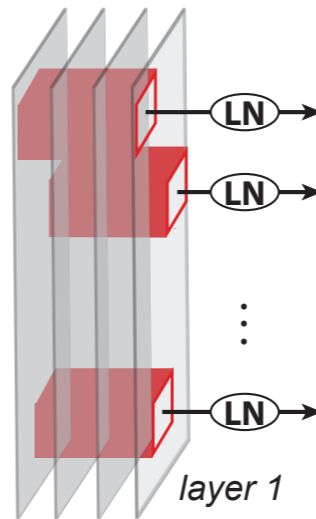


LN

LN

⋮

LN



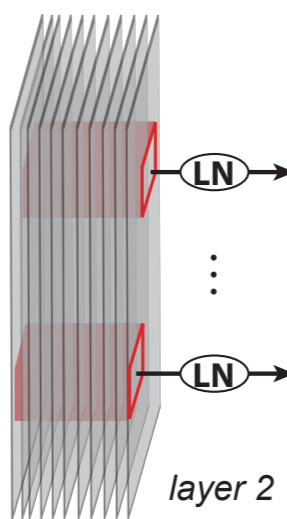
layer 1

LN

LN

⋮

LN

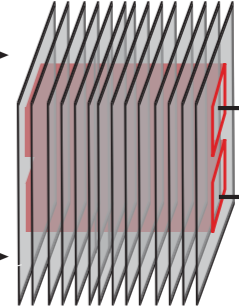


layer 2

LN

⋮

LN

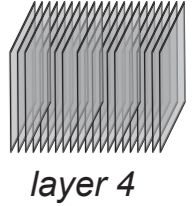


layer 3

LN

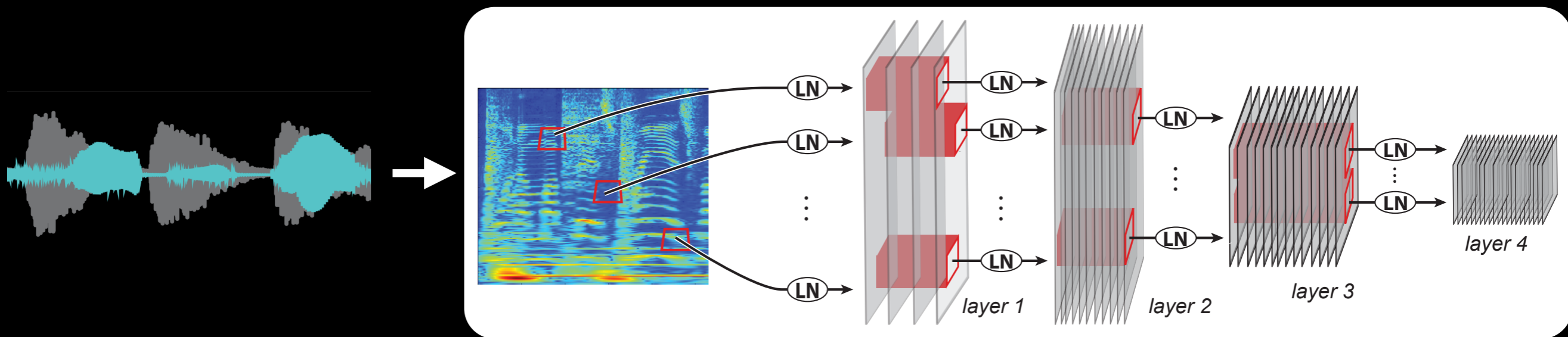
⋮

LN



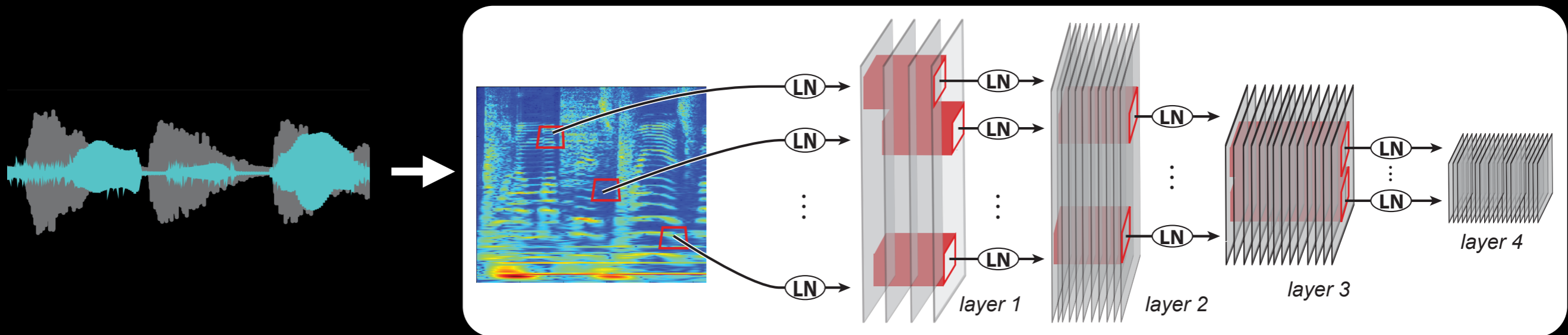
layer 4

# CNN architecture: Hierarchical and feedforward



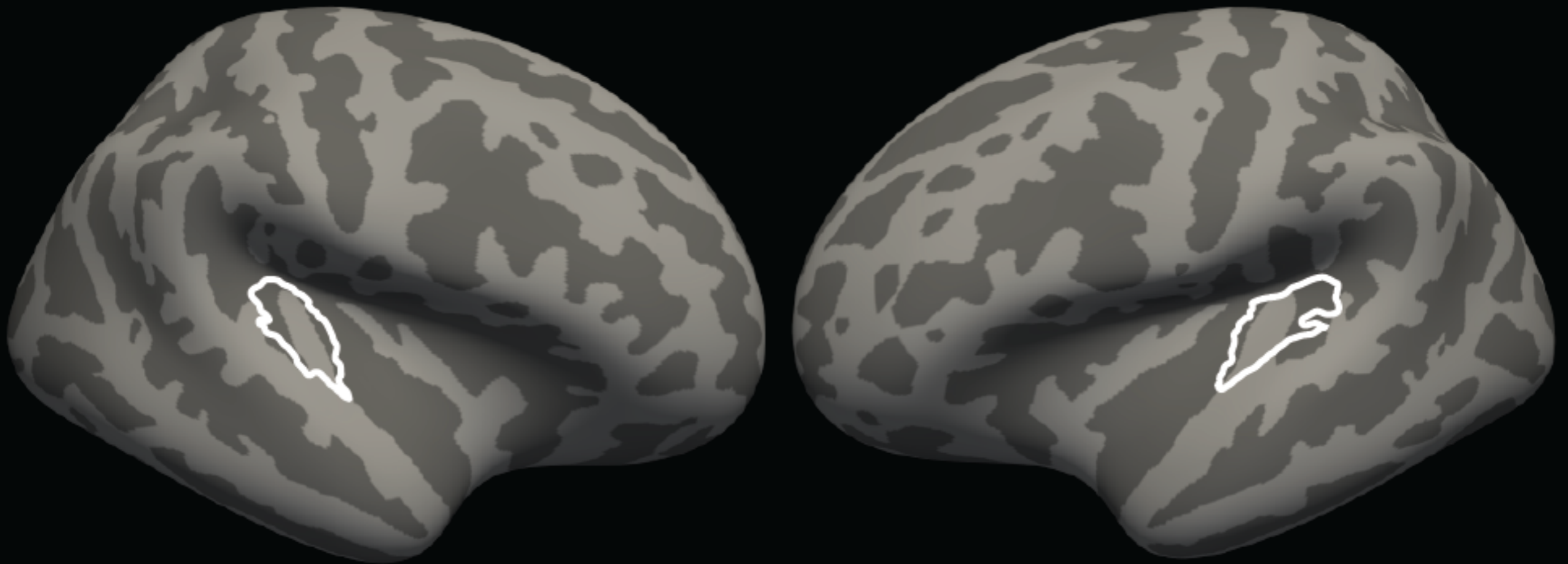


# CNN architecture: Hierarchical and feedforward



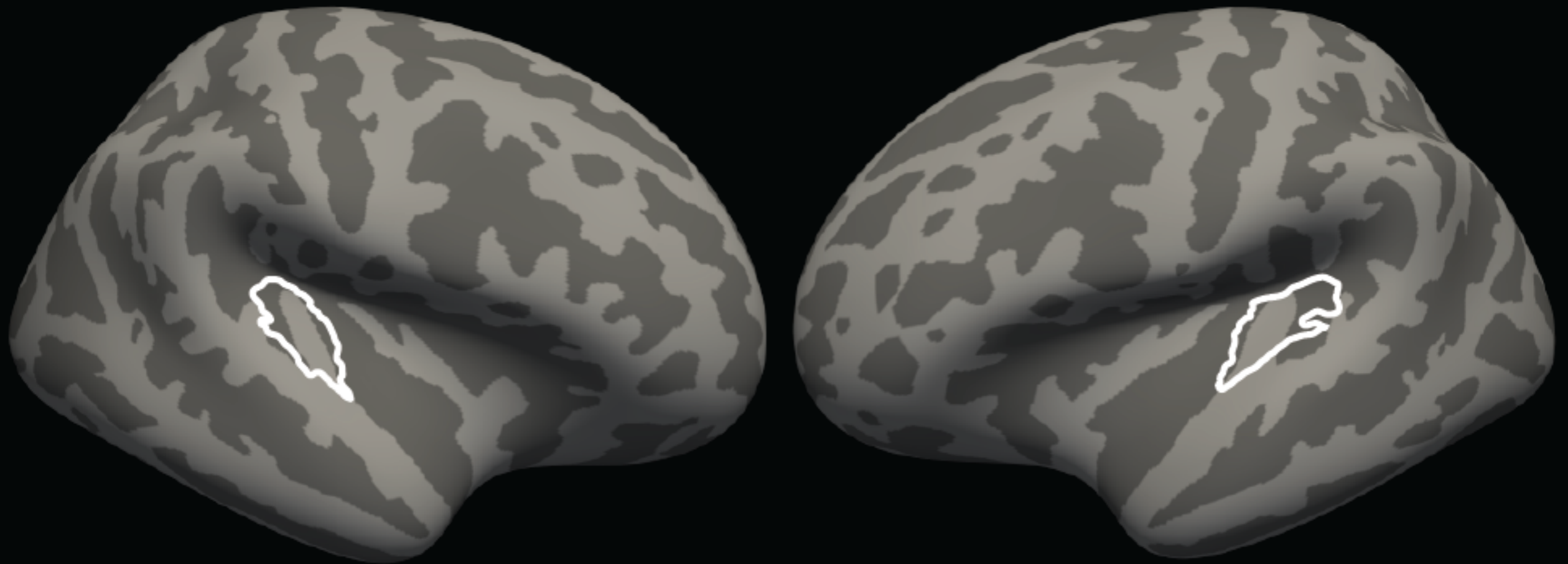
Which layer best predicts each voxel's response?  
A measure of "complexity"

# Best-predicting network layer for each voxel



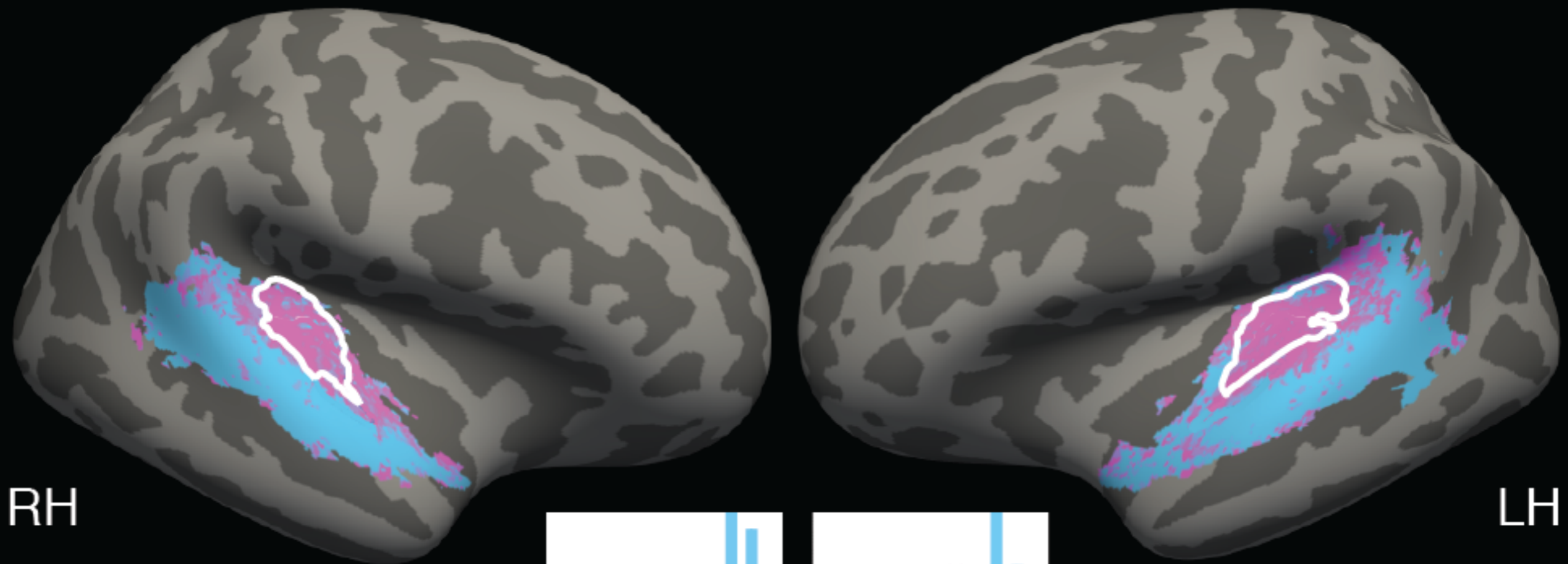
# Best-predicting network layer for each voxel

Layer: ■ conv3 or lower    ■ conv4    ■ conv5 or higher



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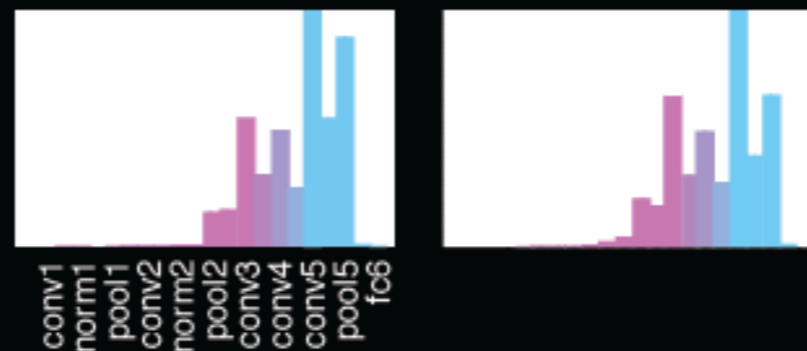
# Best-predicting network layer for each voxel

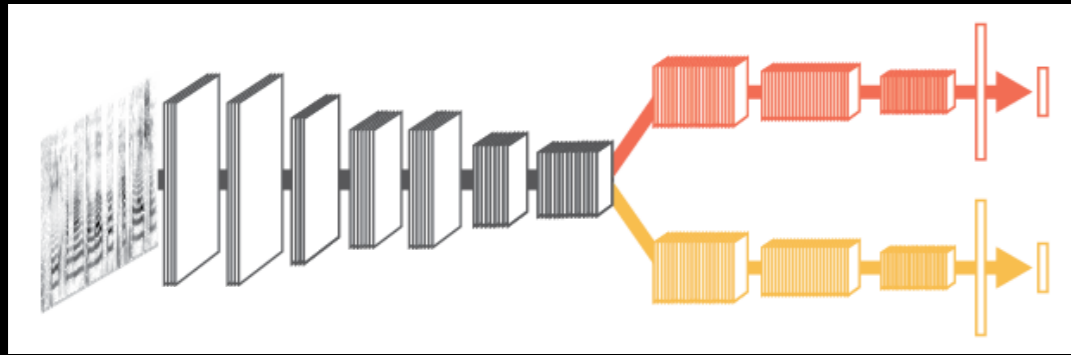
Layer: ■ conv3 or lower ■ conv4 ■ conv5 or higher

Network reveals hierarchical organization in human auditory cortex

RH

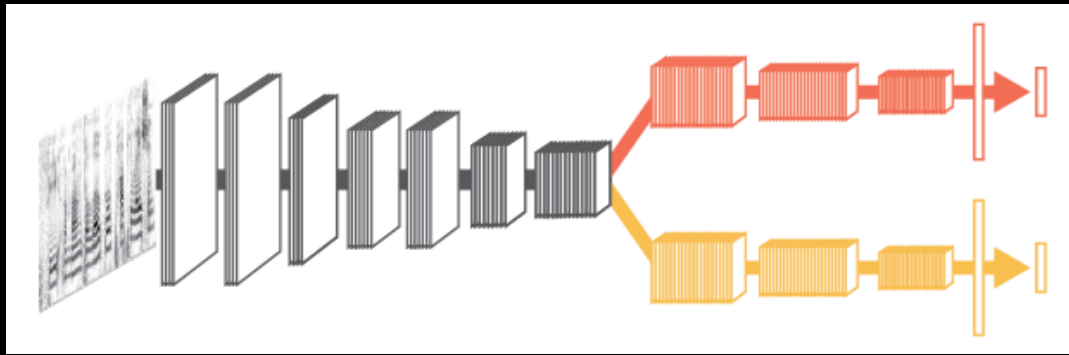
LH



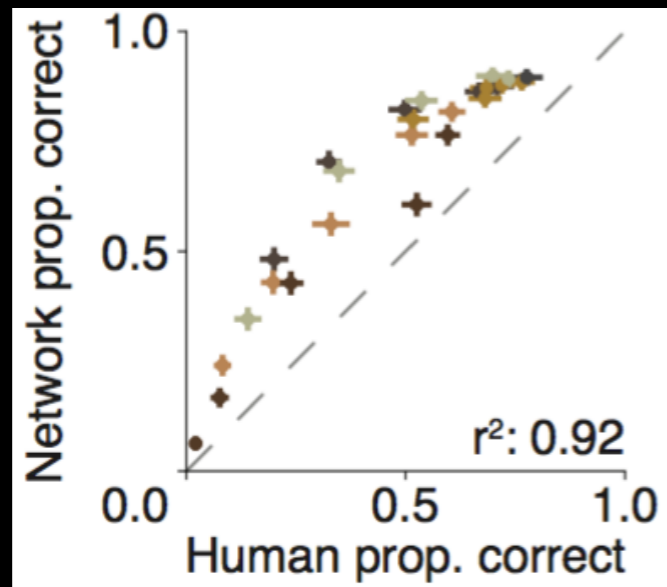


**Introduced multi-task networks  
as neural models**

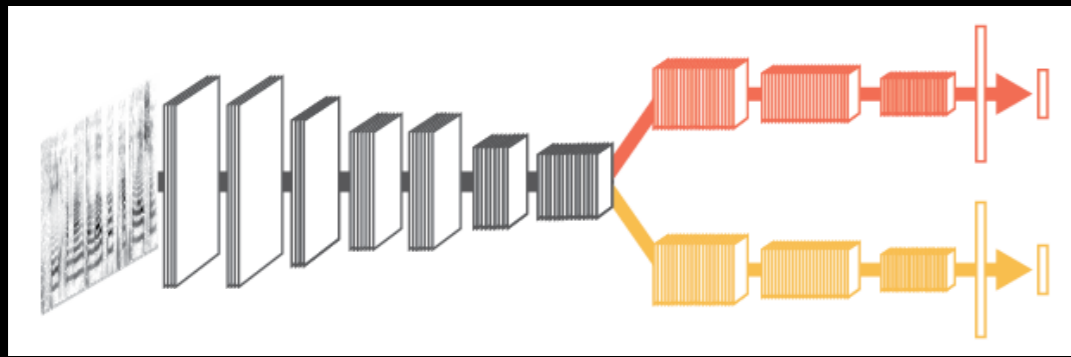




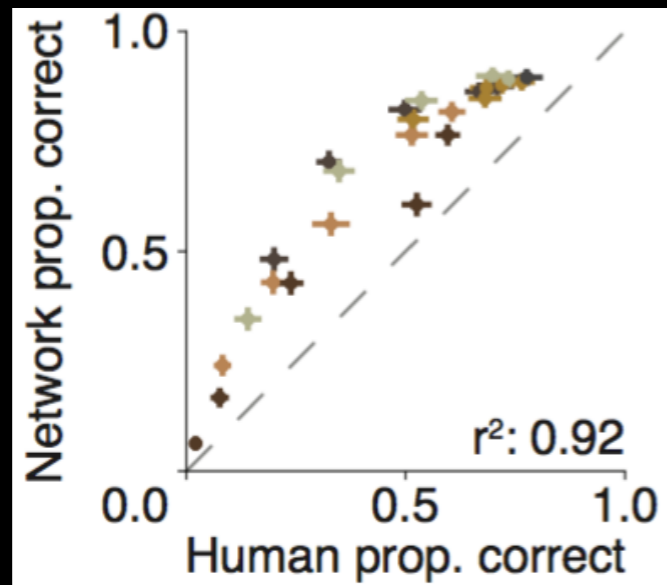
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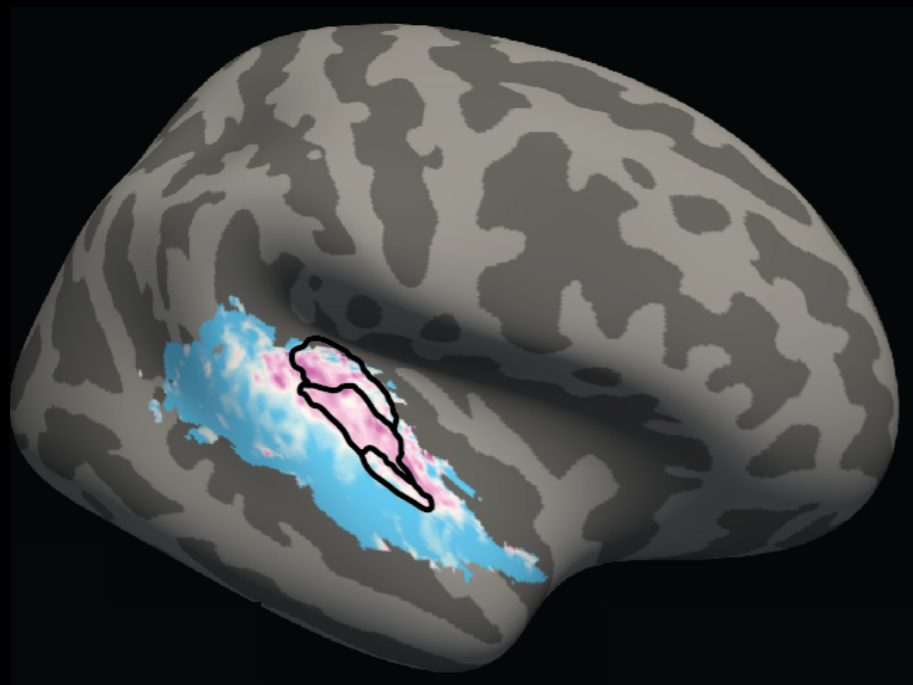
**Performs as well as humans,  
with similar pattern of errors**



**Introduced multi-task networks as neural models**



**Performs as well as humans, with similar pattern of errors**



**Reveals hierarchical organization in human auditory cortex**



# Thanks.



**Josh McDermott**

Department of Energy  
Computational Science  
Graduate Fellowship



**Dan Yamins**



**Erica Shook**

**McDermott lab** for conversations + feedback.

**Nancy Kanwisher + Sam Norman-Haignere** for the fMRI data for CNN work.

**Ariel Herbert-Voss** for running behavioral subjects.

**Atsushi Takahashi** for help designing MR protocols.

**Steve Shannon** for MR support.

**Satya Ghosh + the Openmind team** for support with computational resources.