



Auditory Attention: From Saliency to Models (and Applications)

Malcolm Slaney
June 7, 2017

Binaural Workshop



The Problem

Your
canapes are
wonderful

... Joan
said ...

- A Cocktail Party



- The Open-Microphone Problem

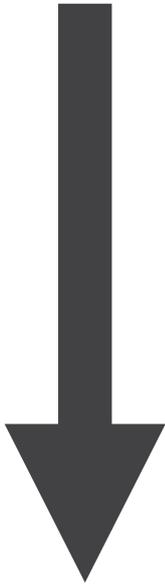


Types of Attention

- **Top down**

Driven by needs,
experience

Language models



- **Bottom Up**

Driven by perceptual
surprise

Saliency



Outline

Introduction

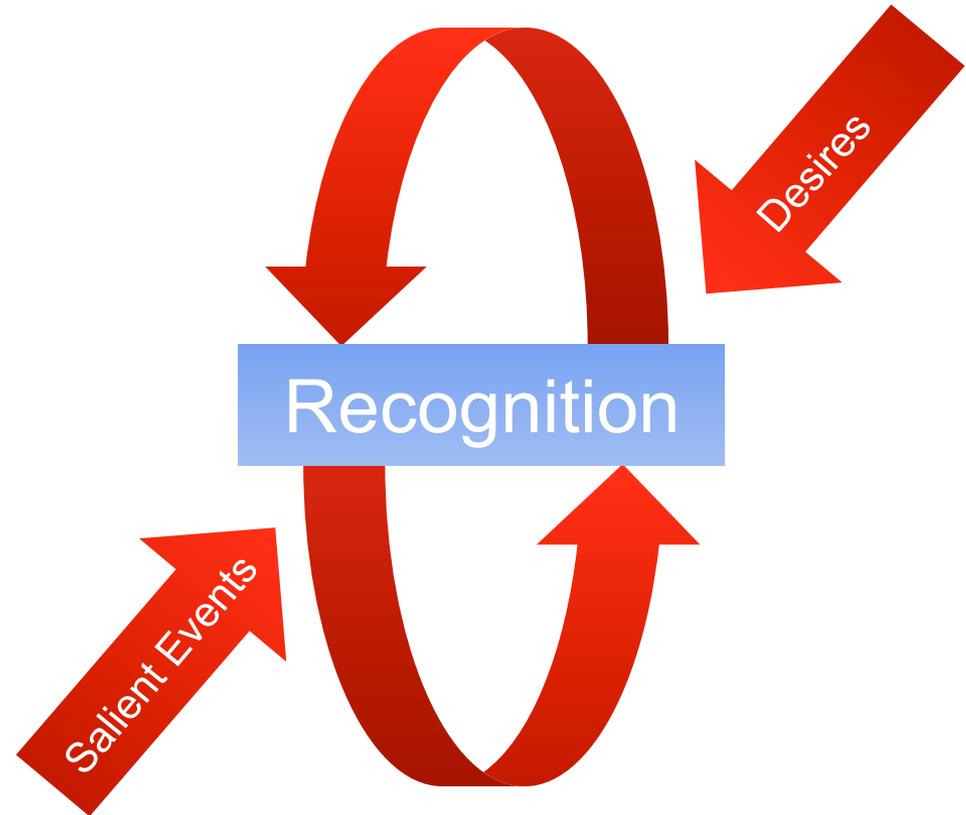
- Top Down
- Breaking the loop
- Eyes vs. ears

Saliency

- Data
- Models

Attention

- Models
- Decoding
- Applications



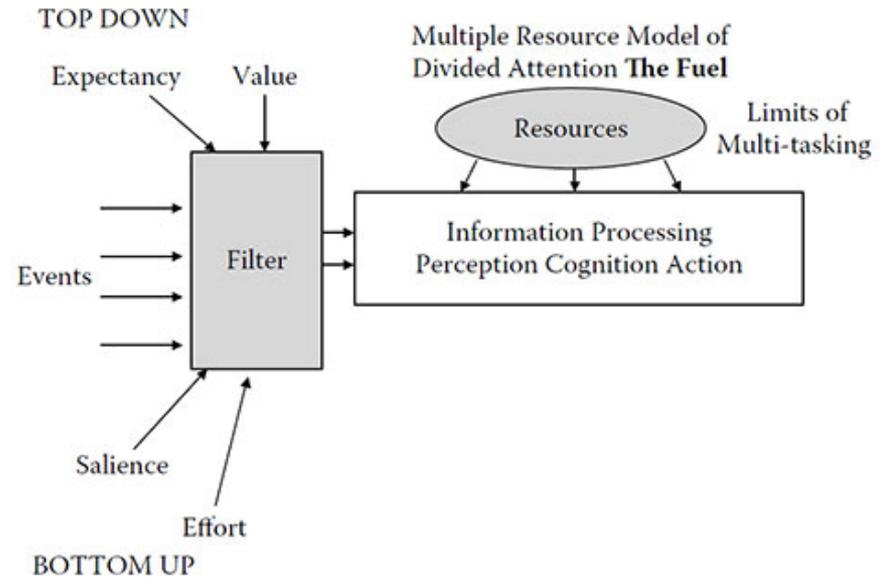
Role of Attention?

Limits

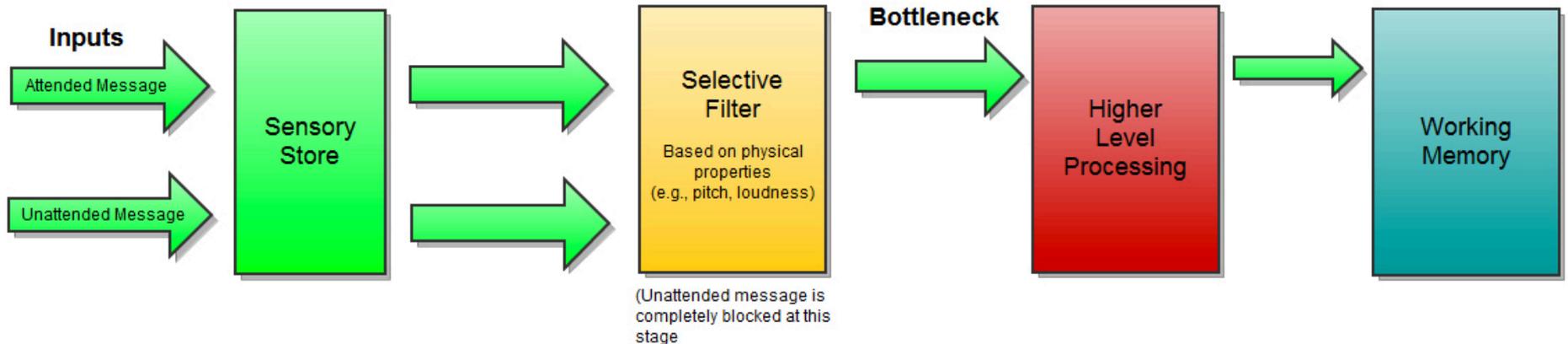
- Sensory filter
- Cognitive resources

Integrative mechanism

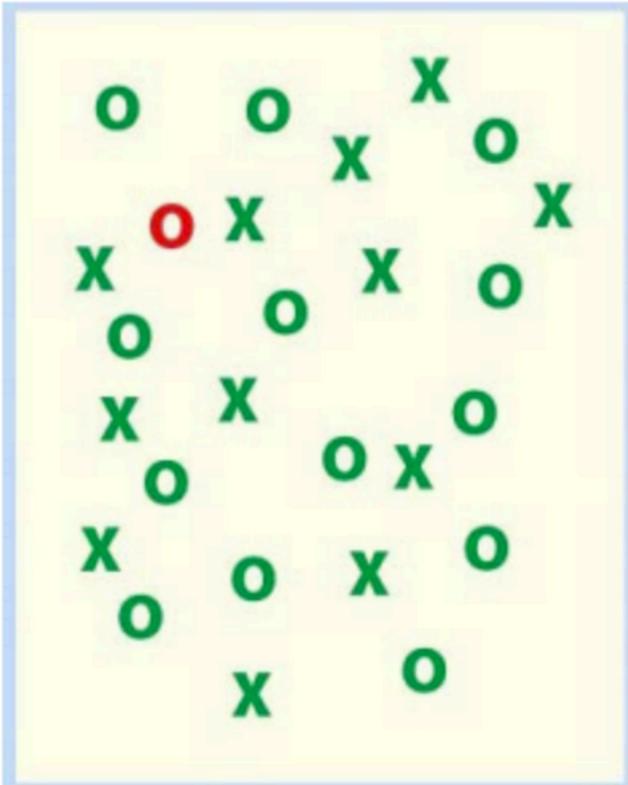
- Bind features



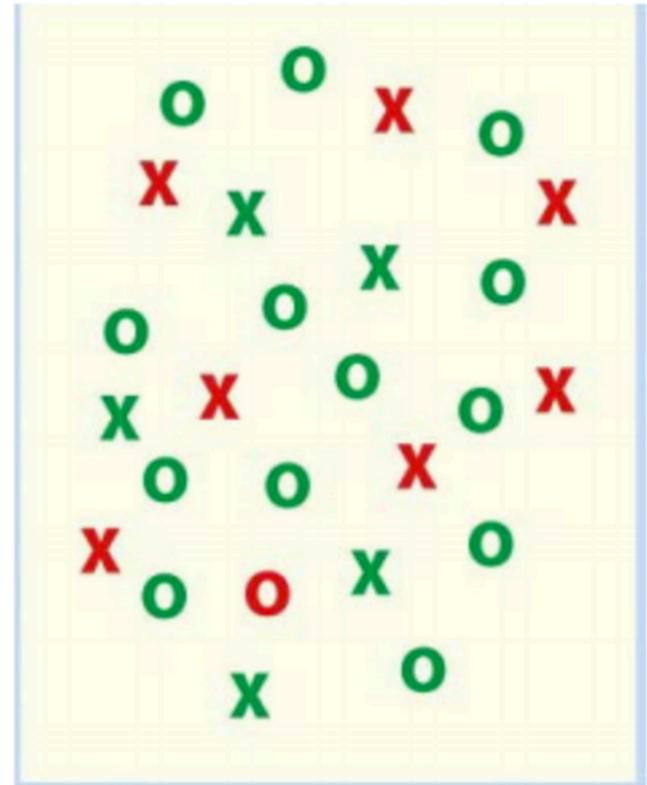
Broadbent's Filter Model



Popout

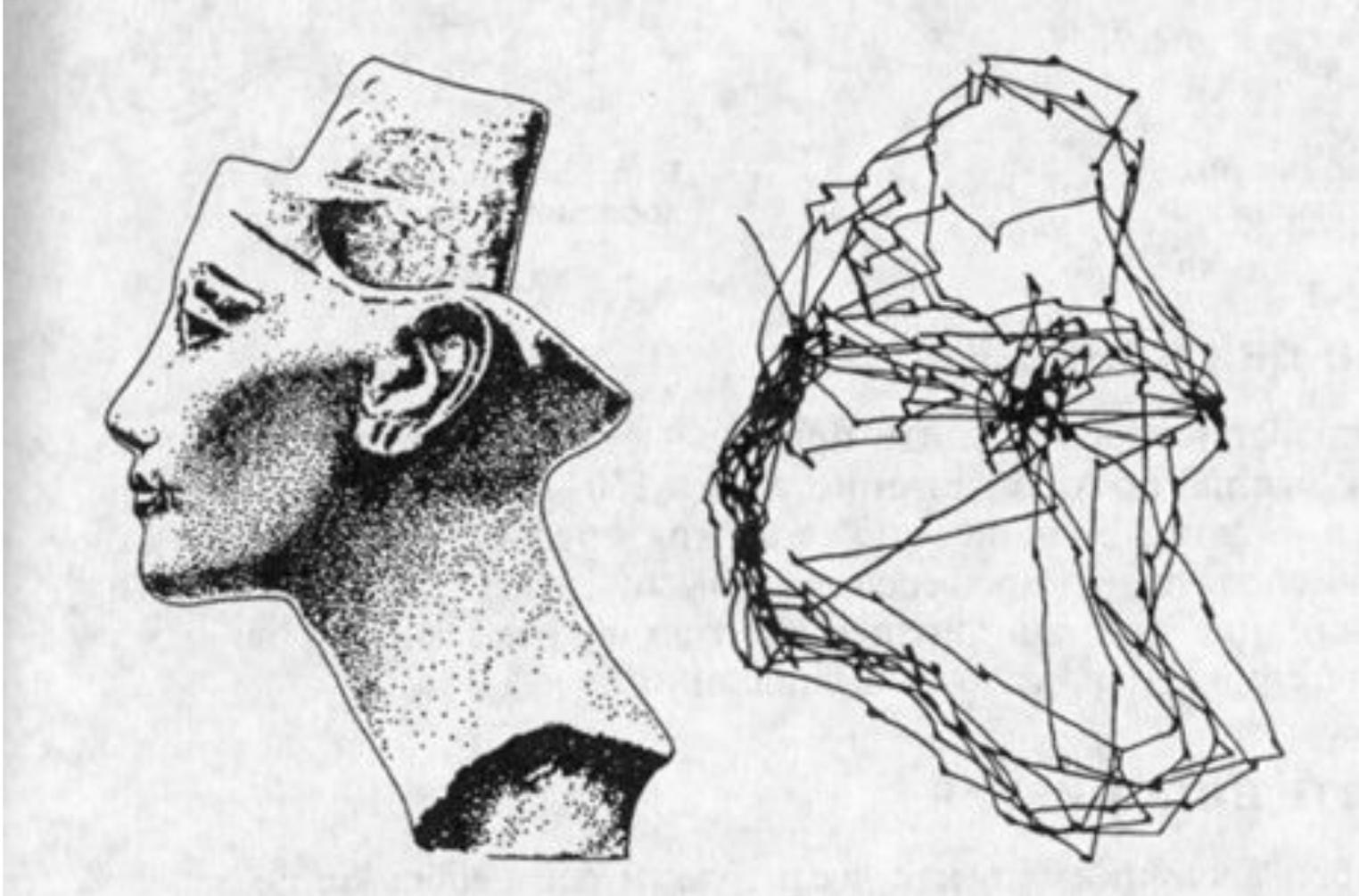


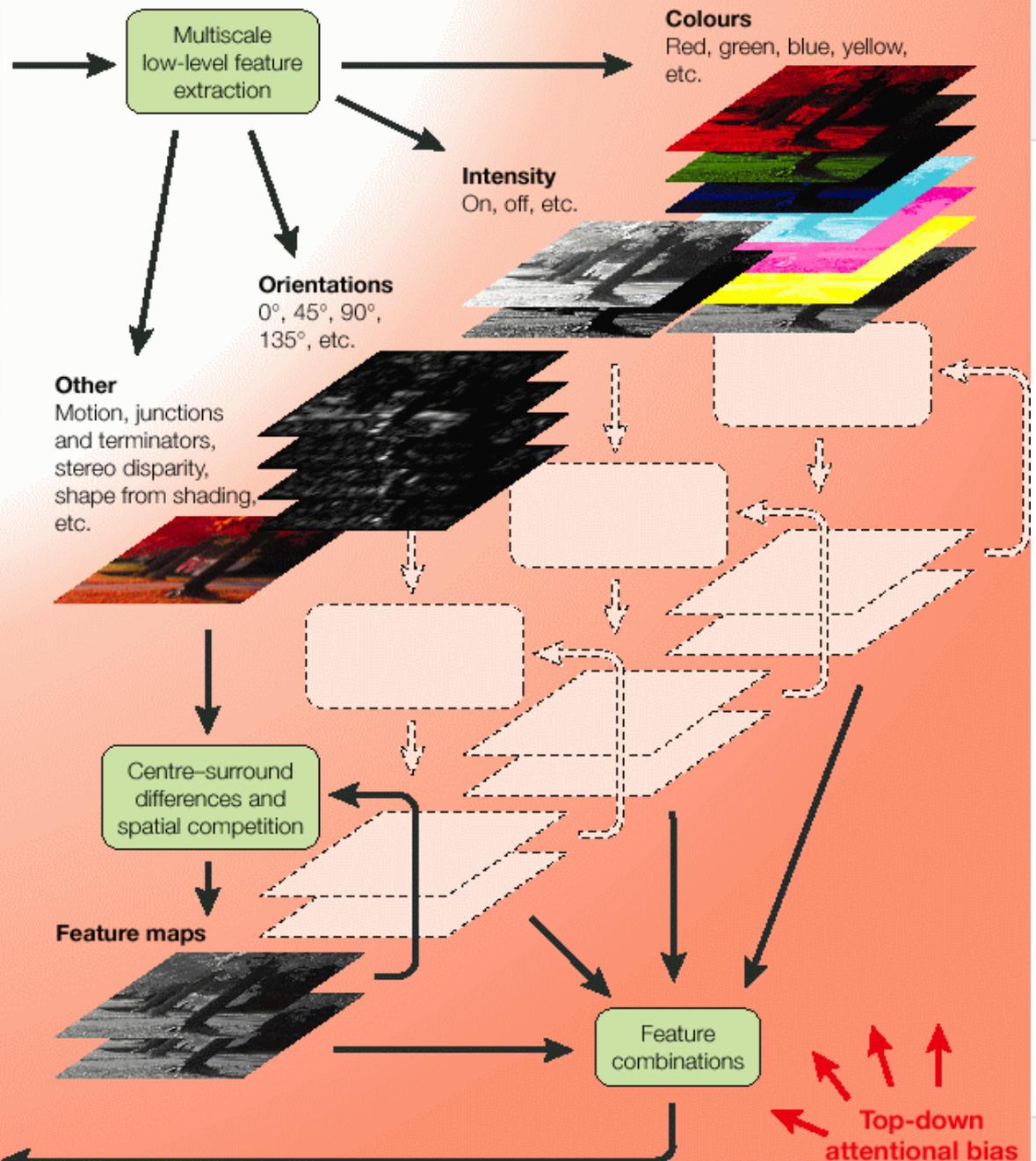
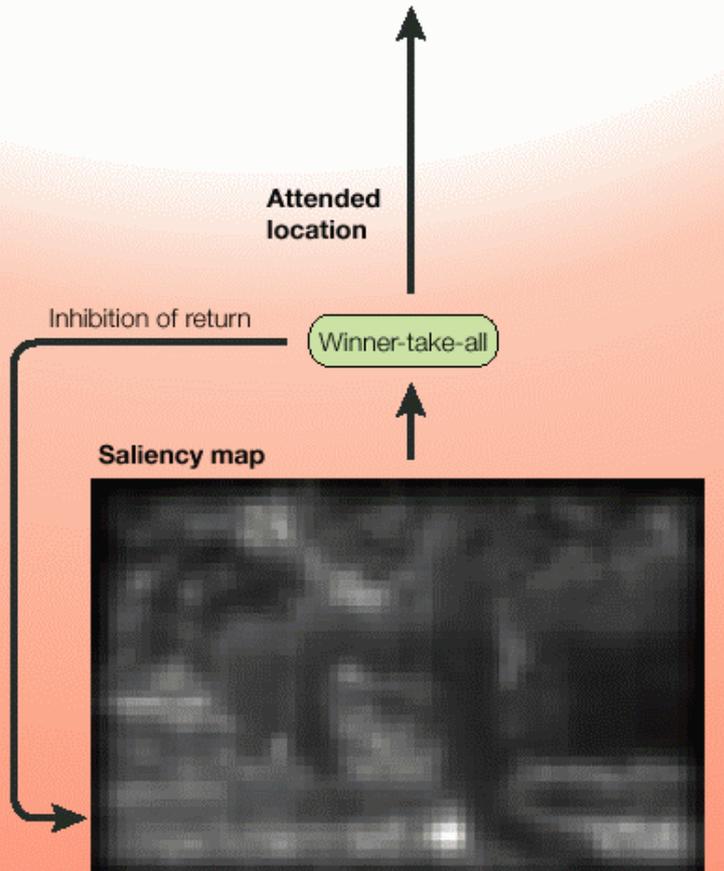
Bottom Up
(Popout)



Top Down
(Search)

Eye Tracking





Itti – Saliency Model

Combines

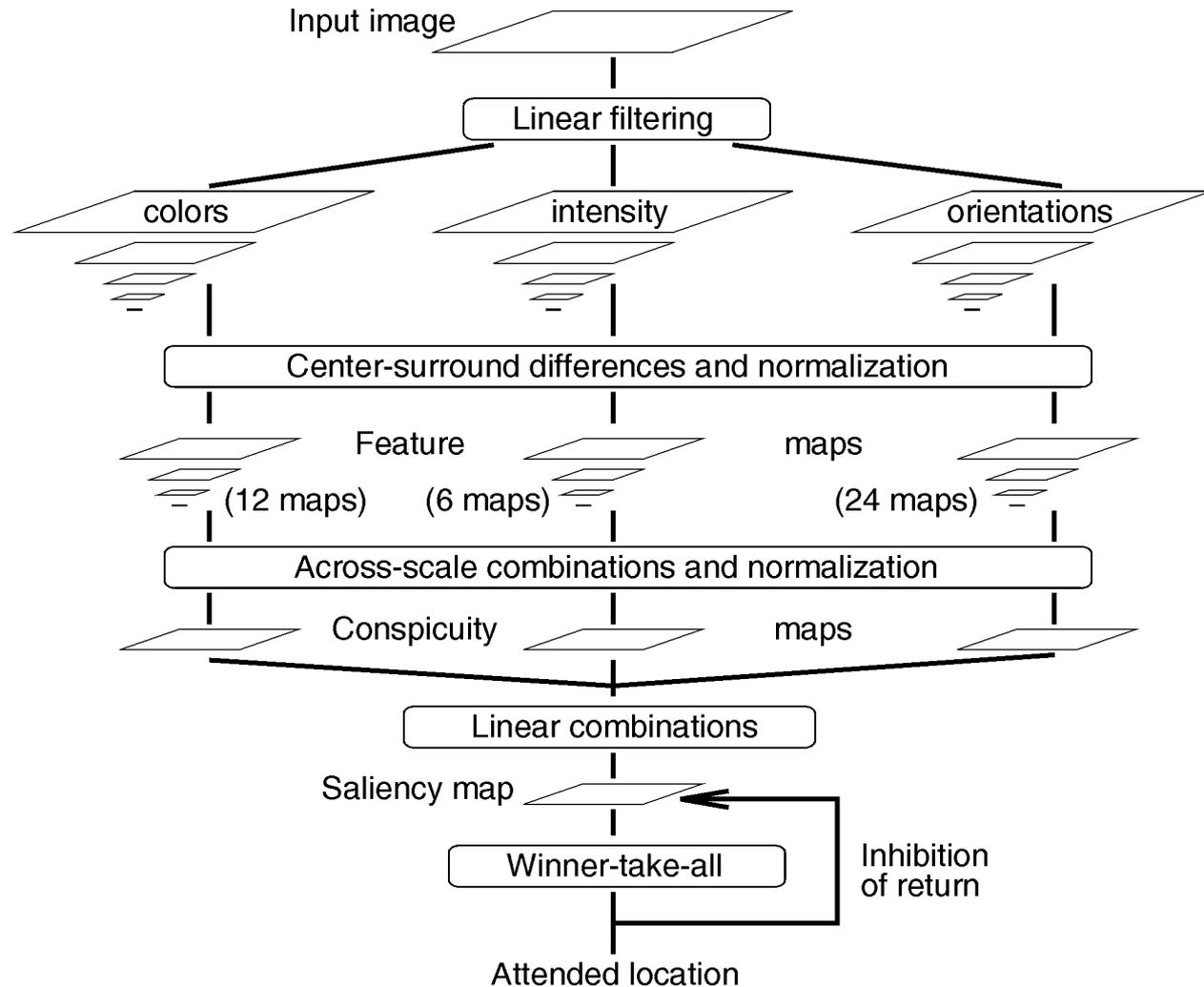
- Color
- Intensity
- Orientation

Processing

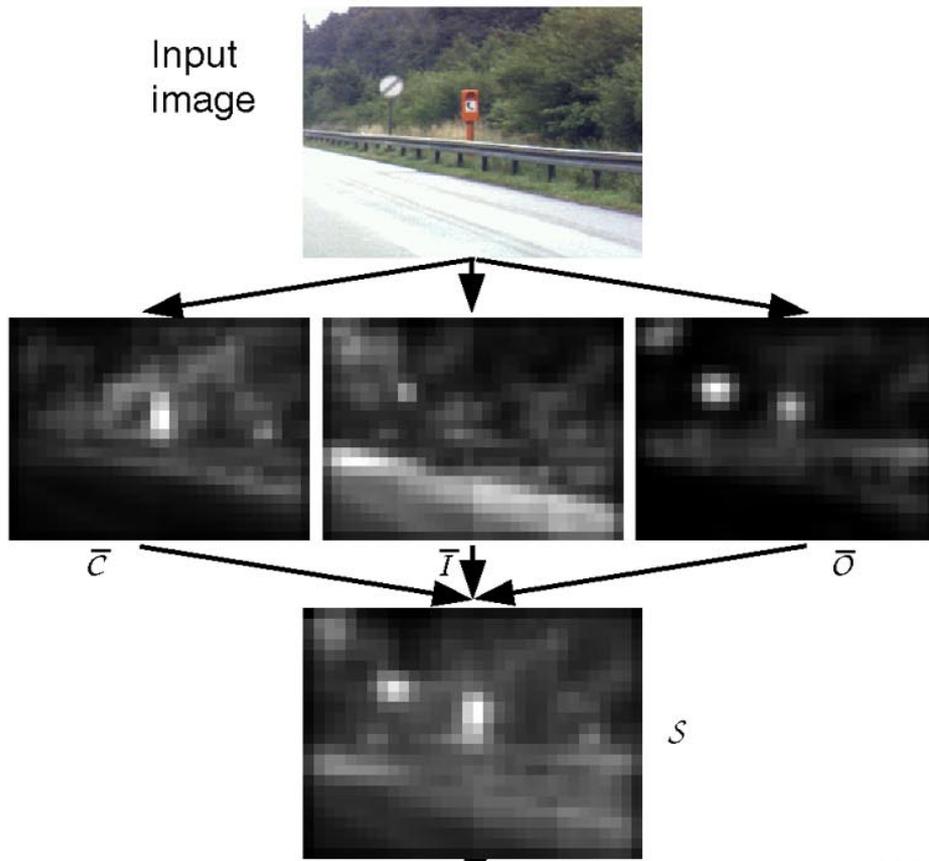
- Center-surround differences
- Normalization
- Multi-scale

Decision

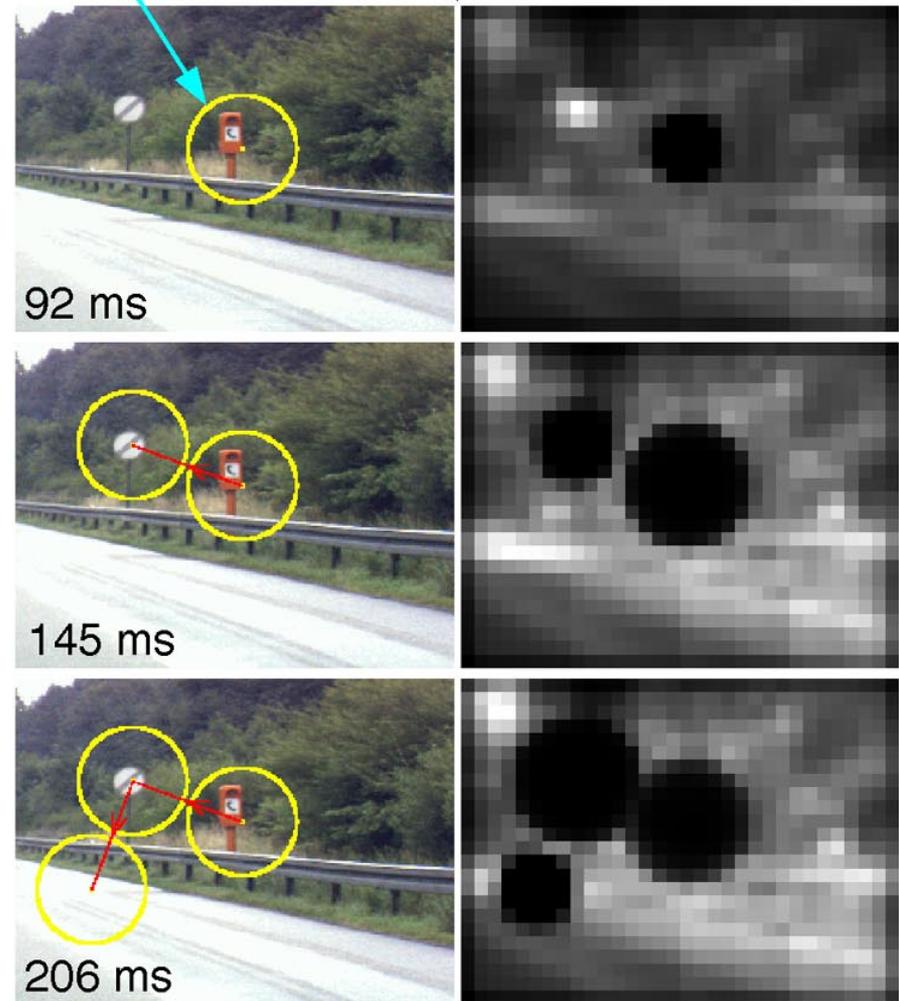
- Linear combination
- Winner take all
- Inhibit and repeat



Itti – Saliency Results



Output (FOA)

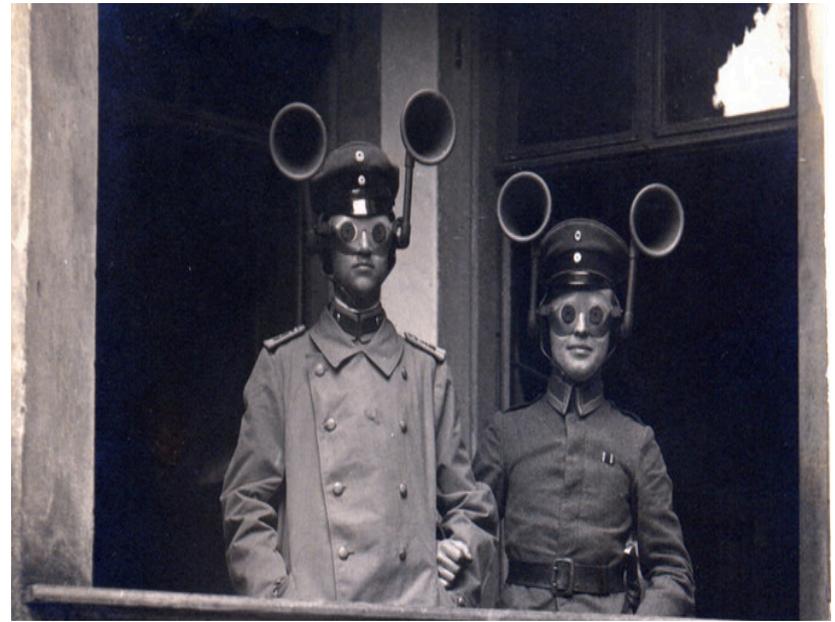


Detecting Attention

- Eye Gaze



- Ear Gaze



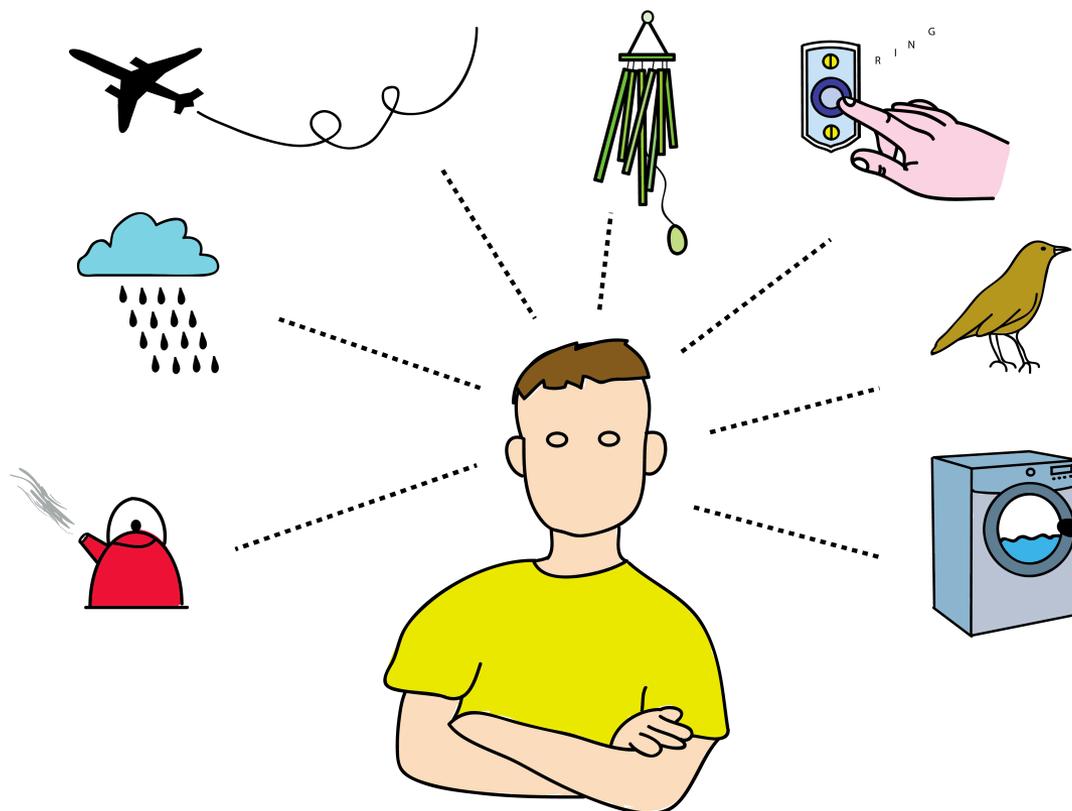
>24 databases
Images vs. Movies



VS



Salient Sounds



Phil. Trans. R. Soc. B. article Template

PHILOSOPHICAL
TRANSACTIONS B

Phil. Trans. R. Soc. B.
[doi:10.1098/](https://doi.org/10.1098/) not yet assigned

Focusing on the clutter in auditory scenes: Perspectives from modeling auditory attention

Emine Merve Kaya and Mounya Elhilali*

*Laboratory for Computational Audio Perception, Department of Electrical and Computer Engineering,
the Johns Hopkins University, 3400 N Charles street, Barton Hall, Baltimore, MD 21218, USA,
orcid.org/0000-0003-2597-738X*

Keywords: computational model, auditory attention, auditory scene, bottom-up, top-down, [saliency](#)

Running head: Modeling auditory attention

Kayser Test Sounds



Which is more salient?

Salient Sound Detection (Elhilali at JHU)

Musical Examples



stimA4_all



stimA4



aro15example

Speech Examples



Amini_all



Amini_timbrepitch

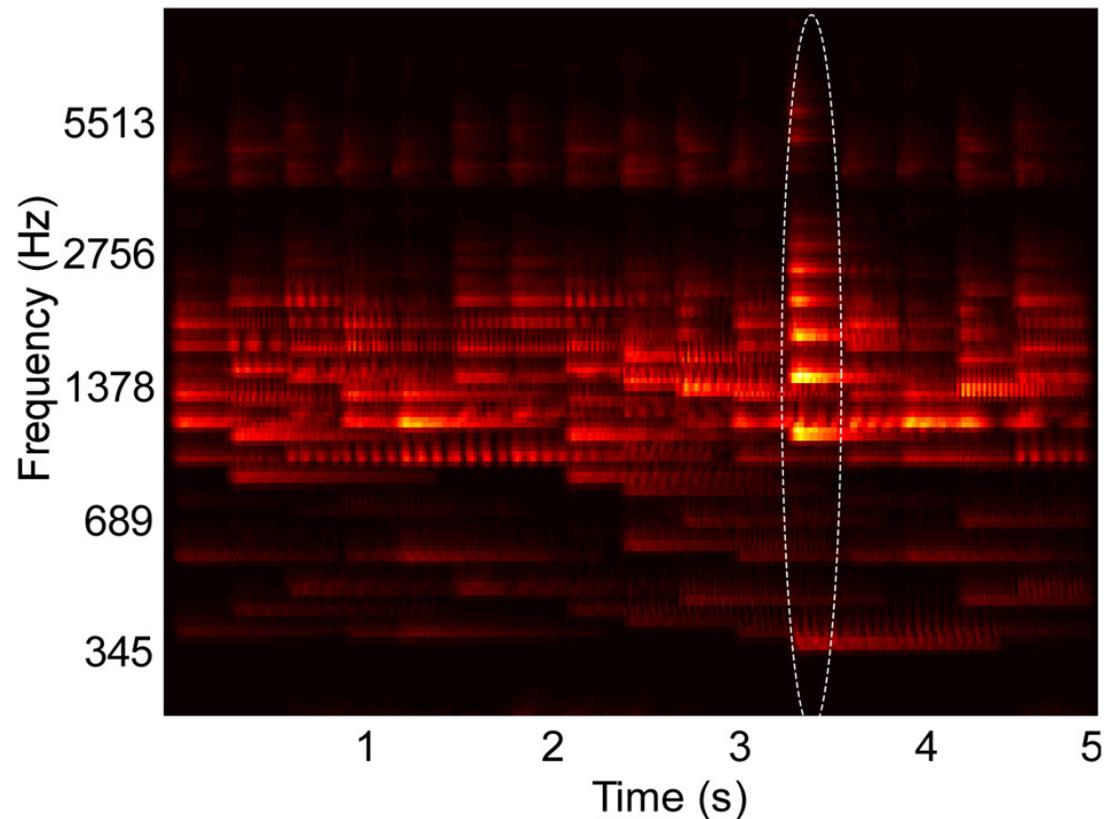
Kaya – Human Saliency Tests

Background

- Overlapping musical notes
- Pitch and intensity constrained
- Pitch from 196-247Hz

Foreground

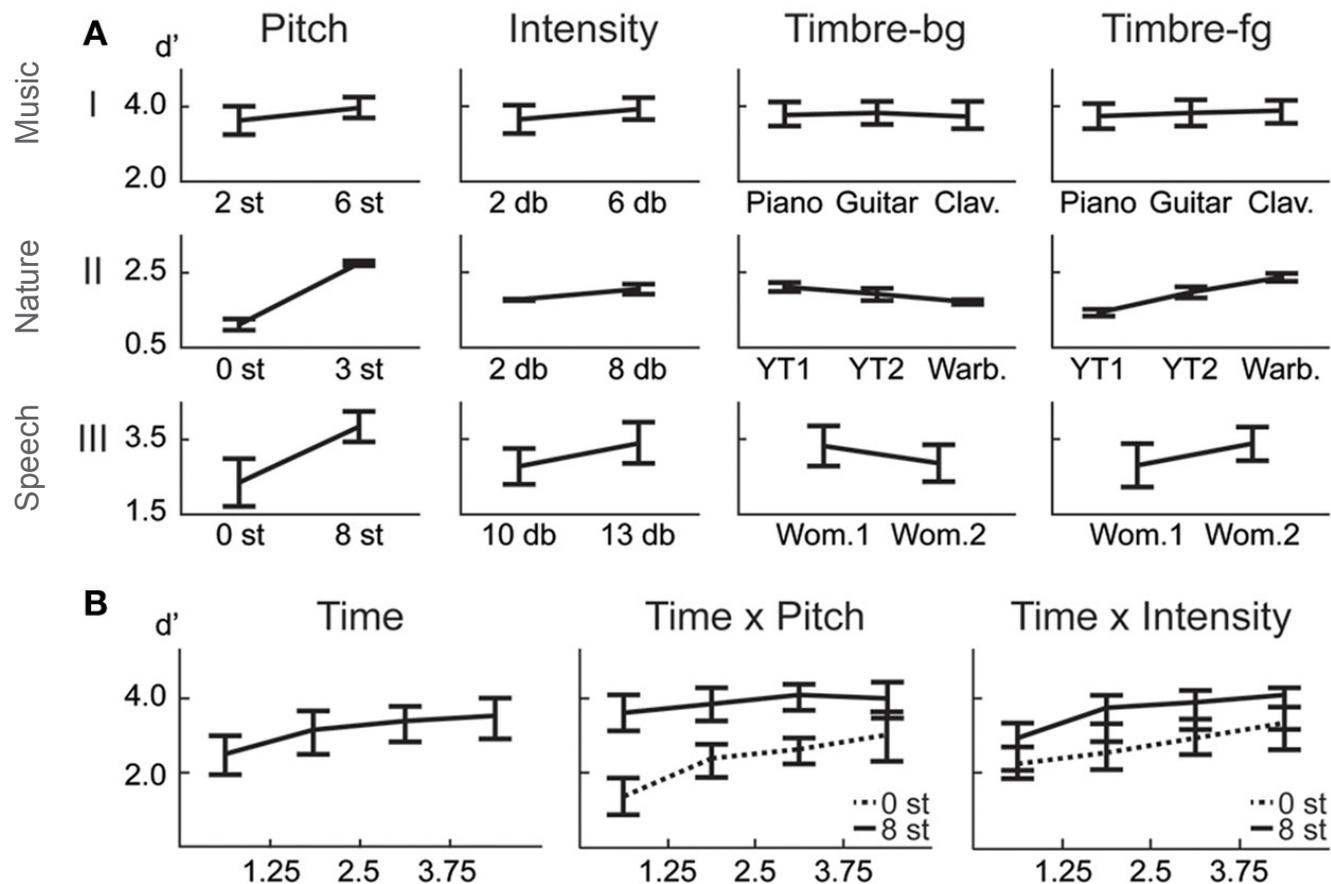
- 350Hz, +6dB



Kaya – Human Saliency Tests

Detectability

d' measures separation between the means of the signal and the noise distributions, compared against the standard deviation of the signal plus noise distributions.



Yahoo Captchas (Unpublished Pilot)

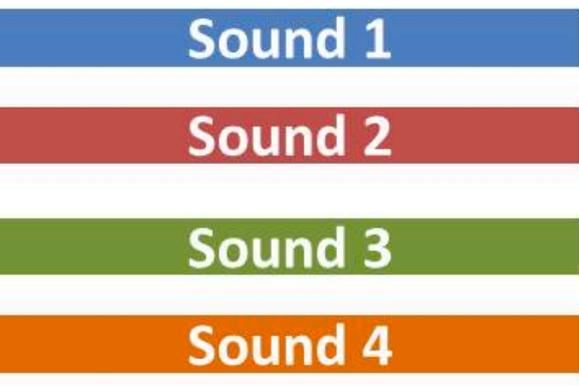
Objective measure of salience

- Background speech babble
- Recognize foreground digits

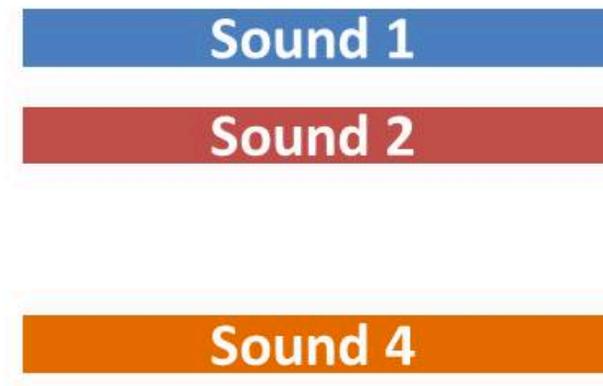


Distractors (Maria Chait at UCL)

'scene 1'



'scene 2'



interval



Question?

Do we care more about distractors or detectability?

Detectability

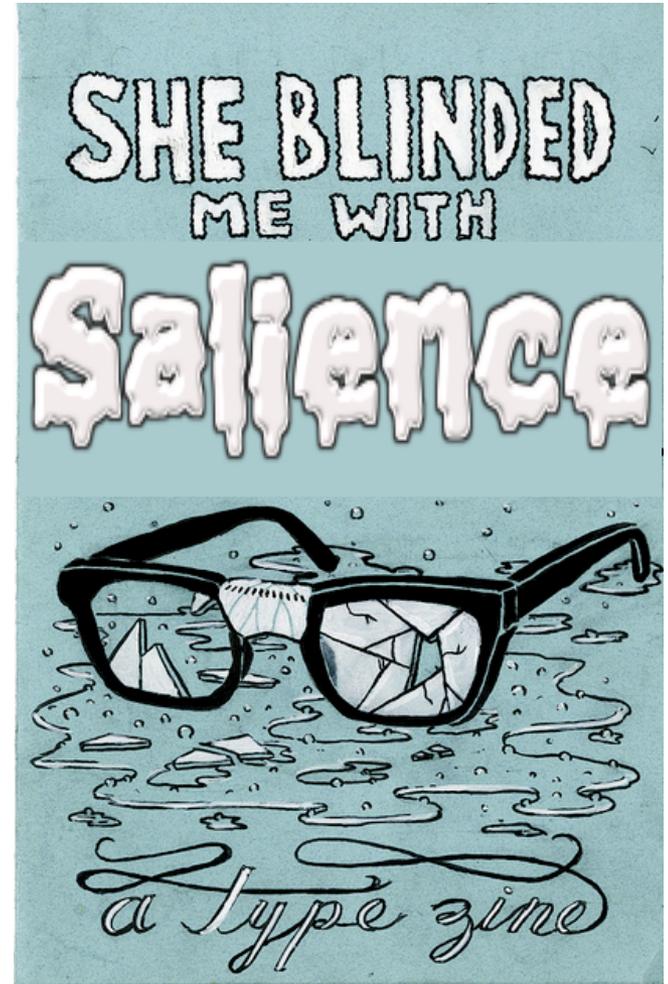
- Can we hear the difference?
- Precursor to distraction?

Distractors

- More ecological
- Did it change your attention?



Bottom Up Models



Auditory Saliency Models

Visual models

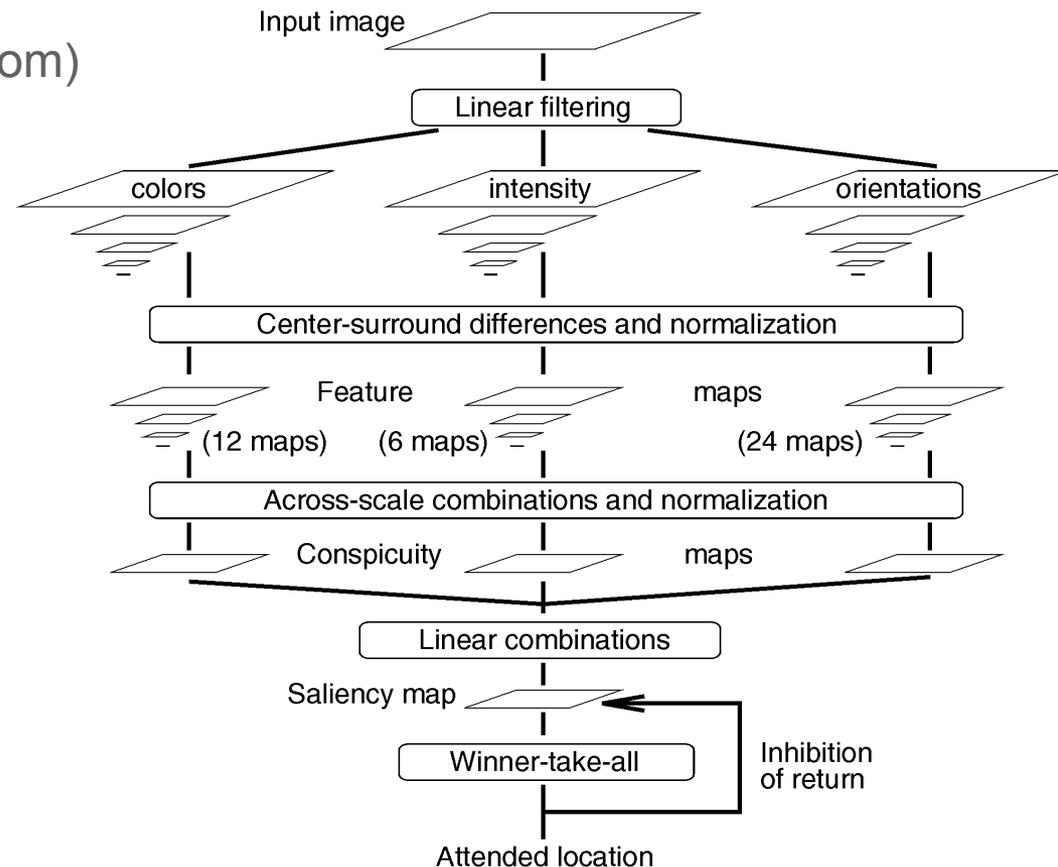
- Direct analogue (Kayser)
- Add pitch & orientation (Kalinli)
- Change to modulation (Duangudom)
- Use entropy (Wang)

Temporal

- Add time (Kaya)
- Add tracking (Kaya)
- Use statistics (Tsuchida)

Machine learning

- Learn from meetings (Kim)



Kayser's Saliency Model

Direct analogue to Itti Model

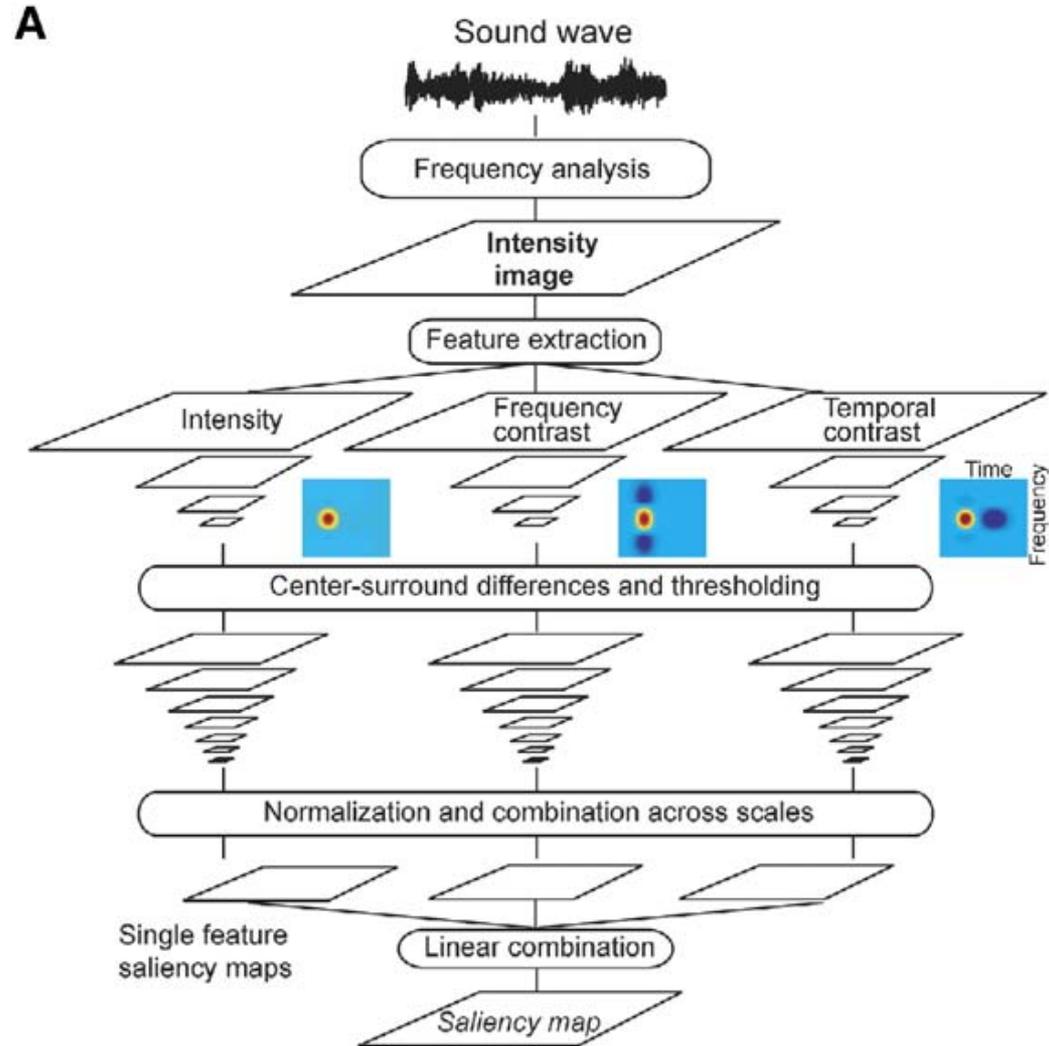
- Spectrogram
- Intensity map
- Frequency contrast
- Temporal contrast

Processing

- Multiscale
- Center-surround differences
- Thresholding

Decision

- Linear weights
- Form map



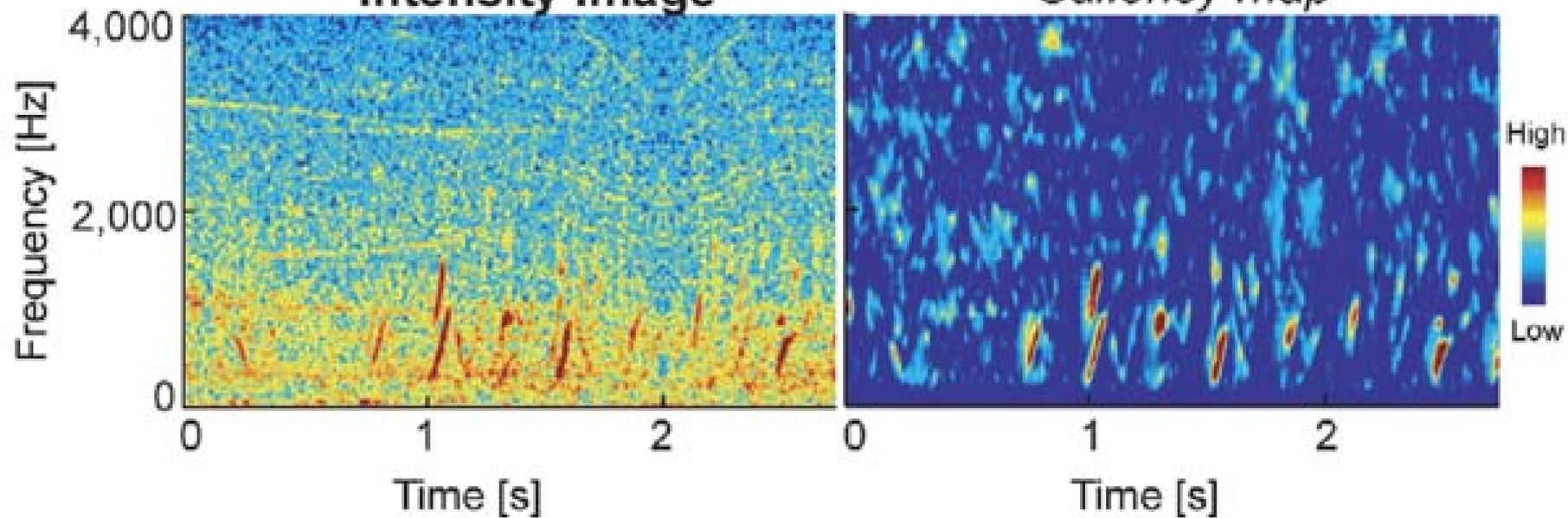
Kayser's Example

Spectrogram

Saliency Map

B

Intensity image

Saliency map

Kayser – More examples

Tones

- Salient irrespective of length
- Longer events accumulate higher saliency

Gaps

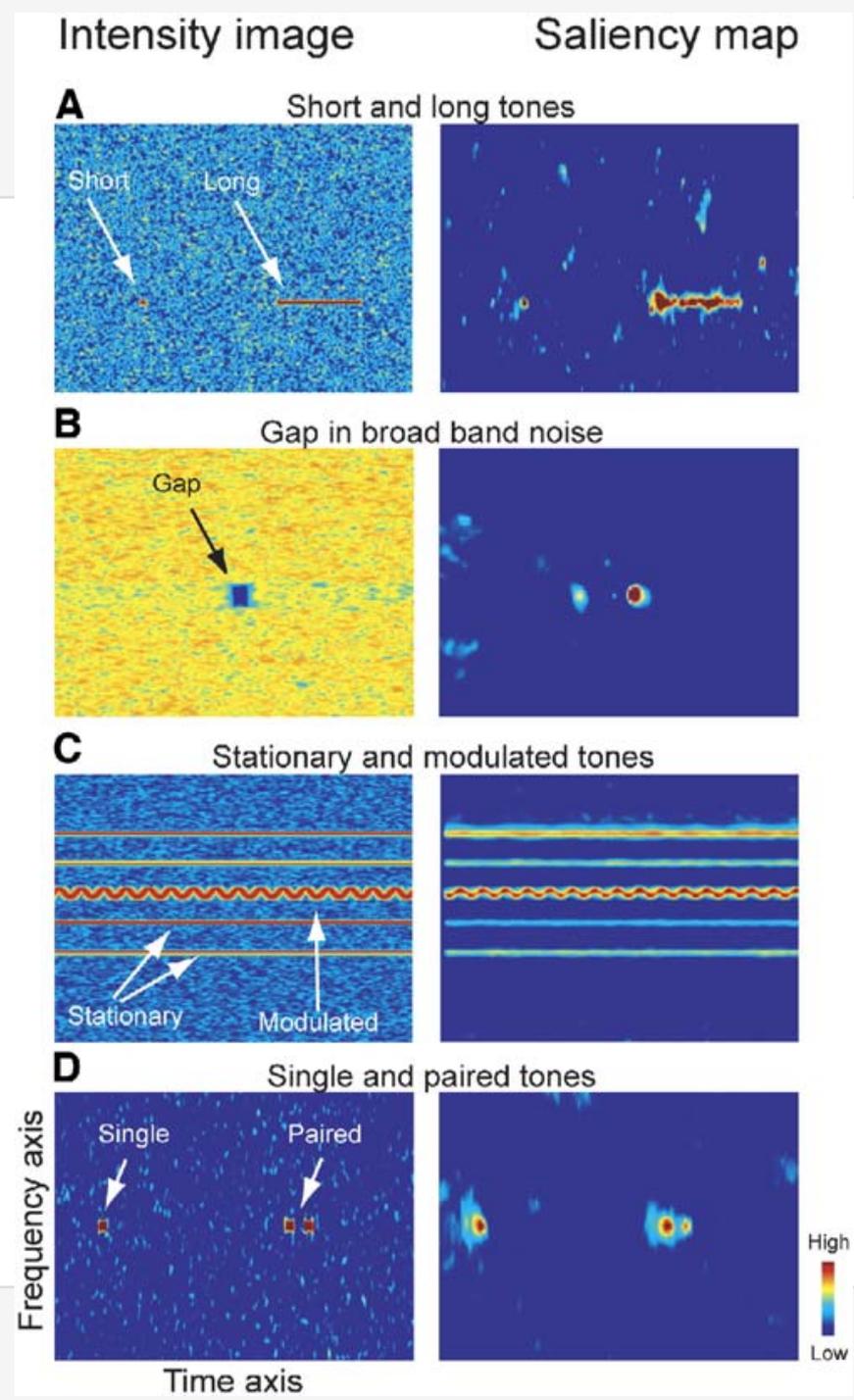
- Missing part is salient

Modulation

- Modulated events are more salient than stationary

Forward masking

- Second is less salient

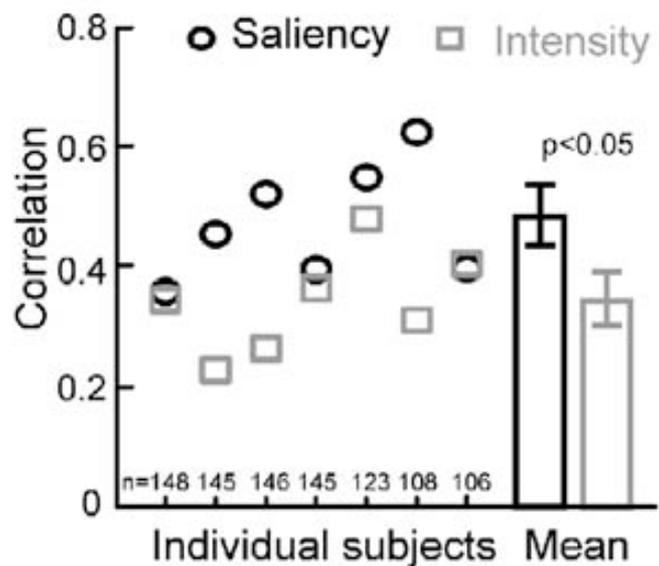


Kayser Human Tests

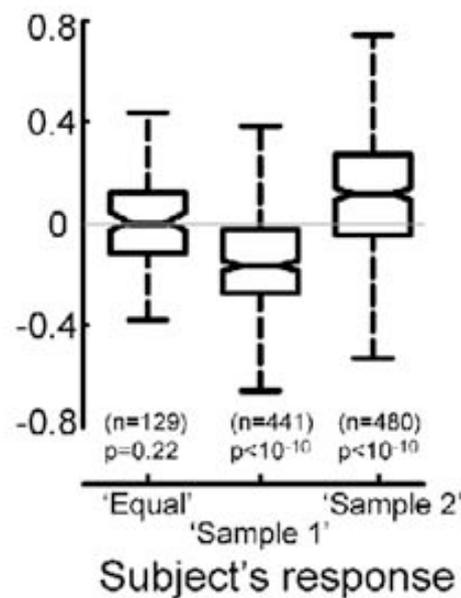
Human tests

- Present two examples
- Just higher saliency

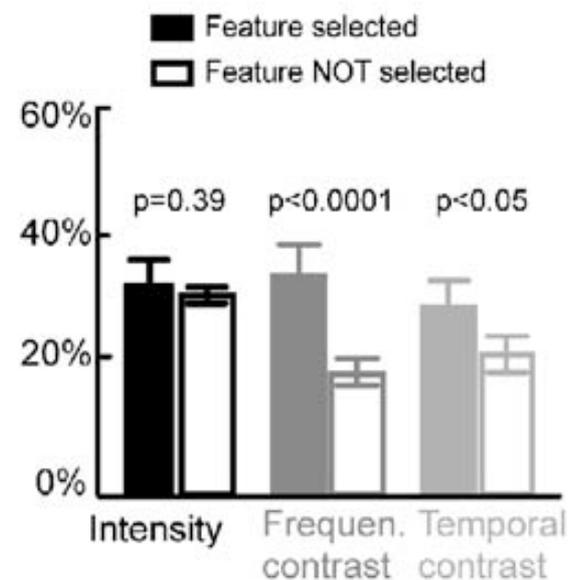
Correlation of subject & model



Saliency difference

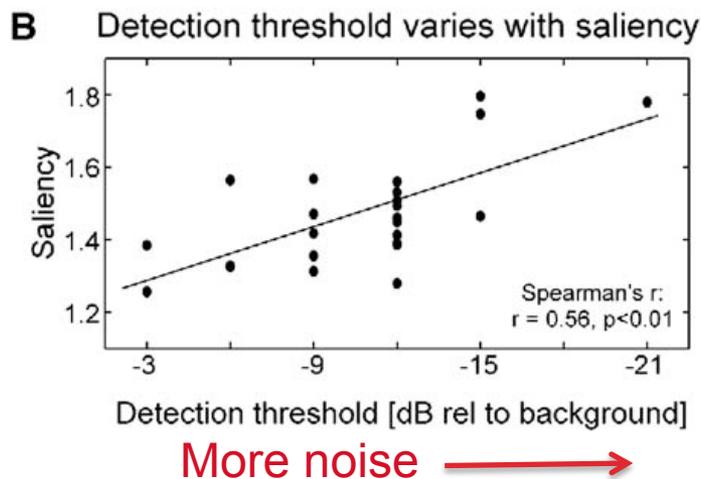
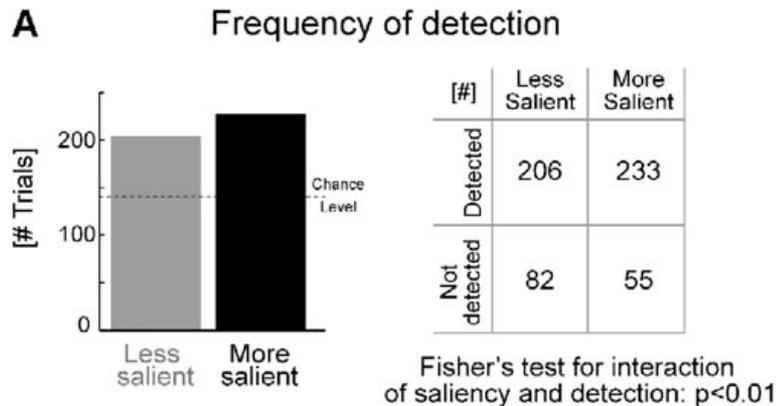


Contribution of indiv. features

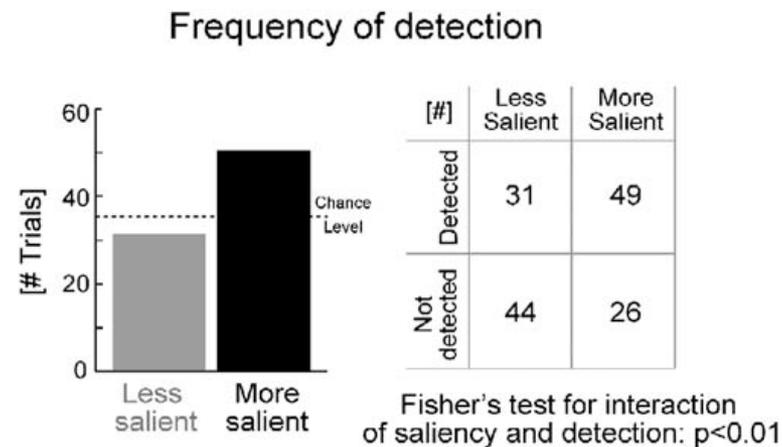


Kayser Detection Tasks

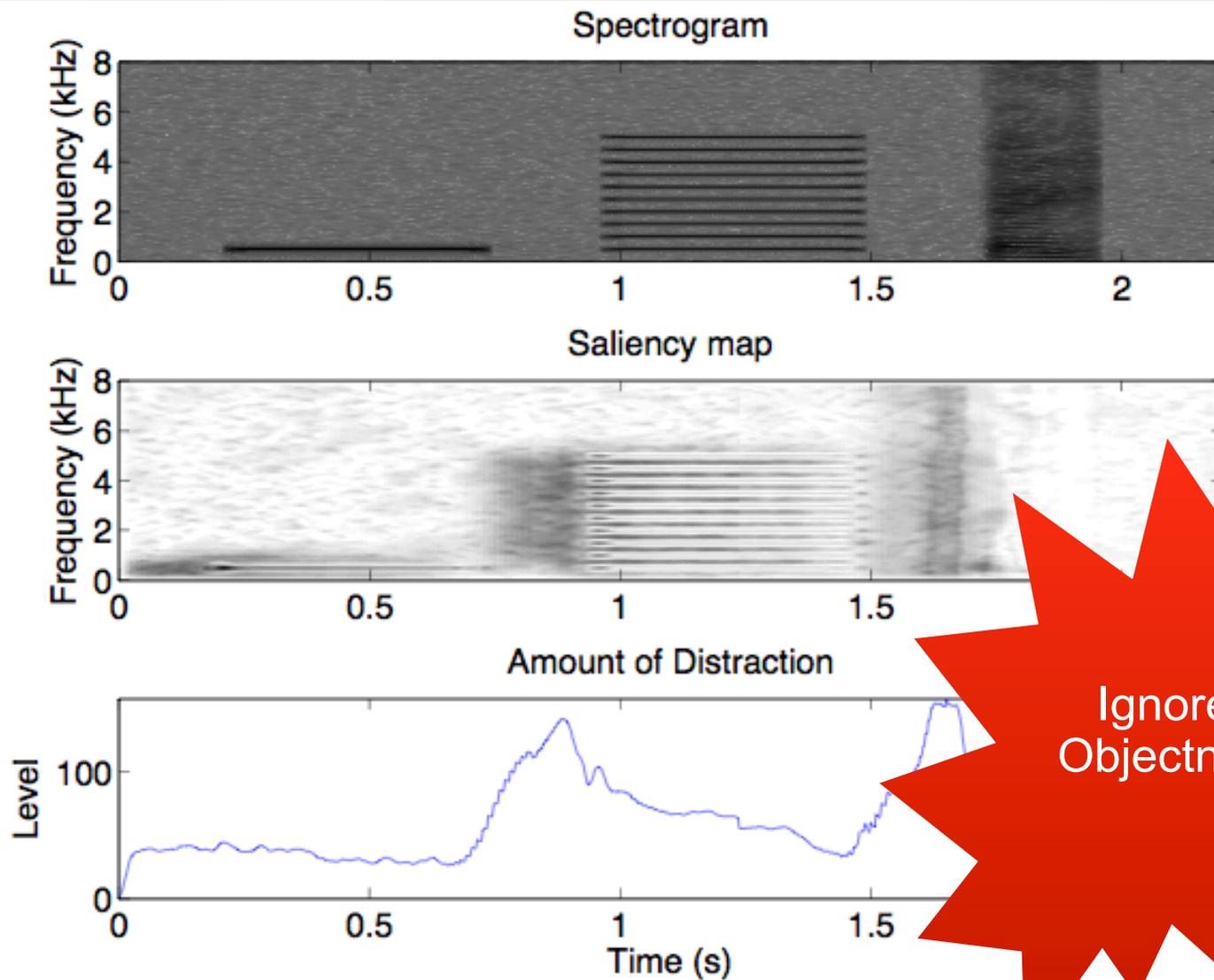
Human Tests



Monkey Tests



Kayser Saliency Failures



Ignores Objectness

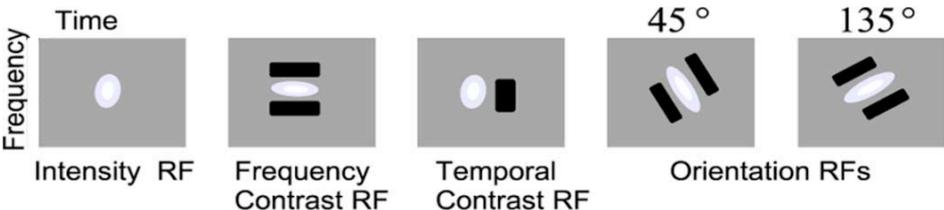
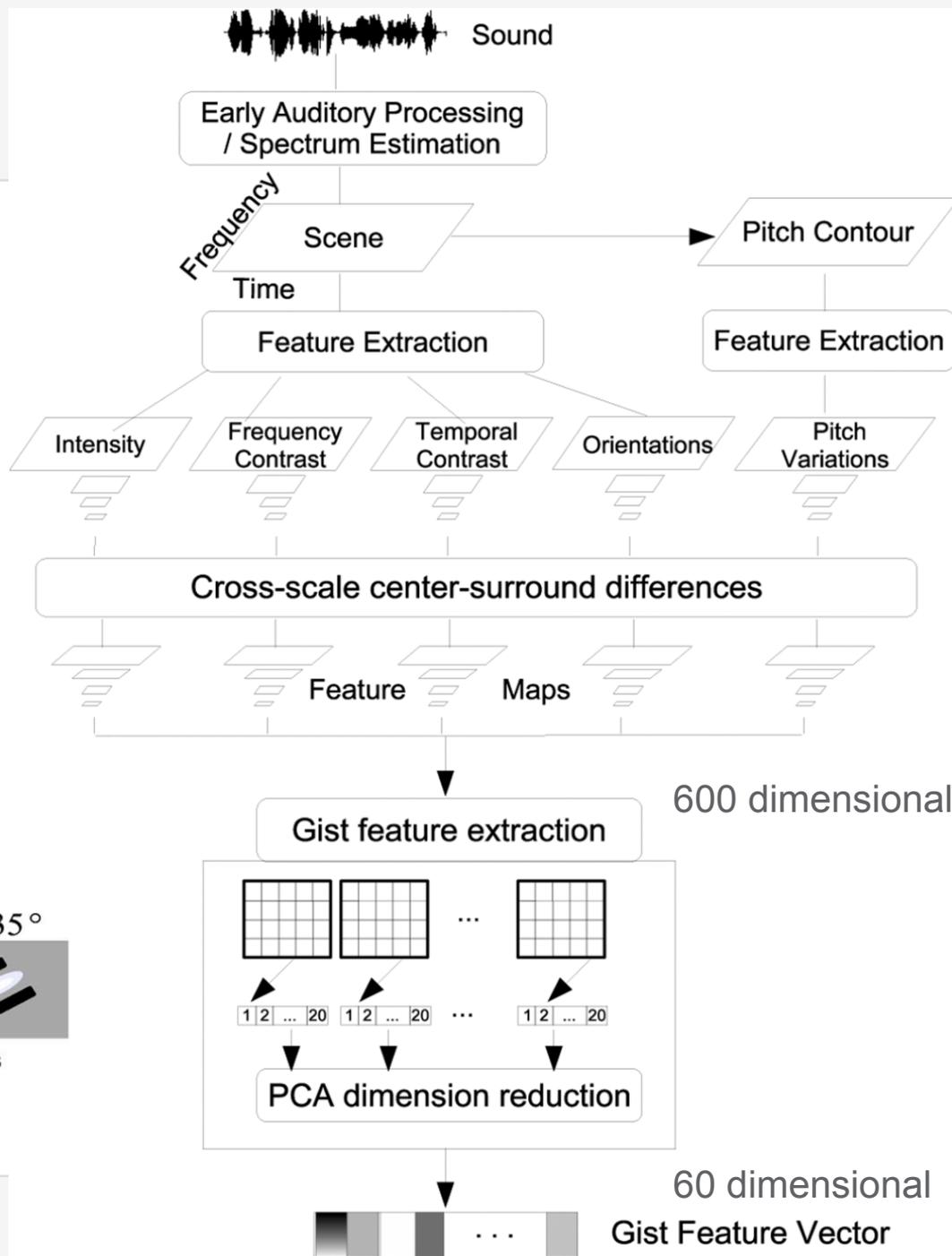
Kalinli Features

Extend Itti model

- Add orientations
- Add pitch variation

Task

- Model saliency
- Create gist
- Predict prominence



Kalinli's Gist

Gist: “a relatively low-dimensional acoustic scene representation which describes the overall properties of a scene at low-resolution.”

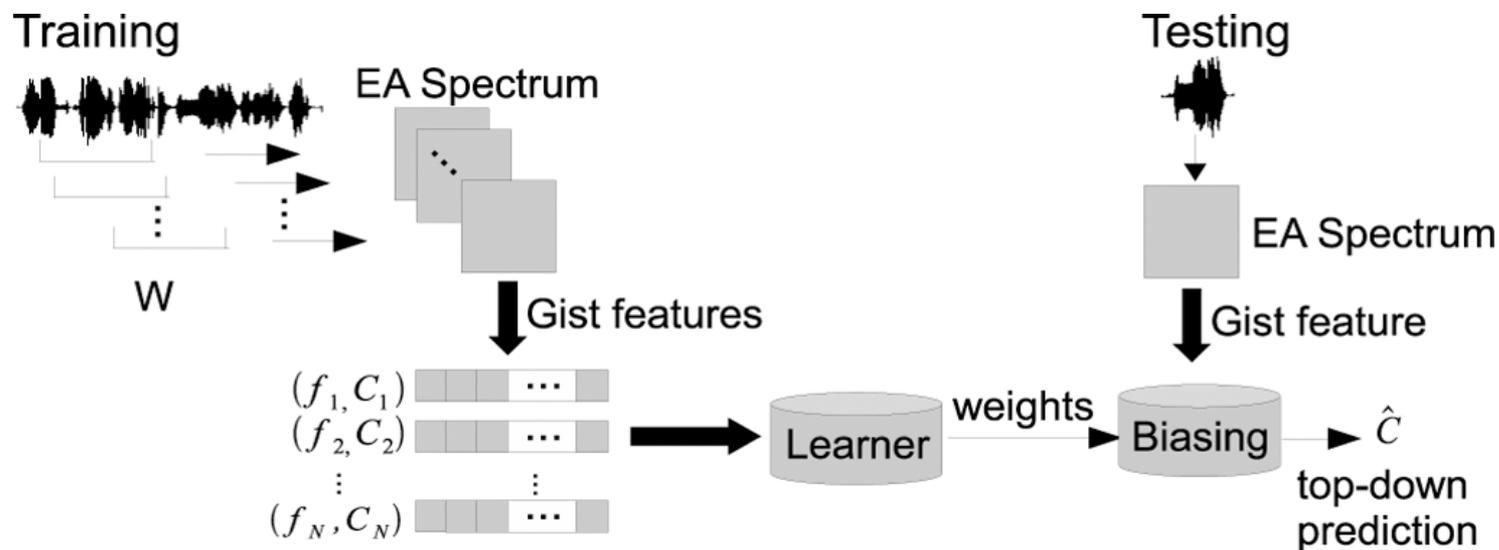
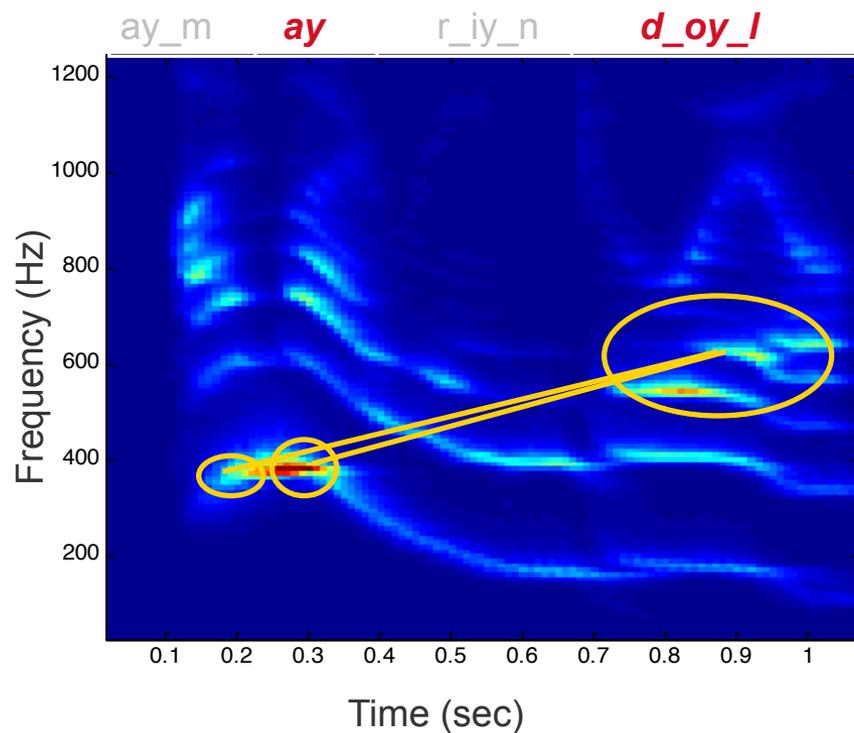


Fig. 3. Auditory attention model. Training phase: the weights are learned in supervised manner. Testing phase: auditory gist features are biased with the learned weights to estimate the top-down model prediction.

Speech Prominence

Auditory Attention Processing



Utterance Transcription "I'm Irene Doyle".

Kalinli – Prominence

Detection

- All features contribute

Example analysis

- Pitch track
- Frequency contrast
- Orientation 45°
- Orientation 135°

TABLE III
PROMINENT SYLLABLE DETECTION PERFORMANCE
WITH ONLY PITCH FEATURES

Pitch Feature	1-by- <i>v</i> grids			4-by-5 grids		
	<i>d</i>	Acc.	F-sc	<i>d</i>	Acc.	F-sc
P_F	21	73.90%	0.57	17	79.44%	0.67
$P_{O_{45^\circ}}$	15	76.10%	0.60	30	79.48%	0.67
$P_{O_{135^\circ}}$	14	74.99%	0.58	29	78.65%	0.65
$P_{O_{45^\circ}} & P_{O_{135^\circ}}$	26	78.88%	0.66	44	80.80%	0.69
$P_F & P_{O_{45^\circ}} & P_{O_{135^\circ}}$	42	80.13%	0.68	54	81.26%	0.70

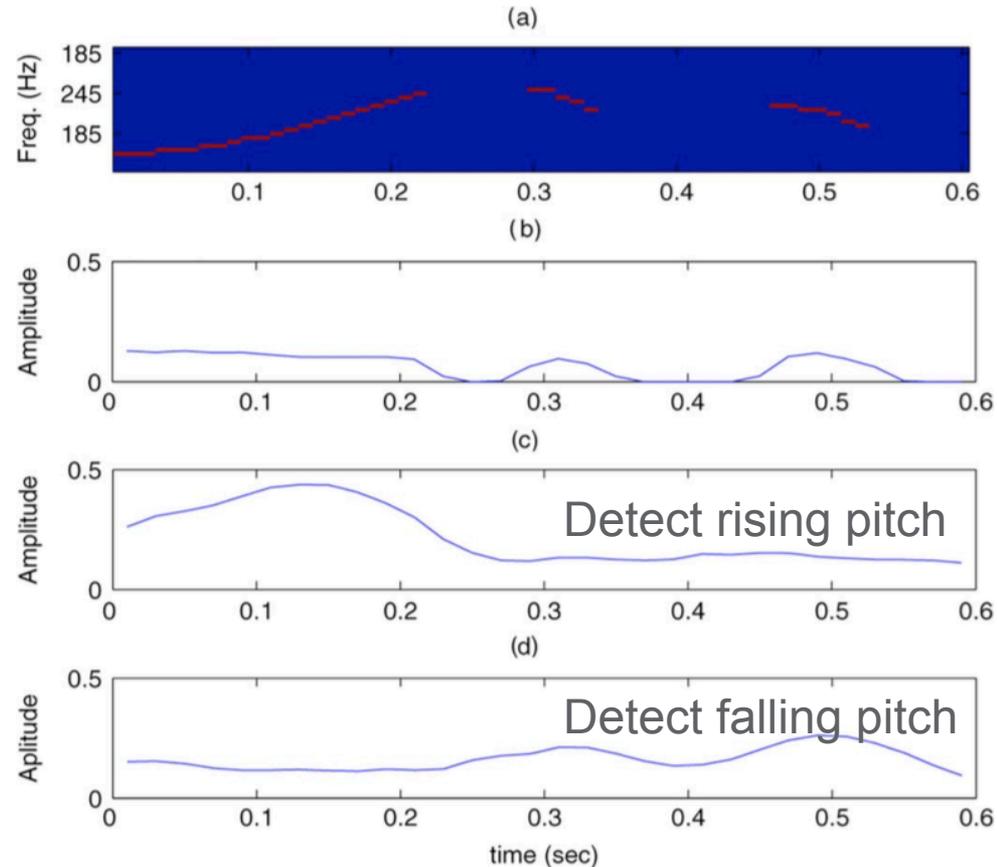


Fig. 6. Pitch analysis of a speech scene with grid size of 1-by-*v* (a) pitch. Output obtained with (b) frequency contrast RF. (c) Orientation RF with 45° rotation. (d) Orientation RF with 135° rotation.

Kalinli – Prominence Detection

Task

- Detect prominence
- Carry critical information
- Word disambiguation
- More natural TTS

Features

- Auditory Gist
- Lexical – n-gram prediction
- Syntactic – POS

PROMINENT SYLLABLE DETECTION PERFORMANCE
WITH ONLY PITCH FEATURES

Pitch Feature	1-by- <i>v</i> grids			4-by-5 grids		
	<i>d</i>	Acc.	F-sc	<i>d</i>	Acc.	F-sc
P_F	21	73.90%	0.57	17	79.44%	0.67
$P_{O_{45^\circ}}$	15	76.10%	0.60	30	79.48%	0.67
$P_{O_{135^\circ}}$	14	74.99%	0.58	29	78.65%	0.65
$P_{O_{45^\circ}} & P_{O_{135^\circ}}$	26	78.88%	0.66	44	80.80%	0.69
$P_F & P_{O_{45^\circ}} & P_{O_{135^\circ}}$	42	80.13%	0.68	54	81.26%	0.70

PROMINENT SYLLABLE DETECTION PERFORMANCE OF INDIVIDUAL
ACOUSTIC, LEXICAL AND SYNTACTIC CUES

TD Evidence	Acc.	Pr.	Re.	F-sc.
Auditory Feat. only	85.45%	0.82	0.75	0.78
Lexical only	83.85%	0.77	0.76	0.76
Syntactic only (word)	82.50%	0.82	0.87	0.84
Syntactic only (syl.)	68.01%	0.54	0.53	0.53

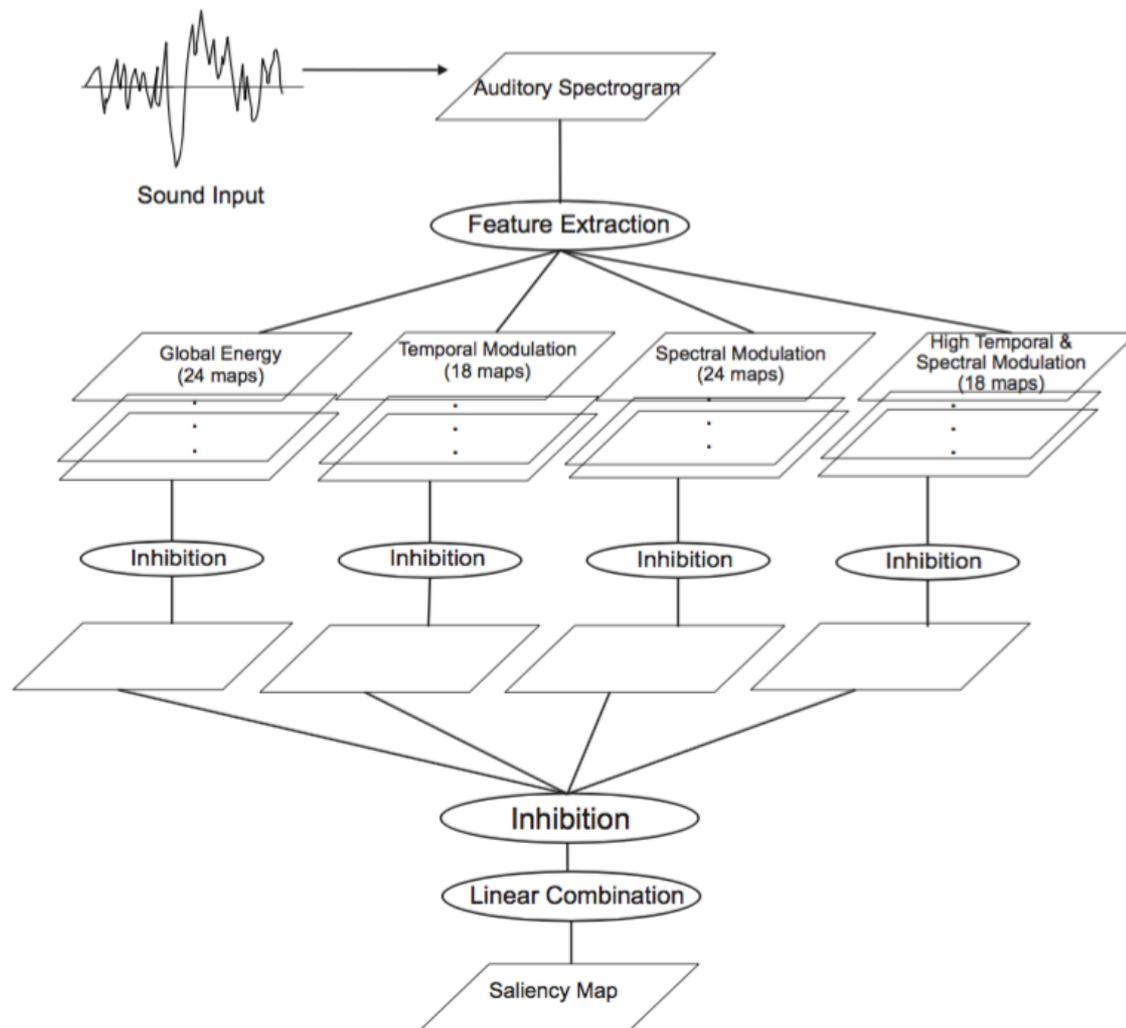
COMBINED TOP-DOWN MODEL PERFORMANCE
FOR PROMINENT SYLLABLE DETECTION

TD Evidence	Acc.	Pr.	Re.	F-sc.
Auditory Feat. + Lexical	88.01%	0.83	0.82	0.82
Auditory Feat. + Syntactic	86.23%	0.81	0.79	0.80
Auditory Feat. + Syntactic + Lexical	88.33%	0.83	0.83	0.83
Combined Feat. word level	85.71%	0.87	0.86	0.87

Duangudom – Modulation Features

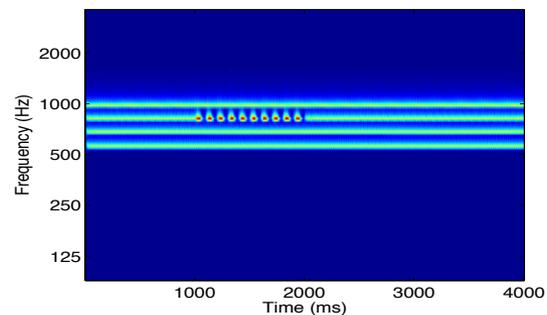
Feature

- Spectrogram
- Spectral-temporal modulation
- Multiscale

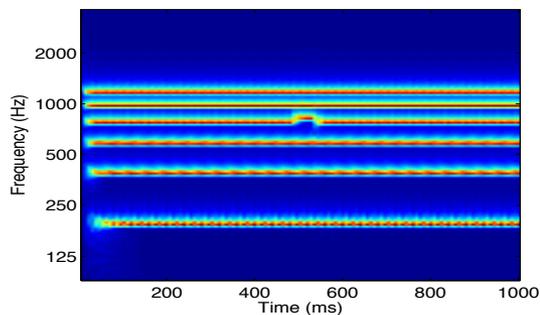


Duangudom – Saliency Maps

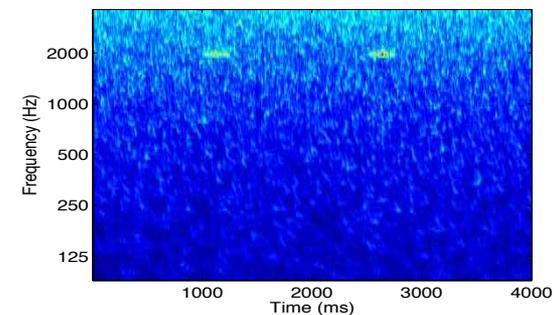
Spectrogram



(a)

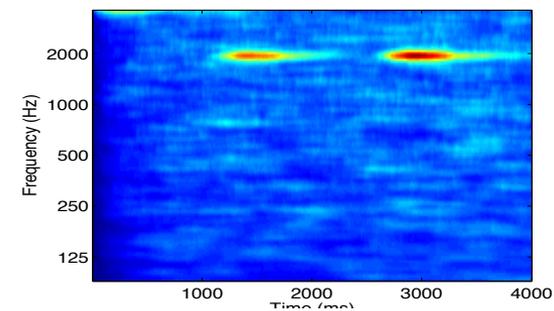
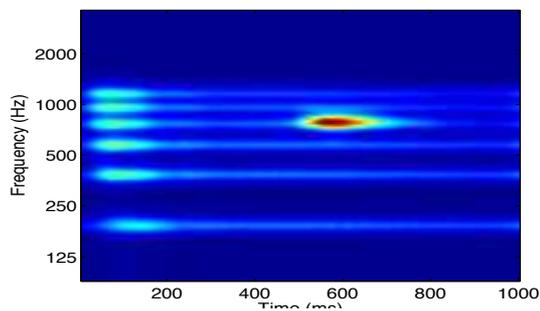
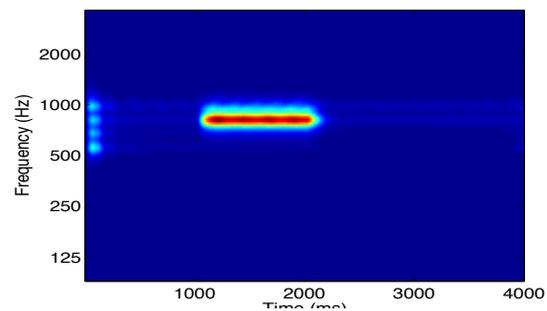


(c)



(e)

Saliency

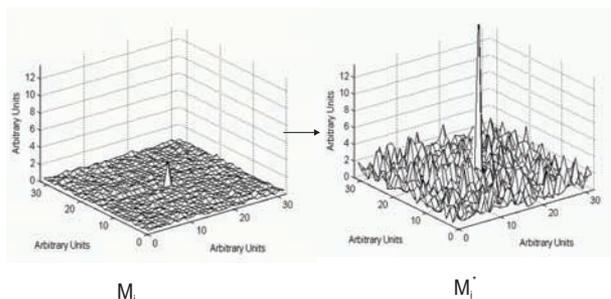


Duangudom – Saliency Experiment

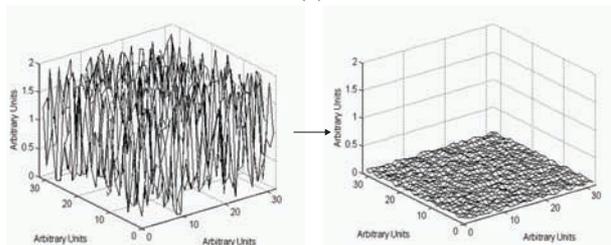
Model 1

- Scale by D_i
- Promotes/inhibits entire feature map

Single Peak Enhanced



(a)



Multiple peaks suppressed

Model 2

- Uses local inhibition
- Scales by D_i

Subject	Correlation to	
	Model 1	Model 2
1	0.7324	0.8738
2	0.4536	0.5329
3	0.4138	0.5247
4	0.774	0.7872
5	0.0449	0.0182
6	0.0632	0.1136
7	0.397	0.4725
8	0.4073	0.4178
9	0.5977	0.7033
10	0.5995	0.692
11	0.4234	0.4234
12	0.622	0.678
13	0.6131	0.63
14	0.5447	0.5555
Average	0.4776	0.5302
Std Dev	0.2155	0.2379

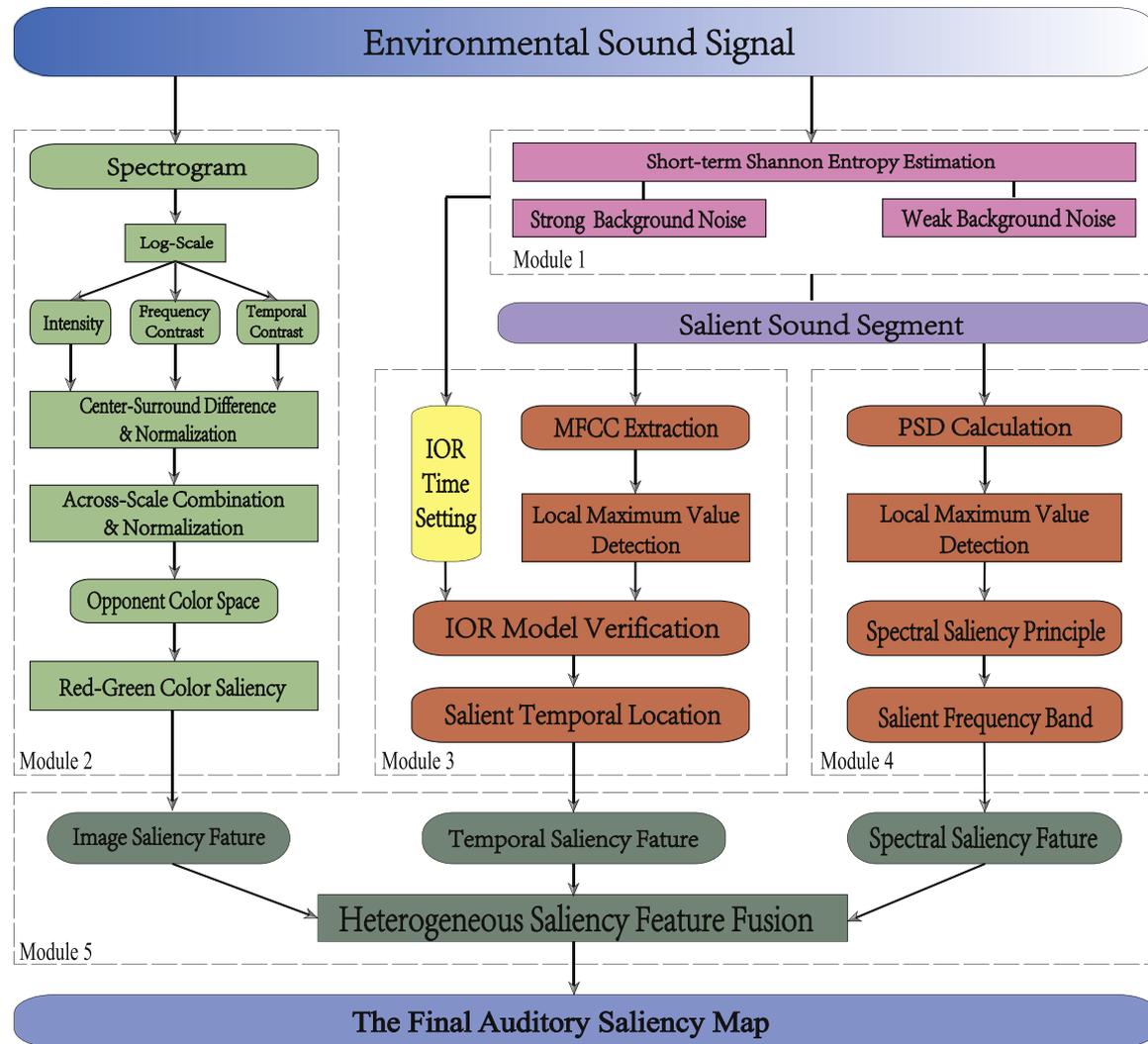
Wang – Entropy Measures

Novel features

- Entropy background model

Inhibition of return

- An orientation mechanism that briefly enhances (for approximately 100–300ms the speed and accuracy with which an object is detected after the object is attended, but then impairs detection speed and accuracy (for approximately 500–3000 ms).

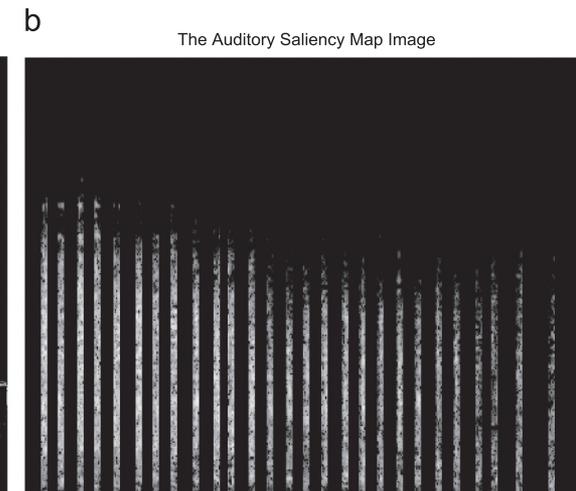
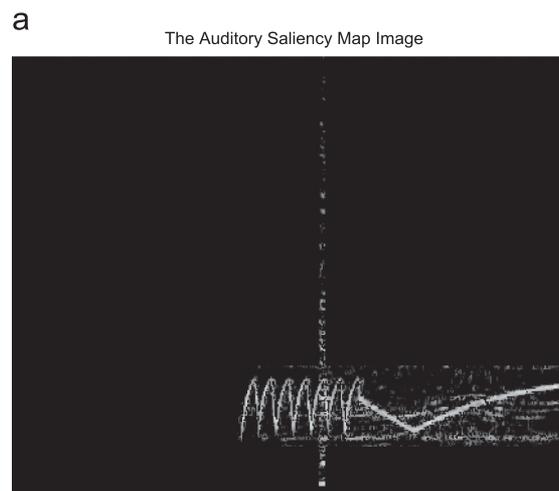
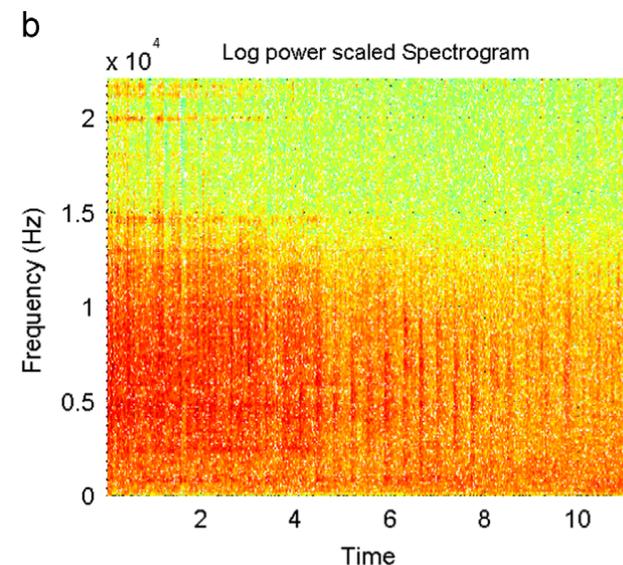
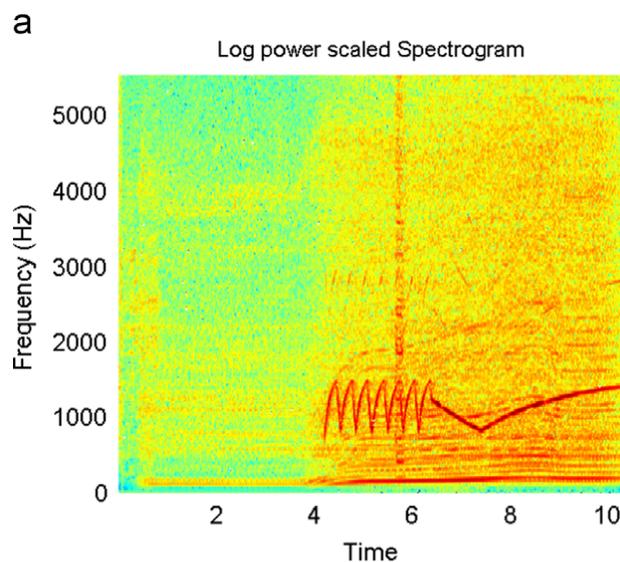


Wang – Results

Test sounds

- Police siren
- Festival with horse steps

No quantitative comparison



Kaya – Temporal Saliency

Motivation

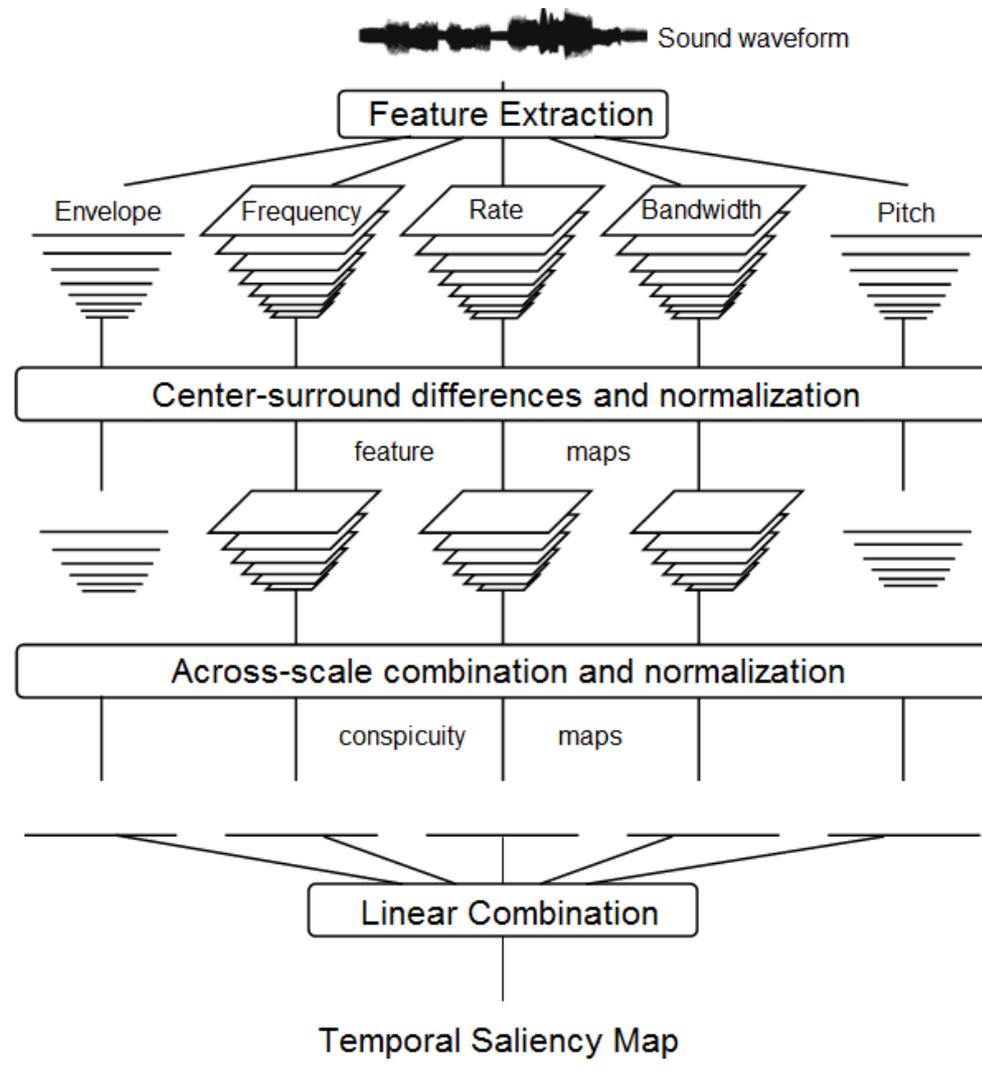
- Temporal signals
- *Not* images

Features

- Intensity envelope
- Auditory model
- Lateral inhibition
- STRF
 - Temporal (rate)
 - Bandwidth (spectral ripples)
- Pitch

Processing

- Multiscale
- Local inhibition
- Threshold
- Sum across channels



Kaya – Temporal Saliency Output

Test signal

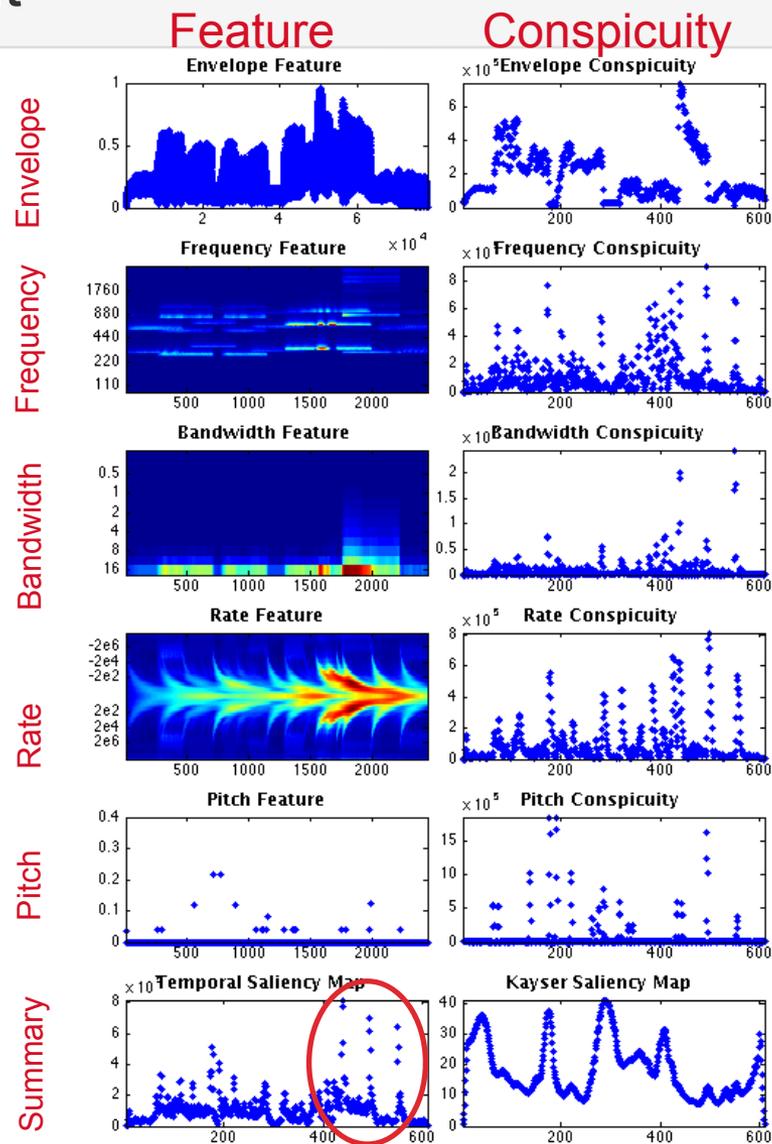
- Background: Violin
- Foreground: Flute
- Timing: Frames 450 – 550

Result with temporal saliency

- Three peaks at:
Beginning, middle, end

Comparison to Kayser

- Peaks correspond to background
- No indication near tone



Kaya – Temporal Saliency - Results

Three kinds of test signals

- Timbre: violin->harmonica
- Pitch: 5 semitone rise
- Loudness: 10dB target to mask ratio

Test

- 20 different variations

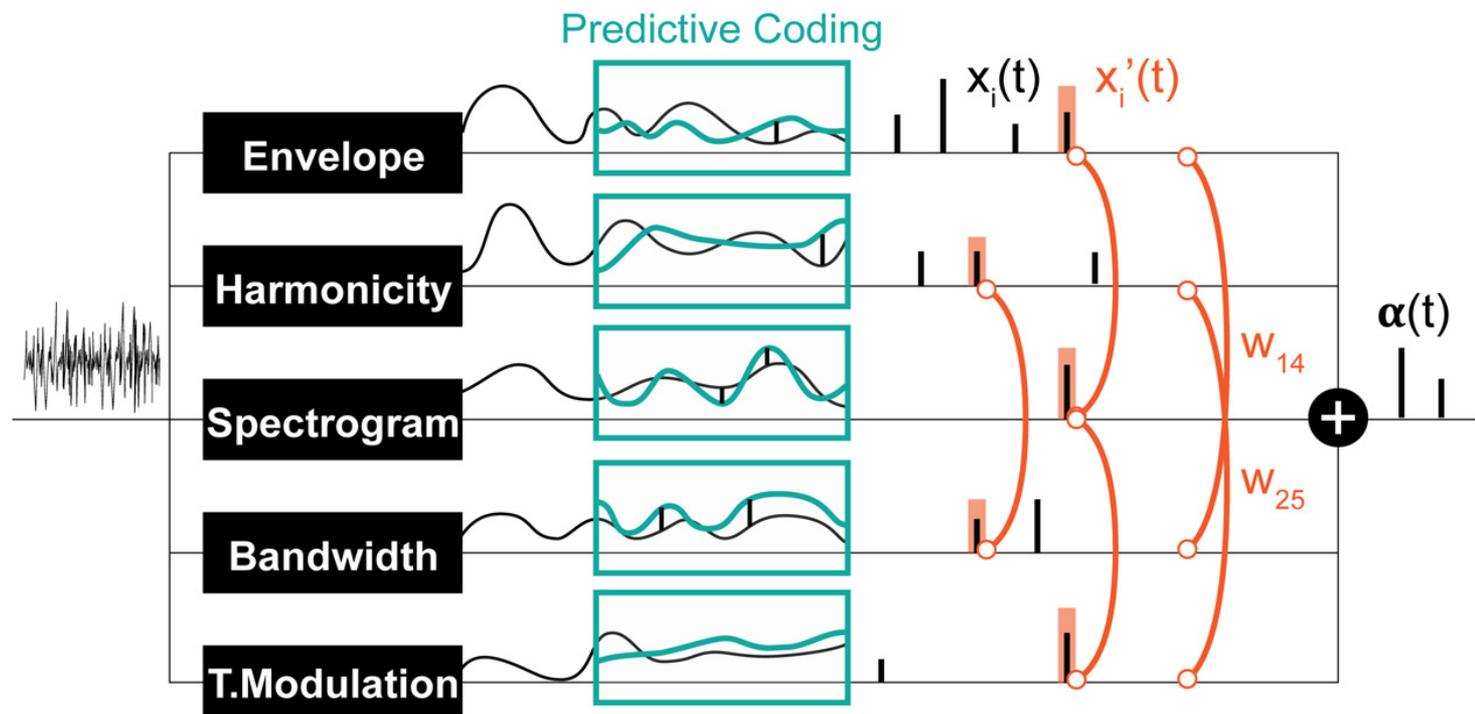
	Our model	Kayser's model	
Hit at 1st peak	70%	15%	
Hit at 1-3 peaks	100%	40%	
	1st peak	1st peak	1-3 peaks
Hit for timbre	33.3%	0%	0%
Hit for pitch	87.5%	37.5%	75%
Hit for loudness	83.3%	0%	33%

Fig. 5. Detection rates of the target musical notes. Background notes vary only slightly in pitch, while the foreground note can be differing in instrument (timbre), pitch, or loudness. A hit occurs when a peak of the saliency map corresponds to the time of the target note being played.

Kaya – Bottom-up Saliency

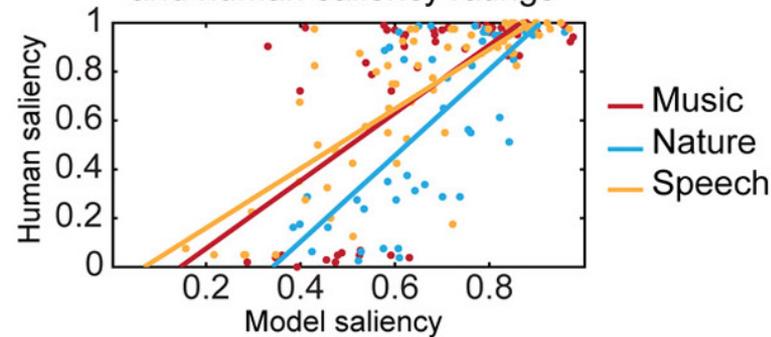
Motivation

- Treat brain as coder
- Predict future (Kalman filter)
- Spike when unexpected
- Focus on intensity, pitch and timbre
- 167D Tensor

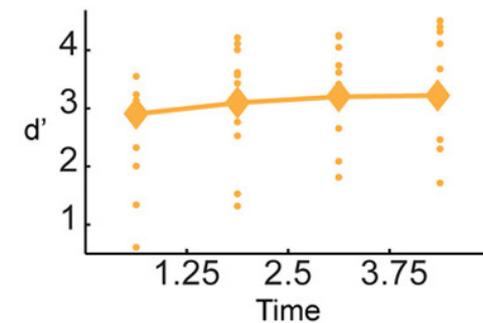


Kaya – Bottom-up Saliency Correlations

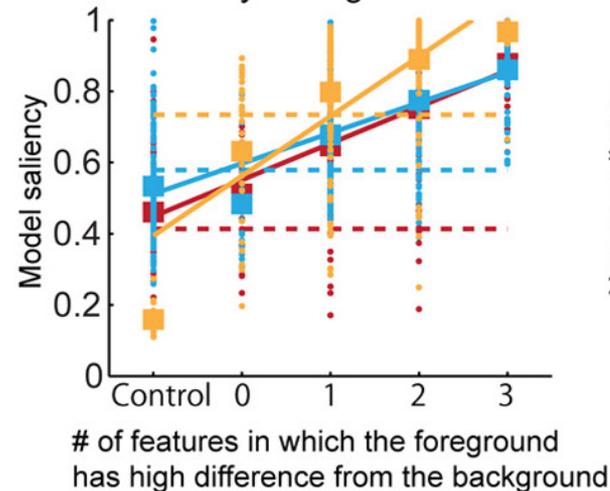
A Correlation between model and human saliency ratings



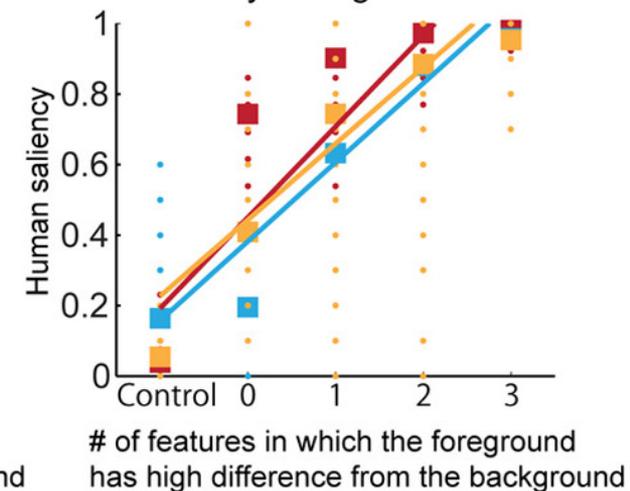
B The effect of time in model and human results



C Model saliency scores increase as saliency strength increases



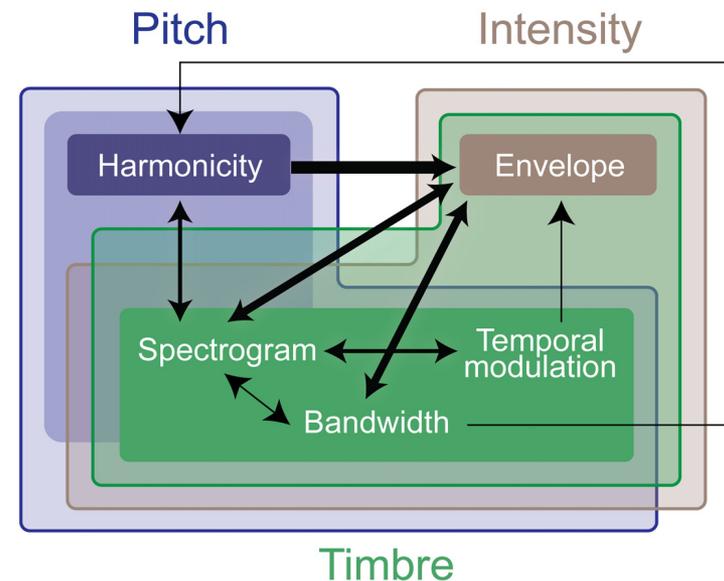
Human saliency ratings increase as saliency strength increases



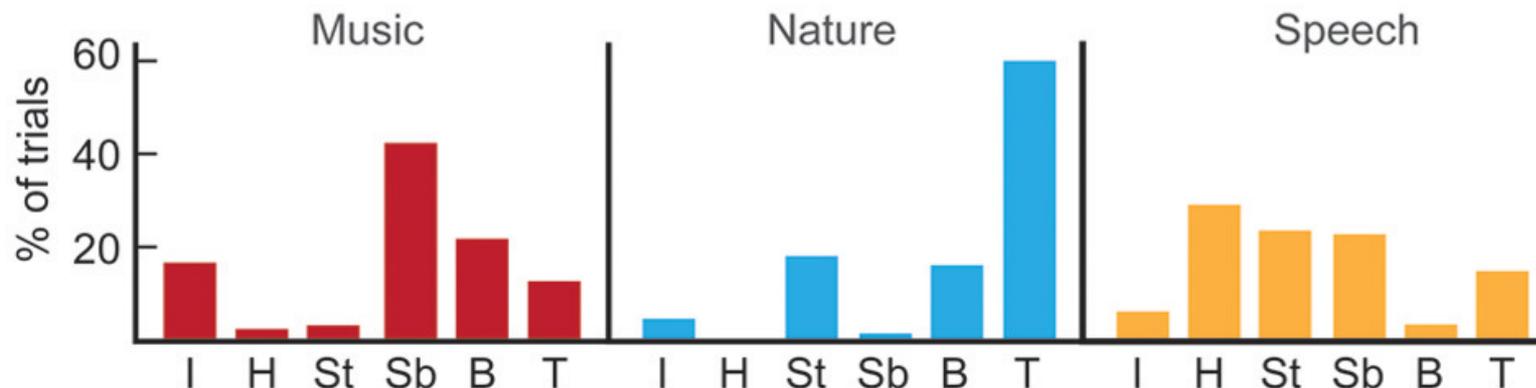
Kaya – Bottom-up Saliency Interactions

Interactions

- Prior work: Linear sum
- This work: Highly nonlinear



B Contributions of each feature to saliency estimation



Tsuchida – Auditory Saliency using Natural Statistics

Saliency definition

$$s_x(t) \propto -\log P(F_x = f_x)$$

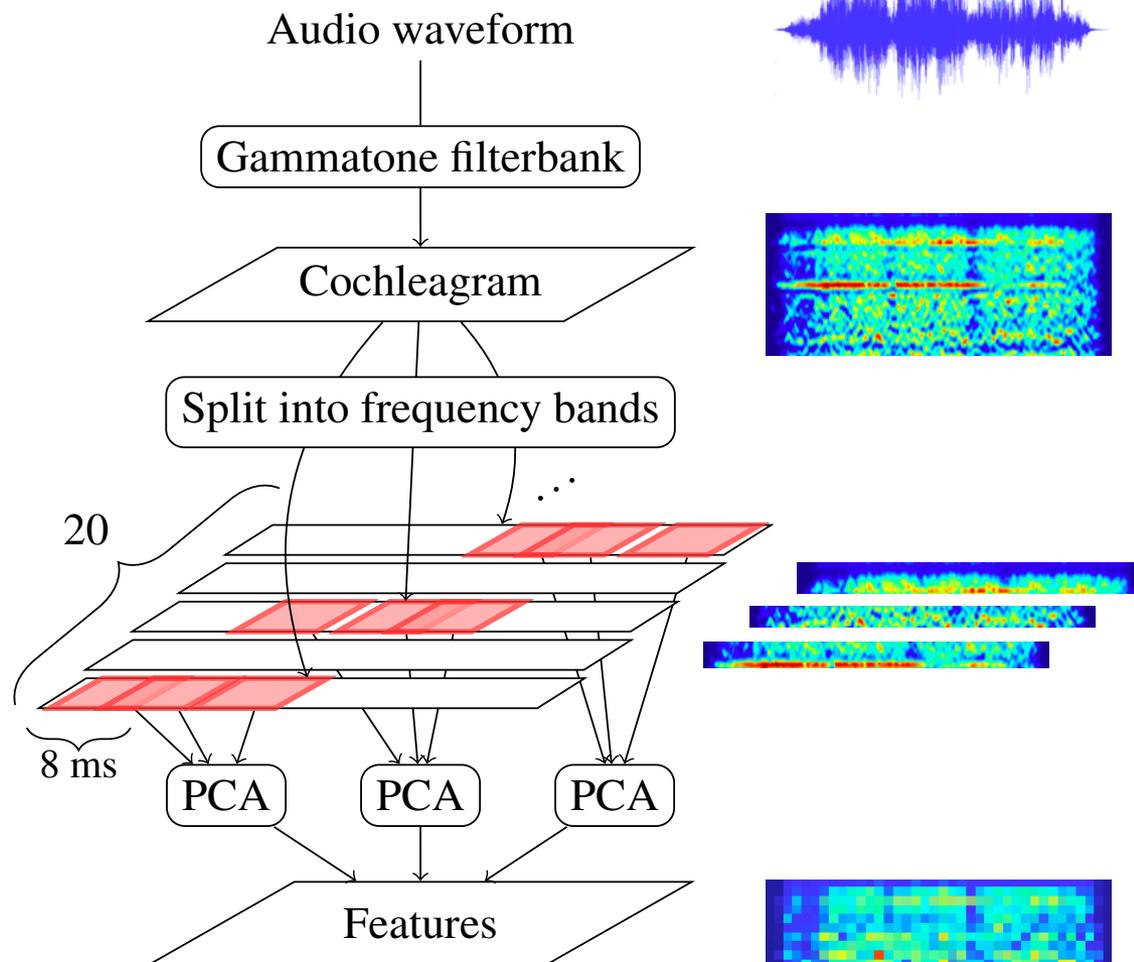
- Similar to Bayesian surprise
- Rarity = salience

Features

- Gammatone
- 20 bands of channels
- PCA
- 2-3 components per band

Statistics

- GMM with 10 mixtures
- Recent vs. Long past



Tsuchida – Qualitative Results

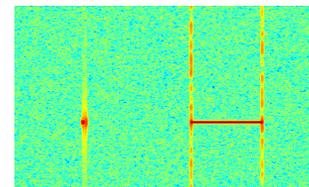
Long tone is more salient

Silence is salient in broadband noise

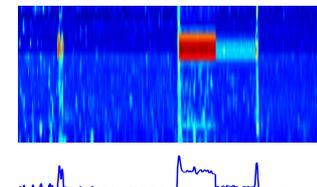
AM modulated tones more salient than stationary

Second tone less salient

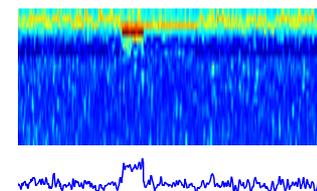
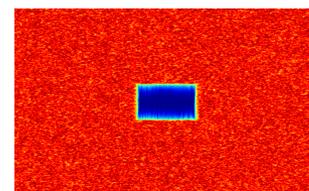
Spectrogram



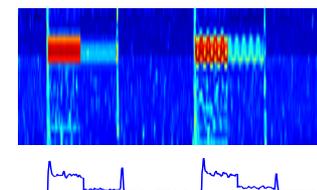
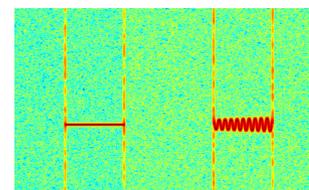
Saliency Map



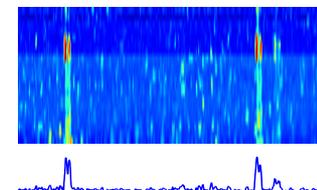
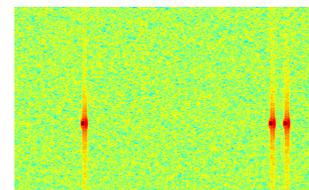
(a) Short and long tones



(b) Gap in broadband noise



(c) Stationary and modulated tones



(d) Single and paired tones

Tsuchida – Natural Statistics Results

Test Material

- Sound effects
- Measure with Kayser and Sun
- 50 high saliency (both)
- 50 low saliency (both)
- 50 large difference (mismatch)
- Subjects

Tests

- 7 subjects
- 75 pairs

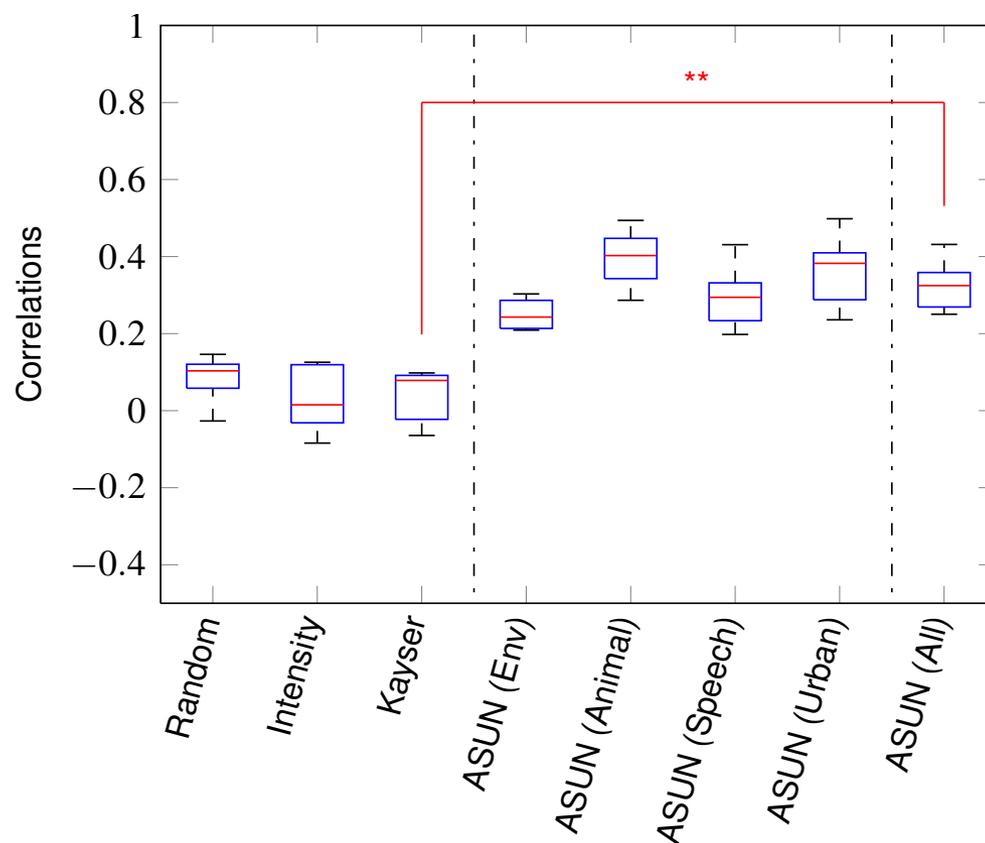
Compare

Random

Intensity

Kayser

ASUN



Kim – Machine learned salience

Training data

- AMI Meeting Corpus
- 12 hours of data
- “Mark the moment when you hear any sound which you unintentionally pay attention to or which attracts your attention.”

Classifier

- Linear on cochlear channel loudness

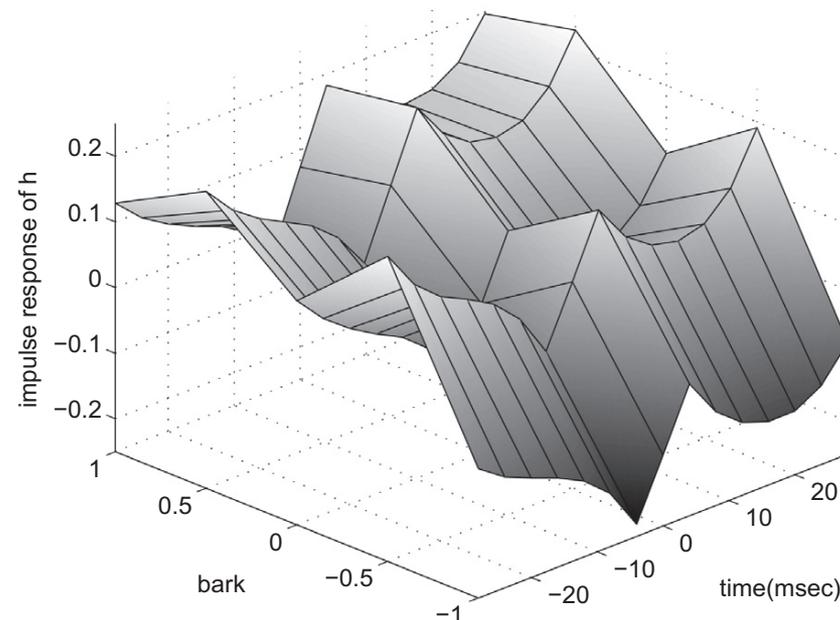


Fig. 3. Estimated impulse response (\mathbf{h} ; Time-Bark plot).



Table 2

Equal Error Rate for linear discriminations with the feature combinations.

Features	Dimension	Equal error rate
Proposed method (loudness)	49	0.3198
Loudness + zero-crossing rate	50	0.3271
Loudness + spectral flatness	50	0.3958
Loudness + pitch (T_0)	50	0.4345
Loudness + $R(T_0)/R(0)$	50	0.4313
Loudness + all the features	53	0.3922
MFCC	13	0.3446

Saliency – Unsolved Problems

Data

- No good way to measure saliency effect
- Measuring detectability vs. distraction?
- No common datasets

Model

- No direct evidence for attention hardware
- Machine-learned vs. Bayesian

Top-Down

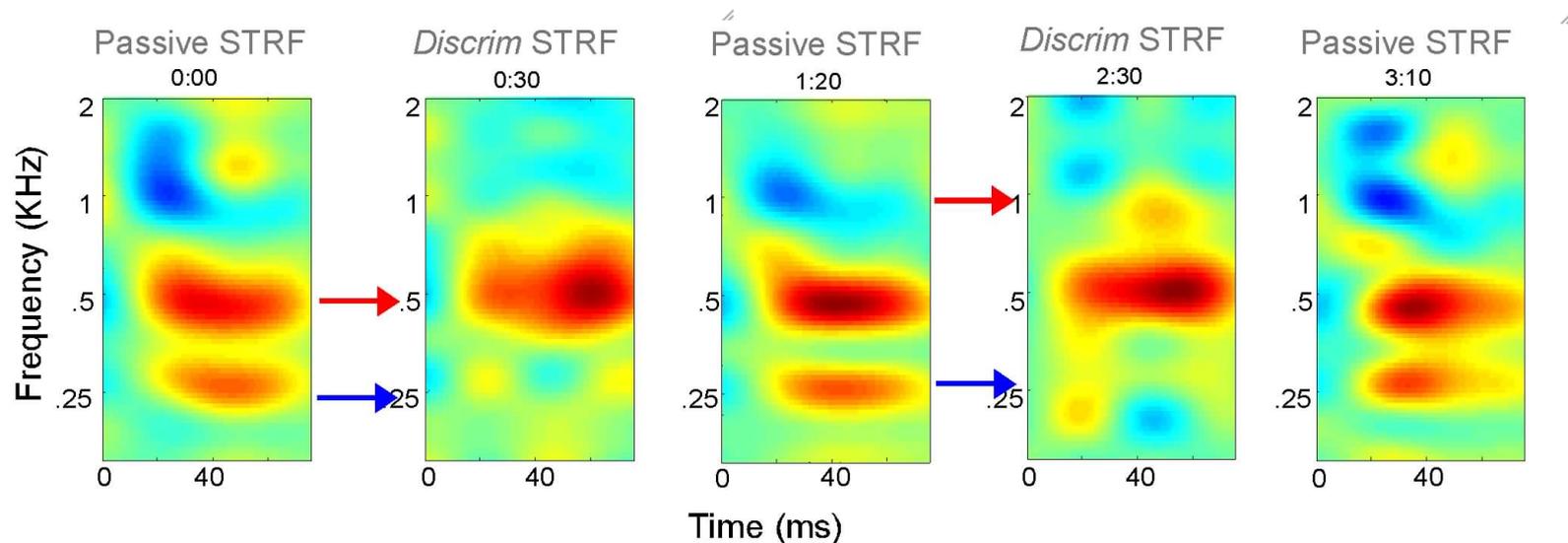


Attention Changes the Representation?

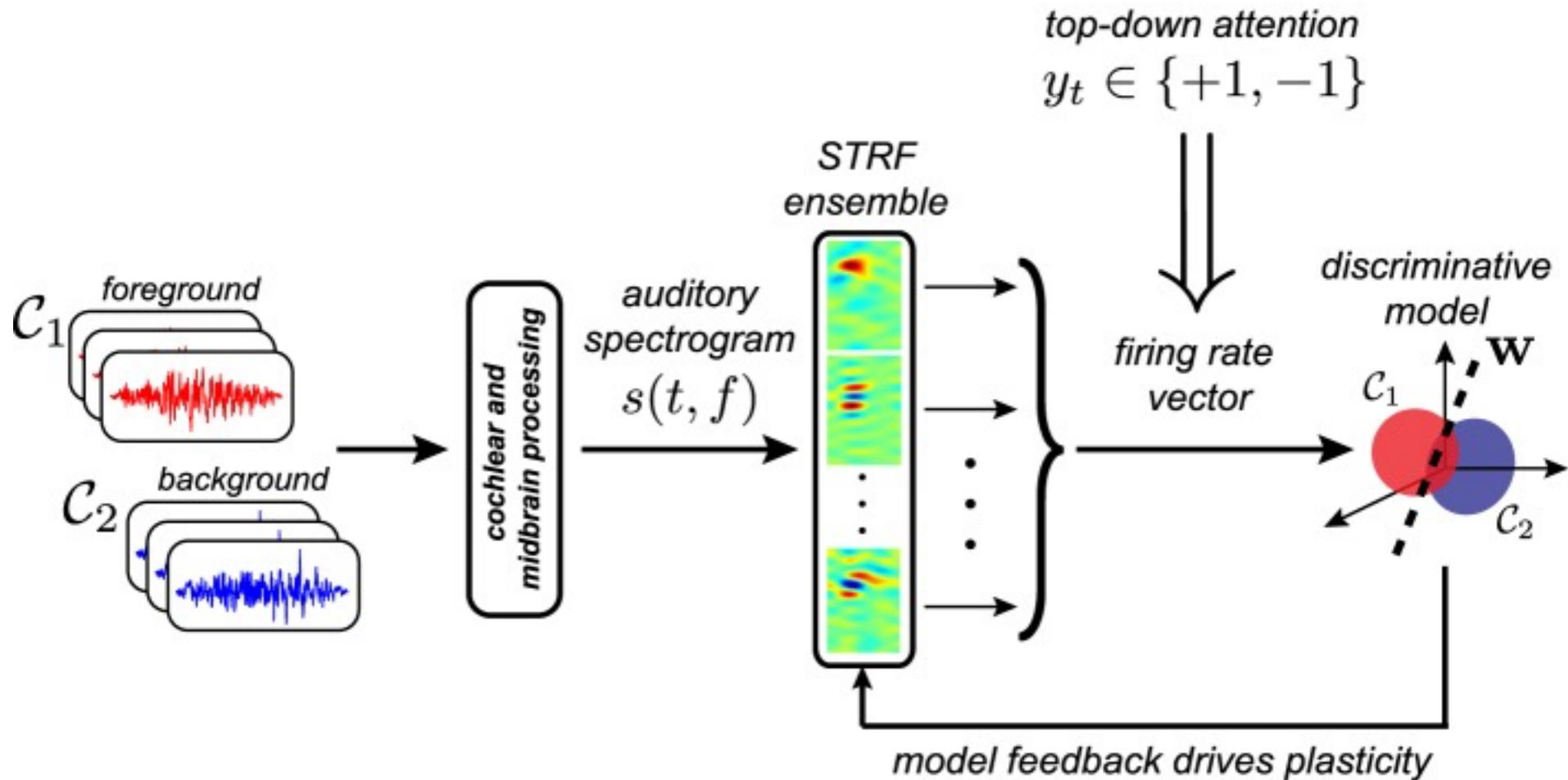
Visual Changes with Attention



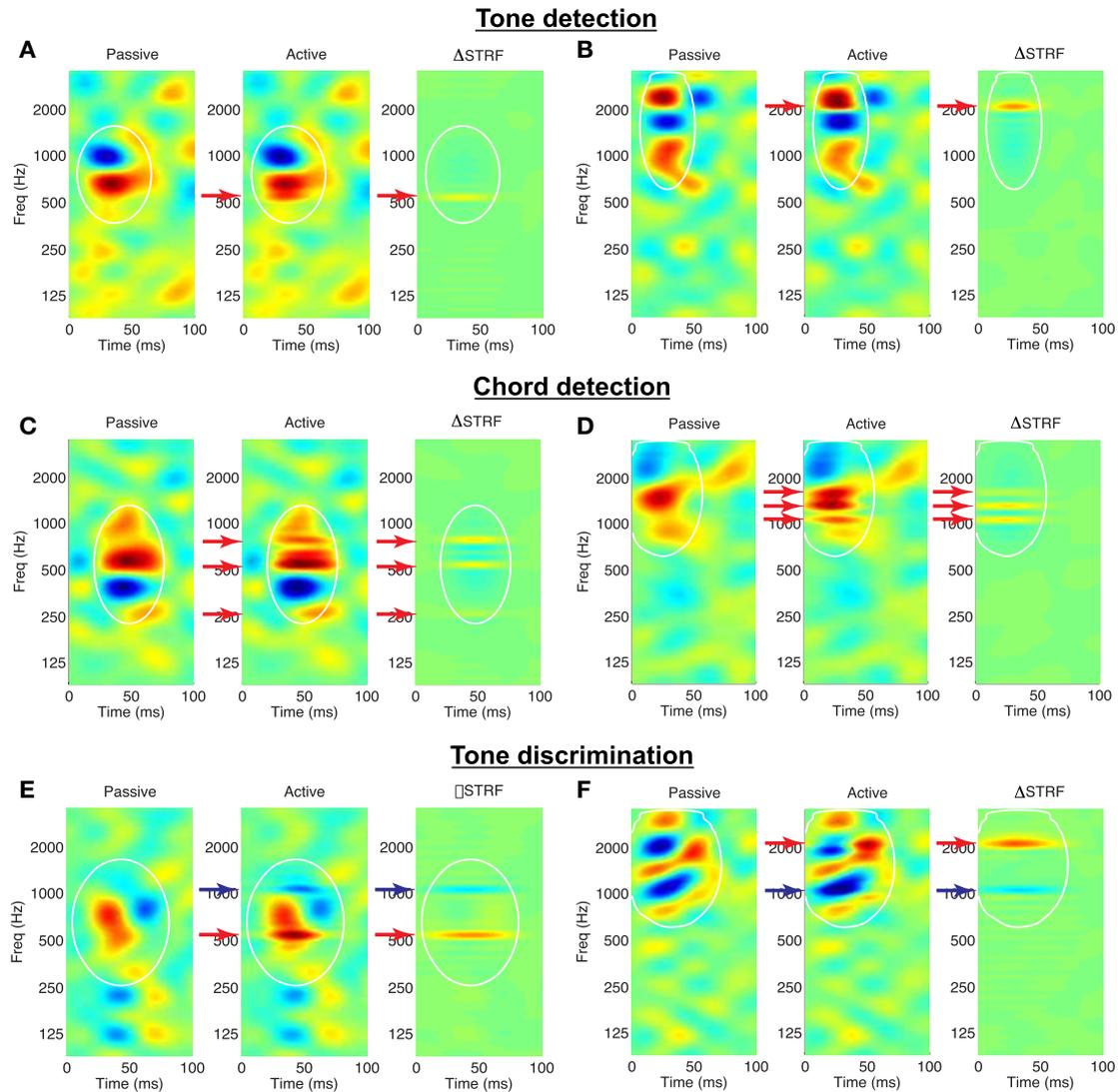
Auditory Changes with Task



Carlin – Attention-driven Plasticity



Carlin – STRF Adaptation



Carlin – Attention-driven Plasticity for VAD

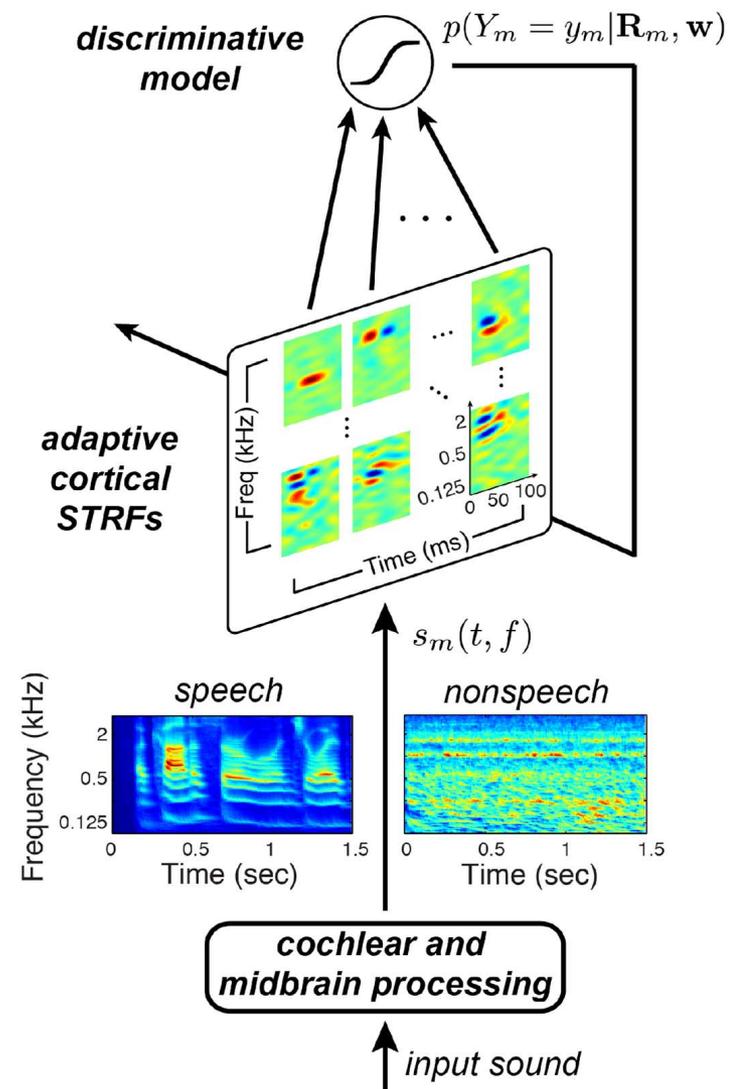
Voice Activity Detection (VAD)

Model adapts

- Different STRF features for different tasks

Task?

- Attention
- Discrimination



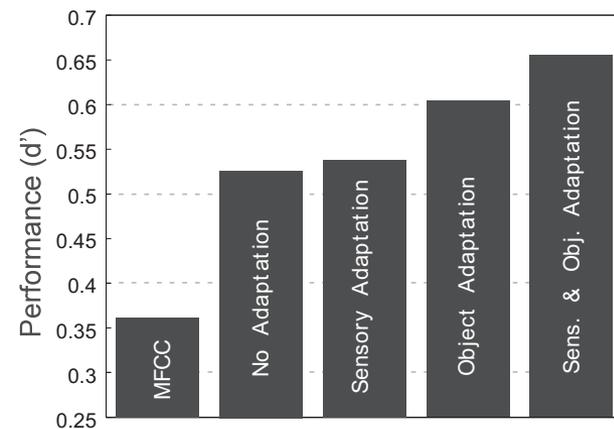
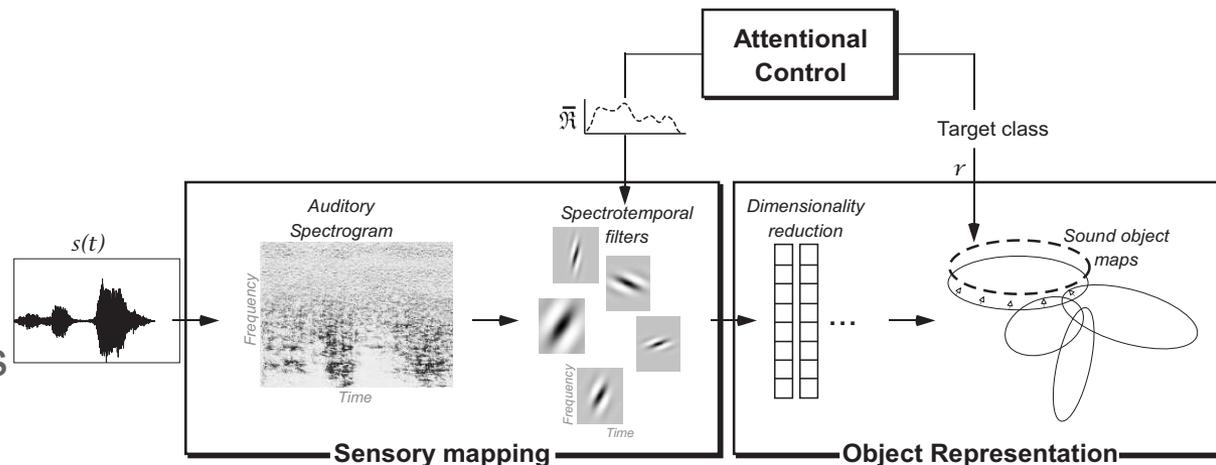
Patil – Task-driven Attentional Mechanism

Attention modulates

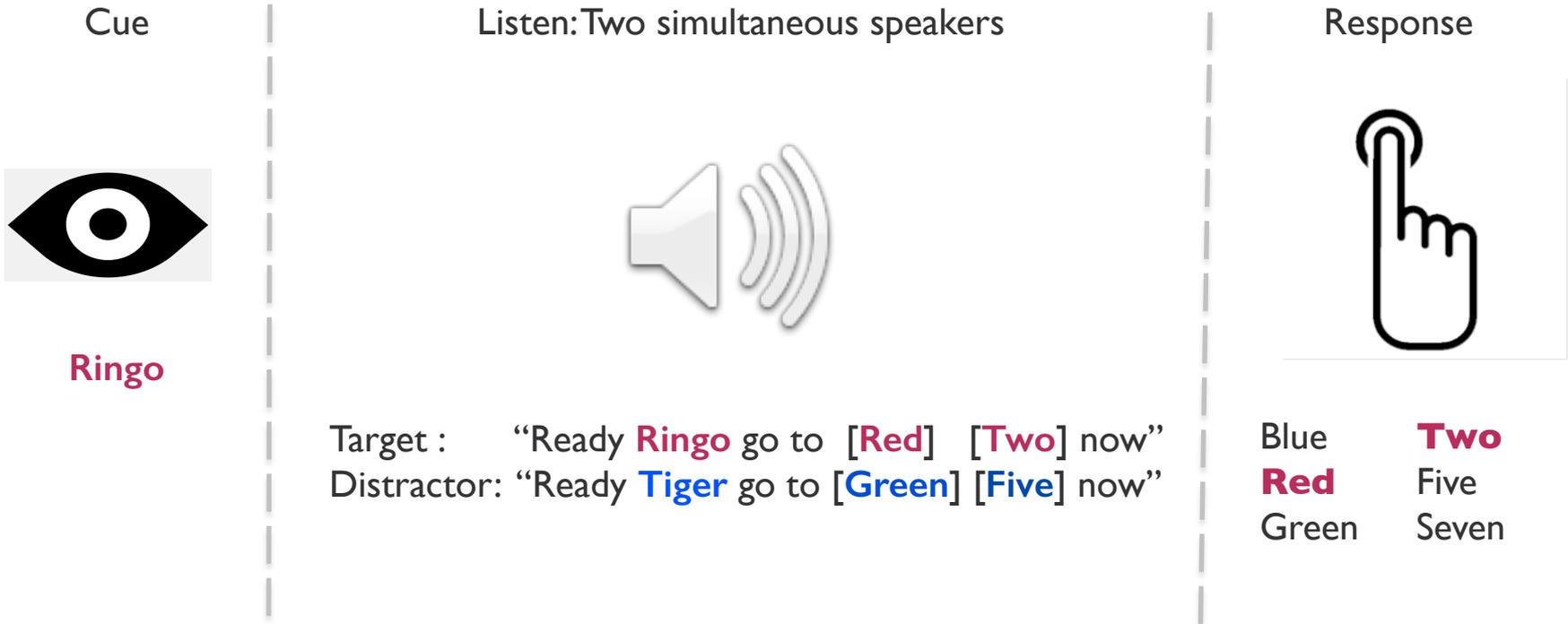
- Sensors
- Object representation

Task

- Identify one of 12 classes



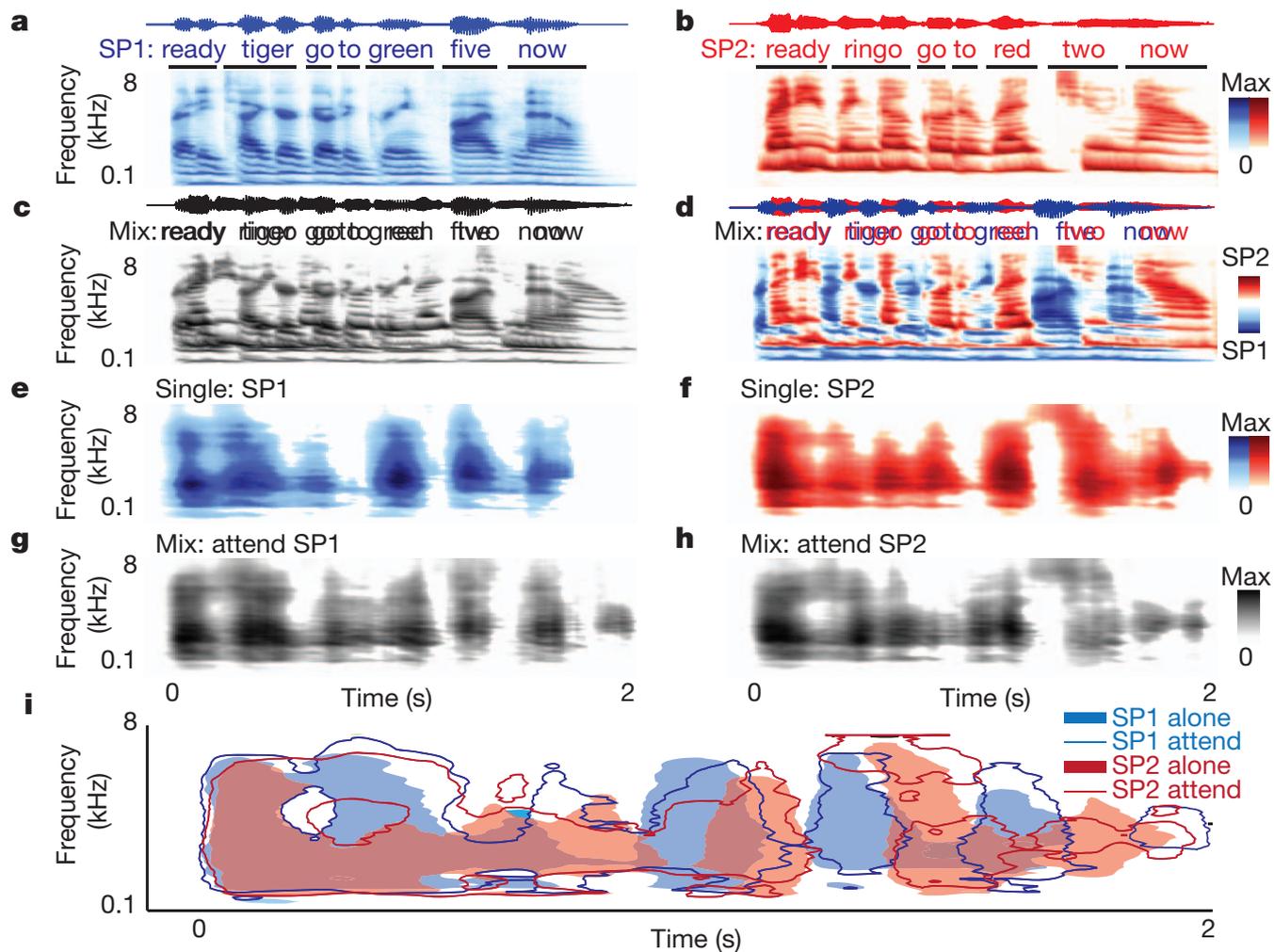
Mesgarani – Attention Experiment



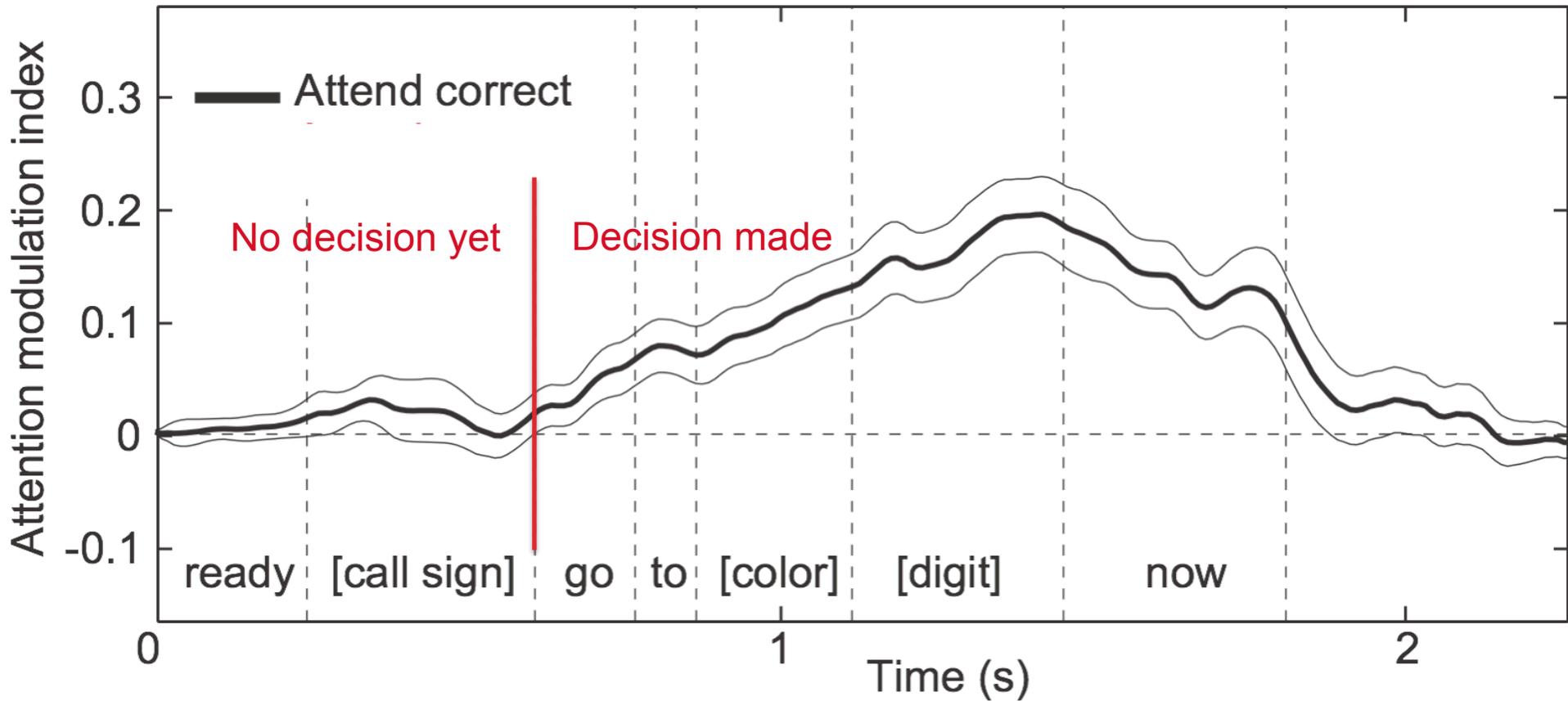
Target speaker changes randomly from trial to trial.

Target call sign changes after each trial block.

Mesgarani – Decoding Attention with ECoG

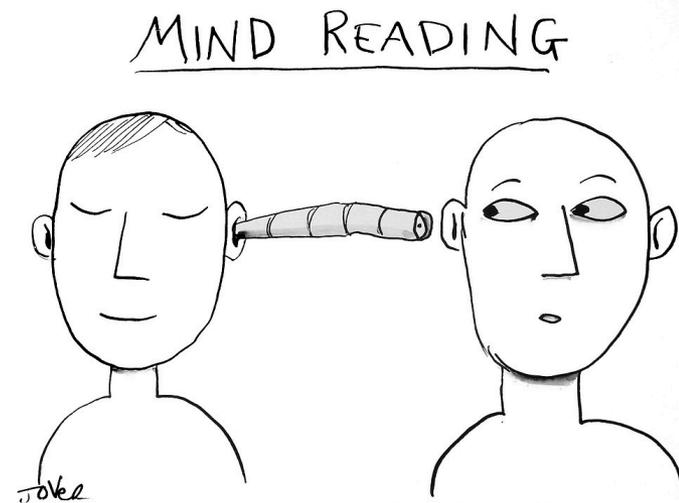


Mesgarani – Attention Results



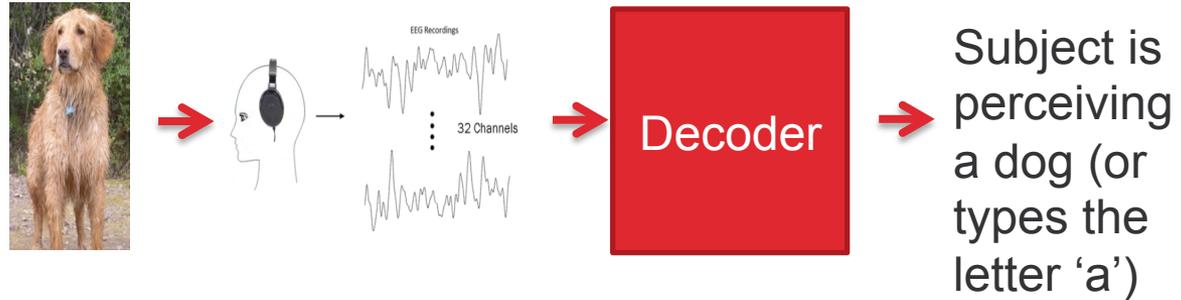
$$\begin{aligned}
 AMI = & Corr(SP_1 \text{ attend}, SP_1 \text{ alone}) - Corr(SP_1 \text{ attend}, SP_2 \text{ alone}) \\
 & + Corr(SP_2 \text{ attend}, SP_2 \text{ alone}) - Corr(SP_2 \text{ attend}, SP_1 \text{ alone})
 \end{aligned}$$

Decoding Attention with EEG



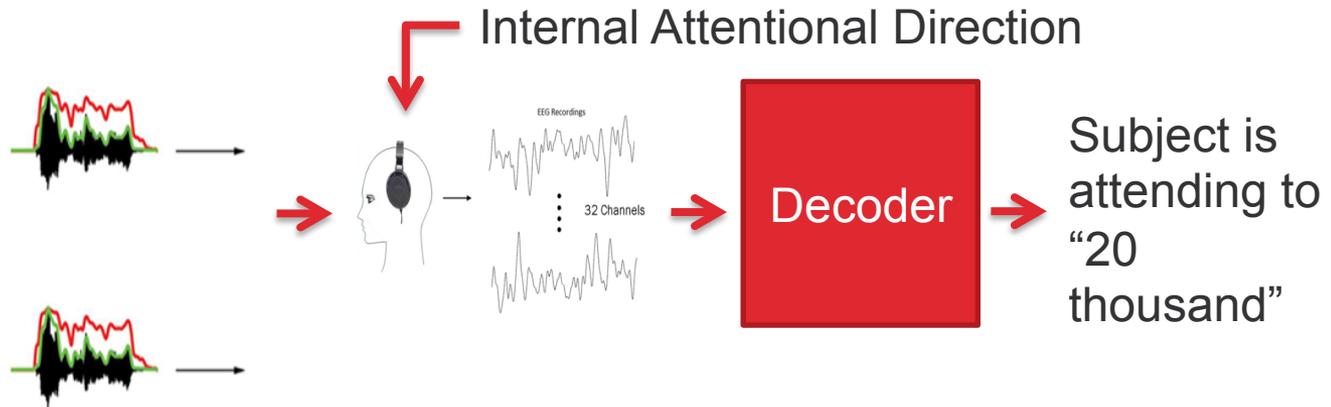
EEG Approaches

- **Single Source (typical BCI)**



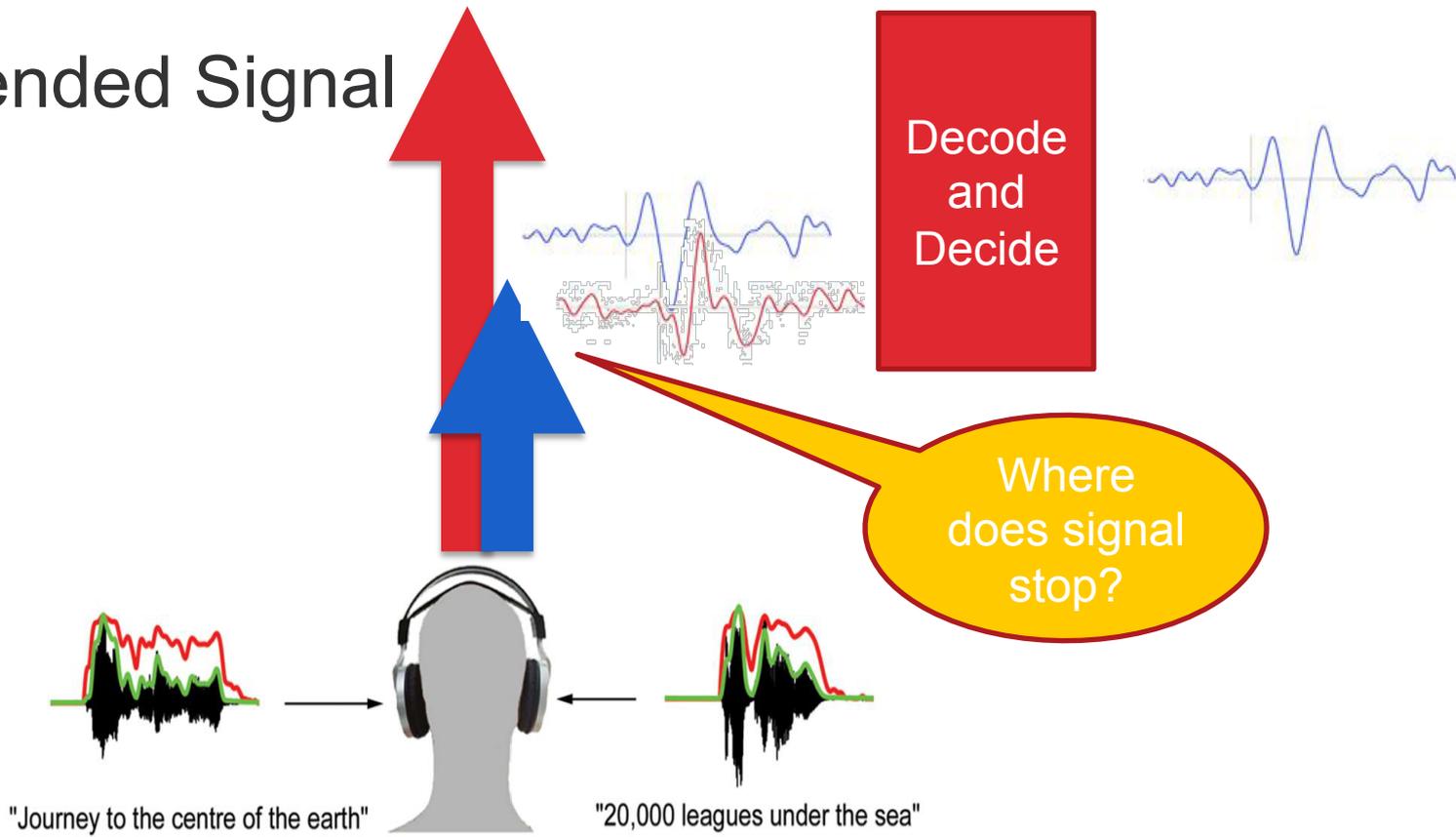
- **Two sources with attention**

20 thousands leagues under the sea
Journey to the center of the earth

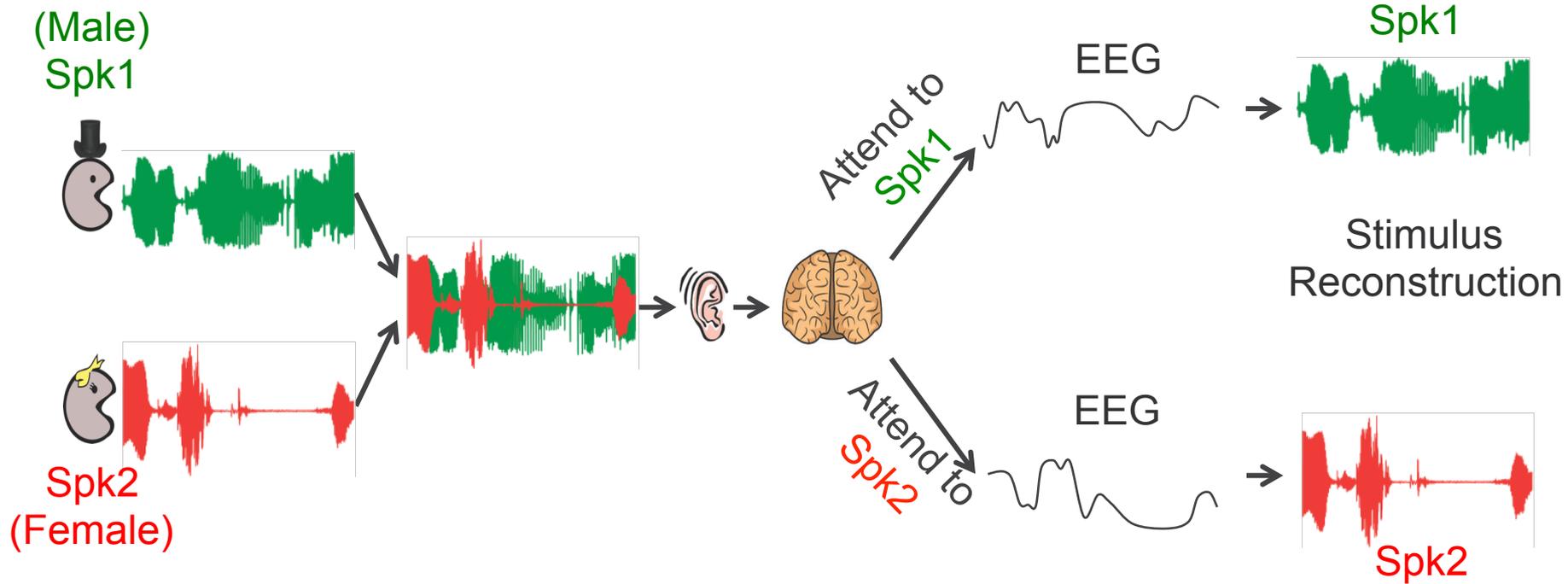


Scientific Goal

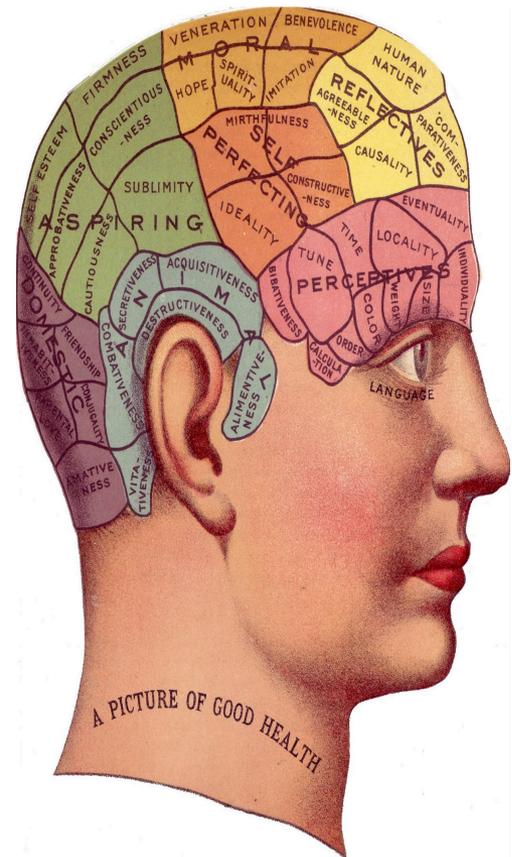
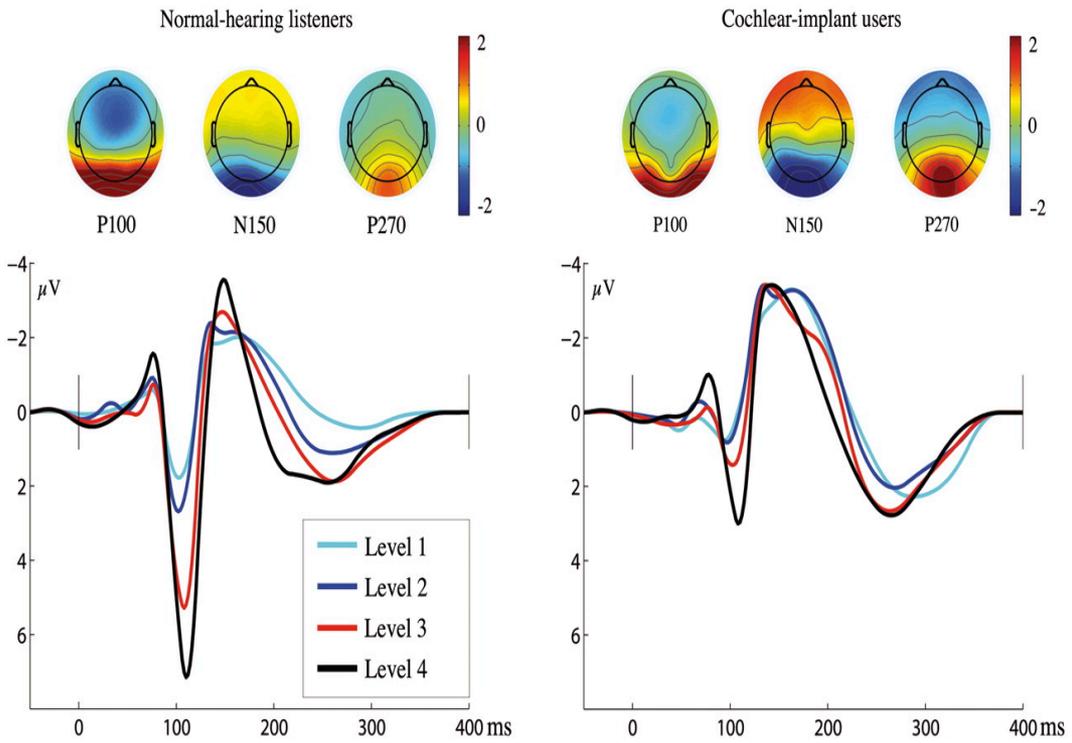
Attended Signal



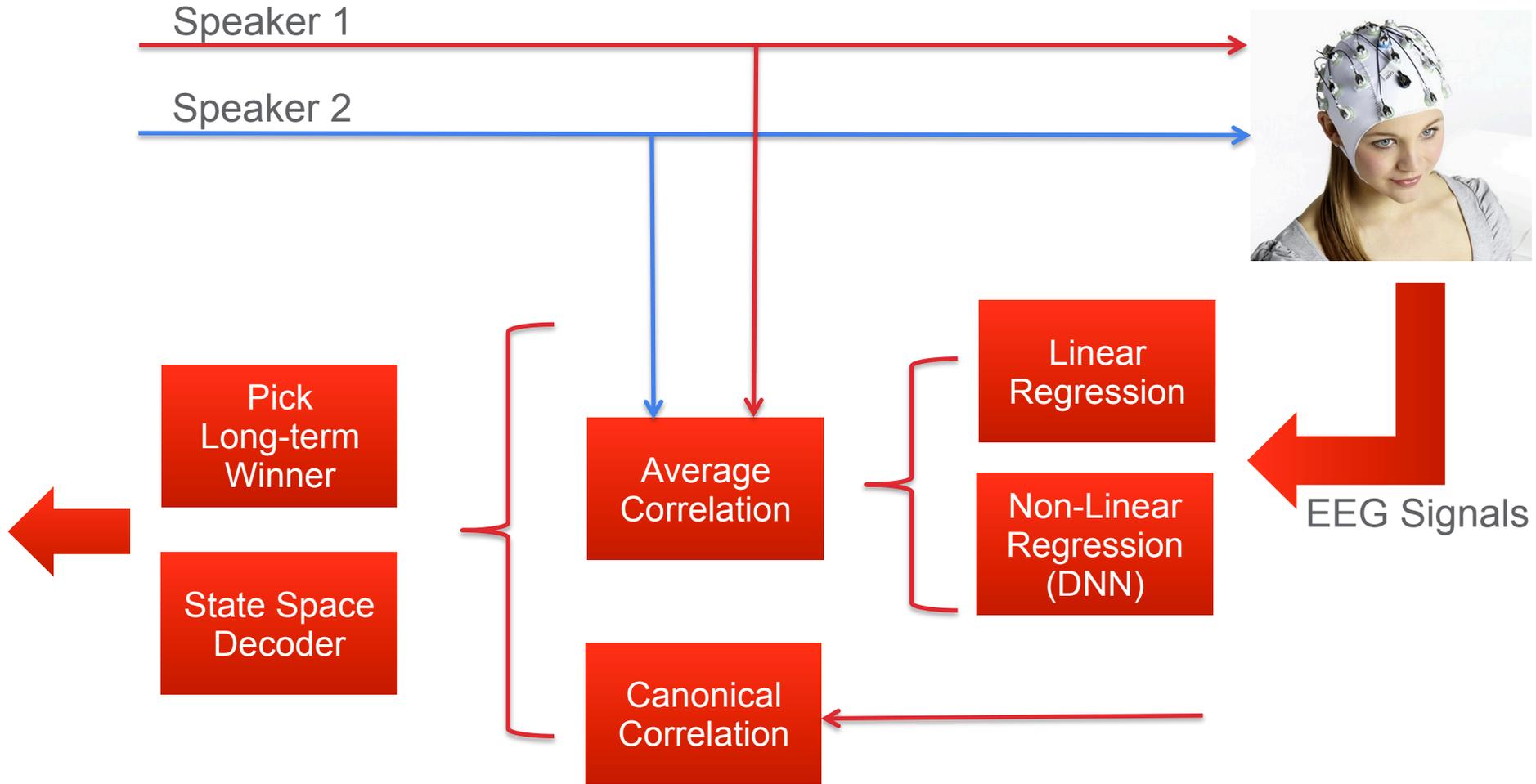
Attention Decoding in a Competing Speaker Environment



Phrenology?

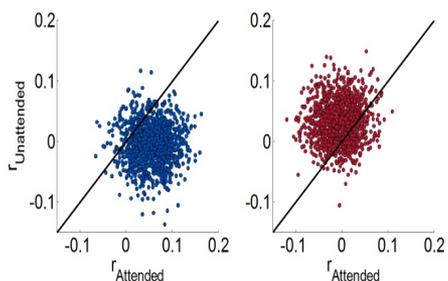
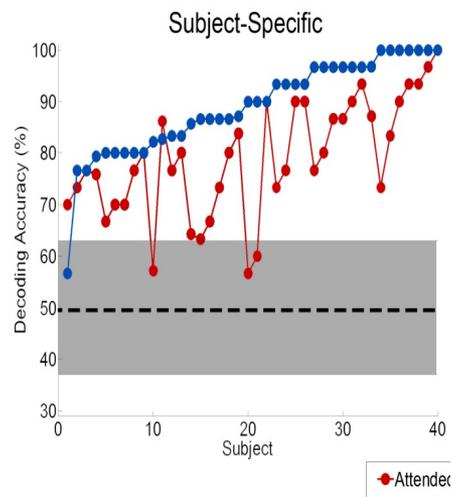


Decoding Architectures

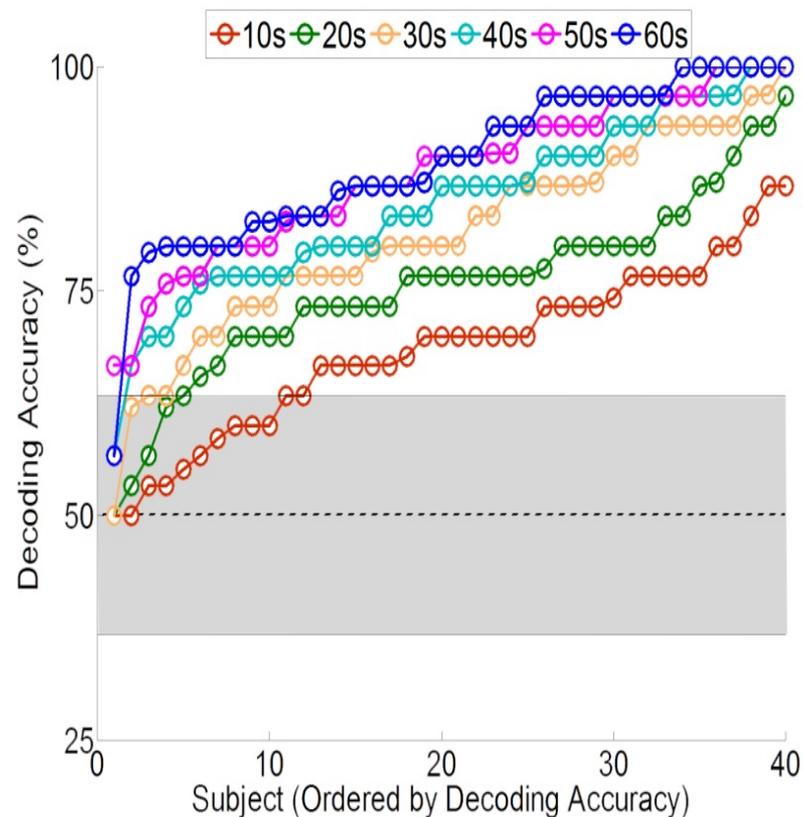


Decoding Attention – Results

- Decoding Accuracy



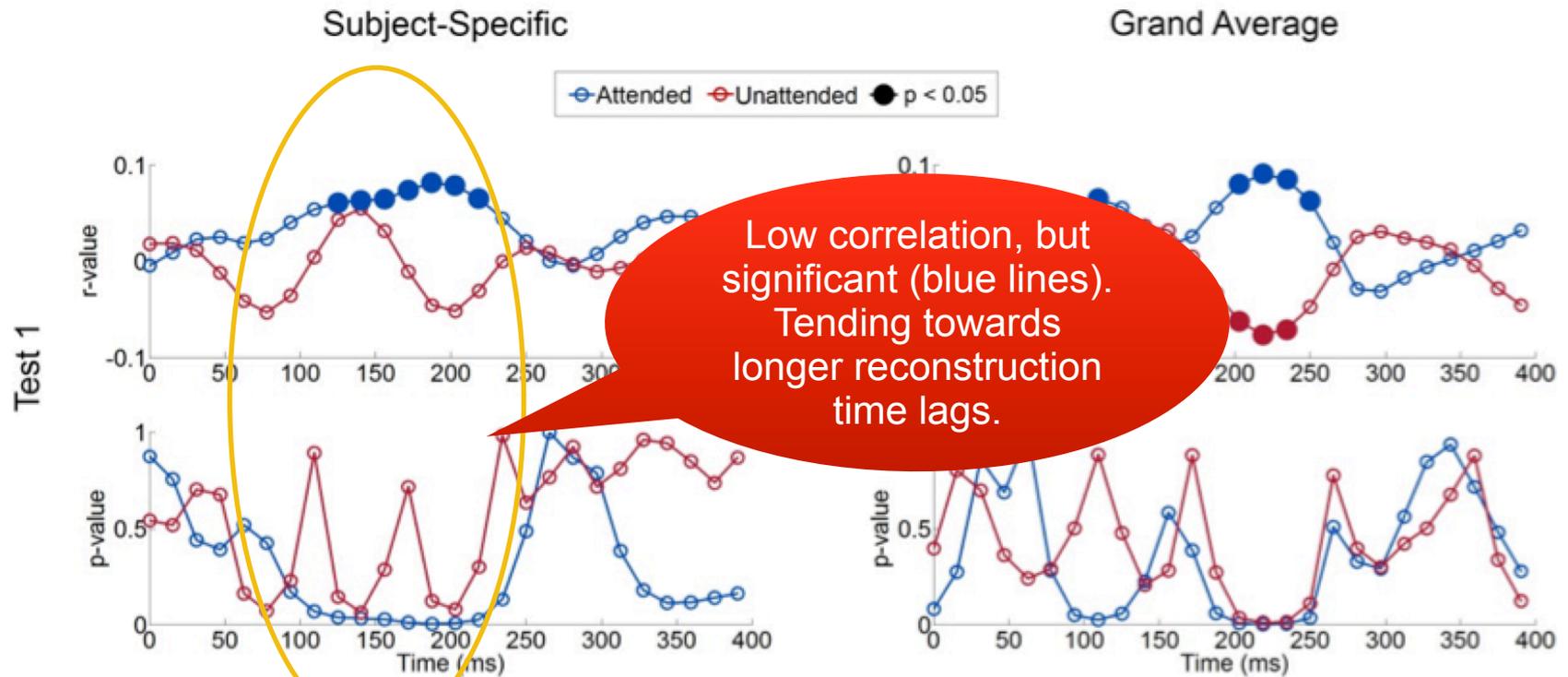
- Time Window



Attention correlates with performance

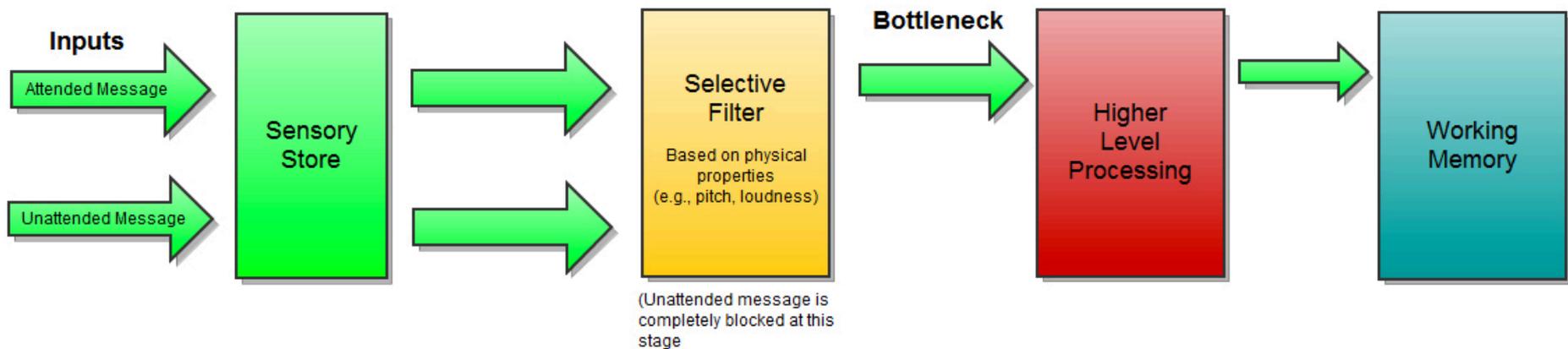
Correlate

- Attention decoding accuracy (r_{attended})
- Performance on behavior (memory) task
- $r=0.08$, $P=.005$



A Model of Attention

Broadbent's Filter Model



Attending to Conversations

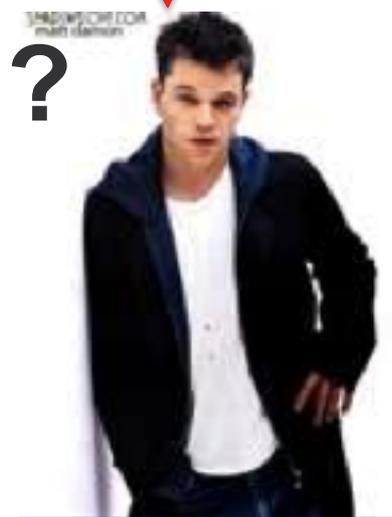
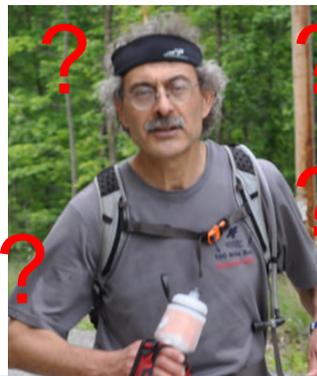
58 26 34
56 72



18 12 38
74 sex 26

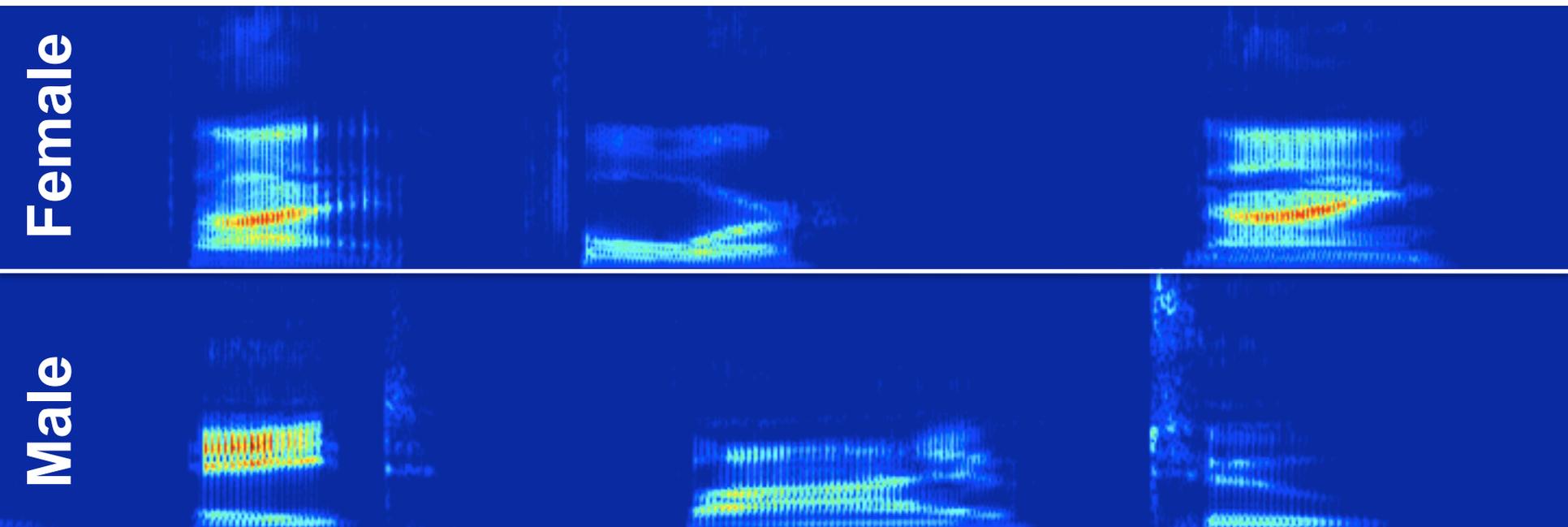


Where do I attend?



Task: Recognize the highest valued (two digit) numbers

Scene Analysis Experiments

Time 

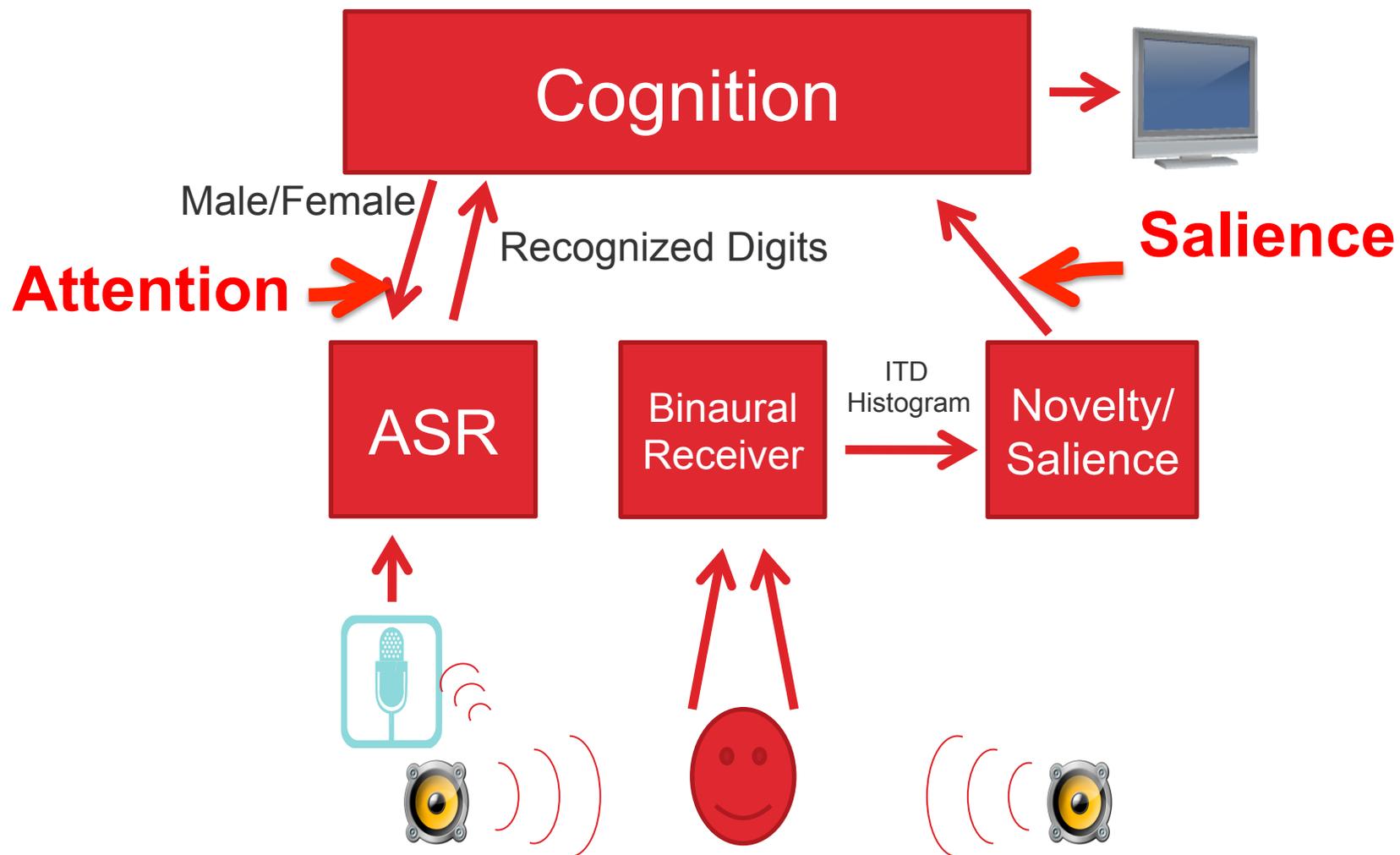
Overlapping Speakers

Two-digit Sentences (even digit at the end)

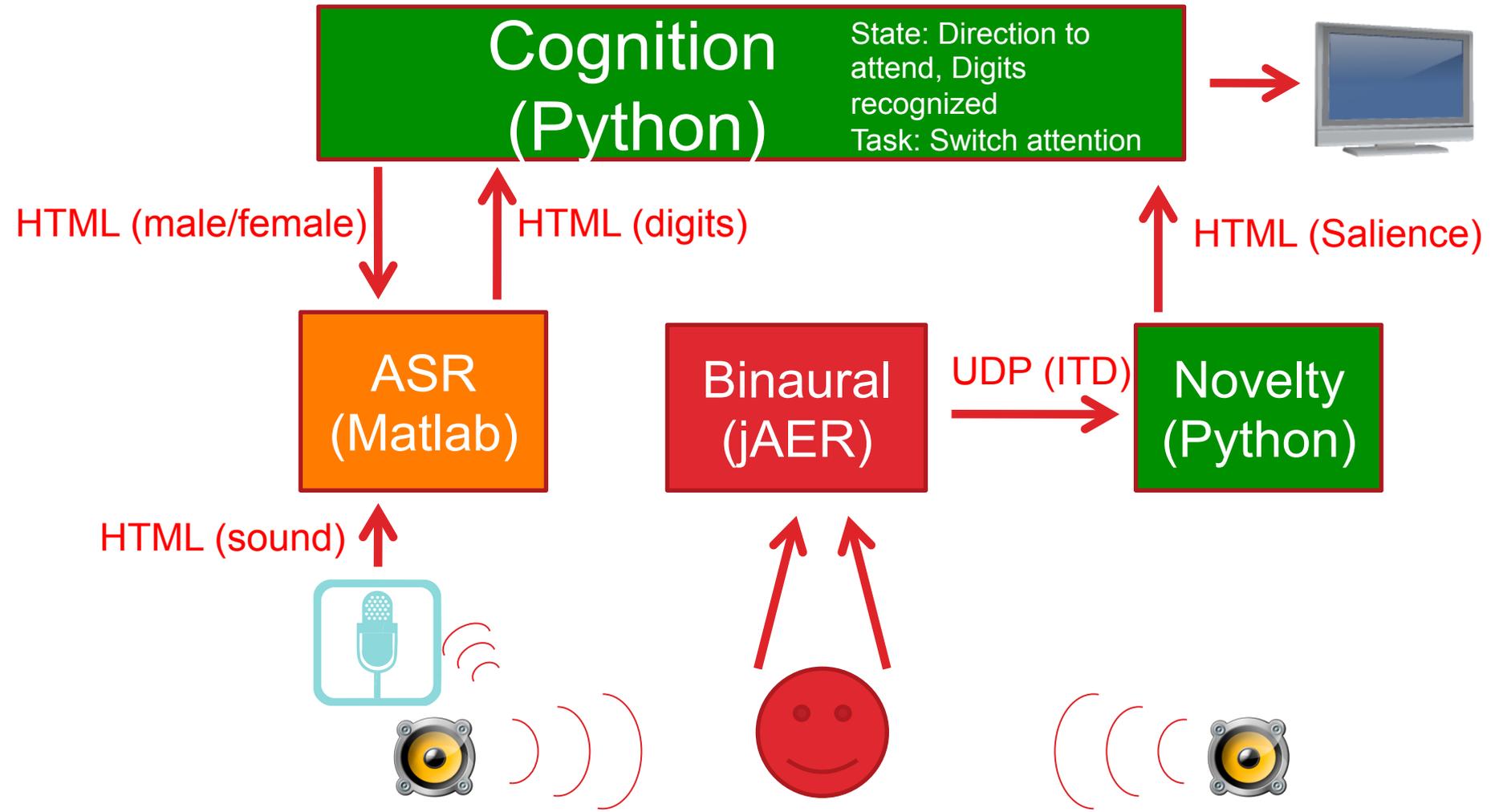
Template matching (utterance dependent)



A Cocktail Party Model



Scene Analysis Engineering

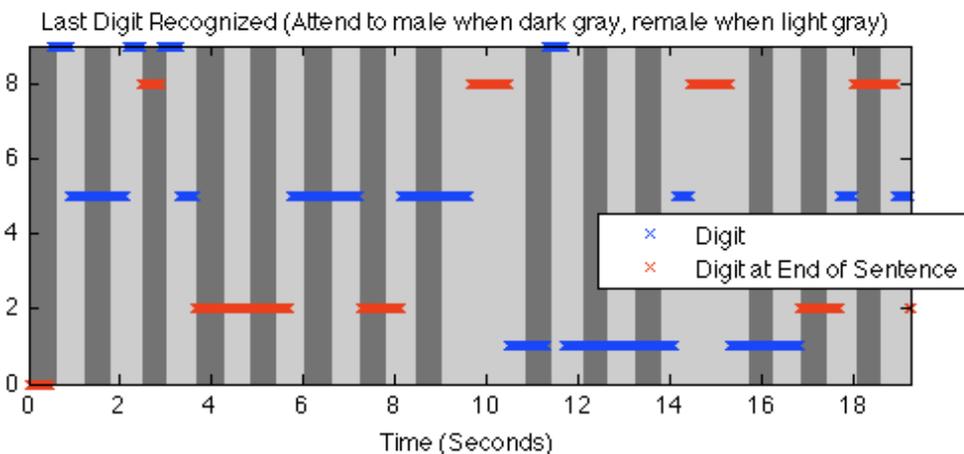
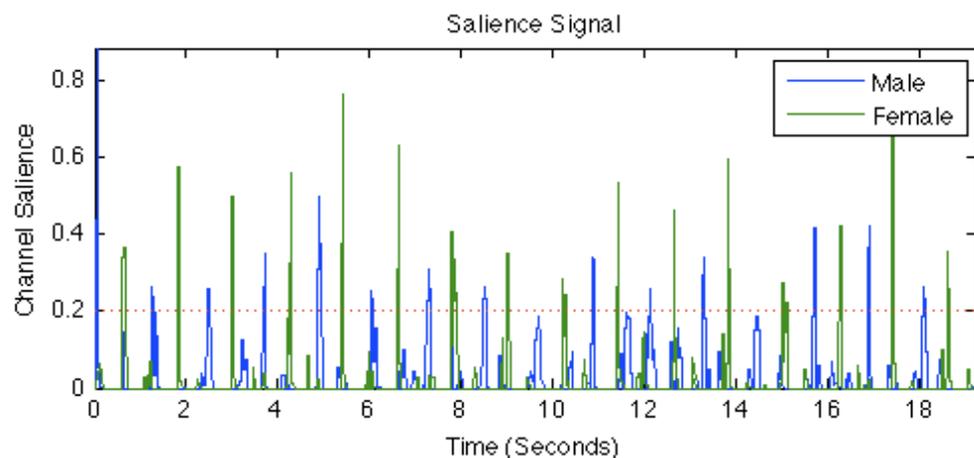
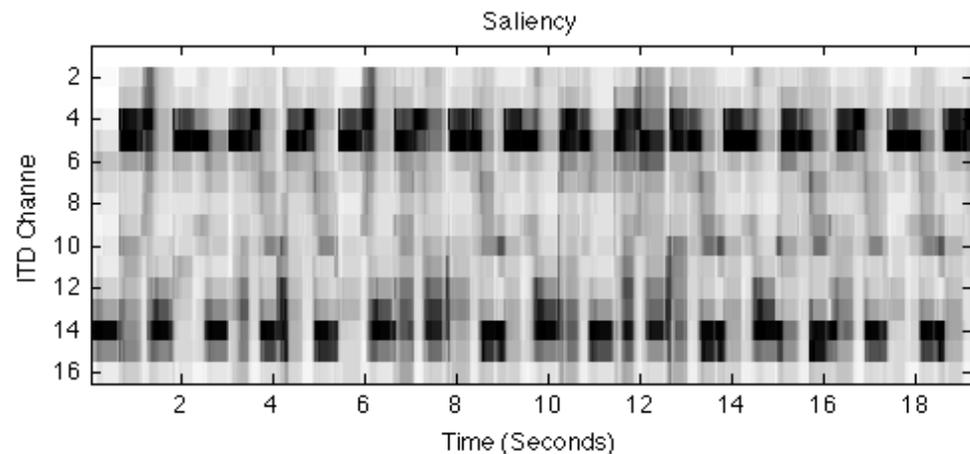


Distracted

- Switch always
- Anytime there is a salient event, switch to active channel

Male digits are: 98 52 94 34 32 56
14 38 54 94 14 38 58 36 32 38

Female digits are: 54 98 52 12 54 52
56 58 16 14 36 58 16 52 58 52



Assistive Listening

- Speech vs. music
- Different speakers
- Reduce environmental noise



Speech Recognition

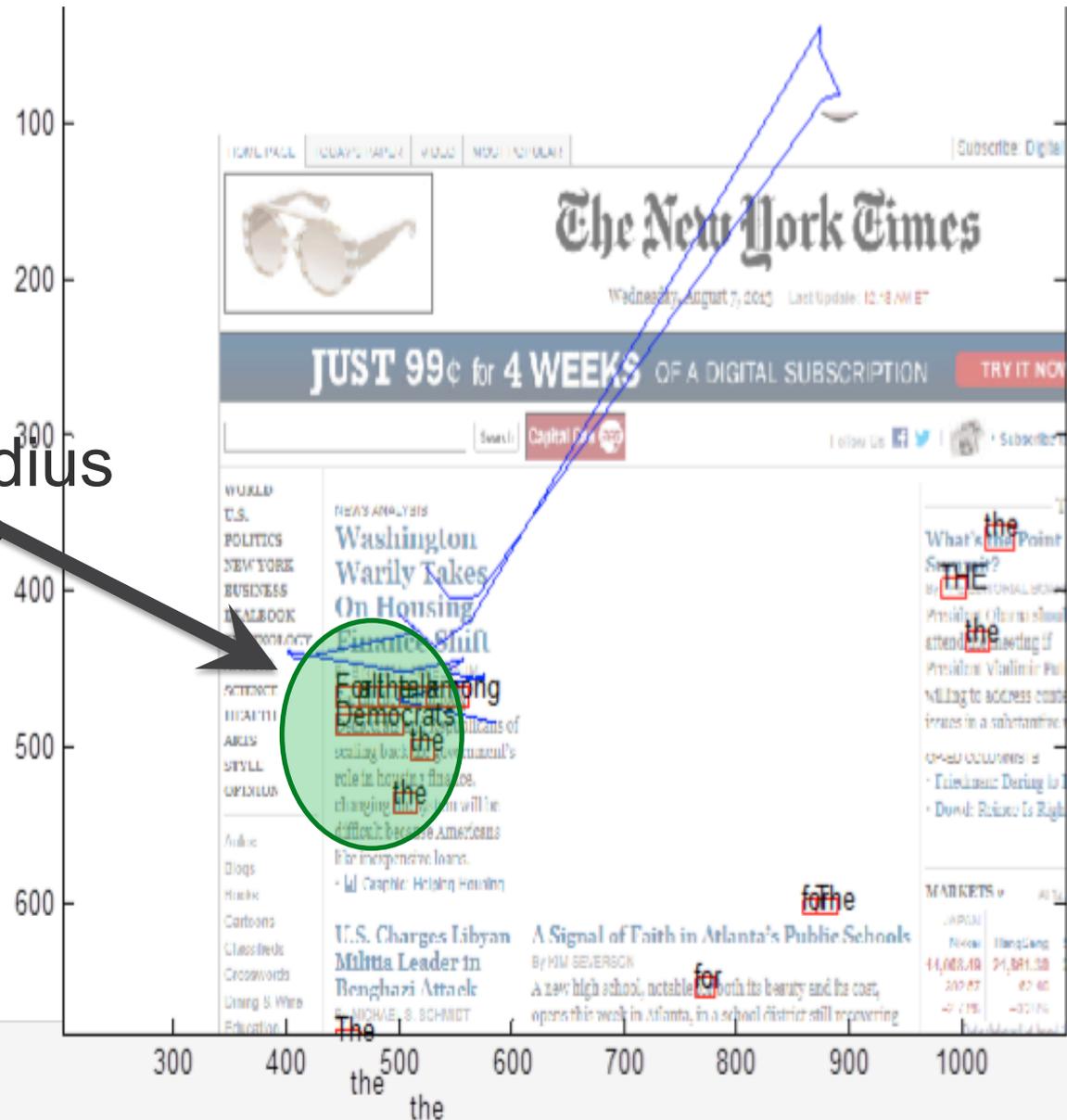
With eye gaze



Eye Data for ASR

“For all the talk among Democrats”

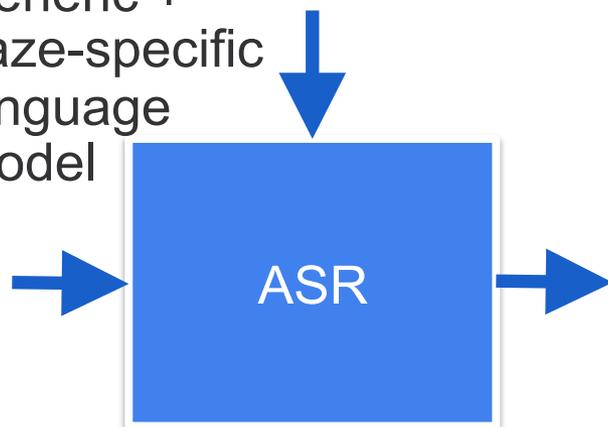
Time and radius parameters?



Modifying Language Models

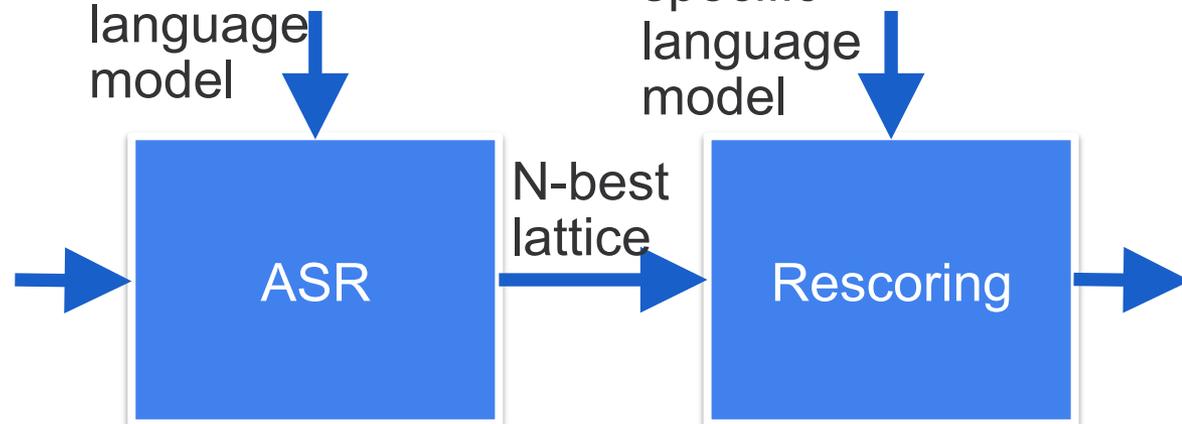
- Ideal system

Generic +
gaze-specific
language
model



- Current implementation

Generic +
page-specific
language
model



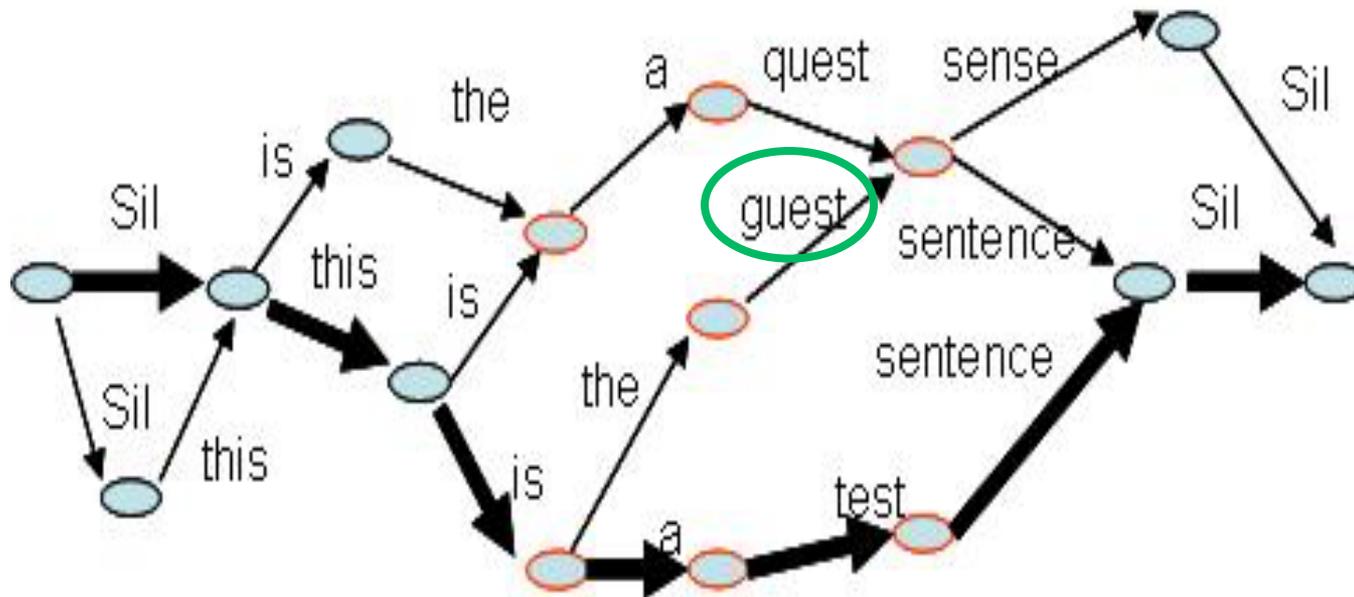
Lattice Rescoring

- **Get recognition results**

Rescore transition probabilities

First pass: This is a test sentence.

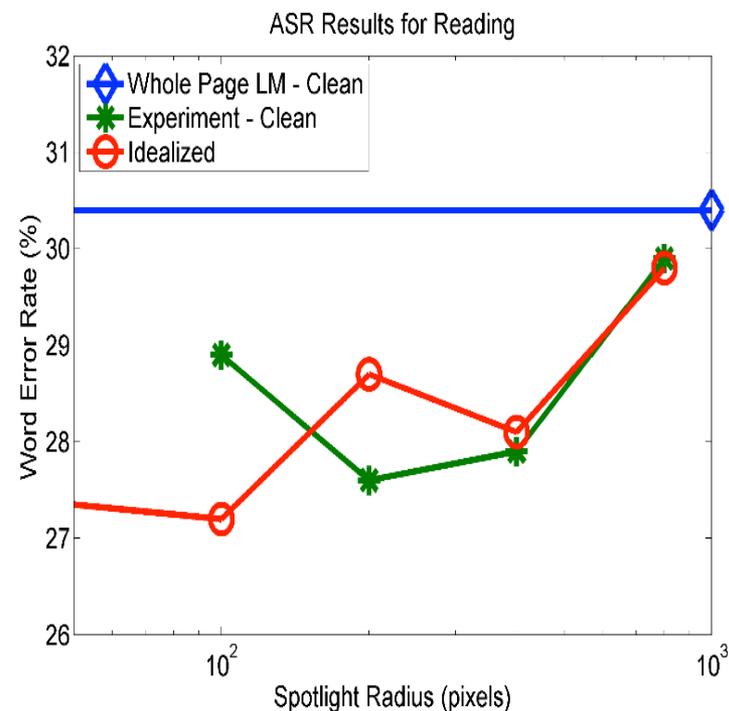
Second pass (with eye gaze): This is the guest sense.



ASR with Eye Gaze

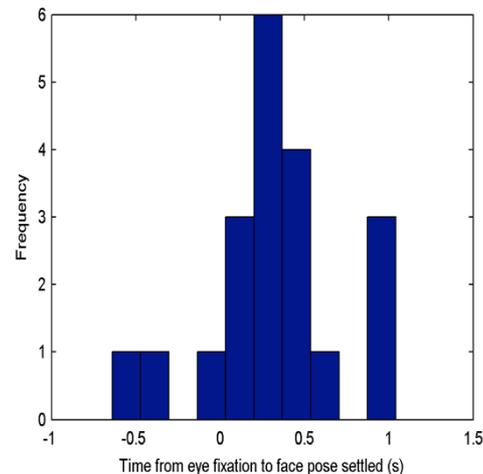
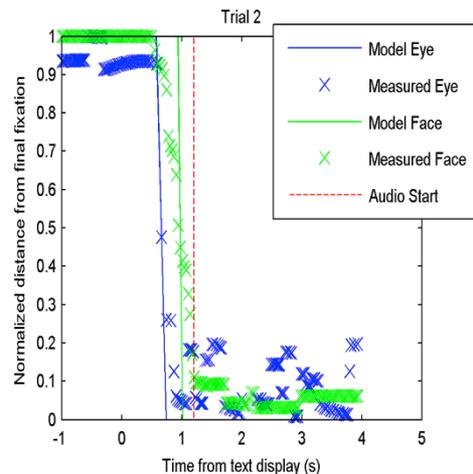
- Using eye gaze reduces LM perplexity
- Approximately a 10% relative error rate reduction

Language Model	Perplexity
Generic (GLM)	>1000
GLM + page	26
GLM + gaze	15
GLM + page + gaze	14

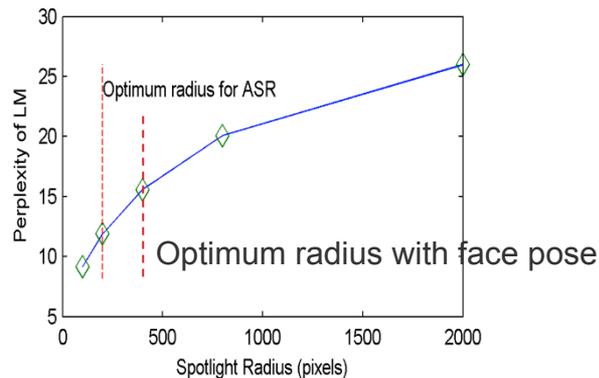


Face Pose Approximates Eye Gaze

- **Timing**



- **Radius**



Radius doubles, but perplexity only goes up by ~30%

Demo

Gaze-Enhanced Speech Recognition

Please say one of the phrases from the boxes on the right.

Context #1

Sent email	Do no evil	Microsoft Office	Speech + Eye Gaze Wreck a nice beach
------------	------------	------------------	--

Context #2

Send email	Do you know evil?	Microsoft Office	Recognize speech Speech Reco Only
------------	-------------------	------------------	---



**Please say one of the phrases
from the boxes on the right.**

Context #1

Sent email

Do no evil

Microsoft
Office

Wreck a
nice beach

Context #2

Send email

Do you
know evil?

Microsoft
Office

Recognize
speech

Conclusions

Saliency matters

What's the right model?

Where do we get data?

What kind of data?

Thank you

malcolm@ieee.org

Yin – Task Dependent STRFs

Task

Measure STRF of neurons

Change before and after

