# A hierarchical task-based control model of speech incorporating sensory feedback

#### **Ben Parrell\***

University of Wisconsin Communication Sciences & Disorders

Vikram Ramanarayanan\* Educational Testing Service University of California, San Francisco

Sri Nagarajan, John Houde University of California, San Francisco

\*equal contribution











# The sensory system in speech production

- Speech is responsive to sensory feedback
  - Delayed auditory feedback disrupts fluent speech (Lee, 1950; Yates, 1963)
  - Speakers compensate for all manner of auditory and somatosensory feedback perturbations (e.g. Houde 1998; Burnett 1998; Tremblay 2003;...)
- But speech is not dependent on sensory feedback
  - Post-lingually deafened adults can be intelligible for decades (Waldstein, 1990; Cowie and Douglas-Cowie, 1992)
  - Speech is highly intelligible during oral sensory and auditory deprivation (though articulatory precision is affected) (Scott and Ringel, 1971; Ringel and Steer, 1963)







Scott, S. H. (2004): Nature Reviews Neuroscience, 5(7), 534-546.







speech





































# FACTS has a somatosensory feedback loop



# FACTS has an auditory feedback loop



# FACTS has a predictive control loop



### Modeling control of speech



### Moving to a task-level controller



### Moving to a task-level controller





Saltzman & Munhall. (1989): Ecological Psychology, 1(4), 333-382.











# FACTS produces stable speech in the presence of sensory noise



# FACTS simulates task-specific responses to mechanical perturbations



# FACTS simulates partial compensation for auditory perturbations













# Some evidence for acuity-response relationship



time  $\rightarrow$ 

# Some evidence for acuity-response relationship

Speakers' response to auditory perturbations is *negatively* correlated with their response to somatosensory perturbations





time  $\rightarrow$ 

### FACTS model

- Is responsive to, but not reliant on, sensory feedback
- Produces stable speech in the presence of noise
- Reproduces full taskspecific compensation for mechanical perturbations
- Reproduces partial compensation for auditory perturbations
- Models trade-off between auditory and somatosensory perturbation responses



#### What's next?

- Model neural system
- How is the prediction process learned and updated?
- Is multisensory feedback combined to estimate a single state or are auditory and somatosensory signals treated separately?

### **Computational implementation**

