

Medical Physics I. (1st semester)

Physics of hearing

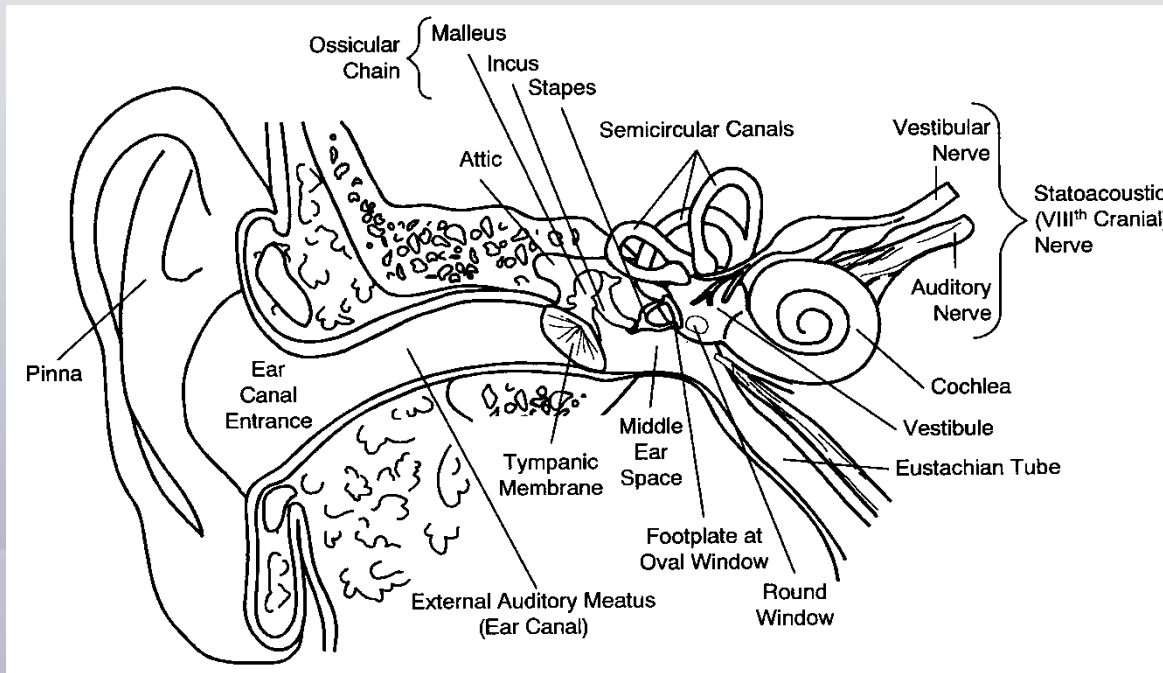
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Professor & chairman

Department of Medical Physics & Informatics

Szeged, October 8, 2015

The hearing system –physics of hearing



Basic schematic diagram of the entire auditory system

Incident

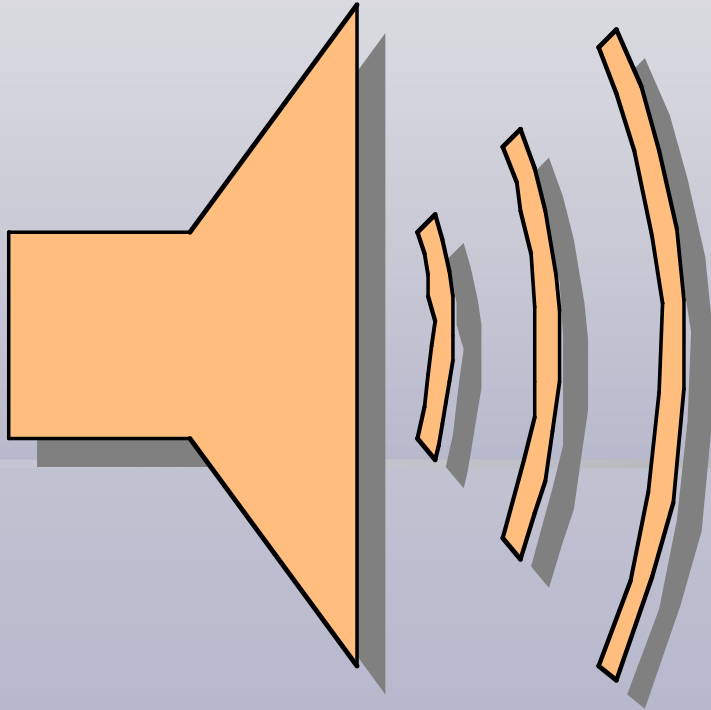
Reflected

Absorbed

Transmitted



Sound System



Source

- Any vibrating object

Medium

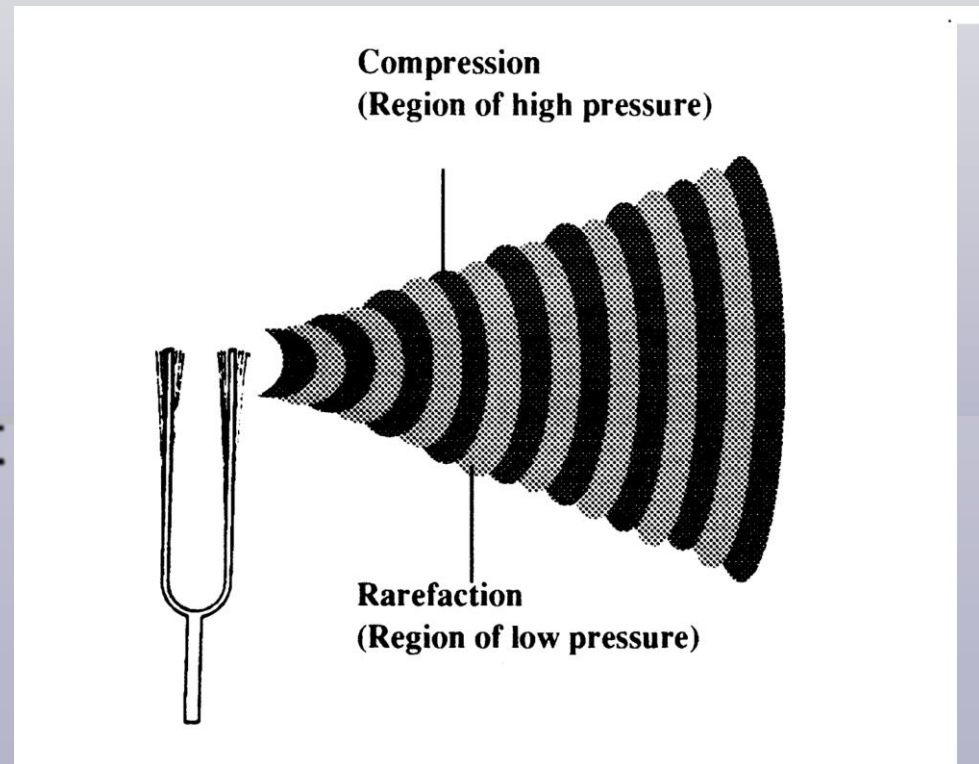
- Any gas, liquid or solid

Receiver

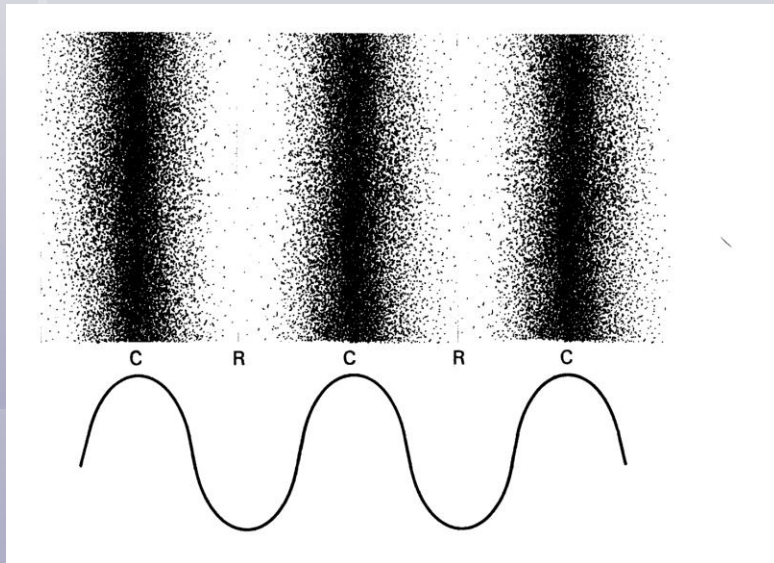
- anything designed to detect the vibrations within the medium originating from the source

A Common Sound System

Illustration of the distribution of molecules surrounding a source in an instant in time



Condensation and Rarefaction



Bands of condensation and rarefaction emanating from a sound source

Important Physical Characteristics of Sound

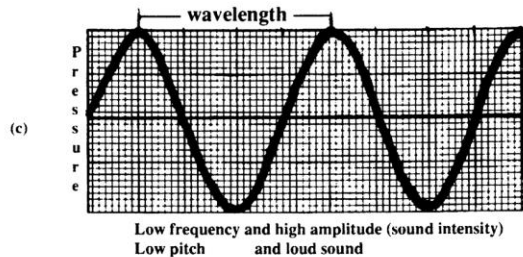
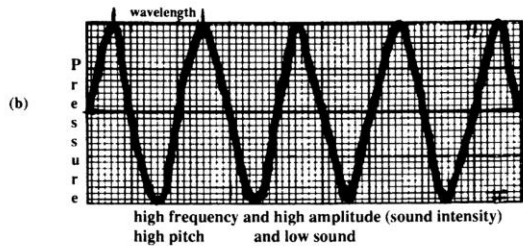
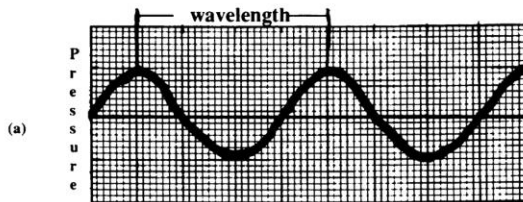
Frequency

- Rate of pressure change as a function of time
- Measured as cycles/sec or Hertz
- The primary determiner of pitch

Intensity

- Magnitude of the pressure change
- Measured as the decibel (dB)
- The primary determiner of loudness

Frequency and Intensity



Example values for pitch in Hertz (Hz) and sound intensity level in decibels (dB)

frequency	sound intensity
440 Hz	50 dB
880 Hz	100 dB
440 Hz	100dB

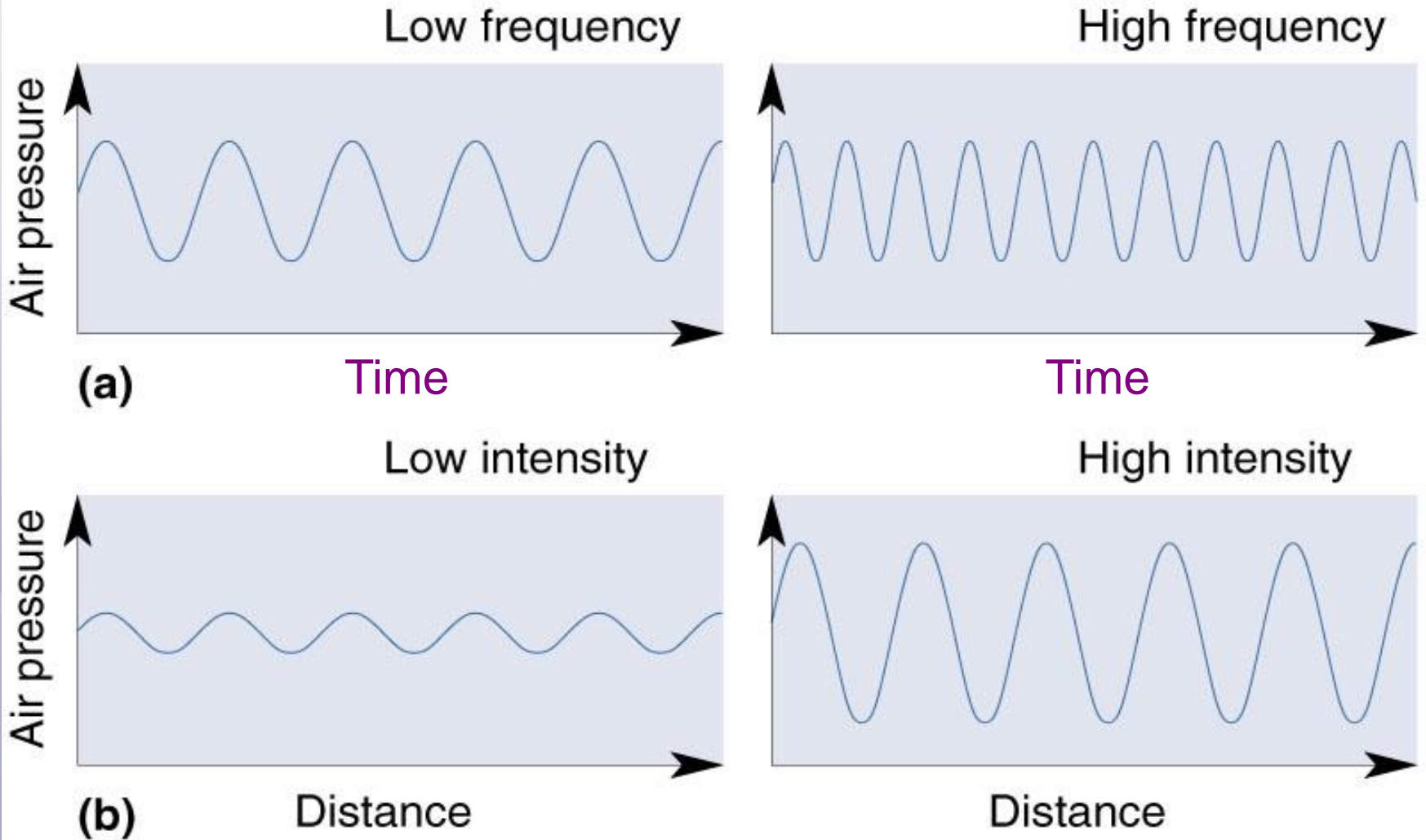
Sounds a and c share the same frequency and sounds b and c share the same intensity

How to quantify loudness: What is a decibel?

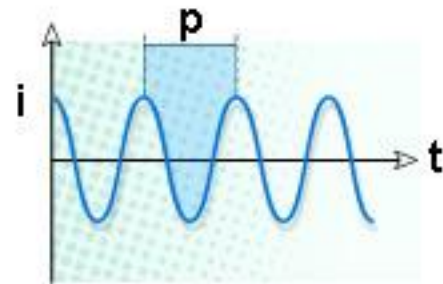
- **20 log (p2/p1) dB Sound Pressure Level (SPL)**
 - (p2: sound of interest, p1: threshold of human hearing at 1kHz)
 - hearing protection: longer exposure of levels above 85 dB
-
- $80 \text{ dB} = 20 \log (p_2/p_1)$ $p_2 = 10^4 / p_1$
 - $P_1 =$ hearing threshold (10^{-5} Pa)

Figure 11.2

The frequency and intensity of sound waves. (a) We perceive high-frequency waves as having a high pitch. (b) We perceive high-intensity waves as loud.

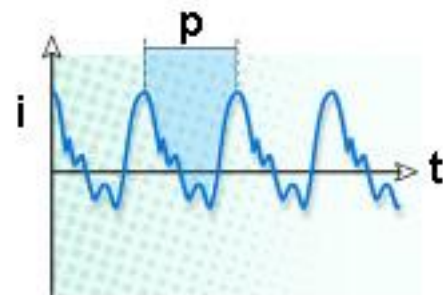


Pure Tones, Musical Sounds, and Noise



Pure tone

Pure tones: regular wave of a single frequency. i = intensity, p = period, t = time



Music tone

Musical sound: the wave is made up of a fundamental frequency (pitch) and harmonic characteristics of the timbre. Upgrading a sound by one octave means increasing the fundamental frequency twofold.

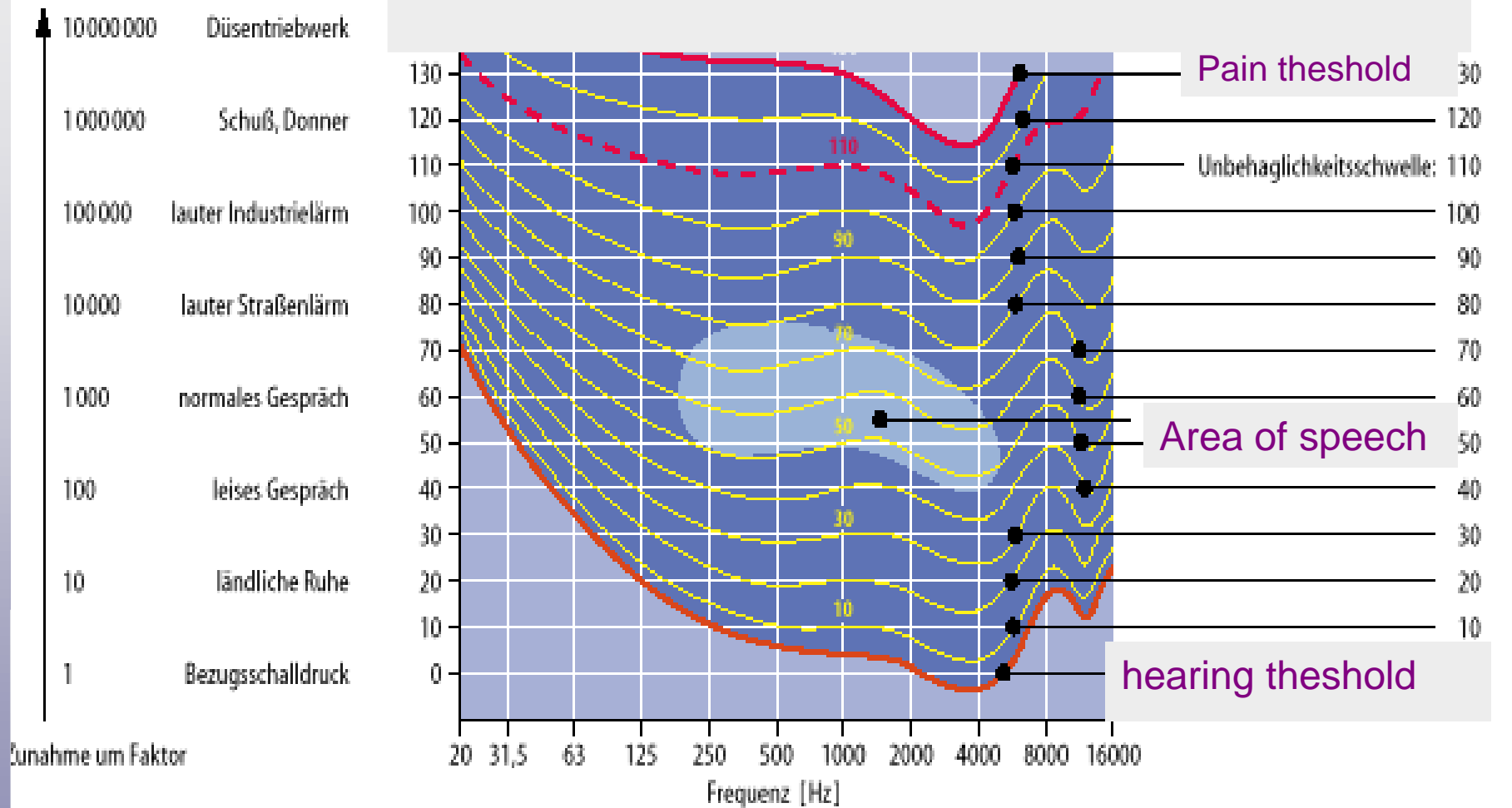


Noise

Noise: no characteristic frequency.

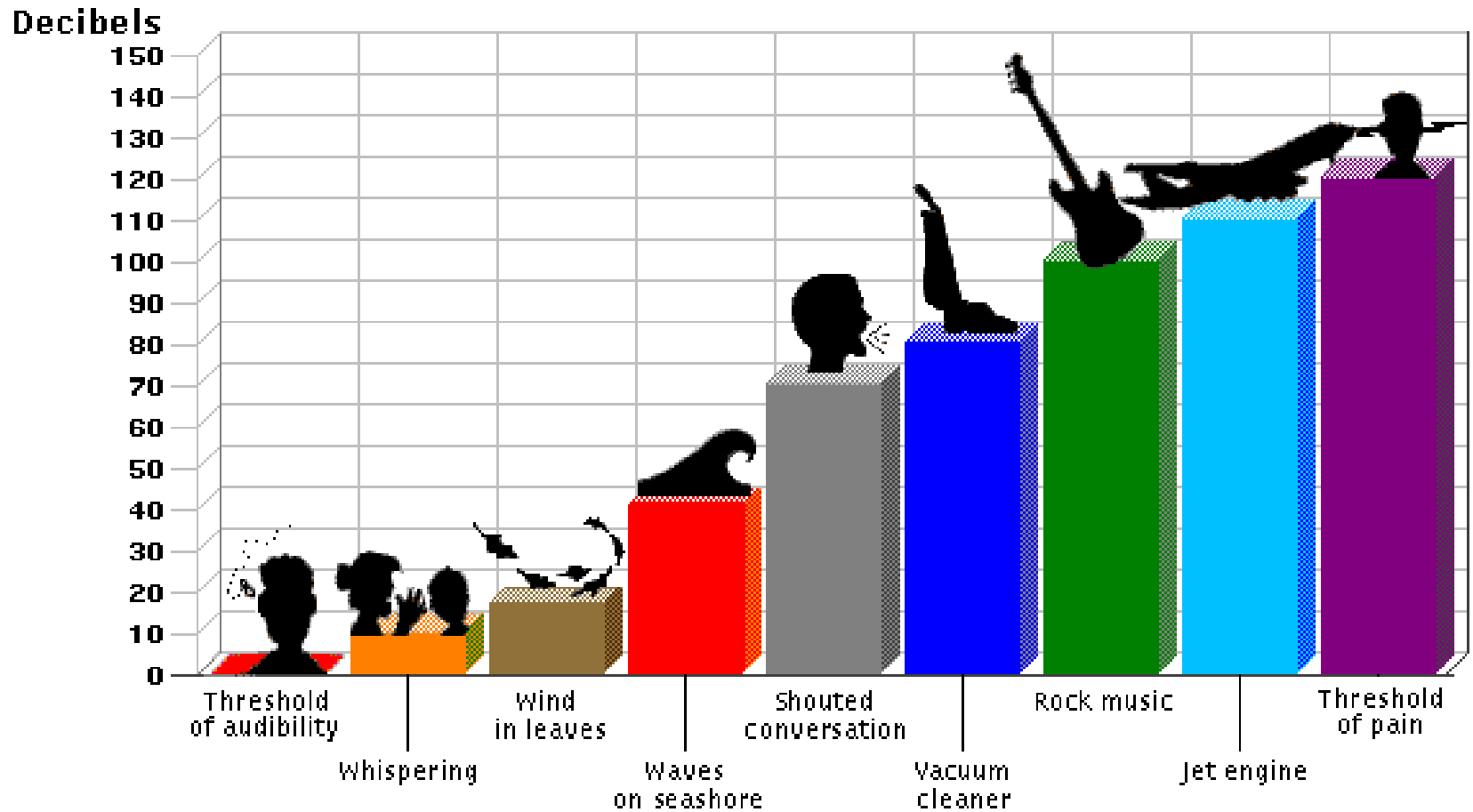
Psychophysical Measurement

dB



Equal loudness curves, unit (phons)

Sound Intensity



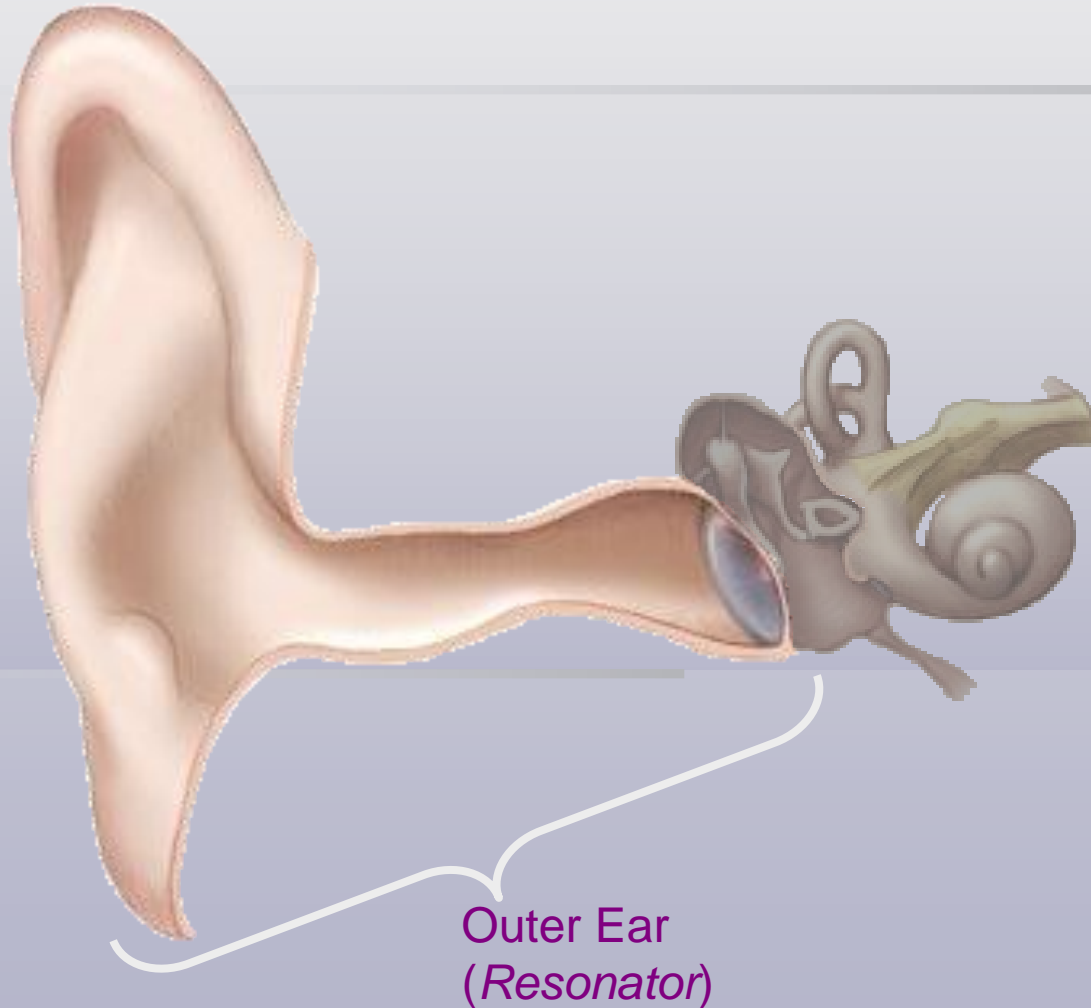
Divisions of the Ear

- **Outer ear – pinna and auditory canal down to the tympanic membrane – directs sound waves to the hearing apparatus – highly developed in different species or not developed or modified in others**
- **Middle ear – 3 ossicles in an air-filled cavity connected to the oropharynx by the auditory tube – impedance matching between air and cochlear fluids – amplifies pressure by a factor of 20**
- **Inner ear – 3 fluid-filled coiled tubes in the petrous portion of the temporal bone (cochlea [Latin for snail])**

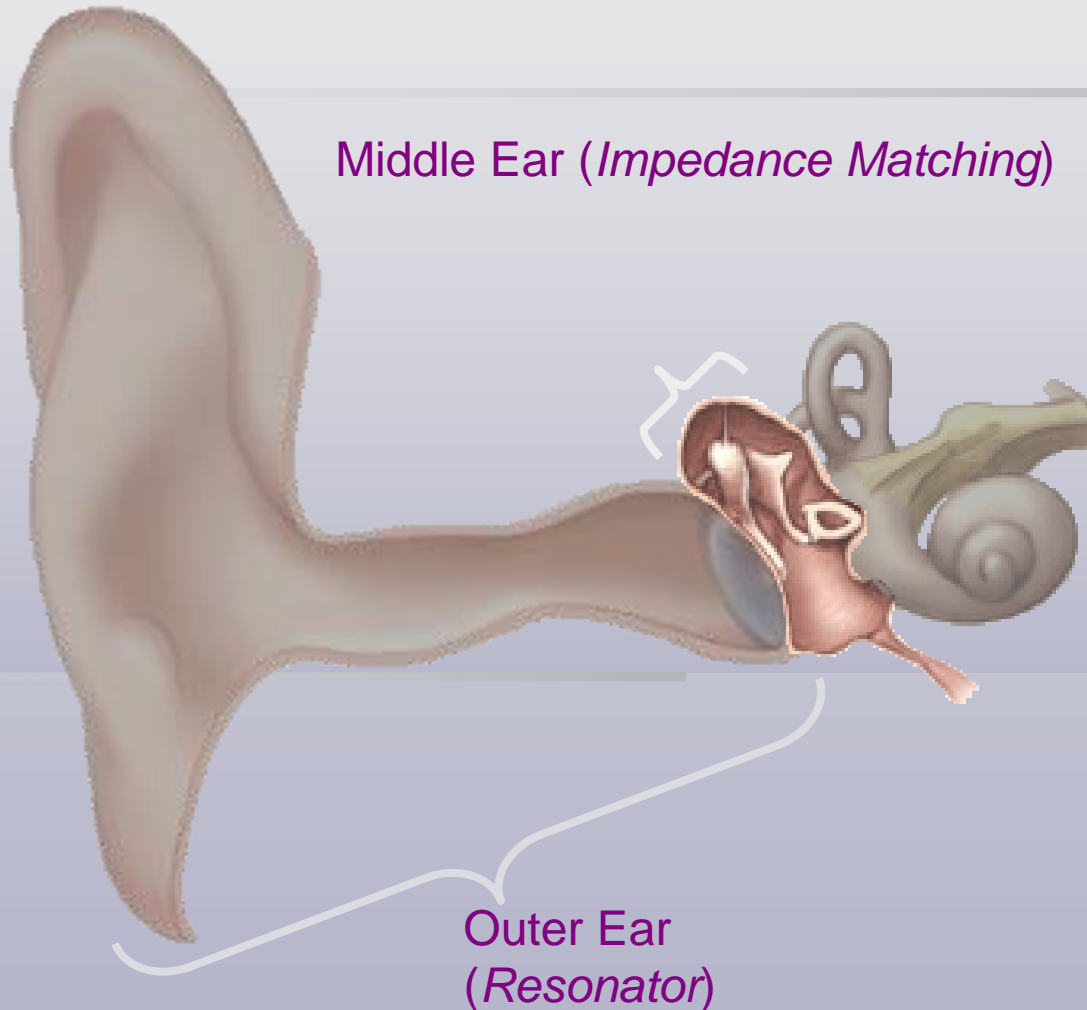
Path of Sound

- External canal
- Vibrates eardrum
- Vibration moves through ossicles
 - Malleus, incus, stapes
- Stapes vibrates oval window of cochlea
- Creates pressure wave in the fluid inside

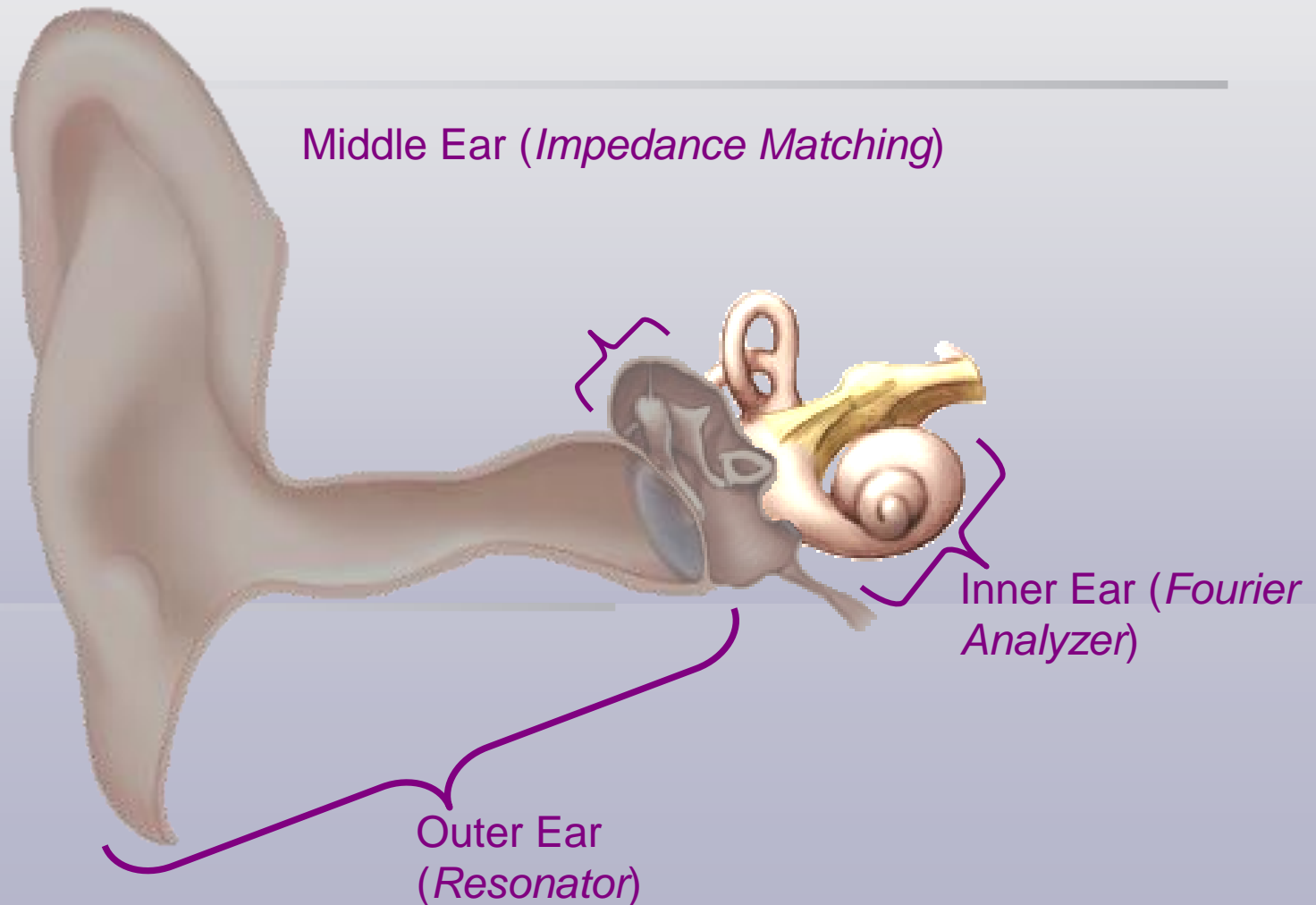
Ear anatomy and basic physics 1.



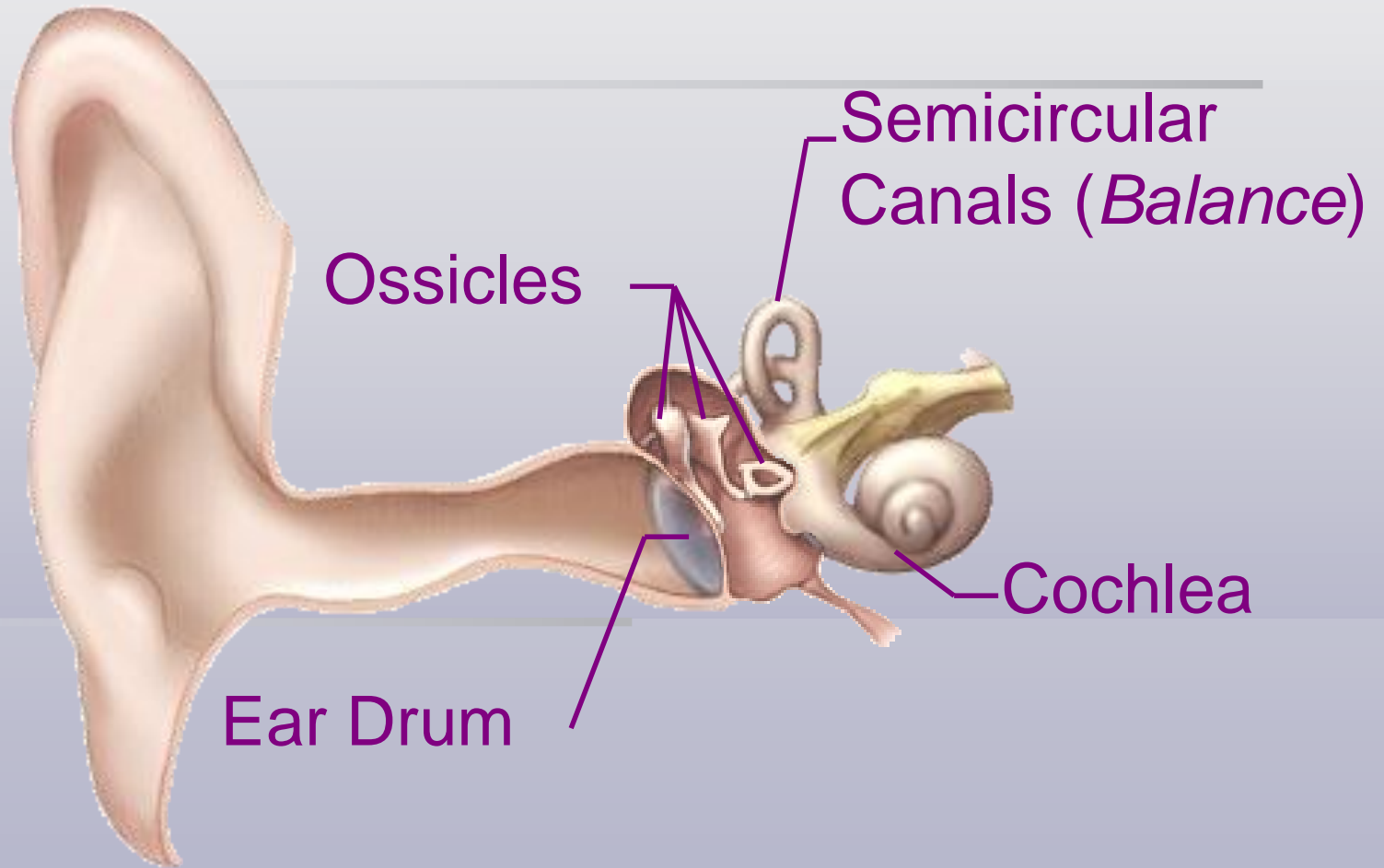
Ear anatomy and basic physics 2.



Ear anatomy and basic physics 3.



Ear anatomy substructures



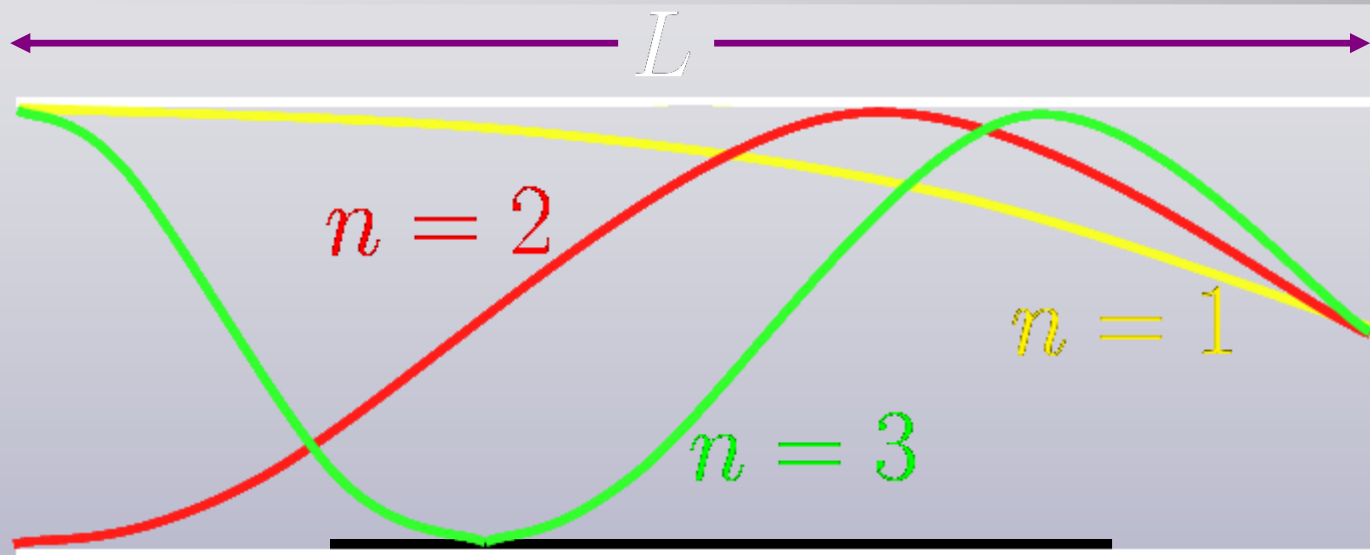
The outer ear



The human ear is most responsive at about 3,000 Hz

Most speech occurs at about 3,000 Hz

Partially closed pipe resonator model



frequency \rightarrow

$$F_n = \frac{nc}{4L}$$

mode \rightarrow

speed of sound \rightarrow

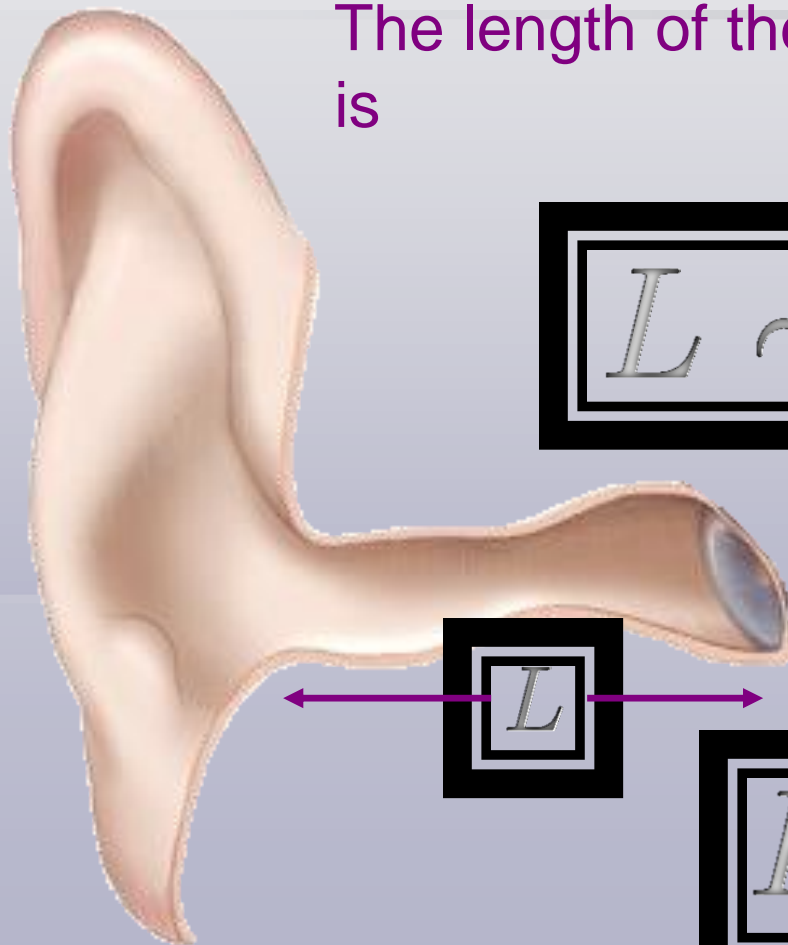
Outer ear resonator

The length of the human auditory canal is

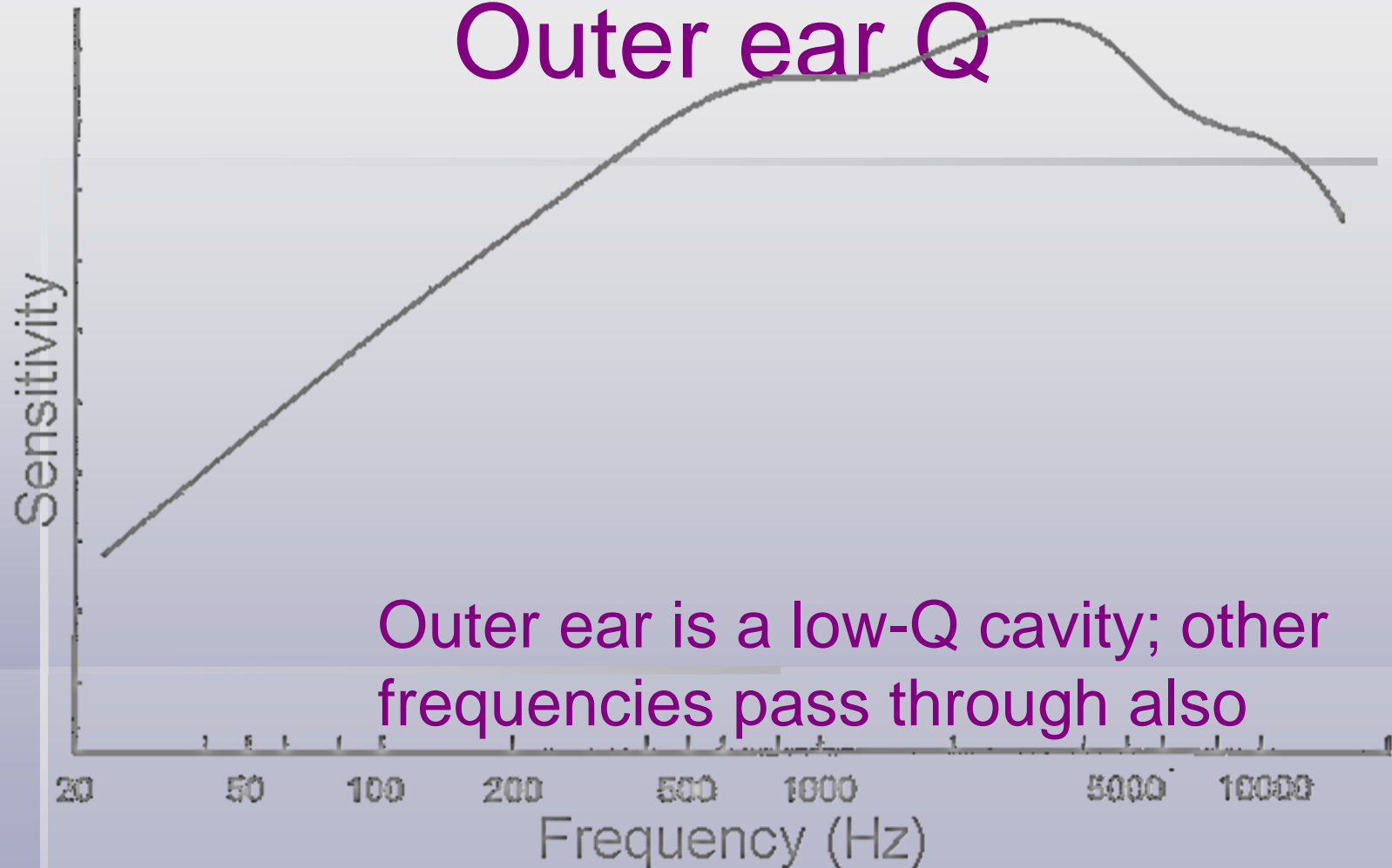
$$L \sim 28\text{mm}$$

This gives a fundamental mode of

$$F_1 \sim 3000\text{Hz}$$

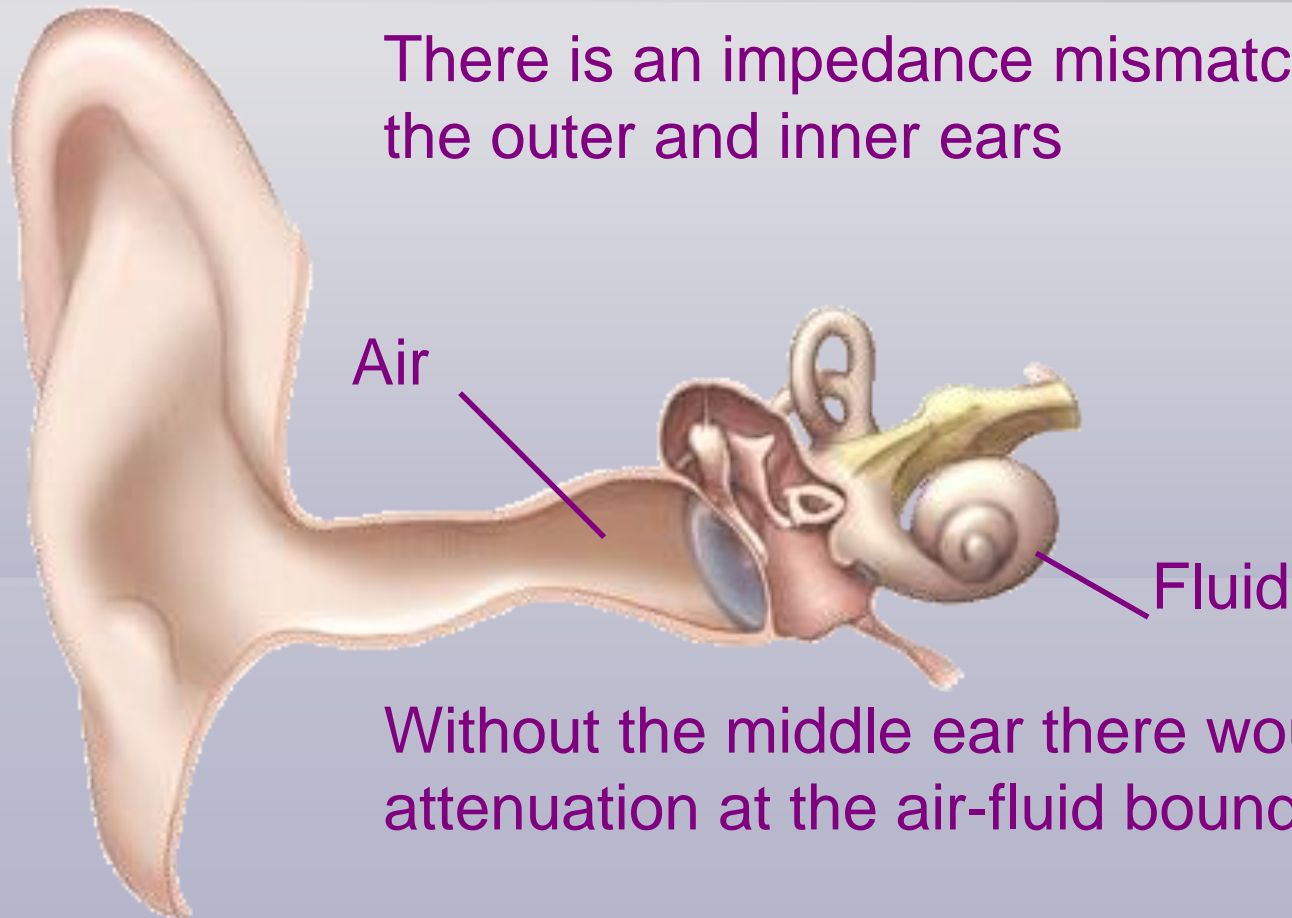


Outer ear Q



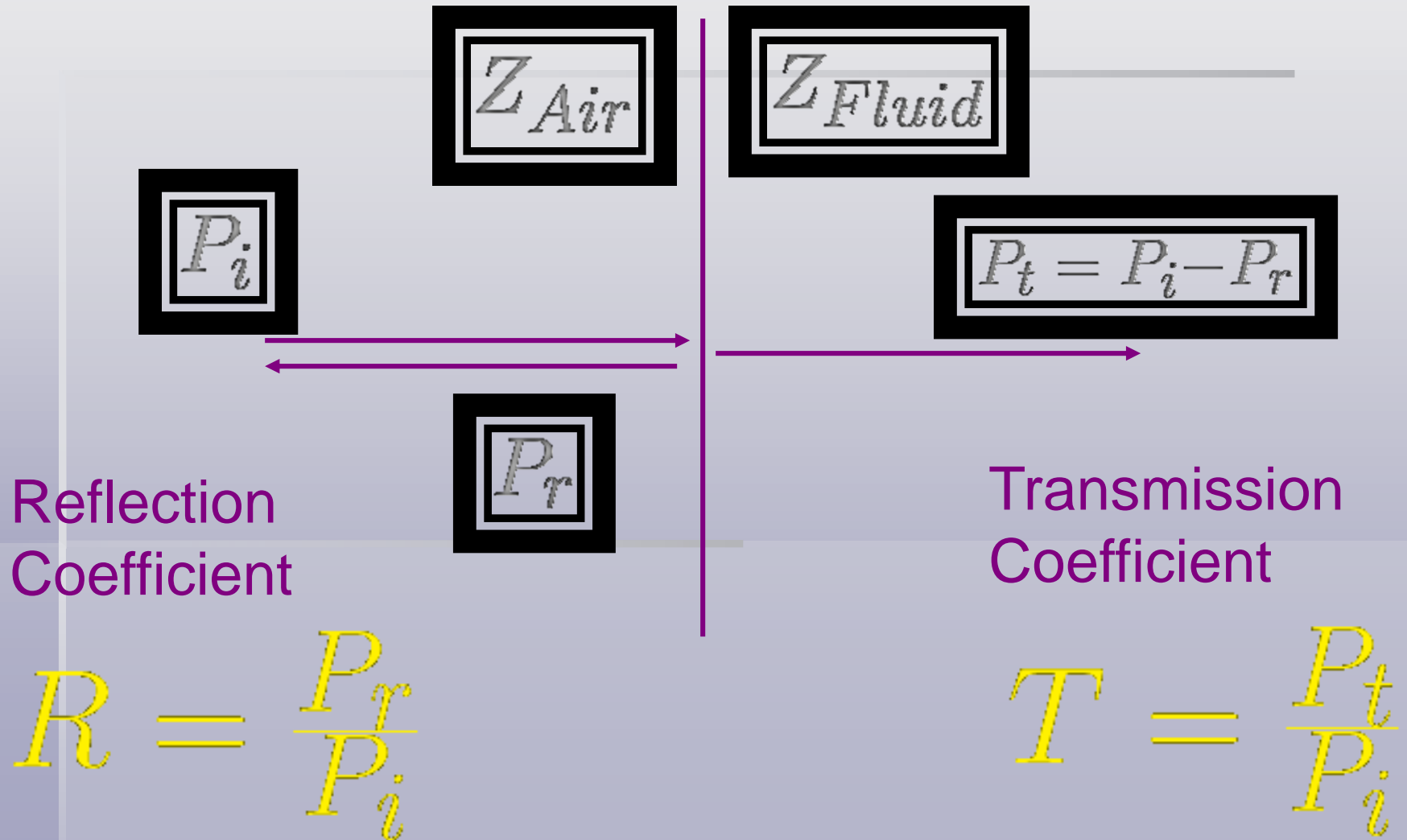
The middle ear

There is an impedance mismatch between the outer and inner ears



Without the middle ear there would be large attenuation at the air-fluid boundary

Transmission and reflection



Power transmission

Doing some math gives the power transmission coefficient

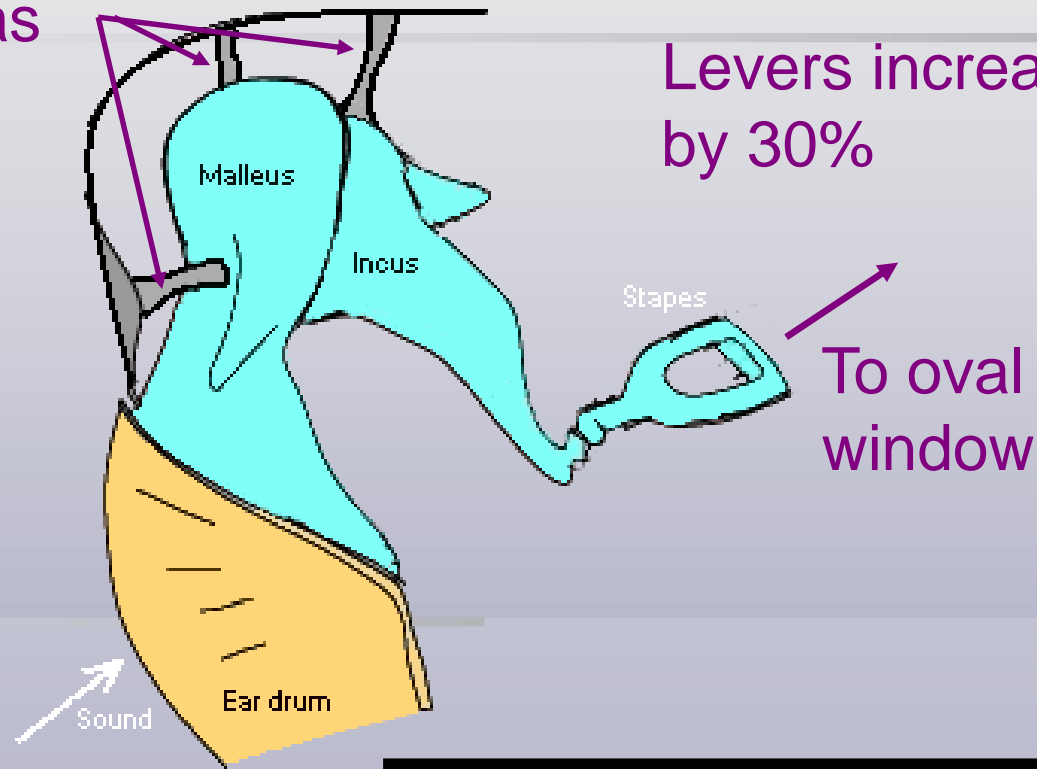
$$\tau = \frac{4Z_{Air}Z_{Fluid}}{(Z_{Fluid} + Z_{Air})^2}$$

Plugging in numbers gives the attenuation

$$\tau = 1 \times 10^{-3} \rightarrow -30dB$$

Ossicles as levers

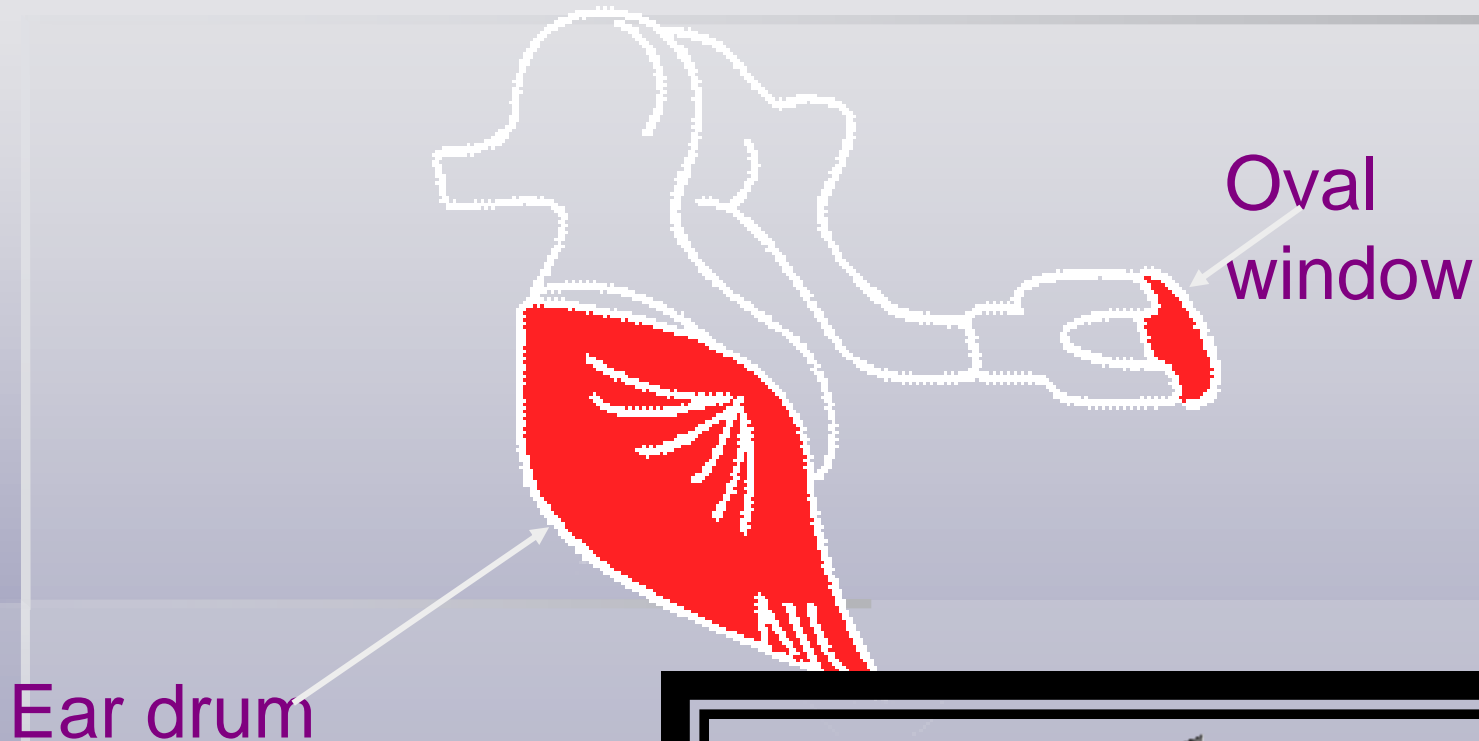
Ligaments act as fulcrums



Levers increase force by 30%

$$F_{Oval} = 1.3 \times F_{Drum}$$

Stapes footprint



$$A_{Oval} = \frac{1}{19} A_{Drum}$$

Impedance match

$$P_{Oval} = \frac{F_{Oval}}{A_{Oval}} = 1.3 \times 19 \frac{F_{Drum}}{A_{Drum}} = 25 P_{Drum}$$

Since

$$I \propto P^2$$

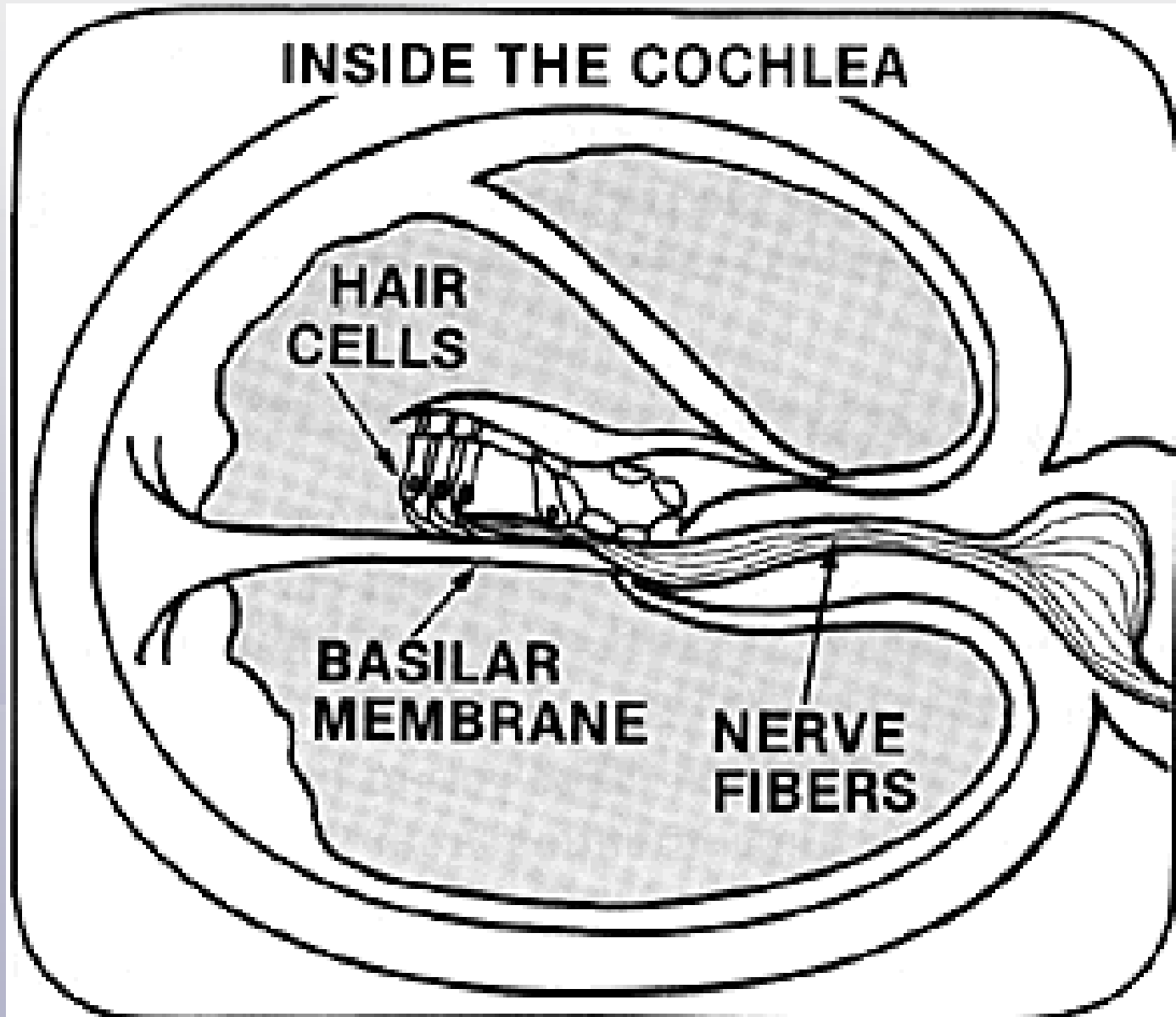
Sound intensity

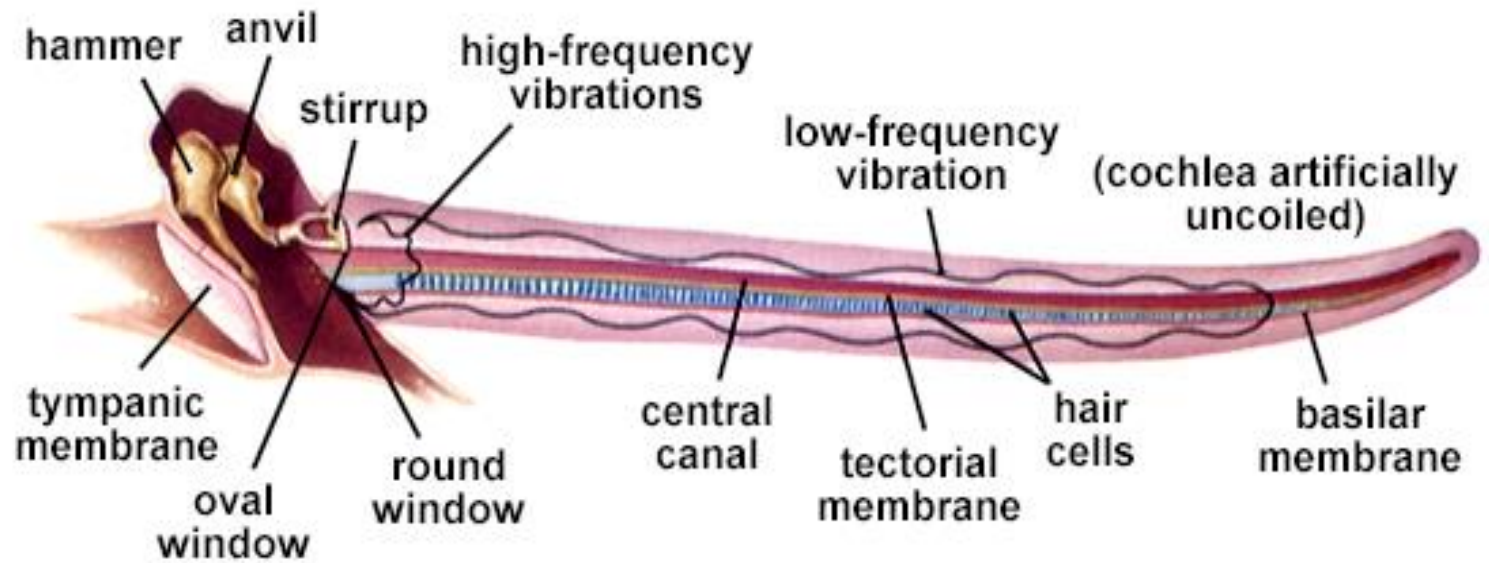
the sound intensity increases 625 times, or 28 dB

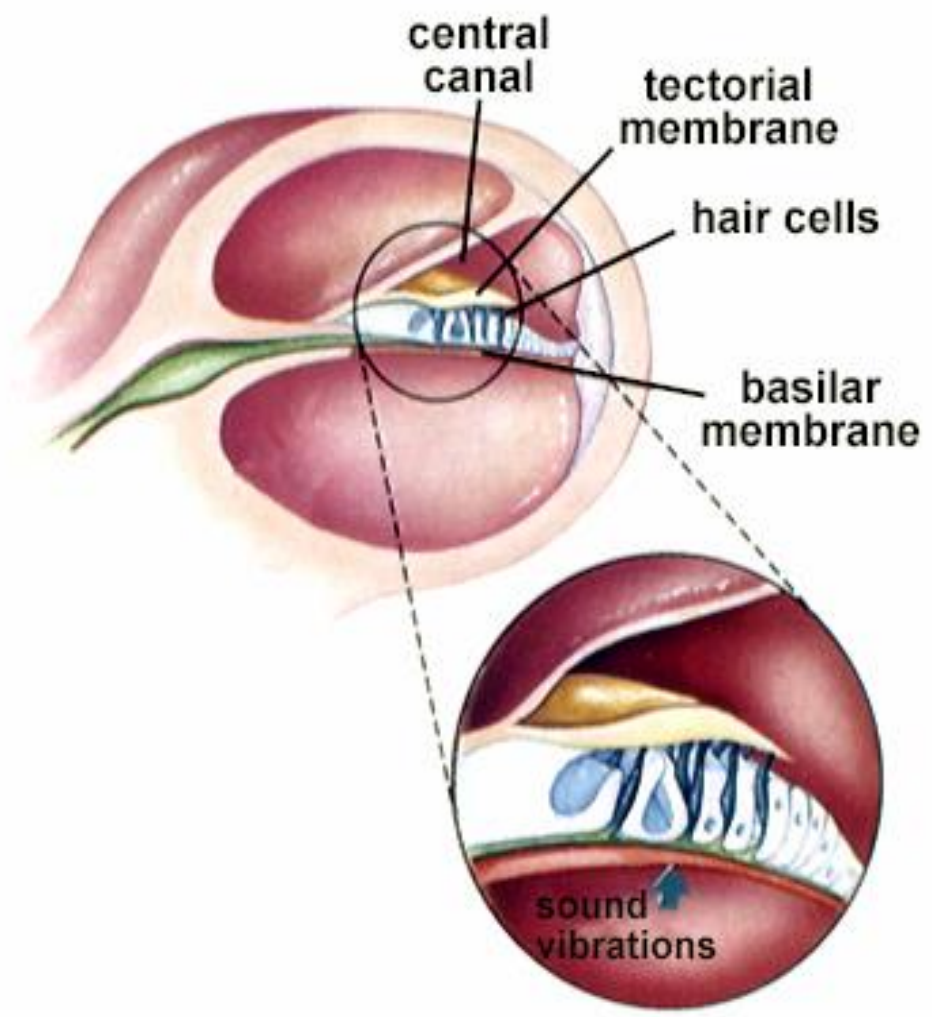
Pressure Transduction Through the Cochlear Fluids

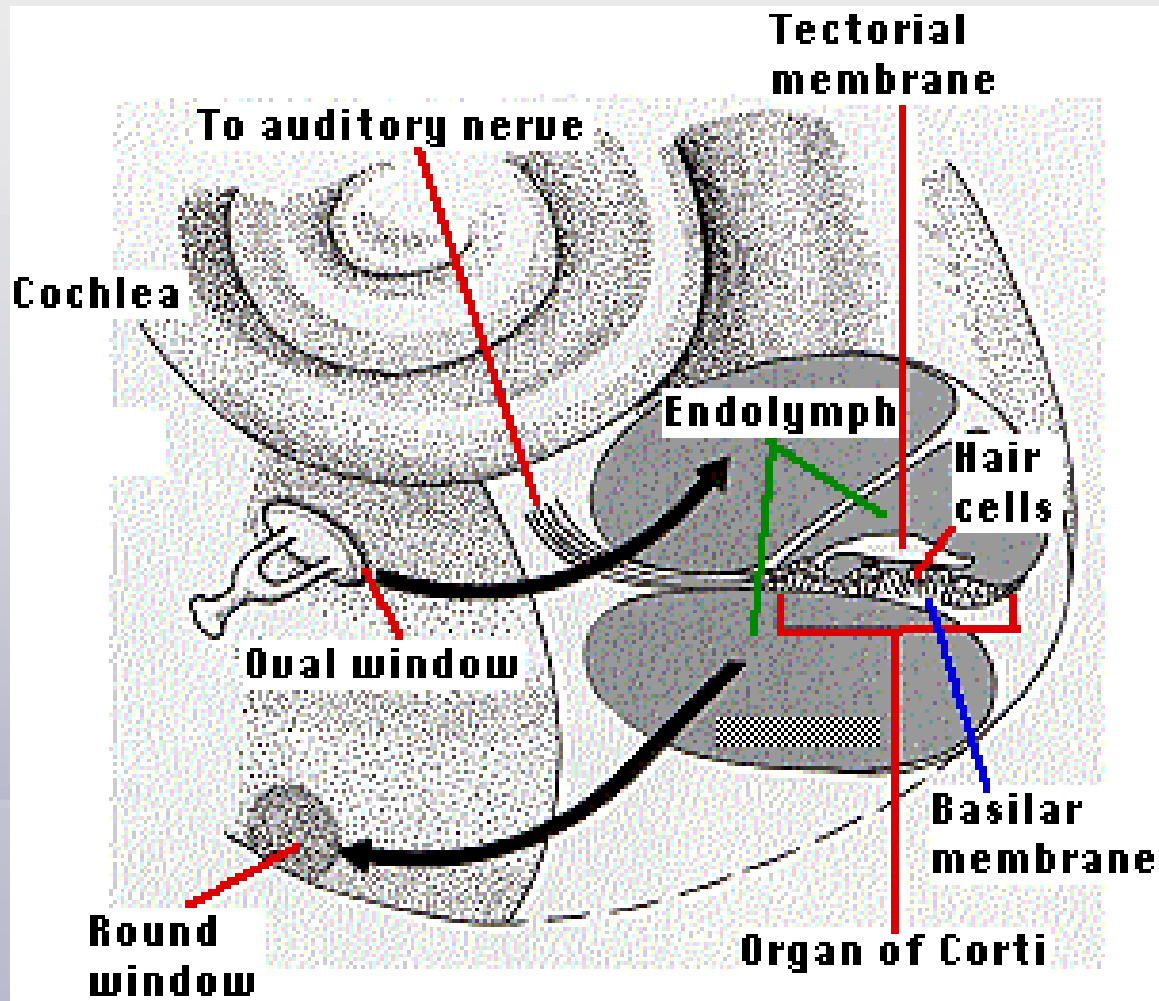
- Vibrations are transmitted from the tympanic membrane to the cochlea by the ossicles
- The foot plate of the stapes deflects the membrane of the oval window (at the vestibule), causing fluid movement in the scala vestibuli
- Pressure changes are transmitted up the scala vestibuli to the apex and then back down the scala tympani to the round window
- The round window membrane deflects 180° out of phase with the oval window

INSIDE THE COCHLEA



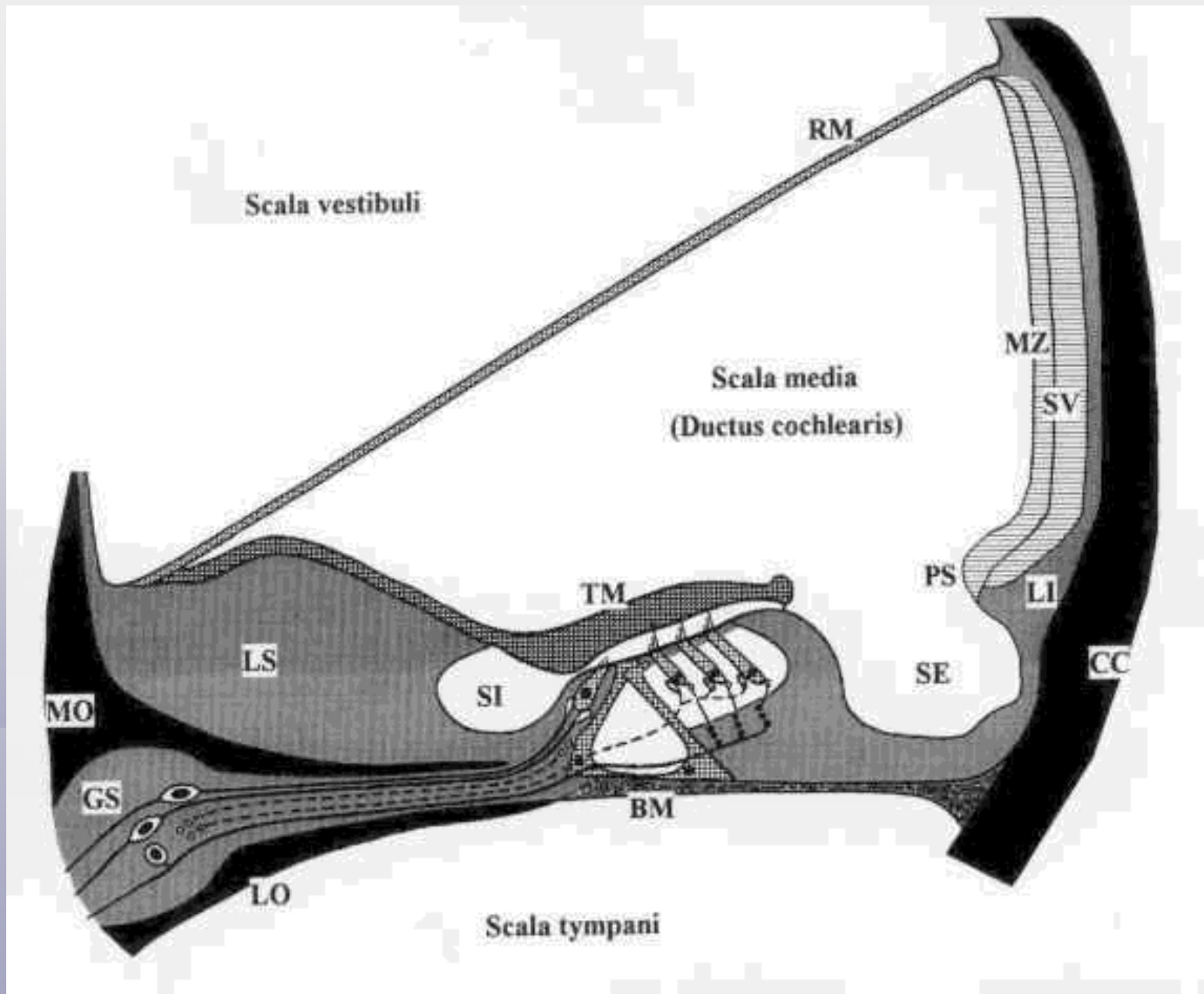




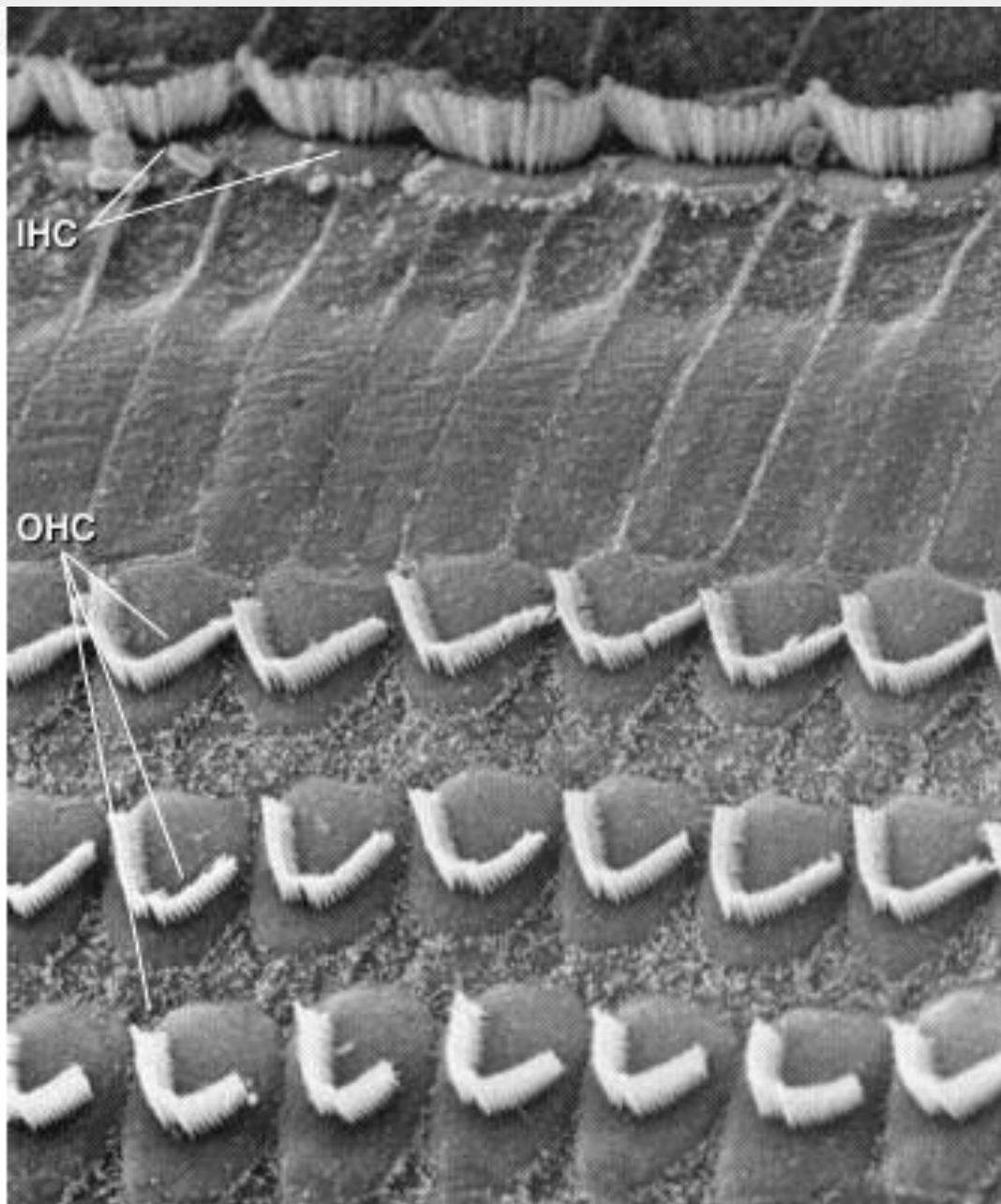


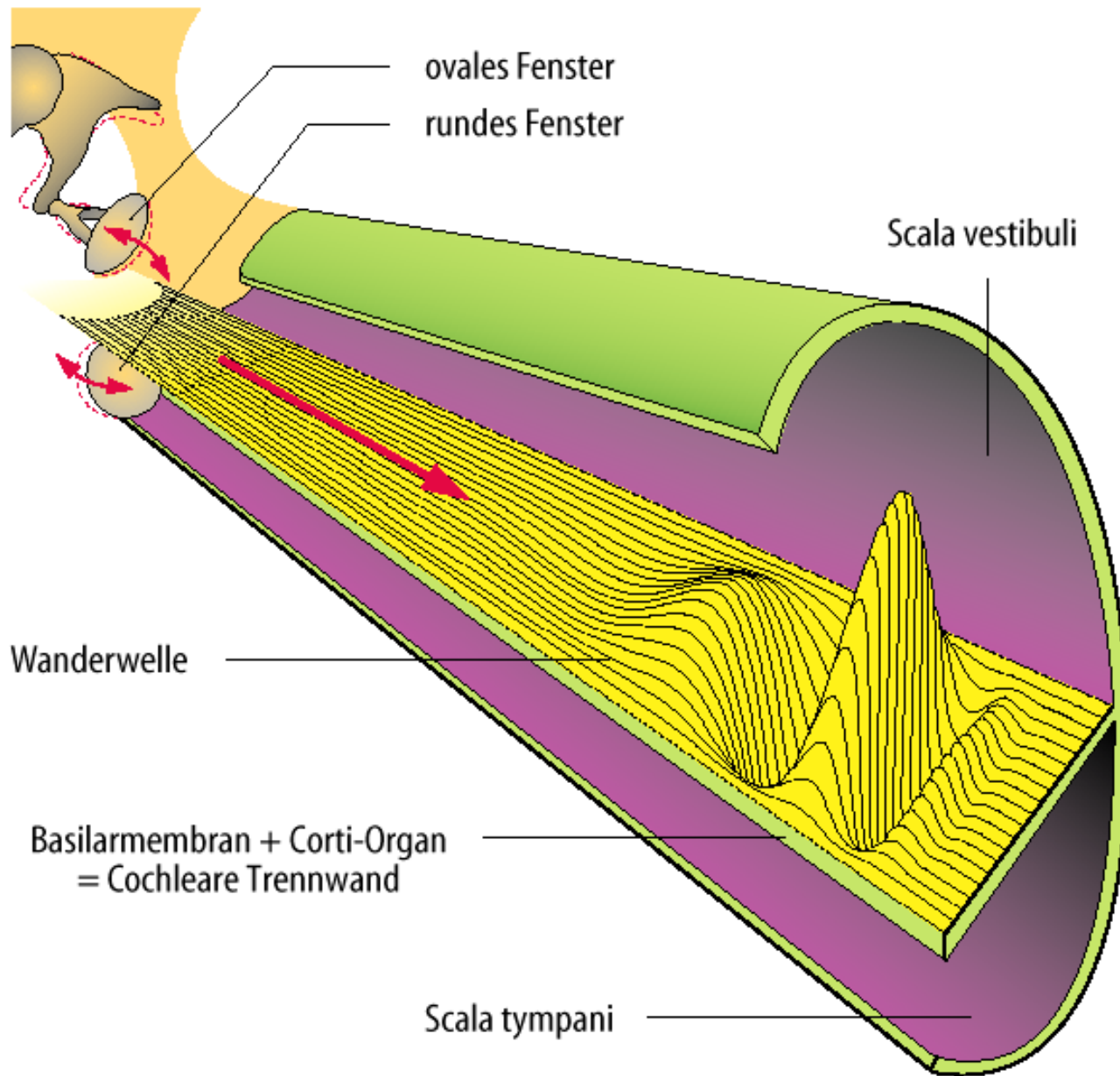
Cochlear Fluids

- **Scala tympani and scala vestibuli – perilymph**
– similar to CSF and extracellular fluid
 - Low K^+ (7mM) and high Na^+ (140mM)
- **Scala media – endolymph** – similar to intracellular fluid
 - High K^+ (150mM) and low Na^+ (1mM)
- **Stria vascularis (on the outer margin of the scala media) actively resorbs sodium and secretes potassium against their concentration gradients; important target for causing deafness**



A





Place Theory

- Vibration as function of time



- Vibration as function of distance along BM



- Neural activity as function of distance



- Sensation of pitch



The Nobel Prize in Physiology or Medicine 1961

"for his discoveries of the physical
mechanism
of stimulation within the cochlea"

