

# How Humans Perceive Sound

TI Precision Labs – Audio fundamentals

Presented by Ivan Salazar

Prepared by Ivan Salazar



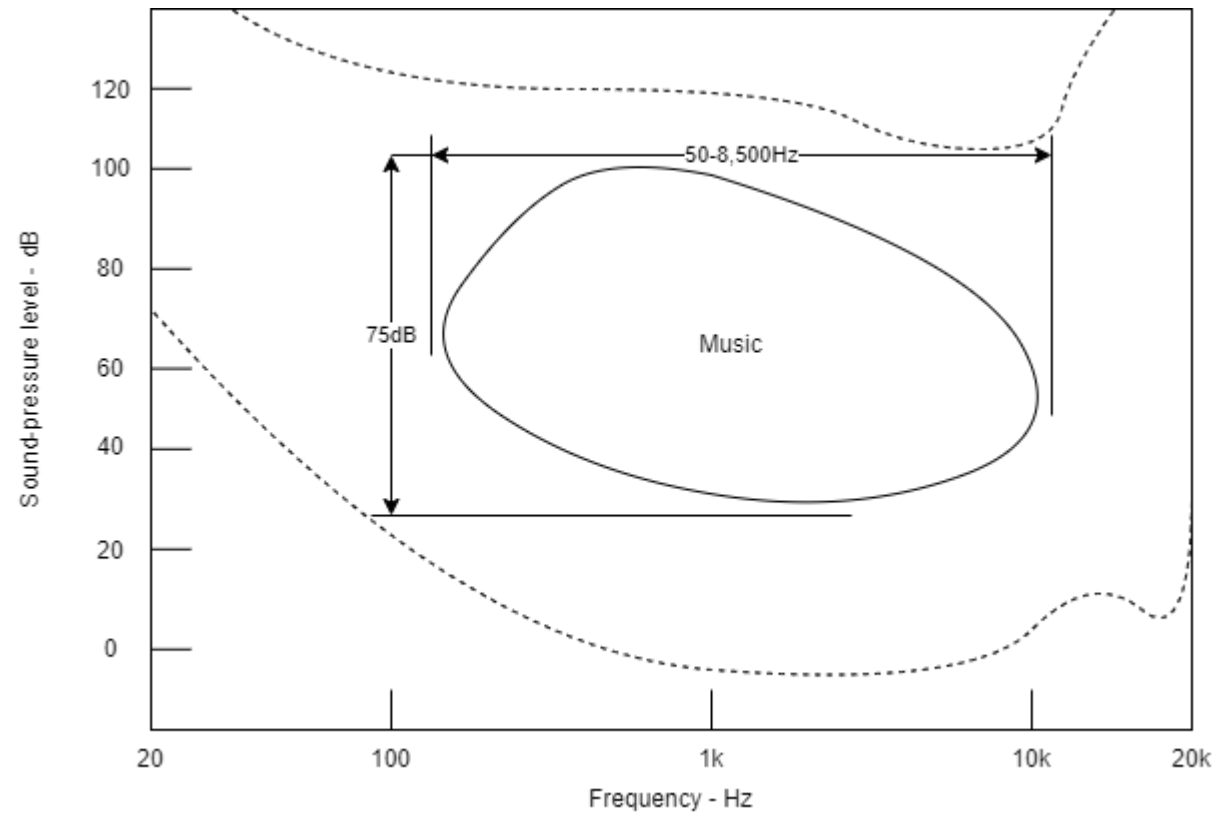
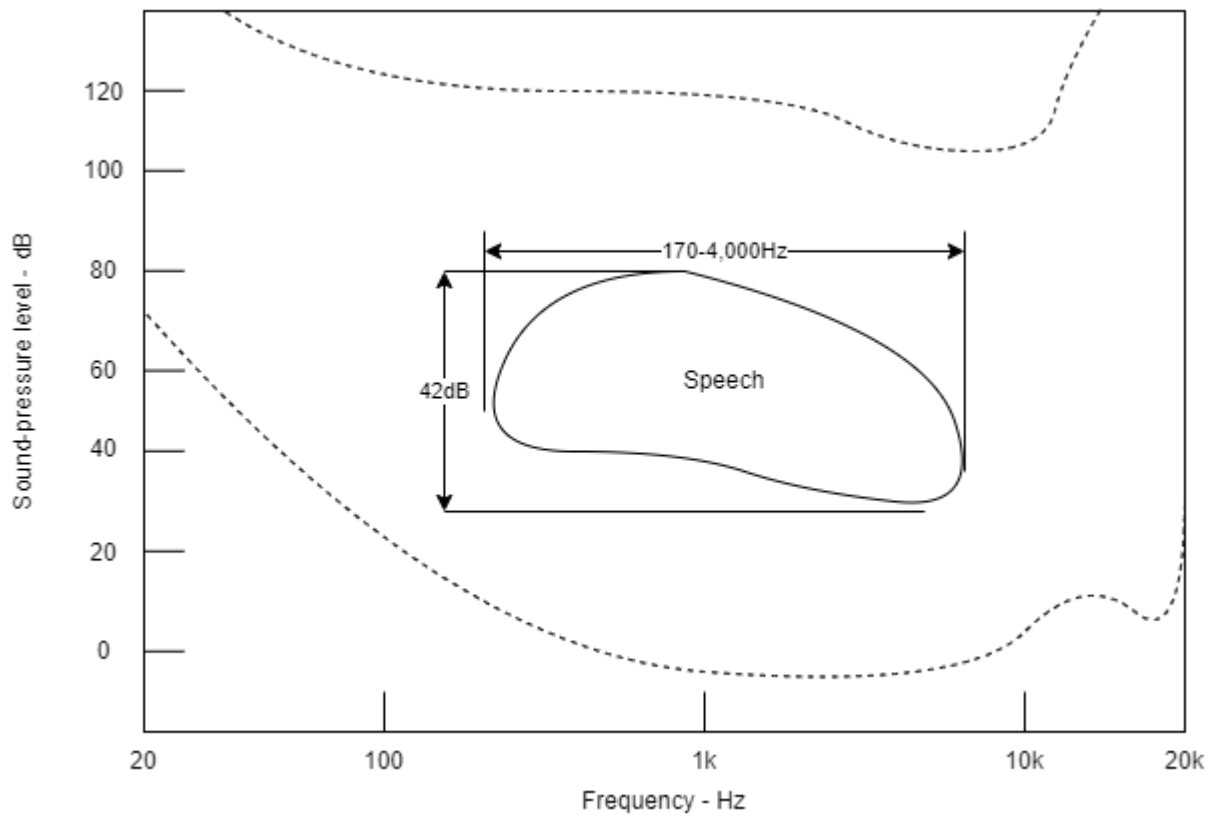
# Psychoacoustics | Introduction

- Loudness and dB scale
  - How is sound measured?
- Limits of perception
  - What can humans hear?
- Sound localization
  - How speaker placement affect the sound perception?
- Harmonics
  - How harmonics affect the perceived sounds?

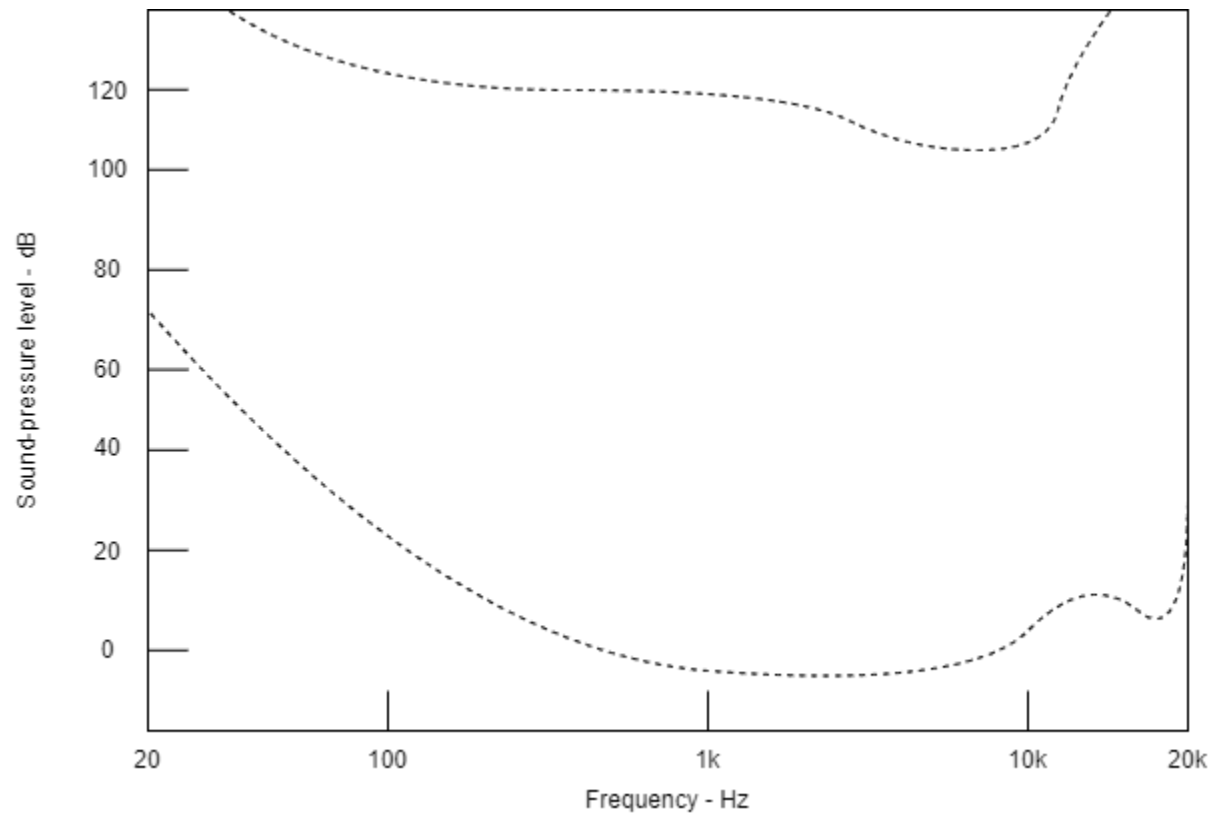
# Psychoacoustics | Loudness

Sound sources (noise) - Examples with distance	Sound pressure level - dB SPL
Jet aircraft, 50 m away	140
<b>Threshold of pain</b>	<b>130</b>
<b>Threshold of discomfort</b>	<b>120</b>
Chainsaw, 1 m distance	110
Concert, 1 m from speaker	100
Diesel truck, 10 m away	90
Curbside of busy road, 5 m	80
Vacuum cleaner, distance 1 m	70
Conversational speech, 1 m	60
Average home	50
Quiet library	40
Quiet bedroom at night	30
Background in TV studio	20
Rustling leaves in the distance	10
<b>Hearing threshold</b>	<b>0</b>

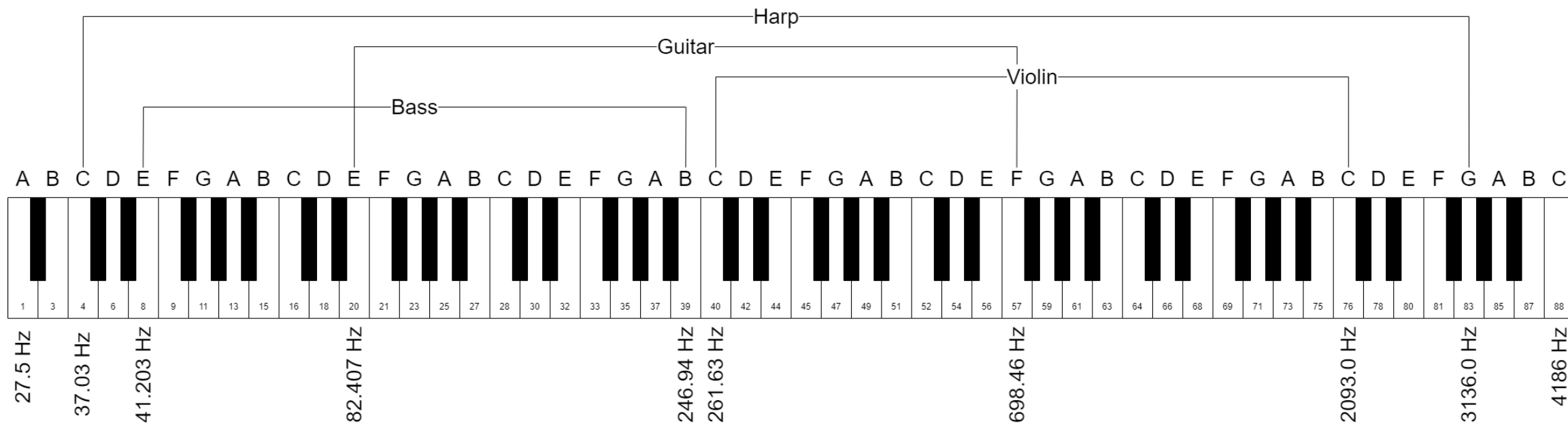
# Psychoacoustics | Limits of perception



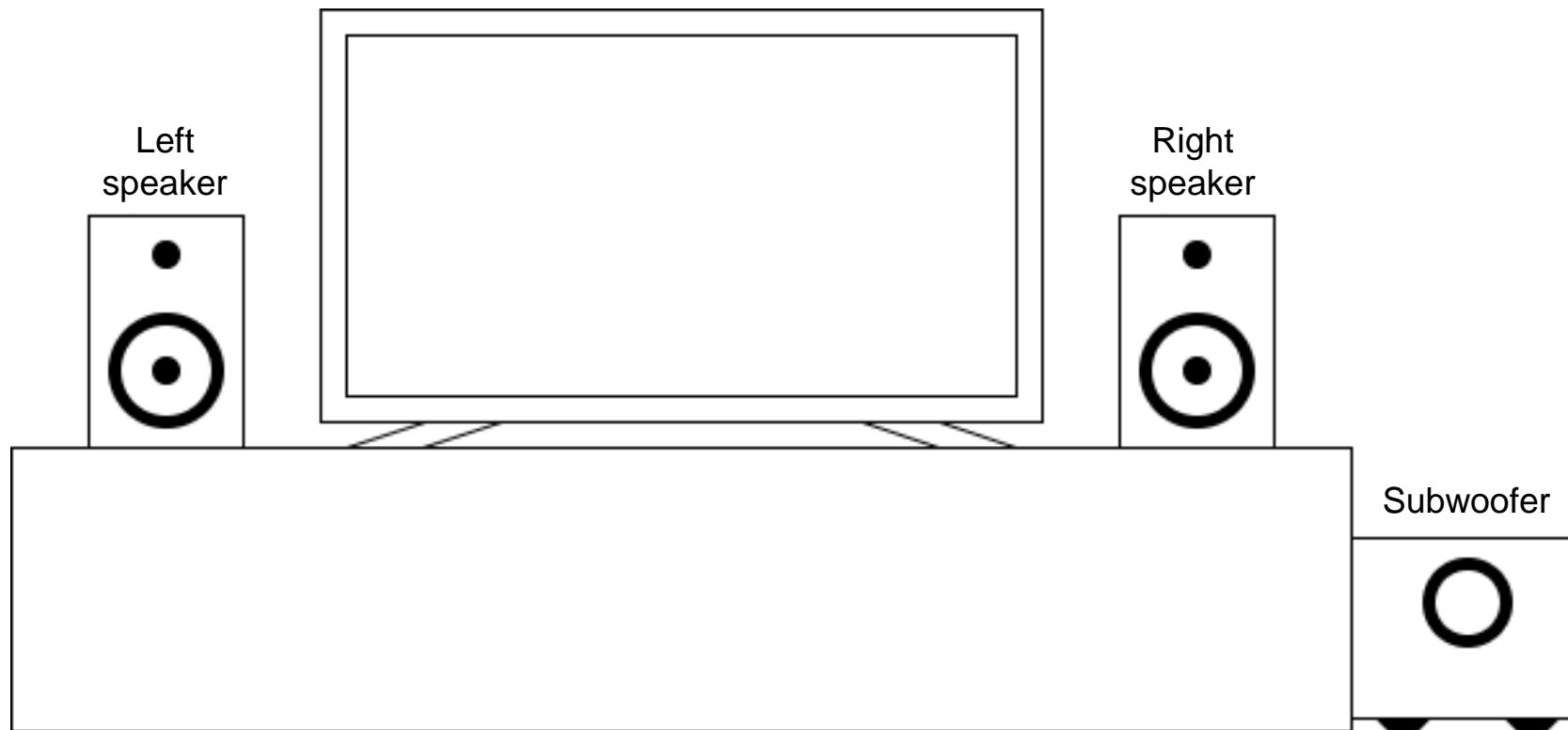
# Psychoacoustics | Limits of perception



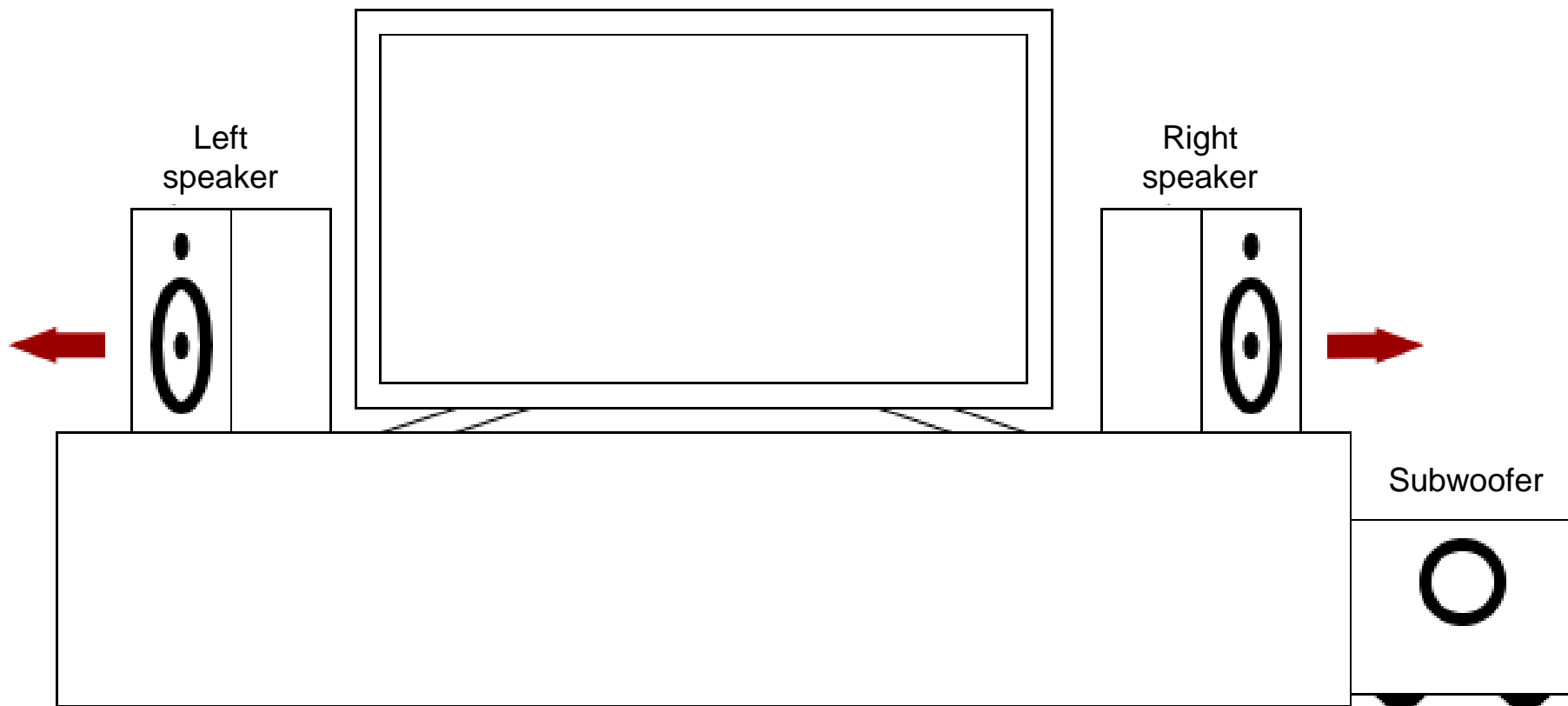
# Psychoacoustics | Limits of perception



# Psychoacoustics | Sound localization



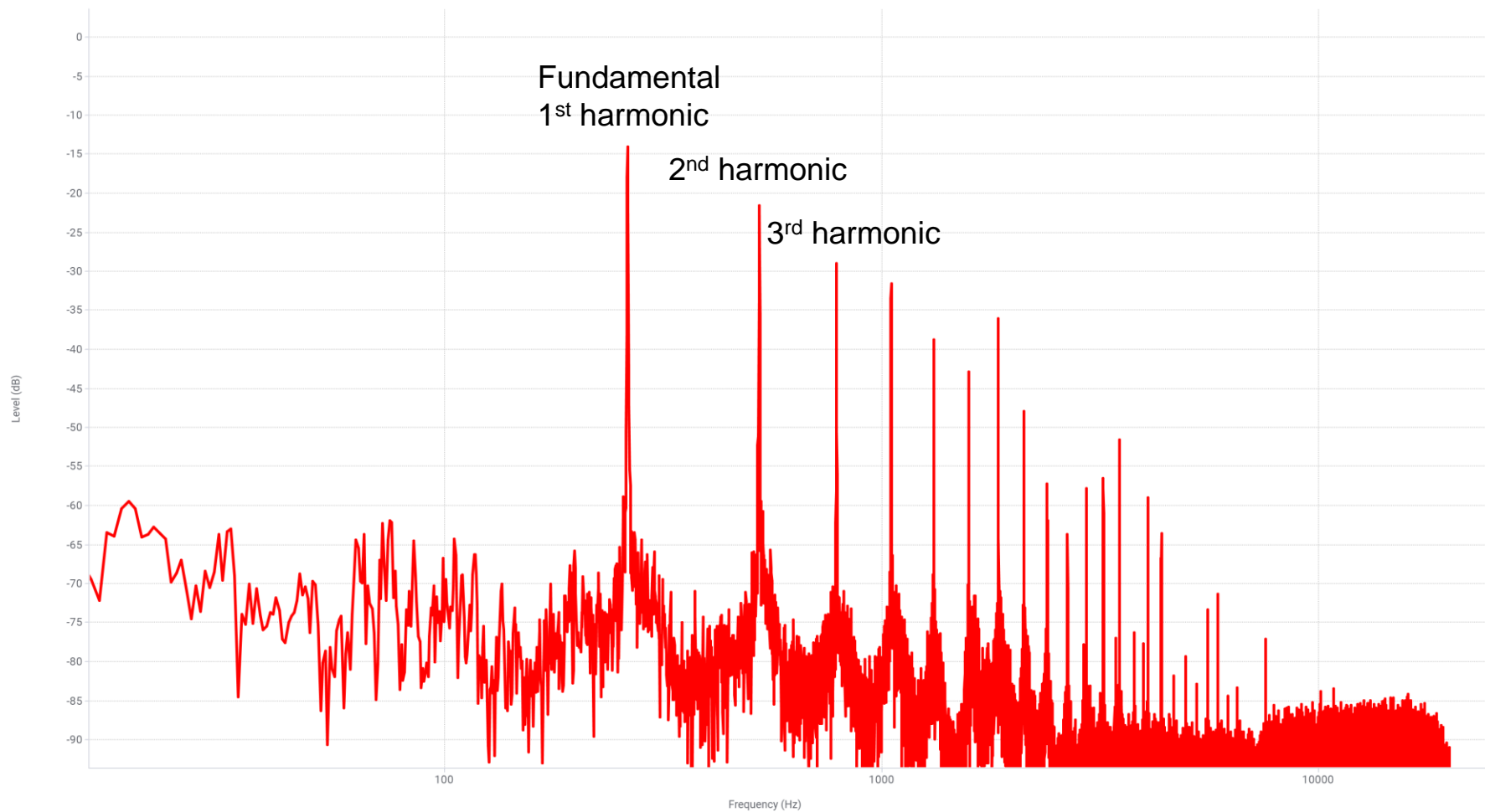
# Psychoacoustics | Sound localization



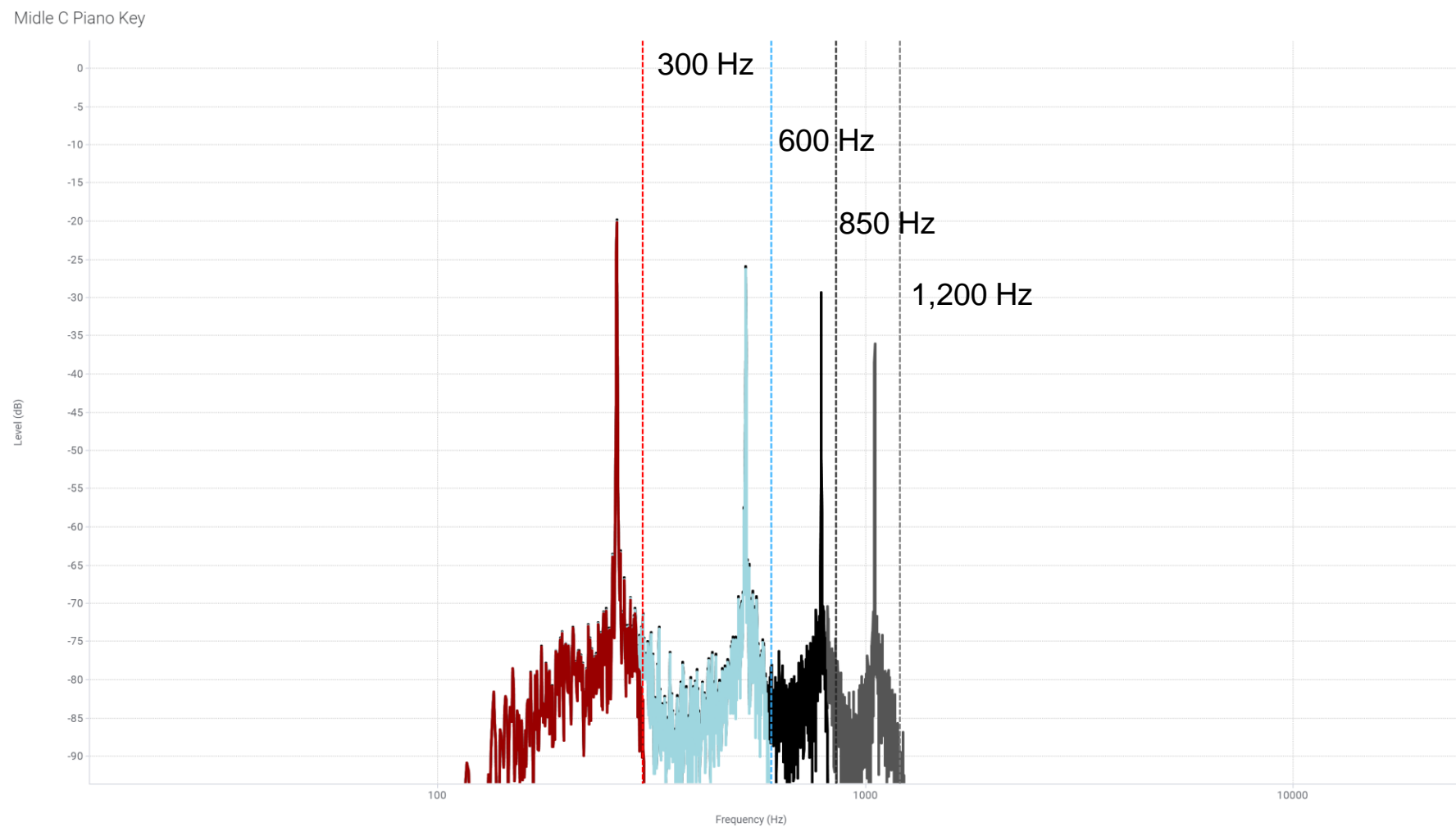


# Psychoacoustics | Harmonics

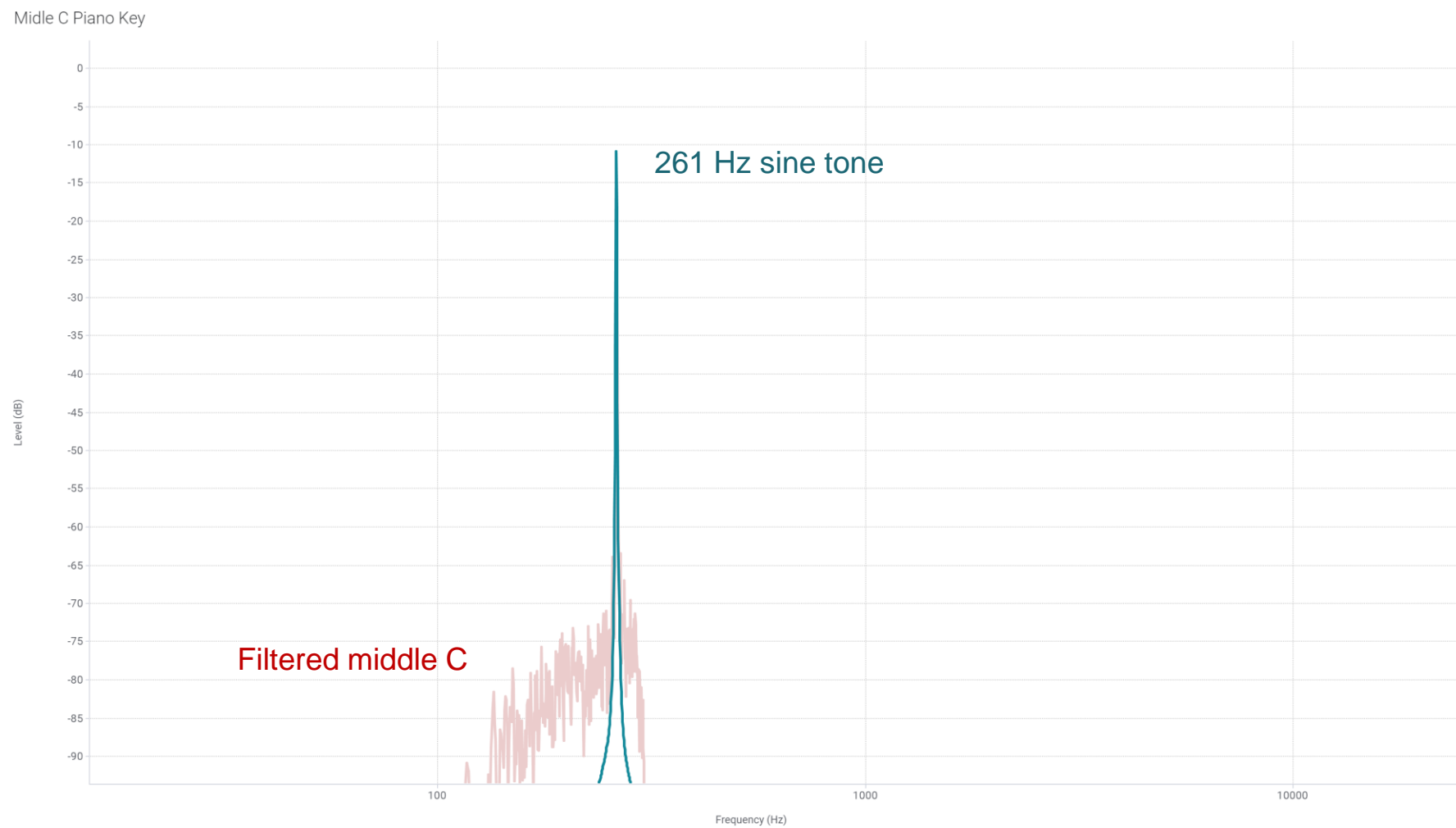
Midle C Piano Key



# Psychoacoustics | Harmonics



# Psychoacoustics | Harmonics



# Psychoacoustics | Summary

- Loudness and dB scale
  - How is sound measured?
    - dB-SPL, non-linearity and distance to sound source.
- Limits of perception
  - What can humans hear?
    - Frequency and loudness thresholds. Speech and music frequency content.
- Sound localization
  - How speaker placement affect the sound perception
    - Acoustic shadow depends on sound frequency.
- Harmonics
  - How harmonics affect the perceived sounds?
    - Natural and artificial harmonics. Harmonic or overtone series.

To find more Audio technical resources and search products, visit [ti.com/audio](https://www.ti.com/audio).