

# Sensory Systems and Perception: Audition, Somatosensation

Week 7

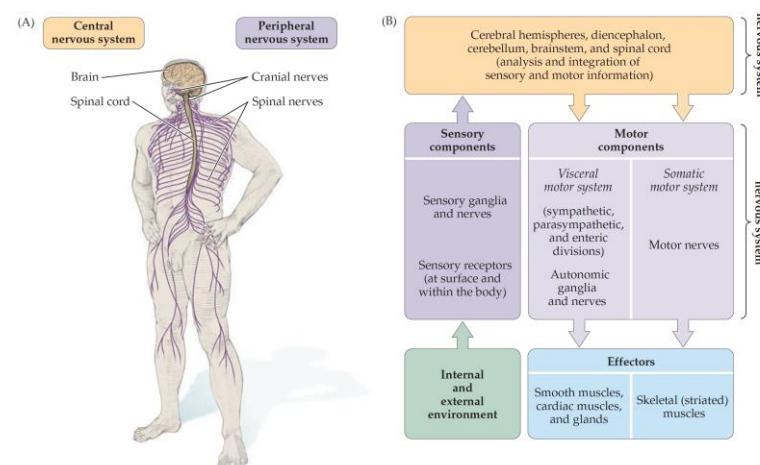
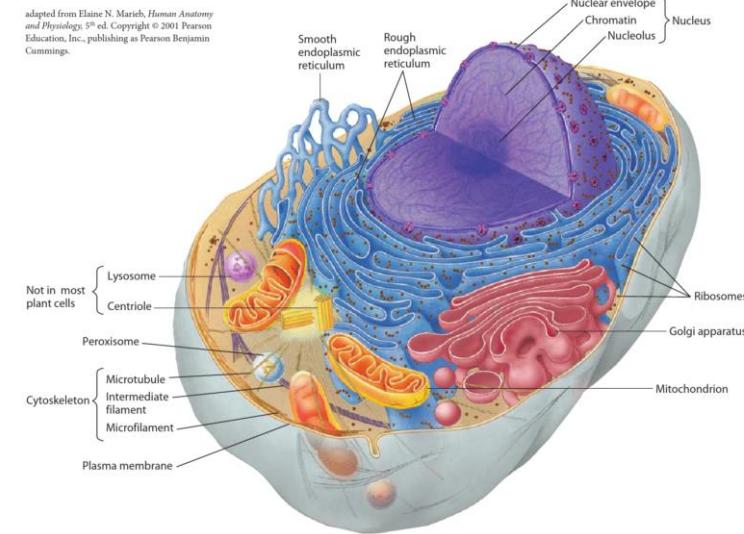
Martin Schrimpf

Slide credit: adapted from  
EPFL BIO-311 (P. Ramdy)

# feedback

Thank you to those who provided feedback on the course!

- Expectations / what will be on exam / what to learn
  - Mostly understanding. See questions
  - But we also think you should have a core vocabulary to be able to interact with biologists
  - For exam: you will be able to bring your handwritten notes
- We're skimming over a lot of content
  - Yes, we feel giving you an overview of the study of the brain with some examples is the most effective



# Learning Objectives – Week 7

Describe key components of hearing: outer/middle ear, inner ear/cochlea, hair cells, auditory nerve fibers, auditory cortex

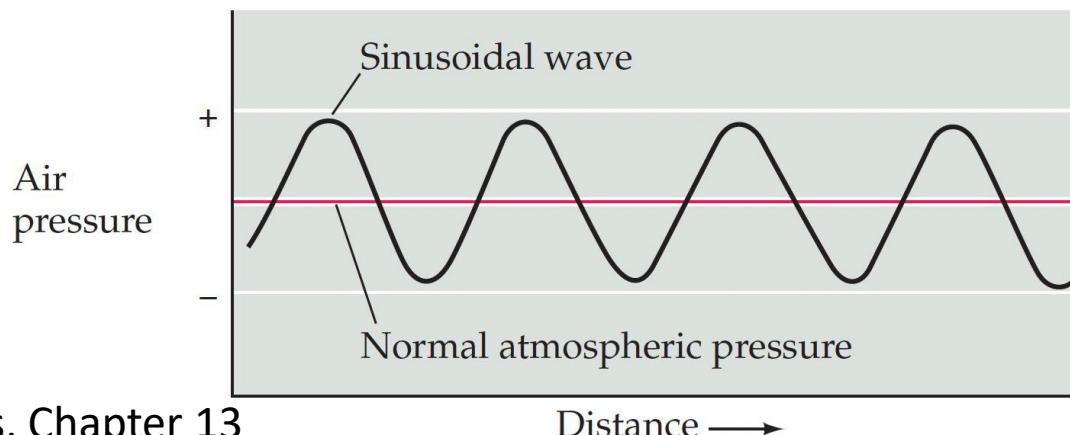
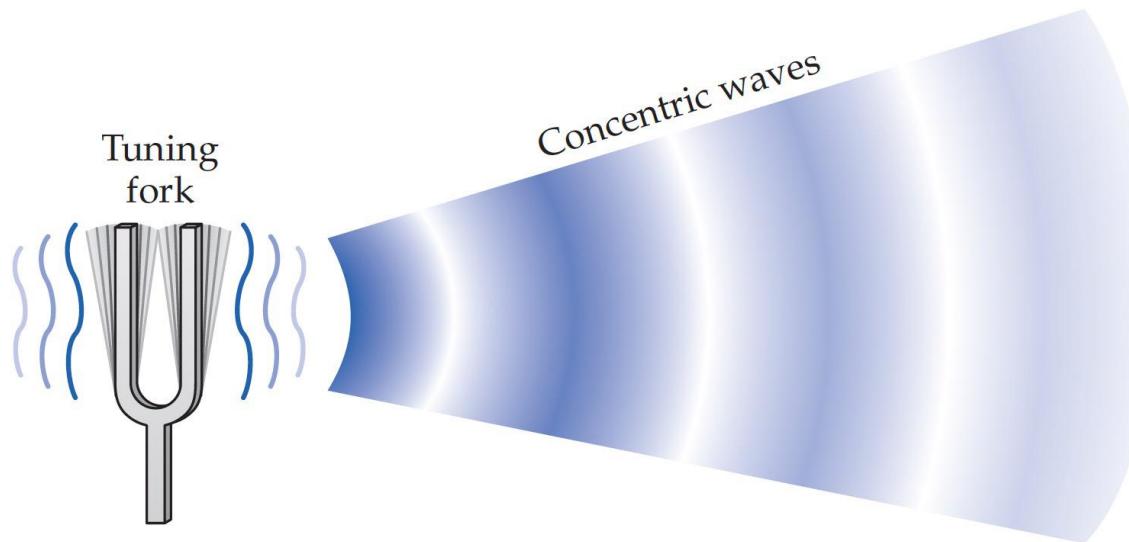
Explain how sound source localization is computed

Understand tonotopic and somatotopic organization

Explain what the homunculus is

Describe the pathway for mechanosensing

# Audition: pure sound

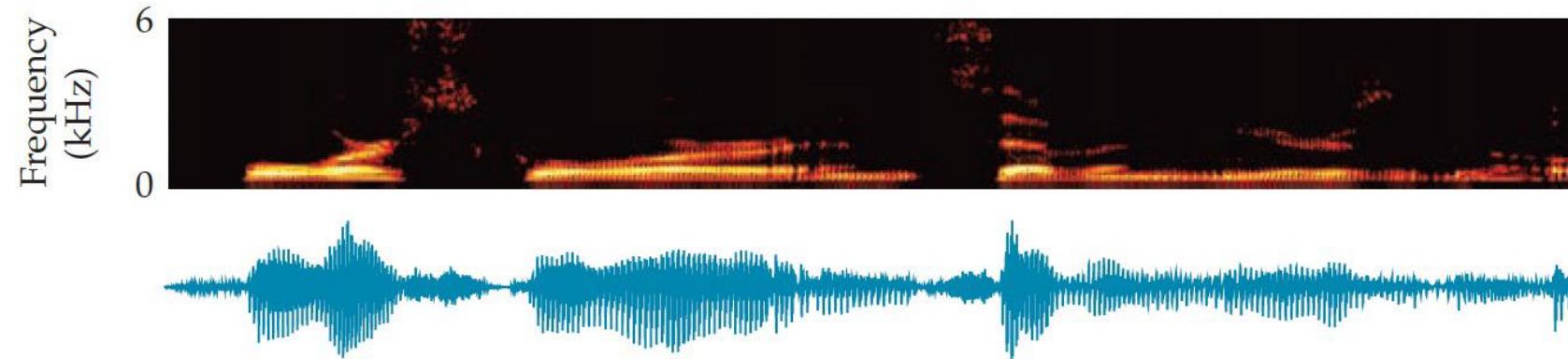


Pure tone = periodic oscillation of air pressure at a single frequency

Characterized by amplitude (dB) and frequency (Hz)

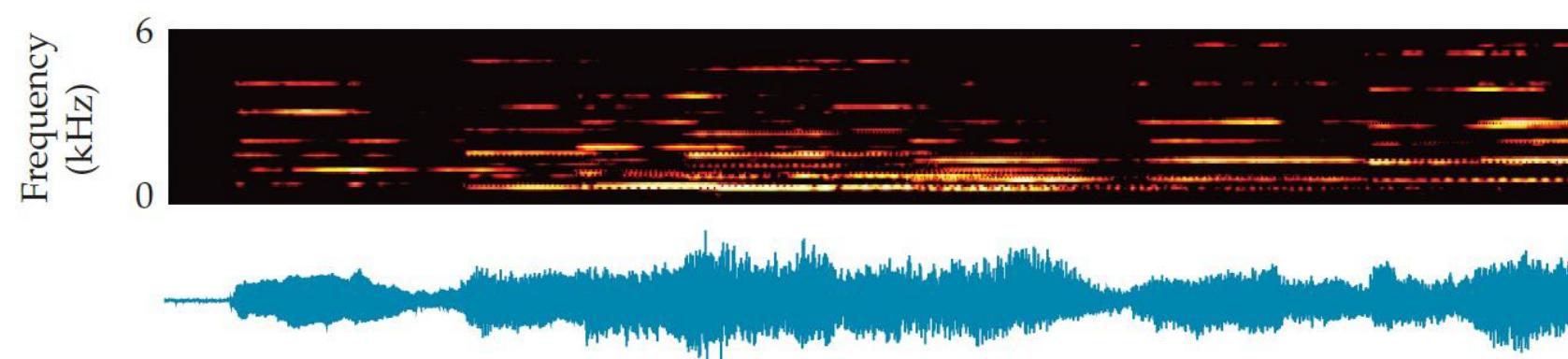
# Audition: complex sounds

(A) Speech



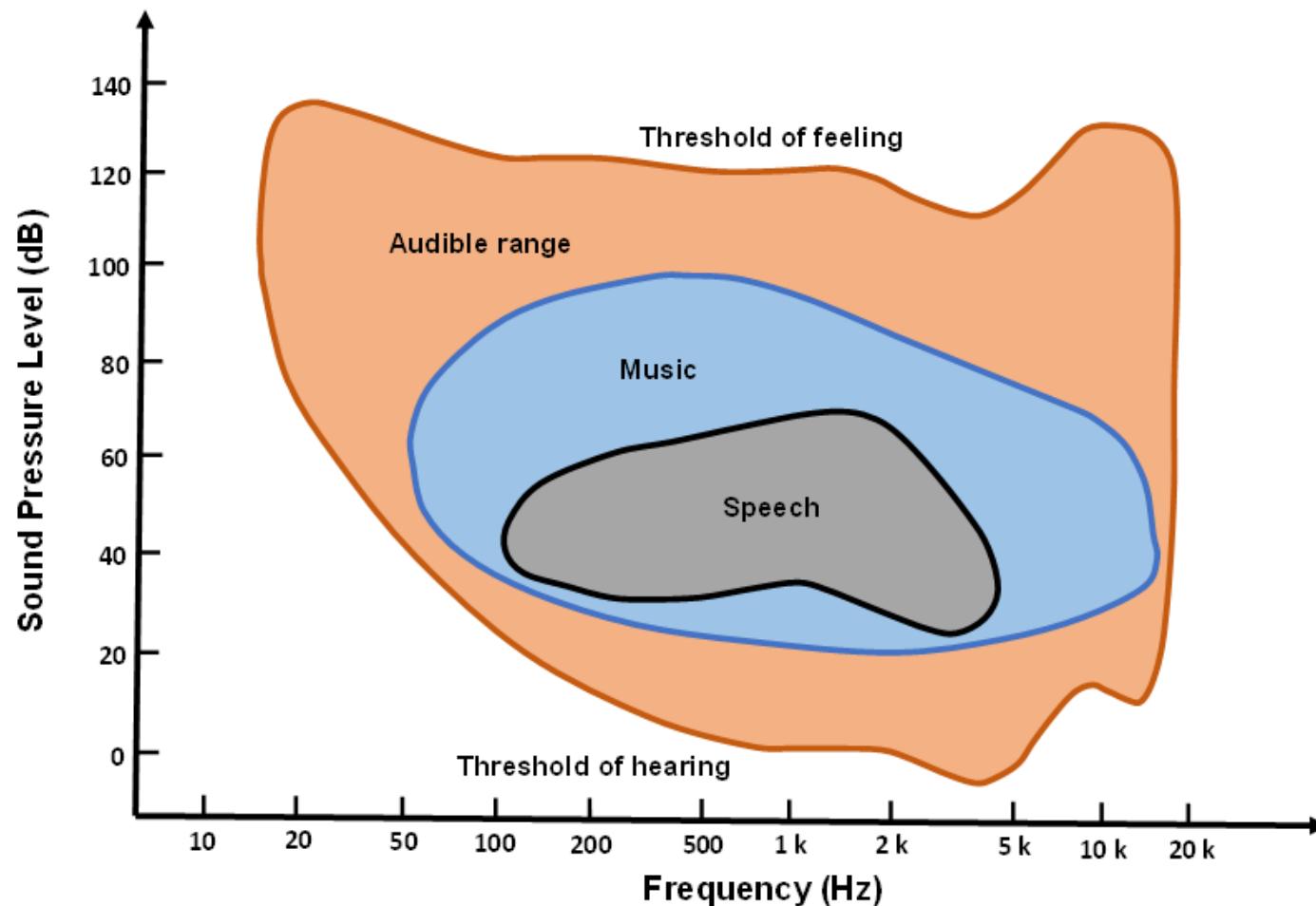
Complex sounds like speech and music are superimposition of pure sounds

(B) Music



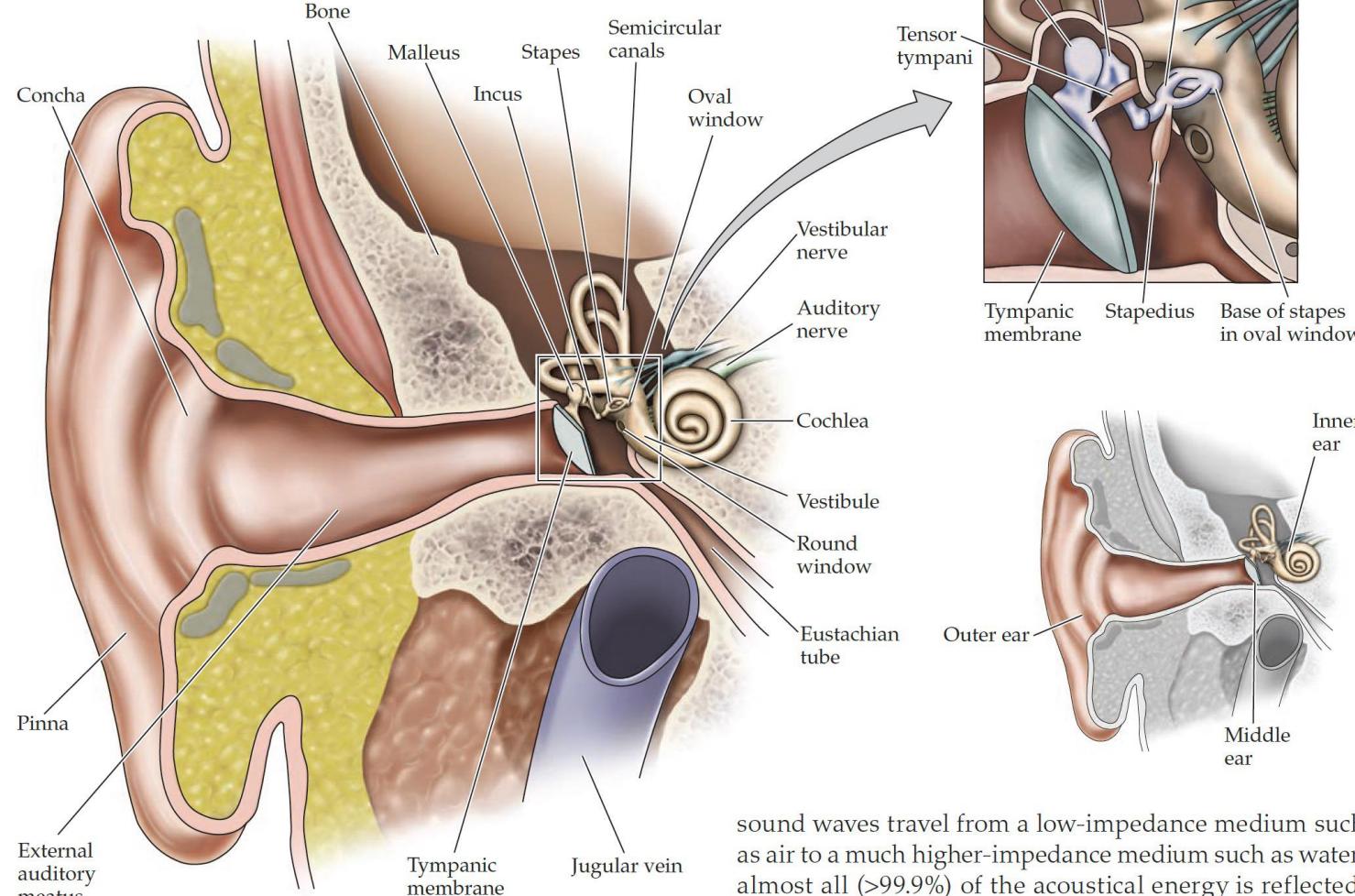
Inner ear decomposes these sine waves

# Human hearing range



Human hearing  
ranges between  
20 Hz – 20 kHz

# Outer and middle ear transmit sound wave energy to the inner ear



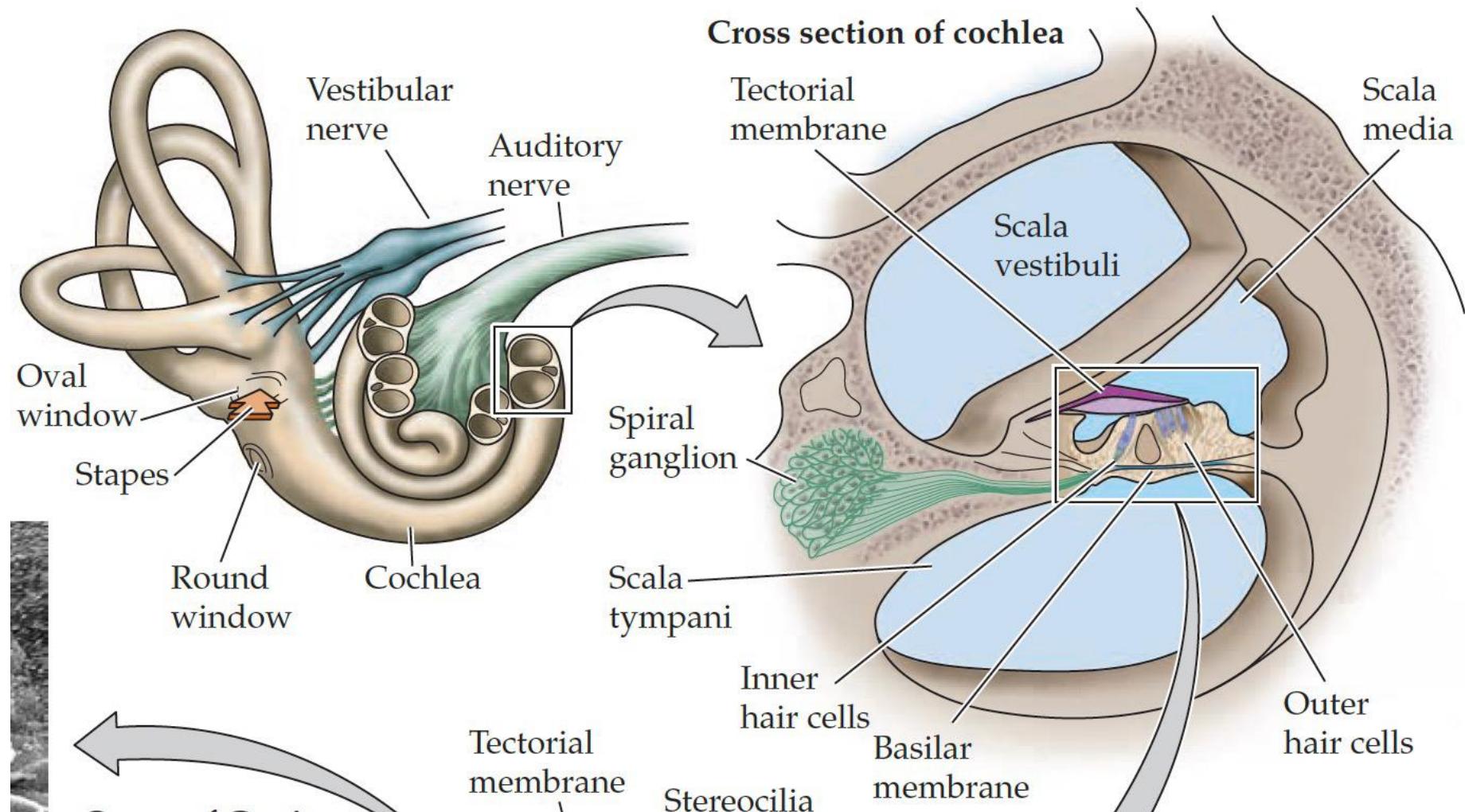
Purves, Chapter 13

sound waves travel from a low-impedance medium such as air to a much higher-impedance medium such as water, almost all (>99.9%) of the acoustical energy is reflected. The middle ear (see Figure 12.4) overcomes this problem

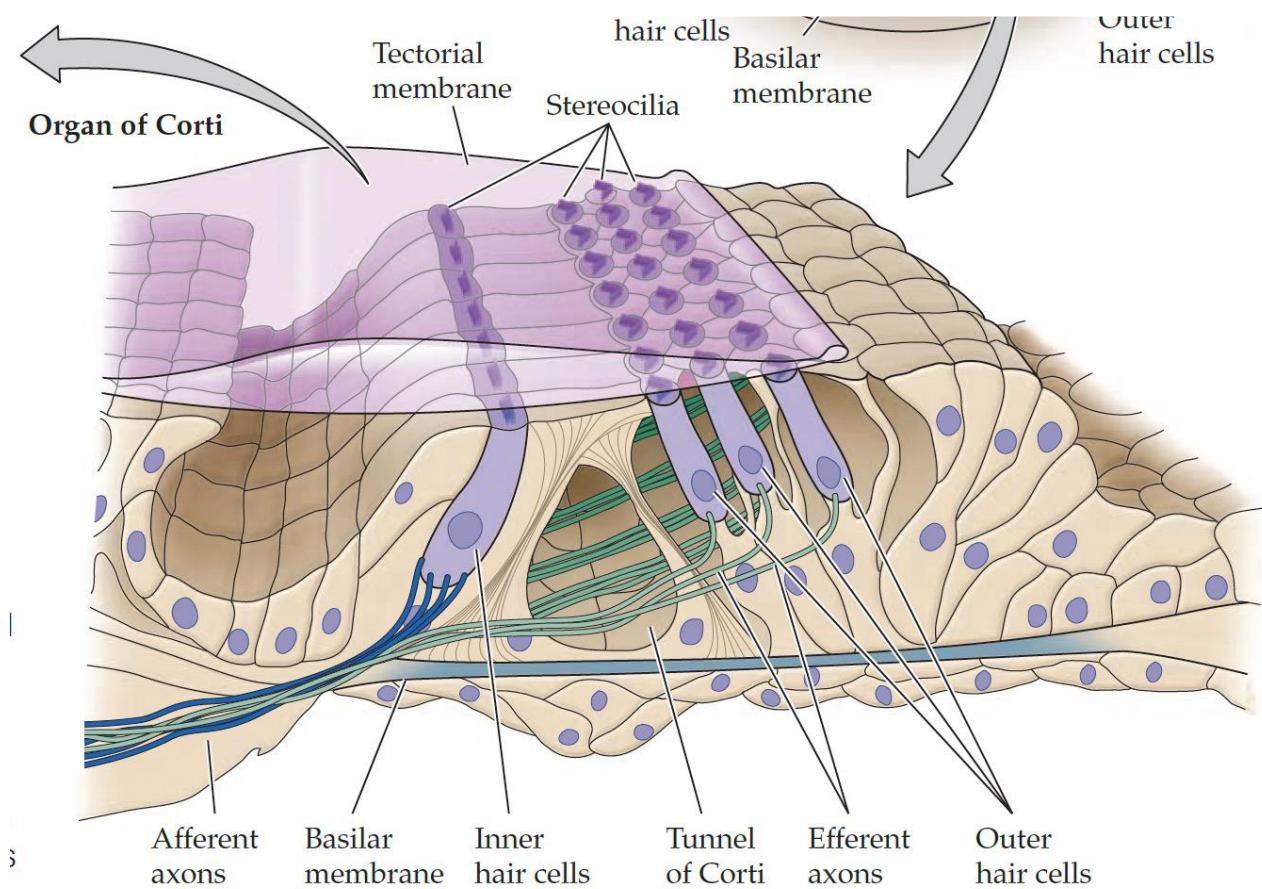
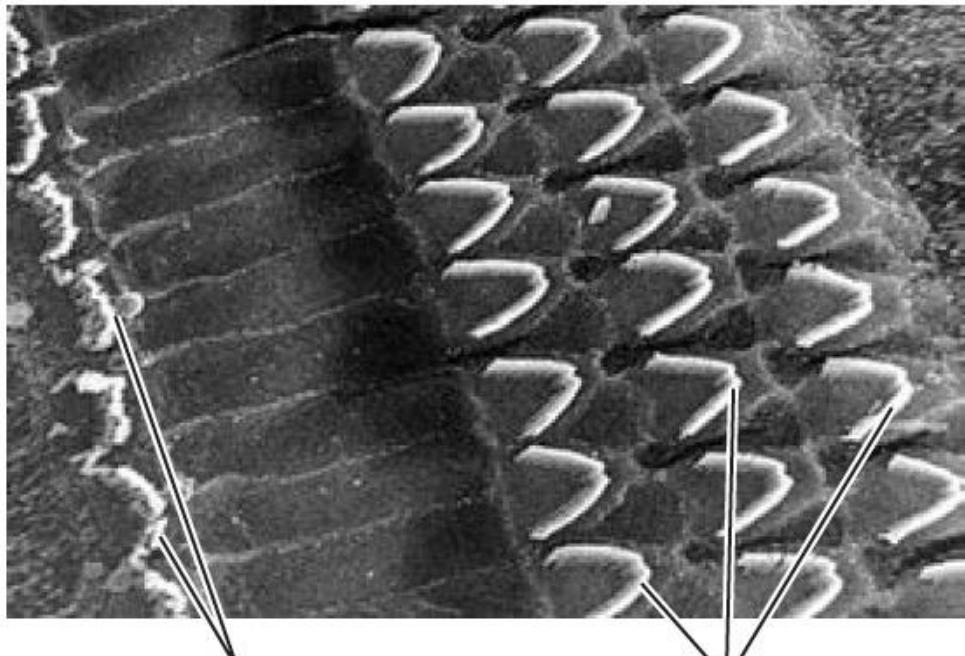
Outer ear: focus sound

Middle ear: boost sound  
(impedance matching,  
200x boost)

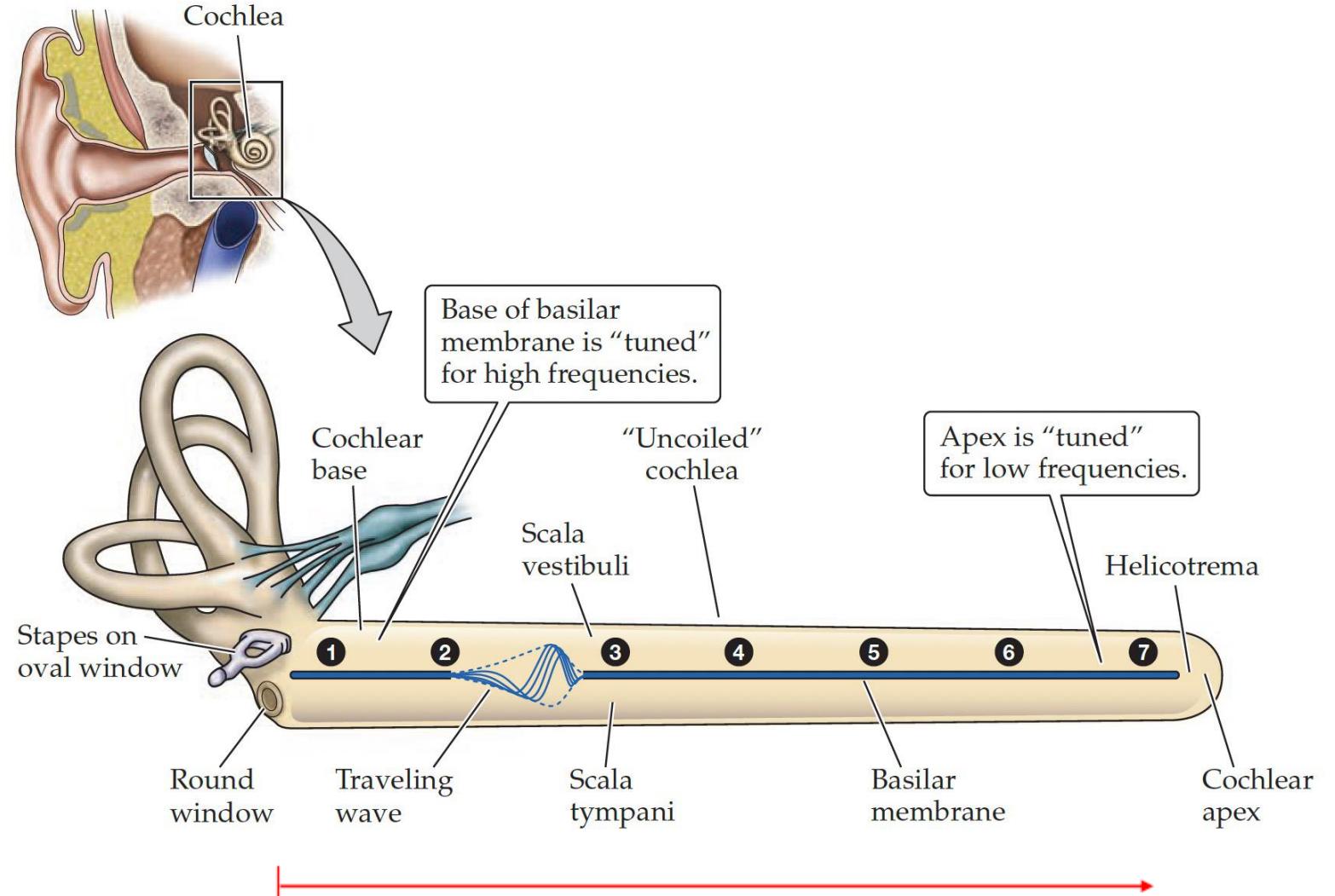
# Inner ear cochlea



# Hair cells

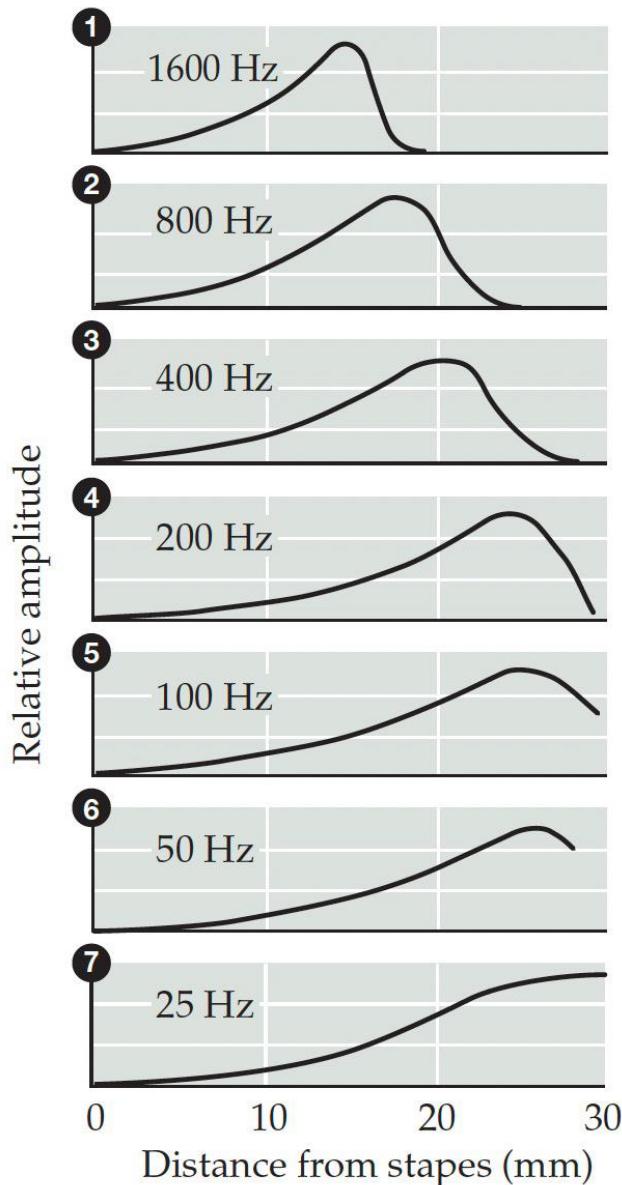


# Hair cells respond to sound frequency



Stapes transmits sound vibrations

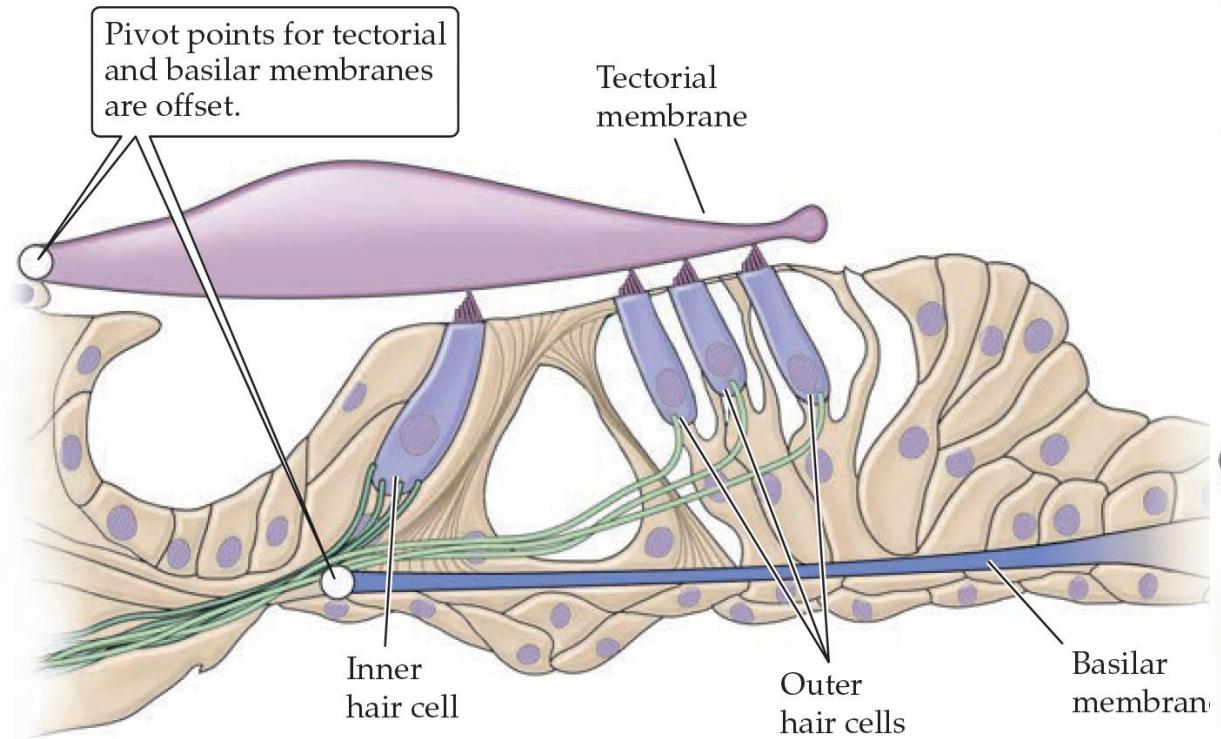
# Tonotopy



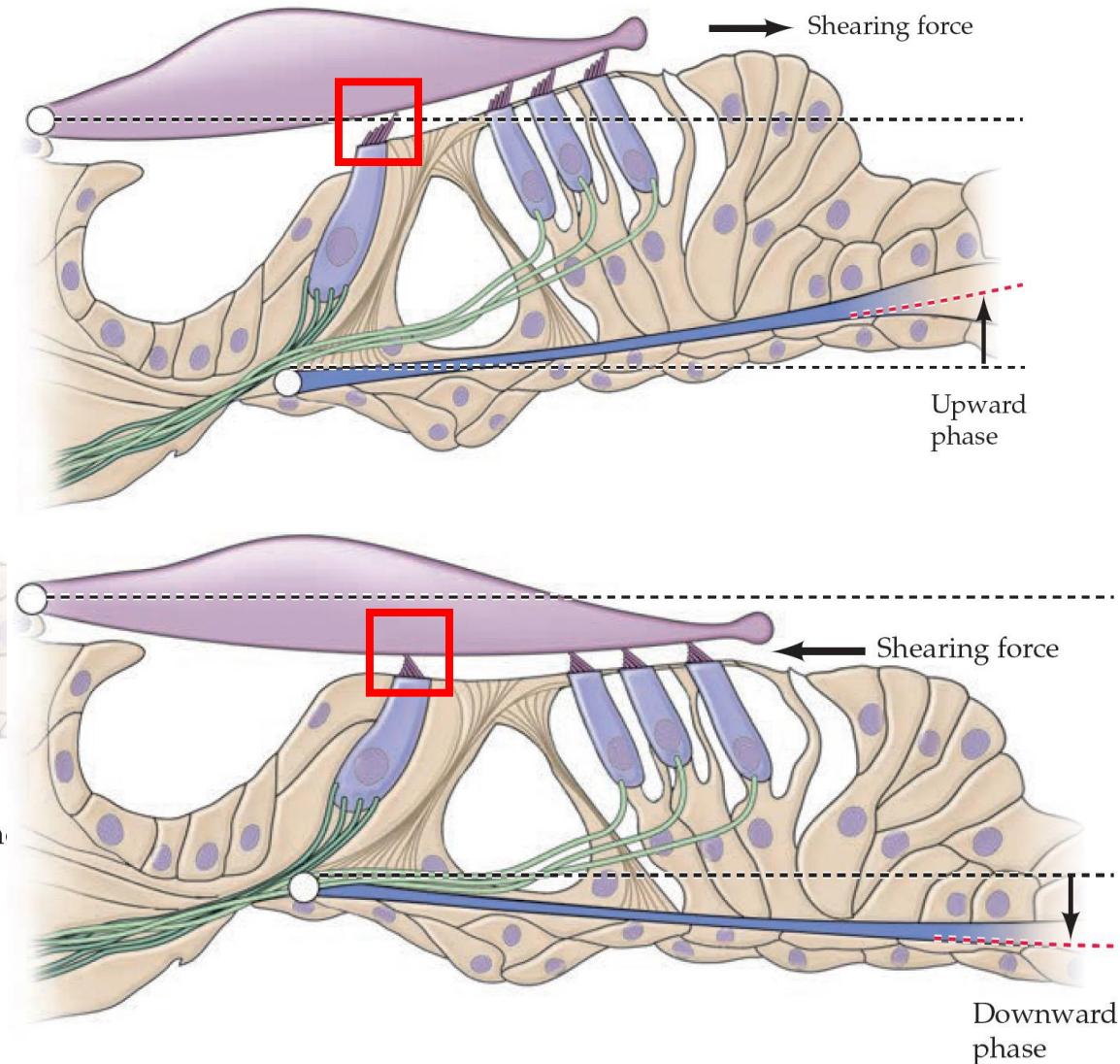
Location of maximum activity depends on sound frequency and is smooth with increasing distance

# Bending hair cells transform sound waves into electrical potentials

(A) Resting position

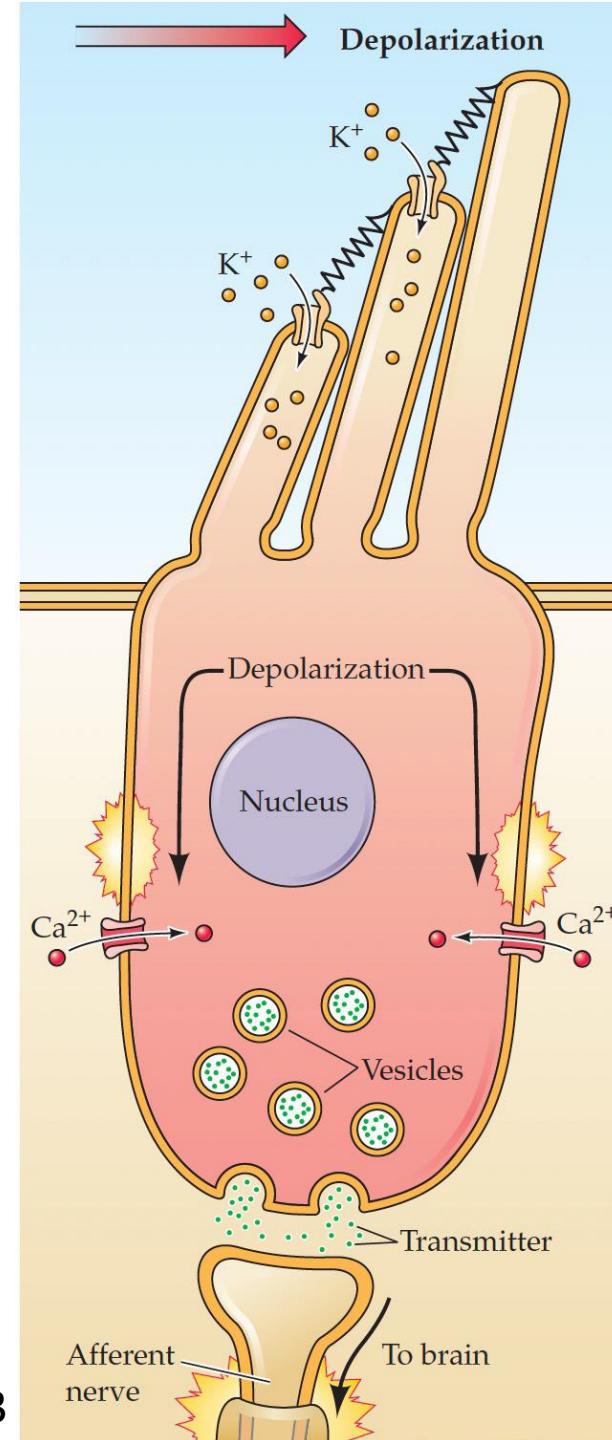


(B) Sound-induced vibration



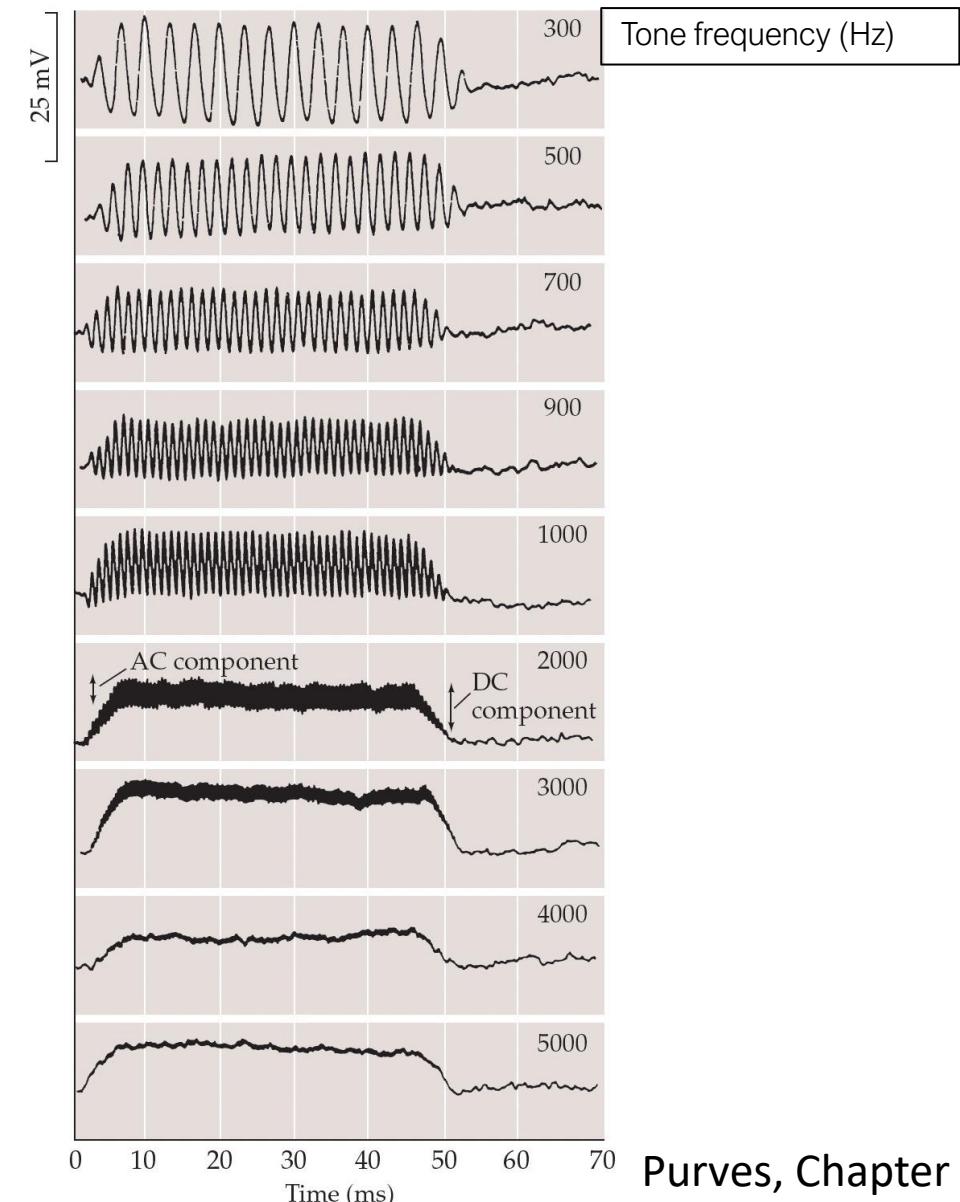
# Primary sensory transduction in inner hair cells

- Depolarization of inner hair cell
- $\text{Ca}^{2+}$  channel opening at base
- Local  $\text{Ca}^{2+}$  influx
- Transmitter release at base (Glutamate)



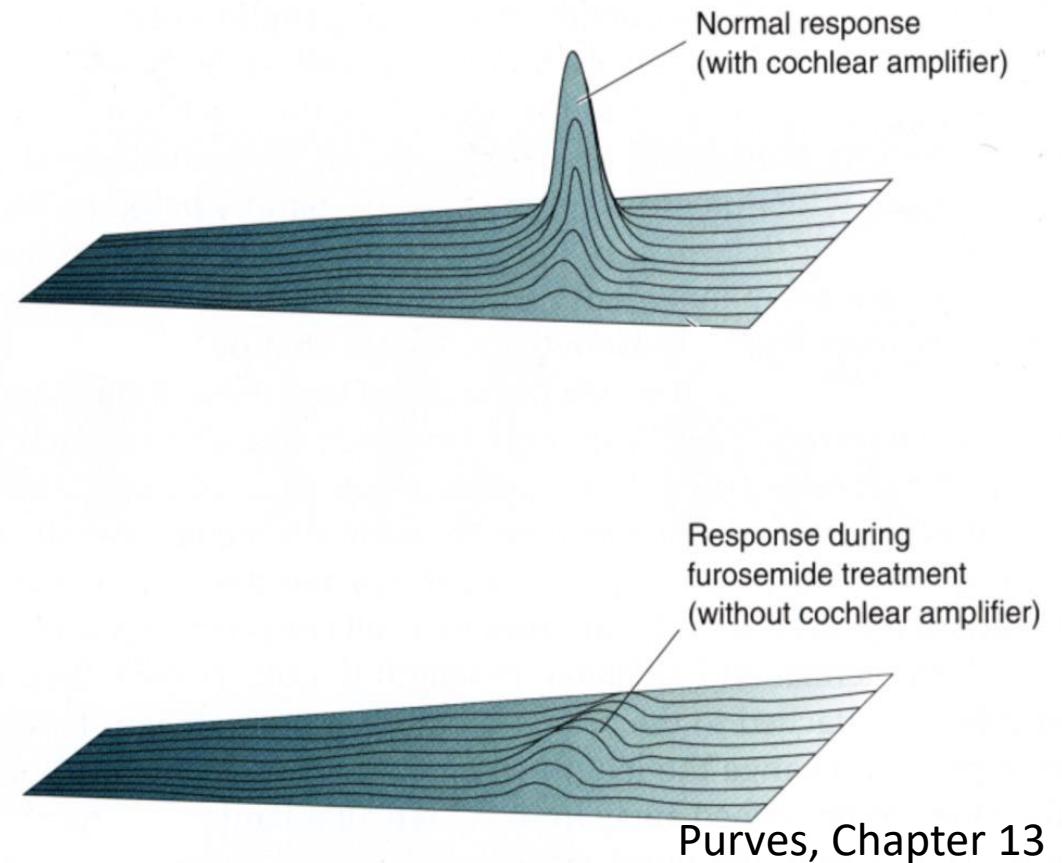
# Receptor potentials of an inner hair cell in response to pure tones

- No action potentials
- Phase locking (up to 2 kHz)
- Sounds above 2 kHz: frequency only encoded by tonotopy

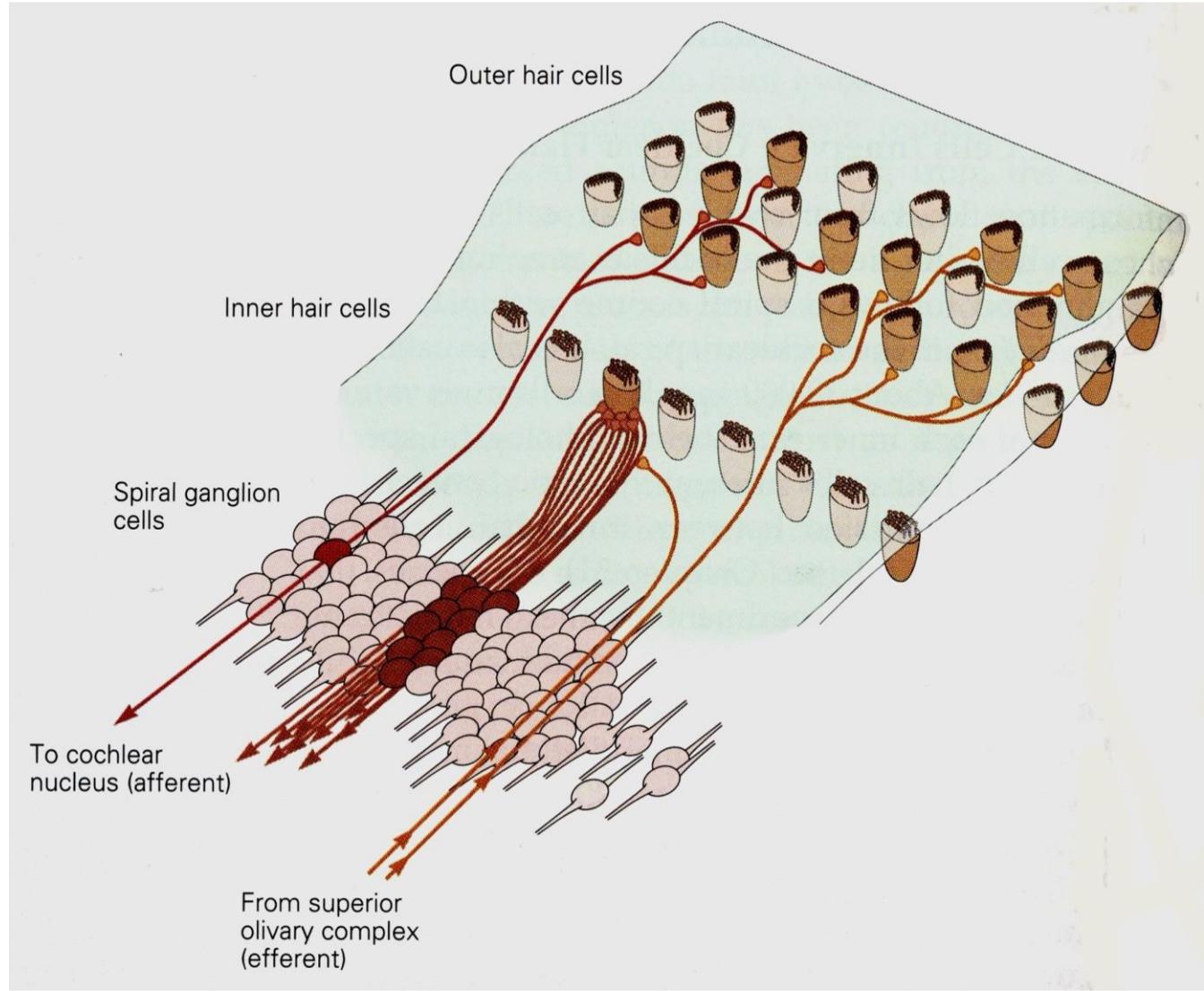


# Outer hair cells

- Function as cochlear amplifiers
- Possible cause of tinnitus



# Auditory nerve fiber synapse: connect inner hair cells to central nervous system



## Inner hair cells

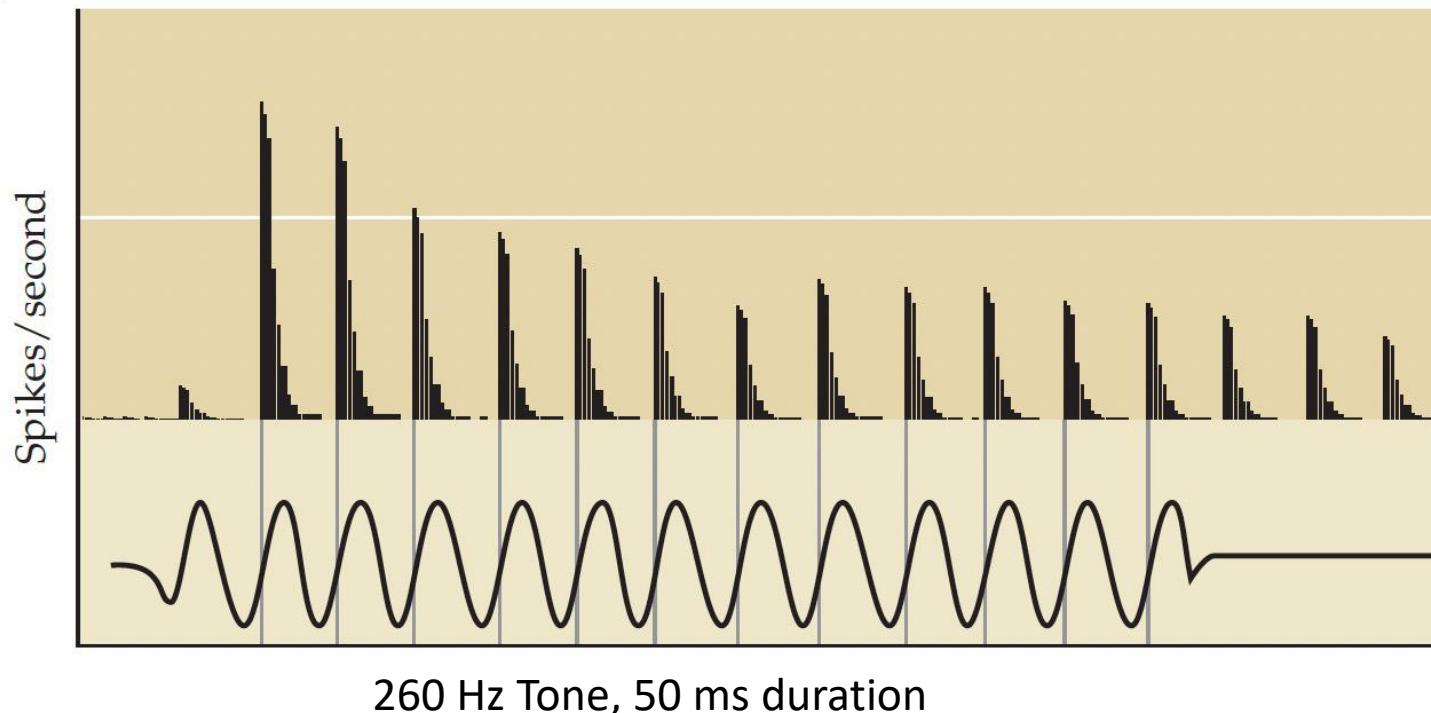
Innervated by (connects to)  
8-10 afferent nerve fibers  
(from ear to brain)

## Outer hair cells

Innervated by efferent  
fibers (signals from brain  
to ear, feedback)

# Auditory nerve fibers

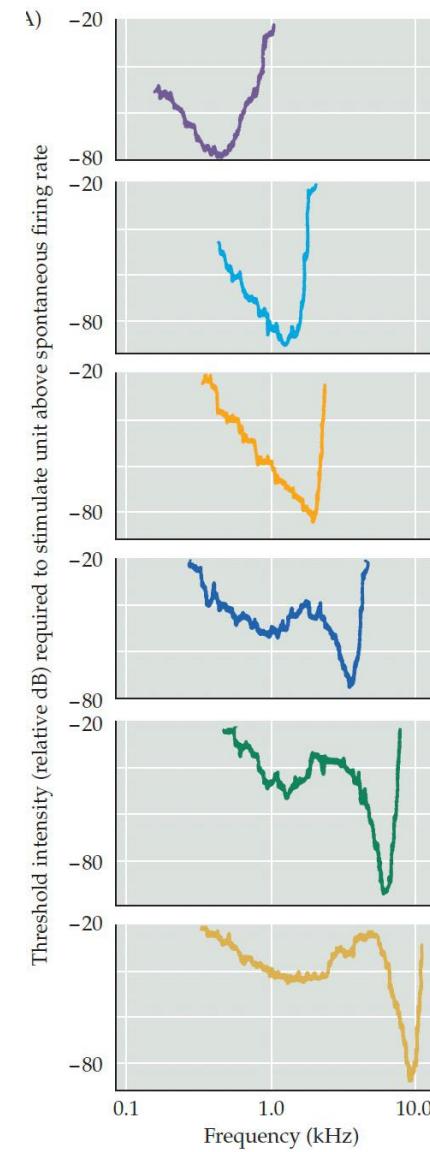
Action potentials in low-frequency auditory nerve fiber are *phase locked*



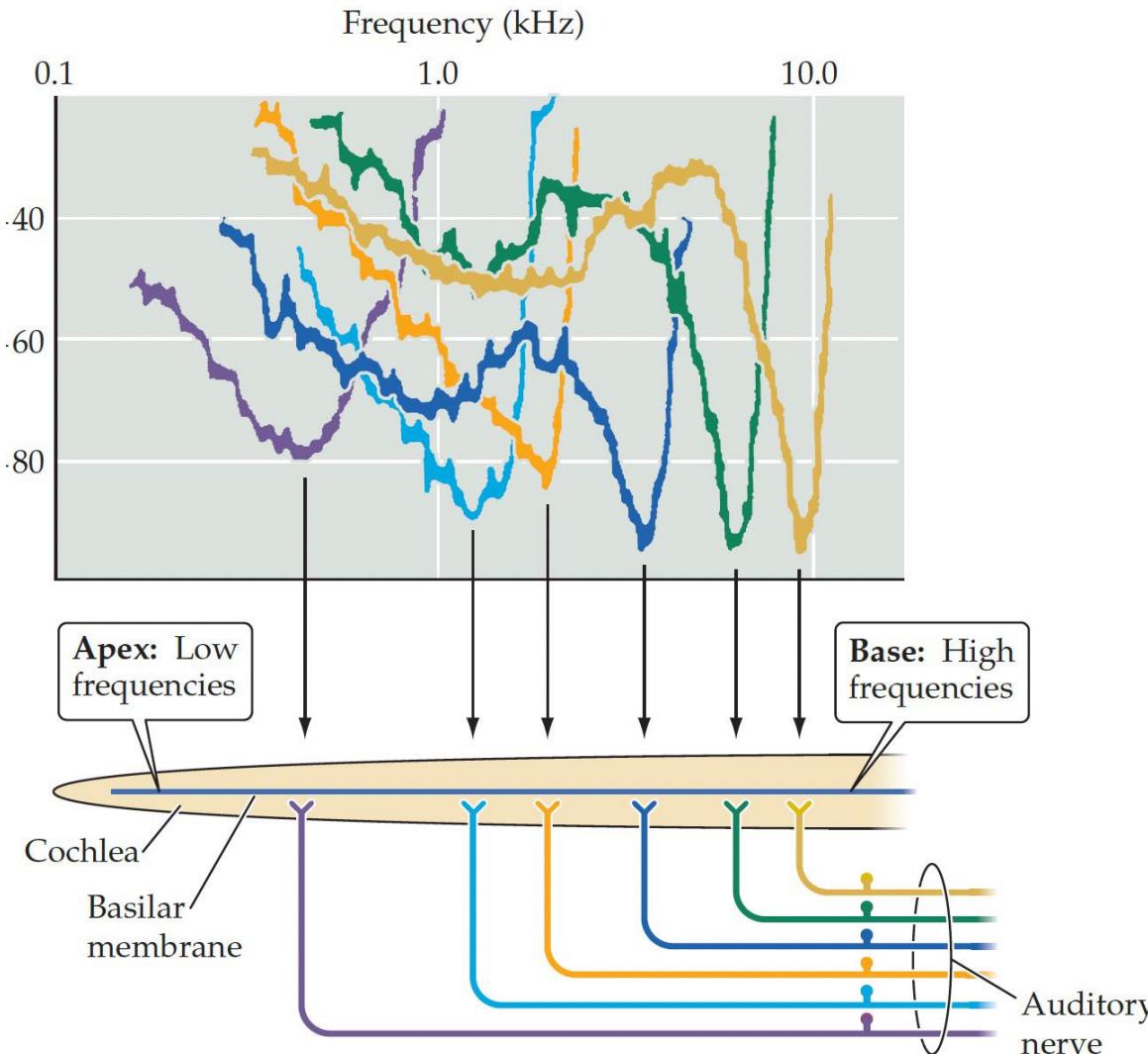
# Frequency tuning curves of auditory fibers

Each fiber has characteristic sound frequency at which it fires with a minimal threshold

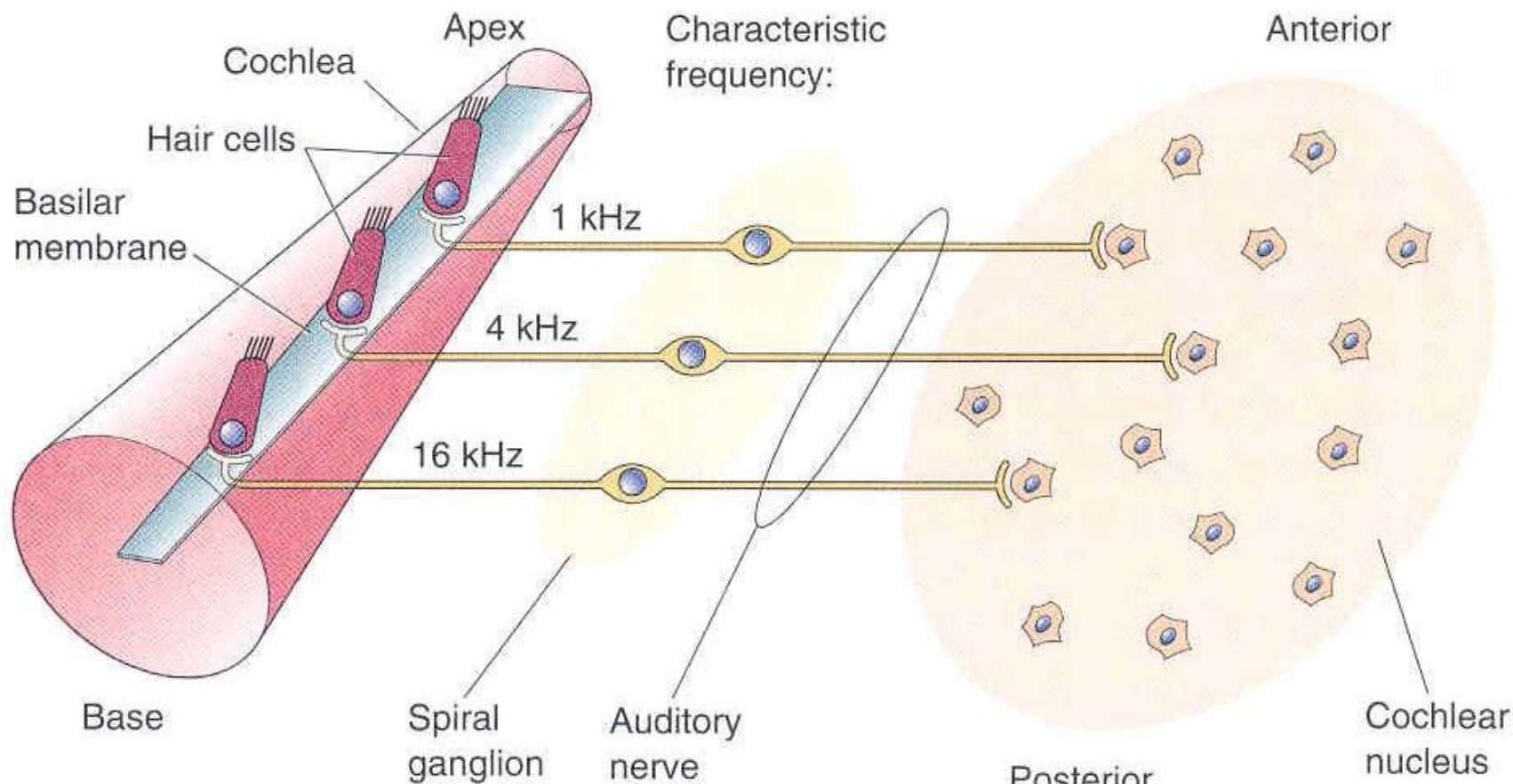
→ weakest sound intensity to which neurons responds



# Tonotopy: tuning of auditory nerve fibers depends on location along cochlea

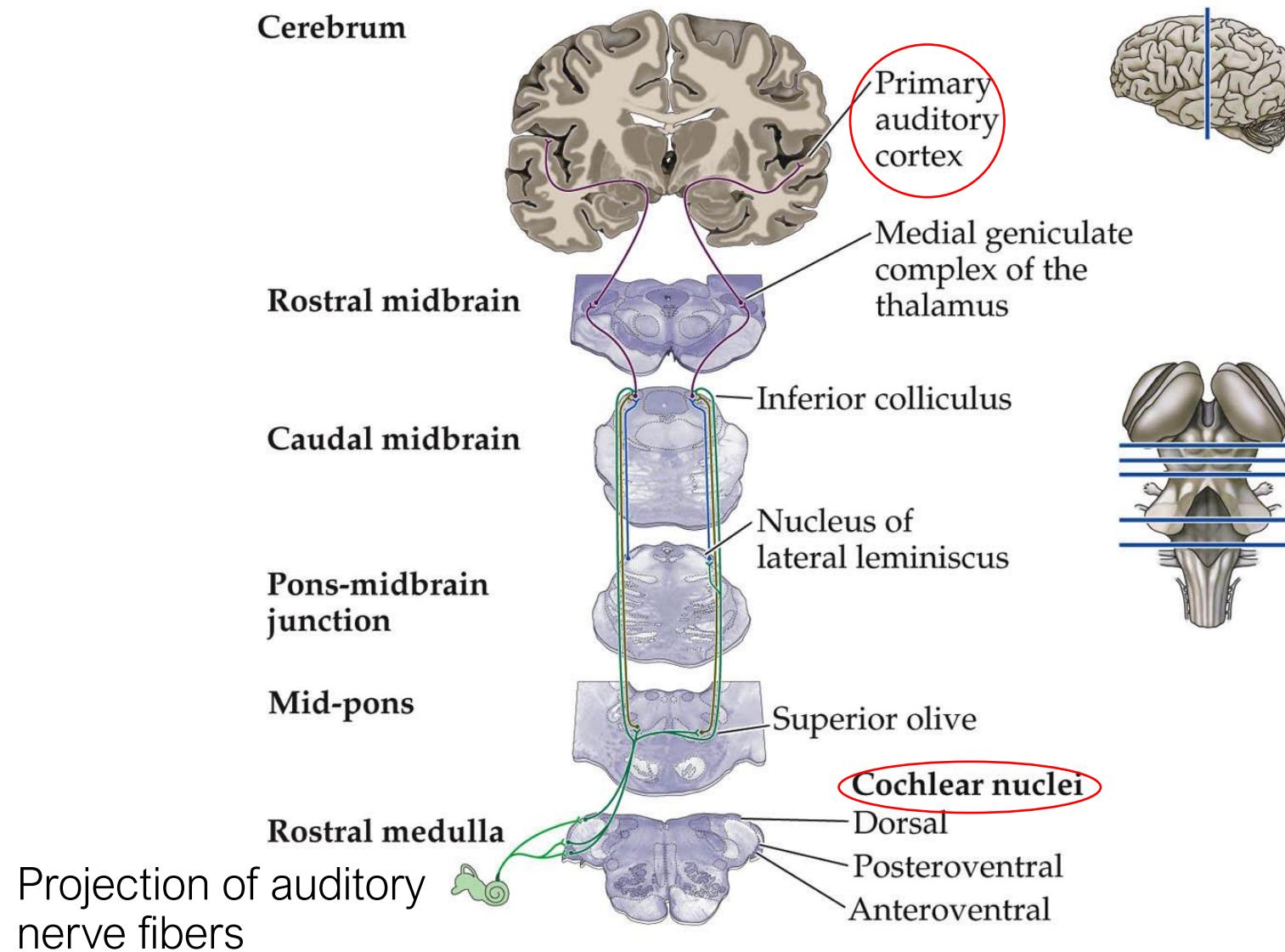


# Tonotopic representation of sound frequency in cochlea, spiral ganglion and cochlear nucleus

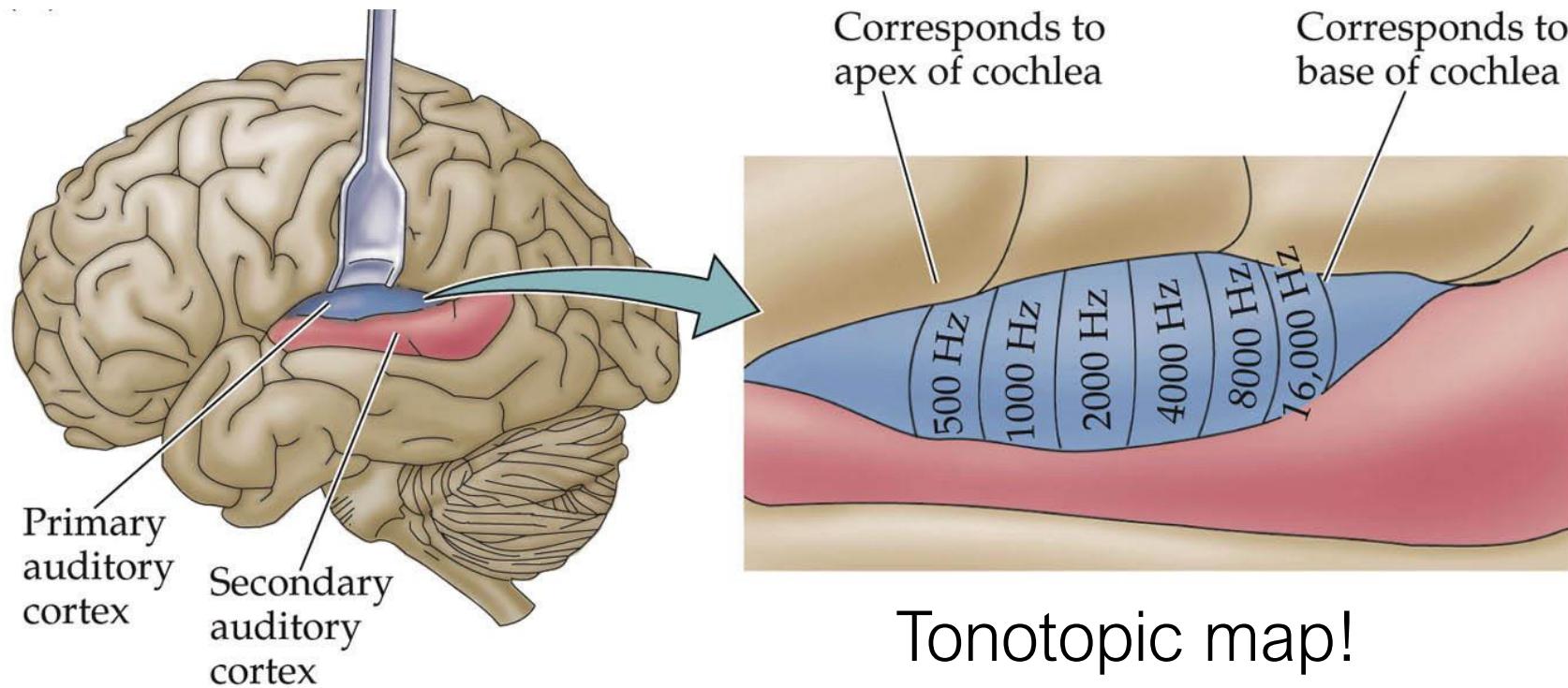


Tonotopic map is carried through to cochlear nucleus and up to primary auditory cortex A1

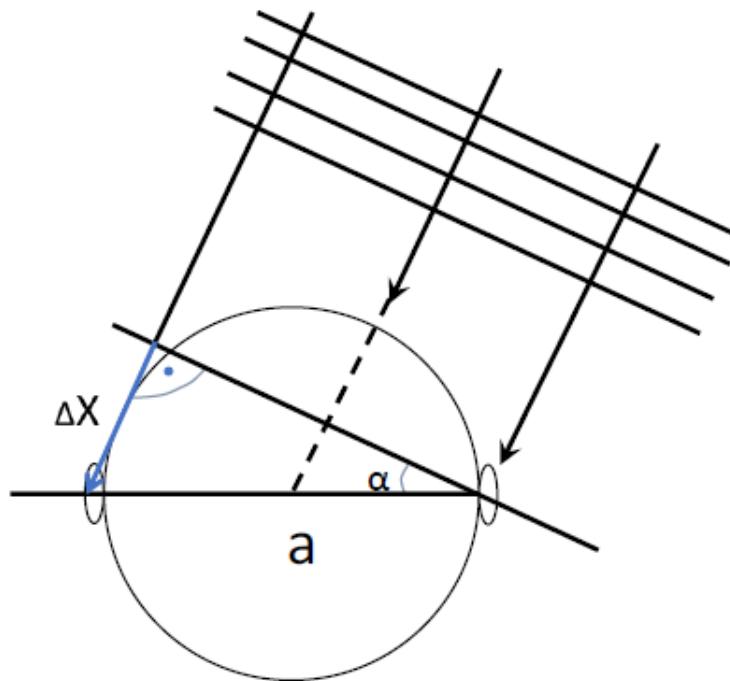
# Auditory nuclei and pathways



# Human auditory cortex



# Sound source localization



head diameter:  $a = 15 \text{ cm} = 150 \text{ mm}$

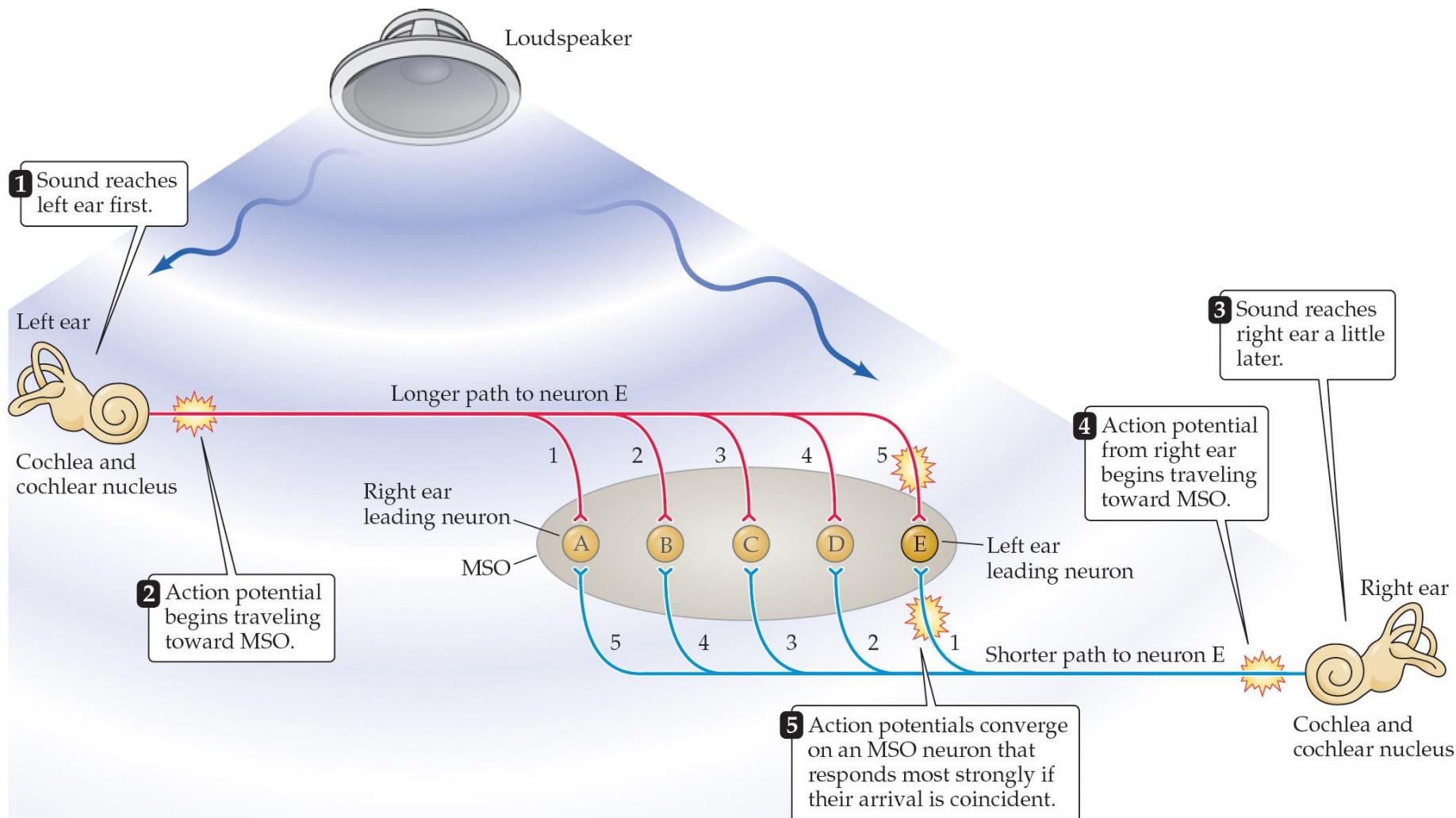
speed of sound:  $c = 340 \text{ m/s} (= 340 \text{ mm/ms})$

$$\Delta X = a * \sin \alpha = 150 \text{ mm} * \sin 10^\circ = 26 \text{ mm}$$

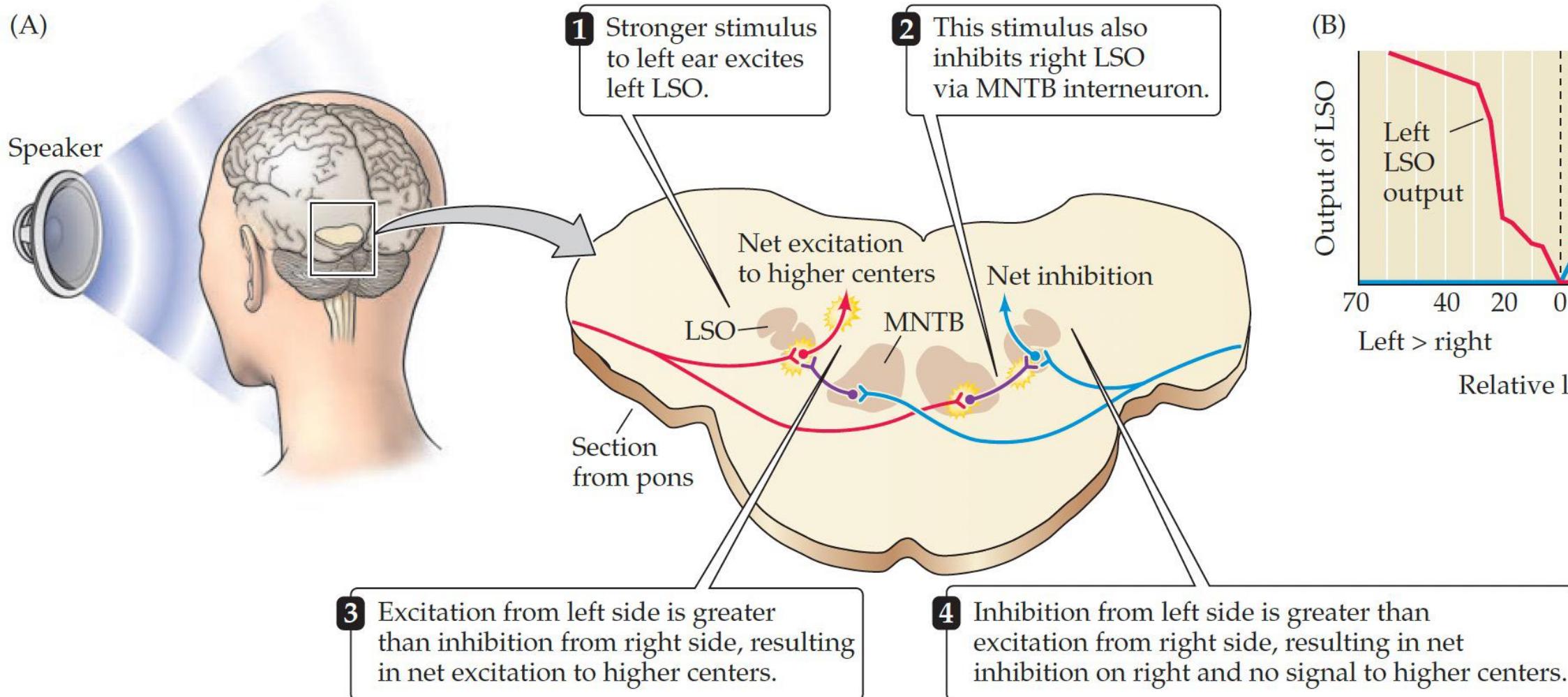
$$\Delta t = \Delta X / c = 26 \text{ [mm]} / 340 \text{ [mm/ms]} = \underline{0.077 \text{ ms}}$$

This is calculated as a function of head width and incoming sound angle.  
In practice it is well below 1ms (!) even for a large angle of  $\alpha = 10^\circ$

# Interaural time differences are computed by medial superior olive nucleus

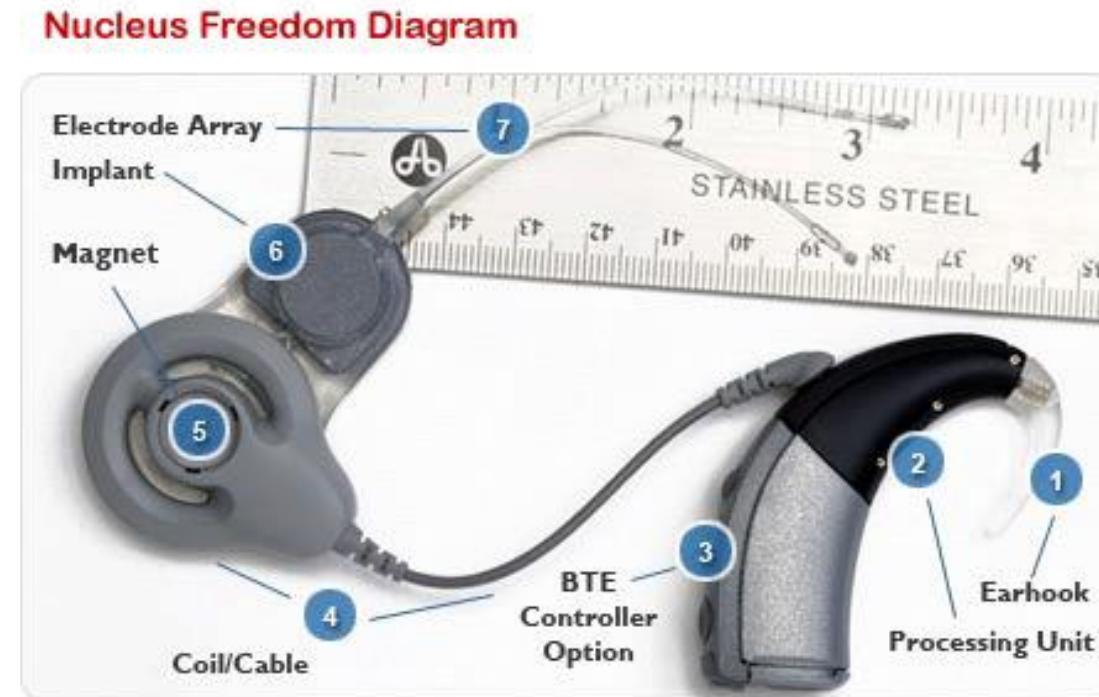


# Interaural intensity differences are computed by lateral superior olive

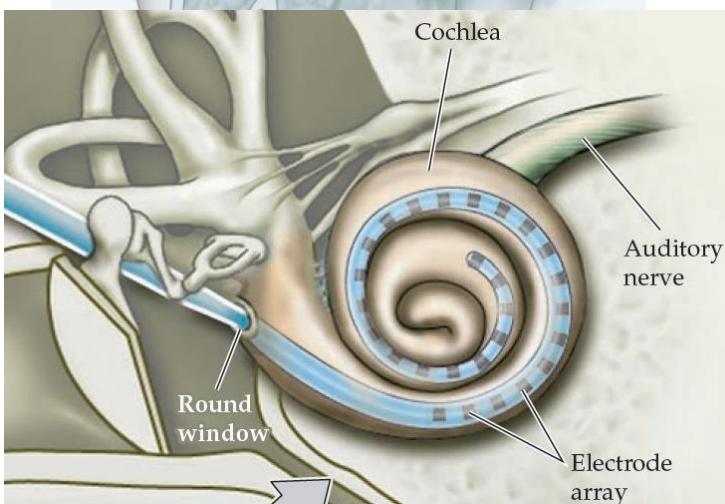
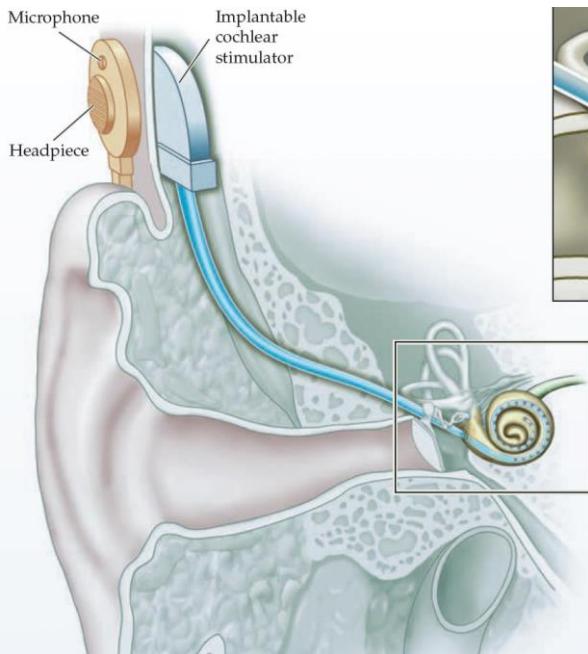


# Cochlear implants to treat congenital deafness

- 0.1% of children are born deaf or with severe hearing loss
- Around 400 known syndromes involve severe hearing loss
- Gene mutations can jeopardize hearing mechanism



# Cochlear implants to treat congenital deafness

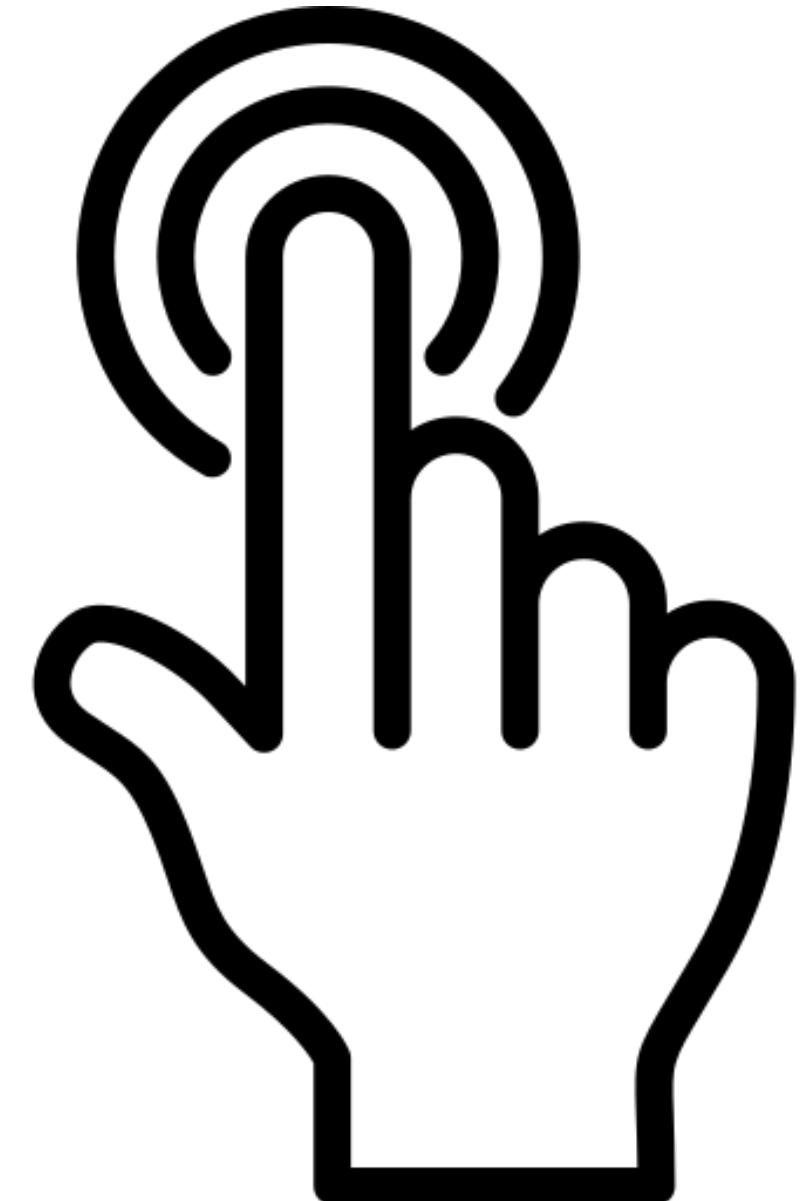
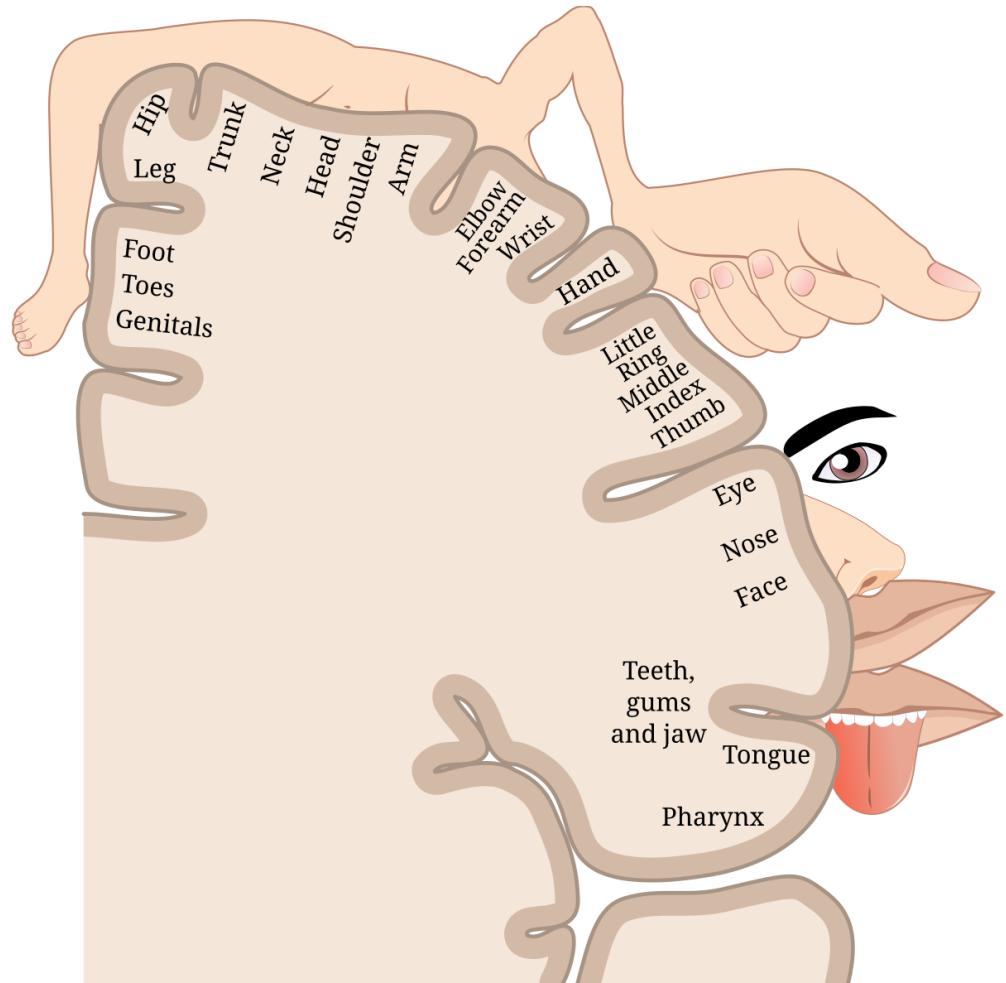


- Series of electrodes that are inserted into the cochlea
- Auditory nerve is electrically stimulated at specific sites depending on sound frequency components (tonotopic organization)
- Can be used as long as the auditory nerve is intact

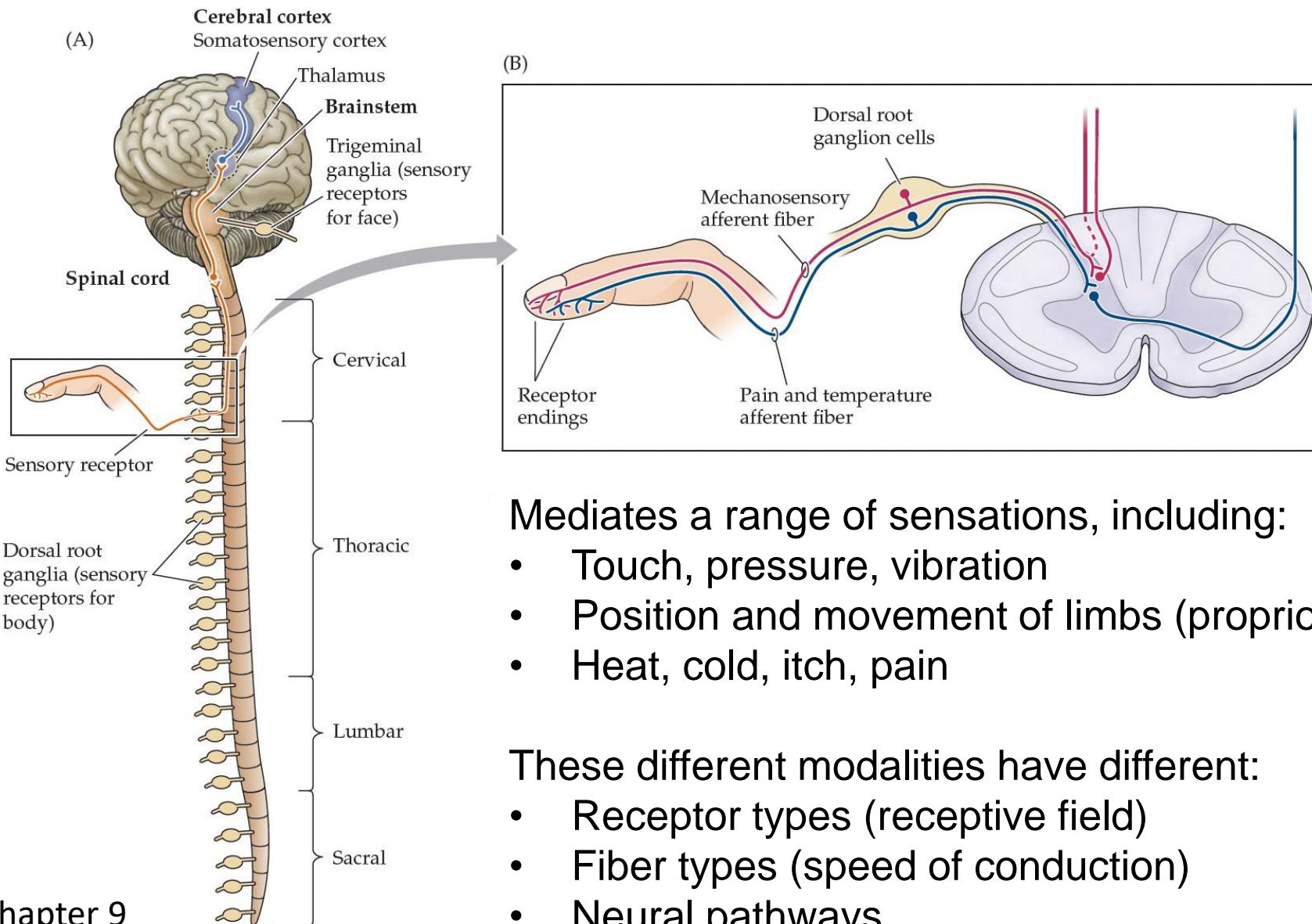
→ 80% of patients can lead a conversation without lip-reading 6 years after implantation



# Somatosensation: sense of touch

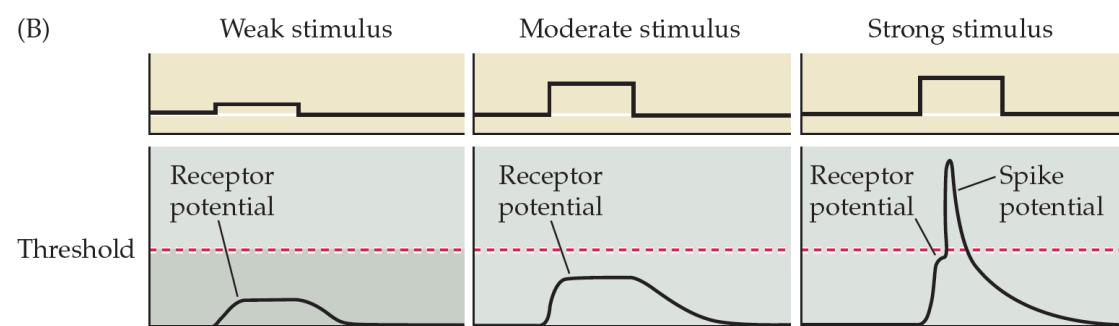
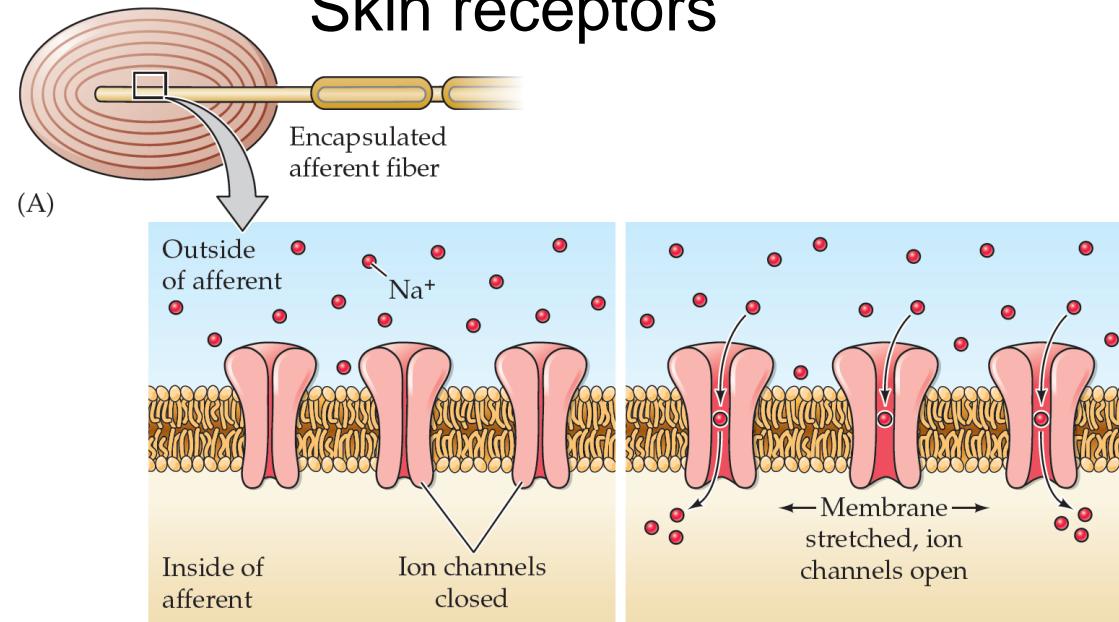


# The somatosensory system

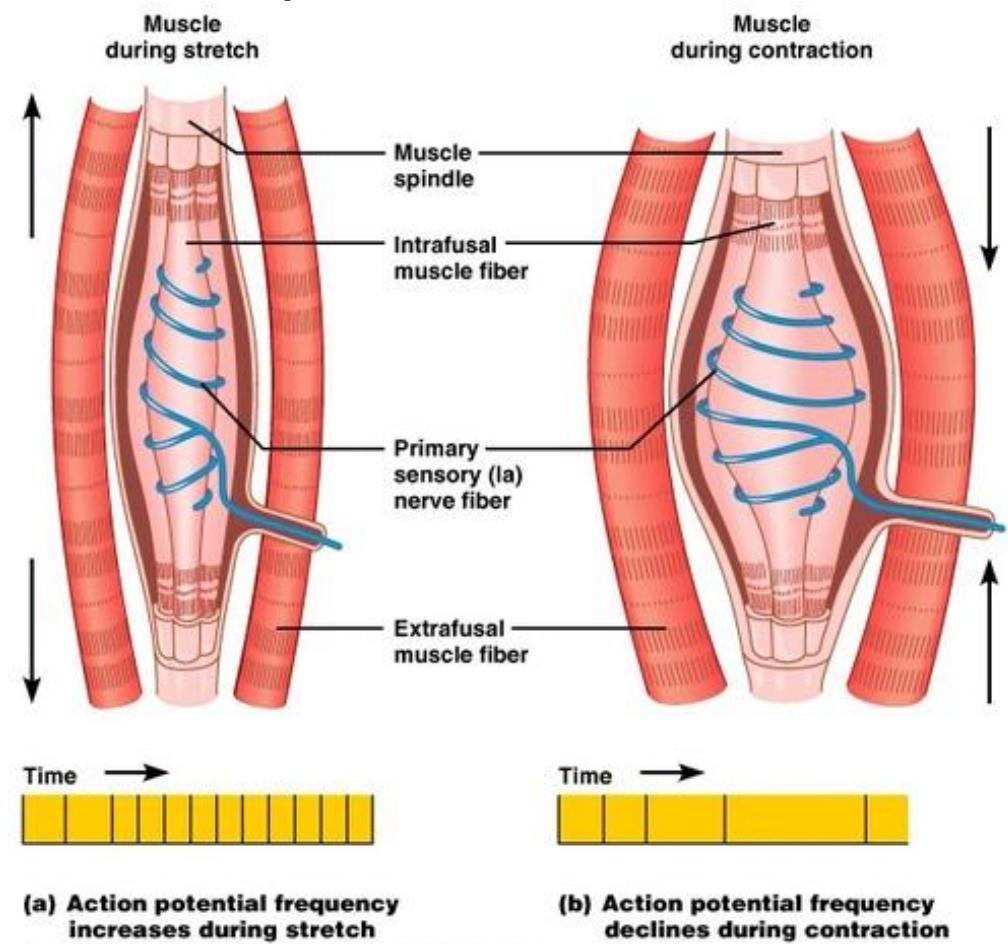


# Mechanoreceptors mediate sensory transduction

## Skin receptors

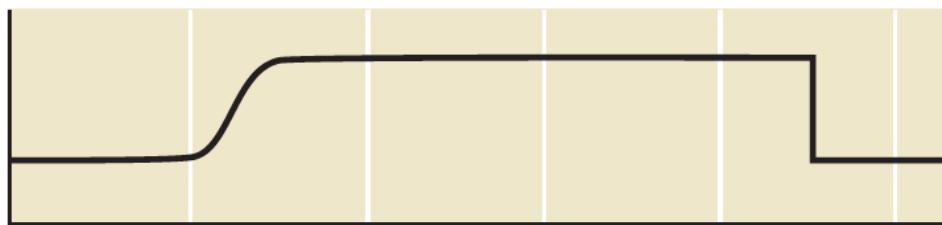


## Muscle spindle

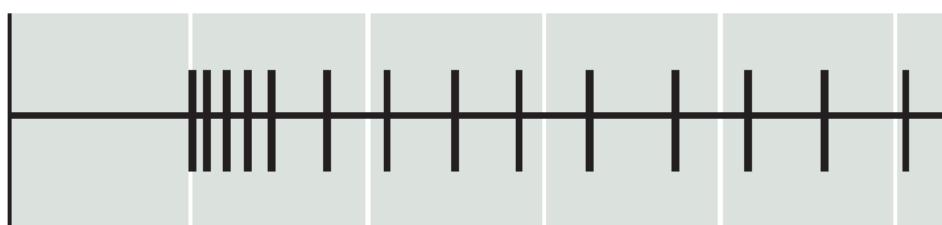


# Mechanoreceptors have different rates of adaptation

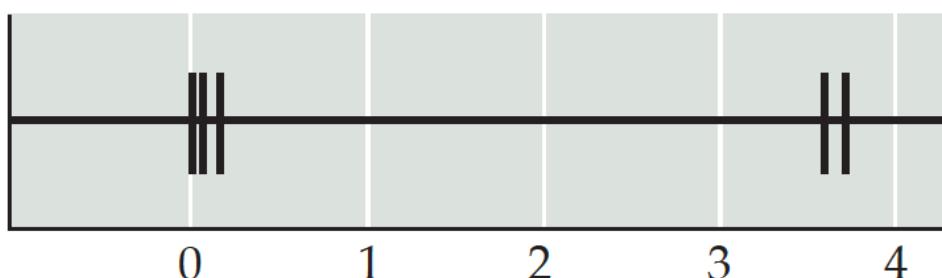
Stimulus



Slowly adapting



Rapidly adapting



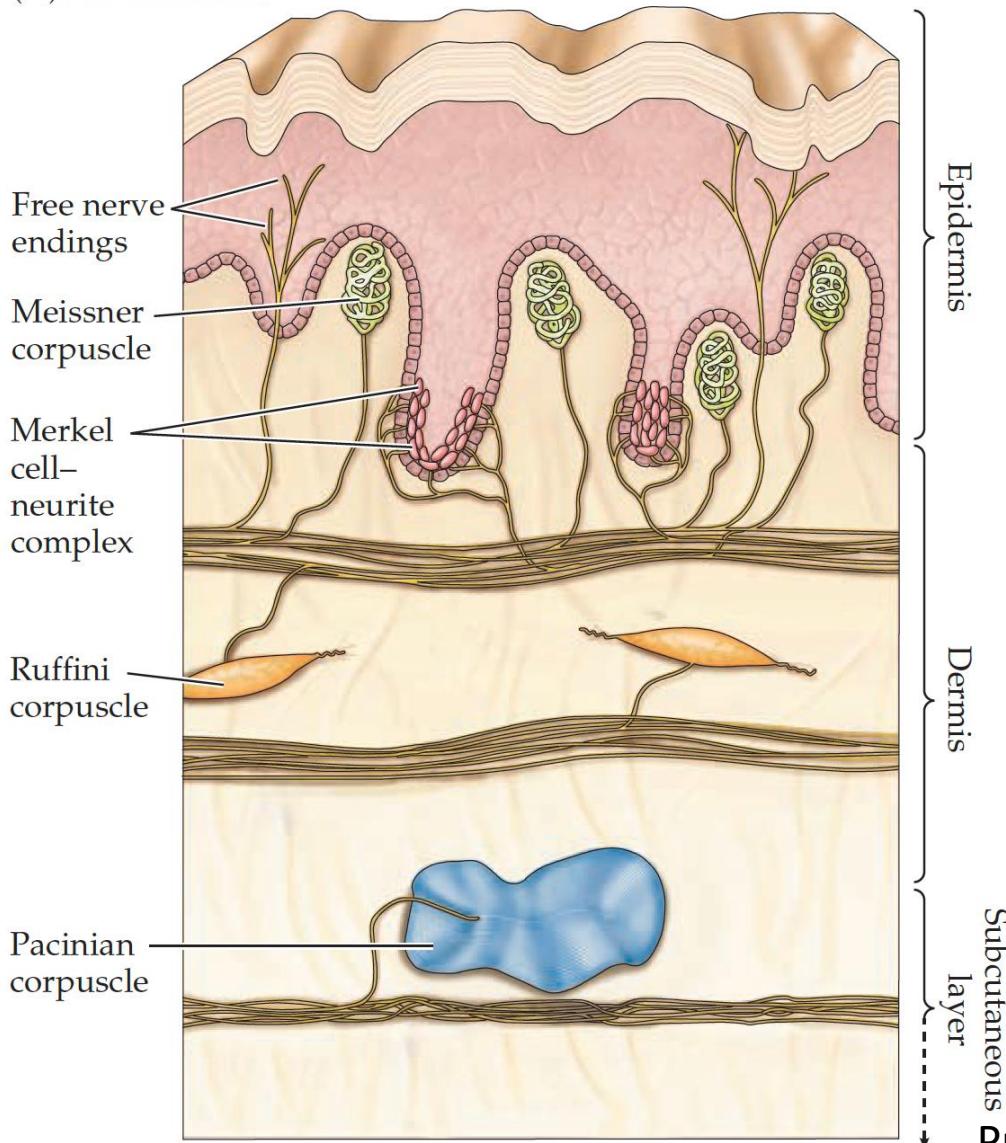
Time (s)

Purves, Chapter 9

- These provide different information
- This is also part of the reason for why you don't feel your clothes on your body

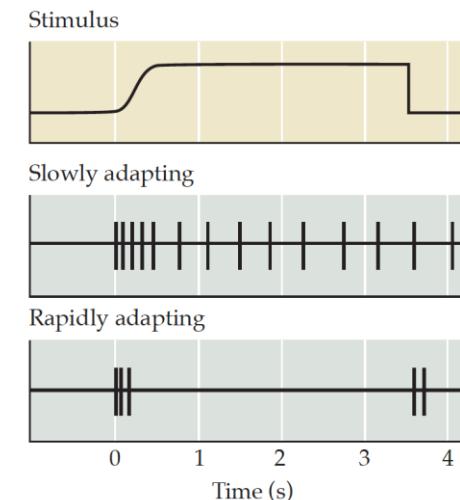
# Variety of distinct touch mechanoreceptors

(A) Glabrous skin



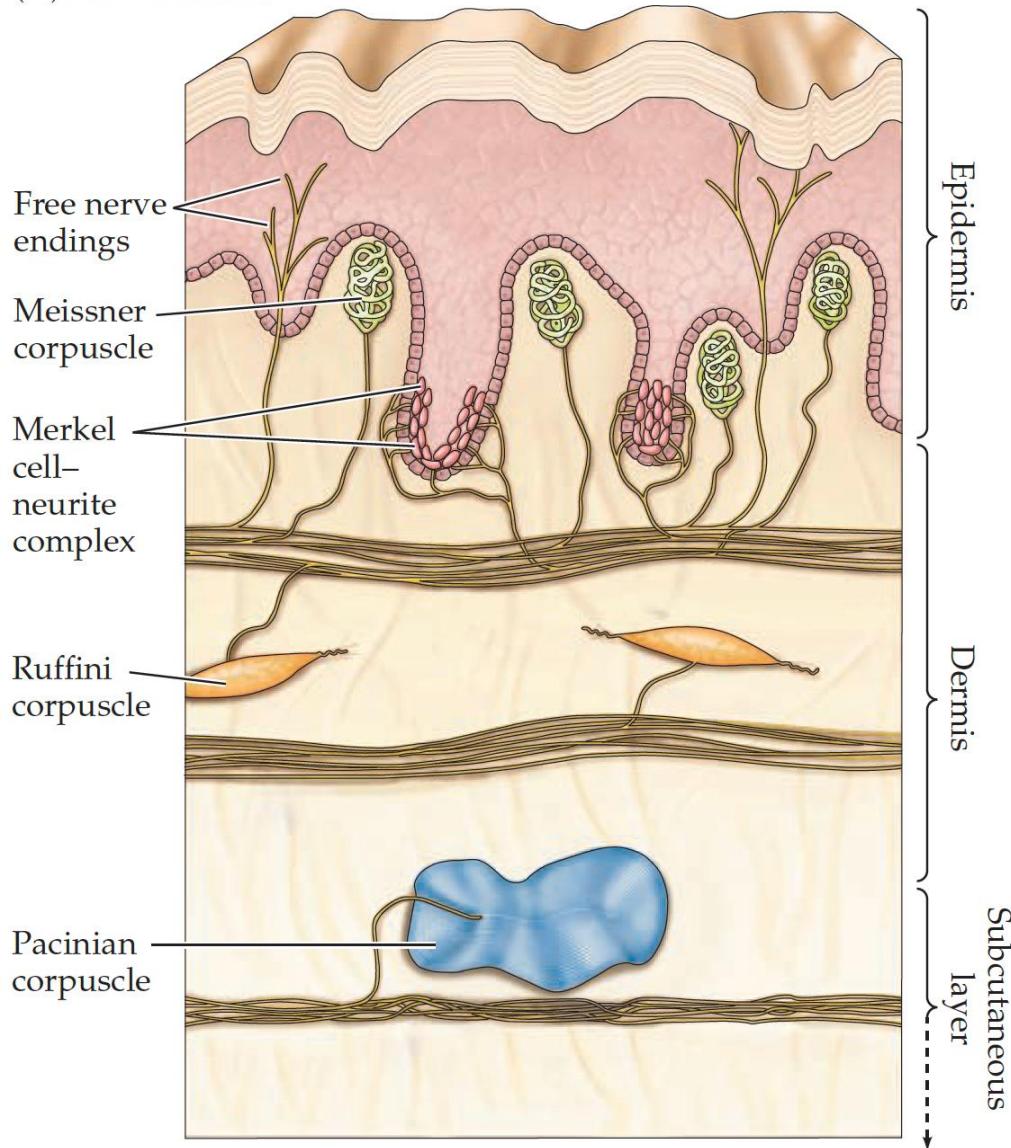
The different receptor types are sensitive to different tactile stimuli:

- Range of vibration frequencies (texture)
- Spatial resolution (tactile acuity)
- Slowly adapting (sense shapes)
- Rapidly adapting (sense movements)



# Variety of distinct touch mechanoreceptors

(A) Glabrous skin



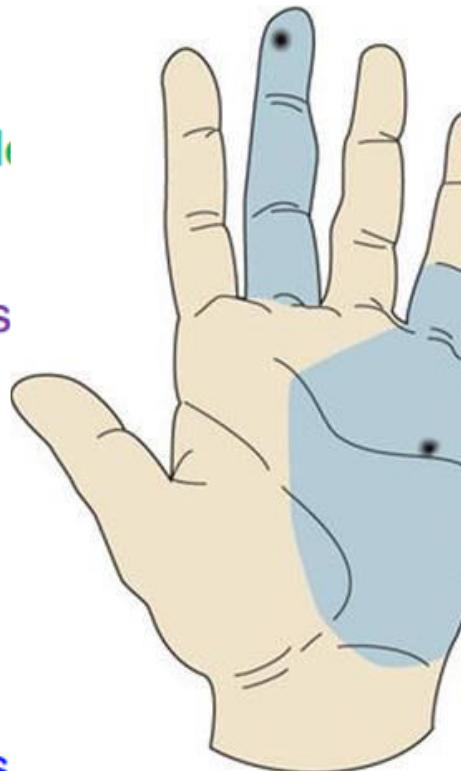
**Free nerve endings**  
(esp. important for *pain* sensation)

**Meissner's corpuscle**  
3-40 Hz (low frequency)

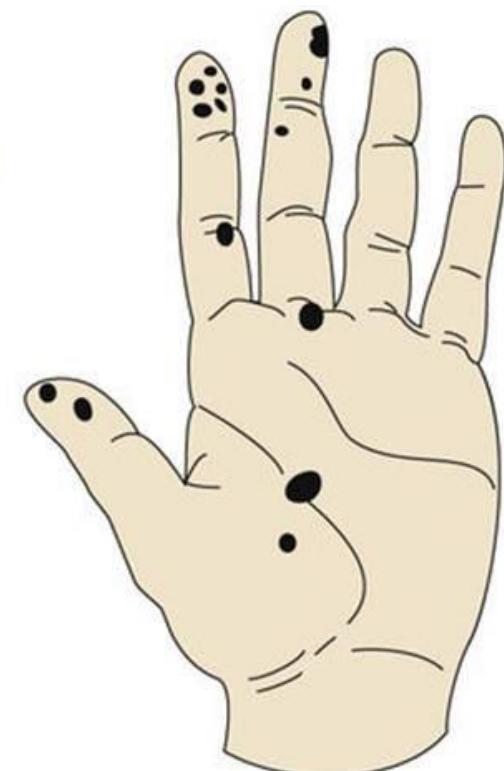
**Merkel cell afferents**  
slowly adapting; highest spatial resolution

**Ruffini's endings**

**Pacinian corpuscles**  
(250 -350 Hz)  
High sensitivity (10 nm)



Pacinian corpuscles



Meissner's corpuscles

# Somatosensory neurons

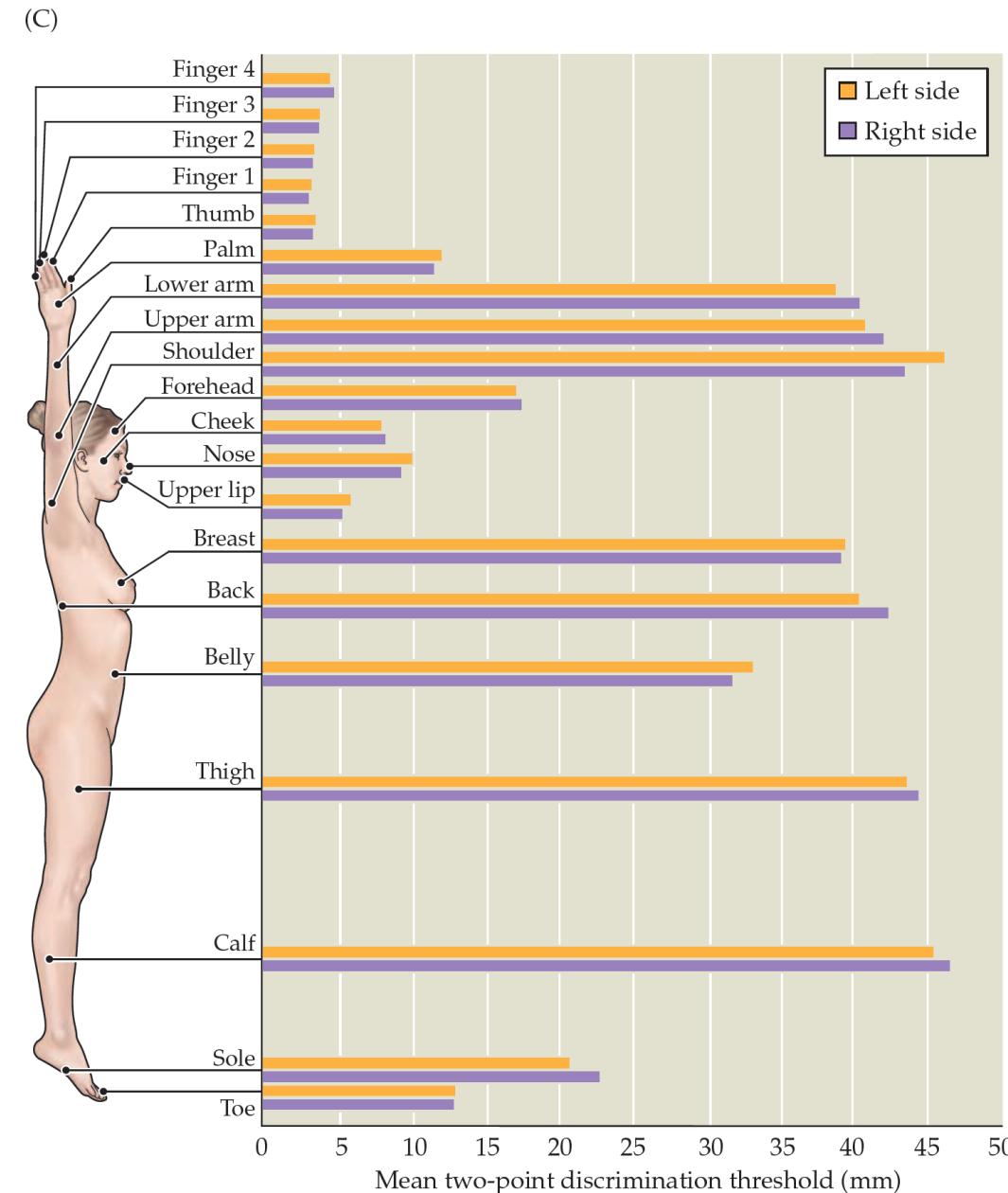
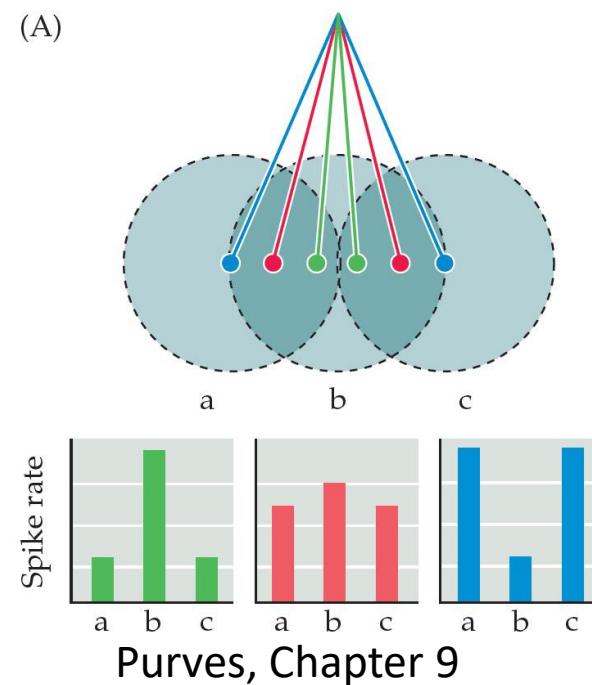
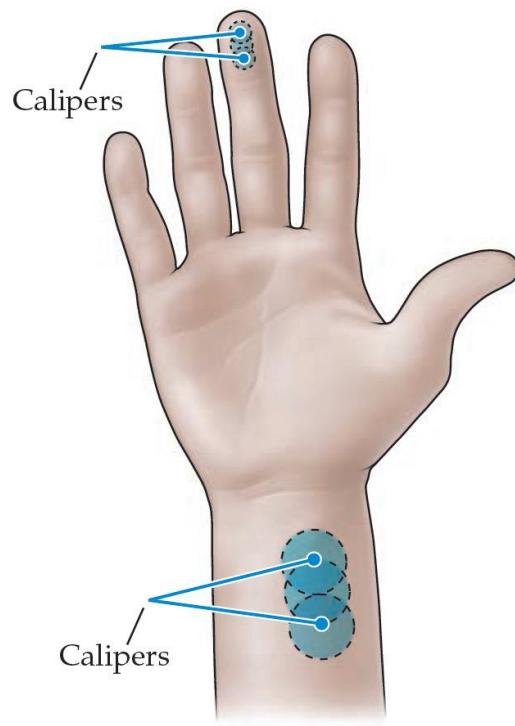
- Receptive field: part of the outer world to which a given sensory neuron is most responsive ~ somatotopic map

Remember

- **Vision**: area of the visual field which drives a neuron most strongly  
~retinotopic map
- **Audition**: sound frequency to which a neuron responds most strongly  
~tonotopic map

# Somatosensory neurons

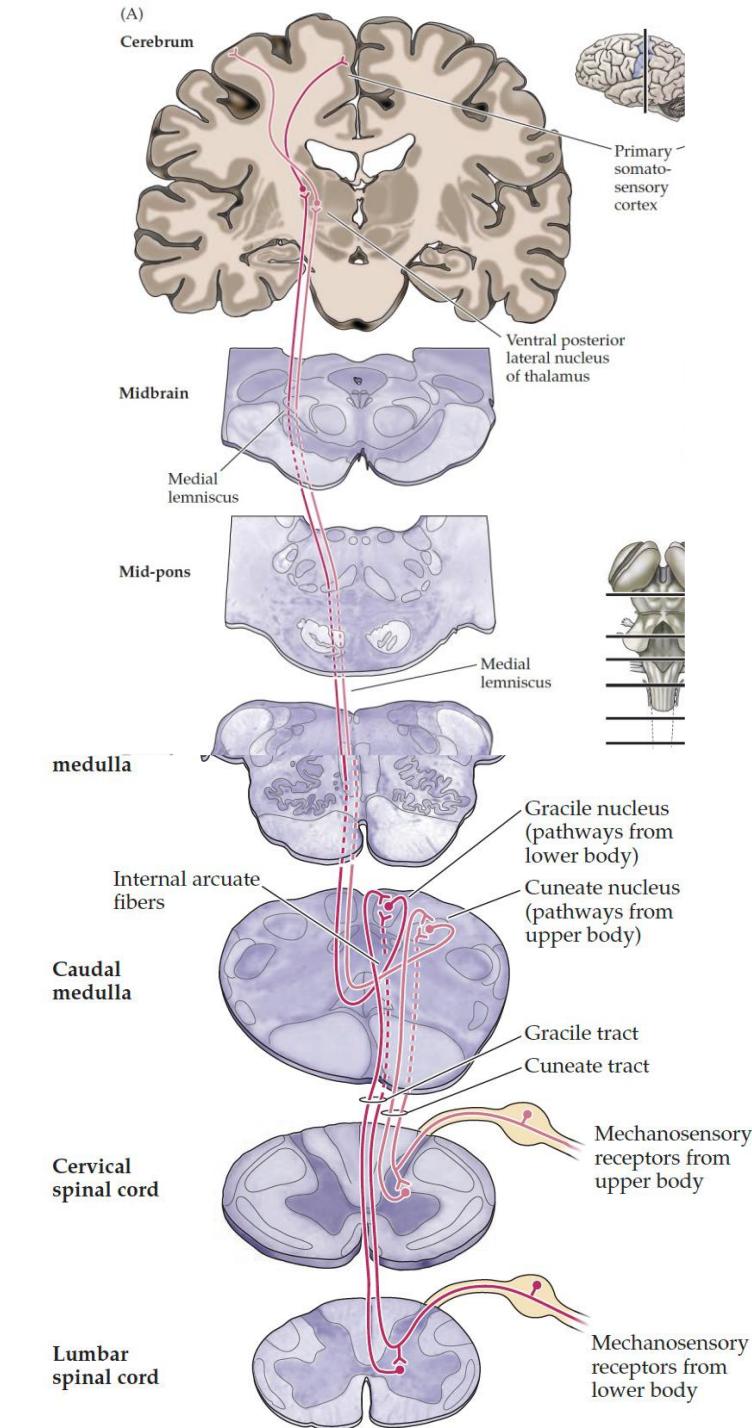
Two-point discrimination threshold:  
Minimum distance to perceive **two** separate touches, rather than just one



# Pathway for mechanosensing

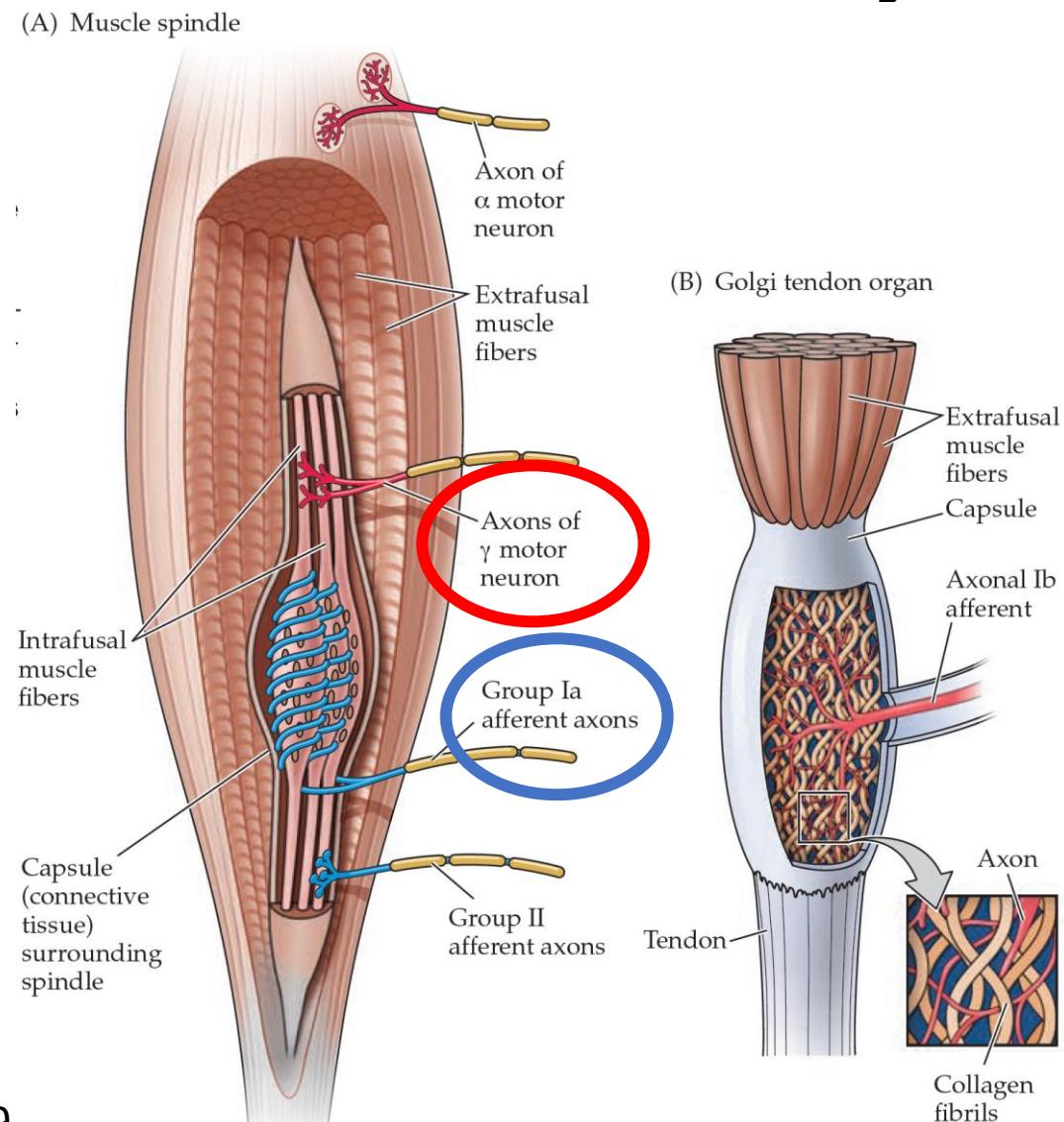
Touch information goes to the cortex

- Tertiary neurons in the thalamus
- Secondary sensory neurons in the brainstem
- Primary sensory neurons

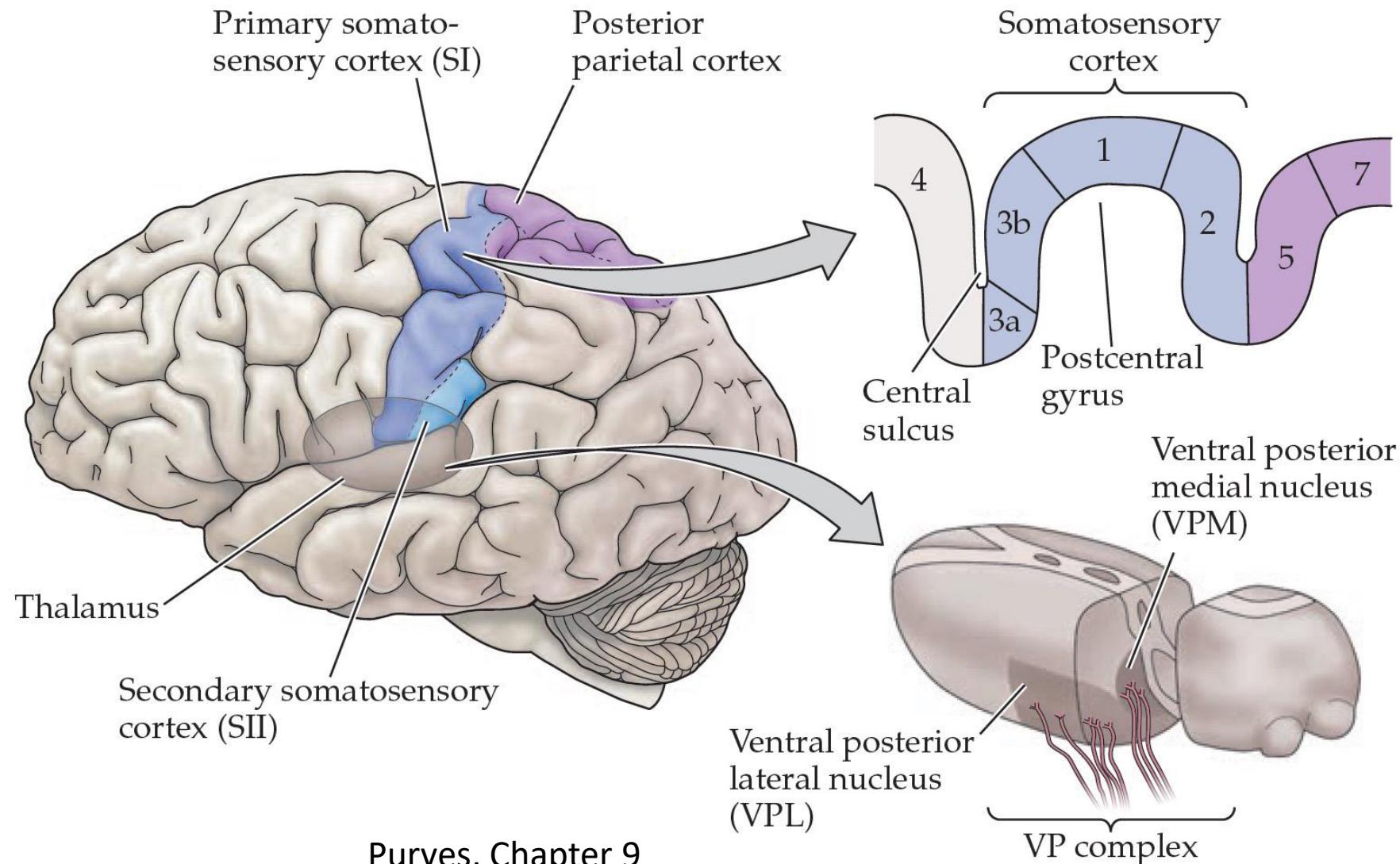


# Proprioceptors in the musculoskeletal system

- **Efferent** fibers: signal from CNS towards periphery
- **Afferent** fibers: signal from periphery towards CNS

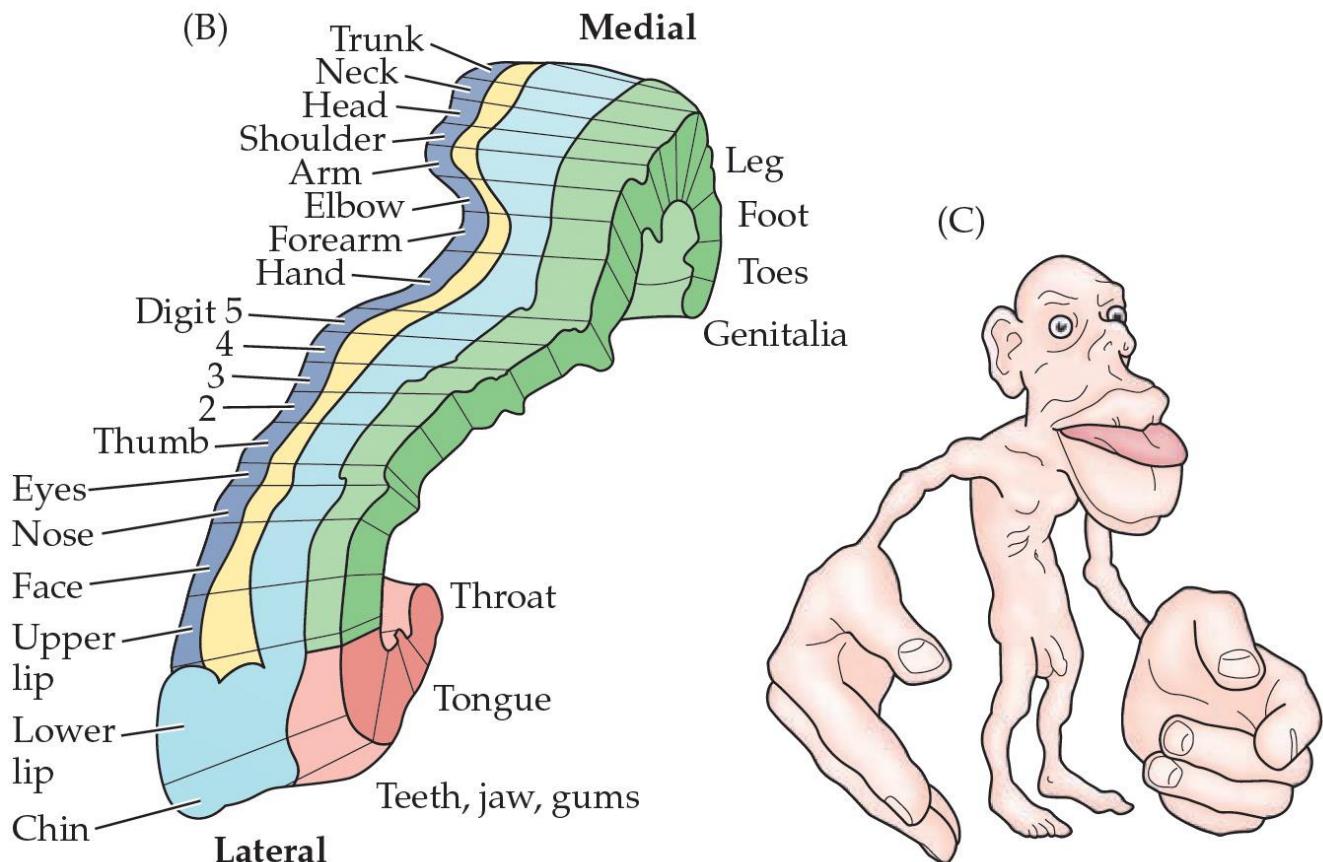
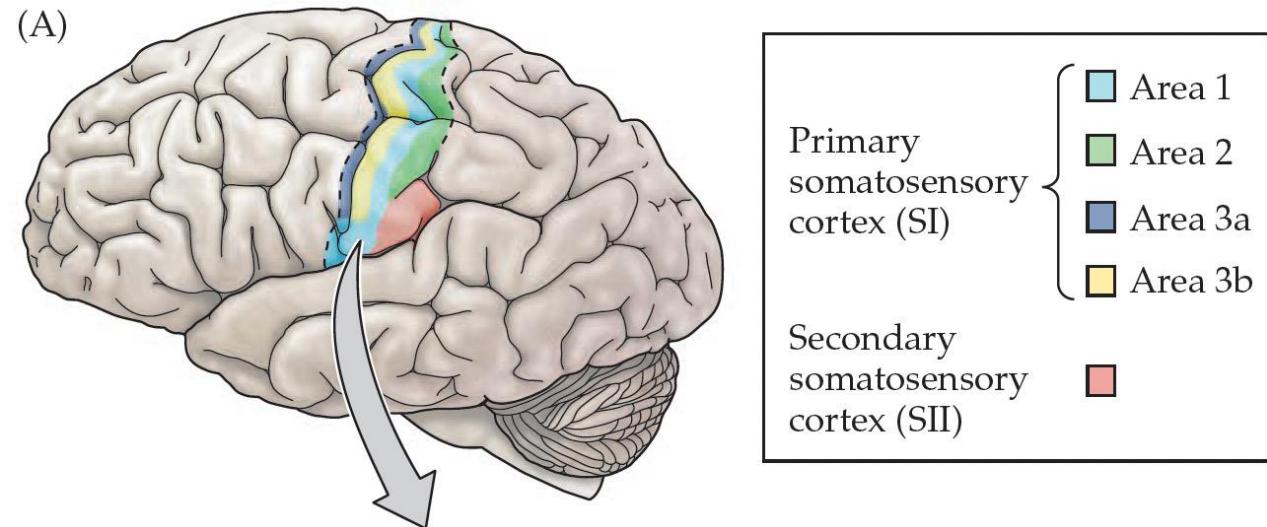


# Somatosensory cortex

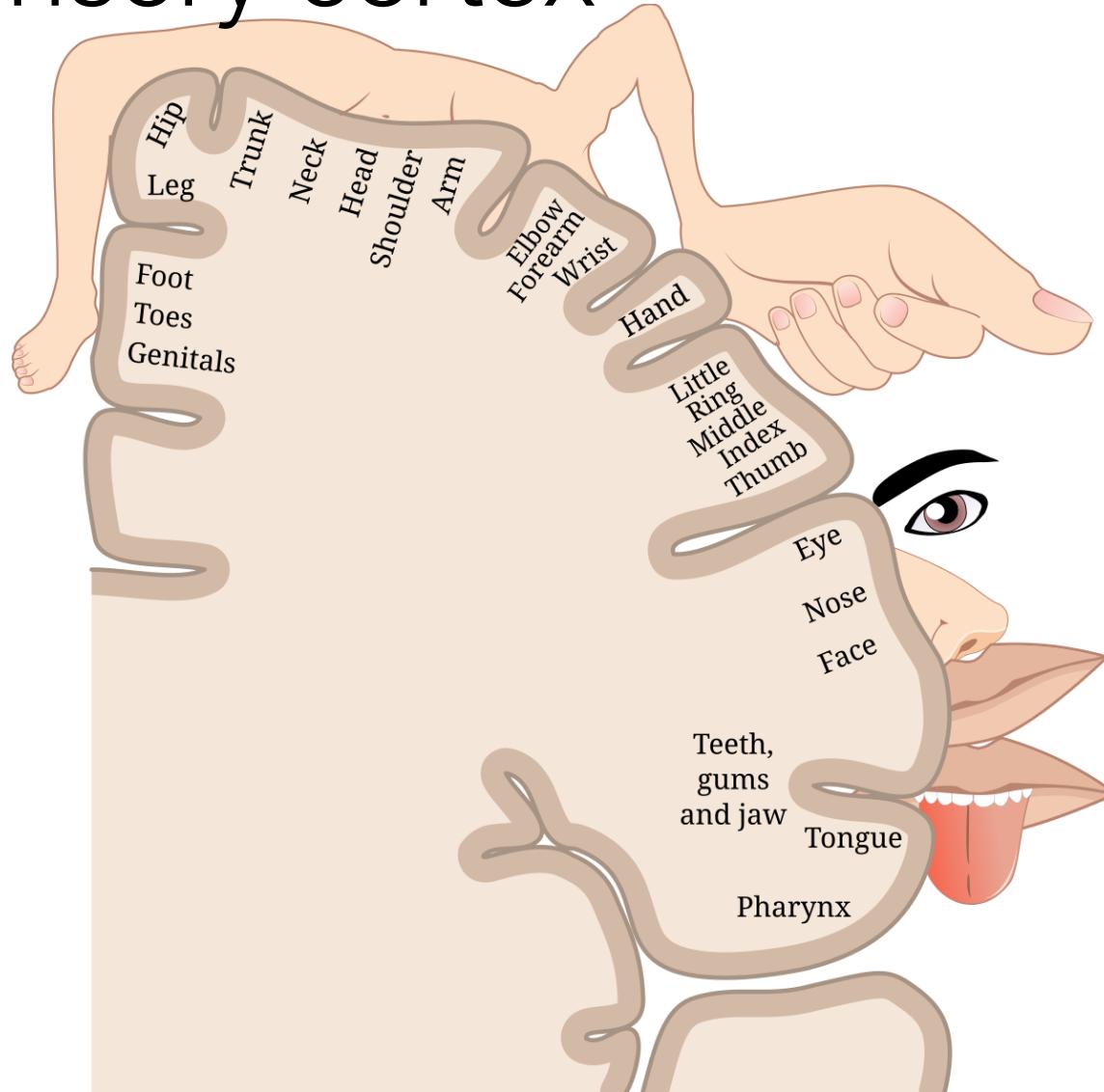


# Somatotopic order in somatosensory cortex

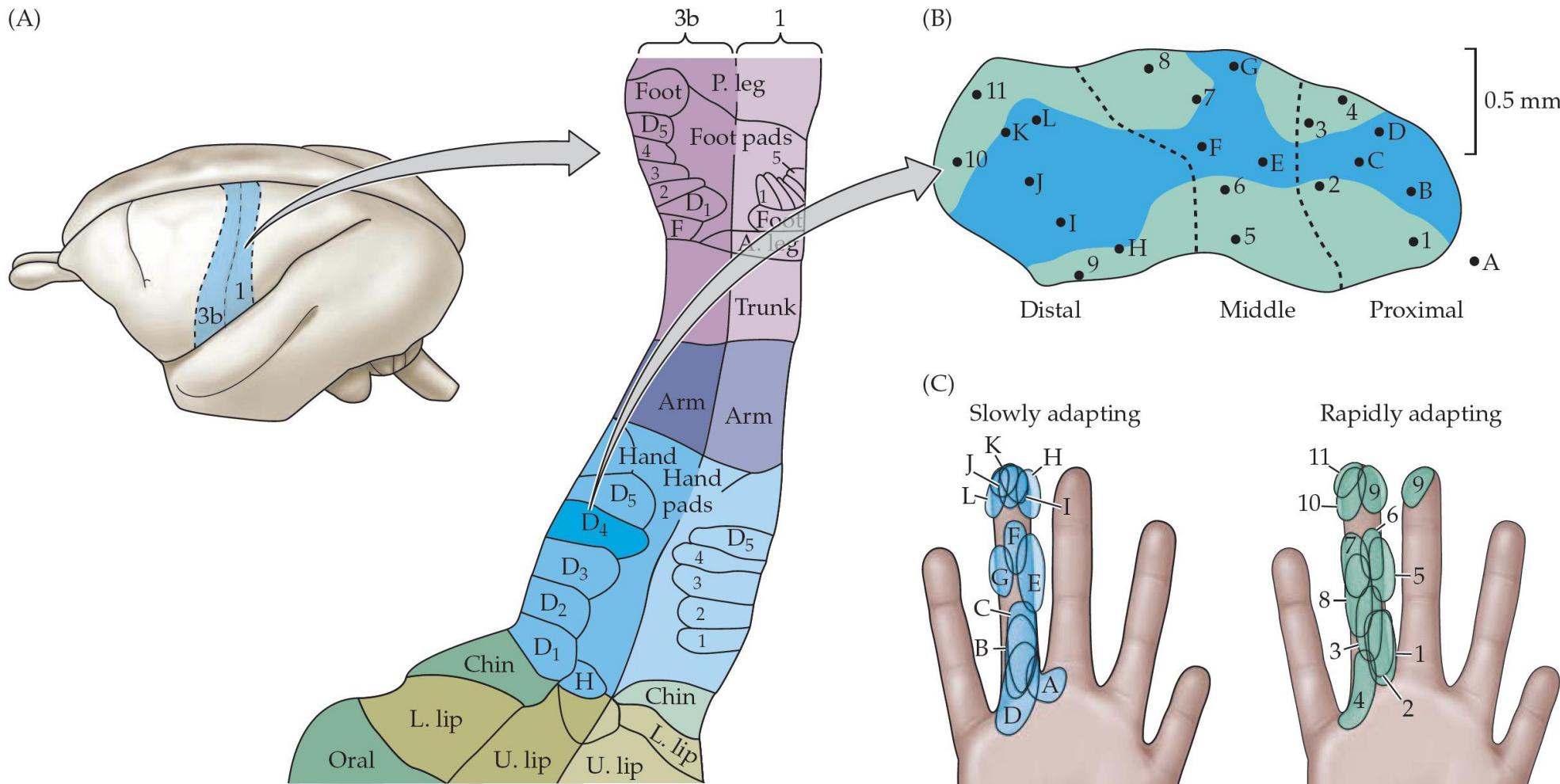
Locations with high spatial resolution (hands, face, lips, toes) are strongly represented areas in the homunculus



# Somatotopic order in somatosensory cortex

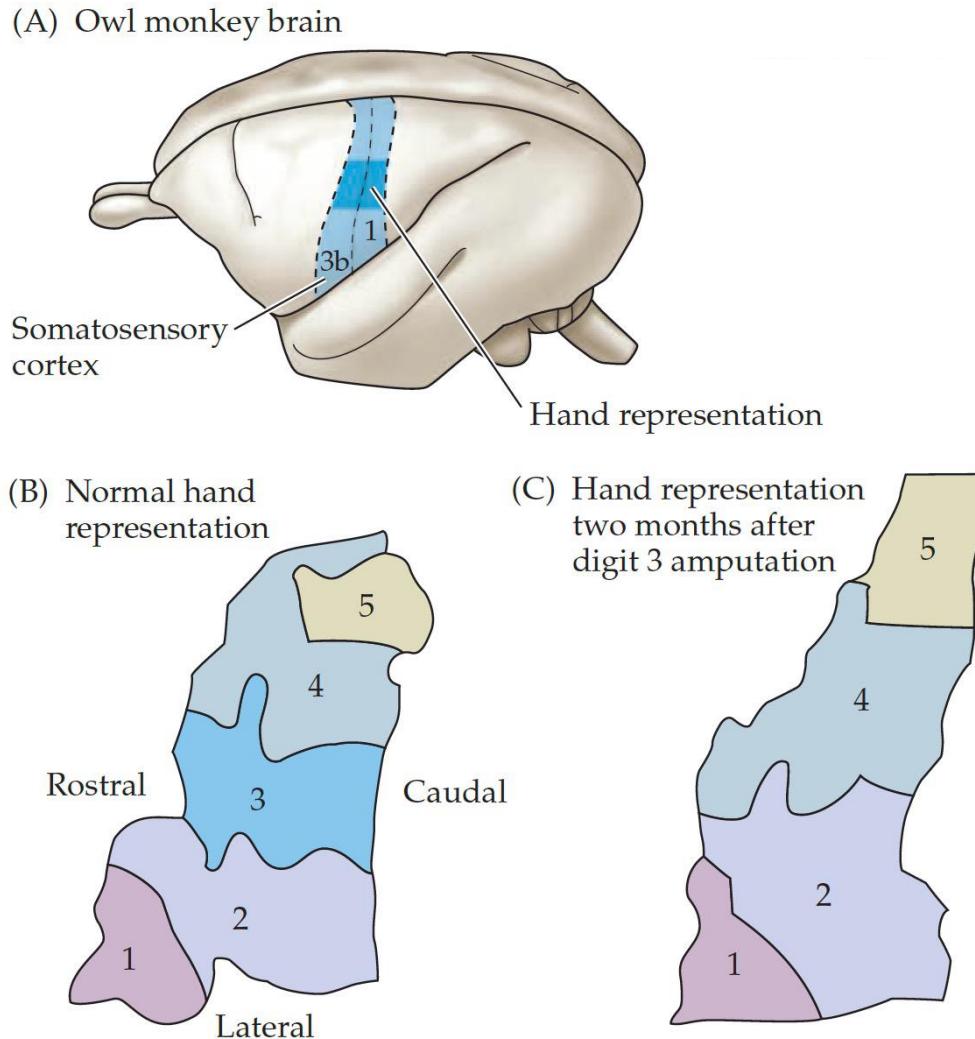


# Functionally distinct columns in primary somatosensory cortex



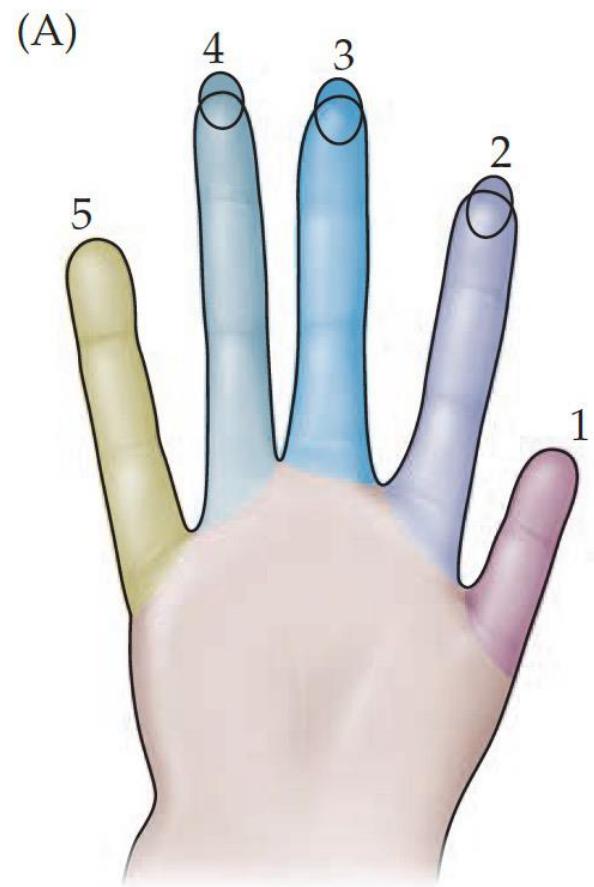
# Functional changes in somatosensory cortex following amputation of a digit

Neuronal adaptation following peripheral changes



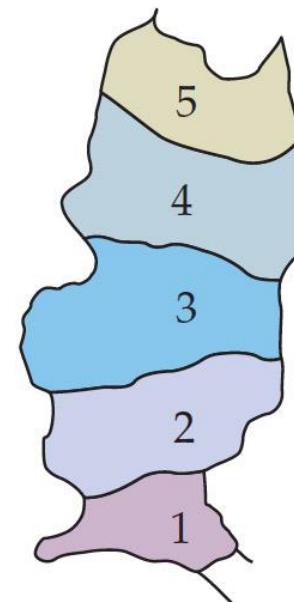
# Functional changes in somatosensory cortex following repetitive behavior

Expansion of  
neural territory  
via repeated  
use



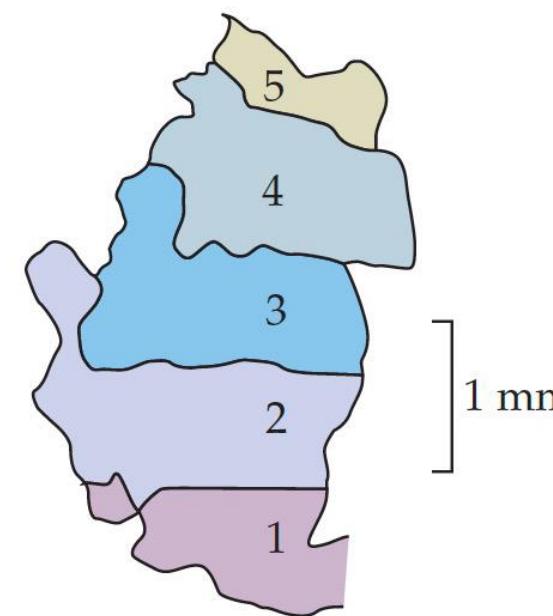
(B)

Before differential  
stimulation



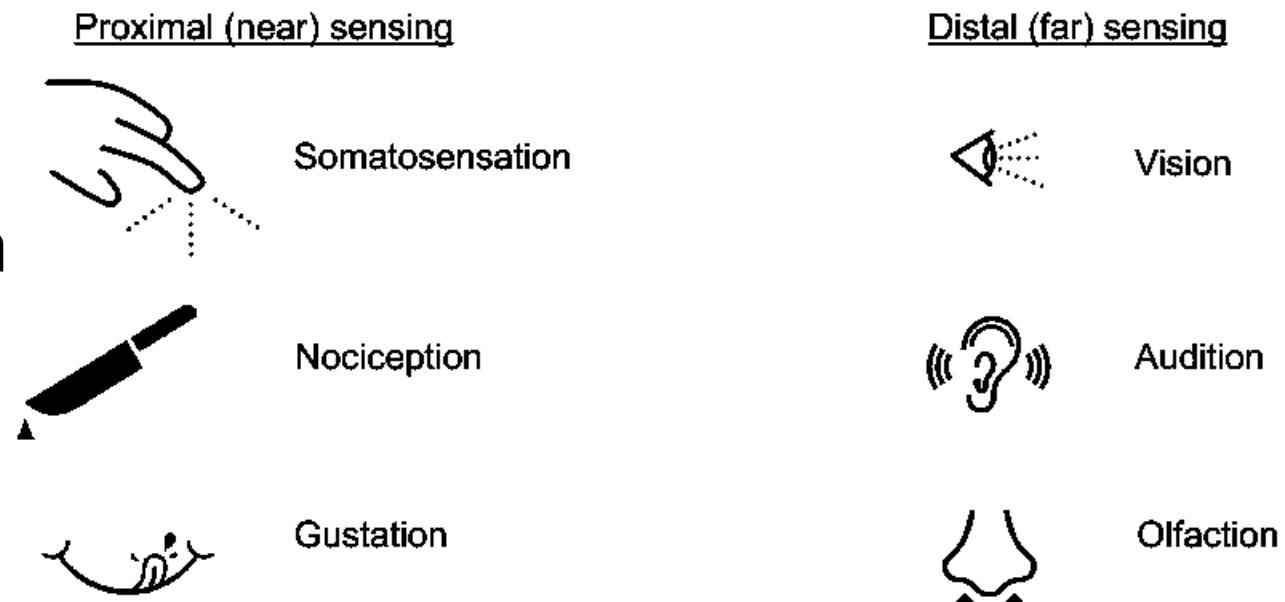
(C)

After differential  
stimulation



# Sensory systems

- Vision: sense of sight
- Audition: sense of hearing
- Somatosensation: sense of touch
- Nociception: sense of pain
- Gustation: sense of taste
- Olfaction: sense of smell



# Questions

- What are the key components of hearing?
- How does our brain localize sounds?
- What is tonotopic organization?
- What is somatotopic organization?
- Explain what the homunculus represents?
- What is the pathway for mechanosensing?