

# SIMPLEDIVA: A 3-PARAMETER MODEL FOR EXAMINING ADAPTATION IN SPEECH AND VOICE PRODUCTION

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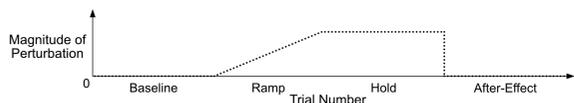
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## INTRODUCTION

- **Sensorimotor adaptation paradigms** — important experimental technique in examining neural mechanisms of motor control, including speech and voice production
- Typical experiment:
  - Participants produce speech while **auditory feedback is perturbed**
  - When perturbations **sustained** over many trials, participants gradually **learn to adjust** their movements to **compensate** for the perturbation (i.e., adaptation occurs)



- This process relies on an interplay between **feedback control** (in detecting and correcting errors within a trial) and **feedforward control** (in updating the motor command for the following trial)
- Challenging to determine contribution of each system from behavioral data alone
- Current speech models (including the **DIVA model**<sup>1,2</sup>) has too many free parameters to quantitatively fit experimental datasets in an unambiguous way
- **Aim: Describe and test a simple 3-parameter computational model that estimates contribution of feedback and feedforward control mechanisms to sensorimotor adaptation**

## METHODS

### Model equations<sup>3</sup>

- Three equations that solve for **gains** in (auditory feedback control ( $\alpha_A$ ), somatosensory feedback control ( $\alpha_S$ ), and feedforward control/learning rate ( $\lambda_{FF}$ ))
- Equations shown for a first formant (**F1**) **adaptation experiment** but applicable to other auditory parameters (e.g., fundamental frequency, f0)
- F1 in a given trial ( $n$ ) is a combination of a feedforward command and a sensory feedback-based correction (if an error is detected)

$$F1_{produced}(n) = F1_{FF}(n) + \Delta F1_{FB}(n) \quad (EQ 1)$$

- The sensory feedback-based correction is approximated by the size of the auditory and somatosensory errors detected at the beginning of the production, scaled by the gain parameters

$$\Delta F1_{FB}(n) = \alpha_A * (F1_T - F1_{AF}(n)) + \alpha_S * (F1_T - F1_{SF}(n)) \quad (EQ 2)$$

- The feedforward command is updated by adding a scaled version of the sensory feedback-based corrective command

$$F1_{FF}(n+1) = F1_{FF}(n) + \lambda_{FF} * \Delta F1_{FB}(n) \quad (EQ 3)$$

### Optimization procedure

- Model parameters optimized using a particle swarm algorithm that provides lowest RMSE fit

### Testing the SimpleDIVA model with existing datasets

- Simulations performed in MATLAB 2018a
- All datasets from cohorts of young healthy adults

- F1 upward** perturbation<sup>4</sup>
- f0 upward and downward** perturbation<sup>5</sup>
- F1 upward perturbation with **noise-masked trials**<sup>6</sup>
- f0 upward and downward f0 perturbation, **measured early and late** in production<sup>7</sup>
- F1 upward perturbation **parameters fit to a different perturbation protocol**

## KEY REFERENCES

1. Guenther, F.H. (2006). Cortical interactions underlying the production of speech sounds. *Journal of Communication Disorders* 39(5), 350-365. doi: 10.1016/j.jcomdis.2006.06.013.
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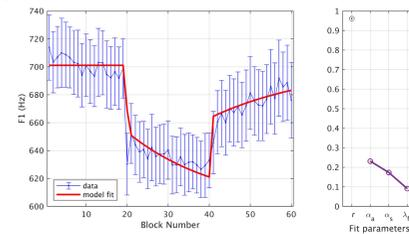
## RESULTS

Results of model simulations fit to existing datasets are shown below. Each figure follows the same format. In the **left panel**, the mean and standard error of the **experimental data** are shown in **blue** and the **model fits** are shown in **red**. In the **right panel**, a Pearson's correlation coefficient ( $r$ ) describes the relationship between the data and model fits and estimates are given for  $\alpha_A$ ,  $\alpha_S$ , and  $\lambda_{FF}$ .

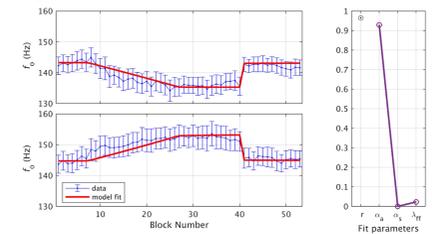
Gray shading indicates **noise-masked trials** (simulation C). Parameter estimates can be **interpreted** as follows:

- **Higher  $\alpha_A$**  leads to a higher compensatory response
- **Higher  $\alpha_S$**  leads to a decrease in the compensatory response (somatosensory feedback controller counter-acts compensation)
- **Higher  $\lambda_{FF}$**  leads to a larger amount of the corrective command being added to the feedforward command for the next trial

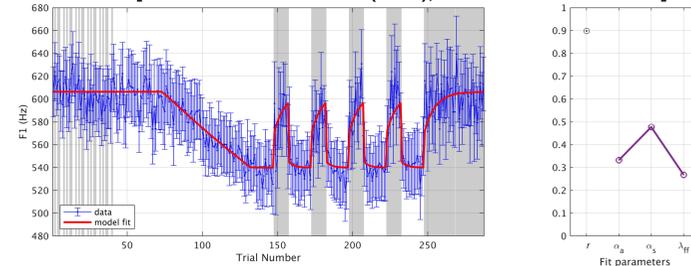
**A. F1 Upward Perturbation**  
[data from Scott et al. (2019), *Proc. of ICPhS*<sup>9</sup>]



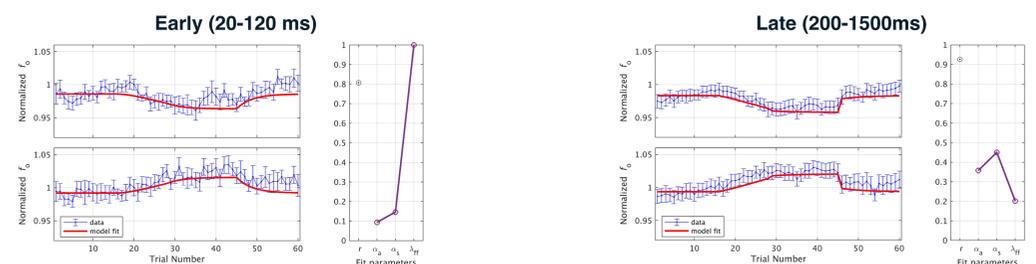
**B. f0 Upward and Downward Perturbation**  
[data from Abur et al. (2018), *PLoS One*<sup>5</sup>]



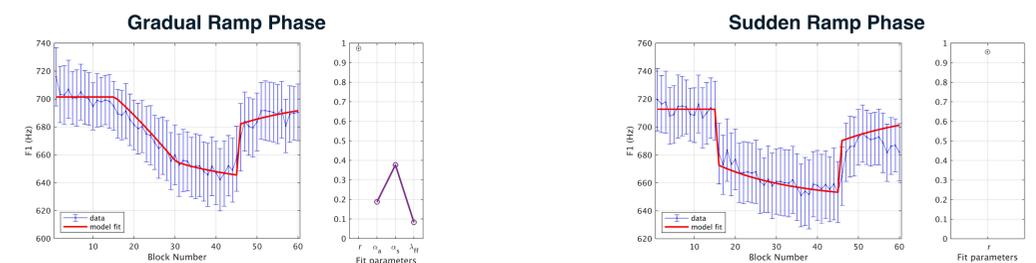
**C. F1 upward perturbation with noise-masked trials**  
[data from Ballard et al. (2018), *Front. Hum. Neurosci.*<sup>6</sup>]



**D. f0 upward and downward f0 perturbation, measured early and late in production**  
[data from Heller-Murray (2019), *doctoral dissertation*<sup>7</sup>]



**E. F1 upward perturbation model parameters fit to a different perturbation protocol**  
[data from Chao & Daliri, *unpublished*]



## DISCUSSION

- Overall, SimpleDIVA provides **excellent fits to existing F1 and f0 adaptation datasets** (mean correlation coefficients = .95 +/- .03). The simulations revealed a number of properties of the model:
  - Accounts for perturbations in **single or multiple auditory dimensions** (e.g., upward and downward perturbations)
  - Sensitive to the presence of **masking noise** — somatosensory feedback continues to play a role in the absence of auditory feedback
  - Captures variations in **measurement window** — motor control early in trial is dominated by feedforward control
  - Can **predict** average group responses from one experimental condition to another (within same group of participants)
- SimpleDIVA offers new insights into speech and voice motor control by providing a mechanistic explanation for the behavioral responses to the adaptation paradigm that are not readily interpretable from the behavioral data alone
- Next steps:
  - Use SimpleDIVA to **develop clear, testable hypotheses** that can be evaluated empirically
  - Use SimpleDIVA to understand differences in speech motor processing in individuals with **communication disorders**
  - **Expand functionality** of SimpleDIVA to (1) statistically compare groups, and (2) specify individual perturbation values
- Compiled SimpleDIVA code freely available online as a Windows or Mac **application** — MATLAB license not required



SimpleDIVA  
App



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