

# [IIAI30003] Digital Speech Processing

Homework 1

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# Contents

1 Waveform, Specgram		veform, Specgram	2
	1.1	Original soundtrack	2
	1.2	SoX soundtrack	3
	1.3	Rubberband soundtrack	3
<b>2</b>	Exp	perimental Results	4

# 1 Waveform, Specgram

### 1.1 Original soundtrack

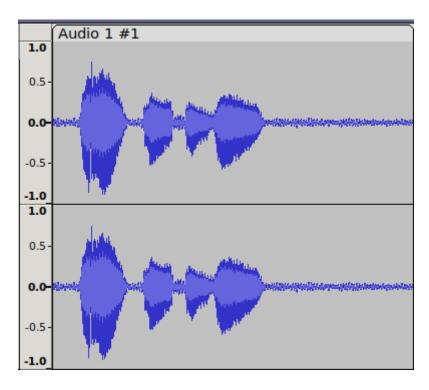


Figure 1: Waveform

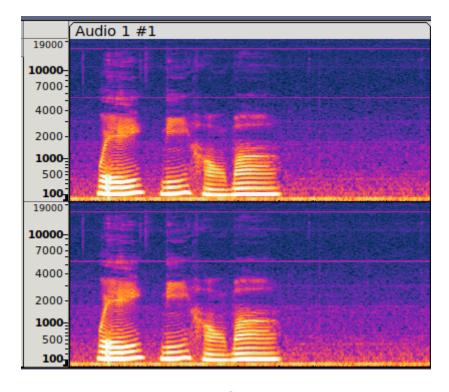


Figure 2: Specgram

#### 1.2 SoX soundtrack

Mixing (Stereo to Mono)  $\rightarrow$  Resampling/16000 Hz Command: sox input.wav -c 1 -r 16000 output.wav

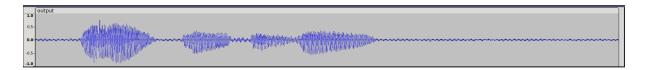


Figure 3: Waveform



Figure 4: Specgram

#### 1.3 Rubberband soundtrack

Time Stretching and Pitch shift  $5 \times 5$ Command: rubberband -t 5 -p 5 input.wav output\_r.wav

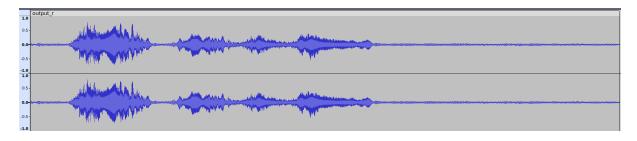


Figure 5: Waveform

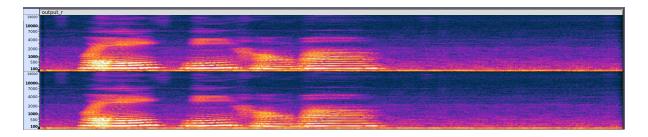


Figure 6: Specgram

## 2 Experimental Results

In the second step, I convert the audio to mono by mixing the left and right channels into a single channel.

And the third step, time-stretching factor of 5, which will make the audio five times longer than the original, also pitch-shifting factor of 5, which will raise the pitch of the audio by five semitones.