

# BRNO UNIVERSITY OF TECHNOLOGY

## FACULTY OF INFORMATION TECHNOLOGY

### Signals and Systems

Project - analysis and filtering of audio signal

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Alexander Rastislav Okrucky (xokruc00)

# Basic assignment

For this project I used Python 3.9.9 and Jupyter Notebook 6.4.6.

## 1 Basics

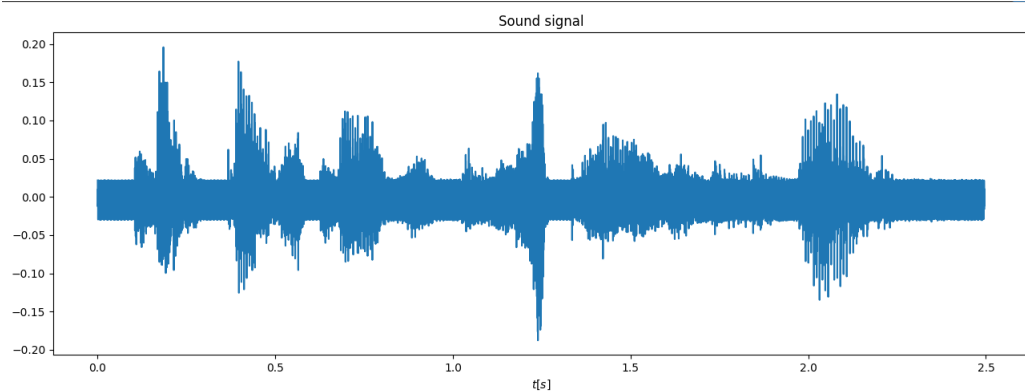
Signal length = 2.496 s

Signal length in samples = 39936

(minimum, maximum) = (-0.18768310546875, 0.195892333984375)

Maximum and minimum is already normalized, so values are in range  $< -1, 1 >$ .

I used *soundfile.read* function for reading the input signal.

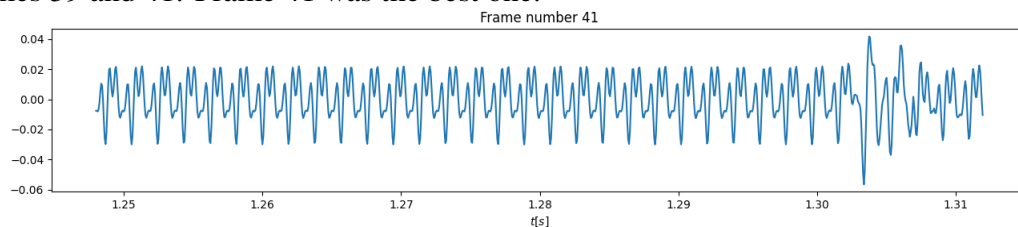


Graph of input signal *xokruc00-original.wav*

## 2 Preprocessing and Frames

My input signal is already normalized so I do not have to. If I would normalize my signal I would divide whole signal by maximum of this signal. This normalization method I am using in part 7 to normalize my generated cosine signal.

After splitting my signal to frames I have 76 frames. I chose frame number 41 as a nice vocal sound frame. I used special engineering skills for that. I randomly picked frame 40 then looked at frames 39 and 41. Frame 41 was the best one.

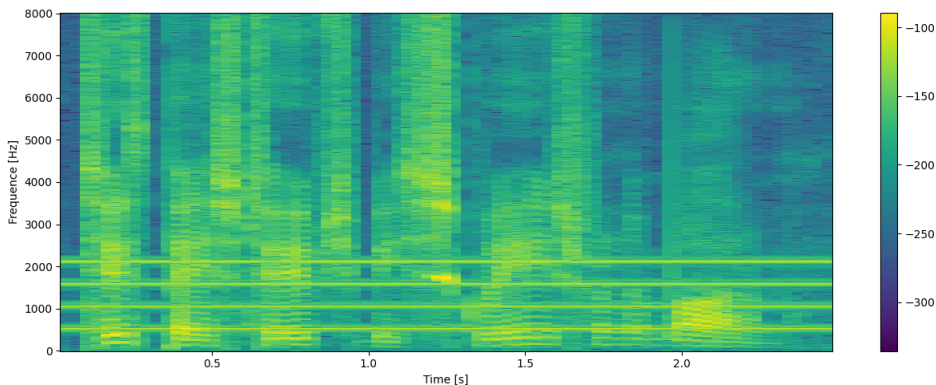


Graph of frame 41

### 3 DFT

```
def myDFT(function):  
    N = function.size  
    result = []  
    num = 0  
    k,n = 0,0  
    for k in range(1024) :  
        for n in range(1024) :  
            realPart = math.cos(((2 * math.pi) / N) * k * n)  
            imagPart = math.sin(((2 * math.pi) / N) * k * n)  
            complexNum = complex(realPart , -imagPart)  
            num += function[n] * complexNum  
        result.append(num)  
    return result
```

### 4 Spectrogram



Spectrogram of input signal

### 5 Determination of interfering frequencies

For determination of interfering frequencies I used function *find peaks()* from scipy library. I used as input fft output of frame 41.

f1 = 531.25 Hz

f2 = 1062.5 Hz

f3 : 1593.75 Hz

f4 : 2125.0 Hz

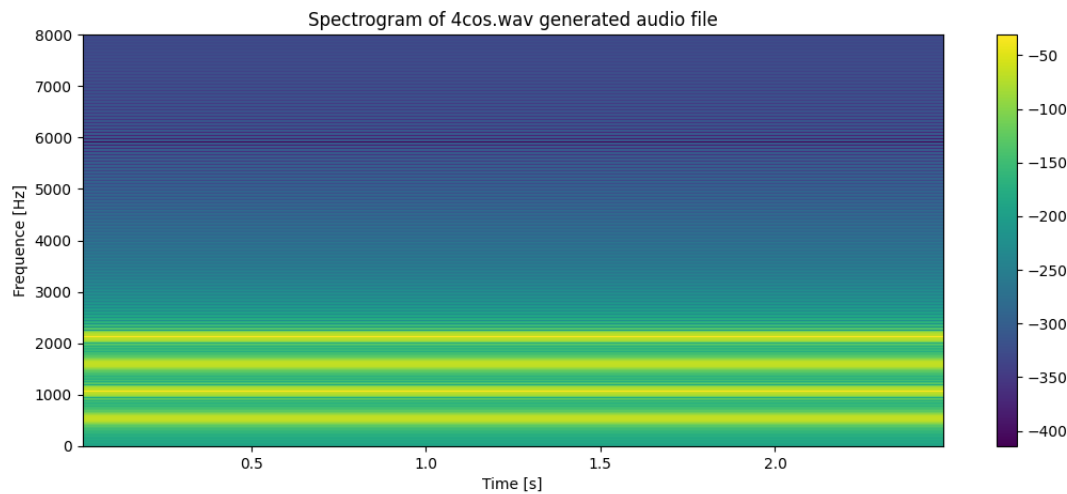
I found out that the interfering frequencies are harmoniously related. I used for it my code.

f2 : 1062.5 == f1 \* 2 : 1062.5

f3 : 1593.75 == f1 \* 3 : 1593.75

f4 : 2125.0 == f1 \* 4 : 2125.0

## 6 Signal generation



**Spectrogram of generated cosine signal**

```
samples = []
for i in range(data.size):
    samples.append(i / fs)

outCos1 = np.cos(2 * np.pi * f1 * np.array(samples))
outCos2 = np.cos(2 * np.pi * f2 * np.array(samples))
outCos3 = np.cos(2 * np.pi * f3 * np.array(samples))
outCos4 = np.cos(2 * np.pi * f4 * np.array(samples))

outCosSum = outCos1 + outCos2 + outCos3 + outCos4

norm = outCosSum / outCosSum.max()

soundfile.write("../audio/4cos.wav", (norm * np.iinfo(np.int16).max)
               .astype(np.int16), fs)
```

I normalized generated signal by deviding generated signal by its maximal value.

## 7 Filter design

I have chosen the third way how to design filters. I created four bandstop filters, by using *buttord()* and *butter()* functions. To make my life easier I used my own function for creating these filters.

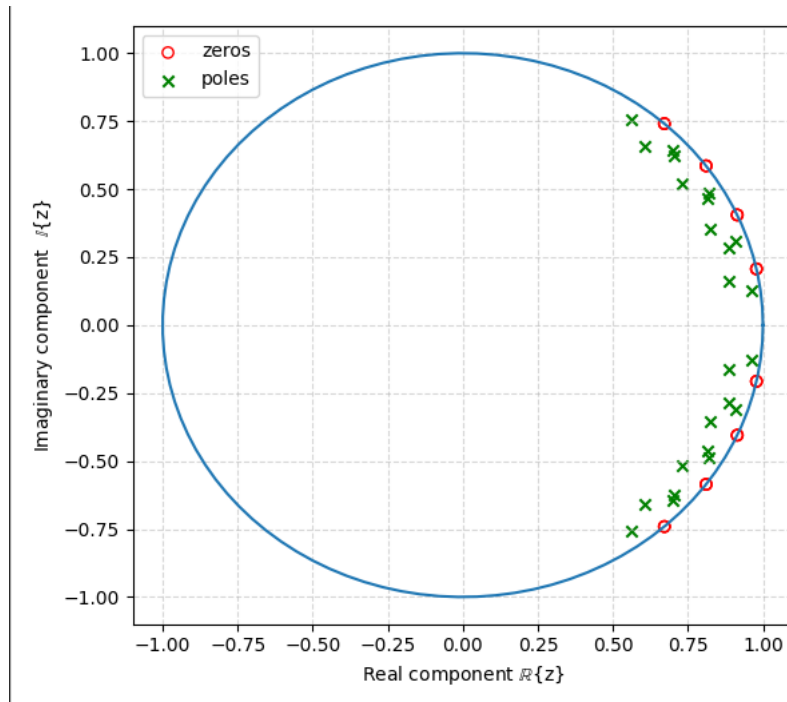
```
def createFilter(frequency):

    N, Wn = buttord([(frequency - 90) / (fs / 2), (frequency + 90) / (fs / 2)],
                    [(frequency - 30) / (fs / 2), (frequency + 30) / (fs / 2)], 30, 50)

    b, a = butter(N, Wn, 'bandstop')
```

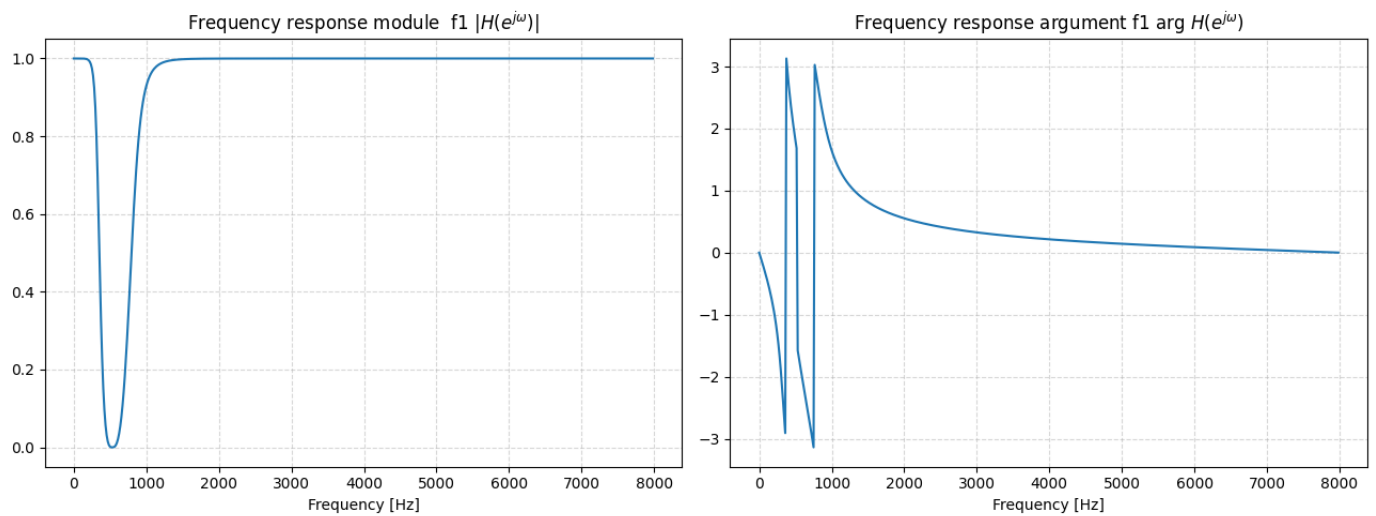
return b, a

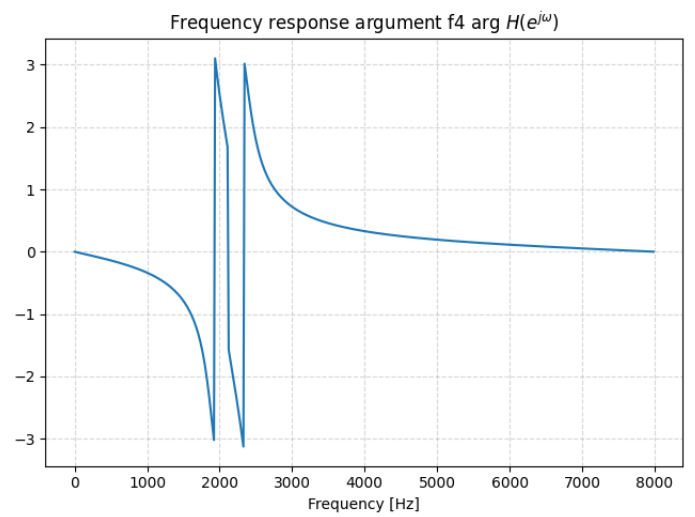
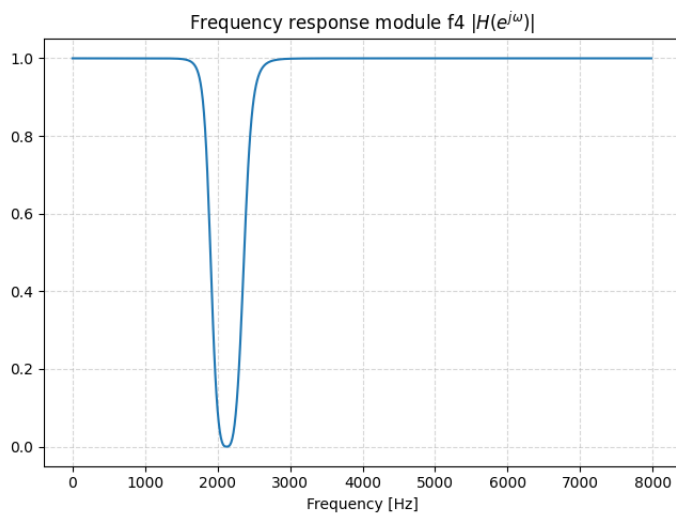
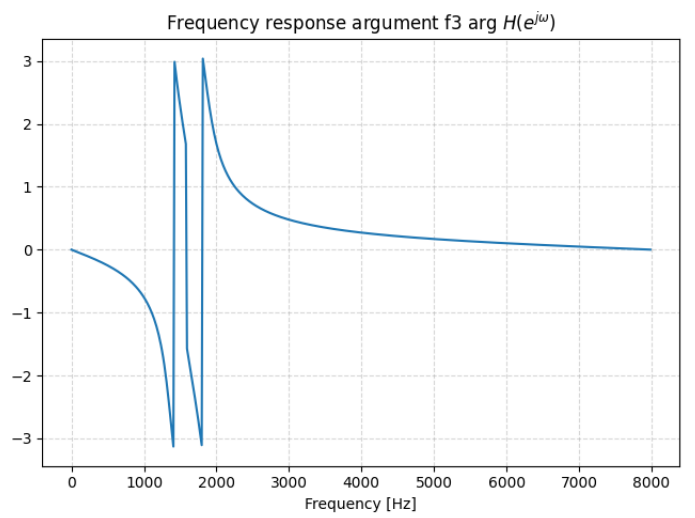
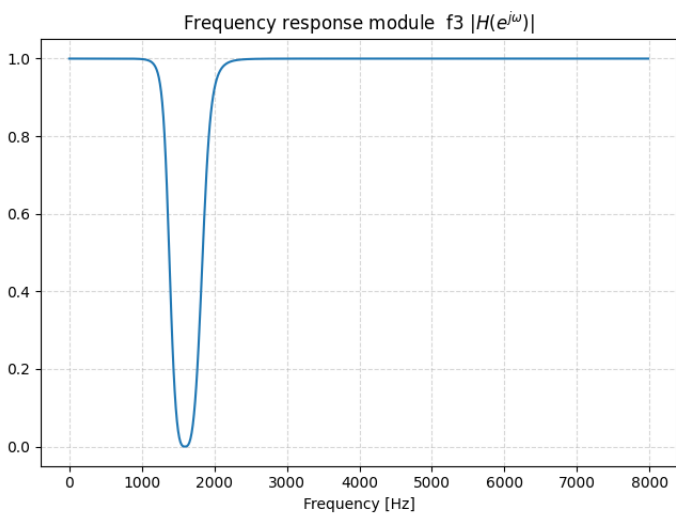
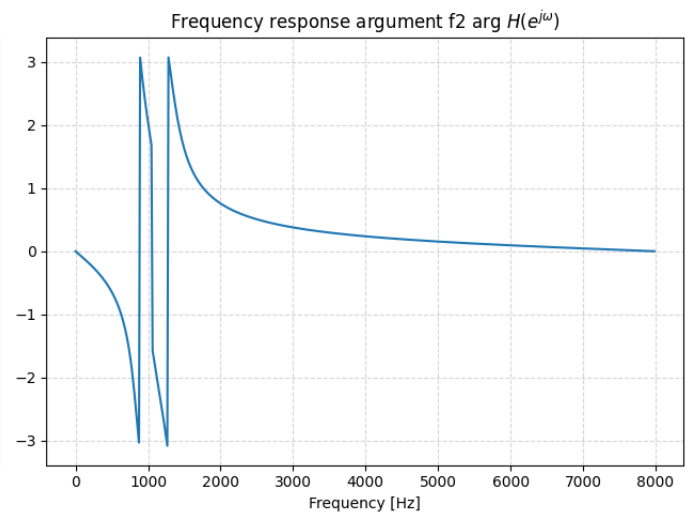
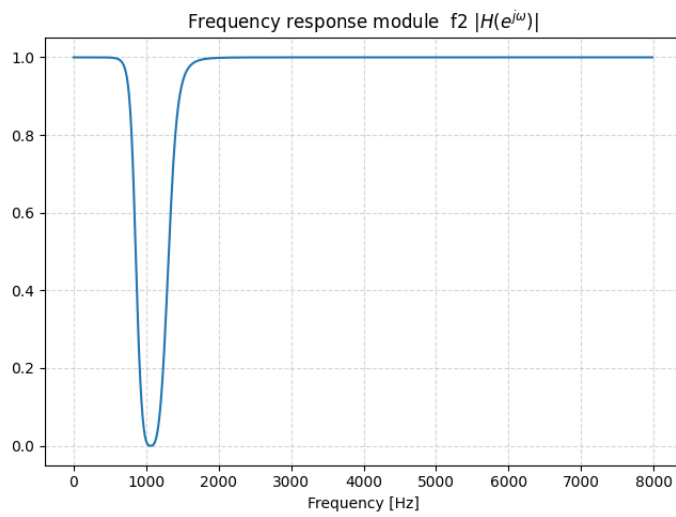
## 8 Zero points and poles



Graph of zeros and poles

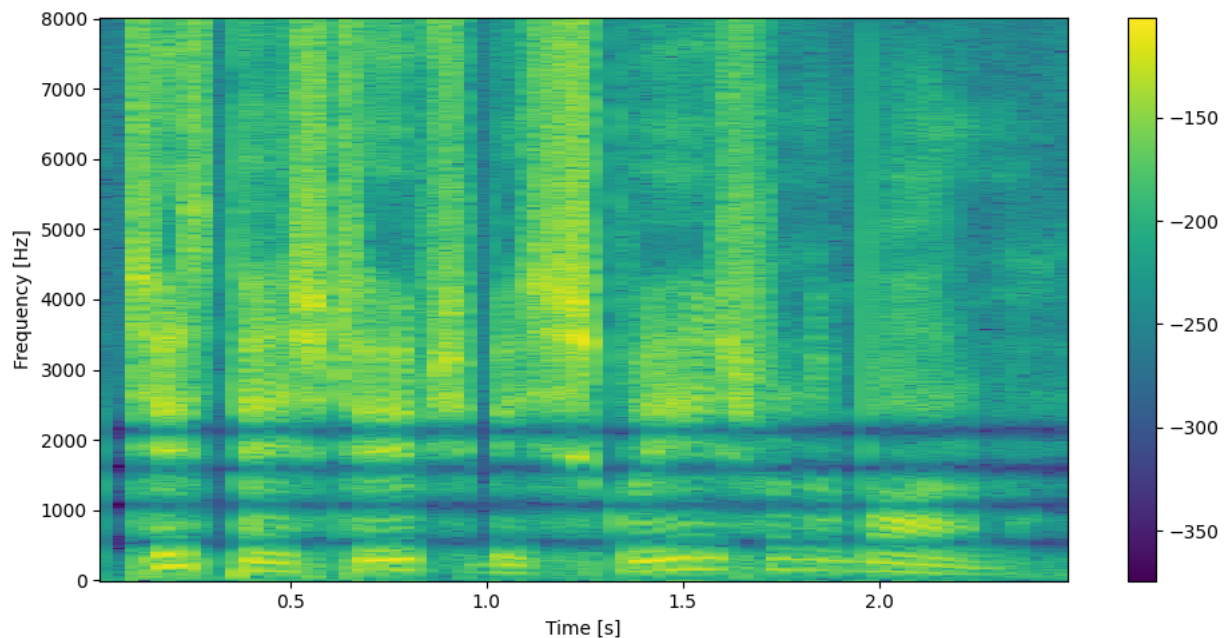
## 9 Frequency response





## 10 Filtering

The final signal after filtering is without interfering frequencies but the person sounds like he is talking in some kind of tube. But his speech is understandable very well.



**Spectrogram of filtered signal**

## 11 Conclusion

I managed to use my knowledge gained from ISS course through semester to successfully completed this project. Finally I learned Python and Jupyter Notebook and I will be able to use this skill in future projects. The hardest part of this project was to create my own DFT function. I have almost lost my hearing, because I used wrong values for my filter and I generated very loud and aggressive noise.