71086032-曾诗仪-第11次作业

当需要计算多段音频统的音高等特征时,串行计算往往需要耗费较长的时间。本周作业要求利用librosa库以及Python多进程实现对多个音频的并行特征计算:

0. import

```
import os
from multiprocessing import Process, Queue
import librosa
```

1. 主进程读取声音数据目录,得到所有声音文件的列表

```
if __name__ == '__main__':
    # 读取声音数据目录,得到所有声音文件的列表
    #读取装载多个音频的文件
    audio_dir = 'C:\\Users\\shiye\\Desktop\\ringtone'
    audio_files = [os.path.join(audio_dir, f) for f in os.listdir(audio_dir)
if f.endswith('.wav')]
```

- 2. 直接使用Process类构建子进程,利用libraso提供的支持来计算音高和声强,并保存计算结果到文件(一个声音一个文件)。
- 3. 通过继承Process类来构建子进程,同样利用libraso提供的支持来计算音高和声强,并保存计算结果到文件(一个声音一个文件)。

```
def calculate_features(filename, result_queue):
   # 计算音高和声强
   y, sr = librosa.load(filename)
   pitches, magnitudes = librosa.piptrack(y=y, sr=sr)
   pitch_mean = pitches.mean()
   pitch_std = pitches.std()
   intensity_mean = magnitudes.mean()
   intensity_std = magnitudes.std()
   # 保存计算结果到文件
   result_filename = os.path.splitext(filename)[0] + '.txt'
   with open(result_filename, 'w') as f:
       f.write('Pitch Mean: {}\n'.format(pitch_mean))
       f.write('Pitch Std: {}\n'.format(pitch_std))
       f.write('Intensity Mean: {}\n'.format(intensity_mean))
       f.write('Intensity Std: {}\n'.format(intensity_std))
      # 使用Process类构建子进程并并行计算特征
    processes = []
    for audio_file in audio_files:
```

```
p = Process(target=calculate_features, args=(audio_file,
result_queue))
    processes.append(p)
    p.start()
```

4. 在主进程中启动利用2,3中构建的子进程,并分发(如通过队列)参数(声音文件名)。

```
# 将计算结果放入队列
result_queue.put(result_filename)

print('Completed processing:', filename)

result_queue = Queue()
for p in processes:
    p.join()

# 从队列中获取计算结果
results = []
while not result_queue.empty():
    result = result_queue.get()
    results.append(result)

print('Feature calculation completed for all audio files.')
print('Results:', results)
```

5. (附加).观察在一定数目的声音文件处理时(建议文件多一些),子进程数目变化与处理总时长的关系。

```
import os
from multiprocessing import Process, Queue
import librosa
import time
def calculate_features(filename, result_queue):
   # 计算音高和声强
   y, sr = librosa.load(filename)
   pitches, magnitudes = librosa.piptrack(y=y, sr=sr)
   pitch_mean = pitches.mean()
   pitch_std = pitches.std()
   intensity_mean = magnitudes.mean()
   intensity_std = magnitudes.std()
   # 保存计算结果到文件
   result_filename = os.path.splitext(filename)[0] + '.txt'
   with open(result_filename, 'w') as f:
       f.write('Pitch Mean: {}\n'.format(pitch_mean))
       f.write('Pitch Std: {}\n'.format(pitch_std))
       f.write('Intensity Mean: {}\n'.format(intensity_mean))
       f.write('Intensity Std: {}\n'.format(intensity_std))
```

```
# 将计算结果放入队列
   result_queue.put(result_filename)
   print('Completed processing:', filename)
if __name__ == '__main__':
   # 读取声音数据目录,得到所有声音文件的列表
   audio_dir = 'C:\\Users\\shiye\\Desktop\\ringtone'
   audio_files = [os.path.join(audio_dir, f) for f in os.listdir(audio_dir) if
f.endswith('.wav')]
   # 不同的子进程数目
   num_processes_list = [1, 2, 4, 8, 16]
   for num_processes in num_processes_list:
       # 创建队列
       result_queue = Queue()
       # 使用Process类构建子进程并并行计算特征
       processes = []
       start_time = time.time()
       for audio_file in audio_files:
           p = Process(target=calculate_features, args=(audio_file,
result_queue))
           processes.append(p)
           p.start()
           # 限制子进程数目
           if len(processes) >= num_processes:
               for p in processes:
                   p.join()
               processes.clear()
       # 等待剩余子进程完成
       for p in processes:
           p.join()
       # 从队列中获取计算结果
       results = []
       while not result_queue.empty():
           result = result_queue.get()
           results.append(result)
       end_time = time.time()
       total_time = end_time - start_time
       print('Number of Processes:', num_processes)
       print('Total Time:', total_time)
       print('Results:', results)
       print('---')
```

具体输出: <u>time.pdf</u>

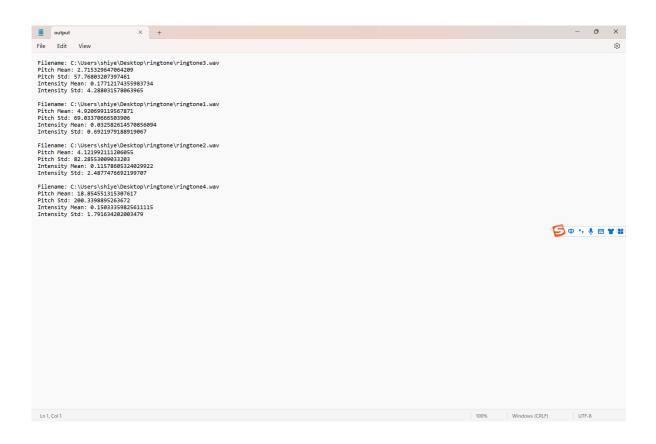
 随着子进程数目的增加,其处理总时长越短,直到子进程数为16,其其处理总时长呈现出反增长的 趋势。 6. (附加). 如果修改2,3中的要求,不再为每个声音保存一个文件,而是将所有声音的结果保存到一个文件中,应该如何处理?比如,计算子进程会将结果写入一个队列,而一个新的Writer子进程将负责从队列里读取内容并写入一个特定的汇总文件。

```
import os
import librosa
import time
import queue
from multiprocessing import Process, Queue
from multiprocessing import Process, Manager
def calculate_features(filename, result_queue):
   # 计算音高和声强
   y, sr = librosa.load(filename)
   pitches, magnitudes = librosa.piptrack(y=y, sr=sr)
   pitch_mean = pitches.mean()
   pitch_std = pitches.std()
   intensity_mean = magnitudes.mean()
   intensity_std = magnitudes.std()
   # 将计算结果放入队列
   result = (filename, pitch_mean, pitch_std, intensity_mean, intensity_std)
   result_queue.put(result)
   print('Completed processing:', filename)
def write_results(result_queue, output_file):
   with open(output_file, 'w') as f:
       while True:
           result = result_queue.get() # 从队列中获取计算结果
           if result is None:
               break
           filename, pitch_mean, pitch_std, intensity_mean, intensity_std =
result
           f.write('Filename: {}\n'.format(filename))
           f.write('Pitch Mean: {}\n'.format(pitch_mean))
           f.write('Pitch Std: {}\n'.format(pitch_std))
           f.write('Intensity Mean: {}\n'.format(intensity_mean))
           f.write('Intensity Std: {}\n'.format(intensity_std))
           f.write('\n')
   print('Results written to:', output_file)
if __name__ == '__main__':
   # 读取声音数据目录,得到所有声音文件的列表
   audio_dir = 'C:\\Users\\shiye\\Desktop\\ringtone'
   audio_files = [os.path.join(audio_dir, f) for f in os.listdir(audio_dir) if
f.endswith('.wav')]
   # 创建Manager对象和共享的队列
   manager = Manager()
   result_queue = manager.Queue()
```

```
# 使用Process类构建子进程并并行计算特征
   processes = []
   start_time = time.time()
   for audio_file in audio_files:
       p = Process(target=calculate_features, args=(audio_file, result_queue))
       processes.append(p)
       p.start()
   # 创建Writer子进程来写入结果
   output_file = 'C:/Users/shiye/Desktop/output.txt' # 修改为输出文件的绝对路径
   writer_process = Process(target=write_results, args=(result_queue,
output_file))
   writer_process.start()
   # 等待所有子进程完成
   for p in processes:
       p.join()
   # 告诉写入进程已经没有更多结果了
   result_queue.put(None)
   # 等待Writer子进程完成
   writer_process.join()
   end_time = time.time()
   total_time = end_time - start_time
   print('Feature calculation completed for all audio files.')
   print('Total Time:', total_time)
```

输出结果:

```
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```



参考资料

https://librosa.org/doc/latest/generated/librosa.yin.html#librosa.yin
https://librosa.org/doc/latest/generated/librosa.amplitude_to_db.html#librosa.amplitude_to_db

1-4题目总代码:

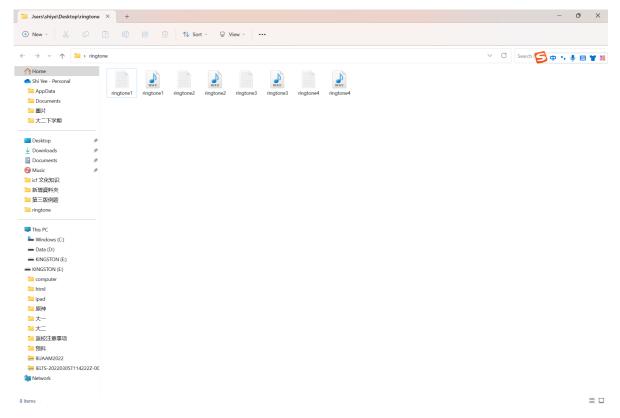
```
import os
from multiprocessing import Process, Queue
import librosa
def calculate_features(filename, result_queue):
   # 计算音高和声强
   y, sr = librosa.load(filename)
   pitches, magnitudes = librosa.piptrack(y=y, sr=sr)
   pitch_mean = pitches.mean()
   pitch_std = pitches.std()
   intensity_mean = magnitudes.mean()
   intensity_std = magnitudes.std()
   # 保存计算结果到文件
   result_filename = os.path.splitext(filename)[0] + '.txt'
   with open(result_filename, 'w') as f:
       f.write('Pitch Mean: {}\n'.format(pitch_mean))
       f.write('Pitch Std: {}\n'.format(pitch_std))
       f.write('Intensity Mean: {}\n'.format(intensity_mean))
       f.write('Intensity Std: {}\n'.format(intensity_std))
   # 将计算结果放入队列
   result_queue.put(result_filename)
   print('Completed processing:', filename)
```

```
if __name__ == '__main__':
   # 读取声音数据目录,得到所有声音文件的列表
   audio_dir = 'C:\\Users\\shiye\\Desktop\\ringtone'
   audio_files = [os.path.join(audio_dir, f) for f in os.listdir(audio_dir) if
f.endswith('.wav')]
   # 创建队列
   result_queue = Queue()
   # 使用Process类构建子进程并并行计算特征
   processes = []
   for audio_file in audio_files:
       p = Process(target=calculate_features, args=(audio_file, result_queue))
       \verb|processes.append(p)|
       p.start()
   # 等待所有子进程完成
   for p in processes:
       p.join()
   # 从队列中获取计算结果
   results = []
   while not result_queue.empty():
       result = result_queue.get()
       results.append(result)
   print('Feature calculation completed for all audio files.')
   print('Results:', results)
```

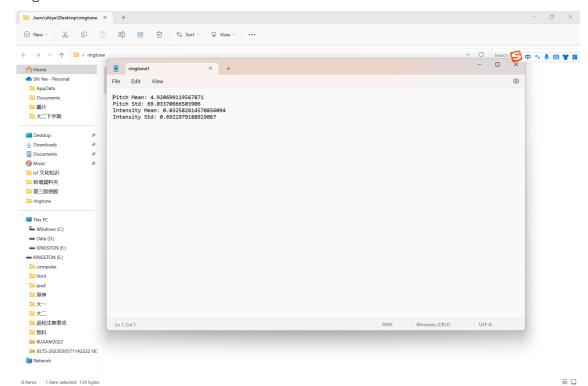
输出结果:

```
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```

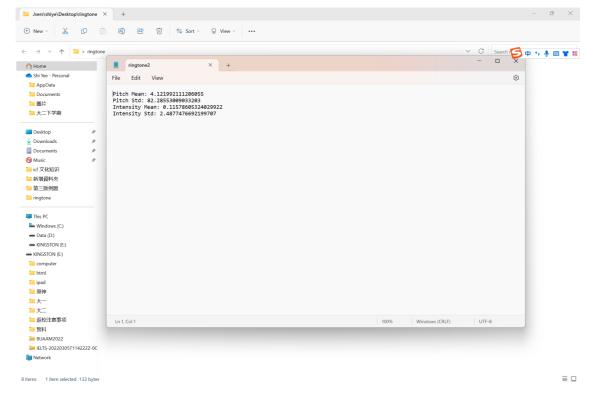
2. 一个声音一个文件:



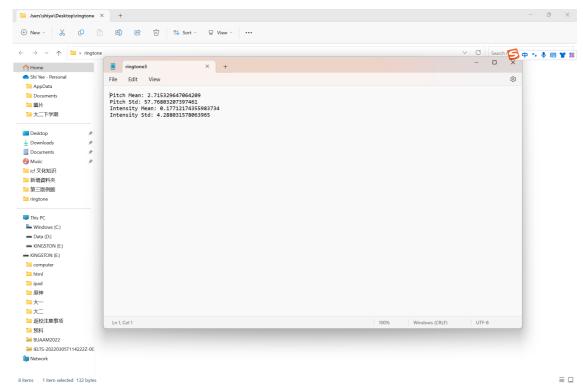
3. ringtone1:



4. ringtone2:



5. ringtone3:



6. ringtone4:

