# Stationary and non-stationary sinusoidal model synthesis with phase vocoder and $FFT^{-1}$

Clément Cazorla, Vincent Chrun, Bastien Fundaro, Clément Maliet ENSEEIHT - 3EN TSI 2016-2017

February 14, 2017

#### Abstract

The present document is to serve as both a technical report and a documentation for the code produced during the long project. As such the first part will explain the theoretical framework and the state-of-theart of the field. The second part will give some insight about the code structure and the conventions that were adopted and last but not least, the third part will serve as an actual documentation and details every class, methods and attributes.

## Contents

Ι	$\mathbf{T}\mathbf{h}$	neoretical framework	3	
1	Sou 1.1 1.2 1.3	nd synthesis Frequency domain	3 3 3	
<b>2</b>	The	coretical synthesis with phase vocoder and $FFT^{-1}$	3	
	2.1 2.2	Stationary case	3	
II	$\mathbf{C}$	ode structure and conventions	4	
3	Con	eventions	4	
	3.1	Naming conventions	4	
	3.2	Spectrum and sinusoids parameters classes	5	
		3.2.1 Spectrum	5	
		3.2.2 Parameters	6	
		3.2.3 NonStationaryParameters	6	
4	Code structure			
	4.1	General structure	6	
	4.2	Class structure	6	
II	I I	Documentation	7	
5	Cor	e module	7	
	5.1	Synthesizer	7	
	5.2	StationarySynthesizer	7	
	5.3	NonStationarySynthesizer	7	
6	Spectrum generation module			
	6.1	SpectrumGenerator	7	
	6.2	StaionarySpectrumGenerator	7	
	6.3	NonStationarySpectrumGenerator	7	
	6.4	StationnaryLobe	7	
	6.5	NonStationaryLUT	7	
7	Phase Vocoder module			
	7.1	PhaseVocoder	7	
	7.2	StationaryPhaseVocoder	7	
	7.3	NonStationaryPhaseVocoder	7	

## Part I

# Theoretical framework

- 1 Sound synthesis
- 1.1 Frequency domain
- 1.2 Sinusoidal model
- 1.3 Phase Vocoder
- ${\bf 2} \quad {\bf Theoretical \ synthesis \ with \ phase \ vocoder \ and \ \ } \\ {\bf FFT^{-1}}$
- 2.1 Stationary case
- 2.2 Non-stationary case

#### Part II

## Code structure and conventions

#### 3 Conventions

In this section we remind the reader of a few coding convention necessary to ensure a seamless work flow and a bug free program as much as possible. Files should contains an entire module (as described in 4.1) not just a single class to limit the number of files and ease the bug tracking. Imports in files should be kept to a minimum and left in namespaces (do not use the **from** module **import** \* syntax). It is preferable to import a whole module if more than three elements from the module are needed in the file, otherwise consider the **from** module **import** element1, element2 syntax to avoid unnecessary memory flooding. If conflicts exists, notwithstanding the number of elements needed, the whole modules are to be loaded with a namespace. Namespaces may be abbreviated to the programmer's convenience however some abbreviation are to be universally respected:

- (i) numpy should always be imported as np
- (ii) matplotlib.pyplot should always be imported as plt

Finally math functions should always come from the numpy module and not python's math module to guarantee a universal behaviour across the program.

#### 3.1 Naming conventions

Naming conventions are freely adapted from Python recommended conventions defined in PEP8 [1], as such :

- (i) Class should be named in CapitalizedWord
- (ii) Methods and functions should be named in lower\_case\_with\_underscores
- (iii) Attributes and variables should be names in lower\_case\_with\_underscores
- (iv) *Instantiation* following the fact that everything is an object in python should be named as *variables*.

Moreover during class declaration, the following principles should be adopted:

- (i) Non-public methods and attributes should use one leading underscore.
- (ii) Elements that conflicts with python reserved name should use one trailing underscore rather that simplification or a misspelling.
- (iii) Accessors or mutators using one leading underscore should be interpreted as properties of their associated attribute. As such it should be guaranteed that they induce a low computational cost.

(iv) Non-public elements that should not be inherited or may cause conflicts during inheritance should use two leading underscore and make use of Python name-mangling.

To seamlessly manipulate both *stationary* and *non stationary* models, class that are inherited in two versions are preceded with either Stationary are NonStationary respectively.

#### 3.2 Spectrum and sinusoids parameters classes

Because many spectra, main lobes and sinusoidal model parameters have to be traded between modules we created two classes, respectively Spectrum and Parameters. They mainly serve as containers, holding the data and returning them in a point wise fashion. This way we can prevent conflicts and errors that would come from a non-uniform data sharing protocol and as well ensure that every operation performed on either spectra or parameters are made following the same principles and algorithms.

#### 3.2.1 Spectrum

```
Spectrum
_amplitude :
              np.array
_phase : np.array
_nfft : int
__init__(self, amplitude, phase)
__add__(self, other)
__iadd__(self, other)
_mul__(self, other)
__imul__(self, other)
from_complex_spectrum(cls, complex_spectrum)
                                               Oclassmethod
void_spectrum(cls)
                                               @classmethod
set_spectrum(self, amplitude, phase,
      start_bin=None, stop_bin=None)
set_complex_spectrum(self, complex_spectrum,
      start_bin=None, stop_bin=None)
get_amplitude(self, k)
get_phase(self, k)
get_nfft(self)
```

The Spectrum class stores a spectrum in amplitude and phase, however it may be created or changed from a complex np.array respectively with the class method  $from\_complex\_spectrum$  and the method  $set\_complex\_spectrum$ . Those two methods may take optional parameters start\_bin and stop\_bin if one need to update only a part of the spectrum, for example a single lobe. The + operation as well as the + = operation have been defined between two Spectrum objects and between a Spectrum object and an array of complex numbers.

The  $\times$  operation as well as the  $\times$  = operation have been defined between a

 ${\tt Spectrum}$  object and an array of complex numbers. Addition and multiplication attempts between other data type will result in a {\tt NotImplementedError} exception.

- 3.2.2 Parameters
- ${\bf 3.2.3} \quad {\bf Non Stationary Parameters}$
- 4 Code structure
- 4.1 General structure
- 4.2 Class structure

### Part III

## **Documentation**

- 5 Core module
- 5.1 Synthesizer
- 5.2 StationarySynthesizer
- 5.3 NonStationarySynthesizer
- 6 Spectrum generation module
- 6.1 SpectrumGenerator
- 6.2 StaionarySpectrumGenerator
- 6.3 NonStationarySpectrumGenerator
- 6.4 StationnaryLobe
- 6.5 NonStationaryLUT
- 7 Phase Vocoder module
- 7.1 PhaseVocoder
- 7.2 StationaryPhaseVocoder
- 7.3 NonStationaryPhaseVocoder

# Conclusion

## References

[1] Nick Coghlan Guido van Rossum, Barry Warsaw. Style guide for python code, Aug. 2013.