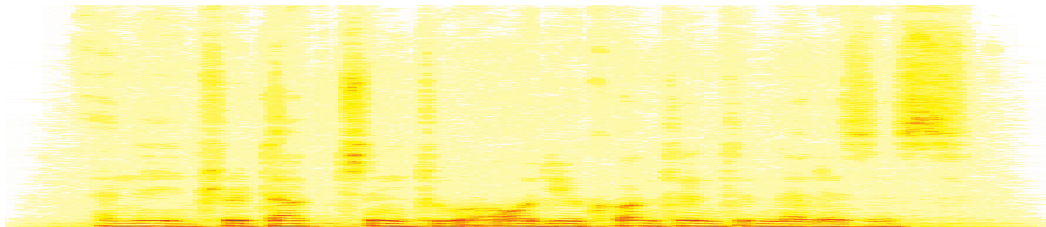


# Introduction to Audio Content Analysis

## Module 2.0: Fundamentals — Signals

alexander lerch



# introduction

## overview

### corresponding textbook section

Chapter 2 — Fundamentals: pp. 7–9

Chapter 2 — Fundamentals: pp. 13–14

#### ● lecture content

- deterministic & periodic signals
- Fourier Series
- random signals

#### ● learning objectives

- name basic signal categories
- discuss the nature of periodic signals with respect to harmonics
- give a short description of meaning and use of the Fourier Series



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# audio signals

## signal categories

- **deterministic signals:**

*predictable*: future shape of the signal can be known (example: sinusoidal)

- **random signals:**

*unpredictable*: no knowledge can help to predict what is coming next (example: white noise)

“real-world” audio signals can be modeled as time-variant combination of

- (quasi-)periodic parts
- (quasi-)random parts

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# audio signals

## periodic signals 1/5

periodic signals: most prominent examples of deterministic signals

$$x(t) = x(t + T_0)$$

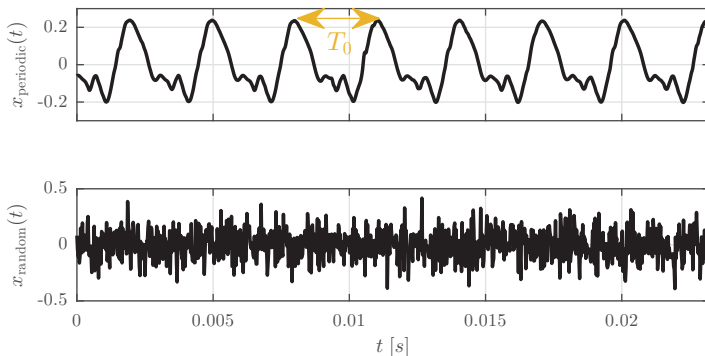
$$f_0 = \frac{1}{T_0} = \frac{\omega_0}{2\pi}$$

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# audio signals

## periodic signals 2/5

periodic signal  $\Rightarrow$  representation in **Fourier series**<sup>1</sup>

$$x(t) = \sum_{k=-\infty}^{\infty} a_k e^{j\omega_0 k t}$$

- $\omega_0 = 2\pi \cdot f_0$
- $k\omega_0$ : integer multiples of the lowest frequency
- $e^{j\omega_0 k t} = \cos(\omega_0 k t) + j \sin(\omega_0 k t)$
- $a_k$ : Fourier coefficients — amplitude of each component

$$a_k = \frac{1}{T_0} \int_{-T_0/2}^{T_0/2} x(t) e^{-j\omega_0 k t} dt$$

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# audio signals

## periodic signals 3/5

### Fourier series

- **every** periodic signal can be represented in a Fourier series
- a periodic signal **contains only** frequencies at integer multiples of the fundamental frequency  $f_0$
- Fourier series can only be applied to periodic signals
- Fourier series is analytically elegant but only of limited practical use as the fundamental period has to be known



# audio signals

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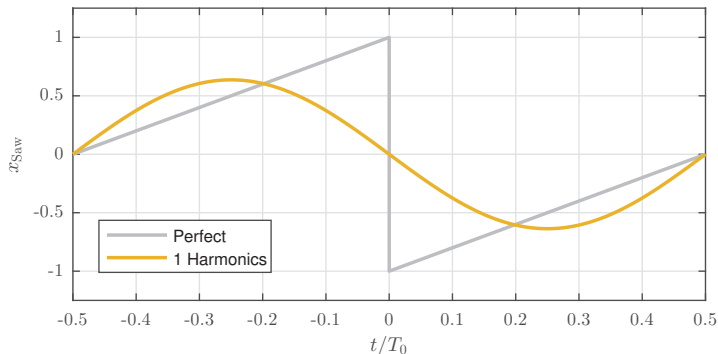


# audio signals

## periodic signals 4/5

reconstruction of periodic signals with limited number of sinusoids:

$$\hat{x}(t) = \sum_{k=-\mathcal{K}}^{\mathcal{K}} a_k e^{j\omega_0 k t}$$



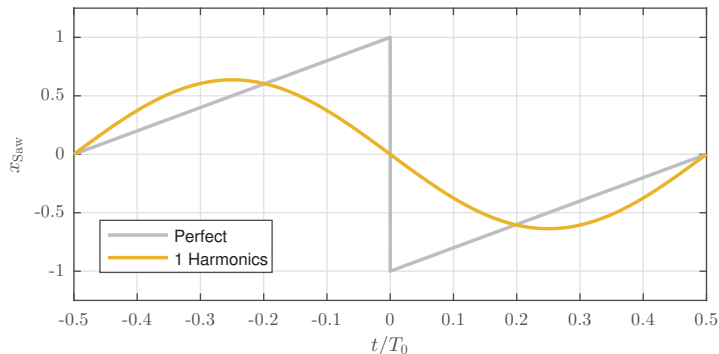


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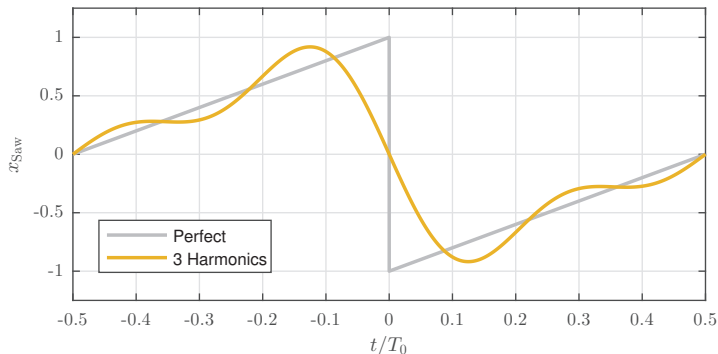


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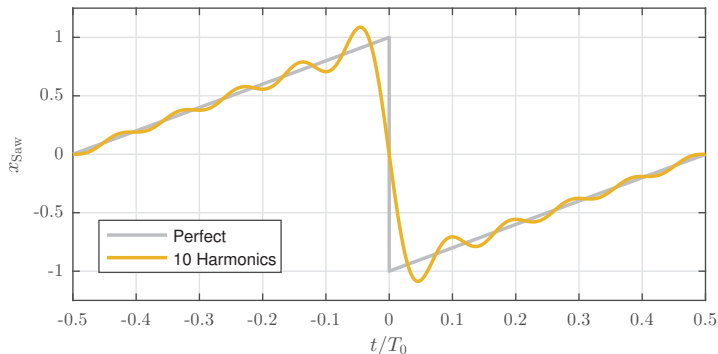


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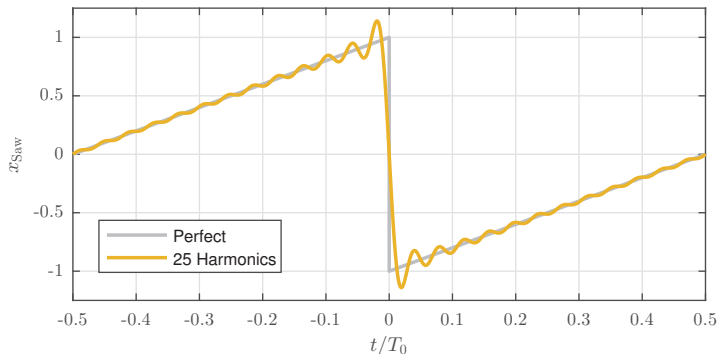


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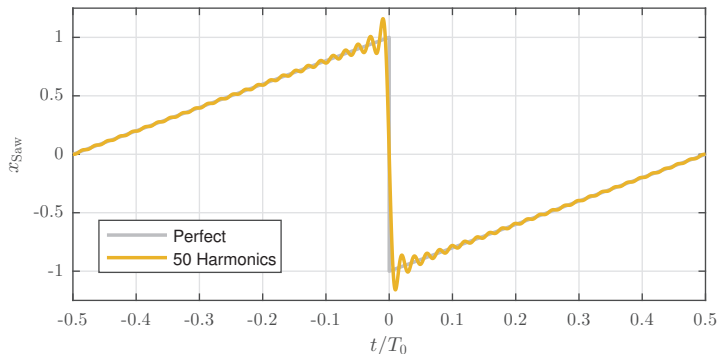


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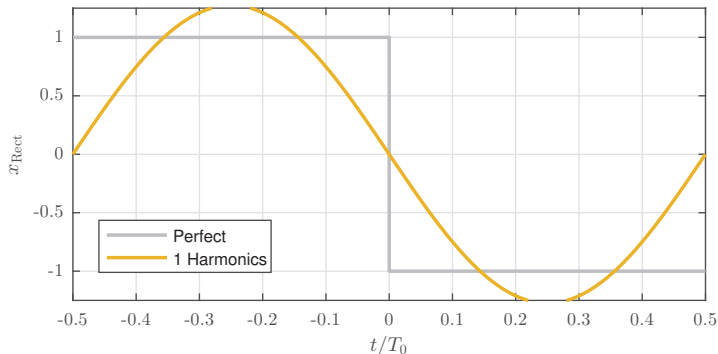


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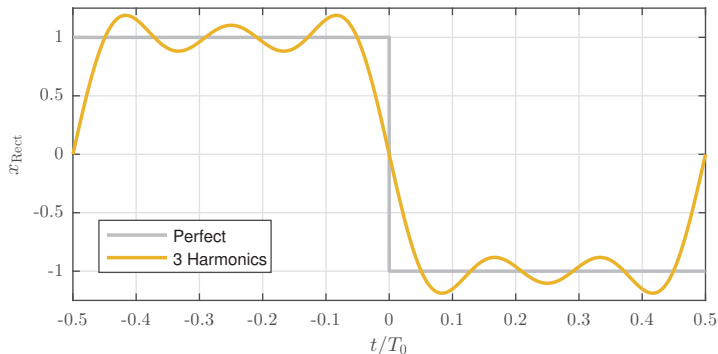


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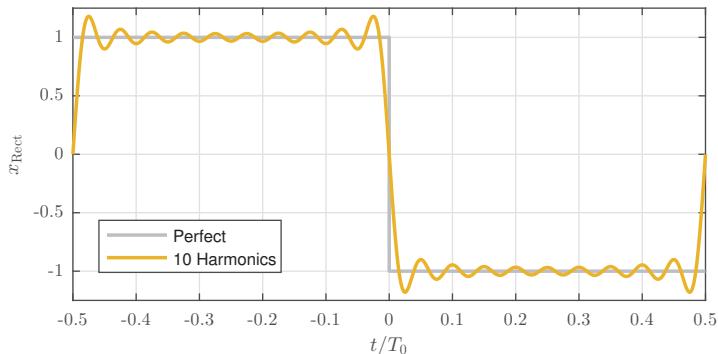


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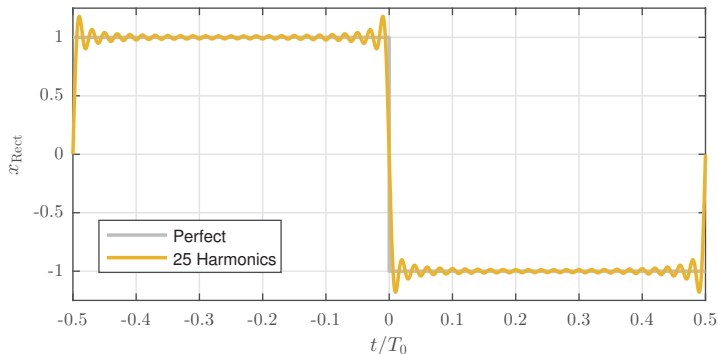


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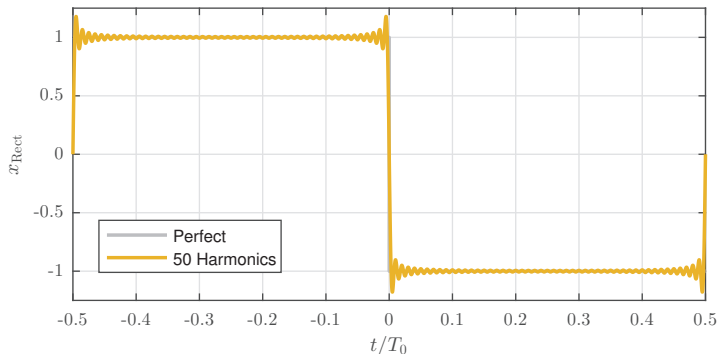


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## periodic signals 4/5

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# audio signals

## periodic signals 5/5

youtube example — mechanical additive synthesis:

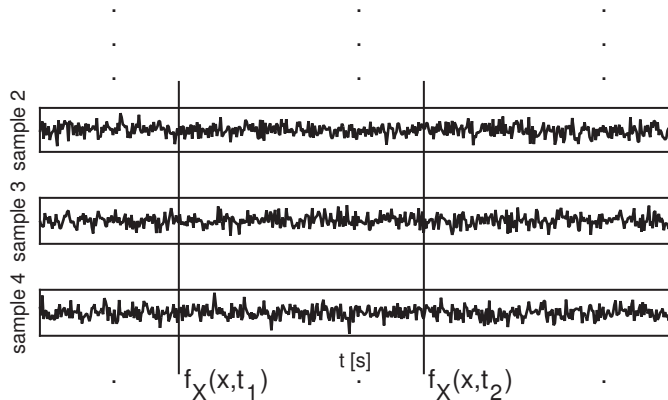
[youtu.be/8KmVDxkia\\_w](https://youtu.be/8KmVDxkia_w)



# audio signals

## random process 1/2

random process: ensemble of random series



# audio signals

## random process 2/2

### random process

- ensemble of random series
  - each series represents a *sample* of the process
  - the following value is *indetermined*, regardless of any amount of knowledge
- 
- special case: **stationarity**  
statistical properties such as the mean are time invariant
  - example: white noise



# statistical signal description

## probability density function

PDF  $p_x(x)$

- abscissa: possible (amplitude) values
- ordinate: probability

$$p_x(x) \geq 0, \text{ and}$$
$$\int_{-\infty}^{\infty} p_x(x) dx = 1$$

RFD—Relative Frequency Distribution (sample of PDF)

histogram of (amplitude) values

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# statistical signal description

## PDF examples

**What is the PDF of the following prototype signals:**



# statistical signal description

## PDF examples

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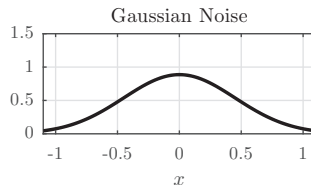
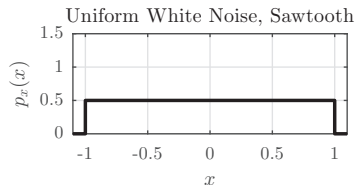
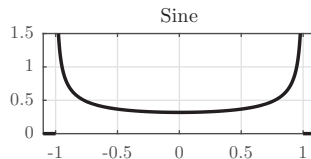
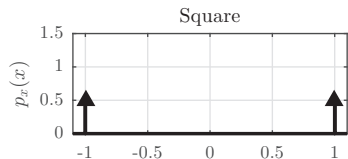


- square wave
- sawtooth wave
- sine wave
- white noise (uniform, gaussian)
- DC

# statistical signal description

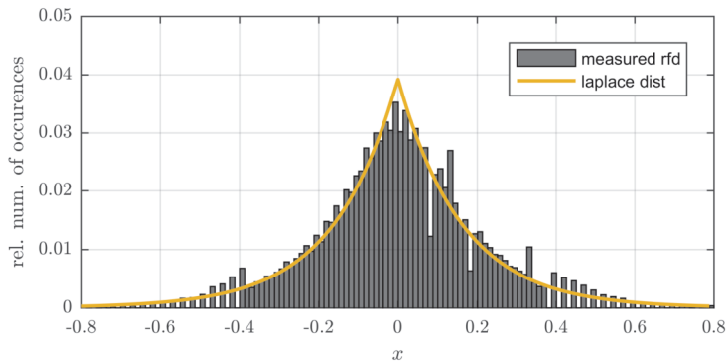
## PDF examples

What is the PDF of the following prototype signals:



# statistical signal description

RFD: real world signals



# summary

## lecture content

- signals can be categorized into **deterministic and random signals**
  - deterministic signal can be described in a mathematical function
  - random processes can only be described by their general properties
- **periodic signals**
  - periodic signals are probably the most music-related deterministic signal
  - any periodic (pitched) signal is a sum of weighted sinusoidals
  - frequencies *only* at the fundamental frequency and integer multiples
- **random signals**
  - noise, unpredictable
- **real-world signals**
  - can be seen as a time-varying mixture of these two signal categories

