

# Complex Nonlinearities for Audio Signal Processing

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# Thanks

- Julius Smith
- Dave Berners
- Viraga Perera
- GASP

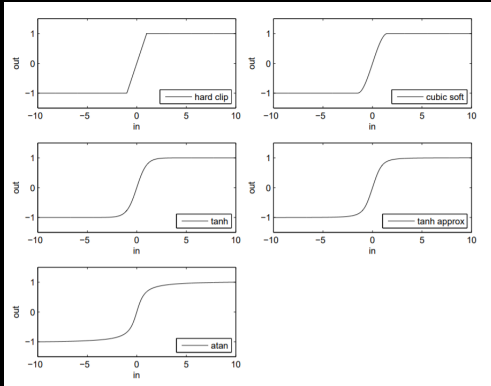
# Motivation

Flashback to 2016...

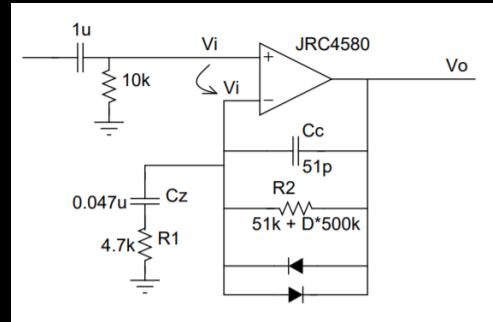
Trying to make a distortion effect...

# Motivation

## Static Nonlinearities



## Circuit Modelling



# Motivation

Solution: tanh approximation<sup>1</sup>

$$f(x) = \frac{x}{(1 + |x|^n)^{1/n}}, \quad n = 2.5 \quad (1)$$

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<sup>1</sup>Yeh, “Digital Implementation of Musical Distortion Circuits by Analysis and Simulation”.

# Motivation

Trying to fill the gap between:

- Simple static nonlinear systems
- Physically modelled nonlinear systems

# Outline

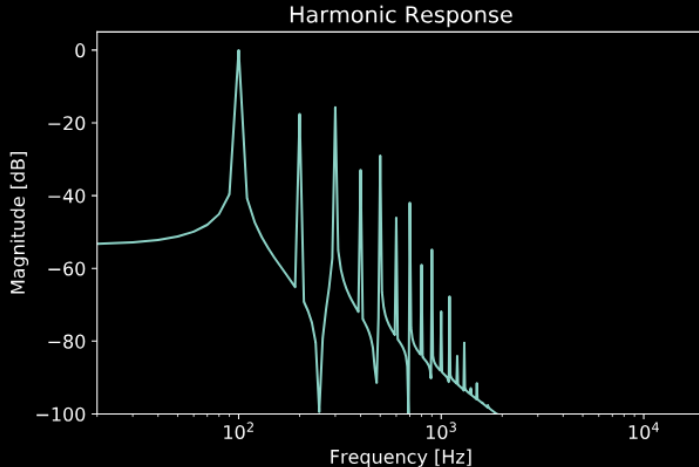
- Basics of nonlinear signal processing
- Complex nonlinearities
  - Double Soft Clipper
  - Exciter
  - Hysteresis
  - Nonlinear biquad filters
  - Wavefolding
  - Gated Recurrent Distortion

# Building Blocks



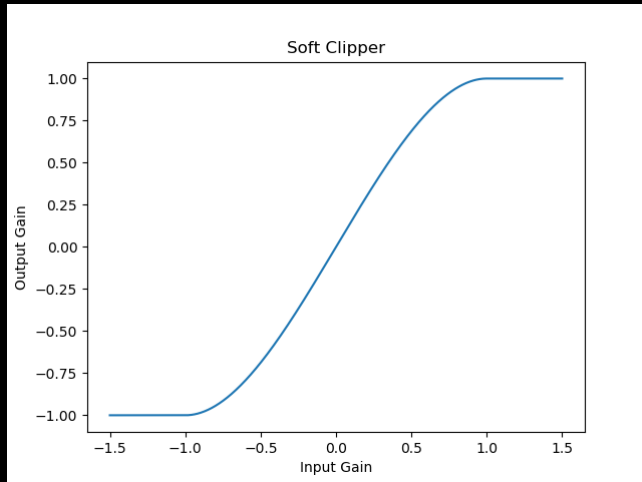
# What is a nonlinear system?

Frequency domain: you get out more than what you put in



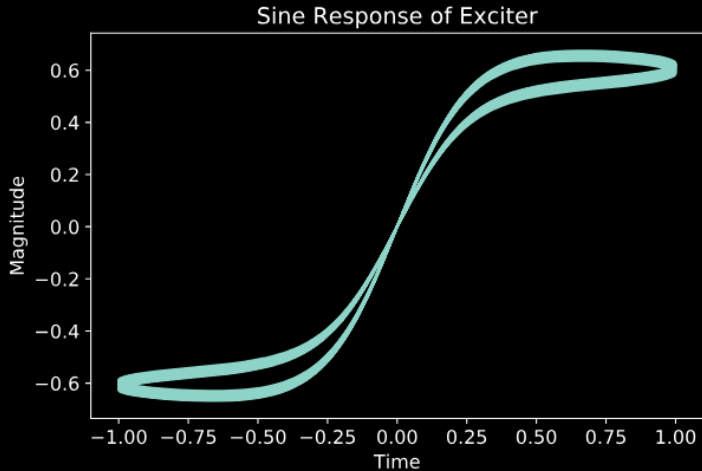
# What is a nonlinear system?

Time domain: static response

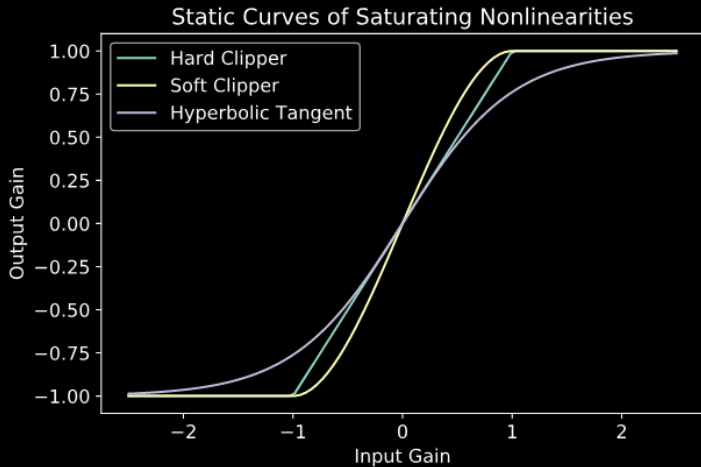


# What is a nonlinear system?

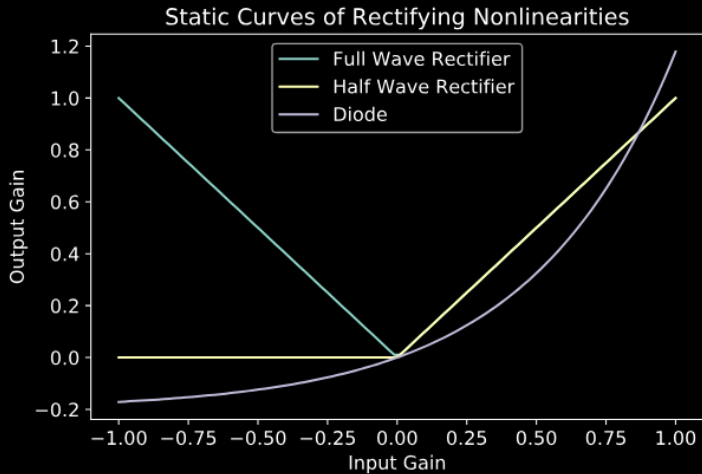
Time domain: dynamic response



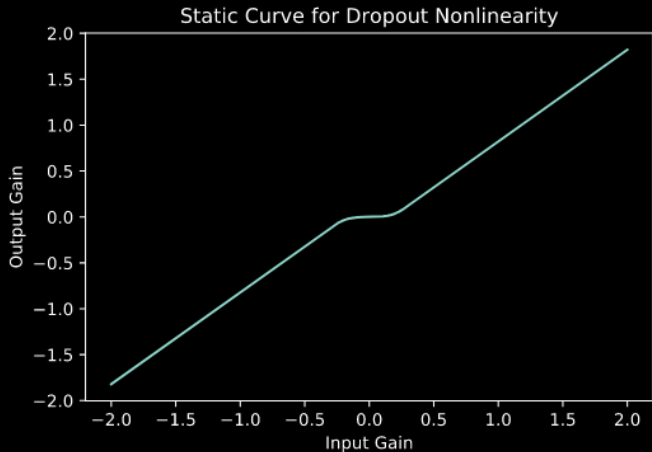
# Saturating Nonlinearities



# Rectifying Nonlinearities



# Dropout Nonlinearities



(also called “dead-zone”)

# What is a "Complex Nonlinearity"

Has one of the following properties:

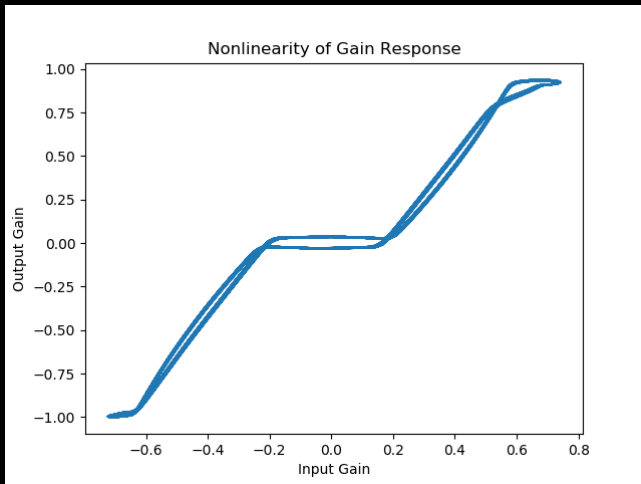
- Is not memoryless (has some memory of past states)
- Has an interesting harmonic response
- Has interesting parameters

# Double Soft Clipper

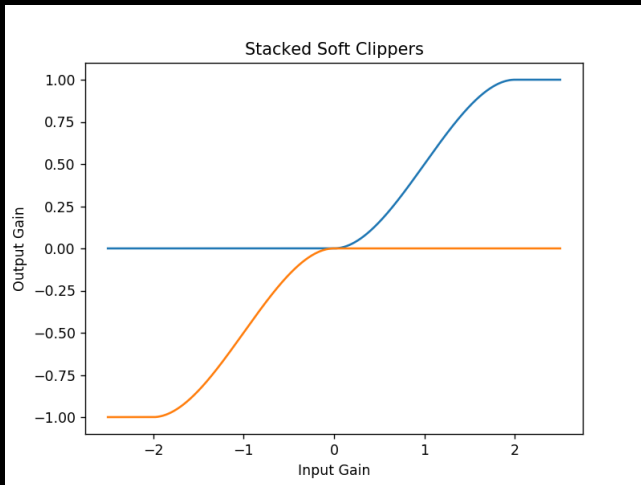


# Double Soft Clipper: Inspiration

Measured speaker response



# Double Soft Clipper



## Double Soft Clipper: Original Soft Clipper

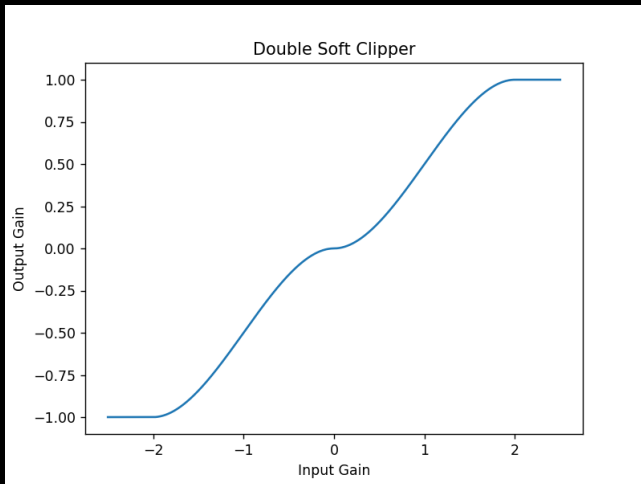
$$f_{SC}(x) = \begin{cases} 1 & x \geq 1 \\ \frac{3}{2}(x - x^3/3) & -1 < x < 1 \\ -1 & x \leq -1 \end{cases} \quad (2)$$

# Double Soft Clipper

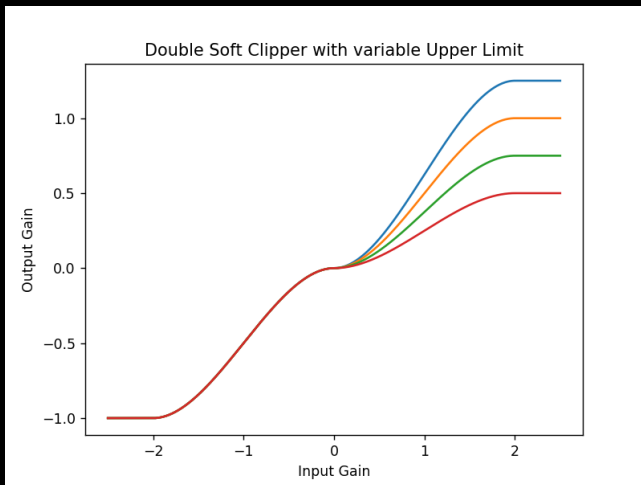
$$f_{DSC}(x) = \begin{cases} 1 & u \geq 1 \\ \frac{3}{4}(u - u^3/3) + 0.5 & 0 < u < 1 \\ \frac{3}{4}(u - u^3/3) - 0.5 & -1 < u < 0 \\ -1 & u \leq -1 \end{cases} \quad (3)$$

$$u(x) = \begin{cases} x - 0.5 & x > 0 \\ x + 0.5 & x < 0 \end{cases} \quad (4)$$

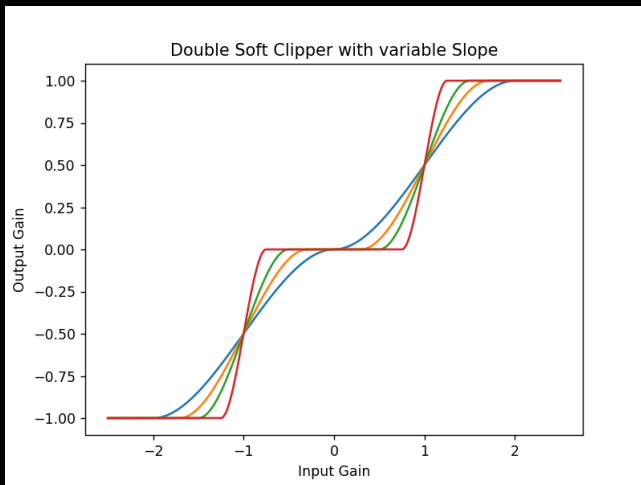
# Double Soft Clipper



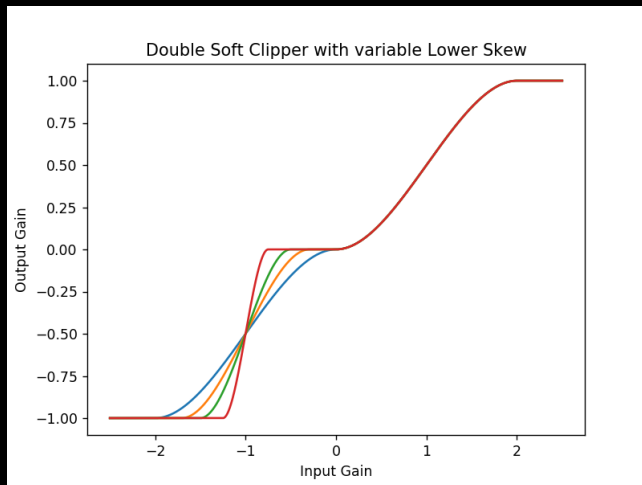
# Double Soft Clipper: Parameters



# Double Soft Clipper: Parameters

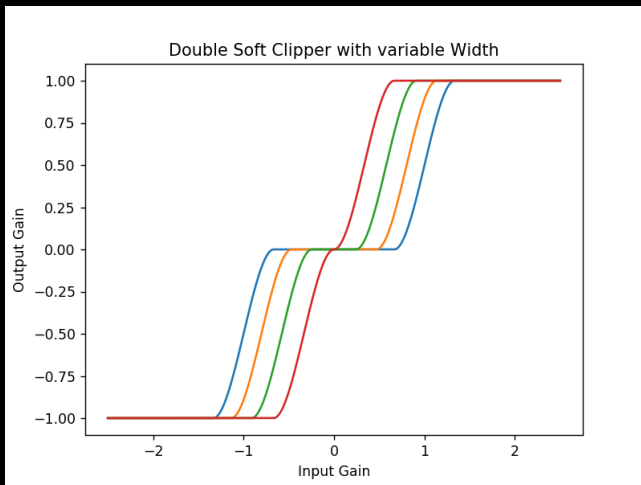


# Double Soft Clipper: Parameters

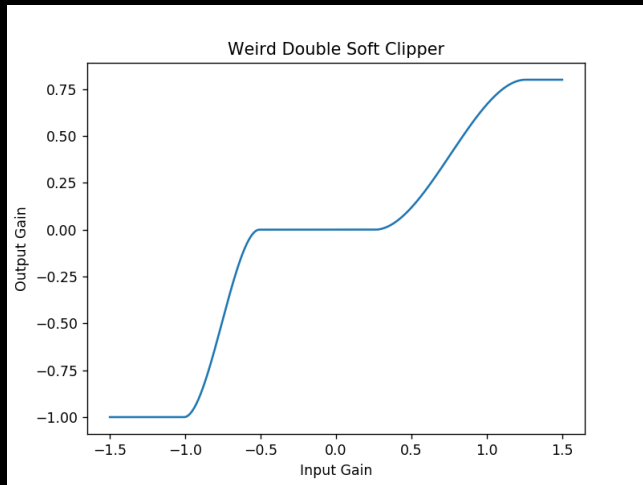




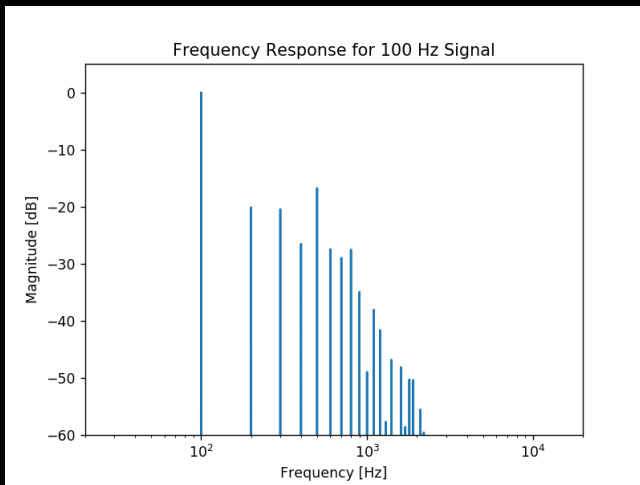
# Double Soft Clipper: Parameters



# Double Soft Clipper: Weird



# Double Soft Clipper: Harmonic Response



# Harmonic Exciter

# Harmonic Exciter

What is a harmonic exciter?

- Add subtle harmonic distortion
- Make audio sound “shiny”, “brighter”, “enhanced”
- Used for mixing, live broadcasts, restoring old recordings with missing spectral content

# Aphex Aural Exciter<sup>2</sup>



- Introduced in the mid-1970's
- Used by Jackson Browne, The Four Seasons, Linda Ronstadt, and more
- Originally rented to studios for **\$30 per minute**

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<sup>2</sup>Ltd., Aphex Aural Exciter Type B: Operating Guide.

# Harmonic Exciter

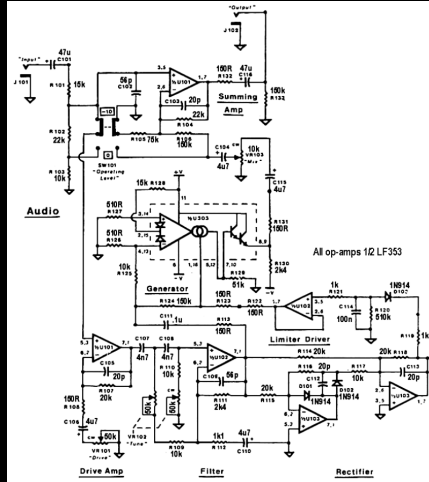
## Goals:

- Exciter model that sounds “smooth”
- Generalize the model to transcend circuit modelling<sup>3</sup>

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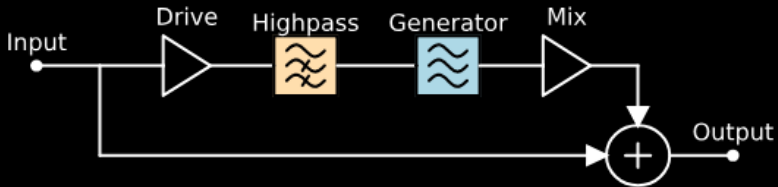
<sup>3</sup>Giannoulis, Massberg, and Reiss, “Digital Dynamic Range Compressor Design - A Tutorial and Analysis”.

# Harmonic Exciter

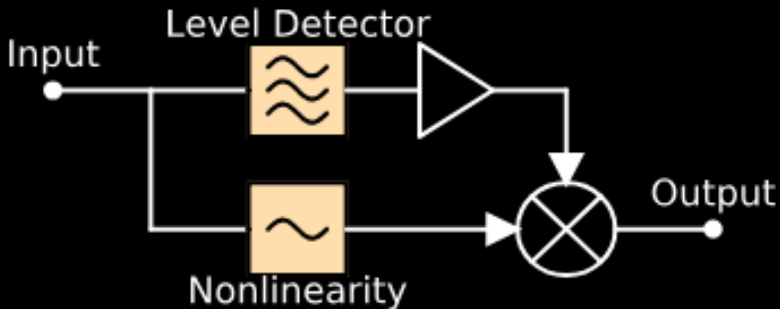




# Harmonic Exciter

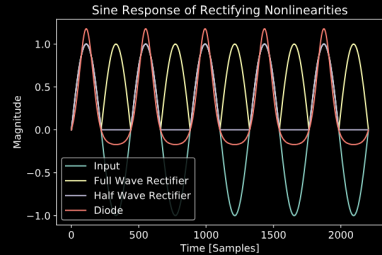
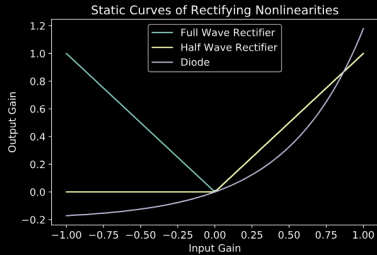


# Harmonic Exciter: Generator

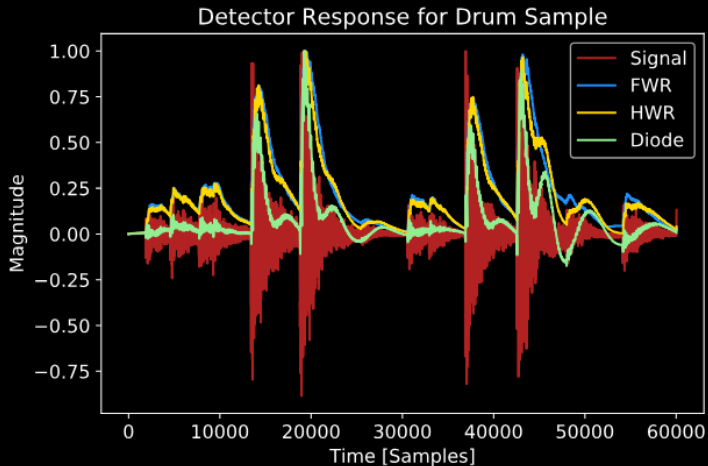


# Harmonic Exciter: Level Detector

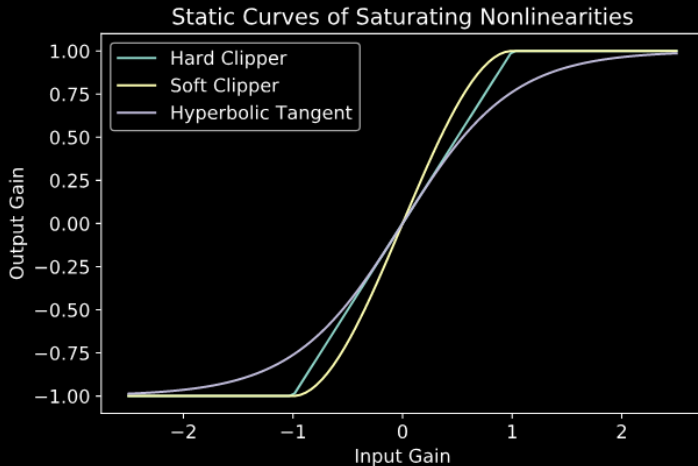
Rectifying nonlinearity  $\rightarrow$  LPF



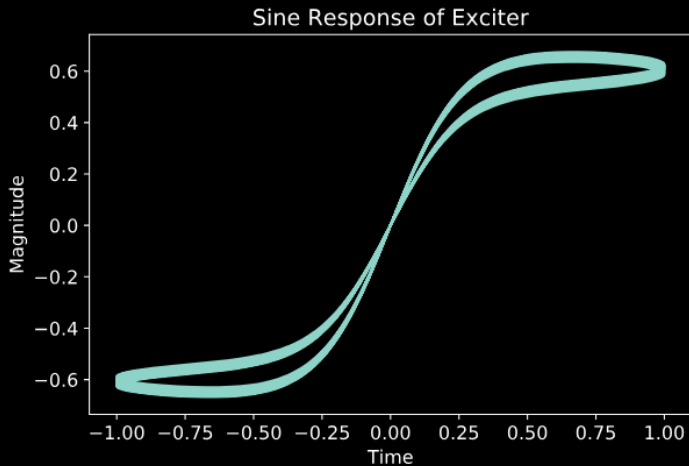
# Harmonic Exciter: Level Detector



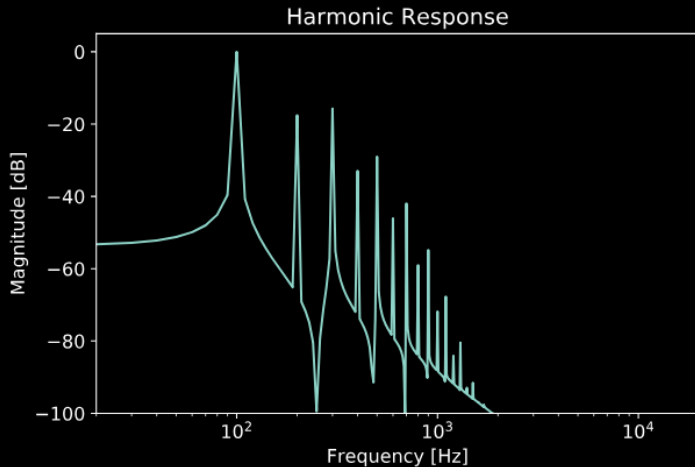
# Harmonic Exciter: Nonlinearity



# Harmonic Exciter: Generator



# Harmonic Exciter: Generator

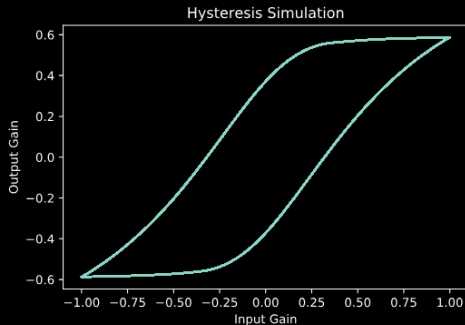


# Hysteresis



# Hysteresis

- Stateful nonlinearity that describes magnetisation (magnetic tape, transformers, ...)
- Also models processes in civil engineering, economics, and more



# Hysteresis

## Jiles-Atherton Hysteresis model<sup>4</sup>

$$\dot{y} = \frac{\frac{(1-c)\delta_y(SL(Q)-y)}{(1-c)\delta_x k - \alpha(SL(Q)-y)}\dot{x} + c\frac{S}{a}\dot{x}L'(Q)}{1 - c\alpha\frac{S}{a}L'(Q)} \quad (5)$$

$$Q(x, y) = \frac{x + \alpha y}{a} \quad (6)$$

Langevin function:

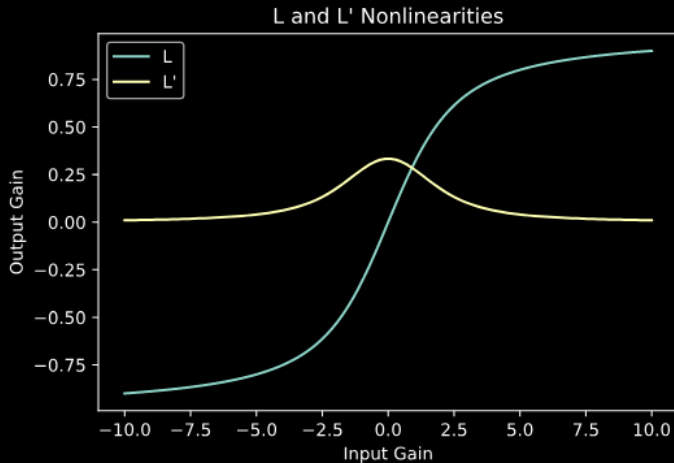
$$L(x) = \coth(x) - \frac{1}{x} \quad (7)$$

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<sup>4</sup>Jiles and Atherton, "Theory of ferromagnetic hysteresis".

# Hysteresis

## Langevin function (and derivative)



# Hysteresis

Digitize hysteresis model<sup>5</sup>

Use  $S, a, c$  as parameters

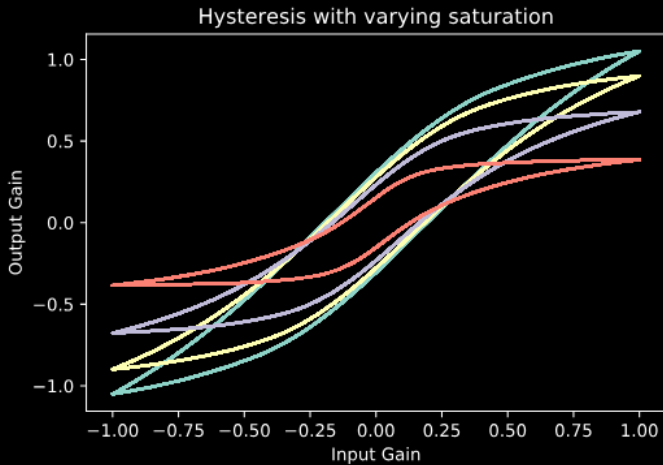
$$\dot{y} = \frac{\frac{(1-c)\delta_y(SL(Q)-y)}{(1-c)\delta_x k - \alpha(SL(Q)-y)}\dot{x} + c\frac{S}{a}\dot{x}L'(Q)}{1 - c\alpha\frac{S}{a}L'(Q)} \quad (8)$$

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<sup>5</sup>Holters and Zolzer, "Circuit Simulation with Inductors and Transformers Based on the Jiles-Atherton Model of Magnetization"; Chowdhury, "Real-Time Physical Modelling For Analog Tape Machines".

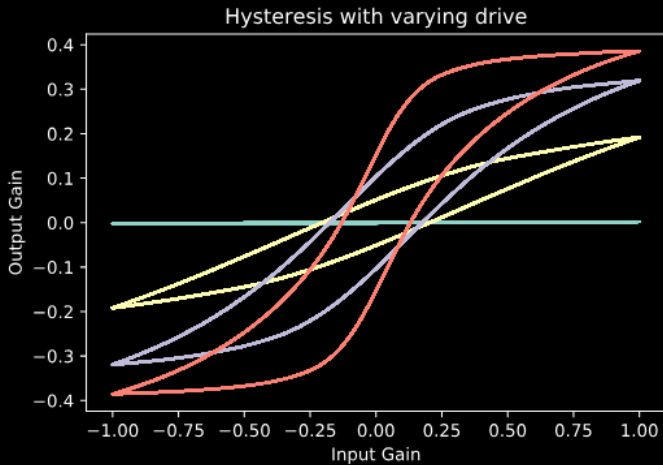
# Hysteresis: Parameters

## Saturation



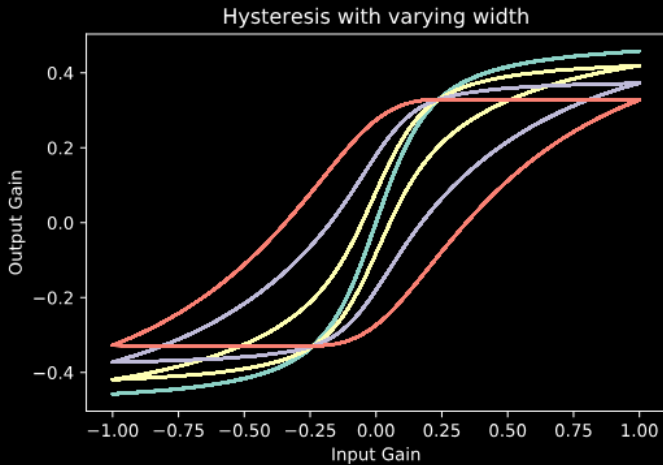
# Hysteresis: Parameters

## Drive



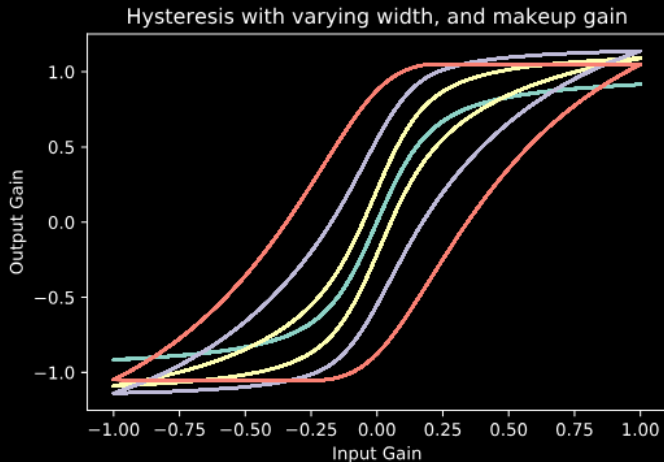
# Hysteresis: Parameters

## Width



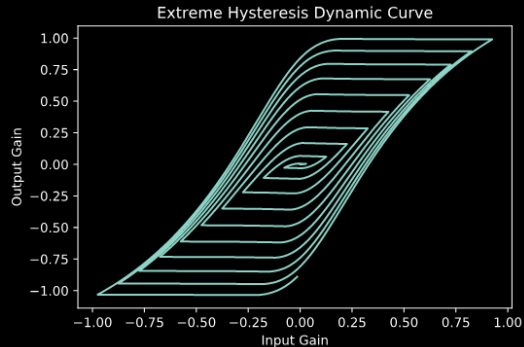
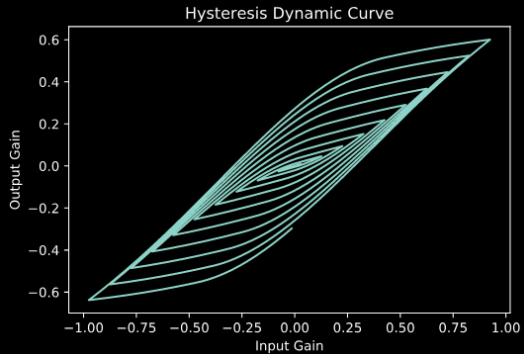
# Hysteresis: Parameters

## Width (with makeup gain)





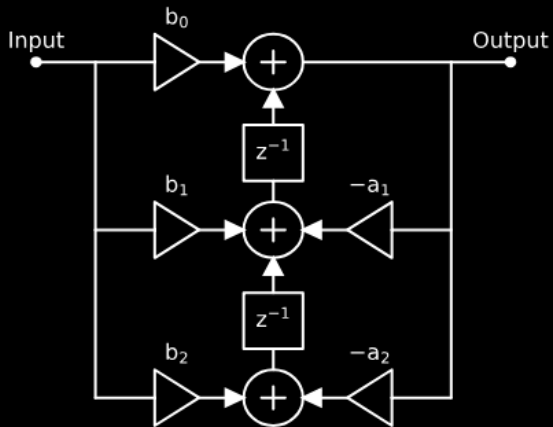
# Hysteresis



# Nonlinear Filters

# Biquad Filter

## Transposed Direct Form II



# Biquad Filter

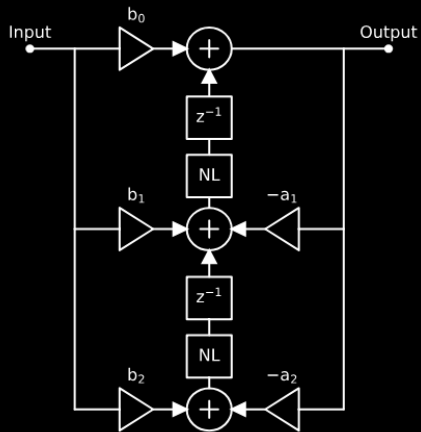
Difference equation:

$$y[n] = b_0u[n] + b_1u[n-1] + b_2u[n-2] - a_1y[n-1] - a_2y[n-2] \quad (9)$$

State space formulation:

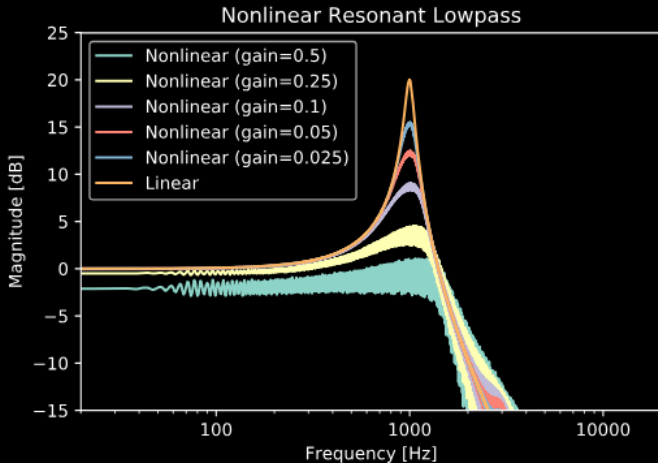
$$\begin{bmatrix} x_1[n+1] \\ x_2[n+1] \\ y[n+1] \end{bmatrix} = \begin{bmatrix} 0 & 1 & -a_1 \\ 0 & 0 & -a_2 \\ 1 & 0 & 0 \end{bmatrix} \begin{bmatrix} x_1[n] \\ x_2[n] \\ y[n] \end{bmatrix} + \begin{bmatrix} b_1 \\ b_2 \\ b_0 \end{bmatrix} u[n] \quad (10)$$

# Nonlinear Biquad Filter



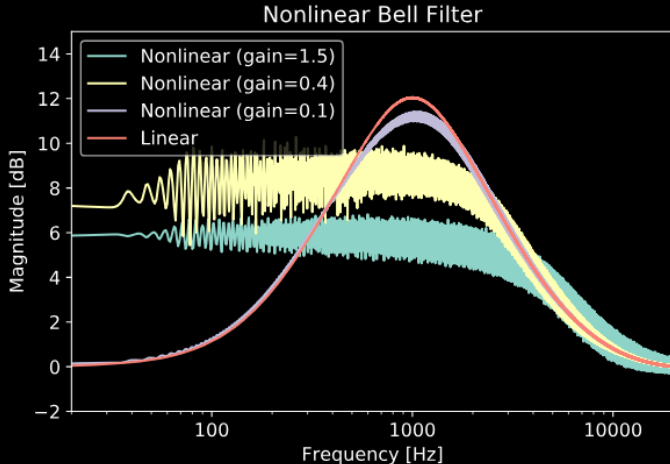
# Nonlinear Biquad Filter

Saturating nonlinearities  $\rightarrow$  nonlinear resonance



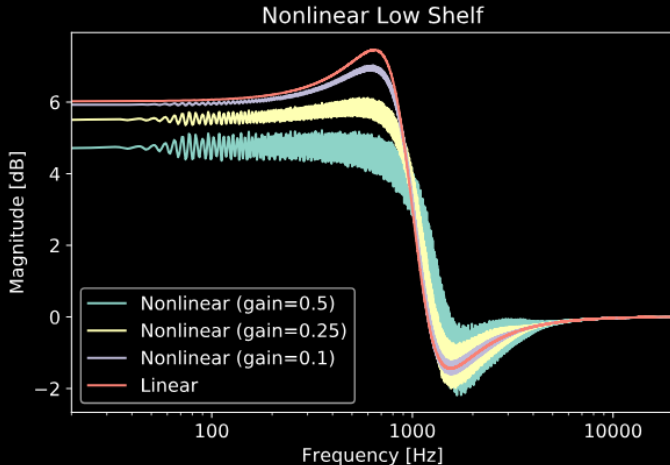
# Nonlinear Biquad Filter

Saturating nonlinearities  $\rightarrow$  nonlinear resonance



# Nonlinear Biquad Filter

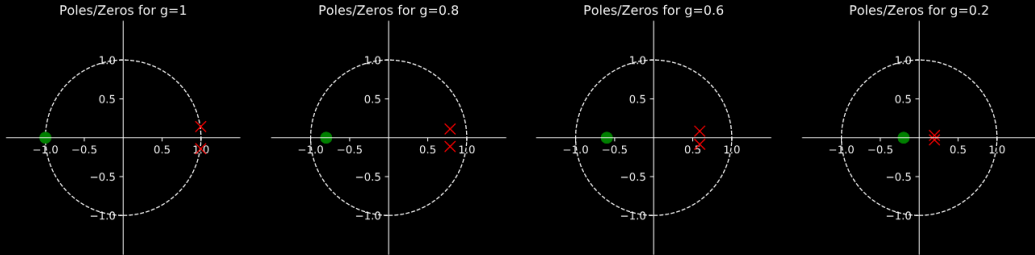
Saturating nonlinearities  $\rightarrow$  nonlinear resonance



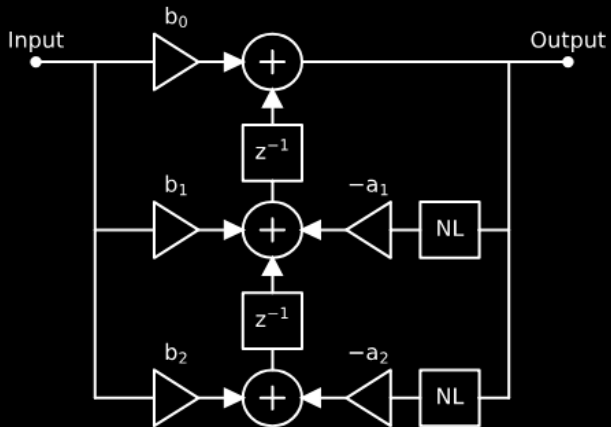


# Nonlinear Biquad Filter

## Pole/zero movement

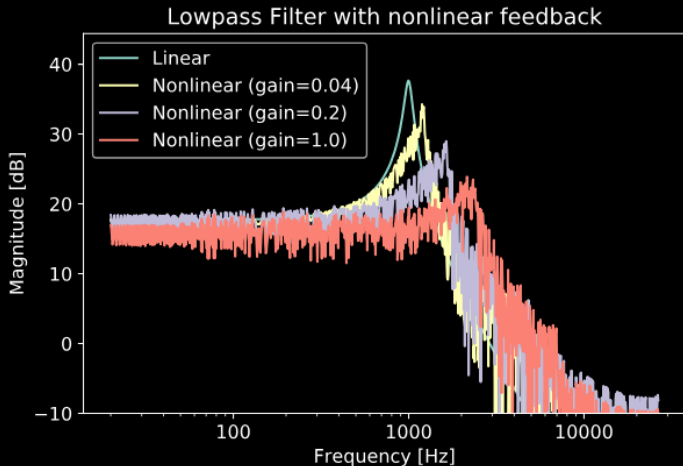


# Nonlinear Feedback Filter



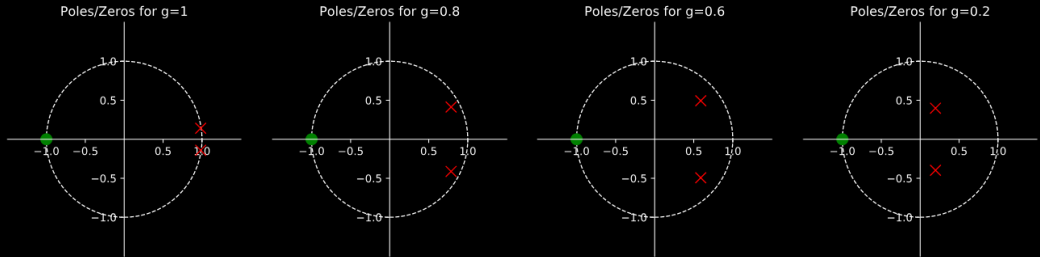
# Nonlinear Feedback Filter

Saturating nonlinearity  $\rightarrow$  cutoff frequency modulation



# Nonlinear Feedback Filter

## Pole/zero movement



# Nonlinear Biquad Stability

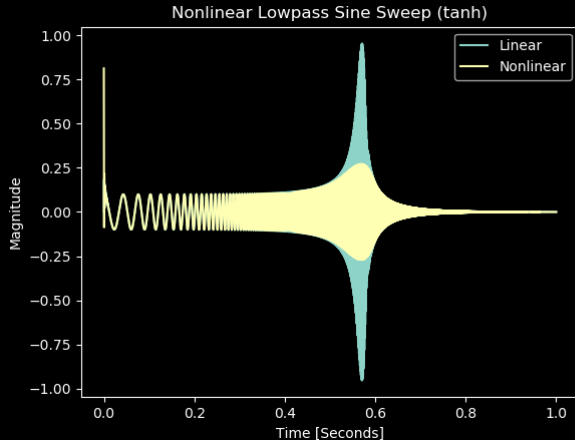
## Questions:

Can we guarantee that a nonlinear filter will be stable given that its linear corrolary is stable?

For what subset of nonlinear functions is this guaranteed?

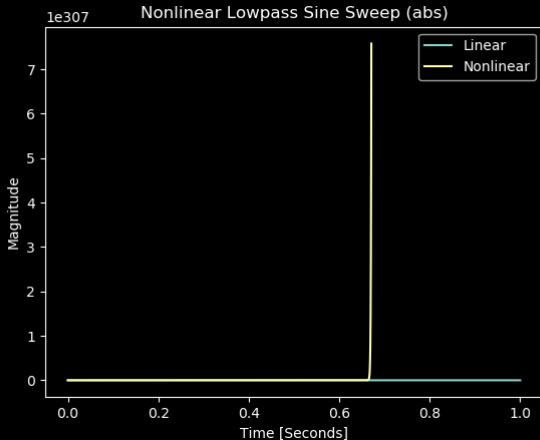
# Nonlinear Biquad Stability

Test case: saturating nonlinearity,  $f_{NL} = \tanh(x) \rightarrow$  STABLE!



# Nonlinear Biquad Stability

Test case: full wave rectifier,  $f_{NL} = 0.45|x| \rightarrow$  **UNSTABLE!**



# Lyapunov Stability<sup>6</sup>

1. Form state space equation:

$$\mathbf{x}[n + 1] = \mathbf{f}(\mathbf{x}[n]) \quad (11)$$

2. Find Jacobian  $\mathbf{J}$  of  $\mathbf{f}$

3. If every element of  $\mathbf{J}$  is less than 1 at some operating point, the system is Lyapunov stable about that point.

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<sup>6</sup>Chen, "Stability of Nonlinear Systems".



# Nonlinear Biquad Stability

$$\begin{bmatrix} x_1[n+1] \\ x_2[n+1] \\ y[n+1] \end{bmatrix} = \mathbf{h} \left( \begin{bmatrix} x_1[n] \\ x_2[n] \\ y[n] \end{bmatrix} \right) + \begin{bmatrix} b_1 \\ b_2 \\ b_0 \end{bmatrix} u[n] \quad (12)$$

$$\begin{aligned} h_1(x_1[n], x_2[n], y[n]) &= f_{NL}(x_2[n]) - a_1 y[n] \\ h_2(x_1[n], x_2[n], y[n]) &= -a_2 y[n] \\ h_3(x_1[n], x_2[n], y[n]) &= f_{NL}(x_1[n]) \end{aligned} \quad (13)$$

# Nonlinear Biquad Stability

$$\mathbf{J} = \begin{bmatrix} 0 & f'_{NL}(x_2[n]) & -a_1 \\ 0 & 0 & -a_2 \\ f'_{NL}(x_1[n]) & 0 & 0 \end{bmatrix} \quad (14)$$

Note that if  $f'_{NL}$  does not exist at some point, the system is NOT stable at that point.

# Nonlinear Feedback Stability

$$\begin{bmatrix} x_1[n+1] \\ x_2[n+1] \\ y[n+1] \end{bmatrix} = \mathbf{h} \left( \begin{bmatrix} x_1[n] \\ x_2[n] \\ y[n] \end{bmatrix} \right) + \begin{bmatrix} b_1 \\ b_2 \\ b_0 \end{bmatrix} u[n] \quad (15)$$

$$\begin{aligned} h_1(x_1[n], x_2[n], y[n]) &= x_2[n] - a_1 f_{NL}(y[n]) \\ h_2(x_1[n], x_2[n], y[n]) &= -a_2 f_{NL}(y[n]) \\ h_3(x_1[n], x_2[n], y[n]) &= x_1[n] \end{aligned} \quad (16)$$

# Nonlinear Feedback Stability

$$\mathbf{J} = \begin{bmatrix} 0 & 1 & -a_1 f'_{NL}(y[n]) \\ 0 & 0 & -a_2 f'_{NL}(y[n]) \\ 1 & 0 & 0 \end{bmatrix} \quad (17)$$

# Nonlinear Biquad Stability

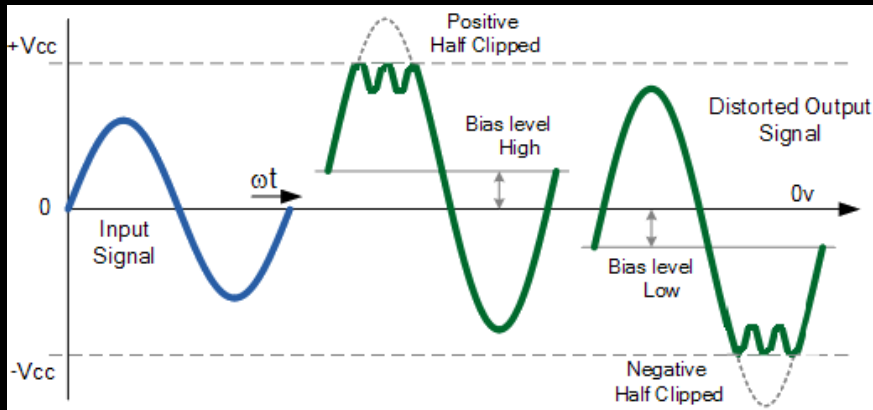
General stability constraint:

$$|f'_{NL}(x)| \leq 1 \quad (18)$$

# Wavefolding

# Wavefolder

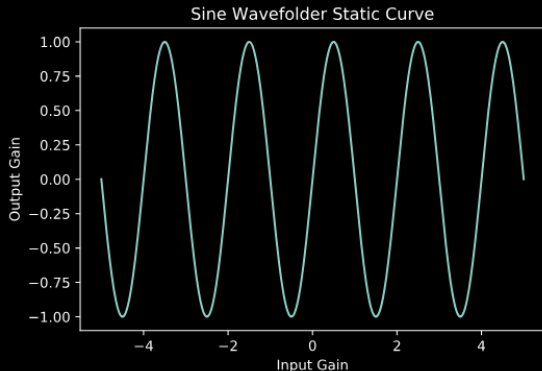
What is wavefolding?



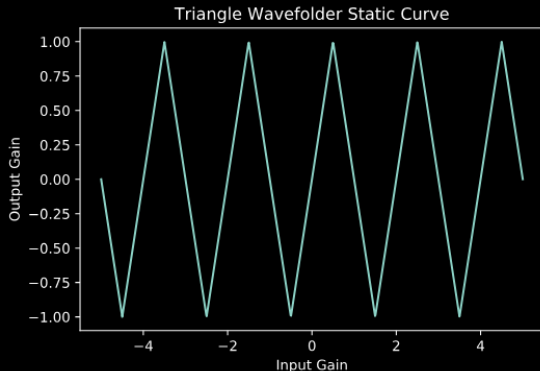
# Wavefolder

Standard digital wavefolding:

$$f_{NL}(x) = \sin(x)$$



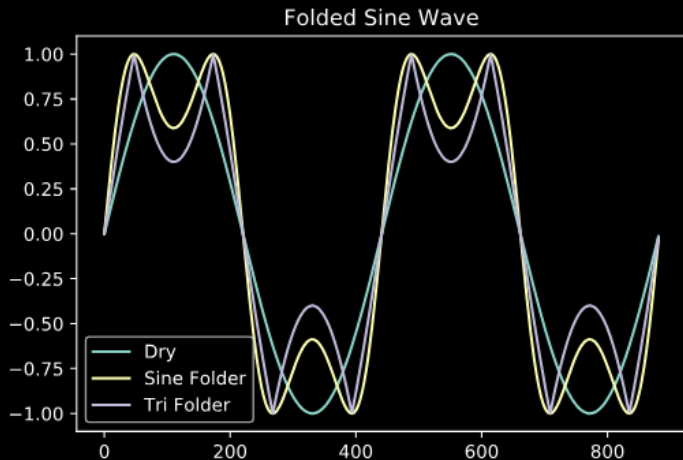
$$f_{NL}(x) = \text{tri}(x)$$





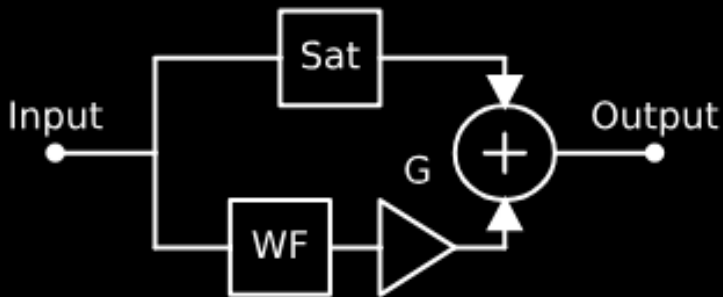
# Wavefolder

Standard digital wavefolding:



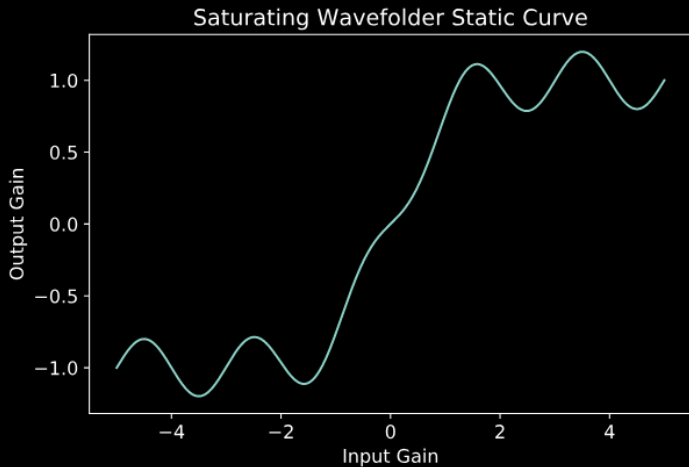
# Wavefolder

Saturating wavefolder:



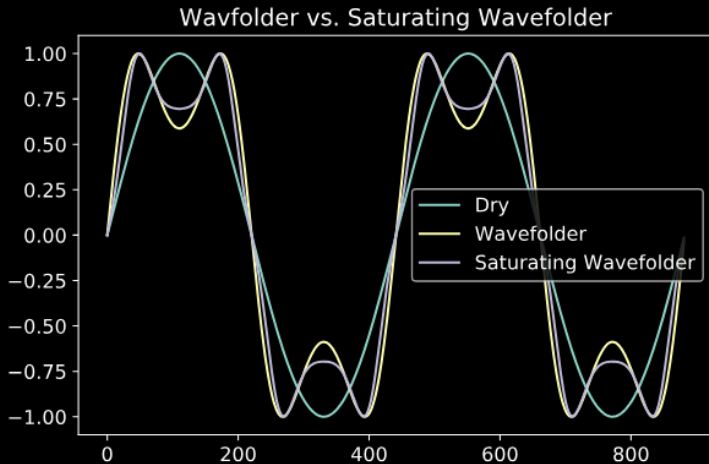
# Wavefolder

Saturating wavefolder:



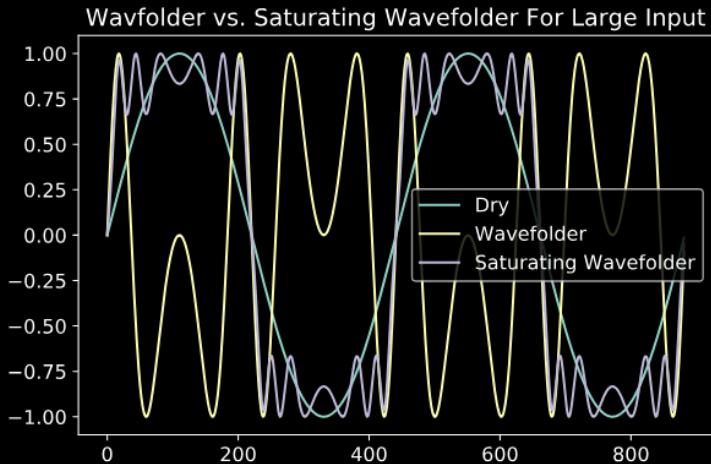
# Wavefolder

## Saturating wavefolder:



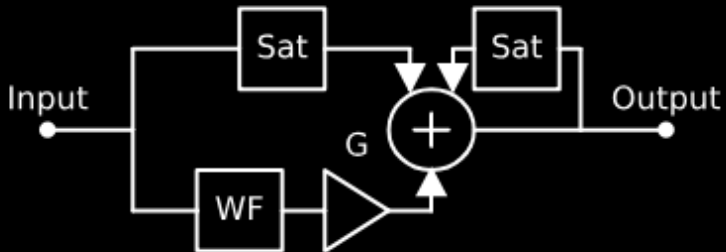
# Wavefolder

## Saturating wavefolder:



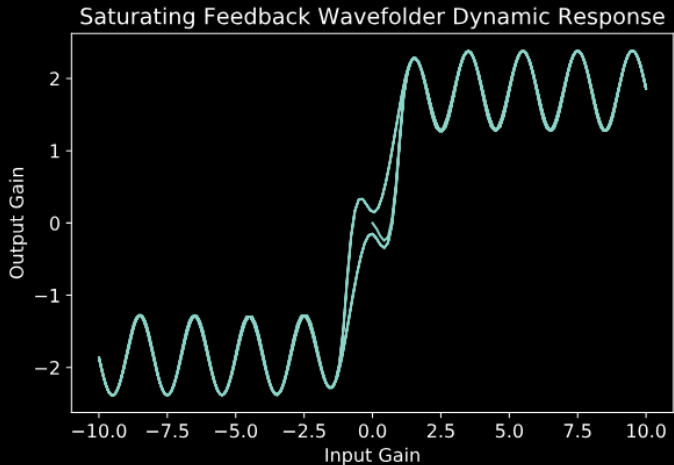
# Wavefolder

Feedback wavefolder:



# Wavefolder

## Feedback wavefolder:



# Subharmonics



# Subharmonics: Motivation

Most nonlinear audio effects add higher harmonics to the signal.

What if we want lower harmonics ...

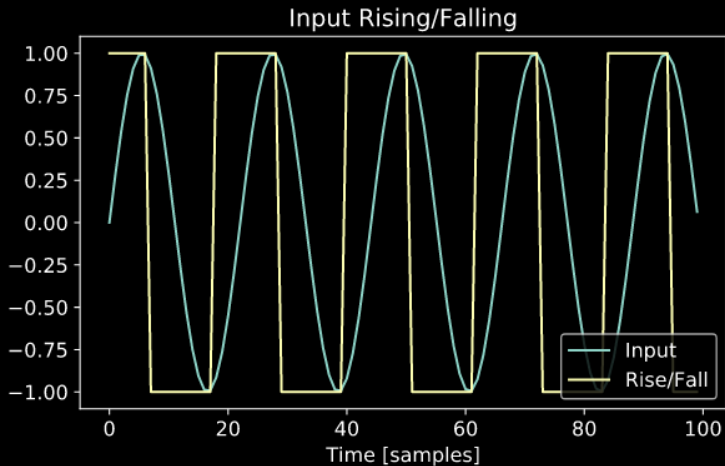
# Subharmonics

## Goals:

- Generate subharmonic content
- Avoid circuit modelling
- Avoid relying on high-quality pitch detection

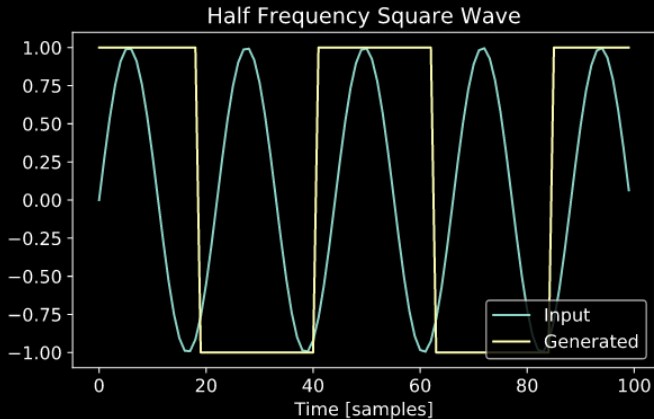
# Subharmonics

Step 1: Detect when the input signal switches directions



# Subharmonics

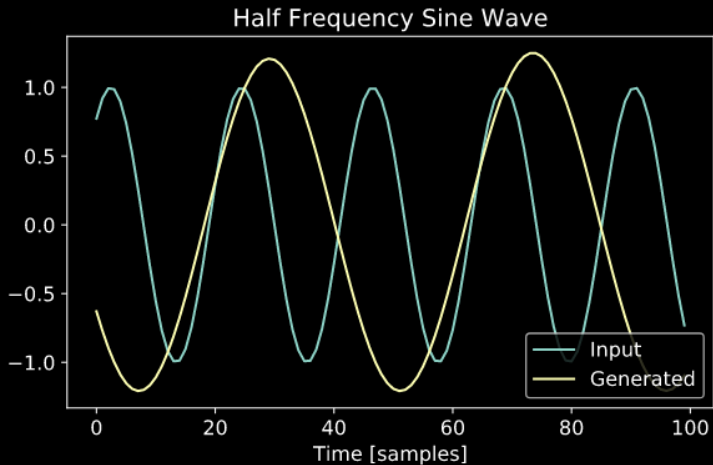
Step 2: Flip detector signal every *other* time



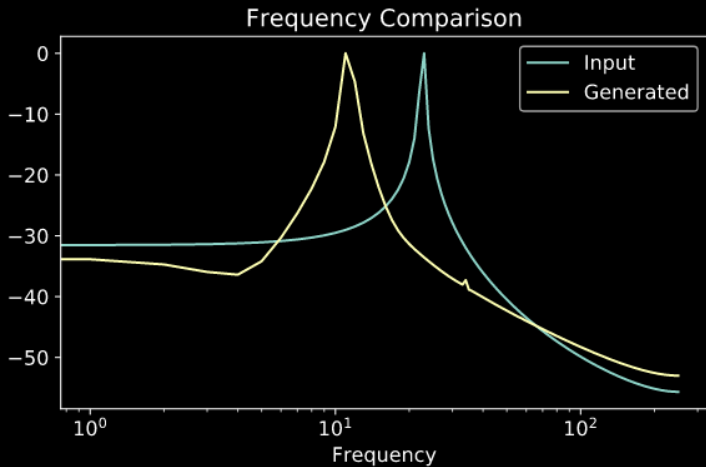
Result: half-frequency square wave!

# Subharmonics

## Step 3: Lowpass Filter

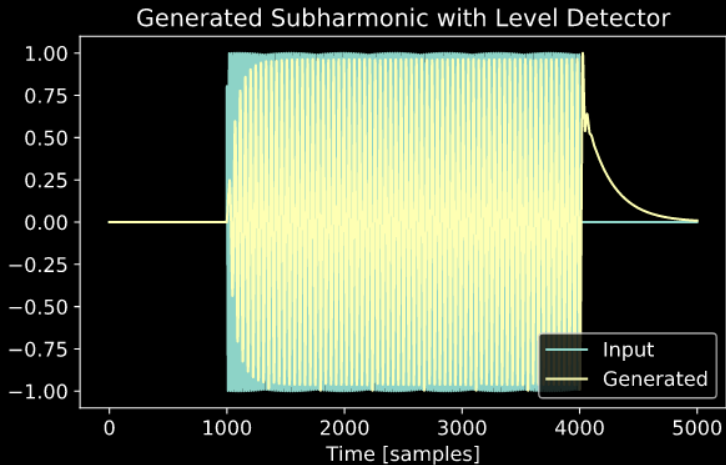


# Subharmonics

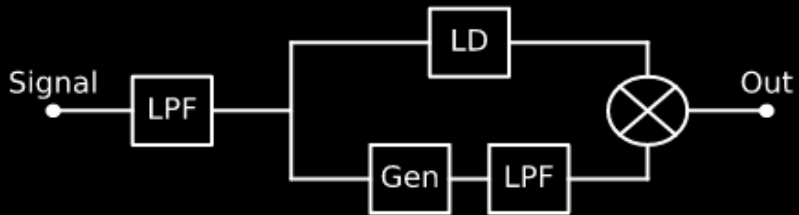


# Subharmonics

## Step 4: Apply level detector



# Subharmonics





# Gated Recurrent Distortion

# Gated Recurrent Distortion

## Gated Recurrent Unit:

- Building block for recurrent neural networks<sup>7</sup>
- Here we examine a variation: “minimal gated unit”<sup>8</sup>

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<sup>7</sup>Cho et al., “Learning Phrase Representations using RNN Encoder-Decoder for Statistical Machine Translation”.

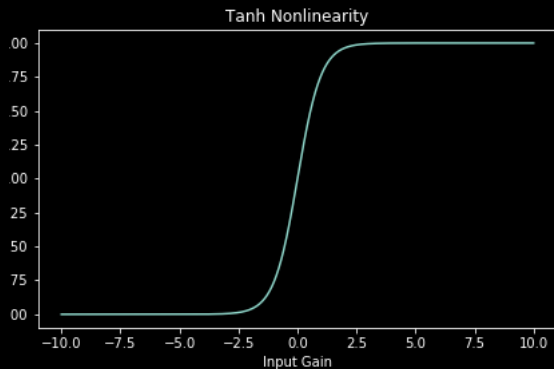
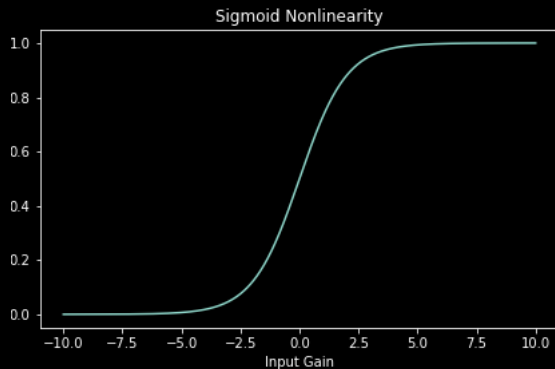
<sup>8</sup>Zhou et al., “Minimal Gated Unit for Recurrent Neural Networks”.

# Gated Recurrent Distortion

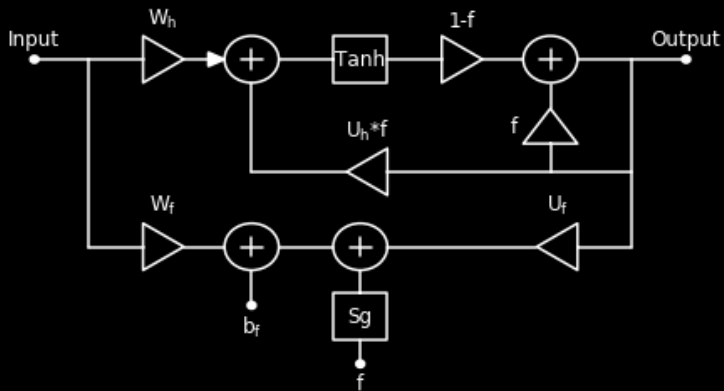
$$\begin{aligned}\Gamma_f &= \sigma(W_f x[n] + U_f y[n-1] + b_f) \\ y[n] &= \Gamma_f y[n-1] + (1 - \Gamma_f) \tanh(W_h x[n] + U_h \Gamma_f y[n-1] + b_h)\end{aligned}\tag{19}$$

$$\sigma(x) = \frac{1}{1 + e^{-x}}\tag{20}$$

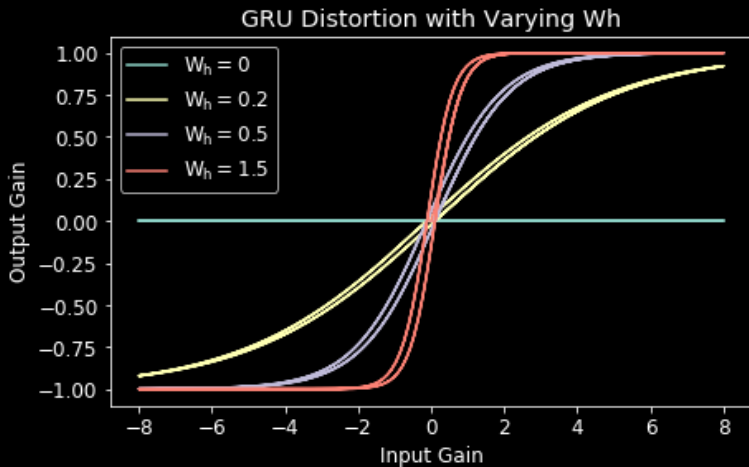
# Gated Recurrent Distortion



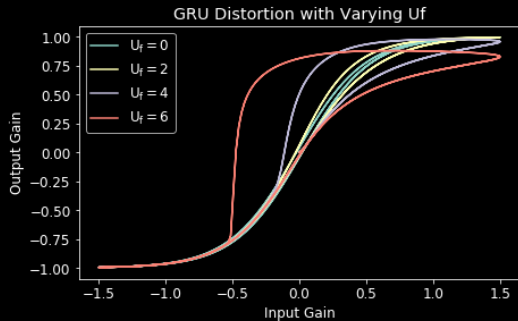
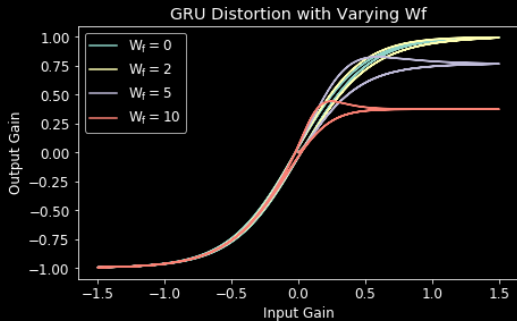
# Gated Recurrent Distortion



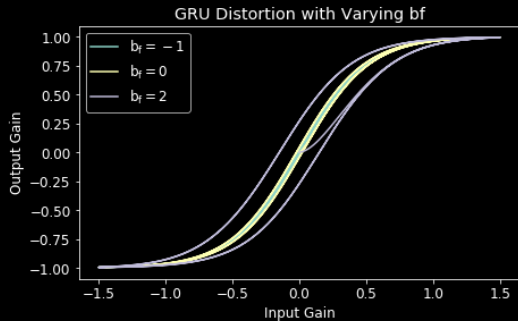
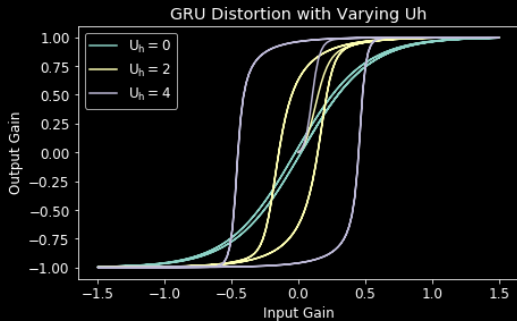
# Gated Recurrent Distortion: Parameters



# Gated Recurrent Distortion: Parameters

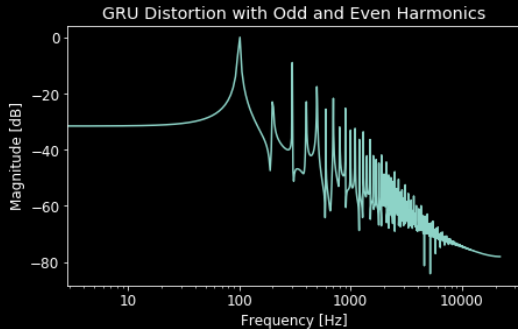
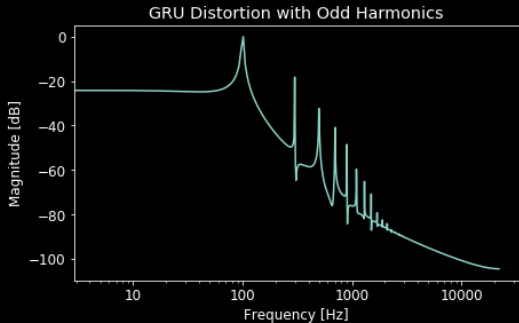


# Gated Recurrent Distortion: Parameters





# Gated Recurrent Distortion: Harmonic Response



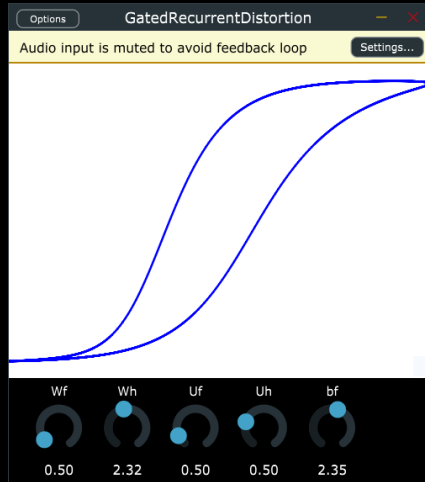
# Conclusion

# Goals

- Tools for musicians/mixing engineers
- Inspiration/explanations for audio effect makers
- A academic paper (or two)


# Presentation



## Audio plugins (VST/AU)




# Presentation

## Medium articles










Upgrade



## Complex Nonlinearities Episode 4: Nonlinear Biquad Filters



Jatin Chowdhury  
Oct 10, 2019 • 6 min read



For today's article, we'll be talking about filters. So far in this series I haven't spoken too much about filters, which might seem odd considering how much of signal processing in general is all about filters. The reason I've avoided filters is that most filters in audio signal processing are implemented as linear processors, and I've been focusing on nonlinear processing concepts.

# Complex Nonlinearities

**Thank you!**