

Report

Milestone 1 Signals

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Tutorial Number: 7

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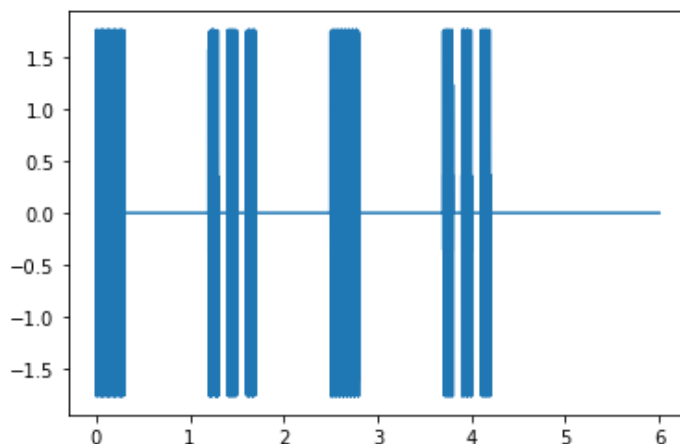
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Sama Samy Salah

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Steps:

- 1:** We imported the libraries that we need in this milestone which are numpy , matplotlib.pyplot and sounddevice.
- 2:** We set the total song playing time to be 6 seconds starting from zero for $2 \times 12 \times 1024$ samples.
- 3:** We assigned the frequencies of the tones for both third octave with the left hand in a numpy array called F_array ("F" upper case) and fourth octave with the right hand in a numpy array called f_array ("f" lower case) so we can loop on both arrays to get the frequencies and using them to generate the tones.
- 4:** We assigned the starting time values of the tones in a numpy array called t_array ("t" lower case) and the certain periods of time of the tones in a numpy array called T_array("T" upper case) so we can loop on both arrays to get the starting time and period time and using them to specify the time of each tones.
- 5:** Since we have 8 frequencies with each hand we created a variable (N=8) and counter (c=0) and accumulator variable (x=0) so we can loop on the 4 arrays we have using while loop to get the frequencies one by one from F_array and f_array and corresponding starting time from t_array and corresponding periodic time from T_array to create the first tone and accumulate it in the accumulator variable "x" and same for the second and third tones till we loop on the whole arrays.
- 6:** We have now the generated song in variable "x" so we can finally plot it in the time domain to form the following figure using `plt.plot(t,x)` and play the song to hear it using `sd.play(x,3*1024)`.



- 7:** We set the number of samples to be equals the duration of the song * 1024 (6×1024) samples and the frequency axis range to be an array $\rightarrow f = \text{np.linspace}(0, 512, \text{int}(N/2))$.

8: We converted the song without noise (x) from the time domain to the frequency domain through $\rightarrow x_f = \text{fft}(x)$ & $x_f = 2/N * \text{np.abs}(x_f[0:\text{np.int}(N/2)])$.

9: We used the function `np.random.randint(0, 512, 2)` to generate two random integer frequencies to represent the noise add to the song $\rightarrow fn1, fn2 = \text{np.random.randint}(0, 512, 2)$ & the noise generated using the function $\rightarrow n = \text{np.sin}(2 * \text{np.pi} * fn1 * t) + \text{np.sin}(2 * \text{np.pi} * fn2 * t)$.

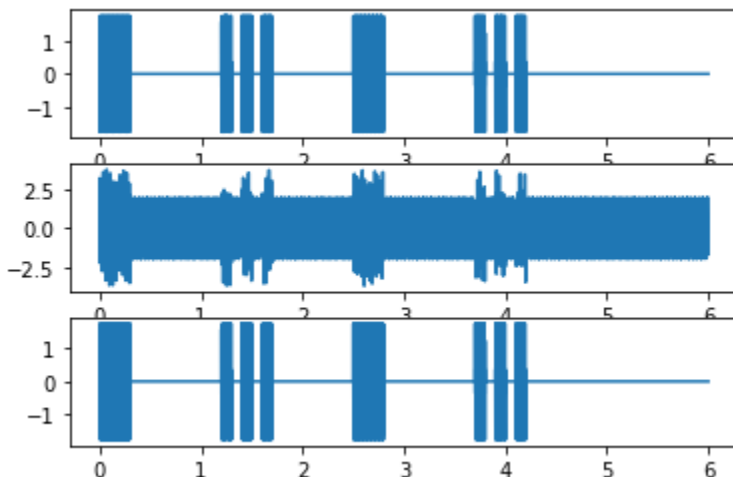
10: We added the noise to the song $\rightarrow (xn = n + x)$, then we converted the (xn) to the frequency domain $\rightarrow xn_f = \text{fft}(xn)$ & $xn_f = 2/N * \text{np.abs}(xn_f[0:\text{np.int}(N/2)])$.

11: We used $\rightarrow (z = \text{np.where}(xn_f > \text{math.ceil}(\text{np.max}(x))))$ to create z which contains array of indices of the two random frequencies and their types then we get the indices through $\rightarrow (\text{index1} = z[0][0] \text{ \& } \text{index2} = z[0][1])$, then we got the frequencies through $\rightarrow (\text{found1} = \text{int}(f[\text{index1}]) \text{ \& } \text{found2} = \text{int}(f[\text{index2}]))$.

12: We filtered the song from noise through $\rightarrow (x\text{Filtered} = xn - (\text{np.sin}(2 * \text{np.pi} * \text{found1} * t) + \text{np.sin}(2 * \text{np.pi} * \text{found2} * t)))$, then we played it to get the original song without noise through $\rightarrow (\text{sd.play}(x\text{Filtered}, 3 * 1024))$.

13: We converted the filtered song to frequency domain through $\rightarrow (x\text{Filtered}_f = \text{fft}(x\text{Filtered}))$ & $x\text{Filtered}_f = 2/N * \text{np.abs}(x\text{Filtered}_f[0:\text{np.int}(N/2)])$ to graph it.

14: We figured the the graphs in the time domain alone using `plt.figure()` & `plt.subplot(3, 1, _)` to get the following three figures.



15: Then we figured the graphs in the frequency domain alone using `plt.figure()` & `plt.subplot(3, 1, _)` to get the following three figures.

