

# Audio Signal Processing : I. Introduction

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### What is an Audio wave ?

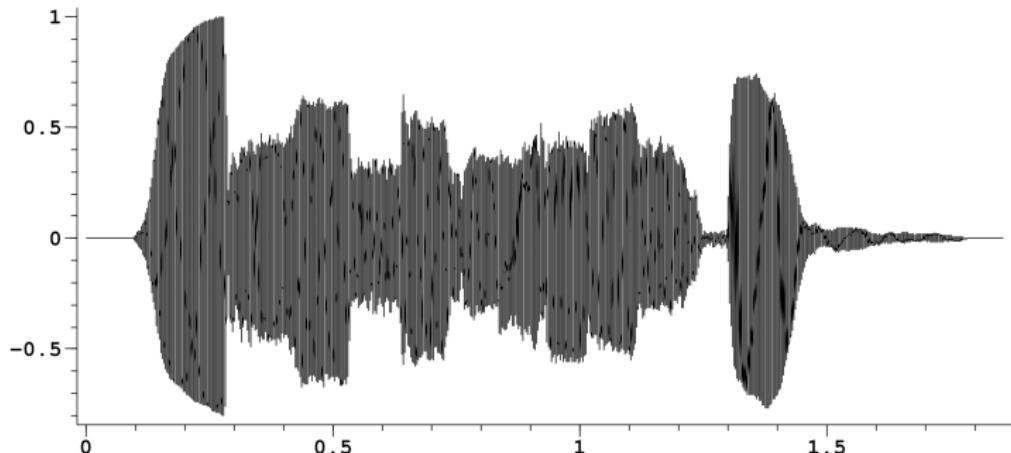
- rarefaction/compression of molecules
- Progressive pressure wave
- different velocity depending on material
  - air :  $340 m.s^{-1}$
  - water :  $1420 m.s^{-1}$
  - steel :  $6000 m.s^{-1}$

### What is an Audio signal ?

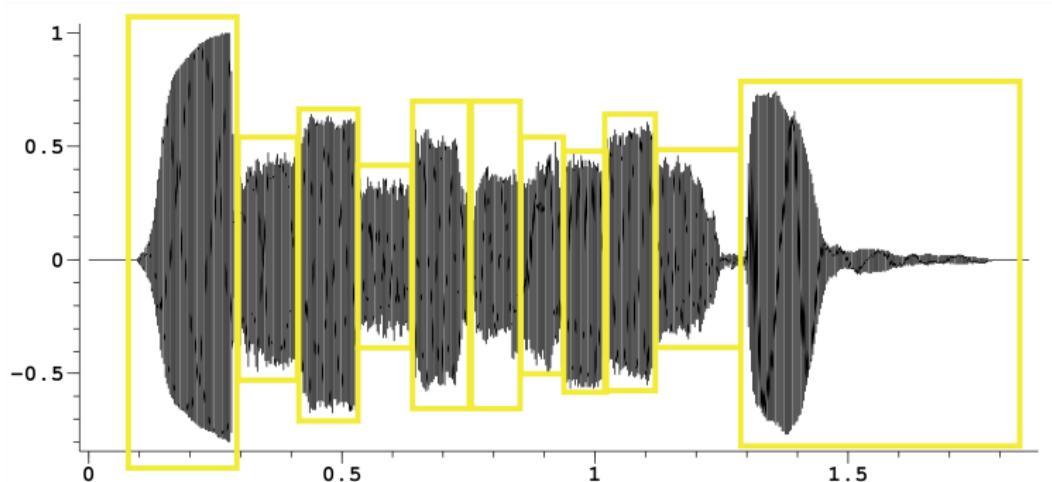
- It is a 1D representation of the wave
- Audio signal  $s(t)$  : Measured pressure at a given location as a function of time
  - A microphone captures the wave with its membrane, and converts its movement into an electric (analog) signal
  - $s(t) = 0 \Rightarrow$  no sound, membrane is at rest
  - $\Rightarrow \langle s(t) \rangle = 0$  in general

## I.1 What is an Audio signal ?

### A first audio signal example



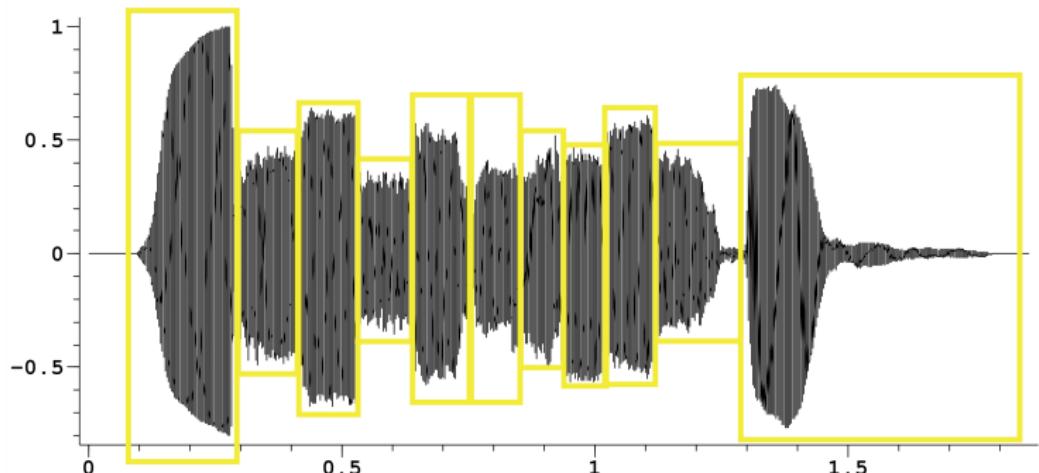
### A first audio signal example



We can identify the notes on the signal representation !

## I.1 What is an Audio signal ?

### A first audio signal example

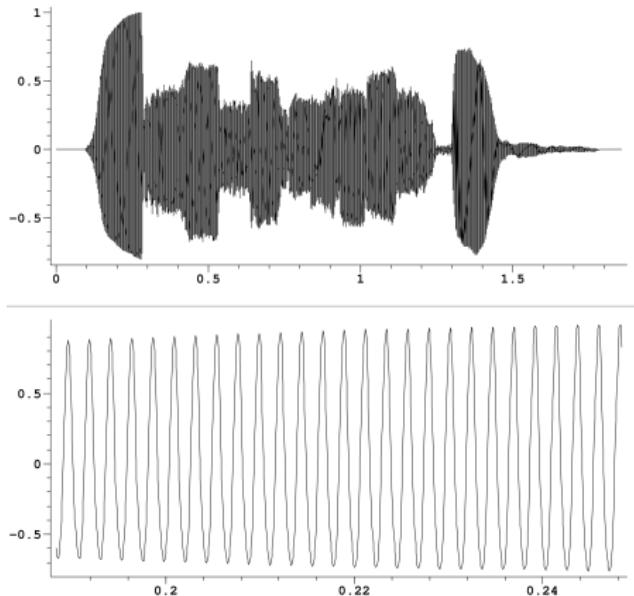


In first approximation, each note has a

- attack phase
- sustain phase
- decay phase

## I.1 What is an Audio signal ?

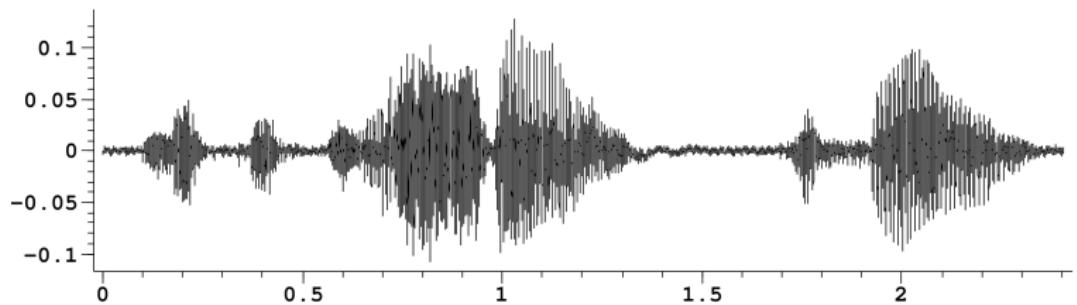
Let's zoom on a sustain phase



⇒ It is  $\simeq$  Periodic !

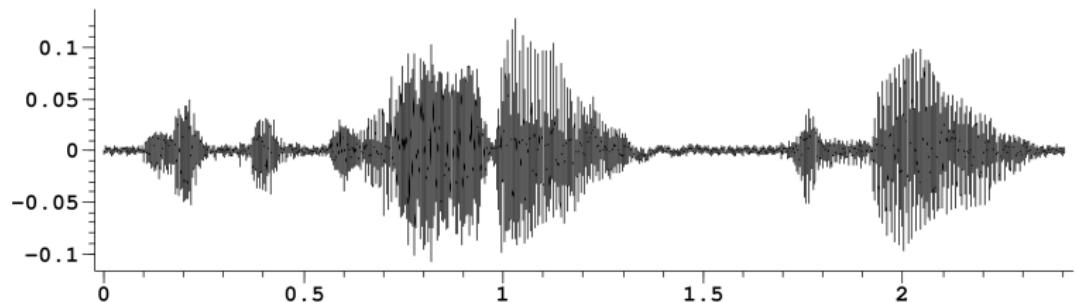
## I.1 What is an Audio signal ?

### A second audio signal example



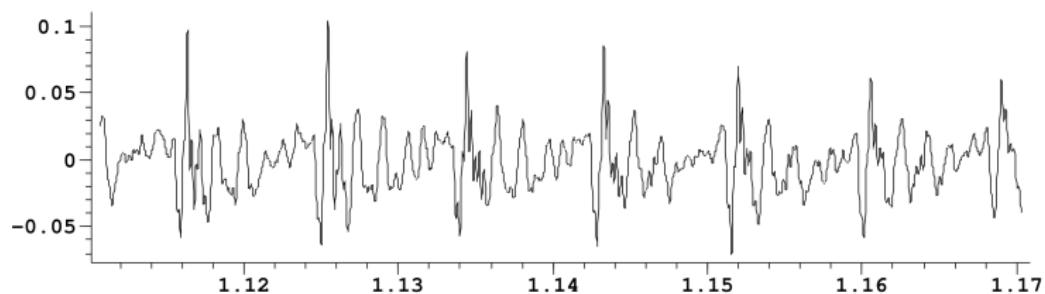
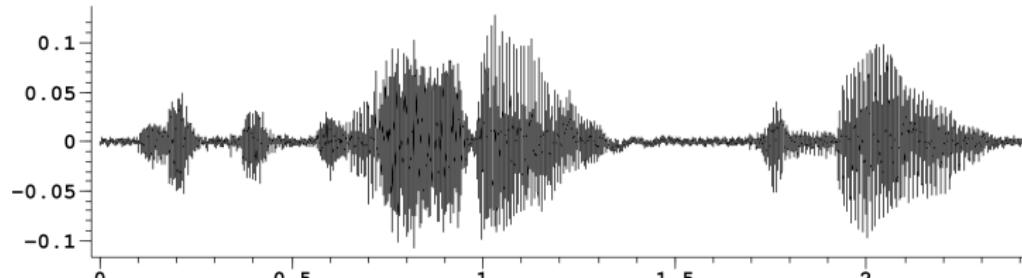
## I.1 What is an Audio signal ?

Well ... it is harder to "read" isn't it ?



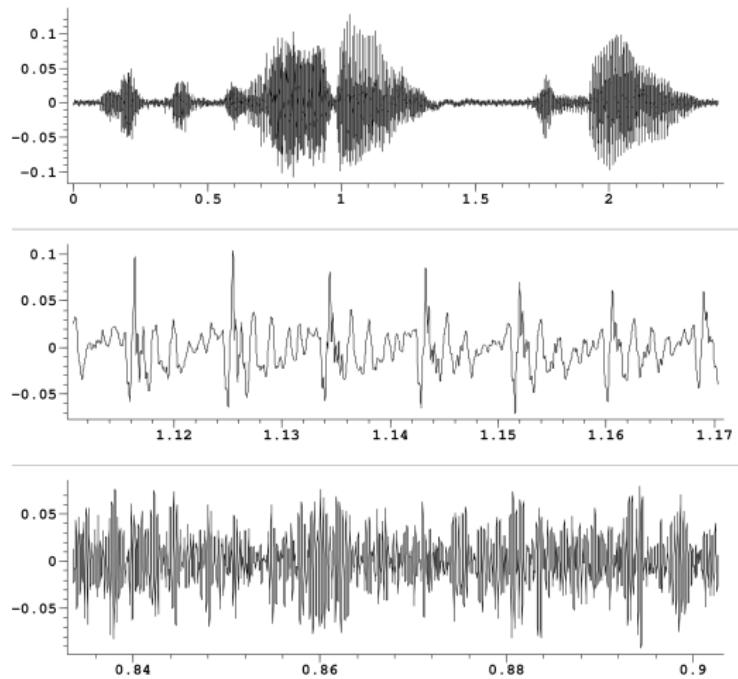
## I.1 What is an Audio signal ?

**Let's zoom on the "sustain" part of the 'a' vowel**



## I.1 What is an Audio signal ?

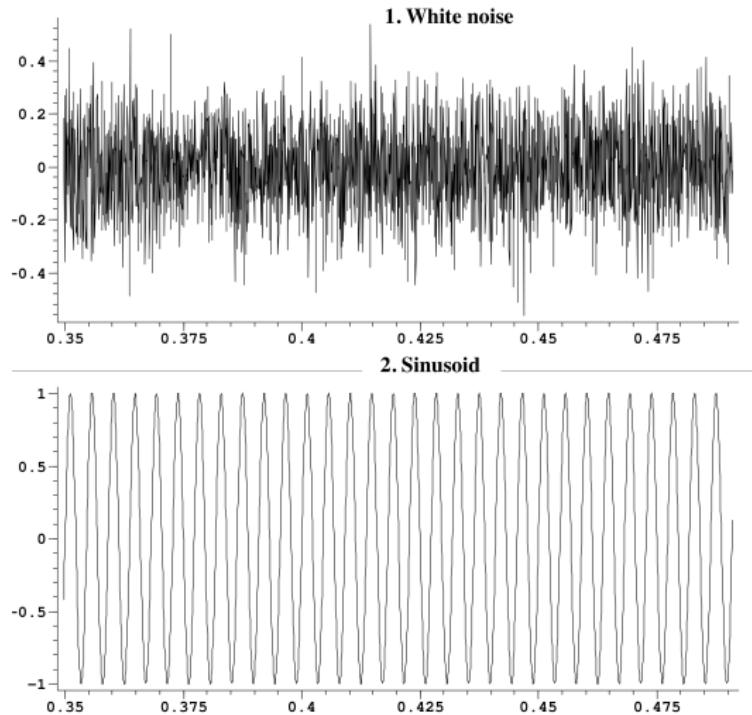
Let's zoom on the "noisy" part : the 'ch'



⇒ It is .... noisy !

## I.1 What is an Audio signal ?

### Two "building blocks"



### Two "building blocks"

1. White noise

$$s(t) = W(t)$$

2. Sinusoid

$$s(t) = A \sin(\omega t + \phi)$$

## Pure sound

$$s(t) = A \sin(\omega t + \phi)$$

1.  $A$  is the **amplitude** and  $I = A^2$  is the **intensity**

- It is linked to the volume of the sound
- unit measure : deciBel

$$10 \log_{10} \frac{I}{I_0} = 20 \log_{10} \frac{A}{A_0} =$$

where  $I_0$  is a seuil découte

## Pure sound

$$s(t) = A \sin(\omega t + \phi)$$

2.  $\omega$  is the **pulsation**, and  $F = \frac{\omega}{2\pi}$  is the **frequency**)

- It is linked to the pitch of the sound
- unit measure : Hertz : number of oscillations per seconds

## Pure sound

$$s(t) = A \sin(\omega t + \phi)$$

3.  $\phi$  is the **phase**

- On pure sound  $\simeq$  translation in time

## Periodic sound

$$s(t) = s(t + T)$$

where

- $T$  is the period
- $F = \frac{1}{T}$  is the fundamental frequency
- $\omega = \frac{2\pi}{T}$  is the pulsation

⇒ Let's use Fourier series !

## Periodic sound

$$s(t) = s(t + T)$$

Fourier series Theorem :

$$s(t) = \sum_{n=-\infty}^{+\infty} c_n e^{in\omega t} \quad \text{with} \quad c_n = \frac{1}{T} \int_0^T s(t) e^{-in\omega t} dt$$

$$s(t) = \sum_{n=-\infty}^{+\infty} c_n e^{in\omega t} \quad \text{with} \quad c_n = \frac{1}{T} \int_0^T s(t) e^{-in\omega t} dt$$

- $s(t)$  is a real-valued signal

$$\implies s(t) = \sum_{n=0}^{+\infty} a_n \sin(n\omega t + \phi_n)$$

- $\langle s(t) \rangle = 0$

$$\implies a_0 = 0$$

$$s(t) = \sum_{n=1}^{+\infty} a_n \sin(n\omega t + \phi_n), \quad \omega = \frac{2\pi}{T}$$

The  $n^{\text{th}}$  component  $a_n \sin(n\omega t + \phi_n)$  corresponds to

- frequency  $F_n = \frac{n}{T} = n \frac{\omega}{2\pi}$ 
  - $F_1 = \frac{1}{T}$  is the fundamental frequency ( $\simeq$  pitch of the sound)
  - $F_n = nF_1$  are the harmonics of the sound
- amplitude  $a_n$

## Some very basic musical notions

The keys (on the piano)

- The white keys :
  - English notation :  $C D E F G A B \dots$  (cyclic)
  - French notation :  $do\ ré\ mi\ fa\ sol\ la\ si\ \dots$  (cyclic)
- cyclic  $\rightarrow$  octave periodic (octave = frequency ratio of 2)
- General notation :  $do4$  = the  $do$  of the 4th octave
- The black keys  
 $do\ do\#\ ré\ ré\#\ mi\ fa\ fa\#\ sol\ sol\#\ la\ la\#\ si\ \dots$  (cyclic)

**A dive into harmonics . . .**

$$F_n = nF_1$$

$n$	1	2	3	4	5	6	7	8	9	10	11	12
<i>note</i>	<i>do1</i>	?	?	?	?	?	?	?	?	?	?	?

**A dive into harmonics . . .**

$$F_2 = 2F_1$$

$n$	1	2	3	4	5	6	7	8	9	10	11	12
note	$do1$	$do2$	?	?	?	?	?	?	?	?	?	?

**A universal frequency ratio : the octave = a ratio of 2**

## A dive into harmonics . . .

$$F_3 = 3F_1$$

$n$	1	2	3	4	5	6	7	8	9	10	11	12
<i>note</i>	<i>do1</i>	<i>do2</i>	<i>sol2</i>	?	?	?	?	?	?	?	?	?

**Another universal frequency ratio : the fifth = a ratio of 3/2  
= *sol2/do2***

**A dive into harmonics . . .**

$$F_4 = 4F_1$$

$n$	1	2	3	4	5	6	7	8	9	10	11	12
note	$do1$	$do2$	$sol2$	$do3$	?	?	?	?	?	?	?	?

**The octave again**  $do3/do2 = 4/2 = 2$

## A dive into harmonics . . .

$$F_5 = 5F_1$$

$n$	1	2	3	4	5	6	7	8	9	10	11	12
note	$do1$	$do2$	$sol2$	$do3$	$mi3$	?	?	?	?	?	?	?

Another important ratio : the third  $mi3/do3 = 5/4$

**A dive into harmonics . . .**

$$F_6 = 6F_1$$

<i>n</i>	1	2	3	4	5	6	7	8	9	10	11	12
<i>note</i>	<i>do1</i>	<i>do2</i>	<i>sol2</i>	<i>do3</i>	<i>mi3</i>	<i>sol3</i>	?	?	?	?	?	?

**The octave again**  $sol3/sol2 = 6/3 = 2$

## A dive into harmonics . . .

$$F_7 = 7F_1$$

$n$	1	2	3	4	5	6	7	8	9	10	11	12
note	<i>do1</i>	<i>do2</i>	<i>sol2</i>	<i>do3</i>	<i>mi3</i>	<i>sol3</i>	<i>sib3</i>	?	?	?	?	?

**The seventh** : *sib* is a note slightly above the *la#* of the piano

## A dive into harmonics . . .

$$F_8 = 8F_1$$

$n$	1	2	3	4	5	6	7	8	9	10	11
note	$do1$	$do2$	$sol2$	$do3$	$mi3$	$sol3$	$sib3$	$do4$	?	?	?

**The octave again :**  $do4/do3 = 8/4 = 2$

**A dive into harmonics . . .**

$$F_9 = 9F_1$$

<i>n</i>	1	2	3	4	5	6	7	8	9	10	11
<i>note</i>	<i>do1</i>	<i>do2</i>	<i>sol2</i>	<i>do3</i>	<i>mi3</i>	<i>sol3</i>	<i>sib3</i>	<i>do4</i>	<i>ré4</i>	?	?

**The ninth : ré4**

## A dive into harmonics . . .

$$F_{10} = 10F_1$$

$n$	1	2	3	4	5	6	7	8	9	10	11
note	<i>do1</i>	<i>do2</i>	<i>sol2</i>	<i>do3</i>	<i>mi3</i>	<i>sol3</i>	<i>sib3</i>	<i>do4</i>	<i>ré4</i>	<i>mi4</i>	?

**The octave again :**  $mi4/mi3 = 10/5 = 2$

**A dive into harmonics . . .**

$$F_{11} = 11F_1$$

$n$	1	2	3	4	5	6	7	8	9	10	11
<i>note</i>	<i>do1</i>	<i>do2</i>	<i>sol2</i>	<i>do3</i>	<i>mi3</i>	<i>sol3</i>	<i>sib3</i>	<i>do4</i>	<i>ré4</i>	<i>mi4</i>	<i>fa4</i>

## A dive into harmonics . . .

$$F_1 1 = 11 F_1$$

$n$	1	2	3	4	5	6	7	8	9	10	11
note	<i>do1</i>	<i>do2</i>	<i>sol2</i>	<i>do3</i>	<i>mi3</i>	<i>sol3</i>	<i>sib3</i>	<i>do4</i>	<i>ré4</i>	<i>mi4</i>	<i>fa4</i>

**The octave again :**  $sol4/sol3 = 12/6 = 2$

## Some important chords/intervals . . .

- the octave : *do1+do2*
- the fifth :*do+sol*
- the third :*do+mi*
- the perfect chord :*do+mi+sol*
- the seventh chord :*do+mi+sol+sib*

$$s(t) = \sum_{n=1}^{+\infty} a_n \sin(n\omega t + \phi_n), \quad \omega = \frac{2\pi}{T}$$

What about the amplitudes  $a_n$  ?

In a physical system, generally  $a_n$  is decreasing with  $n$

- pinched string (harp, pizzicatti) :  $a_n = \frac{1}{n^2}$
- struck string (piano) :  $a_n = \frac{1}{n}$

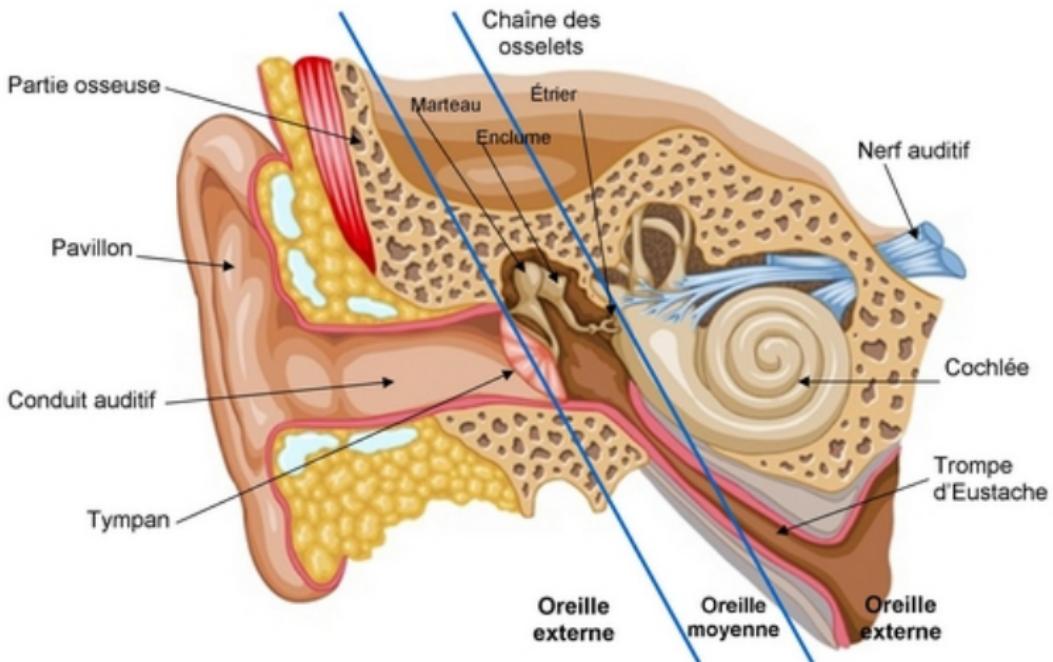
$$s(t) = \sum_{n=1}^{+\infty} a_n \sin(n\omega t + \phi_n), \quad \omega = \frac{2\pi}{T}$$

**A "miracle" : when adding up harmonics we do not hear the different pitches, we still here the pitch corresponding to Fundamental frequency  $F_1 = \frac{1}{T}$**

The  $a_n$  are  $\simeq$  responsible for the timber (more later)

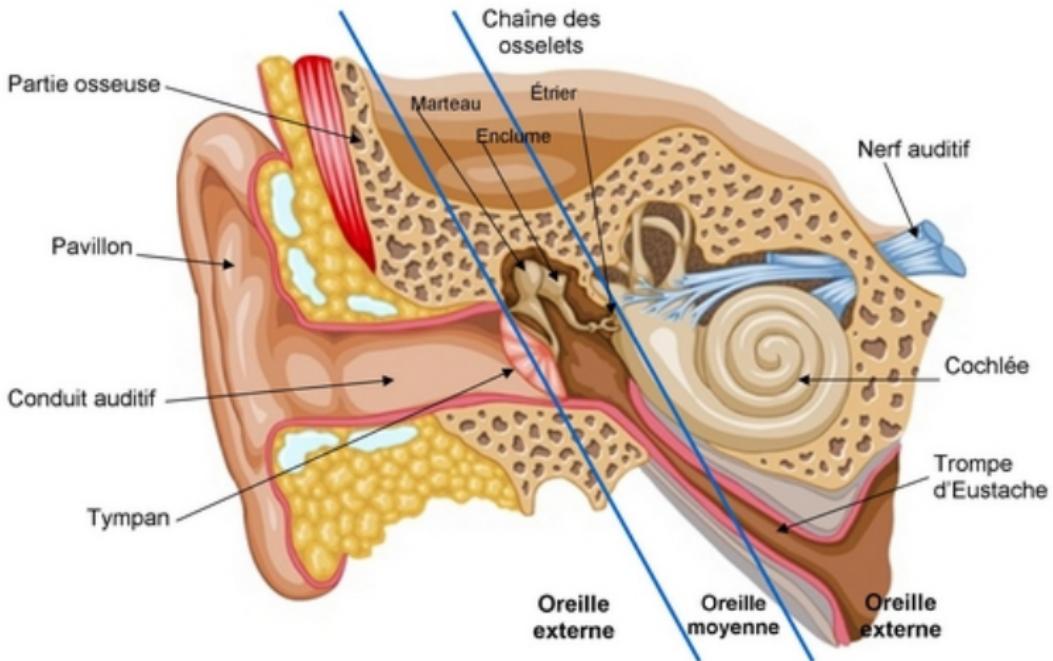
- The pure sound
- The triangle sound
- The sawtooth sound
- The square sound

## I.3 Auditory organ : External ear



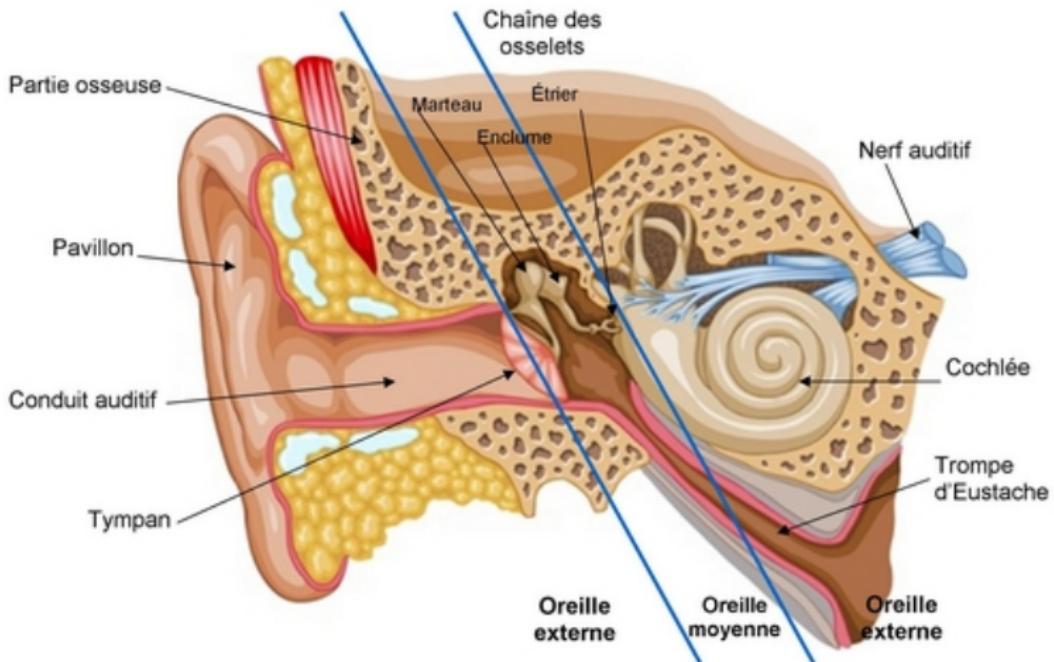
**External ear :** ear canal + pinacle

## I.3 Auditory organ : Middle ear



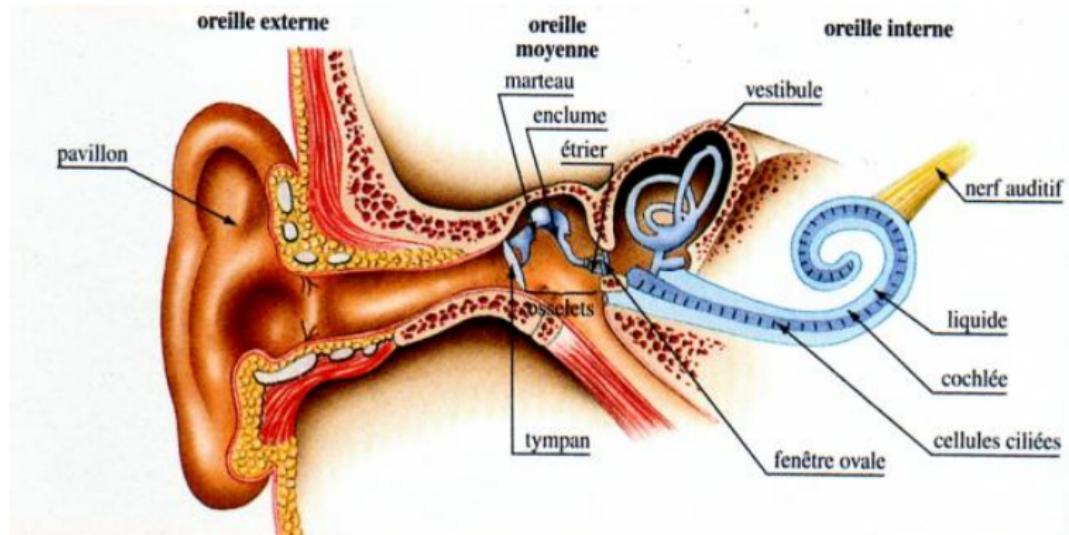
**Middle ear :** the eardrum operates the ear hammer which strikes on the anvil

## I.3 Auditory organ : Internal ear



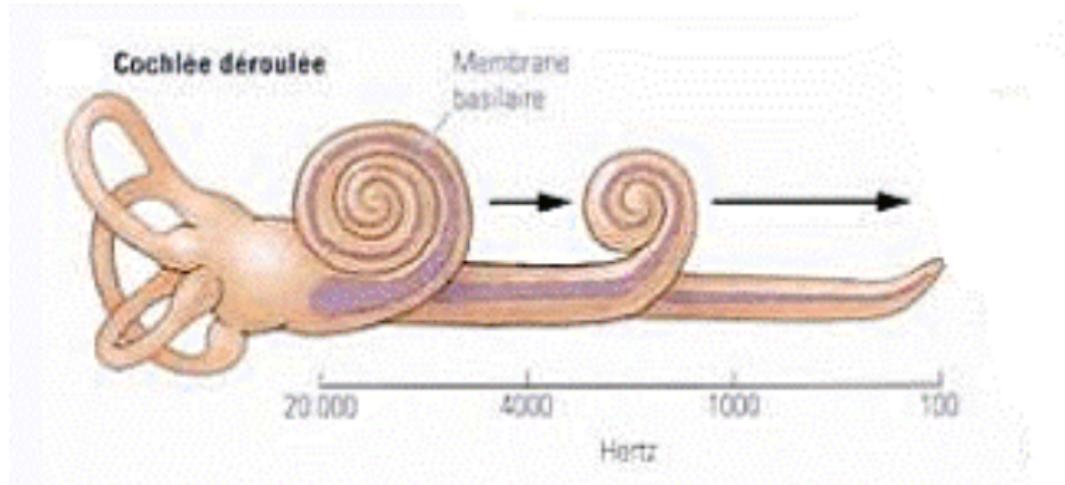
**Internal ear :** the anvil makes the stirrup vibrate at the entrance to the spiral shaped cochlea

## I.3 Auditory organ : Internal ear



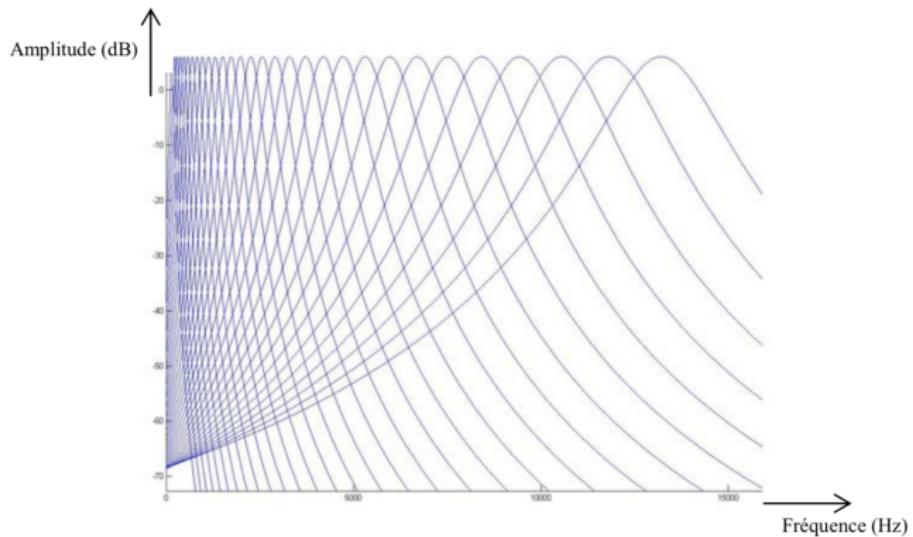
**Cochlea :** has "hairy" cells that directly connected to nerve cells

## I.3 Auditory organ : Internal ear



**Cochlea :** has "hairy" cells that are activated by different frequencies and directly linked to nerve cells ... (and then it goes to the brain !)

## I.3 Auditory organ : Internal ear



The hairy cells act like a filter bank, with a better resolution in low frequency than high frequency (wavelets?).

*Psycho-acoustics : the branch of psychology concerned with the perception of sound and its physiological effects*

## Perception of Intensity

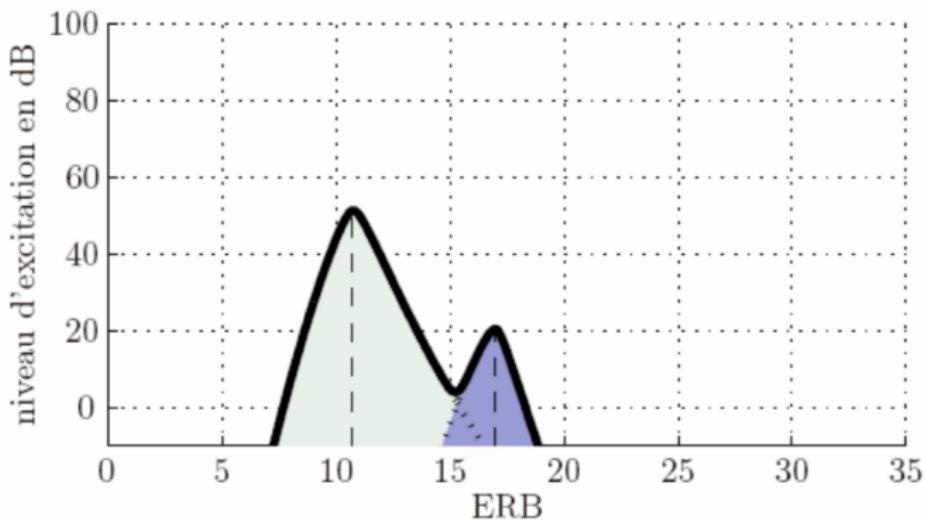
- Perceptively, the intensities of several sounds do not simply add up.
- The resulting perceived intensity is the result of a very complex process.
- Perceptive unit : Sonie (1 sone = 1000Hz at 40dB)
- In practice : at 100Hz with more or less perceive the real intensity, at 1000Hz the perceived intensity is much smaller
- Model ?

$$\text{sonie} =: \sum_i \text{hairy\_cell\_responses}_i$$

And there is a masking phenomenon within each hairy cell (it "keeps" only the strongest stimulus)

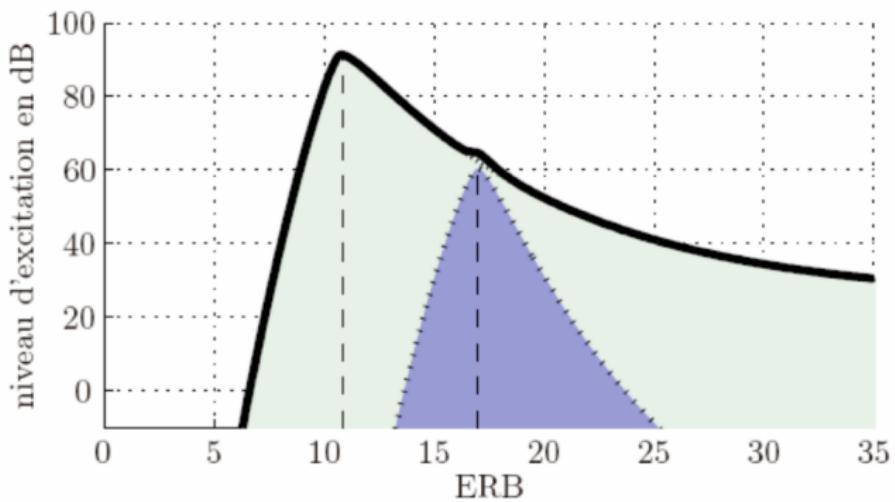
- It results in a global **masking phenomenon**

## I.4 Elements of psycho-acoustics : Intensity



Response of two pure tones not too loud : 500Hz (50dB) and 1200Hz (20dB)

The Equivalent Rectangular Bandwidth (ERB) model by Moore and Glassberg (1983)



Response when tones are louder : 500Hz (90dB) and 1200Hz (60dB)

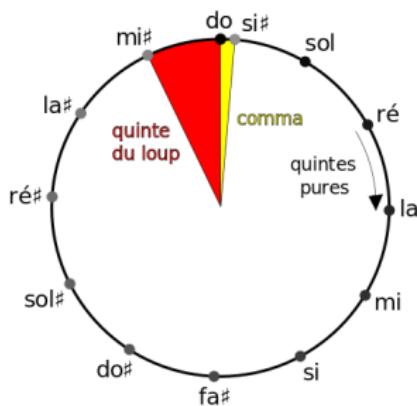
**The 1200Hz tone is masked**

## Perception of Pitch

- Perceptive unit : Tonie
- The high pitch sounds are narrower than the low pitch ones : octaves are less than 2 in the high frequencies.
- The tuning of a piano is a complex process
  - in the mid-pitches there are 3 strings per key (potential interferences)
  - Which scale to choose ?
- Musical scales : the obsession of several centuries
  - Octave = 2 : OK ! (shares many harmonics)
  - then what ? fifth ?

### Defining a musical scale ...

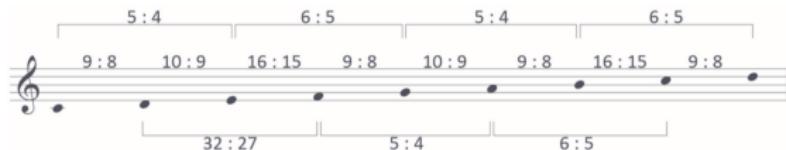
#### 1. The fifth circle of pythagore : using the $\frac{3}{2}$ ratio



→ : The pythagorian comma :  $\frac{531441}{524288}$   
→ : "The perfect chord" is .... awful

### Defining a musical scale ...

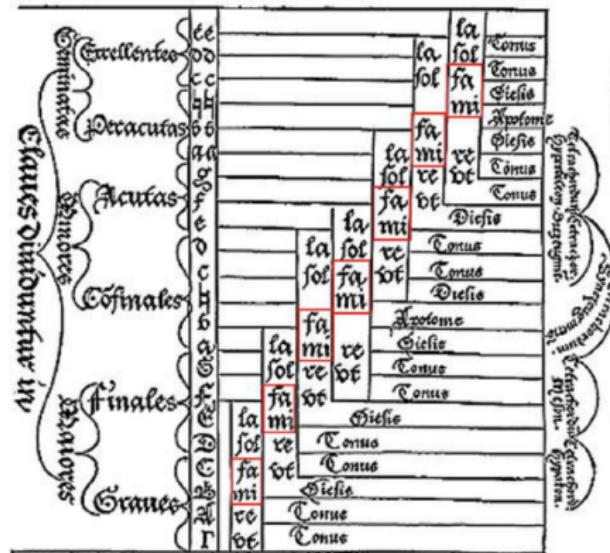
#### 2. The Zarlino solution (16th century)



- The perfect chord in doM sounds nice
- But there are different types of thirds
- Don't even dare transposing too far from the original tone ...

## Defining a musical scale ...

3. 4. 5. ... So many definitions ...



→ Don't even dare transposing too far from the original tone ...

## Defining a musical scale ...

- The tempered scale : A revolution (Simon Stevin 1548-1620, Werckmeister 1691)

The idea : All the notes will be equally out of tune !

Let's divide the octave in twelve equal intervals

Equal division between all the 12 keys of the piano using a single ration :  $2^{1/12}$

### Back to pitch ...

- Is pitch  $\Rightarrow$  frequency ?
- Nope : pitch is about periodicity
- Pitch detection is a difficult task : all the more difficult if you are dealing with consonant music (sith octaves and fifths)

## What about timber ? ...

- Timber : Very hard to defin notion  
*timbre is what makes a particular musical sound have a different sound from another*
- Is there such a thing as the timber of a synthethizer ? of an organ ?

### What about timber ? ...

Case of a periodic sound :

$$s(t) = \sum_{n=1}^{+\infty} a_n \sin(n\omega t + \phi_n), \quad \omega = \frac{2\pi}{T}$$

→ Timber is given by the  $a_n$

WARNING : Subtle difference between a chord of pure sounds and a monophonic periodic sound

## What about timber ? ...

Case of a periodic sound :

$$s(t) = \sum_{n=1}^{+\infty} a_n \sin(n\omega t + \phi_n), \quad \omega = \frac{2\pi}{T}$$

What about the phases  $\phi_n$  ?

When exactly are we sensitive to the phases ?