
 Marwadi University <small>Marwadi Chandarana Group</small> 	Marwadi University Faculty of Engineering and Technology Department of Information and Communication Technology	
Subject: DSIP (01CT1513)	AIM: Perform audio convolution	
Experiment No: 02-open handed	Date:	Enrolment No: 92301733046

Code:

```
from pydub import AudioSegment
```

```
import numpy as np
```

```
import matplotlib.pyplot as plt
```

```
from scipy.signal import convolve
```

```
# Load MP3 file
```

```
audio = AudioSegment.from_mp3("/content/Yeh Jeevan Hai (Piya Ka Ghar) - (Raag.Fm).mp3")
```

```
# Convert to mono and extract raw samples
```

```
audio = audio.set_channels(1)
```

```
samples = np.array(audio.get_array_of_samples()).astype(np.float32)
```

```
# Define convolution kernel
```

```
kernel = np.array([1, 0, 1, 0, ], dtype=np.float32)
```

```
# Perform convolution
```

```
convoluted = convolve(samples, kernel, mode='same')
```

```
# Normalize to int16 range for saving
```



```
convoluted = convoluted / np.max(np.abs(convoluted))
```

```
convoluted_int16 = (convoluted * 32767).astype(np.int16)
```

```
# Save as WAV using PyDub
```

```
convoluted_audio = AudioSegment(
```

```
convoluted_int16.tobytes(),
```

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```



frame_rate=audio.frame_rate,
sample_width=2, # 16-bit samples = 2 bytes
channels=1
)

# Export to file
convoluted_audio.export("output_convoluted.wav", format="wav")
print("Convoluted audio saved as 'output_convoluted.wav'.")

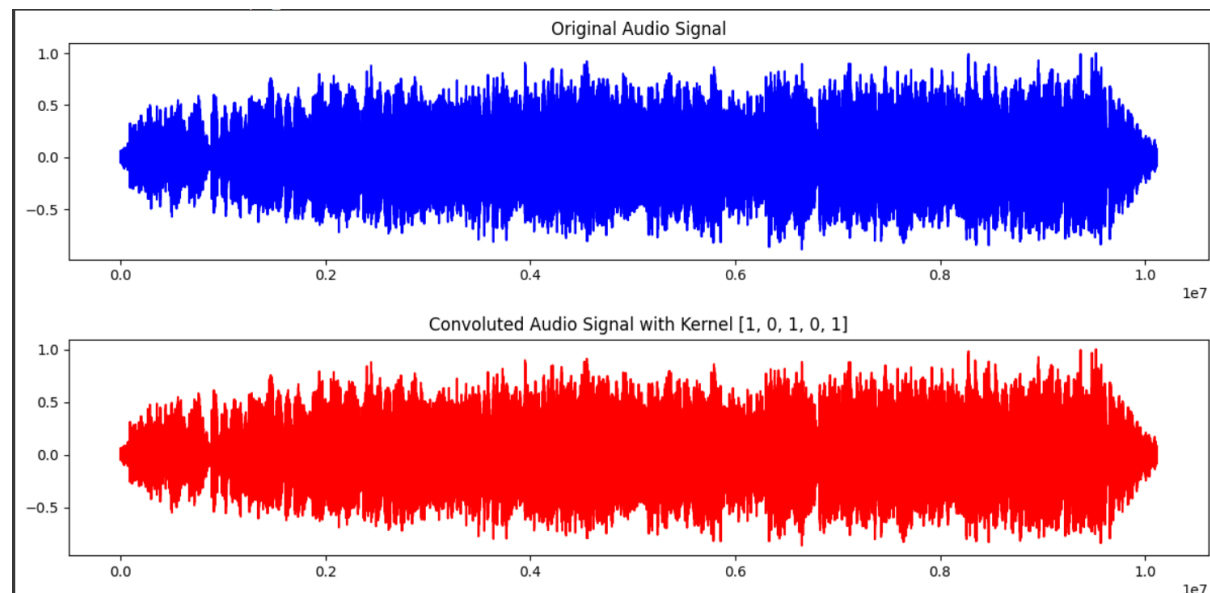
# Plot original and convoluted signals (optional)
samples_norm = samples / np.max(np.abs(samples))
convoluted_norm = convoluted

plt.figure(figsize=(12, 6))
plt.subplot(2, 1, 1)
plt.plot(samples_norm, color='blue')
plt.title("Original Audio Signal")
plt.subplot(2, 1, 2)
plt.plot(convoluted_norm, color='red')
plt.title("Convoluted Audio Signal with Kernel [1, 0, 1, 0, 1]")
plt.tight_layout()
plt.show()

```

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Output:



Conclusion:

In this experiment, we altered the waveform of an audio signal by performing convolution on it using a predefined kernel. We showed how convolution can be used to change audio properties by first converting the audio to mono, then extracting its samples, and finally applying the convolution operation. The outcome, which displayed observable variations in waveform shape, was saved as a new WAV file and displayed alongside the original signal. This demonstrates how convolution can be used practically in digital audio processing for sound effects like echo and filtering.