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#Installs & Imports
## Installs
## Imports
import numpy as np
from scipy.io import wavfile
# Functions
def GetEnergy(sample):
  return int(np.sqrt(np.var(sample)))
def printInfo(FS, H):
  length = H.shape[0] / FS
  print(f"number of channels = {H.shape[1]}") if len(H.shape) == 2 else print("number of channels = 1")
  print(f"frequency = {FS} Hz")
  print(f"duration = {length}s")
def getLeftChannel(SIGNAL):
  return SIGNAL[:,0]
# Processing
n_of_chars = 38
FS_H, H = wavfile.read('./Church_Schellingwoude.wav')
print("\n\nInfo of H\n" + n of chars * "-")
printInfo(FS_H, H)
H_l = getLeftChannel(H)
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H L energy = GetEnergy(H l)
print(f'Energy of H L: {H L energy}')
wavfile.write('./impulse response mono.wav', FS H, H l)
FS_X, X = wavfile.read("./ave_maria.wav")
print(n_of_chars * "_" + "\n\nInfo of X\n" + n_of chars * "-")
printInfo(FS X, X)
X = GetEnergy(X)
print(f'Energy of X: {X energy}')
input = (H_L_energy/X_energy) * X
print(n_of_chars * "_" + "\n\nConvolution Started\n" + "...")
output = np.convolve(input, H l, mode='full')
print('Convolution Finished\n')
output energy = GetEnergy(output)
print(f'Energy of Output: {output_energy}')
balanced output = ( H L energy / output energy ) * output
normalized output = (balanced output / np.max(np.abs(balanced output)) * 32767).astype(np.int16)
wavfile.write('./output.wav', FS_H, normalized_output)
```