

Sound Resynthesis with a Genetic Algorithm

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Synthesizers

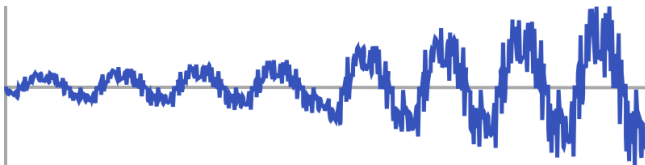


Synthesizers



Idea

- ▶ Automate programming of synthesizer
- ▶ Aim to resynthesize a target sound from a recording



Previous Work

- ▶ 3 pieces that are similar to my idea
- ▶ All concerned with matching steady-state sound
- ▶ Simple synthesizer models employed

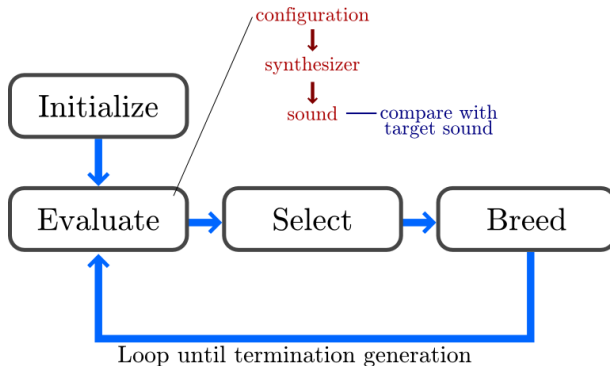
Search Algorithm

- ▶ Optimize many parameters in parallel
- ▶ Sound Designers work on 'intuition'
- ▶ No specific algorithm
- ▶ \therefore use general search technique

Genetic Algorithm

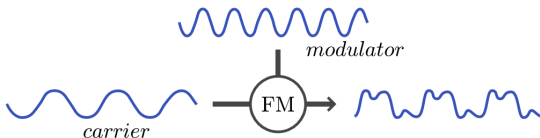
- ▶ Natural Selection : Survival of the Fittest
- ▶ Evolve best configuration of synthesizer parameters
- ▶ Fittest synthesizer configuration sounds closest to target sound

Outline



Synthesizer Model

- Uses Frequency Modulation synthesis

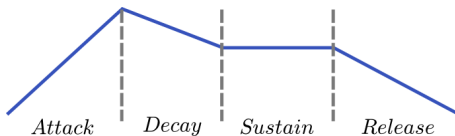


- DFM Formula :

$$x(t) = A \sin[l_1 \sin(\omega_1 t) + l_2 \sin(\omega_2 t)]$$

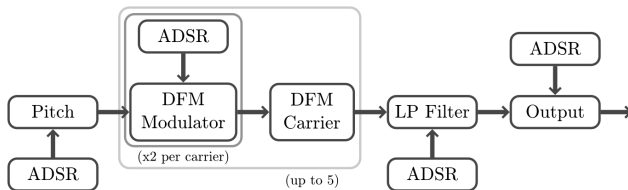
Synthesizer Model

- ▶ Add ability for sound to evolve over time with ADSR envelope:



- ▶ Similar to real world instruments

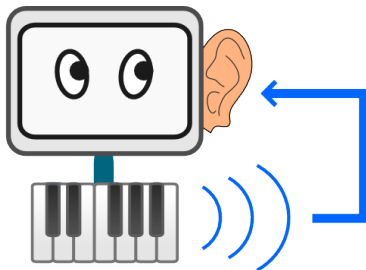
Synthesizer Model



- Total of 64 parameters

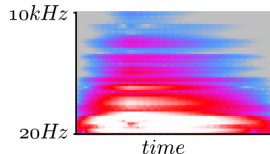
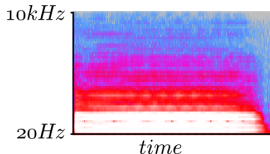
Sound Comparison

- ▶ Fittest synthesizer configuration *sounds closest to target sound*



Sound Comparison

- ▶ Spectrogram = Windowed FFT Analysis



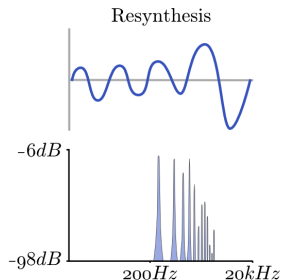
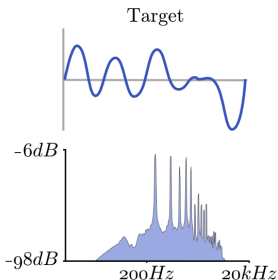
- ▶ Compare with sum of two metrics (in report) – results in error value
- ▶ System works to minimize this error

Demo

- ▶ And now, a demo...

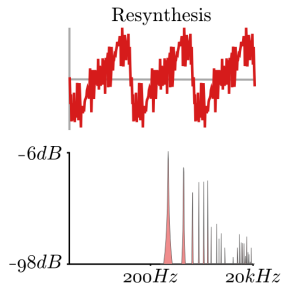
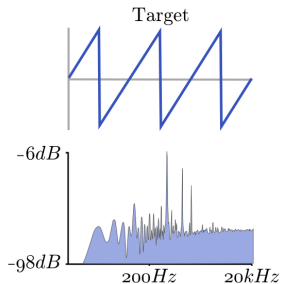
Oboe

- ▶ A good match:



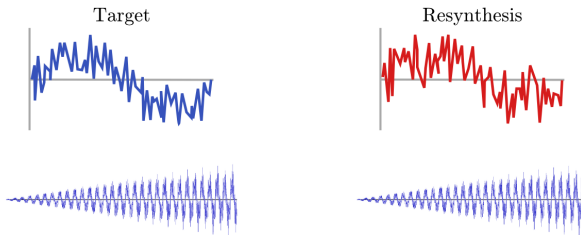
Sawtooth

- ▶ A bad match:



The Best Sounds..

- ▶ Best sounds to match are those created with synthesizer model to begin with:



Runtime

- ▶ Typical run 20 minutes
- ▶ Useful for one-off runs, impractical for in-studio use
- ▶ Report discusses extensions to improve runtime

Conclusion

- ▶ Extended previous work:
 - ▶ More complex synth
 - ▶ Sounds that change over time
- ▶ Innovated with some new techniques
- ▶ Best sounds to match = those created by synth