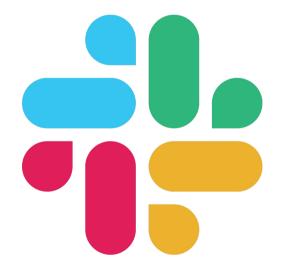
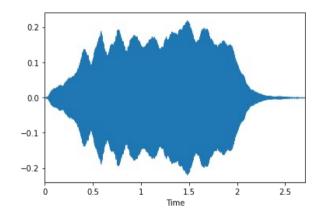
Join the community!

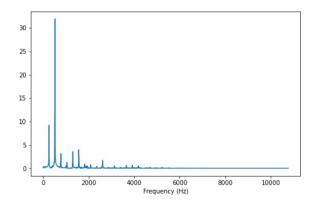


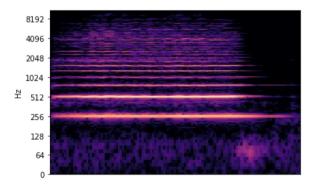
thesoundofai.slack.com

Previously on Audio Processing for ML

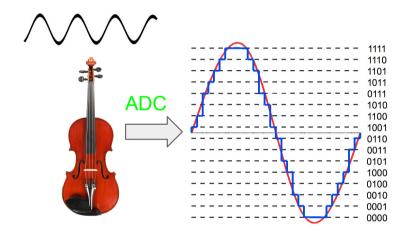
- Time-domain features
- Frequency-domain features
- Time-frequency domain features

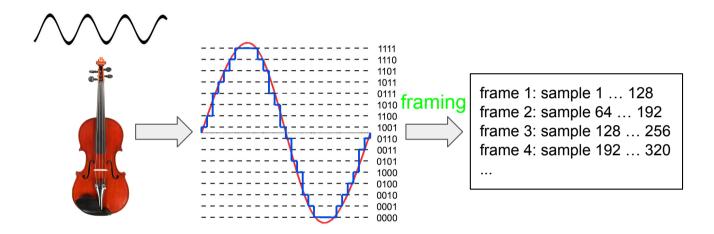












Perceivable audio chunk

Perceivable audio chunk

1 sample @44.1KHz = 0.0227ms

Perceivable audio chunk

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Duration 1 sample << Ear's time resolution (10ms)

- Perceivable audio chunk
- Power of 2 num. samples

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- Typical values: 256 8192

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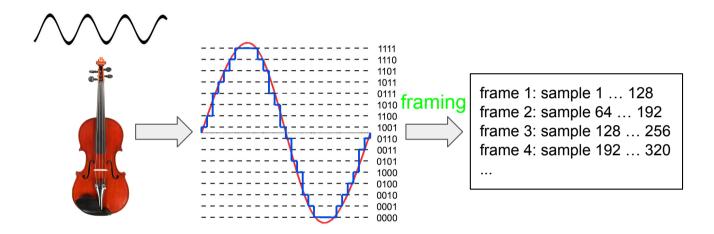
$$d_f = \frac{1}{s_r} \cdot K$$

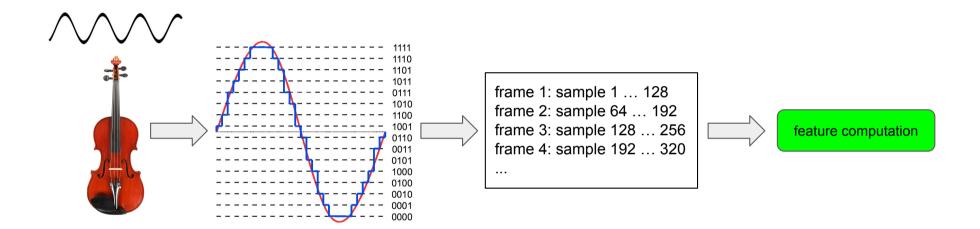
- Perceivable audio chunk
- Power of 2 num. samples
- Typical values: 256 8192

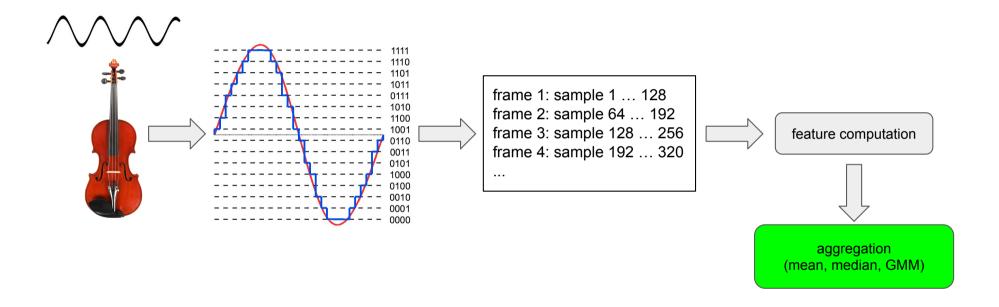
$$d_f = \frac{1}{S_r} \cdot K$$

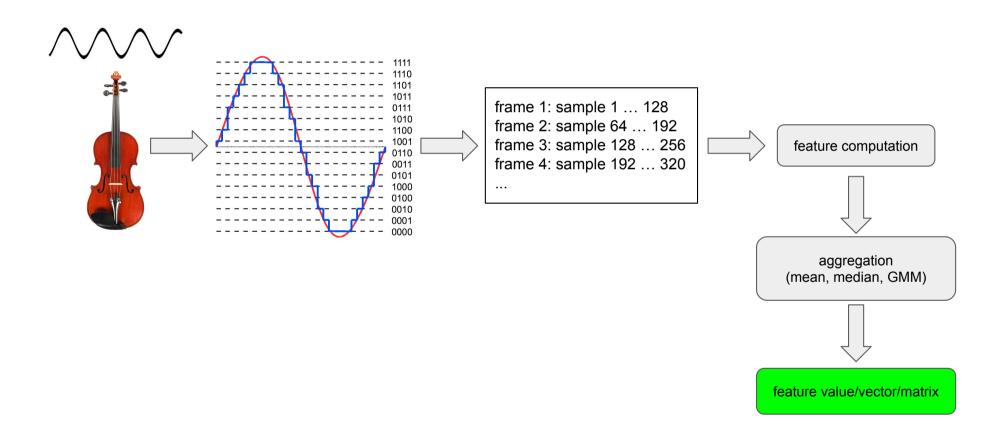
- Perceivable audio chunk
- Power of 2 num. samples
- Typical values: 256 8192

$$d_f = \frac{1}{S_T} \cdot K = 11.6 \text{ms}$$

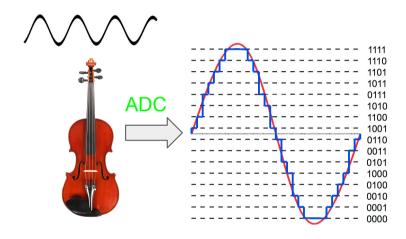


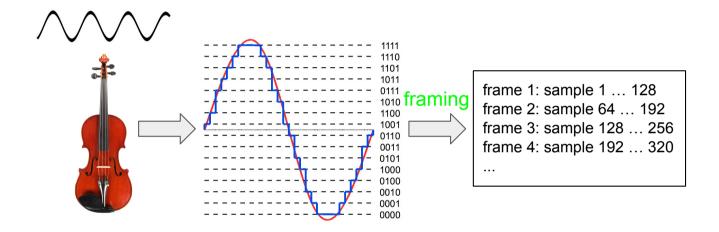




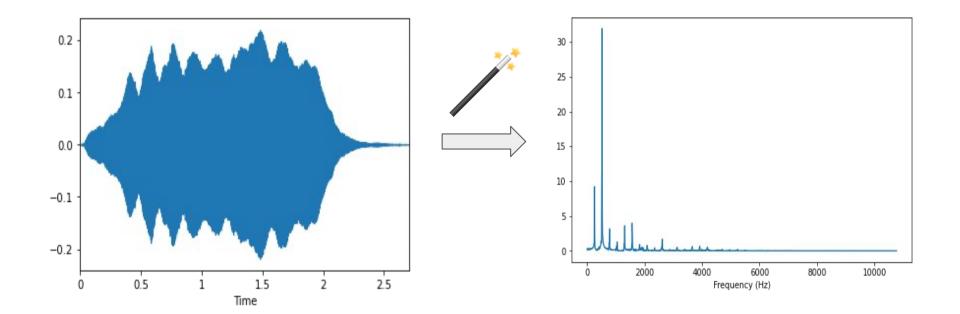








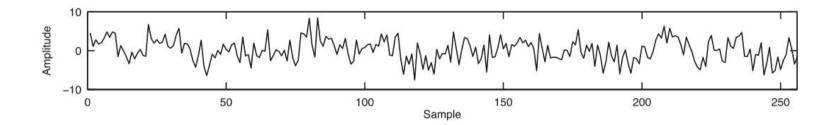
From time to frequency domain



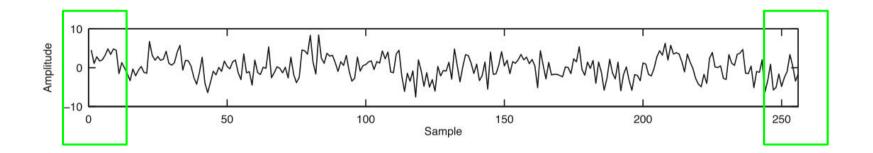


Processed signal isn't an integer number of periods

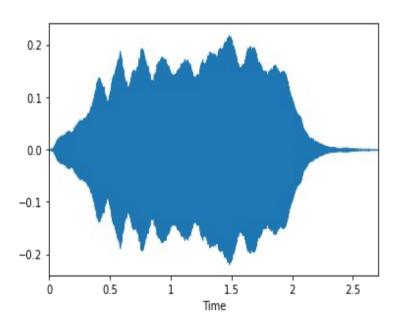
- Processed signal isn't an integer number of periods
- Endpoints are discontinuous

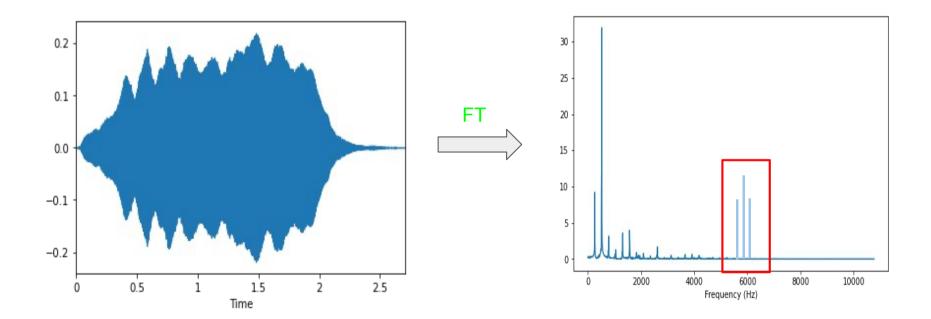


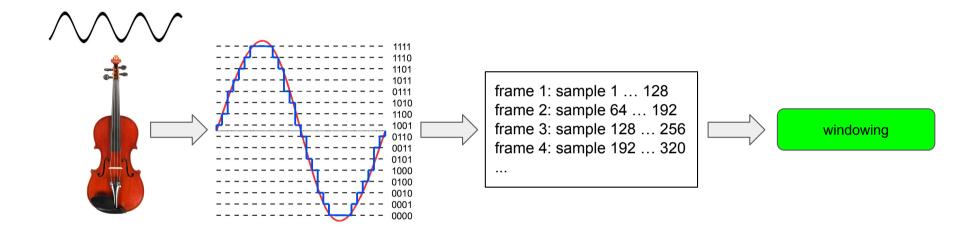
- Processed signal isn't an integer number of periods
- Endpoints are discontinuous



- Processed signal isn't an integer number of periods
- Endpoints are discontinuous
- Discontinuities appear as high-frequency components not present in the original signal







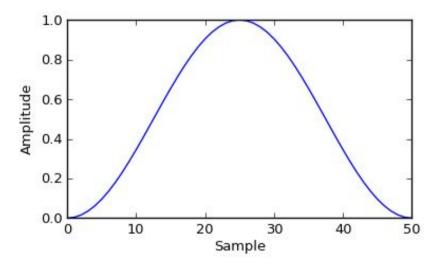
Apply windowing function to each frame

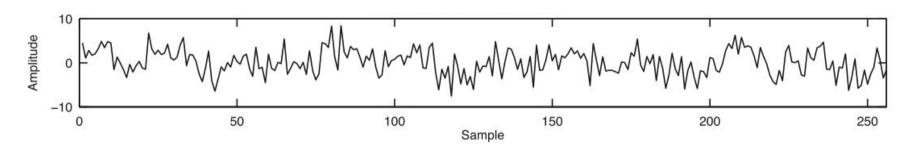
- Apply windowing function to each frame
- Eliminates samples at both ends of a frame

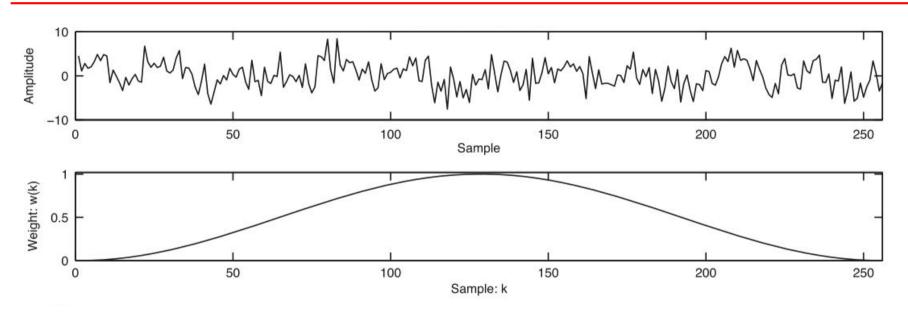
- Apply windowing function to each frame
- Eliminates samples at both ends of a frame
- Generates a periodic signal

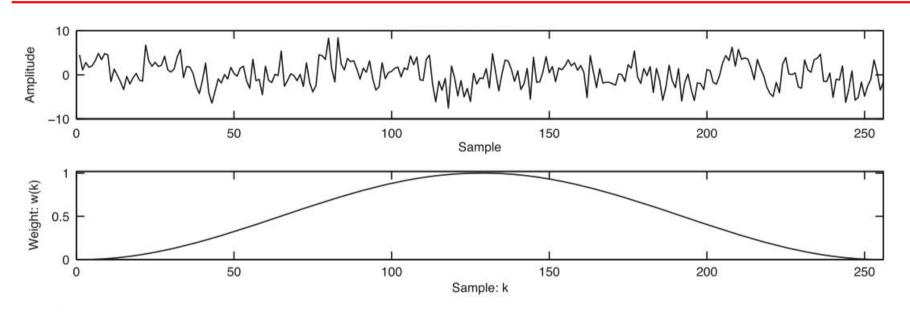
Hann window

$$w(k) = 0.5 \cdot (1 - \cos(\frac{2\pi k}{K - 1})), k = 1...K$$



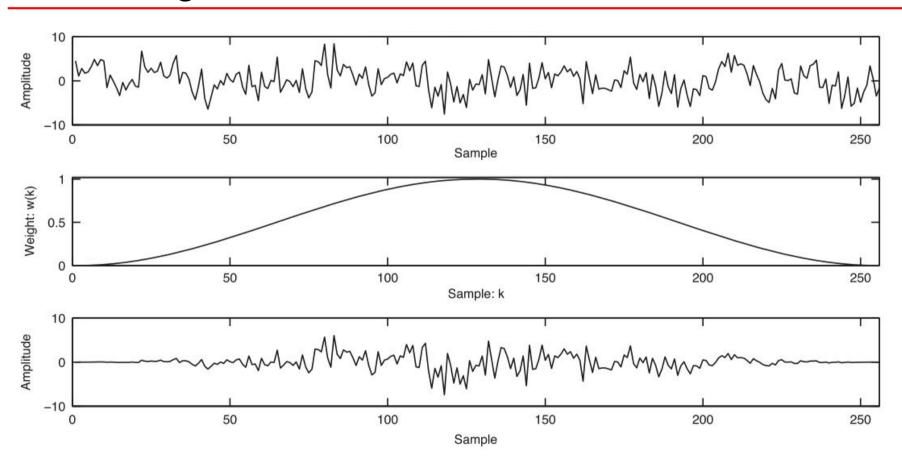




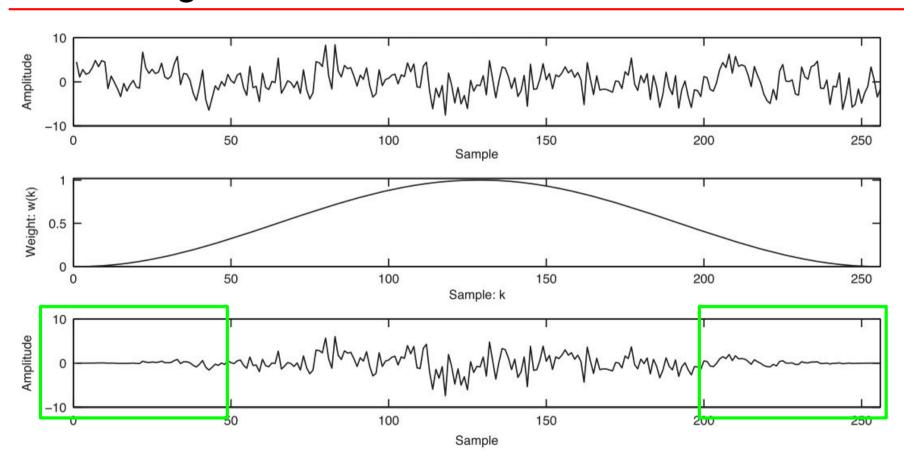


$$s_w(k) = s(k) \cdot w(k), k = 1...K$$

Windowing

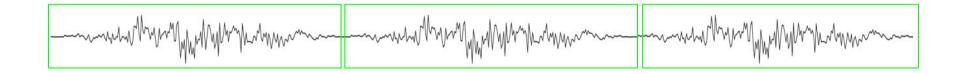


Windowing

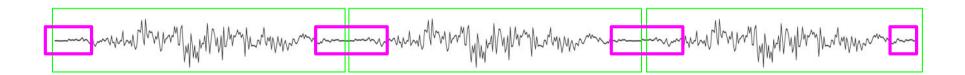


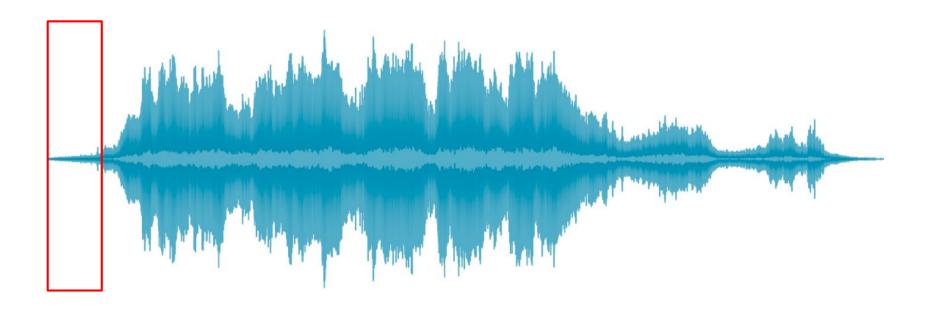
Houston we have another problem!

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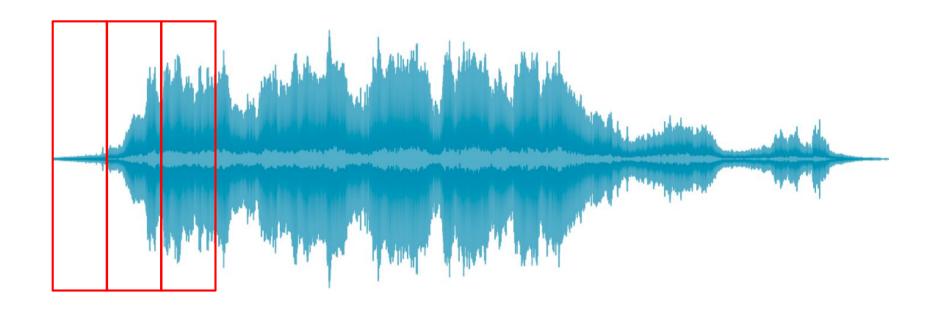


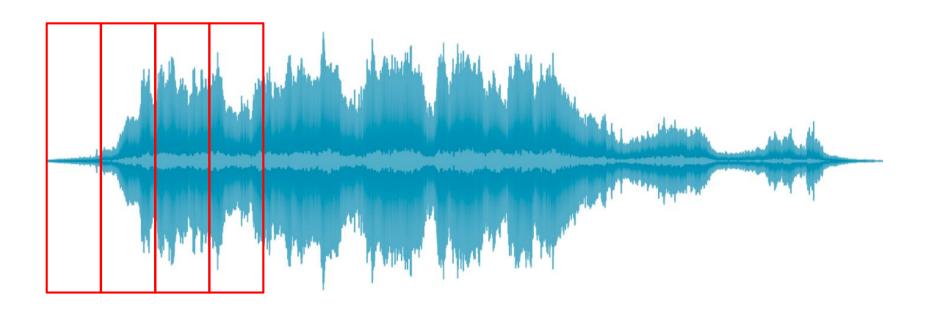
Houston we have another problem!

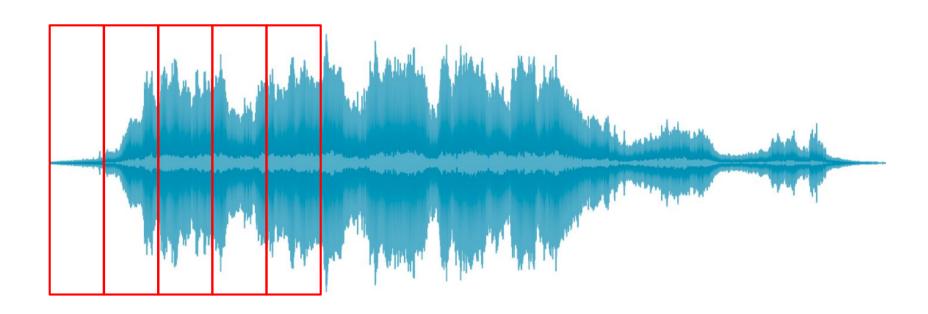


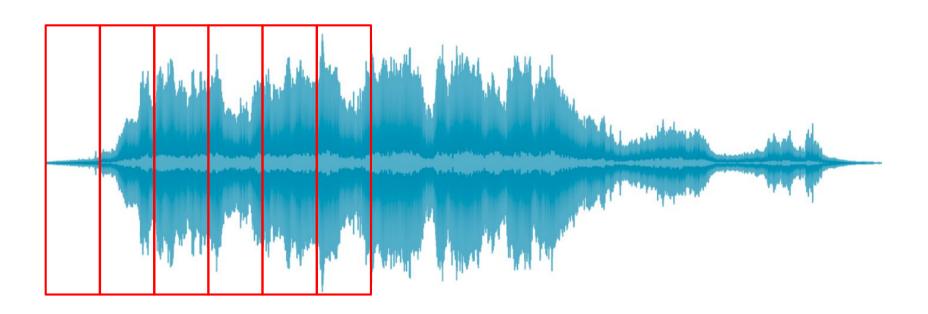




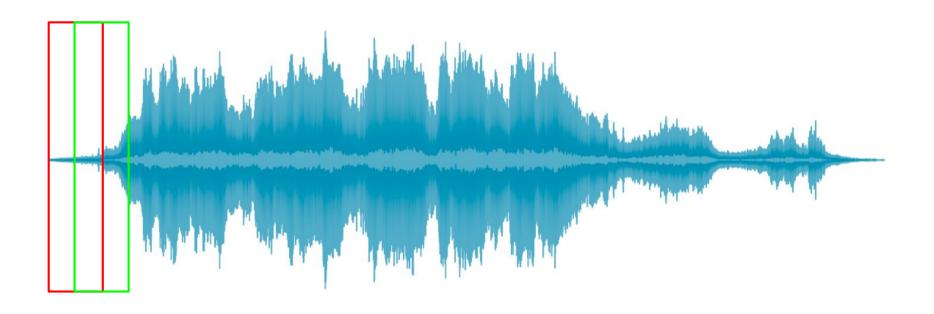


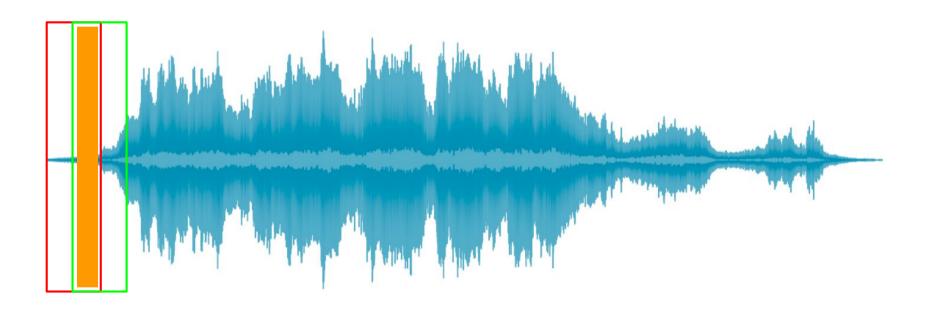


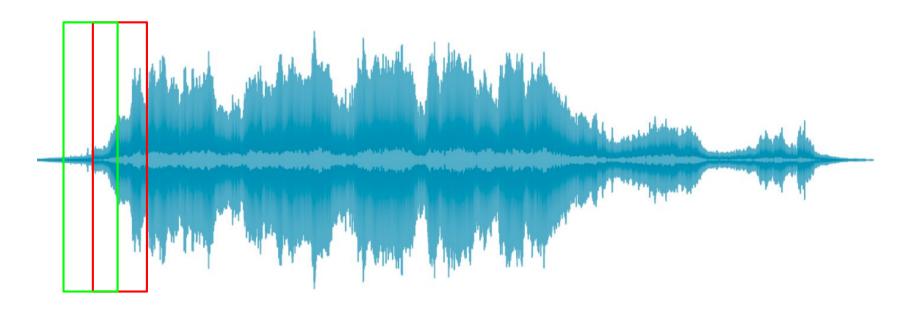




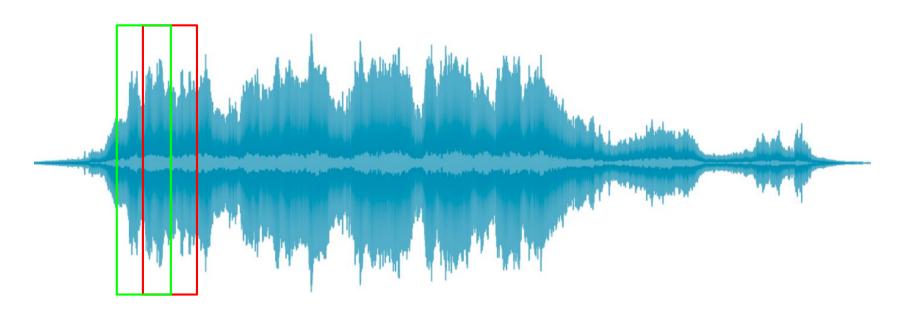


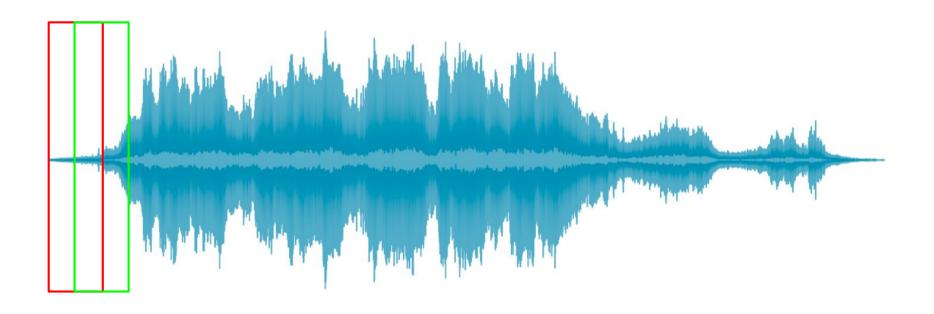
















hop length

