

# Pitch Shifting

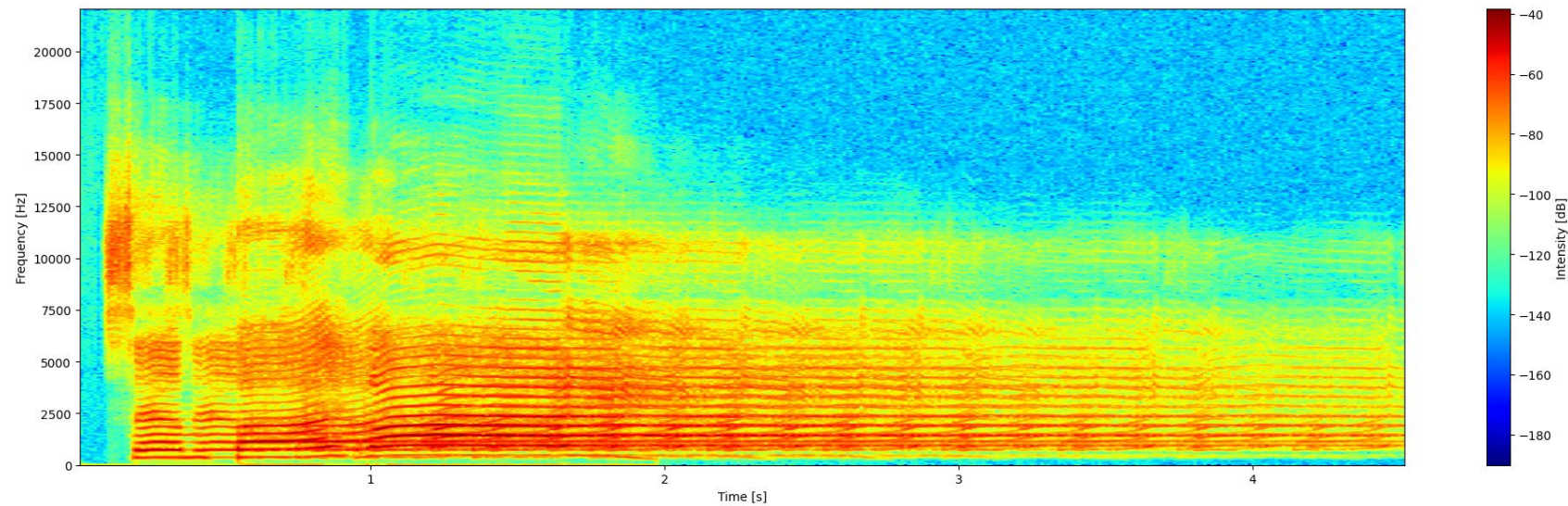
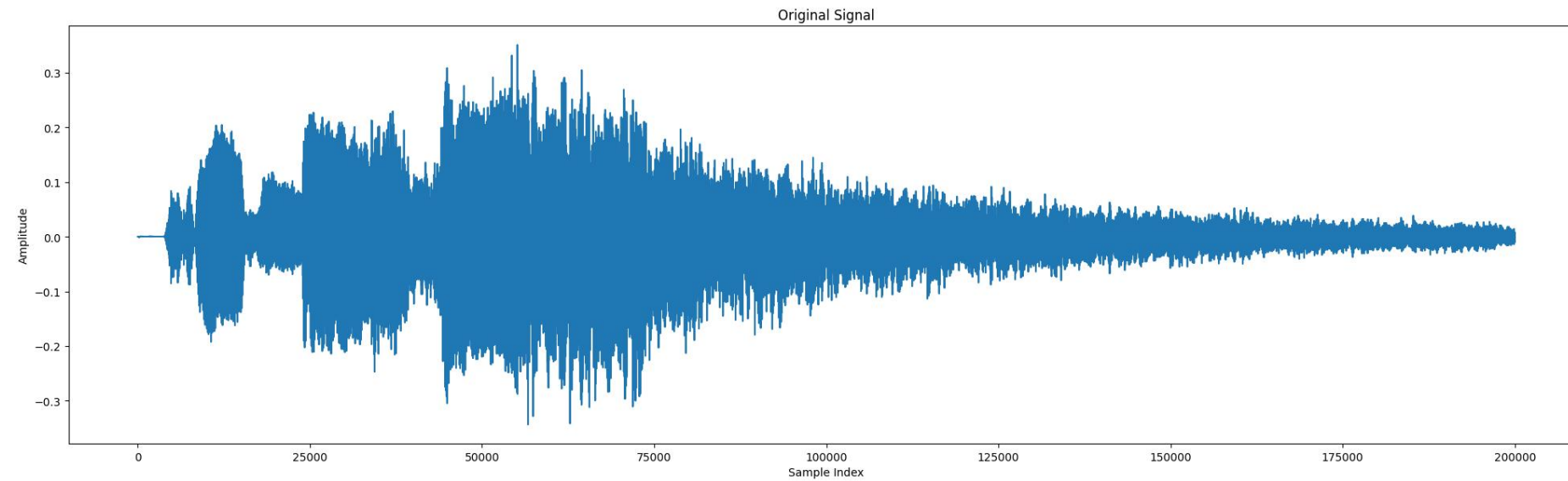
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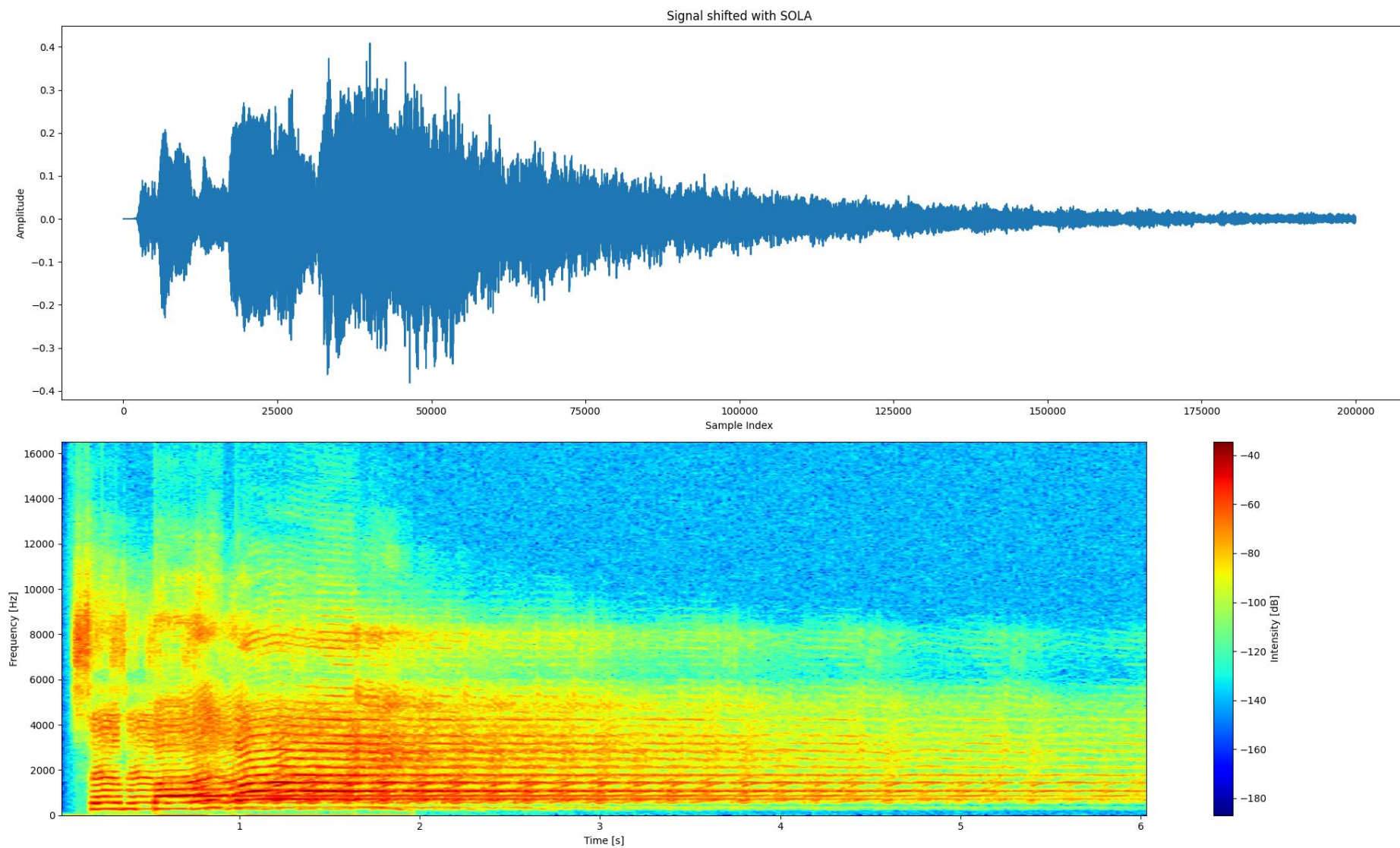
CZSa Project 2024/2025



- Implement a basic pitch-shifting algorithm that maintains audio quality and is computationally efficient.
- Compare the audio quality with different pitch shifting techniques.
- Compared techniques:
  - Change of sampling frequency
  - Synchronized Overlap-Add (SOLA)
  - Phase Vocoder
  - Librosa Vocoder

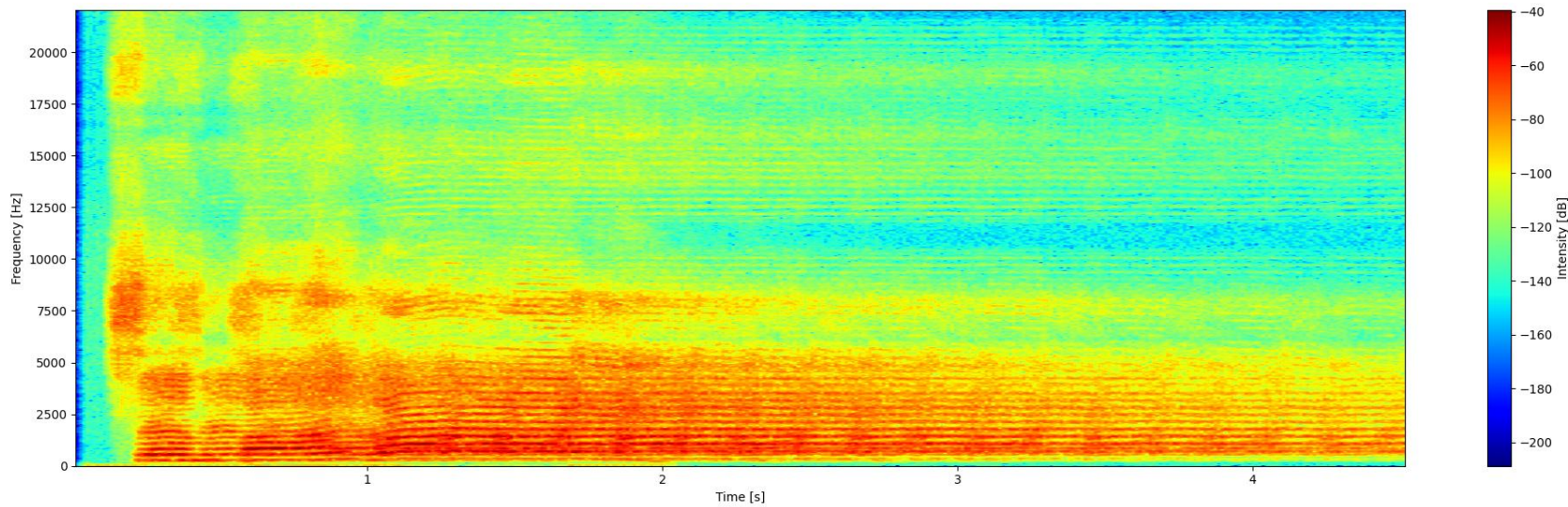
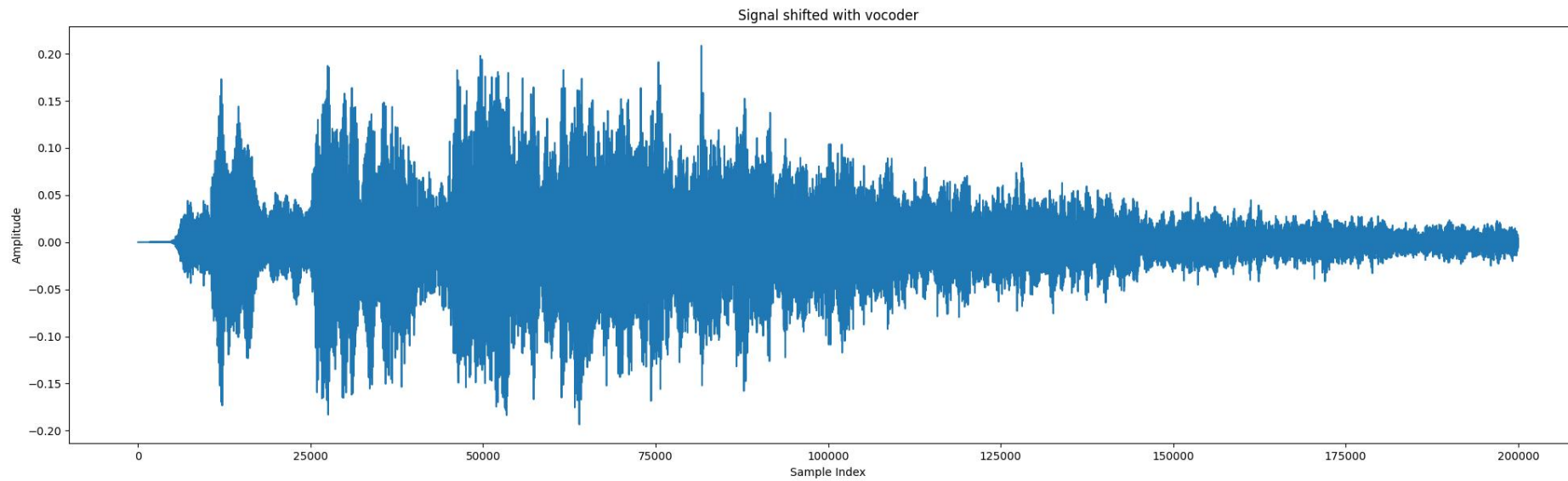


- Technique based on splitting the signal into short frames, which are shifted by selected number of semitones and then added back together.
- To ensure smaller number of artifacts, this algorithm tries to match the waveforms across overlapping frames.
- The similarity of waveforms is determined by autocorrelation, which computes the inner product between a signal and its shifted (lagged) version over a specified time lag. The time lag that produces the highest correlation indicates the best placement of the window. This method also considers the signs of the signal.



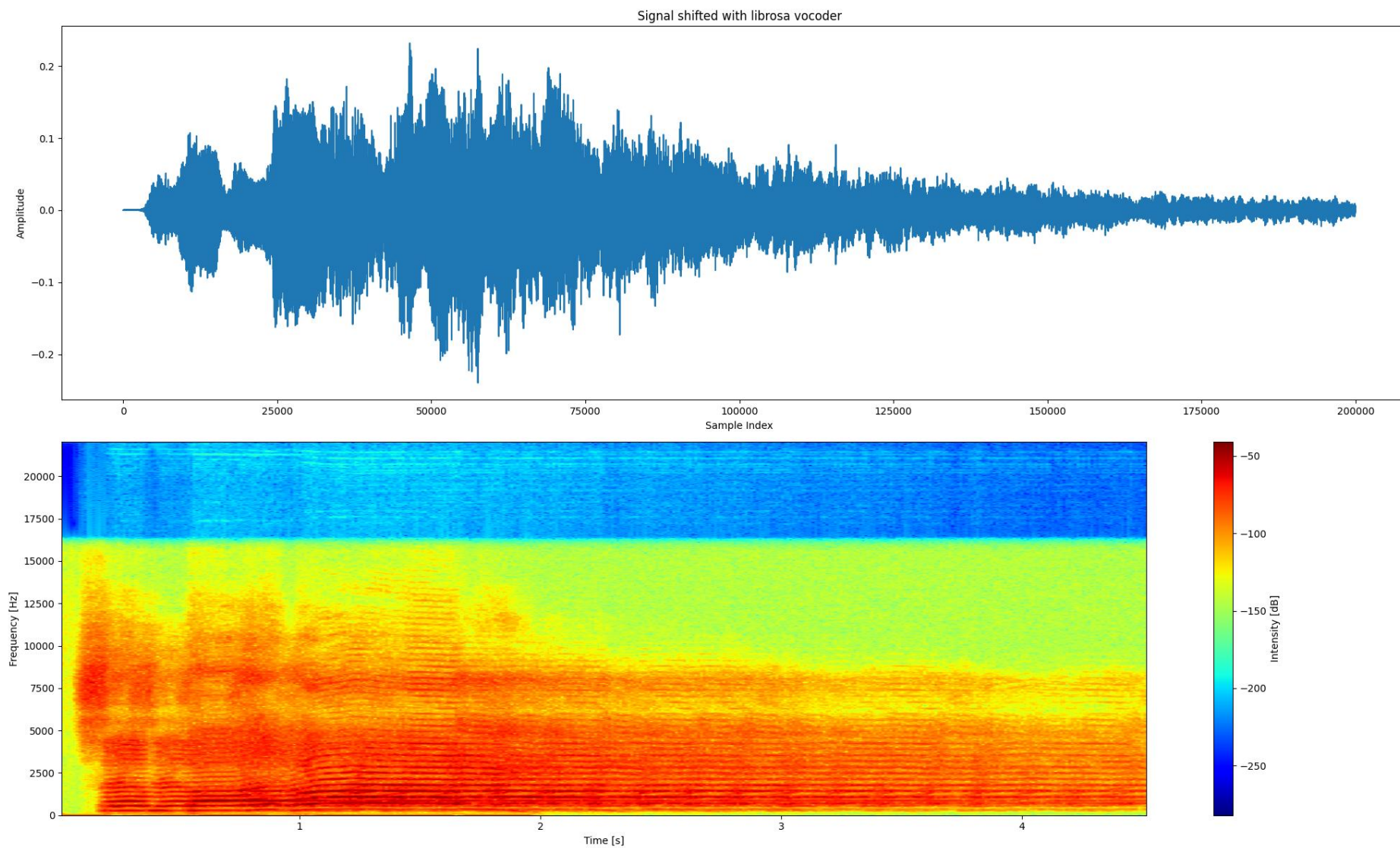
- This algorithm works by modifying the signal in the frequency domain and then reconstructing the signal.
- Signal altered in three phases:
  - Analysis
    - The input signal is divided into small frames, and its spectral components are extracted using a Fourier transform (STFT).
  - Processing
    - The spectral components are modified, such as altering the pitch, time, or adding effects like modulation or filtering.
  - Synthesis
    - The modified spectral components are then transformed back into the time domain using an inverse Fourier transform, reconstructing the processed signal.





- Librosa is a Python library for analyzing and processing audio, particularly for music and speech tasks.
- It implements a method **librosa.effects.pitch\_shift**.
- This function shifts the pitch of an audio signal by a specified number of semitones without affecting its duration.
- It also uses phase vocoder technique.







WHAT THE FFT