Audio Spectrum Analyzer and Manipulator  
 Software Design Document

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# Introduction

## Purpose

This software design document describes the architecture and system design of an audio spectrum analyzer that is also capable of editing the audio data.

## Scope

This software aims to analyze the frequency spectrum of an audio file. The main goal is to develop an intuitive program for displaying the applications of audio manipulation through use of Fourier analysis.

## Definitions and Acronyms

ASA: Audio Spectrum Analyzer

FFT: Fast Fourier Transformation

LV: LabView 2014 32-bit

BPF: Band pass Filter

# System Overview

The basis of this software is the functional intake of audio perturbations that can be used in systematic manipulation of the input audio files in the frequency domain. Transition between the time domain and frequency domain is accomplished through the application of Discrete Fourier Transformation. Post transform, the magnitude of each frequency within the spectrum are available and can be plotted and manipulated. Time domain waveforms of all audio signals are plotted for visualization. When computationally analyzed, a discrete (rather than continuous) Fourier transform is used, specifically the fast Fourier transform (FFT) algorithm which factors the discrete Fourier matrix into a product of predominantly zero factors. Real time manipulation of the input audio signal is accomplished through the use of a digital band pass filter (BPF). The first section of the software utilizes the NI DAQ interface with the addition of a microphone input to record a voltage representation of the air pressure fluctuations. The input signal is filtered using a band-pass filter with user specified cut-off frequencies. The cut-off inputs can be specified to turn the band-pass filter into a low-pass or high-pass filter. The option to play the recorded waveform is available on the UI. The output of this first section is file (in .wav form) record of the waveform. The second section of the software begins by reading in two audio files from specified directories, noting the format must be in an approved format (.wav). Once read in, the file waveforms are combined and normalized to avoid clipping of the resultant waveform. A FFT is used to obtain the frequency spectrum of the mixed audio file. A three dimensional plot of the decomposed frequency spectrum will be generated for the entirety of the audio file in sampling of one-second clips. Options to play the mixed audio files are available for auditory examination of the mixed file. Visualization of the mixed signal frequency contents are displayed in totality and in second long samples.

**Band-pass filter**

**Discrete FT**

**FFT algorithm**

# System Architecture

## Architectural Design

The software is composed of two main sections with at least two subsections. The two major sections are connected by their .wav file outputs/inputs. The first section has three subsections. The first subsection takes in an audio recording. The second sub-section is an optional digital band-pass filter which accepts the audio signal input and applies a rigid restriction on the frequency content. The third sub-section plots the signal waveform after the optional filtering. The second major section of the software is composed of three subcomponents. The first sub-section is a mixing section which takes in two audio files and mixes them and plots the mixed output signal. The second section takes the mixed audio signal as an input and performs a frequency decomposition of the entire waveform, which is plotted. The third subsection of this component takes the mixed waveform and samples one second clips, plotting the frequency content of each clip versus time on a 3d scatter plot.

## Design Rationale

# Human Interface Design

## Overview of User Interface

The software is broken into two separate VIs that have two separate UIs.

## Screen Images