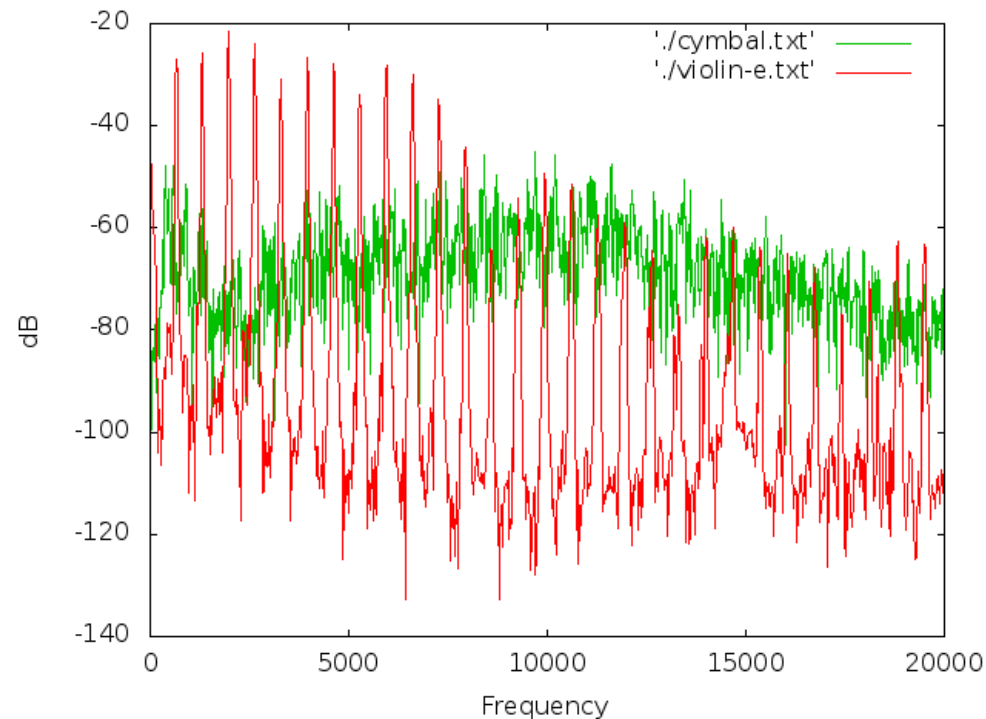


SYNTHESIS BEYOND TWO SINE WAVES

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HARMONIC AND PARTIALS

For harmonic sounds, the first peak is the “fundamental” and the next is the first “harmonic”. Alternately, the peaks are partial 1, partial 2, etc.

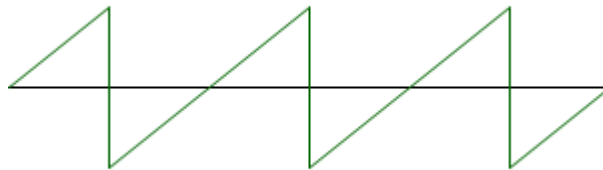


SAWTOOTH WAVE

Energy at all partials, $1/k$

Given: amplitude A , frequency f , sampling rate F_s , maximum partial M .

$$x_{\text{sawtooth}}(t) = -\frac{2A}{\pi} \sum_{k=1}^M \frac{1}{k} \sin \left(k 2\pi \frac{f}{F_s} t \right)$$



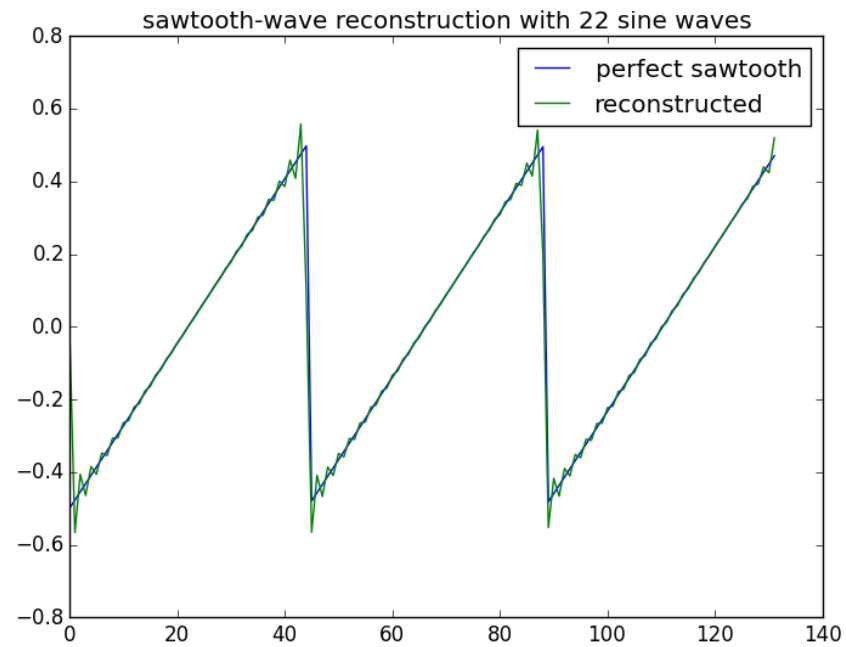
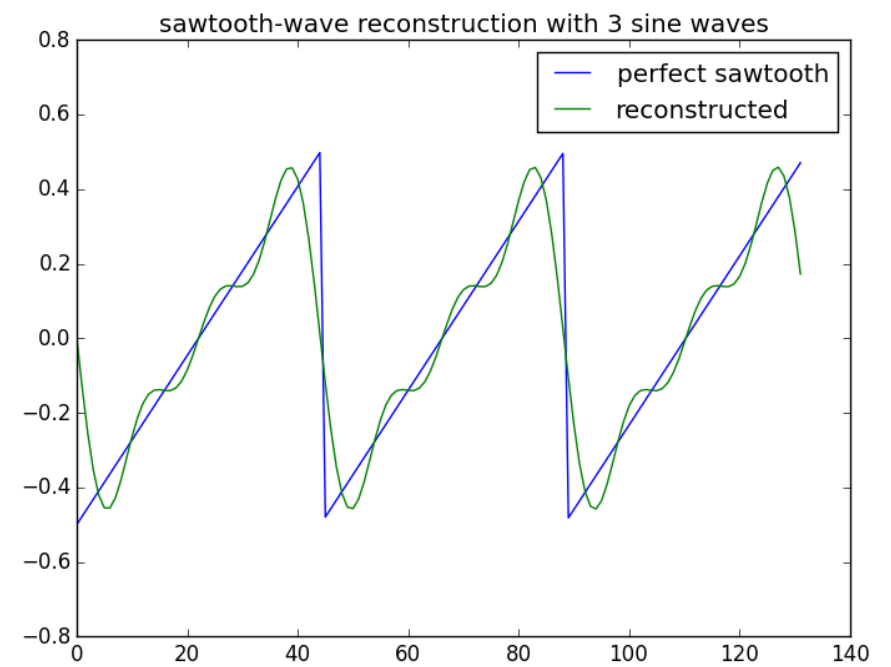
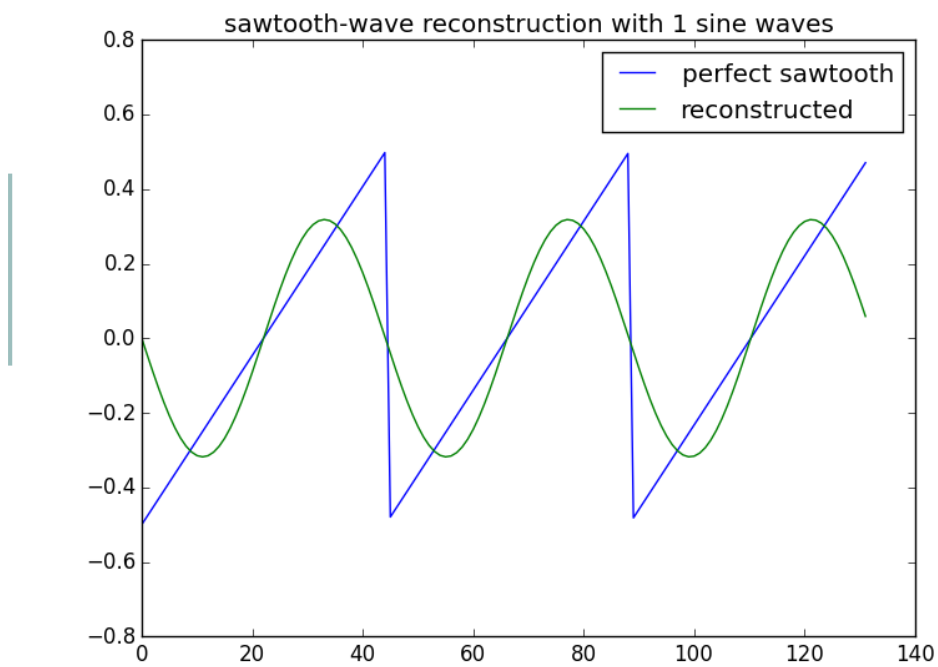
```
sawtooth = A*scipy.signal.sawtooth(f/FS*2*np.pi*t)
```

BAND-LIMITED

A band-limited signal can be fully reconstructed from its samples, provided that the sampling rate exceeds twice the maximum frequency in the band-limited signal.

$$x_{\text{sawtooth}}(t) = -\frac{2A}{\pi} \sum_{k=1}^M \frac{1}{k} \sin \left(k 2\pi \frac{f}{F_s} t \right)$$

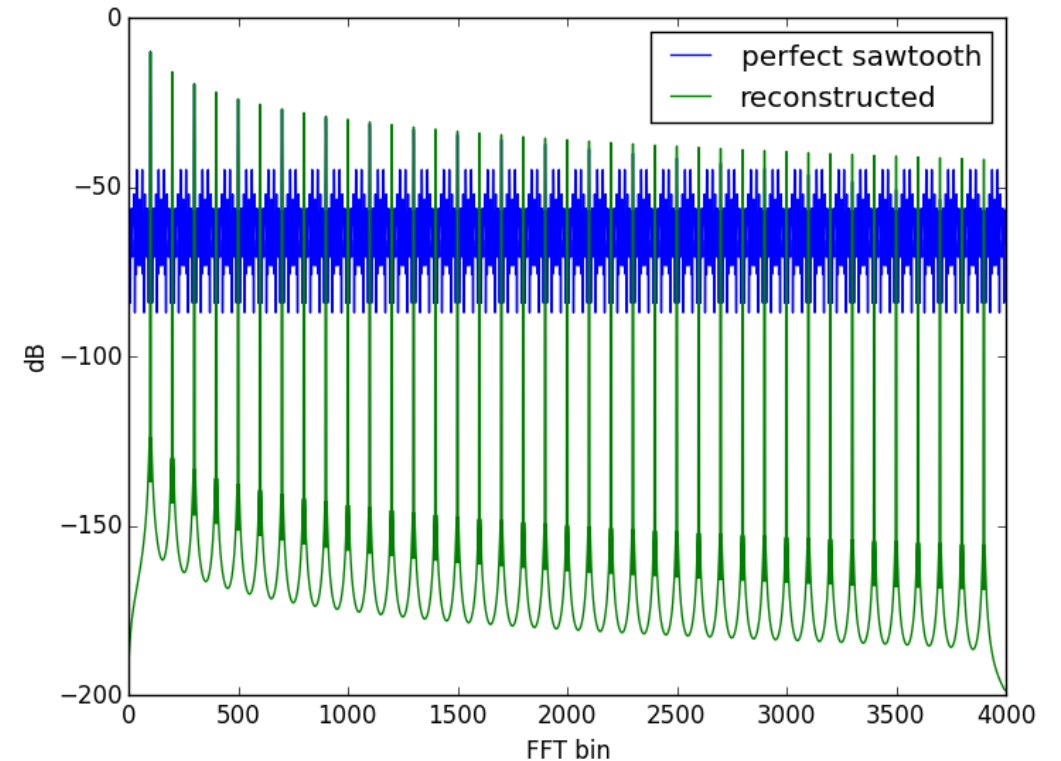
Perfect sawtooth wave is not a band-limited signal.



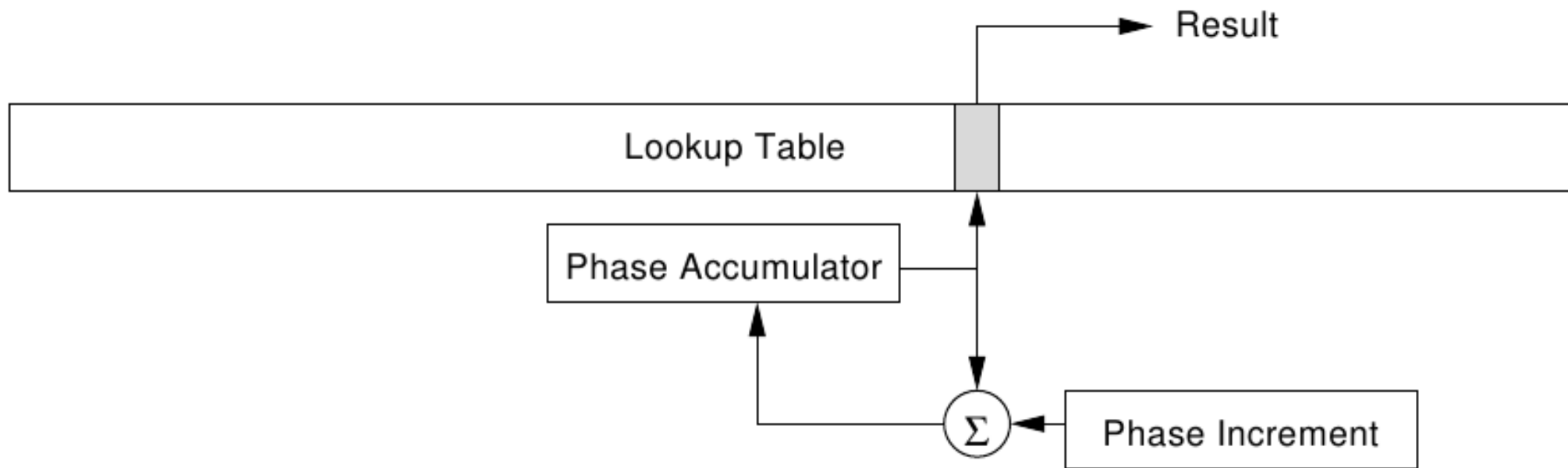
The additive synthesis of a sawtooth wave with an increasing number of harmonics

DB-MAGNITUDE FFT

```
def power_spectrum(x):  
    window = numpy.blackman(len(x))  
    fft = numpy.fft.fft(x*window)  
    # only keep the positive frequencies  
    fft = fft[:len(fft)/2+1]  
    # magnitude spectrum, normalize  
    magfft = abs(fft) / (numpy.sum(window)/2.0)  
    # log-spectrum  
    epsilon = 1e-10  
    db = 20*numpy.log10(magfft + epsilon)  
    return db
```



LOOK-UP TABLE



LOOK-UP TABLE

Synthesize 1 cycle of a sine wave, then alter the way you read it to get any frequency.

- Suppose our table contains $N_L = 44100$ samples
- If the phase increment is 1, we get a sine wave at 1 Hz
- If the phase increment is 100, we get a sine wave at 100 Hz
- When the phase accumulator is larger than N_L , MOD N_L

To get frequency f , advance by ϕ_{inc} samples (can be a float!)

$$\phi_{\text{inc}} = \frac{f}{F_S} N_L$$

LINEAR INTERPOLATION

Given (x_0, y_0) and (x_1, y_1) , find the value at x given $x_0 \leq x \leq x_1$ and $x_0 \neq x_1$.

$$y = y_0 + (y_1 - y_0) \frac{x - x_0}{x_1 - x_0}$$

$y_0 = \text{lookup_table}[\text{floor}(x)]$

$y_1 = \text{lookup_table}[\text{floor}(x) + 1]$

LINEAR INTERPOLATION

