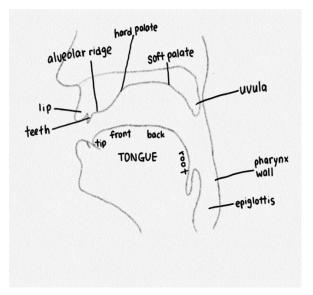
## **English Consonants & Vowels**

- Phonetics: a study on speech

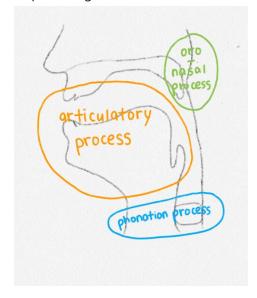
articulatory phonetics (from mouth)  $\rightarrow$  how to produce speech acoustic phonetics (through air)  $\rightarrow$  how to transmit speech auditory phonetics (to ear)  $\rightarrow$  how to hear speech

### **Articulation**

- Vocal tract:



- 5 speech organs = constrictors = articulators



## **Phonation Process in Larynx**

- larynx = voicebox: voiced → can feel vibration

ex. v, z, l, m, a, i voiceless  $\rightarrow$  can't feel vibration ex. f, s, k, p, h

## **Oro-nasal Process in Velum**

- nasal: when velum lowered ex. m, n, ng

### **Articulatory Process**

- lips / tongue tip / tongue body

### **Control of Constrictors(Articulators)**

- Each constrictor needs to be more specific in geometry constriction location(CL) / constriction degree(CD)
- Constriction location: Lips → bilabial / labiodental

Tongue body → palatal / velar

Tongue tip  $\rightarrow$  dental / alveolar / retroflex / palate-alveolar

- Constriction degree: stops > fricatives > approximants > vowels

## **How to Produce English Consonants and Vowels**

- constrictors(lips, tongue tip, tongue body) / CD / CL / velum / larynx
  - ex) /p/: lips / bilabial / stop / velum raised / larynx open
    - /b/: lips / bilabial / stop / velum raised / larynx closed
    - /d/: tongue tip / alveolar / stop / velum raised / larynx closed
    - /z/: tongue tip / alveolar / fricative / velum raised / larynx closed
    - /n/: tongue tip / alveolar / stop / velum lowered / larynx closed
- Phonemes: individual sounds that form words
  - a combination of speech organs' actions

#### **Acoustics**

- Praat: duration > select(click and drag on waveform or spectrogram) →
  - read a value (sec.) on the top  $\rightarrow$  zoom in (if not visible)
  - intensity  $\rightarrow$  show intensity  $\rightarrow$  click on green  $\rightarrow$  read a value (dB) on the right
  - pitch > show pitch → pitch setting pitch range (65-200Hz male / 145-276Hz female)
    - $\rightarrow$  click on blue  $\rightarrow$  read a value (Hz) on the right
  - formant > show formants → place the cursor on one of the trajectories
    - $\rightarrow$  read a value (Hz) on the left
- the number of occurrences of a repeating event per second (frequency, Hz)
  - repeating event = vibration of vocal folds / repeating > sine wave = pure wave
  - \* sine wave: frequency + magnitude(amplitude) (x 축 시간 / y 축 value, voltage)
- 복잡한 신호는 단순한 sine wave 들의 합으로 표현된다. (synthesis)
  - simplex tone: 단순한 sine wave / complex tone: 복잡한 신호
  - spectrum: x 축 frequency / y 축 magnitude(amplitude)
  - spectrogram: spectrum 을 시간으로 visualize 한 것 (x 축 시간 / y 축 frequency)
  - sine wave→spectrum: spectral analysis
- pure tone→spectral analysis: frequency 가 같은 sine wave 한 개
  - complex tone→spectral analysis: 일정한 간격의 sine wave 여러 개 (간격=pitch)
  - (Praat: Spectrum > View Spectrum Slice)
- source: 성대에서 나는 소리
  - human voice source consists of harmonics
  - a complex tone = sum of pure tones at integer multiples of the lowest pure tone
  - the lowest pure tone = fundamental frequency(F0) = rate of vibration of the larynx
    - = the number of opening-closing cycles of the larynx per second
  - amplitude of pure tones gradually decreases
- filter: vocal tract 에 의해서 달라지는 소리
  - filter 의 spectrum → jigjagging with peaks and valleys (amplitude 의 패턴이 사라짐)
  - peaks/mountains: frequencies VT likes (formants)
  - valleys: frequencies VT does not like

- Synthesize Source: New > Sound > Create Sound as Pure Tone

> Tone frequency 100~1000Hz / Amplitude 1.0~0.55Pa

Combine > Combine to Stereo

Convert > Convert to Mono

반복 주기: frequency 100Hz / Amplitude 1.0Pa 와 일치

음: frequency 100Hz / Amplitude 1.0Pa 와 일치

Spectrum > View Spectral Slice: gradually decrease / 10 개 / 100Hz

- F1: 모음의 height / F2: 모음의 frontness(backness)

F1 and F2 are enough to disambiguate vowels.

(Praat: New > Sound > Create Sound as VowelEditor)

# **Coding**

- 코딩: 자동화 > 똑같은 과정을 쉽게 반복할 수 있기 위해서
- 모든 language 는 공통적으로 단어와 문법으로 이루어짐 단어: 정보를 담는 그릇
- Computer Language 의 단어: 변수(variable)

Computer Language 의 문법: 1. variable assigning

2. 'if' conditioning

3. 'for' loop

함수: 어떤 입력을 넣어야 자신이 원하는 출력이 나오는지

ex. Praat 입력: 마우스로 구간 설정 / Praat 출력: 소리

- Anaconda Prompt > 'Jupyter Notebook' 입력

원하는 디렉토리 > New > Python 3

- cell 생성: cell 선택 후 b(아래쪽에 생성) / a(위에 생성) / x(삭제)
- =: 오른쪽에 있는 정보를 왼쪽에 있는 variable 로 assign 한다

ex. a=1 > 정보: 1 / variable: a

Print: 어떤 변수를 넣으면 그 값을 출력함

- In [1] : a = 1 입력 > Run > In [2] : print (a) 입력 > Run > 1
  - In [3]: a = 2 입력 > Run > In [1](a = 1) 함수가 사라짐 > In [4]: print (1) 입력 > Run > 2
  - In [1] 선택 > Run > In [4] 선택 > Run > 1
- In [1] b = 'love' 입력 > Run > In [2] print (b) 입력 > Run > love
  - In [3]: love = 2 입력 > Run > In [4]: b = love 입력 > Run > In [5]: print (b) > Run > 2
  - \* 문자 입력의 경우,'' 가 없을 때는 변수
- In [1]: a = 1; b = 2; c = 3 > Run > In [2]: print (a); print (b); print (c) > Run > 1; 2; 3
- In [1]: a = [1, 2, 3, 5] > Run > In [2]: type (a) > Run > list
  - In [1] : a = 1 > Run > In [2] : type (a) > Run > int
  - ln [1] : a = 1.2 > Run > ln [2] : type (a) > Run > float
  - In [1] : a = 'love' > Run > In [2] : type (a) > Run > str
  - In [1] : a = [1, 2, 3, 5, 'love'] > Run > In [2] type (a) > Run > list

```
In [1]: a = [1, 'love', [1, 'bye']] > Run > In [2]: type (a) > Run > list
In [1]: a = (1, 'love', [1, 'bye']) > Run > In [2]: type (a) > Run > tuple
* list = tuple (list 보다 보안이 강함)
In [1]: a = {'a': 'apple', 'b': 'banana'} > Run > In [2] type (a) > Run > dict
* 표제어: 설명
```