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DIGITAL SIGNAL PROCESSING LAB THREE REPORT

This is the key to note function that generates the notes based on the transcribed keys in the transcribed music. The diagram below is saved as key2note.

It takes in the amplitude of the signal, key number, duration. Added the third and fourth harmonic of of the signal to improve quality.

function xx = key2note(X, keynum, dur)

%%KEY2NOTE Producea sinusoidal waveform corresponding to

% given piano key number

fs = 11025;

tt = 0:(1/fs):dur

%% using the A440 as reference

freq = 440 \* pow2((keynum-49)/12);

xx = real(X\*exp(j\*2\*pi\*freq\*tt));

xx = xx + real(X\*exp(j\*2\*pi\*3\*freq\*tt));

xx = xx + real(X\*exp(j\*2\*4\*pi\*freq\*tt));

end

%%load bach\_fugue.mat binary file

load bach\_fugue.mat;

% definnig the beat rate as a global variable

%unit is beats per minute

bpm = 120;

%beats per second

bps = bpm/60;

spb = 1/bps;

spp = spb/4; %seconds per pulse

xx = zeros(length(theVoices), sum(scale.durations)\*fs+length(scale.keys));

for i = 1:length(theVoices)

xx(i) = zeros(1, sum(theVoices(i).durations)\*fs+length(theVoices.noteNumbers));

for kk = 1:length(theVoices(i).noteNumbers)

keynum = scale.theVoice.noteNumbers(kk);

tone = key2note(100, keynum, theVoices.durations(kk));

n2 = n1 + length(tone) - 1;

xx([i,n1:n2]) = xx([i,n1:n2]) + tone;

n1 = n2 + 1;

end

end

The above script loops through the voices to get all the voices and then store them in an m by n vector which is then added to generate the melodies that is transcribed in the bach\_fugue.mat. The file is first loaded to get the structures that contains the transcribed notes.