CS3570 Introduction to Multimedia Technology

Homework #2

Due: 11:59pm, 4/16/2019

Q1. Create your own FIR filters to filter audio signal (40%)

"HW2_Mix.wav" is a mix of 3 songs. Based on the ideal impulse responses given in slide #72 and the windowing functions in slide #75, you need to design and apply different FIR filters in time domain to separate the three audio signals from the given audio file. You can refer to the algorithm on slide #76. Next, you are asked to reduce the sampling rates of signals and compare them. Finally, the output audio signals are too simple so you should apply one-fold echo and multiple-fold echo (slide #69) to produce wonderful music.

- Implement 3 different FIR filters to separate the three audio signals with:
 - Blackmann window function (You have to pick the appropriate window size and cut-off frequency).
- 2. Implement **1-D convolution** on the input signal of the given audio with your filters.
- 3. Reduce the **sampling rates** of the three separated songs to 2000Hz.
- 4. Apply **one-fold echo** and **multiple-fold echo** on the audio signal that pass through the **low-pass filter**.(Please use the files before reducing sampling rates)
- 5. Plot the result.
 - The spectrum of the input signal
 - The spectrums of the output signals. (before echo)
 - The spectrums of the filters
 - The shapes of the filters (time domain)
- 6. Store the files.
 - Store the filtered audio files before reducing the sampling rates and name "FilterName_[para1]_[para2].wav".
 - Store the filtered audio files after reducing the sampling rates and name "FilterName_[para1]_[para2]_2kHz.wav".
 - Store the echo audio files and name "Echo_one.wav" and "Echo_multiple.wav".
- 7. In the report
 - Discuss how you determine the filters.
 - How you implement the filter and convolutions to separate the

mixed song and one/multiple fold echo.

- Compare spectrum and shape of the filters.
- Briefly compare the difference between signals before and after reducing the sampling rates.
- Anything worth mentioning

Q2. Audio dithering and noise shaping (60%)

There is an audio signal "Tempest.wav". You are asked to apply bit reduction to reduce the signal from 16-bit to 8-bit. Due to the reduction, the audio will contain noise and sharp stair-step effect. To eliminate the noise, you need to apply audio dithering, noise shaping (slide #18), and use low-pass filter you finished in Q1 to filter out the high frequency components. Finally, since the volume is too small, you should apply audio limiting (slide #48) and normalization (slide #50) to get the louder audio signal. Follow the steps below and you can finish the homework easily.

- 1. (Bit reduction) Reduce the signal from 16-bit to 8-bit.
- 2. **(Audio dithering)** Add random noise (uniform distribution) into the signal
- 3. **(Noise shaping)** Apply the first-order feedback loop for noise shaping. Please choose the appropriate coefficient **c** yourself.
- 4. **(Low-pass filter)** Apply low-pass filter. Please choose the appropriate **cutoff frequency** yourself.
- 5. (Audio limiting) Apply hard clipping to the signal.
- 6. (Normalization) Apply normalization steps to the signal.
- 7. Plot the result
 - The shape and spectrum of input signals
 - The shape and spectrum of output signals
 - The shape and spectrum of the result of audio dithering and noise shaping
- 8. Store the audio file
 - The result of Bit reduction "Tempest 8bit.wav"
 - The final output audio signal "Tempest_Recover.wav"
- 9. In the report
 - How you implement the bit reduction, audio dithering, noise shaping, low-pass filter, audio limiting and normalization.
 - Discuss the effect of dithering and noise shaping according to the spectrums and shapes you plot

Anything worth mentioning.

Reminder

- Follow the instructions (hints) and spec in the sample codes.
- You cannot use Matlab built-in function "conv" in this homework.
- Plot the spectrum and shape in appropriate range for better visualization.
- Please save the report as "[YourID]_report.pdf".
- Please provide a README file about how to execute your program.
- Please compress all the .m files, output audio files and report into a zip file and name it "HW2_[YourID].zip"