DSP4Linguists

Leonardo Araujo

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URL

Figure 1: https://raw.githubusercontent.com/leolca/lectures/master/dsp4linguists/main.pdf

Elements of Acoustic Phonetics

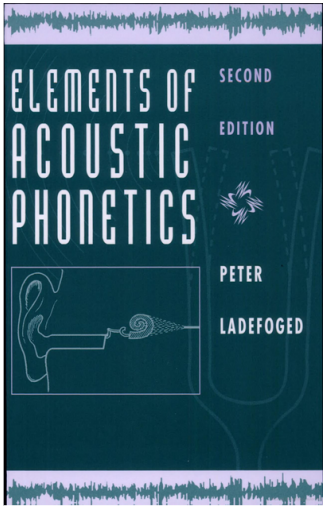


Figure 2: Peter Ladefoged, Elements of Acoustic Phonetics, 1996

Acoustic wave

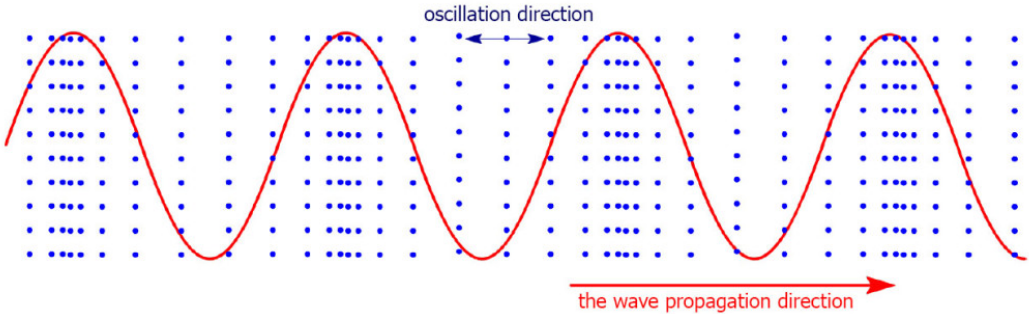


Figure 3: Acoustic wave.

Analog > Digital / Digital > Analog

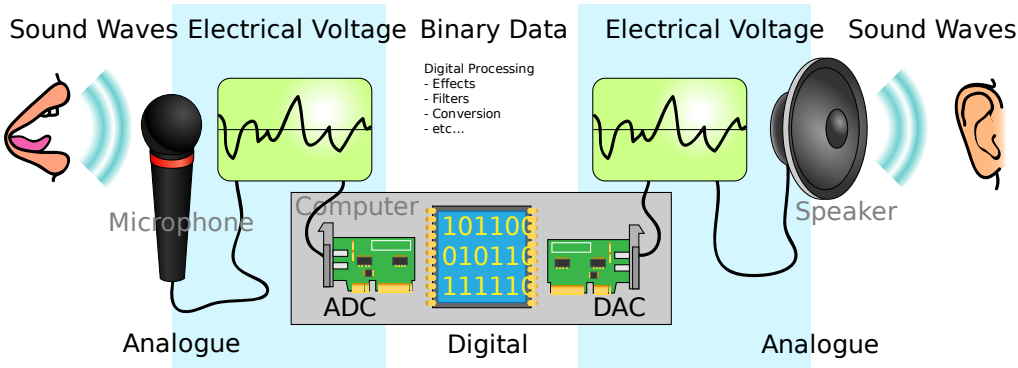


Figure 4: ADC and DAC.

Microphone

Figure 5: Microphone polar pattern

Microphone

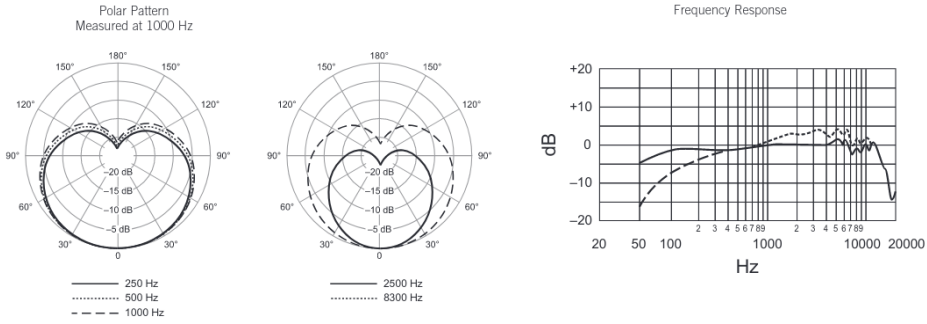


Figure 6: Microphone polar pattern

Headphone

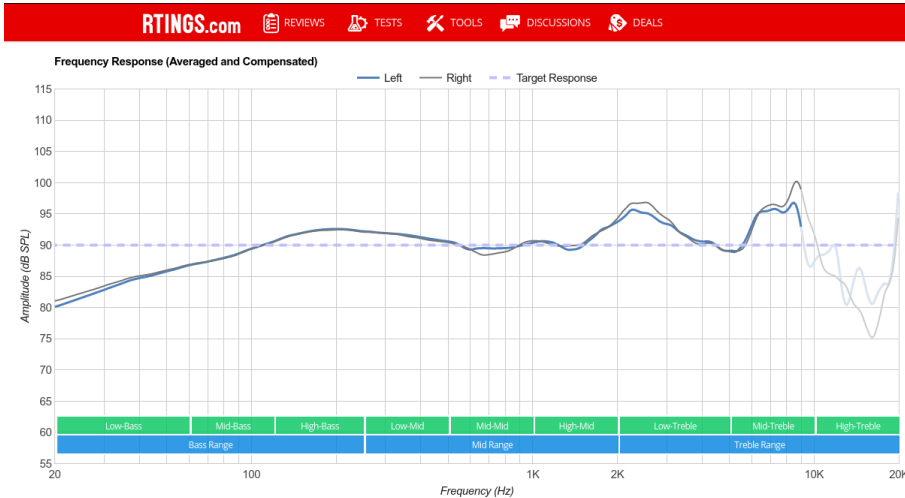


Figure 7: Headphone frequency response

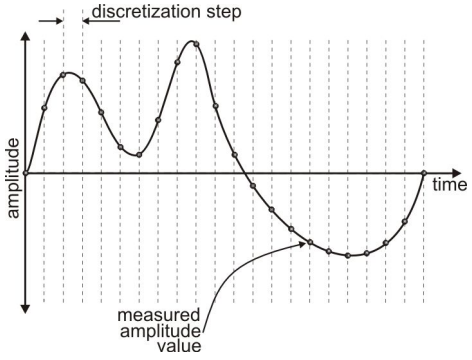


Figure 8: Sampling.

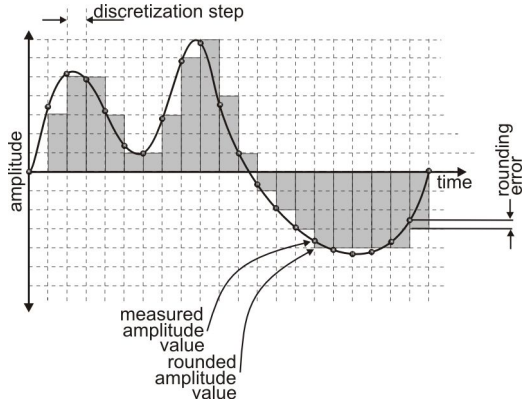


Figure 9: Quantization.

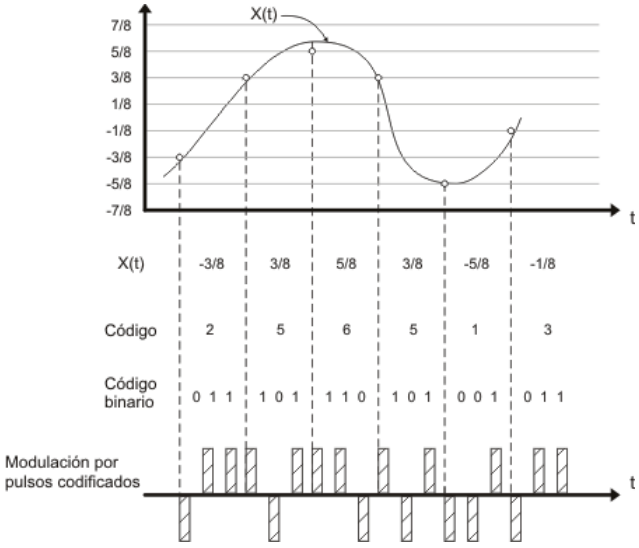


Figure 10: Coded pulses.

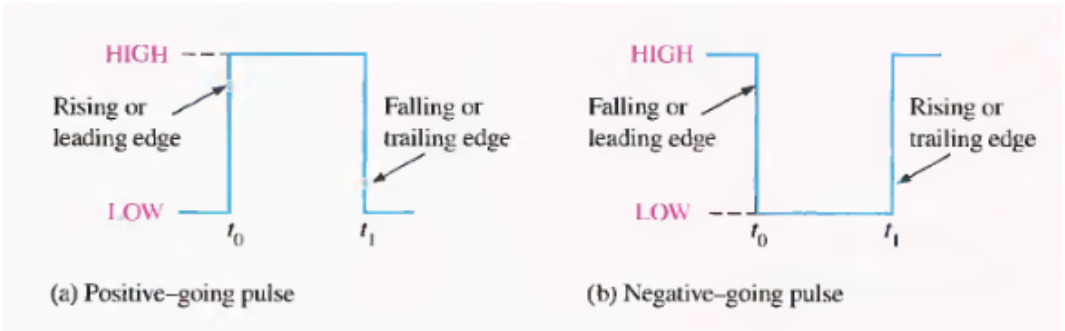


Figure 11: Digital pulse.

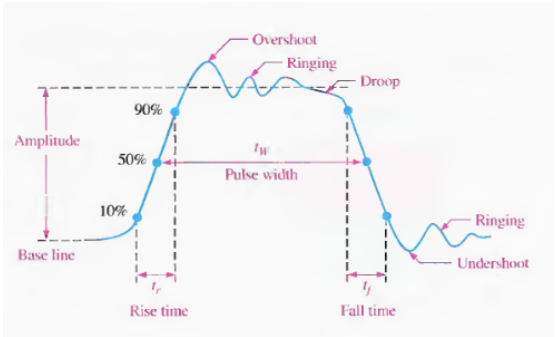


Figure 12: Non-ideal Pulse.

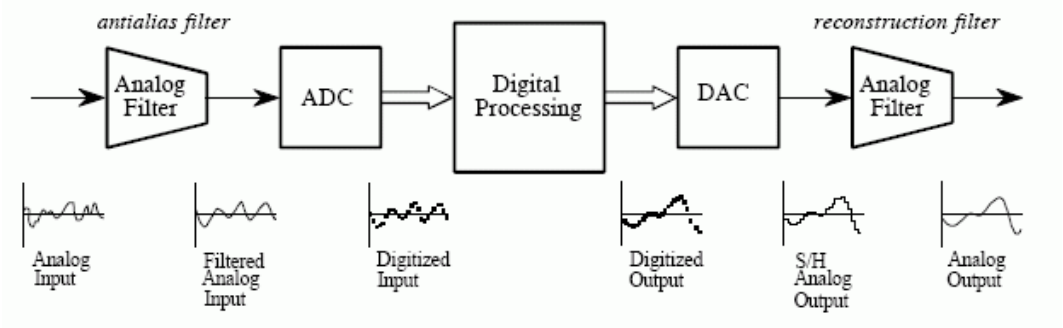


Figure 13: ADC and DAC

Quantizer

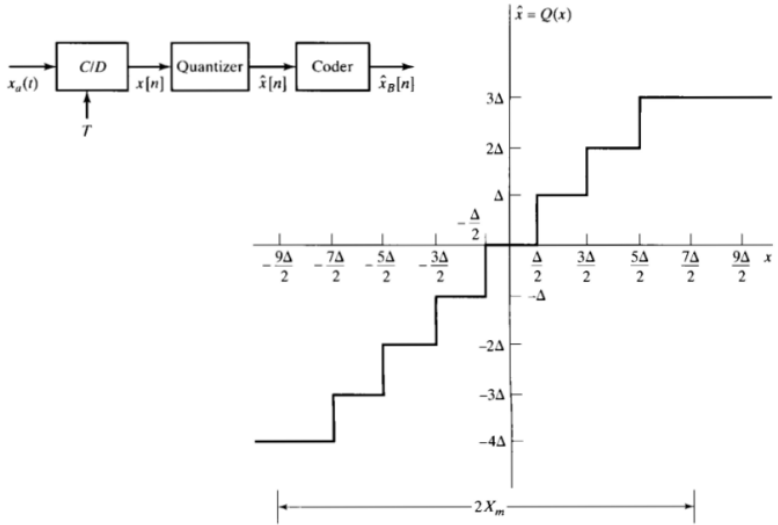


Figure 14: 3 bits uniform quantizer

Quantization examples

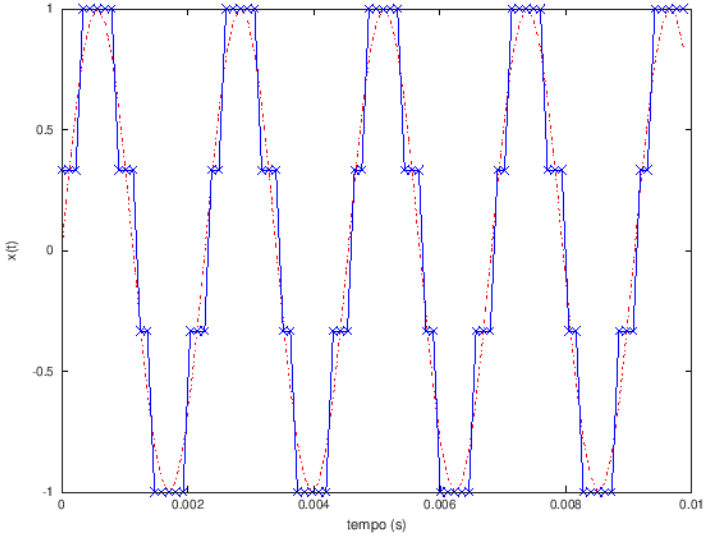


Figure 15: 440 Hz sin wave.

Clipping

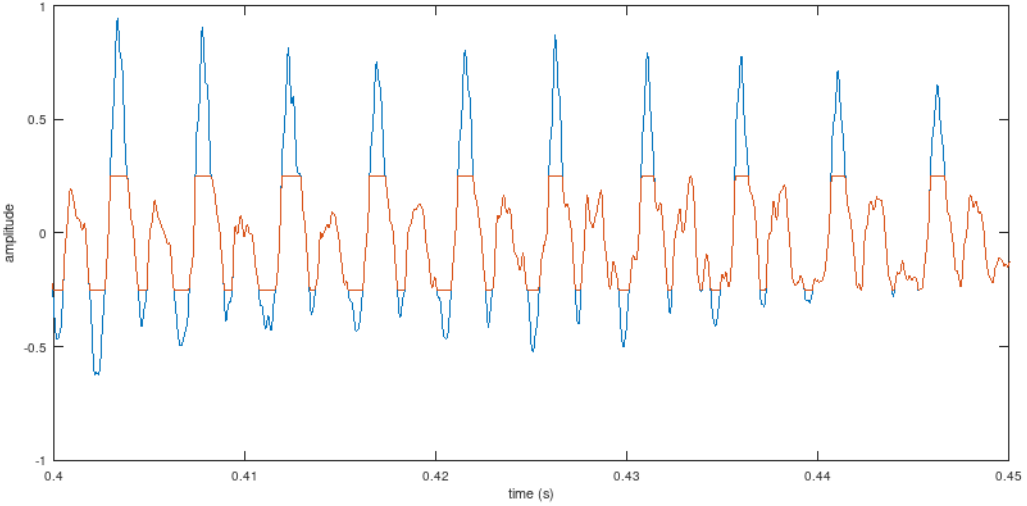


Figure 16: Signal clipping

Praat clipping example

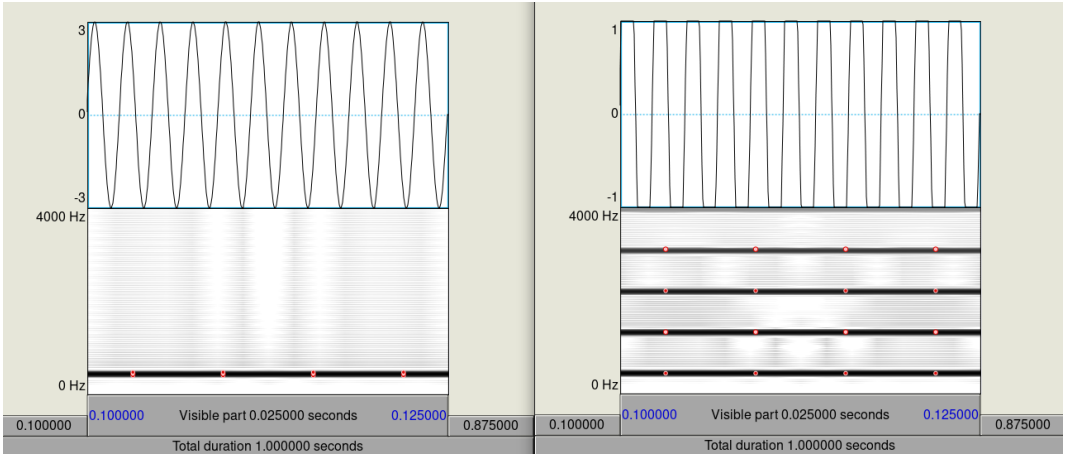
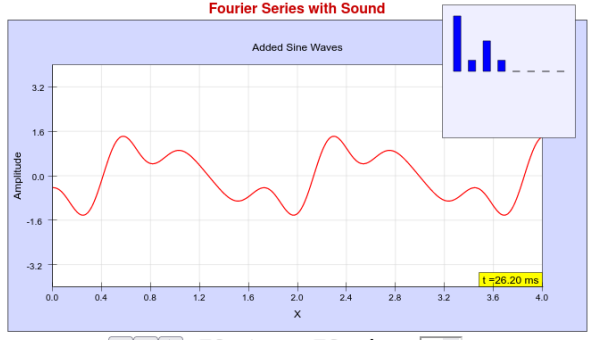


Figure 17: 440Hz sin wave clipped

Fourier Series

Simulation



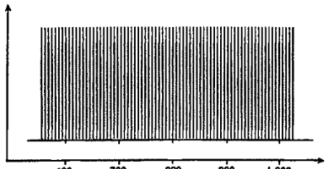


Fig. 5.3. The spectrum of a sound consisting of a large number of tones with the same amplitude.

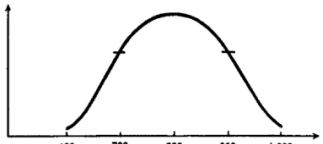


Fig. 5.4. A curve specifying a resonator.

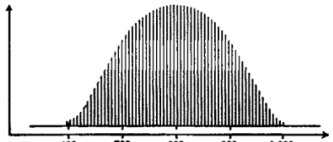
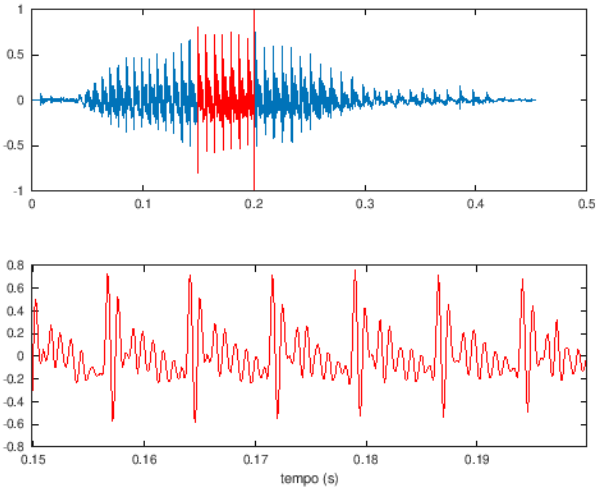


Fig. 5.5. The output of the resonator in fig. 5.4 when the input shown in fig. 5.3 is applied to it.

Figure 19: Resonator

Vowel

open_front_unrounded.mp3



Pitch

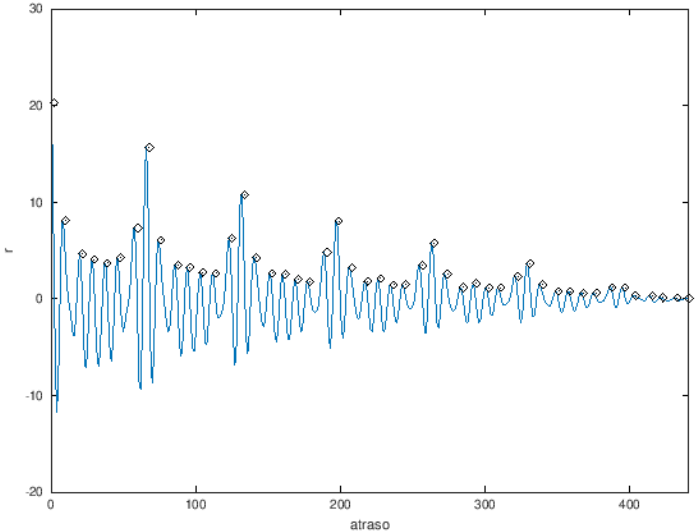


Figure 21: Autocorrelation

LPC model

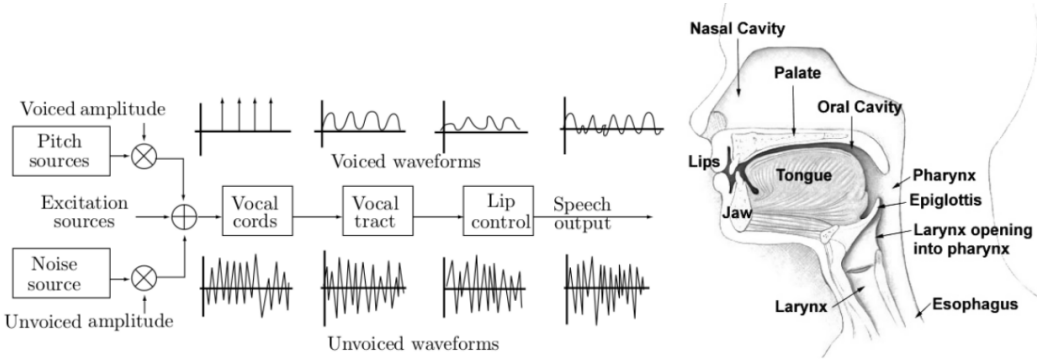


Figure 22: LPC model and vocal tract

Vocal apparatus

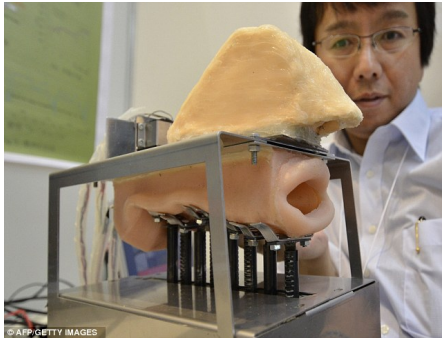


Figure 23: Hideyuki Sawada's KTR voice robot
https://www.youtube.com/watch?v=qobhDJ_vEOc

vocal cord stroboscopy examination

History of Speech Synthesis

four people sing Kyrie eleison during laryngoscopy

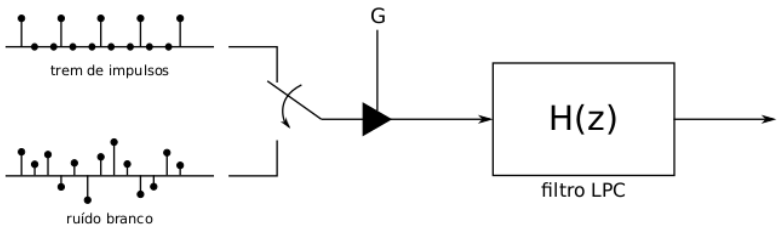


Figure 24: LPC model

synthesized example

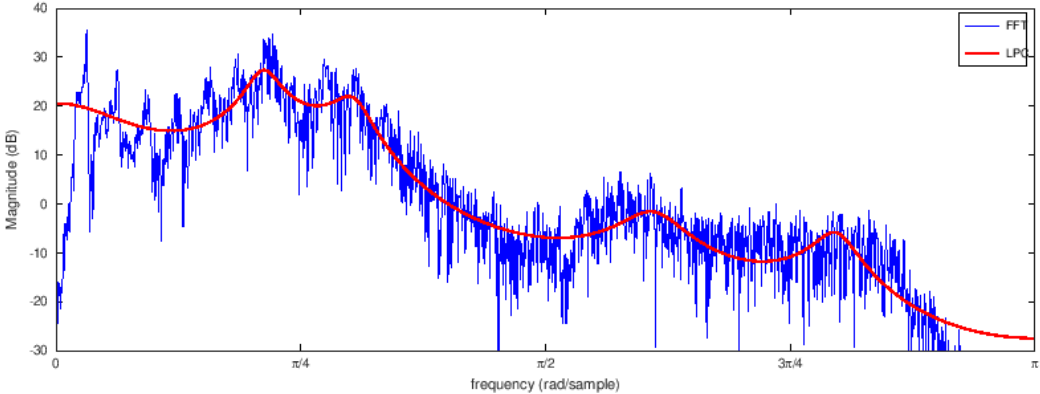


Figure 25: Spectrum and LPC.

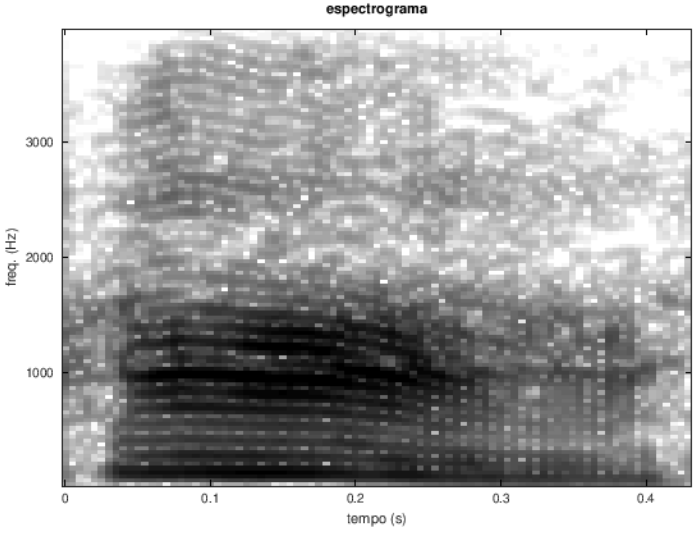


Figure 26: Spectrogram.

Spectrogram

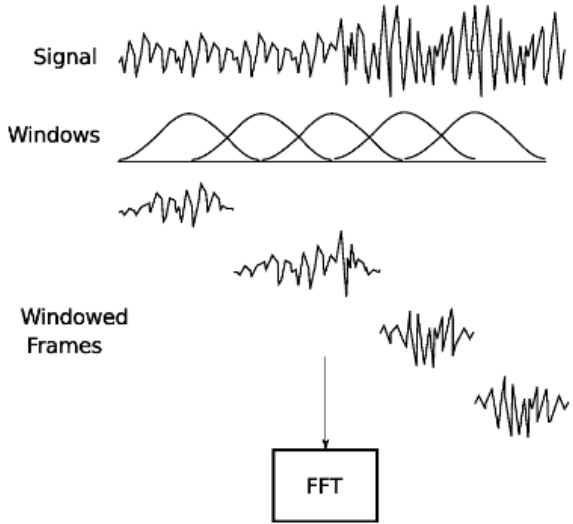


Figure 27: Schematics

Time vs Frequency

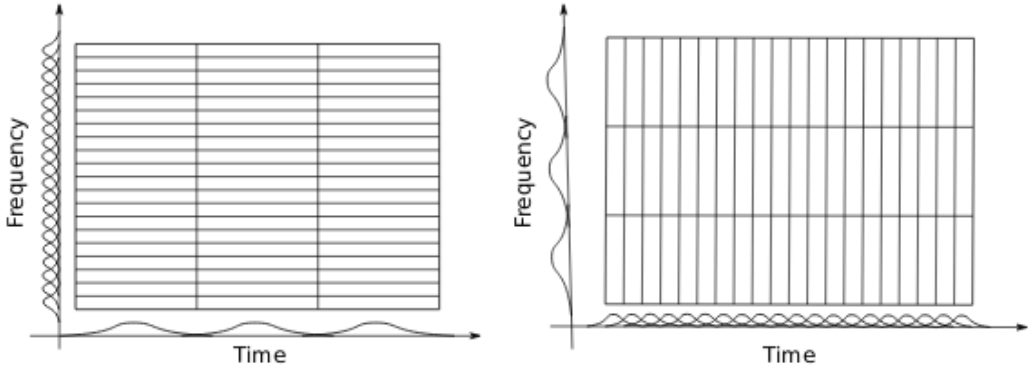


Figure 28: Uncertainty principle

The Uncertainty Principle

Figure 29: Heisenberg’s uncertainty principle

Spectrogram

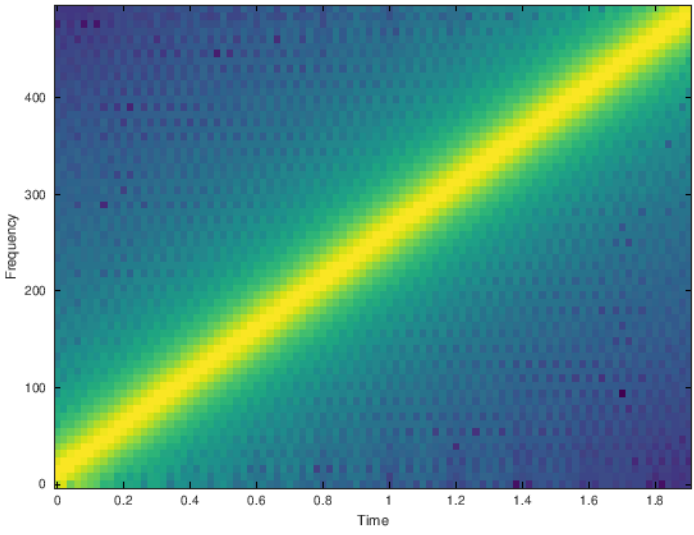


Figure 30: Chirp example, from 0 to 500Hz.

Shepard Tone

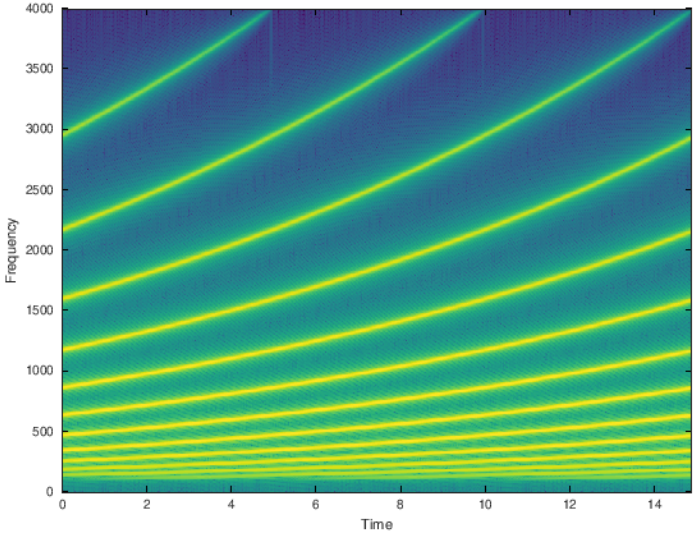


Figure 31: Shepard Tone

Downsampling

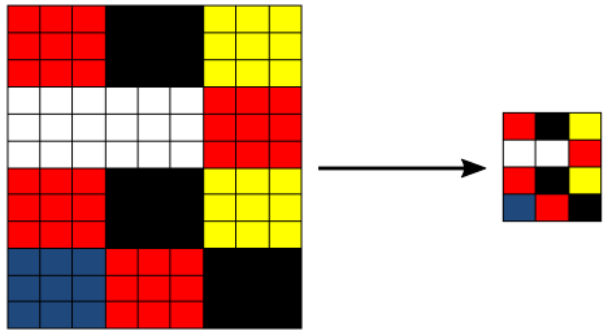


Figure 32: Downsampling example

Downsample / Decimate

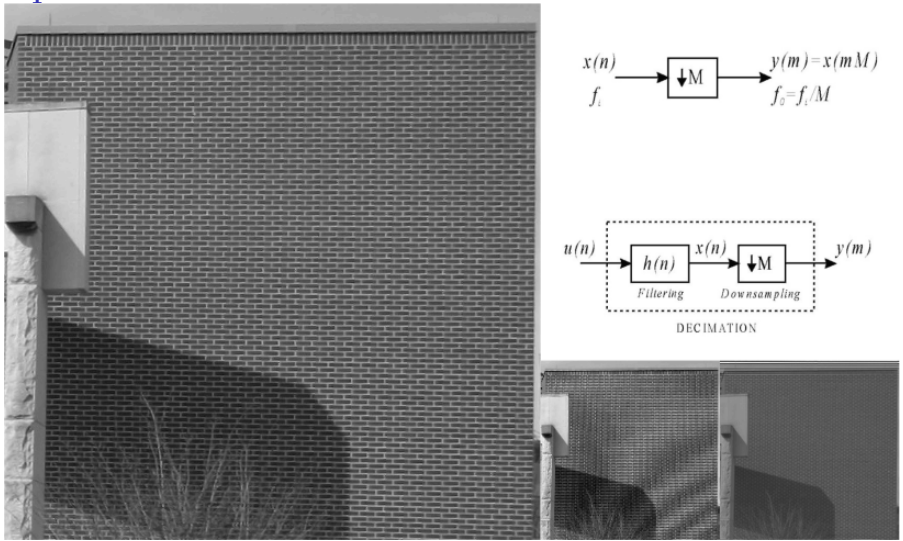


Figure 33: Downsample and Decimate

Downsample / Decimate (audio example)

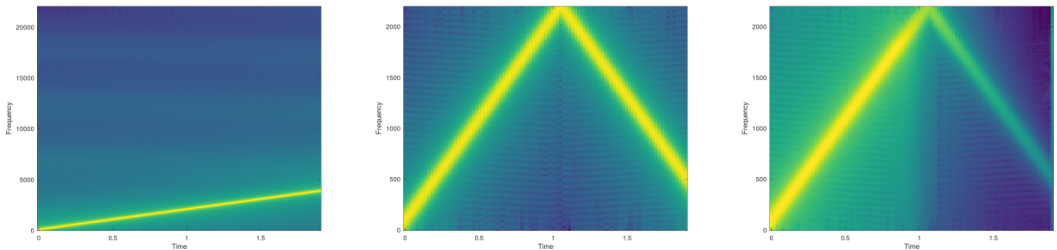


Figure 34: Downsample and Decimate

Hearing

- Intensity
- Pitch
- Duration
- Quality/timber

Pitch metamery

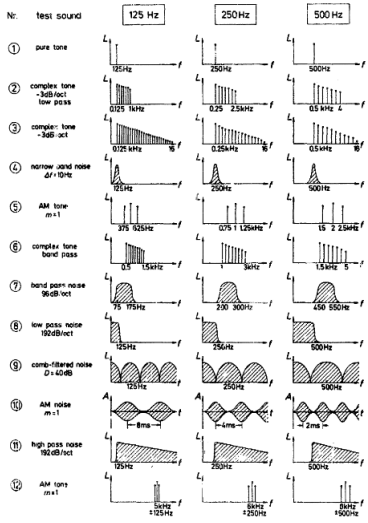


Fig. 1. Schematic representation of test sounds employed.

Figure 35: Fastl, H. & Stoll, G. Scaling of pitch strength, Hearing Research (1979): 293-301

Pitch JND

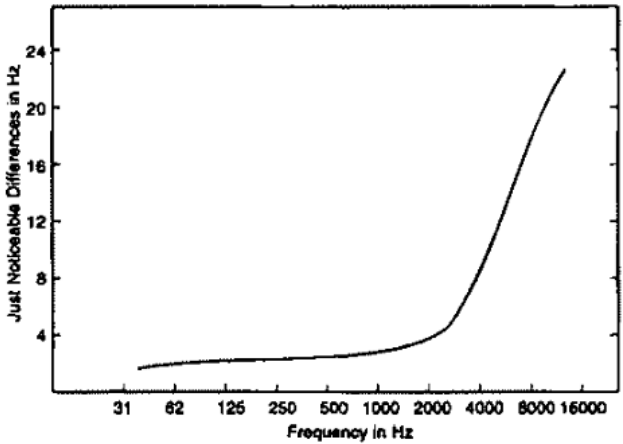


Fig. 6.3. A graph showing how much the frequency or a tone has to be altered in order to produce a change in pitch.

Figure 36: Elements of acoustic phonetics, Peter Ladefoged (1996)

Pitch scales

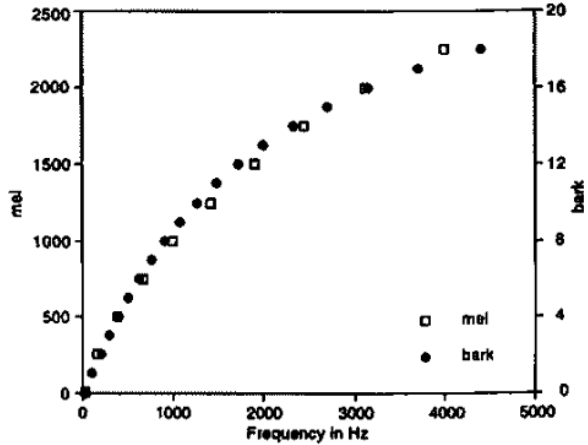


Fig. 6.4. Graph showing the relation between frequencies in Hz and the corresponding values on two different pitch scales, mel and bark.

Figure 37: Elements of acoustic phonetics, Peter Ladefoged (1996)

Duration

- Staat /ʃtaːt/ - country; state
- Stadt /ʃtat/ - city; town

Hearing range

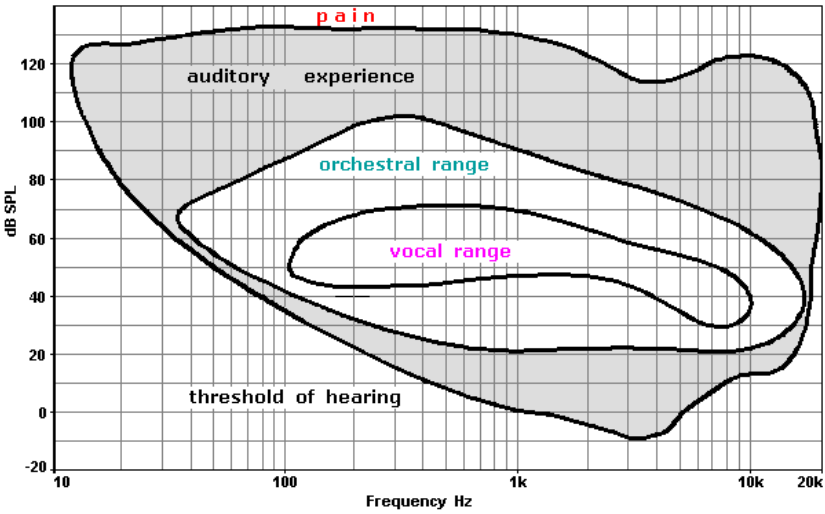


Figure 38: Hearing range

Fletcher-Munson curves

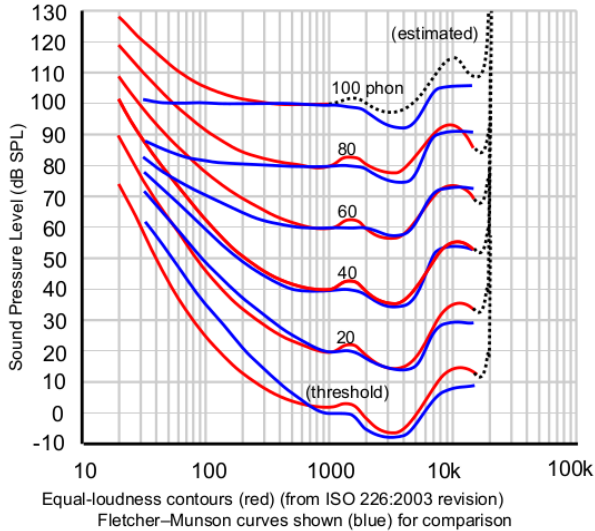


Figure 39: Equal-loudness contour

Masking

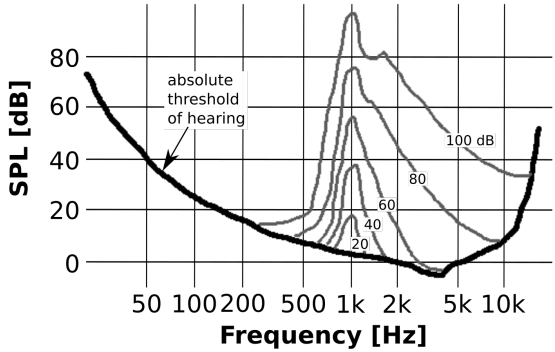


Figure 40: Frequency masking

Masking

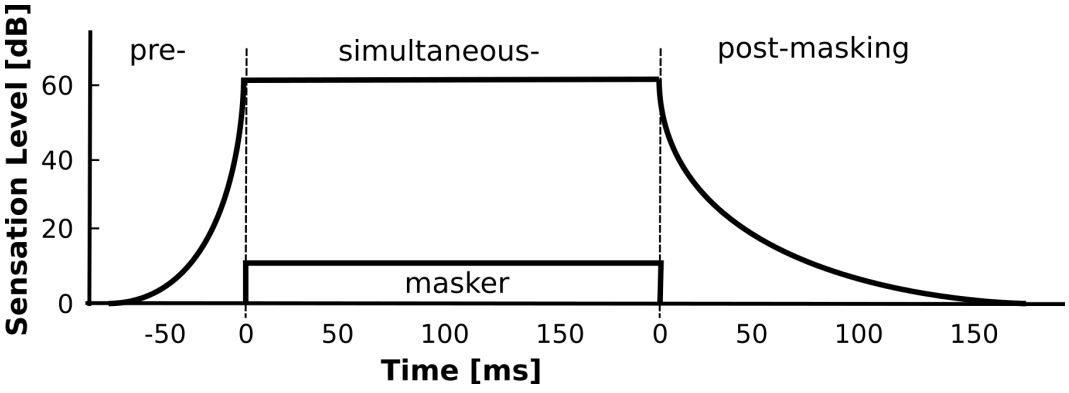


Figure 41: Time masking

Musical instruments

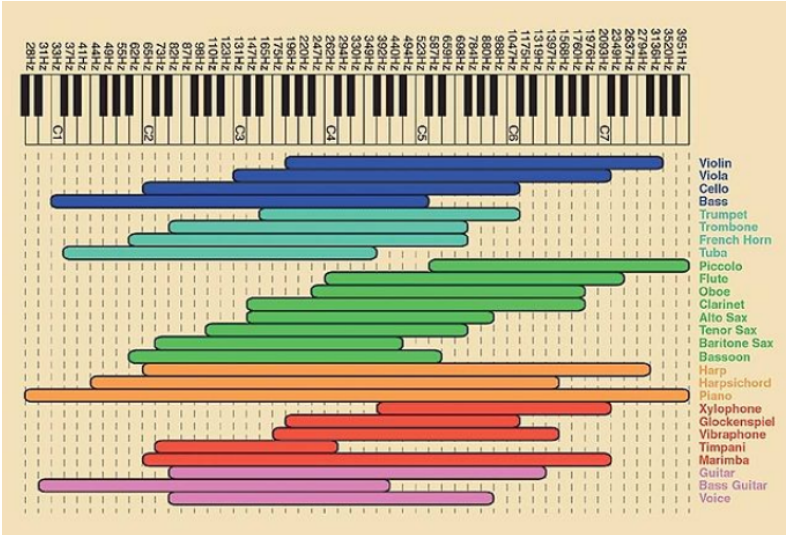


Figure 42: Frequency range of musical instruments

Ear

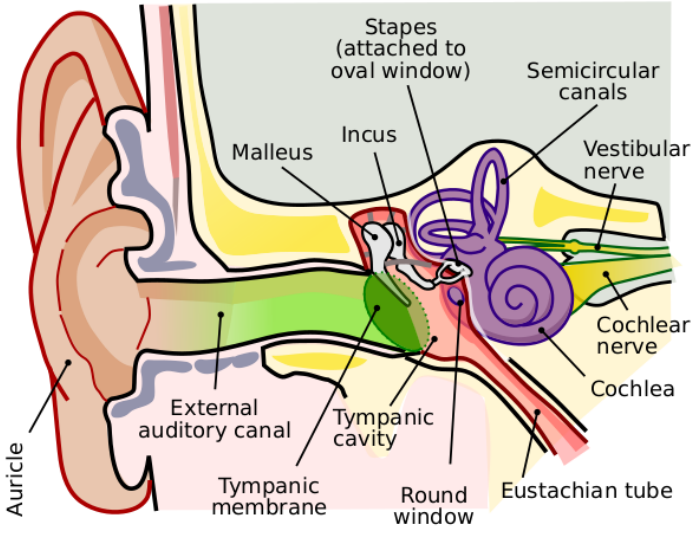


Figure 43: Ear

Middle ear

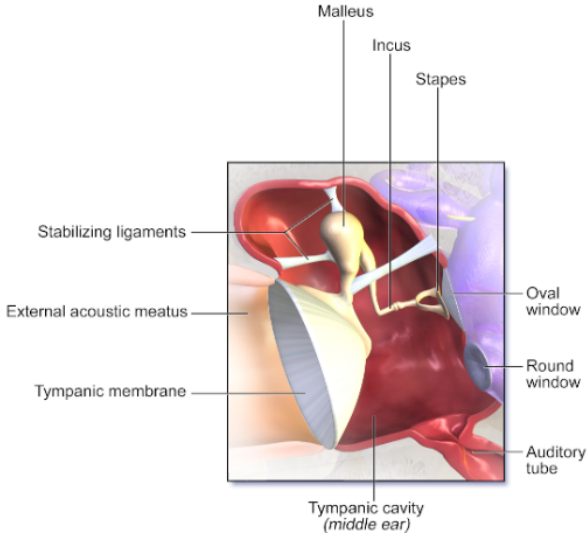


Figure 44: Middle ear

Cochlea

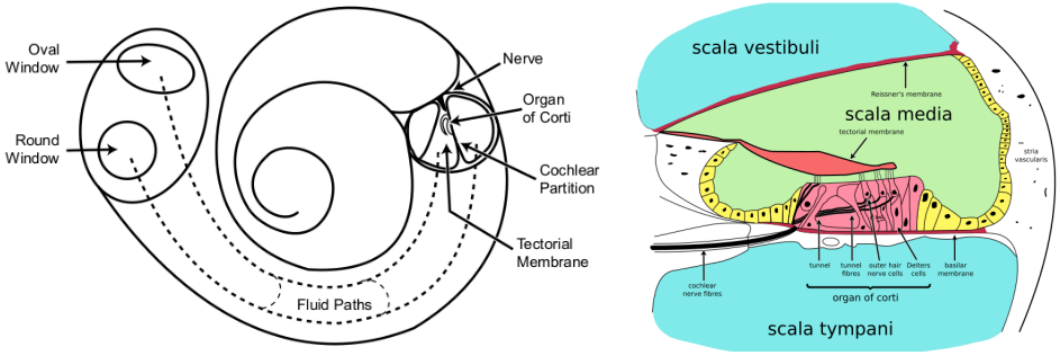


Figure 45: Cochlea and organ of Corti

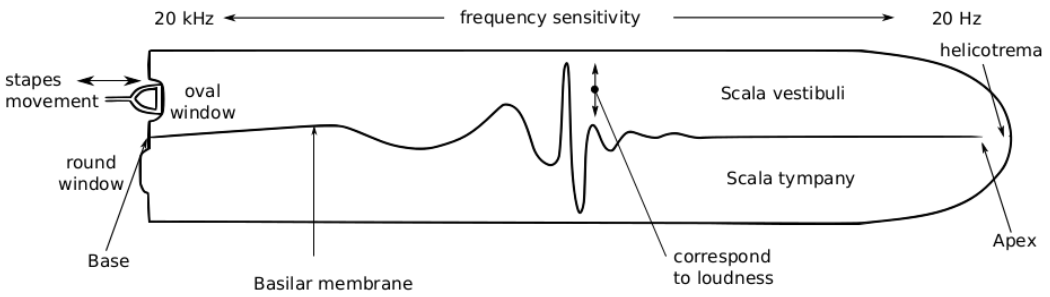


Figure 46: Travelling wave

Hair cells

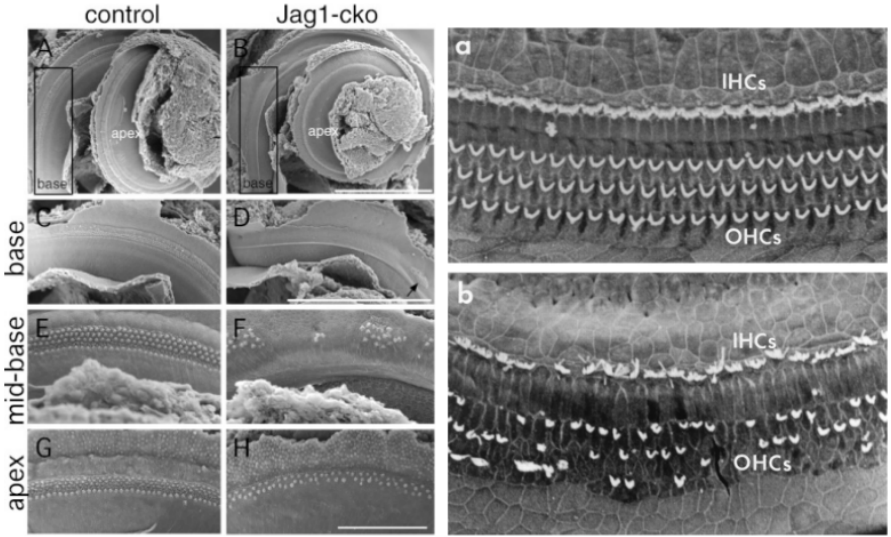


Figure 47: Inner (IHC) and outer hair cells (OHC)

Auditory Scene Analysis - Albert Bregman

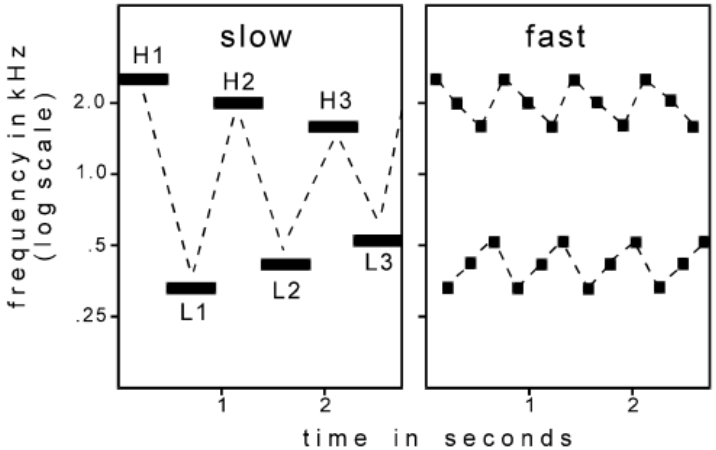


Figure 48: Stream segregation in a cycle of six tones

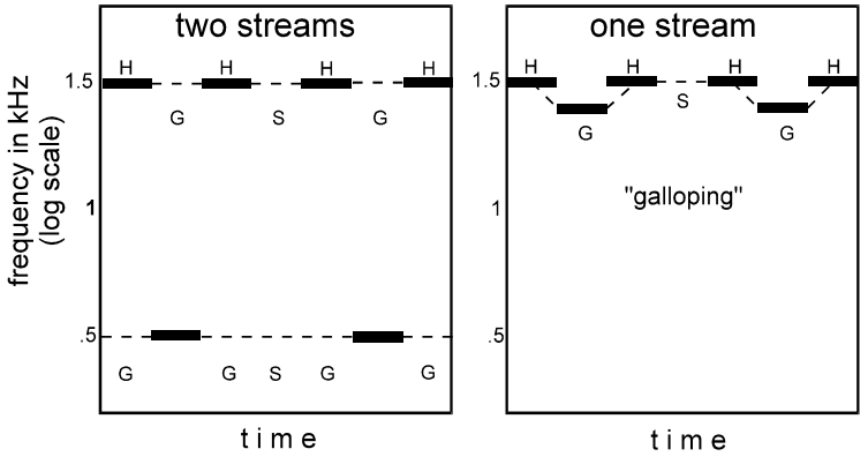


Figure 49: Loss of rhythmic information as a result of stream segregation

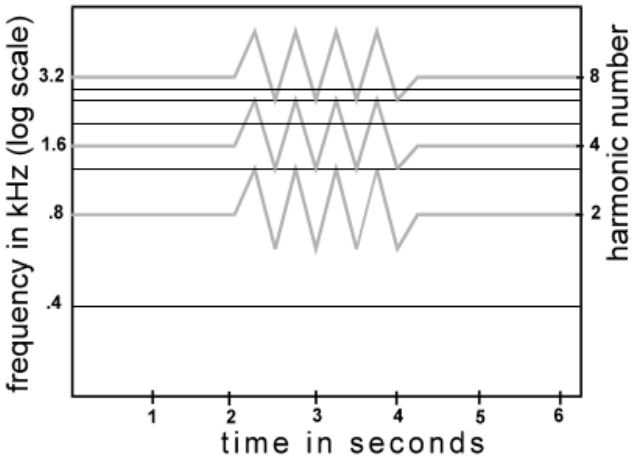


Figure 50: Fusion by common frequency change

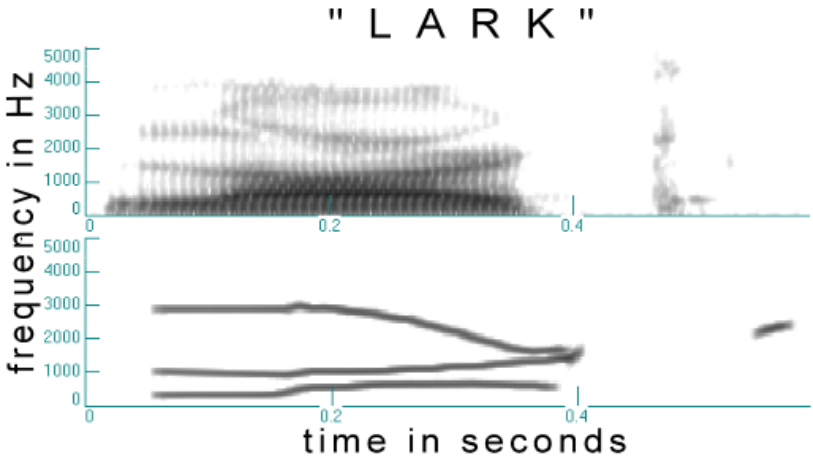


Figure 51: Sine-wave speech

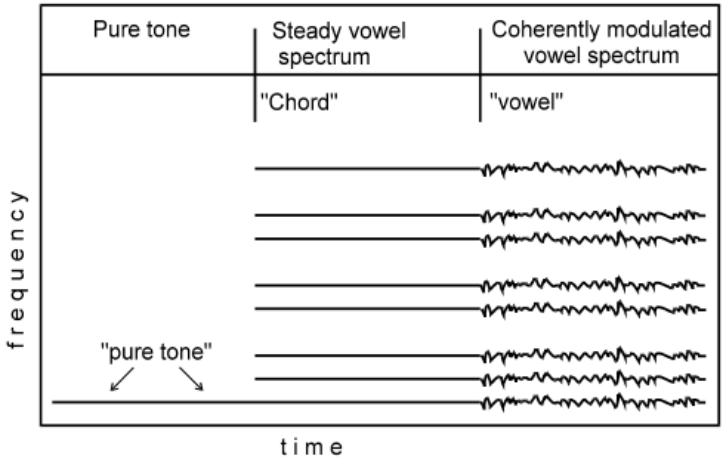


Figure 52: Role of frequency micro-modulation in voice perception

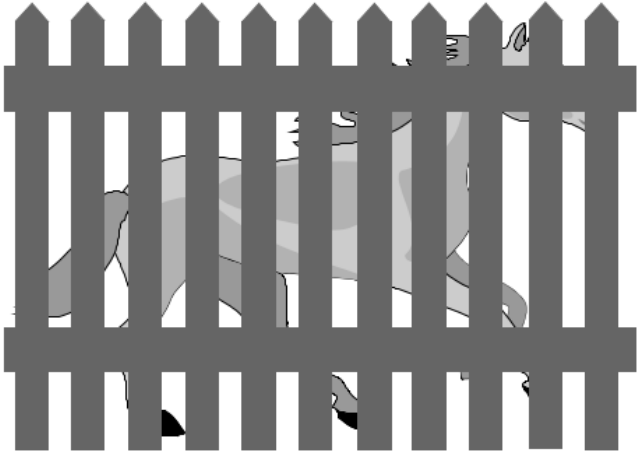


Figure 53: The picket-fence effect with speech

Audio file formats

Table 1 - Overview of selected Audio Codecs

Name	WAV	FLAC	MP3	Vorbis	AAC	Speex	Opus	WMA
Released	1991	2001	1993	2000	1997	2003	2012	1999
Compression	No	Yes	Yes	Yes	Yes	Yes	Yes	Yes
Loss-less	–	Yes	No	No	No	No	No	No
Bit-rate (kbit/s)	1,411.2	935	16–320	48–500	16–320	2–24	8–128	32–448
Encoder	–	flac	lame	oggenc	ffmpeg	speexenc	opusenc	ffmpeg
Decoder	–	ffmpeg	lame	oggdec	ffmpeg	speexdec	opusdec	ffmpeg

Figure 54: I Siegert, AF Lotz, LL Duong, A Wendemuth, Measuring the impact of audio compression on the spectral quality of speech data, 2016

Compression ratio

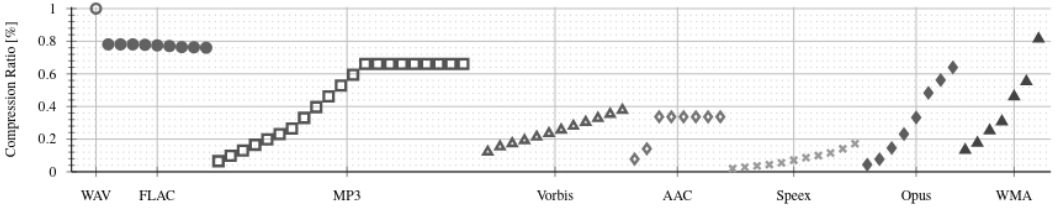


Figure 1 - Achieved average compression ratio for each codec and bit-rate. The bit-rate is increasing from left to right, see Table 2.

Figure 55: I Siegert, AF Lotz, LL Duong, A Wendemuth, Measuring the impact of audio compression on the spectral quality of speech data, 2016

Compresstion error

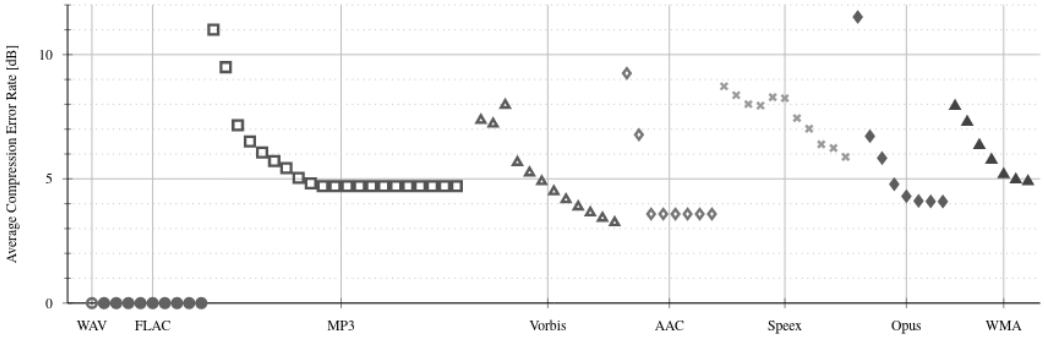


Figure 3 - Average compression error rate for each codec and bit-rate. The bit-rate is increasing from left to right, see Table 2.

Figure 56: I Siegert, AF Lotz, LL Duong, A Wendemuth, Measuring the impact of audio compression on the spectral quality of speech data, 2016

Compression ratio vs compression error

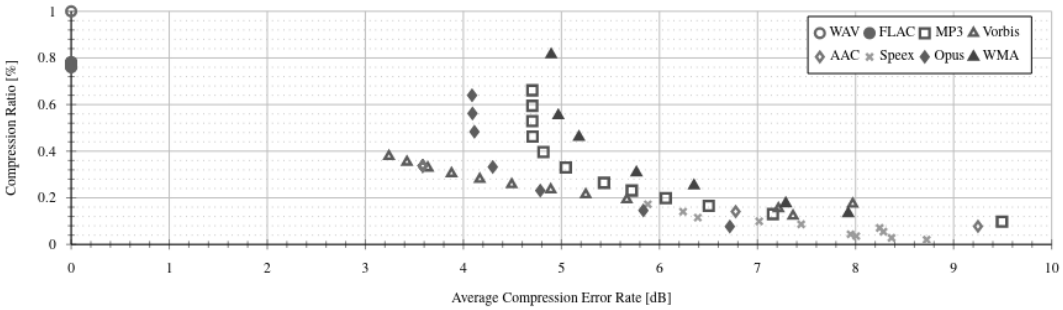


Figure 4 - Average compression ratio over average compression error rate for each codec and bit-rate.

Figure 57: I Siegert, AF Lotz, LL Duong, A Wendemuth, Measuring the impact of audio compression on the spectral quality of speech data, 2016

Conclusion

“we recommend to use FLAC for all cases where the accuracy matters. In cases where a slight error is acceptable, we recommend Vorbis at 500 kbit/s” (Siegert et al 2016)

Praat

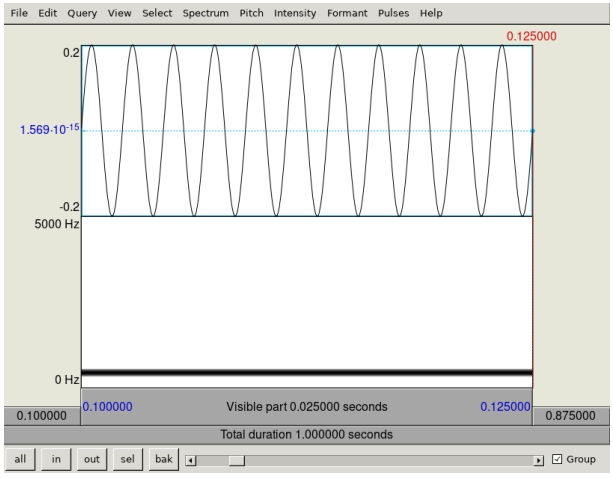


Figure 58: 440Hz sin wave

Praat

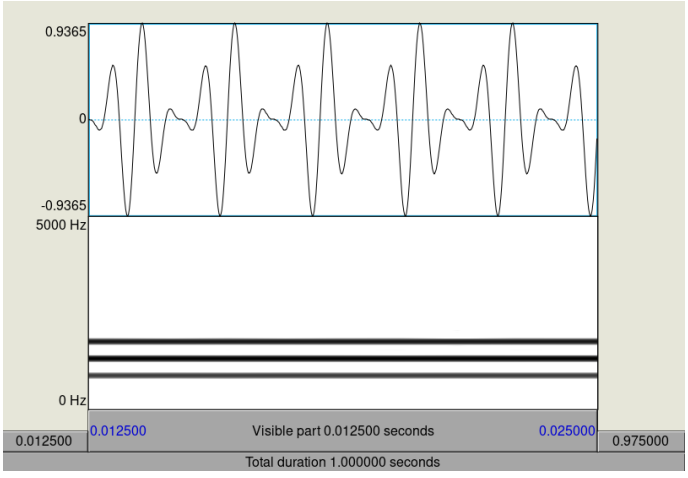


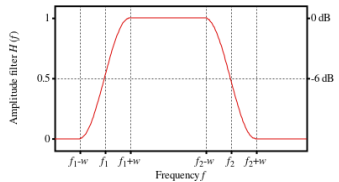
Figure 59: 1/4 sin(2 pi 880x) + 1/2 sin(2 pi 1320x) + 1/4 sin(2 pi 1760x)

Praat

Spectrum: Filter (pass Hann band)...

A command to modify every selected **Spectrum** object.

The complex values in the **Spectrum** are multiplied by real-valued sine shapes and straight lines, according to the following figure:



Settings

From frequency (Hz) (standard value: 500 Hz)
the lower edge of the pass band (f_1 in the figure). The value zero is special: the filter then acts as a low-pass filter.

To frequency (Hz) (standard value: 1000 Hz)
the upper edge of the pass band (f_2 in the figure). The value zero is special: the filter then acts as a high-pass filter.

Smoothing (Hz) (standard value: 100 Hz)
the width of the region between pass and stop (w in the figure).

Usage

Because of its symmetric Hann-like shape, the filter is especially useful for decomposing the Spectrum into consecutive bands. For instance, we can decompose the spectrum into the bands 0-500 Hz, 500-1000 Hz, 1000-2000 Hz, and 2000-"0" Hz:

Figure 60: Filter pass Hann band

Praat

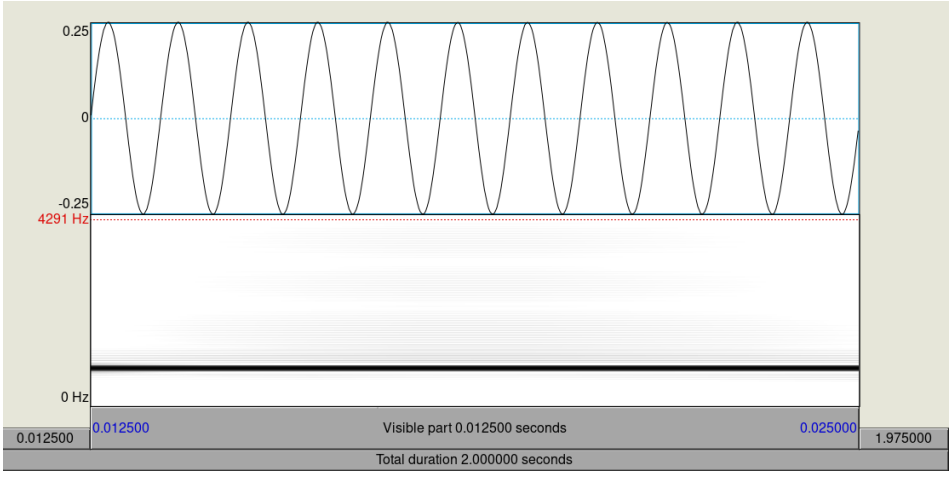


Figure 61: f1=780, f2=980, w=100

Praat

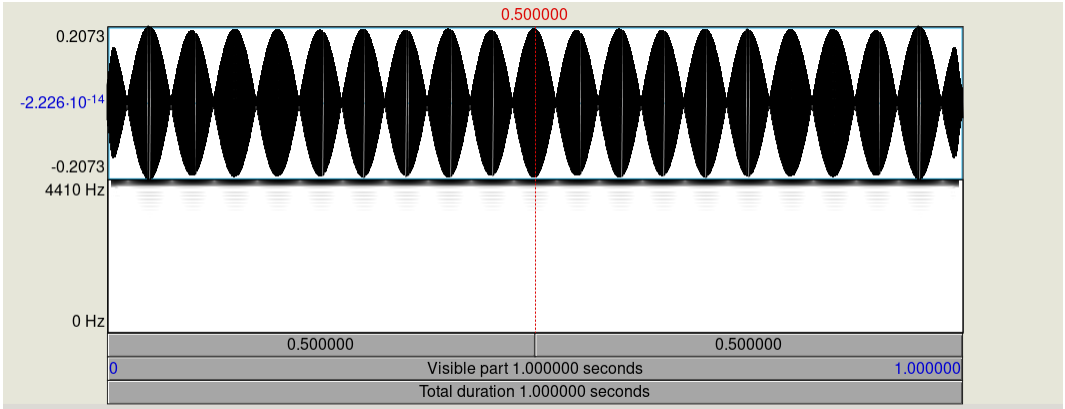


Figure 62: 4400Hz sin wave

Praat

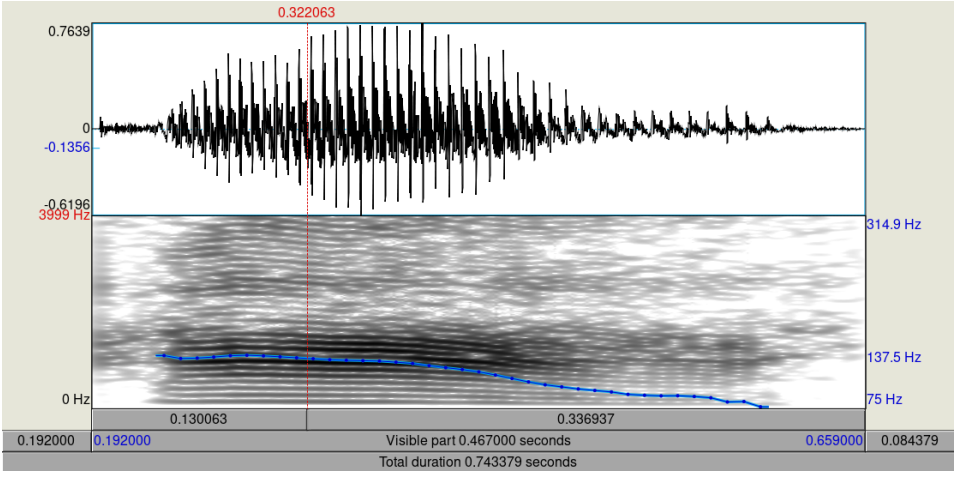


Figure 63: ah

Praat

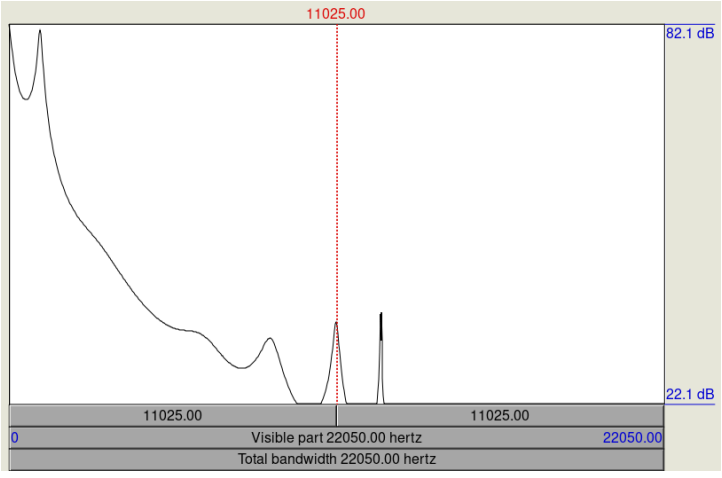


Figure 64: ah

Praat

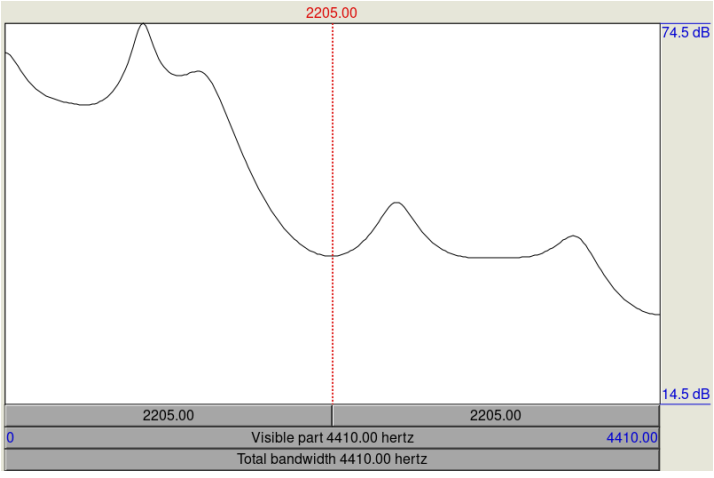


Figure 65: ah

THE END