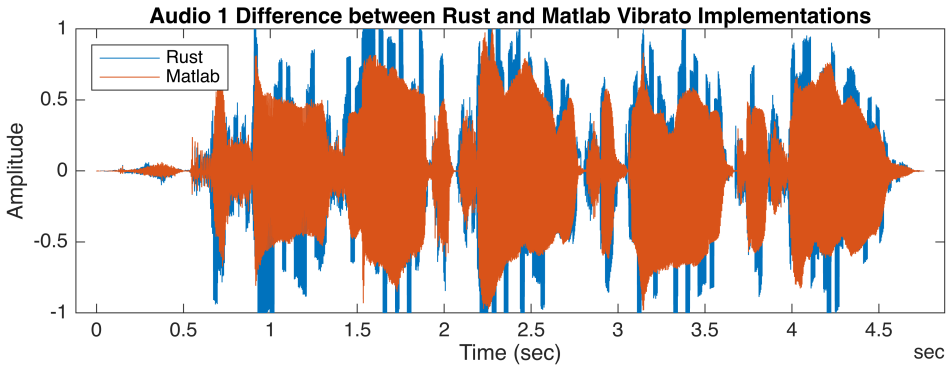
```
% Rust and Matlab Audio File Imports
rust_file1 = 'MajorTom16_out.wav'
```

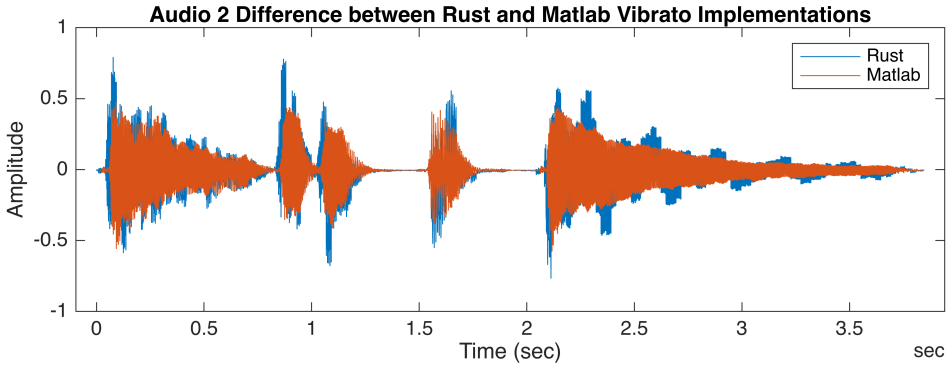
```
rust_file1 =
'MajorTom16_out.wav'
```

```
[ry1, Fsr1] = audioread(rust_file2);
rust_file2 = 'Piano_out.wav';
[ry2, Fsr2] = audioread(rust_file3);

out_file1 = 'MajorTom16_matlab.wav';
[my1, Fsm1] = audioread(out_file2);
out_file2 = 'Piano_matlab.wav';
[my2, Fsm2] = audioread(out_file3);
```

```
% Generate x axis for plot
diff1 = minus(ry1, my1);
diff2 = minus(ry2, my2);
t1 = seconds(0:1/Fsr1:(size(diff1,1)-1)/Fsr1);
t2 = seconds(0:1/Fsr2:(size(diff2,1)-1)/Fsr2);
```

```
% Plot Matlab and Rust vibrato implementations for 2 audio files
t = tiledlayout(2,1);
nexttile
plot(t1, ry1)
hold on
plot(t1, my1)
legend({'Rust', 'Matlab'},'Location','northwest')
hold off
title('Audio 1 Difference between Rust and Matlab Vibrato Implementations')
ylabel('Amplitude')
xlabel('Time (sec)')

nexttile
plot(t2, ry2)
hold on
plot(t2, my2)
legend('Rust', 'Matlab')
hold off
title('Audio 2 Difference between Rust and Matlab Vibrato Implementations')
ylabel('Amplitude')
xlabel('Time (sec)')
```


Audio 1 Difference between Rust and Matlab Vibrato Implementations
Rust
Matlab
Amplitude
Time (sec)
sec


Audio 2 Difference between Rust and Matlab Vibrato Implementations
Rust
Matlab
Amplitude
Time (sec)
sec