

## Lab 2 - Signals

## **Department of Computer Science**

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## 1. Form a chord / melody up to 5 seconds long (each one is unique)

First, let's import some libraries that will be useful to us in this lab:

- numpy for working with numbers, arrays, mathematical operations
- matplotlib for showing signal characteristics on the graph
- sounddevice for playing signals(melody)

```
import numpy as np
import matplotlib.pyplot as plt
import sounddevice as sd
```

The first step is to generate and play an ordinary sine wave in audio. What is a sine wave? A sine wave(sinusoid) is an ordinary periodic function with certain properties. It looks like this:

```
s(t) = A \cdot sin(f \cdot t + \phi),
```

where: A is the amplitude of the sinusoid (in most cases this is the signal power), f is the oscillation frequency,  $\phi$  is the initial phase.

To generate a signal, it is necessary to determine in advance the parameters of the signal, which were described above.

- amplitude the amplitude of the sinusoid
- duration [sec] how long signal will play
- fs time counts per second

**np.arange** function generates an array of size **duration \* fs**, then each element of the array is divided **fs**, getting small discrete time samples:)

```
In [4]:
    amplitude = 0.3
    def timesamples(fs, duration):
        return (np.arange(np.ceil(duration * fs)) / fs)
```

frequency[Hz]- the speed at which something repeats(signal frequency);
 I make a small function that converts a note name (from music) into frequency (more information here - https://en.wikipedia.org/wiki/Piano\_key\_frequencies):

```
In [5]:

def note(name):
    octave = int(name[-1])
    PITCHES = "c,c#,d,d#,e,f,f#,g,g#,a,a#,b".split(",")
    pitch = PITCHES.index(name[:-1].lower())
    return 440 * 2 ** ((octave - 4) + (pitch - 9) / 12)
```

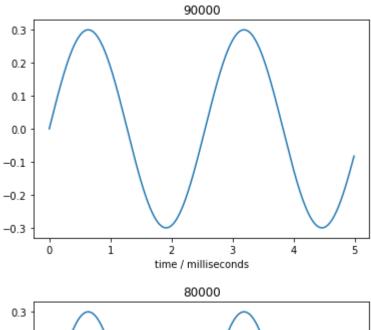
And I decided to form a melody - hymn of Russia (USSR):

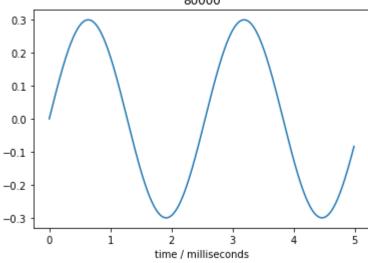
```
def melody(fs):
    sig1 = amplitude * np.sin(2 * np.pi * note("G4") * timesamples(fs, 1))
    sig2 = amplitude * np.sin(2 * np.pi * note("C5") * timesamples(fs, 1))
    sig3 = amplitude * np.sin(2 * np.pi * note("G4") * timesamples(fs, 1))
    sig4 = amplitude * np.sin(2 * np.pi * note("A4") * timesamples(fs, 0.25))
    sig5 = amplitude * np.sin(2 * np.pi * note("B4") * timesamples(fs, 0.75))
    return np.append(np.append(np.append(sig1, sig2), sig3), sig4), sig5)

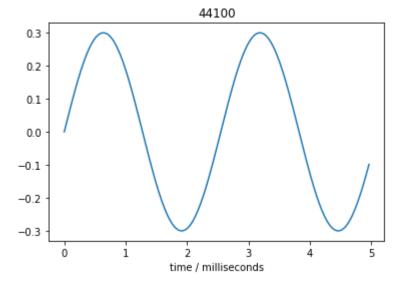
hymn_ussr =melody(80000)
sd.play(hymn_ussr, 80000, blocking=True)
```

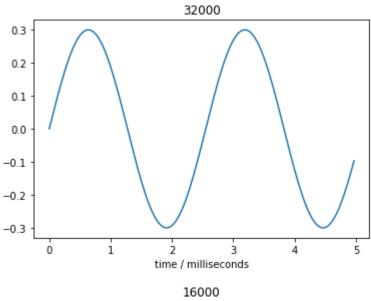
2-3. Check the effect of the sampling rate (1000; 50000; 5000 ++) on the quality of the melody being played. Draw conclusions(plots), describe; Display each option (at different sampling rates) as a function graph;

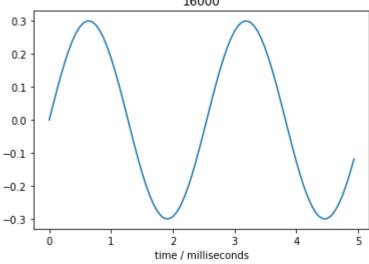
```
for i in [90000, 80000, 44100, 32000, 16000, 8000, 1000, 600]:
    hymn = melody(i)
    #sd.play(hymn, i, blocking=True)
    plt.plot(timesamples(i, 4)[:int(i / 200)] * 1000, hymn[:int(i / 200)])
    plt.title(i)
    plt.xlabel("time / milliseconds")
    plt.show()
```

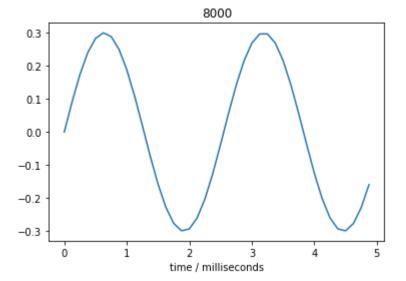


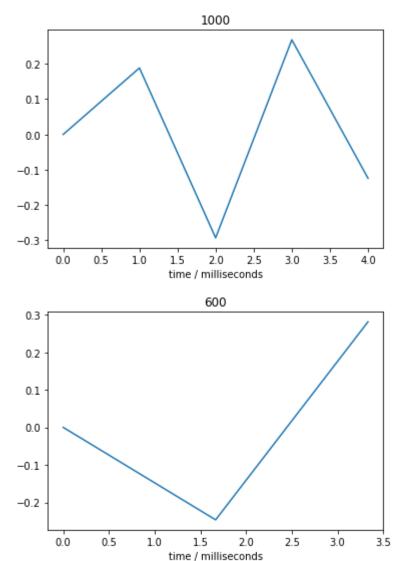










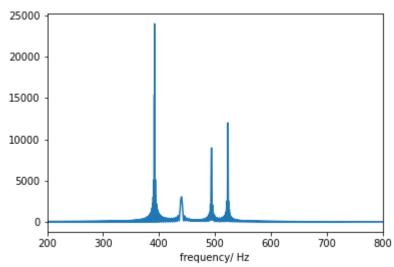


We can see and hear that at large values of **fs**, the changes are very small, which are not particularly noticeable to a person. But at values less than 10000, you can already see and hear that the quality is getting worse and worse. ("Rough music")

## 4. Study the principle and perform the Fourier transform (direct and inverse) for the original signal;

The *Fourier transform* is a tool that allows you to see the contribution of each of these harmonic components, characterized by a certain frequency, in the signal under investigation. In this sense, the Fourier transform is said to expand the function in terms of frequencies.

```
In [19]: plt.plot(timesamples(40000, 4) * 40000/4, np.abs(np.fft.rfft(hymn_ussr))[0:-1])
    plt.xlim(200, 800)
    plt.xlabel("frequency/ Hz")
    plt.show()
```



We can see on the graph that the leftmost frequency is G4(frequency about 391.9954)and then anothers

Now we can do the *inverse Fourier transform* and listen

So, we get hymn)