

# EFFICIENT STRING INSTRUMENT SYNTHESIS

Maarten van Walstijn

## Aims

- To introduce Digital Waveguide Modelling (DWG) approach to simulation of strings.
- To understand relationship with Finite Difference Schemes.
- To understand the functioning of all filter blocks involved in the DWG model.
- To understand how the SDL is constructed as an equivalent model.
- To understand the individual filter blocks and how they depend on the physical and numerical parameters.

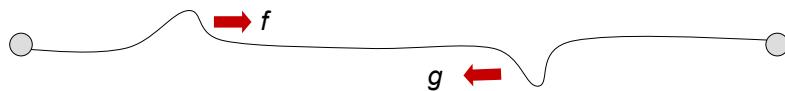
## Travelling Waves

Wave equation:

$$\frac{\partial^2 y}{\partial t^2} = c^2 \frac{\partial^2 y}{\partial x^2}$$

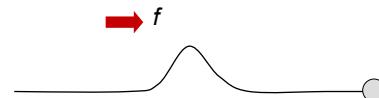
Travelling wave solution (d'Alembert, 1747):

$$y(x,t) = f(t - x/c) + g(t + x/c)$$
$$= y^+(x,t) + y^-(x,t)$$



## Ideal String: Reflection at Ends

forward-travelling wave



wave travels towards end



wave is reflected with inverted amplitude (reflection  $R = -1$ )



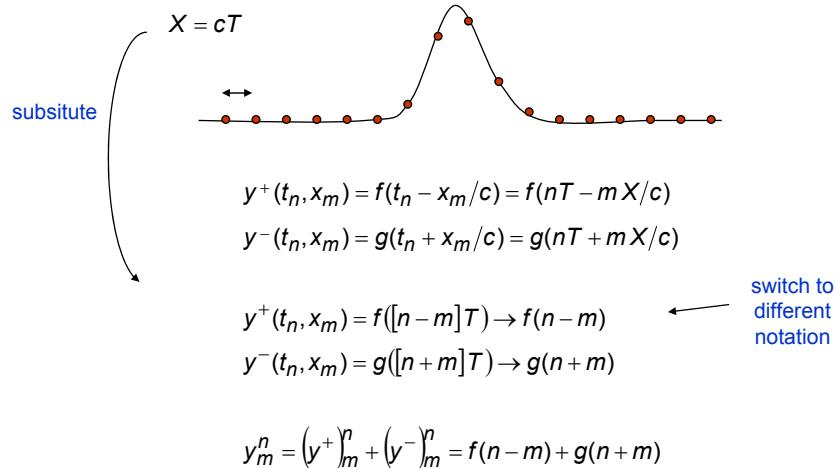
wave travels backwards towards other end



In general, reflections at boundaries depend on boundary conditions (clamped, supported, free etc).  $R$  can be frequency-dependent.

## Sampling the Travelling Wave

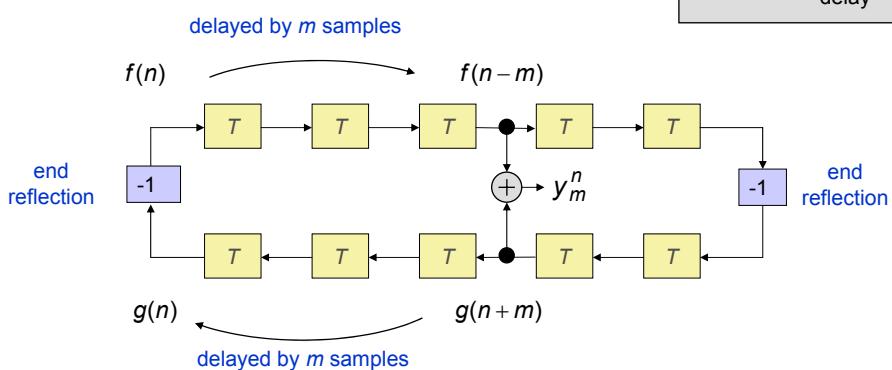
In one time step  $T$ , the wave travels one step  $X$  in space:



Digital Waveguide: Bi-Directional Delay-Line

$$y_m^n = \binom{y^+}{m}^n + \binom{y^-}{m}^n = f(n-m) + g(n+m)$$

$T$       one sample period delay



## Relationship to Finite Difference Schemes

The difference equation for ideal string, using centered-difference scheme:

$$y_m^{n+1} = \underbrace{a_{10}}_{2-2\lambda^2} y_m^n + \underbrace{a_{11}}_{\lambda^2} (y_{m+1}^n + y_{m-1}^n) + \underbrace{a_{20}}_{-1} y_m^{n-1}$$

If we choose  $\lambda^2 = (cT/X)^2 = 1$  then we have a simpler equation!

$$y_m^{n+1} = y_{m+1}^n + y_{m-1}^n - y_m^{n-1}$$

If we use decomposition into travelling waves, this turns out to be exactly equivalent to:

$$y_m^{n+1} = (y^+_m)^{n+1} + (y^-_m)^{n+1} = f((n+1)-m) + b((n+1)+m)$$

In other words, the digital waveguide model is equivalent to a finite difference scheme on the stability bound!

## Alternative Wave Variables

Displacement waves ( $y^+, y^-$ )

Velocity waves ( $\dot{y}^+, \dot{y}^-$ )

Acceleration waves ( $\ddot{y}^+, \ddot{y}^-$ )

Slope waves ( $y_x^+, y_x^-$ )

Any **temporal derivative**

( $n$ th derivative indicated with  $n$  dot)

or **spatial derivative**

( $n$ th derivative indicated with  $n$  x subscripts)  
is possible as wave variable.

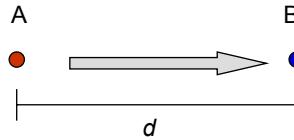
Force waves ( $F^+, F^-$ )

$$F = F^+ + F^- = R\dot{y}^+ - R\dot{y}^- = R(\dot{y}_+ - \dot{y}_-) \quad (R = \sqrt{T_e \sigma})$$

### Strings:

Velocity waves is a good choice for strings because they are directly related to force through the string wave impedance ( $R$ ).

## Fractional Delays



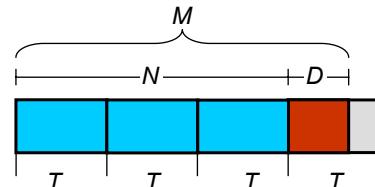
travel a distance  $d$  from (A) to (B):

$$\text{propagation time (delay) is: } \tau_d = \frac{d}{c}$$

The delay can be digitally realised with a delay-line of length

$$M = \frac{\tau_d}{T}$$

**PROBLEM:** Number of delays  $M$  to implement the delay is normally not an integer! Solution: split up delay-time into an **integer** and a **fractional** part:



$$M = t_d f_s = N + D$$

$$N = \text{floor}(M) \quad \leftarrow \text{integer number of delays}$$

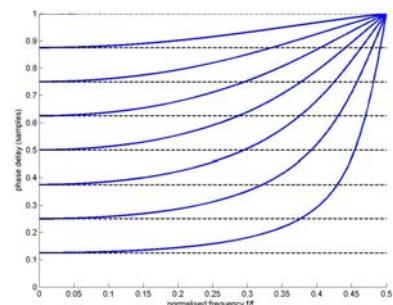
$$D = M - N \quad \leftarrow \text{fractional number } (0 < D < 1)$$

## Fractional Delay Filters

Fractional Delay (FD) Filters approximate a non-integer delay. One option is a **first-order Thiran all-pass filter**:

$$H_{fd}(z) = \frac{a + z^{-1}}{1 + az^{-1}}, \quad a = \frac{1-D}{1+D}$$

**phase delay** expresses how much different frequency components are delayed by the filter



$(x_a)$

$y^+(x_a, t)$

Simulate propagation from  $(x_a)$  to  $(x_b)$ :

$z^{-N}$

delay-line of  $N$  samples

$H_{fd}(z)$

fractional delay

$(x_b)$

$y^+(x_B, t)$

## Attenuation Filters

$b_1$  air damping  
 $b_2$  internal friction damping  
 $\alpha(\omega_n) = b_1 + b_2 k_n^2$   
 $\alpha(\omega) \approx b_1 + b_2 (\omega/c)^2$   
 $H_{at}(\omega) = e^{-\alpha(\omega)d}$

Approximate with first-order filter:

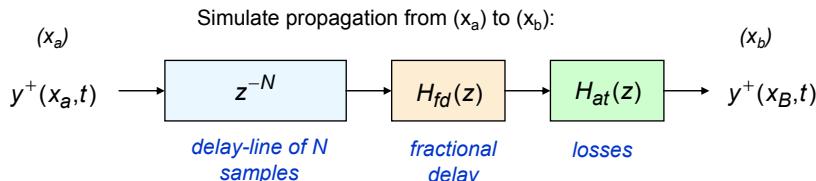
Bilinear transform

$$H_{at}(s) = \frac{g\beta}{s + \beta}$$

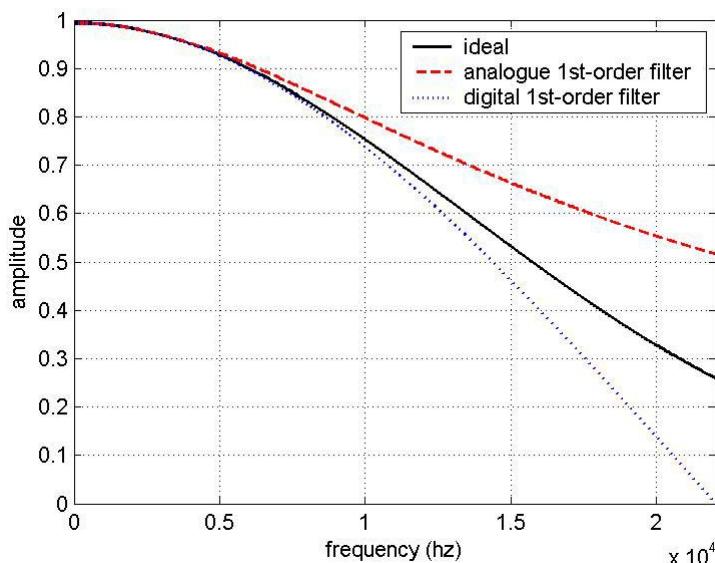
$$\downarrow$$

$$H_{at}(z) = \frac{b_0 + b_1 z^{-1}}{1 + a_1 z^{-1}}$$

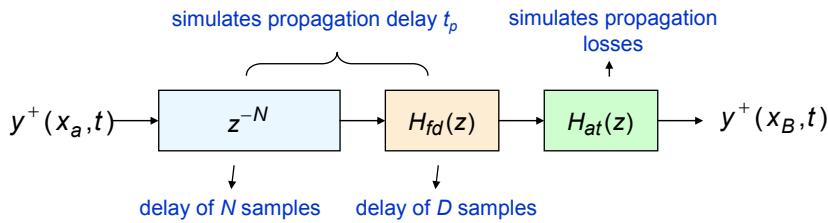
Filter ‘found’ by matching analogue filter to ideal response at  $\omega = 0$  and  $\omega = \omega_1$



## Attenuation Filters (cont.)

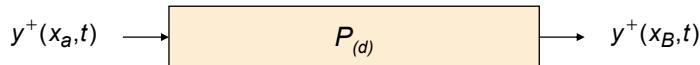


## Summary of Modelling Wave Propagation

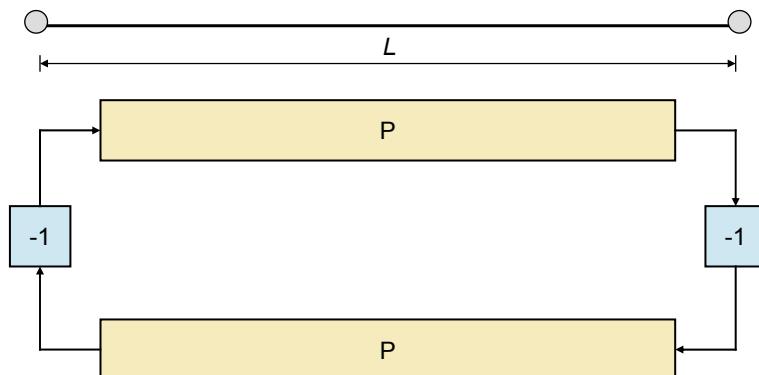


Implements propagation over distance:  $d = MX = McT = c \underbrace{(NT + DT)}_{\tau_d}$

Let's depict one 'propagation block' with:

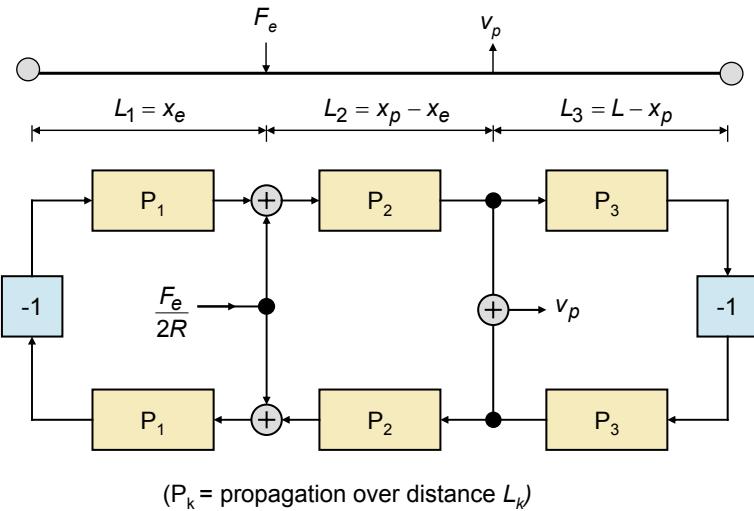


## Digital Waveguide Model of an Ideal String Formulated with Velocity Waves (no input, no output)

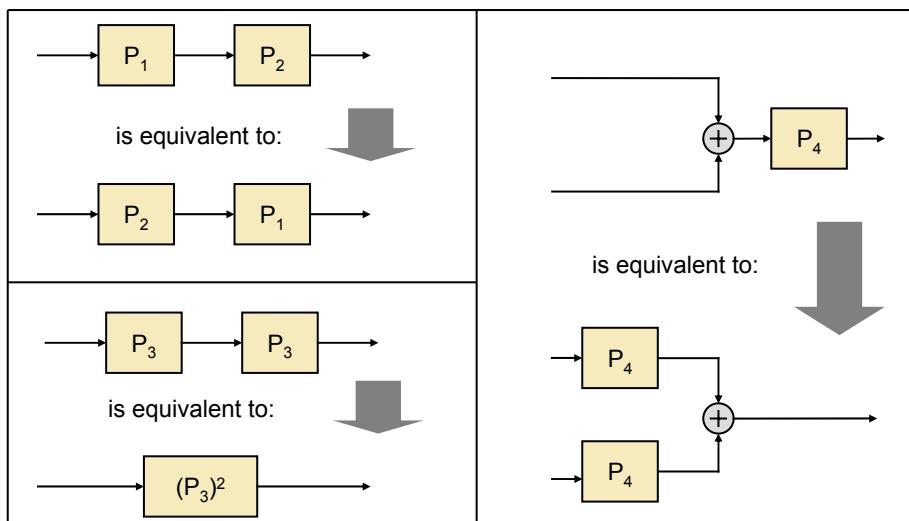


( $P$  = propagation over distance  $L$ )

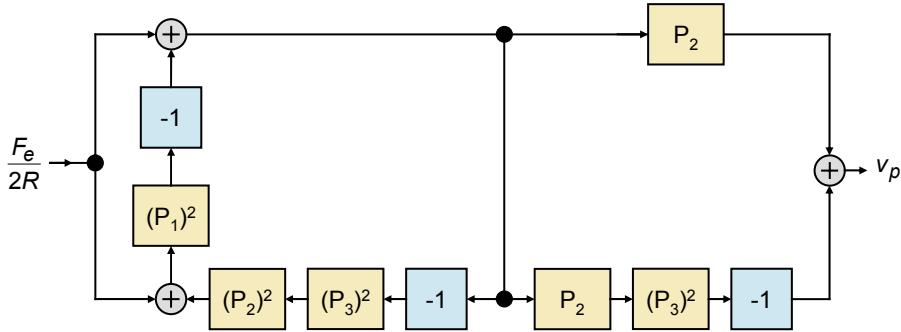
## Digital Waveguide Model of an Ideal String Struck at $x=x_e$ and “Picked Up” at $x=x_p$



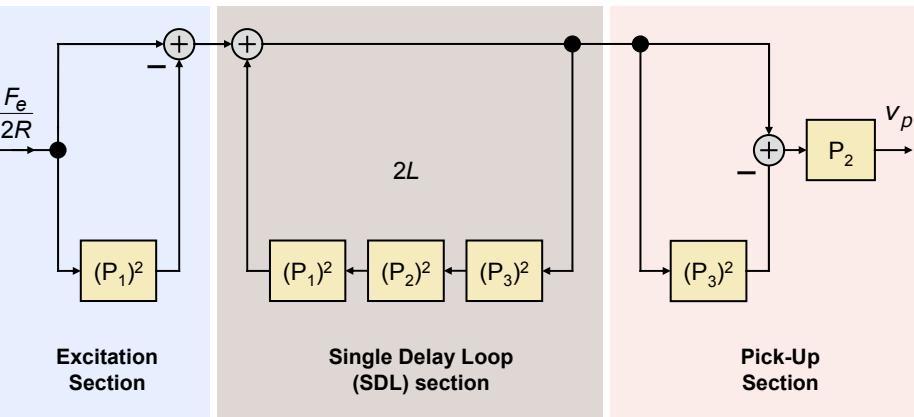
## Equivalent Linear Block Structures



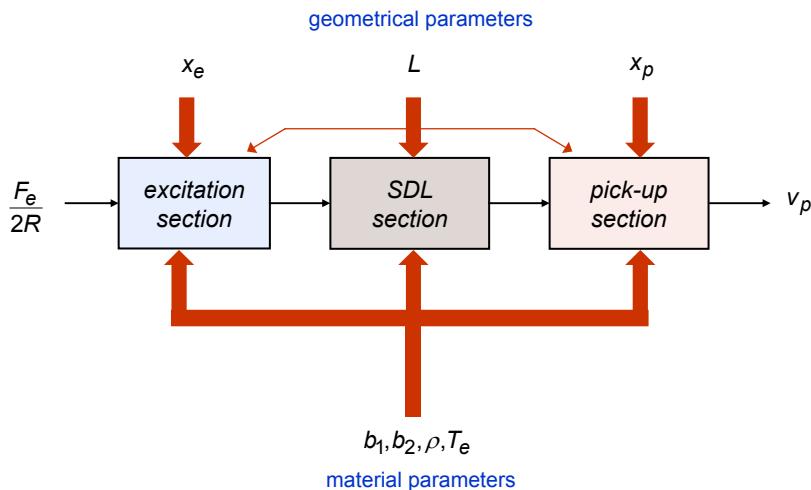
## DW Equivalent Structure (1)



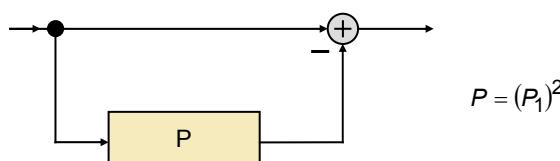
## DW Equivalent Structure (2)



## Single Delay Loop (SDL) Model



## Excitation Section



$P$  models the propagation of a wave over a string length  $2x_e$ :

$$\text{travelling time} \quad t_p = \frac{2x_e}{c}$$

$$\text{losses over distance} \quad 2x_e$$

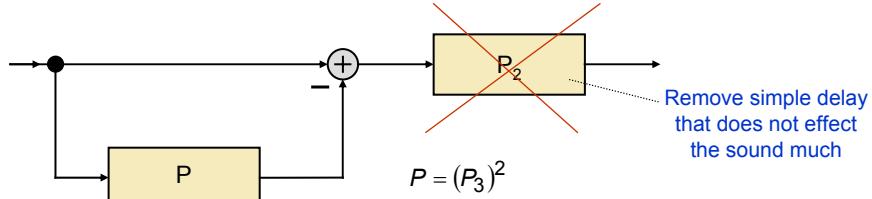
$$\alpha_0 = b_1$$

$$\alpha_1 = b_1 + b_2(\omega_1/c)^2$$

$$t_e, f_1, c, \alpha_0, \alpha_1$$

*excitation section*

## Pick-Up Section: Feed-Forward Section



$P$  models the propagation of a wave over a string length  $2x_e$ :

$$\text{travelling time} \quad t_p = \frac{2(L - x_p)}{c}$$

$$\text{losses over distance} \quad 2(L - x_p)$$

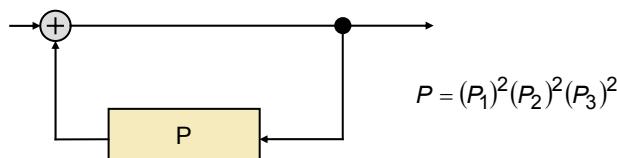
$$\alpha_0 = b_1$$

$$\alpha_1 = b_1 + b_2(\omega_1/c)^2$$

$$t_p, f_1, c, \alpha_0, \alpha_1$$

pick-up section

## Single Delay Loop (SDL) Section



$P$  models the propagation of a wave over a string length  $2L$ :

$$\text{travelling time} \quad t_{sdl} = \frac{2L}{c}$$

$$\text{losses over distance} \quad 2L$$

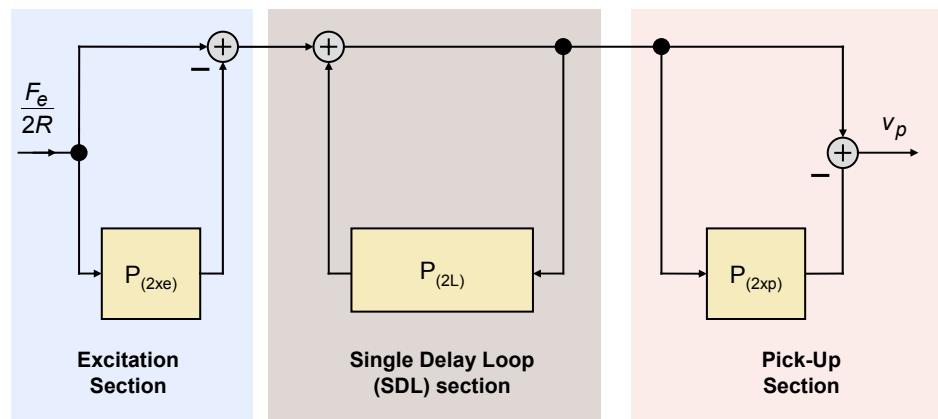
$$\alpha_0 = b_1$$

$$\alpha_1 = b_1 + b_2(\omega_1/c)^2$$

$$t_{sdl}, f_1, c, \alpha_0, \alpha_1$$

SDL section

## Final SDL Model



## SDL & Finite Difference Scheme Sound Examples

FINITE DIFFERENCES



SDL



Created with sdl.m available  
on the course website

## Conclusions/Remarks (1)

- Vibrations governed by the wave equation can be simulated very efficiently using a digital waveguide.
- A basic digital waveguide (DWG) consists of two delay-lines that implement lossless forward- and backward wave propagation.
- Filters need to be inserted in order to model fractional delays and to incorporate propagation losses.
- The DWG model with one excitation and one pick-up point can be rearranged into an SDL model that consist of three “filter blocks”.
- Added bonus of the DWG/SDL string model is that it is stable for all passive boundary conditions.