

SIGNAL PROCESSING LAB PROJECT

ECHO HANDLING AND NOISE CLASSIFICATION

Presented By

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PART 1: ECHO GENERATION

Our task in this part is to simulate a natural echo in an audio, given to us in a particular format.

CONCEPTUAL UNDERSTANDING

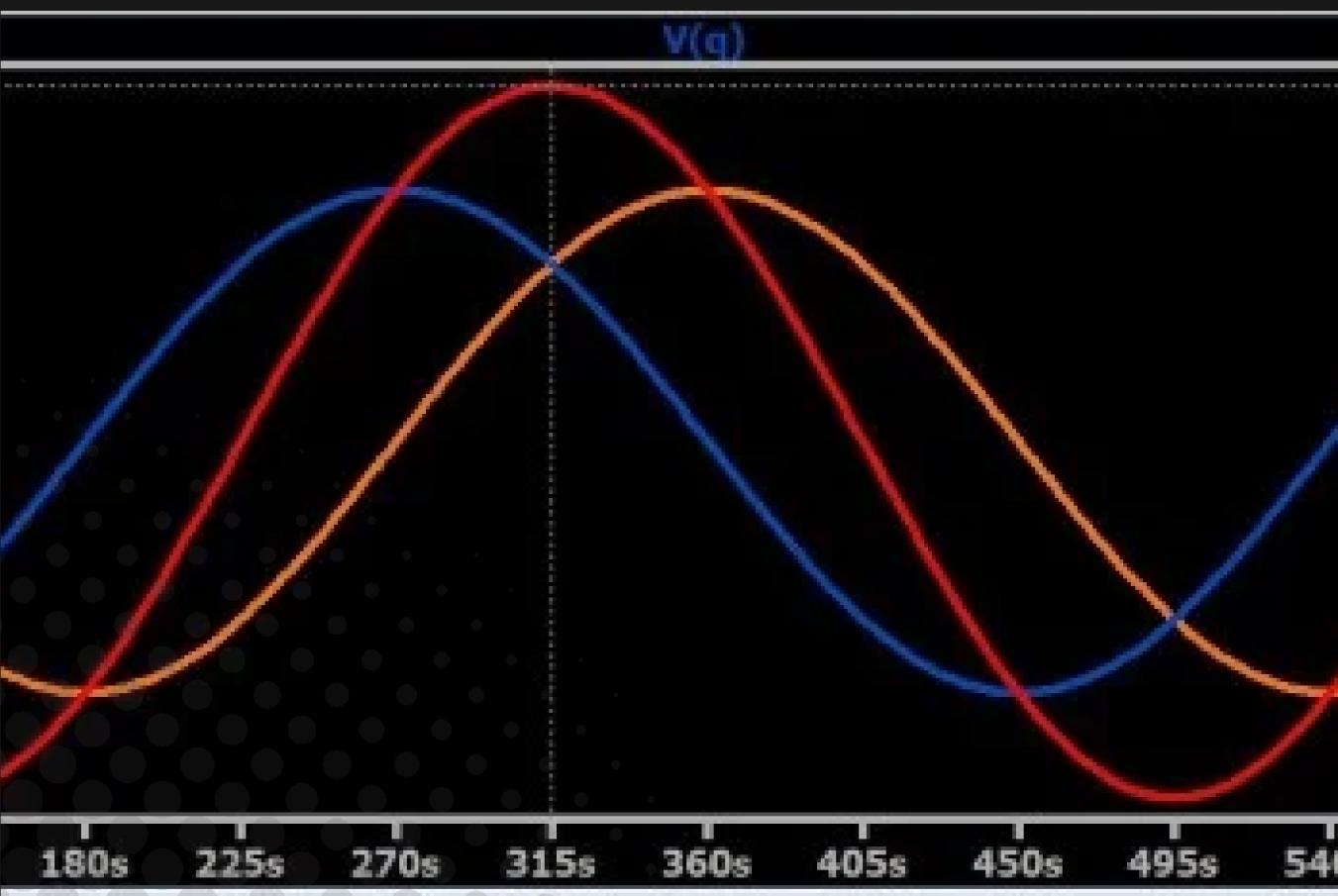
- In signal processing terms, an "echo" refers to a delayed and attenuated version of a sound or signal that is heard after the original sound. It is a time-delayed replication of the original signal, where the delayed version is often quieter than the original due to the signal being reflected off surfaces or travelling a longer path.
- Echoes are commonly encountered in various acoustic environments, such as rooms, hallways, and outdoor spaces.





TIME LAG

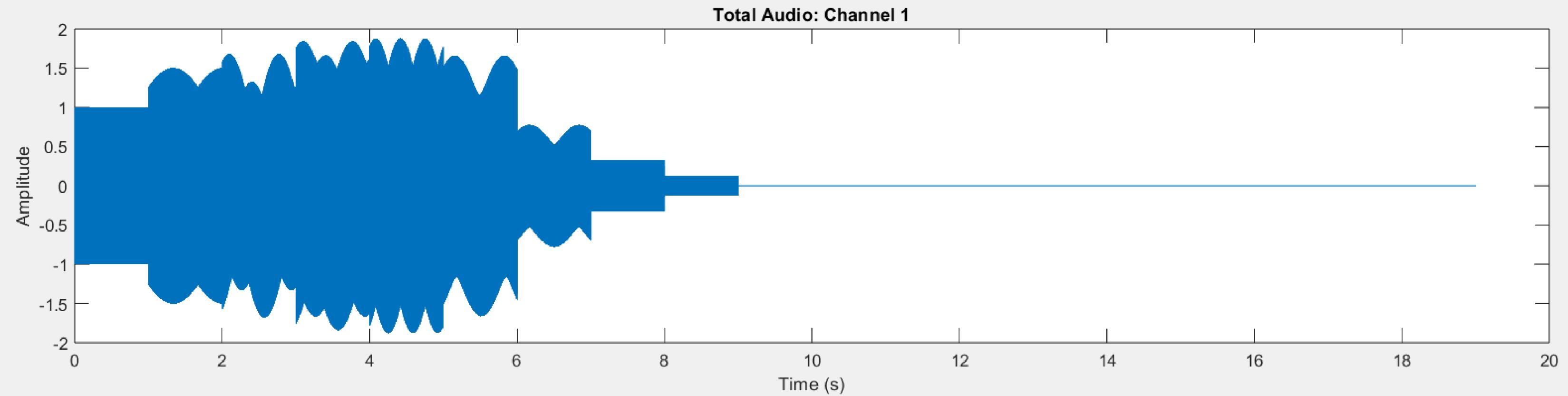
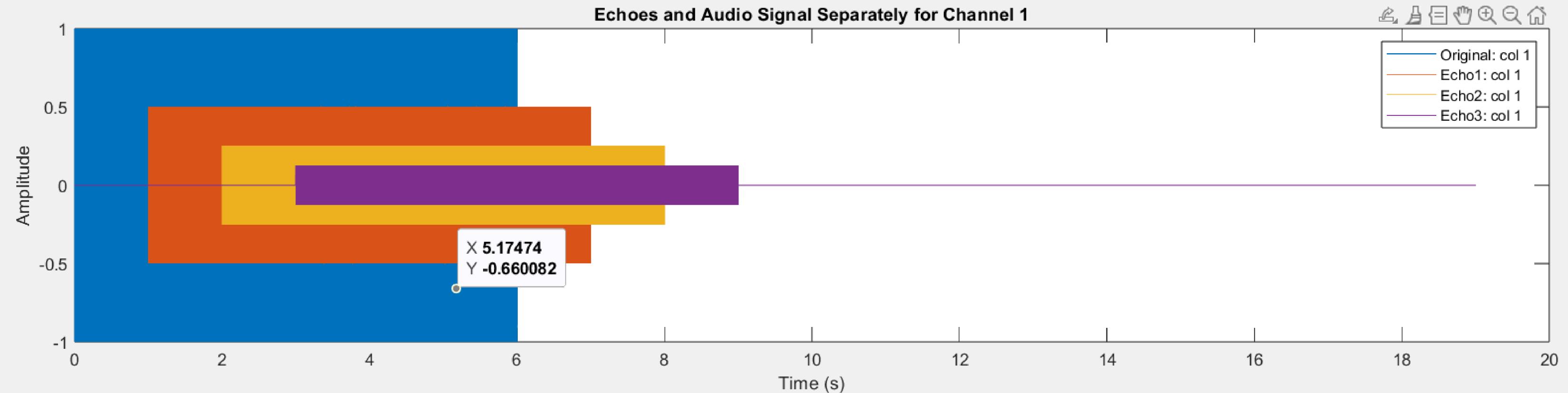
We generate a time lag



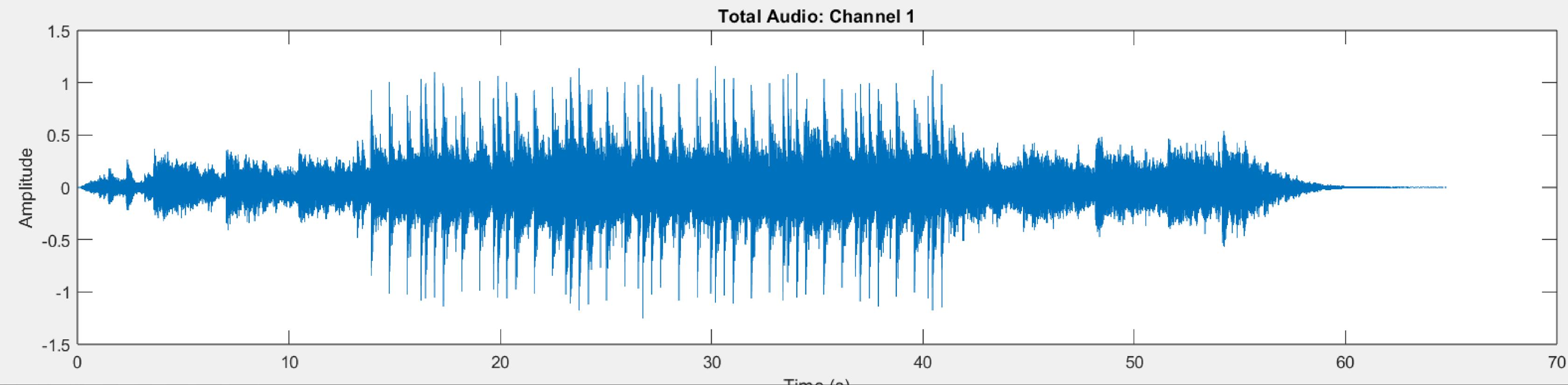
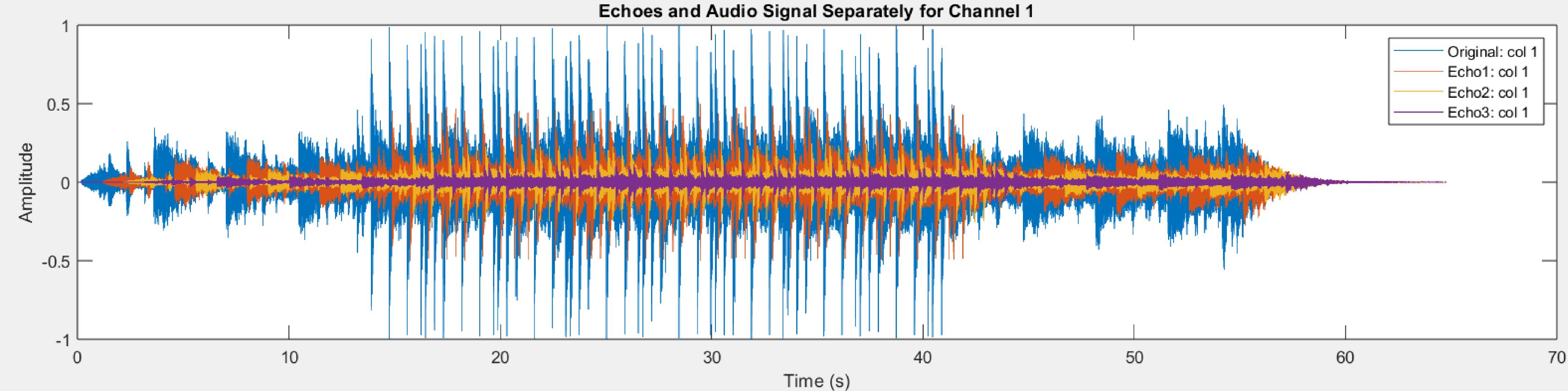
AMPLITUDE MODULATION

We are multiplying the delayed signal with a scaled factor to represent attenuation in echo

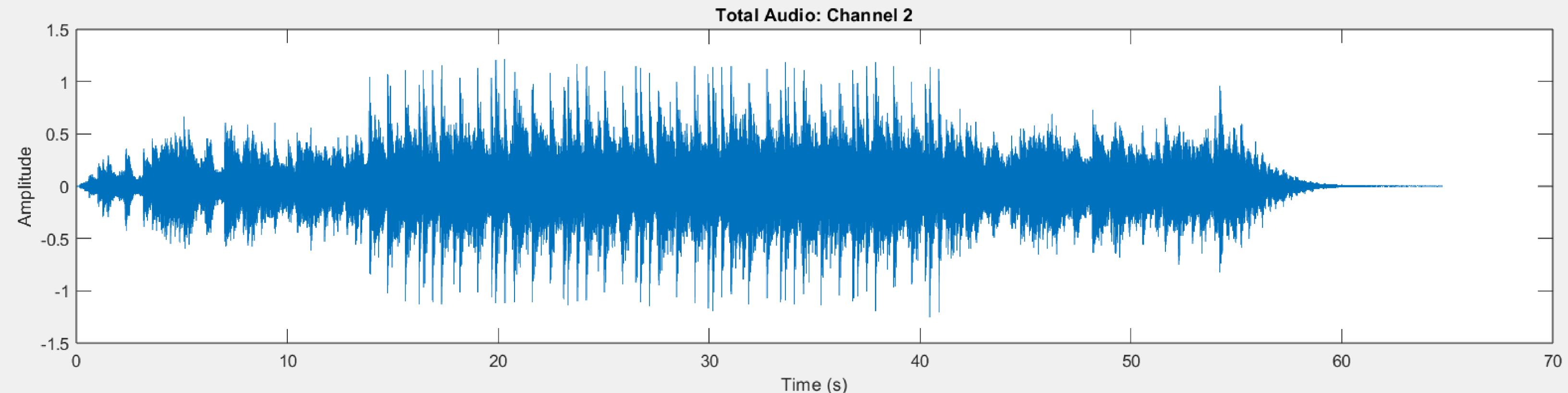
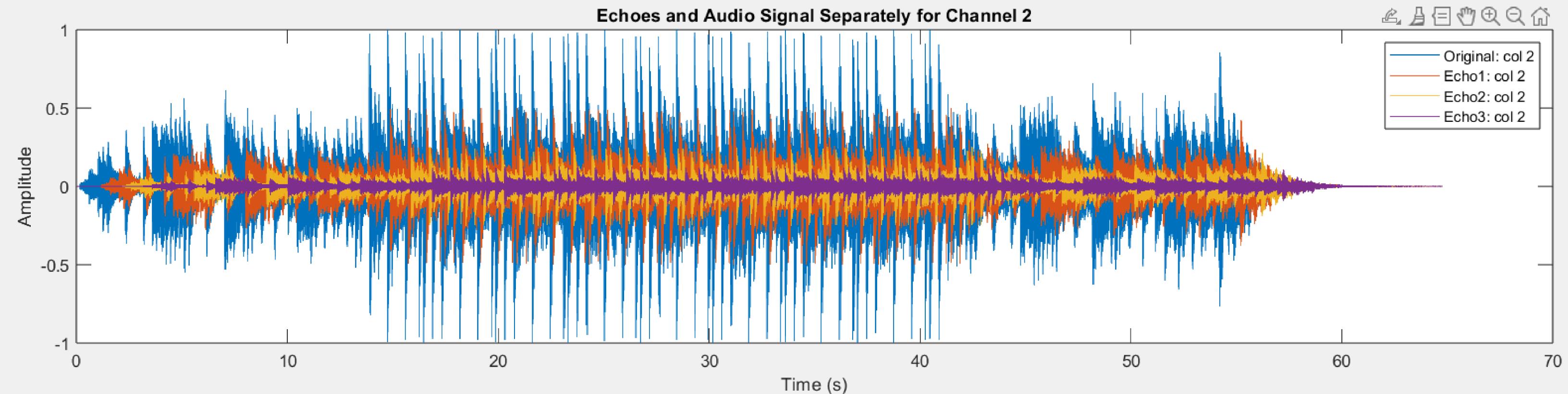
RESULTS: EASY

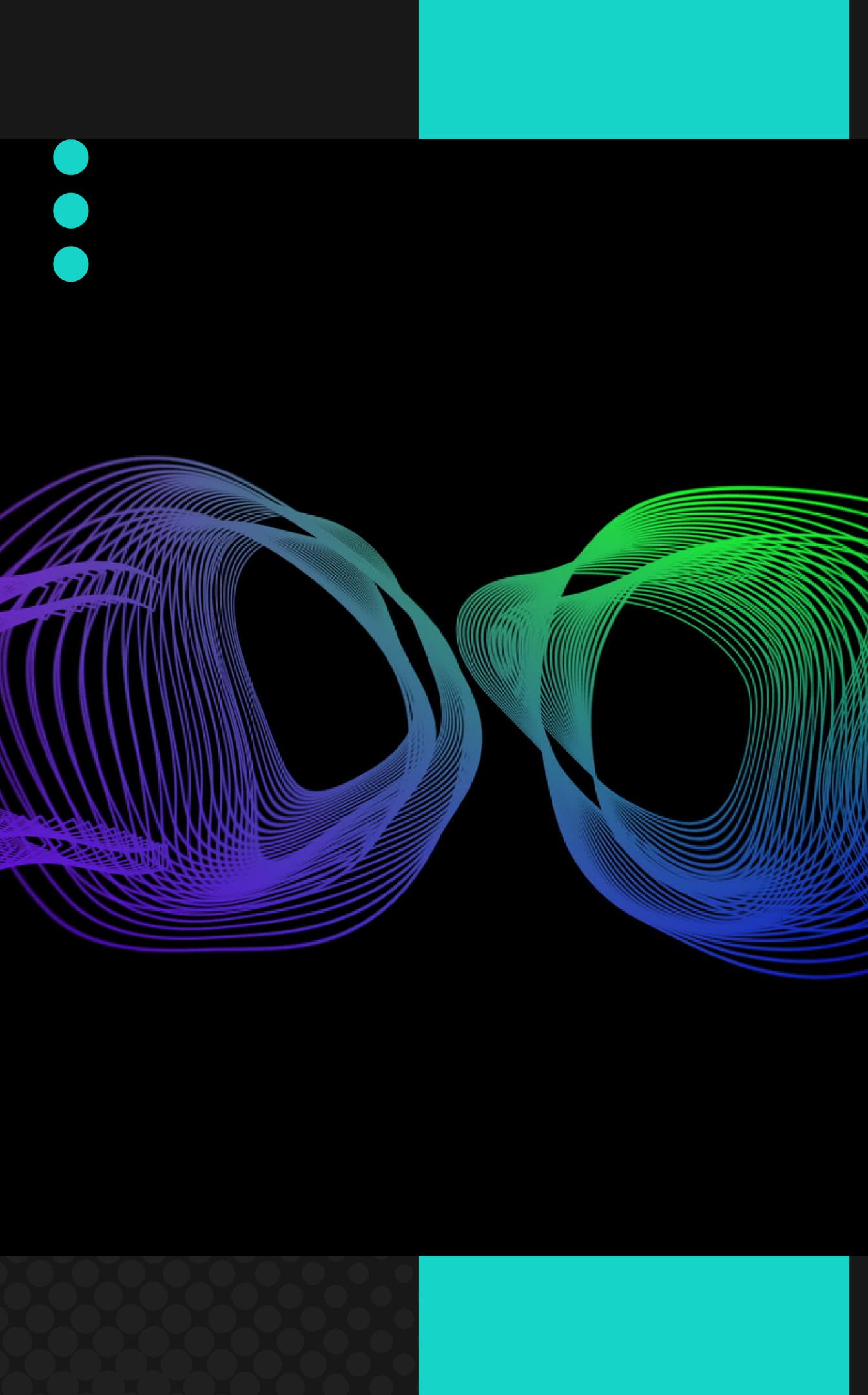


RESULTS: HARD



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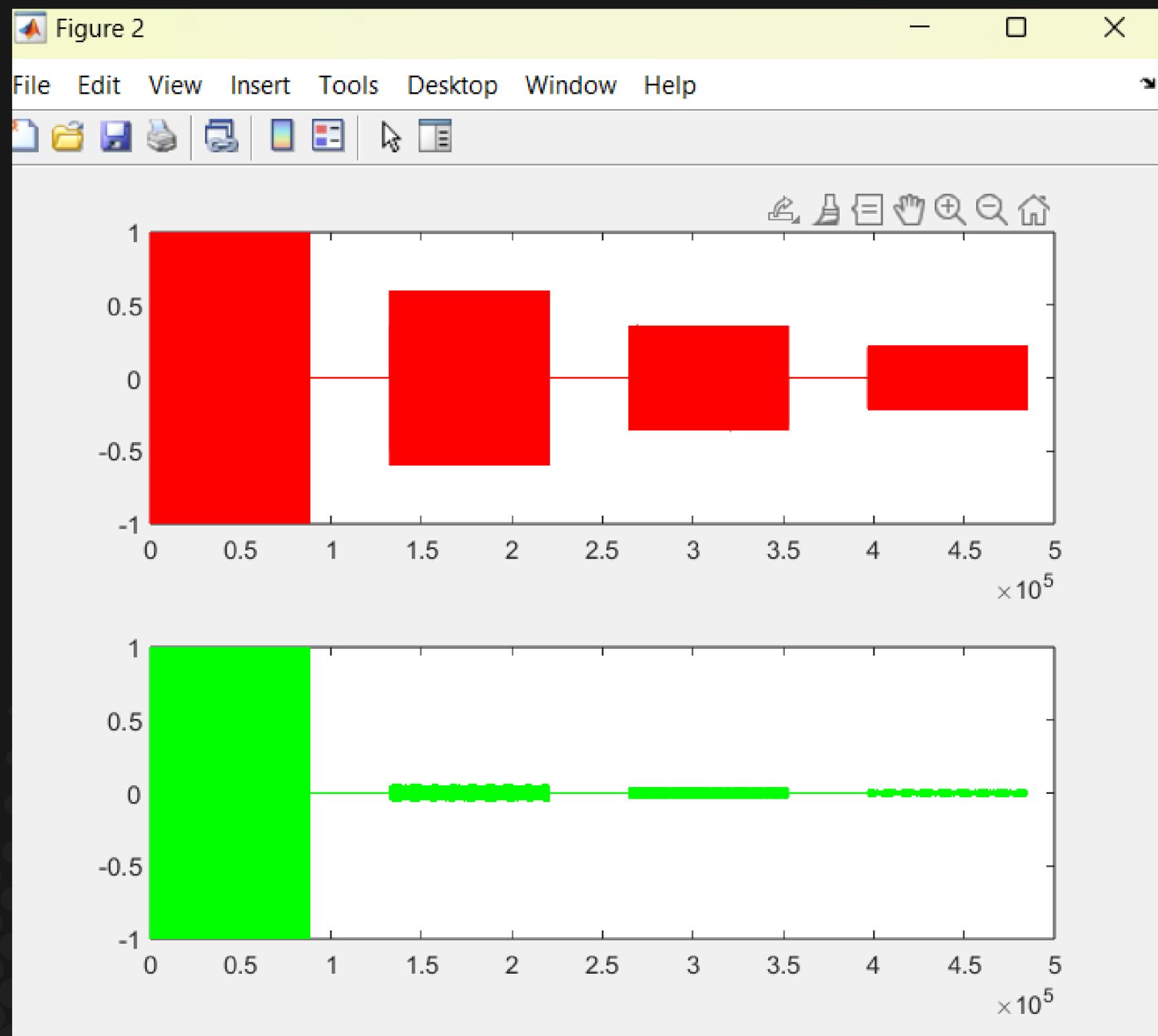
A large black rectangular area contains two abstract, glowing line-based wave patterns. One pattern is on the left, transitioning from purple at the top to blue at the bottom. The other is on the right, transitioning from green at the top to blue at the bottom. Both patterns have a circular, swirling shape with radiating lines.

PART 2: ECHO CANCELLATION

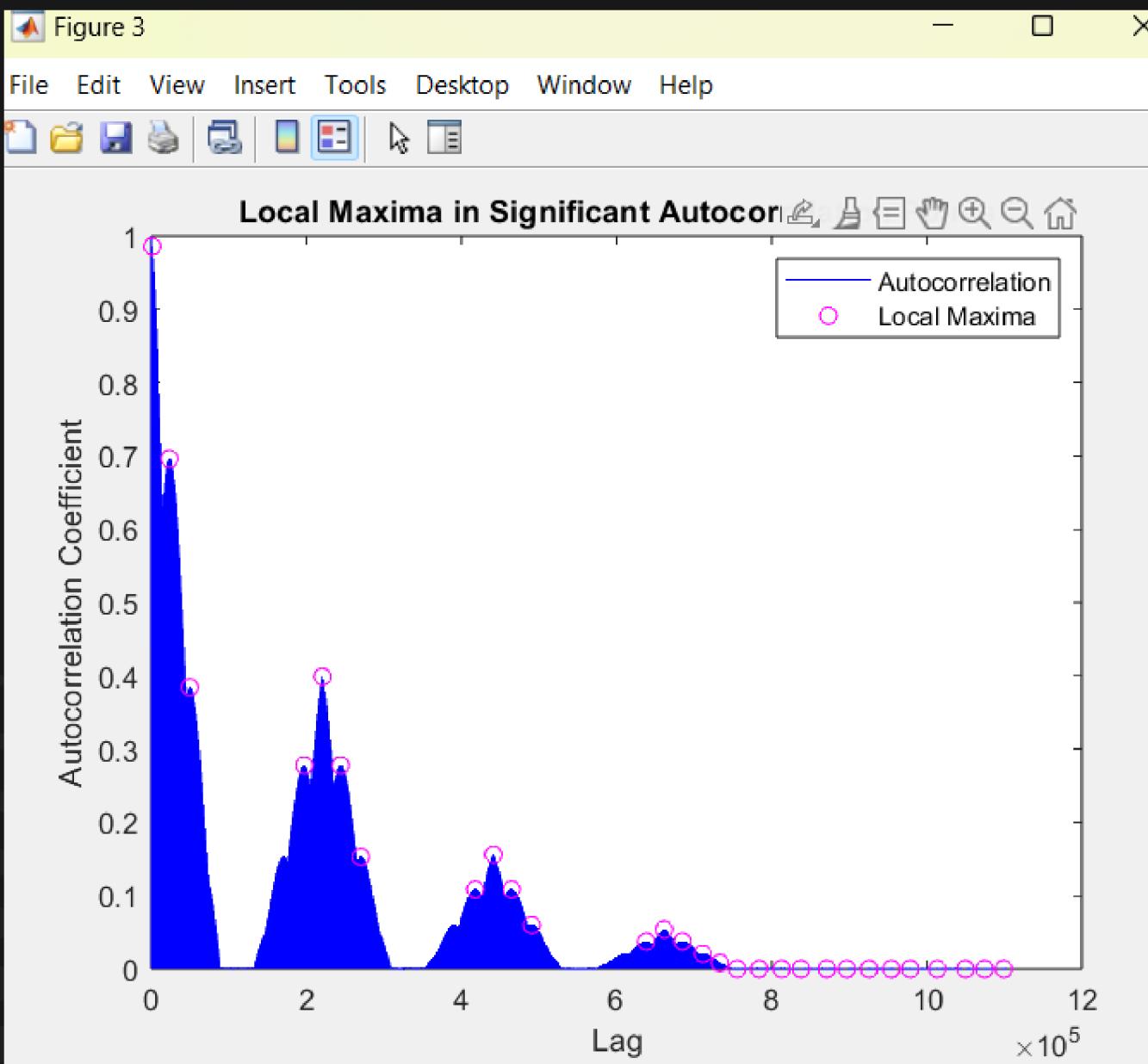
Our task in this part is to simulate a natural echo in an audio, given to us in a particular format.



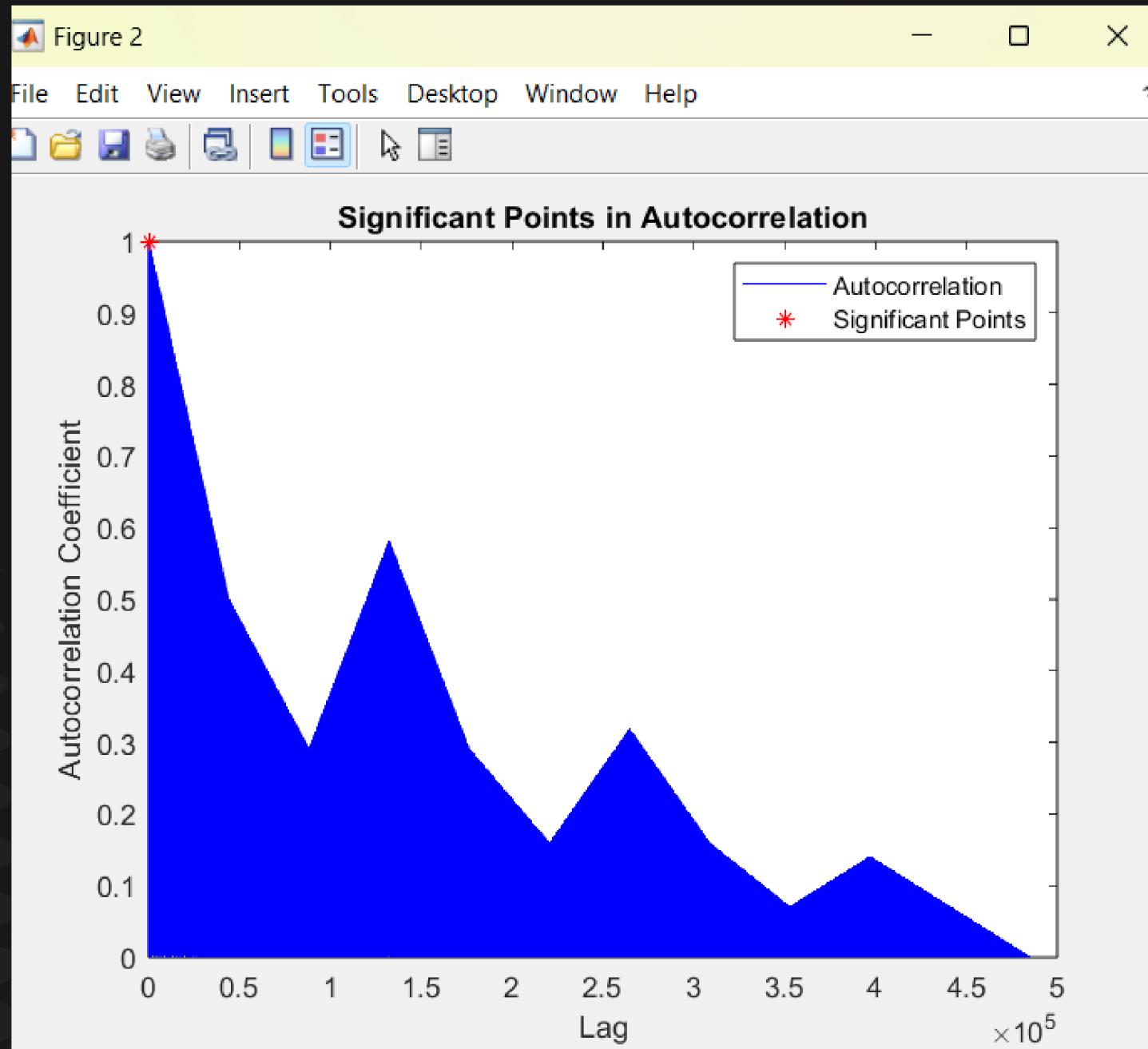
METHOD 1: EASY: PEAK CALCULATION



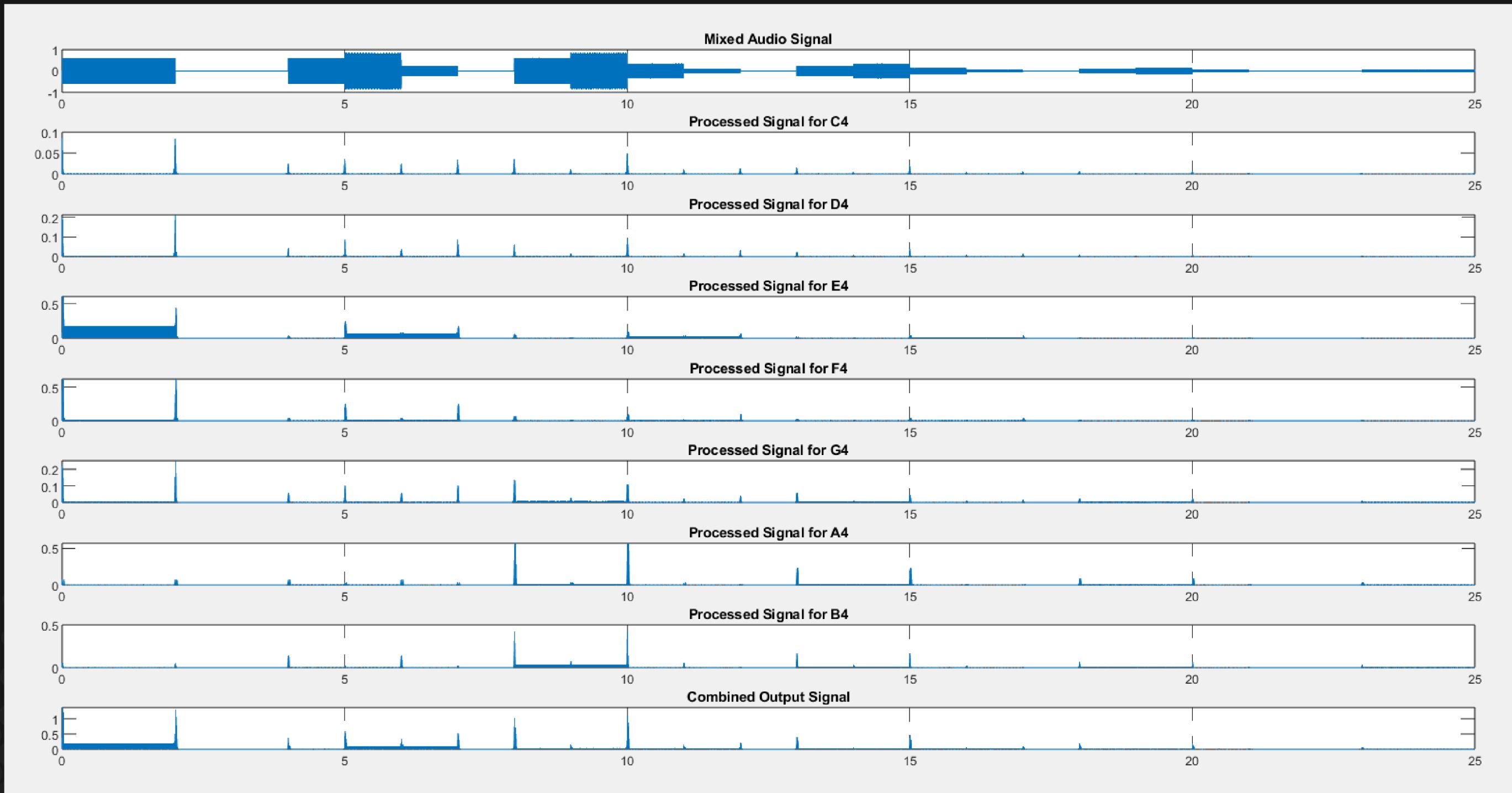
METHOD 1: HARD: AUTOCORRELATION FOR PEAK AT ITERATIVE PIVOT



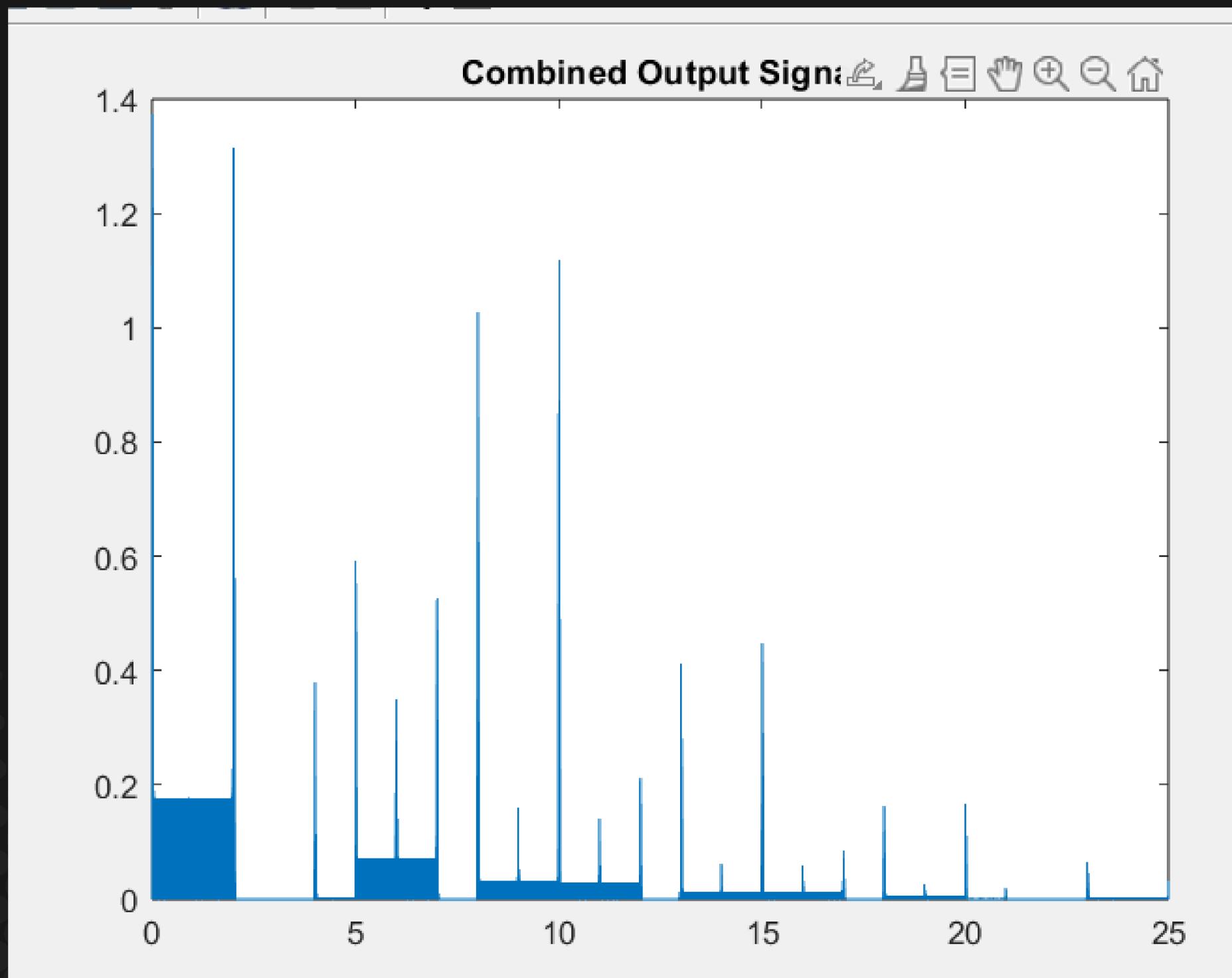
METHOD 2: HARD: AUTOCORRELATION FOR PEAK AT LAST INDEX

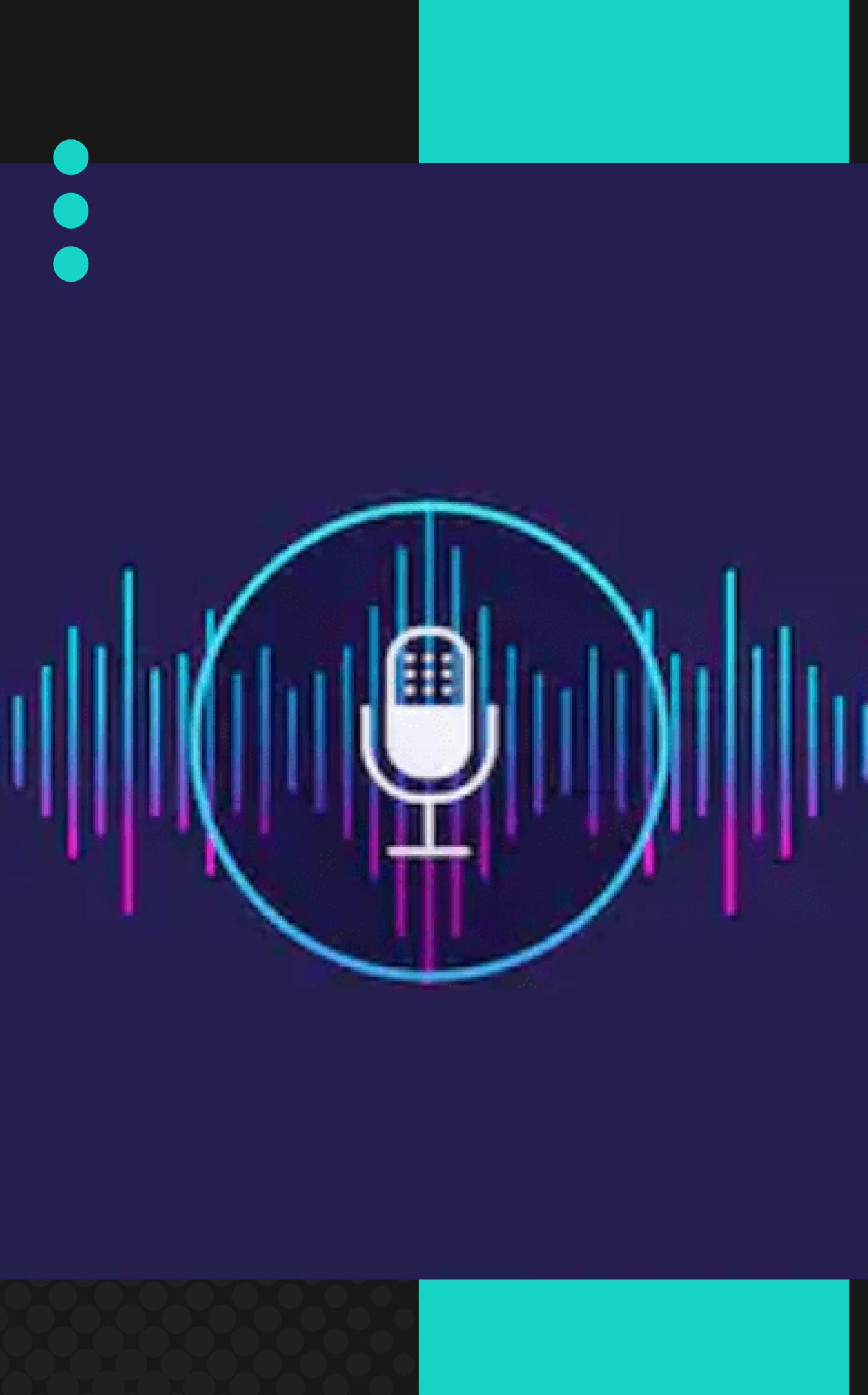


RESULTS: METHOD 3: HARD-FREQUENCY SPLITTING



RESULTS: METHOD 3: HARD-FREQUENCY SPLITTING





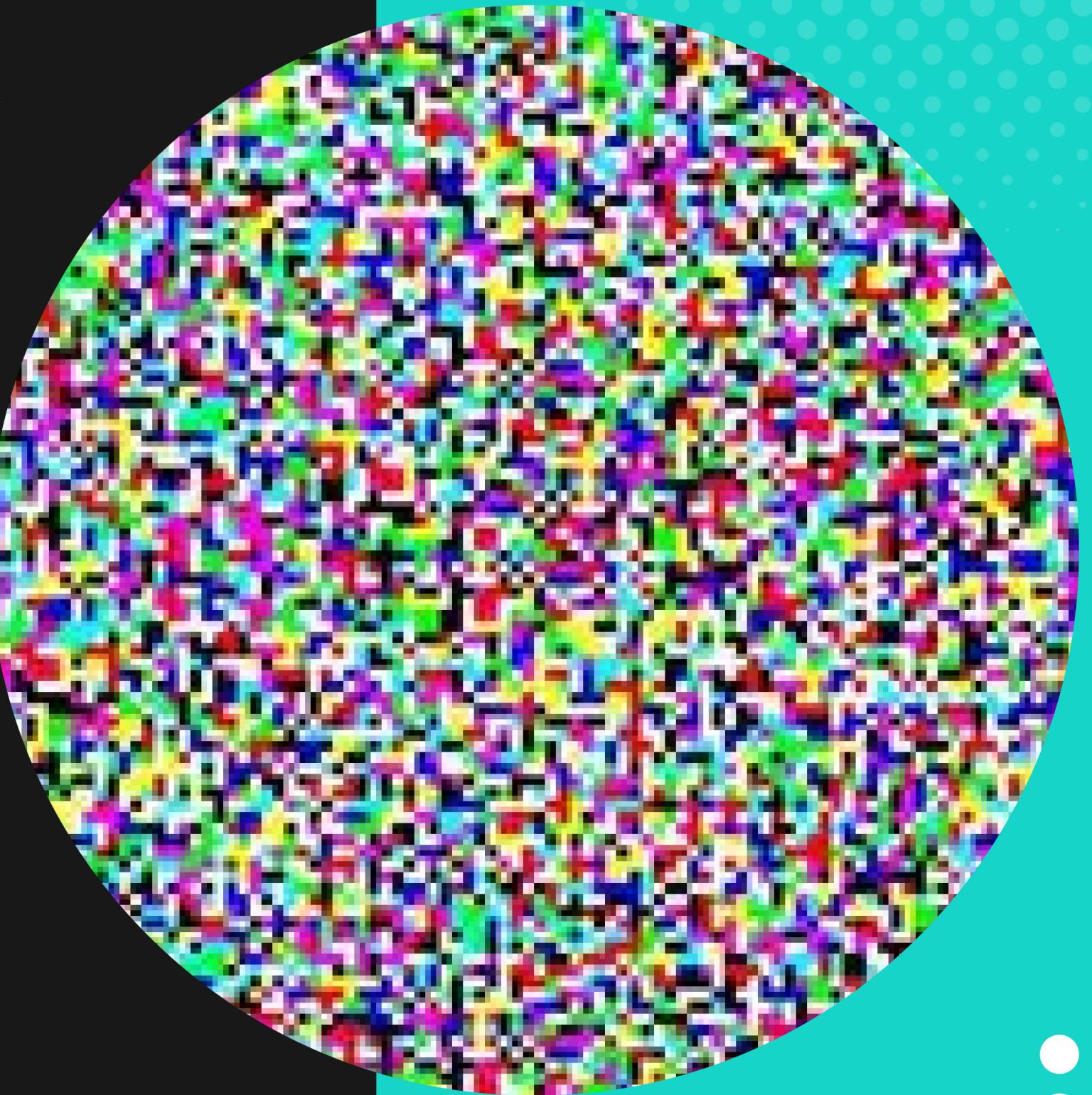
PART 3: NOISE CLASSIFICATION

Our task in this part is to identify the background noise in a given audio file. The background noise can be a fan, water pump, traffic and pressure cooker.



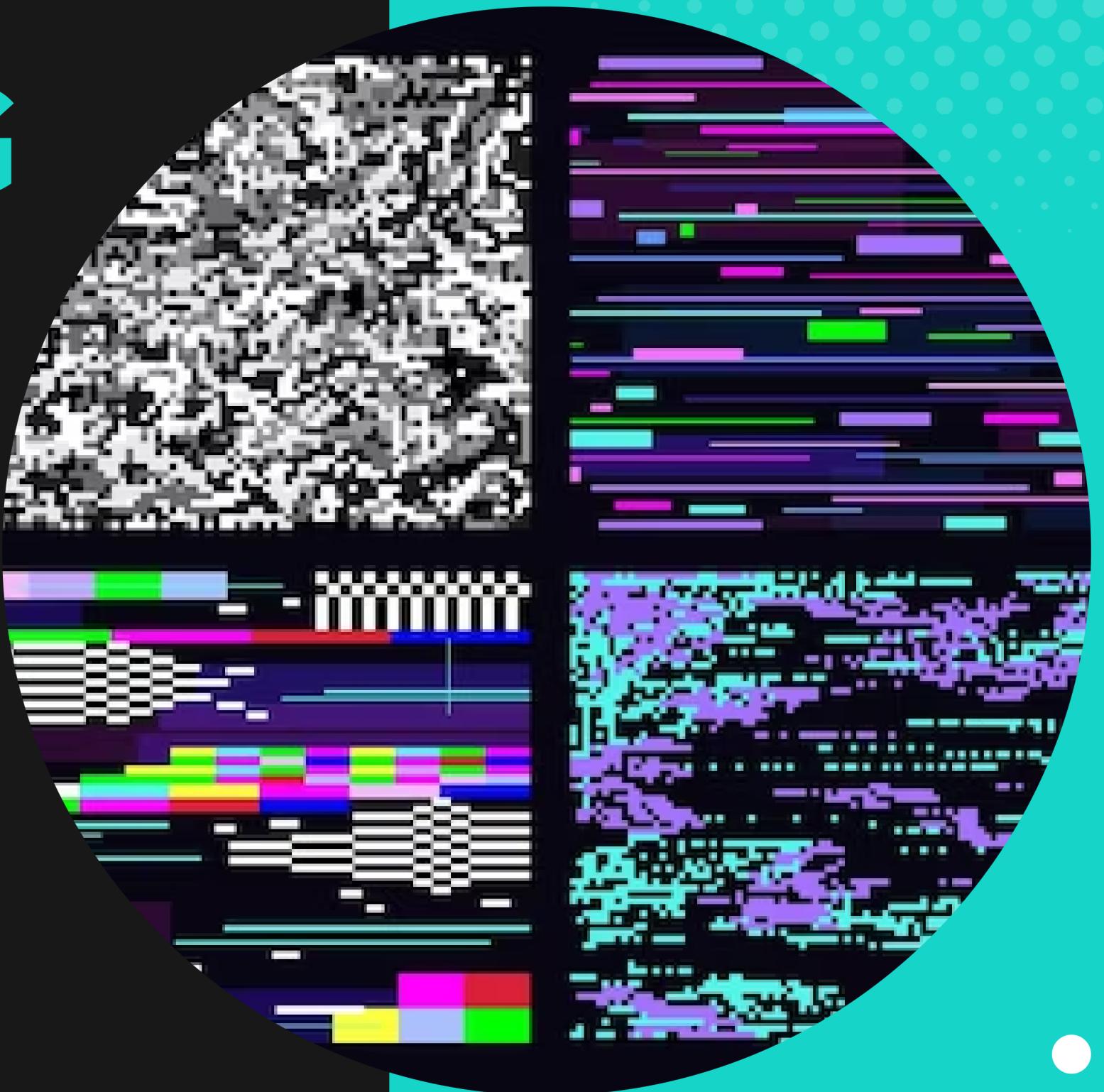
CONCEPTUAL UNDERSTANDING

- Our goal in this part is to work on only the high frequency component of this signal (noise has high frequency)
- We are initially given 4 files with music and noise. We isolate the noises of each file by finding the common music. We do this by comparing their frequency components.. Then we take these isolated audio files and use them as “signatures” to identify whether or not our input signal contains that particular noise.



CONCEPTUAL UNDERSTANDING

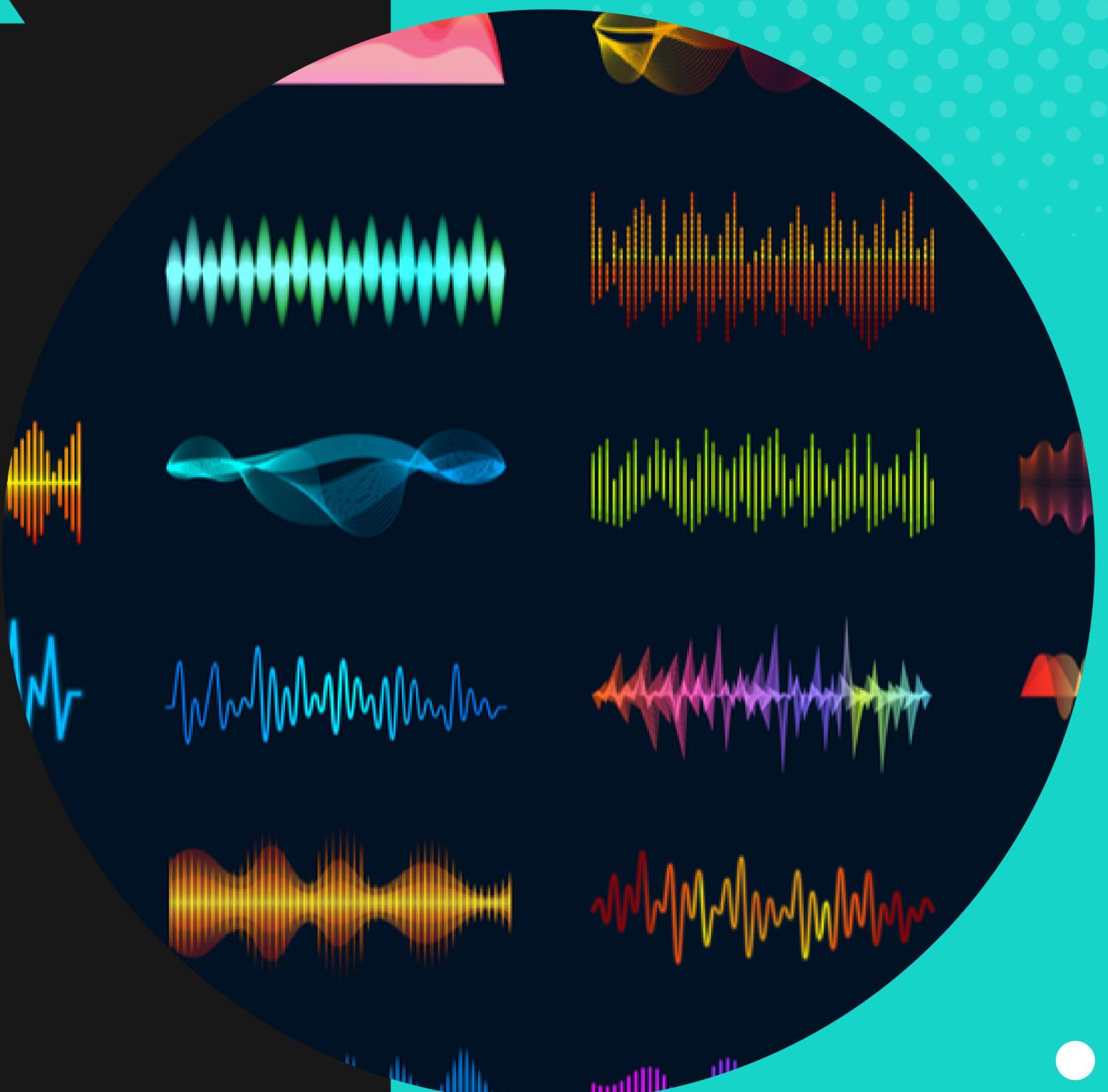
- We then correlate our input file with all the four signatures
- We find the maximum correlation with each of the signatures. The maximum of these maximums is the noise in our background



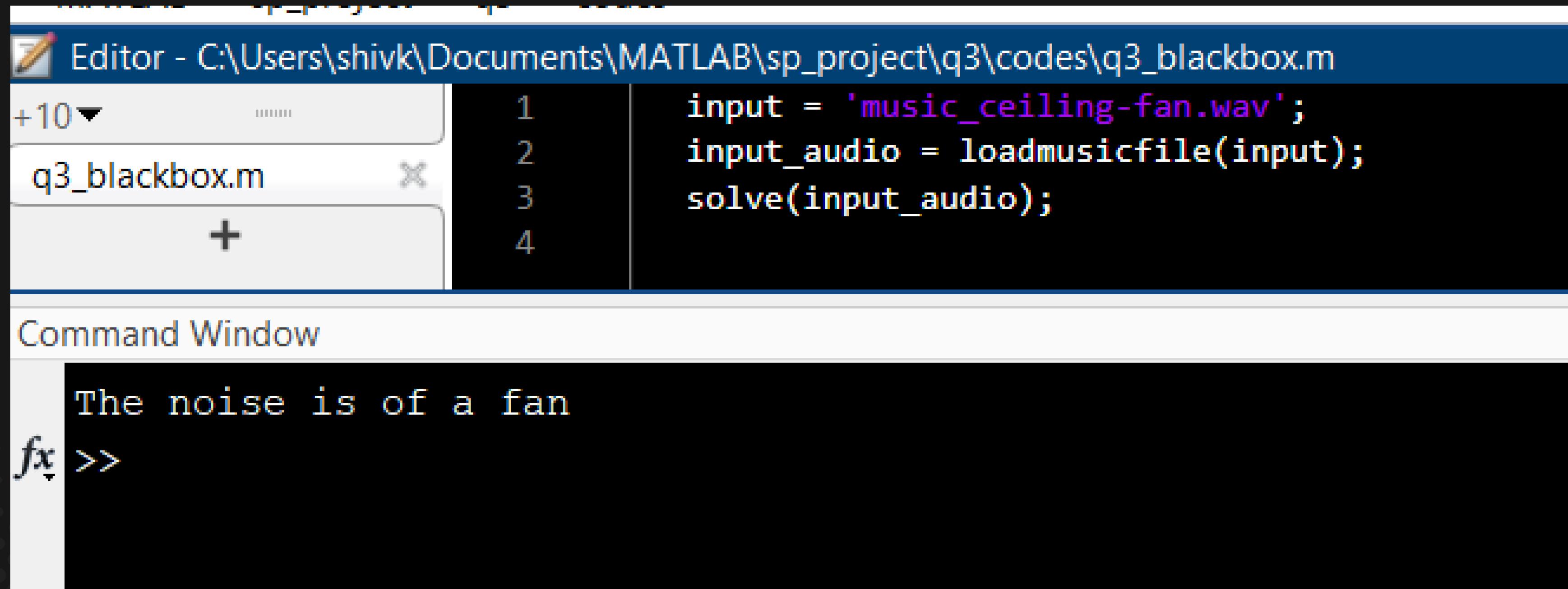
: AREAS OR ERROR

- The correlation is not perfect so we might get a different noise. For example, the cooker noise has very prominent amplitudes. So if our signal has a lot of variation, its likely to give cooker as an output

- Here we take maximum correlation as a measure to compare. But this parameter of measurement may have error



RESULTS: FAN



The screenshot shows the MATLAB environment with the following components:

- MATLAB Editor:** The title bar says "Editor - C:\Users\shivk\Documents\MATLAB\sp_project\q3\codes\q3_blackbox.m". The code in the editor is:

```
1 input = 'music_ceiling-fan.wav';
2 input_audio = loadmusicfile(input);
3 solve(input_audio);
4
```

- Command Window:** The title bar says "Command Window". The output is:

```
The noise is of a fan
fx >>
```

RESULTS: PRESSURE COOKER

The screenshot shows the MATLAB interface with the Editor and Command Window.

Editor - C:\Users\shivk\Documents\MATLAB\sp_project\q3\codes\q3_blackbox.m

```
1 clc, clearvars, close all
2 input = 'music_pressure-cooker.wav';
3 input_audio = loadmusicfile(input);
4 solve(input_audio);
5
```

Command Window

```
The noise is of a cooker
fx >>
```

RESULTS: WATER PUMP

The screenshot shows the MATLAB interface with two main windows: the Editor and the Command Window.

Editor - C:\Users\shivk\Documents\MATLAB\sp_project\q3\codes\q3_blackbox.m

Code content:

```
1 clc, clearvars, close all
2 input = 'music_water-pump.wav';
3 input_audio = loadmusicfile(input);
4 solve(input_audio);
5
```

Command Window

Output:

```
The noise is of a pump
fx >>
```

RESULTS: TRAFFIC

The screenshot shows the MATLAB environment with the following components:

- Editor - C:\Users\shivk\Documents\MATLAB\sp_project\q3\q3_blackbox.m**: The code file contains the following MATLAB script:

```
1 clc, clearvars, close all
2 input = 'music_city-traffic.wav';
3 input_audio = loadmusicfile(input);
4 solve(input_audio);
5
```
- Command Window**: The output text is:

```
The noise is of traffic
fx >>
```



Q&A SESSION

Any questions?





THANK YOU

Further Info:

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