



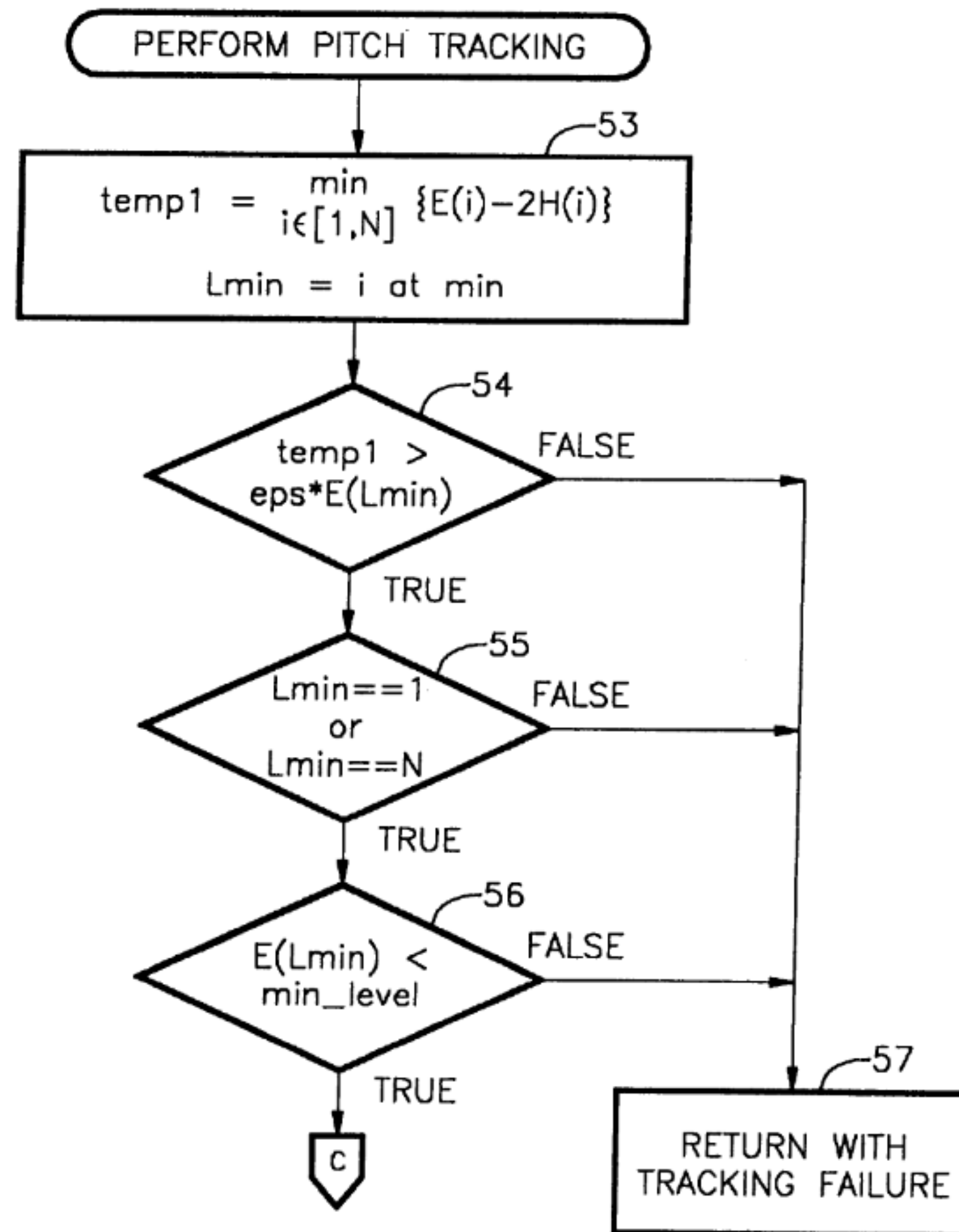

1  i hope you had a good pitch detector for your implementation. – [robert bristow-johnson](#) Aug 26, 2019 at 10:50 

 *//"...they didn't mention anything about overlap and add, it made me wonder if the pitch detector is so good that they didn't have to overlap and add, could they always skip or add periods in the exact position?"//* --- The pitch detector can't be so good to give you a pitch that will make a non-periodic portion of the sound be periodic. if you make non-overlapped jumps from one place in the audio to another that is just unrelated, it will click. – [robert bristow-johnson](#) Aug 26, 2019 at 10:53 

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Source: <https://dsp.stackexchange.com/a/60329/55677>

FIG. 5A



Won't it just make clicking sounds?

- It turns out that the human voice is pretty consistent from cycle to cycle, which helps
- There are several cases where a pitch can't be tracked confidently, returning a "tracking failure" - this means that the read rate returns to one and overruns or underruns are not possible and clicks are avoided.
 - 54 - if the signal isn't periodic enough
 - 55 - if the pitch is at the edges of the high resolution neighbourhood (changing too quickly)
 - 56 - if the energy (i.e. amplitude) is lower than a set threshold