Dial Tone

October 8, 2020

1 Dial tone example

1.1 Encoder

```
[2]: %matplotlib inline
import matplotlib
import matplotlib.pyplot as plt
import numpy as np
import IPython
plt.rcParams['figure.figsize'] = [12, 8]
plt.rcParams['figure.dpi'] = 200 # 200 e.g. is really fine, but slower
```

```
[3]: DIALTONE_TABLE = {
    '1': (697, 1209),
    '2': (697, 1336),
    '3': (697, 1477),
    '4': (770, 1209),
    '5': (770, 1336),
    '6': (770, 1477),
    '7': (852, 1209),
    '8': (852, 1336),
    '9': (852, 1477),
    '*': (941, 1209),
    '#': (941, 1477)
}
LO_FREQS = np.array([697.0, 770.0, 852.0, 941.0])
HI_FREQS = np.array([1209.0, 1336.0, 1477.0])
```

```
[4]: # this is the system clock, the rate at which we sample from the continous

⇒signal to form our discrete approximation

# of the signal.

FS = 24_000

SIGNAL_LENGTH = 0.1 * FS
```

```
[5]: def dial(number):
    full_signal = np.array([])
    # GENERATE an ndarray of integers that starts at 0 and ends before 2400
    n = np.arange(0, int(SIGNAL_LENGTH))
```

```
# similarly, we generate a space of no signal that has the same length as⊔

→ the signal.

zeros = np.zeros(int(SIGNAL_LENGTH))

for d in number:

    first = np.sin(2 * np.pi * DIALTONE_TABLE[d][0]/FS * n)

    second = np.sin(2 * np.pi * DIALTONE_TABLE[d][1]/FS * n)

    full_signal = np.concatenate((full_signal, first + second, zeros))

return full_signal
```

```
[6]: x=dial('123##45')

IPython.display.Audio(x, rate=FS)
```

[6]: <IPython.lib.display.Audio object>

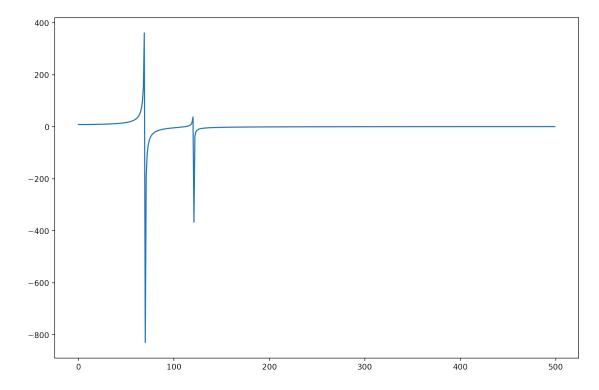
1.2 Decoder

when given the signal as input, the job of the decoder is to 1. find the sections that are not silent 2. do a dft on each of them 3. map those frequencies back to the table to get the original numbers

```
[7]: def split_signal(signal):
         HHHH
             signal: the full signal to split between tones and silence
             Assumptions:
             1. silence really is just the section where the amp is 0
         # due to the nature of the sin fn, we oscillate which will produce a wrong u
      \hookrightarrow dft.
         # Let's look at windows this long
         window = 240
         signal = np.reshape(signal, (-1, window))
         # squaring takes of negative values (while keeping 0 at 0) and then we sum
      →within each window to 1 value.
         signal = np.sum(signal * signal, axis = 1)
         edges = []
         in_zero_region = True
         tone_section_start = 0
         for i,s in enumerate(signal):
             if s > 0:
                 if in_zero_region:
                     tone_section_start = i
                     in_zero_region = False
             else:
                 if not in_zero_region:
                     edges.append((window * tone_section_start, i * window))
                     in_zero_region = True
         return edges
```

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/usr/lib/python3/dist-packages/numpy/core/_asarray.py:85: ComplexWarning: Casting complex values to real discards the imaginary part return array(a, dtype, copy=False, order=order)



```
[13]: def decode(encoded_signal):
    KEYS = [['1', '2', '3'], ['4', '5', '6'], ['7', '8', '9'], ['*', '0', '#']]
    HI_RANGE = (1180.0, 1500.0)
```

```
dialed_number = []
   edges = split_signal(encoded_signal)
   for e in edges:
       fft_result = abs(np.fft.fft(encoded_signal[e[0]:e[1]]))
       res = FS / len(fft_result)
       # find the peak location within the low range
       a = int(680 / res)
       b = int(960 / res)
       lo = a + np.argmax(fft_result[a:b])
       # find the peak location within the high range
       a = int(1180 / res)
       b = int(1500 / res)
       hi = a + np.argmax(fft_result[a:b])
       # now match the results to the DTMF frequencies
       # by finding the closest match in each of LO_FREQS and HI\_FREQS_{\sqcup}
\rightarrow discrete freqs
       row = np.argmin(abs(LO_FREQS - lo * res))
       col = np.argmin(abs(HI_FREQS - hi * res))
       dialed_number.append(KEYS[row][col])
   return dialed_number
```

```
[14]: decode(x)
```

```
[14]: ['1', '2', '3', '#', '#', '4', '5']
```

[]: