Engin. 100: Music Signal Processing Project #3: Specifications and Hints

- Specifications for Music Synthesizer
- Specifications for Music Transcriber
- Suggested Approaches for Transcriber

Project #3 Deliverables: Synthesizer

- Music synthesizer: Can synthesize one octave.
- <u>Instruments</u>: Electric guitar, trumpet, clarinet, Design your own using *additive synthesis*.
- <u>Pull-down menu</u> to select the instrument first.
- <u>Durations</u>: whole, half, quarter (length) notes.
- Can <u>mix</u> instruments together (play DJ here): Lay down tracks *separately* using different instruments, then add them together in Matlab.

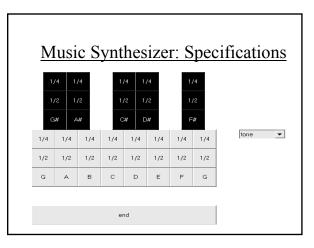
Music Synthesizer: Generation

- <u>Download</u> *proj3.wav* from web site. Contents:
- <u>Snippets:</u> Length=32768, sample=44100 Hz.
- Electric guitar, clarinet, trumpet, tone; 12 notes.
- <u>NOTE</u>: I generated notes using Circle of Fifths and multirate filtering, so frequencies slightly off.
- <u>Additive Synthesis</u>: Create your own instrument, label it with your team name. Be creative here!
- <u>Marching band</u>: Reverb (add copies) of trumpet.

Music Synthesizer: Specifications

- <u>Pull-down menu</u> to select instrument. Use:
- H=uicontrol('Style', 'Popup', 'Position', [500 250 100 50],
 'String', 'guitar|clarinet|trumpet|tone'); pause; I=get(H, 'Value');
- I=1 \rightarrow guitar;I=2 \rightarrow clarinet;I=3 \rightarrow trumpet, etc.
- Final 100 samples of each note should be 0, to assist transcriber in detecting changes of notes.
- To <u>reverb</u> or <u>echo</u> a length=N sampled signal X: Y=X(1:N-2*D)+X(1+D:N-D)+X(1+2*D:N); for a delay D≈1000; use many more than 3 echoes.
- Table on next slide; figure on slide after next.

Music Synthesizer: Specifications				
NOTE	1 sec.	Whole Note	Half Note	Quarter
LENGTH (end in 0s)	44100	32668+100 final zeros	16284+100 final zeros	8092+100 final zeros
Example of music <u>transcriber</u> output. Note interval information.				



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Project #3 Deliverables: Transcriber

- Accepts .mat or .wav file from your synthesizer.
- Generates musical staff notation as in Project #1.
- <u>BUT</u>: Also depicts note <u>duration</u> by separation.
- <u>BUT</u>: Must work on *music*, not just *tones*!
- Otherwise, same as Project #1 transcriber specs.
- Does <u>not</u> have to include a bass scale for guitar.
- <u>ALSO</u>: Error rate vs. SNR plot, as in Project #2.

Music Transcriber: Specifications

- <u>Output</u>: Musical scale & notes using <u>stem</u> (Project #1)
- <u>Duration</u>: Shown in output by separation between notes:

Note TypeWholeHalf NoteQuarterSeparation3 spaces1 space0 space

- Use <u>reshape</u>, columns ending in 0s give note lengths. T=indices of those columns; <u>stem</u>(T,12log₂(F/440)) where F=vector of estimated note frequencies which are then mapped to musical staff notation, as in Project #1.
- <u>Don't</u> need to be able to handle the (bass) guitar tones.
- <u>Do</u> need an error rate vs. SNR plot, as in Project #2.

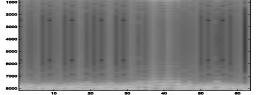
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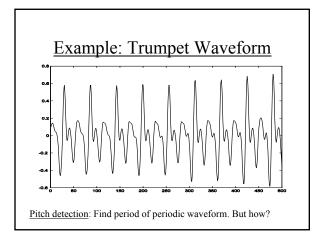
Transcriber: Possible Approaches

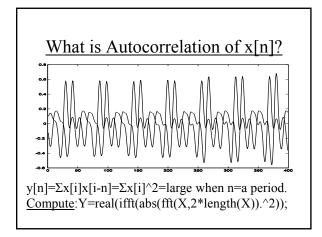
- <u>Spectrogram</u>: Look for peaks. Hard to program.
- <u>Fundamental</u> frequency identification from a limited choice of already-known frequencies.
- <u>Autocorrelation</u> of segment with itself: $y[n]=\Sigma x[i]x[i-n]$ has sharp peak at n=period.
- <u>Harmonic Product Spectrum</u>: Downsample and multiply spectra-this emphasizes 1st harmonic.
- All of these have been tried previously.

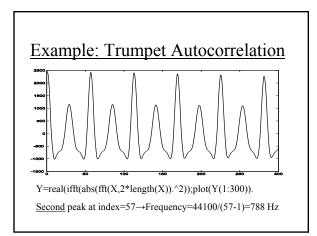
"The Victors" Played on Trumpet

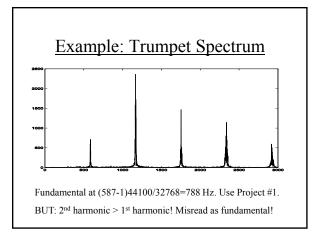


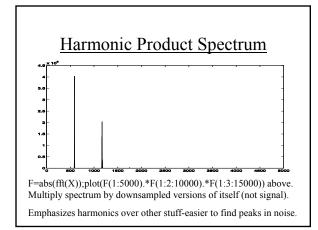
imagesc(10+log(abs(fft(reshape(Y',8192,length(Y)/8192))))), colormap(gray). Plotting 10+log(values) reduces dynamic range. Zoom in on upper (or lower) portion to see harmonics clearly.

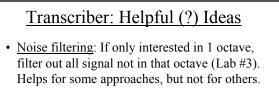












- Frequencies I generated using Circle of Fifths don't match post-"Well Tempered Clavichord." Use pure tone selection→calibrate transcriber.
- <u>Sub-harmonics</u> (at fractions of fundamental)?

Issues Arising in Project #3

- The <u>octave problem</u>: Distinguish G (392 Hz) from G (784 Hz). <u>Trumpet</u> has this problem.
- Pattern recognition to identify instrument type from <u>pattern of harmonics</u>? Not required, but...
- Need to sell/defend your choice of method in both your team's final oral and written reports.

Conclusion

- I'm <u>not</u> telling you <u>how</u> to do this project! <u>Not a solved problem</u>-different approaches.
- Apply what you have learned in the course.
- <u>Research</u> on music synthesis/transcription.
- As always, the tech comm <u>presentation</u> of results is as important as results themselves. Very realistic for real-world engineering.