#### CS 583 – Computational Audio -- Fall, 2021

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Today: Fundamental Frequency Detection Using Autocorrelation for F0 Detection Using interpolation to improve accuracy Problem: Which frequency is F0?



**Computer Science** 

#### From last time....



Putting this together in a 3D surface plot with x = frequency and y = phase of the "probe wave," we can see that the maximum 0.5 is achieved only for the exact same frequency of 4 Hz and a phase difference of 0,  $2\pi$ ,  $4\pi$ , *etc*.





How to apply this to signals? 
$$\rho_{X,Y} = \frac{E(X * Y) - \mu_X * \mu_Y}{\sigma_X * \sigma_Y}$$

We can simplify, since the mean of a sine waves is very close to 0.0:





As a warm up, we can explore the use of correlation to find the fundamental frequency of a signal.... by using the correlation of a signal with itself...

Auto-Correlation is the correlation of a signal with itself, with one detail: we will shift the signal before we perform the correlation. The shift in the signal is called the "lag" and is measured in units of samples:





If we plot the Auto-Correlation vs lags in the range 0 .. len(X)/2, the "peaks" in the resulting signal – remember, practically everything in this course is a signal! – show where the periods of the signal line up, and hence measure the period(s) of the periodic signal.

Several things to note:

- o This works (in principle) for any periodic signal (not just simple sine waves);
- It is only practical to measure signals which have at least two full periods, which means you only consider lags up to len(X)/2;
- o The "fundamental frequency" f<sub>0</sub> is the inverse of the shortest period; you will typically get peaks at f<sub>0</sub>, 2f<sub>0</sub>, 3f<sub>0</sub>, ...



#### Examples of Peak Picking to determine F0:



Period found at 490 time units. Fundamental Frequency = 90.0 Hz



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Three issues with any frequency detector:

- (1) Which peak in the autocorrelation graph is the fundamental frequency F0?
- (2) Once we have selected a peak, how accurate is the method? How can we make it more accurate?
- (3) If this works for single notes (monophonic signals), can it be extended to work for multiple simultaneous notes (polyphonic signals)?

There are good solutions to (2), so we will discuss that issue first for the AC method.



How accurate is the AC method? How would we test this?

For example, here is the steel string guitar sound (not the beginning):



How do I decide if this pitch estimate is correct??



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For example, here is the steel string guitar sound (not the beginning):



How do I decide if this pitch estimate is correct??

I can't, without knowing the actual pitch outside my measurement!

So I can ONLY find out if two pitch algorithms are consistent!



So we will adopt the following strategy:

Create a synthetic signal with a precise pitch (the "piano key frequencies"):

- 1. Simple sine waves of one frequency;
- 2. Combinations of several harmonic frequencies;
- 3. Signals created from the sample spectra (in the Intro notebook).

Determine the pitch detected by the algorithm, and calculate the

- 1. Percent error:
- 2. Error in "cents" (1/100 of a semitone distance between piano key frequencies).

Cents are a good perceptual measure; humans without musical talent can usually distinguish between frequencies differing by 25 cents; those with musical talent can often distinguish between 2 – 5 cents.



For the first test, we will create simple sine waves with the piano key frequencies, of duration 0.2 seconds. Here are some results:





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#### Overall, the algorithm did worse as the frequencies got higher. WHY??





In general, it did WORSE as the frequency increased. WHY?

Very likely because as the frequency increases, the sampling rate produces a less and less accurate approximation of the signal.

Note that you can ONLY find period corresponding to a lag of an integral number of samples, which means that your accuracy is limited to the frequency distance between different lags.

For example, at C1, we got an error of -1.93 cents.

Here are the possible frequencies that can be detected at integral lags in this range:





Lag	<b>Frequency</b>	Hz Error	Cents Error
676	32.6183432	-0.0483235	-2.5628932
675	32.6666667	0	0
674	32.7151335	0.04846686	2.56669291



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Very likely because as the frequency increases, the sampling rate produces a less and less accurate approximation of the signal.

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At C7, we got an error of -74.76 cents.

Here are the possible frequencies that can be detected at integral lags in this range:



Lag	<b>Frequency</b>	Hz Error	Cents Error
12	1837.5	-167.04545	-150.63706
11	2004.54545	0	0
10	2205	200.454545	165.004228



# One idea IS to interpolate the resulting AC graph to find more accurate (meaning, floating point) sample locations for the peaks:

#### Improving the calculation using parabolic interpolation

When the period does not correspond to an integral number of samples, then interpolation can be used to improve the results. For example, in the previous example, we had the following detail around the first peak:





Interpolation can be done in MANY different ways, and more sophisticated methods are slower and (perhaps) more accurate:





**Quadratic:** Fit a parabola to the 3 points around the peak by solving the appropriate equations (remember CS 132?):

 $A x_1^2 + B x_1 + C = y_1$   $A x_2^2 + B x_2 + C = y_2$  $A x_3^2 + B x_3 + C = y_3$ 



Cubic, Quartic, etc. (A degree K polynomial can be fitted exactly to K+1 points)



Quadratic interpolation is widely used (and often criticized – see the link on the class web page) to find a more exact x coordinate for a peak. Once you have the parameters A, B, and C, you can take the derivative of the formula to find the maximum (remember Calc 1?), and the x coordinate *could be* a more accurate estimate of the period:



This can be done to refine peaks for F0 determination, and (next week) for refining peaks in spectra returned by the Fourier Transform.



#### How does this strategy work? This CLEARLY does better with interpolation!

Single Sine wave of frequency 32.7032



Detected Period:
Actual Period:
Detected Freq:
Actual Freq:
Percent Error:
Cents Error:

Interpolation

Percent Error:

Cents Error:

675.0



Detected Period: Actual Period: Detected Freq: Actual Freq:



Single Sine wave of frequency 2093.0045



No interpolation

Cents Error:

Detected Period: 11.0 10.5351 Actual Period: Detected Freq: 2004.5455 2093.0045 Actual Freq: Percent Error: -4.2264 % Cents Error: -74.7604 Interpolation Detected Period: 10.5373 Actual Period: 10.5351 Detected Freq: 2092.5726 Actual Freq: 2093.0045 Percent Error: -0.0206 %

-0.3573

#### Cents Error: -73.7604

#### Cents Error: -0.3573



#### How does this strategy work? This CLEARLY does better with interpolation!





However, there is still a lack of precision, but now at the LOW end!





This is a problem with or without interpolation! This is probably because at lower frequencies, you don't have as many cycles to match in the overlap window, or perhaps because the interpolation points are *too* close together.





























#### Results on real signals:





No interpolation

Measured Period: 100 Measured Frequency: 441.0

Interpolation

Measured Period: 99.5526 Measured Frequency: 442.9819



#### Results on real signals:

SteelString.wav



No interpolation

Measured Period: 200 Measured Frequency: 220.5

Interpolation

Measured Period: 199.7198 Measured Frequency: 220.8093



#### Results on real signals:

SteelString.wav



No interpolation

Measured Period: 200 Measured Frequency: 220.5

Interpolation

Measured Period: 199.7198 Measured Frequency: 220.8093



#### For some instruments, it is easy to determine F0:





For others, it is MUCH more complicated! This is a fundamental problem with pitch detection: Which AC peak is F)??







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