

CS 583– Computational Audio -- Fall, 2021

Wayne Snyder
Computer Science Department
Boston University

Lecture 10

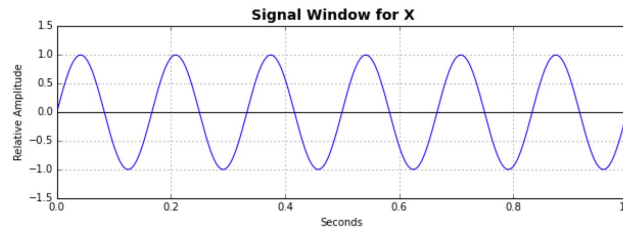
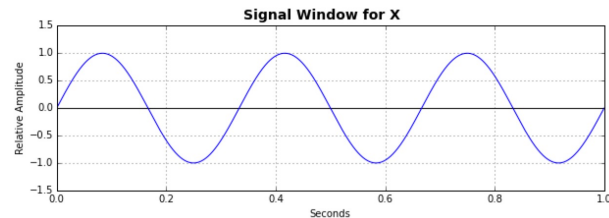
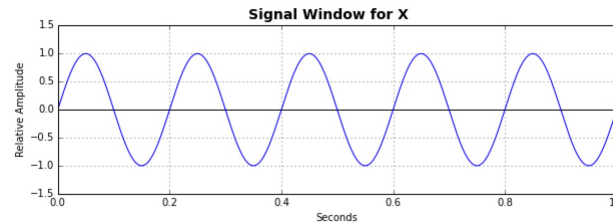
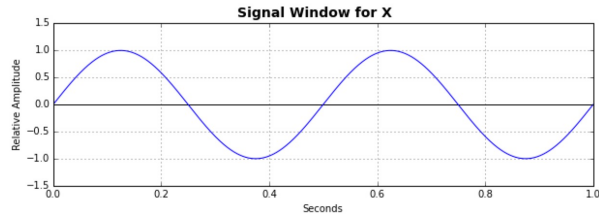
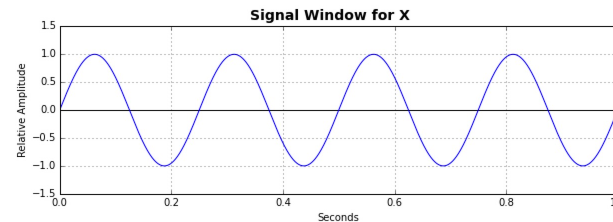
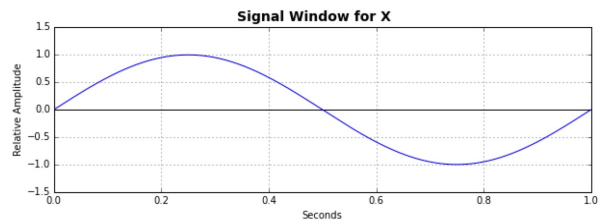
The Discrete Fourier Transform (DFT) and the Fast Fourier Transform (FFT)
Issues/Problems with the DFT and (partial) solutions





Discrete Fourier Transform (DFT)

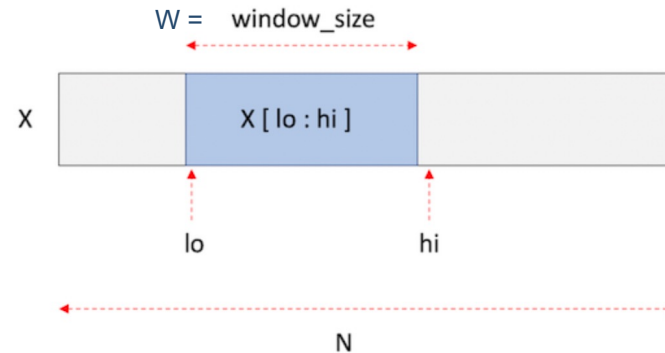
Define: For a signal X of length W samples (a “window”) a **window frequency** is one whose period P is such that $W = P * k$ for some integer k , i.e., an integral number of periods exactly fit within the window; alternately, it begins and ends at same instantaneous phase.



We will use these signals as **probe waves** to analyze a musical signal and assume that all such probe waves (for now) start at phase 0.0.

Using the DFT

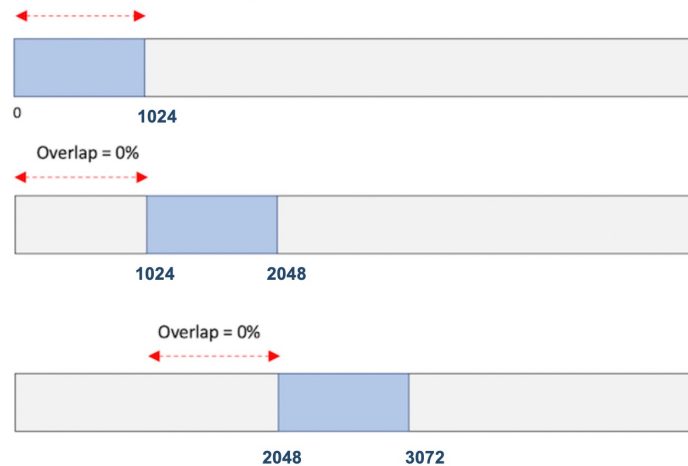
The way we will analyze a signal using the DFT is to examine a short segment of a signal (a **window**):



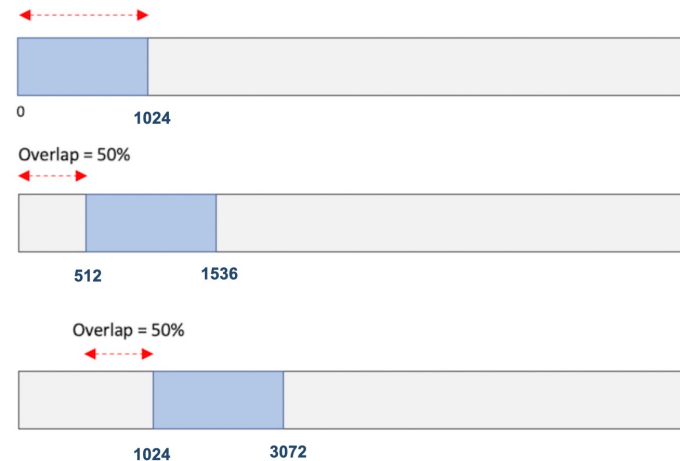
The FFT uses a recursive “divide and conquer” strategy, and so it is best if W is a power of 2.

If we wish to examine the whole signal, we will slide the window across the signal, potentially overlapping each window:

Window Size = 1024 samples



Window Size = 1024 samples



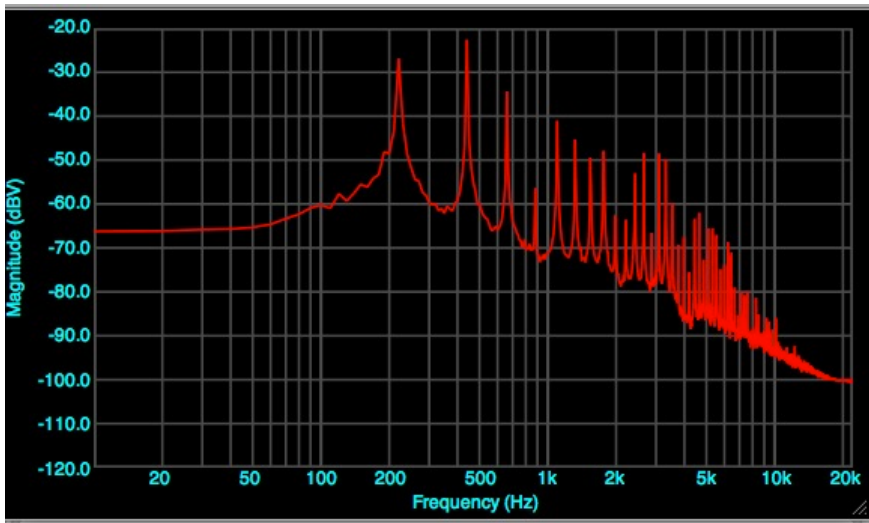
Using the DFT



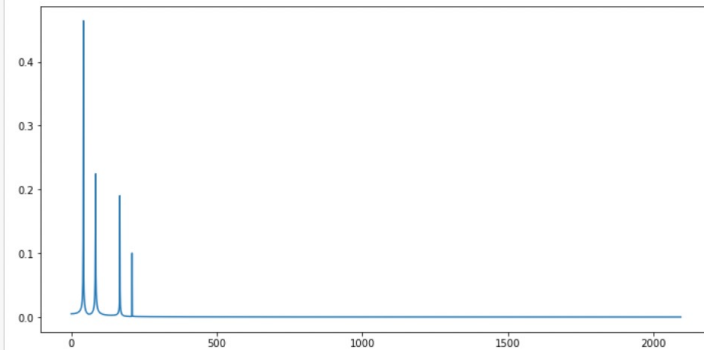
The DFT produces a spectrum for a window (erroneously called the “instantaneous spectrum”), containing the amplitudes of frequencies

Bin index: 0 1 2 3 $\lfloor W / 2 + 1 \rfloor$
Frequency: 0, f , $2f$, $3f$, ..., Sample Rate / 2 = Nyquist Limit

f = frequency of one cycle per window = Sample Rate / W
= frequency resolution



```
S[35]: 0.01600307402004265  
S[36]: 0.018415288315378385  
S[37]: 0.021839415018631594  
S[38]: 0.02707543191090606  
S[39]: 0.036068374381143846  
S[40]: 0.05509794563125605  
S[41]: 0.12204034123093818  
S[42]: 0.46432124822046905  
S[43]: 0.0774919757788551  
S[44]: 0.04155030102812535  
S[45]: 0.028053306676822237  
S[46]: 0.0209902006719501  
S[47]: 0.01665481264932527  
S[48]: 0.013730560607886143  
S[49]: 0.011632234273916646
```



click

Using the DFT

The axes for the instantaneous spectrum are

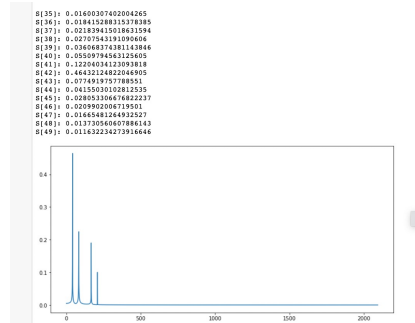
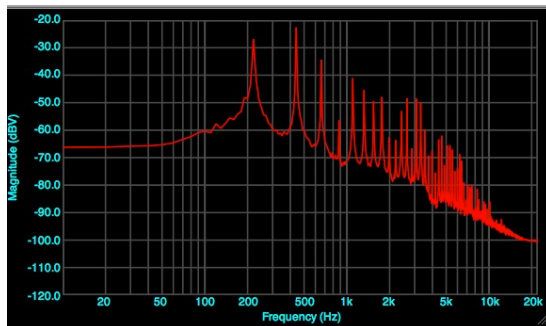
X axis = Frequency

Y axis = Amplitude (“magnitude spectrum”)

or

Amplitude² (“power spectrum”)

Either one could be displayed in a linear or a logarithmic scale; the logarithmic scales more closely represent the way humans perceive both frequency and loudness. Decibels (dB) are a logarithmic measure.



The FFT
uses linear
scales for
both!

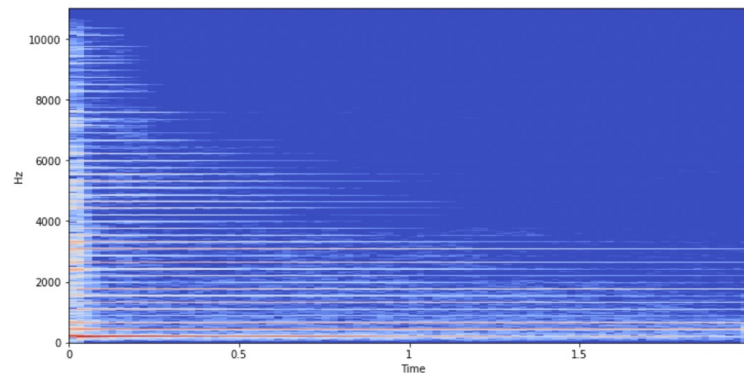
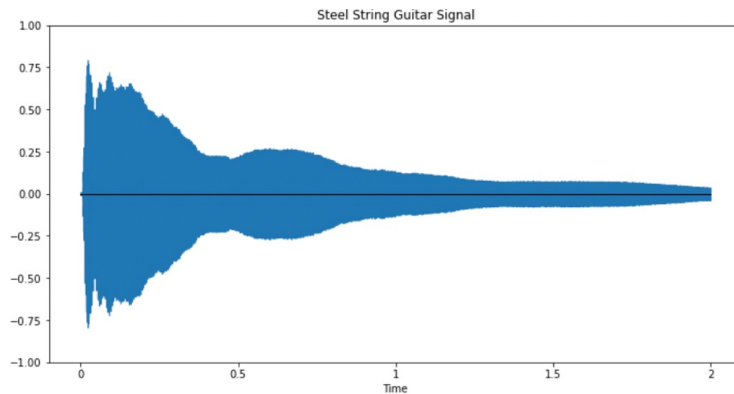
Using the DFT

A spectrogram is a 2D matrix, usually presented as a colored “heatmap” with spectra in each column for each sliding window (possibly overlapping), and rows being the frequency bins. The axes are thus

X axis = Time (always linear, usually in seconds)

Y axis = frequency (either linear or logarithmic (dBs))

Color = amplitude (magnitude (linear) or power (squared amplitude))



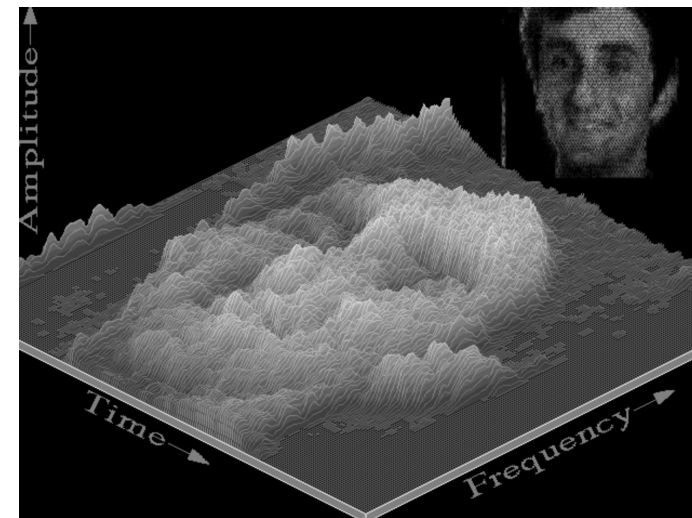
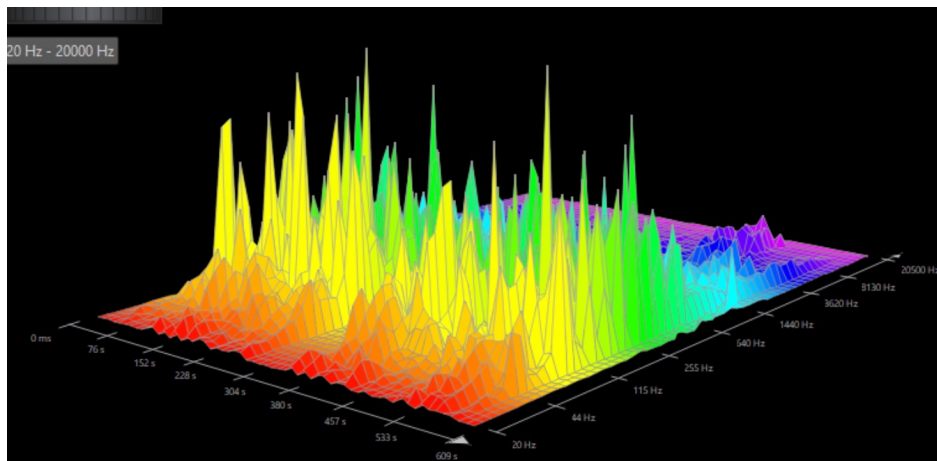
Using the DFT

Sometimes spectrograms are presented in faux-3D with or without heatmap colors:

X axis = Time (always linear, usually in seconds)

Y axis = frequency (either linear or logarithmic (dBs))

Z axis = amplitude (magnitude (linear) or power (squared amplitude))



3D spectrogram of human face.

Discrete Fourier Transform (DFT)



Recall from last time:

(1) This is horribly inefficient: $O(N^2)$ for $N = \text{len}(X)$

- ✓ Solution: There is a fast version of the transform, the **Fast Fourier Transform (FFT)**, based on a recursive algorithm, which runs in $O(N \log(N))$.

(2) The resolution is limited to multiples of $f = SR / W$ (in samples)

- ✗ No solution, unfortunately, can try different window sizes, but stuck with this!

(3) All components and probe waves **have to be at the same phase (e.g., 0.0)**

- ✓ Solution: If we do all the work with **complex numbers**, we can avoid issues of phase

Limitations and Problems with the DFT



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Unfortunately, this is not the only limitation of the DFT. Here are the main issues we need to be aware of when using the DFT:

1. The resolution is limited to multiples of $f = SR / W$ (in samples), and so there is a tradeoff (the “DFT Uncertainty Principle”) between temporal resolution and frequency resolution.
2. When frequencies in the signal do not exactly correspond to the window frequencies, their energy is spread out among the closest frequency bins, so the amplitude is not represented precisely.

DFT: Tradeoffs in Resolution of Frequency and Time



There is a tradeoff between

Temporal Resolution – What is the shortest musical event we can observe?

Spectral Resolution – How many frequencies can we measure?



← Window of W Samples →



There is a tradeoff between

Temporal Resolution – What is the shortest musical event we can observe?

Spectral Resolution – How many frequencies can we measure?



← Window of W Samples →

The duration of the window is W / SR , e.g., if $SR = 22050$, then

W	Time Resolution
64	0.0029
128	0.0058
256	0.0116
512	0.0232
1024	0.0464
2048	0.0929
4096	0.1858
8192	0.3715

Digital Audio Fundamentals: The Discrete Fourier Transform

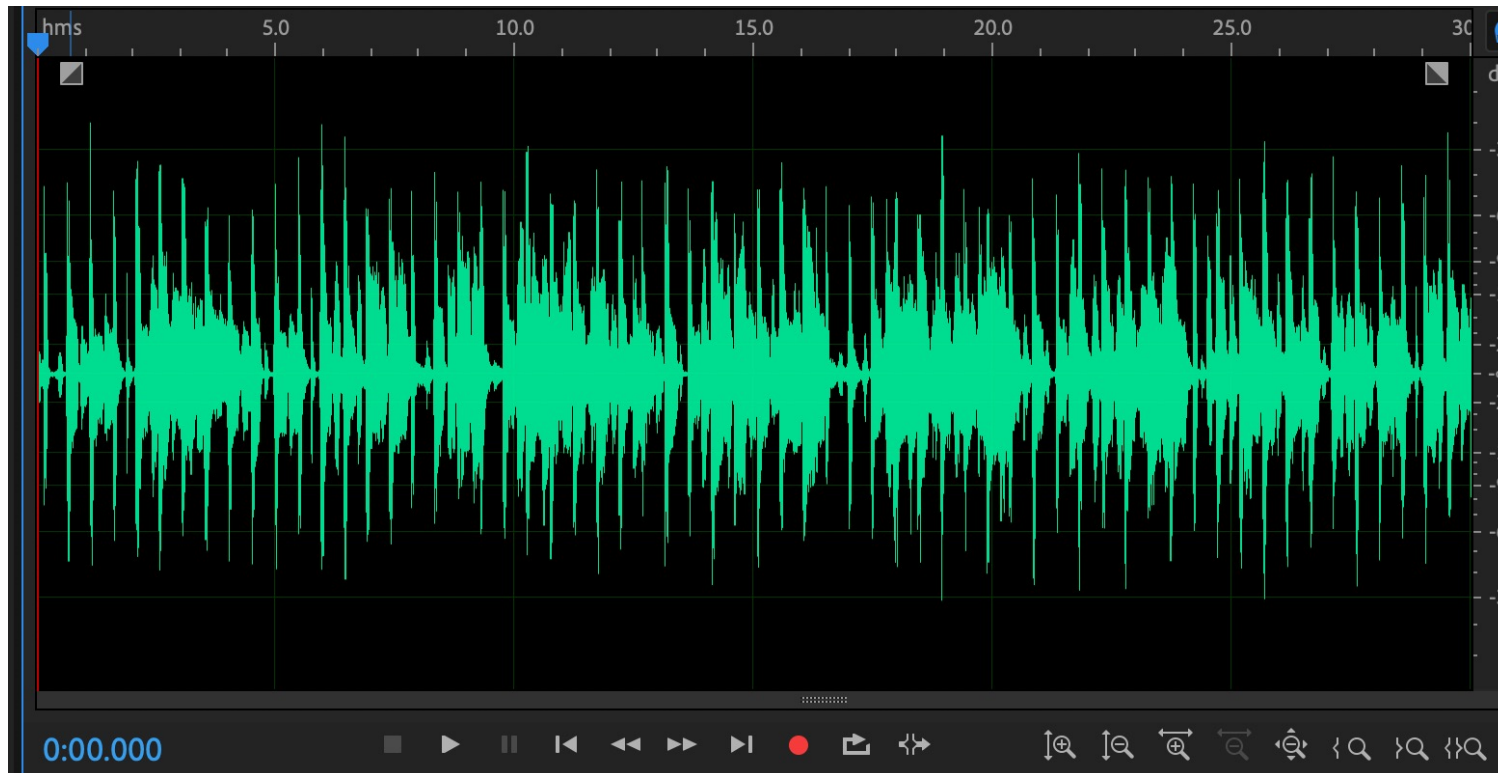


Computer Science

Significance of temporal resolution for musical signals



30 second sample of Bob Marley.....



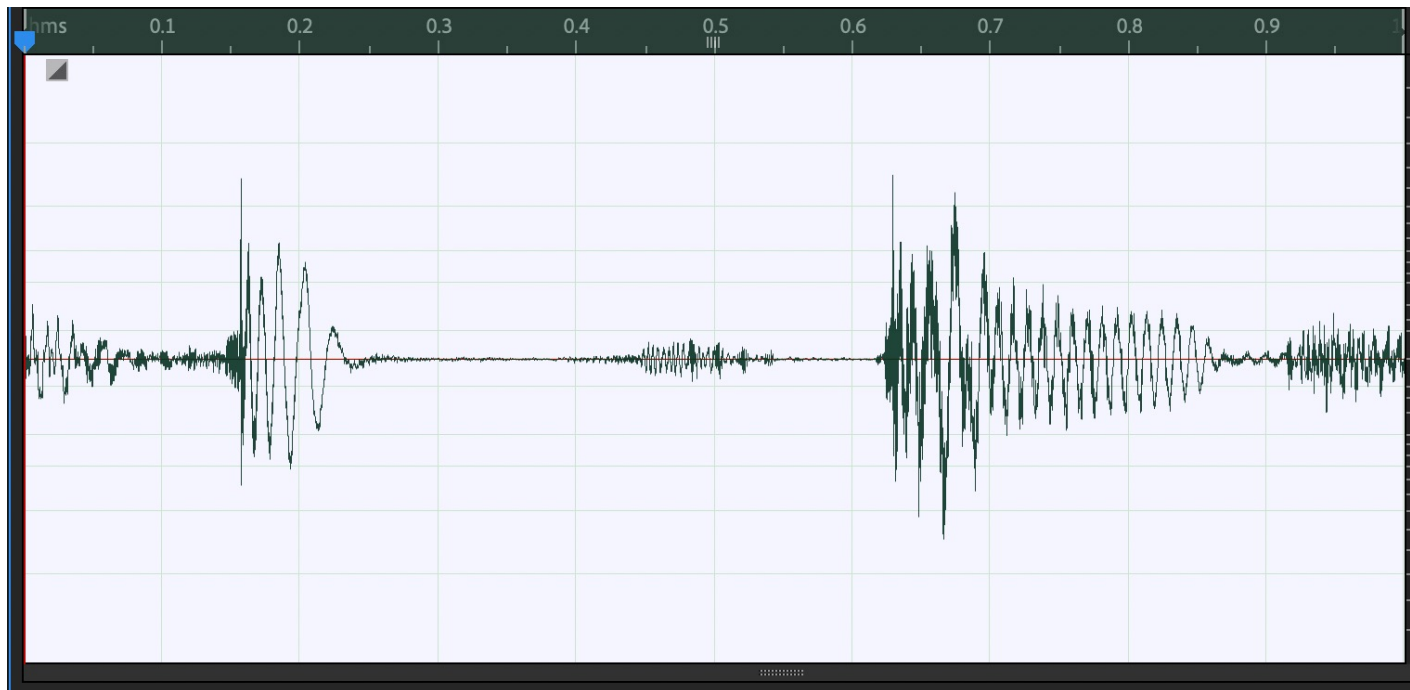
Digital Audio Fundamentals: The Discrete Fourier Transform



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Significance of temporal resolution for musical signals

1 second window:



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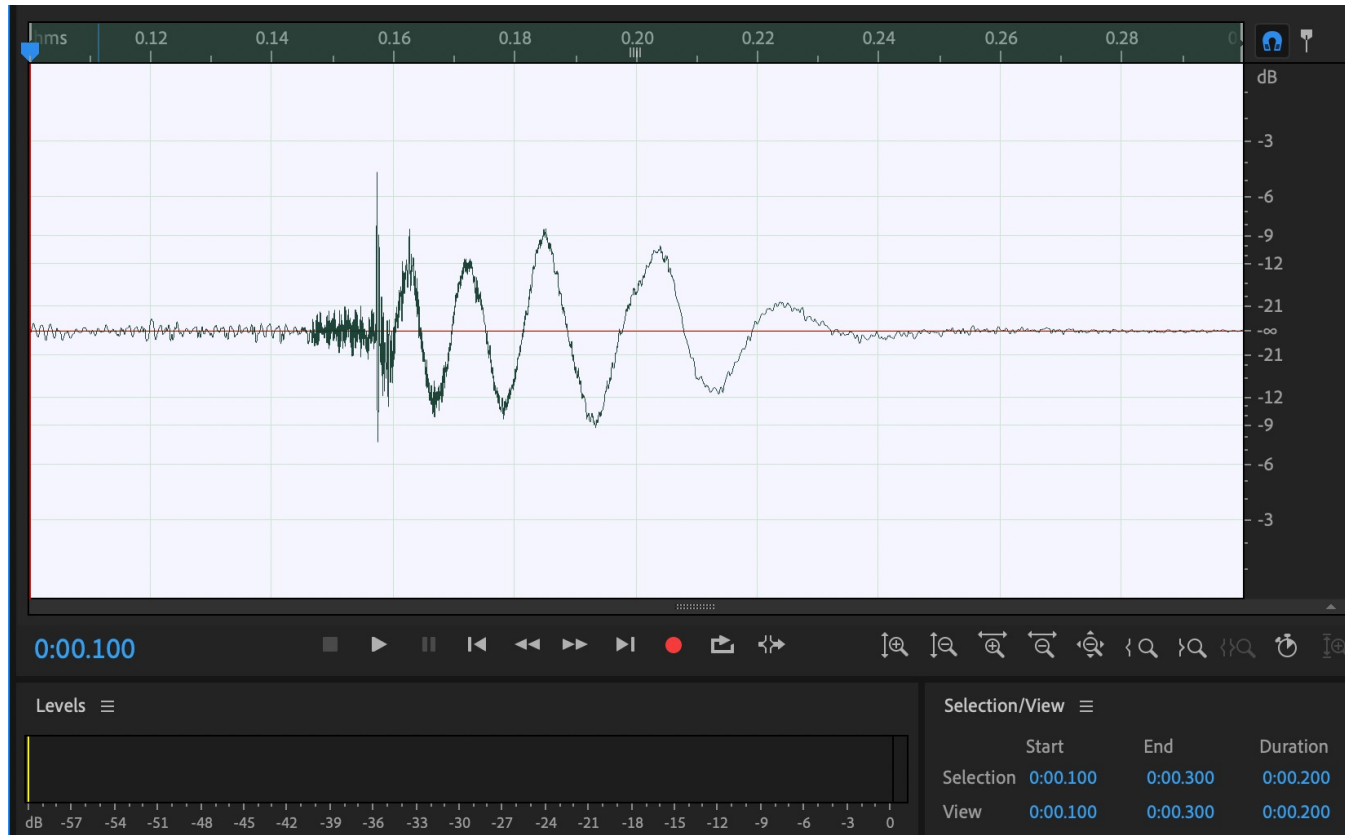


Computer Science

Significance of temporal resolution for musical signals



0.2 second window:



Digital Audio Fundamentals: The Discrete Fourier Transform



Significance of temporal resolution for musical signals



0.02 second window:



Significance of temporal resolution for musical signals



0.002 second window:



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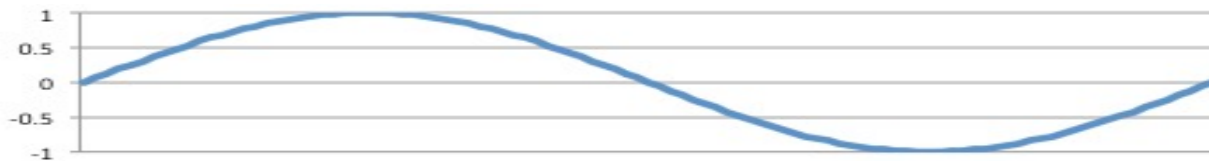


Computer Science

Recall: There is a tradeoff between

Temporal Resolution – What is the shortest musical event we can observe?

Spectral Resolution – How many frequencies can we measure?



← Window of W Samples →

But then temporal and frequency resolution are in an inverse relationship:

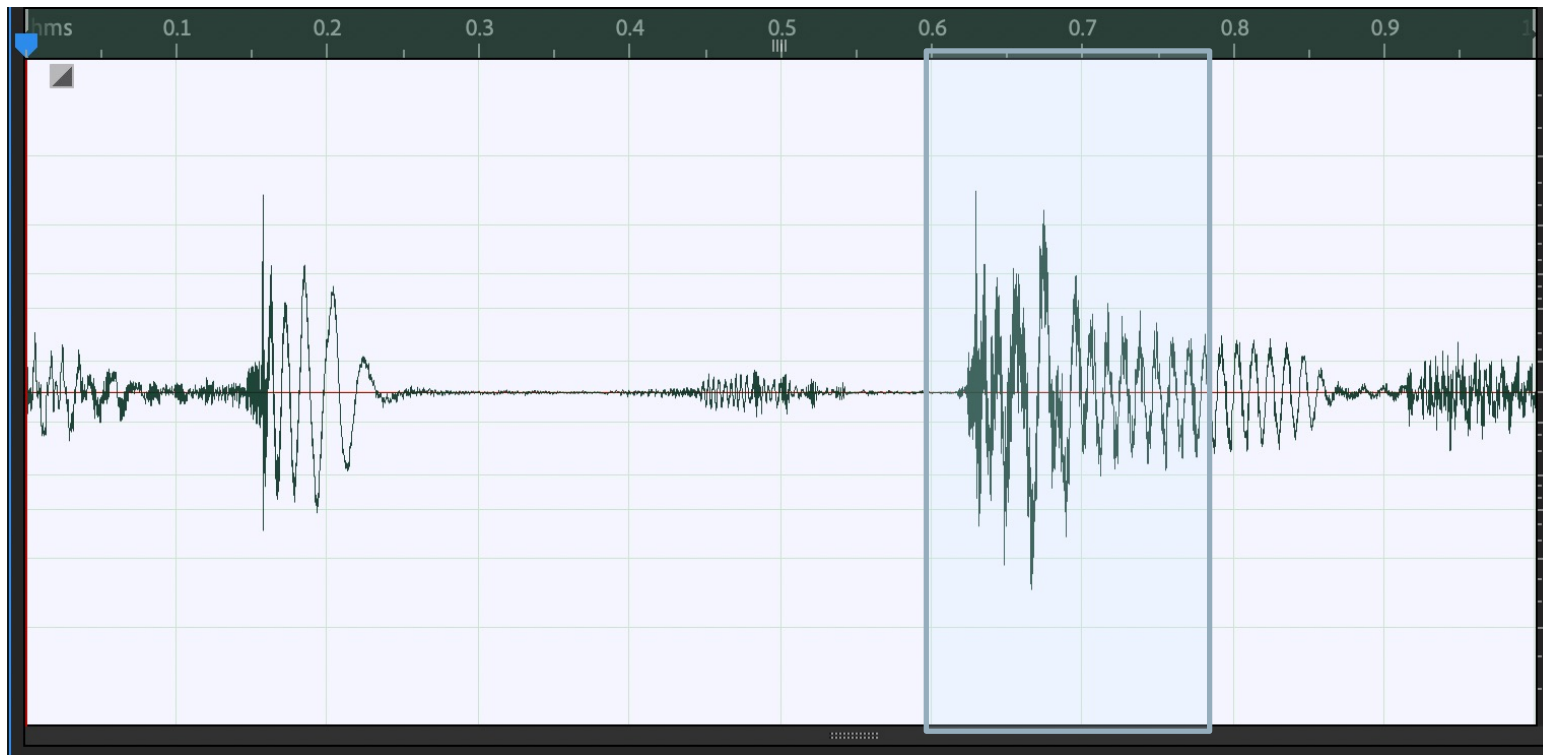
W	Time Resolution	Frequency Resolution
64	0.0029	344.5312
128	0.0058	172.2656
256	0.0116	86.1328
512	0.0232	43.0664
1024	0.0464	21.5332
2048	0.0929	10.7666
4096	0.1858	5.3833
8192	0.3715	2.6917

Digital Audio Fundamentals: The Discrete Fourier Transform



Frequency vs temporal resolution

W	Time Resolution	Frequency Resolution
64	0.0029	344.5312
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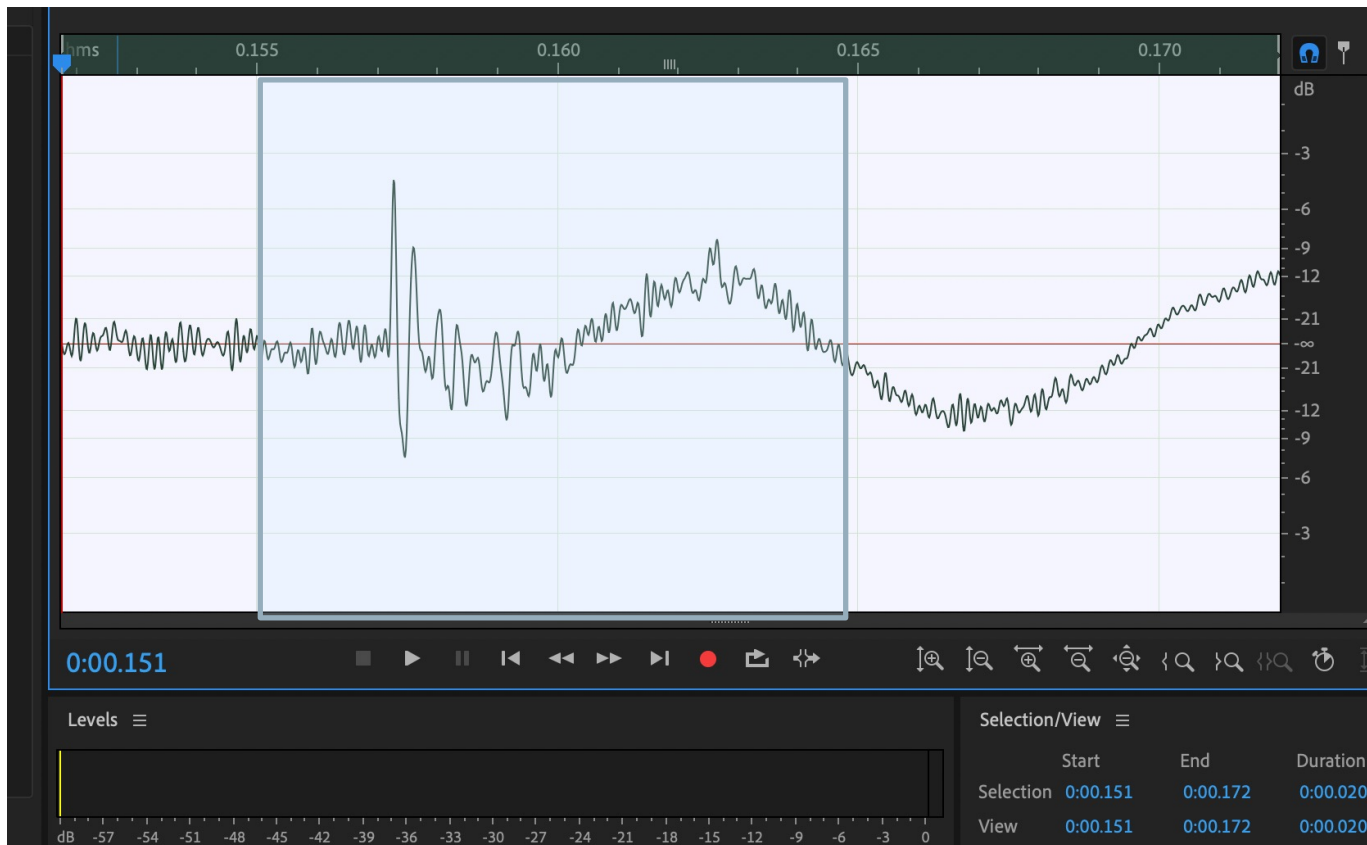


Digital Audio Fundamentals: The Discrete Fourier Transform



Frequency vs temporal resolution

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Digital Audio Fundamentals: The Discrete Fourier Transform



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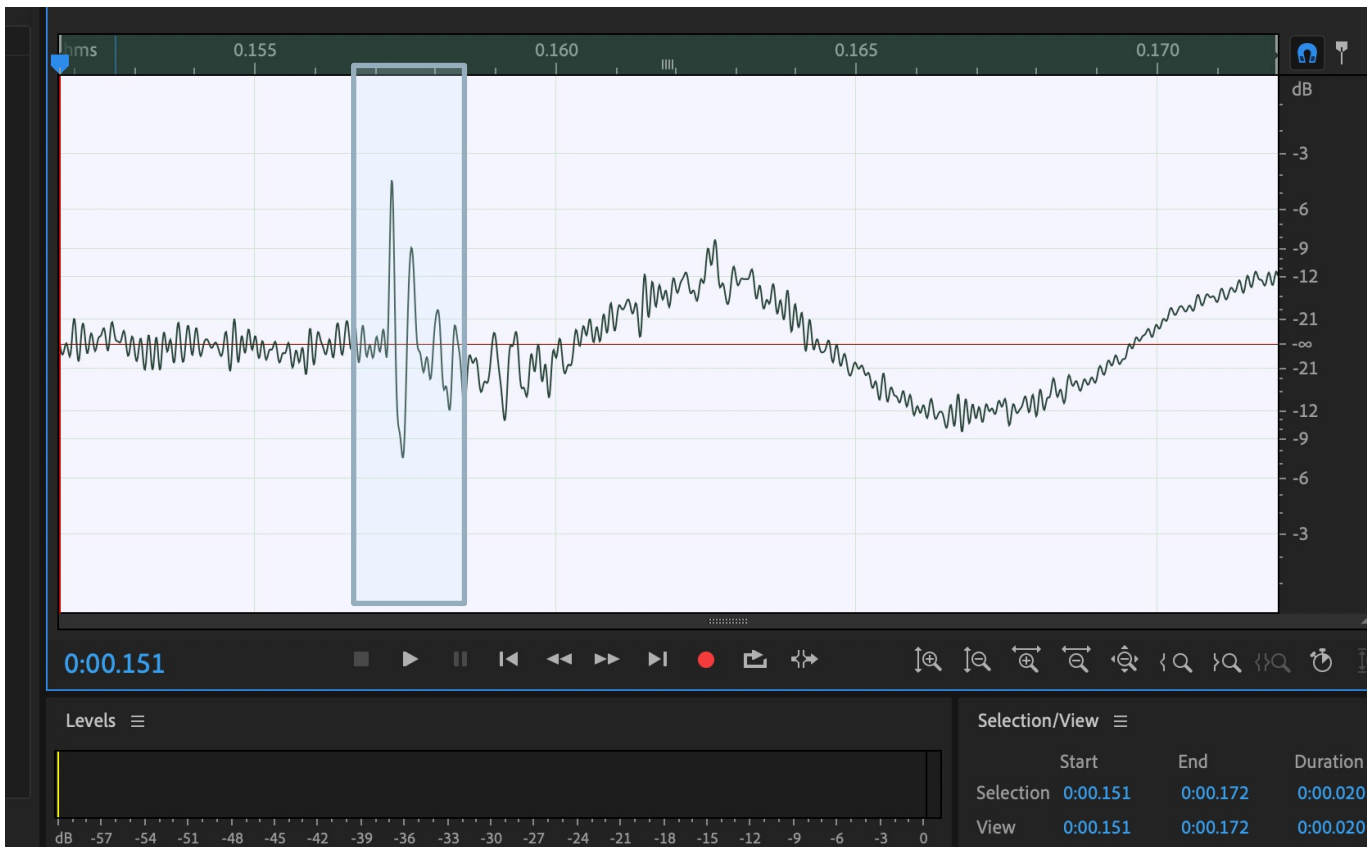


Digital Audio Fundamentals: The Discrete Fourier Transform



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Digital Audio Fundamentals: The Discrete Fourier Transform



Computer Science

Assume that the sample rate is 44100 (CD quality sound).

To cover the range of human hearing (20 – 20,000 Hz), then, we would need a window of $44100/20 = 2205$ samples, and this would give us the ability to measure frequencies

20, 40, 60,, 22000

(Note that the upper bound is always the Nyquist Limit)

and the time resolution of this window is $0.05 = 1/20$ sec.

To measure down to C2 (65.41 Hz, two octaves below Middle C) we would need a window of $44100/65.41 = 674.2$ samples, with a resolution of $0.015 = 1/65.41$ sec.

To measure down to E2 (82.41 Hz, the low string on a guitar) we would need a window of $44100/82.41 = 535.13$ samples, with a resolution of $0.00186 = 1/82.41$ sec.

Punchline: Probably for reasonable musical signals we have enough temporal resolution and the RANGE of the frequencies seems enough....



But then there is a problem with frequency resolution:

To cover the range of human hearing (20 – 20,000 Hz), then, we would need a window of $44100/20 = 2205$ samples, and this would give us the ability to measure frequencies

20, 40, 60, 80, 100, 120, 140, 160, 180, 200, 220,, 22050

For the C-major scale one octave above middle C we have the following:

523.25	554.37	587.33	622.25	659.26	698.46			
520	540	560	580	600	620	640	660	680

PunchLine: We can't even come close to measuring all frequencies in a musical signal with one window size: we don't have enough frequencies and they don't match precisely the pitches....

So we could use different window sizes.....

Digital Audio Fundamentals: The Discrete Fourier Transform



A	B	C	D	E	F	G	
Note	Freq	Window Size	Duration	Window Freq	Freq Detected	Error	
C	32.7032	2697	0.061	2	32.7030	0.000197	
C#	34.6478	5091	0.115	4	34.6494	0.001581	
D	36.7081	3604	0.082	3	36.7092	0.001112	
Eb	38.8909	2268	0.051	2	38.8889	0.002011	
E	41.2034	3211	0.073	3	41.2021	0.001282	
F	43.6535	4041	0.092	4	43.6526	0.000939	
F#	46.2493	1907	0.043	2	46.2507	0.001355	
G	48.9994	900	0.020	1	49.0000	0.000600	
Ab	51.9131	1699	0.039	2	51.9129	0.000210	
A	55	4811	0.109	6	54.9990	0.001039	
Bb	58.2705	3784	0.086	5	58.2717	0.001170	
B	61.7354	2143	0.049	3	61.7359	0.000484	
A	220	2205	0.050	11	220.0000	0.000000	

BUT, with one window, we can measure the multiples of a particular fundamental.... And this matches the way musical instruments work (in general):

A guitar tone of pitch 220 Hz (A below middle C, A on the G string) has its strongest components at the harmonics:

220, 440, 660, 880,

And we can find these (luckily enough!) with a window size of 2205:

$$44100 * 11 / 2205 = 220$$

So 220 Hz ought to show up as frequency 11,
440 Hz as 22, etc.

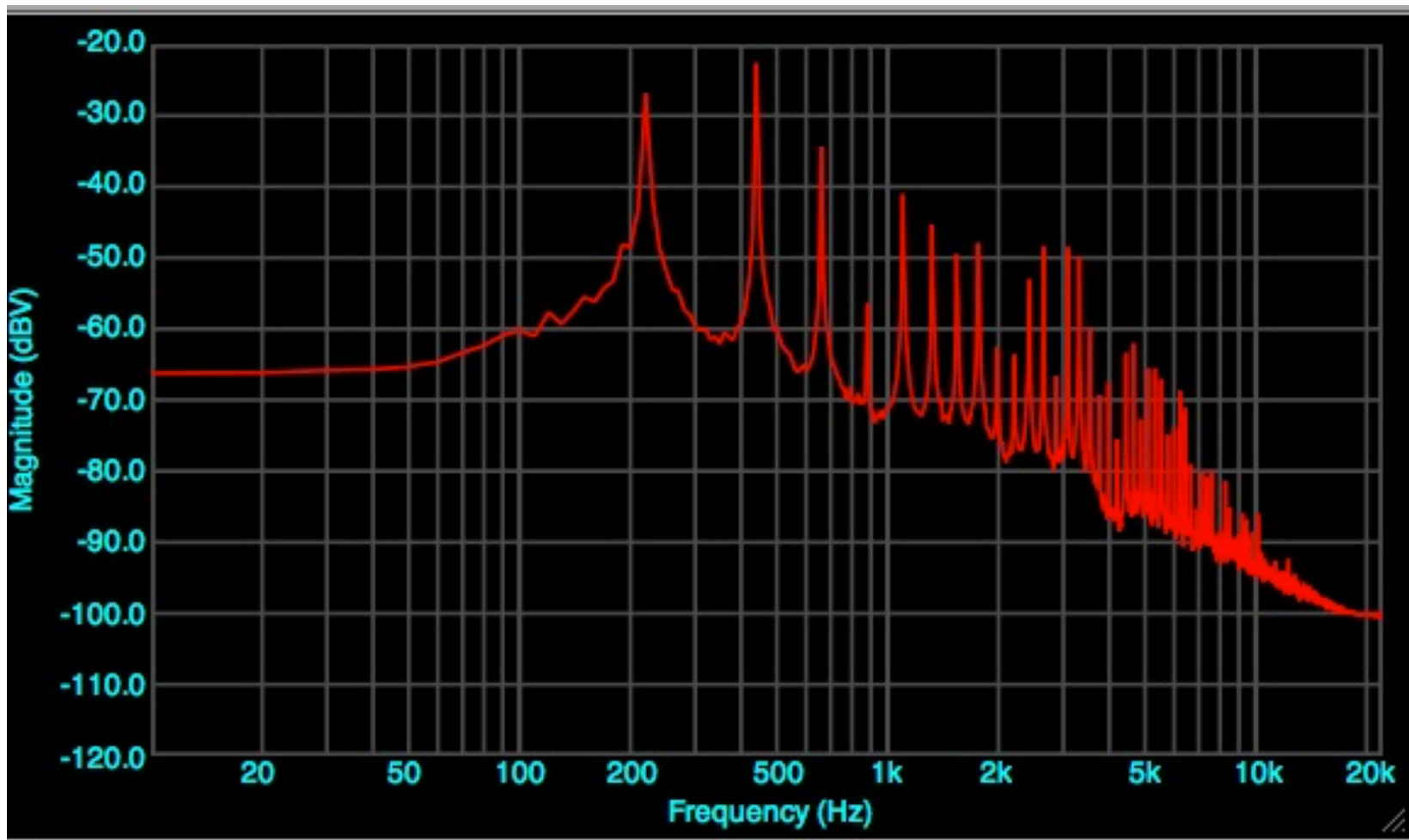
Let's look.....

Digital Audio Fundamentals: The Discrete Fourier Transform



Computer Science

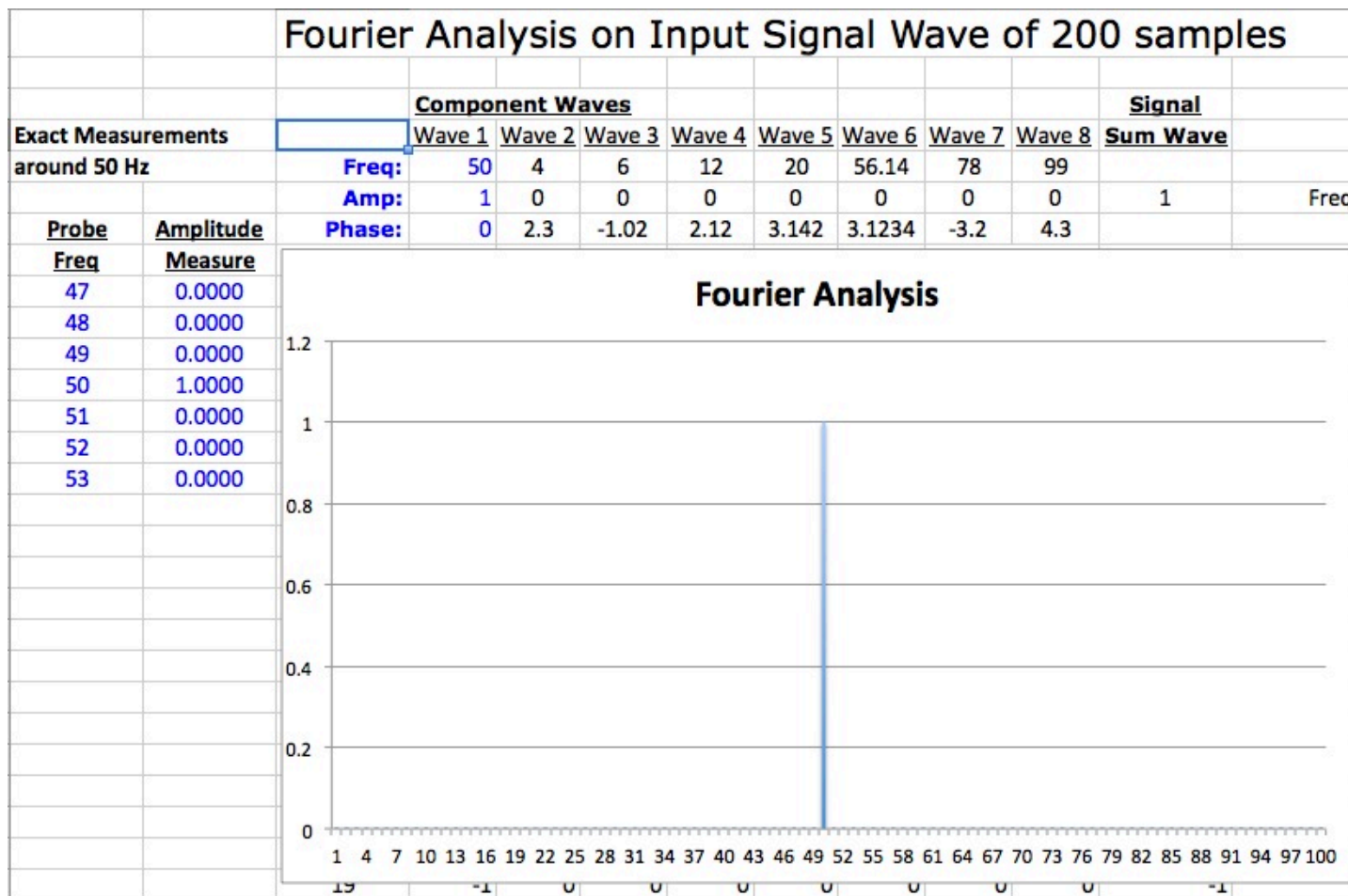
But it is not clear that the only frequencies are multiples of the fundamental, and each “peak” is not a simple value, but a “triangular mountain”:



Digital Audio Fundamentals: The Discrete Fourier Transform



Let's explore why: When frequencies are integral (i.e., K complete periods within the window of N samples), we get precise measurements. Let's consider what happens with frequencies around 50 Hz:

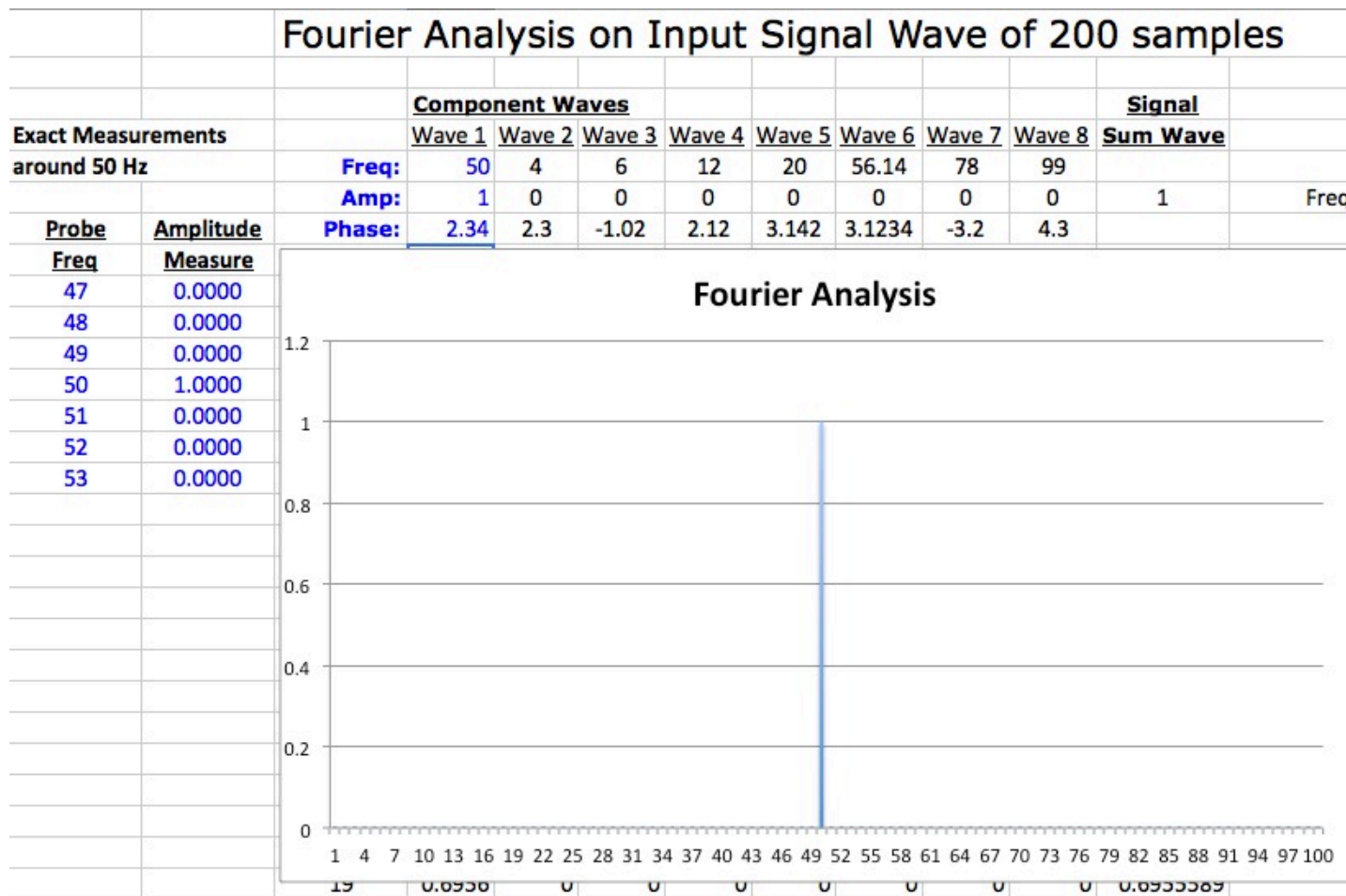


Digital Audio Fundamentals: The Discrete Fourier Transform



Computer Science

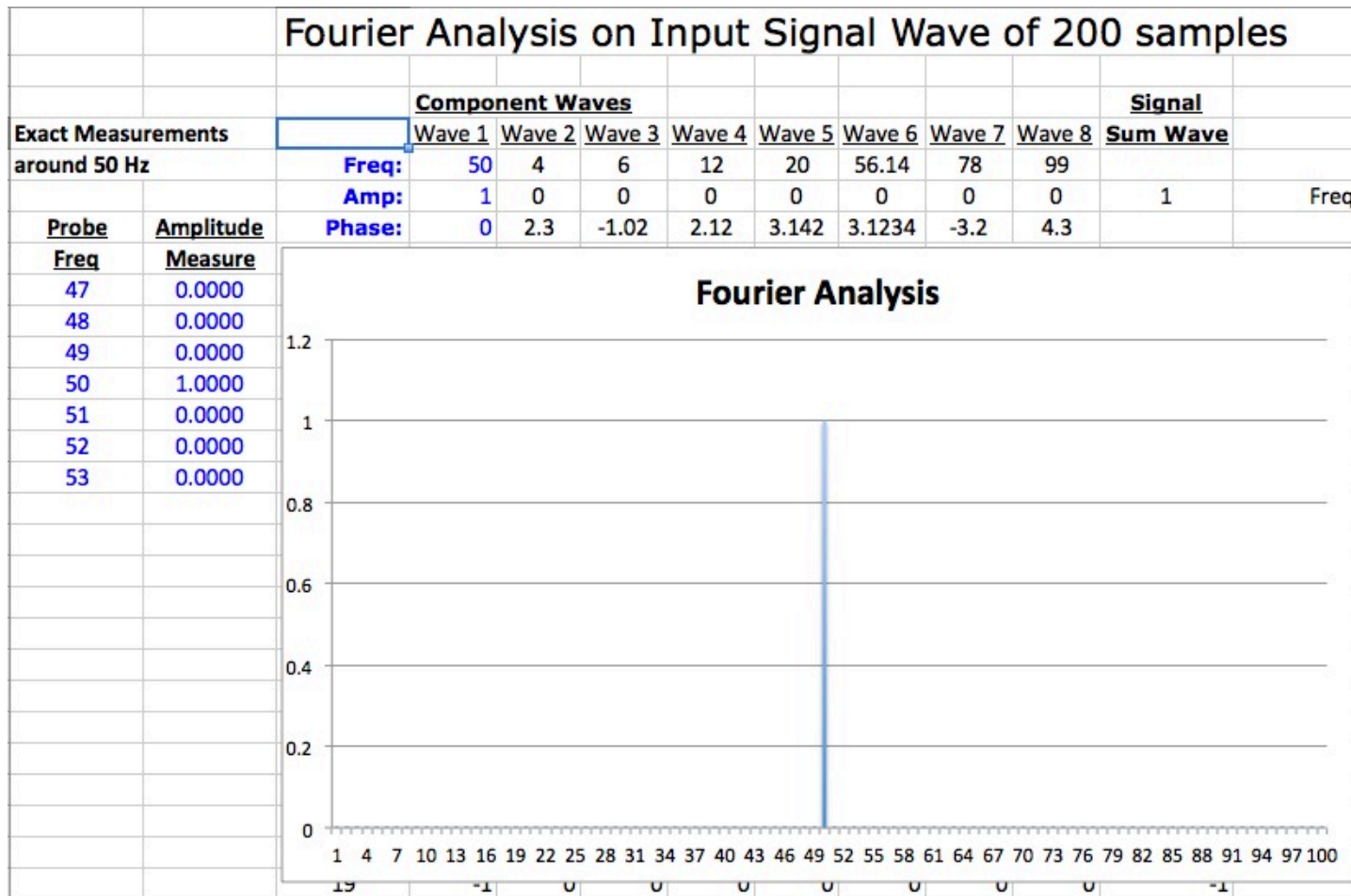
Recall that the phase does not affect the measurement:



Digital Audio Fundamentals: The Discrete Fourier Transform



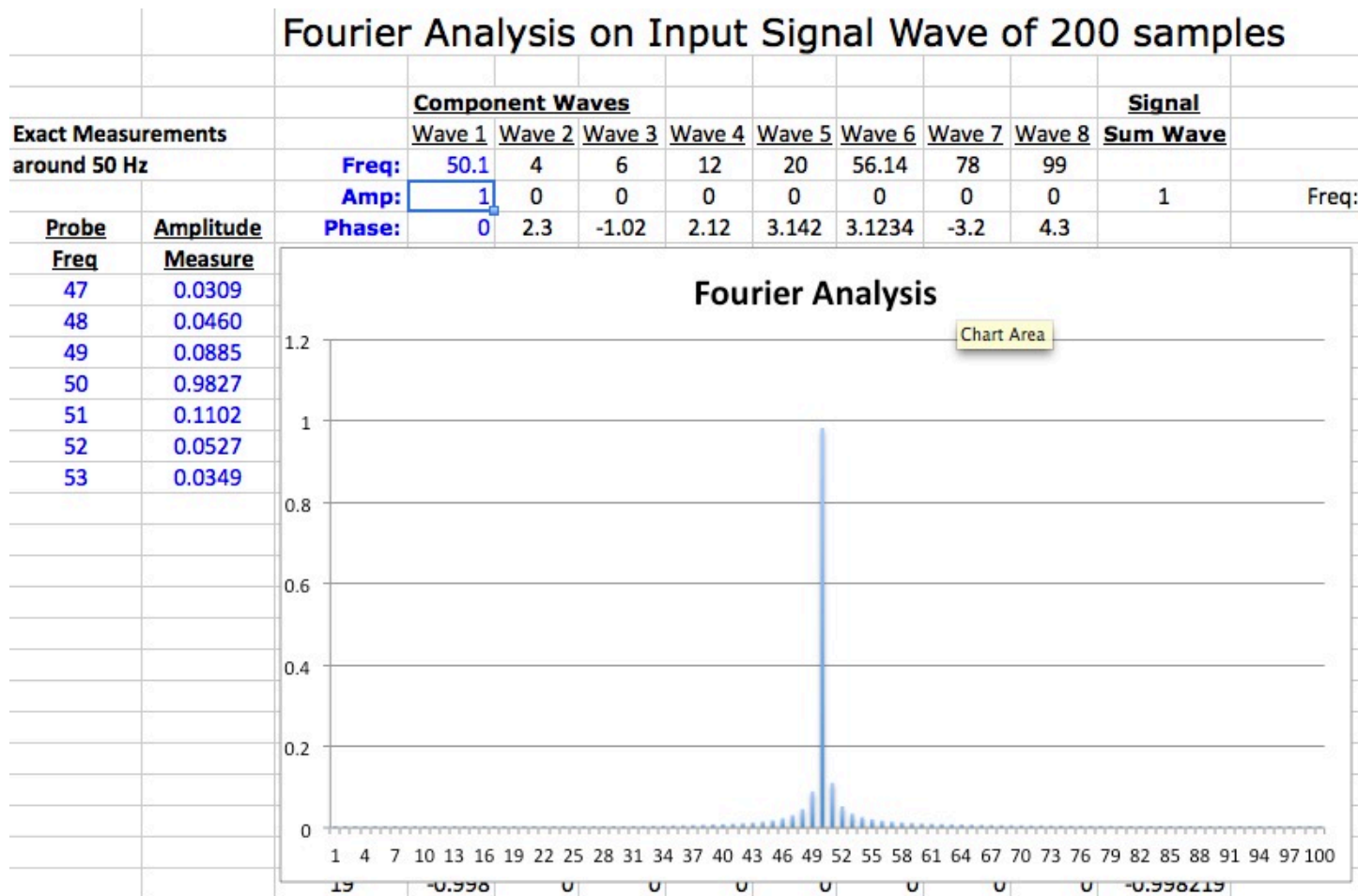
But let's see what happens as we change the frequency slowly from 50 to 51 Hz:



Digital Audio Fundamentals: The Discrete Fourier Transform



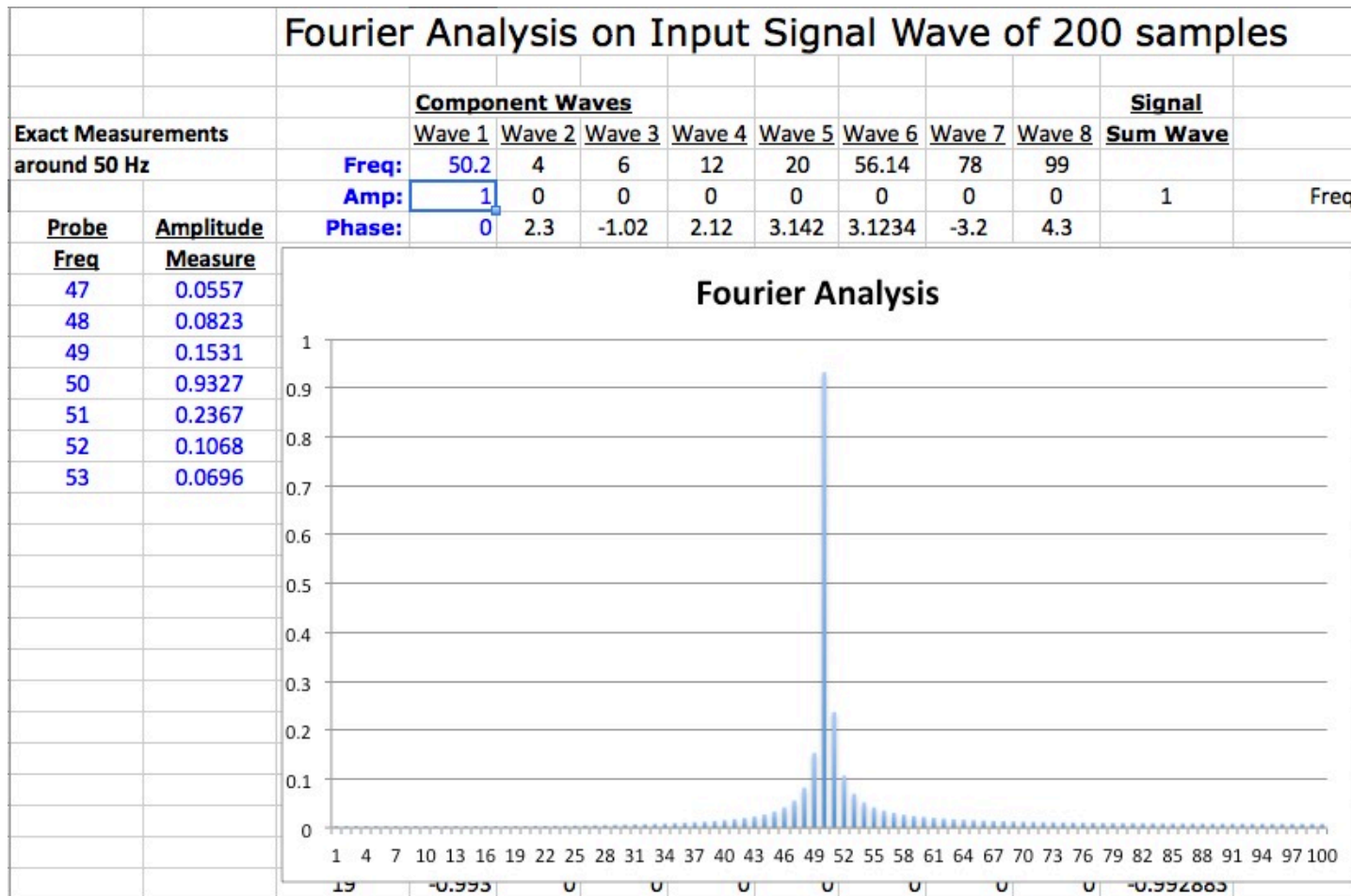
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Digital Audio Fundamentals: The Discrete Fourier Transform



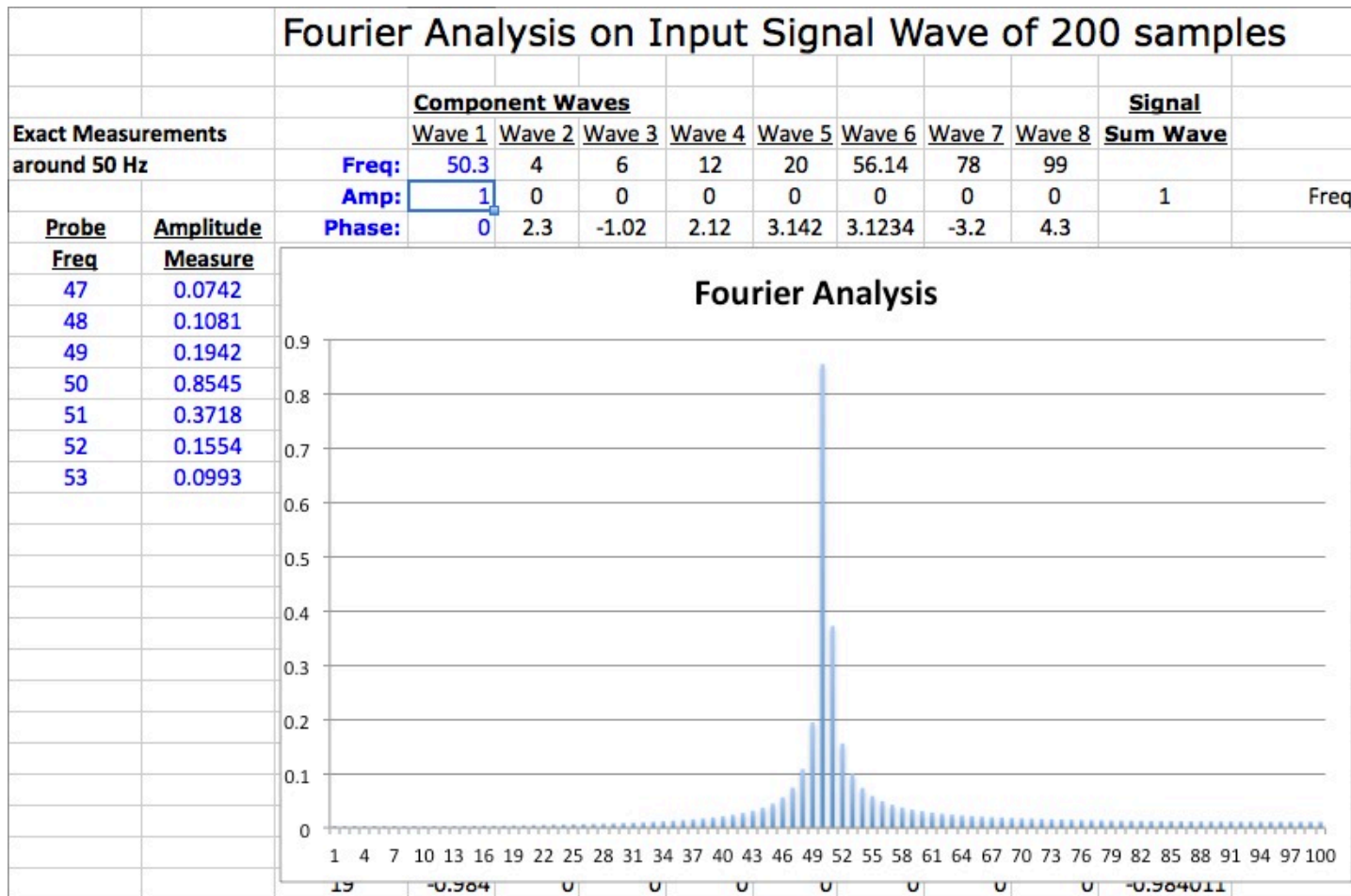
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Digital Audio Fundamentals: The Discrete Fourier Transform



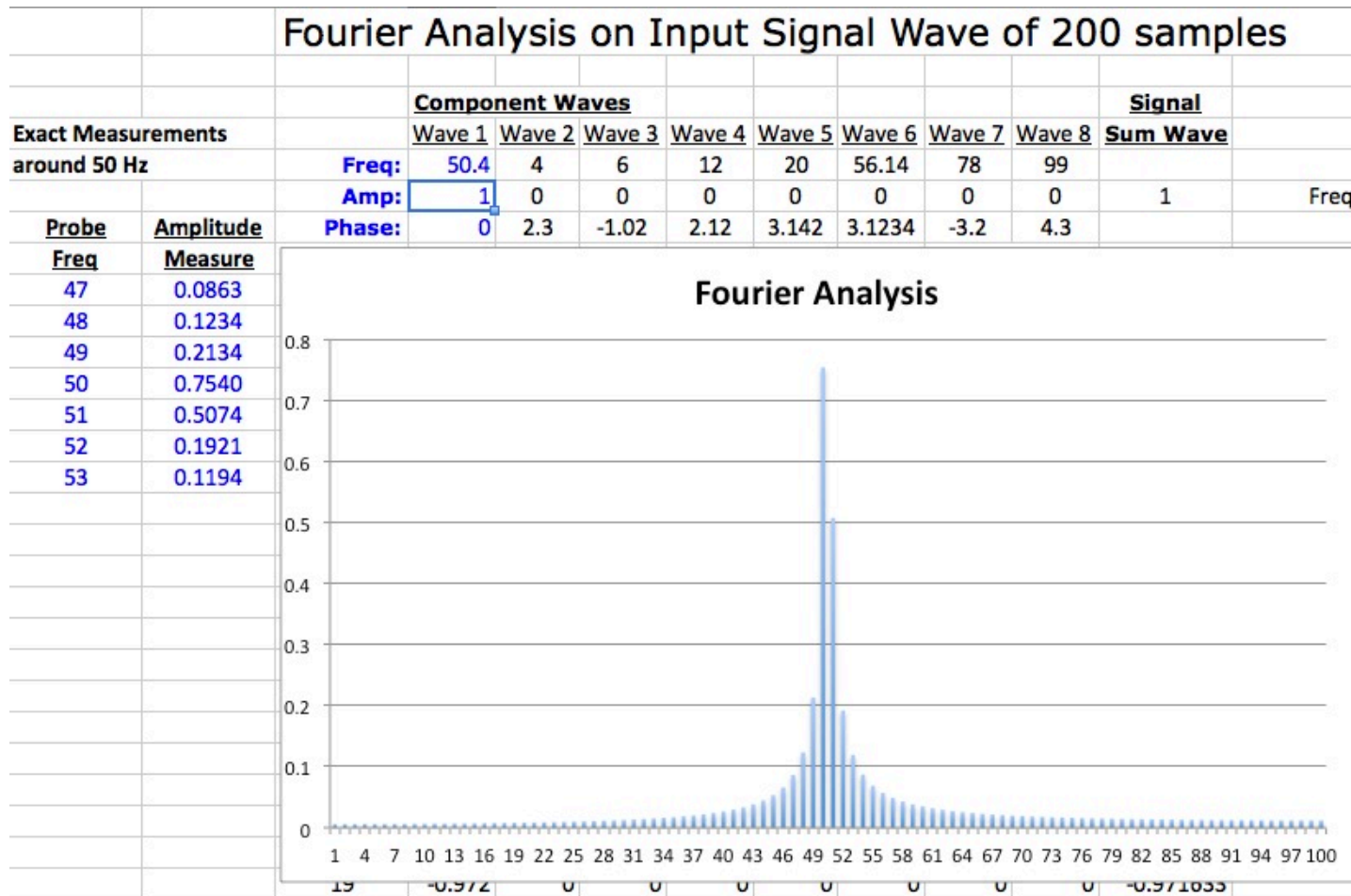
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Digital Audio Fundamentals: The Discrete Fourier Transform



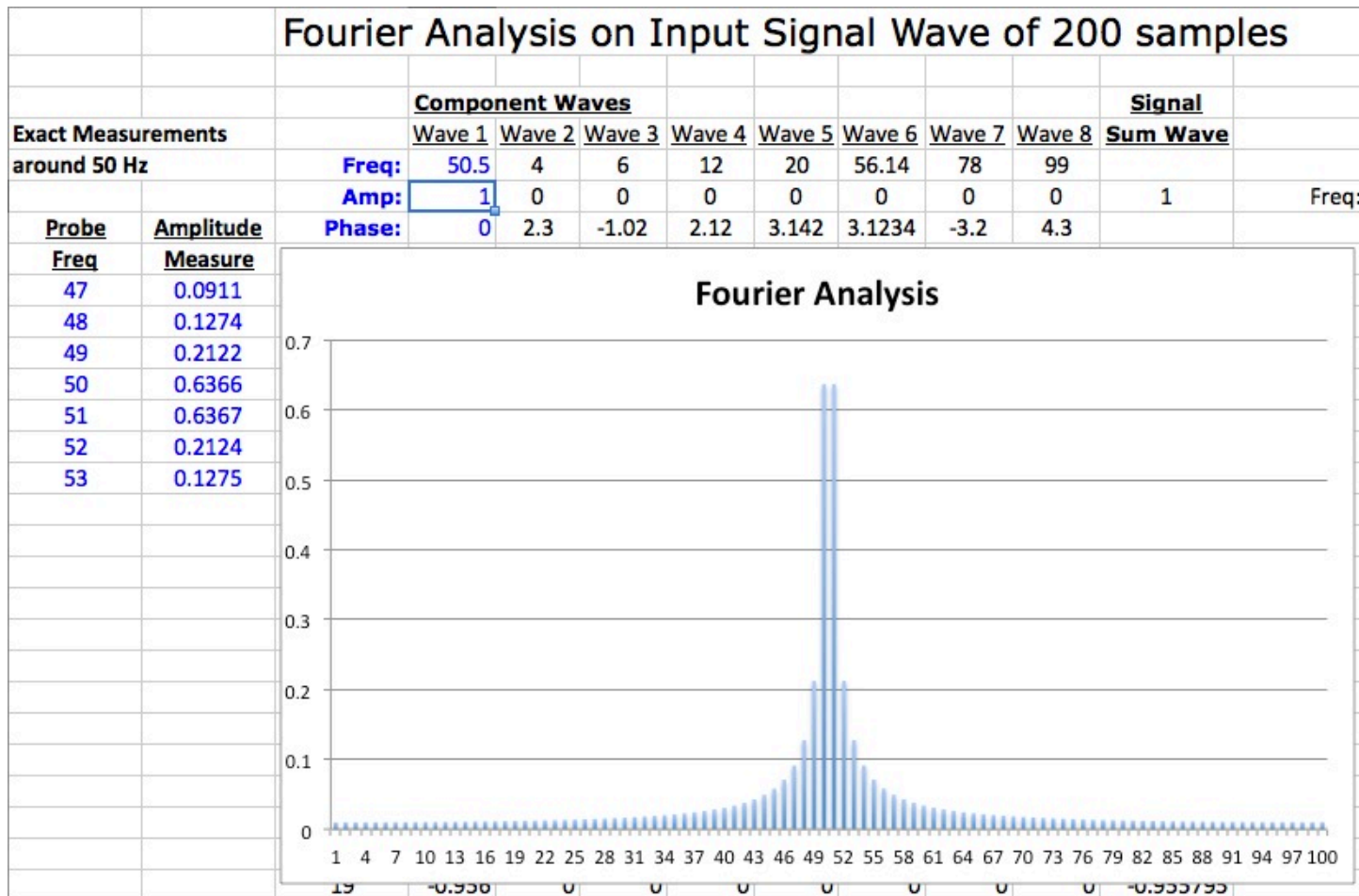
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Digital Audio Fundamentals: The Discrete Fourier Transform



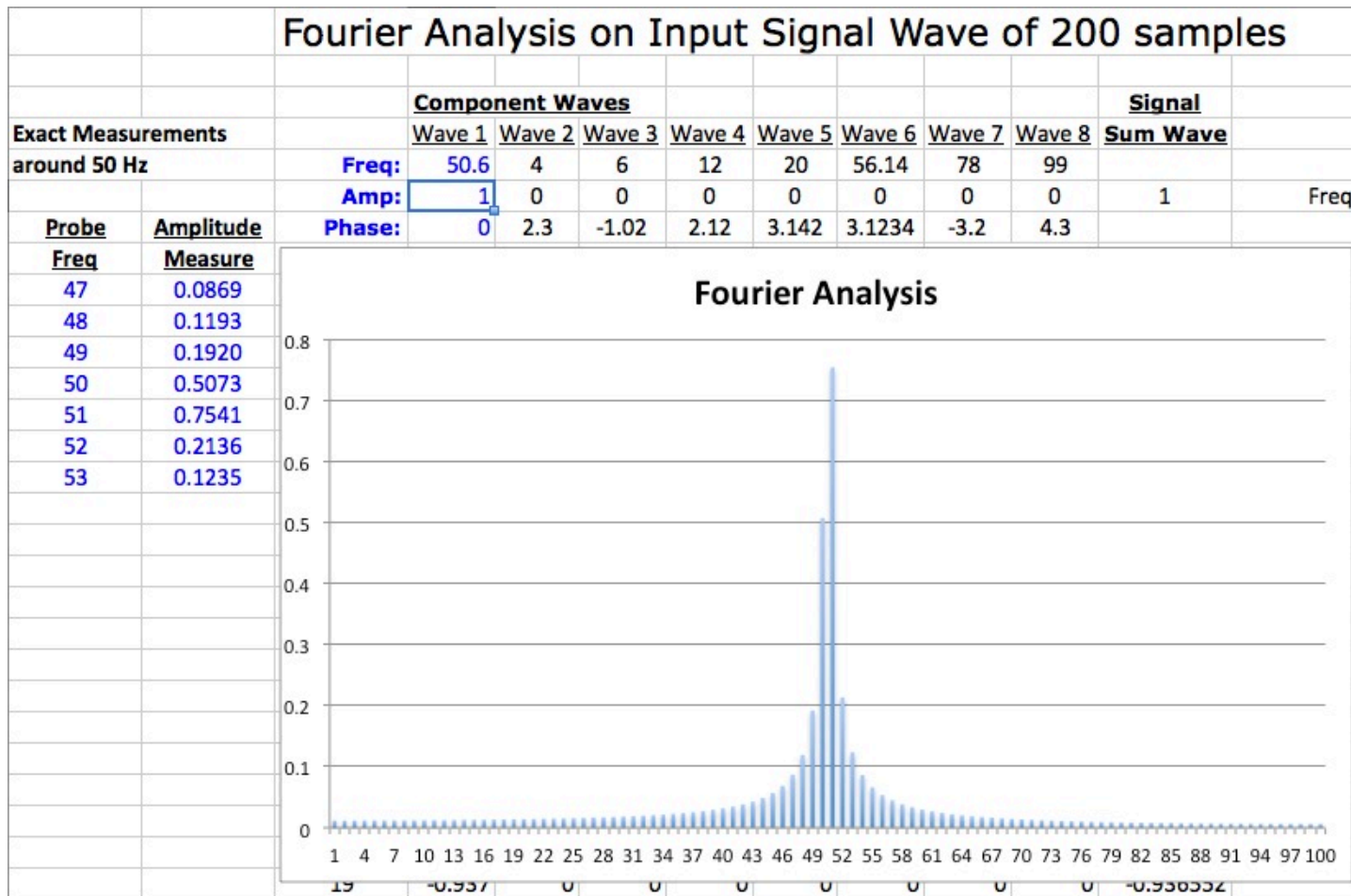
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Digital Audio Fundamentals: The Discrete Fourier Transform



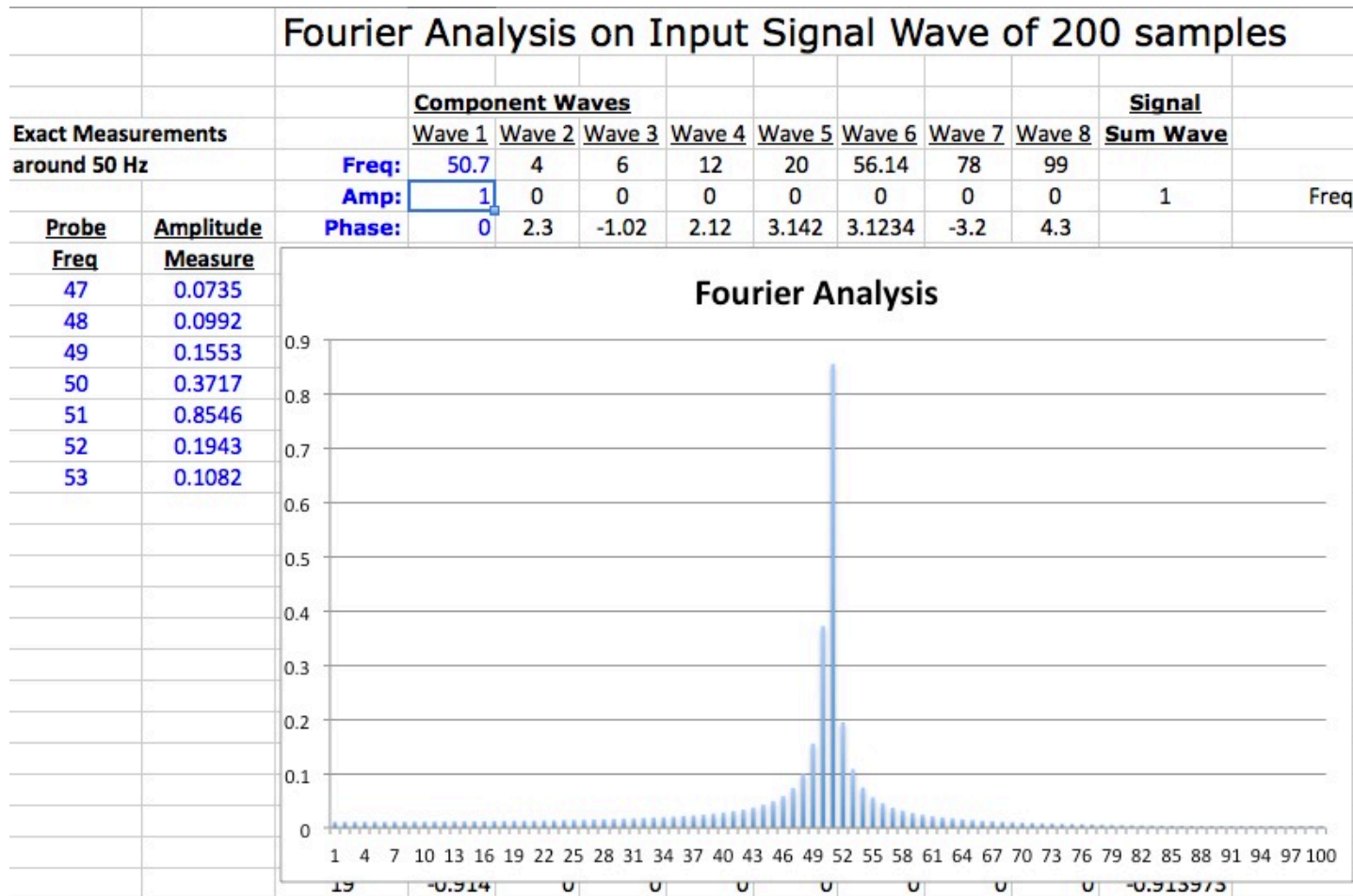
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Digital Audio Fundamentals: The Discrete Fourier Transform



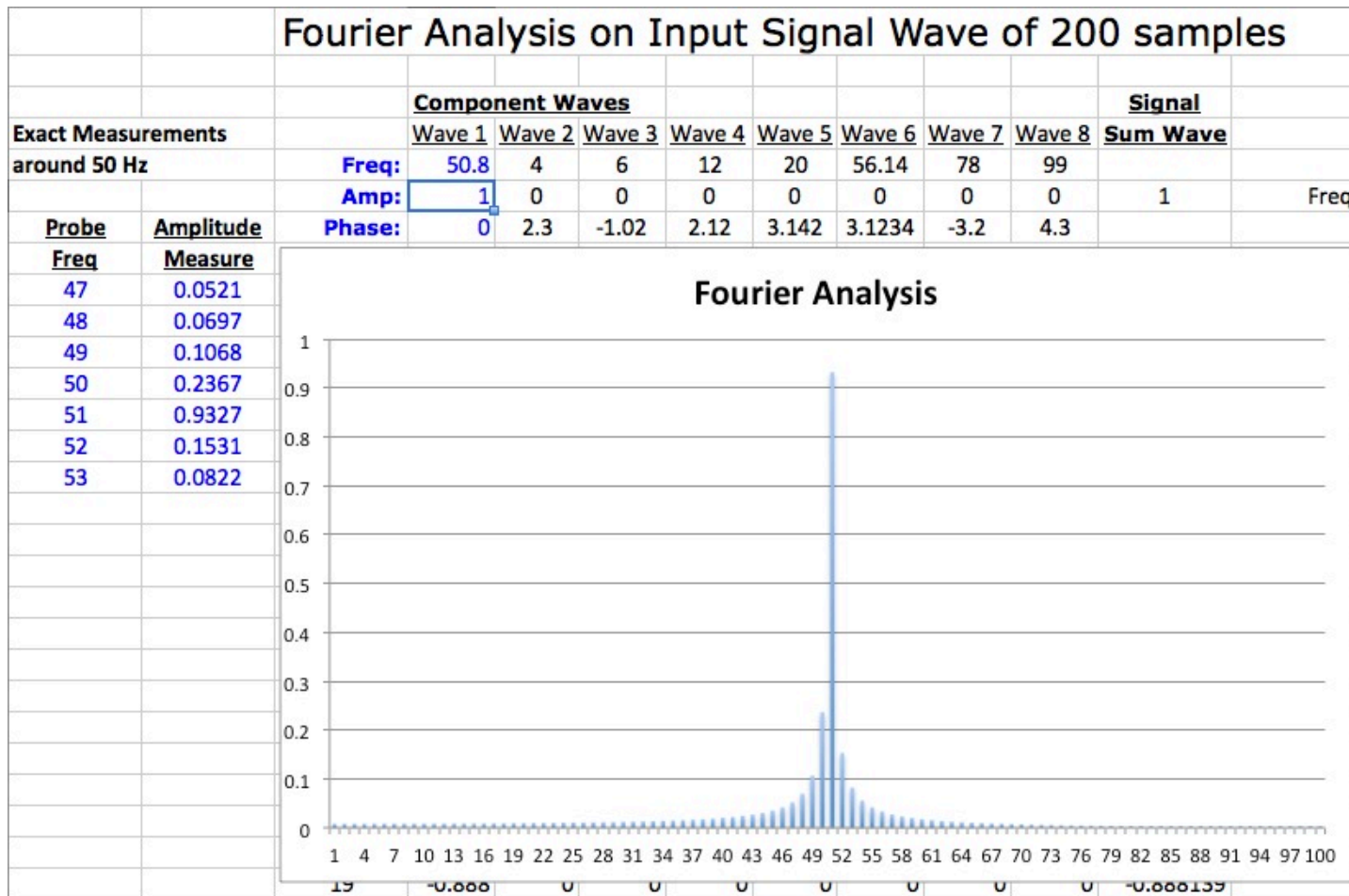
Let's see what happens as we change the frequency slowly from 50 to 51 Hz:



Digital Audio Fundamentals: The Discrete Fourier Transform



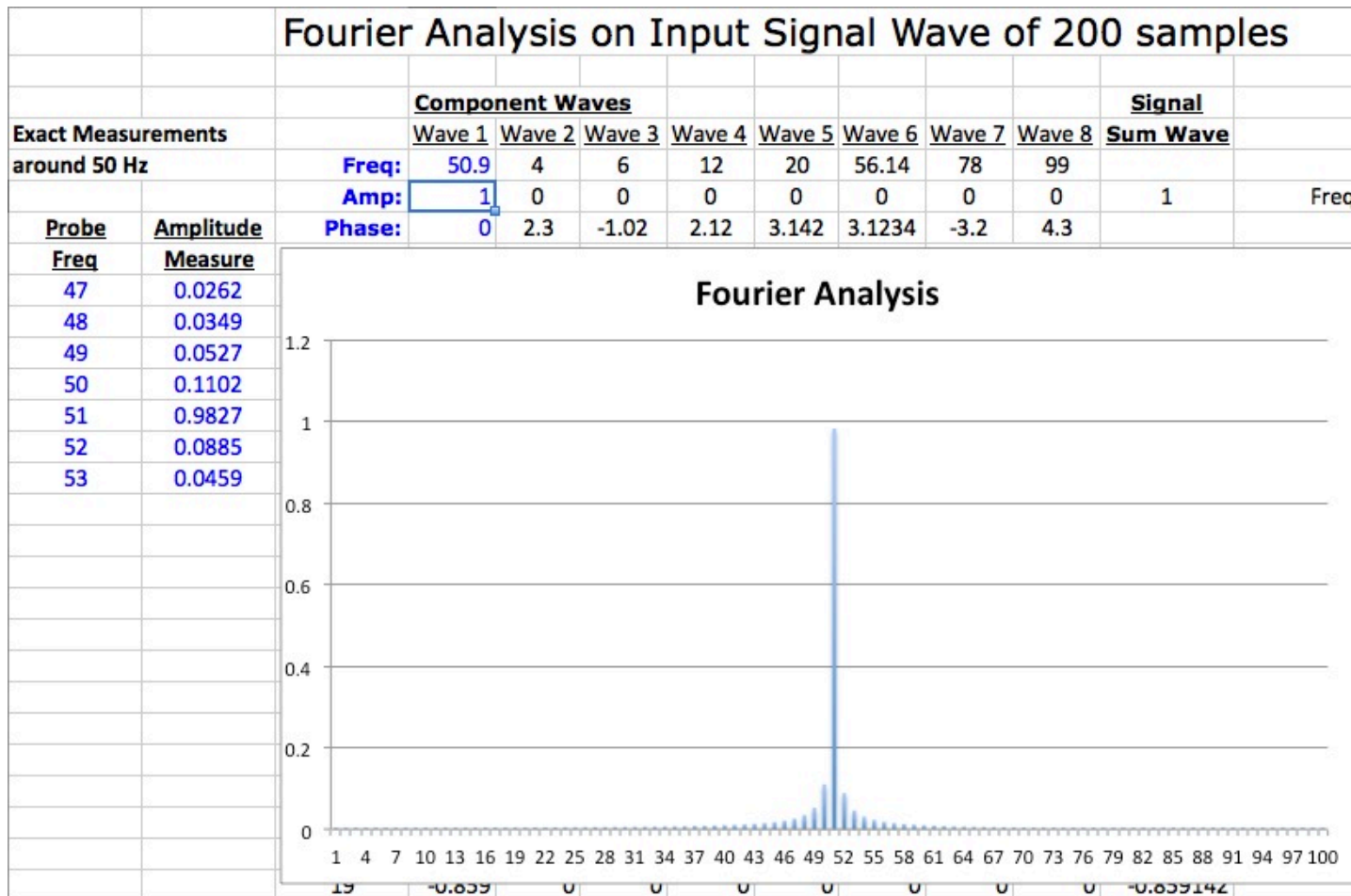
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Digital Audio Fundamentals: The Discrete Fourier Transform



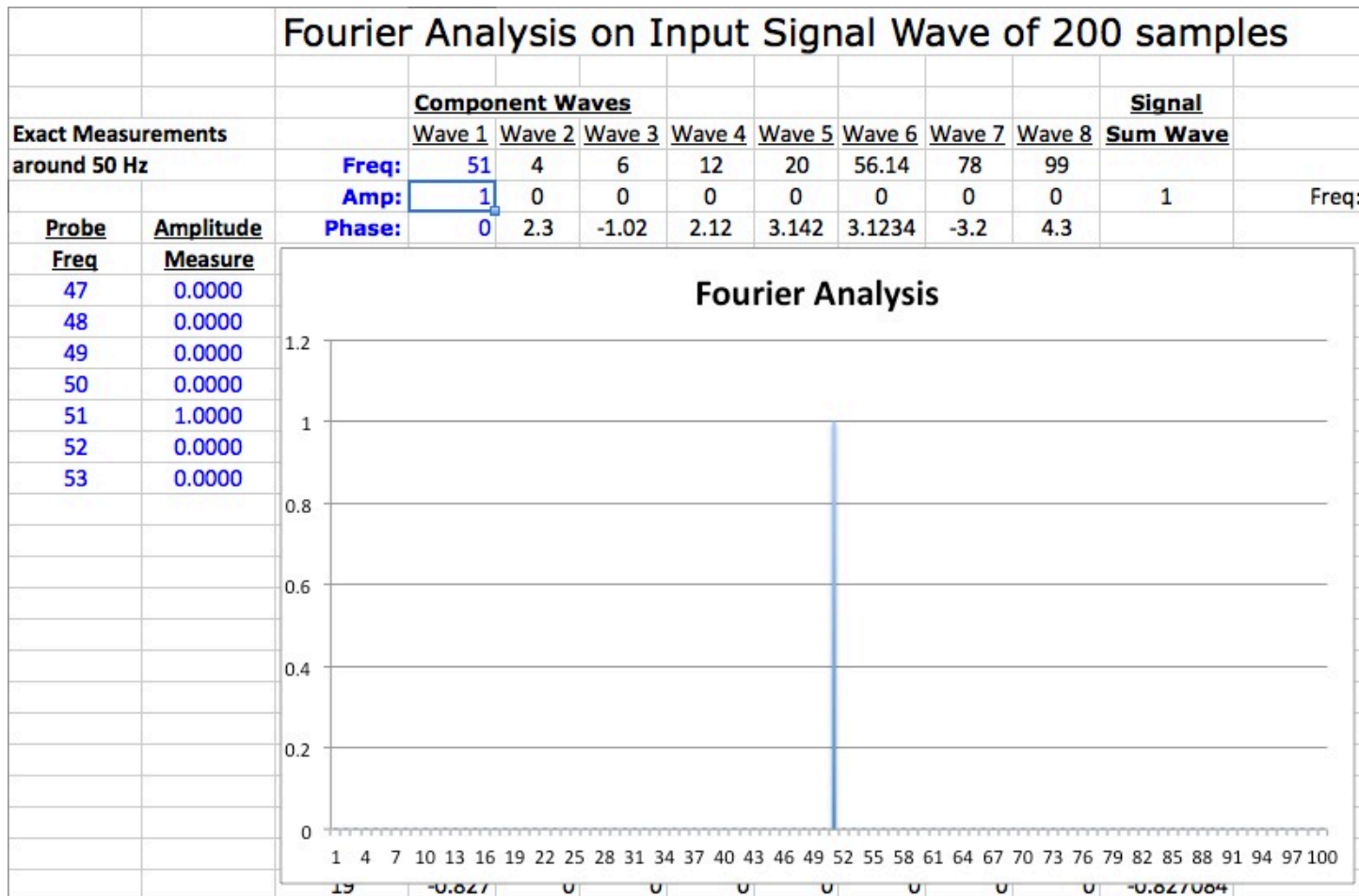
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Digital Audio Fundamentals: The Discrete Fourier Transform



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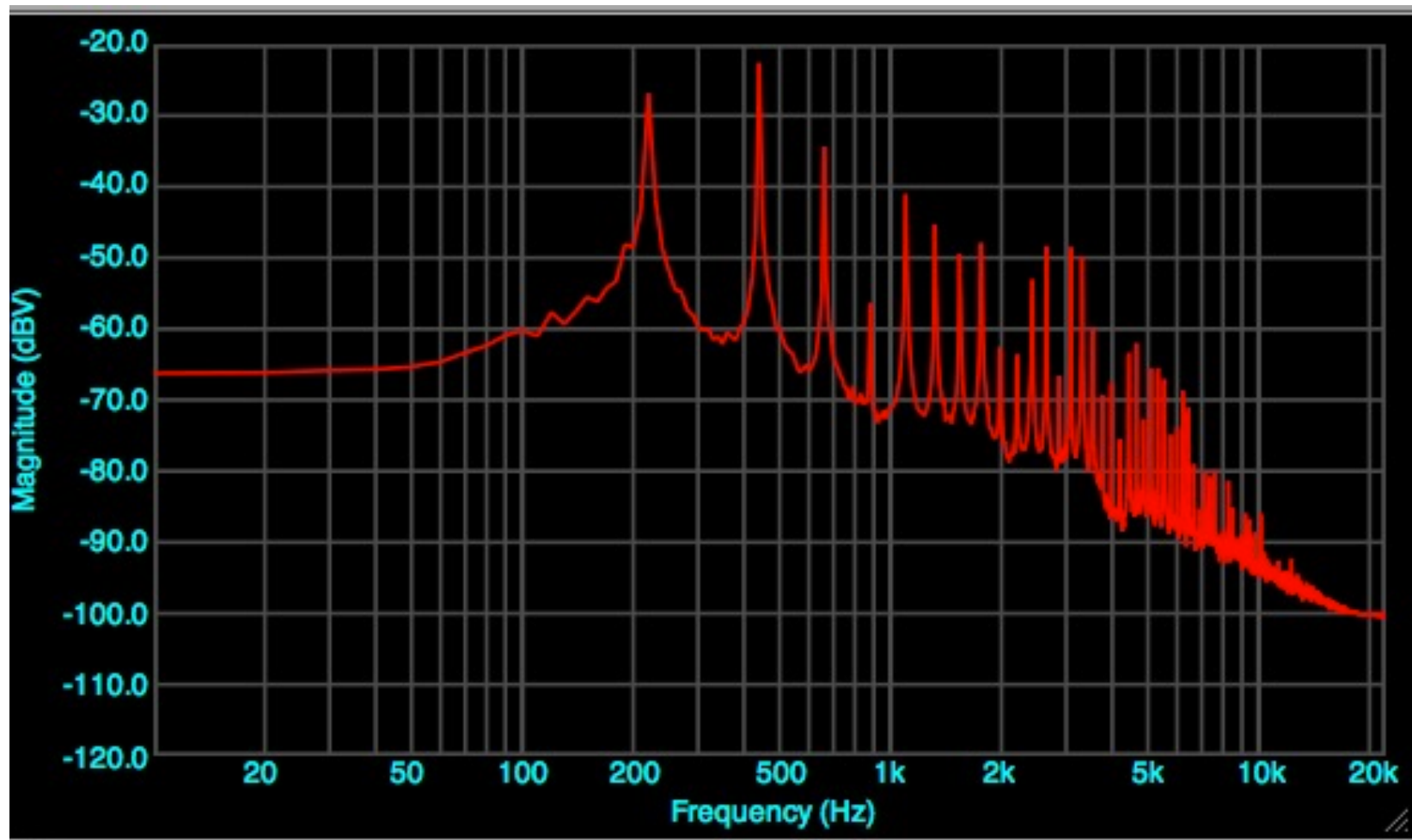


Digital Audio Fundamentals: The Discrete Fourier Transform



Computer Science

You can see this in a typical spectrum, where the characteristic shape of a frequency component (“triangular mountain”) shows up repeatedly:



Digital Audio Fundamentals: The Discrete Fourier Transform



Computer Science

The typical **solution** used is to de-emphasize the signal components at the edges, by tapering the amplitude of the signal using either a triangular function (which is used to modify the amplitude of the signal)

$$W(n,N) = 1 - \text{Abs}[(n - (N/2))/(N/2)] \quad \text{for } 1 \leq n \leq N$$

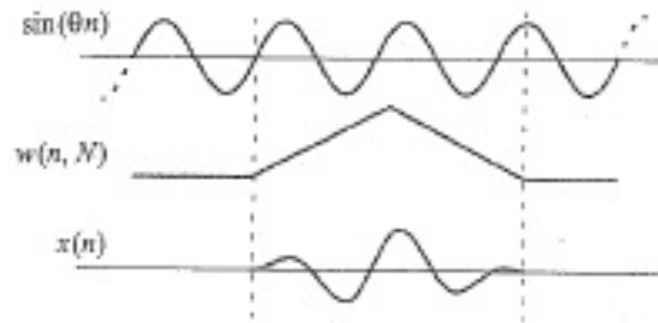


Figure 3.19
Windowing with a triangular function.

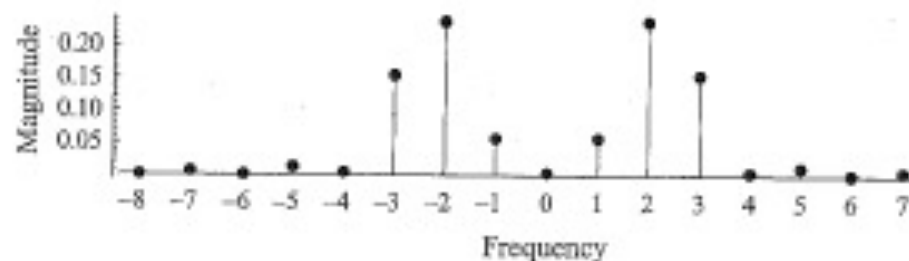


Figure 3.20

Note: We can expect that this approach will **change the amplitude measurement**, since it reduces the overall sum of the samples!

Digital Audio Fundamentals: The Discrete Fourier Transform



Computer Science

Or some more complex function:

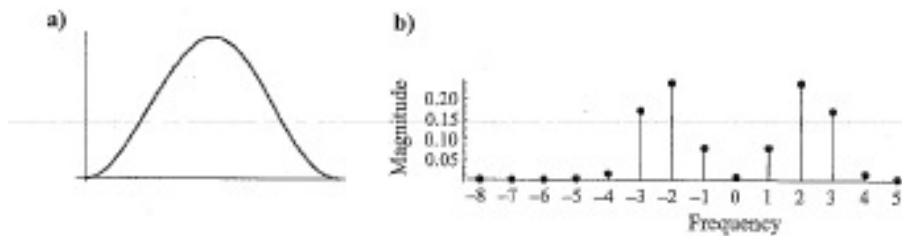


Figure 3.21
Hann window and resulting spectrum.

$$H(x, n, N) = \begin{cases} (1 - a) \cos\left(2\pi\frac{n}{N} + \pi\right) + a, & 0 \leq n < N, \\ 0 & \text{otherwise,} \end{cases}$$

where $a = 1/2$. It is shown in figure 3.21a.

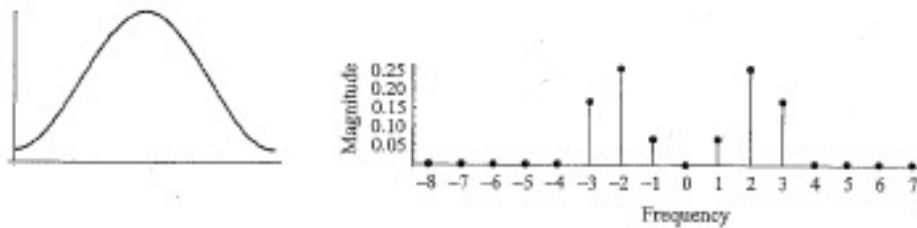


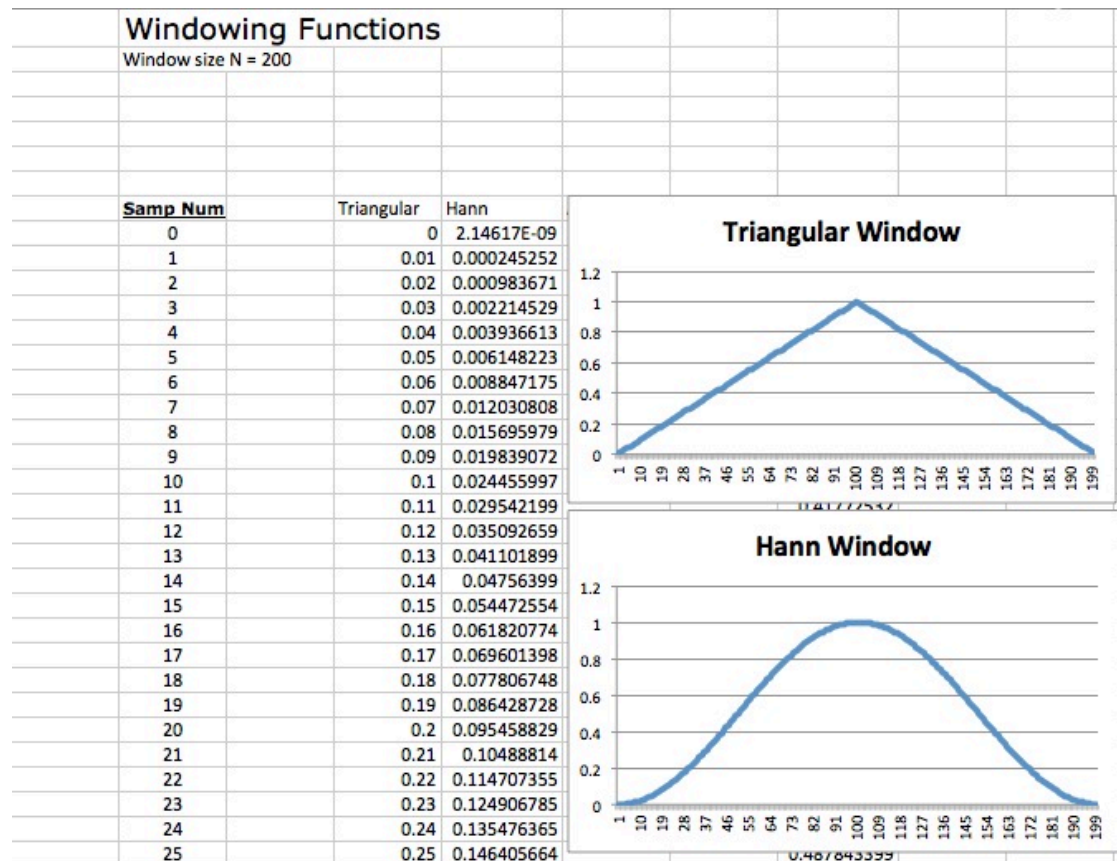
Figure 3.22
Hamming window and resulting spectrum.

A nice description of the various "window functions," with interesting graphics, is provided by http://en.wikipedia.org/wiki/Window_function

Digital Audio Fundamentals: The Discrete Fourier Transform



Let's try two of these in our experiment on a non-integral frequency of 50.4 Hz, using the Triangular and the Hann Windows:

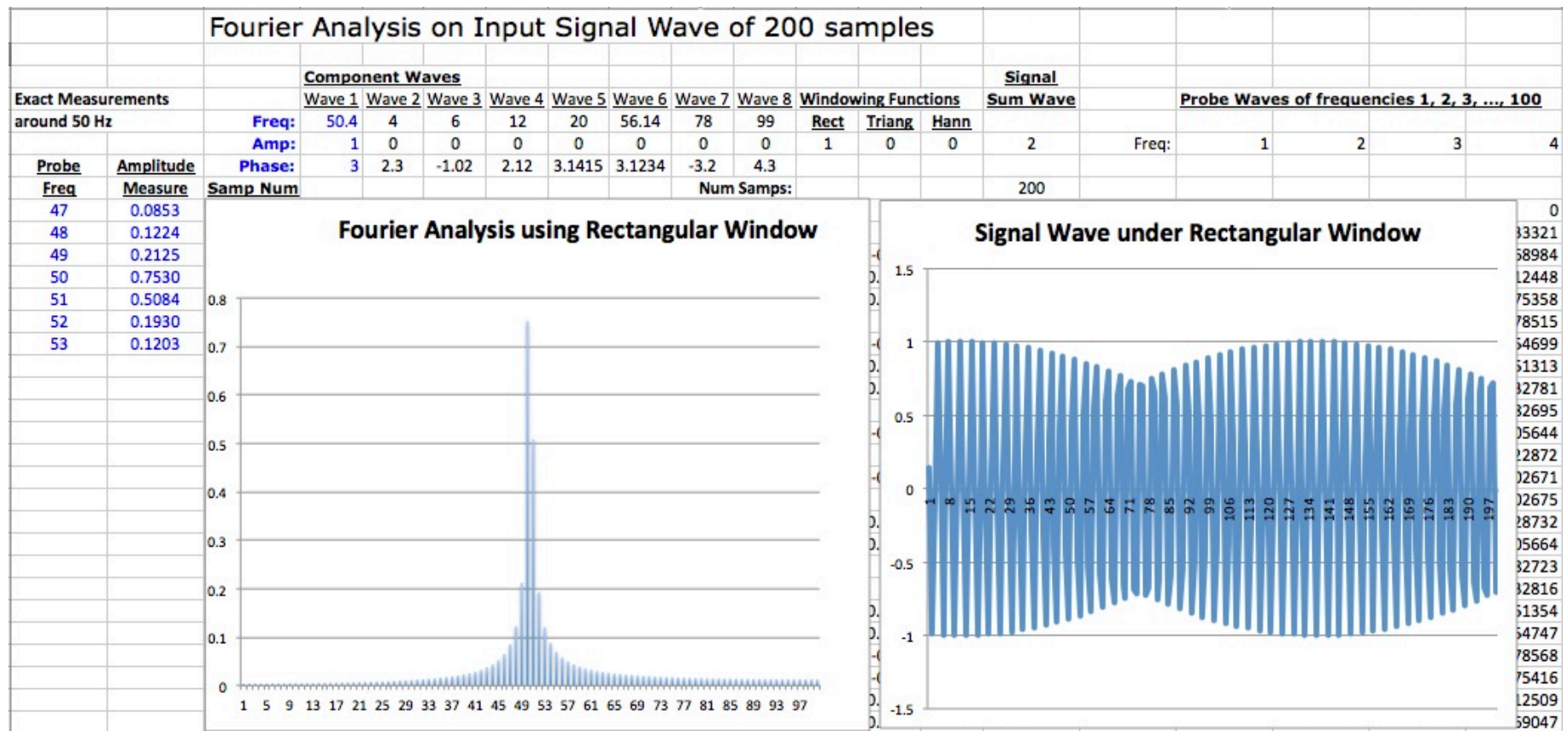


Digital Audio Fundamentals: The Discrete Fourier Transform



Computer Science

Let's try two of these in our experiment on a non-integral frequency of 50.4 Hz, using the **Rectangular** (as before), the Triangular, and the Hann Windows:

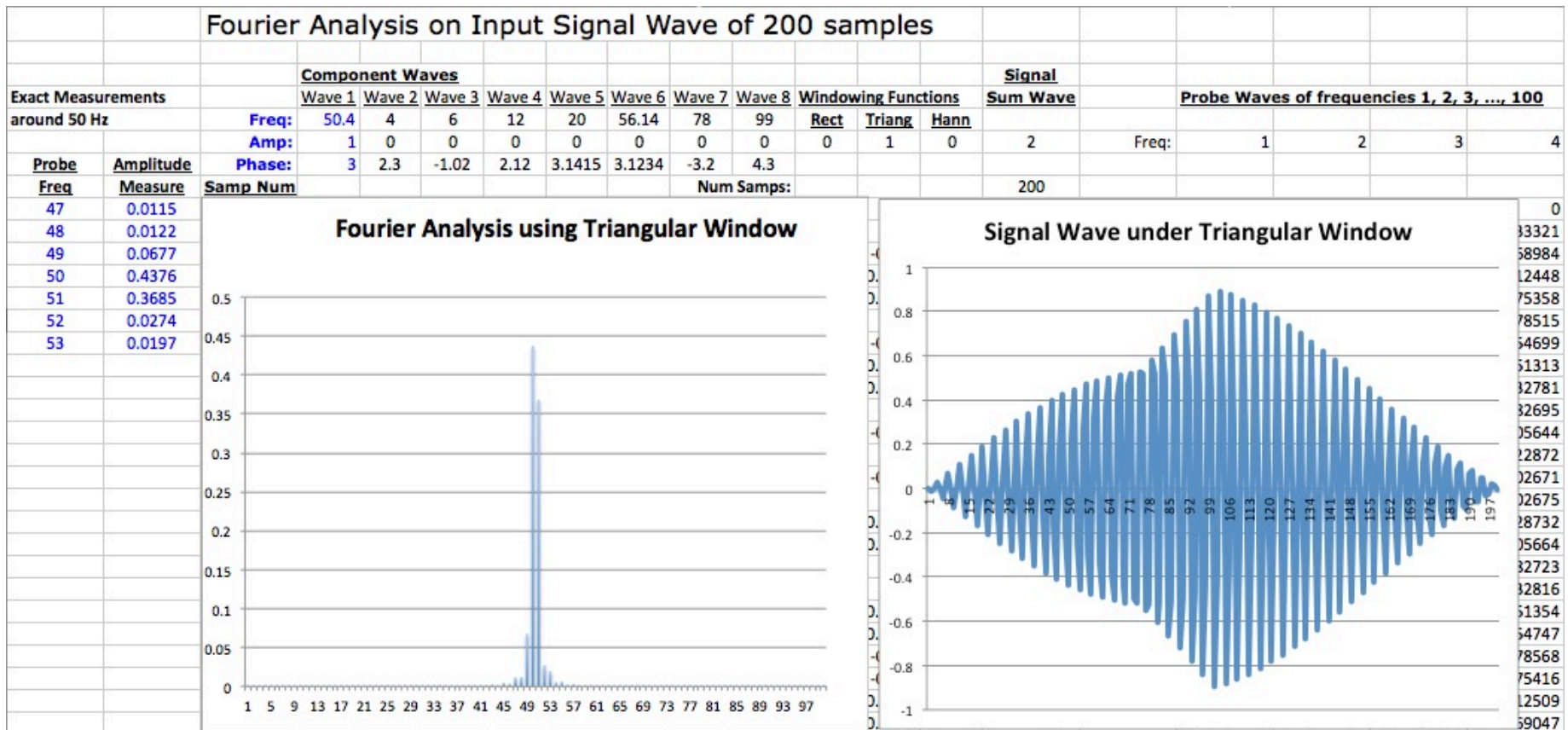


Digital Audio Fundamentals: The Discrete Fourier Transform



Computer Science

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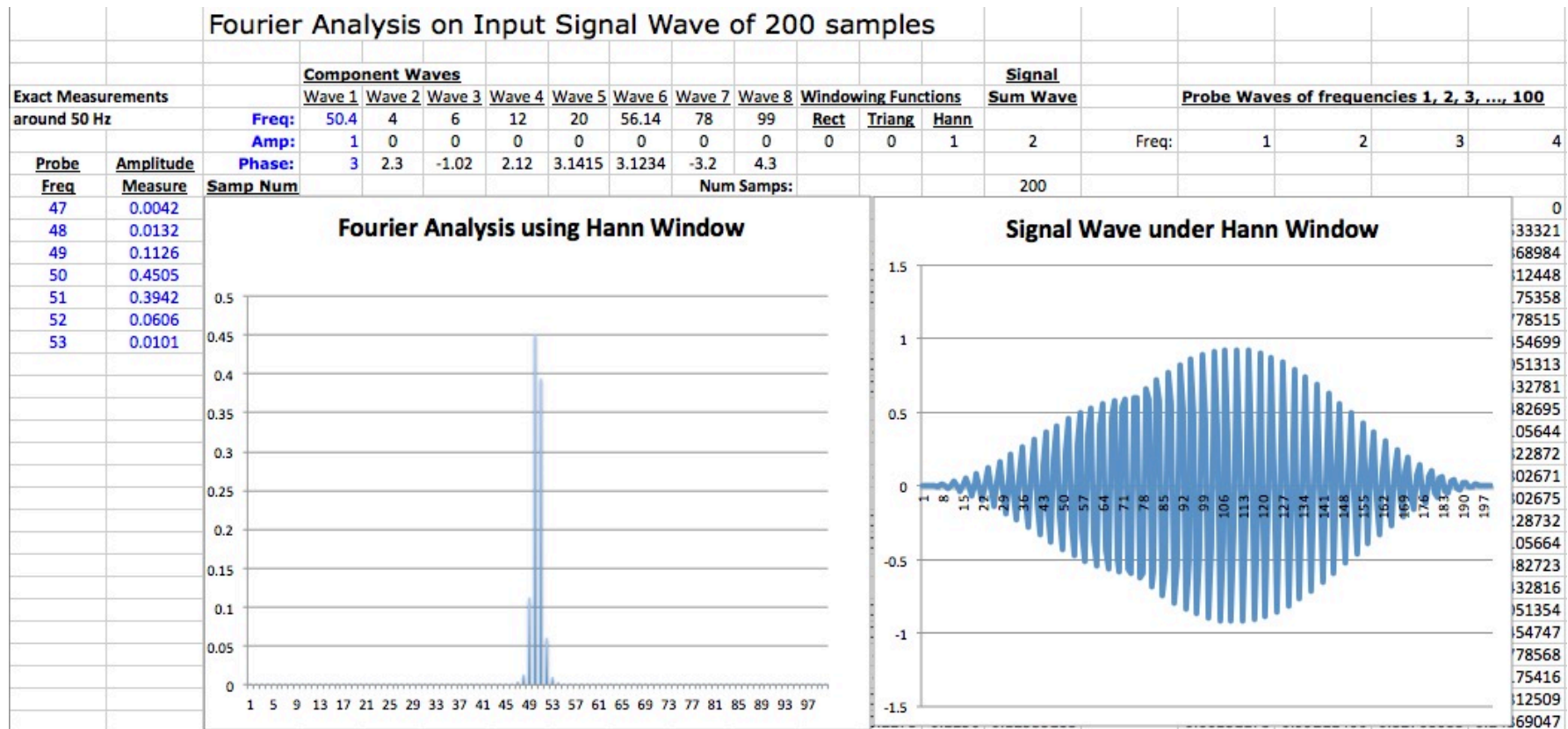


Digital Audio Fundamentals: The Discrete Fourier Transform



Computer Science

Let's try two of these in our experiment on a non-integral frequency of 50.4 Hz, using the Rectangular (as before), the Triangular, and the **Hann** Windows:



Conclusions on windowing for the DFT:

(1) Window size determines frequency resolution: given a window size of W samples, with a fundamental frequency of $f = SR / W$, we can only probe for the integral frequencies (the harmonics of F):

$0, f, 2*f, 3*f, \dots, k*f, \dots, \text{Nyquist Limit}$

Any other frequencies will be subject to the “picket fence” problem and only approximated.

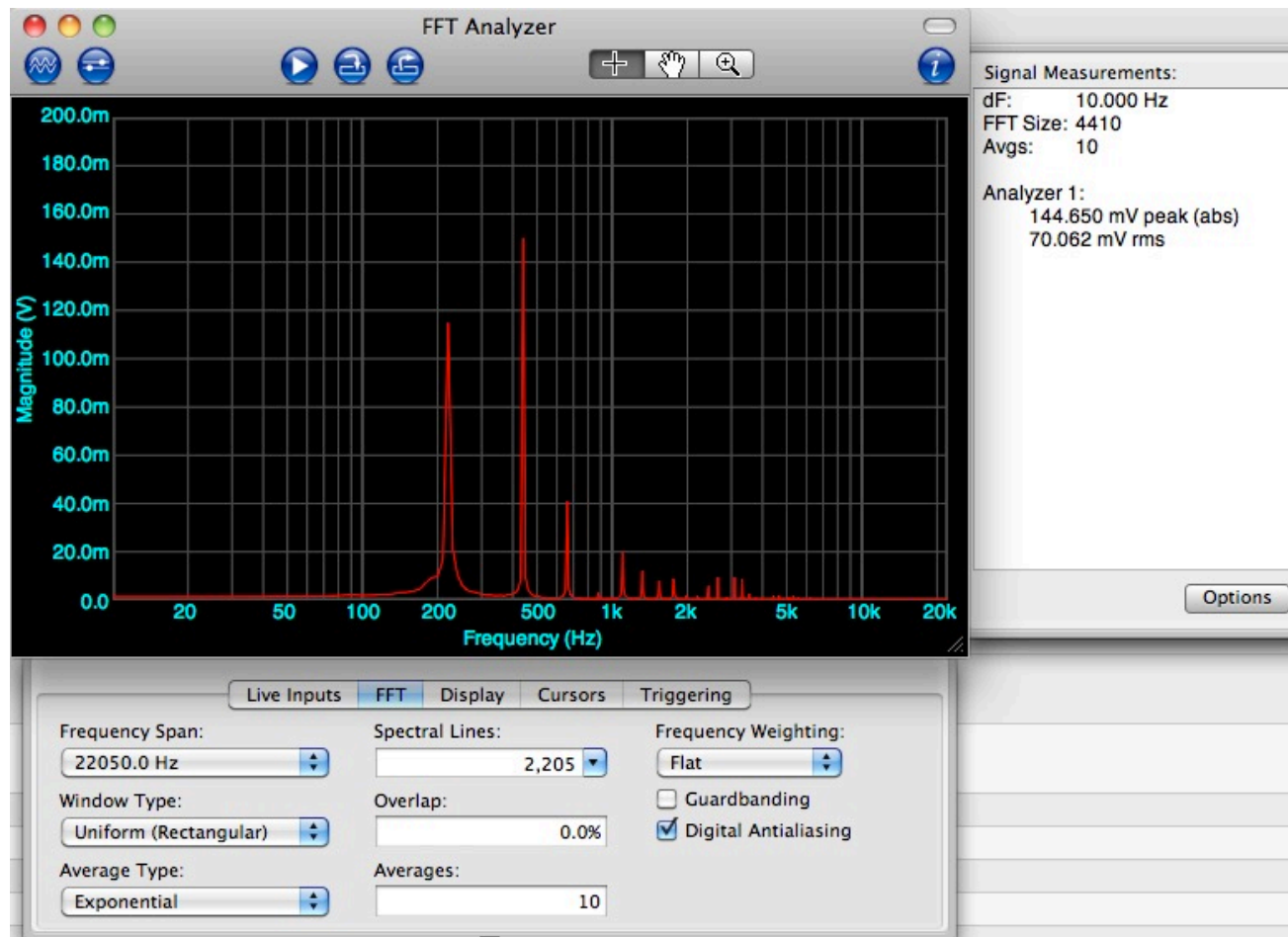
(2) Non-integral frequencies cause “leakage” to adjacent integral frequencies; good windowing functions (e.g., Hann) mitigate leakage effects and provide reasonably accurate measurements of amplitude of components, after correction.

Digital Audio Fundamentals: The Discrete Fourier Transform



Computer Science

Professional tools such as Electroacoustics Toolbox allow you to set these features, as well as window length, whether windows overlap, whether and how to average the successive measurements, whether and how to weight the measures to the psychoacoustical properties of human hearing, how to display the result, etc., etc., etc. and to output the analysis to a file.



Digital Audio Fundamentals: The Discrete Fourier Transform



Computer Science

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```
Created by Electroacoustics Toolbox, version 3.0.1 (rev. 1109), on Thursday, 10/1/08 10:00:00 AM
Project Name: untitled
Module Type: FFT Analyzer
Module Name: FFT Analyzer

Device: Soundflower (2ch)
Device Unique ID: SoundflowerEngine:0
Channel Label: Analyzer 1
Units: Vpk
Sensitivity: 1.00000000 V/V
Frequency Weighting: Flat
Sample Rate: 44.10000000 kHz
Sample Period: 22.67573655 µs
Decimation Factor: 1
Digital Antialiasing: ON
FFT Length: 4410
Guardbanding: OFF
Spectral Lines: 2206
Frequency Resolution: 10.00000000 Hz
FFT Time Record Length: 100.00000149 ms
Window: Uniform (Rect)
Averaging: Exponential
Averages: 10
Total Time Record Length: 1.00000000 s
Overlap: 0.00000000 %

Frequency      Magnitude
0      0.0009345763
10     0.001883723
20     0.00192472
...
220    0.2791846
230    0.04434038
240    0.01913349
250    0.01382732
260    0.01114911
270    0.00882916
280    0.007373199
290    0.0065718
300    0.006028267
310    0.005524478
320    0.0049454
330    0.004598976
340    0.004576757
350    0.004409567
360    0.004563091
370    0.004502238
380    0.004490616
390    0.004606624
400    0.004957298
410    0.005889128
420    0.007712504
430    0.01238511
440    0.1653076
450    0.01271653
460    0.005566336
470    0.003511857
480    0.002436093
490    0.002428316
```