



From rat laughter to speed metal - a personal history of phase vocoding

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Assistant Professor

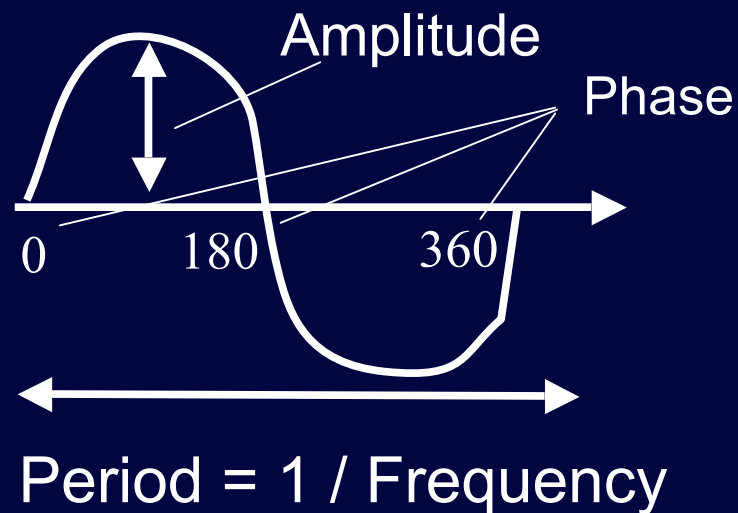
Computer Science Department

(also in Music, ECE)

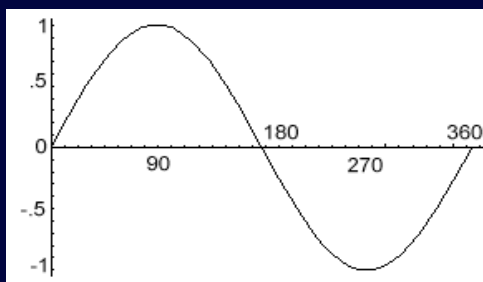
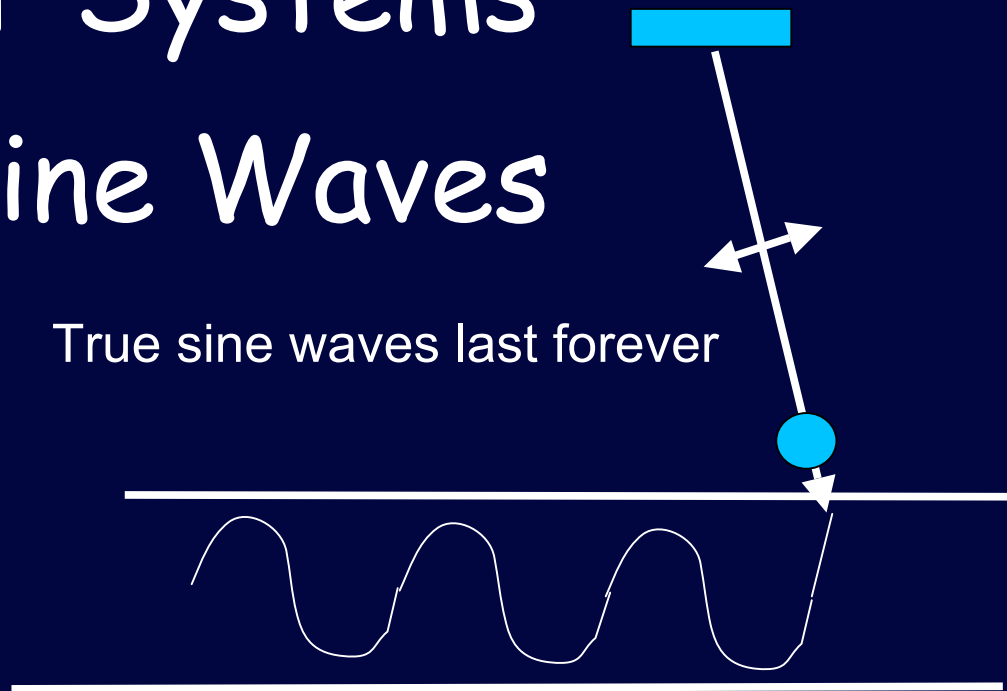
University of Victoria, Canada



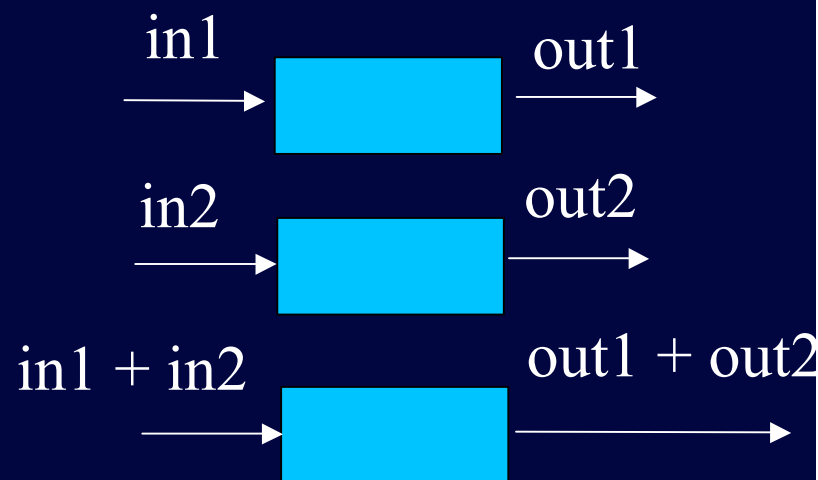
Linear Systems and Sine Waves



True sine waves last forever



sine wave $\rightarrow$ LTI $\rightarrow$ new sine wave





Time-Frequency Analysis

Fourier Transform

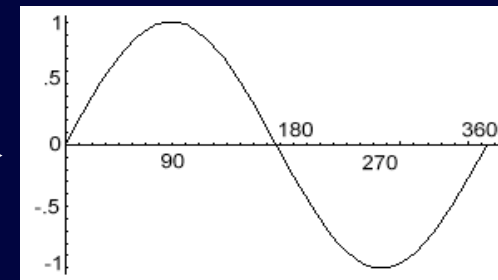
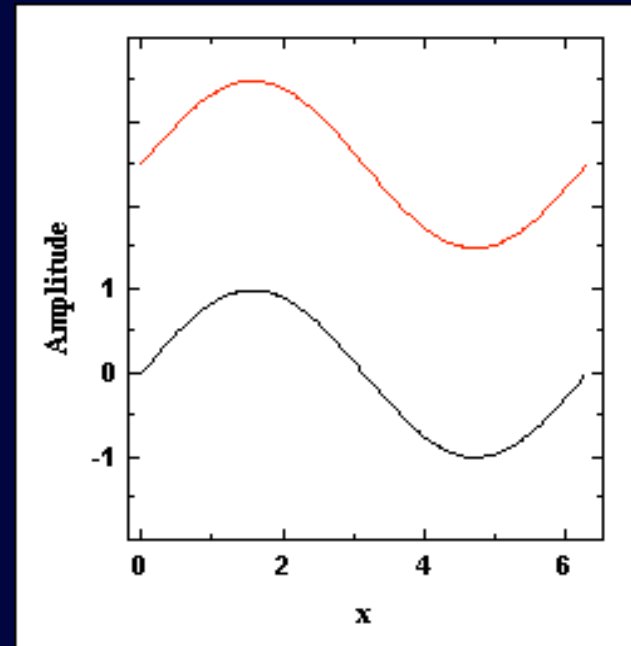
$$f(x) = \sum_{n=0}^{\infty} a_n \cos(n * x) + \sum_{n=0}^{\infty} b_n \sin(n * x)$$

$$f(t) = \frac{1}{2\pi} \int_{-\infty}^{\infty} f(\omega) e^{-i\omega t} dt$$

$$f(\omega) = \int_{-\infty}^{\infty} f(t) e^{i\omega t} dt$$

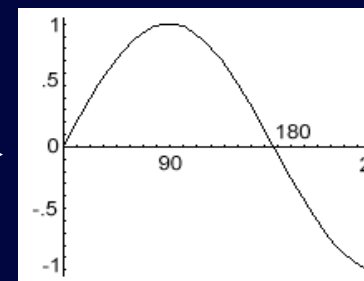
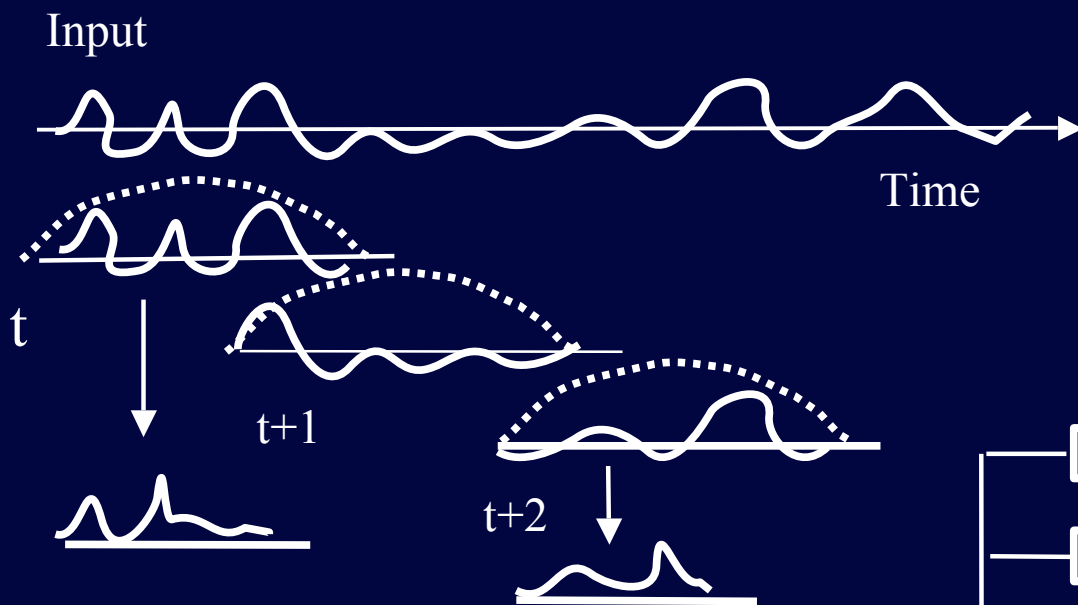
$$e^{i\theta} = \cos(\theta) + i * \sin(\theta)$$

$$e^{-i\theta} = \cos(\theta) - i * \sin(\theta)$$

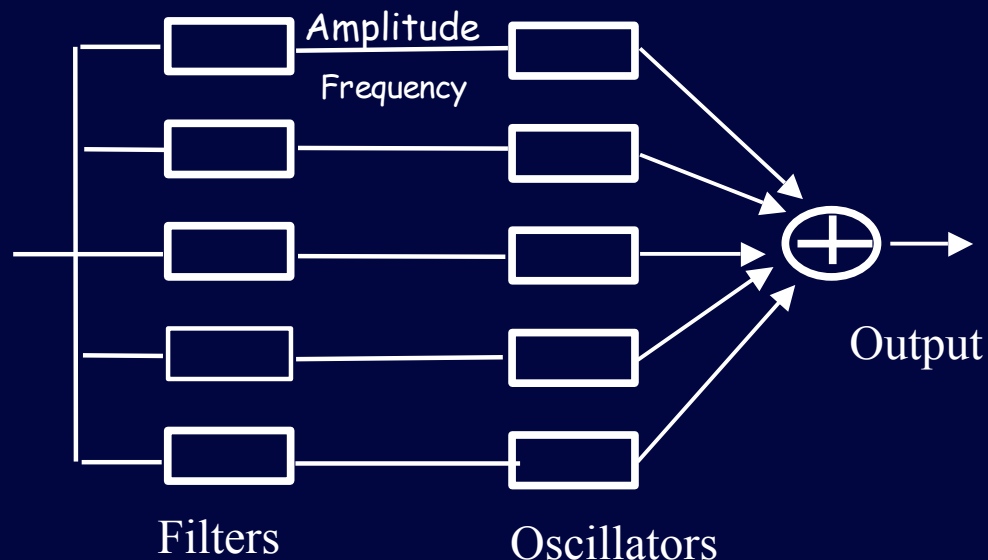




Short Time Fourier Transform



Time-varying spectra
Fast Fourier Transform FFT





Phasevocoder

- Vocoder = voice encoder (Youtube: Herbie Hancock - I thought it was you)
- Phase vocoder = vocoder that takes into account phase information
- Time stretching and pitch shifting
- Variable speed playback changes the pitch
- Why ?

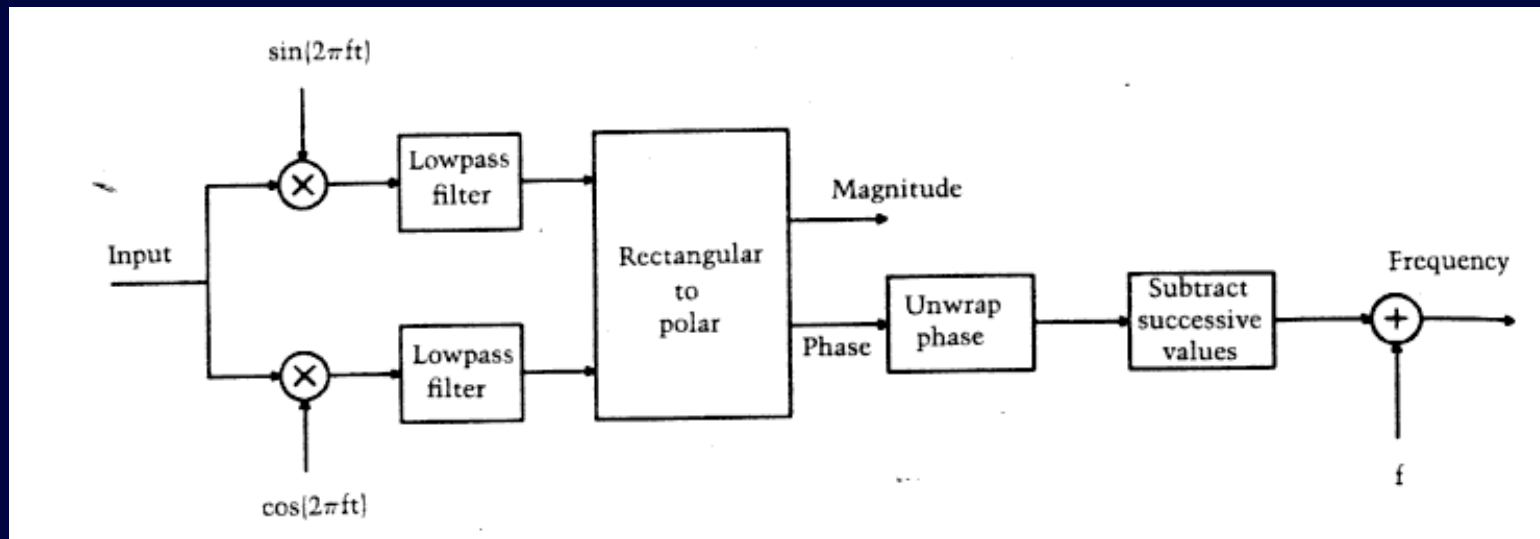


Phase-vocoding

- 1966 Flanagan and Gold (Bell Labs, Speech)
- Analysis/Synthesis system
- Signal = sum of time-varying sine waves (amplitude, frequency and phase)
- Filterbank constraints = freq. response of each filter identical except center frequency, sum has flat freq. response, center frequencies equally spaced

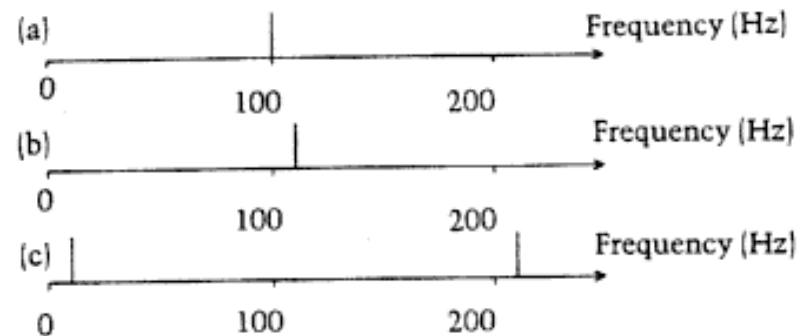


Band-Pass Filter



Heterodyning

$$\sin(A) \sin(B) = \sin(A-B) + \sin(A+B)$$





Phasors

Rectangular -> Polar

Time varying amplitude = radius
 Time varying frequency = rate of angular rotation

only 0 to 360 degrees

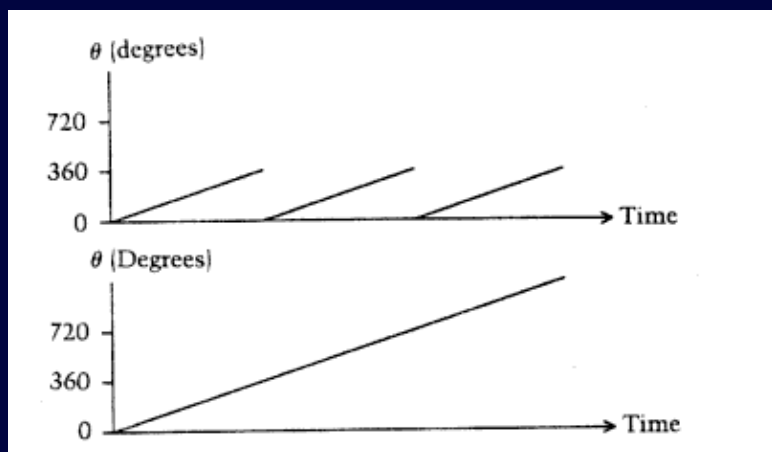
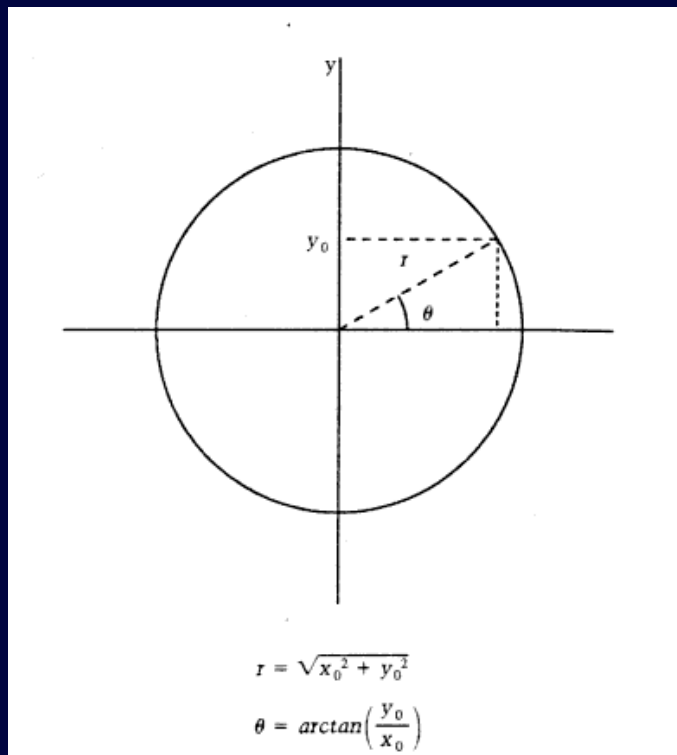
What if we have the following sequence ?

180, 225, 270, 315, 0, 45, 90

Need to convert to:

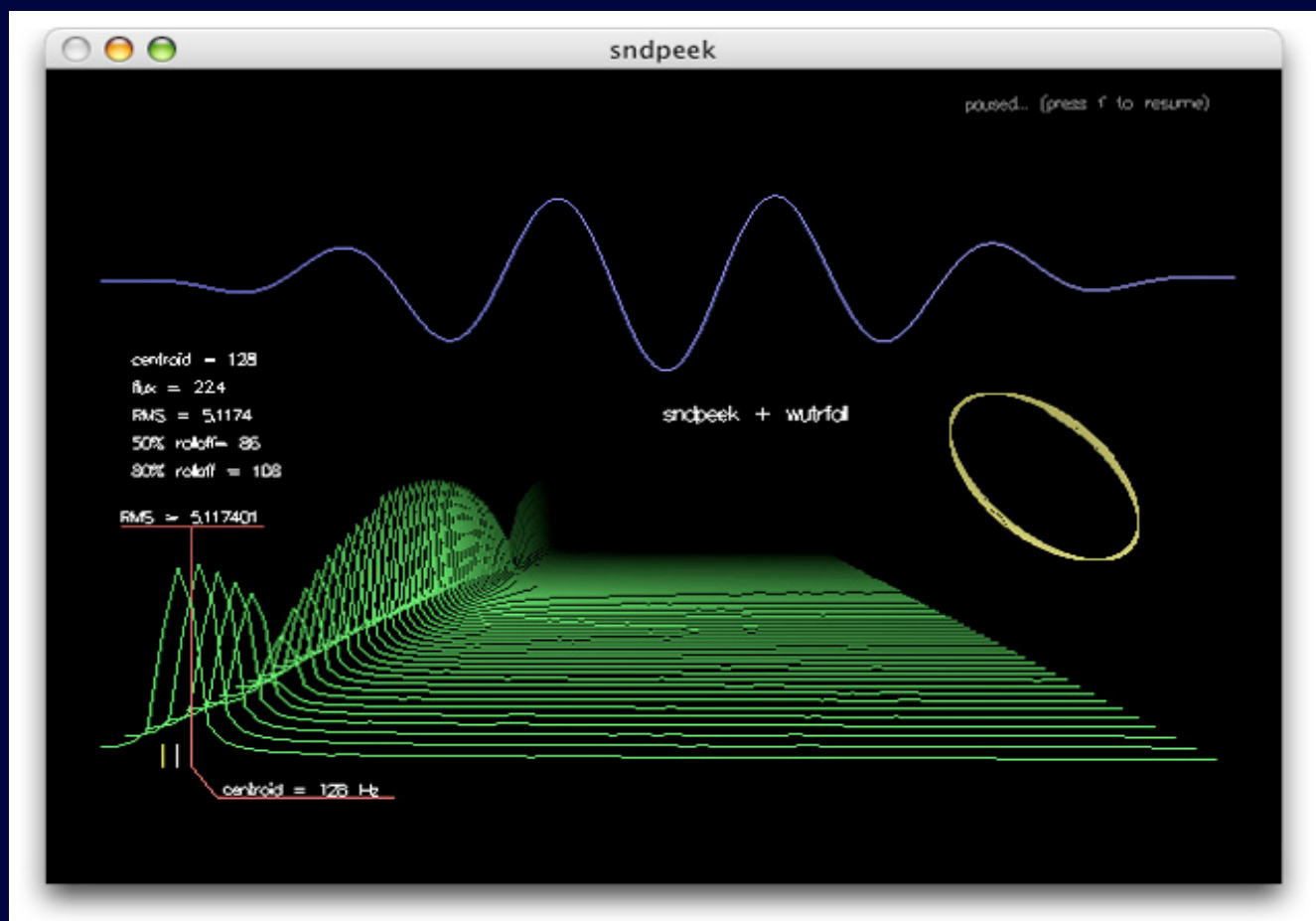
180, 225, 270, 315, 360, 405, 450

Phase unwrapping



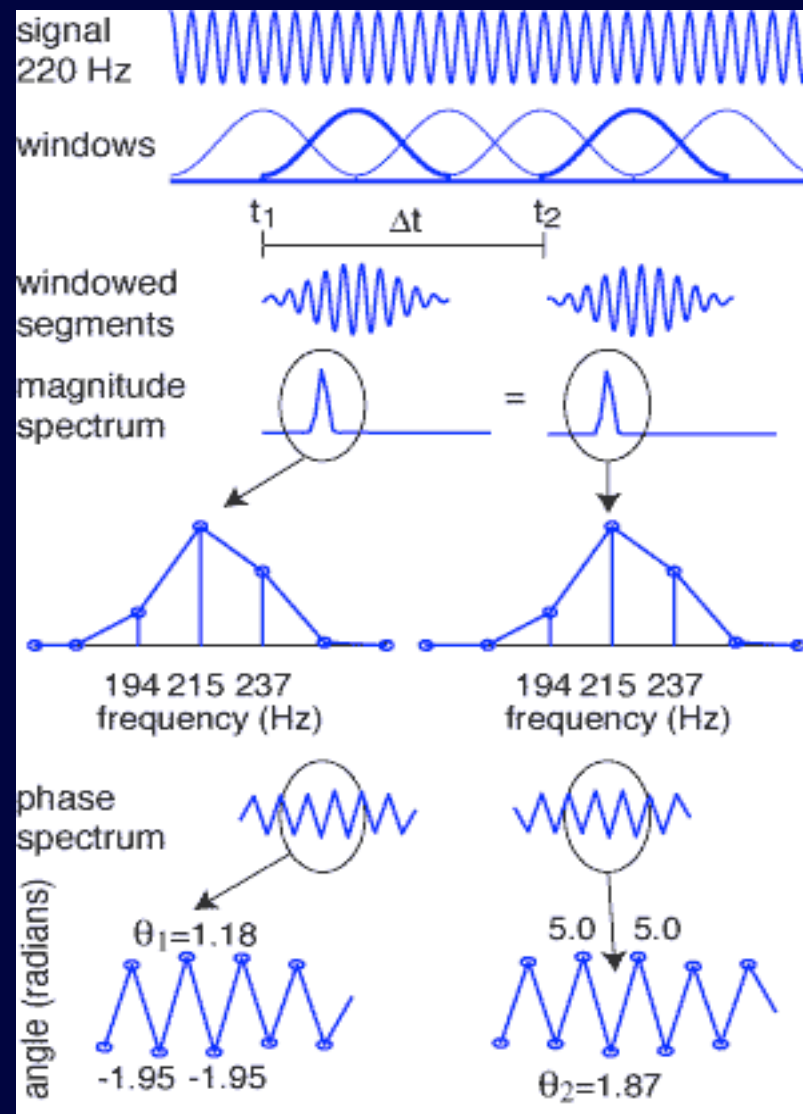
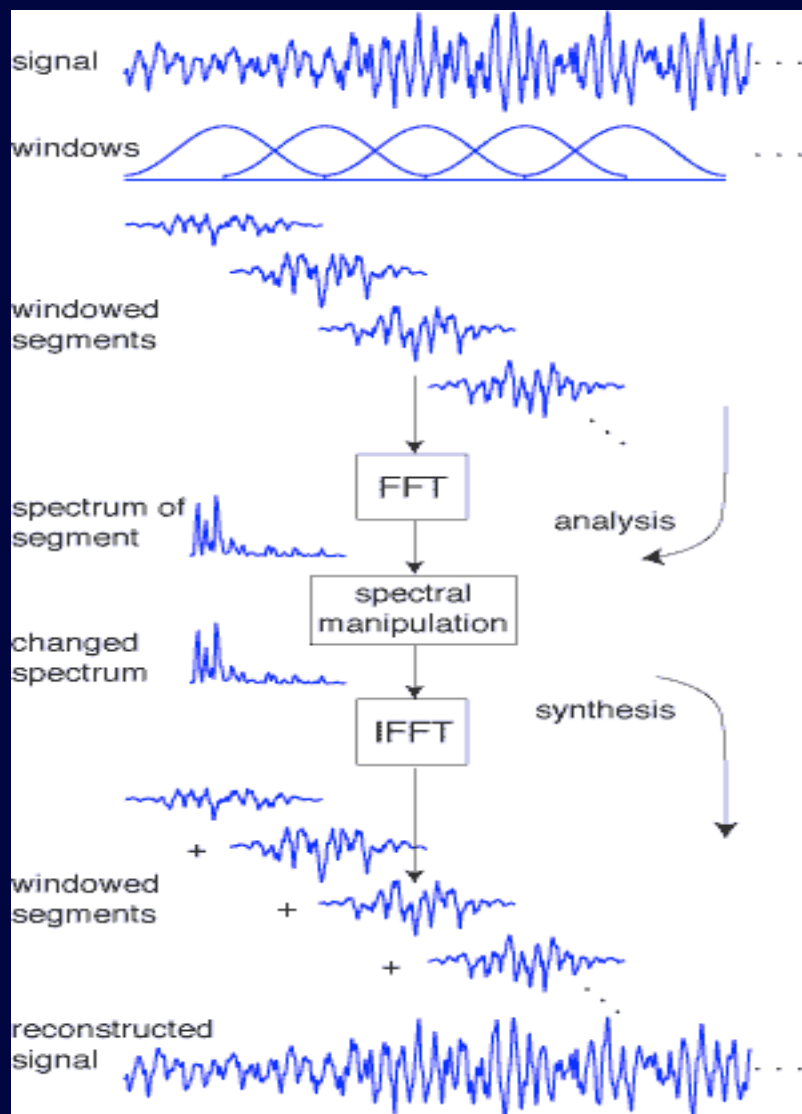


Demos (waterfall display + phasevocoder)





PhaseVocoder





MarPhasevocoder Demo



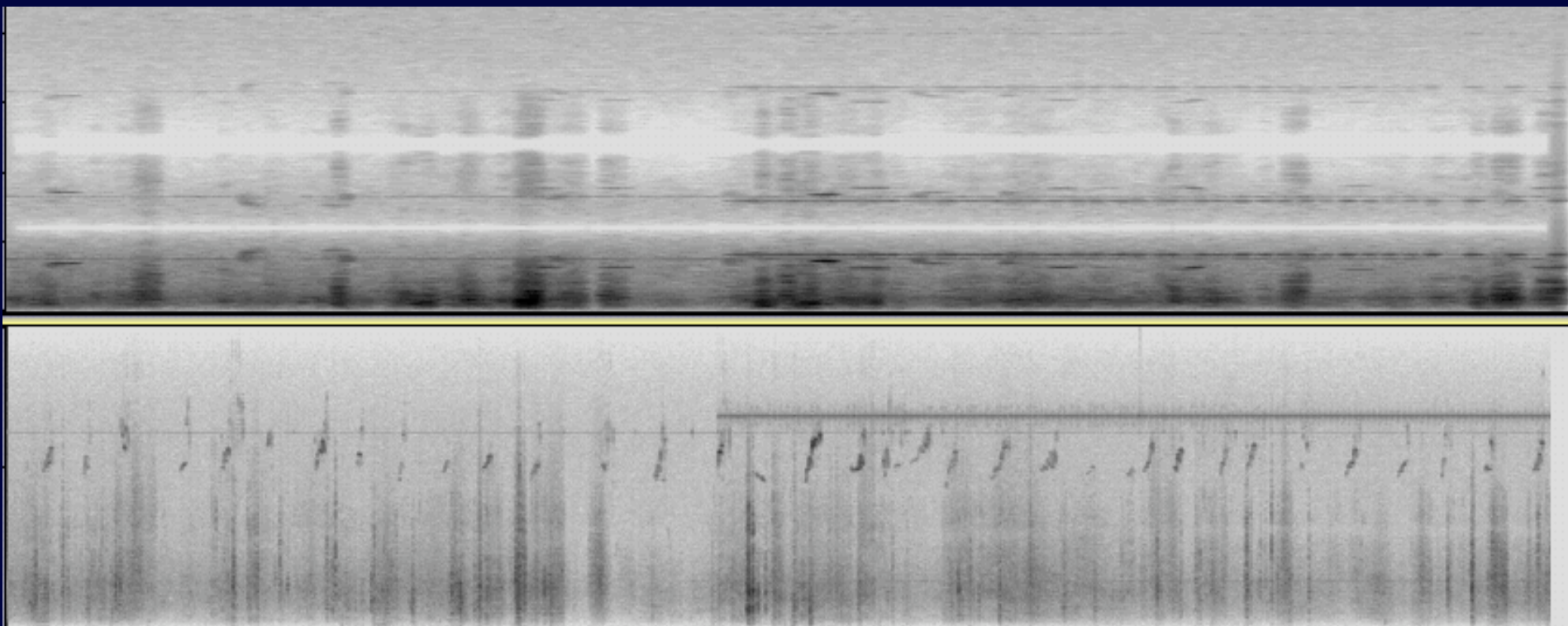
Rats are ticklish



- Joint work with bio-acoustician Tecumseh Fitch (Univ. Viena, Austria)
- Rats laugh when tickled but we can't hear them - ultrasound range (50 KHz)
- Bat detectors simply frequency shift the signal destroying all harmonic structure
- Use phasevocoder for harmonic preserving pitch shifting and time-stretching (different metabolism)



Pitch Shifting



Original - what you hear is nail scratches



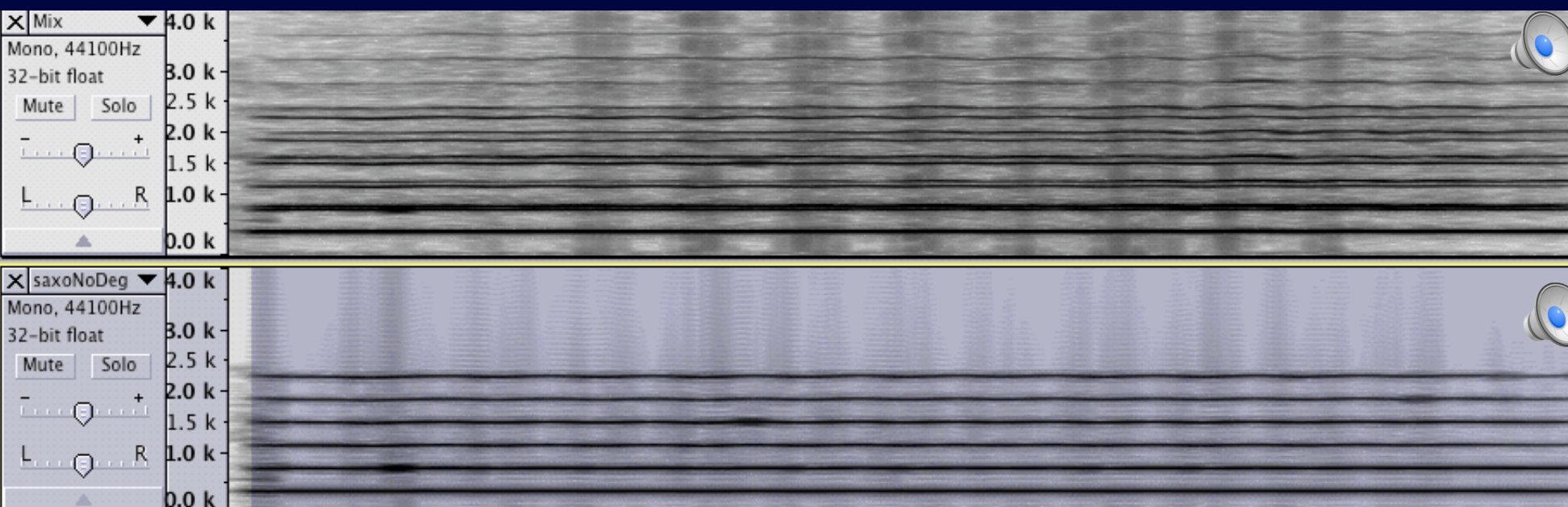
Pitch-shifted so that laughter is audible



Only laughter



Sound Source Separation



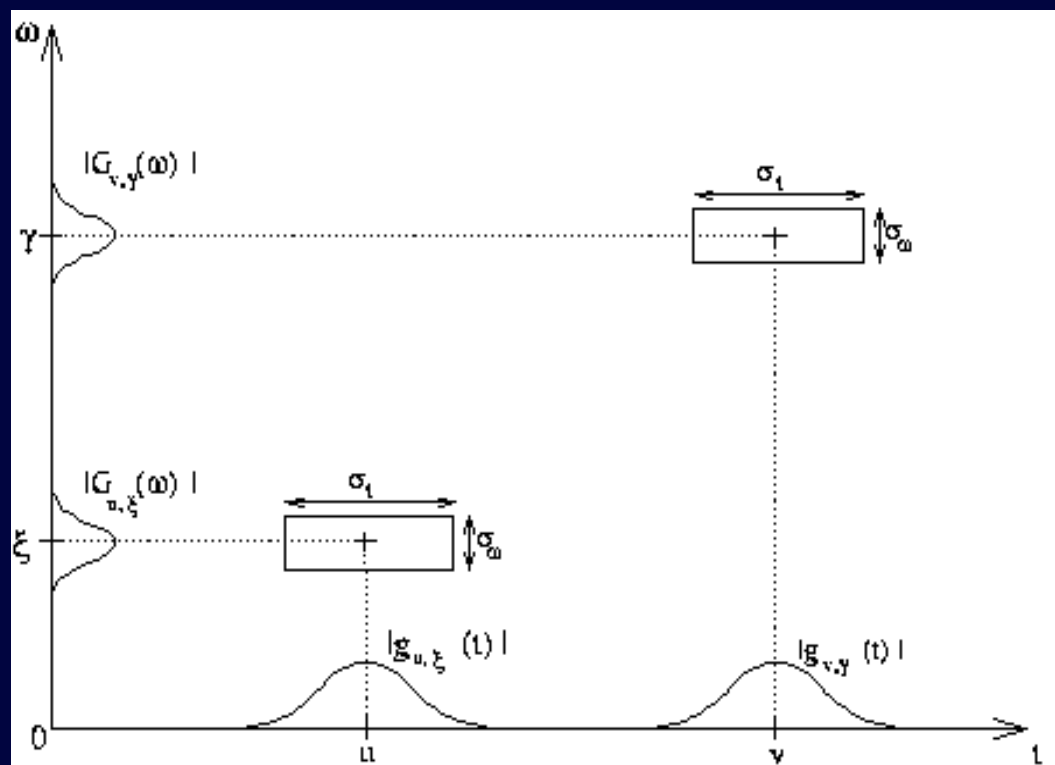
Gestalt Grouping Cues from Auditory Scene Analysis:

- Frequency continuity
- Amplitude continuity
- Common Onset
- Harmonicity



Time-Frequency tradeoff

FT = global representation of frequency content



Time – Frequency

L2 Heisenberg uncertainty



Time-Frequency

- Problem: to have more accurate frequency estimation we need larger windows of time
- Larger windows of time mean we don't know exactly when those frequencies happened
- What about making hopsize 1 ?
- Pitch-synchronous overlap-add (monophonic sounds)
- Holy grail = low latency polyphonic pitch shifting



IVL Audio Inc.

- Local company - products in professional music, consumer electronics, commercial karaoke
- Since 1984 - early pitch trackers)
- Late 80s pitch shifting
- Fall 2008 - DJ products



Morpheus Drop-tune



- Drop-tuning - retuning guitar strings to play lower (less string tension, multiple guitars)
- Morpheus drotune = guitar pedal for drop-tuning (marketed by XP audio, designed by IVL)
- Challenge = low latency polyphonic pitch shifting
- Based on phase-vocoding at multiple time resolutions
- Various youtube demos





"Classic" multi-stage approach

Time-Frequency representation



Grouping Cue 1



Grouping Cue 2

Short Time Fourier Transform
Discrete basis: windowed sine waves

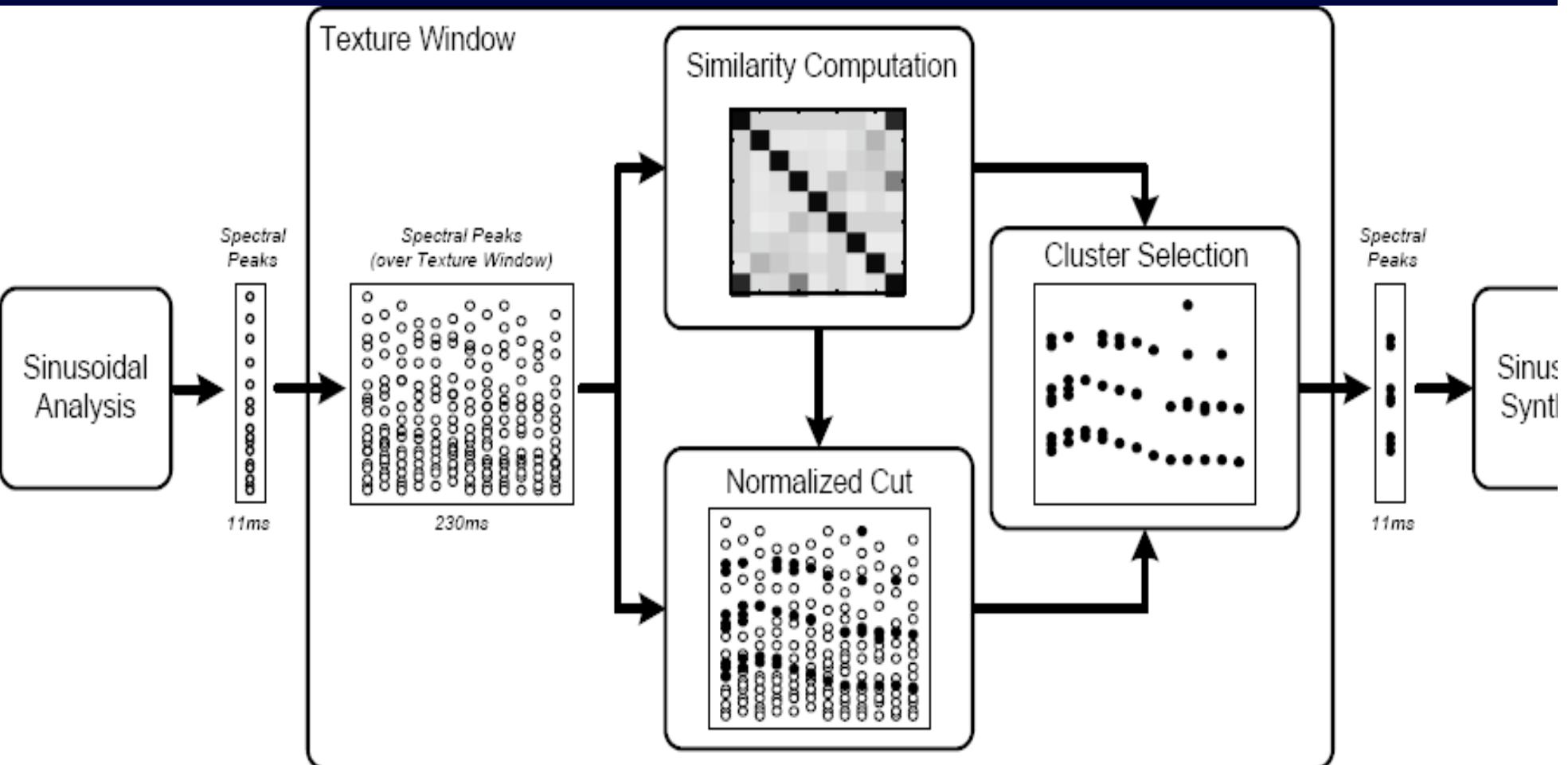
Partial Tracking (McAuley & Quatieri)

Sound source formation:
grouping of partials based on harmonicity

PROBLEMS: Difficult to decide ordering, brit



Sound Source Separation using Spectral Clustering

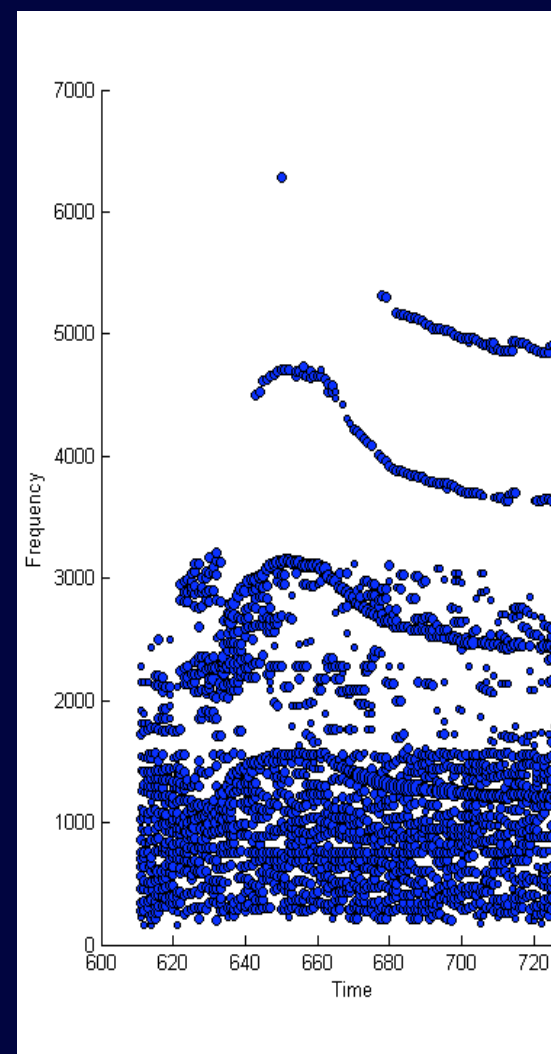




Sinusoidal Front-End

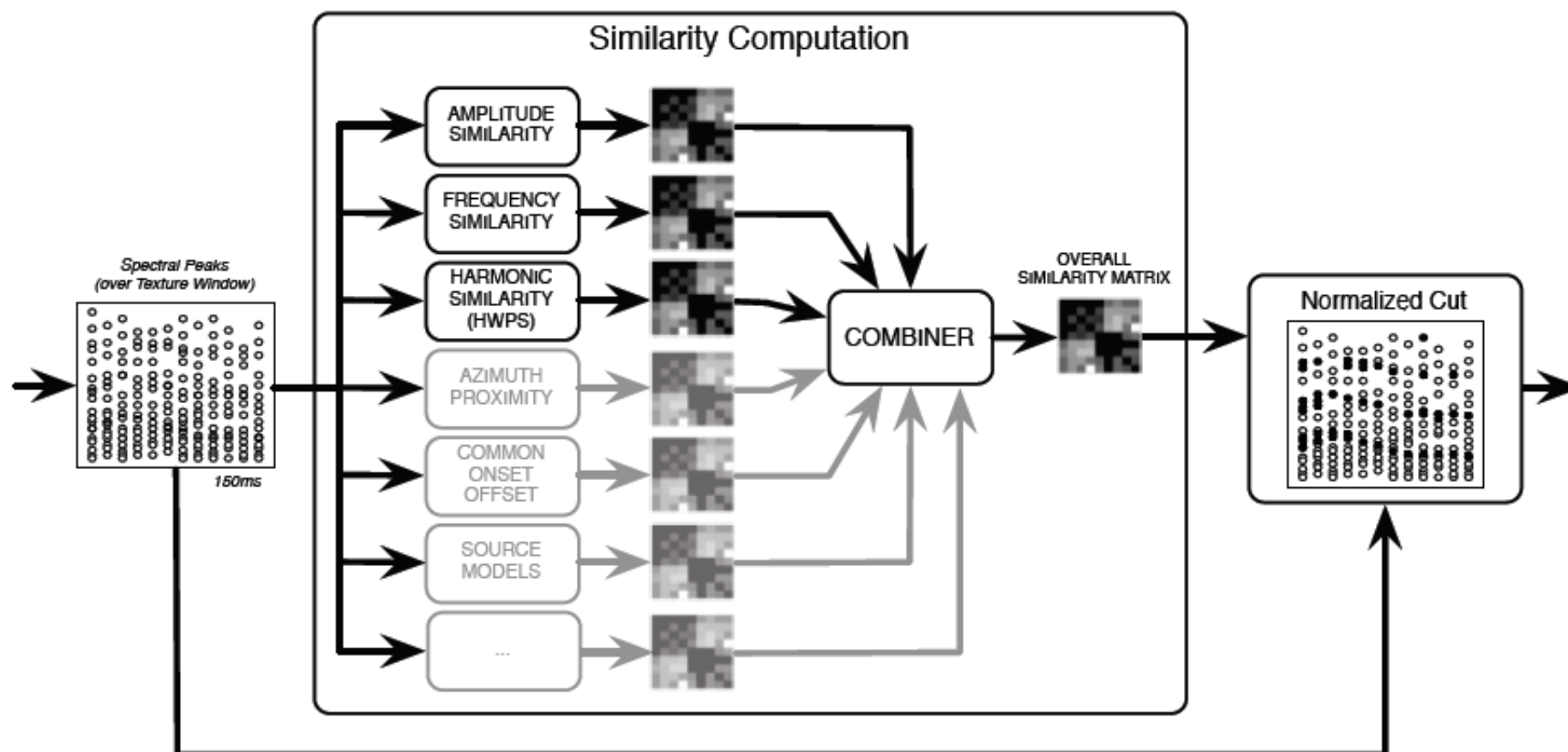
- The signal within a frame is modelled as:
 - peaks = sinusoidal components with constant parameters

$$x^k(n) = \sum_{l=1}^{L^k} a_l^k \cos \left(\frac{2\pi}{F_s} f_l^k \cdot n + \phi_l^k \right)$$



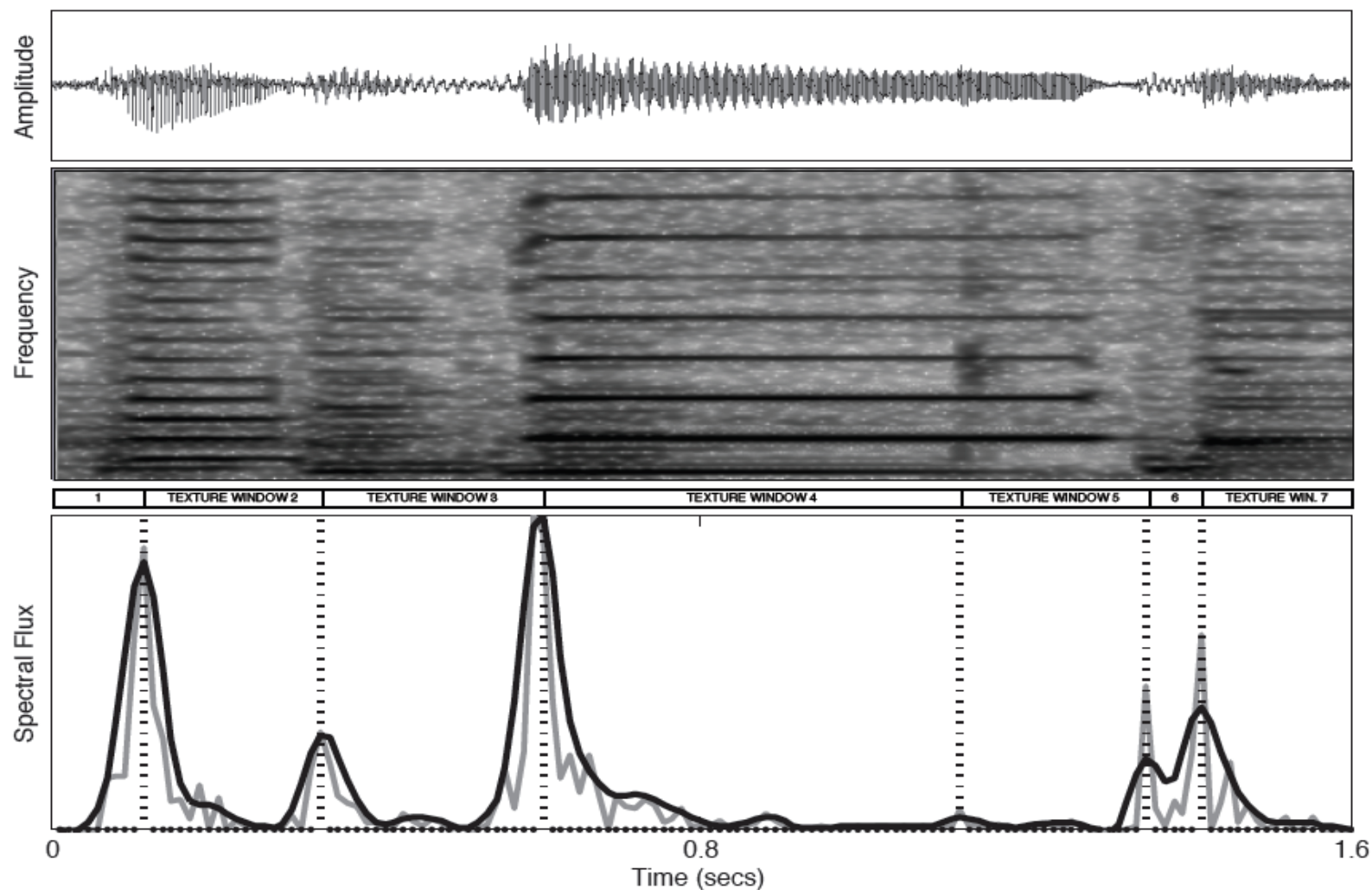


Architecture





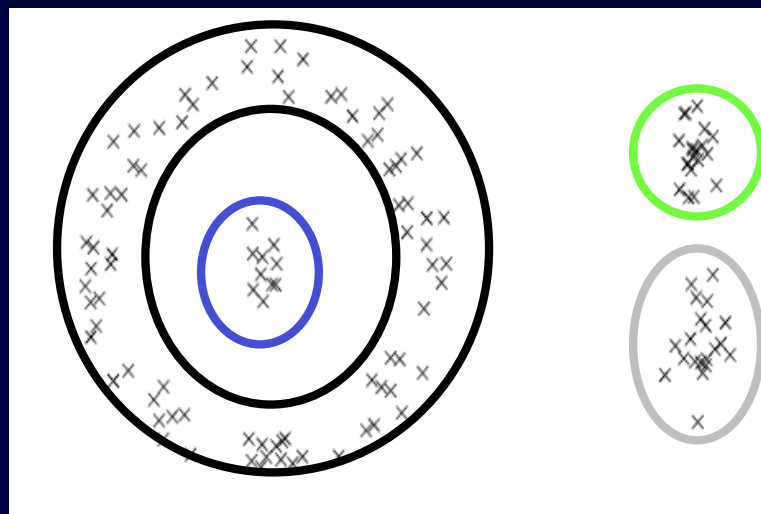
Dynamic texture windows





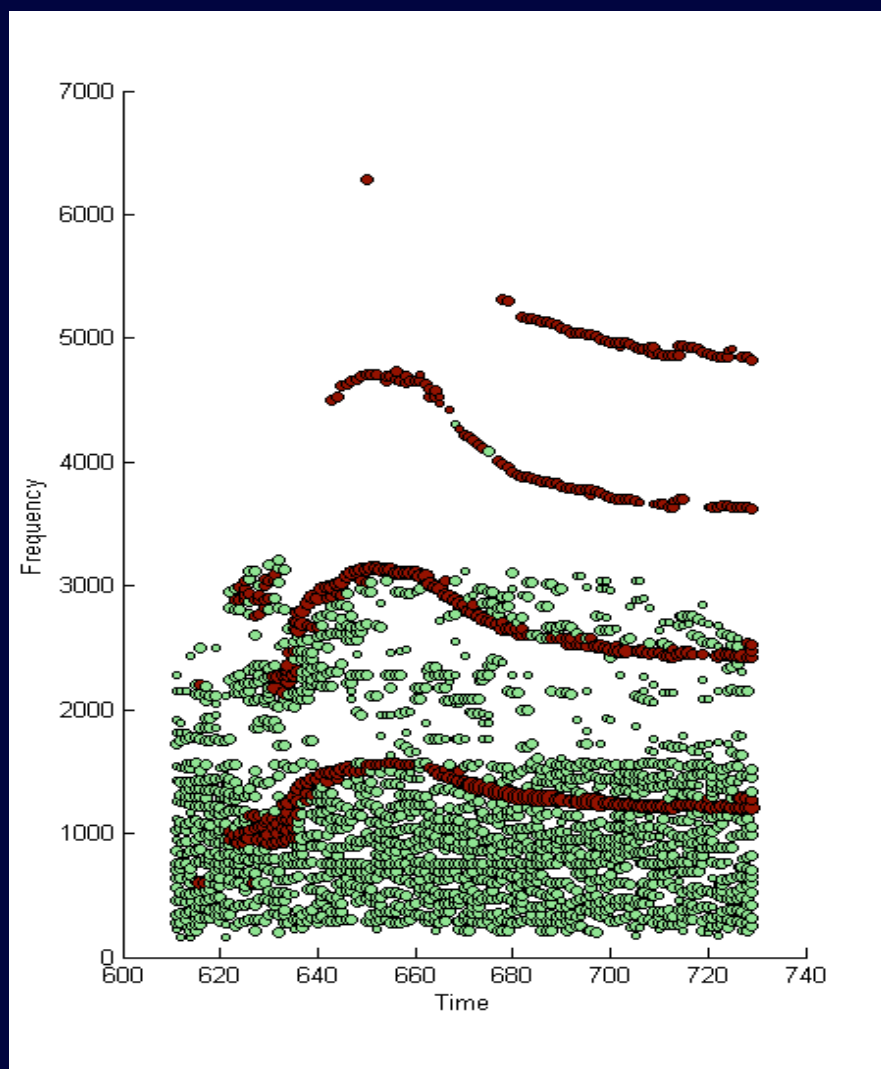
Spectral Clustering

- Alternative to traditional point-based algorithms (k-means)
- Doesn't assume convex shapes
- Doesn't assume Gaussians
- Avoid multiple restarts
- Eigenstructure of similarity matrix





Denoising of Orca Vocalization



Original



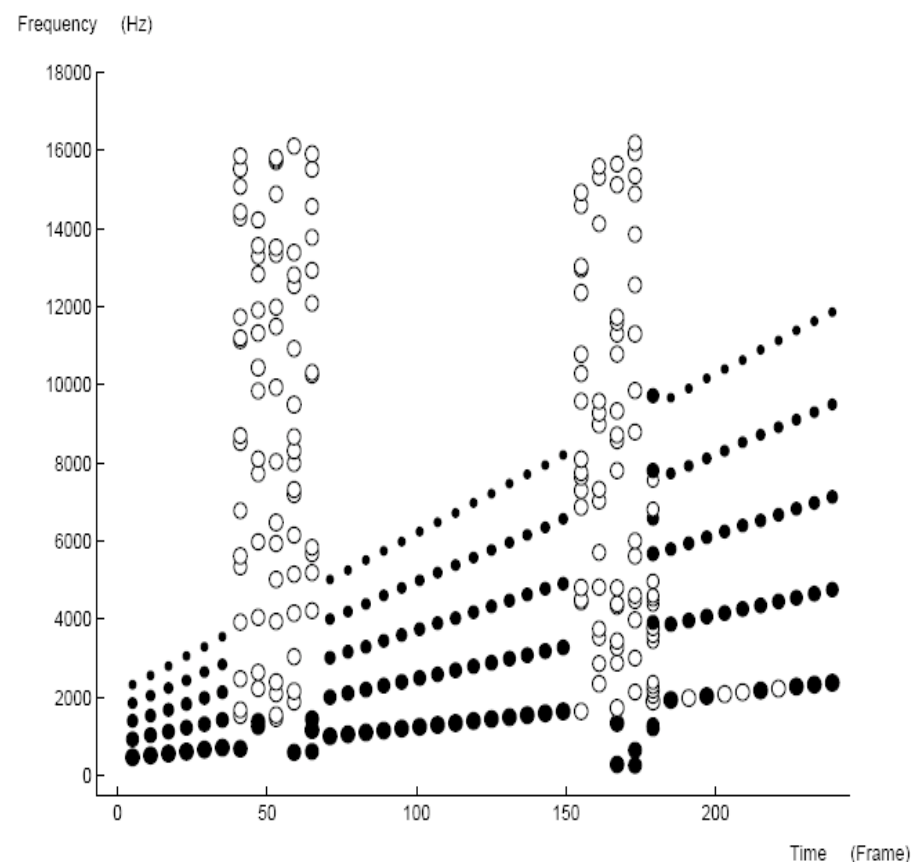
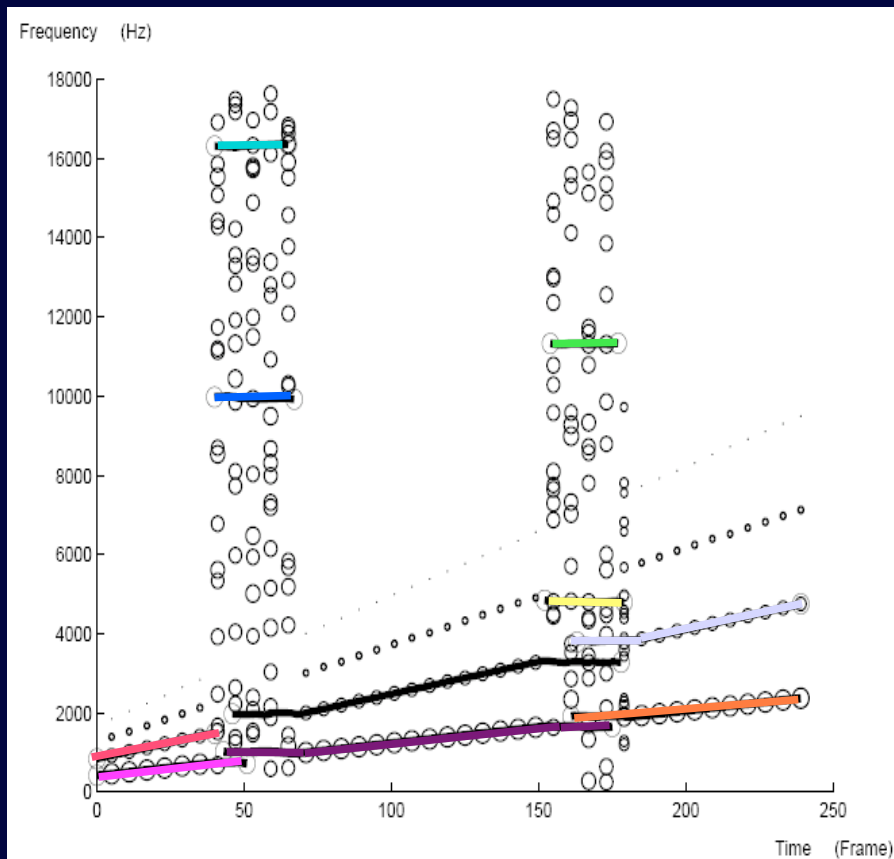
Noise



Separated
Vocalization



Comparison with partial tracking

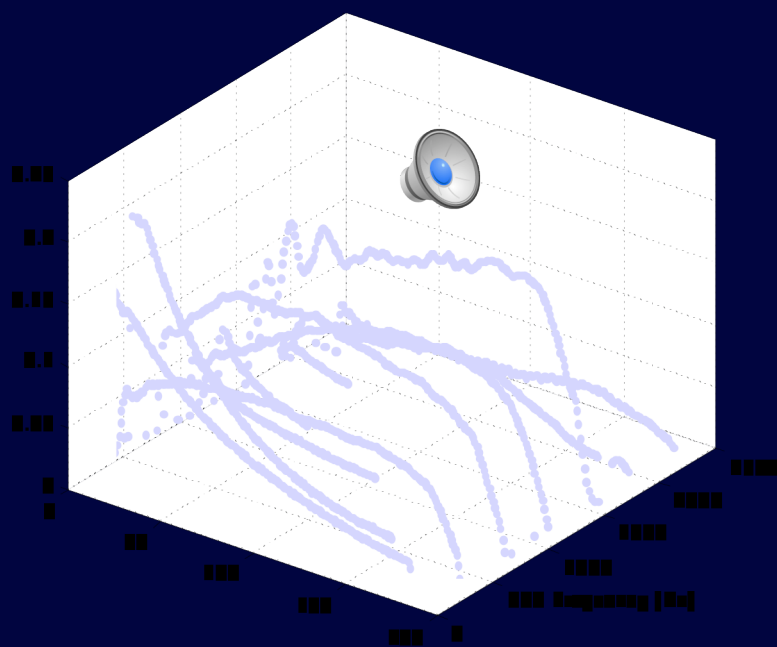


MacAuly and Quatieri
Tracking of Partial

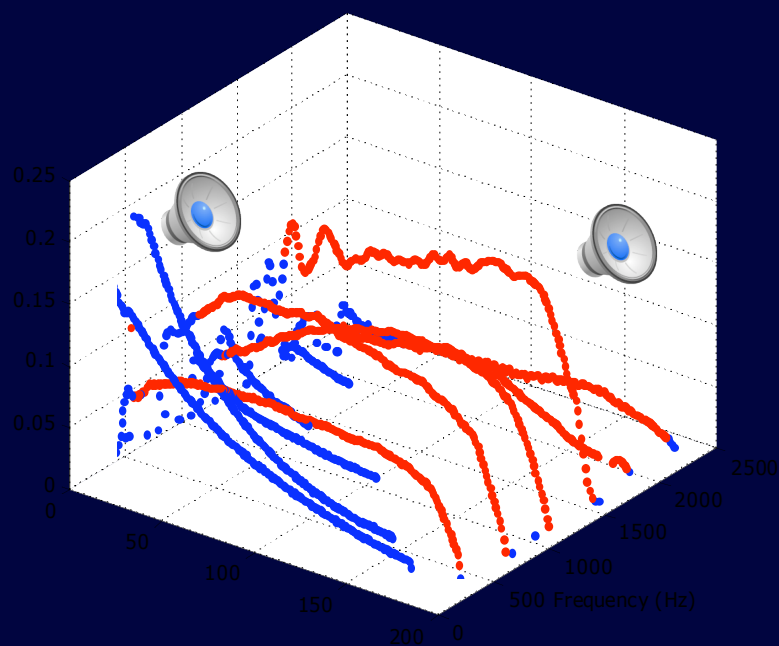
Proposed Approach



Synthetic Mixtures of Instruments



4-note mixture



Instrumentation detection based on timbral models

Martins, et al, ISMIR



"Real world" separation results

Original Separated

➤ Mirex database



➤ Live U2



More examples: <http://opihi.cs.uvic.ca/NormCutAudio>
<http://opihi.cs.uvic.ca/Dafx2007>