

# Digital Audio and Speech Processing (Sayısal Ses ve Konuşma İşleme)

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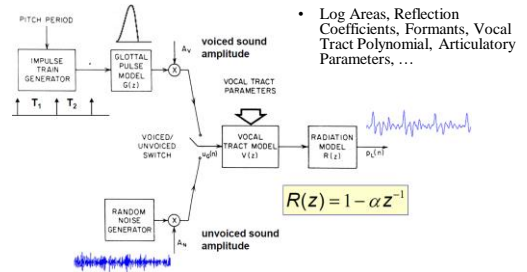
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## Frequency Domain Methods in Speech Processing

## General Synthesis Model



- Log Areas, Reflection Coefficients, Formants, Vocal Tract Polynomial, Articulatory Parameters, ...
- Pitch Detection, Voiced/Unvoiced/Silence Detection, Gain Estimation, Vocal Tract Parameter Estimation, Glottal Pulse Shape, Radiation Model

## General Analysis Model



- All analysis parameters are time-varying at rates commensurate with information in the parameters;
- We need algorithms for estimating the analysis parameters and their variations over time

## Overview of Lecture

- Define **time-varying Fourier transform (STFT)** analysis method
- Define **synthesis method** from **time-varying FT** (filter-bank summation, overlap addition)
- Show how **time-varying FT** can be viewed in terms of a **bank of filters model**
- Computation methods based on using FFT
- Application to
  - **vocoders, spectrum displays, format estimation, pitch period estimation**

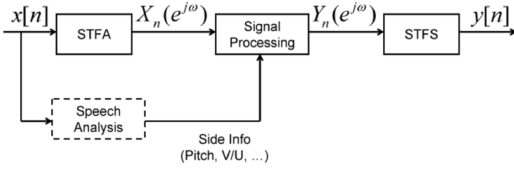
## Short-Time Fourier Transform (STFT) Analysis

- Represent signal by **sum of sinusoids** or **complex exponentials** as it leads to convenient solutions to problems such as
  - **formant estimation,**
  - **pitch period estimation,**
  - **analysis-by-synthesis methods**
- Such **Fourier representations** provide
  - convenient means to determine response to a sum of sinusoids for linear systems
  - clear evidence of signal properties that are obscured in the original signal

## Why STFT for Speech Signals

- Steady state sounds, like vowels, are produced by **periodic excitation of a linear system**
  - **speech spectrum is the product of the excitation spectrum and the vocal tract frequency response**
- Speech is a **time-varying signal**
- Need more sophisticated analysis to reflect time varying properties
  - **Changes occur at syllabic rates**
    - **~10 times/sec**
  - **Over fixed time intervals of 10-30 msec, properties of most speech signals are relatively constant**

## Frequency Domain Processing



- Coding:
  - Transform, subband, homomorphic, channel vocoders
- Restoration/Enhancement/Modification:
  - Noise and reverberation removal, helium restoration, time-scale modifications (speed-up and slow-down of speech)

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## Frequency and the DTFT

- Sinusoids

$$x(n) = \cos(\omega_0 n) = \frac{e^{j\omega_0 n} + e^{-j\omega_0 n}}{2}$$

- where  $\omega_0$  is the frequency (in radians) of the sinusoid

- The Discrete-Time Fourier Transform (DTFT)

$$X(e^{j\omega}) = \sum_{n=-\infty}^{\infty} x(n)e^{-j\omega n} = \text{DTFT}\{x(n)\}$$

$$x(n) = \frac{1}{2\pi} \int_{-\pi}^{\pi} X(e^{j\omega}) e^{j\omega n} d\omega = \text{DTFT}^{-1}\{X(e^{j\omega})\}$$

- where  $\omega$  is the frequency variable of  $X(e^{j\omega})$

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## DTFT and DFT of Speech

- The DTFT and the DFT for the infinite duration signal could be calculated (the DTFT) and approximated (the DFT) by the following:

$$X(e^{j\omega}) = \sum_{m=-\infty}^{\infty} x(m)e^{-j\omega m} \quad (\text{DTFT})$$

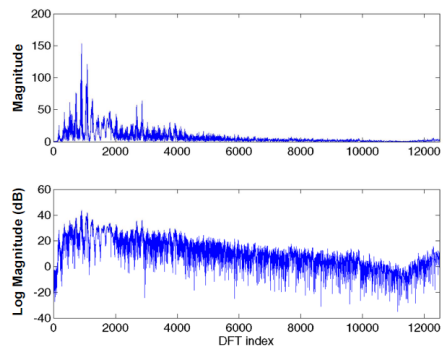
$$X(k) = \sum_{m=0}^{L-1} x(m)w(m)e^{-j\left(\frac{2\pi}{L}\right)km}, \quad k = 0, 1, \dots, L-1$$

$$= X(e^{j\omega}) \Big|_{\omega = \frac{2\pi k}{L}} \quad (\text{DFT})$$

- Using a value of  $L=25000$  we get the plot given in the next slide

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## 25000-Point DFT of Speech



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## Short-Time Fourier Transform

- Speech is not a stationary signal,
  - i.e., it has properties that change with time
- Thus a single representation based on all the samples of a speech utterance, for the most part, has no meaning
- Instead, we define a time-dependent Fourier transform (TDFT or STFT) of speech that changes periodically as the speech properties change over time

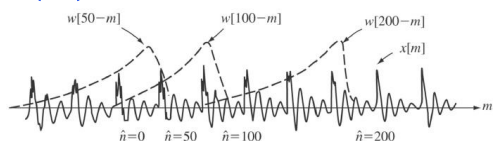
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## Definition of STFT

$$X_{\hat{n}}(e^{j\hat{\omega}}) = \sum_{m=-\infty}^{\infty} x(m)w(\hat{n}-m)e^{-j\hat{\omega}m}$$

- Both  $\hat{n}$  and  $\hat{\omega}$  are variables

- $w(\hat{n}-m)$  is a real window which determines the portion of  $x(\hat{n})$  that is used in the computation of  $X_{\hat{n}}(e^{j\hat{\omega}})$



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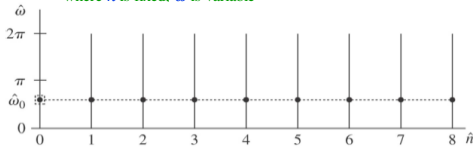
## Short Time Fourier Transform

- STFT is a function of two variables,
  - the time index,  $\hat{n}$ , which is discrete,
  - the frequency variable,  $\hat{\omega}$ , which is continuous

$$X_{\hat{n}}(e^{j\hat{\omega}}) = \sum_{m=-\infty}^{\infty} x(m)w(\hat{n}-m)e^{-j\hat{\omega}m}$$

$$= \text{DTFT}\{x(m)w(\hat{n}-m)\}$$

• where  $\hat{n}$  is fixed.  $\hat{\omega}$  is variable



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## Fourier Transform Interpretation

- Consider  $X_{\hat{n}}(e^{j\hat{\omega}})$  as the normal Fourier transform of the sequence  $x(m)w(\hat{n}-m)$ ,  $-\infty < m < \infty$  for fixed  $\hat{n}$ .
- The window  $w(\hat{n}-m)$  slides along the sequence  $x(m)$  and defines a new STFT for every value of  $\hat{n}$ .
- Conditions for the existence of the STFT:
  - The sequence  $x(m)w(\hat{n}-m)$  must be absolutely summable for all values of  $\hat{n}$ 
    - since  $|x(\hat{n})| \leq L$  (32767 for 16-bit sampling)
    - since  $|w(\hat{n})| \leq 1$  (normalized window levels)
    - since window duration is usually finite
  - $x(m)w(\hat{n}-m)$  is absolutely summable for all  $\hat{n}$

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## Signal Recovery from STFT

- Since for a given value of  $\hat{n}$ ,  $X_{\hat{n}}(e^{j\hat{\omega}})$  has the same properties as a normal Fourier transform, we can recover the input sequence exactly.
- Since  $X_{\hat{n}}(e^{j\hat{\omega}})$  is the normal Fourier transform of the windowed sequence  $x(m)w(\hat{n}-m)$ , then

$$x(m)w(\hat{n}-m) = \frac{1}{2\pi} \int_{-\pi}^{\pi} X_{\hat{n}}(e^{j\hat{\omega}})e^{j\hat{\omega}m}d\hat{\omega}$$

- Assuming the window satisfies the property that  $w(0) \neq 0$  (a trivial requirement), then by evaluating the inverse Fourier transform when  $m = \hat{n}$ , we obtain

$$x(\hat{n}) = \frac{1}{2\pi w(0)} \int_{-\pi}^{\pi} X_{\hat{n}}(e^{j\hat{\omega}})e^{j\hat{\omega}\hat{n}}d\hat{\omega}$$

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## Signal Recovery from STFT

$$x(\hat{n}) = \frac{1}{2\pi w(0)} \int_{-\pi}^{\pi} X_{\hat{n}}(e^{j\hat{\omega}})e^{j\hat{\omega}\hat{n}}d\hat{\omega}$$

- with the requirement that  $w(0) \neq 0$ , the sequence  $x(\hat{n})$  can be recovered exactly from  $X_{\hat{n}}(e^{j\hat{\omega}})$ , if  $X_{\hat{n}}(e^{j\hat{\omega}})$  is known for all values of  $\hat{\omega}$  over one complete period.
  - sample-by-sample recovery process
  - Since  $X_{\hat{n}}(e^{j\hat{\omega}})$  must be known for every value of  $\hat{n}$  and for all  $\hat{\omega}$  then
- Can also recover sequence  $x(m)w(\hat{n}-m)$  but cannot guarantee that  $x(m)$  can be recovered since  $w(\hat{n}-m)$  can equal 0

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## Alternative Forms of STFT

- Alternative forms of  $X_{\hat{n}}(e^{j\hat{\omega}})$ :

– Real and Imaginary parts

$$X_{\hat{n}}(e^{j\hat{\omega}}) = \text{Re}[X_{\hat{n}}(e^{j\hat{\omega}})] + j\text{Im}[X_{\hat{n}}(e^{j\hat{\omega}})]$$

$$= a_{\hat{n}}(\hat{\omega}) - jb_{\hat{n}}(\hat{\omega})$$

$$a_{\hat{n}}(\hat{\omega}) = \text{Re}[X_{\hat{n}}(e^{j\hat{\omega}})]$$

$$b_{\hat{n}}(\hat{\omega}) = -\text{Im}[X_{\hat{n}}(e^{j\hat{\omega}})]$$

- When  $x(m)$  and  $w(\hat{n}-m)$  are both real can show that  $a_{\hat{n}}(\hat{\omega})$  is symmetric in  $\hat{\omega}$ , and  $b_{\hat{n}}(\hat{\omega})$  is anti-symmetric in  $\hat{\omega}$

– Magnitude and Phase

$$X_{\hat{n}}(e^{j\hat{\omega}}) = |X_{\hat{n}}(e^{j\hat{\omega}})|e^{j\theta_{\hat{n}}(\hat{\omega})}$$

- Can relate  $|X_{\hat{n}}(e^{j\hat{\omega}})|$  and  $\theta_{\hat{n}}(\hat{\omega})$  to  $a_{\hat{n}}(\hat{\omega})$  and  $b_{\hat{n}}(\hat{\omega})$

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## Role of Window in STFT

- The window  $w(\hat{n}-m)$  does the following:
  - Chooses portion of  $x(m)$  to be analyzed
  - Window shape determines the nature of  $X_{\hat{n}}(e^{j\hat{\omega}})$
- Since  $X_{\hat{n}}(e^{j\hat{\omega}})$  (for fixed  $\hat{n}$ ) is the normal FT of  $x(m)w(\hat{n}-m)$ , then if we consider the normal FT's of both  $x(m)$  and  $w(m)$  individually, we get

$$X(e^{j\hat{\omega}}) = \sum_{m=-\infty}^{\infty} x(m)e^{-j\hat{\omega}m}$$

$$W(e^{j\hat{\omega}}) = \sum_{m=-\infty}^{\infty} w(m)e^{-j\hat{\omega}m}$$

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## Role of Window in STFT

- Then for fixed  $\hat{n}$ , the normal Fourier transform of the product  $x(m)w(\hat{n} - m)$  is the convolution of the transforms of  $x(m)$  and  $w(m)$
- For fixed  $\hat{n}$ , the FT of  $w(\hat{n} - m)$  is  $W(e^{-j\hat{\omega}})e^{-j\hat{\omega}\hat{n}}$ , thus

$$X_{\hat{n}}(e^{j\hat{\omega}}) = \frac{1}{2\pi} \int_{-\pi}^{\pi} W(e^{-j\theta}) e^{-j\theta\hat{n}} X(e^{j(\hat{\omega}-\theta)}) d\theta$$

- And replacing  $\theta$  by  $-\theta$  gives

$$X_{\hat{n}}(e^{j\hat{\omega}}) = \frac{1}{2\pi} \int_{-\pi}^{\pi} W(e^{j\theta}) e^{j\theta\hat{n}} X(e^{j(\hat{\omega}+\theta)}) d\theta$$

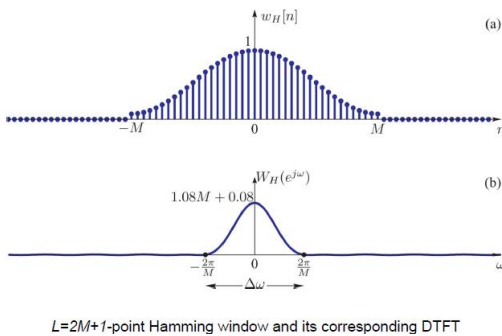
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## Windows in STFT

- For  $X_{\hat{n}}(e^{j\hat{\omega}})$  to represent the short-time spectral properties of  $x(\hat{n})$  inside the window
  - $W(e^{j\theta})$  should be much narrower in frequency than significant spectral regions of  $X(e^{j\theta})$ 
    - i.e. Almost an impulse in frequency
- Consider **Rectangular** and **Hamming** windows, where width of the main spectral lobe is inversely proportional to window length, and side lobe levels are essentially independent of window length
  - **Rectangular Window:**
    - Flat window of length  $L$  samples;
    - First zero in frequency response occurs at  $F_s/L$ ,
      - with sidelobe levels of -14 dB or lower
  - **Hamming Window:**
    - Raised cosine window of length  $L$  samples;
    - First zero in frequency response occurs at  $2F_s/L$ ,
      - with sidelobe levels of -40 dB or lower

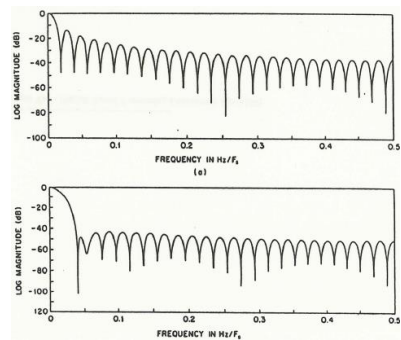
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## Windows



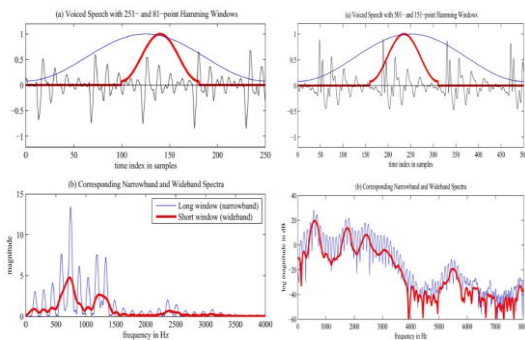
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## Frequency Responses of Windows



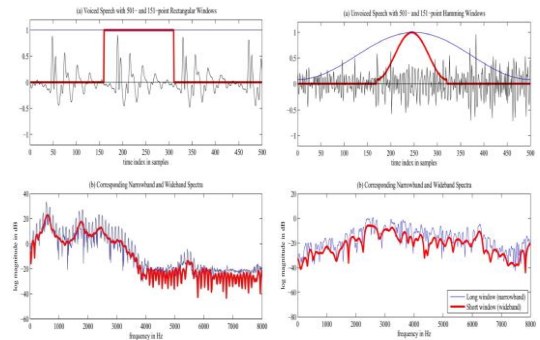
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## Effect of Window Length



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## Effect of Window Length



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## Summary of FT view of STFT

- Interpret  $X_{\hat{n}}(e^{j\hat{\omega}})$  as the normal Fourier transform of the sequence  $x(m)w(\hat{n} - m)$ ,  $-\infty < m < \infty$
- Properties of this Fourier transform depend on the window
  - Frequency resolution of  $X_{\hat{n}}(e^{j\hat{\omega}})$  varies inversely with the length of the window
    - Long windows for high frequency resolution
  - $x(n)$  should be relatively stationary (non-time-varying) during duration of window for most stable spectrum
    - Short windows for high temporal resolution
- As usual in speech processing, there needs to be a compromise between good temporal resolution (short windows) and good frequency resolution (long windows)

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