

Spectrograms

▼ Introduction

A spectrogram illustrates how the constituent frequencies of a signal vary over time. This application generates the spectrogram of several audio files, including a

- DTMS tone,
- human voice saying "MapleSim",
- violin note played with vibrato, and an entire violin scale,
- C8 piano note,
- series of dolphin clicks,
- and more.

Interestingly, some electronic musicians hide images in their music; you can only view these images with a spectrogram of the appropriate part of the audio. This includes the track "My Violent Heart" by the Nine Inch Nails; you can view this spectrogram in this application.

The <u>Spectrogram</u> function was introduced in Maple 18, and also lets you plot the waveform and power spectrum

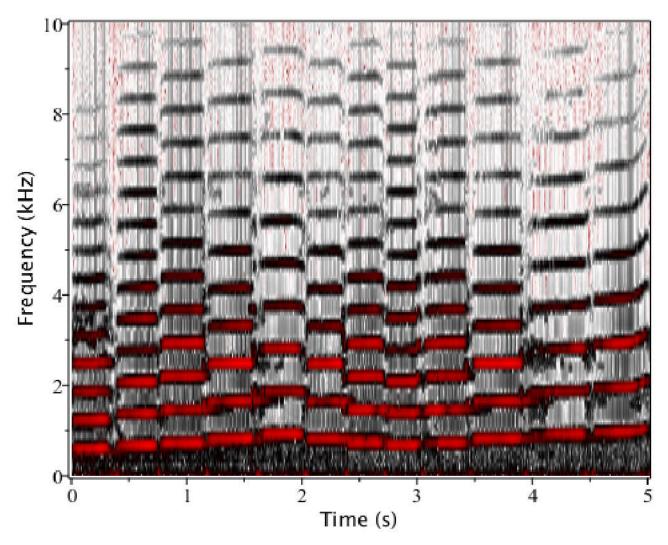
- > restart:
- > with(SignalProcessing):

▼ Violin

> f1 := AudioTools:-Read("Violin for spectrogram.wav") :

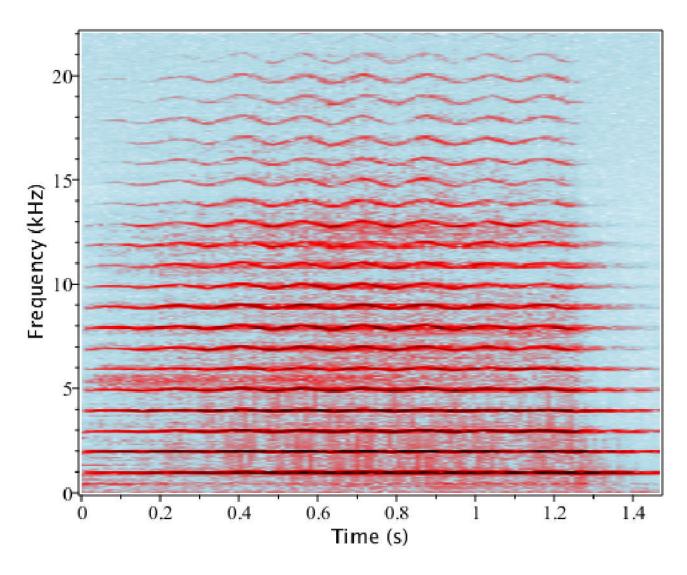
A series of notes

> Spectrogram(f1, colorscheme = ["SteelBlue", brown, "white", "black", red], fftsize = 512, reduceplot = 0, view = [0..5, 0..10], size = [800, 400])



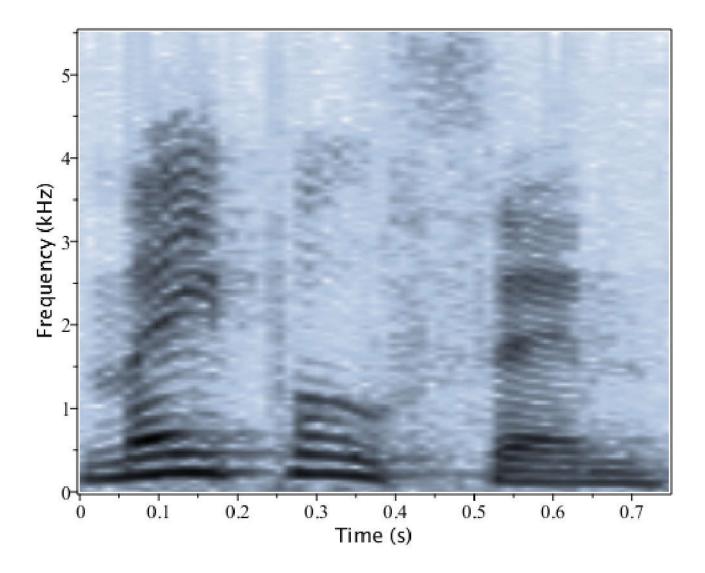
A single note played with vibrato

- $\mbox{ } \mbox{ }$
- > Spectrogram (f2, colorscheme = ["zgradient", [white, LightBlue, red, black], markers = [0, 0.5, 0.75, 1]], fftsize = 2^{10} , channel = 1, size = [800, 400])



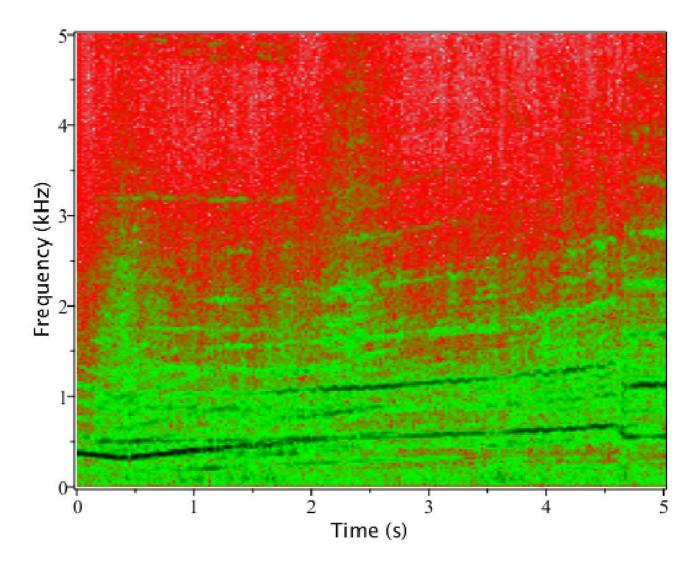
▼ Human Voice

- $ightharpoonup f3 \coloneqq \mathsf{AudioTools:-Read}(\mathsf{"maplesim.wav"}):$
- > Spectrogram (f3, colorscheme = ["zgradient", [white, LightSteelBlue, black], markers = [0, 0.5, 1]], fftsize = 256, size = [800, 400])



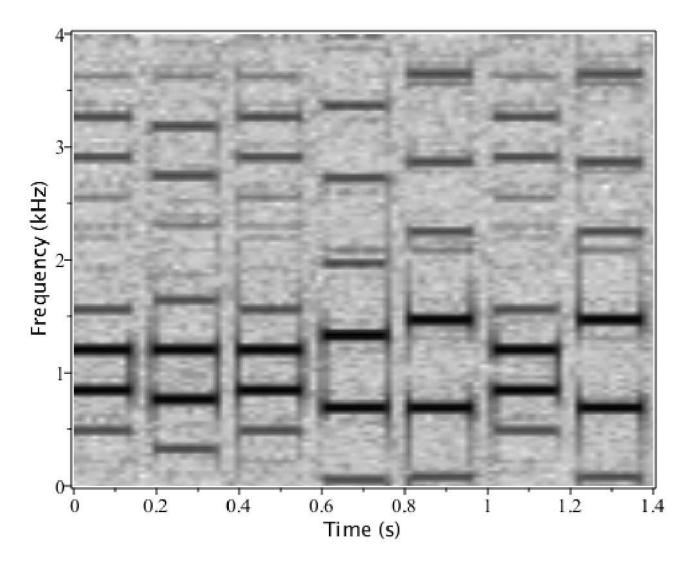
▼ Engine Shifting Gears

- ightharpoonup f4 := AudioTools:-Read("car3.wav") :
- > Spectrogram (f4, colorscheme = ["zgradient", [white, LightBlue, red, green, black], markers = [0, 0.25, 0.5, 0.75, 1]], fftsize = 2048, channel = 1, size = [800, 400], view = [0..5, 0..5])



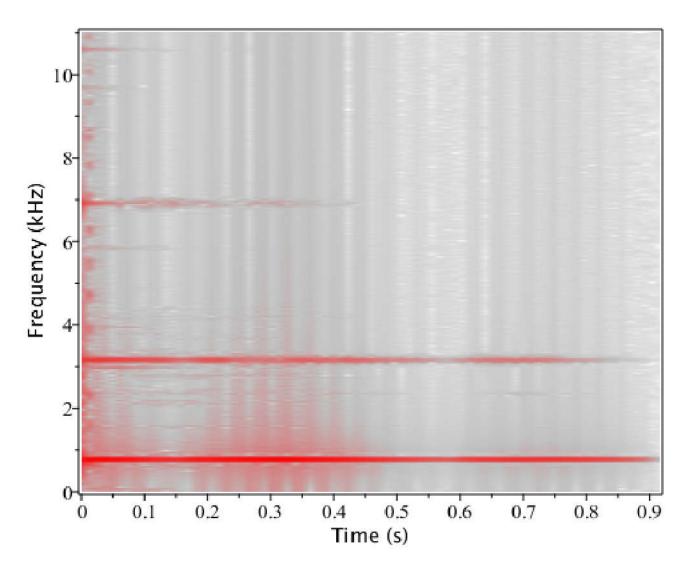
▼ DTMF

- $> \mathsf{f5} \coloneqq \mathsf{AudioTools:-Read}(\mathsf{"DTMF.wav"}) : \\$
- > Spectrogram (f5, colorscheme = ["zgradient", [white, grey, black], markers = [0, 0.5, 1]], fftsize = 256, size = [800, 400])



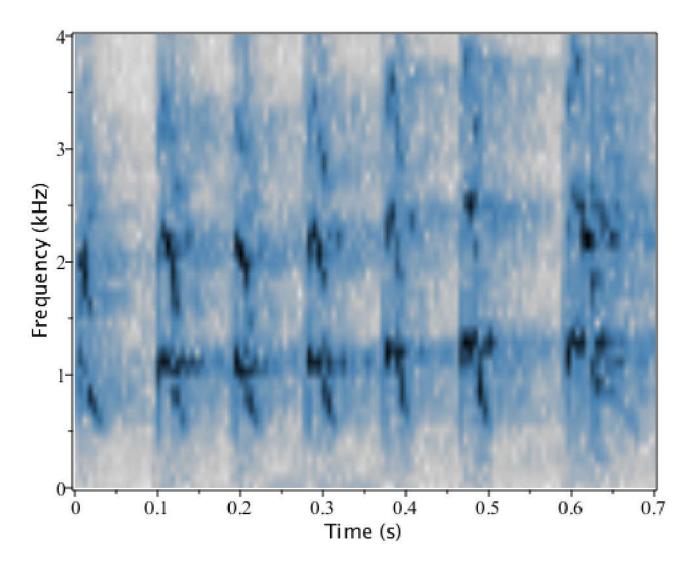
▼ Ding

- ightharpoonup f6 := AudioTools:-Read("ding.wav") :
- > Spectrogram(f6, colorscheme = ["zgradient", [white, grey, red], markers = [0, 0.5, 1]], fftsize = 512, size = [800, 400])



▼ Dolphin Clicks

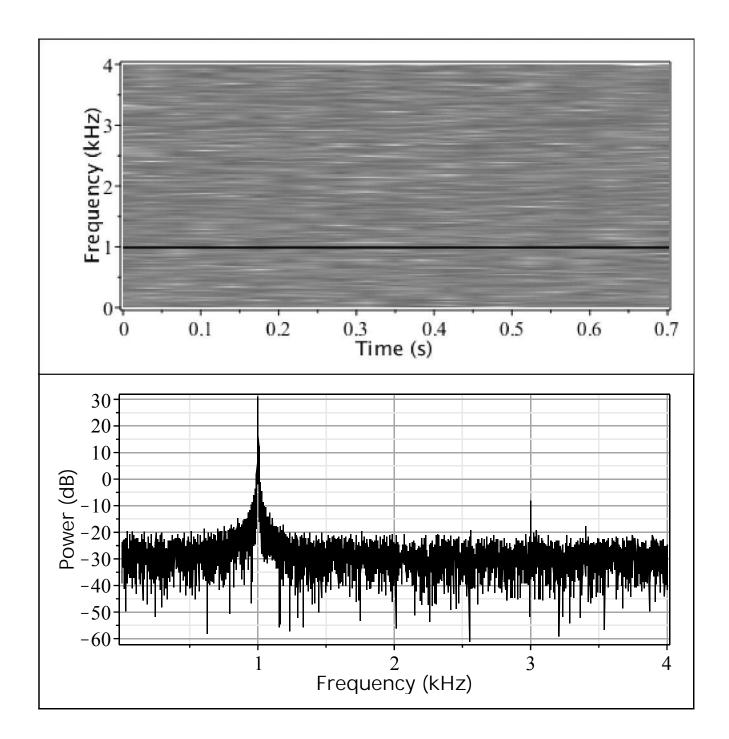
- > f7 := AudioTools:-Read("dolphin.wav") :
- > Spectrogram(f7, colorscheme = ["zgradient", [white, grey, SteelBlue, black], markers = [0, 0.5, 0.85, 1]], fftsize = 256, size = [800, 400], channel = 1, view = [0..0.7, 0..4])



▼ 1KHz Wave

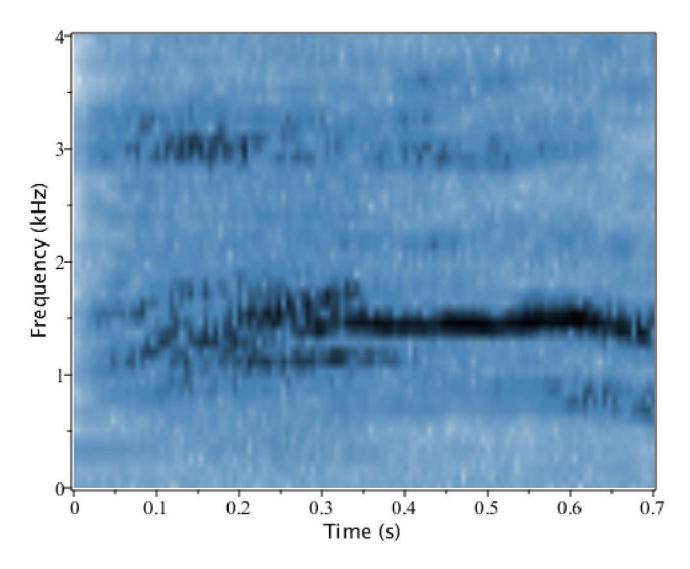
Note that the spectrogram and power spectrum both identify a peak at 1 KHz

- \rightarrow f8 := AudioTools:-Read("1khz.wav") :
- > Spectrogram(f8, colorscheme = ["zgradient", [white, black], markers = [0, 1]], fftsize = 512, size = [800, 400], view = [0..0.7, 0..4], includepowerspectrum)



▼ Wilhelm Scream

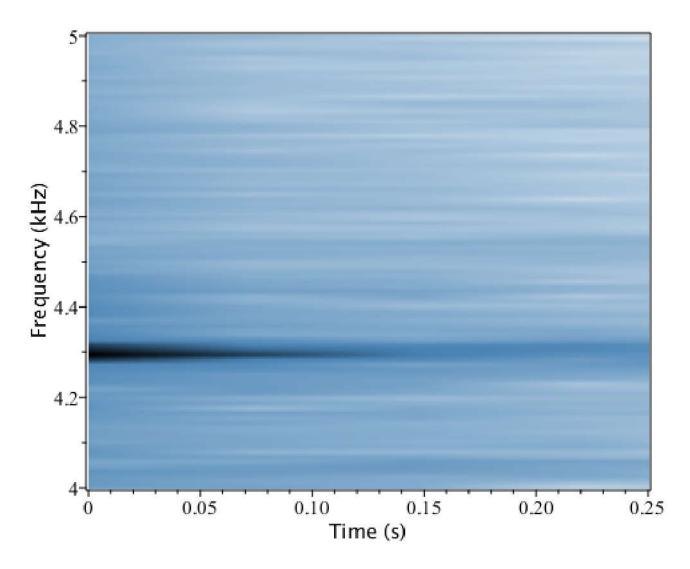
- $\textbf{>} \ \, \mathsf{f9} \coloneqq \mathsf{AudioTools:}\text{-}\mathsf{Read}\big(\, \text{"wilhelmscream.wav"}\big) :$
- > Spectrogram (f9, colorscheme = ["zgradient", [white, SteelBlue, black], markers = [0, 0.85, 1]], fftsize = [512, size = [800, 400], view = [0..0.7, 0..4], channel = 1)



▼ Piano Note C8

Should have a frequency of 4186 Hz

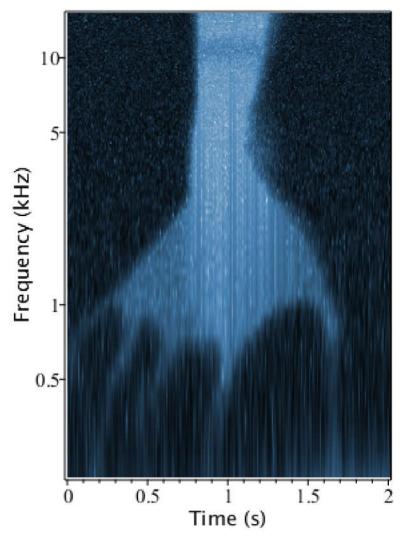
- $> \mathsf{f10} \coloneqq \mathsf{AudioTools:-Read}(\,\mathsf{"pianoFF_C8.wav"}) : \\$
- > Spectrogram (f10, colorscheme = ["zgradient", [white, SteelBlue, black], markers = [0, 0.9, 1]], fftsize = 2^{12} , size = [800, 400], view = [0..0.25, 4..5], channel = 1)



▼ Nine Inch Nails

An image hidden in a spectrogram of the song "My Violent Heart" on the album "Year Zero"

- > f11 := AudioTools:-Read("nineinchnails.wav") :
- > Spectrogram(f11, colorscheme = ["zgradient", [white, SteelBlue, black], markers = [0, 0.5, 1]], fftsize = 2, size = [300, 400], <math>reduceplot = 1, axis[2] = [mode = log], view = [0..2, 0.2..15])



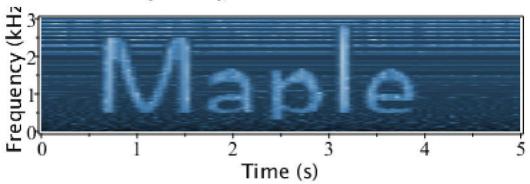
Compare to the "Year Zero" album cover



▼ Maple

A message hidden in a spectrogram...

- > f13 := AudioTools:-Read("maple.wav") :
- > Spectrogram(f13, colorscheme = ["zgradient", [white, SteelBlue, black], markers = [0, 0.5, 1]], fftsize = 2¹¹, channel = 1, view = [0..5, 0..3])



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