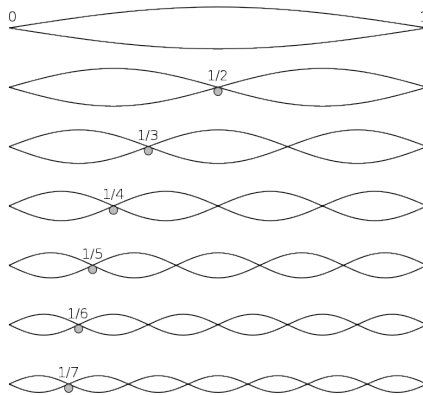


# Fundamentals of

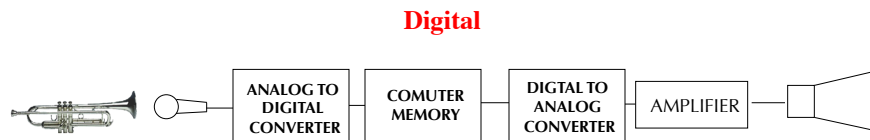
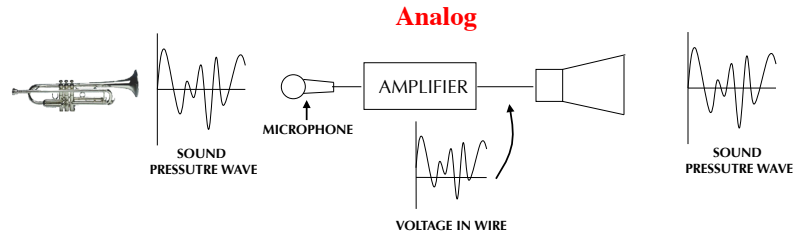
# Digital Audio

## Harmonics and overtones

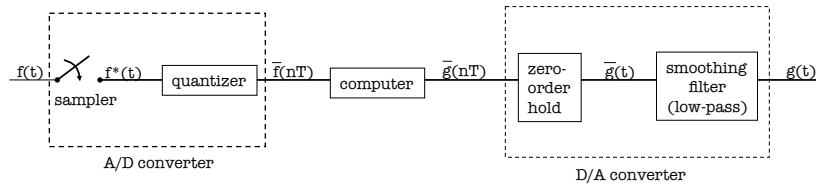
Frequency	Order	Name 1	Name 2	Name 3
$1 \cdot f = 440 \text{ Hz}$	$n = 1$	fundamental tone	1st harmonic	1st partial
$2 \cdot f = 880 \text{ Hz}$	$n = 2$	1st overtone	2nd harmonic	2nd partial
$3 \cdot f = 1320 \text{ Hz}$	$n = 3$	2nd overtone	3rd harmonic	3rd partial
$4 \cdot f = 1760 \text{ Hz}$	$n = 4$	3rd overtone	4th harmonic	4th partial



## Analog vs. Digital

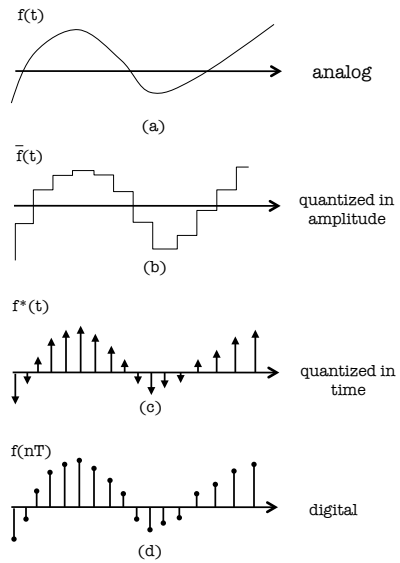


## Idealized Model Sampling / Reconstruction



Model of the sampling and desampling process

## Deconstruction of Sampling



Graphic representation of types of signals:

- a) analog signal
- b) quantized (continuous time) signal
- c) sampled data signal
- d) digital signal

## Fidelity

depends on:

- sampling rate
- bit depth
- (encoding scheme)

# Sampling Rate

Human hearing: 20-20,000 Hz

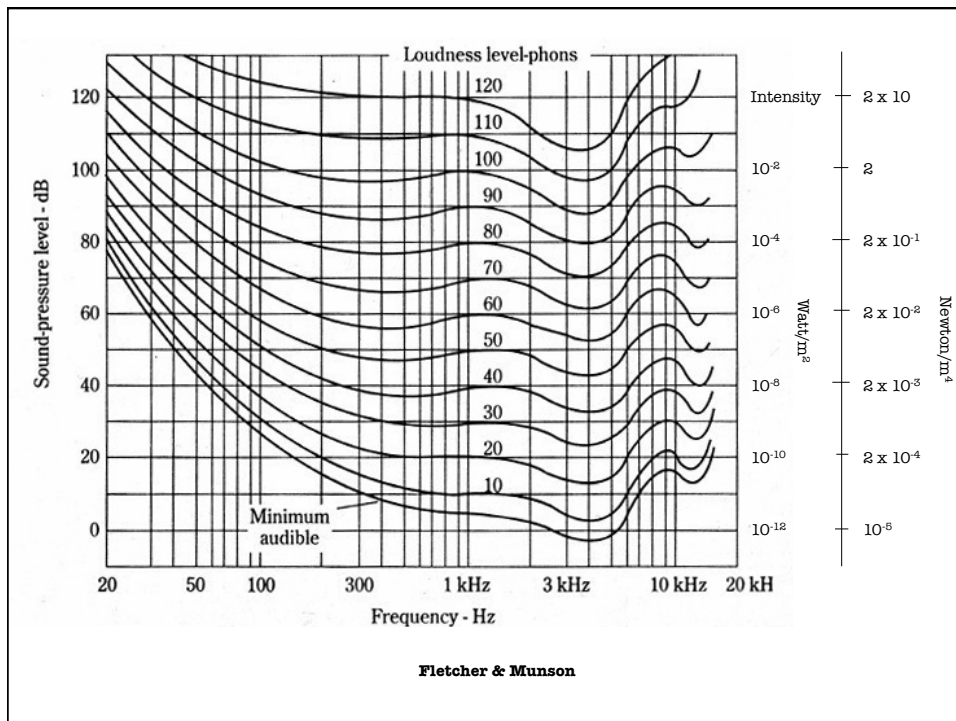
Sampling Theorem:

Must sample twice as high as highest component

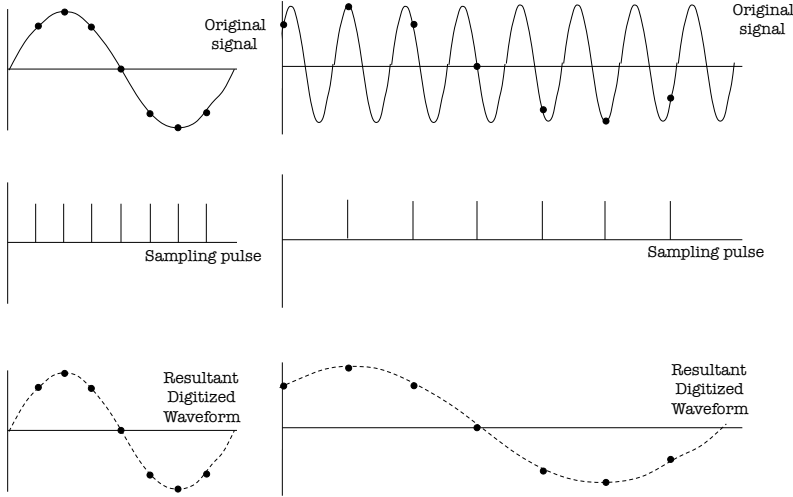
Typical rates:

8 K	dark / dull
11 K	
22 K	
44.1 K	
48 K	bright / clean

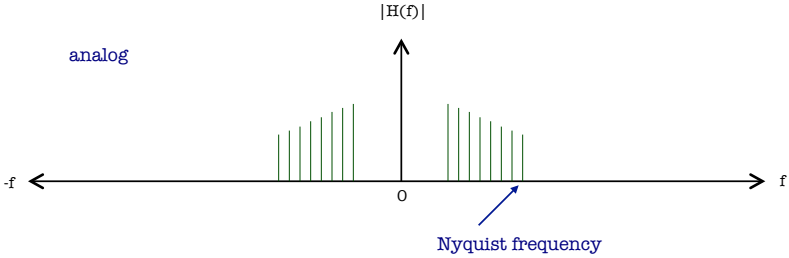
↓



### Foldover in time domain

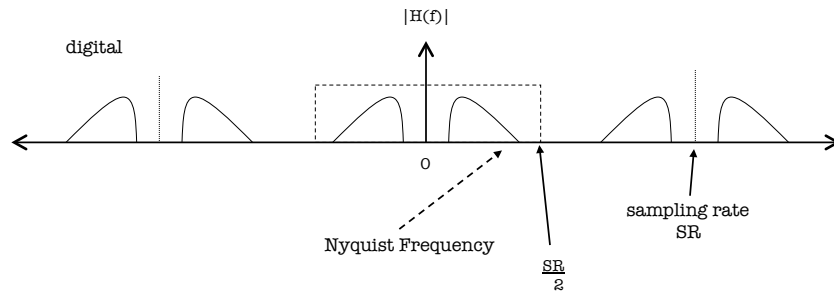


### Positive and Negative Frequency

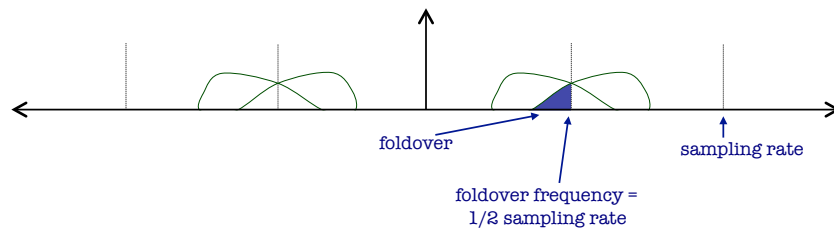


## Digital Spectra

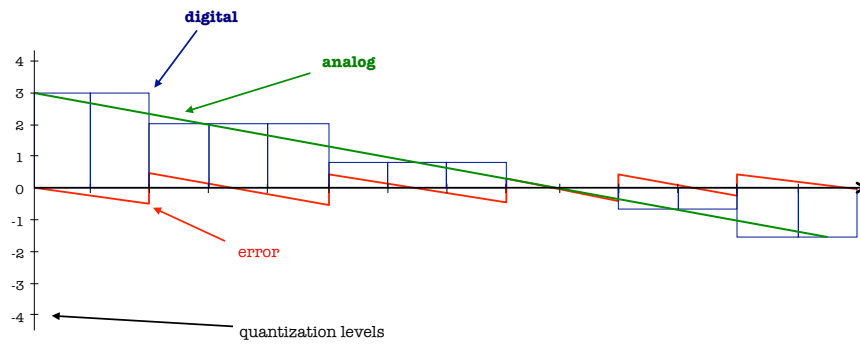
quantization in time



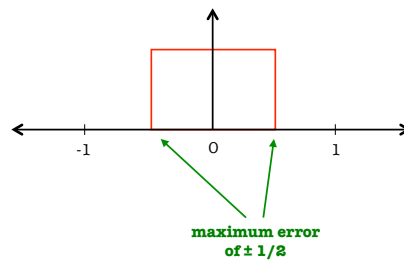
## foldover in frequency domain



## Quantization in Amplitude



## Distribution of Error



## Computing S/N

“Ideal”

$$\text{dB} = 20 \log \frac{2^N}{1}$$

or  $\frac{2^{N-1}}{0.5}$

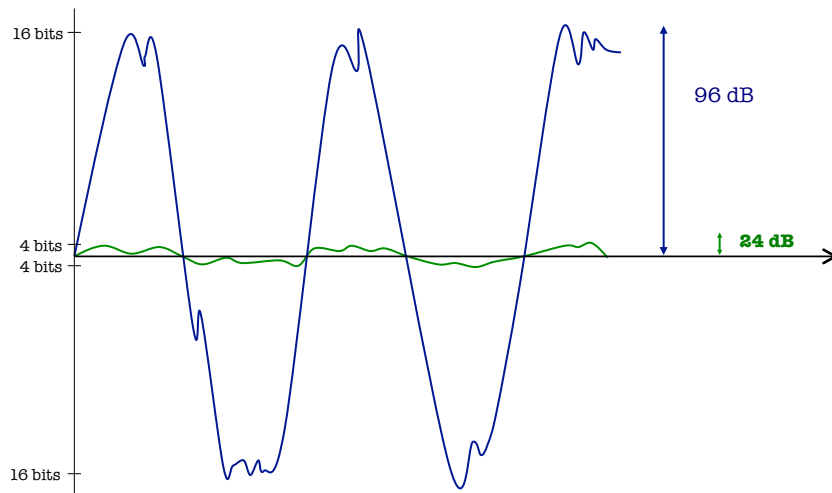
6 dB / bit

## Bit Depth Example S/N

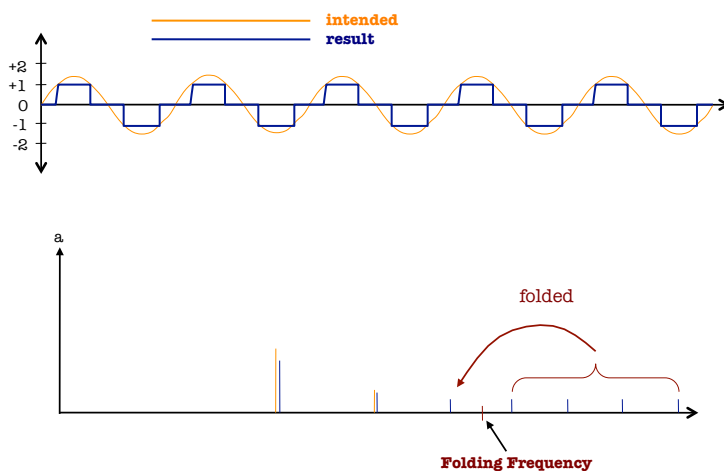
bits	dB	
2	12	
4	24	
8	48	voice
12	72	
16	96	CD
24	144	proaudio



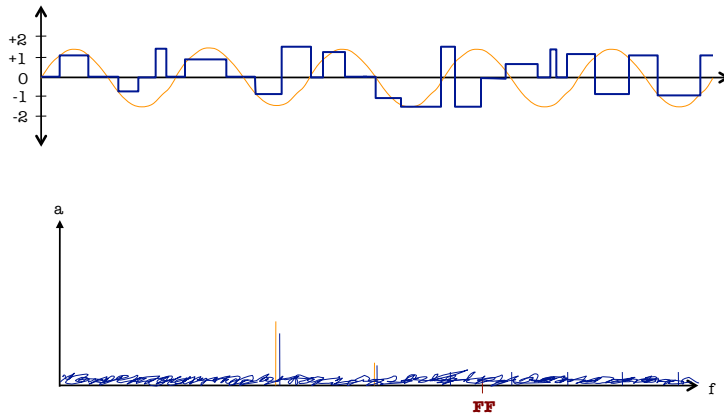
### Dynamic Range Problem



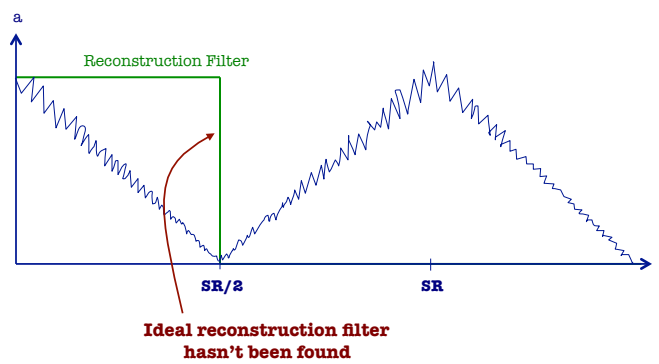
### Low-level Signal Problem



## Dither



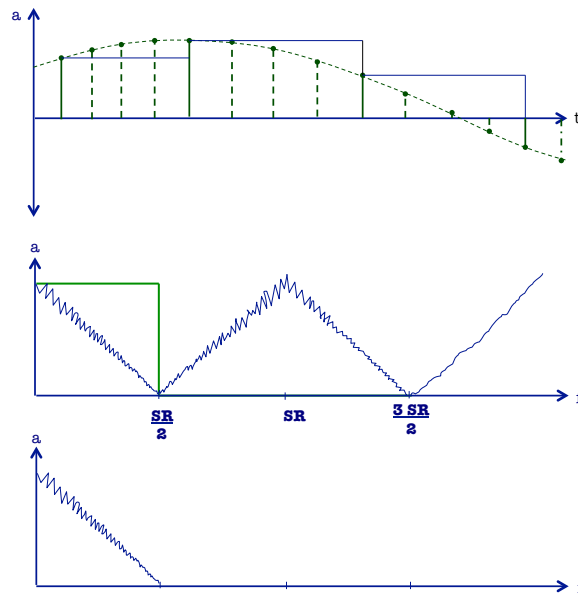
## Signal Reconstruction



## Oversampling Converters

- Multibit oversampling  
convert 44.1 K to  
176.4 K (4x)  
352.8 K (8x)
- 1-bit oversampling  
1 bit at high rate  
sigma-delta  
MASH  
128 x 1-bit =  
8 \* 16-bits

## Multibit Oversampling



## Actual Converters

- Combine oversampling  
first with 1-bit stream  
second
- Resulting noise lower  
4x → 6dB  
8x → 12dB
- In computers ground isolation of  
digital noise overwhelms  
everything else!