

Friday 10

Digital Sound

name \_\_\_\_\_

Consider making digital recordings using a sound card.

How many bits of resolution will you need to get 100 dB of dynamic range (including the sign bit)?

Roughly  $N=1+(\text{dynamic range in dB})/6 = \underline{\quad 18 \quad}$  (rounding up)

If you only need 4 kHz of bandwidth, what is the minimum sample rate that you will need?

4 kHz=Nyquist frequency = (sample frequency/2)

Sample frequency =  $\underline{\quad 8000 \quad}$  Hz

If frequencies above the Nyquist frequency are not prevented from reaching the digitizer, what phenomenon will happen?

$\underline{\quad \text{Aliasing} \quad}$ ; these frequencies appear as other frequencies that are within the bandwidth.

If sound levels exceed the dynamic range you expect to have  $\underline{\quad \text{clipping} \quad}$ .

If sound levels approach the low end of the dynamic range you expect to have

$\underline{\quad \text{bit\_noise} \quad}$ .

MP3 encoding involves both  $\underline{\quad \text{lossy} \quad}$  and  $\underline{\quad \text{lossless} \quad}$  compression. The algorithm

uses a psychoacoustic model of  $\underline{\quad \text{masking} \quad}$  to perform the lossy compression.