

Emulate an Analog Nonlinear Audio Device, is it Possible ? ABAV, Belgium, 2016

SCHMITZ Thomas

Department of Electrical Engineering and Computer Science, University of Liège

24 janvier 2016



Communication Outline



- Why nonlinear models are important?
- Non-linear modellingIR measurement
- Real audio devices emulation
 - Objective evaluation of the model
 - Model limitations
- Conclusion

Why nonlinear models are important?

Nonlinear Devices



A system is nonlinear if

it does not respect the principles of superposition (additivity) and homogeneity (scaling)

Almost all audio devices exhibit a nonlinear behavior

- Loudspeakers.
- Amplifiers.
- Compressors.
- Guitar and Keybord sound effects.
- Microphones.

Acoustic field:

More generally, the system equations governing fluid dynamics (for sound waves in liquid or gazes) and elasticity (for sound waves in solid) are nonlinear.

Why Try to Emulate Audio Devices





FIGURE: Home studio?

Advantages of the simulation

- Wide variety of sounds and timbres.
- Weight and overcrowding.
- Cheaper.



FIGURE: Home studio!



Non-linear modelling

Nonlinear Systems Identification Techniques



Autonomous models

- Physical model (non black box).
- NARMAX model (difficult to identify).
- MISO model (difficult to identify).
- Volterra model (difficult to identify).
- Neural network (too many parameters).
- o .

Non autonomous models

- Extended Kalman filter.
- Particle filtering.
- o ...

Nonlinear Emulation: Volterra Series



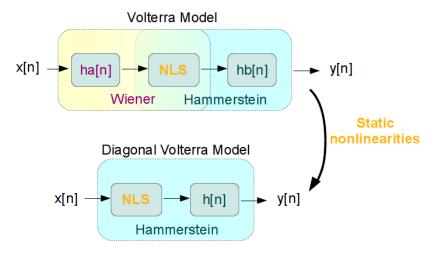


FIGURE: Volterra decomposition in subclass models

Miso to Hammerstein model



Power series model

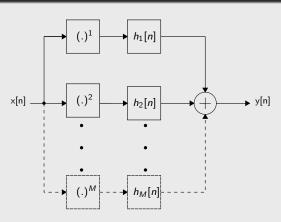
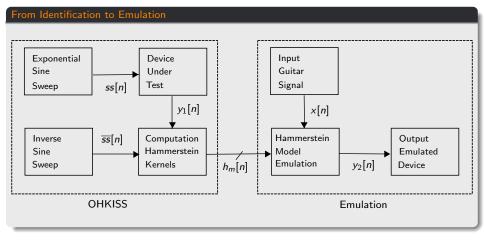


FIGURE: Polynomial Hammerstein model

$$y[n] = x[n] \circledast h_1[n] + x[n]^2 \circledast h_2[n] + ... + x[n]^M \circledast h_M[n]$$

OHKISS method





Deconvolved ESS Through a NL Device



$$z[n] = y[n] \circledast x^{-1}[n]$$
 (2)

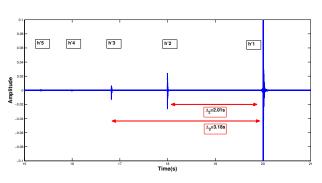


FIGURE: z[n], the deconvolution of the ESS through a Nonlinear device

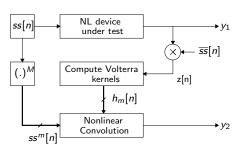
From measured kernels to Hammerstein kernels (see [5])

$$h'_m[n] \stackrel{compute}{\Longrightarrow} h_m[n]$$

Real audio devices emulation

Real Output Device Signal vs Emulated Signal





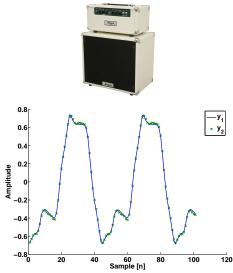


FIGURE: Output signal from TSA15 (y1) and emulated signal (y_2) comparison.

13 / 18

So what?





FIGURE: The Grail of emulation techniques?

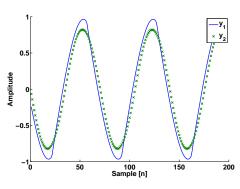


FIGURE: Comparison between the real output signal with an input amplitude of 0.5 (y_1) and the simulated signal where Hammerstein kernel where calculated for a input amplitude of 1 (y_2)

Principal limitation

Input level dependency

Conclusion

Questions?



Hammerstein model do not fits for all input amplitude but works well for a given level.

- Can we measure several models at different levels and switching between them?
- Do we have to try others models and identification methods?

Thank you for your attention!

Bibliography





M.Schetzen, The Volterra & Wiener Theory of Nonlinear Systems (John Wiley & Sons, 1980).



T.Ogunfunmi, Adaptive Nonlinear System Identification: The Volterra and Wiener Model Approaches (Springer, 2007).



F. Kadlec, P. Lotton, A. Novak, & L. Simon, "A new method for identification of nonlinear systems using miso model with swept-sine technique: Application to loudspeaker analysis," presented at 124th Convention of the Audio Engineering Society (2008 May), convention paper 7441.



A. Farina, A. Bellini, & E. Armelloni, "Nonlinear Convolution: A New Approach for the Auralization of Distorting Systems," presented at the 110th Convention of the Audio Engineering Society (2001 May), convention paper 5359.



T. Schmitz, J.J. Embrechts, "Nonlinear Guitar Loudspeaker Simulation," presented at the 134th Convention of the Audio Engineering Society (2013 May),convention e-Brief 96.