

# A Brief Introduction to Musical Acoustics

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## Harmonic and Inharmonic Sounds

- Musical instruments with simple oscillators usually produce periodic waveforms
- Periodic waveforms have a fundamental frequency,  $f_0$ , and a *harmonic* spectrum: spectral energy just at frequencies that are integer multiples of  $f_0$ .
- These harmonic components are called *harmonics*, *overtones*, or *partials* .
- Some musical instruments produce inharmonic sounds: bells, drums, etc.

## Pitch

- Musical sounds often have a *pitch* that is related to the sound's spectral content
- The pitch of a harmonic sound is usually close to the fundamental frequency of that sound
- Inharmonic sounds may have a perceived pitch, but it is not merely the fundamental of some harmonic series

## Organization of Western Music

- Two harmonic sounds with different fundamental frequencies can lead to interesting frequency coincidences among their partials
- When the fundamentals have a low integer ratio relationship, this is a *consonant* interval

# Consonant Intervals

Unison	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>	Octave
1/1	5/4	4/3	3/2	2/1
100	125	133.33	150	<b>200</b>
200	250	266.67	<b>300</b>	<b>400</b>
300	375	<b>400</b>	450	<b>600</b>
400	<b>500</b>	533.33	<b>600</b>	<b>800</b>
500	625	666.67	750	<b>1000</b>
600	750	<b>800</b>	<b>900</b>	<b>1200</b>
700	875	933.33	1050	<b>1400</b>
800	<b>1000</b>	1066.67	<b>1200</b>	<b>1600</b>
900	1125	<b>1200</b>	1350	<b>1800</b>
1000	1250	1333.33	<b>1500</b>	<b>2000</b>
1100	1375	1466.67	1650	<b>2200</b>
1200	<b>1500</b>	<b>1600</b>	<b>1800</b>	<b>2400</b>
1300	1625	1733.33	1950	<b>2600</b>
1400	1750	1866.67	<b>2100</b>	<b>2800</b>
1500	1875	<b>2000</b>	2250	<b>3000</b>
1600	<b>2000</b>	2133.33	<b>2400</b>	<b>3200</b>

## Musical Scales and Temperament

- European music is based on the notion of a diatonic pitch *scale*. The scale specifies the allowable musical pitches: 8 scale steps out of 12.
- Problem: if integer frequency ratios are used (*Just* intonation), chords only sound in tune if based on fundamental (*tonic*) pitch. Changing musical “key” is not possible.

## Equal Tempered Scale

- To solve the musical “key” problem, keyboard instruments now use *equal-tempered* tuning.
- Note frequencies are distributed uniformly in a logarithmic span:

$$f_n = f_0 \times 2^{n/12}$$

- Just vs. equal tempered tuning:

Unison	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>	Octave
100	125.0000	133.3333	150.0000	200.0000
100	125.9921	133.4840	149.8307	200.0000

## Rhythm

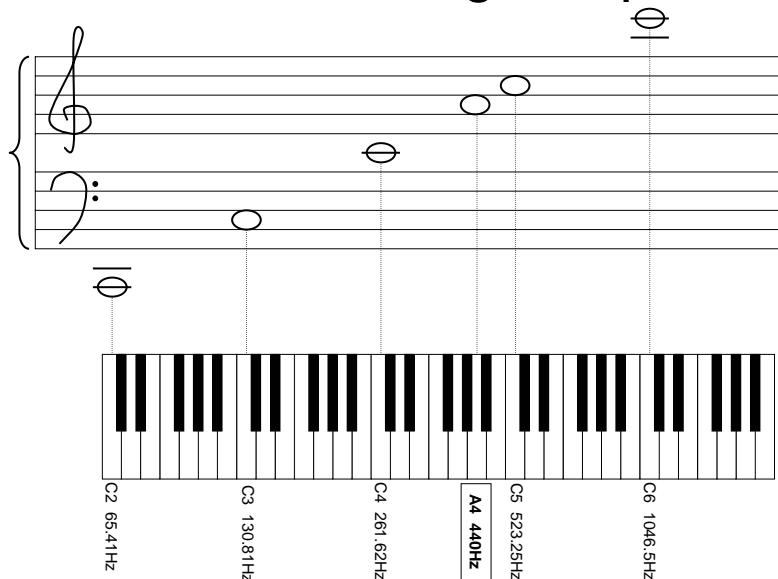
- Beats per minute
- Beats per measure (time signature)
- Duration of musical notes specified in fractions:  
whole, half, quarter, eighth, sixteenth, 32<sup>nd</sup>

# Musical Notation

- Notation specifies pitches, durations, and time evolution
- Representation is like a spectrogram: frequency vs. time



# Standard Tuning Frequencies



## Musical Timbre

- The relative spectral energy at different frequencies is perceived as a distinct *tone color*, or timbre (pronounced as either *tam-burr* or *tim-burr*)
- Timbre: The combination of qualities of a sound that distinguishes it from other sounds of the same pitch and volume

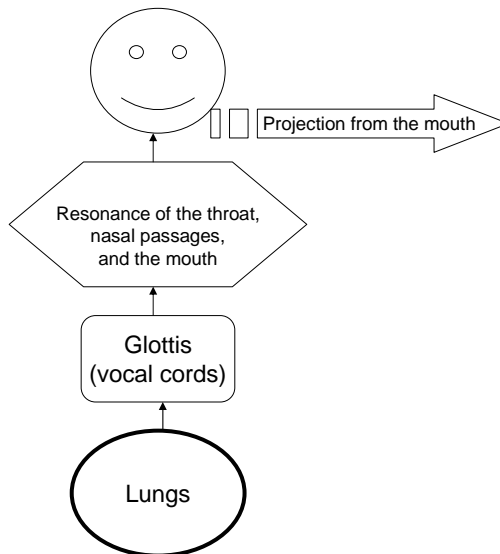
## Musical Instruments

- Almost any object can be considered a musical instrument
- Most *conventional* musical instruments have
  - an excitation source
  - a vibrating element
  - a resonant body
  - a means of coupling the vibrations into the air

## Musical Instruments (cont.)

- The excitation is a motive force
- The vibrating element usually creates many harmonics
- The resonant body emphasizes some frequencies and deemphasizes others
- The coupling means takes energy from the vibrating element and “loses” it into an acoustical wave through the air

## Example: Singing Voice



Example: String Instrument

