

# A Brief Introduction to Musical Acoustics

*EELE217*

*R.C. Maher*

# 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

# Tuning Example

Unison	$3/2$ (5 <sup>th</sup> )	Octave	ET $3/2$ (et 5 <sup>th</sup> )	delt f
220				
	330		329.63	0.37
440		440		
660	660		659.26	0.74
880		880		
	990		988.88	1.12
1100				
1320	1320	1320	1318.51	1.49
1540				
	1650		1648.14	1.86
1760		1760		
1980	1980		1977.77	2.23
2200		2200		
	2310		2307.39	2.61
2420				
2640	2640	2640	2637.02	2.98



# Equal Temperament vs. Just

	3rd		4th		5th		octave
<i>1/1</i>	<i>5/4</i>	<i>1.259921</i>	<i>4/3</i>	<i>1.33484</i>	<i>3/2</i>	<i>1.498307</i>	<i>2/1</i>
100	125	125.99	133.33	133.48	150	149.83	200
200	250	251.98	266.67	266.97	300	299.66	400
300	375	377.98	400.00	400.45	450	449.49	600
400	500	503.97	533.33	533.94	600	599.32	800
500	625	629.96	666.67	667.42	750	749.15	1000
600	750	755.95	800.00	800.90	900	898.98	1200
700	875	881.94	933.33	934.39	1050	1048.81	1400
800	1000	1007.94	1066.67	1067.87	1200	1198.65	1600
900	1125	1133.93	1200.00	1201.36	1350	1348.48	1800
1000	1250	1259.92	1333.33	1334.84	1500	1498.31	2000
1100	1375	1385.91	1466.67	1468.32	1650	1648.14	2200
1200	1500	1511.91	1600.00	1601.81	1800	1797.97	2400
1300	1625	1637.90	1733.33	1735.29	1950	1947.80	2600
1400	1750	1763.89	1866.67	1868.78	2100	2097.63	2800
1500	1875	1889.88	2000.00	2002.26	2250	2247.46	3000
1600	2000	2015.87	2133.33	2135.74	2400	2397.29	3200

# Rhythm

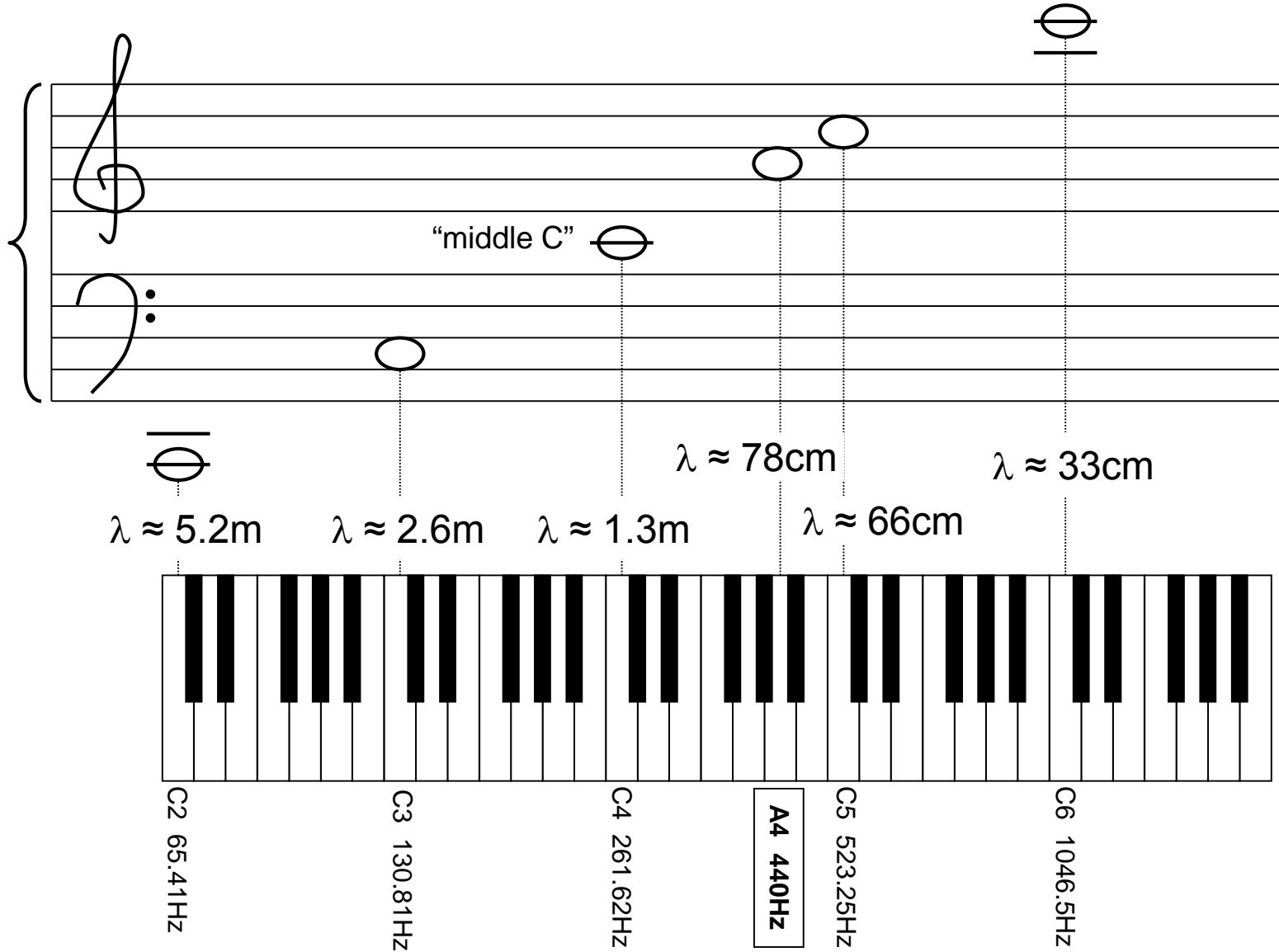
- Beats per minute
- Beats per measure (time signature)
- Duration of musical notes specified in fractions:  
whole, half, quarter, eighth, sixteenth, 32<sup>nd</sup>

# 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

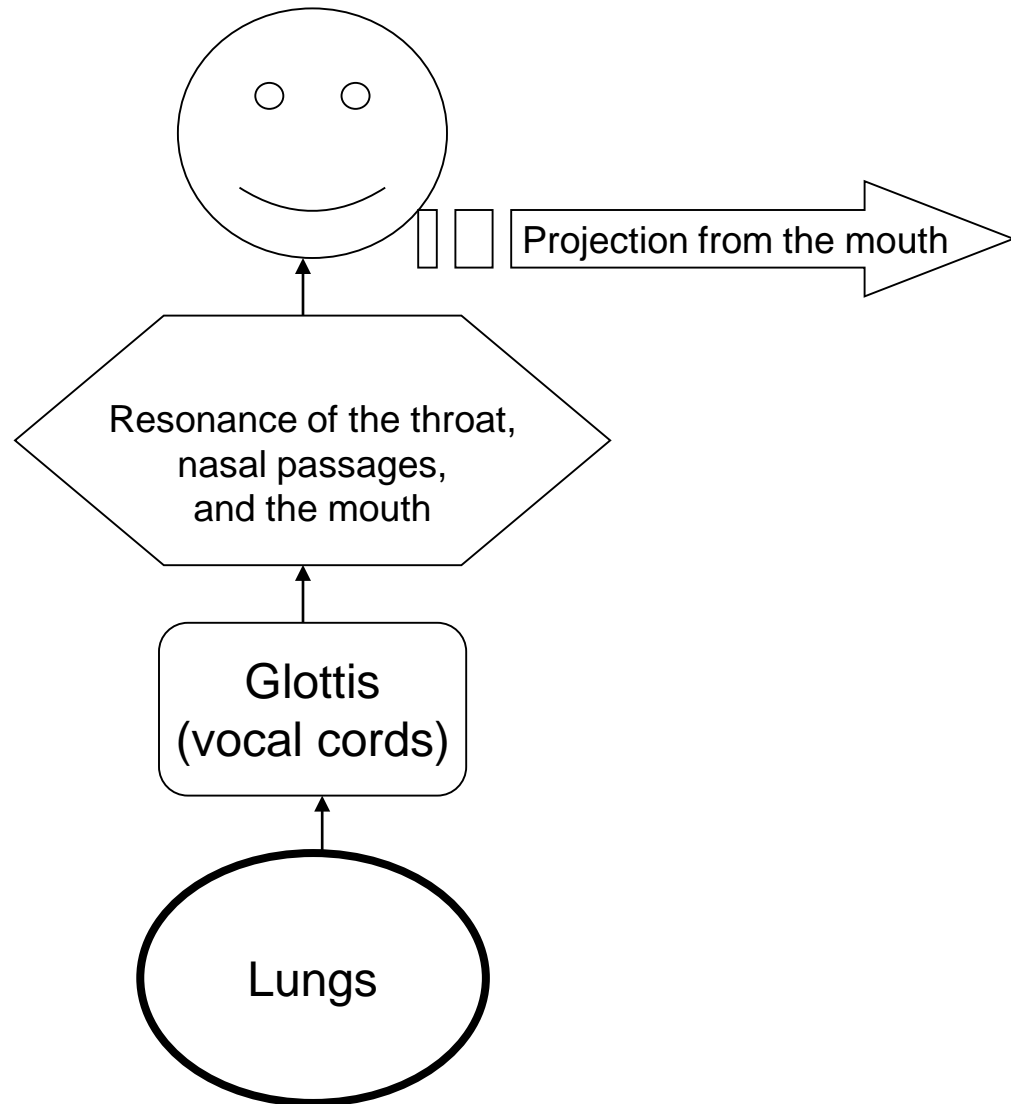
# Musical Instruments

- 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 so that they radiate into the air as sound waves

# Musical Instruments (cont.)

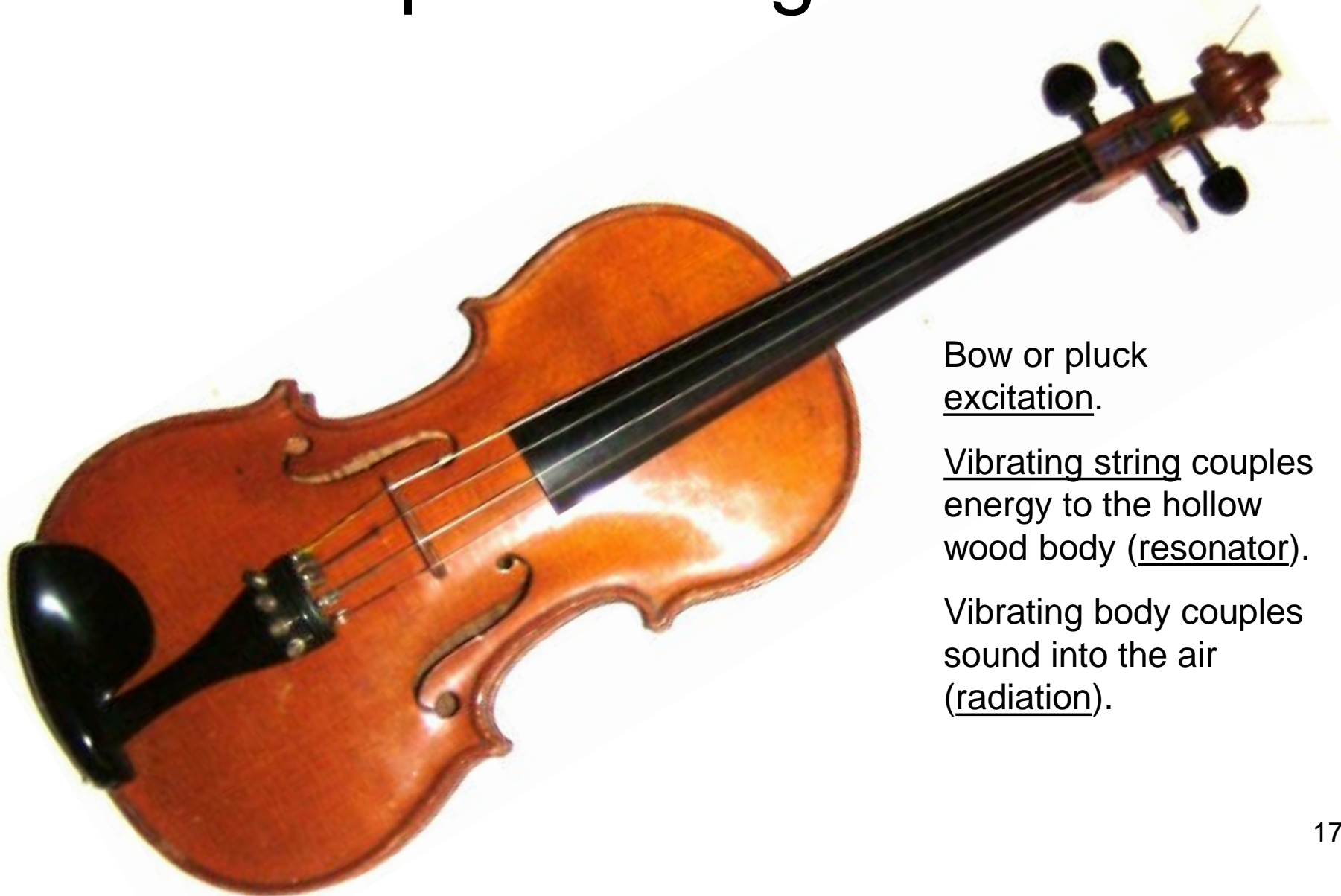
- The excitation is a motive force
- The vibrating element usually creates many harmonics
- The resonant body emphasizes some frequencies and deemphasizes others
- The coupling means takes energy from the vibrating element and “loses” it (radiates) into an acoustical wave through the air

# Example: Singing Voice





# Example: String Instrument



Bow or pluck  
excitation.

Vibrating string couples  
energy to the hollow  
wood body (resonator).

Vibrating body couples  
sound into the air  
(radiation).