

Re: Logarithmic Interpolation

Source: <http://newsgroups.derkeiler.com/Archive/Comp/comp.dsp/2006-04/msg01604.html>

- *From:* "Michel Rouzic" <Michel0528@xxxxxxx>
 - *Date:* 23 Apr 2006 18:40:23 -0700
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Rune Allnor wrote:

Michel Rouzic skrev:

Rune Allnor wrote:

Sounds like a nice project.

Rune

Nope. Turns out that it really sucks. Sounds just like the way Adobe Audition does it.

What happened?

you know, that's just not what I wanted, that was just as bad as every other pitch shifting I ever heard before. the worse is that now that i've done that my first approach (that I imagined before I even started DSP...) which was to use a log-scaled spectrogram doesn't seem that ridiculous anymore (althought totally unsuitable for what I want to do)

The thing blew up? If so, that's life. Not every idea turns out to be a good one. In 15 years I have had two – 2 – ideas dealing with DSP that could not be shot down withing a couple of hours. Neither was useful.

Don't worry, I wasn't making myself too many illusions about my idea. It only made me realize better how that pitch shifting problem was far from as simple as I could imagine. So far I treated the problem quite lightly, like, I just wanted to give it a try, but if I want to go any further with that problem I'll have to pay attention to any approach that has done before.

Re: Logarithmic Interpolation

You did something right but somebody else had already done it? Been there, done that. Five or 10 times or so, during the last 15 years. While it may be frustrating at first, you at least came up with a solution that some smart guy already came up with and that has stood the test of time.

Yeah, but I'm still wondering how such an ugly sounding algorithm like that could stand the test of time.

Don't underestimate that. The people who dominated the electronics and DSP 25 years ago, were the same generation that put people on the moon using more slide rules than transistors for design and computations.

While people in earlier times might not have had access to 1 GB RAM and matlab, they had their wits about them.

1 GB RAM and matlab? Only 768 MB for me and homemade C functions ;—)