

Interactive Musical Displays, The Walking Piano

Solution:

We're given that the notes are played in middle **C**, which corresponds to **C**₄ to **C**₅ in pitch notation (**openmusictheory.com/pitches.html**). Next, we find the frequencies of the notes played from a table. Here's the excerpt from one compiled in Michigan Tech's Physics course notes (**pages.mtu.edu/~suits/notefreqs.html**):

261.63
277.18
293.66
311.13
329.63
349.23
369.99
392.00
415.30
440.00
466.16
493.88
523.25

We can fill in the blanks for f in the sinusoids using the table. We need A, G, and F#, which correspond to 440, 392, and 369.99, respectively. We weren't given the amplitude, so we'll take A to be 1 to correspond to "full volume." This means our sinusoids are:

$sin(2\pi(440t)),sin(2\pi(392t)),sin(2\pi(369.99t))$

Now, to have the A and G played together, we can add the sinusoids like so:

$y(t) = \sin(2\pi(440t)) + A\sin(2\pi(392t))$

However, the F# was played two seconds late. Accordingly, we can use the Heaviside function to "turn on" the function at the right time. Our base Heaviside function looks like this:

$$u(t) = \begin{cases} 1, t \ge 0 \\ 0, t < 0 \end{cases}$$



Interactive Musical Displays, The Walking Piano (continued)

But we need it to start at t=2 seconds. This change can be easily done with the bounds by changing *t*≥0 to *t*≥2 and *t*<0 to *t*<2. The change in timing corresponds to *shifting* the Heaviside step function to the *right* by 2 units.

$$u(t-2) = \begin{cases} 1, t \ge 2\\ 0, t < 2 \end{cases}$$

To complete the effect, we multiply the last sinusoid by our shifted Heaviside function to get:

$sin(2\pi(369.99t))u(t-2)$

Now the F# contribution is not added until t=2, where the step function "turns on." Appending the modified sinusoid to our *y***(t)** yields the desired result:

 $y(t)=\sin(2\pi(440t))+\sin(2\pi(392t))+\sin(2\pi(369.99t))u(t-2)$

Or, in simplified form:

 $y(t) = \sin(880\pi t) + \sin(784\pi t) + \sin(740\pi t)u(t-2)$