

# Generating sine waves using a buffer of limited size

Jens Hee

<http://jenshee.dk>

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Sine waves can often be generated in real time using a recursion formula or a table lookup, but it requires a DSP and some times only a buffer that can be played back repeatedly is available. If the buffer length can be varied but is limited to a maximal length  $N$ , the frequencies that can be generated are given by:

$$f = \frac{P}{L} f_s, \quad 2 \leq L \leq N, \quad 1 \leq P \leq L/2$$

The number of reduced fractions  $P/L$  gives the number of distinct frequencies. The set of reduced fractions with a denominator less than  $N$  are called Farey fractions. The number of Farey fractions is given by:

$$k = \sum \phi(N) \approx \frac{3}{\pi^2} N$$

$\phi(N)$  is Euler's totient function.

For  $N = 7$  the Farey fractions become:

$$\frac{1}{7}, \frac{1}{6}, \frac{1}{5}, \frac{1}{4}, \frac{2}{7}, \frac{1}{3}, \frac{2}{5}, \frac{3}{7}, \frac{1}{2}, \frac{4}{7}, \frac{3}{5}, \frac{2}{3}, \frac{5}{7}, \frac{3}{4}, \frac{4}{5}, \frac{6}{7}$$

Since  $P$  above is limited to  $L/2$  (only frequencies up to half the sampling frequency can be generated) the number of possible frequencies is  $k/2$ .

The frequencies are not evenly spaced. It is easily seen that the lowest possible frequency (apart from DC) is  $\frac{1}{N} f_s$ , whereas the average spacing is  $\approx \frac{1}{N^2} f_s$ .

A simple algorithm exists for finding a rational approximation to a number, the denominator being less than  $N$ .

Let  $\xi$  be the number we wish to approximate,  $x = [\xi]$  and  $N$  the maximal denominator:

1.  $p \leftarrow x, q \leftarrow 1, t \leftarrow x+1, u \leftarrow 1$
2.  $r \leftarrow p+t, s \leftarrow q+u$
3. if  $s > N$ , goto 6
4. if  $p/q \leq \xi < r/s$ , then  $t \leftarrow r, u \leftarrow s$ , else  $p \leftarrow r, q \leftarrow s$
5. goto 2
6. output  $p, q, t, u$

Either  $p/q$  or  $t/u$  is the best approximation to  $\xi$  with a maximal denominator  $N$

Example:

$$\xi = 0.357925, N = 100$$

$\frac{0}{1}$	$\frac{0}{1}$	$\frac{1}{3}$	$\frac{1}{3}$	$\frac{1}{3}$	$\frac{1}{3}$	$\frac{5}{14}$	$\frac{5}{14}$	$\frac{5}{14}$	$\frac{5}{14}$	$\frac{5}{14}$	$\frac{5}{14}$	$\frac{34}{95}$
$\frac{1}{1}$	$\frac{1}{2}$	$\frac{1}{2}$	$\frac{2}{5}$	$\frac{3}{8}$	$\frac{4}{11}$	$\frac{4}{11}$	$\frac{9}{25}$	$\frac{14}{39}$	$\frac{19}{53}$	$\frac{24}{67}$	$\frac{29}{81}$	$\frac{29}{81}$

The best approximation is thus  $34/95$  giving an error of 0.00003. A simple rounding would give  $36/100$  and an error of 0.002.