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Abstract

This paper describe a system which is used to remove Wow and Flutter from audio signal using Least Mean Square Algorithm. It is impossible to completely remove Wow and Flutter from audio signal but we can reduce its effect. It occurs during the process of sound reproduction. It is the group of tones created by the irregularities in turntables or tape drive speed during reproduction, duplication or recording. Wow is occurring at irregularities of low frequency whereas at high frequency irregularities Flutter occurs. Least Mean Square Algorithm uses Adaptive Filter which adjusts their coefficient in order to minimize the required wobble effects in audio signal. Result show that LMS has comprehensively diminished the effects of wow and flutter.

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Index Terms

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Keywords

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