



# Introduction

Many audio processing/synthesis applications target **16kHz**.

- Computationally easier target (relative to 48kHz).
- Less immersive listening experience.

## We propose:

- BWE as postprocessing for bridging from 8k/16kHz to 48kHz
- A waveform BWE method using GAN that achieves audio quality typically indistinguishable from real 48kHz audio.

# Exisiting BWE methods: limited extension up to 16kHz

- Spectral methods compensate energy, but over-smooth spectrogram and introduce artifacts by phase approximation.
- Waveform methods still not close to real high-quality.

# **Evlauations show that our BWE method:**

- Achieve close to real 48kHz audio quality for 16k-to-48k BWE; greatly improve over previous methods for 8k-to-48k BWE.
- Bring consistent quality boost to denoisers and vocoders.



- features of the discriminators
- Weight normalization to speed up convergence

# **Bandwidth Extension is All You Need**

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## **Deep Features**



Method	<b>PSNR</b> ↑	LSD↓	PSNR	LSD	PSNR	LSD	PSNR	LSD
Input SR	8k		16k		8k		16k	
	VCTK Dataset				DAPS Dataset			
NB Input	38.56	15.81	44.40	14.84	35.95	12.87	41.98	11.50
LP	15.74	4.06	15.74	3.83	15.78	5.00	13.73	4.61
Spec	26.19	2.42	35.74	2.06	36.26	3.06	40.65	2.58
Time	22.99	2.03	29.90	1.92	31.60	2.82	31.07	3.10
FFTNet	36.33	2.00	40.59	1.67	35.38	2.80	39.62	2.44
Base	31.70	2.26	32.40	2.03	29.26	2.67	30.08	2.34
SpecGAN	12.75	2.15	31.78	1.95	10.57	2.85	26.56	2.45
HiFi-GAN+	33.53	2.13	32.16	1.83	30.60	2.80	29.28	2.35



- Our waveform-to-waveform bandwidth extension method based on HiFi-GAN can achieve audio quality typically indistinguishable from real 48kHz audio.
- Applying BWE as post-processing can consistently boost quality in a wide variety of audio applications (denoisers, vocoders etc.).
- Exisiting objective measures do not correlate well with perceptual quality (for the 48kHz BWE task).



# Experiments

# Conclusions

