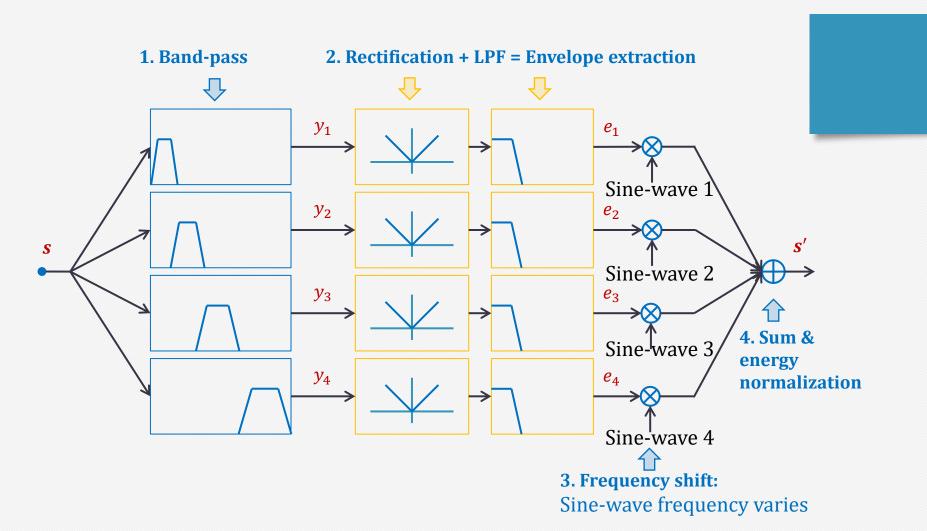


# Common problems in Project 1

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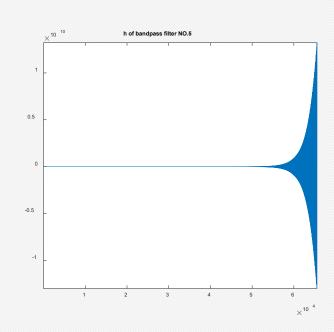




#### 1. Unstable filter

- The bandwidths of the filters decrease with the increasing of N.
- A filter will be unstable when the band is too narrow.

The impulse response of the  $5^{th}$  pass band filter when N = 200, and the filter order of is 4





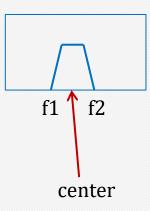
## 2. Sinusoidal signal generation

- Sinsig =  $sin(2*pi*f*t) \rightarrow CT$  signal, (f frequency in Hz)
- In Matlab, the Sinsig should be represented as a DT signal with the same sampling frequency as the original voice signal
- Sinsigdt = sin(2\*pi\*f\*n\*dT), dT is the sampling interval
  - dT=1/fs
  - n = 1:N



## 3. Center frequency of [f1,f2]

- (f2-f1)/2?
- (f2+f1)/2?



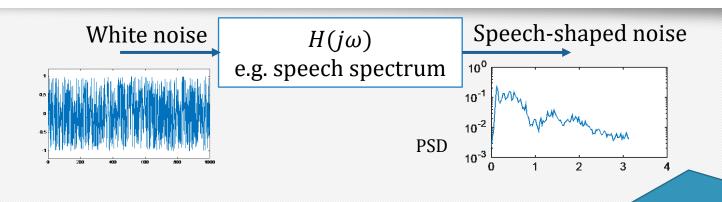


### 4. SSN, remember?

- Speech Shaped Noise, SSN
- As required in Project 1, the noise added to the original speech signal should be a SSN
  - White noise, the code 'noise = 1-2\*rand(1,N)' generates
  - Feed this white noise into a specifically designed filter to generate SSN, as what we've done in Lab 5



#### 5. SNR = -5dB



- 1. Do you know the energy (or 2-norm) of the SSN obtained by filtering the white noise?
- 2. How do you know?
- 3. How much energy (or 2-norm) should the SSN has so that the SNR relative to the voice signal is -5dB?



## 5. SNR = -5dB (cont.)

- normratio =  $10^{(-5/20)}$ ; % 0.5623
- SSN = SSN\*/norm(SSN)\*norm(s) /normratio;
- SNR = 20\*log10(norm(s)/norm(SSN))

```
>> SNR = 20*log10(norm(s)/norm(SSN))

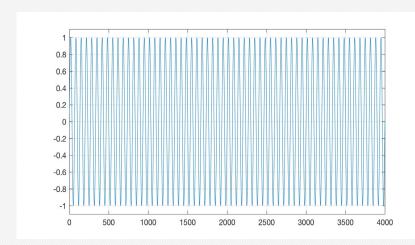
SNR =

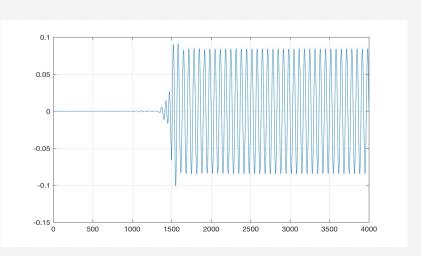
-5.0000
```



## 6. Effect of filter length on filtered signal

- The length of the FIR filter used to generate SSN is 3001, that'll cause non-negligible delay of the filtered signal from the original signal.
  - sig1 = sin(2\*pi\*0.015\*(1:4000));
  - sig2 = filter(b,1,sig1);







## 6. Effect of filter length on filtered signal (cont.)

 Solution: Generate overlength SSN and Discard the beginning 1500 or more points

```
N = length(s);
noise=1-2*rand(1,length(b)+N);
SSN = filter(b,1,noise);
SSN = SSN((length(b)+1):end);
```



## 7. Spectrum display

