

**Ruiyan Guo 400256752**

**Xinyu Chen 400221680**

### **fmMonobasic Take Home Exercise**

In this section, the built-in method `firwin` is replaced by my own method `myCoeff(Fs, Fc, Ntaps)`, it creates the coefficients for mono audio filtering. The built-in method `lfilter` is replaced by my own method `mylfilter(coeff, data)`, which is the single pass filter implementation.

### **fmMonoblock Take Home Exercise**

Same as the MonoBasic part, for mono audio filtering, the built-in method `firwin` is replaced by my own method `myCoeff(Fs, Fc, Ntaps)`. For block processing purposes, the `lfilter` is replaced by my own method `mylfilter_w_block(coeff, data, size, buffer)`, where the data is the demodulated fm data, and buffer is the array for state saving.

To implement the functionality of demodulator, my own function `myDemod(I, Q, prev_i = 0.0, prev_q = 0.0)` is introduced. For the inputs, `I` is the in-phase signal, `Q` is the quadrature phase signal, `prev_i` and `prev_q` are for state saving purposes, where they store the previous values of `I` and `Q`. The function has three returns, `fm_demod`, `prev_i`, and `prev_q`. `fm_demod` is the array containing the demodulated data, `prev_i / prev_q` carry the state saving values to the next block.

### **experiment.cpp Take Home Exercise**

In this section, the `estimatePSD` function provided in the python code is translated into c++. The function `std::vector<float> estimatePSD(std::vector<float> &samples, std::vector<float> &freq, int nfft, float Fs)` is added. The function returns the frequency vector and PSD estimate.

In addition to the `estimatePSD` function, an assisting function is also written:

```
std::vector<std::complex<float>>
```

```
slicing(std::vector<std::complex<float>> &arr, int a, int b).
```

This function can slice out the portion of data from a vector, input `a` and `b` are the starting and ending position. The function returns the vector that contains the slice of data we need.

Inside the main function, the PSD estimate plot is added into the `logVector`, with the name “`demod_psd`”.