

P00

1966 → BCPL

1967 → SIMULA : La 1<sup>ère</sup> langage de programmation POO

1969 → Language B

1978 → K & R C "The C programming language" ⇒ UNIX

1989 → C89

1980 → C++

1985 → C++ ← inline + Strong typing + argument défaut

1998 → ISO C++ 98

2003 → C++ 03

2011 → C++ 11

2014 → C++ 14

2017 → C++ 17

2020 → C++ 20

2023 → C++ 23

16 - 10 - 2024 TAS//SAP

Cours

## • Filter design and implementation

Filter structure:

→ The filtering equation in time-space:

$$y(n) = h(n) * x(n)$$

$$y(n) = \sum_{i=-\infty}^{+\infty} h(i) x(n-i)$$



$\Rightarrow$  In practice we have to truncate

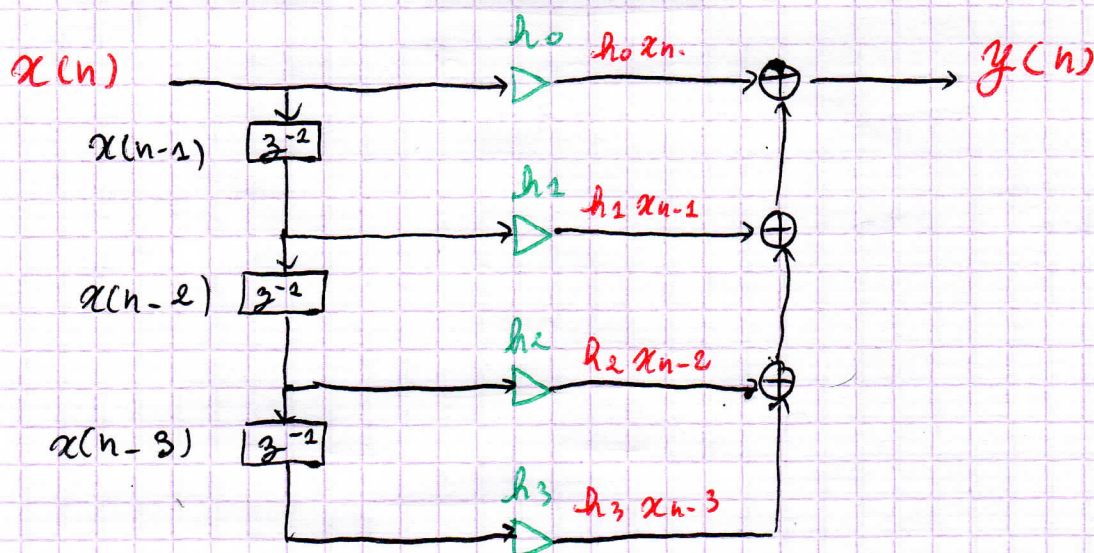
$$y(n) = \sum_{i=0}^{P-1} h(i) x(n-i)$$

- Since  $P$  is finite, then the filter will be called ("FIR")

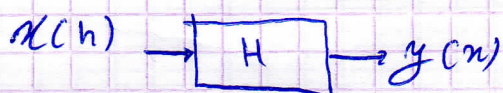
Finite Impulse response

if  $P=4$  then

$$y(n) = h_0 x(n) + h_1 x(n-1) + h_2 x(n-2) + h_3 x(n-3)$$



~~Recalling ZT~~  
 ~~$x(n) \xrightarrow{Z} X(z)$~~



$$H(z) = \frac{Y(z)}{X(z)}$$

$$x(n) \rightarrow x(n-n_0)$$

$$X(z) \rightarrow z^{-n_0} X(z) = Z[x(n-n_0)]$$

for a system where



$$H(z) = \frac{z^{-1} X(z)}{X(z)} = z^{-1}$$