LAB 1 DSP

Names (ID):

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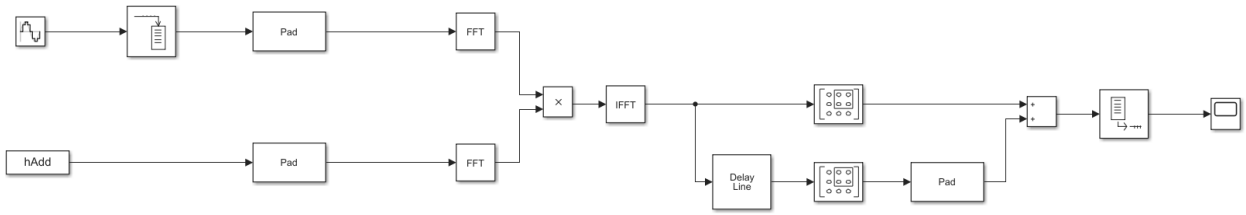
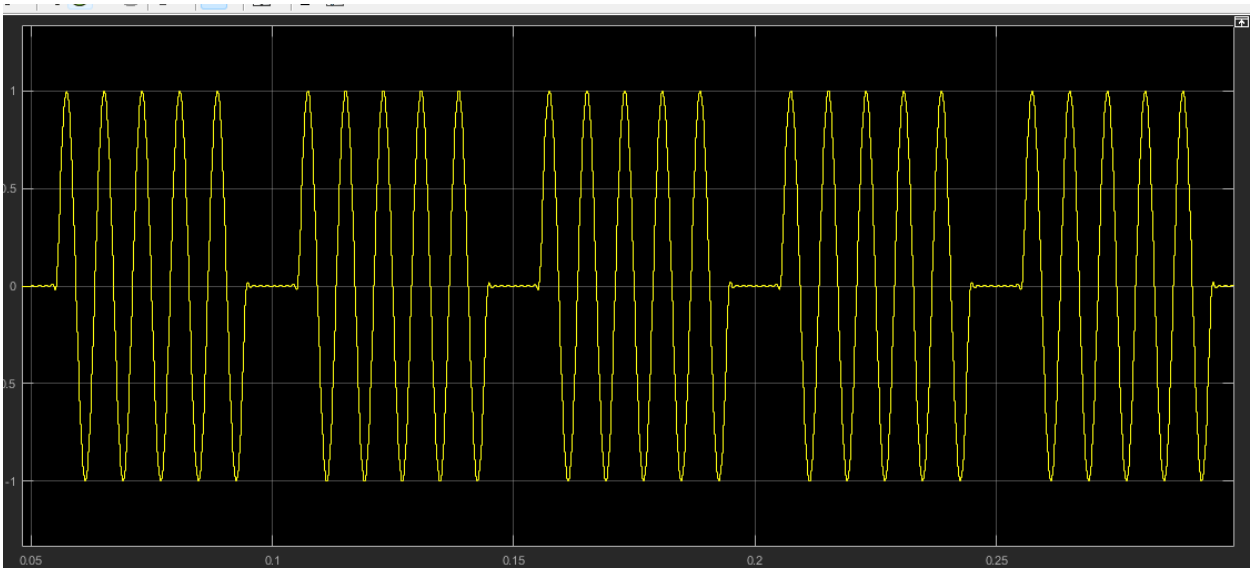
LINEAR CONVOLUTION

SCREENS





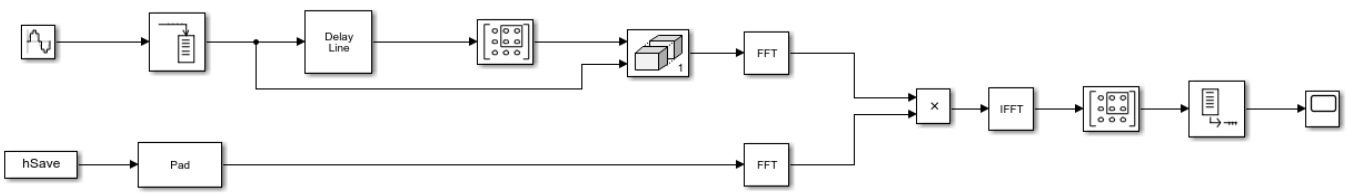
COMMENT ON THE RESULTS

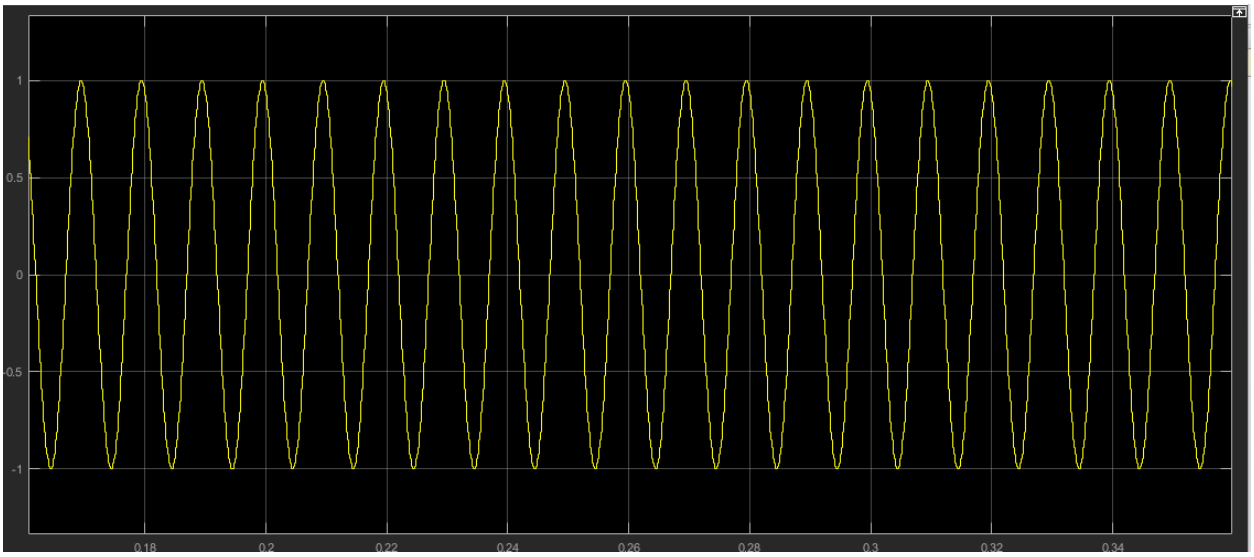
It Just take the frame of Samples L And conv it with the filter h and gives us the output L+h-1.

This method just takes the frame and doesn’t give a care about the bast frame or the next so its not good for a real signal it will destroy it.

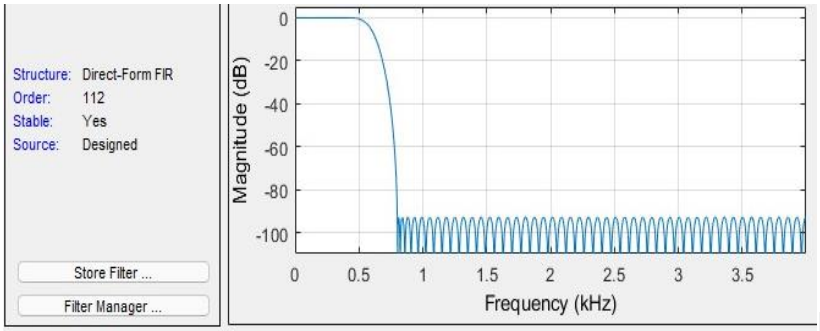
OVERLAP SAVE

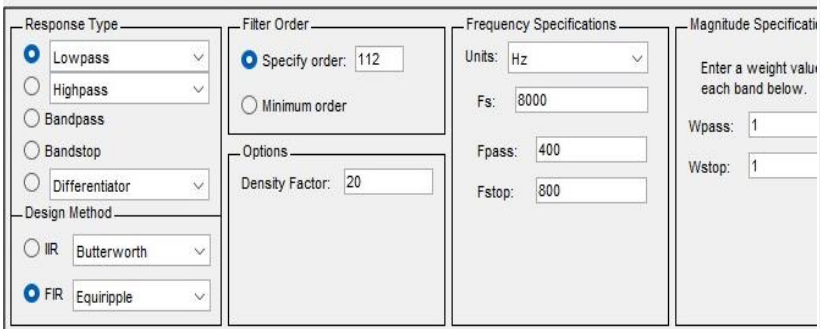
SCREENS





FILTER



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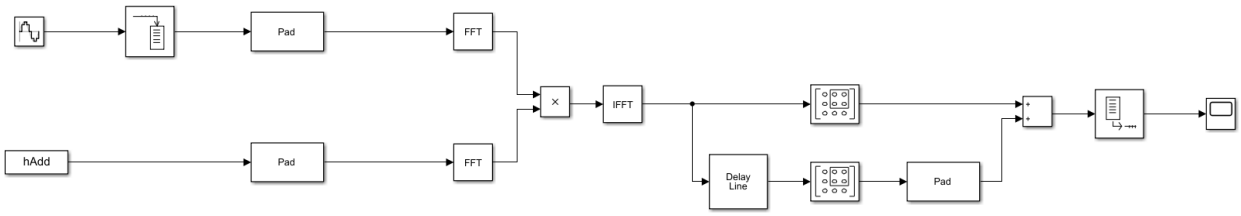
```

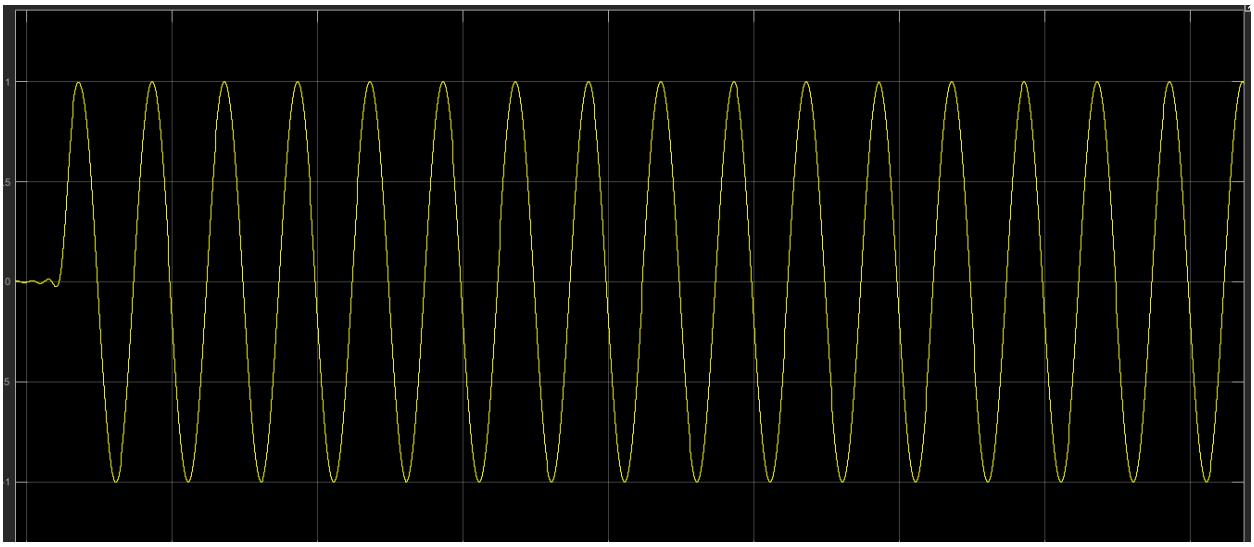
COMMENT

Here the Frame takes samples from the past frame so it gives us areal conv to the Signal

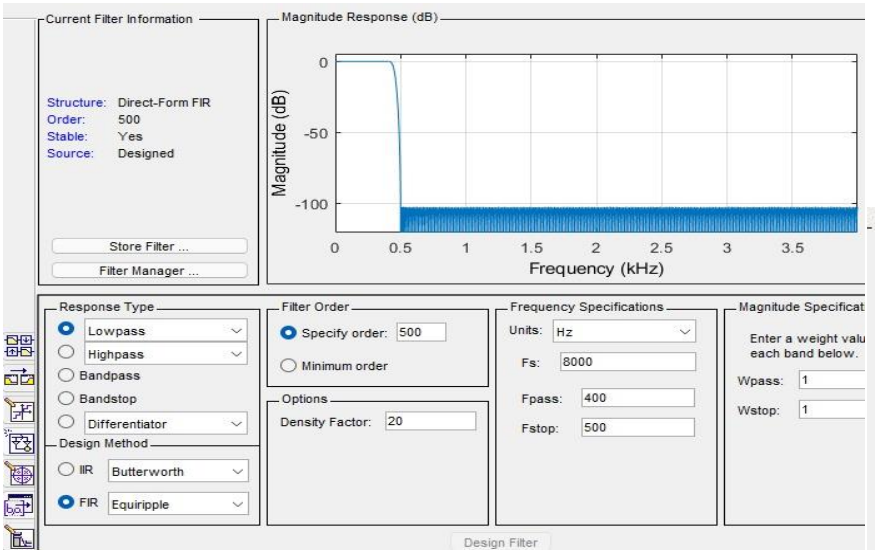
OVERLAP ADD

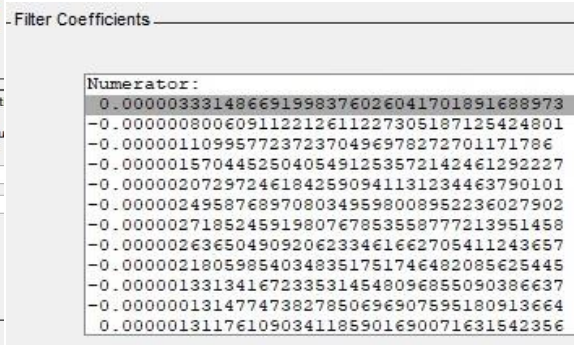
SCREENS





FILTER





COMMENT

The same output As Save method an gives us a real Conv or a real long signal