## Signal Processing for Interactive Systems Lecture 2: Exercises with hints

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February 19, 2024

Last edited: February 19, 2024

## Exercise 2.1

Let

$$x_1(n) = e^{j\omega_0 n} \tag{1}$$

$$x_2(n) = \cos(\omega_0 n) \tag{2}$$

for n = 0, 1, ..., N - 1 with N = 100 and  $\omega_0 = 0.1\pi$ .

- (a) Using a computer, compute the K-point amplitude spectra of  $x_1(n)$  and  $x_2(n)$ . Experiment with the size of K. Start with a value of K = N and increase it. What changes when you change K? Why?
- *Hint*: See slides from the lecture.

We now consider the trumpet signal trumpet way which you can find on Moodle.

- (b) Using a computer, compute the K-point amplitude spectrum of the trumpet signal. What can you say about the trumpet signal? Which model is appropriate for describing such a trumpet signal?
- *Hint*: See slides from the lecture.

## Exercise 2.2

Linear convolution between two sequences x(n) and h(n) can be performed in both the time- and the frequency-domain. Consider the two sequences

$$x(n) = \cos(\omega_0 n) \tag{3}$$

$$h(n) = \begin{cases} a^n & n \ge 0\\ 0 & n < 0 \end{cases} \tag{4}$$

for n = 0, 1, ..., N - 1 where N = 10,  $\omega_0 = 1.1$ , and a = -0.9.

(a) Using a computer, compute

$$y(n) = (h * x)(n) \tag{5}$$

in the time-domain by summation.

- *Hint*: See slides from the lecture.
  - (b) Same as in question 1, but now do the convolution in the frequency domain via two FFTs and one iFFT.
- *Hint*: Look at slide 20.
  - (c) Same as in question 1, but now form the convolution matrix  $\boldsymbol{H}$  and compute the convolution via

$$y = Hx . (6)$$

- Hint: See slides from the lecture. You can generate the filter matrix H using the
  MATLAB command H = gallery('circul',hzp)';.
- (d) Same as in question 1, but now form the DFT matrix and implement the convolution in the frequency domain via matrix-vector algebra.
- Hint: See slides from the lecture. You can generate the DFT matrix using the MATLAB
  command F = dftmtx(K);.