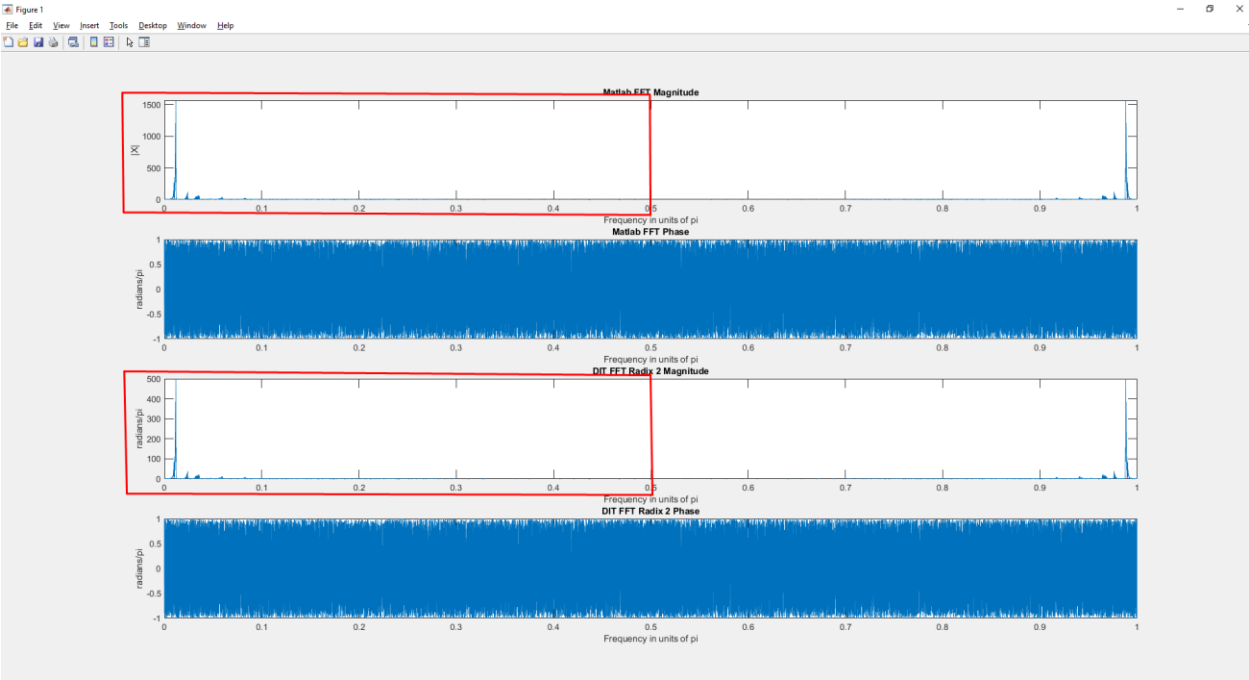


```
Editor - G:\My Drive\1 MSU - IIT\8 Fourth Year Second Sem\Digital Signal Processing\Matlab\Baliguat_Exercise_8.m
Baliguat_Exercise_7.m Quiz3.m Baliguat_Exercise_8.m +
1 %Baliguat, Dennis Ivan C.
2 clear
3 clc
4 [Y, FS] = audioread('Recording (16).wav');
5 Y_final = Y(17409:82944);
6 sound(Y_final, FS);
7 Y_length = length(Y_final);
8 matlab_fft = fft(Y_final);
9 % plot(Y_final);
10 % plot(abs(matlab_fft));
11
12 Y_final_binary = de2bi(1:Y_length);
13 Y_final_binary_reversed = bitrevorder(Y_final_binary);
14 Y_final_reversed = bi2de(Y_final_binary_reversed);
15
16
17 twiddle_factor_length = 1:log2(Y_length-1);
18
19 w16 = cos((2*pi.*twiddle_factor_length)/Y_length) - j*sin((2*pi.*twiddle_factor_length)/Y_length)
20
21
22 aw = dit_fft_radix_2(Y_final);
23
24 k = 0 : Y_length-1;
25 w = (pi/Y_length)*k;
26 subplot(4,1,1); plot(w/pi, abs(matlab_fft)); xlabel('Frequency in units of pi'); ylabel('|X|'); title('Matlab FFT Magnitude');
27 subplot(4,1,2); plot(w/pi, angle(matlab_fft)/pi); xlabel('Frequency in units of pi'); ylabel('radians/pi'); title('Matlab FFT Phase');
28 subplot(4,1,3); plot(w/pi, abs(aw)/pi); xlabel('Frequency in units of pi'); ylabel('radians/pi'); title('DIT FFT Magnitude');
29 subplot(4,1,4); plot(w/pi, angle(aw)/pi); xlabel('Frequency in units of pi'); ylabel('radians/pi'); title('DIT FFT Phase');
30
31
32 function [y] = dit_fft_radix_2(x)
33 N=length(x);
34 twiddle_factor_length = log2(length(x));
35 twiddle_factor_length
36 Half=1;
37 x_binary = de2bi(1:length(x));
38 x_binary_reversed = bitrevorder(x_binary);
39 x_reversed = bi2de(x_binary_reversed);
40 x = x(x_reversed);
41 for stage = 1 : twiddle_factor_length
42     for index = 0 : (2^stage):(N-1)
43         for n = 0 : (Half-1)
44             pos = n + index + 1;
45             pow = (2^(twiddle_factor_length - stage))^n;
46             w16 = exp((-1i)*(2*pi) * pow/N);
47             a = x(pos) + x(pos+Half) .* w16;
48             b = x(pos) - x(pos+Half) .* w16;
49             x(pos) = a;
50             x(pos + Half) = b;
51         end
52     end
53     Half=2*Half;
54 end
55 y=x;
56 end
57
58
```



Command Window

Y\_length =

65536

w16 =

Columns 1 through 4

1.0000 - 0.0001i 1.0000 - 0.0002i 1.0000 - 0.0003i 1.0000 - 0.0004i

Columns 5 through 8

1.0000 - 0.0005i 1.0000 - 0.0006i 1.0000 - 0.0007i 1.0000 - 0.0008i

Columns 9 through 12

1.0000 - 0.0009i 1.0000 - 0.0010i 1.0000 - 0.0011i 1.0000 - 0.0012i

Columns 13 through 15

1.0000 - 0.0012i 1.0000 - 0.0013i 1.0000 - 0.0014i

twiddle\_factor\_length =

16

fx >>

W 0-15  
16