

Department of Electrical and Computer Engineering
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Course Number	ELE532
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Instructor	Dr. Dimitri Androutsos

#### ASSIGNMENT No. 1

Assignment Title | Working with Matlab, Visualization of Signals

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Student Name	Danilo Zelenovic
Student ID	501032542
Signature*	27

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# A. Anonymous functions and plotting continuous functions

#### **A.**1

```
f = @(t) exp(-t).*cos(2*pi*t);
t = (-2:2);
plot(t,f(t));
xlabel('t');
ylabel('f(t)');
grid;
```

Code A1a. Matlab code for Figure 1.46.

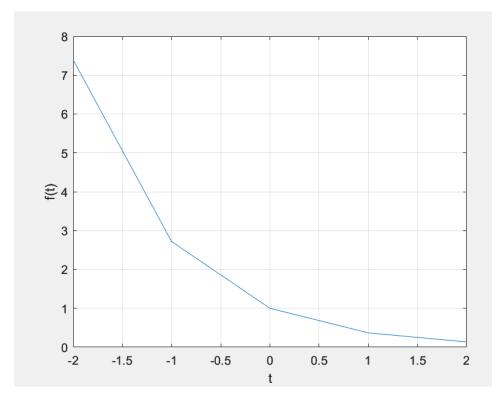


Figure 1.46. Generated graph.

```
f = @(t) exp(-t).*cos(2*pi*t);
t = (-2:0.01:2);
plot(t,f(t));
xlabel('t');
ylabel('f(t)');
grid;
```

Code A1b. Matlab code required to generate Figure 1.47.

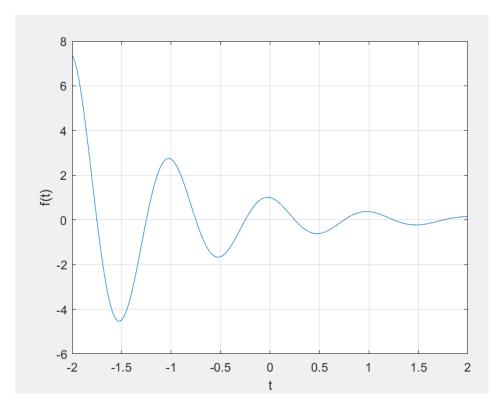


Figure 1.47. Generated graph.

```
f = @(t) exp(-t);
t = [-2:2];
plot(t,f(t));
xlabel('t');
ylabel('f(t)');
grid;
```

Code A2. Code for plotting Figure A.2.

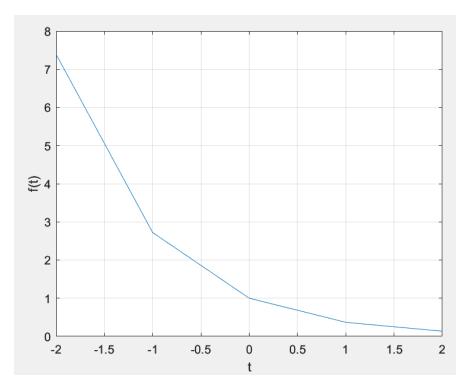


Figure A.2. Graph of  $e^{(-t)}$ .

#### A.3

Figure 1.46 and Figure A.2 are identical. Because of the bounds and increments, both graphs ended up identical.

## B. Time shifting and time scaling

#### **B.**1

Code B1. Code for p(t).

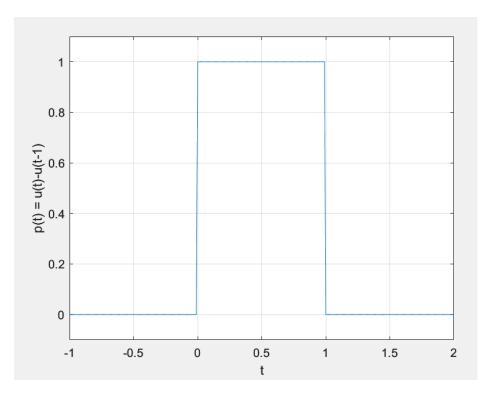


Figure 1.50. Generated graph of page 129.

```
u = @(t) 1.0.*(t>=0);
1
2
         p = @(t) u(t)-u(t-1);
3
         r = @(t) t.*p(t);
4
         t = (-1:0.01:2); %changed the t intervals to make the gap lower and look better
5
         plot(t,r(t));
6
         xlabel('t');
7
         ylabel('r(t) = t*p(t)');
8
         axis([-1 2 -.1 1.1]);
         grid;
```

Code B2a. Code for r(t), using p(t).

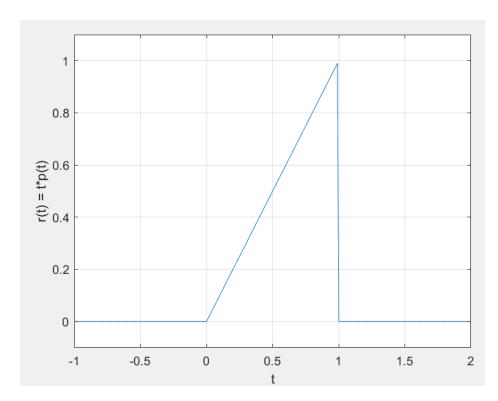


Figure B.2a. r(t) graph generated by code above.

```
u = @(t) 1.0.*(t>=0);
2
        p = @(t) u(t)-u(t-1);
3
        r = @(t) t.*p(t);
4
        n = @(t) r(t) + r(-t + 2);
5
        t = (-1:0.01:2); %changed the t intervals to make the gap lower and look better
6
        plot(t,n(t));
7
        xlabel('t');
        ylabel('n(t) = r(t) + r(-t +2)');
9
        axis([-1 2 -.1 1.1]);
        grid;
```

Code B2b. Code to plot n(t).

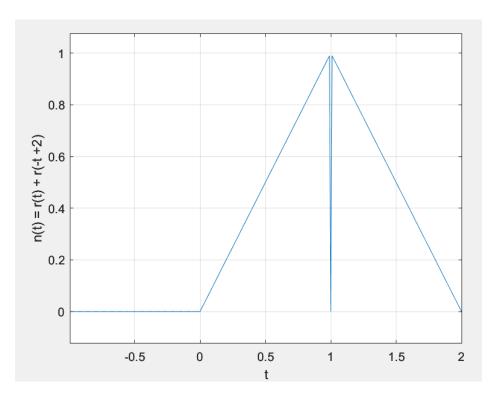


Figure B.2b. Generated graph of n(t).

```
p = @(t) 1.0.*((t>=0)&(t<1));
1
 2
          r = @(t) t.*p(t);
 3
         n = @(t) r(t) + r(-t + 2);
         n1 = @(t) n(0.5.*t);
 4
         t = (-1:0.001:5); %changed the t intervals to make the gap lower and look better
 5
         plot(t,n1(t));
 6
 7
         xlabel('t');
 8
         ylabel('n1(t) = n((1/2)t)');
9
         axis([-1 5 -.1 1.1]);
10
         grid;
```

Code B3a.

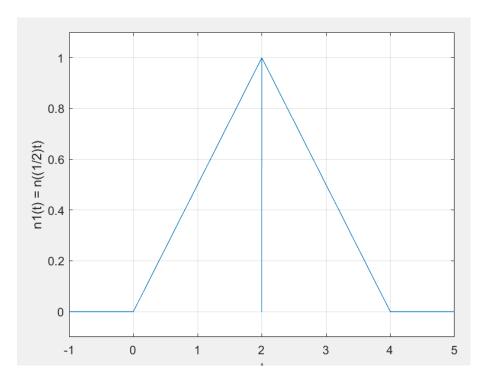


Figure n1. Full-scale graph of above code, over entire required axis.

```
p = @(t) 1.0.*((t>=0)&(t<1));
2
         r = @(t) t.*p(t);
         n = @(t) r(t) + r(-t + 2);
3
4
         n1 = @(t) n((1/2).*t);
5
         n2 = @(t) n1(t + (1/2));
6
         t = (-1:0.001:5); %changed the t intervals to make the gap lower and look better
7
         plot(t,n2(t));
         xlabel('t');
8
9
         ylabel('n2(t) = n1(t + (1/2))');
         axis([-1 5 -.1 1.1]);
10
11
         grid;
```

Code B3b.

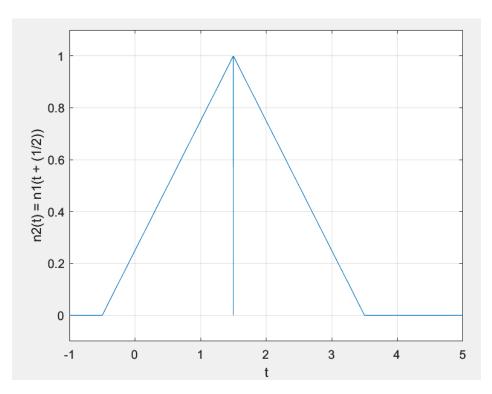


Figure n2. Full-scale graph of above code, over entire required axis.

```
p = @(t) 1.0.*((t>=0)&(t<1));
 2
         r = @(t) t.*p(t);
 3
         n = @(t) r(t) + r(-t + 2);
         n3 = @(t) n(t + (1/4));
 4
         t = (-1:0.001:5); %changed the t intervals to make the gap lower and look better
 5
 6
         plot(t,n3(t));
 7
         xlabel('t');
         ylabel('n3(t) = n(t + (1/4))');
 9
         axis([-1 5 -.1 1.1]);
10
         grid;
```

Code B4a. Code for plot n3.

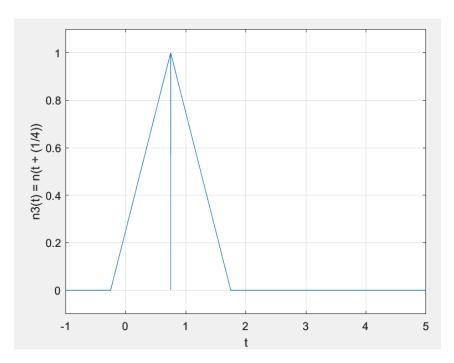


Figure n3. Figure ranging from -1 to 5.

```
p = @(t) 1.0.*((t>=0)&(t<1));
 2
         r = @(t) t.*p(t);
         n = @(t) r(t) + r(-t + 2);
 3
         n3 = @(t) n(t + (1/4));
 4
 5
         n4 = @(t) n3((1/2)*t);
 6
         t = (-1:0.001:5); %changed the t intervals to make the gap lower and look better
 7
         plot(t,n4(t));
 8
         xlabel('t');
 9
         ylabel('n4(t) = n3((1/2)*t)');
10
         axis([-1 5 -.1 1.1]);
         grid;
11
```

Code B4b.

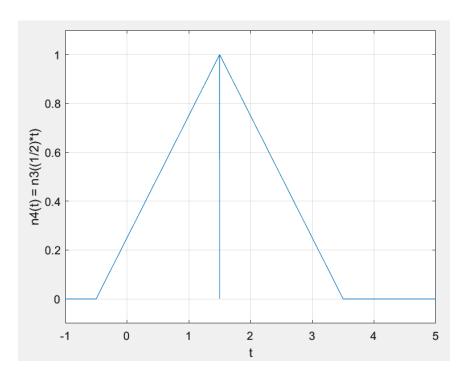


Figure n4. Full figure of n4 over required x-axis.

In both of the graphs, the beginning and peak of the positive slope have identical x and y coordinates, meaning the slope must also be identical. Both graphs also have the same ending y-value (the value of y that corresponds to the defined end of the time boundary), which is (2,0.75). By going over each graph point by point, we notice that all points align. This is enough for us to conclude that both graphs are identical.

# C. Visualizing operations on the independent variable and algorithm vectorization

#### **C**.1

```
g = @(t) f(t).*u(t);
1
         u = @(t) 1.0.*(t>=0);
2
         f = @(t) exp(-2*t).*cos(4*pi*t);
3
         t = (-2:0.01:2);
4
         axis([-2 2 -0.1 1.1]);
5
6
         plot(t,g(t));
7
         xlabel('t');
         ylabel('g(t) = f(t)u(t)');
         grid;
Code C1.
```

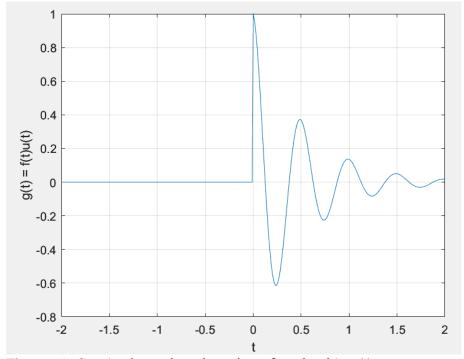


Figure g1. Graph of our altered version of textbook's g(t).

```
f = @(t) exp(-2*t).*cos(4*pi*t);
 1
           t = (-2:0.01:2);
 2
           u = @(t) 1.0.*(t>=0);
 3
           axis([-2 2 -0.1 1.1]);
 4
           g = @(t) f(t).*u(t);
 5
           s = @(t) g(t+1);
 6
           t = ([0:0.01:4]);
 7
 8
           plot(t,s(t));
           xlabel('t');
 9
           ylabel('s(t) = g(t+1)');
10
           grid;
11
Code C2.
```

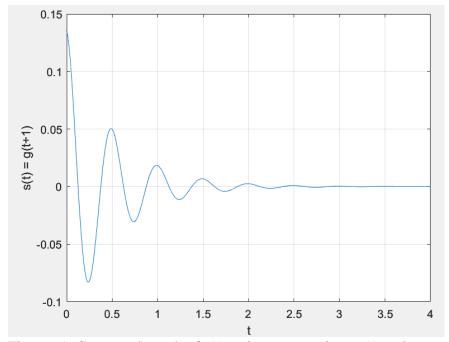


Figure s1. Generated graph of s(t), using our previous g(t) code.

```
u = @(t) 1.0.*(t>=0);
1
          t = ([0:0.01:4]);
2
3
          numel(s(t))
          size(s(t))
4
5
6
          for alpha = 1:2:7
7
              s = @(t) exp(-2).*exp(-alpha.*t).*cos(4*pi*t).*u(t);
              plot(t,s(t));
8
              xlabel('t');
9
              ylabel('s(t)')
10
11
12
              hold on;
13
          end
14
          legend('alpha = 1', 'alpha = 3', 'alpha = 5', 'alpha = 7');
15
16
17
          hold off:
Code C3. Also used in part C.4.
```

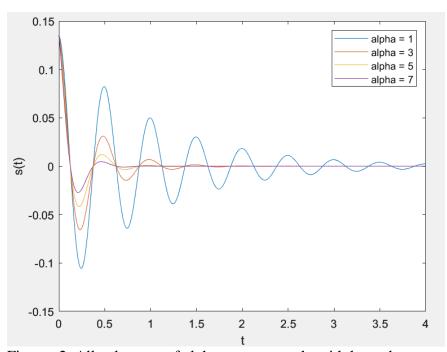


Figure s2. All value sets of alpha, on one graph, with legend.

#### C.4

The size of matrix generated by s(t) was found to be 1x401, for a total of 401 elements. The code used was integrated within Code C3. Image showing this is below:

```
ans = 1 401
```

### D. Array indexing

#### D.1

```
A = [0.5377 - 1.3077 - 1.3499 - 0.2050;
 1
              1.8339 -0.4336 3.0349 -0.1241;
 2
 3
              -2.2588 0.3426 0.7254 1.4897;
 4
              0.8622 3.5784 -0.0631 1.4090;
              0.3188 2.7694 0.7147 1.4172]
 5
 6
          d1 = A(:) %displays all values in a s
 7
          d2 = A([2 4 7]) %displays matrix valu
 8
          d3 = [A >= 0.2] %displays logical arr
 9
          d4 = A([A >= 0.2]) %lists all element
10
          A([A >= 0.2]) = 0 \% replaces all elem
11
Code D1.
```

a)

This function displays/lists all elements of matrix A in a single column, in order, from top left being the first, and going downwards, for each column until the bottom right value.

d1 =0.5377 1.8339 -2.2588 0.8622 0.3188 -1.3077-0.4336 0.3426 3.5784 2.7694 -1.34993.0349 0.7254 -0.0631 0.7147 -0.2050 -0.12411.4897 1.4090

b)

1.4172

This displays all matrix values in positions 2, 4 and 7, with 1 being the upper-left most value, going downwards and right.

c)

This function is used to create a 5x4 (or whatever given matrix size we have) logical array consisting of only 0's and 1's. In this case, we defined the function to make it a value of 1 wherever the element value was greater or equal to 0.2 and place a 0 everywhere else.

d)

This command now lists all of the elements in a similar way as part a), however, now it only takes the elements which have a value that is greater than or equal to 0.2, and discards any values less than 0.2.

d4 =

0.5377

1.8339

0.8622

0.3188

0.3426

3.5784

2.7694

3.0349

0.7254

0.7147

1.4897

1.4090

1.4172

e)

This function now searches through our matrix A, and replaces any element that has a value greater than or equal to 0.2 with 0, and keeps all other values as they were, and then displays the new matrix.

```
A =
              -1.3077
                                     -0.2050
          0
                          -1.3499
              -0.4336
                                     -0.1241
                                 0
   -2.2588
                                 0
                                            0
          0
                      0
                          -0.0631
                                            0
          0
                      0
                                 0
                                            0
```

#### D.2

```
a)
          load('ELE532_Lab1_Data.mat')
          rs = size(B,1);
 2
          cs = size(B,2);
 3
 4
 5
          for i = 1:1:rs
 6
               for j=1:1:cs
                   if(abs(B(i,j))<0.01)
 7
                       B(i,j) = 0
 8
 9
                   end
10
               end
11
          end
Code D2a.
    b)
          load('ELE532_Lab1_Data.mat')
 1
          B([abs(B) < 0.01]) = 0
 2
```

Code D2b. Same job as Code D2a, but with matlab indexing features.

c) i)

```
tic
 1
 2
          load('ELE532 Lab1 Data.mat');
          rs = size(B,1);
 3
          cs = size(B,2);
 4
 5
 6
          for i = 1:1:rs
 7
               for j=1:1:cs
                   if(abs(B(i,j))<0.01)
 8
 9
                        B(i,j) = 0;
10
                   end
11
               end
12
          end
13
          toc
```

Code D2c. Same as code D2a, but with tic and toc implemented to track the time required to complete.

```
>> ProblemD_2partC_A
Elapsed time is 0.006620 seconds.
ii)

tic
load('ELE532_Lab1_Data.mat');
B([abs(B) < 0.01]) = 0;
toc</pre>
```

Code D2d. Same as code D2b, but with tic and toc implements to track the time required to complete.

```
>> ProblemD_2partC_B
Elapsed time is 0.006392 seconds.
```

NOTE: The time varies slightly each time the code is executed, so noted values are approximate. However, we can see that while extremely close, the second implementation appears to be slightly faster.

```
load("ELE532_Lab1_Data.mat");
 1
 2
          noise = x_audio;
 3
          rows = size(noise,1);
 4
          columns = size(noise,2);
 5
 6
 7
          zs = 0;
 8
9
          for r = 1:rows
              for c = 1:columns
10
                   if(abs(noise(r,c)) == 0)
11
                       zs = zs + 1;
12
13
                   end
              end
14
15
          end
16
17
          zs
18
          sound(noise, 8000)
19
```

Code D4. Code with all specifications accommodated.

The number of elements set to 0 is 58, as calculated by the program:

zs =

58