

Set 2: More Frequency Domain, LTI Systems

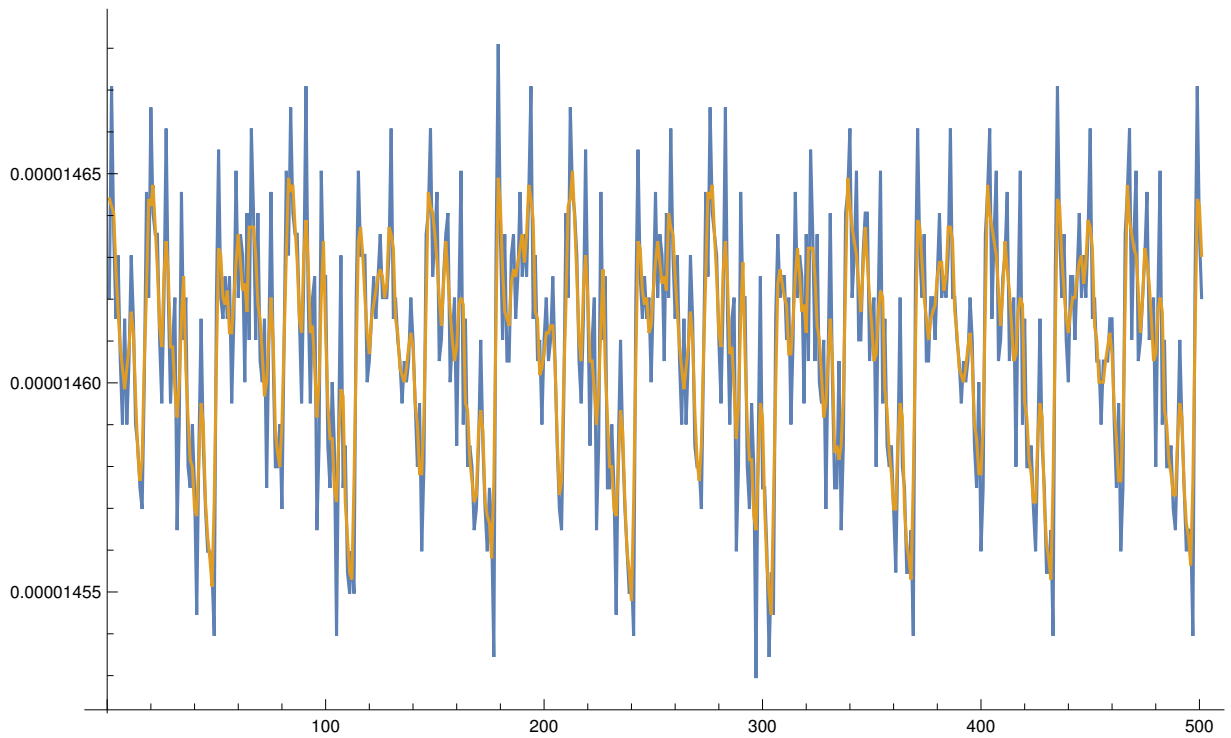
In[1]:=

```
SetDirectory@NotebookDirectory[];  
<< "../MMA library.m"
```

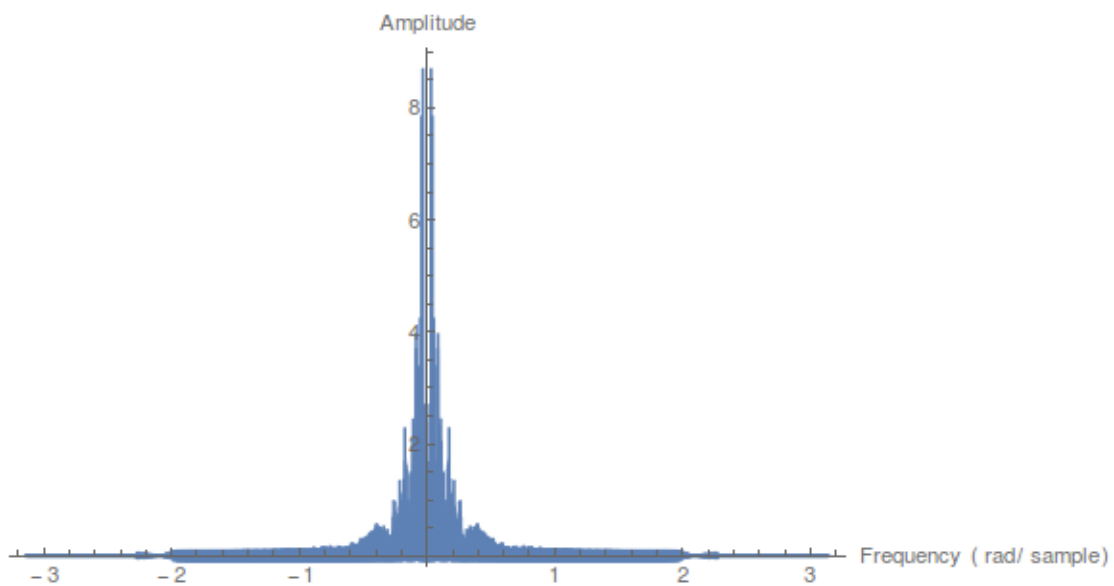
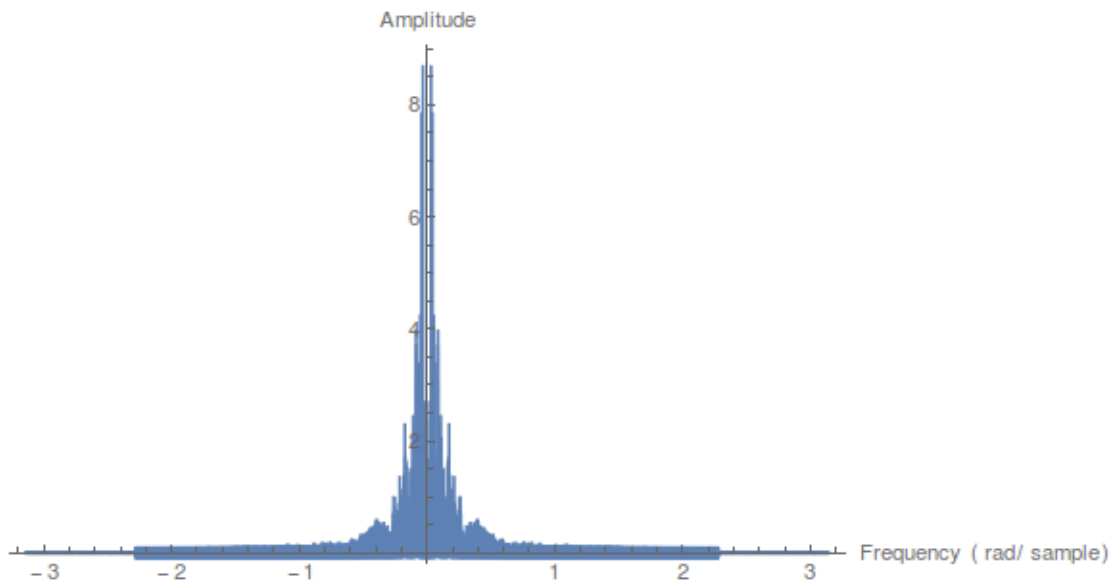
1. Moving Average

```
With[{context = "movingaverage`"}, If[Context[] ≠ context, Begin[context]]];  
Dynamic[Refresh[Context[], UpdateInterval → 1]]  
p8`  
  
fs = Import["hallelujah.wav", "SampleRate"]  
data = Import["hallelujah.wav", "Data"][[2]];  
Dimensions@data  
44100  
{791320}  
  
movingAverage[data_] := 1/3 (RotateLeft[data] + data + RotateRight@data)  
averaged = movingaverage`movingAverage@data;
```

```
ListLinePlot[{data[[10 000 ;; 10 500]], averaged[[10 000 ;; 10 500]]},  
PlotLegends -> {"Raw data", "Moving average"}, ImageSize -> Full]
```



```
plotFFT@data
plotFFT@averaged
```



```
playSound[data, fs]
```

```
playSound[movingAverage@data, fs]
```

```
data[[1000 ;; 1010]]
```

```
{2.69363 × 10-6, 3.59824 × 10-6, -1.83955 × 10-6,  
-8.657 × 10-6, -6.34746 × 10-6, -1.00569 × 10-6, -5.12951 × 10-6,  
-0.0000120531, -9.59699 × 10-6, -4.31587 × 10-6, -5.98864 × 10-6}
```

```
With[{context = "movingaverage`"}, If[Context[] == context, End[], "Not in context"]]
movingaverage`
```

2. Remove Disturbances

```
In[13]:= With[{context = "p2`"}, If[Context[] != context, Begin[context]]];
Dynamic[Refresh[Context[], UpdateInterval -> 1]]
```

```
Out[13]= p8`
```

```
In[14]:= fs = Import["provided files/Disturbance261.wav", "SampleRate"]
x275 = Import["provided files/Disturbance275.wav", "Data"];
x275freq = 275.6181;
x261 = Import["provided files/Disturbance261.wav", "Data"];
x261freq = 261.626;
x0rig = Import["provided files/Disturbance0rig.wav", "Data"];
```

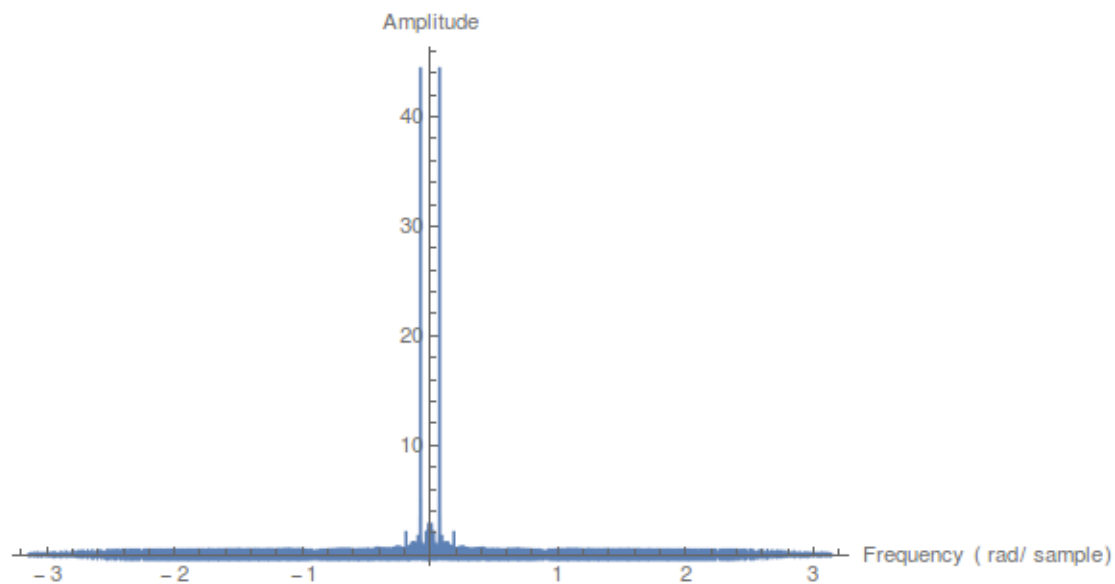
```
Out[14]= 22 050
```

```
In[20]:= playSound[x261, fs]
```

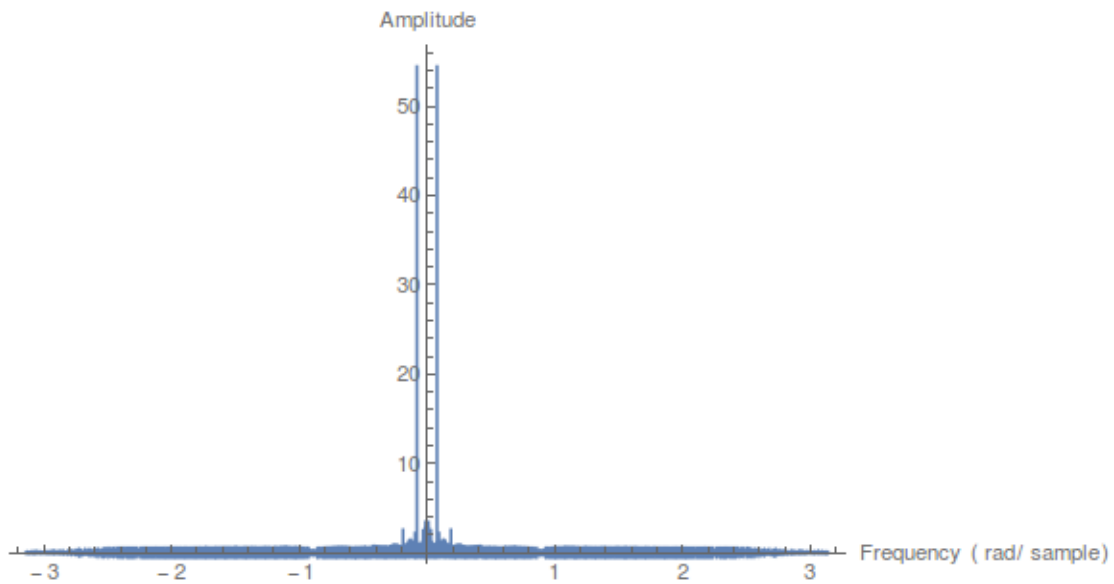
```
In[21]:= playSound[x275, fs]
```

```
playSound[x0rig, fs]
```

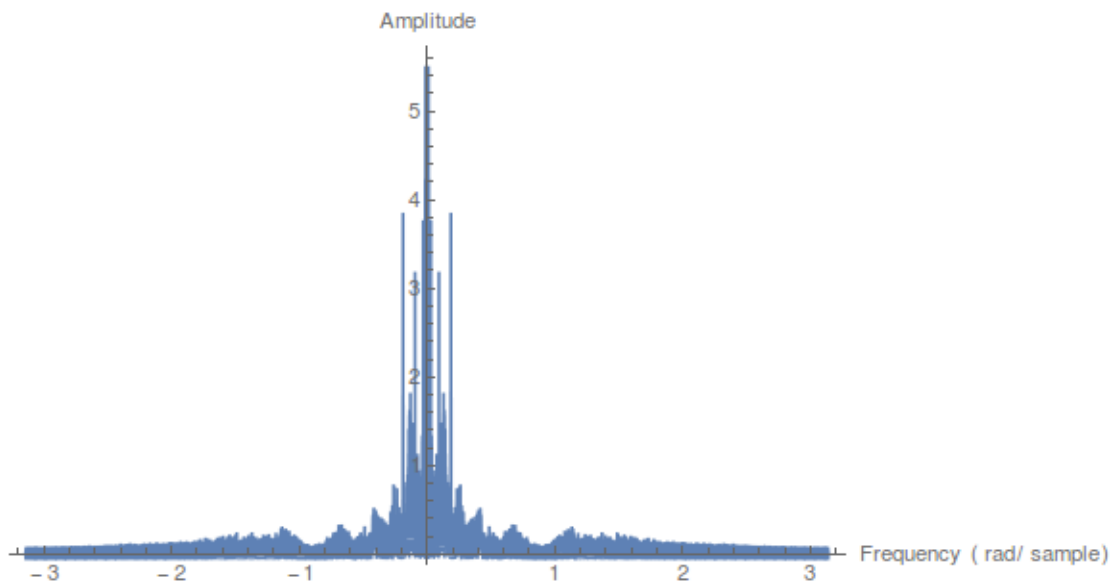
```
plotFFT[x261]
```



plotFFT@x275



plotFFT@x0rig



Remove noise from 275hz signal: naive approach

```
(N@Ordering[Fourier@x275, -1][[1]] - 1) * (2 Pi / Length@x275) * fs / (2 Pi)
275.618
```

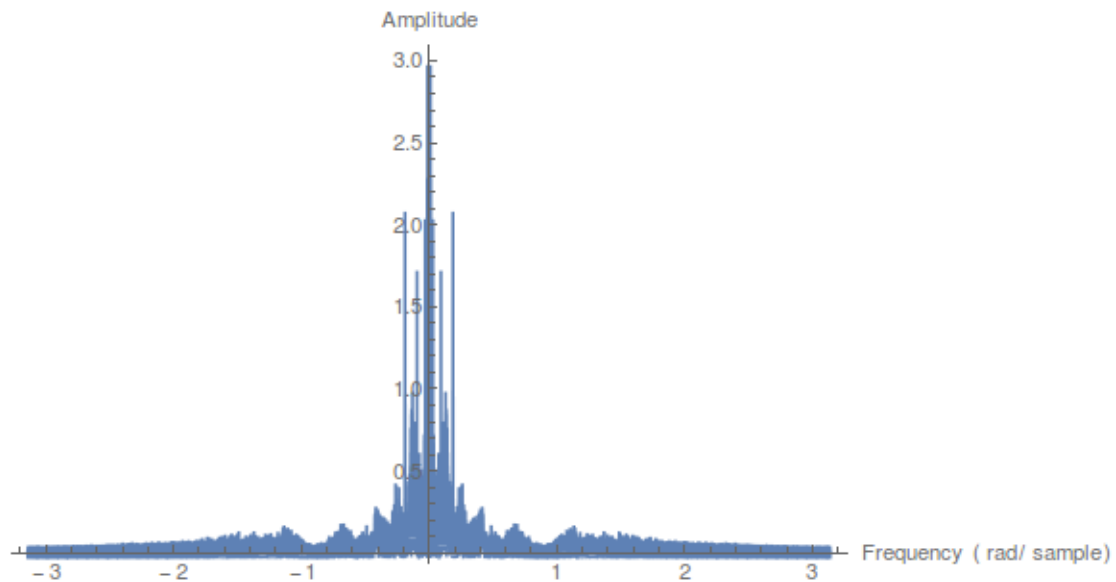
```
fft = Fourier@x275;
```

Replace the top two magnitudes with zero

```
fft[[Ordering[fft, -2]]] = 0;
```

Rebuild sound

```
sound = InverseFourier@fft;
plotFFT@sound
```



Compare the results

```
playSound[Re@x275, fs]
playSound[Re@sound, fs]
```

```
With[{context = "p2`"}, If[Context[] == context, End[], "Not in context"]]
Not in context
```

Remove 275hz noise: notch filter

notchFilter removes frequencies near freq (specified in radians per sample) with aggressiveness q (range 0-1)

In[3]:=

```

notchFilter[data_, freq_, q_] :=
Module[{a, b, p, qq, r, y},
  a = 2 q Cos@freq;
  b = -q^2;
  p = 1;
  qq = -2 Cos@freq;
  r = 1;
  y = ConstantArray[0, Length@data];
  Do[
    y[[n]] = a y[[n - 1]] + b y[[n - 2]] + p data[[n]] + qq data[[n - 1]] + r data[[n - 2]],
    {n, 3, Length@data}];
  y
]

```

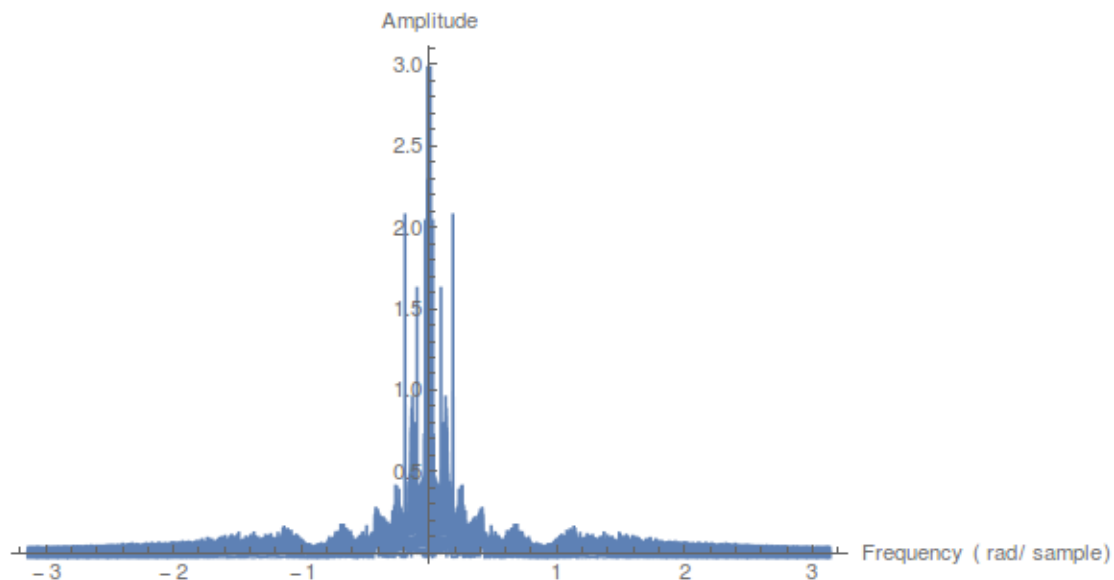
Pass the x275 through a notch filter

```
freq = x275freq * 2 Pi / fs
```

```
0.0785379
```

```
filtered = notchFilter[x275, freq, .999];
```

```
plotFFT@filtered
```



```
playSound[filtered, fs]
```

```
playSound[x0rig, fs]
```

Remove noise from 261hz signal: naive approach

```
(N@Ordering[Fourier@x261, -1][[1]] - 1) * (2 Pi / Length@x261) * fs / (2 Pi)
```

```
261.837
```

```
fft = Fourier@x261;
```

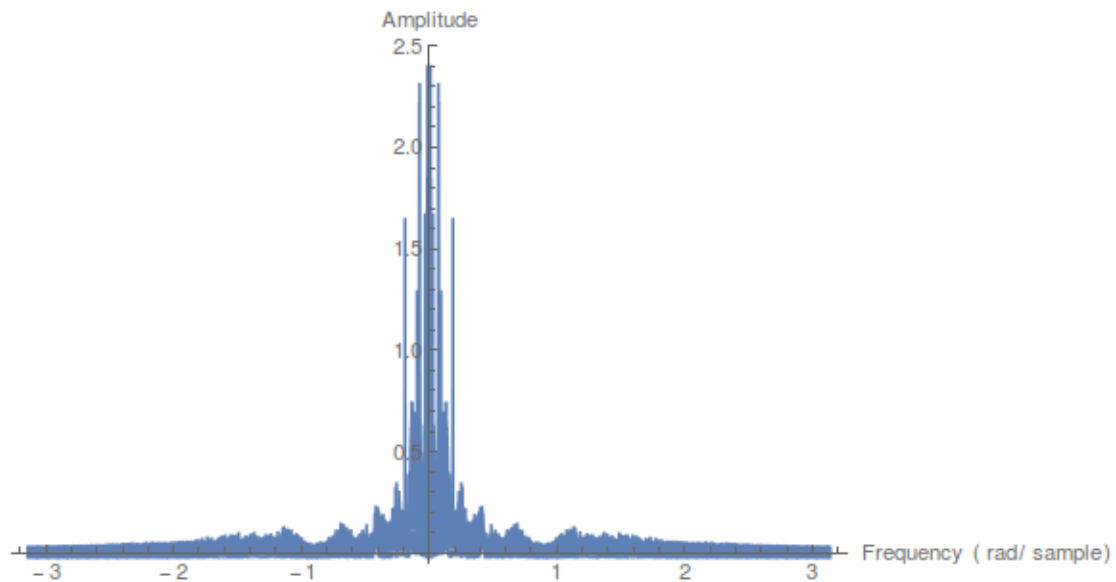
Replace the top bunch of magnitudes with zero

```
fft[[Ordering[Abs@fft, -30]]] = 0;
```

Rebuild sound

```
sound = InverseFourier@fft;
```

```
plotFFT@sound
```



Compare the results

```
playSound[Re@x261, fs]
```

```
playSound[Re@sound, fs]
```

```
playSound[Re@xOrig, fs]
```

```
With[{context = "p2`"}, If[Context[] == context, End[], "Not in context"]]  
p2`
```

Remove 261hz noise: notch filter

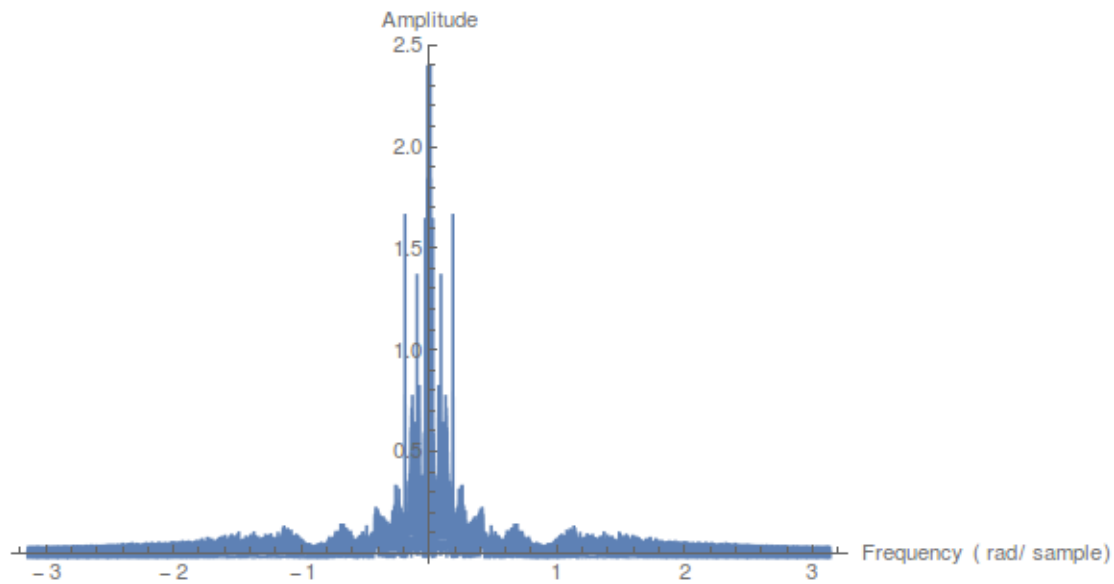
Pass the x275 through a notch filter

```
freq = x261freq * 2 Pi / fs
```

```
0.0745508
```

```
filtered = notchFilter[x261, freq, .999];
```


plotFFT@filtered



playSound[filtered, fs]

playSound[xOrig, fs]

With[{context = "p2`"}, If[Context[] == context, End[], "Not in context"]]

3. CTFT

In[5]:= **With[{context = "p3`"}, If[Context[] != context, Begin[context]]];
Dynamic[Refresh[Context[], UpdateInterval -> 1]]**

Out[5]= p8`

In[37]:= **Integrate[Exp[-t (I ω + 1/τ)], {t, 0, Infinity}, Assumptions -> {τ > 0, ω > 0}]**

Out[37]=
$$\frac{i \tau}{i - \tau \omega}$$

In[38]:= **With[{context = "p3`"}, If[Context[] == context, End[], "Not in context"]]**

Out[38]= p3`

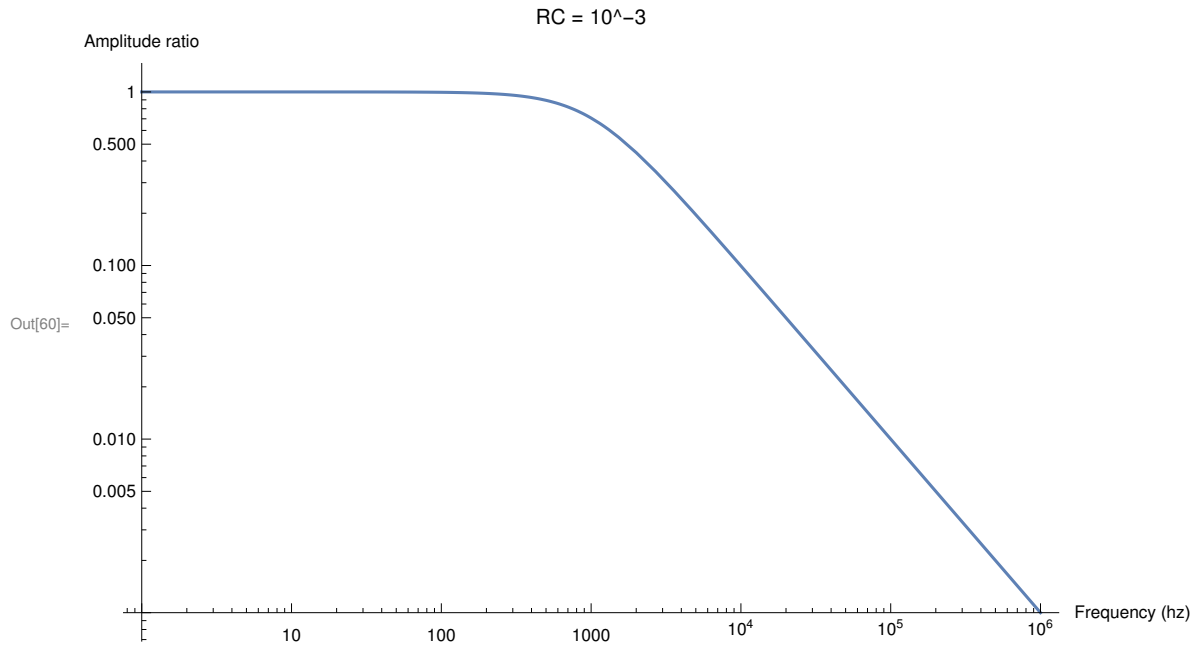
8.Circuits

```
In[45]:= With[{context = "p8`"}, If[Context[] ≠ context, Begin[context]]];
Dynamic[Refresh[Context[], UpdateInterval → 1]]
```

Out[45]= p8`

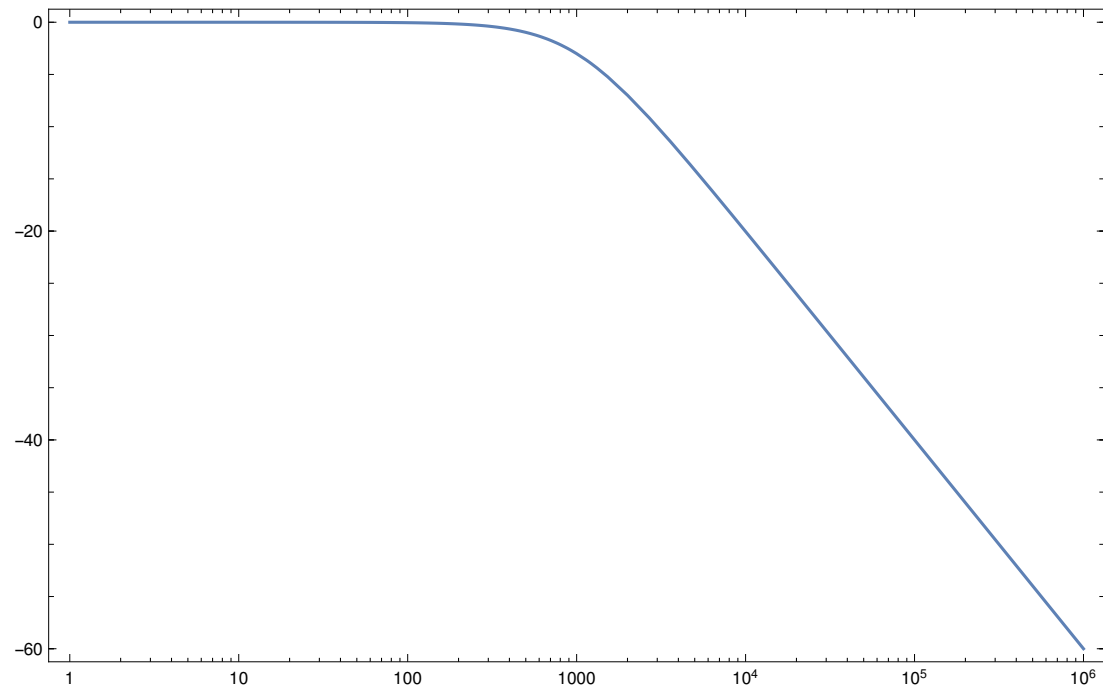
```
In[54]:= RC = 10^-3;
```

```
In[60]:= LogLogPlot[Abs[1 / (1 + RC I ω)], {ω, 1, 10^6},
  AxesLabel → {"Frequency (hz)", "Amplitude ratio"},
  ImageSize → Large, PlotLabel → "RC = 10^-3"]
```

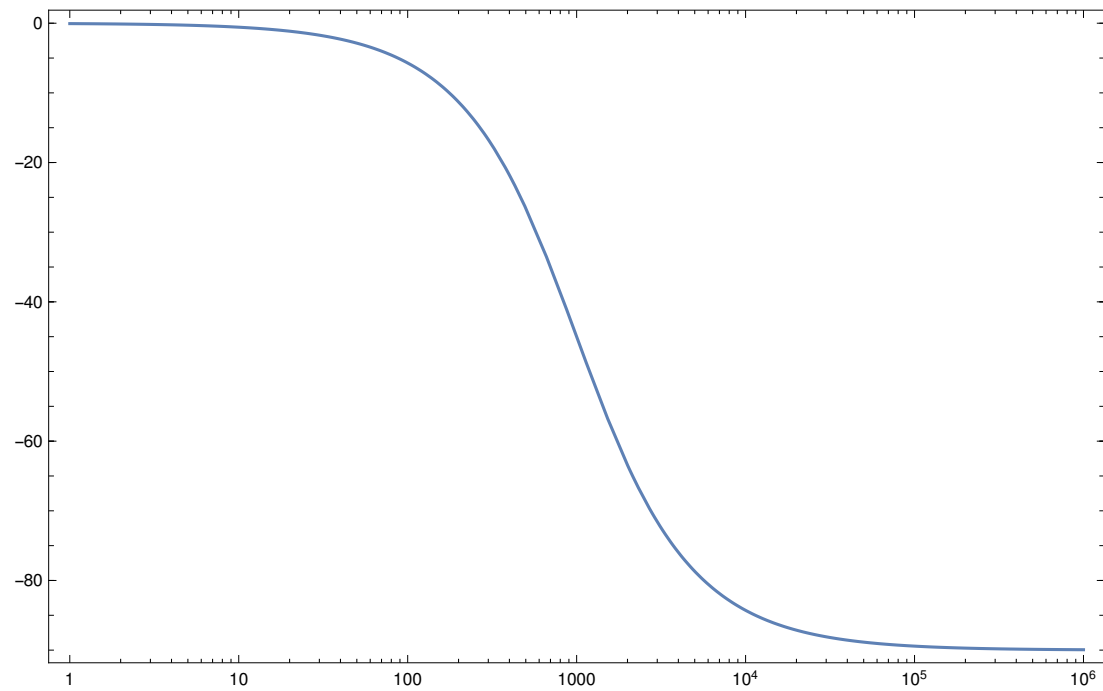


Out[60]=

In[64]:= **BodePlot** $\left[\frac{1}{1 + RC \, I \, \omega}\right], \{\omega, 1, 10^6\}, \text{ImageSize} \rightarrow \text{Large}$



Out[64]=



```
In[44]:= With[{context = "p8`"}, If[Context[] == context, End[], "Not in context"]]
Out[44]= p8`
```

Scratch work

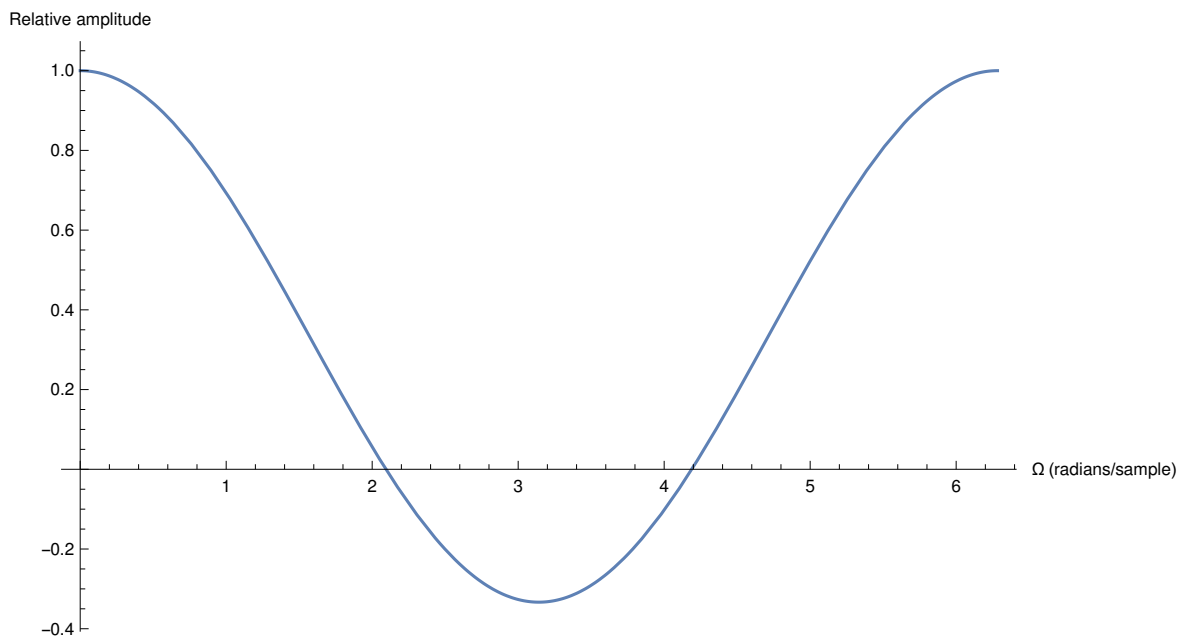
```
In[65]:= exportNotebookPDF[]
/home/eric/Documents/School/QEA2/Acoustic Modem/Bset 2/Mathematica scratch.pdf

NotebookInformation[]
{FileName → FrontEnd`FileName[
  {$RootDirectory, home, eric, Documents, School, QEA2, Acoustic Modem, Bset 2},
  Mathematica scratch.nb, CharacterEncoding → UTF-8],
  FileModificationTime →  $3.68271 \times 10^9$ , WindowTitle → Mathematica scratch.nb,
  MemoryModificationTime →  $3.68271 \times 10^9$ , ModifiedInMemory → True,
  StorageSystem → Local, DocumentType → Notebook,
  MIMEType → application/vnd.wolfram.nb, StyleDefinitions → {NotebookObject[4]}}
```

```
NotebookDirectory[]
/home/eric/Documents/School/QEA2/Acoustic Modem/Bset 2/

ExpandFileName["/home/eric/Documents/School/QEA2/Acoustic Modem/Bset 2/"]
/home/eric/Documents/School/QEA2/Acoustic Modem/Bset 2/

Plot[1/3 (2 Cos@sig + 1), {sig, 0, 2 Pi},
  AxesLabel → {"Ω (radians/sample)", "Relative amplitude"}]
```



```
StringReplace["/tmp/soundrand.wav", "rand" -> ToString@RandomInteger[999]]  
/tmp/sound203.wav
```

```
RandomInteger[999]
```

```
155
```