

ADSP HW2

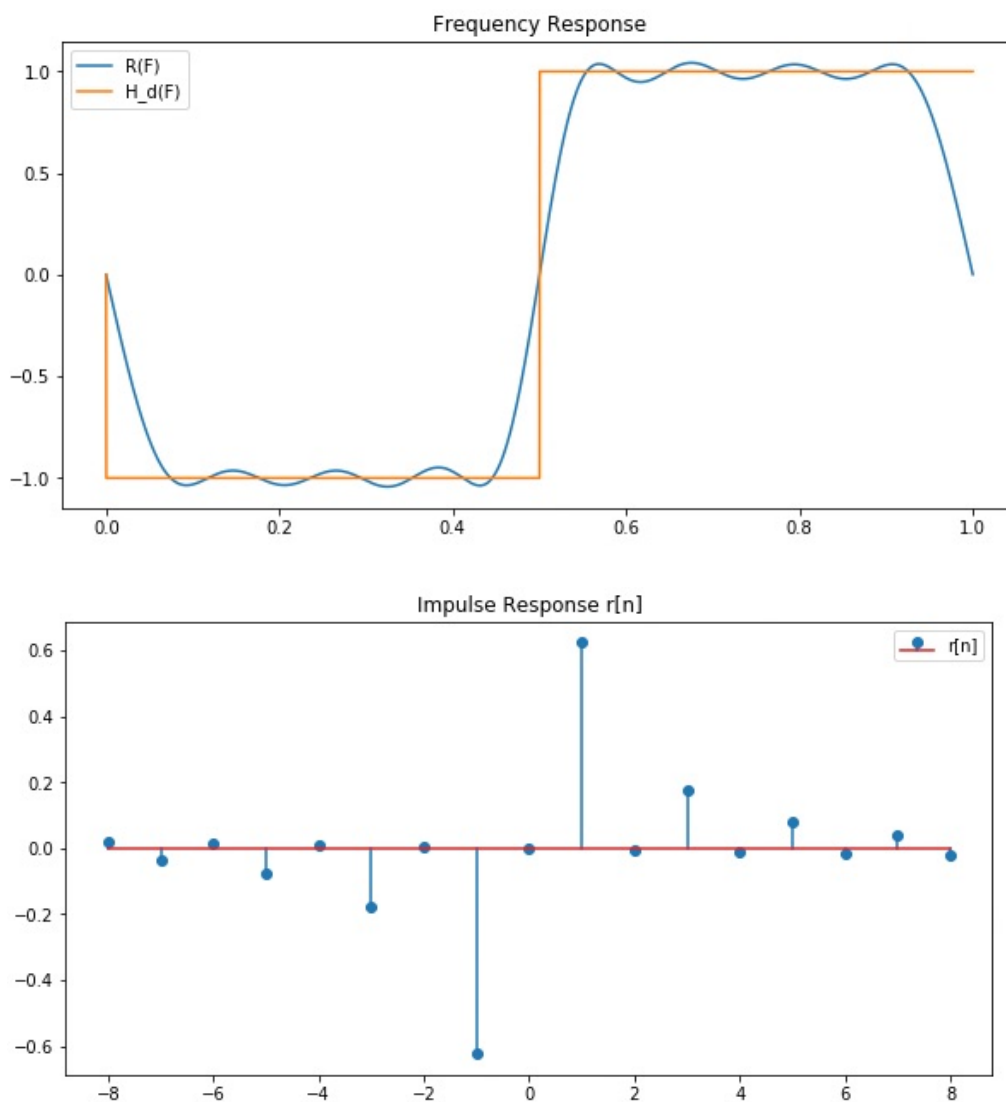
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游家權

- (1) Write a Matlab or Python program that uses the frequency sampling method to design a $(2k+1)$ -point discrete Hilbert transform filter (k is an input parameter and can be any integer). (25 scores)

The transition band can be assigned to reduce the error (unnecessary to optimize). The frequency response (DTFT of $r[n]$, see pages 111 and 112, show the imaginary part) and the impulse response of the designed filter should be shown. The Matlab or Python code should be handed out by NTUCool.

set $k=8$, transition band: $\frac{1}{2k+1}$ $\frac{k}{2k+1}$ $\frac{k+1}{2k+1}$ $\frac{2k}{2k+1}$
 $-0.9j$ $-0.7j$ $0.7j$ $0.9j$



(2) (a) What are the two main advantages of the minimal phase filter compared to other IIR filters? (b) What is the advantage of the Wiener filter compared to other lowpass / highpass filters for noise removal? (c) What are the two advantages of the cepstrum compared to the equalizer for multipath problems? (15 scores)

- (a) Minimal phase filter 確保了 forward 跟 inverse transform 是穩定的。另外 Minimal phase filter 也讓能量集中在 $n=0$ 附近, 當 n 很大時值很接近零
- (b) Wiener filter 不需要給定 stop band, 而是會用機率與統計的方式找到 signal 與 noise 的關係
- (c) Cepstrum 不需要測量不同路徑的延遲時間, 直接觀察不同 path 在 cepstrum 上的效果並將之濾除。另外, Equalizer 的 $H(z)$ 可能是 unstable, cepstrum 則沒有這種問題

(3) Suppose that an IIR filter is $H(z) = \frac{2z^3 + 4z^2 + z + 2}{2z^2 + z + 1}$

(a) Find its cepstrum.

(b) Convert the IIR filter into the minimum phase filter.

(15 scores)

(a)

$$H(z) = \frac{2z^3 + 4z^2 + z + 2}{2z^2 + z + 1} = \frac{2z^2(z+2)(1+\frac{j}{\sqrt{2}}z^{-1})(1-\frac{j}{\sqrt{2}}z^{-1})}{2z^2(1+\frac{1}{2}z^{-1}+\frac{1}{2}z^{-2})}$$

outside

$$= \frac{2(1-(-\frac{1}{2}z))(\underline{1-(-\frac{j}{\sqrt{2}}z^{-1})})(1-(-\frac{j}{\sqrt{2}}z^{-1}))}{(1-(-\frac{1}{4}-\frac{\sqrt{7}}{4}i)z^{-1})(1-(-\frac{1}{4}+\frac{\sqrt{7}}{4}i)z^{-1})}$$

By 投影片 ADSP6.P181

$$\hat{x}[n] = \begin{cases} \log(2), & n=0 \\ -\frac{(\frac{j}{\sqrt{2}})^n}{n} - \frac{(\frac{j}{\sqrt{2}})^n}{n} + \frac{(-\frac{1}{4}-\frac{\sqrt{7}}{4}i)^n}{n} + \frac{(-\frac{1}{4}+\frac{\sqrt{7}}{4}i)^n}{n}, & n>0 \\ \frac{(-\frac{1}{2})^n}{n}, & n<0 \end{cases}$$

#

(b)

$$H(z) = \frac{(z+2)(z+\frac{j}{\sqrt{2}})(z-\frac{j}{\sqrt{2}})}{(z+\frac{1}{4}+\frac{\sqrt{7}}{4}i)(z+\frac{1}{4}-\frac{\sqrt{7}}{4}i)} \quad \therefore \text{只有 } -2 \text{ 這個 zero 在單位園外}$$

$$H_1(z) = \frac{(z+2)(z+\frac{j}{\sqrt{2}})(z-\frac{j}{\sqrt{2}})}{(z+\frac{1}{4}+\frac{\sqrt{7}}{4}i)(z+\frac{1}{4}-\frac{\sqrt{7}}{4}i)} \cdot -2 \frac{z-(-2)^{-1}}{z+2}$$

$$= \frac{-2(z-\frac{1}{2})(z+\frac{j}{\sqrt{2}})(z-\frac{j}{\sqrt{2}})}{(z+\frac{1}{4}+\frac{\sqrt{7}}{4}i)(z+\frac{1}{4}-\frac{\sqrt{7}}{4}i)} \quad \#$$

- (4) (a) Which of the following filters are always even symmetric? (b) Which of the following always filters are odd symmetric? (i) Notch filters; (ii) smoothers; (iii) edge detectors; (iv) particle filters; (v) 3 times of integrals; (vi) 2 times of differentiations. (10 scores)

Always even symmetric: (i) Notch Filters, (ii) smoothers #

Always odd symmetric: (iii) edge detector, (v) 3 times of integrals
(vi) 2 times of differentiation #

- (5) Suppose that $y[n] = \alpha_1 x[n] + \alpha_2 x[n-30] + \alpha_3 x[n-40] + \alpha_4 x[n-50]$

How do we use the cepstrum and the lifter to recover $x[n]$ from $y[n]$?

(10 scores)

$$P[n] = \alpha_1 \delta[n] + \alpha_2 \delta[n-30] + \alpha_3 \delta[n-40] + \alpha_4 \delta[n-50]$$

↓ Z transform

$$P(Z) = \alpha_1 \left(1 + \frac{\alpha_2}{\alpha_1} Z^{-30} + \frac{\alpha_3}{\alpha_1} Z^{-40} + \frac{\alpha_4}{\alpha_1} Z^{-50} \right)$$

↓ 取 log

$$\log(P(Z)) = \log \left(1 + \frac{\alpha_2}{\alpha_1} Z^{-30} + \frac{\alpha_3}{\alpha_1} Z^{-40} + \frac{\alpha_4}{\alpha_1} Z^{-50} \right) + \log \alpha_1$$

$$= \sum_{k=1}^{\infty} (-1)^{k+1} \left(\frac{\alpha_2}{\alpha_1} \right)^k \cdot \frac{1}{k} \cdot \underline{Z^{-30k}} \cdot \left(\frac{\alpha_3}{\alpha_1} \right)^k \cdot \frac{1}{k} \cdot \underline{Z^{-40k}} \cdot \left(\frac{\alpha_4}{\alpha_1} \right)^k \cdot \frac{1}{k} \cdot \underline{Z^{-50k}} + \log \alpha_1$$

$$= \sum_{k=1}^{\infty} (-1)^{k+1} \left(\frac{\alpha_2}{\alpha_1} \right)^k \left(\frac{\alpha_3}{\alpha_1} \right)^k \left(\frac{\alpha_4}{\alpha_1} \right)^k \cdot \frac{1}{k^3} \cdot Z^{-120k} + \log \alpha_1$$

$$\hat{P}[n] = \sum_{k=1}^{\infty} (-1)^{k+1} \left(\frac{\alpha_2}{\alpha_1} \right)^k \left(\frac{\alpha_3}{\alpha_1} \right)^k \left(\frac{\alpha_4}{\alpha_1} \right)^k \cdot \frac{1}{k^3} \cdot \delta[n-120k]$$

⇒ $\ell(n) = 0$ for $n = 120k$ #

(6) Why the Mel-frequency cepstrum is more suitable for dealing with the acoustic signal than the original cepstrum? (10 scores)

- ① $\sum_k |x[k]|^2 B_m[k]$ 是零的可能性降低很多, 可以避免 $\log(\cdot) \rightarrow -\infty$
- ② $\sum_k |x[k]|^2 B_m[k]$ 是實數不必處理複數
- ③ $B_m[k]$ 較接近人耳對聲音的感知
- ④ 用 DCT 取代 IFT, 故計算量較小

(7) Why we rarely use $x[n] \xrightarrow{\text{DFT}} X[m] \longrightarrow Y[m] = X[m]H[m] \xrightarrow{\text{IDFT}} y[n]$

for digital filter design in practice?

(5 scores)

Ans: 在 frequency domain 做 sampling 會因為 Windows effect 產生 Gibbs phenomenon, 使得 frequency response 不會跟設計的一樣

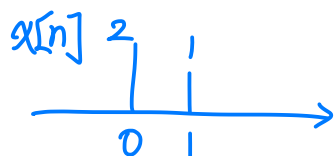
(8) (a) Which of the following vocal signal sounds louder? (b) Which of the following vocal signal propagates longer?

(i) $\cos(200\pi t)$, (ii) $\sin(600\pi t)$, (iii) $\cos(1800\pi t)$.

(10 scores)

(a) (iii) $\cos(1800\pi t)$ # (b) (i) $\cos(200\pi t)$ #

Bonus Question for 學號尾數 2

$x[n]$  find its cepstrum

$$X(z) = 2 \cdot z^0 + 1 \cdot z^{-1} = (2 + z^{-1}) = 2(1 + \frac{1}{2}z^{-1})$$

By formular at P.181, $a_k = \frac{1}{2}$, $b_k = 0$, $c_k = 0$, $d_k = 0$

$$\text{By P.182, } \hat{x}_n = \begin{cases} \log(2), & n=0 \\ -\frac{(\frac{1}{2})^n}{n}, & n>0 \\ 0, & n<0 \end{cases} \quad \#$$