

ADSP

LAB – 9 : Noise based Analysis

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EXERCISES

Question)

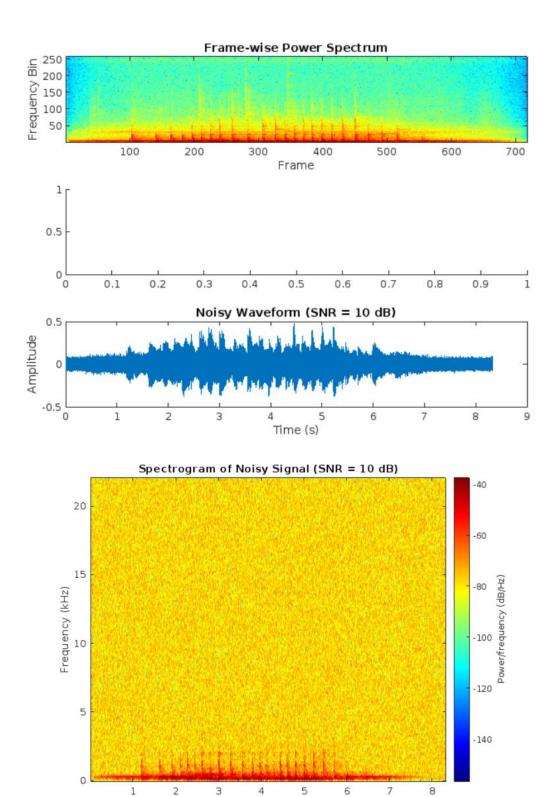
- 1) Plot waveform
- 2) Divide into frames of 512 samples / frame
- 3) For each frame, find magnitude square of fourier transform
- 4) Add noise of different SNR level
- 5) Plot spec of noise

CODE

% 202411012

```
% Parameters
[x, Fs] = audioread('BAK.wav');
                                       % Load audio
                                       % Use one channel if stereo
x = x(:,1);
frame_len = 512;
                                       % Frame length
N = length(x);
                                      % Total samples
num frames = floor(N / frame len);
                                      % Number of complete frames
window = hanning(frame_len);
                                      % Optional: smooth windowing
t = (0:N-1) / Fs;
                                       % Time vector
%% 1) Plot waveform
```

```
figure;
subplot(3,1,1);
plot(t, x);
title('Original Waveform'); xlabel('Time (s)'); ylabel('Amplitude');
%% 2 & 3) Frame-wise magnitude squared Fourier Transform (Power Spectrum)
framewise_power = zeros(frame_len/2, num_frames);
for i = 1:num frames
    frame = x((i-1)*frame_len + 1 : i*frame_len) .* window;
    X = fft(frame);
    P = abs(X(1:frame_len/2)).^2;
                                      % Magnitude square (one-sided)
    framewise power(:,i) = P;
end
% 3D Spectrogram-like plot (linear scale)
subplot(3,1,2);
imagesc(10*log10(framewise_power));
axis xy; colormap jet;
title('Frame-wise Power Spectrum'); xlabel('Frame'); ylabel('Frequency Bin');
%% 4) Add noise of different SNR levels (e.g., 10 dB)
snr dB = 10;
x_noisy = awgn(x, snr_dB, 'measured'); % Add white Gaussian noise
%% 5) Plot noisy waveform & spectrum
subplot(3,1,3);
plot(t, x_noisy); title(['Noisy Waveform (SNR = ' num2str(snr_dB) ' dB)']);
xlabel('Time (s)'); ylabel('Amplitude');
% Optional: Plot noise spectrum
figure;
spectrogram(x_noisy, window, frame_len/2, frame_len, Fs, 'yaxis');
title(['Spectrogram of Noisy Signal (SNR = ' num2str(snr_dB) ' dB)']);
colormap jet;
```





Time (s)