## Homework 4 (Due: 7<sup>h</sup> Dec.)

- (1) Illustrate the following terms. (a) color noise; (b) vanish moment (about the wavelet transform); (c) the Fresnel transform. (15 scores)
- (2) Suppose that x(t) is a white noise. Which of the following function is also a white noise? Why? (i) x(2t+3); (ii)  $x(t)\exp(-\pi t^2)$ ; (iii) the FT of x(t); (iv) the LCT of x(t) (10 scores)
- (3) What are the disadvantages when using the Hilbert transform to determine the instantaneous frequency? Write at least three disadvantages. (10 scores)
- (4) Among the <u>STFT</u>, the <u>WDF</u>, the <u>Hilbert-Huang transform</u>, and the <u>wavelet transform</u>, which one is better for the applications of (a) video compression, (b) random process analysis, (d) analyzing the variation of temperature, and (d) modulation?

  Also illustrate the reasons. (15 scores)

- (5) (a) What is the most important advantage of the Haar transform nowadays?
  - (b) How many entries of the  $2^k$ -point Haar transform are equal to 0, 1, and -1? Express the solutions in term of k. (10 scores)
- (6) What are the vanish moments of

(a) 
$$\frac{d^5}{dt^5}e^{-\pi t^2}$$

(b) x(t) = 1 - |t| for -2 < t < 2, x(t) = 0 otherwise. (10 scores)

(Continued)

(7) Write a Matlab or Python program of the Hilbert-Huang transform.

$$y = hht(x, t, thr)$$

x: input, y: output (each row of y is one of the IMFs of x), t: samples on the *t*-axis, thr: the threshold used in Step 7.

In Step 8, the number of non-boundary extremes can be no more than 3.

*Just write Steps 1~8 and Step 9 is unnecessary.* 

The Matlab or Python code should be handed out by NTUCool. (30 scores)

Example: 
$$t = [0: 0.01: 10];$$
  
 $x = 0.2*t + cos(2*pi*t) + 0.4*cos(10*pi*t);$   
 $thr = 0.2;$   
 $y = hht(x, t, thr);$ 

(Extra): Answer the questions according to your student ID number. (ended with 0, 2, 3, 4, 5, 7, 8, 9)

(a) Color noise 為菌在單位類域內的醬塞度1/fB, B≠O 時為 Color noise, B=O 為 White noise

(c) Fresnel transform Vo(X))=eiler Jing Joo eist (Y-X) Jing Joo eist (X-Xi) drid; 描述子電磁波在空氣中傳播落著距離指加而產生沒形的相位和振幅改變

if  $\chi(t)$  is a white noise  $\Rightarrow$  mean  $(\chi(t)] = 0$ -  $\chi(t)$  fi # = 0- Poner spectral density of  $\chi(t) = constant$ X(2f+3) 為訊號平移、編改不會改變其特性 TCC) exp(-TCC) 為訊號 x 高斯逊权, 結果 看便其特性改變 リ FT of χ(t), FT 复粉χ(t)的質譜變為在所有填率上皆為平坦 LCT of xct) 與 FT 類似為對xct)的類譜變為所有損率上的平坦譜

=) (il is also a with noise

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(M)
   Sensitivity to noise
(b)
Edge Effect
  Assumption of stationarity
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- (a) video compression: Wavelet transform
  在 vide compression中 HHT的計算過程複雜且對於 naise 較额成
  STFT 則有時間一步負率的 trade-off 現像
  WDF則有 cross term 使分析複雜
  Wavelet transform的計算複雜度最小且可以使用多解析度所改善trade-off
- random process analysis: STFT
  STFT 能夠透過 短 window 更好的方标 signal 在瞬時時間上的特性,也能跟據 random process 進行多個時間尺度分析
- (C) and lyzing Variation of Temperature: CWT 温度为非平衡 signal in CWT具有可變的 window,能更好分析温度在某些情况下的創製變化
- (d) Moderlation HITT HHT 將 signal 分解為 IMFs, 每個 IMF代表不同的 資量表於, 氣 約有效的 進行 Modulation

5 (01) 詩葉度快、簡單、只需使用十一流 (b)  $F[aar transform = 0, 1^k \Rightarrow 1^{k-1}(2^{k+1}-3|c-2)]$  $= \left| \begin{array}{c} 1 \\ 1 \end{array} \right| = \left| \begin{array}{c} 1 \end{array}$ 

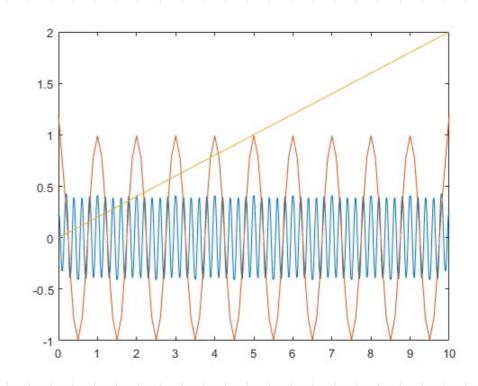
$$M_{k} = \int_{-\infty}^{\infty} t^{k} \gamma(t) dt = \int_{-\infty}^{\infty} \{t^{k} \gamma(t)\}$$

$$\Rightarrow m_{k} = \frac{(2\pi i)^{5}}{(2\pi i)^{k}} \frac{d^{k}}{df^{k}} f^{5} e^{-\pi i t^{2}}$$

$$= M_0 = \left( \frac{1}{2} - \frac{1}{2} \right) = \left( \frac{1}{2} - \frac{4}{2} \right) - \left( \frac{1}{2} + \frac{4}{2} \right) = 0$$

$$M_1 = \left( \frac{4 - \left( \frac{4 \times 4}{2} \right)}{2} \right) - \left( \frac{4 + \left( \frac{4 \times 4}{2} \right)}{2} \right) = -4$$

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t = 0: 0.01: 10];
x = 0.2*t + cos(2*pi*t) + 0.4*cos(10*pi*t);
thr = 0.2;
y = hht(x, t, thr);
function y = hht(x, t, thr)
n = 1;
dt = diff(t(1:2));
max_iterations = 100; % Set a maximum number of iterations to avoid infinite le
iteration_count = 0;  % Initialize iteration counter
while (iteration count < max iterations)
    if length(findpeaks(x)) <= 3
        y(n,:) = x;
        break
    end
    temp = x;
    test = 1;
    k = 1:
    max iterations k = 3; % Set a maximum number of iterations for k
    iteration_count_k = 0;  % Initialize iteration counter
    while (iteration_count_k < max_iterations_k)</pre>
        iteration count k = iteration count k + 1;
        [max, maxloc] = findpeaks(temp);
        peaks = interp1((maxloc-1)*dt, max, t, 'linear', 'extrap');
        [neg_min, minloc] = findpeaks(temp*(-1));  % Step04
        min = -1 * neg_min;
        dips = interp1((minloc-1)*dt, min, t, 'linear', 'extrap');
        z = (peaks + dips) / 2;
        h = (temp - z);
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>> Q7
Elapsed time is 0.235298 seconds.
>> Q7
Elapsed time is 0.151803 seconds.
>> Q7
Elapsed time is 0.216724 seconds.
>> Q7
Elapsed time is 0.230771 seconds.