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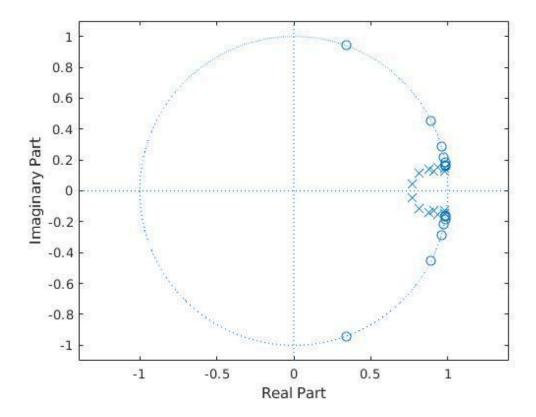
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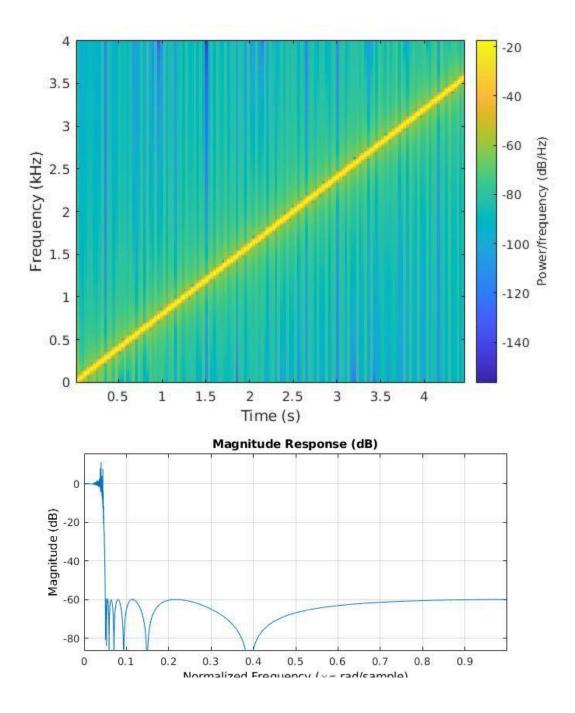
Exercise 8.1

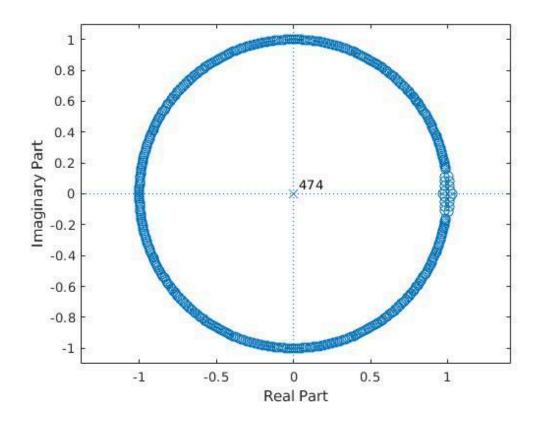
```
%a
fs = 8000;
tt = 0:1/fs:4.5;
x = cos(2*pi/20*fs*tt.^2);
figure;
spectrogram(x,512,256,512,fs,'yaxis');
%soundsc(x);
% The chirp sound is increasing in frequency, this is seen in the
% spectrogram as yellow line has a positive slope.
%b
% The resulting IIR filter has order 14
% transfer function
transfer_function = tf(b,a)
%pole zero plot
figure;
zplane(b,a);
%magnitude response
fvtool(b,a);
응C
figure;
xfiltered = filter(b,a,x);
spectrogram(xfiltered,512,256,512,fs,'yaxis');
%soundsc(xfiltered);
%The signal after the filter only plays the low frequency part of the
*signal loudly. This can be corelatted to the magnitude response of
the
*signal as it can be seen that the magnitude response drops
dramatically
%after the lower frequency.
% the fir filter coefficients are stored in "c" to preserve the
earlier a
% and b.
%The order of the fir filter is 474
%pole zero plot of fir filter
figure;
```

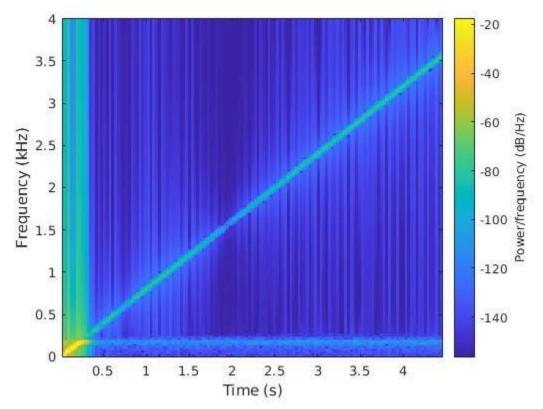
```
zplane(c);
%magnitude response
fvtool(c);
응C
figure;
xfiltered = conv(c,x);
spectrogram(xfiltered,512,256,512,fs,'yaxis');
%soundsc(xfiltered);
The signal after the filter only plays the low frequency part of the
*signal loudly. This can be corelatted to the magnitude response of
the
*signal as it can be seen that the magnitude response drops
dramatically
%after the lower frequency.
% The IIR filter has a lower computational complexity, as it is of a
% lower order. The fir filter has a more predictable audio quality, as
 can
% be seen in it's Magnitude resp
transfer function =
  0.0007976 \text{ s}^14 - 0.009764 \text{ s}^13 + 0.05626 \text{ s}^12 - 0.2028 \text{ s}^11 + 0.5122
 s^10
           -0.9618 \text{ s}^9 + 1.388 \text{ s}^8 - 1.565 \text{ s}^7 + 1.388 \text{ s}^6 - 0.9618
 s^5
           + 0.5122 s^4 - 0.2028 s^3 + 0.05626 s^2 - 0.009764 s +
 0.0007976
   s^14 - 12.52 s^13 + 72.9 s^12 - 261.4 s^11 + 644.9 s^10 - 1158 s^9
            + 1562 s^8 - 1606 s^7 + 1265 s^6 - 760 s^5 + 342.7 s^4
                                     -112.5 \text{ s}^3 + 25.4 \text{ s}^2 - 3.533 \text{ s} +
 0.2283
```

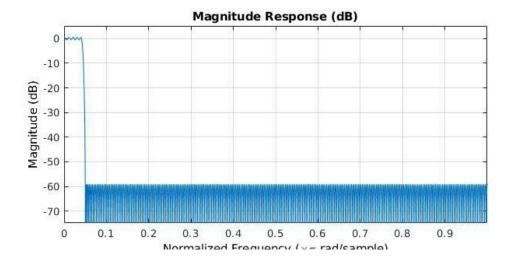
Continuous-time transfer function.

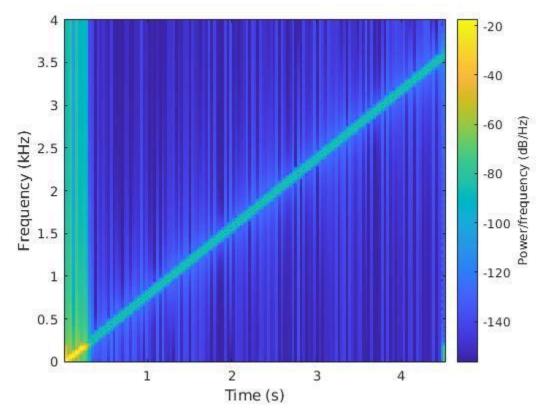












Exercise 8.2

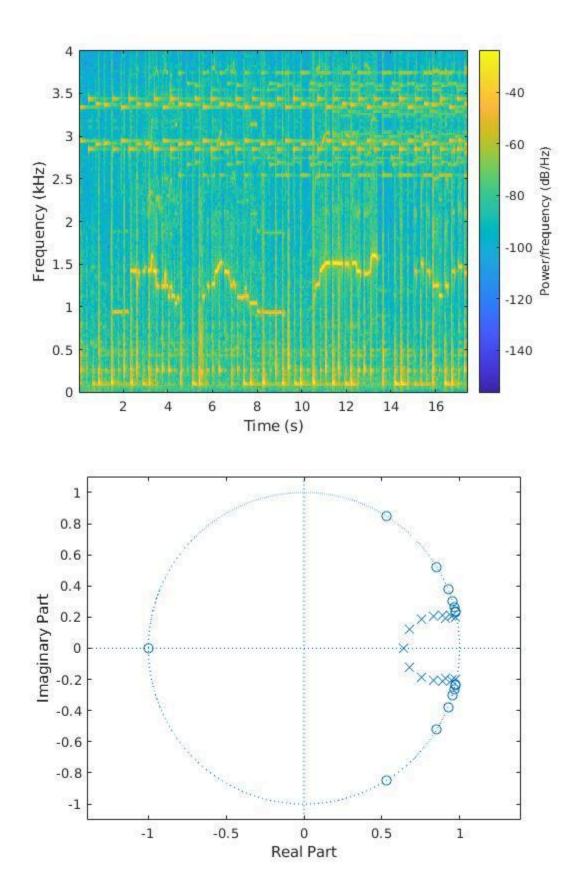
```
[dnf,Fs] = audioread('noisy_drum_flute.wav');
figure;
spectrogram(dnf,512,256,512,fs,'yaxis');
% From the spectrogram, it can be seen that the drum frequency peaks at
% about 1.5 kHz, and the fulte frequency is localized above 2.5 kHz
% both have a minimum db/Hz of about 60
```

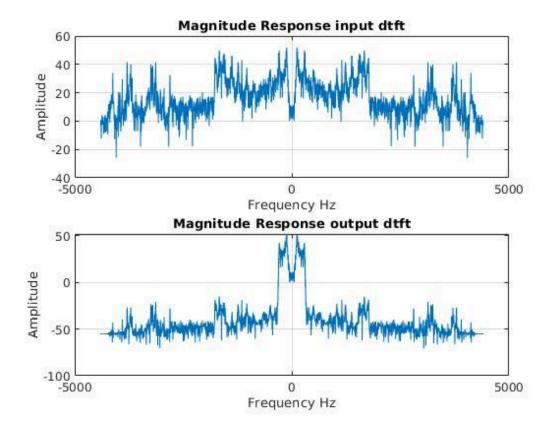
```
% the b and a of this filter are stored as d and e respectivley.
filtered = filter(d,e,dnf);
audiowrite('drums.wav',filtered,Fs);
% I created a low-pass filter, because we need to pass low frequencies
%The filter is an IIR filter to minimize the order
% Impulse response
impulse = [ zeros(1,100) 1 zeros(1,100)];
impulse_resp = filter(d,e,impulse);
figure;
stem(impulse_resp);
title('filter impulse response plot');
%Magnitude response
%used fvtools but had to export the images for proper publishing
% They are included at the bottom of the published file
%transfer function
transfer_function = tf(d,e)
%poles and zeros
zplane(d,e);
The poles correlate to the points where the magnitude response grows
or
%decays
% Dtft plot
w = -pi:pi/1000:pi;
input dtft = dtft(dnf,w);
output_dtft = dtft(filtered,w);
figure;
subplot (2 , 1 , 1)
plot ((w/pi)*Fs/2,20*log10(abs(input_dtft)));
grid on ;
title ( 'Magnitude Response input dtft')
xlabel ( 'Frequency Hz');
ylabel ( ' Amplitude ');
subplot (2 , 1 , 2)
plot ((w/pi)*Fs/2,20*log10(abs(output_dtft)));
grid on ;
title ( 'Magnitude Response output dtft')
xlabel ( 'Frequency Hz') ;
ylabel ( ' Amplitude ');
```

% The magnitude response shows that the higher frequencies were removed transfer_function = $0.0008234 \text{ s}^{15} - 0.009341 \text{ s}^{14} + 0.04912 \text{ s}^{13} - 0.1574 \text{ s}^{12} + 0.3384$ s^11 $-0.4996 \text{ s}^10 + 0.4791 \text{ s}^9 - 0.201 \text{ s}^8 - 0.201 \text{ s}^7 + 0.4791$ s^6 $-0.4996 \text{ s}^5 + 0.3384 \text{ s}^4 - 0.1574 \text{ s}^3 + 0.04912 \text{ s}^2 -$ 0.009341 s + 0.0008234 s^15 - 12.63 s^14 + 74.56 s^13 - 273.1 s^12 + 694.2 s^11 - 1297 s^10 + 1838 s^9 - 2014 s^8 + 1719 s^7 - 1143 s^6 + 587.7 s^5 - 229.2 s^4 + 65.66 s^3 - 13.04 s^2 + 1.606 s -

Continuous-time transfer function.

0.09245





Exercise 8.3

```
[dnf,Fs] = audioread('noisy_drum_flute.wav');
figure;
spectrogram(dnf,512,256,512,fs,'yaxis');
% From the spectrogram, it can be seen that the drum frequency peaks
% about 1.5 kHz, and the fulte frequency is localized above 2.5 kHz
% both have a minimum db/Hz of about 60
% the b and a of this filter are stored as f and g respectivley.
filtered = filter(f,g,dnf);
audiowrite('flutes.wav',filtered,Fs);
% I created a high-pass filter, because we need to pass high
frequencies
%The filter is an IIR filter to minimize the order
% Impulse response
impulse = [ zeros(1,100) 1 zeros(1,100)];
impulse_resp = filter(f,g,impulse);
figure;
```

```
stem(impulse_resp);
title('filter impulse response plot');
%Magnitude response
%used fvtools but had to export the images for proper publishing
% They are included at the bottom of the published file
fvtool(f,g);
%transfer function
transfer_function = tf(f,g)
%poles and zeros
zplane(d,e);
The poles correlate to the points where the magnitude response grows
%decays
% Dtft plot
w = -pi:pi/1000:pi;
input_dtft = dtft(dnf,w);
output_dtft = dtft(filtered,w);
figure;
subplot (2 , 1 , 1)
plot ((w/pi)*Fs/2,20*log10(abs(input_dtft)));
grid on ;
title ( 'Magnitude Response input dtft')
xlabel ( 'Frequency Hz');
ylabel ( ' Amplitude ') ;
subplot (2 , 1 , 2)
plot ((w/pi)*Fs/2,20*log10(abs(output_dtft)));
grid on ;
title ( 'Magnitude Response output dtft')
xlabel ( 'Frequency Hz') ;
ylabel ( ' Amplitude ');
% The magnitude response shows that the lower frequencies were removed
transfer_function =
  0.3358 \text{ s}^{17} - 5.556 \text{ s}^{16} + 43.41 \text{ s}^{15} - 212.7 \text{ s}^{14} + 732 \text{ s}^{13}
          - 1878 \$^12 + 3718 \$^11 - 5803 \$^10 + 7230 \$^9 - 7230 \$^8
```

```
+ 5803 s^7 - 3718 s^6 + 1878 s^5 - 732 s^4 + 212.7 s^3

- 43.41 s^2 + 5.556 s -

0.3358

s^17 - 14.41 s^16 + 98.18 s^15 - 420.3 s^14 + 1266 s^13 - 2845 s^12

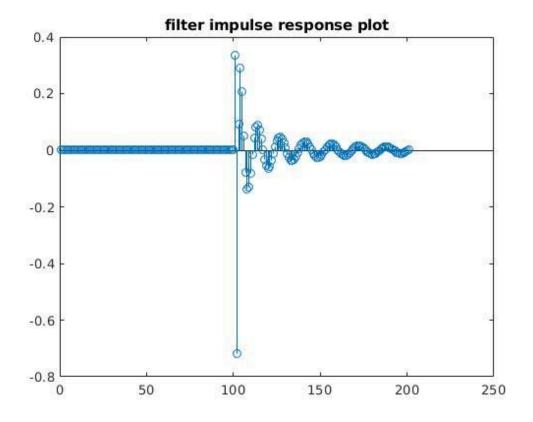
+ 4942 s^11 - 6776 s^10 + 7423 s^9 - 6535 s^8 + 4623 s^7

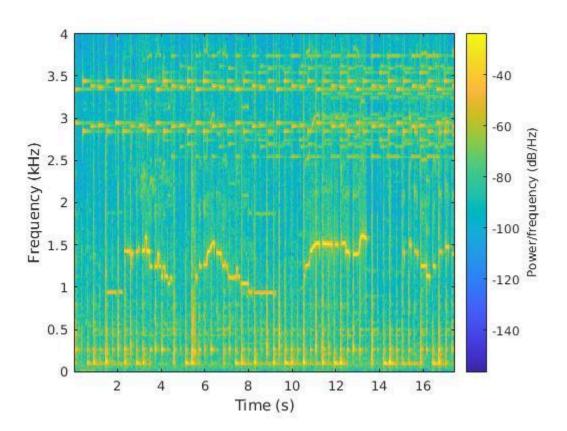
- 2612 s^6 + 1165 s^5 - 401.1 s^4 + 103 s^3 - 18.6 s^2

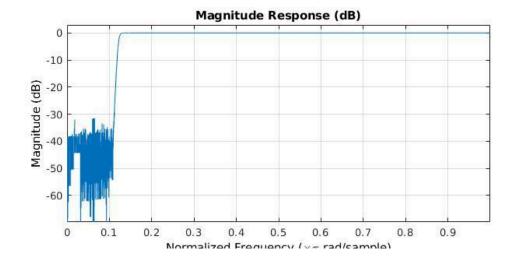
+ 2.107 s -

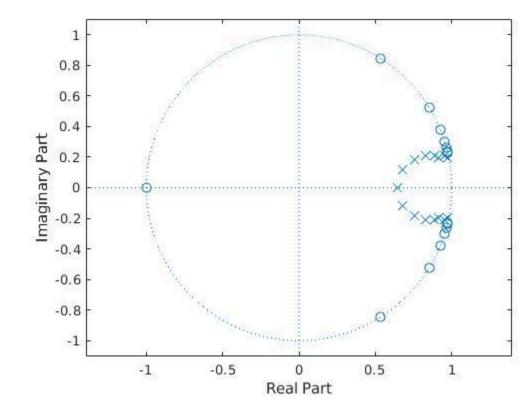
0.1128
```

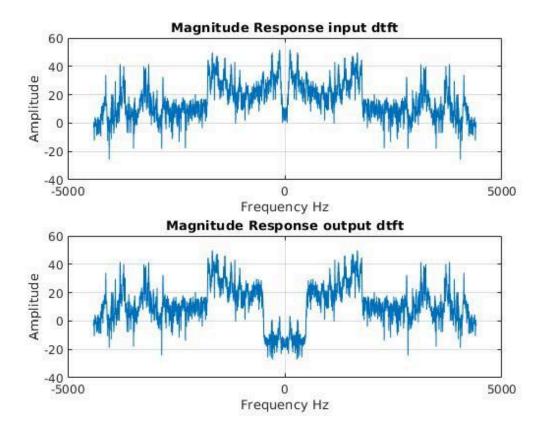
Continuous-time transfer function.











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