the cutoff freq. of windows match the characteristic of human hearing

$$\chi(n) = p 1$$
 $n = z$ otherwise

$$X(F) = \exp(z^{-2})$$

$$x[n] = \begin{cases} \frac{1}{2+n} & \text{is even} \\ 0 & \text{n is odd} \end{cases}$$

(a speed of sound = 340 m/s at 15°C

if fundamental freq =
$$x + 0$$
 $= 1$ $= \frac{1}{2} = \frac{1}{2} = \frac{340}{2} = 0.68 \text{ m}$

(p1

foreg of la is 440 Hz

$$= \frac{1}{2} \sqrt{1 - \frac{5}{2} \sqrt{1 + \frac{5}{2}}} = \frac{5}{2} \sqrt{1 + \frac{5}{2}} = 0.386 \text{ m}$$

ζ,

I more concentration at frequency.

2. for each note, of frequency is fired. 3. repeated melody.

(p)

1. the color is fixed within a region. 2. edges are easier to approximate by lines & arcs.

```
6.

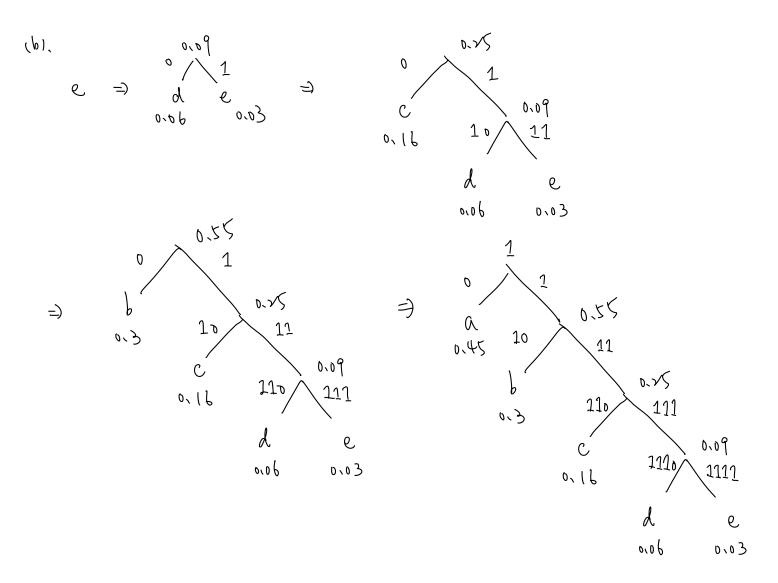
(Generally, sound with f = 3000 Hz is most sensitive to our ears = (ij) is the loundest (b)
```

(1)
(a)
(DCT is always real output, while DFT need calculate complex number,
2, DCT is independent of the input, while KLT isn't,
(b)
1. Enable to capture [aca] characteristie.

1. Enable to capture local characterístic. 2. Memory reduced

3. Low complexity: 6(MN/69MN) reduce D(MN)

= 1.58) = 1.58) = 1.58) = 1.58) = 1.58) = 1.58) = 1.58) = 1.58 = 1



(C) = (,89

6r ígín

1,



hecovery



ref: free dog image in pixabay

$$X[n] = \begin{cases} 1 & n=0 \\ 3 & n=1 \\ 2 & n=2 \end{cases}$$
0 else

$$\chi(z)$$
 has zero at $\overline{z} = -\frac{3}{2} \pm \sqrt{5}$ $\Rightarrow \frac{-\frac{3}{2} - \sqrt{7}}{2}$ is out of $|z| = 1$

$$\frac{-\frac{3}{2} + \sqrt{5}}{2}$$
 is in $|z| = 1$

$$=) \quad \chi(5) = \left(1 - \frac{5}{3412} \frac{5}{5} - 1\right) \left(1 - \frac{3}{5} \frac{12}{5} \right) \cdot 5 - 1 \left(\frac{5}{43412}\right)$$

=)
$$A = \frac{5}{3+\sqrt{2}}$$
 $A = \frac{5}{3+\sqrt{2}}$ $A = \frac{5}{3+\sqrt{2}}$ $A = \frac{5}{3+\sqrt{2}}$

$$\sqrt{(N)} = \sqrt{0} \sqrt{3 + \sqrt{2}}, \quad N < 0$$

$$\sqrt{(N)} = \sqrt{0} \sqrt{3 + \sqrt{2}}, \quad N = 0$$