troll

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0.0.1 Part (a)

Listen to the recording you made, stored in the file recording.wav. You can load recordings using the load_recording function that we have written for you and imported. You can play recordings using the play function that we have also written and imported.

```
[1]: import numpy as np
from utils import load_recording, play, save_recording

RECORDING_FILE = "recording.wav"

r = load_recording(RECORDING_FILE)
play(r)
```

<IPython.lib.display.Audio object>

0.0.2 Part (b)

Let \vec{r} be your recording. Let us say you have access to the true lecture given by \vec{l} . You know that your received vector and the lecture have the relationship

$$\vec{r} = \alpha \vec{l} + \vec{n}$$

where α is an unknown constant. Estimate \vec{n} by projecting \vec{r} ontol \vec{l} to recover α . What remains is \vec{n} . Assume that \vec{l} is orthogonal to \vec{n} .

```
[2]: # Note that l and r are 1D arrays, not 2D arrays, so calling np.linalg.lstsq<sub>□</sub>

→will give an error here. How else can you project one vector onto another?

def projection(l, r):

# YOUR CODE HERE

return (np.dot(l, r) / np.dot(l, l)) * l
```

```
[3]: def recover_noise(r, 1):
    return r - projection(1,r)
```

```
[4]: #We use the technique above to recover candidate interference signals.

#noisy_lectures contains the lecture recordings with interference
```

<IPython.lib.display.Audio object>

<IPython.lib.display.Audio object>

0.0.3 Part (c)

Now, given \vec{r} and the \vec{n}_i , and the model

$$\vec{r} = \vec{l} + \sum_{i=1}^{s} \beta_i \vec{n}_i,$$

use least squares to recover \vec{l} . The \vec{n}_i are computed from the \vec{r}_i using your function from the previous part.

```
[5]: #r is the signal you have recorded
r = load_recording(RECORDING_FILE)

# Project r onto the interference signals to recover the component of r
→ explained by the interference.
# What remains must be the lecture.

A = interferences
b = r

# Hint, use least squares
```

```
betas = np.linalg.lstsq(A, b, None)[0]

# This is the recovered lecture. Have you successfully recovered a
# noise-free signal? Or is it still noisy?

1 = b - A.dot(betas)

play(1)
```

<IPython.lib.display.Audio object>

0.0.4 Part (d)

Now, we will include the effect of the travel time of the noise signals, using the model

$$\vec{r} = \vec{l} + \sum_{i=1}^{s} \beta_i \vec{n}_i^{(k_i)}.$$

Recover \vec{l} using this new model, using OMP, by filling in the blanks in the below code block.

```
[6]: from utils import cross_correlate
   r = load_recording(RECORDING_FILE)
   interferences = [recover_noise(r_i, l_i) for r_i, l_i in zip(noisy_lectures,_
    →lectures)]
   k = np.zeros(4, "int")
   vecs = []
   # the initial residual for OMP
   residual = r
   for _ in range(4):
       best_corr = float("-inf")
       best vec = None
       # We first iterate over all the interferences n_i
       for i, n_i in enumerate(interferences):
            # for each interference, we look through its correlation with the
     →residual at every possible delay
            # Fill in the arguments to cross_correlate
           for k_i, corr in enumerate(cross_correlate(
               residual,
                n_i
           ) # This function returns a vector of cross correlation values of
              # the residual/received signal with every possible delay of the
     →signatures (interferences in this case)
```

```
):
             # we find the (noise, shift) pair that maximizes the correlation_{\sqcup}
 \rightarrow with the residual
             if corr > best_corr:
                 best_corr = corr
                 best_vec = (i, k_i)
    i, k_i = best_vec
    k[i] = k_i
    # we shift the best noise by the best shift and add it to our list of \Box
 \rightarrow columns
    vecs.append(np.roll(interferences[i], k[i]))
    A = np.column_stack(vecs) # this is the matrix that captures all the_
 \rightarrow interferences we have identified so far
    # Use least squares to update the residual
    residual = r - np.dot(A, np.linalg.lstsq(A, r, None)[0])
1 = residual
play(1)
```

<IPython.lib.display.Audio object>