

# Foundations of Audio Signal Processing

## Assignment 4

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### Exercise 4.1

$$\begin{aligned}\left\| \sum_{j=1}^n x_j \right\|^2 &= \left\langle \sum_{j=1}^n x_j, \sum_{j=1}^n x_j \right\rangle && \text{Scalar product norm definition} \\ &= \sum_{j=1}^n \langle x_j, x_j \rangle && \text{Linearity of scalar product} \\ &= \sum_{j=1}^n \|x_j\|^2 && \text{Scalar product norm definition}\end{aligned}$$

### Exercise 4.2

a.  $d(x, y) = |x - y|$

Let  $x = a_1 + b_1i, y = a_2 + b_2i, z = a_3 + b_3i, \forall x, y, z \in \mathcal{C}$  then

$$|x - y| = \sqrt{(a_1 + b_1)^2 - (a_2 + b_2)^2} = \sqrt{(a_1 - a_2)^2 + (b_1 - b_2)^2}$$

1.  $\sqrt{(a_1 - a_2)^2 + (b_1 - b_2)^2} \geq 0$  holds, as the the square root of a positive number is always a positive number (resp.  $\sqrt{0} = 0$ )

2.  $\sqrt{(a_1 - a_2)^2 + (b_1 - b_2)^2} = 0$  only if  $a_1 = a_2$  and  $b_1 = b_2$ , which is the case when  $x = y$ .

3.  $\sqrt{(a_1 - a_2)^2 + (b_1 - b_2)^2} = \sqrt{(a_2 - a_1)^2 + (b_2 - b_1)^2}$

4.  $d(x, y) + d(y, z) = \sqrt{(a_1 - a_2)^2 + (b_1 - b_2)^2} + \sqrt{(a_2 - a_3)^2 + (b_2 - b_3)^2}$ .

According to Minkowsky Inequality:

$$\left( \sum_{k=1}^n |x_k + y_k|^p \right)^{\frac{1}{p}} \leq \left( \sum_{k=1}^n |x_k|^p \right)^{\frac{1}{p}} + \left( \sum_{k=1}^n |y_k|^p \right)^{\frac{1}{p}}$$

If we consider the case with  $p = 2$  and  $n = 2$  (in our case  $x_1 = (a_1 - a_2)$  and  $x_2 = (b_1 - b_2)$  and similarly are  $y_1$  and  $y_2$  defined), then:

$$d(x, y) + d(y, z) \geq \sqrt{|x_1 + y_1|^2 + |x_2 + y_2|^2}$$

Since in our case  $x_k, y_k \in \mathbb{R}$ :

$$d(x, y) + d(y, z) \geq \sqrt{(a_1 - a_2 + a_2 - a_3)^2 + (b_1 - b_2 + b_2 - b_3)^2}$$

$$d(x, y) + d(y, z) \geq \sqrt{(a_1 - a_3)^2 + (b_1 - b_3)^2}$$

$$d(x, y) + d(y, z) \geq d(x, z)$$

**b.**  $d(x, y) = |x| \cdot |y|$

In this case the second property ( $d(x, y) = 0$  iff  $x = y$ ) does not hold because  $d(x, y) = 0$  with  $x = 0$  and  $y = 2 - 5i$ .

**c.**  $d(x, y) = \begin{cases} 1 & x \neq y \\ 0 & \text{else} \end{cases}$

$\forall x, y, z \in \mathcal{C} :$

1.  $d(x, y) \geq 0$  holds, because the possible values are 0, 1.
2.  $d(x, y) = 0$  iff  $x = y$  holds for the definition of  $d(x, y)$ .
3.  $d(x, y) = d(y, x)$  holds, because  $x \neq y$  and  $y \neq x$  are the same.
4.  $d(x, z) \leq d(x, y) + d(y, z)$  holds because if  $x \neq y \neq z$  then  $1 \leq 1 + 1$ . If  $x = y \neq z$  then  $1 \leq 0 + 1$ . If  $x \neq y = z$  then  $1 \leq 1 + 0$ . If  $x = z \neq y$  then  $0 \leq 1 + 1$ . If  $x = y = z$  then  $0 \leq 0 + 0$ .

## Exercise 4.3

**a-b.** The solutions can be found inside the `code` folder.

## Exercise 4.4

**a-b.** The solutions can be found inside the `code` folder.