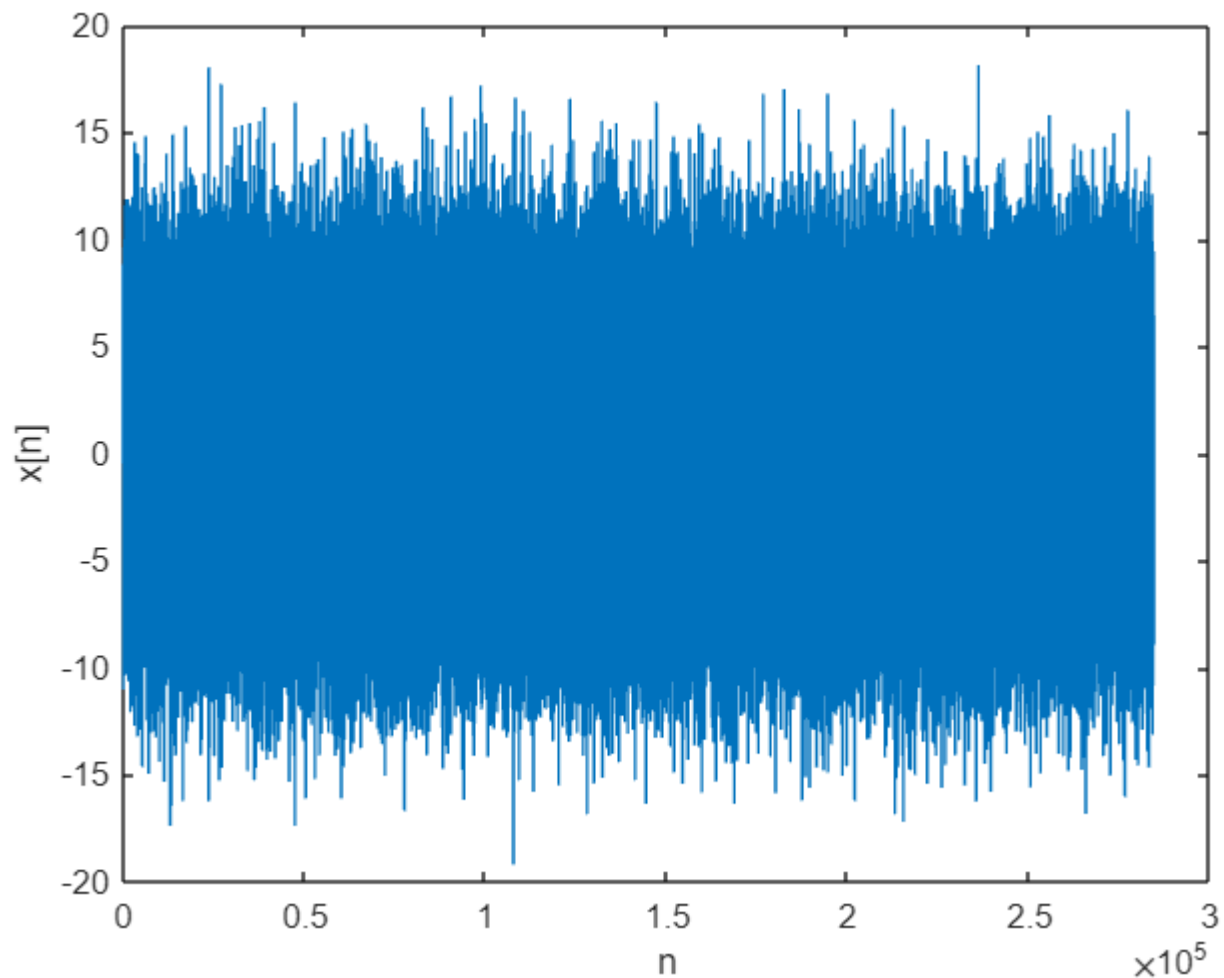


Question-6

Step-a: Load the x.mat and sound the input signal.

```
close all;  
clear;  
load('x.mat');  
  
N = length(x);  
sound(x,44100);  
  
figure; plot(x);  
xlabel('n');  
ylabel('x[n]');
```



By listening the x signal, it can be said that the original clean sound cannot be determined by just hearing this noisy sound.

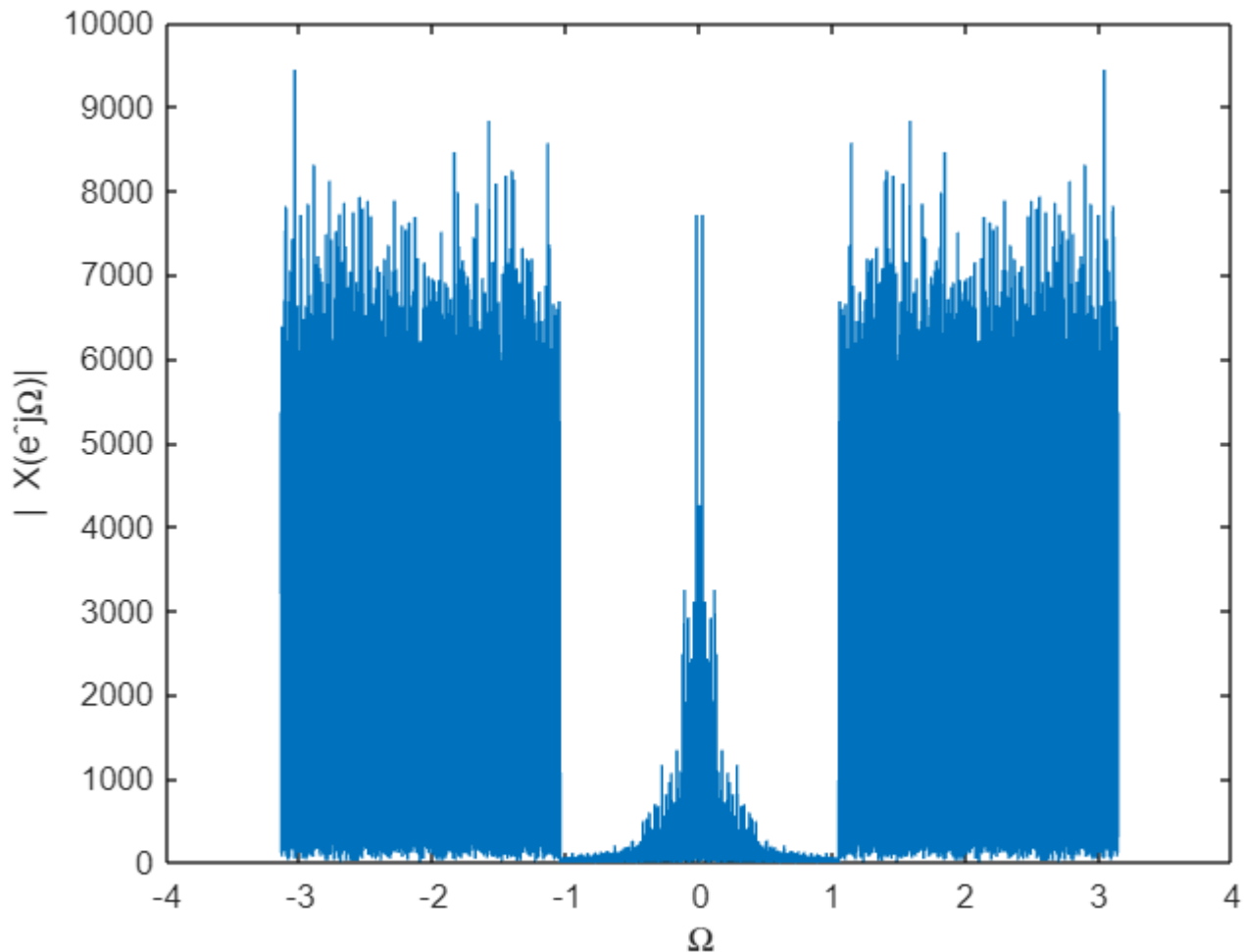
Step-b: Apply the Fourier Transform commands and plot the input signal's FT.

```

X=fftshift(fft(x));
Omega=linspace(-pi,pi,N+1);
Omega=Omega(2:end);

figure; plot(Omega,abs(X));
xlabel('\Omega');
ylabel('| X(e^{j\Omega})|');

```



We know from the information given in the question, noise component of the signal has a strong magnitude and a flat spectrum that covers high-frequencies. Also, that means the clean sound has lower frequencies. It can be seen from the plot that there is a certain change both in $\Omega = 1$ & -1 . These 1 & -1 points have lower frequencies compared in one period which lead us to take $B=1$.

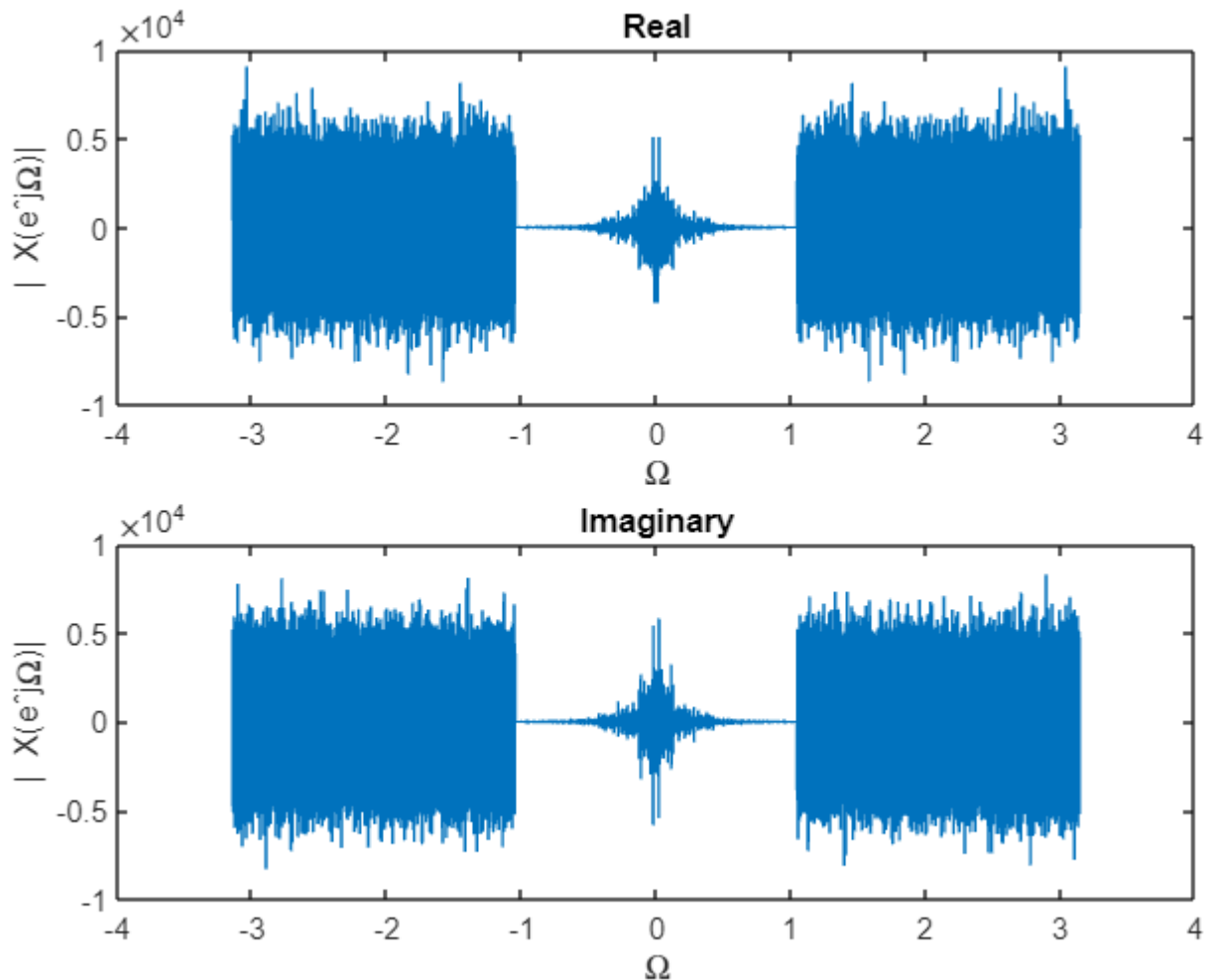
Real & Imaginary Part plotting:

```

figure;
subplot(2,1,1)
plot(Omega,real(X));
xlabel('\Omega'); ylabel('| X(e^{j\Omega})|');
title('Real');

```

```
subplot(2,1,2);
plot(Omega,imag(X));
xlabel('\Omega'); ylabel(' | X(e^{j\Omega})| ');
title('Imaginary');
```



Whereas $\text{Re}\{X(e^{j\Omega})\}$ has even symmetry, $\text{Im}\{X(e^{j\Omega})\}$ is odd. This implies that $\text{Re}\{X(e^{j\Omega})\} = \text{Re}\{X(e^{-j\Omega})\}$ and $\text{Im}\{X(e^{j\Omega})\} = -\text{Im}\{X(e^{-j\Omega})\}$. Also, this results can be seen from the above graphs. The real part of the signal is symmetric with respect to x-axis while the imaginary part is symmetric with respect to origin.

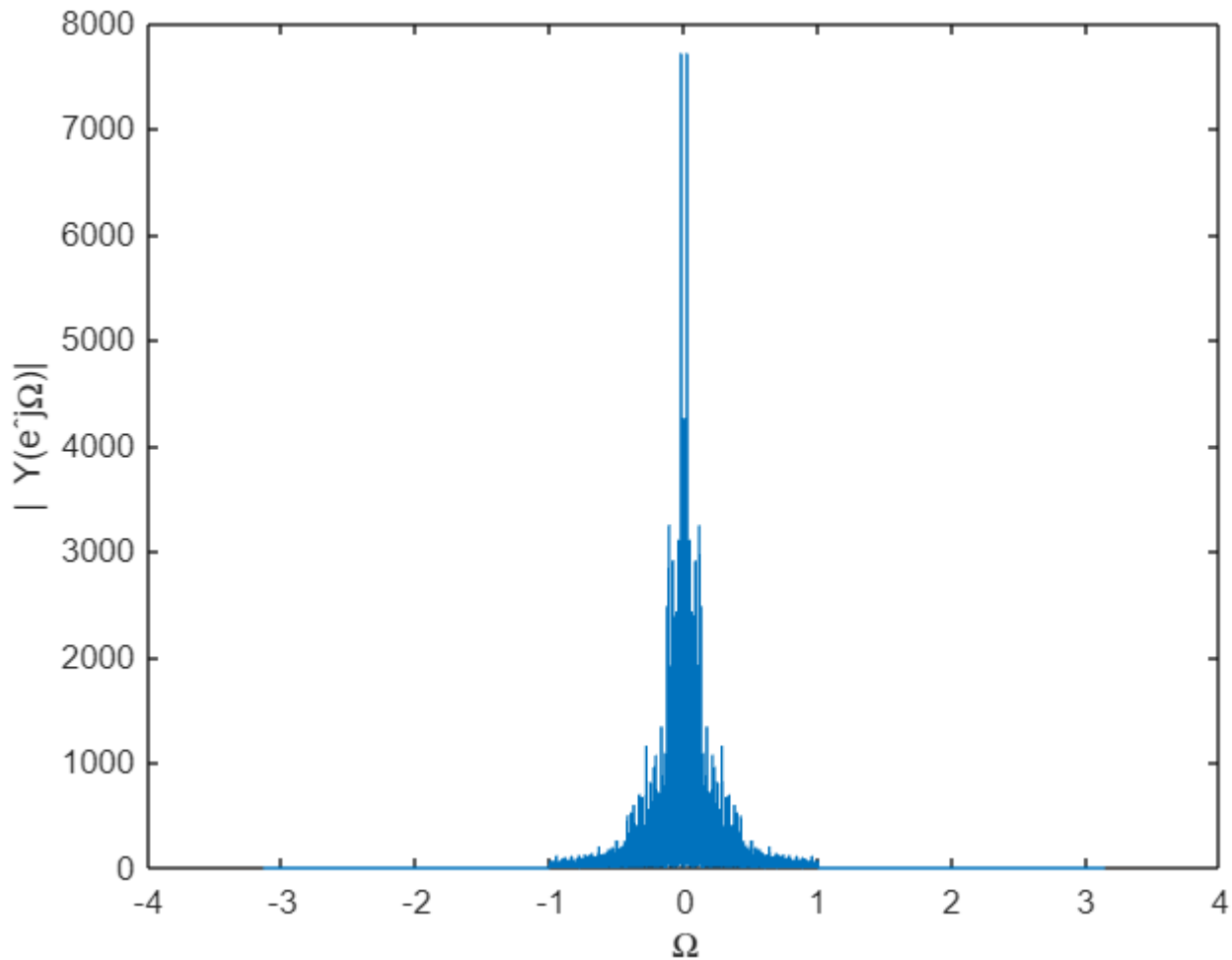
Step-c: Obtain the low-pass filter.

```
H = zeros(1,N);
B = 1;
index1 = find(Omega > -(B-1e-6),1);
index2 = find(Omega > (B-1e-6),1);
H(index1:index2) = 1;
```

In this part $H(\exp(j*\omega))$ works as a low-pass filter. So, by selecting $|B|=1$ we will obtain the above function.

Step-d: Determine $Y(\exp(j*\omega))$ by convolution property $Y(\exp(j*\omega)) = H(\exp(j*\omega))*X(\exp(j*\omega))$;

```
Y=H.*X;
figure; plot(Omega,abs(Y));
xlabel('\Omega');
ylabel('| Y(e^{j\Omega})|');
```



As asked in the question, we assigned different B values to obtain different output signals as well.

```
H_different = zeros(3,N);
B_different = [0.25 , 1.7 , 2.5];
for i=1:3

    index1_D(i) = find(Omega > -B_different(i),1);
    index2_D(i) = find(Omega > B_different(i),1);

    H_different(i,index1_D(i):index2_D(i)) = 1;
    Y_different(i,:) = H_different(i,:) .* X;
```

```
end
```

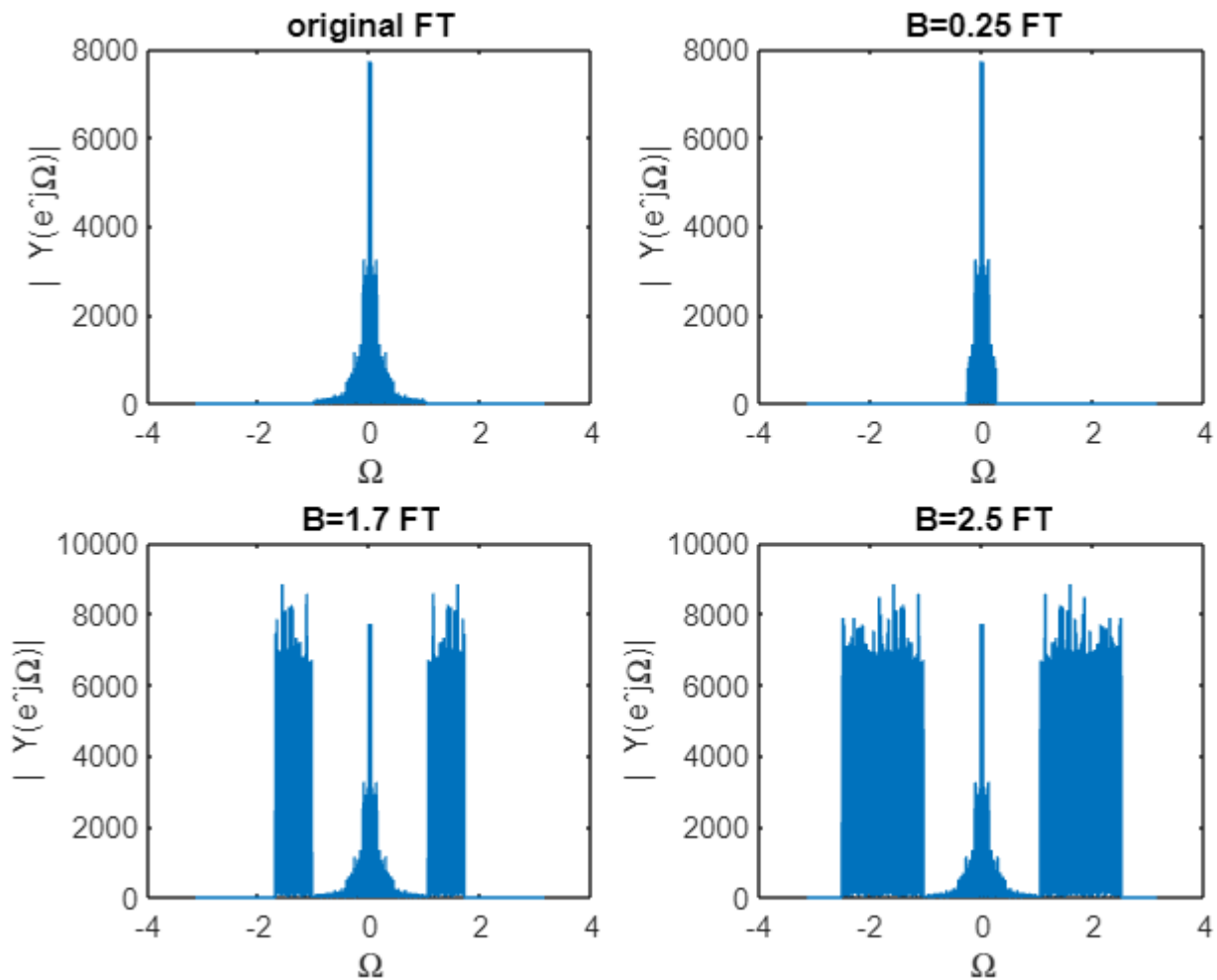
Plot of the output signals' Fourier Transforms is given below.

```
figure;
subplot(2,2,1);
plot(Omega,abs(Y));
xlabel('\Omega');
ylabel(' | Y(e^{j\Omega}) | '); title('original FT');

subplot(2,2,2);
plot(Omega,abs(Y_different(1,:)));
xlabel('\Omega');
ylabel(' | Y(e^{j\Omega}) | '); title('B=0.25 FT');

subplot(2,2,3);
plot(Omega,abs(Y_different(2,:)));
xlabel('\Omega');
ylabel(' | Y(e^{j\Omega}) | '); title('B=1.7 FT');

subplot(2,2,4);
plot(Omega,abs(Y_different(3,:)));
xlabel('\Omega');
ylabel(' | Y(e^{j\Omega}) | '); title('B=2.5 FT');
```



Part-e: Calculate the output signal by using its fourier transform.

```
y=ifft(ifftshift(Y));

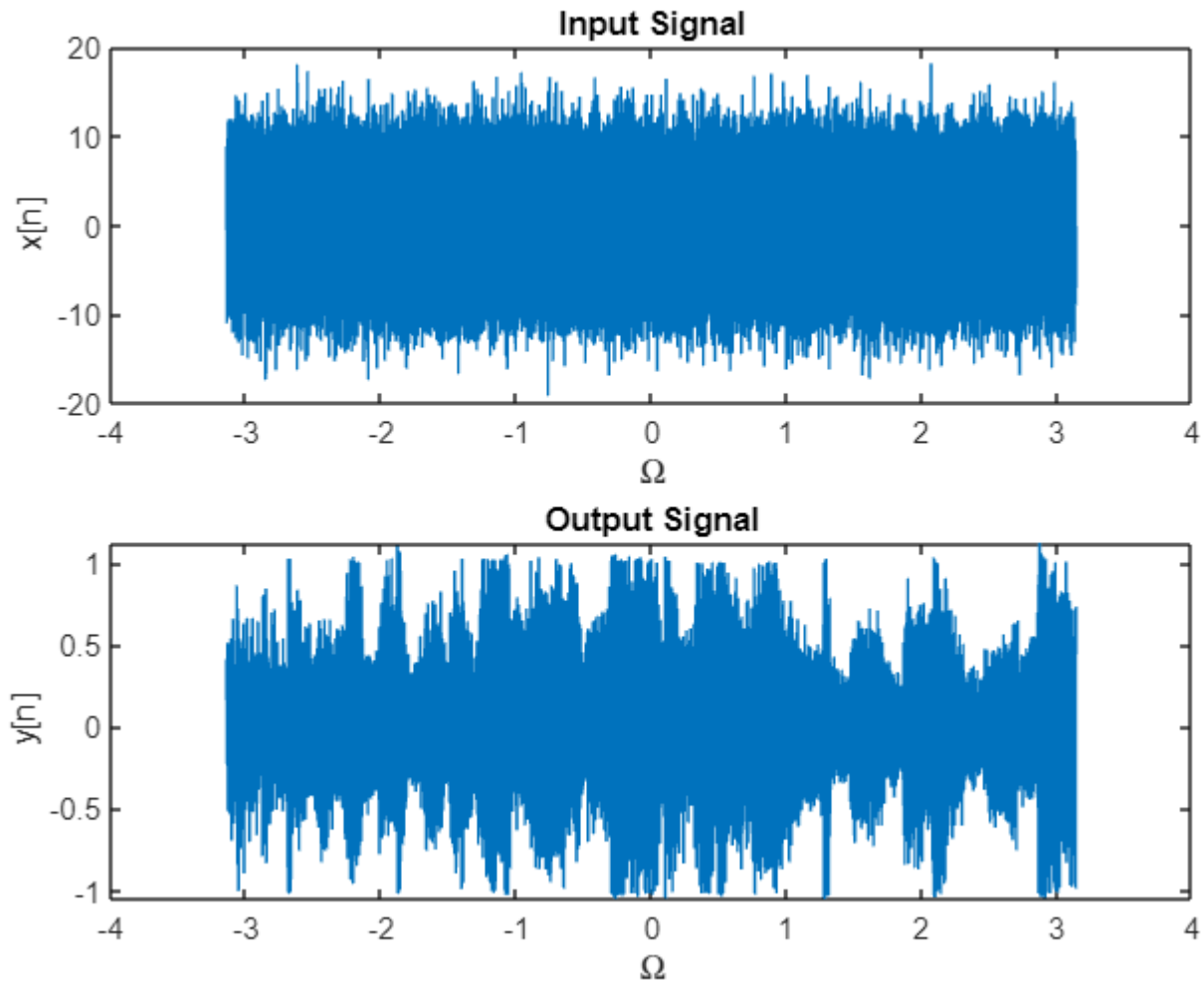
y_different(1,:) = ifft(ifftshift(Y_different(1,:)));
y_different(2,:) = ifft(ifftshift(Y_different(2,:)));
y_different(3,:) = ifft(ifftshift(Y_different(3,:)));
```

Output signal vs Input signal plot is given below as well.

```
figure;
subplot(2,1,1);
plot(Omega,x);
xlabel('\Omega');
ylabel('x[n]'); title('Input Signal');

subplot(2,1,2);
plot(Omega,real(y));
xlabel('\Omega');
```

```
ylabel('y[n]'); title('Output Signal');
```



Part-f: Listening part.

```
sound(real(y),44100);
```

Obviously, the song is "Hotel California" :)

Since we can clearly hear the song hidden in the noisy signal, it is possible to say that we have selected the correct B value.

In the below block, there are sounds for the different B values.

```
sound(real(y_different(1,:)),44100);  
sound(real(y_different(2,:)),44100);  
sound(real(y_different(3,:)),44100);
```

For the lower frequency than B has still clear sound, it can be easily understandable. However, there is a problem with the quality of the sound, the noise might be gone but there is still a corruption in the signal.

And for the higher frequency values, it becomes harder to understand by drifting apart the exact B value.