

# Introduction to Simulink

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Grade.:

## IMPORTANT

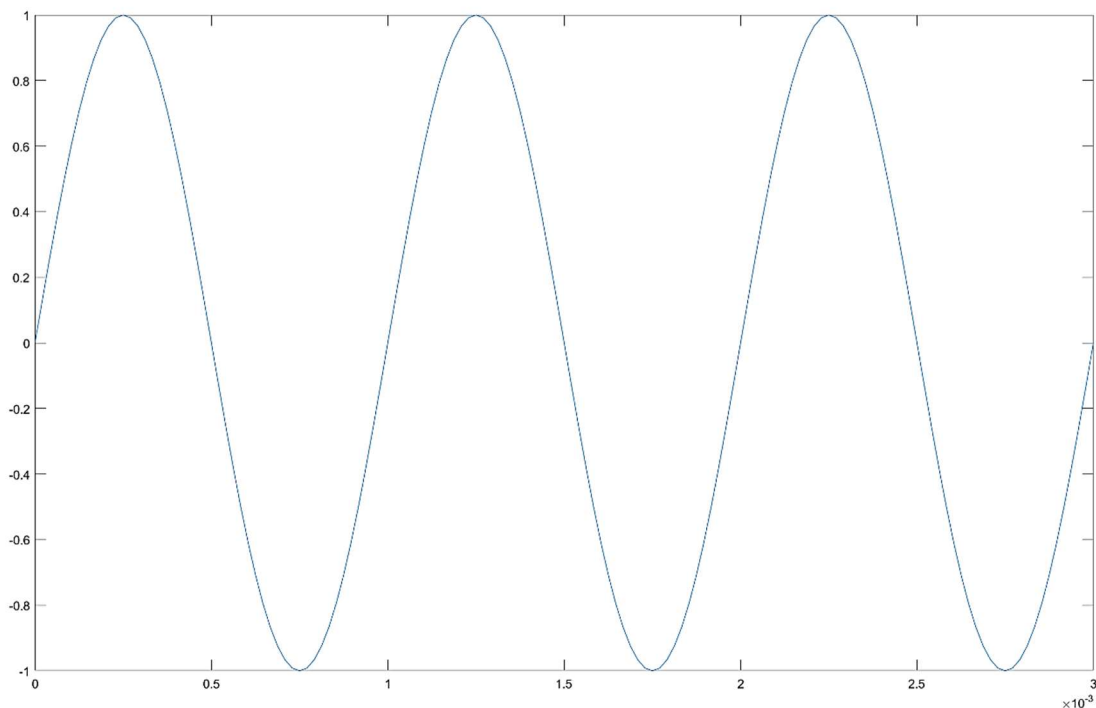
To submit your assignment for this lab, you must upload a SINGLE ZIP file which includes this completed PDF answer sheet (with the screenshots and answers you are asked to provide in the instructions), and Matlab/Simulink files you used.

## 1. Matlab Exercises

### 1.1 Creating and Plotting a Sinusoid

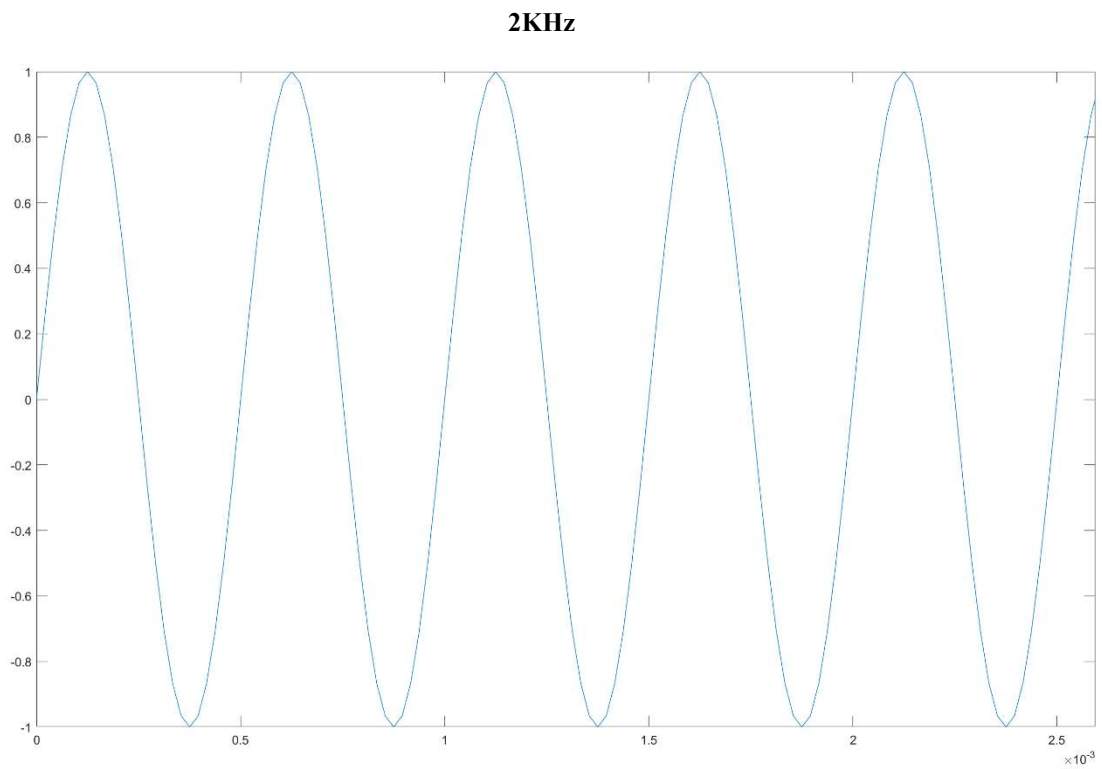
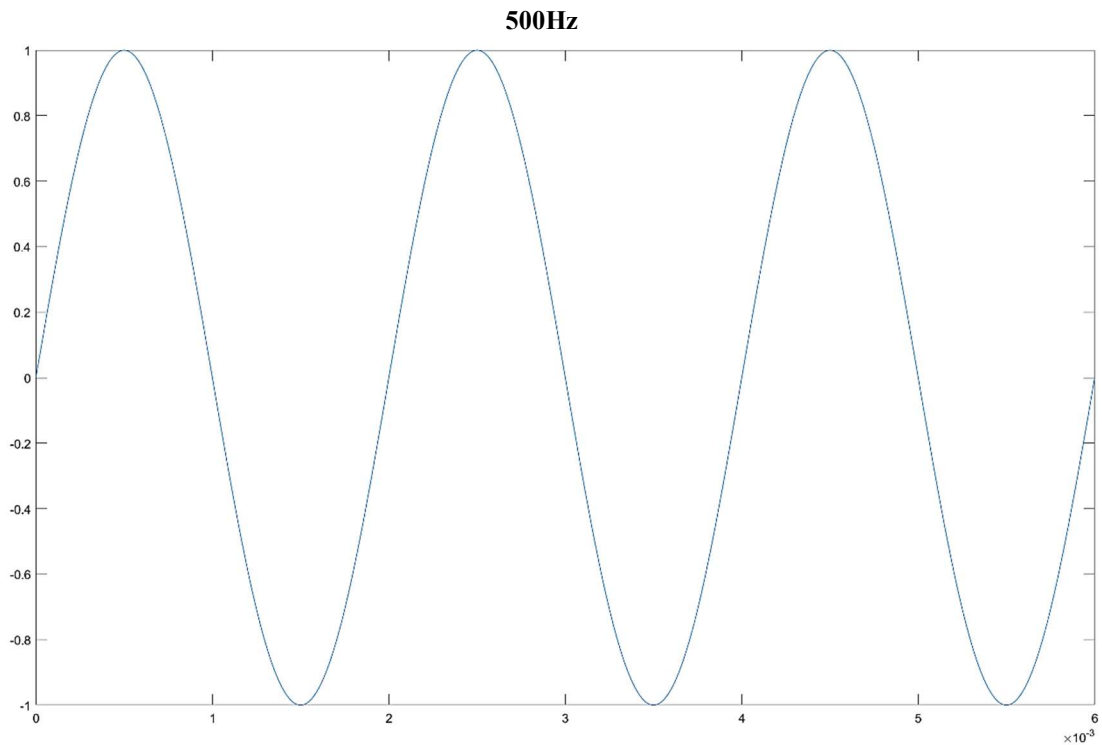
a. Re-write the program to plot three periods of your 1KHz sine wave. (0.5pt)

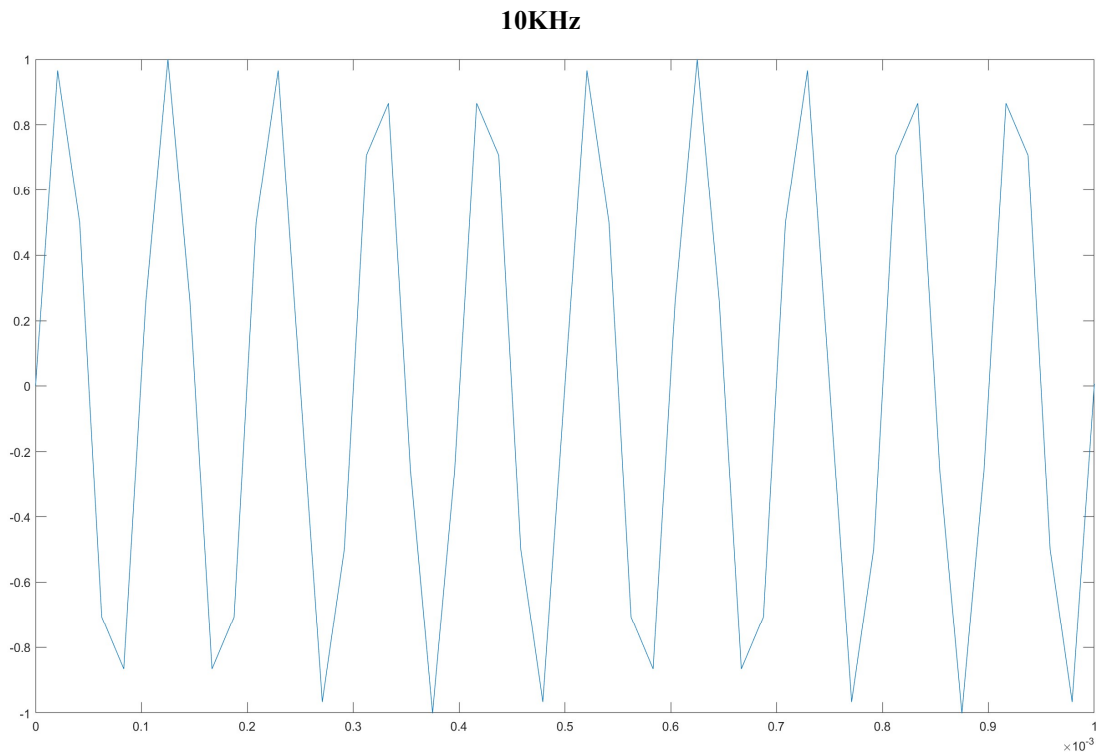
```
T = 1;  
Fs = 48000;  
N = T*Fs;  
t = 0 : 1/Fs : 0.003;  
Fn = 1000;  
y = sin(Fn*2*pi*t);  
plot(t,y);  
axis([0 48/48000 -1 1])
```



## 1.2 Listening to a Sine Wave

- Play the program and hear the 1KHz sine wave.
- Change the frequency to 500Hz and play it again.
- Now change it to hear 2KHz and play it again.
- Now change back to 10KHz and explain what you have observed/heard. (1.0pts)





We heard that as the frequency increases the pitch increases, and likewise as the frequency decreases the pitch decreases.

- e. As you doubled the voltage, what is the change in dB of the signal as measured at the load? Note that the dB you are calculating does not represent sound pressure; you are only comparing voltages. (0.5pts)

$$20 \log_{10} \left( \frac{2V}{V_0} \right) - 20 \log_{10} \frac{V}{V_0} \Rightarrow 20 \log_{10} \left( \frac{2V}{V_0} \times \frac{V_0}{V} \right) \Rightarrow 20 \log_{10}(2) = \mathbf{6.0206 \text{ dB}}$$

### 1.3 Audio Signal Processing

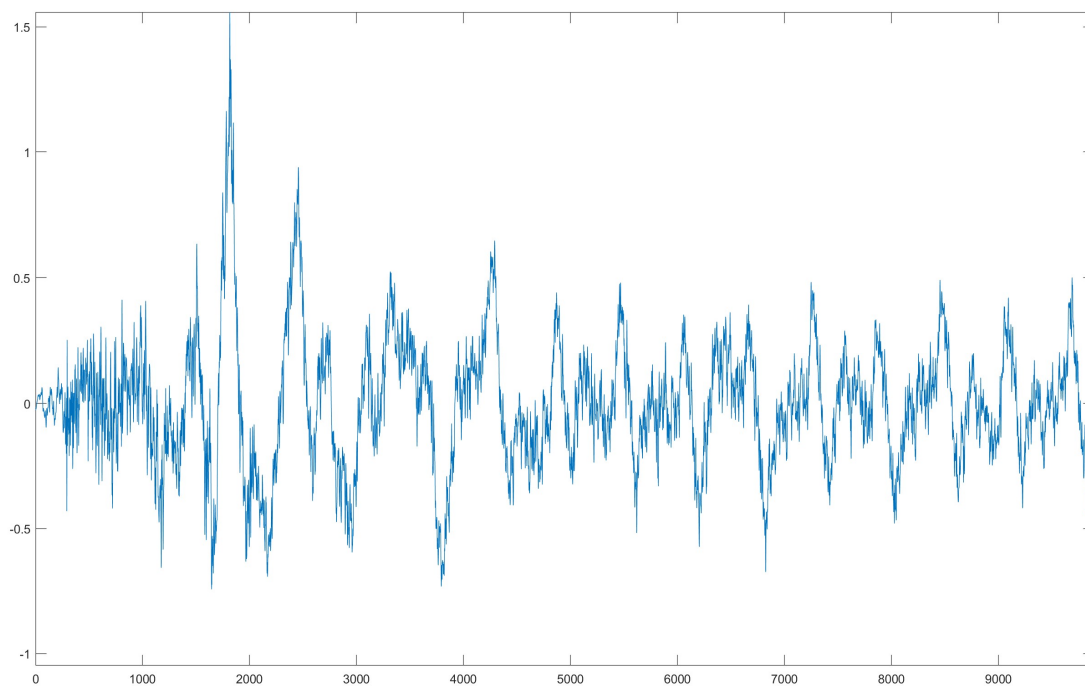
- a. What is the duration of the guitar signal in seconds? (1.0pts)

```
part1_3.m * ✕ +
1 guitar = audioread('guitar.wav');
2
3 disp(length(guitar));
```

**4,593,084 seconds**

b. Play the combined bass, drums, and guitar sound. (1.0pts)

```
part1_3.m ✕ +  
1 [bass, Fs] = audioread('bass.wav');  
2 guitar = audioread('guitar.wav');  
3 drums = audioread('drums.wav');  
4  
5 duration = 5;  
6 b = bass(1:Fs*duration);  
7 g = guitar(1:Fs*duration);  
8 d = drums(1:Fs*duration);  
9  
10 sound(b, Fs);  
11 sound(g, Fs);  
12 sound(d, Fs);  
13  
14 t = 0:1:220499;  
15  
16 comp = b + g + d;  
17 sound(comp, Fs);  
18  
19 plot(t, comp);  
20 axis([0 48/48000 -1 1])
```

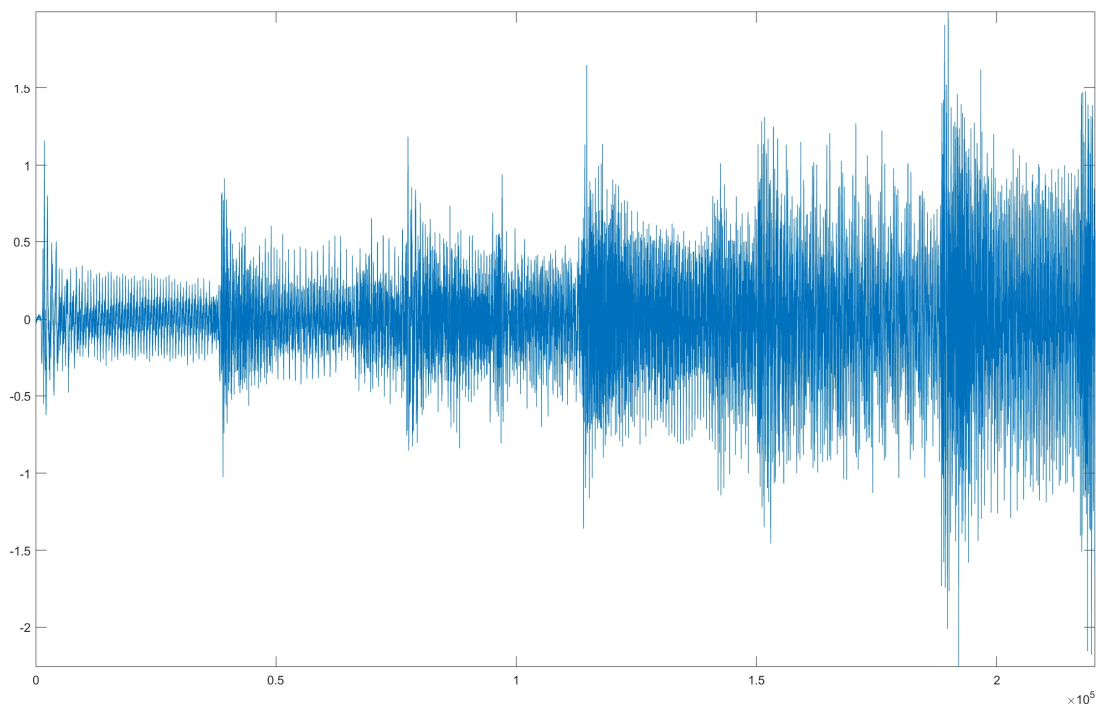


c. Synthesize gradual increase of guitar volume with bass and drums volume staying constant. (1.0pts)

```

part1_3.m  x  +
1      [bass, Fs] = audioread('bass.wav');
2      guitar = audioread('guitar.wav');
3      drums = audioread('drums.wav');
4
5      duration = 5;
6      b = bass(1:Fs*duration);
7      g = guitar(1:Fs*duration);
8      d = drums(1:Fs*duration);
9
10     sound(b, Fs);
11     sound(g, Fs);
12     sound(d, Fs);
13
14     t = 0:1:220499;
15
16     for X = 1:220499
17         g(X) = g(X)*(X/Fs);
18     end
19
20     comp = b + g + d;
21
22     plot(t, comp);
23     axis([0 48/48000 -1 1])

```

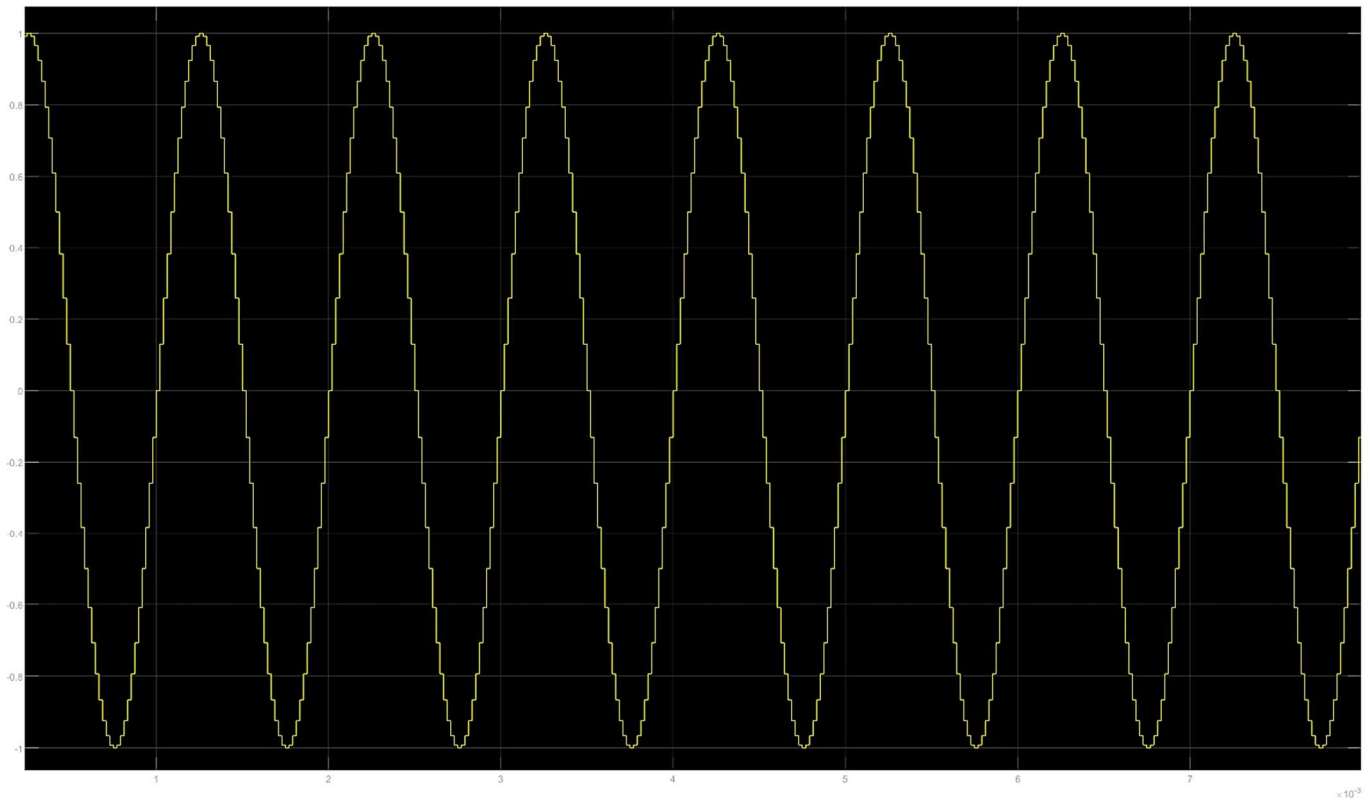


As you can observe in the above waveform, the guitar's volume is **gradually increasing** with time.

## 2. Simulink

### 2.1 First Simulink Model

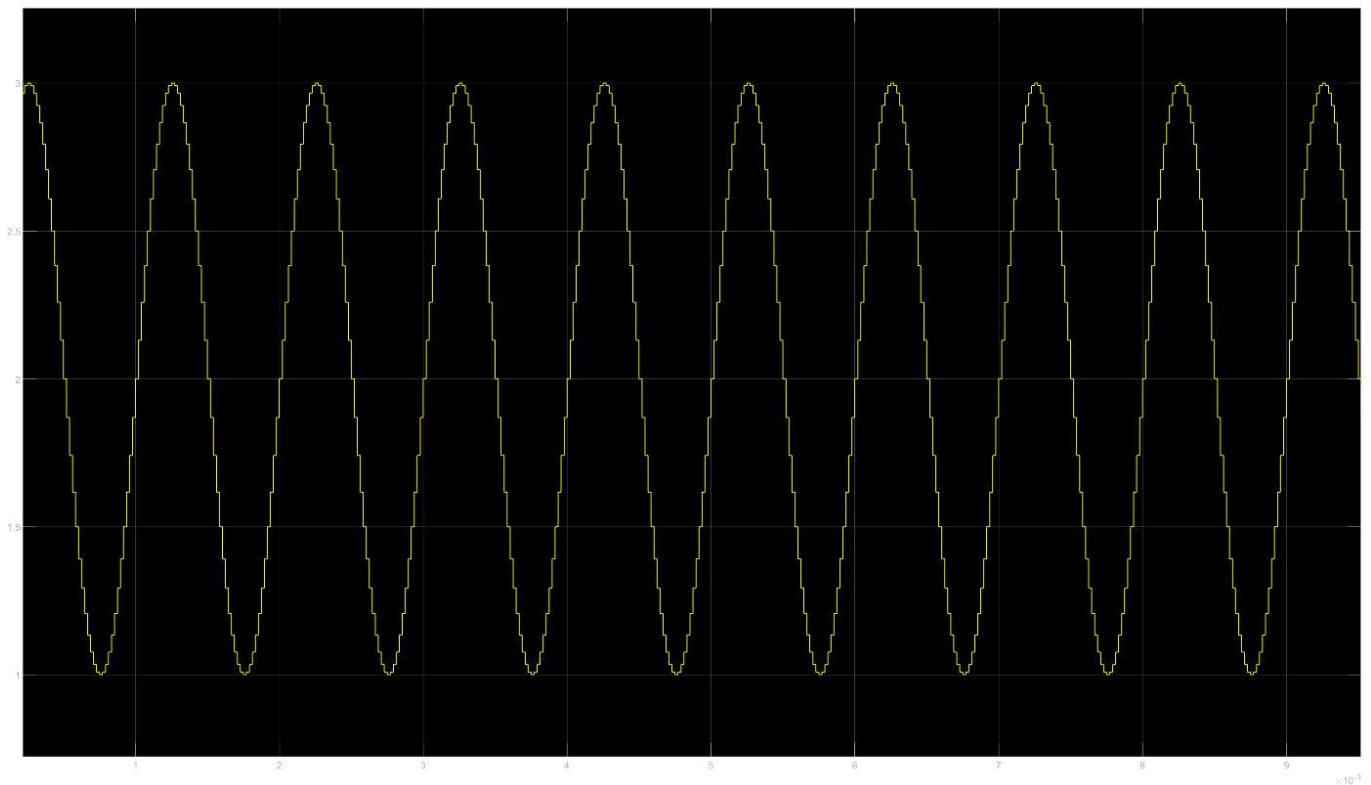
- a. Show a clear 1KHz sine wave with 1/48000 sampling time displayed on your Simulink scope. (1.0pts)



### 2.2 The Four Operations

#### 2.2.1 Adding and Subtracting a Constant to/from Sinusoid

- a. Show a positive DC shift of 2 on your Simulink scope. (1.0pt)



## 2.2.2 Gain

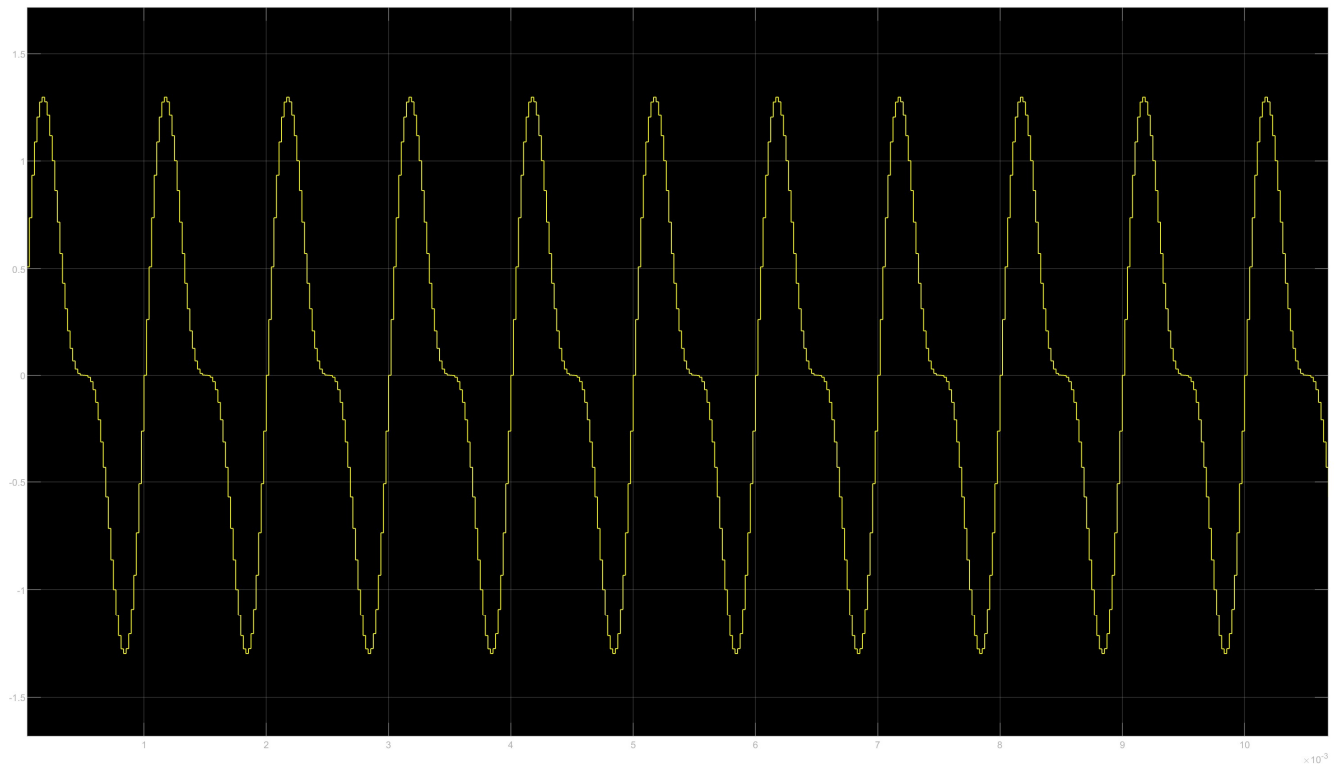
- a. Apply a 10dB gain to your sine wave and show it on the Simulink scope. (1.0pt)

$$20 \log_{10} x = 10 \text{ dB} \Rightarrow \text{Gain} = 10^{1/2}$$



## 2.2.3 Operating on Two Sines

- a. Show on your Simulink scope the resulting addition of 2 sinusoids: a 1Vp, 1KHz and a  $1 \text{ V}_{p_2}$  2KHz. Use the slider gain blocks to assign the magnitudes for the 2 sinusoids. (1.0pt)



## 2.2.4 Multiplying Two Sines

- a. Show your working (and sounding) model that multiplies two sinusoids: a 31.25Hz and a 500Hz, both with amplitude 1. (1.0pt)

