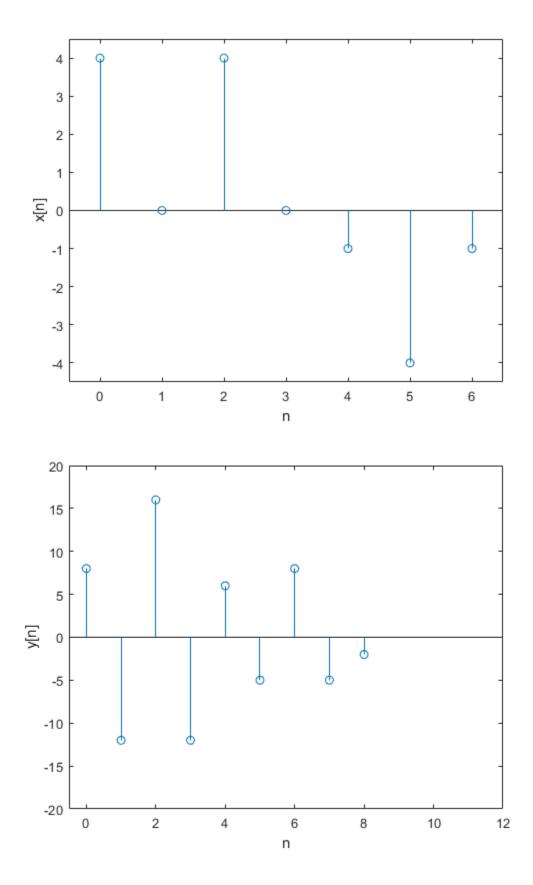
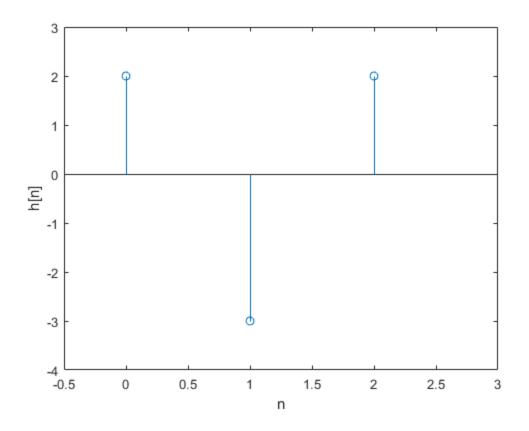
```
clc
close all
```

2. Finute Impulse Response (FIR) Filter

```
%Part a)
x = [4 0 4 0 -1 -4 -1];
n = 0 : length(x) - 1;
stem(n, x);
xlim([-0.5, 6.5]);
ylim([-4.5, 4.5]);
xlabel( 'n' );
ylabel( 'x[n]' );
b = [2 -3 2];
y = conv(x, b);
fprintf('y: [')
fprintf('%d, ', y(1:end-1))
fprintf('%d]\n', y(end))
%Part b)
n = 0 : length(y) - 1;
figure;
stem(n, y);
xlim([-0.5, 12]);
ylim([-20, 20]);
xlabel( 'n' );
ylabel( 'y[n]' );
%Part c)
h = [2 -3 2];
n = 0 : length(h) - 1;
figure;
stem(n, h);
xlim([-0.5, 3]);
ylim([-4, 3]);
xlabel( 'n' );
ylabel( 'h[n]' );
y: [8, -12, 16, -12, 6, -5, 8, -5, -2]
```





System Identification:

```
c)
x = [12345];
y = [111111-5];
% Determine Nmax based on input signal
% Finite-length length(y) - length(x) + 1
   Infinite-length length(x)
Nmax = length(y) - length(x) + 1; %% finite-length input signal
if ( Nmax < 2 )
   Nmax = length(x);
end
b = zeros(1, Nmax);
b(1) = y(1) / x(1); % Compute the first b value
% Compute the rest of b value
for k = 2:Nmax
   numer = y(k);
   n = k;
   for m = 1:(k-1)
if (n >= 1)
           numer = numer - b(m) * x(n);
 end
```

```
n = n - 1;
    end
    b(k) = numer / x(1);
    % Avoid possible division by zero error
    if (abs(b(k) - b(k-1)) \le (1e-7)*abs(b(k)))
        break;
    end
end
% utdeconvolve.m. implements the above algorithm for deconvolution.
% Part (a). Give the vectors for x and y that you used when running
% utdeconvolve.m. and the filter coefficients in vector b that the code
computes.
fprintf('y: [')
fprintf('%d, ', y(1:end-1))
fprintf('%d]\n', y(end))
fprintf('Here is the x vector: [');
fprintf('%d, ', x(1:end-1));
fprintf('%d]\n', x(end))
fprintf('Here is the y vector: [');
fprintf('%d, ', y(1:end-1));
fprintf('%d]\n', y(end))
% Part (b). Verify that the filter coefficients by using them in the
difference
% = 0 equation for the LTI FIR filter. You can use the Matlab command conv(x, b).
c = conv(x,b);
fprintf('Here are the filter coefficients: [');
fprintf('%d, ', c(1:end-1));
fprintf('%d]\n', c(end))
y: [1, 1, 1, 1, 1, -5]
Here is the x vector: [1, 2, 3, 4, 5]
Here is the y vector: [1, 1, 1, 1, -5]
Here are the filter coefficients: [1, 1, 1, 1, 1, -5]
```

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