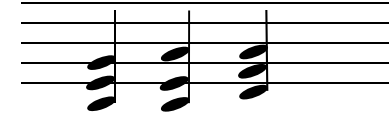


Homework 2 (Due: 26th Oct.)

- (1) (a) Compute the Fourier transform of $g_1(t) = 2\exp(-\pi(2t^2+4t+2))$. (b) Calculate the Gabor transform of $g_1(t)$. (c) Does $g_1(t)$ satisfy the lower bound of the uncertainty principle? Why? (15 scores)
- (2) Compare the 4 methods to implement the STFT in terms of (a) complexity and (b) constraints. (c) Which methods can also be used for implementing the WDF? (15 scores)
- (3) Which of the following signals are suitable to be analyzed by the Wigner distribution function (WDF)? Why? (a) $\exp(j2t^3)$, (b) Music signal, (c) $\sin(|t|^{0.5}+1)$, (d) Gaussian functions?



(10 scores)

(4) (a) Prove that the WDF of any signal is a real function. (b) How do we make the windowed WDF for any function always be real (show the constraint for the window $w(\tau)$) ? (c) How do we make Cohen's class distribution for any function always be real (show the constraint for the mask function $\Phi(\tau, \eta)$) ?
(15 scores)

(5) Why (a) Cohen's class distribution and (b) the polynomial WDF can avoid the cross term in some case?
(10 scores)

(6) Write a Matlab or Python code for the scaled Gabor transform (**unbalanced form**).
(page 102)

$y = \text{Gabor}(x, \tau, t, f, \text{sgm})$ (35 scores)

x : input, τ : samples on t -axis for the input, t : samples on t -axis for the output
 f : samples on f -axis, sgm : scaling parameter, y : output

(i) The Matlab or Python code should be handed out by NTUCool, (ii) Choose an input x (Use *.wav) , plot the output y . (iii) Also show the running time , (iv) Determine τ of the following example , (v) The running time should be as short as possible (for the following example, within 1.5 seconds)

```
[a1, fs] = audioread('Chord.wav');  
x=a1(:,1).'; % only extract the first channel  
tau = (? Please think how to determine tau);  
dt = 0.01;          df= 1;  
t= 0:dt:max(tau);   f= 20:df:1000;  
sgm= 200;  
tic  
y= Gabor (x, tau, t, f, sgm);  
toc
```

Add scores for the top 20.

(Extra): Answer the questions according to your student ID number.
(ended with 0, 1, 2, 4, 5, 6, 7, 9)