

Exercise 4-1: Load the image `recorder.jpg`. Convert to grayscale and compress the image using the FFT.

- (a) Design a compression threshold to keep exactly 10% of the original Fourier coefficients. Compute the L_2 norm of the error between the new compressed image and the original image. Also compute the L_2 norm of the Fourier transformed versions of the compressed and original images.
 - (b) Repeat for a compression that only keeps 1% of the original Fourier coefficients.
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Exercise 4-2: Now, we will use the FFT to simultaneously compress and re-master an audio file. Please download the file `r2112.mat` and load this file (`load r2112.mat;`) at the beginning of your code for this problem to load the audio data into the matrix `rush` and the sample rate `FS`.

- (a) Listen to the audio signal (`>>sound(rush,FS);`). Compute the FFT of this audio signal.
- (b) Compute the power spectral density vector. Plot this to see what the output looks like. Also plot the spectrogram using the same parameters as in lecture 17.
- (c) Now, download `r2112noisy.mat` and load this file to initialize the variable `rushnoisy`. This signal is corrupted with high-frequency artifacts. Manually zero the last 3/4 of the Fourier components of this noisy signal (if `n=length(rushnoisy)`, then zero out all Fourier coefficients from `n/4:n`). Use this filtered frequency spectrum to reconstruct the clean audio signal. When reconstructing, be sure to take the real part of the inverse Fourier transform: `cleansignal=real(iff(filteredcoefs));`

Because we are only keeping the first 1/4 of the frequency data, you must multiply the reconstructed signal by 2 so that it has the correct normalized power. Be sure to use the `sound` command to listen to the pre- and post-filtered versions. Plot the power spectral density and spectrograms of the pre- and post-filtered signals.
