

1. **A.**  $h[n] = \text{Th}(t=nT) = (0.1)40\cos(20(0.1n))u(0.1n) = 4\cos(2n)u[n]$ .
2. **E.**  $s = \frac{2}{0.1} \frac{z-1}{z+1} \rightarrow H(z) = \frac{40 \cdot 20 \frac{z-1}{z+1}}{(20 \frac{z-1}{z+1})^2 + 400} \frac{(z+1)^2}{(z+1)^2} = \frac{800(z-1)(z+1)}{400(z-1)^2 + 400(z+1)^2} = \frac{z^2-1}{z^2+1}$ .
3. **D.**  $20 = \Omega = \frac{2}{0.1} \tan(\frac{\omega}{2}) \rightarrow 1 = \tan(\frac{\omega}{2}) \rightarrow \omega = \pi/2$  (not  $\pi/4$ ).
4. **C.** Bilinear transform maps  $\text{Re}[s] < 0 \rightarrow |z| < 1$ , so stable & causal  $\rightarrow$  stable & causal.
5. **B.**  $h[n] = \{a, 0, -a\} \rightarrow H(e^{j\omega}) = 2a\sin(\omega)$ .  $H(e^{j0}) = H(e^{j\pi}) = 0$  satisfied automatically.  
 $H(e^{j\pi/2}) = ja = 2a \rightarrow a = \frac{\pi}{4} \rightarrow h[n] = \{\frac{\pi}{4}, 0, -\frac{\pi}{4}\}$ .
6. **E.**  $h_{IDEAL}[n] = \frac{(-1)^n}{n} \rightarrow h[n] = w[n]h_{IDEAL}[n] = \{1, 0, -1\}$ .
7. **E.** 'Hilbert' designs an odd-symmetry filter without weight used in 'differentiator.'
8. **B.**  $H_a(s) = \frac{1}{s}$  and  $s = \frac{2}{2} \frac{z-1}{z+1} \rightarrow H(z) = \frac{z+1}{z-1} = \frac{Y(z)}{X(z)} \rightarrow y[n] - y[n-1] = x[n] + x[n-1]$
9. **C.** Downsampling by 2 doubles frequency to 400 Hz.  $400 < \frac{1}{2}1000 \rightarrow$  no aliasing.
10. **B.** Upsampling halves frequency, but also brings in the aliased version (400 Hz) of it.
11. **F.** A and C reduce, not raise, frequency. B and D first yield 600 Hz which gets aliased. E first yields 100 & 400 Hz; latter becomes 1200 Hz which gets aliased down to 200 Hz.
12. **E.** Probably easiest to simply try all four frequencies. Analytically, need:  
 $\pm\omega/3 = 2\pi - 3\omega \rightarrow 2\pi = 2.667\omega \rightarrow \omega = 0.75\pi$  or  $2\pi = 3.333\omega \rightarrow \omega = 0.6\pi$ .
13. **A.** Increasing N doesn't help; a Hamming window actually hurts (see #16).
14. **E.** Increasing L makes it sharper, not smoother. Increasing N  $\rightarrow$  finer sampling.  
A window convolves the spectrum with the window's spectrum, making it smoother.
15. **C.** Increasing L does not reduce sidelobes; increasing N just samples them more finely.
16. **D.** A window broadens the peaks; decreasing N doesn't hurt—peaks still outlined.
17. **B.** Bandpass. Rejects  $0 < \omega < 0.2\pi$  and  $0.8\pi < \omega < \pi$ ; passes  $0.3\pi < \omega < 0.7\pi$
18. **B.** Bandpass. Rejects both  $\omega = 0, \pi$  since  
 $H(e^{j0}) = a+b+c+d+0-d-c-b-a=0$  and  $H(e^{j\pi}) = a-b+c-d+0-(-d)+(-c)-(-b)+(-a)=0$
19. **C.**  $h[i,j] = h[i]h[j]$  where  $h[n] = \{-1, 2, -1\}$  and  $H(e^{j\omega}) = 2-2\cos(\omega)$  is highpass filter.  
Note that  $h[n] = [1, -2, 1]$  is NOT a notch filter, despite its form (the "notch" is at DC!).
20. **A.** Don't even think about asking for partial credit!

| SCORES | 100 | 95 | 90 | 85 | 80 | < 80 | Total | Mean | Median |
|--------|-----|----|----|----|----|------|-------|------|--------|
| #ugrad | 6   | 12 | 12 | 10 | 4  | 3    | 47    | 88.9 | 90     |
| #grad  | 1   | 2  | 0  | 1  | 1  | 0    | 5     | 91.0 | 95     |