

B.Tech IV Year II Semester (R13) Advanced Supplementary Examinations July 2017 ADAPTIVE SIGNAL PROCESSING

(Electronics & Communication Engineering)

Time: 3 hours

PART - A

(Compulsory Question)

- 1 Answer the following: (10 X 02 = 20 Marks)
 - (a) Determine the Eigen vector corresponding to the smallest Eigen value of the matrix.

$$A = \begin{bmatrix} 3 & 0 & 0 \\ 5 & 4 & 0 \\ 3 & 6 & 1 \end{bmatrix}$$

- (b) Define adaptive system.
- (c) What is the use of linearly constrained minimum variance method?
- (d) Formulate the Kalman gain.
- (e) Infer the importance of LMS filters in signal processing.
- (f) State any two properties of time average correlation matrix.
- (g) What is the fundamental difference between RLS and LMS algorithm?
- (h) List any two operational advantages of QRD-LSL algorithm.
- (i) Explain the functionality of SVD.
- (j) Write the features of Bus-Gang algorithm.

PART - B

(Answer all five units, 5 X 10 = 50 Marks)

UNIT - I

- 2 (a) Summarize the characteristics of the adaptive system.
 - (b) With a neat sketch, explain the general form of adaptive linear combiner.

OR

3 Discuss the open and closed loop adaptation system with neat sketch.

UNIT - II

- 4 (a) Explain principle of orthogonality.
 - (b) Draw the block diagram for the Kalman filter and explain the significance of Kalman gain.

OR

5 Discuss in detail, properties of prediction error filter.

UNIT - III)

6 Determine the condition for stability of the Steepest descent algorithm.

OR

- 7 (a) Discuss various data windowing methods.
 - (b) Explain the stability and performance analysis of LMS algorithm.

UNIT - IV

- 8 Elaborate the concept of convergence behavior of RLS algorithm with respect to mean and mean square value.
 OR
- 9 Write a short note on the following: (a) Adaptive forward linear prediction. (b) Adaptive backward linear prediction.

UNIT - V

- 10 (a) Briefly discuss the blind deconvolution problem.
 - (b) Draw and explain the plock diagram of blind squalizer TS.CO.IN
- 11 Write a short note on: (a) Sato algorithm. (b) Godard algorithm.

Max. Marks: 70