

APPENDIX G

vqglbg.m

```

%
% Vector Quantization
%
function r = vqglbg(d, k)
e    = 0.01;
r    = mean(d, 2);
dpr = 1000;

for i = 1:log2(k)
    r = [r*(1+e), r*(1-e)];
    while (1 == 1)
        z = disteu(d, r);
        [m, ind] = min(z, [], 2);
        t = 0;
        for j = 1:2^i
            r(:, j) = mean(d(:, find(ind == j)), 2);
            x = disteu(d(:, find(ind == j)), r(:, j));
            for q = 1:length(x)
                t = t+x(q);
            end
        end
        end
        if ((dpr -t)/t < e)
            break;
        else
            dpr = t;
        end
    end
end
end

```

noise,m

```

function d = noise(s, fs)

%%%% Noise

var = 0.001; % noise variance

mean = 0; % noise mean

n = randn(size(s)) * var + mean*ones(size(s));

%%%%%%

```

```
signal = n+s;           % add Gaussian noise to the signal y
Yfft=fft(s);           % FFT of original signal
Xfft=fft(signal);      % FFT of signal with noise
```