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Subject: Random numbers with predefined spectral density

Posted by [hahn](#) on Mon, 21 Aug 1995 07:00:00 GMT

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Hi,

I want to calculate random numbers with other than white noise spectrum. The noise spectrum (amplitude vs. frequency) is given and I need random numbers that adhere to this spectrum.

Actually, the spectrum is given by a FIR filter of order 12:

coeff = [ 1.48, 1.64, 0.927, ..., 3.1e-3]

How to proceed from here ?

Norbert Hahn

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Subject: Re: Random numbers with predefined spectral density

Posted by [steinhh](#) on Tue, 22 Aug 1995 07:00:00 GMT

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In article <41ab22\$jp5@rs18.hrz.th-darmstadt.de>, hahn@hrz.th-darmstadt.de (Norbert Hahn) writes:

|>  
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|> spectrum. The noise spectrum (amplitude vs. frequency) is  
|> given and I need random numbers that adhere to this spectrum.  
|>  
|> Actually, the spectrum is given by a FIR filter of order 12:  
|> coeff = [ 1.48, 1.64, 0.927, ..., 3.1e-3]  
|>  
|> How to proceed from here ?  
|>  
|> Norbert Hahn

Simply produce white noise, and filter it with your desired noise spectrum (beware of the difference between \*amplitude\* and the \*power\* spectrum).

Given N = Noise amplitude vs. frequency, an array with NN elements, you simply use:

```
NOISE = fft( fft(randomn(seed,NN),-1)*N , 1)
```

You should also include some renormalization of the total power in your noise, of course.

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Subject: Re: Random numbers with predefined spectral density

Posted by [David Ritscher](#) on Thu, 24 Aug 1995 07:00:00 GMT

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> I want to calculate random numbers with other than white noise  
> spectrum. The noise spectrum (amplitude vs. frequency) is  
> given and I need random numbers that adhere to this spectrum.

> Actually, the spectrum is given by a FIR filter of order 12:  
> coeff = [ 1.48, 1.64, 0.927, ..., 3.1e-3]

Just make a white noise sequence and filter it, using these same  
coefficients, as per the following example:

```
coeff = [ 1.48, 1.64, 0.927, 0, 0, 3.1e-3]  
n_samples = 10000
```

```
n_coef = n_elements(coeff)  
n_samples = 10000 + 2*n_coef
```

```
white = randomn(seed, n_samples)  
colored = convol(white, coeff) ;filter the white noise source  
; throw away the first and last values, some of which were not filtered:  
colored = colored(n_coef:n_samples-1-n_coef)
```

```
; note - although the IDL/PVWave CONVOL funtction is not really a  
; convolution (i.e., (convol(a, reverse(b)) really performs the convolution  
; of a and b), since this order doesn't change the spectrum of the result,  
; this consideration can be ignored.
```

--

David Ritscher

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