

Re: randomized white noise = white noise?

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- *From:* "Tom Bruhns" <k7itm@xxxxxxx>
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Assuming you meant for b1 to have white/4, not tw/4, that doesn't do too bad, and is a good illustration of being clever with coefficients. The ripples in the error are not quite as well behaved, but the peak-to-peak error is actually less than with the original coefficients. If I match up to zero error at 1kHz, then 20Hz is -0.907dB, peak at 31Hz of -0.552dB, valley at 111Hz of -1.420dB, peak at 4196Hz of +1.156dB, valley at 18872Hz of -1.837dB.

But we still don't know what's good enough for the application...

Cheers,
Tom

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