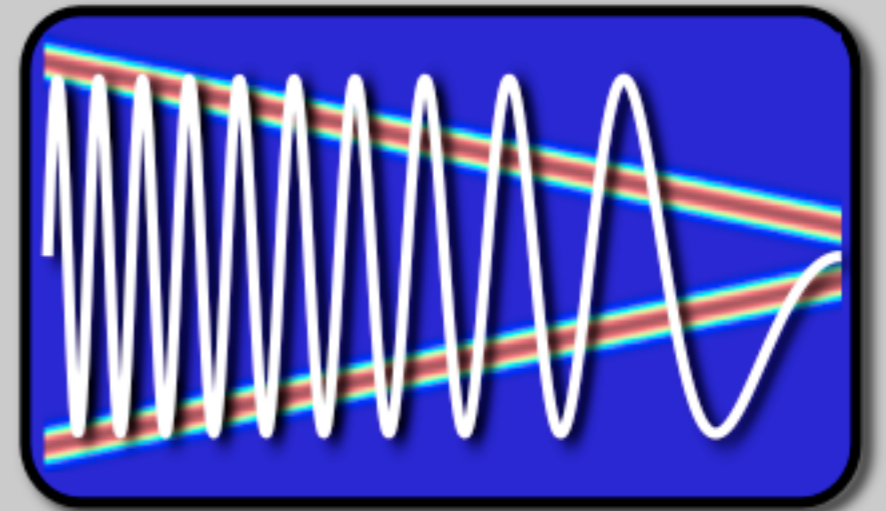


EE123



# Digital Signal Processing

## Lecture 5B Time-Frequency Tiling



# *FREQUENCY ANALYSIS*

---

- Frequency Spectrum
  - Be basically the frequency components (spectral components) of that signal
  - Show what frequencies exist in the signal
- Fourier Transform (FT)
  - One way to find the frequency content
  - Tells how much of each frequency exists in a signal

$$X(k+1) = \sum_{n=0}^{N-1} x(n+1) \cdot W_N^{kn}$$
$$x(n+1) = \frac{1}{N} \sum_{k=0}^{N-1} X(k+1) \cdot W_N^{-kn}$$
$$w_N = e^{-j\left(\frac{2\pi}{N}\right)}$$

$$X(f) = \int_{-\infty}^{\infty} x(t) \cdot e^{-2j\pi ft} dt$$
$$x(t) = \int_{-\infty}^{\infty} X(f) \cdot e^{2j\pi ft} df$$



# ***STATIONARITY OF SIGNAL***

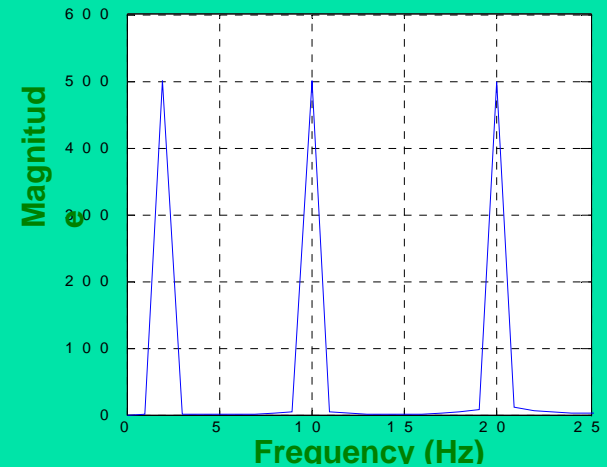
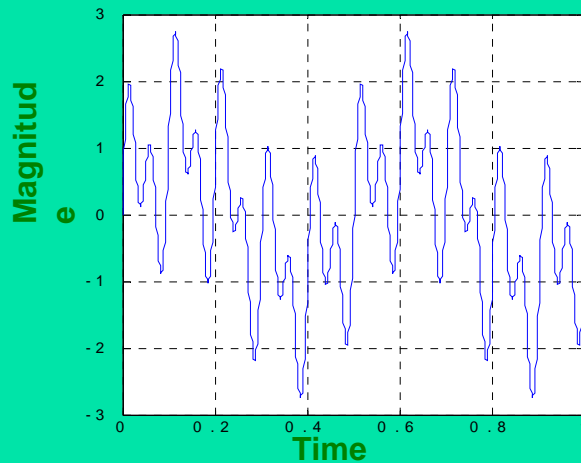
---

- Stationary Signal
  - Signals with frequency content unchanged in time
  - All frequency components exist at all times
- Non-stationary Signal
  - Frequency changes in time
  - One example: the “Chirp Signal”

# STATIONARITY OF SIGNAL

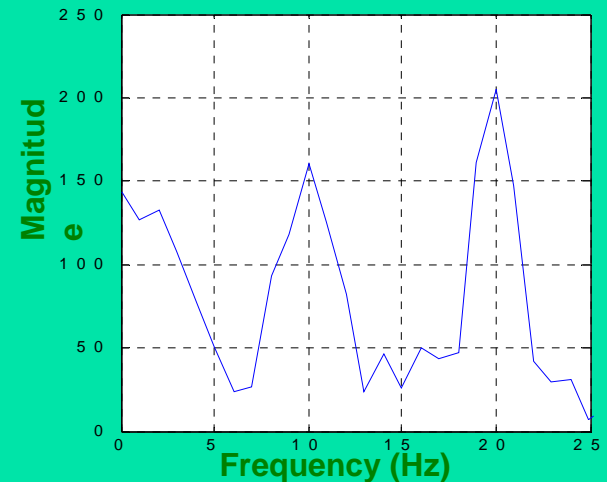
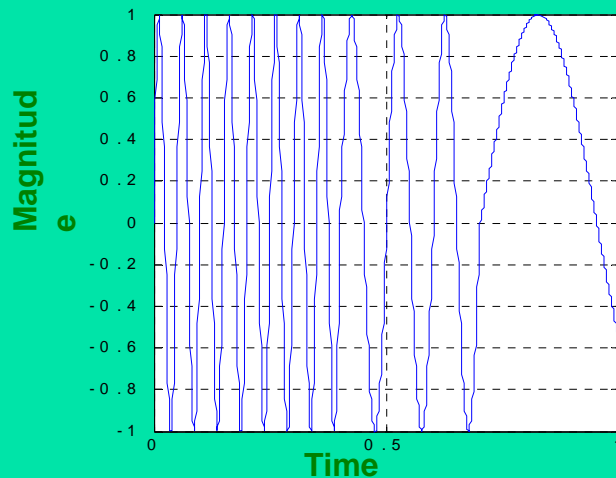
2 Hz + 10 Hz + 20Hz

Stationary



0.0-0.4: 2 Hz +  
0.4-0.7: 10 Hz +  
0.7-1.0: 20Hz

Non-Stationary

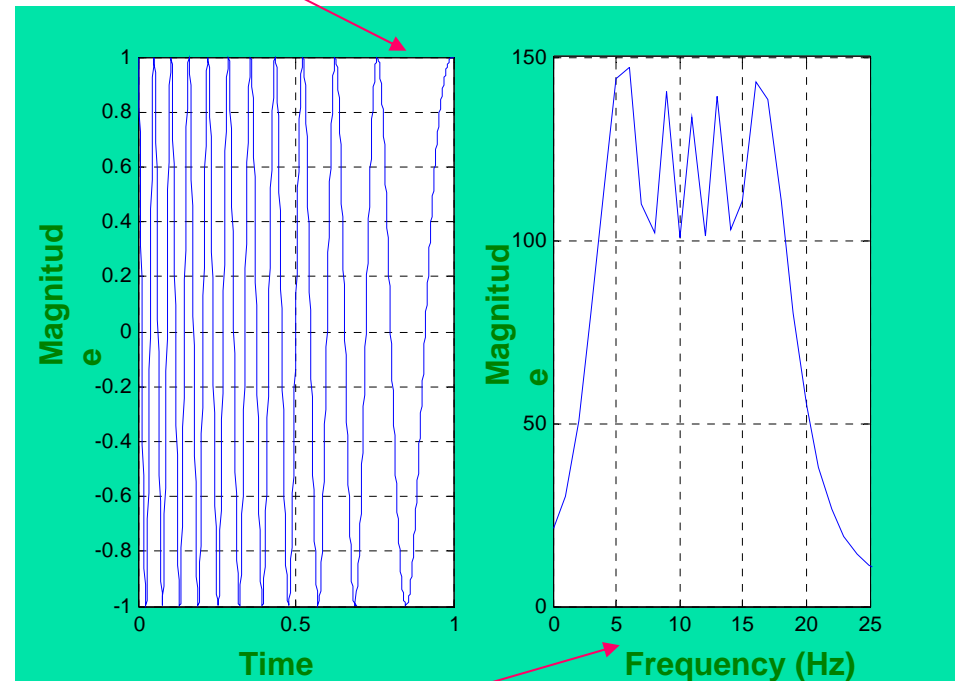
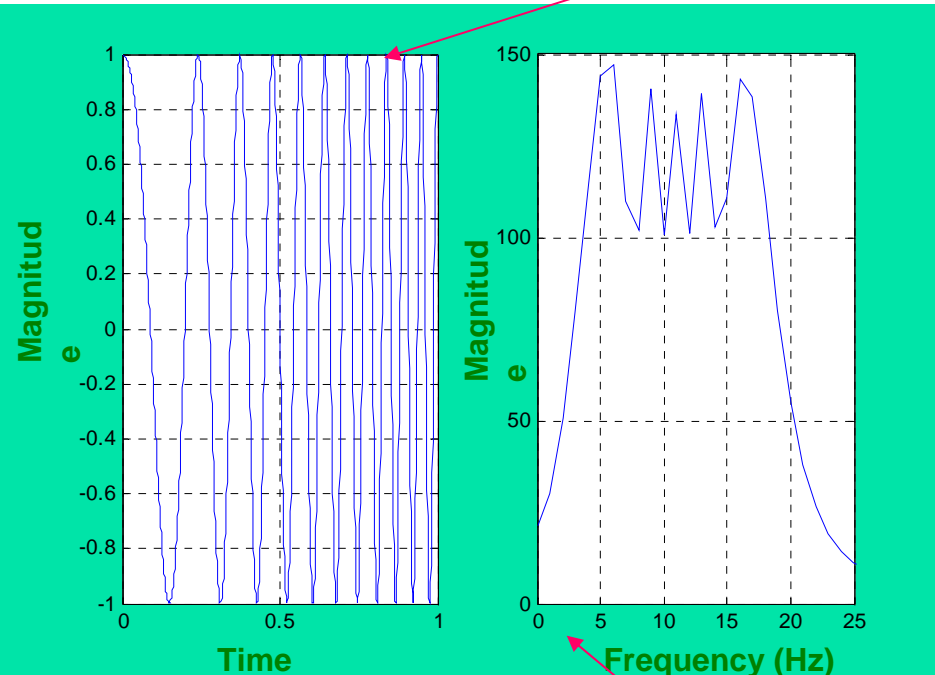


# CHIRP SIGNALS

Frequency: 2 Hz to 20 Hz

Different in Time Domain

Frequency: 20 Hz to 2 Hz



Same in Frequency Domain

At what time the frequency components occur? FT can not tell!

# ***NOTHING MORE, NOTHING LESS***

- FT Only Gives what Frequency Components Exist in the Signal
- The Time and Frequency Information can not be Seen at the Same Time
- Time-frequency Representation of the Signal is Needed

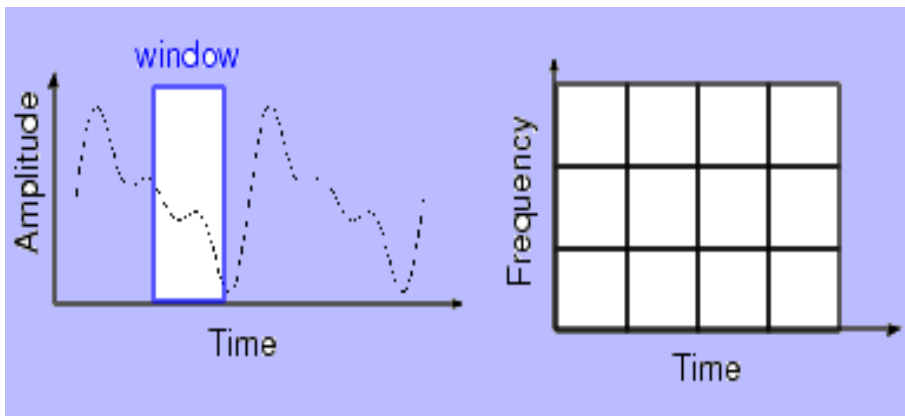
**Most of Transportation Signals are Non-stationary.**

(We need to know **whether** and also **when** an incident was happened.)

**ONE EARLIER SOLUTION: SHORT-TIME FOURIER TRANSFORM (STFT)**

# SHORT TIME FOURIER TRANSFORM (STFT)

- Dennis Gabor (1946) Used STFT
  - To analyze only a small section of the signal at a time -- a technique called *Windowing the Signal*.
- The Segment of Signal is Assumed *Stationary*
- A 3D transform



$$\text{STFT}_X^{(\omega)}(t', f) = \int [x(t) \cdot \omega^*(t - t')] \cdot e^{-j2\pi ft} dt$$

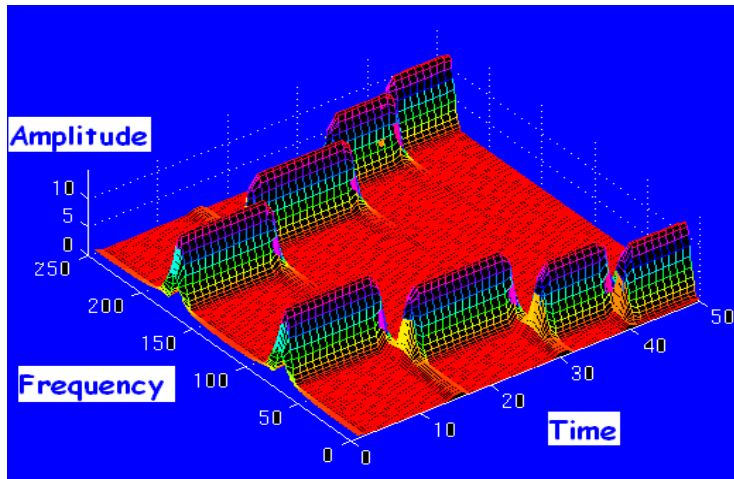
$\omega(t)$ : the window function

**A function of time  
and frequency**

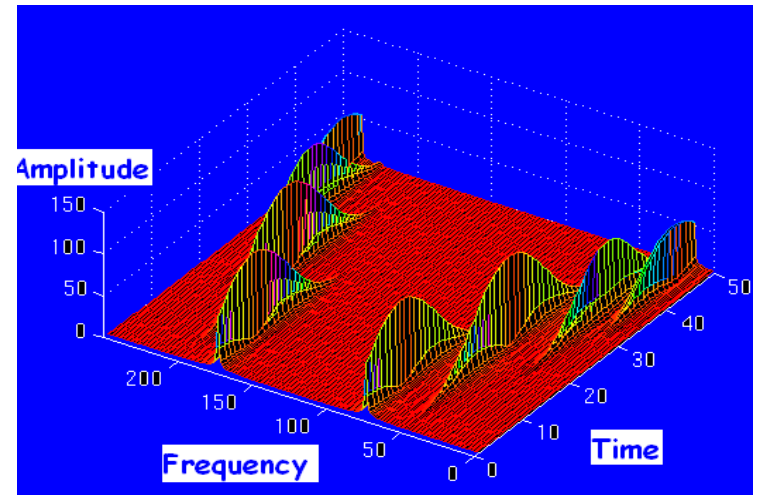
# ***DRAWBACKS OF STFT***

- Unchanged Window
- Dilemma of Resolution
  - Narrow window -> poor frequency resolution
  - Wide window -> poor time resolution
- Heisenberg Uncertainty Principle
  - Cannot know what frequency exists at what time intervals

## **Via Narrow Window**



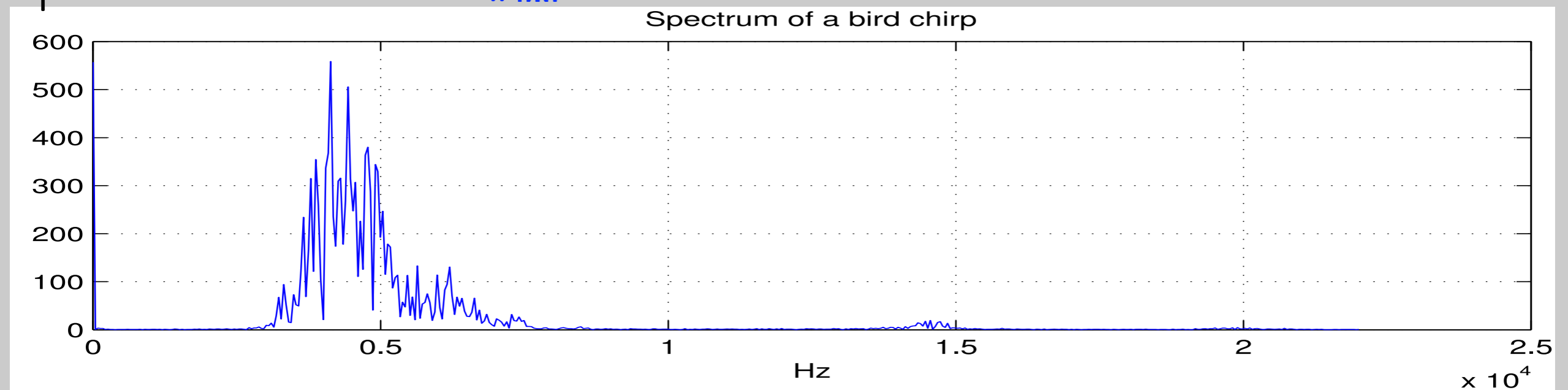
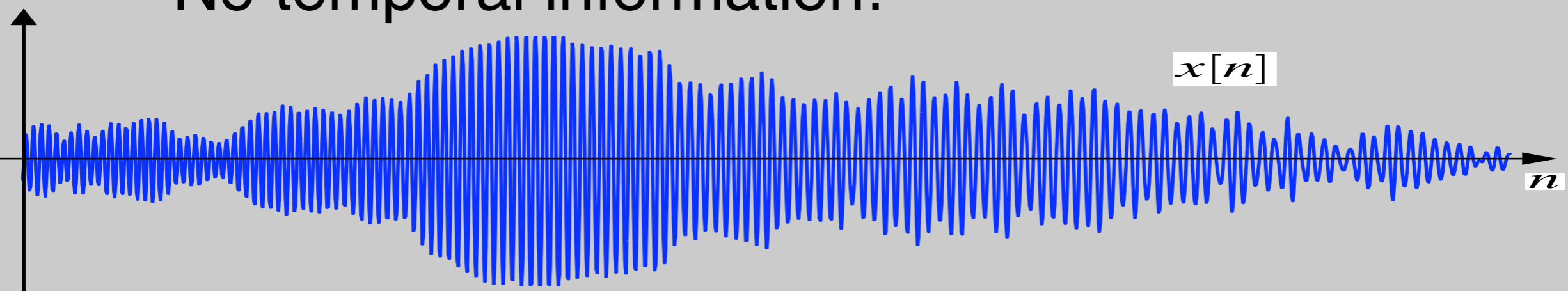
## **Via Wide Window**





# Example of spectral analysis

- Spectrum of a bird chirping
  - Interesting,.... but...
  - Does not tell the whole story
  - No temporal information!



# Time Dependent Fourier Transform

- To get temporal information, use part of the signal around every time point

$$X[n, \omega) = \sum_{m=-\infty}^{\infty} x[n+m]w[m]e^{-j\omega m}$$

\*Also called Short-time Fourier Transform (STFT)

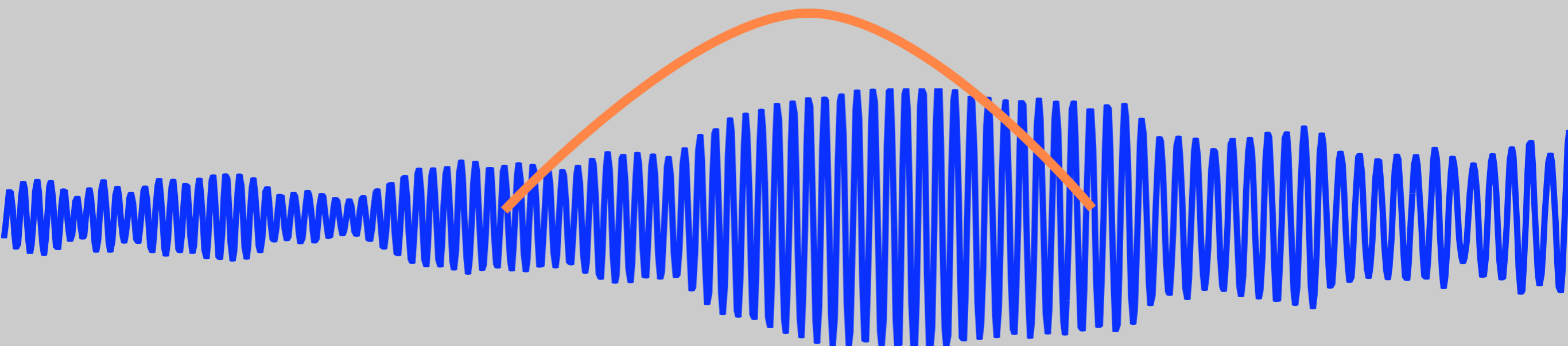
- Mapping from 1D  $\Rightarrow$  2D,  $n$  discrete,  $w$  cont.

# Time Dependent Fourier Transform

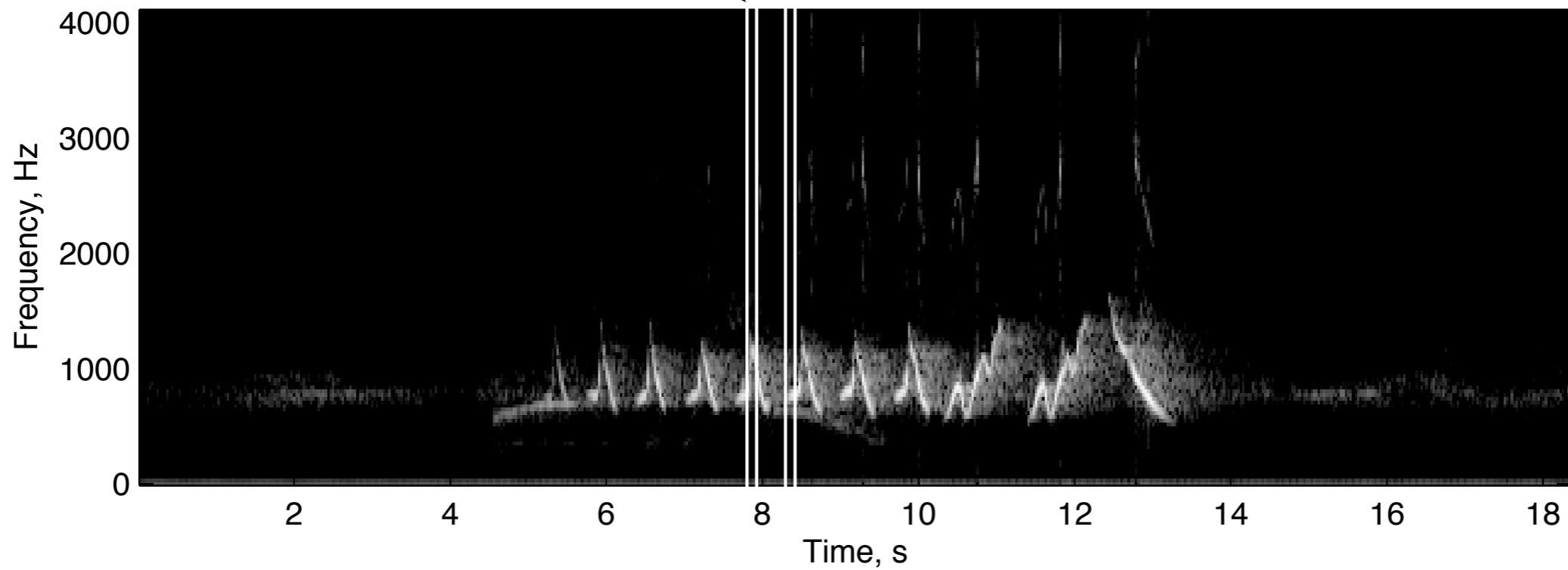
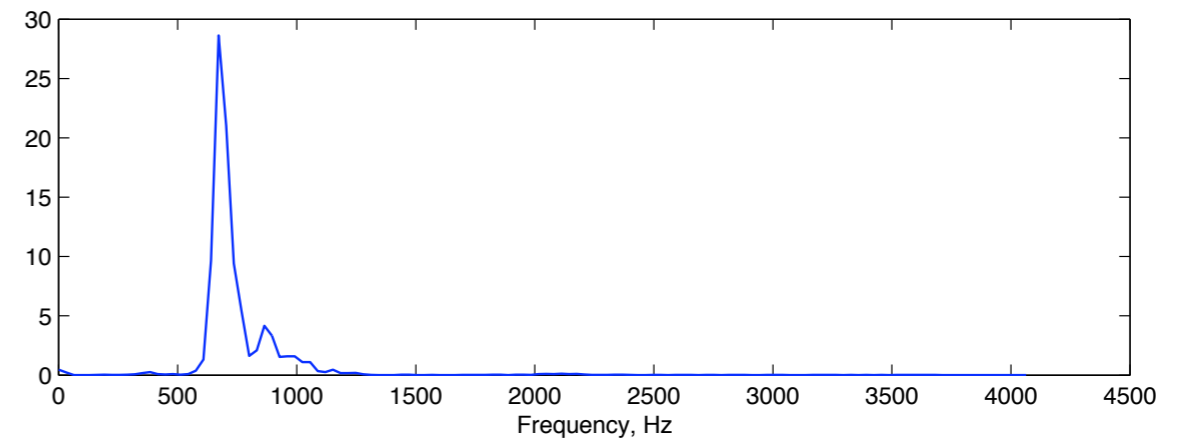
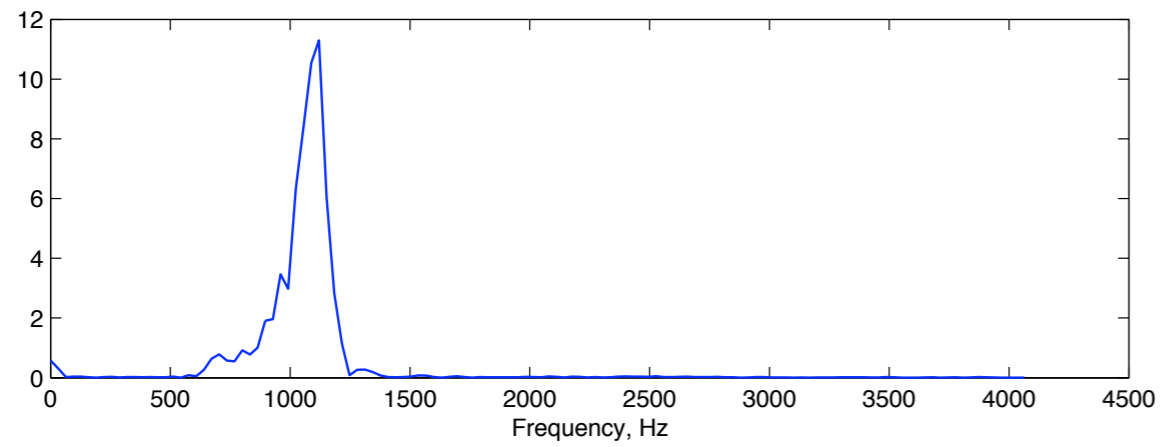
- To get temporal information, use part of the signal around every time point

$$X[n, \omega) = \sum_{m=-\infty}^{\infty} x[n+m]w[m]e^{-j\omega m}$$

\*Also called Short-time Fourier Transform (STFT)



# Spectrogram



# Discrete Time Dependent FT

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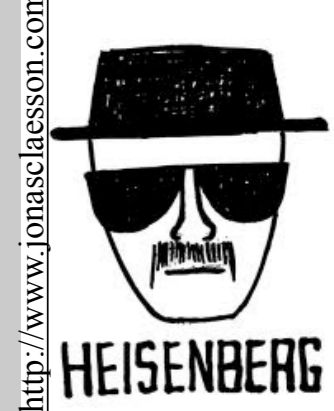
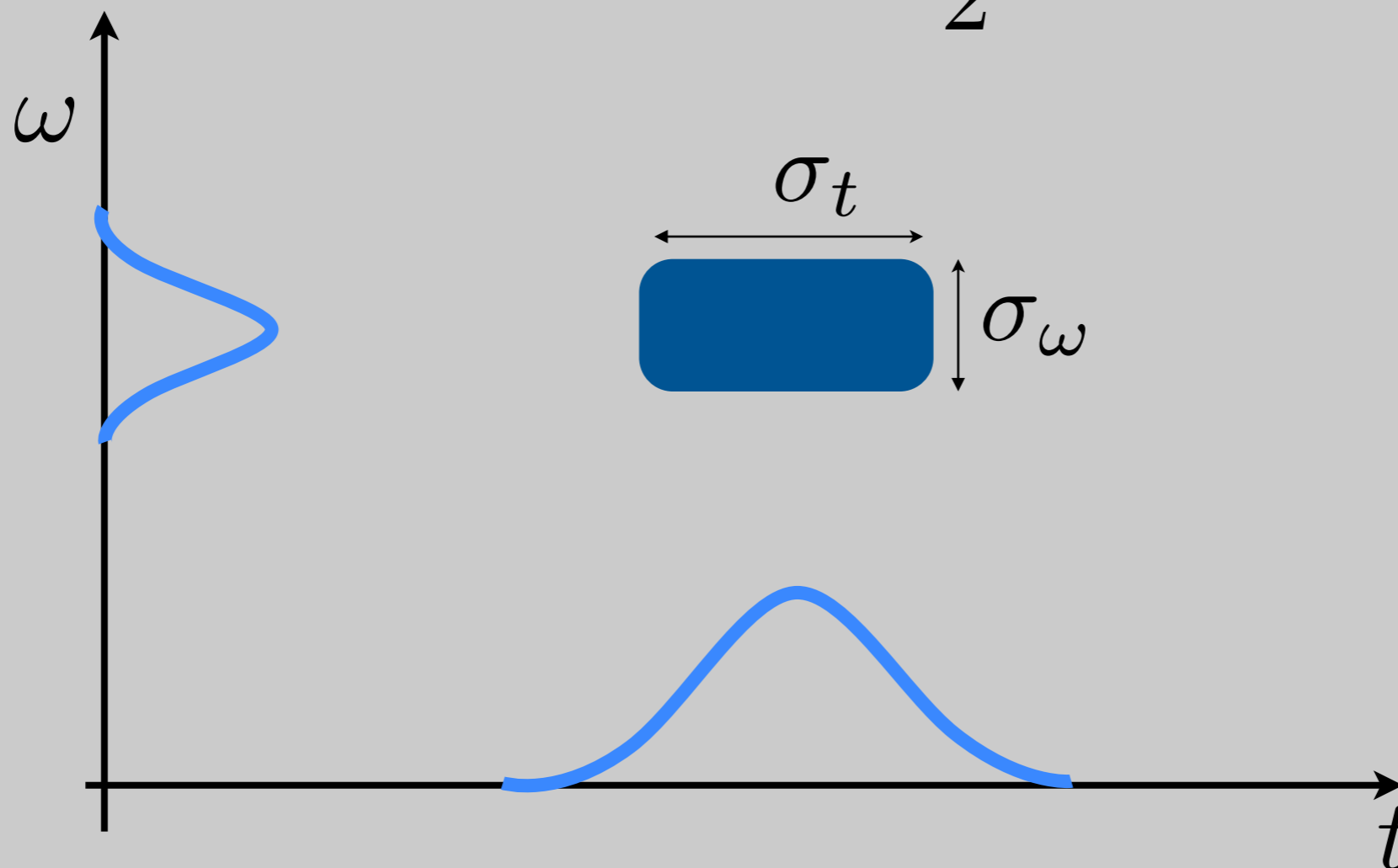
$$X_r[k] = \sum_{m=0}^{L-1} x[rR + m]w[m]e^{-j2\pi km/N}$$

- L - Window length
- R - Jump of samples
- N - DFT length
  
- Tradeoff between time and frequency resolution

# Heisenberg Boxes

- Time-Frequency uncertainty principle

$$\sigma_t \cdot \sigma_\omega \geq \frac{1}{2}$$



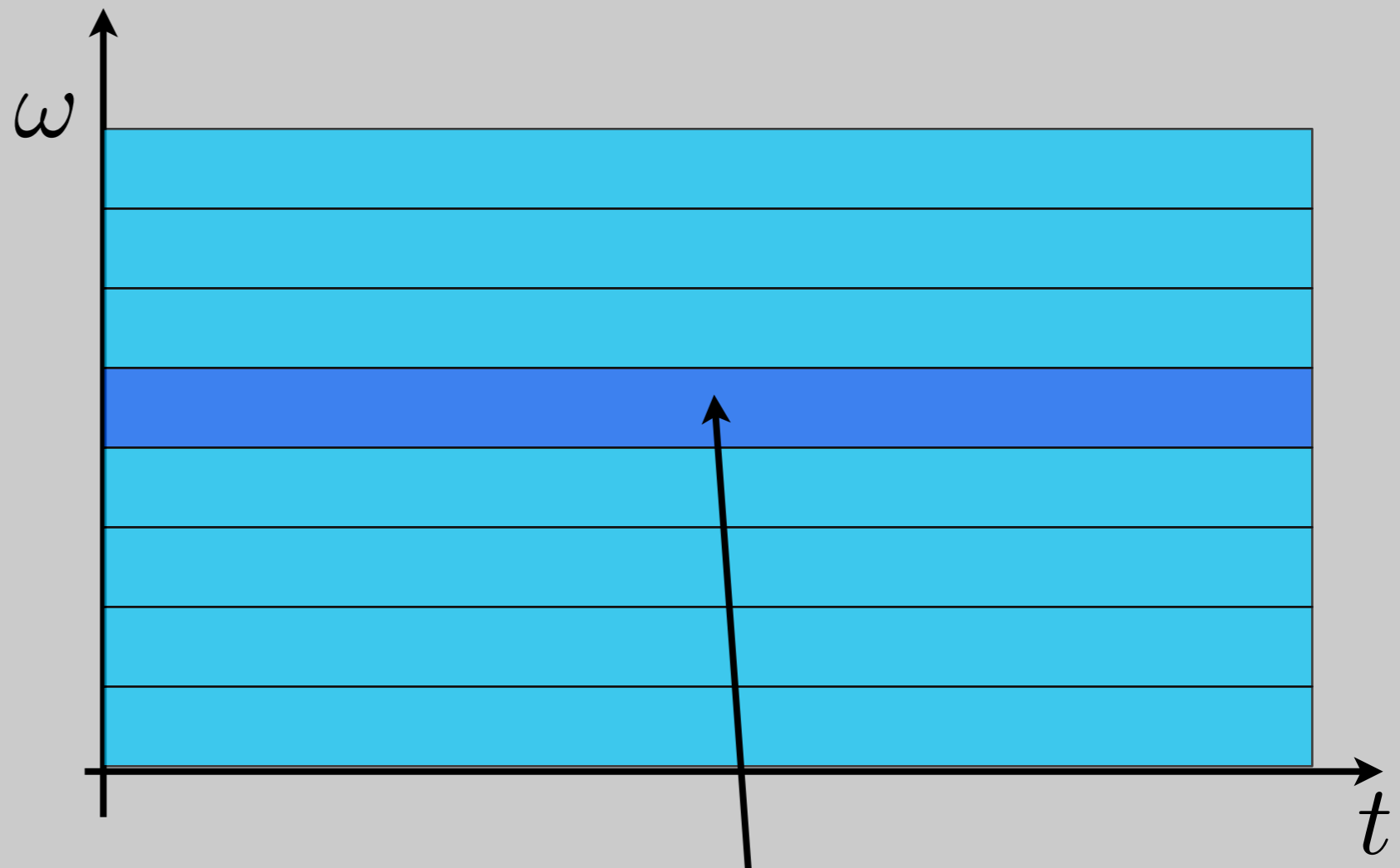
# DFT

$$X[k] = \sum_{n=0}^{N-1} x[n] e^{-j2\pi kn/N}$$

$$\Delta\omega = \frac{2\pi}{N}$$

$$\Delta t = N$$

$$\Delta\omega \cdot \Delta t = 2\pi$$



one DFT coefficient

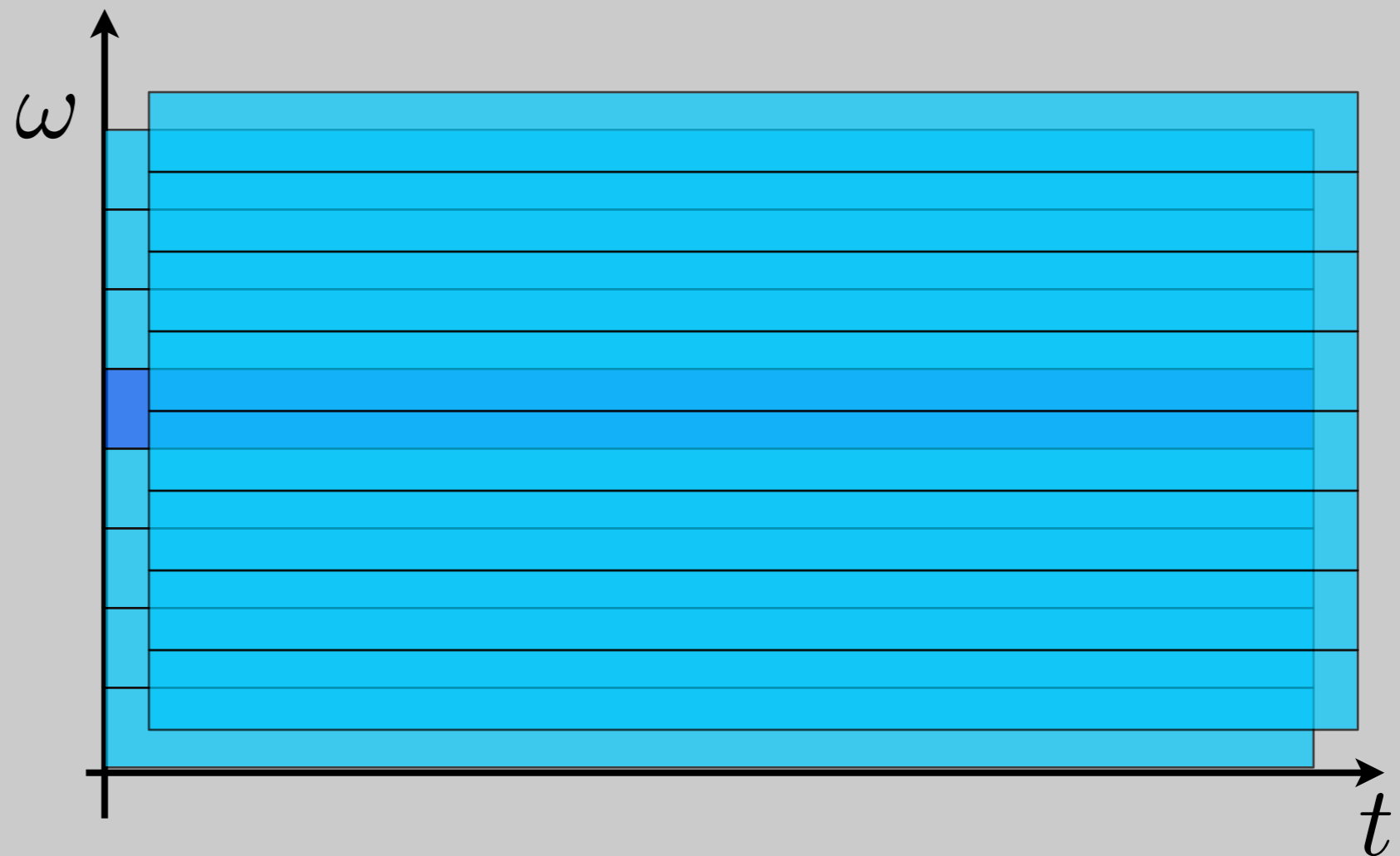
# DFT

$$X[k] = \sum_{n=0}^{N-1} x[n] e^{-j2\pi kn/N}$$

$$\Delta\omega = \frac{2\pi}{N}$$

$$\Delta t = N$$

$$\Delta\omega \cdot \Delta t = 2\pi$$



Question: What is the effect of zero-padding?  
Answer: Overlapped Tiling!

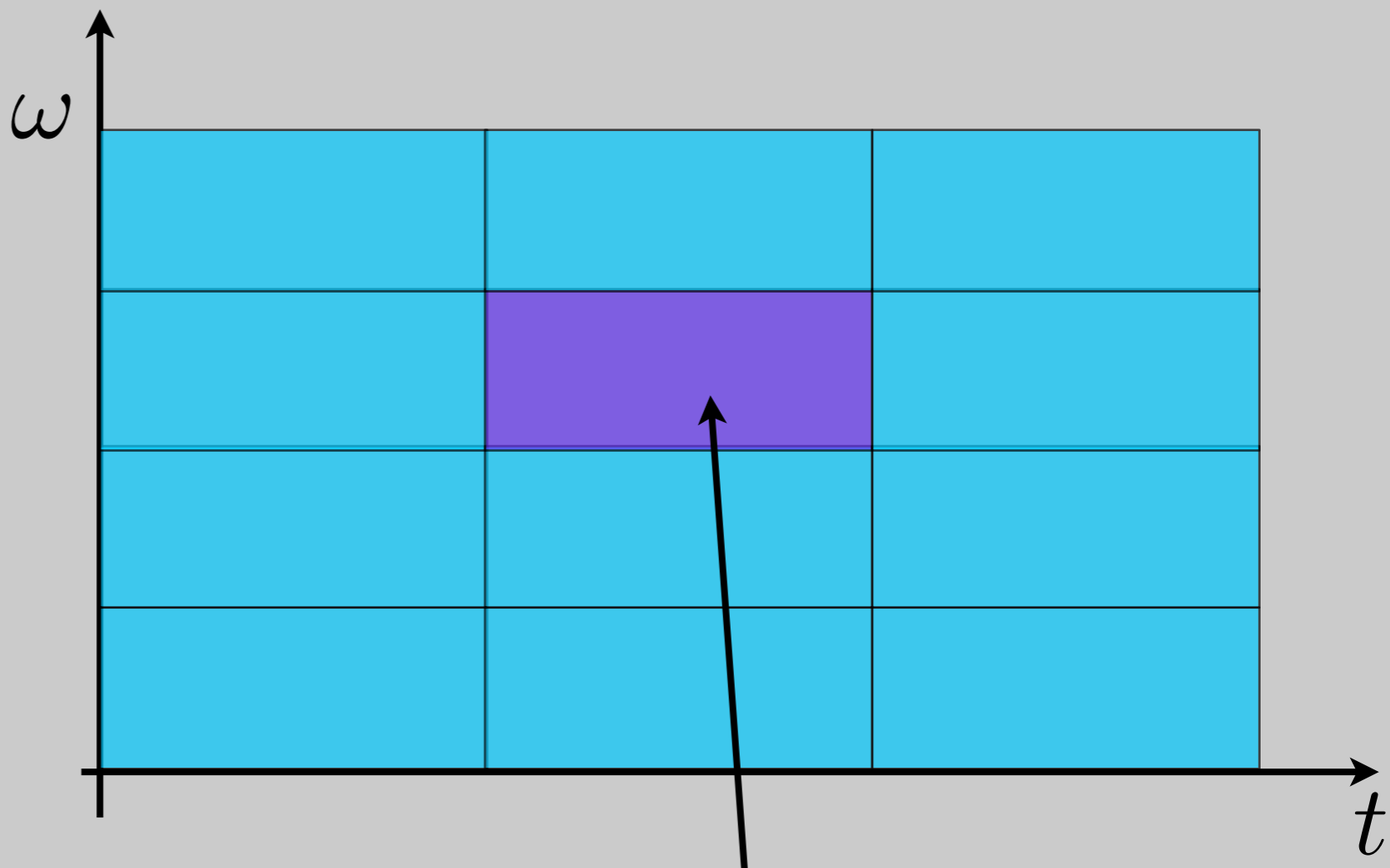


# Discrete STFT

$$X[r, k] = \sum_{m=0}^{L-1} x[r \overset{\text{optional}}{\downarrow} R + m] w[m] e^{-j2\pi km/N}$$

$$\Delta\omega = \frac{2\pi}{L}$$

$$\Delta t = L$$



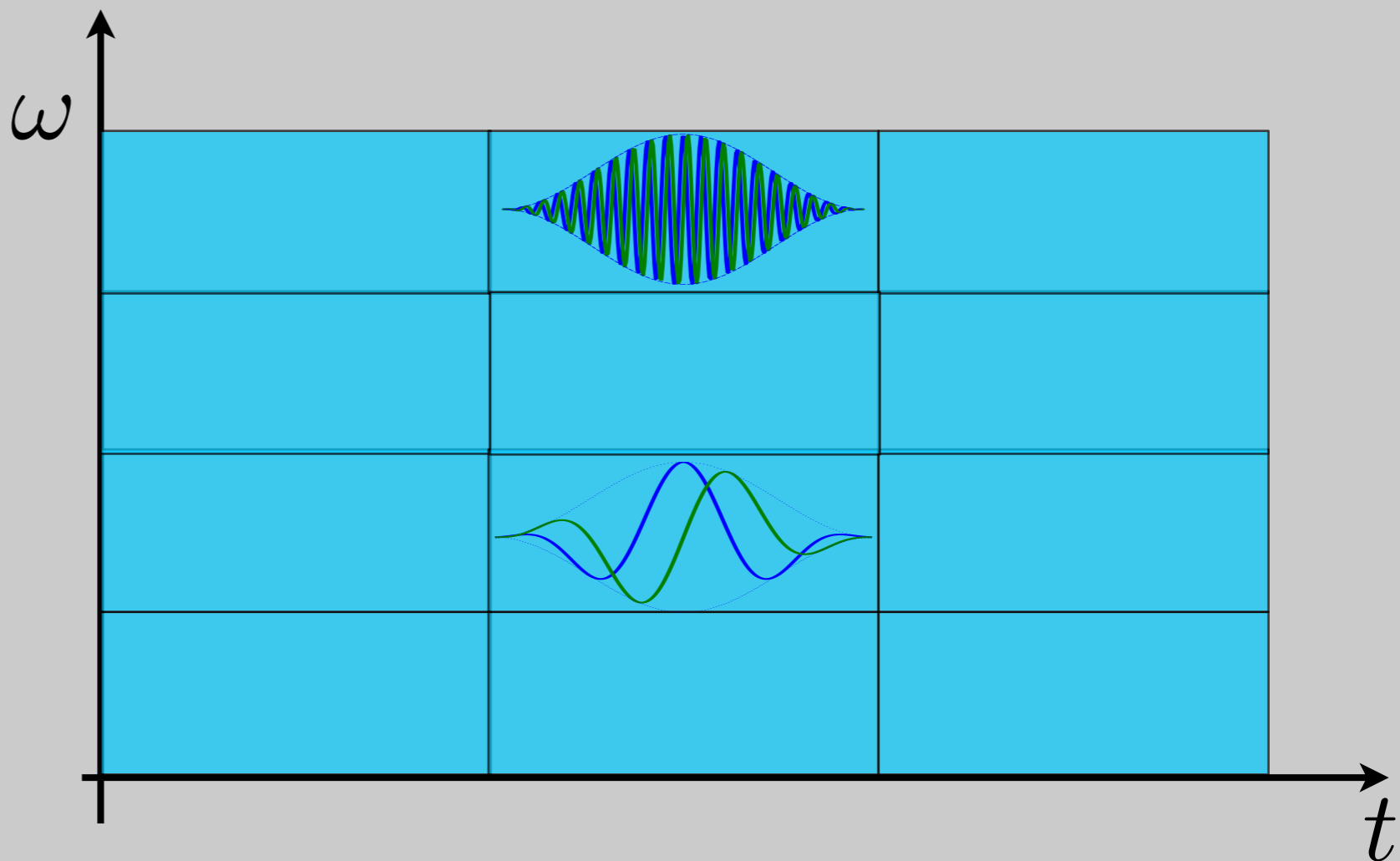
one STFT coefficient

# Discrete STFT

$$X[r, k] = \sum_{m=0}^{L-1} x[r \overset{\text{optional}}{\downarrow} R + m] w[m] e^{-j2\pi km/N}$$

$$\Delta\omega = \frac{2\pi}{L}$$

$$\Delta t = L$$

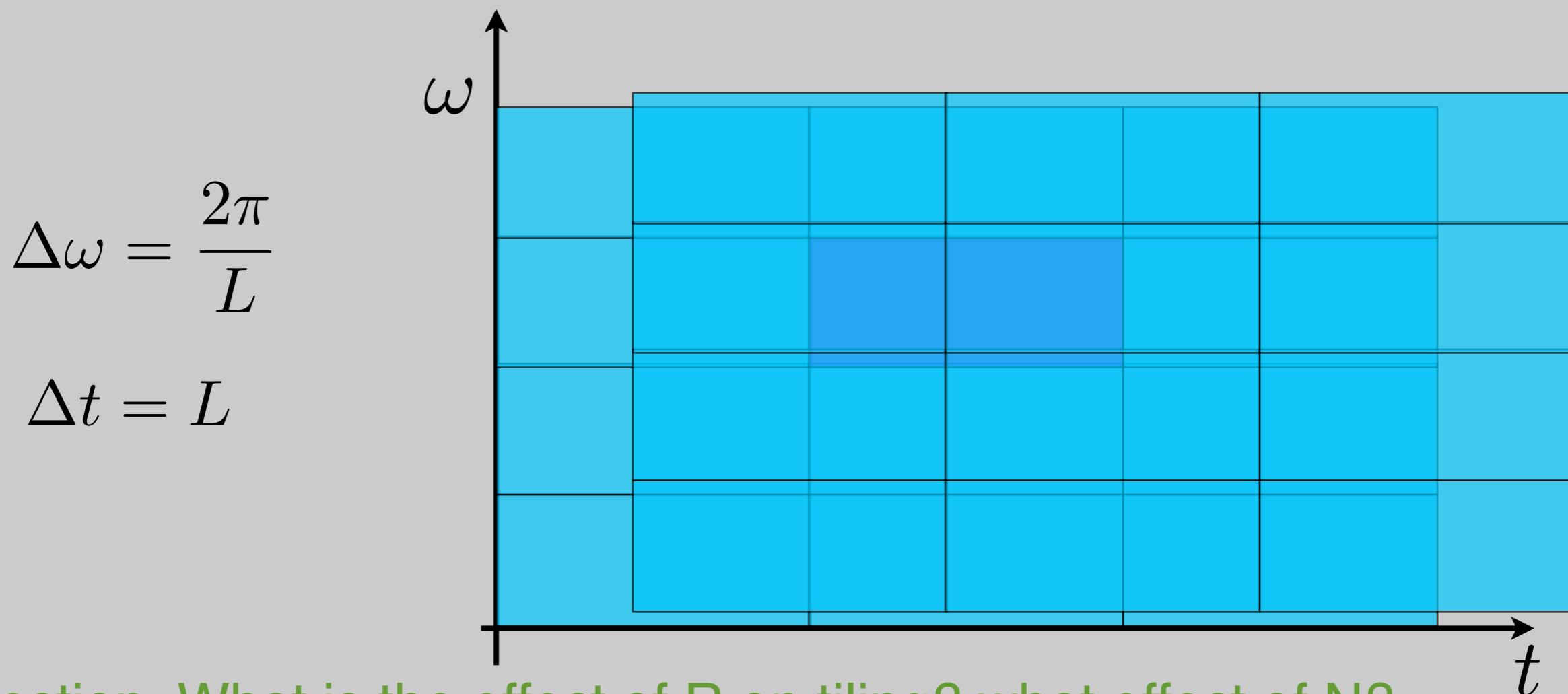


one STFT coefficient

# Discrete STFT

$$X[r, k] = \sum_{m=0}^{L-1} x[rR + m] w[m] e^{-j2\pi km/N}$$

optional  
↓



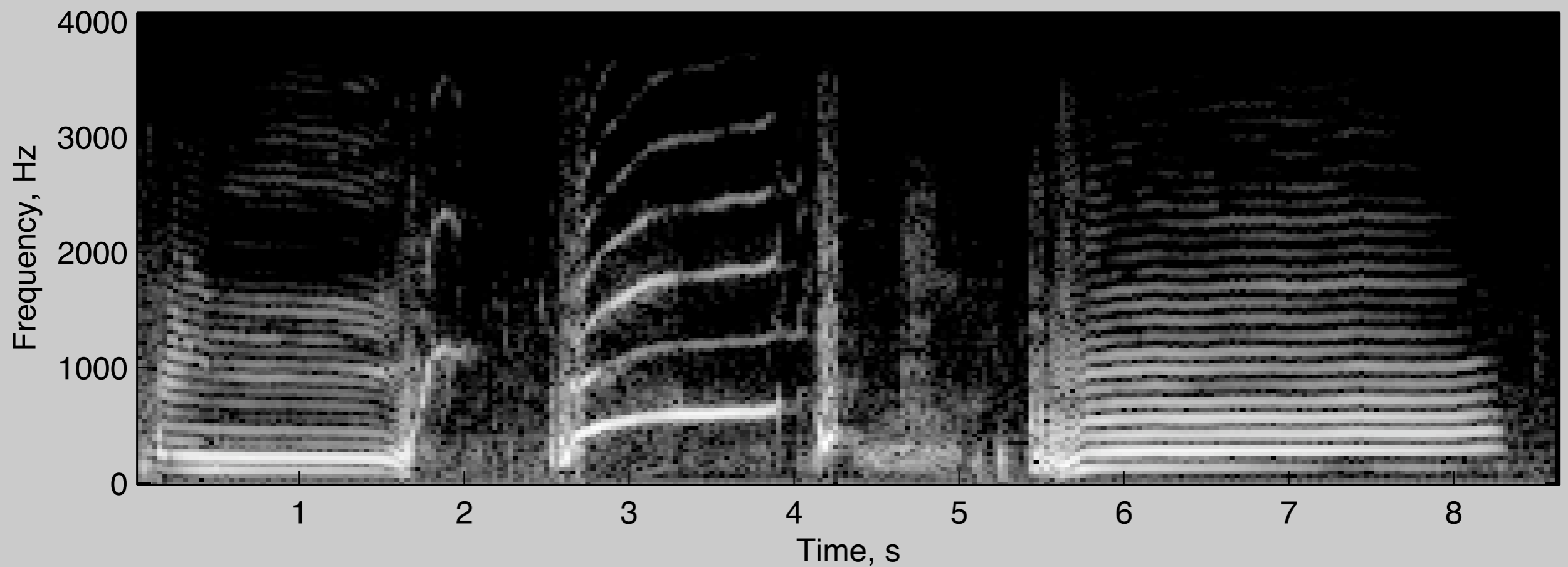
Question: What is the effect of  $R$  on tiling? what effect of  $N$ ?  
Answer: Overlapping in time or frequency or both!

# Applications

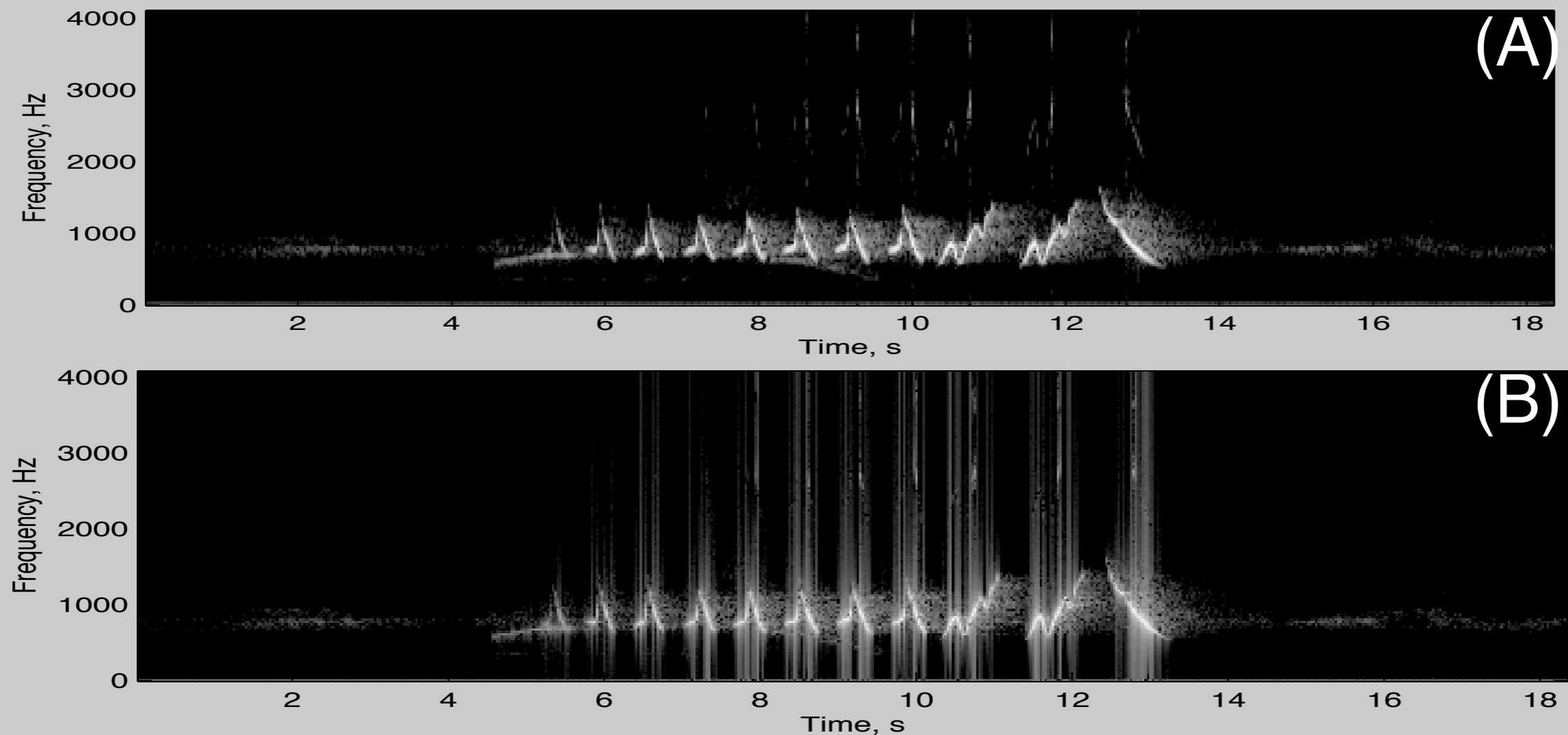
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- Time Frequency Analysis

## Spectrogram of Orca whale

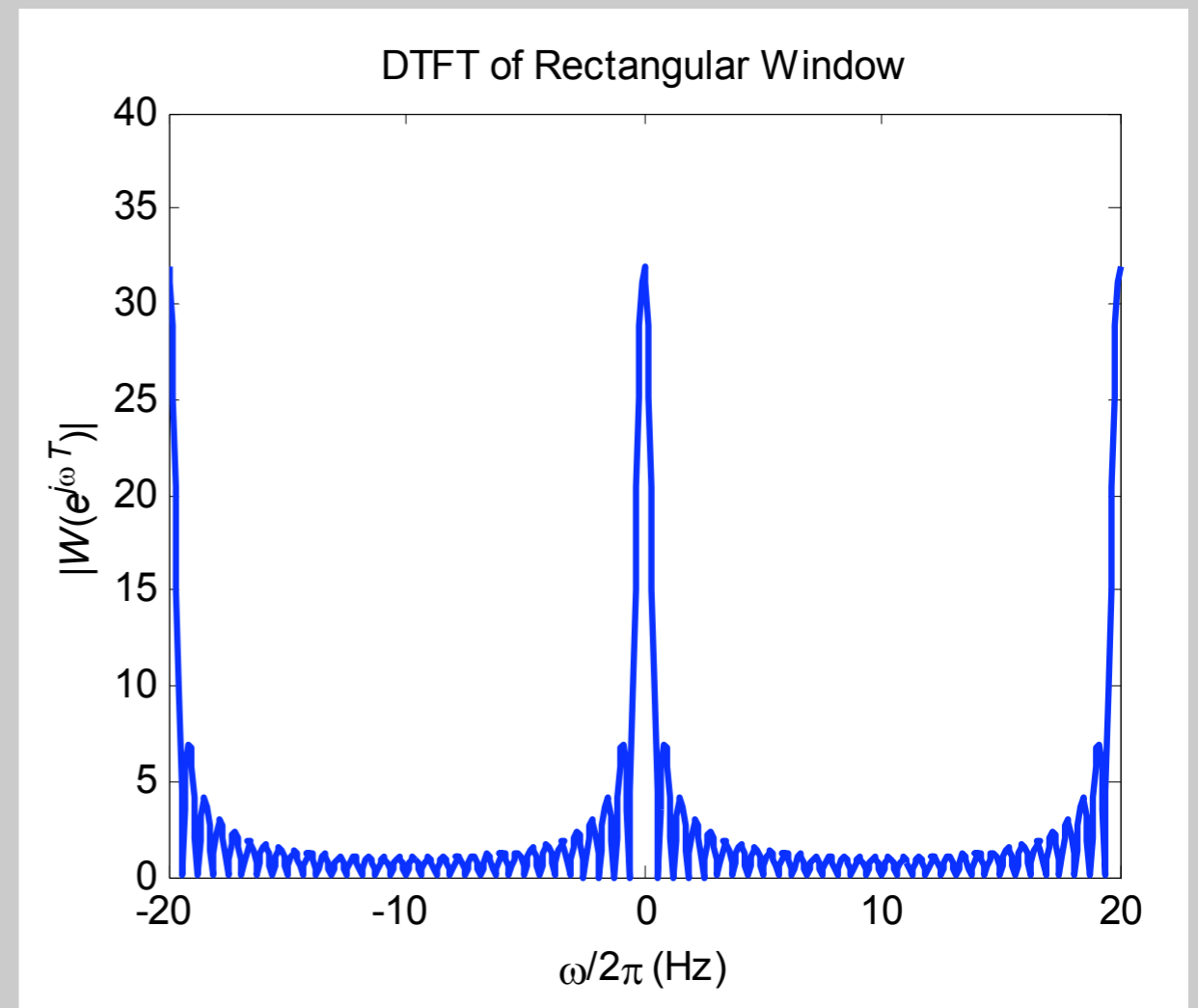
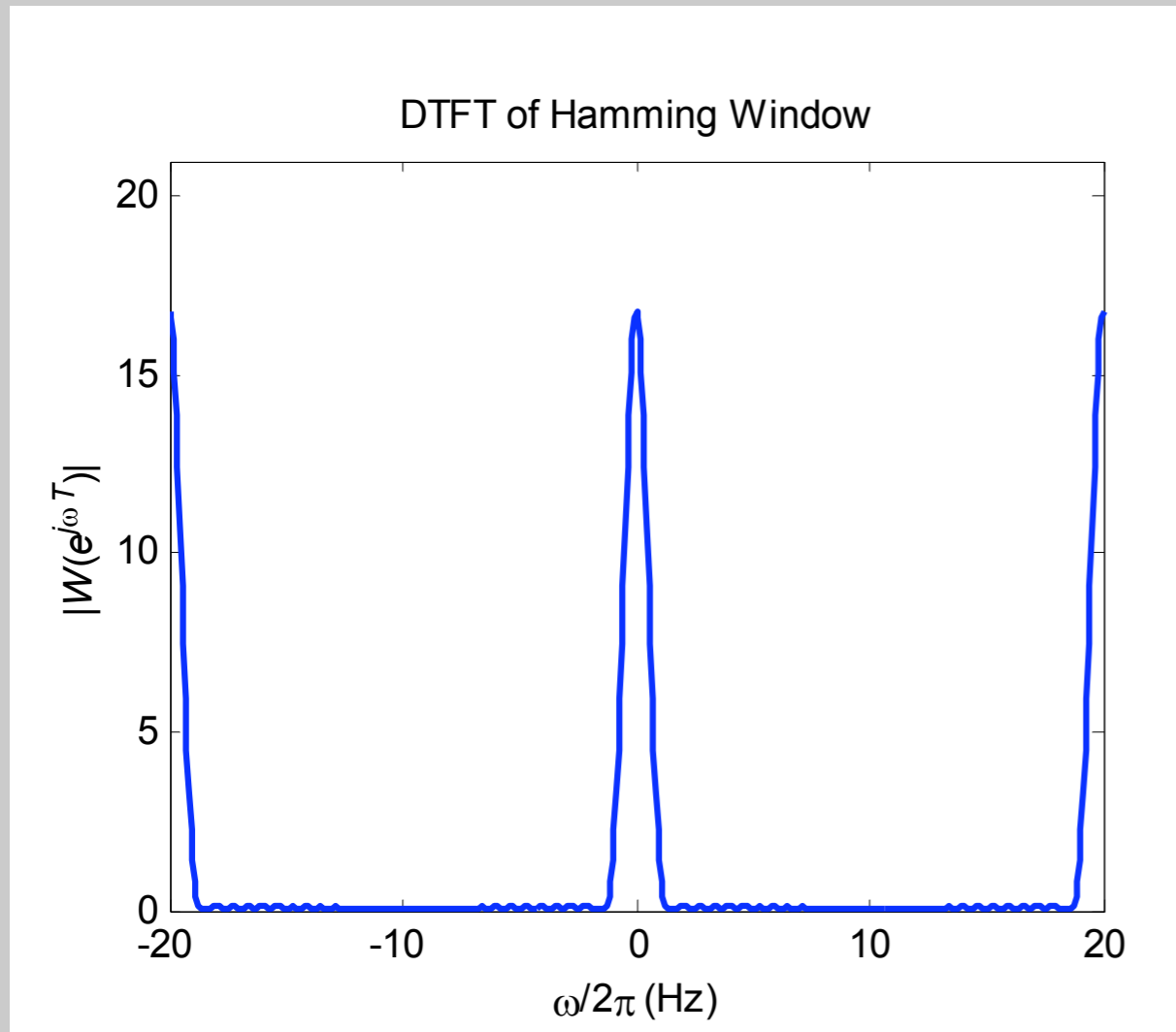


# Spectrogram

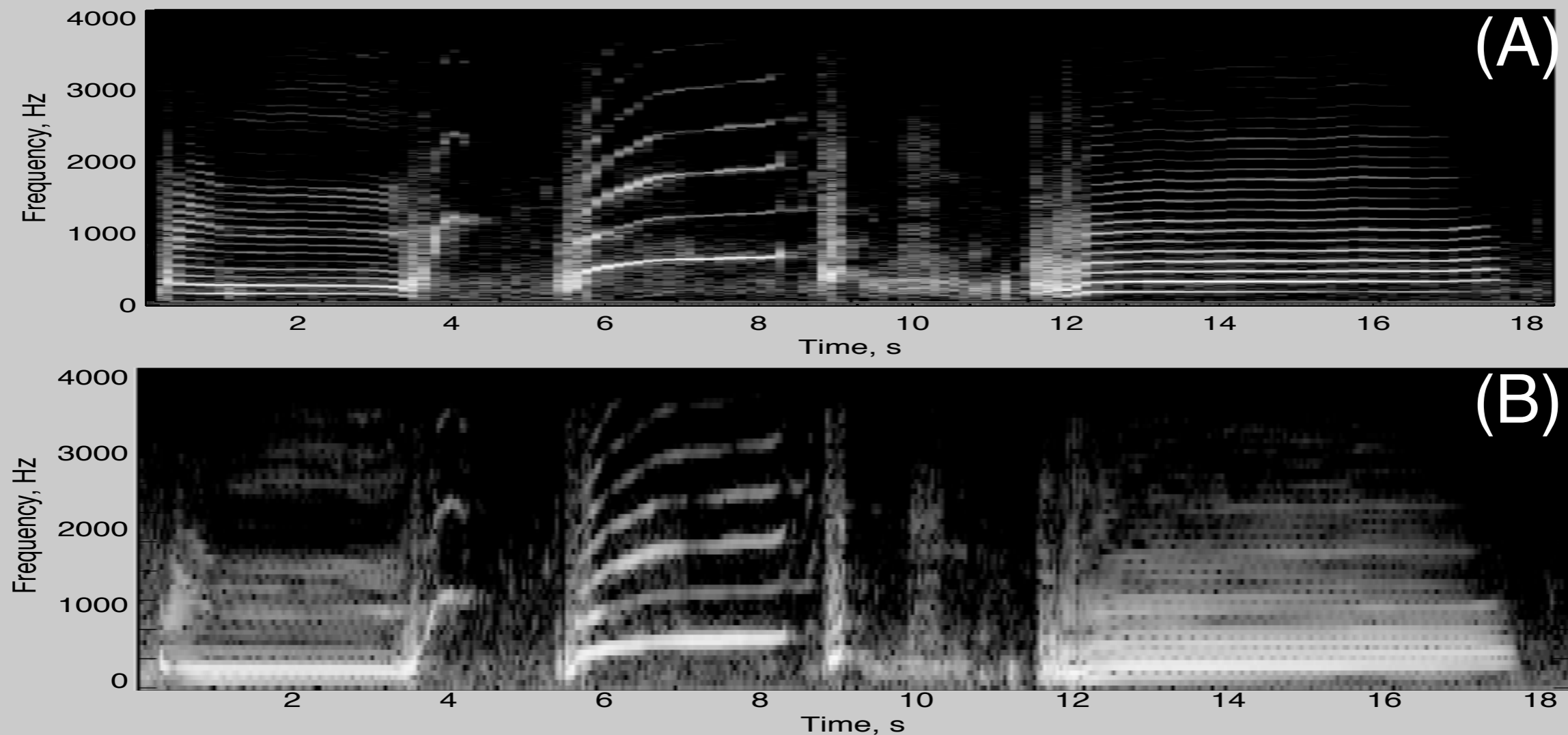


- What is the difference between the
  - a) Window size  $B < A$
  - b) Window size  $B > A$
  - c) Window type is different
  - d) (A) uses overlapping window

# Sidelobes of Hann vs rectangular window



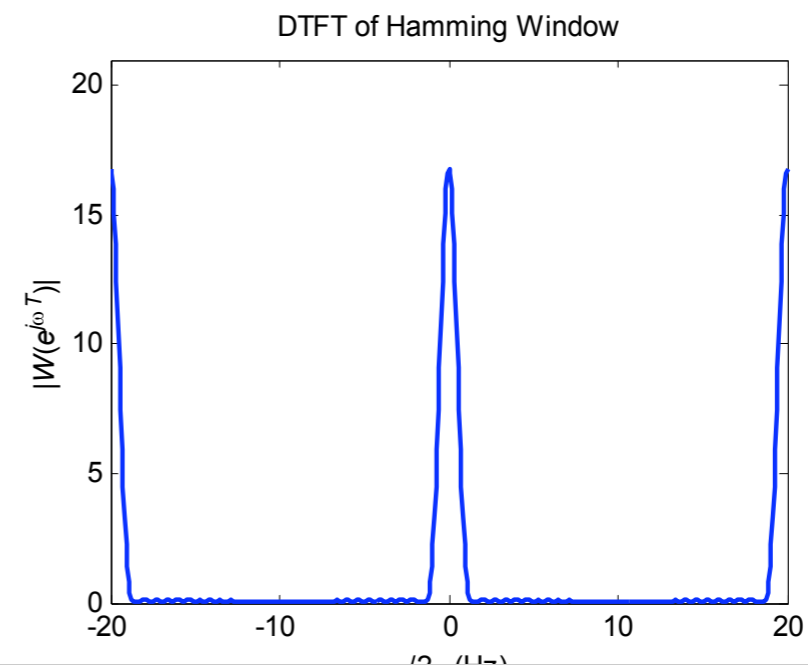
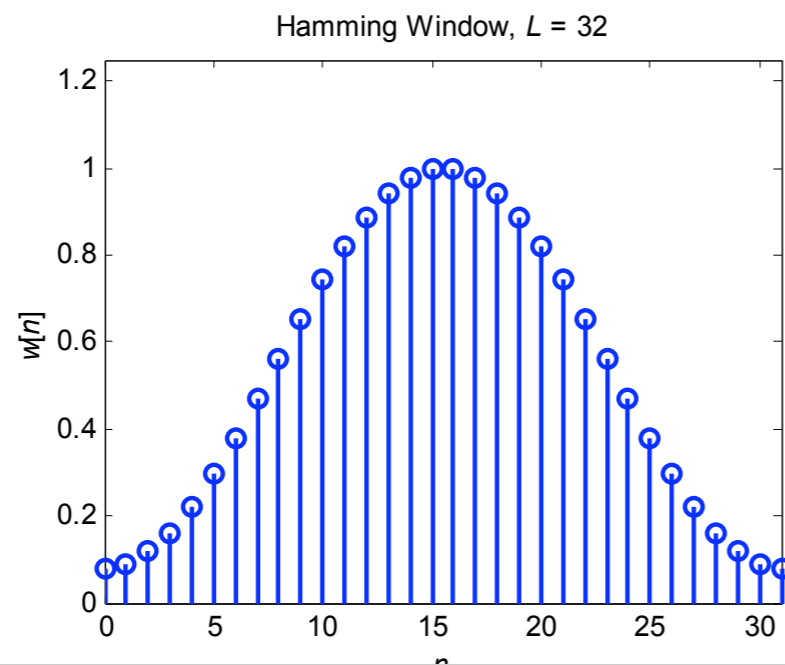
# Spectrogram



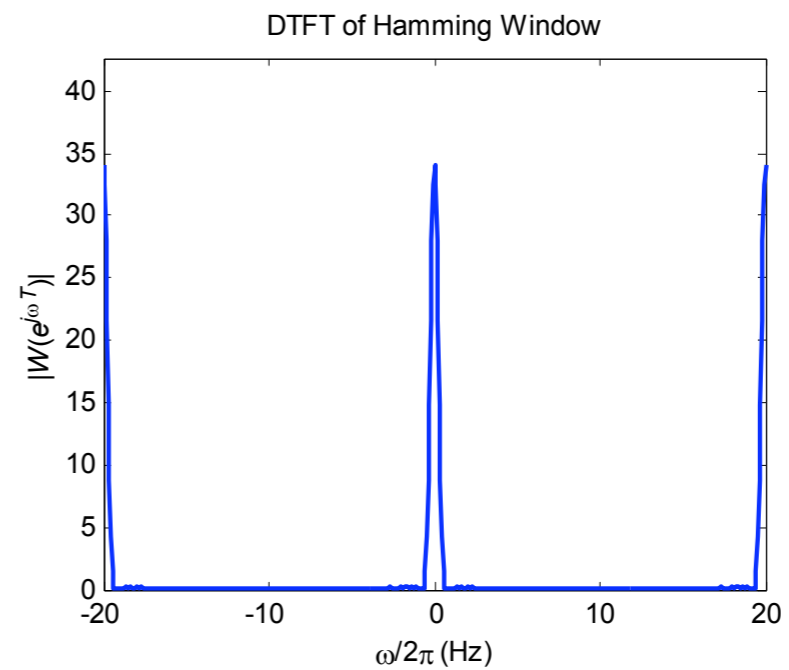
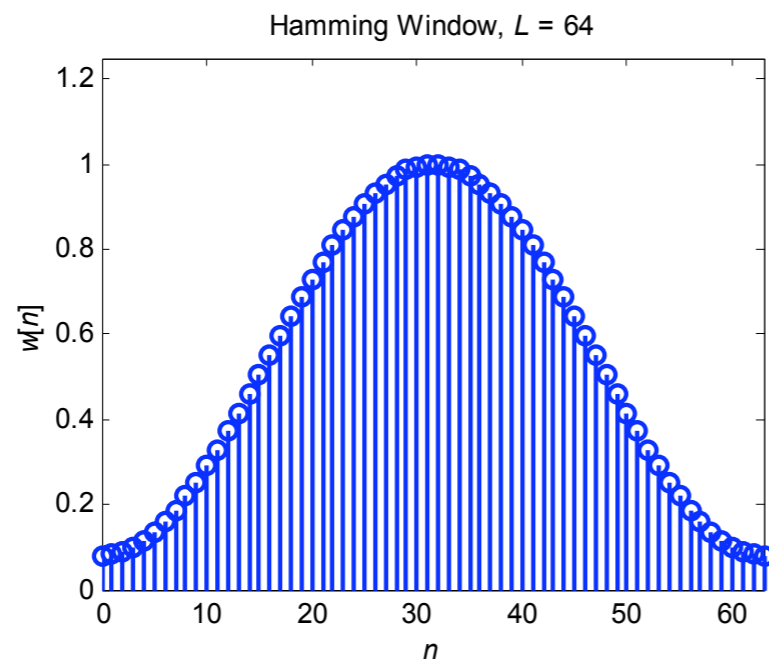
- What is the difference between the
  - a) Window size  $B < A$
  - b) Window size  $B > A$
  - c) Window type is different
  - d) (A) uses overlapping window

# Spectrogram

## Hamming Window, $L = 32$



## Hamming Window, $L = 64$





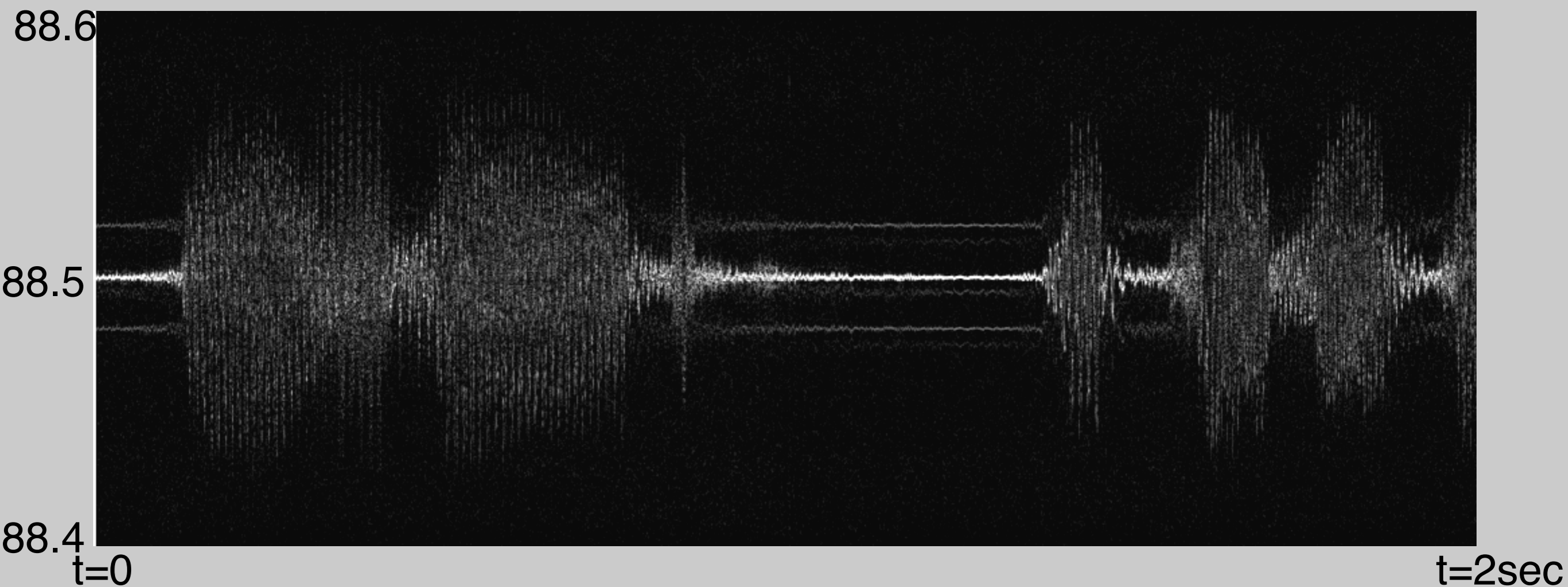
# Spectrogram of FM

---

$$y_c(t) = A \cos \left( 2\pi f_c t + 2\pi \Delta f \int_0^t x(\tau) d\tau \right)$$

$$y[n] = y(nT) = A \exp \left( j2\pi \Delta f \int_0^{nT} x(\tau) d\tau \right)$$

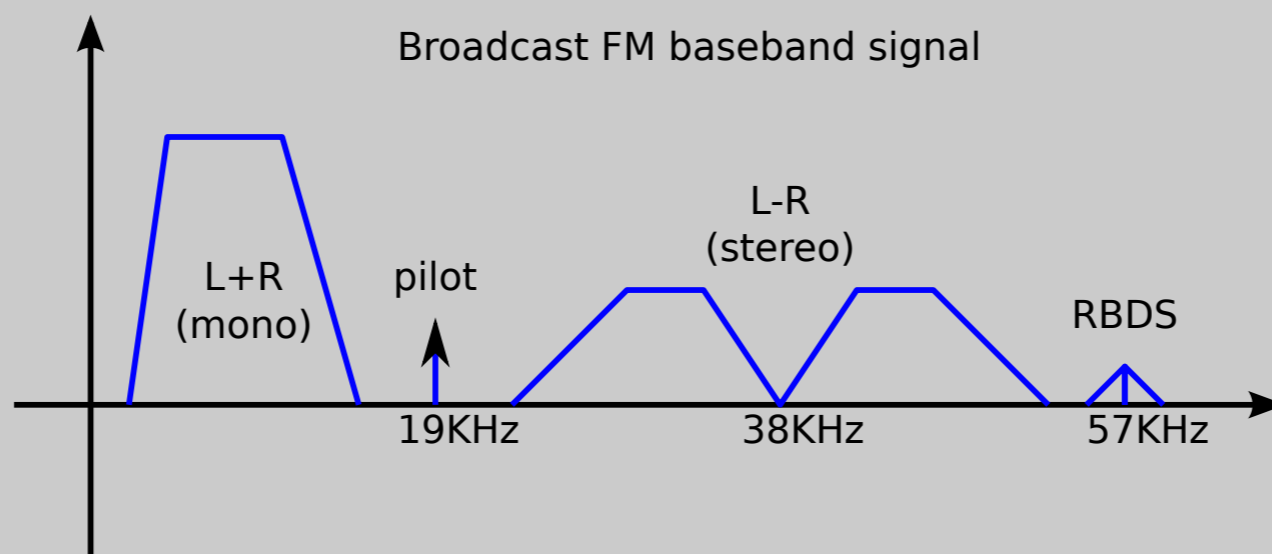
## Spectrogram of FM radio



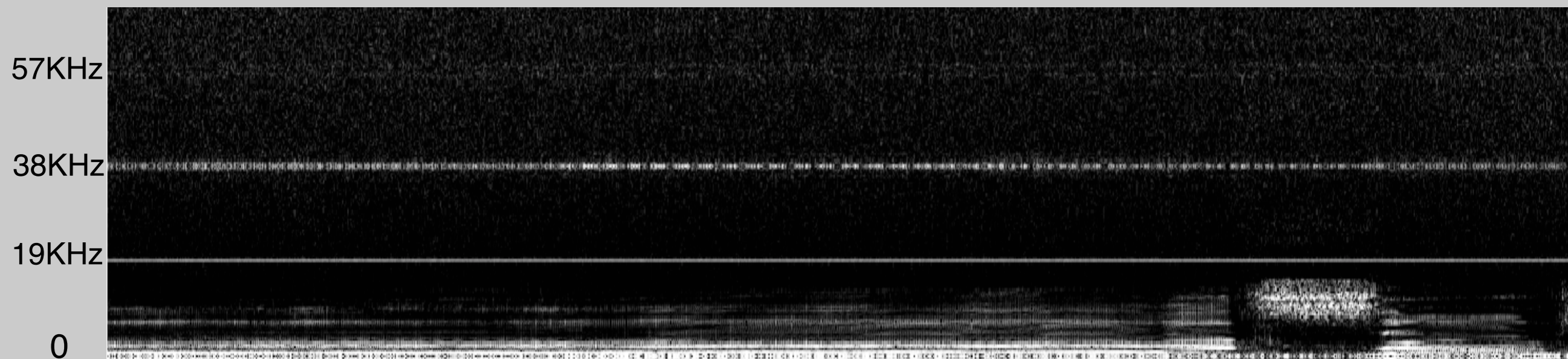
# Spectrogram of FM radio Baseband

$$y[n] = y(nT) = A \exp \left( j2\pi \Delta f \int_0^{nT} x(\tau) d\tau \right)$$

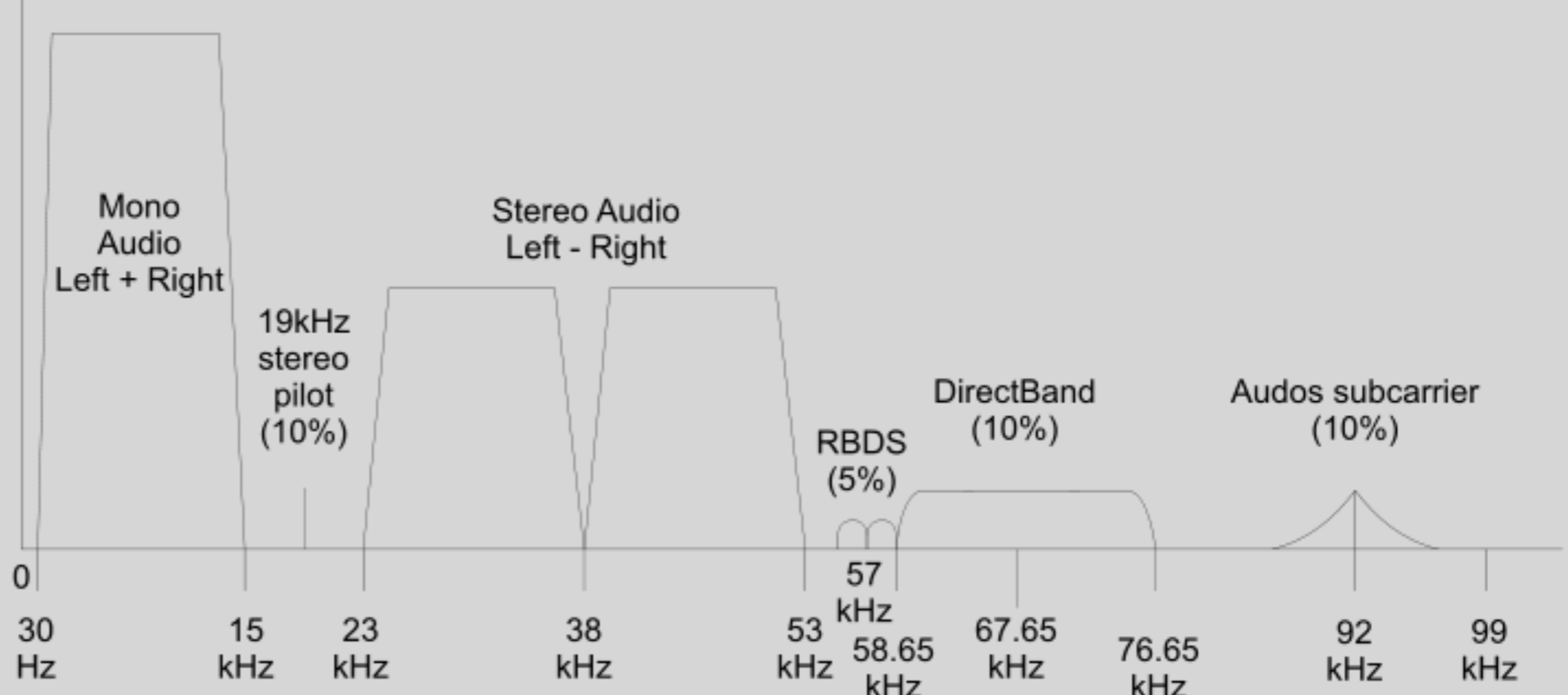
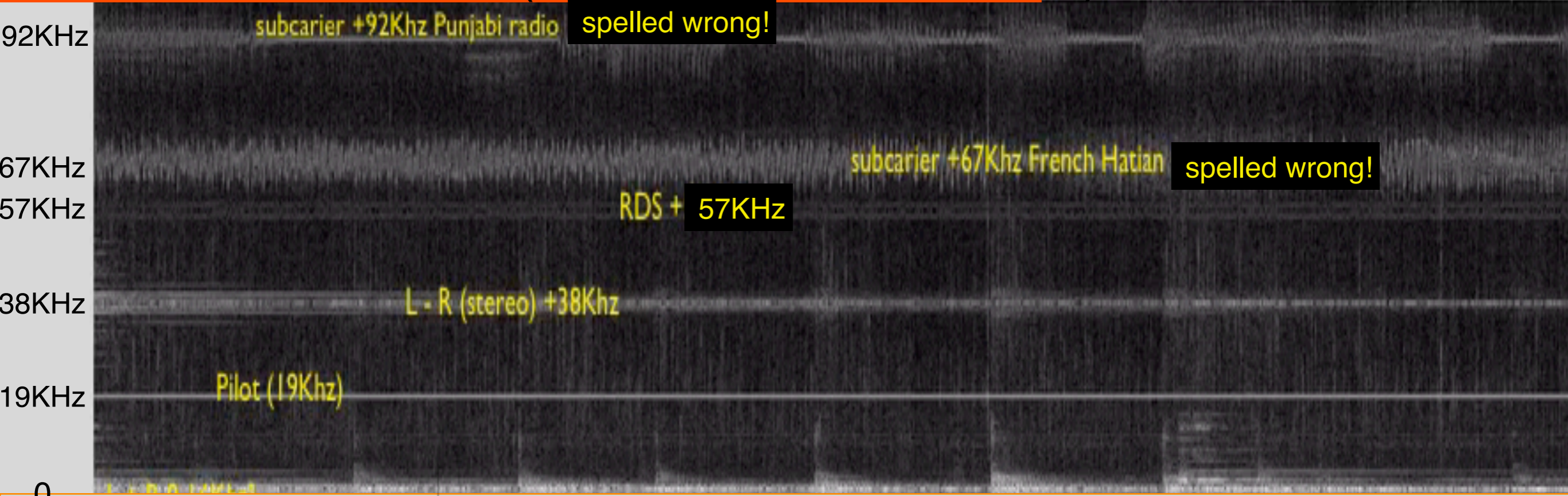
$$x(t) = \underbrace{(L + R)}_{\text{mono}} + \underbrace{0.1 \cdot \cos(2\pi f_p t)}_{\text{pilot}} + \underbrace{(L - R) \cos(2\pi(2f_p)t)}_{\text{stereo}} + \underbrace{0.05 \cdot \text{RBDS}(t) \cos(2\pi(3f_p)t)}_{\text{digital RBDS}}.$$



Spectrogram of Demodulated FM radio (Adele on 96.5 MHz)



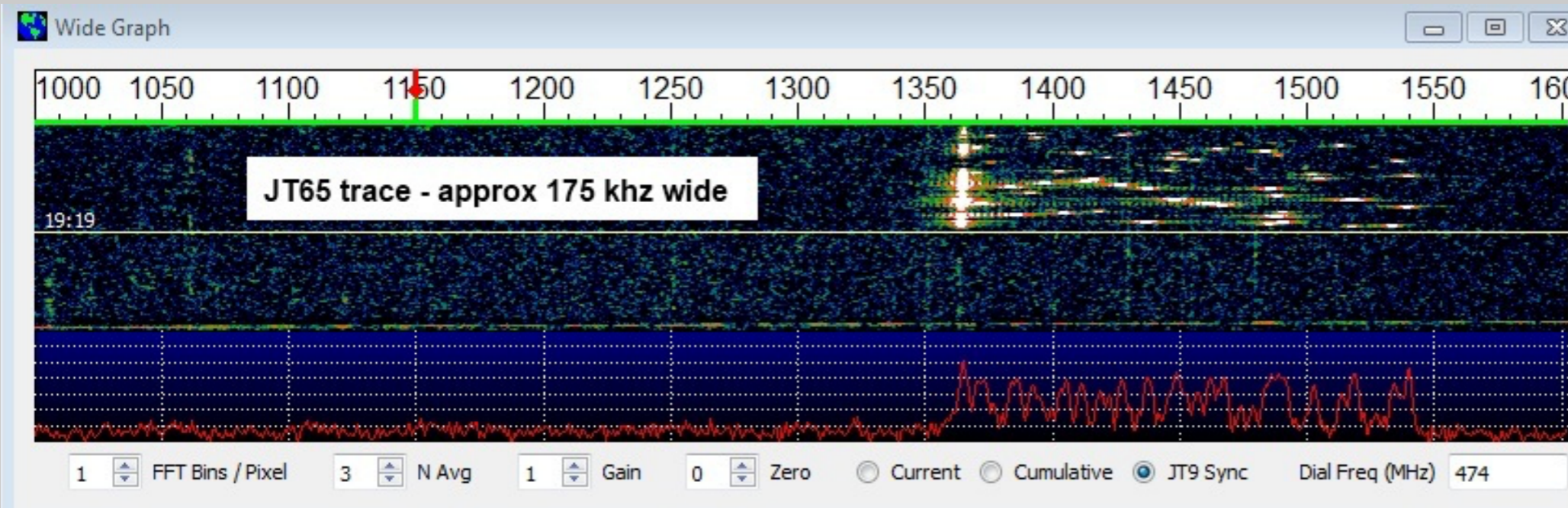
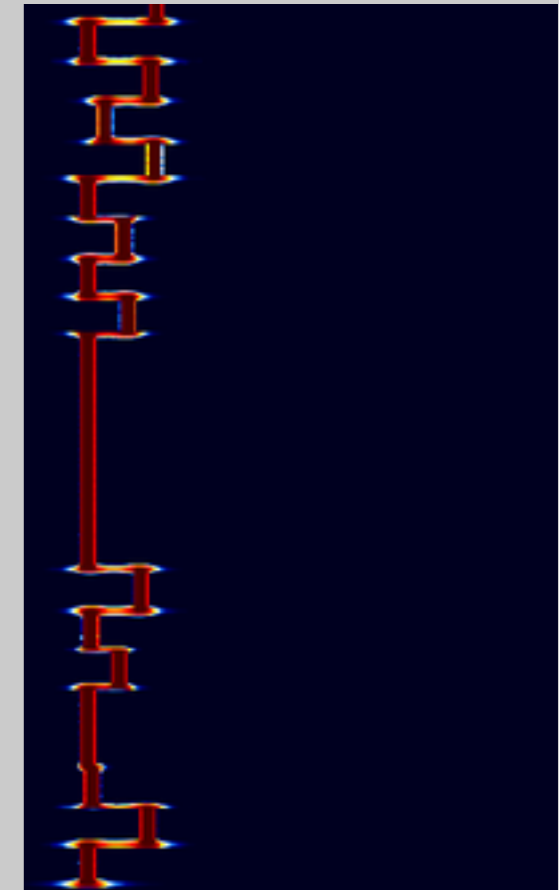
# Subcarrier FM radio (Hidden Radio Stations)



# Applications

- Time Frequency Analysis

Spectrogram of digital communications -  
Frequency Shift Keying JT65



<https://gm7something.wordpress.com/2012/12/09/nov-radio-days/>

Signal Wiki:

<http://www.sigidwiki.com/wiki/Category:Active>

# STFT Reconstruction

---

$$x[rR + m]w_L[m] = \frac{1}{N} \sum_{k=0}^{N-1} X[n, k] e^{j2\pi km/N}$$

- For non-overlapping windows,  $R=L$  :

$$x[n] = \frac{x[n - rL]}{w_L[n - rL]}$$

$$rL \leq n \leq (r + 1)R - 1$$

- What is the problem?

# STFT Reconstruction

---

$$x[rR + m]w_L[m] = \frac{1}{N} \sum_{k=0}^{N-1} X[n, k] e^{j2\pi km/N}$$

- For non-overlapping windows,  $R=L$  :

$$x[n] = \frac{x[n - rL]}{w_L[n - rL]}$$

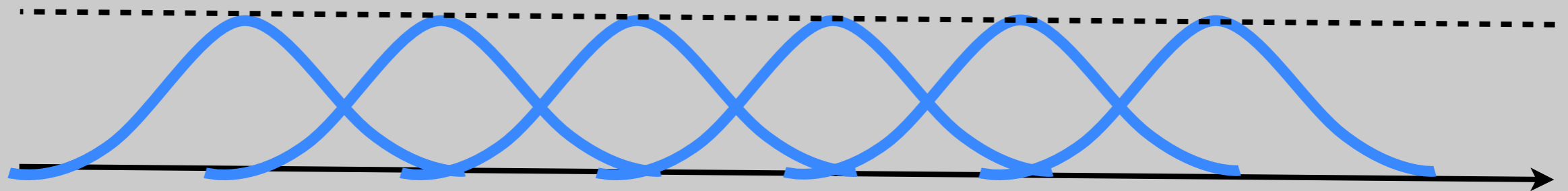
$$rL \leq n \leq (r + 1)R - 1$$

- For stable reconstruction must overlap window 50% (at least)

# STFT Reconstruction

---

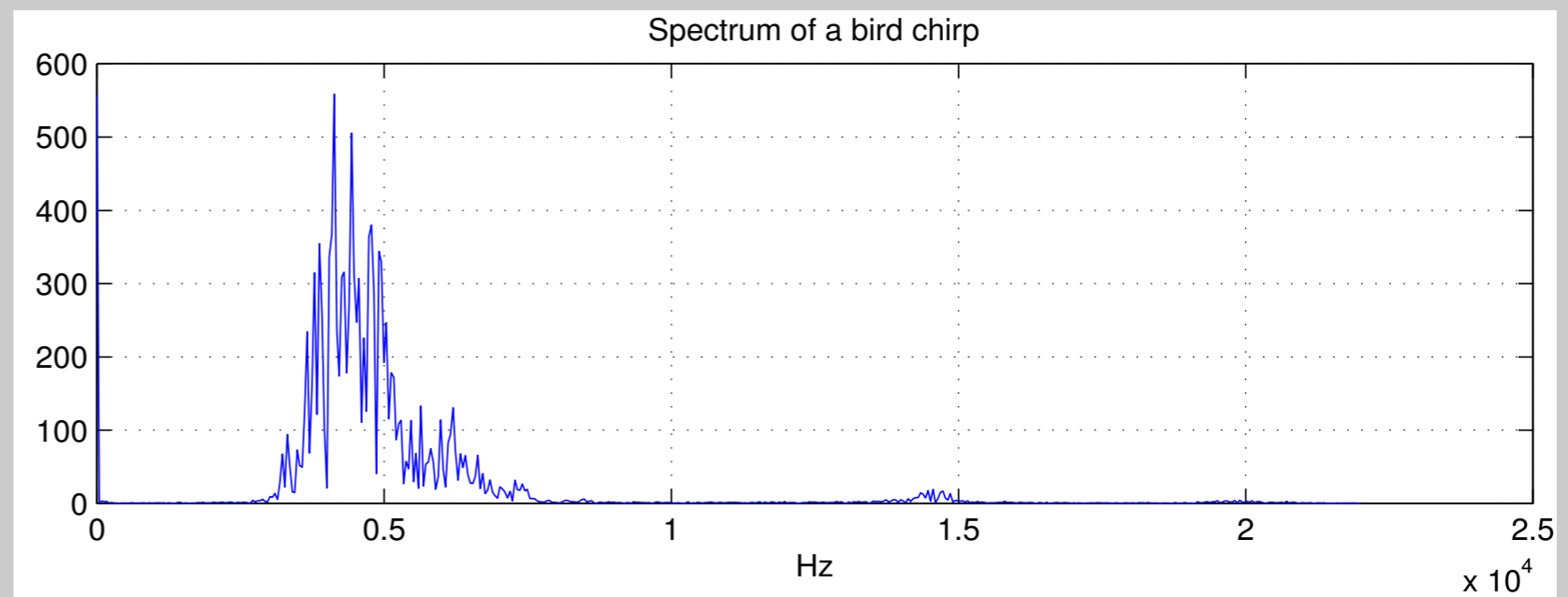
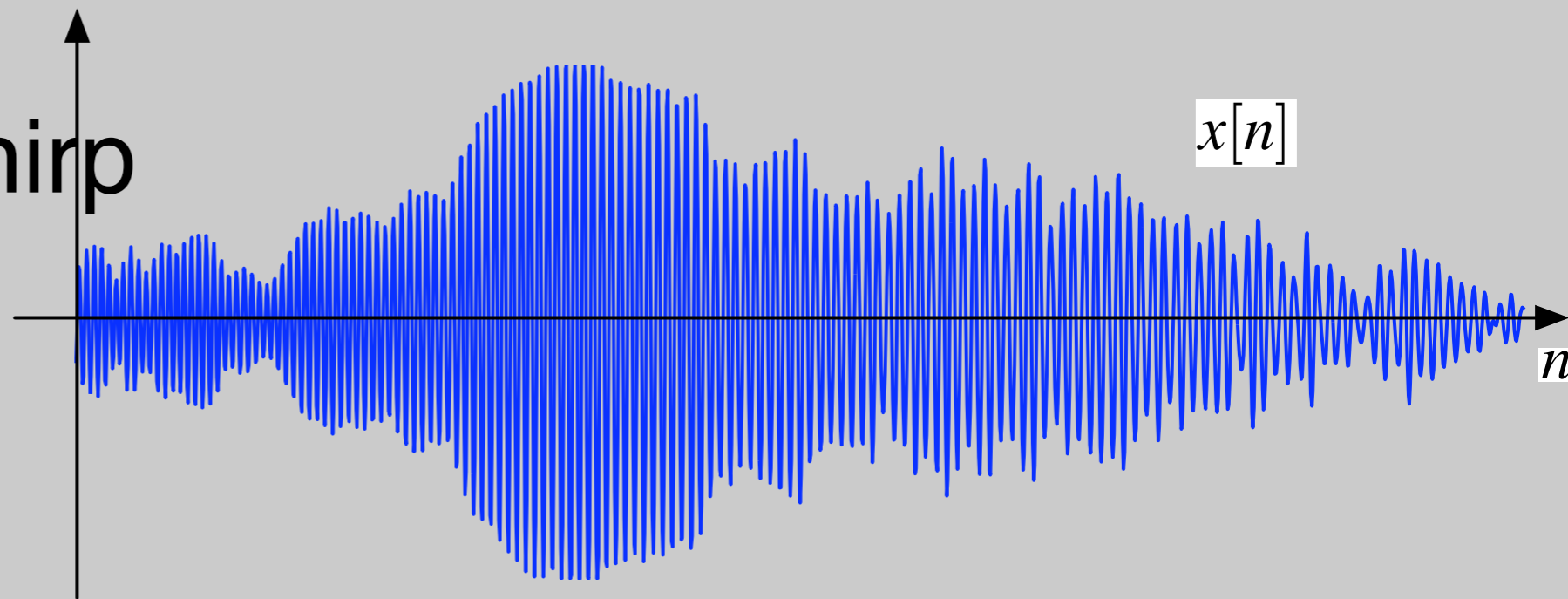
- For stable reconstruction must overlap window 50% (at least)
- For Hann, Bartlett reconstruct with overlap and add. No division!



# Applications

- Noise removal

- Recall bird chirp

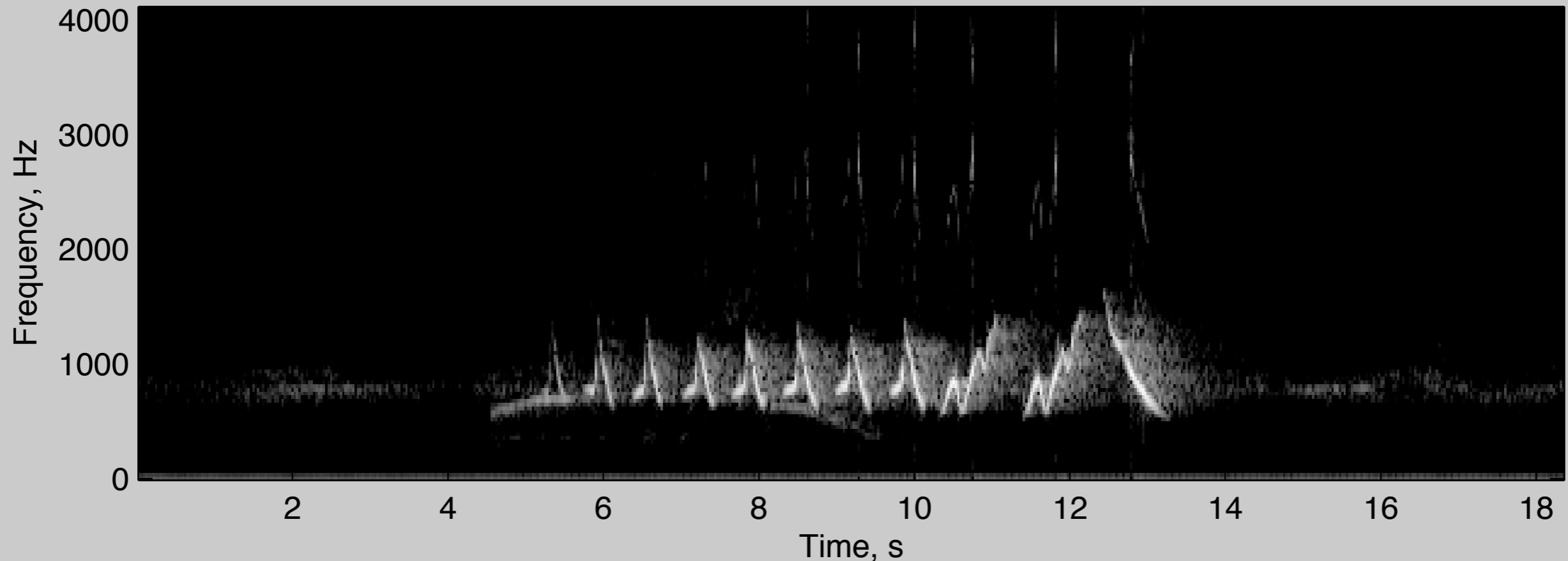




# Application

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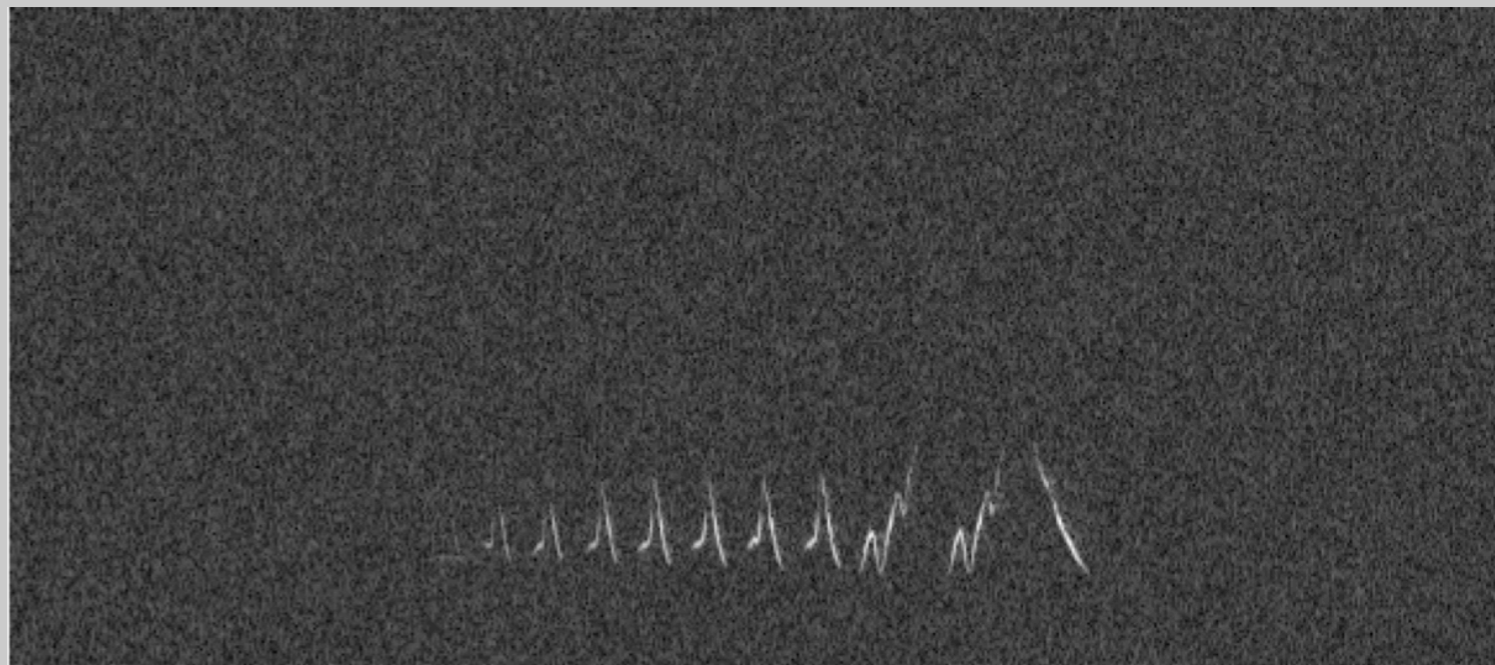
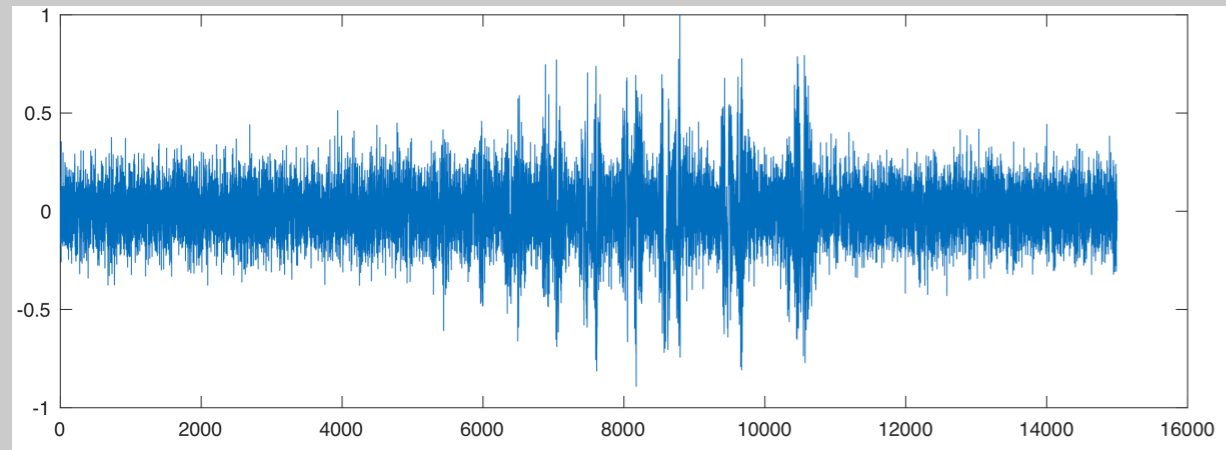
- Denoising of Sparse spectrograms



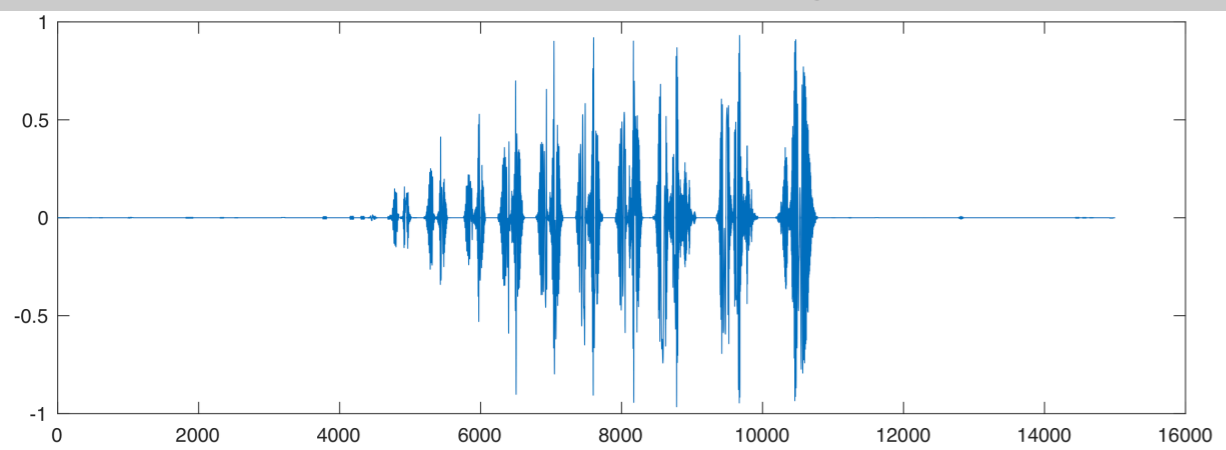
- Spectrum is sparse! can implement adaptive filter, or just threshold!

# Denoising

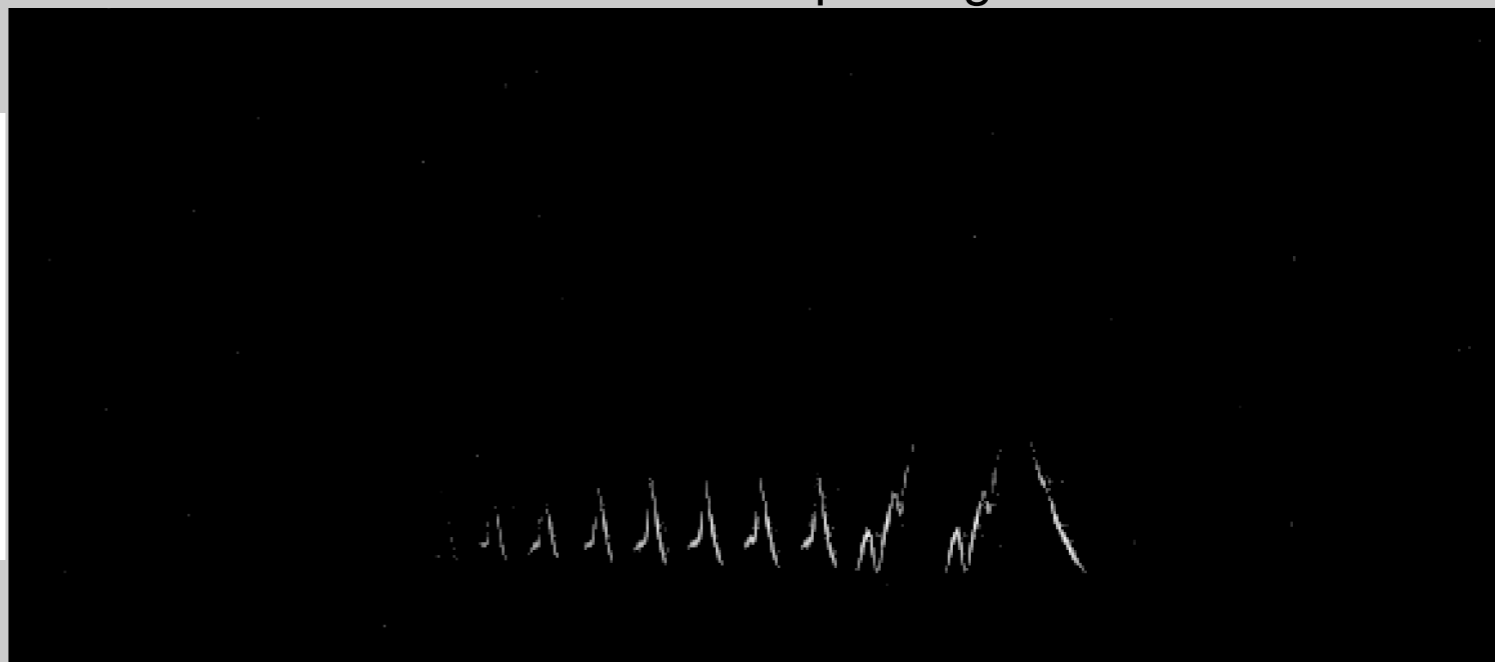
Chirp with Gaussian Noise



reconstructed time signal



Thresholded Spectrogram



## Limitations of Discrete STFT

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- Need overlapping  $\Rightarrow$  Not orthogonal
- Computationally intensive  $O(MN \log N)$
- Same size Heisenberg boxes

# From STFT to Wavelets

---

- Basic Idea:
  - low-freq changes slowly - fast tracking unimportant
  - Fast tracking of high-freq is important in many apps.
  - Must adapt Heisenberg box to frequency
- Back to continuous time for a bit.....

# From STFT to Wavelets

- Continuous time

