Signals, Sampling & Filtering

Psychology 9040 Scientific Computing

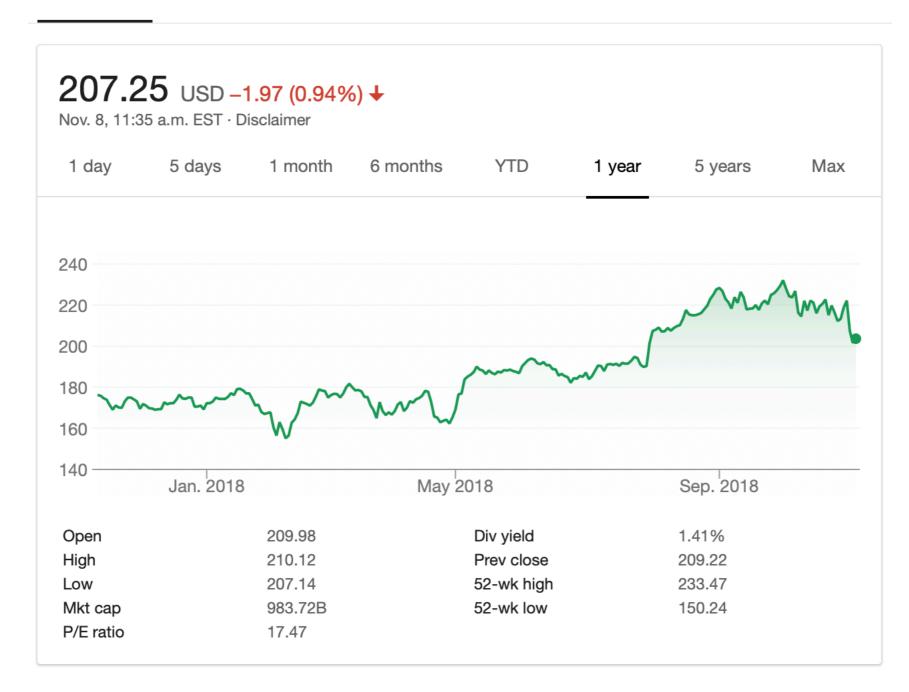
- Representation of Signals in Time vs Frequency Domain
- Fast Fourier Transform (FFT)
- Sampling
- Spectrum
- Filtering
- Quantization

Apple Inc.

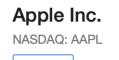
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Time Domain Representation

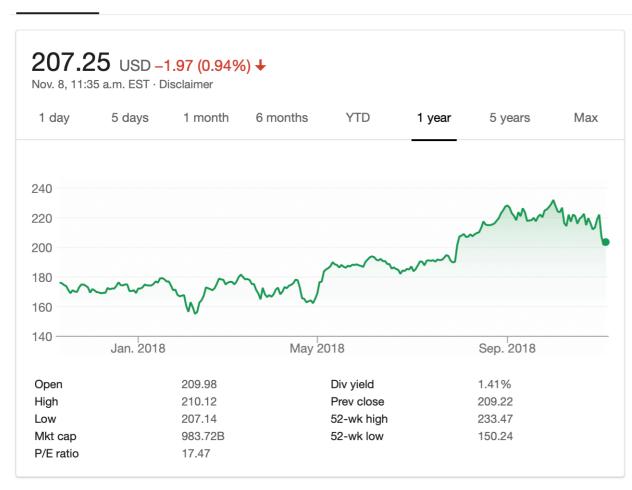


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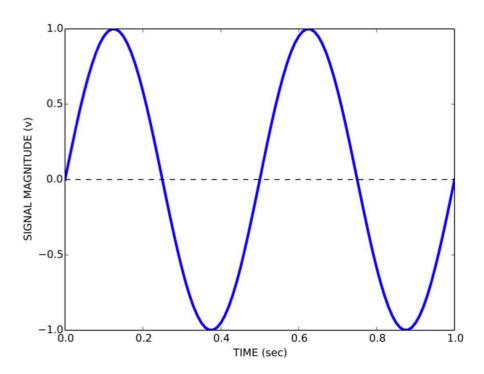
Financials

Compare



$$s(t) = \left(\frac{b}{2}\right)\sin\left(wt\right)$$

$$w = \frac{2\pi}{T}$$



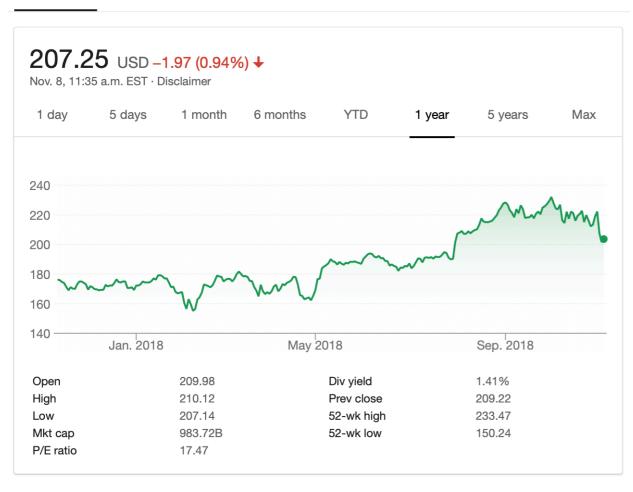
Frequency Domain Representation

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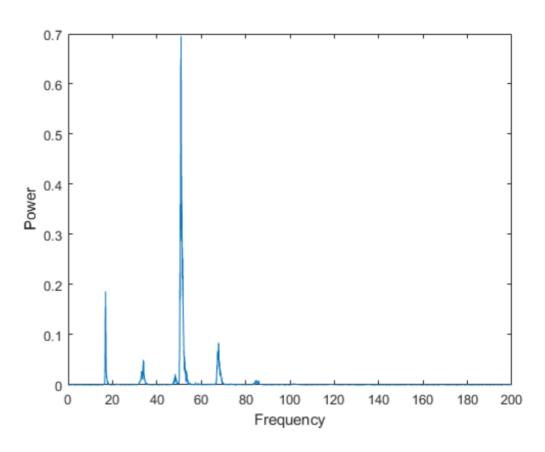
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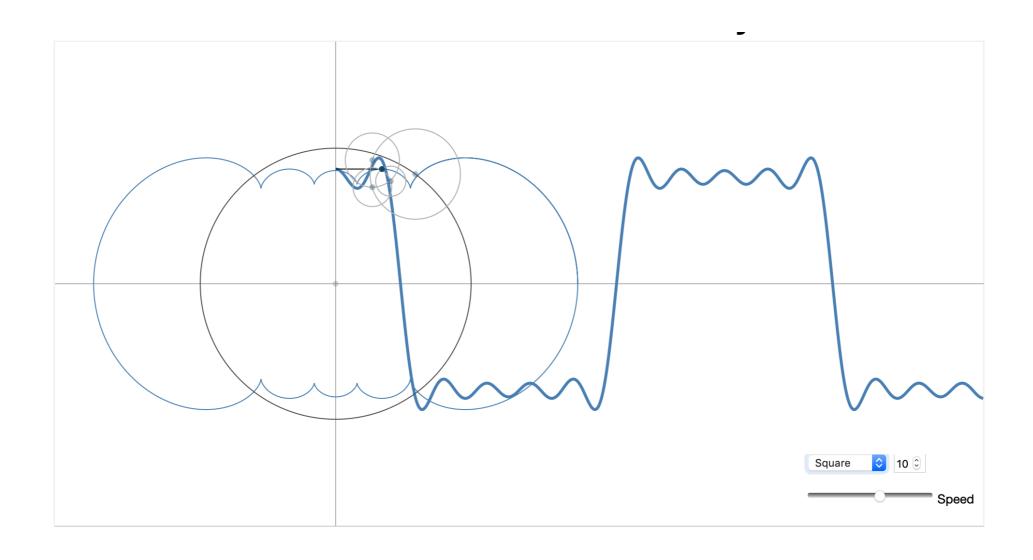


$$s(t) = \frac{a_0}{2} \sum_{n=1}^{\infty} \left[r_n \cos(nwt - \phi_n) \right]$$



Fourier series visualisation

http://www.gribblelab.org/9040/fourier.html



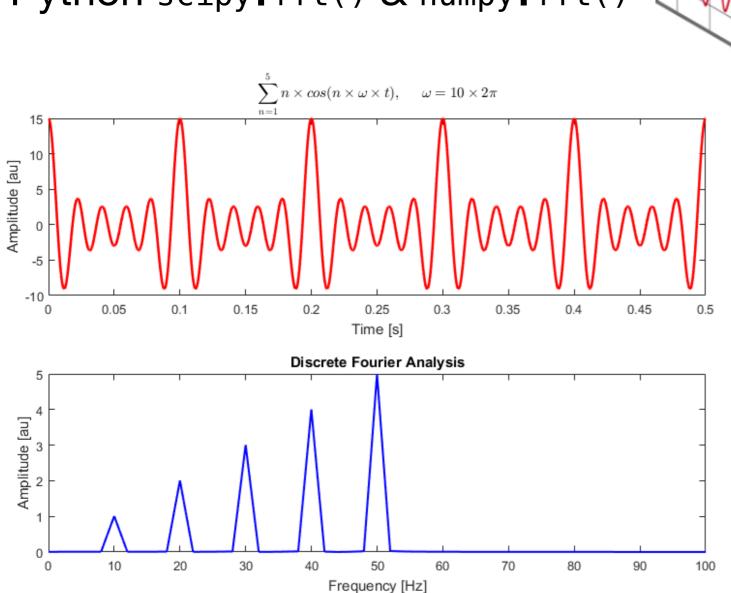
Fast Fourier Transform (FFT) Algorithm

time

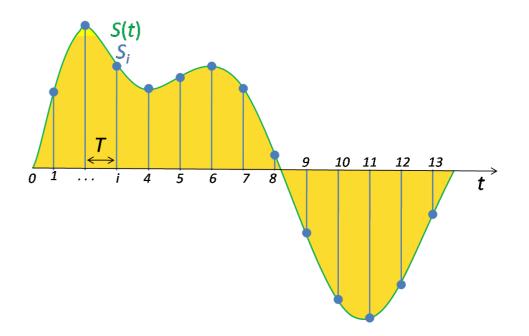
frequency

MATLAB fft()

Python scipy.fft() & numpy.fft()



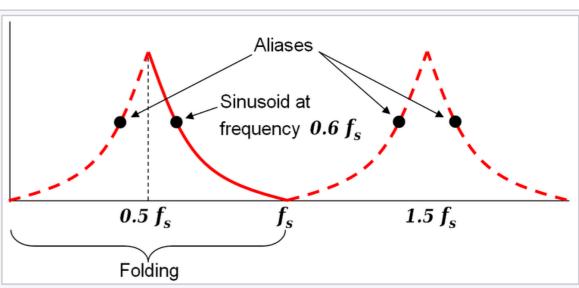
Sampling



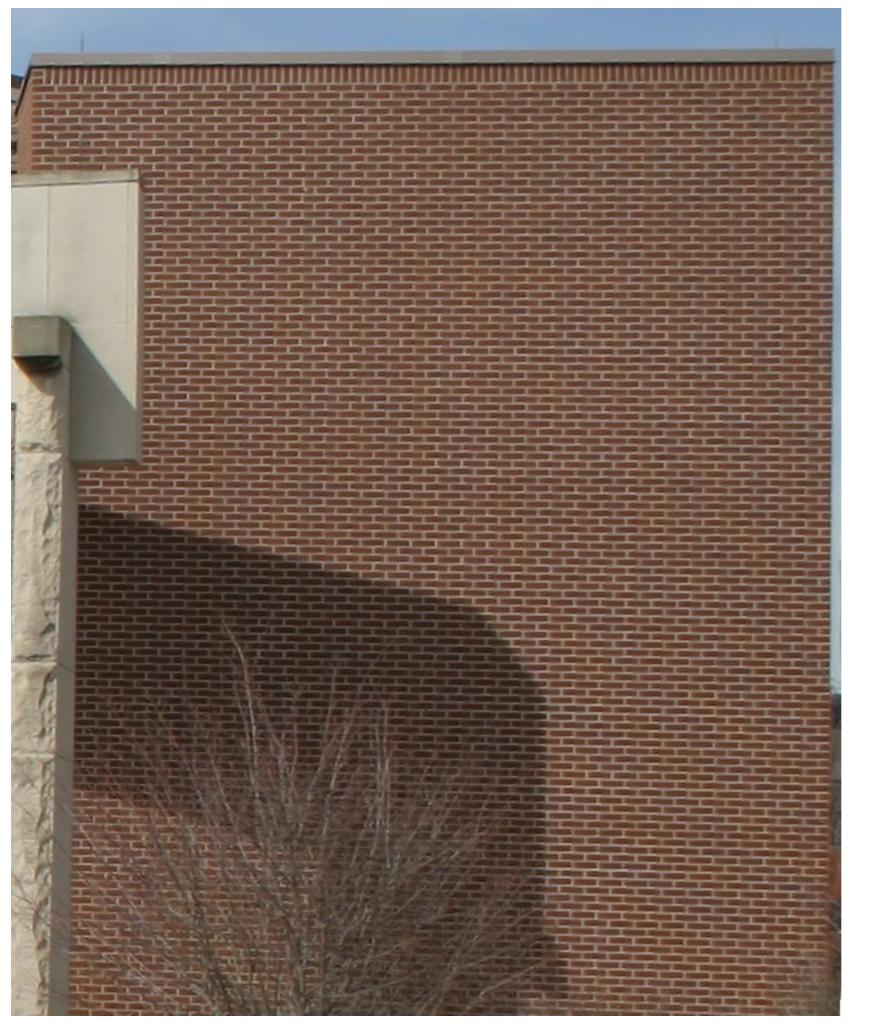
- Taking measurements of a continuous (e.g. analog) signal at discrete points in time
- Sampling rate, e.g. 1000 Hz
- Nyquist–Shannon sampling theorem & the Nyquist frequency
- aliasing

Aliasing

 Signal power in frequencies above the Nyquist frequency are aliased down into lower frequencies



The black dots are aliases of each other. The solid red line is an <u>example</u> of amplitude varying with frequency. The dashed red lines are the corresponding paths of the aliases.



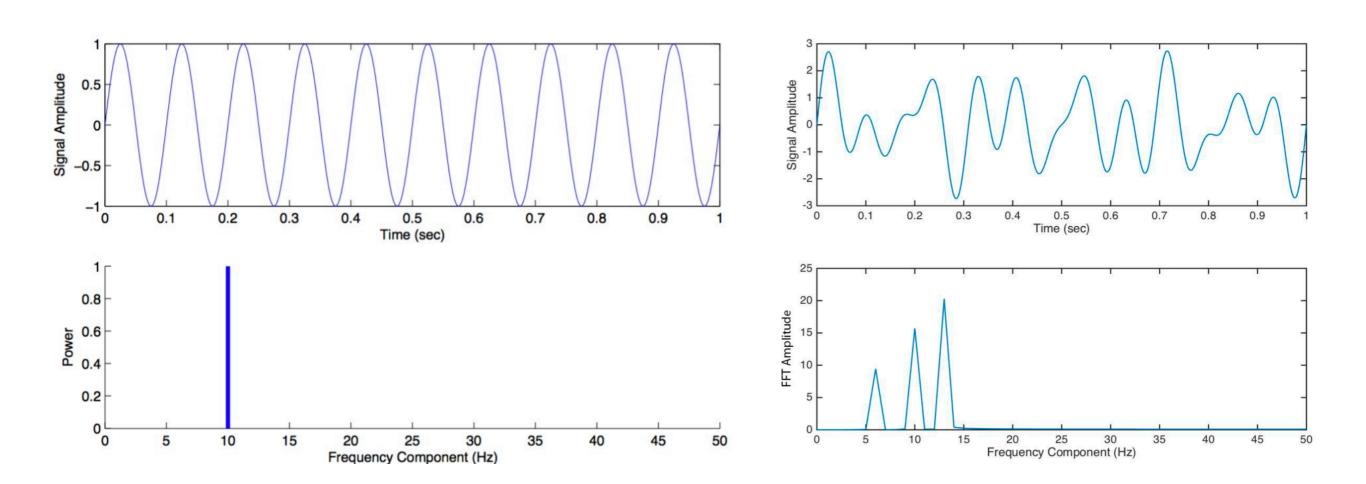


Downsampled without first low-pass filtering

Moiré pattern

Spectrum

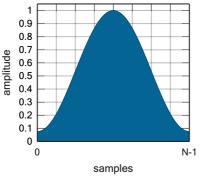
Signal power at different frequencies



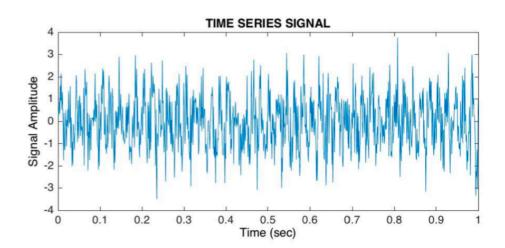
Power Spectral Density (PSD)

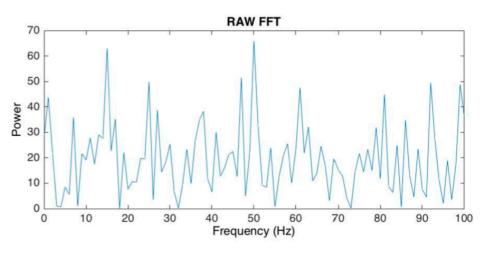
 Split signal into overlapping time windows

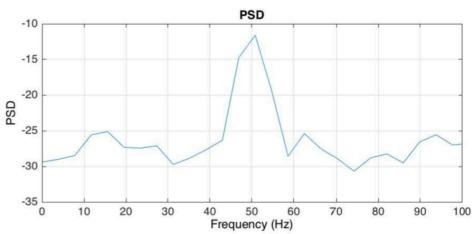
 Weight each window e.g. using a Hamming window



- FFT each window
- Average all the FFTs to get the PSD estimate







Spectrogram

Spectrum over time

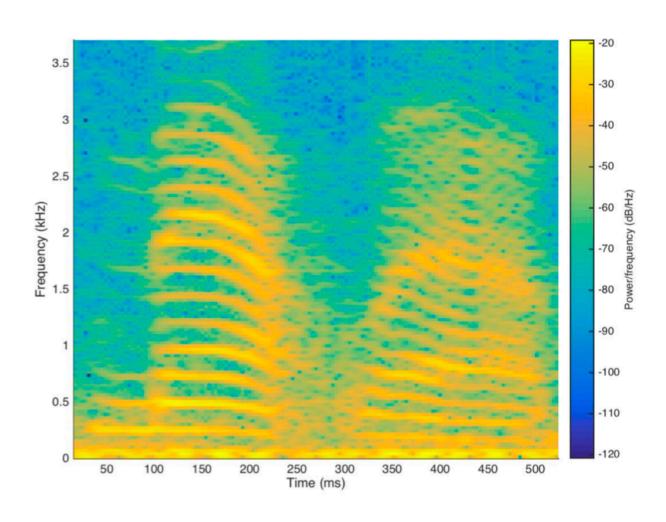
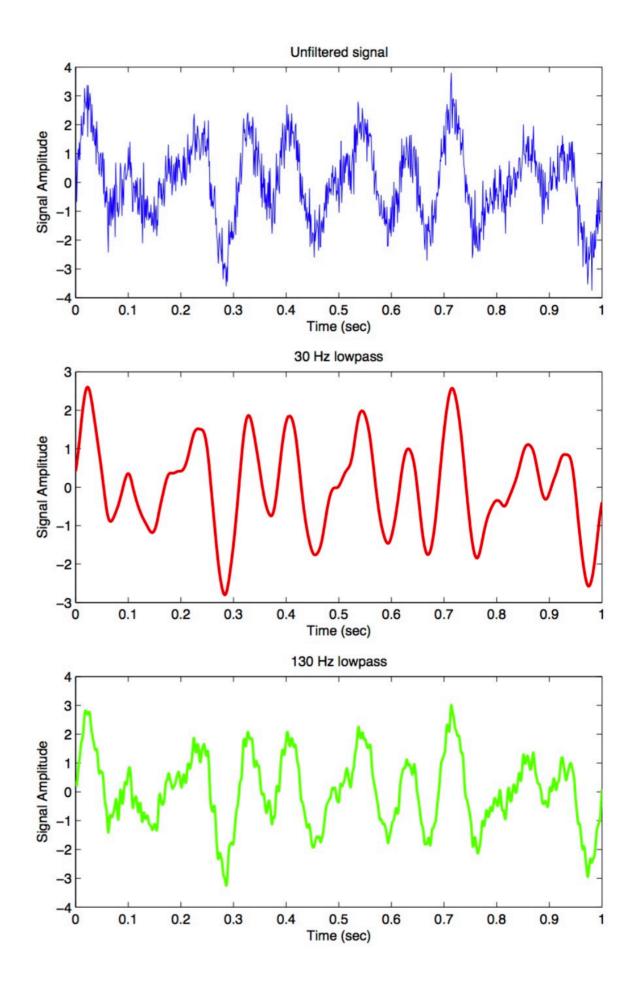


Figure 7: Spectrogram of the sound "MATLAB".

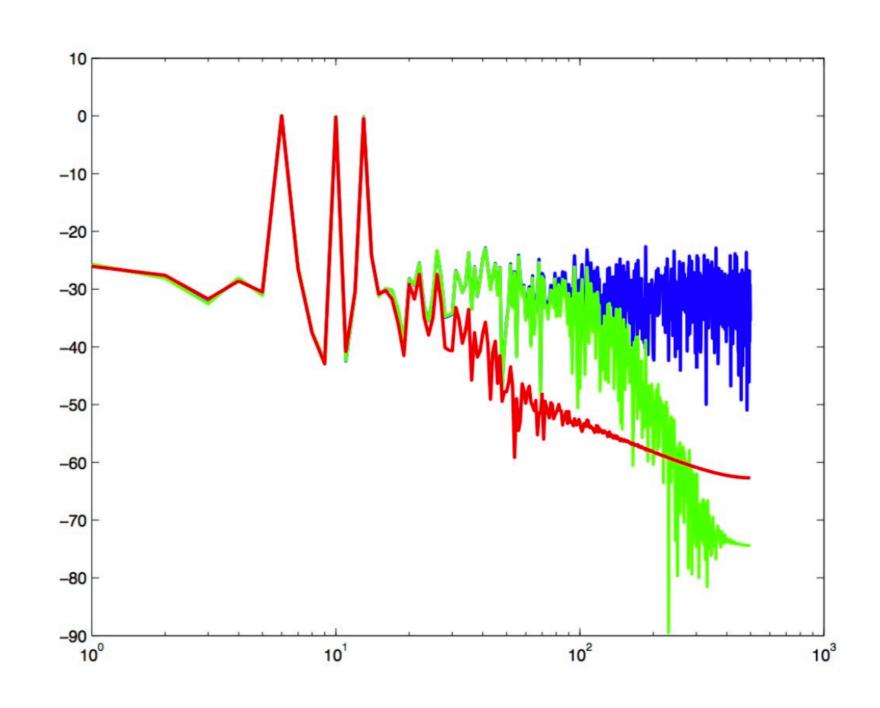
Filtering

- lowpass
- highpass
- bandpass
- bandstop



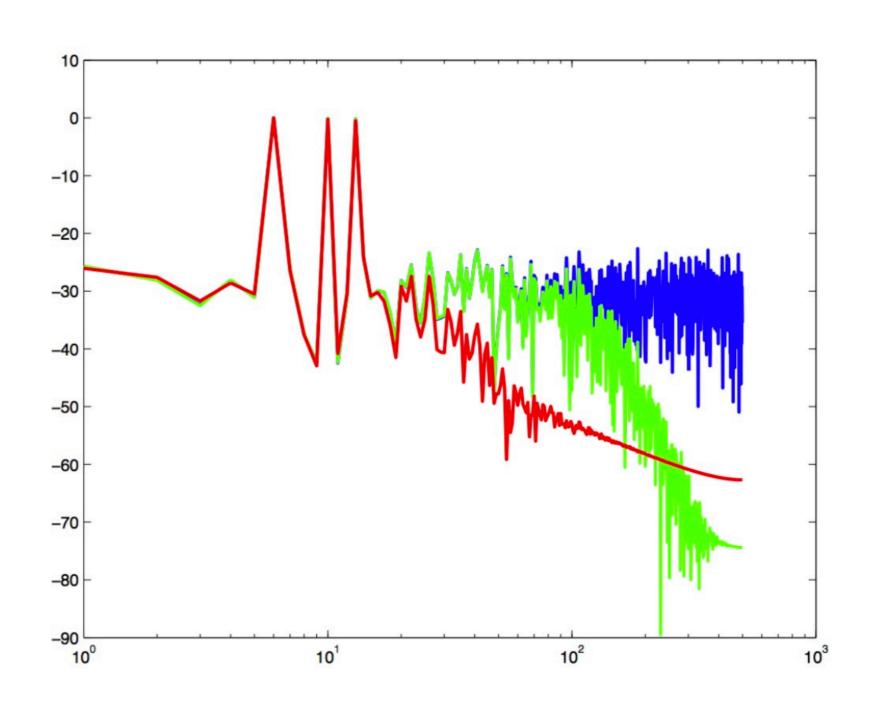
Filtering

- lowpass
- highpass
- bandpass
- bandstop



Filtering

- cutoff or corner frequency
- pass band, stop band
- rolloff



Quantization

- 0.5
 -0.5
 -1
 0
 0.1
 0.2
 0.3
 0.4
 0.5
 0.6
 0.7
 0.8
 0.9
 1
- like a sampling rate but not over time, but over the range of the input signal
- usually expressed in number of bits over input range in Volts
- 12-bit vs 16-bit A/D board

