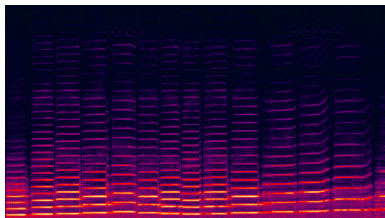


EDISP (Inst. Spectrum - STFT)
(English) Digital Signal Processing
Instantaneous spectrum
or
Short Time Fourier Transform lecture

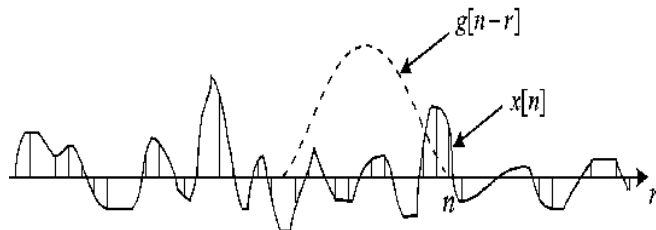
November 19, 2007

Signal properties changing in time

- ▶ FT/DFT etc: signal properties assumed constant in a whole analysis time
- ▶ True signals (e.g. speech, music, video): main information content in the **changes** of the signal properties
- ▶ (A simple idea) how to analyse such signals:
 - ▶ get a small section of a signal
 - ▶ assume properties stable inside section
 - ▶ analyze section (calculate spectrum)
 - ▶ move to next section (and repeat the procedure)
 - ▶ Finally draw a 2d-picture (abs() spectrum vs. time) → *spectrogram*



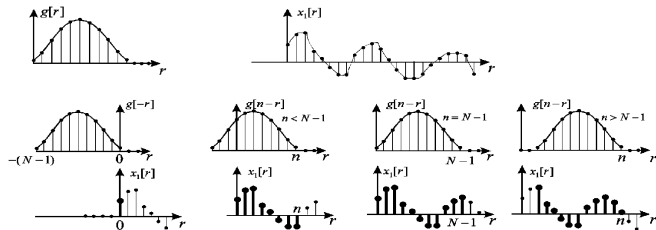
Formulation



$$X(n, \theta) = \sum_{r=-\infty}^{\infty} x[r]g[r-n]e^{-j\theta r}$$

- ▶ A window $g(n)$ of length L is non-zero if $n = 0, 1, \dots, L-1$ (beware - others may define symmetrical windows)
- ▶ so n in $X(n, \theta)$ is the *end* of window
- ▶ The result depends on L and window type (recall windows lecture)

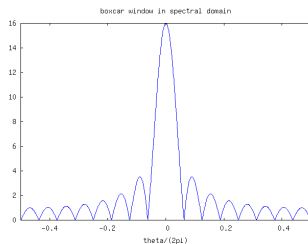
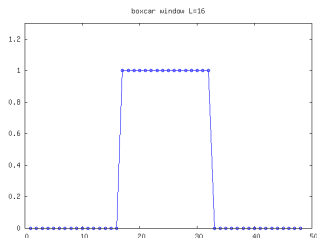
Sliding a window



- ▶ edge effects
- ▶ resolution

Resolution in time or in frequency?

Can't have both :-)



- ▶ Resolution in time $\approx L$ (window length)
- ▶ Resolution in frequency $\approx \frac{4\pi}{L}$
- ▶ And we also want low sidelobes (= "good" windows)
- ▶ \rightarrow good windows (with low sidelobes) are bad windows (have wide mainlobe and are effectively shorter in time)

Hint: choose your window carefully to your application!

Wider view of the problem

Other names for the same:

- ▶ Short-Time Fourier Transform (STFT)
- ▶ Short-Term Fourier Transform (STFT)
- ▶ Time-Dependent Fourier Transform (TDFT)

Other approaches: Time-Frequency Transforms in general

- ▶ Vigner-Ville transform $W_x(n, \theta) = \sum_{r=-\infty}^{+\infty} x(n+r)x^*(n-r)e^{-j\theta 2r}$
- ▶ Wavelet transform (use time-concentrated basis functions)
- ▶ Chirplet transform
- ▶ ...