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

March 24, 2016

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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



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Formulation



A window g(n) of length L is non-zero if n = 0, 1, ..., L−1 (beware - others may define symmetrical windows)

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- ▶ 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



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- edge effects
- resolution

Can't have both :-)



- ▶ Resolution in time ≈ L (window length)
- Resolution in frequency $\approx \frac{4\pi}{L}$
- And we also want low sidelobes (= "good" windows)
- —> good windows are bad windows

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- And we also want low sidelobes (= "good" windows)
- good windows (with low sidelobes) are bad windows (have wide mainlobe and are effectively shorter in time)



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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)
- instantaneous spectrum

The result of STFT in display can be named:

- spectrogram
- waterfall plot (two different meanings: colormap moving in time or many linear plots overlaid)

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Other approaches: Time-Frequency Transforms in general

- Wigner-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

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