

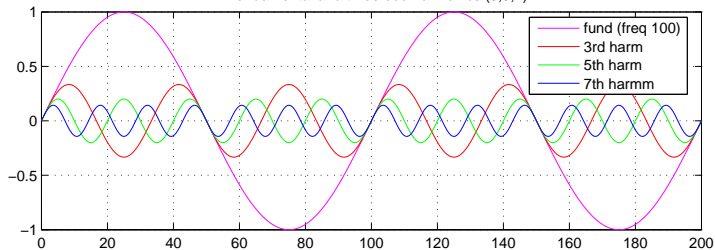
# A Tutorial on Fourier Analysis

Douglas Eck

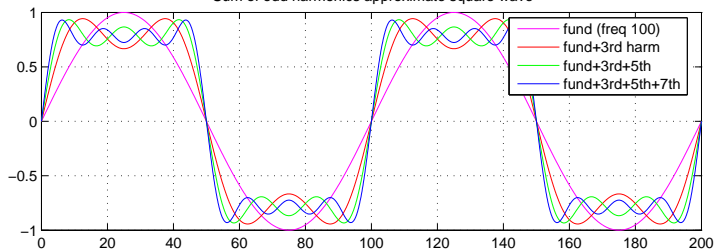
University of Montreal

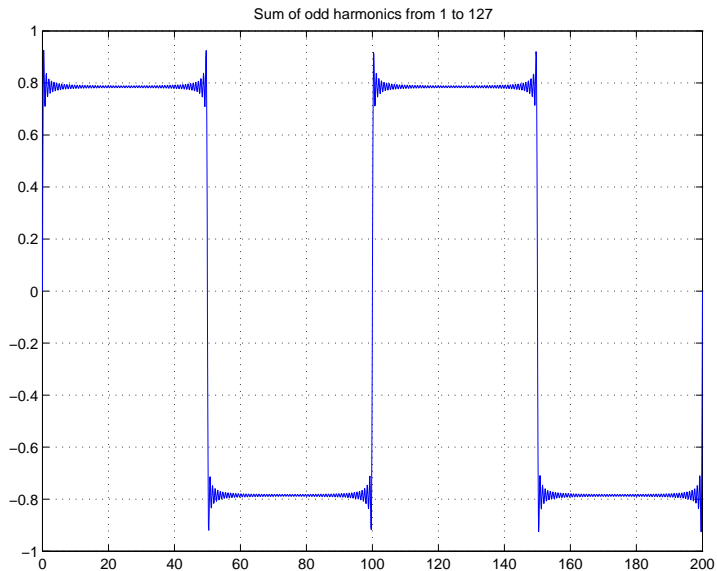
NYU March 2006

A fundamental and three odd harmonics (3,5,7)



Sum of odd harmonics approximate square wave





## Linear Combination

In the interval  $[u_1, u_2]$  a function  $\Theta(u)$  can be written as a linear combination:

$$\Theta(u) = \sum_{i=0}^{\infty} \alpha_i \psi_i(u)$$

where functions  $\psi_i(u)$  make up a set of simple elementary functions. If functions are orthogonal (roughly, perpendicular; inner product is zero) then coefficients  $\alpha_i$  are independent from one another.

## Continuous Fourier Transform

The most commonly used set of orthogonal functions is the Fourier series. Here is the analog version of the Fourier and Inverse Fourier:

$$X(\omega) = \int_{-\infty}^{+\infty} x(t)e^{-2\pi j\omega t} dt$$

$$x(t) = \int_{-\infty}^{+\infty} X(\omega)e^{2\pi j\omega t} d\omega$$

## Discrete Fourier and Inverse Fourier Transform

$$X(n) = \sum_{k=0}^{N-1} x(k) e^{-2\pi jnk/N}$$

$$x(k) = \frac{1}{N} \sum_{n=0}^{N-1} X(n) e^{2\pi jnk/N}$$

## Taylor Series Expansion

$$f(x) = f(x_0) + \frac{f'(x_0)}{1}(x-x_0) + \frac{f''(x_0)}{1 * 2}(x-x_0)^2 + \frac{f'''(x_0)}{1 * 2 * 3}(x-x_0)^3 + \dots$$

or more compactly as

$$f(x) = \sum_{n=0}^{\infty} \frac{f^{(n)}(x_0)}{n!} (x - x_0)^n$$

## Taylor series expansion of $e^{j\Theta}$

Since  $e^x$  is its own derivative, the Taylor series expansion for  $f(x) = e^x$  is very simple:

$$e^x = \sum_{n=0}^{\infty} \frac{x^n}{n!} = 1 + x + \frac{x^2}{2} + \frac{x^3}{3!} + \dots$$

We can define:

$$e^{j\Theta} = \sum_{n=0}^{\infty} \frac{(j\Theta)^n}{n!} = 1 + j\Theta - \frac{\Theta^2}{2} - j\frac{\Theta^3}{3!} + \dots$$



## Splitting out real and imaginary parts

All even order terms are real; all odd-order terms are imaginary:

$$\operatorname{re}e^{j\Theta} = 1 - \Theta^2/2 + \Theta^4/4! - \dots$$

$$\operatorname{im}e^{j\Theta} = \Theta - \Theta^3/3! + \Theta^5/5! - \dots$$

## Fourier Transform as sum of sines and cosines

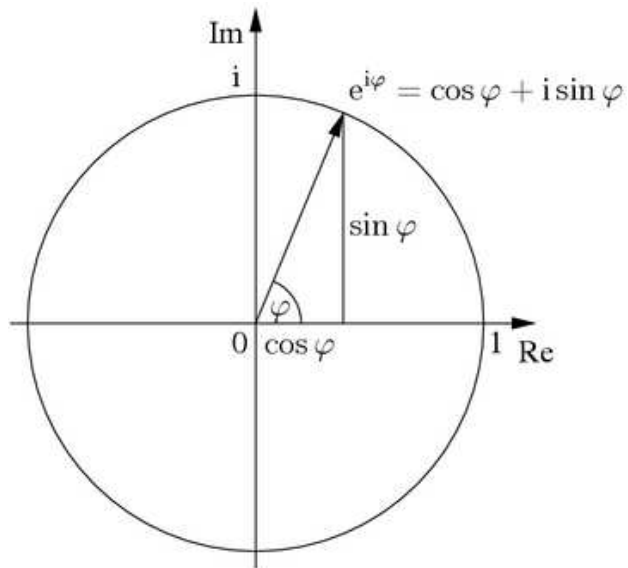
Observe that:

$$\cos(\Theta) = \sum_{n \geq 0; n \text{ is even}}^{\infty} \frac{(-1)^{n/2}}{n!} \Theta^n$$

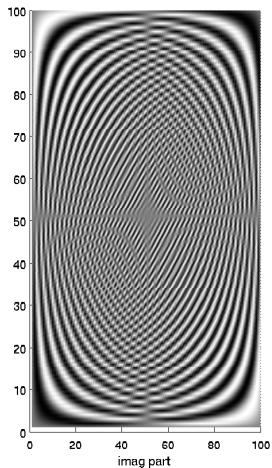
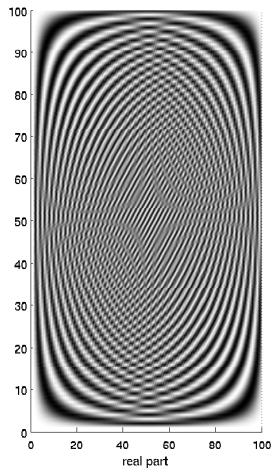
$$\sin(\Theta) = \sum_{n \geq 0; n \text{ is odd}}^{\infty} \frac{(-1)^{(n-1)/2}}{n!} \Theta^n$$

Thus yielding Euler's formula:

$$e^{j\theta} = \cos(\Theta) + j \sin(\Theta)$$

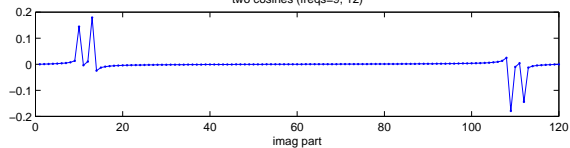
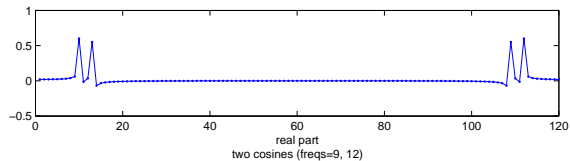
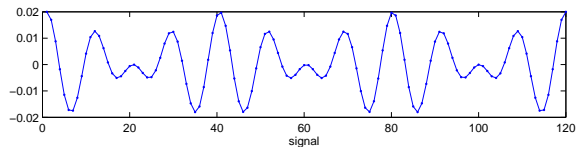


## Fourier transform as kernel matrix



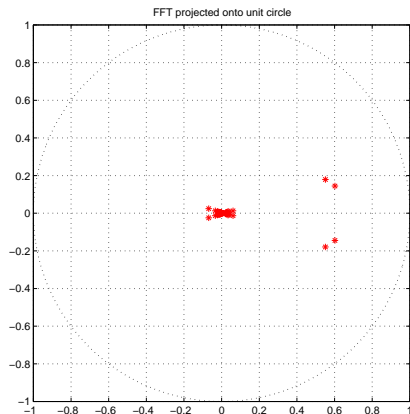
# Example

Sum of cosines with frequencies 12 and 9, sampling rate = 120



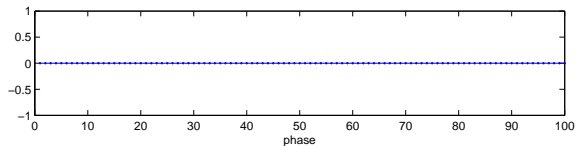
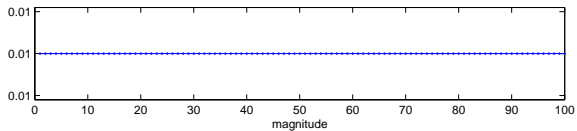
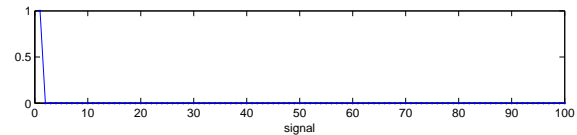
# Example

FFT coefficients mapped onto unit circle



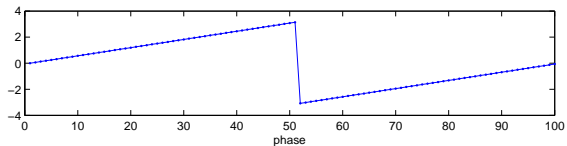
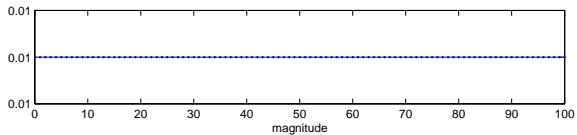
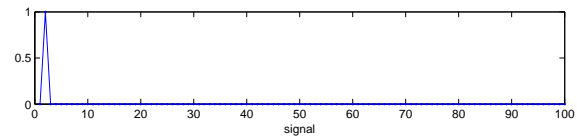
# Impulse response

impulse response



# Impulse response

delayed impulse response

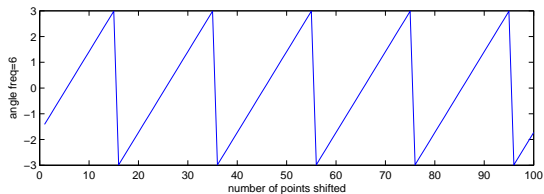
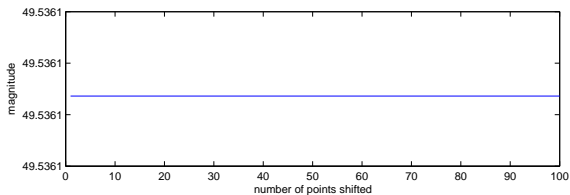




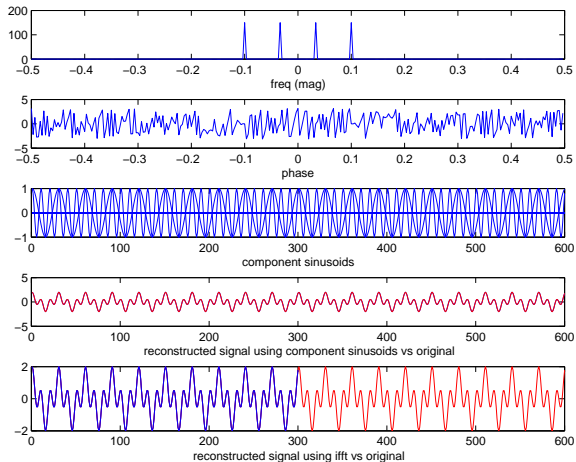
# A look at phase shifting

Sinusoid frequency=5 phase shifted multiple times.

sinusoid freq=5 phase shifted repeatedly

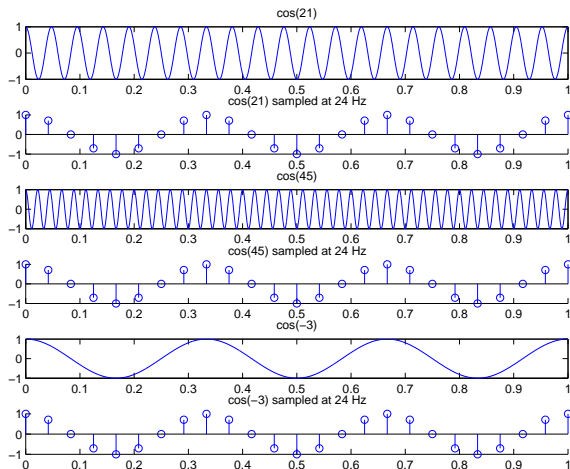


## Sin period 10 + period 30



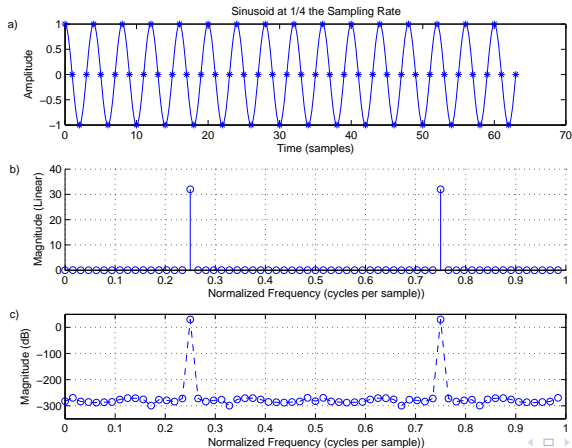
# Aliasing

The useful range is the “Nyquist frequency” ( $f_s/2$ )



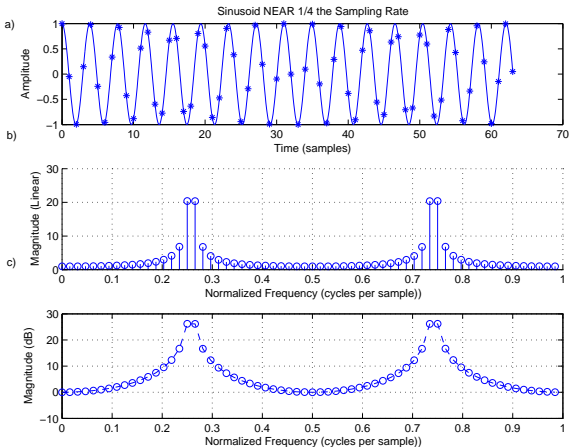
# Leakage

Even below Nyquist, when frequencies in the signal do not align well with sampling rate of signal, there can be “leakage”. First consider a well-aligned exampl (freq = .25 sampling rate)



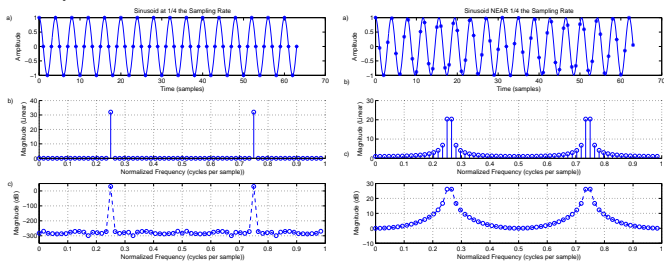
# Leakage

Now consider a poorly-aligned example ( $\text{freq} = (.25 + .5/N) * \text{sampling rate}$ )



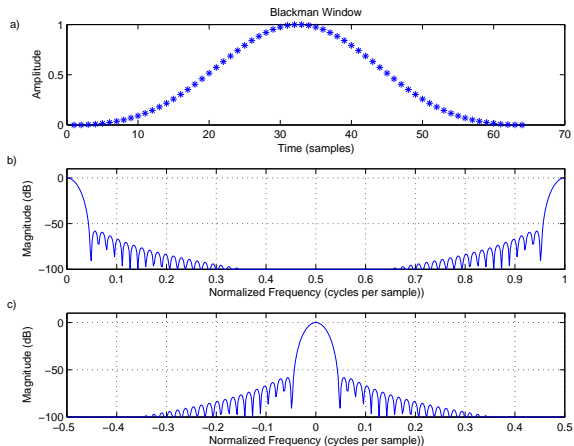
## Leakage

## Comparison:



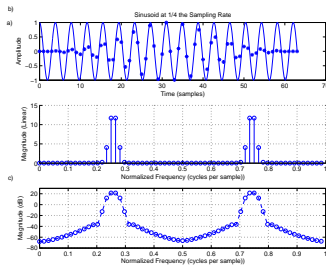
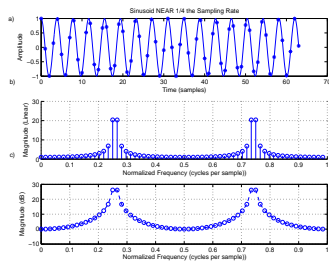
## Windowing can help

Can minimize effects by multiplying time series by a window that diminishes magnitude of points near signal edge:



## Leakage Reduced

## Comparison:





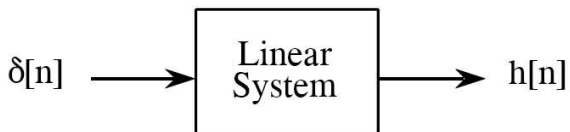
## Convolution theorem

This can be understood in terms of the Convolution Theorem. Convolution in the time domain is multiplication in the frequency domain via the Fourier transform ( $\mathcal{F}$ ).

$$\mathcal{F}(f * g) = \mathcal{F}(f) \times \mathcal{F}(g)$$

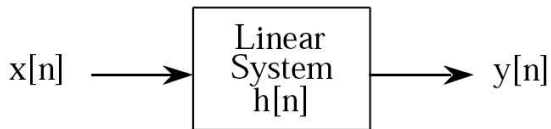
## Computing impulse response

The impulse response  $h[n]$  is the response of a system to the unit impulse function.



## Using the impulse response

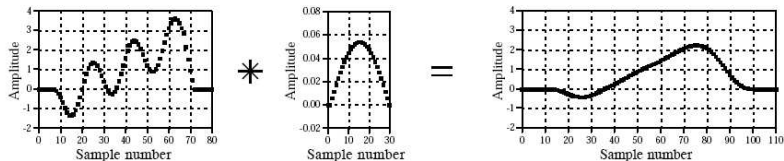
Once computed, the impulse response can be used to filter any signal  $x[n]$  yielding  $y[n]$ .



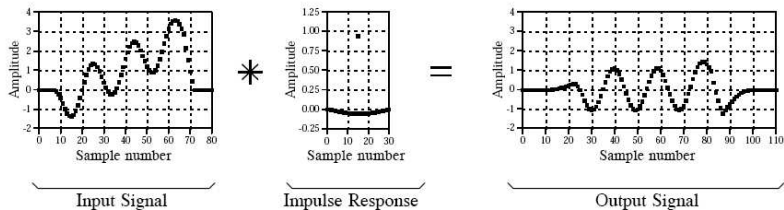
$$x[n] * h[n] = y[n]$$

## Examples

## a. Low-pass Filter



## b. High-pass Filter



## Filtering using DFT

- Goal is to choose good impulse response  $h[n]$

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- Goal is to choose good impulse response  $h[n]$
- Transform signal into frequency domain
- Modify frequency properties of signal via *multiplication*
- Transform back into time domain



## Difficulties (Why not a perfect filter?)

- You *can* have a perfect filter(!)

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- Need long impulse response function in both directions

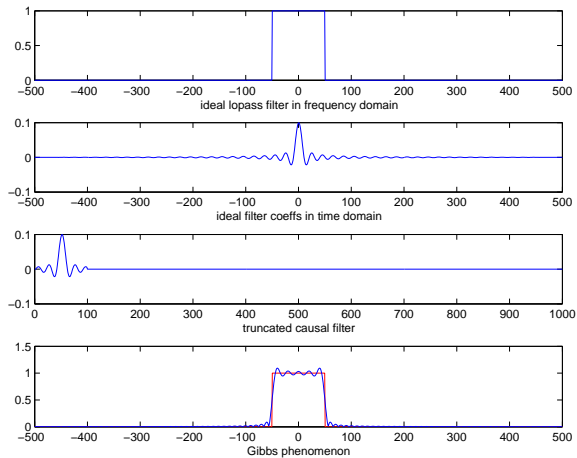
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- **Very non causal**

## Difficulties (Why not a perfect filter?)

- You *can* have a perfect filter(!)
- Need long impulse response function in both directions
- Very non causal
- In generating causal version, challenges arise

# Gibbs Phenomenon



# Spectral Analysis

- Often we want to see spectral energy as a signal evolves over time

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- Compute Fourier Transform over evenly-spaced frames of data

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- Often we want to see spectral energy as a signal evolves over time
- Compute Fourier Transform over evenly-spaced frames of data
- Apply window to minimize edge effects



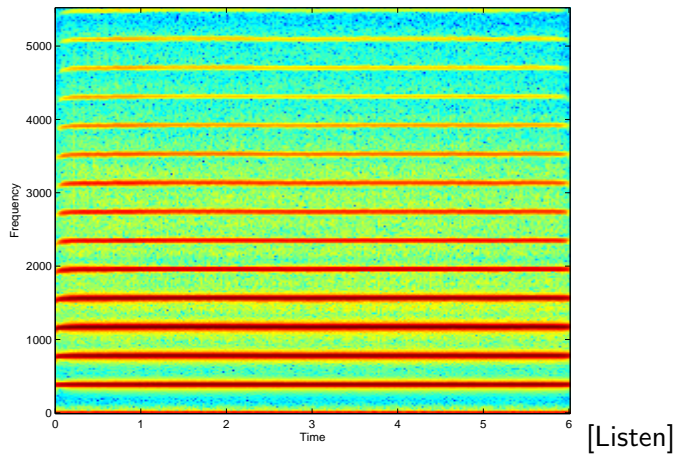
## Short-Timescale Fourier Transform (STFT)

$$X(m, n) = \sum_{k=0}^{N-1} x(k)w(k - m)e^{-2\pi jnk/N}$$

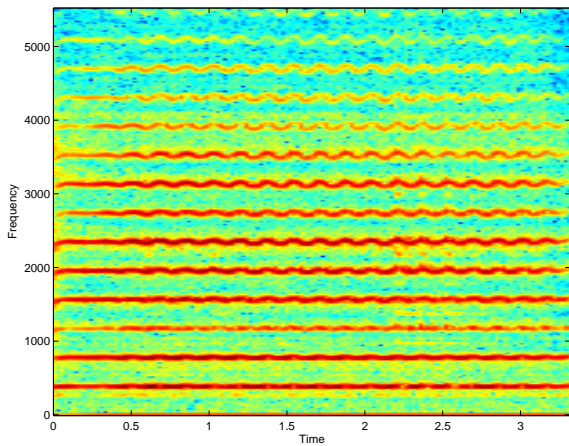
Where  $w$  is some windowing function such as Hanning or gaussian centered around zero.

The spectrogram is simply the squared magnitude of these STFT values

## Trumpet (G4)

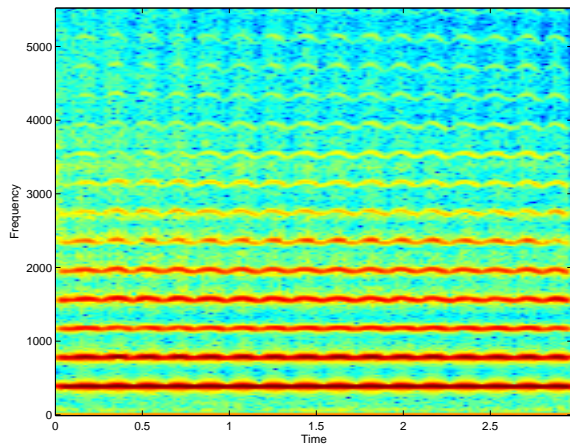


## Violin (G4)

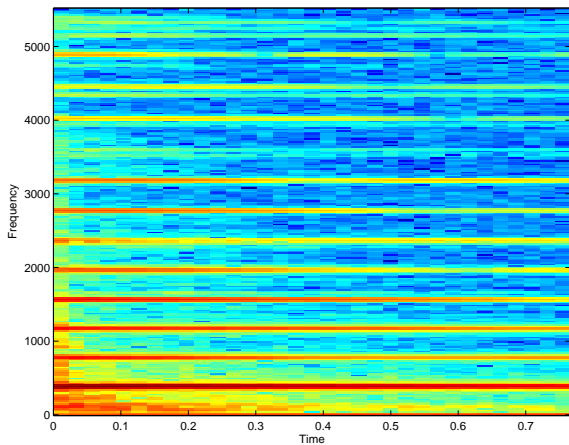


[Listen]

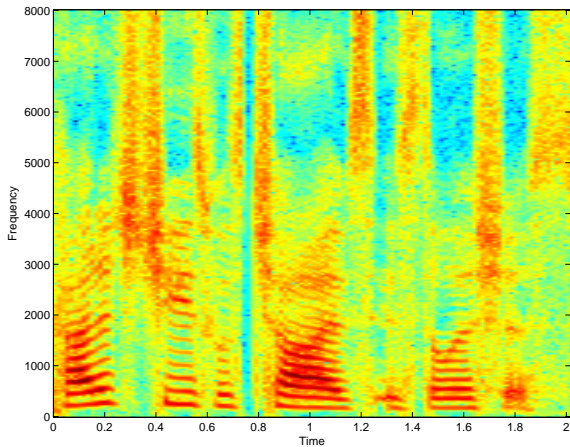
## Flute (G4)

[\[Listen\]](#)

## Piano (G4)

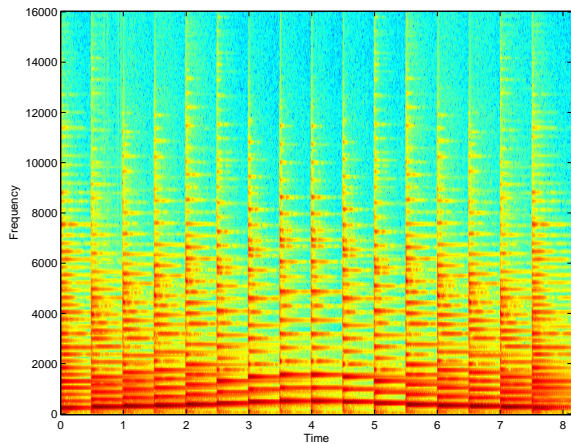
[\[Listen\]](#)

## Voice



[Listen]

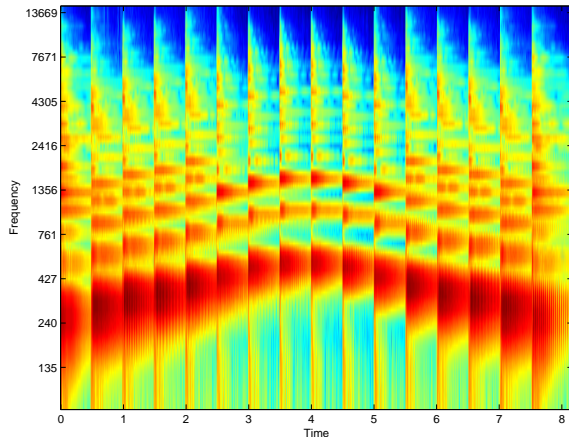
## C Major Scale (Piano)



[Listen]

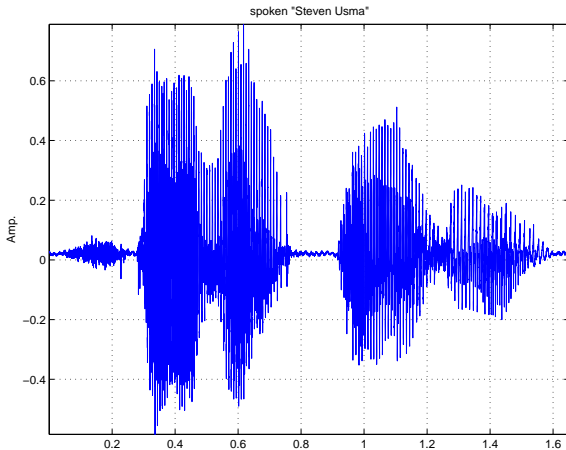
## C Major Scale (Piano)

Log Spectrogram (Constant-Q Transform) reveals low-frequency structure

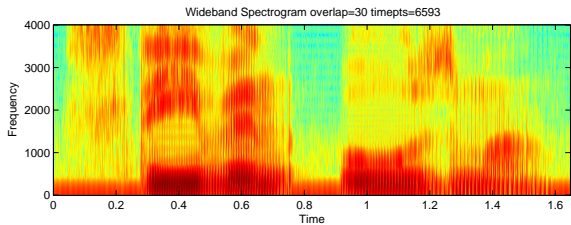
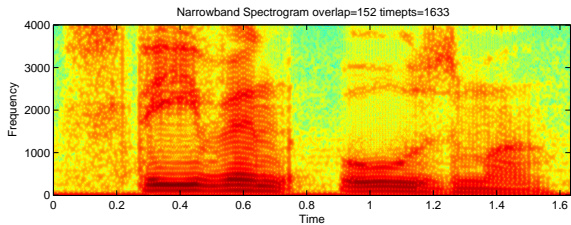




# Time-Space Tradeoff



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## Auto-correlation and meter

Autocorrelation long used to find meter in music (Brown 1993)  
Lag  $k$  auto-correlation  $a(k)$  is a special case of cross-correlation  
where a signal  $x$  is correlated with itself:

$$a(k) = \frac{1}{N} \sum_{n=k}^{N-1} x(n) x(n-k)$$

## Auto-correlation and meter

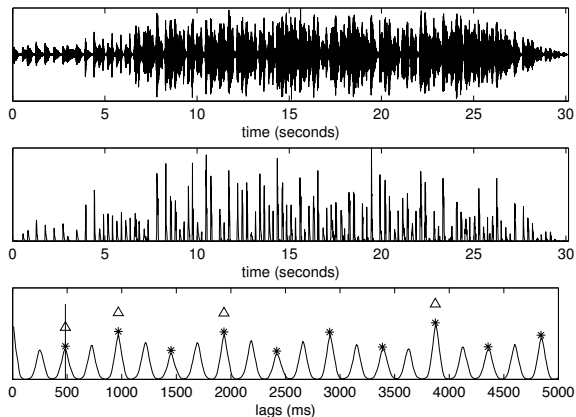
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Autocorrelation can also be defined in terms of Fourier analysis

$$a = \mathcal{F}^{-1}(|\mathcal{F}(x)|)$$

where  $\mathcal{F}$  is the Fourier transform,  $\mathcal{F}^{-1}$  is the inverse Fourier transform and  $||$  indicates taking magnitude from a complex value.



Time series (top), envelope (middle) and autocorrelation (bottom) of excerpt from ISMIR 2004 Tempo Induction contest (Albums-Cafe\_Paradiso-08.wav). A vertical line marks the actual tempo (484 msec, 124bpm). Stars mark the tempo and its integer multiples. Triangles mark levels in the metrical hierarchy.

# Fast Fourier Transform

- Fourier Transform  $O(N^2)$
- Fast version possible  $O(N\log N)$
- Size must be a power of two
- Strategy is decimation in time or frequency
- Divide and conquer
  - Rearrange the inputs in bit reversed order
  - Output transformation (Decimation in Time)