

Why study spectrum?

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EECS206 F02

- Music synthesis, and other entertainment
- Long distance communications
- Matching a signal to channel, free-space, wire, CD, DVD, etc
- Recognition of speech/audio/video
- Filtering-out noise and disturbances
- Hiding a signal within another signal

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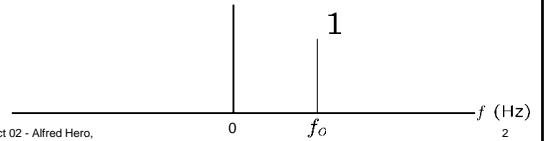
1

Spectral Analysis of Continuous Time Signals

- Start with spectrum of a complex exponential:

$$x(t) = e^{j\omega_0 t}$$

$$\omega_0 = 2\pi f_0$$



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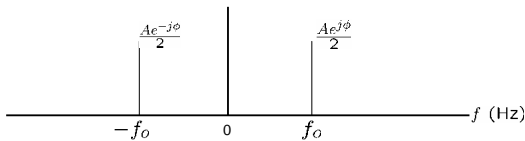
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Spectrum of Real Sinusoid

- Real sinusoidal signal

$$A \cos(\omega_0 t + \phi) = A \frac{e^{j(\omega_0 t + \phi)} + e^{-j(\omega_0 t + \phi)}}{2}$$

$$= \frac{Ae^{j\phi}}{2} e^{j\omega_0 t} + \frac{Ae^{-j\phi}}{2} e^{-j\omega_0 t}$$



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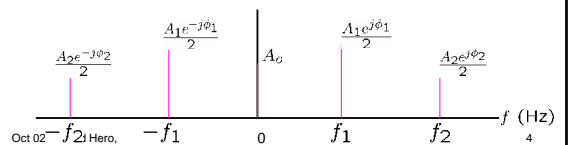
Note: Conjugate symmetry

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Spectrum of many Sinusoids

- Superposition of sinusoids at different frequencies

$$A_0 + A_1 \cos(\omega_1 t + \phi_1) + A_2 \cos(\omega_2 t + \phi_2)$$



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Fourier Synthesis

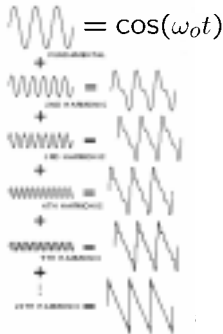
Combinations of sinusoids in just the right proportions yields a sawtooth wave ($\phi_0 = 0$)

$$x_p(t) = \sum_{k=0}^p A_k \cos(\omega_k t + \phi_k)$$

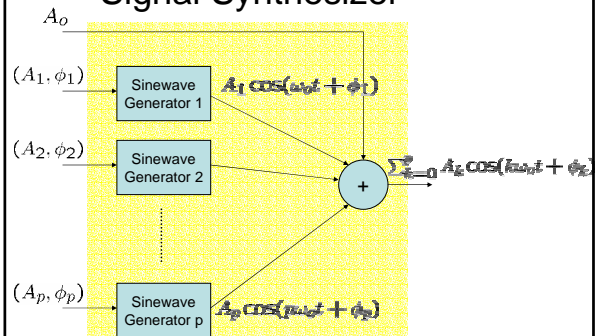
k-th harmonic frequency:

$$\omega_k = k\omega_0$$

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Signal Synthesizer



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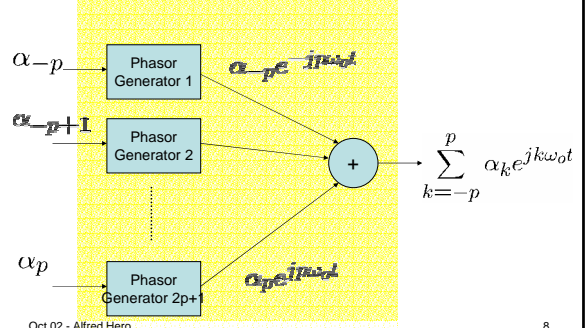
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Phasor Form of Synthesizer

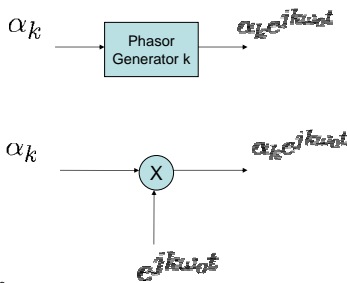
$$\begin{aligned}
 x_p(t) &= \sum_{k=0}^p A_k \cos(k\omega_0 t + \phi_k) \\
 &= \sum_{k=0}^p A_k \left(\frac{e^{j(k\omega_0 t + \phi_k)} + e^{-j(k\omega_0 t + \phi_k)}}{2} \right) \\
 &= \sum_{k=-p}^p \alpha_k e^{jk\omega_0 t}
 \end{aligned}$$

$$\alpha_k = \begin{cases} \frac{A_k e^{j\phi_k}}{2}, & k > 0 \\ A_0, & k = 0 \\ \frac{A_k e^{-j\phi_k}}{2}, & k < 0 \end{cases}$$

Signal Synthesizer



Phasor Generator: Multiplier Form



Fourier (Spectral) Analysis

- Is it possible to synthesize an arbitrary periodic signal by a sum of sinusoids?
- Yes! If $x(t)$ is smooth and periodic with period:

$$T = 1/f_0 = 2\pi/\omega_0$$

- Then $x(t)$ can be represented as a sum of sinusoids at frequencies .

$$f_0, 2f_0, 3f_0, \dots$$

Fourier Series

If $x(t)$ is smooth and periodic with period $T = 2\pi/\omega_0$

$$x(t) = A_0 + \sum_{k=1}^{\infty} A_k \cos(k\omega_0 t + \phi_k)$$

$$x(t) = X_0 + \Re \left\{ \sum_{k=1}^{\infty} X_k e^{jk\omega_0 t} \right\}$$

$$x(t) = \sum_{k=-\infty}^{\infty} \alpha_k e^{jk\omega_0 t}$$

Fourier Series

Previous three FS formulas are equivalent

- Fourier coefficients

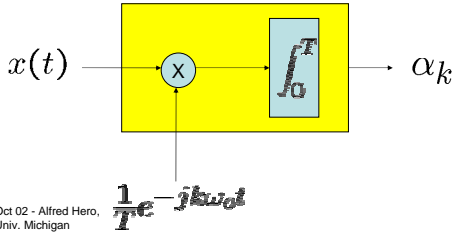
$$(A_k, \phi_k), X_k, \alpha_k$$

- Harmonic frequencies

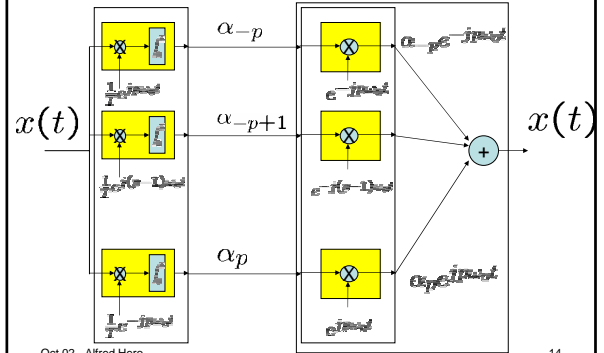
$$f_0, 2f_0, 3f_0, \dots$$

Computing Fourier Coefficients

$$\alpha_k = \frac{1}{T} \int_0^T x(t) e^{-jk\omega_0 t} dt$$



Analysis - Synthesis



What's so special about it?

- This "filter bank" structure is ubiquitous in MP3, MPEG-4, JPEG-2000, and other digital standards.
- Now it remains to
 - Explain why Fourier series works
 - Do a couple of examples
 - Discuss some important properties
 - Extend to discrete time (sampled) signals