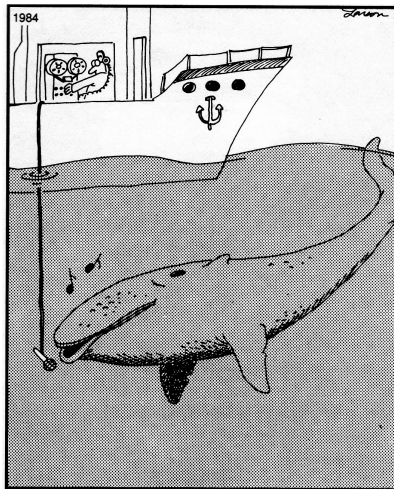


Signal Processing 101

Kathleen E. Wage
George Mason University

Discovery of Sound in the Sea Webinar
12-October-2022

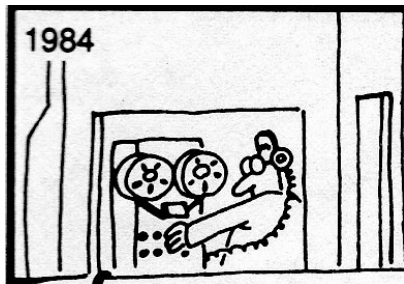


"A Louie, Louie... wowoooo... We gotta go now..."

Signal Processing 101

Kathleen E. Wage
George Mason University

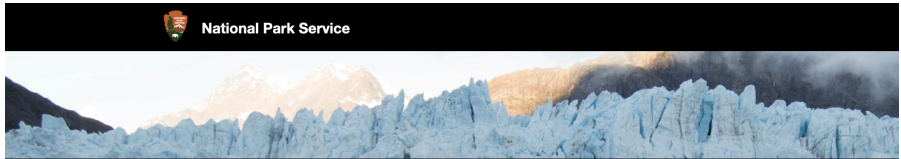
Discovery of Sound in the Sea Webinar
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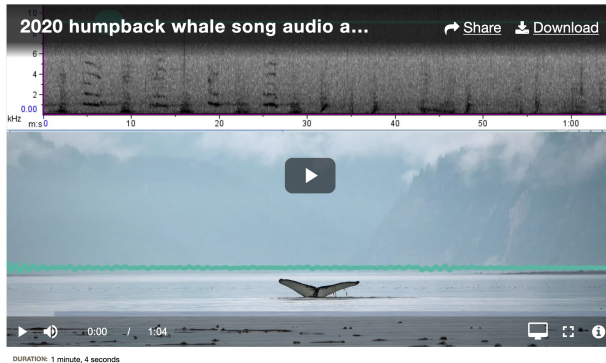
How do we record and analyze signals in 2022?

- How fast to sample?
- How to use a bank of filters to make a spectrogram?

This talk uses a 1-minute recording of a humpback whale from a hydrophone at the mouth of Glacier Bay



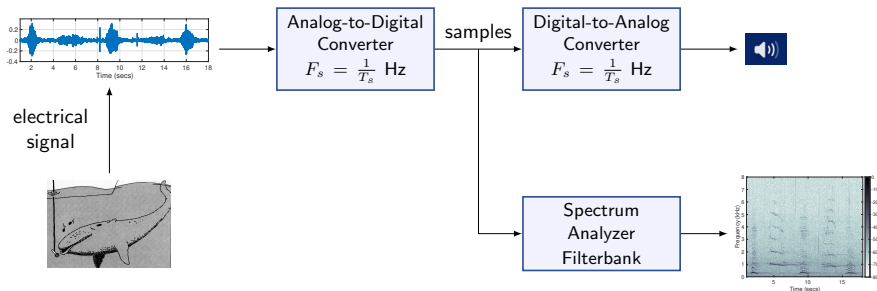
Sounds Recorded in Glacier Bay



Link to Glacier Bay sound clips

Click [here](#) to download the Nov. 2020 humpback recording from the NPS site

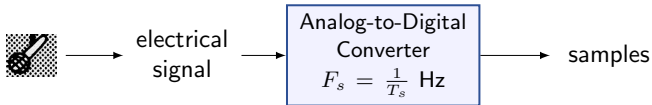
Recording and analysis system consists of three basic components: ADC, DAC, Filterbank



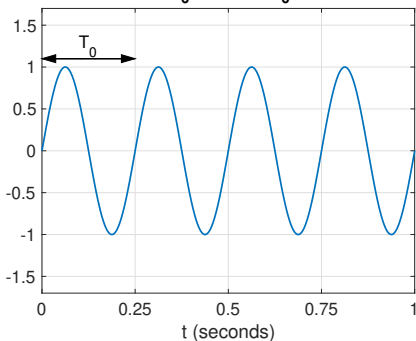
Designing the system requires answering the following questions:

- How fast should we sample the signals? What is F_s ?
- How many filters should we use and what determines the resolution of the spectrogram?

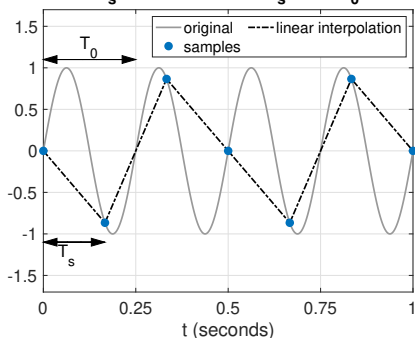
Analog-to-Digital Converter (ADC) measures an electrical signal and produces a set of samples



$\sin(2\pi F_0 t)$ $F_0 = 4$ Hz

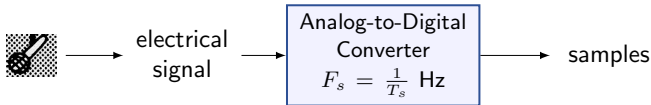


$F_s = 6$ Hz $T_s = 0.67 T_0$

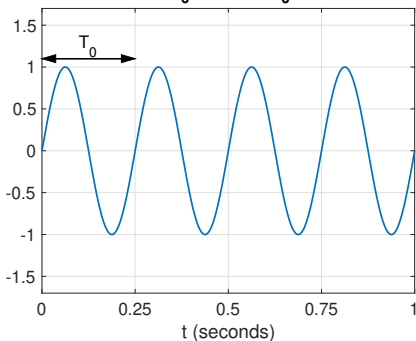


Higher sample rate F_s (smaller sample period T_s) \rightarrow better plots

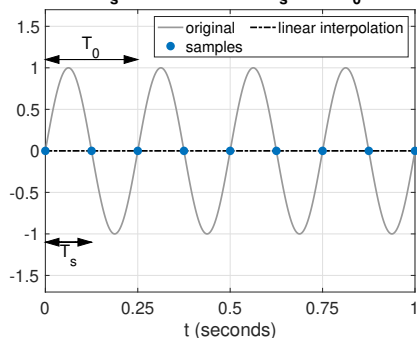
Analog-to-Digital Converter (ADC) measures an electrical signal and produces a set of samples



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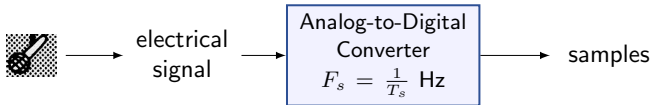


$F_s = 8 \text{ Hz}$ $T_s = 0.50 T_0$

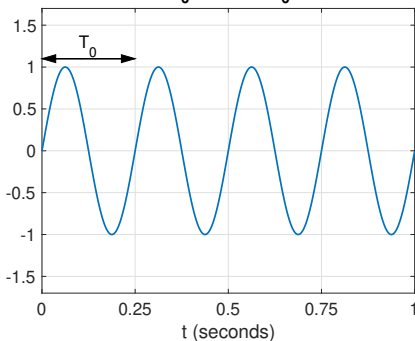


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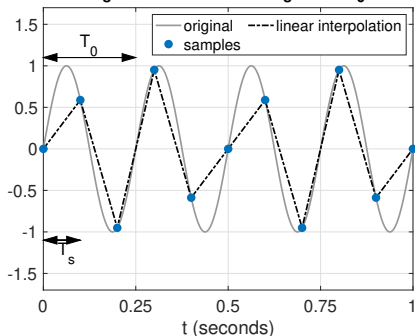
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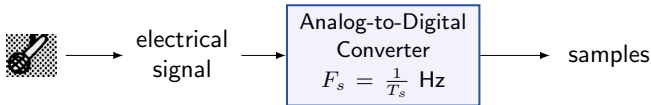


$F_s = 10$ Hz $T_s = 0.40 T_0$

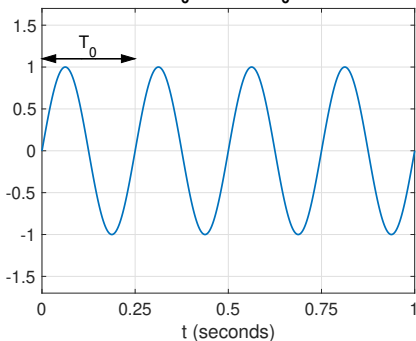


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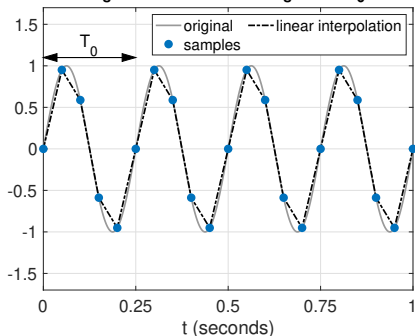
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$\sin(2\pi F_0 t)$ $F_0 = 4$ Hz

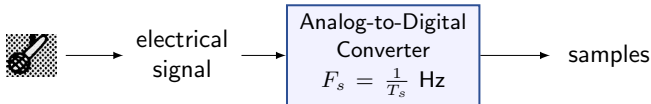


$F_s = 20$ Hz $T_s = 0.20 T_0$

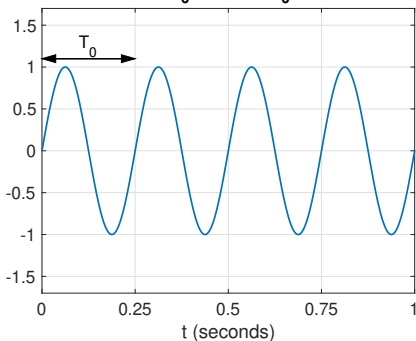


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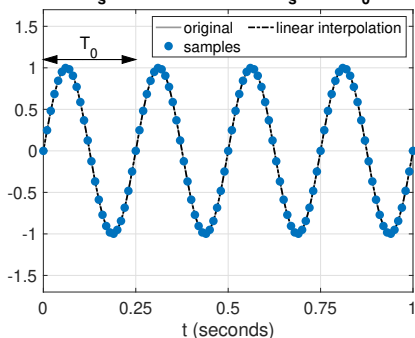
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$\sin(2\pi F_0 t)$ $F_0 = 4 \text{ Hz}$

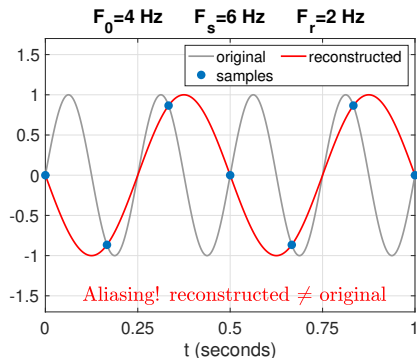
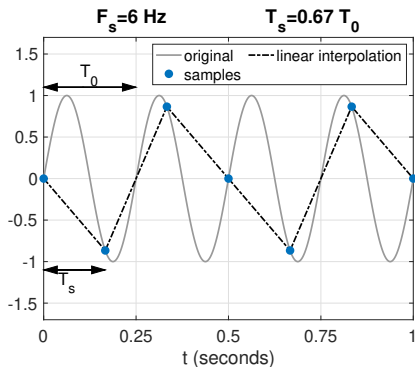
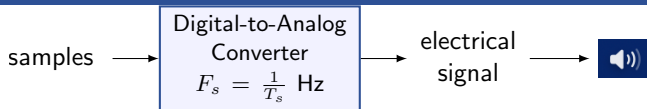


$F_s = 100 \text{ Hz}$ $T_s = 0.04 T_0$



Higher sample rate F_s (smaller sample period T_s) \rightarrow better plots

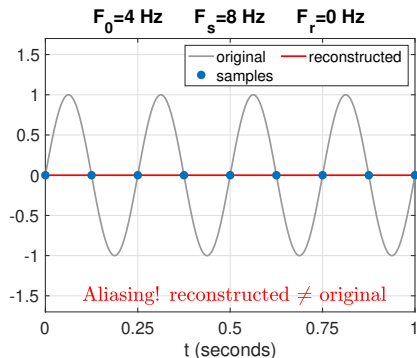
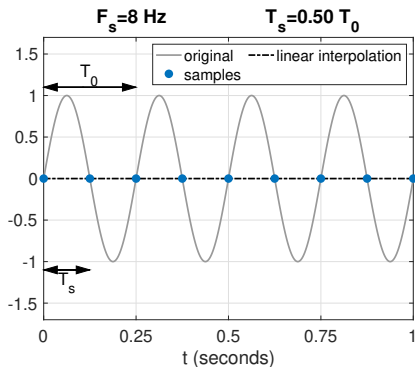
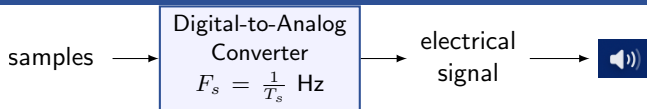
Digital-to-Analog Converter (DAC) reconstructs an electrical signal from a set of samples



Can reconstruct signal if we have more than 2 samples per period

$$\rightarrow T_s < \frac{T_0}{2} \text{ or } F_s > 2F_0$$

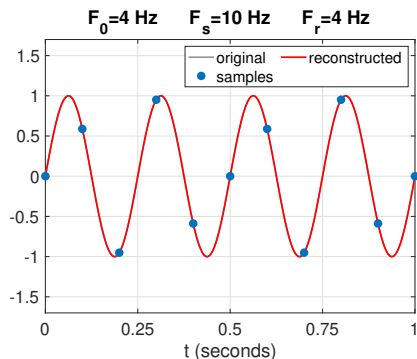
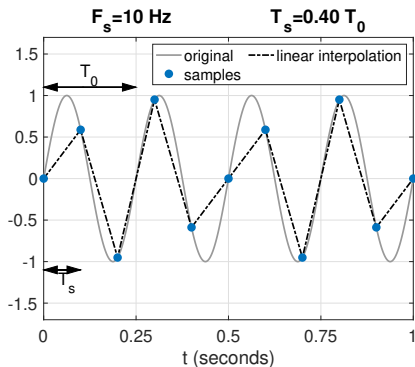
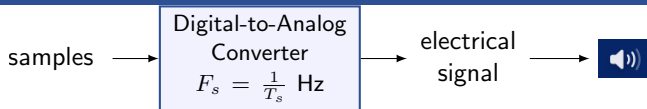
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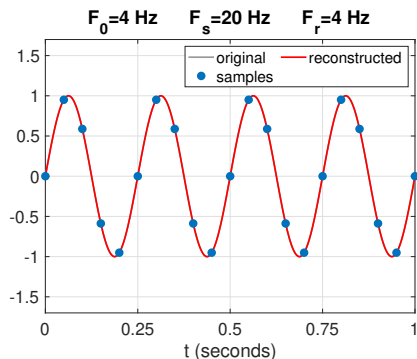
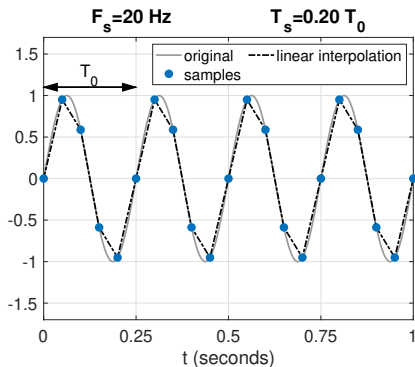
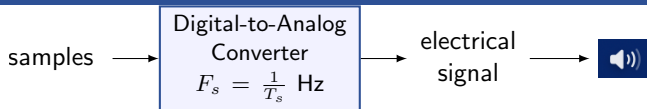
$$\rightarrow T_s < \frac{T_0}{2} \text{ or } F_s > 2F_0$$

Digital-to-Analog Converter (DAC) reconstructs an electrical signal from a set of samples



Can reconstruct signal if we have more than 2 samples per period
 $\rightarrow T_s < \frac{T_0}{2}$ or $F_s > 2F_0$

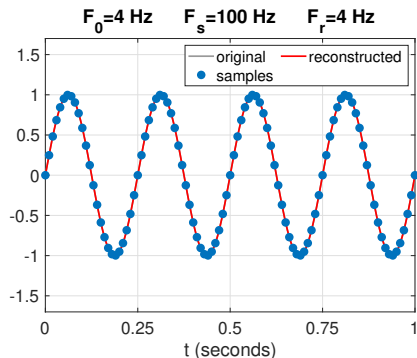
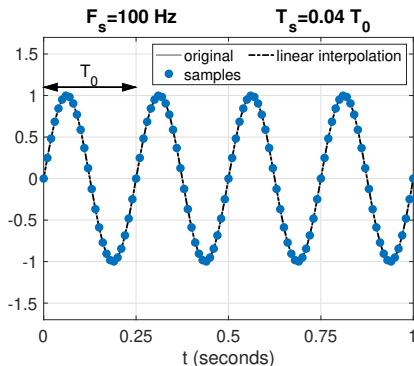
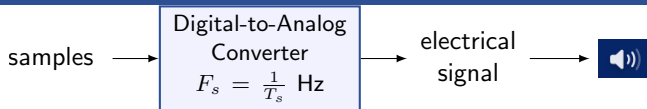
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$$\rightarrow T_s < \frac{T_0}{2} \text{ or } F_s > 2F_0$$

Digital-to-Analog Converter (DAC) reconstructs an electrical signal from a set of samples



Can reconstruct signal if we have more than 2 samples per period

$$\rightarrow T_s < \frac{T_0}{2} \text{ or } F_s > 2F_0$$

Sampling theorem guarantees that we can reconstruct a signal if we sample it at a high enough rate

Conclusion from the previous examples:

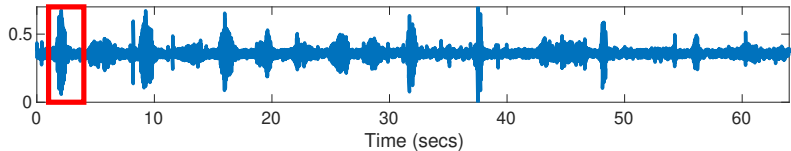
We can reconstruct the signal from its samples if

- $F_s > 2F_0$ or equivalently,
- $T_s < \frac{T_0}{2}$

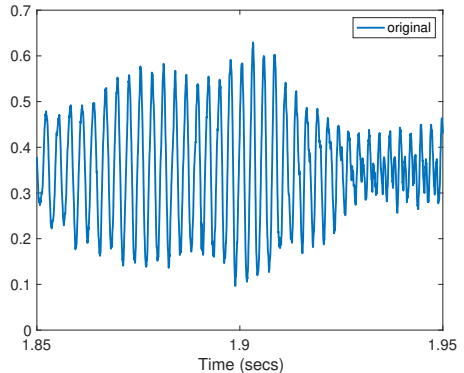
This assumes there is only one sinusoidal signal and we know its frequency (F_0)

What if the whales aren't singing just one note all the time?

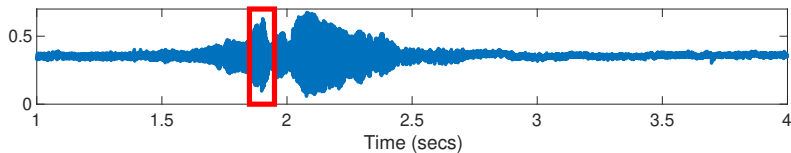
We can synthesize a whale signal by adding sinusoids with different frequencies, amplitudes, and phases



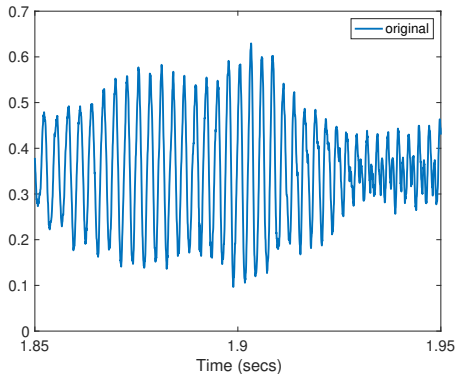
$$\text{synth} = \sum_m A_m \cos(2\pi f_m + \phi_m)$$



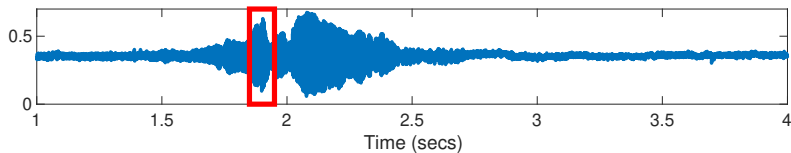
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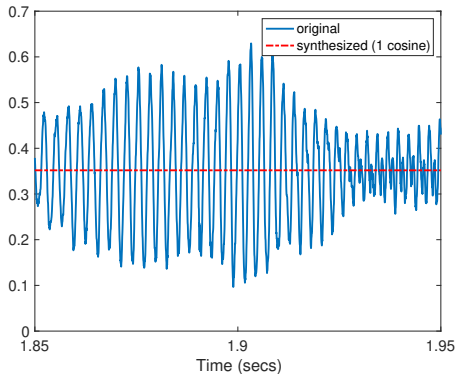
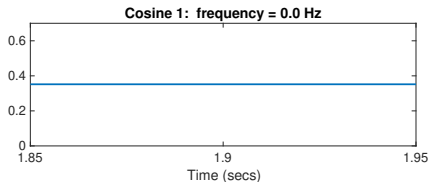
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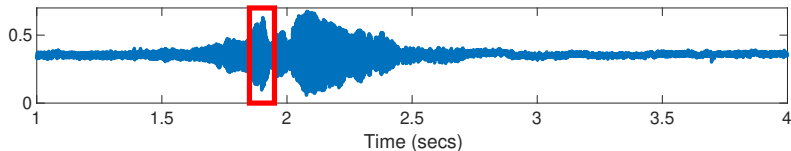
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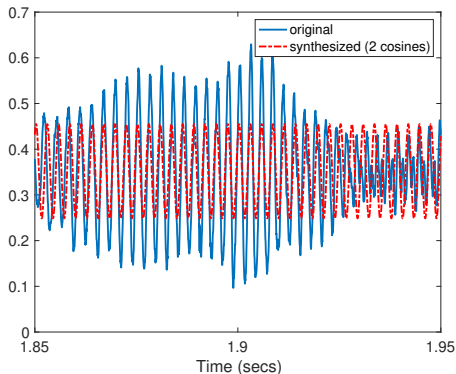
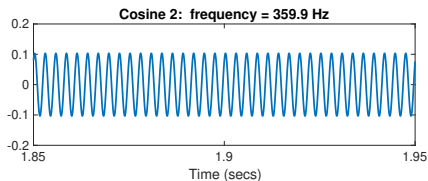
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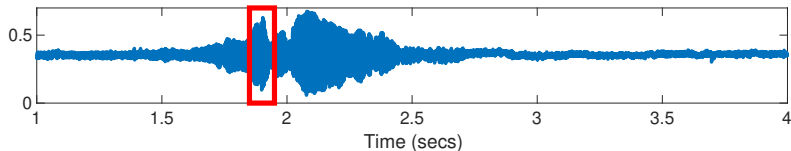
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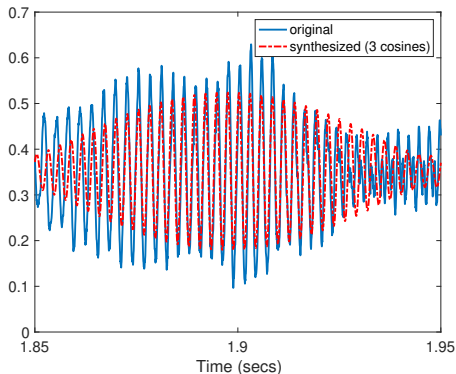
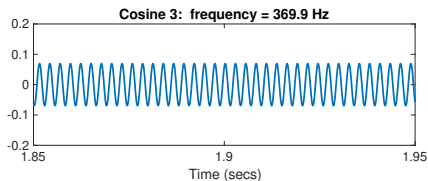
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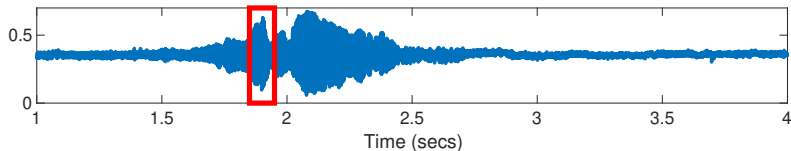
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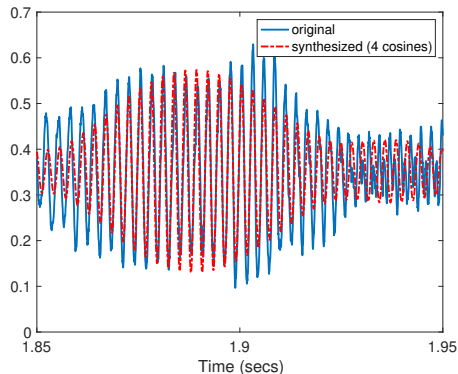
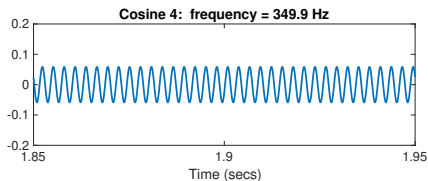
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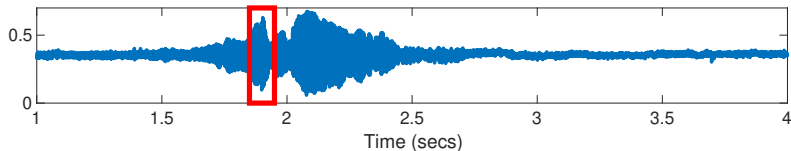
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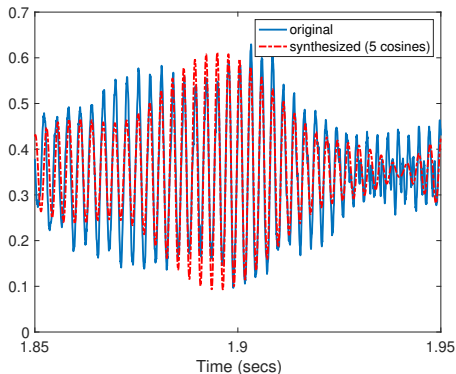
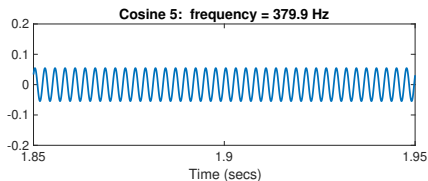
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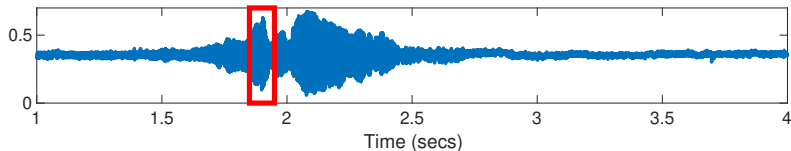
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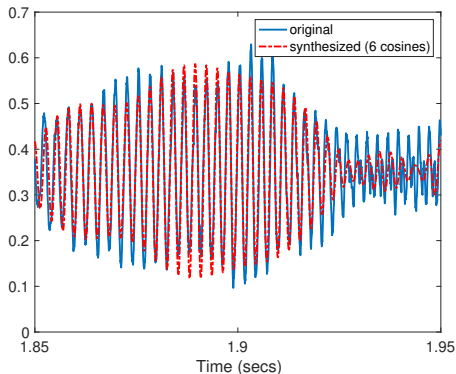
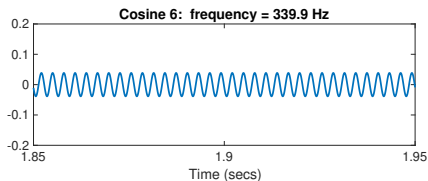
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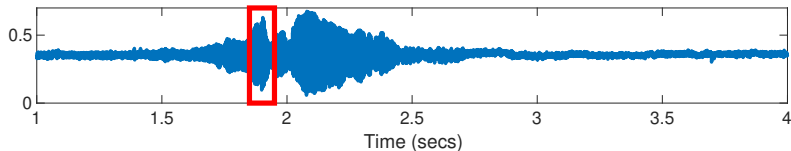
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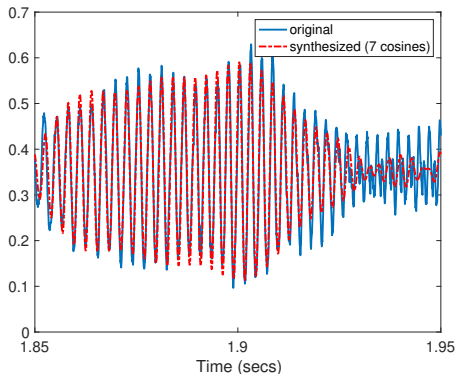
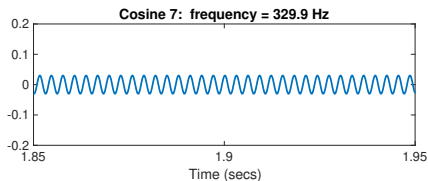
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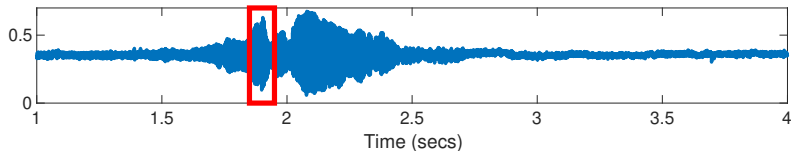
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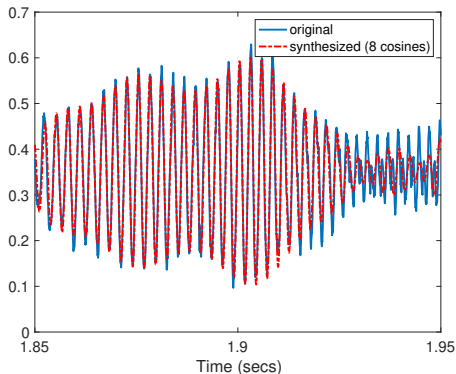
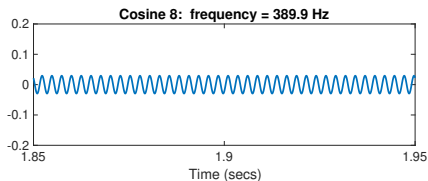
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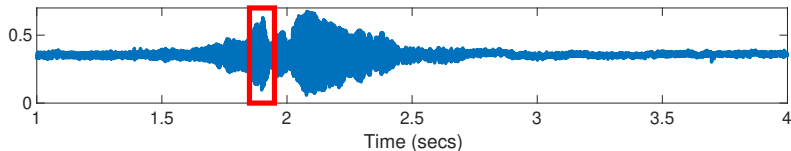
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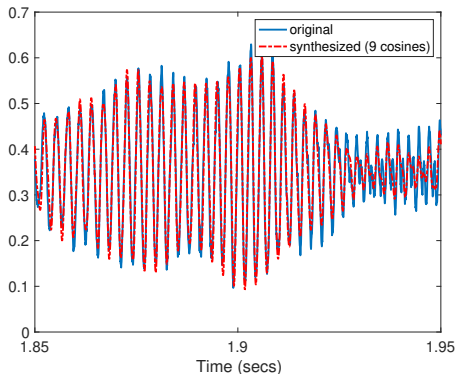
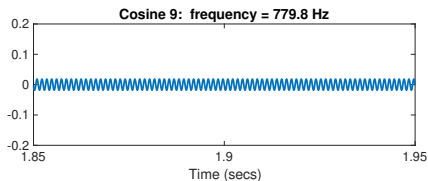
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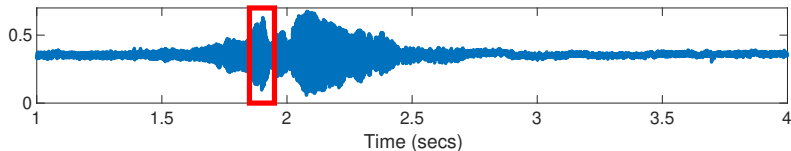
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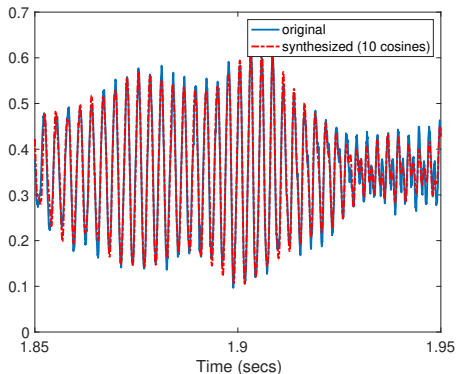
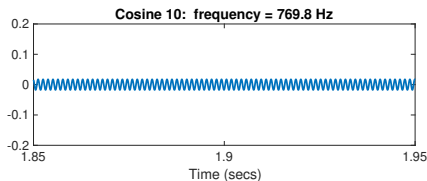
$$\text{synth} = \sum_m A_m \cos(2\pi f_m + \phi_m)$$



We can synthesize a whale signal by adding sinusoids with different frequencies, amplitudes, and phases



$$\text{synth} = \sum_m A_m \cos(2\pi f_m + \phi_m)$$



Choose a sample rate $F_s > 2F_{\max}$

Sampling theorem tells us how to choose F_s

To avoid aliasing:

$$F_s > 2F_{\max} \text{ Hz}$$

To make smooth plots from our samples:

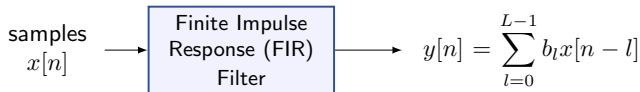
$$F_s \gg 2F_{\max} \text{ Hz}$$

Use a lowpass anti-alias filter before Analog-to-Digital Converter to remove signals above $\frac{F_s}{2}$ Hz

Sample rate shouldn't be too low (aliasing!) or too high (costly to store and to process!)

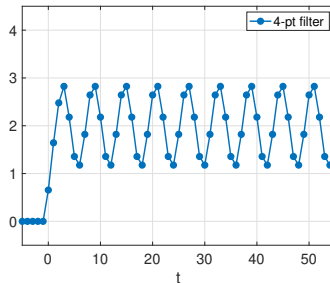
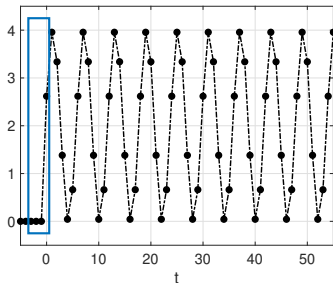
Like Goldilocks, we want F_s to be *just right*

Filter processes samples to enhance signals, e.g., freq.-selective filter removes unwanted frequencies, leaving desired signal alone

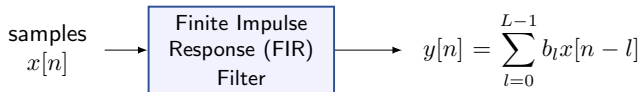


Moving average filter: $y[n] = \frac{1}{L} \sum_{l=0}^{L-1} x[n-l]$ $b_l = \frac{1}{L}$

Moving avg is a *lowpass filter* (removes high frequencies)

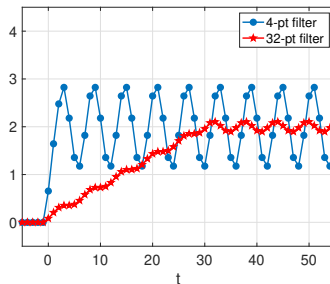
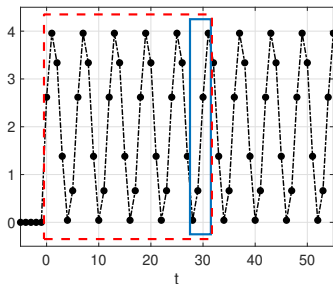


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Moving average filter: $y[n] = \frac{1}{L} \sum_{l=0}^{L-1} x[n-l]$ $b_l = \frac{1}{L}$

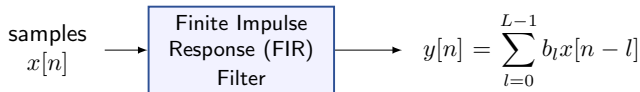
Moving avg is a *lowpass filter* (removes high frequencies)



Longer lowpass filters have better rejection

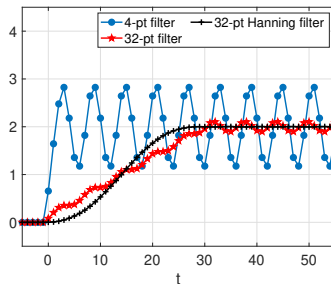
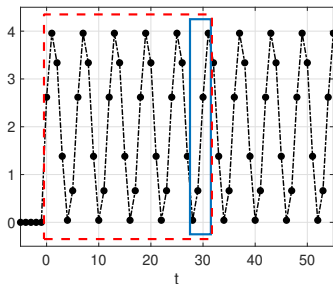
... but they take longer to respond to changes in input

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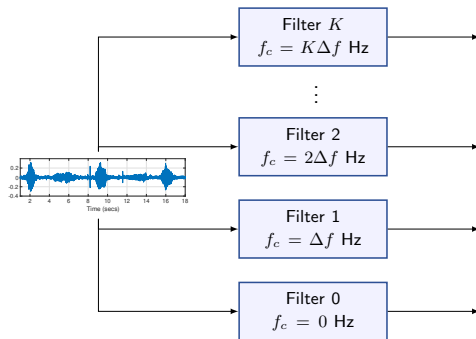
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We can design a *bank* of filters that pass different ranges of frequencies



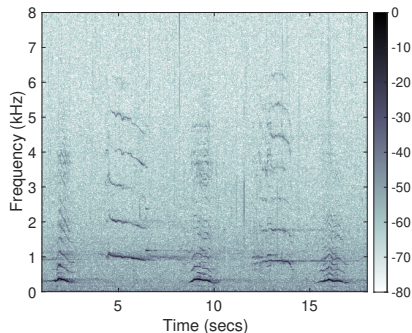
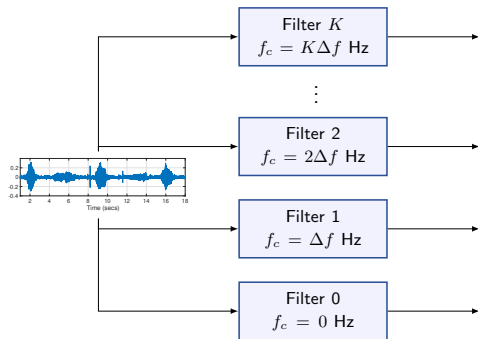
Filterbank design parameters:
 K and L

- $K + 1$ filters in the filterbank
- f_c is the center frequency of the filter
- k th filter has $f_c = k\Delta f$
- Resolution determined by the length L of the filter

Longer filters have higher frequency resolution

...but they take longer to respond to changes in input

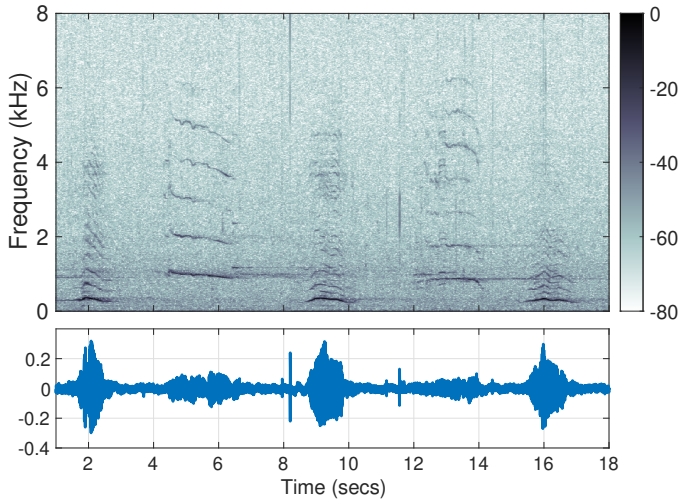
Spectrogram is output of bank of filters



Spectrogram filterbank parameters:

- Length of filter (L) \rightarrow time window width
- Number of filters ($K + 1$) \rightarrow size of the transform (FFT size)
- Type of filter \rightarrow window used (e.g., Hanning)

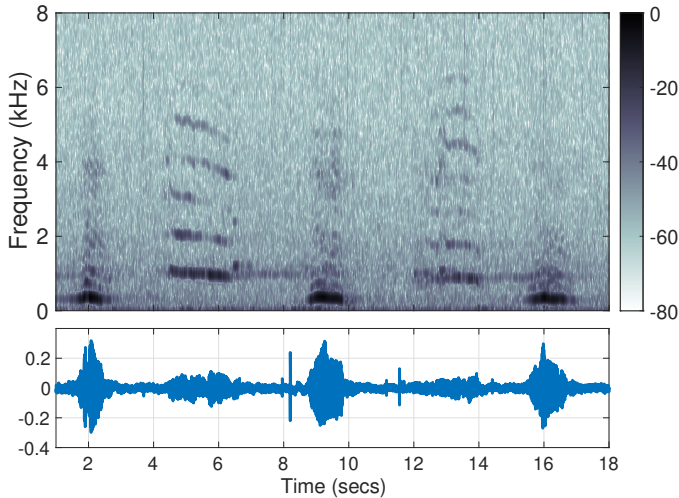
Spectrogram of the humpback whale signal displays its frequency content



Filter length =
0.10 secs

Longer filters
have higher
frequency
resolution and
lower time
resolution

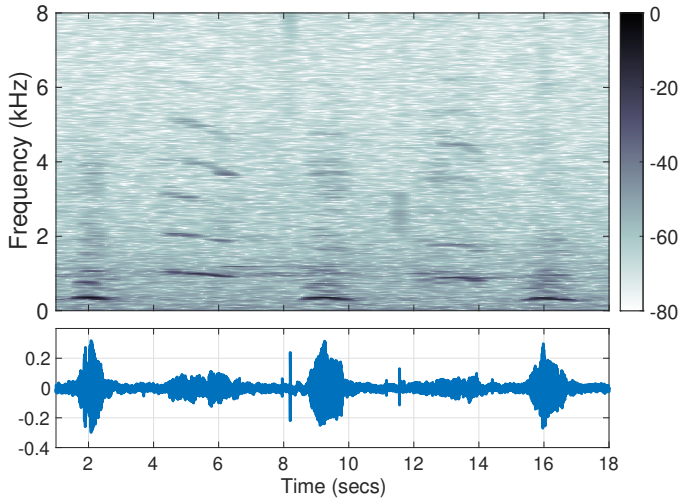
Spectrogram of the humpback whale signal displays its frequency content



Filter length =
0.01 secs

Longer filters
have higher
frequency
resolution and
lower time
resolution

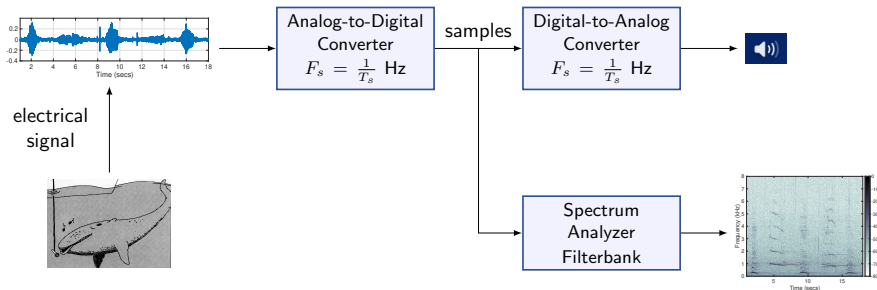
Spectrogram of the humpback whale signal displays its frequency content



Filter length =
1.00 secs

Longer filters
have higher
frequency
resolution and
lower time
resolution

Recording and analysis system consists of three basic components: ADC, DAC, Filterbank



Designing the system requires answering the following questions:

- How fast should we sample the signals?

$$F_s > 2F_{\max} \text{ Hz}$$

- What determines the resolution of the spectrogram?

Length of the filter (time window) determines the time/frequency resolution of the spectrogram

For more information

- Watch some videos, e.g.,
<https://www.youtube.com/ProfKathleenWage>
- Talk to students who are taking signal processing
- Take a class: signals and systems or signal processing (electrical/computer engineering, ocean engineering)
- Read a book, e.g., *DSP First 2nd Edition* by McClellan, Schafer, Yoder
<https://dspfirst.gatech.edu>
- Consult an expert signal processor