

(Tapers
Windows)

closely related to

filters

multiplication of
data and "weights"

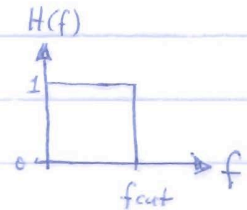
→ convolution in frequency

convolution of
data and "weights"

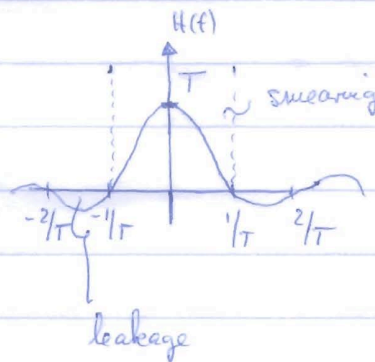
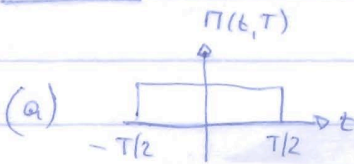
→ multiplication in frequency

ideal ^{window} ~~taper~~: $\lim_{T \rightarrow \infty} \Pi(t, T)$

ideal filter



Windows



$$F(t, T) = T \text{ sinc } fT$$

leakage: part of the signal at one frequency is leaked to other frequencies

one measure is to take the highest side lobe level

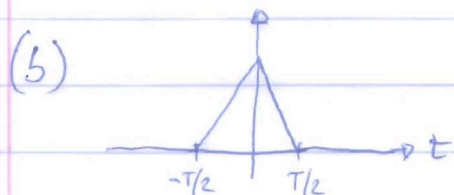
$$10 \cdot \log \left(\frac{H_{\text{lobe}}}{H_0} \right) = \text{dB}$$

$$-13 \text{ dB}$$

smearing: the signal at a given frequency is smeared over a frequency interval
location of the first zero crossing

$$1/T$$

GOAL of windowing / tapering : reduce the amplitude of the sidelobes by tapering off the sharp edges of the gate func.



$$h(t, T) = \begin{cases} 1 - 2|t|/T & |t| \leq T/2 \\ 0 & |t| > T/2 \end{cases}$$

Find Fourier transform, noting that

$$h(t, T) \cdot T/2 = \Pi(t, T/2) * \Pi(t, T/2)$$

$$\mathcal{F}(h(t, T)) = \frac{2}{T} \mathcal{F}(\Pi(t, T/2)) \cdot \mathcal{F}(\Pi(t, T/2))$$

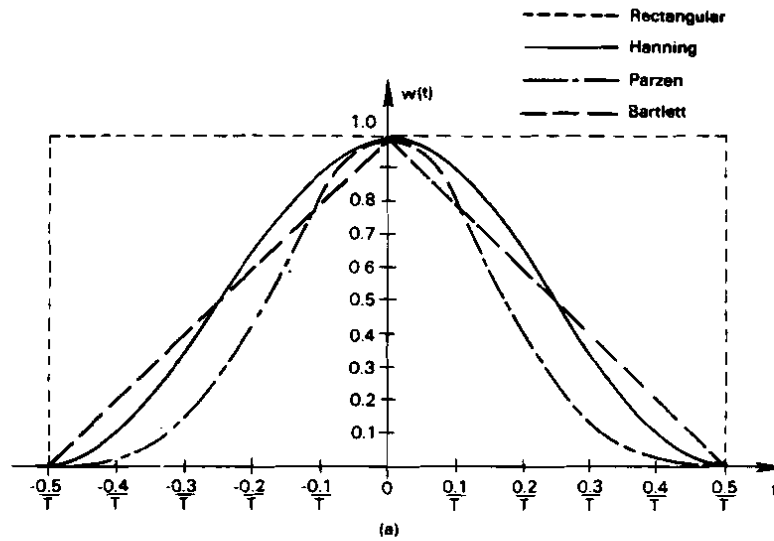
$$= \frac{2}{T} \frac{T}{2} \text{sinc} \frac{fT}{2} \cdot \frac{T}{2} \text{sinc} \frac{fT}{2}$$

$$= \frac{T}{2} \text{sinc}^2(fT/2)$$

highest sidelobe level -26 db

first zero crossing 2/T

- reduce leakage by a factor of 100
- increase smearing (frequency resolution) by factor of 2



$$T = N \cdot \Delta t$$

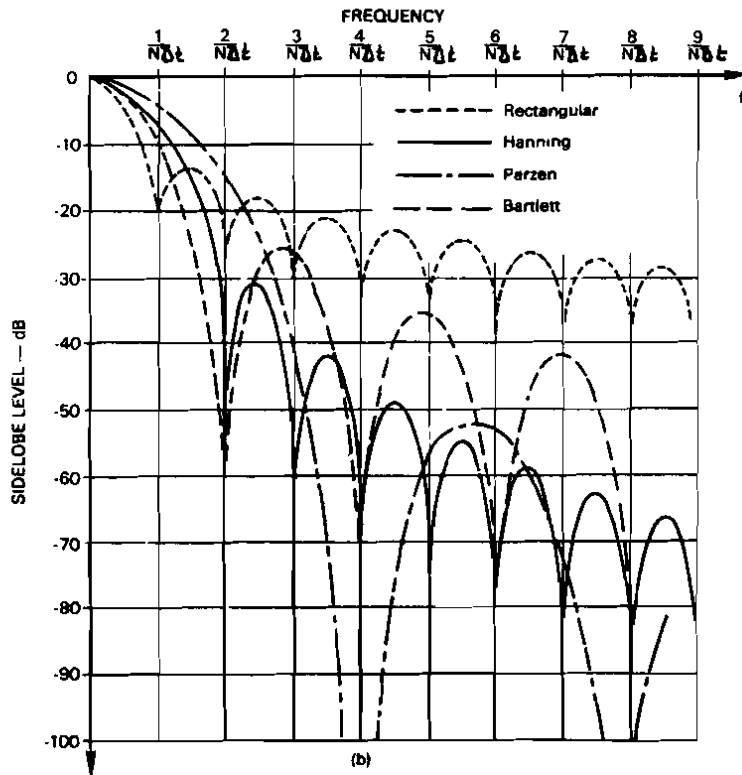
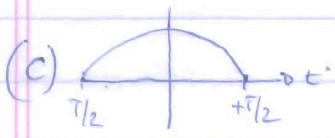


Figure 9.8 FFT weighting or window functions.

Modified from Brigham, O.E., 1988: The fast Fourier transform and its application. Englewood Cliffs, NJ, Prentice Hall, 448pp.

other windows

Hanning:
$$h(t, T) = \begin{cases} \frac{1}{2} (1 + \cos(2\pi t/T)) & |t| \leq T/2 \\ 0 & |t| > T/2 \end{cases}$$



highest sidelobe level -32 dB
first zero crossing $2/T$

leakage reduced by a factor of 1000 as compared to $\Pi(t, T)$
(scale factor $\sqrt{9/13}$)

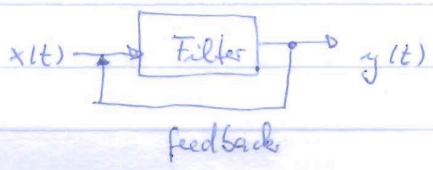
FILTERS

1. sharp cut-off
2. good transient (oscillation in data)
3. minimal phase shift
4. lose low frequency information
5. efficient, i.e., little CPU time & no filter loss

non-recursive



recursive



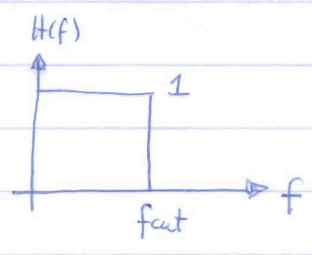
general form

$$y_n = \sum_{k=-N}^N c_k x_{n-k} \quad \text{non-recursive part}$$

$$+ \sum_{k=1}^N d_k y_{n-k} \quad \text{recursive part}$$

c_k filter weights

Ideal filter



- (1) compute FFT
- (2) set coefficients above fcut to 0
- (3) compute inverse FFT
- (4) presto!