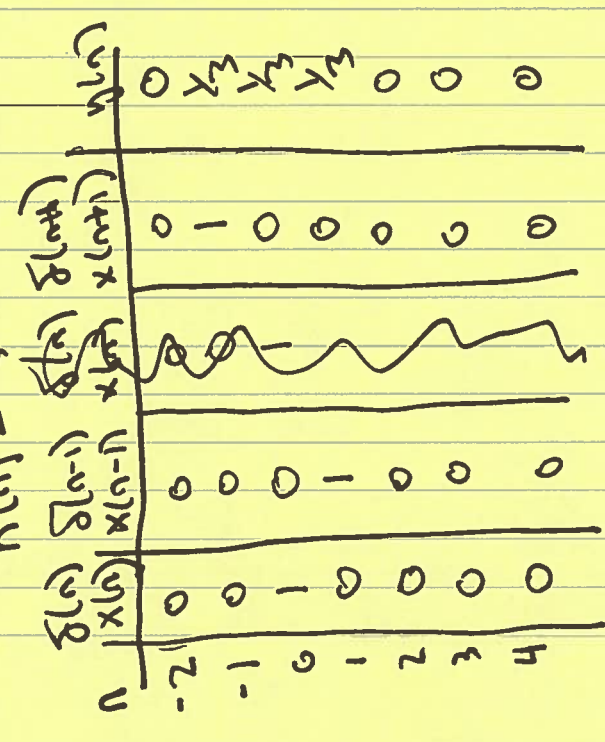


Lecture 22: Signal Averaging  
Signal Averaging \* \* \*

$$y(n) = \frac{1}{3} [x(n-1) + x(n) + x(n+1)]$$

Impulse response?

$$h(n) = \frac{1}{3} \delta(n-1) + \frac{1}{3} \delta(n) + \frac{1}{3} \delta(n+1)$$



FIR filter!!!  
 Averages (sliding window)  
 Low pass filter

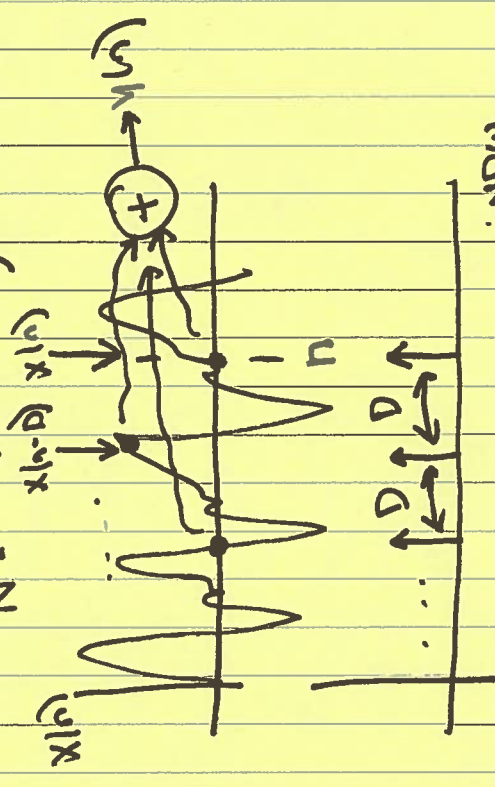
1

Signal averaging using comb filter

$$H(z) = \frac{1}{N} (1 + z^{-D} + z^{-2D} + \dots + z^{-(N-1)D})$$

$$= \frac{1}{N} \frac{1 - z^{-ND}}{1 - z^{-D}}$$

$$h(n) = \frac{1}{N} [\delta(n) + \delta(n-D) + \delta(n-2D) + \dots]$$



$$H(\omega) = H(z) \Big|_{z=e^{j\omega D}} = \frac{1}{N} \frac{1 - e^{-j\omega ND}}{1 - e^{-j\omega D}}$$

$$\Delta\omega = \frac{2\pi}{ND} \quad \Delta f = \frac{1}{NT_D} = \frac{1}{NDT} \quad T_D = DT$$

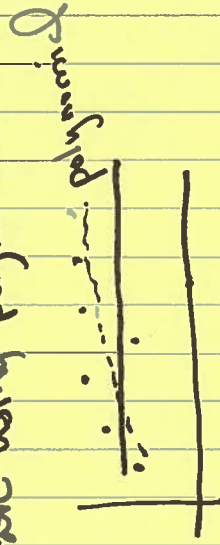
$$y(n) = \frac{1}{N} [x(n) + x(n-D) + \dots + x(n-(N-1)D)]$$

Uses ND memory elements

## Golay filters (Savitzky-Golay) SG

There are limits to how much smoothing  
an FIR filter with constant coefficients  
can do.

SG filters operate using polynomial smoothing



$$\hat{x}_m = c_0 \quad \text{constant}$$

$$\hat{x}_m = c_0 + c_1 m \quad \text{linear}$$

$$\hat{x}_m = c_0 + c_1 m + c_2 m^2 \quad \text{quadratic}$$

optimize  $c_0, c_1, c_2$  based on data

Least squares approach:

$$\rightarrow J = \sum_{m=-2}^2 e_m^2 = \sum_{m=-2}^2 (x_m - (c_0 + c_1 m + c_2 m^2))^2$$

minimize  $J$  with respect to  $c_0, c_1, c_2$

$$\text{approach: } \frac{\partial J}{\partial c_0} \dots = 0$$

Solution is well-known:

$$\underline{B} = F \underline{B}^T \underline{x}$$

$$\underline{C} = \underline{G}^T \underline{x}$$

$\underline{c}$ : parameter vector ( $c_0, c_1, c_2$ )

$\underline{G}$ : is a matrix:

$$\underline{G} = \underline{S} (\underline{S}^T \underline{S})^{-1}$$

$$\underline{S} = [s_0 \ s_1 \ s_2] = \begin{bmatrix} 1 & -2 & 4 \\ 1 & -1 & 1 \\ 1 & 0 & 0 \\ 1 & 1 & 1 \\ 1 & 2 & 4 \end{bmatrix}$$

relates to basis functions

$$s_0(m) = 1 \quad s_1(m) = m \quad s_2(m) = m^2$$

implications:

$\underline{G}$  is a constant (pre-computed)

$$\underline{C} = \underline{G}^T \underline{x} \quad \text{data-dependent}$$

$\Rightarrow$  time-varying filter

smoothed output:

$$\rightarrow \hat{\underline{x}} = \underline{B} \underline{x} \quad \text{pre-computed}$$