

Electronics – 96032

 POLITECNICO DI MILANO



Optimum Filtering

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Slides are supplementary material and are NOT a replacement for textbooks and/or lecture notes



Purpose of the lesson

Well, we are still here, but we consider the general problem and somehow start to address the case of non-white noise

		Noise	
		HF (White)	LF (flicker)
Signal	LF (constant)	this lesson	next lessons
	HF (pulse)	this lesson	next lessons



- Optimum filter for white noise
- The non-white noise case
- Non-stationary white noise



- In many physics and engineering applications the signal has a fixed and known shape, and depends upon several parameters
- The purpose of filtering is then to make a precise measurement of the signal parameters (amplitude, arrival time,...)
- We want to determine the **optimum filter**, which gives the best possible output S/N



- We start with a DT filter and white input noise
- The sampled input signal is $Ax_k = Ax(kt_s)$ (amplitude is the parameter of interest)

$$\bar{y} = \overline{\sum_{k=1}^N w_k (Ax_k + n_k)} = A \sum_{k=1}^N w_k x_k$$

$$\overline{n_y^2} = \sum_{k=1}^N w_k^2 \overline{n_k^2} = \overline{n_x^2} \sum_{k=1}^N w_k^2$$



$$\left(\frac{S}{N}\right)_y = \left(\frac{S}{N}\right)_x \frac{\sum_{k=1}^N w_k x_k}{\sqrt{\sum_{k=1}^N w_k^2}}$$

We must determine the optimum choice for the weights w_k ,

maximizing $\left(\frac{S}{N}\right)_x$:

$$\frac{\partial}{\partial w_n} \left(\frac{S}{N}\right)_x = 0 \quad \forall n = 1, \dots, N$$



$$\frac{x_n \sqrt{\sum_{k=1}^N w_k^2} - \frac{w_n}{\sqrt{\sum_{k=1}^N w_k^2}} \sum_{k=1}^N w_k x_k}{\sum_{k=1}^N w_k^2} = 0$$

$$w_n = x_n \frac{\sum_{k=1}^N w_k^2}{\sum_{k=1}^N w_k x_k}$$

The optimum weights are **proportional to the signal amplitude**



$$y = A \int x(\tau)w(t, \tau)d\tau$$

$$\overline{n_y^2} = \lambda k_{w_{tt}}(0) = \lambda \int w^2(t, \tau)d\tau$$

$$\left(\frac{S}{N}\right)_y^2 = \frac{A^2 \left| \int x(\tau)w(t, \tau)d\tau \right|^2}{\lambda \int w^2(t, \tau)d\tau}$$

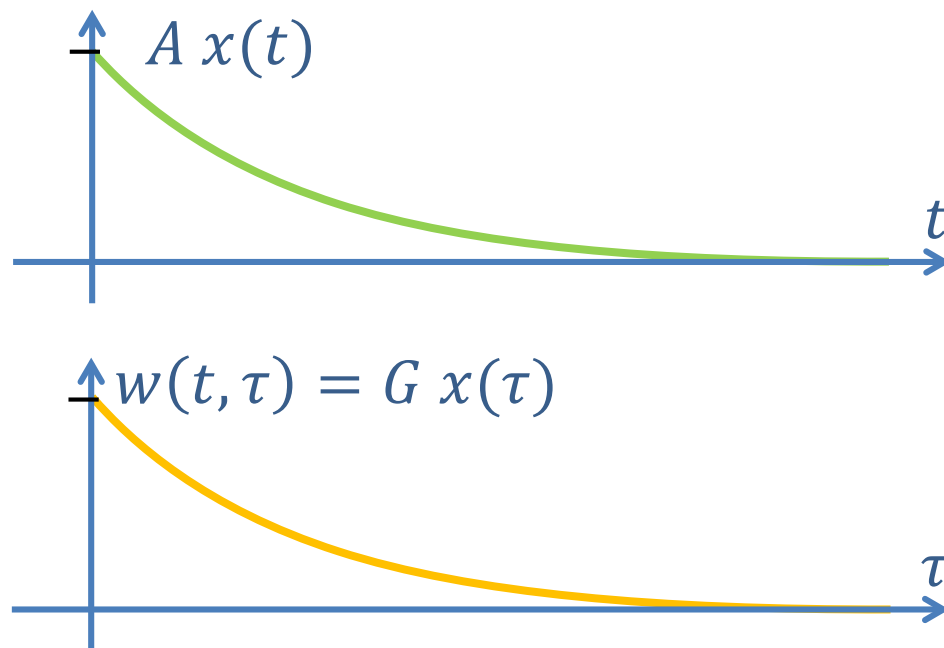


- Schwarz inequality in L^2 :

$$|\langle x, w \rangle| \leq \|x\| \cdot \|w\| \Rightarrow$$

$$\left| \int x(\tau)w(t, \tau)d\tau \right|^2 \leq \int |x(\tau)|^2 d\tau \int |w(t, \tau)|^2 d\tau$$

- The maximum is achieved when $w(t, \tau) \propto x(\tau)$ (weighting function proportional to signal amplitude)



The filter weights more the regions with higher signal and discards those where it is negligible (it «matches» the signal)



$$w(t, \tau) = G x(\tau) \Rightarrow y = AG \int x^2(\tau) d\tau = AGk_{xx}(0)$$

$$\overline{n_y^2} = \lambda k_{w_{tt}}(0) = \lambda G^2 \int x^2(\tau) d\tau$$

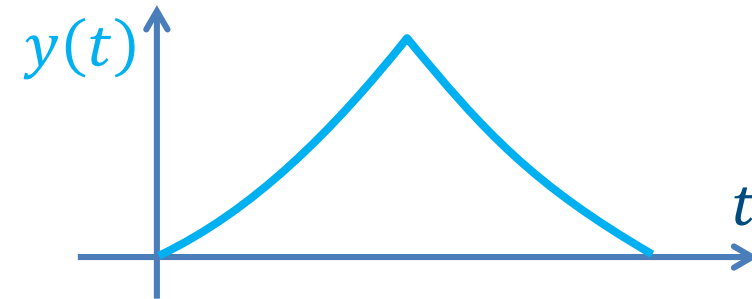
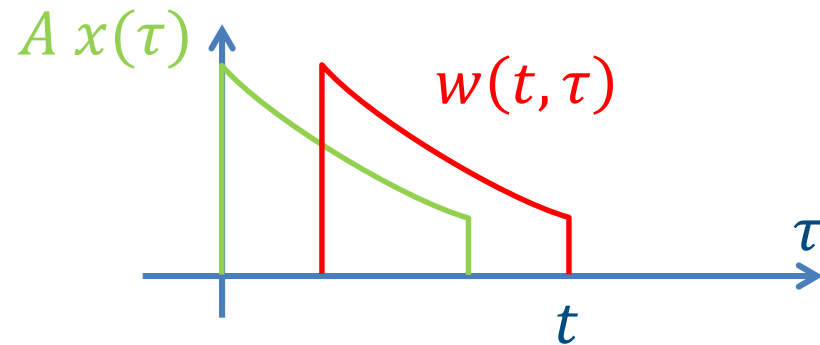
$$\left(\frac{S}{N}\right)_y = \frac{A}{\sqrt{\lambda}} \sqrt{\int x^2(t) dt} = \sqrt{\frac{E}{\lambda}}$$



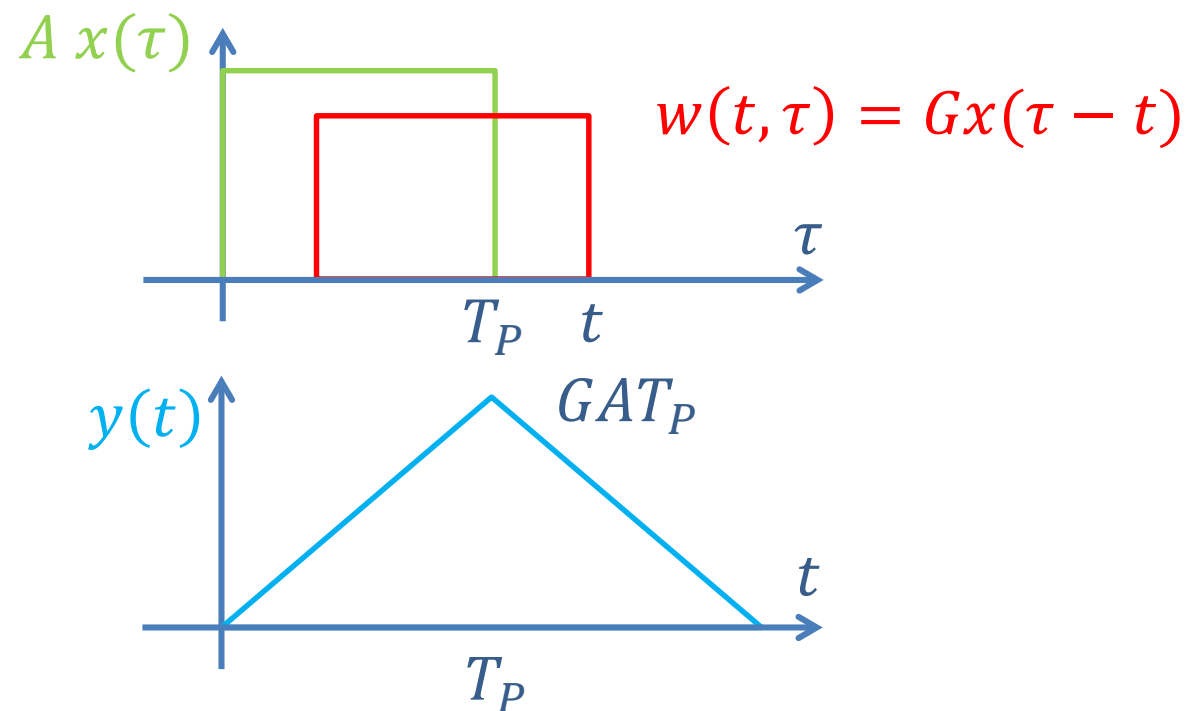
Optimum filtering can also be derived in the frequency domain

$$\begin{aligned} \left(\frac{S}{N}\right)_y^2 &= \frac{A^2 \left| \int X(f)W^*(t, f)df \right|^2}{\int |W(t, f)|^2 df} \\ &\leq \frac{A^2 \int |X(f)|^2 df \int |W(t, f)|^2 df}{\int |W(t, f)|^2 df} = \frac{A^2}{\lambda} \int |X(f)|^2 df \end{aligned}$$

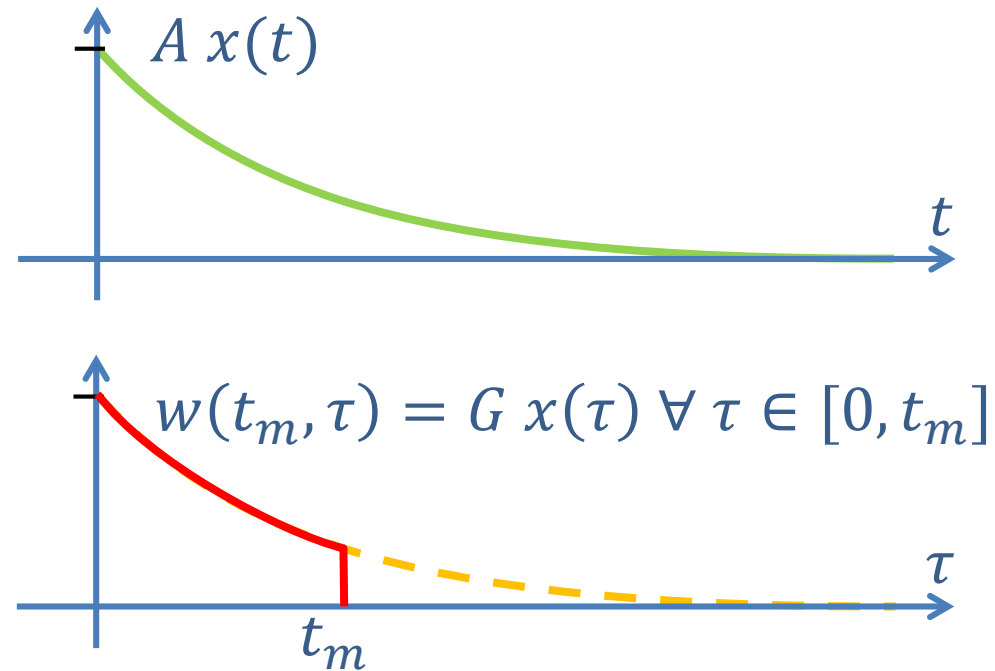
(equality holds only
if $W(t, f) \propto X(f)$)



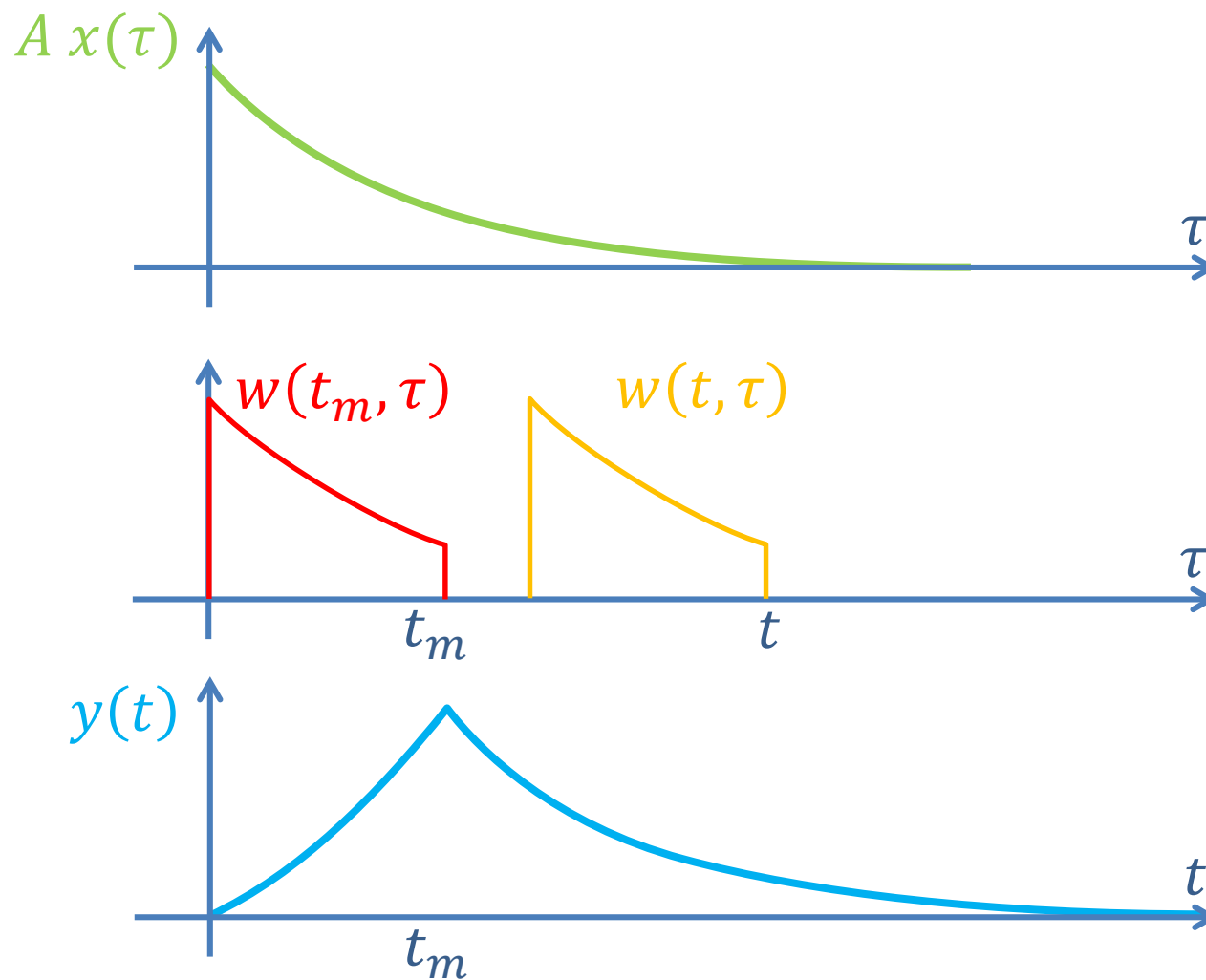
For time-limited signals, the output is the time correlation of the input signal \Rightarrow the matched filter is sometimes called **correlator**

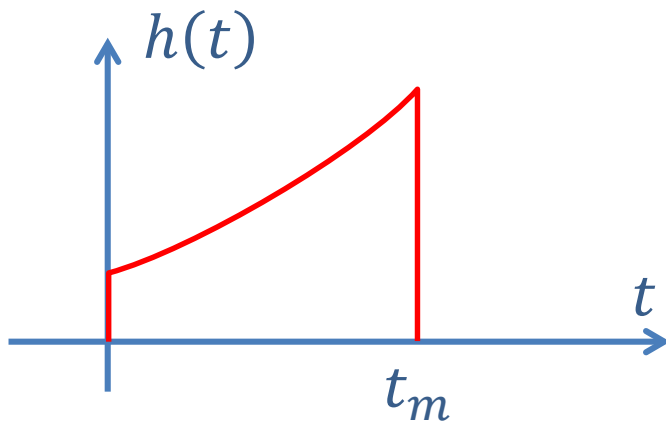
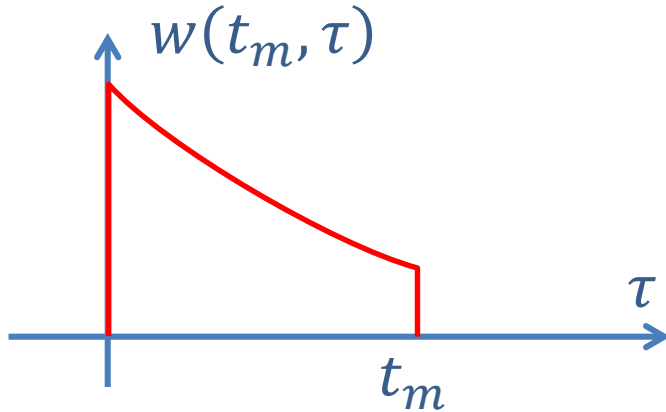


A time equal to T_P is (obviously) needed to process the pulse



A finite readout time is required in real filters \Rightarrow the weighting function matches the signal only in the interval of interest





- If the filter is LTI, $w(t, \tau) = h(t - \tau)$ where $h(t)$ is the δ -function response \Rightarrow often difficult or impossible to build
- The filter is usually time-variant or digital
- Approximations are often used to simplify the filter design with acceptable performance degradation



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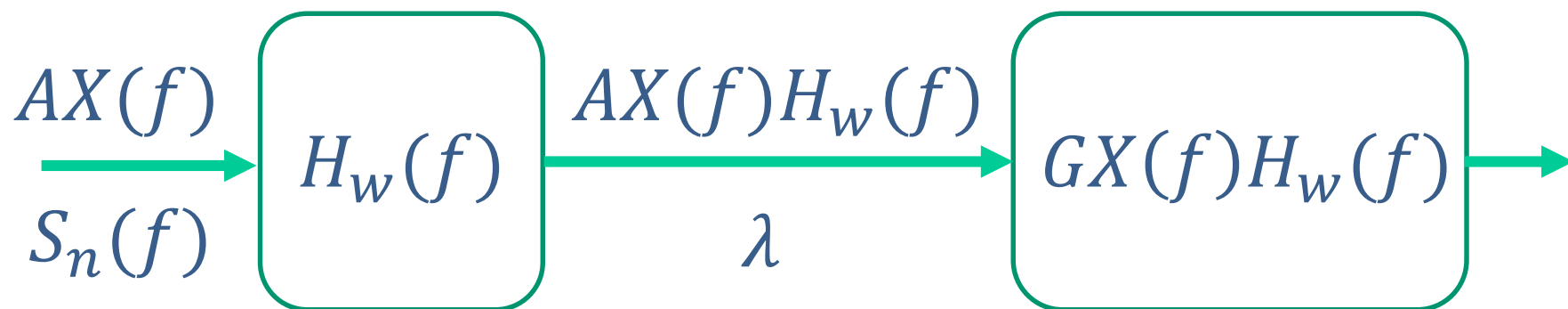


- Every noise $S_n(f)$ can be transformed into white by a linear (whitening) filter $H_w(f)$:

$$S_n(f) |H_w(f)|^2 = \lambda$$

$$|H_w(f)| = \sqrt{\frac{\lambda}{S_n(f)}}$$

- A matched filter can now be used on the output signal $X_w(f) = H_w(f)AX(f)$



$$\left(\frac{S}{N}\right)_y^2 = \frac{A^2}{\lambda} \int |X(f)|^2 |H_w(f)|^2 df = A^2 \int \frac{|X(f)|^2}{S_n(f)} df$$

The optimum filter WF in the frequency domain is

$$W(f) = GX(f)|H_w(f)|^2 = G' \frac{X(f)}{S_n(f)}$$



$$\left(\frac{S}{N}\right)_y^2 = A^2 \frac{|\int X(f)W^*(t, f)df|^2}{\int |W(t, f)|^2 S_n(f)df} \quad \leftarrow \text{(multiply and divide by } \sqrt{S_n(f)} \text{)}$$
$$\leq A^2 \frac{\int \frac{|X(f)|^2}{S_n(f)} df \int S_n(f) |W^*(t, f)|^2 df}{\int |W(t, f)|^2 S_n(f) df} = A^2 \int \frac{|X(f)|^2}{S_n(f)} df$$



- The WF in the frequency domain is again intuitive: the weights are given by the elementary S/N contributions $X(f)/S_n(f)$
- Splitting the filter into a whitening + matched part is only a matter of interpretation; the filter output only depends on the global weighting function
- If the noise is Gaussian, the filter is optimum even with respect to non-linear alternatives



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- Noise autocorrelation and PSD are

$$R_{xx}(t_1, t_2) = \lambda(t_1)\delta(t_2 - t_1) \Leftrightarrow S_n(t, f) = \lambda(t)$$

- The output noise is given by

$$\overline{n_y^2(t)} = \iint R_{xx}(\alpha, \beta)w(t, \alpha)w(t, \beta)d\alpha d\beta = \int \lambda(\alpha)w^2(t, \alpha)d\alpha$$

- The signal output is $y = A \int x(\tau)w(t, \tau)d\tau \Rightarrow$ the expression is analogous to the previous one and the optimum filter is

$$w(t, \tau) = G \frac{x(\tau)}{\lambda(\tau)}$$

Example: the shot noise case

- Consider a current $I(t)$ affected by shot noise, having bilateral $S_n = qI(t)$
- The optimum filter becomes now

$$w(t, \tau) = G \frac{I(t)}{qI(t)} = \text{const}$$

i.e., a **gated integrator**!

- If other noise sources are present (thermal noise,...), $w(t, \tau)$ is modified accordingly



In http://home.deib.polimi.it/cova/elet/lezioni/SSN06b_Filters-OPF2.pdf

you will find several examples of optimum filter design