

# Digital Signal Analysis (CS7.303)

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## Discrete Fourier Transform

We know that the Fourier transform of a continuous function  $x(t)$  is denoted as  $X(\omega)$  and is also continuous. When we discretise the input by sampling, we obtain  $X(e^{j\omega})$ , the discrete-time Fourier transform of  $x(n)$ , which is the periodic version of  $X(\omega)$ .

However, to solve the problem caused by the output function being continuous, we define the discrete Fourier transform, which takes  $x(n)$  to  $X(k)$ , a sampled version of  $X(e^{j\omega})$ .

An important parameter in DFT is  $N$ , which determines the period of  $X(k)$ . We calculate the  $N$ -point DFT, which samples  $X(e^{j\omega})$  at  $N$  values. Usually,  $N$  is taken to be a power of 2.

Note that  $N$  must be greater than or equal to the number of values at which  $x(n)$  is defined.

Clearly, greater values of  $N$  are better for us, as they increase accuracy. However, if  $x(n)$  is defined for fewer than  $N$  values, we carry out *zero-padding* – we give  $x(n)$  a value of 0 at the remaining points, so as to ensure that it has  $N$  values, and we can then compute the  $N$ -point DFT.

It is common to substitute

$$w_N = e^{-\frac{2\pi j}{N}},$$

often called the *twiddle factor*. This allows us to write

$$X(k) = \sum_{n=0}^{N-1} x(n)w_N^{kn}.$$

We can write this expression in matrix notation:

$$\begin{bmatrix} X(0) \\ X(1) \\ \vdots \\ X(N-1) \end{bmatrix} = \begin{bmatrix} 1 & 1 & \cdots & 1 \\ 1 & w_N & \cdots & w_N^{N-1} \\ \vdots & \vdots & \ddots & \vdots \\ 1 & w_N^{N-1} & \cdots & w_N^{(N-1)^2} \end{bmatrix} \begin{bmatrix} x(0) \\ x(1) \\ \vdots \\ x(N-1) \end{bmatrix}.$$

The parameter  $N$  adds a caveat to the linearity property of DFT: the DFT of  $ax_1(n) + bx_2(n)$  is  $aX_1(k) + bX_2(k)$  iff each of the DFTs of  $x_1(n)$  and  $x_2(n)$  are w.r.t the same value of  $N$ .

Assuming that  $x(n)$  is periodic with period  $N$  means that we have to carry out *circular shift* to find its values at other points. Linear shifting is *not* applicable in DFT.

Another property that must be changed is convolution – in DFT we carry out only the *circular convolution* of functions.