In previous laboratories, we have used the Discrete-Time Fourier Transform (DTFT) extensively for analyzing signals and linear time-invariant systems.

(DTFT)
$$X(e^{j\omega}) = \sum_{n=-\infty}^{\infty} x[n] e^{-j\omega n}$$

(inverse DTFT)
$$x[n] = \frac{1}{2\pi} \int_{-\pi}^{\pi} X(e^{j\omega}) e^{j\omega n} d\omega.$$
 (4.1)

While the DTFT is very useful **analytically**, it usually cannot be exactly evaluated on a computer because (4.1) requires an infinite sum and (4.2) requires the evaluation of an integral.

The discrete Fourier transform (DFT) is a sampled version of the DTFT, hence it is better suited for numerical evaluation on computers.

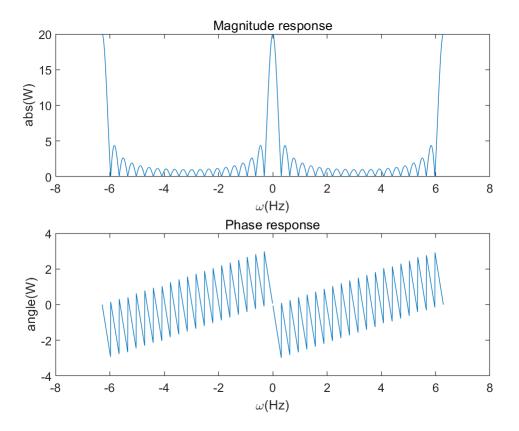
(DFT)
$$X_N[k] = \sum_{n=0}^{N-1} x[n]e^{-j2\pi kn/N}$$
 (4.3)
(inverse DFT) $x[n] = \frac{1}{N} \sum_{k=0}^{N-1} X_N[k]e^{j2\pi kn/N}$

4.2 Deriving the DFT from the DTFT

4.2.3 Windowing Effects

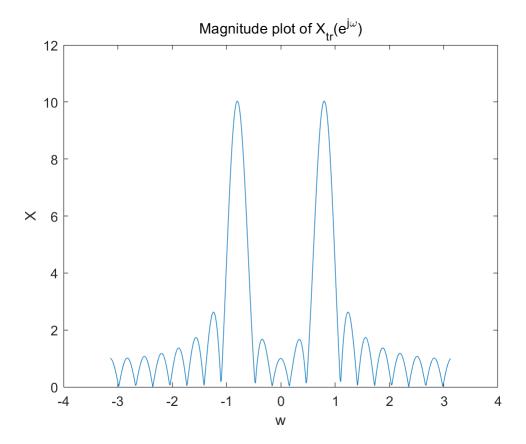
plot the phase and magnitude of W(e^jw)

```
clear;
N=20;
w=-2*pi:2*pi/1000:2*pi;
W = (w~=0).*exp(-j*w*(N-1)/2).*sin(w*N/2)./(sin(w/2))+(w == 0)*N;
figure
subplot(2,1,1),plot(w,abs(W)),xlabel('\omega(Hz)'),ylabel('abs(W)'),title('Magnitude response');
subplot(2,1,2),plot(w,unwrap(angle(W))),xlabel('\omega(Hz)'),ylabel('angle(W)'),title('Phase response');
```



Truncate the signal X[n] using a window of size N=20 and then use DTFT.m to compute Xtr(e^jw).

```
clear;
% Truncate the signal
n=0:19;
x=cos(pi/4*n);
[X,w]=DTFT(x,512);
figure
plot(w,abs(X)),xlabel('w'),ylabel('X'),title('Magnitude plot of X_{tr})
(e^{j\omega})');
```

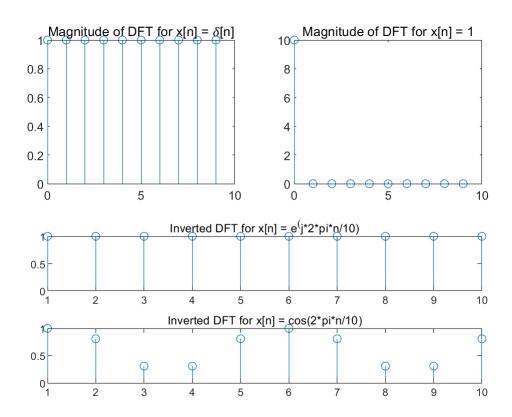


two time-shiftings of a sinc waves

4.3 The Discrete Fourier Transform

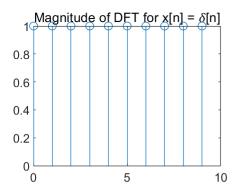
4.3.1 Computing the DFT

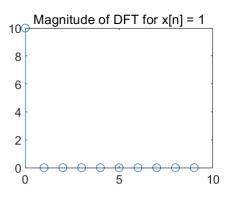
```
N = 10;
n=[0:9]%????????
n = 1 \times 10
    0
               2
                     3
                          4
                                5
                                      6
                                           7
                                                 8
                                                      9
%: x[n] = \langle n \rangle [n]
x1 = [1 zeros(1, N-1)];
X1 = DFTsum(x1);
subplot(2, 2, 1);
stem(n,abs(X1));
title('Magnitude of DFT for x[n] = \{n'\});
%x[n] = 1
x2 = ones(1, N);
X2 = DFTsum(x2);
subplot(2, 2, 2);
stem(n,abs(X2));
title('Magnitude of DFT for x[n] = 1');
```

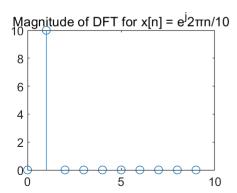


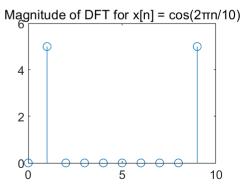
```
% x[n] = e^j2πn/10
j = sqrt(-1);
x3 = exp(j*2*pi*(0:N-1)/N);
X3 = DFTsum(x3);
subplot(2, 2, 3);
stem(n,abs(X3));
title('Magnitude of DFT for x[n] = e^j2πn/10');

% x[n] = cos(2πn/10)
x4 = cos(2*pi*(0:N-1)/N);
X4 = DFTsum(x4);
subplot(2, 2, 4);
stem(n,abs(X4));
title('Magnitude of DFT for x[n] = cos(2πn/10)');
```









逆变换

IDFT

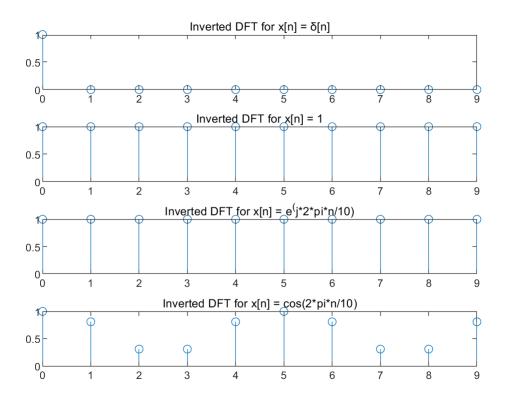
```
x1_inv = IDFTsum(X1);
x2_inv = IDFTsum(X2);
x3_inv = IDFTsum(X3);
x4_inv = IDFTsum(X4);

figure;
subplot(4,1,1);
stem(n,abs(x1_inv));
title('Inverted DFT for x[n] = δ[n]');

subplot(4,1,2);
stem(n,abs(x2_inv));
title('Inverted DFT for x[n] = 1');

subplot(4,1,3);
stem(n,abs(x3_inv));
title('Inverted DFT for x[n] = e^(j*2*pi*n/10)');
```

```
subplot(4,1,4);
stem(n,abs(x4_inv));
title('Inverted DFT for x[n] = cos(2*pi*n/10)');
```



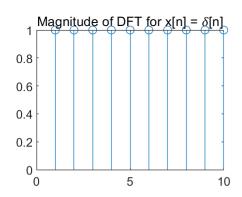
由于 DFT 和 IDFT 是一对互逆变换,所以我们可以验证,通过 IDFTsum 计算得到的原始信号的幅度图与输入到 DFTsum 的原始信号的幅度图一致

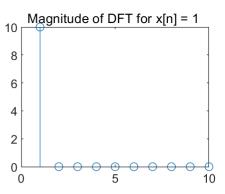
4.3.2 Matrix Representation of the DFT

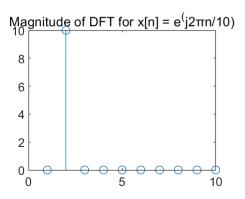
```
N = 10;
A = DFTmatrix(N);
figure
% x[n] = • [n]
x1 = [1 zeros(1, N-1)].';
X1_matrix = A * x1;
subplot(2, 2, 1);
stem(abs(X1_matrix));
title('Magnitude of DFT for x[n] = • [n]');

%x[n] = 1
x2 = ones(N, 1);
X2_matrix = A * x2;
subplot(2, 2, 2);
stem(abs(X2_matrix));
title('Magnitude of DFT for x[n] = 1 ');
```

```
% x[n] = e^j2πn/10
j = sqrt(-1);
x3 = exp(j*2*pi*(0:N-1)/N).';
X3_matrix = A * x3;
subplot(2, 2, 3);
stem(abs(X3_matrix));
title('Magnitude of DFT for x[n] = e^(j2πn/10)');
```







% N=5 时的 DFT 矩阵 A DFTmatrix(5)

计算 N 点 DFT 需要的乘法次数:使用矩阵方法计算 N 点 DFT,其实就是进行一个 N x N 矩阵与 N x 1 向量的乘法,这需要 N^2 次乘法

- 1. 逆 DFT 矩阵�的:��� = �^�2�(�-1)(�-1)/�, 这与 DFT 矩阵 A 的元素表达式相似,只是指数的符号变为正。
- 2. 下面是用于生成 N x N 的逆 DFT 矩阵 B 的 Matlab 函数 IDFTmatrix(N)。

```
N = 5;
```

```
A = DFTmatrix(N);
B = IDFTmatrix(N);
C = B * A;

disp(B);

0.2000 + 0.0000i  0.0618 + 0.1902i  0.1618 + 0.1176i  0.1618 - 0.1176i  0.0618 - 0.1902i  0.2000 + 0.0000i  0.1618 + 0.1176i  0.0618 - 0.1902i  0.0618 + 0.1902i  0.0618 + 0.1902i  0.0618 + 0.1902i  0.0618 + 0.1902i  0.0618 - 0.1176i  0.2000 + 0.0000i  0.1618 - 0.1176i  0.0618 + 0.1902i  0.0618 - 0.1902i  0.0618 - 0.1902i  0.0618 + 0.1902i  0.0618 + 0.1902i  0.0618 + 0.1176i  0.2000 + 0.0000i  0.0618 - 0.1902i  0.0618 - 0.1176i  0.0618 + 0.1002i

disp(C);

1.0000 + 0.0000i  -0.0000 - 0.0000i  -0.0000 - 0.0000i  0.0000 - 0.0000i  0.0000i  0.0000 - 0.0000i  0.0000i  0.0000i  0.0000 - 0.0000i  0.0000i  0.0000i  0.0000 - 0.0000i  0.00
```

矩阵 C 是一个单位矩阵,这是因为 DFT 矩阵 A 和其逆矩阵 B 的乘积应该得到单位矩阵,这是线性代数的基本性质。这也验证了我们的 DFT 矩阵和逆 DFT 矩阵的计算是正确的。

4.3.3 Computation Time Comparison

比较直接使用循环进行 DFT 和使用矩阵进行 DFT

在 Matlab 中应尽量避免使用循环,而尽可能地使用矩阵/向量乘法。

```
N = 4096;

x = cos(2*pi*(0:N-1)/10).'; % x[n]

A = DFTmatrix(N);

% 计算 DFTsum(x)的 CPU 时间

start_time = cputime;

X_DFTsum = DFTsum(x);

end_time = cputime;

DFTsum_time = end_time - start_time
```

DFTsum time = 3.6250

```
% 计算 A*x 的 CPU 时间
start_time = cputime;
X_matrix = A * x;
end_time = cputime;
matrix_time = end_time - start_time
```

matrix time = 0.0625