

Master's Degree in Mechatronic Engineering



**Politecnico
di Torino**

Master's Degree Thesis

**UNSUPERVISED MACHINE
LEARNING ALGORITHMS FOR EDGE
NOVELTY DETECTION**

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positive proposed healthy normal RUL faulty IMS dataset
 framework value time first possible
 linear novel measure way file known 42 solution
 application signal two used collection classification
 standard outlier Fourier no see plot also shown python
 use profile microcontroller
 snapshot data Novelty detection
 forest edge type train phase called defined library
 selecting purpose xi case dataset 100 technique
 function done new cluster database
 sampling Transform set sample system K-mean
 able cost last even may result Previous Results
 section number Fault machine
 agent better device float state ML FD it's vibration
 comparison problem metric Figure described detection
 GMM work parameter axis false sensor example
 12 task LOF frequency degradation
 algorithm threshold
 Chapter trained line centroid score perform
 DBSCAN structure end training evaluation
 distance select MLA one ND Table approach
 configuration Test event common large extraction
 learning instance point user unsupervised
 evaluate Maintenance novelty field validation condition
 procedure method Bearing class prediction different applied
 silhouette Since detect another mean based behaviour considered

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*Ai miei genitori, che mi hanno dato tutto.
Grazie per avermi sempre fatto credere che tutto sia possibile.*

Ariel

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Appendix A

Fourier Transform

This appendix aims to provide a brief and non-exhaustive introduction to the Fourier Transform. The various types of Fourier Transform are key tools in a vast range of fields in engineering, physics and mathematics. In computer science, the Fourier Transform is used in signal processing, image processing, data compression, and many other applications.

A.1 Continuous Fourier Transform

Most of the modern signal processing techniques find their roots in the Fourier Transform, which is a mathematical tool that allows the decomposition of a non-periodic signal into its frequency components. For periodic signals, The transform is a train of impulses, whose amplitudes are linked to the Fourier series coefficients.

The Continuous Fourier Transform (CFT) of a signal $x(t)$ is defined as:

$$X(f) = \int_{-\infty}^{\infty} x(t)e^{-j2\pi ft} dt, \quad \forall f \in \mathbb{R}$$

where $X(f)$ is the Fourier Transform of $x(t)$, f is the frequency variable and j is the imaginary unit. The quantity $2\pi f$ is the angular frequency.

A.2 Discrete Fourier Transform

The Discrete Fourier Transform (DFT) is a sampled version of the Continuous Fourier Transform. From an engineering perspective, the DFT is of particular interest because most of the signals are sampled in time and therefore, the DFT is the most commonly used form of the Fourier Transform.

The DFT is used to transform a sequence of N complex numbers $x(n)$ into another sequence of N complex numbers $X(k)$. The DFT is defined as:

$$X(k) = \sum_{n=0}^{N-1} x(n)e^{-j2\pi kn/N}, \quad \forall k \in \{0, 1, \dots, N-1\} \quad (\text{A.1})$$

where $X(k)$ is the DFT of $x(n)$, k is the frequency index and N is the number of samples in the sequence.

The output spectrum given by the DFT is also discrete and finite, with the same number of samples as the input signal. The sampling frequency of the signal $x(n)$ determines the upper frequency limit of the DFT output, as the faster the sampling rate, the higher the frequencies that can be represented. The length of the signal $x(n)$ determines the frequency resolution of the DFT output, as the longer the signal, the finer the frequency resolution is.

Computational complexity Examining the definition of the DFT in Equation A.1, we can notice that it requires N complex multiplications and $N(N)$ complex additions. Therefore, the computational complexity of the DFT is $\mathcal{O}(N^2)$, which does not scale well for large values of N .

A.3 Fast Fourier Transform

To overcome the computational complexity of the DFT, the Fast Fourier Transform (FFT) algorithm was developed in the 1960s by Cooley and Tukey [1]. Choosing a data length N that is a power of 2, the FFT algorithm reduces the computational complexity of the DFT from $\mathcal{O}(N^2)$ to $\mathcal{O}(N \log_2 N)$. This becomes particularly important for large values of N , where the FFT algorithm is significantly faster than the DFT.

In the classic algorithm, a single multiplication happens many times. The general idea of this fast algorithm is to exploit the periodicity of the complex exponentials in the DFT to divide the computation into smaller sub-problems and reuse the already computed multiplication.

Breaking the exponential into its sine and cosine components, it becomes intuitive that the same result appears multiple times in the computation. The FFT algorithm takes advantage of this redundancy to reduce the number of operations, recursively dividing the problem into half-sized subproblems up to the point that the subproblems have only one sample.

Appendix B

Wavelet Transform

Bibliography

- [1] James W Cooley and John W Tukey. «An algorithm for the machine calculation of complex Fourier series». In: *Mathematics of computation* 19.90 (1965), pp. 297–301 (cit. on p. 2).