## Convolution using overlap-and-add

Fast linear filtering using the FFT

FIR

Herman Kamper

## Linear filtering using the FFT

$$x[n] \longrightarrow h[n] \longrightarrow y[n] = x[n] * h[n]$$

Calculate the discrete convolution using the FFT:

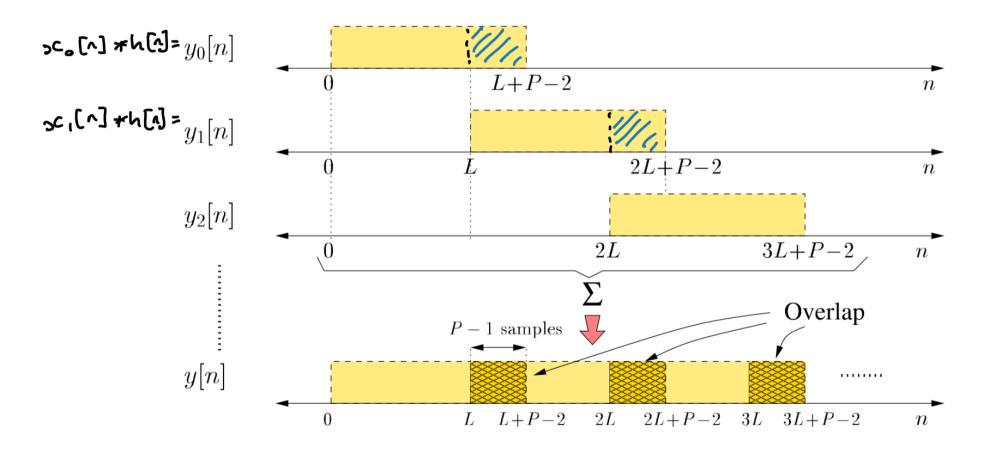
- Length of x[n] is M
- Length of h[n] is P (FIR)

Zero padding

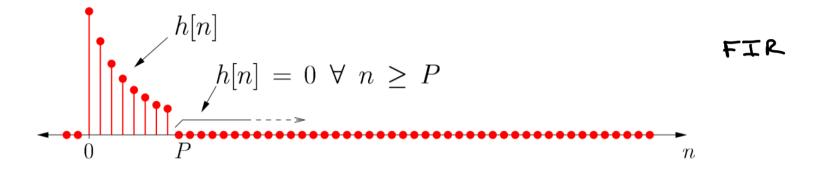
- Zero pad x[n] and h[n] to length  $N \ge M + P 1$
- $y[n] = IFFT \{X_{zp}[k] \cdot H_{zp}[k]\}$

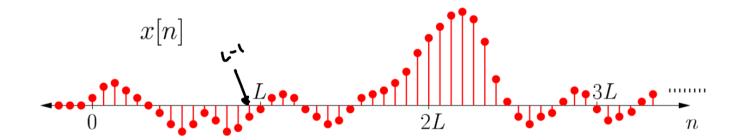
But x[n] is often streamed in, i.e. not bounded in length

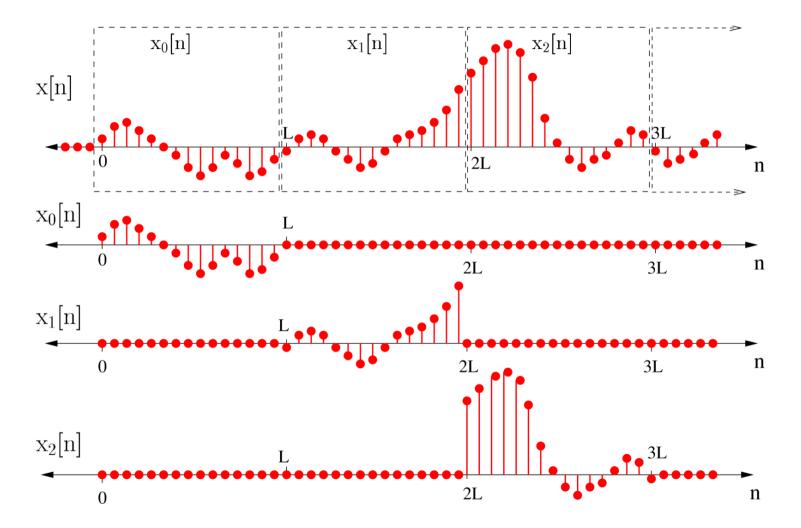
Overlap-and-add x[n] $x_0[n]$  $x_1[n]$  $x_2[n]$  $x_3[n]$  $x[n] = \sum_{i=0}^{\infty} x_i[n] \quad \text{where} \quad x_i[n] = \begin{cases} sc[n] & \text{if } n \text{ is in window i} \\ o & \text{otherwise} \end{cases}$  $y[n] = h[n] * x(n] = h[n] * ( \sum_{i=0}^{\infty} x_i[n] )$ = \frac{\infty}{\infty} \chi\_1 \chi \infty; [^] =  $\sum_{i=0}^{\infty} y_i[x]$  where  $y_i[x] = h[x] * x_i[x]$ N=0: y.[~] = [~] \* x.[~] L-1+P-1 = L+P-2  $U = \frac{1}{3}$ :

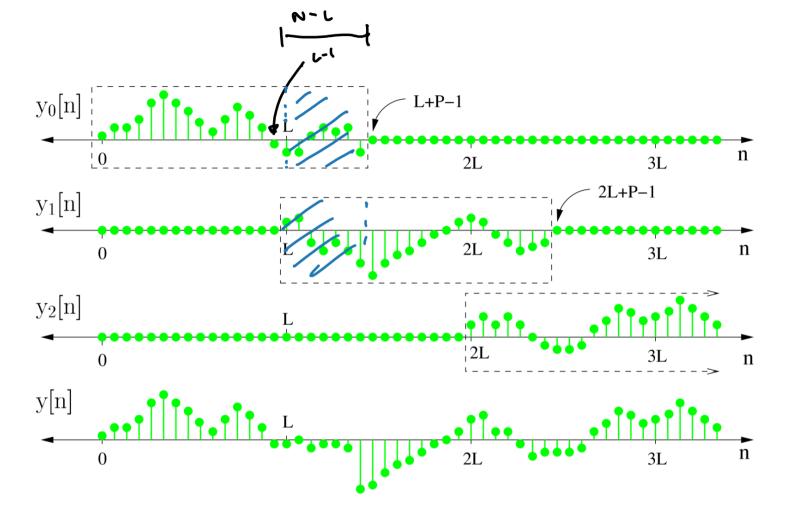


## Overlap-and-add example









## Overlap-and-add procedure

- ullet Choose a suitable block length L
- Zero pad h[n] to length  $N \ge L + P 1$
- Calculate  $H[k] = FFT\{h[n]\}$
- For each L-sample block of the input sequence:
  - $\circ$  Zero pad to length N
  - Calculate the FFT
  - $\circ \ \ \mathsf{Multiply} \ \mathsf{with} \ {} \underbrace{H}_{\mathbf{f}}[k]$
  - Calculate the IFFT
  - $\circ$  Add to y[n], overlapping the last N-L samples
- Final result: y[n]