

## Lecture 21: Wiener Filter

Mark Hasegawa-Johnson

All content CC-SA 4.0 unless otherwise specified.

ECE 401: Signal and Image Analysis, Fall 2020

- 1 Review: Wiener Filter
- 2 An Alternate Derivation of the Wiener Filter
- 3 Wiener Filter for Uncorrelated Noise and Signal
- 4 How can you compute Expected Value?
- 5 Summary

# Outline

- 1 Review: Wiener Filter
- 2 An Alternate Derivation of the Wiener Filter
- 3 Wiener Filter for Uncorrelated Noise and Signal
- 4 How can you compute Expected Value?
- 5 Summary

# Wiener's Theorem and Parseval's Theorem

- Wiener's theorem says that the power spectrum is the DTFT of autocorrelation:

$$r_{xx}[n] = \frac{1}{2\pi} \int_{-\pi}^{\pi} R_{xx}(\omega) e^{j\omega n} d\omega$$

- Parseval's theorem says that energy in the time domain is the average of the energy spectrum:

$$\sum_{n=-\infty}^{\infty} x^2[n] = \frac{1}{2\pi} \int_{-\pi}^{\pi} |X(\omega)|^2 d\omega$$

# Filtered Noise

If  $y[n] = h[n] * x[n]$ ,  $x[n]$  is any signal, then

$$r_{yy}[n] = r_{xx}[n] * h[n] * h[-n]$$

$$R_{yy}(\omega) = R_{xx}(\omega) |H(\omega)|^2$$

# The Wiener Filter

$$Y(\omega) = \frac{E[R_{sx}(\omega)]}{E[R_{xx}(\omega)]} X(\omega) = \frac{E[S(\omega)X^*(\omega)]}{E[X(\omega)X^*(\omega)]} X(\omega)$$

- The numerator,  $R_{sx}(\omega)$ , makes sure that  $y[n]$  is predicted from  $x[n]$  as well as possible (same correlation,  $E[r_{yx}[n]] = E[r_{sx}[n]]$ ).
- The denominator,  $R_{xx}(\omega)$ , divides out the noise power, so that  $y[n]$  has the same expected power as  $s[n]$ .

# Power Spectrum and Cross-Power Spectrum

Remember that the **power spectrum** is defined to be the Fourier transform of the **autocorrelation**:

$$R_{xx}(\omega) = \lim_{N \rightarrow \infty} \frac{1}{N} |X(\omega)|^2$$
$$r_{xx}[n] = \lim_{N \rightarrow \infty} \frac{1}{N} x[n] * x[-n]$$

In the same way, we can define the **cross-power spectrum** to be the Fourier transform of the **cross-correlation**:

$$R_{sx}(\omega) = \lim_{N \rightarrow \infty} \frac{1}{N} S(\omega) X^*(\omega)$$
$$r_{sx}[n] = \lim_{N \rightarrow \infty} \frac{1}{N} s[n] * x[-n]$$

# Outline

- 1 Review: Wiener Filter
- 2 An Alternate Derivation of the Wiener Filter
- 3 Wiener Filter for Uncorrelated Noise and Signal
- 4 How can you compute Expected Value?
- 5 Summary

# An Alternate Derivation of the Wiener Filter

The goal is to design a filter  $h[n]$  so that

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

in order to make  $y[n]$  as much like  $s[n]$  as possible. In other words, let's minimize the mean-squared error:

$$\mathcal{E} = \sum_{n=-\infty}^{\infty} E \left[ (s[n] - y[n])^2 \right]$$

# Use Parseval's Theorem!

In order to turn the convolutions into multiplications, let's use Parseval's theorem!

$$\begin{aligned}\mathcal{E} &= \sum_{n=-\infty}^{\infty} E \left[ (s[n] - y[n])^2 \right] \\ &= \frac{1}{2\pi} \int_{-\pi}^{\pi} E \left[ |S(\omega) - Y(\omega)|^2 \right] d\omega \\ &= \frac{1}{2\pi} \int_{-\pi}^{\pi} E \left[ |S(\omega) - H(\omega)X(\omega)|^2 \right] d\omega \\ \mathcal{E} &= \frac{1}{2\pi} \int_{-\pi}^{\pi} (E[S(\omega)S^*(\omega)] - H(\omega)E[X(\omega)S^*(\omega)] \\ &\quad - E[S(\omega)X^*(\omega)]H^*(\omega) + H(\omega)E[X(\omega)X^*(\omega)]H^*(\omega)) d\omega\end{aligned}$$

Now let's try to find the minimum, by setting

$$\frac{d\mathcal{E}}{dH(\omega)} = 0$$

# Differentiate and Solve!

Differentiating by  $H(\omega)$  (and pretending that  $H^*(\omega)$  stays constant), we get

$$\frac{d\mathcal{E}}{dH(\omega)} = -E[X(\omega)S^*(\omega)]d\omega + E[X(\omega)X^*(\omega)]H^*(\omega)d\omega$$

So we can set  $\frac{d\mathcal{E}}{dH(\omega)} = 0$  if we choose

$$H^*(\omega) = \frac{E[X(\omega)S^*(\omega)]}{E[|X(\omega)|^2]}$$

or, equivalently,

$$H(\omega) = \frac{E[S(\omega)X^*(\omega)]}{E[|X(\omega)|^2]} = \frac{E[R_{sx}(\omega)]}{E[R_{xx}(\omega)]}$$

# Outline

- 1 Review: Wiener Filter
- 2 An Alternate Derivation of the Wiener Filter
- 3 Wiener Filter for Uncorrelated Noise and Signal**
- 4 How can you compute Expected Value?
- 5 Summary

# What is $X$ made of?

So here's the Wiener filter:

$$H(\omega) = \frac{E[S(\omega)X^*(\omega)]}{E[|X(\omega)|^2]}$$

But now let's break it down a little. What's  $X$ ? That's right, it's  $S + V$  — signal plus noise.

$$\begin{aligned} H(\omega) &= \frac{E[S(\omega)(S^*(\omega) + V^*(\omega))]}{E[|X(\omega)|^2]} \\ &= \frac{E[|S(\omega)|^2] + E[S(\omega)V^*(\omega)]}{E[|X(\omega)|^2]} \\ &= \frac{E[R_{SS}(\omega)] + E[R_{SV}(\omega)]}{E[R_{XX}(\omega)]} \end{aligned}$$

# What if $S$ and $V$ are uncorrelated?

In most real-world situations, the signal and noise are uncorrelated, so we can write

$$E[S(\omega)V^*(\omega)] = E[S(\omega)] E[V^*(\omega)] = 0$$

# What if $S$ and $V$ are uncorrelated?

Similarly, if  $S$  and  $V$  are uncorrelated,

$$\begin{aligned} E [ |X(\omega)|^2 ] &= E [ |S(\omega) + V(\omega)|^2 ] \\ &= E [ |S(\omega)|^2 ] + E [ S(\omega)V^*(\omega) ] + E [ S^*(\omega)V(\omega) ] + E [ |V(\omega)|^2 ] \\ &= E [ |S(\omega)|^2 ] + E [ |V(\omega)|^2 ] \end{aligned}$$

## Wiener Filter in the General Case

In the general case, the Wiener Filter is

$$H(\omega) = \frac{E[R_{sx}(\omega)]}{E[R_{xx}(\omega)]}$$
$$= \frac{E[R_{ss}(\omega)] + E[R_{sv}(\omega)]}{E[R_{ss}(\omega)] - E[R_{sv}(\omega)] - E[R_{vs}(\omega)] + E[R_{vv}(\omega)]}$$

## Wiener Filter for Uncorrelated Noise

If noise and signal are uncorrelated,

$$H(\omega) = \frac{E[R_{ss}(\omega)]}{E[R_{xx}(\omega)]}$$
$$= \frac{E[R_{ss}(\omega)]}{E[R_{ss}(\omega)] + E[R_{vv}(\omega)]}$$

# Wiener Filter in the General Case

$$H(\omega) = \frac{E[R_{sx}(\omega)]}{E[R_{xx}(\omega)]}$$

- In the general case, the numerator captures the correlation between the **noisy signal**,  $x[n]$ , and the desired clean signal  $s[n]$ .
- The idea is to give  $y[n]$  the same correlation. We can't make  $y[n]$  equal  $s[n]$  exactly, but we can give it the same statistical properties as  $s[n]$ : specifically, make it correlate with  $x[n]$  the same way.

# Wiener Filter for Correlated Noise

$$H(\omega) = \frac{E [R_{ss}(\omega)]}{E [R_{xx}(\omega)]}$$

- If  $s[n]$  and  $v[n]$  are uncorrelated, then the correlation between the clean and noisy signals is exactly equal to the autocorrelation of the clean signal:

$$E [r_{sx}[n]] = E [r_{ss}[n]]$$

- So in that case, the Wiener filter is just exactly the **desired, clean** power spectrum,  $E [R_{ss}(\omega)]$ , divided by the **given, noisy** power spectrum  $E [R_{xx}(\omega)]$ ,

# Outline

- 1 Review: Wiener Filter
- 2 An Alternate Derivation of the Wiener Filter
- 3 Wiener Filter for Uncorrelated Noise and Signal
- 4 How can you compute Expected Value?**
- 5 Summary

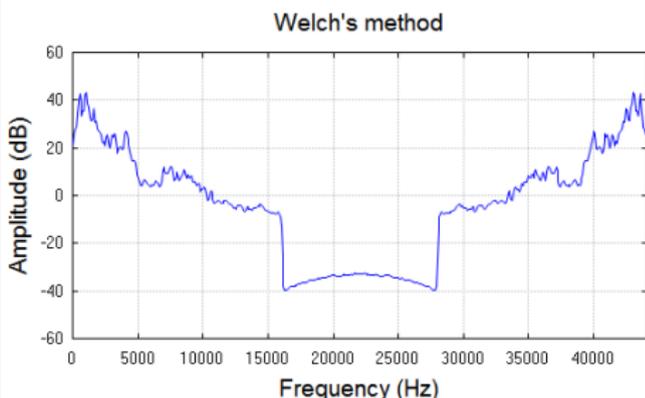
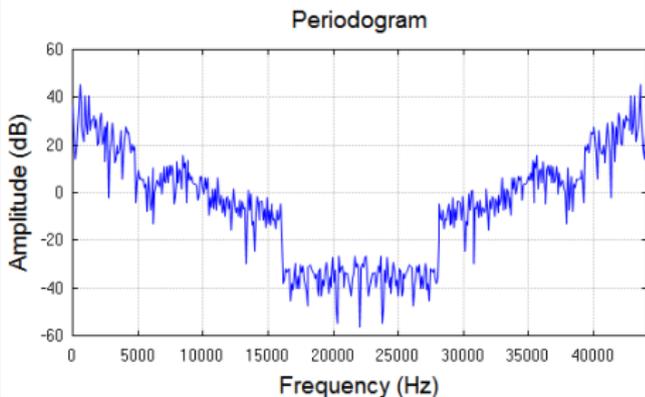
# How can you compute expected value?

Finally: we need to somehow estimate the expected power spectra,  $E[R_{ss}(\omega)]$  and  $E[R_{xx}(\omega)]$ . How can we do that?

- **Generative model:** if you know where the signal came from, you might have a pencil-and-paper model of its statistics, from which you can estimate  $R_{ss}(\omega)$ .
- **Multiple experiments:** If you have the luxury of running the experiment 1000 times, that's actually the best way to do it.
- **Welch's method:** chop the signal into a large number of small frames, computing  $|X(\omega)|^2$  from each small frame, and then average. As long as the signal statistics don't change over time, this method works well.

## Pros and Cons of Welch's Method

- **Con:** Because each  $|X(\omega)|^2$  is being computed from a shorter window, you get less spectral resolution.
- **Pro:** Actually, less spectral resolution is usually a good thing. Micro-variations in the spectrum are probably noise, and should probably be smoothed away.



# Outline

- 1 Review: Wiener Filter
- 2 An Alternate Derivation of the Wiener Filter
- 3 Wiener Filter for Uncorrelated Noise and Signal
- 4 How can you compute Expected Value?
- 5 Summary

# Summary

- Wiener Filter in the General Case:

$$H(\omega) = \frac{E[R_{sx}(\omega)]}{E[R_{xx}(\omega)]}$$

- Wiener Filter for Uncorrelated Noise:

$$H(\omega) = \frac{E[R_{ss}(\omega)]}{E[R_{xx}(\omega)]}$$

- Welch's Method: chop the signal into frames, compute  $|X(\omega)|^2$  for each frame, and then average them.