

Frequency Domain Convolution And Filtering

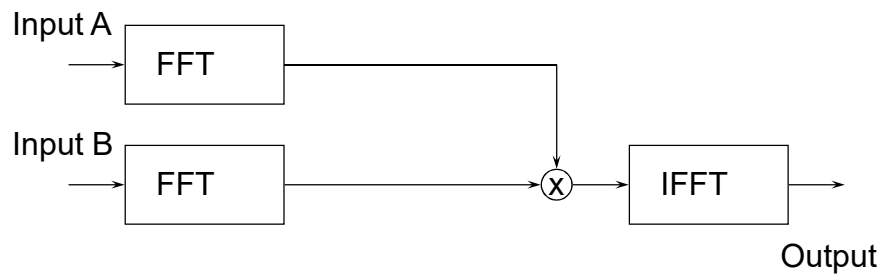
jedwards@numerix-dsp.com

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Frequency Domain Convolution and Filtering

- Convolution in time domain = multiplication in frequency domain and V.V.
- FFT Length $\geq N + M - 1$
 - Therefore require zero-padding
 - Otherwise circular
- Large computational savings
- Pre-compute convolution kernel FFT for more efficiency

Frequency Domain Convolution



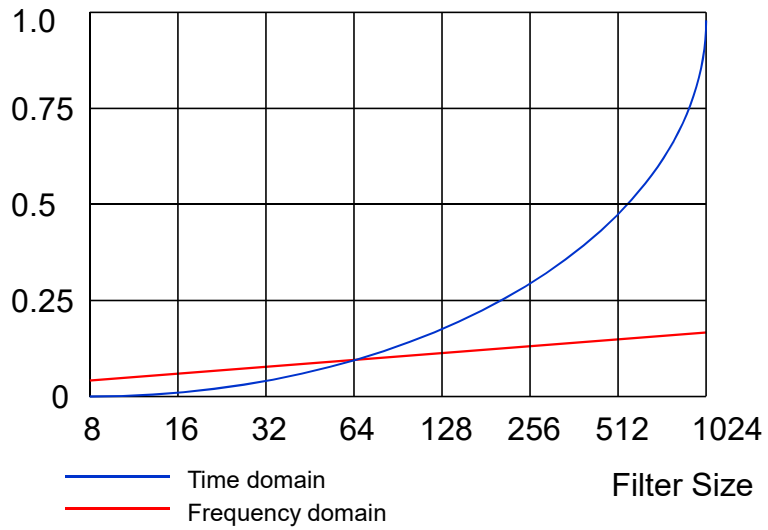
The FFT of a system (e.g. a filter) impulse response is the transfer function.

Frequency Domain Filtering

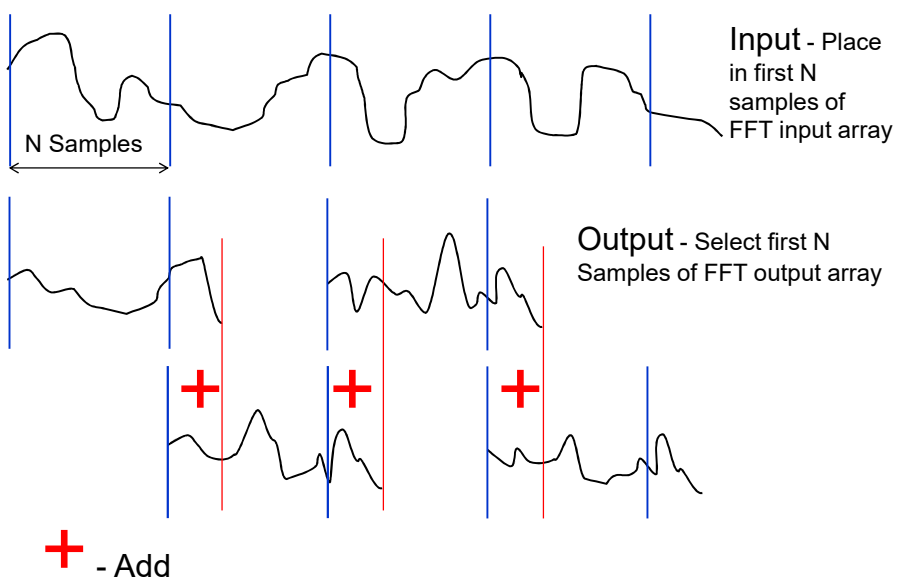
- The finite length transfer function is applied to an “infinite length” signal
- An overlap method will be required
 - Overlap and add
 - Overlap and save
- For a Low-pass filter can not just set high frequency coefficients to zero
 - Generates a time domain $\sin(x)/x$ function
- Remove bit reversal
 - Use decimation in frequency FFT
 - Use decimation in time IFFT

Filter Execution Times

Execution Time



Overlap-add Implementation



C Code To Implement Frequency Domain Convolution (Overlap-add)

```

/* Perform FFT on data */
SDA_rfft (SrcPtr, TempArrayPtr, FFTLength);

/* Complex multiply */
SDA_complex_multiply_2 (SrcPtr, TempArrayPtr, RealFreqDomainCoeffs,
    ImagFreqDomainCoeffs, DstPtr, TempArrayPtr, FFTLength);

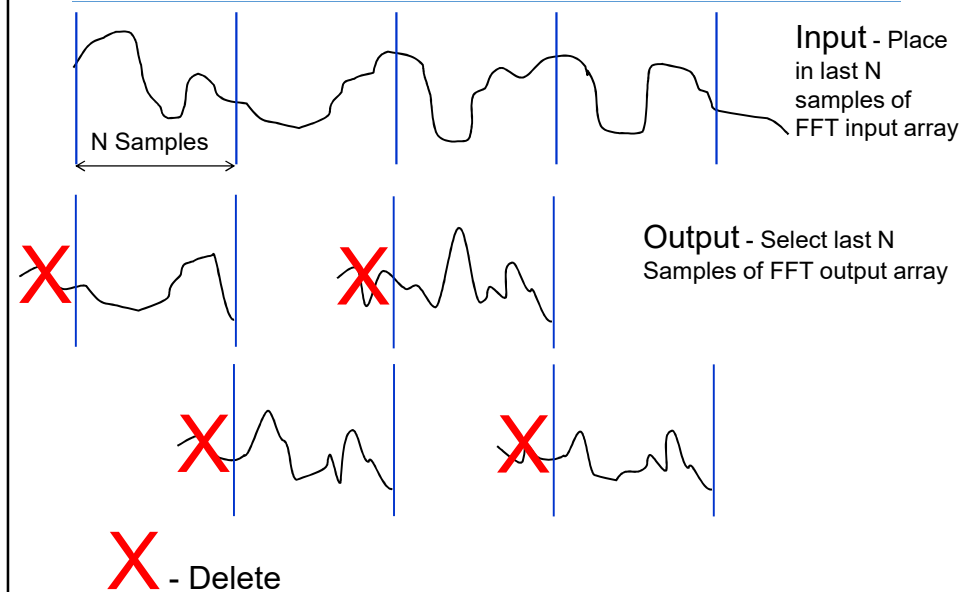
/* Perform inverse FFT */
SDA_cifft (DstPtr, TempArrayPtr, FFTLength);

/* Add overlap for next iteration*/
SDA_add_2 (DstPtr, OverlapArrayPtr, DstPtr, (FilterLength-1));

/* Copy remainder of output for next iteration */
SDA_copy (DstPtr+DataLength, OverlapArrayPtr, (FilterLength-1));

```

Overlap-save Implementation



C Code To Implement Frequency Domain Convolution (Overlap-save)

```
/* Copy source data + overlap */
SDA_copy (SrcPtr, OverlapArrayPtr+(FFTLength-DataLength), DataLength);

/* Perform FFT on data */
SDA_rfft (OverlapArrayPtr, TempArrayPtr, FFTLength);

SDA_complex_multiply_2 (SrcPtr, TempArrayPtr, RealFreqDomainCoeffs,
    ImagFreqDomainCoeffs, DstPtr, TempArrayPtr, FFTLength);

/* Perform inverse FFT */
SDA_cifft (DstPtr, TempArrayPtr, FFTLength);

/* Copy and shift overlap from
input array for next iteration */
SDA_copy (SrcPtr+DataLength-(FilterLength-1),
    OverlapArrayPtr+FFTLength-DataLength-(FilterLength-1),
    (FilterLength-1));
```

Frequency Domain Correlation

