Basics of Signal Analysis: Signals, Sampling, Noise

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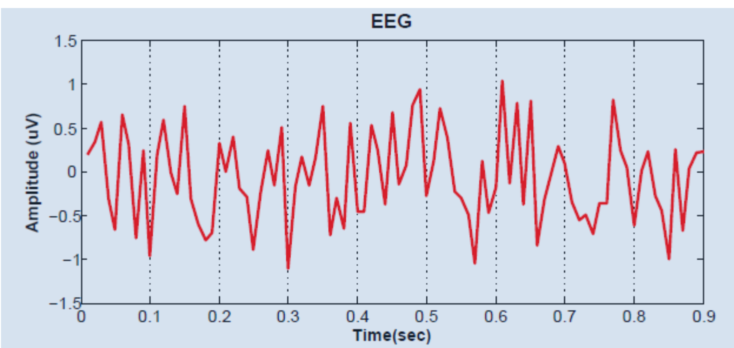
***SIGNAL**: [...]"**is a function that conveys information about the behaviour or attributes of some phenomenon**"[...]*

*In the physical world, **any quantity exhibiting variation in time or variation in space (such as an image) is potentially a signal** that might provide information on the status of a physical system, or convey a message between observers, among other possibilities. (Wikipedia)*

Time

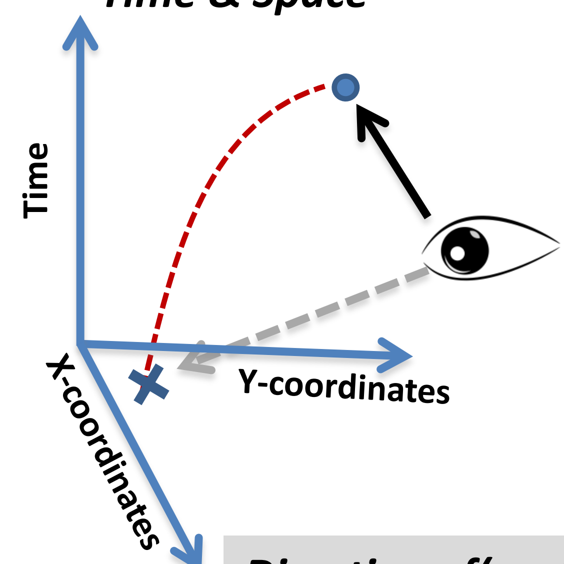


Amplitude = f(t)

Space

Luminance = f(x,y)

Time & Space



Direction= f(x,y,t)

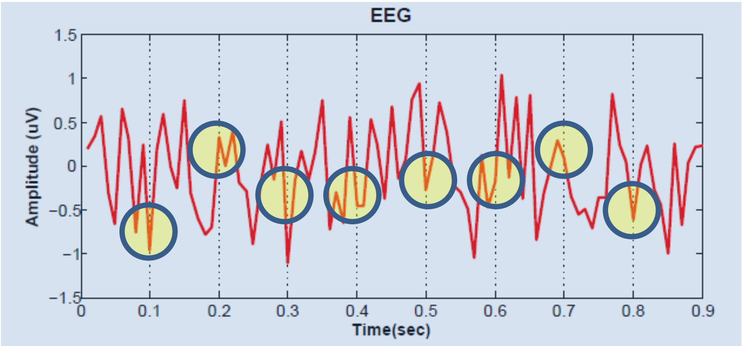
***Sampling*: is the conversion of a continuous signal (brain activation in time & space, 2D images etc) to a sequence of discrete sample (discretisation)**

***Why does it matter?* :**

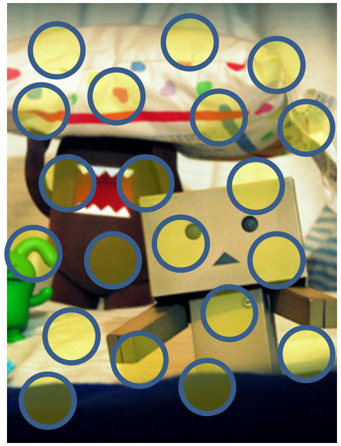
- Digital signal processing can only handle discrete numbers (finite precision)

-Sampling can provide the information necessary for the intended analysis while at the same time allow for efficient processing

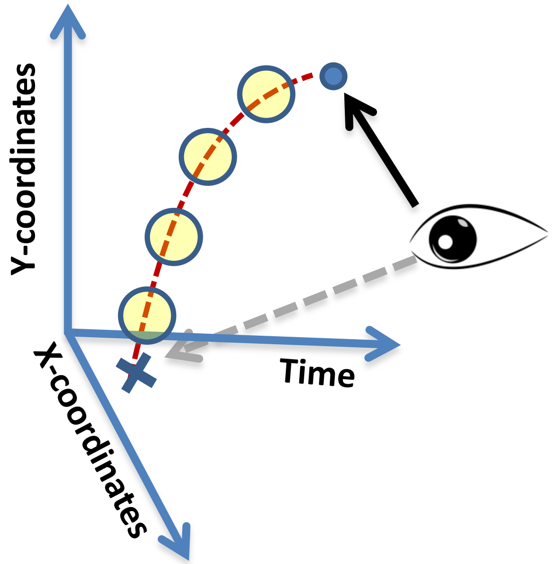
Time



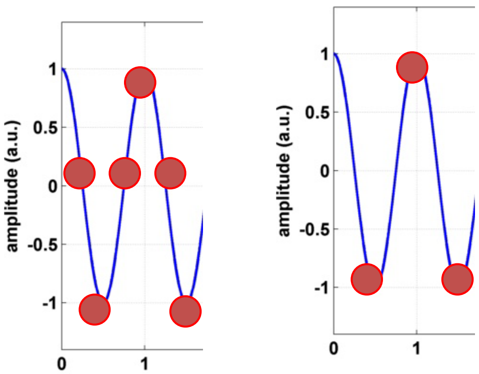
Space



Time & Space



Basic Concepts



It is usually most convenient to sample **equidistantly**, i.e. neighbouring samples have the same distance to each no matter at what point of the sample they are

Sampling Rate/Frequency: How densely do we take samples? For example:
100 samples per second -> 100 samples/s -> 100 Hz
10 samples per centimetre -> 10 samples/cm
100 samples ("pixels") per square centimetre -> 100 samples/cm2

Sampling Interval/Distance: How far apart are the samples (in time, space etc.)?
*100 Hz -> (1/100)*1s = 0.01 s = 10 ms*
*10 samples/cm -> (1/10)*1 cm = 0.1 cm = 1mm*
*100 samples/cm2 = (1/100)*1 cm2 = 0.01 cm2 = (0.1*0.1) cm2 = 1 mm2*

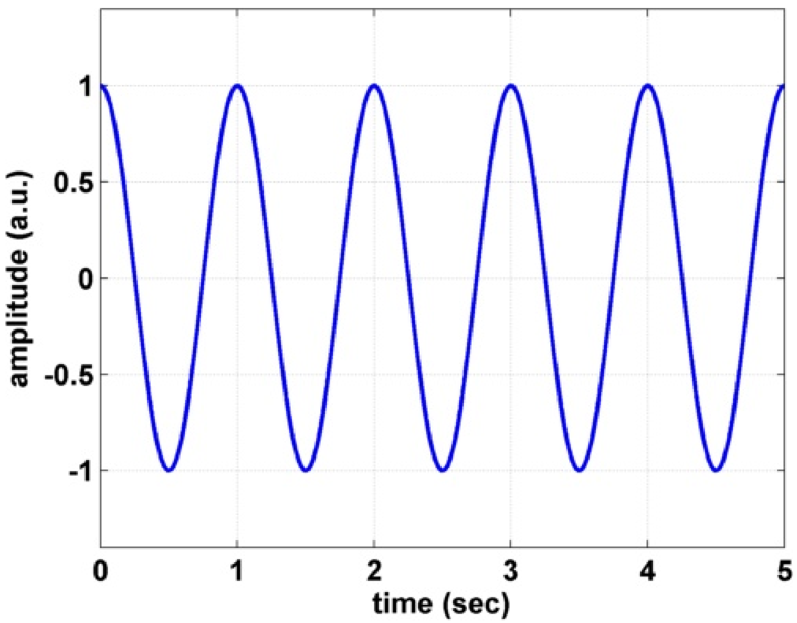
Sampling depth (quantisation): For one particular sample, how many different values can we separate in digital representation?
"2 bit": Either 1 or 0, we can only separate 2 values (e.g. Black/White)
"8 bit": 1 2 4 8 16 32 64 128 => 256 different values [1/0 1/0 1/0 1/0 1/0 1/0 1/0 1/0]

Sampling range: What are the maximum/minimum values we can sample?

Resolution/precision: Range divided by depth For example: Range +/- 10 µV, 8 bit sampling depth => 20/256 ≈ 0.08 µV

Sampling Frequency is crucial

Let’s define a sinusoidal signal with frequency 1Hz:

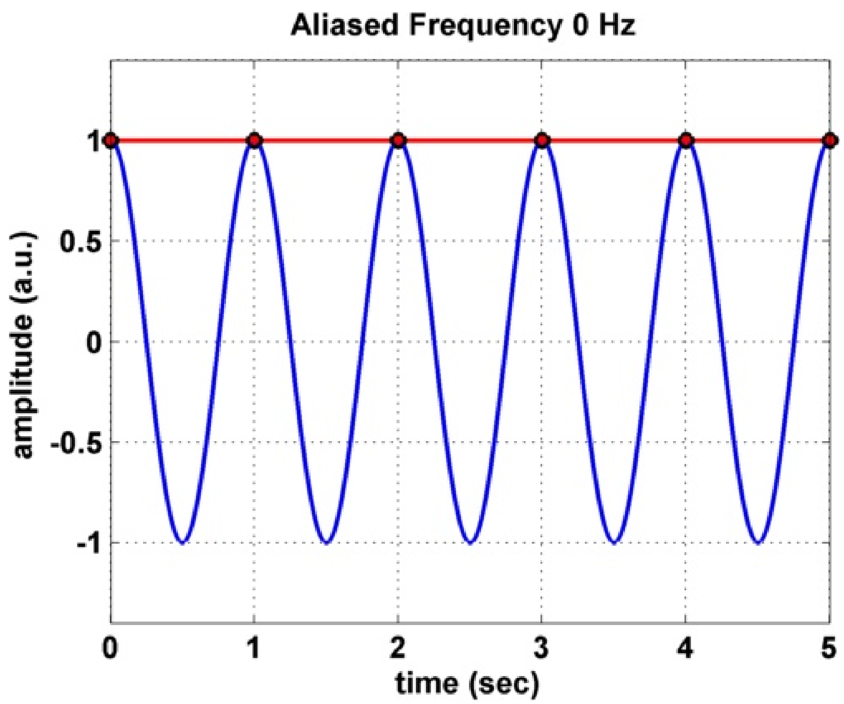



```
tWin = 5;%temporal window
t = 0:0.0001:tWin;
f = 1;%Hz
signal= cos(2*pi*f*t);
figure
hold on;grid on;
plot(t,signal,'b','linewidth',2);
```

Down-sampling can lead to Aliasing (i.e. distorted discrete signal)

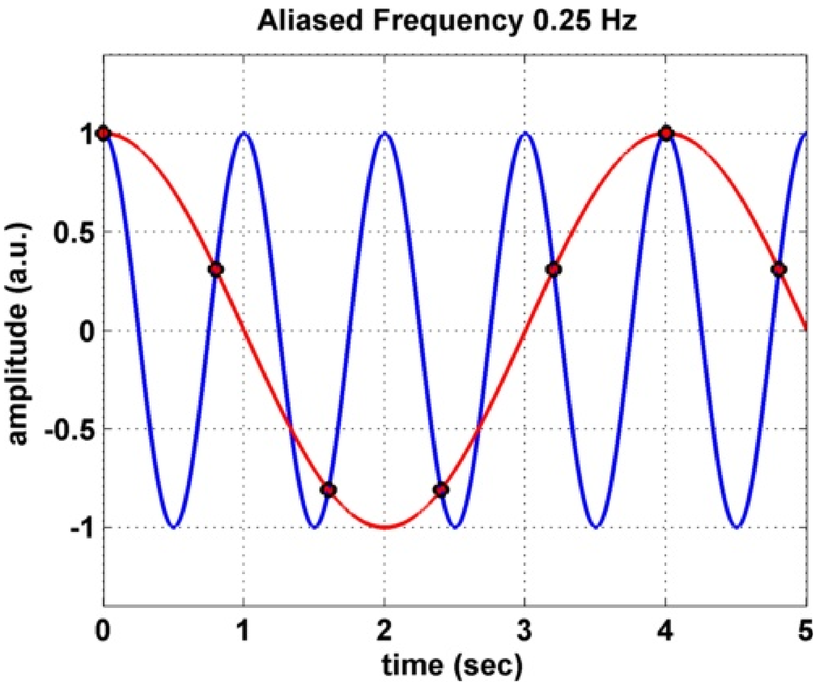
Aliasing: artefact that results when the discrete signal (reconstructed from samples) differs from the original continuous signal.

Signal frequency = 1Hz / Sampling frequency = 1Hz

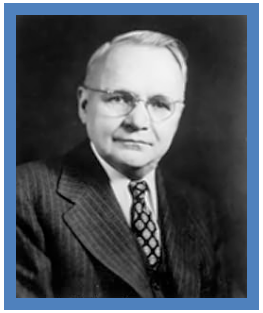
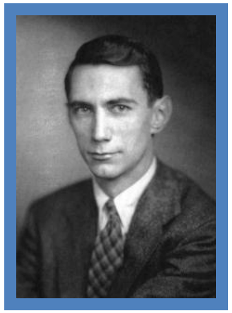


Down-sampling can lead to Aliasing (i.e. distorted discrete signal)

Signal frequency = 1Hz / Sampling frequency = 1.25Hz



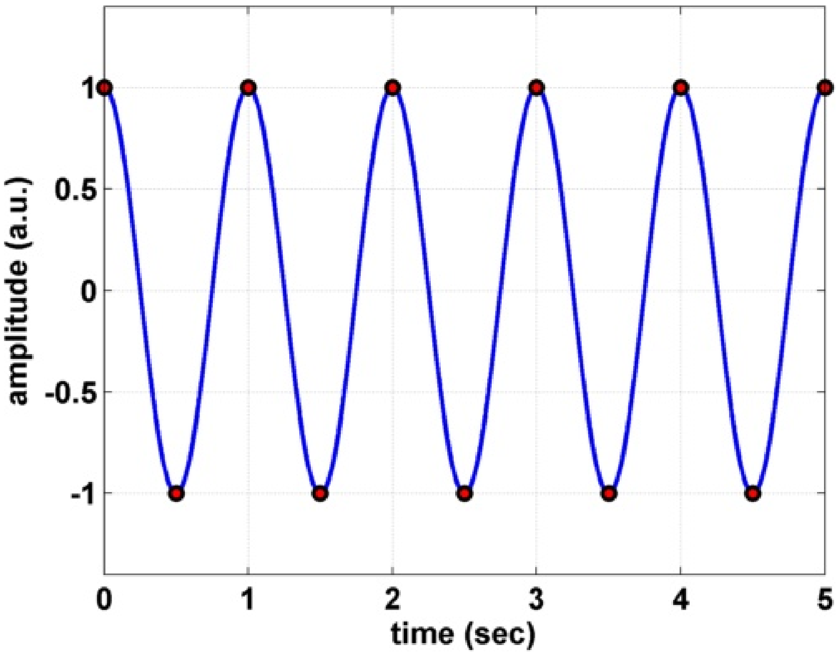

```
Fs = 1.25; %sampling frequency
ts = 0:1/Fs:tWin;

SampAlias= cos(2*pi*f*ts); %samples
plot(ts,SampAlias,'ko','linewidth',2,'MarkerFaceColor','r');

AliasF = abs(floor(Fs/f)*Fs-f); %calculate aliased frequency
ASignal=cos(2*pi*AliasF*t);% calculate aliased signal
plot(t,ASignal,'r','linewidth',2);
```

Nyquist - Shannon Sampling Theorem

- If you sample a signal with a sampling rate of **X** Hz, make sure the signal doesn't contain frequencies above **X/2** Hz
- ***Nyquist Frequency***: half of the sampling rate of a discrete signal
- **The largest frequency in the signal should be smaller than the Nyquist Frequency**

Sampling frequency = 2Hz; Nyquist Frequency = 1Hz

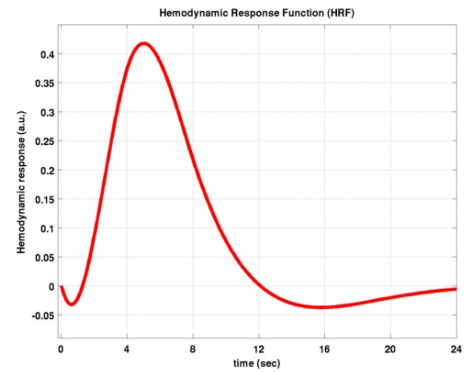


Examples

fMRI

Typically sampled every 2 seconds
(0.5 Hz with TR = 2s)

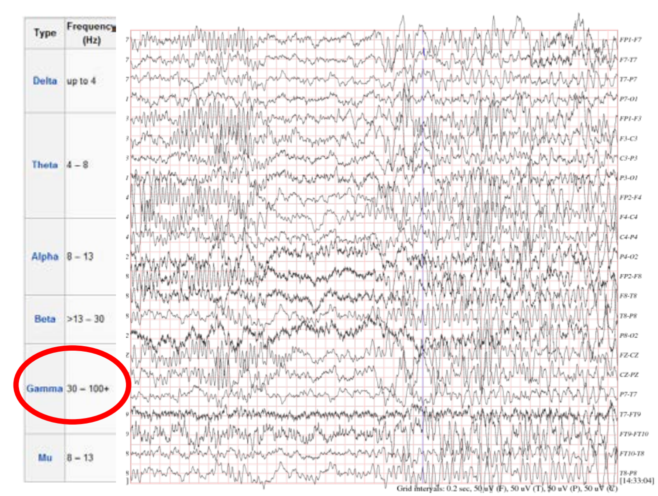
Nyquist Frequency *= Fsamp/2 = 0.25 Hz*



EEG/MEG

Typically sampled every 2 msec
(500Hz)

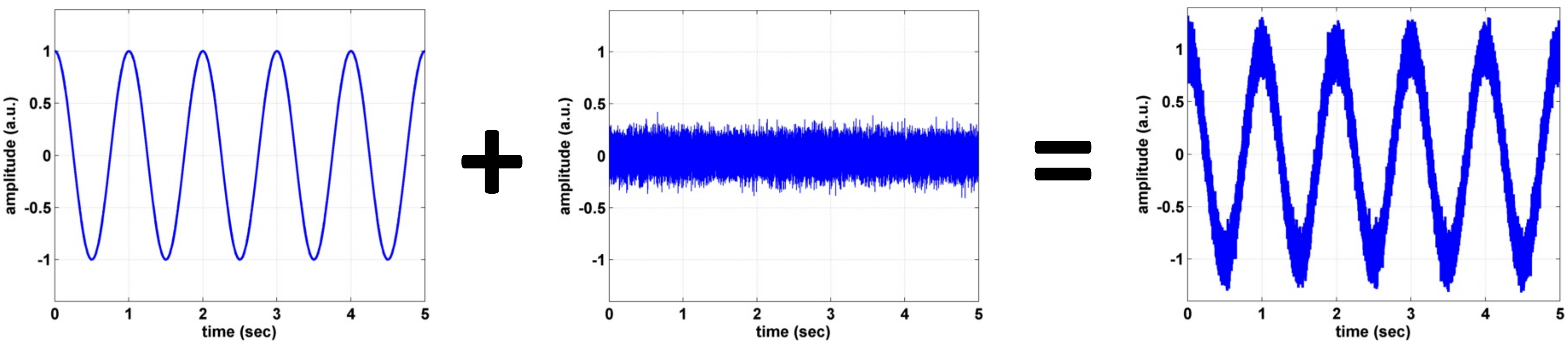
Nyquist Frequency *= 250 Hz*
(NB: well above the highest freq band)



Noise & Error propagation

***Noise** is a general term for alterations that a signal may suffer because of :*

- *Inaccuracies of measurement equipment*
- *Interference from artefact sources*
- *Modelling errors*



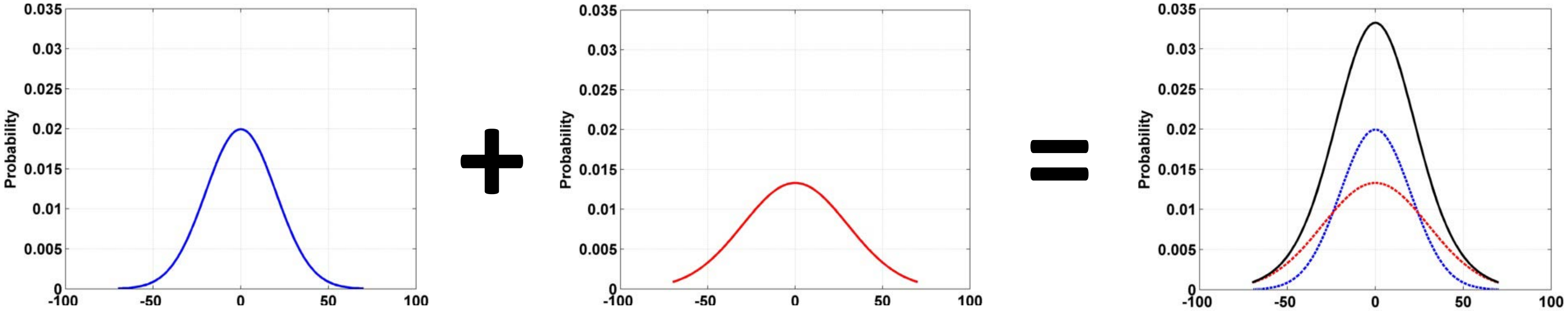

```
lx = length(signal);
noise = 0.1*randn(1,lx);
Figure; plot(t,noise);

nSignal = noise+signal;
plot(t,nSignal,'b','linewidth',2)
grid on;box on;
xlabel('time (sec)');ylabel('amplitude (a.u.)')
```

Noise & Error propagation

Any transformation of the data will be affected by noise, and may amplify it

For example: Subtracting/adding data sets with equal variance doubles the variance

If the operation is more complex, the effect of noise will probably be more complex.




```
Nvalues = -70:70;
S_mean = 0;
S_sd1 = 20;S_sd2 = 30;
Signal1 = normpdf(Nvalues,S_mean,S_sd1);
Signal2 = normpdf(Nvalues,S_mean,S_sd2);

figure;
bar([1 2 3],[var(Signal1),var (Signal2),var (Signal1+Signal2)])
set(gca,'XTickLabel',{'Noise1','Noise2','N1+N2'})
Title('Standard deviations')
```

Noise & Error propagation

If the operation is more complex (e.g. derivative), the effect of noise will probably be more complex.

```
subplot(1,2,1)
plot(diff(signal));
title(‘clean signal’);

subplot(1,2,2)
plot(diff(nSignal));
title(‘noisy signal’)
```

Data Quality: Signal-to-Noise Ratio (SNR)

Signal-to-Noise ratio: compare the level of “signal” to the level of “noise” .

Common definition for SNR:

Divide power (variance) of signal by power (variance) of noise

$$SNR = \frac{P_{Signal}}{P_{Noise}}$$

Other definitions possible:

Divide amplitude of signal by standard deviation of noise

Divide root-mean-square (RMS) of signal by RMS of noise

Decibels: $SNR_{dB} = 10log_{10}\frac{P_{Signal}}{P_{Noise}} = P_{Signal,dB} - P_{Noise,dB}$

The End…