

# *E9 205 Machine Learning for Signal Processing*

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Feature Extraction

08-08-2016

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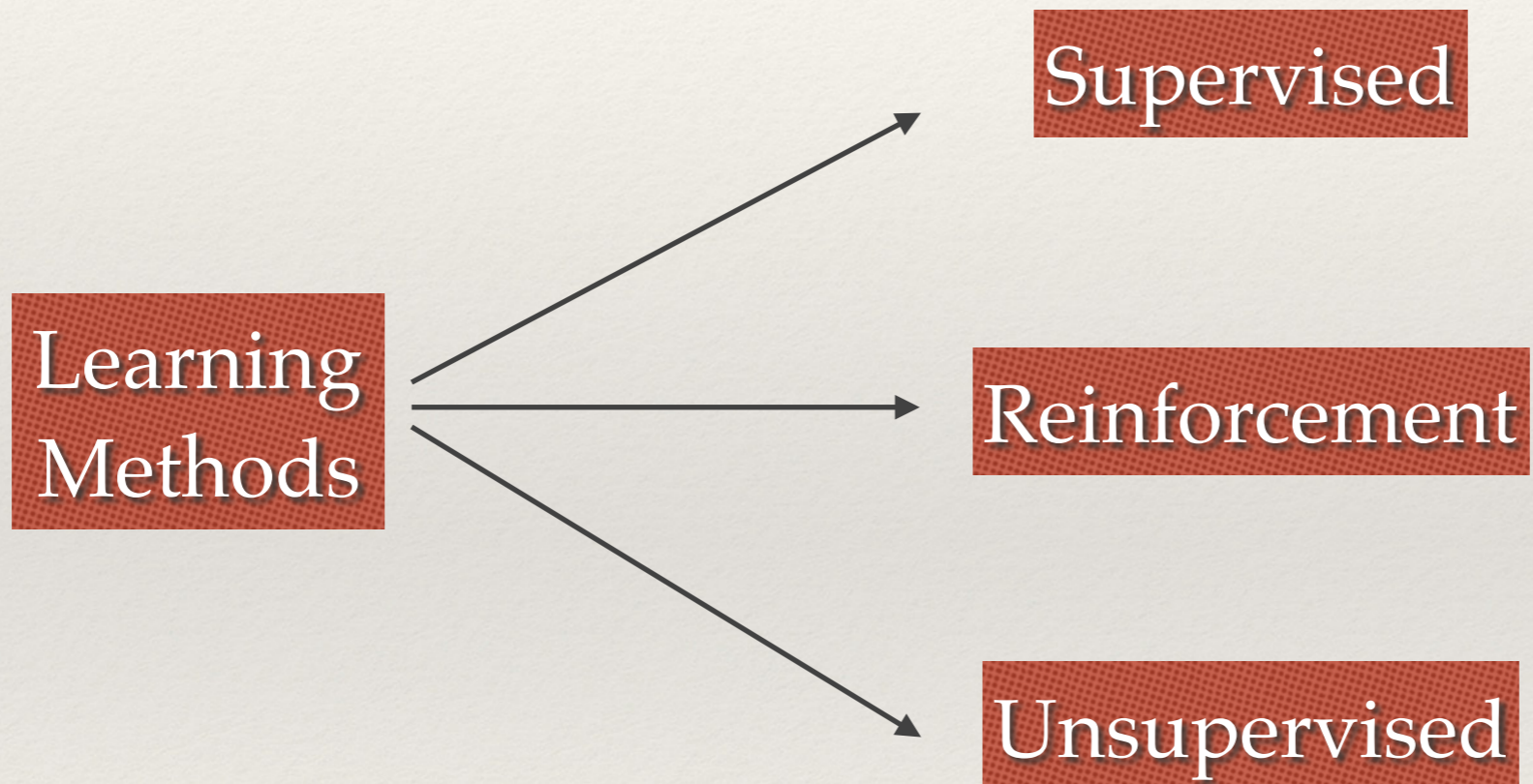
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# Recap

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- ❖ Real-world signals
  - ❖ Patterns in signal
- ❖ Learning - uncovering the underlying patterns
- ❖ Roadmap of the course

# Types of Learning



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# Unsupervised Learning

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- ❖ Data is presented without associated output targets
- ❖ Extracting structure from the data.
- ❖ Examples like clustering and segmentation.
- ❖ Concise description of the data - dimensionality reduction methods.

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# Reinforcement Learning

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- ❖ Dynamic environment resulting in triplets - state / action / reward.
- ❖ No optimal action for a given state
- ❖ Algorithm has to learn actions in a way such the expected reward is maximized over time.
- ❖ May also involve minimizing punishment.
- ❖ Reward / punishment could be delayed - learning based on past actions.

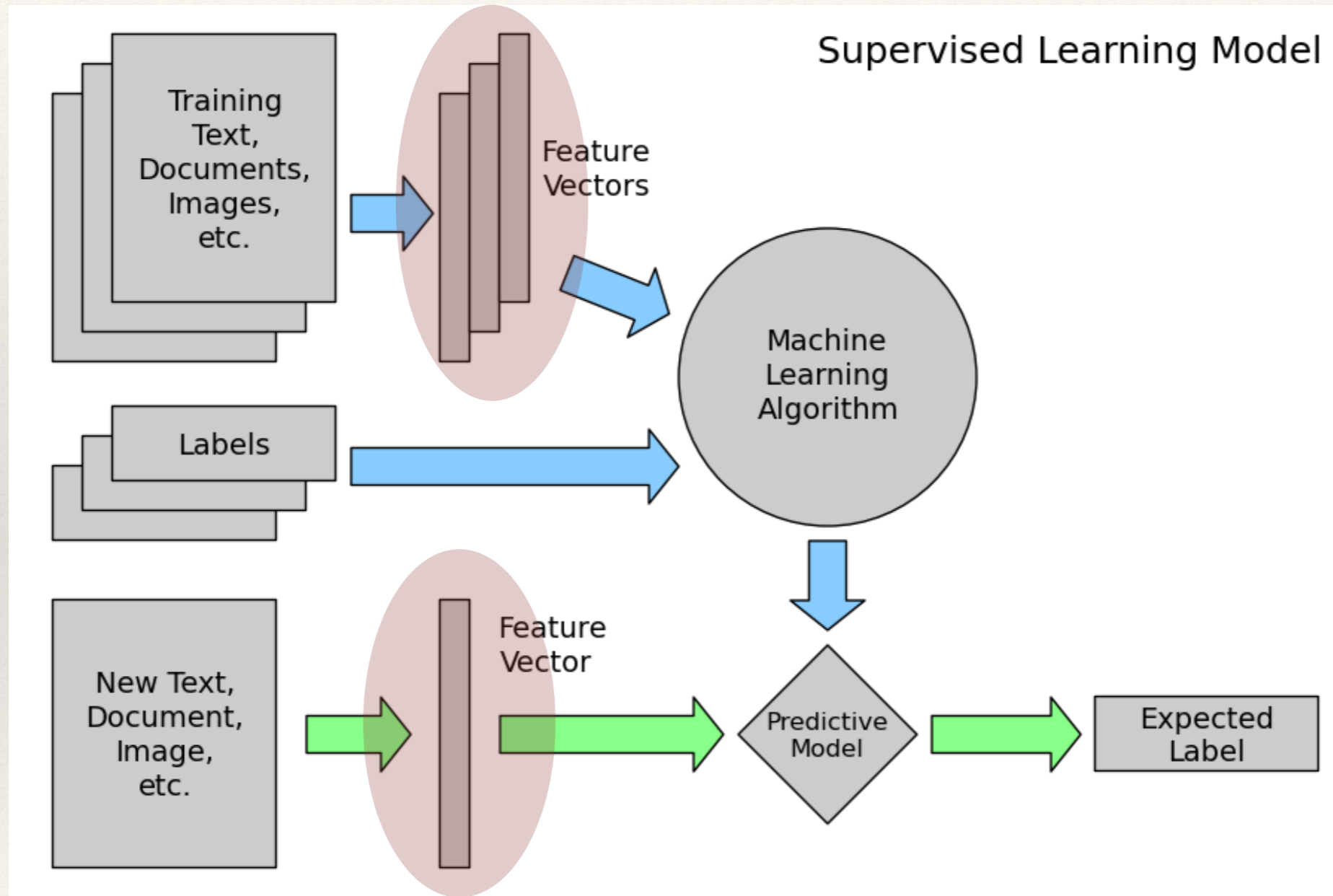
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# Supervised Learning

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- ❖ Training data is provided with along with target values (ground truth).
  - ❖ Goal - to learn the mapping function from data to targets.
  - ❖ Use the mapping function to predict unseen / test data samples.
- ❖ Two types based on the structure of the labels.
  - ❖ Classification - discrete number of classes or categories.
  - ❖ Regression - continuous output variables.

# Supervised Learning



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# Feature Extraction

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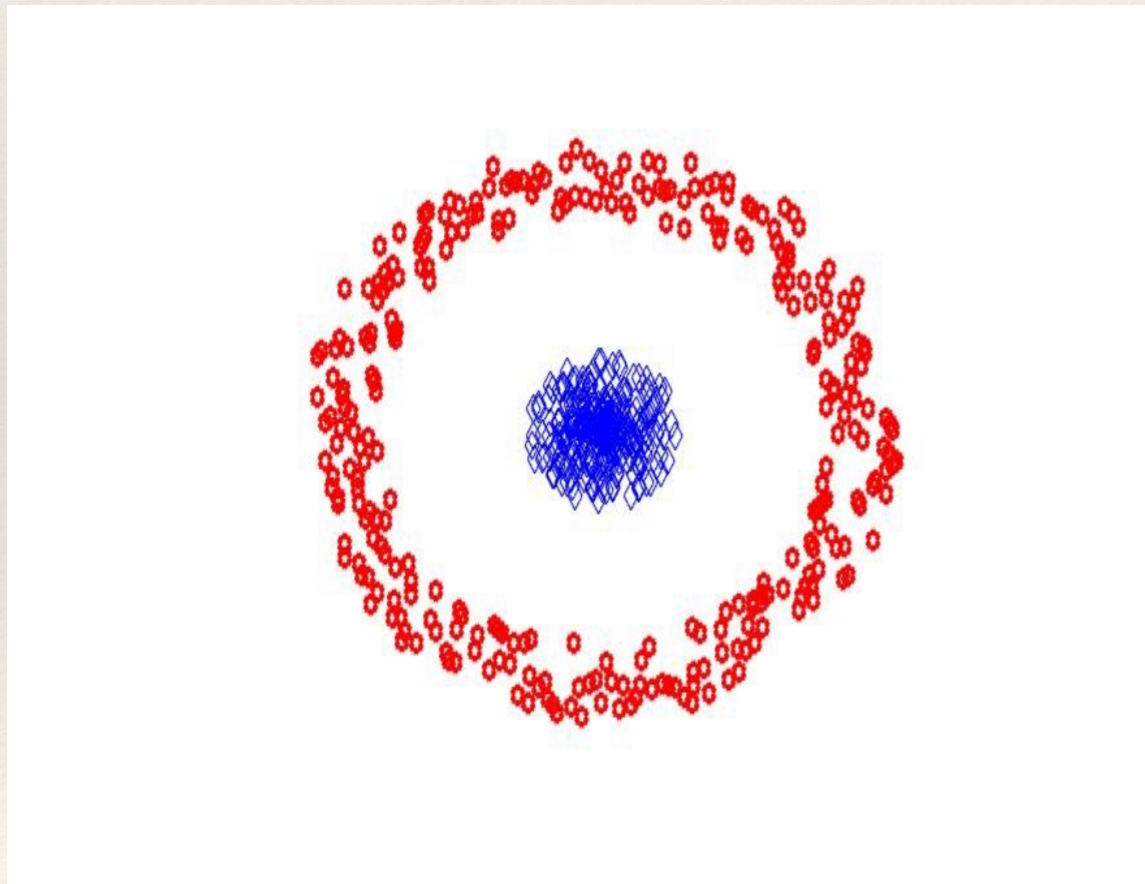
- ❖ Feature Extraction
  - ❖ Using measured data to build desirable values.
  - ❖ Attributes of the data that are informative and non-redundant.
  - ❖ Resilience to noise / artifacts.
  - ❖ Facilitating subsequent learning algorithm.



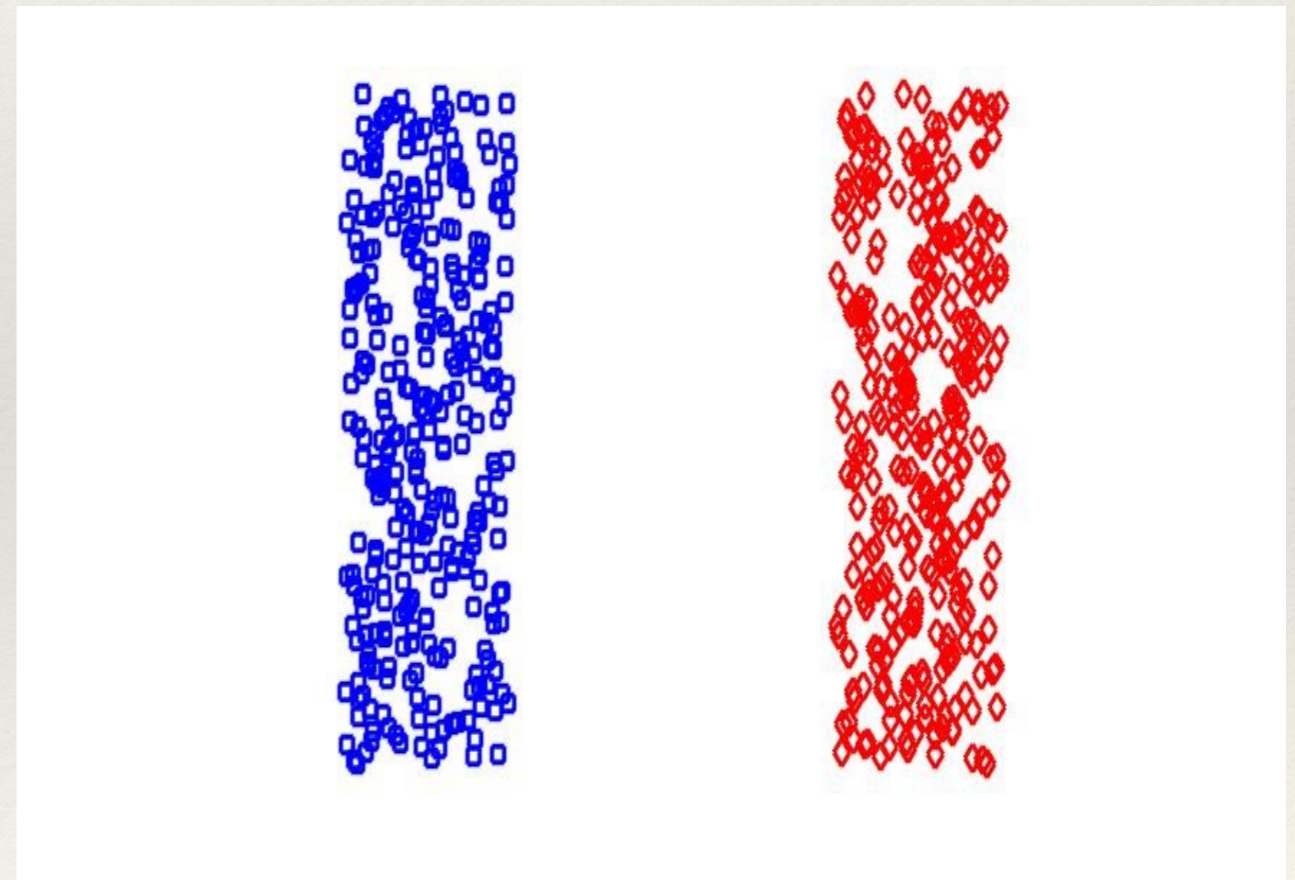
# Feature Extraction

## ❖ Representation Problem

Cartesian Coordinates



Polar Coordinates



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# Feature Extraction

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## Scope for this course

- I. Feature Extraction in Speech and Audio signals.
- II. Feature Extraction Methods for Images.
- III. Brief Introduction to Feature Extraction in Text.

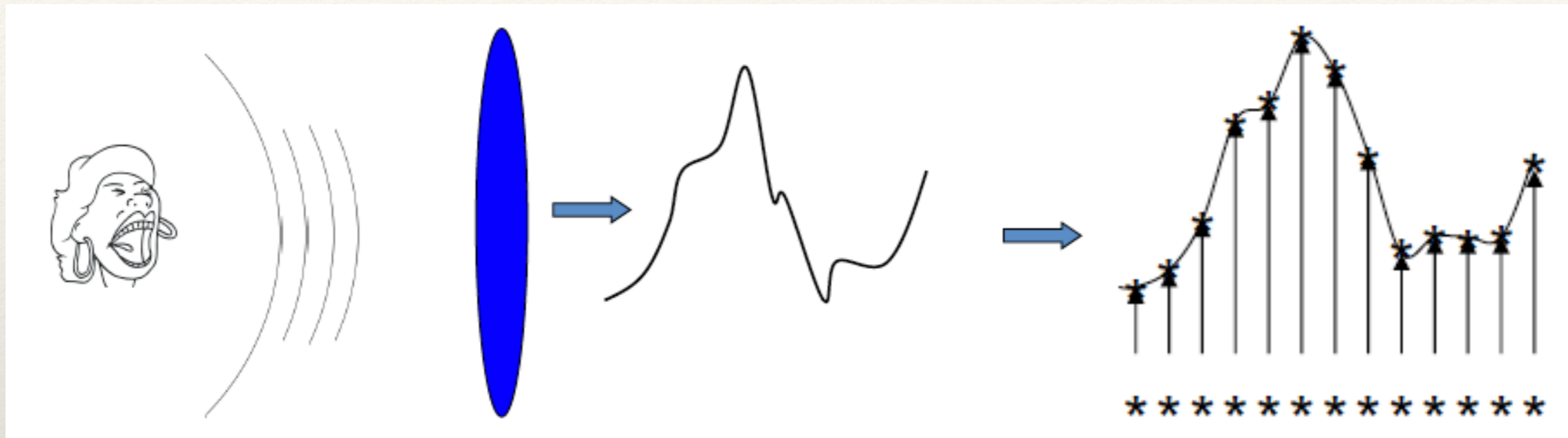
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# Speech and Audio

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- ❖ Speech / Audio - 1D signals
  - ❖ Generated by pressure variations producing regions of high pressure and low pressure.
  - ❖ Travels through a medium of propagation (like air, water etc).
  - ❖ Human sensory organ - eardrum.
    - ❖ Converting pressure variations to electrical signals.
    - ❖ Action mimicked by a microphone.

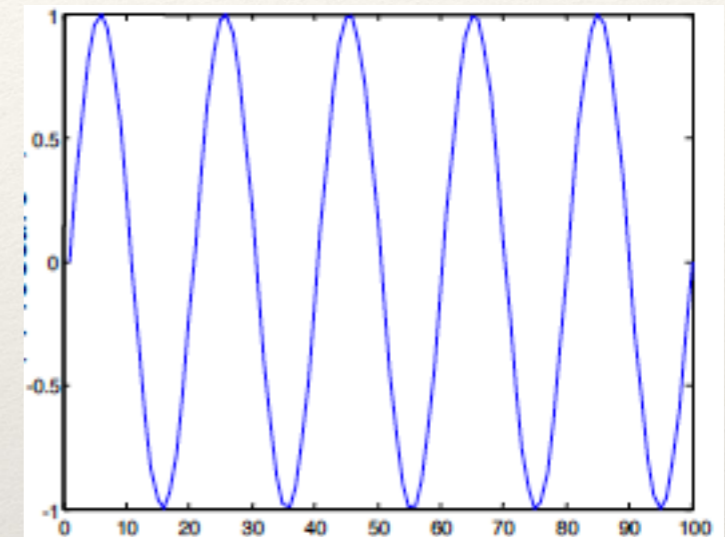
# Sound waves in a computer



- ❖ Analog continuous signal from the microphone
- ❖ Discretized in time - sampling.
- ❖ Digitized in values - quantization.

# Sampling

- ❖ Signals like speech / audio - analyzed in terms of sinusoids.
- ❖ Can be considered as a set of basis functions.
- ❖ Complex sinusoid -  $ae^{-j2\pi f_0 t}$
- ❖ Signal expressed as weighted sum (integral) of sinusoids.
- ❖ Continuous Time Fourier Transform



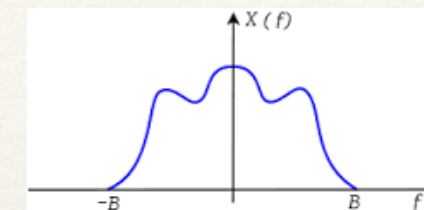
$$x(t) = \frac{1}{2\pi} \int X(f) e^{j2\pi ft} df$$

$$X(f) = \int x(t) e^{-j2\pi ft} dt$$

# Sampling

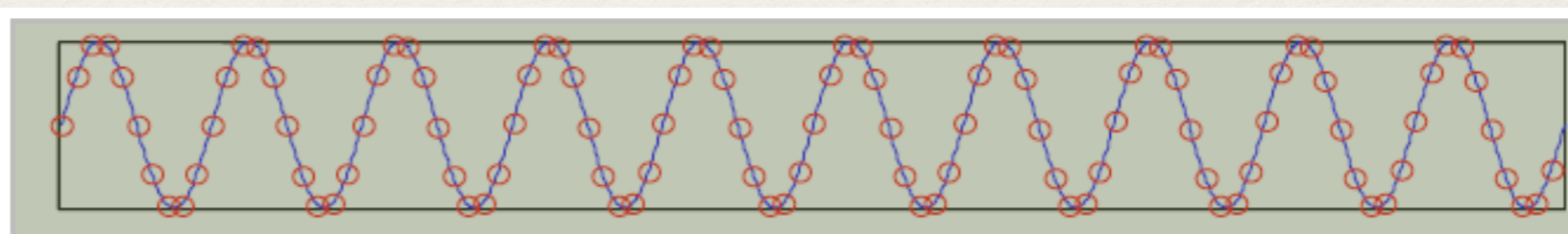
- ❖ Band limited signals

$$X(f) = 0 \quad |f| > B$$

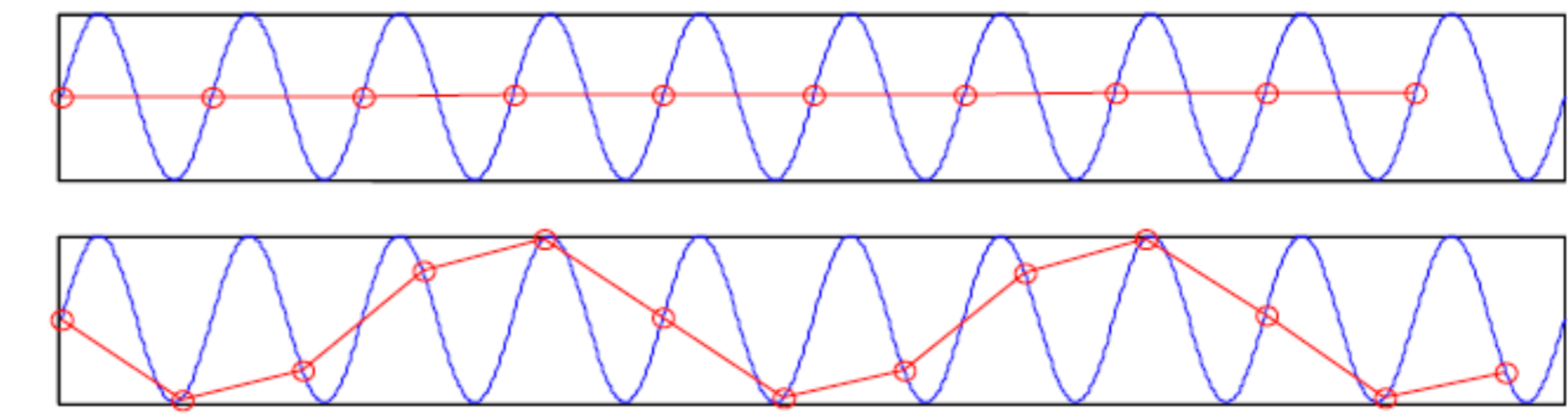


- ❖ Nyquist theorem - sampling frequency  $f_s \geq 2B$

Oversampling



Undersampling

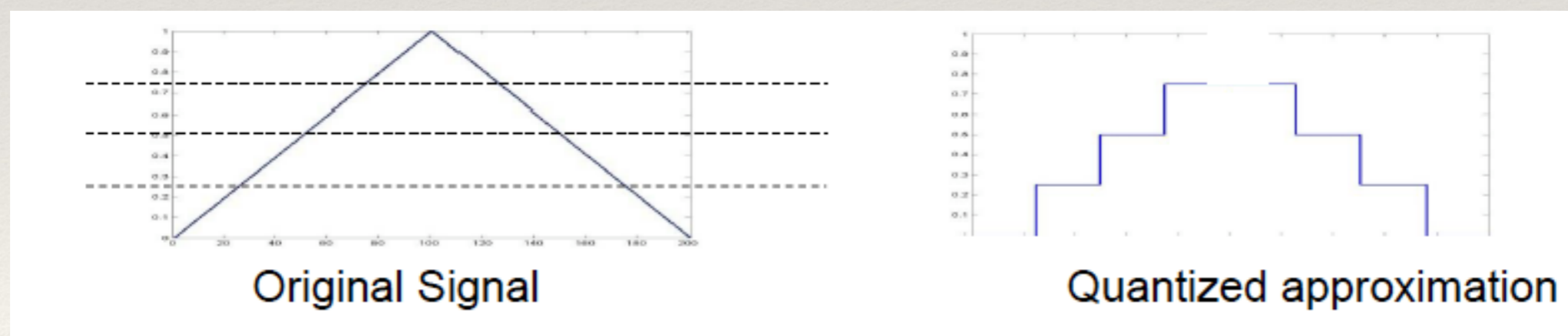
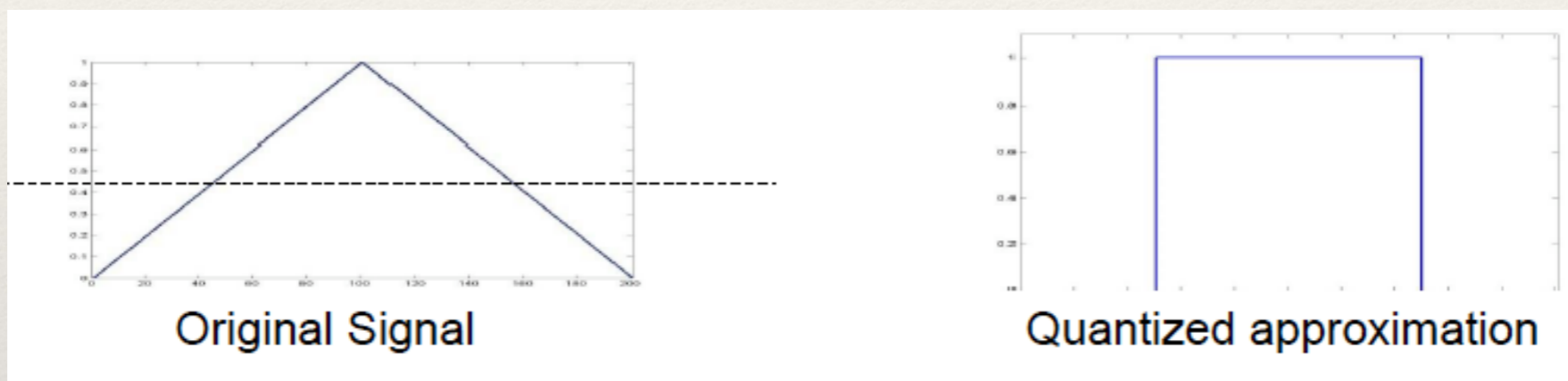


- ❖ Speech signals

- ❖ maximum frequency  $\sim 4 - 8$  kHz, typical sampling frequency - (8/16 kHz).

# Quantization

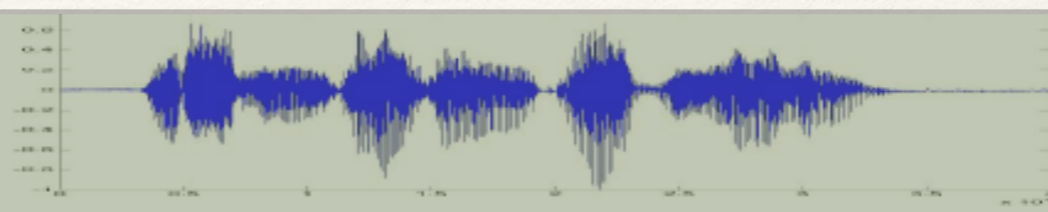
- ❖ Storing real values using finite number of bits



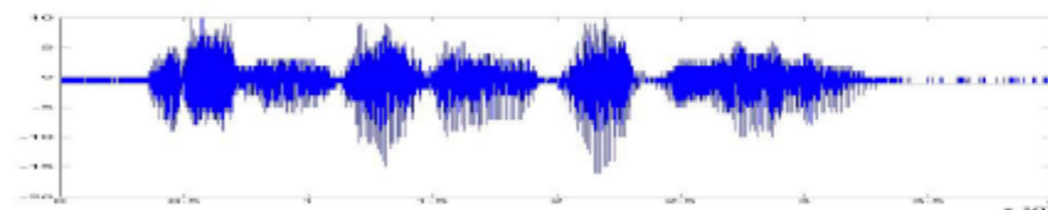
# Quantization

## ❖ Speech signal quantization

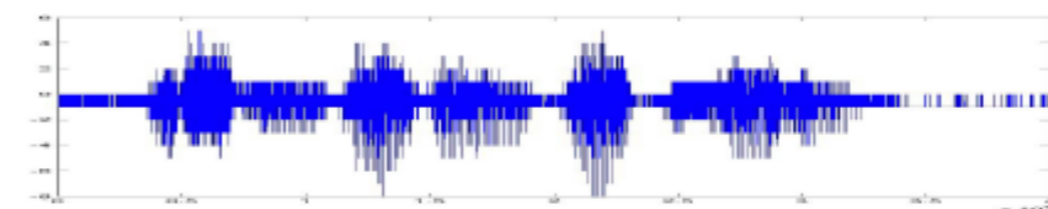
- 16 bit sampling



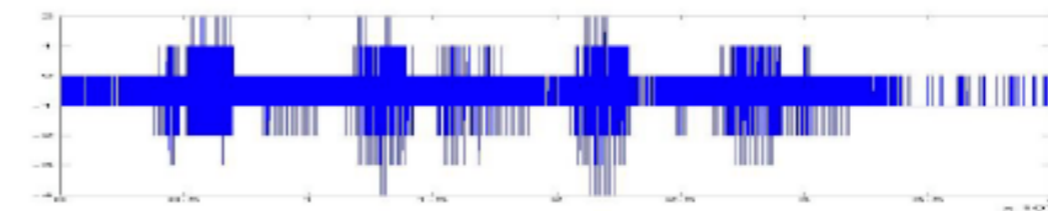
- 5 bit sampling



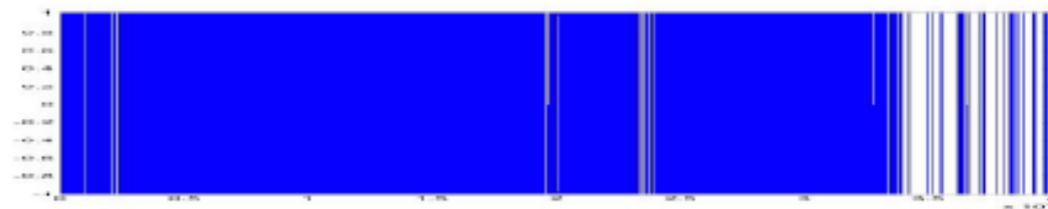
- 4 bit sampling



- 3 bit sampling



- 1 bit sampling



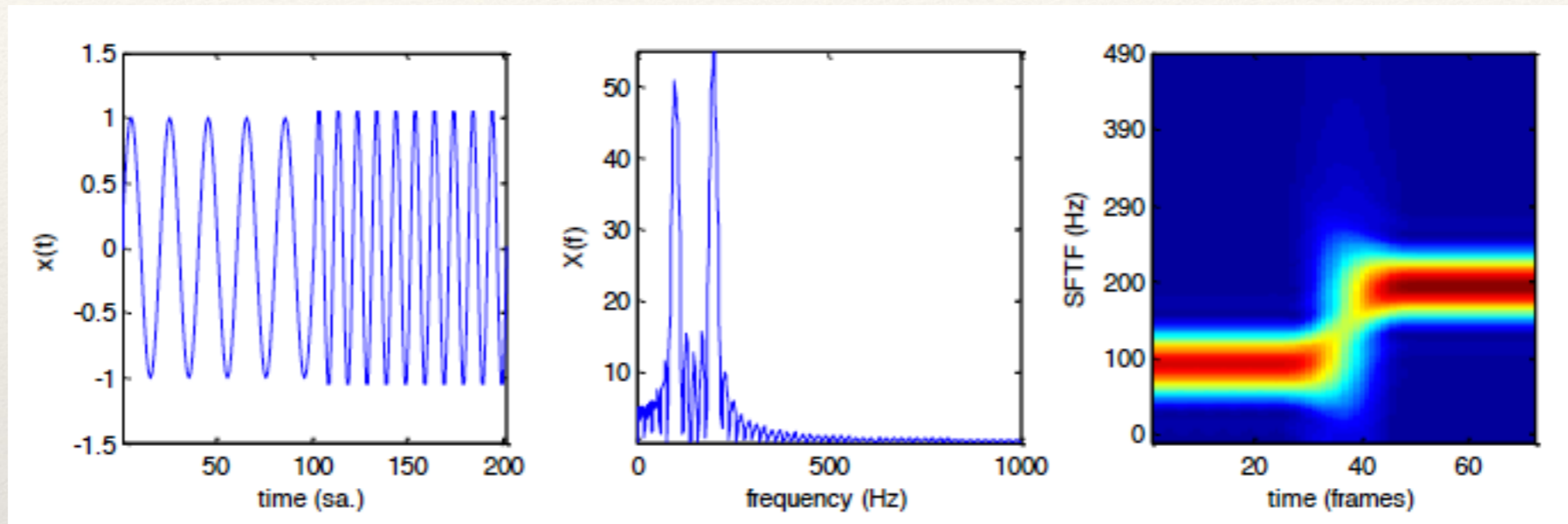


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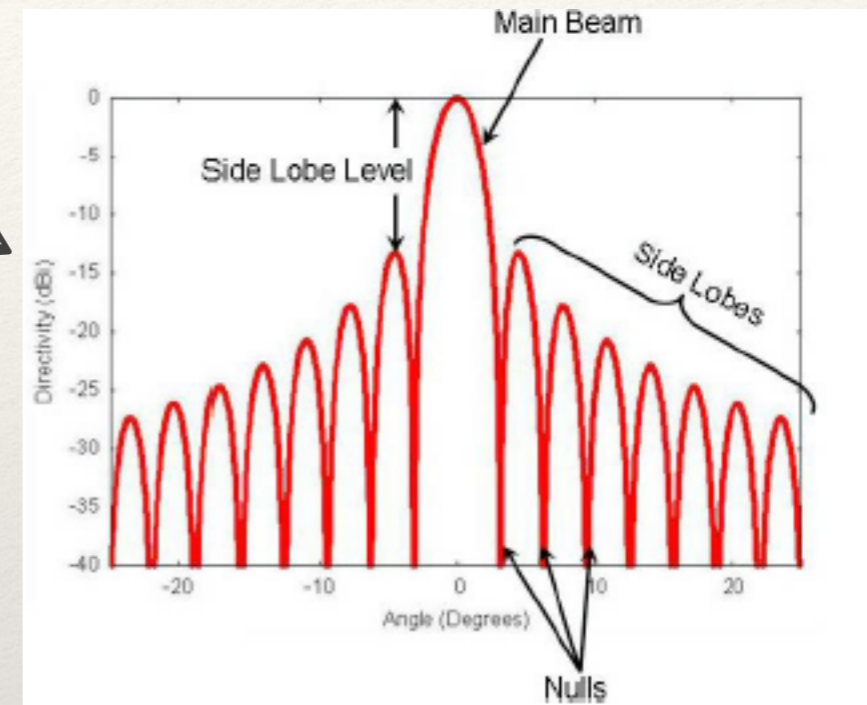
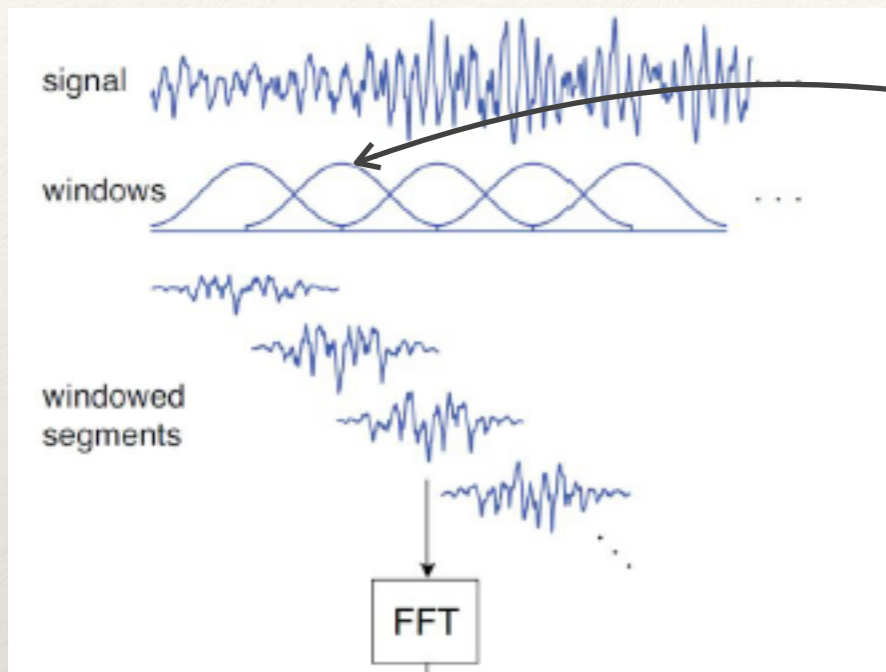
# Short-term Fourier Transform

# Why do we need time varying Fourier Transform

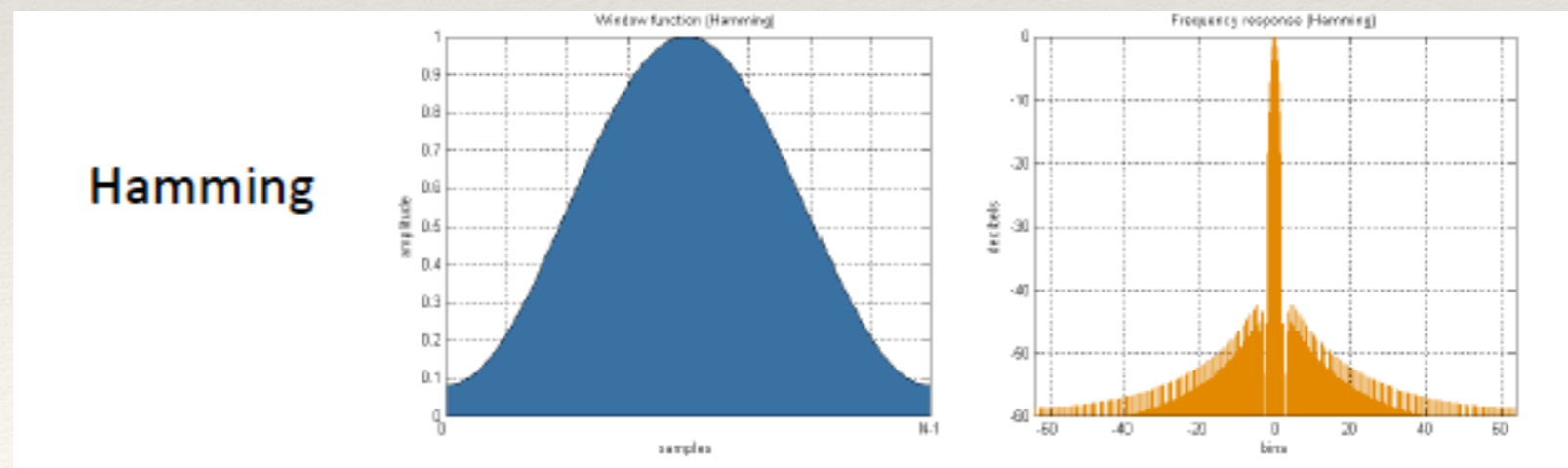


- ❖ When the signal properties change in time
- ❖ DFT will only capture the average spectral character
- ❖ Short-window analysis can indicate the change in spectrum.

# Summary of STFT Properties

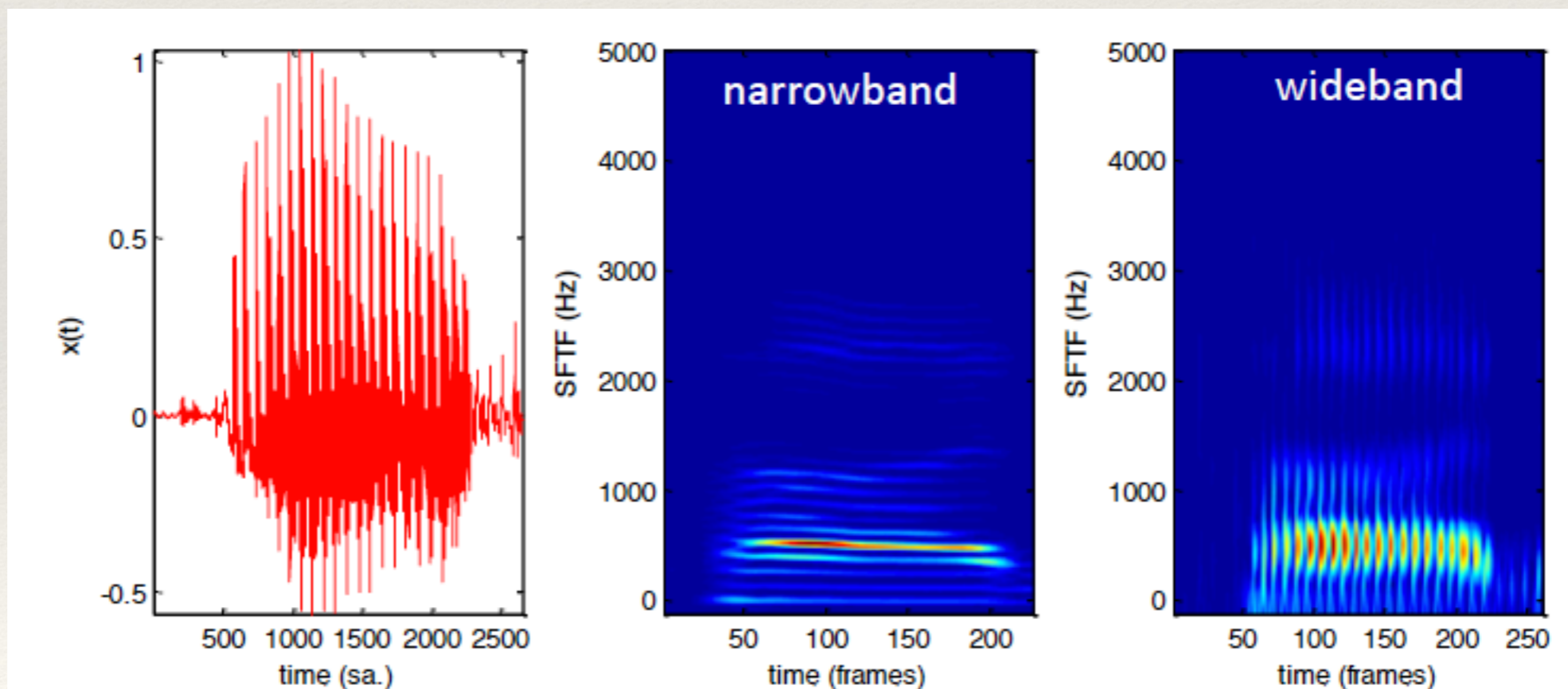


$$X[k, n_0]$$



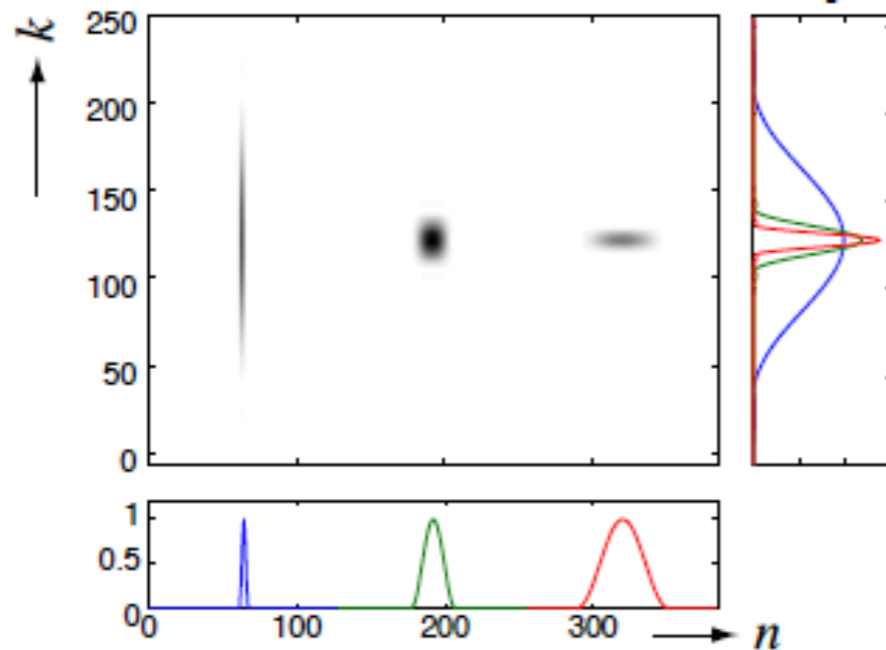
# Narrowband versus Wideband

- ❖ Short windows - poor frequency resolution - wideband spectrogram
- ❖ Long windows - poor time resolution - narrowband spectrogram



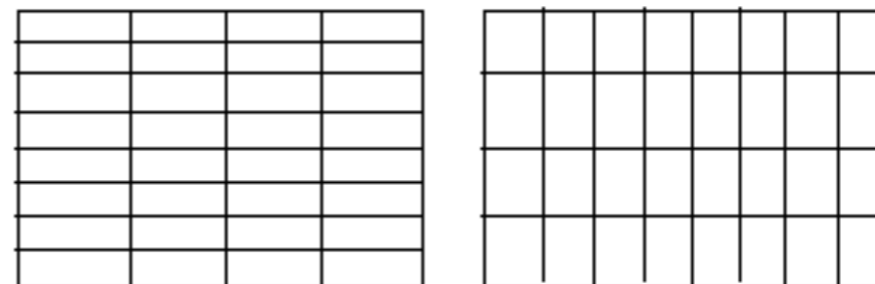
# Narrowband versus Wideband

- Can illustrate time-frequency tradeoff on the time-frequency plane:

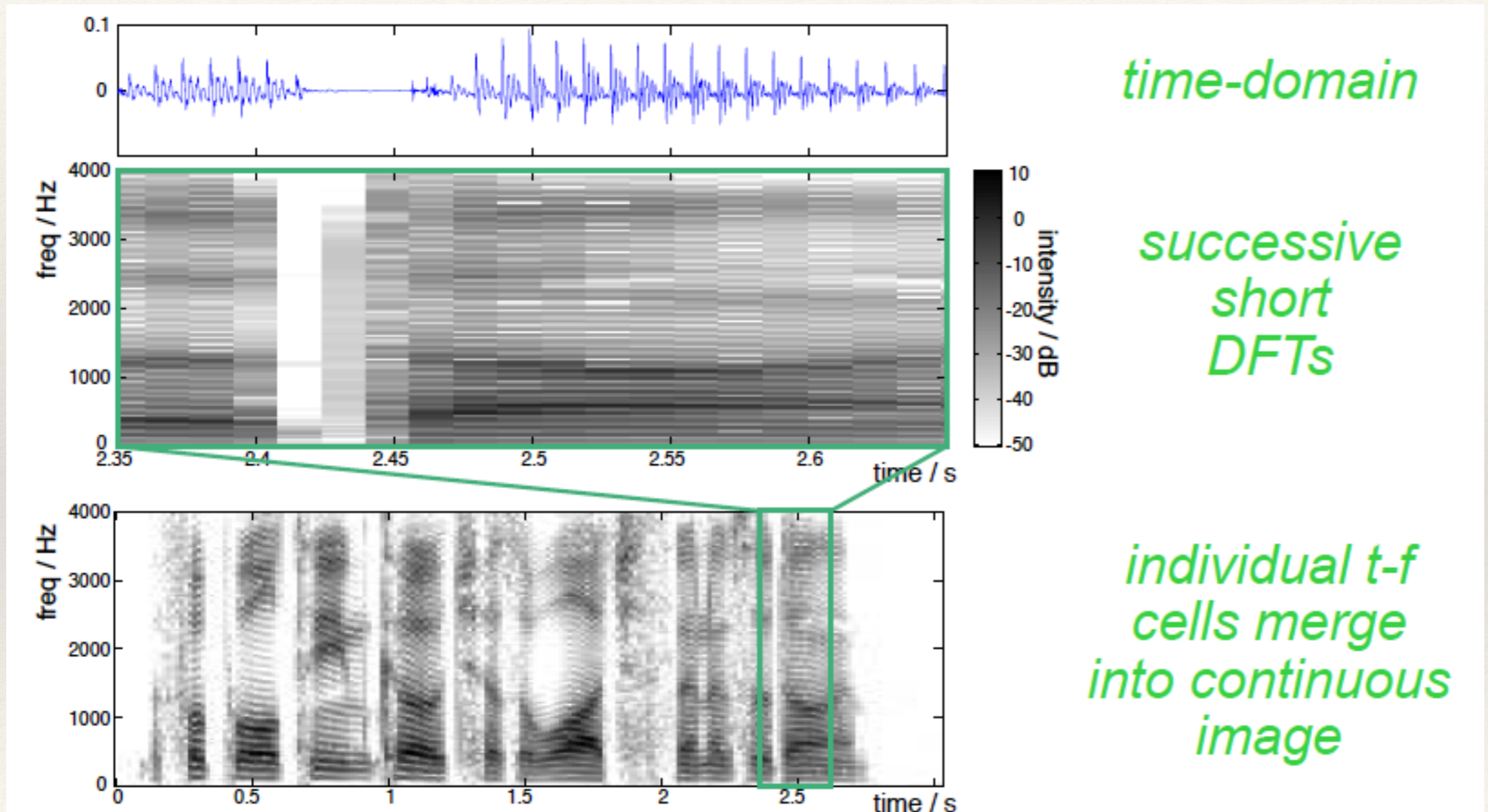


*disks show 'blurring' due to window length; area of disk is constant*  
→ **Uncertainty principle:**  
 $\delta f \cdot \delta t \geq k$

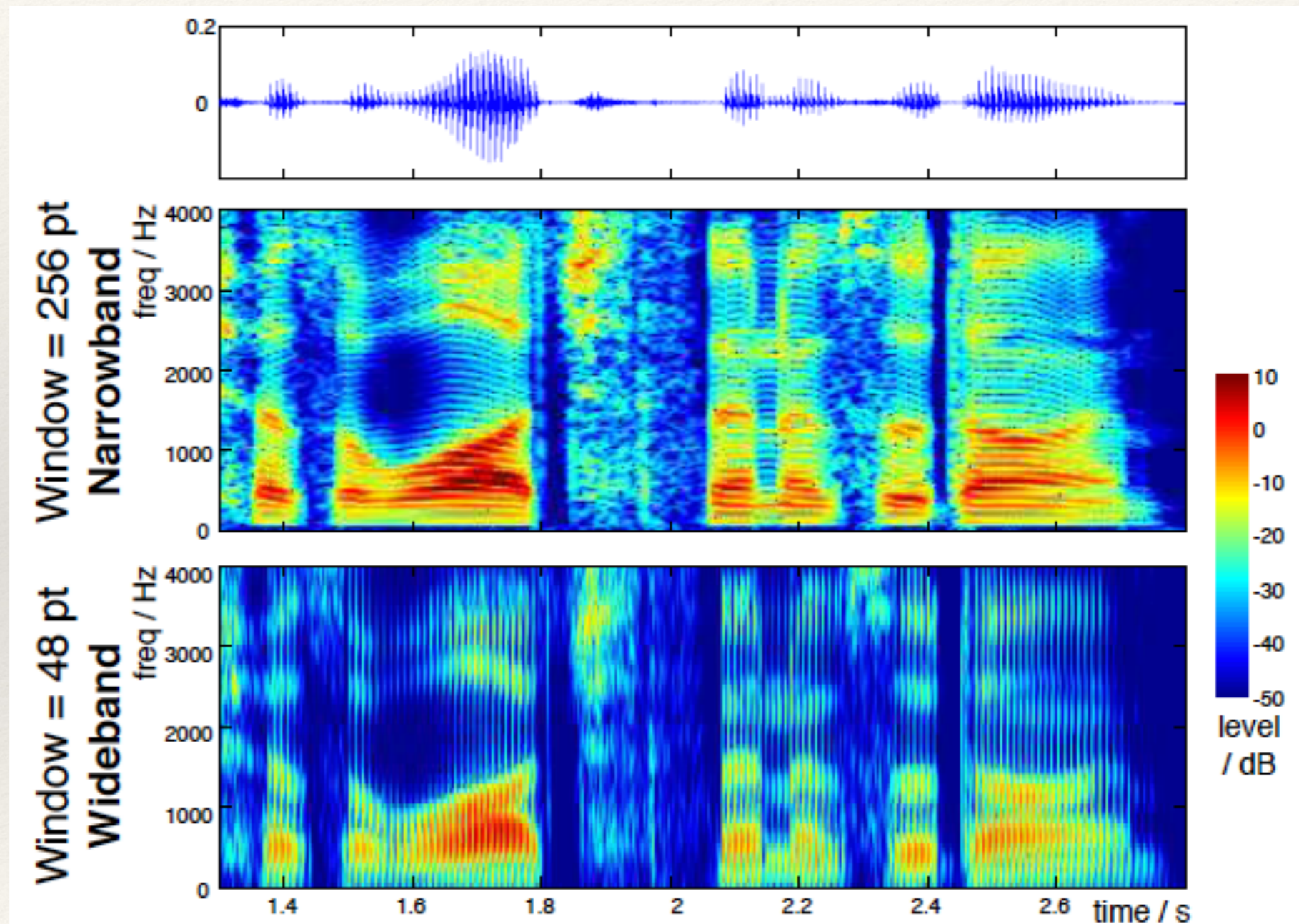
- Alternate **tilings** of time-freq:



# Spectrogram of Real Sounds



# Narrowband versus Wideband



# Spectrogram in Matlab

```
>> [d, sr]=wavread('mpgr1_sx419.wav');  
>> Nw=256;  
>> specgram(d, Nw, sr)  
>> caxis([-80 0])  
>> colorbar
```

*(hann) window length*

*actual sampling rate  
(to label time axis)*

