

# Digital Signal Processing

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## Moving Average Filters

# Today's Topics

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- Introduce the Moving Average Filter
- Example of how it works
- Describe the frequency response
- Discuss delay issues and mitigations
- Demonstrate the time domain response
- Briefly discuss implementation

# Filter Classification

		FILTER IMPLEMENTED BY:	
		Convolution <i>Finite Impulse Response (FIR)</i>	Recursion <i>Infinite Impulse Response (IIR)</i>
FILTER USED FOR:	Time Domain <i>(smoothing, DC removal)</i>	Moving average (Ch. 15)	Single pole (Ch. 19)
	Frequency Domain <i>(separating frequencies)</i>	Windowed-sinc (Ch. 16)	Chebyshev (Ch. 20)
	Custom <i>(Deconvolution)</i>	FIR custom (Ch. 17)	Iterative design (Ch. 26)

# What is a Moving Average Filter?

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- A simple digital filter used for:
  - Reducing random noise
  - Retaining sharp step response
- Not as good at separating frequencies
  - Other filter types have better selectivity

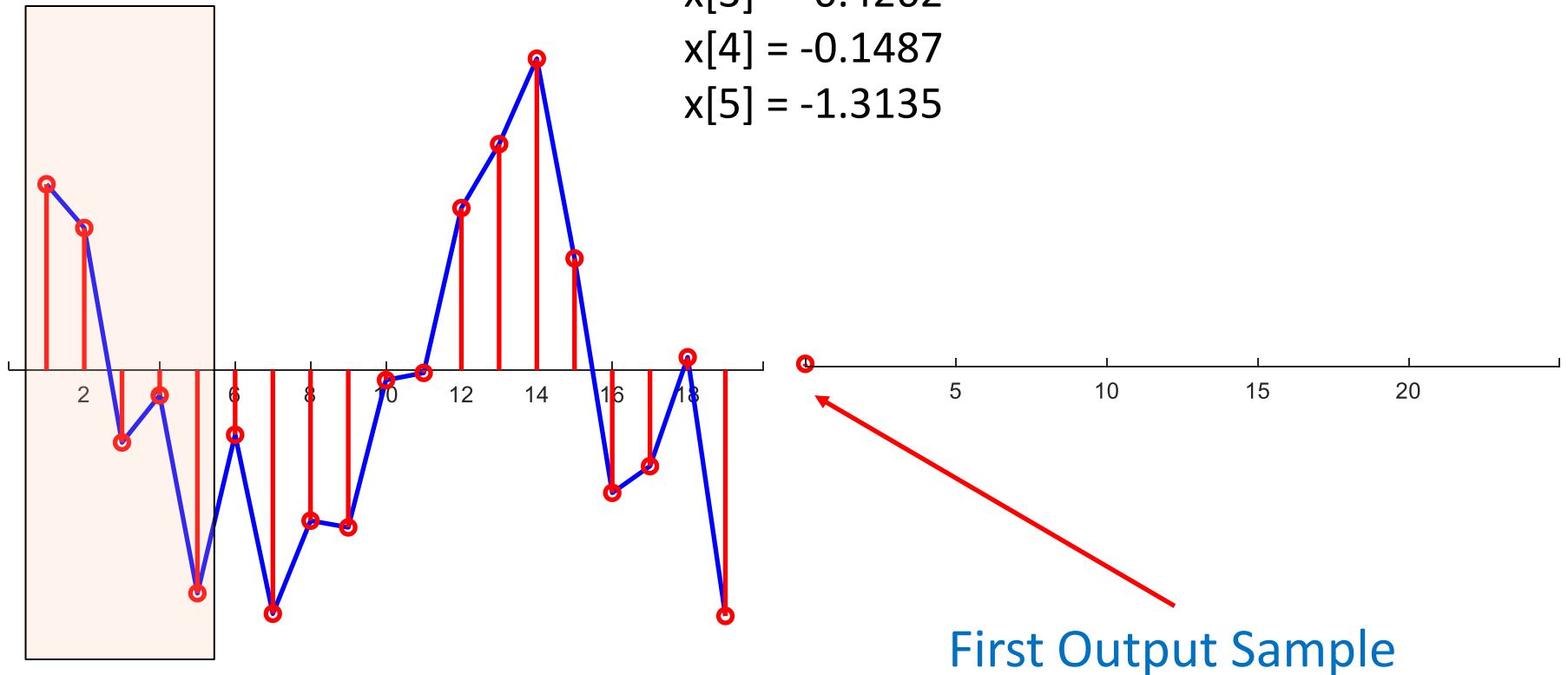
# How Does the Moving Average Filter Work?

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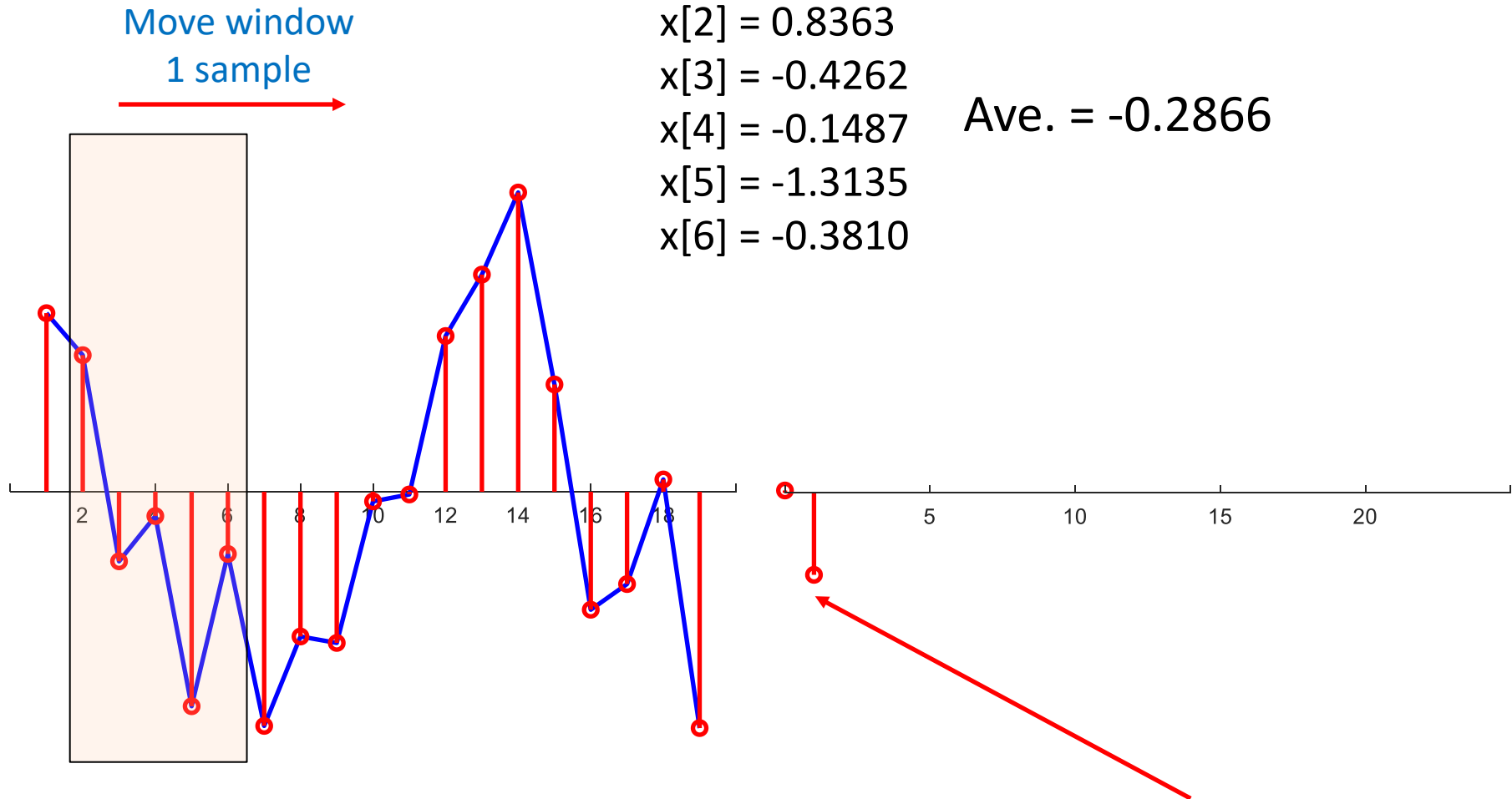
- Create a window of  $M$  samples of the signal at a time
- Average the  $M$  samples to produce one output sample
- Slide the window over one sample, repeat

# Moving Average Filter Example

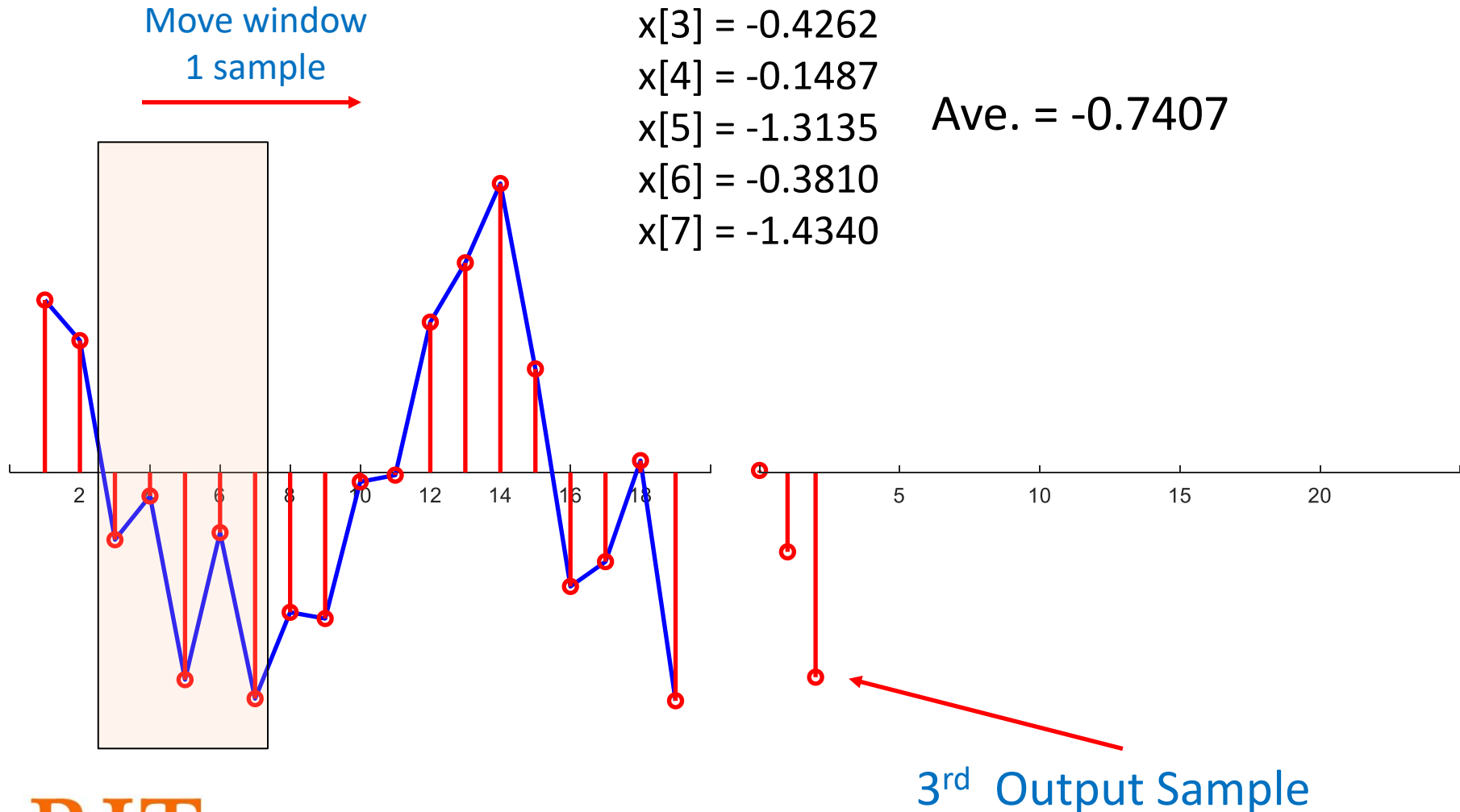
5-Point Wide Window



# Moving Average Filter Example

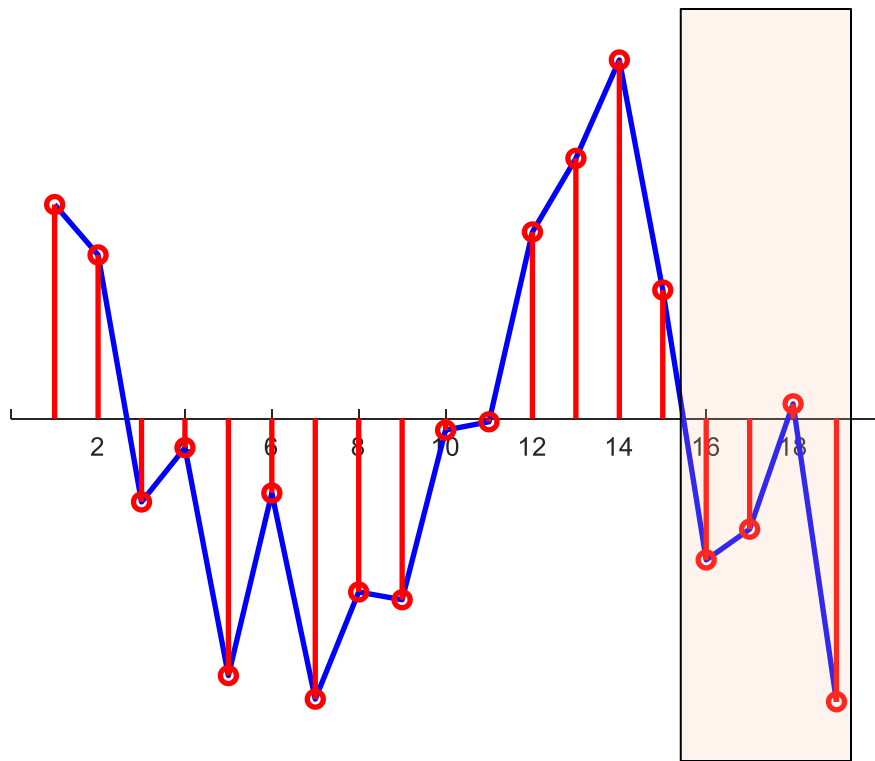


# Moving Average Filter Example

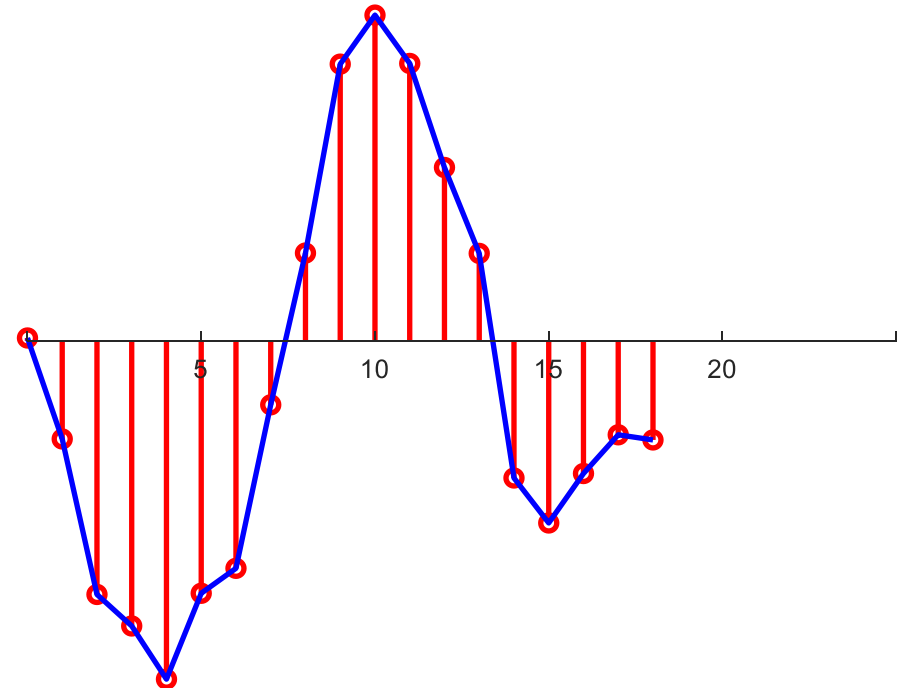




# Moving Average Filter Example



Moving Averaged  
Filtered Signal



Signal with Reduced  
Noise

# Moving Average Filter

## Advantages

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- The moving average filter is helpful for smoothing or reducing noise on a signal
- Easy to implement
  - Can be implemented using convolution
  - Can be implemented using recursion

# Moving Average Filter

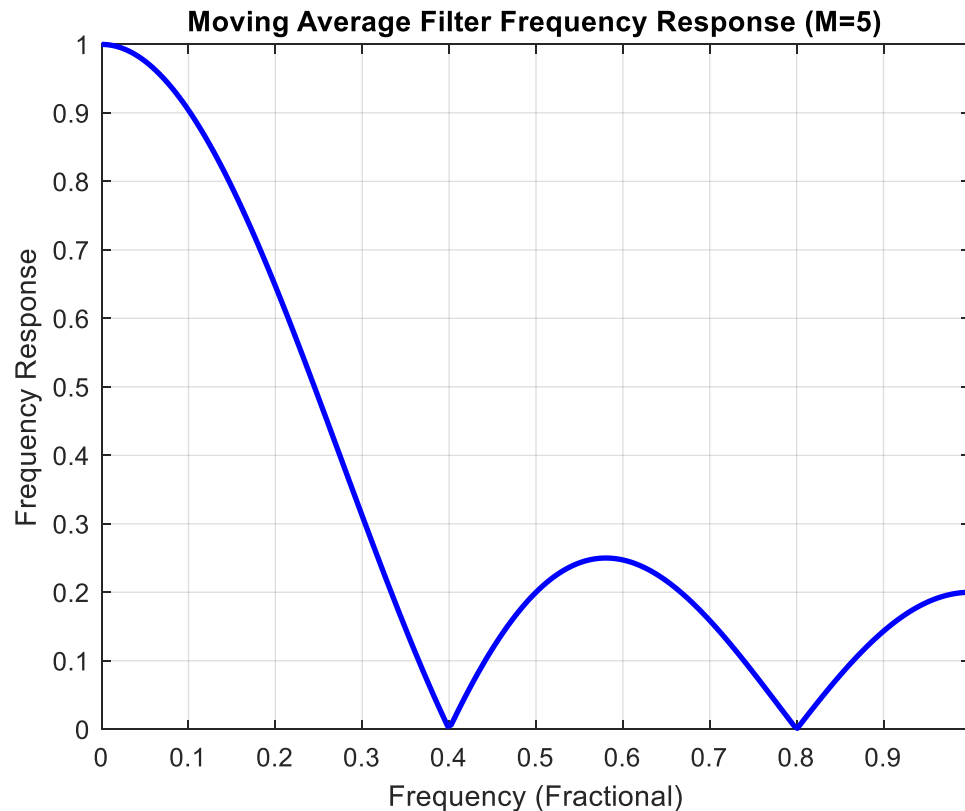
## Disadvantages

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- Frequency response is not very selective
  - May be less useful in separating signals closely spaced in frequency
- There can be a time lag in the filter output
  - Though we can correct for this

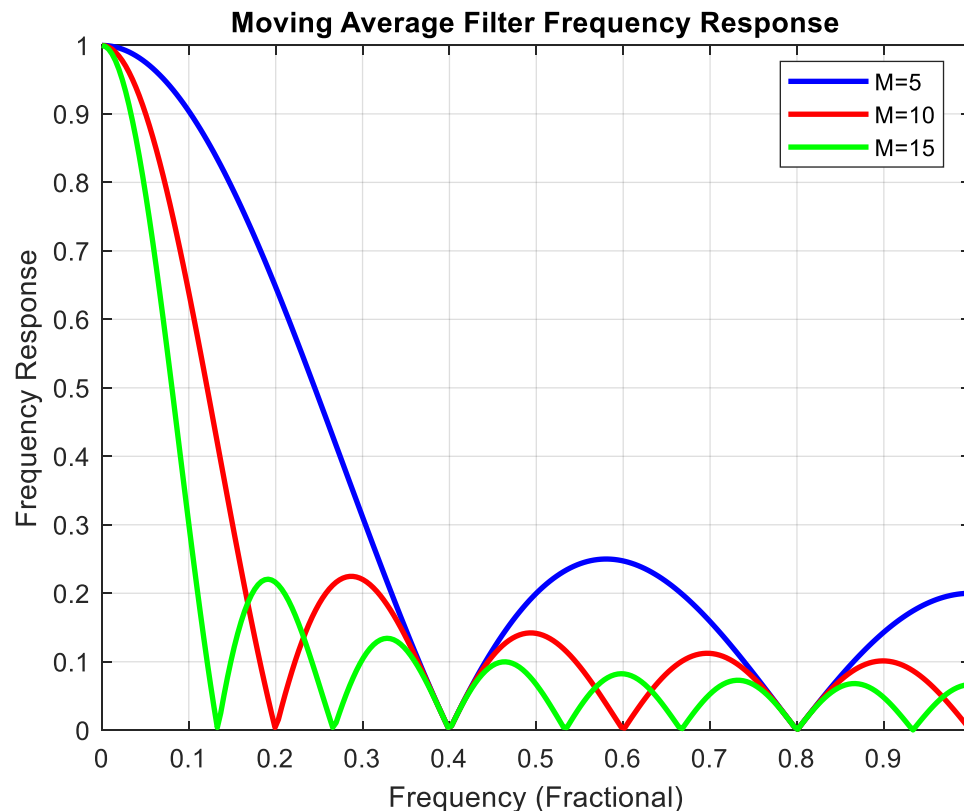
# Moving Average Filter Frequency Response

- Frequency response follows a SINC response
- Slow frequency roll-off



# Moving Average Filter Frequency Response

- Increasing the filter length improves the roll off
- Lowers the ultimate attenuation
- Rate of change in the transition region stays the same



# Moving Average Filter Mathematically

- Mathematically the filter computes the average of  $M$  samples of the input for each output

$$y[i] = \frac{1}{M} \sum_{j=0}^{M-1} x[i + j]$$

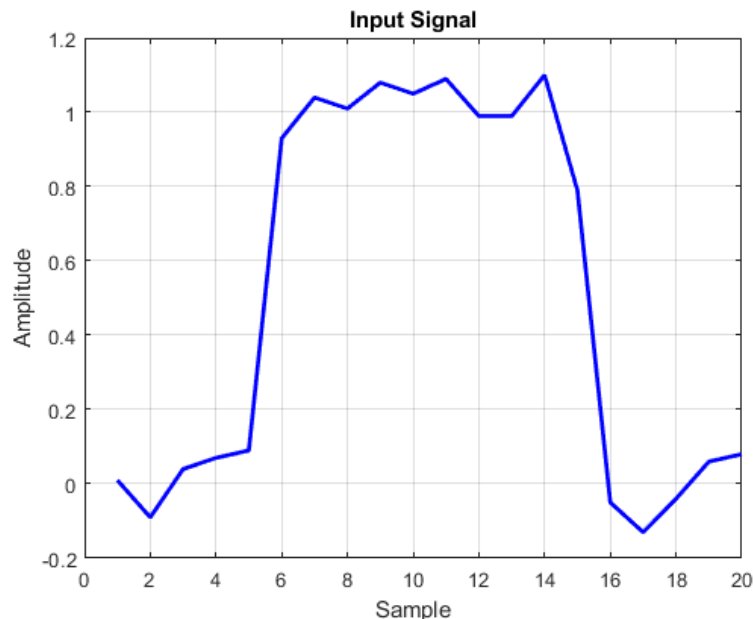
- Can be implemented using convolution and a filter kernel with values

$$h[n] = \left[ \frac{1}{M}, \frac{1}{M}, \frac{1}{M}, \dots, \frac{1}{M} \right]$$

# MAV Filter ICP

- Given the sequence of 20 samples shown below, filter the sequence using a moving average filter of length 5

Sample	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Value	0.01	-0.09	0.04	0.07	0.09	0.93	1.04	1.01	1.08	1.05	1.09	0.99	0.99	1.1	0.79	-0.05	-0.13	-0.04	0.06	0.08



# MAV Filter ICP

- The impulse response of the MAV filter of length 5 will be:

$$h = \left[\frac{1}{5}, \frac{1}{5}, \frac{1}{5}, \frac{1}{5}, \frac{1}{5}\right]$$

- The output of the filter will be 5 adjacent samples averaged together
- The first 4 samples will be part of the end effect



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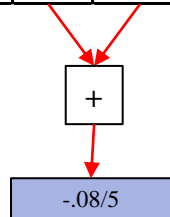
.002

.01/5

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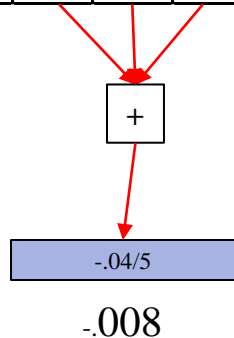


-.016

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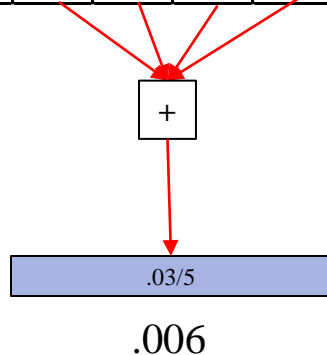
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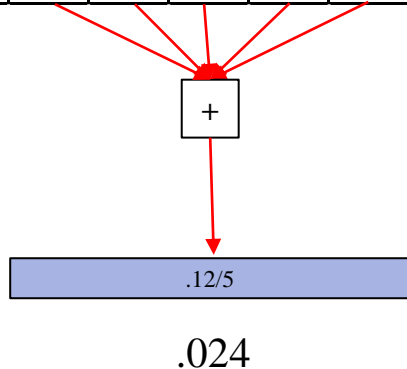
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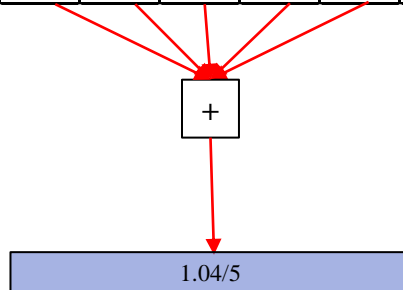
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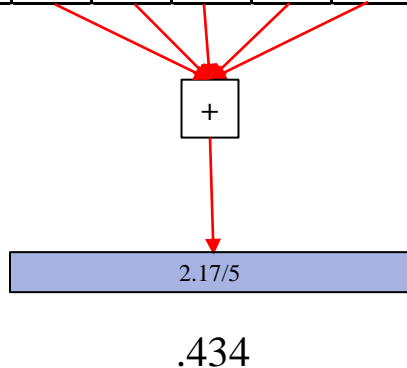


0.208

# MAV Filter ICP

- Given the sequence of 20 samples shown below, filter the sequence using a moving average filter of length 5

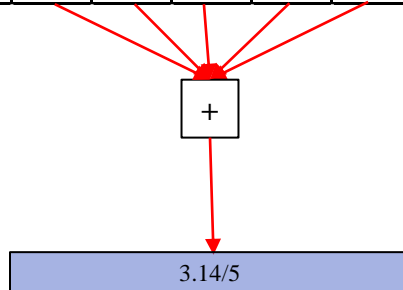
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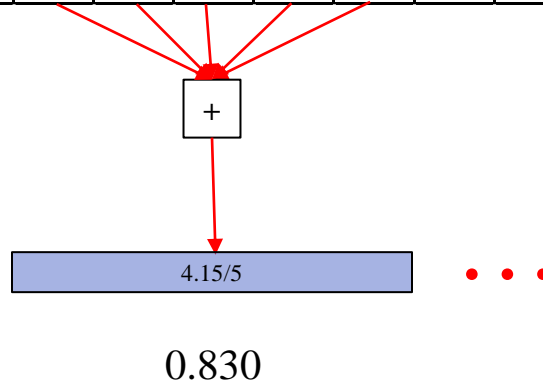
0.628



# MAV Filter ICP

- Given the sequence of 20 samples shown below, filter the sequence using a moving average filter of length 5

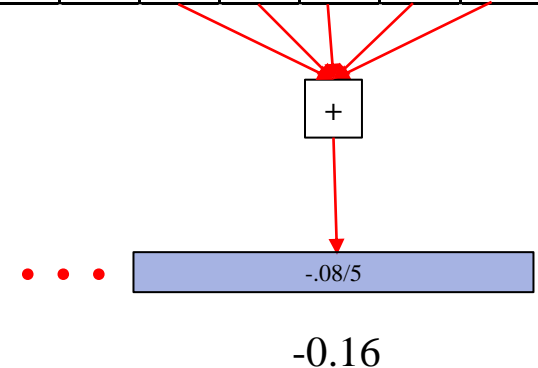
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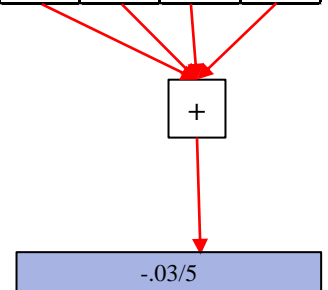
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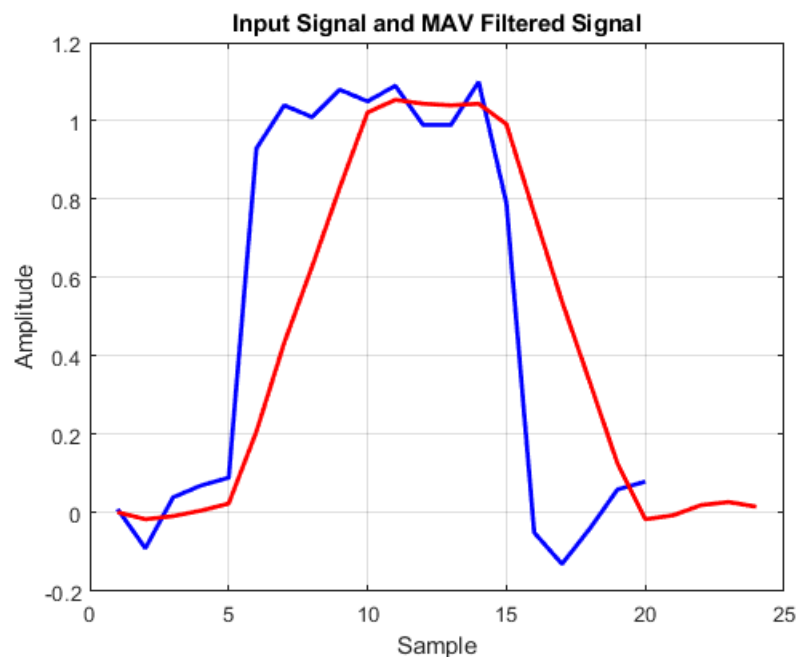


-0.006

Sample	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Output	0.002	-0.016	-0.008	0.006	0.024	0.208	0.434	0.628	0.830	1.022	1.054	1.044	1.040	1.044	0.992	0.764	0.540	0.334	0.126	-0.016	-0.006	0.020	0.028	0.016

# MAV Filter ICP

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Value	0.01	-0.09	0.04	0.07	0.09	0.93	1.04	1.01	1.08	1.05	1.09	0.99	0.99	1.1	0.79	-0.05	-0.13	-0.04	0.06	0.08



Sample	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
Output	0.002	-0.016	-0.008	0.006	0.024	0.208	0.434	0.628	0.830	1.022	1.054	1.044	1.040	1.044	0.992	0.764	0.540	0.334	0.126	-0.016	-0.006	0.020	0.028	0.016

# Adjusting the Delay

- If the output sample is computed from 5 input samples

$$y[40] = \frac{1}{5} (x[40] + x[41] + x[42] + x[43] + x[44])$$

- The we don't get an output until 5 samples have entered the filter
  - The output is delayed by 4 samples

# Adjusting the Delay

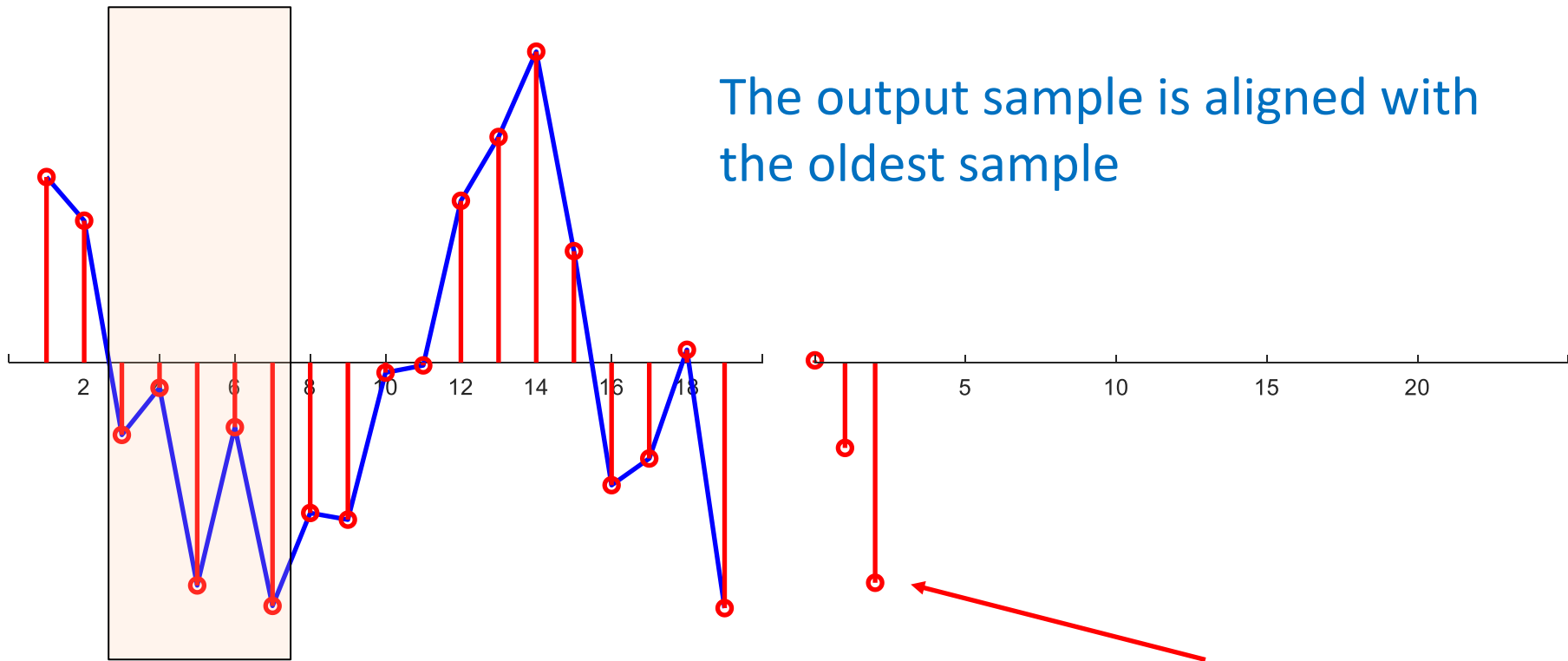
- The delay can be adjusted by using an offset of the input samples

$$y[40] = \frac{1}{5} (x[38] + x[39] + x[40] + x[41] + x[42])$$

- The output uses past samples and future samples
  - This is non-causal
  - Prevents time lag between the input and the output

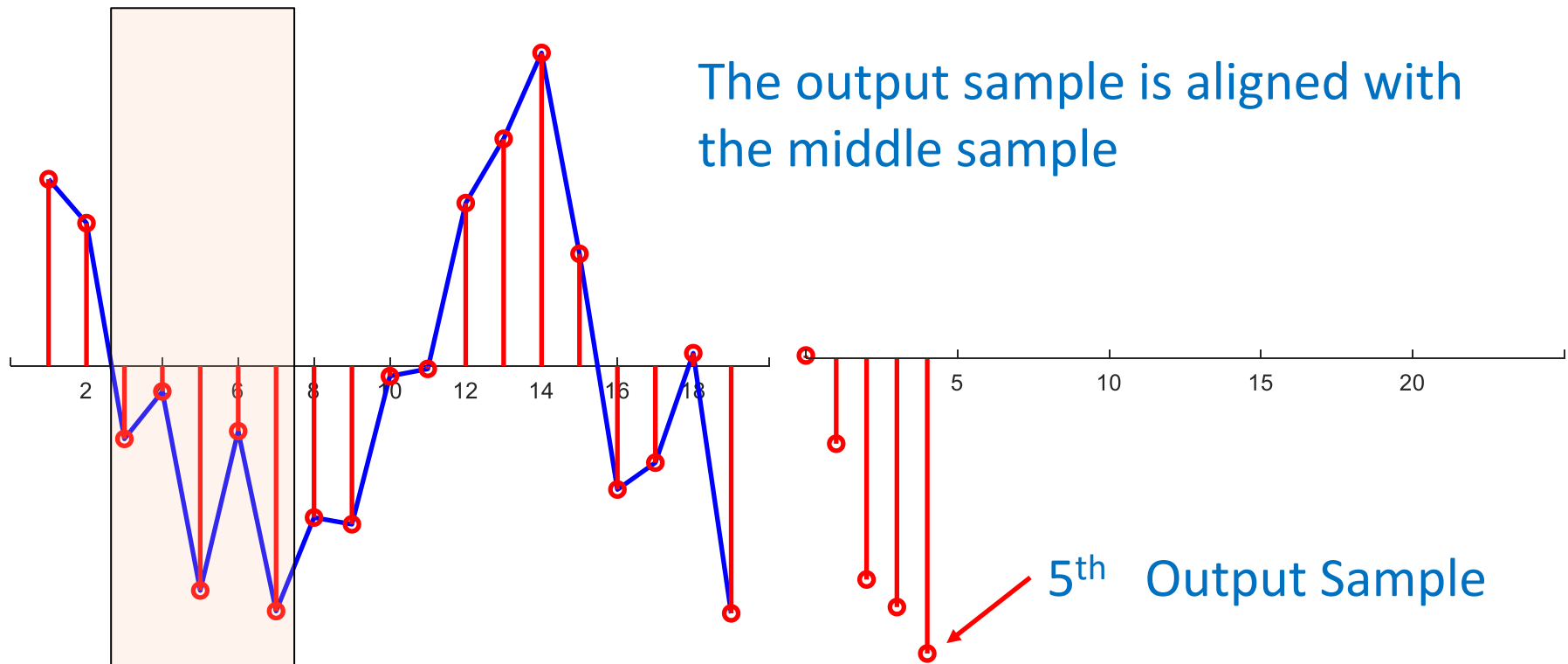
# Adjusting the Delay

$$y[3] = \frac{1}{5} (x[3] + x[4] + x[5] + x[6] + x[7])$$



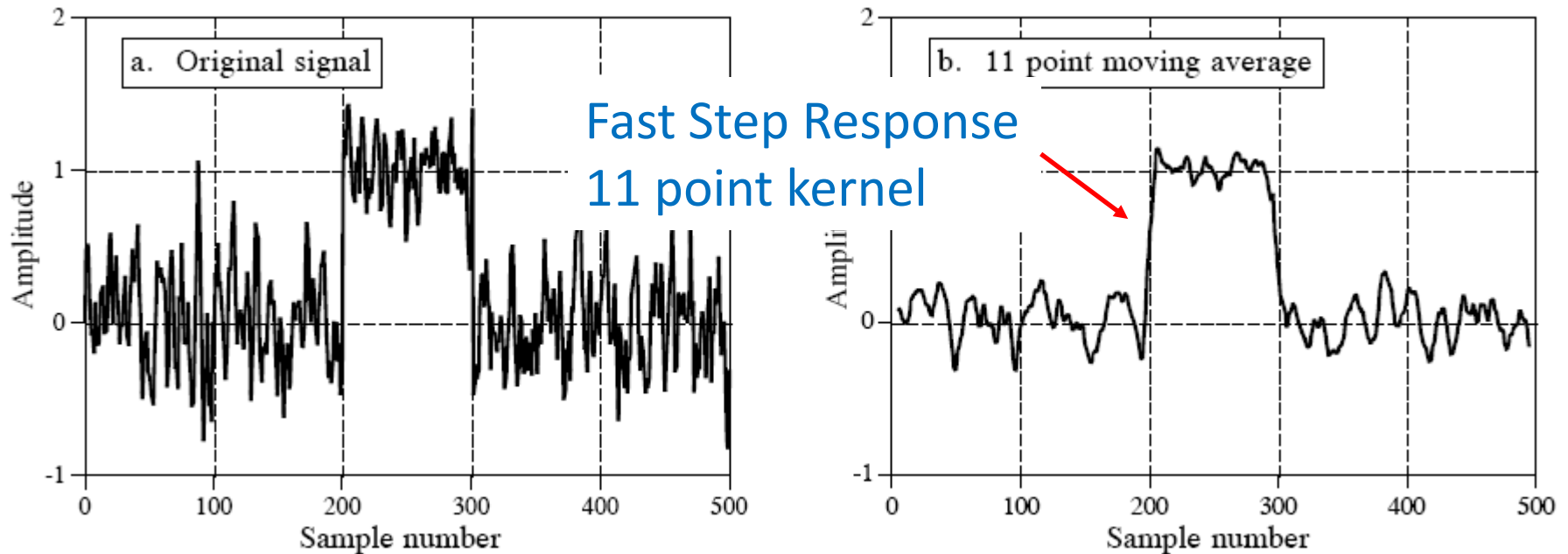
# Adjusting the Delay

$$y[5] = \frac{1}{5} (x[3] + x[4] + x[5] + x[6] + x[7])$$





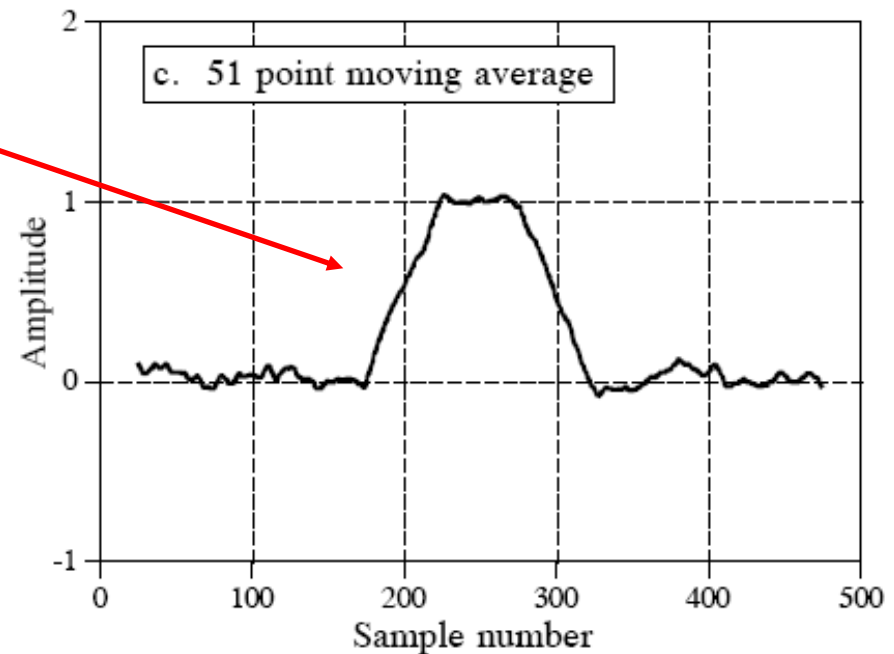
# Example Time Domain Response



- The time domain response varies with the length of the filter
- Shorter lengths respond faster

# Example Time Domain Response

Slower Step Response  
with 51 point kernel



- Longer step response for longer filter length

# Implementation Convolution

- Use fixed point data types
  - Scale kernel values so that they can be represented using fixed point values
- Example – M = 51 points

$$h = \left[ \frac{1}{51}, \frac{1}{51}, \frac{1}{51}, \dots, \frac{1}{51} \right]$$

Kernel values are fractions

$$h = [1, 1, 1, \dots, 1]$$

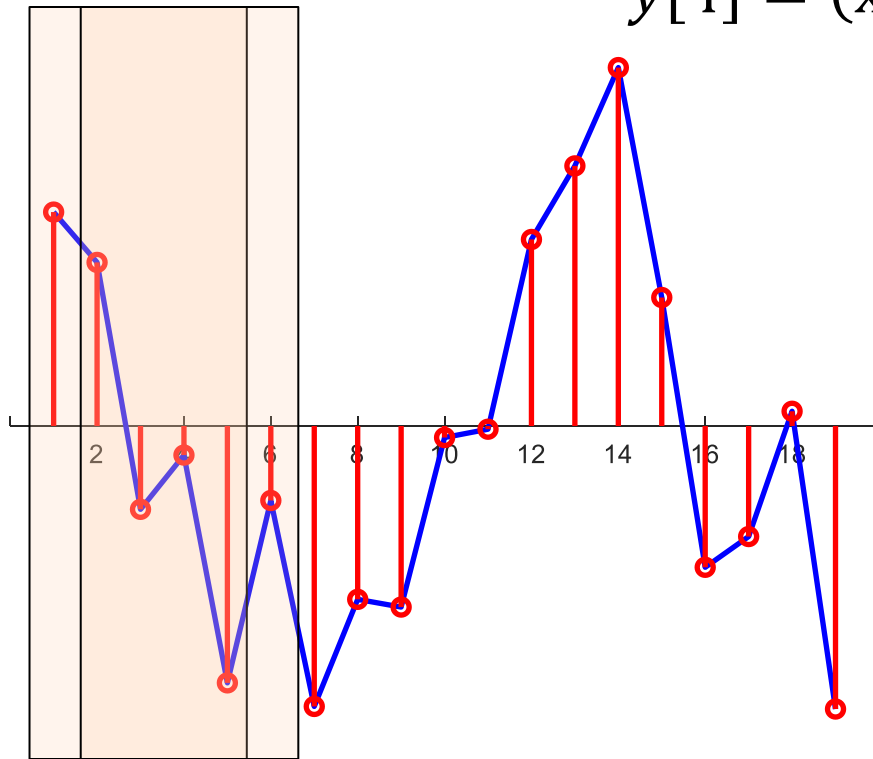
Scale by 51 to fixed point value

$$y_{out} = y_{filter}/51$$

Using floating point to scale output

# Implementation by Recursion

5-Point Wide  
Window



$$y[3] = (x[1] + x[2] + x[3] + x[4] + x[5])$$

$$y[4] = (x[2] + x[3] + x[4] + x[5] + x[6])$$

also

$$y[4] = y[3] - x[1] + x[6]$$

Oldest sample  
subtracted

Newest sample  
added

Must accumulate M samples for  
first output