

#### Digital Filter with Confidence Input

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### Introduction



#### Sampling faster than information changes

#### → Digital Signal Enhancement



### Introduction





### Introduction







- Introduction
- State-of-the-Art
- Digital Filter with Confidence Input
  - Definition & Goals
  - Principle Approach
  - Filter Function & Spectrum
  - Properties
  - Performance
- Summary















## How to suppress both peak noise and 60Hz noise?

#### Known Approach: Selective Arithmetic Mean (SAM)

- Average over all non-peak-noise (non-`outlier') samples in a time window
- Suppressing peak noise
- Smoothing the input signal
- Without outliers: Noise suppression characteristics (frequency domain) is inferior to other state-of-the-art low-pass filters





### **Confidence Input**

- Each input sample  $x_k$  associated with confidence  $c_k \in \{0,1\}$ 
  - $\Box \quad (x_k, c_k = 1) \rightarrow \text{Full confidence in } x_k \text{ , standard case}$
  - $\Box \quad (x_k, c_k = 0) \rightarrow \text{No confidence in } x_k \text{ , do not use } x_k \text{ (Erasure)}$





### **Development Goals**

- 1. Without Erasures, filter shall be FIR low-pass with specified filter function **b**
- 2. Erasures, e.g. erased noise peaks, must not contribute to filter output
- 3. Maintain constant filter gain at DC



### **Filter Adaptation**

#### **Erasures**



#### **Goal 1: Choose desired filter function for** use without Erasures

On runtime: Each input sample is assigned to a filter coefficient.

$$y_k = \sum_{i=0}^N b_i \cdot x_{k-i}$$

### **Goal 2:** Erasures must not contribute to filter output

Set corresponding filter coefficients to Zero.

#### **Goal 3: Maintain constant DC gain**

Sum weights of coefficients assigned to erased samples (here:  $b_1$  and  $b_4$ ), and distribute evenly among the coefficients assigned to non-erased samples.



### formally speaking ...

(1) 
$$y_k = \sum_{i=0}^N x_{k-i} \cdot \mathbf{b}_{ii}(k)$$

(2) 
$$w_i(k) = c_{k-i} \cdot \left( b_i + \frac{1}{\sum_{j=0}^N c_{k-j}} \cdot \underbrace{\sum_{j=0}^N (1 - c_{k-j}) \cdot b_j}_{\text{erased weight}} \right), \quad c_k \in \{0, 1\}$$

(3) 
$$\sum_{i=0}^{N} w_i(k) = \sum_{i=0}^{N} b_i$$

DC gain maintains constant



### **Filter Function & Spectrum**

#### **Example: Two Erasures**





### **Properties**

- All filter coefficients b<sub>i</sub> should have the same sign, e.g. Triangular window, Hamming window
- The higher the filter order of b, the less affected is the filter characteristic by Erasures
- Gradually adapting to number of Erasures
- Exception handling needed if all input samples are Erasures
- No start-up transient at filter's turn-on time



### Performance

#### **Example: Capacitive Proximity Detection**



Selective Arithmetic Mean poorly suppresses 60 Hz noise

Hamming filter only smears noise peaks

Hamming Erasure filter suppresses 60 Hz noise and noise peaks



### **Summary & Conclusions**

- Standard FIR low-pass filter designs modified with additional confidence input yielding capability to suppress peak-noise in time domain by time-variant adaptation of filter coefficients
- Applicable to any measurement signal sampled faster than its information changes (capacitive sensors, pressure/temperature sensors, ...)
- No tuning parameters
- Simple → Robust

#### ➔ Filter provides generic means to suppress both broad-band and peak noise



# Thank you for your attention. **Questions?**