



## Lecture8 FIR Filter Design by the Window Method

Windowing in Time and Convolution in Frequency  
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Gibbs Phenomenon  
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Ripple Suppression by Choosing a Window (Under Construction)  
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### Lecture 8: FIR Filter Design by the Window Method

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Intro to DSP  
Lecture 8: FIR Filter Design by the Window Method  
April 23, 2025 1 / 13

Windowing in Time and Convolution in Frequency  
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- 1 Windowing in Time and Convolution in Frequency
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Intro to DSP  
Lecture 8: FIR Filter Design by the Window Method  
April 23, 2025 2 / 13





## FIR overview: the first step

The idea is to approximate the ideal filter, but make its length finite. In Homework 2 Problem 1, you have seen that

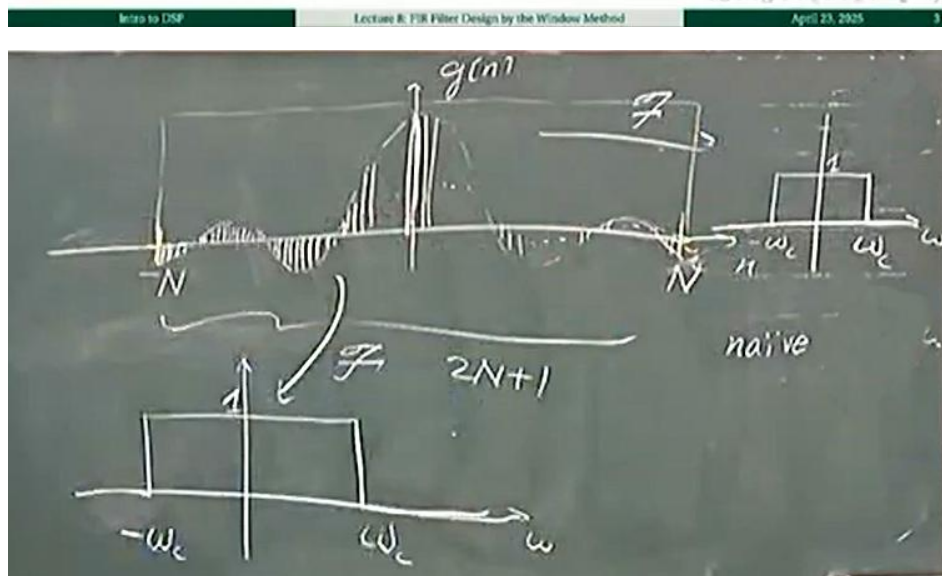
$$g[n] = \begin{cases} \frac{\sin \omega_c n}{\pi n}, & n \neq 0 \\ \frac{\omega_c}{\pi}, & n = 0 \end{cases}$$

is the impulse response for an ideal low-pass filter with a cutoff frequency at  $\omega_c$ .

Then, truncate  $g[n]$  at  $-N \leq n \leq N$ ; that is, let's define

$$h_N[n] = \begin{cases} g[n], & -N \leq n \leq N \\ 0, & \text{elsewhere.} \end{cases}$$

This can already be called a "design"! Let's examine its performance in the frequency domain.



## Multiplication in time, convolution in frequency

In the previous page, our design can be expressed as  $h_N[n] = g[n]w[n]$ , where  $w[n] = 1, -N \leq n \leq N$  is called a *rectangular window* of length  $2N + 1$  (with  $w[n] = 0$  elsewhere).

Therefore, the Fourier transform has the following expression

$$H_N(\omega) = G(\omega) \otimes W(\omega) = \frac{1}{2\pi} \int_{-\pi}^{\pi} G(\theta) W(\omega - \theta) d\theta$$

Remarks:

- ① For simplicity, we write  $\omega$  here instead of  $e^{j\omega}$ .
- ② Note that both  $G(\omega)$  and  $W(\omega)$  are real-valued, making it easier to plot the frequency response next.



