

# Chapter — Foundations of Phasor Rotation and Projection in Time & Frequency

How advancing in time and angle on the unit circle reveals the cosine and sine components of a signal

#### 1. The Core Idea

When we multiply a signal x[n] by a **complex exponential**:

$$e^{j2\pi f_m n/f_s}$$

we are **rotating a phasor** around the **unit circle** at a speed determined by  $f_m$  (mixer frequency) while **sampling in discrete time** n at intervals of  $1/f_s$ .

#### 2. Breaking it Down

- a. Time step per sample
  - Each sample *n* occurs at time:

$$t_n=rac{n}{f_s}$$

- The  ${f gap}$  between samples =  $1/f_s$  seconds.

#### b. Rotation step per sample

The phase increment per sample is:

$$\Delta heta = rac{2\pi f_m}{f_s} \quad ext{(in radians)}$$

 This tells us how much the phasor rotates on the unit circle between two samples.

## 3. Visualizing the Journey

Think of it like this:

- 1. Time Axis (horizontal):
  - You step forward in **equal time steps** of  $1/f_s$  seconds.
- 2. Unit Circle (phase space):
  - At each step, you rotate the arrow by  $\Delta heta$  radians.
  - After several steps, you complete a full revolution if the total phase =  $2\pi$  radians.

## 4. What's Happening with the Multiplication

When you multiply x[n] by  $e^{j2\pi f_m n/f_s}$ :

- Real part (cosine)  $\rightarrow$  captures in-phase component of x[n]
- Imag part (sine)  $\rightarrow$  captures quadrature component of x[n]

Mathematically:

$$x[n]\cdot e^{j2\pi f_m n/f_s} = x[n]\cdot \left[\cos(2\pi f_m n/f_s) + j\sin(2\pi f_m n/f_s)
ight]$$

So you're really **projecting** x[n] onto two perpendicular axes:

- Cos axis → "how much like cosine" the signal is.
- Sin axis  $\rightarrow$  "how much like sine" the signal is.

## 5. A Simple Code View

#### **Sample Output**

```
Time (s): [0. 0.125 0.25 0.375]

Phase (rad): [0. 1.571 3.142 4.712]

Complex exponential: [1.000+0.000j 0.000+1.000j -1.000+0.000j -0.000-1.000j]
```

## 6. Key Takeaways

- Time advances in  $1/f_s$  steps.
- Phase advances by  $2\pi f_m/f_s$  radians per step.
- Real part = cos projection, Imag part = sin projection.
- The process is the backbone of mixing, modulation, and demodulation in DSP.