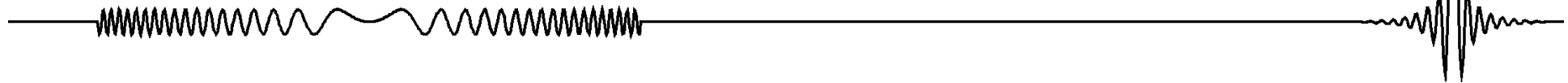


Applied Signal Processing & Computer Science



Chapter 6: Sampling and Aliasing

Xiaoxiang Zhu

xiao.zhu@dlr.de

Remote Sensing Technology

TU München

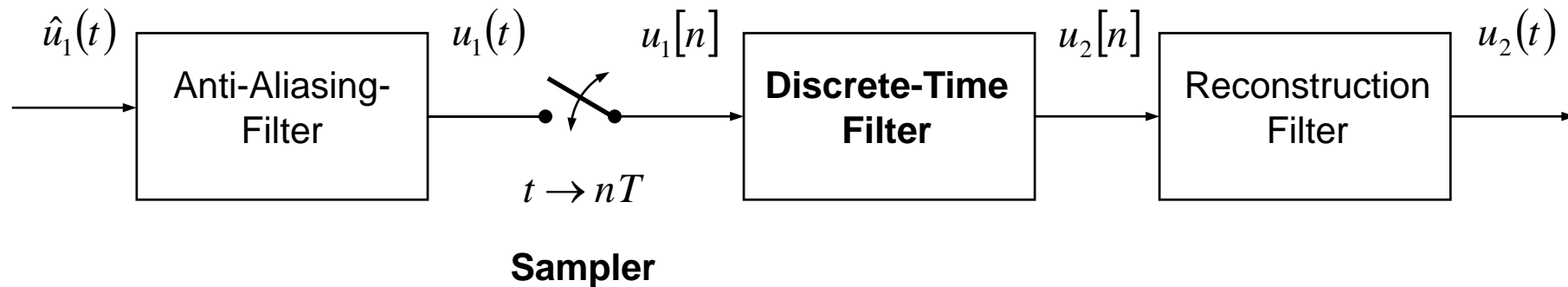
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Remote Sensing Technology Institute

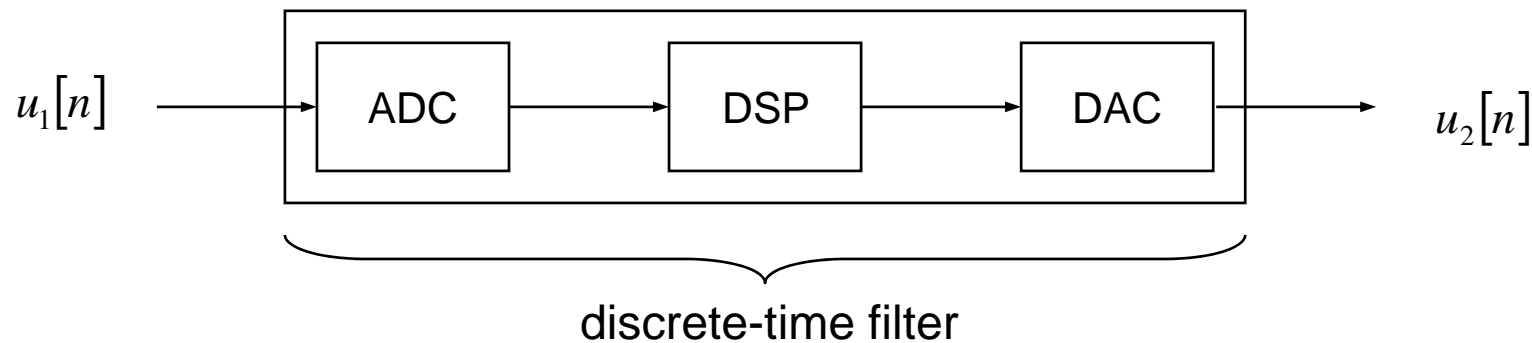
German Aerospace Center (DLR)

Oberpfaffenhofen

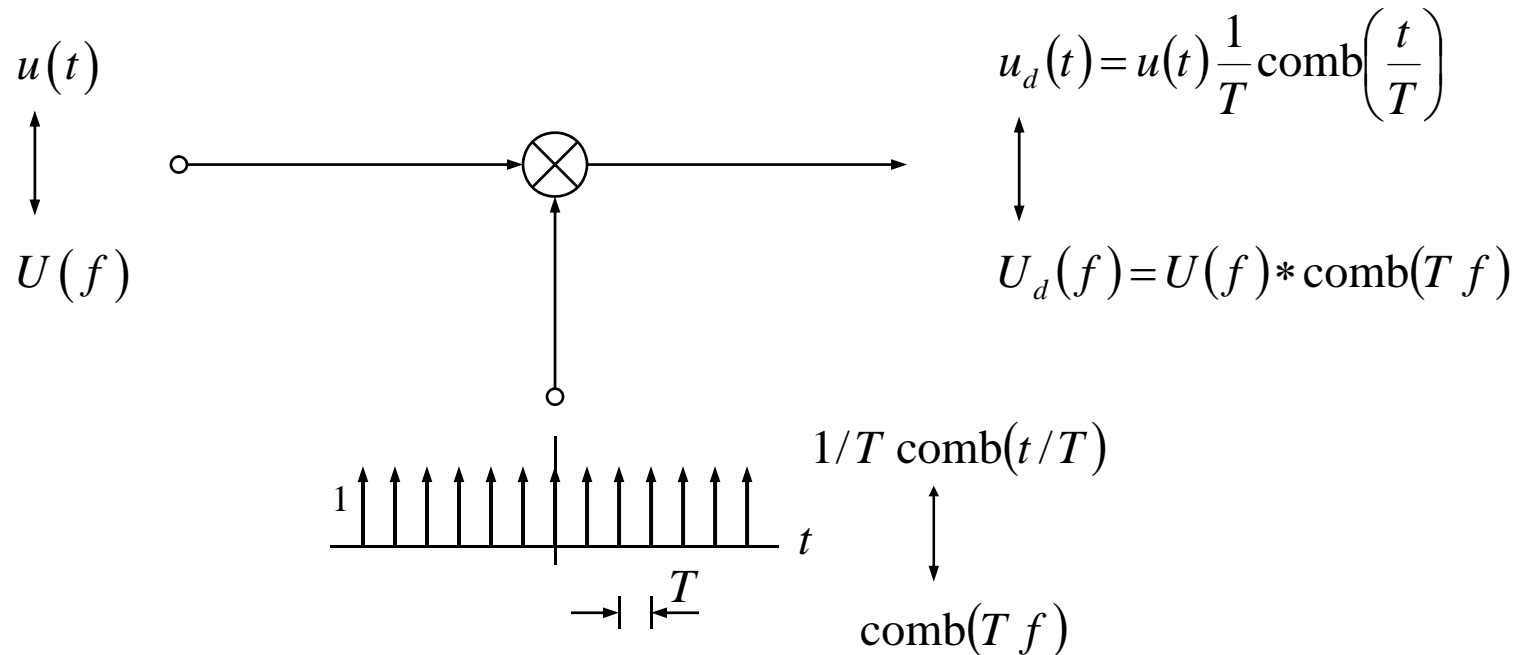
Discrete-Time Signal Processing of Continuous Signals



Digital Signal Processing (DSP) = discrete time and discrete values:

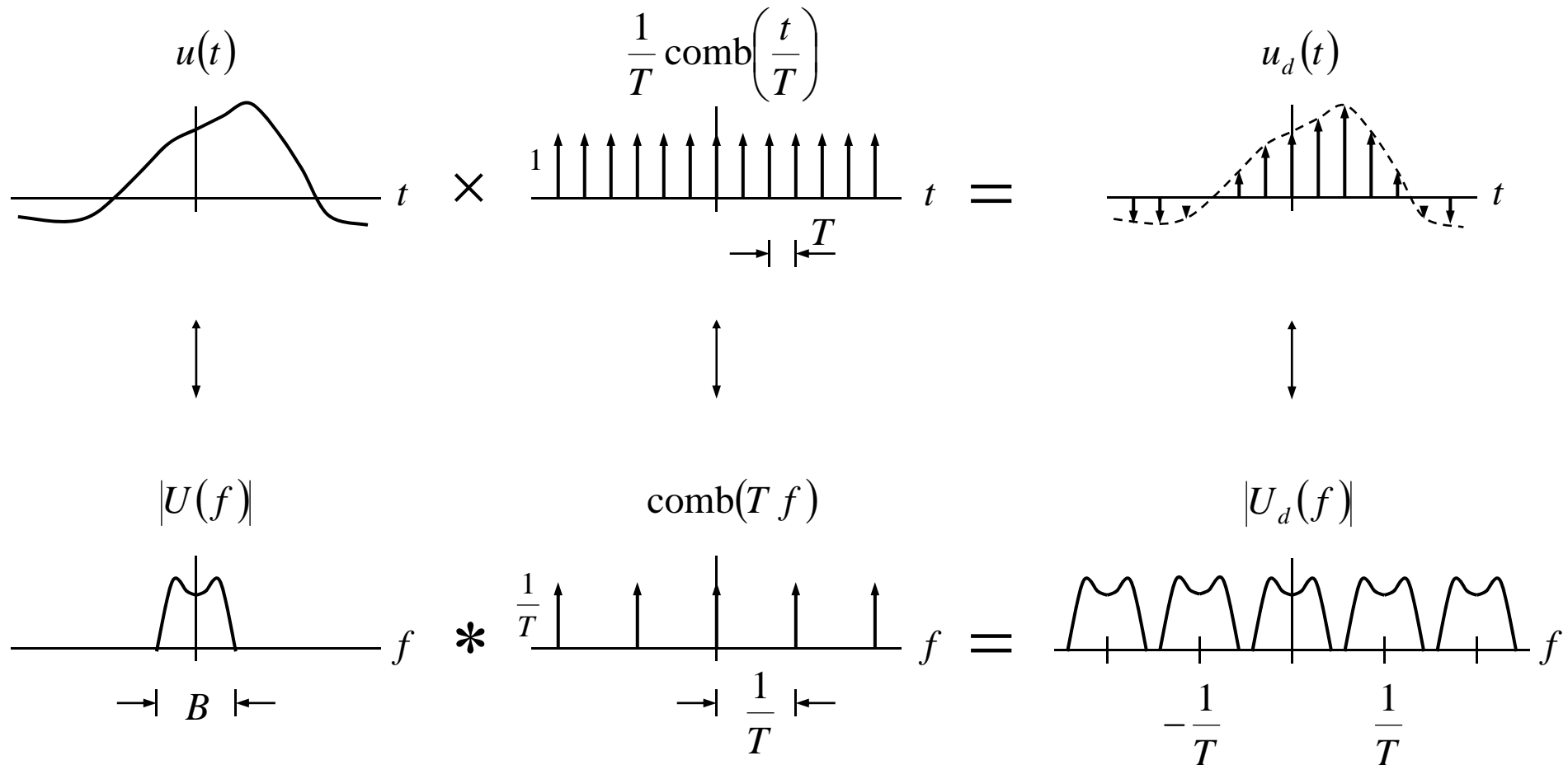


Systems Theoretical Description of Sampling



$$U_d(f) = U(f) * \text{comb}(Tf) = \frac{1}{T} \sum_{k=-\infty}^{+\infty} U\left(f - \frac{k}{T}\right)$$

Signal Sampling



sampling of the signal = periodic replication of the spectrum

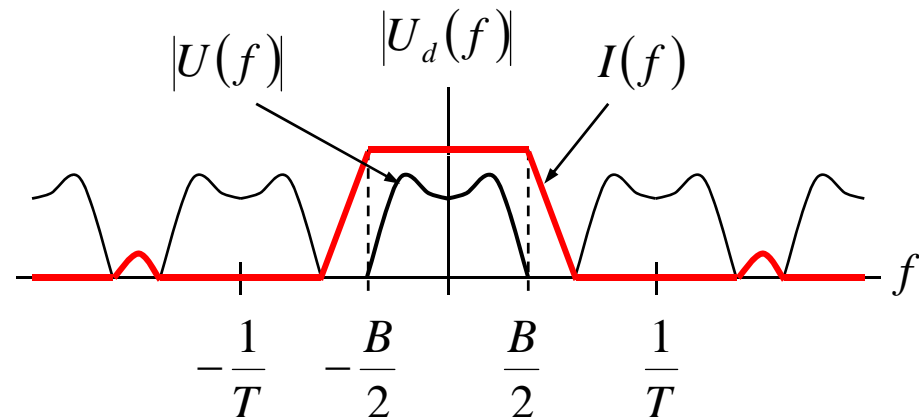
Reconstruction Filter (Interpolator)

if (mathematical) Bandwidth $B < \frac{1}{T}$, i.e. $2f_{\max} = B < \frac{1}{T}$ (for real LP-Signals):

⇒ no spectral aliasing

⇒ lossless reconstruction by using low-pass interpolator:

$$I(f) = \begin{cases} T & |f| \leq B/2 \\ 0 & |f - n/T| \leq B/2, \quad n \neq 0 \\ \text{arbitrary} & \text{else} \end{cases}$$



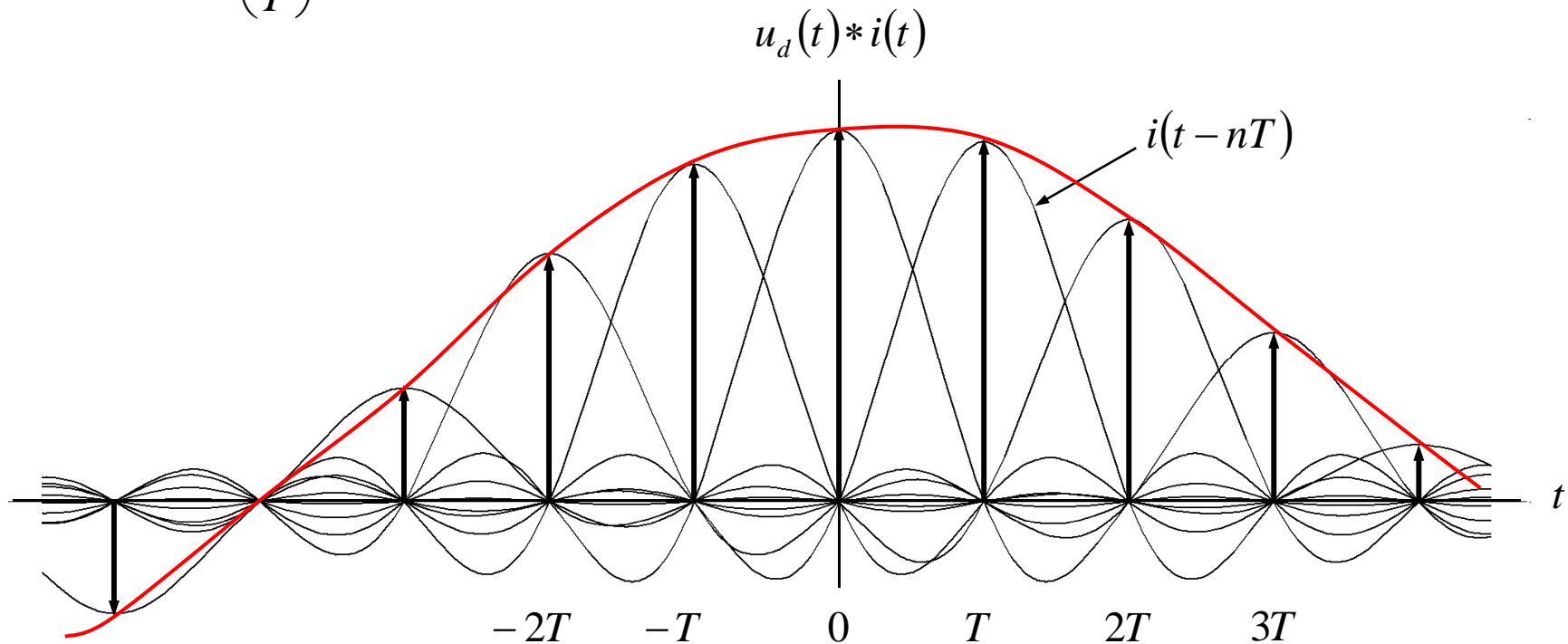
$$u(t) = u_d(t) * i(t) = \sum_{n=-\infty}^{+\infty} u[n] i(t - nT)$$

Example:

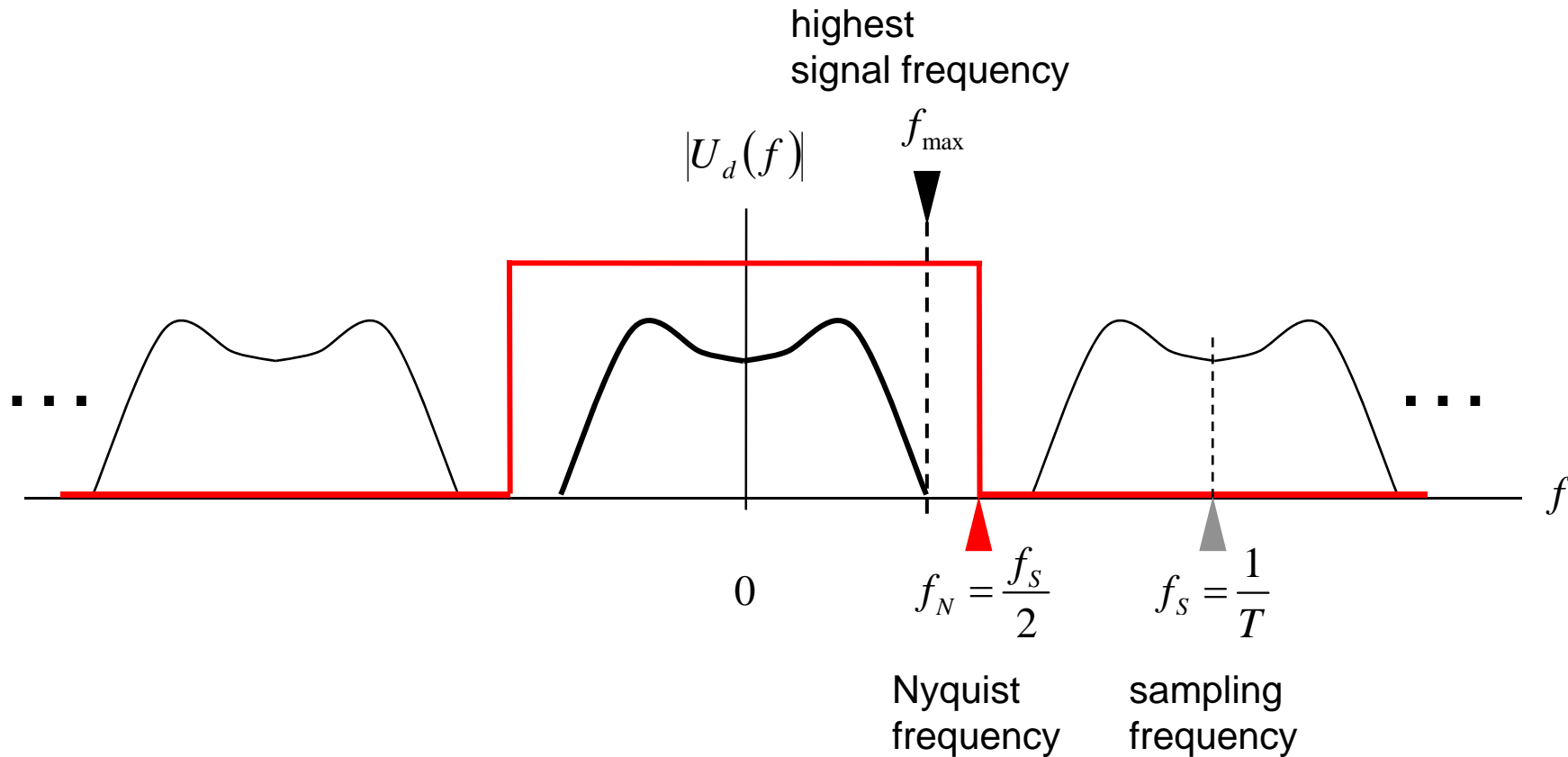
$$I(f) = T \operatorname{rect}(T f) \quad \text{ideal low-pass}$$



$$i(t) = \operatorname{sinc}\left(\frac{t}{T}\right)$$



Nyquist-Shannon Sampling Theorem (for Real LP Signals)

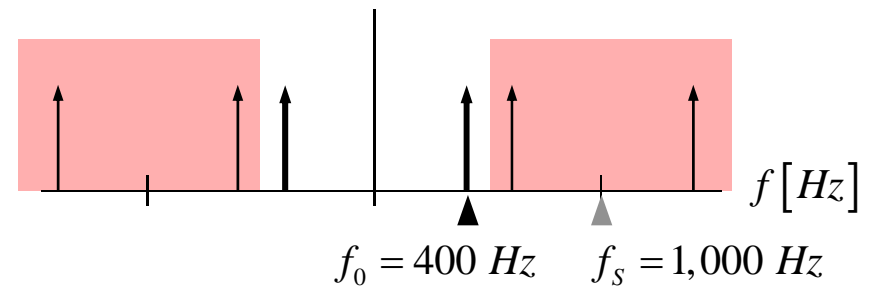
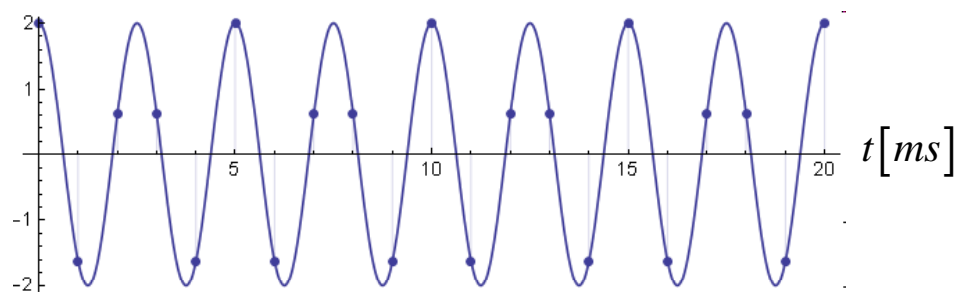
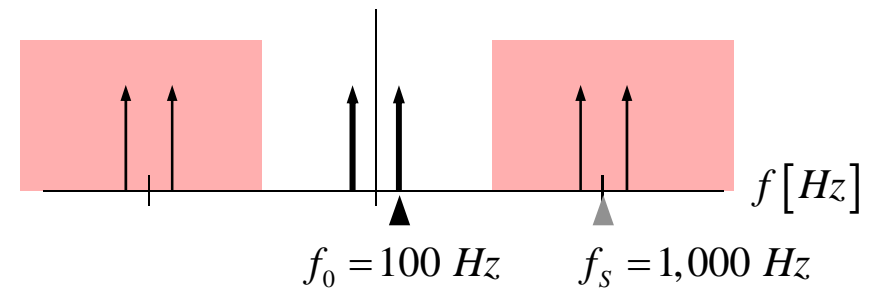
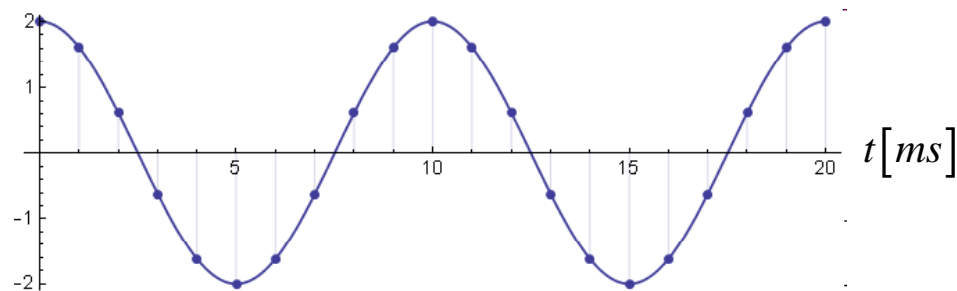


Sampling Theorem: $f_{\max} < f_N = \frac{f_s}{2}$

Example: Sampling of a Sinosoidal Signal

$$f_s = 1,000 \text{ Hz}$$

$$u(t) = 2 \cos(2\pi f_0 t) \quad \leftrightarrow \quad U(f) = \delta(f + f_0) + \delta(f - f_0)$$



Example: Sampling of a Sinosoidal Signal (cont.)

$$f_s = 1,000 \text{ Hz}$$

$$u(t) = 2 \cos(2\pi f_0 t) \quad \Leftrightarrow \quad U(f) = \delta(f + f_0) + \delta(f - f_0)$$

