EEE2047S 2025 Lab 4

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1 Lab 4: Reconstruction

1.1 Introduction

It's not obvious how to represent a continuous-time signal x(t) in a way that can be manipulated by a computer. The time index is real-valued, so even if we only care about the signal value over a finite interval there are infinitely many function values to consider and store.

One approach is to assume that x(t) varies slowly, and hope that sampling x(t) at t = nT for n integer and T small is sufficient to characterise the signal. This leads to the discrete-time signal x[n] = x(nT). When this assumption is formalised and holds then the method works, and we use it a lot. The first part of this workbook explores how a discrete signal x[n] can be used to represent or parameterise a continuous-time x(t). Understanding this link and its limitations lets us process "analog" signals x(t) using digital processing of the corresponding x[n]. See https://en.wikipedia.org/wiki/Digital_signal_processing.

A more general option is to represent the continuous-time signal x(t) as a linear combination of a fixed set of known basis functions $b_n(t)$:

$$x(t) = \sum_{n=0}^{N-1} c_n b_n(t).$$

Here the signal x(t) is defined for all $t \in \mathbb{R}$, but as written it is completely specified by the finite and discrete set of values $c_n, n = 0, \dots, N - 1$. Not every signal x(t) can be written in this way, and those that can depend on the choice of functions $b_n(t)$.

One simple example uses a polynomial basis with $b_n(t) = t^n$. The signals parameters c_n are then just the coefficients for each polynomial order. Another is the cosine basis $b_n(t) = \cos(n\omega_0 t)$, which can represent all periodic even functions x(t) if N is large enough. Instead of summing from 0 to N-1 in the representation we might also have infinite bounds like 0 to ∞ , or $-\infty$ to ∞ . Even then, the coefficients c_n are still a countable set and can be carefully used to represent or process the continuous-time x(t) that they represent. The second part of this workbook explores this concept.

1.2 Reconstruction from discrete samples

Suppose that $b_0(t)$ is an even function centered on the origin t = 0, and for each n the basis function $b_n(t)$ in the representation equation above is $b_0(t)$ shifted until it is centered on some point t = nT:

$$x(t) = \sum_{n=0}^{N-1} c_n b_0(t - nT).$$

This representation is particularly useful if we add the requirement

$$b_0(t) = \begin{cases} 1 & t = 0 \\ 0 & t = nT & \text{for integer } n. \end{cases}$$

Suppose now that we have access to a discrete set of regular samples x[n] = x(nT) from x(t), and want to determine the corresponding coefficients c_n . Note that:

$$x(kT) = \sum_{n=0}^{N-1} c_n b_0(kT - nT) = \sum_{n=0}^{N-1} c_n b_0((k-n)T) = c_k.$$

The last step above follows because $b_0((k-n)T) = 1$ only if k-n = 0, so all the terms in the sum are zero except one. You could also note that $b_0((k-n)T) = \delta(k-n)$ and use the sifting property. Either way $x[k] = x(kT) = c_k$, and the expansion takes the form:

$$x(t) = \sum_{n=0}^{N-1} x[n]b_0(t - nT).$$

We can view this as a reconstruction formula. It takes as input the sample values in the form of a discrete signal x[n] for integer n, and produces the interpolated or reconstructed continuous-time signal x(t). The nature of the reconstruction depends on the prototype basis function $b_0(t)$, and different choices lead to interpolation with different properties.

1.3 Tasks

These tasks involve writing code, or modifying existing code, to meet the objectives described.

1. Zero-order hold reconstruction:

Suppose we have samples x[n] = x(nT) of the signal

$$x(t) = \cos\left(\frac{t-5}{5}\right) - \cos\left(\frac{t-5}{5}\right)^3$$

for n = 0, ..., N - 1, with N = 10 and T = 1.2. Consider the reconstruction equation

$$x_r(t) = \sum_{n=0}^{N-1} x[n]b_0(t - nT).$$

On the same set of axes plot both x(t) and $x_r(t)$ over the range t = 0 to t = (N-1)T for various different interpolants. Do this by generating a vector xvs containing the sample values $x[0], \ldots, x[N]$ for the values of N and T specified above; a vector tvs should then contain the corresponding time instants for the samples.

```
[]: # Plot signal and sample values
...
plt.plot(tv,xv,'b-');
```

```
plt.stem(tvs,xvs,'r.');
```

In the code block below, define the required centered interpolation function $b_0(t)$ to use in the reconstruction formula. It should take a vector of time values tv and return the corresponding interpolation values b0v. In this instance we require $b_0(t) = p_T(t) = p_1(t/T)$, where $p_T(t)$ is the unit pulse of total width T centered on the origin. For your implementation you should ensure that $b_0(-T/2) = b_0(T/2) = 1$.

```
[]: # Plot reconstruction basis
tvb = np.linspace(-T,T,1000)
b0vb = b0v_values(tvb,T)
plt.plot(tvb,b0vb,'r-');
```

The code block below should generate the reconstructed signal values at the given set of time instants tv, using the sample values xvs corresponding to sampling times tvs, and placing the result in the vector xvr of the same dimension as tv. You should assume that the sampled signal values are zero outside of the range over which the samples were taken.

```
[]: tv = np.linspace(0,(N-1)*T,4000);
xvr = np.zeros(tv.shape)
for i in range(0,len(xvs)):
    xvr = xvr + xvs[i]*b0v_values(tv - tvs[i],T)
```

```
[]: plt.plot(tv,xv,'b-',label='Actual signal');
   plt.stem(tvs,xvs,'r.',label='Sampled signal');
   plt.plot(tv,xvr,'g-',label='Reconstructed signal');
   plt.legend();
```

2. First-order hold reconstruction:

Repeat the reconstruction process developed in the previous section, but with the reconstruction kernel

$$b_1(t) = (1 - |t|/T)p_T(t).$$

The code block below should exit with xv1r containing the values of the reconstructed signal at time instants tv.

```
xv1r = np.zeros(tv.shape)
for i in range(0,len(xvs)):
    xv1r = ...
# Plot reconstruction basis
...
```

```
[]: # Plot signals
...
```