

Communications and Signal Processing Lab

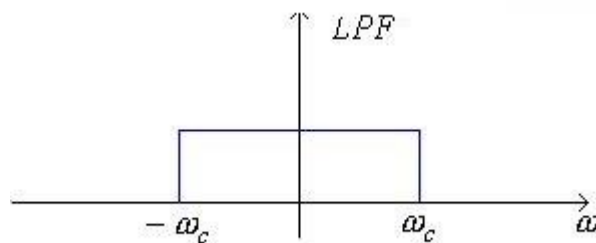
Assignment No.-3

EE21MTECH14002

1. Decimation:

When we use a low pass filter also known as anti-aliasing filter before downsampling a signal then this is known as decimation and the signal that is generated from this process is known as decimated signal.

If we have a input signal let's say $\mathbf{x[n]}$ and low pass filter with impulse response $\mathbf{h[n]}$ and cut off frequency equals π/M . Then $\mathbf{xf[n]}$ is a signal generated at the output of a lowpass filter. Since, $\mathbf{xf[n]}$ contains more samples than $\mathbf{x[n]}$ due to convolution we only consider samples in the main lobe of a signal i.e. **sinc** and we discard first and last $(Lh-1/2)$ samples where Lh is a length of a impulse response array. Then this new $\mathbf{xf[n]}$ is passed from a down-sampler or compressor that compress $\mathbf{xf[n]}$ by a factor of ' \mathbf{M} ' and generate $\mathbf{xd[n]}$. This $\mathbf{xd[n]}$ is nothing but our decimated signal and this complete process is known as **Decimation**.



Anti-Aliasing Filter

$\omega_c = \pi/M$, Gain= 1

Designing of Anti-Aliasing Filter:

The simplest method for the designing of the finite impulse response filter is known as windowing method.

Step1: Let the desired ideal frequency response of a low pass filter is $H_d(e^{j\omega})$. $\omega_c = \pi/M$

Step2: Take IFFT of $H_d(e^{j\omega})$ to get $h_d[n]$.

Step3: Since $h_d[n]$ has infinite length, truncate it using a finite length window function $w[n]$ to get $h[n]$.

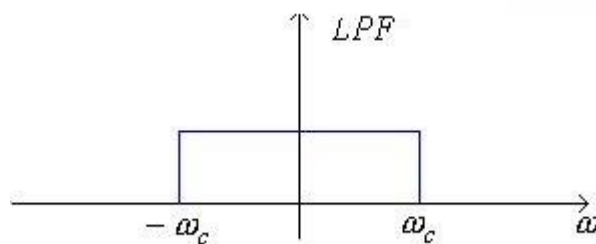
$$h[n] = h_d[n] \times w[n]$$

Step4: We can see our practical filter frequency response by taking FFT of $h[n]$ which is $H(e^{j\omega})$ and you can plot magnitude and phase response.

2. Interpolation:

Interpolation is just the opposite of decimation. When we use a low pass filter also known as anti-imaging filter after upsampling of a received signal then this is known as Interpolation and the signal that is generated from this process is known as Interpolated signal.

If we have a received signal let's say $x[n]$. Then we upsample with signal using an upsampler of scaling factor 'L'. Upsampler gives $x_u[n]$ as its output then we pass this output from an anti-imaging filter whose cut-off frequency is equal to π/L and gain equals "L" then we get $y[n]$ as an output of anti-imaging filter. We discard first and last $(Lh-1/2)$ samples from $y[n]$ where Lh is a length of an impulse response array. This $y[n]$ is an interpolated signal and this process is known as **interpolation**.



Anti-Imaging Filter

$\omega_c = \pi/L$, Gain= L

Designing of Anti-Imaging Filter:

The simplest method for the designing of the finite impulse response filter is known as windowing method.

Step1: Let the desired ideal frequency response of a low pass filter is $H_d(e^{j\omega})$. $\omega_c = \pi/L$

Step2: Take IFFT of $H_d(e^{j\omega})$ to get $h_d[n]$.

Step3: Since $h_d[n]$ has infinite length, truncate it using a finite length window function $w[n]$ to get $h[n]$.

$$h[n] = h_d[n] \times w[n]$$

Step4: We can see our practical filter frequency response by taking FFT of $h[n]$ which is $H(e^{j\omega})$ and you can plot magnitude and phase response.