



Digital signal processing

Chapter 1. Data sampling and reconstruction

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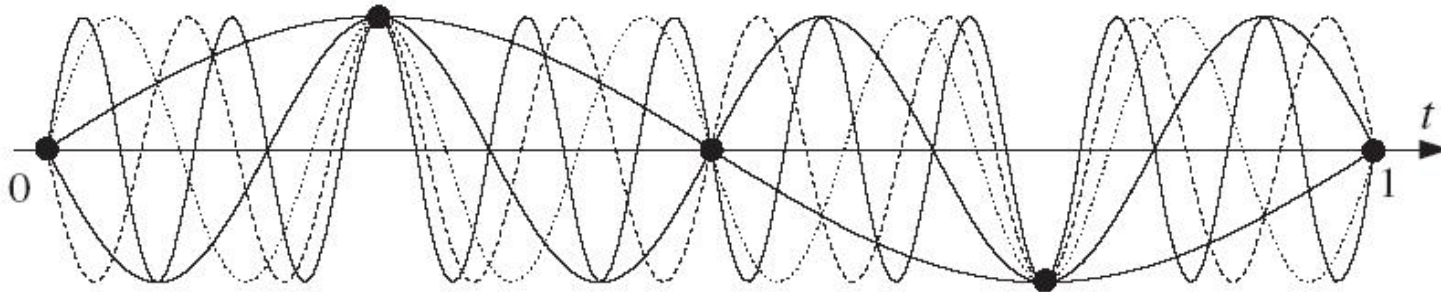
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Study Points

- Sampling Theorem
- Antialiasing
- Reconstruction
- Lab 1

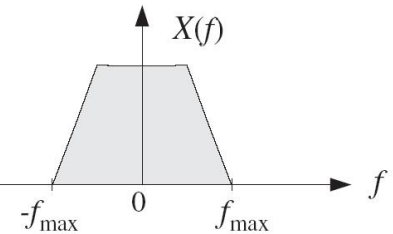
Sampling theorem: Physical meanings

- Without additional conditions, a signal cannot be uniquely represented by a series of samplings:



Sampling theorem states that for accurate representation of a signal $x(t)$ by its time samples $x(nT)$, two conditions:

- $x(t)$ must be bandlimited, that is, its frequency spectrum must be limited to contain frequencies up to some maximum frequency, say f_{\max} , and no frequencies beyond that.

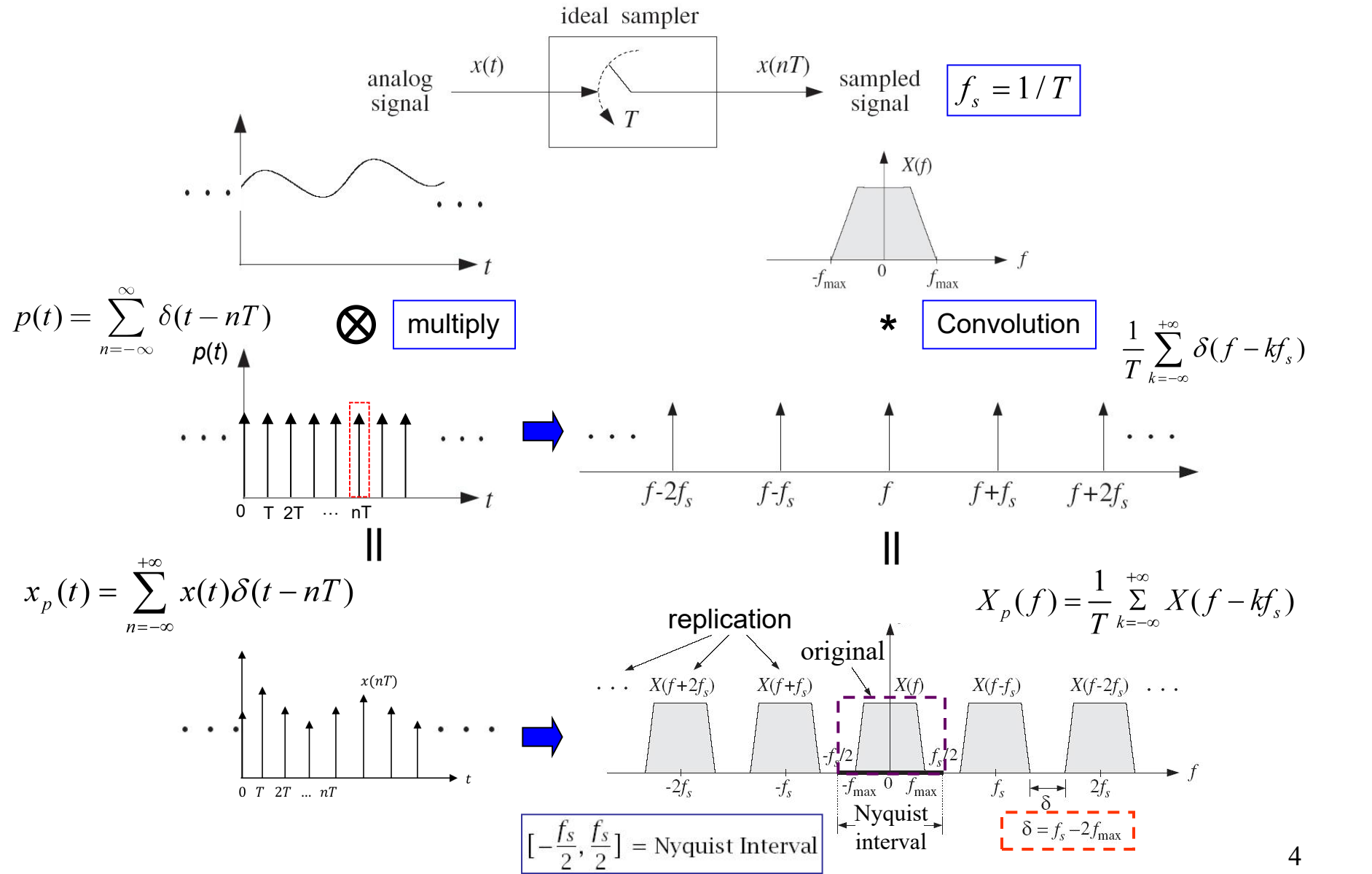


- The sampling rate f_s must be chosen to be at least twice the maximum frequency f_{\max} , that is,

$$f_s > 2 f_{\max}$$

Sampling theorem: illustration

The analog signal $x(t)$ is periodically measured every T seconds.



Sampling theorem: illustration detail

A series of pulses $p(t)$ with a period T are given to sample an arbitrary signal $x(t)$

$$p(t) = \sum_{n=-\infty}^{\infty} \delta(t - nT)$$

Multiply $p(t)$ and $x(t)$

$$x_p(t) = x(t)p(t)$$

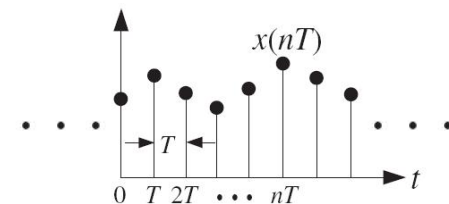
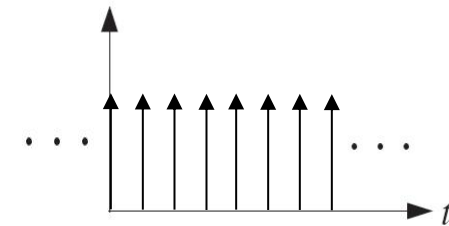
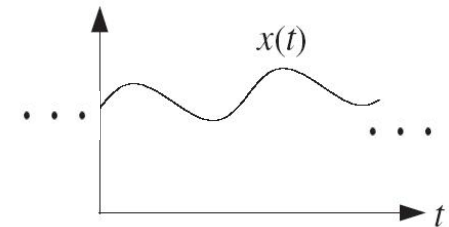
$$x_p(t) = \sum_{n=-\infty}^{\infty} x(nT)\delta(t - nT)$$

The property of Fourier transform is given as

$$\mathcal{F}[x(t)y(t)] = \frac{1}{2\pi} [X(j\omega) * Y(j\omega)] = X(jf) * Y(jf)$$

The Fourier transform of $x_p(t)$ is given as:

$$X_p(j\omega) = \frac{1}{2\pi} X(j\omega) * P(j\omega)$$



Sampling theorem: illustration detail

Define $\omega_s = 2\pi/T$ as the sampling (angle) frequency, the Fourier transform of $p(t)$ can be given as:

$$P(j\omega) = \sum_{k=-\infty}^{+\infty} a_k 2\pi \delta(\omega - k\omega_s)$$

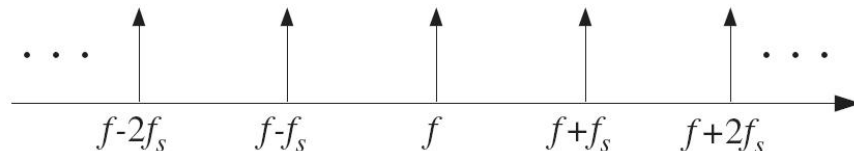
Obtain the Fourier coefficients with inverse transform:

$$a_k = \frac{1}{T} \int_{-\frac{T}{2}}^{\frac{T}{2}} \delta(t) e^{-jk\omega_s t} dt = \frac{1}{T}$$

Substituting a_k into $P(j\omega)$

$$P(j\omega) = \sum_{k=-\infty}^{+\infty} a_k 2\pi \delta(\omega - k\omega_s) = \frac{2\pi}{T} \sum_{k=-\infty}^{\infty} \delta\left(\omega - k \frac{2\pi}{T}\right)$$

The results of Fourier transform are shown in the figure

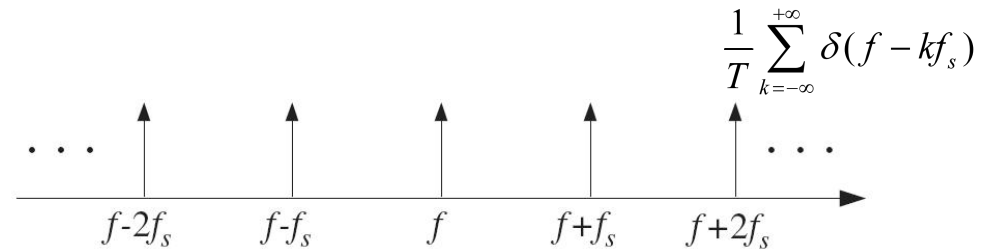
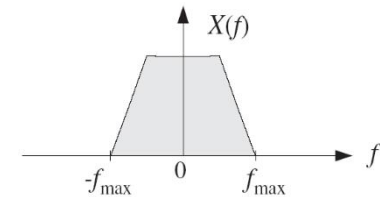


Sampling theorem: illustration detail

Assume the spectrum of $x(t)$ is as shown in the schematic.

$$X_p(j\omega) = \frac{1}{2\pi} \left[X(j\omega) * \left[\frac{2\pi}{T} \sum_{k=-\infty}^{\infty} \delta\left(\omega - k \frac{2\pi}{T}\right) \right] \right]$$

$$= \frac{1}{T} \sum_{k=-\infty}^{\infty} X(j(\omega - k\omega_s))$$

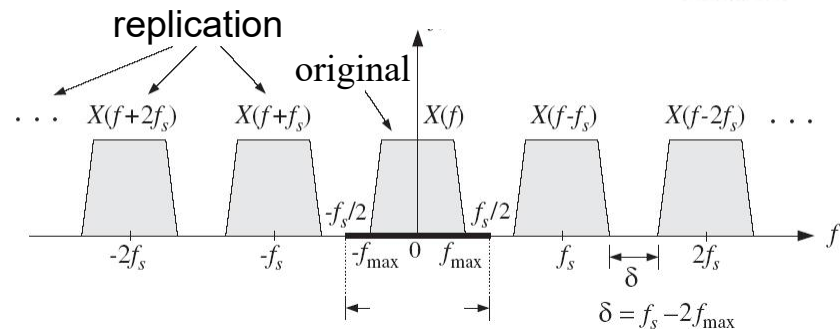


Express the Fourier transform with f_s

$$X_p(f) = \frac{1}{T} \sum_{k=-\infty}^{+\infty} X(f - kf_s)$$

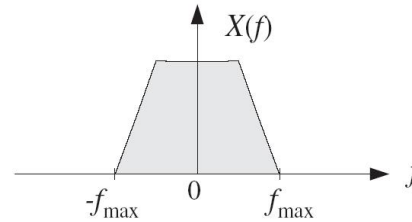
$$X_p(f) = \frac{1}{T} \sum_{k=-\infty}^{+\infty} X(f - kf_s)$$

The result of the convolution is:

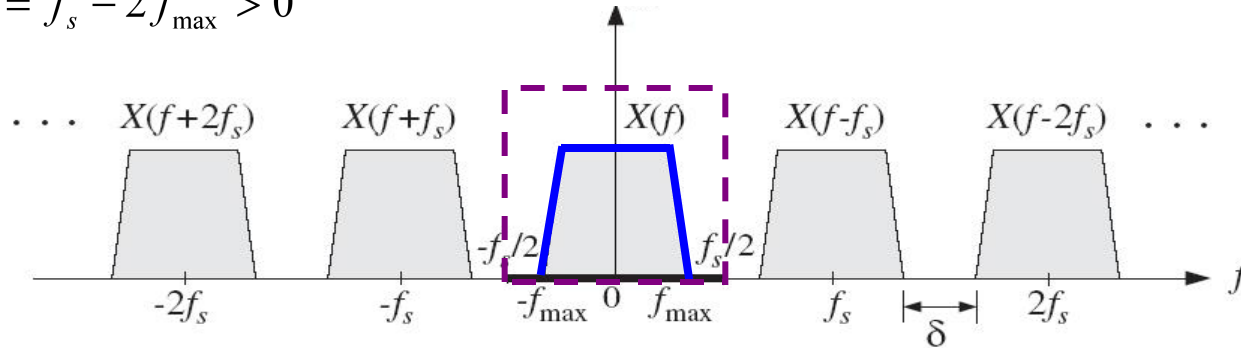


Sampling theorem: Aliasing phenomenon

Original spectrum

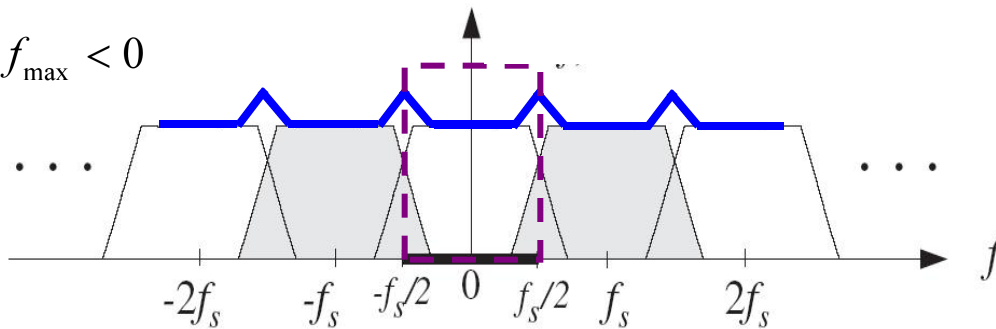


$$\delta = f_s - 2f_{\max} > 0$$



Spectrum of the sampling signal satisfying Sampling theorem

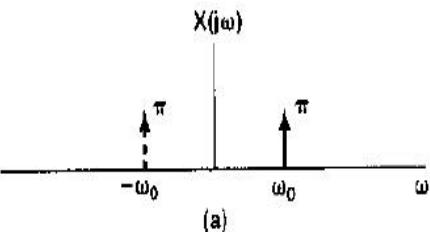
$$\delta = f_s - 2f_{\max} < 0$$



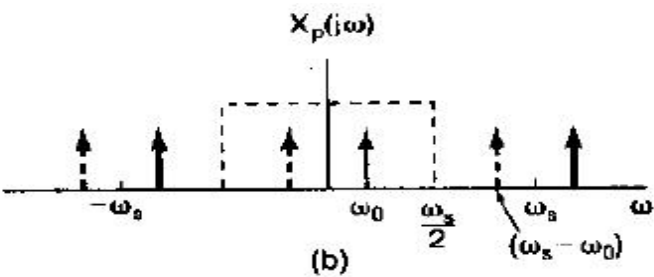
Aliasing phenomenon

Sampling theorem: Aliasing phenomenon

Original signal



Sampled signal with



Replicated frequencies

$$\omega_a = (\pm\omega_0 + k\omega_s) \quad k \neq 0$$

$$\omega_0 < \frac{\omega_s}{2} ?$$

$$\omega_0 = \frac{\omega_s}{6}$$

$$\omega_0 = \frac{2\omega_s}{6}$$

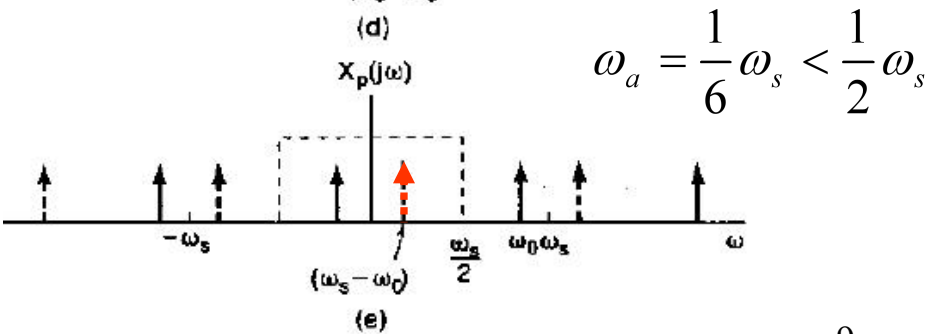
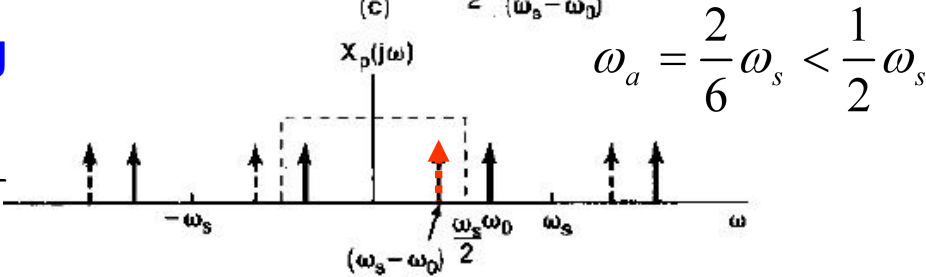
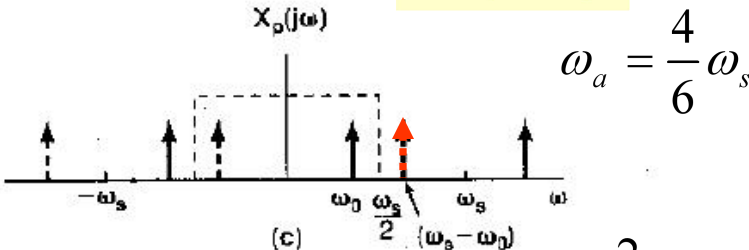
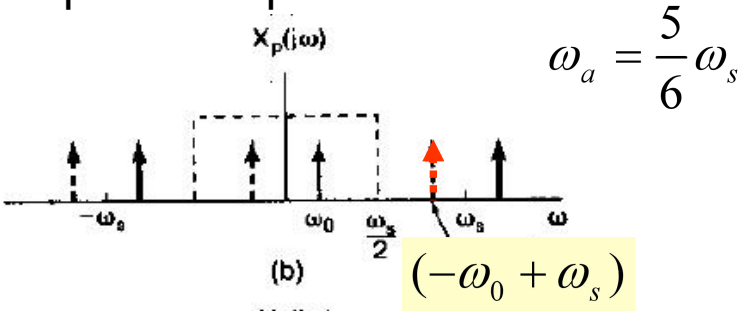
Aliasing

$$\omega_0 = \frac{4\omega_s}{6}$$

Aliasing

$$\omega_0 = \frac{5\omega_s}{6}$$

Replicated spectra



Sampling theorem: Aliasing phenomenon

The signal

$$x(t) = \sin(\pi t) + 4 \sin(3\pi t) \cos(2\pi t)$$

where t is in msec, is sampled at a rate of 3 kHz. Determine the signal $x_a(t)$ aliased with $x(t)$. Then, determine two other signals $x_1(t)$ and $x_2(t)$ that are aliased with the same $x_a(t)$, that is, such that $x_1(nT) = x_2(nT) = x_a(nT)$.

Solution: To determine the frequency content of $x(t)$, we must express it as a sum of sinusoids.

Using the trigonometric identity $2 \sin a \cos b = \sin(a + b) + \sin(a - b)$, we find:

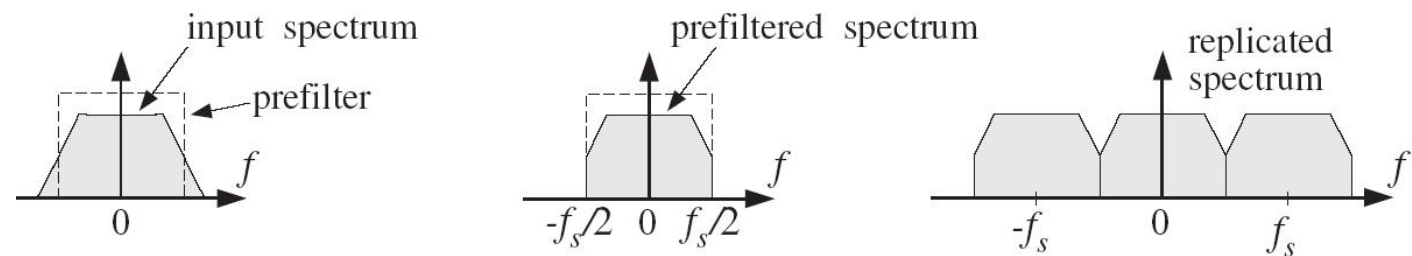
$$x(t) = \sin(\pi t) + 2[\sin(3\pi t + 2\pi t) + \sin(3\pi t - 2\pi t)] = 3 \sin(\pi t) + 2 \sin(5\pi t)$$

$$f_a = f \bmod(f_s)$$

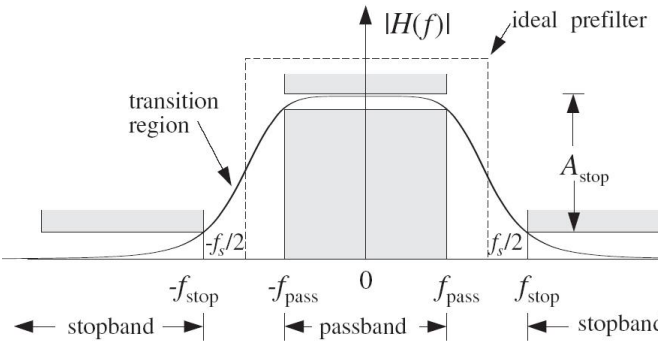
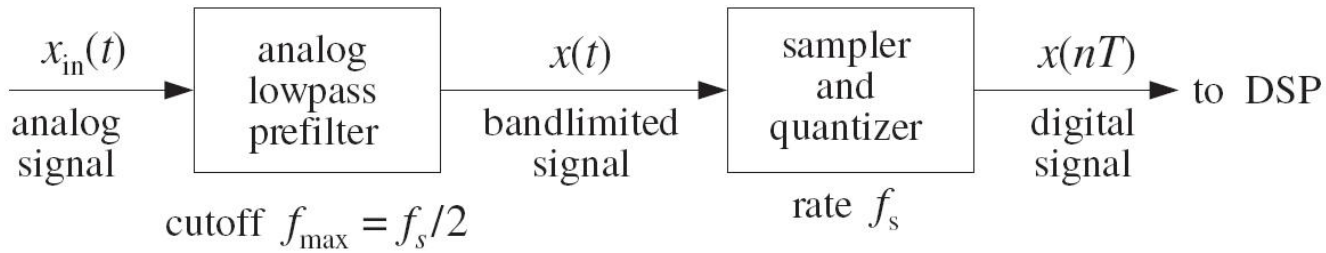
Thus, the frequencies present in $x(t)$ are $f_1 = 0.5$ kHz and $f_2 = 2.5$ kHz. The first already lies in the Nyquist interval $[-1.5, 1.5]$ kHz so that $f_{1a} = f_1$. The second lies outside and can be reduced mod f_s to give $f_{2a} = f_2 \bmod(f_s) = 2.5 \bmod(3) = 2.5 - 3 = -0.5$. Thus, the given signal will “appear” as:

$$\begin{aligned} x_a(t) &= 3 \sin(2\pi f_{1a} t) + 2 \sin(2\pi f_{2a} t) \\ &= 3 \sin(\pi t) + 2 \sin(-\pi t) = 3 \sin(\pi t) - 2 \sin(\pi t) \\ &= \sin(\pi t) \end{aligned}$$

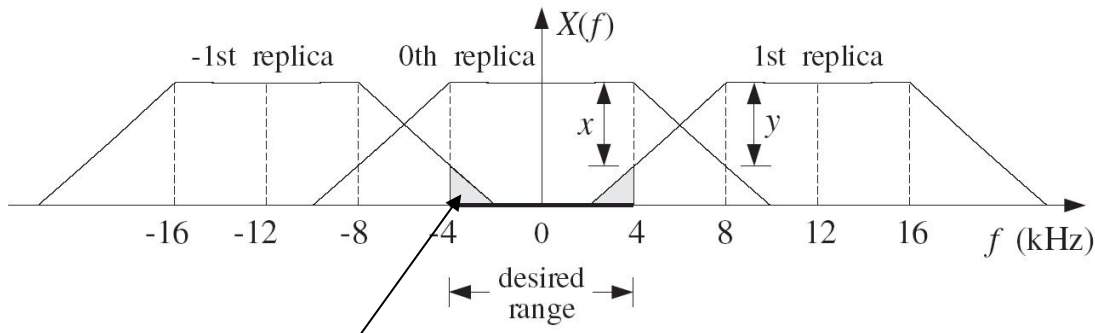
Sampling theorem: Antialiasing prefilter



It should be emphasized that the rate f_s must be chosen to be high enough so that, after the prefiltering operation, the surviving signal spectrum within the Nyquist interval $[-f_s/2, f_s/2]$ contains all the significant frequency components for the application at hand.



Practical antialiasing prefilter



Remainders due to practical prefilter 11

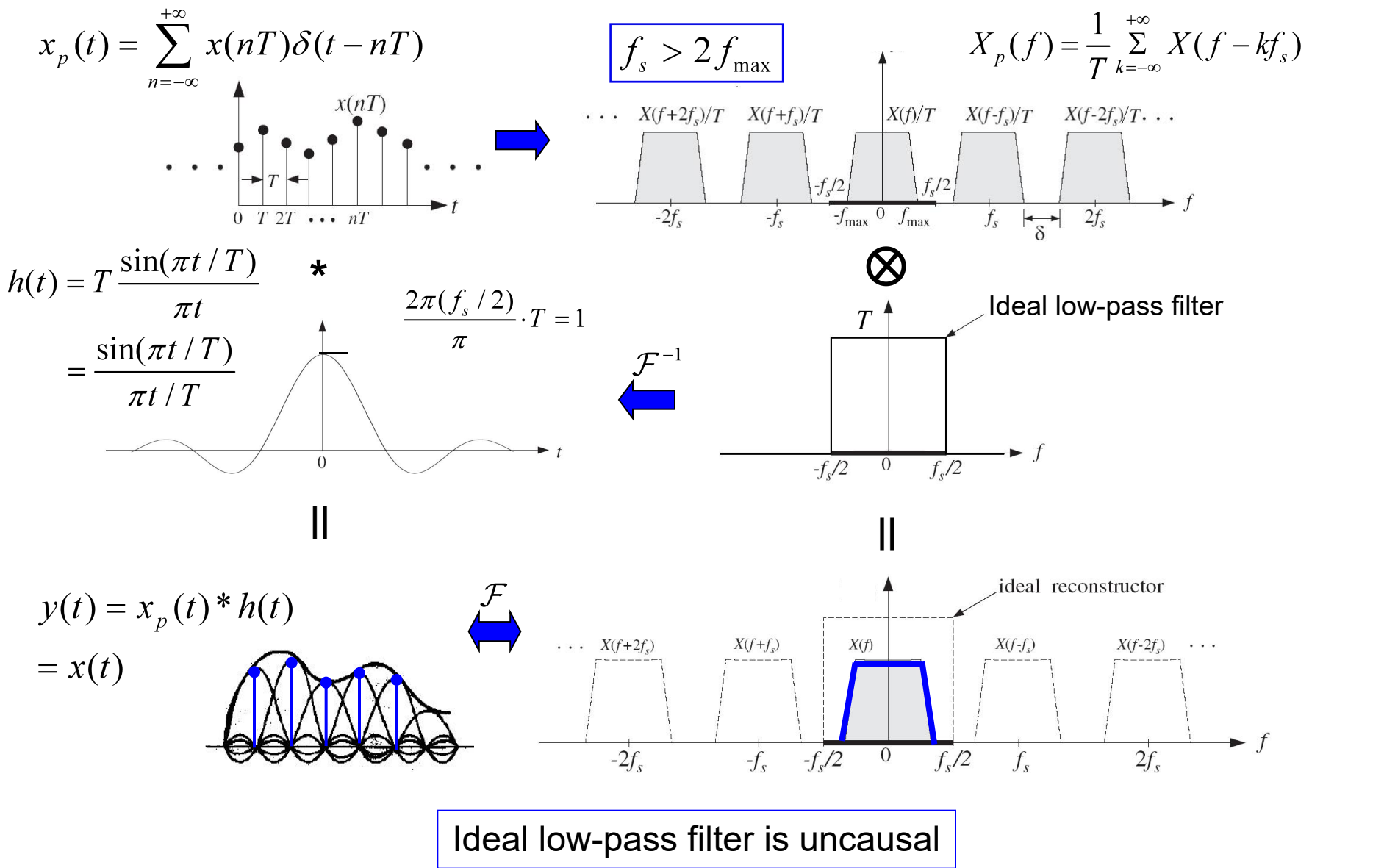
Sampling theorem: Hardware limits

The sampling theorem provides a lower bound on the allowed values of f_s . The hardware used in the application imposes an upper bound.

In any case, there is a total processing or computation time for acquire sampling, data process and reconstruction, say totally T_{proc} seconds required for each sample. Thus, $T \geq T_{proc}$ or, $f_{proc} = 1/T_{proc}$, $f_s \leq f_{proc}$,

$$2f_{max} \leq f_s \leq f_{proc}$$

Reconstruction with an ideal low-pass filter



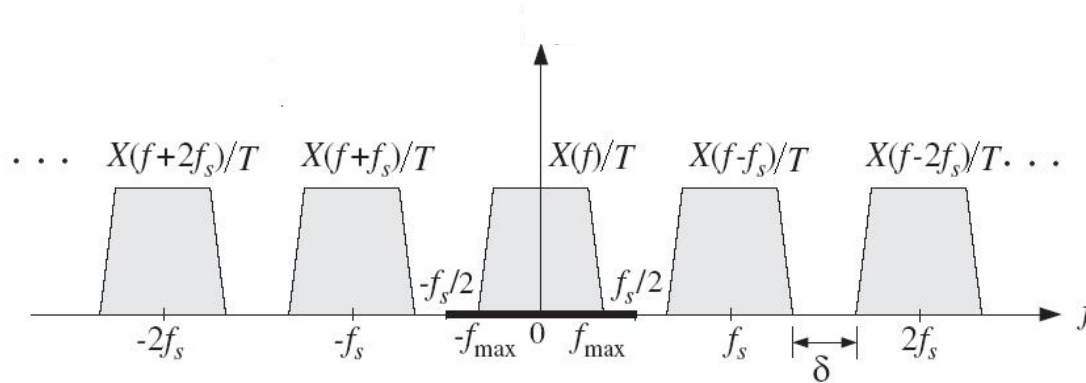
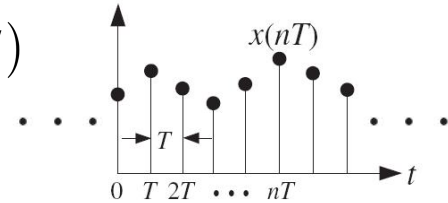
Reconstruction with an ideal low-pass filter

The sampled signal is given as:

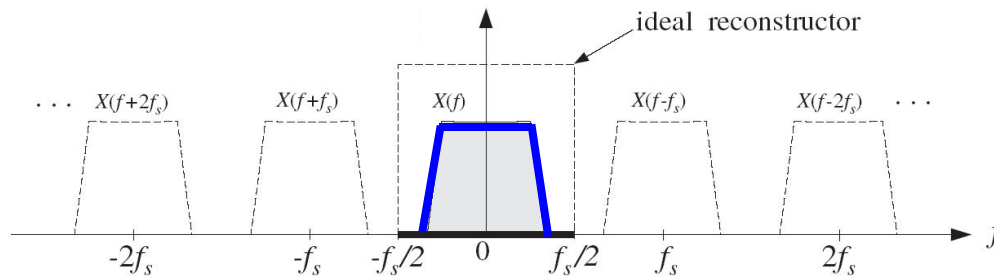
$$x_p(t) = \sum_{n=-\infty}^{+\infty} x(nT) \delta(t - nT)$$

The spectrum of the sampled signal :

$$X_p(f) = \frac{1}{T} \sum_{k=-\infty}^{+\infty} X(f - kf_s)$$



In order to restore the signal, a window with the range $(-f_s/2, f_s/2)$ is given:



Reconstruction with an ideal low-pass filter

The spectrum of an ideal rectangular window in frequency domain is:

$$H(f) = H(j\omega) = \begin{cases} T & , |\omega| < \omega_c \\ 0 & , |\omega| > \omega_c \end{cases}$$

The spectrum of $Y(t)$ can be calculate by :

The property of Fourier transform is given as :

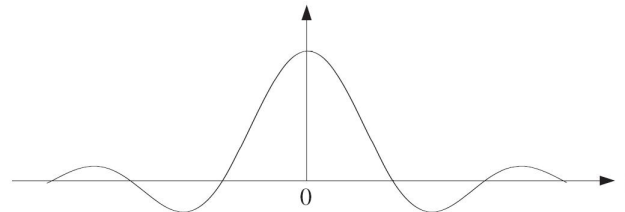
$$\mathcal{F}[x(t) * y(t)] = X(j\omega)Y(j\omega)$$

$y(t)$ can be calculated by :

$$y(t) = x_p(t) * h(t)$$

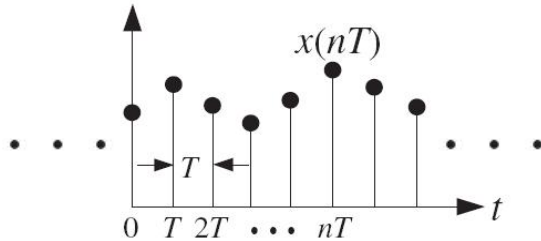
The Inverse Fourier transform of $H(f)$ is:

$$h(t) = \frac{1}{2\pi} \int_{-\infty}^{+\infty} H(j\omega) e^{j\omega t} d\omega = \frac{T}{2\pi} \int_{-\frac{\omega_s}{2}}^{+\frac{\omega_s}{2}} e^{j\omega t} d\omega = \frac{\sin(\pi t / T)}{\pi t / T}$$

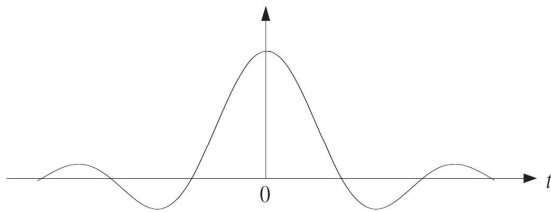


Reconstruction with an ideal low-pass filter

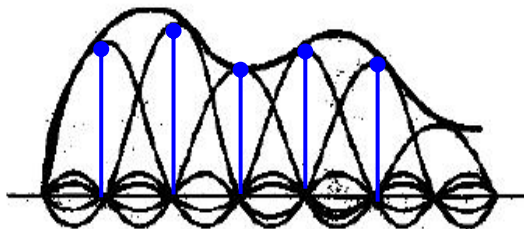
Then the original signal $y(t)$ can be calculated by: $y(t) = x_p(t) * h(t)$



*



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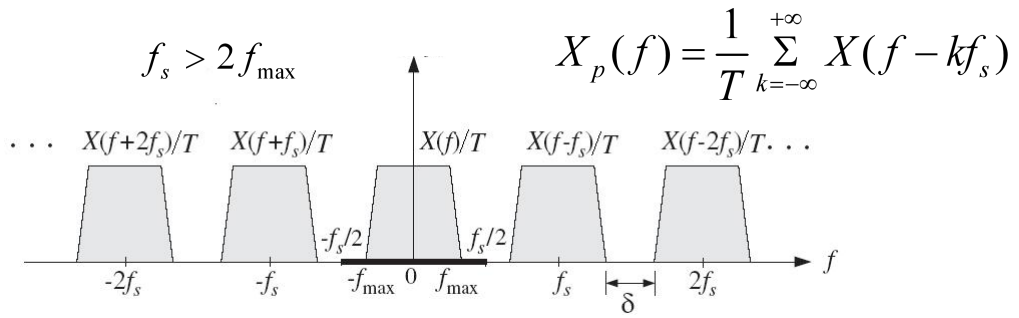
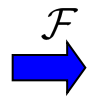
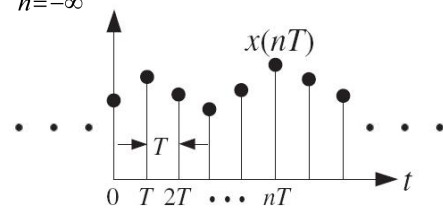


From the Figure given left :

Ideal low-pass filter is non causal

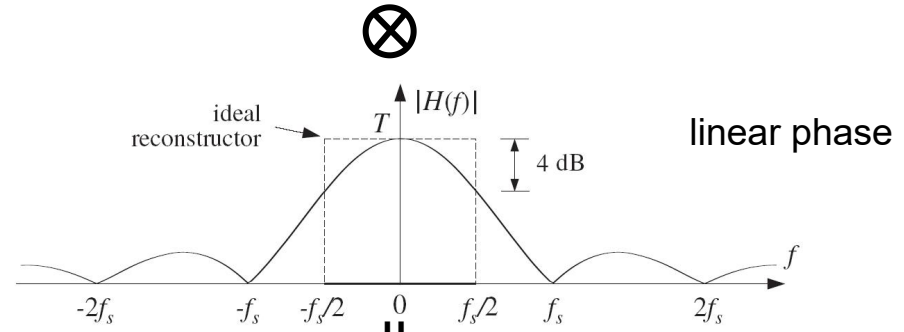
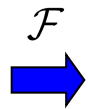
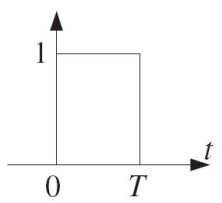
Reconstruction with an non-ideal low-pass filter

$$x_p(t) = \sum_{n=-\infty}^{+\infty} x(nT)\delta(t - nT)$$



$$h(t) = u(t) - u(t - T) *$$

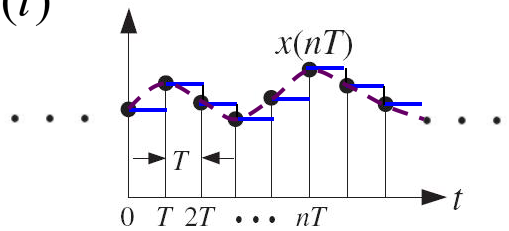
Causal



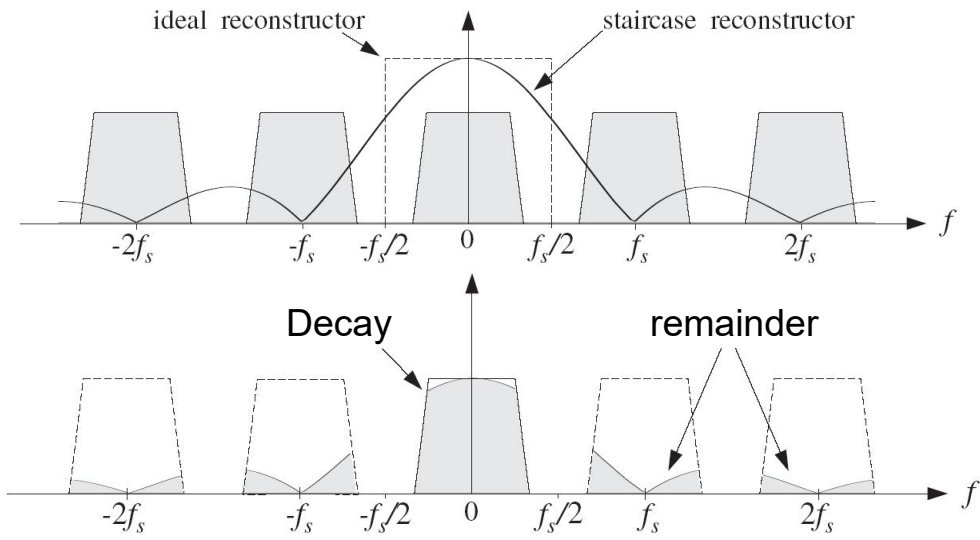
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$$y(t) = x_p(t) * h(t)$$

$$\approx x(t)$$

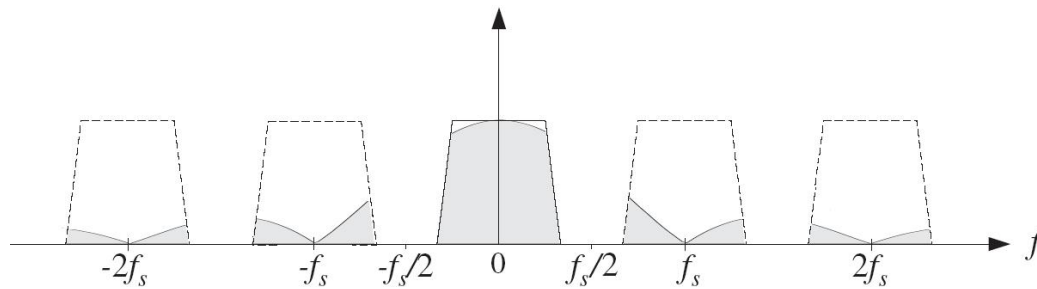


Zero-order holder

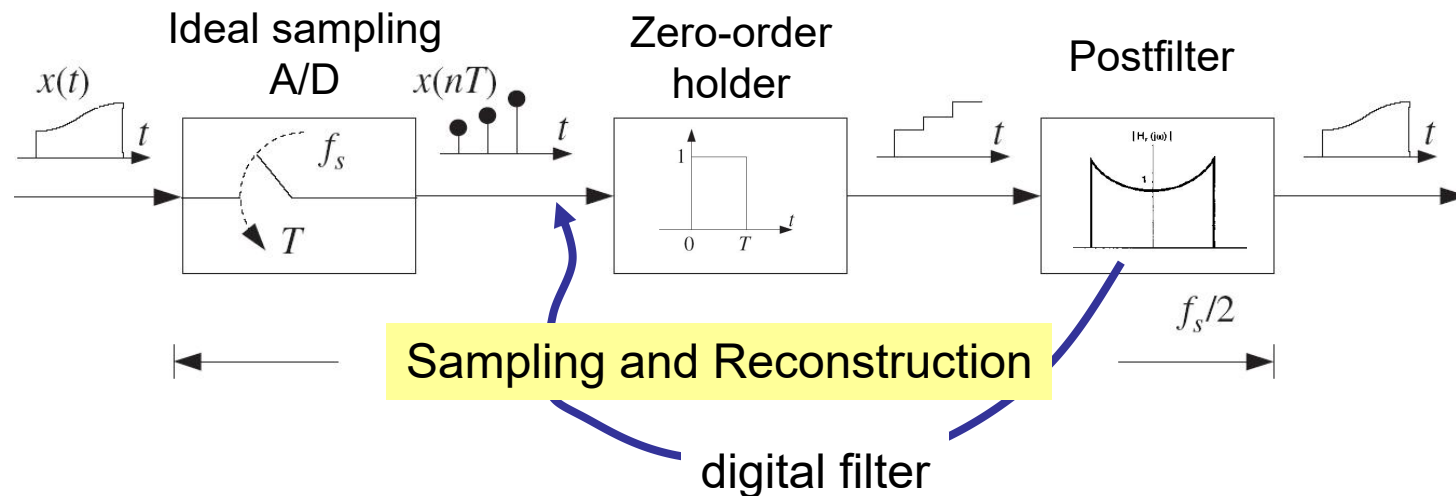
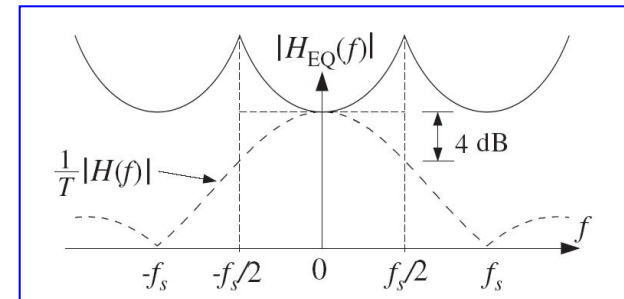


Sampling and Reconstruction without distortion

Non-ideal reconstructor

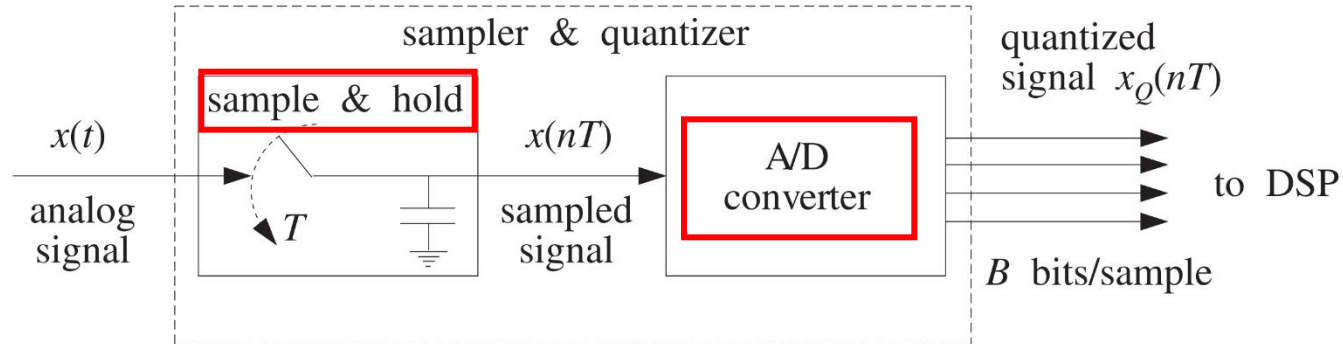


Anti-image postfilter and Equalizer filter



Quantization Process

Analog to Digital

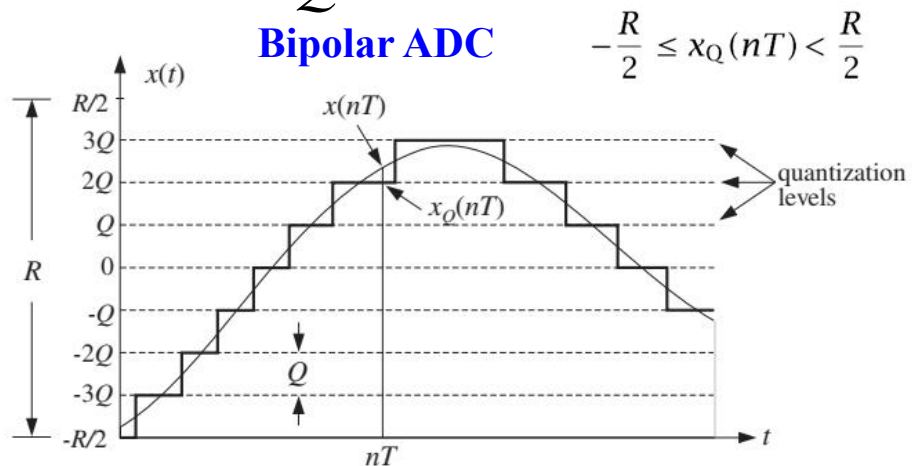


Quantization width or Quantizer resolution Q

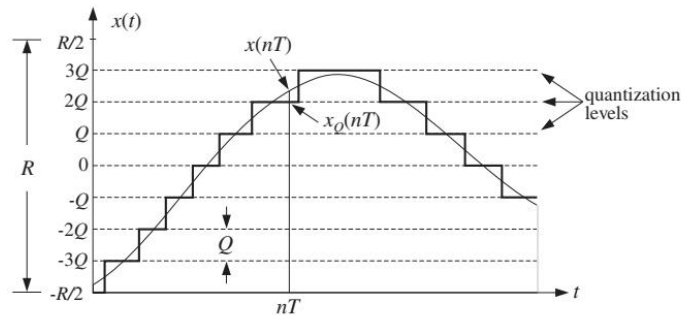
is defined as

$$Q = \frac{R}{2^B}$$

where R is the full-scale range



Quantization Process



Quantization error (rounding)

$$e(nT) = x_Q(nT) - x(nT)$$

$$e = x_Q - x$$

$$-\frac{Q}{2} \leq e < \frac{Q}{2}$$

$$\bar{e} = \frac{1}{Q} \int_{-Q/2}^{Q/2} e \, de = 0$$

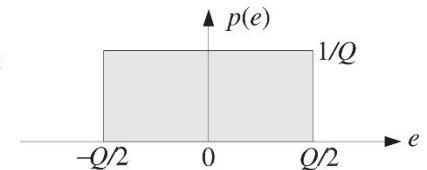
$$\overline{e^2} = \frac{1}{Q} \int_{-Q/2}^{Q/2} e^2 \, de = \frac{Q^2}{12}$$

root-mean-square (rms)

$$e_{\text{rms}} = \sqrt{\overline{e^2}} = \frac{Q}{\sqrt{12}}$$

Quantization noise

$$p(e) = \begin{cases} \frac{1}{Q} & \text{if } -\frac{Q}{2} \leq e \leq \frac{Q}{2} \\ 0 & \text{otherwise} \end{cases}$$



$$\int_{-Q/2}^{Q/2} p(e) \, de = 1$$

$$E[e] = \int_{-Q/2}^{Q/2} e p(e) \, de \quad \text{and} \quad E[e^2] = \int_{-Q/2}^{Q/2} e^2 p(e) \, de$$

Signal to Noise Ratio (SNR)

Dynamic range (**6 dB per bit rule**)

$$20 \log_{10} \left(\frac{R}{Q} \right) = 20 \log_{10} (2^B) = B \cdot 20 \log_{10} 2,$$

$$\boxed{SNR = 20 \log_{10} \left(\frac{R}{Q} \right) = 6B \text{ dB}}$$

ADC Device Price

Device	Bits	Frequency	Price
ADC1175-50CIMTX/NOPB	8bit	50M	19.92
ADC081S021CIMF/NOPB	8bit	200k	4.72
TLC1549IP	10bit	38k	28.9
MCP3021A5T-E/OT	10bit	22.3k	4.42
MCP3208	12bit	100k	20.01
TLC2543IDWR	12bit	66k	37.23
MCP3302-CI/ST	13bit	100k	27.4
AD9240ASZRL	14bit	10M	81.54
AD7616BSTZ	16bit	1M	94.96
ADS1115IDGSR	16bit	860k	23.58
PCAP01AD	17bit	500k	45.94
AD7608BSTZ	18bit	200k	251.46
MCP3422A0-E/MS	18bit	37.5k	19.19
AD7789BRMZ	19bit	16.6k	22.89
AD7781BRUZ	20bit	16.7k	96.08

<https://www.szlcsc.com/news/13434.html?c=Z>(立创商城)