# EE5801: CSP Lab/EE5301: DSP Lab EE3701: Communication Systems Lab (Aug – Nov 2022)

Lecture 3

# Today's Topics

- Continuation of downsampling and upsampling
- Decimation
- Interpolation
- Practical Implementation of decimation and interpolation
- Reference

## Downsampler(Compressors)

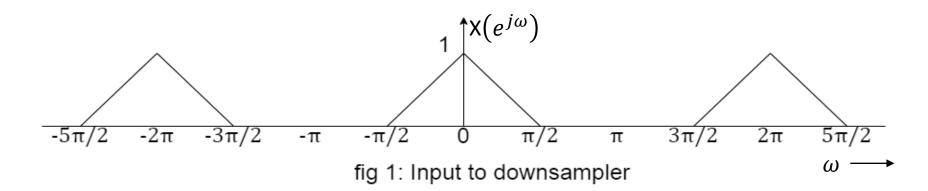
• Time domain relation between input and output y[n] = x[Mn]

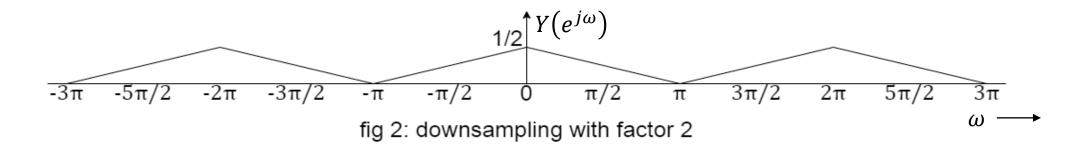
- It is a Linear Time Varying (LTV) system.
- Frequency domain relation between input and output

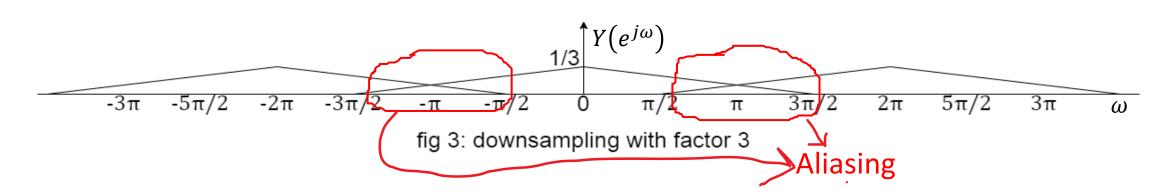
$$Y(e^{j\omega}) = \frac{1}{M} \sum_{k=0}^{M-1} X(e^{j\frac{(\omega - 2\pi k)}{M}})$$

- For M=2,  $Y(e^{j\omega}) = \frac{1}{2} \sum_{k=0}^{1} X(e^{j\frac{(\omega-2\pi k)}{2}})$
- For M=3,  $Y(e^{j\omega}) = \frac{1}{3} \sum_{k=0}^{2} X(e^{j\frac{(\omega-2\pi k)}{3}})$

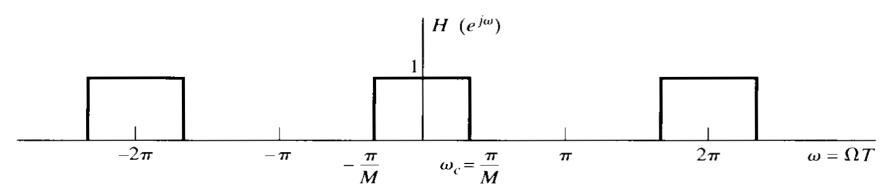
## Downsampler(contd....)







### Downsampler(contd....)



This is known as decimation

fig 4 : Low pass filter with cutoff freq  $\pi/M$ 

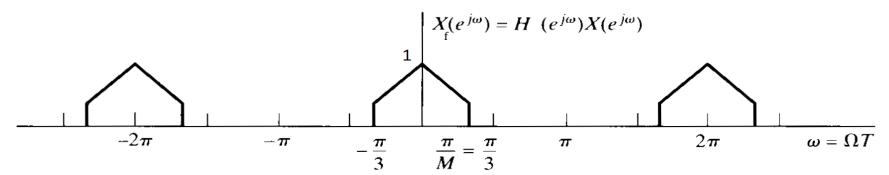


fig 5 : output of LPF

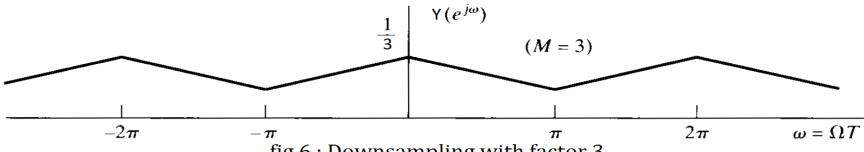


fig 6: Downsampling with factor 3

#### Downsampler(contd....)

#### **Observations**

- BW of input signal is  $\pi$ .
- No aliasing when M=2
- Aliasing occurs when M=3
- Because signal BW  $< \frac{2\pi}{M}$  when M=2 and signal BW  $> \frac{2\pi}{M}$  when M=3

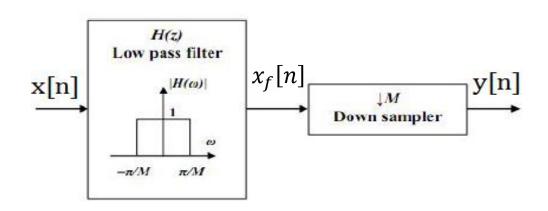
#### **Exercise**

- BW of input signal is  $2\pi$ .
- M=2
- Aliasing will be there or not?
- Yes, because signal BW is more than  $\frac{2\pi}{M}$

<u>Key observation</u>: Signal BW must be less than  $\frac{2\pi}{M}$ , where M is the downsampling factor.

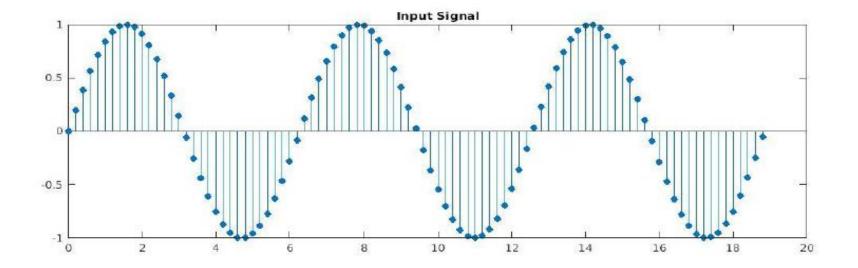
#### Decimation

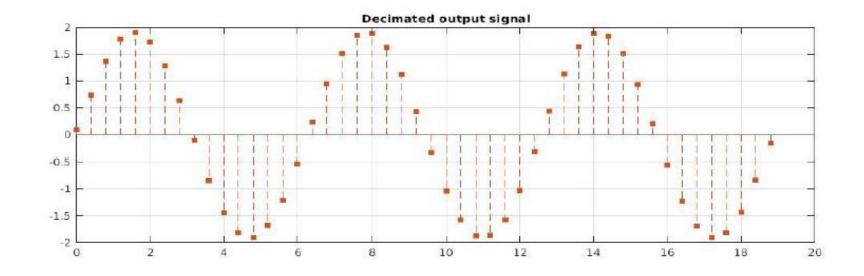
- LPF followed by downsampler is known as decimator.
- The job of LPF is to prevent aliasing.
  Hence it is known as anti-aliasing filter.
- Cutoff frequency is  $\pi/M$ .
- When M = 2, then the LPF is also known as Half Band Filter(HBF) with cutoff frequency  $\pi/2$ .



#### Decimation

Decimation Example:





### Upsampler(Expander)

Time domain relation between input and output

$$y[n] = \begin{cases} x[n/L], & if n is a multiple of L \\ 0, & otherwise \end{cases}$$

- It is a Linear Time Varying (LTV) system.
- Frequency domain relation between input and output

$$Y(e^{j\omega}) = X(e^{j\omega L})$$

## Upsampler(contd....)

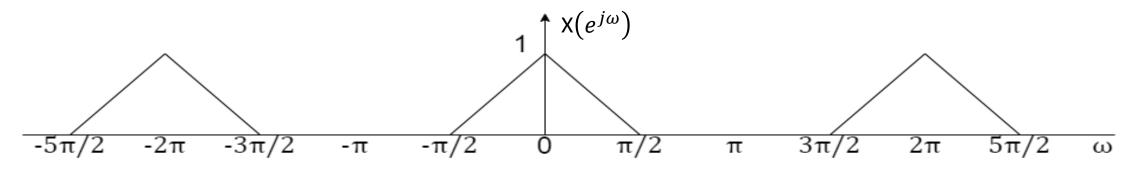
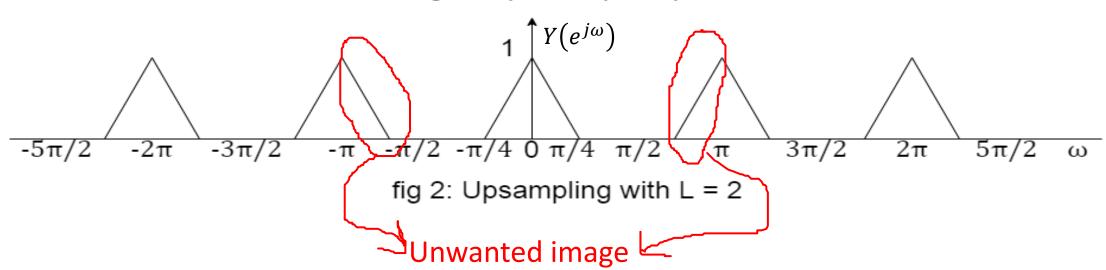
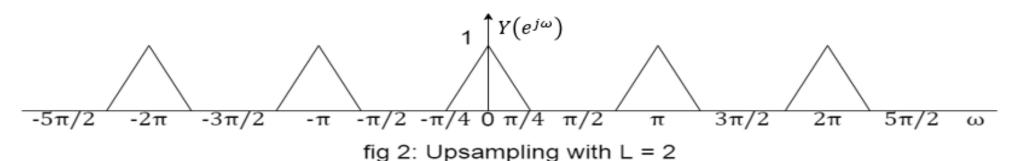


fig 1: Input to upsampler



### Upsampler(contd....)



This is known as interpolation

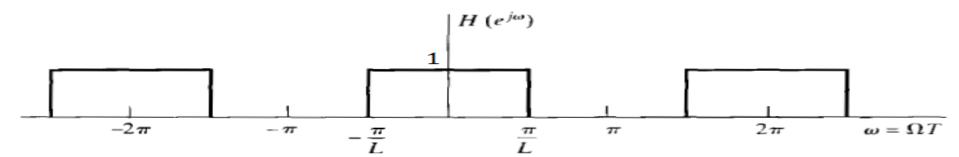


fig 3 : LPF with cutoff frequency  $\pi/L$ 

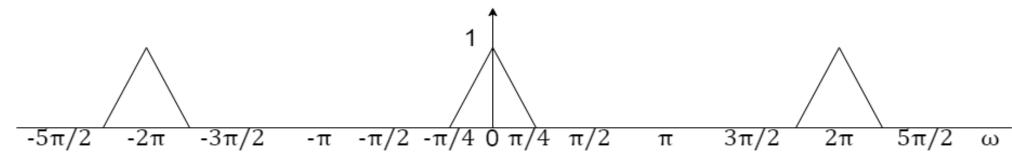
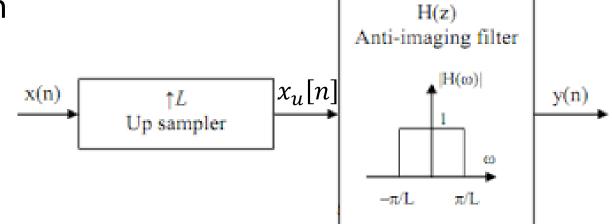


fig 4: output of LPF

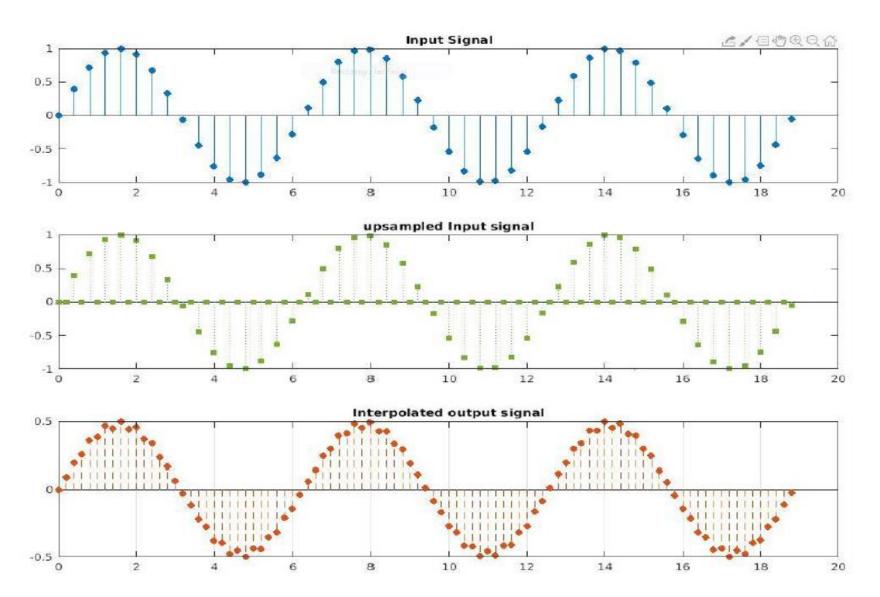
#### Interpolation

- Upsampler followed by LPF is known as interpolator.
- The job of LPF is to remove unwanted image of  $X(e^{j\omega})$ . Hence it is known as anti-imaging filter.
- Cutoff frequency is  $\pi/L$ .
- When L = 2, then the LPF is also known as Half Band Filter(HBF) with cutoff frequency  $\pi/2$ .

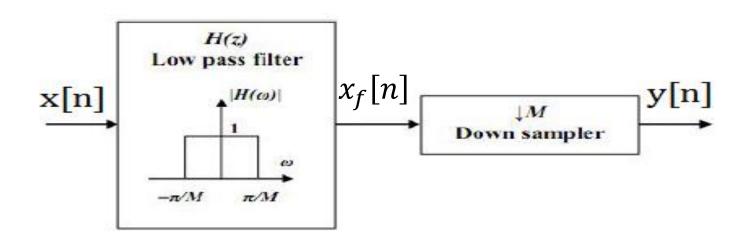


## Interpolation

Interpolation Example:



#### Practical Implementation of decimation



- Length of x[n] is  $l_x$
- Length of  $x_f[n]$  is  $l_{xf}$
- Length of y[n] is  $l_v$

- Impulse response of filter is h[n]
- Length of h[n] is  $l_h$

#### Problem is

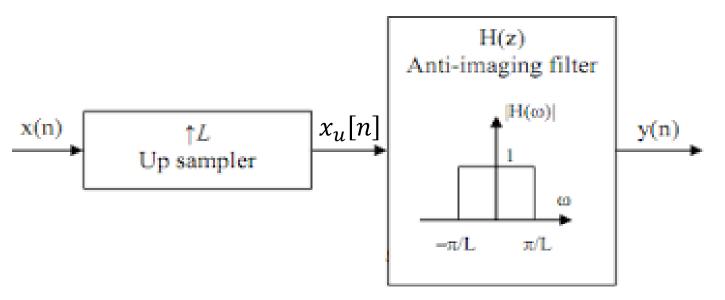
$$x_f[n] = x[n] * h[n]$$
  
Let  $l_x = 36$ ,  $l_h = 51$   
then  $l_{xf} = 86$ ,  $l_y = 43$ 

#### Solution is

Discard first and last  $(l_h - 1)/2$  samples from  $x_f[n]$ , i.e. take only middle  $l_x$  sample of  $x_f[n]$  and then do downsampling.

So now 
$$l_y = 18$$

### Practical Implementation of interpolation



- Length of x[n] is  $l_x$
- Length of  $x_u[n]$  is  $l_{xu}$
- Length of y[n] is  $l_y$

- Impulse response of filter is h[n]
- Length of h[n] is  $l_h$

#### **Problem** is

$$y[n] = x_u[n] * h[n]$$
  
Let  $l_x = 18$ ,  $l_h = 51$   
then  $l_{xu} = 36$ ,  $l_v = 86$ 

#### Solution is

Discard first and last  $(l_h - 1)/2$  samples from y[n], i.e. take only middle  $l_{xu}$  sample of y[n]. So now  $l_v = 36$ 

#### Reference

Discrete Time Signal Processing by Alan V. Oppenheim and Ronald W.
 Schafer - <u>link</u>