

## 11: Multirate Systems

- Multirate Systems
- Building blocks
- Resampling Cascades
- Noble Identities
- Noble Identities Proof
- Upsampled z-transform
- Downsampled z-transform
- Downsampled Spectrum
- Power Spectral Density
- Perfect Reconstruction
- Commutators
- Summary
- MATLAB routines

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Multirate systems include more than one sample rate

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Why bother?:

- May need to change the sample rate  
e.g. Audio sample rates include 32, 44.1, 48, 96 kHz

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e.g. Audio sample rates include 32, 44.1, 48, 96 kHz
- Can **relax** analog or digital **filter requirements**  
e.g. Audio DAC increases sample rate so that the reconstruction filter can have a more gradual cutoff

# Multirate Systems

Multirate systems include more than one sample rate

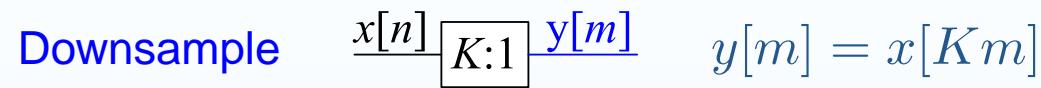
Why bother?:

- May need to **change the sample rate**  
e.g. Audio sample rates include 32, 44.1, 48, 96 kHz
- Can **relax** analog or digital **filter requirements**  
e.g. Audio DAC increases sample rate so that the reconstruction filter can have a more gradual cutoff
- Reduce computational complexity  
 $\text{FIR filter length} \propto \frac{f_s}{\Delta f}$  where  $\Delta f$  is width of transition band  
Lower  $f_s \Rightarrow$  shorter filter + fewer samples  $\Rightarrow$  computation  $\propto f_s^2$

# Building blocks

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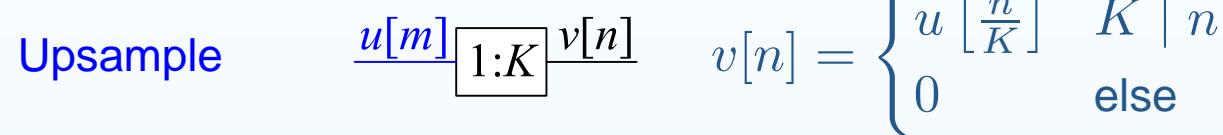
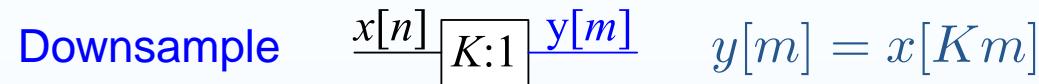
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$$\text{Downsample} \quad \frac{x[n]}{K:1} \boxed{y[m]} \quad y[m] = x[Km]$$

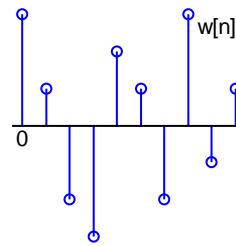
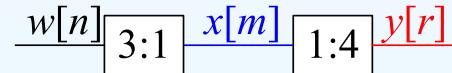
Upsample



$$v[n] = \begin{cases} u\left[\frac{n}{K}\right] & K \mid n \\ 0 & \text{else} \end{cases}$$

## Example:

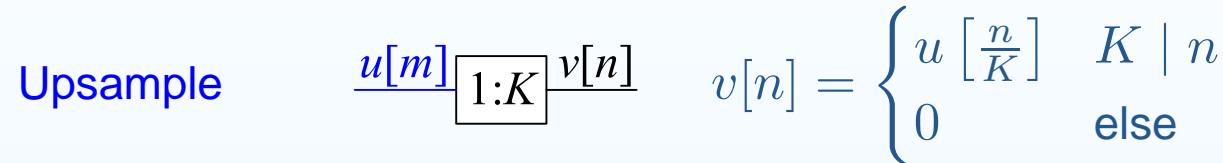
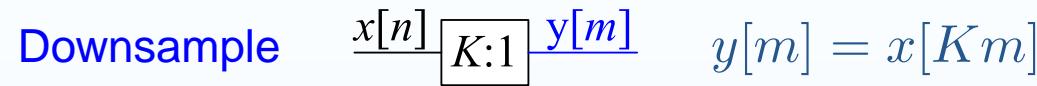
Downsample by 3 then upsample by 4



# Building blocks

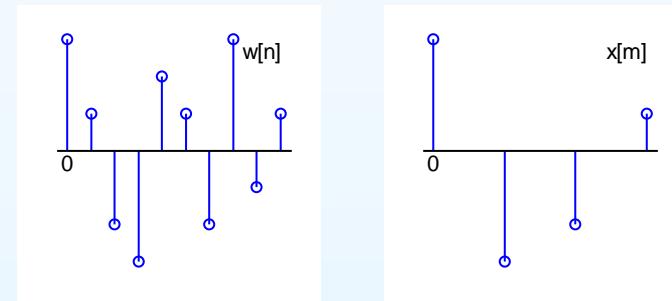
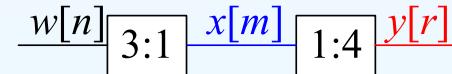
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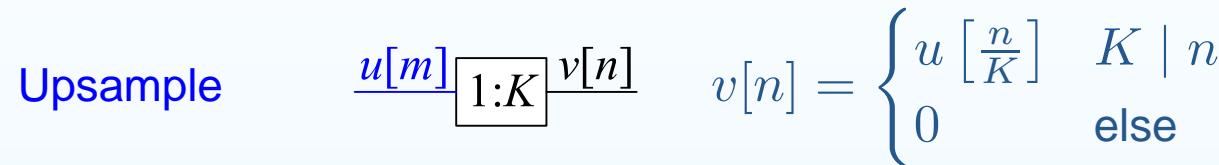
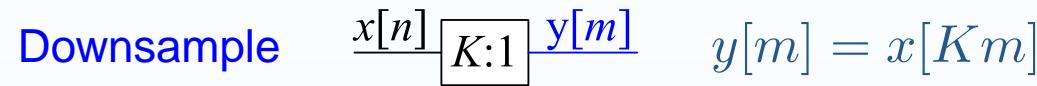
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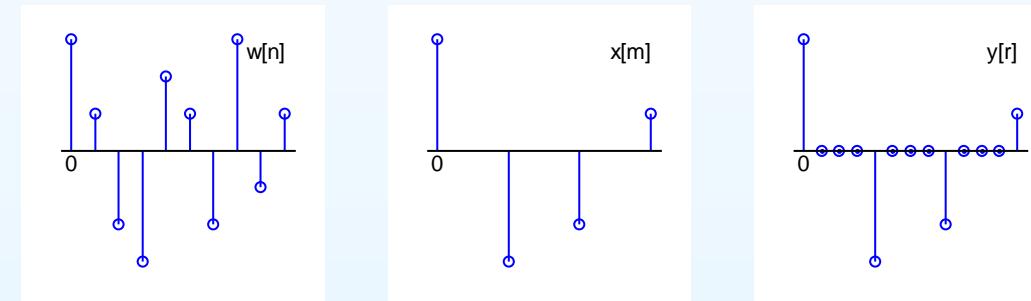
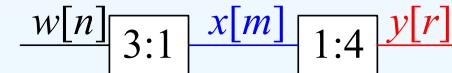
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# Building blocks



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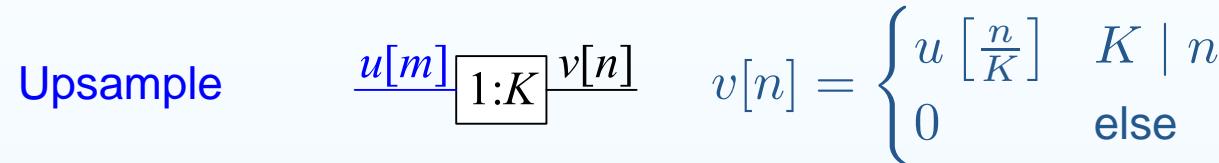
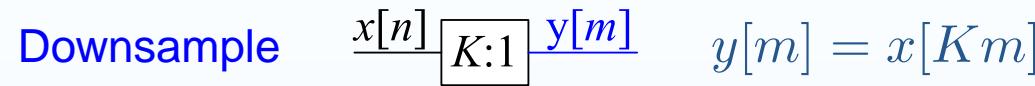
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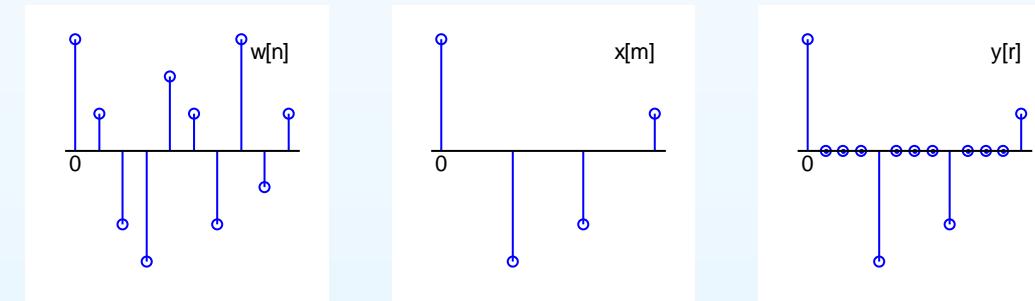
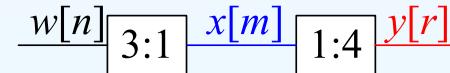
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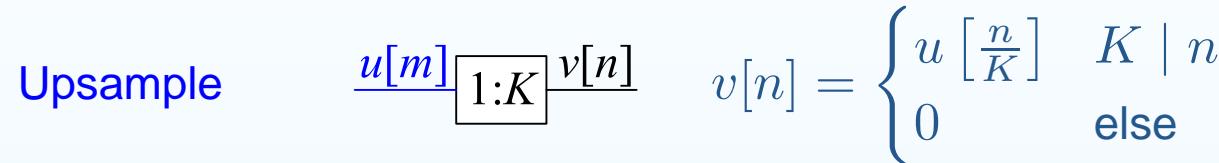
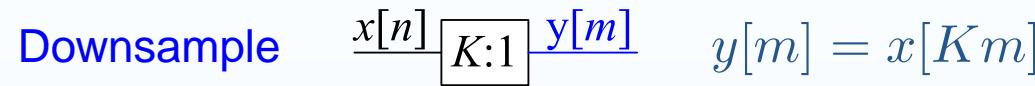


- We use different index variables ( $n, m, r$ ) for different sample rates

# Building blocks

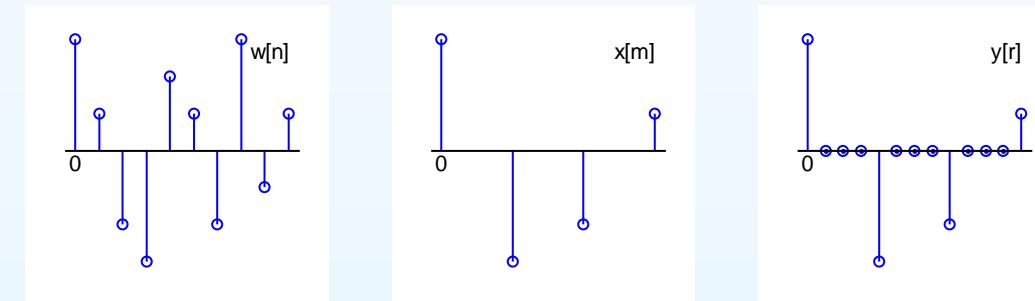
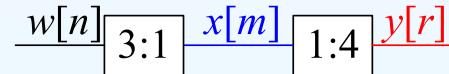
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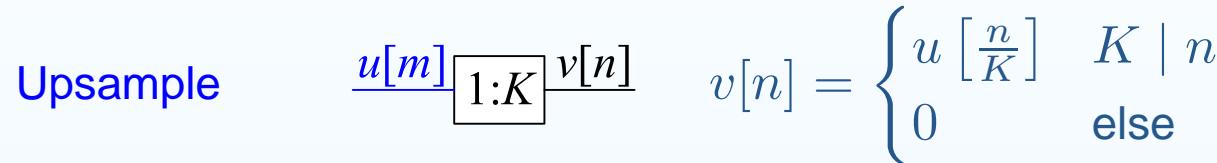
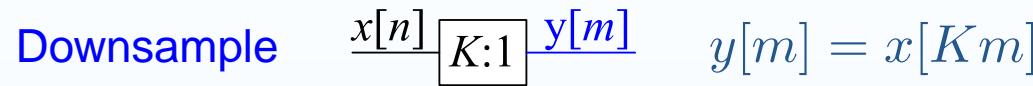


- We use different index variables ( $n, m, r$ ) for different sample rates
- Use different colours for signals at different rates (sometimes)

# Building blocks

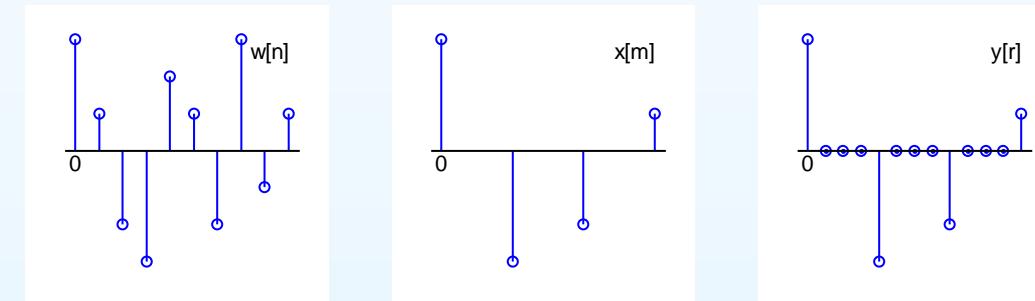
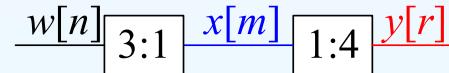
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Example:

Downsample by 3 then upsample by 4



- We use different index variables ( $n, m, r$ ) for different sample rates
- Use different colours for signals at different rates (sometimes)
- **Synchronization:** all signals have a sample at  $n = 0$ .

# Resampling Cascades

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Successive downsamplers or upsamplers  
can be combined

$$\begin{array}{c} P:1 \quad Q:1 \\ \hline \end{array} = \begin{array}{c} PQ:1 \\ \hline \end{array}$$
$$\begin{array}{c} 1:P \quad 1:Q \\ \hline \end{array} = \begin{array}{c} 1:PQ \\ \hline \end{array}$$

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Upsampling can be exactly inverted

$$\begin{array}{c} P:1 \\ \hline \end{array} \quad \begin{array}{c} Q:1 \\ \hline \end{array} = \begin{array}{c} PQ:1 \\ \hline \end{array}$$

$$\begin{array}{c} 1:P \\ \hline \end{array} \quad \begin{array}{c} 1:Q \\ \hline \end{array} = \begin{array}{c} 1:PQ \\ \hline \end{array}$$

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Downsampling destroys information permanently  $\Rightarrow$  uninvertible

$$\boxed{P:1} \xrightarrow{\quad} \boxed{Q:1} = \xrightarrow{\quad} \boxed{PQ:1}$$

$$\boxed{1:P} \xrightarrow{\quad} \boxed{1:Q} = \xrightarrow{\quad} \boxed{1:PQ}$$

$$\boxed{1:P} \xrightarrow{\quad} \boxed{P:1} = \xrightarrow{\quad}$$

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$$\boxed{1:P} \xrightarrow{\quad} \boxed{P:1} = \text{_____}$$

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Downsampling destroys information permanently  $\Rightarrow$  uninvertible

Resampling can be interchanged iff P and Q are coprime (surprising!)

$$\boxed{P:1} \xrightarrow{\quad} \boxed{1:Q} = \boxed{1:Q} \xrightarrow{\quad} \boxed{P:1}$$

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Downsampling destroys information permanently  $\Rightarrow$  uninvertible

$$\boxed{P:1} \xrightarrow{\quad} \boxed{1:Q} = \boxed{1:Q} \xrightarrow{\quad} \boxed{P:1}$$

Resampling can be interchanged iff P and Q are coprime (surprising!)

Proof: Left side:  $y[n] = x \left[ \frac{P}{Q} n \right]$  if  $Q \mid n$  else  $y[n] = 0$ .

[Note:  $a \mid b$  means “ $b$  is a multiple of  $a$ ”]

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Resampling can be interchanged iff P and Q are coprime (surprising!)

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Right side:  $y[n] = x \left[ \frac{P}{Q} n \right]$  if  $Q \mid Pn$ .

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Right side:  $y[n] = x \left[ \frac{P}{Q} n \right]$  if  $Q \mid Pn$ .

But  $\{Q \mid Pn \Rightarrow Q \mid n\}$  iff P and Q are coprime.

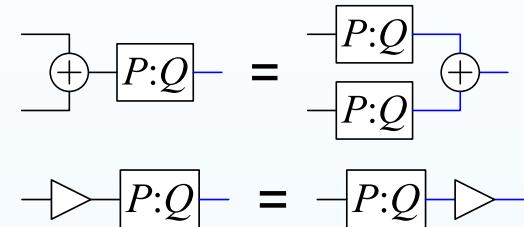
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# Noble Identities

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Resamplers commute with addition  
and multiplication



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# Noble Identities

Resamplers commute with addition and multiplication

Delays must be multiplied by the resampling ratio

The diagram consists of four separate equations, each showing two equivalent block diagrams separated by an equals sign (=).  
1. Top-left: A summing junction (+) followed by a delay block labeled  $P:Q$ . This is equal to a delay block labeled  $P:Q$  followed by a summing junction (+).  
2. Middle-left: A delay block labeled  $P:Q$  followed by a multiplier block (triangle). This is equal to a multiplier block (triangle) followed by a delay block labeled  $P:Q$ .  
3. Bottom-left: A delay block labeled  $Q:1$  followed by a delay block labeled  $z^{-1}$ . This is equal to a delay block labeled  $z^{-Q}$  followed by a delay block labeled  $Q:1$ .  
4. Bottom-right: A delay block labeled  $z^{-1}$  followed by a delay block labeled  $1:Q$ . This is equal to a delay block labeled  $1:Q$  followed by a delay block labeled  $z^{-Q}$ .

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Resamplers commute with addition and multiplication

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Noble identities:  
Exchange resamplers and filters

$$\begin{array}{lcl} \text{---} \oplus \text{---} P:Q \text{---} & = & \text{---} P:Q \text{---} \oplus \text{---} \\ \text{---} \times \text{---} P:Q \text{---} & = & \text{---} P:Q \text{---} \times \text{---} \\ \text{---} Q:1 \text{---} z^{-1} \text{---} & = & \text{---} z^{-Q} \text{---} Q:1 \text{---} \\ \text{---} z^{-1} \text{---} 1:Q \text{---} & = & \text{---} 1:Q \text{---} z^{-Q} \text{---} \\ \text{---} Q:1 \text{---} H(z) \text{---} & = & \text{---} H(z^Q) \text{---} Q:1 \text{---} \\ \text{---} H(z) \text{---} 1:Q \text{---} & = & \text{---} 1:Q \text{---} H(z^Q) \text{---} \end{array}$$

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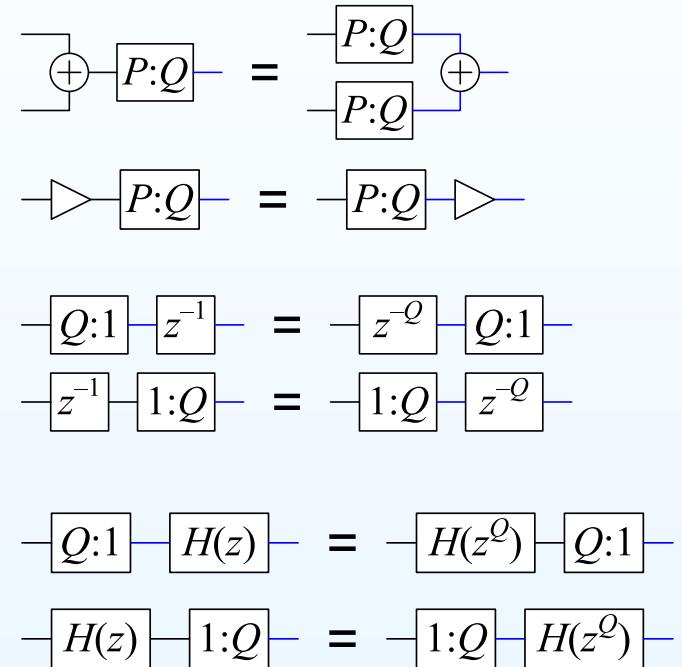
# Noble Identities

Resamplers commute with addition and multiplication

Delays must be multiplied by the resampling ratio

Noble identities:  
Exchange resamplers and filters

Example:  $H(z) = h[0] + h[1]z^{-1} + h[2]z^{-2} + \dots$   
 $H(z^3) = h[0] + h[1]z^{-3} + h[2]z^{-6} + \dots$


$$\begin{array}{c} \boxed{+} \quad \boxed{P:Q} \quad = \quad \boxed{P:Q} \quad \boxed{+} \\ \boxed{\times} \quad \boxed{P:Q} \quad = \quad \boxed{P:Q} \quad \boxed{\times} \\ \boxed{Q:1} \quad \boxed{z^{-1}} \quad = \quad \boxed{z^{-Q}} \quad \boxed{Q:1} \\ \boxed{z^{-1}} \quad \boxed{1:Q} \quad = \quad \boxed{1:Q} \quad \boxed{z^{-Q}} \\ \boxed{Q:1} \quad \boxed{H(z)} \quad = \quad \boxed{H(z^Q)} \quad \boxed{Q:1} \\ \boxed{H(z)} \quad \boxed{1:Q} \quad = \quad \boxed{1:Q} \quad \boxed{H(z^Q)} \end{array}$$

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Resamplers commute with addition and multiplication

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Noble identities:  
Exchange resamplers and filters

Corollary

Example:  $H(z) = h[0] + h[1]z^{-1} + h[2]z^{-2} + \dots$   
 $H(z^3) = h[0] + h[1]z^{-3} + h[2]z^{-6} + \dots$

The diagram consists of six equations arranged in two rows of three. Each equation shows two equivalent signal flow graphs separated by an equals sign. The top row shows:

- Resampler  $P:Q$  followed by adder (summing input and resampler output) is equivalent to adder followed by resampler  $P:Q$ .
- Resampler  $P:Q$  followed by multiplier is equivalent to multiplier followed by resampler  $P:Q$ .

The bottom row shows:

- Delay  $z^{-1}$  followed by resampler  $Q:1$  is equivalent to resampler  $z^{-Q}$  followed by delay  $Q:1$ .
- Delay  $z^{-1}$  followed by resampler  $1:Q$  is equivalent to resampler  $1:Q$  followed by delay  $z^{-Q}$ .

The last two rows show the exchange of resamplers and filters:

- Delay  $Q:1$  followed by filter  $H(z)$  is equivalent to filter  $H(z^Q)$  followed by delay  $Q:1$ .
- Filter  $H(z)$  followed by delay  $1:Q$  is equivalent to delay  $1:Q$  followed by filter  $H(z^Q)$ .
- Delay  $Q:1$  followed by unity gain delay is equivalent to unity gain delay followed by delay  $Q:1$ .

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Define  $h_Q[n]$  to be the impulse response of  $H(z^Q)$ .

$$\frac{x[n]}{Q:1} \xrightarrow{H(z)} \frac{y[r]}{Q:1} = \frac{x[n]}{H(z^Q)} \xrightarrow{v[n]} \frac{w[r]}{Q:1}$$

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$$\xrightarrow{x[n] \boxed{Q:1} \textcolor{blue}{u[r]} \boxed{H(z)} \textcolor{blue}{y[r]}} = \xrightarrow{\textcolor{blue}{x[n]} \boxed{H(z^Q)} \textcolor{blue}{v[n]} \boxed{Q:1} \textcolor{blue}{w[r]}}$$

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Upsampled Noble Identity:

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If  $Q \nmid n$ , then  $v[n - Qm] = 0 \forall m$  so  $w[n] = 0 = y[n]$

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If  $Q \mid n = Qr$ , then  $w[Qr] = \sum_{m=0}^M h[m]v[Qr - Qm]$

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Upsampled Noble Identity:

$$\underline{x[r]} \boxed{H(z)} \underline{u[r]} \boxed{1:Q} \underline{y[n]} = \underline{x[r]} \boxed{1:Q} \underline{v[n]} \boxed{H(z^Q)} \underline{w[n]}$$

We know that  $v[n] = 0$  except when  $Q \mid n$  and that  $v[Qr] = x[r]$ .

$$\begin{aligned} w[n] &= \sum_{s=0}^{QM} h_Q[s]v[n - s] = \sum_{m=0}^M h_Q[Qm]v[n - Qm] \\ &= \sum_{m=0}^M h[m]v[n - Qm] \end{aligned}$$

If  $Q \nmid n$ , then  $v[n - Qm] = 0 \forall m$  so  $w[n] = 0 = y[n]$

$$\begin{aligned} \text{If } Q \mid n = Qr, \text{ then } w[Qr] &= \sum_{m=0}^M h[m]v[Qr - Qm] \\ &= \sum_{m=0}^M h[m]x[r - m] = u[r] \end{aligned}$$

## Noble Identities Proof

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Define  $h_Q[n]$  to be the impulse response of  $H(z^Q)$ .

$$\xrightarrow{x[n] \boxed{Q:1} u[r]} H(z) \xrightarrow{y[r]} = \xrightarrow{x[n] \boxed{H(z^Q)} v[n]} \boxed{Q:1} \xrightarrow{w[r]}$$

Assume that  $h[r]$  is of length  $M + 1$  so that  $h_Q[n]$  is of length  $QM + 1$ . We know that  $h_Q[n] = 0$  except when  $Q \mid n$  and that  $h[r] = h_Q[Qr]$ .

$$\begin{aligned} w[r] &= v[Qr] = \sum_{s=0}^{QM} h_Q[s]x[Qr - s] \\ &= \sum_{m=0}^M h_Q[Qm]x[Qr - Qm] = \sum_{m=0}^M h[m]x[Q(r - m)] \\ &= \sum_{m=0}^M h[m]u[r - m] = y[r] \quad \text{☺} \end{aligned}$$

Upsampled Noble Identity:

$$\xrightarrow{x[r] \boxed{H(z)} u[r]} \boxed{1:Q} \xrightarrow{y[n]} = \xrightarrow{x[r] \boxed{1:Q} v[n]} \boxed{H(z^Q)} \xrightarrow{w[n]}$$

We know that  $v[n] = 0$  except when  $Q \mid n$  and that  $v[Qr] = x[r]$ .

$$\begin{aligned} w[n] &= \sum_{s=0}^{QM} h_Q[s]v[n - s] = \sum_{m=0}^M h_Q[Qm]v[n - Qm] \\ &= \sum_{m=0}^M h[m]v[n - Qm] \end{aligned}$$

If  $Q \nmid n$ , then  $v[n - Qm] = 0 \forall m$  so  $w[n] = 0 = y[n]$

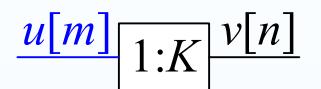
If  $Q \mid n = Qr$ , then  $w[Qr] = \sum_{m=0}^M h[m]v[Qr - Qm]$   
 $= \sum_{m=0}^M h[m]x[r - m] = u[r] = y[Qr] \quad \text{☺}$

## Upsampled z-transform

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$$V(z) = \sum_n v[n]z^{-n}$$

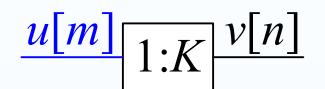


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$$V(z) = \sum_n v[n]z^{-n} = \sum_{n:K|n} u\left[\frac{n}{K}\right]z^{-n}$$

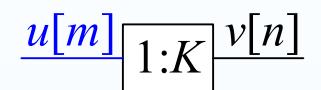


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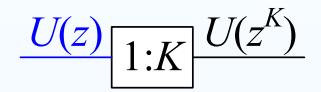
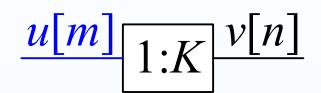


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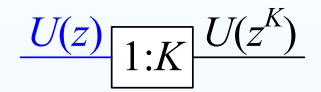
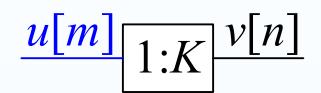


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**Spectrum:**  $V(e^{j\omega}) = U(e^{jK\omega})$

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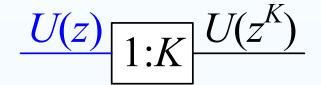
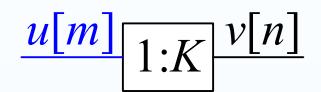
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## Upampled z-transform

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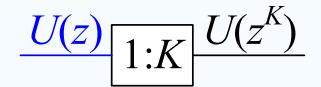
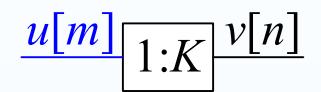


**Spectrum:**  $V(e^{j\omega}) = U(e^{jK\omega})$

Spectrum is horizontally shrunk and replicated  $K$  times.

## Upsampled z-transform

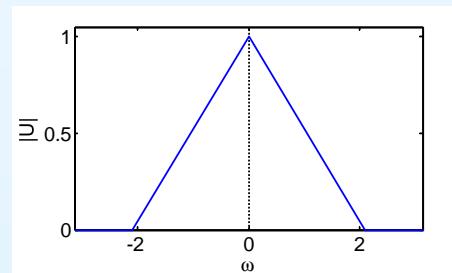
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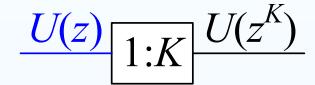
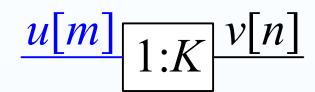
Spectrum is horizontally shrunk and replicated  $K$  times.

Example:



## Upsampled z-transform

$$\begin{aligned} V(z) &= \sum_n v[n]z^{-n} = \sum_{n:K|n} u\left[\frac{n}{K}\right]z^{-n} \\ &= \sum_m u[m]z^{-Km} = U(z^K) \end{aligned}$$

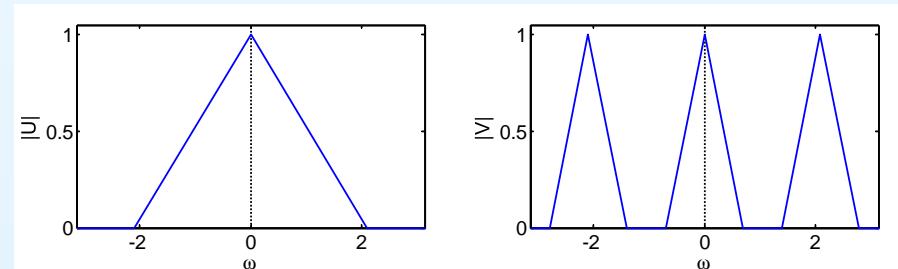


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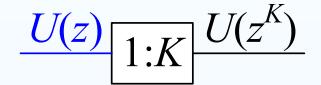
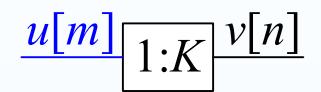
Example:

$K = 3$ : three images of the original spectrum in all.



## Upsampled z-transform

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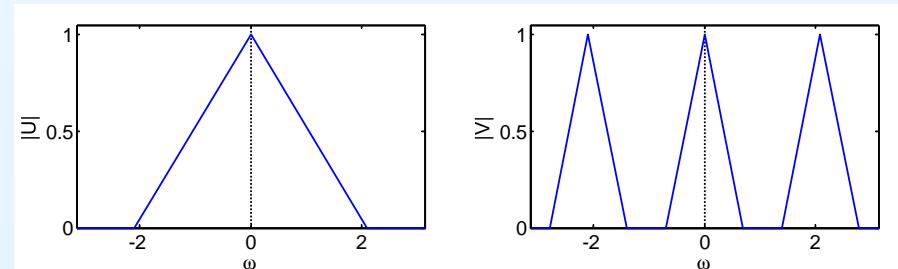
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Spectrum is horizontally shrunk and replicated  $K$  times.

Total **energy** unchanged; **power** (= energy/sample) multiplied by  $\frac{1}{K}$

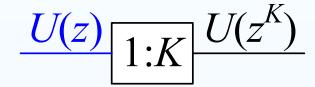
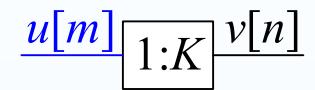
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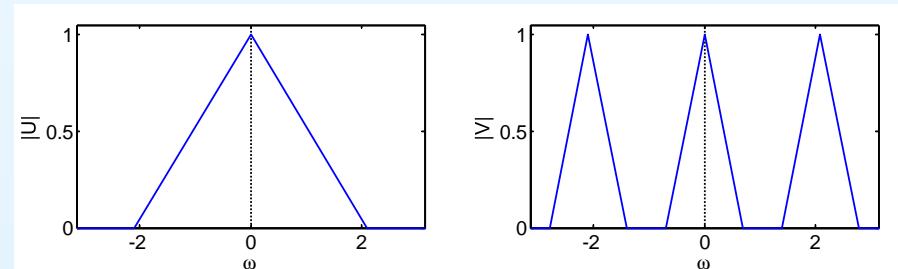
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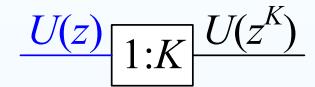
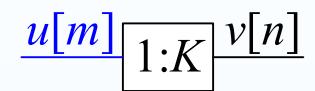
$K = 3$ : three images of the original spectrum in all.

Energy unchanged:  $\frac{1}{2\pi} \int |U(e^{j\omega})|^2 d\omega = \frac{1}{2\pi} \int |V(e^{j\omega})|^2 d\omega$



## Upsampled z-transform

$$\begin{aligned} V(z) &= \sum_n v[n]z^{-n} = \sum_{n:K|n} u\left[\frac{n}{K}\right]z^{-n} \\ &= \sum_m u[m]z^{-Km} = U(z^K) \end{aligned}$$



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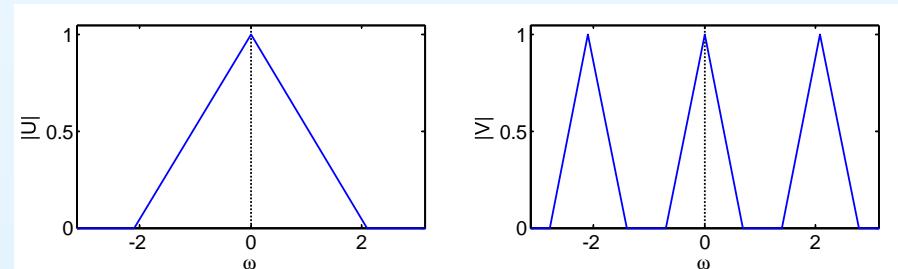
Total **energy** unchanged; **power** (= energy/sample) multiplied by  $\frac{1}{K}$

Upsampling normally **followed** by a LP filter to remove images.

**Example:**

$K = 3$ : three images of the original spectrum in all.

Energy unchanged:  $\frac{1}{2\pi} \int |U(e^{j\omega})|^2 d\omega = \frac{1}{2\pi} \int |V(e^{j\omega})|^2 d\omega$

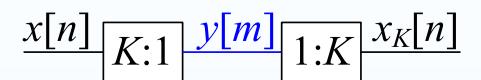


# Downsampled z-transform

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Define  $c_K[n] = \delta_{K|n}[n]$



---

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# Downsampled z-transform

---

Define  $c_K[n] = \delta_{K|n}[n] = \frac{1}{K} \sum_{k=0}^{K-1} e^{\frac{j2\pi kn}{K}}$



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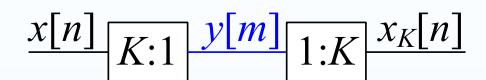
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Define  $c_K[n] = \delta_{K|n}[n] = \frac{1}{K} \sum_{k=0}^{K-1} e^{\frac{j2\pi kn}{K}}$



Now define  $x_K[n] = \begin{cases} x[n] & K \mid n \\ 0 & K \nmid n \end{cases}$

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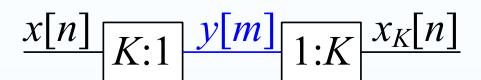
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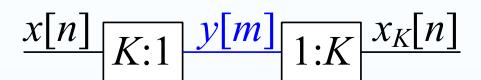
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$$X_K(z) = \sum_n x_K[n]z^{-n}$$

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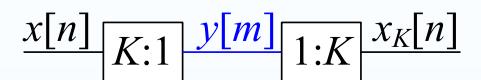
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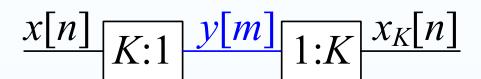
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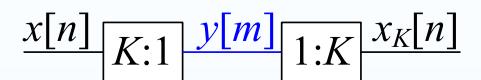
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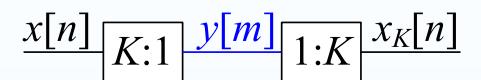
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$$\begin{aligned} X_K(z) &= \sum_n x_K[n]z^{-n} = \frac{1}{K} \sum_n \sum_{k=0}^{K-1} e^{\frac{j2\pi kn}{K}} x[n]z^{-n} \\ &= \frac{1}{K} \sum_{k=0}^{K-1} \sum_n x[n] \left( e^{\frac{-j2\pi k}{K}} z \right)^{-n} = \frac{1}{K} \sum_{k=0}^{K-1} X(e^{\frac{-j2\pi k}{K}} z) \end{aligned}$$

From previous slide:

$$X_K(z) = Y(z^K)$$

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## 11: Multirate Systems

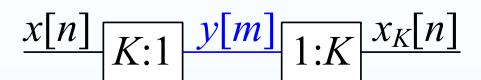
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- Noble Identities
- Noble Identities Proof
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- Downsampled z-transform
- Downsampled Spectrum
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# Downsampled z-transform

---

Define  $c_K[n] = \delta_{K|n}[n] = \frac{1}{K} \sum_{k=0}^{K-1} e^{\frac{j2\pi kn}{K}}$



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From previous slide:

$$\begin{aligned} X_K(z) &= Y(z^K) \\ \Rightarrow Y(z) &= X_K(z^{\frac{1}{K}}) \end{aligned}$$

---

## 11: Multirate Systems

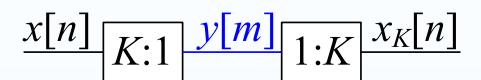
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From previous slide:

$$X(z) \xrightarrow{K:1} \frac{1}{K} \sum_{k=0}^{K-1} X(e^{\frac{-j2\pi k}{K}} z^{\frac{1}{K}})$$

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## 11: Multirate Systems

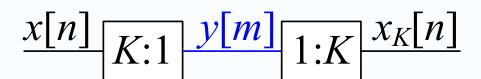
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Frequency Spectrum:

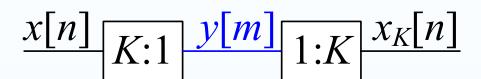
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# Downsampled z-transform

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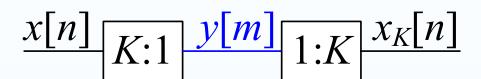
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# Downsampled z-transform

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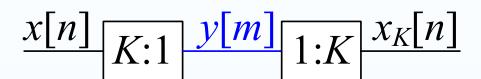
Average of  $K$  aliased versions, each expanded in  $\omega$  by a factor of  $K$ .

## Downsampled z-transform

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Average of  $K$  aliased versions, each expanded in  $\omega$  by a factor of  $K$ .  
Downsampling is normally **preceded** by a LP filter to prevent aliasing.

# Downsampled Spectrum

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

$x[n]$   $\boxed{K:1}$   $y[m]$

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# Downsampled Spectrum

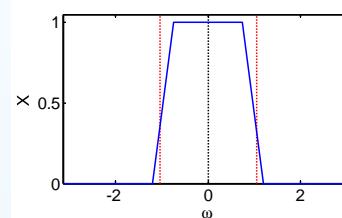
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$x[n]$  K:1  $y[m]$

## Example 1:

$$K = 3$$

Not quite limited to  $\pm \frac{\pi}{K}$



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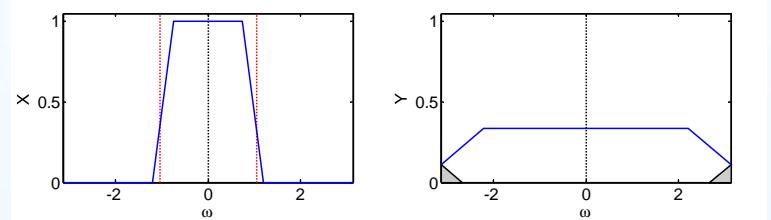
$x[n]$  K:1  $y[m]$

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Shaded region shows aliasing



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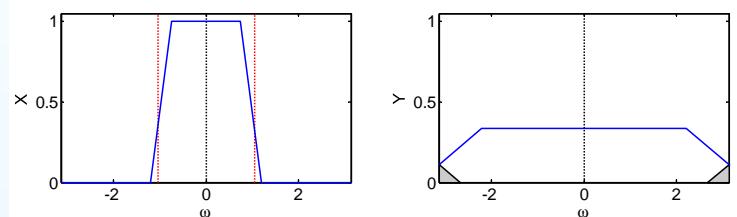
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Energy decreases:  $\frac{1}{2\pi} \int |Y(e^{j\omega})|^2 d\omega \approx \frac{1}{2\pi K} \int |X(e^{j\omega})|^2 d\omega$



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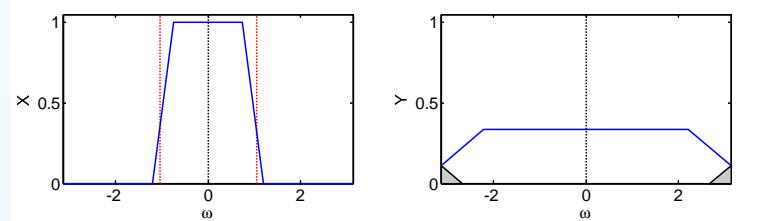
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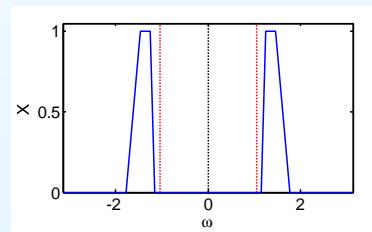
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## Example 2:

$$K = 3$$

Energy all in  $\frac{\pi}{K} \leq |\omega| < 2\frac{\pi}{K}$



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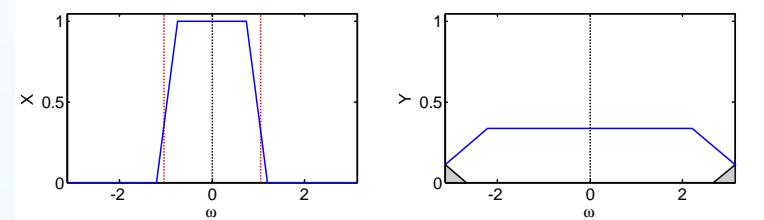
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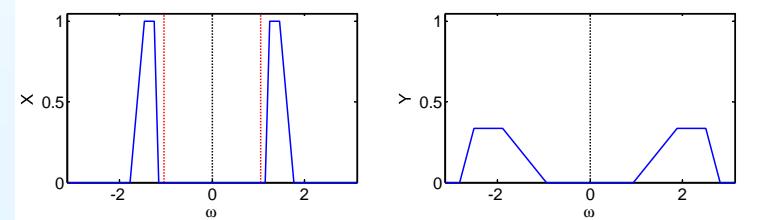


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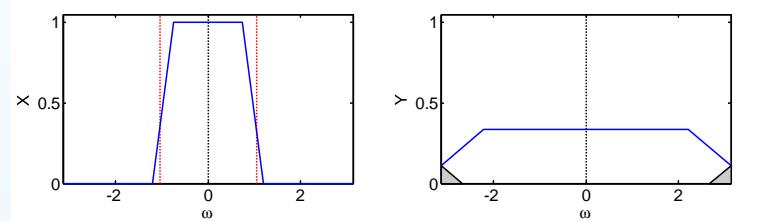
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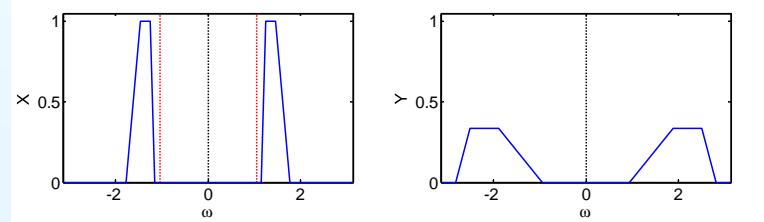
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## Example 2:

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No aliasing: ☺



No aliasing: All energy is in  $r\frac{\pi}{K} \leq |\omega| < (r+1)\frac{\pi}{K}$  for some integer  $r$

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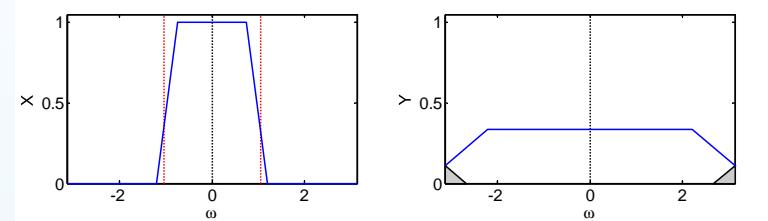
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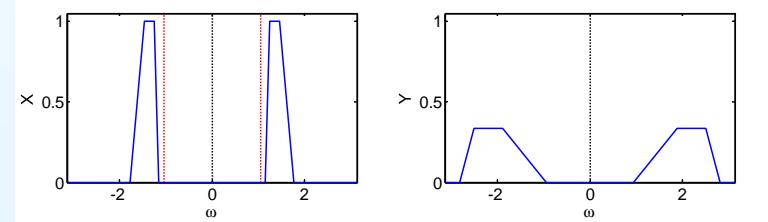
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No aliasing: All energy is in  $r\frac{\pi}{K} \leq |\omega| < (r + 1)\frac{\pi}{K}$  for some integer  $r$

Normal case ( $r = 0$ ): All energy in  $0 \leq |\omega| \leq \frac{\pi}{K}$

# Downsampled Spectrum

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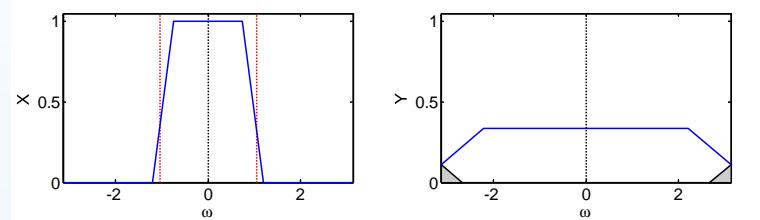
$x[n]$  K:1  $y[m]$

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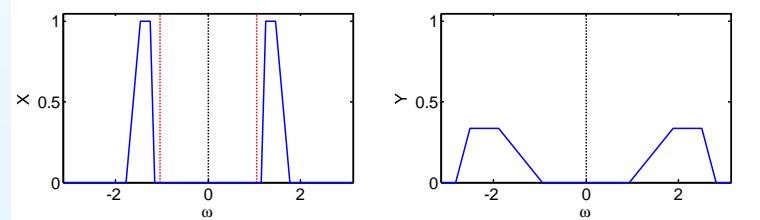
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Normal case ( $r = 0$ ): All energy in  $0 \leq |\omega| \leq \frac{\pi}{K}$

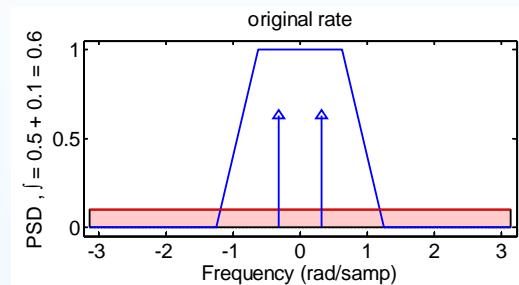
Downsampling: Total energy multiplied by  $\frac{1}{K}$  if there is no aliasing  
Average power (= energy/sample) ≈ unchanged

# Power Spectral Density

## 11: Multirate Systems

- Multirate Systems
- Building blocks
- Resampling Cascades
- Noble Identities
- Noble Identities Proof
- Upsampled z-transform
- Downsampled z-transform
- Downsampled Spectrum
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- Perfect Reconstruction
- Commutators
- Summary
- MATLAB routines

Example: Signal in  $\omega \in \pm 0.4\pi$  + Tones @  $\omega = \pm 0.1\pi$  + White noise



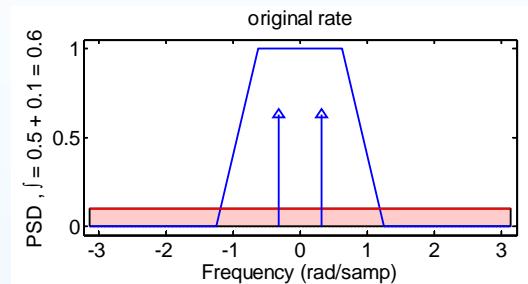
# Power Spectral Density

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Example: Signal in  $\omega \in \pm 0.4\pi$  + Tones @  $\omega = \pm 0.1\pi$  + White noise

Power = Energy/sample = Average PSD



# Power Spectral Density

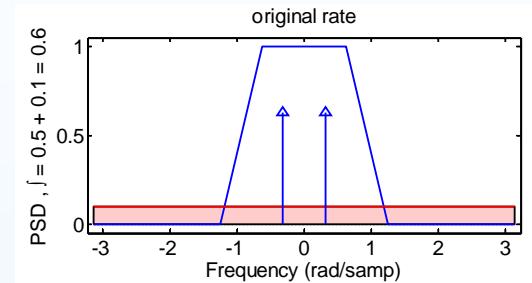
## 11: Multirate Systems

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Example: Signal in  $\omega \in \pm 0.4\pi$  + Tones @  $\omega = \pm 0.1\pi$  + White noise

Power = Energy/sample = Average PSD

$$= \frac{1}{2\pi} \int_{-\pi}^{\pi} \text{PSD}(\omega) d\omega$$



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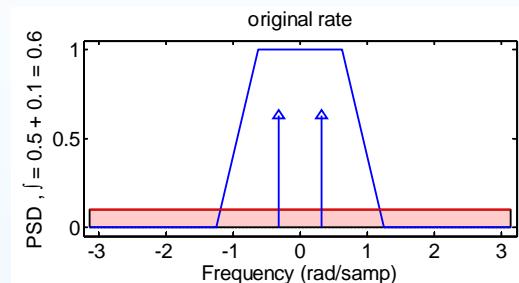
# Power Spectral Density

Example: Signal in  $\omega \in \pm 0.4\pi$  + Tones @  $\omega = \pm 0.1\pi$  + White noise

Power = Energy/sample = Average PSD

$$= \frac{1}{2\pi} \int_{-\pi}^{\pi} \text{PSD}(\omega) d\omega$$

Signal Power = 0.5, Noise Power = 0.1



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# Power Spectral Density

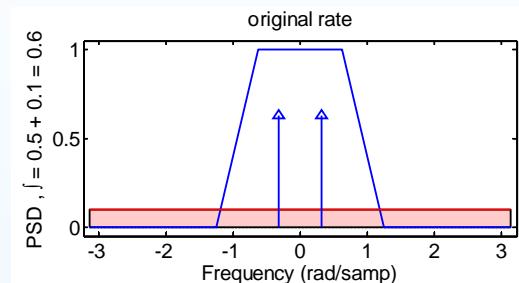
Example: Signal in  $\omega \in \pm 0.4\pi$  + Tones @  $\omega = \pm 0.1\pi$  + White noise

Power = Energy/sample = Average PSD

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Signal Power = 0.5, Noise Power = 0.1

Total Power = Energy/sample = 0.6



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# Power Spectral Density

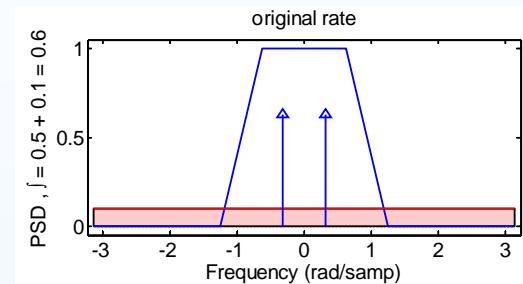
Example: Signal in  $\omega \in \pm 0.4\pi$  + Tones @  $\omega = \pm 0.1\pi$  + White noise

Power = Energy/sample = Average PSD

$$= \frac{1}{2\pi} \int_{-\pi}^{\pi} \text{PSD}(\omega) d\omega$$

Signal Power = 0.5, Noise Power = 0.1

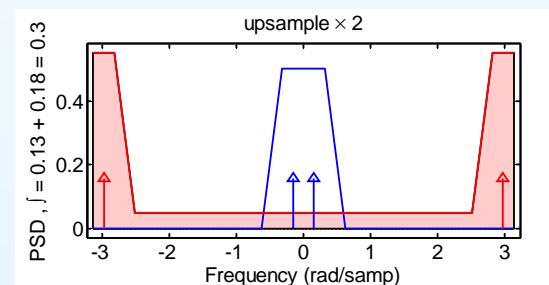
Total Power = Energy/sample = 0.6



Upsampling:

Same energy  
per second

$\Rightarrow$  Power is  $\div K$



# Power Spectral Density

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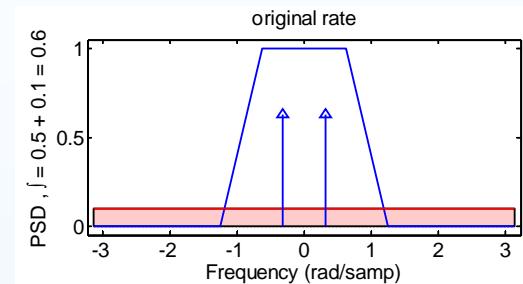
Example: Signal in  $\omega \in \pm 0.4\pi$  + Tones @  $\omega = \pm 0.1\pi$  + White noise

Power = Energy/sample = Average PSD

$$= \frac{1}{2\pi} \int_{-\pi}^{\pi} \text{PSD}(\omega) d\omega$$

Signal Power = 0.5, Noise Power = 0.1

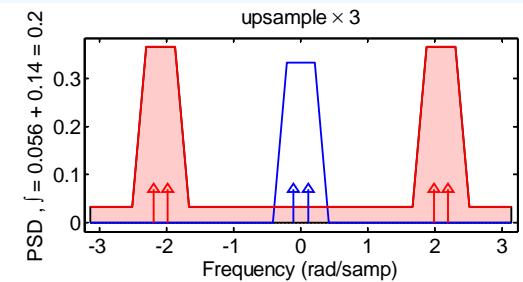
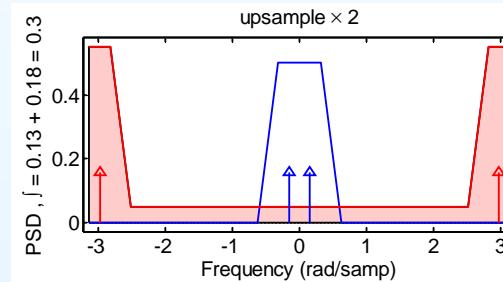
Total Power = Energy/sample = 0.6



Upsampling:

Same energy  
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⇒ Power is  $\div K$



# Power Spectral Density

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Power = Energy/sample = Average PSD

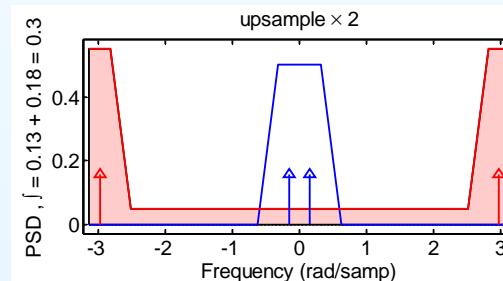
$$= \frac{1}{2\pi} \int_{-\pi}^{\pi} \text{PSD}(\omega) d\omega$$

Signal Power = 0.5, Noise Power = 0.1

Total Power = Energy/sample = 0.6

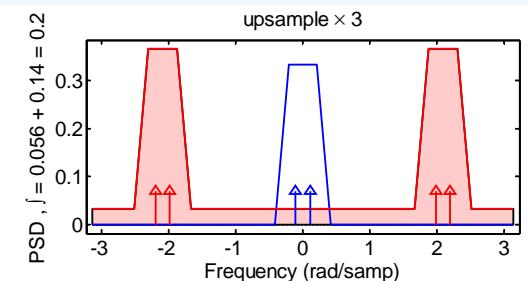
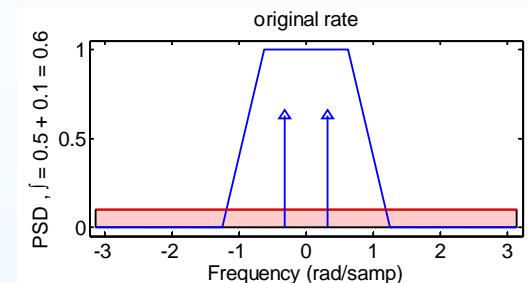
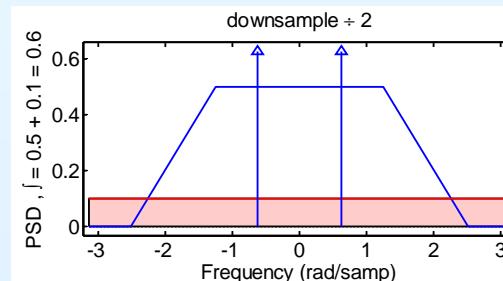
Upsampling:

Same energy  
per second  
 $\Rightarrow$  Power is  $\div K$



Downsampling:

Average power  
is unchanged.



# Power Spectral Density

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Example: Signal in  $\omega \in \pm 0.4\pi$  + Tones @  $\omega = \pm 0.1\pi$  + White noise

Power = Energy/sample = Average PSD

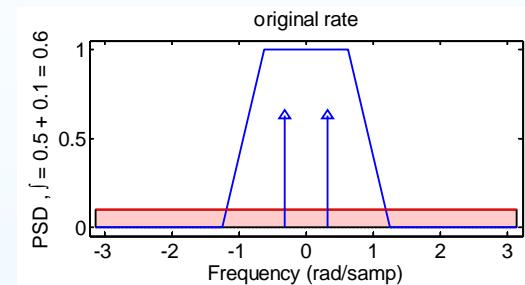
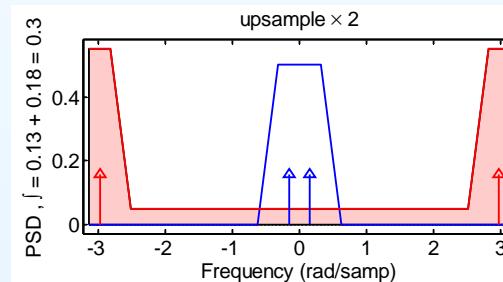
$$= \frac{1}{2\pi} \int_{-\pi}^{\pi} \text{PSD}(\omega) d\omega$$

Signal Power = 0.5, Noise Power = 0.1

Total Power = Energy/sample = 0.6

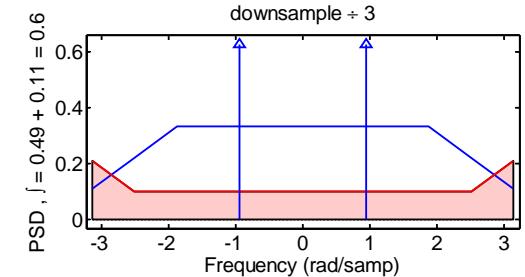
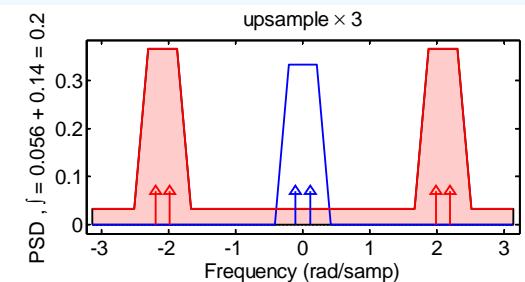
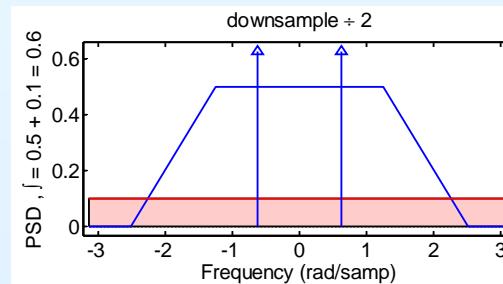
Upsampling:

Same energy  
per second  
 $\Rightarrow$  Power is  $\div K$



Downsampling:

Average power  
is unchanged.  
 $\exists$  aliasing in  
the  $\div 3$  case.

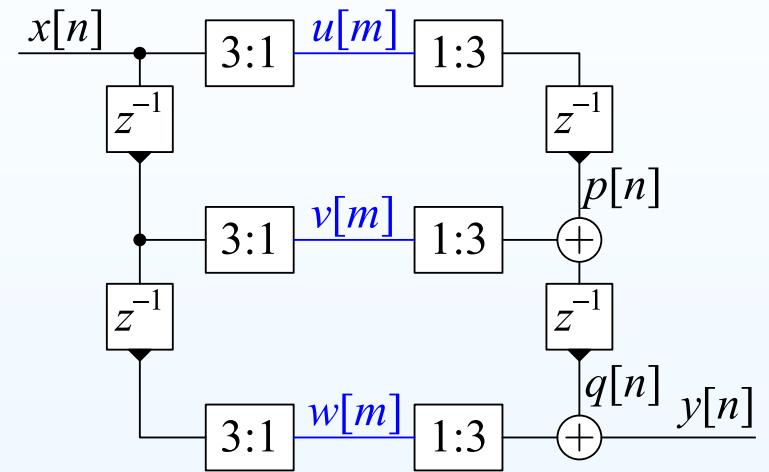


# Perfect Reconstruction

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$x[n]$     cdefghijklmn

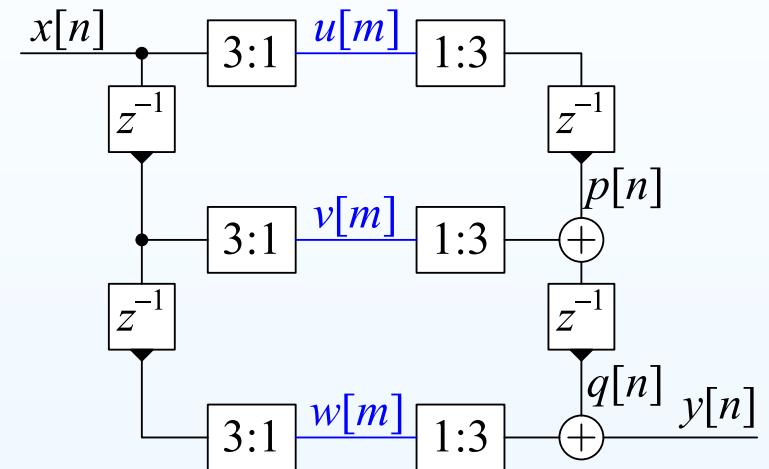


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$x[n]$     cdefghijklmn  
 $u[m]$     c f i l

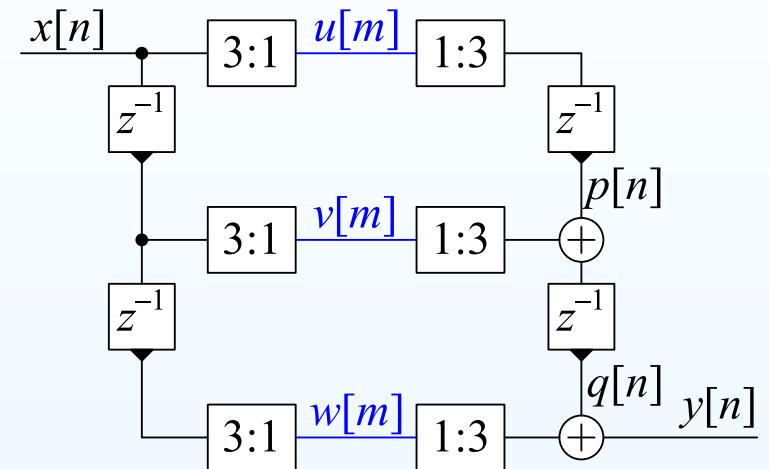


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$x[n]$	c d e f g h i j k l m n
$u[m]$	c f i l
$p[n]$	-c--f--i--l

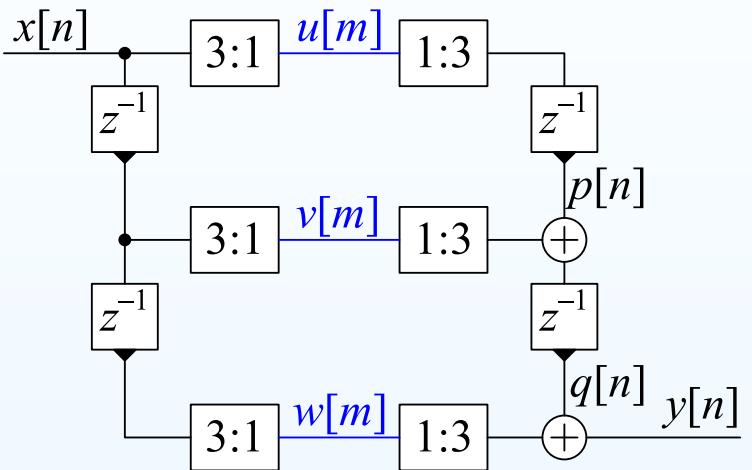


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$x[n]$	c d e f g h i j k l m n
$u[m]$	c f i l
$p[n]$	-c--f--i--l
$v[m]$	b e h k

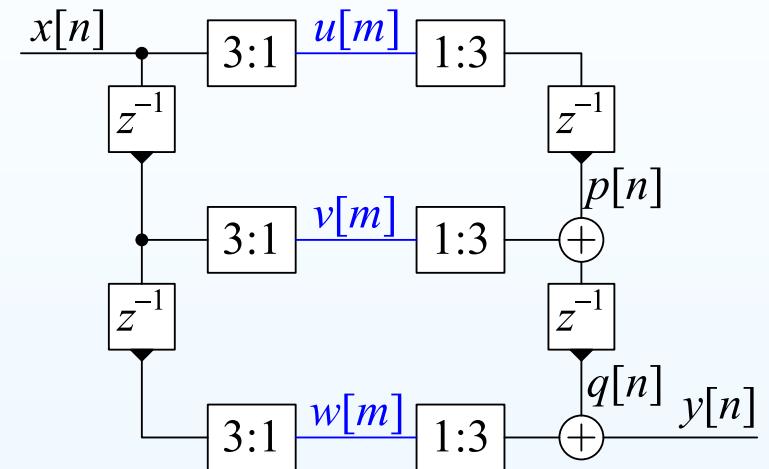


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$x[n]$	c d e f g h i j k l m n
$u[m]$	c f i l
$p[n]$	-c--f--i--l
$v[m]$	b e h k
$q[n]$	-bc-ef-hi-kl

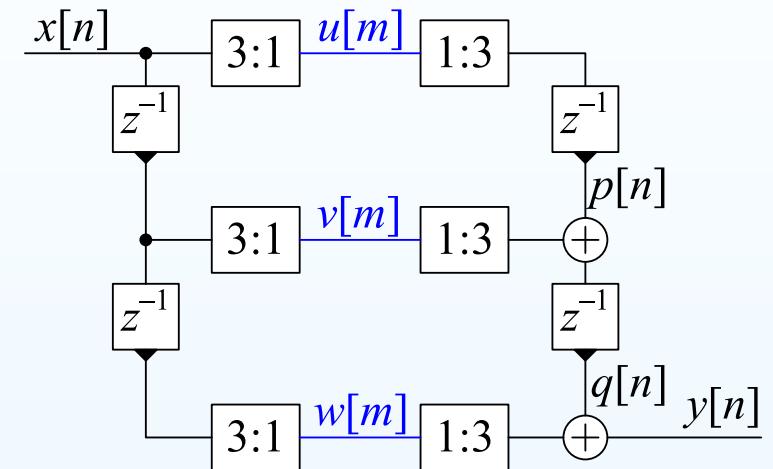


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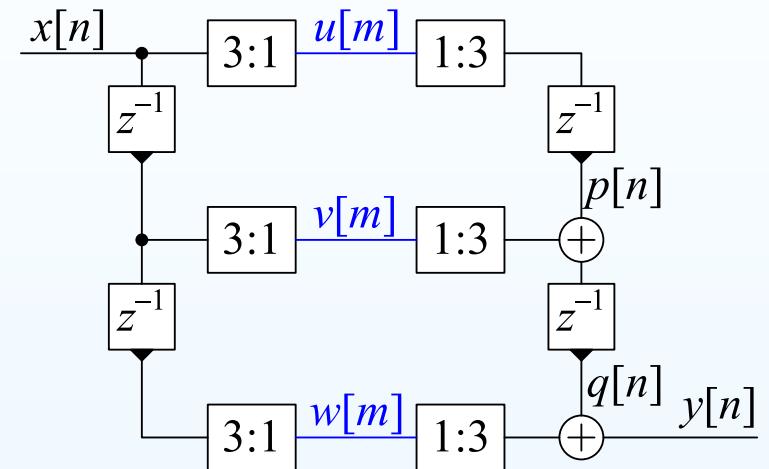
$x[n]$	c d e f g h i j k l m n
$u[m]$	c f i l
$p[n]$	-c--f--i--l
$v[m]$	b e h k
$q[n]$	-bc-ef-hi-kl
$w[m]$	a d g j



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$x[n]$	cdefghijklmn
$u[m]$	c f i l
$p[n]$	-c--f--i--l
$v[m]$	b e h k
$q[n]$	-bc-ef-hi-kl
$w[m]$	a d g j
$y[n]$	abcdefghijkl

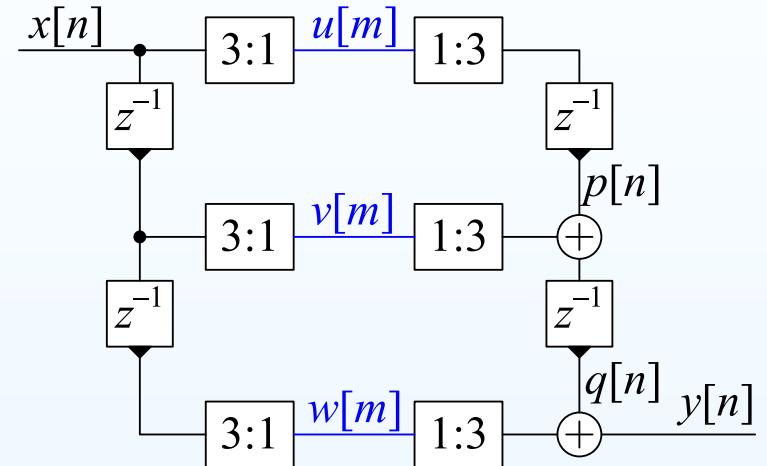


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$v[m]$	b e h k
$q[n]$	-bc-ef-hi-kl
$w[m]$	a d g j
$y[n]$	abcdeffghijkl



Input sequence  $x[n]$  is split into three streams at  $\frac{1}{3}$  the sample rate:

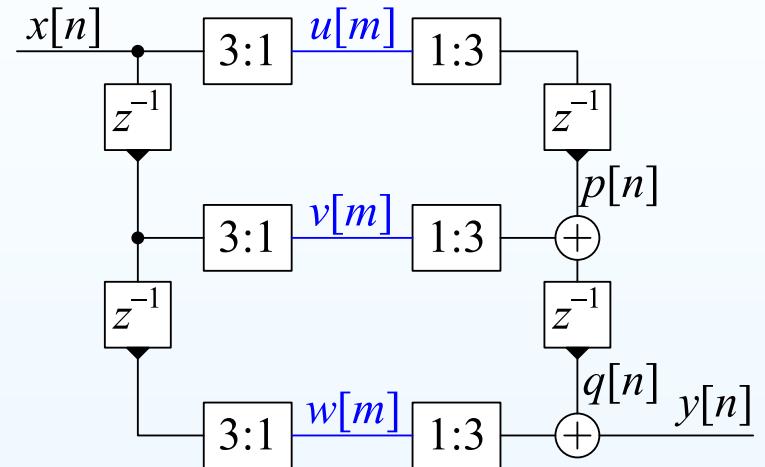
$$u[m] = x[3m], v[m] = x[3m - 1], w[m] = x[3m - 2]$$

# Perfect Reconstruction

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Input sequence  $x[n]$  is split into three streams at  $\frac{1}{3}$  the sample rate:

$$u[m] = x[3m], v[m] = x[3m - 1], w[m] = x[3m - 2]$$

Following upsampling, the streams are aligned by the delays and then added to give:

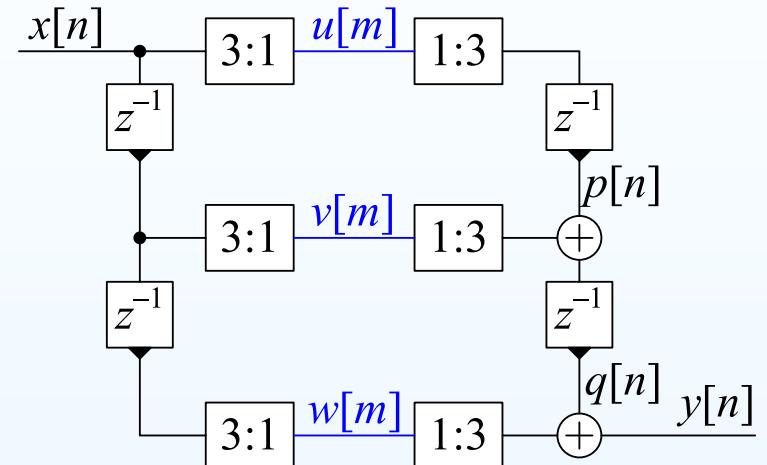
$$y[n] = x[n - 2]$$

# Perfect Reconstruction

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Input sequence  $x[n]$  is split into three streams at  $\frac{1}{3}$  the sample rate:

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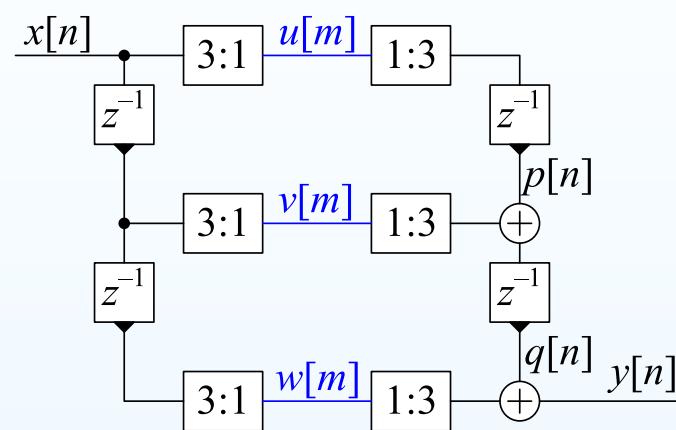
$$y[n] = x[n - 2]$$

Perfect Reconstruction: output is a delayed scaled replica of the input

# Commutators

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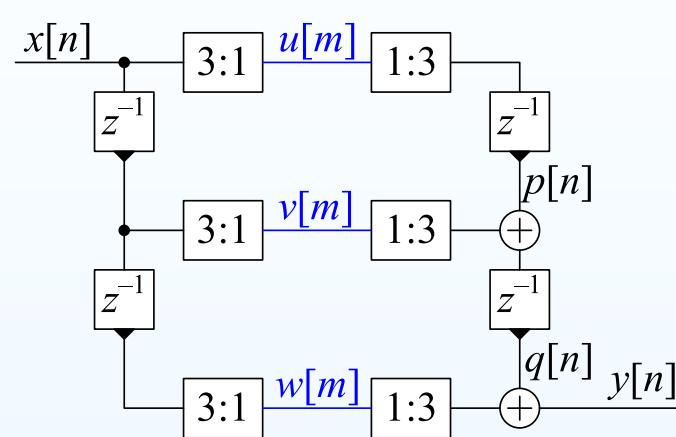


$x[n]$	c	d	e	f	g	h	i	j	k	l	m
$u[m]$	c	f		i							
$v[m]$	b	e		h							
$w[m]$	a	d		g							
$y[n]$	a	b	c	d	e	f	g	h	i	j	k

# Commutators

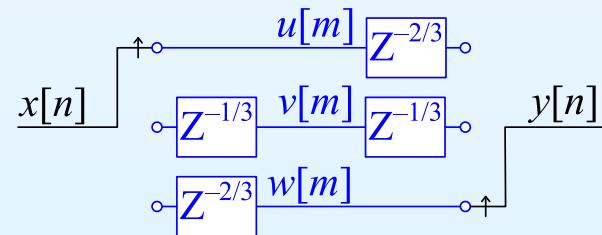
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$x[n]$	c	d	e	f	g	h	i	j	k	l	m
$u[m]$	c		f		i						
$v[m]$	b		e		h		k				
$w[m]$	a		d		g		j				
$y[n]$	a	b	c	d	e	f	g	h	i	j	k

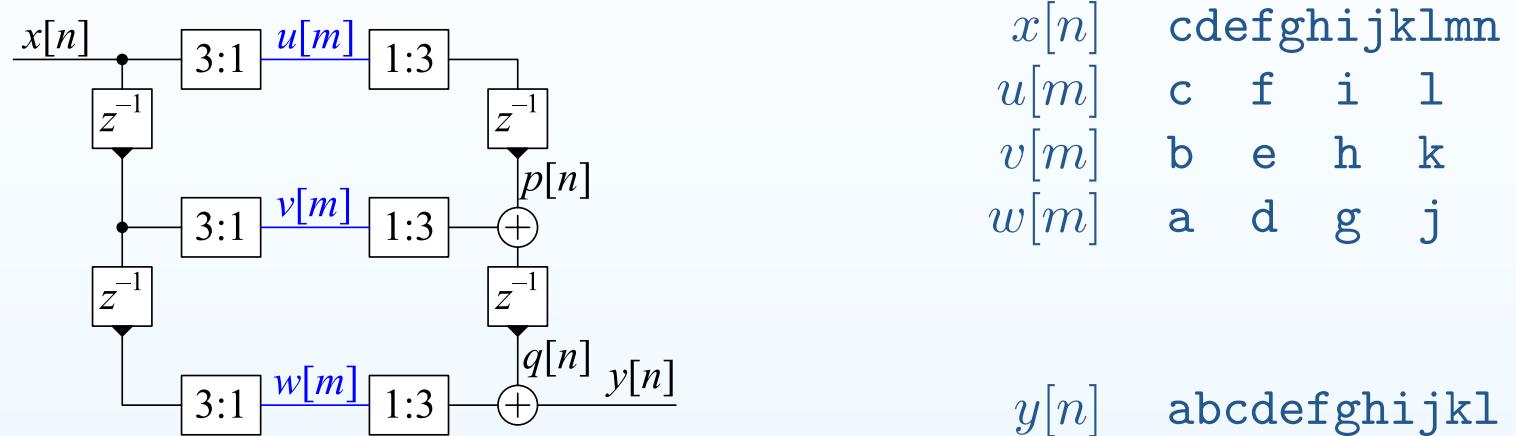
The combination of delays and downsamplers can be regarded as a commutator that **distributes values in sequence** to  $u$ ,  $w$  and  $v$ .



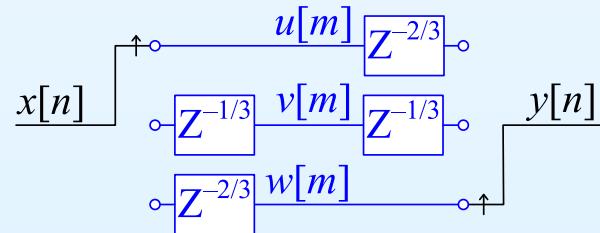
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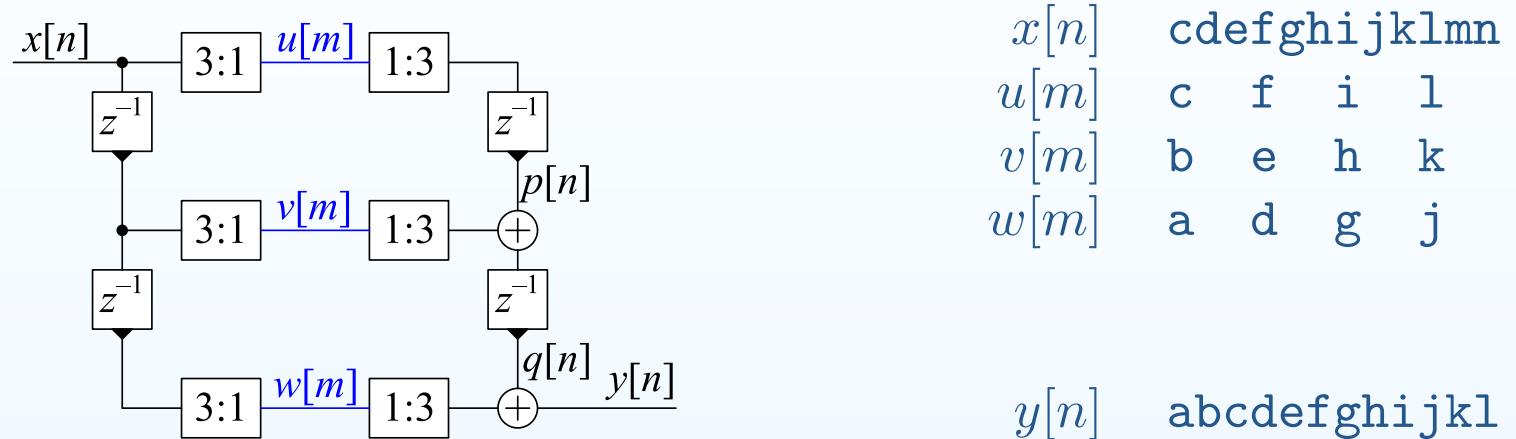
The combination of delays and downsamplers can be regarded as a commutator that **distributes values in sequence** to  $u$ ,  $w$  and  $v$ . Fractional delays,  $z^{-\frac{1}{3}}$  and  $z^{-\frac{2}{3}}$  are needed to synchronize the streams.



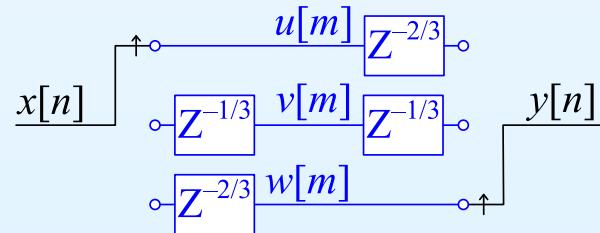
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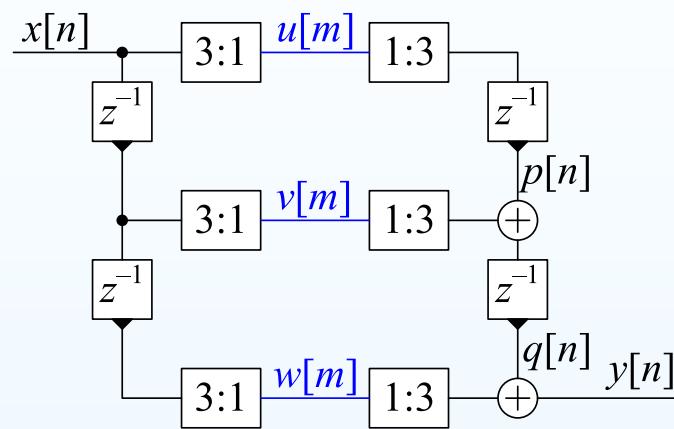
The combination of delays and downsamplers can be regarded as a **commutator** that **distributes values in sequence** to  $u$ ,  $w$  and  $v$ . Fractional delays,  $z^{-\frac{1}{3}}$  and  $z^{-\frac{2}{3}}$  are needed to synchronize the streams. The **output commutator** takes values from the streams in sequence.



# Commutators

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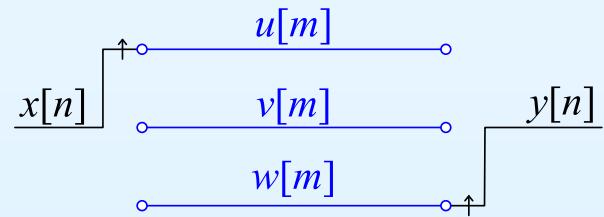
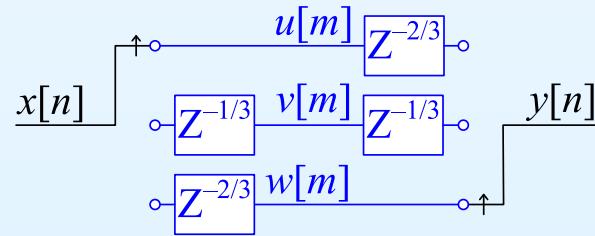
$x[n]$	c	d	e	f	g	h	i	j	k	l	m
$u[m]$	c		f		i						
$v[m]$	b		e		h		k				
$w[m]$	a		d		g		j				
$v[m + \frac{1}{3}]$			e		h		k		l		
$w[m + \frac{2}{3}]$			d		g		j		m		
$y[n]$	a	b	c	d	e	f	g	h	i	j	k

The combination of delays and downsamplers can be regarded as a commutator that **distributes values in sequence** to  $u$ ,  $w$  and  $v$ .

Fractional delays,  $z^{-\frac{1}{3}}$  and  $z^{-\frac{2}{3}}$  are needed to synchronize the streams.

The **output commutator** takes values from the streams in sequence.

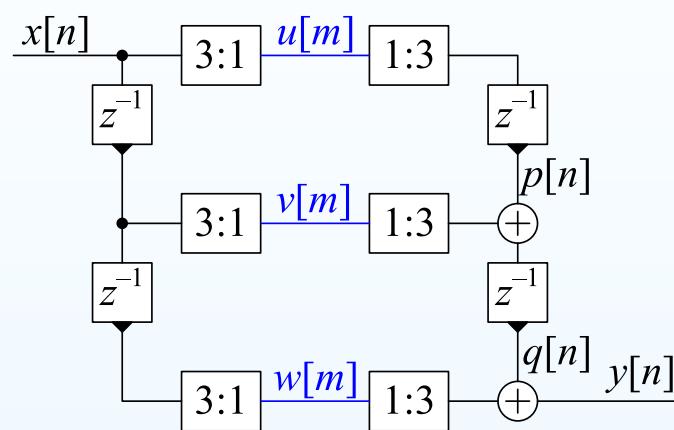
For clarity, we omit the fractional delays and regard each terminal,  $\circ$ , as holding its value until needed.



# Commutators

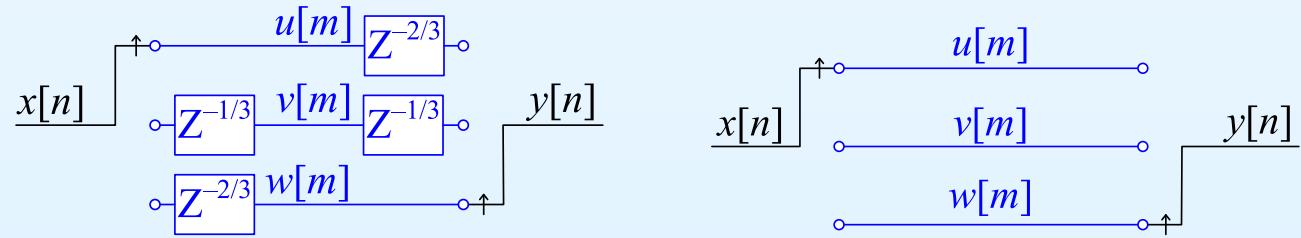
## 11: Multirate Systems

- Multirate Systems
- Building blocks
- Resampling Cascades
- Noble Identities
- Noble Identities Proof
- Upsampled z-transform
- Downsampled z-transform
- Downsampled Spectrum
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$v[m]$	b		e		h		k				
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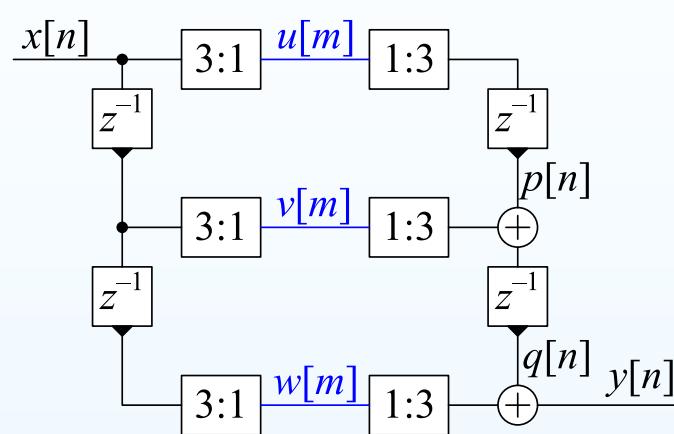
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# Commutators

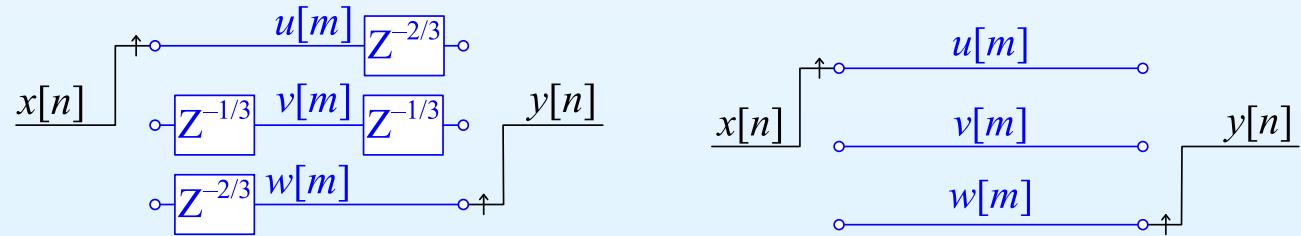
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The commutator direction is **against the direction** of the  $z^{-1}$  delays.

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- Multirate Building Blocks

- Upsample:  $X(z) \xrightarrow{1:K} X(z^K)$

Invertible, Inserts  $K - 1$  zeros between samples  
Shrinks and replicates spectrum  
Follow by LP filter to remove images

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## ● Multirate Building Blocks

- **Upsample:**  $X(z) \xrightarrow{1:K} X(z^K)$

Invertible, Inserts  $K - 1$  zeros between samples

Shrinks and replicates spectrum

Follow by LP filter to remove images

- **Downsample:**  $X(z) \xrightarrow{K:1} \frac{1}{K} \sum_{k=0}^{K-1} X(e^{\frac{-j2\pi k}{K}} z^{\frac{1}{K}})$

Destroys information and energy, keeps every  $K^{\text{th}}$  sample

Expands and aliases spectrum

Precede by LP filter to prevent aliases

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## 11: Multirate Systems

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Destroys information and energy, keeps every  $K^{\text{th}}$  sample  
Expands and aliases spectrum  
Precede by LP filter to prevent aliases
- **Equivalences**
  - Noble Identities:  $H(z) \longleftrightarrow H(z^K)$
  - Interchange  $P : 1$  and  $1 : Q$  iff  $P$  and  $Q$  coprime

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For further details see Mitra: 13.

# MATLAB routines

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resample

change sampling rate