

Introduction to Audio and Music Engineering

Lecture 18

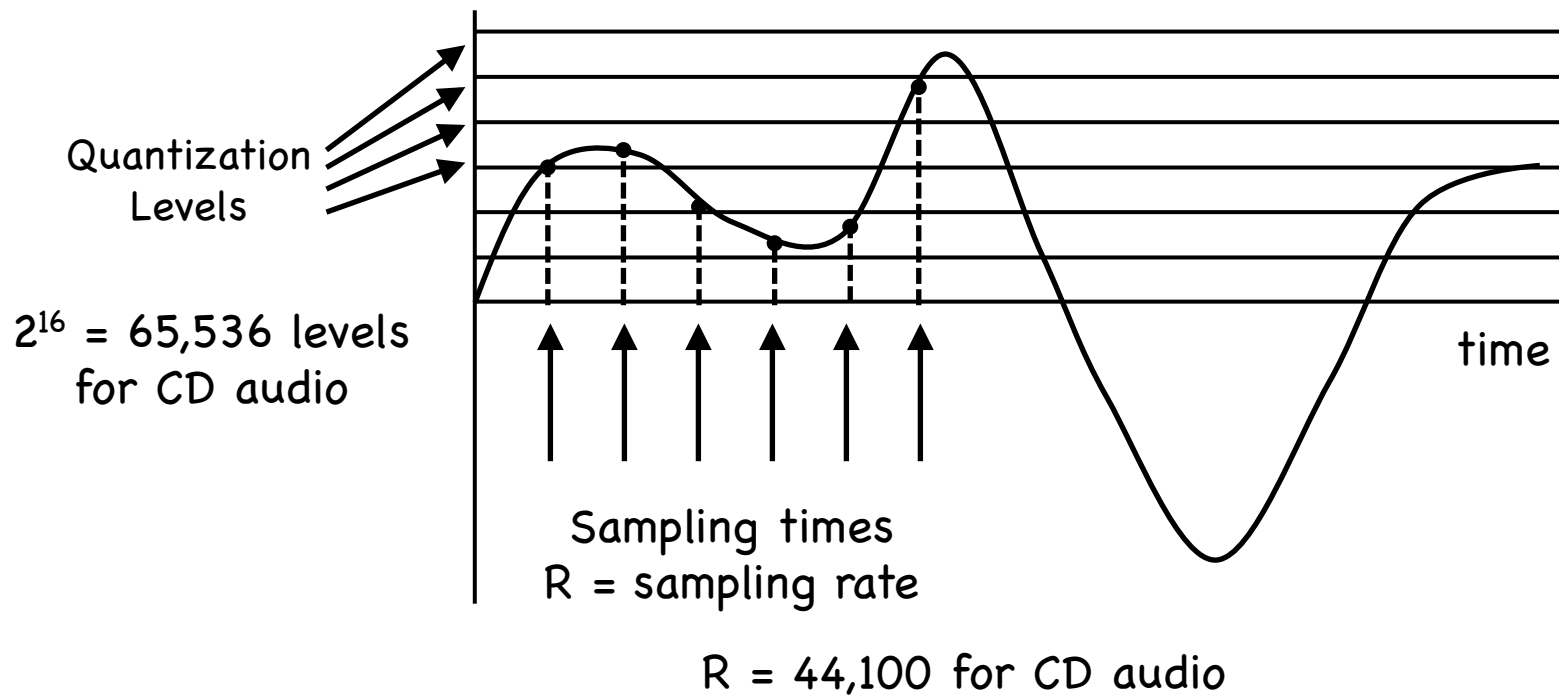
Topics:

- Sampling and quantization
- Analog to digital conversion
- Nyquist's theorem
- Band-limited reconstruction
- Aliasing

Sampling and Quantization

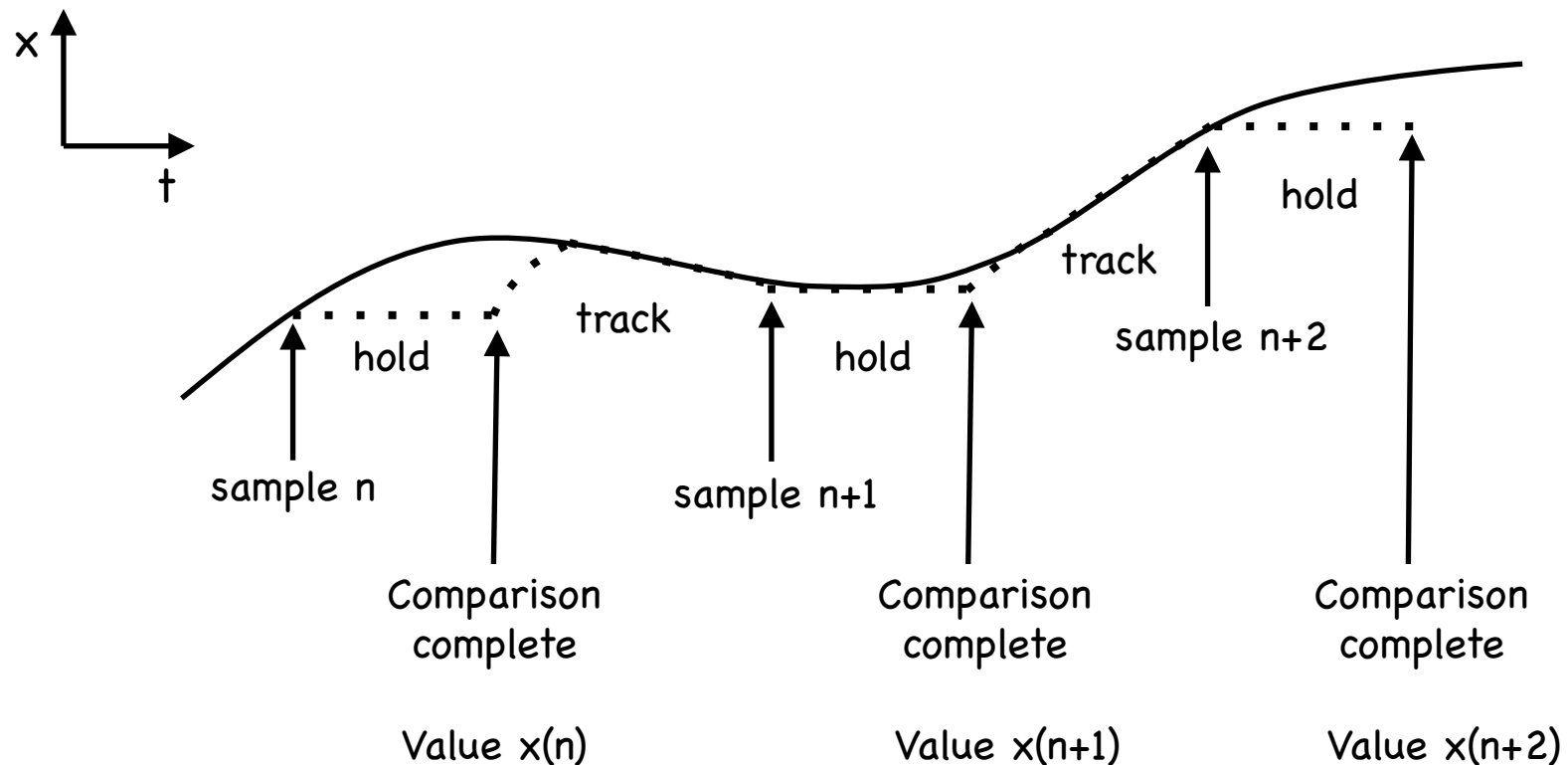
Sampling: Take “snapshots” of a waveform in time.

Quantization: Round off sample values to fixed levels.

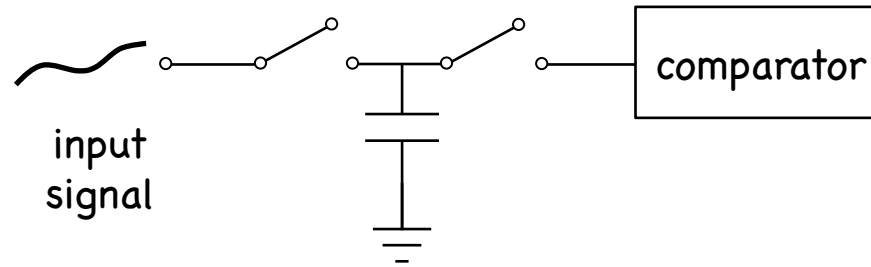


Analog to digital conversion

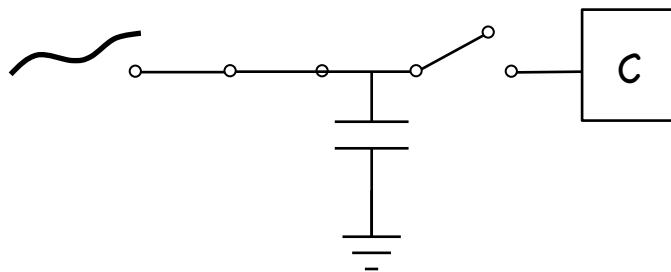
- Track, sample and hold circuit
- Comparator



Track, sample and hold circuit



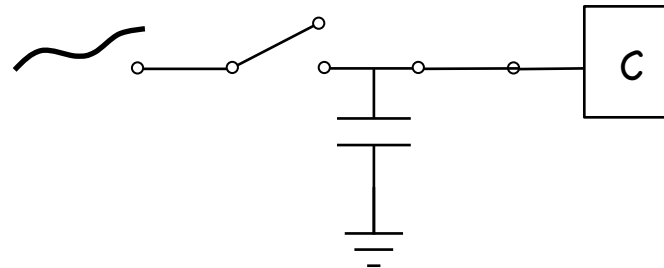
"Track" phase



Capacitor voltage
(and charge)
follows input
signal

$$Q = CV$$

Sample and hold

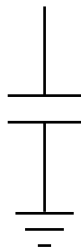


Charge on capacitor (and
thus the signal voltage) is
held while comparator
does its work

Comparator

Comparator has a set of fixed levels against which the input voltage is compared.

$$V = Q/C$$

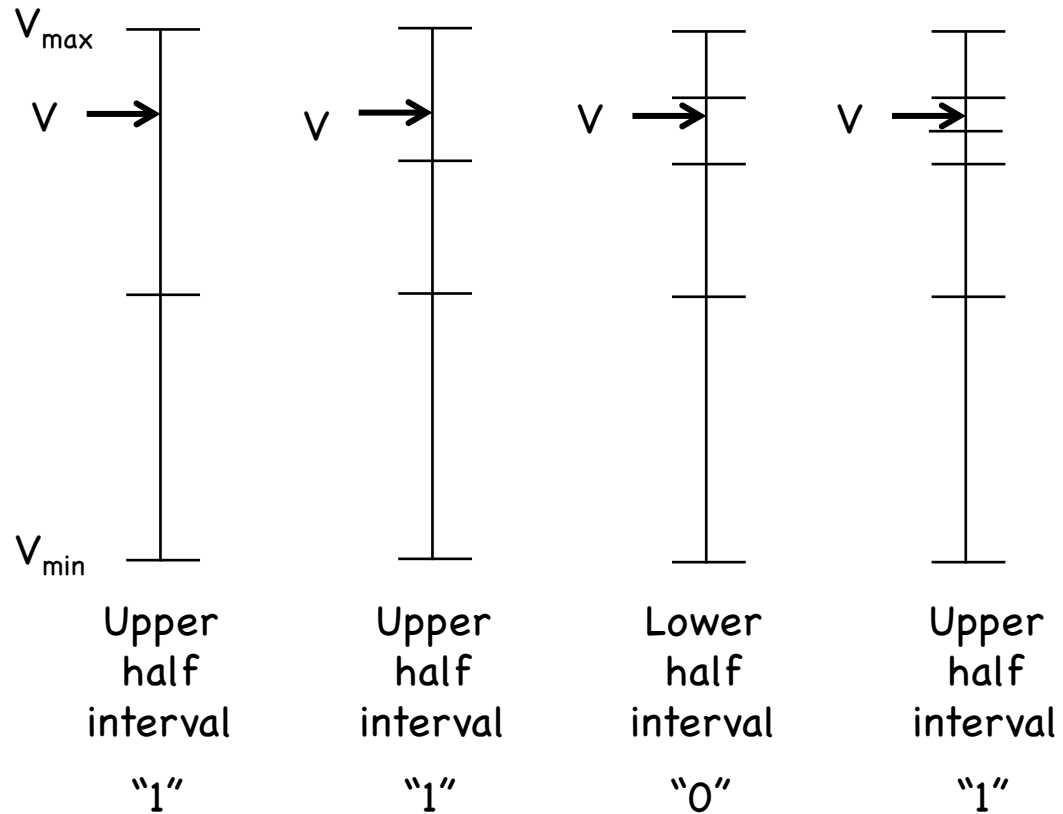


Binary output value: 1110

This example: 1101 → 13

4 bits → 16 levels

0000 → 0
 0001 → 1
 0010 → 2
 0011 → 3
 .
 .
 .
 1111 → 15



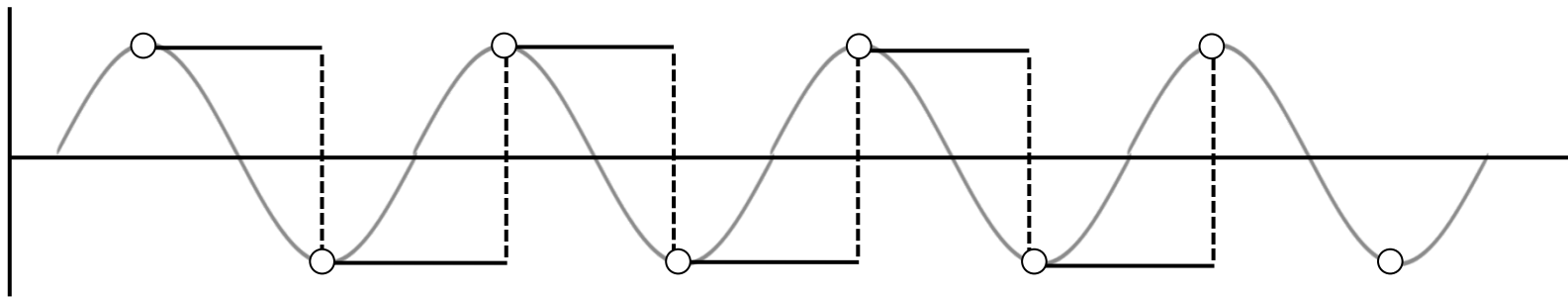
N bits → 2^N levels

CD → 16 bits or 65,536 levels

Sampling Rate

Nyquist's Theorem: To be able to accurately reconstruct a signal from its samples you need at least 2 samples per period of the highest frequency (sine wave) contained in the signal.

$$R \geq 2 f_{\max}$$

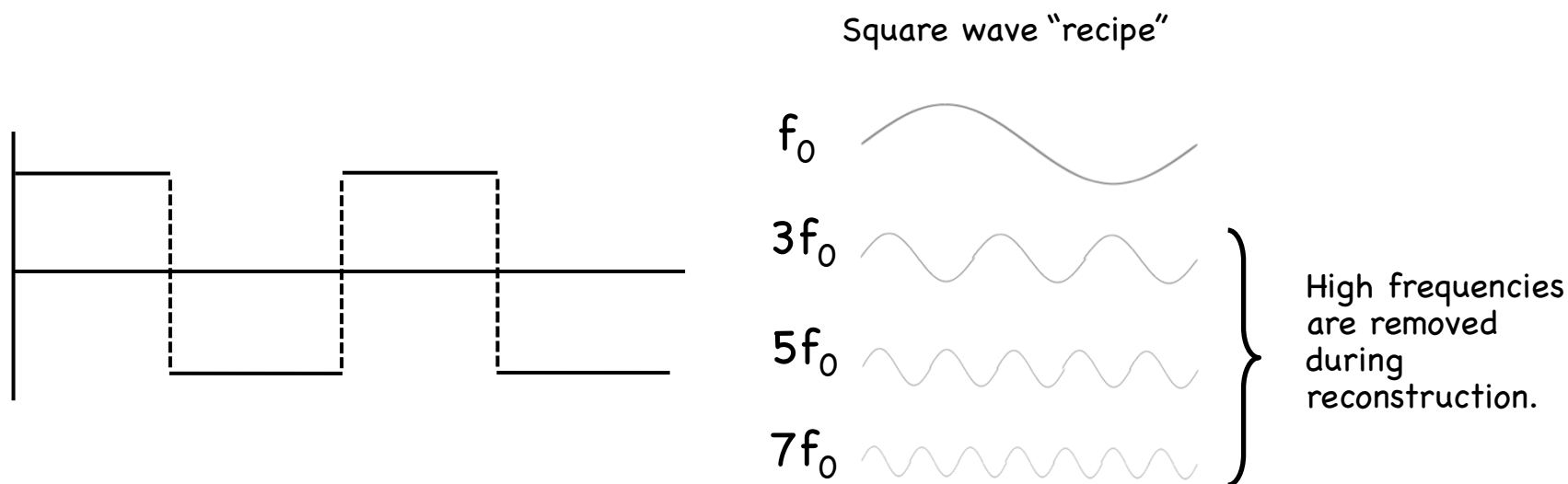


$$\text{Critical sampling} \rightarrow R = 2 f_{\max}$$

Nyquist frequency = $R/2$ → highest frequency that can be sampled.

Reconstruction from samples

But as far as we know the wave was a square wave!



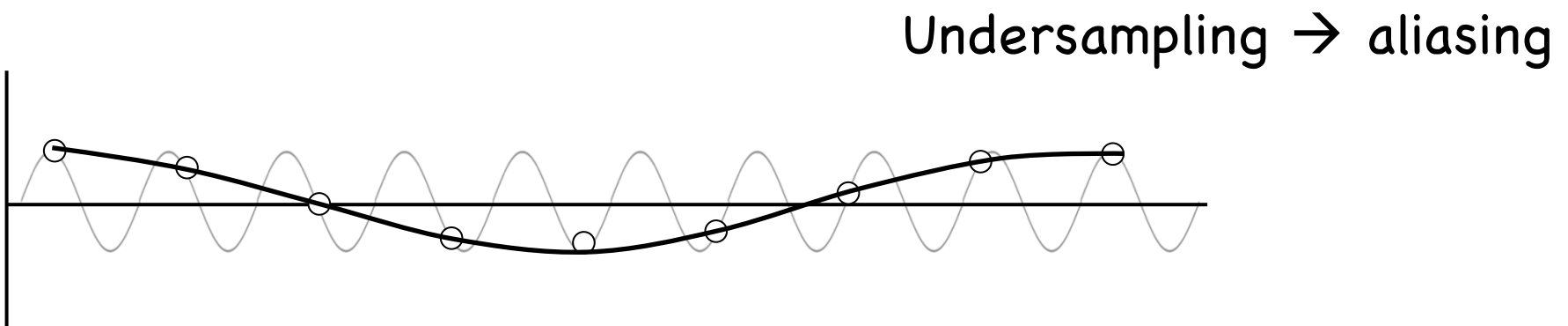
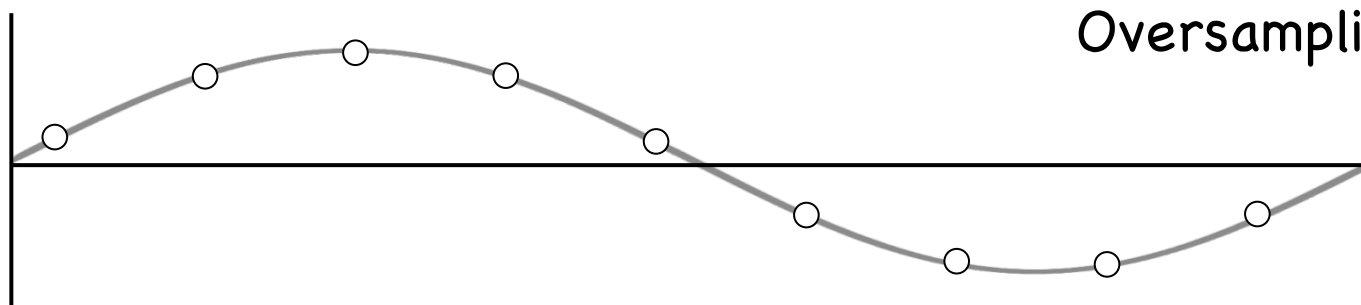
Band-limited reconstruction - any frequencies above the Nyquist frequency are removed.

So after band-limited reconstruction we retrieve the original sine wave!

Aliasing

Aliasing occurs when a signal is sampled too slowly.

$$R < 2f_{\max}$$



Aliasing continued

Example:

$R = 8$ samples per second

Signal Frequency	Reconstructed Frequency
0	0
1	1
2	2
3	3
4	4
5	3
6	2
7	1
8	0
9	1
10	2
11	3