

HKN ECE 310 Quiz 6 Review Session

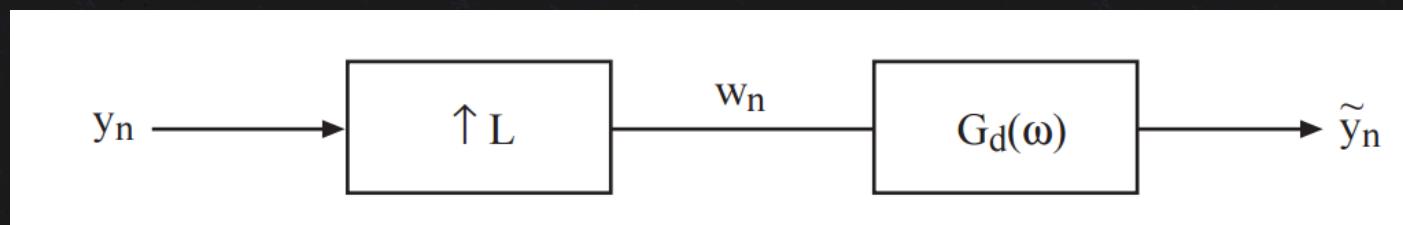
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Topics

- ❖ Digital Rate Conversion: Upsampling, Downsampling
- ❖ D/A: Review of Ideal and ZOH, Upsampled D/A
- ❖ FFT: Decimation in Frequency and Time
- ❖ Circular Convolution, Linear Convolution using FFT

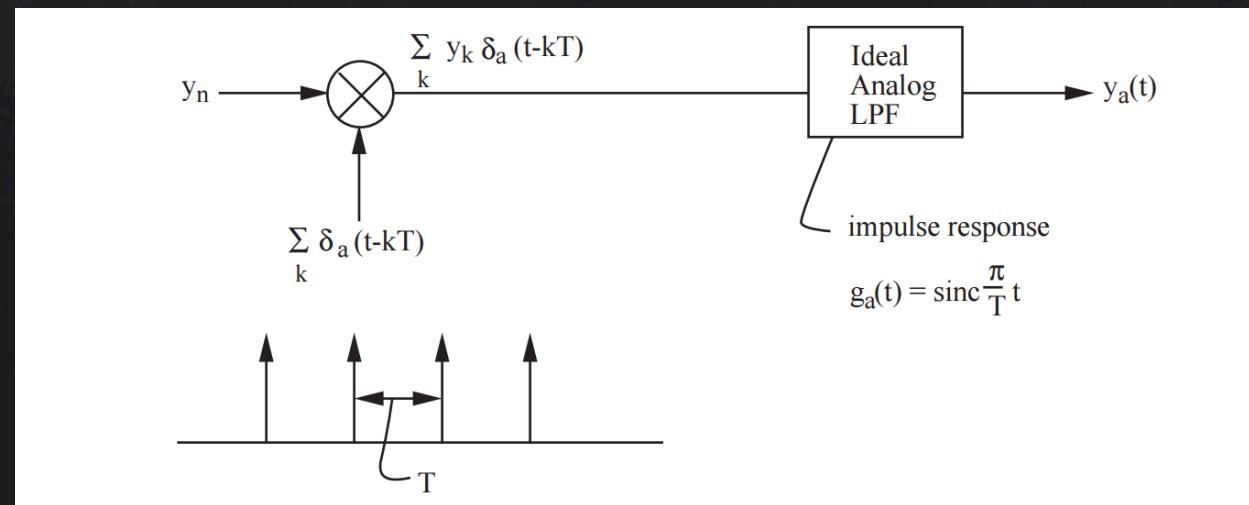
Upsampling

- ❖ If we upsample by L, we will interpolate $L - 1$ zeros between each sample
 - ❖ $y[n] = x[n/L]$ if $n \bmod L = 0$
 - ❖ 0 else
- ❖ What happens in the frequency domain?
 - ❖ Think about what happens when we oversample a signal, i.e. above Nyquist?
- ❖ What does the frequency response look like after upsampling?
 - ❖ Shrink x-axis by factor of L
- ❖ What should $G_d(\omega)$ be in order to obtain a desirable frequency response?
 - ❖ Remove extra copies and correct amplitude for conservation of energy



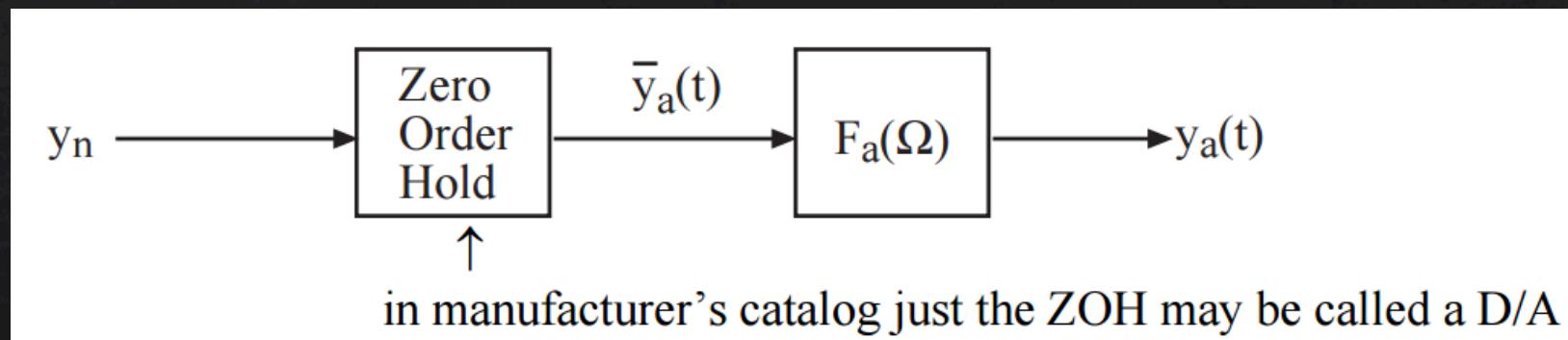
Review: Ideal D/A

- ❖ Want $Y \downarrow a(\Omega) = Y \downarrow d(\Omega T)$, but we want to only take one copy of the DTFT
 - ❖ Thus, we should low-pass filter from $\Omega = \pm\pi/T$ (domain of the central copy of the DTFT)
- ❖ Inverse CTFT of $Trect(\Omega/2\pi/T) = sinc(\pi/T t)$
- ❖ Remember that multiplication in the frequency domain is convolution in the time domain
 - ❖ Thus, $y \downarrow a(t) = \sum_{n=-\infty}^{\infty} y[n] sinc[\pi/T(t-nT)]$, where $y[n]$ is obtained by multiplying $y[n]$ by an impulse train



Review: Zero-Order Hold

- ❖ Ideal D/A is not practical because generating delta impulses is not achievable
- ❖ Zero-Order Hold (ZOH) gives us a suitable approximation to the Ideal D/A
- ❖ The ZOH multiplies each sample by a rectangular pulse of width T (our sampling rate)
 - ❖ Thus, $y_a(t) = \sum n \cdot y_n p_a(t-nT)$ where p_a is the rectangular pulse provided by the ZOH
- ❖ $F_a(\Omega)$ is an analog filter that corrects the distortion presented by the ZOH



Upsampled D/A

- ❖ Upsampling prior to D/A conversion can make recovery simpler
 - ❖ i.e. Compensator $F_a(\Omega)$ can be simpler to implement
- ❖ Upsampling effectively increases our sampling frequency, thus our ZOH pulse can be narrower and give us a better staircase approximation
- ❖ This ‘smoother staircase’ will be easier to rectify with the compensator
 - ❖ i.e. the transition bandwidth will be larger
- ❖ In the frequency domain, we see the frequency axis compress by L; however, the analog frequencies upon recovery do not change!

Downsampling

- ❖ If we downsample by D, we keep every Dth sample (decimate the rest)
 - ❖ $y[n] = x[Dn]$
- ❖ What happens in the frequency domain?
 - ❖ Frequency response stretches by a factor of D
 - ❖ Amplitude reduces by a factor of D (think conservation of energy)
- ❖ Anti-aliasing filter prevents downsampling from aliasing our signal
 - ❖ $A(\omega) = LPF \text{ with } \omega_{c} = \pi/D$

Fast Fourier Transform

- ❖ Computational efficient implementation of the DFT
 - ❖ Ordinary DFT requires N^2 multiplies and $N(N - 1)$ adds
 - ❖ FFT requires only $\mathcal{O}(M \log_2 N)$ computations
- ❖ Two main forms of FFT
 - ❖ Decimation in Time
 - ❖ Decimation in Frequency
- ❖ We will consider the Radix 2 FFT, but other Radices may be used
- ❖ Use Butterfly Structures to represent multiplies and adds

Decimation in Time

- ❖ Divide sequence into two groups
 - ❖ $y[n] = x[2n]$ and $z[n] = x[2n+1]$
 - ❖ Before we continue, remember that $W \downarrow N = e^{\uparrow} - j2\pi/N$
- ❖ We can form the first half of the DFT from these two sequences
 - ❖ $X \downarrow k = \sum n \uparrow \otimes x \downarrow 2n \ W \downarrow N \uparrow 2kn + x \downarrow 2n+1 \ W \downarrow N \uparrow k(2n+1) = \sum n \uparrow \otimes y \downarrow n \ W \downarrow N/2 \uparrow kn + W \downarrow N \uparrow k \sum n \uparrow \otimes z \downarrow n \ W \downarrow N/2 \uparrow kn \text{ for } 0 \leq k \leq N/2 - 1$
- ❖ And the second half...
 - ❖ $X \downarrow k = \sum n \uparrow \otimes y \downarrow n \ W \downarrow N/2 \uparrow kn - W \downarrow N \uparrow k \sum n \uparrow \otimes z \downarrow n \ W \downarrow N/2 \uparrow kn \text{ for } N/2 \leq k \leq N$
- ❖ Continually halve the sequences until you reach size 2

Decimation in Frequency

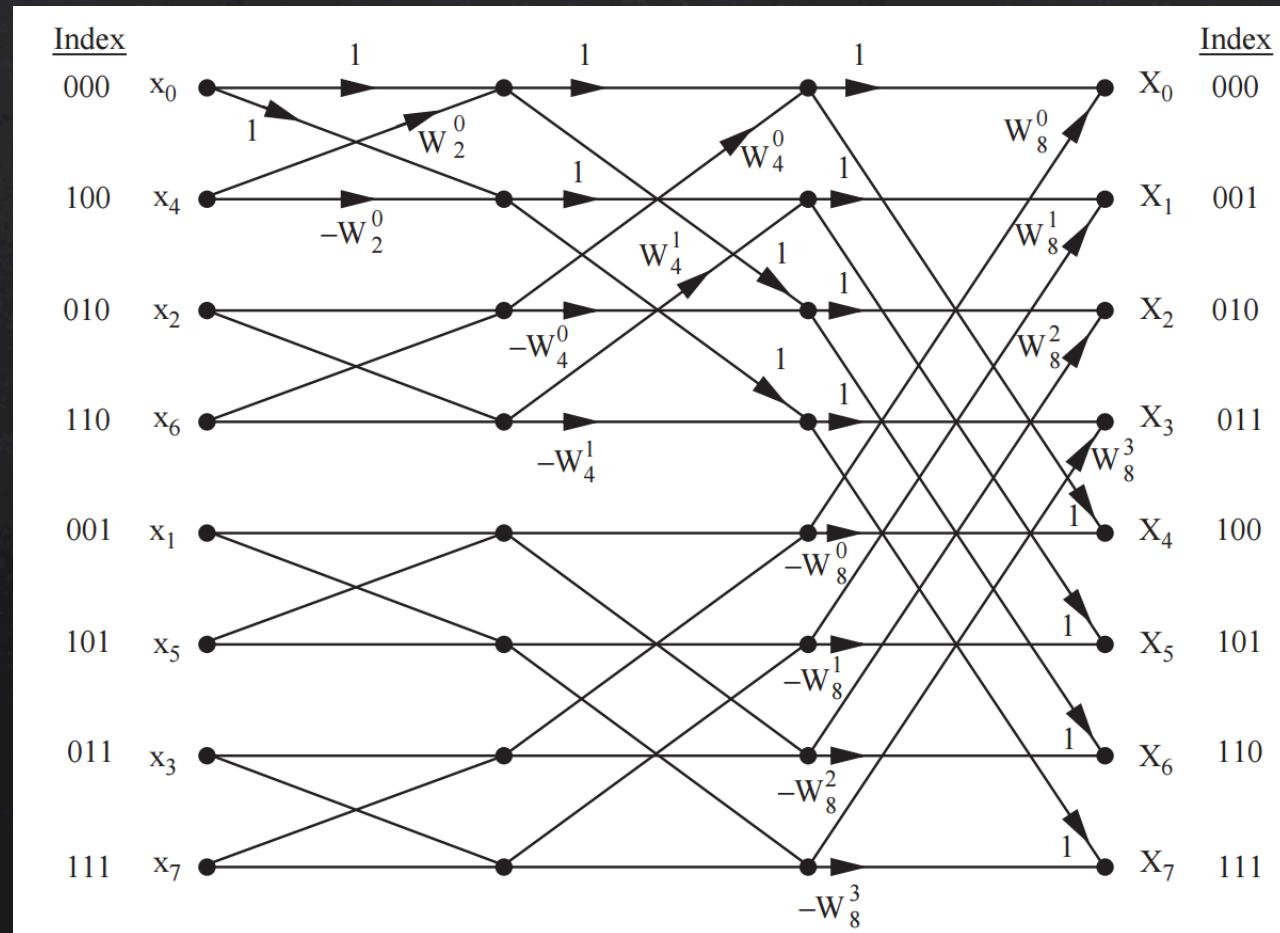
- ❖ Reverse of Decimation of Time
- ❖ Compute points over entire DFT in even and odd groups
 - ❖ DIT divides even and odd groups *then* computes points over smaller groups
- ❖ Even k's: $X[k] = \sum_{n=0}^{N/2-1} (x[n] + x[n+N/2]) W[e^{j\pi nk}]$
- ❖ Odd k's: $X[k+1] = \sum_{n=0}^{N/2-1} (x[n] - x[n+N/2]) W[e^{j\pi nk}]$

Butterfly Structure Exercise

- ❖ Draw the butterfly structure of a length 8 Decimation in Time FFT for x_n

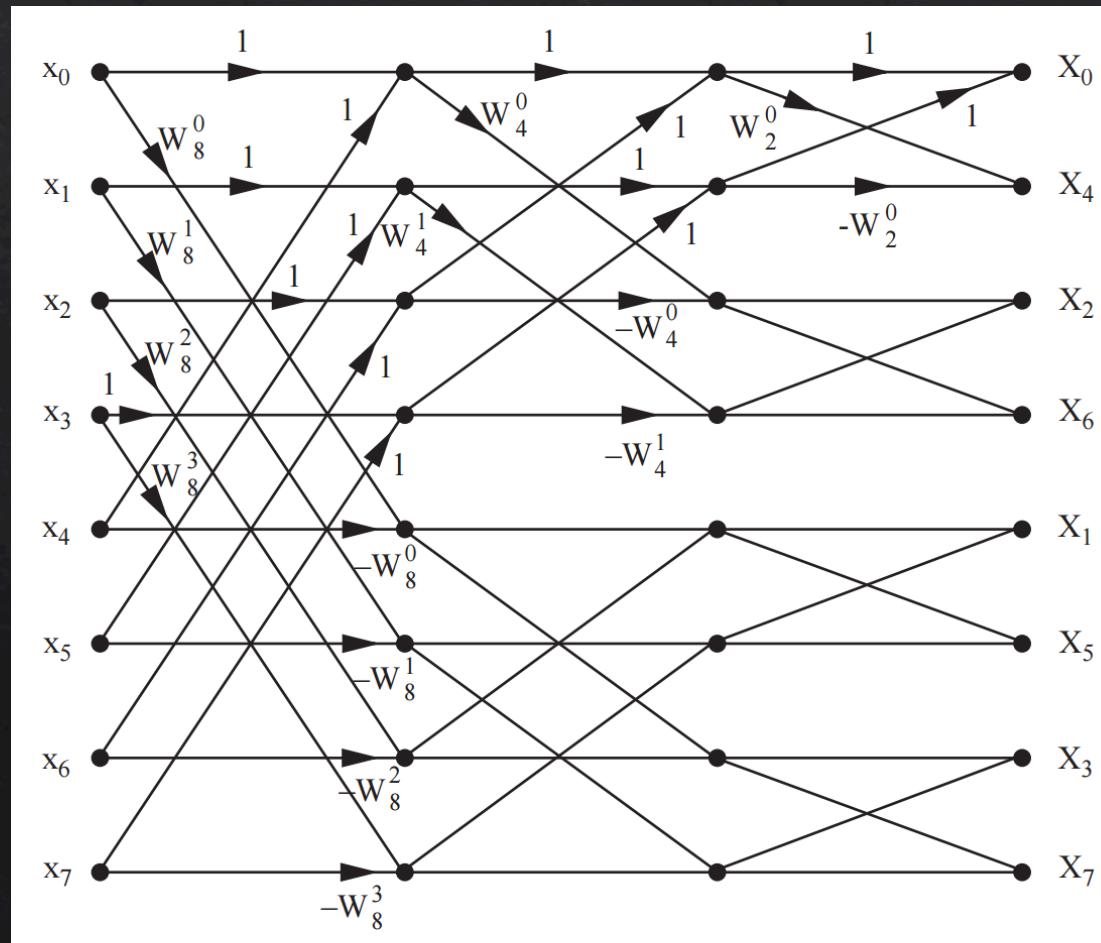
Butterfly Structure Exercise

- ❖ Draw the butterfly structure of a length 8 Decimation in Time FFT for x_n



Butterfly Structure Exercise

- ❖ Decimation in Frequency is reverse of Decimation in Time



Fast Linear Convolution

- ❖ In order to obtain system response, we can multiply DFTs and take inverse DFT
 - ❖ Be careful, this is not the same as convolution in time, but rather cyclic convolution in time
- ❖ Therefore, in order to perform linear convolution from DFTs, we must first zero pad signals in order to make wrap-around terms go to zero
- ❖ If x_n has length N and h_n has length M, then the resulting convolution is of length $N+M - 1$
 - ❖ We must pad x_n with $M - 1$ zeros
 - ❖ h_n with $N - 1$ zeros
- ❖ This will allow multiplication of FFTs to produce linear convolution result from cyclic convolution
- ❖ Note: we also typically do extra padding so that the signals are of power of 2 length to optimize the FFT

References

- ❖ Chapters 13 and 14 in Singer's Textbook
- ❖ Overlap Add and Overlap Save Stuff @ Chapter 14 Page 16+