

# Signal Processing - 1 by One

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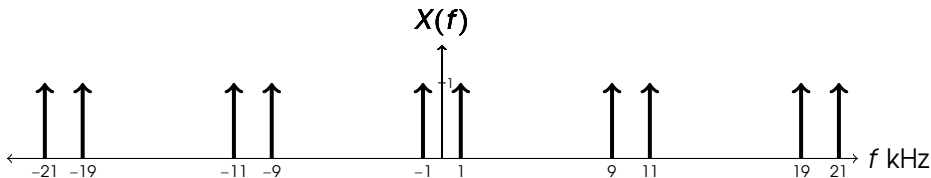
- So Far: Sampling and Convolution
- Fourier Series and Fourier Transform
- Previous Session: Laplace Transform, Shannon Sampling
- Today: Discrete-time Fourier Transform (DTFT)



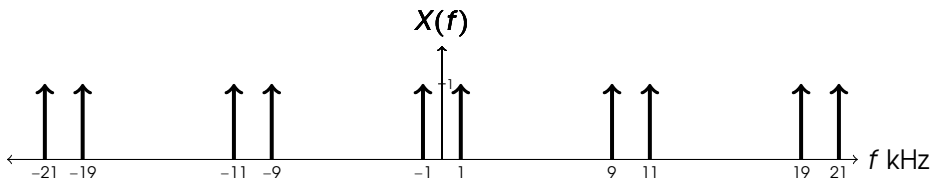
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# Fourier Representation of Samples



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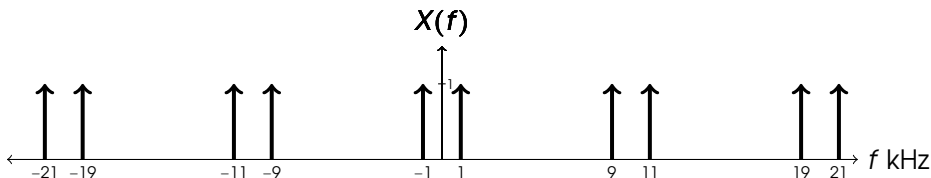


## Discrete-time Signal

$$x_s(t) = \frac{2}{10^4} \sum_{n \in \mathbb{Z}} \cos(2\pi 1000t) \delta(t - \frac{n}{10^4}).$$



# Fourier Representation of Samples



Discrete-time Signal

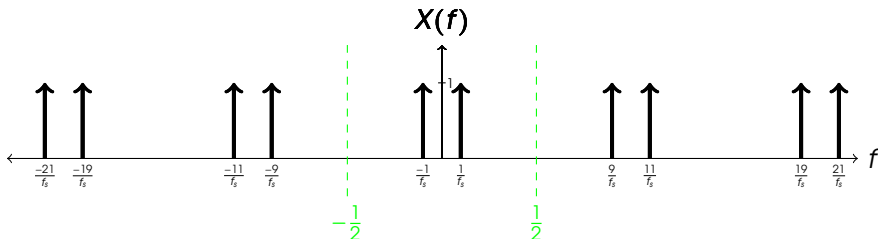
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Digital Signal

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For uniform time samples  $x[n]$ :

$$\hat{X}(v) = \sum_{n \in \mathbb{Z}} x[n] \exp(-j2\pi v n), \quad -\frac{1}{2} \leq v \leq +\frac{1}{2}.$$





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Often we have finite number of samples  $x[n], 0 \leq n \leq N-1$ .

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Generate a signal  $x(t)$  of bandwidth  $\beta$ , from samples  $x[n], n \in \mathbb{Z}$ .



# Wireless Communication

Spectrum is a costly resource, centrally allocated usually.

Application	Bandwidth
<b>AM Radio</b>	10kHz
<b>2G</b>	200kHz - 1MHz
<b>3G</b>	5MHz
<b>4G</b>	10 – 20MHz
<b>5G</b>	≈ 100MHz

Data (video/audio/file) should be sent *within* the bandwidth.



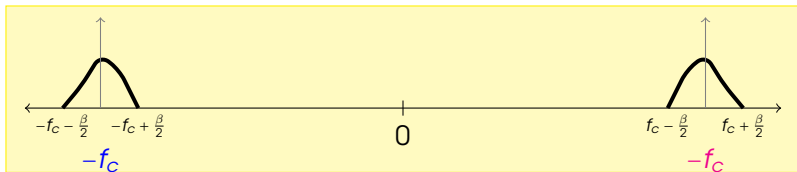
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Data (video/audio/file) should be sent *within* the bandwidth.

$$X(f) = 0 \text{ if } \{|f| \leq f_c - \frac{\beta}{2}\} \text{ OR } \{|f| \geq f_c + \frac{\beta}{2}\}.$$



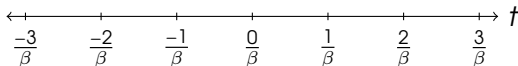
# Digital-to-Analog



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Discrete-time Input and Response:

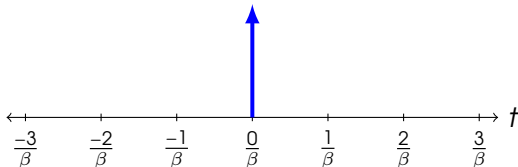




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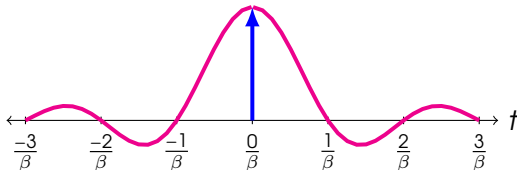
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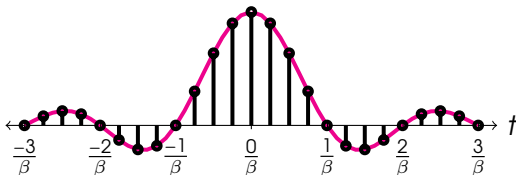
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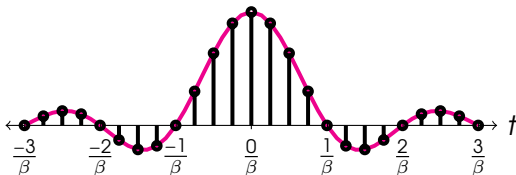
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# Digital-to-Analog



Discrete-time Input and Response:



GNURADIO: Generate a baseband signal with bandwidth 10kHz

