

MODIFIED TLH

DSP First, 2/e

Sampling & Aliasing

CHAPTER 4 PRESENTATION1

Chapter 4 on Course Website Sampling and Aliasing

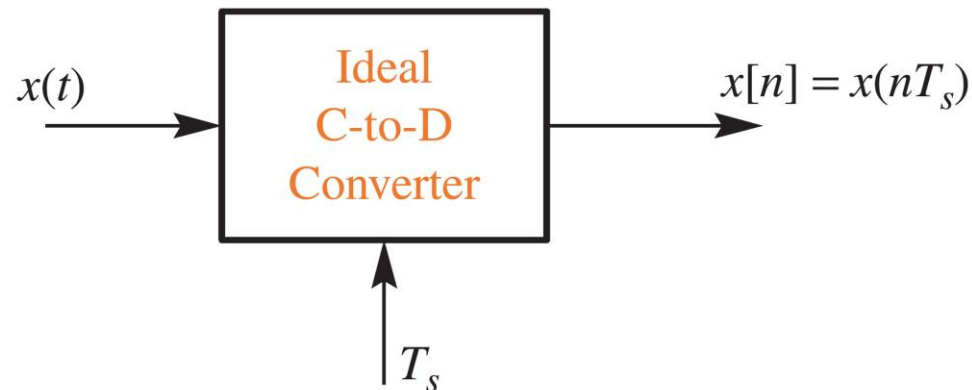
Chapter 4: [HW3_](#) [Lecture4_1](#) [Lecture4_3](#) [Ch4References](#)

[ProblemSession1_Ch4](#) [ProblemSession2_Ch4](#)

Sampling

Figure 4-1: Block diagram representation of the ideal continuous-to-discrete (C-to-D)

converter. The parameter T_s specifies uniform sampling of the input signal every T_s seconds.
 $n = 1, 2, 3, 4, \dots$ nT_s in seconds




Sometimes ADC, A2D, Analog-to-Digital

LECTURE OBJECTIVES

- SAMPLING can cause ALIASING
 - [Sampling Theorem](#)
 - **Sampling Rate > 2(Highest Frequency)**
- Spectrum for digital signals, $x[n]$
 - Normalized Frequency

$$\hat{\omega} = \omega T_s = \frac{2\pi f}{f_s} + 2\pi\ell$$

PERIODIC !!



ALIASING

P105

CH4 PROBLEM SESSION

(1)

consider

$$x[n] = x[nT_s] = A \cos(\omega n T_s + \phi)$$

$$= A \cos(\hat{\omega} n + \phi)$$

$\hat{\omega}$ is DISCRETE TIME FREQUENCY!
(sometimes Ω); $F = \frac{\Omega}{2\pi}$ radians/sample

ω is continuous rad/sec / $\omega = 2\pi F$

Define $f_s =$ sampling rate = samples/sec
(sometimes given as S Hz); $T_s = \frac{1}{f_s}$ sec

SUMMARY

IF $x(t)$ contains frequencies 0 to f_{\max}
for no Aliasing

1. $f_s = S > 2f_{\max}$

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2. $-\pi < \hat{\omega}_0 = \omega_0 T_s < \pi$ (4.9)
 $= 2\pi f_0 T_s < \pi$

IF Aliased

Example

$$\cos(200\pi t + \theta) \quad f = 100 \text{ Hz}$$

a) Need $f_s = S > 200$ samples/sec

b) frequencies

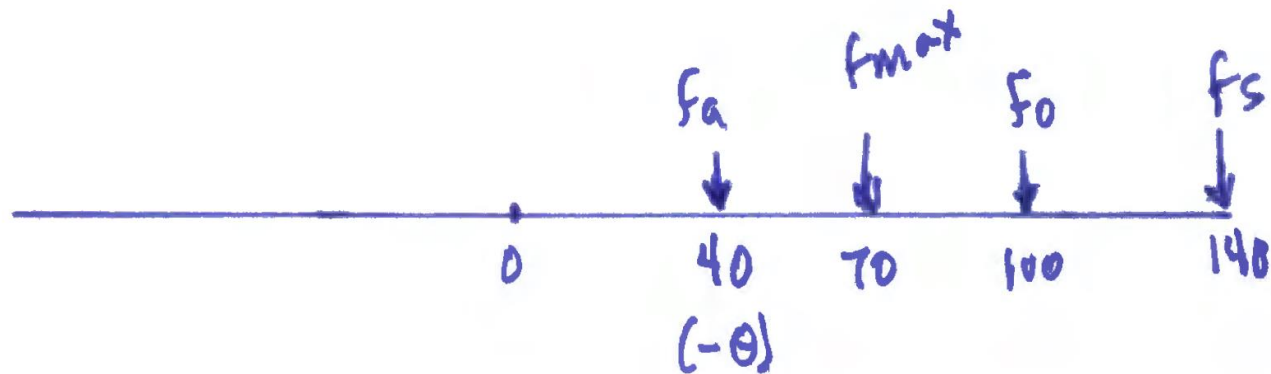
$$f_s = 240 \text{ Hz} \quad f = 100 \text{ Hz} \quad \text{OK}$$

$$f_s = 140 \text{ Hz} \quad - \text{Aliased}$$

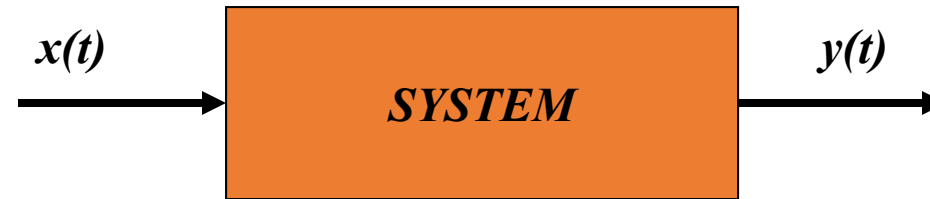
$$f_a = 100 - 140 = -40 \text{ Hz}$$

$$x_a(t) = \cos(-2\pi(40)t + \theta) = \cos(80\pi t - \theta)$$

Phase Reversal



SYSTEMS Process Signals



- **PROCESSING GOALS:**
 - Change $x(t)$ into $y(t)$
 - For example, more BASS, pitch shifting
 - Improve $x(t)$, e.g., image deblurring
 - Extract Information from $x(t)$

SAMPLING $x(t)$

- SAMPLING PROCESS
 - Convert $x(t)$ to **numbers** $x[n]$
 - “ n ” is an integer index; $x[n]$ is a sequence of values
 - Think of “ n ” as the storage address in memory
- UNIFORM SAMPLING at $t = nT_s$
 - IDEAL: $x[n] = x(nT_s)$

