

EE-2025

Fall-99

Lecture 7

D-to-A Conversion

17-Sept-99

Information

- Check the Bulletin Board for msgs
- Lab #4 posting later today
 - Notes file: **airnotes.m** (airshort.m)
 - Spectrogram image display info
 - New M-file: **plotspec.m**
 - FORMAL Lab Report
- Problem Set #4 out today
 - **Shorter, with on-Line HW**

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Quiz Information

- Quiz #1 on 20–Sept (Monday)
- Procedures:
 - Must stay until 11:55 AM
 - Bring your Student ID (Picture)
 - Formula Sheet
 - Calculator
 - Know your Lxx section number !!!
- **REVIEW: Sunday nite at 7 PM**

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READING ASSIGNMENTS

- This Lecture:
 - Chapter 4, pp. 100–111
- Other Reading:
 - Recitation: Chapter 4, pp. 90–100
 - Strobe Demo
 - Next Lecture: Chapter 5 (beginning)

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LECTURE OBJECTIVES

- **FOLDING: a type of ALIASING**
- **DIGITAL-to-ANALOG CONVERSION is**
 - ▮ Reconstruction from samples
 - ▮ SAMPLING THEOREM applies
 - ▮ Smooth **Interpolation**
- **Mathematical Model of D-to-A**
 - ▮ **SUM of SHIFTED PULSES**
 - ▮ Linear Interpolation example

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SIGNAL TYPES



- **A-to-D**
 - ▮ Convert $x(t)$ to **numbers** stored in memory
- **D-to-A**
 - ▮ Convert $y[n]$ back to a “continuous-time” signal, $x(t)$
 - ▮ $y[n]$ is called a “**discrete-time**” signal

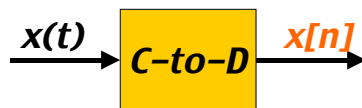
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SAMPLING $x(t)$

- **UNIFORM SAMPLING at $t = nT_s$**
 - ▮ IDEAL: $x[n] = x(nT_s)$



Shannon Sampling Theorem

A continuous-time signal $x(t)$ with frequencies no higher than f_{\max} can be reconstructed exactly from its samples $x[n] = x(nT_s)$, if the samples are taken at a rate $f_s = 1/T_s$ that is greater than $2f_{\max}$.

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NYQUIST RATE

- **“Nyquist Rate” Sampling**
 - ▮ $f_s =$ TWICE THE HIGHEST FREQUENCY in $x(t)$
 - ▮ “Sampling above the Nyquist rate”
- **BANDLIMITED SIGNALS**
 - ▮ DEF: $x(t)$ has a HIGHEST FREQUENCY COMPONENT in its SPECTRUM
- **NON-BANDLIMITED EXAMPLE**
 - ▮ TRIANGLE WAVE is **NOT** BANDLIMITED

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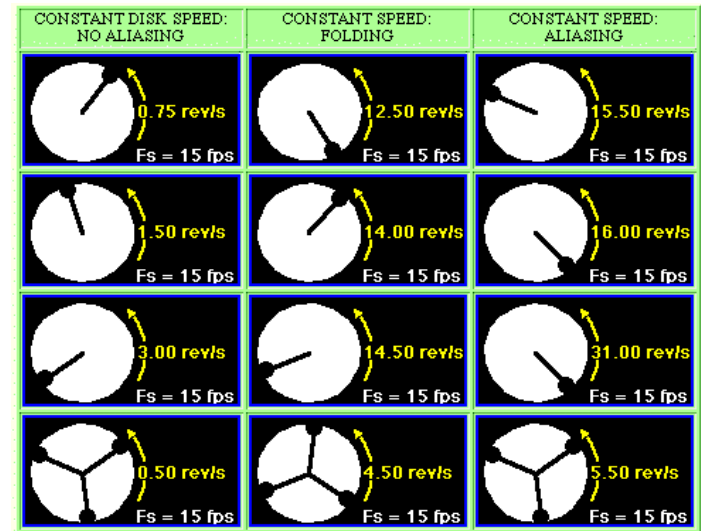
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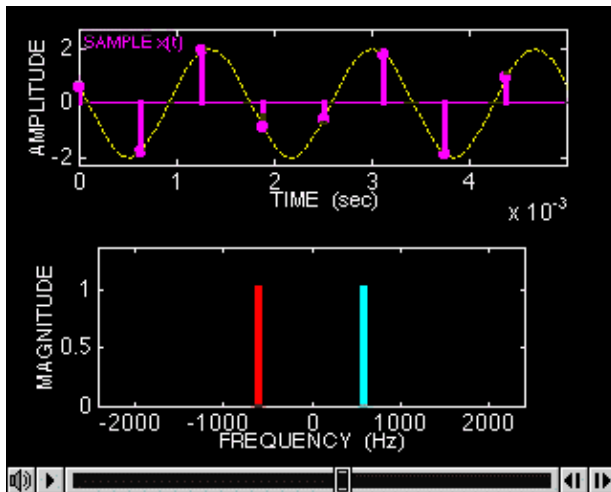
DEMOS from CHAPTER 4

- CD-ROM DEMOS
- SAMPLING DEMO
 - Different Sampling Rates
 - Aliasing of a Sinusoid
- STROBE DEMO
 - Synthetic vs. Real
 - Television **SAMPLES** at 30 fps
- Sampling & Reconstruction

STROBE DEMO (Synthetic)



SAMPLING DEMO (Ch. 4)



SPECTRUM for x[n]

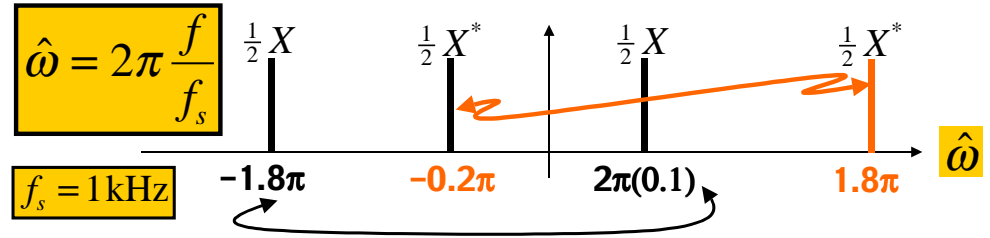
- INCLUDE **ALL** SPECTRUM LINES
 - ALIASES
 - ADD INTEGER MULTIPLES of 2π and -2π
 - FOLDED ALIASES
 - ALIASES of NEGATIVE FREQS
- PLOT versus **NORMALIZED FREQUENCY**
 - i.e., DIVIDE f_0 and $-f_0$ by f_s

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

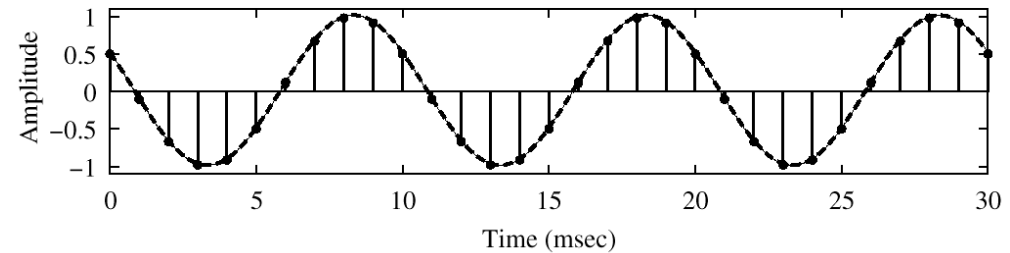
EXAMPLE: SPECTRUM

- $x[n] = A\cos(0.2\pi n + \phi)$
- FREQS @ 0.2π and -0.2π
- ALIASES:
 - $\{2.2\pi, 4.2\pi, 6.2\pi, \dots\}$ & $\{-1.8\pi, -3.8\pi, \dots\}$
 - EX: $x[n] = A\cos(4.2\pi n + \phi)$
- ALIASES of **NEGATIVE** FREQ:
 - $\{1.8\pi, 3.8\pi, 5.8\pi, \dots\}$ & $\{-2.2\pi, -4.2\pi, \dots\}$

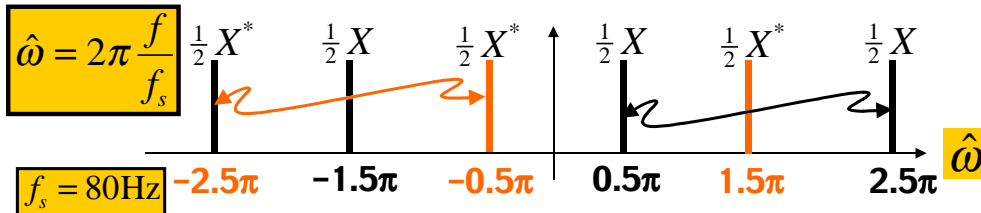
SPECTRUM (MORE LINES)



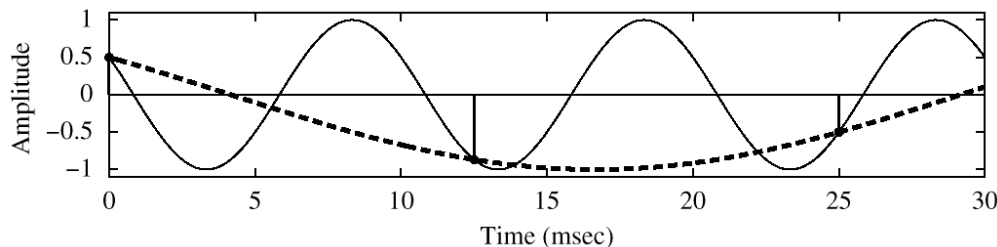
100-Hz Cosine Wave: Sampled with $T_s = 1$ msec (1000 Hz)



SPECTRUM (ALIASING CASE)



100-Hz Cosine Wave: Sampled with $T_s = 12.5$ msec (80 Hz)



FOLDING (a type of ALIASING)

- DIFFERENT $x(t)$ give IDENTICAL $x[n]$
- CAN'T TELL f_0 FROM $(f_s - f_0)$
 - Or, $(2f_s - f_0)$ or, $(3f_s - f_0)$
- EXAMPLE:
 - $y(t)$ has 1200 Hz component
 - SAMPLING FREQ = 1500 Hz
 - 1200 Hz acts the same as ?

$-1200 + 1500 \rightarrow 300$

FOLDING DERIVATION

■ Negative Freqs can give the same $\hat{\omega}$

$$x(t) = A \cos(2\pi(-f + lf_s)t - \varphi)$$

$$x[n] = x(nT_s) = A \cos(2\pi(-f + lf_s)nT_s - \varphi)$$

$$x[n] = A \cos((-2\pi fT_s)n + (2\pi lf_sT_s)n - \varphi)$$

$$x[n] = A \cos((2\pi fT_s)n - 2\pi ln + \varphi) \quad \cos(-\theta) = \cos \theta$$

$$x[n] = A \cos(\hat{\omega}n + \varphi)$$

SAME DIGITAL SIGNAL

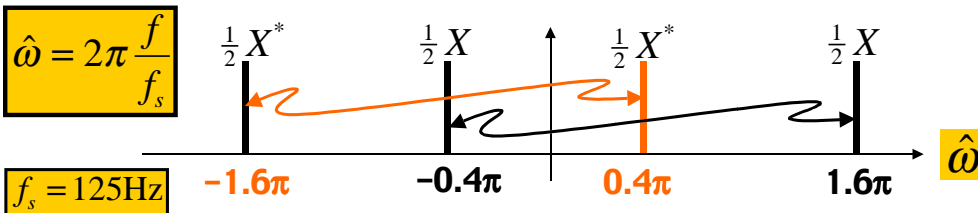
DIGITAL FREQ $\hat{\omega}$ AGAIN

Normalized Radian Frequency

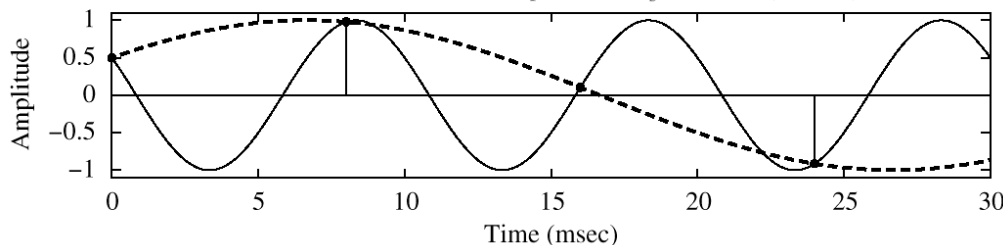
$$\hat{\omega} = \omega T_s = \frac{2\pi f}{f_s} + 2\pi l \quad \text{ALIASING}$$

$$\hat{\omega} = \omega T_s = -\frac{2\pi f}{f_s} + 2\pi l \quad \text{FOLDED ALIAS}$$

SPECTRUM (FOLDING CASE)



100-Hz Cosine Wave: Sampled with $T_s = 8$ msec (125 Hz)



ALIASING & FOLDING

■ $x(t) = \text{SINUSOID @ } f_0$

■ **SAMPLED SIGNAL:** $x[n] = x(n/f_s)$

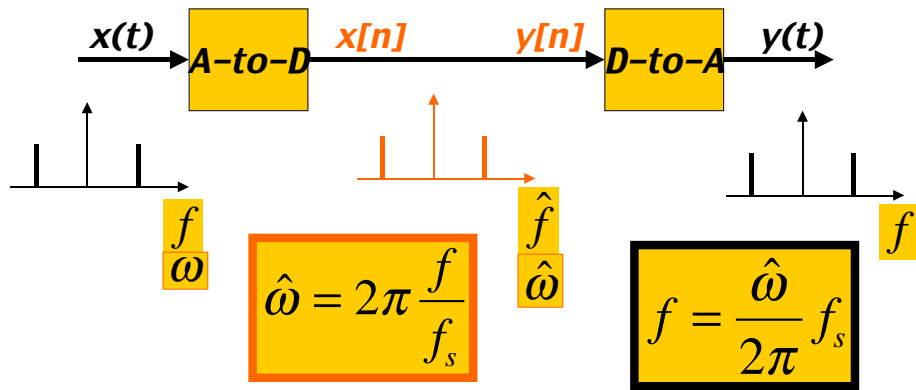
■ **ALIASING:**

- $x[n]$ COULD HAVE COME FROM
- $(f_0 + f_s)$
- or $(f_0 - f_s)$
- or $(f_0 + 2f_s)$
- or $(f_0 - 2f_s)$, etc.

■ **FOLDING:**

- A type of **ALIASING**
- $x[n]$ COULD BE FROM:
- $(-f_0 + f_s)$
- or $(-f_0 - f_s)$
- or $(-f_0 + 2f_s)$
- or $(-f_0 - 2f_s)$, etc.

FREQUENCY DOMAINS



D-to-A Reconstruction



- Create continuous $y(t)$ from $y[n]$
 - IDEAL
 - If you have formula for $y[n]$
 - Replace n in $y[n]$ with $f_s t$
 - $y[n] = \text{Acos}(0.2\pi n + \phi)$ with $f_s = 8000$ Hz
 - $y(t) = \text{Acos}(2\pi(800)t + \phi)$

D-to-A Reconstruction

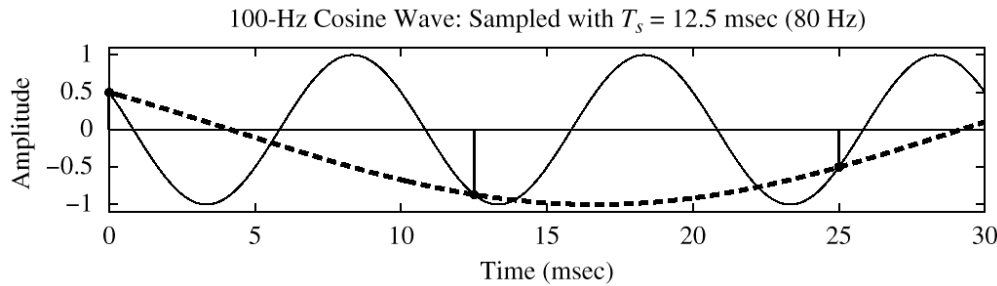
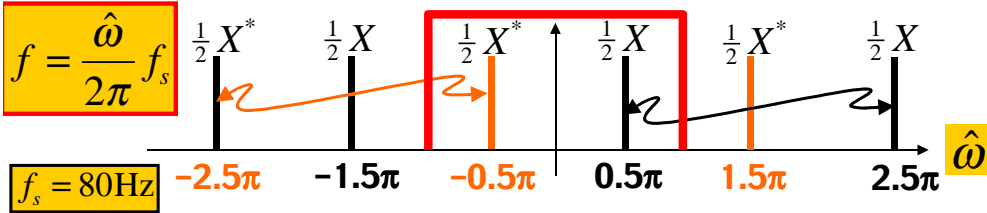


- Create continuous $y(t)$ from $y[n]$
 - SMOOTH $y(t)$
 - Use the lowest possible frequency
 - $y[n]$ is a list of numbers
 - How fast?
 - In MATLAB: `soundsc(yy, fs)`

D-to-A is AMBIGUOUS !

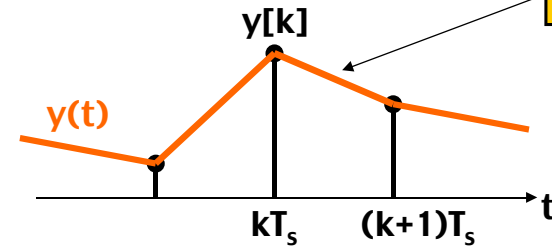
- ALIASING
 - Given $y[n]$, which $y(t)$ do we pick ???
 - INFINITE NUMBER of $y(t)$
 - D-to-A RECONSTRUCTION MUST CHOOSE ONE OUTPUT
- RECONSTRUCT THE **SMOOTHEST** ONE
 - THE **LOWEST** FREQ, if $y[n] = \text{sinusoid}$

SPECTRUM (ALIASING CASE)



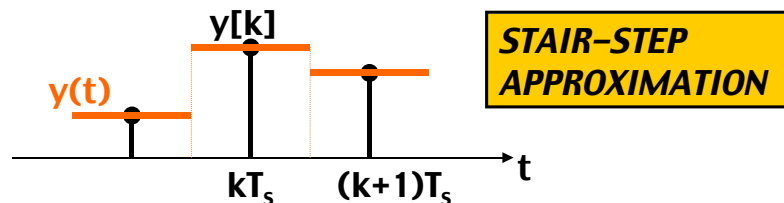
Reconstruction (D-to-A)

- CONVERT STREAM of NUMBERS to $x(t)$
- “CONNECT THE DOTS”
- INTERPOLATION



SAMPLE & HOLD DEVICE

- CONVERT $y[n]$ to $y(t)$
 - $y[k]$ should be the value of $y(t)$ at $t = kT_s$
 - Make $y(t)$ equal to $y[k]$ for
 - $kT_s - 0.5T_s < t < kT_s + 0.5T_s$



MATH MODEL for D-to-A

$$y(t) = \sum_{n=-\infty}^{\infty} y[n]p(t - nT_s)$$

SQUARE PULSE:

$$p(t) = \begin{cases} 1 & -\frac{1}{2}T_s < t \leq \frac{1}{2}T_s \\ 0 & \text{otherwise} \end{cases}$$

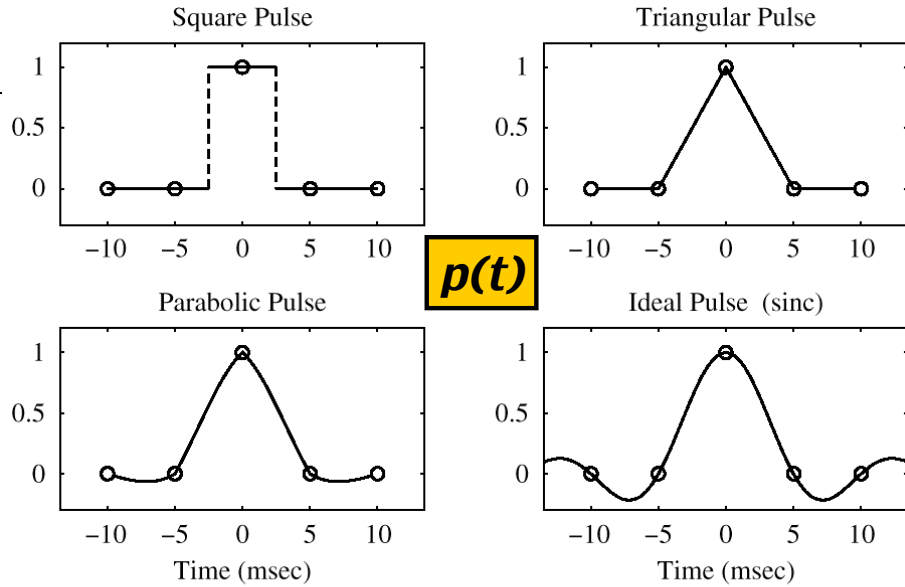


Figure 4.17 Four different pulses for D-to-C conversion. The sampling period is $T_s = 0.005$, i.e., $f_s = 200$ Hz. Note that the duration of each pulse is approximately one or two times T_s .

EXPAND the SUMMATION

$$\sum_{n=-\infty}^{\infty} y[n]p(t - nT_s) =$$

$$\dots + y[0]p(t) + y[1]p(t - T_s) + y[2]p(t - 2T_s) + \dots$$

■ SUM of SHIFTED PULSES $p(t - nT_s)$

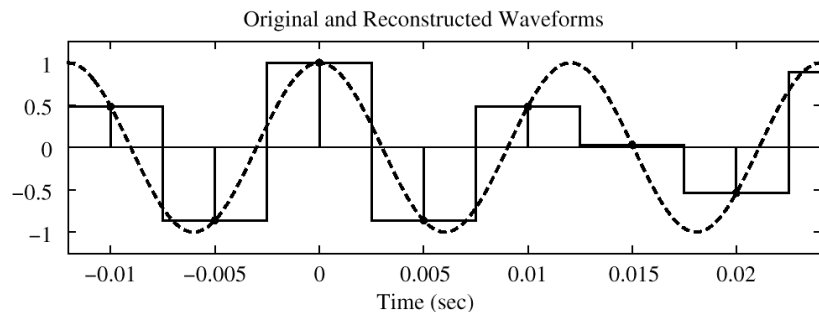
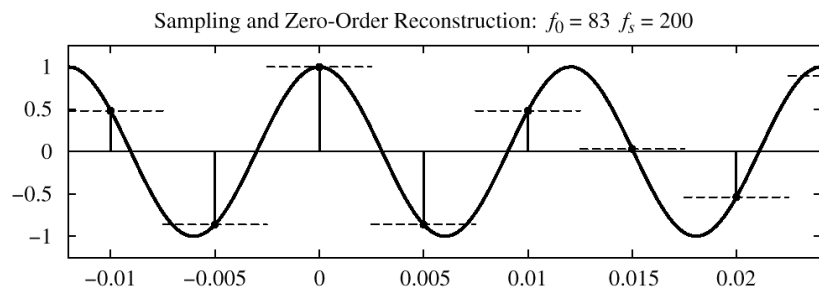
■ “WEIGHTED” by $y[n]$

■ CENTERED at $t = nT_s$

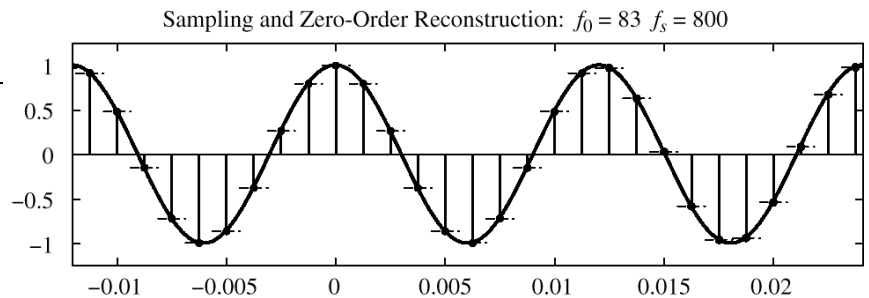
■ SPACED by T_s

■ RESTORES “REAL TIME”

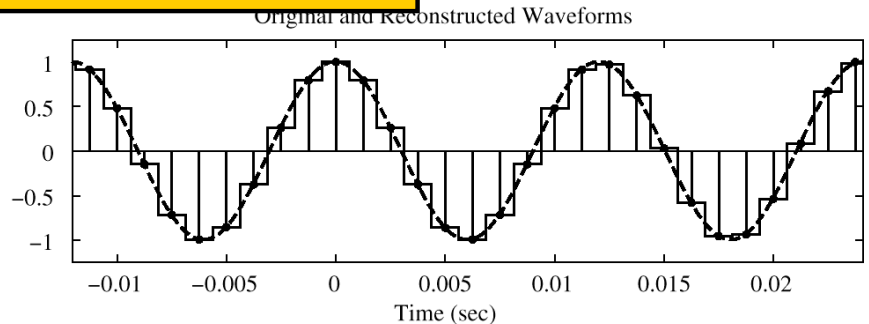
SQUARE PULSE CASE



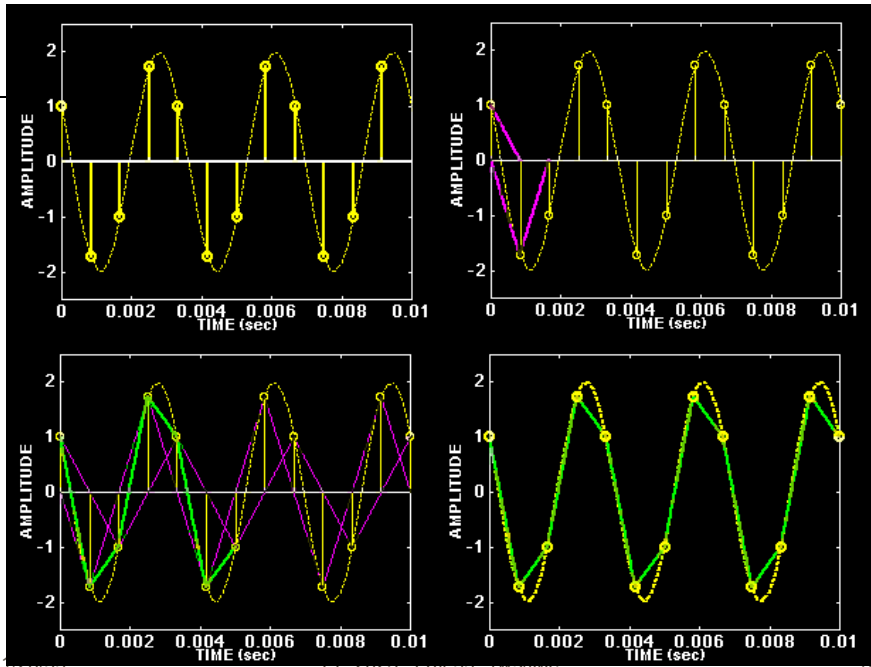
OVER-SAMPLING CASE



EASIER TO RECONSTRUCT

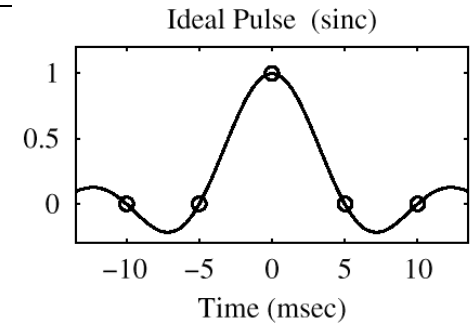


TRIANGULAR PULSE (2X)



OPTIMAL PULSE ?

**CALLLED
"BANDLIMITED
INTERPOLATION"**



$$p(t) = \frac{\sin \frac{\pi}{T_s} t}{\frac{\pi}{T_s} t} \quad \text{for } -\infty < t < \infty$$

$$p(t) = 0 \quad \text{for } t = 0, \pm T_s, \pm 2T_s$$