

Section 7 Sampling (discrete-time signal processing)

Q Given a CT impulse response $h(t)$, how to implement it.

Method 1: A continuous-time approach by capacitors, resistance, etc.

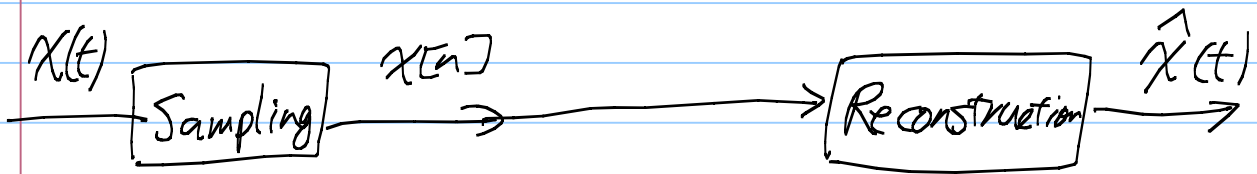
Hard. Most of the time we can only approximate it.

Method 2: ①

②

③

Before we continue, let's focus on the basic reconstruction system. (No processing between sampling & reconstruction.)



Q: How to perform sampling & reconstruction in the best way?

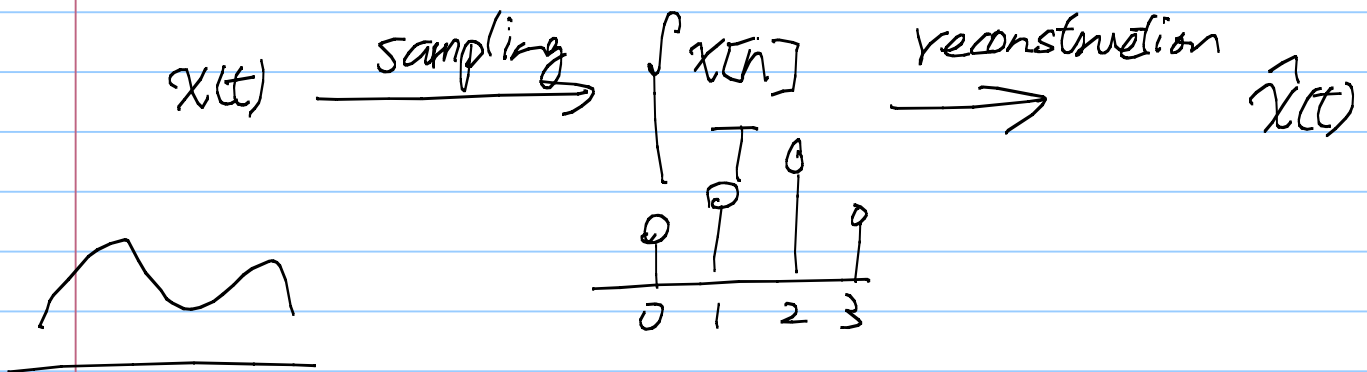
Q: What is sampling?

* A continuous curve $x(t)$ is now converted to a & a single

$x[n]$

T

$2\pi/T$



$$T = 0.2 \text{ sec}$$

The goal of reconstruction is to determine

$$\hat{x}(t) \text{ when } t \neq nT \text{ ex: } \hat{x}(\pi)$$

★ How to connect the dots?

Method 1: Linear Interpolation: Connecting the dots by line segments.

① Advantage: Easy to implement

② When T is small or $\omega_s = \frac{2\pi}{T}$ is large.

it approximates $x(t)$ very well.

Disadvantage: When the sampling freq is small $\frac{2\pi f}{T}$ is small, we lose too much detail.

Method 2: zero-order hold.

Hold the sample value until the next sample point.

Advantage: ① The easiest
② When $\frac{2\pi f}{T}$ is large, it's good.

Disadvantage: The same as linear interpolation

Question: Is there always loss of information during sampling?

If not, under what condition can $x(t)$ be perfectly reconstructed from $\{x[n]\}$ & how?

Observation: What is causing the problem?

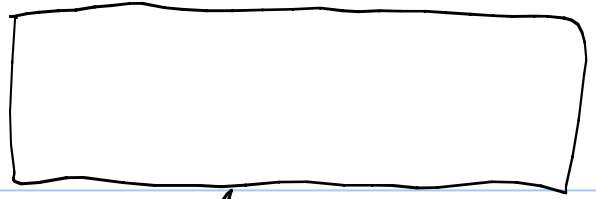
$x(t)$ oscillates too fast s.t. the fast movement cannot be captured by the equally spaced samples.

Intuitively.

A slowly moving $x(t)$ can be reconstructed

1.183

More explicitly, a



can be perfectly reconstructed.

To formalize this idea, we consider a new type of sampling:

Remark 1: $\{x[n]\}$ and $x_p(t)$ present the same amount of info. \Rightarrow They are equivalent.

Remark 2: