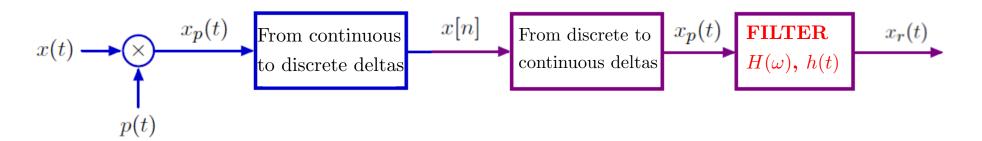
Sampling (in time)

THIRD PART

(suboptimal interpolation)

Summary: From x(t) to x[n] and back...

Complete scheme studied so far:



If we satisfy the Nyquist condition:

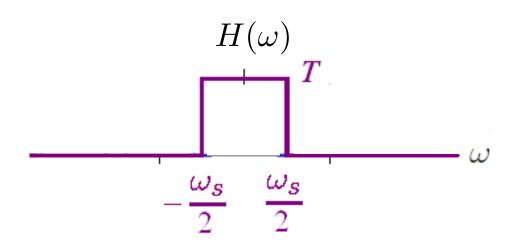
$$x_r(t) = x(t) !!!!!$$

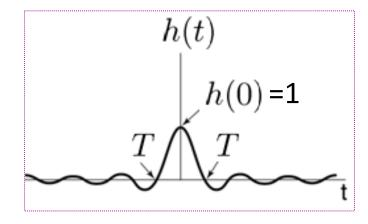
Nyquist condition:

$$\omega_s \geq 2W$$
 or equivalently: $T \leq \frac{\pi}{W}$

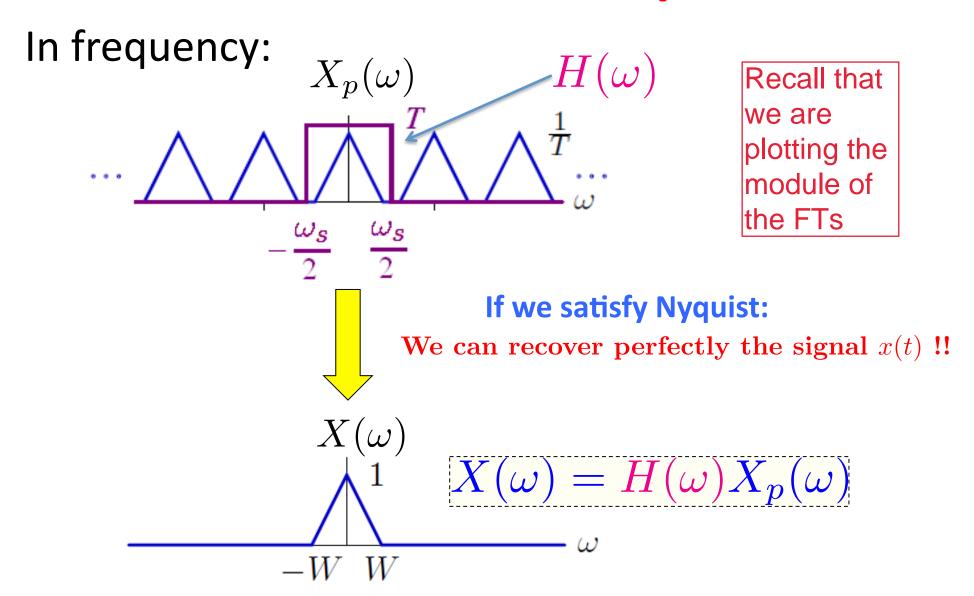
RECALL:

$$H(\omega) = \begin{cases} T & \text{si } |\omega| < \omega_s/2 \\ 0 & \text{si } |\omega| \ge \omega_s/2 \end{cases} \qquad h(t) = \frac{T \sin(\pi t/T)}{\pi t}$$

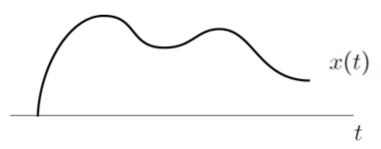


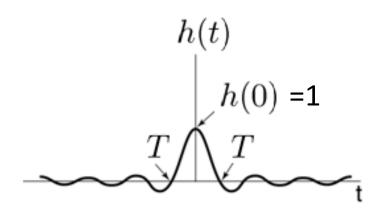


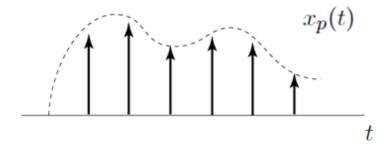
Sinc/ "octopus" / "pulpo"



In TIME:

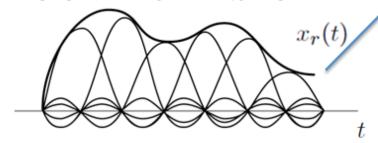






$$x_r(t) = x_p(t) * h(t)$$

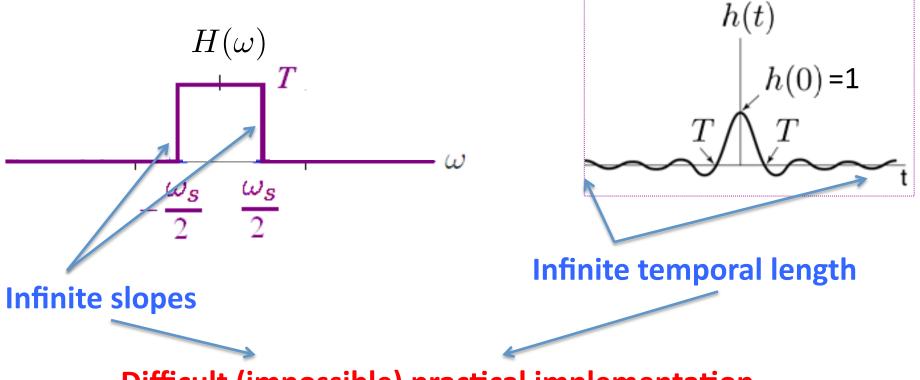
RECOVERED SIGNAL



If we satisfy Nyquist:

$$x_r(t) = x(t) !!!!!$$

Why ideal?



Difficult (impossible) practical implementation (good approximations are very costly)

What is an INTERPOLATOR?

$$x_r(t) = x_p(t) * h(t)$$

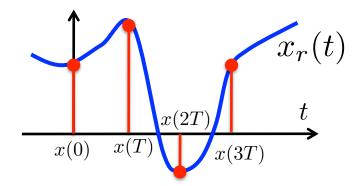
It is a filter such that:

$$h(0) = 1$$

$$h(t - nT)\Big|_{t=nT} = h(nT - nT) = 1$$

Then, in any case we have:

$$x_r(nT) = x[n] = x(nT)$$

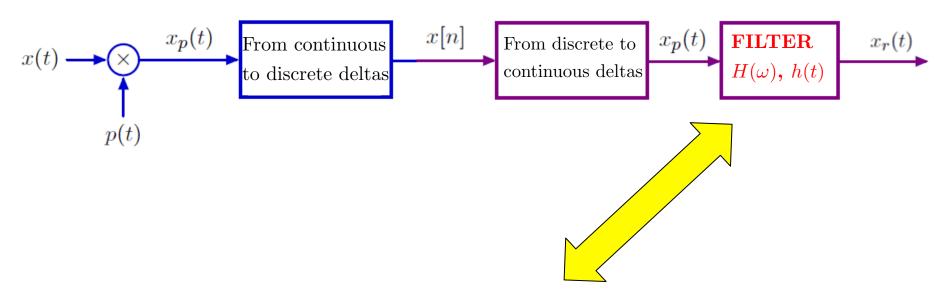


INTERPOLATION:

 $x_r(t)$ (at least) at t=nT we have a perfect reconstruction (we use x[n]).

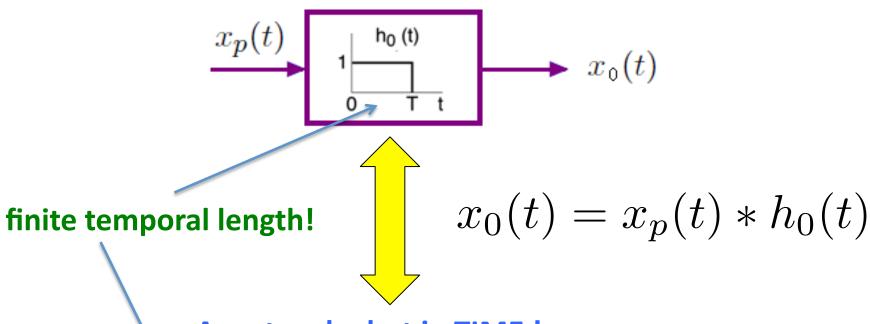
Suboptimal interpolation

Suboptimal interpolation



We change this filter: Using a non-ideal one

Zero-order interpolator (piecewise constant)



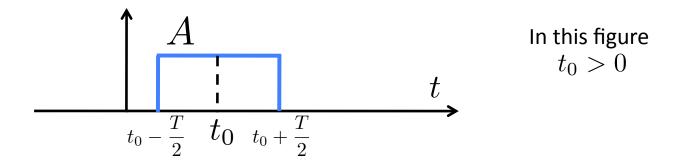
A rectangle: but in TIME!

A sinc function in FREQUENCY!!

but an infinite length response in frequency!

RECALL: Fourier Trasform of a rectangle

$$x(t) = A \operatorname{rect}\left(\frac{t - t_0}{T}\right) = \begin{cases} A & \text{for } |t - t_0| < \frac{T}{2} \\ 0 & \text{otherwise} \end{cases}$$

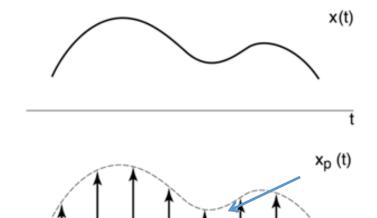


$$X(\omega) = AT \operatorname{sinc}(\omega T/2)e^{-j\omega t_0}$$

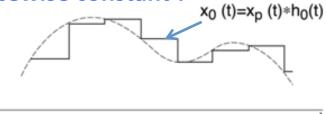
$$= AT \frac{\sin(\omega T/2)}{\omega T/2}e^{-j\omega t_0} = 2A \frac{\sin(\omega \frac{T}{2})}{\omega}e^{-j\omega t_0}$$

Zero-order interpolator

TIME DOMAIN

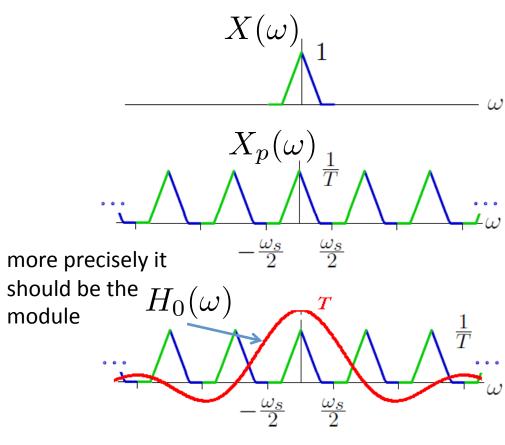


Piecewise constant!



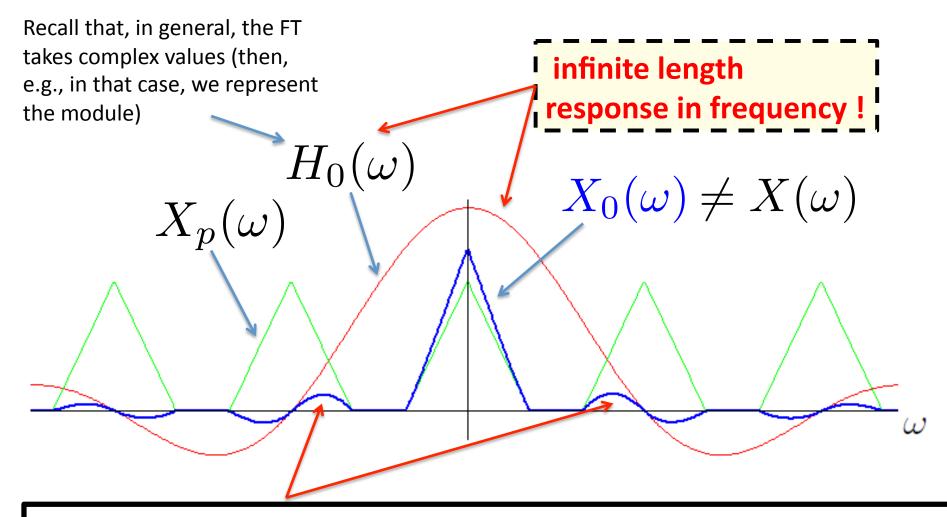
$$x_0(t) = x_p(t) * h_0(t)$$

FREQUENCY DOMAIN



$$X_0(\omega) = X_p(\omega)H_0(\omega)$$

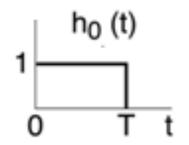
Zero-order interpolator



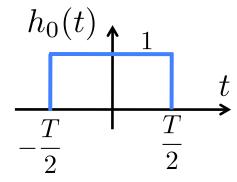
NO perfect reconstruction: some high-frequencies are included ("distortion"), that are not contained in the original signal x(t)

Zero-order Nearest-Neighbor interpolator

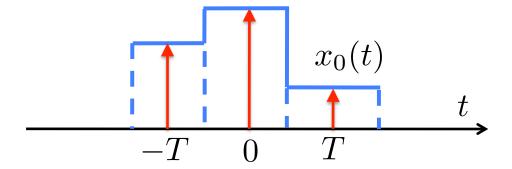
If instead of



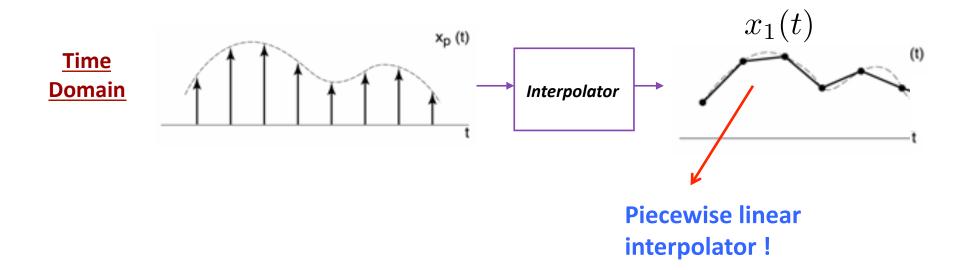
We use



- 1) $H_0(\omega)$ is real (no complex); is directly the sinc function (without multiplying for complex exponentials)
- 2) We obtain a Nearest-Neighbor interpolator!

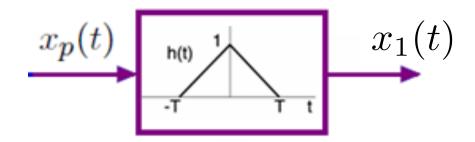


First-order interpolator



Matlab uses this interpolator in its plots (for default).

First-order interpolator



Triangular filter in time - h(t)

A squared sinc (squared "octobus"

A squared sinc (squared "octopus") in frequency!

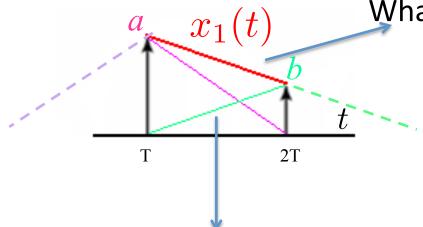
$$x_1(t) = x_p(t) * h(t)$$

Convolution with a triangular function of length 2T

First-order interpolator

$$x_1(t) = x_p(t) * h(t)$$

Convolution with a triangular function of length 2T



What is the value of the signal at t=1.4T?

$$\mathbf{x}_{1}(1.4T) = 0.6 \cdot a + 0.4 \cdot b$$

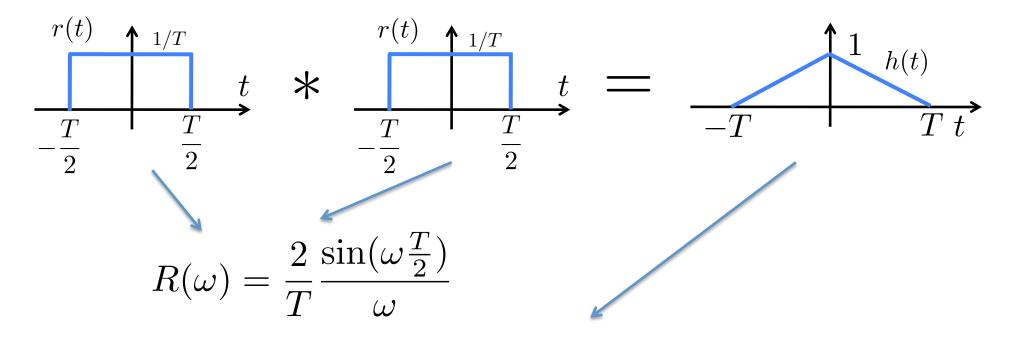
Linear combination of two pieces of two triangles during the convolution

And the value of the signal at t=rT with r>=1 and r<=2?

$$x_1(t) = (2 - r)a + (r - 1)b$$

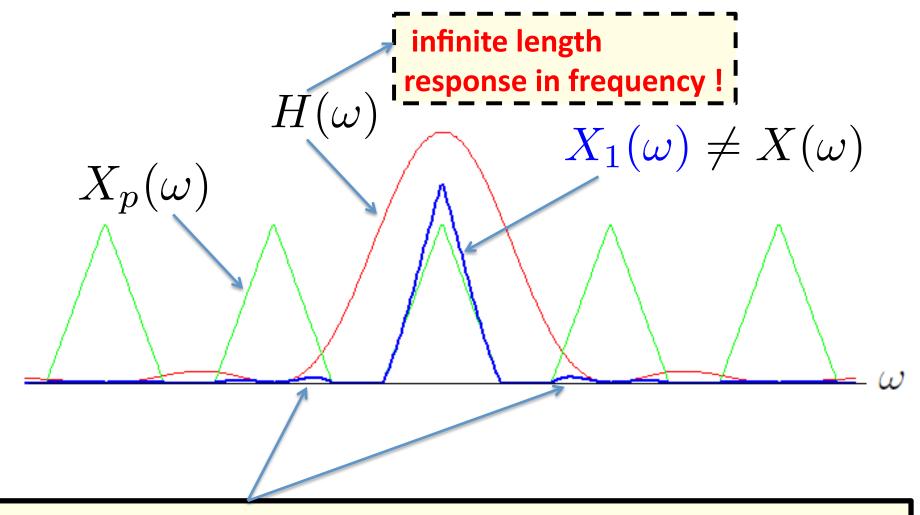
Triangle as convolution of two rectangles

RECALL:



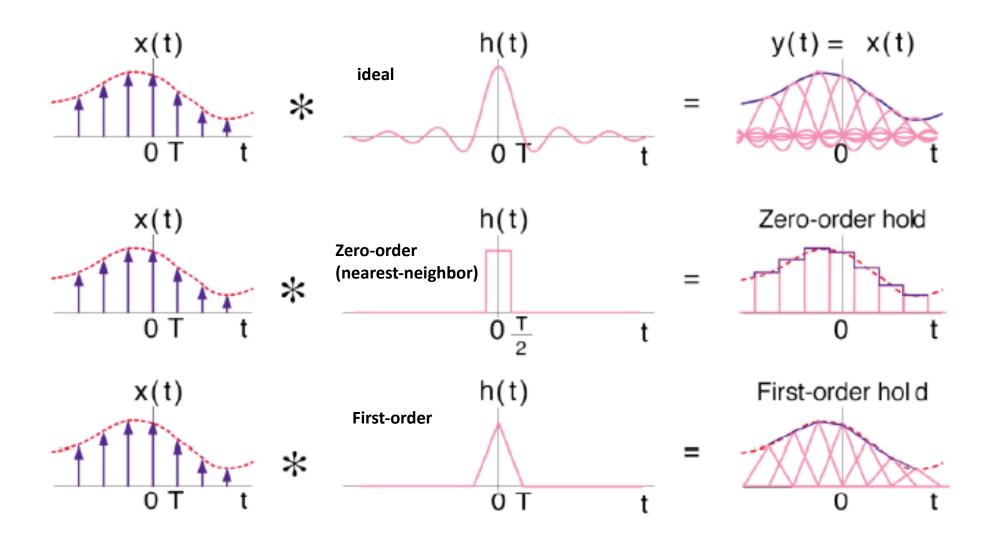
$$H(\omega) = R(\omega)^2 = \left(\frac{2\sin(\omega\frac{T}{2})}{T}\right)^2 = \frac{4\sin(\omega\frac{T}{2})^2}{\omega^2 T^2}$$

First-order interpolator in frequency

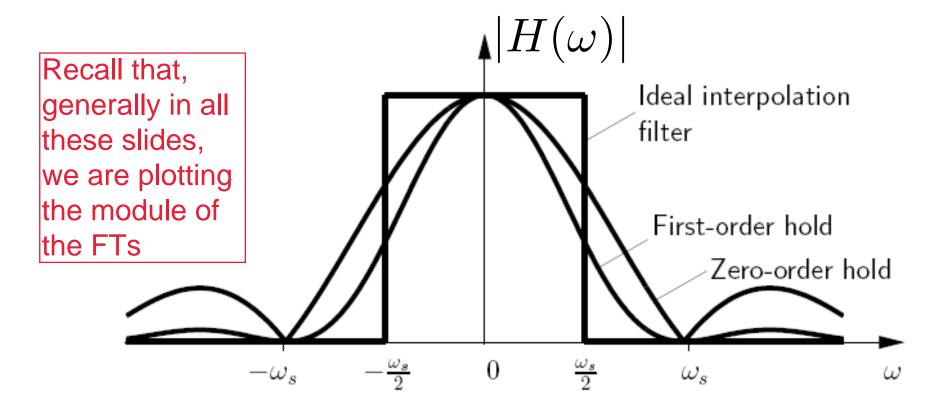


Again NO perfect reconstruction: some high-frequencies are included (but less than before with the zero-order)

Summary (time domain)



Summary (frequency domain)



Note that the increasing the order provides a better approximation of the ideal case