Sampling From continuous to discrete time

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From continuous to discrete time

 Sampling is the process that consists in taking a continuous time signal and transforming it into a discrete time signal





How to obtain it?

- The main actors are
 - The impulse train
 - The convolution operator



The sampled signal can be seen as the product of the CT signal times the impulse train



What else do we know?

- The product in signal domain corresponds to the convolution in Fourier domain
- The DTFT of a discrete time signals is periodic of period 2π
- So far, we have considered sample indices that were integer numbers which amounts to assume unitary spacing among samples

 <u>t</u> t t t t t t



while for sampled signals the spacing among samples is T_s



Stratching $(T_s > 1)$ or shrinking $(T_s < 1)$ of the time axis



What do we need

- F-transform of the impulse train but we know that
 - The impulse train is a periodic function of period T_s

$$S_{T_s}(t) = \sum_{n=-\infty}^{+\infty} \delta(t - nT_s)$$

Thus its transform is

$$S_{T_s}(t) = \sum_{n=-\infty}^{+\infty} \delta(t - nT_s) \to S_{T_s}(\omega) = \frac{1}{T_s} \sum_{k=-\infty}^{+\infty} \delta(\omega - n\omega_s)$$

- Thus it is a scaled version of the train of delta where the spacing between deltas is $1/T_{\rm s}$



Exploiting the convolution theore

$$f_s(t) = f(nT_s) = f(t)S_{T_s}(t) = \sum_n f(nT_s)\delta(t - nT_s)$$
$$F_s(\omega) = f(\omega) \star S_{T_s}(\omega) = \frac{1}{T_s}\sum_n F(\omega - n\omega_s)$$



Sampling periodizes the spectrum







Discrete impulse train

Define a comb function (impulse train) as follows

$$comb_{N}[n] = \sum_{l=-\infty}^{\infty} \delta[n-lN]$$

where *M* and *N* are integers





Impulse Train







Sampling (Nyquist) theorem



















If there is no aliasing, the original signal can be recovered from its samples by low-pass filtering.











Sampling F(u)f(x)Anti-aliasing filter ${\mathcal X}$ ≻ -W $\overline{2M}$ f(x) * h(x) $\langle \rangle$



-W

 \mathcal{U}

 \mathcal{U} ≻

W

Without anti-aliasing filter:



 \mathcal{U}



