DSP First, 2/e

MODIFIED TLH

Lecture 10

Digital to Analog (D-to-A) Conversion

READING ASSIGNMENTS

- This Lecture:
  - Chapter 4: Sections 4-3, 4-4

- Other Reading:
  - COURSE WEBSITE

LECTURE OBJECTIVES

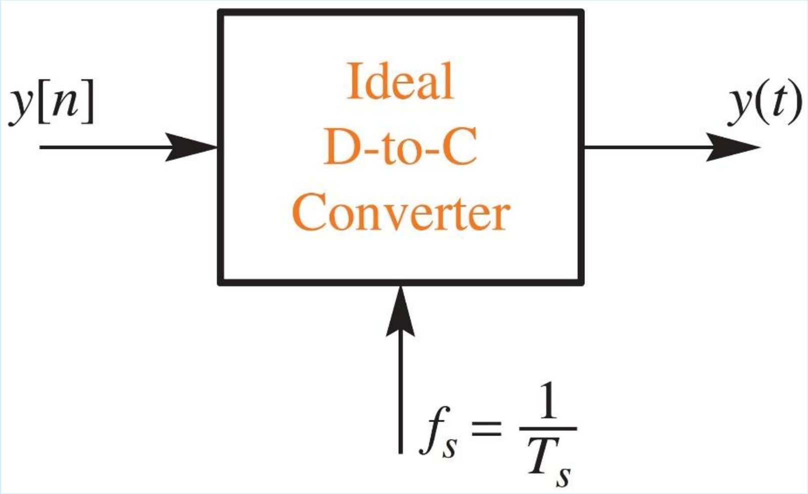
- DIGITAL-to-ANALOG CONVERSION is
  - Reconstruction from samples
    - SAMPLING THEOREM applies
  - Smooth **Interpolation**
- Mathematical Model of D-to-A
  - SUM of SHIFTED PULSES
    - Linear Interpolation example

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, y(t)
  - y[n] is called a "discrete-time" signal

Ideal Reconstruction (1 of 2)

Figure 4-6: Block diagram of the ideal discrete-to-continuous (D-to-C) converter when the sampling rate is $f_s = 1/T_s$. The output signal must satisfy $y(nT_s) = y[n]$.



SAMPLING x(t)

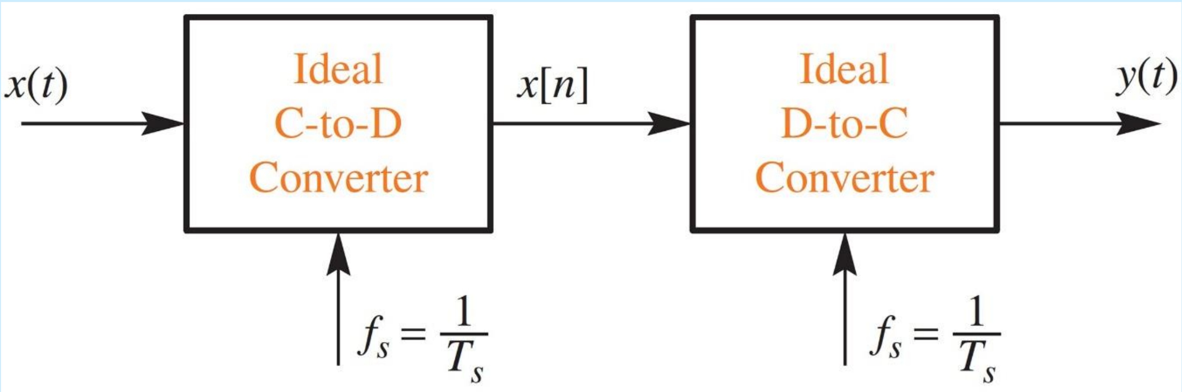
- UNIFORM SAMPLING at $t = nT_s$
  - IDEAL: $x[n] = x(nT_s)$

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 $2f_{\max}$.

Ideal Reconstruction (2 of 2)

Figure 4-7: sampling and reconstruction system where the rates of the C-to-D and D-to-C converters are the same.



Terminology: NYQUIST RATE

- "**Nyquist Rate**" Sampling
  - f_s > **TWICE** the HIGHEST Frequency in x(t)
  - "Sampling above the Nyquist rate"
- **BANDLIMITED SIGNALS**
  - DEF: HIGHEST FREQUENCY COMPONENT in SPECTRUM of x(t) is finite
  - NON-BANDLIMITED EXAMPLE
    - TRIANGLE WAVE is NOT BANDLIMITED

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_o by f_s

$$\hat{\omega} = 2\pi \frac{(\pm f_0)}{f_s} + 2\pi\ell$$

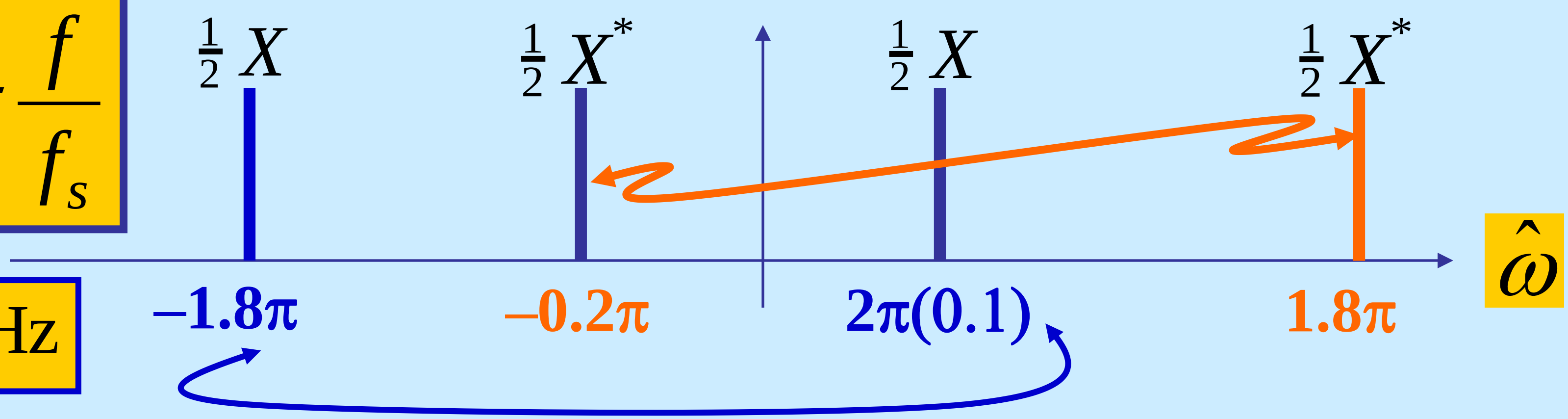
EXAMPLE: SPECTRUM

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

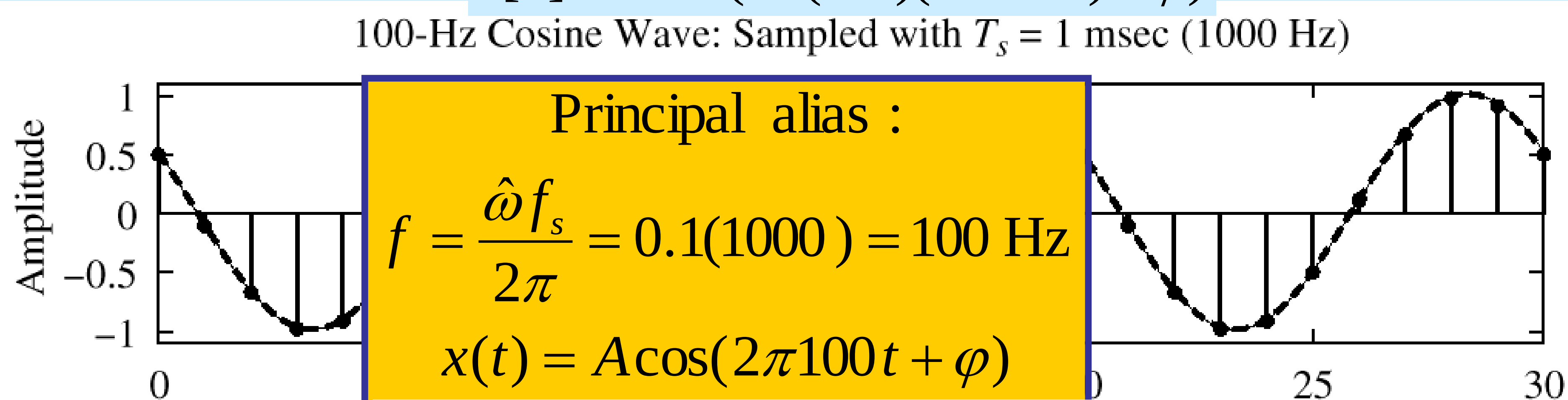
SPECTRUM (MORE LINES)

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

$$f_s = 1\,\text{kHz}$$



$$x[n] = A\cos(2\pi(100)(n/1000) + \varphi)$$



Principal alias :

$$f = \frac{\hat{\omega} f_s}{2\pi} = 0.1(1000) = 100\ \text{Hz}$$

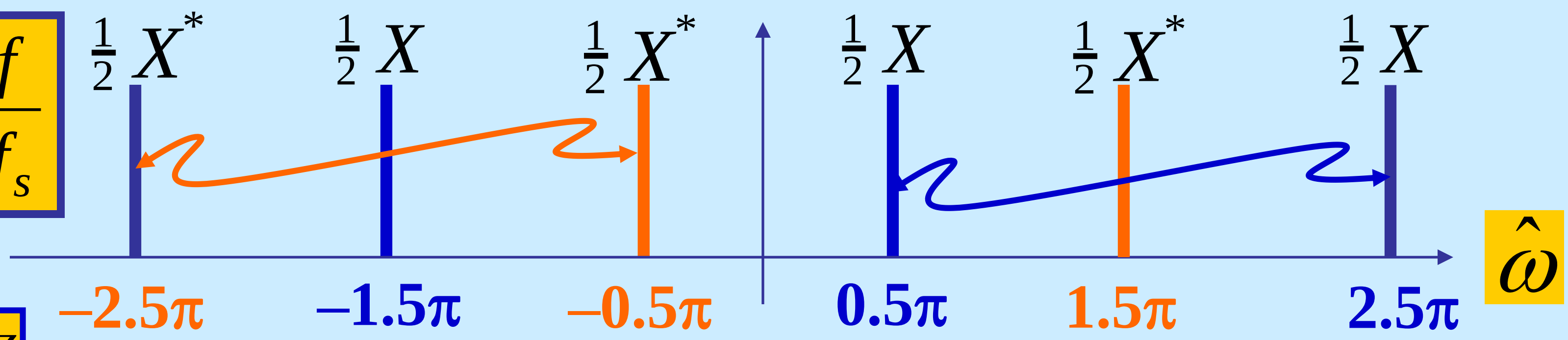
$$x(t) = A\cos(2\pi 100 t + \varphi)$$

Principal alias is always between $-\pi \le \hat{\omega} \le \pi$

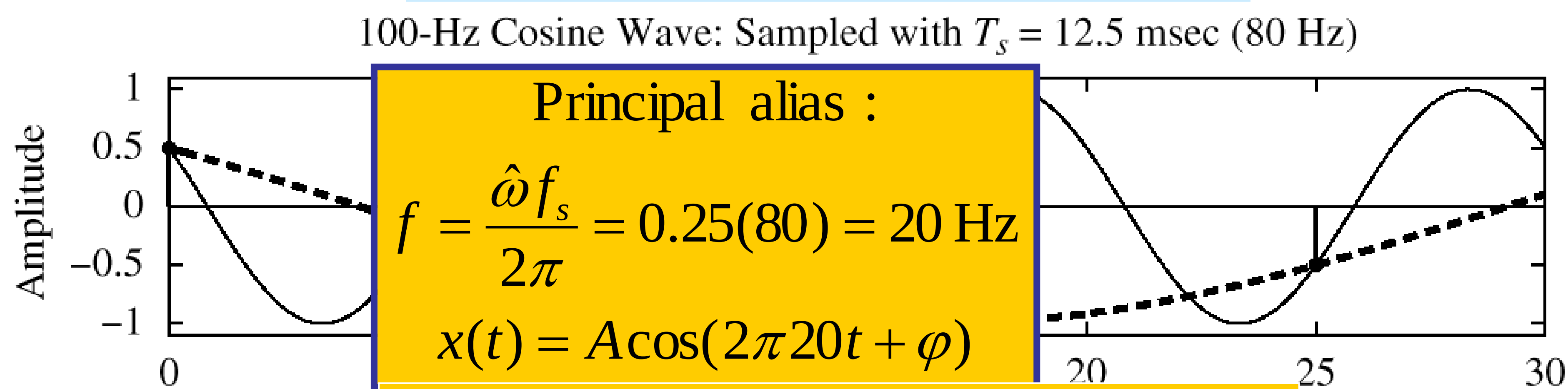
SPECTRUM (ALIASING CASE)

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

$$f_s = 80\ \text{Hz}$$



$$x[n] = A\cos(2\pi(100)(n/80) + \varphi)$$



Principal alias :

$$f = \frac{\hat{\omega} f_s}{2\pi} = 0.25(80) = 20\ \text{Hz}$$

$$x(t) = A\cos(2\pi 20 t + \varphi)$$

Principal alias is always between $-\pi \le \hat{\omega} \le \pi$

FOLDING (a type of ALIASING)

- EXAMPLE: 3 different x(t); same x[n]

$$\hat{\omega} = 2\pi \frac{100}{1000} = 2\pi(0.1)$$

$$f_s = 1000$$

$$\cos(2\pi(100)t) \rightarrow \cos[2\pi(0.1)n]$$

$$\cos(2\pi(1100)t) \rightarrow \cos[2\pi(1.1)n] = \cos[2\pi(0.1)n]$$

$$\cos(2\pi(900)t) \rightarrow \cos[2\pi(0.9)n]$$

$$= \cos[2\pi(0.9)n - 2\pi n] = \cos[2\pi(-0.1)n] = \cos[2\pi(0.1)n]$$

- 900 Hz "folds" to 100 Hz when f_s=1kHz

DIGITAL FREQ $\hat{\omega}$ AGAIN

Normalized Radian Frequency

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

ALIASING

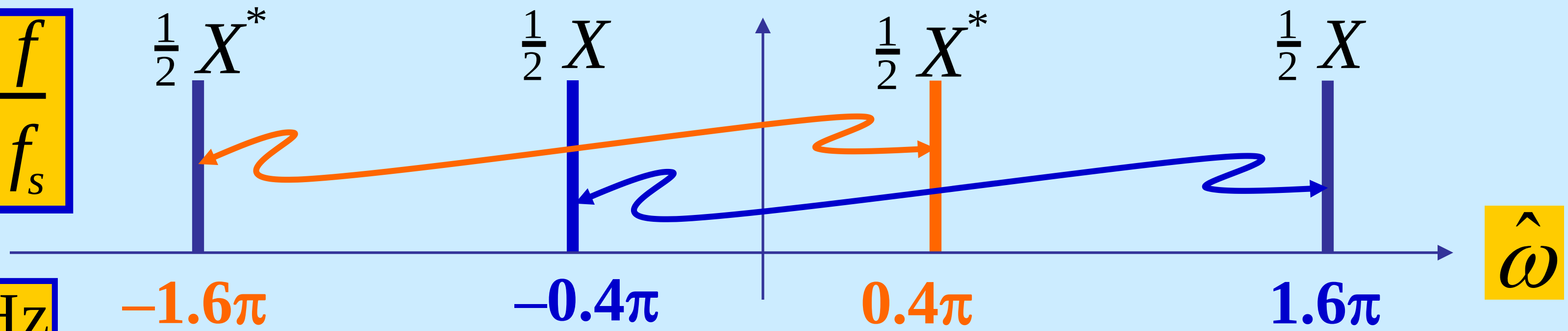
$$\hat{\omega} = \omega T_s = -\frac{2\pi f}{f_s} + 2\pi\ell$$

FOLDED ALIAS

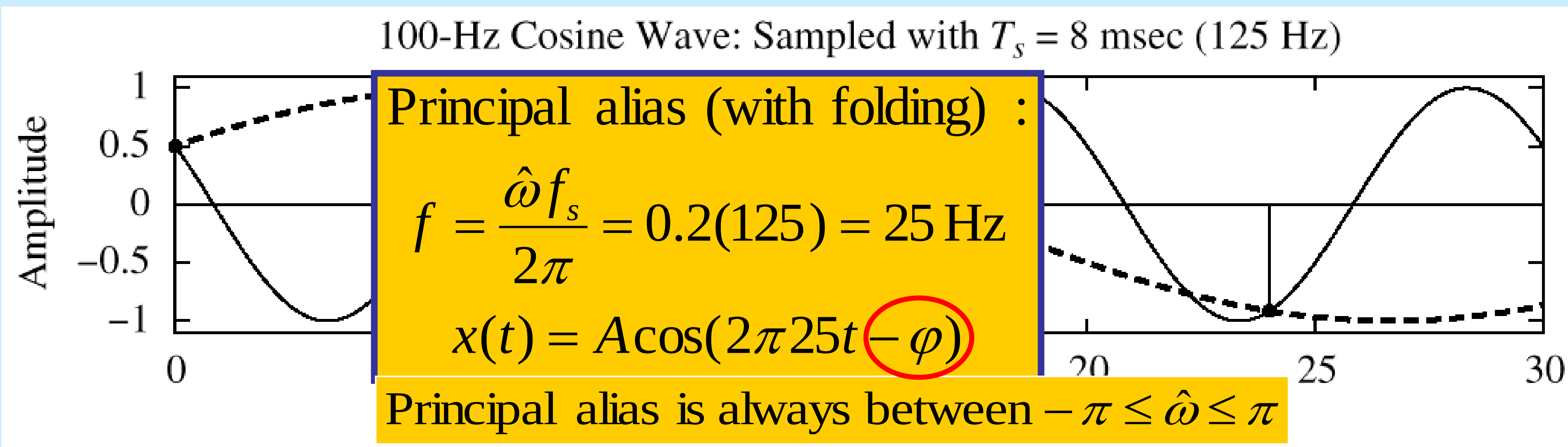
SPECTRUM (FOLDING CASE)

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

$$f_s = 125\,\text{Hz}$$



$$x[n] = A\cos(2\pi(100)(n/125) + \varphi)$$



Principal alias (with folding) :

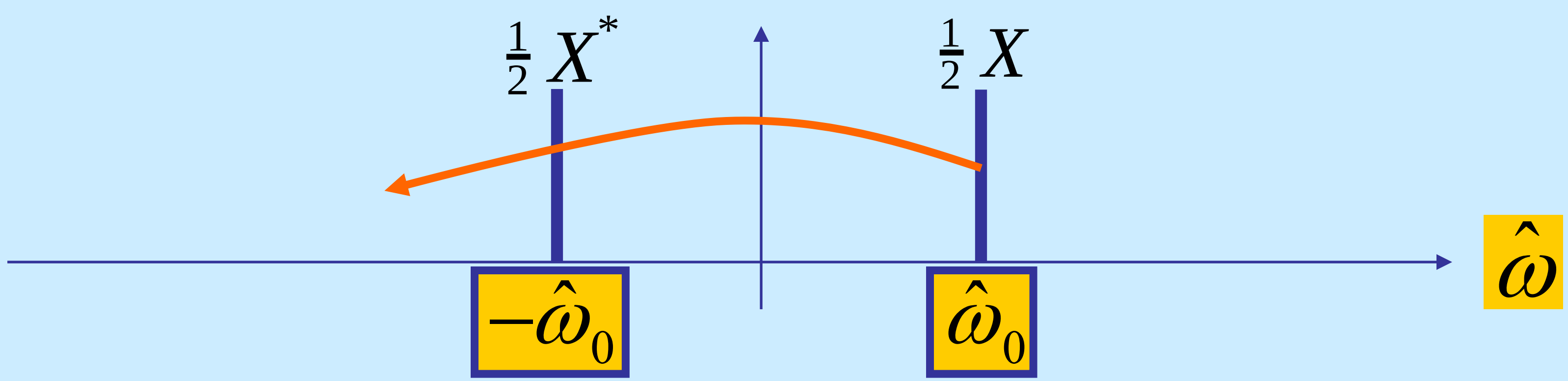
$$f = \frac{\hat{\omega} f_s}{2\pi} = 0.2(125) = 25\,\text{Hz}$$

$$x(t) = A\cos(2\pi 25 t - \varphi)$$

Principal alias is always between $-\pi \leq \hat{\omega} \leq \pi$

SPECTRUM Explanation of SAMPLING THEOREM

- How do we prevent aliasing?
- Guarantee original signal is principal alias:



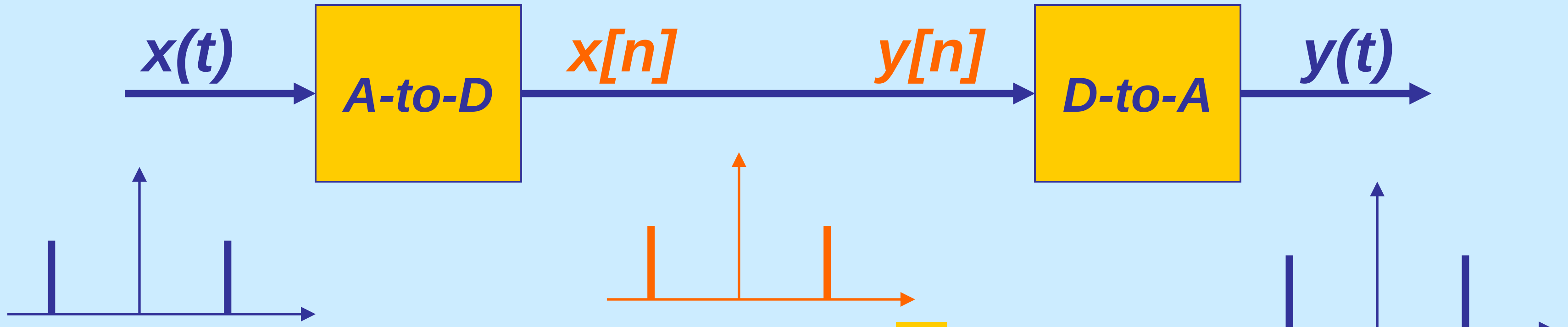
$$\hat{\omega}_0 - 2\pi < -\hat{\omega}_0 \quad \Rightarrow \hat{\omega}_0 < \pi$$

$$\hat{\omega}_0 = \frac{2\pi f_0}{f_s} < \pi \quad \Rightarrow f_0 < \frac{f_s}{2}$$

D-to-A Reconstruction

- Create continuous y(t) from y[n]
  - **IDEAL D-to-A:**
    - If you have formula for y[n]
  - Invert sampling ($t=nT_s$) by $\mathbf{n=f_s t}$
  - $y[n] = A\cos(0.2\pi n+\phi)$ with $f_s = 8000$ Hz
  - $y(t) = A\cos(0.2\pi(8000t)+\phi) = A\cos(2\pi(\underline{800})t+\phi)$

FREQUENCY DOMAINS



f ω

$$\hat{\omega} = 2\pi \frac{(\pm f)}{f_s} + 2\pi\ell$$

$\hat{f}$ $\hat{\omega}$

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

f

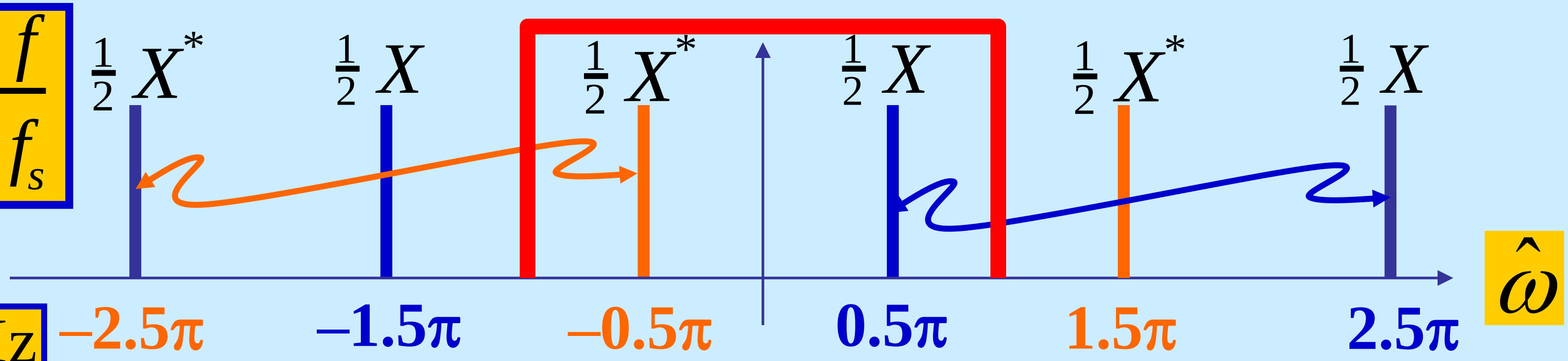
D-to-A is AMBIGUOUS !

- ALIASING
  - Given y[n], which y(t) do we pick ? ? ?
  - INFINITE NUMBER of y(t)
    - PASSING THRU THE SAMPLES, y[n]
  - D-to-A RECONSTRUCTION MUST CHOOSE ONE OUTPUT
- RECONSTRUCT THE SMOOTHEST ONE
  - THE LOWEST FREQ, if y[n] = sinusoid

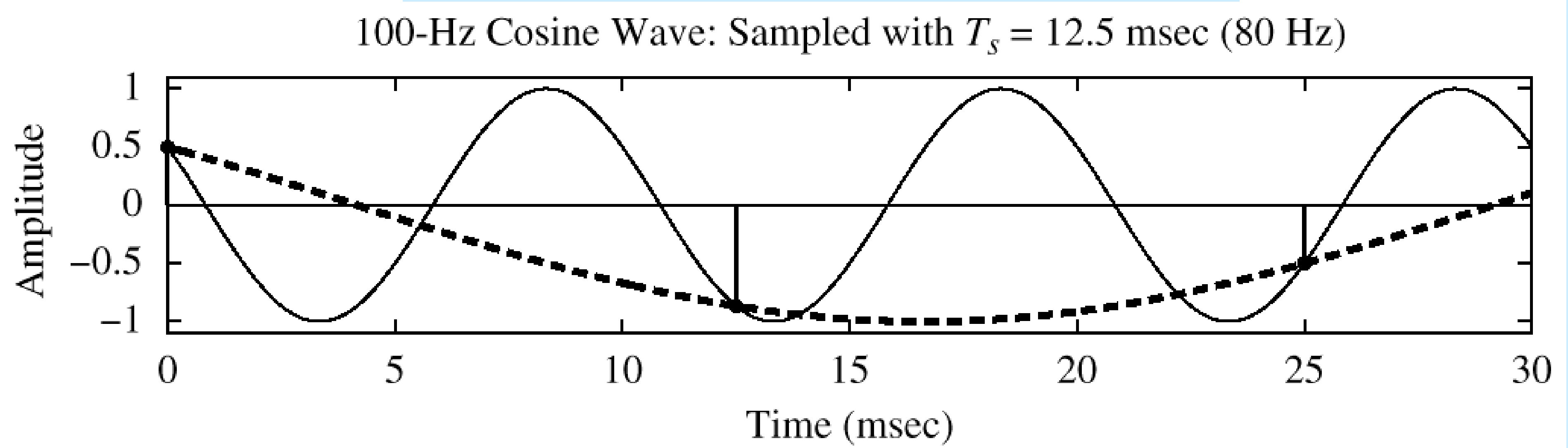
SPECTRUM (ALIASING CASE)

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

$$f_s = 80\text{ Hz}$$



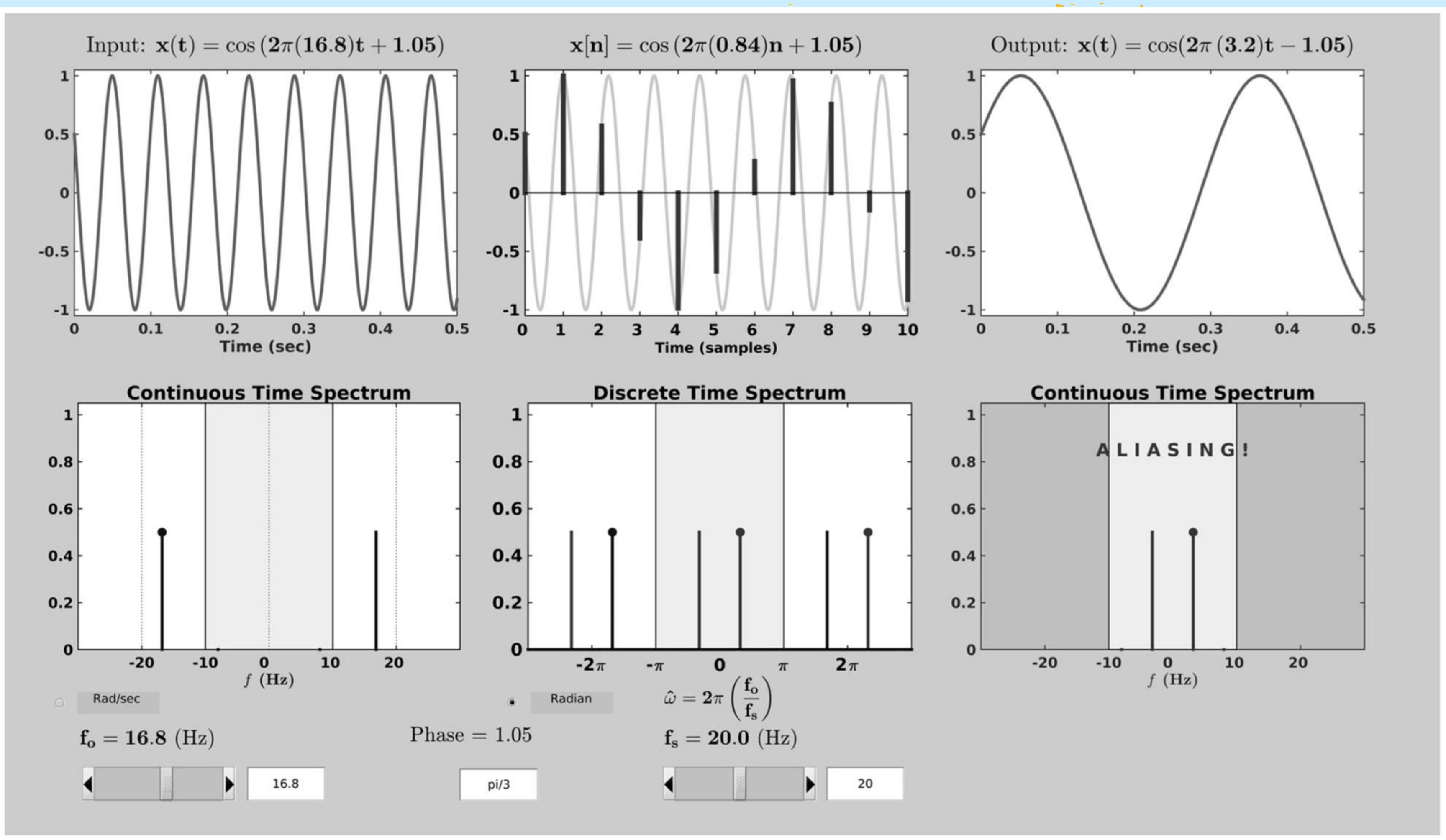
$$x[n] = A\cos(2\pi(100)(n/80) + \varphi)$$



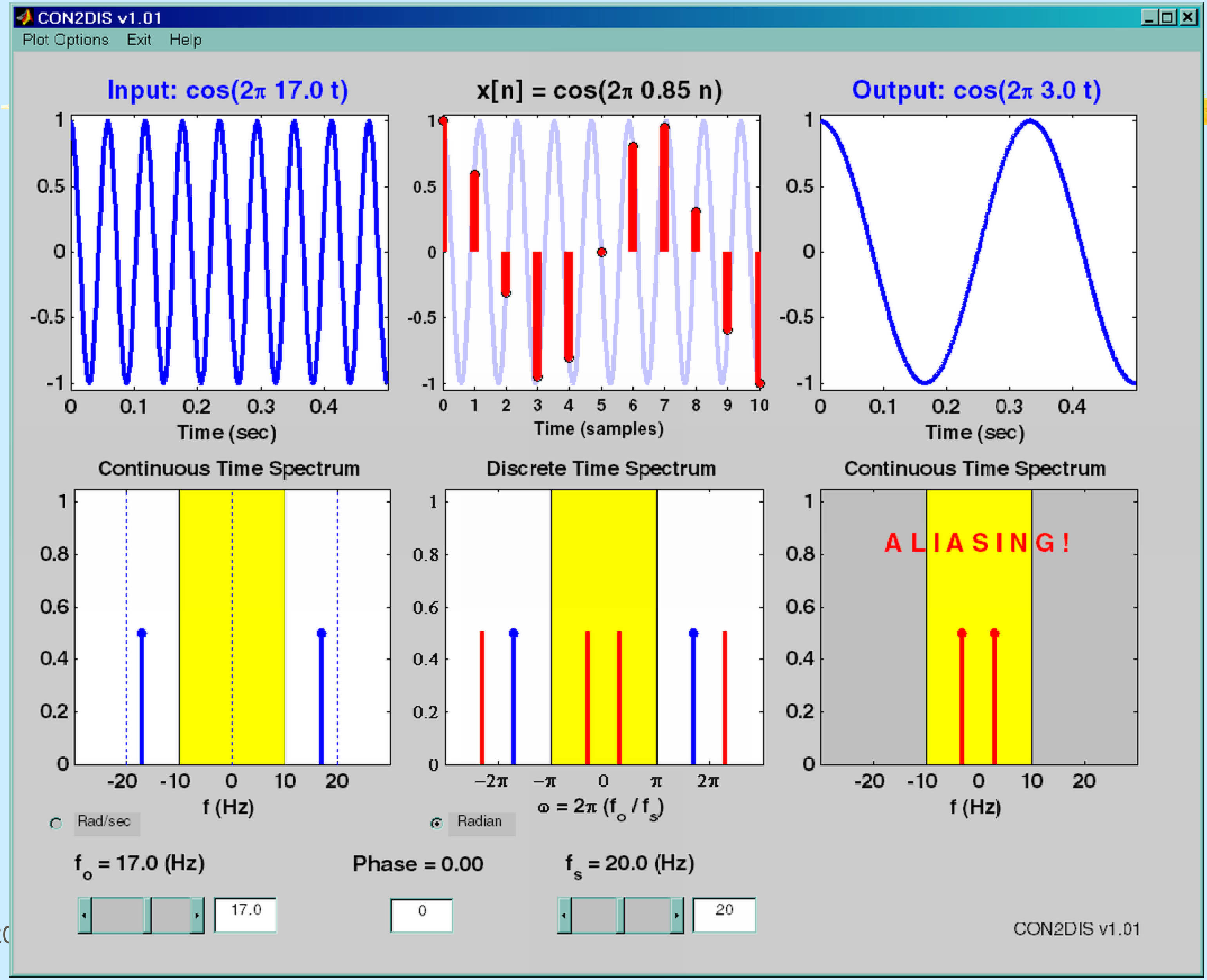
DEMOS from CHAPTER 4

- CD-ROM DEMOS
- SAMPLING DEMO (**con2dis GUI**)
  - Different Sampling Rates
    - Aliasing of a Sinusoid
- STROBE DEMO
  - Synthetic vs. Real
  - Television SAMPLES at 30 fps
- Sampling & Reconstruction

SAMPLING GUI (con2dis)



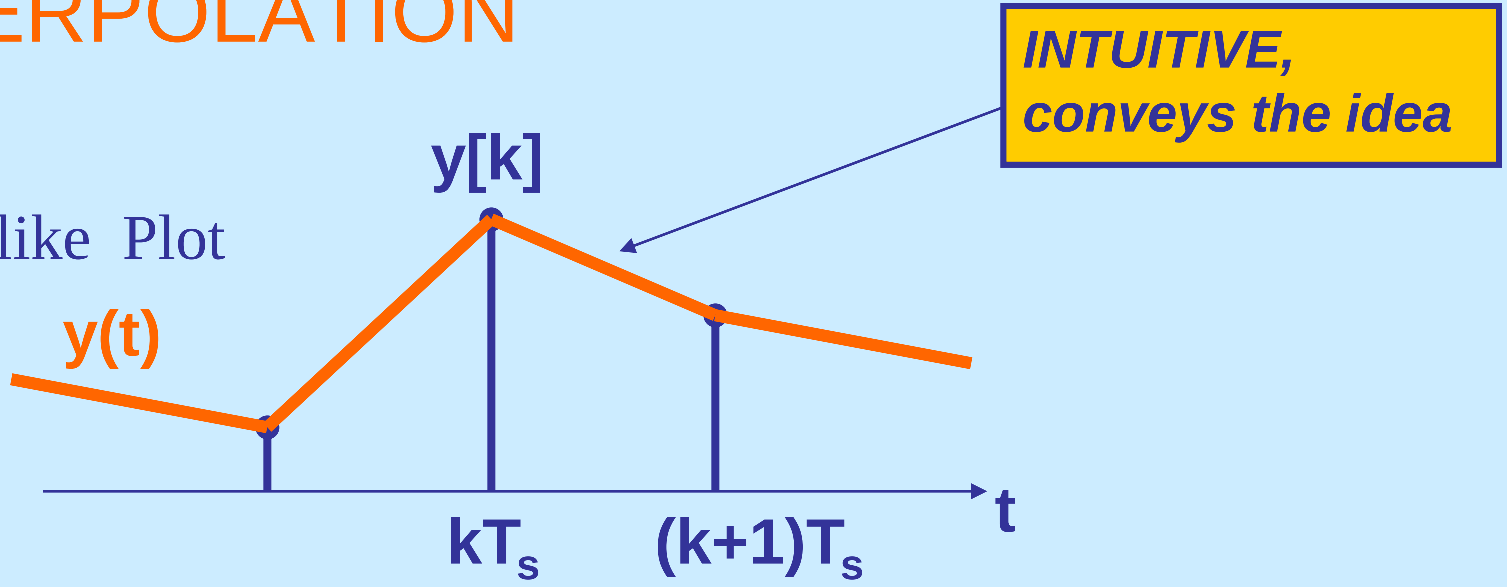
SAMPLING GUI (con2dis)



Reconstruction (D-to-A)

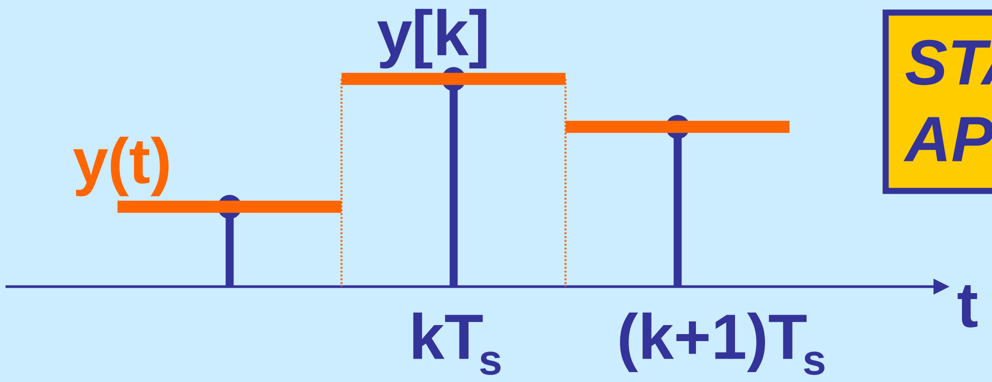
- CONVERT STREAM of NUMBERS to x(t)
- "CONNECT THE DOTS"
- INTERPOLATION

This is like Plot



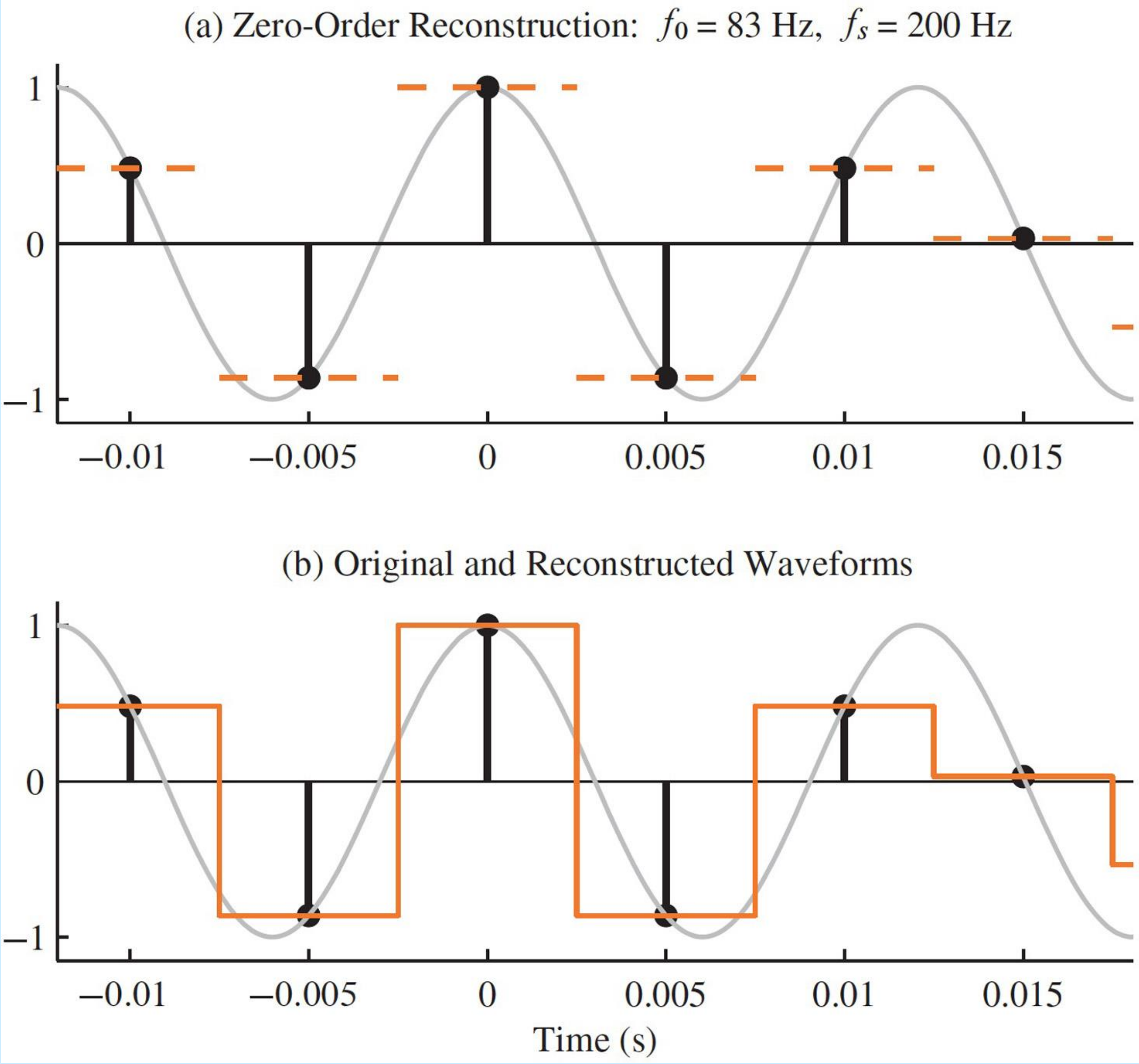
SAMPLE & HOLD DEVICE

- 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
    - $kT_s - 0.5T_s < t < kT_s + 0.5T_s$

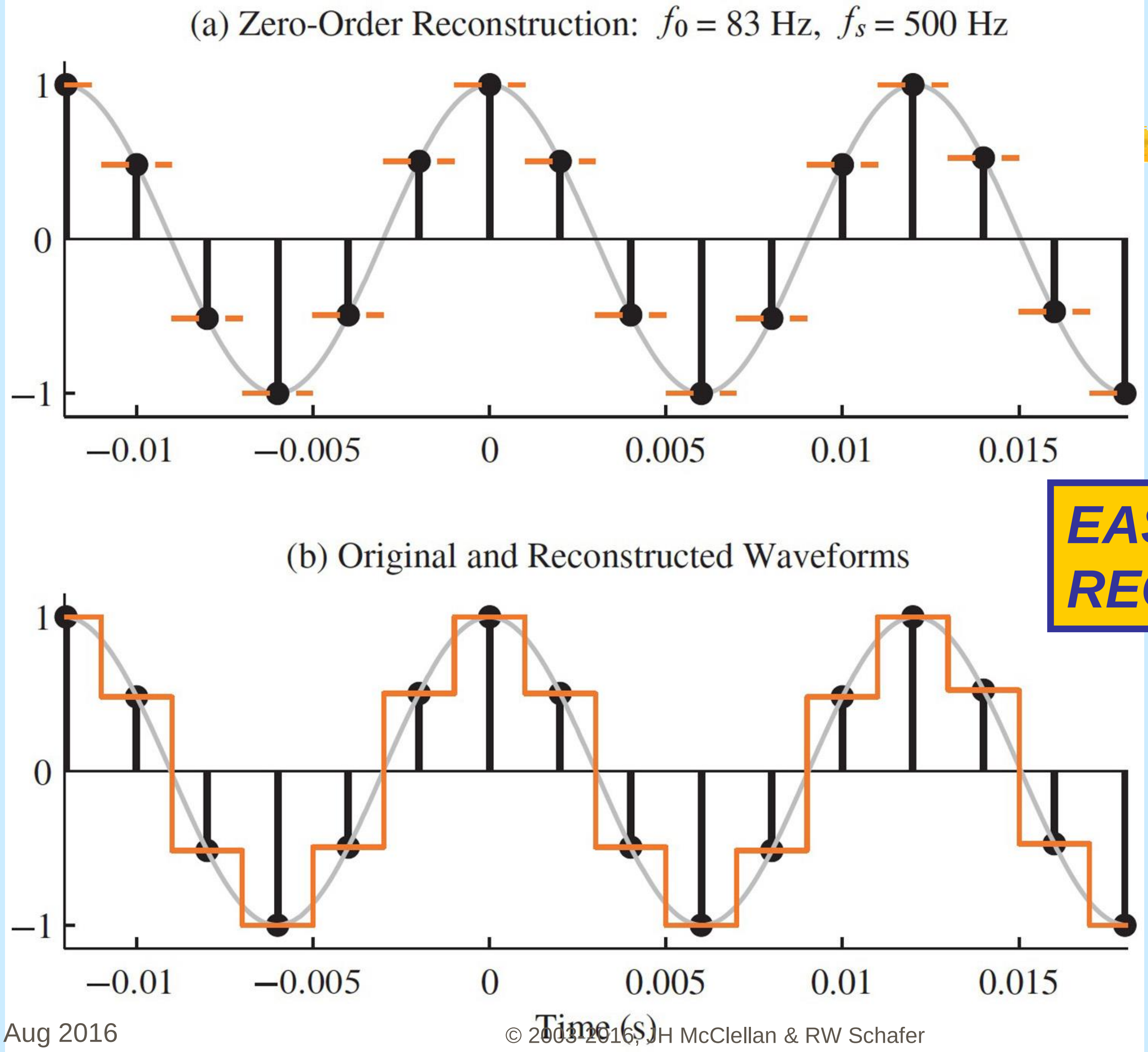


STAIR-STEP APPROXIMATION

SQUARE PULSE CASE



OVER-SAMPLING CASE



EASIER TO RECONSTRUCT

MATH MODEL for D-to-A

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

SQUARE PULSE:

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

EXPAND the SUMMATION

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

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

- SUM of SHIFTED PULSES $p(t\text{-}nT_s)$
  - "WEIGHTED" by y[n]
  - CENTERED at $t=nT_s$
  - SPACED by T_s
    - RESTORES "REAL TIME"

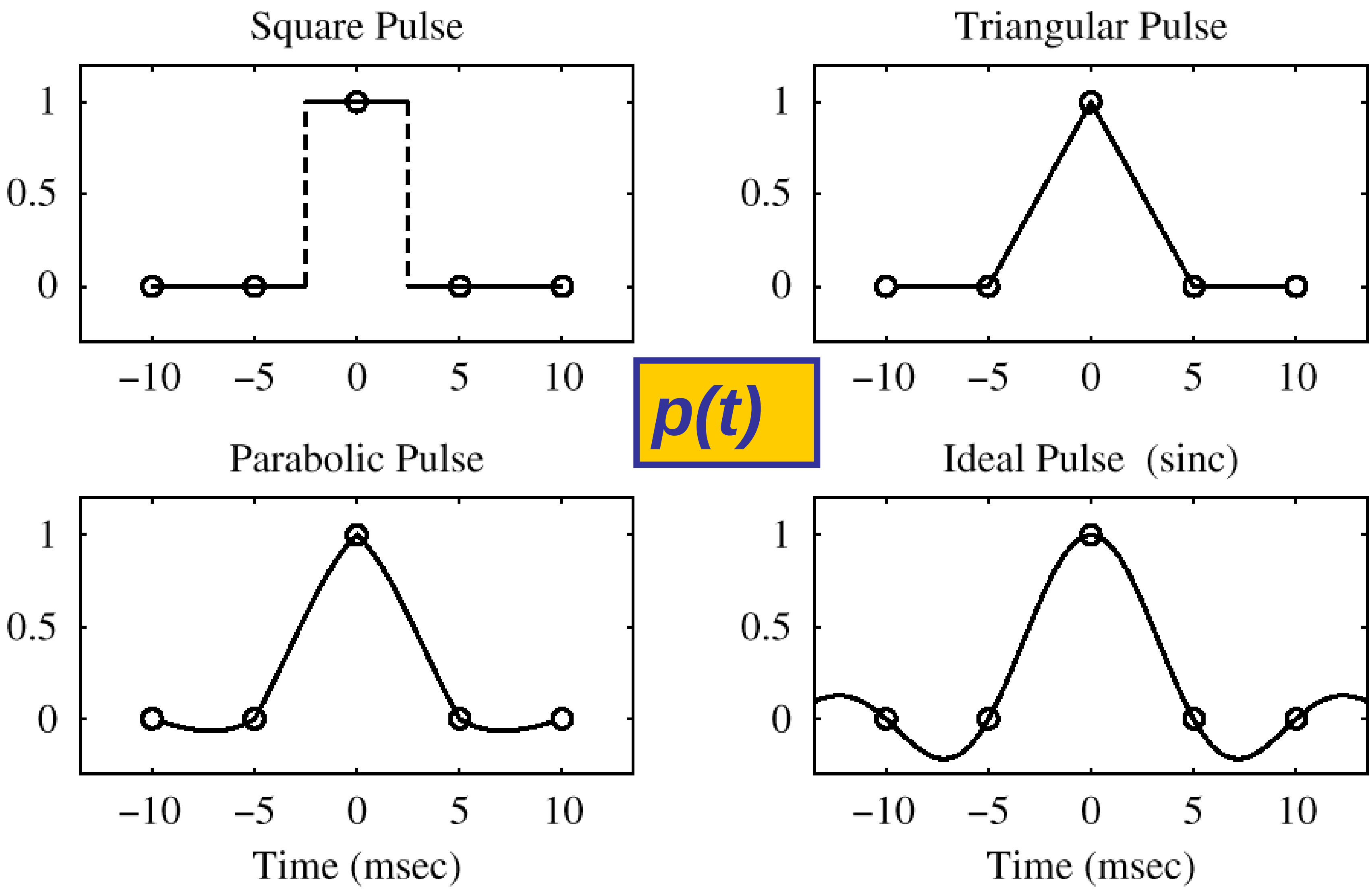
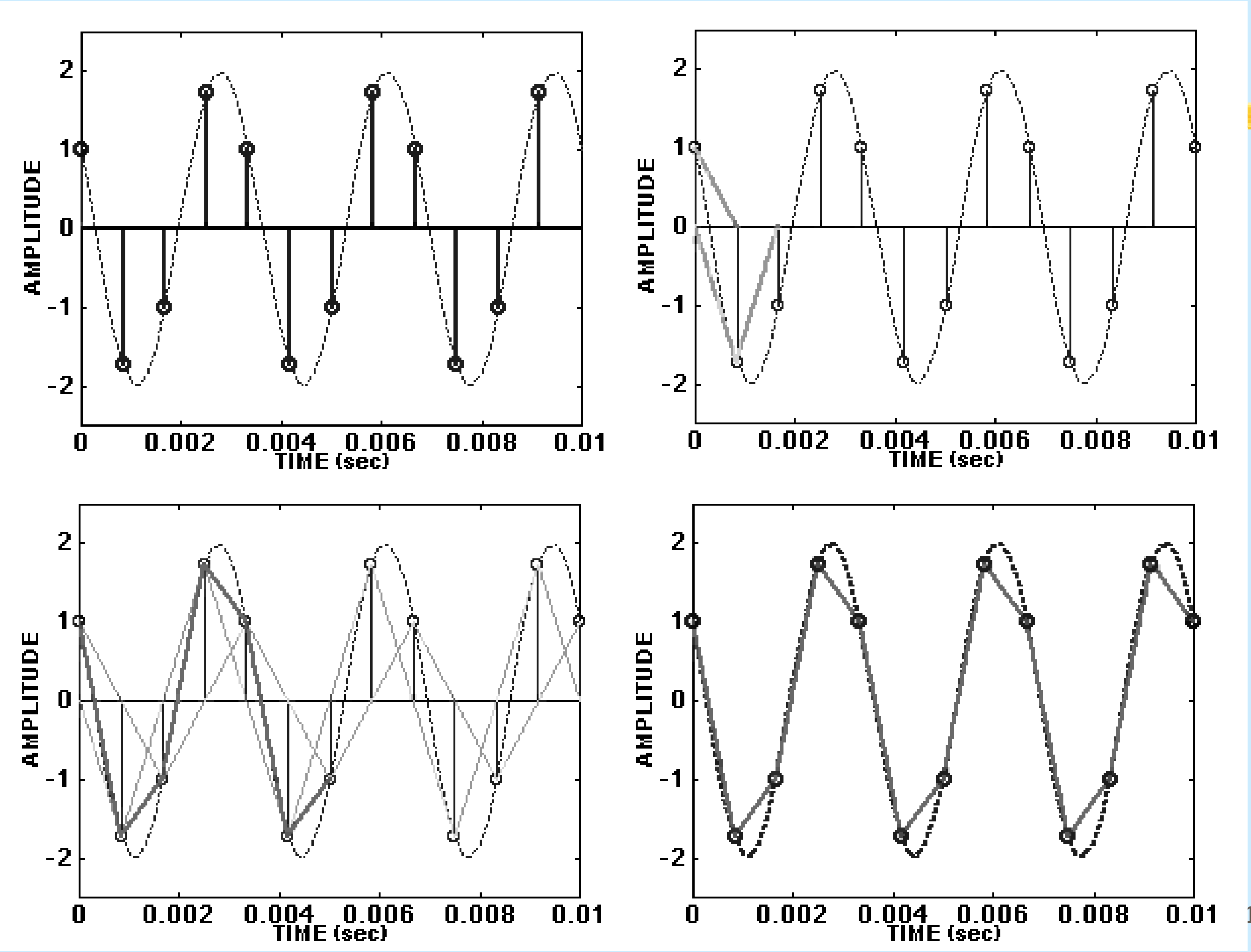
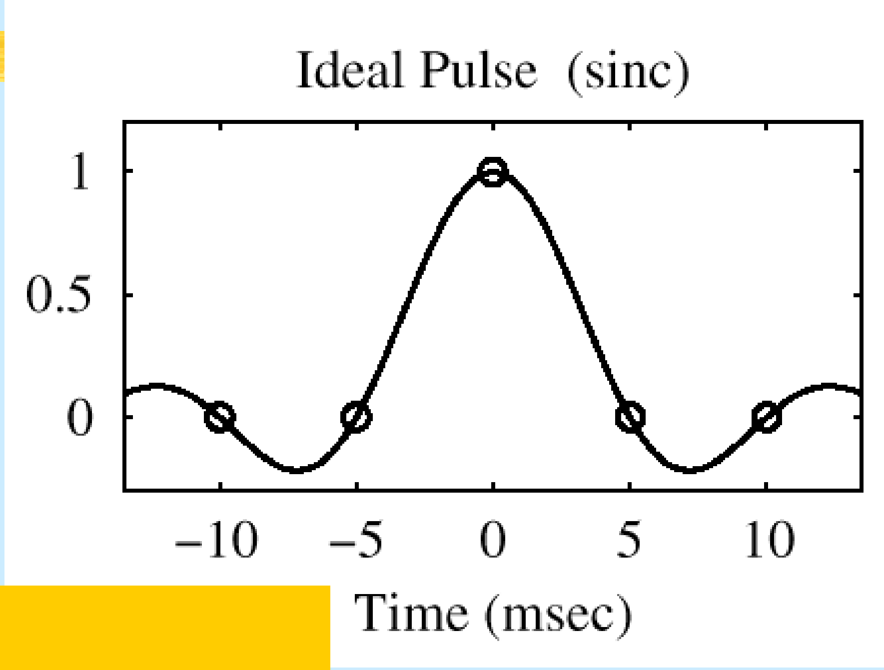


Figure 4.17 Four different pulses for D-to-C conversion. The sampling period is $T_s = 0.005$, i.e., $f_s = 200$ Hz. Note that the duration of each pulse is approximately one or two times T_s.

TRIANGULAR PULSE (2X)



OPTIMAL PULSE ?



CALLED "BANDLIMITED INTERPOLATION"

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

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

Reconstruct with Ideal (2x)