



پردازش گسسته-زمان سیگنالهای پیوسته-زمان

Discrete-Time Processing of Continuous-Time Signals

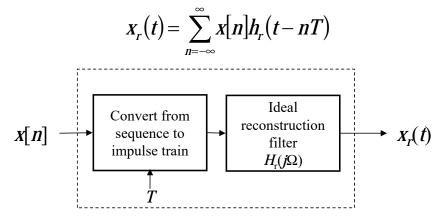
http://courses.fouladi.ir/dsp

Reconstruction of Bandlimited Signal From Samples

- Sampling can be viewed as modulating with impulse train
- If Sampling Theorem is satisfied
 - The original continuous-time signal can be recovered
 - By filtering sampled signal with an ideal low-pass filter (LPF)
- Impulse-train modulated signal

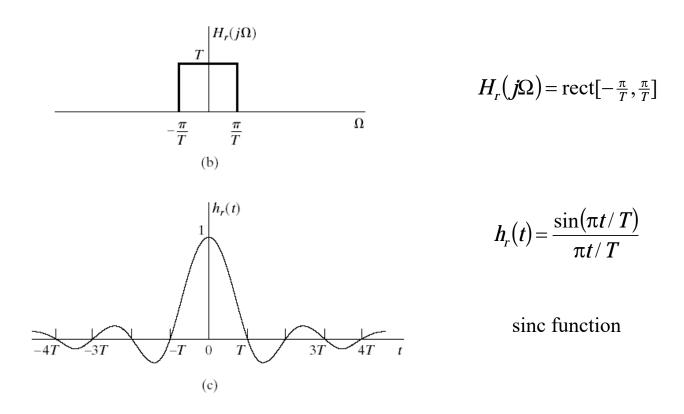
$$x_{s}(t) = \sum_{n=-\infty}^{\infty} x[n]\delta(t-nT)$$

• Pass through LPF with impulse response $h_{t}(t)$ to reconstruct

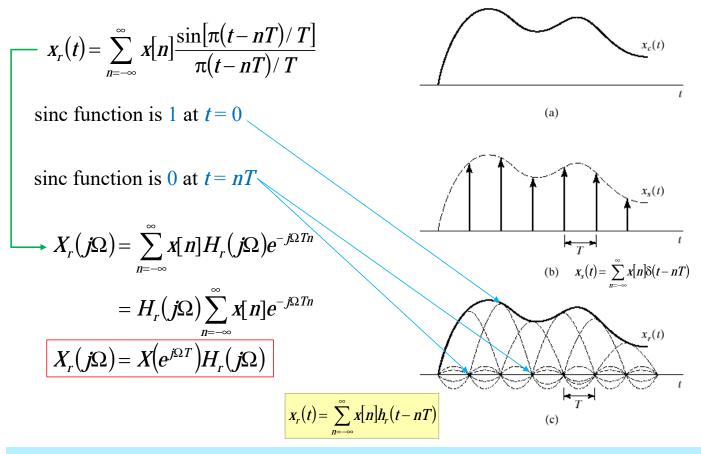


Digital Signal Processing

Ideal Reconstruction Filter

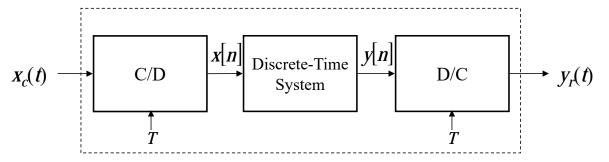


Reconstructed Signal



Digital Signal Processing

Discrete-Time Processing of Continuous-Time Signals



- **Overall system** is equivalent to a continuous-time system
 - Input and output is continuous-time
- The continuous-time system depends on
 - Discrete-time system
 - Sampling rate
- We're interested in the equivalent frequency response
 - First step is the relation between $x_c(t)$ and x[n]
 - Next between x[n] and y[n]
 - Finally between y[n] and $y_r(t)$

Effective Frequency Response

• Input continuous-time to discrete-time

$$\mathbf{x}[n] = \mathbf{x}_{c}(nT) \qquad \mathbf{x}_{s}(p_{\Omega}) = \frac{1}{T} \sum_{k=-\infty}^{\infty} \mathbf{x}_{c}(p_{\Omega} - k\Omega_{s})) \qquad \mathbf{x}(e^{j\omega}) = \frac{1}{T} \sum_{k=-\infty}^{\infty} \mathbf{x}_{c}\left(\int \left(\frac{\omega}{T} - \frac{2\pi k}{T}\right)\right)$$

• Assume a discrete-time LTI system

$$Y(e^{j\omega}) = H(e^{j\omega})X(e^{j\omega}) = \frac{1}{T}H(e^{j\omega})\sum_{k=-\infty}^{\infty}X_{c}\left(j\left(\frac{\omega}{T}-\frac{2\pi k}{T}\right)\right)$$

• Output discrete-time to continuous-time

$$y_r(t) = \sum_{n=-\infty}^{\infty} y[n] \frac{\sin[\pi(t-nT)/T]}{\pi(t-nT)/T} \qquad Y_r(j\Omega) = H_r(j\Omega)Y(e^{j\Omega T}) = \begin{cases} TY(e^{j\Omega T}) & |\Omega| < \pi/T \\ 0 & \text{otherwise} \end{cases}$$

• Output frequency response

$$Y_{r}(j\Omega) = \begin{cases} T \cdot H(e^{j\Omega T}) X(e^{j\Omega T}) & |\Omega| < \pi / T \\ 0 & \text{otherwise} \end{cases} = \begin{cases} H(e^{j\Omega T}) X_{c}(j\Omega) & |\Omega| < \pi / T \\ 0 & \text{otherwise} \end{cases}$$

Effective Frequency Response

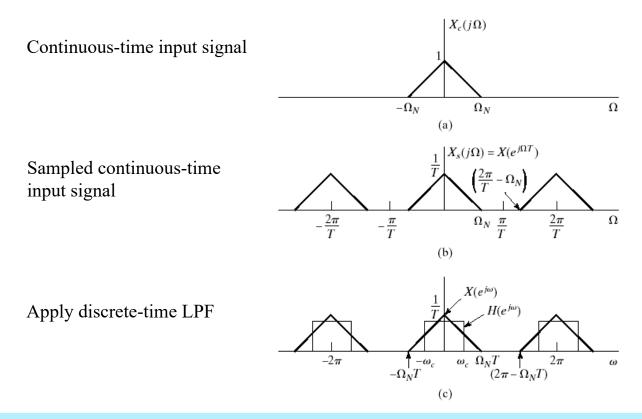
$$Y_r(j\Omega) = H_{eff}(j\Omega)X_c(j\Omega)$$

$$H_{eff}(j\Omega) = \begin{cases} H(e^{j\Omega T}) & |\Omega| < \pi / T \\ 0 & \text{otherwise} \end{cases}$$

Effective Frequency Response

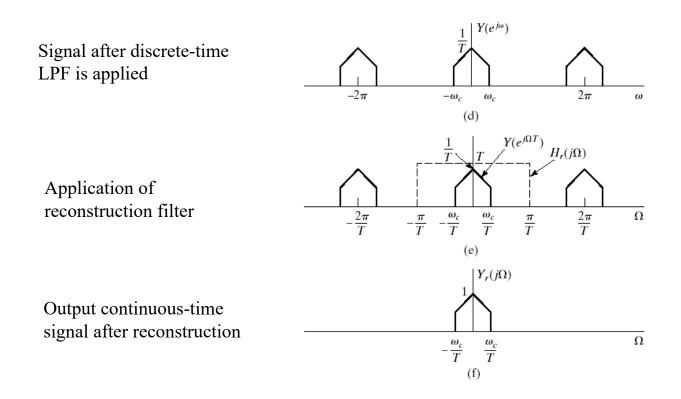
Example

• Ideal low-pass filter implemented as a discrete-time system



Digital Signal Processing

Example Continued



Impulse Invariance

- Given a continuous-time system $H_c(j\Omega)$
 - how to choose discrete-time system response $H(e^{j\omega})$
 - so that effective response of discrete-time system $H_{eff}(j\Omega) = H_c(j\Omega)$
- Answer:

$$H(e^{j\omega}) = H_c(j\Omega) = H_c(j\omega/T) \qquad |\omega| < \pi$$

• Condition:

$$H_c(j\Omega) = 0 \qquad |\Omega| \ge \pi / T$$

• Given these conditions the discrete-time impulse response can be written in terms of continuous-time impulse response as

$$h[n] = Th_c(nT)$$

• Resulting system is the **impulse-invariant** version of the continuous-time system

Example: Impulse Invariance

• Ideal low-pass discrete-time filter by impulse invariance

$$H_{c}(j\Omega) = \begin{cases} 1 & |\Omega| < \Omega_{c} \\ 0 & \text{otherwise} \end{cases}$$

• The impulse response of continuous-time system is

$$h_c(t) = \frac{\sin(\Omega_c t)}{\pi t}$$

• Obtain discrete-time impulse response via impulse invariance

$$h[n] = Th_c(nT) = T\frac{\sin(\Omega_c nT)}{\pi nT} = \frac{\sin(\omega_c n)}{\pi n}$$

• The frequency response of the discrete-time system is

$$H_{c}\left(e^{j\omega}\right) = \begin{cases} 1 & |\omega| < \omega_{c} \\ 0 & \omega_{c} < |\omega| \le \pi \end{cases}$$