

Anti-Image Postfilter (7B)

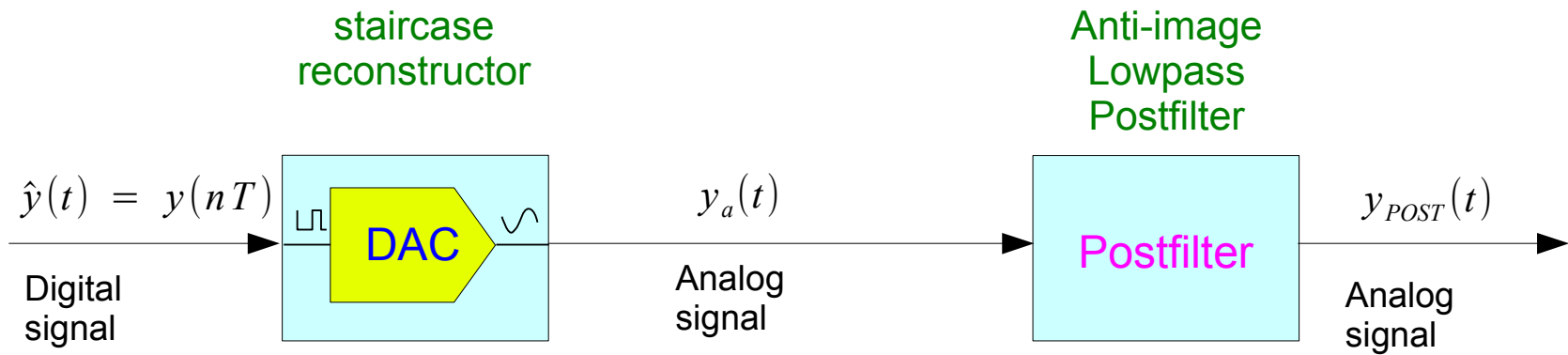
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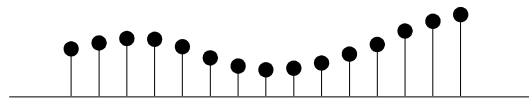
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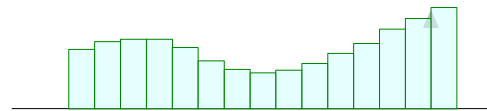
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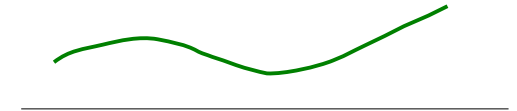
$$\hat{y}(t) = y(nT)$$

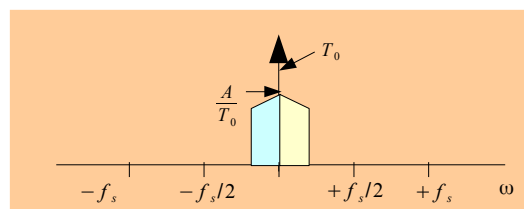
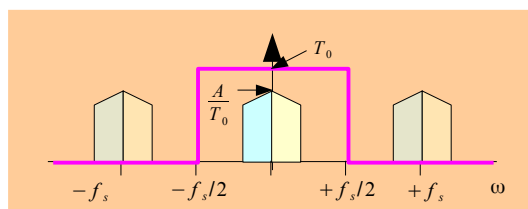
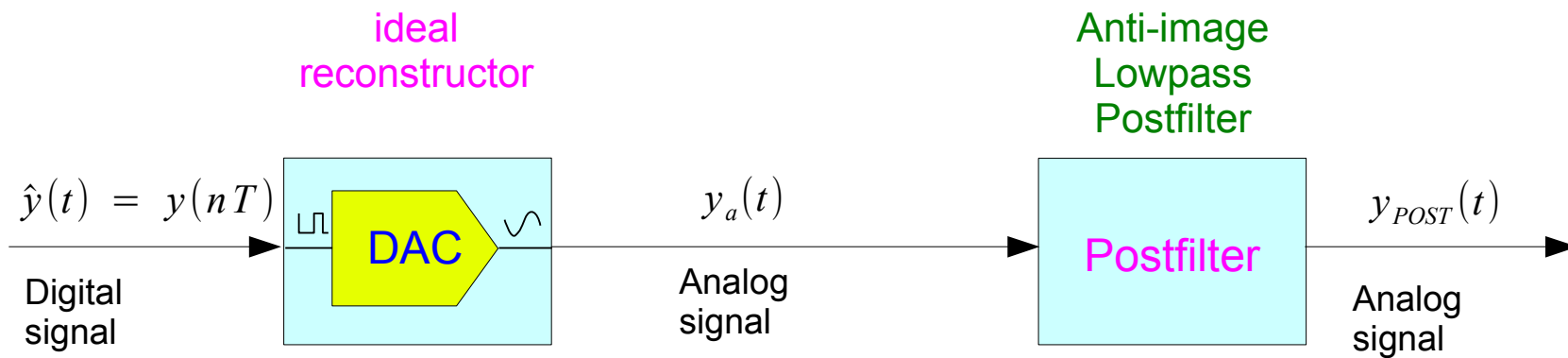


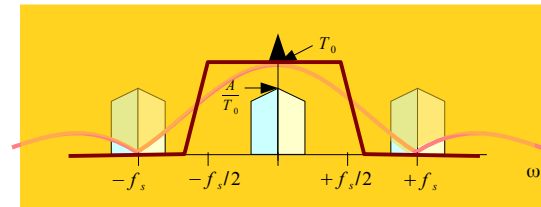
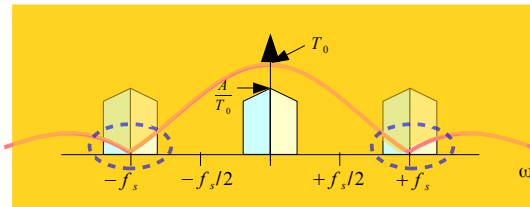
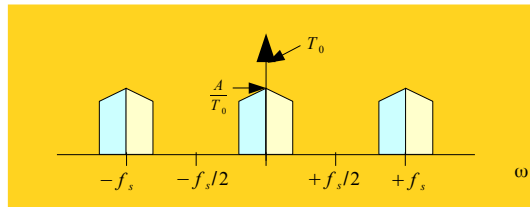
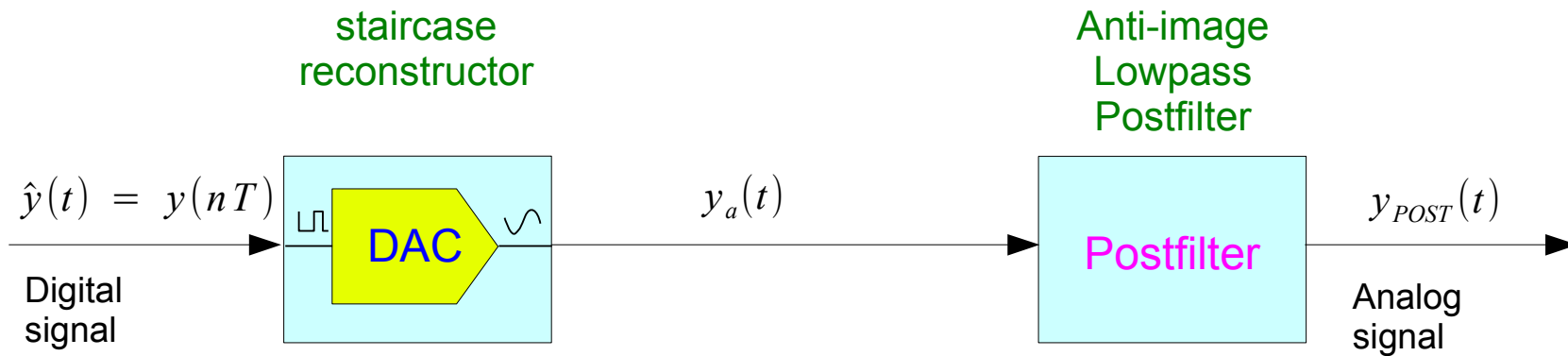
$$y_a(t)$$



$$y_{POST}(t)$$



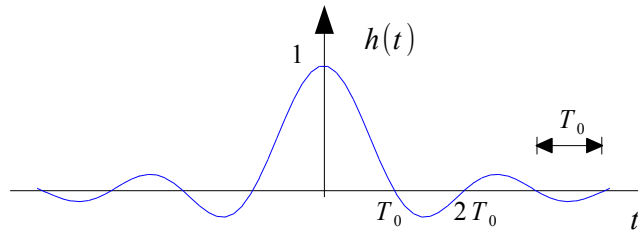




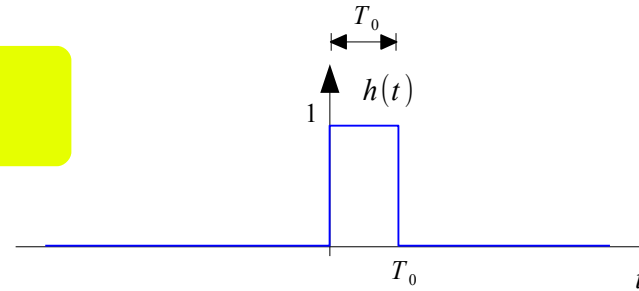
surviving replica surviving replica
 Non-flat:
 Partially attenuated

CTFT of Reconstructors (1)

$t = \pm T_0, \pm 2T_0, \pm 3T_0, \dots \rightarrow h(t) = 0$



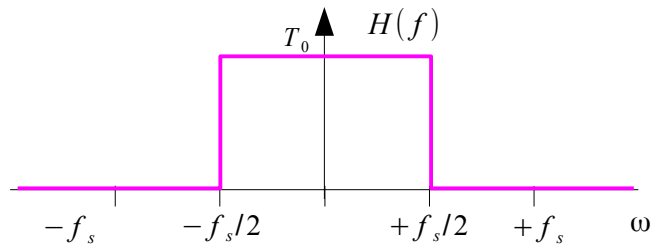
$$\frac{1}{T_0} \equiv f_s$$



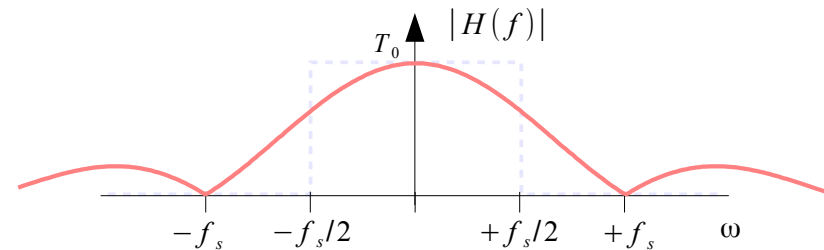
$$h(t) = \frac{\sin(\pi t/T_0)}{\pi t/T_0} = \frac{\sin(\pi f_s t)}{\pi f_s t}$$

$$h(t) = u(t) - u(t - T_0) = \begin{cases} 1, & 0 \leq t \leq T_0 \\ 0, & \text{otherwise} \end{cases}$$

CTFT



CTFT



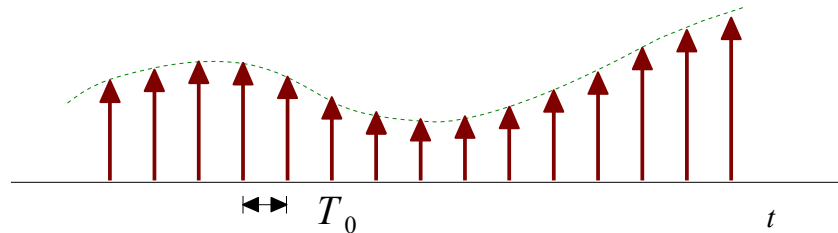
$$H(f) = \begin{cases} T_0, & |f| \leq f_s/2 \\ 0, & \text{otherwise} \end{cases}$$

$$H(f) = T_0 \cdot \frac{\sin(\pi f T_0)}{\pi f T_0} e^{-j\pi f T_0}$$

$t = \pm \frac{1}{T_0}, \pm \frac{2}{T_0}, \pm \frac{3}{T_0}, \dots \rightarrow H(f) = 0$

Reconstruct via Convolution

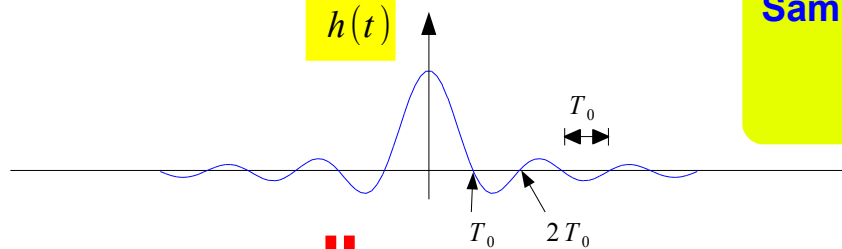
Ideal Reconstructor



$$\hat{y}(t) = \sum_{n=-\infty}^{\infty} y(nT_0)\delta(t - nT_0)$$

*

$h(t)$

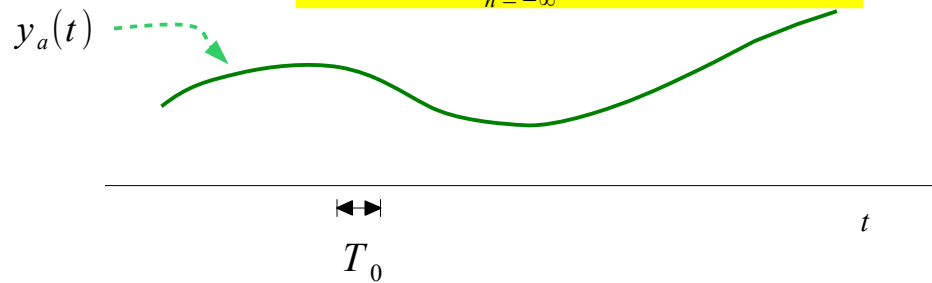


Sampling frequency

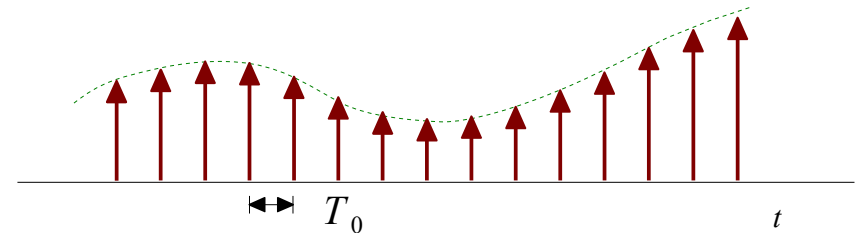
$$f_s = \frac{1}{T_0}$$

||

$$y_a(t) = \sum_{n=-\infty}^{\infty} y(nT_0) h(t - nT_0)$$



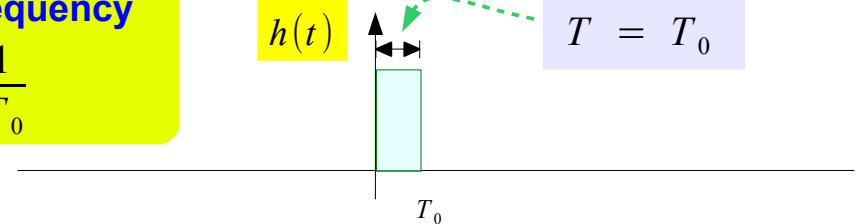
Practical Reconstructor



$$\hat{y}(t) = \sum_{n=-\infty}^{\infty} y(nT_0)\delta(t - nT_0)$$

*

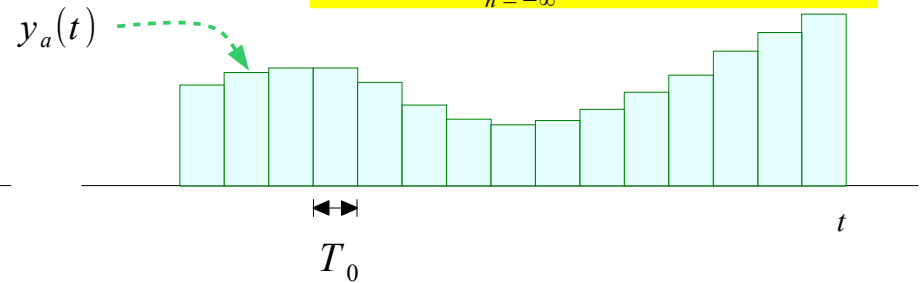
$h(t)$



$T = T_0$

||

$$y_a(t) = \sum_{n=-\infty}^{\infty} y(nT_0) h(t - nT_0)$$



Surviving spectral replicas
Can be removed by
An additional lowpass filter

Anit-image Postfilter

Cutoff Frequency

$$f_{max} \leq \frac{f_s}{2}$$

Time domain

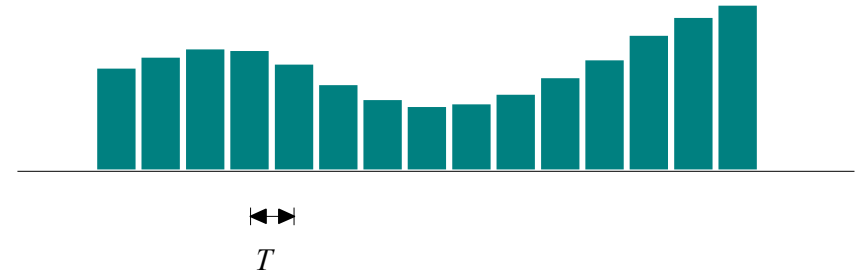
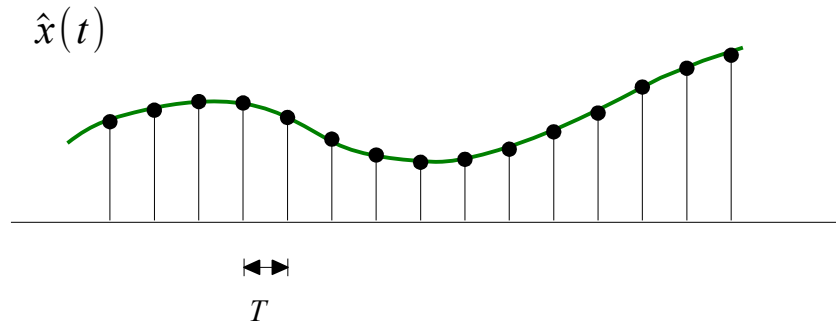
Effect of rounding off the corners
Of staircase output making smoother

Freq domain

(reconstructor + postfilter) to remove
The spectral replicas as much as possible
Emulate the ideal reconstructor

Two stage → simplicity of implementation of reconstructor ...
DAC – generating an analog output that remains constant during T

Analog Reconstructor



$$\hat{y}(t) = \sum_{n=-\infty}^{+\infty} y(nT) \delta(t-nT)$$

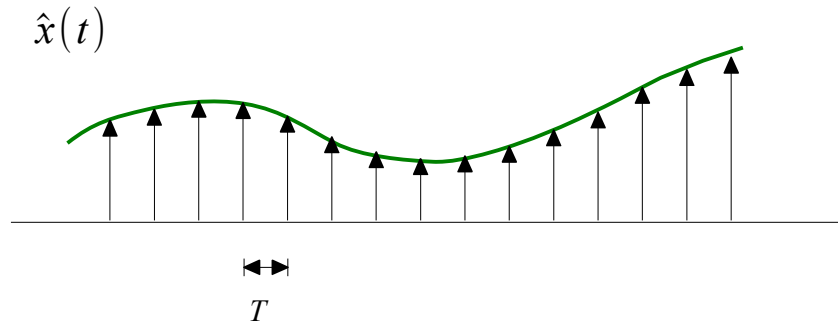
$$Y_a(f) = H(f) \hat{Y}(f)$$

$$y_a(t) = \int_{-\infty}^{+\infty} h(t-t') \hat{y}(t') dt'$$

$$\hat{Y}_a(f) = \frac{1}{T} \sum_{m=-\infty}^{+\infty} Y(f - m f_s)$$

$$y_a(t) = \sum_{n=-\infty}^{+\infty} y(nT) h(t-nT)$$

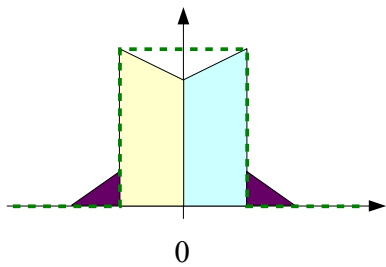
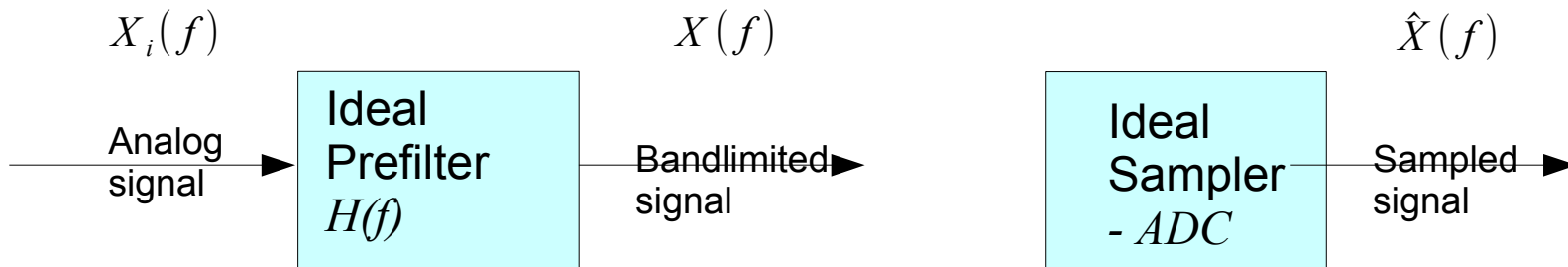
Impulse Response of Ideal Reconstructor



$$\hat{Y}(f) = \frac{1}{T} Y(f) \quad -\frac{f_s}{2} \leq f \leq +\frac{f_s}{2}$$

$$y(t) = \sum_{n=-\infty}^{+\infty} y(nT) h(t-nT)$$

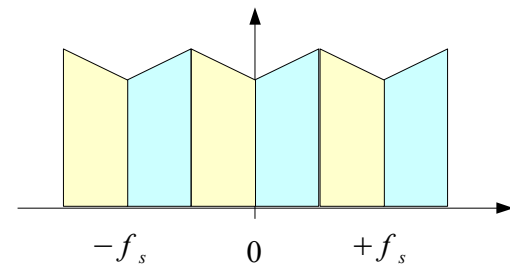
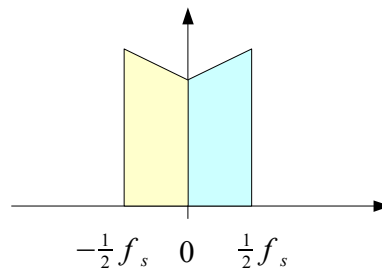
$$h(t) = \frac{\sin(\pi t/T)}{\pi t/T} = \frac{\sin(\pi f_s t)}{\pi f_s t}$$



$$\frac{2}{4}f_s$$

$$\frac{3}{4}f_s$$

$$f_s$$



References

- [1] <http://en.wikipedia.org/>
- [2] J.H. McClellan, et al., Signal Processing First, Pearson Prentice Hall, 2003
- [3] A “graphical interpretation” of the DFT and FFT, by Steve Mann
- [4] R. G. Lyons, Understanding Digital Signal Processing, 1997
- [5] AVR121: Enhancing ADC resolution by oversampling
- [6] S.J. Orfanidis, Introduction to Signal Processing
www.ece.rutgers.edu/~orfanidi/intro2sp