# Sampling Basics (1B)

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### **Measuring Rotation Rate**



# Angular Frequency and Sinusoid



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# Angular Speed and Frequency

$$\omega = \frac{2\pi}{T} = 2\pi f \qquad \qquad \frac{1}{T} = f$$



# **Discrete Time Sequence**





### discrete-time sequence



**Sampling Time**  $T_s \ (= \tau)$ 

Sequence Time Length

 $T = N \cdot T_s$ 

#### Sampling Frequency

$$f_s = \frac{1}{T_s}$$
 (samples/sec)

#### Signal's Frequency

$$f_0 = \frac{1}{T_0}$$
 (cycles/sec)

# Sampling Continuous Time Signal



Sampling Time  $T_s \ (= \tau)$ Sequence Time Length  $T = N \cdot T_s$ Sampling Frequency

$$f_s = \frac{1}{T_s}$$
 (samples / sec)

#### Signal's Frequency

$$f_0 = \frac{1}{T_0}$$
 (cycles / sec)

# Angular Frequencies in Sampling





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$$x[n] \implies \cdots, x[0], x[1], x[2], x[3], x[4], x[5], x[6], x[7], x[8], \cdots$$



# Sampling of Sinusoid Functions



# Normalized Radian Frequency



#### Normalized Radian Frequency

can be viewed as "the <u>angular displacement</u> of a signal during the period of its <u>sample time</u>  $T_s$ "

- Negative Angles
   → folding
- Co-terminal Angles
  - $\rightarrow$  periodic

# **Co-terminal Angles**



### Normalized Radian Frequency Example



### Normalized Frequency

### Normalized <u>Radian</u> Frequency

$$2\pi \frac{(rad)}{(cycle)} \cdot \frac{f_0}{f_s} \frac{(cycle | sec)}{(sample | sec)} \implies \frac{\omega_0}{f_s} (rad | sample) \qquad \hat{\omega} = \frac{\omega}{f_s} = 2\pi \frac{f}{f_s}$$
$$\hat{\omega} = \omega \cdot T_s = \frac{\omega}{1/T_s}$$

### Normalized Frequency

### Normalized Radian Frequency (4)



# Negative Angular Speed Example

$$\begin{split} \omega_{s} &= 2\pi f_{s} (rad/sec) \\ 2\pi (rad) / T_{s} (sec) \end{split} \qquad A \cos (\omega_{1}t) = A \cos (+\frac{\omega_{s}}{2}t) \implies A \cos (+\pi n) \qquad \hat{\omega}_{1} = +\pi (rad) \\ A \cos (\omega_{1}t) = A \cos (-\frac{\omega_{s}}{2}t) \implies A \cos (-\pi n) \qquad \hat{\omega}_{2} = -\pi (rad) \\ \hat{\omega}_{i} &= \omega_{i} \cdot T_{s} (rad/sample) \end{aligned} \qquad A \cos (\omega_{s}t) = A \cos (+\frac{\omega_{s}}{4}t) \implies A \cos (+\frac{\pi}{2}n) \qquad \hat{\omega}_{3} = +\frac{\pi}{2} (rad) \\ A \cos (\omega_{4}t) = A \cos (-\frac{3\omega_{s}}{4}t) \implies A \cos (-\frac{3\pi}{2}n) \qquad \hat{\omega}_{4} = -\frac{3\pi}{4} (rad) \end{split}$$

### **Negative Angles**



# **Co-terminal Angular Speed Example**

$$\begin{split} \omega_{s} &= 2\pi f_{s} (rad/sec) & A \cos(\omega_{1}t) = A \cos(+\frac{\omega_{s}}{2}t) \implies A \cos(+\pi n) & \hat{\omega}_{1} = +\pi (rad) \\ 2\pi (rad) / T_{s} (sec) & A \cos(\omega_{2}t) = A \cos(+\frac{3\omega_{s}}{2}t) \implies A \cos(+\pi n) & \hat{\omega}_{2} = +\pi (rad) \\ \hat{\omega}_{i} &= \omega_{i} \cdot T_{s} (rad/sample) & A \cos(-\frac{\omega_{s}}{4}t) \implies A \cos(+\frac{\pi}{2}n) & \hat{\omega}_{3} = +\frac{\pi}{2} (rad) \\ A \cos(\omega_{4}t) &= A \cos(+\frac{5\omega_{s}}{4}t) \implies A \cos(+\frac{\pi}{2}n) & \hat{\omega}_{4} = +\frac{\pi}{2} (rad) \\ A \cos(\omega_{4}t) &= A \cos(+\frac{5\omega_{s}}{4}t) \implies A \cos(+\frac{\pi}{2}n) & \hat{\omega}_{4} = +\frac{\pi}{2} (rad) \end{split}$$



# Co-terminal Angles (1)



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### **Frequency and Digital Frequency**





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# **Co-terminal Angles**



#### **Co-terminal Angles**

*The same angular positions after each sample time.* 



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### Positive & Negative Angles (1)





Positive Angle									
$+\pi$	<	$\boldsymbol{\hat{\omega}}_1$	<	2 J	τ				
<u>Negative</u> Angle									
$-\pi$	<	$\hat{\omega}_1$	- 2	2π	<				

#### Normalized Radian Frequency



# Positive & Negative Angles (2)





Negative Angle									
_	2π	<	$\hat{\omega}_2$	<	_	π			
Positive Angle									
0	<	2π	: + ć	$\hat{\upsilon}_2$	<	π			

#### Normalized Radian Frequency



# Periodicity and Folding





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#### 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