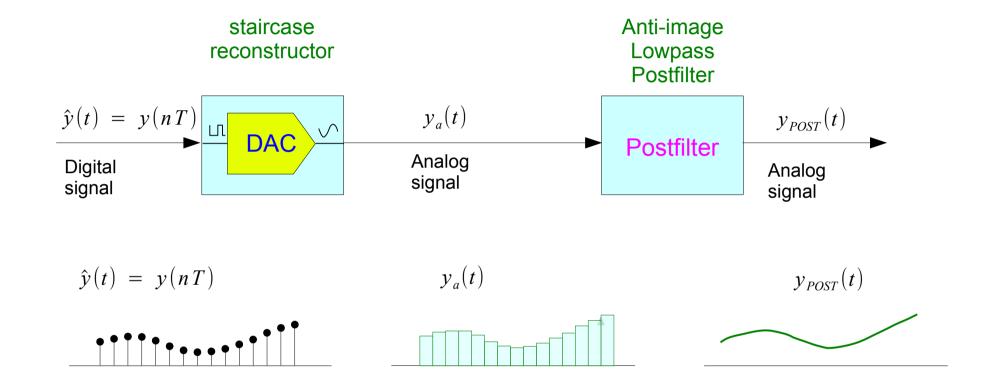
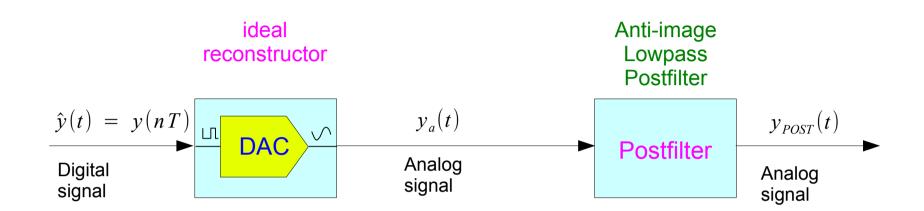
# Anti-Image Postfilter (7B)

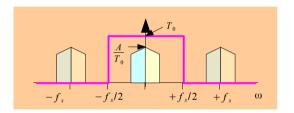
•

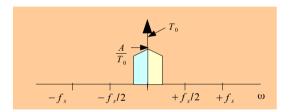
•

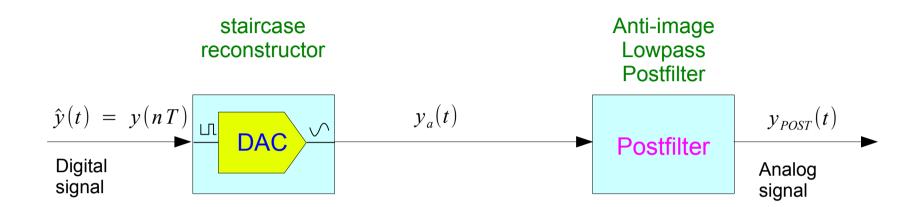
Copyright (c) 2012 Young W. Lim.
Permission is granted to copy, distribute and/or modify this document under the terms of the GNU Free Documentation License, Version 1.2 or any later version published by the Free Software Foundation; with no Invariant Sections, no Front-Cover Texts, and no Back-Cover Texts. A copy of the license is included in the section entitled "GNU Free Documentation License".
Please send corrections (or suggestions) to youngwlim@hotmail.com.
This document was produced by using OpenOffice and Octave.

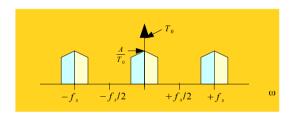


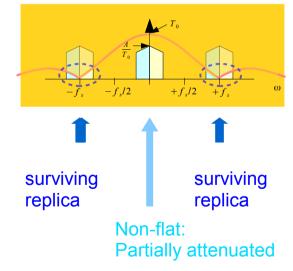


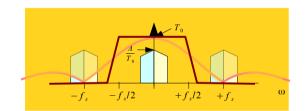






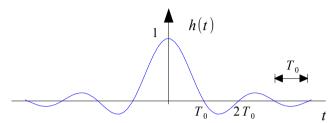




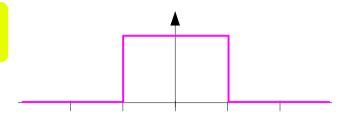


## CTFT of Reconstructors (1)

$$t = \pm T_0, \pm 2T_0, \pm 3T_0, \cdots \qquad h(t) = 0$$

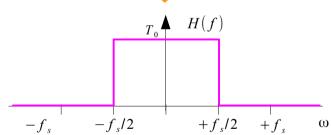


$$\frac{1}{T_0} \equiv f_s$$

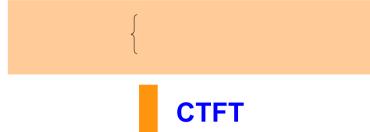


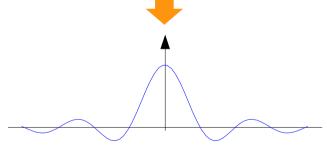
$$h(t) = \frac{\sin(\pi t/T_0)}{\pi t/T_0} = \frac{\sin(\pi f_s t)}{\pi f_s t}$$





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

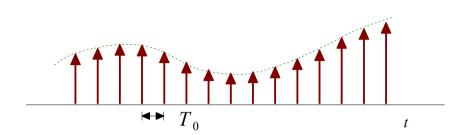


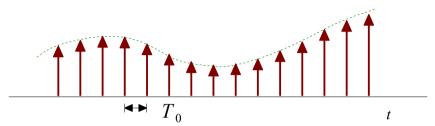


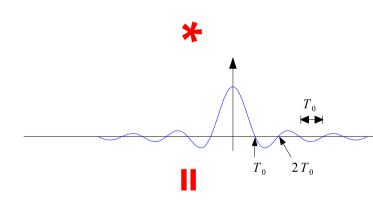
### Reconstruct via Convolution

### **Ideal Reconstructor**

### **Practical Reconstructor**

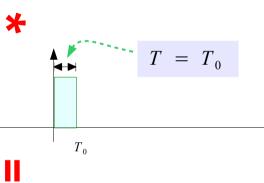


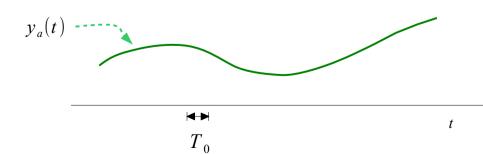


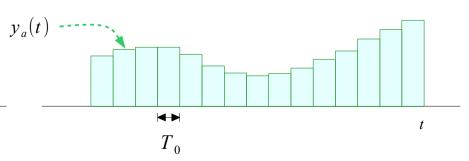


### **Sampling frequency**

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



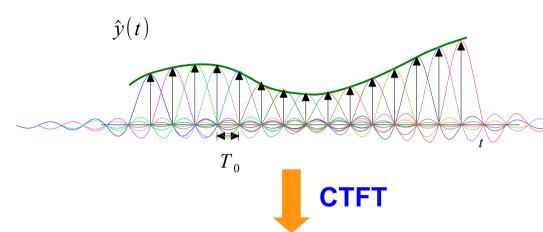


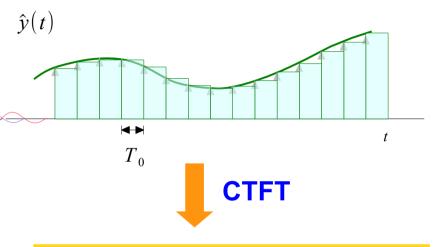


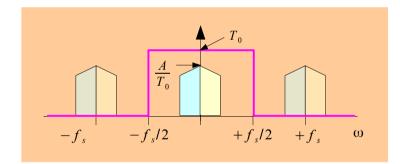
### Reconstructors in Frequency Domain

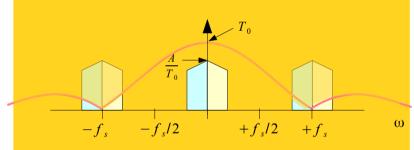
#### **Ideal Reconstructor**

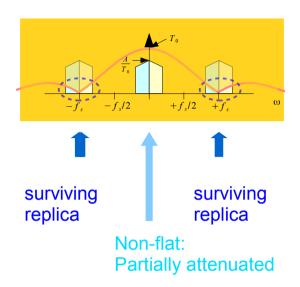
### **Practical Reconstructor**





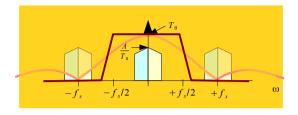






Surviving spectral replicas can be removed by an additional lowpass filter

Anit-image Postfilter



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

Freq domain (reconstructor + postfilter)

to remove the spectral replicas

as much as possible

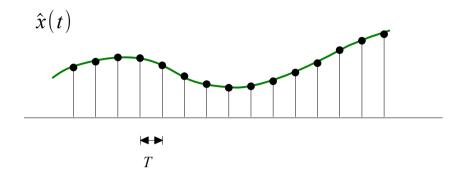
Time domain Effect of rounding off the corners

of staircase output making smoother

Two stage (Staircase Reconstructor + Postfilter) → simplicity of implementation of reconstructor : DAC – generating an analog output that remains constant during T

Emulate the ideal reconstructor

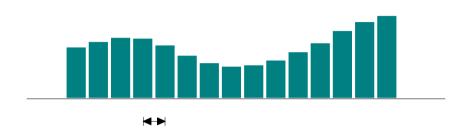
### **Analog Reconstructor**



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

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

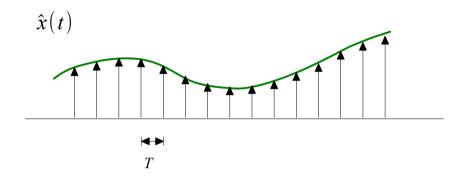
$$y_a(t) = \sum_{n=-\infty}^{+\infty} y(nT)h(t-nT)$$



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

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

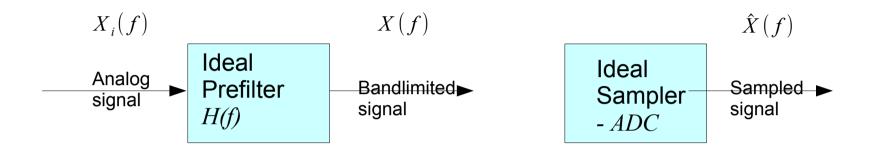
### Impulse Response of Ideal Reconstructor

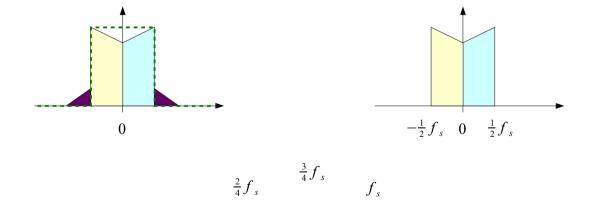


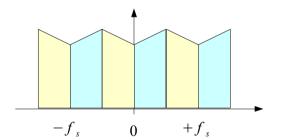
$$\hat{Y}(f) = \frac{1}{T}Y(f) \qquad -\frac{f_s}{2} \le f \le +\frac{f_s}{2}$$

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

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







#### 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