Sampling: period = T



Example (single pole signal)

Consider, $y(t) = \begin{cases} e^{-at}, t \ge 0\\ 0 & t < 0 \end{cases}$ with a > 0. Laplace transform: $y(s) = \frac{1}{s+a}$. Sampled signal: $y(k) = y(t) \Big|_{t=kT} = e^{-akT} = (e^{-aT})^k$. Z-transform, $y(z) = \frac{z}{z - e^{-aT}}$.

The s-plane pole is at $s_1 = -a$, and the corresponding z-plane pole is at $z_1 = e^{-aT}$.

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Sampling

Example: (second order)

Now consider a damped sinusoidal signal, $y(t) = e^{-\alpha t} \sin(\beta t), \quad t \ge 0$, with $\alpha > 0$. Laplace transform: $y(s) = \frac{\beta}{(s+\alpha)^2 + \beta^2},$ Poles: $s_{1,2} = -\alpha \pm j\beta$. Sampled signal: $y(k) = e^{-\alpha kT} \sin(\beta kT), \quad k \ge 0$.



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General case:

Sampling maps the s-domain poles to the z-domain via: $z_i = e^{s_i T}$.

Stable continuous-time signals (Re $\{s_i\} < 0$) map to stable discrete-time signals ($|z_i| < 1$).

Pole locations under sampling:



Sampling



Changing the sampling frequency. (recall that $z_i = e^{s_i T}$.)

This is simply because there are more samples taken in the same time period.



Aliasing

Aliasing: What happens to signals of high frequencies $(\omega > \pi/T)$?

As $z_i = e^{s_i T}$, sinusoids of frequencies from $-\pi/T$ to π/T radians/second are mapped onto the unit disk by sampling.

Consider $y(t) = \sin \omega_1 t$, which has Laplace transform: $y(s) = \frac{\omega_1}{s^2 + \omega_1^2}$. Poles are $s_{1,2} = \pm j\omega_1$.

Sample at period T: $y(k) = \sin \omega_1 kT$,

Z-transform:
$$y(z) = \frac{z \sin w_1 T}{z^2 - 2 \cos \omega_1 T z + 1}$$

Poles of y(z) are $z_{1,2} = e^{\pm j\omega_1 T}$.

Slow sampling, $T > \pi/\omega_1$, implies that $\omega_1 T > \pi$. The pole angle is greater than π .



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Having $w_1 T > \pi$, means that,

 $e^{-j\omega_1 T} = e^{j(2\pi - \omega_1 T)}$, and $e^{j\omega_1 T} = e^{-j(2\pi - \omega_1 T)}$.

Now, if $(2\pi - \omega_1 T)$ lies in the range 0 to π radians, the pole pattern is identical to that of a sinusoid of a lower frequency, ω_a , where $\omega_a T = 2\pi - \omega_1 T$. Equivalently, the apparent frequency is, $\omega_a = \frac{2\pi}{T} - \omega_1$. (sampling freq: $2\pi/T$ rad/sec).

Example:

55 Hz Signal: $y(t) = \cos(2\pi 55t)$

Sampling frequency: 1/T = 60 Hz

Then $y(k) = \cos(2\pi 55t)|_{t=kT} = \cos(2\pi 5t)|_{t=kT}$

Indistinguishable from a sampled 5 Hz signal!

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Aliasing

Example: 55 Hz signal sampled at 60 Hz



Sampled signals

The unit disk can only represent signals of frequency up to 1/2 the sampling frequency. (Nyquist frequency).

Sampling operation maps signal poles via: $z_i = e^{s_i T}$.

Maps the horizontal strip from $-j\pi/T$ to $j\pi/T$ onto the whole z-plane.



And $\operatorname{Re}\{s\} < 0$ in this strip maps to the inside of the unit disk.

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Aliasing

Aliasing: (ambiguous mapping of higher frequency signals)

Sampling also maps the next strip (from $j\pi/T$ to $j3\pi/T$) onto the whole z-plane and adds it into the result.



Also true for all (infinite) $2\pi/T$ wide strips above and below the lowest frequency strip.

Consequences of aliasing:

- Ambiguity. Our computer/controller cannot distinguish between frequencies inside the $-\pi/T$ to π/T range and those outside of it.
 - Controller will respond incorrectly to an aliased signal (e.g. disturbance or error).
 - An aliased signal cannot be reconstructed (signal processing).

Amelioration of the problem:



- Anti-aliasing filter. Low pass, rejecting $|\omega| > \pi/T$.
 - High frequency signals no longer enter loop erroneously.
 - High frequency disturbances/errors are "invisible."
 - Filter adds phase lag to the loop. (Potentially destabilizing!)

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