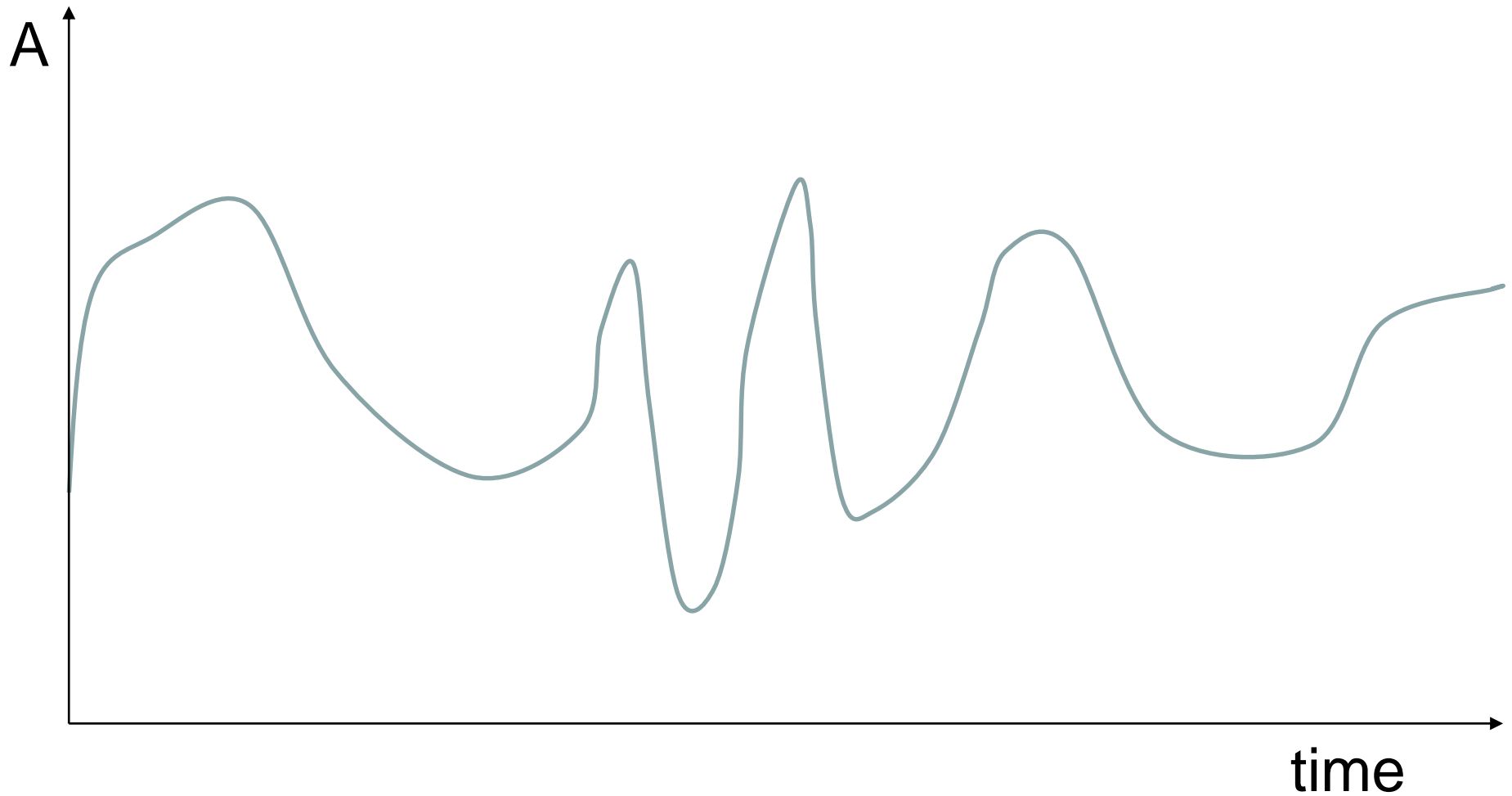
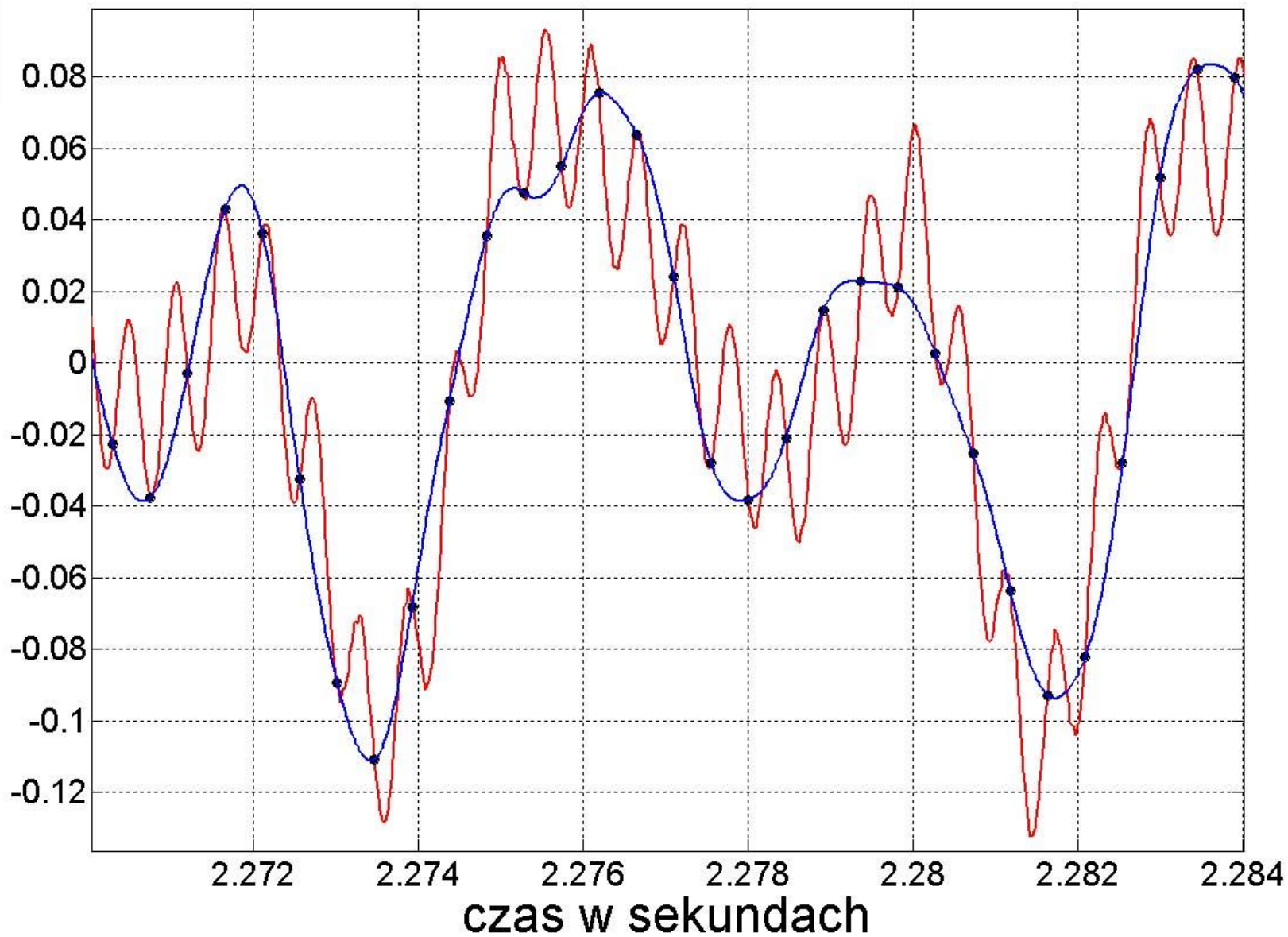


Signal sampling

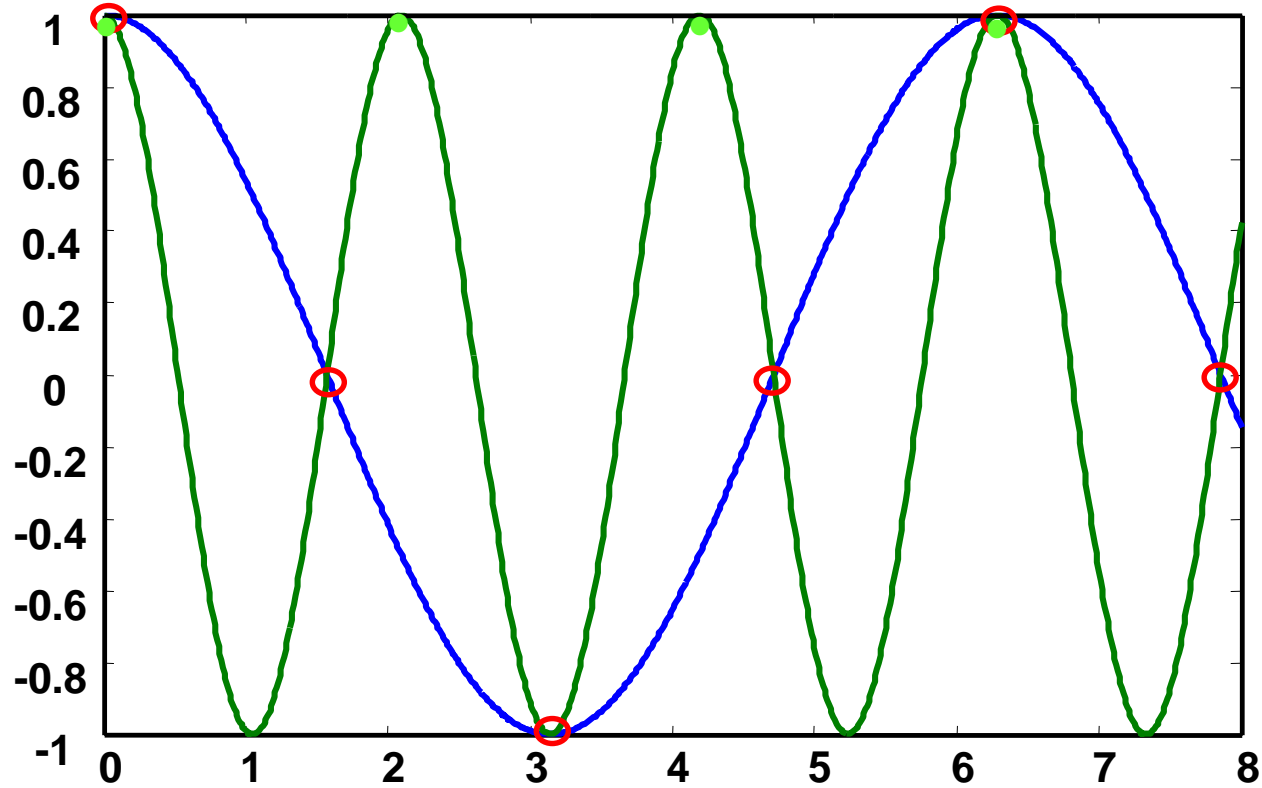
- sampling period (Δt), frequency (f_s)



Przebiegi sygnałów w dziedzinie czasu (kanał lewy)



Aliasing



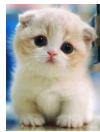
Resampling

Sampling rate conversion

- Changes signal representation sampling frequency
- Does not add information
- May reduce information (in downsampling, decimation)
- Typical usecases: 48kHz <> 44.1kHz <> 16kHz <> 8kHz
- 720 <> 1080



20%
↓5

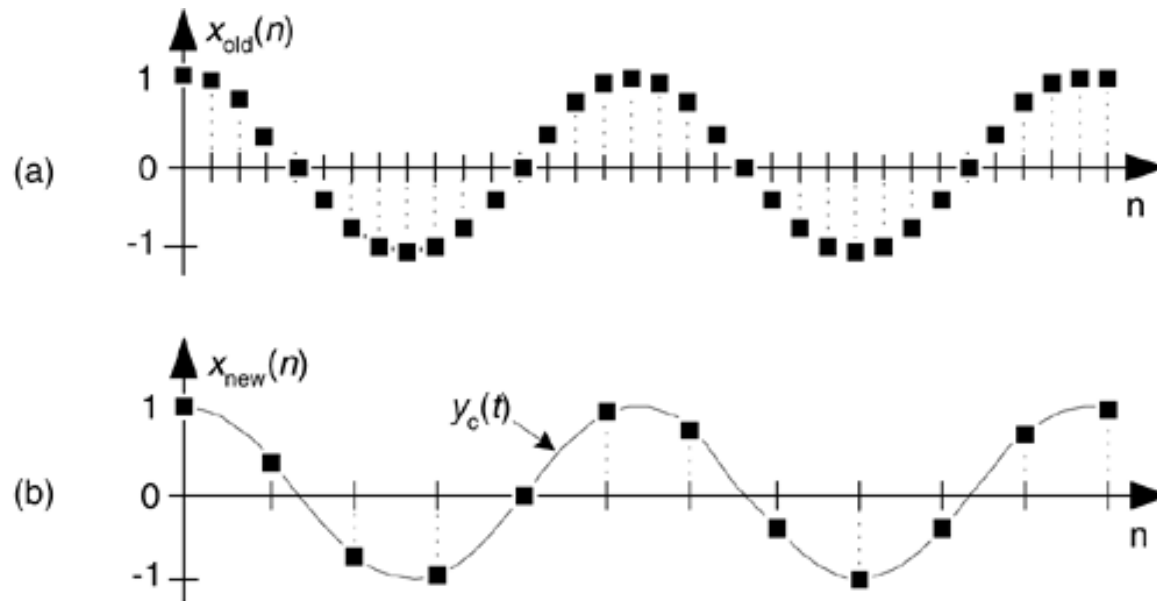


500%
↑5



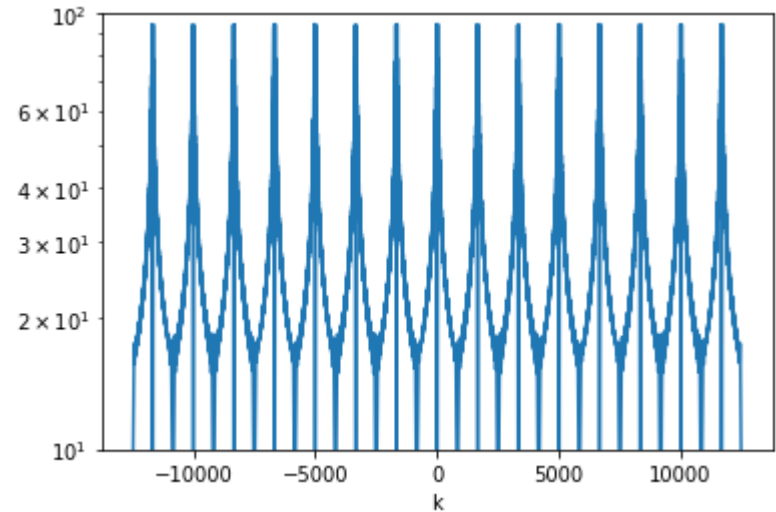
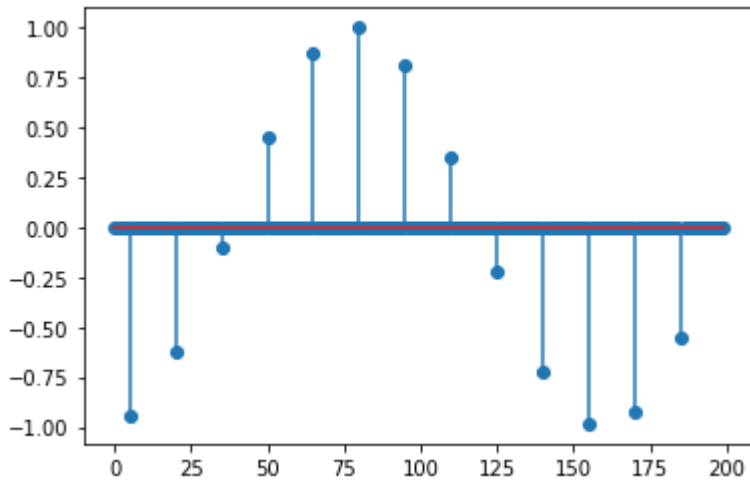
Decimation

- Reduction of number of samples
- N -fold decimation ($N=2, 3, 4, 5, \dots$)



Sampling / N-fold decimation

- Keeps only every N-th sample
- Discard other samples
- $\uparrow N$, example below: $N=15$



Down-sampling

- Input signal at F_s (Hz)
- Atialiasing = Low-Pass Filtering $H_{LP}(z)$
- $F_c = F_s / N$ (Hz)
- Decimate by N
- New $F_s' = F_s / N$ (Hz)

Upsampling

- Inserting $(M-1)$ zero samples between every two samples (creates comb-like signal)
 - M -fold upsampling
 - Cloning of spectra
1. Upsample signal using $(M-1)$ zeros
 2. Antialiasing using Low-Pass Filter $H_{LP}(z)$
$$F_c = F_s / 2 \text{ Hz}$$
 3. New $F_s' = M * F_s$

Resampling

- „Almost” free change of the sampling rate of the signal
- Sampling Rate change possible only with M/N ratios (integer ratios)
- First – upsample
- Second – downsample
- Do it in stages, to reduce filter order, and upsampling factors
- $M/N = (M1 * M2 * M3 * \dots) / (N1 * N2 * N3 * \dots)$