

# Lab 5

*Signals, Instruments and Systems*

*School of Architecture, Civil and  
Environmental Engineering*

[http://disal.epfl.ch/teaching/signals\\_instruments\\_systems/](http://disal.epfl.ch/teaching/signals_instruments_systems/)

# Meeting room

Tutorial: <https://epfl.zoom.us/j/902099047>

Q&A: <https://epfl.zoom.us/j/185667699>

- You will first be in a “waiting room” before the TA lets you in
- You will be assigned to one of the “breakout rooms” where a TA will answer your questions one on one.
- The breakout room assignment will be done by us, you don’t need to do anything.

# Lab 5 Outline

- Concepts:
  - Convolution
  - Sampling
  - Aliasing
  - Reconstruction
- Tools:
  - Matlab

# Part 1: Continuous Convolution

$$(f * g)(t) = \int_{-\infty}^{\infty} f(\tau) \cdot g(t - \tau) d\tau$$

- For each value of  $t$ :
  1. Flip (reflect)  $g$  1)  $g(\tau) \rightarrow g(-\tau)$
  2. Shift  $g$  by  $t$  2)  $g(-\tau) \rightarrow g(t - \tau)$
  3. Multiply  $f$  and  $g$  3)  $f(\tau) \cdot g(t - \tau)$
  4. Integrate over  $\tau$  4)  $\int_{-\infty}^{\infty} f(\tau) \cdot g(t - \tau) d\tau$
- Note that the result does **not** depend on  $\tau$ !

# Part 2: Discrete Convolution

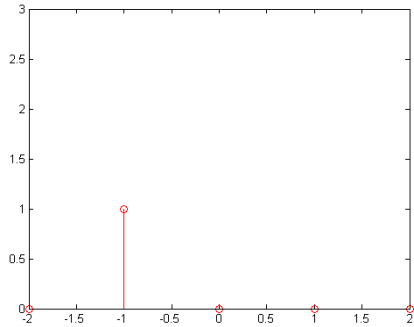
$$(f * g)(t) = \int_{-\infty}^{\infty} f(\tau) \cdot g(t - \tau) d\tau$$



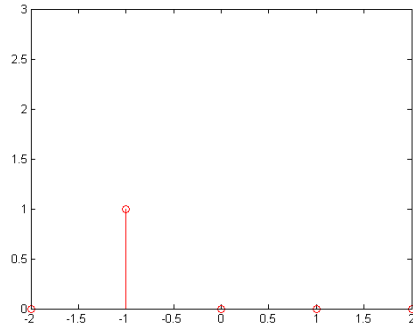
$$(f * g)(n) = \sum_{m=-\infty}^{\infty} f(m) \cdot g(n - m)$$

- Similar to the continuous version
- The integral becomes an infinite sum
- Matlab, operating on a computer, can only emulate continuity and therefore use the discrete version with an adjustable discretization level in time and amplitude

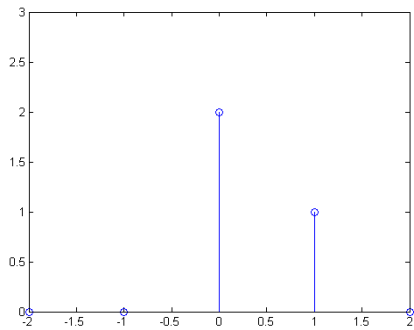
# Example of Discrete Convolution



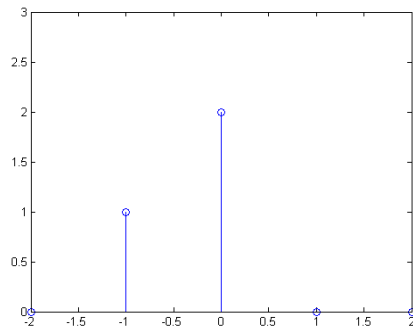
$f[m]$



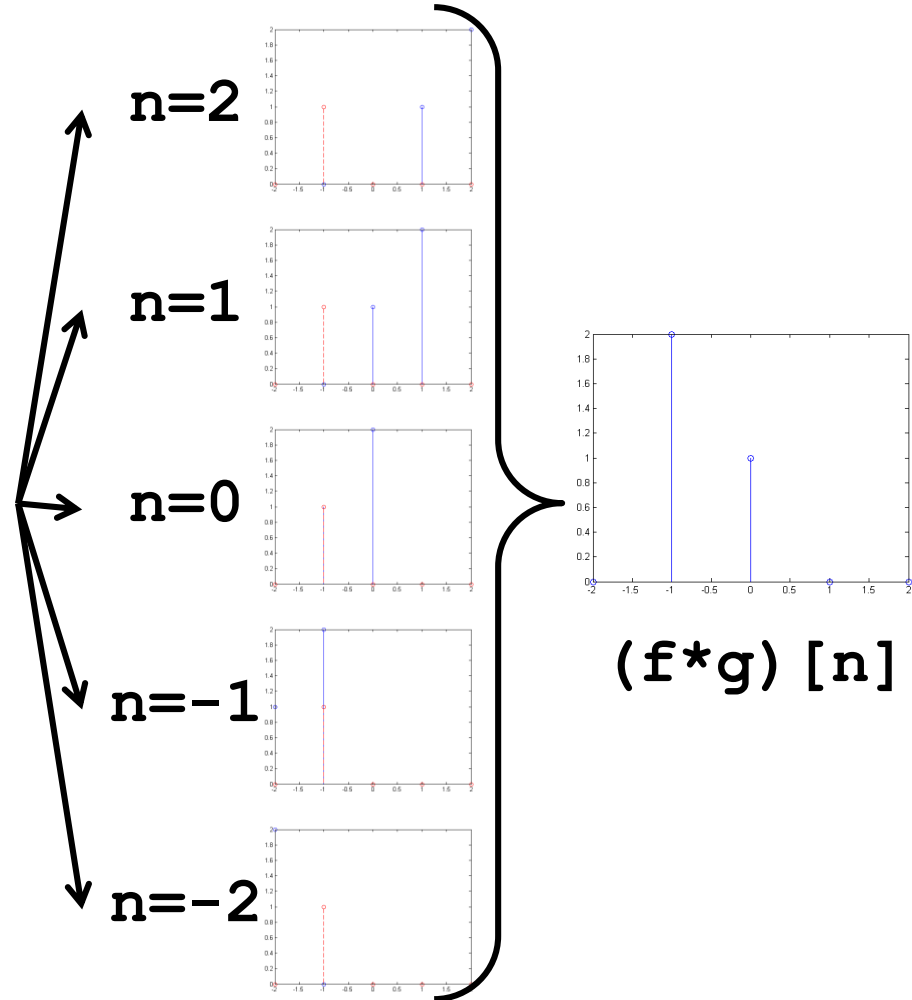
$f[-m]$



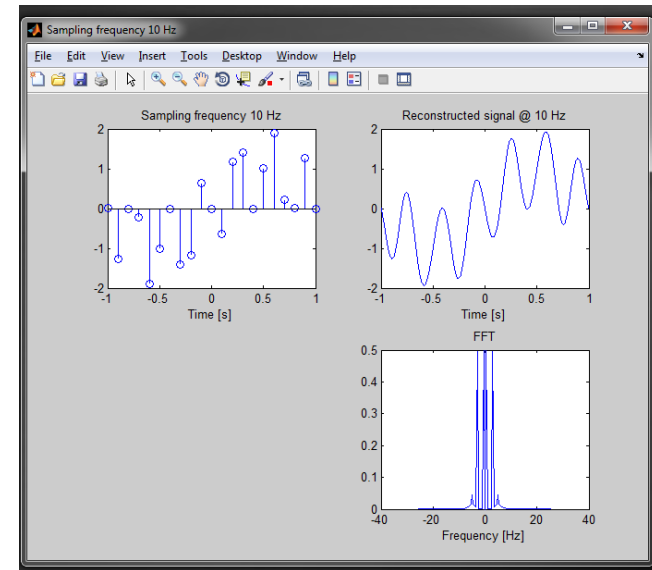
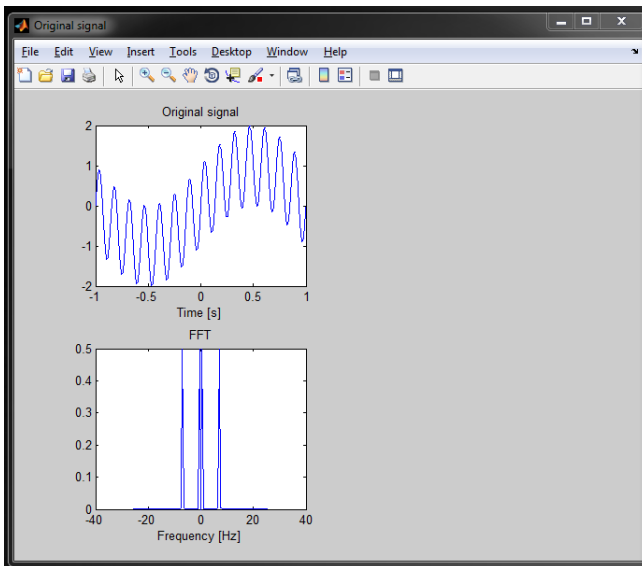
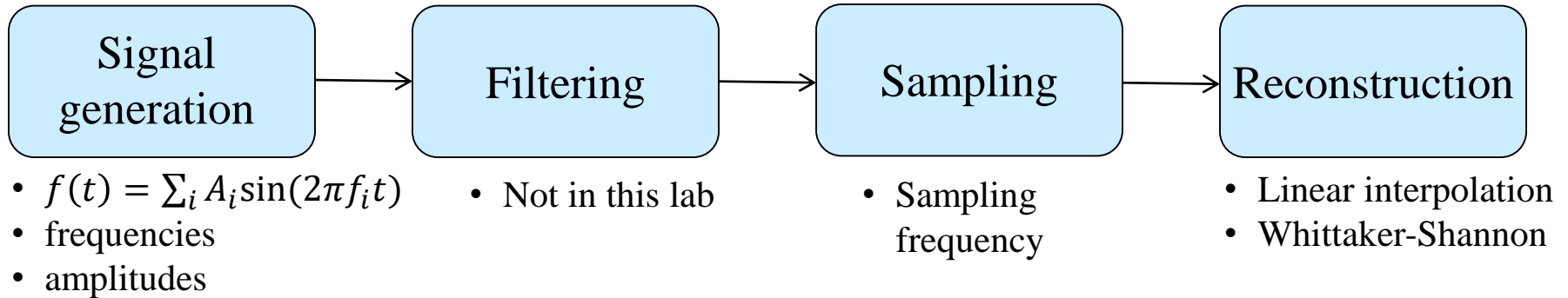
$g[m]$



$g[-m]$



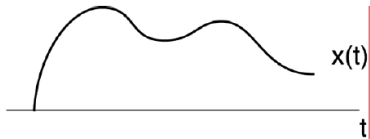
# Part 3: Sampling and reconstruction



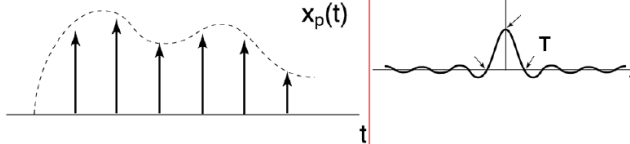
# Reconstruction: Linear vs. Witteraker-Shannon

## Graphic Illustration of Time-Domain Interpolation

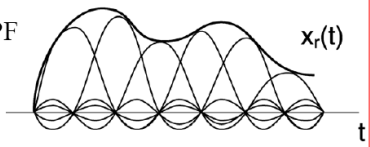
Original  
CT signal



After sampling



After passing the LPF



## Interpolation Methods

- Bandlimited Interpolation
- Zero-Order Hold
- First-Order Hold — Linear interpolation

