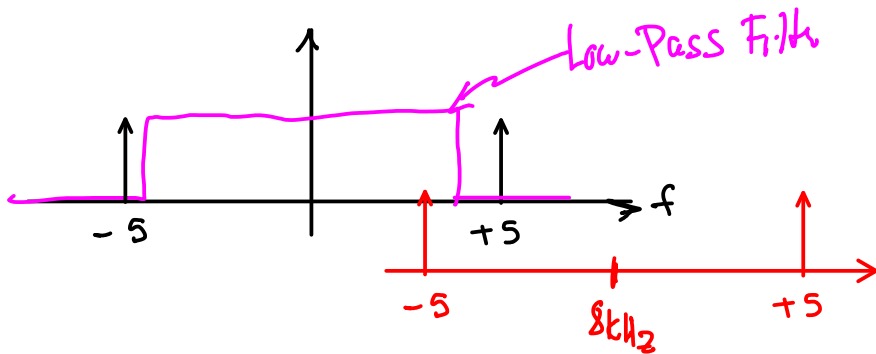


Lecture 10

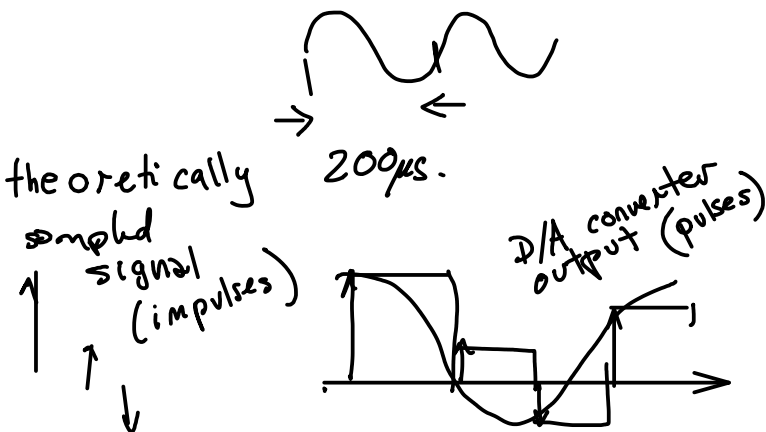
Exercise 1: Give some examples of legacy analog speech communications and very simple analog speech communication systems.

- legacy: AM broadcasting (CB radio)
- shertvange: intercoms, "walkie talkie".

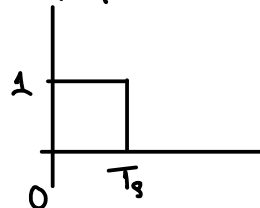
Exercise 2: A 5 kHz signal is sampled at 8 kHz. What are the positive and negative frequency components of the 5 kHz signal before sampling? What is the frequency of the aliased component falling into the 0-4 kHz range?



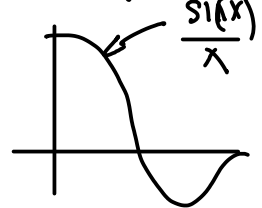
aliasing component at 8 kHz (sampling freq.) $- 5 \text{ kHz}$ (negative of sampled frequency)
 $= 3 \text{ kHz}$



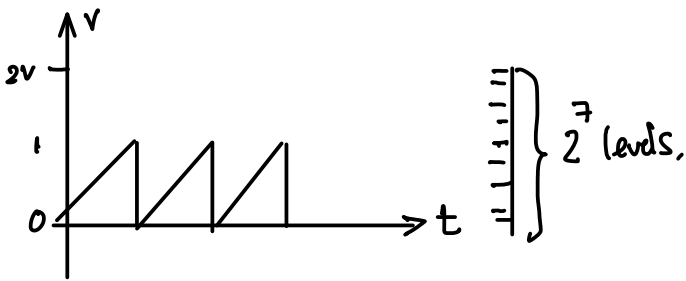
impulse-to-pulse "filter" impulse response



frequency response of "filter" $\frac{\text{sin}(x)}{x}$



Exercise 3: What is the quantization SNR for a sawtooth wave varying from 0 to 1V if a 7 bit A/D converter is used with an input range of 0 to 2V?

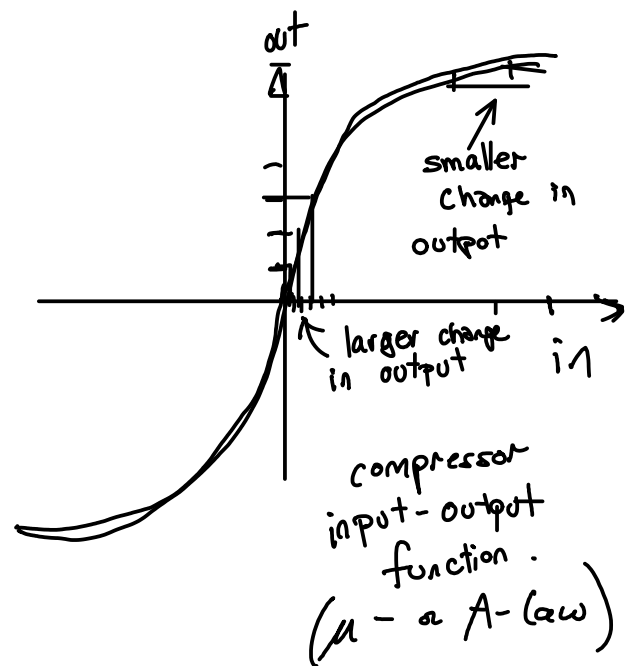


- only half the input range is used (64 levels = 2^6)
- assuming quantization SNR is $6b$ number of bits
 then $6b = 6 \times 6 = \underline{\underline{36 \text{ dB}}}$

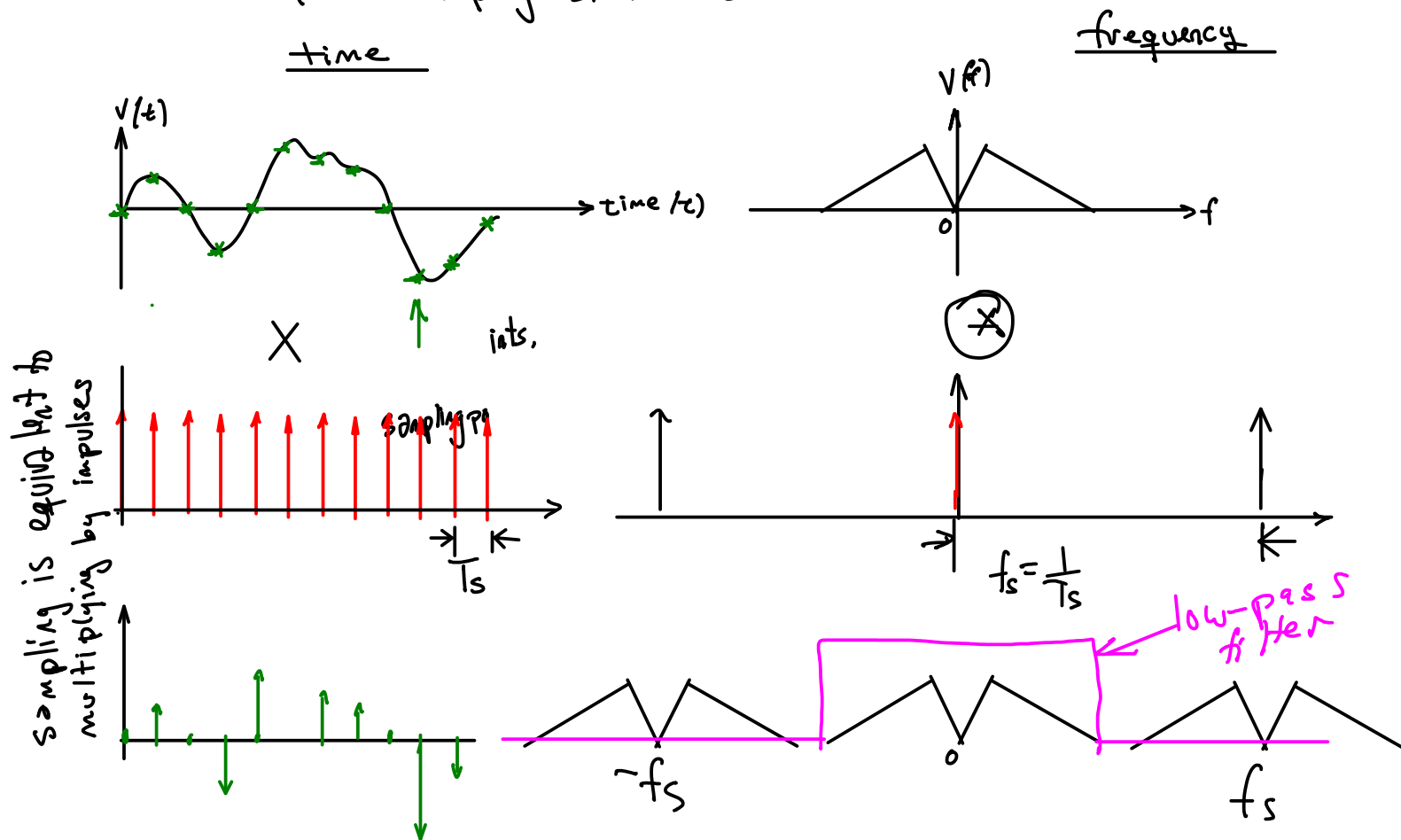
Exercise 4: If the sampling rate is 8 kHz and there are 8 bits per sample, what is the data rate in each direction? How many bytes per minute are transmitted for a two-way connection?

$$8 \text{ kHz} \times 8 \text{ bits/sample} = 64 \text{ kb/s}$$

$$\frac{128 \text{ kb/s}}{8 \text{ bit/byte}} \times 60 \text{ s/minute} \approx 1 \text{ MByte/minute}$$



Relationship between time-domain & frequency domain for sampling & reconstruction



→ sampling causes the signal spectrum to be replicated at multiples of the sampling frequency.

→ to be able to recover the original signal from the sampled signal:

- f_s must be $2\times$ highest frequency (because of negative frequency components)
- low-pass filter at $f_s/2$ (to remove replicated versions of the signal)