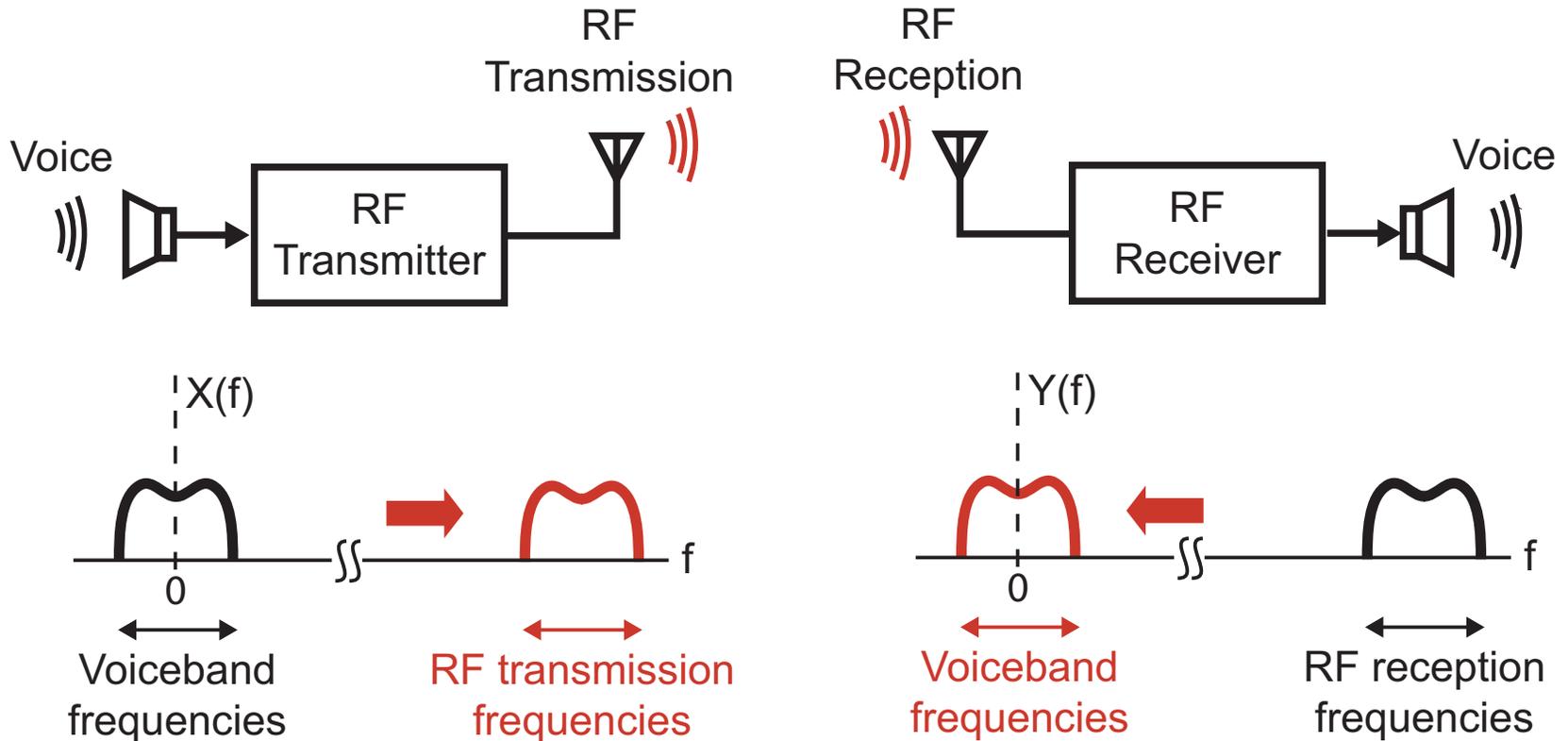


Modulation and Filtering

- Wireless communication application
- Impulse function definition and properties
- Fourier Transform of Impulse, Sine, Cosine
- Picture analysis using Fourier Transforms

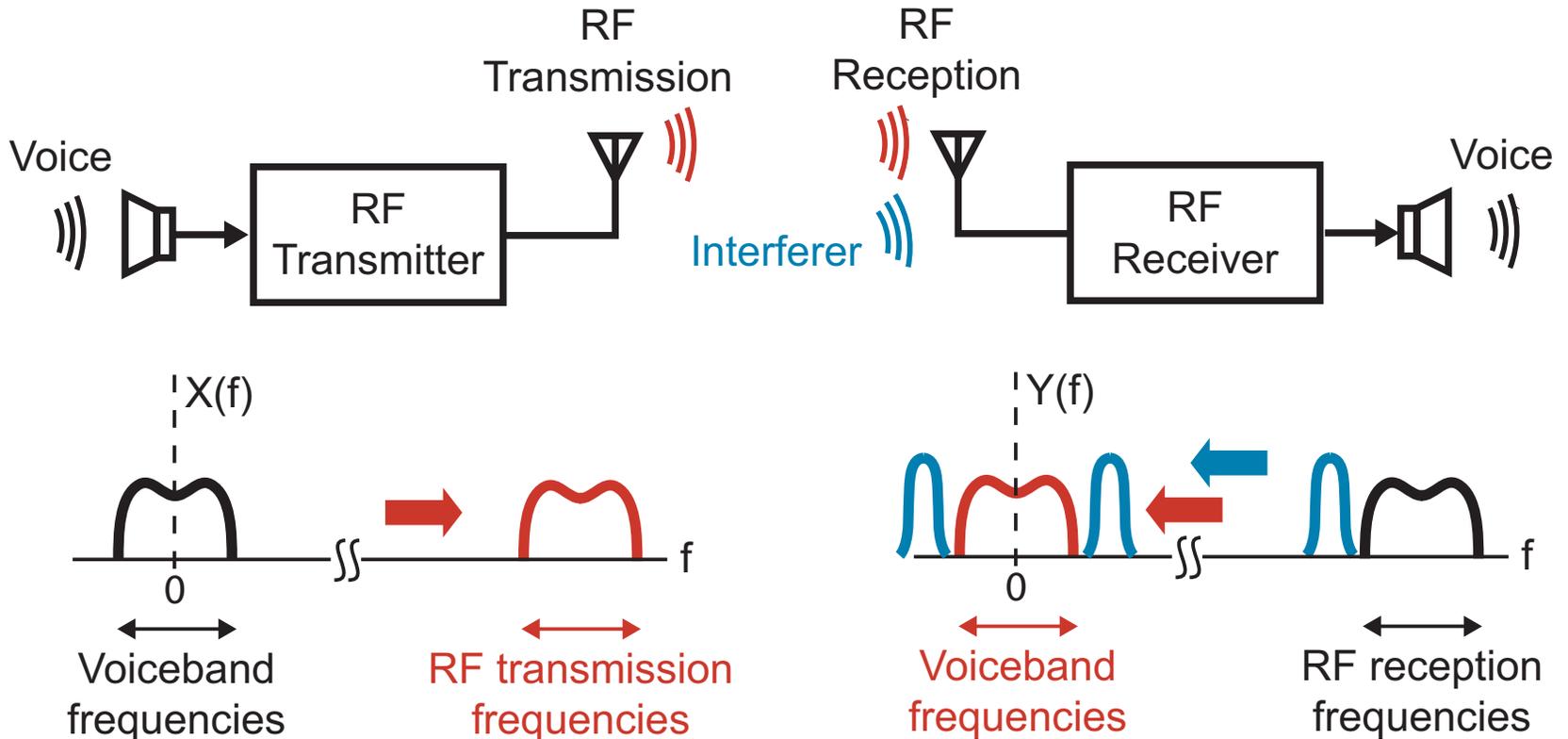
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Motivation for Modulation



- **Modulation is used to change the frequency band of a signal**
 - Enables RF communication in different frequency bands
 - Used in cell phones, AM/FM radio, WLAN, cable TV,
 - **Note: higher frequencies lead to smaller antennas**

Motivation for Filtering



- **Filtering is used to remove undesired signals outside of the frequency band of interest**
 - Enables selection of a specific radio, TV, WLAN, cell phone, cable TV *channel* ...
 - Undesired channels are often called **interferers**

The Fourier Transform as a Tool

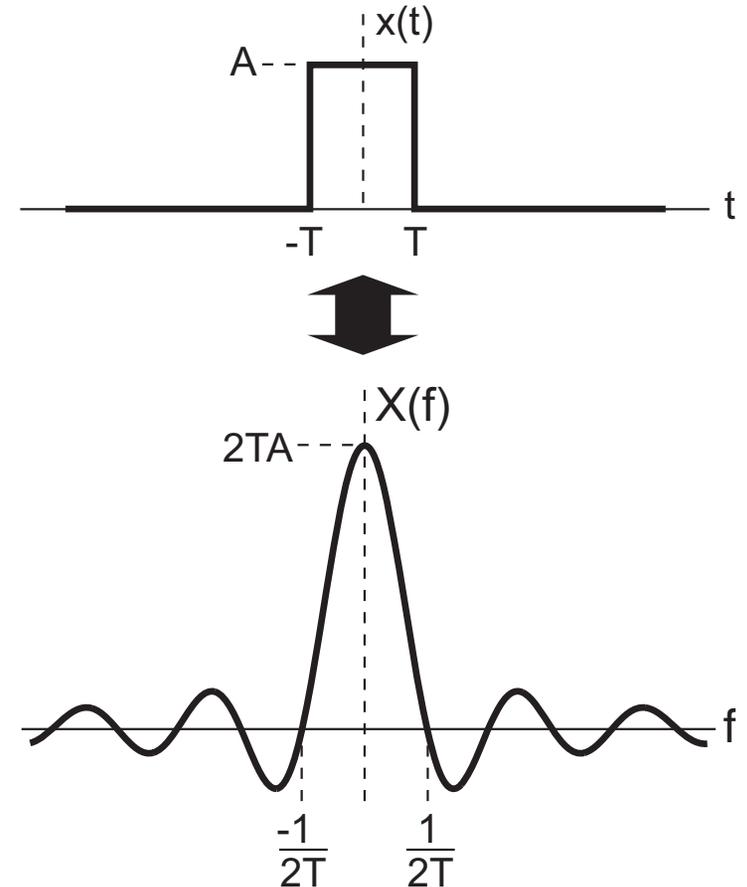
- Communication signals are often *non-periodic*
- Fourier Transforms allow us to do modulation and filtering analysis using *pictures*

$$x(t) \Leftrightarrow X(f)$$

Where:

$$x(t) = \int_{-\infty}^{\infty} X(f) e^{j2\pi ft} df$$

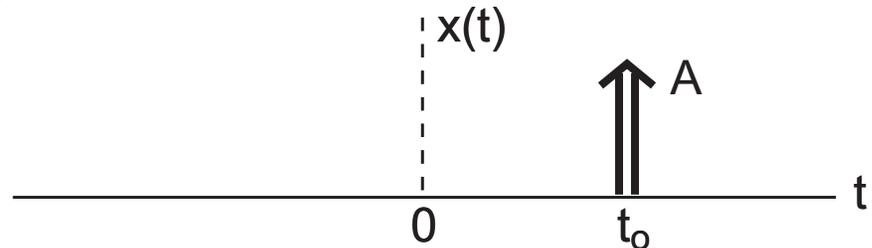
$$X(f) = \int_{-\infty}^{\infty} x(t) e^{-j2\pi ft} dt$$



Definition of the Impulse Function

- An impulse of area A at time t_o is denoted as:

$$A\delta(t - t_o)$$



- Impulses are defined in terms of their properties

- Area:

$$\int_{-\infty}^{\infty} A\delta(t - t_o) = A$$

- Fourier Transform:

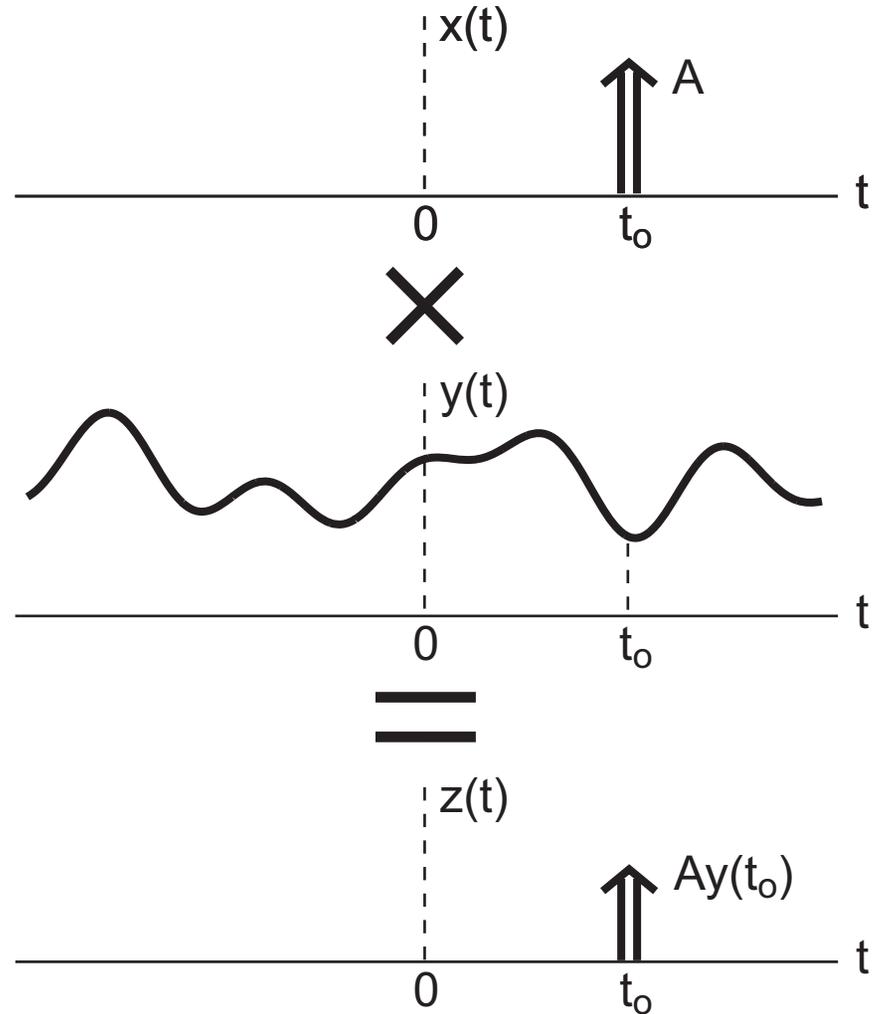
$$A\delta(t - t_o) \Leftrightarrow Ae^{-j2\pi ft_o}$$

- Sampling and convolution properties

- Shown on the next two slides

Sampling Property of Impulses

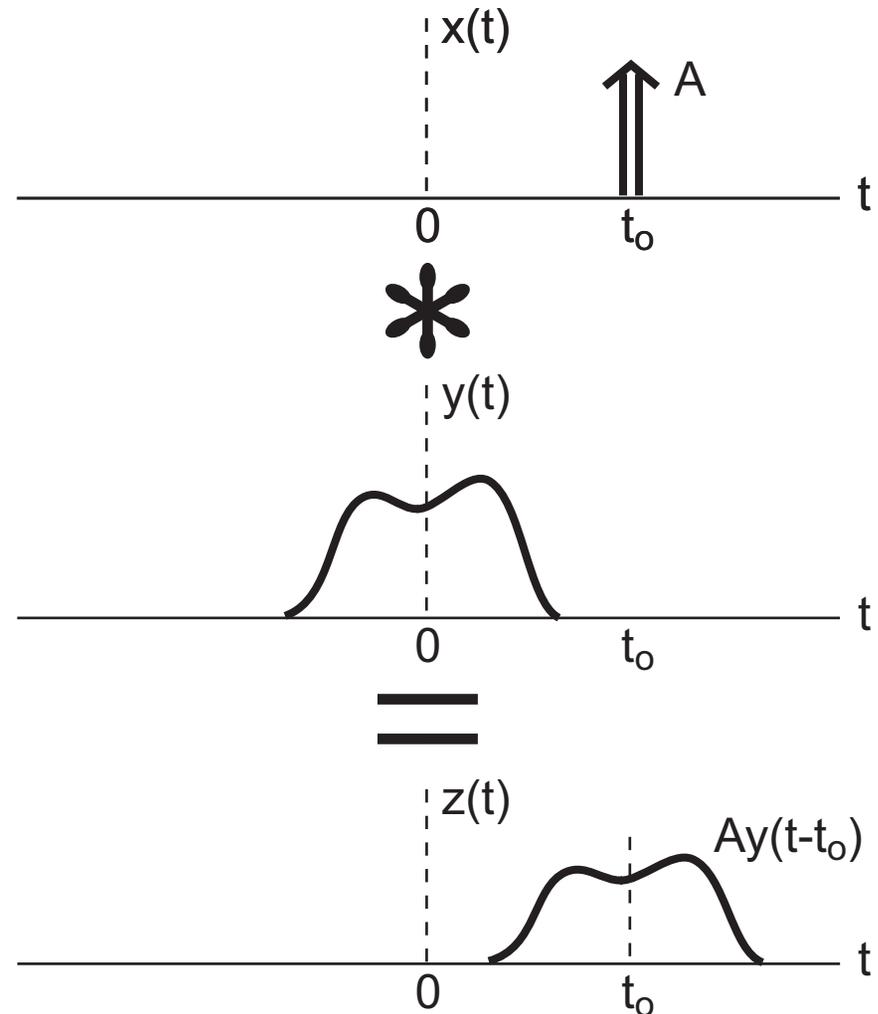
- *Multiplication of an impulse and a continuous function leads to scaling of the original impulse*
 - The scale factor corresponds to the *sample value* of the continuous function at the impulse location



$$A\delta(t - t_0)y(t) = Ay(t_0)\delta(t - t_0)$$

Convolution Property of Impulses

- *Convolution of an impulse and a function leads to **shifting** and **scaling** of the original function*
 - The shift value corresponds to the location of the impulse
 - The scale factor corresponds to the area of the impulse
- Convolution is not limited to impulses
 - 6.003 will explore this in great detail



$$A\delta(t - t_0) * y(t) = Ay(t - t_0)$$

Duality of Multiplication And Convolution

- **Multiplication in time leads to convolution in frequency:**

$$x(t)y(t) \Leftrightarrow X(f) * Y(f)$$

- This is a key property to understand modulation
- **Convolution in time leads to multiplication in frequency:**

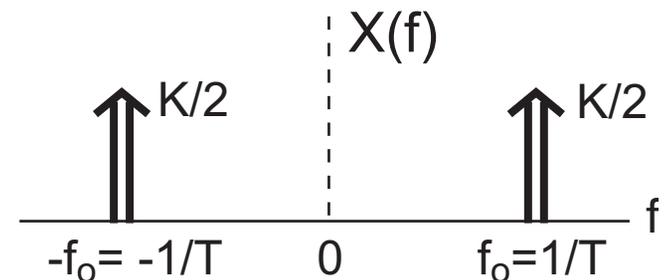
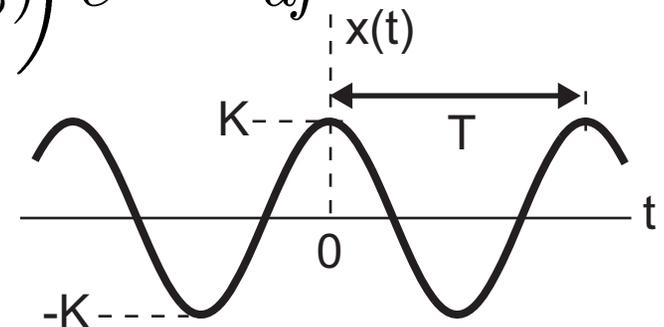
$$x(t) * y(t) \Leftrightarrow X(f)Y(f)$$

- This is a key property to understand filtering
 - We will defer to 6.003 to give you more details here
- We will use this fact in a few weeks to intuitively show the connection between the Fourier Series and Fourier Transform

Fourier Transform of Cosine Wave

- Two real impulses in frequency needed for cosine in time

$$\begin{aligned}
 x(t) &= \int_{-\infty}^{\infty} X(f) e^{j2\pi ft} df \\
 &= \int_{-\infty}^{\infty} \frac{K}{2} \left(\delta(f+f_o) + \delta(f-f_o) \right) e^{j2\pi ft} df \\
 &= \frac{K}{2} \left(e^{-j2\pi f_o t} + e^{j2\pi f_o t} \right) \\
 &= K \cos(2\pi f_o t)
 \end{aligned}$$



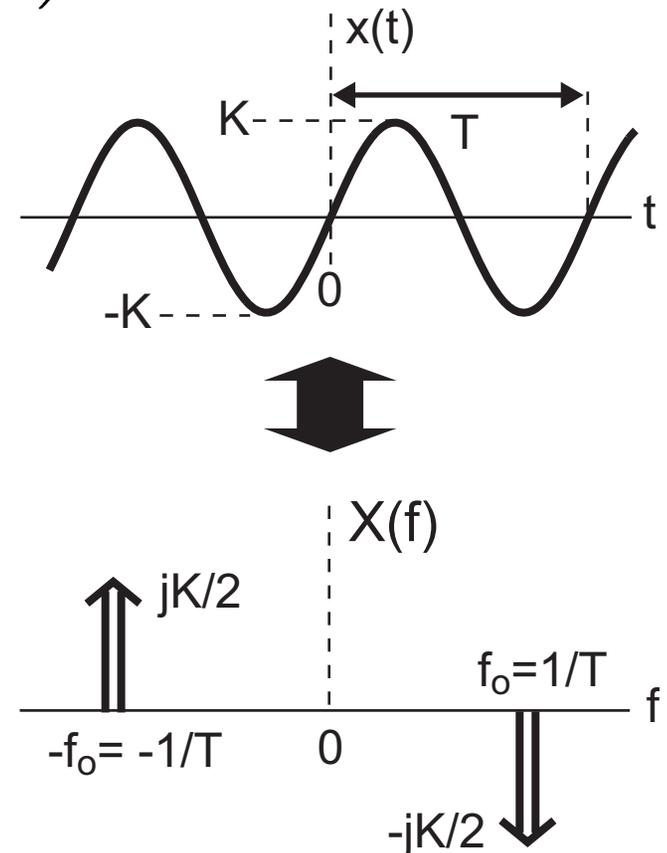
$$\begin{aligned}
 &K \cos(2\pi f_o t) \\
 &\quad \updownarrow \\
 &\frac{K}{2} \left(\delta(f+f_o) + \delta(f-f_o) \right)
 \end{aligned}$$

Fourier Transform of Sine Wave

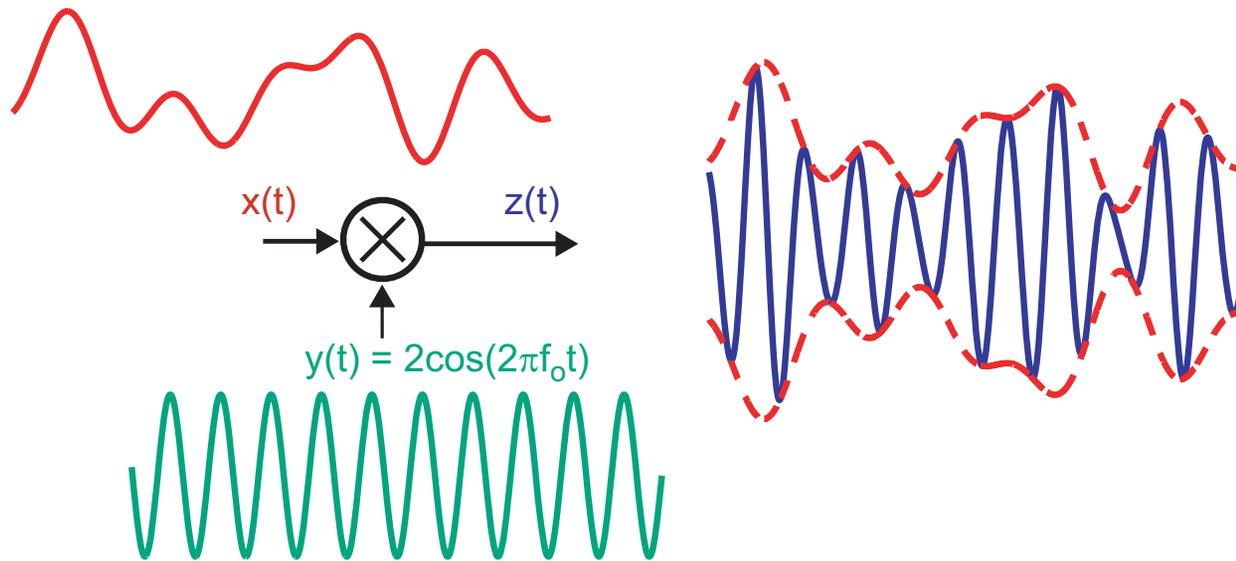
- Two imaginary impulses in frequency needed for sine in time

$$\begin{aligned}
 x(t) &= \int_{-\infty}^{\infty} \frac{jK}{2} \left(\delta(f+f_o) - \delta(f-f_o) \right) e^{j2\pi ft} df \\
 &= \frac{jK}{2} \left(e^{-j2\pi f_o t} - e^{j2\pi f_o t} \right) \\
 &= \frac{K}{j2} \left(-e^{-j2\pi f_o t} + e^{j2\pi f_o t} \right) \\
 &= K \sin(2\pi f_o t)
 \end{aligned}$$

$$\begin{aligned}
 &K \sin(2\pi f_o t) \\
 &\quad \updownarrow \\
 &j \frac{K}{2} \left(\delta(f+f_o) - \delta(f-f_o) \right)
 \end{aligned}$$



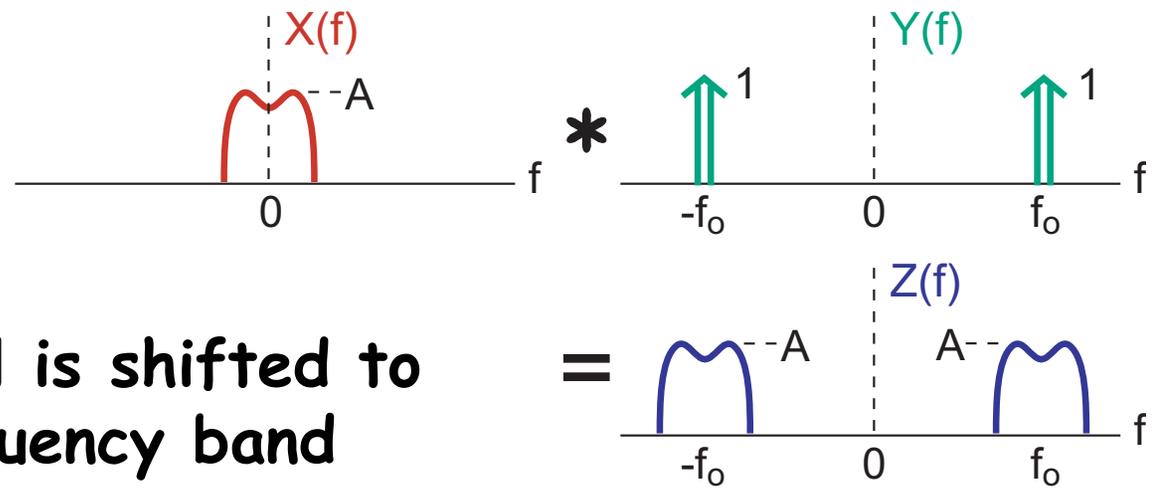
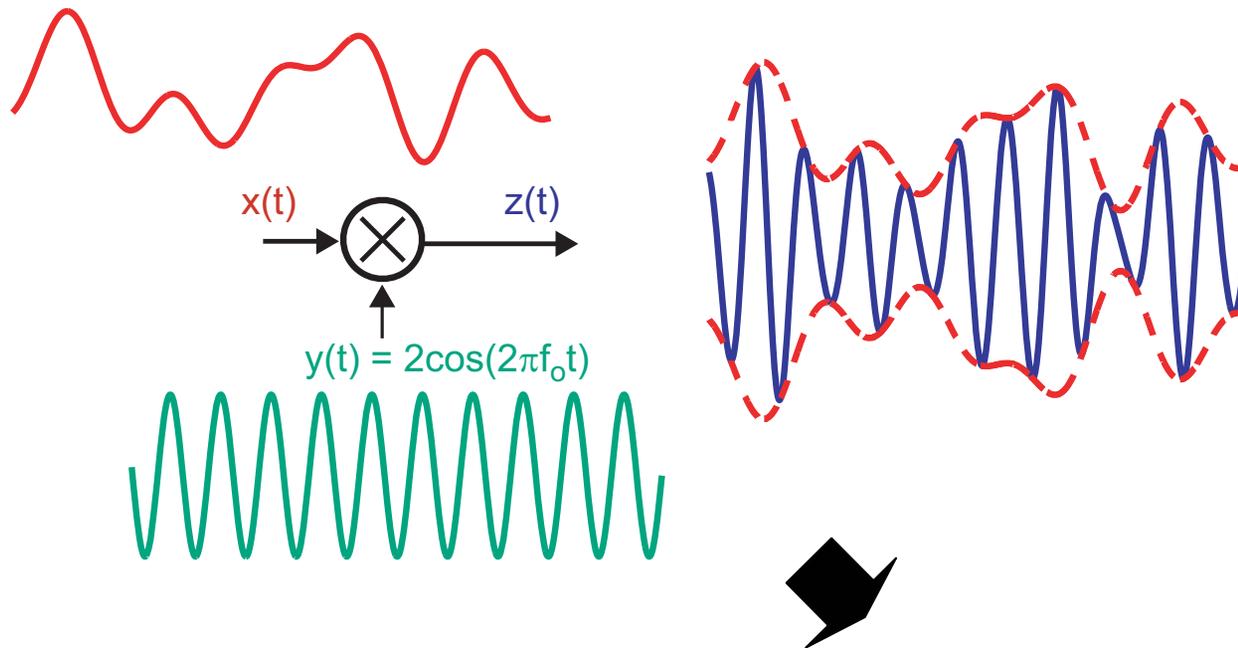
AM Modulation (Transmitter)



- **AM stands for *amplitude* modulation**
 - Frequency and phase modulation are also commonly used
- **Key operation is to *multiply* (i.e. *mix*) an input signal with a cosine (or sine) wave**
 - This leads to an oscillating waveform whose amplitude varies according to the input signal
- **Analysis:**

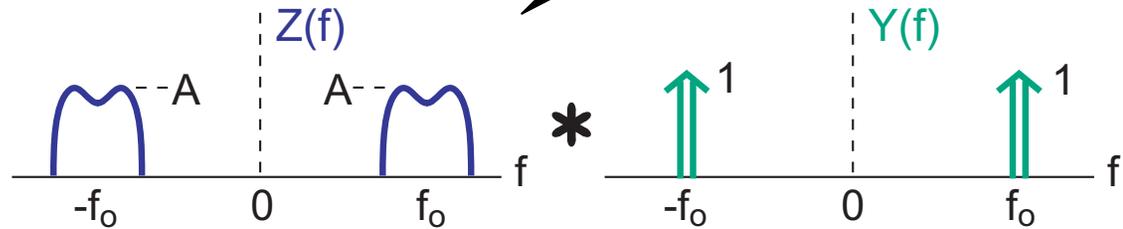
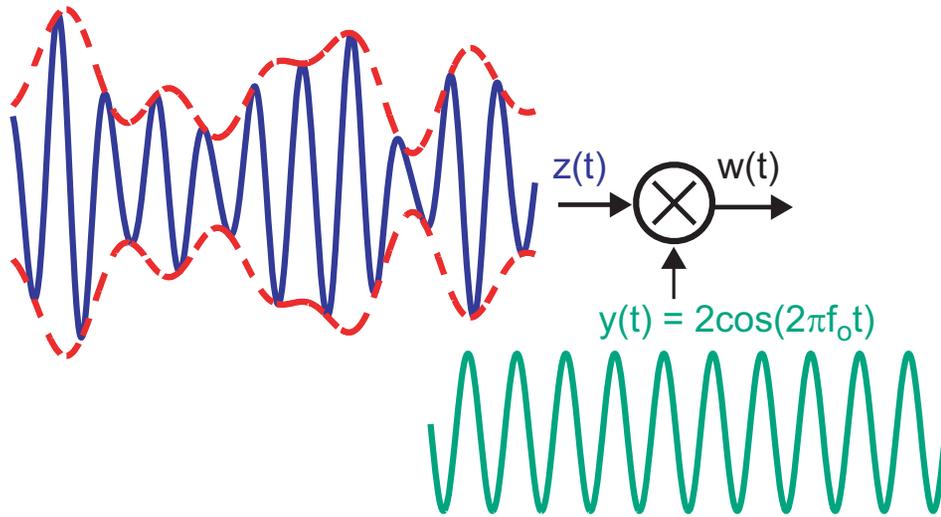
$$x(t)y(t) \Leftrightarrow X(f) * Y(f)$$

Fourier Transform Allows *Picture* Analysis

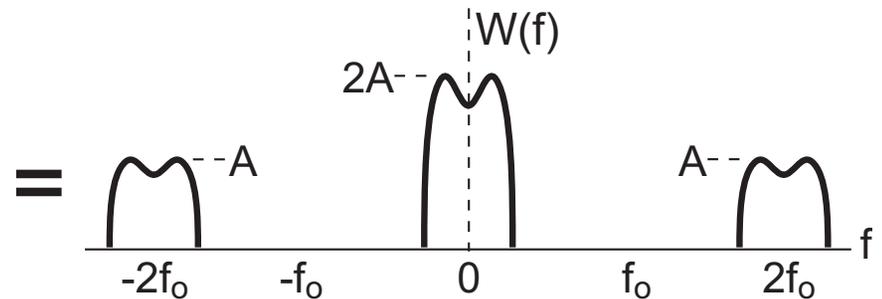


- **Input signal is shifted to higher frequency band**

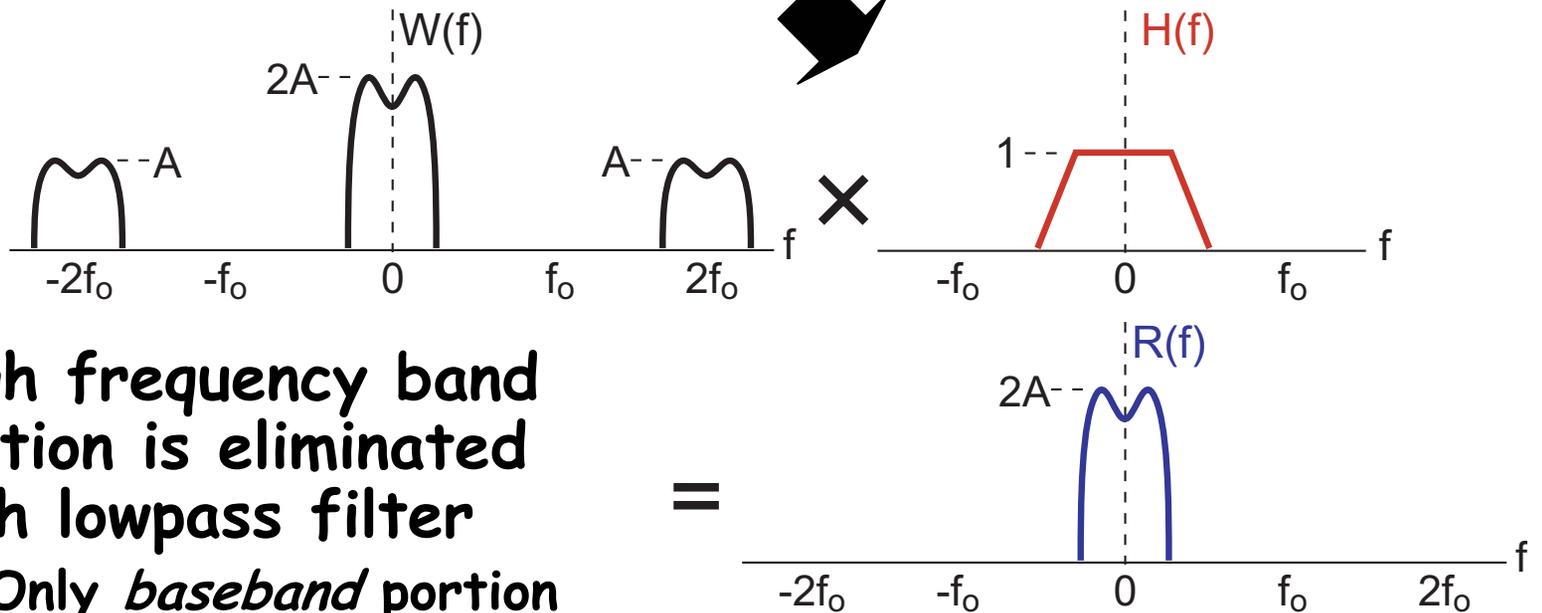
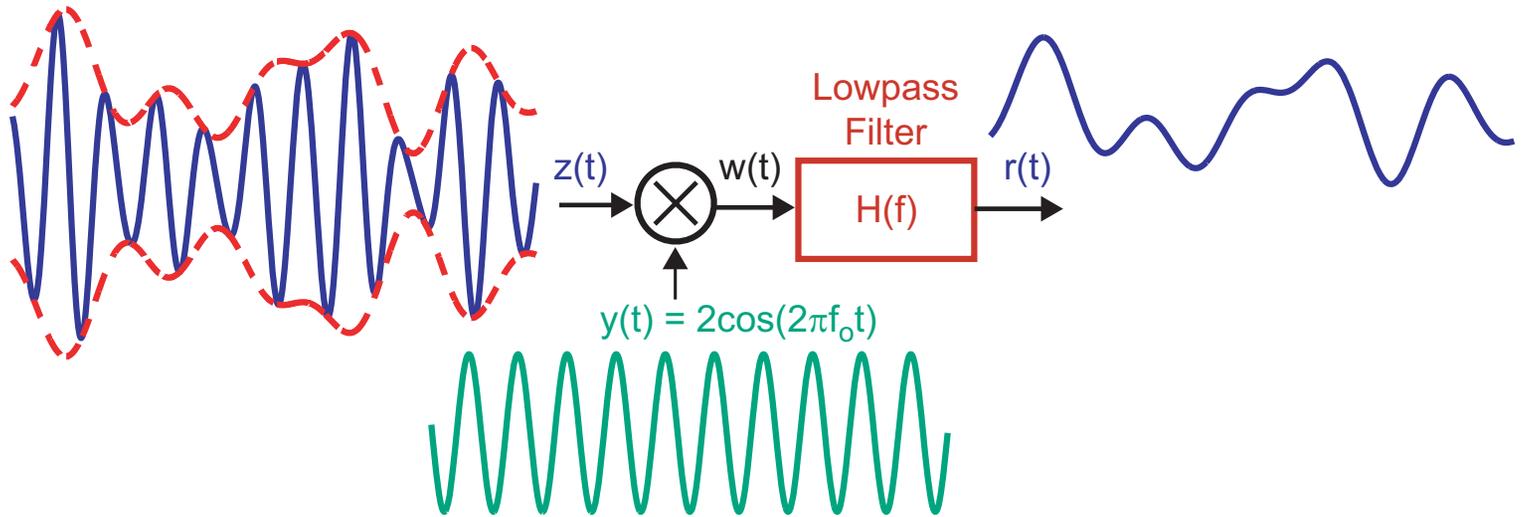
AM Demodulation (Receiver)



- Input signal is shifted to lower *and* higher frequency bands
 - Want *baseband* portion

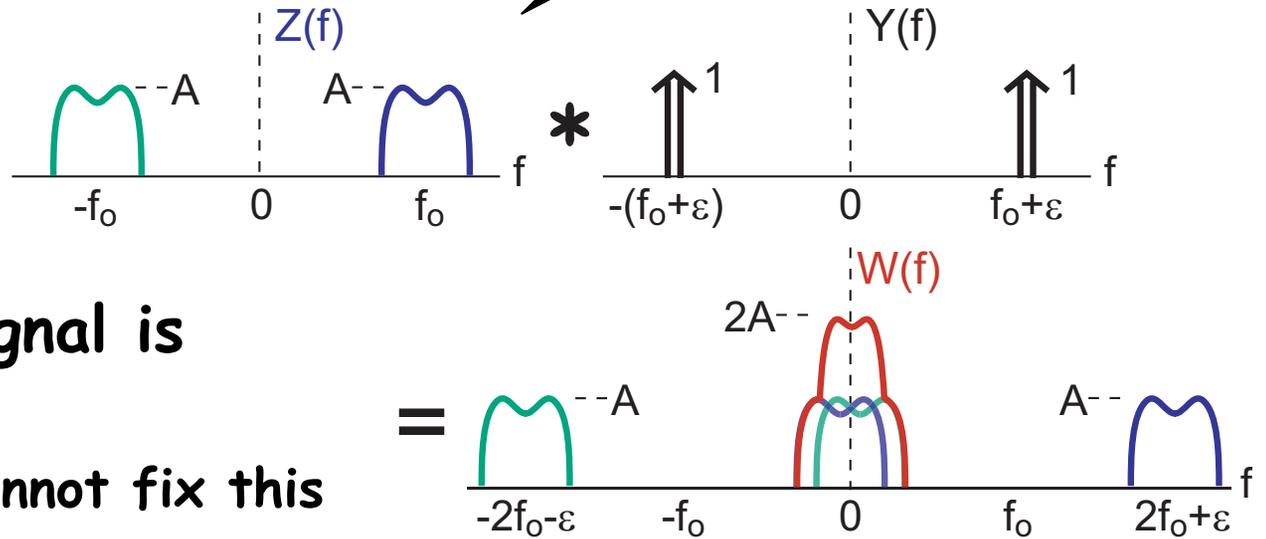
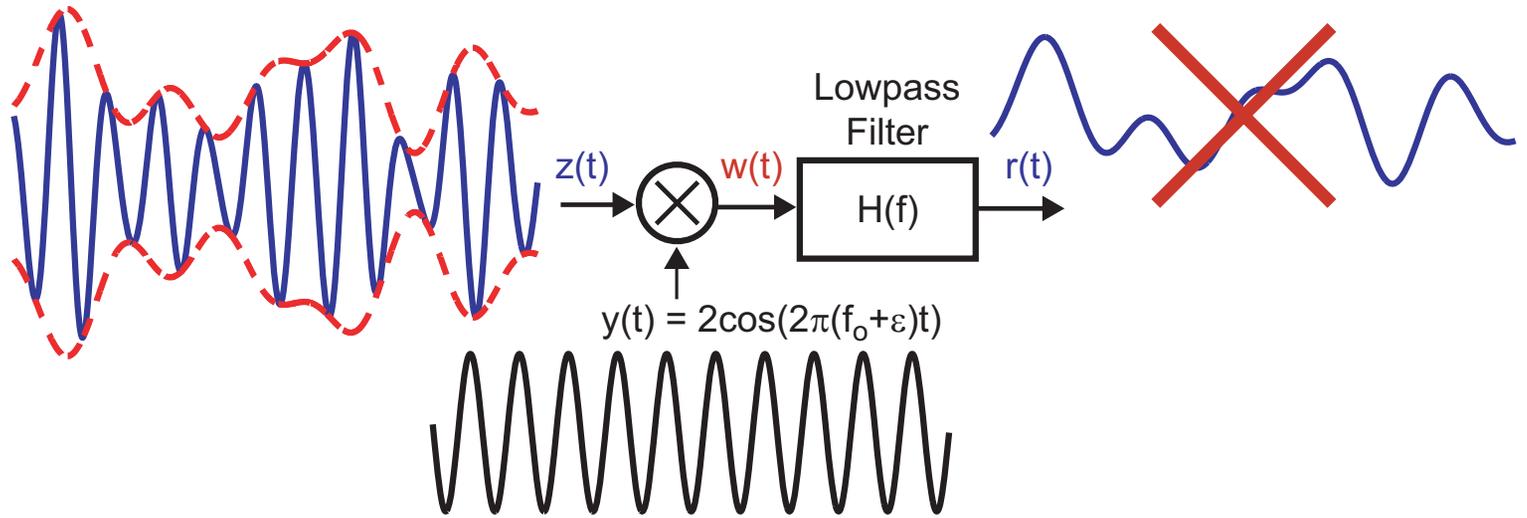


Apply Lowpass Filter



- High frequency band portion is eliminated with lowpass filter
 - Only *baseband* portion remains

Impact of Frequency Offset



- **Baseband signal is corrupted!**
 - Filtering cannot fix this

Summary

- The impulse function is an important concept for Fourier Transform analysis
 - Fourier Transforms of cosines and sines consist of impulses
 - Defined in terms of its properties
 - Area, Multiplication (sampling), Convolution
- The Fourier Transform allows picture analysis of modulation and filtering
 - Modulation *shifts* in frequency (convolution with impulses)
 - Filtering *multiplies* in frequency
- More details on filtering in next lecture
 - Design of filters in Matlab (for Lab exercises)
 - This tool only works with *discrete-time* signals
 - Discrete-Time Fourier Transform introduced