# Gate Assignment 3

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Download latex-tikz codes from

https://github.com/ArunSiddardha/EE3900/blob/ main/GATE ASSIGNMENT 3/main.tex

## 1 Problem(Gate EC 2004 O.36)

A system is described by the following differential equation

$$\frac{d^2y(t)}{dt^2} + 3\frac{dy(t)}{dt} + 2y(t) = x(t)$$
 (1.0.1)

is intially at rest. For the input x(t) = 2u(t) the output is given by

1) 
$$(1-2e^{-t}+e^{-2t})u(t)$$

2) 
$$\left(1 + 2e^{-t} - e^{-2t}\right)u(t)$$

1) 
$$(1 - 2e^{-t} + e^{-2t})u(t)$$
  
2)  $(1 + 2e^{-t} - e^{-2t})u(t)$   
3)  $(0.5 + e^{-t} + 1.5e^{-2t})u(t)$ 

4) 
$$(0.5 + 2e^{-t} + 2e^{-2t})u(t)$$

### 2 Solution

**Lemma 2.1** (Table of Laplace Transforms).

Time Function	Laplace transform of $f(t)$
$f(t) = \mathcal{L}^{-1}\left\{F(s)\right\}$	$F(s) = \mathcal{L}\{f(t)\}\$
u(t)	$\frac{1}{s}$ , $s > 0$
g'(t)	sG(s) - g(0)
$g^{\prime\prime}\left( t\right)$	$s^2G(s) - sg(0) - g'(0)$
$e^{-at}u(t)$	$\frac{1}{s+a}, \ s+a>0$

Lemma 2.2. Linearity of Laplace Transform

$$\mathcal{L}\left\{af\left(t\right) + bg\left(t\right)\right\} = a\mathcal{L}\left\{f\left(t\right)\right\} + b\mathcal{L}\left\{g\left(t\right)\right\} \quad (2.0.1)$$

From Lemma-2.1 Laplace transform of x(t) = 2u(t)is given by

$$X(s) = \frac{2}{s} {(2.0.2)}$$

Since initialially it is at rest. Laplace Transform of (1.0.1) gives

$$s^{2}Y(s) + 3sY(s) + 2Y(s) = X(s)$$
 (2.0.3)

$$Y(s) = \frac{2}{s(s^2 + 3s + 2)} \quad (2.0.4)$$

$$= \frac{1}{s+2} + \frac{1}{s} + \frac{-2}{s+1} \tag{2.0.5}$$

(2.0.6)

From Lemma-2.1. Inverse Laplace transform of Y(s) is given by

$$y(t) = -2e^{-t}u(t) + e^{-2t}u(t) + 1u(t)$$
 (2.0.7)

$$= (-2e^{-t} + e^{-2t} + 1)u(t)$$
 (2.0.8)

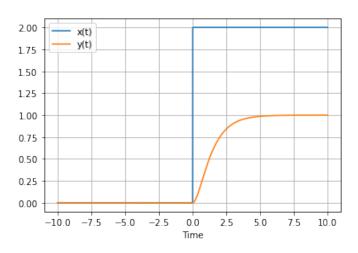
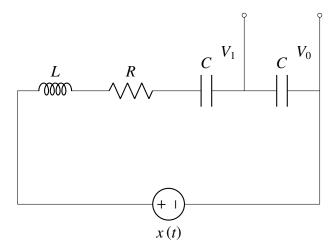


Fig. 4: Plot of input and output responses

... The required option is A.

Building RLC circuit that satisfies (1.0.1). Assume  $\frac{R}{L} = 3$  and  $LC = \frac{1}{2}$ .

Input : 
$$x(t)$$
 (2.0.9)  
Output :  $y(t) = V_1 - V_0$  (2.0.10)



Using KVL laws

$$x(t) - L\frac{di}{dt} - iR + \frac{2\int idt}{C} = 0$$
 (2.0.11)  
$$V_1 - V_0 = \frac{\int idt}{C}$$
 (2.0.12)

Eliminating  $V_1, V_2, i$  from equations (2.0.10) – (2.0.12) we get (1.0.1).

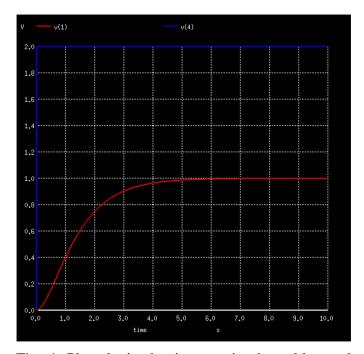


Fig. 4: Plot obtained using ngspice input:blue and output:red