

E1. Sampling of signals, aliasing, z-transform, matrix exponential

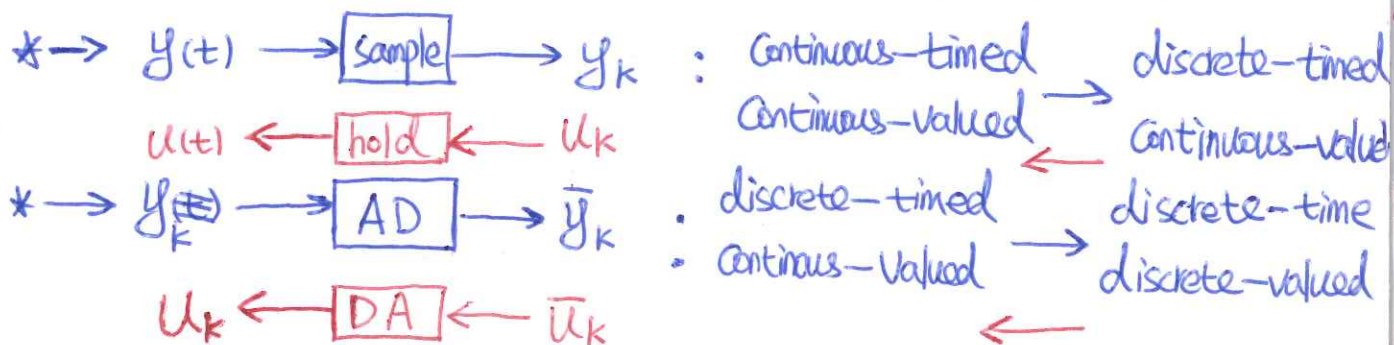
Key points from Lecture 1, P21-31, VT13

1.2, 1.3, 1.4
1.5, 1.1

V22, 3D

- locate three types of signals
(P21, L1, VT13)

on Computer Controlled System block diagram
(P20, L1, VT13)

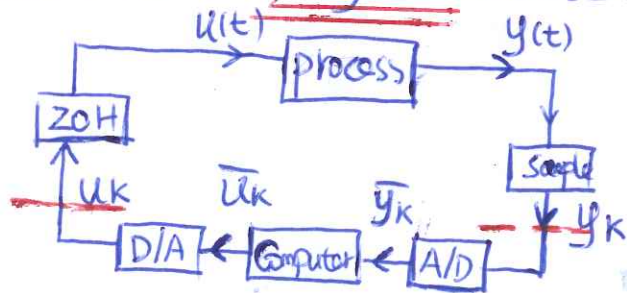


- today's focus: sample, hold

extra notes:

aliasing / eiliasing or frequency folding

* need tools to analyze discrete system: $u_k \rightarrow y_k$



this and next session
discrete-time system

* then for design

- \rightarrow intro
- \rightarrow review exercise
- basic concepts
- \rightarrow focus on analyzing DTS

Exercise 1.1

① • why we want to solve this problem?

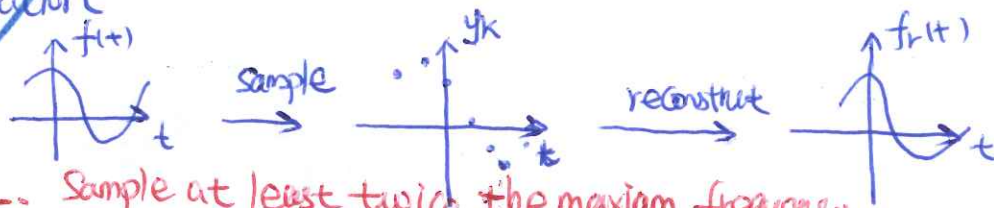
to feed $y(t)$ into a digital computer, it has to be sampled + AD, (or into a discrete-time system)

• how fast should the sampling period be? $y_k \rightarrow u_k$

not to lose information, (Shannon's theorem)

② extra notes

• illustration



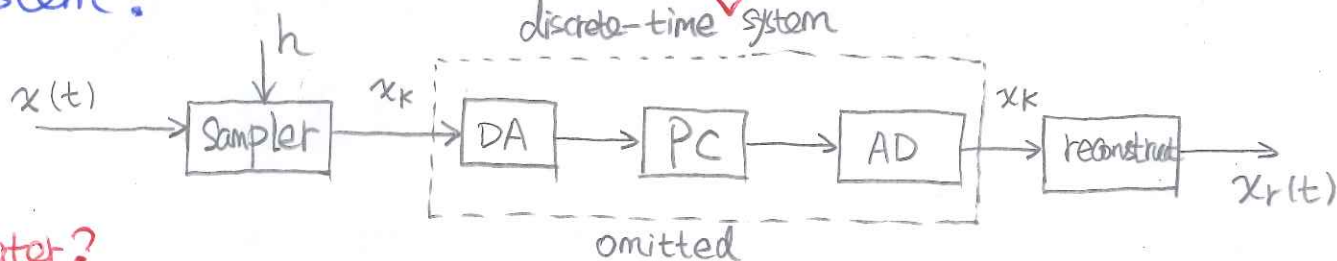
- two
1. Sample at least twice the maximum frequency
 2. how to reconstruct.

• why not simply increase f_s ? more control effort, more communication, more energy

Can aliasing be removed afterwards? no, very little to do.

sol. ③ ^{later} input signal: $x(t) = \cos(\omega_0 t)$

^{first} system:



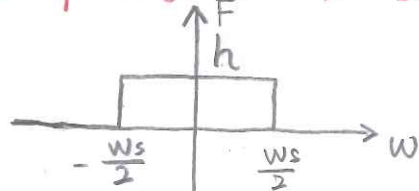
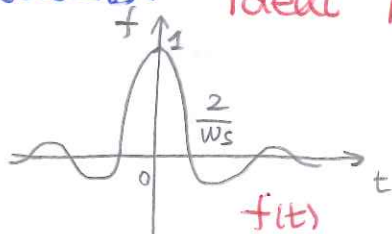
^{later?} reconstruction filter:

$$\Rightarrow \text{sinc}(x) = \frac{\sin(\pi x)}{\pi x}$$

time domain: $f(t) = \text{sinc}\left(\frac{\omega_s}{2}t\right)$, $\omega_s = \frac{2\pi}{h}$ (sampling frequency)

freq domain: $F(j\omega) = \text{Fourier-transform}(f(t)) = \begin{cases} h, & -\omega_s/2 < \omega < \omega_s/2 \\ 0, & |\omega| > \omega_s/2 \end{cases}$

characteristics: "ideal" low-pass filter, "brick-wall" filter



perfectly cutoff high-freq.
pass low-freq.

application:

Shannon's sampling Theorem (how to choose sampling frequency)

- give a continuous-time signal $f(t)$, which is band-limited:

[1] Fourier-transform ($f(t)$) = $F(\omega) = 0, \forall |\omega| > |\omega_0|$

- then sampled by a periodic sampler, $\omega_s = \frac{2\pi}{h}$

$$P(t) = \sum_{k=-\infty}^{\infty} \delta(t - kh)$$

sampled signal [3]

$$f_k = f_s(t) = \sum_{k=-\infty}^{\infty} f(t) \cdot \delta(t - kh) = \sum_{k=-\infty}^{\infty} f(kh) \cdot \delta(t - kh)$$

$$\text{Fourier-transform}(x_s(t)) = \frac{1}{h} \sum_{k=-\infty}^{\infty} \underbrace{F(\omega + k\omega_s)}_{\text{why?}} = F_s(\omega)$$

reconstruction [4]

idea low-pass filter move to here

① If $\omega_s > 2\omega_0$, no aliasing

$f(t)$ can be uniquely constructed from f_k

$$f(t) = \sum_{k=-\infty}^{\infty} f_k \underbrace{\text{sinc}\left(\frac{\omega_s(t - kh)}{2}\right)}$$

- sinc function spans over infinite time domain, not applicable
- often approximated by a "windowed" sinc function

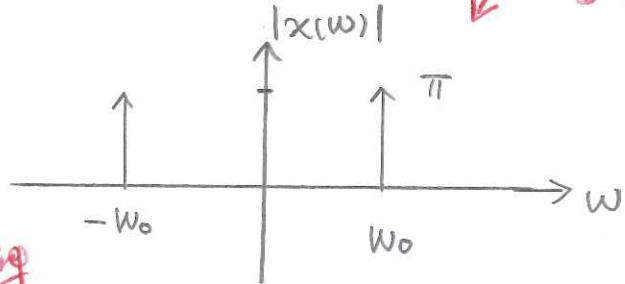
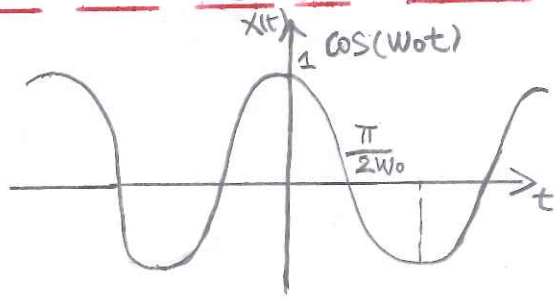
* remarkable Δ

// only some samples are enough

"the information content" of a bandwidth limited function is infinitely smaller than that of a general continuous function.

* the entire information of $f(t)$ can be recorded by sampling it at twice the maximum frequency

- ② If $\omega_c < 2\omega_0$, or $f(t)$ is not bandwidth limited, **aliasing**
- high frequency part is interpreted as low frequencies
 - frequency folding
 - information loss ✓

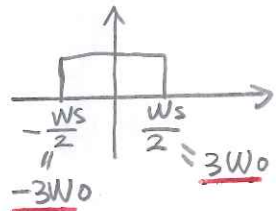
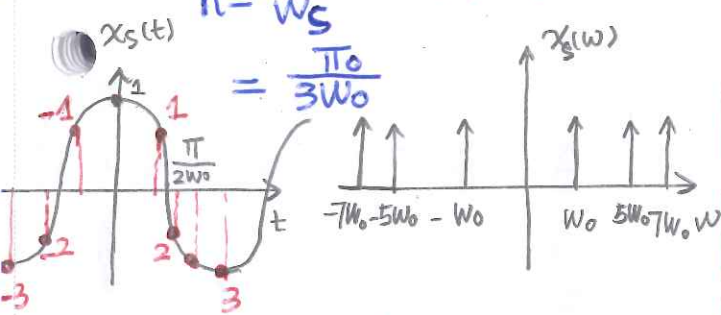


why?

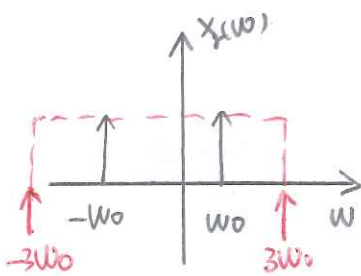
Sampling interval

$$h = \frac{2\pi}{\omega_s} = \frac{\pi}{3\omega_0}$$

$$\omega_s = 6\omega_0$$



low-pass filter



$$\begin{aligned} X_r(t) &= x(t) \\ &= \cos(\omega_0 t) \end{aligned}$$

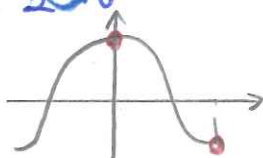
• Sample at least two points per cycle.

$$x(t) = \cos(\omega_0 t)$$

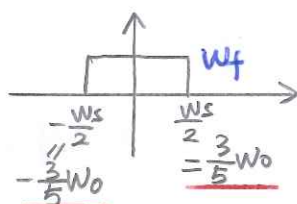
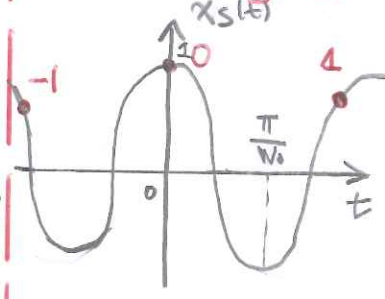
$$f_{\min} = 2 \cdot \frac{\omega_0}{2\pi} = \frac{\omega_0}{\pi} = 2f_0$$

$$h_{\max} = \frac{1}{2f_0} = \frac{1}{2}T_0$$

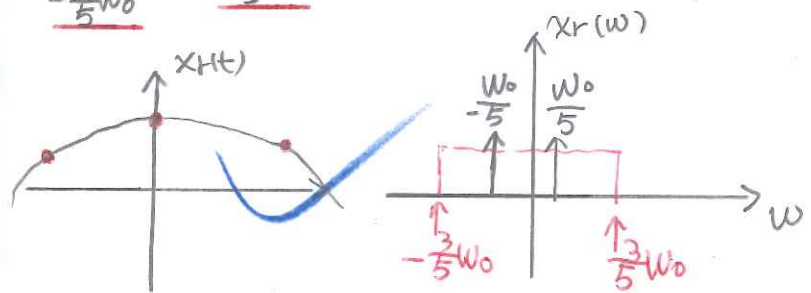
$$\omega_{\min} = 2\omega_0$$



$$\omega_s = \frac{6}{5}\omega_0$$



low-pass filter



$$x_r(t) = \cos\left(\frac{\omega_0}{5}t\right)$$

• why not increase ω_f s.t ω_0 is included in $X_r(\omega)$?
still can't get rid of $\pm \frac{\omega_0}{5}$

• to know the bandwidth of $x(t)$ or enforce a bandwidth

Exercise 1.2

① • why we want to solve this problem?

* in accurate model based design of a discrete controller for a process originally in the form of a continuous-time model. The latter should be discretized to get a discrete-time process model before the design is started.

* Implementation of continuous-time control/filter functions in computer.

• application

SS LTS
 $\dot{x} = Ax + Bu$
 $y = Cx + Du$
 (briefly)

(if periodic sampling)

Zero-order hold on input

note $x(t) = e^{A(t-kh)} x(kh) + (\int_0^h e^{A\tau} d\tau) B u(kh)$
 $x((k+1)h) = e^{Ah} x(kh) + (\int_0^h e^{A\tau} d\tau) B u(kh)$
 $y((k+1)h) = C x(kh) + D u(kh)$

(aperiodic sampling)

$$x(t_{k+1}) = e^{A(t_{k+1}-t_k)} x(t_k) + (\int_0^{t_{k+1}-t_k} e^{A\tau} d\tau) B u(t_k)$$

This teaches how to compute e^{At} from A

② extra notes

help c2d check

very important to E2
 $sysd = c2d(sys, Ts)$

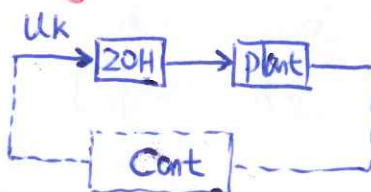
Scipy, signal

Cayley-hamilton, characteristic polynomial. $P(\lambda) = \det(\lambda I - A)$

some useful tips:

$$\Rightarrow P(A) = 0$$

design



mathematic handbook allowed in exam

③ Method one: (exact calculation)

why? $\rightarrow e^{At} = \mathcal{L}^{-1}\{(sI - A)^{-1}\} \big|_{t=h}$

$$sI - A = \begin{bmatrix} s & -1 \\ 1 & s \end{bmatrix}$$

$$\Rightarrow (sI - A)^{-1} = \frac{1}{s^2 + 1} \begin{bmatrix} s & 1 \\ -1 & s \end{bmatrix}$$

$$\begin{bmatrix} a & b \\ c & d \end{bmatrix}^{-1} = \frac{1}{ad - bc} \begin{bmatrix} d & -b \\ -c & a \end{bmatrix}$$

Laplace-transform table

$$\sin at \sim \frac{a}{s^2 + a^2}$$

$$\cos at \sim \frac{s}{s^2 + a^2}$$

$$\Rightarrow \mathcal{L}^{-1}\{(sI - A)^{-1}\} \big|_{t=h} = \begin{bmatrix} \cos h & \sin h \\ -\sin h & \cos h \end{bmatrix}$$

Method three:

By Cayley-Hamilton theorem, for a matrix of order n
Any function of A can be expressed as a polynomial of degree less than n
 $f(A) = a_{n-1}A^{n-1} + a_{n-2}A^{n-2} + \dots + a_1A + a_0I_n = P(A)$

In our case,

$$e^{Ah} = a_1Ah + a_0I$$

eigenvalues of Ah : $M = Ah$

$$A = \begin{bmatrix} 0 & 1 \\ -1 & 0 \end{bmatrix}, Ah = \begin{bmatrix} 0 & h \\ -h & 0 \end{bmatrix}$$

$$\lambda I - Ah = \begin{bmatrix} \lambda & -h \\ h & \lambda \end{bmatrix}, \det(\lambda I - Ah) = 0 \quad \text{determinant} \quad \text{characteristic polynomial}$$
$$\Rightarrow \lambda^2 + h^2 = 0 \Rightarrow \lambda = \pm h i$$

Note: Ah , instead of A

two equations

$$e^{hi} = a_1 \cdot (hi) + a_0$$

$$e^{-hi} = a_1 \cdot (-hi) + a_0$$

$$\Rightarrow a_1 = \frac{\sinh}{h}, a_0 = \cosh$$

$$\cosh + \sinh \cdot i = a_1 h \cdot i + a_0$$

$$\cosh - \sinh \cdot i = -a_1 h \cdot i + a_0$$

Compare real and imaginary parts

$$\text{Thus } e^{Ah} = \sinh \begin{bmatrix} 0 & 1 \\ -1 & 0 \end{bmatrix} + \cosh \begin{bmatrix} 1 & 0 \\ 0 & 1 \end{bmatrix}$$

$$= \begin{bmatrix} \cosh & \sinh \\ -\sinh & \cosh \end{bmatrix}$$

(Same as method one)

how matlab does it, good at $\angle E$

or diagonal matrix, $A = \begin{bmatrix} \lambda_1 & & \\ & \lambda_2 & \\ & & \ddots \\ & & & \lambda_n \end{bmatrix} \Rightarrow e^{Ah} = \begin{bmatrix} e^{\lambda_1 h} & & \\ & e^{\lambda_2 h} & \\ & & \ddots \\ & & & e^{\lambda_n h} \end{bmatrix}$

final remark

Method two: approximate (numerical calculation)

$$e^{At} = I + At + \frac{A^2}{2!}t^2 + \frac{A^3}{3!}t^3 + \dots + \frac{A^n}{n!}t^n + \dots$$

the larger n , the more accurate it is.
good for high-D matrix

factorial(!) Taylor expansion

Exercise 1.3, 1.4

① why we want to compute z transform? why?

- closely related to Exercise 1.5
- much easier to compute response of discrete-time system in frequency domain
- for the purpose of analysis and design
(normally control inputs to transform)

② extra notes

- region of convergence: set of points in complex-plane, where z -transform converges.
ROC
- z -transform over discrete-time signal plays the same role as Laplace-transform over continuous-time signal
- z -transform does not exist outside ROC
- one-sided transform time starts from 0

③ definition of z -transform:

$$y(k): \mathbb{Z} \cdot \mathbb{N} \rightarrow \mathbb{R}$$

$$Y(z) = \mathbb{Z}\{y(k)\} = \sum_{k=0}^{\infty} y(k) z^{-k}$$

geometric series
 $1 + x + x^2 + \dots + x^n = \frac{1-x^{n+1}}{1-x}$

for 1.3

$$X(z) = \sum_{k=0}^{\infty} e^{-kh/T} z^{-k} = \sum_{k=0}^{\infty} (e^{-\frac{h}{T}} z^{-1})^k = \frac{1}{1 - e^{-\frac{h}{T}} z^{-1}} \quad (\text{when } |e^{-\frac{h}{T}} z^{-1}| < 1)$$

for 1.4

$$\sin \omega k h = \frac{1}{2j} (e^{j\omega k h} - e^{-j\omega k h})$$

$$\Rightarrow X(z) = \frac{1}{2j} \left[\frac{1}{1 - e^{j\omega h} z^{-1}} - \frac{1}{1 - e^{-j\omega h} z^{-1}} \right]$$

$$= \frac{\sin \omega h \cdot z}{z^2 - 2z \cos \omega h + 1} \quad (|e^{\pm j\omega h} z^{-1}| < 1)$$

Exercise 1.5

① why do we want to analyze the response of discrete-time system?

- to analyze the response of continuous-time system to sampled + ZOH inputs? to ignore $x(t), t \in (t_k, t_{k+1})$?
- inverse, for the controller design later

Time-delay property

$$\mathcal{Z}\{y(k-1)\} = z^{-1}Y(z) + \dots$$

$$\mathcal{Z}\{y(k-2)\} = z^{-2}Y(z) + \dots$$

see E2.9

② extra notes

- Static response. (quick in time-domain?)

- inverse transform (find a proper combination of z-transform pairs + z-transform properties)

③ unitary step: $u(k) = \begin{cases} 0, & k < 0 \\ 1, & k \geq 0 \end{cases}$

- * the first thing comes into mind is to compute $y(k)$ iteratively in time-domain.

$$y(0) = 0.5, \quad y(1) = 1.25$$

$$k=0, \quad y(2) = 1.5y(1) - 0.5y(0) + u(1) = 1.4$$

$$k=1, \quad y(3) = 1.5y(2) - 0.5y(1) + u(2) = 2.475$$

quick for few points, hard to derive closed-form expression

- * rely on z-transform

1. Time-delay property of z-transform: $Y(z) = \mathcal{Z}\{y(k)\}$

advancing

$$\mathcal{Z}\{y(k+1)\} = z \cdot Y(z) - z \cdot y(0) \quad \text{also Linear property}$$

$$\mathcal{Z}\{y(k+2)\} = z^2 Y(z) - z^2 y(0) - z y(1)$$

2. z-transform at both side of difference equation

$$[z^2 Y(z) - \underset{0.5}{z^2 y(0)} - \underset{1.25}{z y(1)}] - [1.5z Y(z) - \underset{0.5}{1.5z y(0)}] + 0.5 Y(z) = z U(z) - \underset{1}{z u(0)}$$

$$\Rightarrow Y(z) = \frac{0.5z^2 - 0.5z}{z^2 - 1.5z + 0.5} + \frac{z}{z^2 - 1.5z + 0.5} U(z) = \frac{0.5z}{z - 0.5} + \frac{z \cdot U(z)}{(z-1)(z-0.5)}$$

3. unitary step $u_0(k)$, $U(z) = \frac{z}{z-1}$

$$\Rightarrow Y(z) = \frac{0.5z}{z-0.5} + \frac{z^2}{(z-1)^2(z-0.5)}$$

$$= 0.5 \cdot \frac{1}{1-0.5z^{-1}} + \left[\frac{2z^{-1}}{(1-z^{-1})^2} + \frac{1}{1-0.5z^{-1}} \right] z^{-1}$$

4. table of z-transform pairs

• $k u_0(k) \stackrel{Z}{\longleftrightarrow} \frac{z^{-1}}{(1-z^{-1})^2} \quad (|z| > 1)$ 1

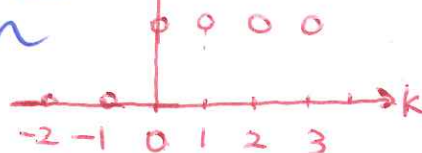
• $a^k u_0(k) \stackrel{Z}{\longleftrightarrow} \frac{1}{1-az^{-1}} \quad (|z| > a)$ 2

(inverse-transform to go back to time domain)

$$\Rightarrow \frac{2z^{-1}}{(1-z^{-1})^2} \stackrel{Z^{-1}}{\longleftrightarrow} 2k u_0(k) \quad \bigg| \quad \frac{1}{1-0.5z^{-1}} \stackrel{Z^{-1}}{\longleftrightarrow} 0.5^k u_0(k)$$

• time-delay property 3 of z-transform

$$\Delta Y(z) z^{-1} \stackrel{Z^{-1}}{\longleftrightarrow} y(k-1)$$



$$\Rightarrow y(k) = 0.5 \cdot 0.5^k u_0(k) + [2k-2 + 0.5^{k-1}] u_0(k-1)$$

5. confirmation $k=0$, $y(0) = 0.5 + 0 = 0.5 \checkmark$

$$k=1, y(1) = 0.25 + 1 = 1.25 \checkmark$$

* 'z-transform provides an systematic way to compute closed-form expression of a discrete-time system'

• Extensions:

• transfer function from u to y

z -transformed impulse response

$$u = \delta[n] = \begin{cases} 1, n=0 \\ 0, n \neq 0 \end{cases}$$

$$U(z) = 1$$

• z-transfer function can be written both with positive exponent or negative exponent of z .
Control theory \Rightarrow
Signal processing