

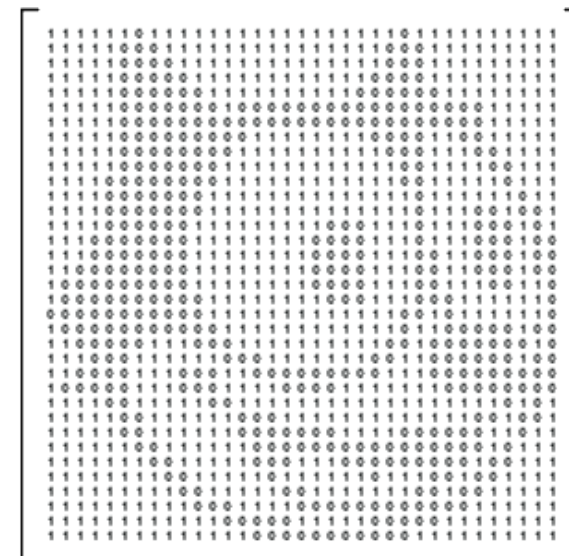
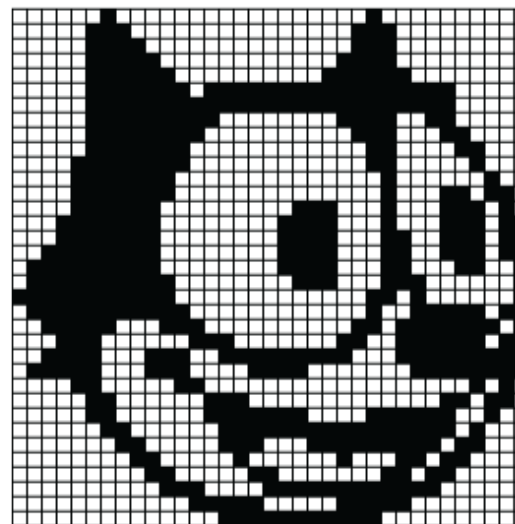
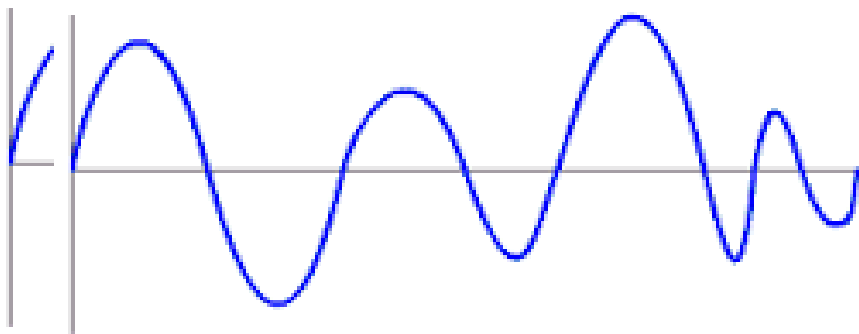
CO2035

# 1. Introduction of Signals and Systems



# What is a Signal?

- Any physical quantity that varies with time, space, or any other independent variable or variables.
- Examples: pressure as a function of altitude, sound as a function of time, color as a function of space, etc.
- Representation
  - $x(t)=\cos(2\pi t)$ ,  $x(t)=4pt+t^3$ ,  $x(m;n)=(m+n)^3$



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# What is a System?

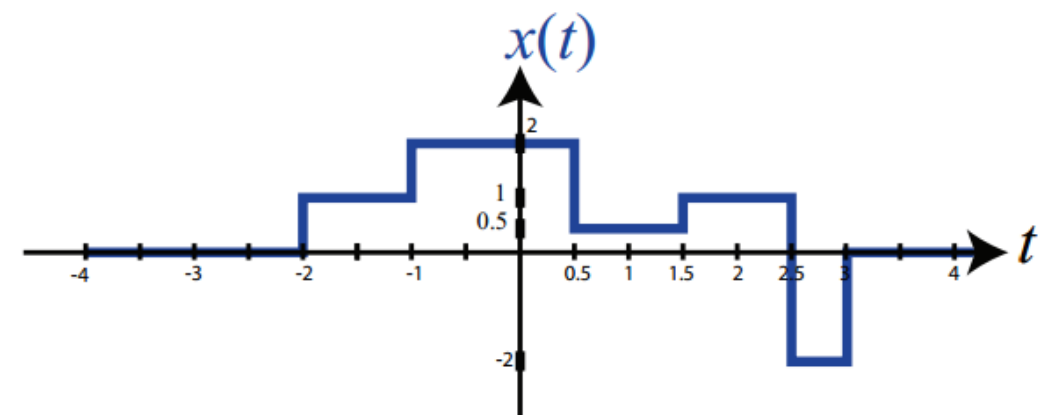
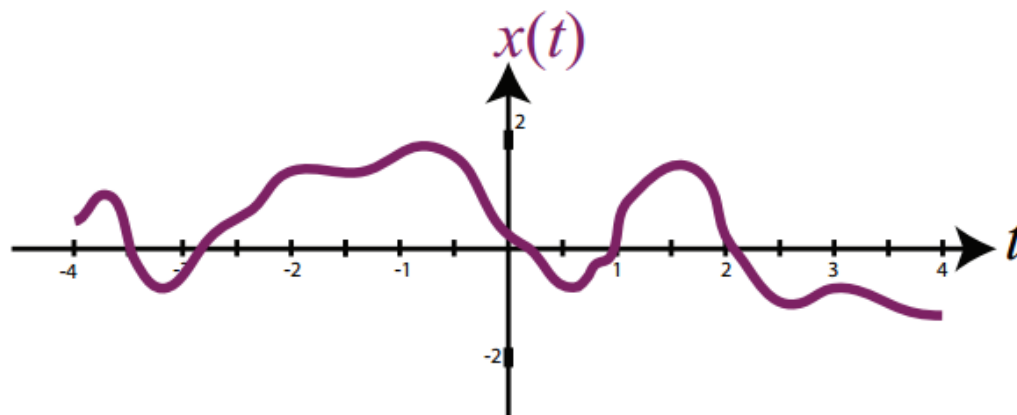
- A physical device or program that performs an operation on a signal such as information transform and extraction.
  - Performing an operation on a signal is called **signal processing**
- Examples
  - Analog amplifier
  - Noise canceler
  - Communication channel
  - Transistor
  - etc.

- Representation

$$y(t) = -4x(t), \quad \frac{dy(t)}{dt} + 3y(t) = -\frac{dx(t)}{dt} + 6x(t),$$
$$y(n) - \frac{1}{2}y(n-2) = 3x(n) + x(n-2)$$

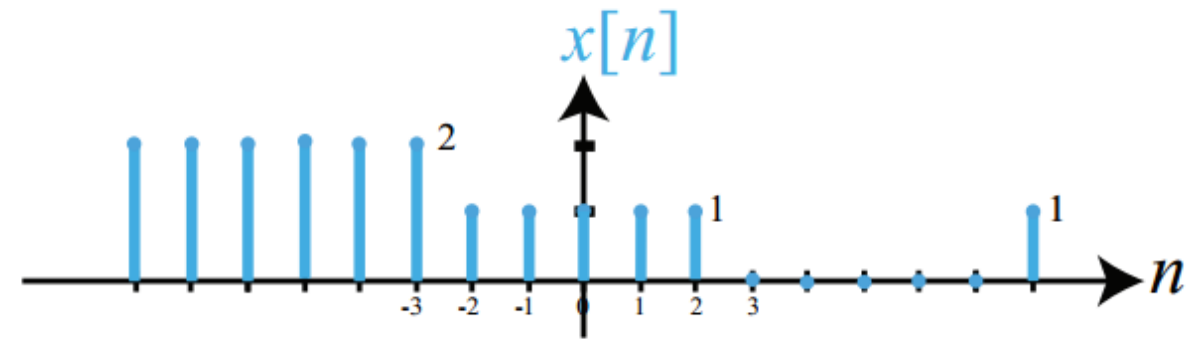
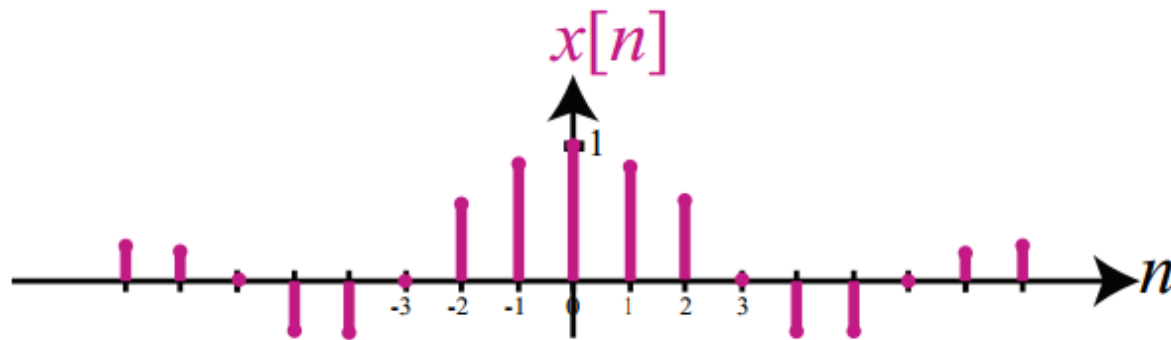
# Continuous-Time vs. Discrete-Time Signals

- **Continuous-Time Signals:** signal is defined for every value of time in a given interval  $(a, b)$  where  $a \geq -\infty$  and  $b \leq \infty$
- Examples
  - Voltages as a function of time
  - Height as a function of pressure
  - Number of positron emissions as a function of time



# Continuous-Time vs. Discrete-Time Signals

- **Discrete-Time Signals:** signal is defined only for certain specific values of time; typically taken to be equally spaced points in an interval.
- Examples
  - Number of stocks traded per day
  - Average income per province

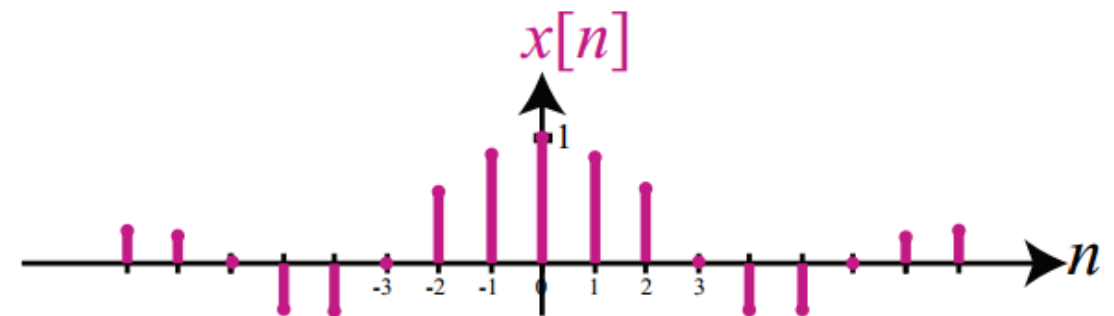
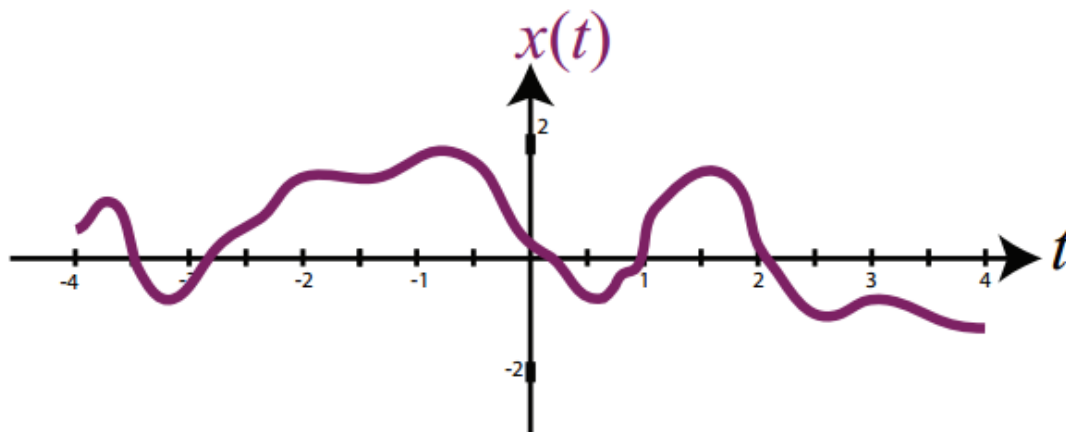


# Continuous-Amplitude vs. Discrete-Amplitude Signals

- **Continuous-Amplitude Signals:** signal amplitude takes on a spectrum of values within one or more intervals.

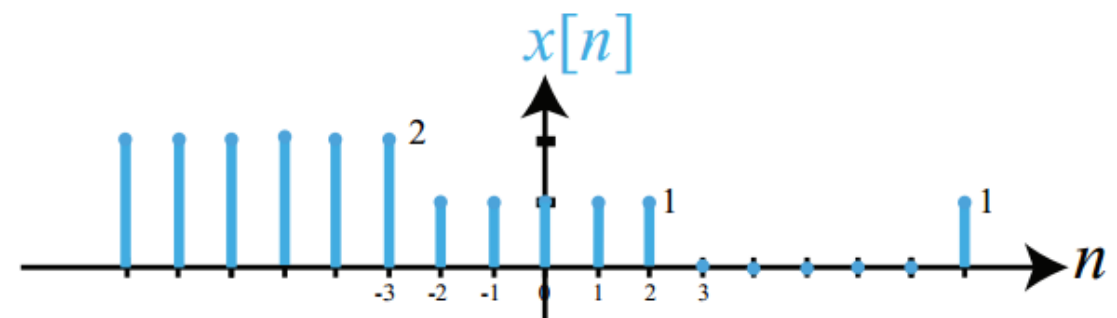
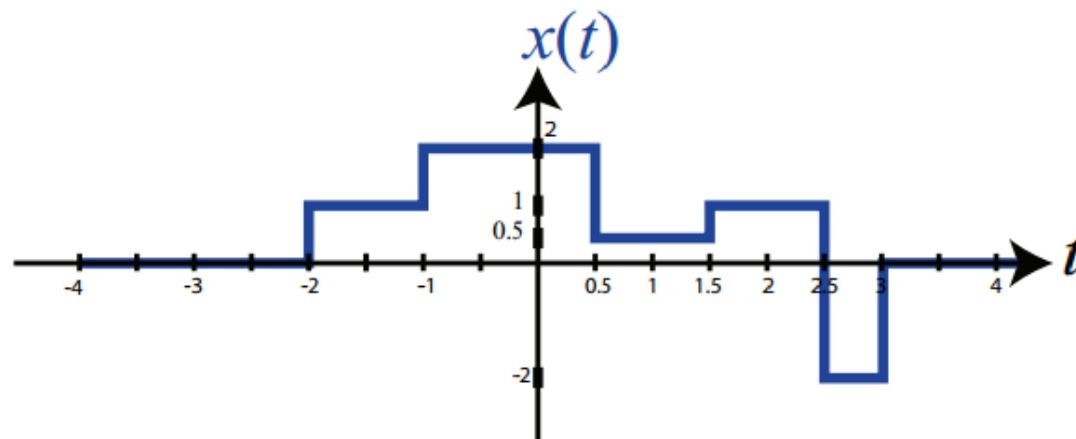
- Examples

- Color
- Temperature
- Pain-level



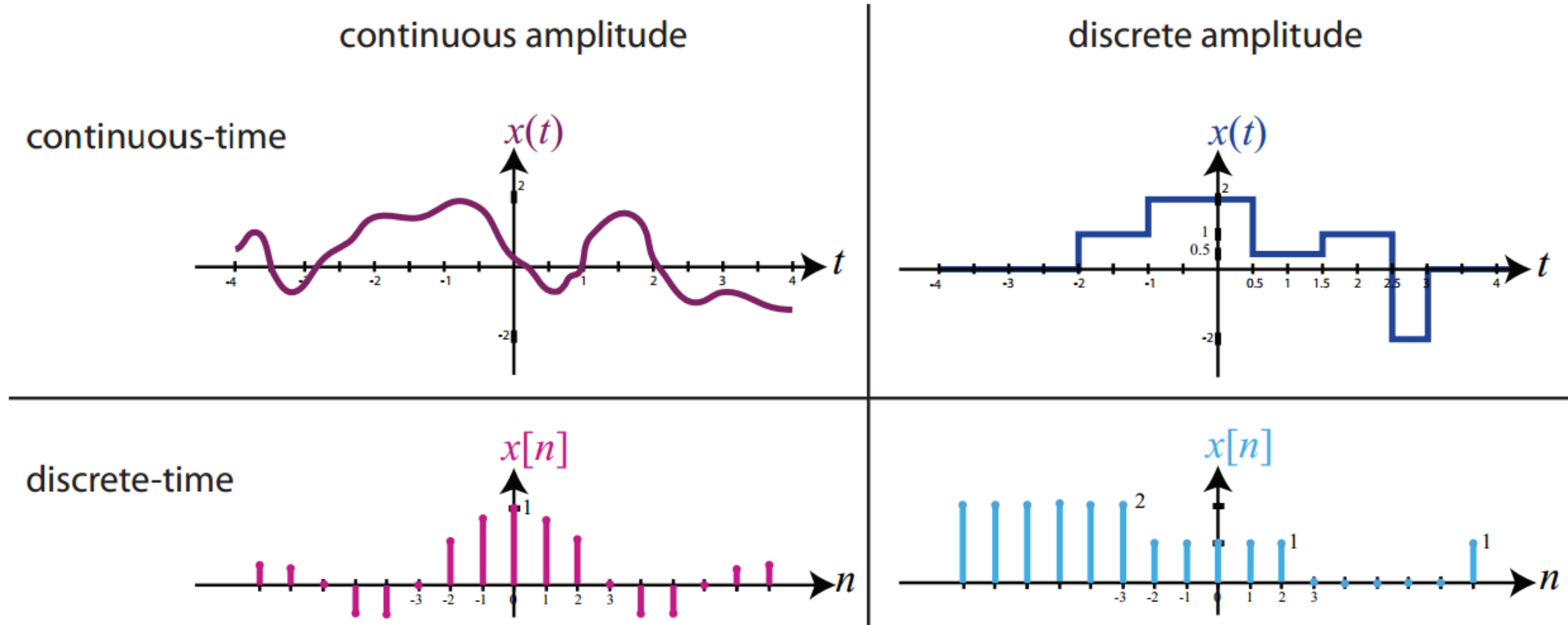
# Continuous-Amplitude vs. Discrete-Amplitude Signals

- **Discrete-Amplitude Signals:** signal amplitude takes on values from a finite set.
- Examples
  - Digital image
  - Population of a country



# Analog and Digital Signals

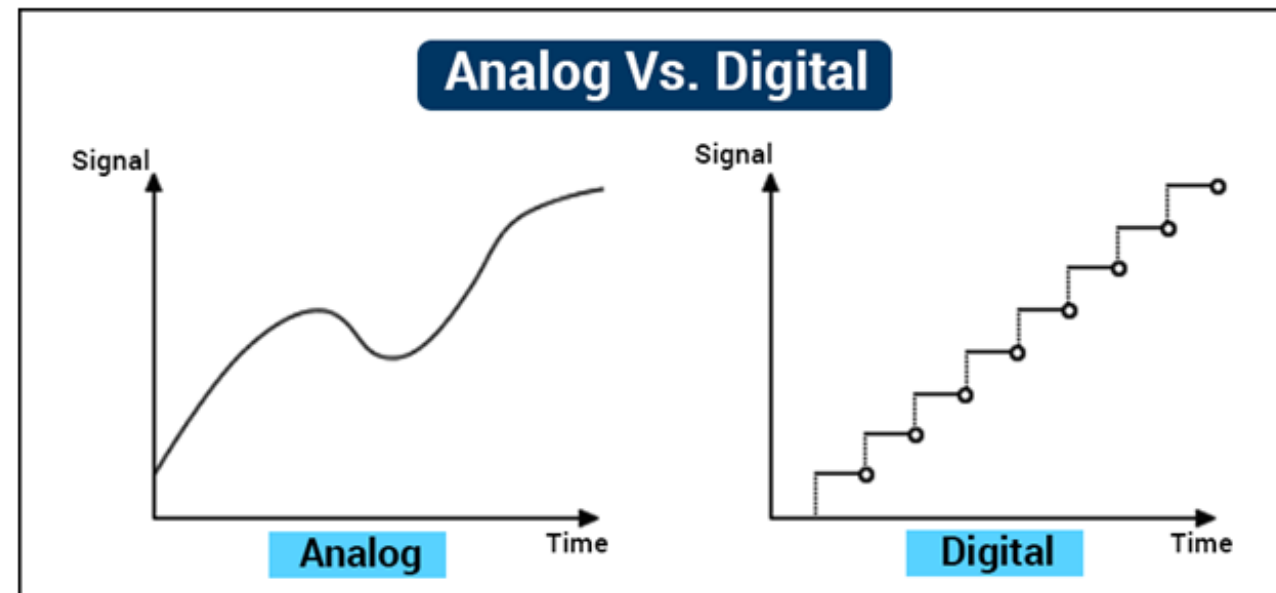
- Analog Signal = Continuous-Time + Continuous-Amplitude
- Digital Signal = Discrete-Time + Discrete-Amplitude





# Analog and Digital Signals

- **Analog signals** are fundamentally significant because we must interface with the **real world** which is analog by nature.
- Digital signals are important because they facilitate the use of **digital signal processing (DSP)** systems, which have practical and performance advantages for several applications.



# Analog and Digital Systems

- **Analog system** =

**analog signal input + analog signal output**

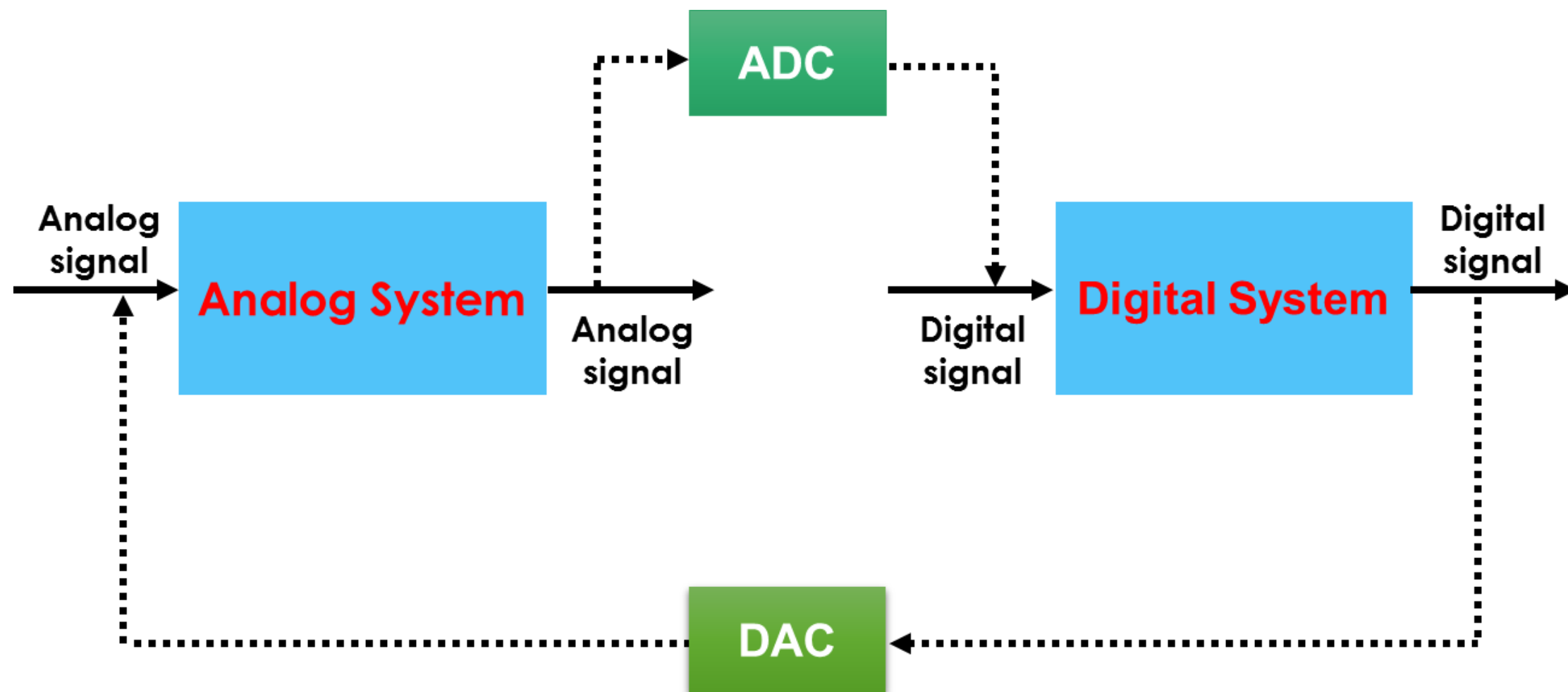
- **Advantages:** easy to interface to real world, do not need A/D or D/A converters, speed not dependent on clock rate.

- **Digital system** =

**digital signal input + digital signal output**

- **Advantages:** re-configurability using software, greater control over accuracy/resolution, predictable and reproducible behavior.

# Analog and Digital Systems



# Multichannel and Multidimensional Signals

## ■ Multichannel Signals

- Signal is generated by multiple sources and usually represented in vector form.
- Example
  - ECG – ElectroCardioGram
  - EEG – ElectroEncephaloGram
  - Color Image - RGB

## ■ Multidimensional Signal

- Signal is a function of  $M$  independent variables ( $M > 1$ ).
- Example
  - Image:  $\sim (x, y)$
  - Black/White TV Image:  $\sim (x, y, t)$

## ■ Signal is multichannel and multidimensional

- Color TV Image

# Deterministic vs. Random Signals

## ■ Deterministic signal

- Any signal that can be **uniquely** described by an explicit mathematical expression, a table of data, or a well-defined rule.
- past, present and future values of the signal are known precisely without any uncertainty.

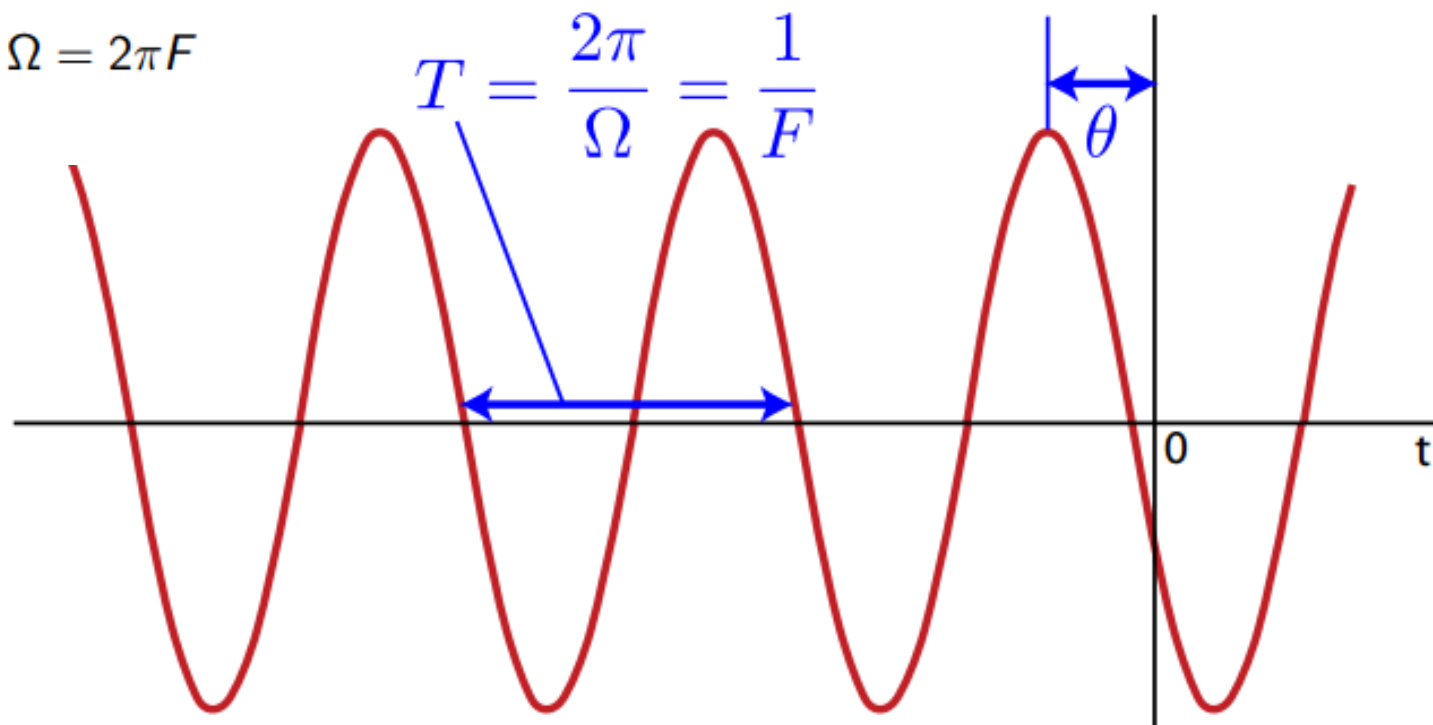
## ■ Random signal

- Any signal that lacks a unique and explicit mathematical expression and thus evolves in time in an **unpredictable** manner.
- It may not be possible to accurately describe the signal.
- The deterministic model of the signal may be too complicated to be of use.

# What is a “pure frequency” signal?

$$x_a(t) = A \cos(\Omega t + \theta) = A \cos(2\pi F t + \theta), \quad t \in \mathbb{R}$$

- ▶ analog signal,  $\because -A \leq x_a(t) \leq A$  and  $-\infty < t < \infty$
- ▶  $A$  = amplitude
- ▶  $\Omega$  = frequency in rad/s
- ▶  $F$  = frequency in Hz (or cycles/s); note:  $\Omega = 2\pi F$
- ▶  $\theta$  = phase in rad



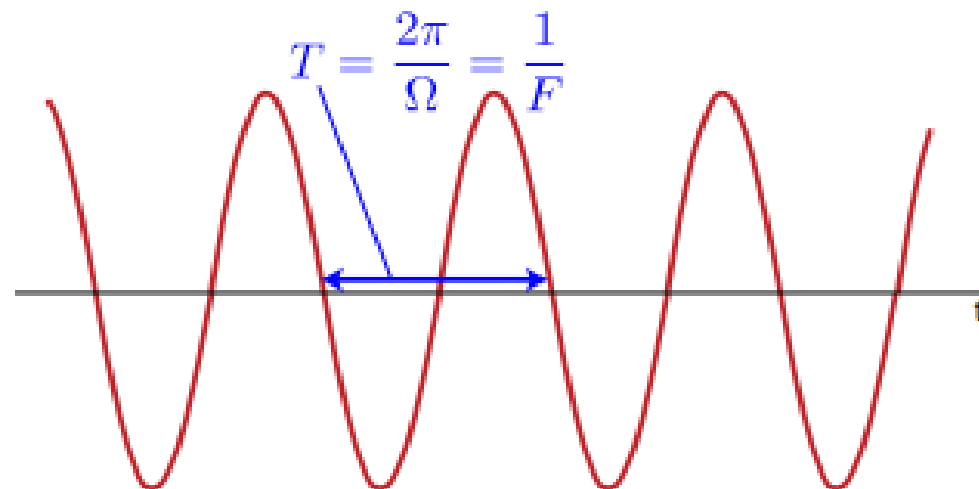
# Continuous-time Sinusoids

$$x_a(t) = A \cos(\Omega t + \theta) = A \cos(2\pi F t + \theta), \quad t \in \mathbb{R}$$

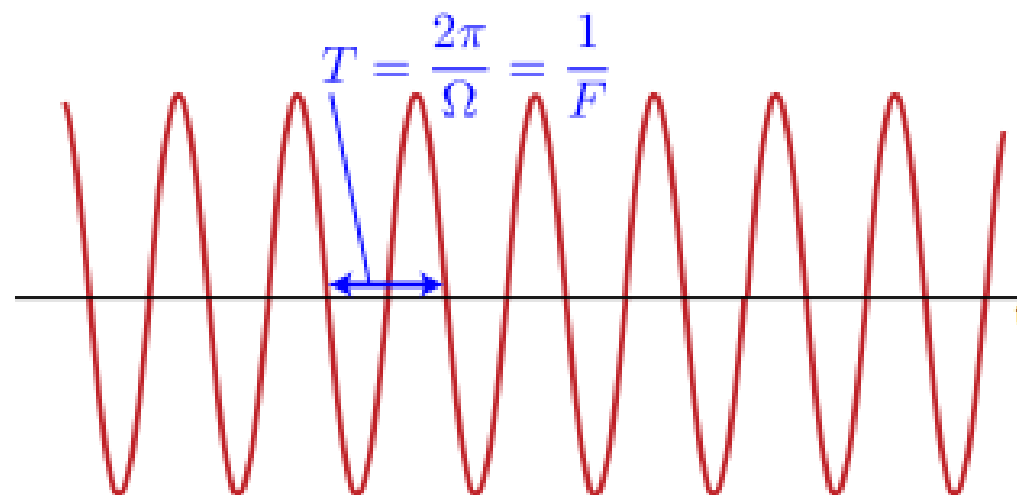
1. for  $F \in \mathbb{R}$ ,  $x_a(t)$  is periodic
  - ▶ i.e., there exists  $T_p \in \mathbb{R}^+$  such that  $x_a(t) = x_a(t + T_p)$
2. distinct frequencies result in distinct sinusoids
  - ▶ i.e., for  $F_1 \neq F_2$ ,  $A \cos(2\pi F_1 t + \theta) \neq A \cos(2\pi F_2 t + \theta)$
3. increasing frequency results in an increase in the rate of oscillation of the sinusoid
  - ▶ i.e., for  $|F_1| < |F_2|$ ,  $A \cos(2\pi F_1 t + \theta)$  has a lower rate of oscillation than  $A \cos(2\pi F_2 t + \theta)$

# Continuous-time Sinusoids: Frequency

- Smaller F, larger T



- Larger F, smaller T

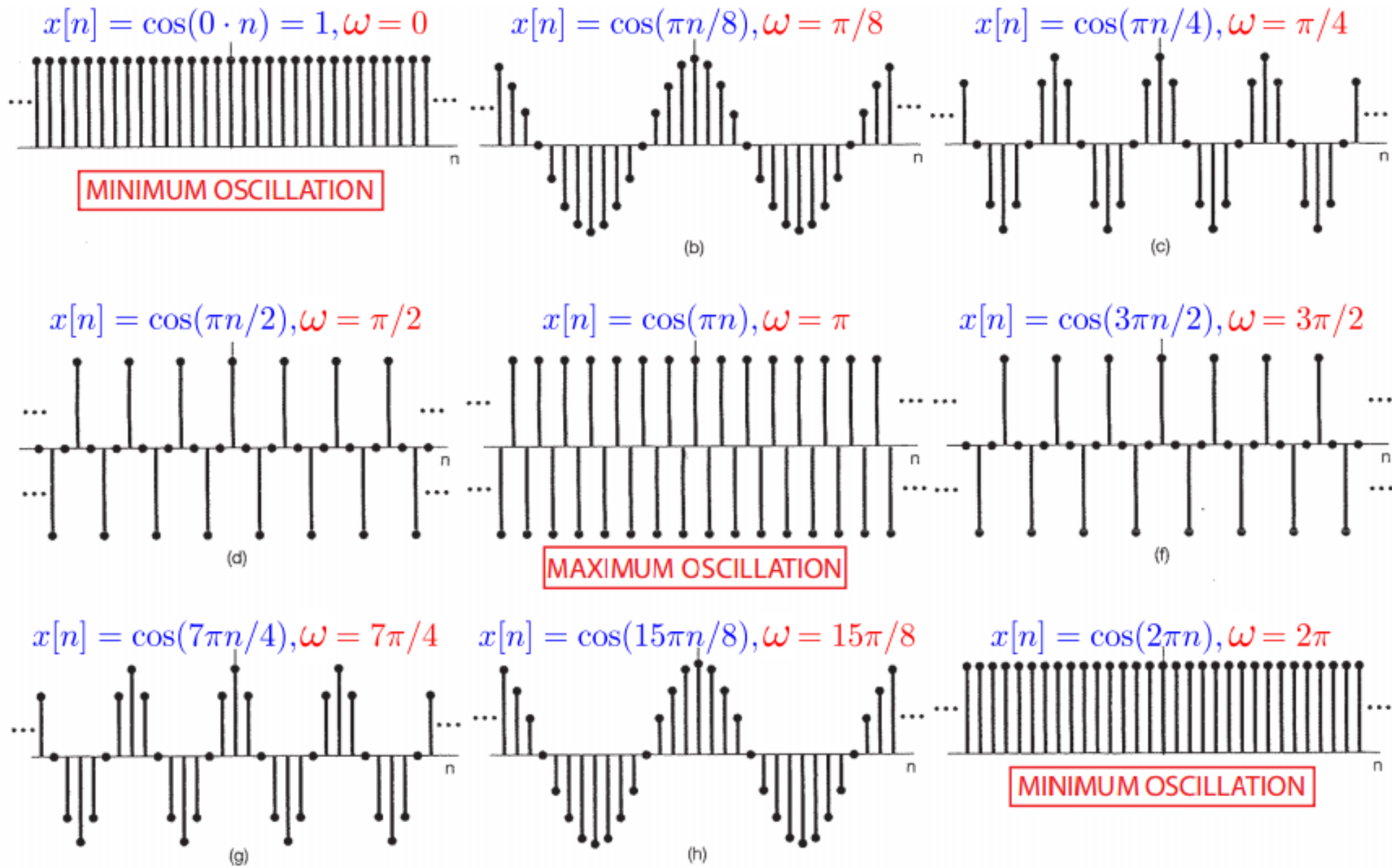




# Discrete-time Sinusoids

$$x(n) = A \cos(\omega n + \theta) = A \cos(2\pi f n + \theta), \quad n \in \mathbb{Z}$$

- ▶ discrete-time signal (not digital),  $\because -A \leq x_a(t) \leq A$  and  $n \in \mathbb{Z}$
  - ▶  $A$  = amplitude
  - ▶  $\omega$  = frequency in rad/sample
  - ▶  $f$  = frequency in cycles/sample; note:  $\omega = 2\pi f$
  - ▶  $\theta$  = phase in rad
- $x(n)$  is periodic only if its frequency  $f$  is a rational number.
    - ▶ Note: rational number is of the form  $\frac{k_1}{k_2}$  for  $k_1, k_2 \in \mathbb{Z}$
    - ▶ periodic discrete-time sinusoids:  
 $x(n) = 2 \cos(\frac{4}{7}\pi n)$ ,  $x(n) = \sin(-\frac{\pi}{5}n + \sqrt{3})$
    - ▶ aperiodic discrete-time sinusoids:  
 $x(n) = 2 \cos(\frac{4}{7}n)$ ,  $x(n) = \sin(\sqrt{2}\pi n + \sqrt{3})$
  - Radian frequencies separated by an integer multiple of  $2\pi$  are identical.
  - Lowest rate of oscillation is achieved for  $\omega=2k\pi$  and highest rate of oscillation is achieved for  $\omega=(2k+1)\pi$ , for  $k \in \mathbb{Z}$ .



# Complex Exponentials

$$e^{j\phi} = \cos(\phi) + j \sin(\phi) \quad \text{Euler's relation}$$

$$\cos(\phi) = \frac{e^{j\phi} + e^{-j\phi}}{2}$$

$$\sin(\phi) = \frac{e^{j\phi} - e^{-j\phi}}{2j}$$

$$\text{where } j \triangleq \sqrt{-1}$$

- Continuous-time

$$A e^{j(\Omega t + \theta)} = A e^{j(2\pi F t + \theta)}$$

- Discrete-time:

$$A e^{j(\omega n + \theta)} = A e^{j(2\pi f n + \theta)}$$

# Periodicity: Continuous-time

$$\begin{aligned}x(t) &= x(t + T), \quad T \in \mathbb{R}^+ \\A e^{j(2\pi Ft + \theta)} &= A e^{j(2\pi F(t+T) + \theta)} \\e^{j2\pi Ft} \cdot e^{j\theta} &= e^{j2\pi Ft} \cdot e^{j2\pi FT} \cdot e^{j\theta} \\1 &= e^{j2\pi FT} \\e^{j2\pi k} = 1 &= e^{j2\pi FT}, \quad k \in \mathbb{Z} \\T &= \frac{k}{F}, \quad k \in \mathbb{Z} \\T_0 &= \frac{1}{|F|}, \quad k = \text{sgn}(F)\end{aligned}$$

# Periodicity: Discrete-time

$$x(n) = x(n + N), N \in \mathbb{Z}^+$$

$$A e^{j(2\pi fn + \theta)} = A e^{j(2\pi f(n+N) + \theta)}$$

$$e^{j2\pi fn} \cdot e^{j\theta} = e^{j2\pi fn} \cdot e^{j2\pi fN} \cdot e^{j\theta}$$

$$1 = e^{j2\pi fN}$$

$$e^{j2\pi k} = 1 = e^{j2\pi fN}, k \in \mathbb{Z}$$

$$f = \frac{k}{N}, k \in \mathbb{Z}$$

$$N_0 = \frac{k'}{f}, \min |k'| \in \mathbb{Z} \text{ such that } \frac{k'}{f} \in \mathbb{Z}^+$$

# Example 1

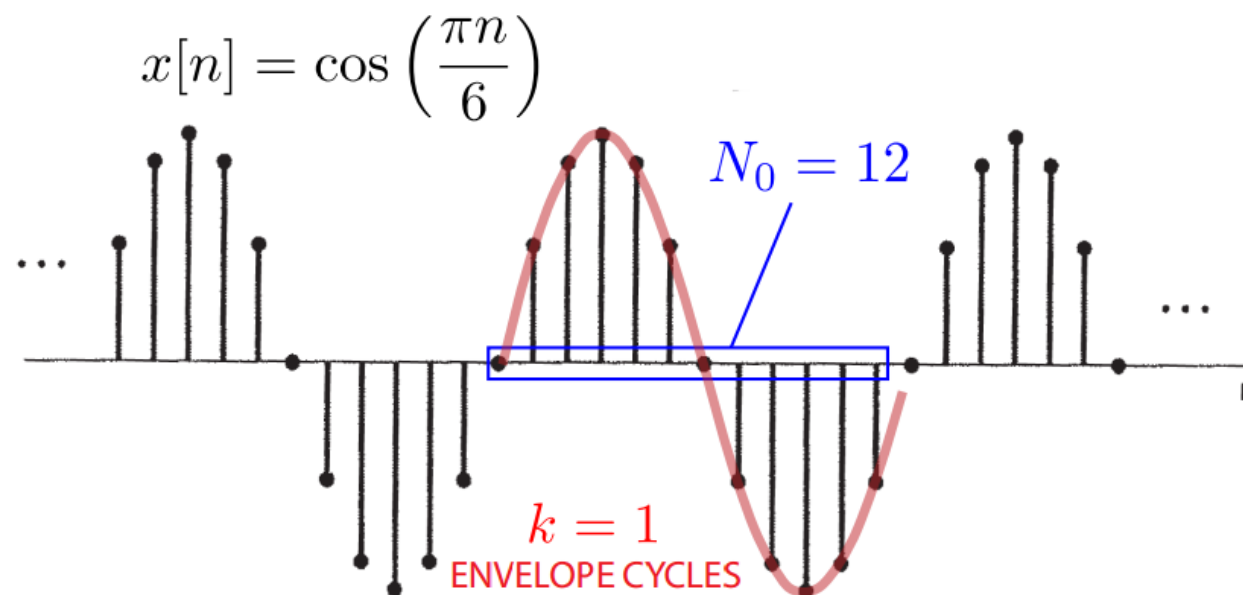
$$\omega = \pi/6 = \pi \cdot \boxed{\frac{1}{6}}$$

$$x[n] = \cos\left(\frac{\pi n}{6}\right)$$

$$N = \frac{2\pi k}{\Omega} = \frac{2\pi k}{\pi \frac{1}{6}} = 12k$$

$$N_0 = 12 \quad \text{for } k = 1$$

- The fundamental period is 12 which corresponds to  $k = 1$  envelope cycles.



# Example 2

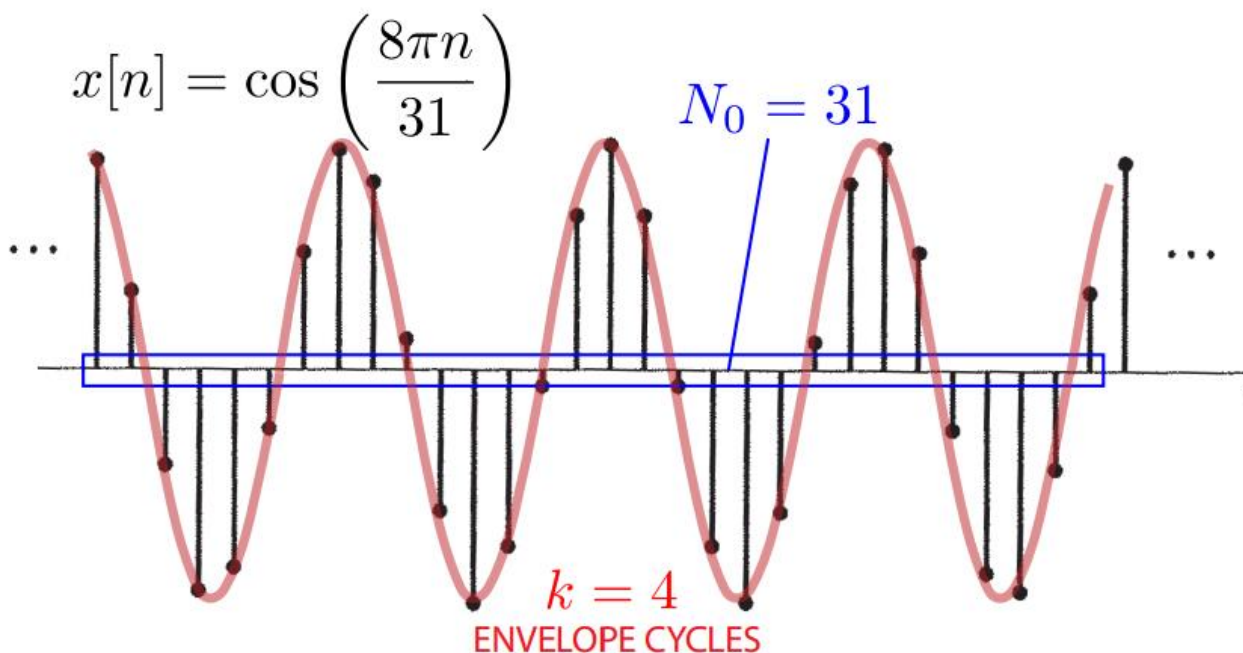
$$\omega = 8\pi/31 = \pi \cdot \boxed{\frac{8}{31}}$$

$$x[n] = \cos\left(\frac{8\pi n}{31}\right)$$

$$N = \frac{2\pi k}{\Omega} = \frac{2\pi k}{\pi \frac{8}{31}} = \frac{31}{4}k$$

$$N_0 = 31 \quad \text{for } k = 4$$

- The fundamental period is 31 which corresponds to  $k = 4$  envelope cycles.



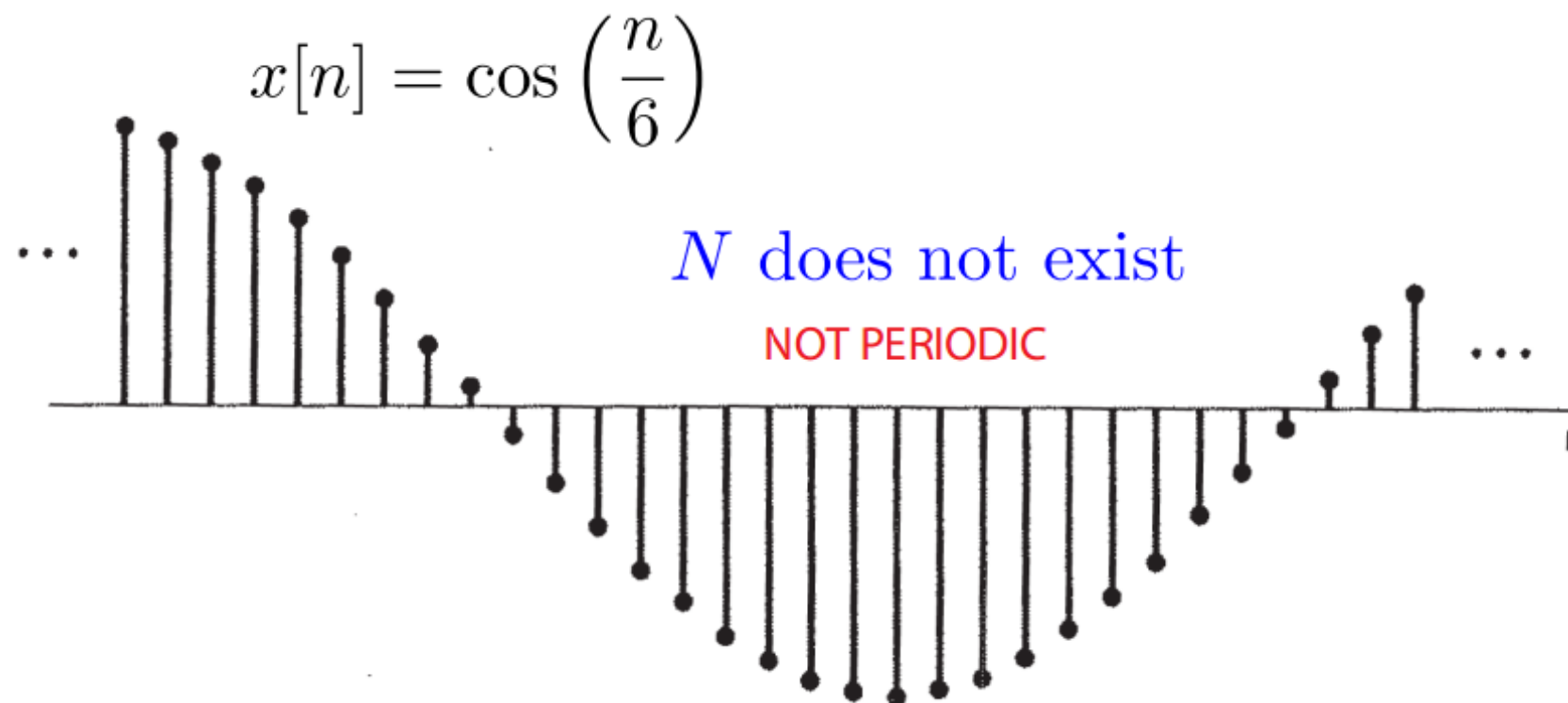
# Example 3

$$x[n] = \cos\left(\frac{n}{6}\right)$$

$$\omega = 1/6 = \pi \cdot \boxed{\frac{1}{6\pi}}$$

$$N = \frac{2\pi k}{\Omega} = \frac{2\pi k}{\frac{1}{6}} = 12\pi k$$

$N \in \mathbb{Z}^+$  does not exist for any  $k \in \mathbb{Z}$ ;  $x[n]$  is non-periodic.





# Uniqueness: Continuous-time

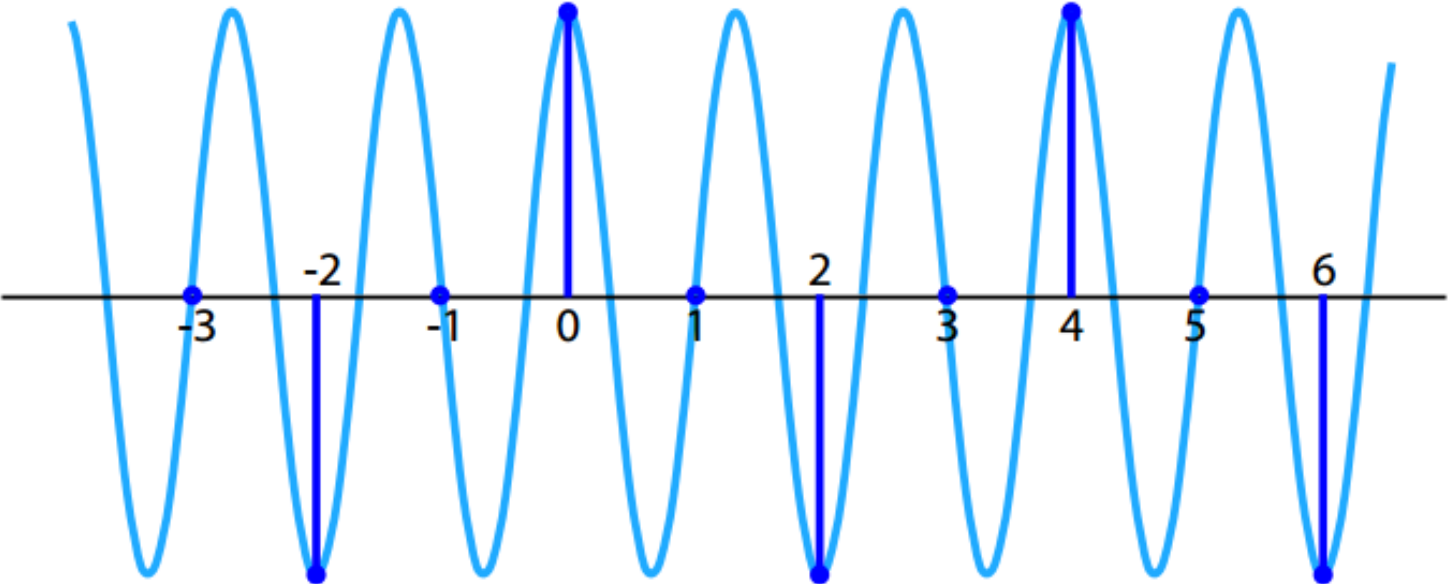
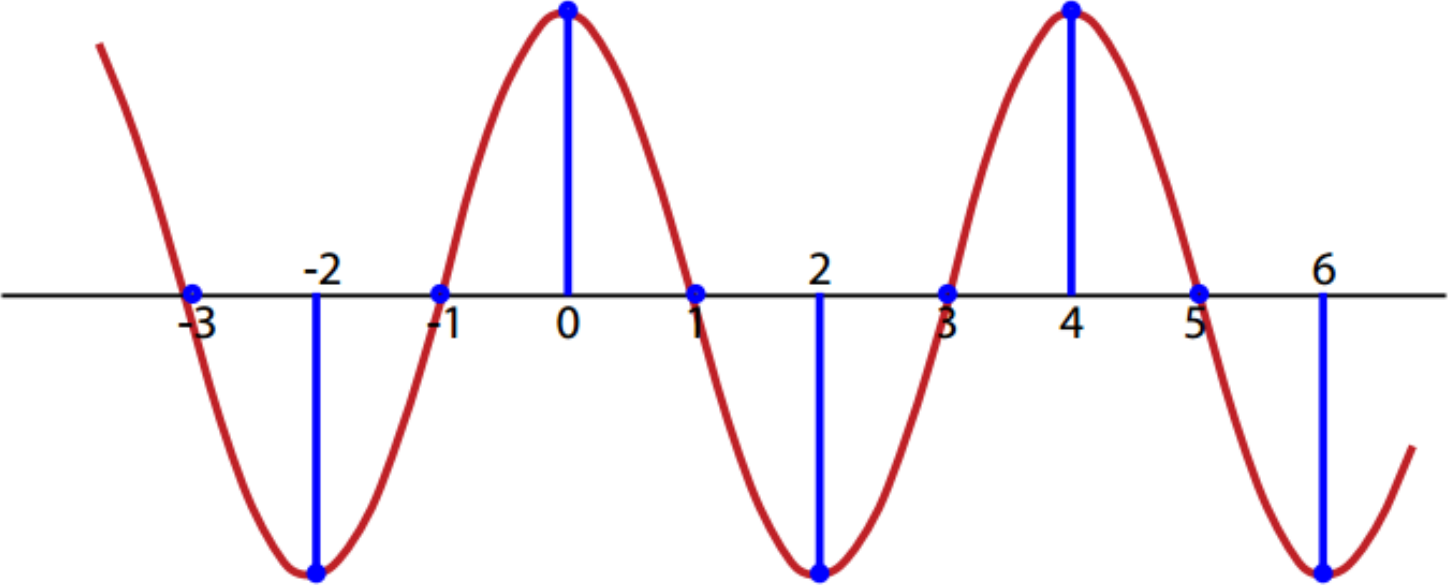
For  $F_1 \neq F_2$ ,

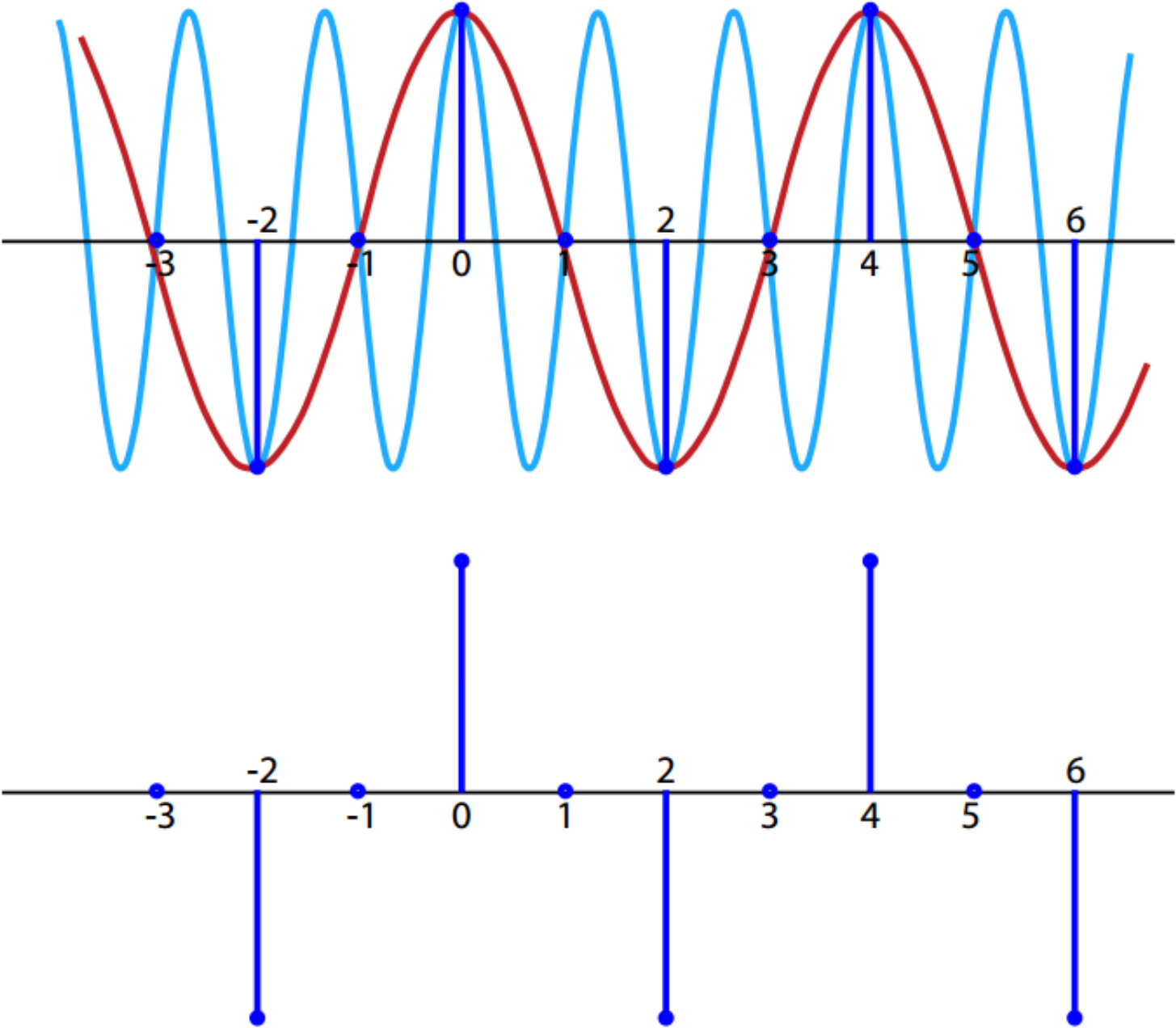
$$A \cos(2\pi F_1 t + \theta) \neq A \cos(2\pi F_2 t + \theta)$$

except at discrete points in time.

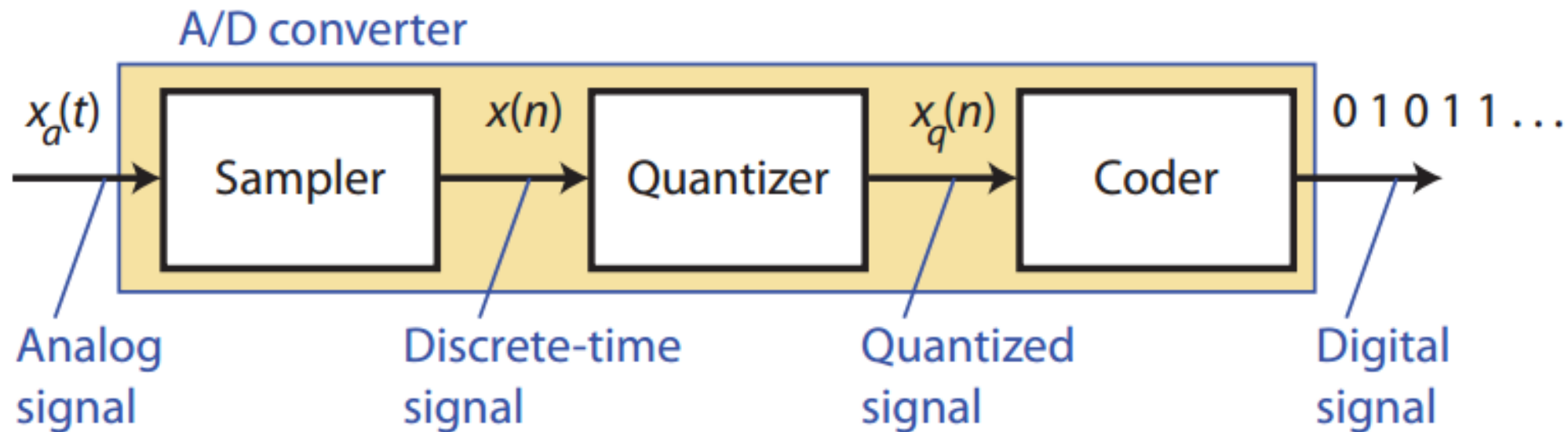
Let  $f_1 = f_0 + k$  where  $k \in \mathbb{Z}$ ,

$$\begin{aligned} x_1(n) &= A e^{j(2\pi f_1 n + \theta)} \\ &= A e^{j(2\pi (f_0 + k) n + \theta)} \\ &= A e^{j(2\pi f_0 n + \theta)} \cdot e^{j(2\pi k n)} \\ &= x_0(n) \cdot 1 = x_0(n) \end{aligned}$$



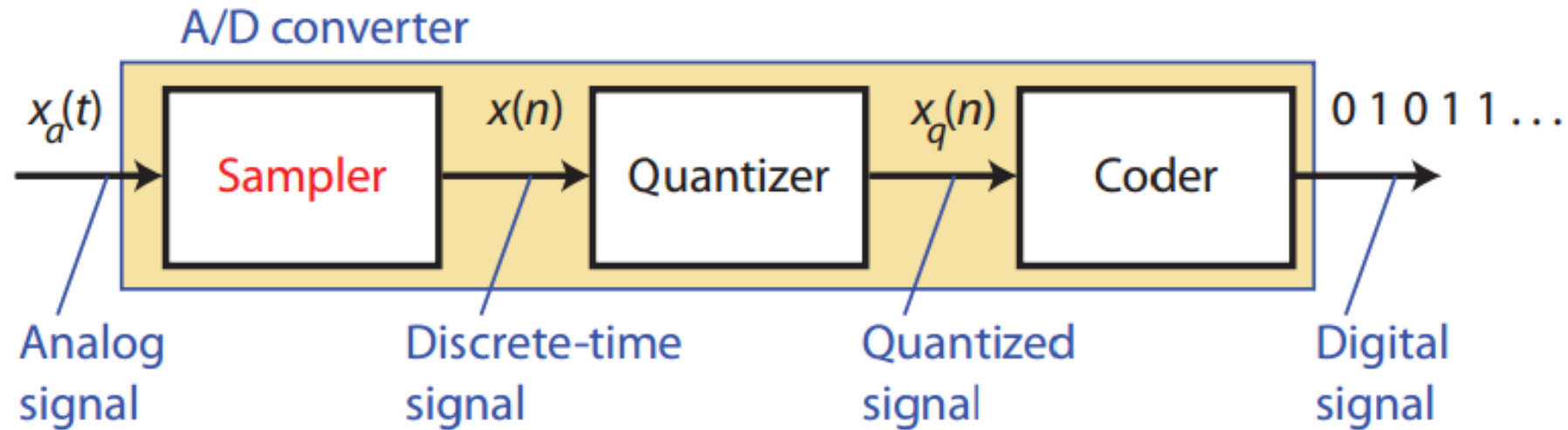


# Analog-to-Digital Conversion



- Sampler
  - Sampling
- Quantizer
  - Quantization
- Coder
  - Coding

# Analog-to-Digital Conversion: Sampling



## ■ Sampling

- Conversion from continuous-time to discrete-time by taking “samples” at discrete time instants.
- E.g., uniform sampling:  $x(n) = x_a(nT)$  where  $T$  is the sampling period and  $n \in \mathbb{Z}$ .

# Sampling Theorem

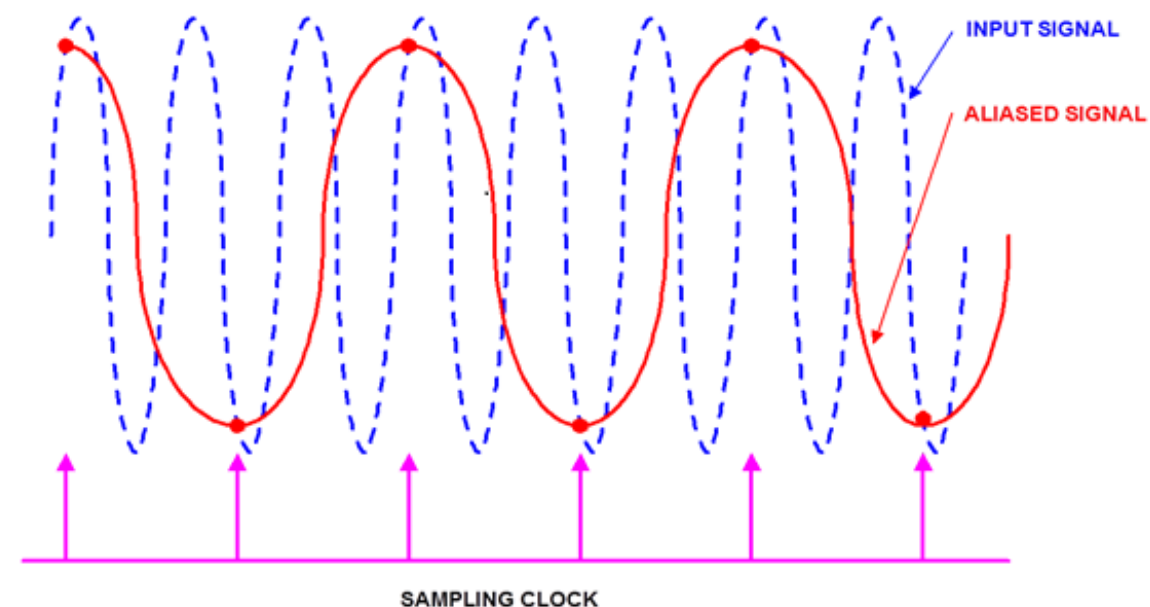
If the **highest frequency** contained in an analog signal  $x_a(t)$  is  $F_{max} = B$  and the signal is sampled at a rate

$$F_s > 2F_{max} = 2B$$

then  $x_a(t)$  can be exactly recovered from its sample values using the interpolation function

$$g(t) = \frac{\sin(2\pi Bt)}{2\pi Bt}$$

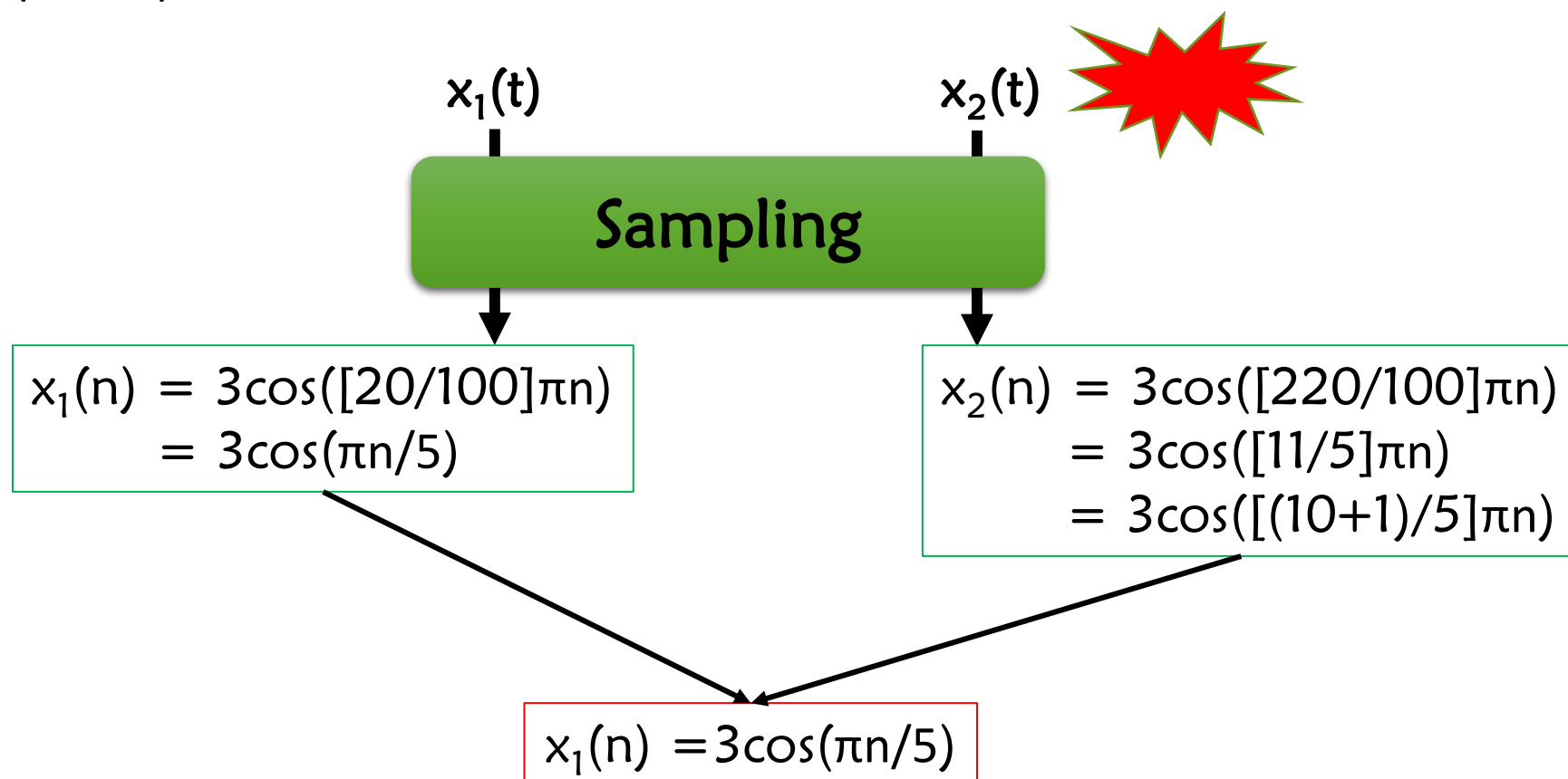
Note:  $F_N = 2B = 2F_{max}$  is called the **Nyquist rate**.



# Example

- Do sampling  $x_1(t)$  and  $x_2(t)$  with sampling frequency  $F_s=100\text{Hz}$

- $x_1(t) = 3\cos(20\pi t)$
- $x_2(t) = 3\cos(220\pi t)$



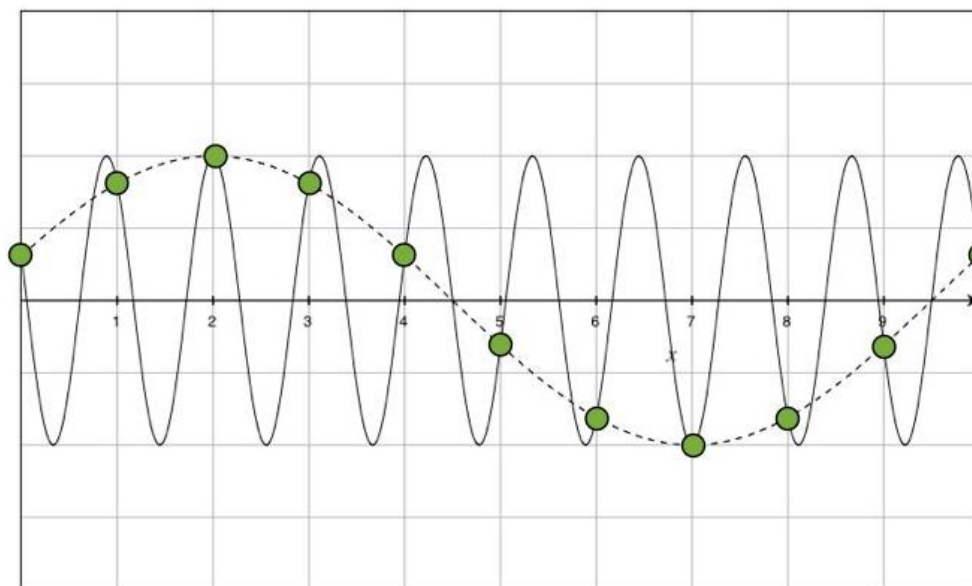
# Aliasing

- What is aliasing?

$$x_0(t) = A\cos(2\pi F_0 t + \theta)$$

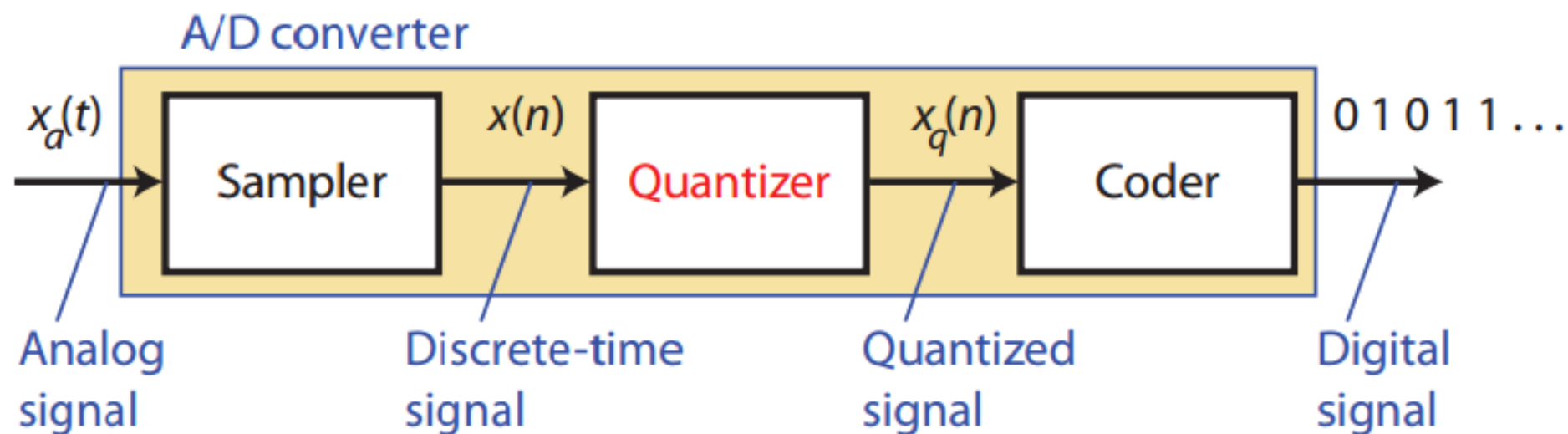
$$x_k(t) = A\cos(2\pi F_k t + \theta) \quad \text{where } F_k = F_0 + kF_s \quad (k \in \mathbb{Z})$$

If  $x_k(t)$  is sampled by  $F_s$ , the sampling result will be same as  $x_0(t)$





# Analog-to-Digital Conversion: Quantization



## ■ Quantization

- Conversion from discrete-time continuous-amplitude signal to a discrete-time discrete-amplitude signal.
- Quantization error:  $e_q(n) = x_q(n) - x(n)$  for all  $n \in \mathbb{Z}$ .

# Analog-to-Digital Conversion: Quantization

## ■ Quantization

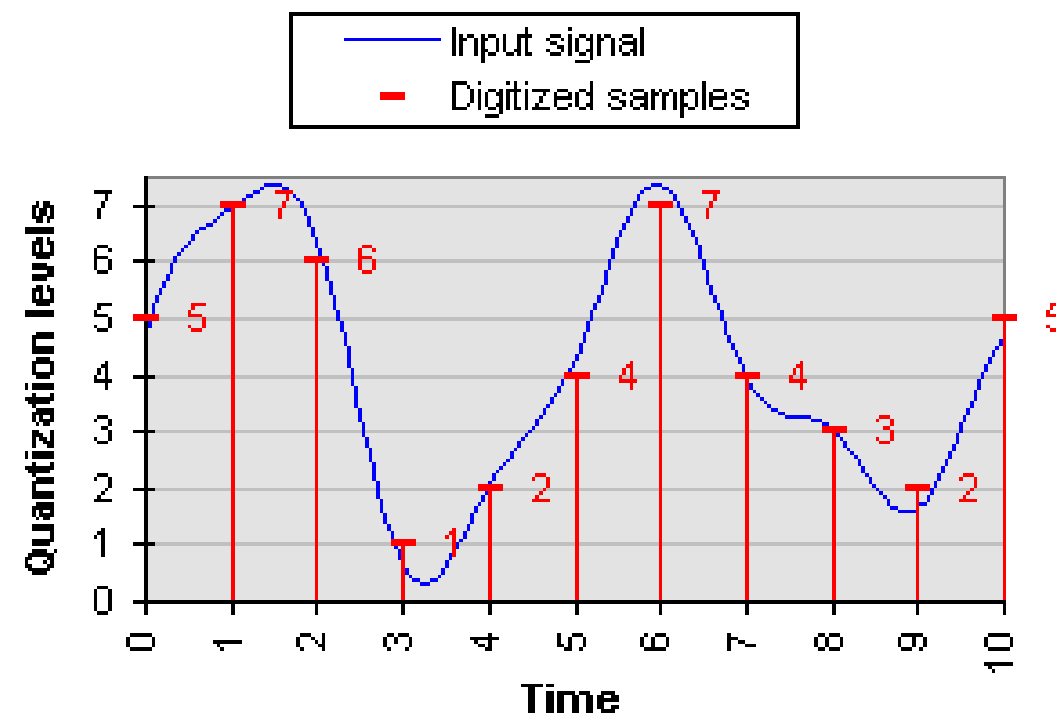
- Conversion from discrete-time continuous-amplitude signal to a discrete-time discrete-amplitude signal.
- Methods: **rounding** or **truncated**.
- Notes:
  - L the number of quantization levels
  - $Y_{\max}, Y_{\min}$ : the max and min value of the signal
  - $\Delta$ : quantization step

$$\Delta = (Y_{\max} - Y_{\min}) / (L - 1)$$

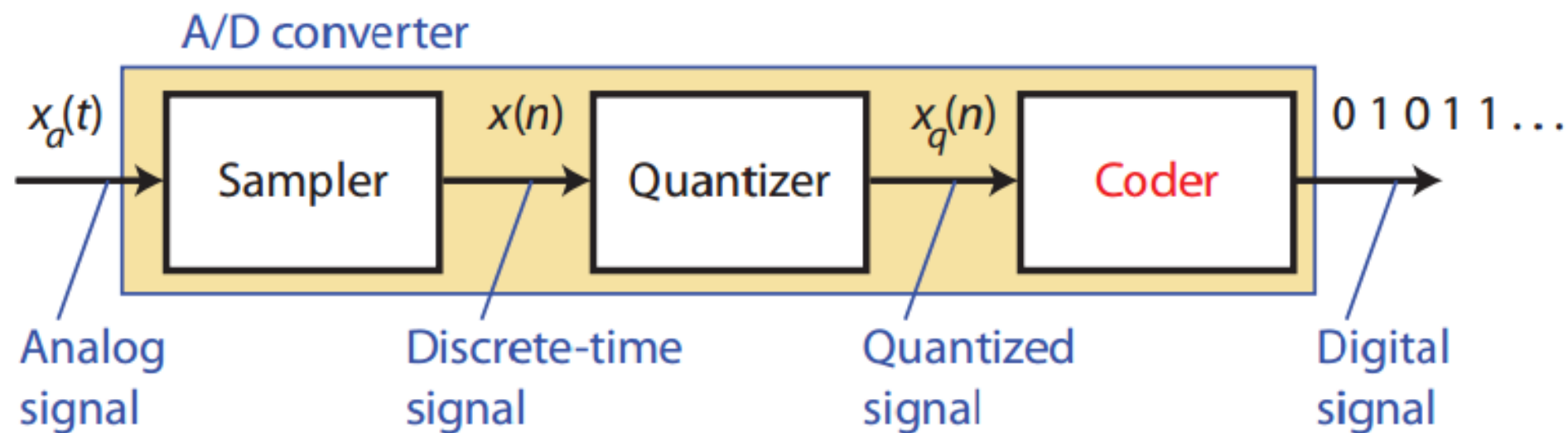
Quantization error:

- Rounding:  $|e_q(n)| \leq \Delta/2$
- Truncated:  $|e_q(n)| < \Delta$

Quantizing and Digitizing a Signal



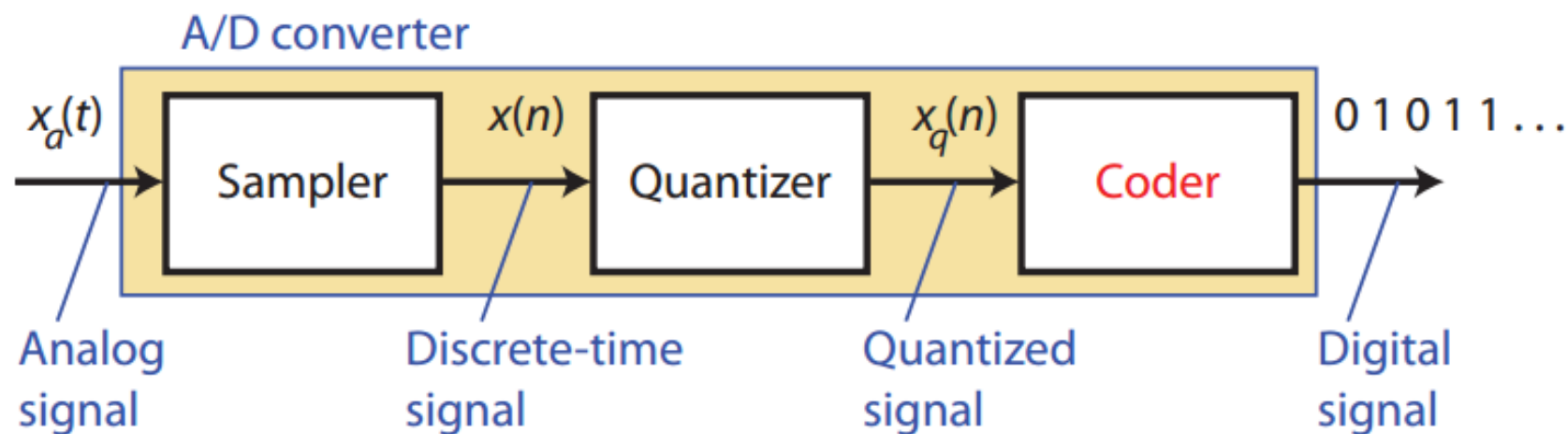
# Analog-to-Digital Conversion: Coding



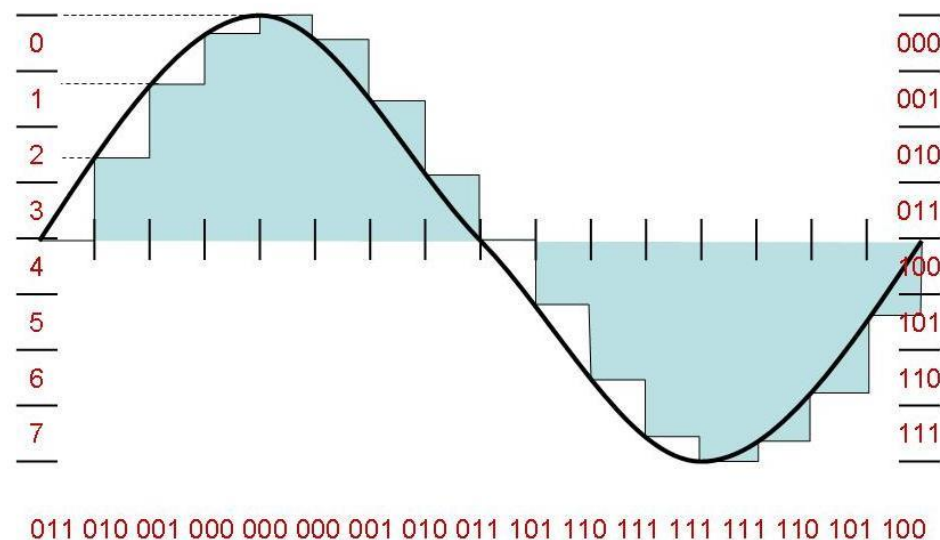
## ■ Coding

- Representation of each discrete-amplitude  $x_q(n)$  by a **b-bit binary sequence**.
  - $2^b \geq L \Rightarrow b \geq \text{ceil}(\log_2 L)$
- E.g., if for any  $n$ ,  $x_q(n) \in \{0; 1; \dots; 6; 7\}$ , then the coder may use the following mapping to code the quantized amplitude.

# Analog-to-Digital Conversion: Coding

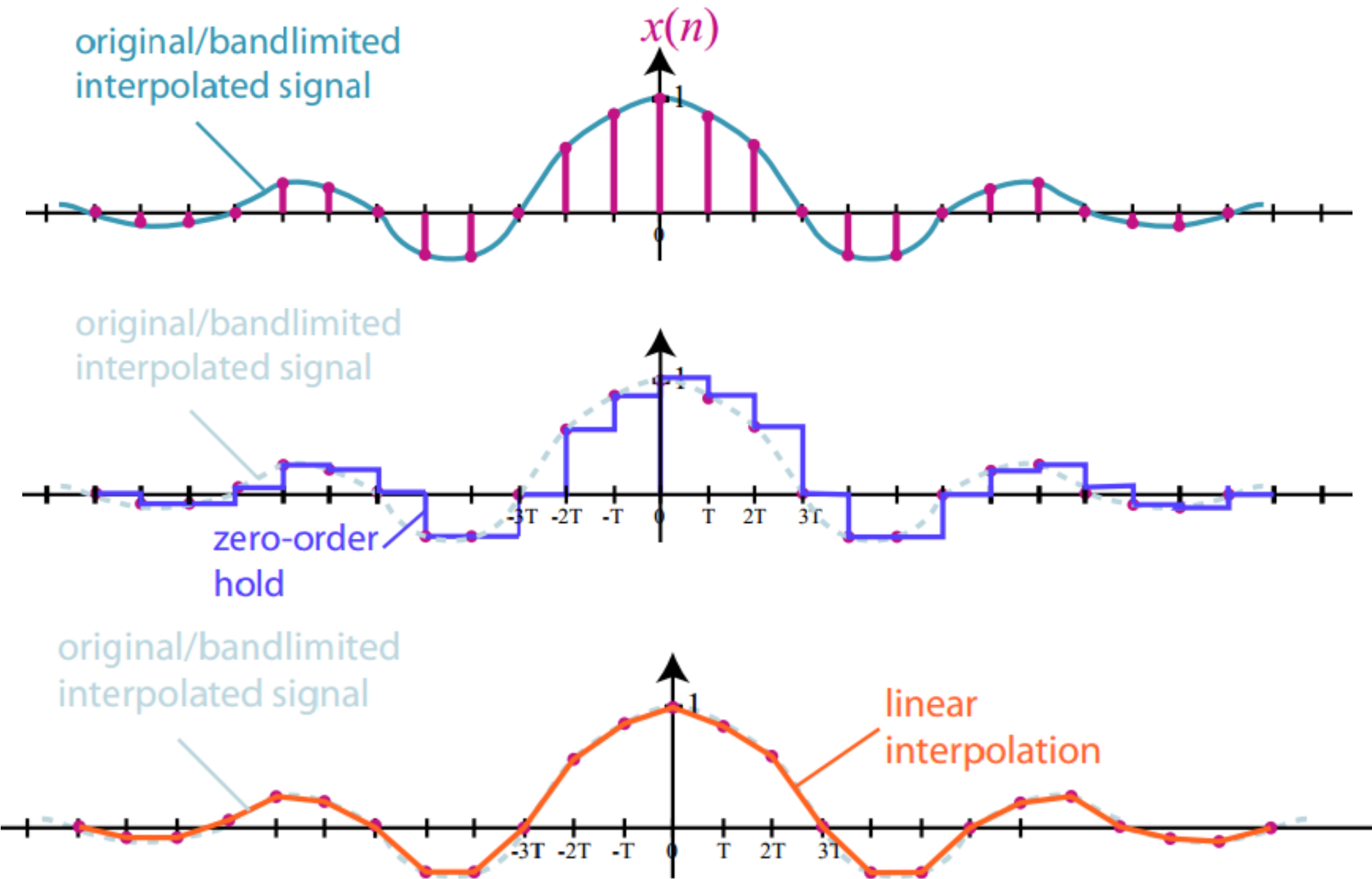


Example coder:



# Digital-to-Analog Conversion

- To convert digital signal to analog signal.
- Common interpolation approaches
  - Bandlimited interpolation
  - Zero-order hold
  - Linear interpolation
  - Higher-order interpolation techniques



# Exercise

- 1 A given signal  $x(t) = \cos(\pi t/2) - \sin(\pi t/8) + 3\cos\left(\frac{\pi t}{4} + \frac{\pi}{3}\right)$ , determine  $4\cos(\pi t/8) - \sin(\pi t/8) + 6\cos(\pi t/8 + \pi/6)$ .
- Sampling frequency  $F_s$  that satisfies the sampling theorem.  $F_s = 1/4$  (Hz)
  - $x(n)$  using  $F_s$  determined in (a)  $x(n) = \cos(2\pi n) - \sin(\pi n/8) + 3\cos(\pi n + \pi/3)$
  - The number of quantization levels  $L$  of  $x(n)$  with  $\Delta = 0.1$  9,411  $\cos(\pi t/8 + 0.2141)$  95,11
  - The binary sequence corresponding to each quantized value of  $x(n)$ . (Using truncated method for quantization)

- 2
- A given signal  $x(t) = 3\cos(600\pi t) + 2\sin(1800\pi t)$ , determine
    - Sampling frequency  $F_s$  that satisfies the sampling theorem.
    - $x(n)$  using  $F_s$  determined in (a)
    - Quantization error if using 1024 quantization levels
    - The binary sequence corresponding to each quantized value of  $x(n)$ . (Using rounding method for quantization)

# Exercise

3 Determine which of the following sinusoids are periodic and compute their fundamental period.

▫  $\cos(0.01\pi n)$      $\cos\left(\pi \frac{30n}{105}\right)$      $\cos(3\pi n)$      $\sin(3n)$      $\sin\left(\pi \frac{62n}{10}\right)$

4 Consider the following analog signal

$$x_a(t) = 3\sin(100\pi t)$$

- The signal  $x_a(t)$  is sampled with a sampling rate  $F_s = 300$  samples/s. Determine the discrete signal  $x(n)$  and determine the periodic property of  $x(n)$ . If  $x(n)$  is periodic signal, determine the frequency and period of  $x(n)$ . Then, compute the sample values in one period of  $x(n)$ .