

Signal Classification

Prof. L. Gelman

Introduction

❑ Real life signals are generally analogue

❑ Main limitations of analogue signal processing are:

- restricted accuracy**
- sensitivity to noise**
- restricted dynamic range**
- poor repeatability due to component variations**
- inflexibility to alter or adjust the processing functions**
- limited speed**
- high cost of storage for analogue signals**

Analogue vs. Digital Signal Processing

The main advantages of digital vs. analogue signal processing can be listed as follows:

- *Flexibility*

Analogue systems require hardware redesign if changes are needed; whereas, a digital system can be re-programmed

- *Accuracy*

The accuracy of a digital system can be controlled by word length, floating-point/fixed point arithmetic, etc. Analogue accuracy is determined by the tolerances of components

- *Storage*

Digital signals are easily stored via CDs, RAM, etc, therefore allowing of-line processing

Main Operations in Digital Systems

The main operations of many digital systems include:

- converting analogue signals into a sequence of digital binary numbers, which requires both sampling and analogue-to-digital (A/D) conversion**
- performing numerical manipulations in digital processor**
- converting the digital information back to analogue signals by digital-to-analogue (D/A) conversion**

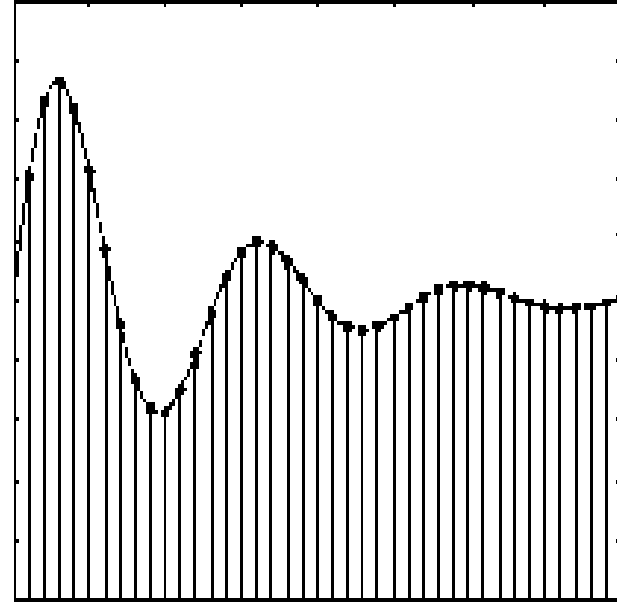
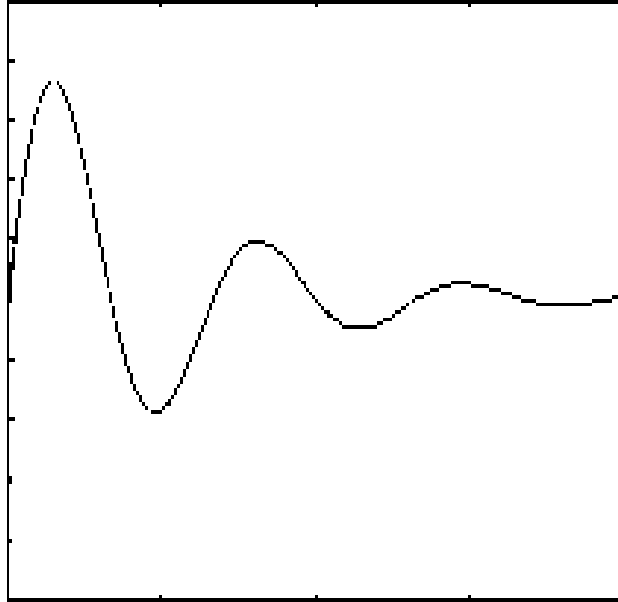
Digital Signals

- A **continuous-time** signal with **continuous amplitude** is called an *analogue* signal
- A **discrete-time** signal with **discrete-valued** amplitudes represented by a finite number of digits is referred to as a ***digital*** signal
- A **discrete-time** signal with **continuous-valued** amplitudes is called a ***discrete-time signal***
- Each member of a discrete-time signal is called ***a sample***
- The usual signals in a digital signal processing are **digital signals**

Digital Signals

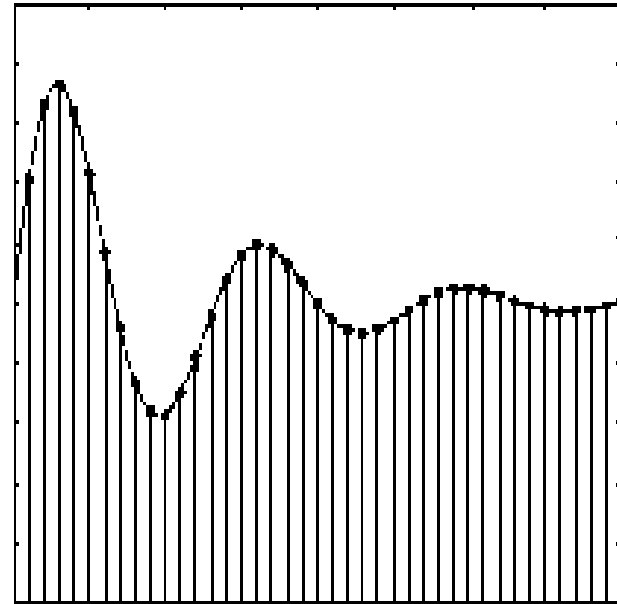
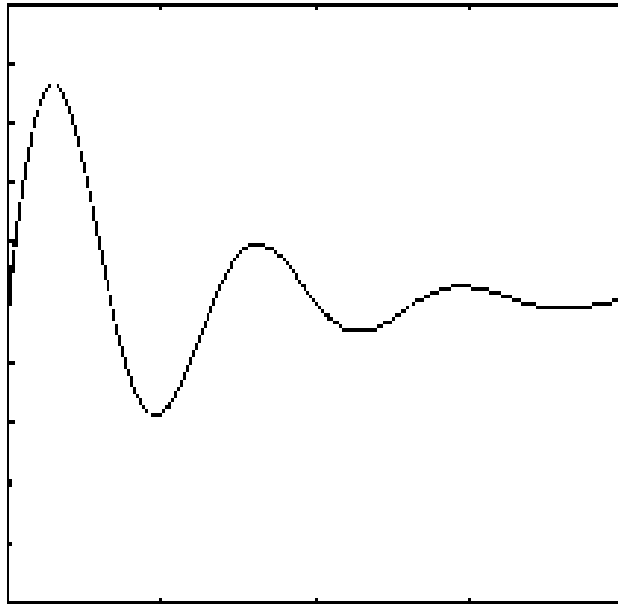
- In digital signal processing, signals are represented as **sequences of samples**
- A sample value of a typical discrete-time signal is denoted as $x[n]$ with the sample number n being an integer in the range $-\infty$ and ∞ , **in practice** from 0 to N_{max}
- A sequence $x[n]$ is generated by **sampling and quantization** of **continuous** time signals

The Discrete-Time Signals: Sampling



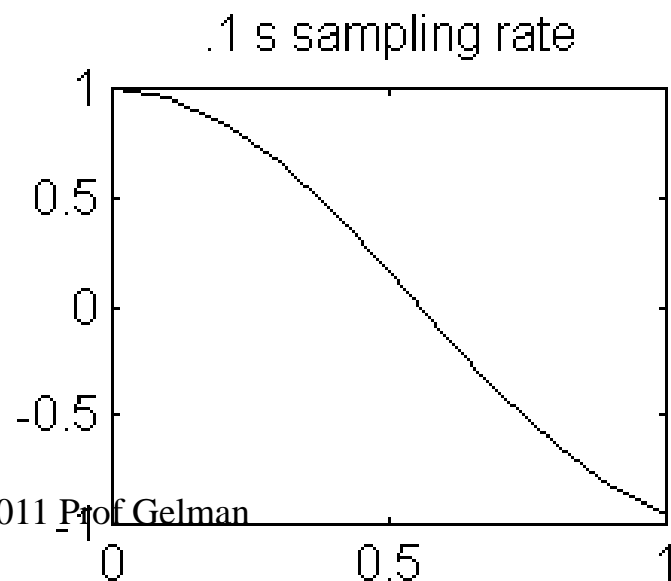
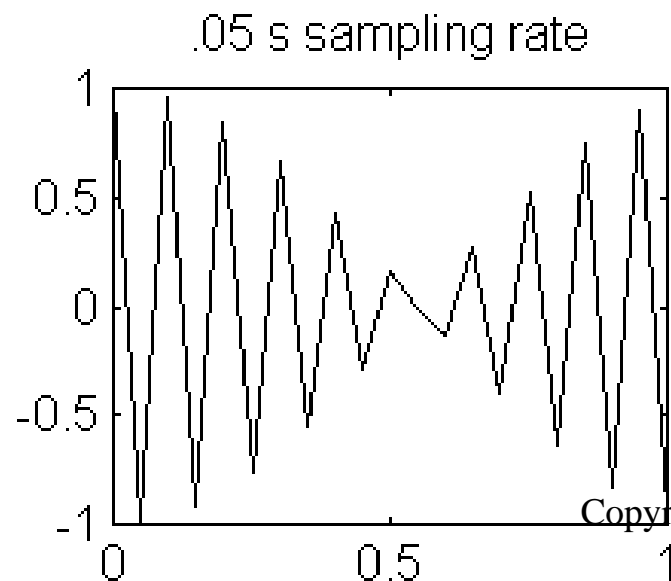
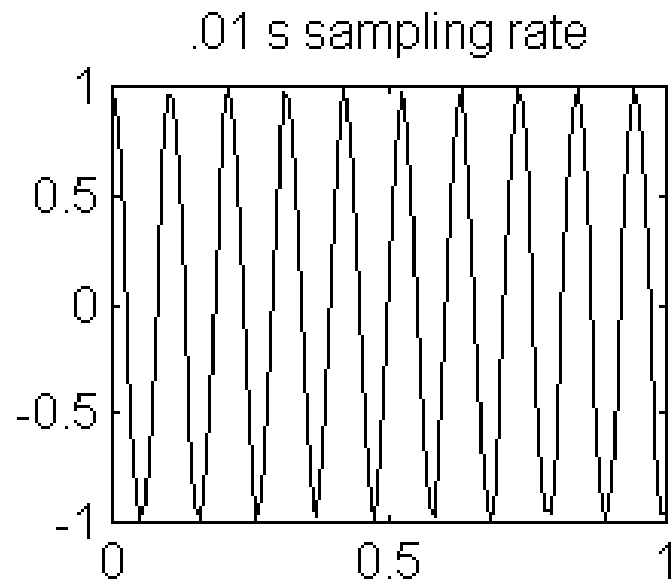
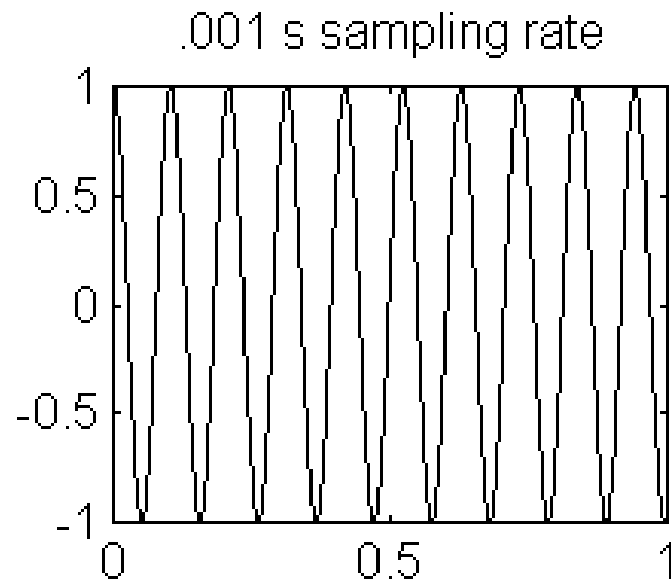
- Consider an **analogue** signal $x(t)$ that can be viewed as a continuous function of time, as shown above
- We can represent this signal as a **discrete-time signal** by using values of $x(t)$ at intervals of nT_s to form $x[n]$, as shown above

The Discrete-Time Signals: Sampling



- We are "grabbing" points from the function $x(t)$ at regular intervals of time, T_s , called the *sampling period*.
- It is usual to specify a *sampling rate or frequency* f_s rather than the sampling period.
- The sampling frequency is given by $f_s = 1/T_s$, where f_s is in Hertz.

The Discrete-Time Signals: Sampling



Deterministic and Random Digital Signals

- A signal that can be determined by a mathematical expression or rule, or table, is called a *deterministic signal*
- A signal that is generated in a random fashion and cannot be predicted ahead of time is called a *random signal*
- *Example: sinusoid signal with deterministic and random phase*

Periodic Digital Signals

- A sequence $\tilde{x}[n]$ satisfying

$$\tilde{x}[n] = \tilde{x}[n + kN] \quad \text{for all } n$$

is called a periodic sequence with a period N where N is a *positive* integer and k is any integer

- The smallest value of N for which this expression holds is called the *fundamental period*

Basic Discrete-Time Signals

There are a number of basic signals that appear often and play an important role in signal processing. These signals are defined below

1. The **unit sample** (impulse) sequence is defined as

$$\delta(n) = \begin{cases} 1, & \text{for } n = 0 \\ 0, & \text{for } n \neq 0 \end{cases}$$

2. The **unit step** signal is defined as

$$u(n) = \begin{cases} 1, & \text{for } n \geq 0 \\ 0, & \text{for } n < 0 \end{cases}$$

3. The **unit ramp** signal is defined as

$$u_r(n) = \begin{cases} n, & \text{for } n \geq 0 \\ 0, & \text{for } n < 0 \end{cases}$$

Discrete-Time Exponential Signal

4. The **exponential signal** is defined as

$$x(n) = a^n$$

- If the parameter a is real, then $x(n)$ is a real signal
- If the parameter a is complex, it can be expressed as

$$a = re^{i\theta}$$

where r and θ are the modulus and the phase

- Hence, we can express complex valued exponential signal as

$$x(n) = r^n e^{i\theta n} = r^n (\cos \theta n + i \sin \theta n)$$

Discrete-Time Sinusoids

5. A **discrete-time sinusoidal signal** may be expressed as

$$x[n] = A \cos(\omega n + \theta), -\infty \leq n \leq \infty$$

where A is the amplitude; ω is the circular frequency in radians **per sample**, and θ is the phase in radians

- **In contrast to continuous-time sinusoids**, the discrete-time sinusoids are characterized by the following properties

Property 1 of the Discrete-Time Sinusoids

*A discrete-time sinusoid is periodic only if its frequency is **a rational number***

- For a sinusoid with frequency f_0 to be periodic, we should have

$$\cos[2\pi f_0(N + n) + \theta] = \cos(2\pi f_0 n + \theta)$$

- The relation is true if and only if there exists an integer such that

$$2\pi f_0 N = 2\pi k$$

or, equivalently,

$$f_0 = \frac{k}{N}$$

The Fundamental Period of the Discrete Sinusoid

- To determine the fundamental period of a periodic sinusoid, we express its frequency as in the above slide and **cancel common factors** so that k and N are **prime**
- **Then, the fundamental period of the sinusoid is equal to N**
- A small change in frequency can result in a large change in period

Property 2 of the Discrete-Time Sinusoids

*Discrete-time sinusoids whose **circular** frequencies are separated by an integer multiple of 2π are **identical***

- To prove this property, we consider the sinusoid $\cos(\omega n + \theta)$

- It easily follows that

$$\cos[(\omega_0 + 2\pi)n + \theta] = \cos(\omega_0 n + 2\pi n + \theta) = \cos(\omega_0 n + \theta)$$

- As a result, all sinusoidal sequences

$$x_k(n) = A \cos(\omega_k n + \theta) \quad k = 0, 1, 2, \dots$$

where $\omega_k = \omega_0 + 2k\pi$, $0 \leq \omega_0 \leq 2\pi$ are **identical**

Property 2 of the Discrete Time Sinusoids

- On the other hand, sinusoids with circular frequencies in the range $-\pi \leq \omega \leq \pi$ are **distinct**
- Consequently, discrete-time sinusoidal signals with frequencies in the range $-\pi \leq \omega \leq \pi$ are **unique**
- Any sequence resulting from a sinusoid with a frequency $|\omega| \geq \pi$ is identical to a sequence obtained from a sinusoid with frequency $-\pi \leq \omega \leq \pi$
- Because of this similarity, we call the sinusoid having the frequency $|\omega| \geq \pi$ an **alias** of the corresponding sinusoid with frequency $-\pi \leq \omega \leq \pi$

Property 2 of the Discrete-Time Sinusoids

- Hence the frequency range for discrete-time sinusoids is finite: 2π
- Usually, we choose the range $0, 2\pi$ or $-\pi, \pi$ which we call **the fundamental range**
- If we use the range $-\pi, \pi$ we employ **negative frequencies**

Energy and Power Signals

- The **energy of a signal** is defined as

$$E = \sum_{n=-\infty}^{\infty} |x(n)|^2$$

- The energy of a signal can be finite or infinite
- If E is **finite**, then a signal is called **an energy signal**
- Many signals that possess infinite energy have a finite average power

Energy and Power Signals

- The **average power** of a signal is defined as

$$P = \lim_{N \rightarrow \infty} \frac{1}{2N+1} \sum_{n=-N}^N |x(n)|^2$$

- If we define the signal energy over **the finite interval** as

$$E_N = \sum_{n=-N}^N |x(n)|^2$$

then we can express **the average power** of a signal as

$$P = \lim_{N \rightarrow \infty} \frac{1}{2N+1} E_N$$

Obviously, if E_N is finite, then $P = 0$

Energy and Power Signals

- On the other hand, if E_N is infinite, the average power may be either finite or infinite
- If the average power is finite (and nonzero), the signal is called a *power signal*

Ergodic Digital Signals

- Although we have characterized a random sequence in terms of statistical averages, in practice, a finite portion of a single realization of a sequence is available, from which estimation of the statistical properties must be made
- Such an approach can lead to meaningful results **only** if the following ergodicity condition is satisfied:

The random digital signal is ergodic if time averages obtained from a single realization are equal to the statistical (ensemble) averages