

LECONS: Properties of LTI Systems

- * for LTI system's if we know the response of system to single impulse at $t=0$, or in fact at any time, then we can determine from that its response to an arbitrary input through an convolution.
- * The class of LTI system's is very such class, there are lot of system's that have that property, and in addition, there are lot's of very interesting things we can do with LTI system's.

Today we will focus on, convolution as an algebraic operation. Then we see that it has many algebraic

Properties, that in turn have important implication for LTI

- * we will discuss what the characterization of LTI system's through convolution
 \Rightarrow in term's of the relationship with various other system properties to the impulse response

Convolution sum:

$$x[n] = \sum_{k=-\infty}^{+\infty} x[k] s[n-k]$$

$$y[n] = \sum_{k=-\infty}^{+\infty} x[k] h[n-k] = x[n] * h[n]$$

Convolution - integral

$$x(t) = \int_{-\infty}^{+\infty} x(\tau) s(t-\tau) d\tau$$

$$y(t) = \int_{-\infty}^{+\infty} x(\tau) h(t-\tau) d\tau = x(t) * h(t)$$

Convolution as algebraic operation has
number of properties

①

Commutative:

$$x * h = h * x$$

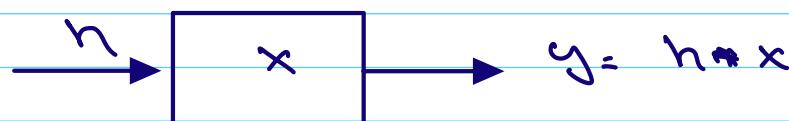
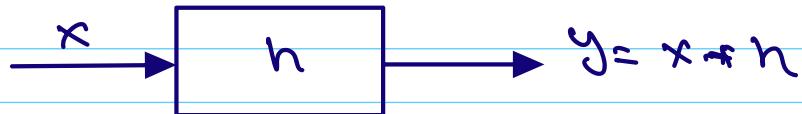
Order doesn't effect output result.

$$x[n] * h[n] = h[n] * x[n]$$

$$x(t) * h(t) = h(t) * x(t)$$

drop the independent variable

$$x * h = h * x$$



LTI system: Output the same if input &
output response interchanged

② Associative:

$$x * \{h_1 * h_2\} = \{x * h_1\} * h_2$$

LTI system can be cascaded in
any order

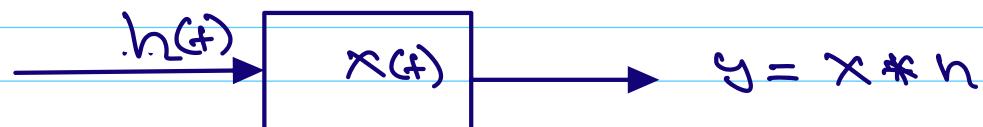
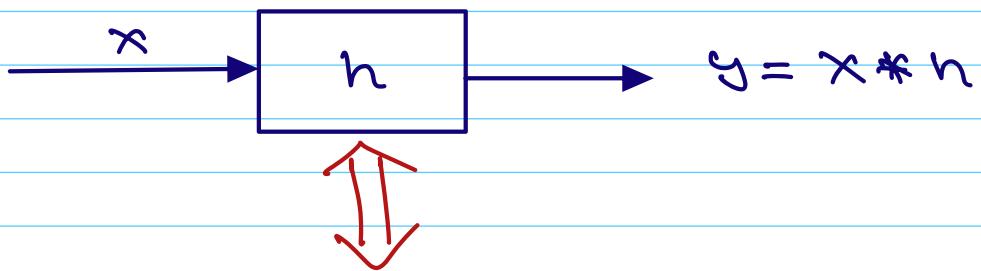
③ Distributive:

$$x * \{h_1 + h_2\} = x * h_1 + x * h_2$$

Commutative Property:

$h(t) \rightarrow$ impulse response

$x(t) \rightarrow$ input signal



$x(t) =$ impulse response

$h(t) =$ input signal

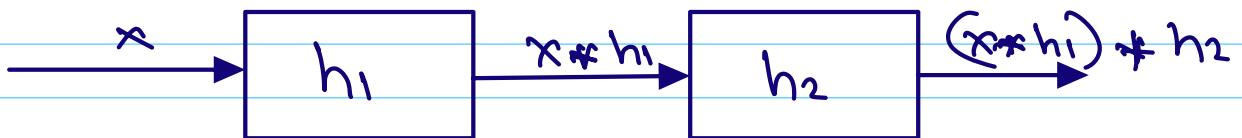
The commutative property tell us for LTI

The system output is independent of
which function we call the input,
which function we call the Impulse
response

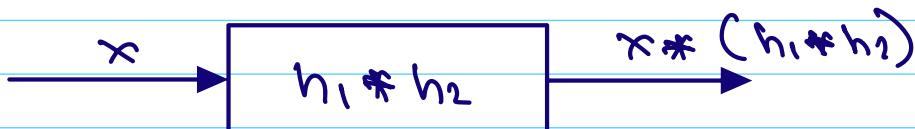
\Rightarrow we can interchange the roles of
input & impulse response, from output
point of view, the output of system
doesn't care.

Commutative + associative:

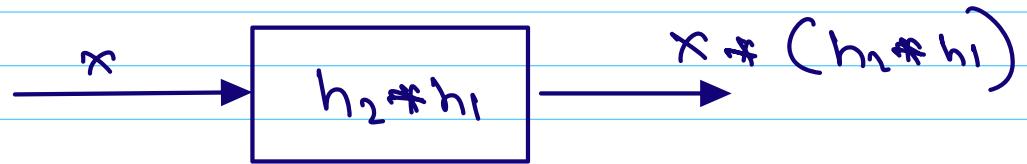
LTI can be cascaded in any
order



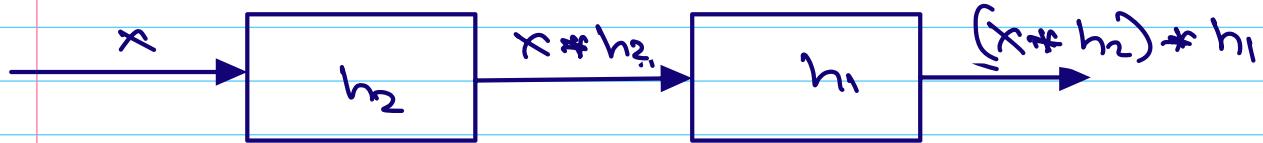
Associative:



Commutative:



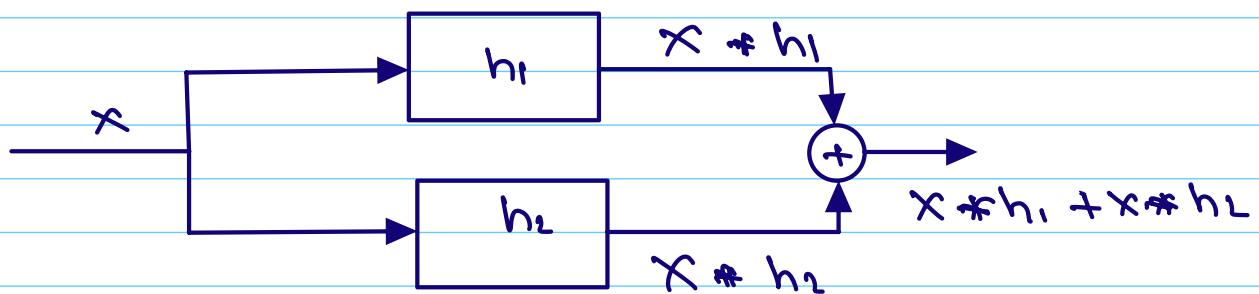
Associative:



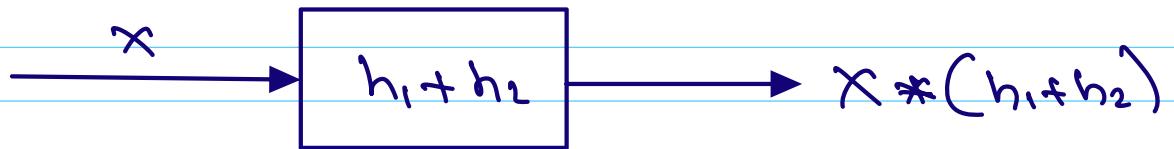
The result says, if we have 2 LTI system's that are cascade, we can cascade in any order & the result is same.

Distributive:

inter - connection of system's



Convolution distributor over addition



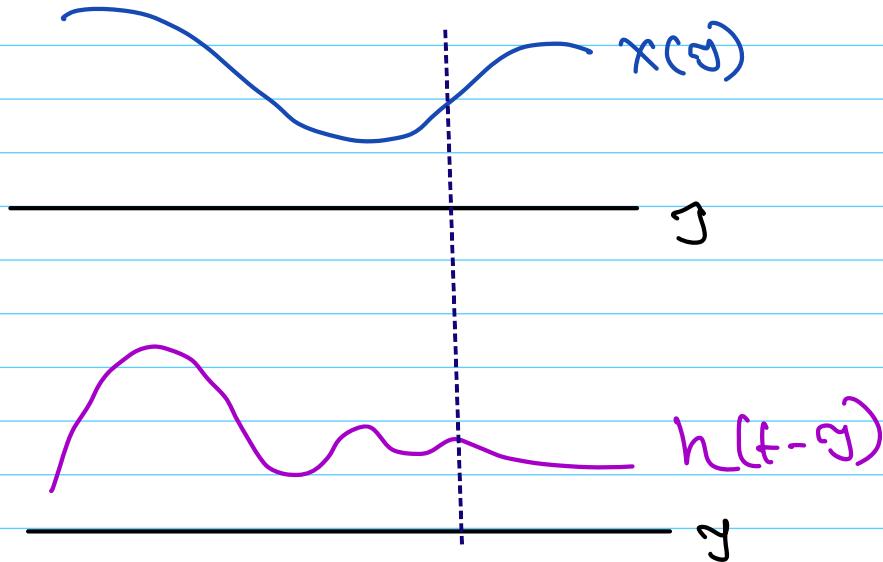
for LTI system's in parallel, we
can replace that interconnection
by a single system who's impulse
response is sum of Impulse
responses.

System Properties:

- * Other system properties and see how
for LTI in particular, other system
properties can be associated with particular
properties are characteristics of system
impulse response.

Memory:

What are the implications for System impulse response for LTI system's if the does or does not have memory.



$$y(t) = \int_{-\infty}^{+\infty} x(g) h(t-g) dg$$

what can we say about $h(t)$ in order to guarantee that output $y(t)$ depends only on input at time t

from graph's , if we only want the output to depend on $x(\tau)$ at $\tau = t$,

then $h(t-\tau)$ is better non zero

at $\tau = t$

$$\Rightarrow y(t) = \int_{-\infty}^t x(\tau) h(t-\tau) d\tau$$

$$\Rightarrow y(t) = \int_{t-\varepsilon}^{t+\varepsilon} x(t) h(t-\tau) d\tau$$

we want impulse response to be non zero at one point $\Rightarrow h(t) = K \delta(t)$
(scaled impulse)

$$y(t) = x(t) \cdot K$$

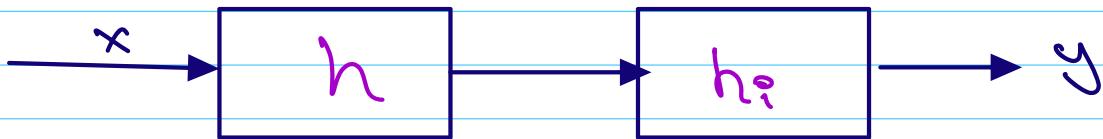
LTI + memory less

$$h(t) = K \delta(t) \Rightarrow y(t) = K x(t)$$

$$h[n] = K \delta[n] \Rightarrow y[n] = K x[n]$$

Invertability:

The inverse of a system, is a system which when we cascade with the one we are enquiring about, the overall cascade is the identity system (output = input)



$$y = x * (h * h_i) = x$$

$$h_i = h^{-1}$$

$$x * \underbrace{(h * h_i)}_S = x$$

$$h_i = h^{-1}$$

Stability:

Every bounded input \Rightarrow Bounded output
 (BIBO)

$$\text{Stable: } \sum_{k=-\infty}^{\infty} |h[k]| < \infty$$

$$\int_{-\infty}^{+\infty} |h(\sigma)| d\sigma < \infty$$

Zero Input Response:

$$x(t) = 0 \quad \forall t$$

$$\downarrow \\ y(t) = 0 \quad \forall t$$

for a linear system - (whether it is
 Linear Time Variant or Invariant), this applies

\Rightarrow if you put nothing into it, you get nothing out
 of it.

\Rightarrow if we have an input $x(t) = 0 \quad \forall t$

and if the output $y(t)$ then

$$\left. \begin{array}{l} \text{if } x(t) = 0 \quad \forall t \Rightarrow y(t) = 0 \quad \forall t \\ x[n] = 0 \quad \forall n \Rightarrow y[n] = 0 \quad \forall n \end{array} \right\} \begin{array}{l} \text{true for all} \\ (\text{linear systems}) \end{array}$$

$$x(t) \longrightarrow y(t)$$

Then

$$a x(t) \longrightarrow a y(t)$$

we can simple choose $a=0$

$$\Rightarrow 0 \longrightarrow 0$$

This has some important implications in terms

of causality

Causality:

The system can't anticipate the inputs

$y(t_0)$ only depends on the $x(t)$ for $t < t_0$. It cannot anticipate the future value's of input to produce the output at a given time.

If two input's identical up until some time, then the output's must be identical up until the same time.

\Rightarrow If the system causal, it can't anticipate the future

$$\text{if } x_1(t) = x_2(t) \quad t < t_0$$

$$\text{Then } y_1(t) = y_2(t) \quad t < t_0$$

Some for D.T

for Linear system:

$$\text{if } x(t) = 0 \quad t < t_0 \Rightarrow y(t) = 0 \quad t < t_0$$

what that in effect says that, for the linear system to be causal, it must have the property called initial rest. meaning It doesn't respond until some input that happens

- * It's initially at rest until the input becomes non-zero

\Rightarrow if we have an input that's 0 for $t < t_0$, and the system can't anticipate whether that input is going to change from 0 or not, then the system must generate an output $y(t) = 0$ for $t < t_0$

Linear system:

$$\text{if } x(t) = 0 \quad t < t_0 \Rightarrow y(t) = 0 \quad t < t_0$$

Same for D.T

Consequence of zero in \rightarrow zero out.

this tells us how to interpret causality for linear systems, now let's proceed to LTI systems

* In particular, the necessary and sufficient condition for causality in case of LTI systems, is that the impulse response $h(t) = 0$ for $t < 0$

$$\text{Causality} \iff \begin{cases} h(t) = 0 & t < 0 \\ h[n] = 0 & n < 0 \end{cases}$$

$$\Rightarrow \begin{aligned} \delta(t) &= 0 & t < 0 \\ \delta[n] &= 0 & n < 0 \end{aligned} \quad \left. \begin{array}{l} \text{output needs to be 0} \\ \text{until } t < 0 \end{array} \right\} \Rightarrow h(t) = 0 \quad \forall t < 0$$

$$y[n] = \sum_{k=-\infty}^{n} x[k] h[n-k]$$

$$y(t) = \int_{-\infty}^{+\infty} x(\tau) h(t-\tau) d\tau$$

Example:

Accumulator

$$y[n] = \sum_{k=-\infty}^n x[k]$$

Accumulated value of the input.

* Accumulator System is LTI

$$x(t) = \delta(t) \quad \text{then} \quad h(t) = \int_{-\infty}^t \delta(t) = \begin{cases} 0 & t < 0 \\ 1 & t \geq 0 \end{cases}$$

$$h(t) = u(t)$$

$\Rightarrow h[n] = u[n]$ impulse response

(i) $h[n] \neq k \delta[n] \Rightarrow$ memory

(ii) $h[n] = 0 \quad n < 0 \Rightarrow$ causal

(iii) $\sum_{n=-\infty}^{+\infty} |h[n]| = +\infty \Rightarrow$ Not Stable.

We can re-write the eqⁿ for accumulator

$$y[n] = \sum_{k=-\infty}^n x[k] = \sum_{k=-\infty}^{n-1} x[k] + x[n]$$

$$= y[n-1] + x[n]$$

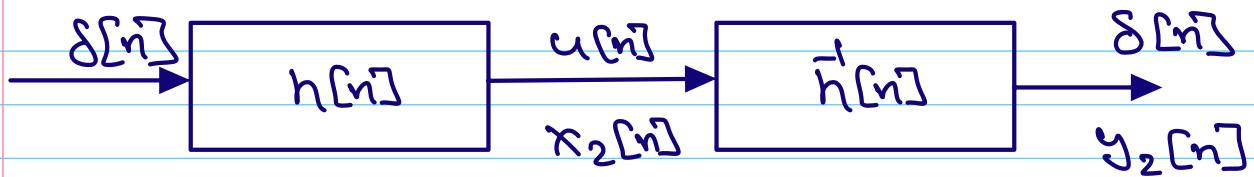
$$\Rightarrow y[n] - y[n-1] = x[n]$$

(Recursive difference eqn)

Inverse of Accumulator :-

$$h[n] = u[n]$$

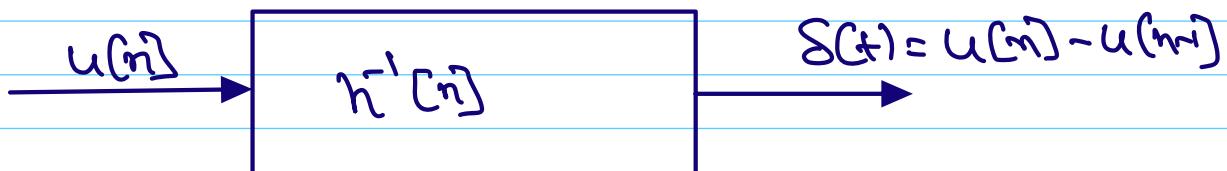
$$h^{-1}[n] = ?$$



$$\text{we know } u[n] - u[n-1] = \delta[n]$$

↑

if the system $h^{-1}[n]$ does this, the output will be $\delta[n]$



then the impulse response of
 $h^{-1}[n]$ system is

$$y_2[n] = x_2[n] - x_2[n-1]$$

Impulse response

$$h^{-1}[n] = \delta[n] - \delta[n-1]$$

Example:

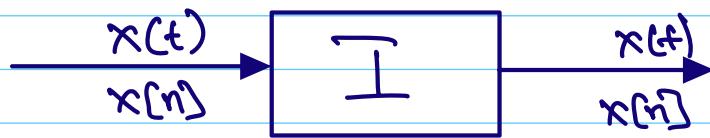
$$y[n] - ay[n-1] = x[n]$$

initial rest \Rightarrow LTI

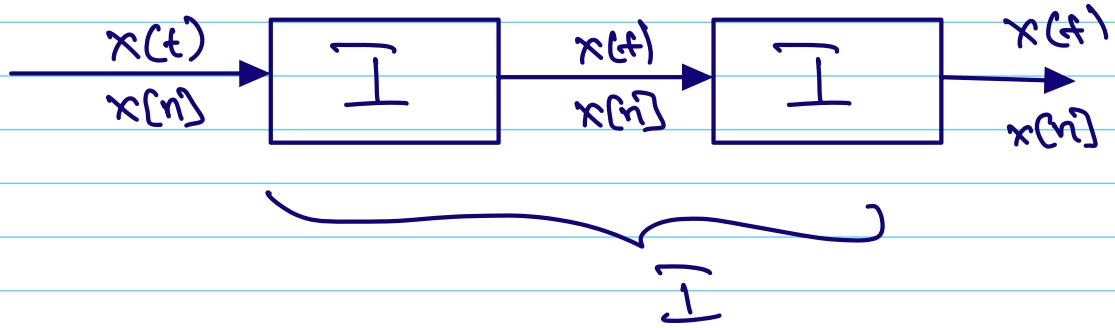
$$x[n] = \delta[n] \Rightarrow h[n] = a^n u[n]$$

* How to deal with some of the mathematical difficulties associated with

Impulse & step's.

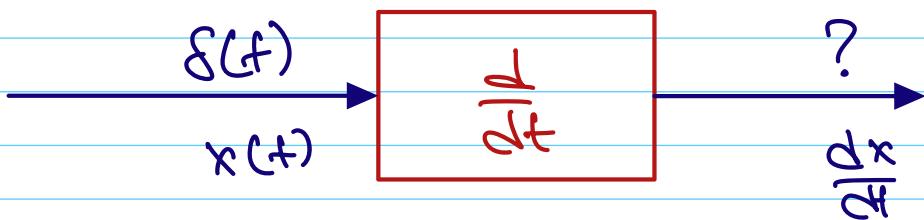


$$h(t) = \delta(t) \quad \Sigma \quad h[n] = \delta(n)$$



$$\delta(t) \neq \delta(t) = \delta(t)$$

$$\delta[n] \neq \delta[n] = \delta[n]$$

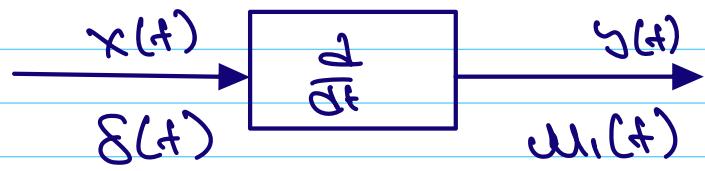


Operational Definition:

$$x(t) + \delta(t) = x(t)$$

The operation definition is related, Not to what the impulse is, But to what Impulse does.

$$x(t) + \delta(t) = x(t) \text{ (Def of Impulse)}$$



$$x(t) - u_1(t) = \frac{d x(t)}{dt}$$