

# 3F1 Signals and Systems

## (3) Discrete time systems

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# Solution of linear difference equations

From data book:  $\mathcal{Z}[\{y_{k+m}\}] = z^m \bar{y}(z) - z^m y_0 - \dots - z y_{m-1}$

Example: a filter is implemented by the difference equation:

$$y_{k+2} = y_{k+1} - 0.25y_k + u_k \quad u_k = (1, 1, 1, \dots)$$

with initial conditions  $y_0 = 1, y_1 = 0$ . Find the step response.

Taking Z transforms:

$$z^2 \bar{y}(z) - z^2 = z \bar{y}(z) - z \cdot 0.25 \bar{y}(z) + \frac{1}{1-z^{-1}} \quad \text{step.}$$

$$(z^2 - z + 0.25) \bar{y}(z) = z^2 - z + \frac{1}{1-z^{-1}}$$

$$\bar{y}(z) = \frac{1 - 2z^{-1} + 2z^{-2}}{(1 - \frac{1}{2}z^{-1})^2 (1 - z^{-1})}$$

$$= \frac{4}{1-z^{-1}} - \frac{5}{(1-\frac{1}{2}z^{-1})^2} + \frac{2}{1-\frac{1}{2}z^{-1}}$$

$$4 \cdot \{1\}_{k \geq 0} \quad \quad \quad 2 \cdot \left(\frac{1}{2}\right)^k$$

$$\text{advance } 10z \cdot \frac{\frac{1}{2}z^{-1}}{(1-\frac{1}{2}z^{-1})^2} \quad \{k \geq 1\}$$

$$10(k+1) \left(\frac{1}{2}\right)^{k+1}$$

$$k p^k$$

$$\therefore y_k = 4 - 10(k+1) \left(\frac{1}{2}\right)^{k+1} + 2 \left(\frac{1}{2}\right)^k \quad k \geq 0.$$

## z-transfer function

A System described by linear difference equations

$$y_k + a_1 y_{k-1} + \dots + a_n y_{k-n} = b_0 u_k + \dots + b_m u_{k-m}$$

and subject to zero initial conditions

$$y_k = u_k = 0 \text{ for } k < 0$$

is **linear** and **time-invariant**, that is, it satisfies the principle of superposition and shifting the input to the right does the same to the output.

Such a system has a **z-transfer function**. Taking Z transforms:

$$Y(z) + a_1 z^{-1} Y(z) + \dots + a_n z^{-n} Y(z) = b_0 U(z) + \dots + b_m z^{-m} U(z)$$

Then define the **transfer function**:

$$G(z) = \frac{Y(z)}{U(z)} = \frac{b_0 + b_1 z^{-1} + \dots + b_m z^{-m}}{1 + a_1 z^{-1} + \dots + a_n z^{-n}}$$

Note: ratio is independent of  $U(z)$ .

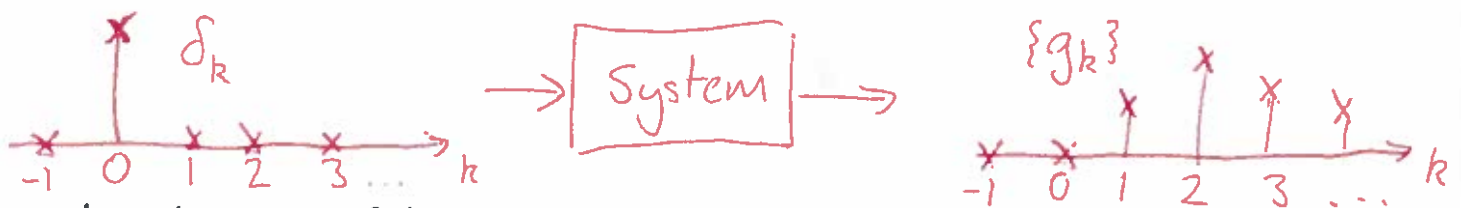
## The unit pulse

By analogy with the Dirac delta function in continuous time, we define the **unit pulse** signal,  $\delta_k$  in discrete time as:

$$\delta_k = \begin{cases} 1 & \text{if } k = 0 \\ 0 & \text{otherwise} \end{cases}$$

Question: what is the Z transform of  $\delta_k$ ?

Consider the unit pulse input,  $\{u_k\}_{k \geq 0} = \delta_k = (1, 0, 0, 0, \dots)$  to a system.



Let the output of the system be

$$\{g_k\}_{k \geq 0} = (g_0, g_1, g_2, g_3, \dots)$$

This is called the **pulse response** of the system.

## Pulse response of LTI systems

Now consider a linear, time-invariant system with pulse response  $\{g_k\}_{k \geq 0}$ . Take a general input,

$$\{u_k\}_{k \geq 0} = (u_0, u_1, u_2, u_3, \dots)$$

What is the output,  $\{y_k\}_{k \geq 0}$ ?

$$(1, 0, 0, \dots) \rightarrow \boxed{G} \rightarrow (g_0, g_1, g_2, \dots)$$

Also, by time-invariance,

$$(0, 1, 0, 0, \dots) \rightarrow \boxed{G} \rightarrow (0, g_0, g_1, g_2, \dots) \text{ etc}$$

Now represent  $\{u_k\}_{k \geq 0}$  as a linear combination of  $\delta$ -signals:

$$(u_0, u_1, u_2, \dots) = u_0(1, 0, 0, 0, \dots) + u_1(0, 1, 0, 0, \dots) + u_2(0, 0, 1, 0, \dots) \text{ etc.}$$

Then the output  $\{y_k\}_{k \geq 0}$  for input  $\{u_k\}_{k \geq 0}$  is:

$$\begin{aligned} y_k &= u_0(g_0, g_1, g_2, \dots) \\ &\quad + u_1(0, g_0, g_1, \dots) \\ &\quad + u_2(0, 0, g_0, g_1, \dots) + \dots \end{aligned} \quad \begin{array}{l} \text{(by linearity)} \\ \text{of } G \end{array}$$
$$= \sum_{i=0}^k u_i g_{k-i} \quad \text{convolution!}$$

Thus, for a LTI system

$$\{y_k\} = \{u_k\} \star \{g_k\} = \{g_k\} \star \{u_k\}.$$

# Convolution representation of LTI systems

This shows that **any discrete-time LTI system can be represented as a convolution**, allowing us to compute the response to any input,  $\{u_k\}_{k \geq 0}$  as:

$$y_k = \sum_{i=0}^k u_i g_{k-i} = \sum_{i=0}^k u_{k-i} g_i$$

that is,

$$\{y_k\} = \{g_k\} \star \{u_k\}$$

where  $\{g_k\}_{k \geq 0}$  is the unit pulse response of the system.

Taking Z transforms gives:

$$\bar{y}(z) = \bar{g}(z) \bar{u}(z)$$

$$(or \quad Y(z) = G(z) U(z))$$

In other words, **the transfer function equals the Z transform of the pulse response.**

## Terminology: FIR, IIR and causality

Digital filters (i.e. "discrete time systems") whose pulse response terminates after a finite number of time steps:

$$\{g_k\} = (g_0, g_1, g_2, \dots, g_n, 0, 0, \dots, 0)$$

are called **Finite Impulse Response (FIR)** filters. Otherwise, the system is called **Infinite Impulse Response (IIR)**.

FIR filters/systems have transfer functions with a special form:

$$G(z) = g_0 + g_1 z^{-1} + g_2 z^{-2} + \dots + g_n z^{-n} = \frac{z^n g_0 + \dots + g_n}{z^n}$$

This shows that **all of the poles of the transfer function of an FIR filter are at:**  $z = 0$  !

By contrast, IIR filters can have poles at arbitrary locations.

Aside: a feedback loop where the closed loop transfer function is FIR is called a *deadbeat* (or *finite settling time*) system. (cannot happen in a continuous time linear system)

Discrete time systems whose pulse response is zero for negative time are called **causal**. The transfer functions of causal systems have the form:

$$G(z) = g_0 + g_1 z^{-1} + g_2 z^{-2} + \dots$$

For causal systems,  $G(z)$  is finite as  $z \rightarrow \infty$  (and equals  $g_0$  in fact). Furthermore, if

$$G(z) = \frac{b_0 z^m + b_1 z^{m-1} + \dots + b_m}{z^n + a_1 z^{n-1} + \dots + a_n}$$

then for the system to be causal,  $m \leq n$ .

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Causal :

$$(\dots, 0, 0, \overset{k=0}{\downarrow} 1, 0, 0, \dots) \quad (\dots, 0, 0, \overset{k=0}{\downarrow} g_0, g_1, g_2, \dots)$$

$$\{d_k\} \rightarrow [G] \rightarrow \{g_k\}$$

Non-causal

$$(\dots, 0, 0, \overset{k=0}{\leftarrow} 1, 0, 0, \dots) \rightarrow [G] \rightarrow (\dots, 0, g_{-1}, \overset{k=0}{\downarrow} g_0, g_1, g_2, \dots)$$

$g_{-1} \neq 0$  appears before the input!!