EE16B Designing Information Devices and Systems II

Lecture 12B
Discrete Signals and Systems
LTI Systems, Convolution sum

Intro

- Last time:
 - Sampling Theorem
 - Aliasing
 - Discrete Signals
- Today
 - Discrete systems

Complex Frequencies

 Sinusoids are sums of left and right rotating complex exponentials

$$2\cos(\omega t) = e^{j\omega t} + e^{-j\omega t}$$

"Positive" and "Negative" frequencies

Discrete frequencies with period N:

$$y[n] = e^{j2\pi n/N}$$

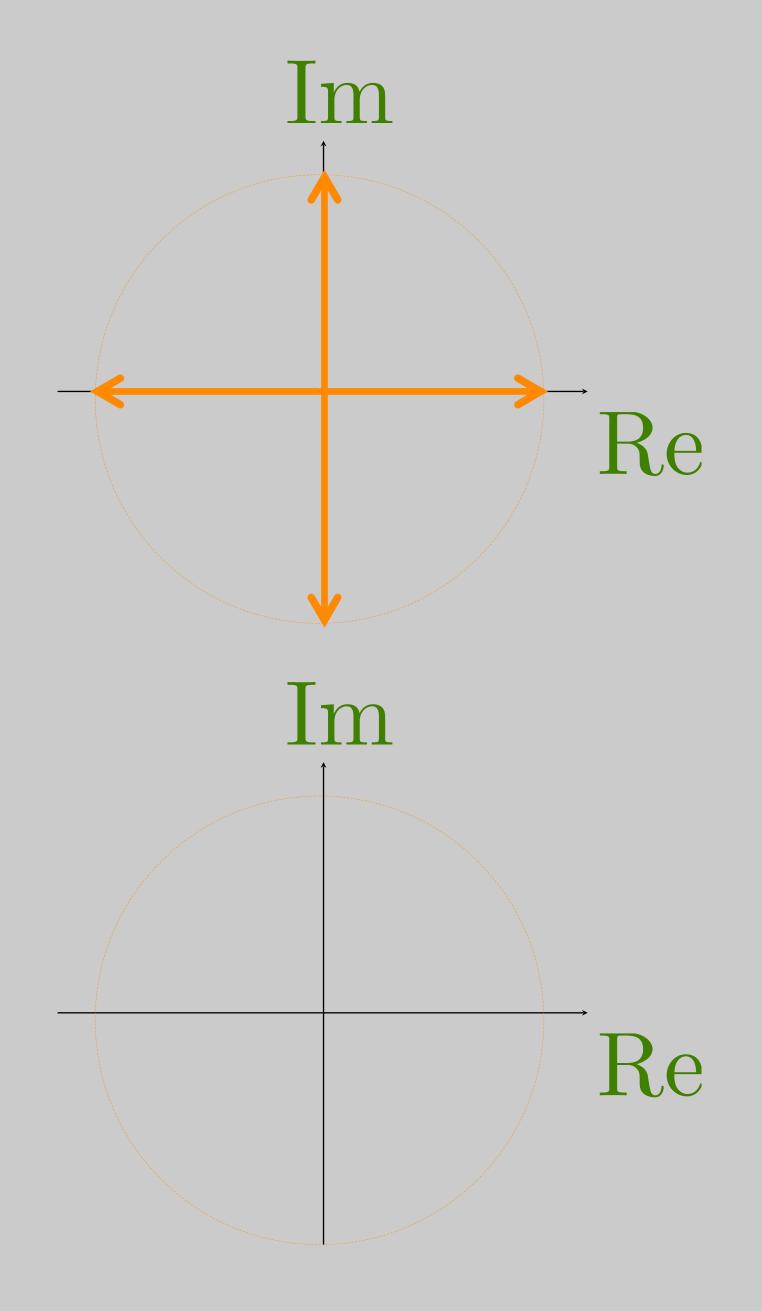
$$W_N \stackrel{\Delta}{=} e^{j2\pi/N} \Rightarrow y[n] = W_N^n$$

Complex Frequencies

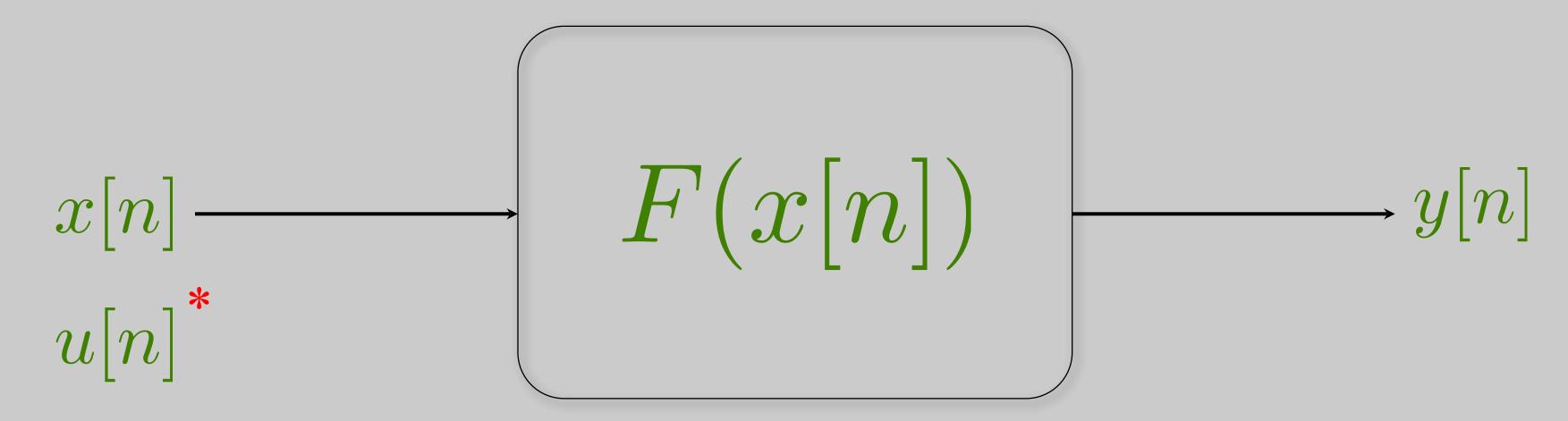
$$W_N \stackrel{\Delta}{=} e^{j2\pi/N} \Rightarrow y[n] = W_N^n$$

$$\bullet \ \mathsf{N} = \mathsf{4} \qquad \qquad y[n] = W_4^n$$

• N = 6, neg. freq.
$$y[n] = W_6^{-n}$$



Discrete Time Systems



- What Properties?
 - Causality
 - Linearity
 - Stability
 - Time/shift invariance

*WARNING: Going to interchange x[n] and u[n] as inputs

 $\vec{x}[n]$ will be a state, not input

U[n] is unit step, not to be confuse with u[n]

- Causality:
 - $y[n_0]$ depends only on x[n] for ∞≤n≤n₀

Causal?

$$\vec{x}[n+1] = A\vec{x}[n] + Bu[n]$$
$$y[n] = C\vec{x}[n]$$

$$\vec{x}[n] = A^n \vec{x}[0] + \sum_{k=0}^{n-1} A^{n-1-k} Bu[k]$$

$$y[n] = CA^n \vec{x}[0] + \sum_{k=0}^{n-1} CA^{n-1-k} Bu[k]$$

$$y[n] = F\{x[n]\}$$

- Linearity
 - Homogeneity: scaling the input, scales the output

$$F\{ax[n]\} = aF\{x[n]\} = ay[n]$$

$$y[n] = F\{x[n]\}$$

- Linearity
 - Homogeneity / scaling: scaling the input, scales the output

$$F\{ax[n]\} = aF\{x[n]\} = ay[n]$$

– Additivity: sum of inputs ⇒ sum of outputs

$$F\{x_1[n] + x_2[n]\} = F\{x_1[n]\} + F\{x_2[n]\} = y_1[n] + y_2[n]$$

Super position: Both additivity and homogeneity

Example:

$$\vec{x}[n+1] = A\vec{x}[n] + Bu[n]$$

$$y[n] = C\vec{x}[n]$$

Linear?

$$y[n] = CA^n \vec{x}[0] + \sum_{k=0}^{n-1} CA^{n-1-k} Bu[k]$$

$$y[n] = F\{x[n]\}$$

- BIBO Stability
 - If x[n] is bounded, then y[n] is bounded

$$|x[n]| < M < \infty \quad \forall n \Rightarrow \quad |y[n]| < P < \infty \quad \forall n$$

BIBO stable?

$$y[n] = CA^n \vec{x}[0] + \sum_{k=0}^{n-1} CA^{n-1-k} Bu[k]$$

$$y[n] = F\{x[n]\}$$

Time Invariance: Shifted input ⇒ shifted output

$$y[n-n_0] = F\{x[n-n_0]\}$$

Time Invariant? $\vec{x}[n+1] = A\vec{x}[n] + Bu[n]$ $y[n] = C\vec{x}[n]$

$$y[n] = CA^n \vec{x}[0] + CBu[n-1] + CABu[n-2] + \dots + CA^{n-1}Bu[0]$$

Linear Time Invariant Systems

 Linear Time/Shift Invariant (LTI/LSI) systems are completely characterized by their impulse response h[n]

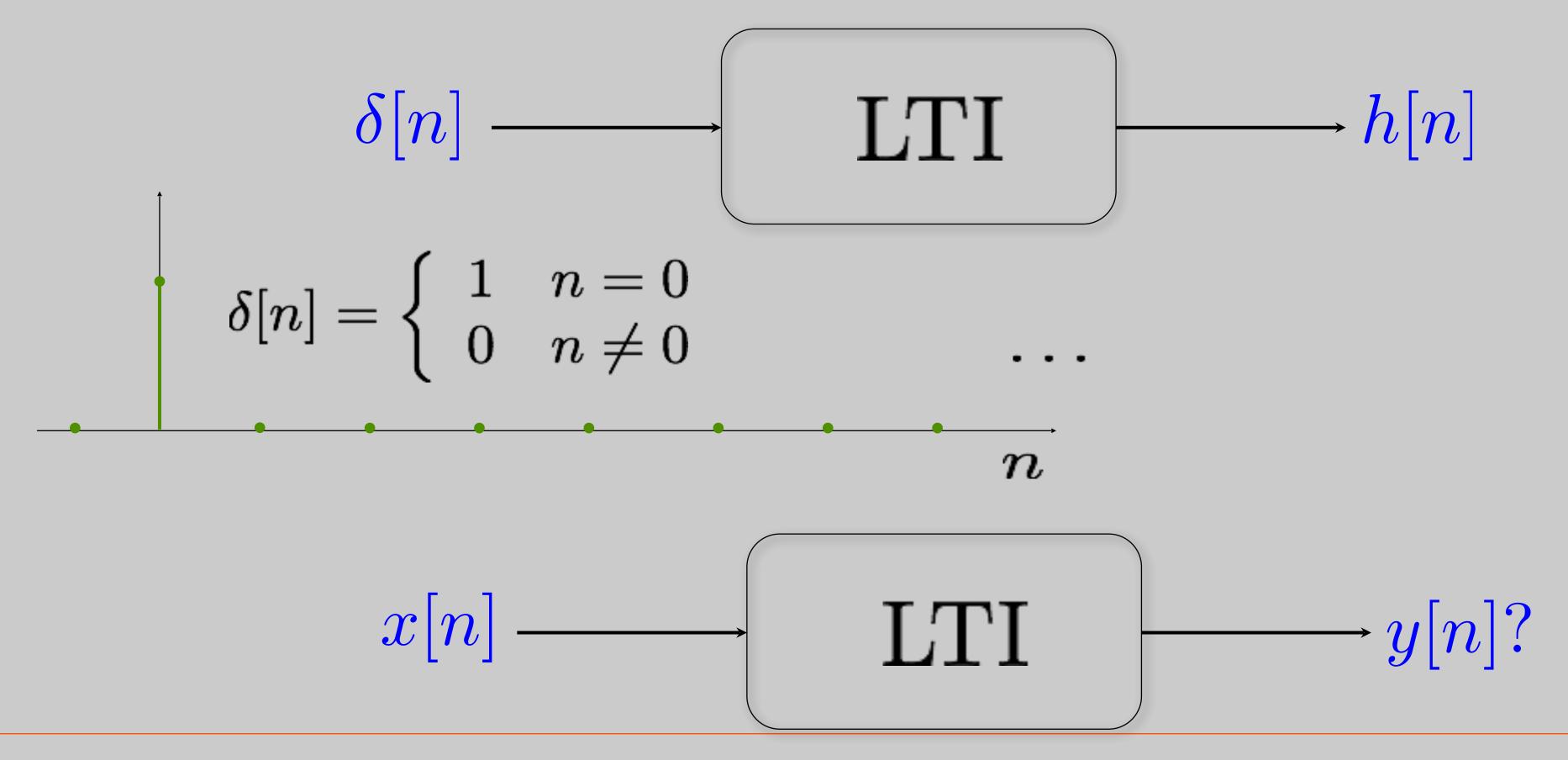


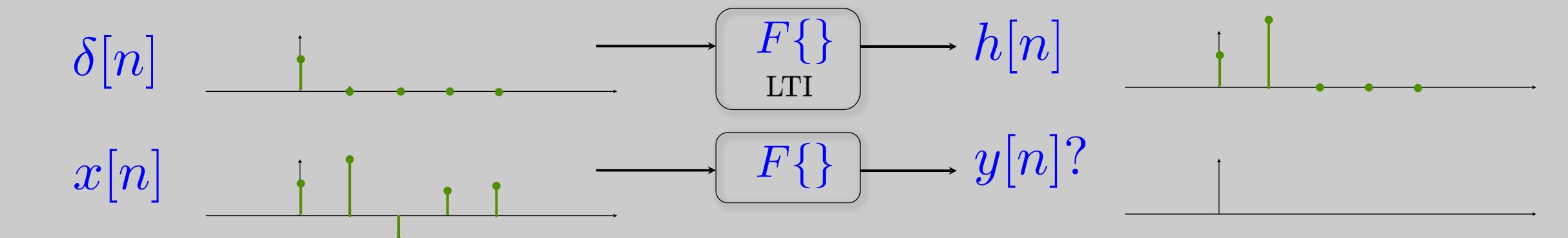
h[n] is the "DNA" of an LTI system

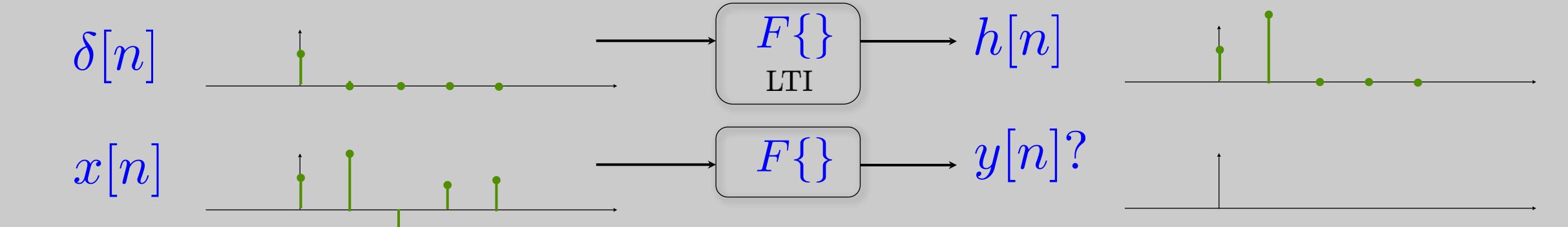
Knowing h[n] is enough to find y[n] for ANY x[n]!

Linear Time Invariant Systems

 Linear Time/Shift Invariant (LTI/LSI) systems are completely characterized by their impulse response h[n]







$$x_0[n] = x[0]\delta[n]$$

$$x_1[n] = x[1]\delta[n-1]$$

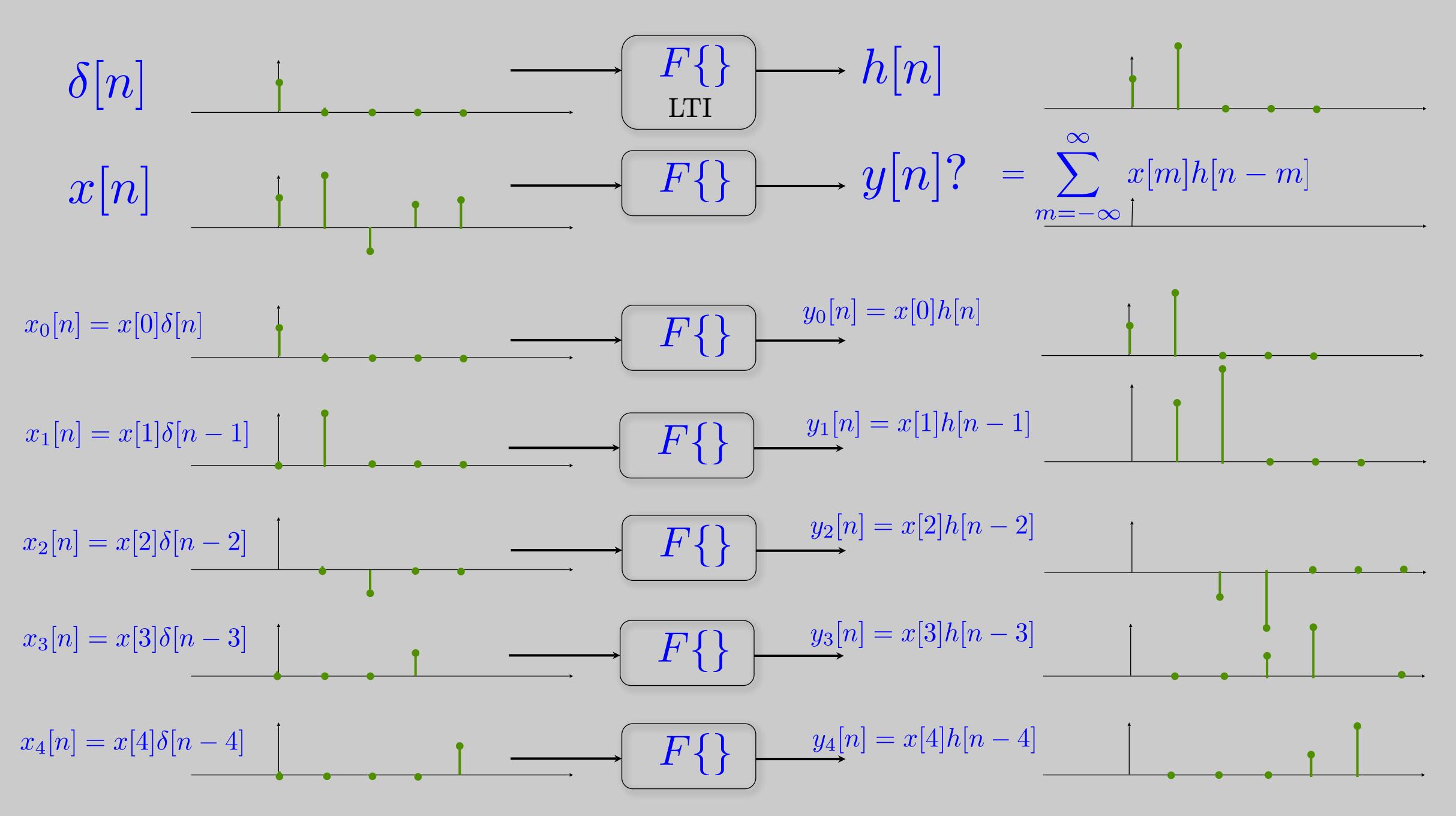
$$x_2[n] = x[2]\delta[n-2]$$

$$x_3[n] = x[3]\delta[n-3]$$

$$x_4[n] = x[4]\delta[n-4]$$

$$x[n] = \sum_{m=-\infty}^{\infty} x_m[n]$$

$$= \sum_{m=-\infty}^{\infty} x[m]\delta[n-m]$$



Linear Time Invariant Systems



Decompose x[n]:

$$x[n] = \sum_{m=-\infty}^{\infty} x[m]\delta[n-m]$$
 $= \begin{cases} 1 & n=m \\ 0 & n \neq m \end{cases}$

Compute output:

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

Sum of weighted, delayed impulse responses!

Example:

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

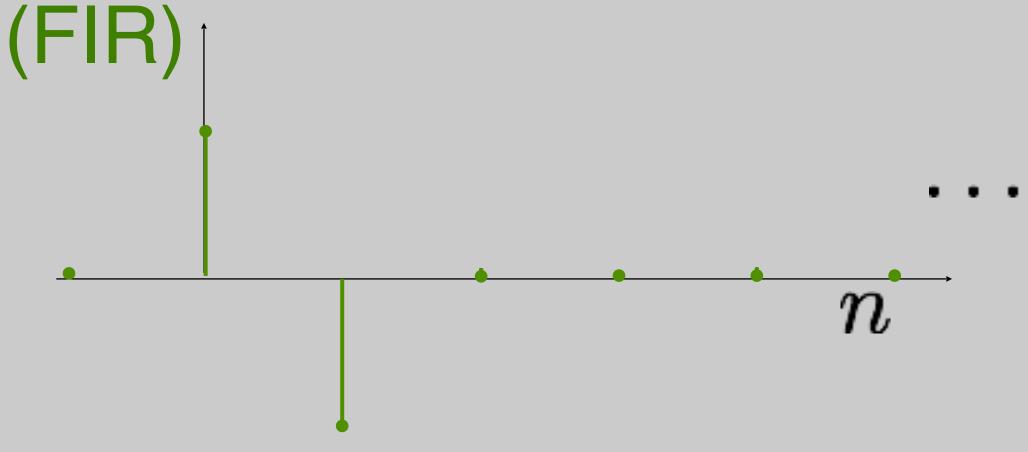
$$h[n] = \begin{cases} a^n & n \ge 0 \\ 0 & n < 0 \end{cases}$$

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

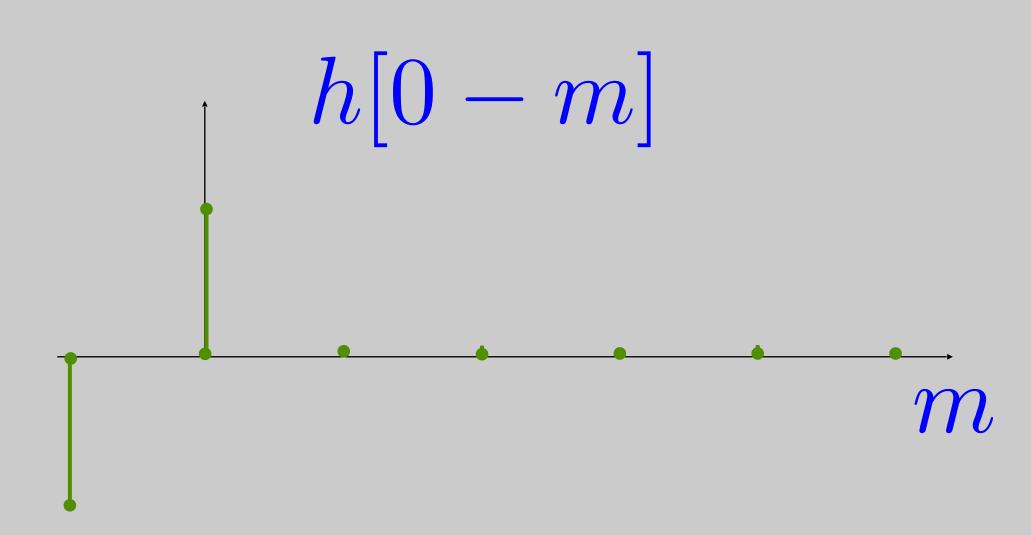
$$h[n] = \delta[n] - \delta[n-1]$$

Infinite impulse response (IIR)

finite impulse response

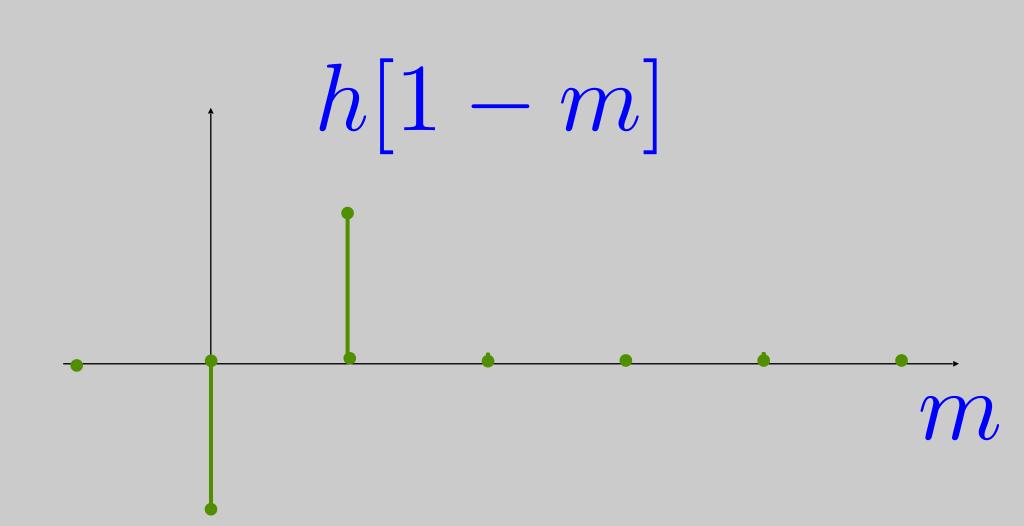


$$y[n] = \sum_{m=-\infty}^{\infty} x[m]h[n-m] = x[n] * h[n]$$



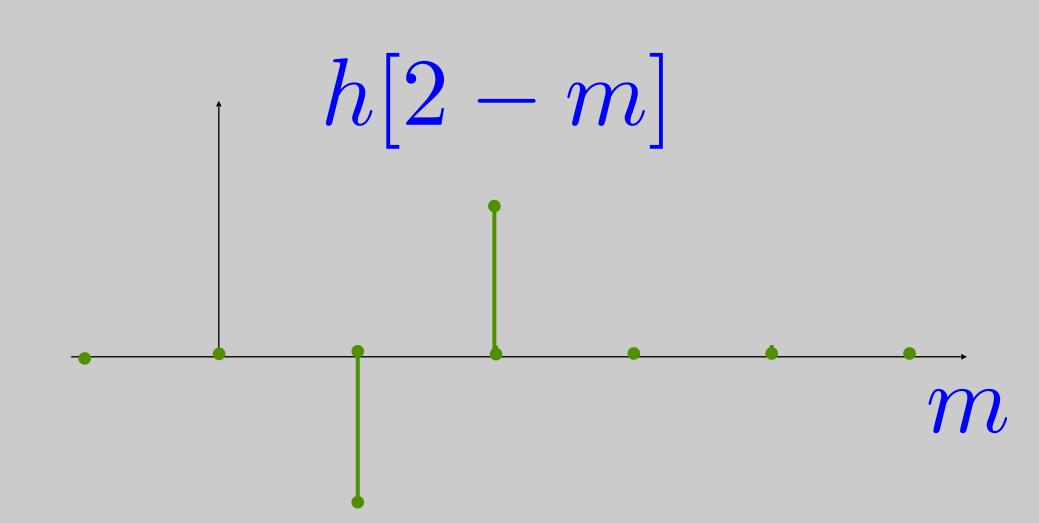
$$h[n] = \delta[n] - \delta[n-1]$$

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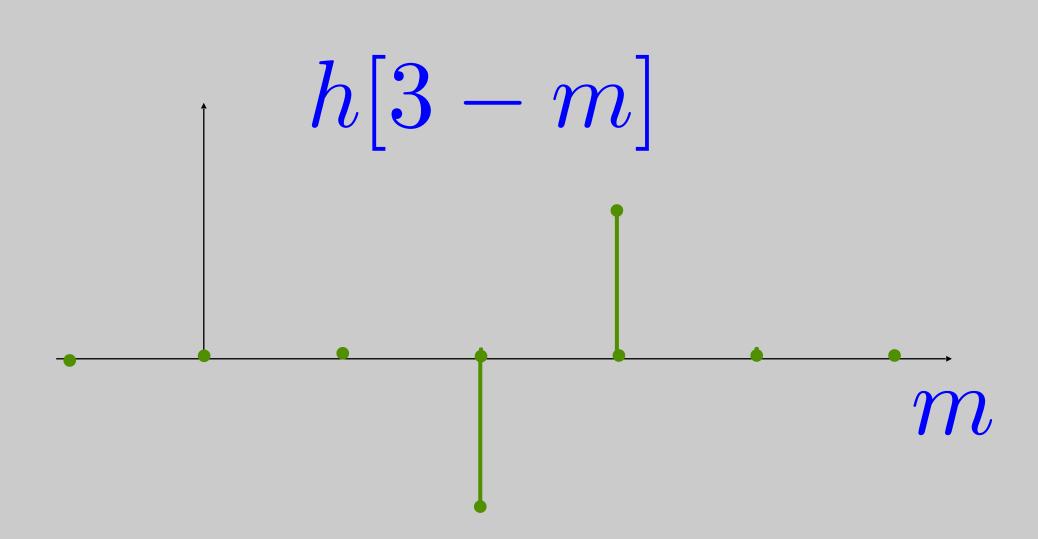
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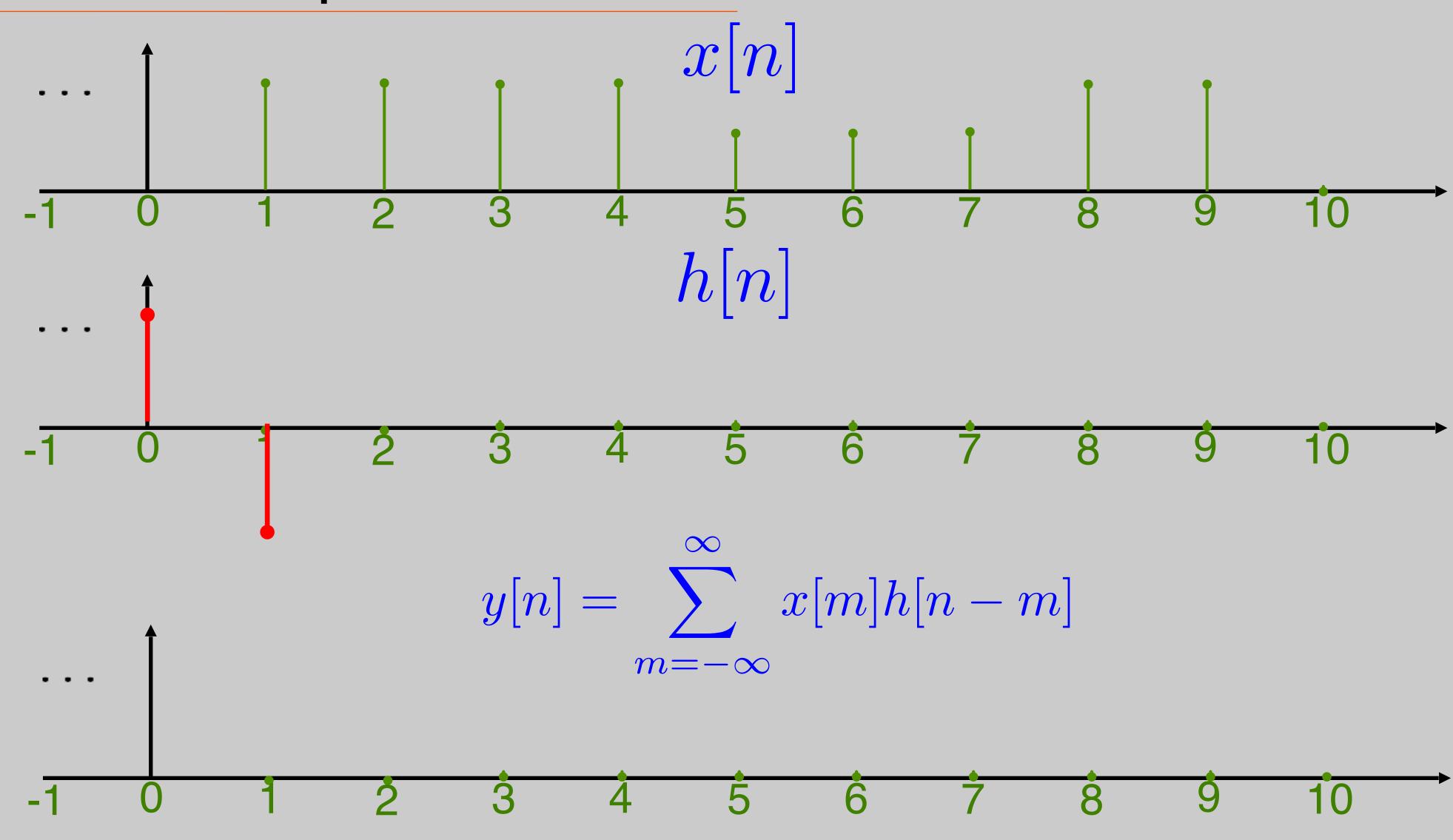


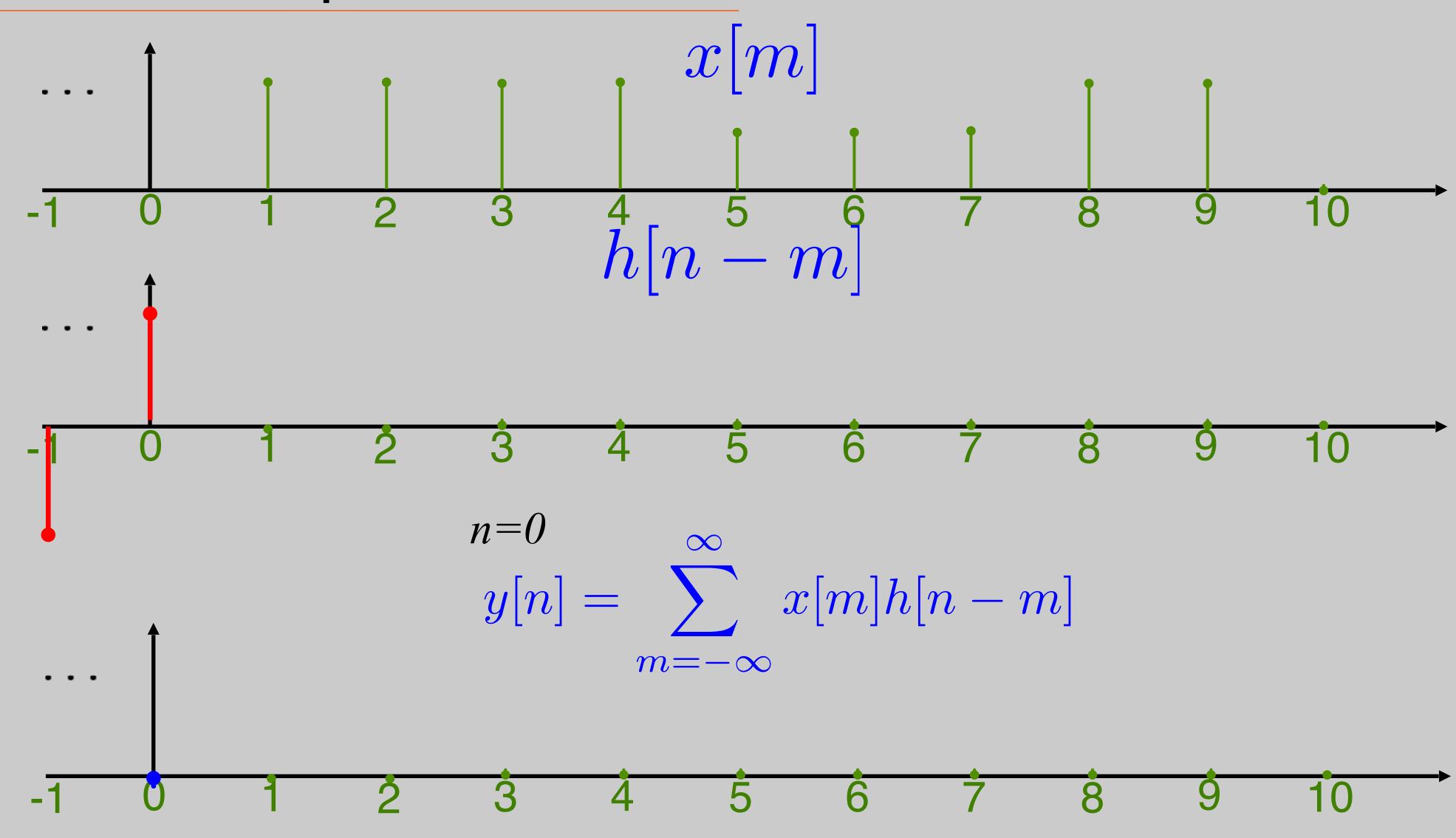
$$h[n] = \delta[n] - \delta[n-1]$$

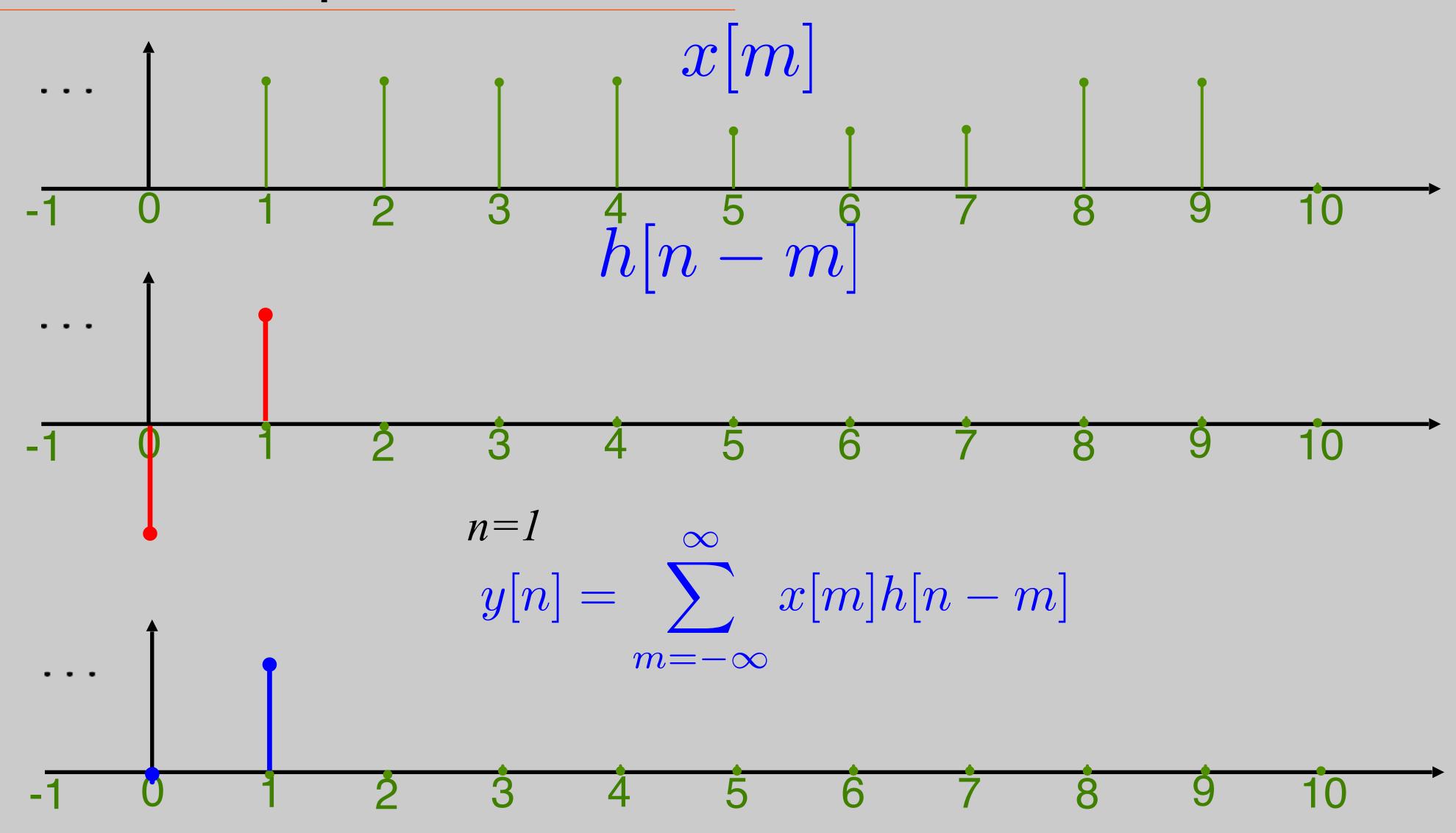
$$y[n] = \sum_{m=-\infty}^{\infty} x[m]h[n-m] = x[n] * h[n]$$

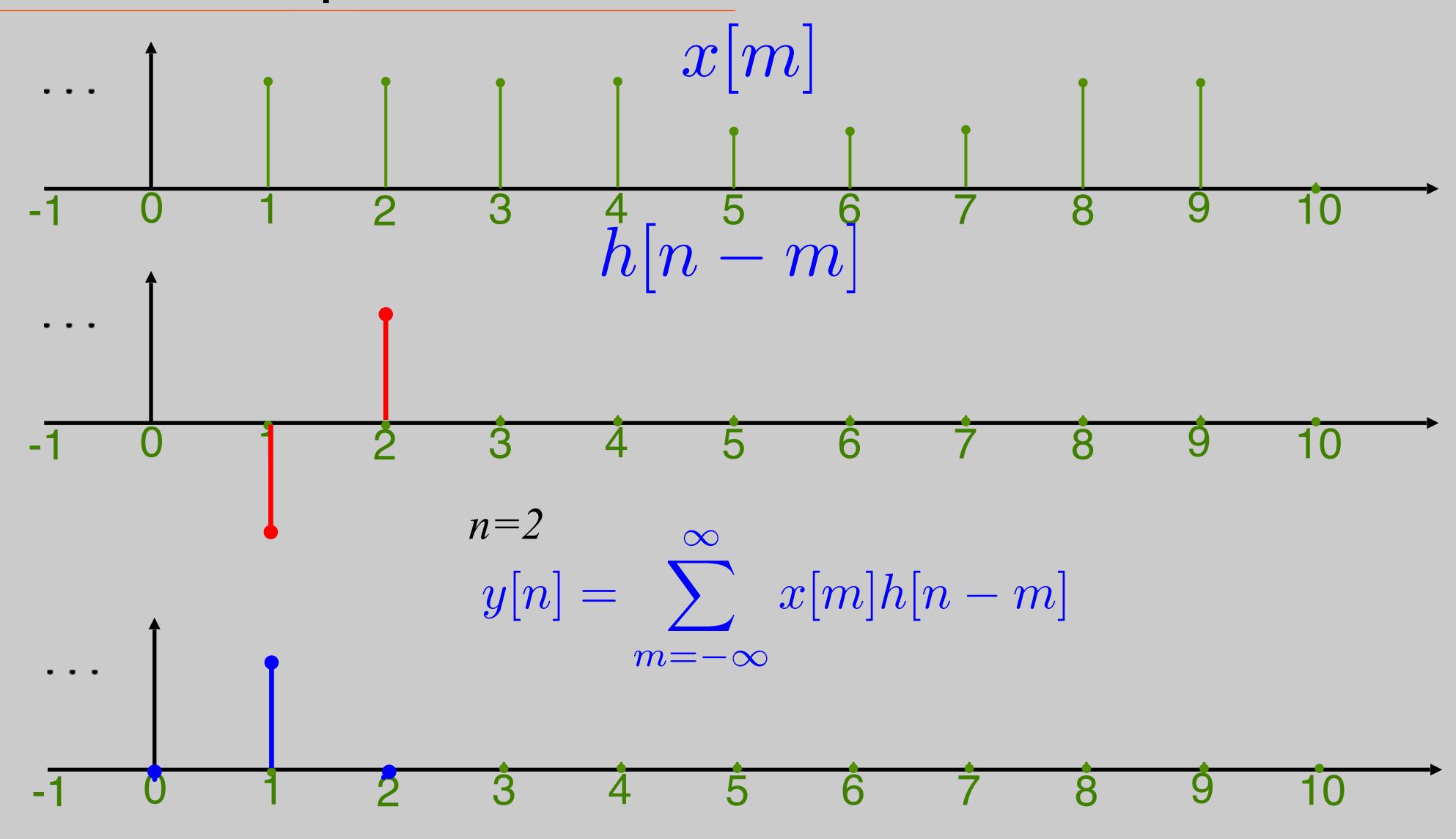


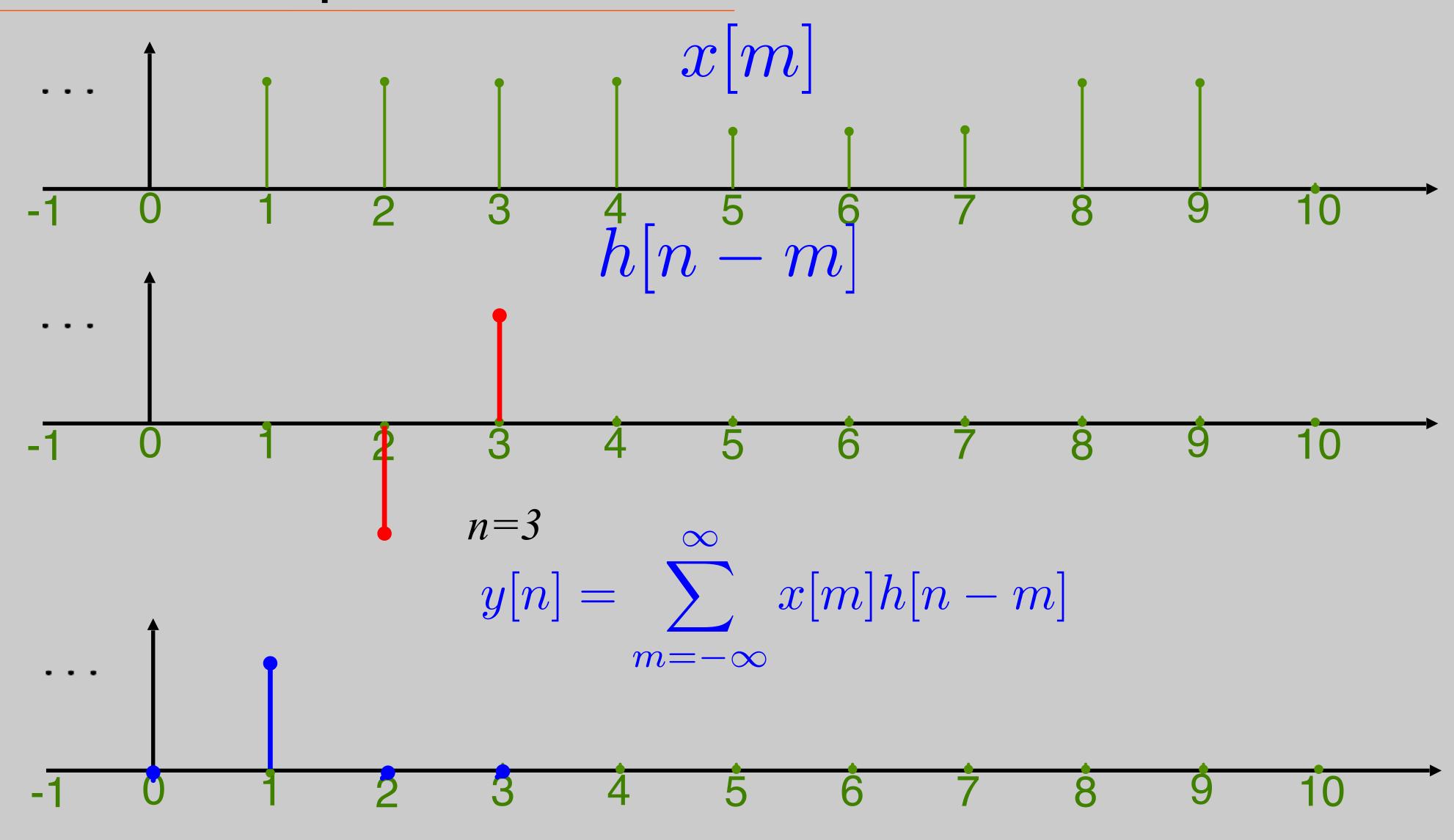
$$h[n] = \delta[n] - \delta[n-1]$$

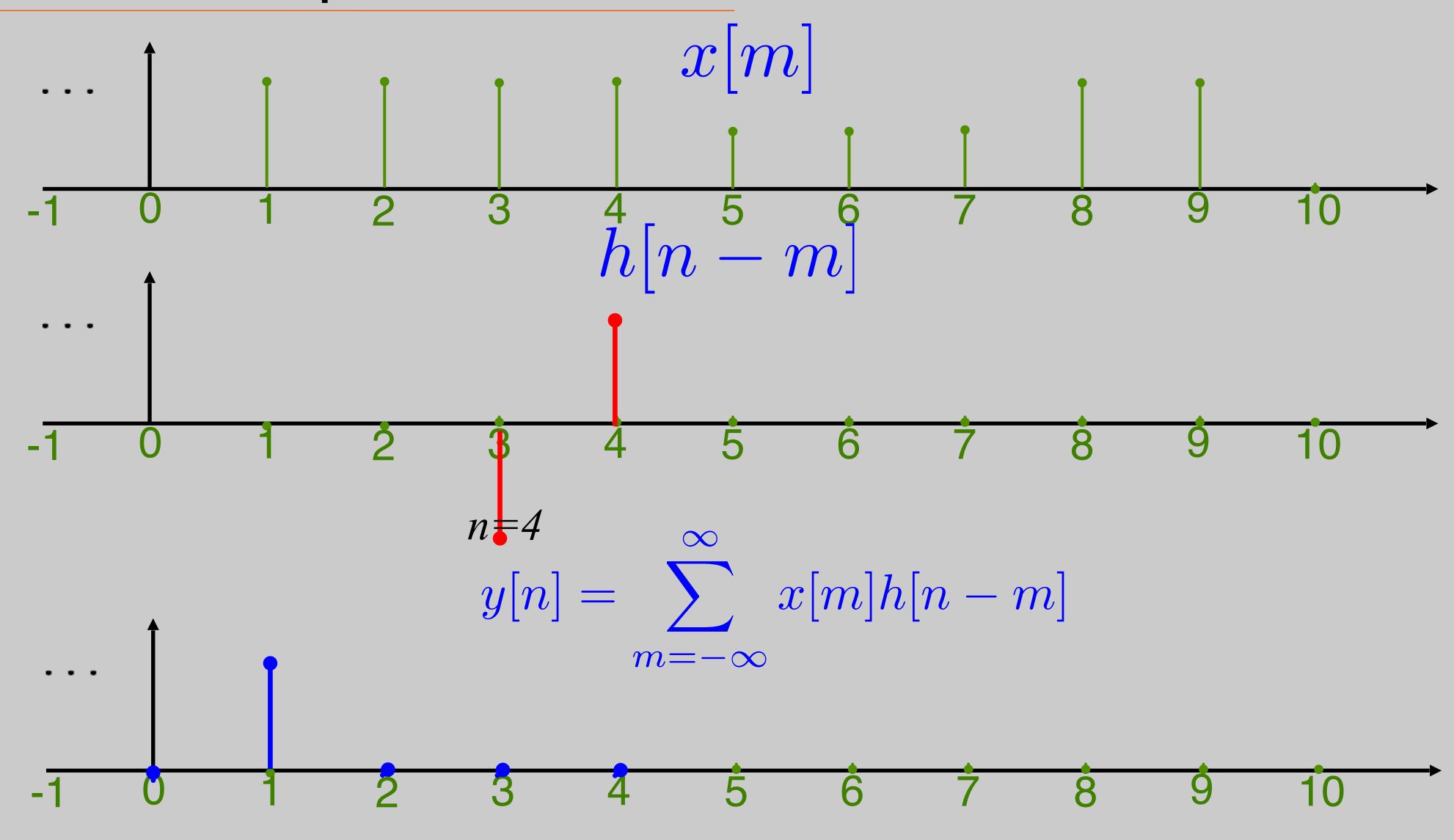


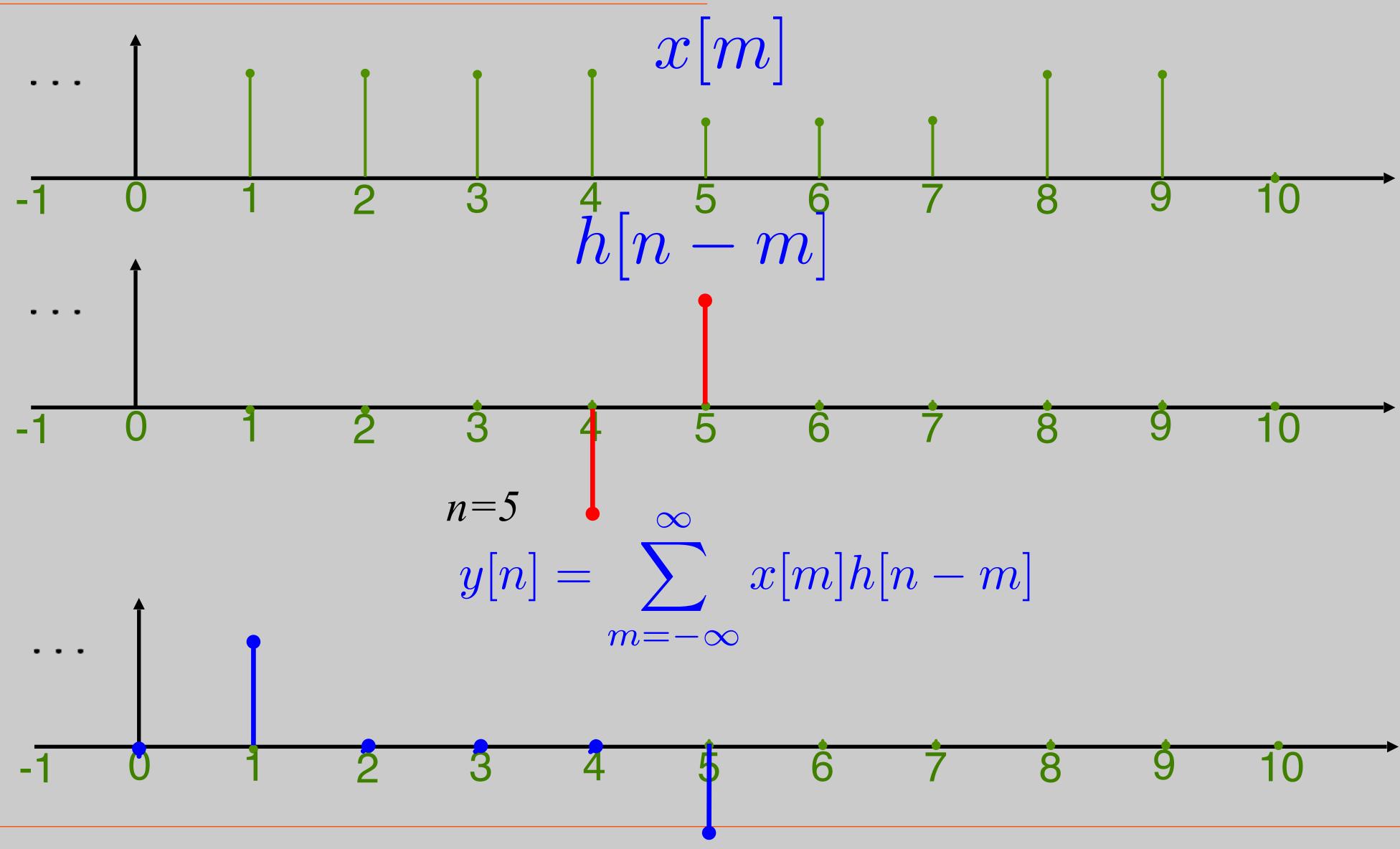


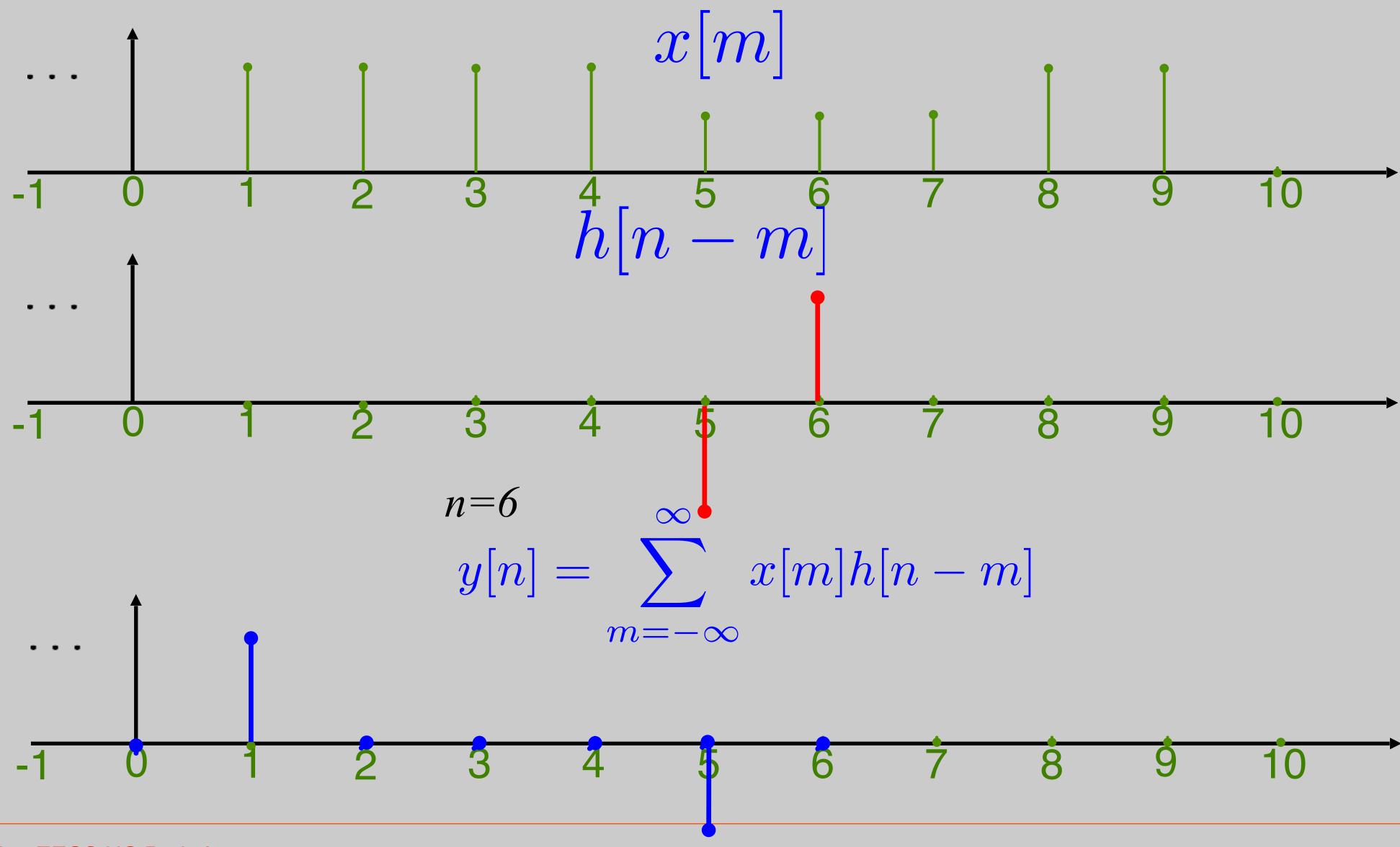


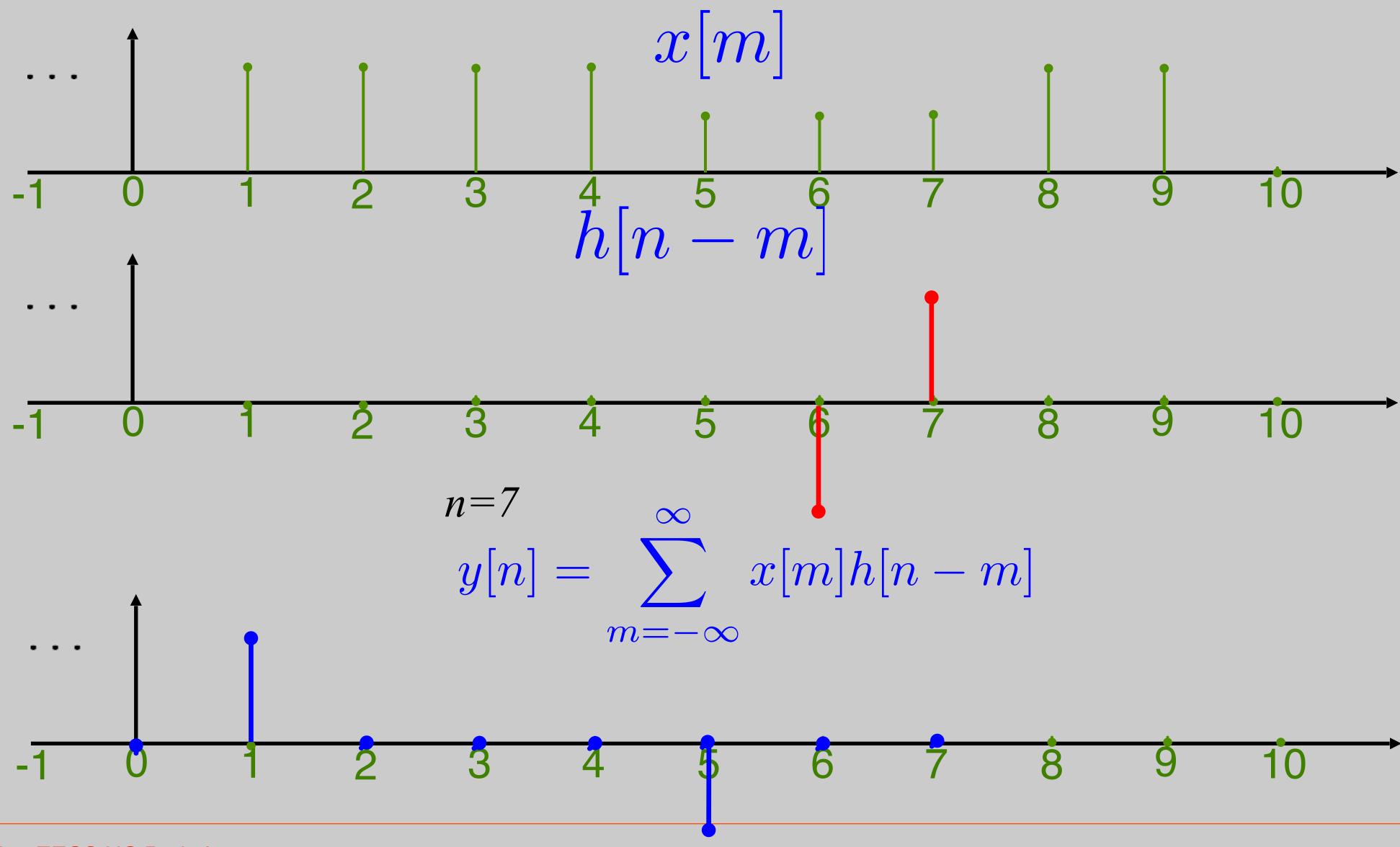


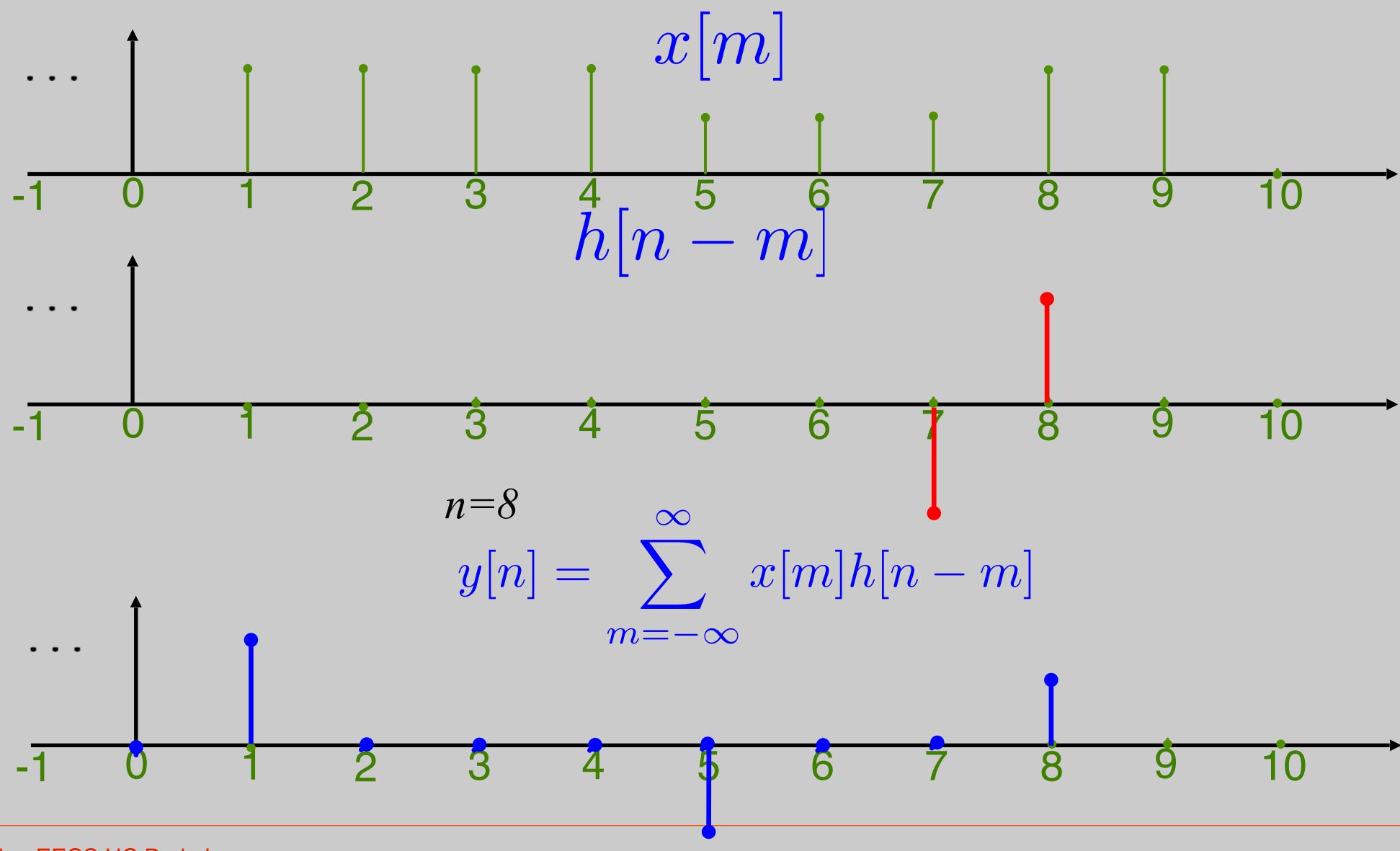


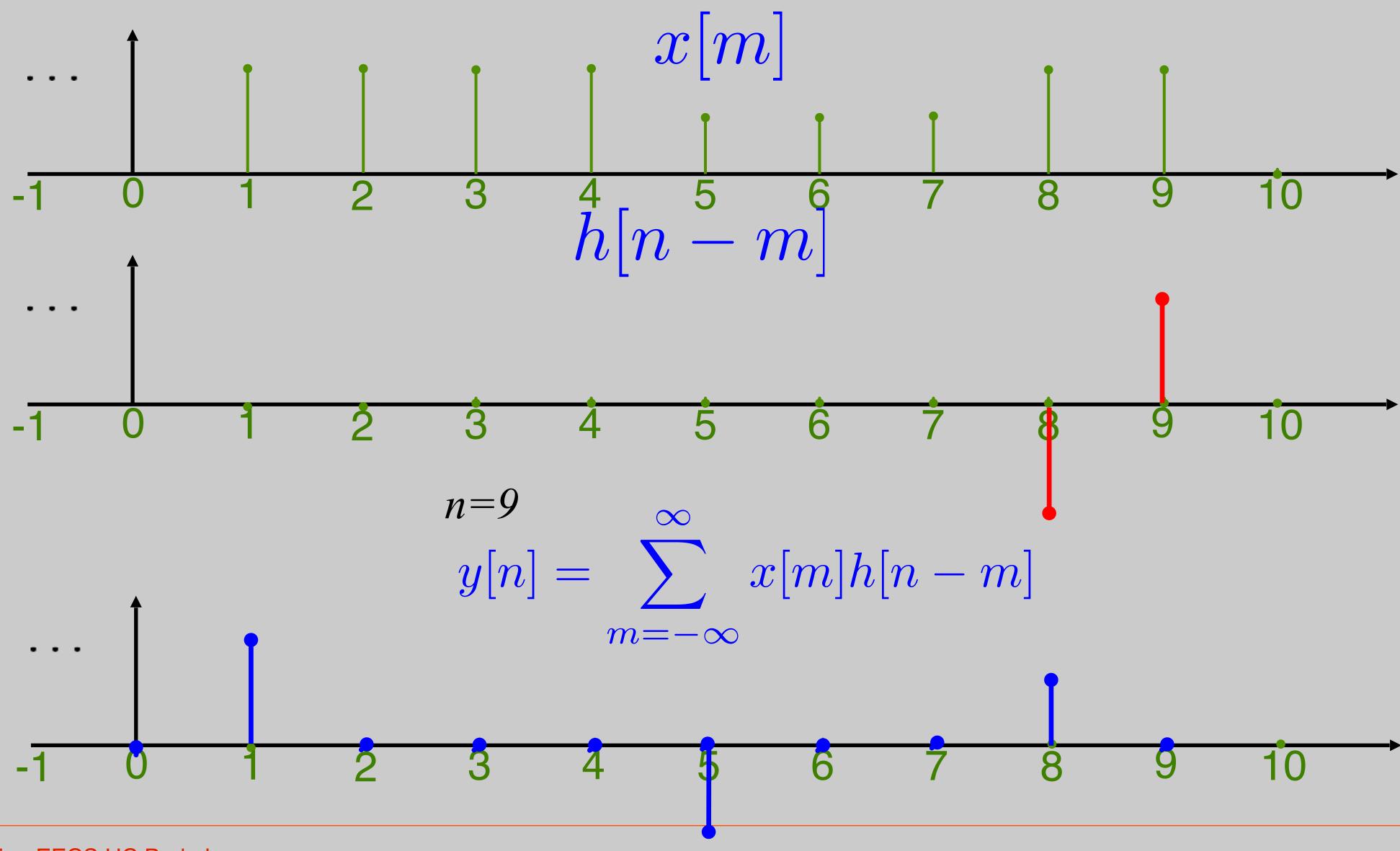


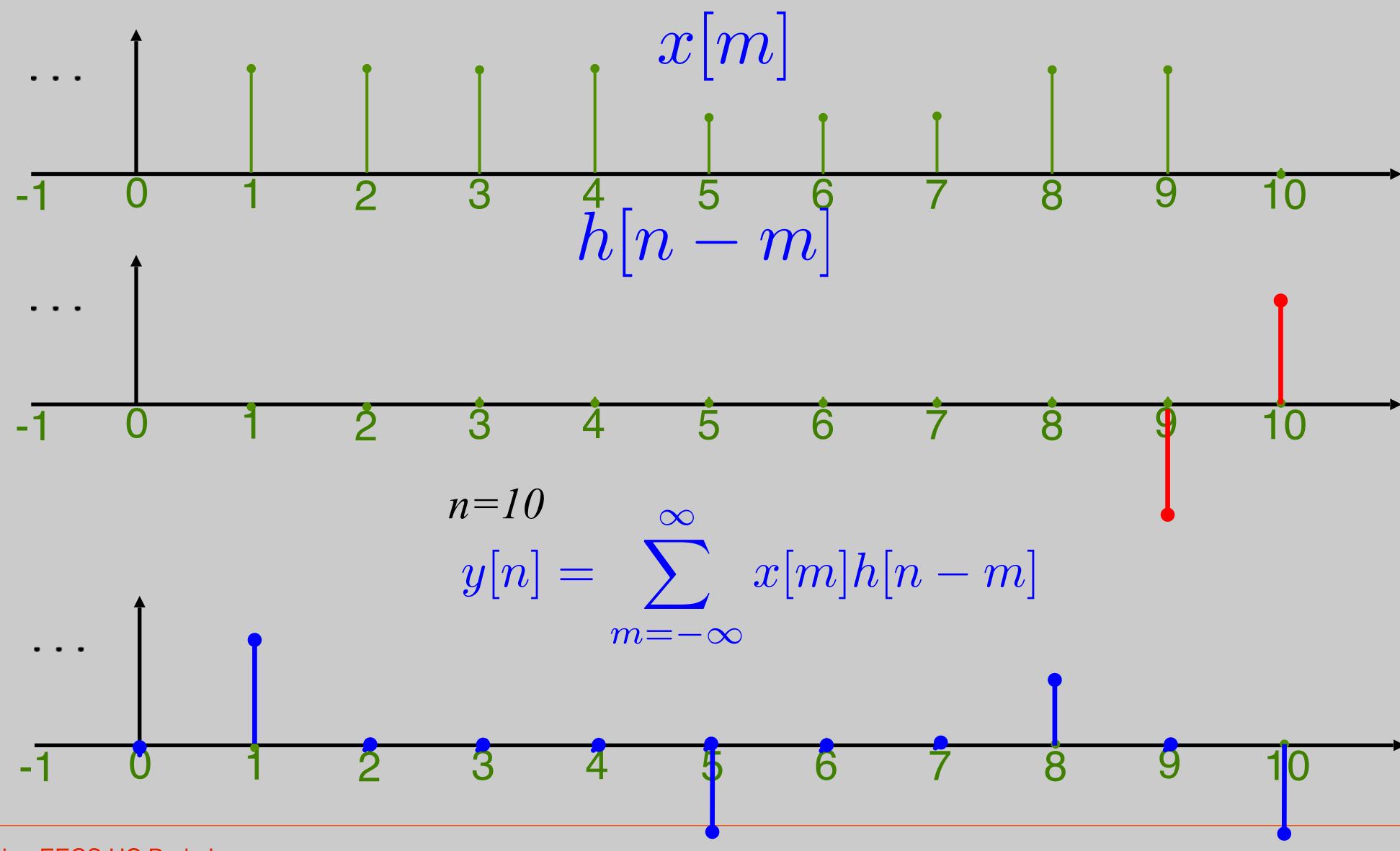












Example







BIBO Stability of LTI systems

 LTI system is BIBO stable if, and only if h[n] is absolutely summable.

Proof (if):
$$\sum_{n=-\infty}^{\infty} |h[n]| < \infty$$

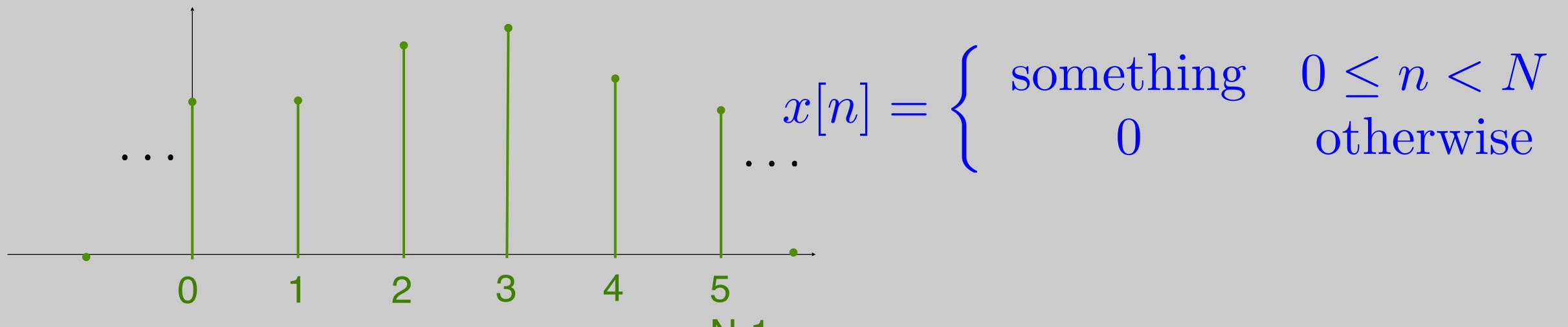
$$|y[n]| = \left|\sum_{m=-\infty}^{\infty} x[m]h[n-m]\right| \le \sum_{m=-\infty}^{\infty} |x[m]| \cdot |h[n-m]|$$

$$\le M \sum_{m=-\infty}^{\infty} |h[n-m]| = M \sum_{n=-\infty}^{\infty} |h[n]| < \infty$$

Only if in EE123

Finite Sequences

Consider a finite sequence of length N

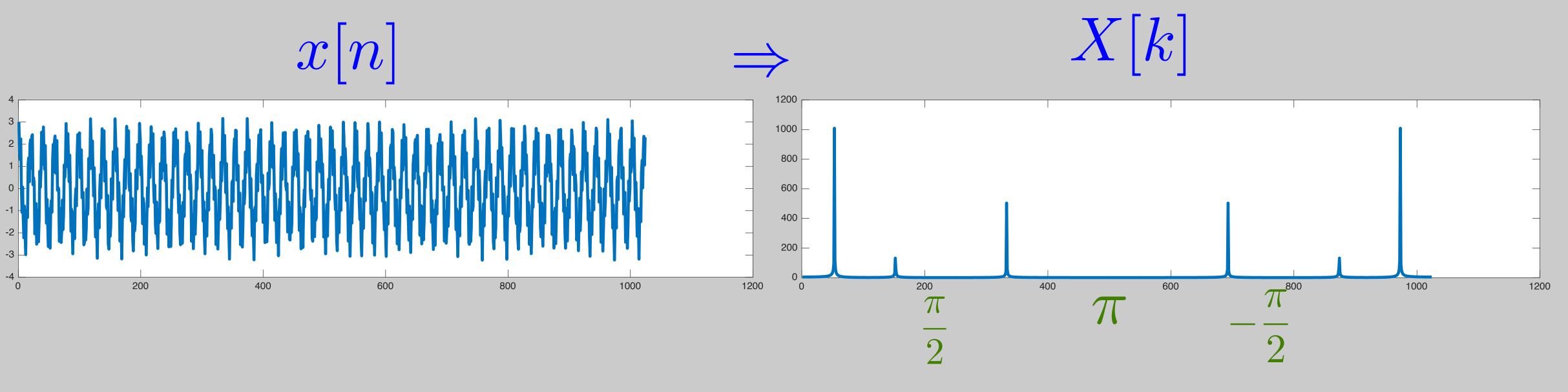


Can also be written as a vector

$$ec{x} = \left[egin{array}{c} x(0) \\ x(1) \\ dots \\ \vdots \\ x(N-1) \end{array}
ight]$$

Why?

To compute this:



Finite Sequences as Vectors

• Define an inner-product (for RN):

$$\langle \vec{x}, \vec{y} \rangle = \vec{x} \cdot \vec{y} = \sum_{n=0}^{N-1} x[n]y[n] =$$

$$= \vec{x}^T \vec{y}$$

So,

$$<\vec{x}, \vec{x}> = \sum_{n=0}^{N-1} x[n]x[n] = \sum_{n=0}^{N-1} x^2[n] = ||\vec{x}||^2$$

 $\Rightarrow \vec{x}^T \vec{x} = ||\vec{x}||^2$

Finite Sequences as Vectors

What about complex?

$$x \cdot x = x^2 = (x_r + jx_i)(x_r + jx_i) = x_r^2 - x_i^2 + 2jx_rx_i \neq ||x||^2$$
 but,

$$x^* \cdot x = (x_r - jx_i)(x_r + jx_i) = x_r^2 + x_i^2 = ||x||^2$$

Transpose vs Transpost conjugate

$$\vec{x} = \begin{bmatrix} 1 \\ j \\ 1+j \end{bmatrix}$$
 $\vec{x}^T = \begin{bmatrix} 1 & j & 1+j \end{bmatrix}$ $\vec{x}^* = \begin{bmatrix} 1 & -j & 1-j \end{bmatrix}$

Finite Sequences as Vectors

Define Complex inner product

$$<\vec{x}, \vec{y}> = \overline{\vec{x}} \cdot \vec{y} = \sum_{n=0}^{N-1} x[n]^* y[n] = \vec{x}^* \vec{y} = \vec{x}^H \vec{y}$$

$$\vec{x} = \begin{bmatrix} 1 \\ j \end{bmatrix} \Rightarrow \vec{x}^* x = \begin{bmatrix} 1 \\ -j \end{bmatrix} \begin{bmatrix} 1 \\ j \end{bmatrix} = 2$$

Projections

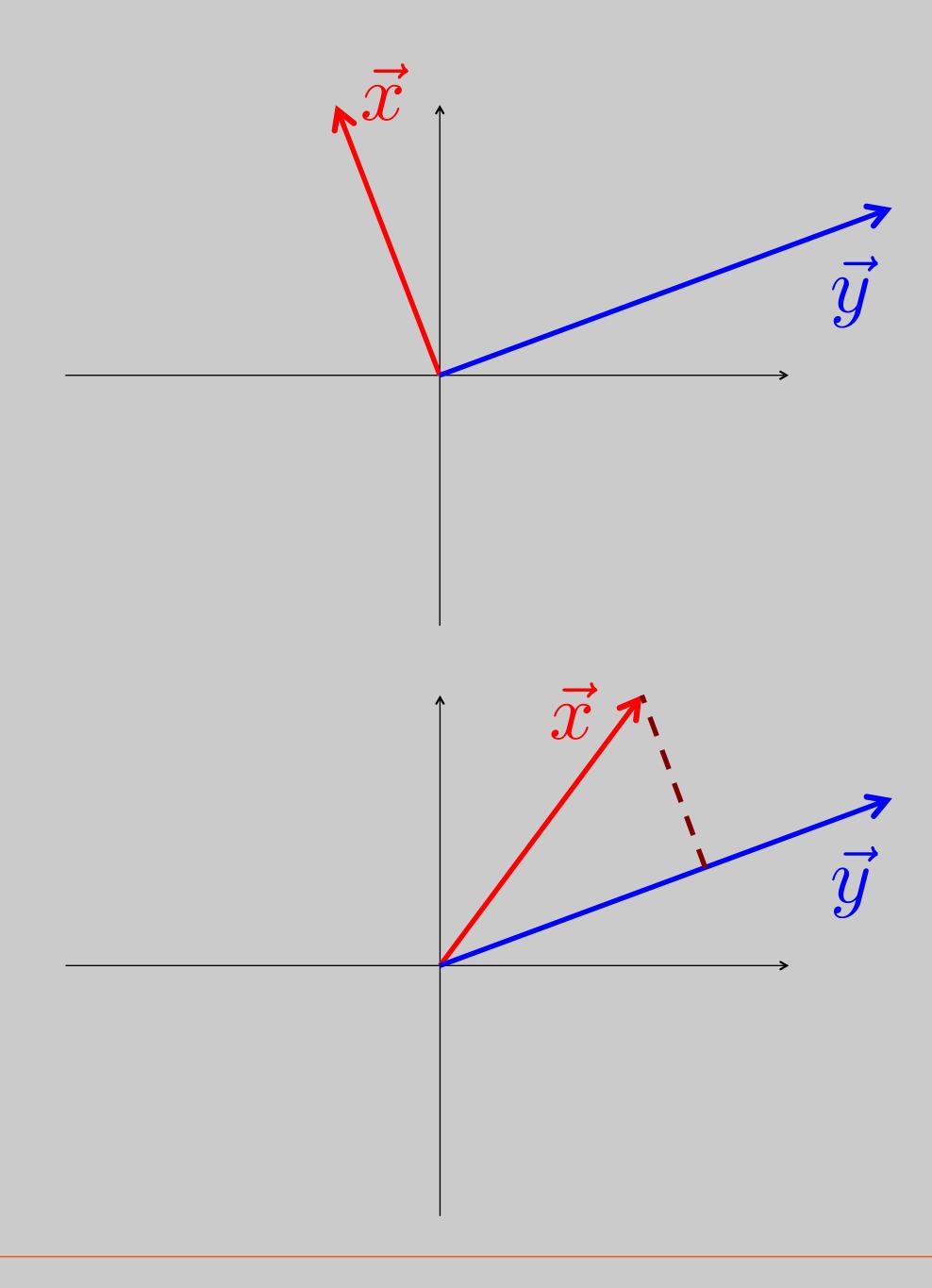
Orthogonality:

$$\vec{x}^* \vec{y} = \sum_{n=0}^{N-1} x[n]^* y[n] = 0$$

• Unit vector: $|\hat{x}| = 1$

$$\hat{x} = \frac{\vec{x}}{||\vec{x}||}$$

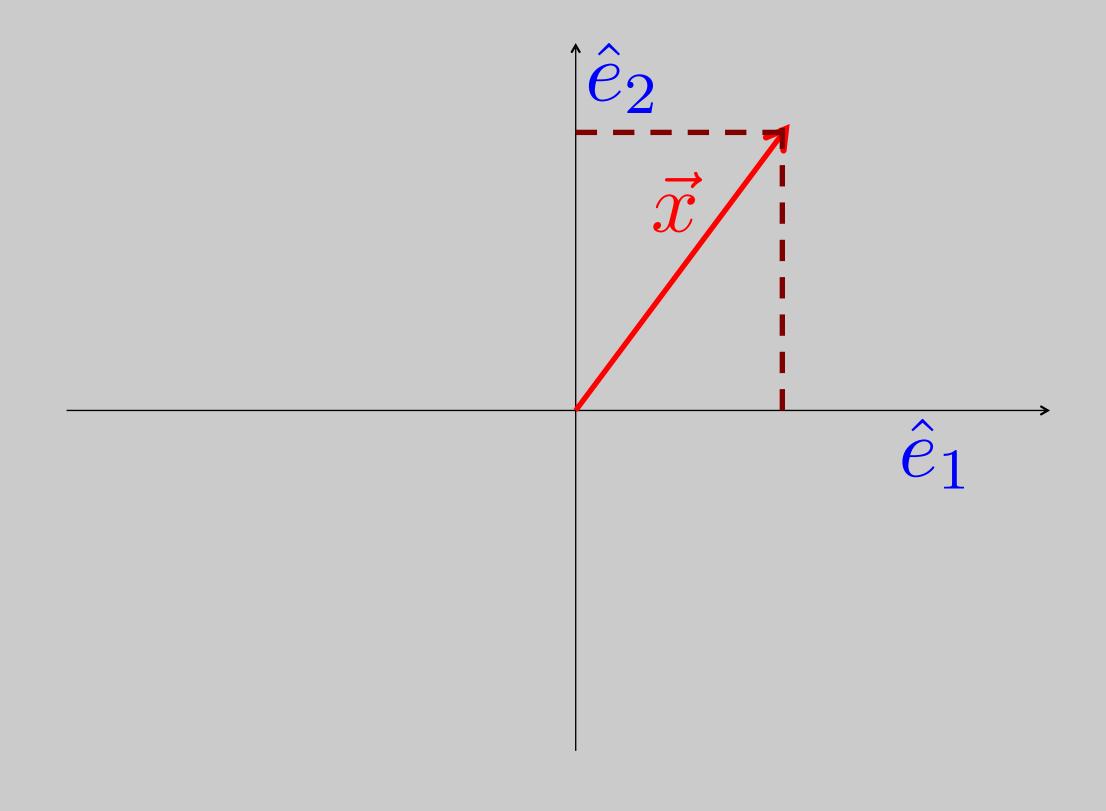
• Define projection as: $\frac{\vec{y}^*x}{\|\vec{y}\|\|}$



Change of Coordinates (Basis)

 We can compute new coordinates by projections onto orthonormal basis vectors

$$\hat{e}_1^* \vec{x} = [1 \quad 0] \vec{x} = x_1$$
 $\hat{e}_2^* \vec{x} = [0 \quad 1] \vec{x} = x_2$



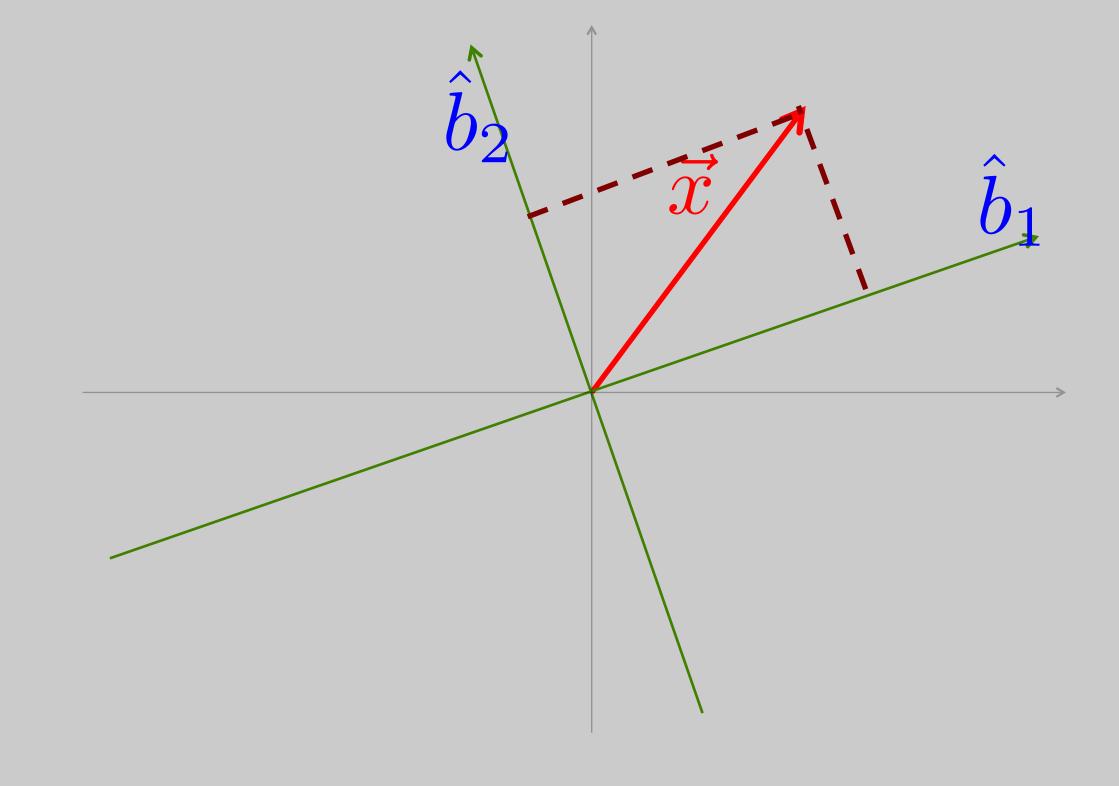
Change of Coordinates (Basis)

 We can compute new coordinates by projections onto orthonormal basis vectors

New coordinates:

$$\begin{bmatrix} \hat{b}_1^* \vec{x} \\ \hat{b}_2^* \vec{x} \end{bmatrix} = \begin{bmatrix} \hat{b}_1 & \hat{b}_2 \end{bmatrix}^* \vec{x}$$

$$\Rightarrow \vec{x} = (\hat{b}_1^* \vec{x}) \hat{b}_1 + (\hat{b}_2^* \vec{x}) \hat{b}_2$$



Change of basis

$$\hat{b}_1^{\frac{1}{\sqrt{8}}}$$
 $\hat{b}_5^{\frac{1}{\sqrt{2}}}$

$$\hat{b}_2 \stackrel{\scriptscriptstyle 1}{\scriptstyle \sqrt{8}} \stackrel{\scriptstyle 1}{\scriptstyle \sqrt{2}} \stackrel{\scriptstyle 1}{\scriptstyle \sqrt{2}}$$

$$\hat{b}_3$$
 $\frac{1}{2}$ $\frac{1}{\sqrt{2}}$ $\frac{1}{\sqrt{2}}$

