EE102

Lecture 6

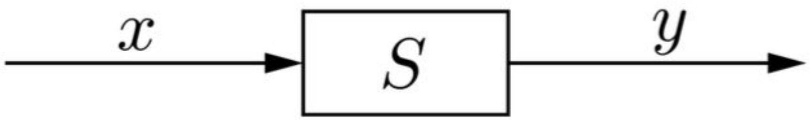
EE102 Announcements

- Syllabus link is tiny.cc/ucla102
- CCLE difficulties, please email help@seas.ucla.edu
- **Second Homework due this Friday**
- Pace of the course like r(t), the ramp function!

Slide Credits: This lecture adapted from Prof. Jonathan Kao (UCLA) and recursive credits apply to Prof. Cabric (UCLA), Prof. Yu (Carnegie Mellon), Prof. Pauly (Stanford), and Prof. Fragouli (UCLA)

What is a system?

A system transforms an *input signal*, $x(t)$, into an output system, $y(t)$.



- Systems, like signals, are also *functions*. However, their inputs and outputs are signals.
- Systems can have either single or multiple inputs (SI or MI, respectively) and single or multiple outputs (SO and MO). In this class, we focus on *single input, single output* systems (SISO).

Linearity and time-invariance recap

Memory

A system has *memory* if its output depends on past or future values of the input. If the output depends only on present values of the input, the system is called *memoryless*.

Invertibility

A system is called *invertible* if an input can always be exactly recovered from the output. That is, a system S is invertible if there exists an S^{inv} such that

$$x = S^{\mathrm{inv}}(S(x))$$

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Impulse Response

System impulse response

This lecture introduces time-domain analysis of systems, including the impulse response. It also discusses linear time-invariant systems. Topics include:

- Impulse response definition
- Impulse response of LTI systems
- The impulse response as a sufficient characterization of an LTI system
- Impulse response and the convolution integral

Why do we need the impulse response?

Types of Responses

Impulse Response Definition

$$h(t,\tau) = H(\delta(t-\tau))$$

There are important things to be careful of when looking at this equation.

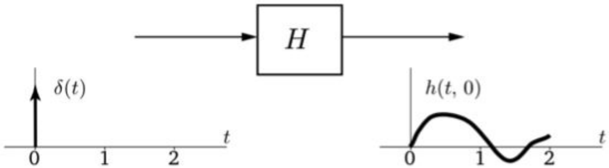
- The t on the left and right hand side of these equations *are not the same*!
- The t on the left hand side is the impulse response at a specific value of time.
- The t on the right hand side varies across all time.
- The output at the specific time t on the left will depend on the input at several times t on the right.

Notation on t

$$h(t, \tau) = H(\delta(t - \tau))$$

There are important things to be careful of when looking at this equation.

An example of these t's not being the same is shown below. In this example, let $\tau = 0$.



It may be tempting to write:

$$h(1, 0) = H(\delta(1))$$

This is wrong.

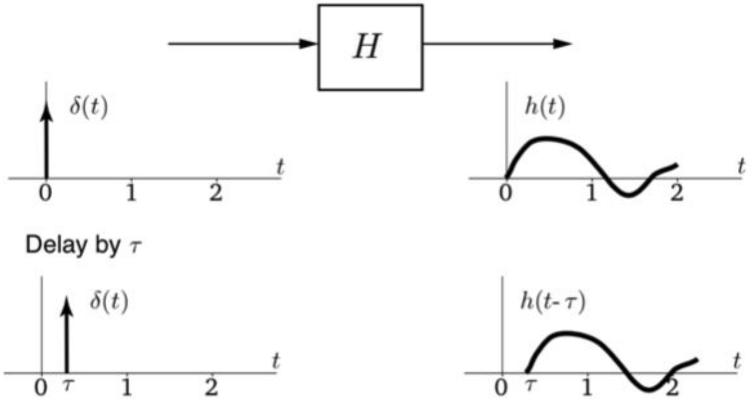
- On the left, $\delta(1) = 0$. We know if H is linear, then $H(0) = 0$, implying that $h(1, 0) = 0$.
- But in general, the impulse response can be non-zero, i.e., $h(1, 0) \neq 0$ in the above diagram, if the impulse response produces some non-zero response.

Time invariant Impulse Response

Time Invariant Impulse Response

Impulse response of a time-invariant system (cont.)

This property of the impulse response for a time-invariant system is drawn below:



Important Fact about the Impulse Response

FACT: If H is an LTI (linear time-invariant system) with impulse response

$$h(t) = H(\delta(t))$$

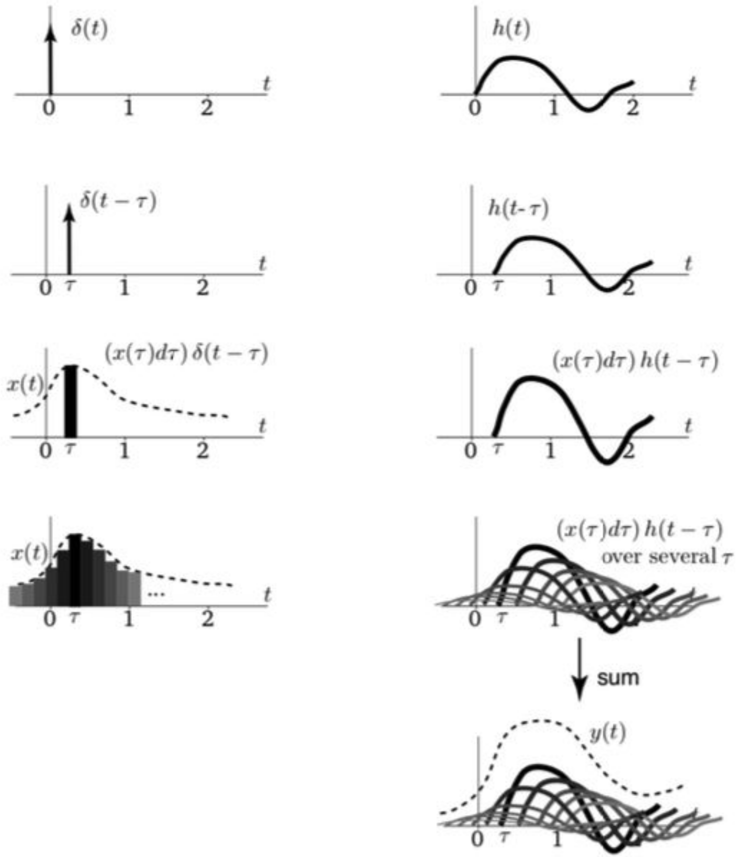
then we can calculate $H(x(t))$ for ANY $x(t)$ **IF** we know $h(t)$.

This is a ***very important* result.**

Derivation of this fact

The Convolution Integral

Intuition of What's Going on In Convolution



Examples of Computing the Impulse Response

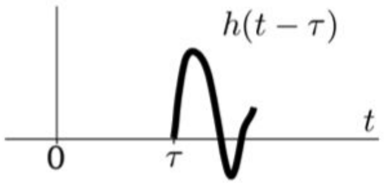
Notation of Convolution

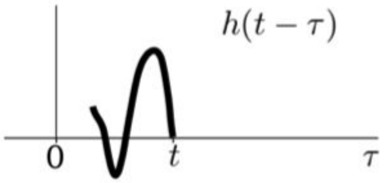
How to Compute Convolution: flip and drag

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

Let's break this integral down piece by piece.

- The term $h(t-\tau)$, w.r.t. t, is the impulse response delayed to time τ.
- However, our integral is over τ, and so we should consider how h varies with τ.
- The term $h(t-\tau)$, w.r.t. τ, tells us that we should first delay the signal to time t and then reverse the signal. This operation, which we colloquially call "flipping," is illustrated below.

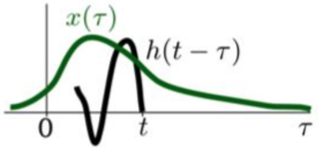


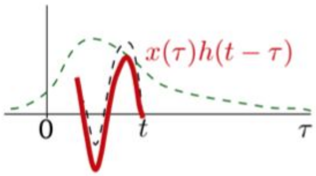


How to Compute Convolution: flip and drag

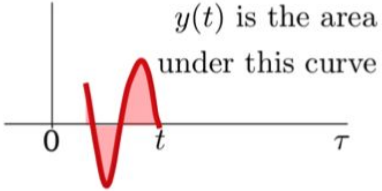
$$y(t) = \int_{-\infty}^{\infty} x(\tau)h(t-\tau)d\tau$$

- Next, convolution tells us to multiply $h(t-\tau)$, our flipped impulse response, with $x(\tau)$ and do it for all τ. This means we simply multiply $x(\tau)$ and $h(t-\tau)$ together pointwise. This is illustrated below in red.





- Finally, to get $y(t)$ for this particular value of t, we integrate this curve over all τ. This is illustrated below.



- Now, to get $y(t)$ for all values of t, we repeat this process, "dragging" $h(t-\tau)$ across different delays t.

How to Compute Convolution: flip and drag

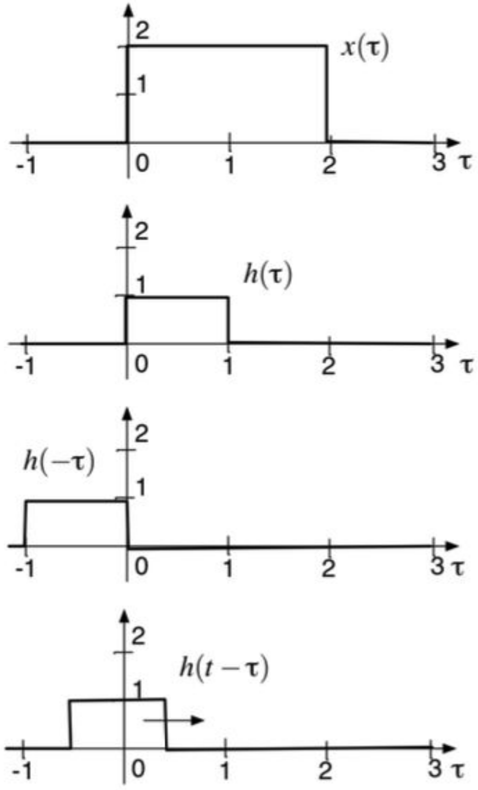
Summary of the flip and drag technique

To calculate $y(t) = (x * h)(t)$,

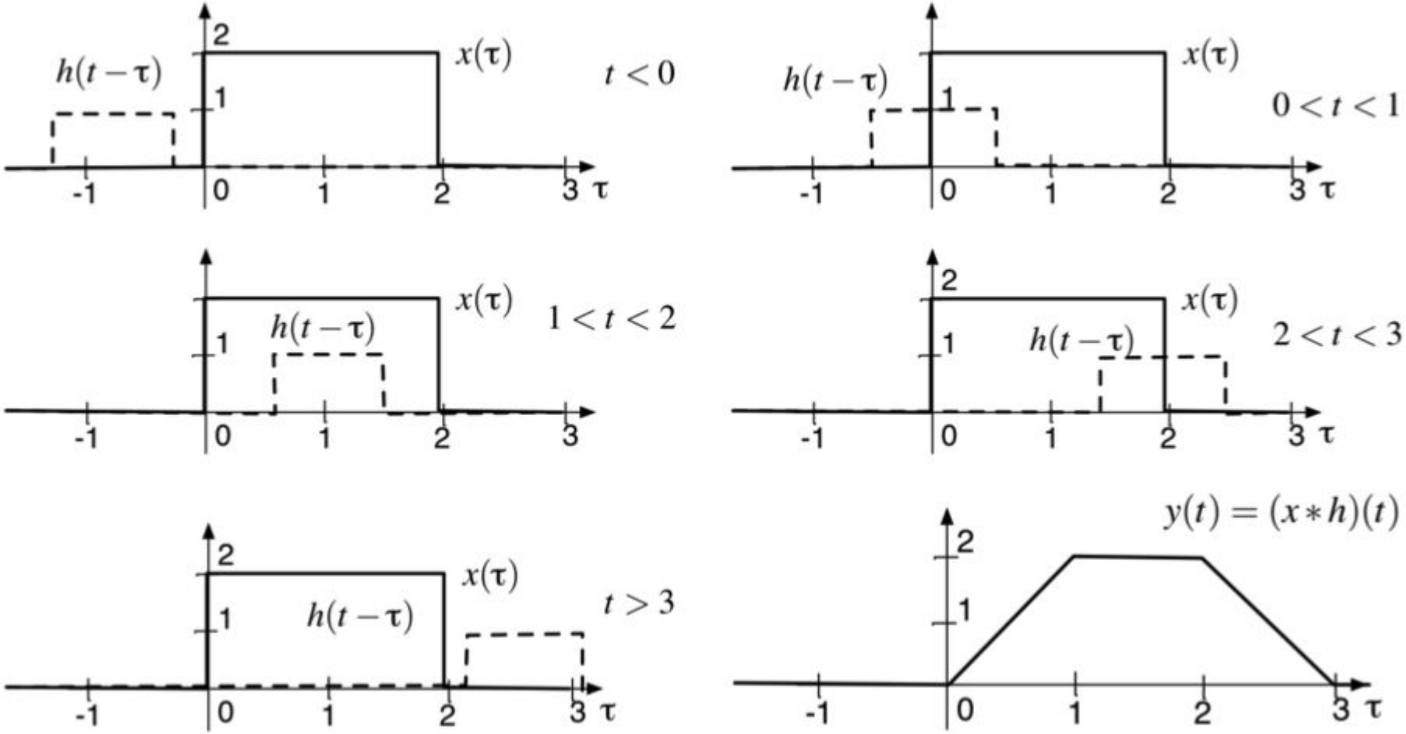
- Flip (i.e., reverse in time) the impulse response. This changes $h(\tau)$ to $h(-\tau)$.
- Begin to drag the reversed time response by some amount, t. This results in $h(t-\tau)$.
- For a given t, multiply $h(t-\tau)$ pointwise by $x(\tau)$. This produces $x(\tau)h(t-\tau)$.
- Integrate this product over τ. This produces $y(t)$ at this particular time t.

This technique is referred to as the "flip-and-drag" technique.

How to Compute Convolution: flip and drag



How to Compute Convolution: flip and drag



How to Compute Convolution: flip and drag

Examples: Try these: