

Quiz 4 AI1110

## 1 Definitions

1) The Z transform of X is defined as

$$M_X(z) = E(z^{-X}) = \sum_{k=-\infty}^{\infty} z^{-k} p_X(k)$$
 (1.1)

2) Let X be a random variable with pmf.

$$p_X(k) = \begin{cases} 1/6 & 1 \le k \le 6\\ 0 & \text{otherwise} \end{cases}$$
 (1.2)

X is said to be Discrete Uniform Random Variable

3) Convolution of two sequences using Toeplitz matrices

$$\mathbf{y} = \mathbf{x} \otimes \mathbf{h}$$

$$\mathbf{y} = \begin{pmatrix} h_1 & 0 & . & . & . & 0 \\ h_2 & h_1 & . & . & . & 0 \\ h_3 & h_2 & h_3 & . & . & 0 \\ h_{m-1} & . & . & . & h_2 & h_1 \\ h_m & h_{m-1} & . & . & . & h_2 \\ . & . & . & . & . & . & . \\ 0 & 0 & . & . & . & h_m \end{pmatrix} \begin{pmatrix} x_1 \\ x_2 \\ . \\ . \\ . \\ x_n \end{pmatrix}$$

$$(1.3)$$

## 2 Problems

- 1. If  $\mathbf{x} = \mathbf{h} = \frac{1}{2} \begin{pmatrix} 1 \\ 1 \end{pmatrix}$ , find  $\mathbf{y}$ .
- 2. Find  $p_{X_1}(k) \otimes p_{X_2}(k)$  using toeplitz matrices.
- 3. Find  $M_Y(z)$ , such that  $Y = X_1 + X_2$
- 4. Find  $p_Y(k)$