

# Systems2

ESS 103

# Time invariance

## Time-Invariance

- A system is time-invariant if a time shift in the input only produces the same time shift in the output.
- For a system  $F$ ,

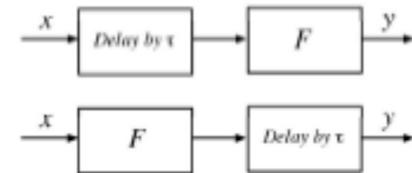
$$y(t) = Fx(t)$$

implies that

$$y(t - \tau) = Fx(t - \tau)$$

for any time shift  $\tau$ .

- Implies that delay and the system  $F$  commute. These block diagrams are equivalent:



# Examples

Determine whether system is linear, time invariant or both

$$1) y(t) = t^2 x(t - 1)$$

$$2) y[n] = x^2[n - 2]$$

$$3) y[n] = x[n + 1] - x[n - 1]$$

$$4) y(t) = Odd\{x(t)\}$$

$$5) y(t) = x(2t)$$

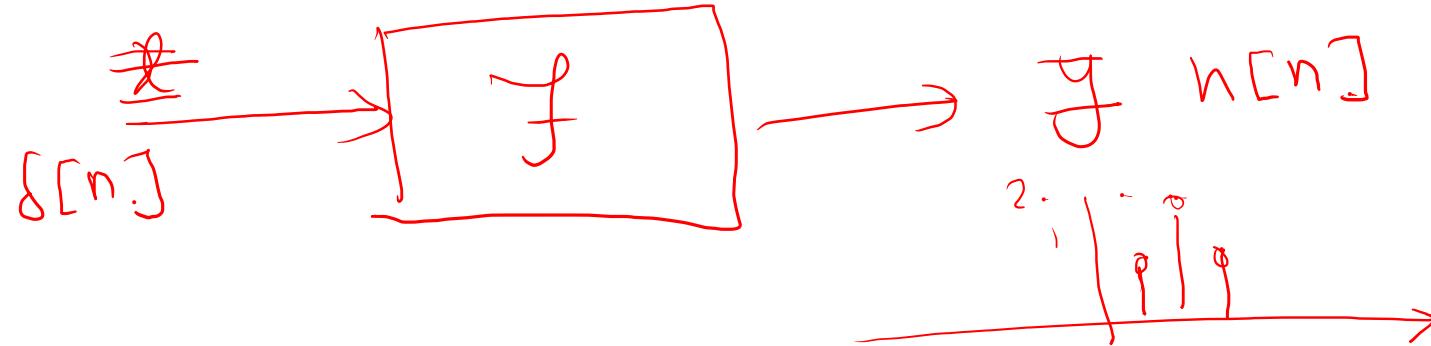
# Examples

- $y(t) = \text{odd}\{x(t)\}$
  - $y(t) = \sqrt{x(t)}$
  - $y(t) = x(t)z(t), z(t) \text{ is known nonzero signal}$
  - $y(t) = x(T - t)$
- linear  
Time variant.*

- Are the systems above,

- Memoryless,
- BIBO stable,
- invertible,
- causal,
- Linear,
- time invariant?

# LTI Systems

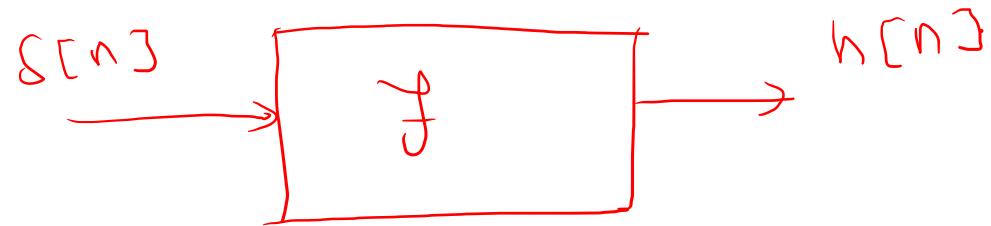


- Many physical systems can be modeled as linear time-invariant (LTI) systems.
- General signals can be represented as linear combinations of delayed impulses.
- For linear systems, the response  $y[n]$  can be represented as the sum of the responses (principle of linearity) due to the individual shifted impulses making up the input signal  $x[n]$  (time invariance).

$$x[n] = 1 \cdot \underline{\delta[n-1]} + 2 \underline{\delta[n-2]} + \underline{\delta[n-3]}$$

$$y[n] = h[n-1] + 2 h[n-2] + h[n-3]$$

LTI



$$\begin{aligned} \delta[n-1] &\rightarrow h[n-1] \\ a\delta[n] &\rightarrow ah[n] \\ a\delta[n] + b\delta[n-1] &\rightarrow ah[n] + bh[n-1] \end{aligned}$$

# The importance of $\delta$ function

- Recall Definition of  $\delta$ 
  - Discrete case :
- If we have an arbitrary function  $x[n]$ , whose sequence values are known...  
Say....  $x[-10], x[-9] \dots \dots x[0], x[1] \dots \dots$
- Then, we can use  $\delta[n]$  to express  $x[n]$
- How ??

# The importance of $\delta$ function

$$x[n] = \dots x[-10]\delta[n + 10] + x[-9]\delta[n + 9] \dots x[0]\delta[0] + x[1]\delta[n - 1] \dots$$

In general,

$$x[n] = \sum x[k] \delta[n - k]; \text{Index } k = -\infty \text{ to } +\infty$$

Any arbitrary signal can be written as an addition of weighted Delta functions (Appropriately shifted)

# Convolution Sum

A discrete-time signal can be decomposed into a sequence of individual impulses.

**Example:**

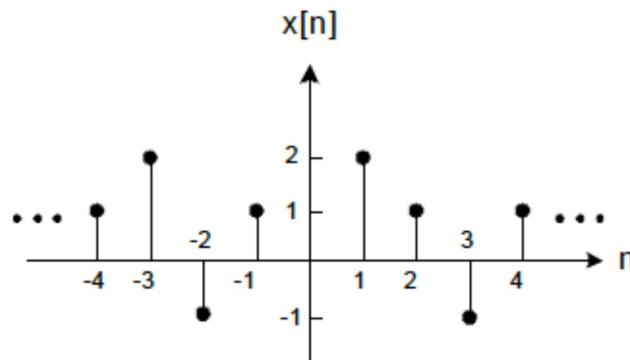


Fig. 2.1 Decomposition of a discrete-time signal into a weighted sum of shifted impulses.

The signal in Fig. 2.1 can be expressed as a sum of the shifted impulses:

$$x[n] = \dots + x[-3]\delta[n+3] + x[-2]\delta[n+2] + x[-1]\delta[n+1] + x[0]\delta[n] + x[1]\delta[n-1] + x[2]\delta[n-2] + \dots$$

- This means an arbitrary signal,  $x[n]$  is represented as a linear combination of weighted shifted impulses.

$$x[n] = \sum_{k=-\infty}^{\infty} x[k] \delta[n - k]. \quad (2.2)$$

This corresponds to the representation of an arbitrary sequence as a linear combination of shifted unit impulse  $\delta[n - k]$ , where the weights in the linear combination are  $x[k]$ . Eq. (2.2) is called the *sifting property* of the discrete-time unit impulse.

- Why is this important ???

# Linear Systems

- If we guarantee Linearity, then we need to know the outputs of some basic signals....This can help us generate the output for the entire span of signals using those basic signals
- But one more thing is essential..

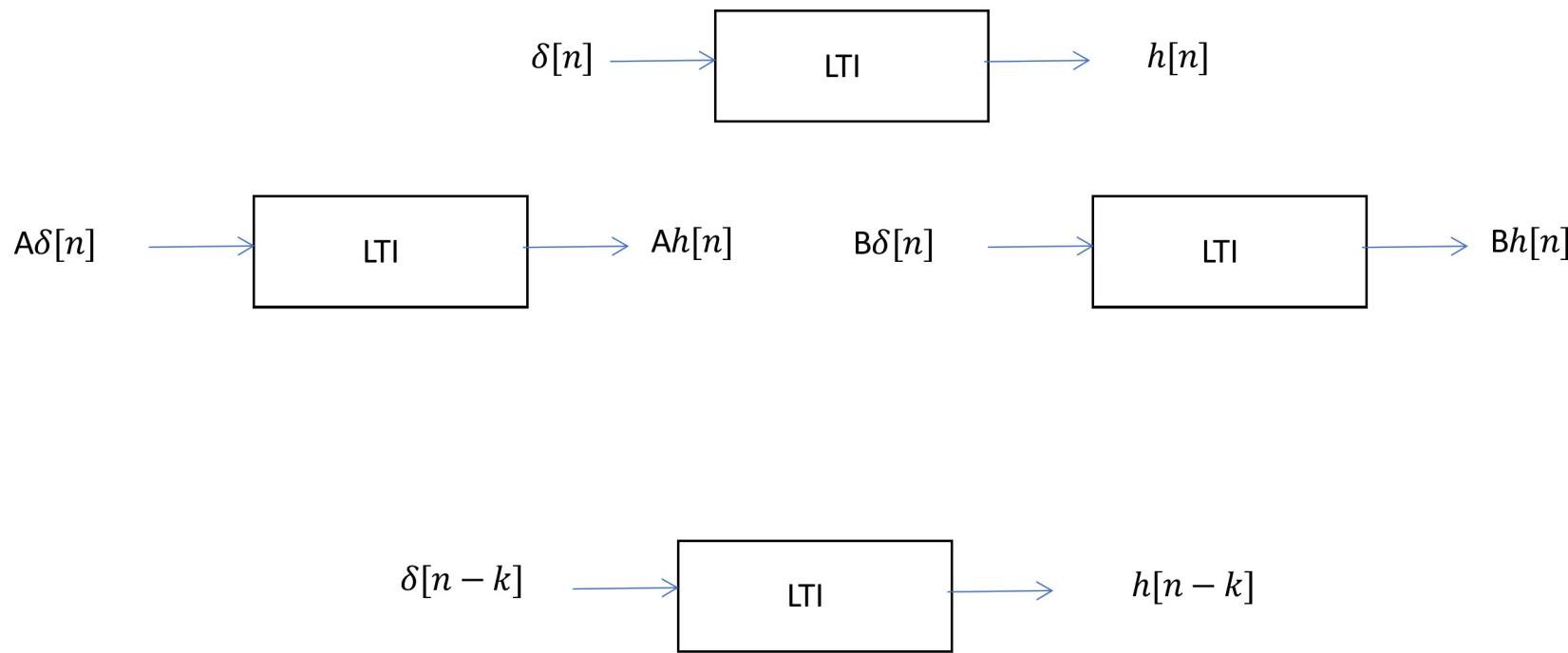
# Time-Invariance

# Time Invariance

- What does Time – Invariance guarantee ?
- Output of a Time-shifted signal is same as...  
Time-shifted output
- So now let's try to put Linearity and Time- Invariance together

# Linear & Time-Invariant Systems

## LTI Systems



# Combining : Linearity & Time invariance



# Combining : Linearity & Time invariance



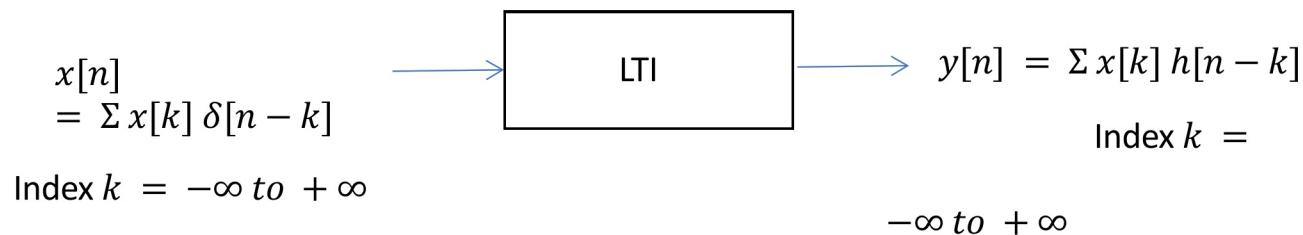
Recall : any arbitrary signal,  $x[n] = \sum x[k] \delta[n - k]$ ; Index  $k = -\infty$  to  $+\infty$



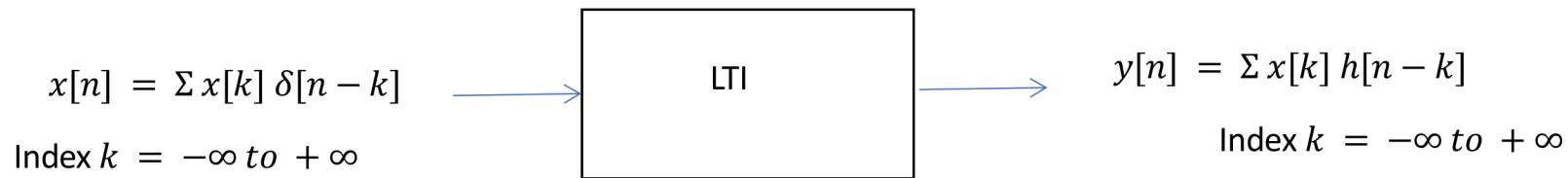
# Combining : Linearity & Time invariance



Recall : any arbitrary signal,  $x[n] = \sum x[k] \delta[n - k]$ ; Index  $k = -\infty$  to  $+\infty$



# LTI Systems



Here,  $y[n] = \sum x[k] h[n - k]$  is called the Convolution Sum

Index  $k = -\infty$  to  $+\infty$

# LTI Systems



Here,  $y[n] = \sum x[k] h[n - k]$  is called the Convolution Sum

Index  $k = -\infty$  to  $+\infty$

Convolution Operation,  $x[n] * h[n]$

Operator is “ $*$ ”

Defined as,  $x[n] * h[n] = \sum x[k] h[n - k]$ ; Index  $k = -\infty$  to  $+\infty$

In Summary, for an LTI System, to determine the O/P of the system to any arbitrary I/P, all we need to know is : Impulse Response,  $h[n]$

i.e. LTI System is completely characterized by its Impulse Response

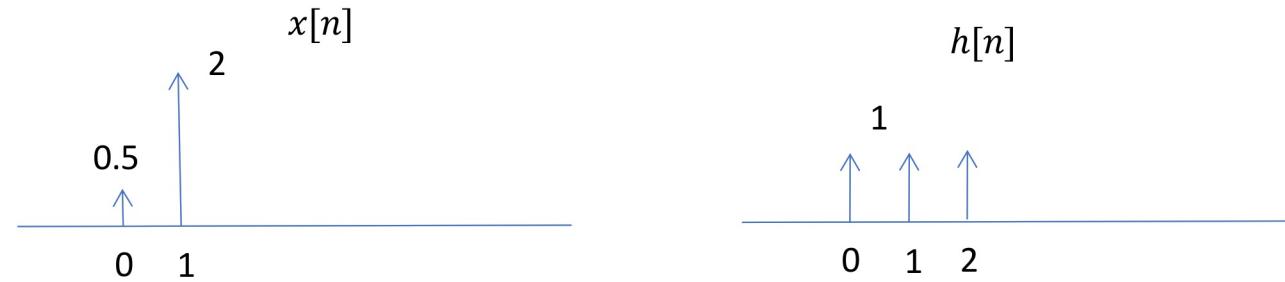
# Convolution Sum

$$x[n] * h[n] = \sum x[k] h[n - k]; \text{Index } k = -\infty \text{ to } +\infty$$

Steps Involved :

- 1) Time Reversal of  $h$  :  $h[k]$  is time-reversed to obtain  $h[-k]$
- 2) Shift it by “ $n$ ” steps to obtain  $h[n - k]$
- 3)  $x[k]$  and  $h[n - k]$  are point-wise multiplied for all values of “ $k$ ” for a given value of “ $n$ ”
- 4) Repeat for all values of “ $n$ ”

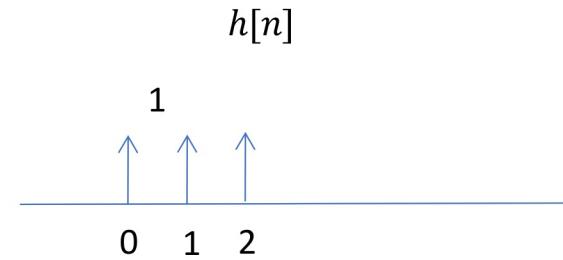
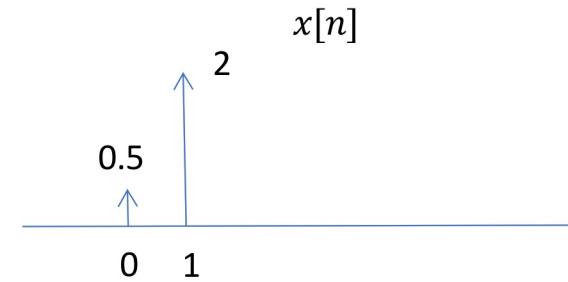
# Example



$y[n]$  is the convolution of  $x[n]$  and  $h[n]$

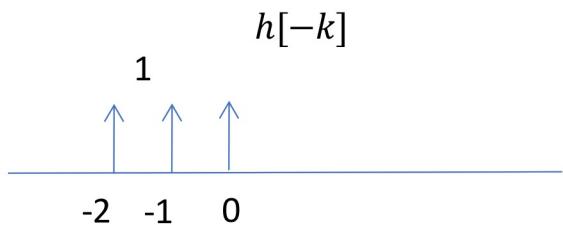
i.e.,  $y[n] = x[n] * h[n] = \sum x[k] h[n - k]$ ; Index  $k = -\infty$  to  $+\infty$

# Example

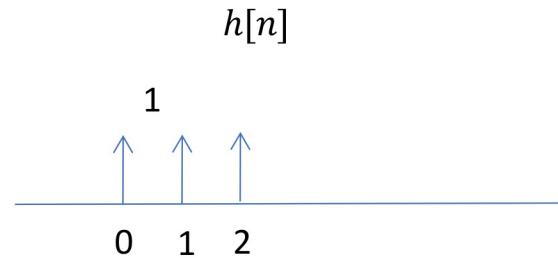
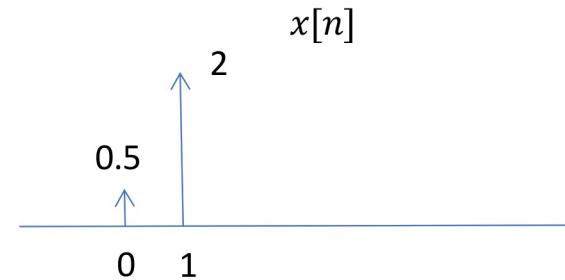


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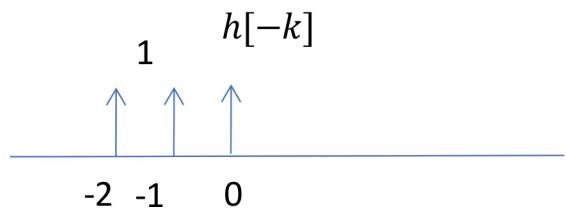


# Example

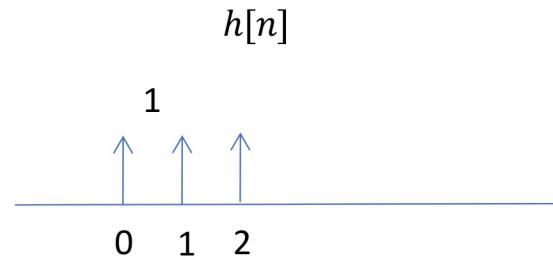
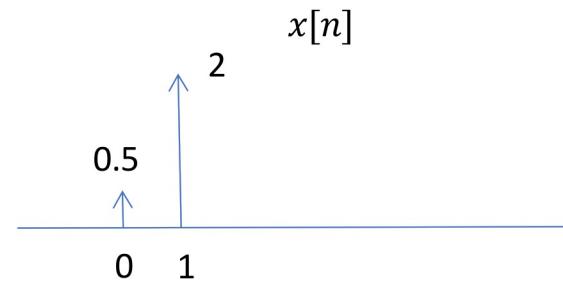


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i.e  $y[n] = x[n] * h[n] = \sum x[k] h[n-k]$ ; Index  $k = -\infty$  to  $+\infty$

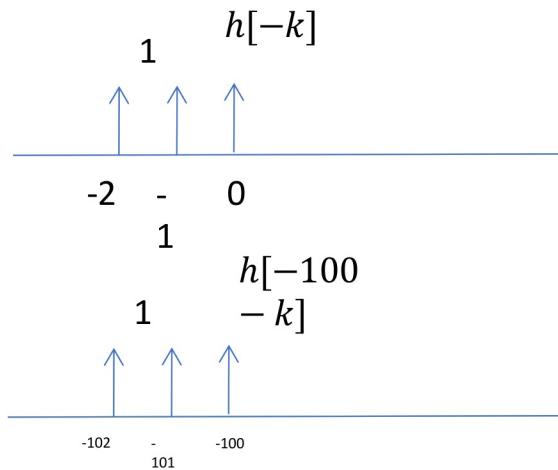


# Example



$y[n]$  is the convolution of  $x[n]$  and  $h[n]$

i.e.,  $y[n] = x[n] * h[n] = \sum x[k] h[n-k]$ ; Index  $k = -\infty$  to  $+\infty$



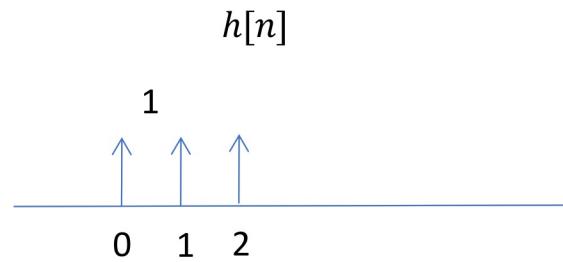
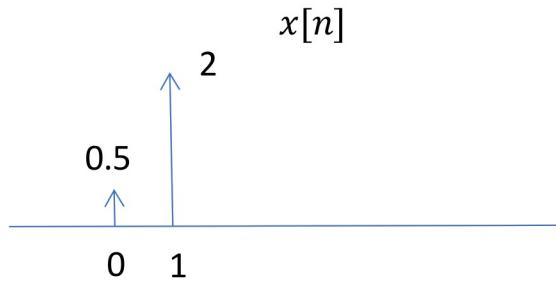
What happens for  $n < 0$  ?

The function moves ←

Hence No OVERLAP

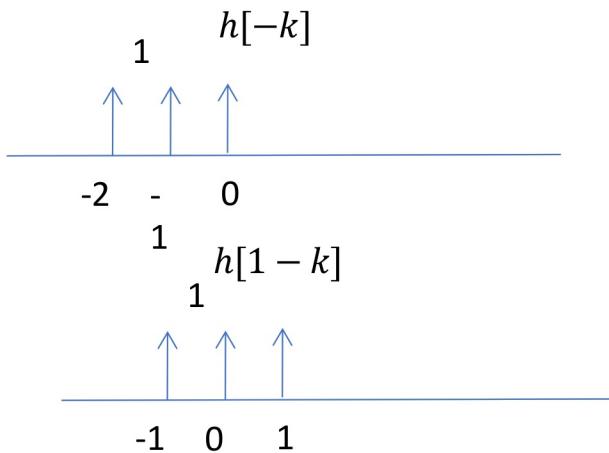
Hence,  $y[n] = 0$ , for  $n < 0$

# Example



$y[n]$  is the convolution of  $x[n]$  and  $h[n]$

i.e  $y[n] = x[n] * h[n] = \sum x[k] h[n-k]$ ; Index  $k = -\infty$  to  $+\infty$



At  $n = 0$ ,  $y[0] = x[0]h[0] = (0.5)(1) = 0.5$

At  $n = 1$ ,  $y[1] = \sum x[k] h[1-k]$ ; Index  $k = -\infty$  to  $+\infty$

What values of  $k$  contribute?

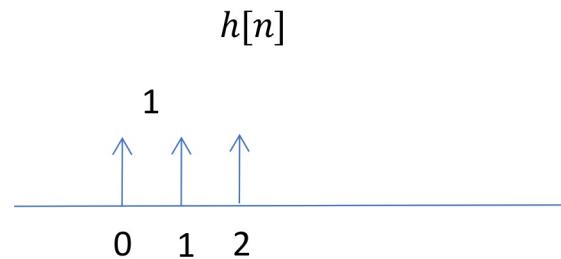
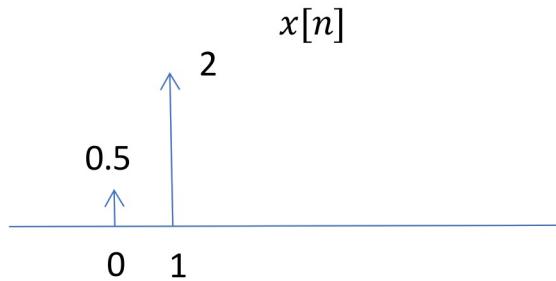
$$y[1] = (0.5)(1) + 2(1) = 2.5$$

At  $n = 2$ ,  $y[2] = \sum x[k] h[2-k]$ ; Index  $k = -\infty$  to  $+\infty$

What values of  $k$  contribute?

$$y[1] = (0.5)(1) + 2(1) = 2.5$$

# Example



$y[n]$  is the convolution of  $x[n]$  and  $h[n]$

$$\text{i.e } y[n] = x[n] * h[n] = \sum x[k] h[n-k]; \text{Index } k = -\infty \text{ to } +\infty$$

$$\text{At } n = 2, y[2] = \sum x[k] h[2-k]; \text{Index } k = -\infty \text{ to } +\infty$$

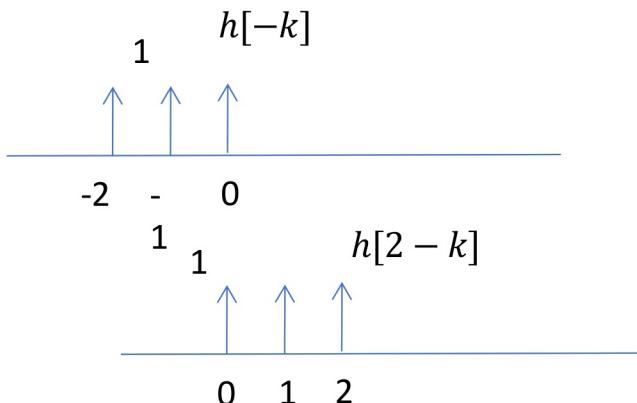
What values of  $k$  contribute?

$$y[1] = (0.5)(1) + 2(1) = 2.5$$

$$\text{At } n = 3, y[3] = \sum x[k] h[3-k]; \text{Index } k = -\infty \text{ to } +\infty$$

What values of  $k$  contribute?

$$y[3] = 2(1) = 2$$



$$\text{At } n = 4, y[4] = \sum x[k] h[4-k]; \text{Index } k = -\infty \text{ to } +\infty$$

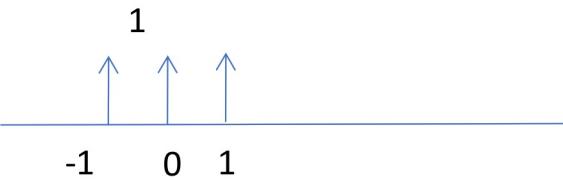
No OVERLAP, hence  $y[n] = 0$ , for  $n > 3$

# Properties of Convolution

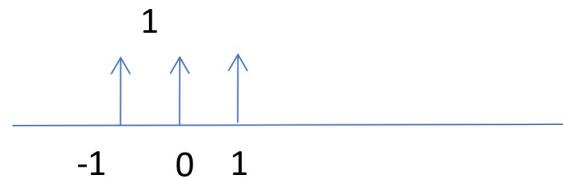
- Commutative :  $x[n] * h[n] = h[n] * x[n]$
- Associative :  $\{x[n] * h_1[n]\} * h_2[n] = x[n] * \{h_1[n] * h_2[n]\}$
- Distributive :  $x[n] * \{h_1[n] + h_2[n]\} = \{x[n] * h_1[n]\} + \{x[n] * h_2[n]\}$
- Proof of the Properties
- What is the Identity Element of this Operation ??

# Problem

$x[n]$



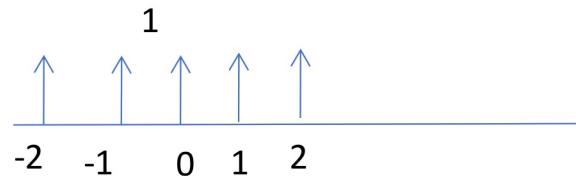
$h[n]$



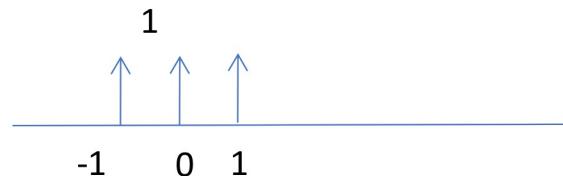
Find  $x[n] * h[n]$

# Problem

$x[n]$

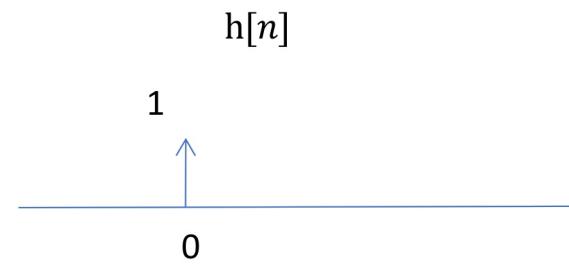
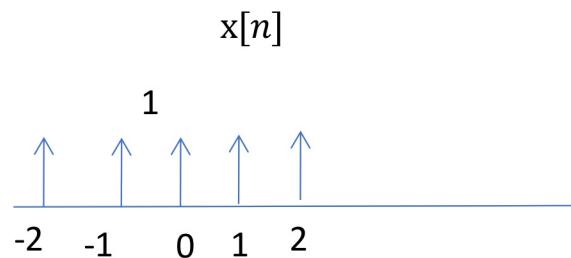


$h[n]$



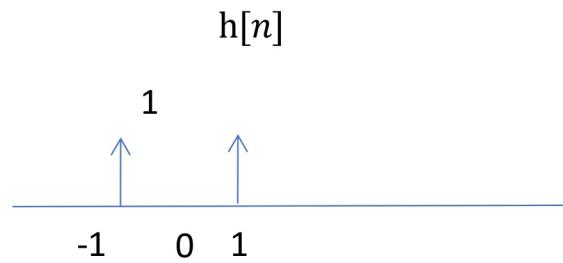
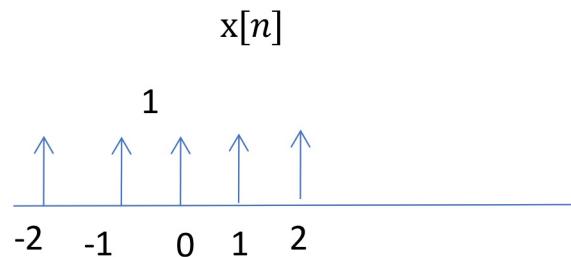
Find  $x[n] * h[n]$

# Problem



Find  $x[n] * h[n]$

# Problem



Find  $x[n] * h[n]$

# Solve Graphically