

SIGNALS and SYSTEMS

2022-2023

LECTURE 04

TOPICS

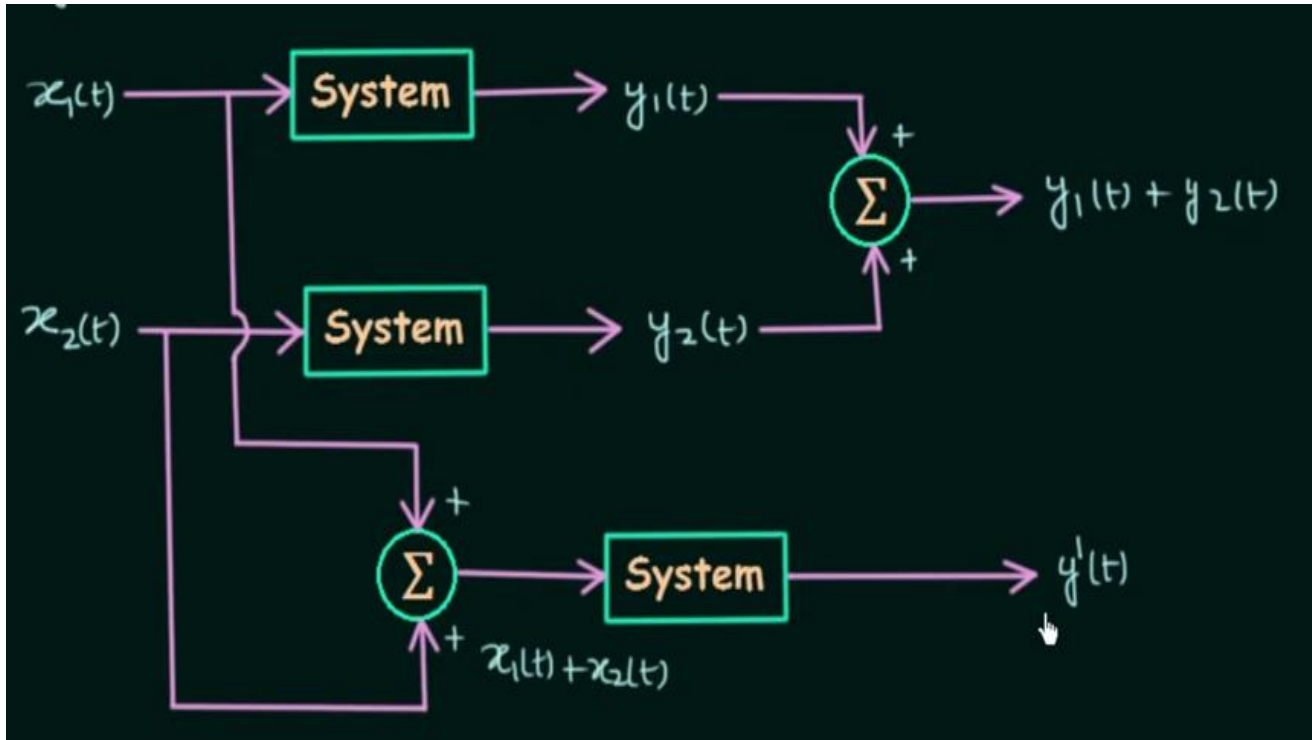
- . Basically, systems are classified into 7 different types
- Classification is based on the input and output characteristics of the systems

1- Linear and non-linear systems
2- Time variant – time invariant systems
3-Static and dynamic System
4-Causal and non-causal system
5-Invertible and non-invertible system
6-Stable and unstable system
7-Linear time-Variant (LTV) – Linear time invariant (LTI) systems

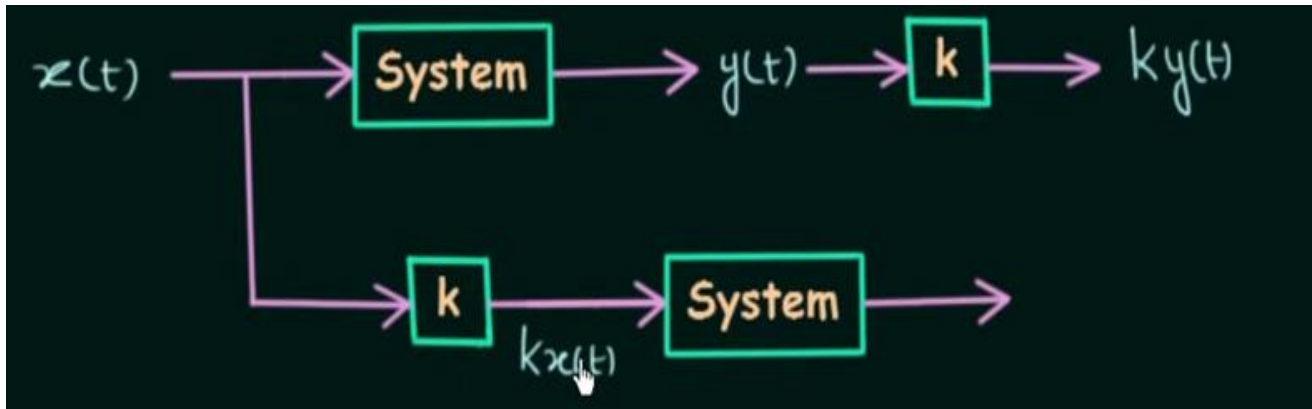
4.1. Linear and Non Linear Systems

- ❑ A system is said to be linear if it satisfies the superposition principle otherwise, the system is said to be non-linear.
- ❑ Consider a system with input $x_1(t)$, $x_2(t)$ and output $y_1(t)$, $y_2(t)$. For linearity
 - $T[a_1x_1(t) + a_2x_2(t)] = a_1T[x_1(t)] + a_2T[x_2(t)]$
- ❑ Superposition Theorem: Combination of Law of Additivity and Law of Homogeneity.
- ❑ NOTE: System linearity is independent of time scaling.

4.1. Linear and Non Linear Systems



If $y'(t) = y_1(t) + y_2(t)$ Then our system is following the LAW OF ADDITIVITY.



If $y'(t) = y_1(t) + y_2(t)$ Then our system is following the LAW OF HOMOGENEITY

4.1. Linear and Non Linear Systems

□ Eg 1: $y(t) = x(t^2)$

□ Eg 2: $y(t) = x^2(t)$

4.2. Time Variant and Time Invariant systems

- ❑ A system is said to be TIME VARIANT, if its input and output characteristic changes with time.
- ❑ Otherwise it is said to be TIME INVARIANT
- ❑ If you delay input n time interval (for discrete time signals) or n seconds, then the output must be delayed in the same manner.
- ❑ The condition for time invariance is
 - ❑ $y(n,k) = y(n-k)$ where
 - ❑ $y(n,k) = T[x(n-k)]$

4.2. Time Variant and Time Invariant systems

- ❑ Eg 1: $y(n) = x(n) + x(n-2)$
- ❑ Eg 2: $y(n) = ax(n-3) + nx(n-2)$

4.3. Static and Dynamic System

- ❑ Static system is memoryless and dynamic system has memory.
- ❑ Static System: Output of the system depends only on present values of the input signal.
- ❑ Dynamic System: Output of system depends on past or future values of the input signal

AT ANY INSTANT OF TIME

4.3. Static and Dynamic System

□ Ex 1: $y(n) = x(n)$ // For solution we will substitute some values for n

□ Ex 2: $y(t) = 2x^2(t)$

□ Ex 3: $y(n) = x(n) + x(n-1)$

□ Ex 4: $y(t) = x(t) + x(t+3)$

4.4. Causal And Non Causal Systems

- ❑ A system is said to be CAUSAL if its response is dependent upon present and past inputs and does not depend on future output
 - ❑ All practical systems in real world are causal systems
- ❑ For a NON-CAUSAL system, the output of depends upon future input also.

4.4. Causal And Non Causal Systems

□ Ex 1: $y(n) = x(n) + (1 / x(n-1))$

□ Ex 2: $y(t) = 2x(t) + (1 / x^2(t))$

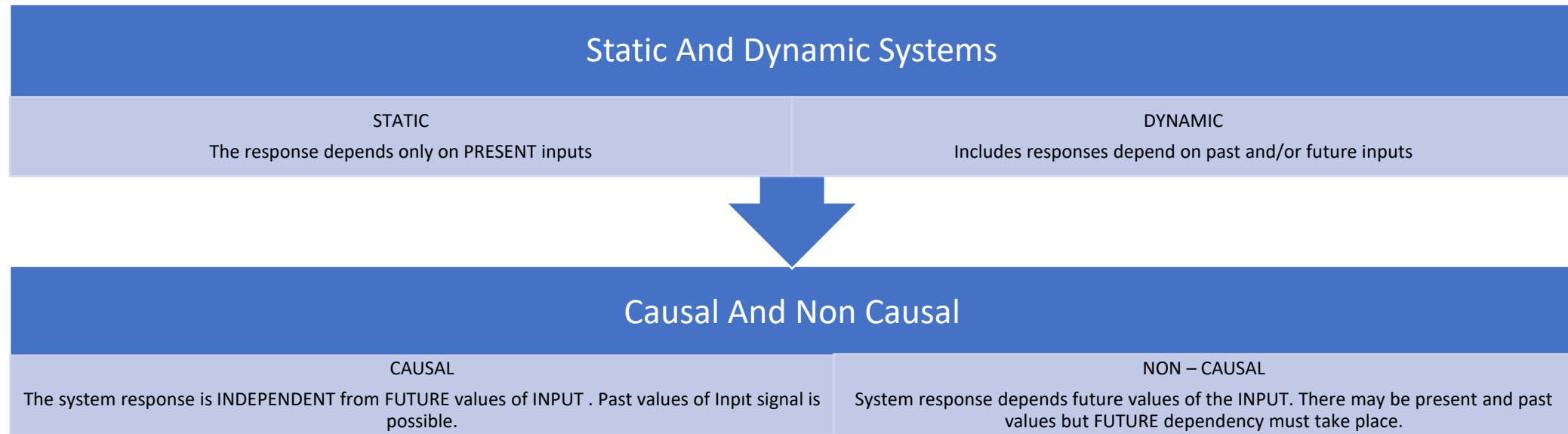
□ Ex 3: $y(n) = x(n) + 2x(n+1)$

□ Ex 4: $y(t) = x(t) + x(t-3) + x(t+1)$ //Hint: Anywhere future response includes means a causal system.

4.4. Causal And Non Causal Systems

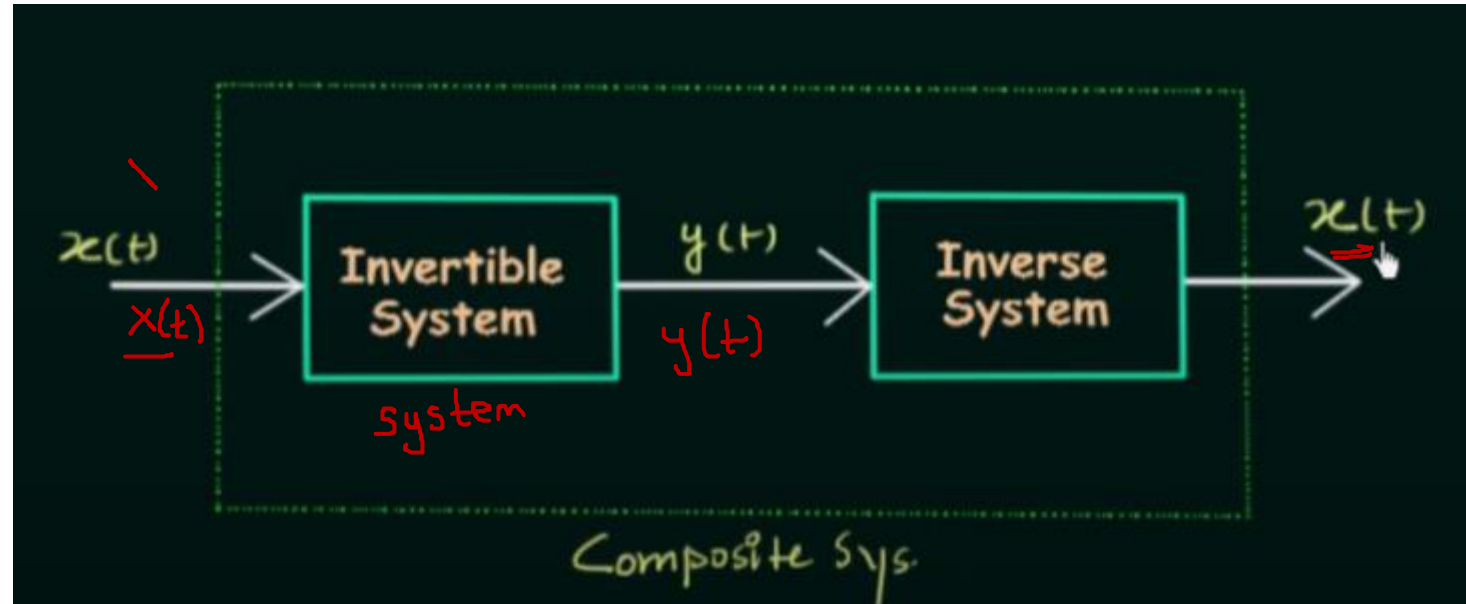
❑ All NON-CAUSAL systems are DYNAMIC in nature but,
All DYNAMIC systems are NOT NON-CAUSAL.

❑ All STATIC systems are CAUSAL but,
All CAUSAL systems may not be STATIC



4.4. Invertible and Non Invertible Systems

- ❑ A system is said to be invertible if the input of the system appears at the output.



- ❑ For an invertible system, there should be one to one mapping between input and output at each and every instant of time.

4.4. Invertible and Non-Invertible Systems

□ Ex 1: $y(t) = x^2(t)$ // Non-invertible. Why?

□ Ex 2: $y(t) = x(t) + 2$ // invertible why?

□ Ex 3: $y(t) = |x(t)|$

□ Ex 4 : $y(t) = y(t) = \sin t \cdot x(t)$

4.5. Stable and Unstable System

- ❑ A system is said to be stable when it produces a bounded output to a bounded input at each and every instant of time.
- ❑ Bounded input / Bounded output criteria: This is known as BIBO criteria.
- ❑ With the term bounded, we mean that from at each and every instant of time, the amplitude of the signal must be finite.
- ❑ Eg: $\sin t$, $\cos t$, $u(t)$ stable

4.5. Stable an Unstable System

□ Ex 1: $y(t) = t \cdot x(t)$

□ Ex 2. $y(t) = x(t) + 2$

- ❖ Next week, we will discuss
 - ❖ Linear Time Invariant Systems
 - ❖ Convolution

Thank You