Linear Time-Invariant System Analysis

RESPONSE TO ARBITRARY SIGNAL AND FREQUENCY RESPONSE

Outline

- Purpose
- ► Tool
- Method
- ▶ GUI
- ▶ Analysis
- Demo
- ▶ Review

Purpose

- ► Linear Time-Invariant System
 - ► (A+B)(t)=A(t)+B(t) --Linear
 - ► A(t)->B(t) && A(t-1)->B(t-1) --Time-Invariant
- Response to Arbitrary Signal
- ► Frequency Response

Tool

- ▶ IDE
 - ► Eclipse IDE for Java Developers
 - ▶ Neon Release (4.6.0)
- ▶ Programming Language
 - ▶ Java SE Development Kit 8u121



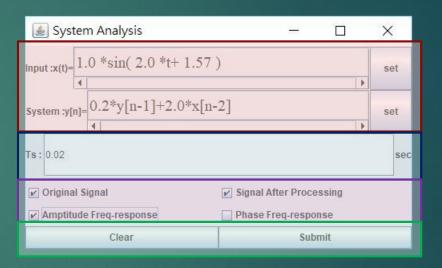


Method

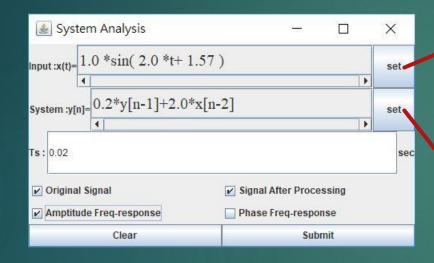
- Response to Arbitrary Signal
 - ► Convolution : y[n]=(x*h)[n]
- ► Frequency Response
 - ▶ Basic input : x[n]=sin(wn)
 - Compare with Response y[n]
 - ► Amptitude = max(y[n]),n=0,1,2,...,MAX
 - ▶ Phase = $w^*\Delta n$

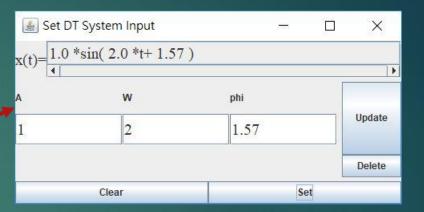
GUI

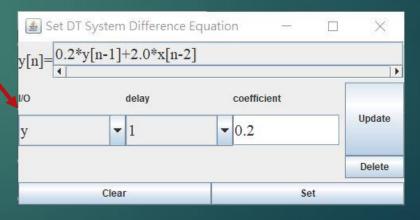
- ▶ Input & System state area
- > Ts setting textfield
- Output type setting area
- ▶ Comfirm area



GUI(cont')



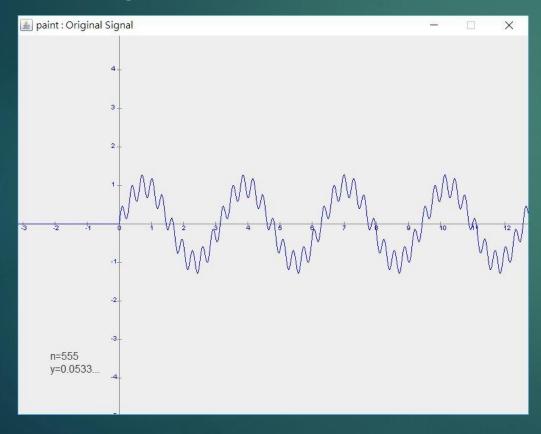


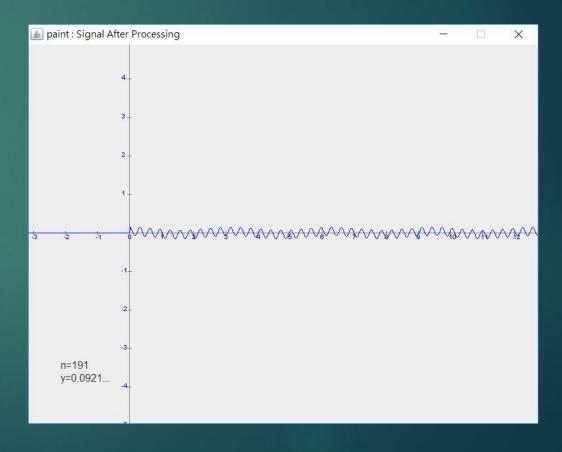


Analysis

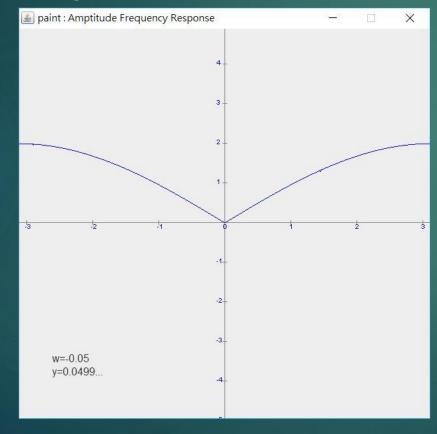
- ▶ High-pass filter
- ► Low-pass filter
- ▶ Change Ts

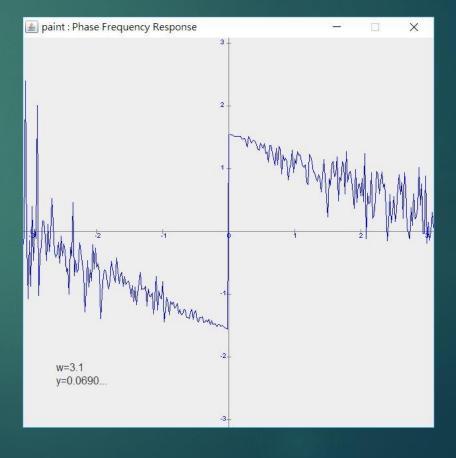
▶ High-pass filter



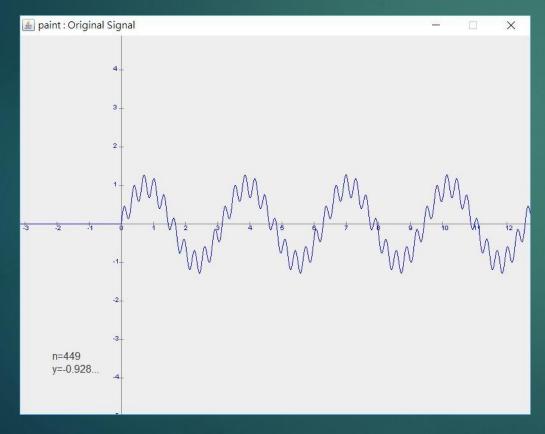


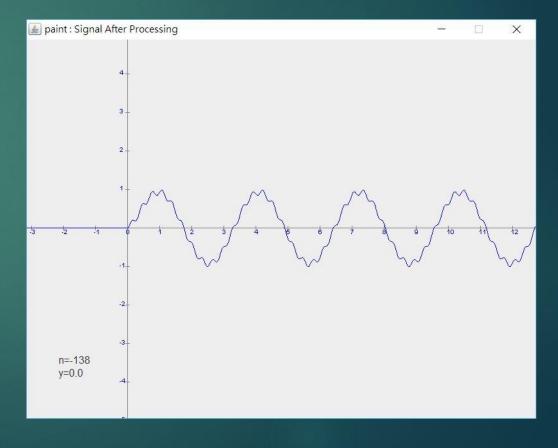
▶ High-pass filter



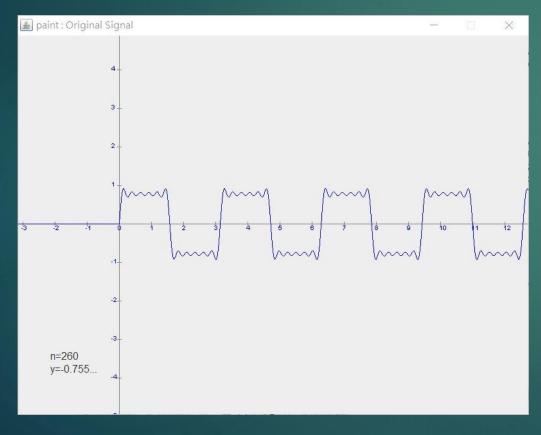


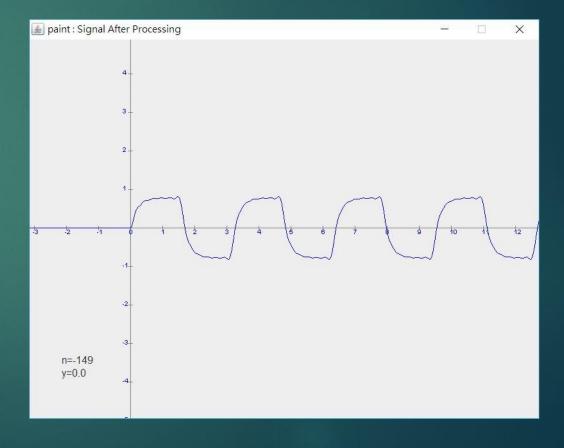
► Low-pass filter



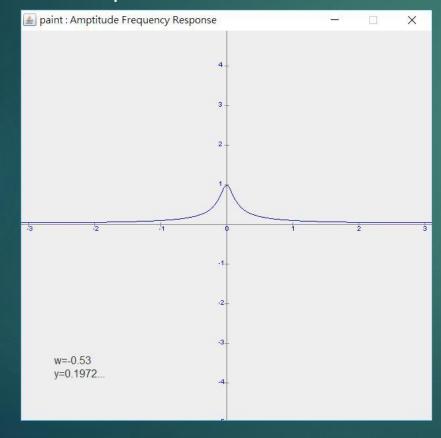


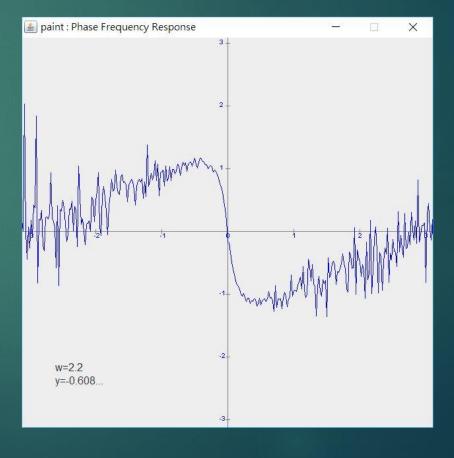
► Low-pass filter



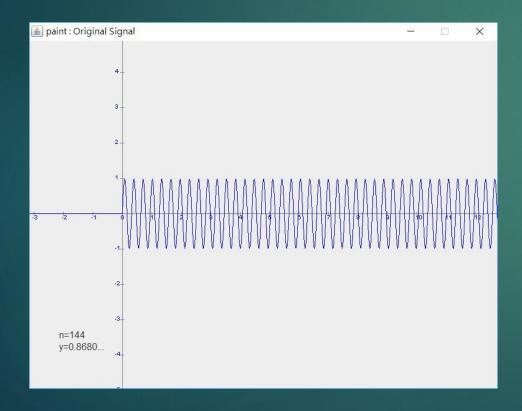


► Low-pass filter



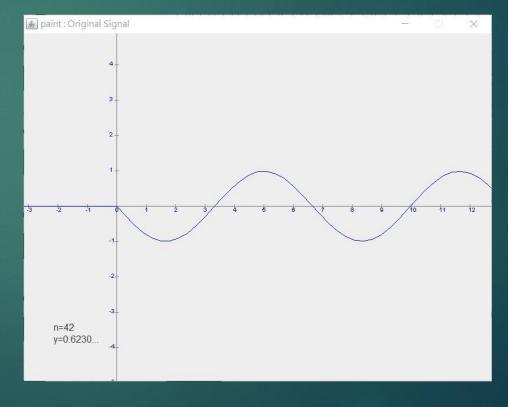


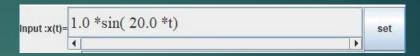
► Ts=0.02





► Ts=0.3





- Depend on Nyquist-Shannon sampling theorem
 - ▶ Sampling time $<\frac{1}{2} \cdot T = \frac{\pi}{\omega}$
- ► Ts< $\frac{\pi}{20}$ = 0.157sec

Demo

Review

- ▶ 此次專案製作期間,進一步使用了GUI中較為進階的部分,如: 子母視窗切換及傳值等等。使我學習到更多GUI的設計技巧。
- ▶此外,計算相位差的部分,在實作時發現因為離散的因素而導致計算上會產生極大的誤差,這點目前可以想到的解決方式, 大概僅能依靠|H(z)|及∠H(z),並利用圖形去求出相關數值。
- ▶ 總體來說,藉由此次的專案,不僅能看見波形在各種系統下的 變化,還讓我更加了解信號處理的基本過程,使得我受益良多。