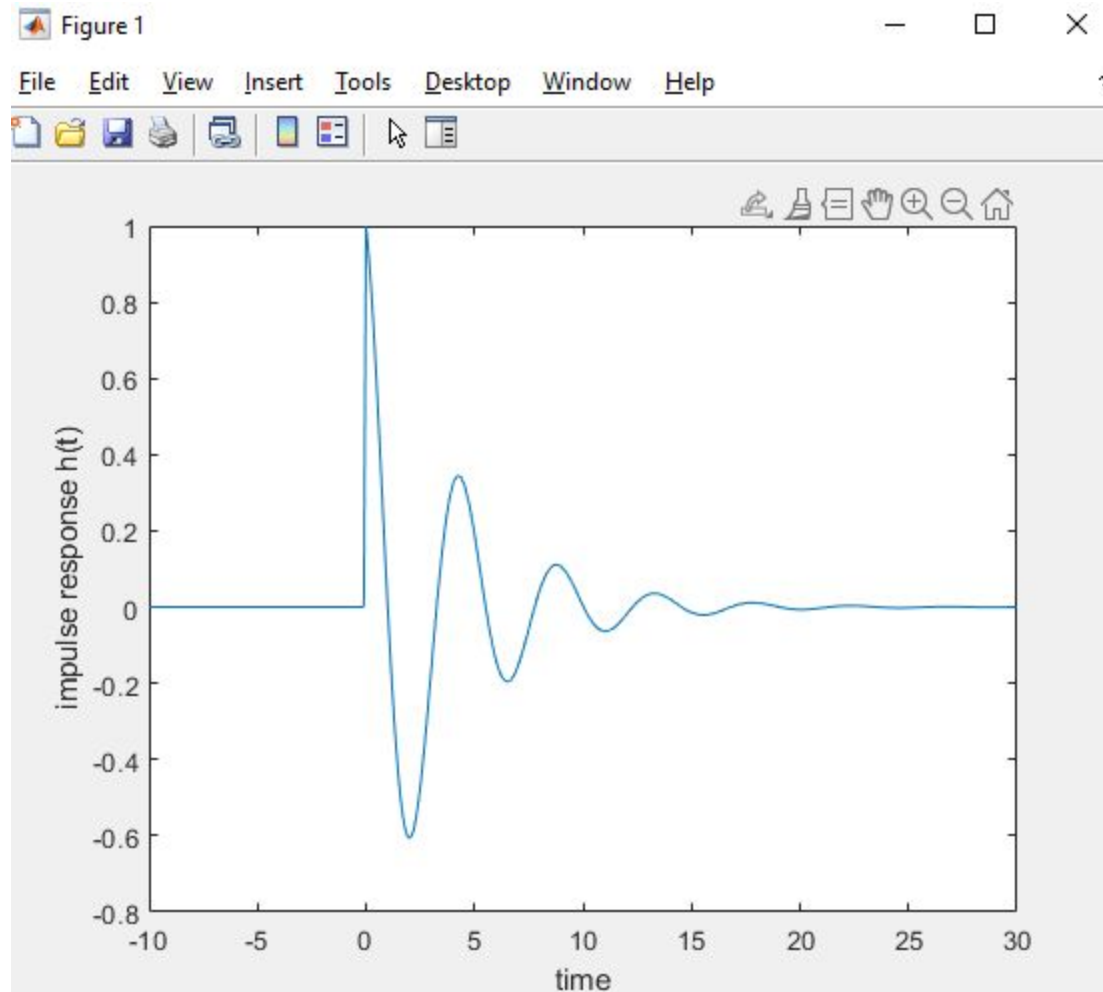


Kyle Zhang
kmzhang
1669388
Assignment 3
April 25, 2020

1. For Question 1, I followed the example code to use the dsolve function to solve the differential equation given. By picking simple initial conditions, such as $y(0)=0$ and $Dy(0)=1$, it made the solution simpler. Afterwards, I displayed the solution as an impulse response by multiplying it by the unit step function $u(t)$. I then set the function $h(t)$ using the function I just solved, and plotted the function with the specified interval.

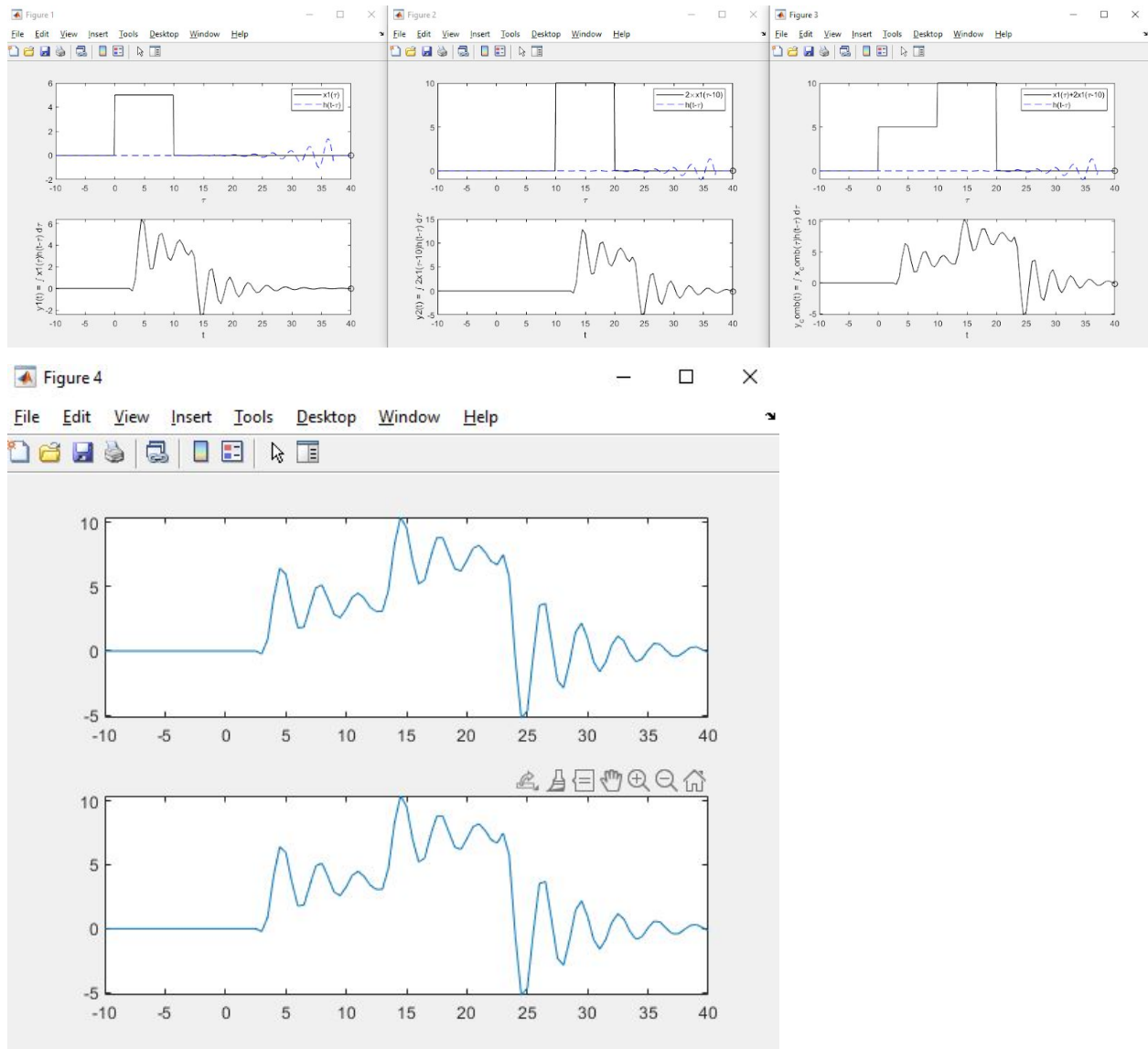
Output:

```
impulse response h(t) = (exp(-t/4)*cos((31^(1/2)*t)/4) - (31^(1/2)*exp(-t/4)*sin((31^(1/2)*t)/4))/31*u(t)
```



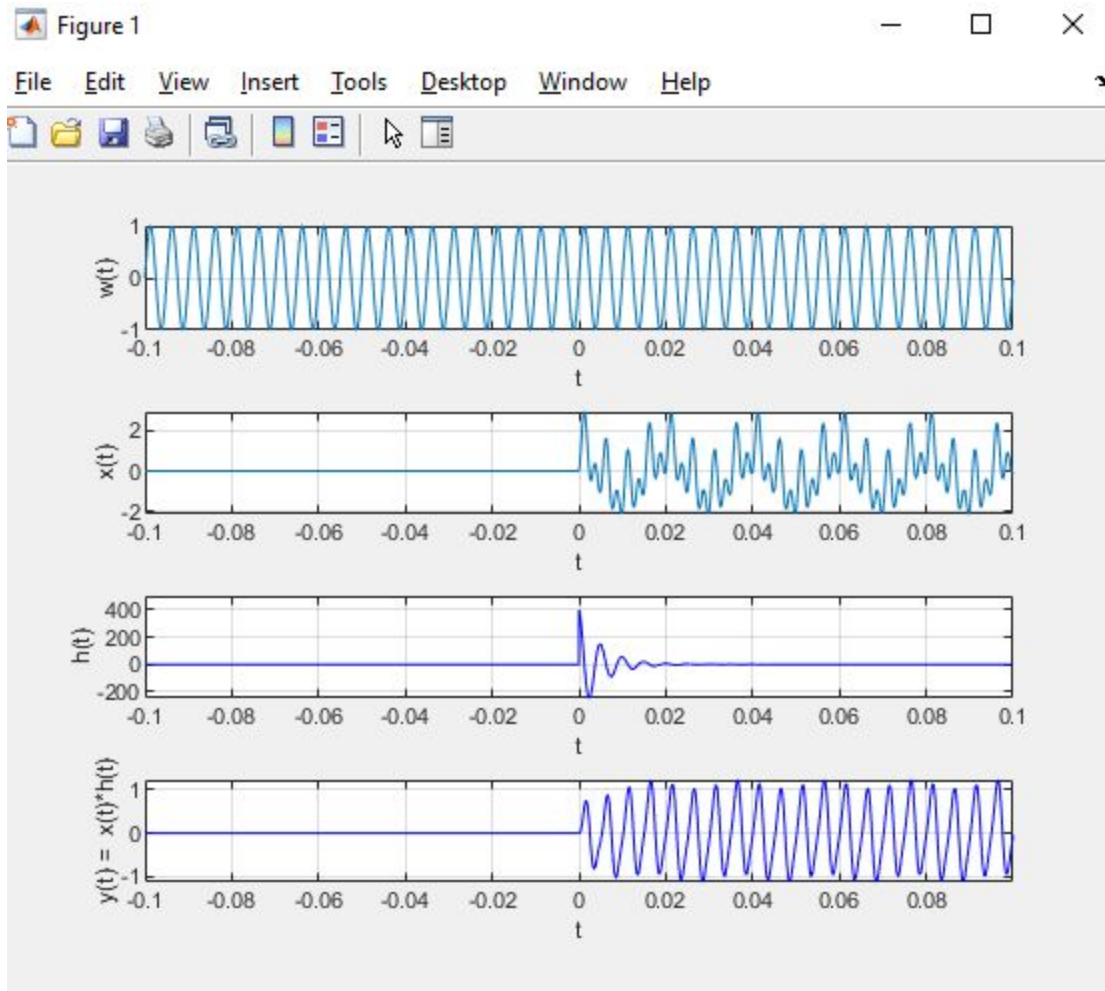
2. For Question 2, I followed the example code to create my piecewise function x_1 , and then used x_1 to create x_2 . I then used both x_1 and x_2 to create x_{comb} . Afterwards, I followed the example code again and used a for loop to plot all 3 of the convolution output signals. In the for loop, I used the trapz function and drawnow to show the resulting output function using graphical convolution showing $h(t)$ overlapping $x(t)$ at different points in time. After plotting $y_3(t)=y_1(t)+y_2(t)$, I could see that $y_3(t)$ is exactly the same as $y_{\text{linear_comb}}(t)$, which makes sense because of the additivity property of linear systems.

Output:



3. For Question 3, I just followed the example code and given functions, and used the `conv()` function to find the output signal $y(t)$. I then plotted the 4 functions in one figure. Although the corrupted signal $x(t)$ is way off from the single-tone signal $w(t)$, the filter $h(t)$ seems to make the output signal $y(t)$ much closer to the $w(t)$ than the input signal $x(t)$.

Output:



4. For Question 4, I basically followed what I did in Question 1, this time plotting 2 functions instead of 1.

Output:

```
impulse response h(t) = (t*exp(-t/10))u(t)
```

```
impulse response h(t) = ((1000*1111^(1/2)*exp(-t/1000)*sin((3*1111^(1/2)*t)/1000))/3333u(t)
```

