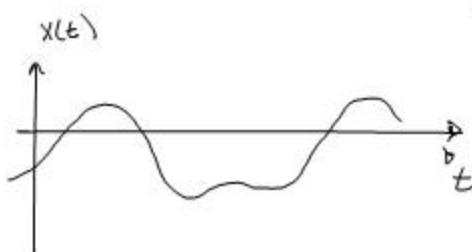


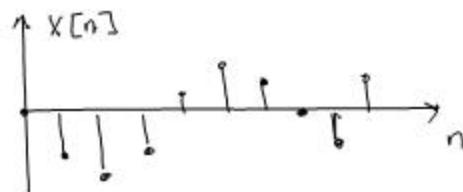
SIGNAL PROCESSING - The science of analyzing time-varying or spatial-varying physical processes.

Continuous-time signals - Waveforms that are continuous in time and have a continuous range of amplitude values.

Discrete-time signals - signals with a discrete independent time variable - we only know the amplitude of the signal at discrete instants in time.



continuous time



discrete-time

Discrete-time signals are represented as sequences of values called samples.

discrete-time sequence $\rightarrow \{x[n]\}$

discrete-time sample $\rightarrow x[n]$

where $n \in \mathbb{Z} = \{\dots, -2, -1, 0, 1, 2, \dots\}$
 ↑
 "All integers"

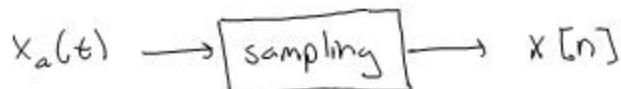
Book notation - $\{x[n]\} = \{\dots, 0.95, -0.2, 2.17, 1.1, 0.2, \dots\}$
 ↓
 $x[0]$

$$x[-1] =$$

$$x[1] =$$

Introduction to sampling

- A discrete-time sequence is formed by uniformly sampling a continuous-time waveform.



Evaluate $x_a(t)$ at integer multiples of the sample period T_s .

$$x_a(t) \Big|_{t=nT_s} = x[n]$$

Example: $x_a(t) = \cos(2\pi F_0 t + \phi)$

$$\begin{aligned} x_a(t) \Big|_{t=nT_s} &= x[n] = \cos(2\pi F_0 n T_s + \phi) \\ &= \cos(2\pi \frac{F_0}{F_s} n + \phi) \end{aligned}$$

where $F_s = \frac{1}{T_s}$ "sample frequency"

Using $f_o = \frac{F_0}{F_s}$, called normalized frequency, we can write -

$$x[n] = \cos(2\pi f_o n + \phi)$$

- The book likes to use angular frequency $\Rightarrow \Omega_o = 2\pi f_o$

$$x[n] = \cos(\Omega_o n T_s + \phi) = \cos\left(\frac{\Omega_o}{F_s} n + \phi\right)$$

$$= \cos(\omega_o n + \phi) \quad \text{where } \omega_o = \frac{\Omega_o}{F_s}$$

ω_o is called "normalized angular frequency".

Note - ω_o ($\frac{\text{radians}}{\text{sample}}$)

- In general, discrete-time sinusoids are not unique!

$$\begin{aligned}\cos((\omega_0 + 2\pi k)n) &= \cos(\omega_0 n + 2\pi kn) \\&= \cos(\omega_0 n) \cos(2\pi kn) - \sin(\omega_0 n) \sin(2\pi kn) \\&= \cos(\omega_0 n) \quad \text{for all integers } n, k\end{aligned}$$

- The discrete-time frequencies are bounded.

Consider $\cos(\omega_0 n)$ when $\omega_0 = \pi + \epsilon$

$$\begin{aligned}\cos(\omega_0 n) &= \cos((\pi + \epsilon)n) = \cos((\pi + \epsilon)n - 2\pi n) \\&= \cos(\pi n + \epsilon n - 2\pi n) = \cos((-\pi + \epsilon)n) \quad \uparrow k=-1 \\&= \cos(-(\pi - \epsilon)n) = \cos((\pi - \epsilon)n)\end{aligned}$$

\Rightarrow In discrete-time, a sinusoid with angular frequency $\pi + \epsilon$ is equal to a sinusoid with angular frequency $\pi - \epsilon$!

- If we let $\epsilon \rightarrow 0$, we see that π is the highest angular frequency in discrete-time.

$$\omega_0 = \pi = 2\pi f_0 \Rightarrow f_0 = \frac{1}{2}$$

so,

$$-\pi \leq \omega_0 \leq \pi \quad \text{or} \quad -\frac{1}{2} \leq f_0 \leq \frac{1}{2}$$

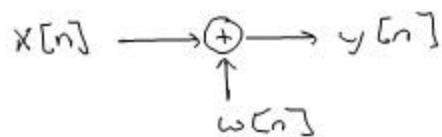
since

$$f_0 = \frac{F_0}{F_s} \Rightarrow -\frac{F_s}{2} \leq F_0 \leq \frac{F_s}{2}$$

Elementary Operations

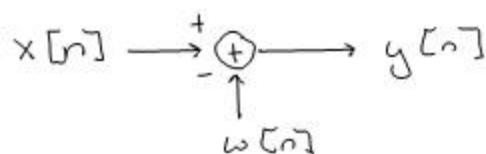
- Addition

$$y[n] = x[n] + \omega[n]$$



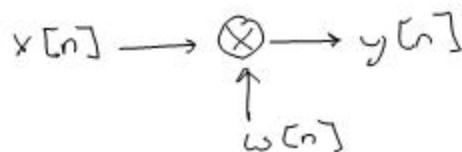
- Subtraction

$$y[n] = x[n] - \omega[n]$$



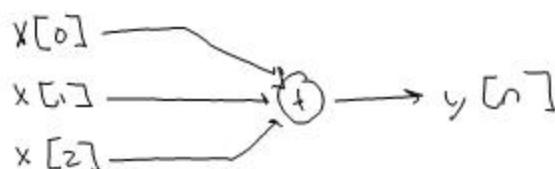
- Multiplication

$$y[n] = x[n] \cdot \omega[n]$$



- Summation

$$y[n] = \sum_{n=0}^2 x[n]$$



- Unit delay

$$x[n] \rightarrow \boxed{\text{delay}} \rightarrow y[n]$$

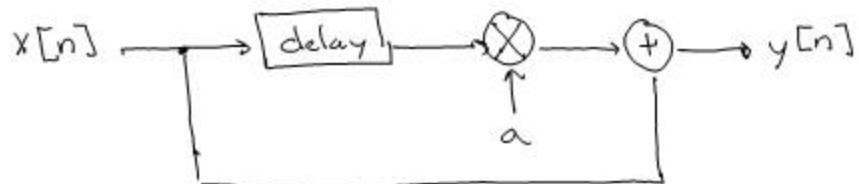
or

$$x[n] \rightarrow \boxed{z^{-1}} \rightarrow y[n]$$

Examples and Demos - Audio Effects

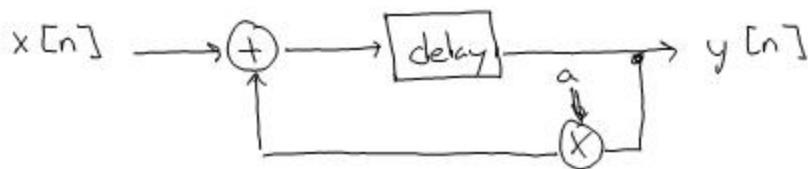
- Simple Delay
(Echo)

Matlab - delay.m



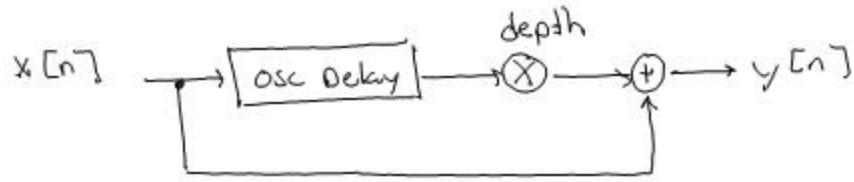
- Multi-Echo Filter

multidelay.m



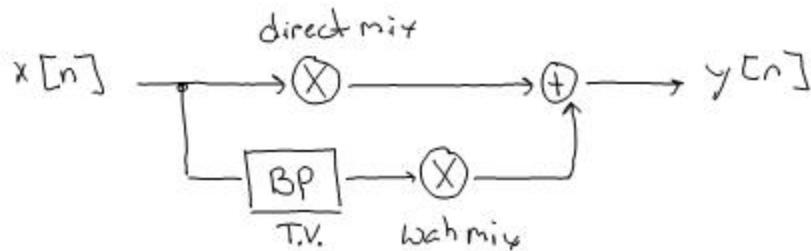
- Flanging

flanger.m



- Wah-wah

Wahwah.m



- Can you design your own?

Energy and Power signals

- The energy of a signal is defined as

$$(CT) \quad E = \int_{-\infty}^{\infty} |x(t)|^2 dt = \lim_{T \rightarrow \infty} \int_{-T}^{T} |x(t)|^2 dt$$

$$(DT) \quad E = \sum_{n=-\infty}^{\infty} |x[n]|^2 = \lim_{N \rightarrow \infty} \sum_{n=-N}^{N} |x[n]|^2$$

A necessary condition for the limits to converge is that the signal decay to zero for large time t , or n .

$$|x(t)| \rightarrow 0 \text{ as } t \rightarrow \infty \text{ or } |x[n]| \rightarrow 0 \text{ as } |n| \rightarrow \infty$$

- A finite length signal (as long as it is bounded) is an energy signal.
- Periodic, infinite length signals have infinite energy.
so do infinite constant signals.
- Infinite energy signals have finite power.

$$(CT) \quad P = \lim_{T \rightarrow \infty} \frac{1}{2T} \int_{-T}^{T} |x(t)|^2 dt < \infty$$

$$(DT) \quad P = \lim_{N \rightarrow \infty} \frac{1}{2N+1} \sum_{n=-N}^{N} |x[n]|^2 < \infty$$

If the limit exists we call $x(t)$, or $x[n]$, power signals

- The power of a periodic signal can be computed without using limits.

Let $x(t)$ be a periodic signal with period T .

$$(CT) \quad P = \frac{1}{T} \int_{-T/2}^{T/2} |x(t)|^2 dt < \infty$$

$$(DT) \quad P = \frac{1}{N} \sum_{k=n_0}^{n_0+N-1} |x[k]|^2 < \infty$$

where N is discrete-time period

Special Functions

- CT delta function, or Dirac delta $\delta(t)$

$$\int_{-\infty}^{\infty} \delta(t) dt = 1 \quad \text{and} \quad \int_{-\infty}^{\infty} x(t) \delta(t-a) dt = x(a)$$

other properties -

$$\delta(t) = 0 \text{ for } t \neq 0$$

$$\delta(at) = \frac{1}{|a|} \delta(t)$$

- CT unit step function

$$u(t) = \begin{cases} 1, & t > 0 \\ \text{undefined,} & t = 0 \\ 0, & t < 0 \end{cases}$$

- CT delta function and step function are related

$$\delta(t) = \frac{d}{dt} u(t)$$

$$u(t) = \int_{-\infty}^t \delta(\tau) d\tau$$

- DT delta, or Kronecker delta, function and unit step functions are defined by

$$\delta[n] = \begin{cases} 1, & n=0 \\ 0, & n \neq 0 \end{cases}$$

$$u[n] = \begin{cases} 1, & n \geq 0 \\ 0, & n < 0 \end{cases}$$

These two functions are related by

$$\delta[n] = u[n] - u[n-1]$$

$$u[n] = \sum_{k=-\infty}^n \delta[k]$$

- The discrete-time delta function has the following properties:

$$x[n]\delta[n-n_0] = x[n_0]\delta[n-n_0] \quad \delta[an] = \delta[n] \text{ for } |a| > 0$$

$$x[n] * \delta[n] = x[n] \quad (\text{and more...})$$

- The discrete-time delta function is called the "unit impulse".

Important: Linear-Time-Invariant systems are completely characterized in the time-domain by the output response to a unit impulse input.

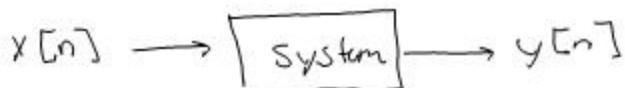
$$\delta[n] \rightarrow \boxed{\text{system}} \rightarrow h[n]$$

$h[n]$ is called the "impulse response"

Demo - Reverb and room impulse response.

reverb.m

Classification of discrete-time systems



- Linearity - Involves scaling and addition (superposition)

$$ax_1[n] + bx_2[n] \rightarrow \boxed{\text{System}} \rightarrow ay_1[n] + by_2[n]$$

Example: Moving average filter

$$y[n] = \frac{1}{m} \sum_{l=0}^{m-1} x[n-l]$$

$$\text{Let } ax_1[n] + bx_2[n] \rightarrow \boxed{\text{System}} \rightarrow ?$$

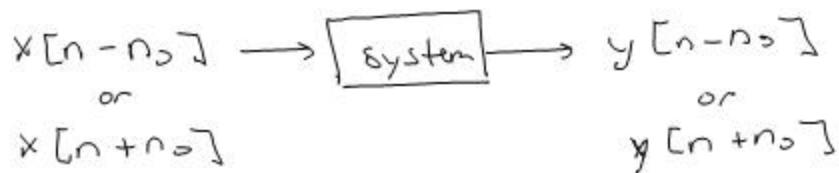
Solution -

$$\begin{aligned} y[n] &= \frac{1}{m} \sum_{l=0}^{m-1} [ax_1[n-l] + bx_2[n-l]] \\ &= \frac{1}{m} \sum_{l=0}^{m-1} a_1 x_1[n-l] + \frac{1}{m} \sum_{l=0}^{m-1} b x_2[n-l] \\ &= a y_1[n] + b y_2[n] \end{aligned}$$

Hence, the system is linear!

- Shift Invariant (Time-Invariant)

- Response of system to a given signal does not depend when it is applied to system input.
- Delay or advance of input produces corresponding time shift of output.



Example:

$$y[n] = 5x[n] + 3x[n-3]$$

solution - $y[n-n_0] = 5x[n-n_0] + 3x[n-3-n_0]$

\Rightarrow Time Invariant

Example: HF communications signal propagation through the ionosphere.

solution - depends on time of day, sun spots, etc.

\Rightarrow Time Variant

- Causal / Noncausal

- Causal: Present output depends on present or past input values.
- non causal: Present output depends on future input values.

- Memory / Memoryless

- memory systems : Present output value depends on future or past input values.

- memoryless systems : Present output depends only on present input value.

Note: memoryless \Rightarrow causal

Example:

$$y[n] = x[n] + x^2[n] \quad \text{memoryless}$$

$$y[n] = \sum_{k=n-5}^{n+5} x[k] \quad \text{memory}$$

- Stability - BIBO (Bounded Input \Rightarrow Bounded Output)

$$|x[n]| \leq M_x < \infty \Leftrightarrow |y[n]| \leq M_y < \infty$$

Important

Stability is guaranteed if impulse response is absolutely summable.

$$\sum_{n=-\infty}^{\infty} |h[n]| < \infty$$

Example: Let $h[n] = a^n u[n]$

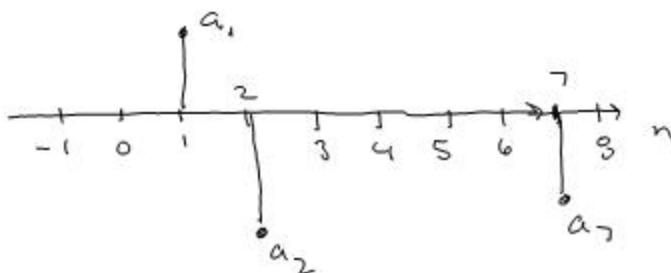
Solution - $\sum_{n=-\infty}^{\infty} |h[n]| = \sum_{n=0}^{\infty} |a|^n = \frac{1}{1-|a|}$ for $|a| < 1$

System is stable !

Impulse Response

- An arbitrary sequence can be represented as a sum of scaled, time shifted impulses.

$$x[n] = a_1 \delta[n-1] + a_2 \delta[n-2] + a_3 \delta[n-3]$$



More general -

$$x[n] = \sum_{k=-\infty}^{\infty} x[k] \delta[n-k]$$

- The output of an LTI system due to a unit impulse signal input applied at $t=0$ or $n=0$ is called the impulse response.
 - Completely characterizes the behavior of any LTI system.
- We can determine the output due to an arbitrary input signal by expressing input as weighted superposition of time-shifted pulses.

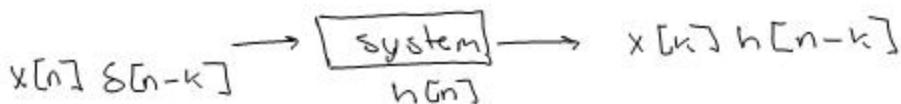
Example: Accumulator $y[n] = \sum_{k=-\infty}^n x[k]$

Impulse response is found by setting $x[n] = \delta[n]$

$$\Rightarrow h[n] = \sum_{k=-\infty}^n \delta[k] = u[n]$$

Input - Output Relationship

- Arbitrary Input - $x[n] = \sum_{k=-\infty}^{\infty} x[k] \delta[n-k]$



so,

$$\sum_{k=-\infty}^{\infty} x[k] \delta[n-k] \rightarrow \boxed{\text{system}} \rightarrow \sum_{k=-\infty}^{\infty} x[k] h[n-k]$$

or $y[n] = \sum_{k=-\infty}^{\infty} x[k] h[n-k]$

Let $k=n-k$ and rewrite as

$$\boxed{y[n] = \sum_{k=-\infty}^{\infty} x[n-k] h[k]}$$

convolution sum

- Convolution is represented compactly as

$$y[n] = x[n] * h[n]$$

- Convolution properties -

- commutative $x_1[n] * x_2[n] = x_2[n] * x_1[n]$

- associative $(x_1[n] * x_2[n]) * x_3[n] = x_1[n] * (x_2[n] * x_3[n])$

- distribution $x_1[n] * (x_2[n] + x_3[n]) =$

$$x_1[n] * x_2[n] + x_1[n] * x_3[n]$$