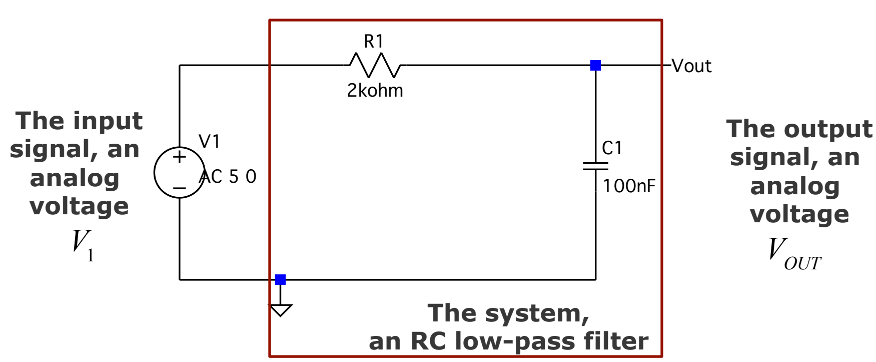
Lecture 2: Signals and Systems: What, why and where we're going

What's it all about?

- A ***signal*** is a waveform or measurement that represents some physical quantity
- A ***system*** is a set of operations that transforms ***input*** signals to ***output*** signals
- We've seen this kind of thing already in circuits (CMPE306)



Signals and Systems

- We're interested in the characteristics of the signals and systems themselves…
- …generally not in the internal details

- Our task is to provide a model of the signal(s) and the system and their relationships
- The *language* we use to build the model is mathematics…
- …the framework we use is based on science!

Continuous time (analog) vs. Discrete time

- We generally describe signals and systems as function of time, $s(t), s(t_1), s[n]$, etc …
- …but it's perfectly acceptable to use position, temperature, barometric pressure, etc. as the independent variable
- As computer engineers, we're generally interested in functions of time, so that's what we'll use.
- Don't forget that other independent variables are possible!

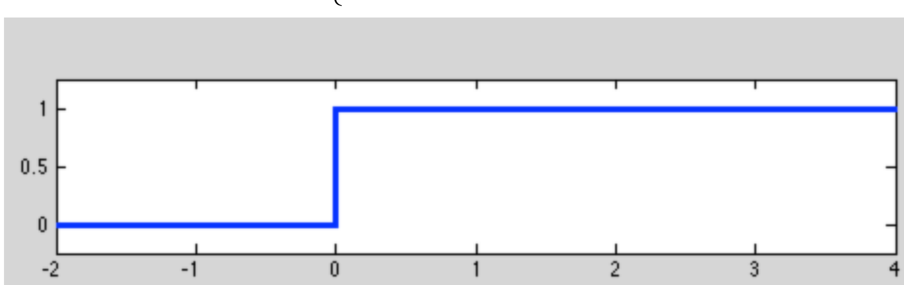
Continuous time (analog) vs. Discrete time

- If the signal is defined for all values of time within a given range, $t_1 \le t \le t_2 = [t_1, t_2]$, we call the signal "continuous"
- If the signal is defined at only a set of times within a given range, $t_1 < t_2 < t_3 \ldots < t_n = \{t_1, t_2 \ldots, t_n\}$ we call the signal "discrete" or "discrete time
- "Continuous" and "discrete" refer to the *time axis*

Continuous vs. Discrete (continued)

- Systems may also be continuous or discrete, where the terms are used in the same way
- Saying "continuous time" does not mean "continuous amplitude" in the sense we learned in Calc I/II!
- Example: The unit step function (remember from 306!)

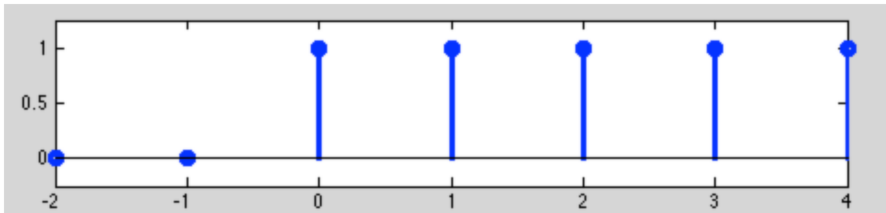
$$u(t) = \begin{cases} 1 & t > 0 \\ 0 & t < 0 \end{cases}$$



Continuous vs. Discrete (continued)

- And the discrete version (which we *haven't* officially seen yet)

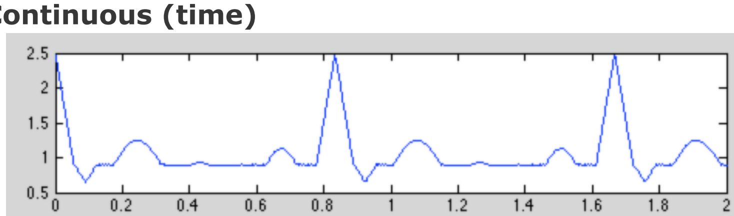
$$u[n] = \begin{cases} 1 & n \geq 0 \\ 0 & < 0 \end{cases}$$



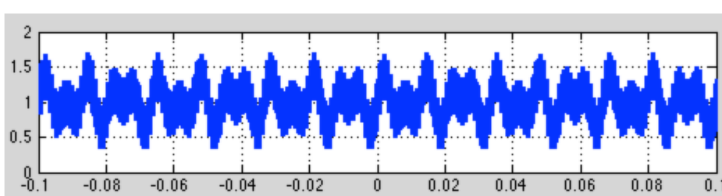
- We'll (eventually) get to a little bit of discrete signals and systems, but our emphases is on *analog signals and systems.*
- CMPE422 covers discrete signals and systems in great detail

Examples

- Continuous (time)

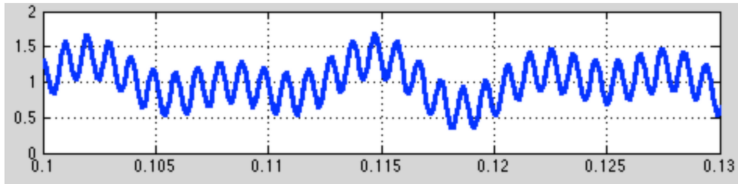


(Simulated) Electrocardiogram (EKG)

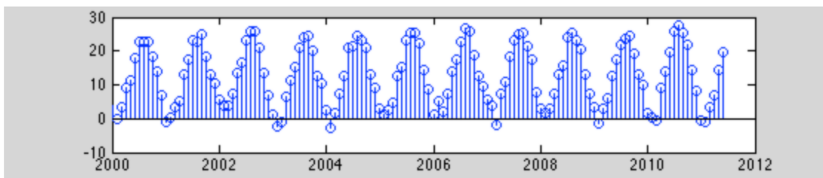


(Simulated) 3-tone Double Sideband AM (DSB-AM) envelope

Examples



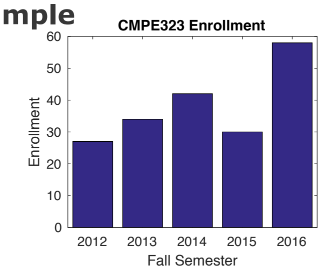
(Simulated) 3-tone Double Sideband AM (DSB-AM) envelope
Expanded scale

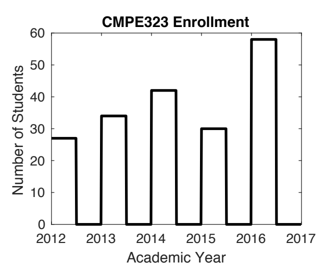


Average monthly temperature (C^o) in Baltimore

Analog vs. Digital

- **In the *amplitude* dimension we can also be "continuous" or "piecewise continuous" in the Calc I/II sense**
- **Or we can be discrete, as in the output of logic gates…**
- **…or the output of an A/D converter**
- **Example**





Discrete/Digital **Continuous/Digital**

Random vs. Deterministic

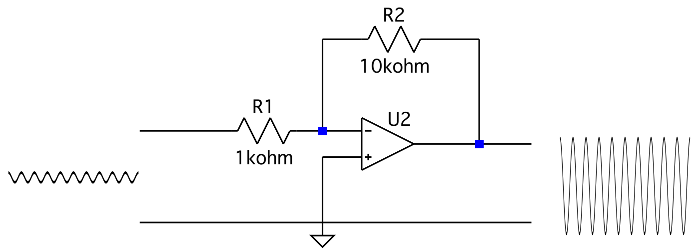
- In a deterministic waveform, if you know the value(s) at a single instant in time, you should be able to predict the value(s) at all future (and past?) times.
- In a random waveform, all you can do is predict the statistical properties (e.g. mean, variance, correlation, etc.)
- More on random waveforms in CMPE320…
- …we'll generally skip them.

Your turn

- Within a small group of neighbors, choose or describe an examples of a signal, a system that might use that signal, and what the output signal might be.
- Is your signal analog (continuous time) or discrete time? Does your signal have a continuous (in the Calculus sense) amplitude or not?
- If you can, suggest a mathematical model of your input and output signals.

Systems vs. signals

- A system is some device or process that takes one signal and turns it into another

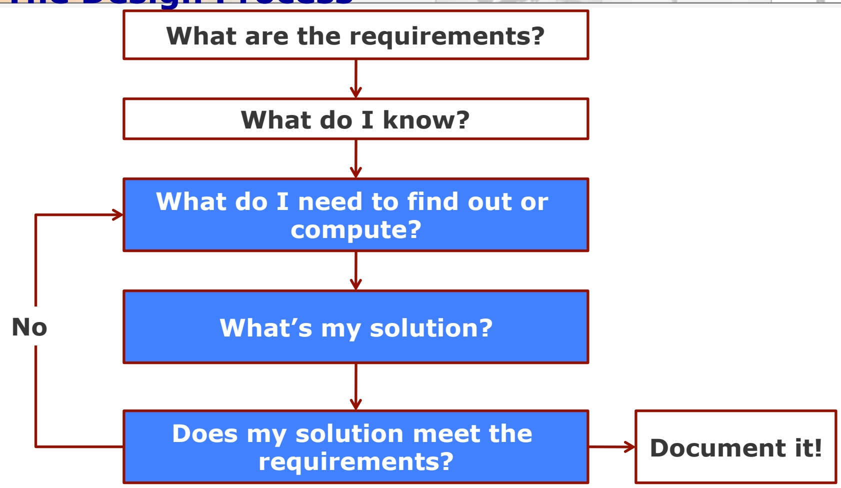


- It might be linear, or not…
- It might vary with time, or not…
- It might induce a delay, or not…
- It might change the shape of the waveform, or not

Why bother?

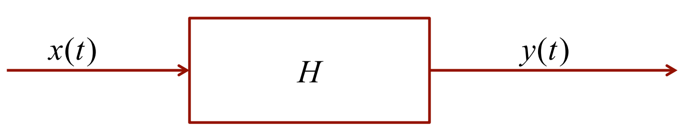
- The major thing we want to do is to predict the *output* of a system to a given *input* signal…
- …without actually building the system.
- It's almost always cheaper to do by analysis!
- Analysis permits us to consider alternatives
  - Consider the *feasibility* of the system before building it.
  - Stress the system with inputs that might be impossible or dangerous to create in practice.
  - Efficiently perform tradeoffs between different systems or different implementations of the same system.

The Design Process

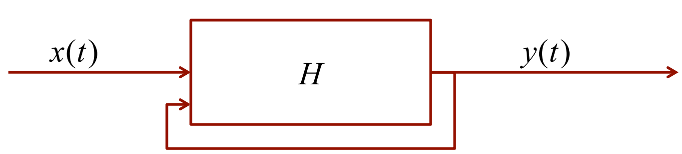


Mathematical Models for Systems

- **We will usually have** $x(t)$ or $s(t)$ **as our system input and** $y(t)$ **as our output…**
- **…and we'll call our system** H **for reasons that will be obvious later.**



- **Some systems use "feedback" (like an op amp!)**



We are looking for a model

- **We're trying to model the output $y(t)$ as some mathematical function of the input**
- **Examples**

$$y(t) = ax(t)$$

$$y(t) = b_n \frac{d^n}{dt^n} x(t) + b_{n-1} \frac{d^{n-1}}{dt^{n-1}} x(t) + \ldots + b_0 x(t)$$

$$y(t) = \cos(2\pi f_0 t + \beta x(t))$$

$$y(t) = \cos(2\pi f_0 t + \beta \int_{-\infty}^{t} x(t))$$

$$y(t) = x(t)\cos\left(2\pi f_0 t\right)$$

$$y(t) = b_n \frac{d^n}{dt^n} x(t) + b_{n-1} \frac{d^{n-1}}{dt^{n-1}} x(t) + \ldots + b_0 x(t) + a_n \frac{d^n}{dt^n} y(t) + a_{n-1} \frac{d^{n-1}}{dt^{n-1}} y(t) + \ldots a_1 \frac{d}{dt} y(t)$$

$$y(t) = x^n(t),\ n > 1$$

$$y(t) = e^{-\lambda x(t)};\ x(t) > 0 \quad \text{(What would a useful } x(t) \text{ be?)}$$

Your turn

- **Working in your table groups and using your common experience, see if you can come up with a system that is modeled by each of the previous candidates**

Some matters of notation

- $x(t), y(t), s(t)$ represent signals where the valid range of t is defined
- If the range is not give, we assume $-\infty < t < \infty$
- $x(t), y(t), s(t)$ also represent the VALUE of the signal at time t, $x(t) = 10$ for $t = 1$ sec, i.e. $x(1) = 10.$
- To keep things straight, we usually use a particular time, and write $x(t_0) = 10,$ or $x(1) = 10.$
- If we say $x(t) = 10$, we (usually) mean "the function x has a constant value for all time t"
- Pay attention! Both notations are used and you need to know which is right in a given situation
- For example $\frac{d}{dt}x(t) = 10, t > 0$ is a time varying signal,

  while $\frac{d}{dt}x(t_1) = 10$ is (probably) a value at time = t_1.

Your turn

- Working in your table groups, identify the input signal, the output signal an appropriate math model for the following systems, and draw a simple input/output diagram. Identify any elements as continuous or discrete time and digital or continuous amplitude

1. The fuel gauge on you car.
2. The GPS output of your smartphone.
3. A simple power meter that measures the power produced in a resistor.
4. A thermocouple that measures temperature.
5. A Geiger counter
6. A simulation of the growth of a bacteria population.
7. An automatic temperature measurement and recording system.