

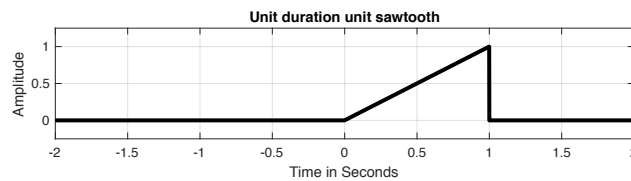
You try

- Use the unit sawtooth to find the following

$$f(t) = s(0.5t - 3)$$

$$g(t) = s(2t + 5)$$

$$h(t) = s(-2t + 5)$$

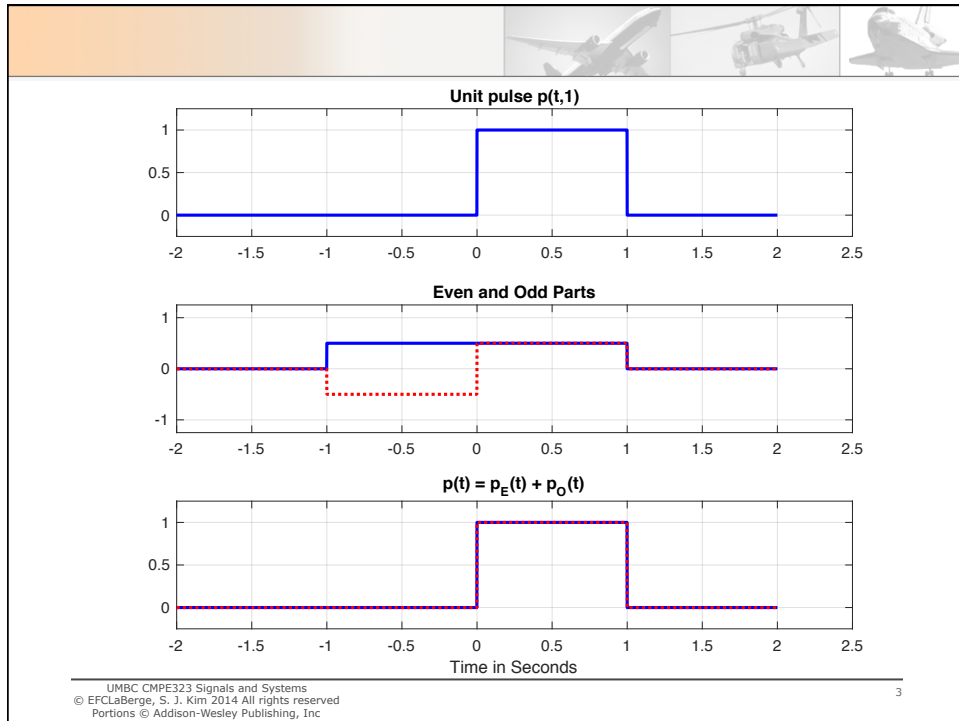


Even and Odd

- Finally, let's discuss even and odd functions
- For an even function $f(t) = f(-t)$
 - Examples $x(t) = t^2$, $x(t) = \cos(\omega t)$, $x(t) = A$
- For an odd function $f(t) = -f(-t)$
 - Examples $x(t) = t^3$, $x(t) = at$, $x(t) = \sin(\omega t)$
- But what about a general function, like $u(t)$?
- Any function can be decomposed into the sum of an even function and an odd function

$$f_E(t) = \frac{f(t) + f(-t)}{2}, f_O(t) = \frac{f(t) - f(-t)}{2}$$

$$f(t) = f_E(t) + f_O(t)$$



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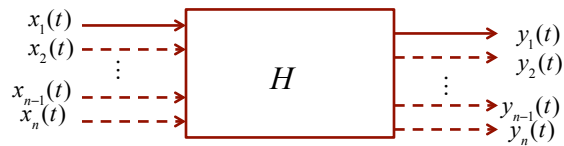
Mathematical Description of Systems

CMPE323

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We've been talking about functions of time

- Functions of time (or space, or temp, or something) are our *signals*...
- ...and we now know some properties and how to change them.
- Now let's turn to the mathematical description of a *system*
- A *system*, H , takes one or more input signals, $x_n(t)$, and turns it/they into one or more output signals $y_n(t)$



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We might know what's in the box!

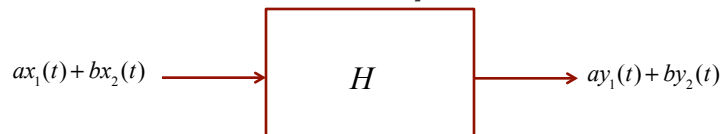
- ...but again, we might not
- We can know (by test) some properties
 - Linearity
 - Time Invariance
 - Causality
 - "Left/Right sidedness"
 - Stability
 - Discrete time or continuous time
 - Discrete amplitude (quantized) or analog
 - Static/Dynamic
 - Feedback/No Feedback

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Linearity

- Many, even most, systems we deal with are linear...
- ...or at least linear over some range of input signals
- A system is *linear* if it has two properties (same as in CMPE306!)
 - Superposition: the output of the sum is the sum of the outputs
 - Scaleability: the output of a constant times the input is the same constant times the output
- What this means is that a system H is linear iff



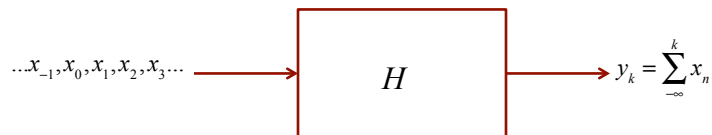
- Where $H(x_1) = y_1$ and $H(x_2) = y_2$

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Example

- A perfect summation
- Inputs are discrete in time and discrete in amplitude, so we can treat them like integers



- Is it linear?
- Test for the properties. Let there be two input sequences: $\dots x_{-1}, x_0, x_1, x_2, x_3, \dots$, and $\dots w_{-1}, w_0, w_1, w_2, w_3, \dots$
- Use the $\{x_k\}$ sequence and observe $y_k^{(x)} = \sum_{n=-\infty}^k x_n$
- Use the $\{w_k\}$ sequence and observe $y_k^{(w)} = \sum_{n=-\infty}^k w_n$
- Use $v_k = ax_k + bw_k$: $y_k^{(v)} = \sum_{n=-\infty}^k v_n = \sum_{n=-\infty}^k (ax_n + bw_n) = a \sum_{n=-\infty}^k x_n + b \sum_{n=-\infty}^k w_n$
 $= ay_k^{(x)} + by_k^{(w)} \Rightarrow$ This system is linear!

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Non-linear example

$$y(t) = x^2(t)$$



Time Invariance (TI)

- A system is *time invariant* (TI) iff a delay in the input causes a corresponding delay in the output, without otherwise changing the output signal

$$y(t) = H(x(t)) = x^2(t)$$

Let $w(t) = x(t - T)$ (a simple delay)

$$y^{(w)}(t) = w^2(t) = x^2(t - T) = y^{(x)}(t - T)$$

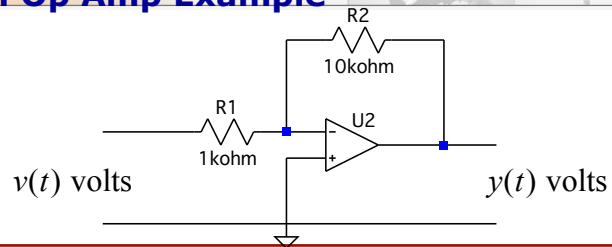
Not linear, but time invariant

- **Example** $y(t) = kx(t)$ with k a known constant

Is it TI?



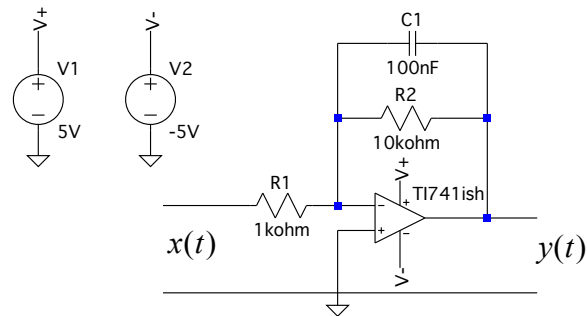
Ideal Op Amp Example



Linear? TI? Static?

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Non-ideal op amp example: L? TI? Static?

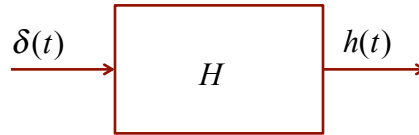


Linear? TI? Static?

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Impulse response

- One of the most useful characterizations of a system is its “impulse” response



- Consider a discrete time, discrete amplitude, “N-point average”

$$y_k = H(x_k) = \frac{1}{N} \sum_{n=k-N+1}^k x_n$$

- Linear? TI? Static? Causal?
- What’s the impulse response?

Stability

- We’ll define stability here...
- ...and come back to it when we discuss Laplace techniques
- A system (not necessarily LTI, causal, or static) is **STABLE** if the application of a bounded input introduces a bounded output

$$\text{BIBOS: } 0 \leq x(t) \leq K \Rightarrow |y(t)| \leq M$$

$$\text{UBIBOS: } |x(t)| \leq K \Rightarrow |y(t)| \leq M$$

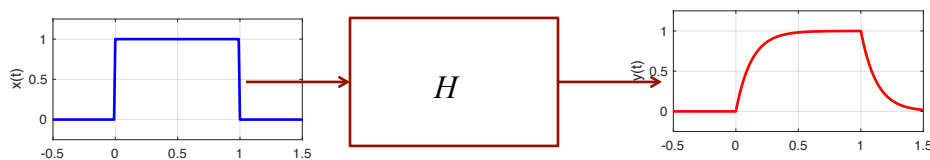
- Is our previous op amp circuit stable?

Using the properties

- Why do we care?
- Remember that we're interested in finding the output from a known (but arbitrary) input
- If the system is LTI, and if we can break the input into pieces whose output is known ...
- ...we can apply the pieces one at a time...
- ...and then sum the outputs to get the total output
- Let's see

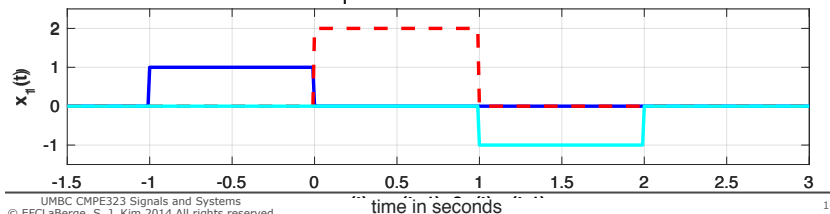
For LTI systems

- If we know the input output relationship for a signal of interest, like a pulse...



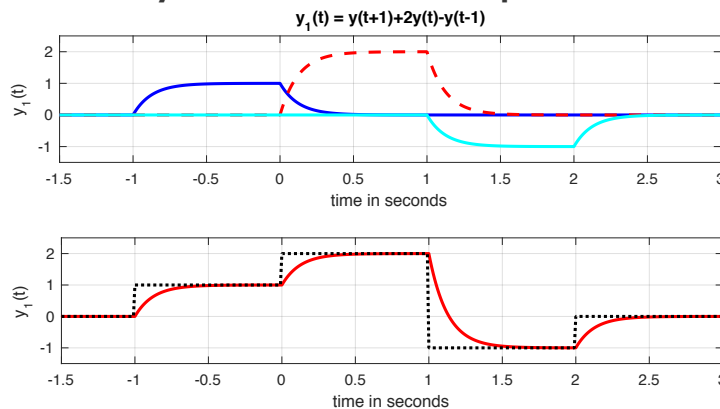
- ...we can find the input output relationship for signals that can be decomposed into sums of delayed versions of the input signal

$$x_1(t) = p(t+1) + 2p(t) - p(t-1)$$



...continued

- By linearity, the output of the sum is the sum of the outputs...
- ...by TI, a delay or advance in the input results in the same delay or advance in the output

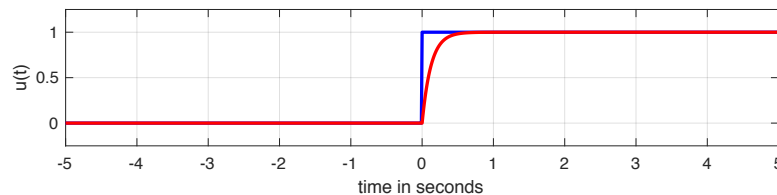


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So what is the impulse response?

- We might (should) ask what the impulse response is
- Imagine the input is a very long pulse...

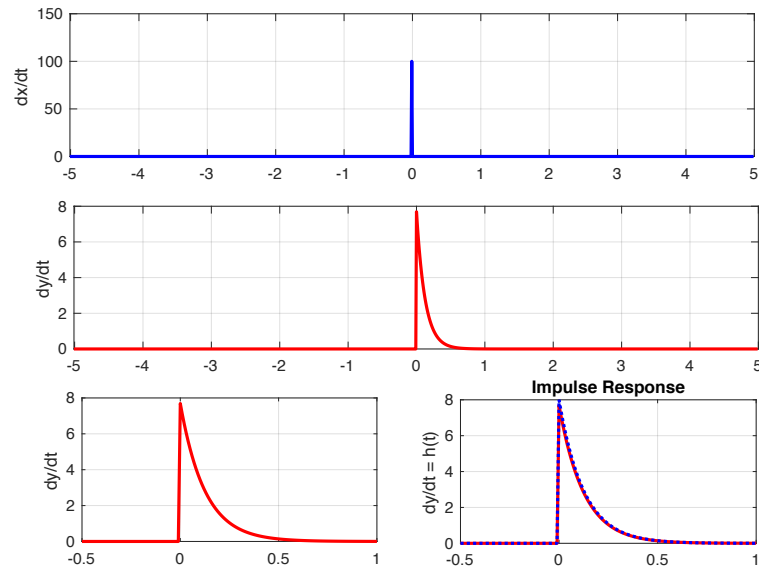


- ...which is essential a step, so we have the step response...
- The impulse is the derivative of the step, and the system is LTI, so the output of the derivative is the derivative of the output (check this out for yourselves)

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Impulse response continued



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