

# Signals & Systems

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# CONTENTS

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<b>1</b>	<b>Discrete Time Systems</b>	<b>2</b>
1.1	Introduction . . . . .	2
1.2	LTI Systems & Impulse Response . . . . .	3
1.3	BIBO Stability, Causality, & Periodicity . . . . .	6
1.4	Discrete Time Difference Equations . . . . .	7
1.5	Discrete Time State Space Representation . . . . .	7
<b>2</b>	<b>Continuous Time Systems</b>	<b>8</b>
2.1	Continuous Time Convolution . . . . .	8
2.2	Continuous Time BIBO Stability & Causality . . . . .	8
2.3	Continuous Time State Space Representation & Feedback . . . . .	8
<b>3</b>	<b>Frequency Analysis</b>	<b>9</b>
3.1	Discrete Time Fourier Series . . . . .	9
3.2	Continuous Time Fourier Series . . . . .	9
3.3	Discrete Time Fourier Transform . . . . .	9
3.4	Continuous Time Fourier Transform . . . . .	9
<b>4</b>	<b>Sampling and Modulation</b>	<b>10</b>
4.1	Modulation . . . . .	10
4.2	Sampling Theorem . . . . .	10
4.3	Z-Transform . . . . .	10
4.4	Laplace Transform . . . . .	10

# CHAPTER 1

## DISCRETE TIME SYSTEMS

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### 1.1 INTRODUCTION

**Definition 1.1** (Signal).

A signal is a function. That is, for some signal  $x$  we take as input an element from  $\mathbb{R}$  or  $\mathbb{Z}$  and output either a  $\mathbb{R}$  or  $\mathbb{C}$  number.

- Put simply, signals follow the function rule that tells us what mapping the function in question should follow.
- From this, we abide by the convention that whenever the domain of our signal is  $\mathbb{Z}$  we are working in discrete time. Conversely, if the domain is  $\mathbb{R}$  we will be in continuous time.

**Definition 1.2** (Kronecker Delta a.k.a. Discrete Time Impulse).

$$\delta(n) = \begin{cases} 1, & \text{if } n = 0 \\ 0, & \text{if } n \neq 0 \end{cases}.$$

**Definition 1.3** (Discrete Time Unit Step).

$$u(n) = \begin{cases} 1, & \text{if } n \geq 0 \\ 0, & \text{if } n < 0 \end{cases}.$$

**Definition 1.4** (Continuous Time Unit Step).

$$u(t) = \begin{cases} 1, & \text{if } t \geq 0 \\ 0, & \text{if } t < 0 \end{cases}.$$

**Theorem 1.1.** Any discrete time signal can be decomposed into a linear combination of shifted impulses. It follows that, the unit step function can be reinterpreted as

$$u(n) = \sum_{k=0}^{\infty} \delta(n - k).$$

**Theorem 1.2.** Immediately from above, we say that any discrete time signal can be expressed as a linear combination of shifted impulses.

$$u(n) = \sum_{k=0}^{\infty} \delta(n - k) = \sum_{m=-\infty}^n \delta(m).$$

- In discrete time, the unit step is the cumulative sum of Kronecker deltas. A similar concept to that of the integral.
- We can represent  $\delta(n)$  in terms of shifted  $u(n)$ 's as

$$\delta(n) = u(n) - u(n-1).$$

Note that

$$\delta(n) = \frac{u(n) - u(n-1)}{n - (n-1)} = u(n) - u(n-1).$$

It suffices to say that this is similar to the derivative.

- Therefore, in discrete time  $\delta(n)$  is known as the discrete time derivative of the impulse signal and  $u(n)$  is its integral.

## 1.2 LTI SYSTEMS & IMPULSE RESPONSE

**Definition 1.5** (Systems).

Similar to signals we say that systems are functions. That is,  $x \rightarrow H \rightarrow y$  where  $x$  is our input signal and  $y$  is the corresponding output signal after  $x$  "passes" through the system  $H$ .

More formally, we define  $\mathbb{X}$  to be the input signal space and  $\mathbb{Y}$  to be the output signal space. Thus,  $y = H(x)$  where  $x \in \mathbb{X}$ ,  $y \in \mathbb{Y}$ .

- **Systems Properties:** (1) Linearity (or Superposition) and (2) Time Invariance.
- **Linearity:** System  $H$  is said to be linear if it satisfies both the scaling and additivity property.
  1. **Scaling:** The output of a weighted input must be scaled by the weight of that input, i.e.,  $\alpha x \rightarrow H \rightarrow \alpha y$ ,  $\forall x \in \mathbb{X}$ ,  $\forall \alpha \in \mathbb{R}/\mathbb{C}$ .
  2. **Additivity:** The system is additive if it satisfies the below,

$$x_1 \rightarrow H \rightarrow y_1 \quad \text{and} \quad x_2 \rightarrow H \rightarrow y_1 \quad \text{then} \quad x_1 + x_2 \rightarrow H \rightarrow y_1 + y_2$$

for all  $x_1, x_2 \in \mathbb{X}$ .

The notion of **superposition** occurs when the scaling and additive properties are combined in one step, i.e.,

$$\alpha x_1 + \beta x_2 \rightarrow H \rightarrow \alpha y_1 + \beta y_2$$

for all  $\alpha, \beta \in \mathbb{R}/\mathbb{C}$  and for all  $x_1, x_2 \in \mathbb{X}$ .

- **Time Invariance:** If input  $\hat{x}(n) = x(n-N)$  for  $N \in \mathbb{Z}$ , then if  $\hat{y}(n) = y(n-N)$ ,  $\forall x \in \mathbb{X}$  and  $\forall N \in \mathbb{Z}$ , the system  $H$  is time invariant.
- **Zero Input - Zero Output (ZIZO):** If our input is zero then the output must be zero, and if this does not hold then the system is nonlinear.
- **LTI Systems:** Are systems that possess both linearity and time invariance.

- If the input signal  $x(n) = \delta(n)$ , then  $y(n) \triangleq h(n)$  where  $h(n)$  is called the **impulse response** of the system.

**Theorem 1.3.** Given that we now the impulse response of an LTI system, we then know the system response to any arbitrary input  $x$ .

*Proof.*

$$\begin{aligned}\delta(n) &\longrightarrow H \longrightarrow h(n) \\ \delta(n-k) &\longrightarrow H \longrightarrow h(n-k) \\ x(k)\delta(n-k) &\longrightarrow H \longrightarrow x(k)h(n-k) \\ \sum_{k=-\infty}^{\infty} x(k)\delta(n-k) &\longrightarrow H \longrightarrow \sum_{k=-\infty}^{\infty} x(k)h(n-k)\end{aligned}$$

where  $x(n) = \sum_{k=-\infty}^{\infty} x(k)\delta(n-k)$  and  $y(n) = \sum_{k=-\infty}^{\infty} x(k)h(n-k)$ . ■

- **DT-LTI Systems:** Are a result of the above proof,

$$x(n) \longrightarrow H \longrightarrow y(n) = \sum_{k=-\infty}^{\infty} x(k)h(n-k)$$

where we define  $y$  to be the convolution between  $x$  and  $h$ ,

$$(1.1) \quad y(n) = (x * h)(n) = \sum_{k=-\infty}^{\infty} x(k)h(n-k).$$

- Convolution is commutative:

$$\begin{aligned}y(n) &= (x * h)(n) \\ &= \sum_{k=-\infty}^{\infty} x(k)h(n-k) \\ &= \sum_{m=-\infty}^{\infty} x(n-m)h(m) \\ &= (h * x)(n)\end{aligned}$$

- If  $x(n) \longrightarrow F \longrightarrow G \longrightarrow y(n)$ , then we define an intermediate signal  $q(n) = (x * f)(n)$ . Then,  $y(n) = (q * g)(n) = (x * f * g)(n) = (x * h)(n)$  where  $h(n) = (f * g)(n)$  is the impulse response of a "bigger" system  $H$ .
- Two systems in series (cascaded) is an LTI system.
- $\delta(n)$  also referred as the identity element in discrete time, and  $(\delta * h)(n) = (h * \delta)(n) = h(n)$ .
- **Euler's Formula:**  $e^{i\theta} = \cos \theta + i \sin \theta$ .

- **Inverse Euler's Formula:**

$$(1.2) \quad \cos \theta = \frac{e^{i\theta} + e^{-i\theta}}{2}$$

$$(1.3) \quad \sin \theta = \frac{e^{i\theta} - e^{-i\theta}}{2i}$$

- **Frequency Response of an LTI System:** From previous observations we know the following two facts:

$$x(n) = \delta(n) \longrightarrow H \longrightarrow y(n) = h(n)$$

where  $x(n)$  is "activated" only when  $n = 0$  and more generally,

$$x(n) \longrightarrow H \longrightarrow y(n) = (x * h)(n).$$

If  $x(n)$  were to be "active" for every time value of  $n$ , then

$$x(n) = e^{i\omega n} \longrightarrow H \longrightarrow y(n)$$

where

$$\begin{aligned} y(n) &= (x * h)(n) \\ &= \sum_{k=-\infty}^{\infty} e^{i\omega k} h(n-k) \\ &= e^{i\omega n} \sum_{m=-\infty}^{\infty} h(m) e^{-i\omega m}. \end{aligned}$$

The term  $\sum_{m=-\infty}^{\infty} h(m) e^{-i\omega m}$  is a constant that only depends on  $\omega$ . Thus, the frequency response of the system is,

$$(1.4) \quad H(\omega) \triangleq \sum_{m=-\infty}^{\infty} h(m) e^{-i\omega m}.$$

- Similar idea to eigenvalues,  $A\vec{x} = \lambda\vec{x}$ , where  $A$  is the system response,  $H(\omega)$  is the eigenvalue, and our complex exponential is  $\vec{x}$ .
- Think of  $H(\omega)$  as a scaling object.
- **Eigenfunction Property:** Denote our input signal as the complex exponential  $e^{i\omega n}$  which is the eigenfunction with respect to the DT-LTI system. It follows that,

$$e^{i\omega n} \longrightarrow H \longrightarrow H(\omega) e^{i\omega n}.$$

- Note that a large class of signals of interest can be written as a linear combination of complex exponentials (Fourier Analysis).

- The frequency response of a DT-LTI system is  $2\pi$  periodic,

$$H(\omega + 2\pi) = \sum_{n=-\infty}^{\infty} h(n)e^{-i(\omega+2\pi)n} = \sum_{n=-\infty}^{\infty} h(n)e^{-i\omega n}.$$

When analyzing the frequency response of a system only focus on  $\omega \in (0, 2\pi)$  or  $\omega \in (-\pi, \pi)$ .

- More generally,  $H(\omega)$  is  $2\pi n$  periodic  $\forall n \in \mathbb{Z}$ .
- From above,  $H(\omega)$  has fundamental period  $2\pi$ .

### 1.3 BIBO STABILITY, CAUSALITY, & PERIODICITY

- **Periodicity of Complex Exponentials:** For a given continuous time signal  $e^{i\omega t}$ , it experiences  $\frac{2\pi}{\omega}$  revolutions per second, then  $\omega$  denotes the radians per second of the signal.

**Theorem 1.4** (Continuous Time Periodicity).

We say that,  $x : \mathbb{R} \rightarrow \mathbb{R}$  is  $T$  periodic if  $\exists T$  s.t.  $x(t + T) = x(t)$ ,  $\forall t \in \mathbb{R}$ .

- Smallest such positive  $t$  is called the **fundamental period** in continuous time.
- The **fundamental frequency** is given by  $f_0 = \frac{1}{T}$  and  $\omega = \frac{2\pi}{T}$  has units of fundamental frequency, i.e.,  $\omega_0 = 2\pi f_0$ .
- $e^{i\omega t}$  is periodic in  $t$  with fundamental period  $T = \frac{2\pi}{\omega}$ , thus it is not periodic in  $\omega$ .

**Theorem 1.5** (Discrete Time Periodicity).

Say that  $x : \mathbb{Z} \rightarrow \mathbb{R}$  is  $N$  periodic if  $\exists N$  s.t.  $x(n + N) = x(n)$ ,  $\forall n \in \mathbb{Z}$ .

- Small such positive  $N$  is the fundamental period in discrete time.
- $f_0 = \frac{1}{N}$  is the fundamental frequency in discrete time and  $\omega = \frac{2\pi}{N}$  has units of fundamental frequency, i.e.,  $\omega_0 = 2\pi f_0$ .
- $e^{i\omega n}$  is periodic in  $\omega$  with fundamental period  $2\pi$ , i.e., it is only periodic in  $n$  if  $\omega$  is a rational multiple of  $\pi$ :

$$\begin{aligned} e^{i\omega(n+N)} &= e^{i\omega n} \\ e^{i\omega N} &= 1 \\ \omega N &= 2\pi k \\ \omega &= \frac{2\pi k}{N} \\ &= \left(\frac{2\pi}{N}\right)k \end{aligned}$$

therefore  $\omega$  must be a rational multiple.

## 1.4 DISCRETE TIME DIFFERENCE EQUATIONS

- **Finite Impulse Response:** Example is the two point moving average filter,

$$y(n) = \frac{1}{2}x(n) + \frac{1}{2}x(n-1)$$

with corresponding impulse response  $h(n) = \frac{\delta(n) + \delta(n-1)}{2}$ .

- **Infinite Impulse Response:** Example is the exponentially weighted average filter,

$$y(n) = x(n) + \alpha y(n-1)$$

with impulse response  $h(n) = \alpha^n u(n)$ .

## 1.5 DISCRETE TIME STATE SPACE REPRESENTATION



# CHAPTER 2

## CONTINUOUS TIME SYSTEMS

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### 2.1 CONTINUOUS TIME CONVOLUTION

### 2.2 CONTINUOUS TIME BIBO STABILITY & CAUSALITY

### 2.3 CONTINUOUS TIME STATE SPACE REPRESENTATION & FEEDBACK

# CHAPTER 3

## FREQUENCY ANALYSIS

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3.1 DISCRETE TIME FOURIER SERIES

3.2 CONTINUOUS TIME FOURER SERIES

3.3 DISCRETE TIME FOURIER TRANSFORM

3.4 CONTINUOUS TIME FOURIER TRANSFORM

# CHAPTER 4

## SAMPLING AND MODULATION

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### 4.1 MODULATION

### 4.2 SAMPLING THEOREM

### 4.3 Z-TRANSFORM

### 4.4 LAPLACE TRANSFORM