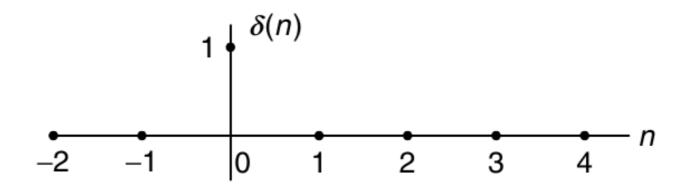


#### Digital signals and systems

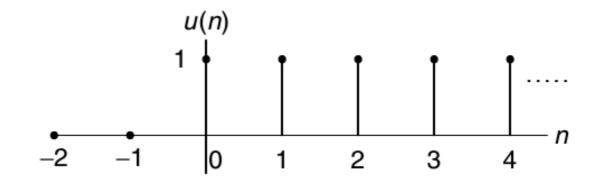
#### Unit impulse sequence

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

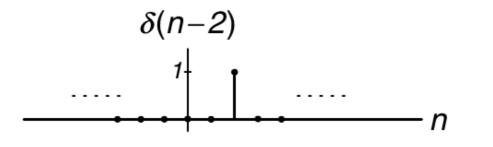


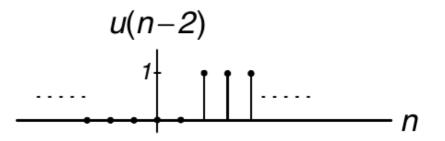
## Unit step sequence

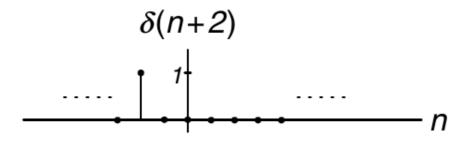
$$u(n) = \begin{cases} 1 & n \ge 0\\ 0 & n < 0 \end{cases}$$

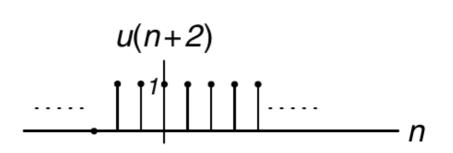


# Shifted sequences







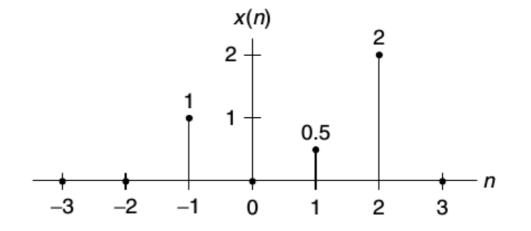


# Example

Given the following,

$$x(n) = \delta(n+1) + 0.5\delta(n-1) + 2\delta(n-2),$$

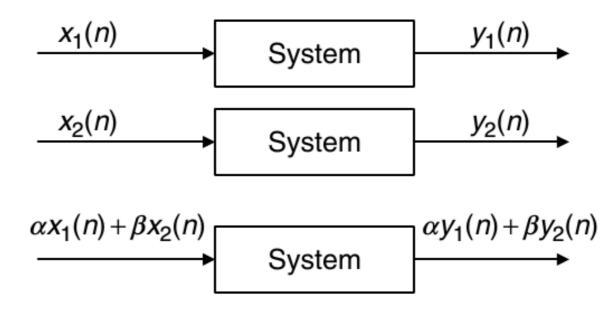
a. Sketch this sequence.



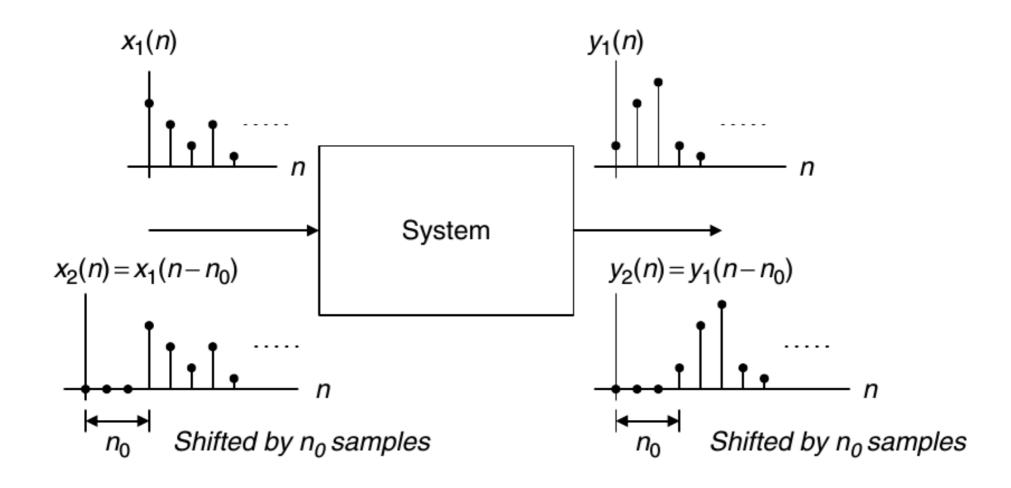
- 3.1. Sketch each of the following special digital sequences:
  - a. 5δ(*n*)
  - b.  $-2\delta(n-5)$
  - c. -5u(n)
  - d. 5u(n-2)
- 3.2. Calculate the first eight sample values and sketch each of the following sequences:
  - a.  $x(n) = 0.5^n u(n)$
  - b.  $x(n) = 5\sin(0.2\pi n)u(n)$
  - c.  $x(n) = 5\cos(0.1\pi n + 30^{\circ})u(n)$
  - d.  $x(n) = 5(0.75)^n \sin(0.1\pi n)u(n)$
- 3.3. Sketch the following sequences:

a.  $x(n) = 3\delta(n+2) - 0.5\delta(n) + 5\delta(n-1) - 4\delta(n-5)$ b.  $x(n) = \delta(n+1) - 2\delta(n-1) + 5u(n-4)$ 





# Time invariance



# Causality

A causal system is one in which the output y(n) at time n depends only on the current input x(n) at time n, its past input sample values such as x(n-1), x(n-2), ...: Otherwise, if a system output depends on the future input values, such as x(n+1), x(n+2), ..., the system is noncausal.

3.6. Determine which of the following is a linear system.

a. 
$$y(n) = 5x(n) + 2x^2(n)$$

b. 
$$y(n) = x(n-1) + 4x(n)$$

c. 
$$y(n) = 4x^3(n-1) - 2x(n)$$

3.7. Given the following linear systems, find which one is time invariant.

a. 
$$y(n) = -5x(n - 10)$$
  
b.  $y(n) = 4x(n^2)$ 

3.8. Determine which of the following linear systems is causal.

a. 
$$y(n) = 0.5x(n) + 100x(n-2) - 20x(n-10)$$

b. y(n) = x(n+4) + 0.5x(n) - 2x(n-2)

# **Diference** equations

A causal, linear, time-invariant system can be described by a difference equation having the following general form:

$$y(n) + a_1y(n-1) + \ldots + a_Ny(n-N)$$

 $= b_0 x(n) + b_1 x(n-1) + \ldots + b_M x(n-M),$ 

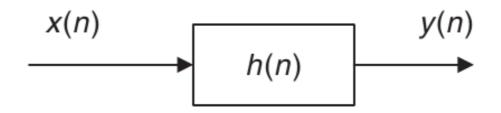
$$y(n) = -\sum_{i=1}^{N} a_i y(n-i) + \sum_{j=0}^{M} b_j x(n-j).$$

# System Representation Using Its Impulse Response

A linear time-invariant system can be completely described by its unit-impulse response, which is defined as the system response due to the impulse input d(n) with zero initial conditions



With the obtained unit-impulse response h(n), we can represent the linear time-invariant system



# Example

# Given the linear time-invariant system y(n)=0.5x(n) + 0.25x(n-1) with an initial condition x(-1)=0,

- Determine the unit-impulse response h(n).
- Draw the system block diagram.
- Write the output using the obtained impulse response.

#### Solution:

a. According to Figure 3.13, let  $x(n) = \delta(n)$ , then

$$h(n) = y(n) = 0.5x(n) + 0.25x(n-1) = 0.5\delta(n) + 0.25\delta(n-1).$$

Thus, for this particular linear system, we have

$$h(n) = \begin{cases} 0.5 & n = 0\\ 0.25 & n = 1\\ 0 & elsewhere \end{cases}$$

b. The block diagram of the linear time-invariant system is shown as

$$x(n) \qquad y(n) \\ h(n) = 0.5\delta(n) + 0.25\delta(n-1)$$

#### FIGURE 3.15 The system block diagram in Example 3.7.

c. The system output can be rewritten as

$$y(n) = h(0)x(n) + h(1)x(n-1).$$

# Convolution (Digital convolution sum)

 $y(n) = \ldots + h(-1)x(n+1) + h(0)x(n) + h(1)x(n-1) + h(2)x(n-2) + \ldots$ 

 $h(n) = \ldots + h(-1)\delta(n+1) + h(0)\delta(n) + h(1)\delta(n-1) + h(2)\delta(n-2) + \ldots,$ 

# Example

Given the difference equation y(n)=0.25y(n-1) + x(n) for  $n \ge 0$  and y(-1)=0, Determine the unit-impulse response h(n). Draw the system block diagram. Write the output using the obtained impulse response.

For a step input x(n)=u(n), verify and compare the output responses for the first three output samples using the difference equation and digitial convolution sum

#### Solution:

a. Let  $x(n) = \delta(n)$ , then

$$h(n) = 0.25h(n-1) + \delta(n).$$

To solve for h(n), we evaluate

$$h(0) = 0.25h(-1) + \delta(0) = 0.25 \times 0 + 1 = 1$$
  

$$h(1) = 0.25h(0) + \delta(1) = 0.25 \times 1 + 0 = 0.25$$
  

$$h(2) = 0.25h(1) + \delta(2) = 0.25 \times 0.5 + 0 = 0.0625$$
  
...

With the calculated results, we can predict the impulse response as

$$h(n) = (0.25)^n u(n) = \delta(n) + 0.25\delta(n-1) + 0.0625\delta(n-2) + \dots$$

b. The system block diagram is given in Figure 3.16.

$$\xrightarrow{x(n)} h(n) = \delta(n) + 0.25\delta(n-1) + \cdots$$

c. The output sequence is a sum of infinite terms expressed as

$$y(n) = h(0)x(n) + h(1)x(n-1) + h(2)x(n-2) + \dots$$
  
= x(n) + 0.25x(n-1) + 0.0625x(n-2) + \dots

d. From the difference equation and using the zero-initial condition, we have

$$y(n) = 0.25y(n-1) + x(n)$$
 for  $n \ge 0$  and  $y(-1) = 0$   
 $n = 0, y(0) = 0.25y(-1) + x(0) = u(0) = 1$   
 $n = 1, y(1) = 0.25y(0) + x(1) = 0.25 \times u(0) + u(1) = 1.25$   
 $n = 2, y(2) = 0.25y(1) + x(2) = 0.25 \times 1.25 + u(2) = 1.3125$ 

Applying the convolution sum in Equation (3.15) yields

$$y(n) = x(n) + 0.25x(n-1) + 0.0625x(n-2) + \dots$$

$$n = 0, \ y(0) = x(0) + 0.25x(-1) + 0.0625x(-2) + \dots$$

$$= u(0) + 0.25 \times u(-1) + 0.125 \times u(-2) + \dots = 1$$

$$n = 1, \ y(1) = x(1) + 0.25x(0) + 0.0625x(-1) + \dots$$

$$= u(1) + 0.25 \times u(0) + 0.125 \times u(-1) + \dots = 1.25$$

$$n = 2, \ y(2) = x(2) + 0.25x(1) + 0.0625x(0) + \dots$$

$$= u(2) + 0.25 \times u(1) + 0.0625 \times u(0) + \dots = 1.3125$$



"... a linear time-invariant system can be represented by the convolution sum using its impulse response and input sequence."



3.10. Find the unit-impulse response for each of the following linear systems.

a. 
$$y(n) = 0.5x(n) - 0.5x(n-2)$$
; for  $n \ge 0$ ,  $x(-2) = 0$ ,  $x(-1) = 0$   
b.  $y(n) = 0.75y(n-1) + x(n)$ ; for  $n \ge 0$ ,  $y(-1) = 0$   
c.  $y(n) = -0.8y(n-1) + x(n-1)$ ; for  $n \ge 0$ ,  $x(-1) = 0$ ,  $y(-1) = 0$ 

- 3.11. For each of the following linear systems, find the unit-impulse response, and draw the block diagram.
  - a. y(n) = 5x(n-10)
  - b. y(n) = x(n) + 0.5x(n-1)

## **Digital convolution sum**

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A linear time-invariant system can be represented by using a digital convolution sum. Given a linear time-invariant system, we can determine its unit-impulse response h(n), which relates the system input and output. (The sequences h(k) and x(k) in equations are interchangeable).

$$y(n) = \sum_{k=-\infty}^{\infty} h(k)x(n-k)$$
  
= ... + h(-1)x(n+1) + h(0)x(n) + h(1)x(n-1) + h(2)x(n-2) + ...

 $L(a) = L(a) \cdot L(a)$ 

$$y(n) = \sum_{k=-\infty}^{\infty} x(k)h(n-k)$$
  
= ... + x(-1)h(n+1) + x(0)h(n) + x(1)h(n-1) + x(2)h(n-2) + ...

#### ... para un sistema causal

$$y(n) = \sum_{k=0}^{\infty} h(k) x(n-k) = \sum_{k=0}^{\infty} x(k) h(n-k).$$

# Methods to implement convolution

# Graphical (need reverse and shifted sequences) Formula Table

The reversed sequence is a mirror image of the original sequence, assuming the vertical axis as the mirror (If h(n) is the given sequence, h(-n) is the reversed sequence)



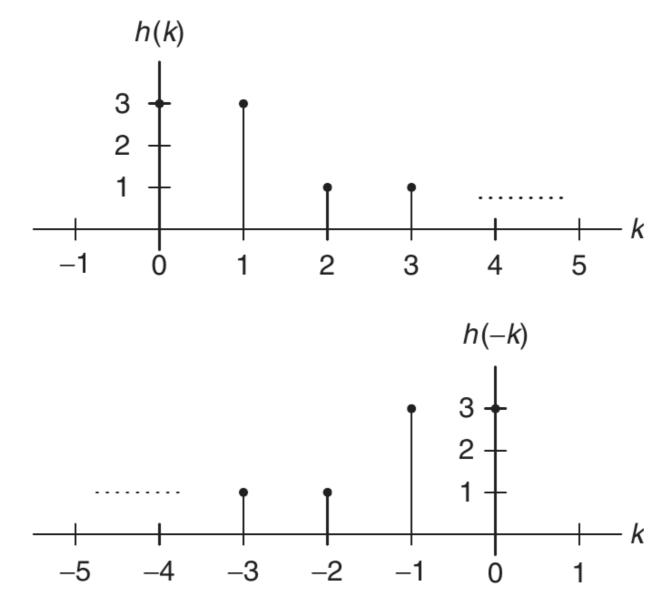
Given a sequence,

$$h(k) = \begin{cases} 3, & k = 0, 1\\ 1, & k = 2, 3\\ 0 & elsewhere \end{cases}$$

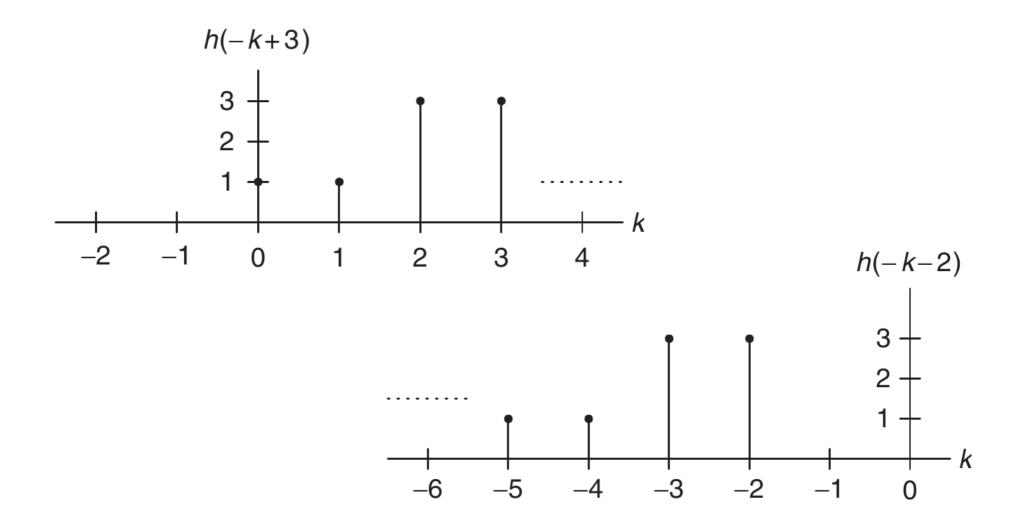
where k is the time index or sample number,

- a. Sketch the sequence h(k) and reversed sequence h(-k).
- b. Sketch the shifted sequences h(-k+3) and h(-k-2).



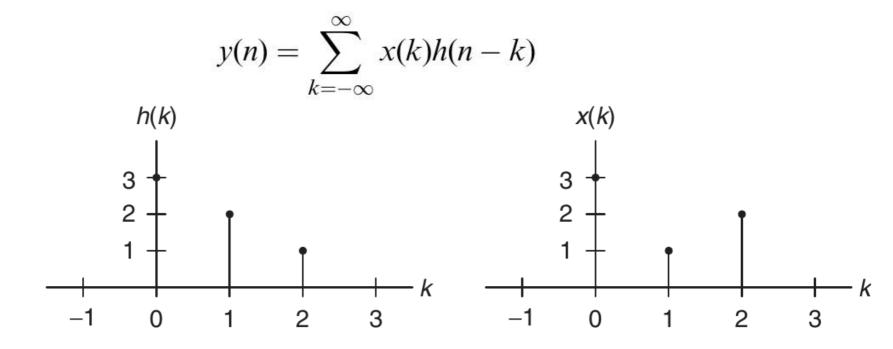




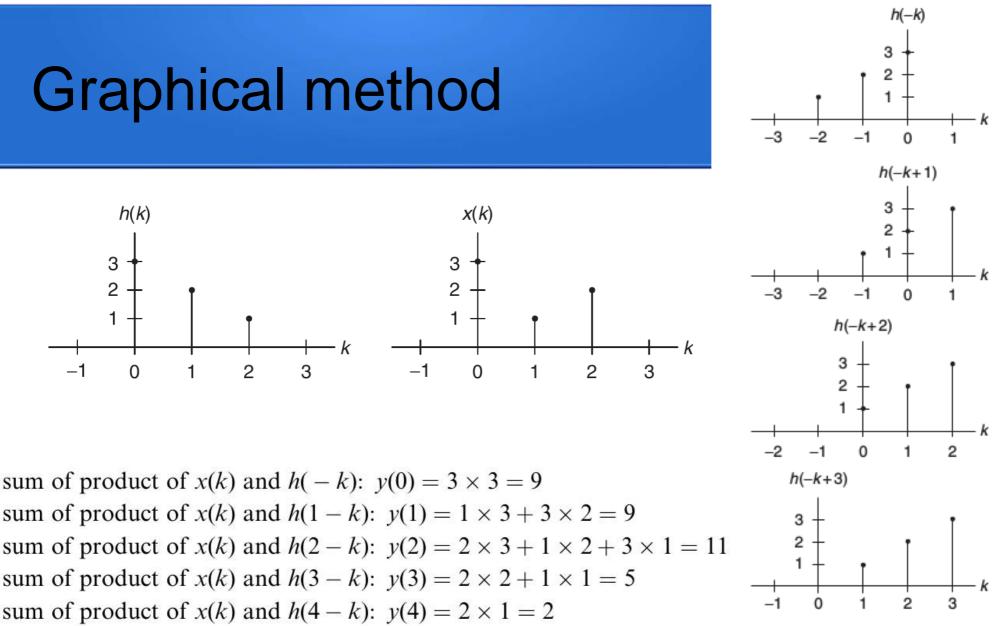


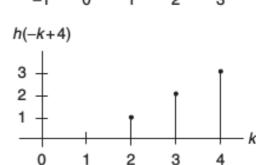
## Example

Using the following sequences defined in Figure 3.21, evaluate the digital convolution



- a. By the graphical method.
- b. By applying the formula directly.
- c. using the table method



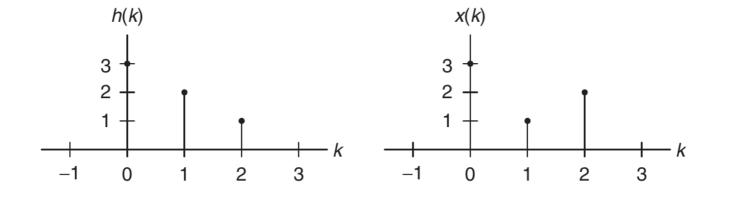


# Animation

Animación 1

Animación 2

#### Formula method

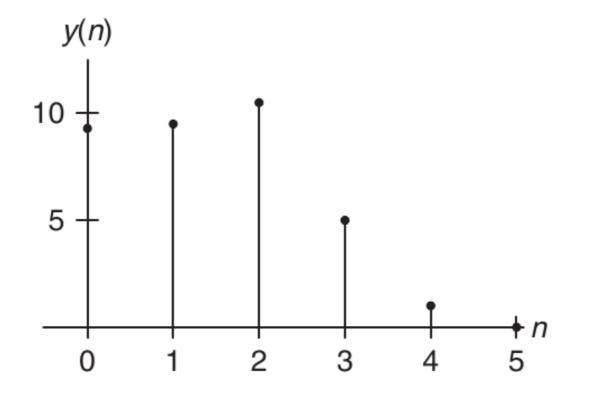


 $n = 0, y(0) = x(0)h(0) + x(1)h(-1) + x(2)h(-2) = 3 \times 3 + 1 \times 0 + 2 \times 0 = 9,$   $n = 1, y(1) = x(0)h(1) + x(1)h(0) + x(2)h(-1) = 3 \times 2 + 1 \times 3 + 2 \times 0 = 9,$   $n = 2, y(2) = x(0)h(2) + x(1)h(1) + x(2)h(0) = 3 \times 1 + 1 \times 2 + 2 \times 3 = 11,$   $n = 3, y(3) = x(0)h(3) + x(1)h(2) + x(2)h(1) = 3 \times 0 + 1 \times 1 + 2 \times 2 = 5.$   $n = 4, y(4) = x(0)h(4) + x(1)h(3) + x(2)h(2) = 3 \times 0 + 1 \times 0 + 2 \times 1 = 2,$  $n \ge 5, y(n) = x(0)h(n) + x(1)h(n-1) + x(2)h(n-2) = 3 \times 0 + 1 \times 0 + 2 \times 0 = 0.$ 

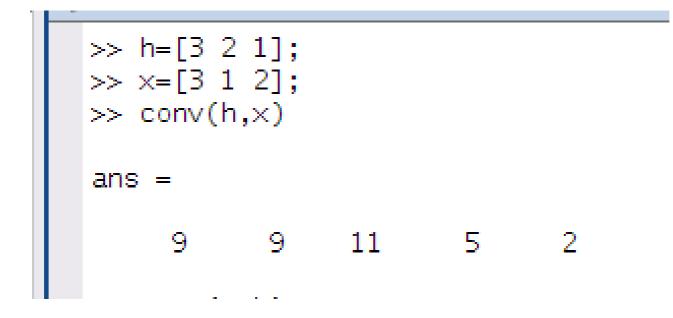
# Table method

<i>k</i> :	-2	-1	0	1	2	3	4	5	
x(k):			3	1	2				
h(-k):	1	2	3						$y(0) = 3 \times 3 = 9$
h(1-k)		1	2	3					$y(1) = 3 \times 2 + 1 \times 3 = 9$
h(2 - k)			1	2	3				$y(2) = 3 \times 1 + 1 \times 2 + 2 \times 3 = 11$
h(3 - k)				1	2	3			$y(3) = 1 \times 1 + 2 \times 2 = 5$
h(4 - k)					1	2	3		$y(4) = 2 \times 1 = 2$
h(5-k)						1	2	3	y(5) = 0 (no overlap)
									72

# Convolution







## Example

A system representation using the unit-impulse response for the linear system

$$y(n) = 0.25y(n-1) + x(n)$$
 for  $n \ge 0$  and  $y(-1) = 0$ 

is determined in Example 3.8 as

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

where  $h(n) = (0.25)^n u(n)$ . For a step input x(n) = u(n),

a. Determine the output response for the first three output samples using the table method.



## Problems

3.15. Using the following sequence definitions,

$$h(k) = \begin{cases} 2, & k = 0, 1, 2\\ 1, & k = 3, 4\\ 0 & elsewhere \end{cases} \text{ and } x(k) = \begin{cases} 2, & k = 0\\ 1, & k = 1, 2\\ 0 & elsewhere, \end{cases}$$

evaluate the digital convolution

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

- a. using the graphical method;
- b. using the table method;
- c. applying the convolution formula directly.



3.16. Using the sequence definitions

$$x(k) = \begin{cases} -2, & k = 0, 1, 2\\ 1, & k = 3, 4\\ 0 & elsewhere \end{cases} \text{ and } h(k) = \begin{cases} 2, & k = 0\\ -1, & k = 1, 2\\ 0 & elsewhere, \end{cases}$$

evaluate the digital convolution

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

- a. using the graphical method;
- b. using the table method;
- c. applying the convolution formula directly.

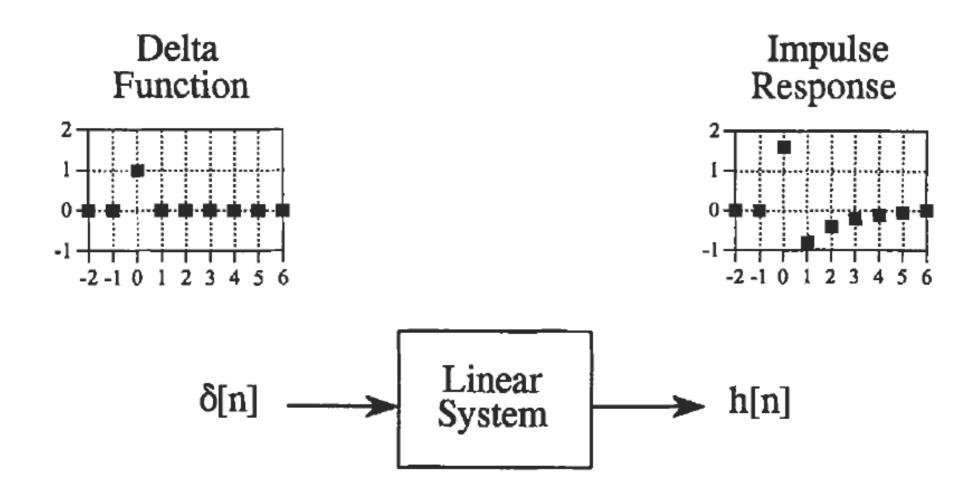


#### 3.17. Convolve the following two rectangular sequences:

$$x(n) = \begin{cases} 1 & n = 0, 1 \\ 0 & otherwise \end{cases} \text{ and } h(n) = \begin{cases} 0 & n = 0 \\ 1 & n = 1, 2 \\ 0 & otherwise \end{cases}$$

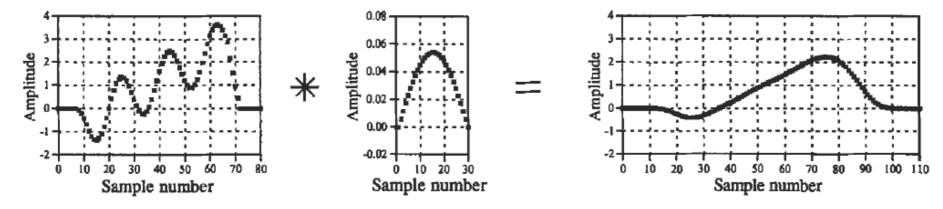
using the table method.

# Convolution

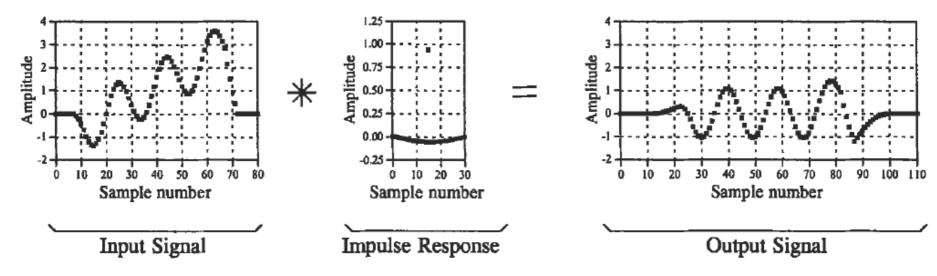


#### **Examples convolution**

#### a. Low-pass Filter

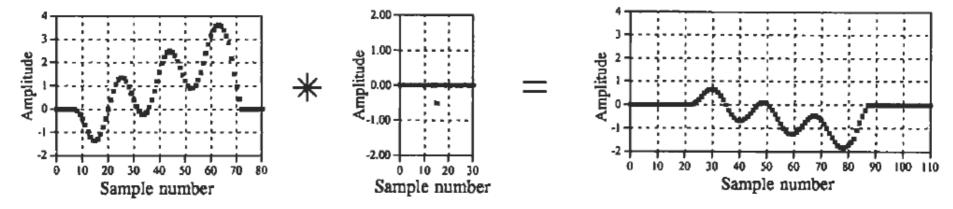


b. High-pass Filter





a. Inverting Attenuator



b. Discrete Derivative

