

EE16B

Designing Information Devices and Systems II

Lecture 12B

Finite Sequences

Complex Inner Products, and Basis Transformation

Properties of D.T. Systems

$$y[n] = F\{x[n]\}$$

- Time Invariance: Shifted input \Rightarrow shifted output

$$y[n - n_0] = F\{x[n - n_0]\}$$

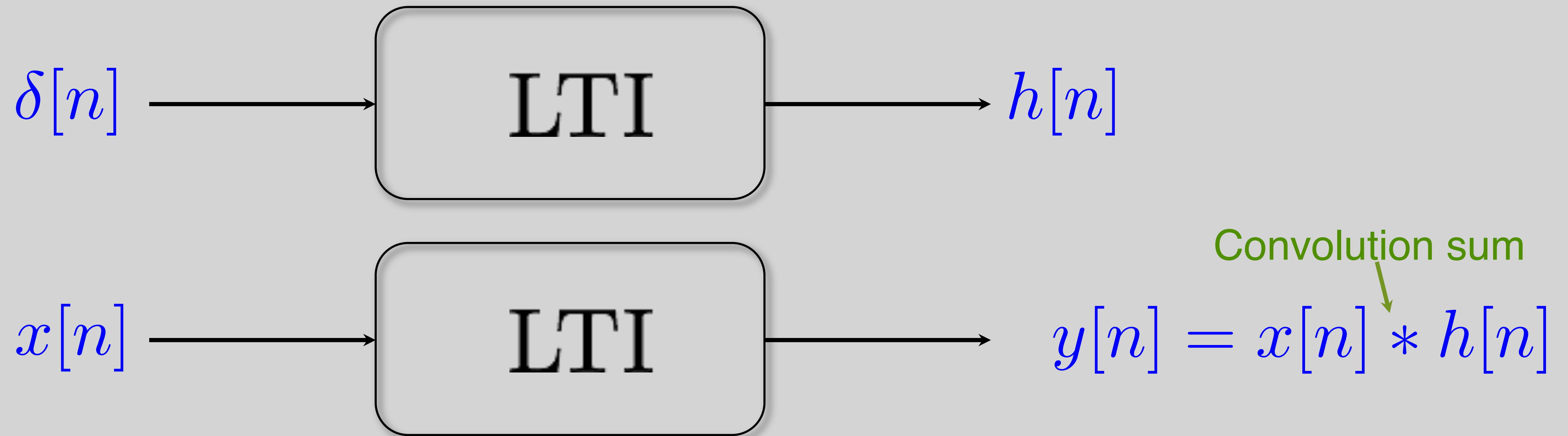
Time Invariant? $\vec{x}[n + 1] = A\vec{x}[n] + Bu[n]$

$$y[n] = C\vec{x}[n]$$

$$y[n] = CA^n \vec{x}[0] + CBu[n - 1] + CABu[n - 2] + \cdots + CA^{n-1} Bu[0]$$

Linear Time Invariant Systems

- Linear Time Invariant (LTI) systems are completely characterized by their impulse response $h[n]$



$$y[n] = \sum_{m=-\infty}^{\infty} x[m]h[n - m] = x[n] * h[n]$$

Example:

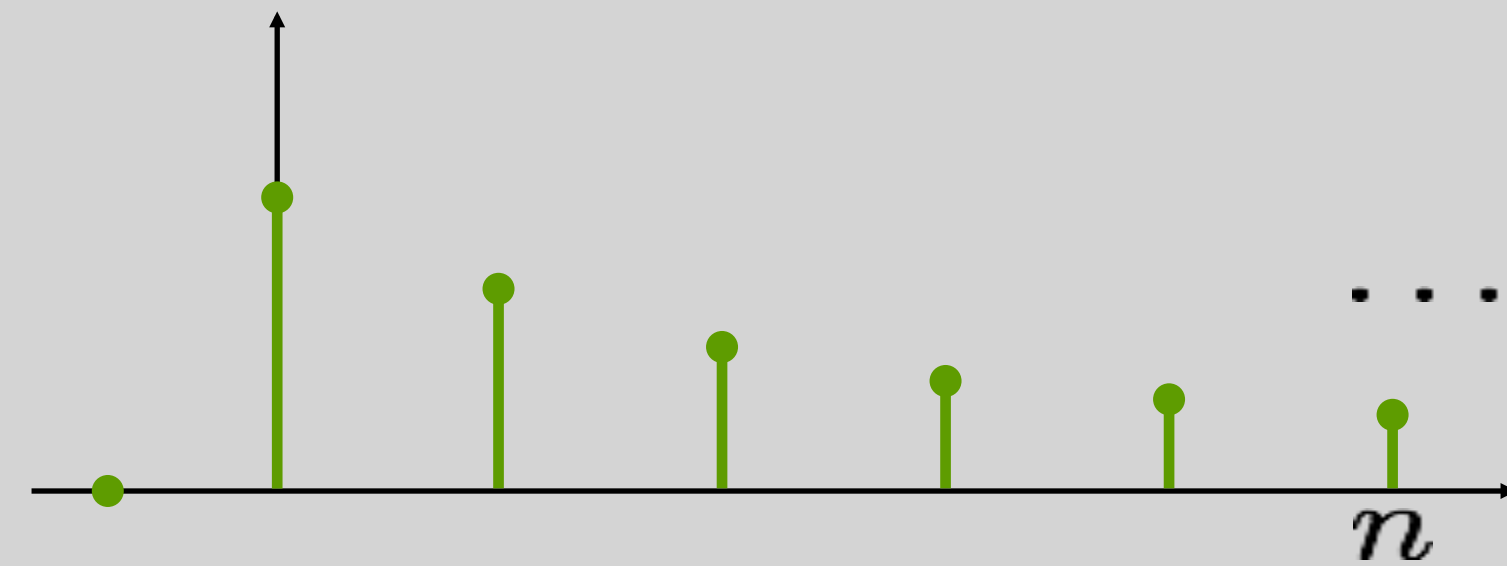
$$y[n] = ay[n-1] + x[n]$$

$$h[n] = \begin{cases} a^n & n \geq 0 \\ 0 & n < 0 \end{cases}$$

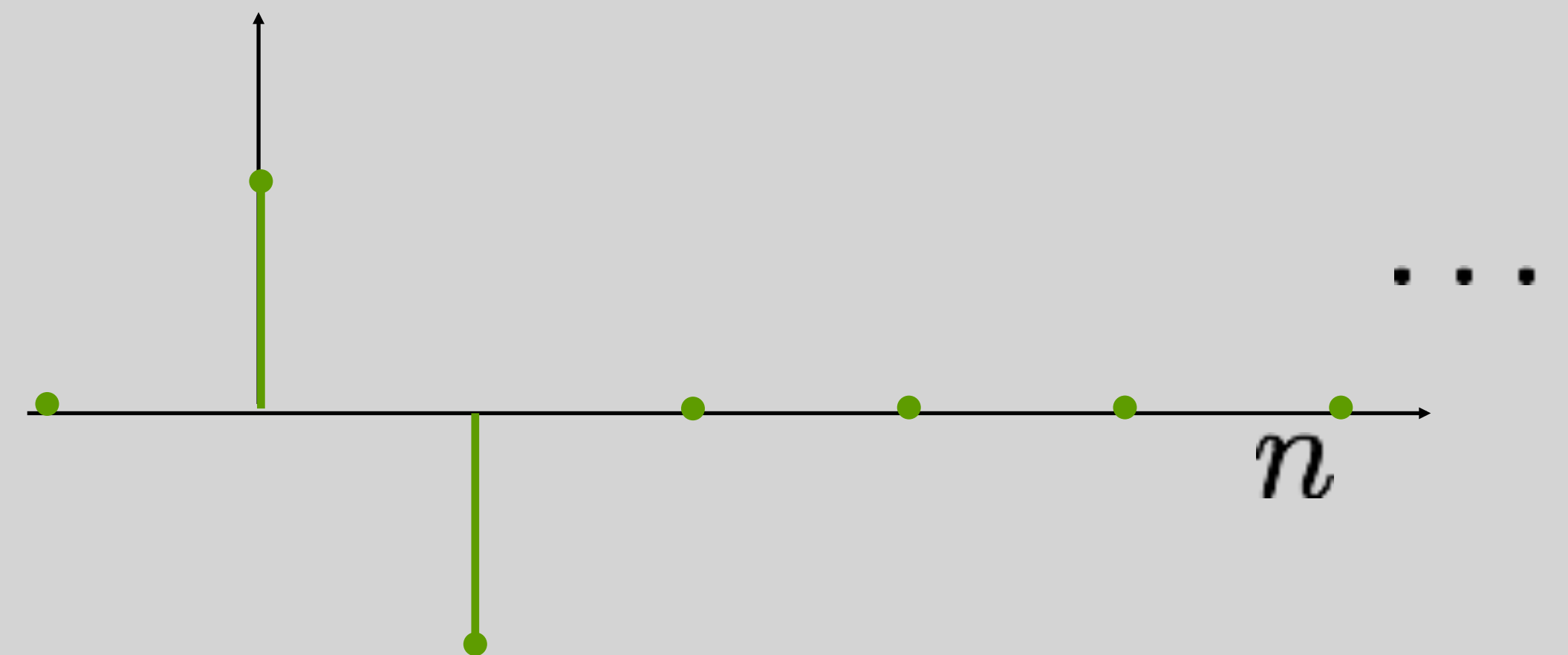
$$y[n] = x[n] - x[n-1]$$

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

Infinite impulse response (IIR)



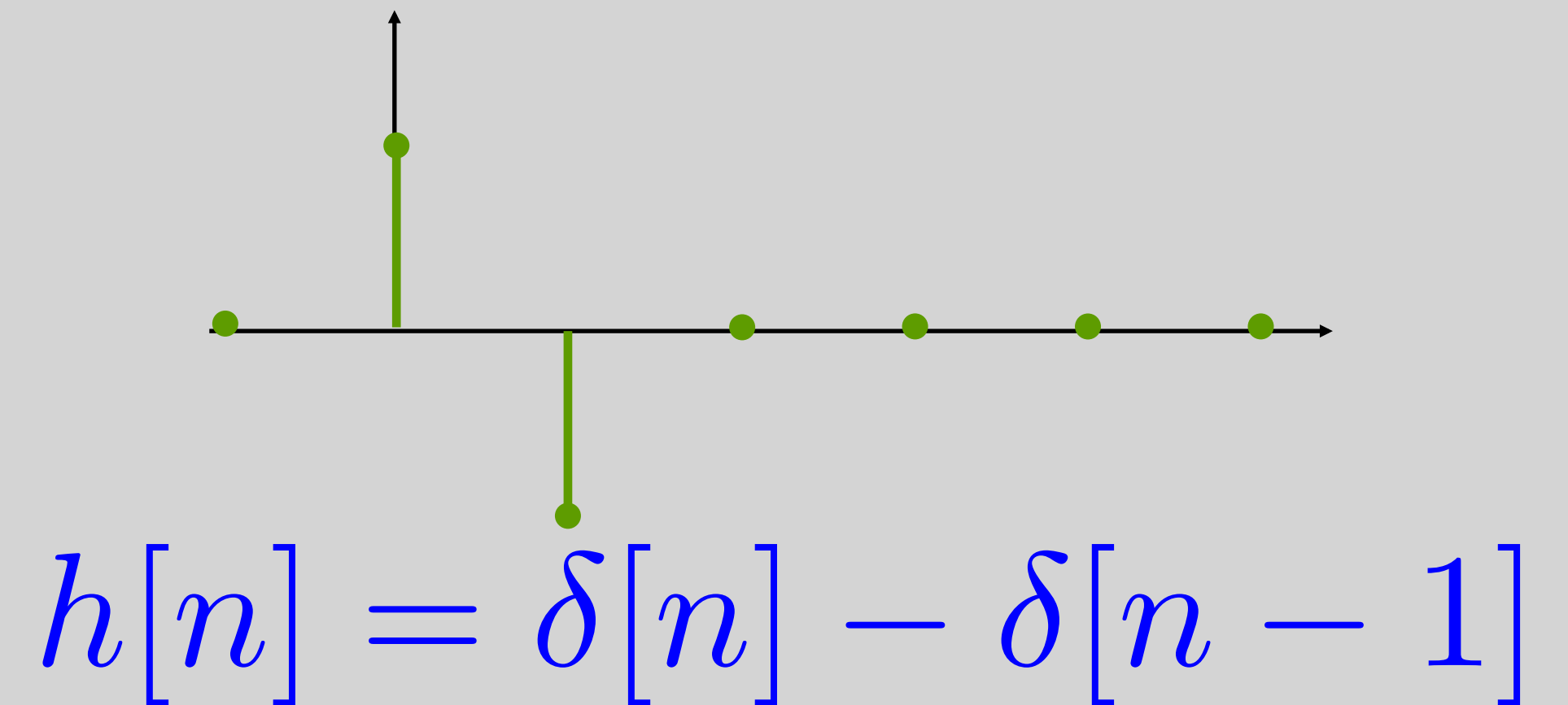
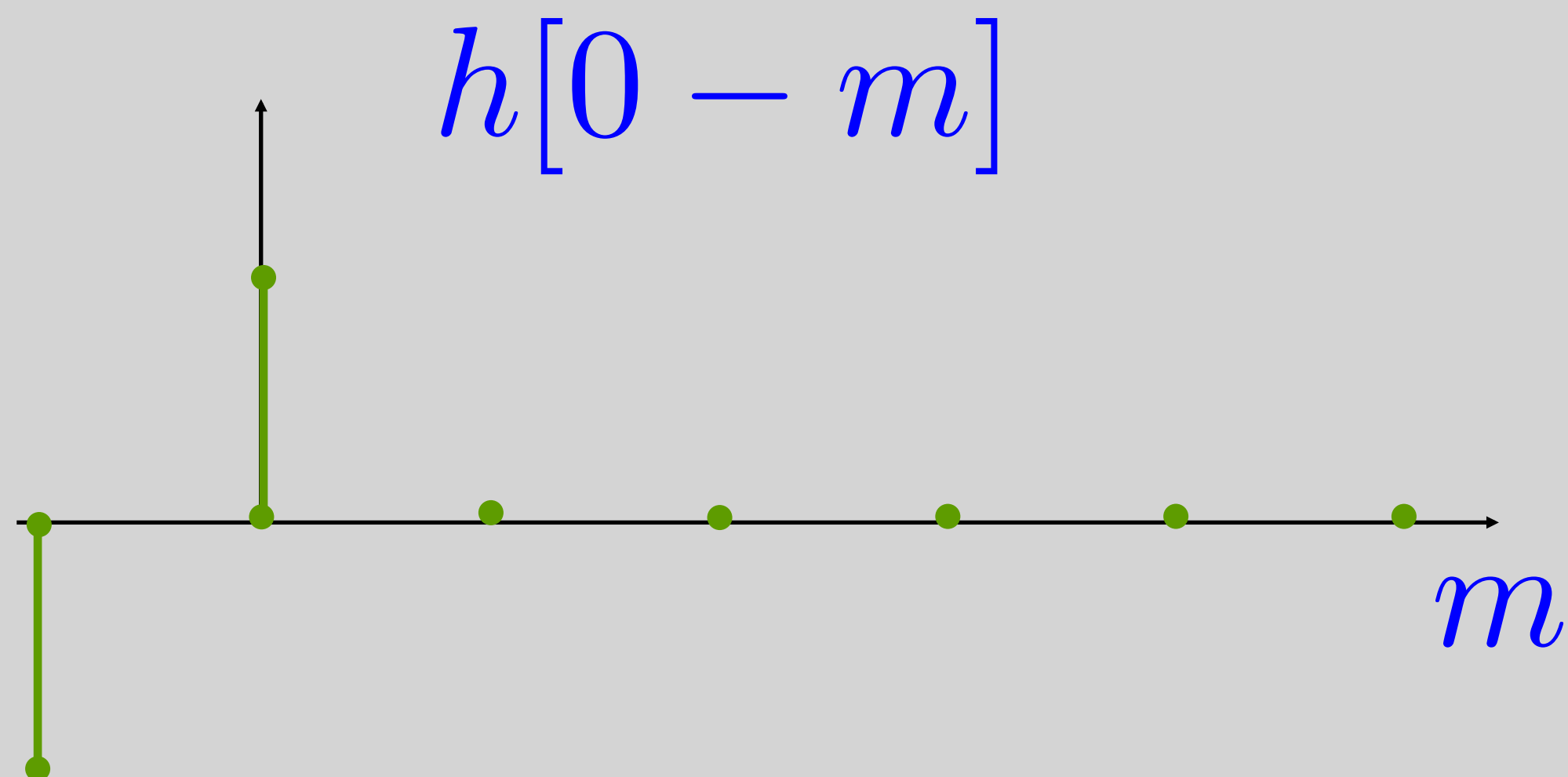
finite impulse response (FIR)



Convolution Sum

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

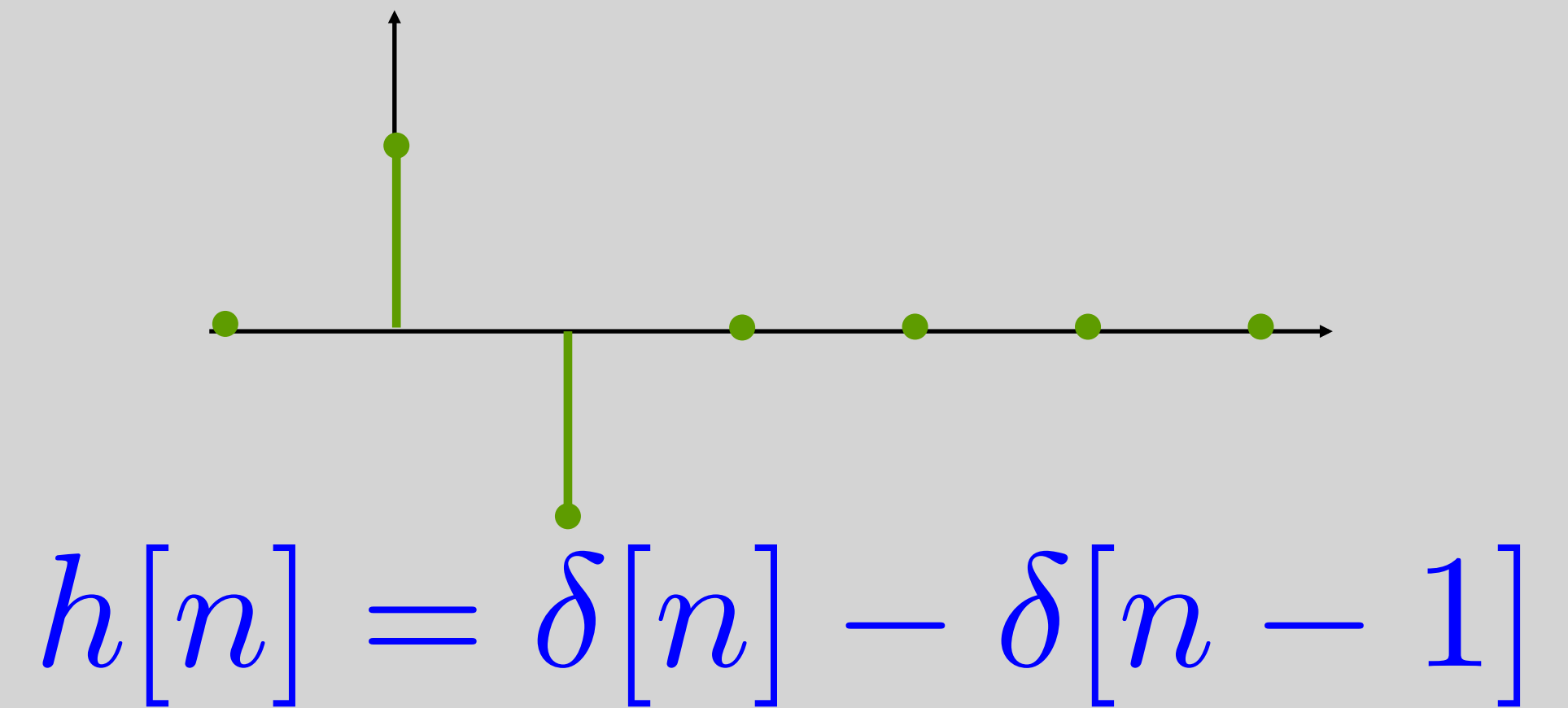
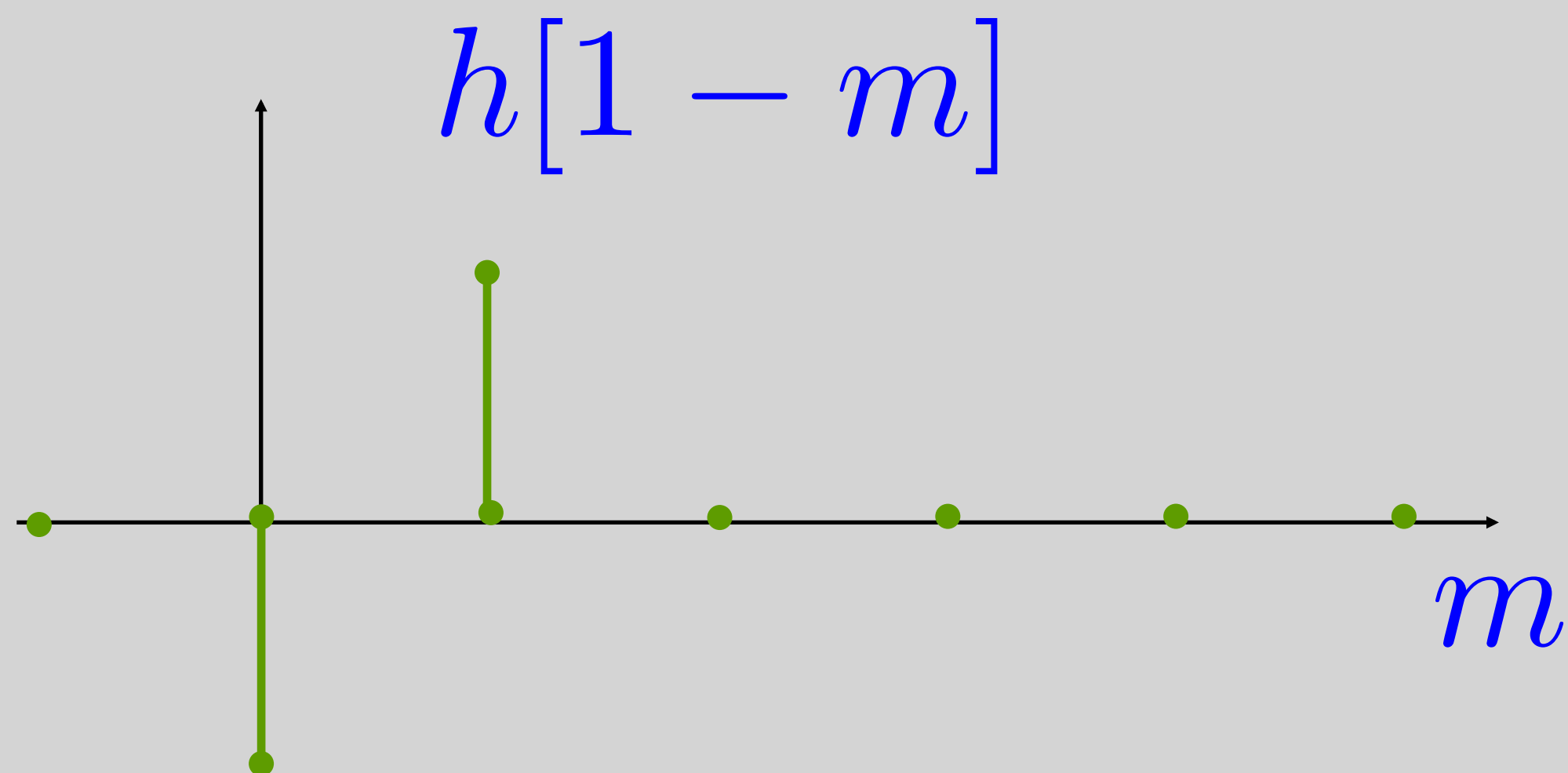
- What is $h[n-m]$ for different n 's?



Convolution Sum

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

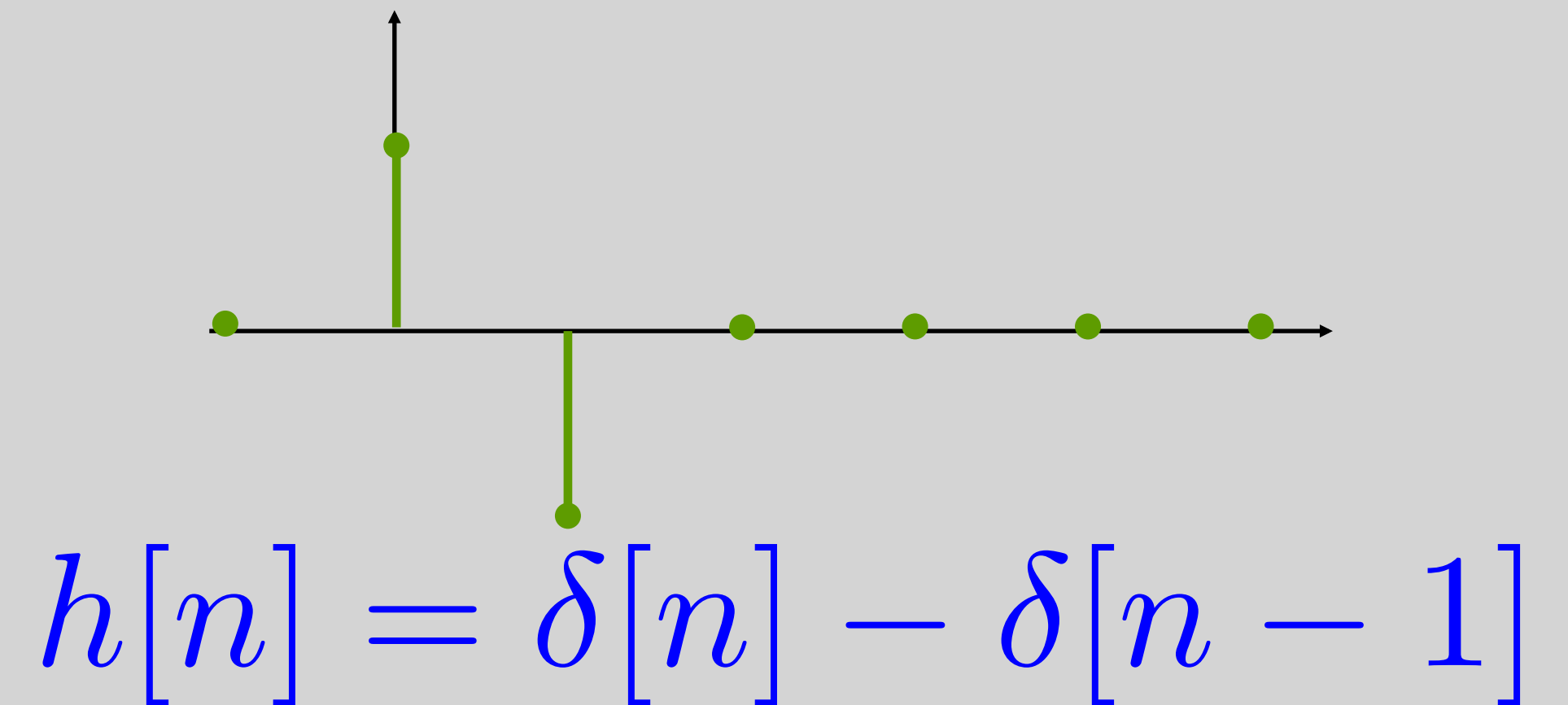
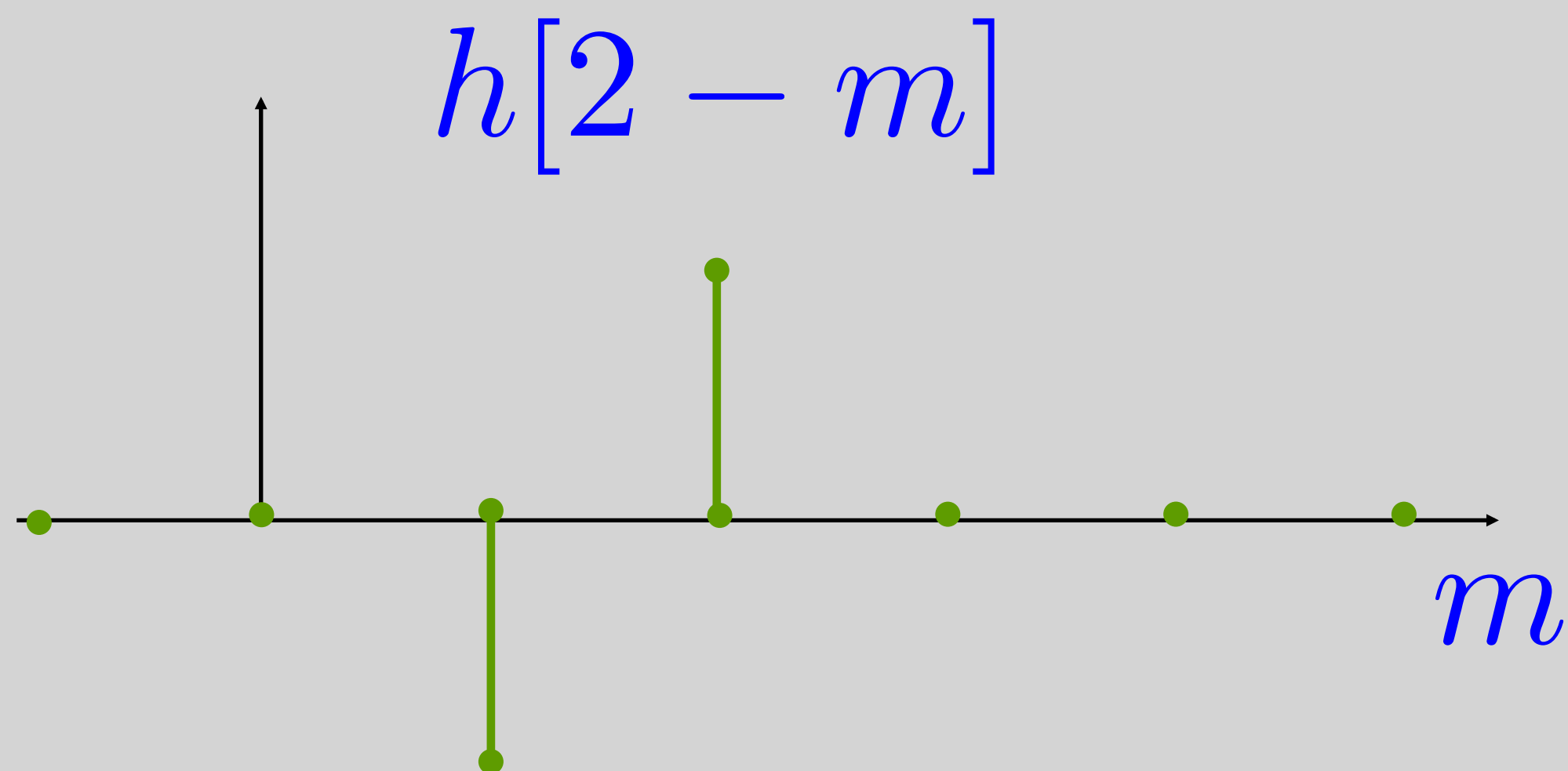
- What is $h[n-m]$ for different n 's?



Convolution Sum

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

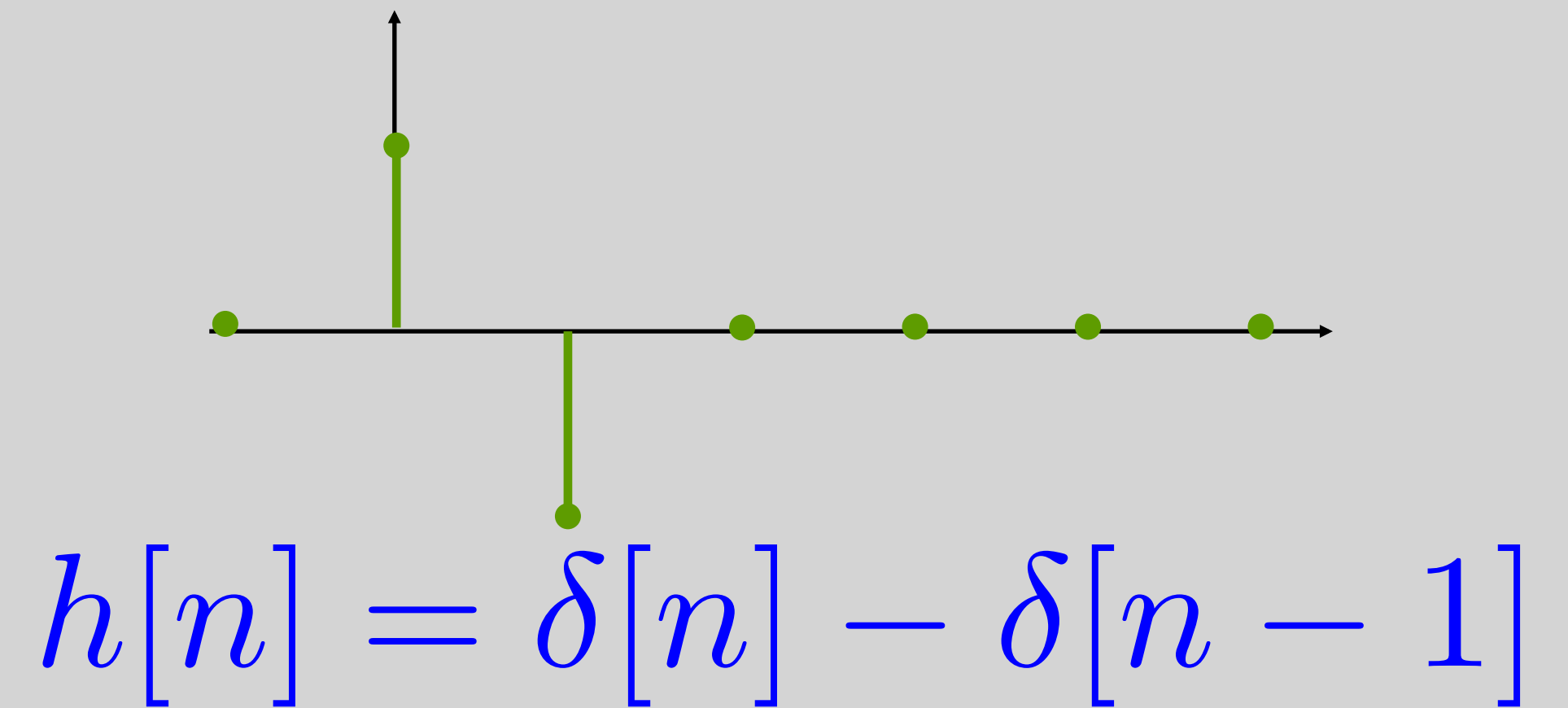
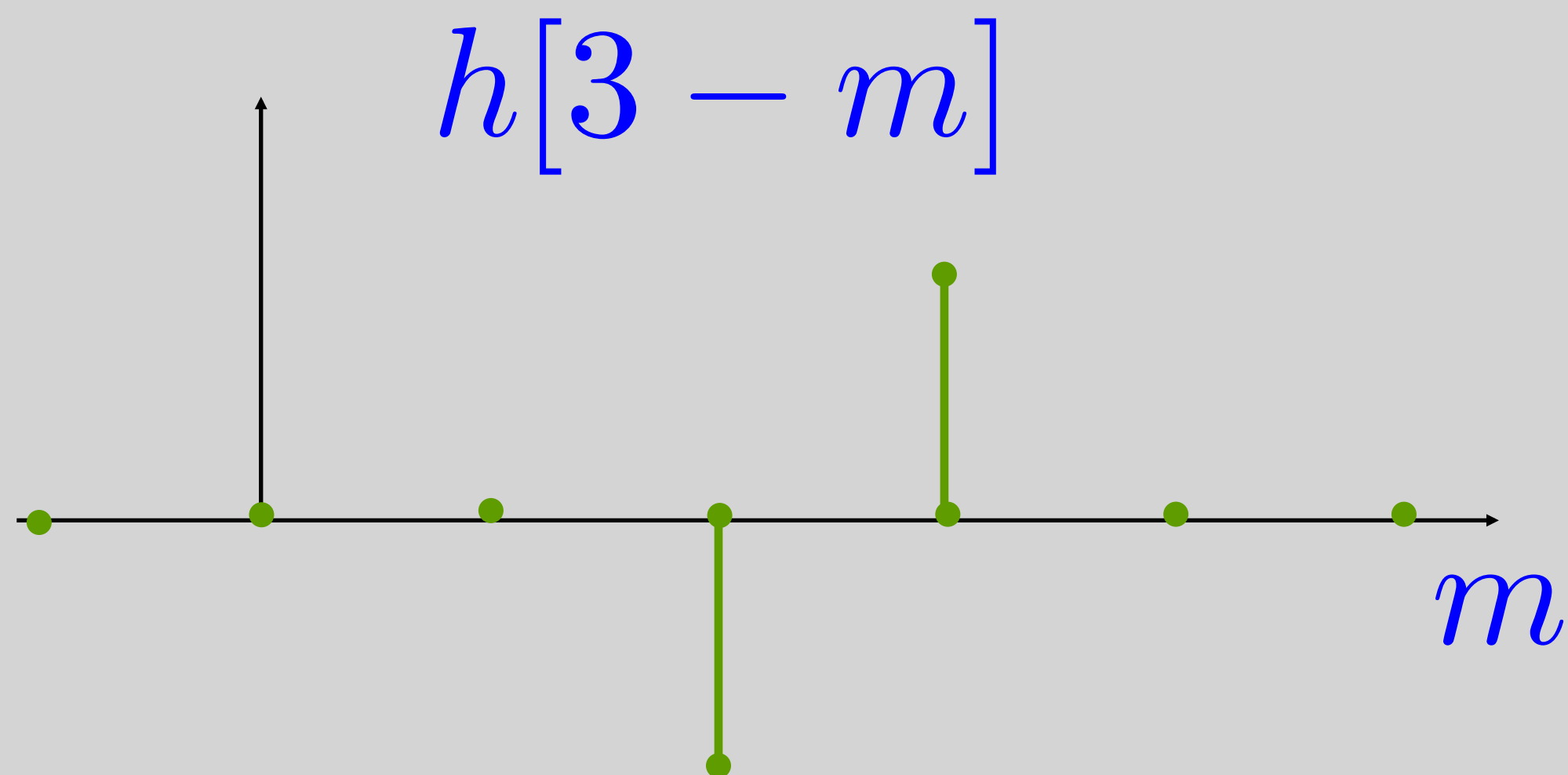
- What is $h[n-m]$ for different n 's?



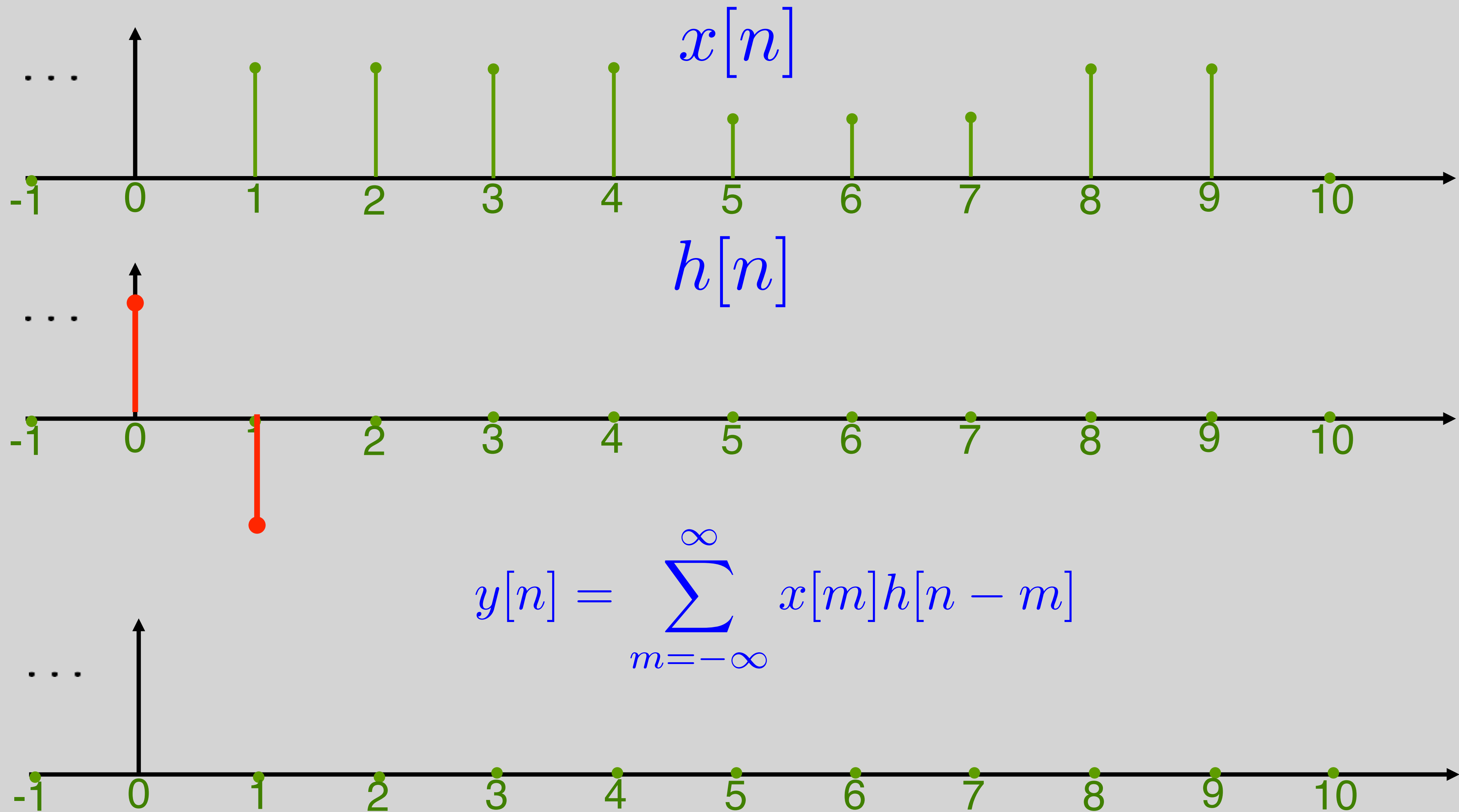
Convolution Sum

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

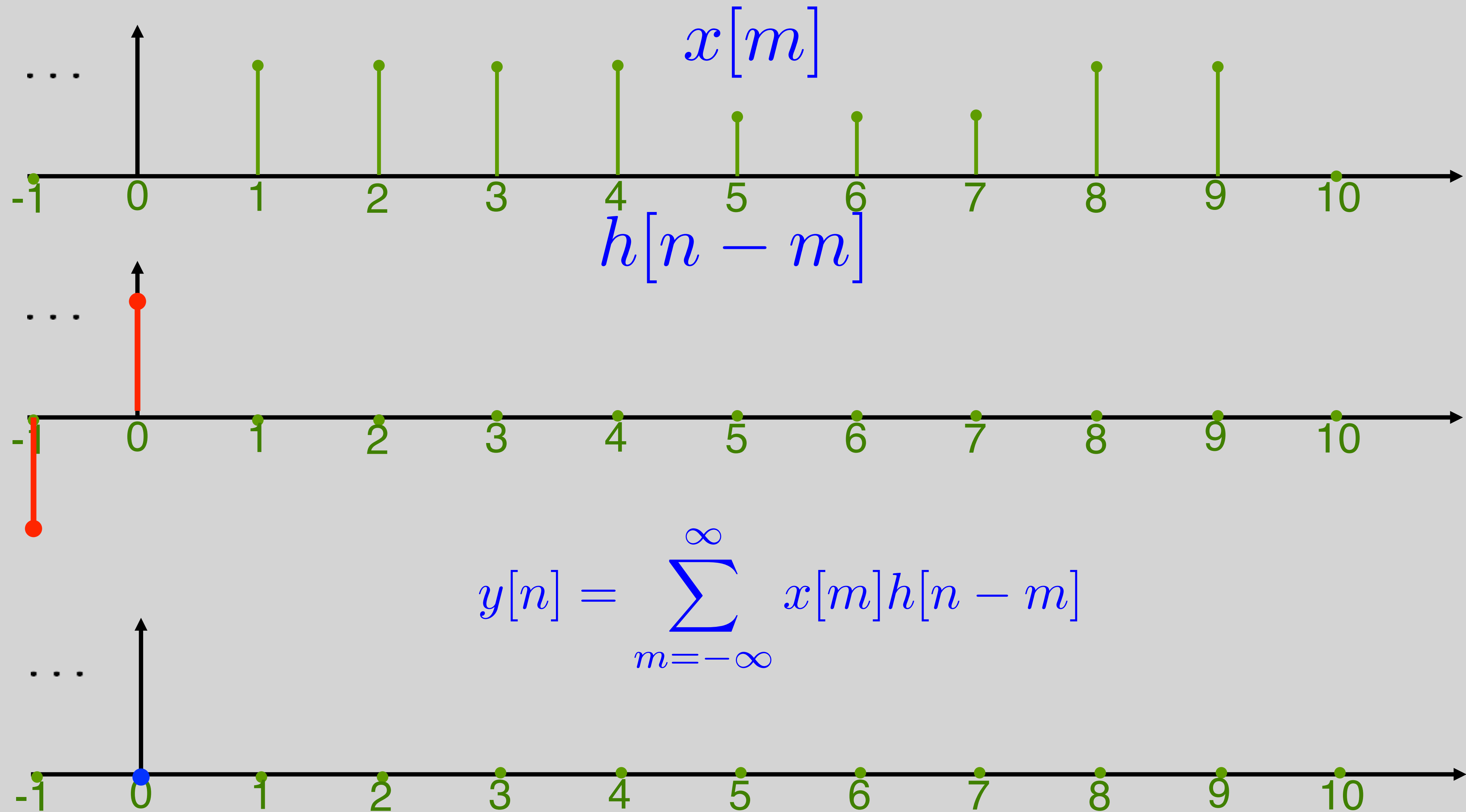
- What is $h[n-m]$ for different n 's?



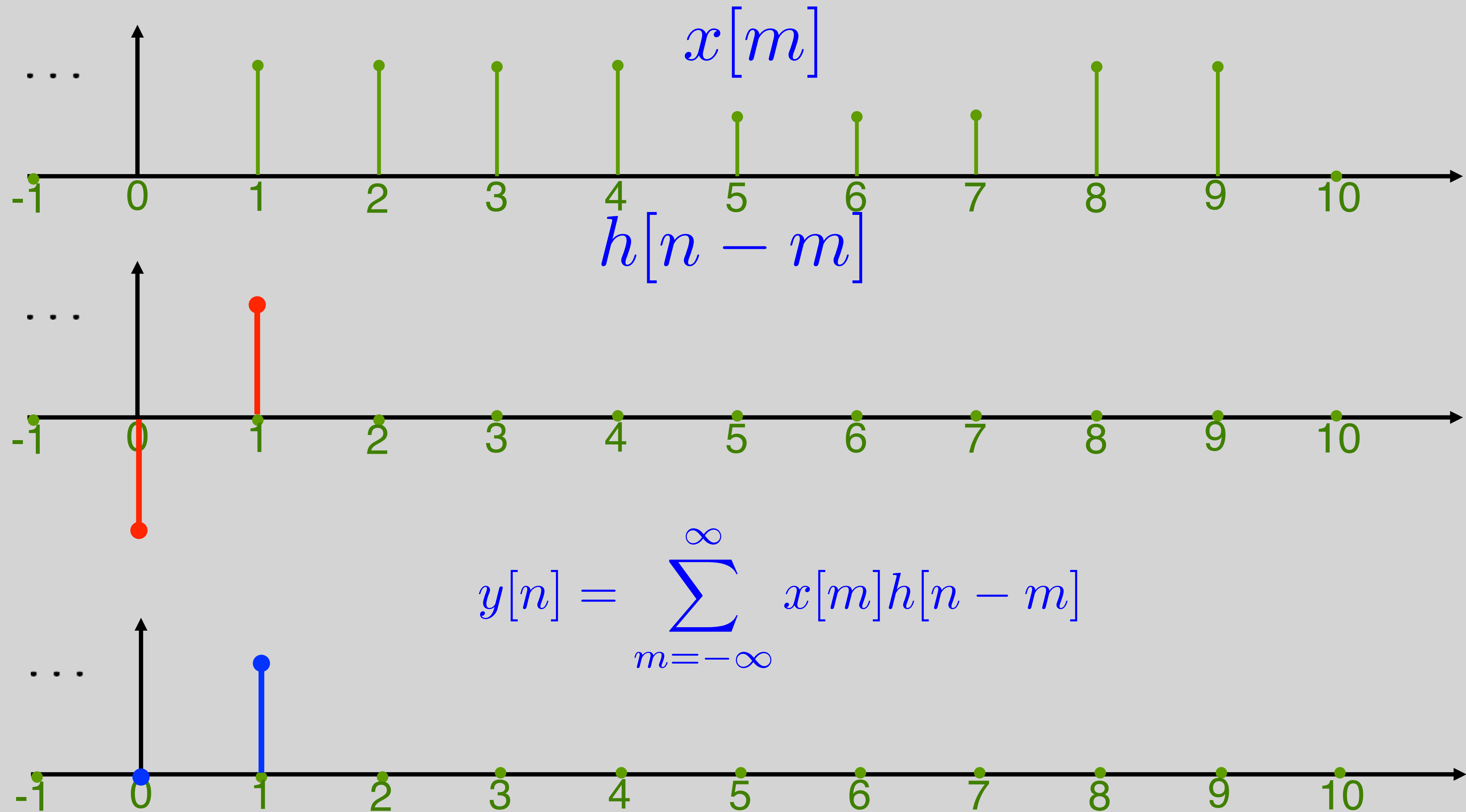
Graphical Example of Convolution



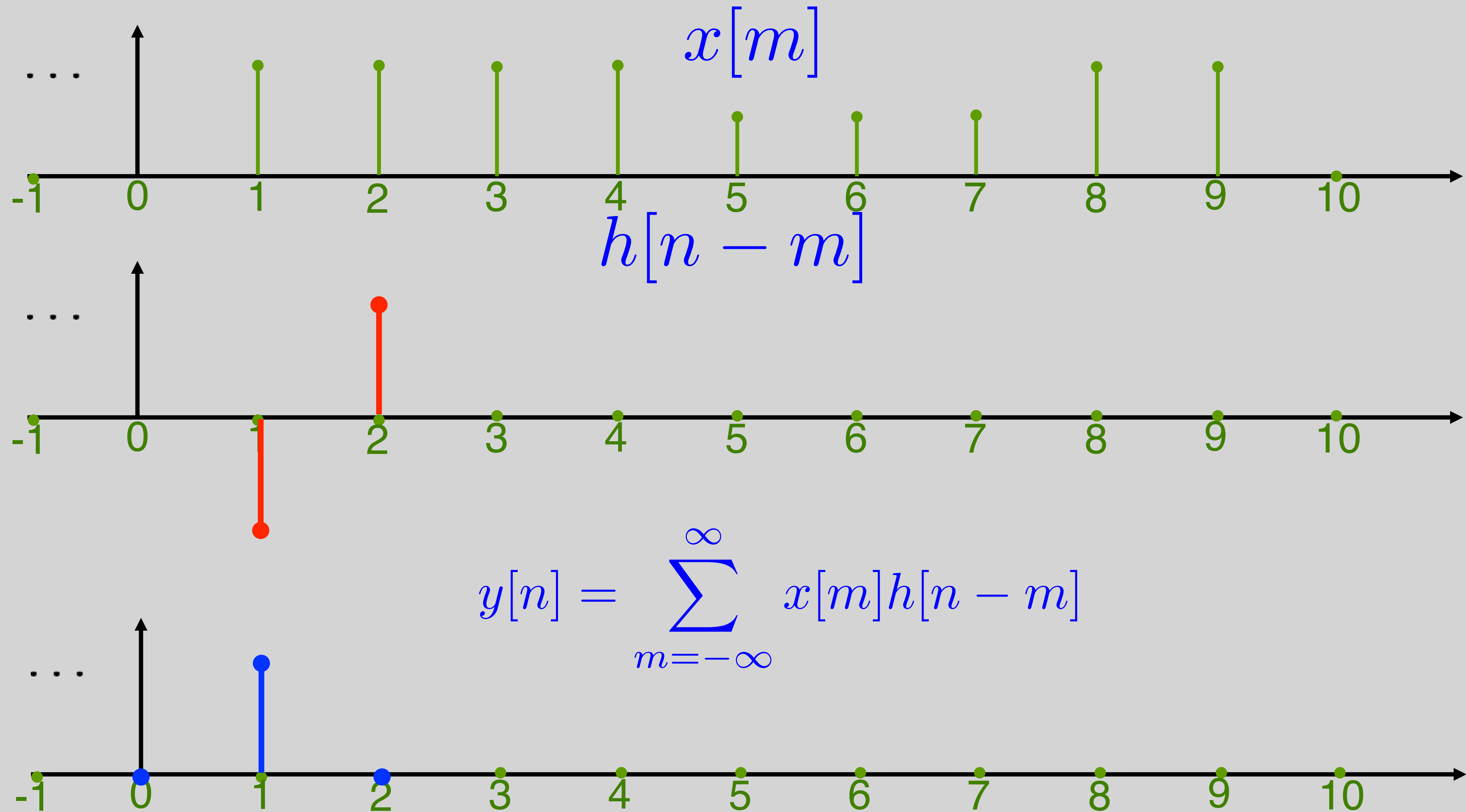
Graphical Example of Convolution



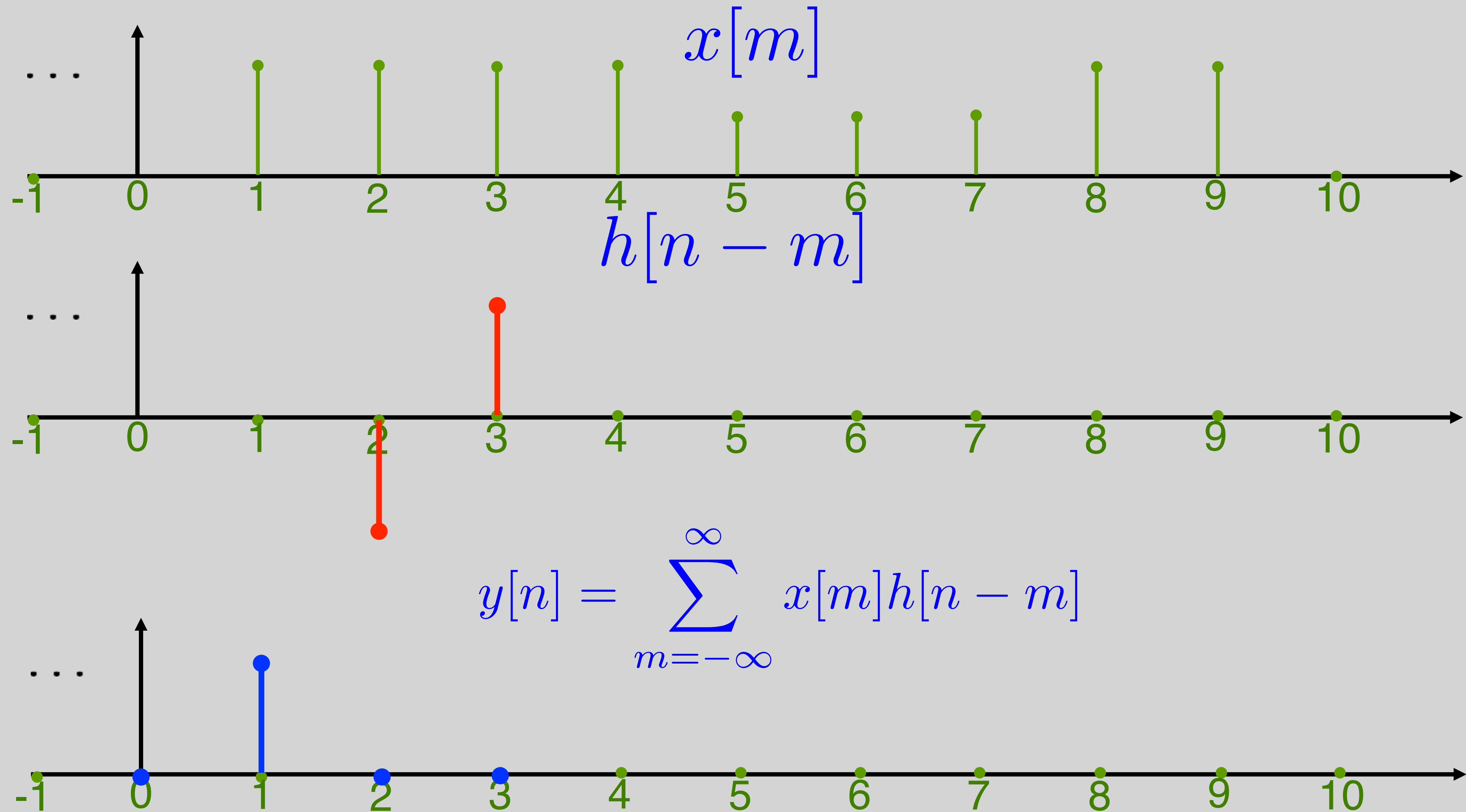
Graphical Example of Convolution



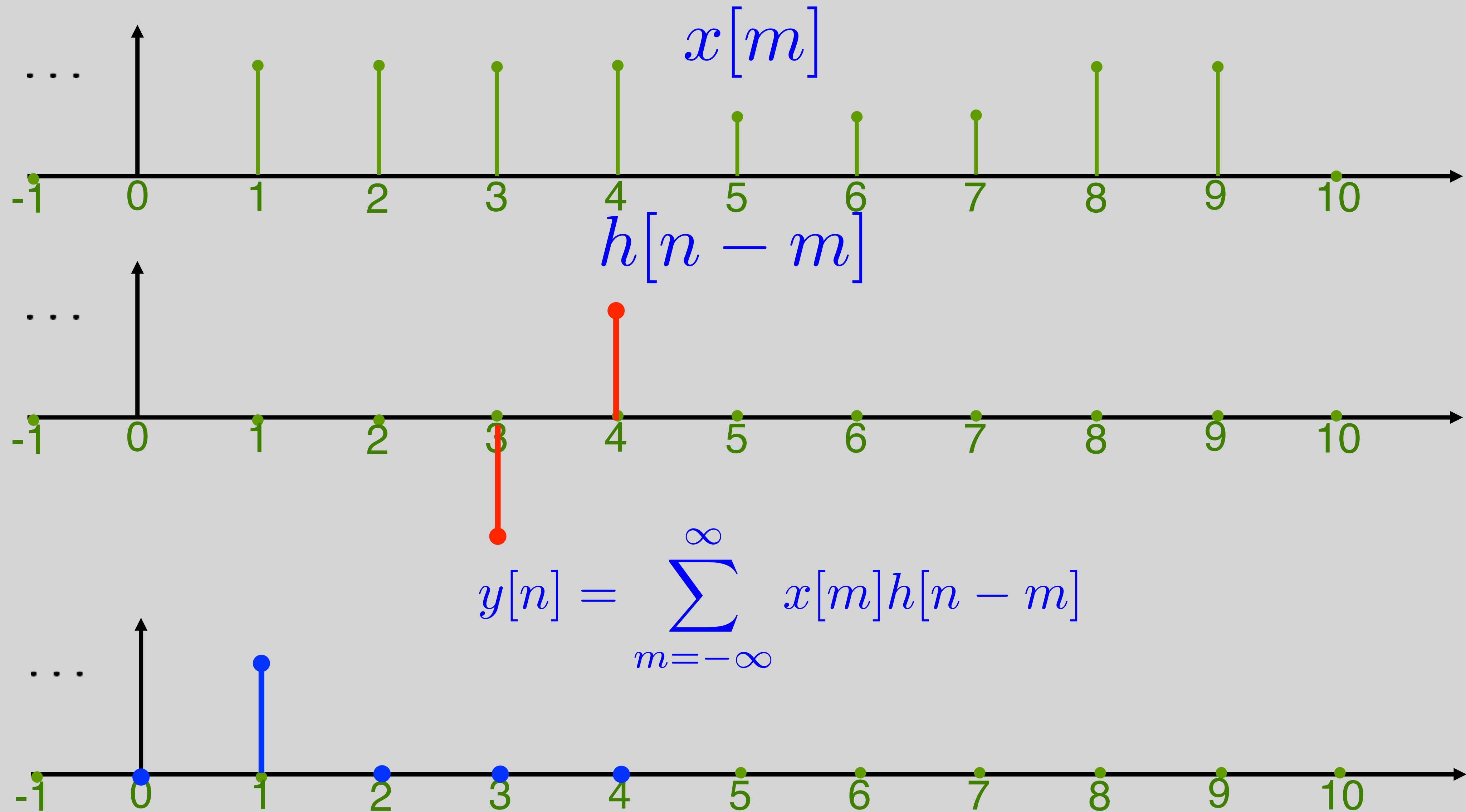
Graphical Example of Convolution



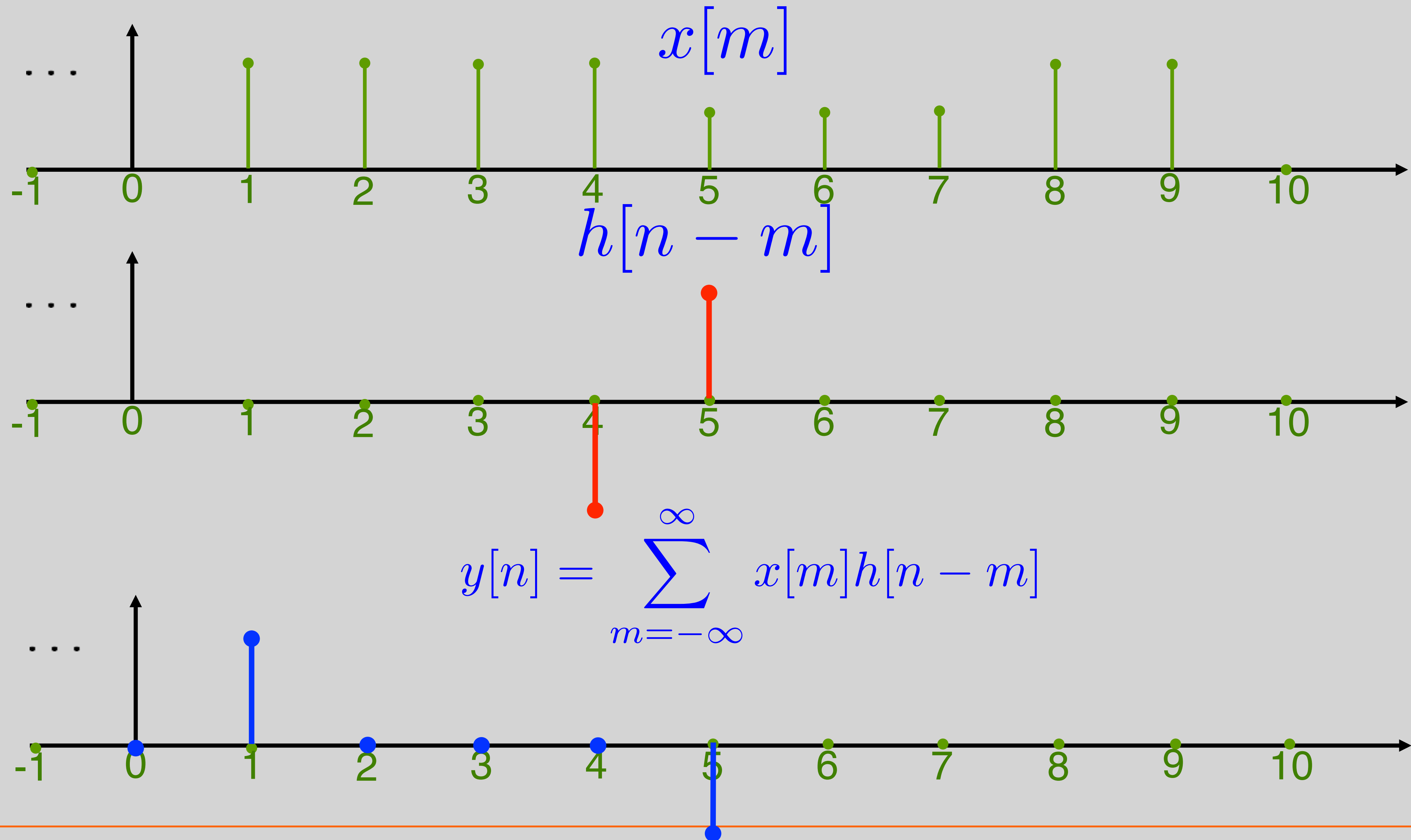
Graphical Example of Convolution



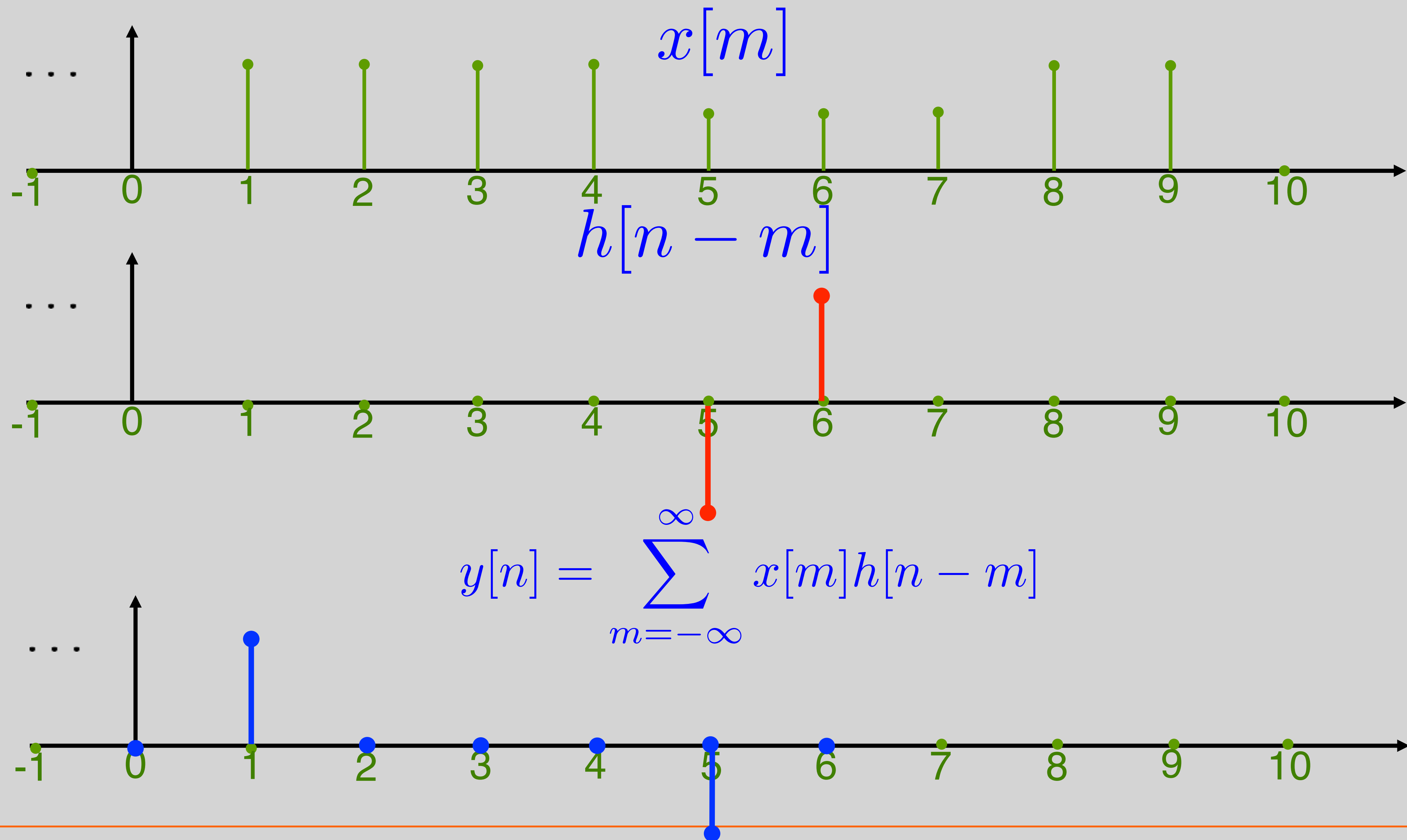
Graphical Example of Convolution



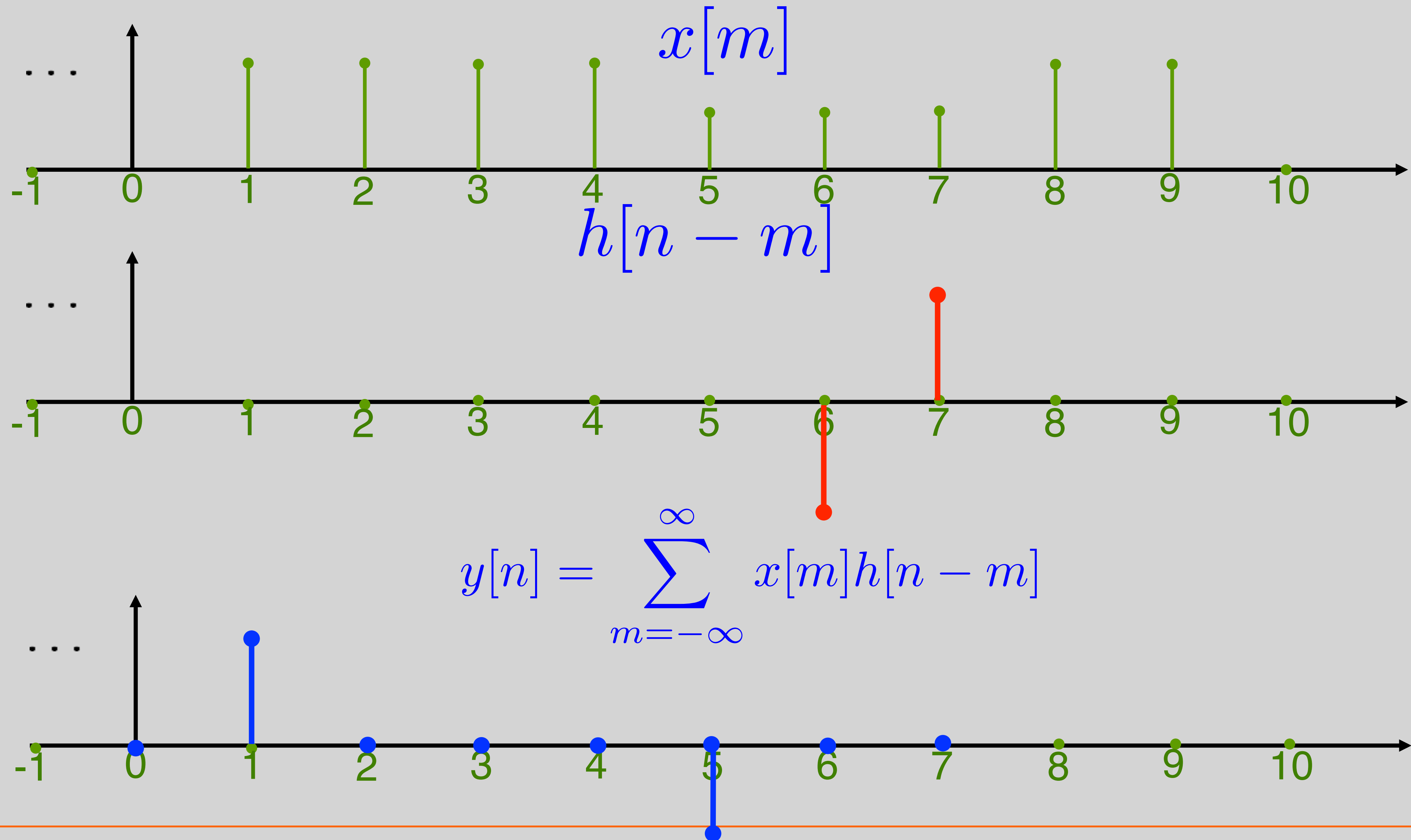
Graphical Example of Convolution



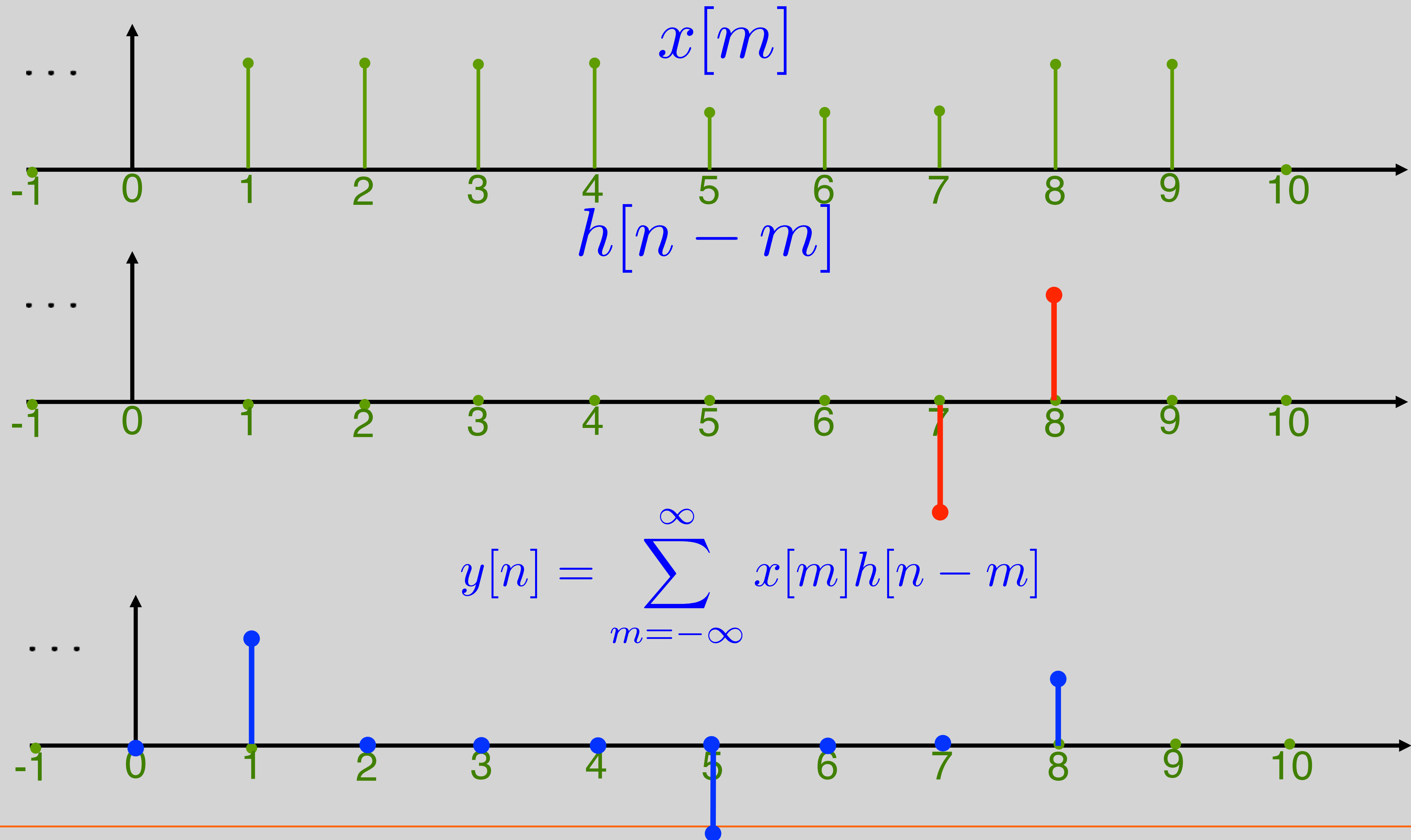
Graphical Example of Convolution



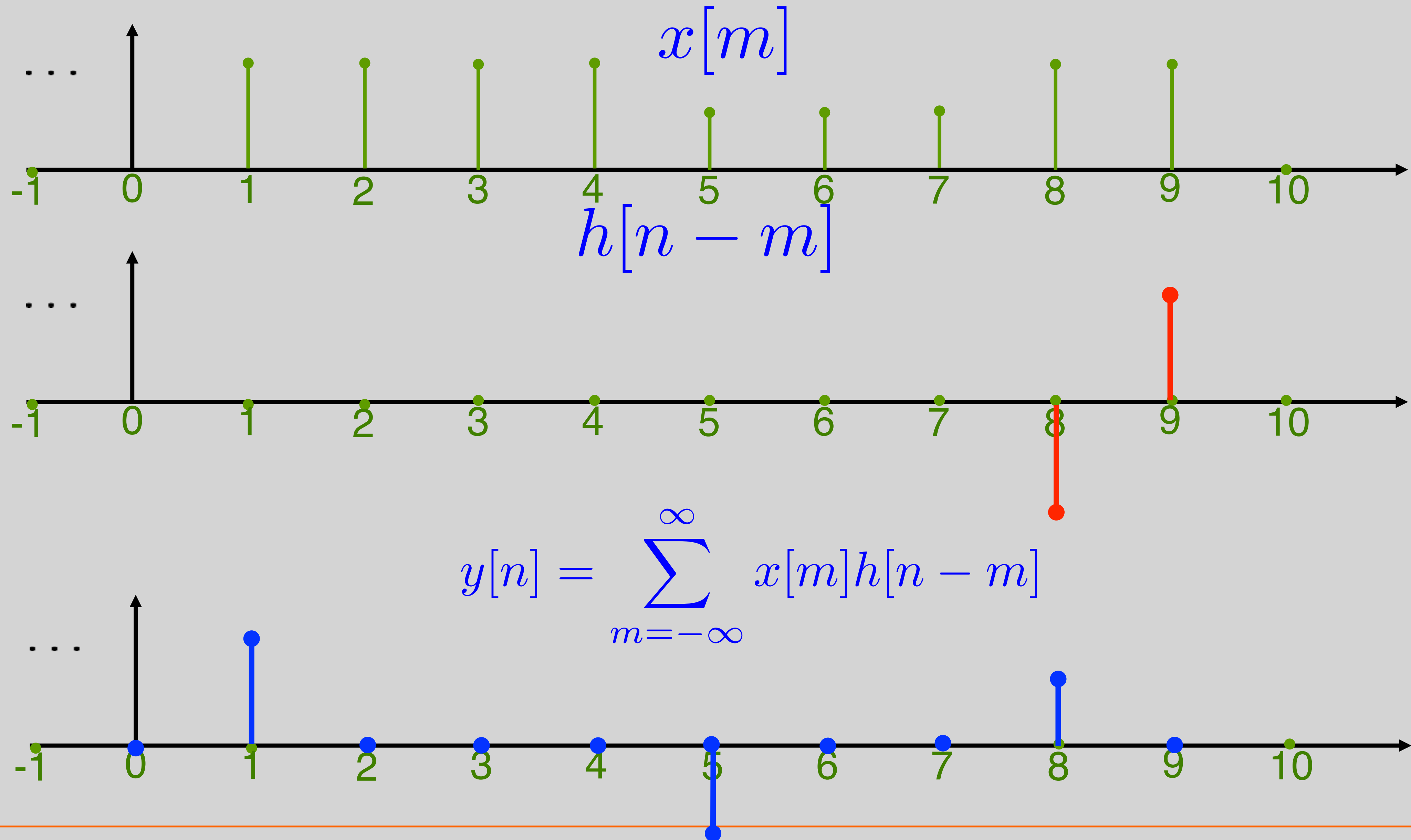
Graphical Example of Convolution



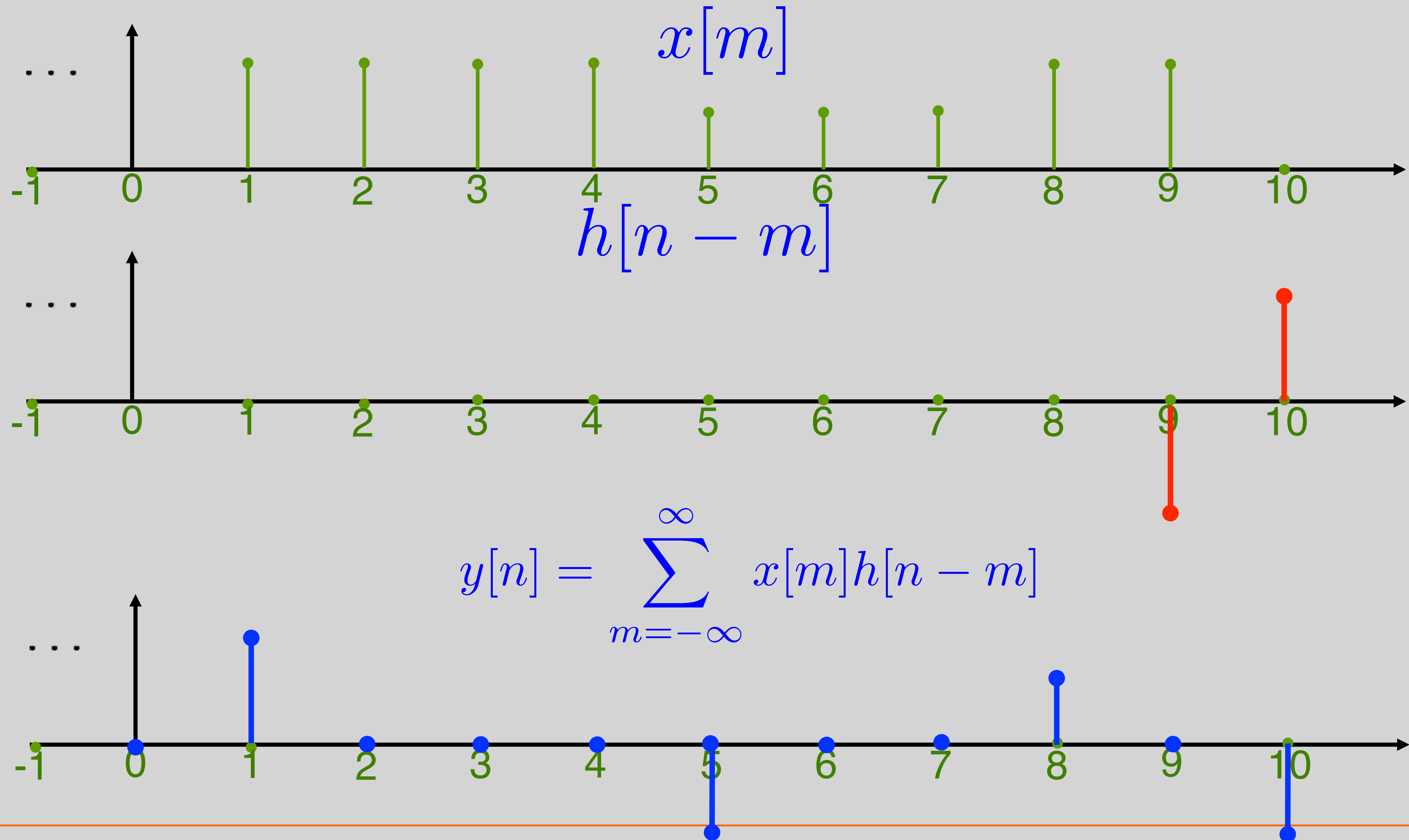
Graphical Example of Convolution



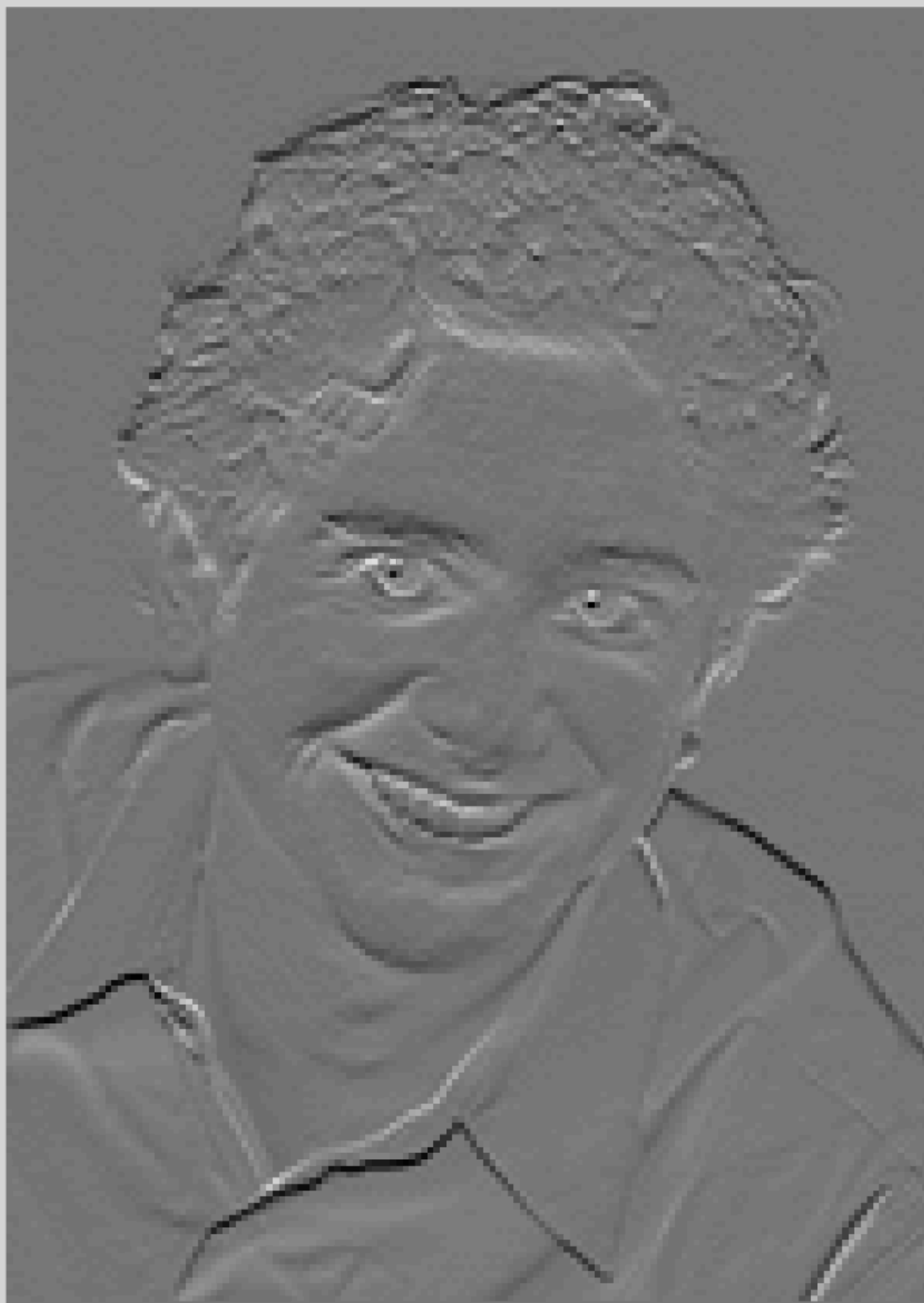
Graphical Example of Convolution



Graphical Example of Convolution

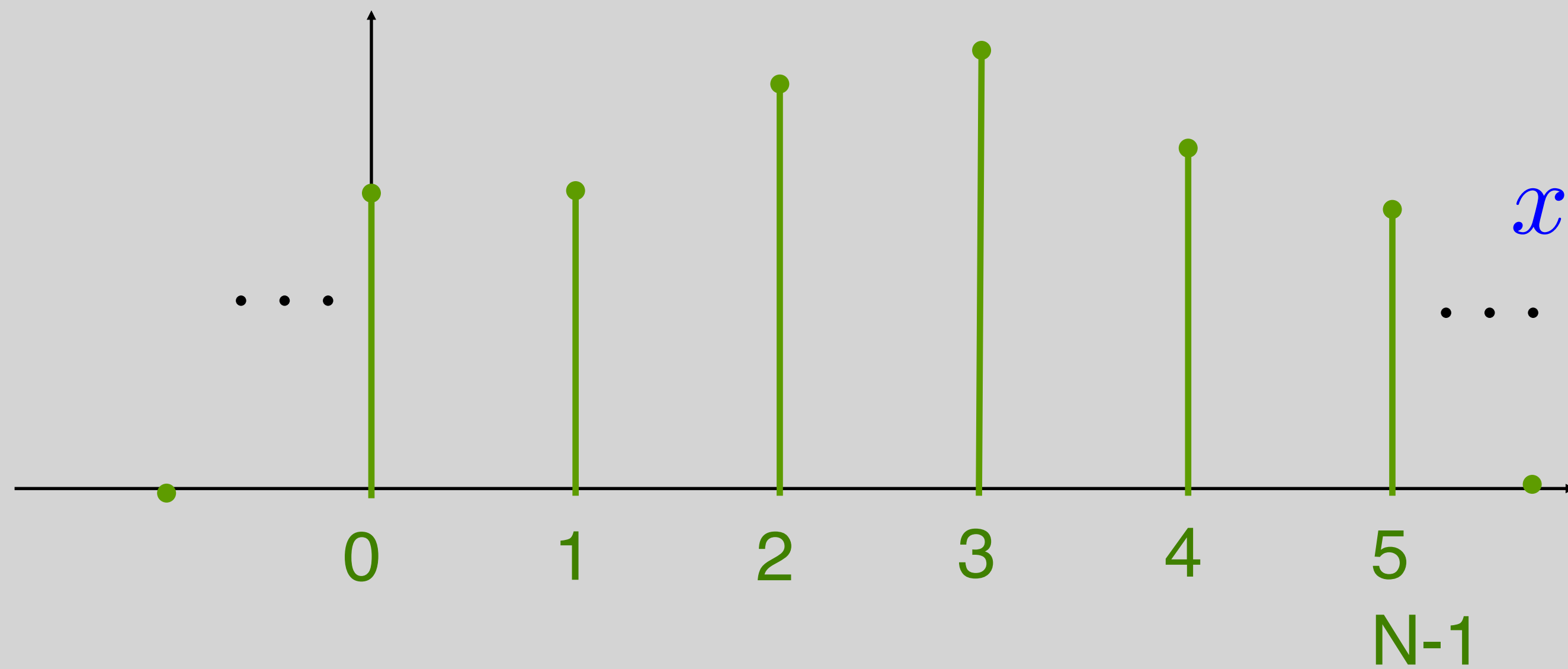


Example



Finite Sequences

- Consider a finite sequence of length N



$$x[n] = \begin{cases} \text{something} & 0 \leq n < N \\ 0 & \text{otherwise} \end{cases}$$

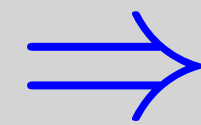
- Can also be written as a vector

$$\vec{x} = \begin{bmatrix} x(0) \\ x(1) \\ \vdots \\ x(N-1) \end{bmatrix}$$

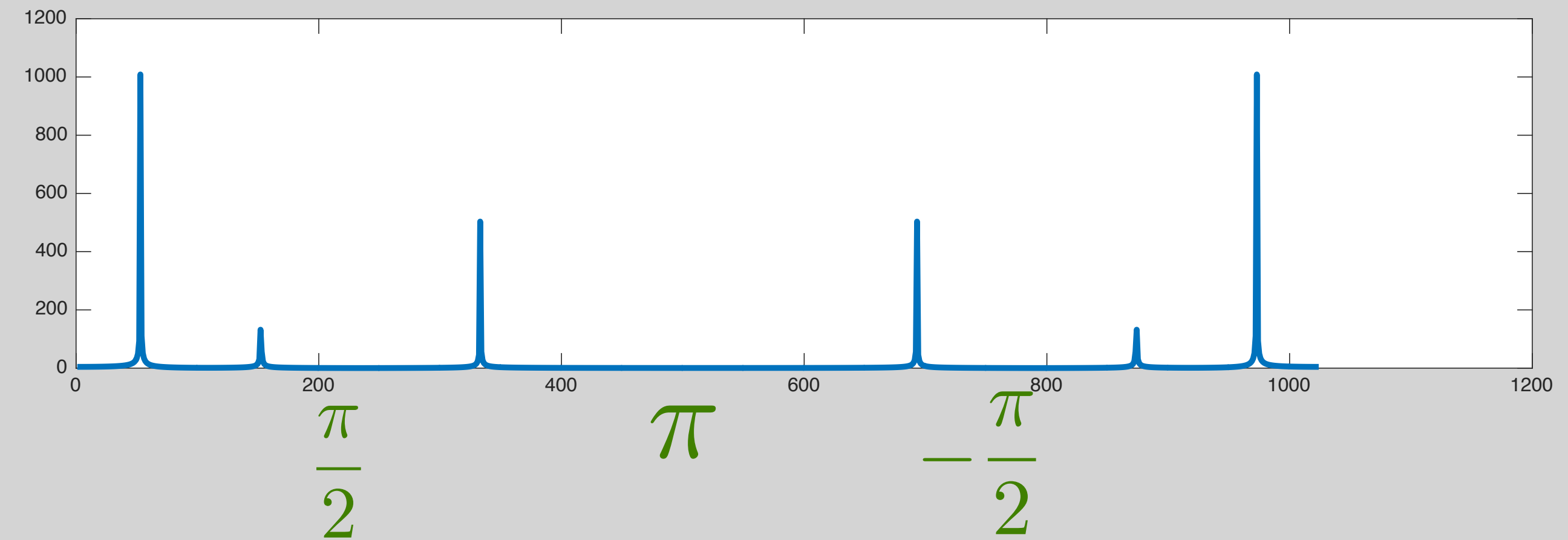
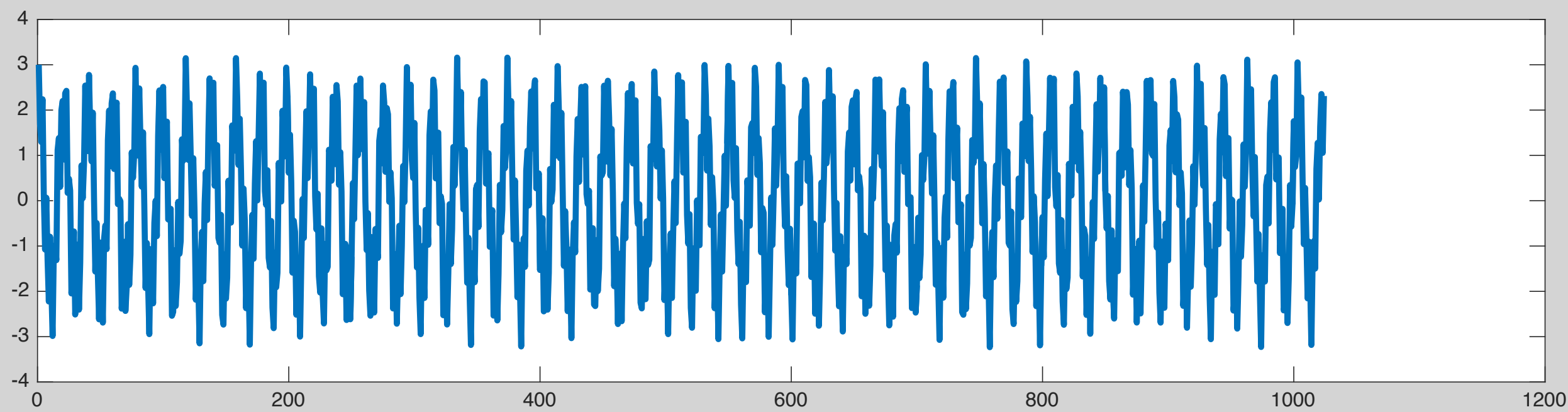
Why?

- To compute this:

$x[n]$



$X[k]$



Finite Sequences as Vectors

- Define an inner-product (for \mathbb{R}^N):

$$\begin{aligned}\langle \vec{x}, \vec{y} \rangle &= \vec{x} \cdot \vec{y} = \sum_{n=0}^{N-1} x[n]y[n] = \\ &= \vec{x}^T \vec{y}\end{aligned}$$

So,

$$\begin{aligned}\langle \vec{x}, \vec{x} \rangle &= \sum_{n=0}^{N-1} x[n]x[n] = \sum_{n=0}^{N-1} x^2[n] = \|\vec{x}\|^2 \\ &\Rightarrow \vec{x}^T \vec{x} = \|\vec{x}\|^2\end{aligned}$$

Finite Sequences as Vectors

- What about complex?

$$x \cdot x = x^2 = (x_r + jx_i)(x_r + jx_i) = x_r^2 - x_i^2 + 2jx_rx_i \neq \|x\|^2$$

but,

$$x^* \cdot x = (x_r - jx_i)(x_r + jx_i) = x_r^2 + x_i^2 = \|x\|^2$$

- Transpose vs Transpost conjugate

$$\vec{x} = \begin{bmatrix} 1 \\ j \\ 1 + j \end{bmatrix}$$

$$\vec{x}^T = \begin{bmatrix} 1 & j & 1 + j \end{bmatrix}$$

$$\vec{x}^* = \begin{bmatrix} 1 & -j & 1 - j \end{bmatrix}$$

Finite Sequences as Vectors

- Define Complex inner product

$$\langle \vec{x}, \vec{y} \rangle = \overline{\vec{x}} \cdot \vec{y} = \sum_{n=0}^{N-1} x[n]^* y[n] = \vec{x}^* \vec{y} = \vec{x}^H \vec{y}$$

$$\vec{x} = \begin{bmatrix} 1 \\ j \end{bmatrix} \Rightarrow \vec{x}^* x = \begin{bmatrix} 1 & -j \end{bmatrix} \begin{bmatrix} 1 \\ j \end{bmatrix} = 2$$

Projections

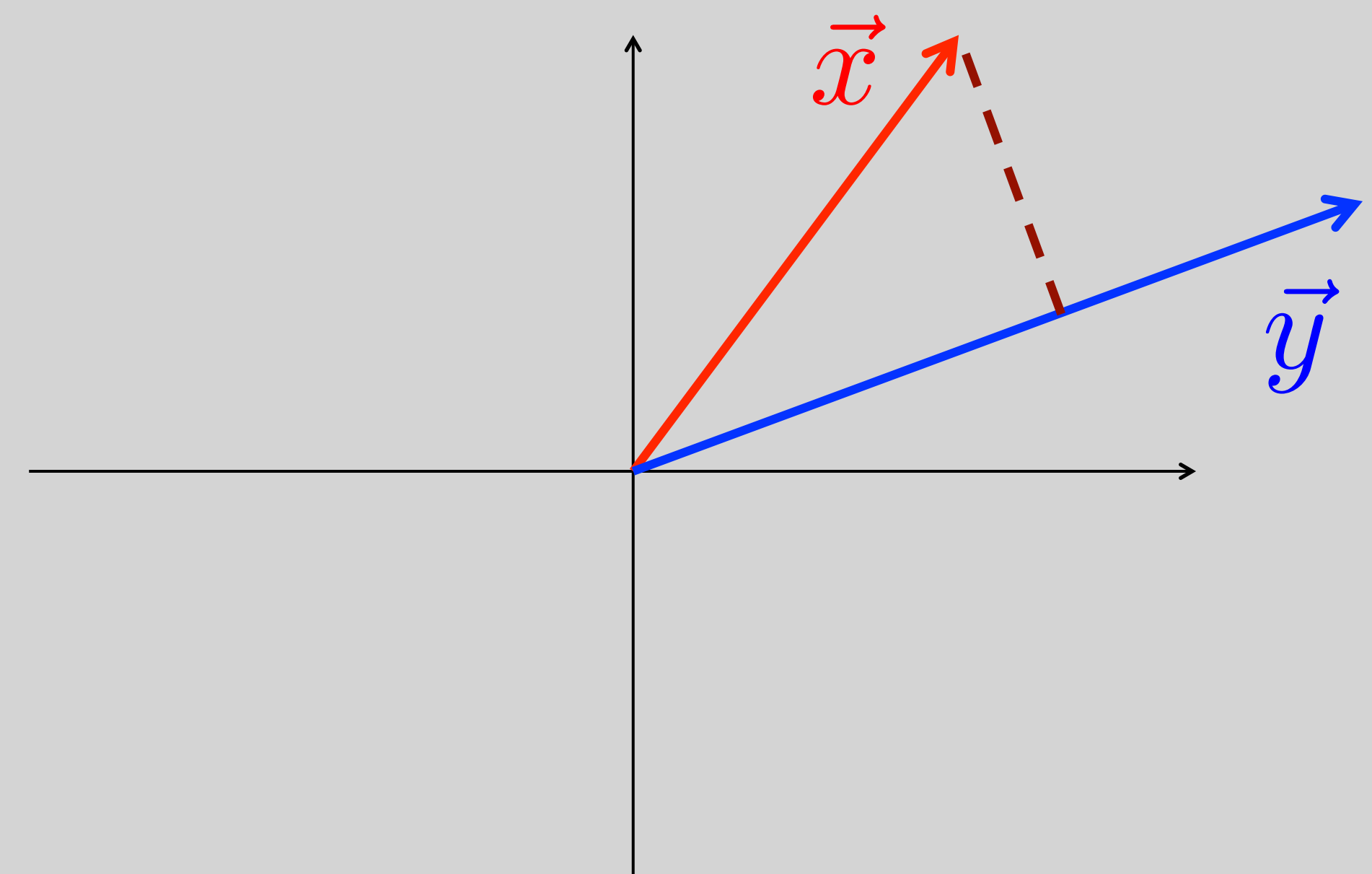
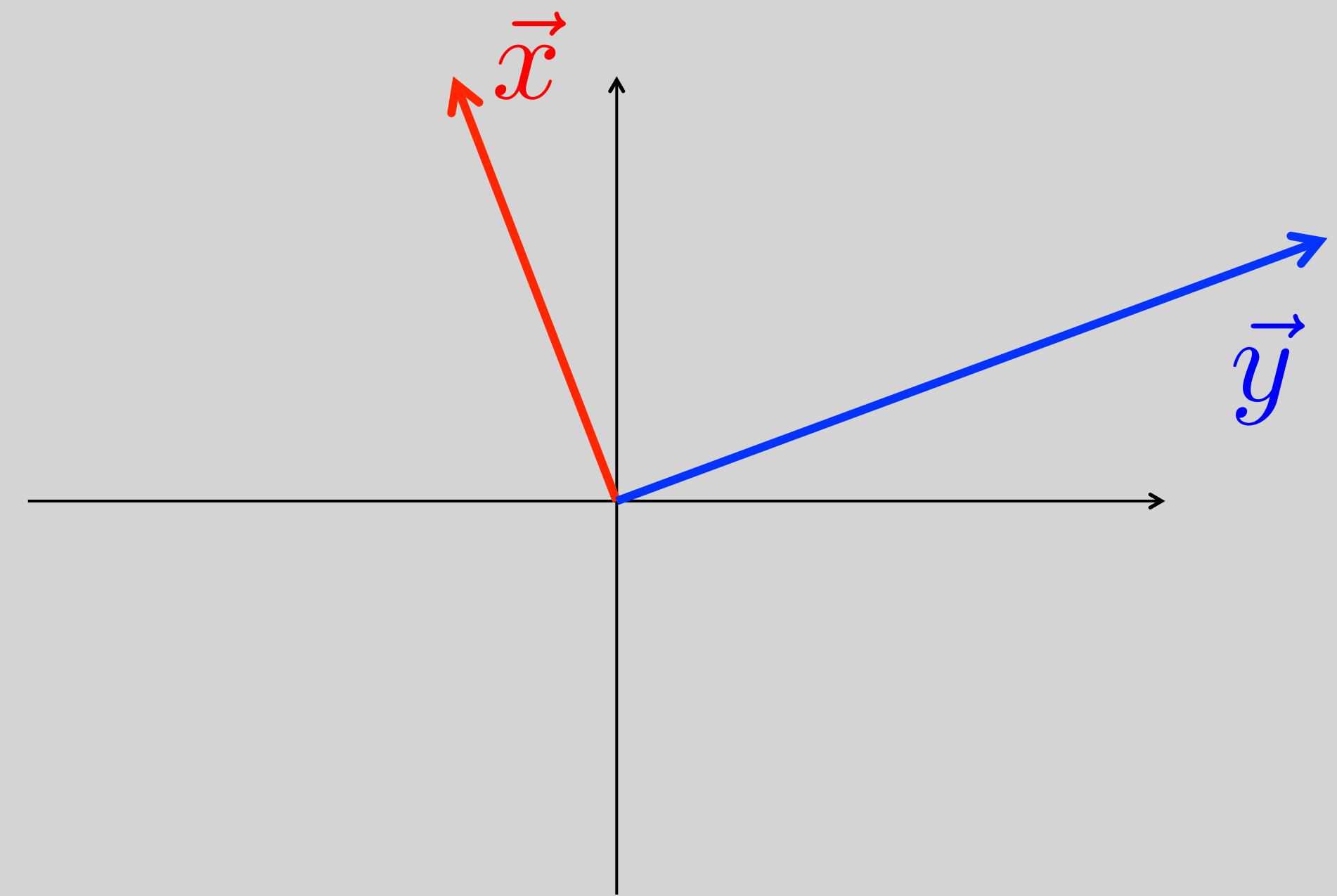
- Orthogonality:

$$\vec{x}^* \vec{y} = \sum_{n=0}^{N-1} x[n]^* y[n] = 0$$

- Unit vector: $\|\hat{x}\| = 1$

$$\hat{x} = \frac{\vec{x}}{\|\vec{x}\|}$$

- Define projection as: $\frac{\vec{y}^* x}{\|\vec{y}\|}$

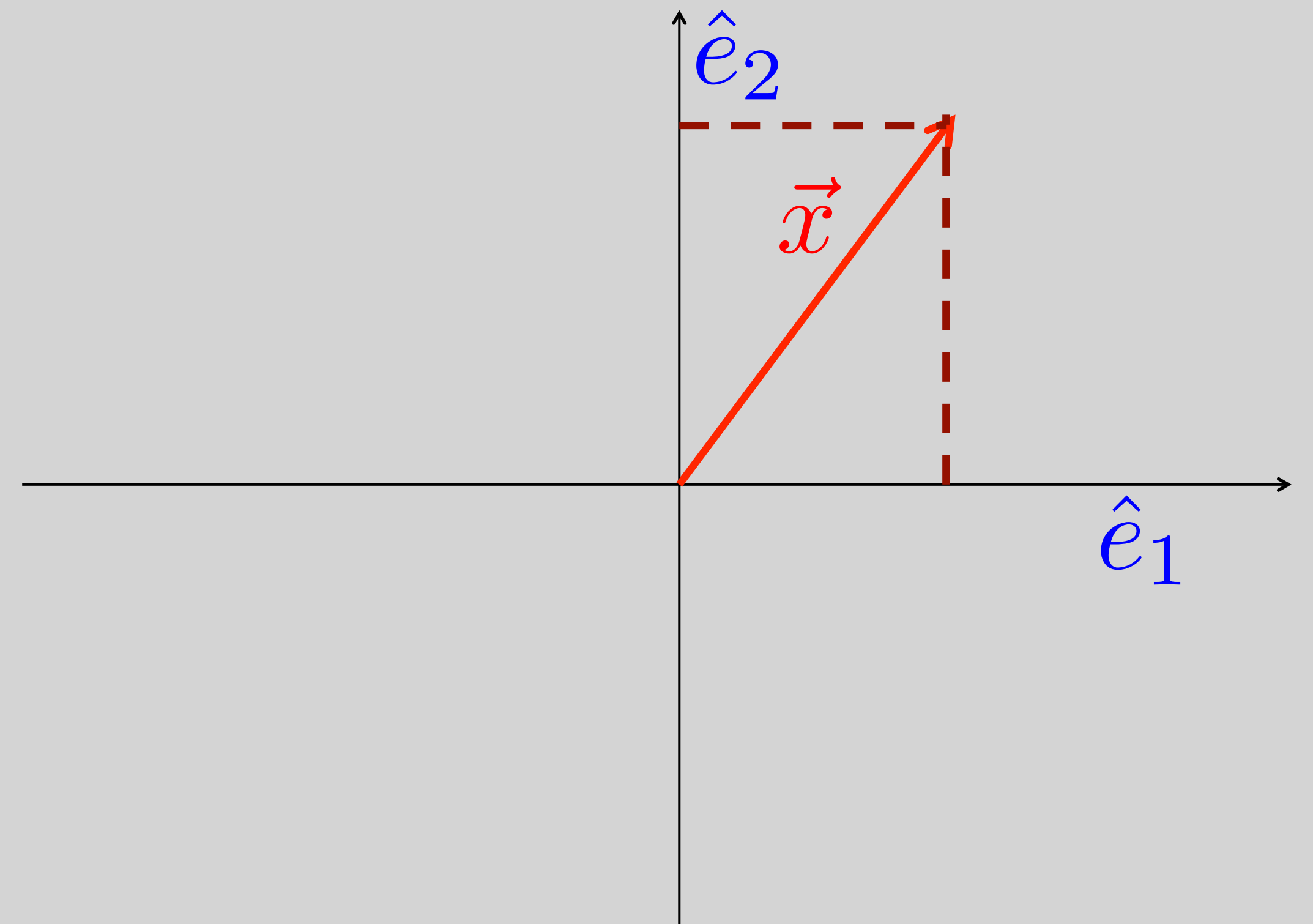


Change of Coordinates (Basis)

- We can compute new coordinates by projections onto orthonormal basis vectors

$$\hat{e}_1^* \vec{x} = [1 \quad 0] \vec{x} = x_1$$

$$\hat{e}_2^* \vec{x} = [0 \quad 1] \vec{x} = x_2$$



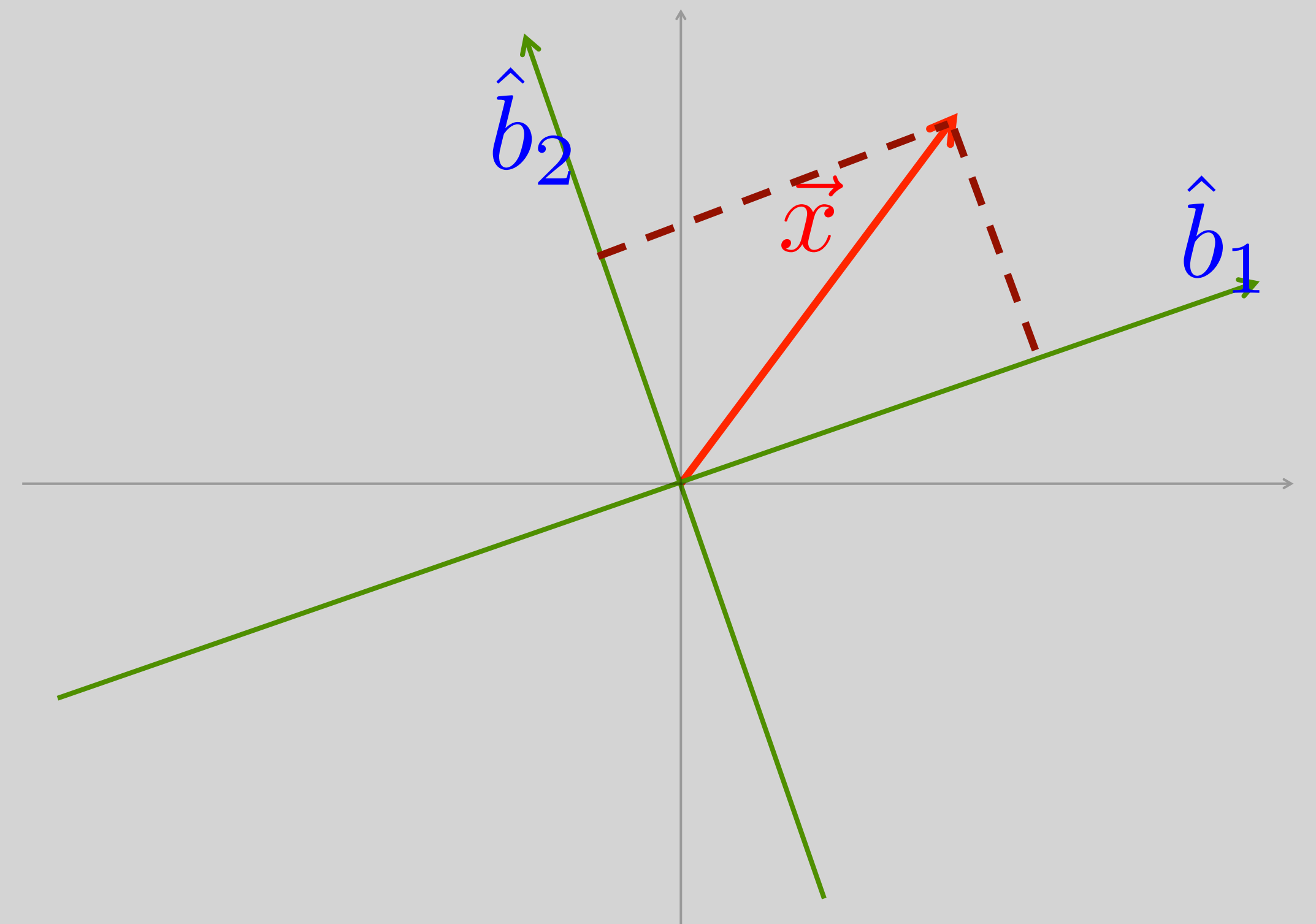
Change of Coordinates (Basis)

- We can compute new coordinates by projections onto orthonormal basis vectors

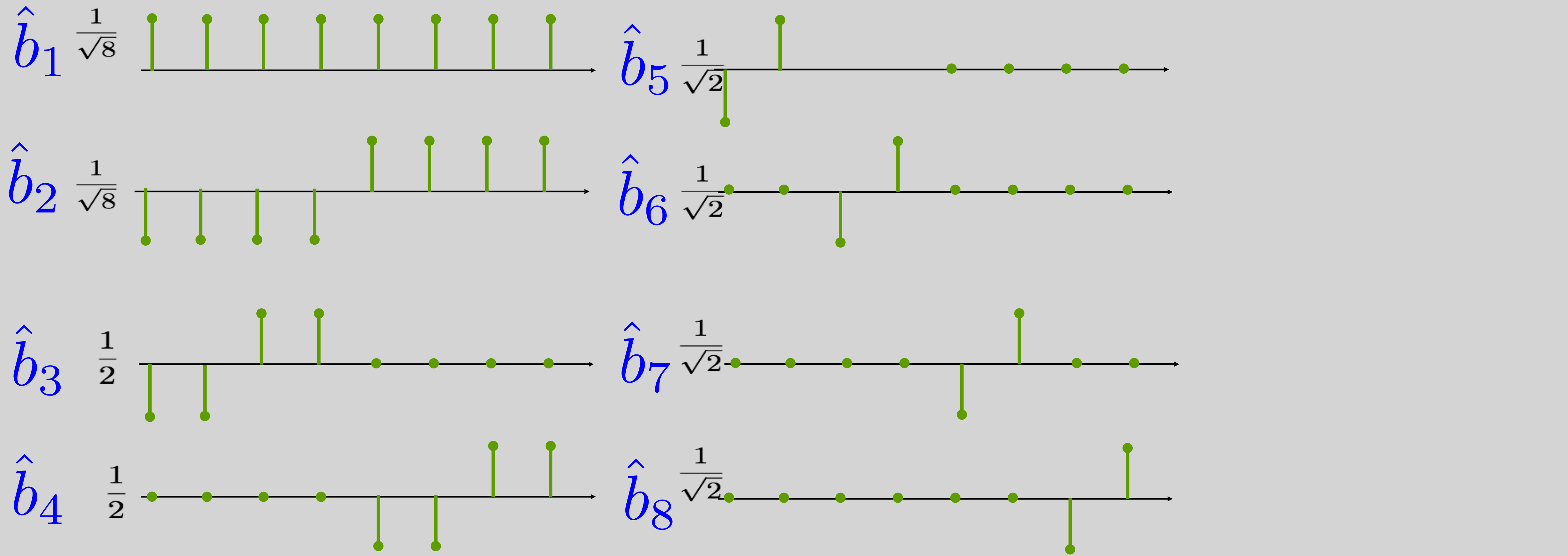
New coordinates:

$$\begin{bmatrix} \hat{b}_1^* \vec{x} \\ \hat{b}_2^* \vec{x} \end{bmatrix} = \begin{bmatrix} \hat{b}_1 & \hat{b}_2 \end{bmatrix}^* \vec{x}$$

$$\Rightarrow \vec{x} = (\hat{b}_1^* \vec{x}) \hat{b}_1 + (\hat{b}_2^* \vec{x}) \hat{b}_2$$



Change of basis



1 $\hat{b}_1 + \hat{b}_2 + \hat{b}_3 + \hat{b}_4 + \hat{b}_5 + \hat{b}_6 + \hat{b}_7 + \hat{b}_8$

Frequency Analysis Through Projections

- N-length normalized discrete frequency:

$$b_{\omega}[n] = \frac{1}{\sqrt{N}} e^{j\omega n} \quad 0 \leq n < N \quad 0 \leq \omega < 2\pi$$

$$\vec{b}_{\omega} = \frac{1}{\sqrt{N}} \begin{bmatrix} e^{j\omega 0} \\ e^{j\omega 1} \\ \vdots \\ e^{j\omega(N-1)} \end{bmatrix} \Rightarrow X(\omega) = \vec{b}_{\omega}^* \vec{x}$$

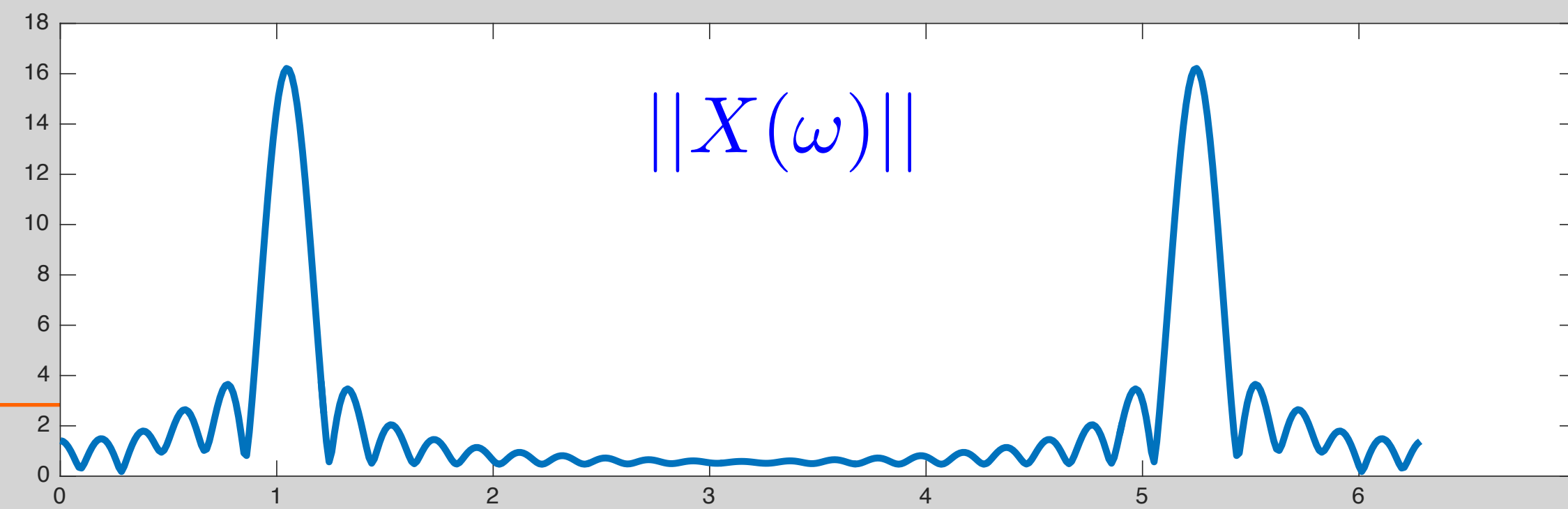
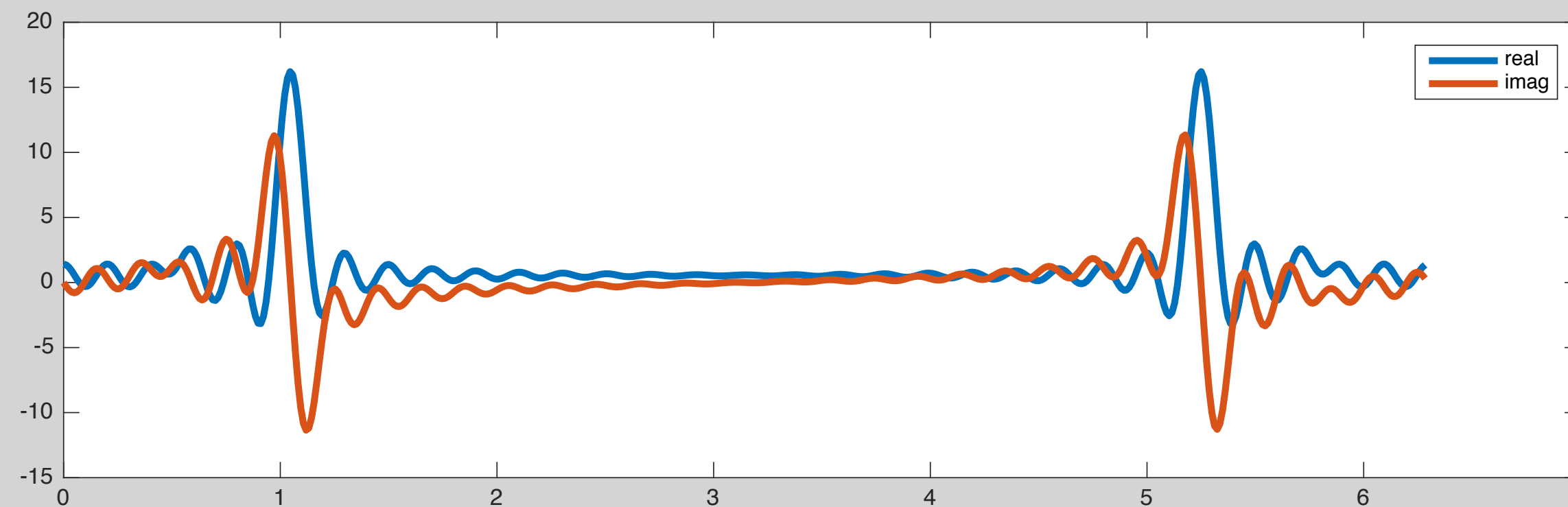
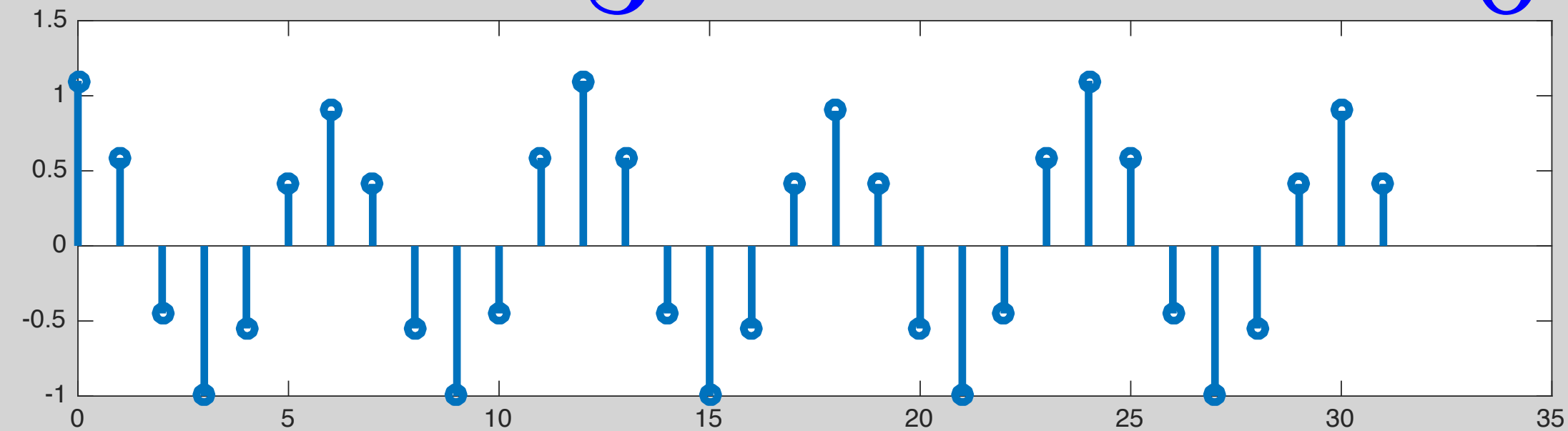
Also the DTFT of the finite sequence x

Frequency Analysis Through Projections

• Example: $x[n] = \cos\left(\frac{\pi}{3}n\right) + 0.1 \cos\left(\frac{\pi}{6}\right)$

$N = 32$

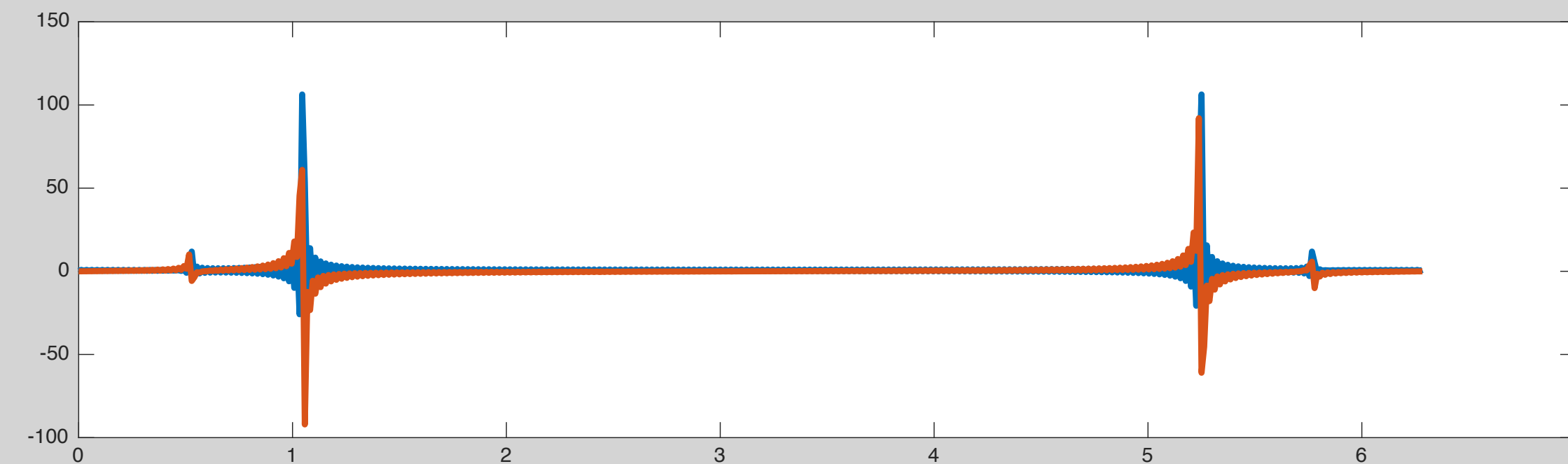
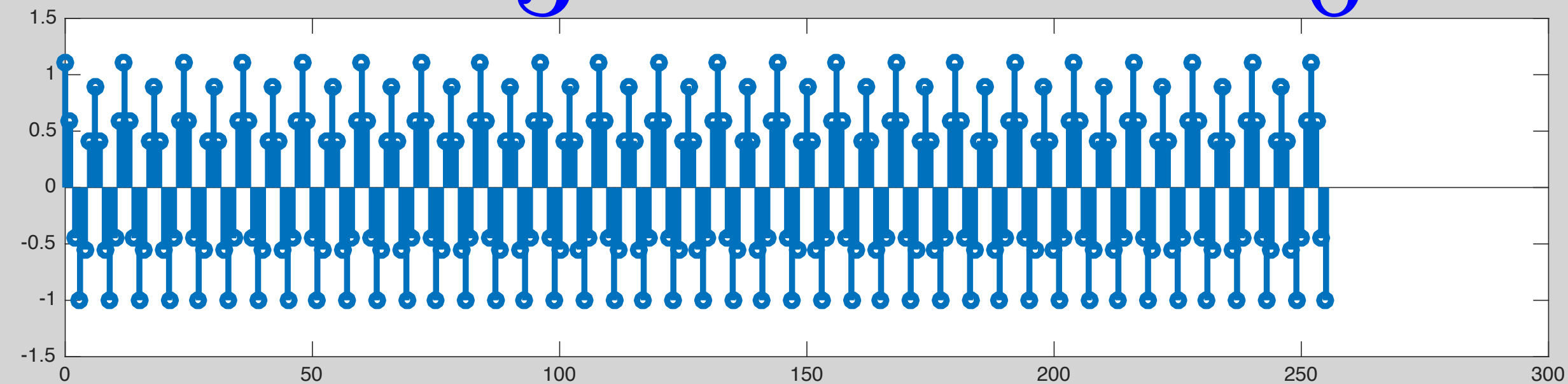
$$\Rightarrow X(\omega) = \vec{b}_w^* \vec{x}$$



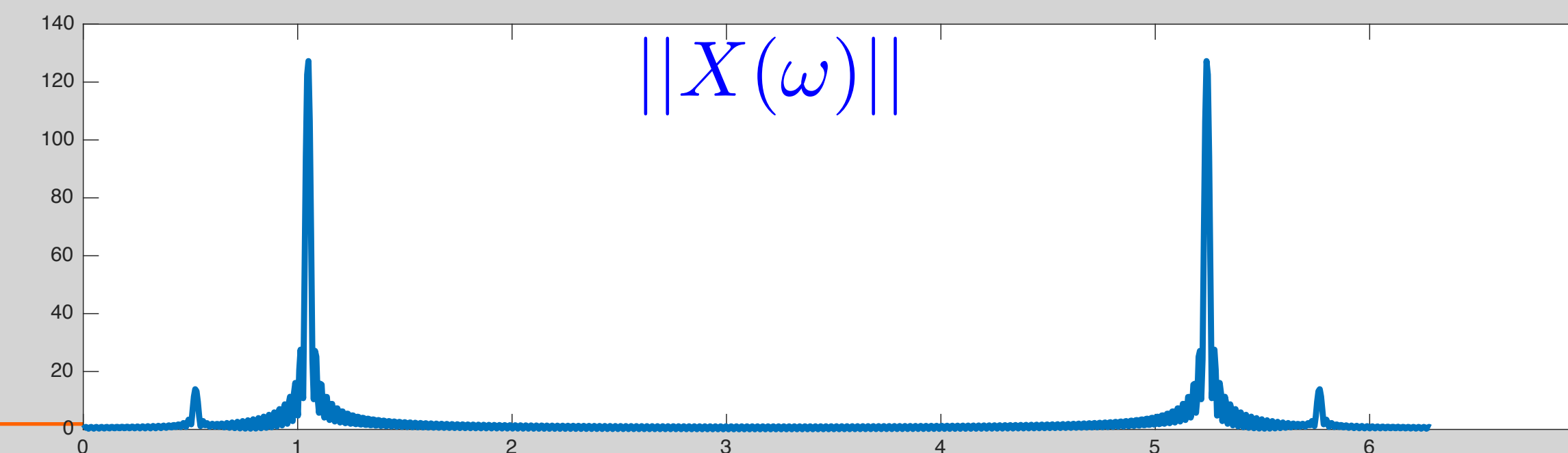
Frequency Analysis Through Projections

- Example: $x[n] = \cos\left(\frac{\pi}{3}n\right) + 0.1 \cos\left(\frac{\pi}{6}n\right)$

$N = 256$



$$\Rightarrow X(\omega) = \vec{b}_\omega^* \vec{x}$$



Discrete Fourier Transform (DFT)

- For $b_\omega[n] = \frac{1}{\sqrt{N}} e^{j\omega n}$, pick a set of N frequencies, which will result in an orthogonal basis

- Choose: $\omega_k = \frac{2\pi k}{N} \Rightarrow \frac{1}{\sqrt{N}} e^{j\frac{2\pi k}{N} n}$

$$W_n \triangleq e^{j2\pi/N} \Rightarrow \frac{1}{\sqrt{N}} W_N^{kn}$$

DFT Matrix

$$W_n \triangleq e^{j2\pi n/N} \Rightarrow \frac{1}{\sqrt{N}} W_N^{kn}$$

- $N = 2$