

# Lecture 8: Impulse Response

ECE 401: Signal and Image Analysis

University of Illinois

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- 1 Interpolation Review
- 2 Discrete-Time Systems
- 3 Impulse Response

# Outline

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- 2 Discrete-Time Systems
- 3 Impulse Response

# Interpolation Review

The following signal is passed through two different D/A circuits, both with a sampling frequency of  $F_s = \frac{1}{T} = 10,000\text{Hz}$ . The first circuit is a piece-wise-constant (PWC) interpolator, and constructs a signal  $x_{PWC}(t)$ . The second is a piece-wise-linear (PWL) interpolator, and constructs a signal  $x_{PWL}(t)$ .

$$x[n] = \begin{cases} 0.7 & n = -1 \\ 1.0 & n = 0 \\ 0.7 & n = 1 \\ 0 & \text{otherwise} \end{cases}$$

Draw  $x_{PWC}(t)$  and  $x_{PWL}(t)$ .

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# Discrete-Time System

- A discrete-time system is anything (software, hardware, wetware, or vaporware) that accepts one signal  $x[n]$  as input, and generates another signal  $y[n]$  as output.
- In this class we'll assume that the behavior of the system is predictable, so we can write a **system equation** specifying the relationship between input and output.

## Examples: Averaging

- Here's a system that takes the average of two consecutive input samples:

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

- Here's a system that takes the average of three consecutive input samples:

$$y[n] = \frac{1}{3} (x[n + 1] + x[n] + x[n - 1])$$

- Here's a system that takes a weighted average of five consecutive input samples:

$$y[n] = 0.1x[n-2] + 0.2x[n-1] + 0.4x[n] + 0.2x[n+1] + 0.1x[n+2]$$

## Examples: Differencing

- Here's a system that estimates  $y[n] \approx \frac{dx}{dt}$  using the forward-Euler method:

$$y[n] = \frac{1}{T} (x[n+1] - x[n])$$

- Here's a system that estimates  $y[n] \approx \frac{dx}{dt}$  using the backward-Euler method:

$$y[n] = \frac{1}{T} (x[n] - x[n-1])$$

- Here's a system that estimates  $y[n] \approx \frac{dx}{dt}$  using the central-Euler method:

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



# Other Examples

- Here's a system that estimates  $y[n] \approx \frac{d^2x}{dt^2}$ :

$$y[n] = \frac{1}{T^2} (x[n+1] - 2x[n] + x[n-1])$$

- Here's a system that estimates the degree to which the most recent 20 samples of  $x[n]$  resemble  $\cos(\pi n/10)$ :

$$y[n] = \sum_{m=0}^{19} \cos\left(\frac{\pi m}{10}\right) x[n-m]$$

# Other Examples

- Here's a system that acts kind of like an integral:

$$y[n] = \sum_{m=0}^{\infty} x[n - m]$$

- Here's a system that just delays the input:

$$y[n] = x[n - 3]$$

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# Special signals that you need to know

- The unit impulse is

$$\delta[n] = \begin{cases} 1 & n = 0 \\ 0 & n \neq 0 \end{cases}$$

- The unit step is

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

# Impulse Response

- The “impulse response” of a system,  $h[n]$ , is the output that it produces in response to an impulse input.

**Definition:** if and only if  $x[n] = \delta[n]$  then  $y[n] = h[n]$

- Given the system equation, you can find the impulse response just by feeding  $x[n] = \delta[n]$  into the system.
- If the system is linear and time-invariant (terms we’ll define later), then you can use the impulse response to find the output for **any** input, using a method called **convolution** that we’ll learn in two weeks.
- For today, let’s get some practice at finding the impulse response from the system equation.

## Example: Averaging

Consider the system

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

Suppose we insert an impulse:

$$x[n] = \delta[n]$$

Then whatever we get at the output, by definition, is the impulse response. In this case it is

$$h[n] = \frac{1}{2} (\delta[n] + \delta[n-1]) = \begin{cases} 0.5 & n = 0, 1 \\ 0 & \text{otherwise} \end{cases}$$

## Example: Forward Euler

Consider the system

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

Suppose we insert an impulse:

$$x[n] = \delta[n]$$

Then whatever we get at the output, by definition, is the impulse response. In this case it is

$$h[n] = (\delta[n + 1] - \delta[n]) = \begin{cases} 1 & n = -1 \\ -1 & n = 0 \\ 0 & \text{otherwise} \end{cases}$$

## Example: Second Difference

Consider the system

$$y[n] = x[n + 1] - 2x[n] + x[n - 1]$$

Suppose we insert an impulse:

$$x[n] = \delta[n]$$

Then whatever we get at the output, by definition, is the impulse response. In this case it is

$$h[n] = (\delta[n + 1] - 2\delta[n] + \delta[n - 1]) = \begin{cases} 1 & n = -1, 1 \\ -2 & n = 0 \\ 0 & \text{otherwise} \end{cases}$$



## Example: Cosine Matcher

Consider the system

$$y[n] = \sum_{m=0}^{19} \cos\left(\frac{\pi m}{10}\right) x[n-m]$$

Suppose we insert an impulse:

$$x[n] = \delta[n]$$

Then whatever we get at the output, by definition, is the impulse response. In this case it is

$$h[n] = \begin{cases} \cos\left(\frac{\pi n}{10}\right) & 0 \leq n \leq 19 \\ 0 & \text{otherwise} \end{cases}$$

# Example: Integrator

Consider the system

$$y[n] = \sum_{m=0}^{\infty} x[n-m]$$

Suppose we insert an impulse:

$$x[n] = \delta[n]$$

Then whatever we get at the output, by definition, is the impulse response. In this case it is

$$h[n] = u[n]$$

## Example: Delay

Consider the system

$$y[n] = x[n - 3]$$

Suppose we insert an impulse:

$$x[n] = \delta[n]$$

Then whatever we get at the output, by definition, is the impulse response. In this case it is

$$h[n] = \delta[n - 3] = \begin{cases} 1 & n = 3 \\ 0 & n \neq 3 \end{cases}$$