

ECE 111 - Homework #15

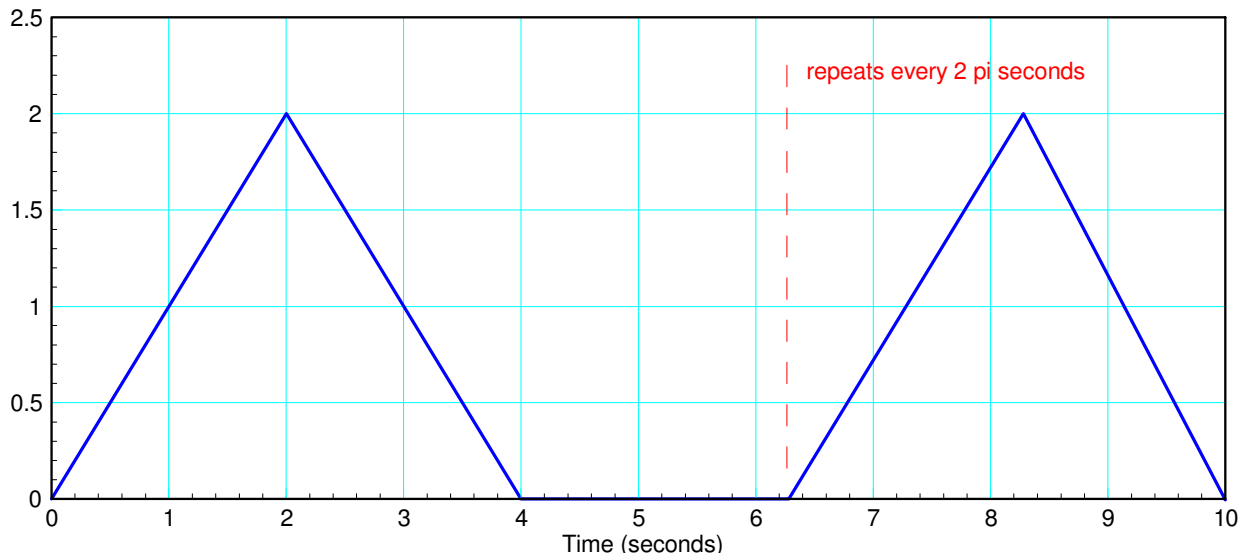
Week #11 - Signals & Frequency Content of a Signal
Due Monday, May 5th. Please submit via email or on BlackBoard

Problem 1-5) Let $x(t)$ be a function which is periodic in 2π as shown below

$$x(t) = x(t + 2\pi)$$

or in Matlab:

```
t = [0:0.001:2*pi]' + 1e-9;  
x = t .* (t<2) + (4-t) .* (t>2) .* (t<4);  
plot(t,x)
```



$x(t)$ Note that $x(t)$ repeats every 2π seconds

Curve Fitting with a power series:

1) Using least squares, approximate $x(t)$ over the interval $(0, 2\pi)$ as

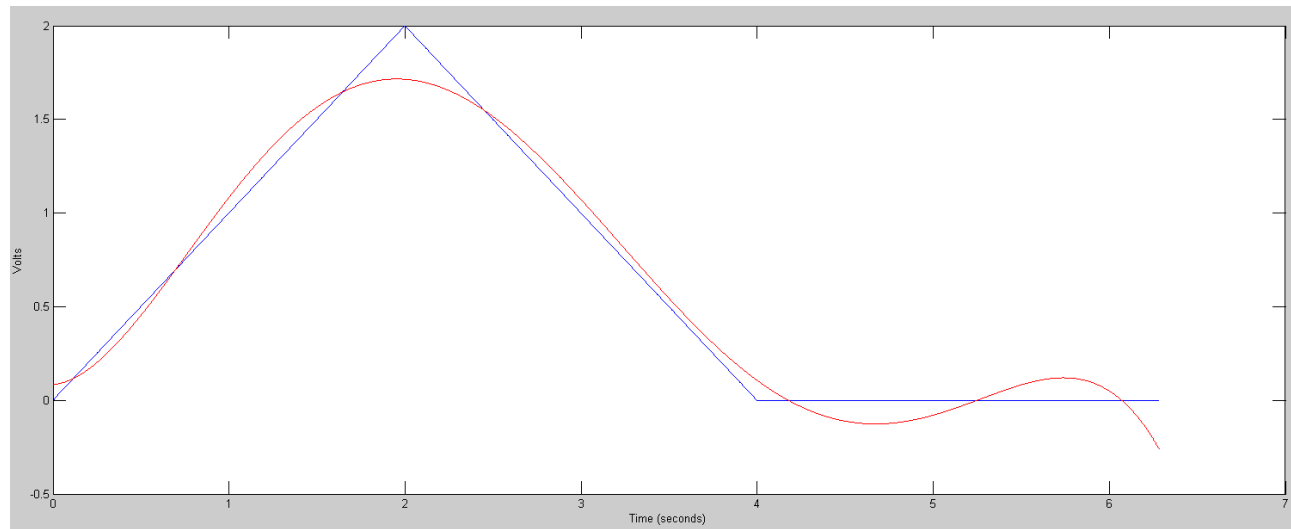
$$x(t) \approx a_0 + a_1 t + a_2 t^2 + a_3 t^3 + a_4 t^4 + a_5 t^5$$

Plot $x(t)$ along with it's approximation.

```
>> t = [0:0.001:2*pi]' + 1e-9;  
>> x = t .* (t<2) + (4-t) .* (t>2) .* (t<4);  
  
>> B = [t.^0, t, t.^2, t.^3, t.^4, t.^5];  
>> A = inv(B'*B)*B'*x
```

```
a0    0.0840  
a1    0.0767  
a2    1.8299  
a3   -1.1126  
a4    0.2196  
a5   -0.0142
```

```
>> plot(t,x,'b',t,B*A,'r')  
>> xlabel('Time (seconds)')  
>> ylabel('Volts')
```



Comments

- *This is a reasonably good approximation for $x(t)$*
- *The result isn't helpful for finding $y(t)$*

Curve Fitting using a Fourier Series

2) Using least squares, approximate $x(t)$ over the interval $(0, 2\pi)$ as

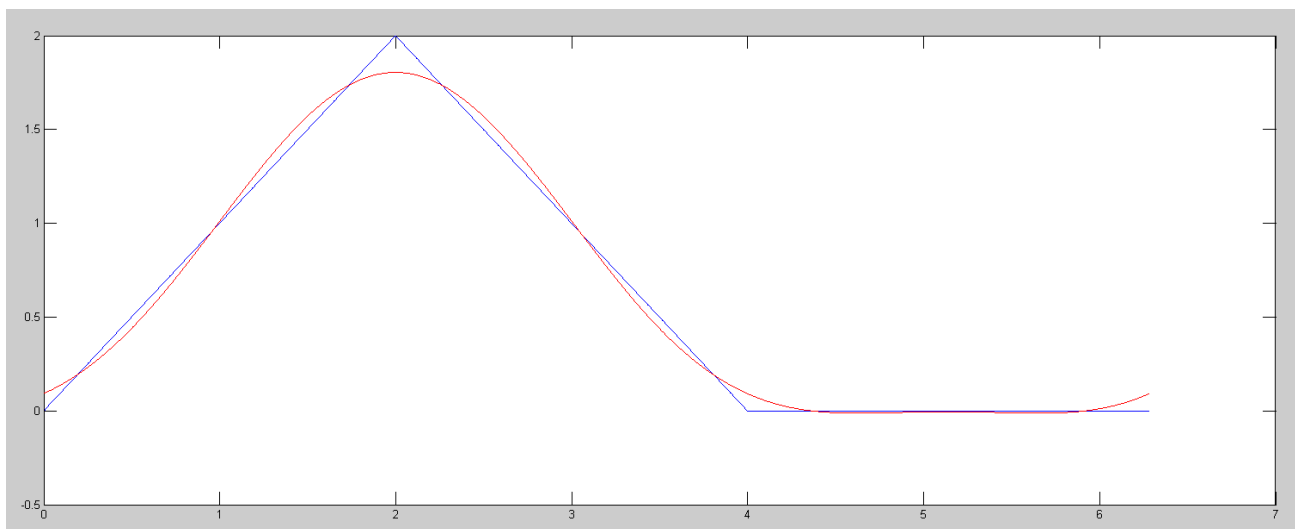
$$x(t) = a_0 + a_1 \cos(t) + b_1 \sin(t) + a_2 \cos(2t) + b_2 \sin(2t) + a_3 \cos(3t) + b_3 \sin(3t)$$

Plot $x(t)$ along with it's approximation.

```
>> t = [0:0.001:2*pi]' + 1e-9;  
>> x = t .* (t<2) + (4-t) .* (t>2) .* (t<4);  
>> B = [t.^0, cos(t), sin(t), cos(2*t), sin(2*t), cos(3*t), sin(3*t)];  
>> A = inv(B'*B) * B'*x
```

```
a0    0.6366  
a1   -0.3752  
b1    0.8198  
a2   -0.1721  
b2   -0.1992  
a3    0.0027  
b3   -0.0008
```

```
>> plot(t,x,'b',t,B*A,'r')  
>>
```



Comments

- *This is also a fairly accurate approximation for $x(t)$*
- *In this case, the result is useful. Since $x(t)$ is now expressed in terms of sine waves, you can find $y(t)$ using phasors and superposition.*

Superposition

3) Assume X and Y are related by

$$Y = \left(\frac{0.5}{s^2 + s + 0.5} \right) X$$

3a) Determine x(t) in terms of its Fourier Transform out to 3 rad/sec

Fourier Transforms is just another way to find an approximation for x(t) in terms of sine waves. It's no different than a least squares curve fit like problem #2. It's a little more efficient to compute - but it's really no different.

```
>> a0 = mean(x)

a0 =    0.6365

>> a1 = 2*mean(x .* cos(t))

a1 =   -0.3751

>> b1 = 2*mean(x .* sin(t))

b1 =    0.8197

>> a2 = 2*mean(x .* cos(2*t))

a2 =   -0.1720

>> b2 = 2*mean(x .* sin(2*t))

b2 =   -0.1992

>> a3 = 2*mean(x .* cos(3*t))

a3 =    0.0027

>> b3 = 2*mean(x .* sin(3*t))

b3 = -7.8712e-004
```

Note the results are the same as problem #2

- *This is just another way to compute the coefficients of the sine waves*

3b) Plot x(t) and its Fourier approximation taken out to 3 rad/sec

same as problem #2

4) Determine the output, $y(t)$, at DC ($\omega = 0$)

```
>> s = 0;  
>> X0 = a0  
  
X0 = 0.6365  
  
>> Y0 = ( 0.5 / (s^2 + s + 0.5) ) * X0  
  
Y0 = 0.6365  

$$y_0(t) = 0.6365$$

```

5) Determine the output, $y(t)$, at 1 rad/sec

```
>> s = 1i;  
>> X1 = a1 - j*b1  
  
X1 = -0.3751 - 0.8197i  
  
>> Y1 = ( 0.5 / (s^2 + s + 0.5) ) * X1  
  
Y1 = -0.2528 + 0.3140i  

$$y_1(t) = -0.2528 \cos(t) - 0.3140 \sin(t)$$

```

6) Determine the output, $y(t)$, at 2 rad/sec

```
>> s = 2i;  
>> X2 = a2 - j*b2  
  
X2 = -0.1720 + 0.1992i  
  
>> Y2 = ( 0.5 / (s^2 + s + 0.5) ) * X2  
  
Y2 = 0.0308 - 0.0109i  

$$y_2(t) = 0.0308 \cos(2t) + 0.0109 \sin(2t)$$

```

7) Determine the output, $y(t)$, at 3 rad/sec

```
>> s = 3i;  
>> X3 = a3 - j*b3  
  
X3 = 0.0027 + 0.0008i  
  
>> Y3 = ( 0.5 / (s^2 + s + 0.5) ) * X3  
  
Y3 = -1.2695e-004 -9.1107e-005i  

$$y_3(t) = -0.000126 \cos(3t) + 0.000091 \sin(3t)$$

```

8) Determine the total answer, $y(t)$

This is a linear system, meaning

$$f(a + b + c + d) = f(a) + f(b) + f(c) + d(c)$$

Sum up the previous answers to get the total $y(t)$

$$y(t) = y_0 + y_1 + y_2 + y_3$$

$$y(t) = 0.6365$$

DC term

$$-0.2528 \cos(t) - 0.3140 \sin(t)$$

1st harmonic

$$+0.0308 \cos(2t) + 0.0109 \sin(2t)$$

2nd harmonic

$$-0.000126 \cos(3t) + 0.000091 \sin(3t)$$

3rd harmonic

\vdots

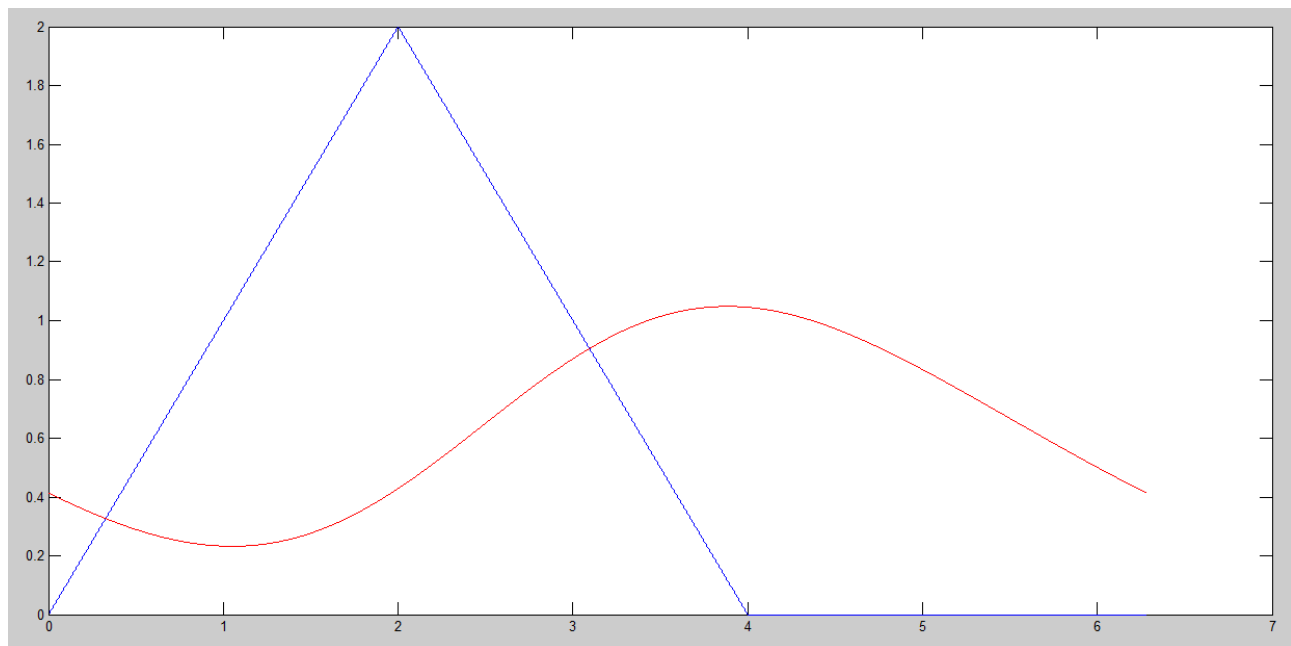
and so on...

Comment

- In theory, you have to go out to infinity
- In practice, just a few terms dominate the response provide a good approximation

Plot $x(t)$ and $y(t)$

```
>> y0 = a0;  
>> y1 = a1*cos(t) - b1*sin(t);  
>> y2 = a2*cos(2*t) - b2*sin(2*t);  
>> y3 = a3*cos(3*t) - b3*sin(3*t);  
>> y = y0+y1+y2+y3;  
>> plot(t,x,'b',t,y,'r');  
>> xlabel('Time (seconds)')
```



$x(t)$ (blue) & $y(t)$ (red)

