

Lecture 13

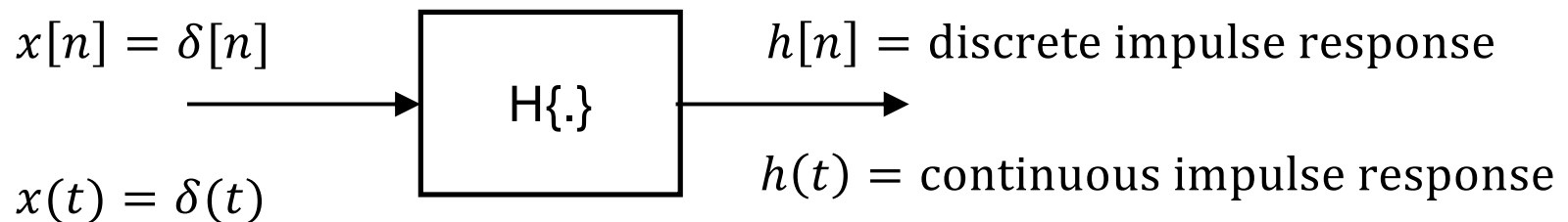
Impulse Response & Filters

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Impulse Response of a Discrete System

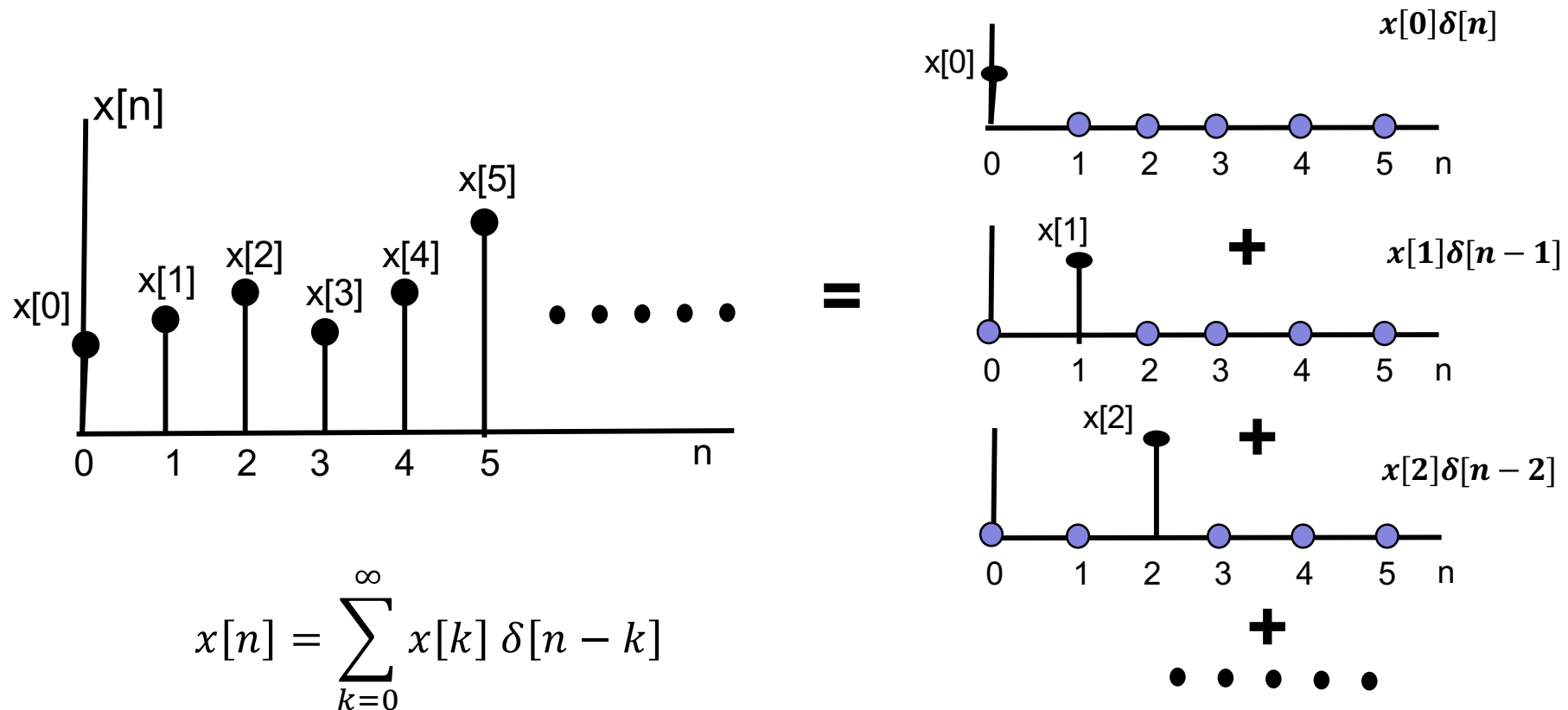
- ◆ Apply a discrete impulse $x[n]$ to the input of a discrete time system, the output $y[n]$ is known as the system's **impulse response** $h[n]$.



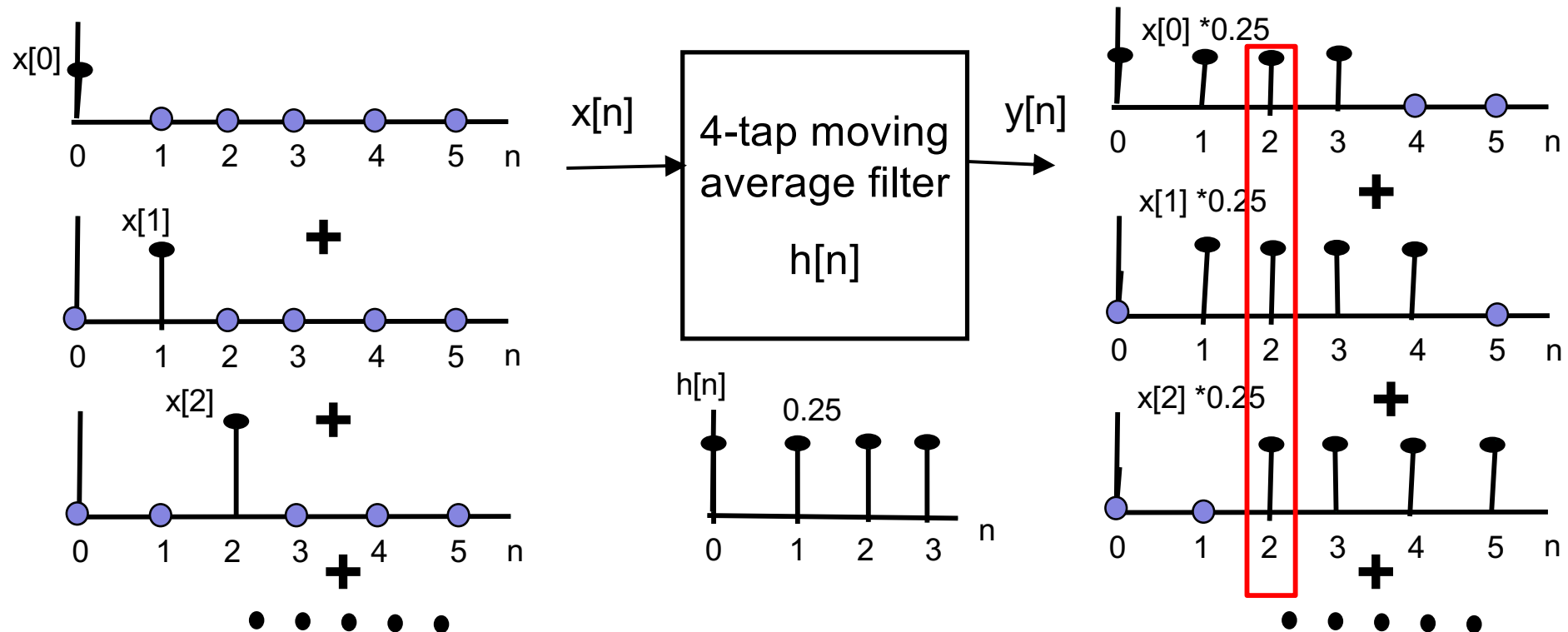
- ◆ The impulse response of a **linear** system defines and characterises the system completely – both its transient behaviour and its frequency response.
- ◆ This applies to both continuous time and discrete time linear systems.
- ◆ An impulse signal contains ALL frequency components (L3, S7). Therefore, applying an impulse to input stimulates the systems at ALL frequencies.
- ◆ Since integrating a unit impulse = a unit step function, we can obtain the step response of the system by integrating the impulse response.

Discrete signal as sum of weighted impulses

- Remember from L10, S7, we can represent a causal discrete signal $x[n]$ in terms of sum of weighted delayed impulses:



Impulse Response and Convolution

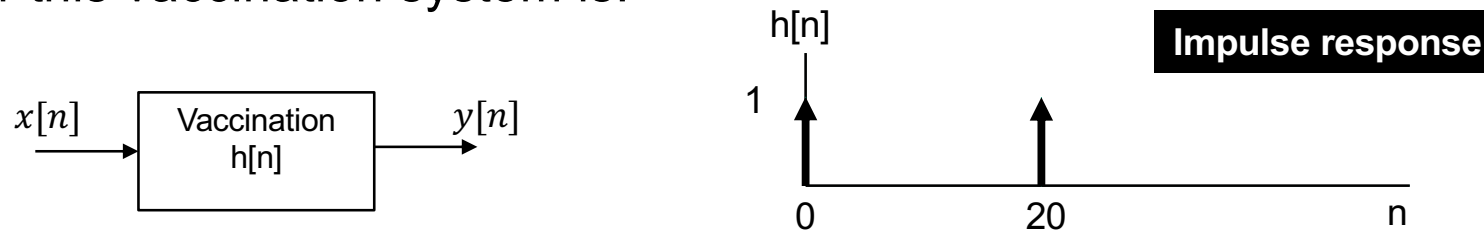


- ◆ We can therefore derive the output of a discrete linear system, by adding together the system's response to EACH input sample separately.
- ◆ This operation is known as **convolution**:

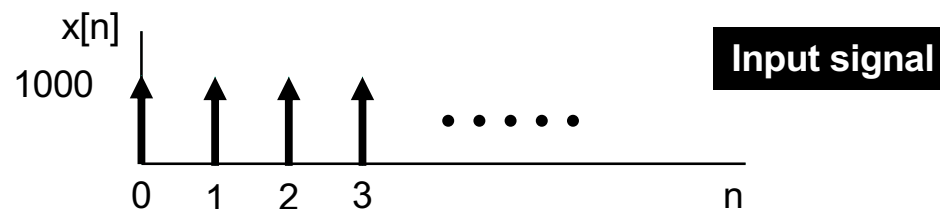
$$y[n] = x[n] * h[n] = \sum_{m=0}^{\infty} x[m]h[n - m]$$

Convolution example - COVID vaccination

- ◆ Covid vaccine require two doses, 3 weeks apart. Impulse response $h[n]$ for this vaccination system is:



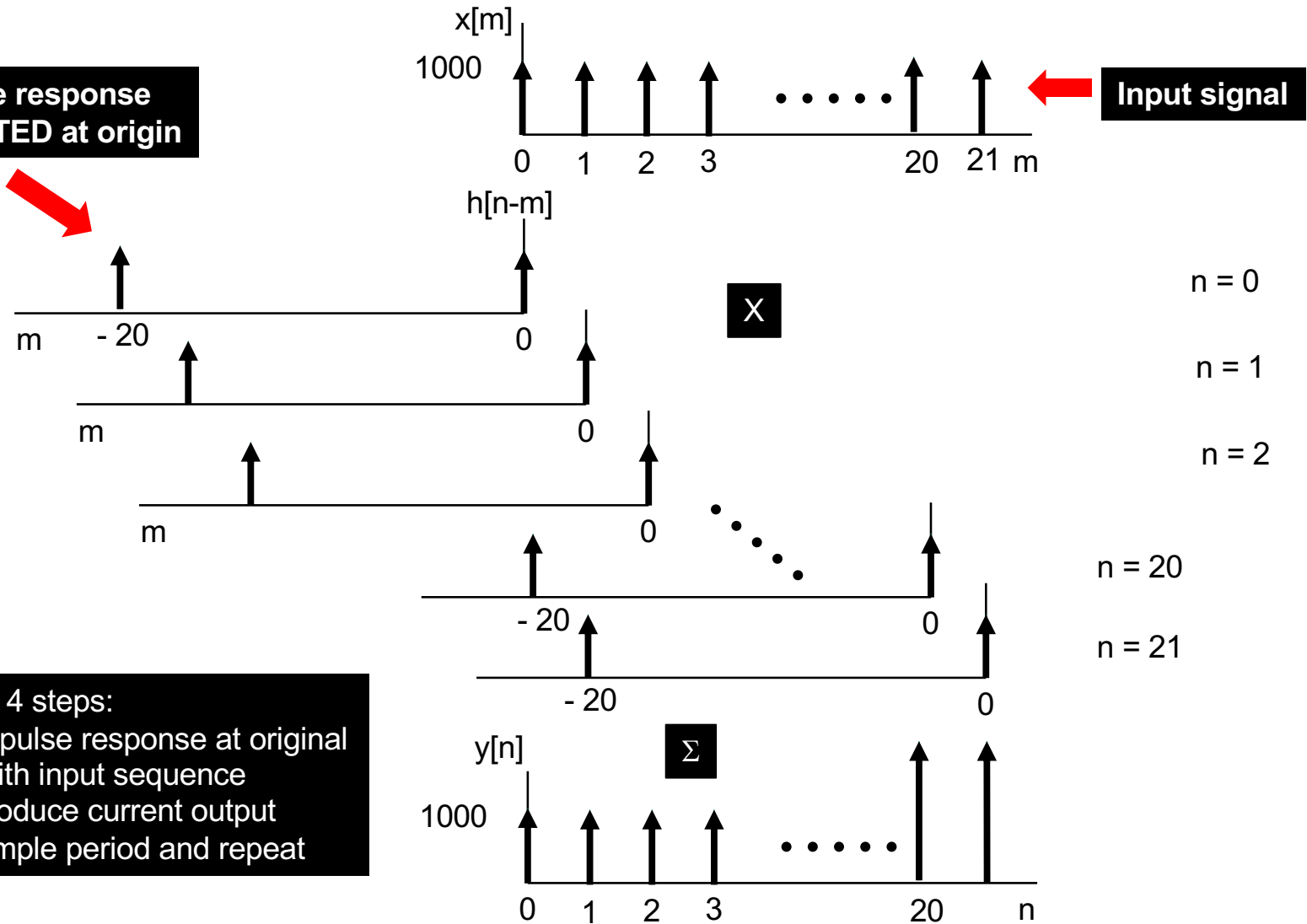
- ◆ UK started vaccination of its elderly population with a plan of vaccinating, say, 1000 people per day after the first day (day 0). The input $x[n]$ is:



- ◆ How many doses would NHS need to provide from day 0? (i.e. $y[n]$)

Graphical representation of Convolution

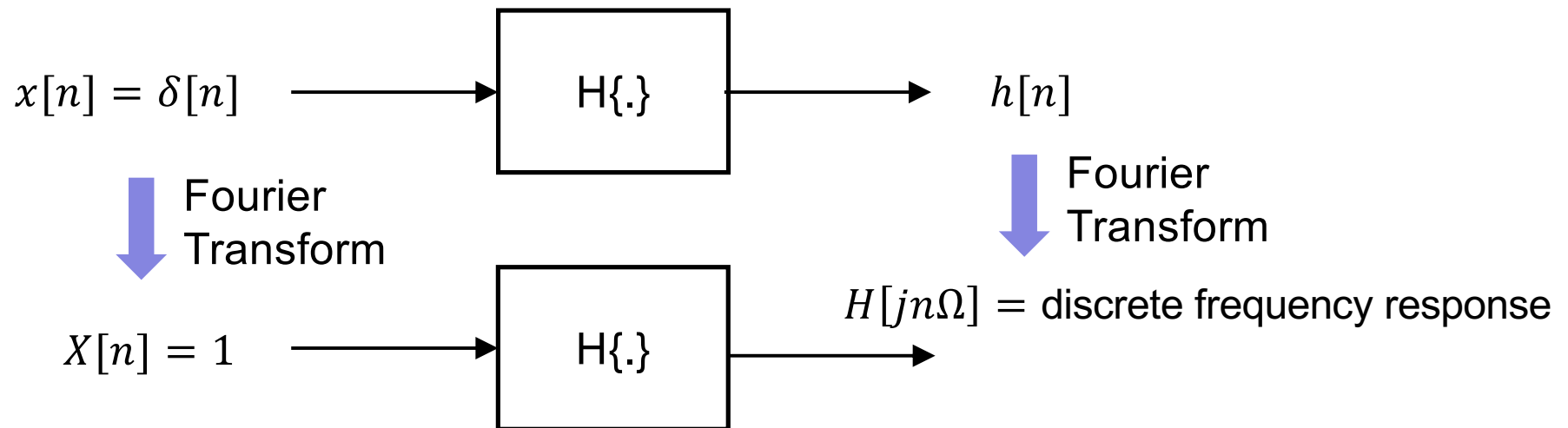
Impulse response
REFLECTED at origin



- Convolution in 4 steps:
1. Reflect impulse response at origin
 2. Multiply with input sequence
 3. Sum to produce current output
 4. Shift 1 sample period and repeat

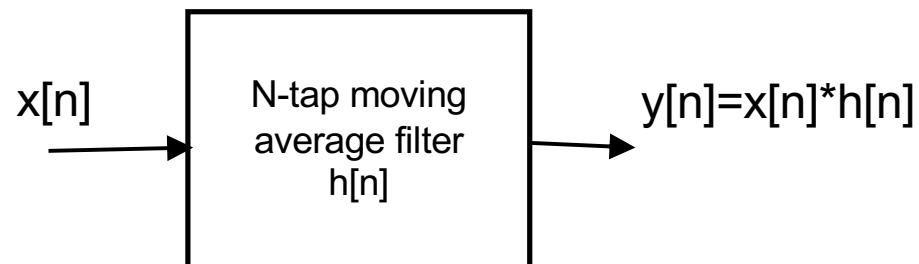
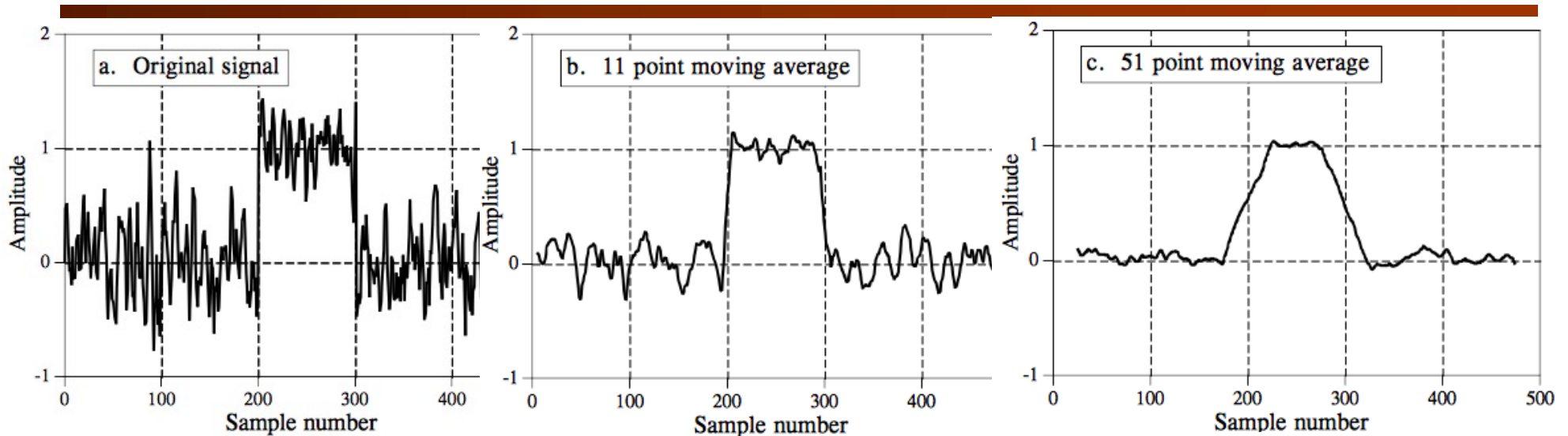
Impulse Response & Frequency Response

- ◆ Since a unit impulse contains all frequency, and its Fourier transform is a constant at 1 (see L3, S7), the Fourier transform of the impulse response $h[n]$ or $h(t)$ give us the systems' frequency response:



- ◆ This applies to both continuous time and discrete time linear systems.
- ◆ An impulse signal contains ALL frequency components (L3, S7). Therefore, applying an impulse to input stimulates the systems at ALL frequencies.

Moving Average Filter = FIR lowpass filter



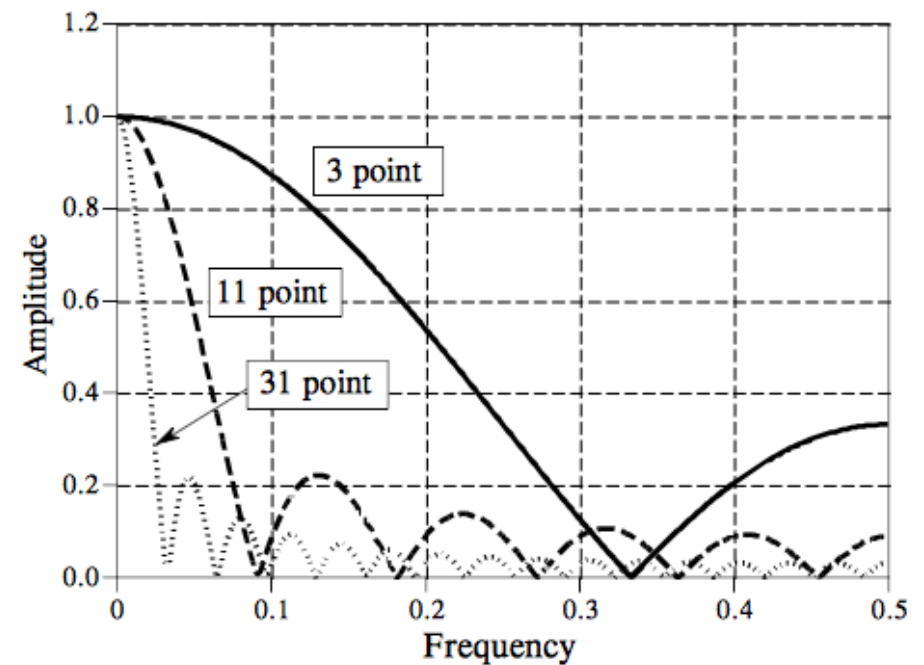
- ◆ N-tap (or N point) moving average filter – higher N, lower the cut off frequency
- ◆ For a N-tap moving average filter, its impulse response has N impulses.
- ◆ If input $x[n]$ has M non-zero samples (i.e. finite length), output $y[n]$ is also finite in length, and has M+N non-zero samples. Hence the name Finite Impulse Response (FIR) filter.

Frequency Response of N-tap moving average filter

- ◆ The impulse response of a moving average filter is a rectangular pulse.
- ◆ The Fourier transform of a rectangular pulse is of the form $(\sin x)/x$ or $\text{sinc}(x)$ function (see Lecture 3 slide 6) in the case of continuous time.
- ◆ For discrete time case, the frequency response of a moving average filter with N taps (or points) is:

$$H[f] = \frac{\sin(fN)}{N \sin f}$$

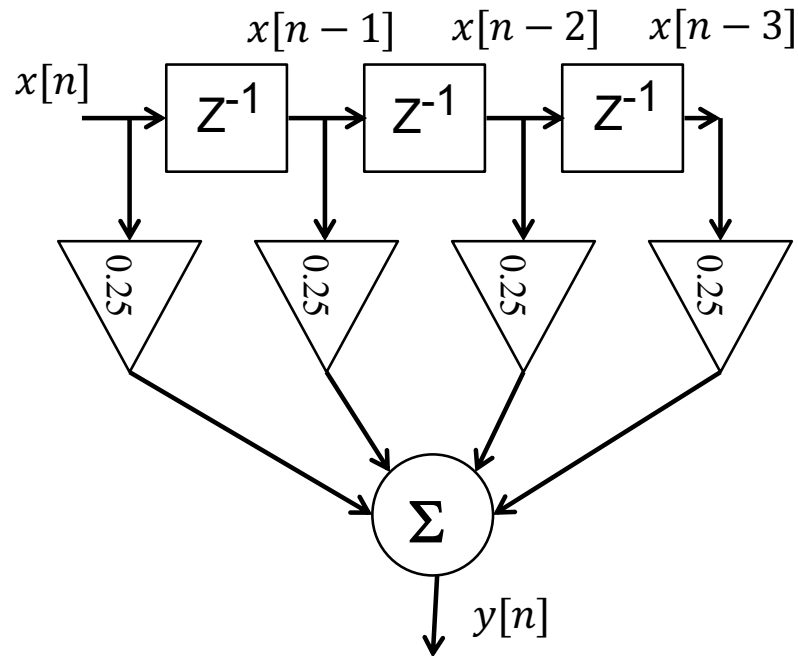
- ◆ Here f is normalised to $0 \rightarrow 0.5 \times$ sampling frequency f_s .



Recursive or Infinite Impulse Response Filter

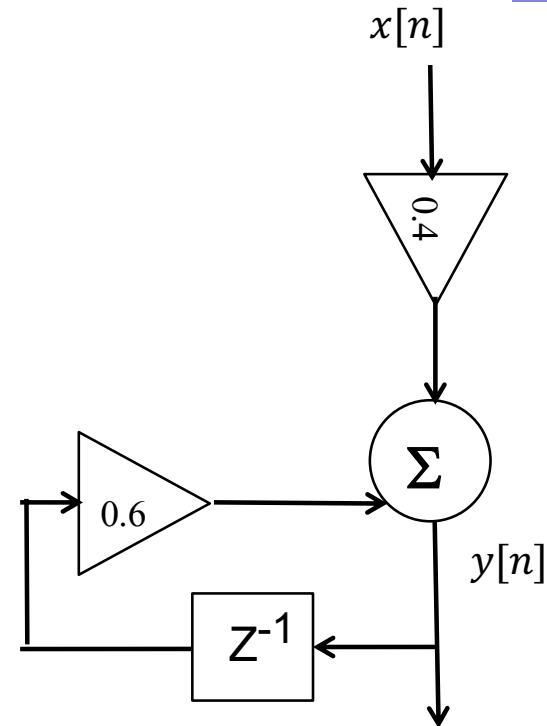
FIR

$$x[n] = \{1.0, 1.0, 1.0, 1.0, 1.1, 0.8, 1.2, 0.9, 1.0, 1.2, 0.9, \dots\}$$



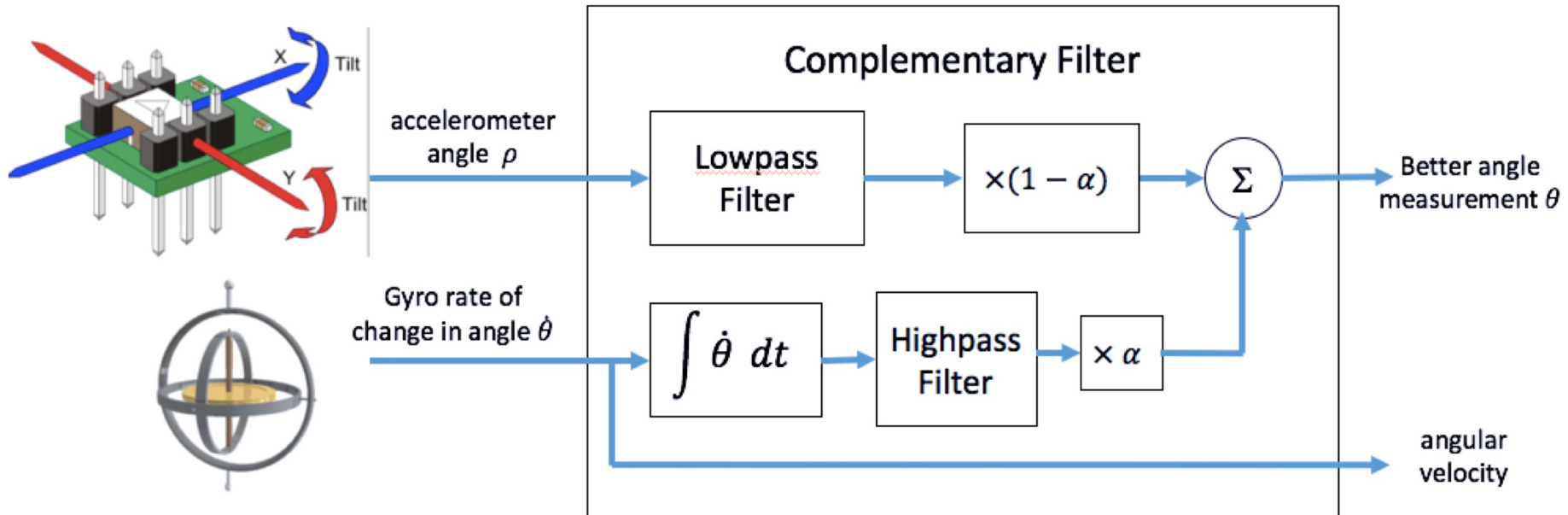
$$y[n] = (0.25, 0.5, 0.75, 1.0, 1.025, 0.975, 1.025, 1.0, 1.0, 1.075, 1.0, \dots)$$

IIR



$$y[n] = (0.4, 0.64, 0.784, 0.87, 0.962, 0.897, 1.018, 0.971, 0.983, 1.07, 1.002, \dots)$$

Complementary Filter used with IMU



$$\text{angle } \theta_{new} = \alpha \times (\theta_{old} + \dot{\theta} dt) + (1 - \alpha) \times \rho$$

where

α = scaling factor chosen by users and is typically between 0.7 and 0.98

ρ = accelerometer angle

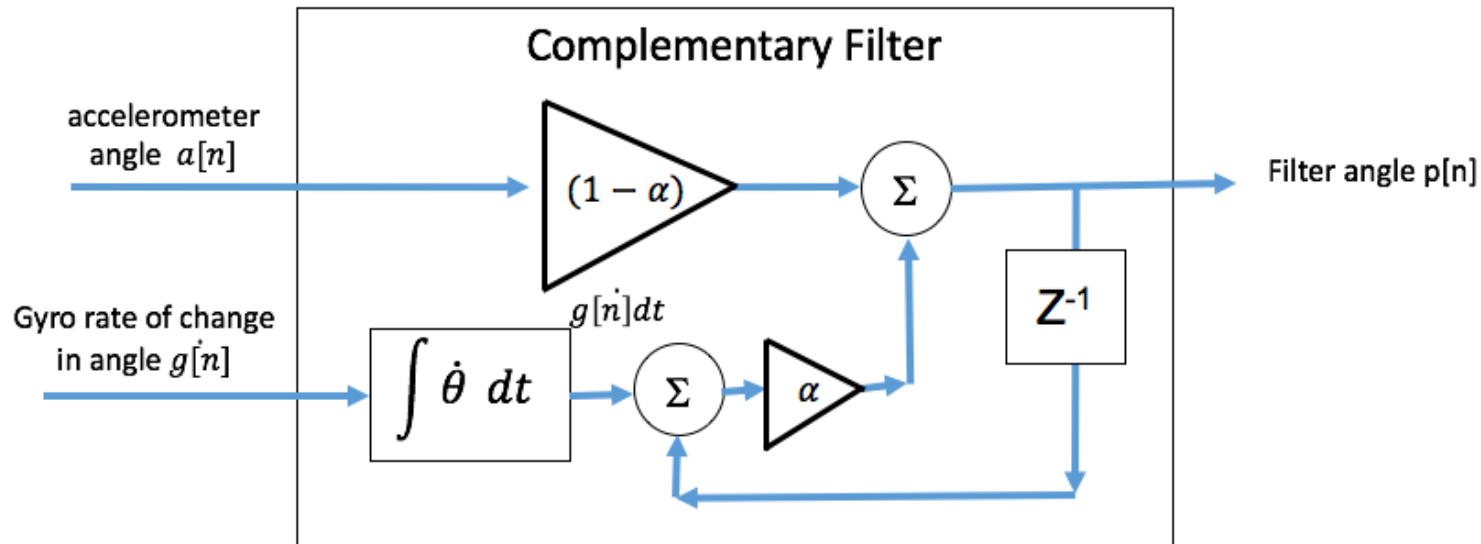
θ_{new} = new output angle

θ_{old} = previous output angle

$\dot{\theta}$ = gyroscope reading of the rate of change in angle

dt = time interval between gyro readings

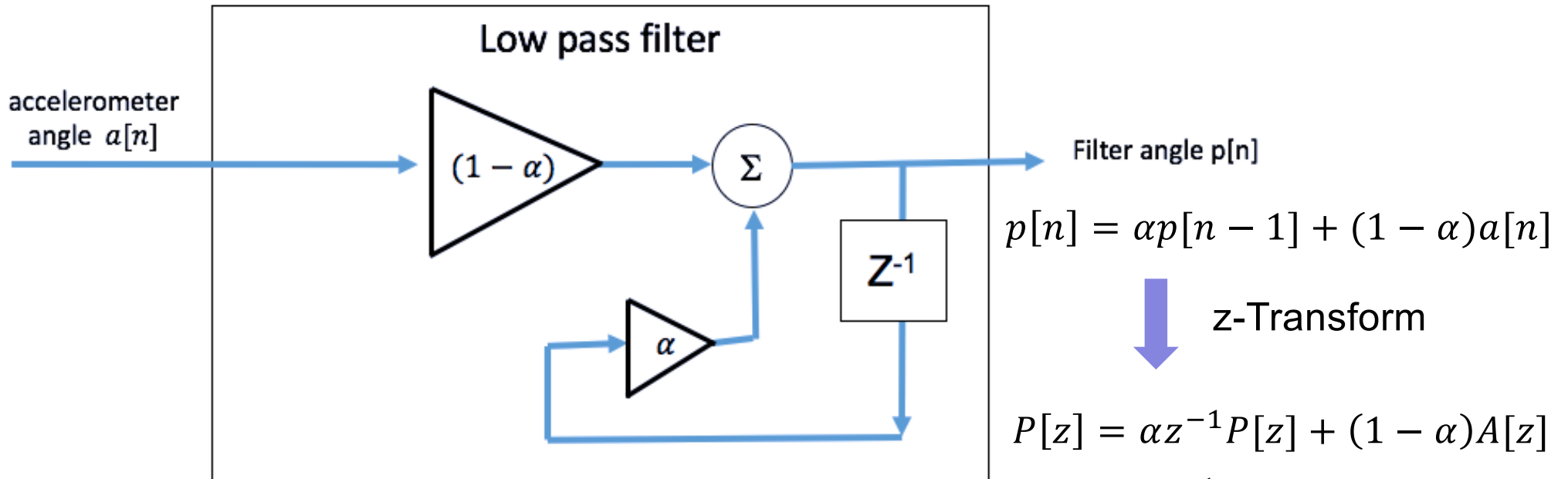
Signal flow diagram model



$$p[n] = \alpha(p[n - 1] + g[n] \times dt) + (1 - \alpha)a[n]$$

```
def read_imu(dt):  
    global g_pitch  
    alpha = 0.7 # larger = longer time constant  
    pitch = int(imu.pitch())  
    roll = int(imu.roll())  
    g_pitch = alpha*(g_pitch + imu.get_gy()*dt*0.001) + (1-alpha)*pitch
```

Lowpass filter the accelerometer data



z-Transform

$$P[z] = \alpha z^{-1}P[z] + (1 - \alpha)A[z]$$

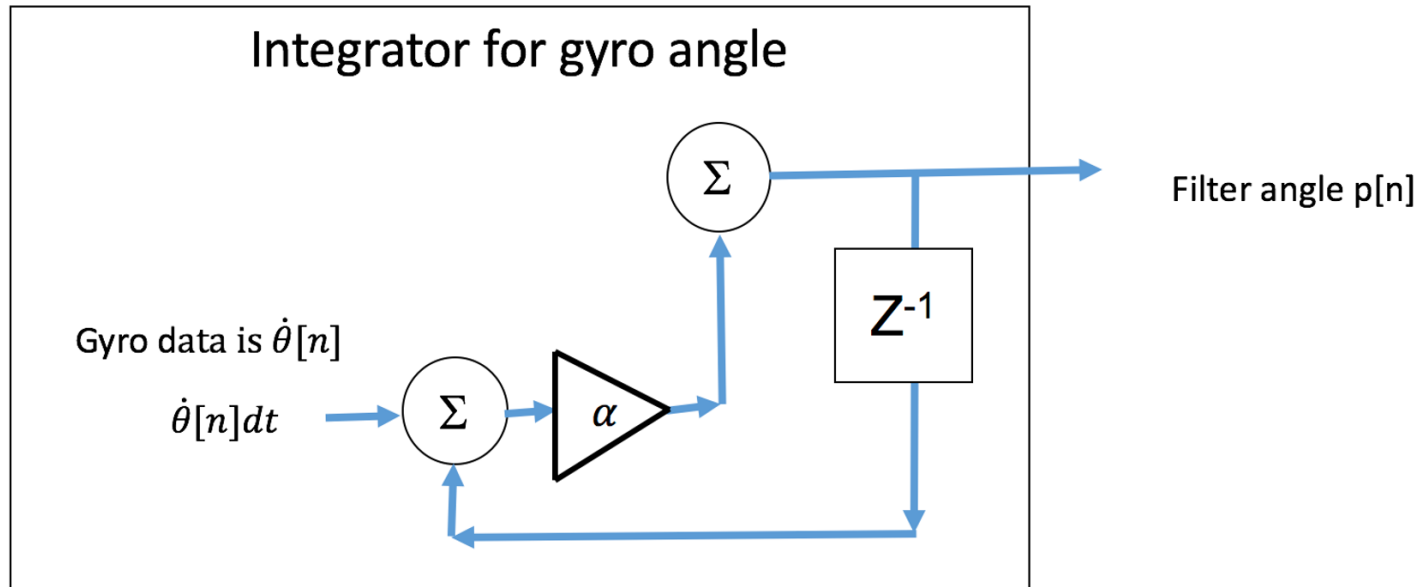
$$P[z] - \alpha z^{-1}P[z] = (1 - \alpha)A[z]$$

$$H[z] = P[z]/A[z] = \frac{1 - \alpha}{1 - \alpha z^{-1}}$$

- ◆ Now assume that gyroscope reading is zero (i.e. steady state tilt), $g[n] = 0$.
- ◆ Now the system is exactly the same as that in Lecture 12, slide 12.
- ◆ Therefore the accelerometer data $a[n]$ is lowpass filtered!

Time Constant $\tau \approx \frac{\alpha}{1 - \alpha} dt$
and dt is the sampling period

Integrating the gyroscope reading



$$p[n] = \alpha(p[n-1] + \dot{\theta}[n]dt)$$

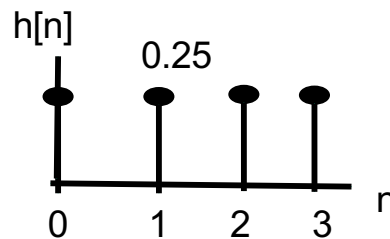
$$p[n] = \alpha^n p[0] + \alpha^n k$$

- ◆ Assume the gyro is not moving, but has a constant offset $\dot{\theta}_e$.
- ◆ dt is also constant.
- ◆ If $\alpha = 1$, $p[n]$ is a ramp with a gradient of $\dot{\theta}_e$.
- ◆ If $\alpha < 1$, then the effect of the error overtime diminishes to $\alpha^n \rightarrow 0$.

Three Big Ideas (1)

1. A discrete time system can be characterized by its impulse response:

$$h[n] = b_0\delta[n] + b_1\delta[n - 1] + b_2\delta[n - 2] \dots + b_k\delta[n - k]$$



Impulse response of a 4-tap
moving average filter

2. Once we know the impulse response $h[n]$, and the input sequence $x[n]$, we can find the output $y[n]$ by convolution:

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

Three Big Ideas (2)

3. Convolution operation can be performed in four steps:

To obtain output $y[n]$:

- 1) **Reflect** impulse response at n to get $h[n-m]$
- 2) **Multiply** input sequence $x[m]$ with $h[n-m]$
- 3) **Sum** the product of the two sequences to get one output $y[n]$

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

- 4) **Advance** the reflected impulse response by one sample period and repeat to get the **next** $y[n]$