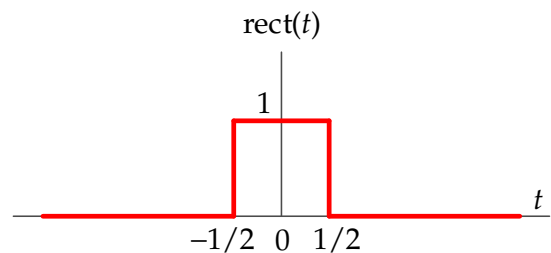


# Additional Basic Signals

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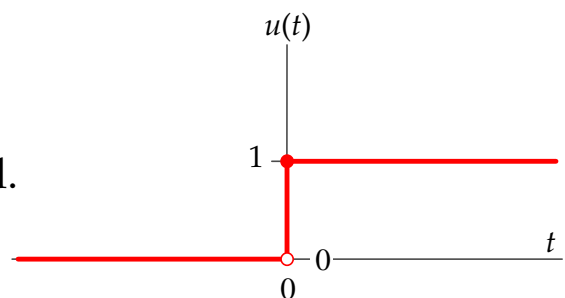
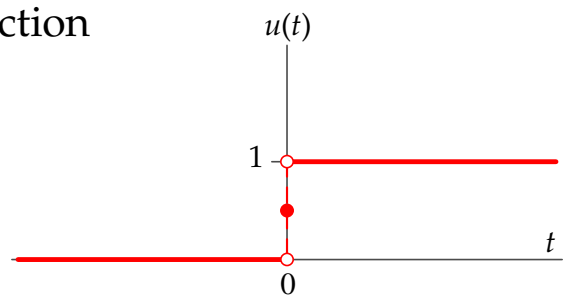
**Unit step function** or Heaviside step function  
(discontinuity at  $t = 0$ )

$$u(t) = H(t) = \begin{cases} 0, & t < 0 \\ 0.5, & t = 0 \\ 1, & t > 0 \end{cases}$$

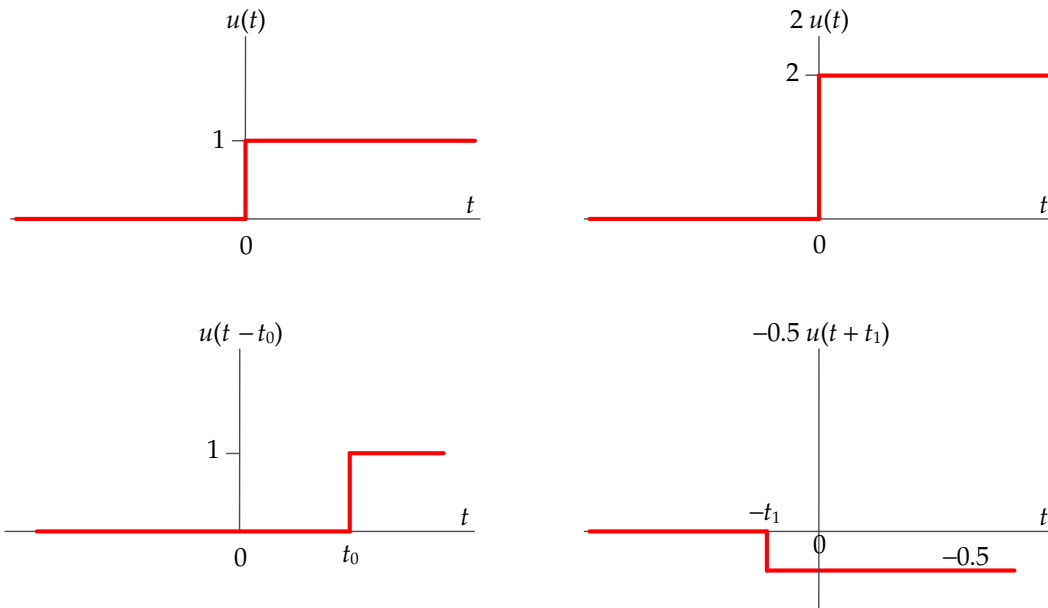
Or alternatively,

$$u(t) = H(t) = \begin{cases} 0, & t < 0 \\ 1, & t \geq 0 \end{cases}$$

Alternatively, value at  $t = 0$  is undefined.  
Any of these definitions is acceptable as  
this is not a problem we face in real-life.



## Amplitude scaling and time shifting of the unit step function:

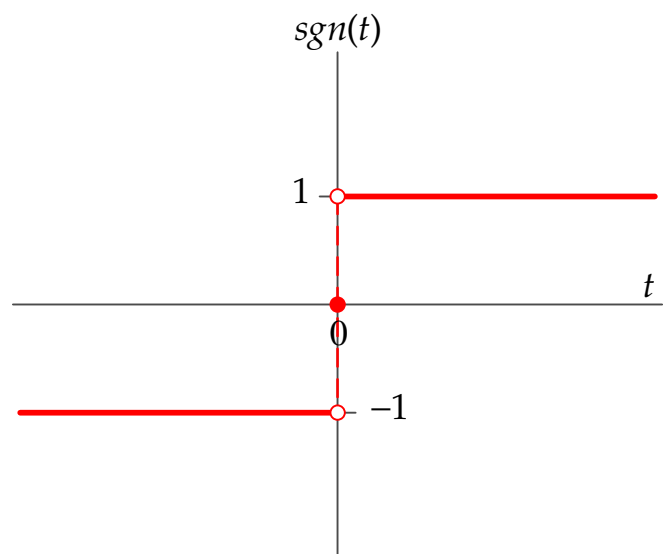


## Sign function or signum function (sign of a real number)

$$\text{sgn}(t) = \begin{cases} -1, & t < 0 \\ 0, & t = 0 \\ 1, & t > 0 \end{cases}$$

$$\text{sgn}(t) = \frac{t}{|t|} = \frac{|t|}{t}$$

$$\text{sgn}(t) = 2u(t) - 1$$



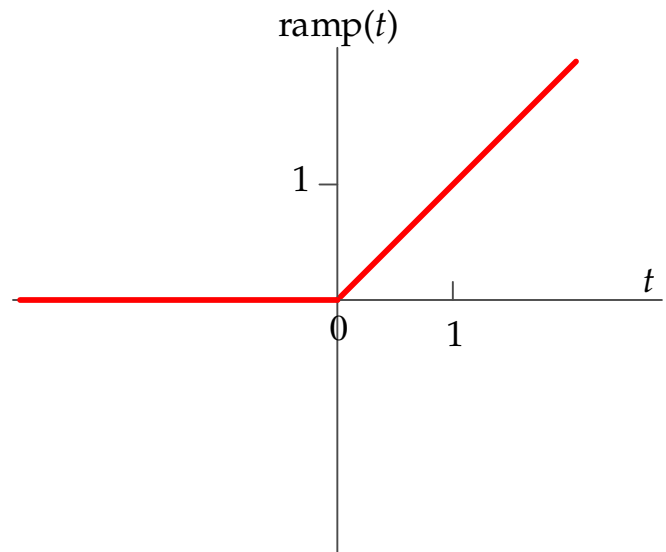
## Unit ramp function:

$$\text{ramp}(t) = r(t) = \begin{cases} 0, & t < 0 \\ t, & t \geq 0 \end{cases}$$

$$\text{ramp}(t) = t u(t)$$

$$\text{ramp}(t) = \int u(t) dt$$

$$u(t) = \frac{d}{dt} \text{ramp}(t)$$

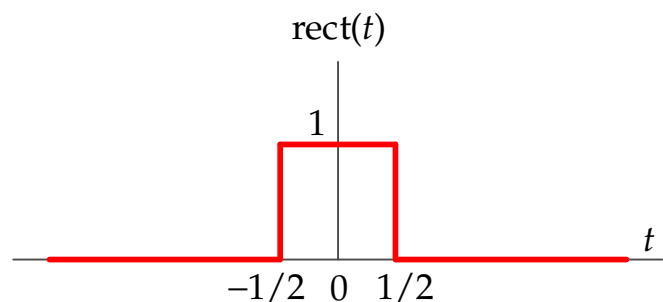


**Single rectangular pulse** *or* unit rectangular pulse *or* rect (useful later to represent digital signals and square waves)

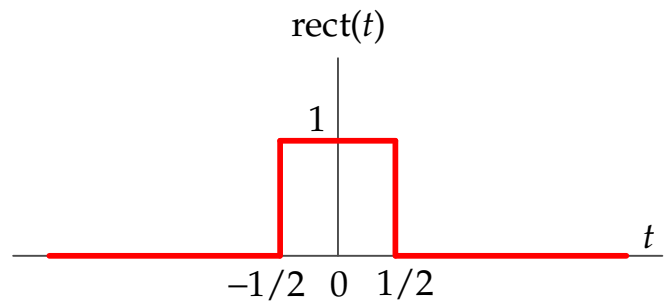
$$\text{Area} = W \times H = 1 \times 1 = 1$$

$$\text{rect}(t) = \Pi(t) = \begin{cases} 0, & t < -\frac{1}{2} \\ 1, & -\frac{1}{2} \leq t \leq \frac{1}{2} \\ 0, & t > \frac{1}{2} \end{cases} \quad \text{or} \quad \text{rect}(t) = \begin{cases} 1, & |t| \leq \frac{1}{2} \\ 0, & \text{otherwise} \end{cases}$$

$$\text{rect}(t) = u\left(t + \frac{1}{2}\right) - u\left(t - \frac{1}{2}\right)$$

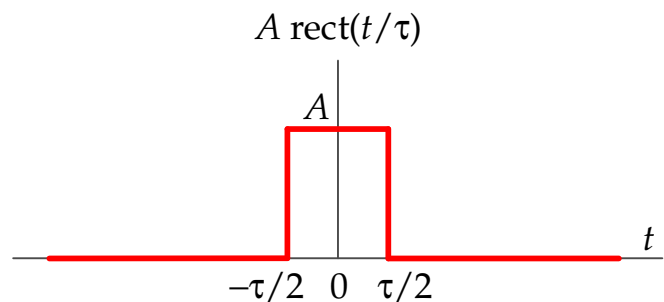


General rectangular pulse  
(notice **amplitude scaling**  
and **time spreading**)



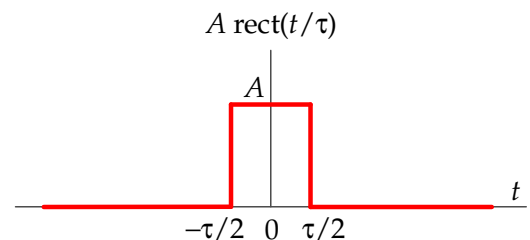
$$A \text{ rect}\left(\frac{t}{\tau}\right) = \begin{cases} A, & |t| \leq \frac{\tau}{2} \\ 0, & \text{otherwise} \end{cases}$$

$$\text{Area} = W \times H = A\tau$$

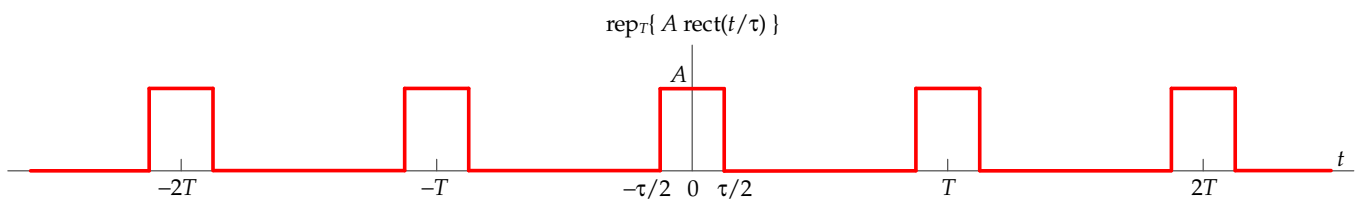


**Repeated rectangular pulse**

$$x(t) = \text{rep}_T \left\{ A \text{ rect}\left(\frac{t}{\tau}\right) \right\}$$



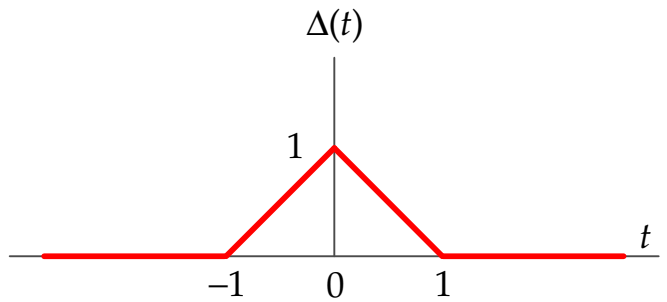
This  $x(t)$  is now periodic function with  
**period,  $T$ , in seconds**



**Single triangular pulse or unit triangular pulse**

Notice the normalized area:

$$\text{Area} = \frac{1}{2} \times W \times H = \frac{1}{2} \times 2 \times 1 = 1$$

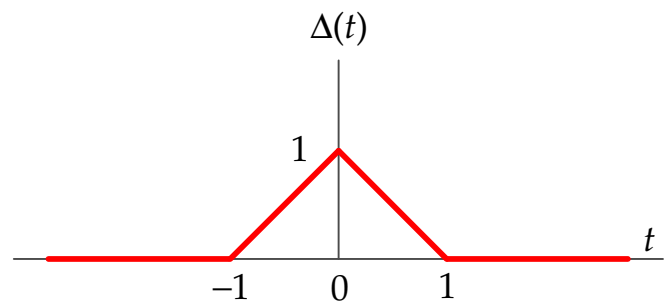


$$\text{tri}(t) = \Delta(t) = \begin{cases} 0, & t < -1 \\ t + 1, & -1 \leq t < 0 \\ -t + 1, & 0 \leq t \leq 1 \\ 0, & t > 1 \end{cases}$$

or

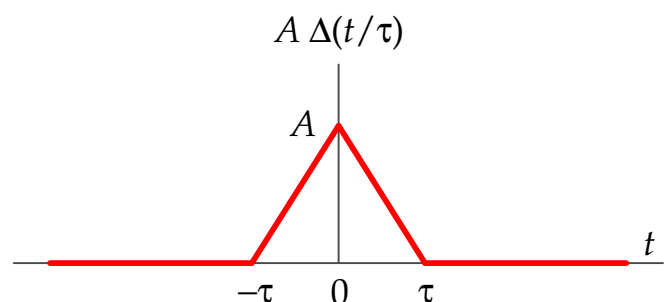
$$\Delta(t) = \begin{cases} 1 - |t|, & |t| \leq 1 \\ 0, & |t| > 1 \end{cases}$$

**General triangular pulse (notice amplitude scaling and time spreading)**



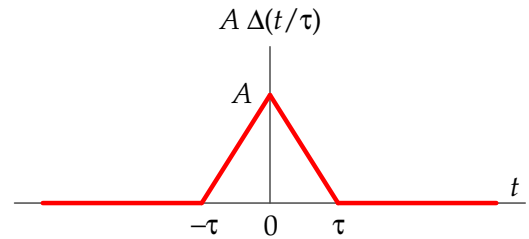
$$A \Delta\left(\frac{t}{\tau}\right) = \begin{cases} A - \left|\frac{A}{\tau}t\right|, & |t| \leq \tau \\ 0, & |t| > \tau \end{cases}$$

$$\text{Area} = \frac{1}{2} \times W \times H = A\tau$$

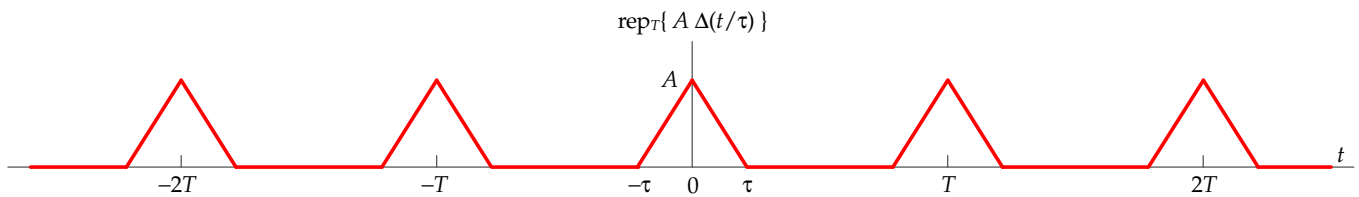


## Repeated triangular pulse

$$x(t) = \text{rep}_T \left\{ A \Delta \left( \frac{t}{\tau} \right) \right\}$$



This  $x(t)$  is now periodic function with **period,  $T$** , in seconds



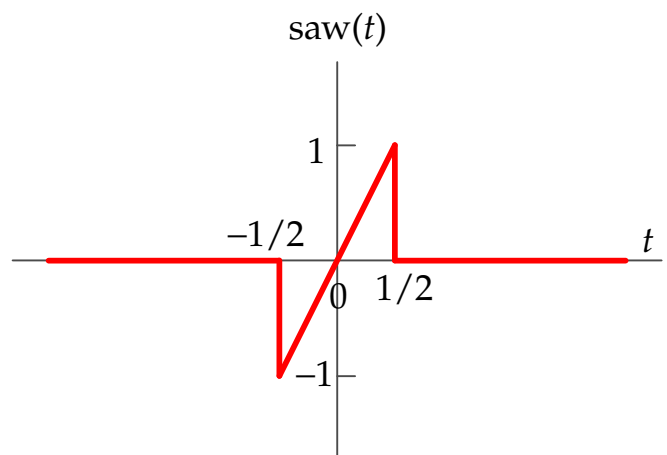
## Single sawtooth pulse or unit sawtooth pulse

Notice the normalized area:

$$\text{Area} = 2 \times \frac{1}{2} \times W \times H = \frac{1}{2}$$

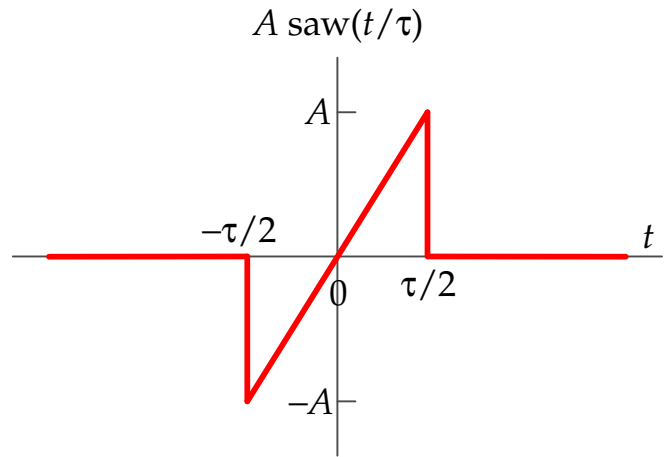
$$\text{saw}(t) = \begin{cases} 0, & t < -\frac{1}{2} \\ 2t, & -\frac{1}{2} \leq t \leq \frac{1}{2} \\ 0, & t > \frac{1}{2} \end{cases}$$

$$\text{saw}(t) = 2t \times \text{rect}(t)$$



General sawtooth pulse  
(notice **amplitude scaling**  
and **time spreading**)

$$A \text{ saw} \left( \frac{t}{\tau} \right) = \begin{cases} \frac{2A}{\tau} t, & |t| \leq \frac{\tau}{2} \\ 0, & \text{otherwise} \end{cases}$$

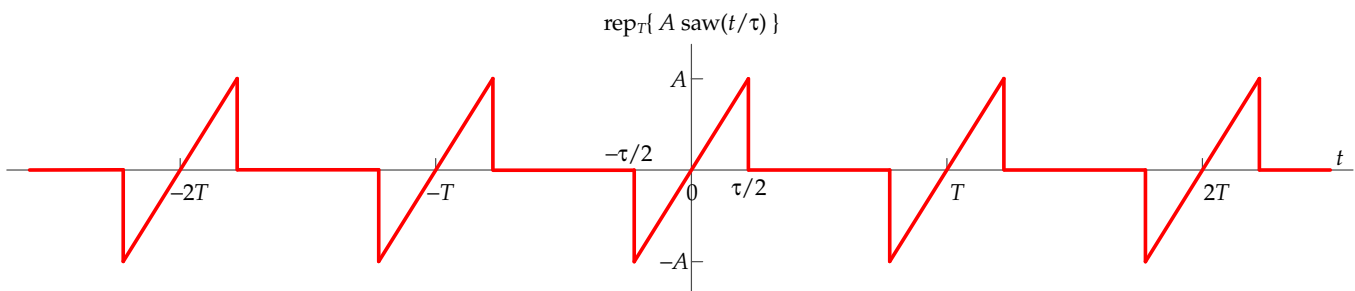
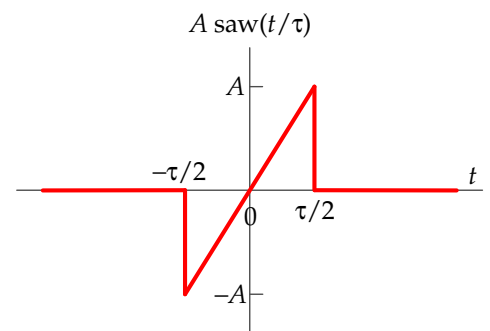


$$\text{Area} = 2 \times \frac{1}{2} \times W \times H = \frac{A\tau}{2}$$

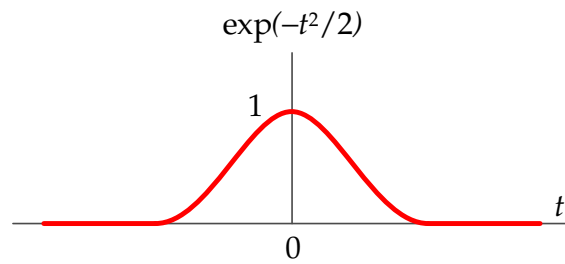
**Repeated sawtooth pulse**

$$x(t) = \text{rep}_T \left\{ A \text{ saw} \left( \frac{t}{\tau} \right) \right\}$$

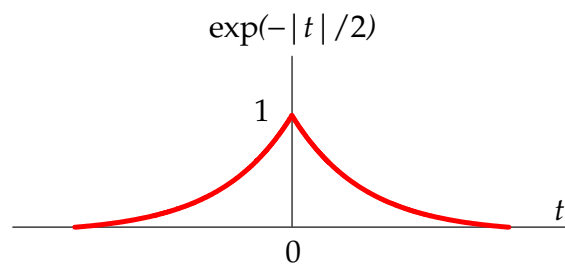
This  $x(t)$  is now periodic function with  
**period,  $T$ , in seconds**



## Other interesting pulses (that use exponential)



(Gaussian pulse)



## Impulse (Dirac delta function)

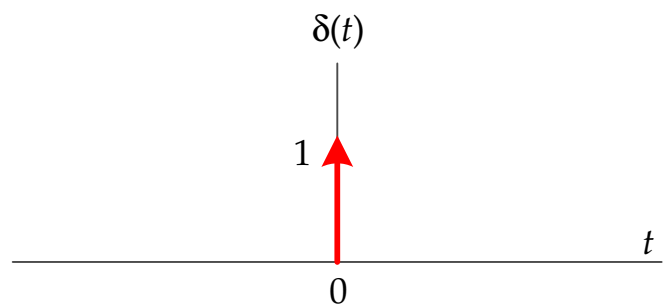
(ideal but *very* useful signal)

$$\delta(t) = \frac{d}{dt} u(t)$$

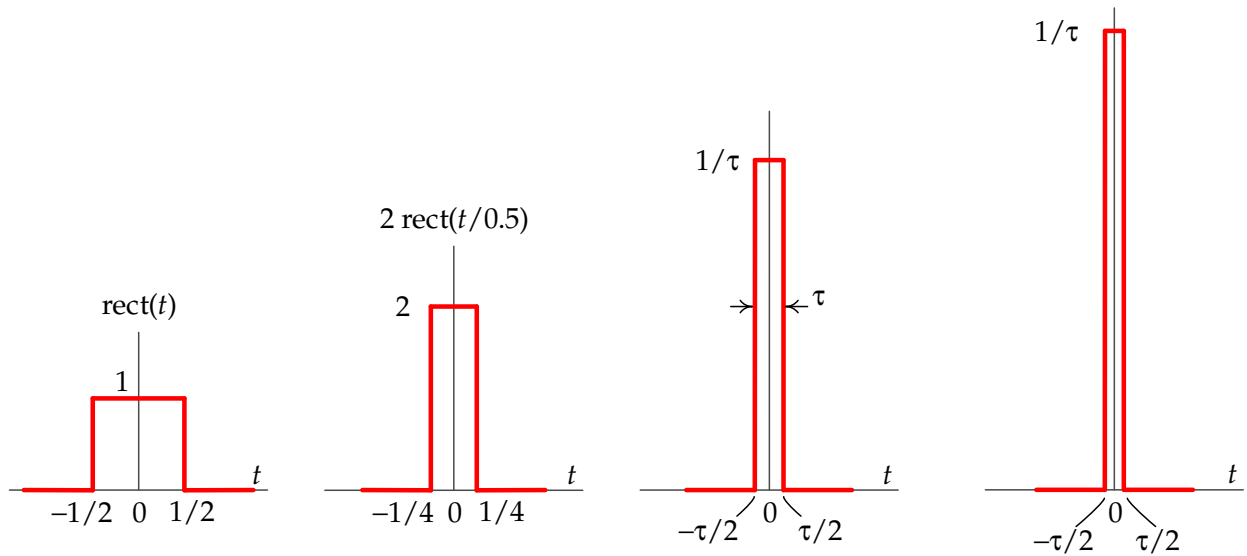
$$\int \delta(t) dt = u(t)$$

$$\delta(t) = \begin{cases} 0, & t \neq 0 \\ \infty, & t = 0 \end{cases}$$

$$\int_{-\infty}^{\infty} \delta(t) dt = 1$$

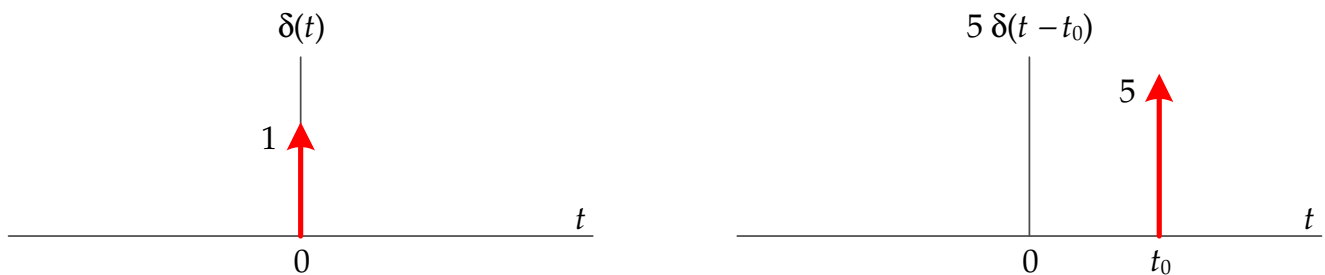


$$\delta(t) = \lim_{\tau \rightarrow 0} \left( \frac{1}{\tau} \text{rect} \left( \frac{t}{\tau} \right) \right) \quad \text{or} \quad \delta(t) = \lim_{\tau \rightarrow 0} \left( \frac{1}{\tau} \Delta \left( \frac{t}{\tau} \right) \right)$$



General impulse (notice **area scaling** and **time shifting**).

The amplitude remains infinity.

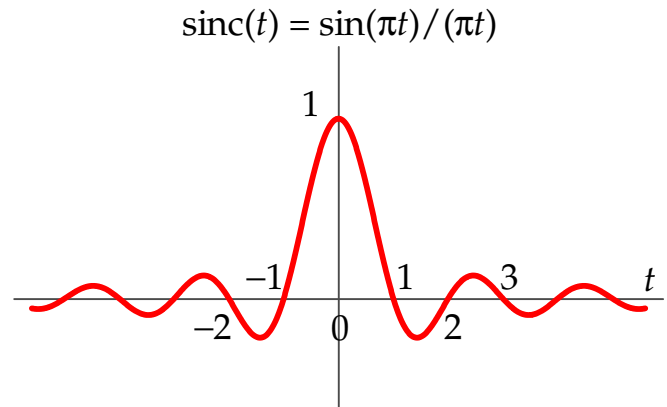


## Sinc function

Two possible definitions

$$\text{sinc}(t) = \frac{\sin(\pi t)}{\pi t}$$

$$\text{sinc}(t) = \text{Sa}(t) = \frac{\sin(t)}{t}$$



I will use the first definition  
(as seen in the figure).

To find the value of  $\text{sinc}(t)$  at  $t = 0$ , use L'Hôpital's rule to find the limit of the  $\sin(\pi t) / (\pi t)$  expression as  $t \rightarrow 0$ . For all other  $t$  instants, just calculate the  $\sin(\pi t)$  value and divide it by the  $(\pi t)$  value.