

Corso di Laurea in Fisica - UNITS
ISTITUZIONI DI FISICA
PER IL SISTEMA TERRA

LINEAR SYSTEMS

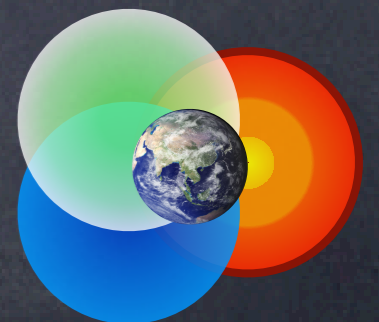
FABIO ROMANELLI

Department of Mathematics & Geosciences

University of Trieste

romanel@units.it

<http://moodle2.units.it/course/view.php?id=887>



Green's function

Green's function (GF) is a basic solution to a linear differential equation, a building block that can be used to construct many useful solutions.

If one considers a linear differential equation written as:

$$L(x)u(x)=f(x)$$

where $L(x)$ is a linear, self-adjoint differential operator, $u(x)$ is the unknown function, and $f(x)$ is a known non-homogeneous term, the GF is a solution of:

$$L(x)u(x,s)=\delta(x-s)$$
$$G(x,s)$$

Why GF is important?

If such a function G can be found for the operator L , then if we multiply the second equation for the Green's function by $f(s)$, and then perform an integration in the s variable, we obtain:

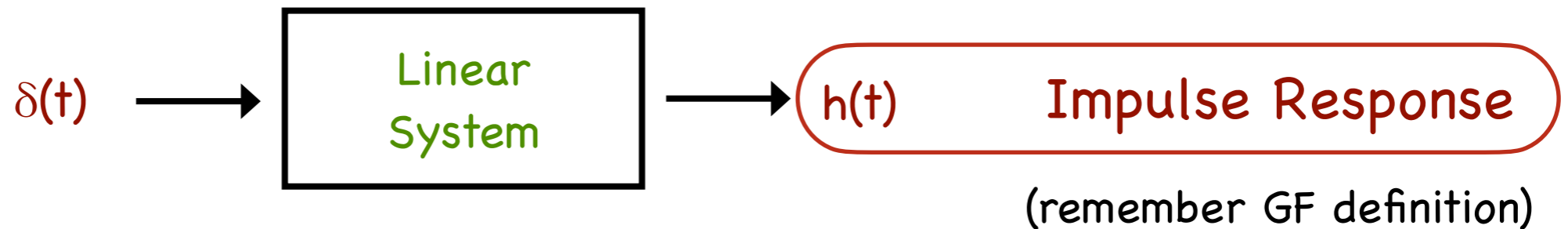
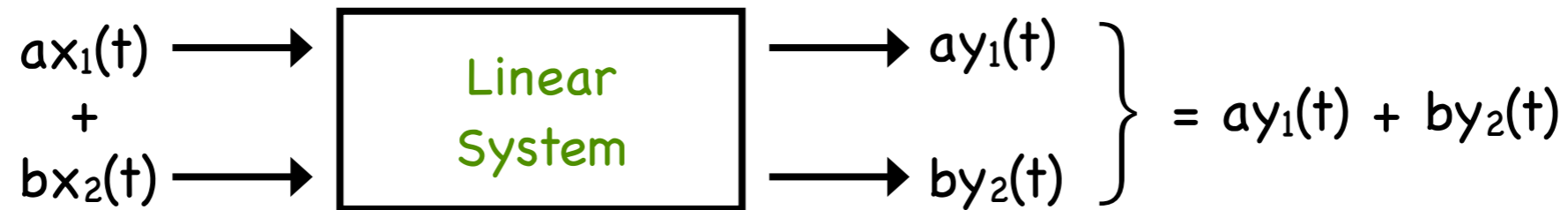
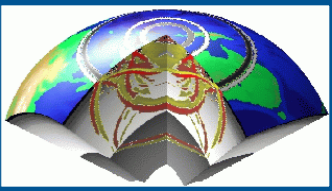
$$\int L(x)G(x, s)f(s)ds = \int \delta(x - s)f(s)ds = f(x) = Lu(x)$$
$$L \int G(x, s)f(s)ds = Lu(x)$$

$$u(x) = \int G(x, s)f(s)ds$$

Thus, we can obtain the function $u(x)$ through knowledge of the Green's function, and the source term. This process has resulted from the linearity of the operator L .

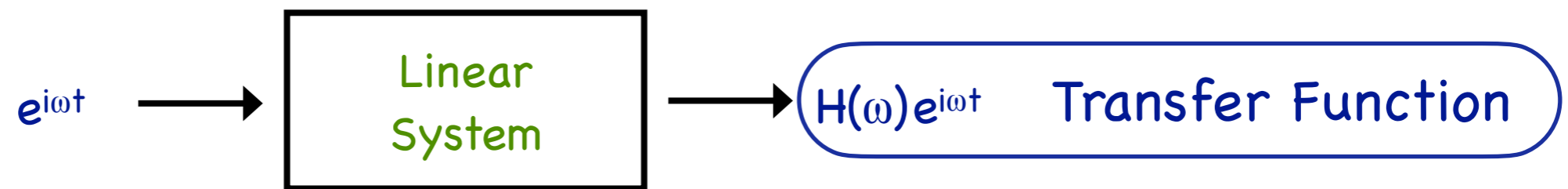


Linear Systems



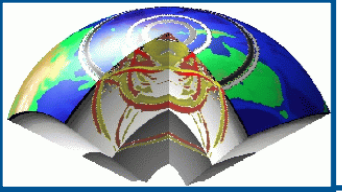
Since any input $x(t)$ can be written as:

$$x(t) = \int x(\tau)\delta(t - \tau) d\tau \longrightarrow \int x(\tau)h(t - \tau) d\tau = x * h$$

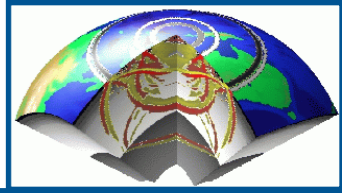


$$\int e^{i\omega\tau} h(t - \tau) d\tau = \int e^{i\omega(t-\tau)} h(\tau) d\tau = e^{i\omega t} \int e^{-i\omega\tau} h(\tau) d\tau$$

$$X(\omega) = \int x(t)e^{-i\omega t} dt \longrightarrow \boxed{X(\omega) \cdot H(\omega)}$$

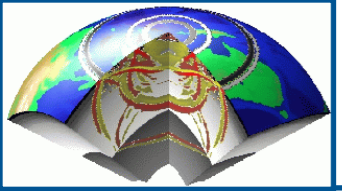


Convolution

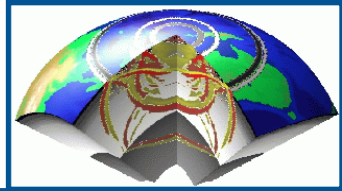


● Definition:

$$f(t) * h(t) = \int_{-\infty}^{\infty} f(\tau)h(t - \tau) d\tau$$

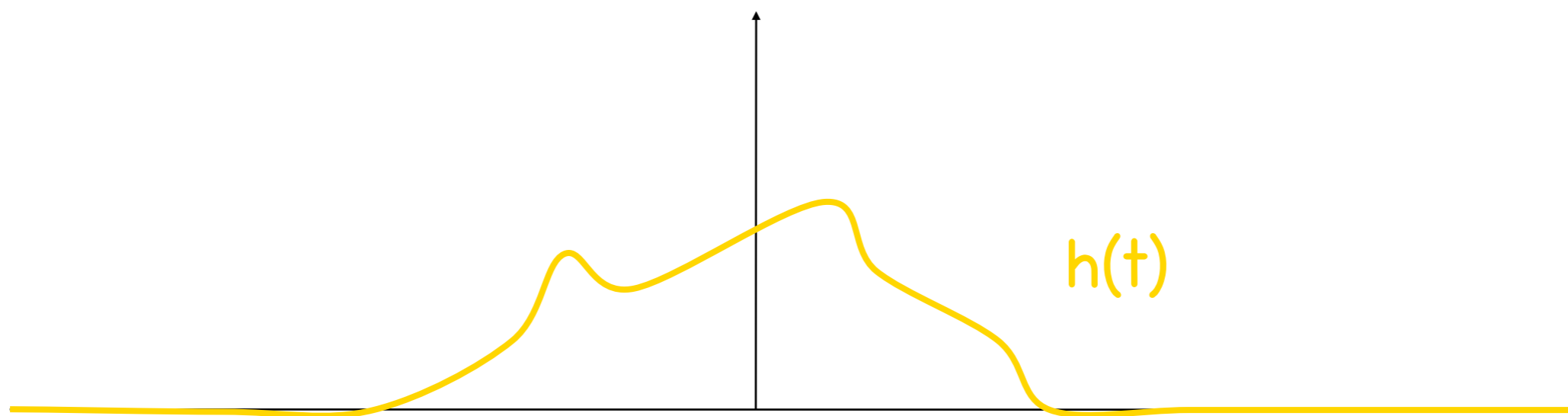
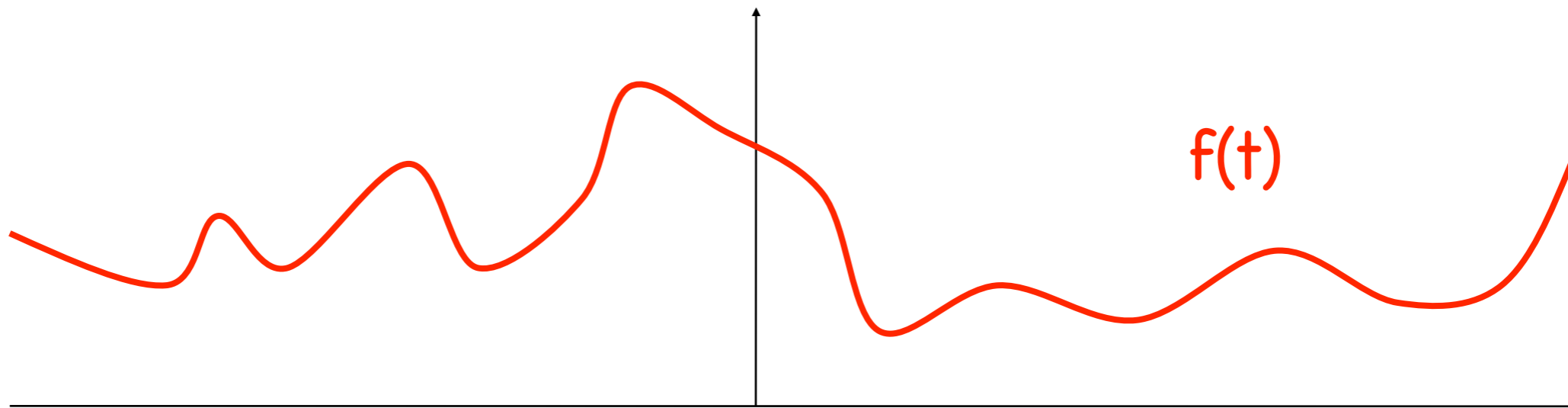


Convolution

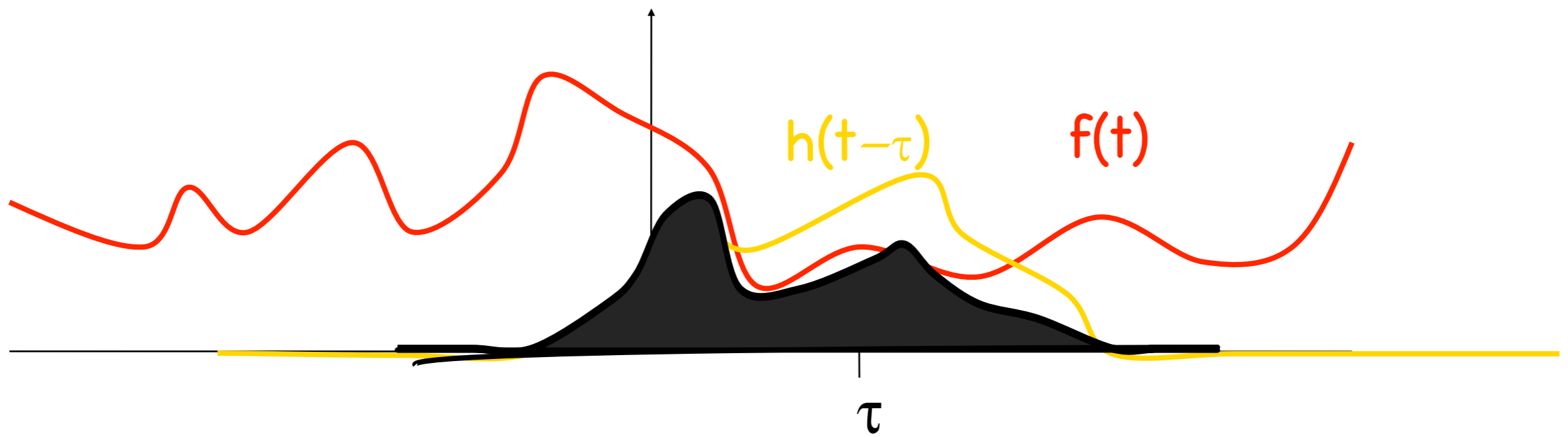
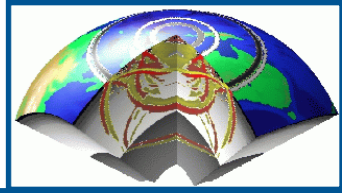
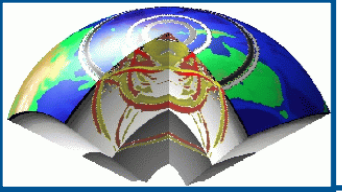


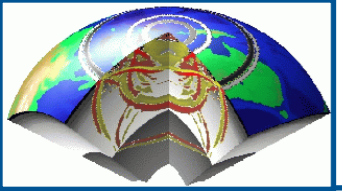
● Definition:
$$f(t) * h(t) = \int_{-\infty}^{\infty} f(\tau)h(t - \tau) d\tau$$

● Pictorially

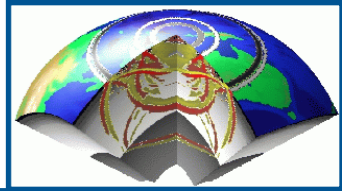


Convolution



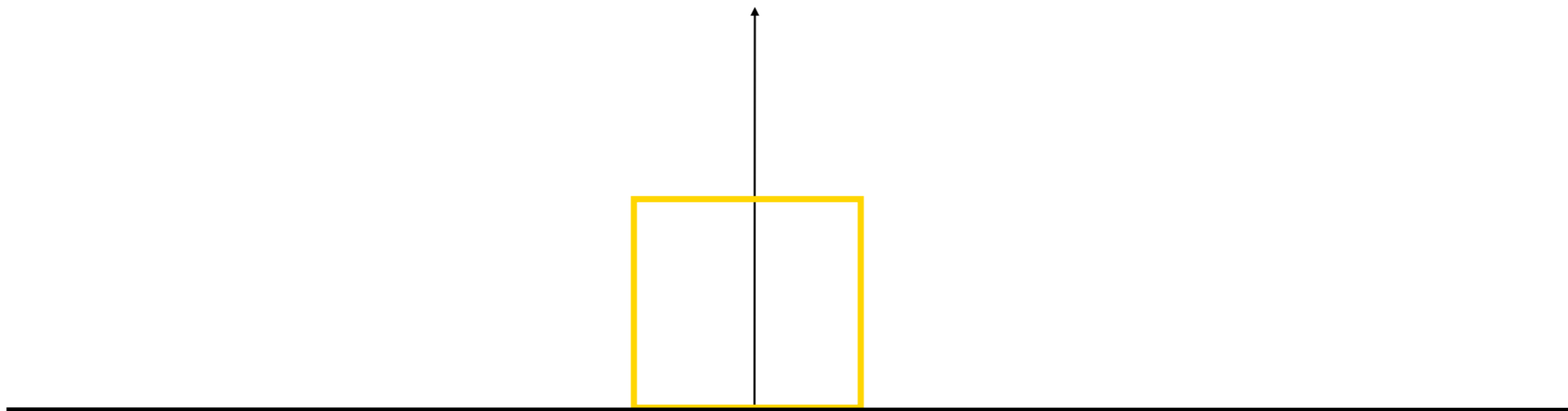


Convolution



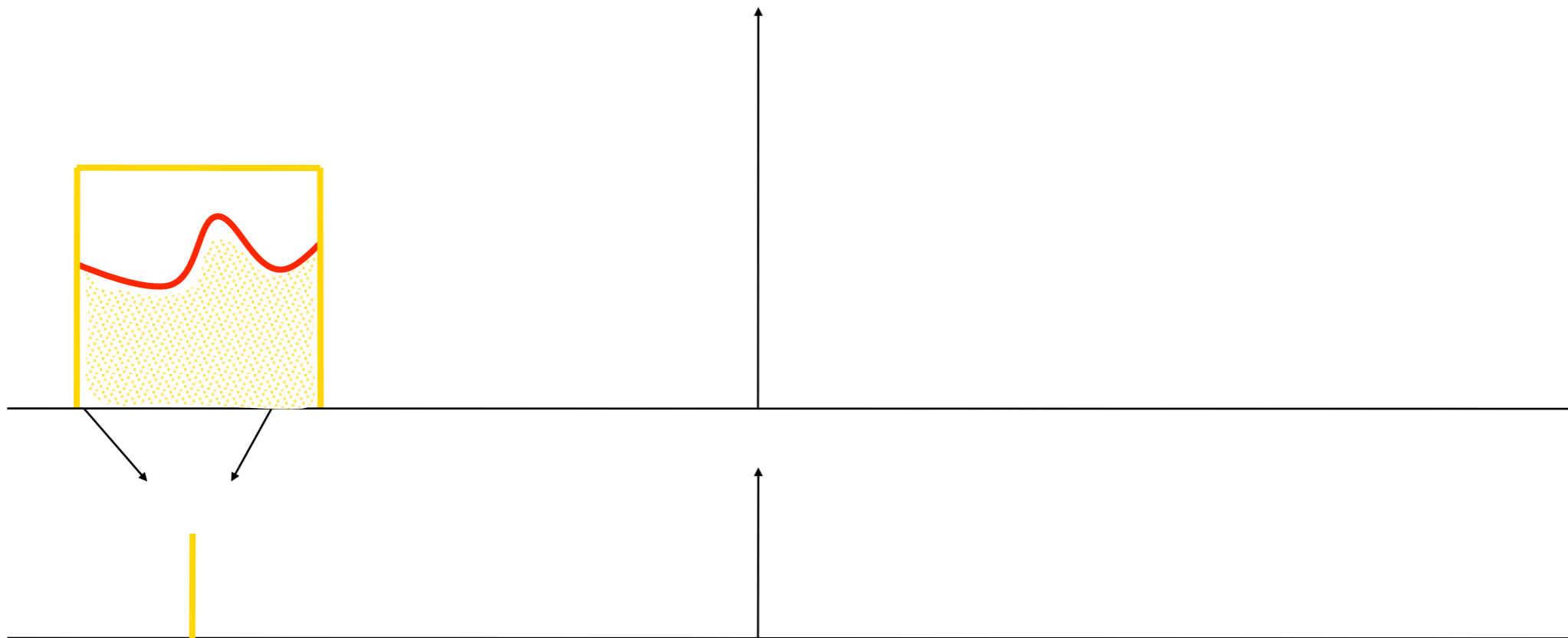
- Consider the boxcar function (box filter):

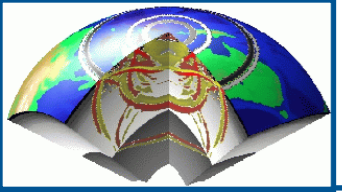
$$h(t) = \begin{cases} 0 & t < -\frac{1}{2} \\ 1 & -\frac{1}{2} \leq t \leq \frac{1}{2} \\ 0 & t > \frac{1}{2} \end{cases}$$



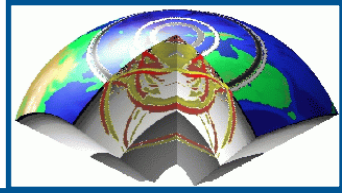
Convolution

- This function windows our function $f(t)$

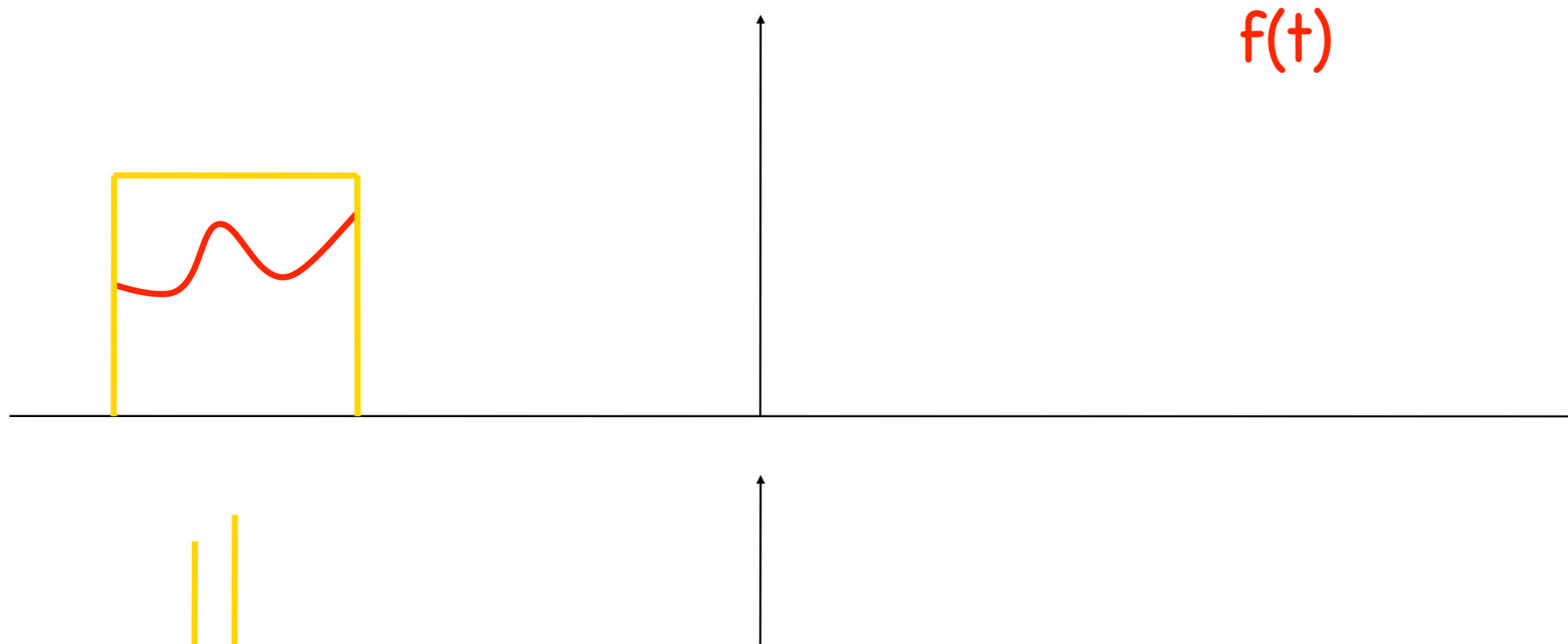


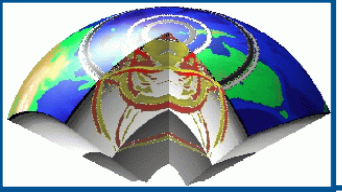


Convolution

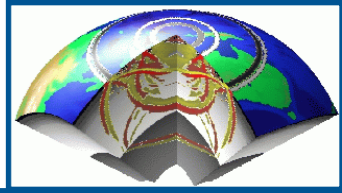


- This function windows our function $f(t)$

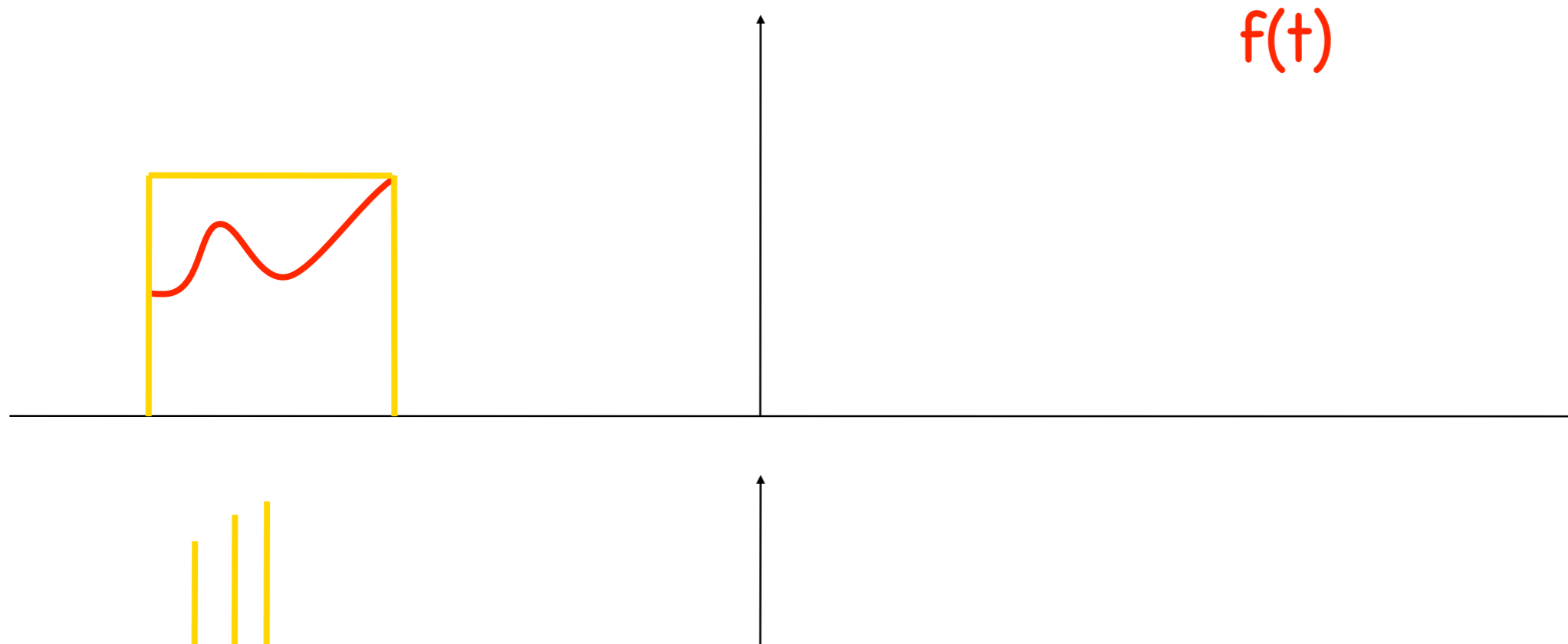


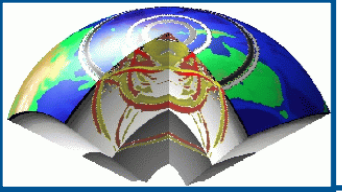


Convolution

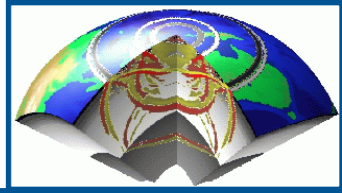


- This function windows our function $f(t)$.

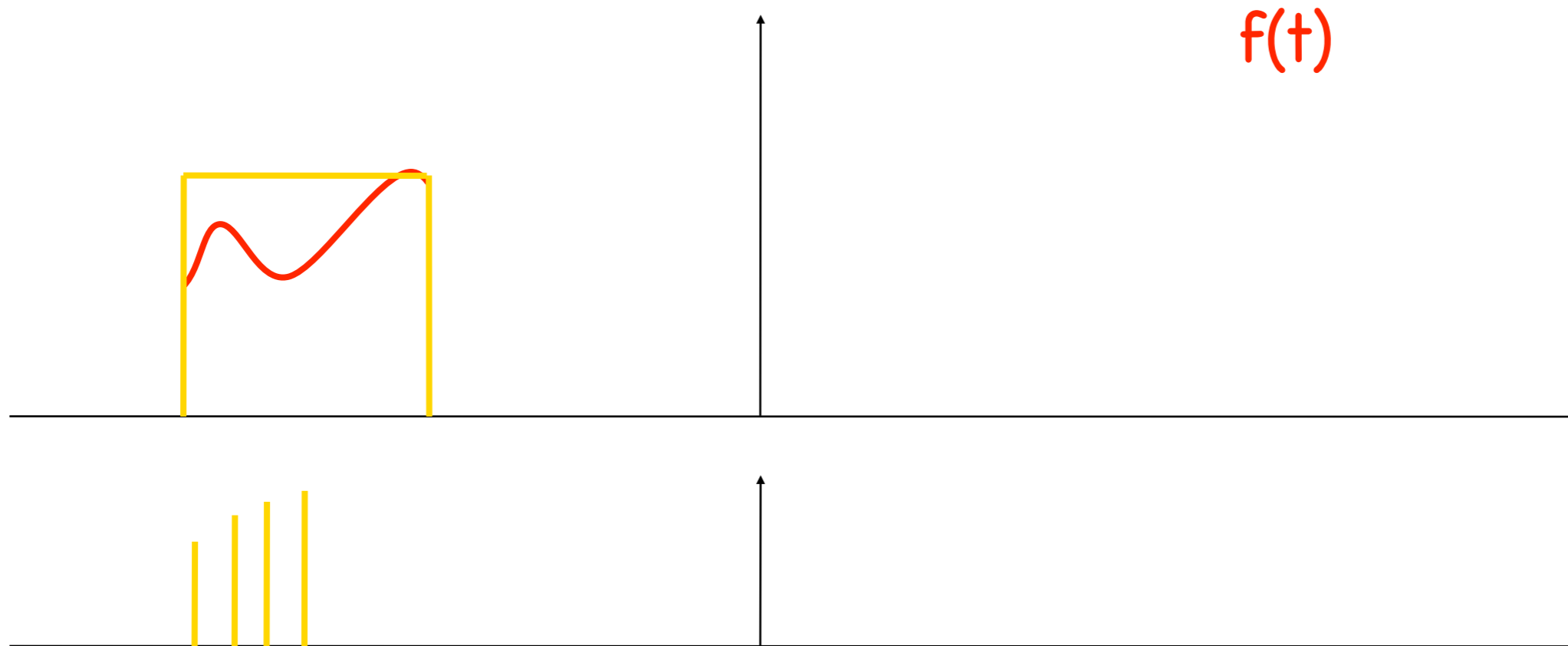


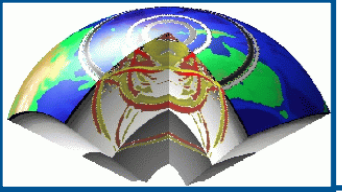


Convolution

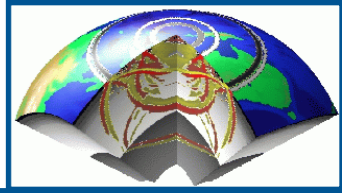


- This function windows our function $f(t)$

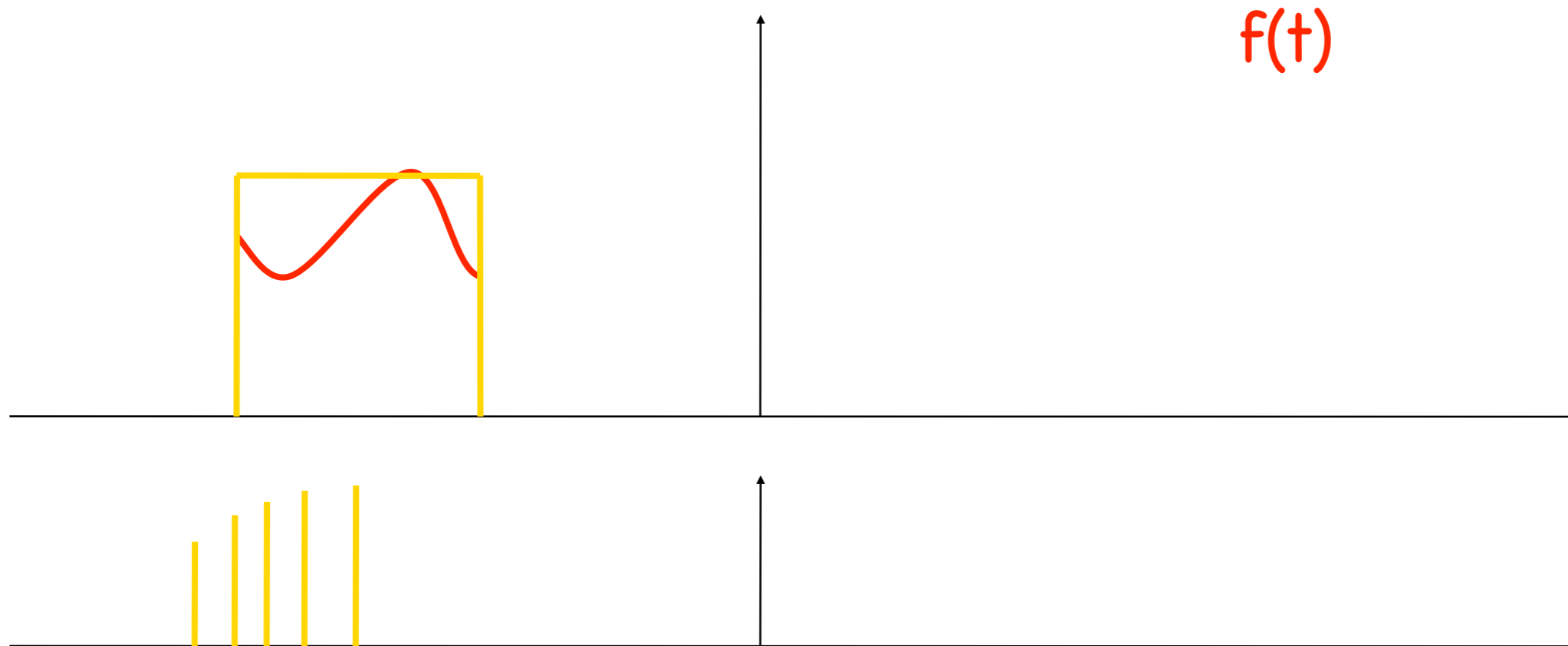


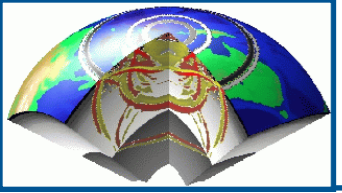


Convolution

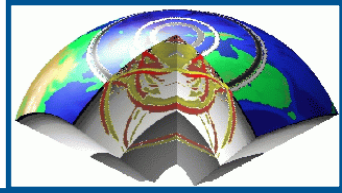


- This function windows our function $f(t)$

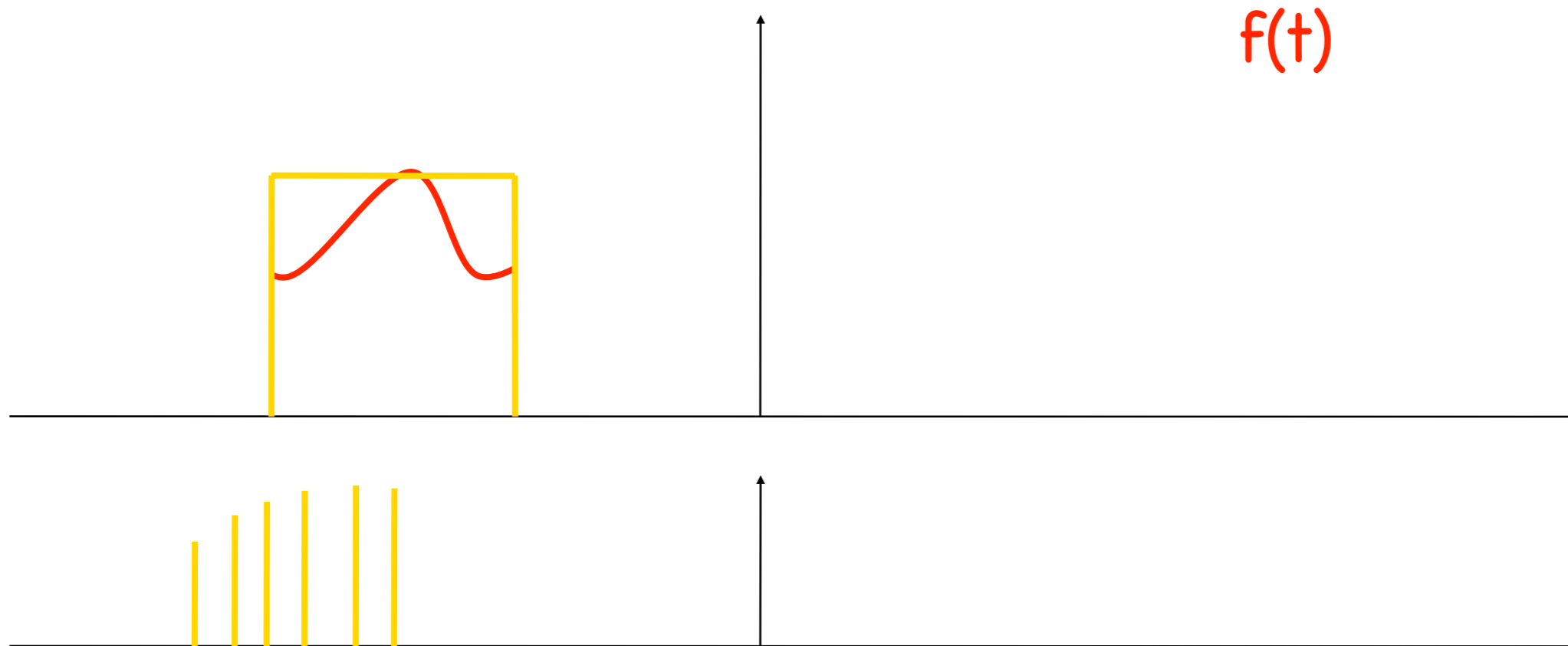


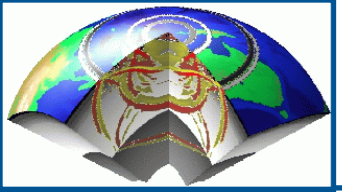


Convolution

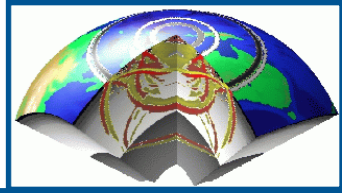


- This function windows our function $f(t)$

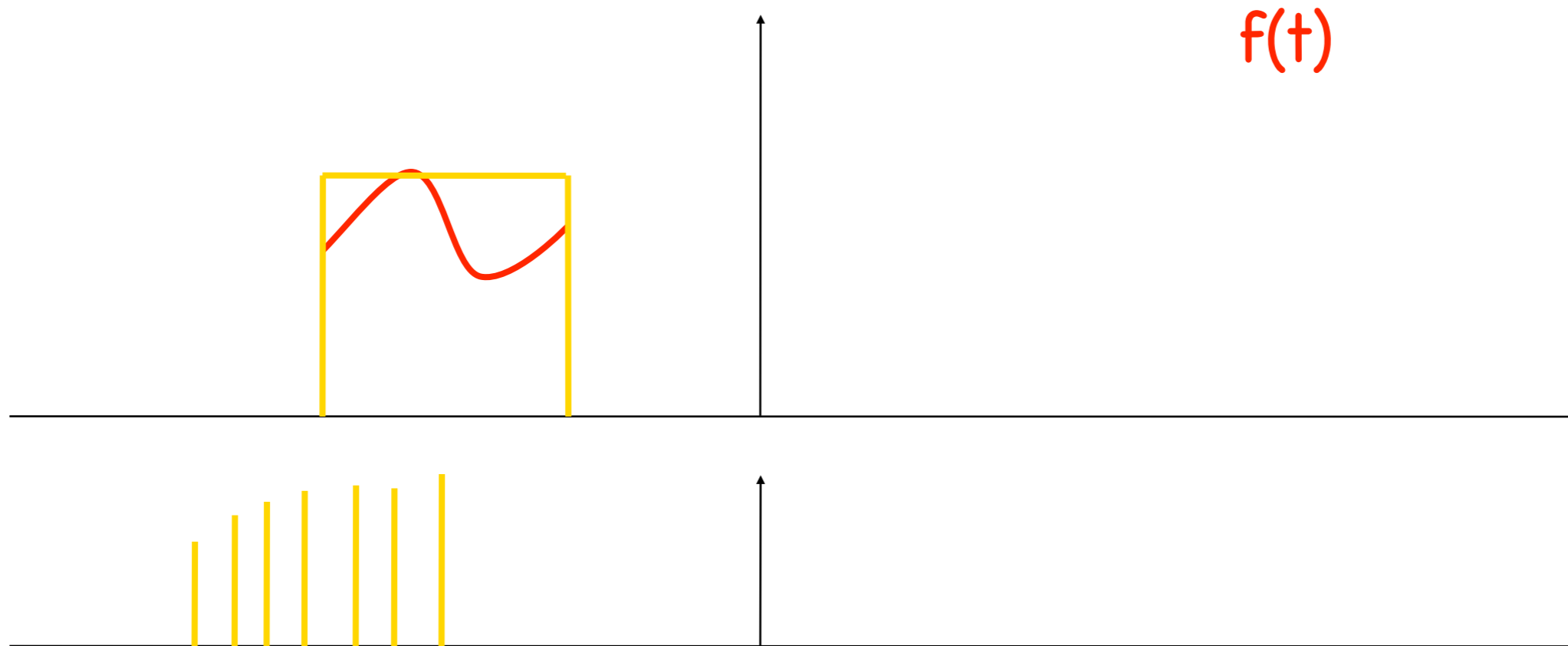


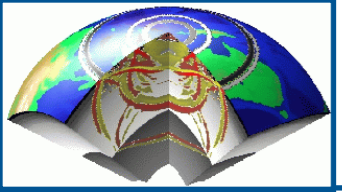


Convolution

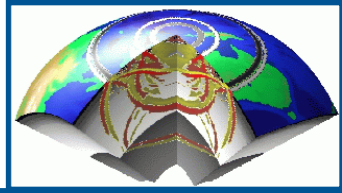


- This function windows our function $f(t)$

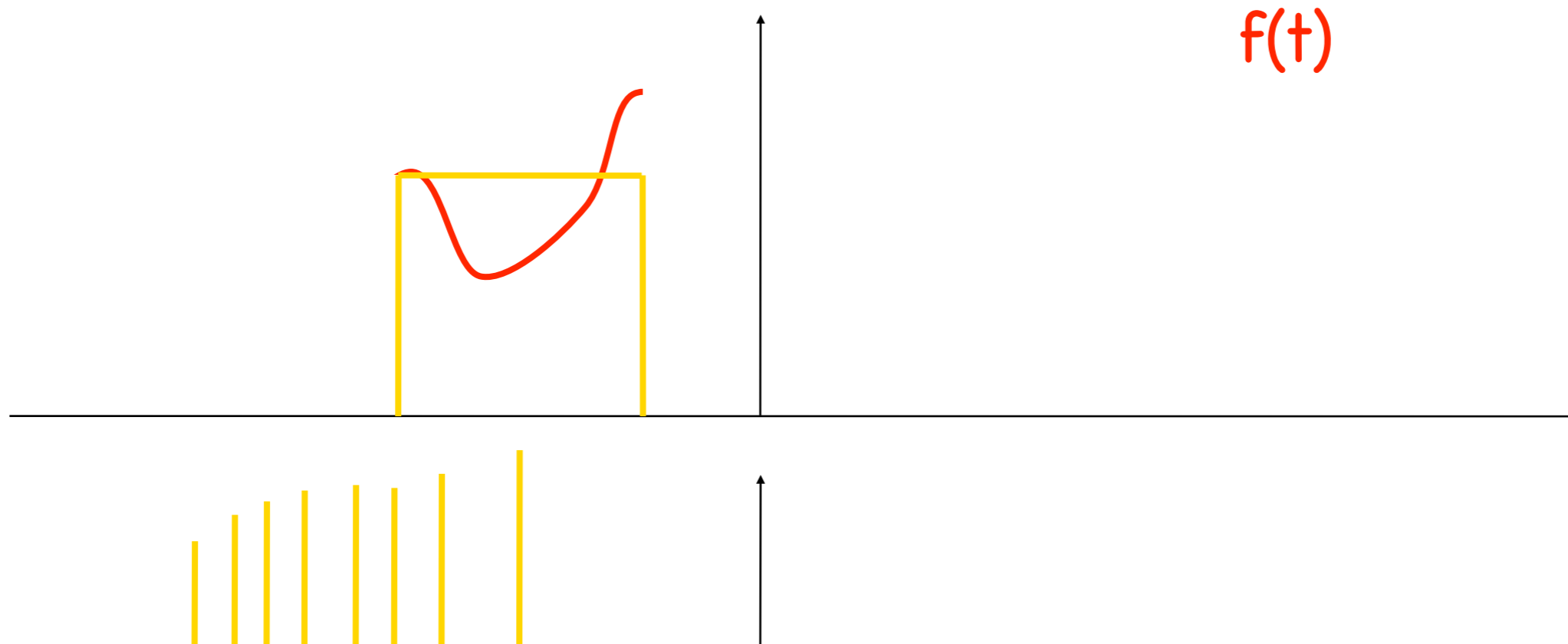


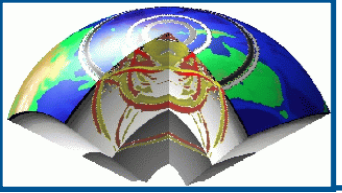


Convolution

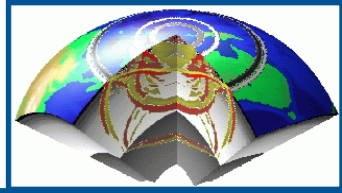


- This function windows our function $f(t)$

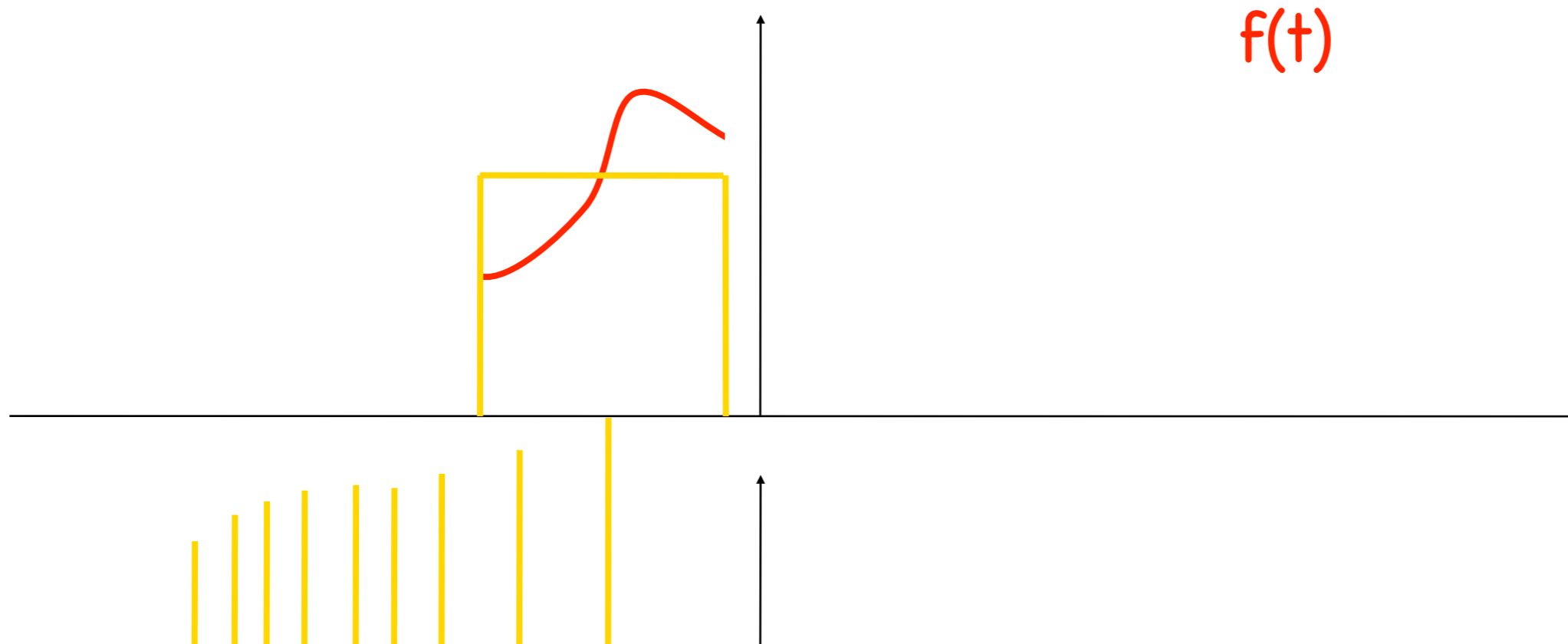


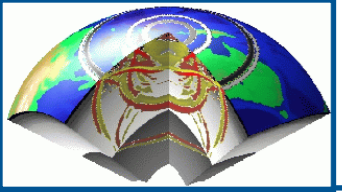


Convolution

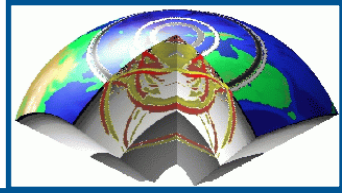


- This function windows our function $f(t)$

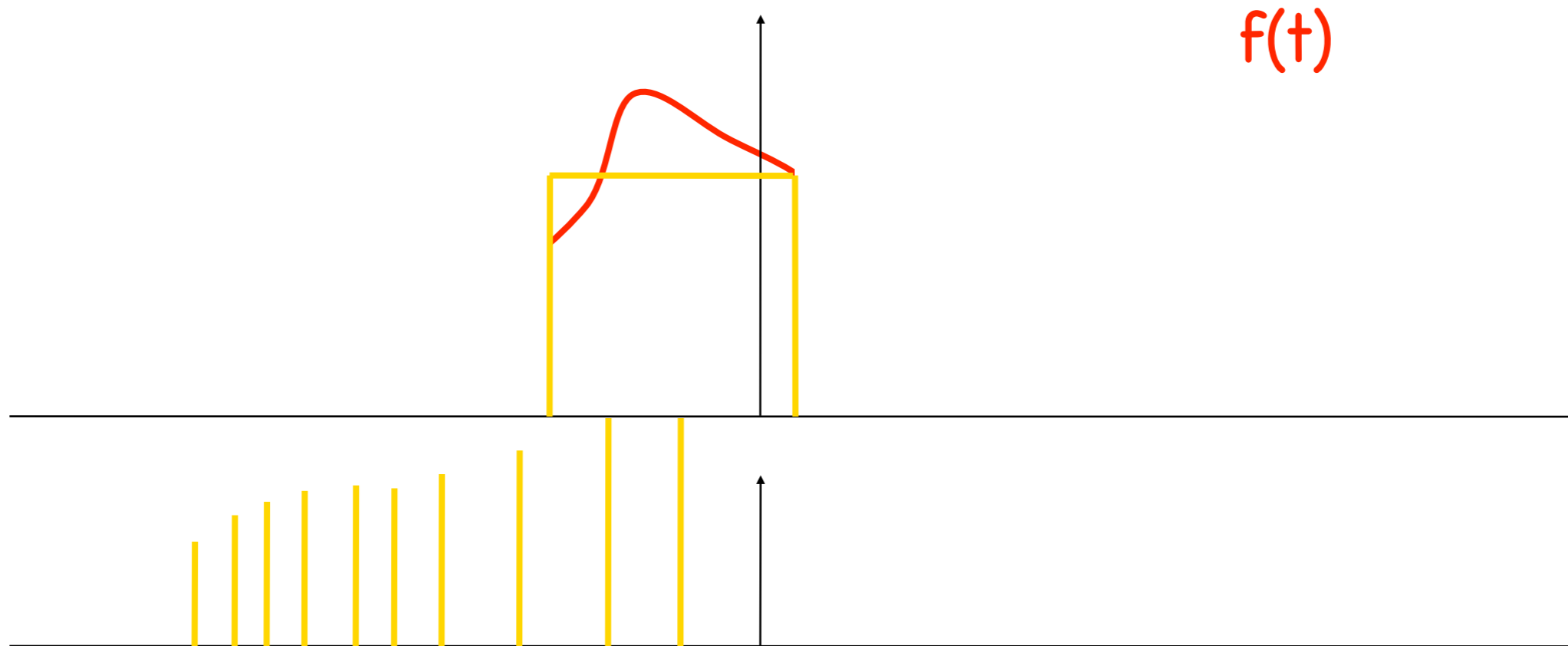


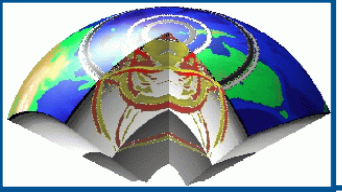


Convolution

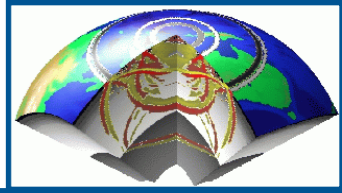


- This function windows our function $f(t)$

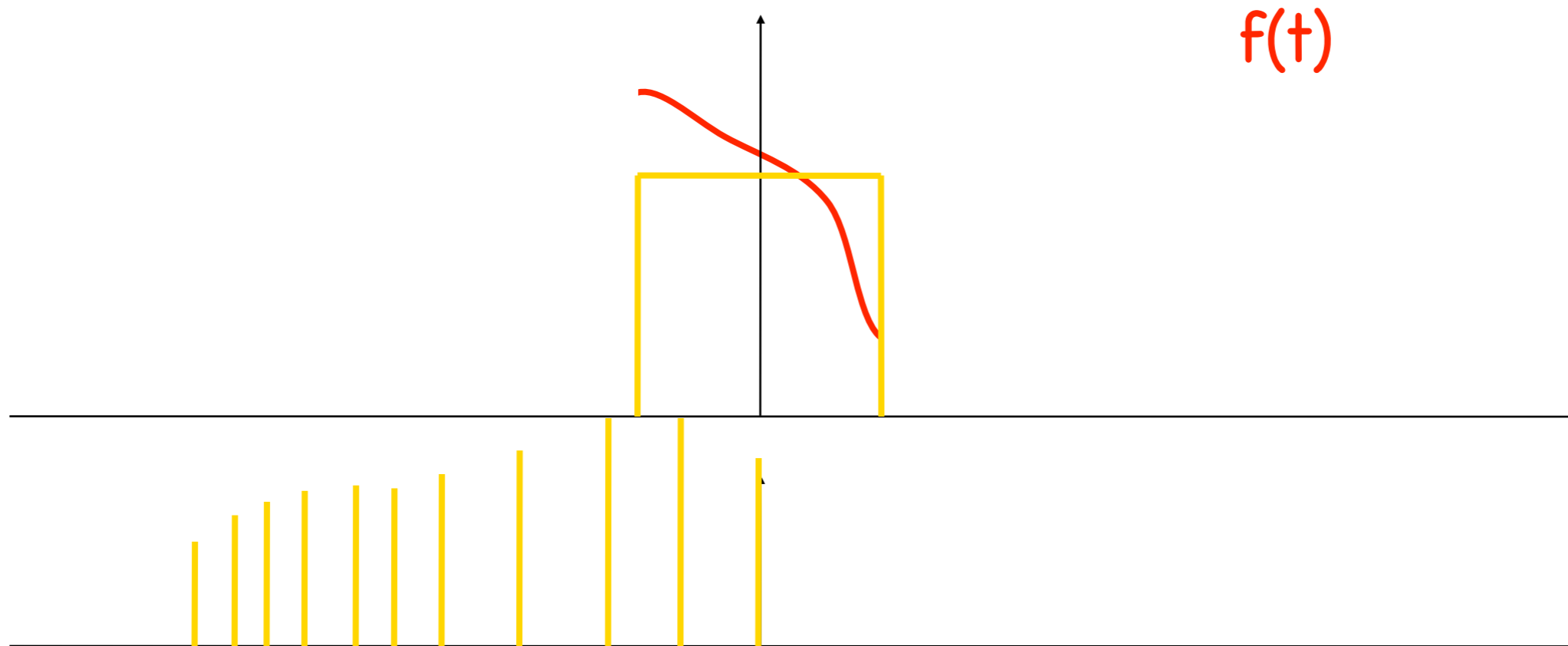


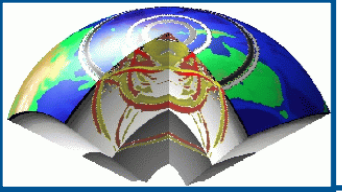


Convolution

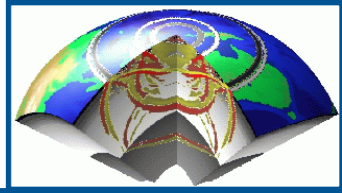


- This function windows our function $f(t)$

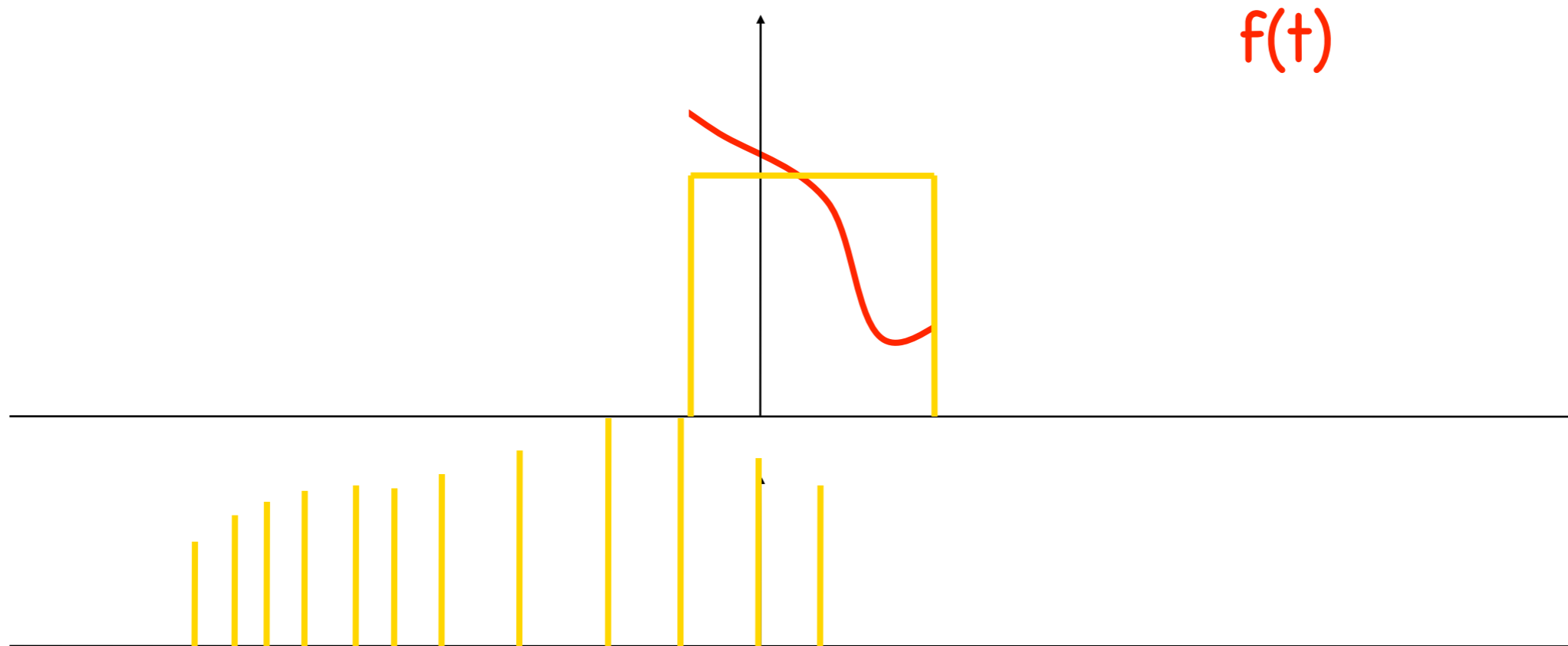


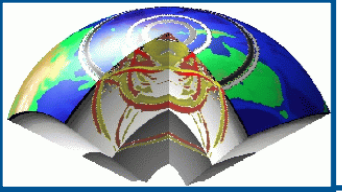


Convolution

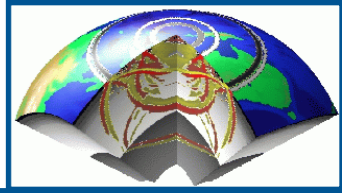


- This function windows our function $f(t)$

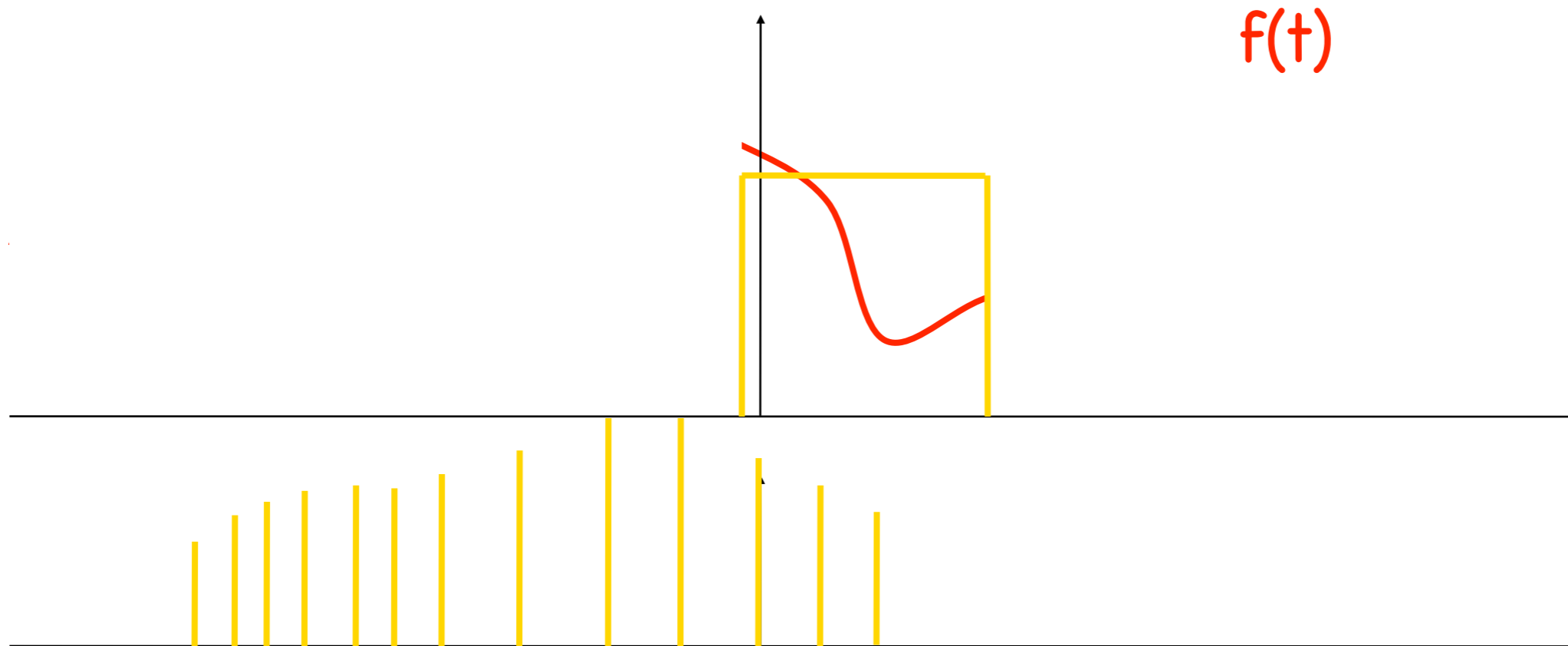


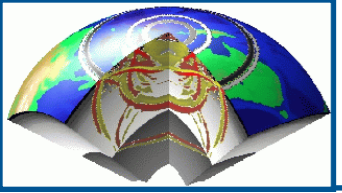


Convolution

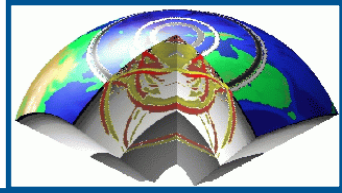


- This function windows our function $f(t)$

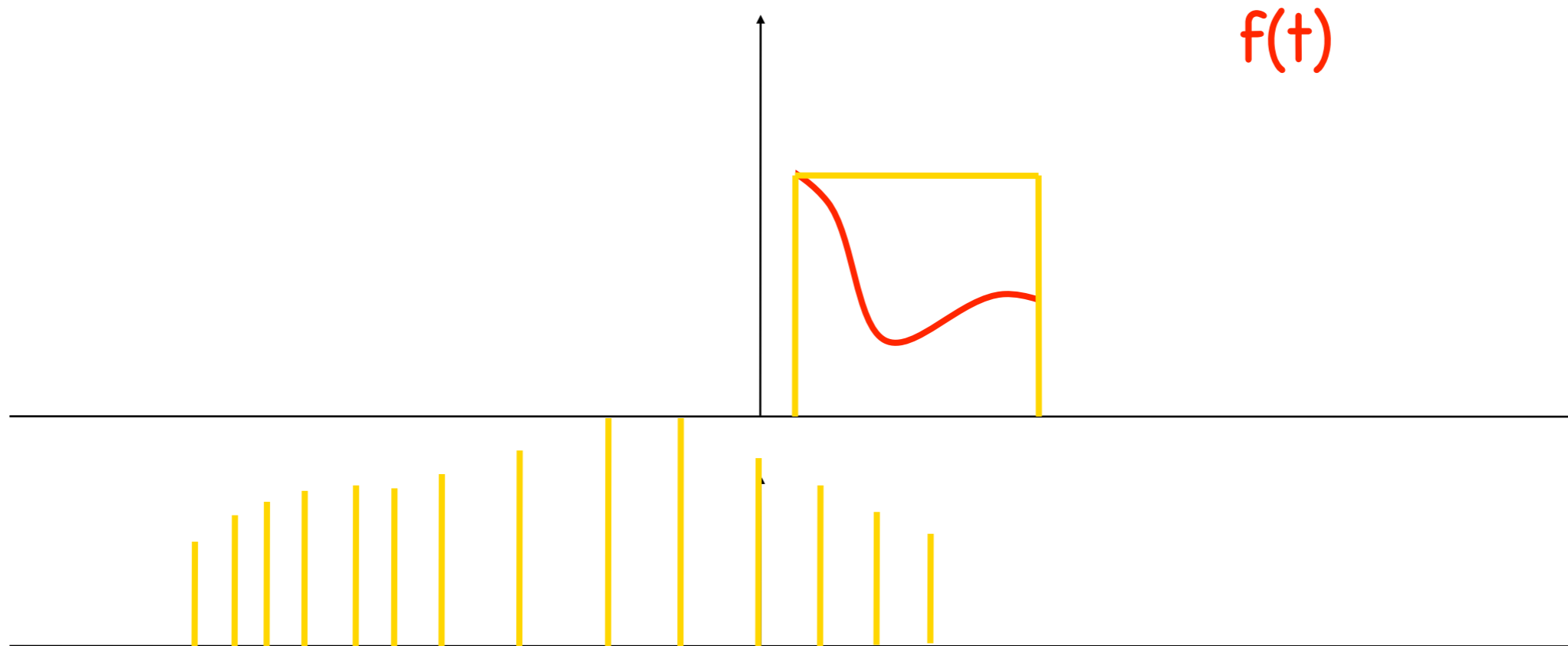


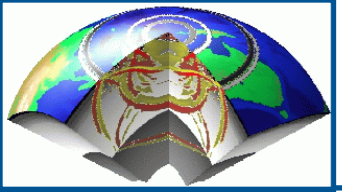


Convolution

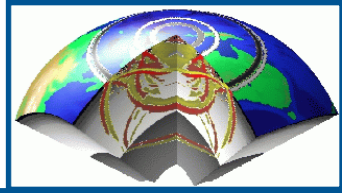


- This function windows our function $f(t)$

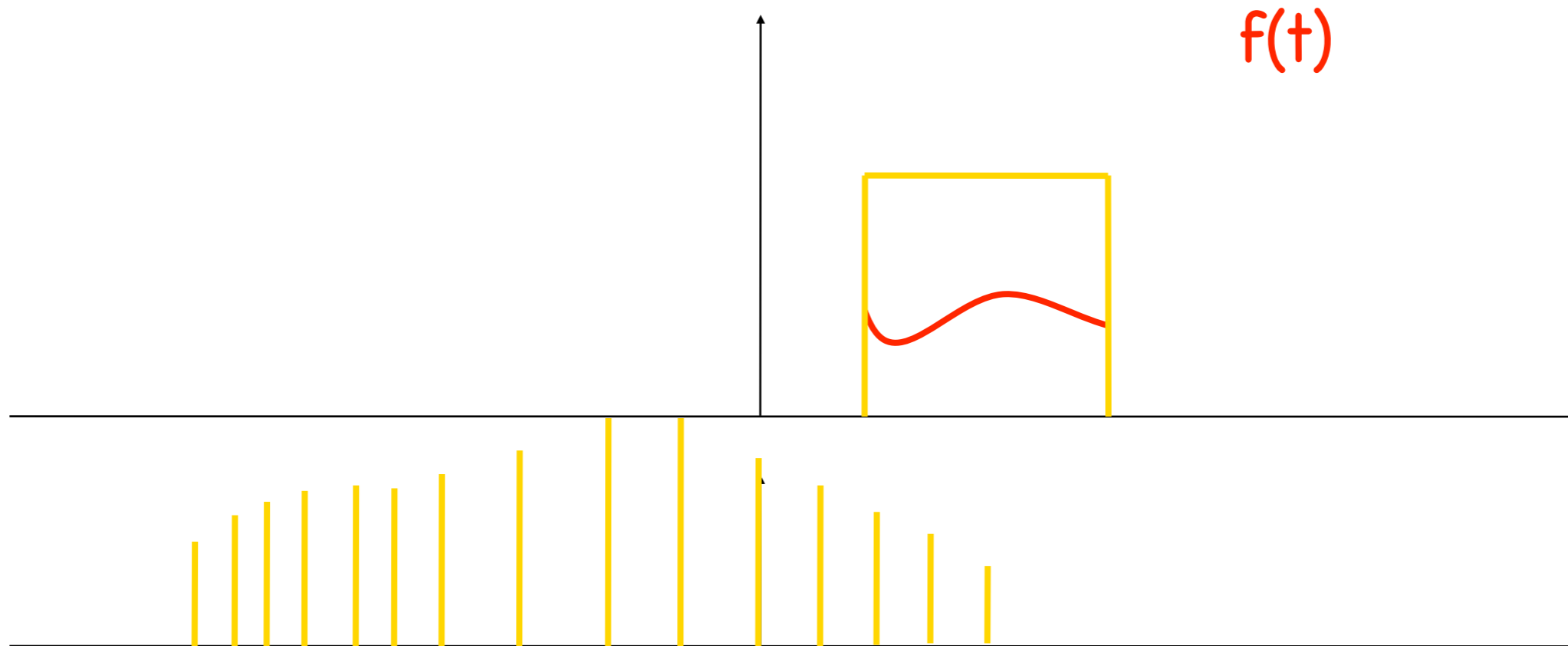


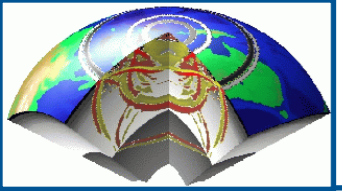


Convolution

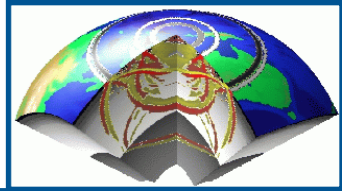


- This function windows our function $f(t)$

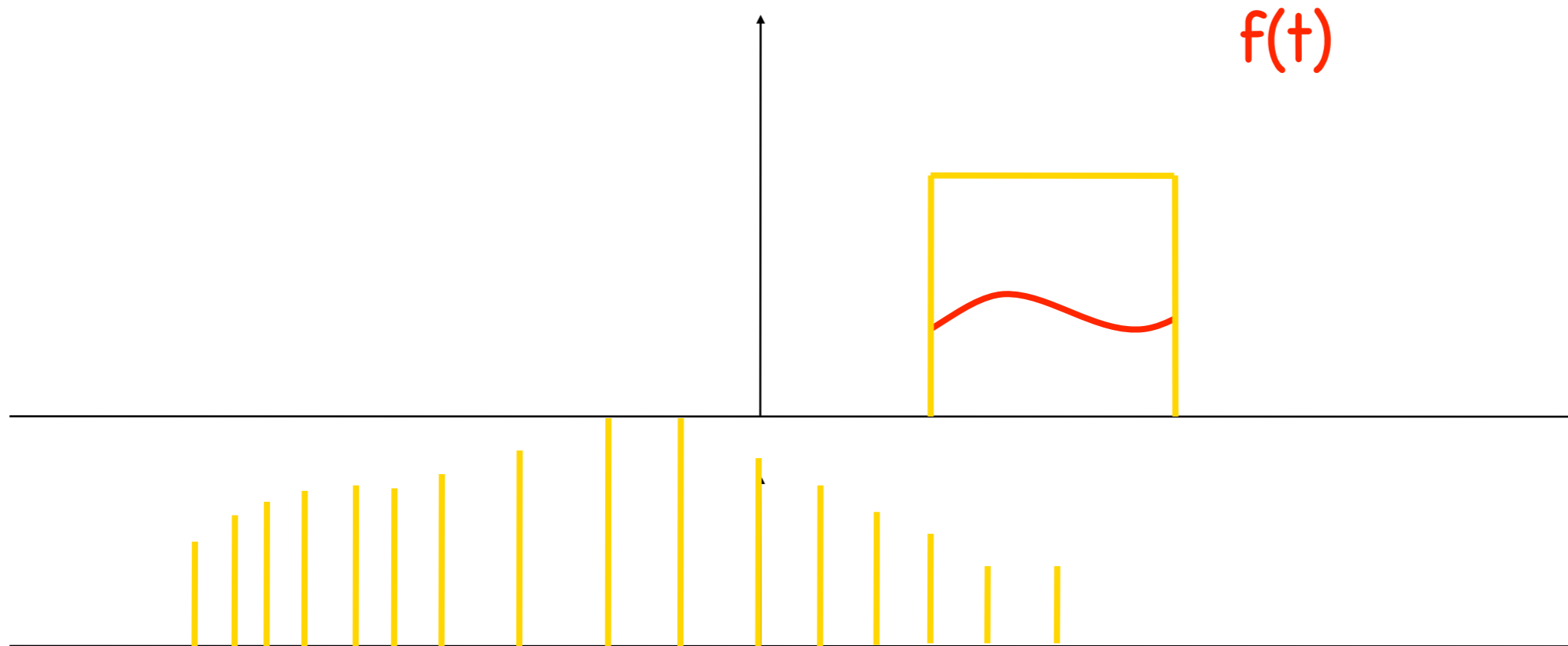


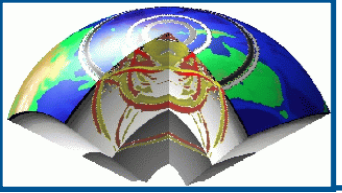


Convolution

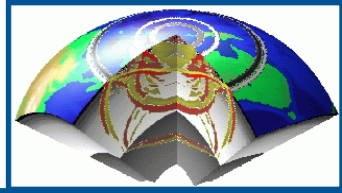


- This function windows our function $f(t)$

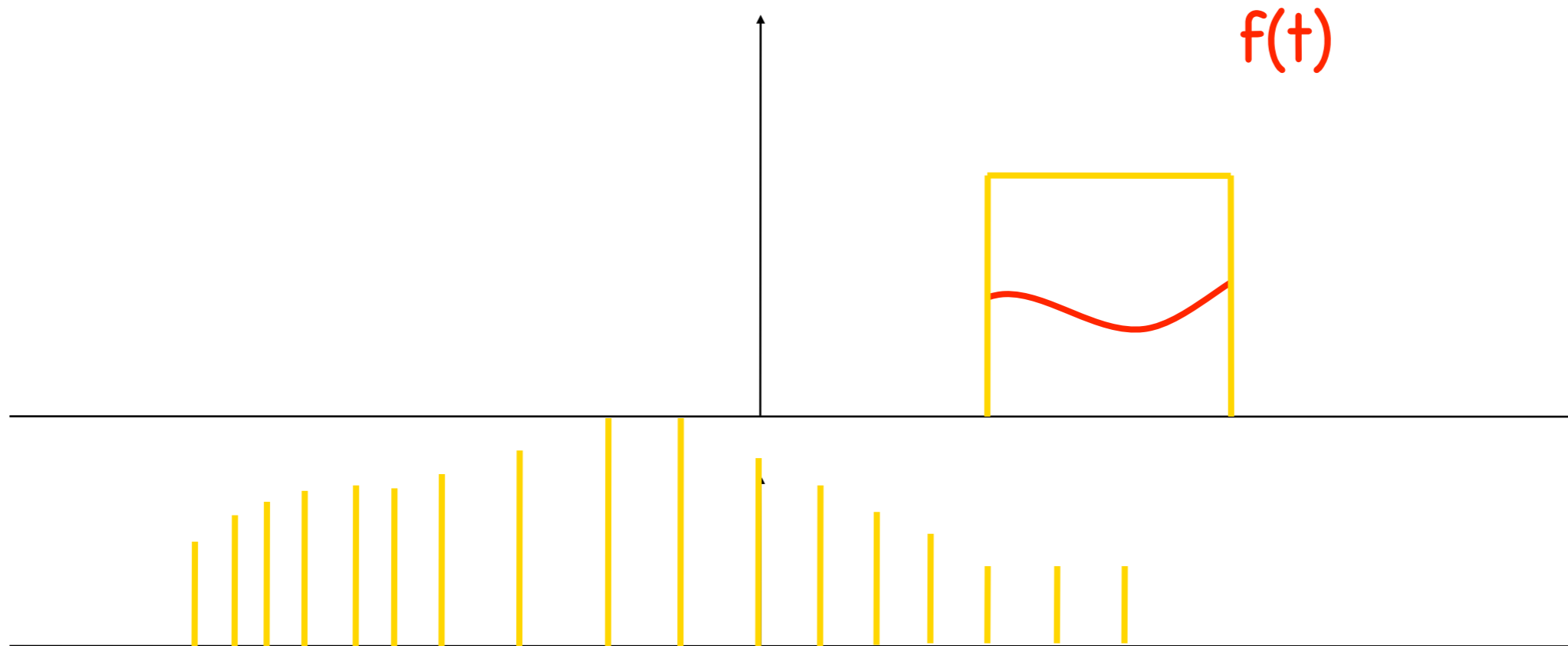


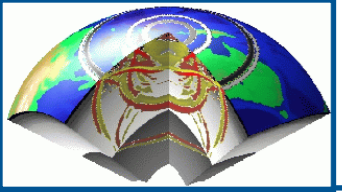


Convolution

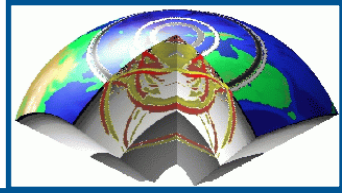


- This function windows our function $f(t)$

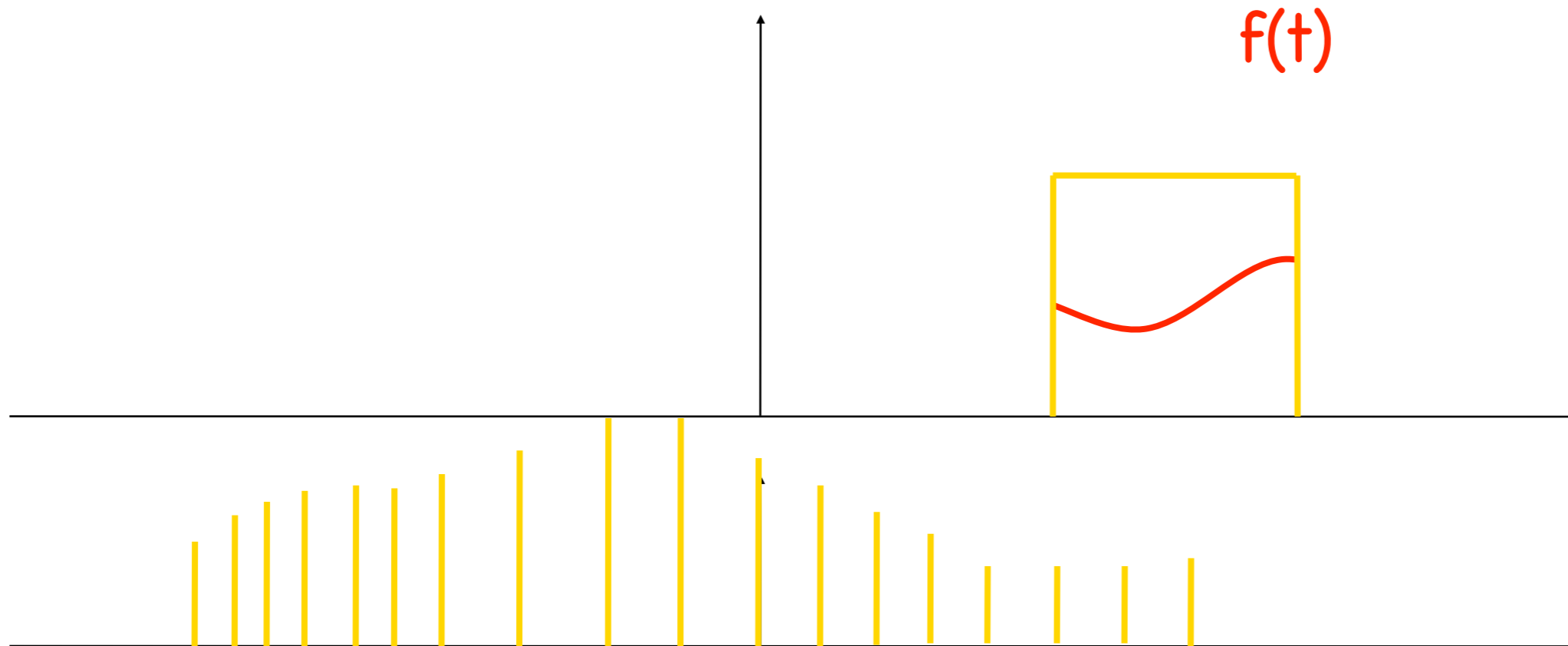


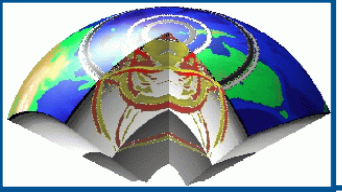


Convolution

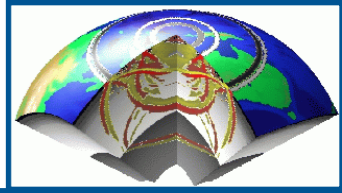


- This function windows our function $f(t)$

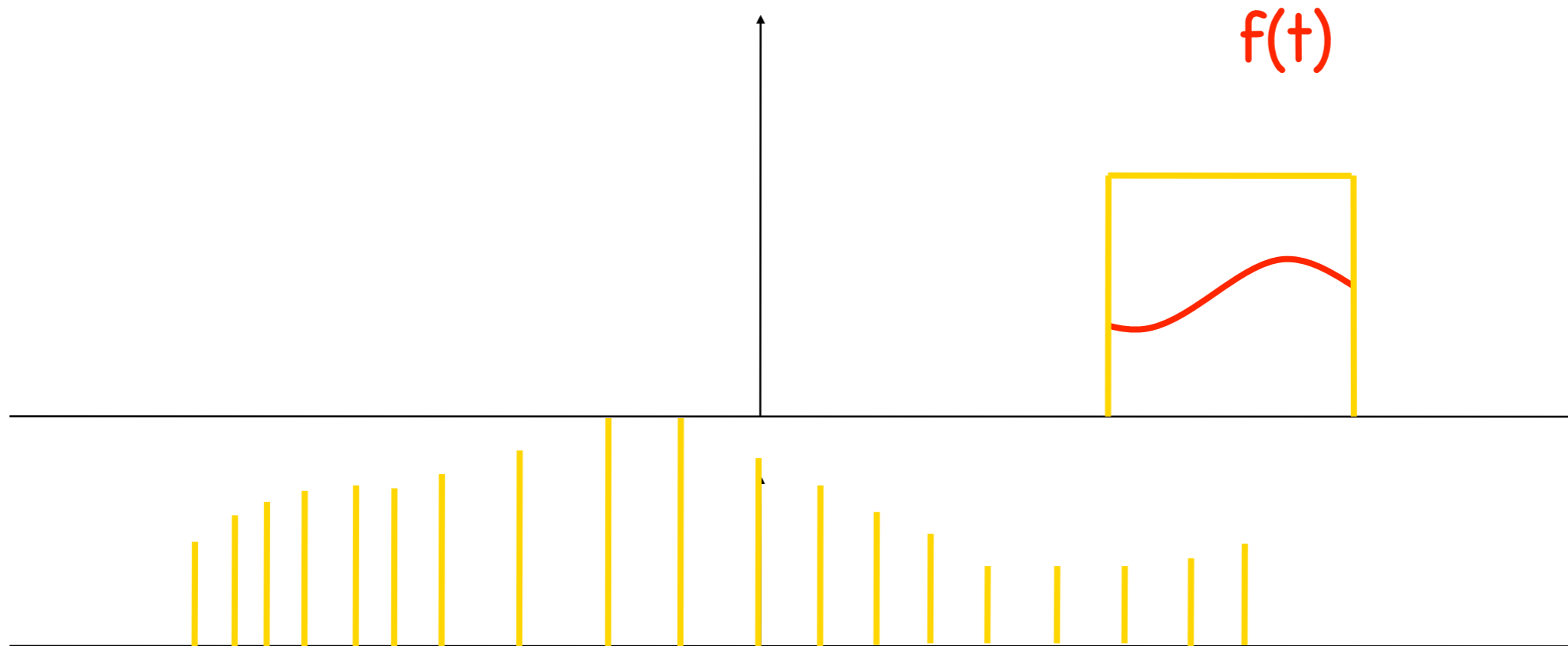


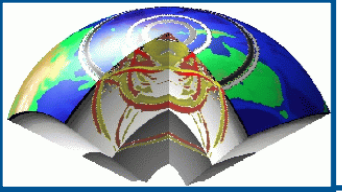


Convolution

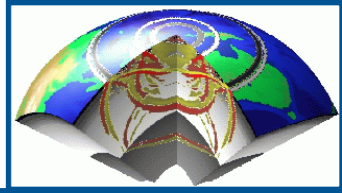


- This function windows our function $f(t)$

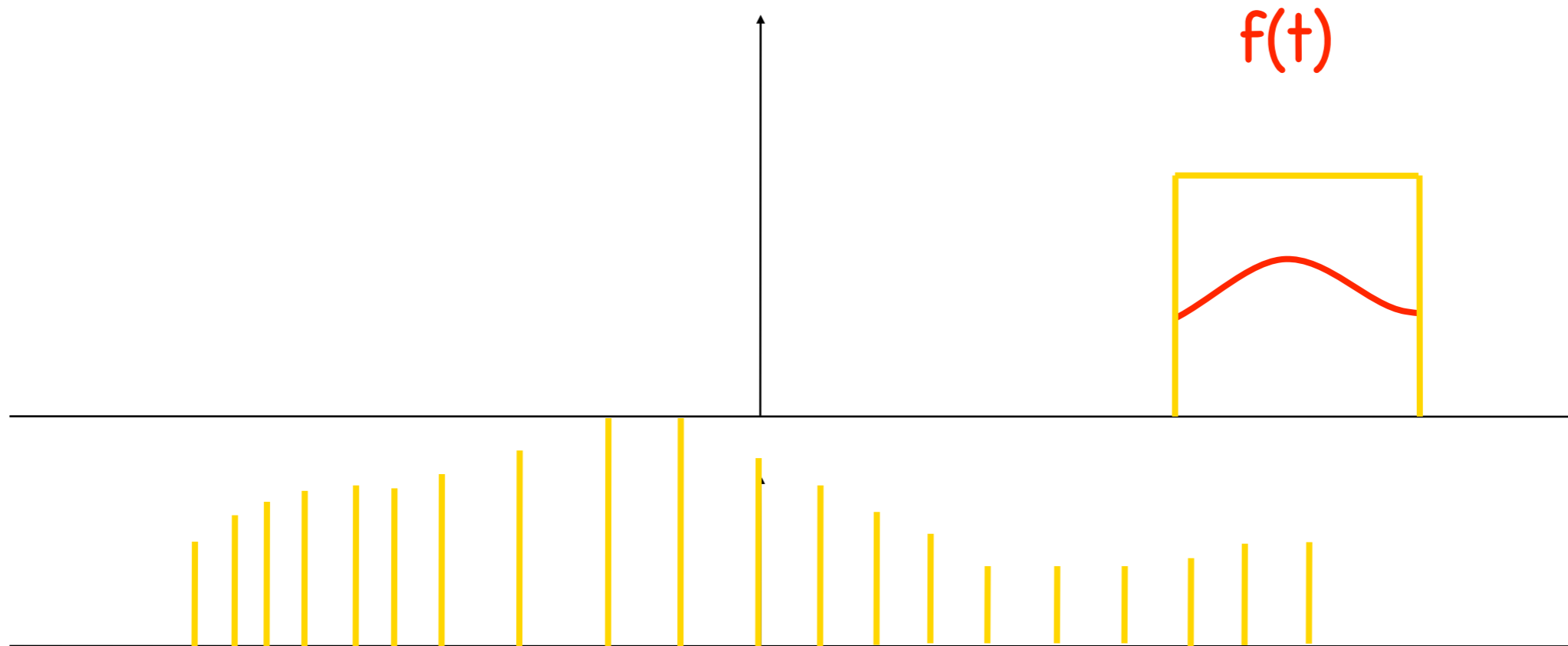


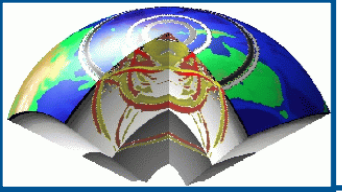


Convolution

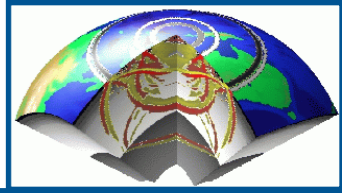


- This function windows our function $f(t)$

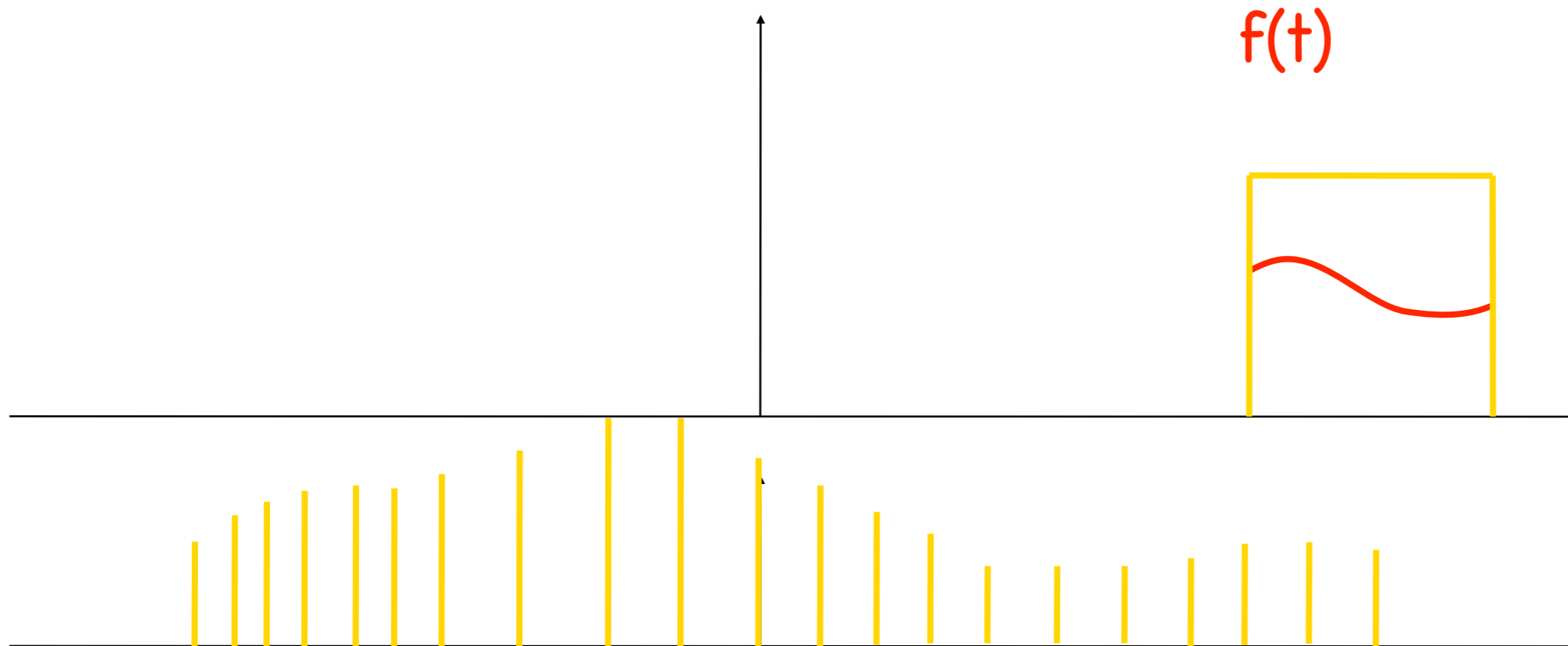


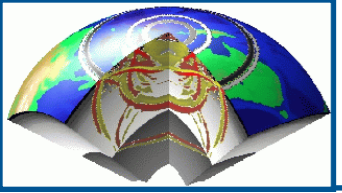


Convolution

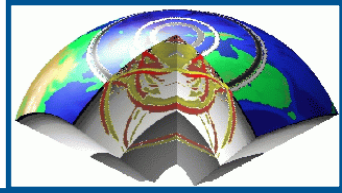


- This function windows our function $f(t)$

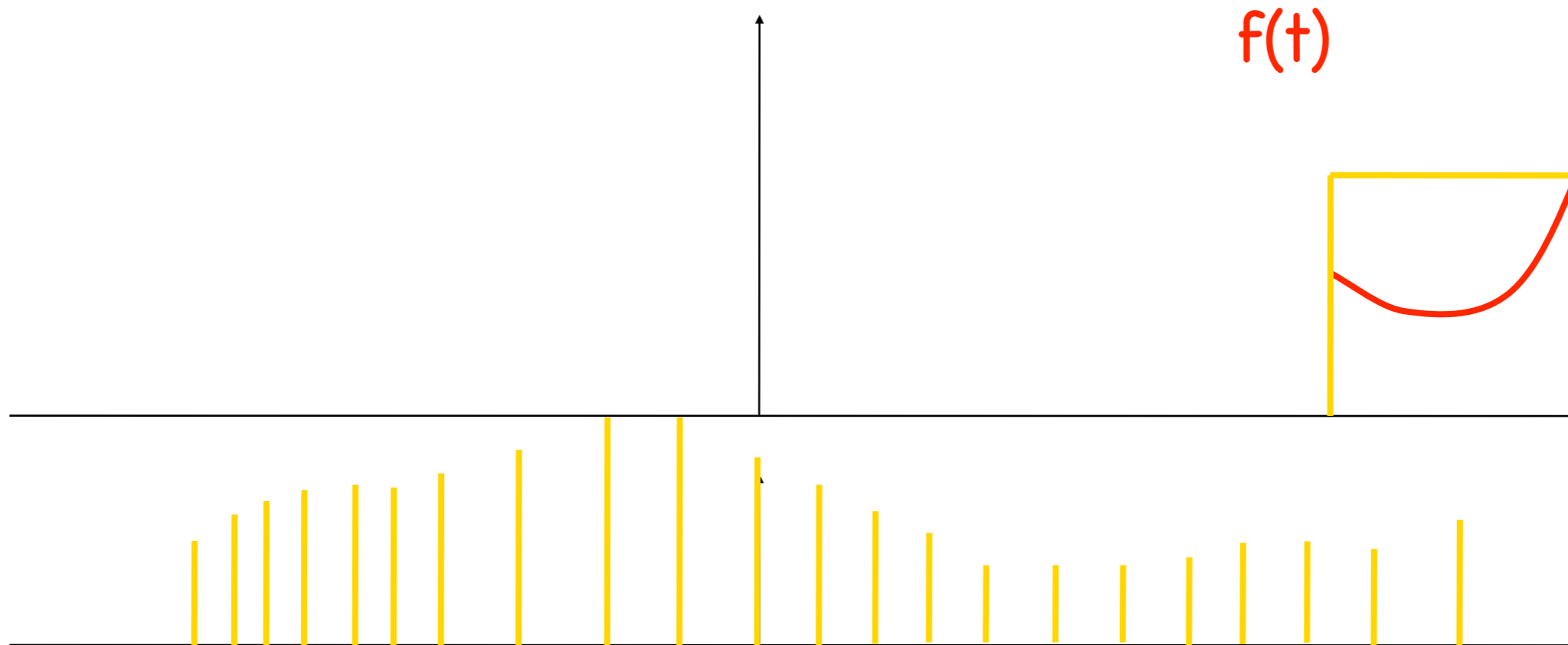


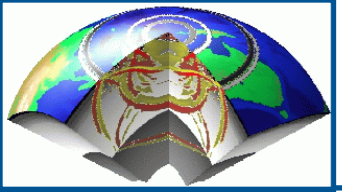


Convolution

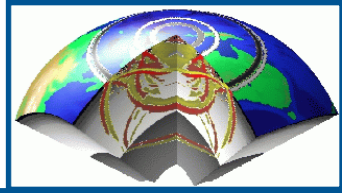


- This function windows our function $f(t)$

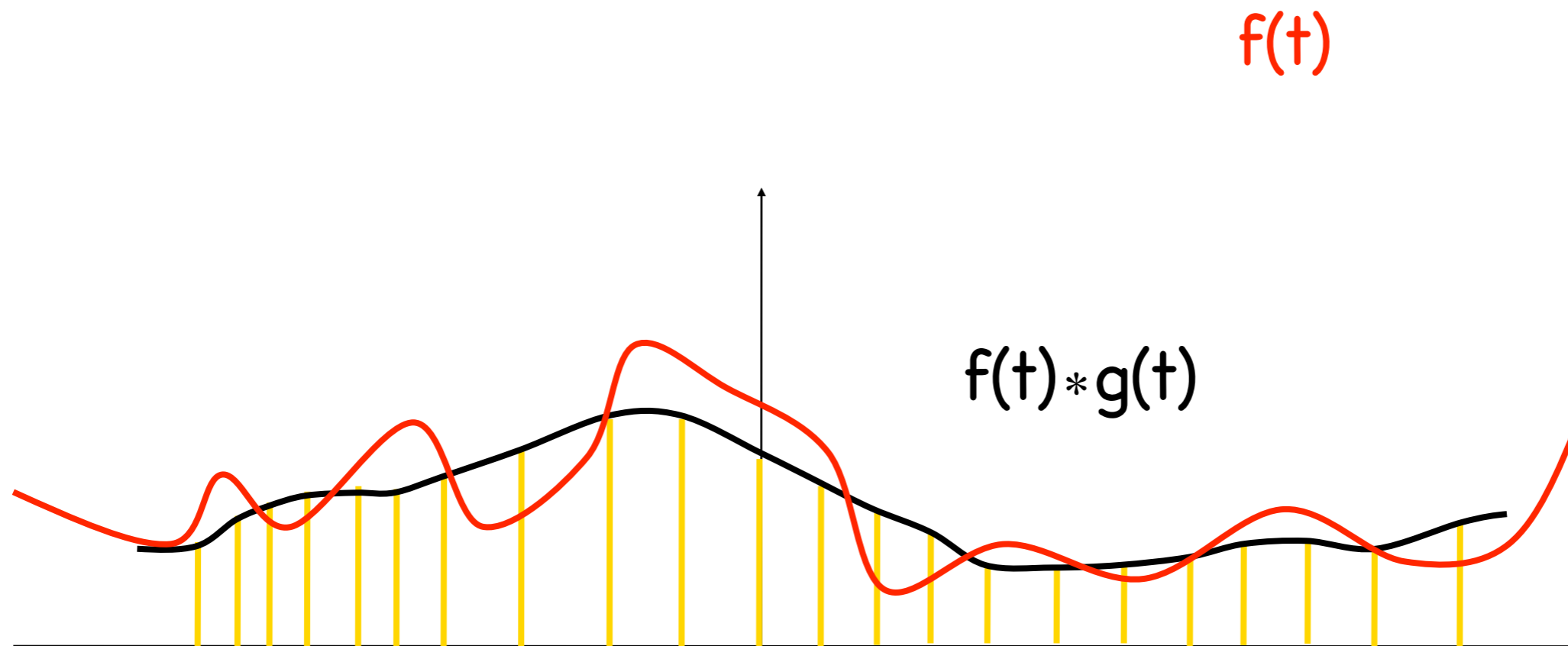


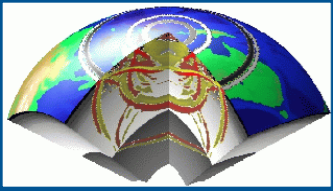


Convolution

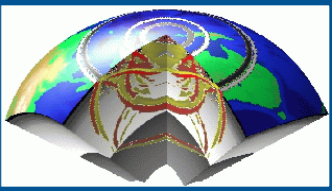


- This particular convolution smooths out some of the high frequencies in $f(t)$.





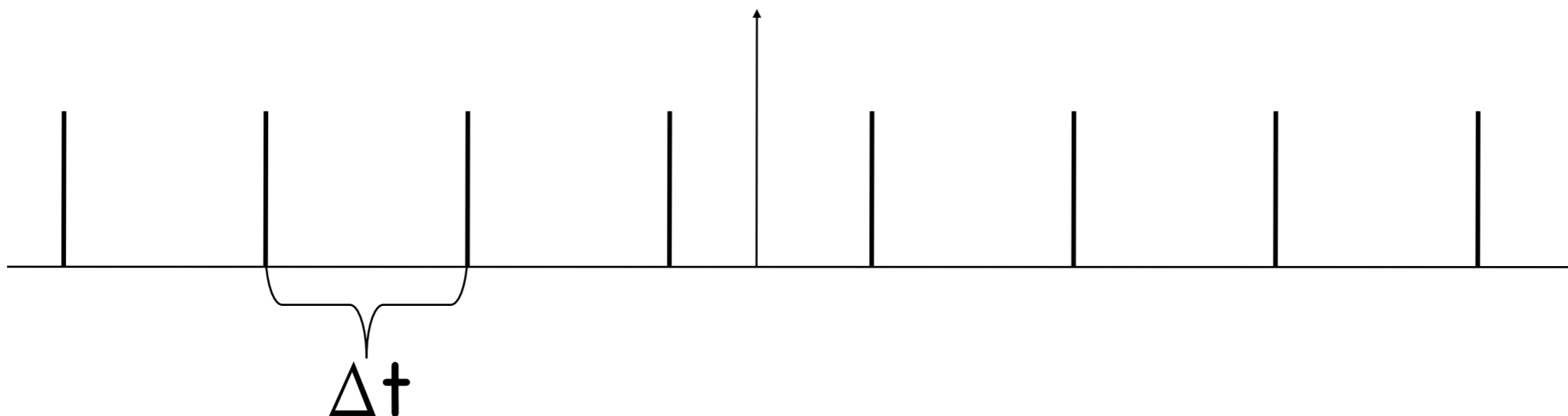
Sampling Function

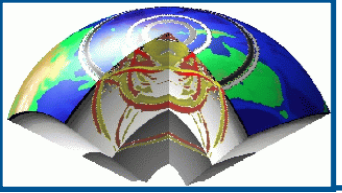


- A Sampling Function or Impulse Train is defined by:

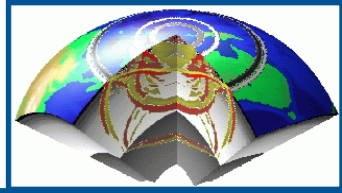
$$S_T(t) = \sum_{k=-\infty}^{\infty} \delta(t - k\Delta t)$$

where Δt is the sample spacing.



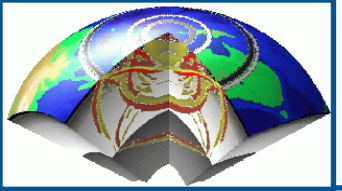


Sampling Function

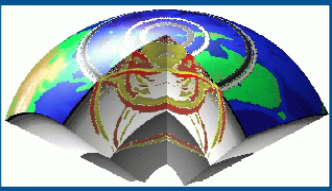


- The Fourier Transform of the Sampling Function is itself a sampling function.
- The sample spacing is the inverse.

$$S_{\Delta t}(t) \Leftrightarrow S_{\frac{1}{\Delta t}}(\omega)$$



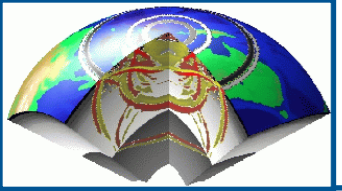
Convolution Theorem



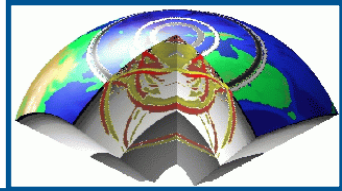
- The convolution theorem states that convolution in the spatial domain is equivalent to multiplication in the frequency domain, and viceversa.

$$f(t) * g(t) \Leftrightarrow F(\omega) \cdot G(\omega)$$

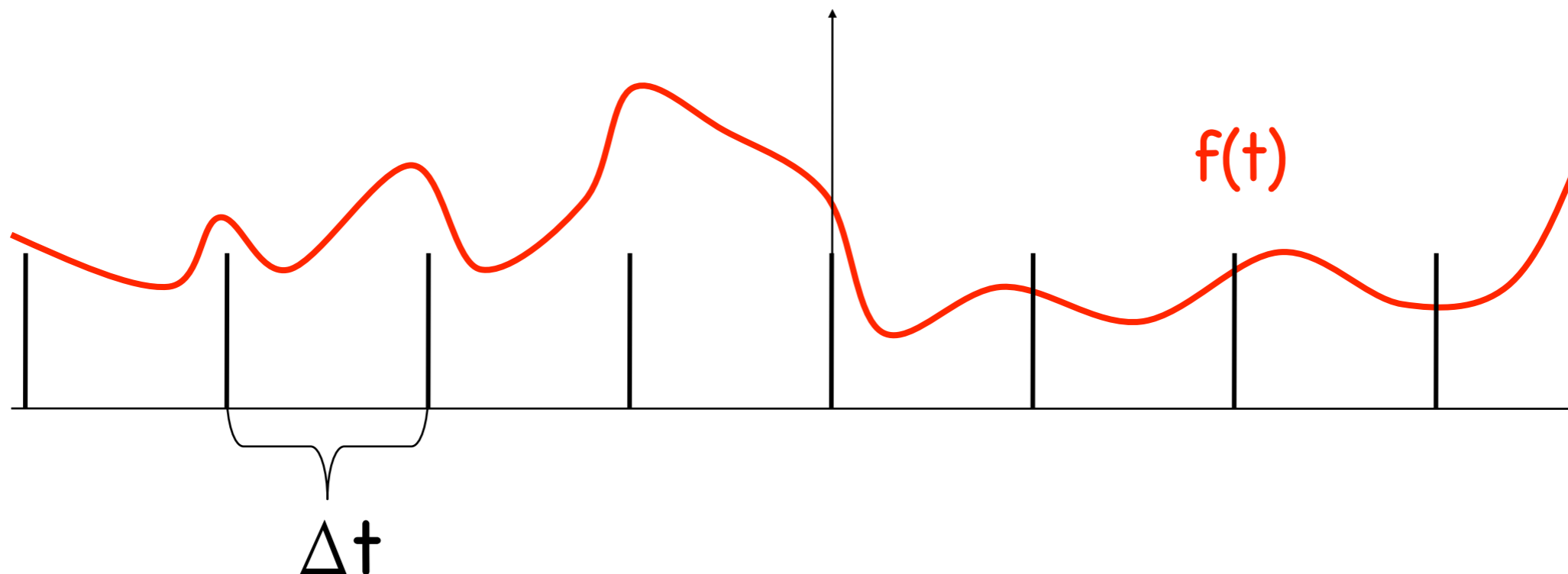
$$f(t) \cdot g(t) \Leftrightarrow F(\omega) * G(\omega)$$

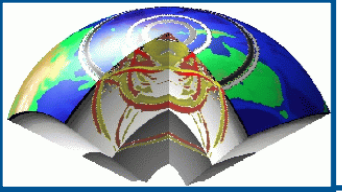


Convolution Theorem

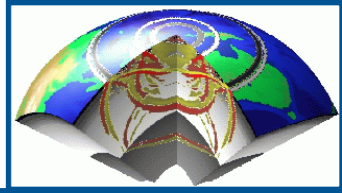


- This powerful theorem can illustrate the problems with our point sampling and provide guidance on avoiding aliasing.
- Consider: $f(t) \cdot S_{\Delta t}(t)$

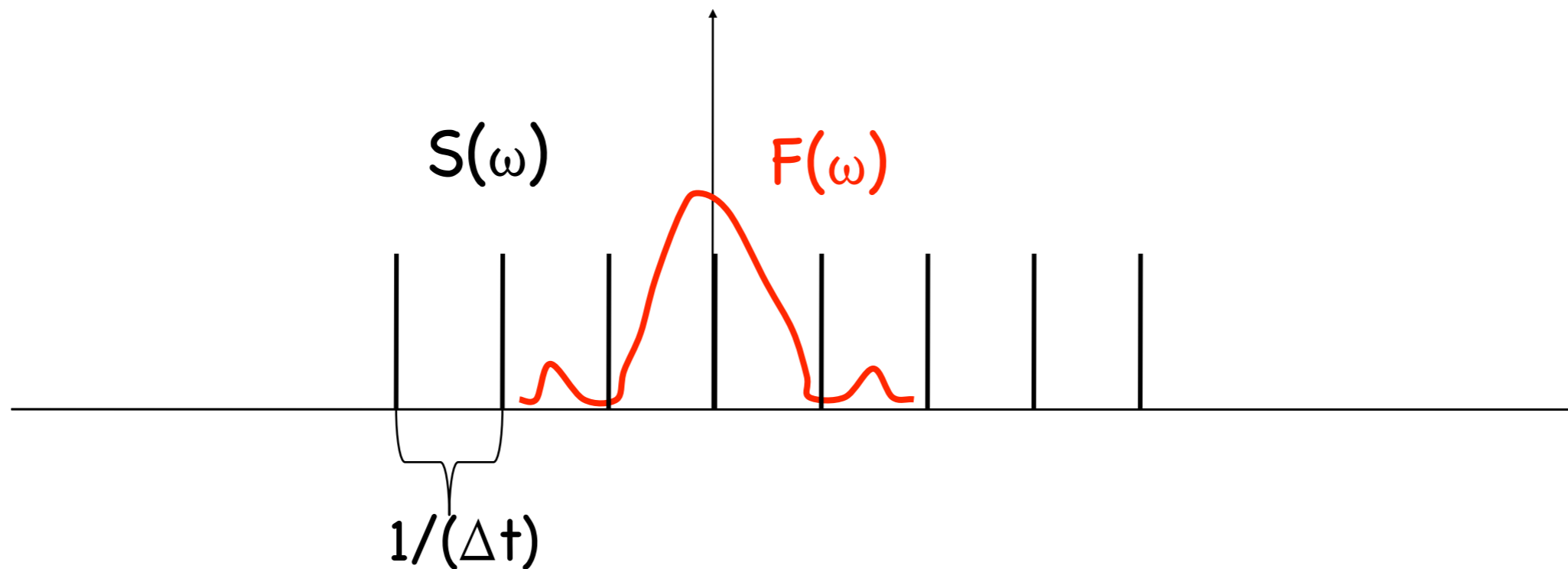


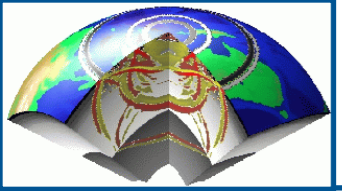


Convolution Theorem

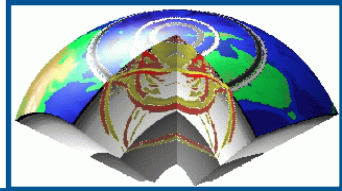


- What does this look like in the Fourier domain?

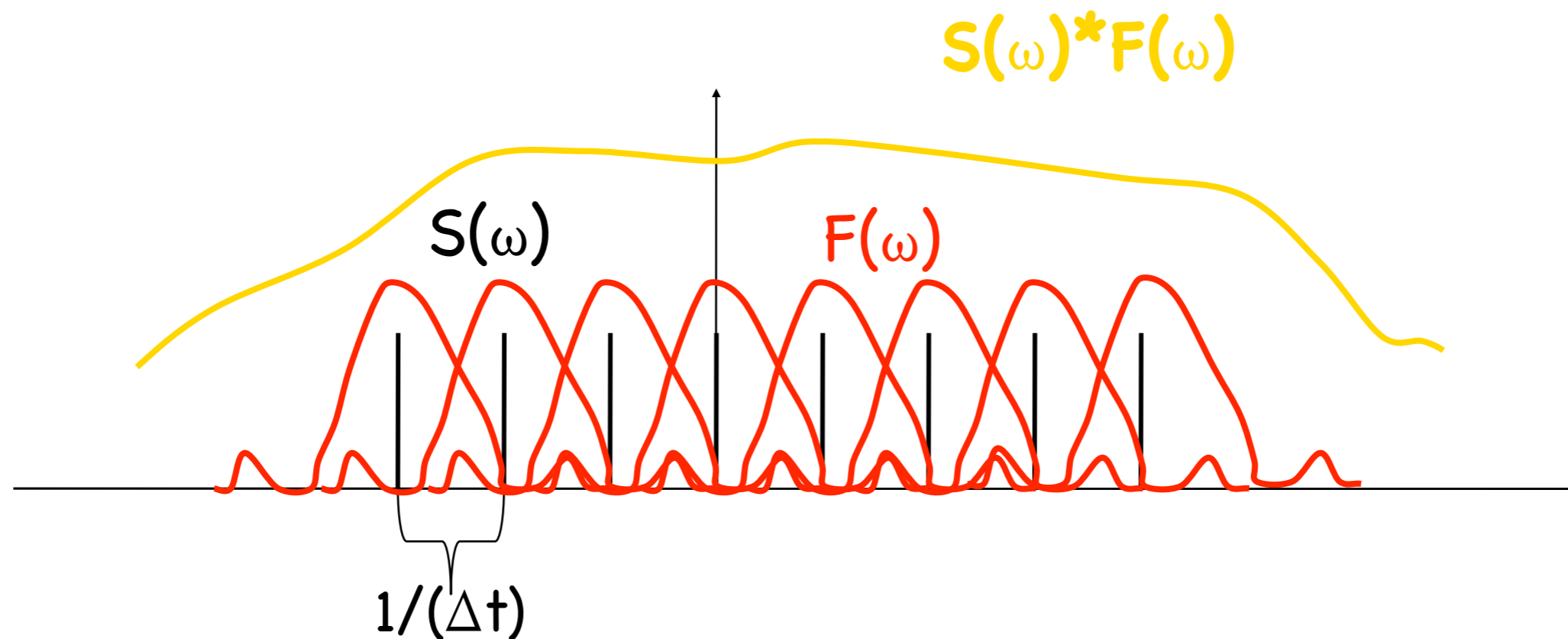


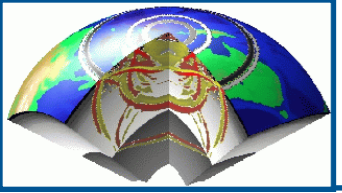


Convolution Theorem

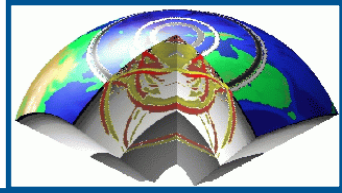


- In Fourier domain we would convolve

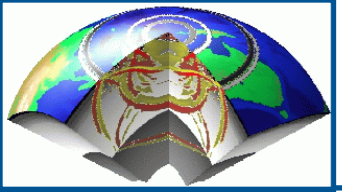




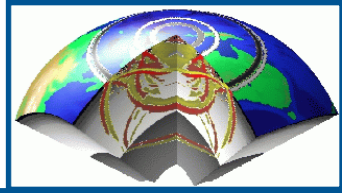
Aliasing



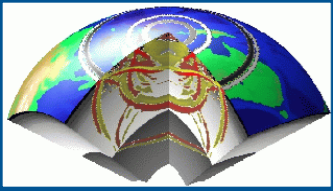
- What this says, is that any frequencies greater than a certain amount will appear intermixed with other frequencies.
- In particular, the higher frequencies for the copy at $1/\Delta t$ intermix with the low frequencies centered at the origin.



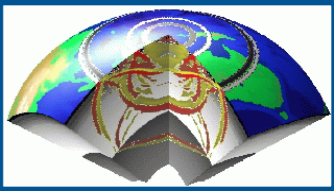
Aliasing and Sampling



- Note, that the sampling process introduces frequencies out to infinity.
- We have also lost the function $f(t)$, and now have only the discrete samples.
- This brings us to our next powerful theory.



Sampling Theorem



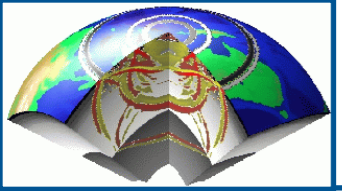
- **The Shannon Sampling Theorem:**

A band-limited signal $f(t)$, with a cutoff frequency of λ , that is sampled with a sampling spacing of Δt may be perfectly reconstructed from the discrete values $f[n\Delta t]$ by convolution with the sinc(t) function, provided the Nyquist limit: $\lambda < 1/(2\Delta t)$

- **Why is this?**

The Nyquist limit will ensure that the copies of $F(\omega)$ do not overlap in the frequency domain.

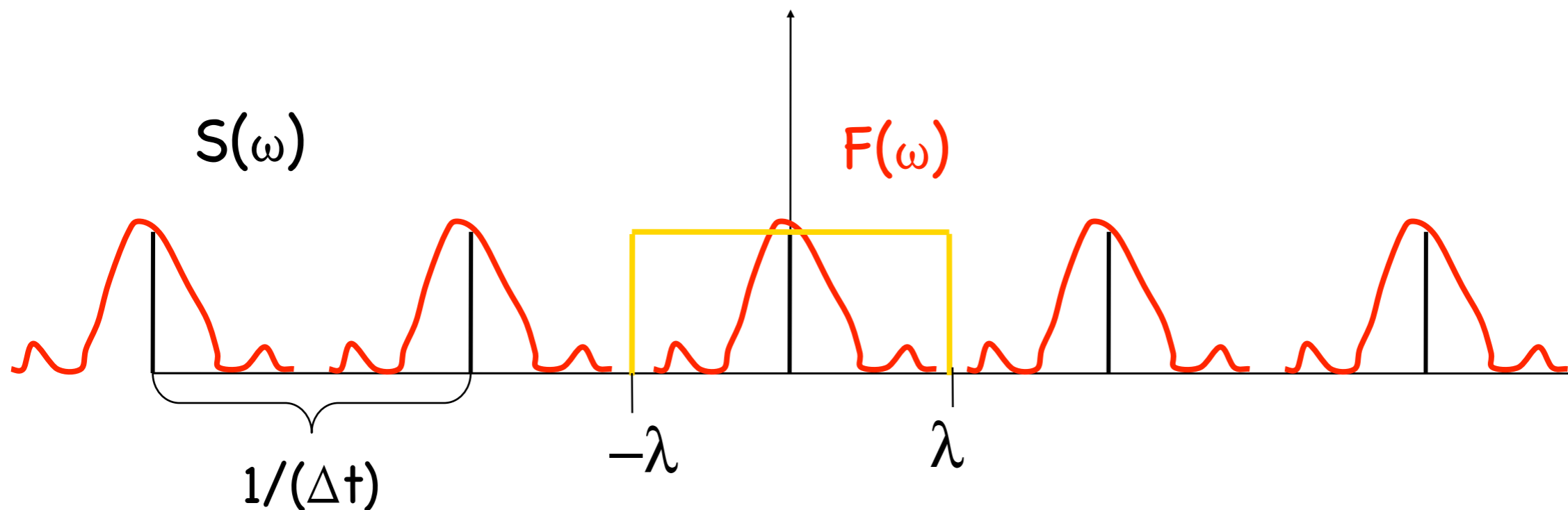
We can completely reconstruct or determine $f(t)$ from $F(\omega)$ using the Inverse Fourier Transform.

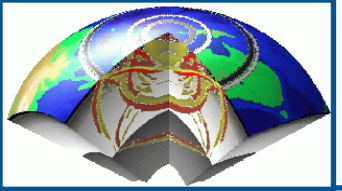


Sampling Theory

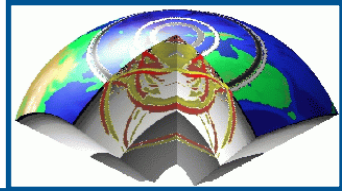


- In order to do this, we need to remove all of the shifted copies of $F(\omega)$ first.
- This is done by simply multiplying $F(\omega)$ by a box function of width 2λ .

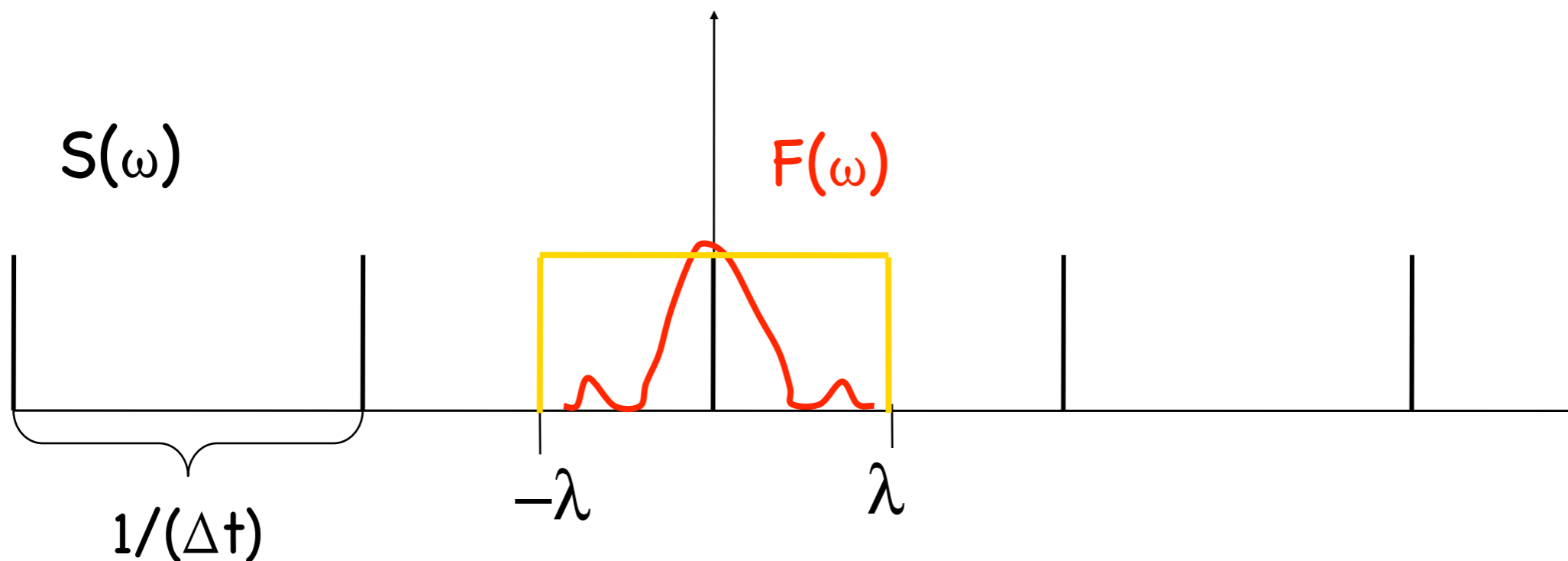




Sampling Theory

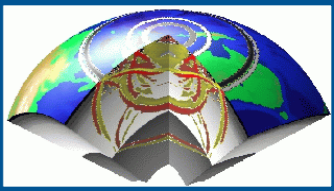


- In order to do this, we need to remove all of the shifted copies of $F(\omega)$ first.
- This is done by simply multiplying $F(\omega)$ by a box function of width 2λ .





Sampling Theory



- So, given $f[n\Delta t]$ and an assumption that $f(t)$ does not have frequencies greater than $1/(2\Delta t)$, we can write the formula:

$$f[n\Delta t] = f(t) \cdot S_{\Delta t}(t) \Leftrightarrow F(\omega) * S_{\Delta t}(\omega)$$

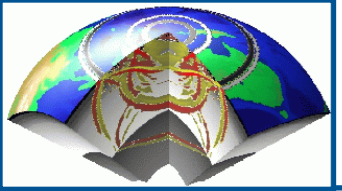
$$F(\omega) = (F(\omega) * S_{\Delta t}(\omega)) \cdot \text{Box}_{1/(2\Delta t)}(\omega)$$

therefore,

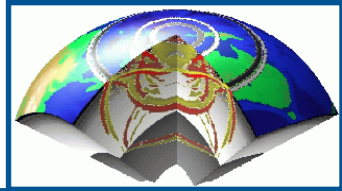
$$f(t) = f[n\Delta t] * \text{sinc}(t)$$

<http://www.thefouriertransform.com/pairs/box.php>

http://195.134.76.37/applets/AppletNyquist/Appl_Nyquist2.html

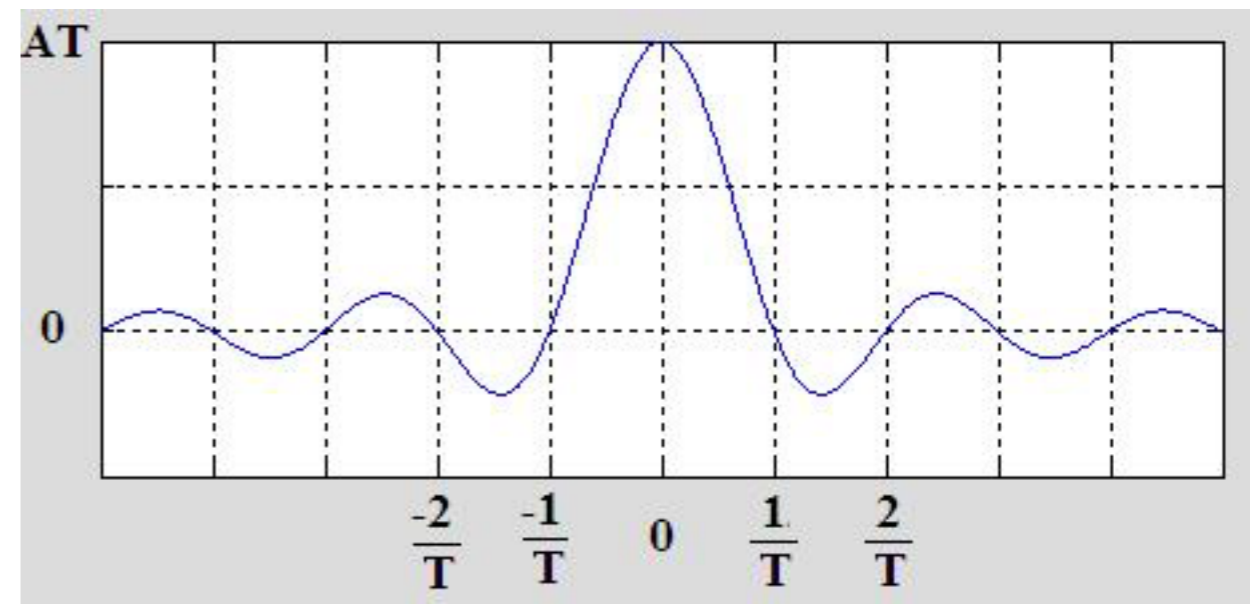
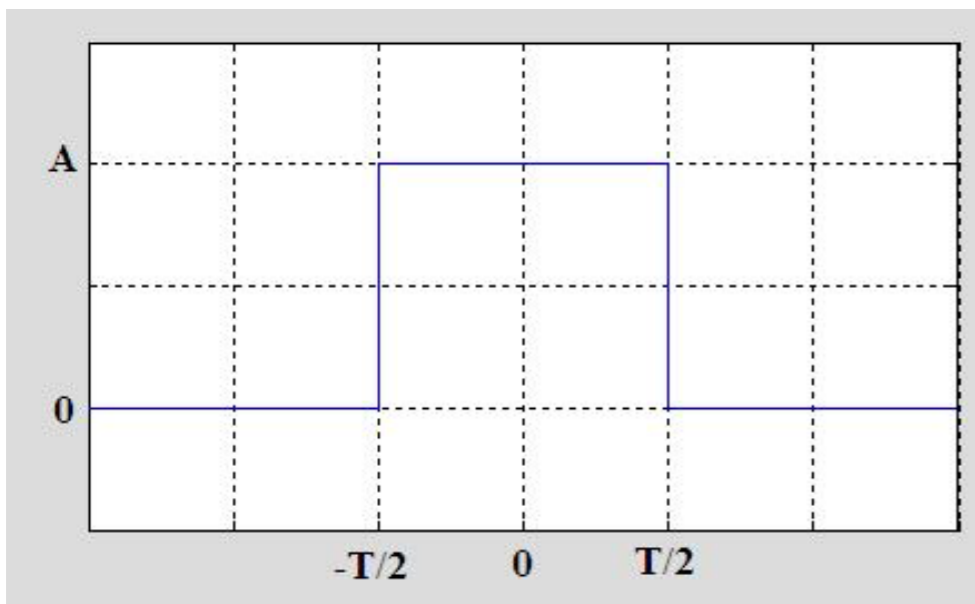


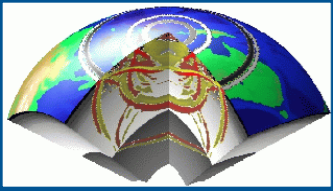
FT of Boxcar



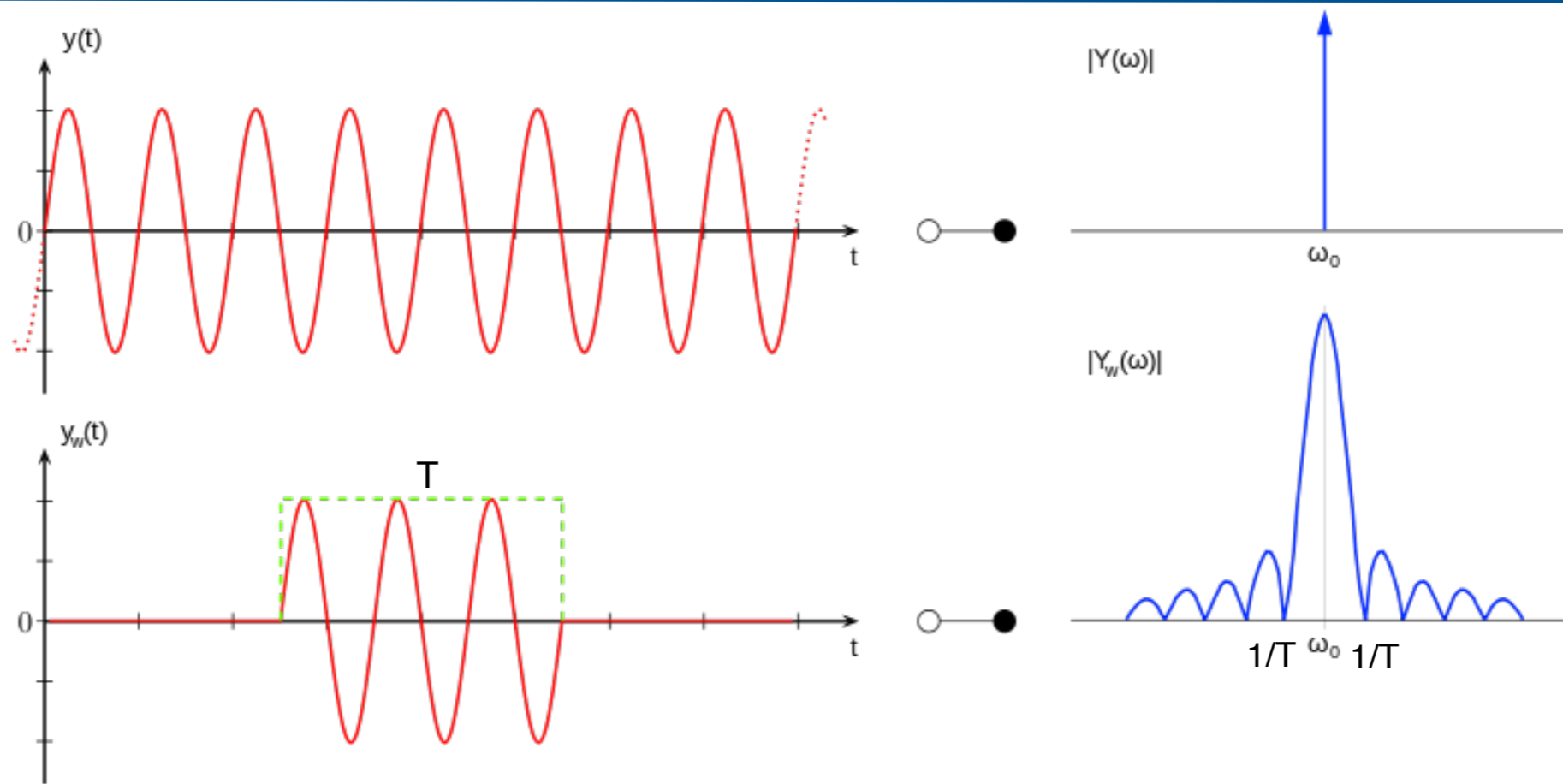
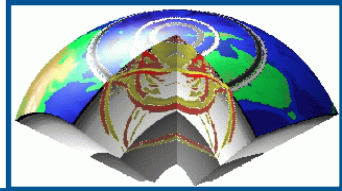
$$\int_{-\infty}^{+\infty} B_T(t) e^{-i\omega t} dt = \int_{-T/2}^{+T/2} e^{-i\omega t} dt = \frac{\sin(\pi f T)}{\pi f T}$$

$$\propto \text{sinc}(\pi f T) = \text{sinc}(\omega T / 2)$$





Spectral leakage



- Resolving power in frequency domain is related to maximum duration in time domain:

$$\Delta f \geq \frac{1}{2\pi T} \left(= \frac{1}{2\pi N \Delta t} \right)$$

- Resolving power in time domain decides maximum resolvable frequency:

$$\Delta f \geq \frac{1}{2\Delta t}$$

$$\Delta f \Delta t \geq \frac{1}{2\sqrt{\pi N}}$$

<https://www.youtube.com/watch?v=MBnnXbOM5S4>