

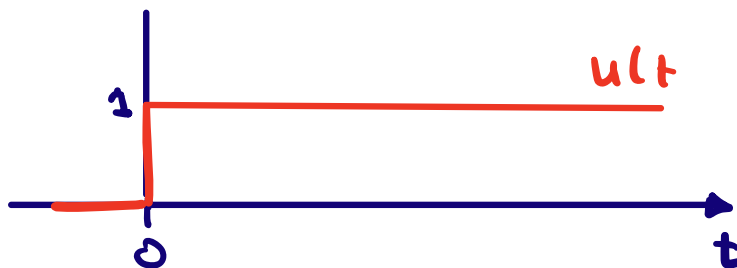
Circuits

Impulse Response

①

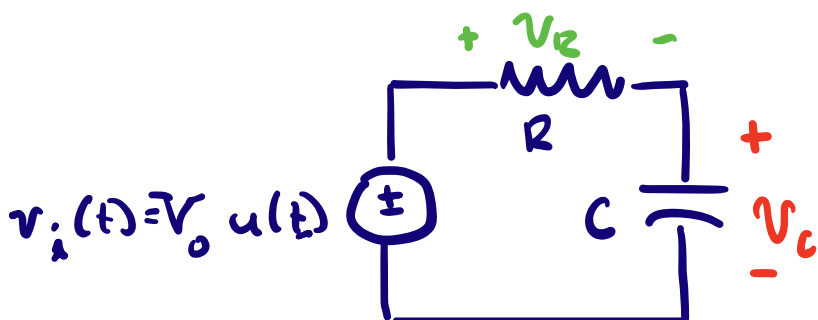
Unit step: we sometimes use the unit step function $u(t)$ in representing circuit drive & responses

$$u(t) \triangleq \begin{cases} 0 & t < 0 \\ 1 & t > 0 \end{cases}$$



(This is sometimes called the "Heaviside function" after Oliver Heaviside)

Example: An RC circuit driven by a step voltage:



Since $v_i(t) = 0$ for $t < 0$

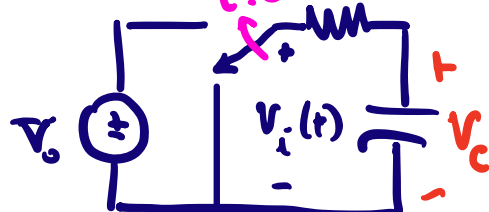
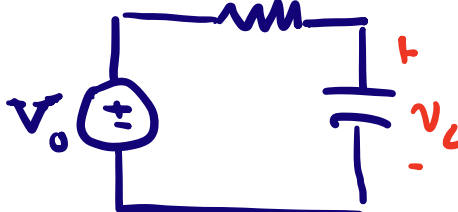
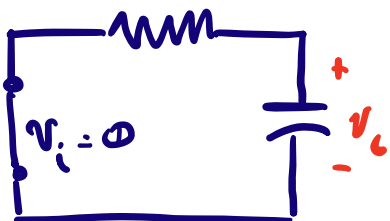
$$v_C(0^-) = 0$$

and we know $v_C(0^+) = v_C(0^-)$ (since no ∞ currents)

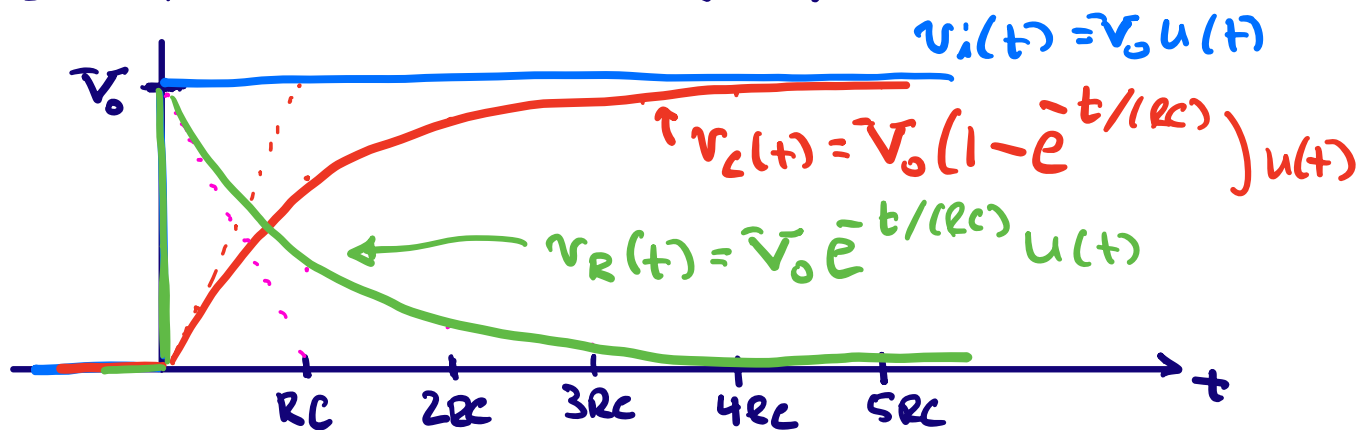
for $t < 0, v_i = 0$

for $t > 0, v_i = V_0$

System acts like:



By now, we can solve this by inspection!



$u(t)$ is useful in representing the "step response" of the circuit

Circuits

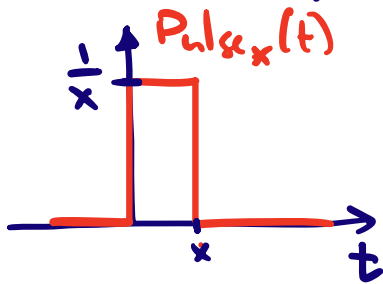
Impulse Response (2)

The above is often referred to as the "step response" of the system because the input is a "step function".

Impulse Response:

Another input type that is of interest is a pulse input, mathematically idealized as an "impulse"

An impulse, or delta function $\delta(t)$ is an infinitely short and infinitely high pulse with a total area of 1, e.g.:

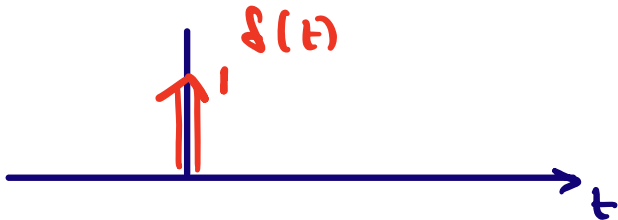


$$\delta(t) = \lim_{x \rightarrow 0} Pulse_x(t)$$

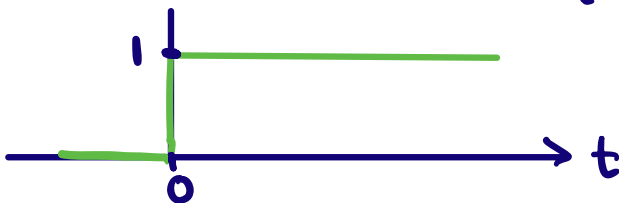
note that the area under the curve is independent of x :

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

Suppose we integrate the δ function (drawn as \uparrow^k , where k is the area under the impulse):



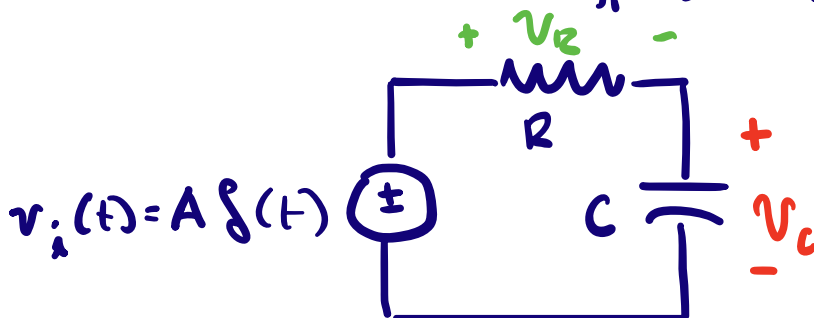
$$\int_{-\infty}^t \delta(\tau) d\tau = u(t)$$



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

so $\delta(t)$ represents the time derivative of a step function.

How would a circuit (hypothetically) respond to an impulse?



$$v_C(0^-) = 0$$

since $\delta(t) = 0$ for $t < 0$

Circuits

Impulse Response

(3)

"during" the impulse
 $(0 < t < x)$

$$i_c = \lim_{x \rightarrow 0} \frac{1}{R} \left(\frac{A}{x} - v_c \right)$$

If v_c stays finite, $\lim_{x \rightarrow 0} \frac{A}{x} \gg v_c \therefore$

$$i_c \approx \frac{1}{R} \frac{A}{x} \text{ for } 0 < t < x$$

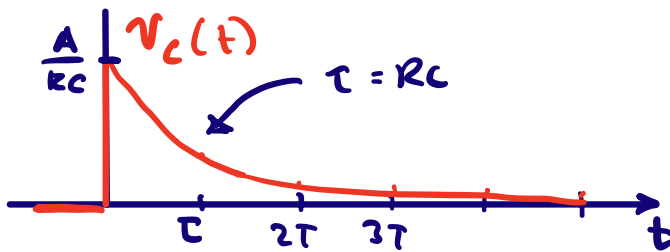
$$\therefore v_c(t=x) = v_c(0^-) + \frac{1}{C} \int_0^x \frac{A}{xR} dt = \frac{A}{RC}$$

taking $\lim_{x \rightarrow 0}$

$$v_c(t=0^+) = \frac{A}{RC}$$

For an impulse input we get a step change in v_c at $t=0$, from $v_c=0$ to $v_c=A/RC$, thus "injecting" an initial condition on C @ $t=0^+$. This is "possible" only because the ∞ applied voltage generates an ∞ current into C .

For $t > 0$, $v_{in}(t) = A \delta(t) = 0 \therefore v_c(t) = \frac{A}{RC} e^{-t/RC} \cdot u(t)$



The capacitor voltage "steps" at $t=0$ (due to ∞ current @ $t=0$) then decays away with the natural/homogeneous response

The impulse delivered a charge onto the capacitor of

$$Q_c = \int_0^x i_c(t) dt = \int_0^x \frac{A}{Rx} dt = \frac{A}{R} \text{ @ } t=0$$

Since $Q_c = C v_c \Rightarrow v_c(t=0^+) = \frac{A}{RC}$

→ essentially, the impulse places an "initial condition" on C @ $t=0$.

After this, we simply get the natural response



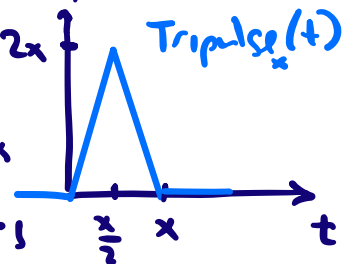
We can't generate ∞ waveforms in real life, so why is this interesting? \Rightarrow many reasons!

- ① The impulse response to $V_{in} = \delta(t)$ closely approximates the response to a finite pulse of area 1 (e.g. $1 \text{ Pulse}_x(t)$) when the pulse duration is much shorter than any system time constant (e.g. $x \ll \tau$)

\Rightarrow See demo: Knowing the ideal impulse response tells us how the system responds to short practical pulses

Note that only the pulse area is important, not the shape of the pulse

e.g. if $\text{Tripulse}_x(t) = \begin{cases} 4x t & 0 < t < \frac{x}{2} \\ 4x(x-t) & \frac{x}{2} < t < x \end{cases}$



$\delta(t) = \lim_{x \rightarrow 0} \text{Tripulse}_x(t)$ yields the same results for $t < 0$, $t > 0^+$

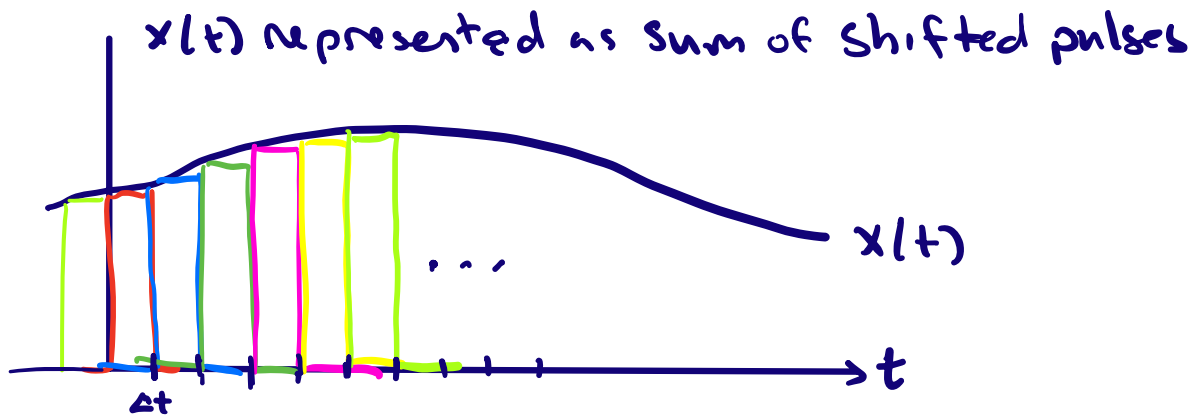
- ② The impulse effectively injects an initial condition @ $t = 0^+$, so the response to an impulse (or a short finite pulse) shows us the natural (or homogeneous) response of the system.
 \Rightarrow Knowing the natural response is valuable to figuring out the response to initial conditions, steps, and other inputs.

- ③ By special properties of impulses in Linear, Time-Invariant (LTI) systems, if we know the response $h(t)$ to an impulse, we can figure out the response to any input! we will show that

IF $\delta(t) \rightarrow$ [LTI circuit (zero IC's)] $\rightarrow h(t)$ "impulse response"

Then $x(t) \rightarrow$ [LTI circuit (zero IC's)] $\rightarrow y(t) = \int_{-\infty}^{\infty} x(\alpha) h(t-\alpha) d\alpha = x(t) * h(t)$.
 The "convolution integral"

Suppose we have some input drive waveform (e.g. input voltage) $x(t)$. We could represent this as a sum of short individual pulses of length Δx

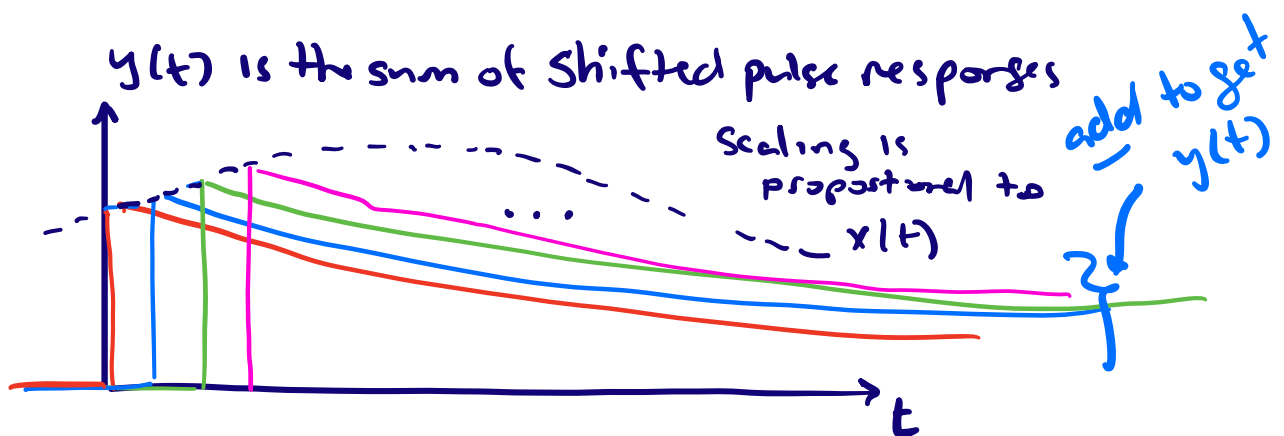


$$x(t) \approx \sum_{n=-\infty}^{\infty} x(n\Delta t) \cdot \text{Pulse}_{\Delta t}(t - n\Delta t) \cdot \Delta t$$

If the pulse $\text{Pulse}_{\Delta x}(t) \rightarrow h(t)$ {pulse response}
with timeshift: $\text{Pulse}_{\Delta x}(t - n\Delta t) \rightarrow h(t - n\Delta t)$

By superposition of the responses to the individual pulses making up $x(t)$, we can find the response $y(t)$ to input $x(t)$:

$$y(t) = \sum_{n=-\infty}^{\infty} x(n\Delta t) h(t - n\Delta t) \Delta t$$



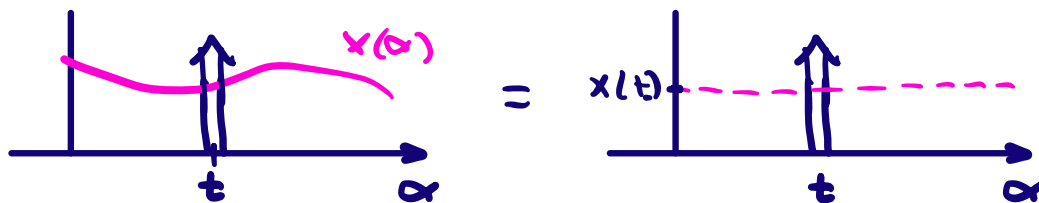
If we take the limits of our two sum expressions as $\Delta t \rightarrow 0$

$$x(t) = \lim_{\Delta t \rightarrow 0} \sum_{n=-\infty}^{\infty} x(n\Delta t) \cdot \text{Pulse}_{\Delta t}(t - n\Delta t) \cdot \Delta t$$

$$x(t) = \int_{-\infty}^{\infty} x(\alpha) \delta(t - \alpha) d\alpha$$

This shows the "sifting" property of the impulse.

The sifting property works because these products are =



$$y(t) = \lim_{\Delta t \rightarrow 0} \sum_{n=-\infty}^{\infty} x(n\Delta t) h(t - n\Delta t) \Delta t$$

$$\therefore y(t) = \int_{-\infty}^{\infty} x(\alpha) h(t - \alpha) d\alpha \triangleq x(t) * h(t)$$

Thus for any LTI circuit, by superposition

$$\text{If } v_i(t) = \delta(t) \rightarrow \boxed{\text{LTI}} \rightarrow v_o(t) = h(t)$$

for any $v_i(t)$, we can express $v_i(t) = \int_{-\infty}^{\infty} v_i(\alpha) \delta(t - \alpha) d\alpha$

$$\therefore v_i(t) \rightarrow \boxed{\text{LTI}} \rightarrow v_o(t) = \int_{-\infty}^{\infty} v_i(\alpha) h(t - \alpha) d\alpha$$

Thus: If we know the impulse response $h(t)$, we can compute the output for any input directly!

These properties: revealing natural response + being able to find the response to any input make knowing the impulse response really valuable.