

Linear Systems and Signals

Signals and vector spaces

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Learning objectives

The learning objectives for this section are:

- interpret vector space properties for signals



Vector spaces

A vector space V is a set of objects called vectors along with two operations: scalar multiplication and vector addition. These satisfy 8 properties:

- 1 $\mathbf{x} + (\mathbf{y} + \mathbf{z}) = (\mathbf{x} + \mathbf{y}) + \mathbf{z}.$
- 2 $\mathbf{x} + \mathbf{y} = \mathbf{y} + \mathbf{x}.$
- 3 There is a zero vector $\mathbf{0}$ such that $\mathbf{x} + \mathbf{0} = \mathbf{x}$ for all $\mathbf{x} \in V$.
- 4 Every \mathbf{x} has an additive inverse $-\mathbf{x}$ such that $\mathbf{x} + (-\mathbf{x}) = \mathbf{0}.$
- 5 $a(b\mathbf{x}) = (ab)\mathbf{x}.$
- 6 $1\mathbf{x} = \mathbf{x}.$
- 7 $a(\mathbf{x} + \mathbf{y}) = a\mathbf{x} + b\mathbf{y}.$
- 8 $(a + b)\mathbf{x} = a\mathbf{x} + b\mathbf{x}.$



Signals are vectors

You've already seen vector spaces like \mathbb{R}^n and \mathbb{C}^n . We saw already that we represent signals as vectors computationally, but they are actually vectors in the *vector space of functions*. Why make a big deal out of this?

- When we think about vectors in \mathbb{R}^n and \mathbb{C}^n we think about them *geometrically*.
- We will mostly focus on linear systems, which correspond to *linear transformations* on these vector spaces.
- When we think of vector spaces we think of basis vectors. It turns out that Fourier transforms are really just a *change of basis*.



Function spaces

When we talk about signals as vectors we are thinking of them as functions in a vector space of functions, or a *function space*.

- We can think of complex CT functions with finite energy:

$$\mathcal{L}_2(\mathbb{R}) = \left\{ x(t) : \int_{-\infty}^{\infty} |x(t)|^2 dt < \infty \right\} \quad (1)$$

- We can also think of complex DT functions with finite energy:

$$\ell_2(\mathbb{Z}) = \left\{ x[n] : \sum_{n=-\infty}^{\infty} |x[n]|^2 < \infty \right\} \quad (2)$$

If we think about signals in \mathcal{L}_2 and ℓ_2 they satisfy the axioms (try checking them for yourself: is the sum of two finite-energy signals also finite-energy?)



The inner product

We actually have even more structure in the space of signals: we have an inner product, which in \mathbb{R}^n is just a fancy name for a dot product:

$$\langle x(\cdot), y(\cdot) \rangle = \int_{-\infty}^{\infty} \underline{x(t)y^*(t)} dt \quad (3)$$

$$\langle x[\cdot], y[\cdot] \rangle = \sum_{k=-\infty}^{\infty} x[n] \underline{y^*[n]} \quad (4)$$

These conjugates mean $\langle x, y \rangle = \langle y, x \rangle^*$.



Norms

In \mathbb{R}^n we have $\langle \mathbf{x}, \mathbf{y} \rangle = \mathbf{x}^\top \mathbf{y}$, which means $\langle \mathbf{x}, \mathbf{x} \rangle = \|\mathbf{x}\|^2$, the *squared length* of \mathbf{x} .

Similarly, the *squared norm* of a signal is

$$\|x(\cdot)\|^2 = \int_{-\infty}^{\infty} x(t)x^*(t)dt = \int_{-\infty}^{\infty} \underline{|x(t)|^2} dt = \underline{\mathcal{E}_x} \quad (5)$$

$$\|x[n]\|^2 = \sum_{k=-\infty}^{\infty} \underline{x[k]x^*[k]} = \sum_{k=-\infty}^{\infty} \underline{|x[k]|^2} = \underline{\mathcal{E}_x} \quad (6)$$

$\langle x, x \rangle$

That is, the *energy* of a signal is the *squared length* of that signal *when we think of it as a vector*.



Projections

In \mathbb{R}^n we think of $\mathbf{x}^\top \mathbf{y}$ as the *component of \mathbf{x} in the direction of \mathbf{y}* or the *projection of \mathbf{x} onto \mathbf{y}* . The same thing is true for function/signal spaces with an inner product.

We will see later that the Fourier transform of $x(t)$ or $x[n]$ can be thought of as an inner product of x with a complex exponential.¹

¹Note that $e^{j\omega t} \notin \mathcal{L}_2(\mathbb{R})$ and $e^{j\omega n} \notin \ell_2(\mathbb{Z})$, so the story is a little different.

Linear transformations

In most of this class we will be interested in linear transformations on signals. For finite-length vectors in \mathbb{R}^n we can think of a linear transformation as multiplication by a matrix:

$$\begin{bmatrix} a_{1,1} & a_{1,2} & \cdots & a_{1,n} \\ a_{2,1} & a_{2,2} & \cdots & a_{2,n} \\ \vdots & \vdots & \cdots & \vdots \\ a_{k,1} & a_{k,2} & \cdots & a_{k,n} \end{bmatrix} \begin{bmatrix} x_1 \\ x_2 \\ \vdots \\ x_n \end{bmatrix} \quad (7)$$

Can we do the same interpretation for signals?



DT transformations: intuition

For DT signals we can think of this as “multiplication” by an “infinitely large” matrix:

$$\begin{bmatrix}
 \ddots & \vdots & \vdots & \vdots & \vdots & \ddots \\
 \cdots & a_{r,1} & a_{r,2} & \cdots & a_{r,n} & \cdots \\
 \cdots & a_{r+1,1} & a_{r+1,2} & \cdots & a_{r+1,n} & \cdots \\
 \vdots & \vdots & \vdots & \cdots & \vdots & \cdots \\
 \cdots & a_{r+n,1} & a_{r+n,2} & \cdots & a_{r+n,n} & \cdots \\
 \ddots & \vdots & \vdots & \vdots & \vdots & \ddots
 \end{bmatrix}
 \begin{bmatrix}
 \vdots \\
 x_r \\
 x_{r+1} \\
 \vdots \\
 x_{r+n} \\
 \vdots
 \end{bmatrix}
 \quad (8)$$

For CT signals the matrix analogy doesn't work as well.

DT transformations: delay by 1

Consider a delay by 1: this is just shifting the vector down by one position:

$$Gx = x \text{ for all } x$$

$$G = \text{Identity Matrix}$$

$$\begin{bmatrix} \ddots & \vdots & \vdots & \vdots & \vdots & \dots & \ddots \\ \dots & 0 & 1 & 0 & \dots & 0 & \dots \\ \dots & 0 & 0 & 1 & \dots & 0 & \dots \\ \vdots & \vdots & \vdots & \vdots & \vdots & \vdots & \dots \\ \dots & 0 & 0 & \dots & 1 & 0 & \dots \\ \dots & 0 & 0 & \dots & 0 & 1 & \dots \\ \ddots & \vdots & \vdots & \vdots & \vdots & \vdots & \ddots \end{bmatrix} \begin{bmatrix} \vdots \\ x_r \\ x_{r+1} \\ x_{r+2} \\ \vdots \\ x_{r+n} \\ x_{r+n+1} \\ \vdots \end{bmatrix} = \begin{bmatrix} \vdots \\ x_{r+1} \\ x_{r+2} \\ x_{r+3} \\ \vdots \\ x_{r+n+1} \\ x_{r+n+2} \\ \vdots \end{bmatrix}$$

$\text{eye}(n)$
 $\begin{bmatrix} 1 & 0 & \dots & 0 \\ 0 & 1 & \dots & 0 \\ \vdots & \vdots & \ddots & \vdots \\ 0 & 0 & \dots & 1 \end{bmatrix}$
 \downarrow (9) delay
 $\begin{bmatrix} 0 & 1 & 0 & \dots & 0 \\ 0 & 0 & 1 & \dots & 0 \\ \vdots & \vdots & \vdots & \ddots & \vdots \\ 0 & 0 & \dots & 0 & 1 \end{bmatrix}$



Summary and things to try

The vector space view of signals is very useful:

- Inner products are projections.
- Energy is the squared length of the signal as a vector.
- Linear transformations can look like matrix multiplication.

Try computing the inner product between signals like $\cos(\omega t)$ and $\sin(\omega t)$. Try it with complex signals too!

