

[11:00-] Z transform (Part 2)

The z-domain is a generalization of the frequency domain, and the z-transform is the generalization of the discrete-time Fourier transform. The z-transform converts convolution and difference equations into polynomials. The transfer function in the z-domain describes how an LTI system transfers input frequencies to output frequencies.

$$X(z) = \mathcal{Z}\{x[n]\} = \sum_{k=-\infty}^{\infty} x[k]z^{-k}$$

Instead of using a formula, the inverse z-transform is more easily computed using a table of known transforms and properties.

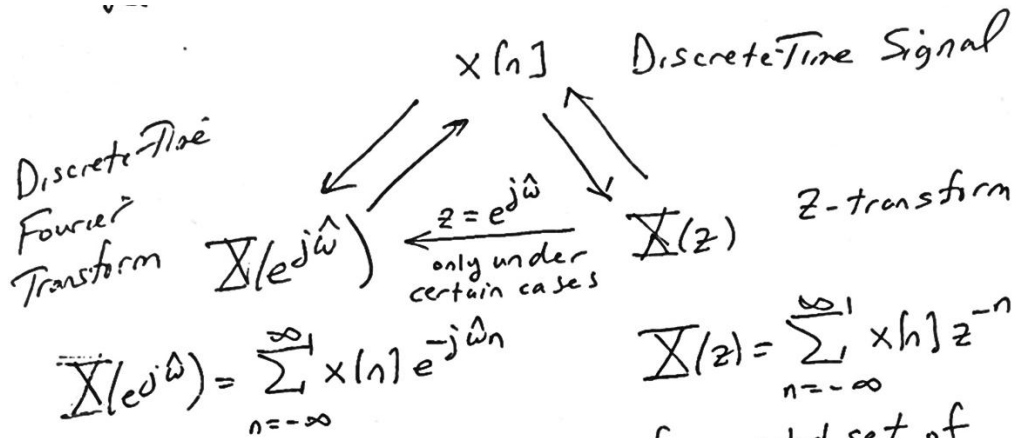
Time domain: $x[n]$	z-domain: $X(z)$	ROC
<u>Finite-length signal</u> $x[n] = \sum_{k=0}^N x[k]\delta[n-k]$	<u>Polynomial with powers of z</u> $X(z) = \sum_{k=0}^N x[k]z^{-k}$	
<u>Unit impulse</u> $x[n] = \delta[n]$	<u>Constant</u> $X(z) = 1$	All z
<u>Impulse delayed by n_0 samples</u> $x[n] = \delta[n-n_0]$	<u>z raised to the power of n_0</u> $X(z) = z^{-n_0}$	$z \neq 0$
<u>Two-point impulse response</u> $h[n] = h[0]\delta[n] + h[1]\delta[n-1]$	<u>Polynomial in z^{-1}</u> $H(z) = h[0] + h[1]z^{-1}$	$z \neq 0$
<u>M-point FIR filter</u> $\sum_{k=0}^M b_k\delta[n-k]$	<u>Polynomial in z^{-1}</u> $\sum_{k=0}^M b_kz^{-k}$	$z \neq 0$
<u>Linear combination in time domain</u> $ax_1[n] + bx_2[n]$	<u>Linear combination in z domain</u> $aX_1(z) + bX_2(z)$	ROC of $X_1(z)$ $\cap$ ROC of $X_2(z)$

[11:10] Relation between z domain and frequency domain

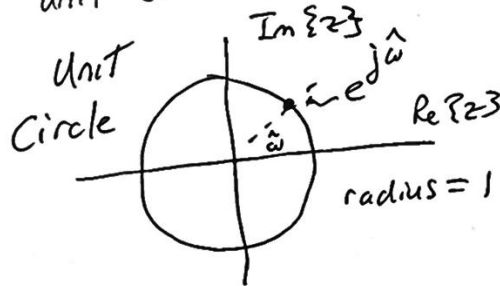
If $e^{j\hat{\omega}}$ is in the valid set of z values (region of convergence), the frequency response is

$$H(e^{j\hat{\omega}}) = H(z)|_{z=e^{j\hat{\omega}}}$$

In MATLAB, the freqz command performs this substitution to compute the frequency response, but does not check if the substitution is valid.



We can only substitute $z = e^{j\hat{\omega}}$ if the region of convergence includes the unit circle.



for a valid set of z values for which $X(z)$ is finite; and this is the Region of Convergence

$$\delta[n] \xrightarrow{z} 1 \text{ for all } z$$

$$\delta[n-1] \xrightarrow{z} z^{-1} \text{ for } z \neq 0$$

LTI Systems

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$$x[n] \xrightarrow{\text{LTI System}} y[n] = x[n] * h[n] = h[n] * x[n]$$

$$X(e^{j\hat{\omega}}) \xrightarrow{h[n]} Y(e^{j\hat{\omega}}) = X(e^{j\hat{\omega}}) H(e^{j\hat{\omega}})$$

$$= \underbrace{H(e^{j\hat{\omega}})}_{\text{LTI system freq. response}} X(e^{j\hat{\omega}})$$

$$X(z)$$

$$Y(z) = X(z) H(z)$$

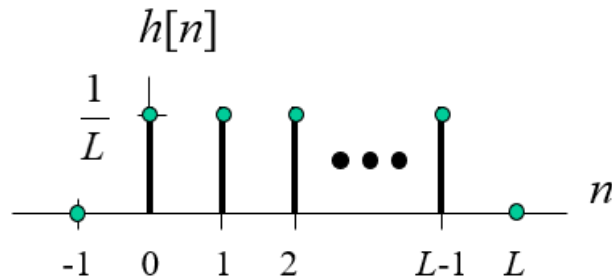
$$= H(z) X(z)$$

$$\text{where } H(z) = \mathcal{Z}\{h[n]\}$$

[11:30] Analysis of L point averaging filter

Impulse response:

$$h[n] = \frac{1}{L} \sum_{k=0}^{L-1} \delta[n - k]$$



Z-transform:

$$H(z) = \frac{1}{L} \sum_{k=0}^{L-1} z^{-k} = \frac{1}{L} \frac{z^L - 1}{z^{L-1}(z - 1)}$$

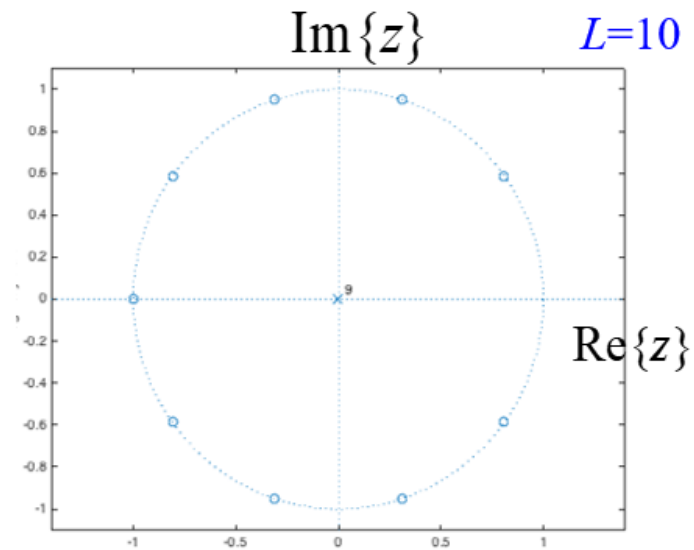
Roots of numerator (zeros):

$$z = e^{j2\pi k/L} \text{ for } k = 1, 2, \dots, L-1$$

Roots of denominator (poles):

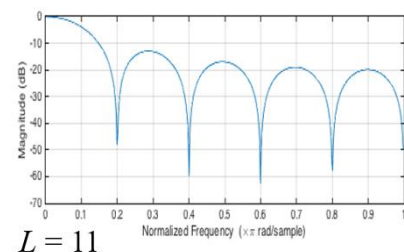
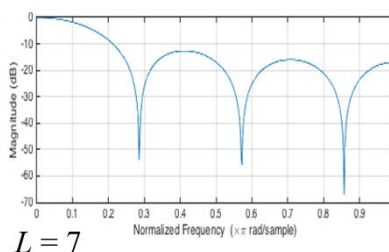
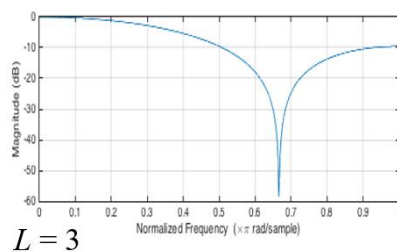
$$z = 0 \text{ repeated } L-1 \text{ times}$$

The zero at $z = 1$ cancels the pole at $z = 1$.

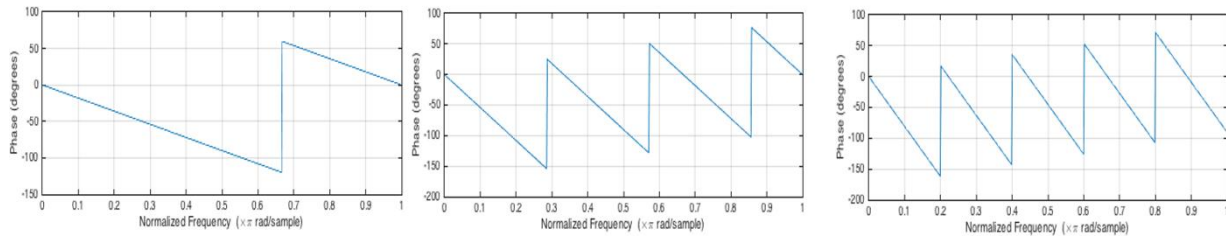


To determine the type of frequency selectivity (lowpass, bandpass, highpass, etc), we examine the magnitude response:

$$|H(e^{j\hat{\omega}})| = \frac{1}{L} |e^{j\hat{\omega}} - e^{j2\pi k/L}|$$



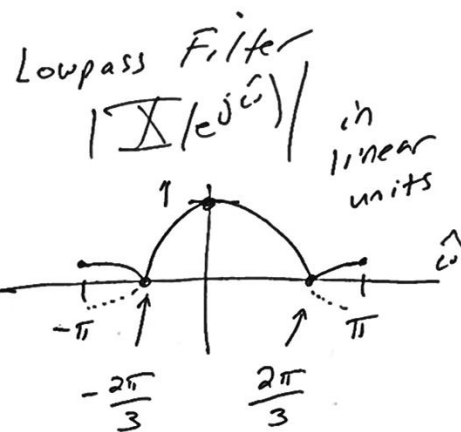
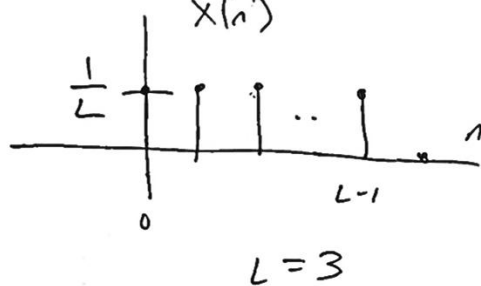
The phase response $\angle H(e^{j\hat{\omega}})$ is linear except at $\hat{\omega} = 2\pi k/L$. However, the magnitude response at $\hat{\omega} = 2\pi k/L$ is zero, so the phase is linear for all frequencies that make it through the filter.



$$\text{Group delay } (\hat{\omega}) = -\frac{d}{d\hat{\omega}} \angle H(\hat{\omega}) = \frac{L-1}{2} \text{ samples}$$

Thus, the group delay does not vary as a function of frequency.

Averaging Filter



$L=3$

Phase Resp. $\angle H(\hat{\omega}) = -\hat{\omega}$
 $= -\frac{L-1}{2} \hat{\omega}$

Magn. Resp. Frequencies at $\pm \frac{2\pi}{3}$ are zeroed out by the three-point averaging filter

if we exclude the frequencies zeroed out by the magnitude resp.

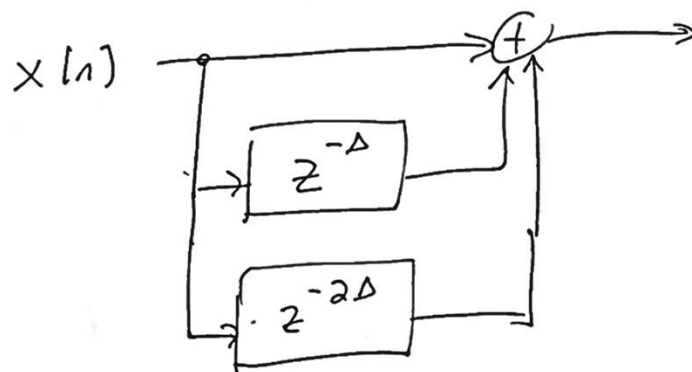
Definition
 Group Delay $(\hat{\omega}) = -\frac{d}{d\hat{\omega}} \angle H(\hat{\omega}) = \frac{L-1}{2} \text{ samples}$

all frequencies in the input experience the same delay through the averaging filter

for the averaging filter

[12:00] [Demo: Audio reverb and delay](#)

Audio Controlled Delay



Long delay of 1 second.
Sampling is f_s samples/second: $\Delta = f_s \cdot t_0$
will give a delay of t_0 seconds

Short delay effects.
 $\sim 10-40$ ms.

Chorusing

add a guitar playing with adding
two short-delay versions to make
it sound three guitars are playing.