EELE 477 Digital Signal Processing 2 Complex Exponentials

Complex Numbers

- Represent a number in terms of a *real* part and an *imaginary* part.
- The imaginary part simply means that it contains a $\sqrt{-1}$ factor.
- Example: say *z* is a complex number. Then $z = (x, y) = x + jy = Re\{ z \} + jIm\{ z \}$
- Rectangular form:

Polar Form

• Often convenient to express complex number as a *vector* in the complex plane: polar form

$$
r = \sqrt{x^2 + y^2}
$$

Polar and Rectangular **Relationships**

- $x = r \cos(\theta)$ $y = r \sin(\theta)$
- $z = r \cos(\theta) + j r \sin(\theta)$

$$
r = \sqrt{x^2 + y^2}
$$
 $\theta = \arctan(\frac{y}{x})$

• Note that arctan() must be unambiguous (clear about which quadrant)

Euler's Formula

• An interesting insight:

 $e^{j\theta} = \cos(\theta) + j\sin(\theta) = 1\angle\theta$

Complex Exponential Form

• Complex exponential (polar) form is appropriate when *multiplying* or *dividing* complex numbers. Exponents add or subtract conveniently:

$$
r_1 e^{j\theta_1} \times r_2 e^{j\theta_2} = r_1 r_2 e^{j(\theta_1 + \theta_2)}
$$

$$
r_1e^{j\theta_1} \div r_2e^{j\theta_2} = \frac{r_1}{r_2}e^{j(\theta_1-\theta_2)}
$$

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Complex Rectangular Form

• Rectangular (Cartesian) form is most appropriate when adding or subtracting complex numbers. Real and imaginary parts are treated separately:

 $(z_1 + z_2) = (x_1 + jy_1) + (x_2 + jy_2) = (x_1 + x_2) + j(y_1 + y_2)$

Geometric Viewpoint

- Addition: construct vector head-to-tail sequence
- Subtraction: find $-z_1$, then head-to-tail
- Multiplication: multiply magnitudes, add angles (rotation)
- Division: divide magnitudes, subtract angles
- Inverse: invert magnitude, negate the angle
- Conjugate: flip vector across horizontal (real) axis

Complex Exponential Signals

• Now consider allowing angle to be a function of time:

$$
\widetilde{x}(t) = Ae^{j(\omega_0 t + \phi)} = A\cos(\omega_0 t + \phi) + jA\sin(\omega_0 t + \phi)
$$

• NOTE that we can get the real signal $x(t)$ simply by taking the real part of $x⁻(t)$:

$$
x(t) = \text{Re}\left\{Ae^{j(\omega_0 t + \phi)}\right\} = A\cos(\omega_0 t + \phi)
$$

Phasor Concept

• Pull out the complex amplitude:

 $j(\omega_0 t + \phi) = A \cdot a^{j\phi} a^{j\omega_0 t} = \widetilde{\mathbf{V}}_a{}^{j\omega_0 t}$ $\widetilde{x}(t) = Ae^{j(\omega_0 t + \phi)} = Ae^{j\phi}e^{j\omega_0 t} = \widetilde{X}e^{j\omega_0 t}$

- This X~ is called a *phasor*. Combining with the time variation term, this is a *rotating phasor*.
- The phase shift defines where the rotating vector is pointing at t=0.

Phasor Addition

• Often need to add several sinusoids with the same frequency but different amplitude and phase:

$$
x(t) = \sum_{k=1}^{N} A_k \cos(\omega_0 t + \phi_k) = \text{Re}\left\{\sum_{k=1}^{N} \widetilde{X}_k e^{j\omega_0 t}\right\}
$$

- NOTE that phasor factors can be summed! Simpler than trig identities.
- Convert to rectangular, sum real, sum imag, convert back to polar form.