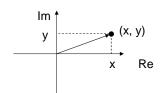
EELE 477 Digital Signal Processing

2 Complex Exponentials

Complex Numbers

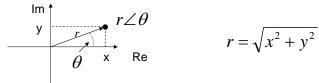
- Represent a number in terms of a real part and an imaginary part.
- The imaginary part simply means that it contains a $\sqrt{-1}$ factor.
- Example: say z is a complex number. Then
 z = (x, y) = x + jy = Re{ z} + jlm{ z}
- Rectangular form:



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Polar Form

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



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

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Polar and Rectangular Relationships

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

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

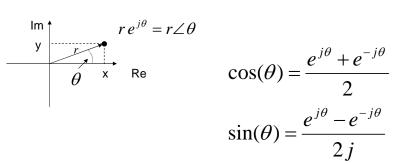
• Note that arctan() must be unambiguous (clear about which quadrant)

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Euler's Formula

• An interesting insight:

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



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Complex Exponential Form

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

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

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

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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:

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

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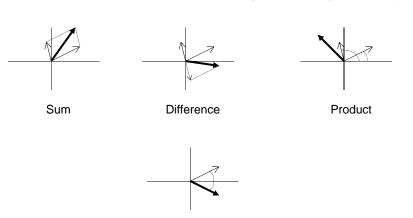
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Geometric Viewpoint

- Addition: construct vector head-to-tail sequence
- Subtraction: find -z₁, 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

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Geometric Viewpoint (cont.)



Conjugate

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a

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):

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

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Phasor Concept

• Pull out the complex amplitude:

$$\widetilde{X}(t) = Ae^{j(\omega_0 t + \phi)} = Ae^{j\phi}e^{j\omega_0 t} = \widetilde{X}e^{j\omega_0 t}$$

- 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.

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Phasor Addition

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

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

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

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