

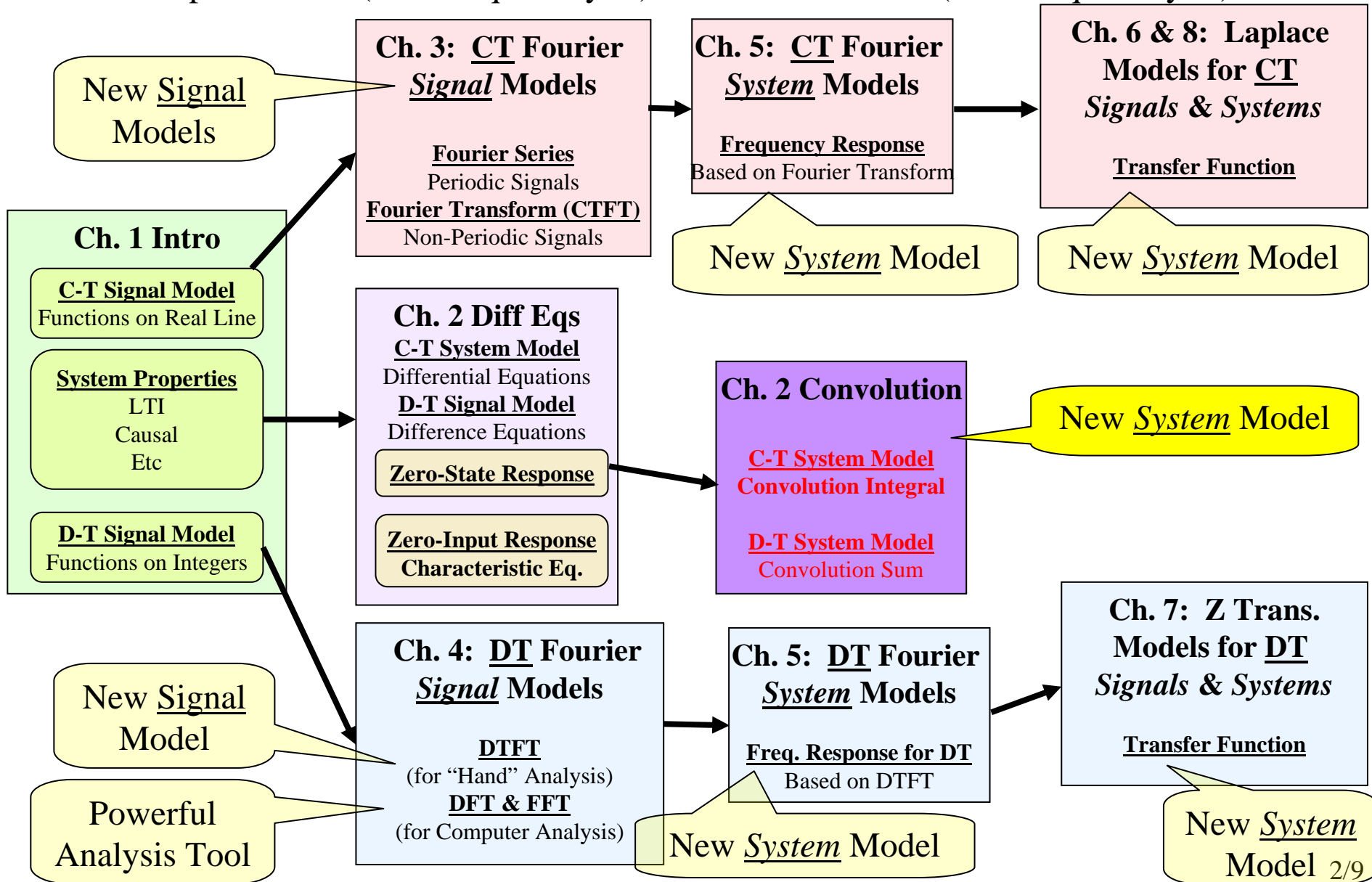
EECE 301
Signals & Systems
Prof. Mark Fowler

Note Set 11a

Example: Using D-T Convolution to Simulate the Effect of
an RC Circuit on a Guitar Signal

Course Flow Diagram

The arrows here show conceptual flow between ideas. Note the parallel structure between the pink blocks (C-T Freq. Analysis) and the blue blocks (D-T Freq. Analysis).



Example: D-T Processing to Simulate an RC Filter

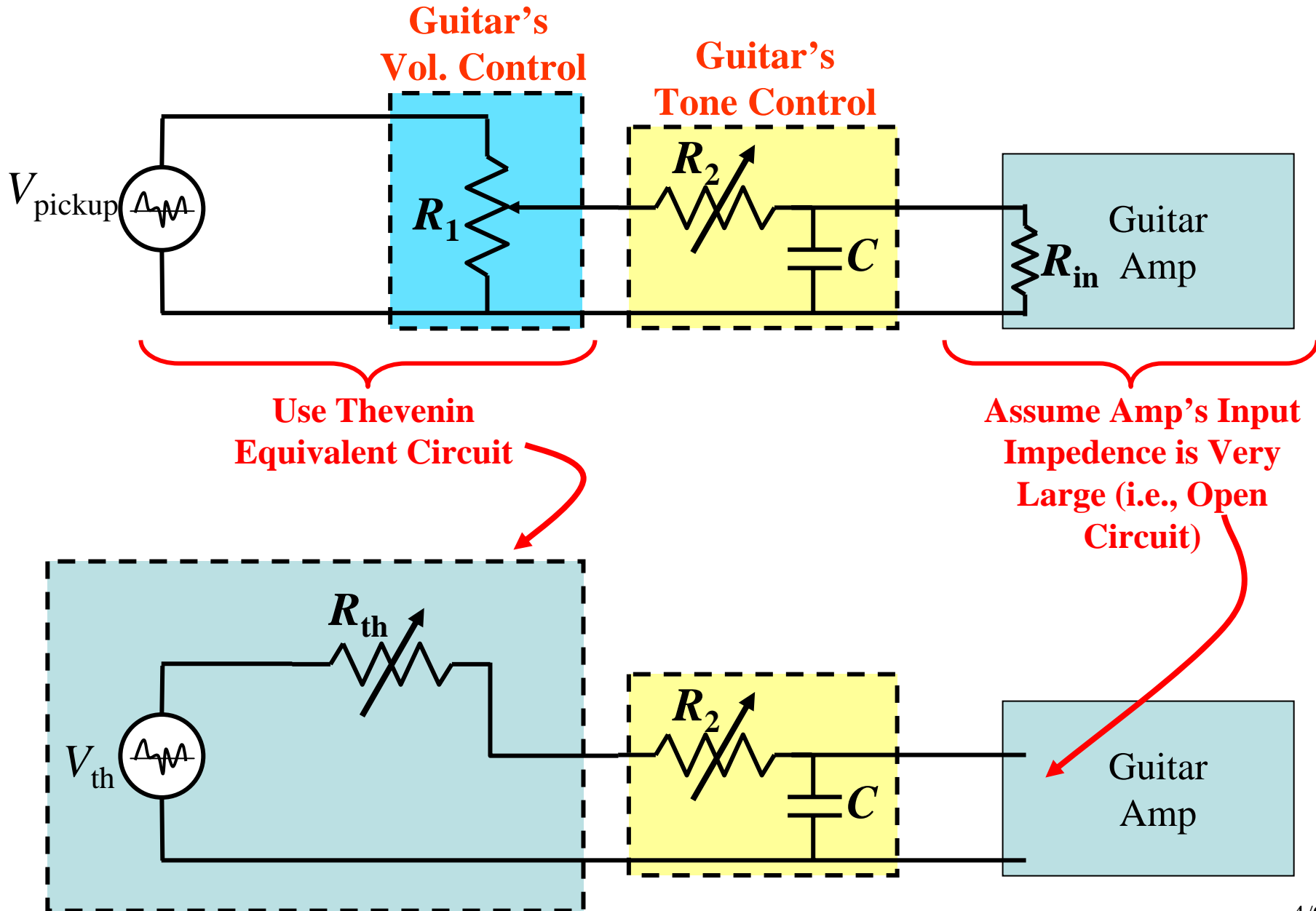
The m-file RC_filt.m is available for download from the course website.

The wav file guitar1.wav is also available there.

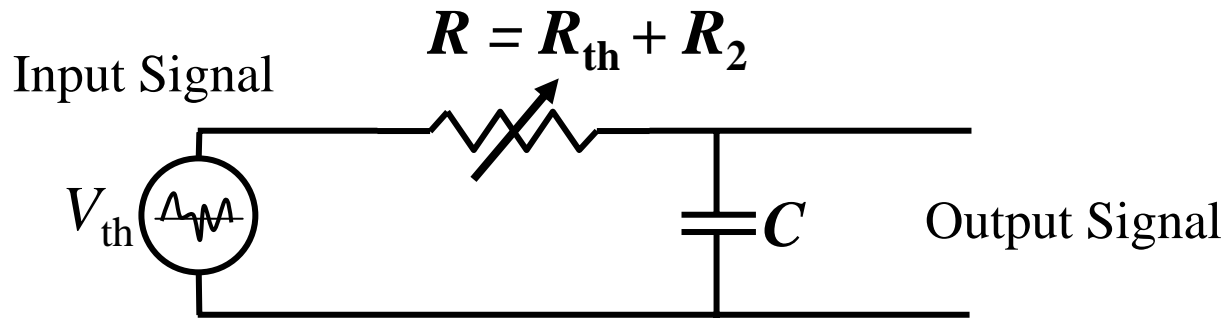
To run it all you need to do is:

1. Download these files to a folder on your computer
 - a. Make sure Matlab's current directory is the folder where you have put the files (change it if needed)
2. At the Matlab command line type: RC_filter
3. The m-file will run
 - a. Follow the prompts given in the Matlab Command Window to play the original signal and the signal after going through the RC Circuit
 - b. Finally, the m-file will plot the impulse response $h(t)$ for the RC Circuit

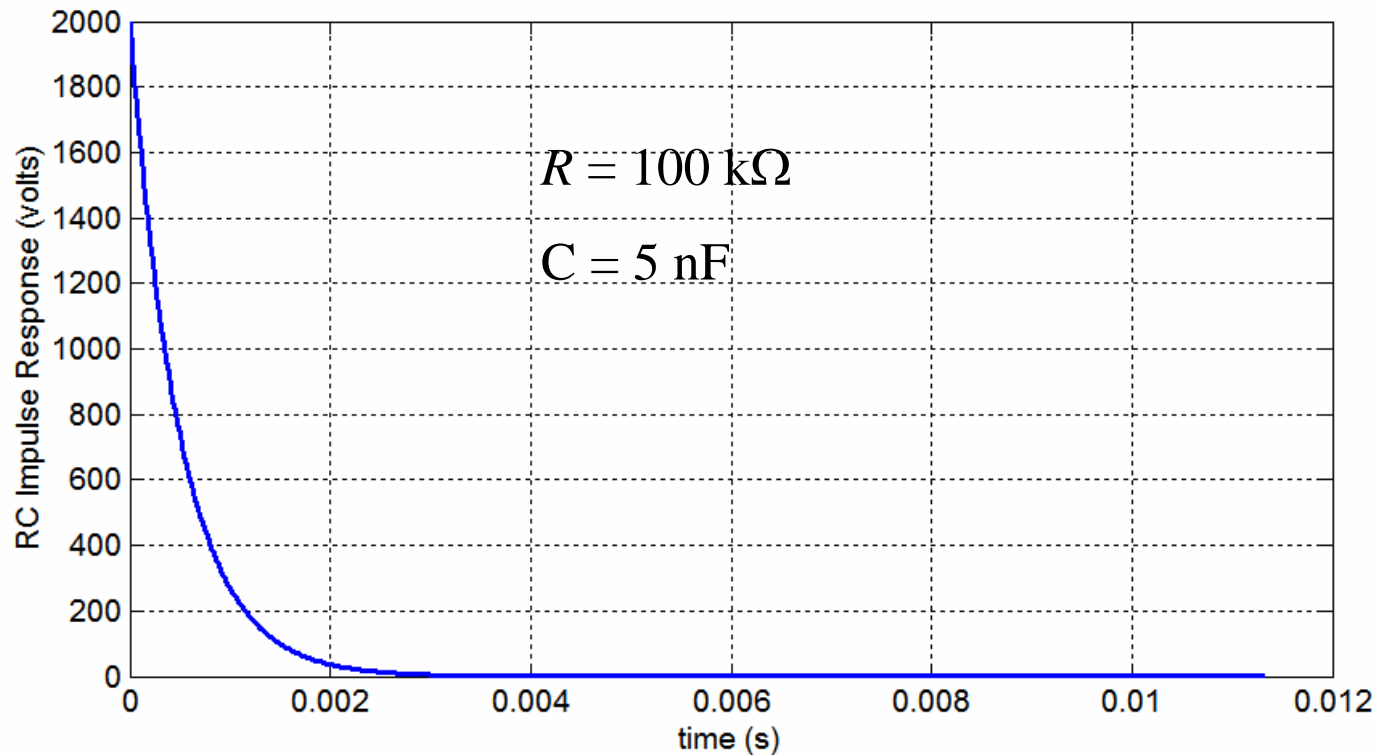
Physical Set-Up of Guitar and RC Circuit



Circuit Model for Physical Set-Up



We know that this RC circuit has an impulse response given by: $h(t) = \frac{1}{RC} e^{-t/RC}$



Modeling the C-T Circuit Using an Approximate D-T System

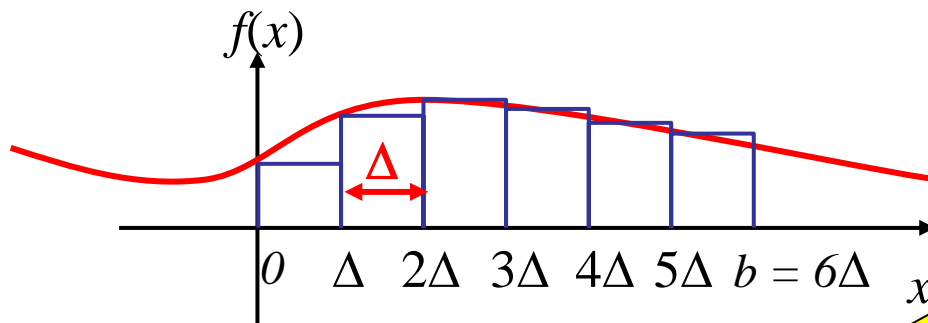
We can use D-T convolution to numerically approximate a C-T convolution.

Recall...

- **C-T Convolution involves an Integral**
- **D-T Convolution involves a Summation**

Recall from Calc I...

Integration was defined as the limit of a series of Summations



So... to approximately compute the integral we only need Samples of the function!

$$\int_0^b f(x)dx \approx \sum_{i=0}^5 f(i\Delta)\Delta$$

Obviously... to be reasonably accurate we need Δ quite small

So apply this idea
to C-T convolution:

$$y(t) = \int_{-\infty}^{\infty} x(\tau)h(t - \tau)d\tau$$
$$\approx \sum_{i=-\infty}^{\infty} x(iT)h(t - iT)T$$

Now... we'd be happy to get
closely spaced samples of the
output... so replace t by nT

$$y(nT) \approx \sum_{i=-\infty}^{\infty} x(iT)h(nT - iT)T = \sum_{i=-\infty}^{\infty} x[i]h[n - i]T = x[n] * (Th[n])$$

D-T
Convolution!!

This result says that if

- $h(t)$ is the C-T system's impulse response
- T is the spacing between time samples in the D-T simulation

Then the equivalent D-T system has an impulse response given by:

$$h[n] = Th(nT)$$

So... for our case we have:

$$h[n] = \frac{T}{RC} e^{-nT/RC}$$

Simulating the Circuit in Matlab

```
C=5e-9;
R=100e3;  %%% sets RC = 0.5 ms
RC=R*C;  %% compute RC time constant for use later

[x,Fs]=wavread('guitar1.wav'); % read in wave file of guitar recording

del_t=1/Fs; % Fs is sampling rate read in by wavread.m so invert it to get time spacing
t=(0:500)*del_t; %% create 501 point time sample vector
h=(1/RC)*exp(-t/RC); %% compute impulse response of this RC circuit at the 501 time
points

%% use del_t*h(nTs) to make D-T conv approximate C-T conv
%% See Eq. (3.64) in Sect 3-5 of book

y=conv(x,del_t*h); %% this D-T convolution approximates the C-T convolution that
%% the RC circuit does
```

Now run `RC_filt.m` to hear the effect of this filter on the guitar signal. You should note that the guitar now sounds muffled... that is because the filter has removed some of the high frequency content.

You can experiment by trying different values for R to get different RC values... the so-called “cut-off” frequency is given by $f_c = 1/2\pi RC$ (Hz)

Big Picture

A physical RC circuit *does* convolution for itself

But here we used D-T convolution to approximate C-T convolution...

Then used MATLAB to numerically compute the approximating D-T convolution to numerically analyze the circuit.

These kinds of numerical analyses are wide-spread in real-world design processes!!!