

★ Properties of the Fourier Transform.

- Last time we computed the forward Fourier transform for some common signals using the definition

$$\mathcal{X}(\omega) = \int_{-\infty}^{\infty} x(t) e^{-j\omega t} dt \quad \text{see Table 7.1}$$

- Note the inverse transform is similar,

$$x(t) = \int_{-\infty}^{\infty} \mathcal{X}(\omega) e^{j\omega t} d\omega$$

- so that if $x(t) \xrightarrow{\mathcal{F}} \mathcal{X}(\omega)$ $\mathcal{X}(t) \longrightarrow 2\pi x(-\omega)$

Example: $\mathcal{F}\{\delta(t)\} = \int_{-\infty}^{\infty} \delta(t) e^{-j\omega t} dt = 1$

$$\mathcal{F}\{1\} = 2\pi \delta(-\omega) = 2\pi \delta(\omega)$$

- This (near) symmetry means that the properties work similarly in both domains as well.

- Linearity: if $x_1(t) \xrightarrow{\mathcal{F}} \mathcal{X}_1(\omega)$ and $x_2(t) \xrightarrow{\mathcal{F}} \mathcal{X}_2(\omega)$

then $x(t) = x_1(t) + x_2(t) \xrightarrow{\mathcal{F}} \mathcal{X}_1(\omega) + \mathcal{X}_2(\omega)$

- Conjugate Symmetry: if $x(t) \xrightarrow{\mathcal{F}} \mathcal{X}(\omega)$

then $x^*(t) \xrightarrow{\mathcal{F}} \mathcal{X}^*(-\omega)$

- this implies if $x(t)$ is real valued

$$x(t) = x^*(t) \text{ then } \mathcal{X}^*(-\omega) = \mathcal{X}(\omega)$$

and $|\mathcal{X}(\omega)|$ is an even function.

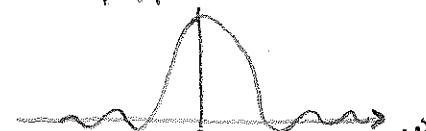
Example $e^{-at|t|} \xrightarrow{a>0} \frac{za}{a^2+\omega^2}$

- Scaling: if $x(t) \xrightarrow{\mathcal{F}} \mathcal{X}(\omega)$ then $x(at) \xrightarrow{\mathcal{F}} \frac{1}{|a|} \mathcal{X}(\frac{\omega}{a})$

Example: Pulse $\Pi(t) = \begin{cases} 0 & |t| > \frac{1}{2} \\ 1 & \text{else.} \end{cases}$

$$\Pi(t) \xrightarrow{\mathcal{F}} \text{sinc}(\frac{\omega}{2})$$

$$x(at) = \begin{cases} 0 & |at| > \frac{1}{2} \\ 1 & \text{else} \end{cases} \xrightarrow{\mathcal{F}} \frac{1}{|a|} \text{sinc}(\frac{\omega}{2a})$$



- Note in particular,

$$x(-t) \leftrightarrow \mathcal{X}(-\omega)$$

- time shift: if $x(t) \leftrightarrow \mathcal{X}(\omega)$ then

$$x(t - \tau) \leftrightarrow \mathcal{X}(\omega) e^{-j\omega\tau}$$

conjugate
Laplace.

Example: $x_1(t) = \cos(\omega_0 t)$

$$\mathcal{X}_1(\omega) = \pi [\delta(\omega + \omega_0) + \delta(\omega - \omega_0)]$$

$$x_2(t) = x_1(t - \tau) = \cos(\omega_0(t - \tau))$$

$$= \cos(\omega_0 t - \omega_0 \tau)$$

phase shift

Then

$$\mathcal{X}_2(\omega) = \pi [\delta(\omega - \omega_0) + \delta(\omega + \omega_0)] e^{-j\omega_0 \tau}$$

In particular $\mathcal{F}\{\sin(\omega_0 t)\}$

$$\sin(\omega_0 t) = \cos(\omega_0 t - \frac{\pi}{2}) = \cos(\omega_0(t - \frac{\pi}{2\omega_0}))$$

And

$$\mathcal{F}\{\sin(\omega_0 t)\} = \pi \underbrace{\delta(\omega - \omega_0)}_{\substack{-j\frac{\omega_0 \pi}{2} \\ \omega = \omega_0 \\ e^{-j\pi/2} = -j}} + \pi \underbrace{\delta(\omega + \omega_0)}_{\substack{j\frac{\omega_0 \pi}{2} \\ \omega = -\omega_0 \\ e^{j\pi/2} = j}}$$

$$= j\pi [\delta(\omega + \omega_0) - \delta(\omega - \omega_0)]$$

- Frequency shift property (dual of time shift)

If $x(t) \leftrightarrow \mathcal{X}(\omega)$ then $x(t)e^{j\omega_0 t} \leftrightarrow \mathcal{X}(\omega - \omega_0)$

- A useful application of this property is modulation

$$y(t) = x(t) \cos(\omega_0 t) = \frac{1}{2} x(t) e^{j\omega_0 t} + \frac{1}{2} x(t) e^{-j\omega_0 t}$$

$$Y(\omega) = \frac{1}{2} \mathcal{X}(\omega - \omega_0) + \frac{1}{2} \mathcal{X}(\omega + \omega_0)$$

- This allows us to multiplex two signals over one channel.

- Also allows us to transmit signals at radio freq.
Together these give AM Radio.

- Another Important Property is Convolution.
If $x_1(t) \xrightarrow{\text{F}} X_1(\omega)$ and $x_2(t) \xrightarrow{\text{F}} X_2(\omega)$

then $x_1(t) * x_2(t) \xrightarrow{\text{F}} X_1(\omega) \cdot X_2(\omega)$.

- In particular if one of the signals is the impulse response of a causal system

$$y(t) = (h * x)(t) \longleftrightarrow Y(\omega) = H(\omega) X(\omega)$$

[more about this next time] frequency response.

- There are other important examples of the dual.

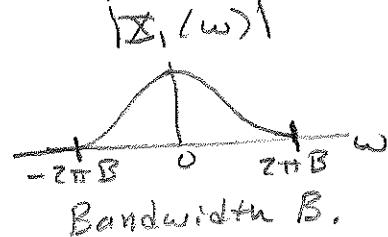
- Another View of Modulation. Suppose $x_1(t) \xrightarrow{\text{F}} X_1(\omega)$

Example: Natural voice

$$B \approx 4 \text{ kHz}$$

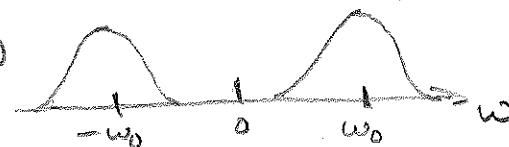
Music

$$B \approx 20 \text{ kHz.}$$



$$\text{Let } X_2(\omega) = \pi [S(\omega + \omega_0) + S(\omega - \omega_0)]$$

$$\text{Then } X_1(\omega) * X_2(\omega)$$

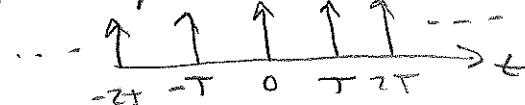


In time domain

$$x_1(t)x_2(t) = x_1(t) \cos(\omega_0 t)$$

- Sampling Theorem: $x_1(t) \xrightarrow{\text{F}} X_1(\omega)$

$$x_2(t) = \sum_{n=-\infty}^{\infty} \delta(t - nT), \text{ the impulse train}$$



Multiplying $x_1(t)$ by $x_2(t)$ samples x_1 at nT .

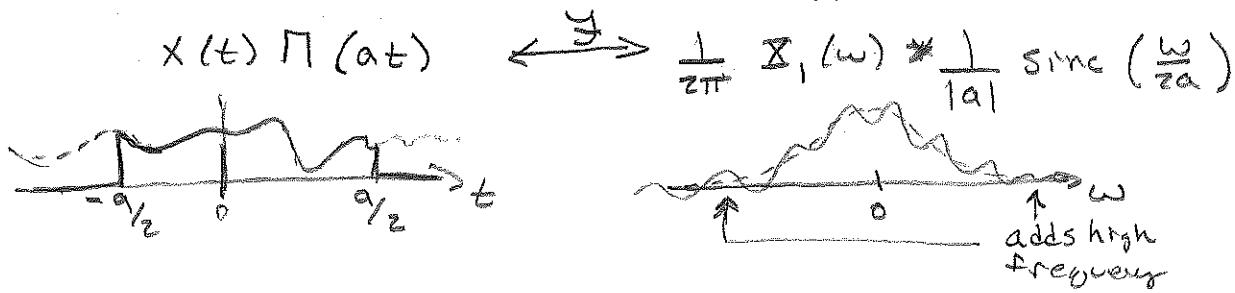
$$x_1(t)x_2(t) = \sum_{n=-\infty}^{\infty} x_1(t) \delta(t - nT) = \sum_{n=-\infty}^{\infty} x_1(nT) \delta(t - nT)$$

$= X[n]$ a discrete time signal

See lecture # 41 & 42 and ECE 3704

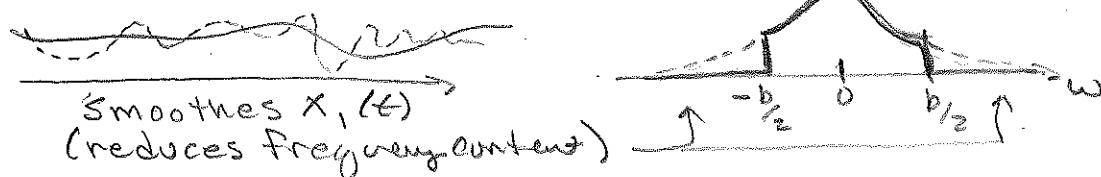
- The convolution property also helps give intuition about Fourier transforms.

- Truncation in time domain.



- Truncation in Frequency domain.

$$X_1(t) * \frac{1}{2\pi b} \text{sinc}\left(\frac{t}{2b}\right) \quad \xleftrightarrow{\mathcal{F}} \quad X_1(\omega) \Pi(b\omega)$$



- time derivative. $x(t) \xleftrightarrow{\mathcal{F}} X(\omega)$

$$\frac{dx}{dt} \quad \xleftrightarrow{\mathcal{F}} \quad j\omega X(\omega) \quad \begin{matrix} \text{compare to} \\ \text{Laplace} \end{matrix}$$

Example.

$$x(t) = \cos(\omega_0 t) \quad \longleftrightarrow \quad \pi[\delta(\omega - \omega_0) + \delta(\omega + \omega_0)]$$

$$\frac{dx}{dt} = -\omega_0 \sin(\omega_0 t) \quad \longleftrightarrow \quad j\omega X(\omega)$$

$$= j\omega \pi \delta(\omega - \omega_0) +$$

$$j\omega \pi \delta(\omega + \omega_0)$$

$$= j\omega_0 \pi \delta(\omega - \omega_0) - j\omega_0 \pi \delta(\omega + \omega_0)$$

$$= -\omega_0 [j\pi (\delta(\omega + \omega_0) - \delta(\omega - \omega_0))]$$

$\downarrow \mathcal{F}^{-1}$

$$= -\omega_0 \sin(\omega_0 t),$$

- time integral: $x(t) \xleftrightarrow{\mathcal{F}} X(\omega)$ then

$$\int_{-\infty}^t x(\tau) d\tau \quad \xleftrightarrow{\mathcal{F}} \quad \frac{1}{j\omega} X(\omega) + \pi X(0) \delta(\omega) \quad \begin{matrix} \text{compare to} \\ \text{Laplace} \end{matrix}$$

Q: Could we use these properties to solve LCCDE?

A: In general NO, only if we knew it was stable...