



**MT1.1 (25 Points)** Every inhabitant of the planet Zirth is called a Zirthling. Data collected by our ZirthRover has revealed the existence of the following non-empty categories (subsets) of living Zirthlings:

- F: A Zirthling belonging to this set is called a Fubricon.
- G: A Zirthling belonging to this set is called a Gubricon.
- H: A Zirthling belonging to this set is called a Hubricon.

We know the following about the Zirthlings:

- (i) Some Fubricons are Gubricons (i.e.,  $\exists z \in F$  such that  $z \in G$ ).
- (ii) A Zirthling *cannot* be a Fubricon unless it is also a Hubricon.

Consider the assertion

$$\{z \in H \mid z \in G\} = \phi,$$

where  $\phi$  denotes the empty set.

From the choices below, select the strongest correct statement about the assertion above. Explain your reasoning succinctly, but clearly and convincingly.

- (I) The assertion must be true.
- (II) The truth or falsehood of the assertion cannot be determined based on the information given.
- (III)  The assertion must be false.
  - (i) If some Fubricons are Gubricons, it means that some Gubricons are Fubricons.
  - (ii) Let  $\mathcal{H}$  denote being a Hubricon and  $\mathcal{F}$  denote being a Fubricon. The statement that "a Zirthling *cannot* be a Fubricon unless it is also a Hubricon" means that a Zirthling who is not a Hubricon cannot be a Fubricon. Symbolically, this translates to  $\neg\mathcal{H} \Rightarrow \neg\mathcal{F}$ ; the contrapositive of this statement is  $\mathcal{F} \Rightarrow \mathcal{H}$ , i.e.,  $F \subset H$ .

Putting (i) and (ii) together, we note that some Gubricons are Fubricons and every Fubricon must be a Hubricon; therefore, some Gubricons are Hubricons, which means that  $G \cap H \neq \phi$ . Therefore, the assertion  $\{z \in H \mid z \in G\} = \phi$  must be false.



**MT1.3 (25 points)** Consider a continuous-time (CT) system

$$F : [\mathbb{R} \rightarrow \mathbb{R}] \rightarrow [\mathbb{R} \rightarrow \{-1, 0, +1\}],$$

which acts as a crude quantizer, described below. The output signal  $y$ , produced by the system  $F$  in response to an appropriately-defined (but otherwise arbitrary) input signal  $x$ , is characterized as follows:

$$\forall t \in \mathbb{R}, \quad y(t) \triangleq \begin{cases} -1 & \text{if } x(t) < 0 \\ 0 & \text{if } x(t) = 0 \\ +1 & \text{if } x(t) > 0. \end{cases}$$

For each part (a)-(d), select the strongest true assertion from the list. Provide a succinct, but clear and convincing, explanation for each of your selections. If your selection in any part is "(iii)", i.e., that the system *cannot* have the particular property in question, you must provide a counterexample.

(a) MEMORYLESSNESS

- (i) The system must be memoryless, because there exists a function  $f$  such that  $y(t) = f(x(t))$ ,  $\forall t \in \mathbb{R}$ , and  $\forall x \in [\mathbb{R} \rightarrow \mathbb{R}]$ . If this is your selection, specify the function  $f$ .
- (ii) The system could be memoryless, but does not have to be.
- (iii) The system cannot be memoryless.

The function  $f : \mathbb{R} \rightarrow \{-1, 0, +1\}$  is given precisely by the quantizer, i.e.,

$$\forall t \in \mathbb{R}, \quad (F(x))(t) = \begin{cases} -1 & \text{if } x(t) < 0 \\ 0 & \text{if } x(t) = 0 \\ +1 & \text{if } x(t) > 0. \end{cases}$$

(b) CAUSALITY

- (i) The system must be causal.
- (ii) The system could be causal, but does not have to be.
- (iii) The system cannot be causal.

Every memoryless system is causal.

(c) TIME INVARIANCE

- (i) The system must be time-invariant.
- (ii) The system could be time-invariant, but does not have to be.
- (iii) The system cannot be time-invariant.

We have shown that  $y(t) = f(x(t)), \forall t \in \mathbb{R}$ ; therefore,  $y(t - \tau) = f(x(t - \tau)), \forall \tau \in \mathbb{R}$ .

(d) LINEARITY

- (i) The system must be linear.
- (ii) The system could be linear, but does not have to be.
- (iii) The system cannot be linear.

Noting that the system produces a zero output signal in response to a zero input signal, it might be tempting to conclude that it is linear. However, this reasoning is flawed, for there exist nonlinear systems which exhibit the same property, e.g.,  $y(x) = f(x) = x^2$  (where  $y(t) = x^2(t)$ ).

To prove that  $F$  is not linear, we simply consider two input signals  $x_1$  and  $x_2$ , where  $x_1(t) = 1, \forall t$  and  $x_2(t) = 2, \forall t$ . Each of these two signals yields the same output signal  $y(t) = +1$  even though  $x_2 = 2x_1$ .

**MT1.4 (30 points)** Consider a discrete-time (DT) system

$$G : [\mathbb{Z} \rightarrow \mathbb{R}] \rightarrow [\mathbb{Z} \rightarrow \mathbb{R}].$$

The DT unit impulse signal (i.e., the Kronecker delta function)

$$\begin{aligned} \delta : \mathbb{Z} &\rightarrow \mathbb{R} \\ \forall n \in \mathbb{Z}, \quad \delta(n) &= \begin{cases} 1 & \text{if } n = 0 \\ 0 & \text{if } n \neq 0 \end{cases} \end{aligned}$$

is applied as input to the system, in response to which the system produces the output signal

$$\begin{aligned} y : \mathbb{Z} &\rightarrow \mathbb{R} \\ \forall n \in \mathbb{Z}, \quad y(n) &= \begin{cases} \alpha & \text{if } n < 0 \\ 2 & \text{if } n = 0 \\ \beta & \text{if } n > 0, \end{cases} \end{aligned}$$

where  $\alpha$  and  $\beta$  are real constants.

- (a) For this part only, assume that the system  $G$  is memoryless and  $\alpha = \pi$ . Then there must exist a function  $f : \mathbb{R} \rightarrow \mathbb{R}$  such that

$$y(n) = f(x(n)),$$

for every  $n \in \mathbb{Z}$  and for every input signal  $x \in [\mathbb{Z} \rightarrow \mathbb{R}]$ .

- (i) Determine  $f$  to the extent possible (you will not be able to specify  $f$  completely). Note that as part of determining  $f$ , you must also determine  $\beta$ .

Since the system is memoryless, it must be that  $f(0) = \alpha = \beta = \pi$  and  $f(1) = 2$ . This is because  $y(n) = f(\delta(n)) = \alpha$  for  $n < 0$ , where  $\delta(n) = 0$ . Furthermore,  $y(n) = f(\delta(n)) = \beta$  for  $n > 0$ , where  $\delta(n) = 0$ . Hence,  $\alpha = \beta = \pi$ . We also know that  $y(0) = f(\delta(0)) = f(1) = 2$ . Therefore, the most we can say about the function  $f$  is that  $f(0) = \pi$  and  $f(1) = 2$ . For other values,  $f(\cdot)$  is not determinable based on what we know.

- (ii) Can the system  $G$  (of this part (a)) be linear? Explain your reasoning succinctly, but clearly and convincingly.

No! The system  $G$  cannot be linear. The memoryless system  $G$  produces  $y(n) = f(0) = \alpha = \beta = \pi \neq 0, \forall n$ , in response to the input signal  $x : \mathbb{Z} \rightarrow \mathbb{R}$ , where  $x(n) = 0, \forall n$ .

- (b) For this part only, assume that the system  $G$  is linear and memoryless. Determine  $\alpha$  and  $\beta$ .

For the system to be linear, it must produce a zero output signal in response to a zero input signal. For the system to be linear *and* memoryless, the response signal  $y(n)$  must be zero for every sample  $n$  at which  $x(n) = 0$ . Therefore,  $G$  is linear *and* memoryless only if  $\alpha = \beta = 0$ .

- (c) For this part only, assume that the system  $G$  is linear and causal (but not necessarily memoryless). What constraint(s), if any, must  $\alpha$  and  $\beta$  satisfy if the system  $G$  is to be both linear and causal?

The system is linear, so a zero input signal must produce a zero output signal.

The system is causal, so if two signals  $x_1$  and  $x_2$  are equal up to, and including, an arbitrary sample  $n_0$ , then their corresponding responses  $y_1$  and  $y_2$  must be equal up to, and including, the sample  $n_0$ .

The zero signal equals the unit impulse function  $\delta$  up to, and including,  $n = -1$ . Hence, the corresponding responses must be equal up to, and including,  $n = -1$ . This requires that  $\alpha$  be zero. The linearity and causality of the system impose no constraint on  $\beta$ . This problem shows that if a causal system is also linear, then the response of the system cannot "precede" the input signal, i.e., the response can not turn non-zero before the input turns nonzero.

LAST Name

Nonlinear

FIRST Name

Mister

Lab Time

365/24/7

Problem	Points	Your Score
Name	10	10
1	25	25
2	25	25
3	25	25
4	30	30
<b>Total</b>	<b>115</b>	<b>115</b>

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