

The z-transform

Hugues GARNIER

hugues.garnier@univ-lorraine.fr

H. Garnier

POLYTECH



UNIVERSITÉ DE LORRAINE

- To determine the solution of a *differential equation* with constant coefficients
 - Ex: solve

$$\frac{d^2 y(t)}{dt^2} + 2 \frac{d y(t)}{dt} + y(t) = 0, \qquad y(0) = 0; \dot{y}(0) = 1$$

 Mathematical tool that facilitates *the analysis of <u>continuous-time</u>* <u>control feedback loops</u>





UNIVERSITÉ DE LORRAINE

- To determine the solution of a *difference equation* with constant coefficients
 - Ex : solve

OLYTECH

$$y(k) - 4y(k-1) + 3y(k-2) = \delta(k),$$
 $y(-1) = y(-2) = 0$

 Mathematical tool that facilitates *analysis of <u>digital control feedback</u> loops*







Discrete-time signal

- A *discrete-time* signal is denoted s(k) with $k \in Z$
- It is defined only for discrete values of time
- It can be obtained by sampling a continuous-time signal: the values represent the signal samples



Discrete-time signal

• Definition

OLYTECH

A *discrete-time* signal *s(k)* is a *numerical sequence*, i.e. an ordered list of numbers:

 $s(0)=1, s(1)=2, s(2)=4, \ldots$

• Representation mode

- by an **analytical expression** $s(k) = 2^k, k \ge 0$

- by a recurrence relation

$$s(k) = 2 \times s(k - 1), k \ge 1 \text{ with } s(0) = 1$$

- with a graphical representation





• Definition

OLYTECH

Let a discrete-time signal s(0), s(1), ... s(k),...

An equation linking the *k*^{ième} term to its predecessors is called a **recurrence** equation or difference equation

$$s(k) - 4s(k-1) + 3s(k-2) = \delta(k)$$
 $s(-1) = s(-2) = 0$

• **Solving a difference equation** consists in determining the solution (the digital signal) *s*(*k*) that satisfies the equation

$$s(k) = \frac{1}{2}(3^{k+1} - 1) \quad k \ge 0$$

- There are several methods for solving difference equations
 - One of them is based on the *z*-*transform*

Discrete-time system

• A discrete-time system is defined as an operator between *two discrete-time signals*. It is described by a difference equation

$$e(k) \longrightarrow \mathcal{F} \longrightarrow s(k)$$

$$s(k) = \mathcal{F}(s(k-1), (s(k-2), ..., e(k), e(k-1),))$$

 \mathcal{F} is a *discrete-time system* which will be assumed hereafter to be:

- linear
- time-invariant
- causal

H. Garnier

UNIVERSITÉ DE LORRAINE

Tool for analyzing the characteristics of a linear discrete-time system

- A linear discrete-time system can be described mathematically by :
 - a difference equation
 - a convolution product
 - its transfer function
- *The mathematical tool* used to facilitate its analysis is :

the z-transform

UNIVERSITÉ DE LORRAINE





Link between Fourier transform and z-transform

• The z-transform defined above is in fact the monolateral z-transform

In fact, there exists the two-sided z-transform defined by :

$$X(z) = \sum_{k=-\infty}^{+\infty} x(k) z^{-k}$$

• There is a relationship between the bilateral z-transform and the Fourier transform of a discrete-time signal:

$$X(f) = X(z)\Big|_{z=e^{j2\pi fT_e}} = \sum_{k=-\infty}^{+\infty} x(k) e^{-j2\pi fkT_e}$$

- With T_e the signal sampling period

Link between Laplace transform and transformed into Z

For a <u>sampled signal</u> (ideally), the *Laplace transform* is given by :

$$X_{e}(s) = \sum_{k=0}^{+\infty} x(k)e^{-ksT_{e}} = \sum_{k=0}^{+\infty} x(k)\left(e^{-sT_{e}}\right)^{k}$$

Enposant
$$z=e^{sT_e}$$
 $X(z) = Z(x_e(t)) = \sum_{k=0}^{+\infty} x(k) z^{-k}$

The *Z***-transform** can therefore be seen as *the Laplace transform* applied to a sampled signal (*ideally*) in which the change of variable :

$$z = e^{sT_e}$$

UNIVERSITÉ DE LORRAINE



• Definition

OLYTECH

An *integer series* of variable *x is* any sum (finite or infinite) of the elements of a numerical sequence with general term $u_k = a x_k^k$ where a_k is a real number and *k* is a natural *number*

$$u_0 + u_1 + u_2 + \dots$$

On any interval where it is convergent, the sum of an integer series is a function. An integer series is therefore a function of the form :

$$a_0 + a_1 x + a_2 x^2 + \ldots = \sum_{k=0}^{+\infty} a_k x^k$$

• Remarks

- an integer series does not necessarily converge for all x
- there exists an integer *R* called the *radius or region of* convergence such that the whole series converges for |*x*| < *R* and diverges for |*x*| < *R*

Convergence region

• The Z-transform of a signal *x*(*k*) is defined by an integer series (*infinite sum of the terms of a numerical sequence*)

$$X(z) = \sum_{k=0}^{+\infty} x(k) \, z^{-k} = \sum_{k=0}^{+\infty} x(k) \left(z^{-1} \right)^k$$

- When this sum is finite, the series is said to be convergent and *X*(*z*) exists.
- This is the case for certain values of the variable region high define the Convergence Region (RdC). $RdC = \left\{ z = \alpha + j\beta \text{ telles que } \sum_{k=0}^{+\infty} \left| x(k)z^{-k} \right| < \infty \right\}$
 - RdC contains no pole of X(z). It corresponds, in general, for causal signals outside a circle |z|> a
 - For physical signals (which have a finite existence time) :
 - RdC= the whole complex plane with the possible exclusion of z=0 or $z=\infty$

H. Garnier

UNIVERSITÉ DE LORRAINE

Convergence region - Example

UNIVERSITÉ DE LORRAINE

Consider the digital signal whose first values are :
 x(0) = 1, x(1) = 4, x(2) = 16, x(3) = 64, x(4) = 256 ...

Using the definition of the *z*-transform, determine X(z). Under what condition does the resulting series converge? Assuming this condition is met, give the value of X(z).

$$X(z) = \sum_{k=0}^{+\infty} x(k) z^{-k} = x(0) + x(1) z^{-1} + x(2) z^{-2} + \dots$$

$$X(z) = 1 + 4z^{-1} + 4^{2} z^{-2} + \dots = \left(\frac{4}{z}\right)^{0} + \left(\frac{4}{z}\right)^{1} + \left(\frac{4}{z}\right)^{2} + \dots = \sum_{k=0}^{+\infty} \left(\frac{4}{z}\right)^{k}$$

$$X(z) = \sum_{k=0}^{+\infty} \left(\frac{4}{z}\right)^{k} = \frac{1}{1 - \frac{4}{z}} = \frac{z}{z - 4} \quad si \quad |z| > 4$$

$$Reminder: sum of a geometric sequence of reason q \qquad \sum_{k=0}^{+\infty} q^{k} = \frac{1}{1 - q} \quad si \quad |q| < 1$$
H. Garnier

z-transform - Example

• Let be the discrete-time signal with finite existence time defined by :

UNIVERSITÉ DE LORRAINE

$$x(0) = 1, x(1) = 2, x(2) = 3, x(k>2) = 0$$

Using the definition of the Z-transform, determine X(z)

$$X(z) = \sum_{k=0}^{+\infty} x(k) z^{-k} = x(0) + x(1) z^{-1} + x(2) z^{-2} + \dots = 1 + 2z^{-1} + 3z^{-2}$$
$$X(z) = \frac{1 + 2z^{-1} + 3z^{-2}}{1}$$
$$X(z) = \frac{z^2 + 2z + 3}{z^2}$$
H. Garnier

Common form of a z-transform

UNIVERSITÉ DE LORRAINE

- The Z-transform can be written in 2 forms:
 - Integer series (impractical form): obtained from the definition

We obtain an integer series in negative power of *z* weighted by *x(k)*

$$X(z) = \sum_{k=0}^{+\infty} x(k) z^{-k} = x(0) + x(1) z^{-1} + x(2) z^{-2} + \dots + x(i) z^{-i} + \dots$$

Rational function (most common form) in positive power of *z* or in negative power of *z* (*z*)⁻ⁱ

Exemple :
$$X(z) = \frac{1}{1 - 2z^{-1} + z^{-2}}$$
 ou $X(z) = \frac{z^2}{z^2 - 2z + 1}$
H. Garnier

Usual discrete-time signals

• Unit impulse or Kronecker impulse

OLYTECH

$$\delta(k) = \begin{vmatrix} 1 & pour & k = 0 \\ 0 & pour & k \neq 0 \end{vmatrix}$$



UNIVERSITÉ DE LORRAINE

It should not be confused with the Dirac pulse $\delta(t)$, which is a continuoustime signal. It's much easier to manipulate!



Usual discrete-time signals

• Unit level

POLYTECH

$$\Gamma(k) = \begin{cases} 1 \text{ pour } k \ge 0\\ 0 \text{ pour } k < 0 \end{cases}$$

• Ramp unit

$$r(k) = \begin{cases} k & pour \ k \ge 0\\ 0 & pour \ k < 0 \end{cases}$$







Discrete-time sinusoidal signal

• <u>Reminder</u>: *continuous-time* sinusoidal signal

$$x(t) = A \sin(\omega_o t + \varphi_o)$$

période: $T_o = \frac{2\pi}{\omega_o}$, ω_o en rad/s

• Discrete-time sinusoidal signal

 $\begin{aligned} x(k) &= A \sin \left(\Omega_o k + \phi_o \right) \\ x(k) & \text{périodique de période } K_o = \frac{2\pi}{\Omega_o}, K_o \in Z \\ \text{si } \Omega_o &= \frac{M}{N} 2\pi \text{ avec } M \text{ et } N \text{ entiers, } \Omega_o \text{ en rad} \\ K_o & \text{plus petit entier } >0 \text{ tel que } \frac{M}{N} \text{ entier} \end{aligned}$

A discrete-time sinusoidal signal is not always periodic!



UNIVERSITÉ DE LORRAINE

$$z-\text{transform of standard signals}$$
• Impulse unit
$$Z(\delta(k)) = 1$$

$$Z(\delta(k)) = \sum_{k=0}^{\infty} \delta(k) \ z^{-k} = \delta(0)z^{-0} + \delta(1)z^{-1} + \dots = 1$$
• Unit level
$$Z(\Gamma(k)) = \frac{1}{1-z^{-1}} = \frac{z}{z-1}$$

$$Z(\Gamma(k)) = \sum_{k=0}^{\infty} 1 \ z^{-k} = \sum_{k=0}^{\infty} (z^{-1})^{k}$$
Sum of a geometric sequence of reason z^{-1}

$$\sum_{k=0}^{\infty} q^{k} = \frac{1}{1-q} \quad \text{si} \quad |q| < 1$$
H. Garnier

z-transform of standard signals

• Geometric signal (causal)

POLYTECH

$$Z(a^k\Gamma(k)) = \frac{z}{z-a}$$

si
$$a = e^{bT_e}$$
, $Z\left(\left(e^{bT_e}\right)^k \Gamma(k)\right) = \frac{z}{z - e^{bT_e}}$

• Sine signals (causal)

$$Z\left(\sin\left(\omega_{o}kT_{e}\right)\Gamma(k)\right) = \frac{z\sin\left(\omega_{o}T_{e}\right)}{z^{2} - 2\cos\left(\omega_{o}T_{e}\right)z + 1}$$

$$Z(\cos(\omega_o kT_e)\Gamma(k)) = \frac{z(z - \cos(\omega_o T_e))}{z^2 - 2\cos(\omega_o T_e)z + 1}$$





POLYTECH

Properties *of* the z-transform *transform*

•Linearity

$$Z(a x(k)+b y(k))=a X(z)+bY(z)$$

•Time delay

$$\mathbf{Z}(\mathbf{x}(k-i)) = \mathbf{z}^{-i}\mathbf{X}(\mathbf{z})$$

$$Z(x(k-1)) = z^{-1}X(z)$$
$$Z(x(k-2)) = z^{-2}X(z)$$

UNIVERSITÉ DE LORRAINE

•Time advance

$$Z(x(k+i)) = z^{i} \left[X(z) - \sum_{k=0}^{i-1} x(k) z^{-k} \right] \qquad Z(x(k+1)) = zX(z) - zx(0)$$

Initial conditions
of the x(k) signal
H. Garnier

Properties of the z-transform

• *Time convolution product*

OLYTECH

$$x(k) * y(k) = \sum_{i=0}^{+\infty} x(i) y(k-i)$$
$$Z(x(k) * y(k)) = X(z) \times Y(z)$$

• Initial value theorem Final value theorem

 $\lim_{k \to 0} (x(k)) = \lim_{z \to +\infty} (X(z))$ $\lim_{k \to +\infty} (x(k)) = \lim_{z \to 1} ((z-1)X(z))$ If limits exist



POLYTECH

Inverse z-transform - Example

Find the original *x*(*k*) of the transform below:

$$X(z) = \frac{z^2}{z^2 - 3z + 2}$$

Derive the values of *x*(0), *x*(1), *x*(2) and *x*(3).

Inverse z-transform - Example

Find the original *x*(*k*) of the transform below:

$$X(z) = \frac{z^2}{z^2 - 3z + 2} = \frac{z^2}{(z - 1)(z - 2)} = A_1 \frac{z}{z - 1} + A_2 \frac{z}{z - 2}$$
$$A_1 = \lim_{z \to 1} \frac{z - 1}{z} X(z) = \lim_{z \to 1} \frac{z - 1}{z} \frac{z^2}{(z - 1)(z - 2)} = -1$$
$$A_2 = \lim_{z \to 2} \frac{z - 2}{z} X(z) = \lim_{z \to 2} \frac{z - 2}{z} \frac{z^2}{(z - 1)(z - 2)} = 2$$
$$x(k) = Z^{-1} \Big(X(z) \Big) = -Z^{-1} \Big[\frac{z}{z - 1} \Big] + 2Z^{-1} \Big[\frac{z}{z - 2} \Big]$$
$$x(k) = -\Gamma(k) + 2 \times 2^k \Gamma(k) = (-1 + 2^{k+1}) \Gamma(k)$$
$$k = 0, \quad x(0) = 1; \qquad k = 2, \quad x(2) = 7$$

k = 1, x(1) = 3; k = 3, x(3) = 15

UNIVERSITÉ DE LORRAINE

Inverse z-transform

2. Polynomial division

POLYTECH

$$X(z) = \frac{B(z)}{A(z)} = \frac{b_0 z^{n_b} + b_1 z^{n_b-1} + \dots + b_{n_b}}{a_0 z^{n_a} + a_1 z^{n_a-1} + \dots + a_{n_a}}$$

Simply divide *B*(*z*) by *A*(*z*) defined as a positive power of *z*

to obtain a series in decreasing power of z^{-1} whose coefficients are the x(k) values we're looking for.

H. Garnier



Solving difference equations using the z-transform

• The resolution procedure is as follows:

1. Apply the z-transform to the 2 members of the difference equation in *x(k)*

- 2. Calculate *X*(*z*) using the properties of the z-transform
- 3. Decompose *X*(*z*) into simple rational functions
- 4. Use the transform table to obtain *x(k)* by inverse transform

UNIVERSITÉ DE LORRAINE

Benefits of the Z-transform

UNIVERSITÉ DE LORRAINE

- Determines the solution of a difference equation
 - Solve

OLYTECH

$$s(k) - 4s(k-1) + 3s(k-2) = \delta(k) \qquad s(-1) = s(-2) = 0$$
$$s(k) = \frac{1}{2}(3^{k+1} - 1) \quad k \ge 0$$

- Facilitates the analysis of discrete-time systems
 - Determine the step response of a digital system. This is equivalent to solving a difference equation

 $s(k) = -\frac{1}{2}s(k-1) + e(k), \qquad e(k) = \Gamma(k)$ $s(k) = \frac{1}{3}\left(2 + \left(-0,5\right)^{k}\right)\Gamma(k) \qquad Z^{-1}\left(\frac{z}{z+0,5}\right) = Z^{-1}\left(\frac{z}{z-(-0,5)}\right) = (-0,5)^{k}\Gamma(k)$ H. Gamier