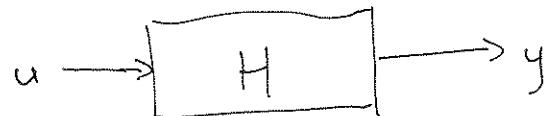


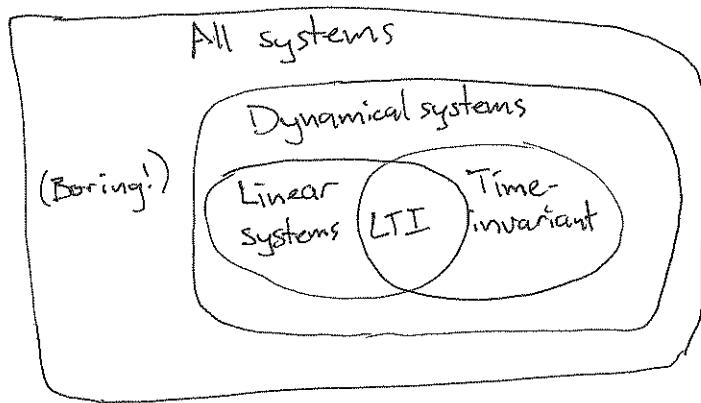
Lecture 1, 9/4/19
What is a "system"?

①



H is a system that acts on u to give y.
u and y are signals.

Taxonomy of systems

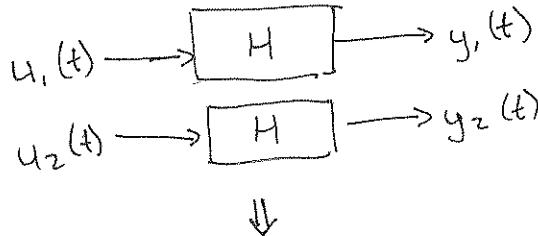


For dynamical systems,

$$y(t) = H(t)\{u(t)\}$$

For time-invariant,
no $H(t)$.

Why LTI?



Double $u_1(t) \Rightarrow$ double $y_1(t)$ (scaling)
 $\alpha u_1(t) + \beta u_2(t) \rightarrow$ $\boxed{H} \rightarrow \alpha y_1(t) + \beta y_2(t)$ (superposition)

(Assuming the system is at rest. If it's already moving, we have to account for that)

Convolution, Fourier/Laplace transform, etc all work on LTI.

What things are LTI?

Linear circuits

Physics of many things in 1-D

Mechanical things (springs, dashpots, mass)

(2)

What things are LTI, cont:

Electrical + mechanical systems

current

capacitor

$$V = \frac{1}{C} \int i dt$$

resistor

$$V = R \cdot i$$

inductor

$$V = L \frac{di}{dt}$$

velocity

spring

$$F = k \int v dt$$

dashpot / damper

$$F = b \cdot v$$

mass

$$F = ma = m \frac{dv}{dt}$$

Fluids + pneumatics have equivalents as well.