# EE 477 Digital Signal Processing 2 Complex Exponentials

## **Complex Numbers**

- Represent a number in terms of a *real* part and an *imaginary* part.
- The imaginary part simply means that it contains a  $\sqrt{-1}$  factor.
- Example: say z is a complex number. Then
  z = (x, y) = x + jy = Re{ z } + jlm{ z }
- Rectangular form:



#### Polar Form

 Often convenient to express complex number as a vector in the complex plane: polar form



$$r = \sqrt{x^2 + y^2}$$

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#### Polar and Rectangular Relationships

- $\mathbf{x} = r \cos(\theta)$   $\mathbf{y} = r \sin(\theta)$
- $z = r \cos(\theta) + j r \sin(\theta)$

$$r = \sqrt{x^2 + y^2}$$
  $\theta = \arctan\left(\frac{y}{x}\right)$ 

• Note that arctan() must be unambiguous (clear about which quadrant)

#### Euler's Formula

• An interesting insight:

 $e^{j\theta} = \cos(\theta) + j\sin(\theta) = 1 \angle \theta$ 

![](_page_4_Figure_3.jpeg)

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## **Complex Exponential Form**

 Complex exponential (polar) form is appropriate when *multiplying* or *dividing* complex numbers. Exponents add or subtract conveniently:

$$r_1 e^{j\theta_1} \times r_2 e^{j\theta_2} = r_1 r_2 e^{j(\theta_1 + \theta_2)}$$
$$r_1 e^{j\theta_1} \div r_2 e^{j\theta_2} = \frac{r_1}{r_2} e^{j(\theta_1 - \theta_2)}$$

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# **Complex Rectangular Form**

 Rectangular (Cartesian) form is most appropriate when adding or subtracting complex numbers. Real and imaginary parts are treated separately:

 $z_1 + z_2 = (x_1 + jy_1) + (x_2 + jy_2) = (x_1 + x_2) + j(y_1 + y_2)$ 

# **Geometric Viewpoint**

- Addition: construct vector head-to-tail sequence
- Subtraction: find  $-z_1$ , then head-to-tail
- Multiplication: multiply magnitudes, add angles (rotation)
- Division: divide magnitudes, subtract angles
- Inverse: invert magnitude, negate the angle
- Conjugate: flip vector across horizontal (real) axis

### Geometric Viewpoint (cont.)

![](_page_8_Figure_1.jpeg)

# **Complex Exponential Signals**

• Now consider allowing angle to be a function of time:

$$\widetilde{x}(t) = Ae^{j(\omega_0 t + \phi)} = A\cos(\omega_0 t + \phi) + jA\sin(\omega_0 t + \phi)$$

 NOTE that we can get the real signal x(t) simply by taking the real part of x<sup>~</sup>(t):

$$x(t) = \operatorname{Re}\left\{Ae^{j(\omega_0 t + \phi)}\right\} = A\cos(\omega_0 t + \phi)$$

## Phasor Concept

- Pull out the complex amplitude:  $\widetilde{x}(t) = Ae^{j(\omega_0 t + \phi)} = Ae^{j\phi}e^{j\omega_0 t} = \widetilde{X}e^{j\omega_0 t}$
- This X<sup>~</sup> is called a *phasor*. Combining with the time variation term, this is a *rotating phasor*.
- The phase shift defines where the rotating vector is pointing at t=0.

### **Phasor Addition**

 Often need to add several sinusoids with the same frequency but different amplitude and phase:

$$x(t) = \sum_{k=1}^{N} A_k \cos(\omega_0 t + \phi_k) = \operatorname{Re}\left\{\sum_{k=1}^{N} \widetilde{X}_k e^{j\omega_0 t}\right\}$$

- NOTE that phasor factors can be summed! Simpler than trig identities.
- Convert to rectangular, sum real, sum imag, convert back to polar form.