trans.char Characteristic transient responses

1 A system's characteristic responses are responses to specific forcing functions—called the singularity functions. The reasons these are singularity functions "characteristic" are:

- 1. the singularity functions model commonly interesting system inputs (e.g. a sudden change in the input), and so they can be said to characterize inputs, and
- 2. the ways in which the system responds to these specific functions reveal aspects of the system (e.g. how quickly it responds), so these responses can be said to characterize systems.
- 2 Now, one may object that Equation 1b shows that a forcing function needn't look anything like an input due to its being composed of a sum of scaled copies of the input and its derivatives. Yes, but given two key properties of linear, time-invariant (LTI) systems—superposition and the differentiation property—, knowing a system's response y_1 to a forcing function f_1 allows us to construct its response to that input (that is, y_2 for input $u_2 = f_1$) as

$$y_1 = b_m \frac{d^m y_1}{dt^m} + b_{m-1} \frac{d^{m-1}y_1}{dt^{m-1}} + \dots + b_1 \frac{dy_1}{dt} + b_0 y_1$$

- 3 There are three singularity functions, which are now defined as piecewise functions of time t. 4 First, the unit impulse or Dirac delta its integral over all time. When $\boldsymbol{\delta}$ is scaled (e.g. $5\delta),$ its integral scales by the same factor. This strange little beast models a sudden "spike" in the input.
- 5 Second, the unit step function u_s is defined as zero for $t\leqslant 0$ and unity for t>0. It models a sudden change in the input. Scaling it scales the amount of change. Often, this is considered to be the gold-standard for characterizing the transient response of a system.
- 6 Third, the unit ramp function u_r is defined unit ramp as zero for $t \le 0$ and t for t > 0—that is, it is linearly increasing with unity slope. It models a steadily increasing input and is probably the least useful of the singularity functions. Scaling it scales the rate of steady change.



