

- **Heaviside Step Function**

$$\circ H(x) = \begin{cases} 0 & x < 0 \\ \frac{1}{2} & x = 0 \\ 1 & x > 0 \end{cases} \quad \text{Shifted: } H(x-a) = \begin{cases} 0 & x < a \\ \frac{1}{2} & x = a \\ 1 & x > a \end{cases}$$

- Physical meaning: jumps from 0 to 1 at some instant time.
- Applications: turning a switch or signal from off to on.
 - $1 - H(x)$ represents turning a switch from on to off.

- **Sign Function**

$$\circ \operatorname{sgn}(x) = \begin{cases} -1 & x < 0 \\ 0 & x = 0 \\ 1 & x > 0 \end{cases} \quad \text{Shifted: } \operatorname{sgn}(x-a) = \begin{cases} -1 & x < a \\ 0 & x = a \\ 1 & x > a \end{cases}$$

$$\circ \operatorname{sgn}(x) = \frac{|x|}{x} \quad \operatorname{sgn}(x) = 2H(x) - 1$$

- Returns the sign of a real number.
- Physical meaning: represents the reversal of something

- **Dirac Delta Function**

$$\circ \delta(x) = \begin{cases} 0 & x < 0 \\ \infty & x = 0 \\ 0 & x > 0 \end{cases} \quad \text{Shifted: } \delta(x-a) = \begin{cases} 0 & x < a \\ \infty & x = a \\ 0 & x > a \end{cases}$$

$$\circ \delta(x) = \frac{d}{dx} H(x) \quad \delta(x) = \frac{1}{2} \frac{d}{dx} \operatorname{sgn}(x)$$

$$\circ \text{Properties: } \int_{-\infty}^{\infty} \delta(x) dx = 1 \quad (\delta(x) \text{ is a unit impulse}) \quad \int_{-\infty}^{\infty} f(x) \delta(x-a) dx = f(a)$$

- Physical meaning: any instantaneous unit impulse – striking of an object with a hammer, the jump in the current when a switch is flipped on.

- **Boxcar Function**

$$\circ \Pi_{a,b}(x) = H(x-a) - H(x-b)$$

- Physical meaning: represents something being on from time a to b .

$$\circ \text{Rectangular Function: } \Pi(x) = \begin{cases} 0 & |x| > \frac{1}{2} \\ \frac{1}{2} & |x| = \frac{1}{2} \\ 1 & |x| < \frac{1}{2} \end{cases}$$

- **Ramp Function**

$$\circ R(x) = \begin{cases} 0 & x < 0 \\ x & x \geq 0 \end{cases} \quad \text{Shifted: } R(x-a) = \begin{cases} 0 & x < a \\ x-a & x \geq a \end{cases}$$

$$\circ R(x) = xH(x) \quad H(x) = \frac{d}{dx} R(x) \quad R(x) = H(x) * H(x) \quad (\text{convolution})$$