

Notation of Z transforms

In general, Z transforms are rational polynomials, and there are 4 ways to write them.

	Polynomial in z^{-1}	Polynomial in z
Unfactored	<p>for example</p> $\frac{\textcircled{6}}{\textcircled{1} + 3z^{-1} + 2z^{-2}}$ <p>in general</p> $\frac{\textcircled{p_0} + p_1 z^{-1} + \dots + p_M z^{-M}}{\textcircled{d_0} + d_1 z^{-1} + \dots + d_N z^{-N}}$ <p>The correct form requires a circled coefficient not be multiplied by a power of z.</p> <p>Left-most denominator coefficient is 1.</p>	<p>for example</p> <p>e.g. $z^2 \frac{\textcircled{6}}{z^2 + 3z + \textcircled{2}}$</p> <p>in general</p> $z^{(N-M)} \frac{p_0 z^M + p_1 z^{M-1} + \dots + \textcircled{p_M}}{d_0 z^N + d_1 z^{N-1} + \dots + \textcircled{d_N}}$ <p>The correct form requires a circled coefficient not be multiplied by a power of z.</p> <p>Left-most denominator power of z coeff = 1.</p>
Factored	<p>for example</p> $6 \frac{1}{(\textcircled{1} + 2z^{-1})(\textcircled{1} + z^{-1})}$ <p>in general</p> $\frac{p_0}{d_0} \cdot \frac{\prod_{k=1}^M (\textcircled{1} - \xi_k z^{-1})}{\prod_{k=1}^N (\textcircled{1} - \lambda_k z^{-1})}$ <p>The correct form requires a circled numbers to be exactly 1.</p>	<p>for example</p> $6z^2 \frac{1}{(\textcircled{z} + 2)(\textcircled{z} + 1)}$ <p>in general</p> $\frac{p_0}{d_0} z^{N-M} \cdot \frac{\prod_{k=1}^M (\textcircled{z} - \xi_k)}{\prod_{k=1}^N (\textcircled{z} - \lambda_k)}$ <p>The correct form requires a circled variable to be exactly z with coefficient of 1.</p>

Notes:

- All the following use the same example, written in different ways.
- The general examples all have a numerator order of M and a denominator order of N (if they represent systems we could say they represent IIR systems of order N , or for $N=0$, FIR systems of order M)
- For the factored cases
 - ξ are the zeros of $X(z)$ (roots when setting the numerator = 0)
 - λ are the poles of $X(z)$ (roots when setting the denominator = 0)
 - additional $(N-M)$ zeros at $z=0$ if $N>M$
 - additional $(M-N)$ poles at $z=0$ if $M>N$