

# Linear Convolution

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**Abstract**—This document converts convolution in to matrix form

Download all python codes from

<https://github.com/Zeeshan-IITH/IITH-EE5609/new/master/codes>

and latex-tikz codes from

<https://github.com/Zeeshan-IITH/IITH-EE5609>

Therefore

$$Y = \begin{pmatrix} h_0 x_0 \\ h_1 x_0 + h_0 x_1 \\ h_0 x_2 + h_1 x_1 + h_2 x_0 \\ \vdots \\ h_{n-1} x_0 + h_{n-2} x_1 + \dots h_0 x_{n-1} \\ \vdots \\ h_{m-1} x_0 + h_{m-2} x_1 + \dots h_{m-n} x_{n-1} \\ h_{m-1} x_1 + h_{m-2} x_2 + \dots h_{m-n-1} x_{n-1} \\ \vdots \\ h_{m-2} x_{n-1} + h_{m-1} x_n \\ h_{m-1} x_n \end{pmatrix} \quad (2.0.3)$$

## 1 PROBLEM

A finite-length discrete-time signal is basically a sequence, say,  $(x_0, \dots, x_{n-1})$  which can be written as an  $m$ -length vector  $vecx \in R^m$ .

Given two signals  $(x_0, \dots, x_{n-1})$  and  $(h_0, \dots, h_{m-1})$ , the (linear) convolution of the two is an  $m+n-1$ -length signal defined as

$$y(t) = (h * x)_t = \sum_{\tau=0}^{\tau=n-1} x_{\tau} h_{(t-\tau)} \quad (1.0.1)$$

$$0 \leq t < m + n - 1$$

## 2 CONSTRUCTION

The signal  $\mathbf{Y}$  contains  $m + n - 1$  elements. Assuming  $m > n$

$$Y = \begin{pmatrix} y_0 \\ y_1 \\ \vdots \\ y_{m+n-2} \end{pmatrix} \quad (2.0.1)$$

where

$$y_{t_0} = \sum_{\tau=0}^{\tau=n-1} x_{\tau} h_{(t_0-\tau)} \quad (2.0.2)$$

Simplifying

$$Y = \begin{pmatrix} h_0 & 0 & 0 & \cdot & \cdot & 0 & 0 \\ h_1 & h_0 & 0 & \cdot & \cdot & 0 & 0 \\ h_2 & h_1 & h_0 & \cdot & \cdot & 0 & 0 \\ \vdots & \vdots & \vdots & \vdots & \vdots & \vdots & \vdots \\ h_{n-1} & h_{n-2} & h_{n-3} & \cdot & \cdot & h_1 & h_0 \\ \vdots & \vdots & \vdots & \vdots & \vdots & \vdots & \vdots \\ h_{m-1} & h_{m-2} & h_{m-3} & \cdot & \cdot & h_{m-n+1} & h_{m-n} \\ 0 & h_{m-1} & h_{m-2} & \cdot & \cdot & h_{m-n+2} & h_{m-n+1} \\ 0 & 0 & h_{m-1} & \cdot & \cdot & h_{m-n+3} & h_{m-n+2} \\ \vdots & \vdots & \vdots & \vdots & \vdots & \vdots & \vdots \\ 0 & 0 & 0 & \cdot & \cdot & 0 & h_{m-1} \end{pmatrix} \begin{pmatrix} x_0 \\ x_1 \\ x_2 \\ \vdots \\ x_{n-1} \end{pmatrix} \quad (2.0.4)$$

Therefore we can write equation (1.0.1) in matrix form as  $\mathbf{Y} = \mathbf{H}\mathbf{X}$  where

$$\mathbf{H} = \begin{pmatrix} h_0 & 0 & 0 & \cdot & \cdot & 0 & 0 \\ h_1 & h_0 & 0 & \cdot & \cdot & 0 & 0 \\ h_2 & h_1 & h_0 & \cdot & \cdot & 0 & 0 \\ \vdots & \vdots & \vdots & \vdots & \vdots & \vdots & \vdots \\ h_{n-1} & h_{n-2} & h_{n-3} & \cdot & \cdot & h_1 & h_0 \\ \vdots & \vdots & \vdots & \vdots & \vdots & \vdots & \vdots \\ h_{m-1} & h_{m-2} & h_{m-3} & \cdot & \cdot & h_{m-n+1} & h_{m-n} \\ 0 & h_{m-1} & h_{m-2} & \cdot & \cdot & h_{m-n+2} & h_{m-n+1} \\ 0 & 0 & h_{m-1} & \cdot & \cdot & h_{m-n+3} & h_{m-n+2} \\ \vdots & \vdots & \vdots & \vdots & \vdots & \vdots & \vdots \\ 0 & 0 & 0 & \cdot & \cdot & 0 & h_{m-1} \end{pmatrix} \quad (2.0.5)$$