

4: Linear Time Invariant Systems

- LTI Systems
- Convolution Properties
- BIBO Stability
- Frequency Response
- Causality
- Convolution Complexity
- Circular Convolution
- Frequency-domain convolution
- Overlap Add
- Overlap Save
- Summary
- MATLAB routines

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Linear Time-invariant (LTI) systems have two properties:

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$$\text{Linear: } \mathcal{H}(\alpha u[n] + \beta v[n]) = \alpha \mathcal{H}(u[n]) + \beta \mathcal{H}(v[n])$$

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The behaviour of an LTI system is **completely defined by its impulse response:** $h[n] = \mathcal{H}(\delta[n])$

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We can always write $x[n] = \sum_{r=-\infty}^{\infty} x[r] \delta[n - r]$

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Hence $\mathcal{H}(x[n]) = \mathcal{H}\left(\sum_{r=-\infty}^{\infty} x[r] \delta[n - r]\right)$

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Convolution: $x[n] * v[n] = \sum_{r=-\infty}^{\infty} x[r]v[n-r]$

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Identity: $x[n] * \delta[n] = x[n]$

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Identity: $x[n] * \delta[n] = x[n]$

Proof: $\sum_r \delta[r]x[n-r] \stackrel{(i)}{=} x[n]$ (i) all terms zero except $r = 0$.

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Proof (1) \Rightarrow (2):

$$\text{Define } x[n] = \begin{cases} 1 & h[-n] \geq 0 \\ -1 & h[-n] < 0 \end{cases}$$

$$\text{then } y[0] = \sum x[0 - n]h[n] = \sum |h[n]|.$$

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Proof (2) \Rightarrow (1):

$$\text{Suppose } \sum |h[n]| = S < \infty \text{ and } |x[n]| \leq B \text{ is bounded.}$$

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$$\text{then } y[0] = \sum x[0-n]h[n] = \sum |h[n]|.$$

$$\text{But } |x[n]| \leq 1 \forall n \text{ so BIBO } \Rightarrow y[0] = \sum |h[n]| < \infty.$$

Proof (2) \Rightarrow (1):

Suppose $\sum |h[n]| = S < \infty$ and $|x[n]| \leq B$ is bounded.

$$\begin{aligned} \text{Then } |y[n]| &= \left| \sum_{r=-\infty}^{\infty} x[n-r]h[r] \right| \\ &\leq \sum_{r=-\infty}^{\infty} |x[n-r]| |h[r]| \end{aligned}$$

BIBO Stability

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BIBO Stability: Bounded Input, $x[n] \Rightarrow$ Bounded Output, $y[n]$

The following are equivalent:

- (1) An LTI system is **BIBO stable**
- (2) $h[n]$ is **absolutely summable**, i.e. $\sum_{n=-\infty}^{\infty} |h[n]| < \infty$
- (3) $H(z)$ **region of absolute convergence includes $|z| = 1$.**

Proof (1) \Rightarrow (2):

$$\text{Define } x[n] = \begin{cases} 1 & h[-n] \geq 0 \\ -1 & h[-n] < 0 \end{cases}$$

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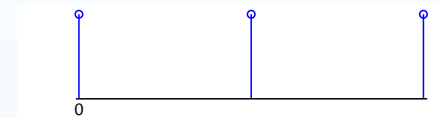
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Example: $h[n] = \begin{bmatrix} 1 & 1 & 1 \end{bmatrix}$



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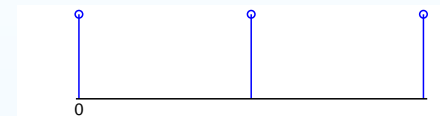
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$$H(e^{j\omega}) = 1 + e^{-j\omega} + e^{-j2\omega}$$



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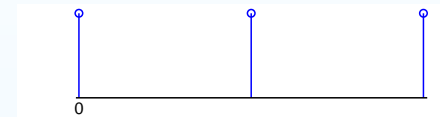
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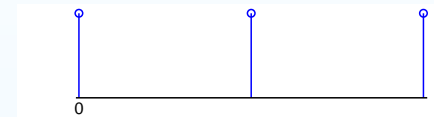
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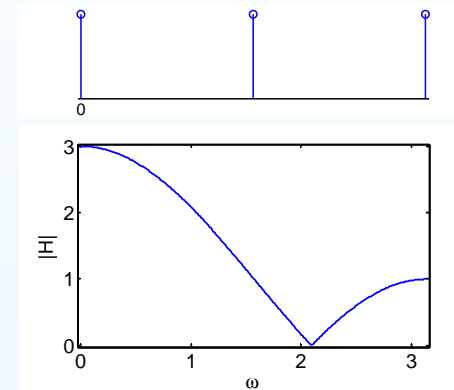
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Frequency Response

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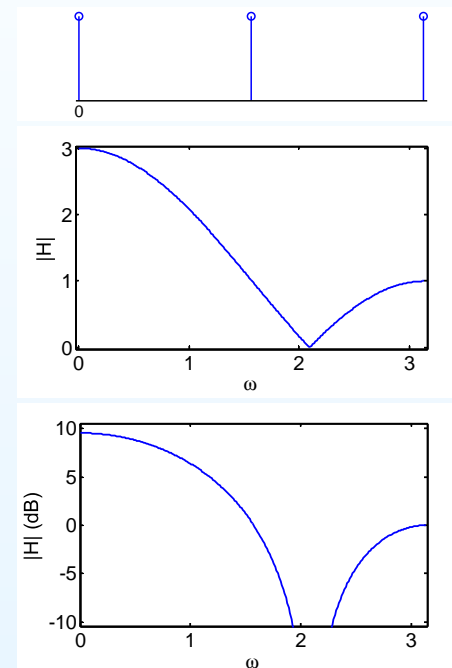
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Frequency Response

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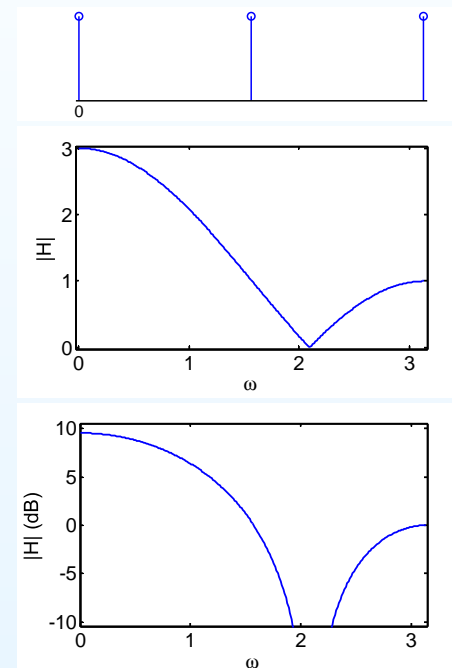
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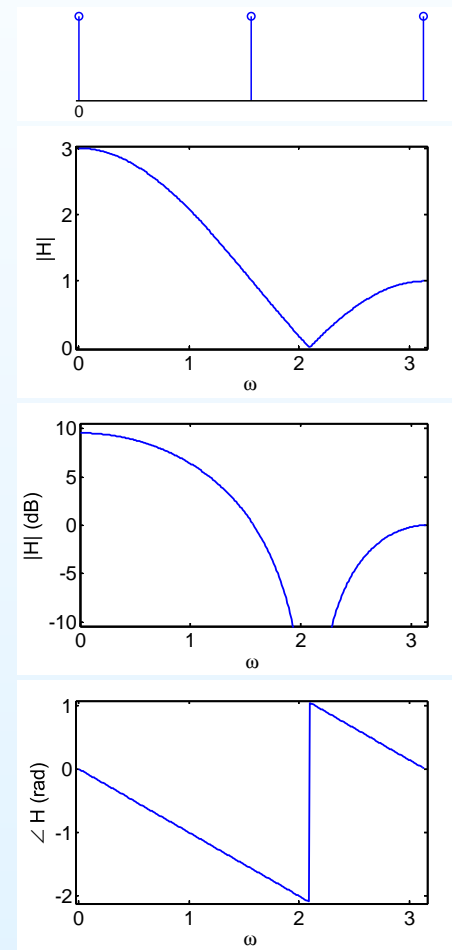
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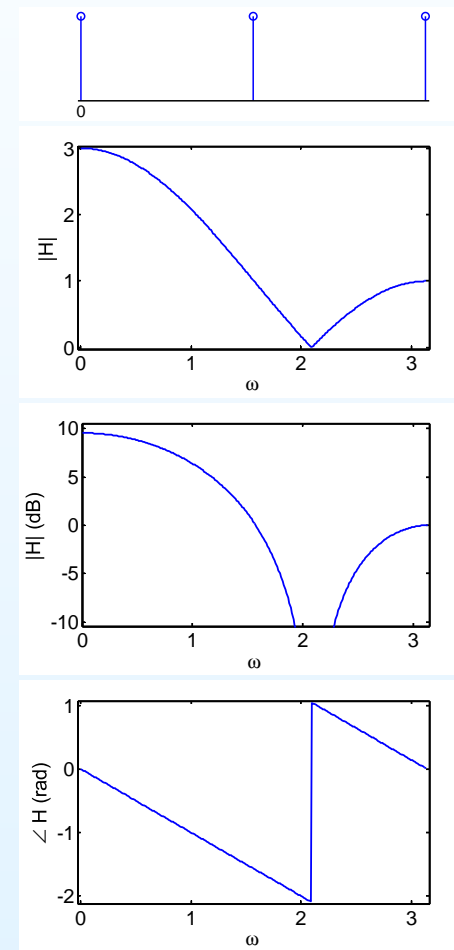
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Sign change in $(1 + 2 \cos \omega)$ at $\omega = 2.1$ gives

- (a) **gradient discontinuity** in $|H(e^{j\omega})|$
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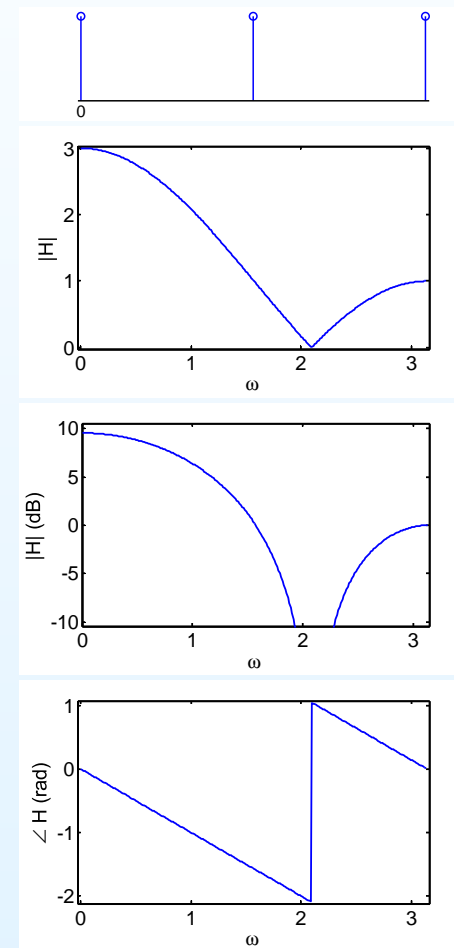
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Group delay is $-\frac{d}{d\omega} \angle H(e^{j\omega})$: gives delay of the modulation envelope at each ω .



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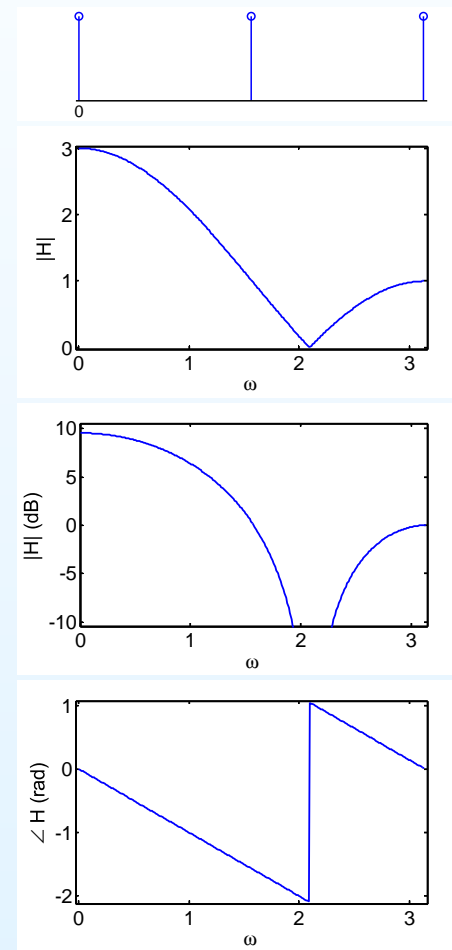
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Normally varies with ω but for a symmetric filter it is constant: in this case +1 samples.



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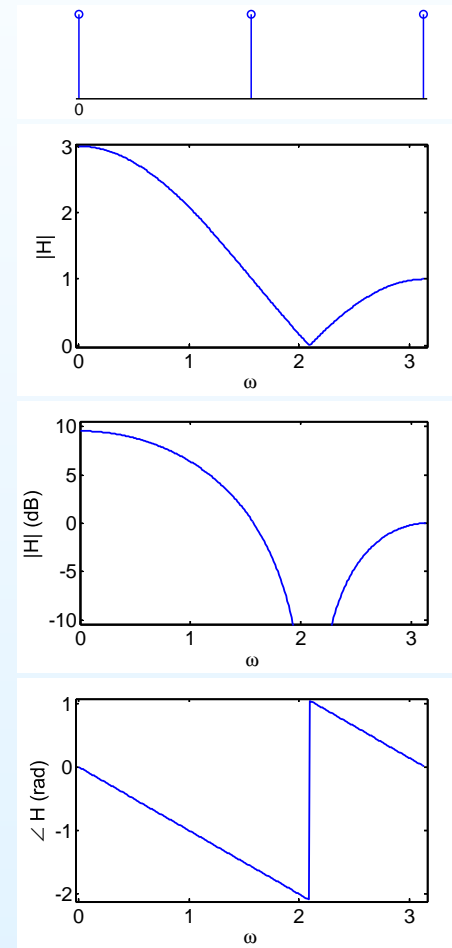
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Discontinuities of $\pm k\pi$ do not affect group delay.



Causality

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Causal System: cannot see into the future

i.e. output at time n depends only on inputs up to time n .

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Formal definition:

If $v[n] = x[n]$ for $n \leq n_0$ then $\mathcal{H}(v[n]) = \mathcal{H}(x[n])$ for $n \leq n_0$.

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Any right-sided sequence can be made causal by adding a delay.

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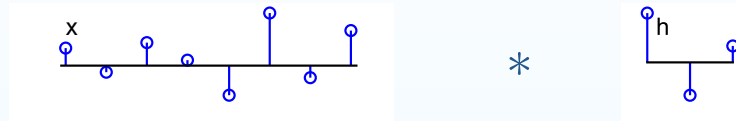
Any right-sided sequence can be made causal by adding a delay.
All the systems we will deal with are causal.

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Convolution Complexity

$$y[n] = x[n] * h[n]: \text{convolve } x[0 : N - 1] \text{ with } h[0 : M - 1]$$

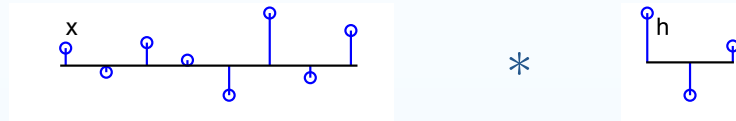


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Convolution sum:

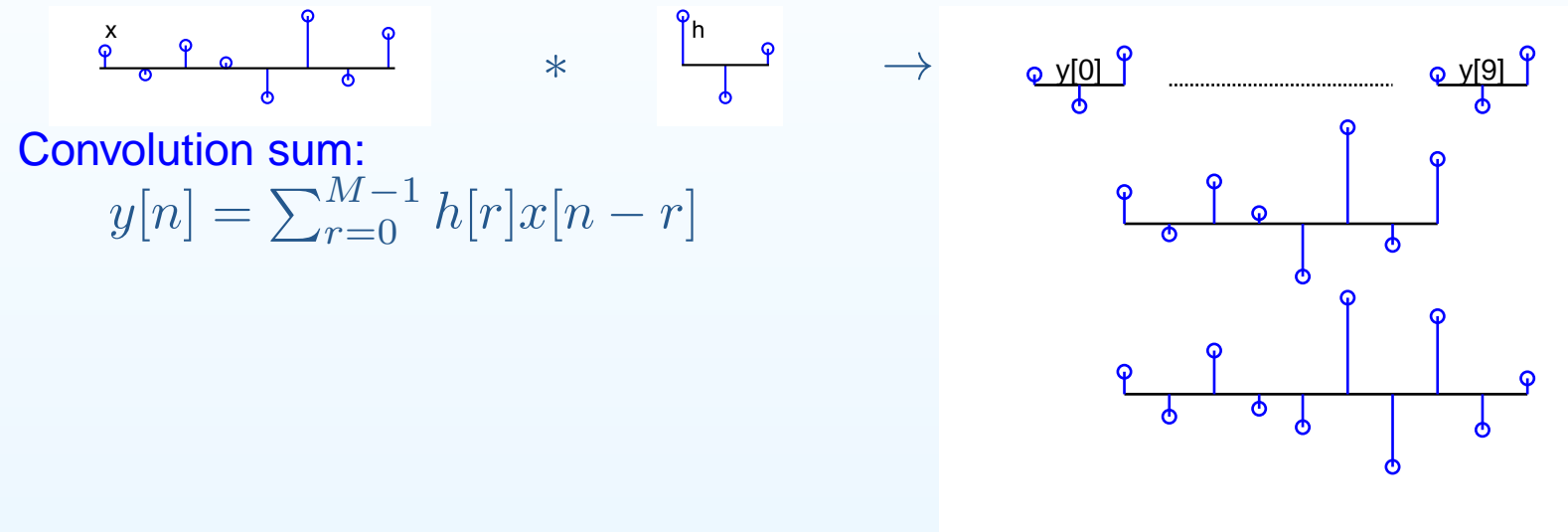
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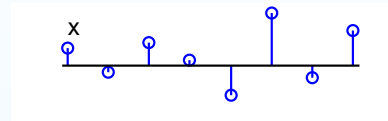
$$N = 8, M = 3$$
$$M + N - 1 = 10$$

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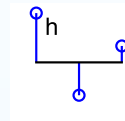
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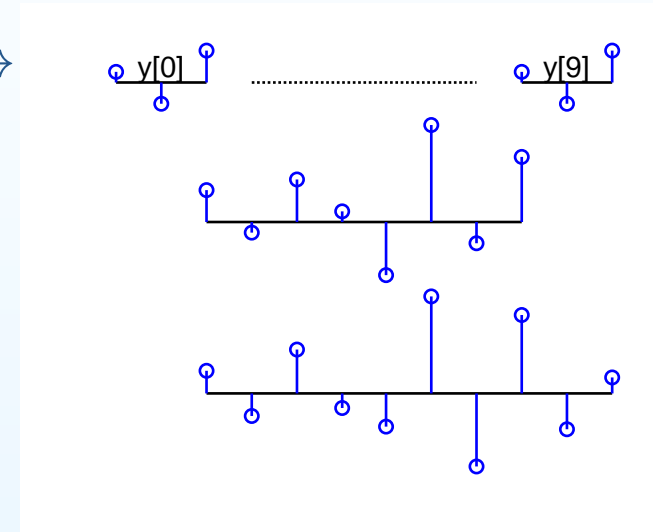
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*



→



Convolution sum:

$$y[n] = \sum_{r=0}^{M-1} h[r]x[n-r]$$

$y[n]$ is only non-zero in the range
 $0 \leq n \leq M + N - 2$

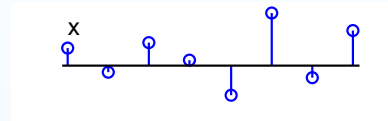
$$N = 8, M = 3$$
$$M + N - 1 = 10$$

4: Linear Time Invariant Systems

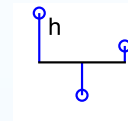
- LTI Systems
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Convolution Complexity

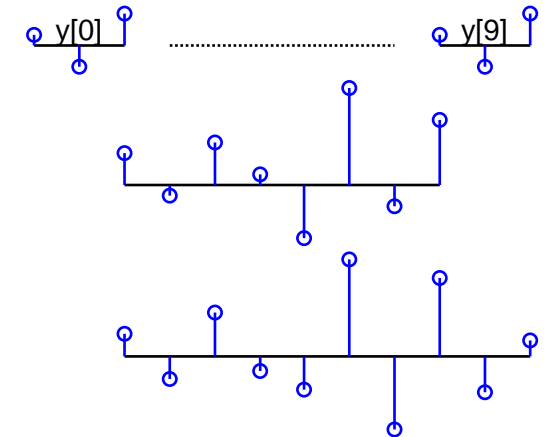
$y[n] = x[n] * h[n]$: convolve $x[0 : N - 1]$ with $h[0 : M - 1]$



*



→



Convolution sum:

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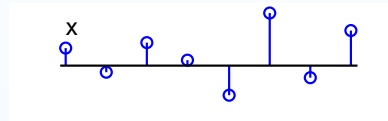
Thus $y[n]$ has only
 $M + N - 1$ non-zero values

$$N = 8, M = 3$$
$$M + N - 1 = 10$$

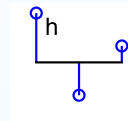
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Convolution Complexity

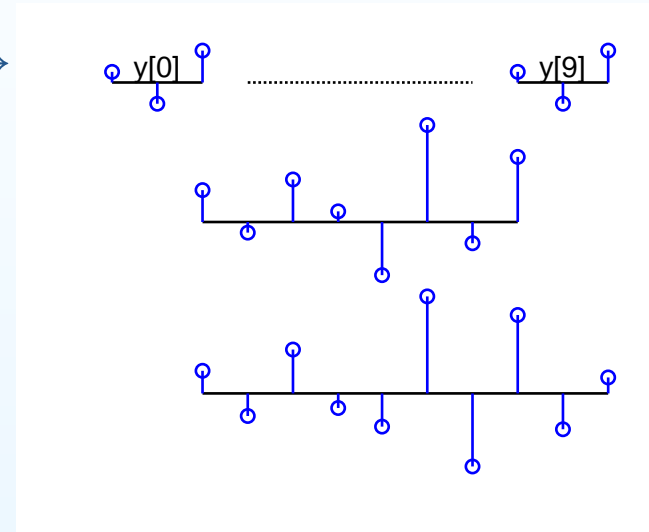
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*



→



Convolution sum:

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Thus $y[n]$ has only
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Algebraically:

$$x[n-r] \neq 0 \Rightarrow 0 \leq n-r \leq N-1$$

$$N = 8, M = 3$$

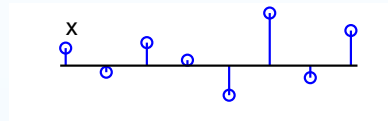
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4: Linear Time Invariant Systems

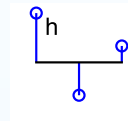
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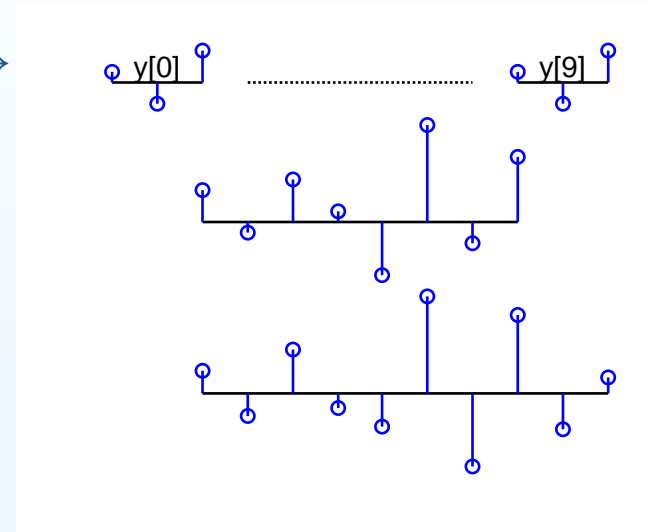
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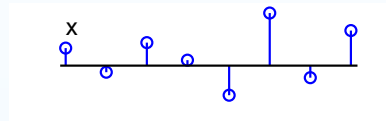
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4: Linear Time Invariant Systems

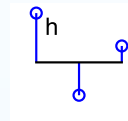
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Convolution Complexity

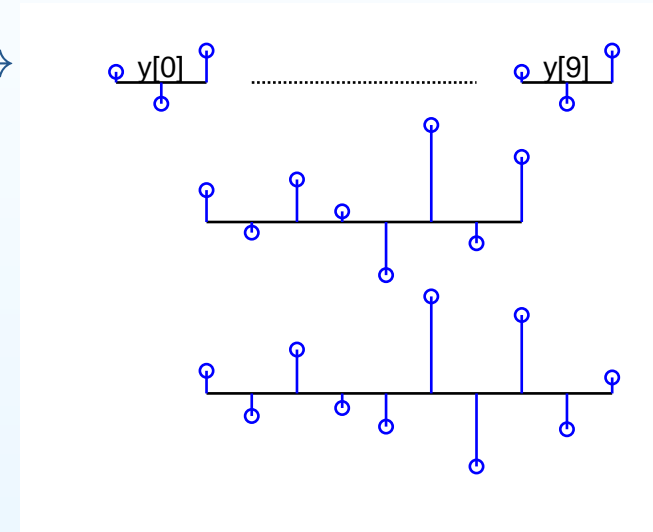
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$$\begin{aligned} x[n-r] \neq 0 &\Rightarrow 0 \leq n-r \leq N-1 \\ &\Rightarrow n+1-N \leq r \leq n \end{aligned}$$

$$\text{Hence: } y[n] = \sum_{r=\max(0, n+1-N)}^{\min(M-1, n)} h[r]x[n-r]$$

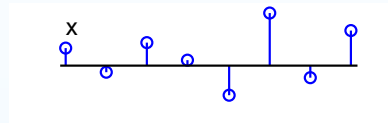
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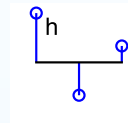
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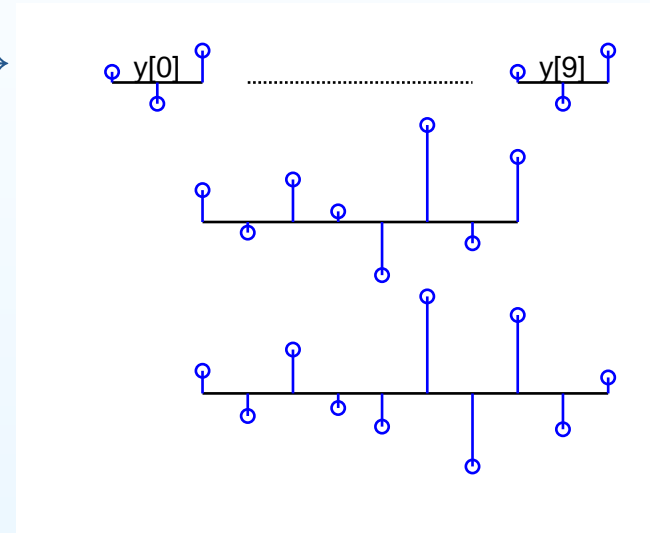
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We must multiply each $h[n]$ by each $x[n]$ and add them to a total
 \Rightarrow total arithmetic complexity (\times or $+$ operations) $\approx 2MN$

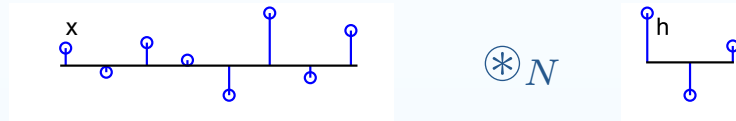
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Circular Convolution

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$$y_{\circledast}[n] = x[n] \circledast_N h[n]: \text{circ convolve } x[0 : N - 1] \text{ with } h[0 : M - 1]$$

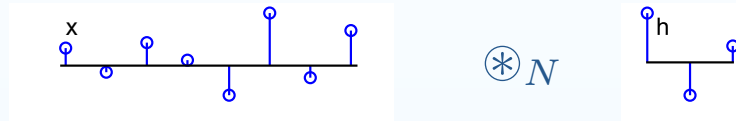


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$y_{\circledast}[n] = x[n] \circledast_N h[n]$: circ convolve $x[0 : N - 1]$ with $h[0 : M - 1]$



Convolution sum:

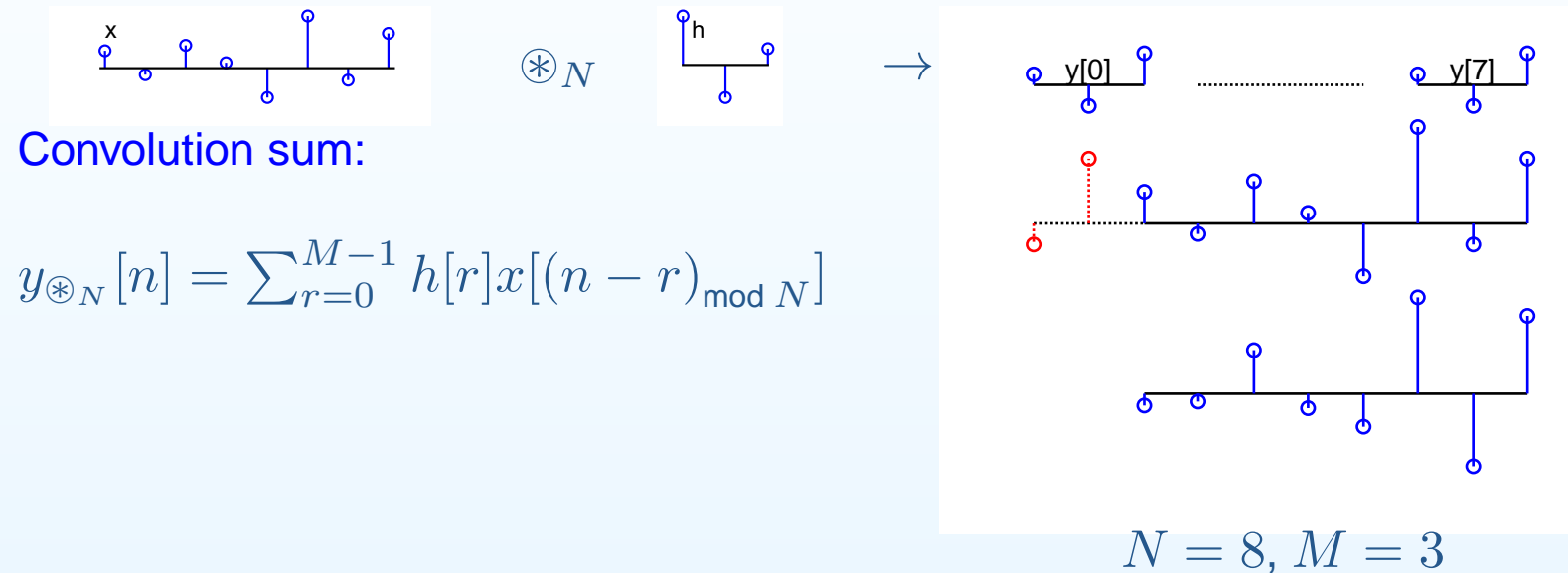
$$y_{\circledast_N}[n] = \sum_{r=0}^{M-1} h[r]x[(n-r)_{\text{mod } N}]$$

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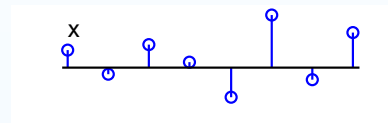


4: Linear Time Invariant Systems

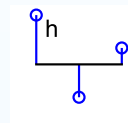
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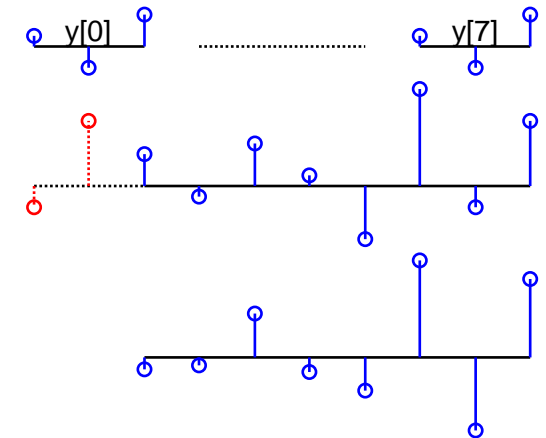
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\circledast_N



\rightarrow



Convolution sum:

$$y_{\circledast_N}[n] = \sum_{r=0}^{M-1} h[r]x[(n-r)_{\text{mod } N}]$$

$y_{\circledast_N}[n]$ has period N

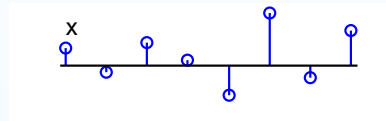
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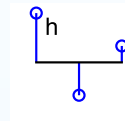
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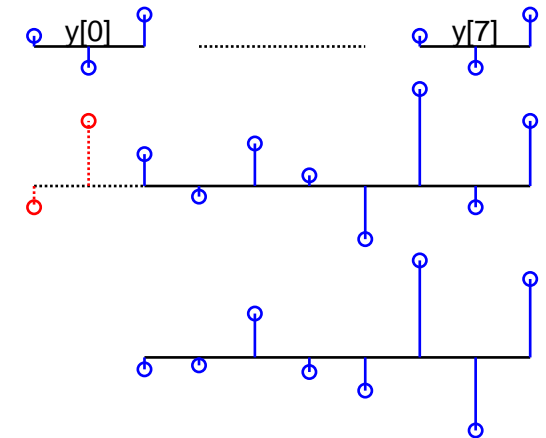
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$\Rightarrow y_{\circledast_N}[n]$ has N distinct values

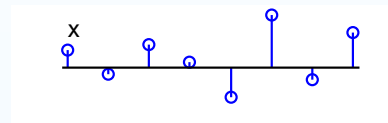
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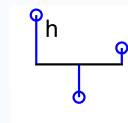
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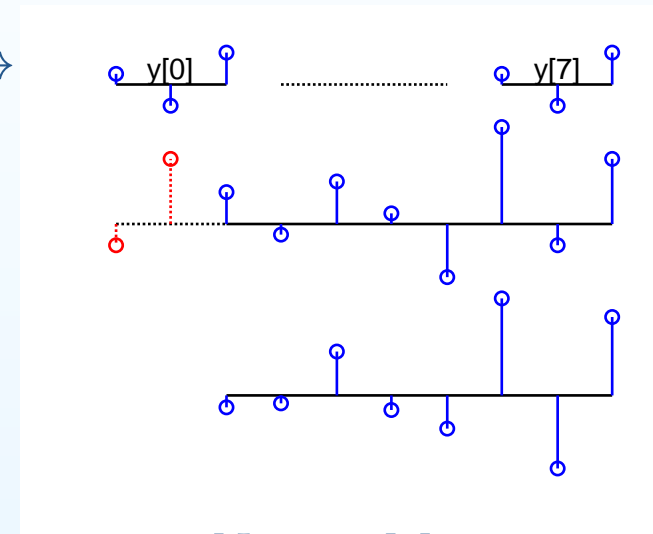
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\circledast_N



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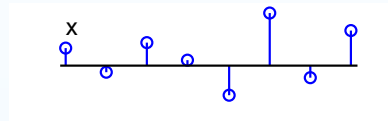
$\Rightarrow y_{\circledast_N}[n]$ has N distinct values

- Only the first $M - 1$ values are affected by the circular repetition:

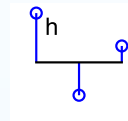
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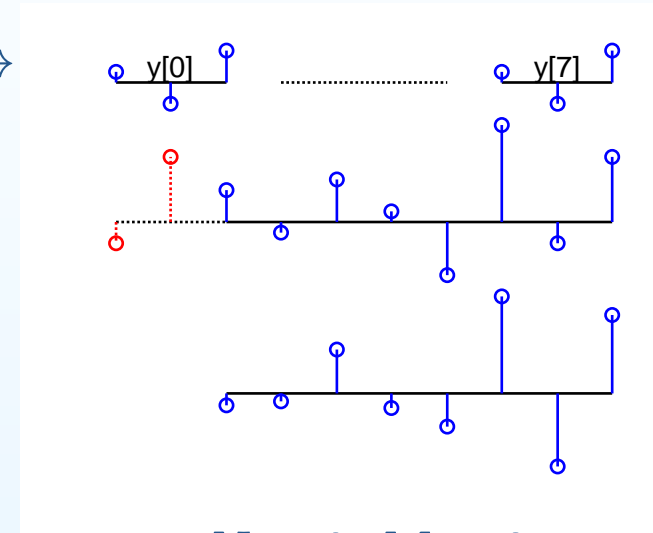
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\circledast_N



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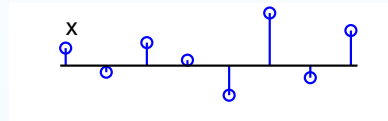
- Only the first $M - 1$ values are affected by the circular repetition:

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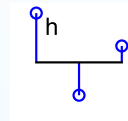
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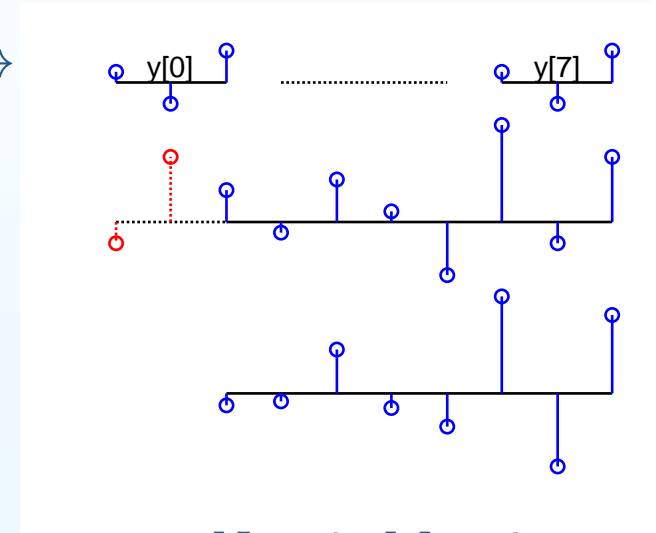
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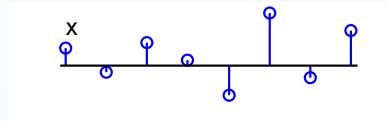
- If we append $M - 1$ zeros (or more) onto $x[n]$, then the circular repetition has no effect at all and:

$$y_{\circledast_{N+M-1}}[n] = y[n] \text{ for } 0 \leq n \leq N + M - 2$$

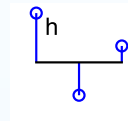
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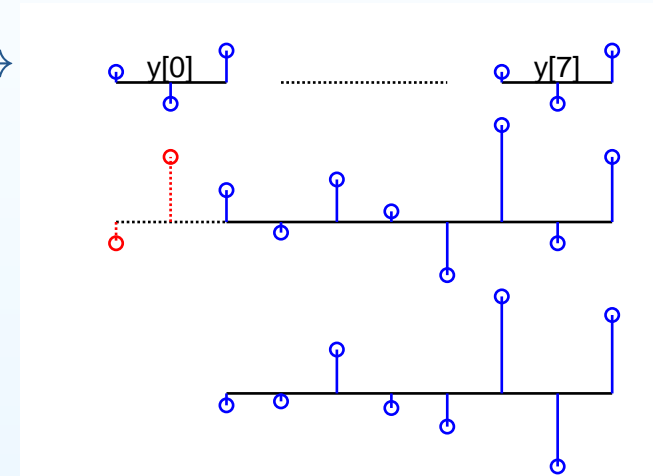
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Circular convolution is a necessary evil in exchange for using the DFT

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Frequency-domain convolution

Idea: Use DFT to perform circular convolution - less computation

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Frequency-domain convolution

Idea: Use DFT to perform circular convolution - less computation

(1) Choose $L \geq M + N - 1$ (normally round up to a power of 2)

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Frequency-domain convolution

Idea: Use DFT to perform circular convolution - less computation

(1) Choose $L \geq M + N - 1$ (normally round up to a power of 2)

(2) Zero pad $x[n]$ and $h[n]$ to give sequences of length L : $\tilde{x}[n]$ and $\tilde{h}[n]$

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(3) Use DFT: $\tilde{y}[n] = \mathcal{F}^{-1}(\tilde{X}[k]\tilde{H}[k]) = \tilde{x}[n] \circledast_L \tilde{h}[n]$

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- (4) $y[n] = \tilde{y}[n]$ for $0 \leq n \leq M + N - 1$.

Arithmetic Complexity:

DFT or IDFT take $4L \log_2 L$ operations if L is a power of 2
(or $16L \log_2 L$ if not).

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- (2) Zero pad $x[n]$ and $h[n]$ to give sequences of length L : $\tilde{x}[n]$ and $\tilde{h}[n]$
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- (4) $y[n] = \tilde{y}[n]$ for $0 \leq n \leq M + N - 2$.

Arithmetic Complexity:

DFT or IDFT take $4L \log_2 L$ operations if L is a power of 2
(or $16L \log_2 L$ if not).

Total operations: $\approx 12L \log_2 L \approx 12(M + N) \log_2 (M + N)$

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Frequency-domain convolution

Idea: Use DFT to perform circular convolution - less computation

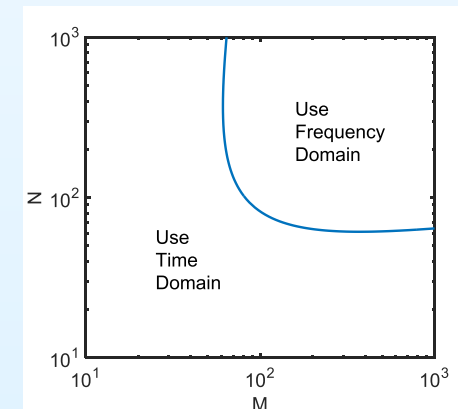
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Beneficial if both M and N are $> \sim 70$.



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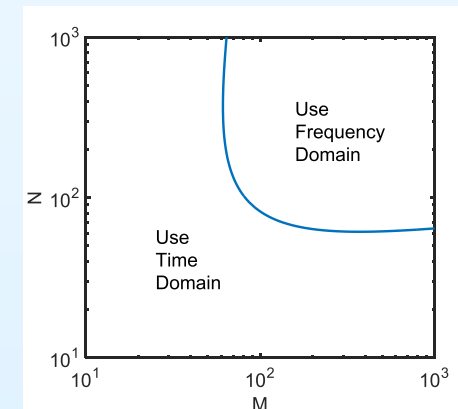
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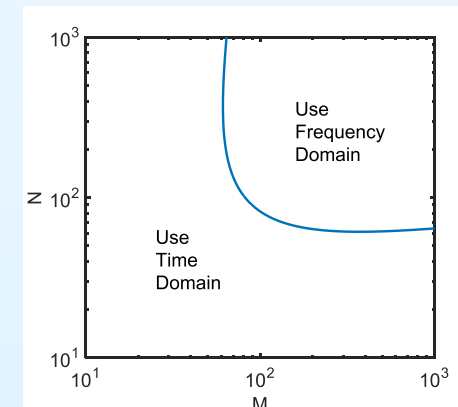
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Direct: $2MN = 2 \times 10^7$



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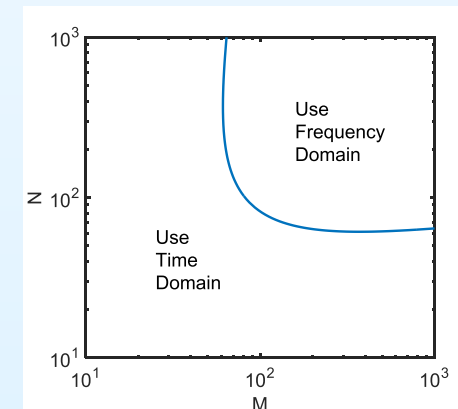
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Example: $M = 10^3$, $N = 10^4$:

Direct: $2MN = 2 \times 10^7$

with DFT: $= 1.8 \times 10^6$ 😊



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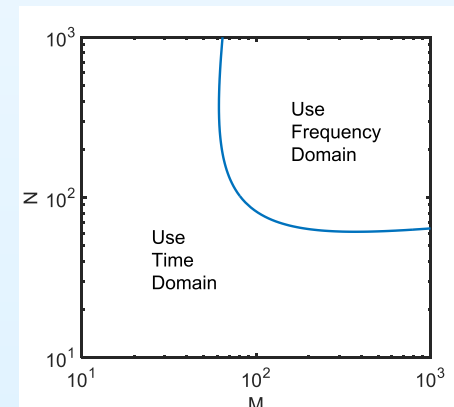
Example: $M = 10^3$, $N = 10^4$:

Direct: $2MN = 2 \times 10^7$

with DFT: $= 1.8 \times 10^6$ 😊

But: (a) DFT may be very long if N is large

(b) No outputs until all $x[n]$ has been input.



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Overlap Add

If N is very large:

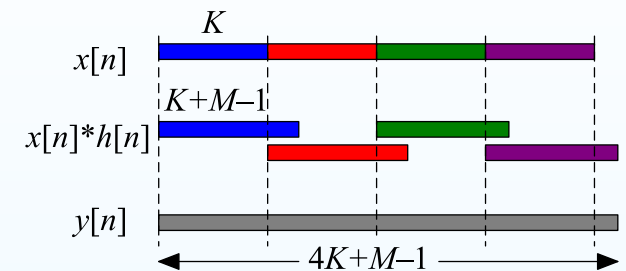
4: Linear Time Invariant Systems

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If N is very large:

(1) chop $x[n]$ into $\frac{N}{K}$ chunks of length K



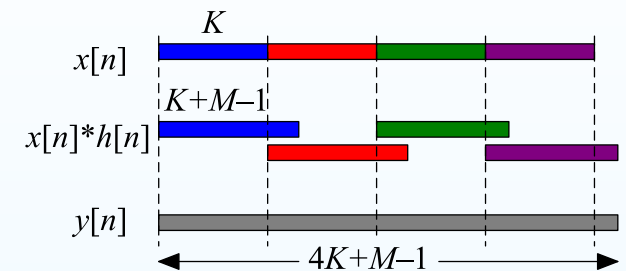
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If N is very large:

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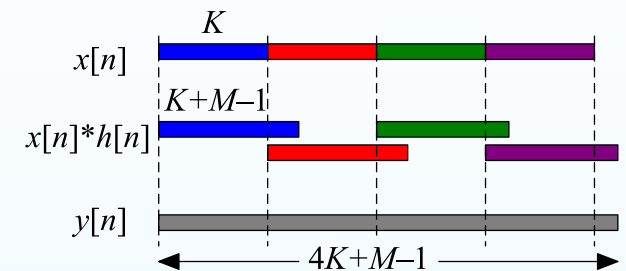
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Each output chunk is of length $K + M - 1$ and overlaps the next chunk

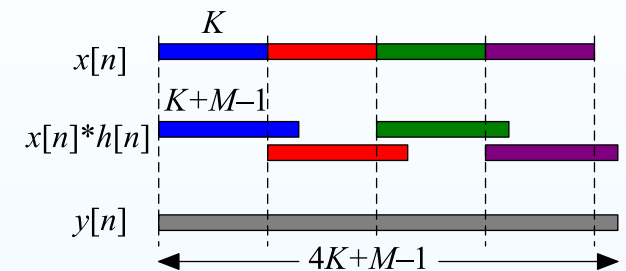
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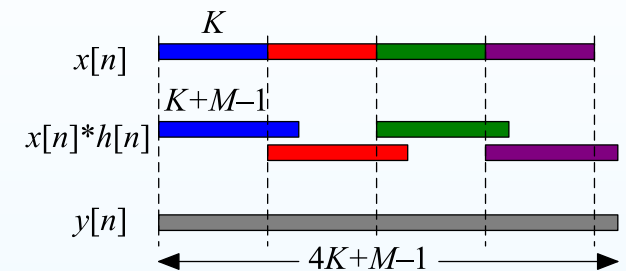
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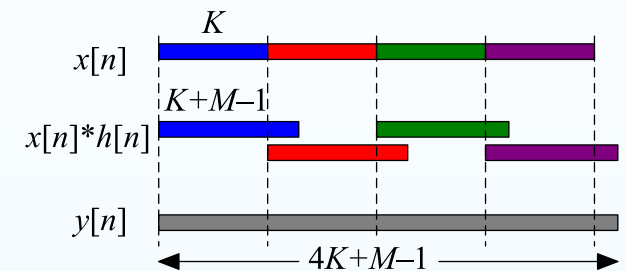
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Computational saving if $\approx 100 < M \ll K \ll N$

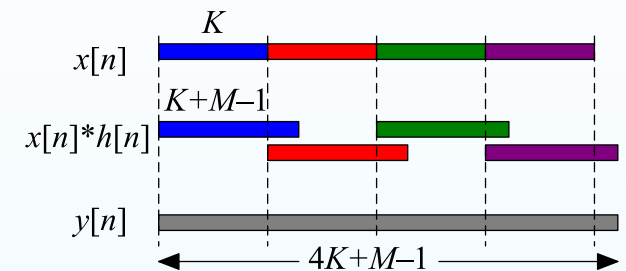
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Example: $M = 500, K = 10^4, N = 10^7$

Direct: $2MN = 10^{10}$

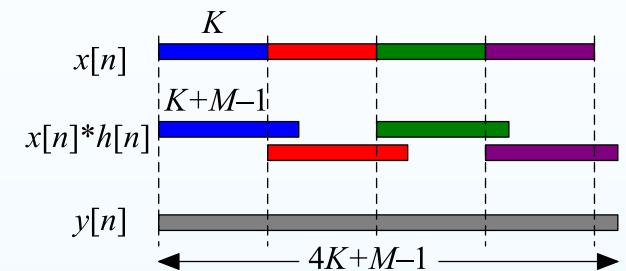
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single DFT: $12(M + N) \log_2(M + N) = 2.8 \times 10^9$

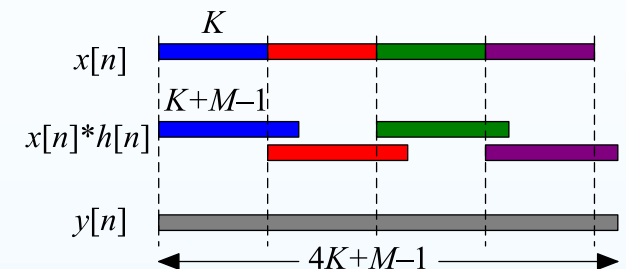
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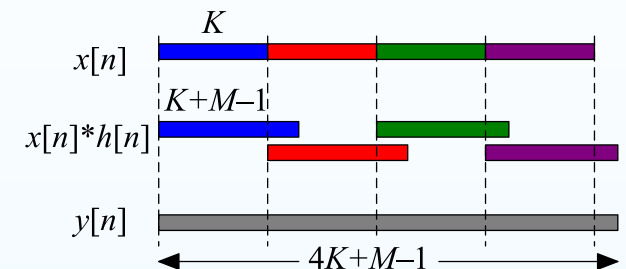
overlap-add: $\frac{N}{K} \times 8(M + K) \log_2(M + K) = 1.1 \times 10^9 \text{ ☺}$

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Other advantages:

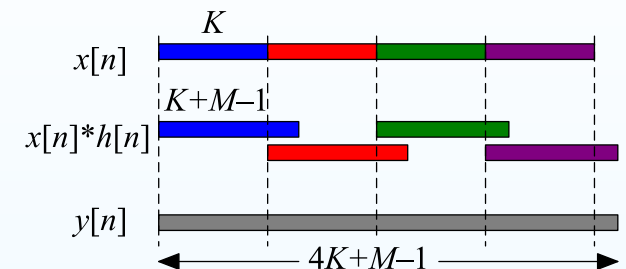
- (a) Shorter DFT

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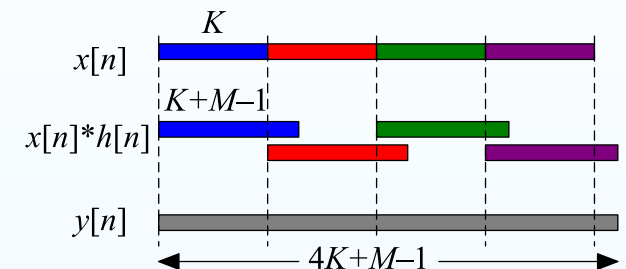
- (a) Shorter DFT
- (b) Can cope with $N = \infty$

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Other advantages:

- (a) Shorter DFT
- (b) Can cope with $N = \infty$
- (c) Can calculate $y[0]$ as soon as $x[K - 1]$ has been read:
algorithmic delay = $K - 1$ samples

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Alternative method:

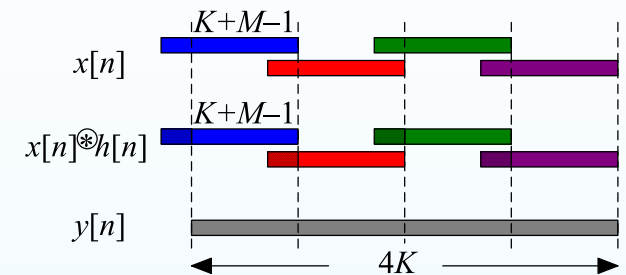
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(1) chop $x[n]$ into $\frac{N}{K}$ overlapping chunks of length $K + M - 1$



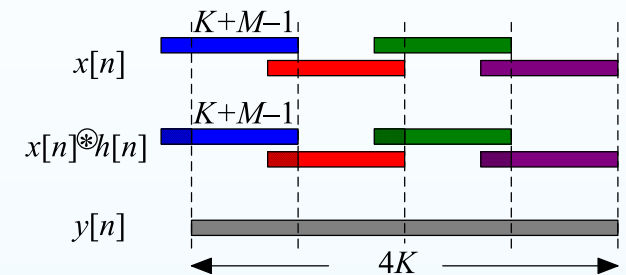
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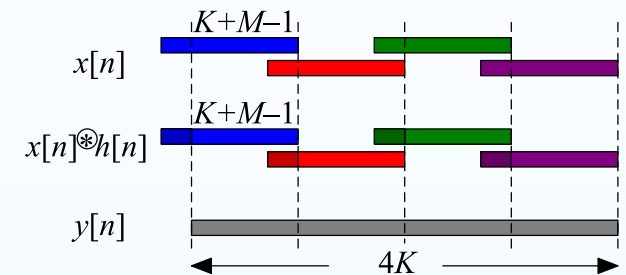
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- (1) chop $x[n]$ into $\frac{N}{K}$ overlapping chunks of length $K + M - 1$
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The first $M - 1$ points of each output chunk are invalid

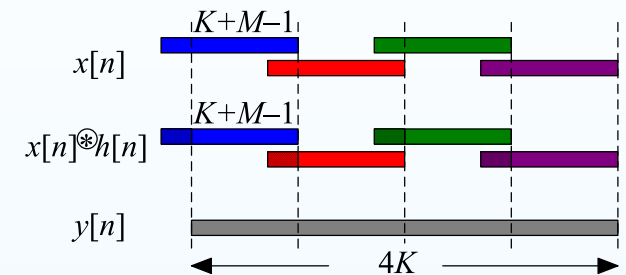
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Alternative method:

- (1) chop $x[n]$ into $\frac{N}{K}$ overlapping chunks of length $K + M - 1$
- (2) \otimes_{K+M-1} each chunk with $h[n]$
- (3) discard first $M - 1$ from each chunk



The first $M - 1$ points of each output chunk are invalid

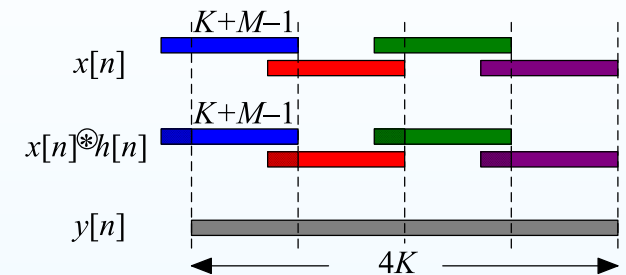
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- (3) discard first $M - 1$ from each chunk
- (4) concatenate to make $y[n]$



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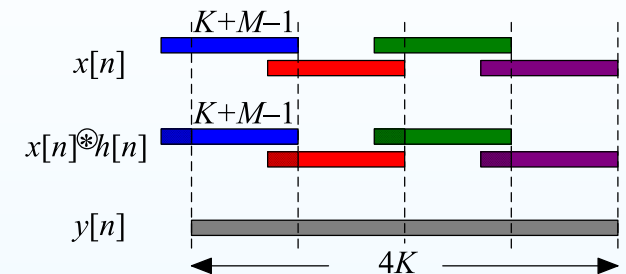
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Alternative method:

- (1) chop $x[n]$ into $\frac{N}{K}$ overlapping chunks of length $K + M - 1$
- (2) \otimes_{K+M-1} each chunk with $h[n]$
- (3) discard first $M - 1$ from each chunk
- (4) concatenate to make $y[n]$



The first $M - 1$ points of each output chunk are invalid

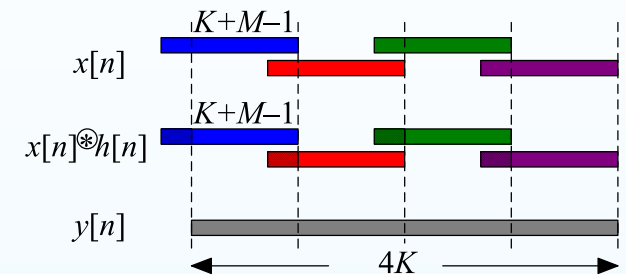
Operations: slightly less than overlap-add because no addition needed to create $y[n]$

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- BIBO Stability
- Frequency Response
- Causality
- Convolution Complexity
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- Summary
- MATLAB routines

Overlap Save

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Operations: slightly less than overlap-add because no addition needed to create $y[n]$

Advantages: same as overlap add

Strangely, rather less popular than overlap-add

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- LTI systems: impulse response, frequency response, group delay

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Summary

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- Efficient methods for convolution
 - single DFT
 - overlap-add and overlap-save

4: Linear Time Invariant Systems

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For further details see Mitra: 4 & 5.

4: Linear Time Invariant Systems

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MATLAB routines

fftfilt	Convolution using overlap add
$x[n] \otimes y[n]$	<code>real(ifft(fft(x).*fft(y)))</code>