



A photograph of a modern, multi-story building with a glass facade, illuminated from within, set against a sunset sky. The building is reflected in a body of water in the foreground. The sky is a mix of orange, pink, and blue.

# Pengolahan Sinyal Digital

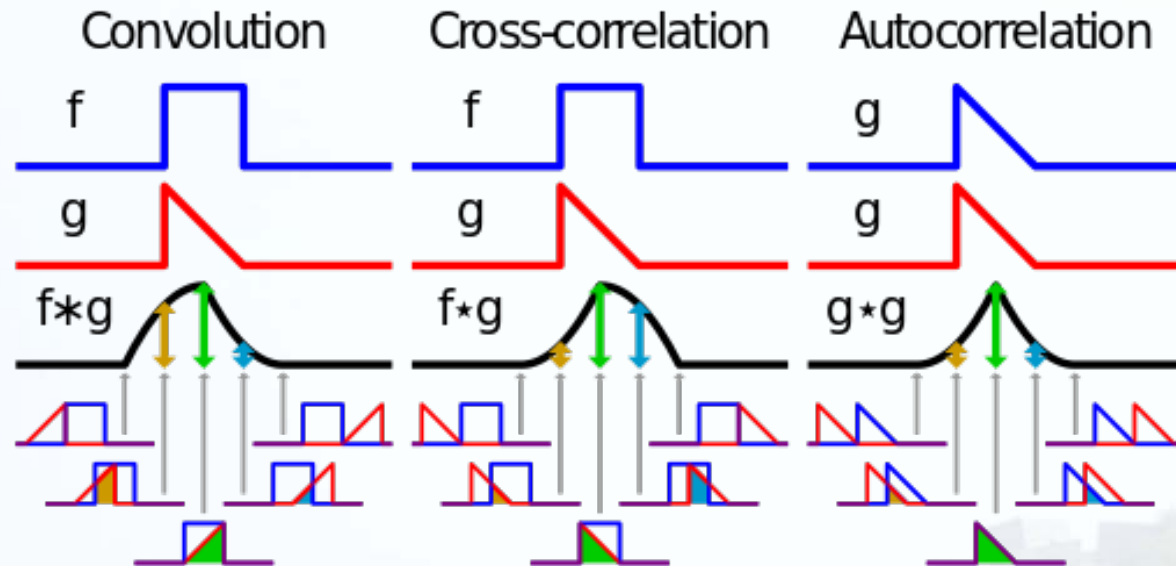
Adhi Harmoko Saputro



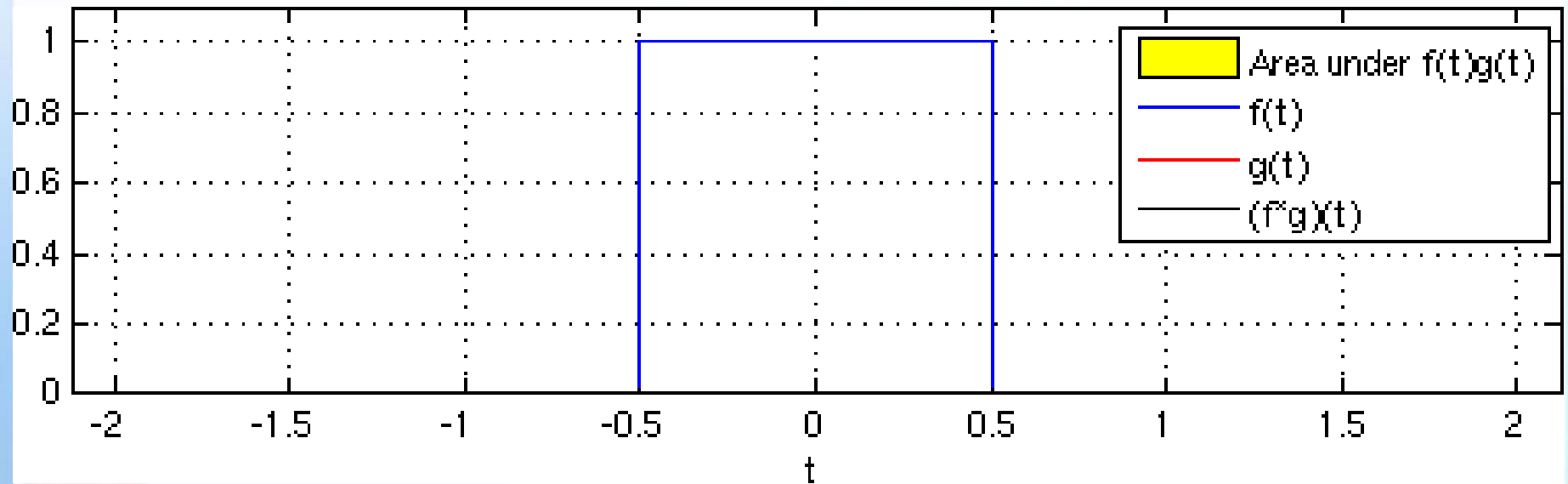
# Convolution

# Convolution

- Convolution is a mathematical operation on two functions ( $f$  and  $g$ )
- Produces a third function, that is typically viewed as a modified version of one of the original functions, giving the integral of the pointwise multiplication of the two functions as a function of the amount that one of the original functions is translated.



# Convolution



# Convolution

- The impulse response of an LTI system is given by  $h[n]$

$$y[n] = LTI[x[n]] = \sum_{k=-\infty}^{\infty} x[k]h[n-k]$$

- The mathematical operation is called a *linear convolution sum* and is denoted by

$$y[n] \triangleq x[n] * h[n]$$

- If the sequences are mathematical functions (of finite or infinite duration), then we can analytically evaluate for all  $n$  to obtain a functional form of  $y[n]$ .



# Convolution

- The “ $n$ ” dependency of  $y[n]$  deserves some care: for each value of “ $n$ ” the convolution sum must be computed *separately* over all values of a dummy variable “ $m$ ”. So, for each “ $n$ ”
  1. Rename the independent variable as  $\mathbf{m}$ . You now have  $\mathbf{x}[\mathbf{m}]$  and  $\mathbf{h}[\mathbf{m}]$ . Flip  $\mathbf{h}[\mathbf{m}]$  over the origin. This is  $\mathbf{h}[-\mathbf{m}]$
  2. Shift  $\mathbf{h}[-\mathbf{m}]$  as far left as possible to a point “ $\mathbf{n}$ ”, where the two signals barely touch. This is  $\mathbf{h}[\mathbf{n}-\mathbf{m}]$
  3. Multiply the two signals and sum over all values of  $\mathbf{m}$ . This is the convolution sum for the specific “ $\mathbf{n}$ ” picked above.
  4. Shift / move  $\mathbf{h}[-\mathbf{m}]$  to the right by one sample, and obtain a new  $\mathbf{h}[\mathbf{n}-\mathbf{m}]$ . Multiply and sum over all  $\mathbf{m}$ .
  5. Repeat 2~4 until  $\mathbf{h}[\mathbf{n}-\mathbf{m}]$  no longer overlaps with  $\mathbf{x}[\mathbf{m}]$ , i.e., shifted out of the  $\mathbf{x}[\mathbf{m}]$  zone.

# Convolution

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  1. Rename the independent variable as  $\mathbf{m}$ . You now have  $\mathbf{x[m]}$  and  $\mathbf{h[m]}$ . Flip  $\mathbf{h[m]}$  over the origin. This is  $\mathbf{h[-m]}$
  2. Shift  $\mathbf{h[-m]}$  as far left as possible to a point “ $\mathbf{n}$ ”, where the two signals barely touch. This is  $\mathbf{h[n-m]}$
  3. Multiply the two signals and sum over all values of  $\mathbf{m}$ . This is the convolution sum for the specific “ $\mathbf{n}$ ” picked above.
  4. Shift / move  $\mathbf{h[-m]}$  to the right by one sample, and obtain a new  $\mathbf{h[n-m]}$ . Multiply and sum over all  $\mathbf{m}$ .
  5. Repeat 2~4 until  $\mathbf{h[n-m]}$  no longer overlaps with  $\mathbf{x[m]}$ , i.e., shifted out of the  $\mathbf{x[m]}$  zone.

$$y[n] = x[n] * h[n] = \sum_{m=-\infty}^{\infty} x[m] \cdot h[n-m] = \sum_{m=-\infty}^{\infty} h[m] \cdot x[n-m]$$

# Useful Expressions

- The following expressions are often useful in calculating convolutions of analytical discrete signals

$$\sum_{n=0}^{\infty} a^n = \frac{1}{1-a}, \quad |a| < 1$$

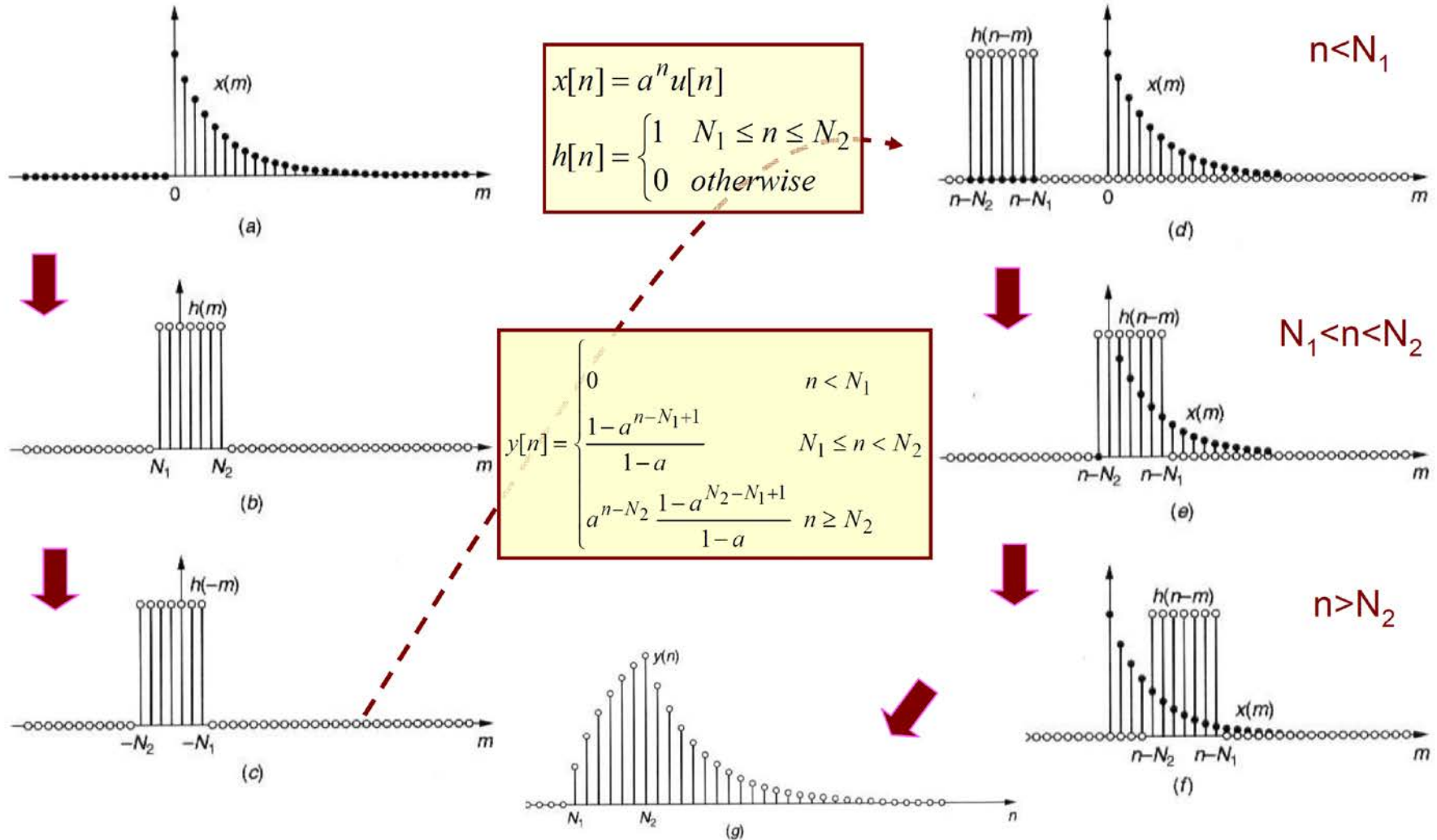
$$\sum_{n=k}^{\infty} a^n = \frac{a^k}{1-a}, \quad |a| < 1$$

$$\sum_{n=m}^N a^n = \frac{a^m - a^{N+1}}{1-a}, \quad a \neq 1$$

$$\sum_{n=0}^{N-1} a^n = \begin{cases} \frac{1-a^N}{1-a}, & |a| \neq 1 \\ N, & a=1 \end{cases}$$



# Convolution Example



# Example

- Let the rectangular pulse  $x(n) = u(n) - u(n - 10)$  be an input to an LTI system with impulse response

$$h(n) = (0.9)^n u(n)$$

- Determine the output  $y(n)$ .

# Example

- From the convolution equation

$$y(n) = x(n) * h(n)$$

$$y(n) = \sum_{k=0}^9 (1)(0.9)^{(n-k)} u(n-k) = (0.9)^n \sum_{k=0}^9 (0.9)^{-k} u(n-k)$$

- The sum in equation is almost a geometric series sum except that the term  $u(n-k)$  takes different values depending on  $n$  and  $k$ . There are three possible conditions under which  $u(n-k)$  can be evaluated.

# Example

- Case 1
  - $n < 0$
  - Then  $u(n - k) = 0, 0 \leq k \leq 9$

$$y(n) = 0$$

# Example

- Case 2
  - The nonzero values of  $x(n)$  and  $h(n)$  *do not overlap*.
  - $0 \leq n < 9$ : Then  $u(n - k) = 1$ ,  $0 \leq k \leq n$ .

$$\begin{aligned} y(n) &= (0.9)^n \sum_{k=0}^n (0.9)^{-k} = (0.9)^n \sum_{k=0}^n \left[ (0.9)^{-1} \right]^k \\ &= (0.9)^n \frac{1 - (0.9)^{-(n+1)}}{1 - (0.9)^{-1}} = 10 \left[ 1 - (0.9)^{-(n+1)} \right] \end{aligned}$$

# Example

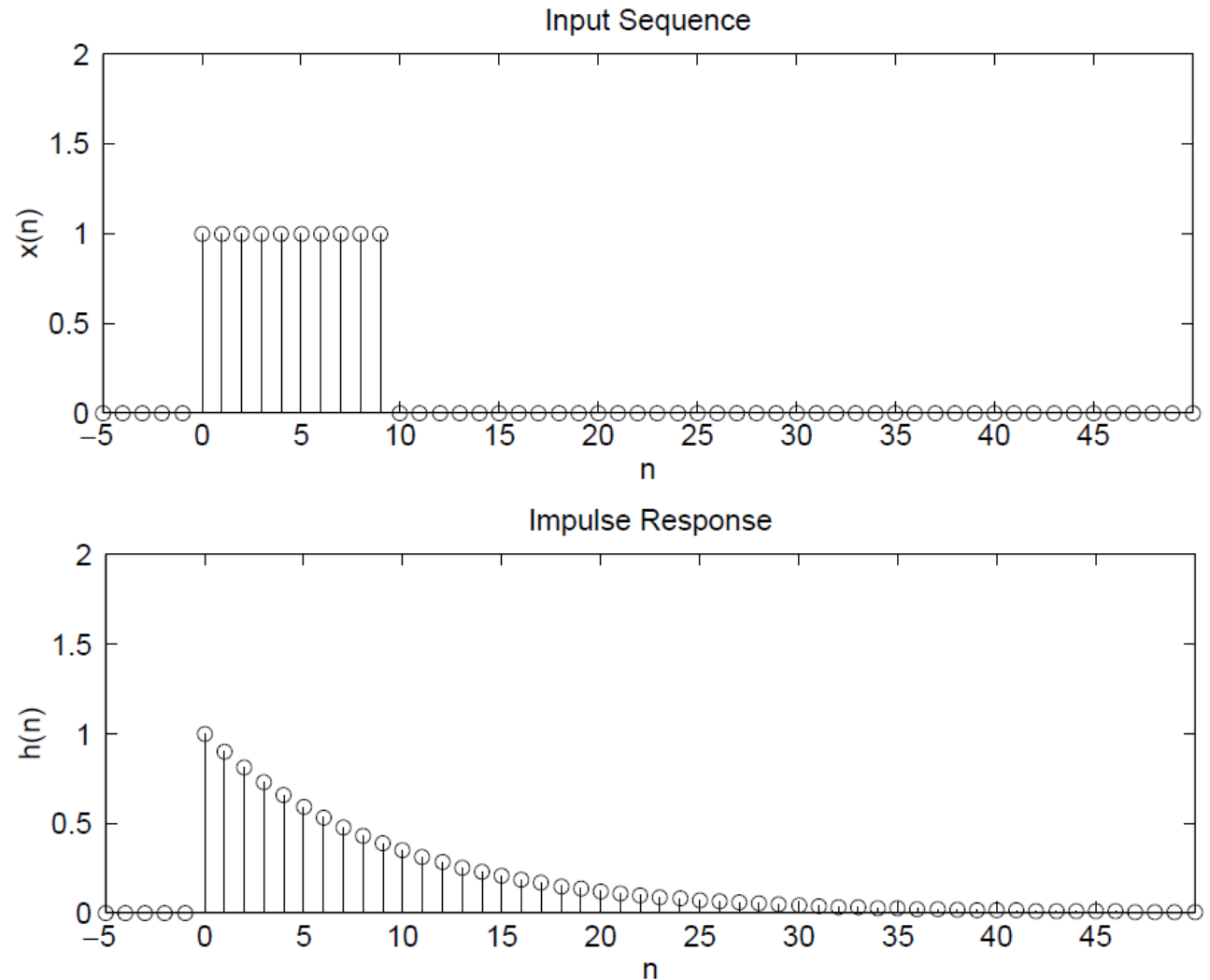
- Case 3
  - The impulse response  $h(n)$  *partially overlaps* the input  $x(n)$ .
  - $n \geq 9$ : Then  $u(n - k) = 1, 0 \leq k \leq 9$

$$\begin{aligned} y(n) &= (0.9)^n \sum_{k=0}^9 (0.9)^{-k} \\ &= (0.9)^n \frac{1 - (0.9)^{-10}}{1 - (0.9)^{-1}} = 10(0.9)^{n-9} \left[ 1 - (0.9)^{10} \right] \end{aligned}$$



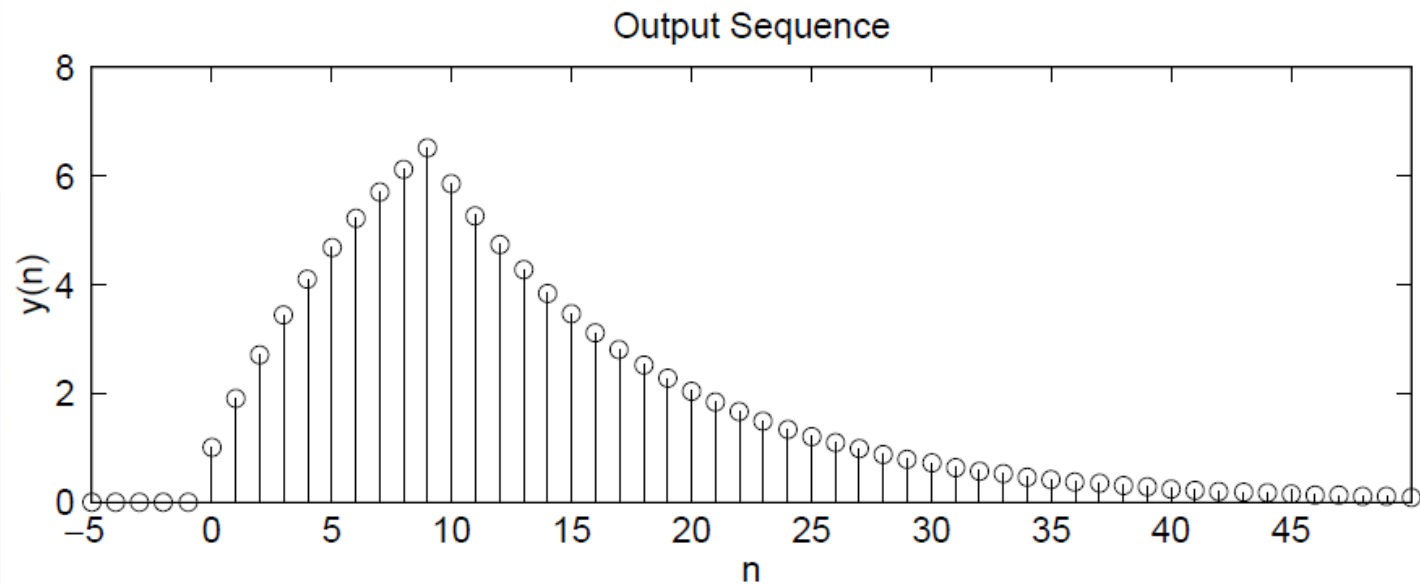
# Example

- The input sequence and the impulse response



# Example

- The output sequence



# Example

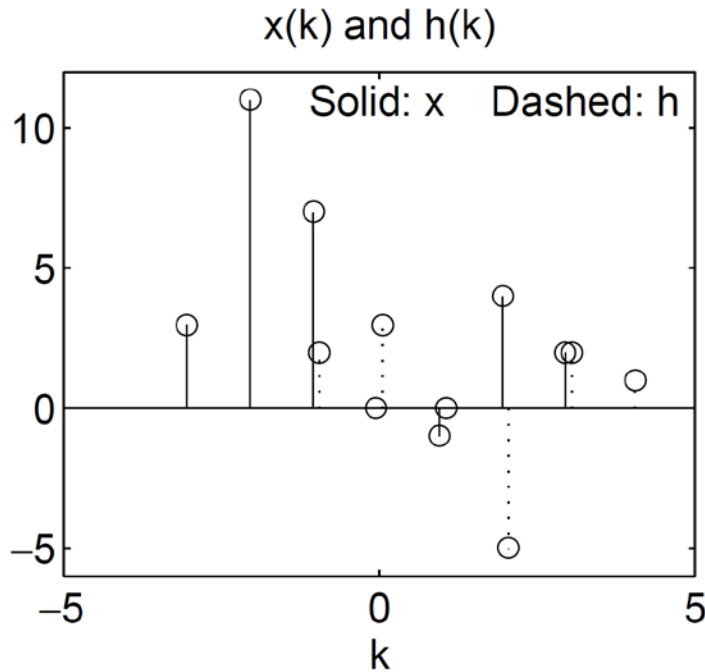
- Given the following two sequences

$$x(n) = [3, 11, 7, \underset{\uparrow}{0}, -1, 4, 2], \quad -3 \leq n \leq 3$$

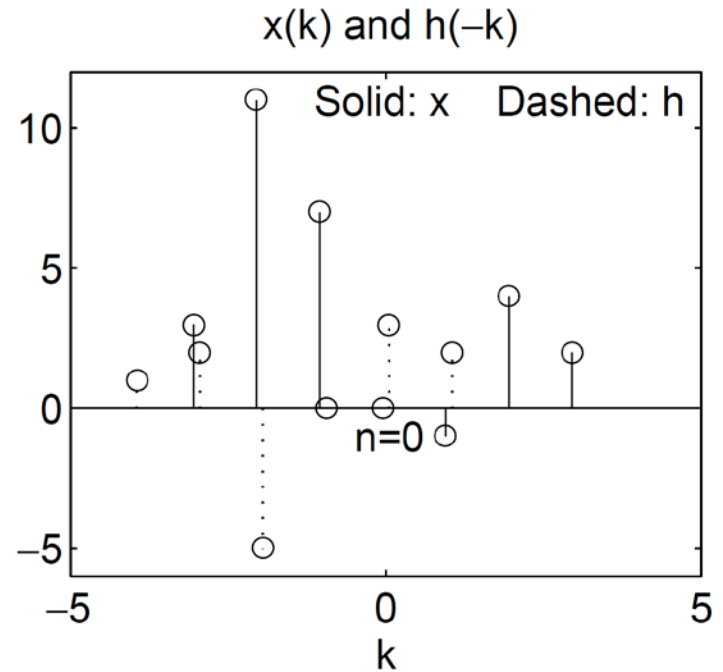
$$h(n) = [2, \underset{\uparrow}{3}, 0, -5, 2, 1], \quad -1 \leq n \leq 4$$

- Determine the convolution  $y(n) = x(n) * h(n)$ .

# Example

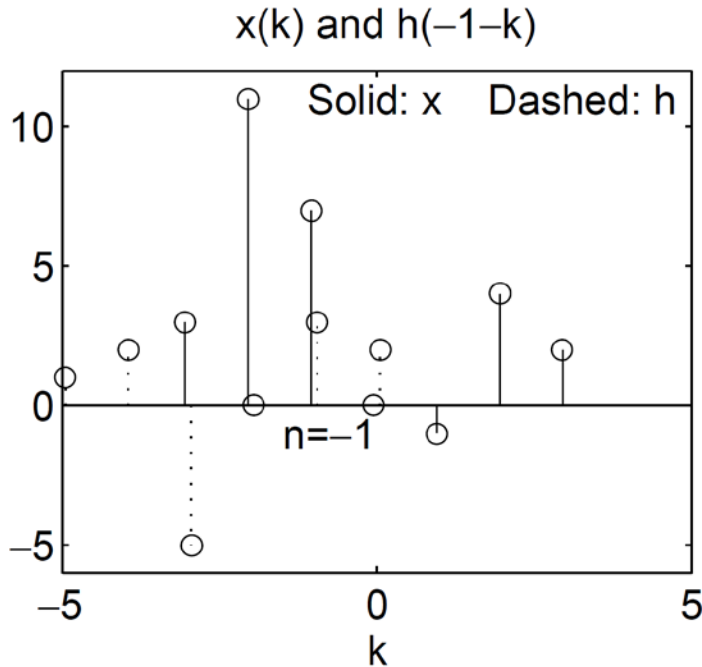


The original sequences



$x(k)$  and  $h(-k)$ , the folded version of  $h(k)$

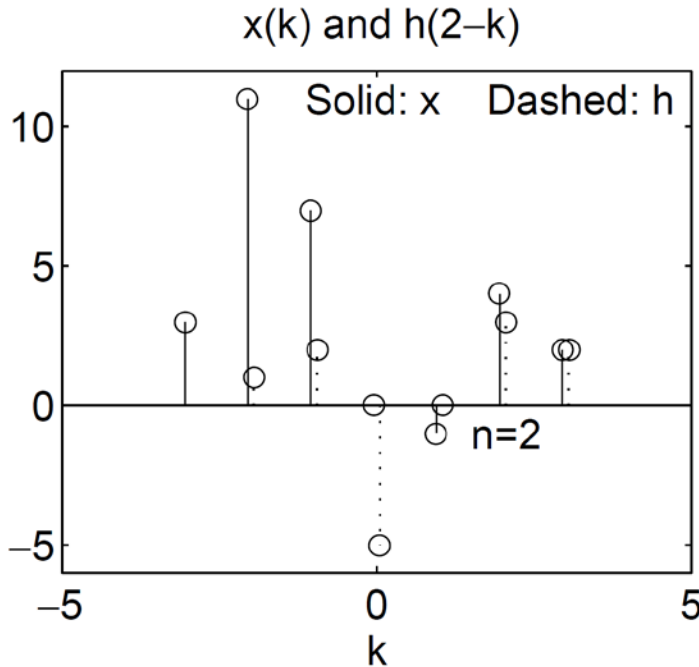
# Example



$x(k)$  and  $h(-1-k)$ , the folded-and-shifted by  $-1$  version of  $h(k)$ .

$$\sum_k x(k)h(-1-k) = 3 \times (-5) + 11 \times 0 + 7 \times 3 + 0 \times 2 = 6 = y(-1)$$

# Example



$x(k)$  and  $h(2 - k)$ , the folded-and-shifted-by-2 version of  $h(k)$

$$\sum_k x(k)h(2-k) = 11 \times 1 + 7 \times 2 + 0 \times (-5) + (-1) \times 0 + 4 \times 3 + 2 \times 2 = 41 = y(2)$$



# Example

- Similar graphical calculations can be done for other remaining values of  $y(n)$ .
- The beginning point (first nonzero sample) of  $y(n)$  is given by

$$n = -3 + (-1) = -4$$

- The end point (the last nonzero sample) is given by

$$n = 3 + 4 = 7$$

- The complete output is given by

$$y(n) = \{6, 31, 47, 6, \underset{\uparrow}{-51}, -5, 41, 18, -22, -3, 8, 2\}$$

# Matlab Convolution

- If arbitrary sequences are of infinite duration, then MATLAB cannot be used *directly* to compute the convolution.
  - MATLAB does provide a built-in function called **conv** that computes the convolution between two finite-duration sequences. The conv function assumes that the two sequences begin at  $n = 0$  and is invoked by
- ```
>> y = conv(x,h);
```

# Example

- Let the rectangular pulse  $x(n) = u(n) - u(n - 10)$  be an input to an LTI system with impulse response

$$h(n) = (0.9)^n u(n)$$

- Determine the output  $y(n)$ .

```
>> x = [3, 11, 7, 0, -1, 4, 2];  
>> h = [2, 3, 0, -5, 2, 1];  
>> y = conv(x, h)  
y =  
6 31 47 6 -51 -5 41 18 -22 -3 8 2
```

# Matlab Convolution

- A simple modification of the conv function, which performs the convolution of arbitrary support sequences

```
function [y,ny] = conv_m(x,nx,h,nh)
% Modified convolution routine for signal processing
% -----
% [y,ny] = conv_m(x,nx,h,nh)
% [y,ny] = convolution result
% [x,nx] = first signal
% [h,nh] = second signal
%
nyb = nx(1)+nh(1); nye = nx(length(x)) + ...
nh(length(h));
ny = [nyb:nye]; y = conv(x,h);
```

# Example

- Given the following two sequences

$$x(n) = \left[ 3, 11, 7, \underset{\uparrow}{0}, -1, 4, 2 \right], \quad -3 \leq n \leq 3$$

$$h(n) = \left[ 2, \underset{\uparrow}{3}, 0, -5, 2, 1 \right], \quad -1 \leq n \leq 4$$

- Determine the convolution  $y(n) = x(n) * h(n)$ .

# Example

```
>> x = [3, 11, 7, 0, -1, 4, 2]; nx = [-3:3];  
>> h = [2, 3, 0, -5, 2, 1]; ny = [-1:4];
```

```
>> [y,ny] = conv_m(x,nx,h,nh)  
y =  
6 31 47 6 -51 -5 41 18 -22 -3 8 2  
ny =  
-4 -3 -2 -1 0 1 2 3 4 5 6 7
```

$$y(n) = \{6, 31, 47, 6, \underset{\uparrow}{-51}, -5, 41, 18, -22, -3, 8, 2\}$$





*Terima Kasih*