

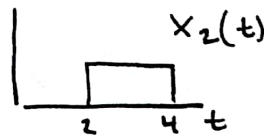
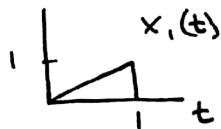
Recitation 3 ESE 325

Jacob
Hultman

1. $x_1(t) = r(t) - r(t-1) - u(t-1)$

$x_2(t) = u(t-2) - u(t-4)$

Find $x_1(t) * x_2(t)$



$$x_1(t) * x_2(t) = \int_{-\infty}^{\infty} x_1(\tau) x_2(t-\tau) d\tau = \int_0^1 \tau x_2(t-\tau) d\tau$$

Cases:

$$t - \tau < 2$$

$$\Rightarrow t < 2 + \tau$$

$$\Rightarrow t < 2$$

No overlap



$$t - \tau > 4$$

$$\Rightarrow t > 4 + \tau$$

$$\Rightarrow t > 5$$

No overlap



$$2 \leq t - \tau < 3$$

$$\Rightarrow t \geq 2 + \tau$$

$$t < 3 + \tau$$

$$t \geq 2$$

$$t < 3$$

Overlap



$$3 \leq t - \tau < 4$$

$$\Rightarrow t \geq 3 + \tau$$

$$t < 4 + \tau$$

$$t \geq 3$$

$$t < 4$$

Envelope



$$4 \leq t - \tau < 5$$

$$\Rightarrow t \geq 4 + \tau$$

$$t < 5 + \tau$$

$$t \geq 4$$

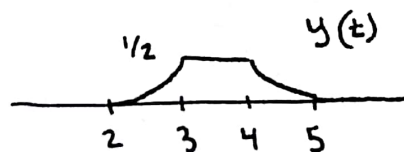
$$t < 5$$

overlap



$$y(t) = x_1(t) * x_2(t)$$

$$= \begin{cases} 0 & , t < 2 \\ \int_0^{t-2} \tau d\tau & , 2 \leq t < 3 \\ 1/2 & , 3 \leq t < 4 \\ \int_{t-4}^1 \tau d\tau & , 4 \leq t < 5 \\ 0 & , 5 \leq t \end{cases} = \begin{cases} 0 & , t < 2 \\ \frac{(t-2)^2}{2} & , 2 \leq t < 3 \\ 1/2 & , 3 \leq t < 4 \\ \frac{1 - (t-4)^2}{2} & , 4 \leq t < 5 \\ 0 & , 5 \leq t \end{cases}$$



2.

$$S_1: y[n] = \begin{cases} x[\frac{n}{2}] & , n \text{ even} \\ 0 & , n \text{ odd} \end{cases}$$

$$S_2: y[n] = x[2n]$$

$$S_1: \begin{array}{c|cccccccc} x & -4 & -3 & -2 & -1 & 0 & 1 & 2 & 3 & 4 \\ y & -4 & & -2 & & 0 & & 2 & & 4 \end{array}$$

$$S_2: \begin{array}{c|cccccccc} x & \cancel{-4} & -3 & -2 & \cancel{-1} & 0 & \cancel{1} & 2 & \cancel{3} & 4 \\ y & -3 & & -2 & & 0 & & 1 & & 3 \end{array}$$

S_2 discards all the odd samples!

$$\begin{array}{c|cccccccc} n & -4 & -3 & -2 & -1 & 0 & 1 & 2 \\ x[n] & 1 & 0 & 0 & 1 & 1 & 0 & 1 \end{array}$$

$S_1 \downarrow$

$$\begin{array}{c|cccccccc} n & -4 & -3 & -2 & -1 & 0 & 1 & 2 \\ y_1[n] & 0 & 0 & 1 & 0 & 1 & 0 & 0 \end{array}$$

\downarrow

S_2

$$\begin{array}{c|cccccccc} n & -4 & -3 & -2 & -1 & 0 & 1 & 2 \\ y_2[n] & & & 0 & 1 & 1 & 0 & \end{array}$$

we recover the original signal.

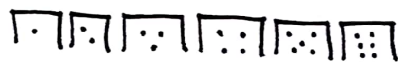
Convolution

What kind of operation is convolution?

- It's a smoothing operation
- A way to multiply two functions

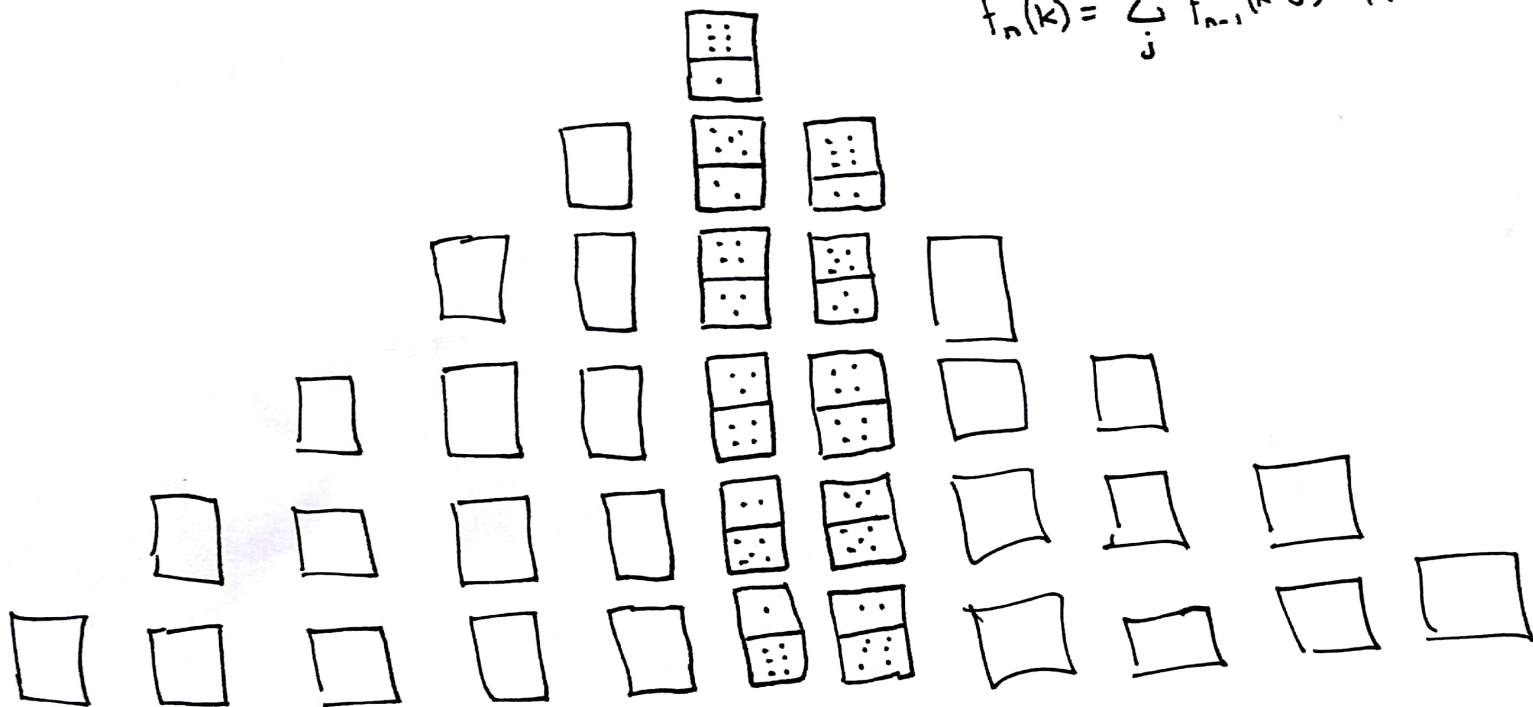
It turns out, convolution is closely related to the CLT

- PDF of a sum of ind. r.v.s is conv. of the two PDFs
- Face of a die:



square pulse

- Sum of two dice:



$$f_n(k) = \sum_j f_{n-1}(k-j) f_1(j)$$

MATLAB example