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CONVOLUTION: FLIP AND DRAG

Convolution at t is computed by integrating the signal weighted by the time reversal of the unit impulse response dragged to start at time t .

Mathlet

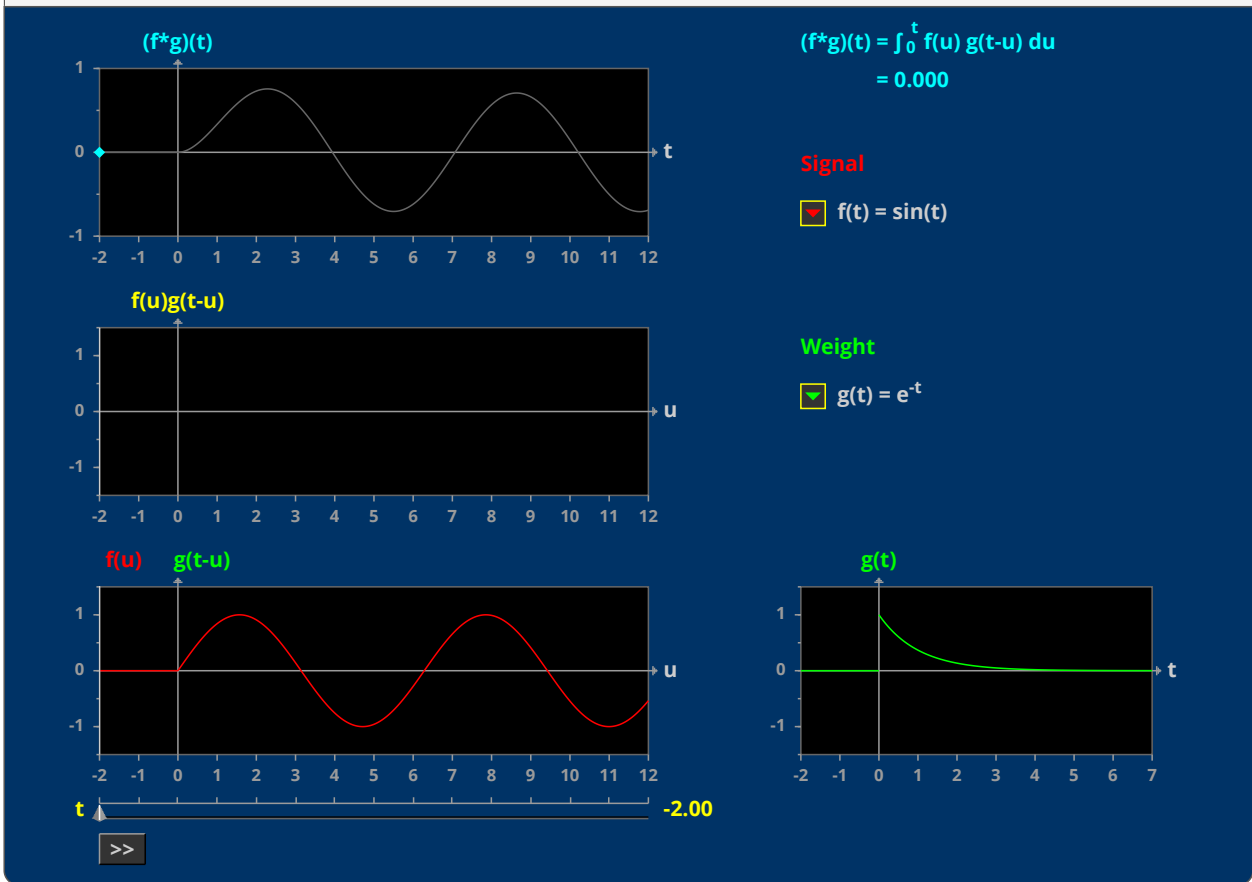
Description

Activity

Comments

CONVOLUTION: FLIP AND DRAG

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