

# Convolution

L06

Goal: To define convolution, see what it does, and find out how it can be done using the Fourier transform.

Def'n: The convolution between two functions  $f(x)$  and  $g(x)$  is an integral of the form

$$(f * g)(x) = \int_{-\infty}^{\infty} f(\tau) g(x - \tau) d\tau$$

For discrete signals  $f_n$  and  $g_n$ ,

$$(f * g)_n = \sum_{k=0}^{N-1} f_k g_{n-k} \quad n=0, \dots, N-1$$

Theorem: (continuous-domain version)

Let  $f(x)$  and  $g(x)$  be functions, and let

$$F(\omega) = \mathcal{F}\{f(x)\}(\omega) \quad \text{and} \quad G(\omega) = \mathcal{F}\{g(x)\}(\omega)$$

be their Fourier transforms. Then

$$\begin{aligned} \mathcal{F}\{(f * g)(x)\}(\omega) &= \mathcal{F}\{f(x)\}(\omega) \cdot \mathcal{F}\{g(x)\}(\omega) \\ &= F(\omega) G(\omega) \end{aligned}$$

$$\text{Pf: } \mathcal{F}\{(f * g)(x)\}(\omega) = \int_{-\infty}^{\infty} \int_{-\infty}^{\infty} f(\tau) g(x - \tau) d\tau e^{-2\pi i \omega x} dx$$

Change of variables: Let  $y = x - \tau \Rightarrow x = y + \tau$   
 $dy = dx$

$$= \int_{-\infty}^{\infty} \int_{-\infty}^{\infty} f(\tau) g(y) d\tau e^{-2\pi i \omega (y + \tau)} dy$$

$$= \int_{-\infty}^{\infty} f(\tau) e^{-2\pi i \omega \tau} d\tau \int_{-\infty}^{\infty} g(y) e^{-2\pi i \omega y} dy$$

$$= F(\omega) G(\omega)$$



Note: One can just as easily prove the theorem

$$\mathcal{F}^{-1}\{(F * G)(\omega)\}(x) = f(x) g(x)$$

$\therefore$  convolution in one domain is equivalent to element-wise multiplication in the other domain.

$$\mathcal{F}\{f * g\}(\omega) = F(\omega) G(\omega)$$

conv. in spatial domain  
 $\Leftrightarrow$  mult. in freq. domain

$$\mathcal{F}^{-1}\{F * G\}(x) = f(x) g(x)$$

conv. in freq. domain  
 $\Leftrightarrow$  mult. in spatial domain.

Theorem: (discrete-domain version)

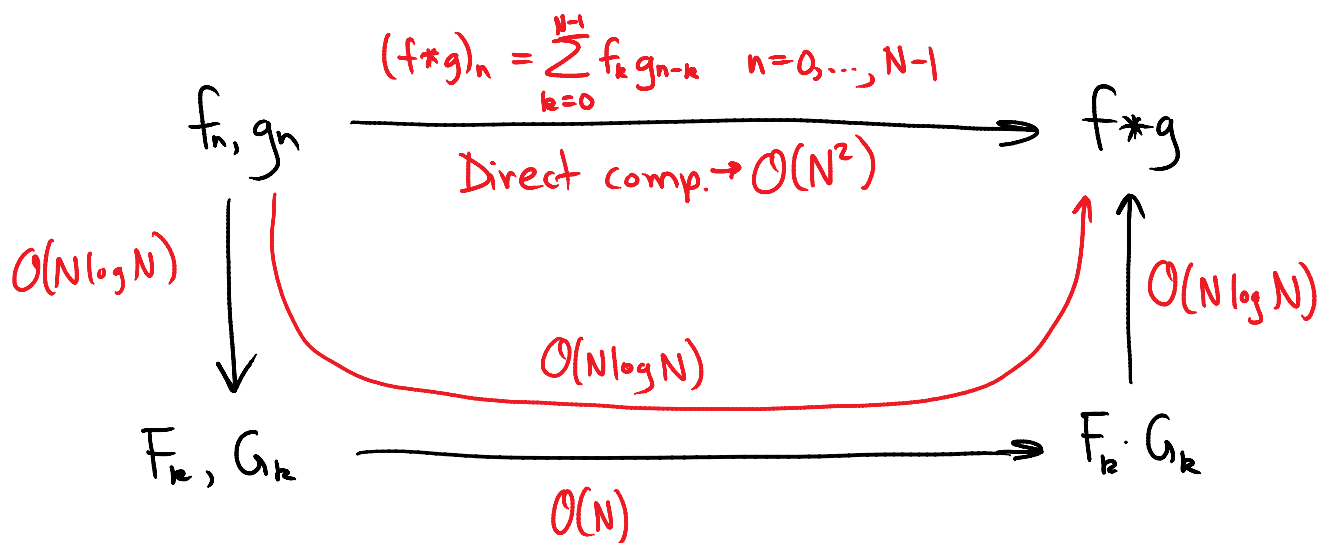
Let  $f_n$  and  $g_n$ ,  $n=0, \dots, N-1$ , be two discrete functions (signals).

$$\mathcal{F}\{(f * g)_n\}_k = F_k G_k$$

TASK: Check out the Matlab script  
LO6\_Convolution.m

Question: Why bother using the FT to compute convolution? Sure, it may be cool, but isn't it more work?

Consider the # of flops (floating-point operations) to compute  $(f*g)$  using the 2 methods.



Thus, as  $N$  gets large, using the DFT is more efficient. What about convolving  $N \times N$  images,  $f_{mn}$  and  $g_{mn}$ , where  $m=0, \dots, N-1$  and  $n=0, \dots, N-1$ ?

$\rightarrow O(N^2 \log N)$  flops