BLM2041 Signals and Systems

Syllabus

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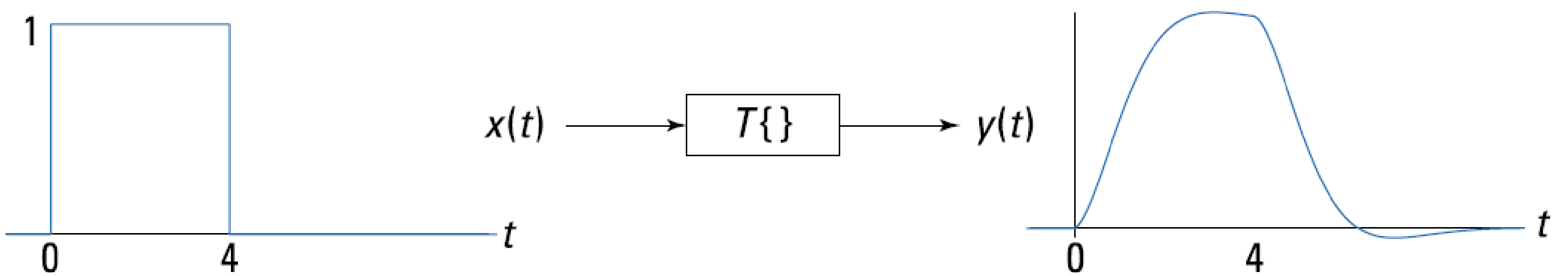
Responses to arbitrary signals

- Although we have focused on responses to simple signals (δ[n],δ(t)) we are generally interested in responses to more complicated signals.
- How do we compute responses to a more complicated input signals?



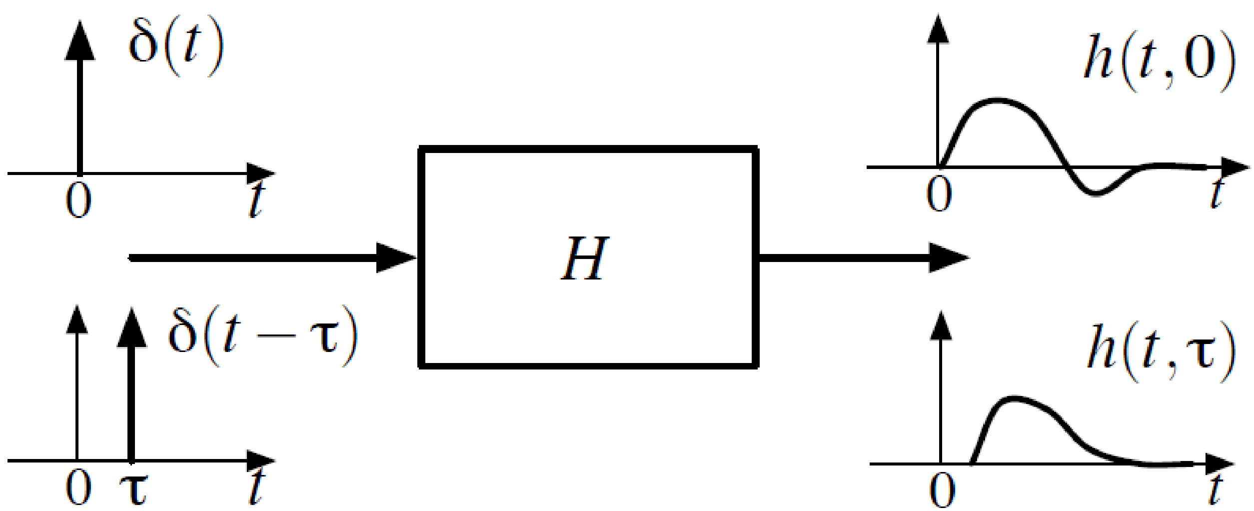
Block diagram depicting a general input/output relationship.

Impulse Response

The *impulse response* of a linear system $h_\tau(t)$ is the output of the system at time t to an impulse at time τ. This can be written as

$$h_\tau = H(\delta_\tau)$$

Care is required in interpreting this expression!



Note: Be aware of potential confusion here:

When you write

$$h_\tau(t) = H(\delta_\tau(t))$$

the variable t serves different roles on each side of the equation.

- t on the left is a specific value for time, the time at which the output is being sampled.
- t on the right is varying over all real numbers, it is not the same t as on the left.
- The output at time specific time t on the left in general depends on the input at all times t on the right (the entire input waveform).

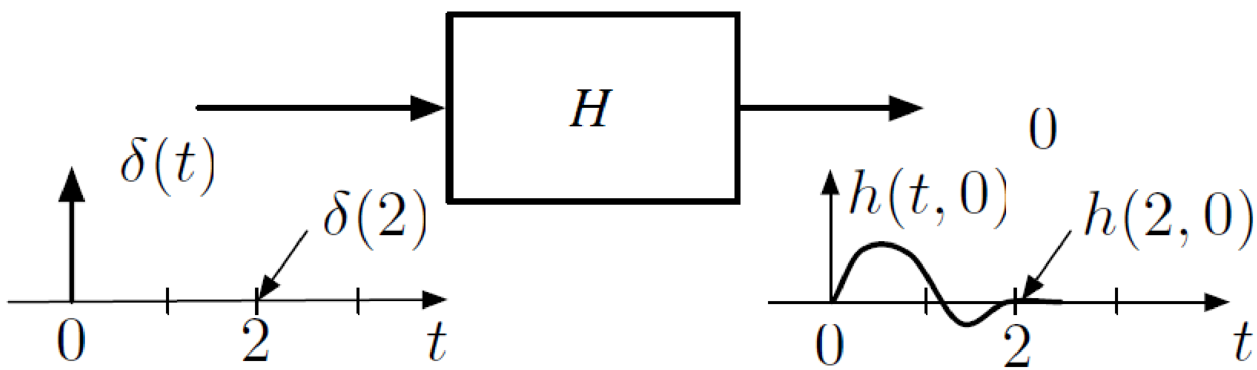
- Assume the input impulse is at $\tau = 0$,

$$h = h_0 = H(\delta_0).$$

We want to know the impulse response at time $t = 2$. It doesn't make any sense to set $t = 2$, and write

$$h(2) = H(\delta(2)) \qquad \Leftarrow \text{No!}$$

First, $\delta(2)$ is something like zero, so $H(0)$ would be zero. Second, the value of $h(2)$ depends on the entire input waveform, not just the value at $t = 2$.

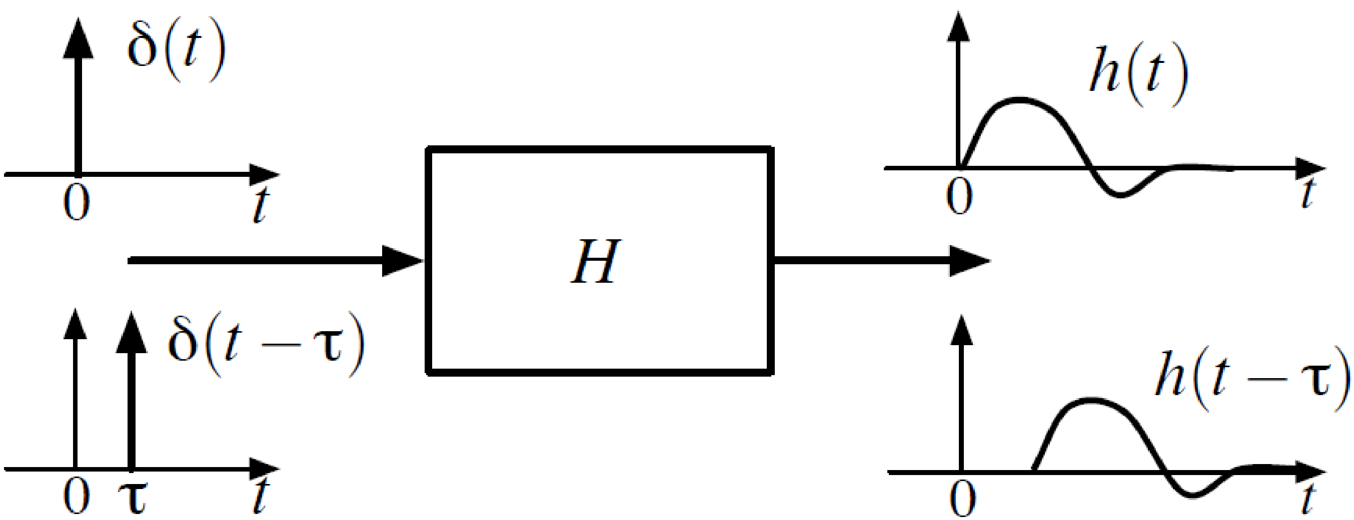


Time-invariance

If H is time invariant, delaying the input and output both by a time τ should produce the same response

$$h_\tau(t) = h(t - \tau).$$

In this case, we don't need to worry about h_τ because it is just h shifted in time.



Linearity and Extended Linearity

Linearity: A system S is linear if it satisfies both

- *Homogeneity:* If $y = Sx$, and a is a constant then

$$ay = S(ax).$$

- *Superposition:* If $y_1 = Sx_1$ and $y_2 = Sx_2$, then

$$y_1 + y_2 = S(x_1 + x_2).$$

Combined Homogeneity and Superposition:
If $y_1 = Sx_1$ and $y_2 = Sx_2$, and a and b are constants,

$$ay_1 + by_2 = S(ax_1 + bx_2)$$

Extended Linearity

- *Summation:* If $y_n = S(x_n)$ for all n, an integer from $(-\infty < n < \infty)$, and a_n are constants

$$\sum_n a_n y_n = S\left(\sum_n a_n x_n\right)$$

Summation and the system operator commute, and can be interchanged.

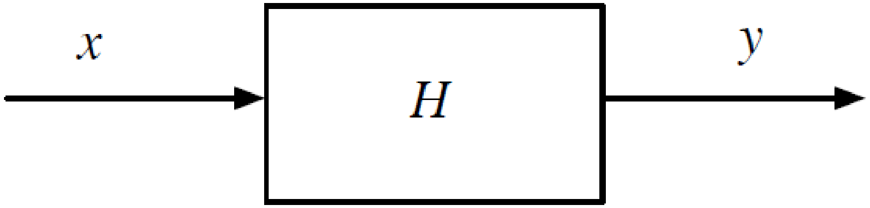
- *Integration (Simple Example)* : If $y = S(x)$,

$$\int_{-\infty}^{\infty} a(\tau)y(t-\tau)\ d\tau = S\left(\int_{-\infty}^{\infty} a(\tau)x(t-\tau)d\tau\right)$$

Integration and the system operator commute, and can be interchanged.

Output of an LTI System

We would like to determine an expression for the output $y(t)$ of an linear time invariant system, given an input $x(t)$



We can write a signal $x(t)$ as a sample of itself

$$x(t) = \int_{-\infty}^{\infty} x(\tau)\delta_\tau(t)\ d\tau$$

This means that $x(t)$ can be written as a weighted integral of δ functions.

Applying the system H to the input $x(t)$,

$$\begin{aligned} y(t) &= H\left(x(t)\right) \\ &= H\left(\int_{-\infty}^{\infty} x(\tau)\delta_\tau(t)d\tau\right) \end{aligned}$$

If the system obeys extended linearity we can interchange the order of the system operator and the integration

$$y(t) = \int_{-\infty}^{\infty} x(\tau)H\left(\delta_\tau(t)\right)d\tau.$$

The impulse response is

$$h_\tau(t) = H(\delta_\tau(t)).$$

Substituting for the impulse response gives

$$y(t) = \int_{-\infty}^{\infty} x(\tau)h_\tau(t)d\tau.$$

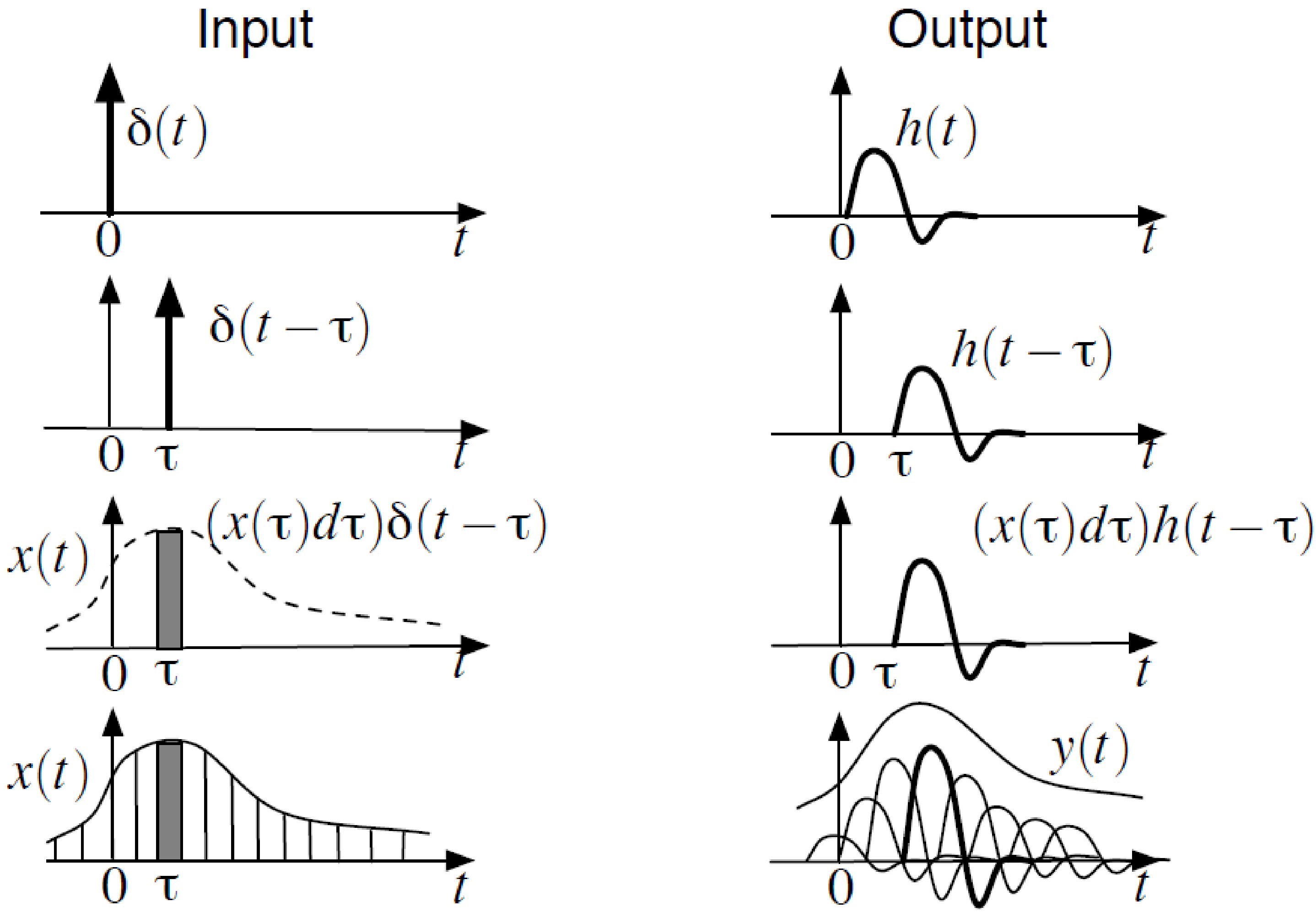
This is a *superposition integral*. The values of $x(\tau)h(t,\tau)d\tau$ are superimposed (added up) for each input time τ.

If H is time invariant, this written more simply as

$$y(t) = \int_{-\infty}^{\infty} x(\tau)h_\tau(t)d\tau.$$

This is in the form of a *convolution integral*, which will be the subject of the next class.

Graphically, this can be represented as:



$$x(t) = \int_{-\infty}^{\infty} x(\tau)\delta(t-\tau)d\tau \qquad y(t) = \int_{-\infty}^{\infty} x(\tau)h(t-\tau)d\tau$$

If a system is linear and time-invariant (LTI) then its output is the integral of weighted and shifted unit-impulse responses.

$$\delta(t) \longrightarrow \boxed{\text{system}} \longrightarrow h(t)$$

$$\delta(t-\tau) \longrightarrow \boxed{\text{system}} \longrightarrow h(t-\tau)$$

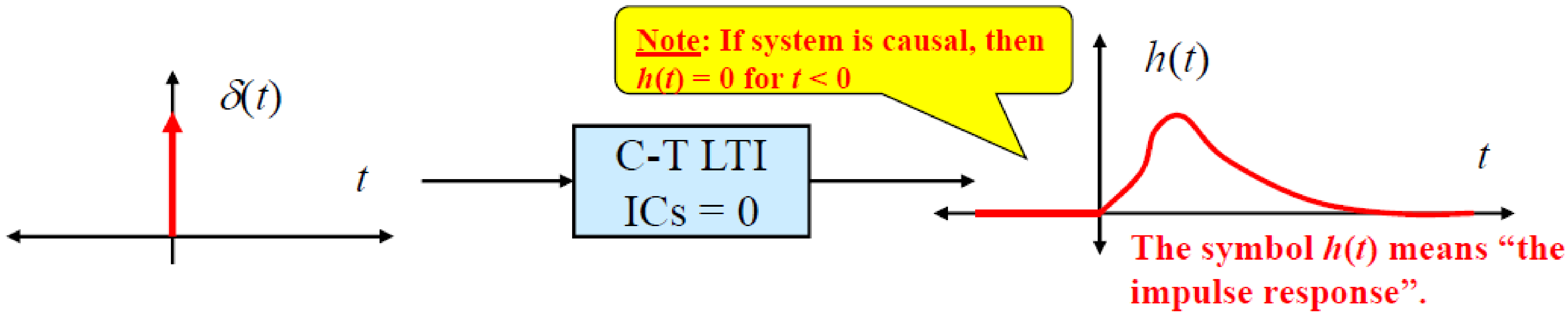
$$x(\tau)\delta(t-\tau) \longrightarrow \boxed{\text{system}} \longrightarrow x(\tau)h(t-\tau)$$

$$x(t) = \int_{-\infty}^{\infty} x(\tau)\delta(t-\tau)d\tau \longrightarrow \boxed{\text{system}} \longrightarrow y(t) = \int_{-\infty}^{\infty} x(\tau)h(t-\tau)d\tau$$

Recall: Impulse Response

Earlier we introduced the concept of impulse response…

…what comes out of a system when the input is an impulse (delta function)



Noting that the LT of $\delta(t) = 1$ and using the properties of the transfer function and the Z transform we said that

$$h(t) = \mathcal{L}^{-1}\{H(s)\mathcal{L}\{\delta(t)\}\}$$

$$\boxed{h(t) = \mathcal{L}^{-1}\{H(s)\}}$$

$$\boxed{h(t) = \mathcal{F}^{-1}\{H(\omega)\}}$$

So…once we have either $H(s)$ or $H(\omega)$ we can get the impulse response $h(t)$

Convolution Property and System Output

Let $x(t)$ be a signal with CTFT $X(\omega)$ and LT of $X(s)$

$$x(t) \leftrightarrow X(\omega)$$
$$x(t) \leftrightarrow X(s)$$

Consider a system w/ freq resp $H(\omega)$ & trans func $H(s)$

$$h(t) \leftrightarrow H(\omega)$$
$$h(t) \leftrightarrow H(s)$$

We've spent much time using these tools to analyze system outputs this way:

$$Y(\omega) = H(\omega)X(\omega) \quad \leftrightarrow \quad y(t) = \mathscr{F}^{-1}\{H(\omega)X(\omega)\}$$

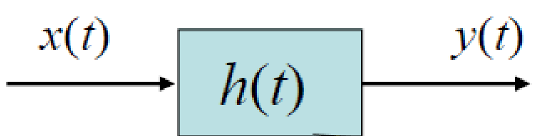
$$Y(s) = H(s)X(s) \quad \leftrightarrow \quad y[n] = \mathscr{L}^{-1}\{H(s)X(s)\}$$

The convolution property of the CTFT and LT gives an alternate way to find *y*(*t*):

$$\boxed{\mathscr{F}^{-1}\{X(\omega)H(\omega)\} = x(t) * h(t)}$$

$$\boxed{\mathscr{L}^{-1}\{X(s)H(s)\} = x(t) * h(t)}$$

$$\boxed{x(t) * h(t) = \int_{-\infty}^{\infty} x(\tau)h(t-\tau)d\tau}$$



$$\boxed{y(t) = \int_{-\infty}^{\infty} x(\tau)h(t-\tau)d\tau}$$

"Convolving" input *x*(*t*) with the impulse response *h*(*t*) gives the output *y*(*t*)!

LTI System with impulse response *h*(*t*)

Convolution for Causal System & with Causal Input

An arbitrary LTI system's output can be found using the general convolution form:

$$\boxed{y(t) = \int_{-\infty}^{\infty} x(\tau)h(t-\tau)d\tau}$$

General LTI System

If the system is causal then $h(t) = 0$ for $t < 0$…. Thus $h(t - \tau) = 0$ for $t > \tau$ … so:

$$\boxed{y(t) = \int_{-\infty}^{t} x(\tau)h(t-\tau)d\tau}$$

Causal LTI System

If the input is causal then $x(t) = 0$ for $t < 0$…. so:

$$\boxed{y(t) = \int_{0}^{\infty} x(\tau)h(t-\tau)d\tau}$$

Causal Input & General LTI System

If the system & signal are both causal then

$$\boxed{y(t) = \int_{0}^{t} x(\tau)h(t-\tau)d\tau}$$

Causal Input & Causal LTI System

Convolution Properties

1. **Commutativity** $\boxed{x(t) * h(t) = h(t) * x(t)}$

2. **Associativity** $\boxed{[x(t) * h_1(t)] * h_2(t) = x(t) * [h_1(t) * h_2(t)]}$

Associativity together with commutativity says we **can interchange the order of two cascaded systems**.

3. **Distributivity** $\boxed{x(t) * [h_1(t) + h_2(t)] = x(t) * h_1(t) + x(t) * h_2(t)}$

4. **Derivative Property:**

$$\frac{d}{dt}[x(t) * v(t)] = \dot{x}(t) * v(t)$$

derivative

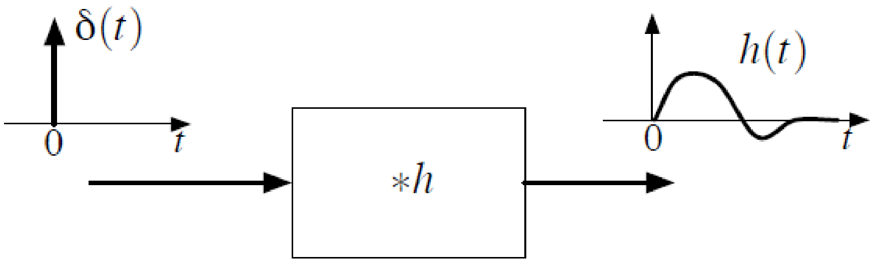
$$= x(t) * \dot{v}(t)$$

5. **Integration Property** Let $y(t) = x(t)*h(t)$, then

$$\int_{-\infty}^{t} y(\lambda)d\lambda = \left[\int_{-\infty}^{t} x(\lambda)d\lambda\right] * h(t) = x(t) * \left[\int_{-\infty}^{t} h(\lambda)d\lambda\right]$$

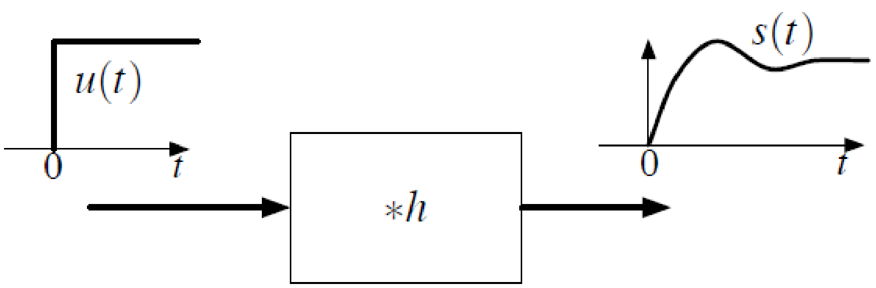
Example: Measuring the impulse response of an LTI system.

We would like to measure the impulse response of an LTI system, described by the impulse response $h(t)$

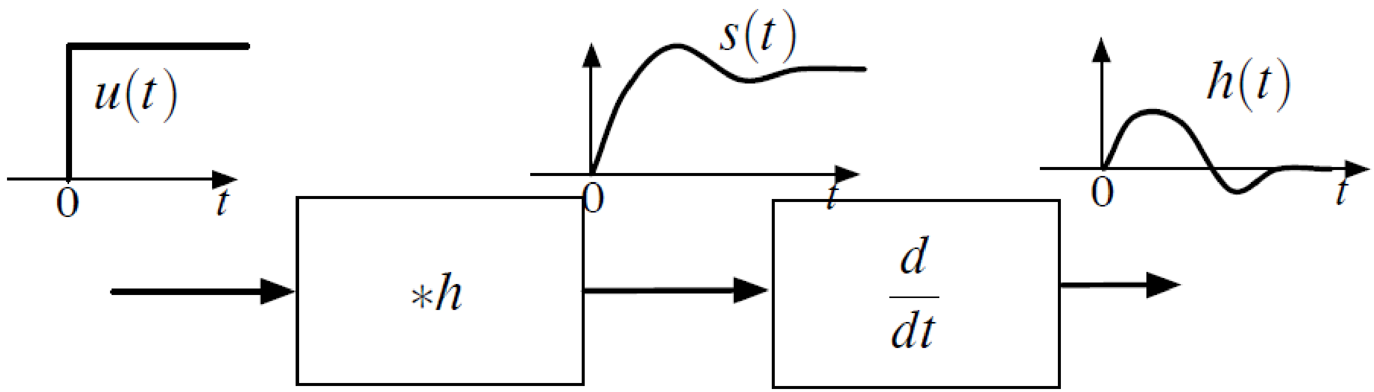


This can be practically difficult because input amplitude is often limited. A very short pulse then has very little energy.

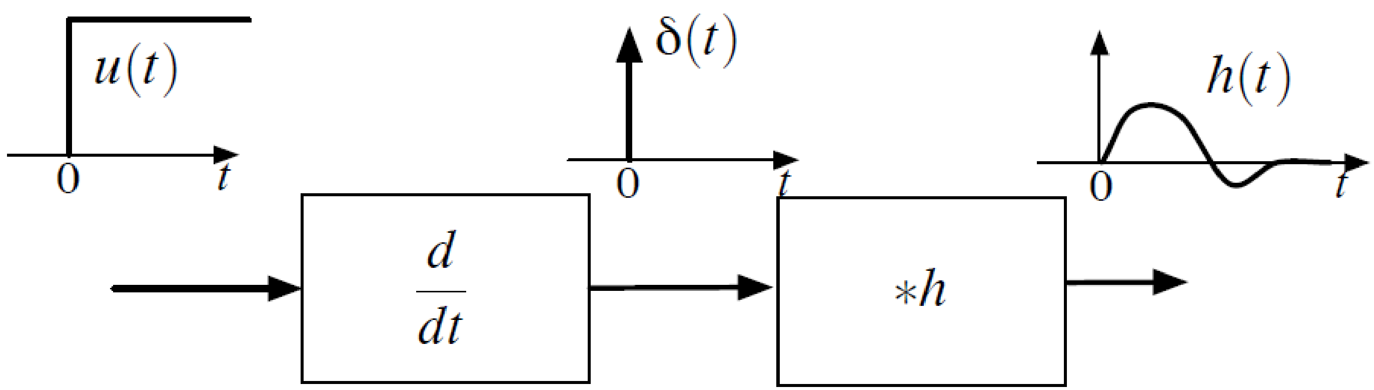
A common alternative is to measure the *step response* $s(t)$, the response to a unit step input $u(t)$



The impulse response is determined by differentiating the step response,



To show this, commute the convolution system and the differentiator to produce a system with the same overall impulse response



Steps for Graphical Convolution $x(t)*h(t)$

$$y(t) = \int_{-\infty}^{\infty} x(\tau)h(t-\tau)d\tau$$

1. **Re-Write the signals as functions of τ**: $x(\tau)$ and $h(\tau)$

2. **Flip** just one of the signals around $t = 0$ to get either $x(-\tau)$ or $h(-\tau)$
   a. It is usually best to flip the signal with shorter duration
   b. For notational purposes here: we'll flip $h(\tau)$ to get $h(-\tau)$

3. **Find Edges** of the flipped signal
   a. Find the left-hand-edge τ-value of $h(-\tau)$: **call it $\tau_{L,0}$**
   b. Find the right-hand-edge τ-value of $h(-\tau)$: **call it $\tau_{R,0}$**

4. **Shift** $h(-\tau)$ by an arbitrary value of t to get $h(t - \tau)$ and **get its edges**
   a. Find the left-hand-edge τ-value of $h(t - \tau)$ as a function of t: **call it $\tau_{L,t}$**
      - **Important:** It will *always* be… $\tau_{L,t} = t + \tau_{L,0}$

   b. Find the right-hand-edge τ-value of $h(t - \tau)$ as a function of t: **call it $\tau_{R,t}$**
      - **Important:** It will *always* be… $\tau_{R,t} = t + \tau_{R,0}$

   Note: If the signal you flipped is NOT finite duration,
   one or both of $\tau_{L,t}$ and $\tau_{R,t}$ will be infinite ($\tau_{L,t} = -\infty$ and/or $\tau_{R,t} = \infty$)

Steps Continued

5. **<u>Find Regions of τ-Overlap</u>**
   a. What you are trying to do here is find intervals of t over which the product $x(\tau)\, h(t - \tau)$ has a single mathematical form in terms of τ
   b. In each region find: Interval of t that makes the identified overlap happen
   c. Working examples is the best way to learn how this is done

<u>Tips</u>: Regions should be contiguous with no gaps!!!
Don't worry about $<$ vs. $\leq$ etc.

6. For Each Region: **<u>Form the Product $x(\tau)\, h(t - \tau)$ and Integrate</u>**
   a. <u>Form product</u> $x(\tau)\, h(t - \tau)$
   b. <u>Find the Limits of Integration</u> by finding the interval of τ over which the product is nonzero
      i. Found by seeing where the edges of $x(\tau)$ and $h(t - \tau)$ lie
      ii. Recall that the edges of $h(t - \tau)$ are $\tau_{L,t}$ and $\tau_{R,t}$, which often depend on the value of t
         - So… the limits of integration <u>may</u> depend on t
   c. <u>Integrate the product</u> $x(\tau)\, h(t - \tau)$ over the limits found in 6b
      i. The result is generally a function of t, but is only valid for the interval of t found for the current region
      ii. Think of the result as a "time-section" of the output $y(t)$

Steps Continued

7. **<u>"Assemble" the output</u>** from the output time-sections for all the regions

a. Note: you do NOT add the sections together

b. You define the output "piecewise"

c. Finally, if possible, look for a way to write the output in a simpler form

Example: Graphically Convolve Two Signals

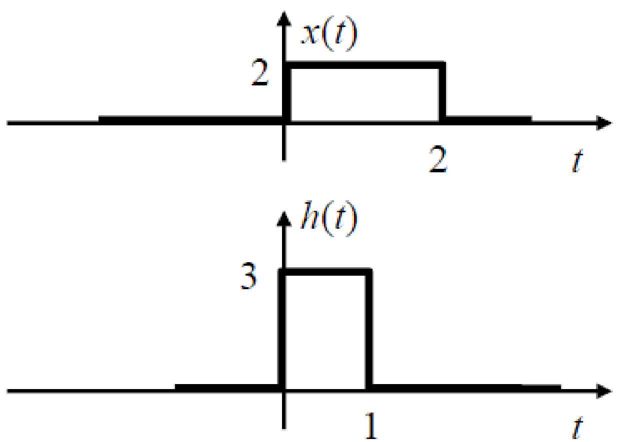
$$y(t) = \int_{-\infty}^{\infty} h(\tau)x(t-\tau)d\tau$$

$$= \int_{-\infty}^{\infty} x(\tau)h(t-\tau)d\tau$$

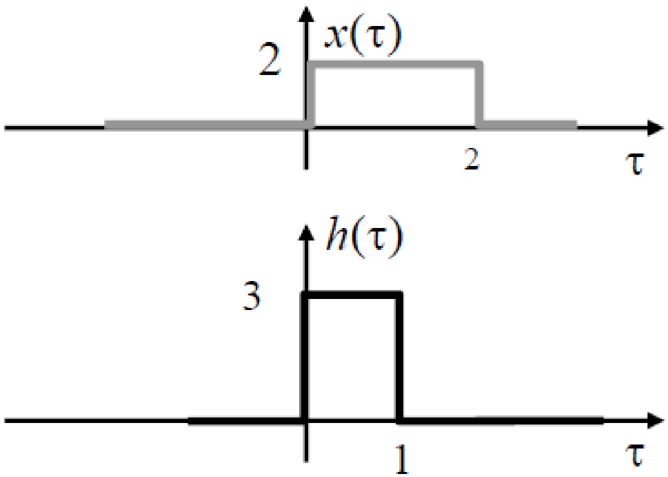
By "Properties of Convolution"… these two forms are Equal

<u>This</u> is why we can flip <u>either</u> signal

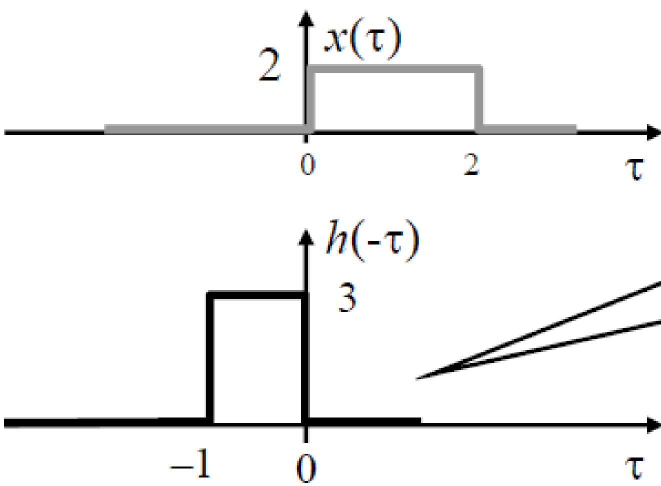
Convolve these two signals:



Step #1: Write as Function of τ

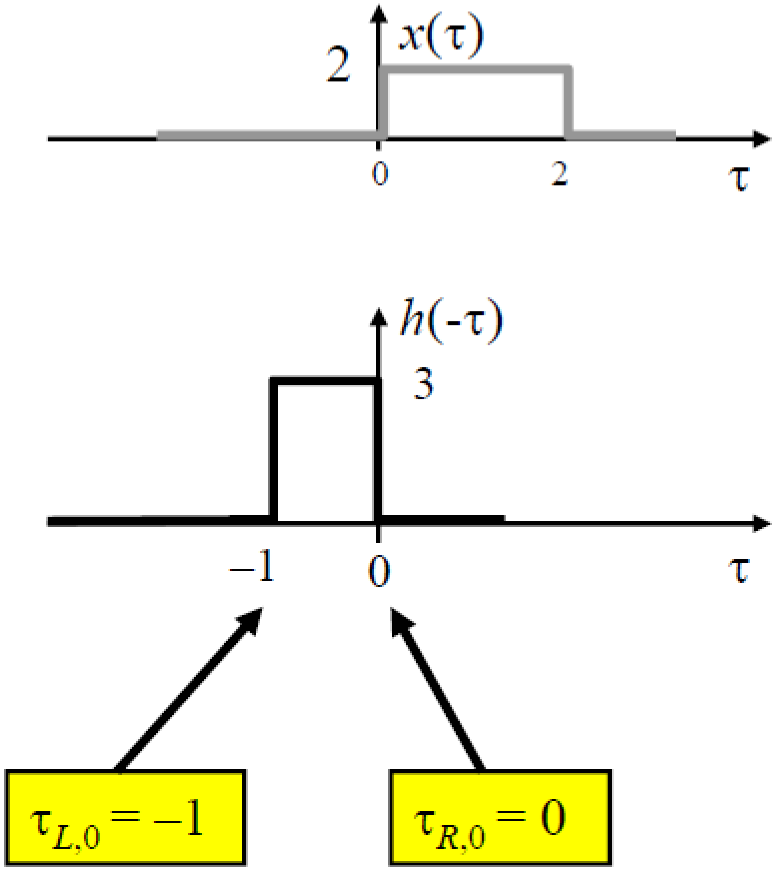


Step #2: Flip *h*(τ) to get *h*(-τ)



Usually Easier to Flip the Shorter Signal

Step #3: Find Edges of Flipped Signal



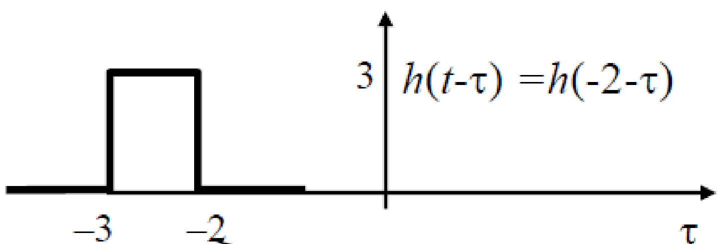
Motivating Step #4: Shift by t to get $h(t\text{-}\tau)$ & Its Edges

Just looking at 2 “arbitrary” t values

In Each Case We Get

$$\tau_{L,t} = t + \tau_{L,0}$$
$$\tau_{R,t} = t + \tau_{R,0}$$

For $t = -2$



$\tau_{L,t} = t + \tau_{L,0}$

$\tau_{L,t} = t - 1$

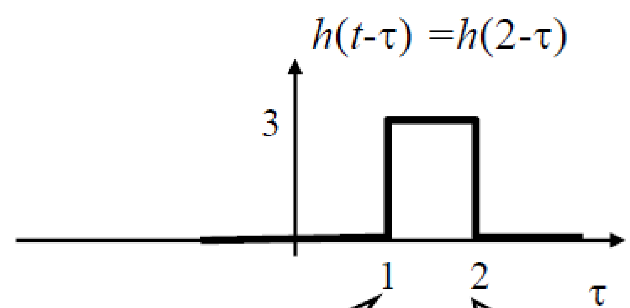
$\tau_{L,-2} = -2 - 1$

$\tau_{R,t} = t + \tau_{R,0}$

$\tau_{R,t} = t + 0$

$\tau_{R,-2} = -2 + 0$

For $t = 2$



$\tau_{L,t} = t + \tau_{L,0}$

$\tau_{L,t} = t - 1$

$\tau_{L,2} = 2 - 1$

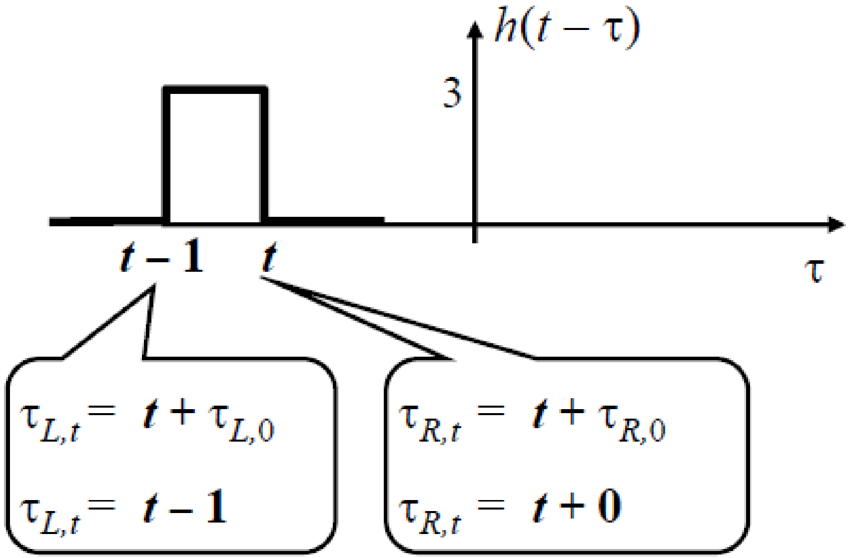
$\tau_{R,t} = t + \tau_{R,0}$

$\tau_{R,t} = t + 0$

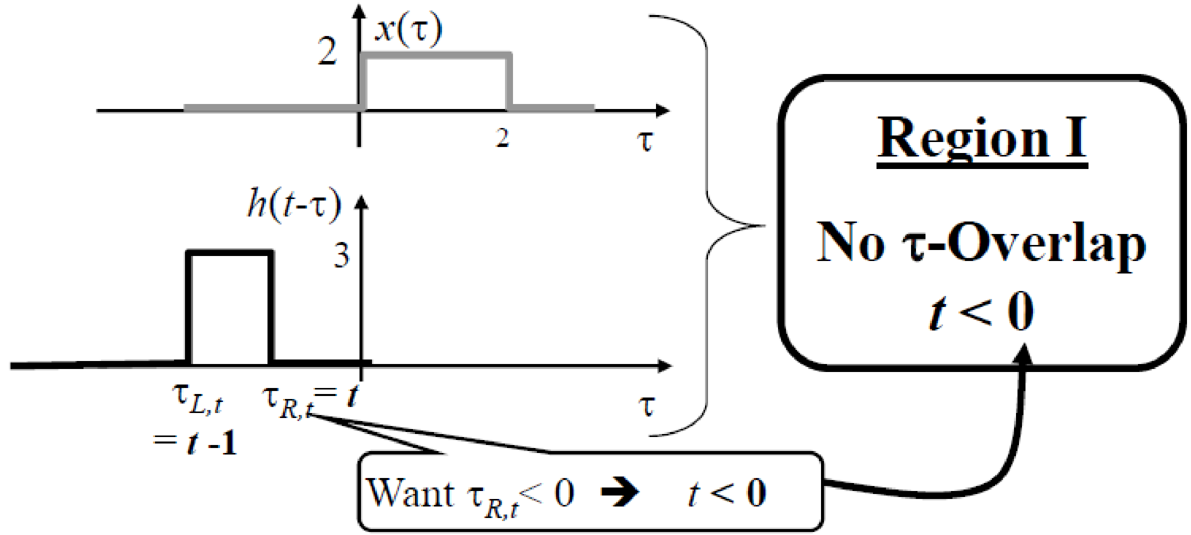
$\tau_{R,2} = 2 + 0$

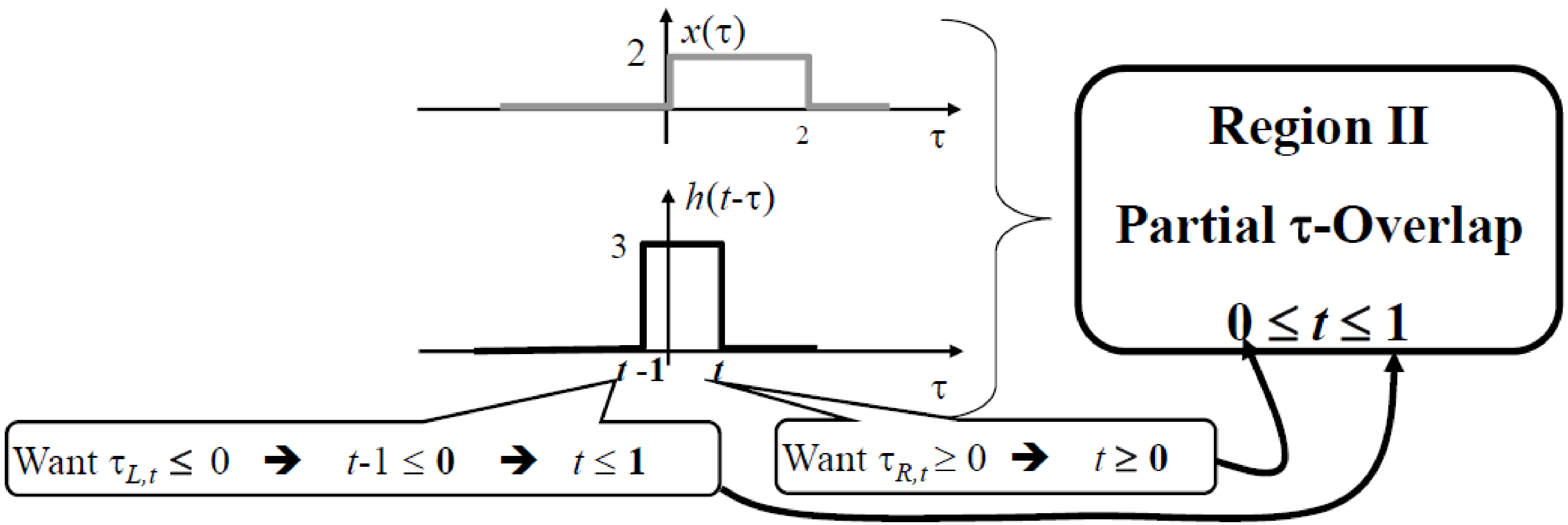
Doing Step #4: Shift by t to get $h(t\text{-}\tau)$ & Its Edges

For *Arbitrary* Shift by t

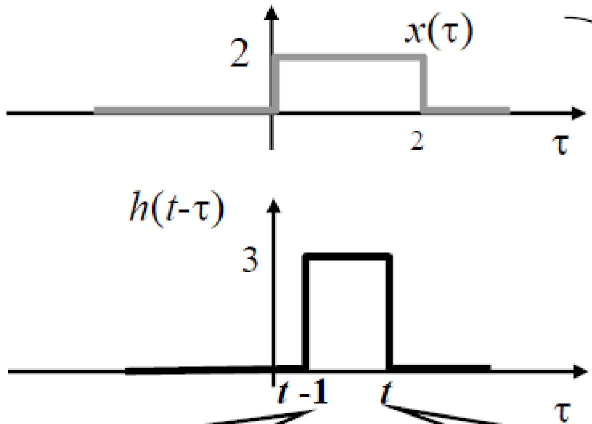


Step #5: Find Regions of τ-Overlap





Step #5 (Continued): Find Regions of τ-Overlap



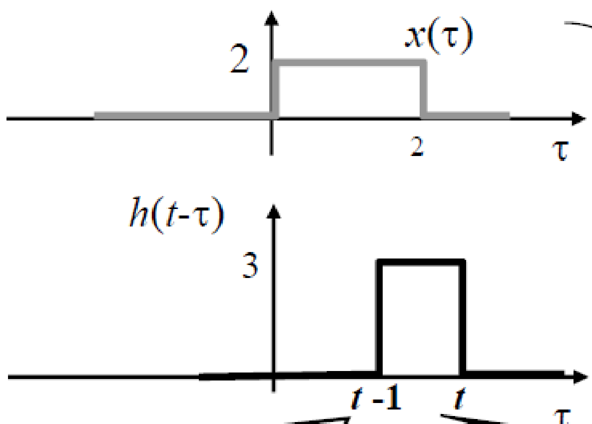
Region III

Total τ-Overlap

$\mathbf{1 < t \leq 2}$

Want $\tau_{L,t} > 0$ ➔ t-1 > **0** ➔ $\boldsymbol{t > 1}$

Want $\tau_{R,t} \leq 2$ ➔ $\boldsymbol{t \leq 2}$



Region IV

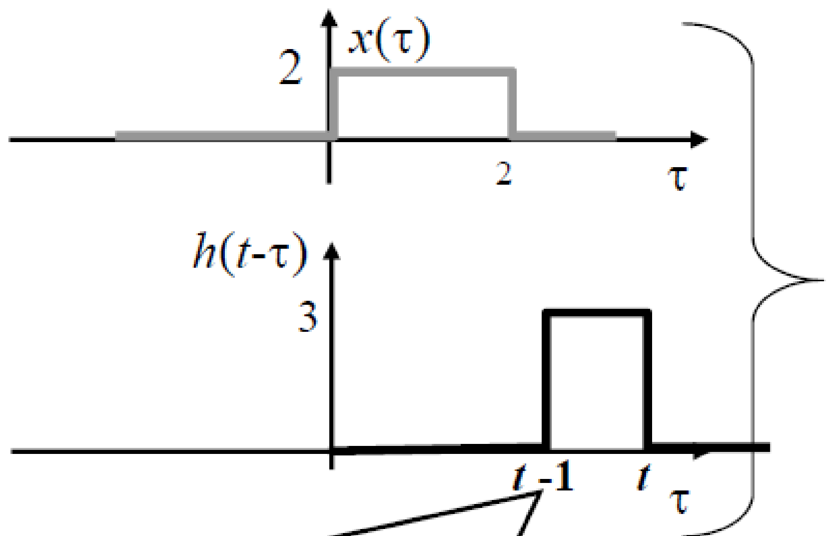
Partial τ-Overlap

$\mathbf{2 < t \leq 3}$

Want $\tau_{L,t} \leq 2$ ➔ t-1 ≤ 2 ➔ $\boldsymbol{t \leq 3}$

Want $\tau_{R,t} > 2$ ➔ $\boldsymbol{t > 2}$

Step #5 (Continued): Find Regions of τ-Overlap



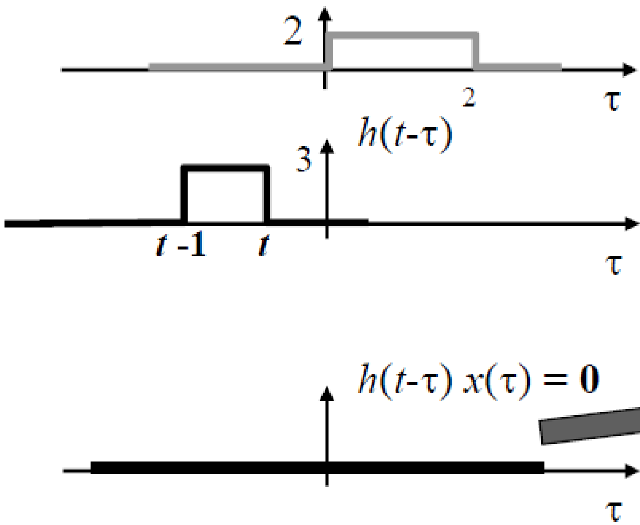
Region V

No τ-Overlap

$t > 3$

Want $\tau_{L,t} > 2$ ➔ t-1 > 2 ➔ $t > 3$

Step #6: Form Product & Integrate For Each Region



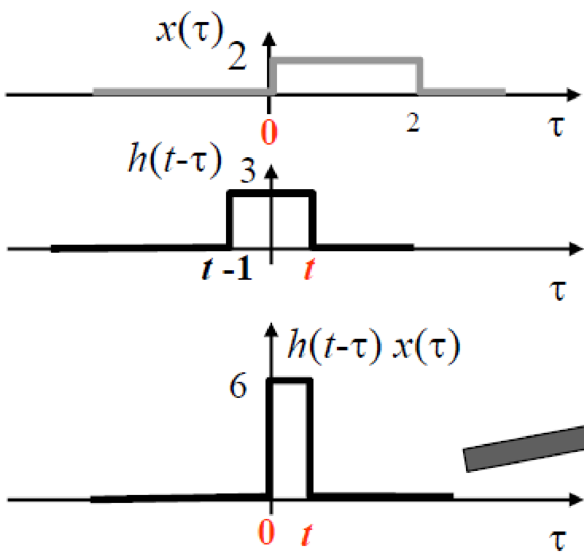
Region I: $t < 0$

$$y(t) = \int_{-\infty}^{\infty} x(\tau)h(t-\tau)d\tau$$

$$= \int_{-\infty}^{\infty} 0 d\tau = 0$$

$$y(t) = 0 \quad \text{for all} \quad t < 0$$

With 0 integrand the limits don't matter!!!



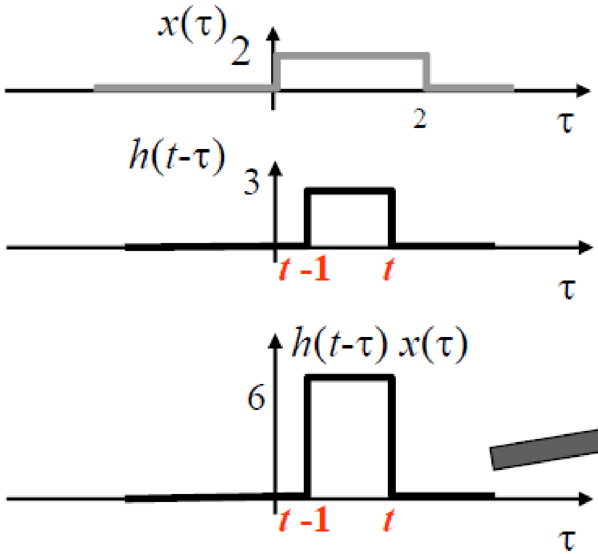
Region II: $0 \le t \le 1$

$$y(t) = \int_{-\infty}^{\infty} x(\tau)h(t-\tau)d\tau$$

$$= \int_{0}^{t} 6 d\tau = [6\tau]_0^t = 6t - 6 \times 0 = 6t$$

$$y(t) = 6t \quad \text{for} \quad 0 \le t \le 1$$

Step #6 (Continued): Form Product & Integrate For Each Region

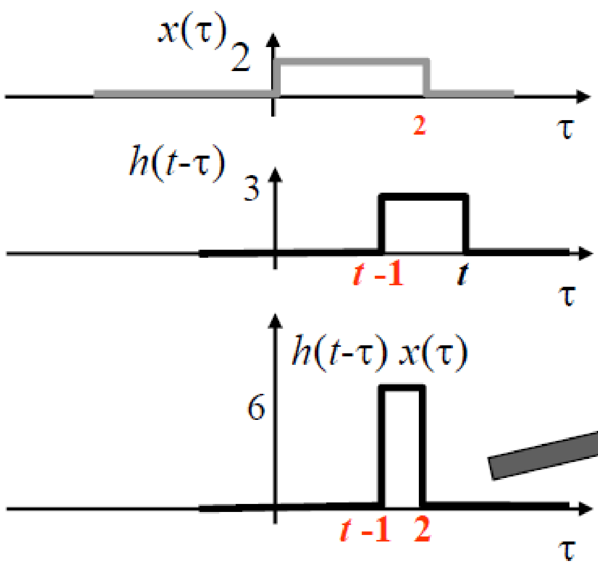


Region III: $1 < t \leq 2$

$$y(t) = \int_{-\infty}^{\infty} x(\tau)h(t-\tau)d\tau$$

$$= \int_{t-1}^{t} 6d\tau = [6\tau]_{t-1}^{t} = 6t - 6(t-1) = 6$$

$y(t) = 6$ for all t such that: $1 < t \leq 2$



Region IV: $2 < t \leq 3$

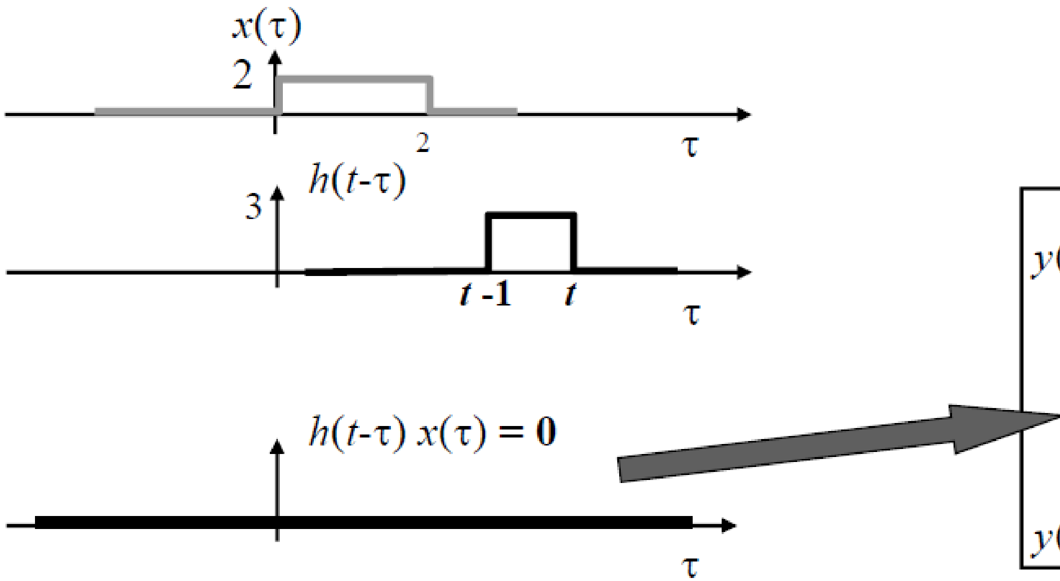
$$y(t) = \int_{-\infty}^{\infty} x(\tau)h(t-\tau)d\tau$$

$$= \int_{t-1}^{2} 6d\tau = [6\tau]_{t-1}^{2} = 6 \times 2 - 6(t-1) = -6t + 18$$

$y(t) = -6t + 18$ for $2 < t \leq 3$

Step #6 (Continued): Form Product & Integrate For Each Region

Region V: $t > 3$



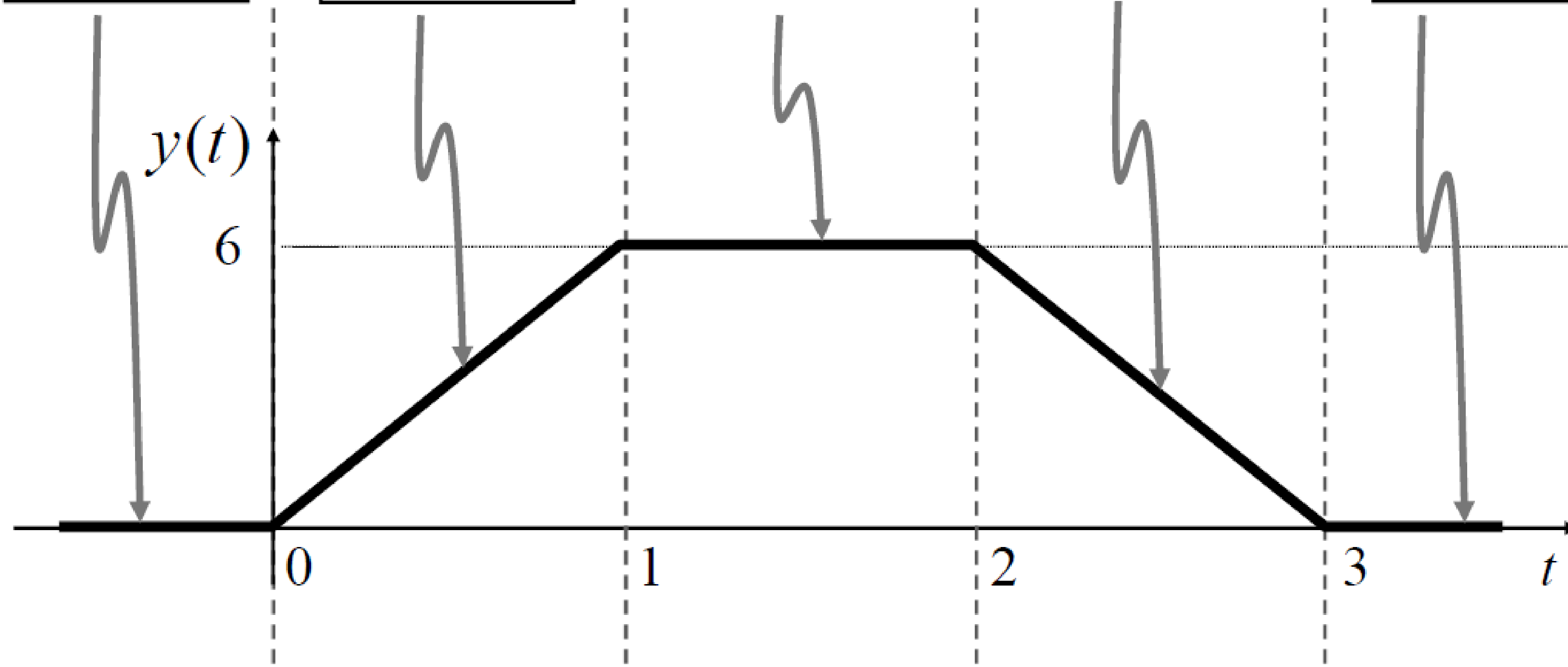
$$y(t) = \int_{-\infty}^{\infty} x(\tau)h(t-\tau)d\tau$$

$$= \int_{-\infty}^{\infty} 0 d\tau = 0$$

$y(t) = 0 \quad$ for all $\quad t > 3$

Step #7: "Assemble" Output Signal

Region I	Region II	Region III	Region IV	Region V
$t < 0$	$0 \le t \le 1$	$1 < t \le 2$	$2 < t \le 3$	$t > 3$
$y(t) = 0$	$y(t) = 6t$	$y(t) = 6$	$y(t) = -6t + 18$	$y(t) = 0$



Discrete Convolution

If a system is linear and time-invariant (LTI) then its output is the sum of weighted and shifted unit-sample responses.

$$\delta[n] \longrightarrow \boxed{\text{system}} \longrightarrow h[n]$$

$$\delta[n-k] \longrightarrow \boxed{\text{system}} \longrightarrow h[n-k]$$

$$x[k]\delta[n-k] \longrightarrow \boxed{\text{system}} \longrightarrow x[k]h[n-k]$$

$$x[n] = \sum_{k=-\infty}^{\infty} x[k]\delta[n-k] \longrightarrow \boxed{\text{system}} \longrightarrow y[n] = \sum_{k=-\infty}^{\infty} x[k]h[n-k]$$

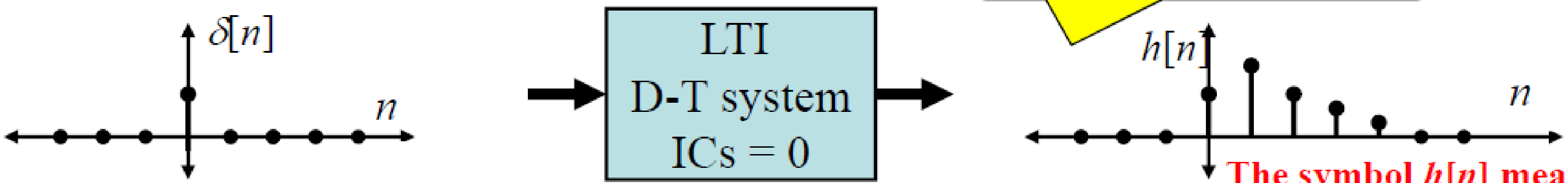
Discrete Convolution

Recall: Impulse Response

Earlier we introduced the concept of impulse response…

…what comes out of a system when the input is an impulse (delta sequence)

Note: If system is causal, then $h[n] = 0$ for $n < 0$



The symbol $h[n]$ means "the impulse response".

Noting that the ZT of $\delta[n] = 1$ and using the properties of the transfer function and the Z transform we said that

$$h[n] = Z^{-1}\left\{H(z)Z\left\{\delta[n]\right\}\right\} \qquad \boxed{h[n] = Z^{-1}\left\{H(z)\right\}} \qquad \boxed{h[n] = IDTFT\left\{H(\Omega)\right\}}$$

So…once we have either $H(z)$ or $H(\Omega)$ we can get the impulse response $h[n]$

Convolution Property and System Output

Let $x[n]$ be a signal with DTFT $X(\Omega)$ and ZT of $X(z)$

$$x[n] \leftrightarrow X(\Omega)$$
$$x[n] \leftrightarrow X(z)$$

Consider a system w/ freq resp $H(\Omega)$ & trans func $H(z)$

$$h[n] \leftrightarrow H(\Omega)$$
$$h[n] \leftrightarrow H(z)$$

We've spent much time using these tools to analyze system outputs this way:

$$Y(\Omega) = H(\Omega)X(\Omega) \quad \leftrightarrow \quad y[n] = DTFT^{-1}\{H(\Omega)X(\Omega)\}$$

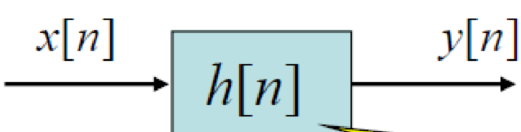
$$Y(z) = H(z)X(z) \quad \leftrightarrow \quad y[n] = Z^{-1}\{H(z)X(z)\}$$

The convolution property of the DTFT and ZT gives an alternate way to find $y[n]$:

$$DTFT^{-1}\{X(\Omega)H(\Omega)\} = x[n] * h[n]$$

$$Z^{-1}\{X(z)H(z)\} = x[n] * h[n]$$

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



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

"Convolving" input $x[n]$ with the impulse response $h[n]$ gives the output $y[n]$!

LTI System with impulse response $h[n]$

Convolution for *Causal* System & with *Causal* Input

An arbitrary LTI system's output can be found using the general convolution form:

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

General LTI System

If the system is causal then $h[n] = 0$ for $n < 0$… Thus $h[n-m] = 0$ for $m > n$ … so:

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

Causal LTI System

If the input is causal then $x[n] = 0$ for $n < 0$…. so:

$$\boxed{y[n] = \sum_{m=0}^{\infty} x[m]h[n-m]}$$

Causal Input & General LTI System

If the system & signal are both causal then

$$\boxed{y[n] = \sum_{m=0}^{n} x[m]h[n-m]}$$

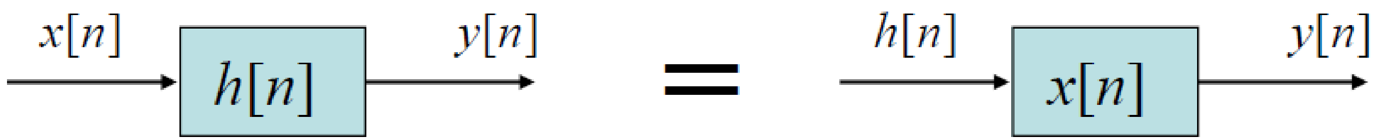
Causal Input & Causal LTI System

Convolution Properties (can sometimes exploit to make things easier)

1. Commutativity

$$x[n]*h[n]=h[n]*x[n]$$

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



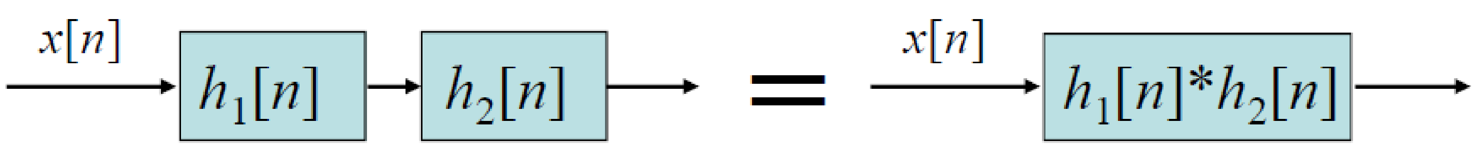
This is obvious from the frequency domain (or z domain) viewpoint:

$$x[n]*h[n]=h[n]*x[n] \Rightarrow X(\Omega)H(\Omega)=H(\Omega)X(\Omega)$$

2. Associativity

$$(x[n]*h_1[n])*h_2[n]=x[n]*(h_1[n]*h_2[n])$$

$\Rightarrow$ Can combine cascade into single equivalent system

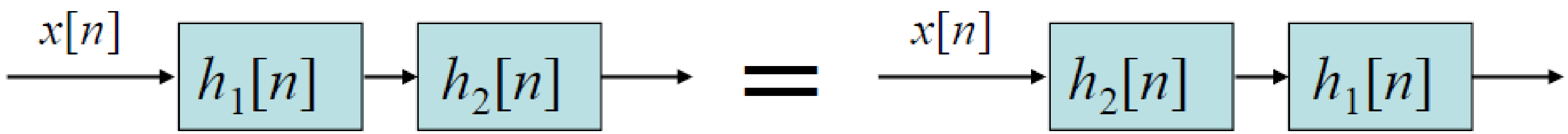


This is obvious from the frequency domain (or z domain) viewpoint:

$$\left[X(\Omega)H_1(\Omega)\right]H_2(\Omega)=X(\Omega)\underbrace{\left[H_1(\Omega)H_2(\Omega)\right]}$$

Tells us what the Freq Resp is for a cascade

Associativity together with commutativity says we **can interchange the order of two cascaded systems**:

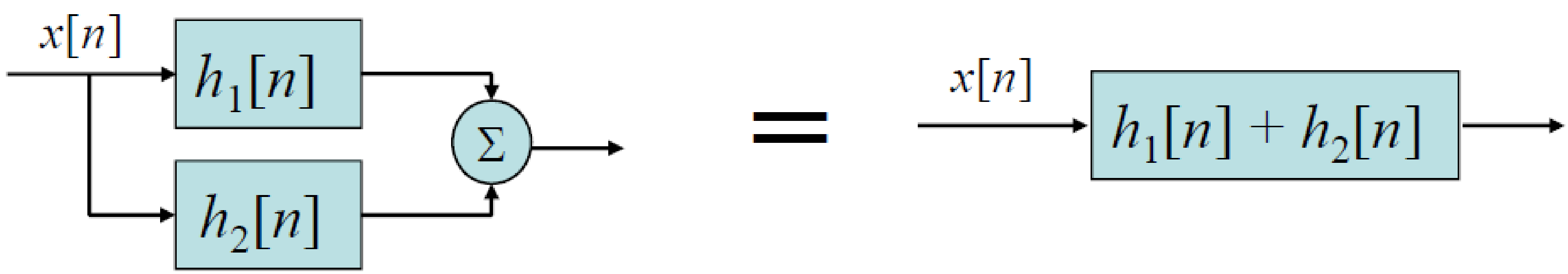


Warning: This holds in theory but in practice there may be physical issues that prevent this!!!

3. Distributivity

$$\boxed{x[n]*(h_1[n]+h_2[n]) = x[n]*h_1[n]+x[n]*h_2[n]}$$

$\Rightarrow$ can combine sum of two outputs into a single system (or vice versa)



With commutativity this says we can split a complicated input into sum of simple ones… which is nothing more than "linearity"!!

Graphical Convolution – To Visualize & Test Real Systems

Can do convolution this way when signals are know numerically or by equation

- Convolution involves the sum of a product of two signals: $x[i]h[n-i]$

- At each output index n, the product changes

"Commutativity" says we can flip either $x[i]$ or $h[i]$ and get the same answer

Step 1: Write both as functions of i: $x[i]$ & $h[i]$

Step 2: Flip $h[i]$ to get $h[-i]$ (The book calls this "fold")

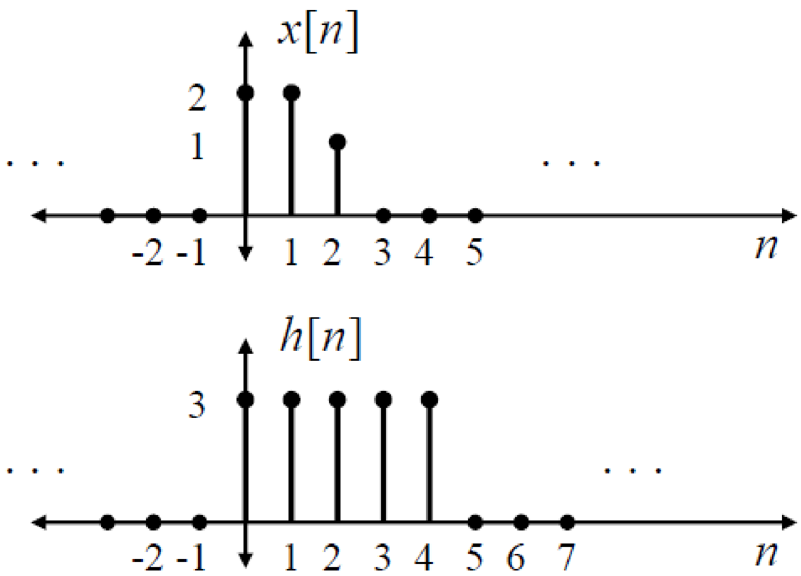
Repeat for each n

Step 3: For each output index n value of interest, shift by n to get $h[n - i]$

(Note: positive n gives right shift!!!!)

Step 4: Form product $x[i]h[\mathrm{n}-i]$ and sum its elements to get the number $y[n]$

Example of Graphical Convolution



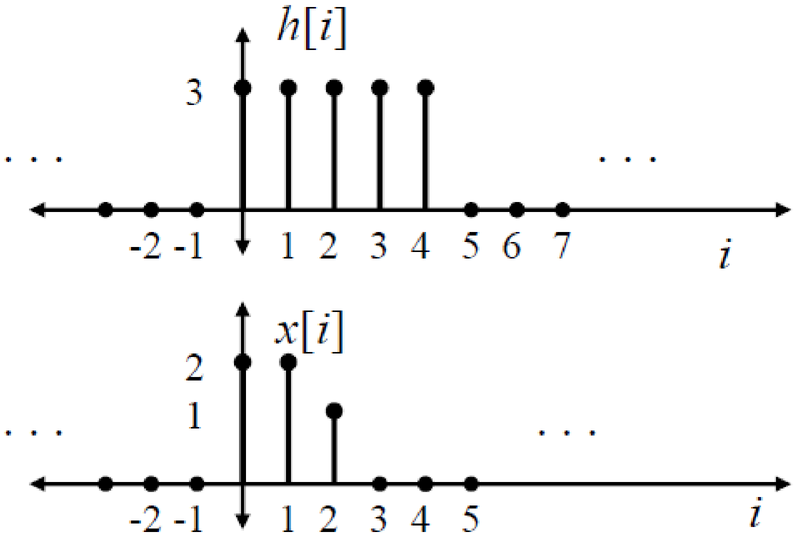
Find $y[n]=x[n]*h[n]$
for all
integer values of n

Solution

For this problem I choose to flip $x[n]$

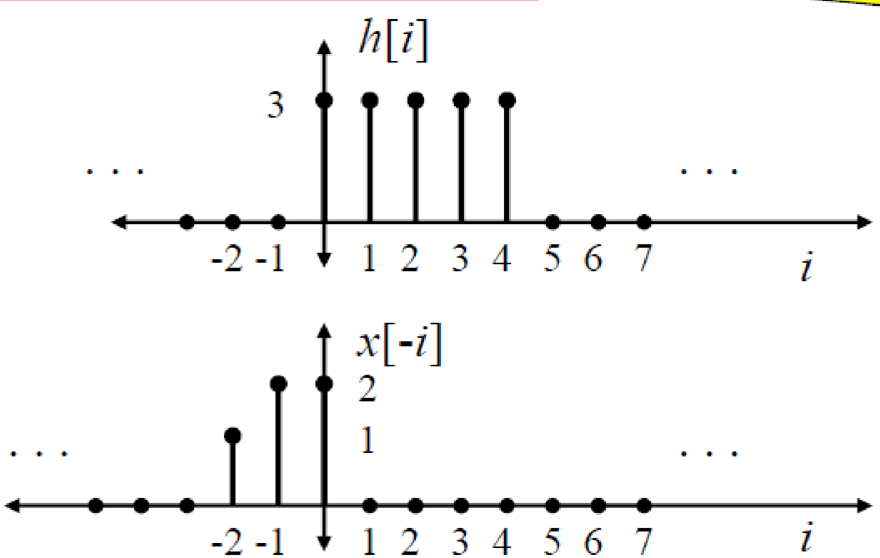
My personal preference is to flip the shorter signal although I sometimes don't follow that "rule"… only through lots of practice can you learn how to best choose which one to flip.

Step 1: Write both as functions of i: $x[i]$ & $h[i]$



Step 2: Flip $x[i]$ to get $x[-i]$

"**Commutativity**" says we can flip either $x[i]$ or $h[i]$ and get the same answer…
Here I flipped $x[i]$

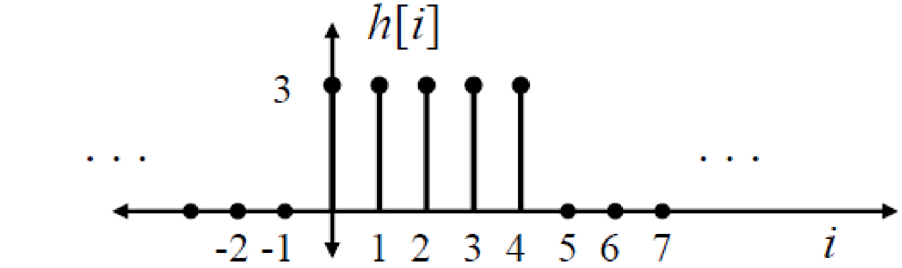


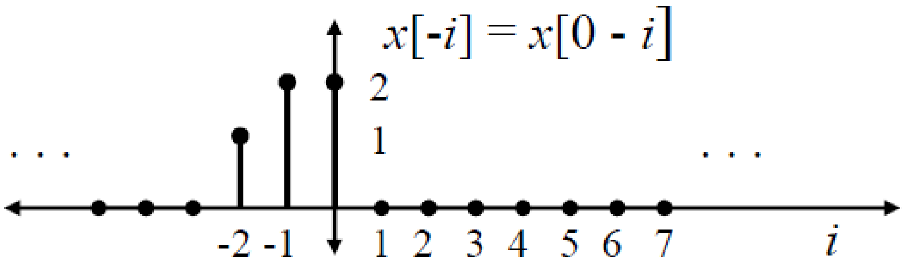
We want a solution for n = … -2, -1, 0, 1, 2, … so must do Steps 3&4 for all n.

But… let's first do: **Steps 3&4 for $n = 0$** and then proceed from there.

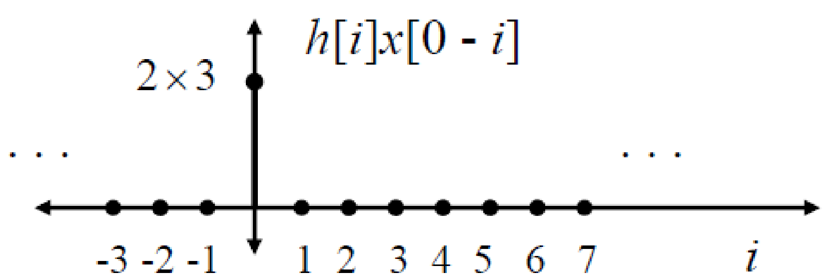
Step 3: For $n = 0$, shift by n to get $x[n - i]$

For $n = 0$ case there is no shift!
$x[0 - i] = x[-i]$





Step 4: For $n = 0$, Form the product $x[i]h[n – i]$ and sum its elements to give $y[n]$

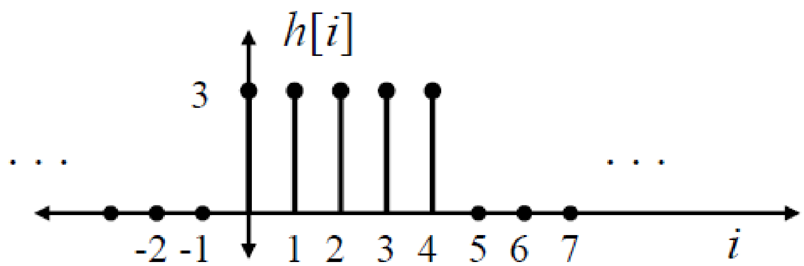


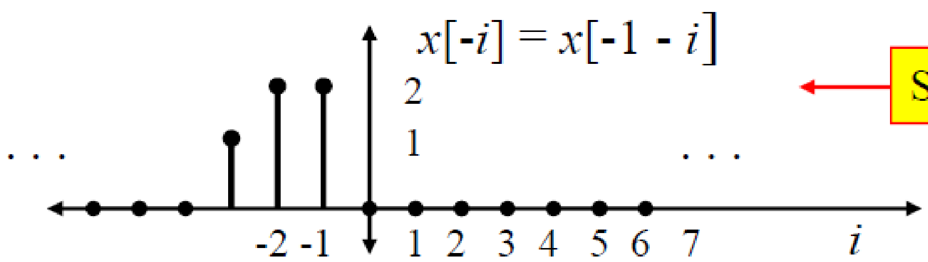
Sum over i ⇒ $\boxed{y[0] = 6}$

Steps 3&4 for all $n < 0$

Step 3: For $n < 0$, shift by n to get $x[n - i]$

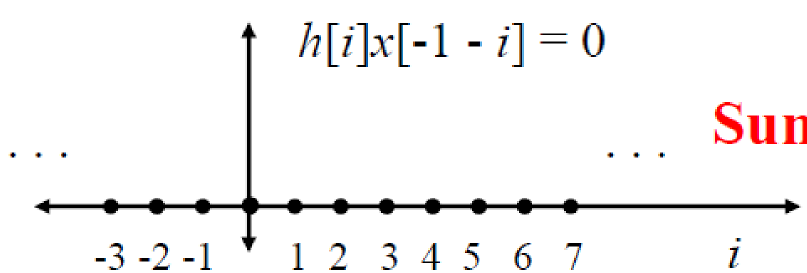
Negative n gives a left-shift





Shown here for $n = -1$

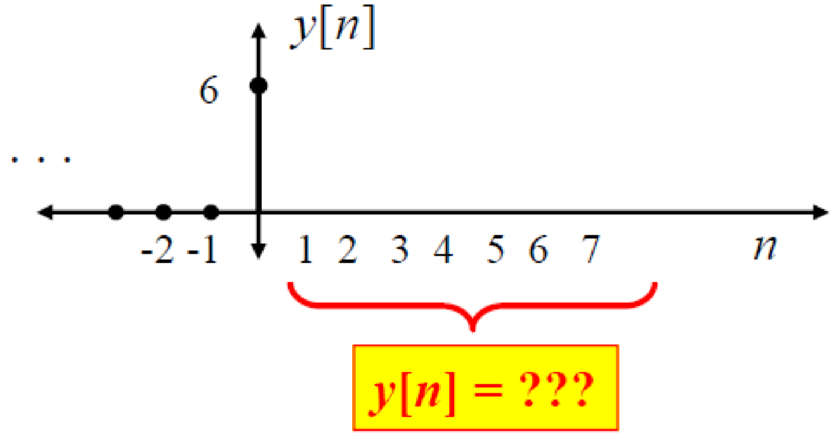
Step 4: For $n < 0$, Form the product $x[i]h[n - i]$ and sum its elements to give $y[n]$



Sum over i $\Rightarrow$ $\boxed{y[n] = 0 \quad \forall n < 0}$

So… what we know so far is that:

$$y[n] = \begin{cases} 0, & \forall n < 0 \\ 6, & n = 0 \end{cases}$$

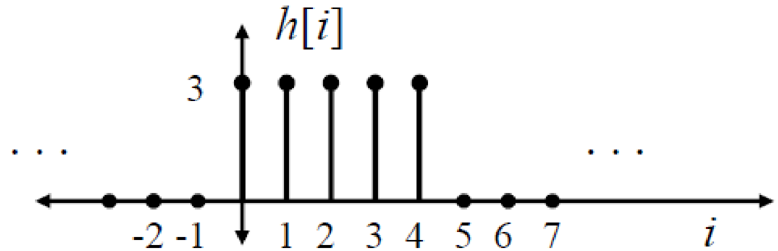


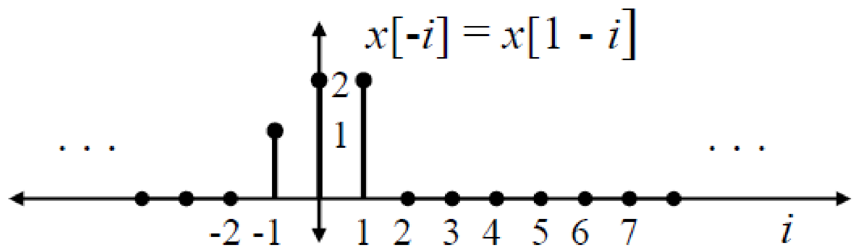
So now we have to do Steps 3&4 for $n > 0$…

Steps 3&4 for $n = 1$

Step 3: For $n = 1$, shift by n to get $x[n - i]$

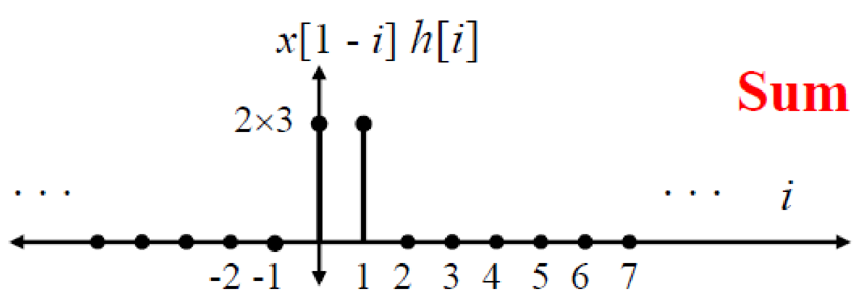
Positive n gives a Right-shift





shifted to the right by one

Step 4: For $n = 1$, Form the product $x[i]h[n - i]$ and sum its elements to give $y[n]$

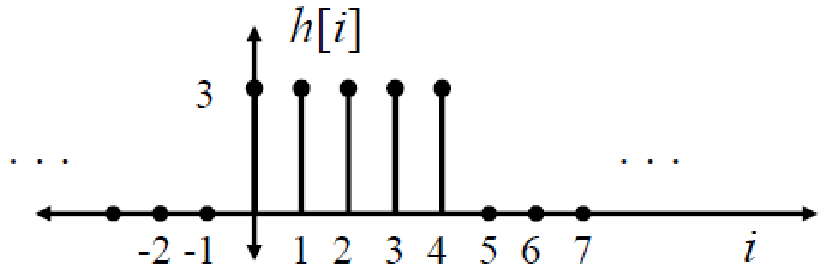


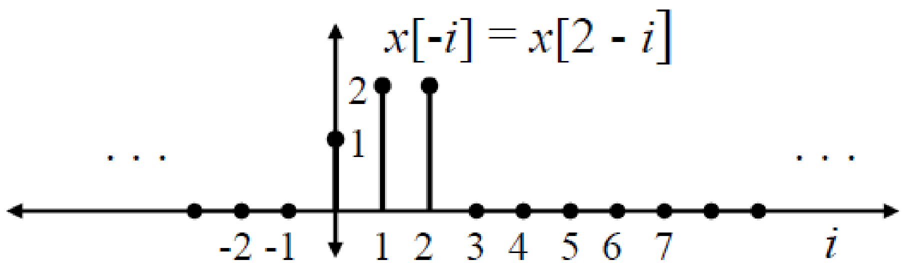
Sum over $i \Rightarrow$ $\boxed{y[1] = 6 + 6 = 12}$

Steps 3&4 for $n = 2$

Step 3: For $n = 2$, shift by n to get $x[n - i]$

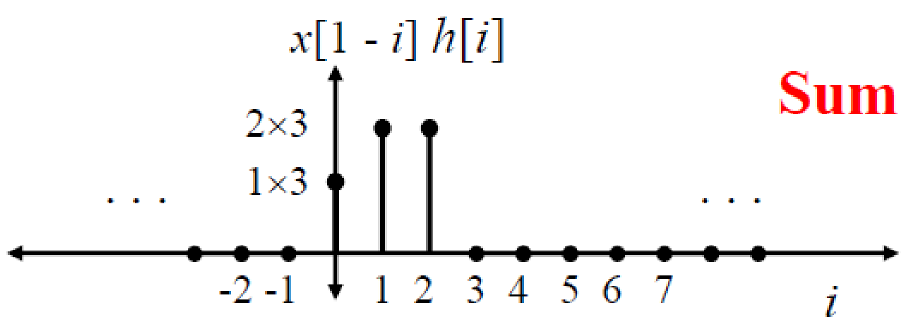
Positive n gives a Right-shift





shifted to the right by two

Step 4: For $n = 2$, Form the product $x[i]h[n - i]$ and sum its elements to give $y[n]$

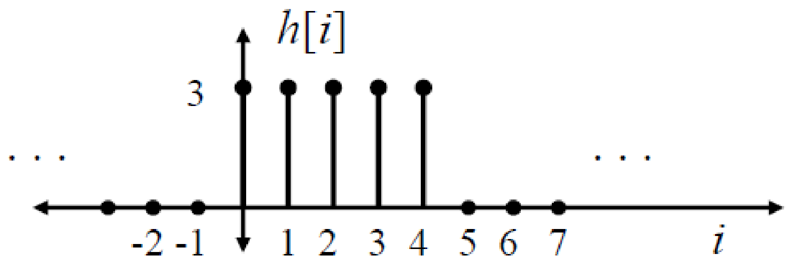


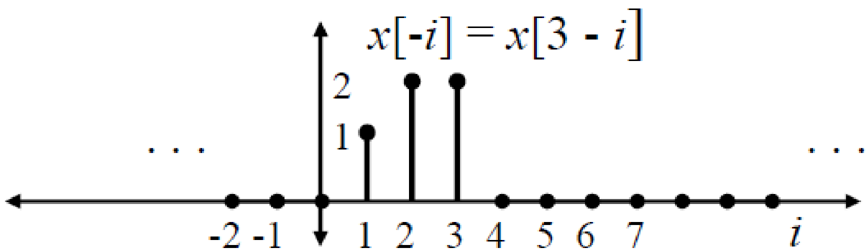
Sum over i ⇒ $y[2] = 3 + 6 + 6 = 15$

Steps 3&4 for $n = 3$

Step 3: For $n = 3$, shift by n to get $x[n - i]$

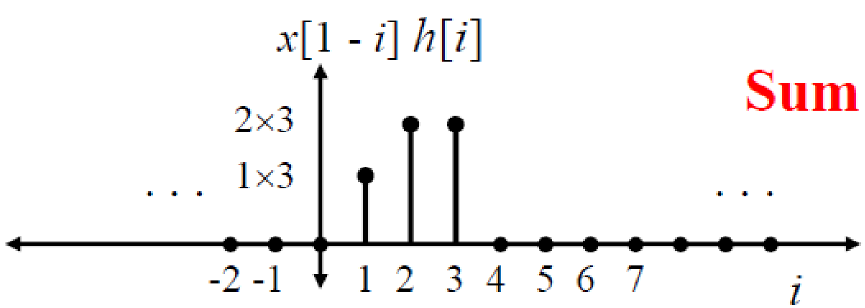
Positive n gives a Right-shift





shifted to the right by three

Step 4: For $n = 3$, Form the product $x[i]h[n - i]$ and sum its elements to give $y[n]$

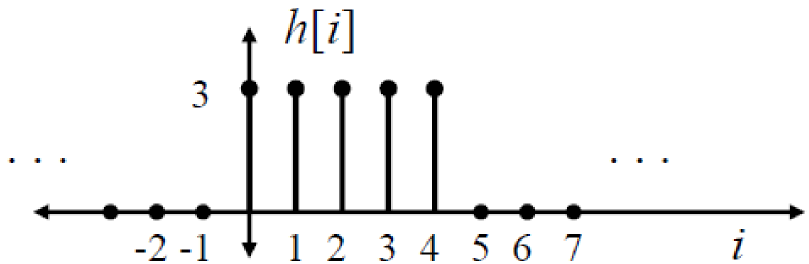


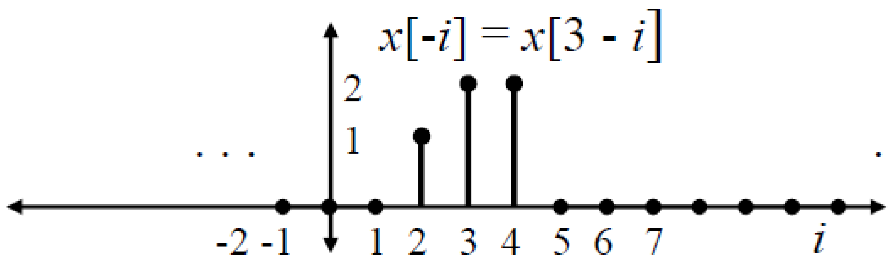
Sum over i ⇒ $y[3] = 3 + 6 + 6 = 15$

Steps 3&4 for $n = 4$

Step 3: For $n = 4$, shift by n to get $x[n - i]$

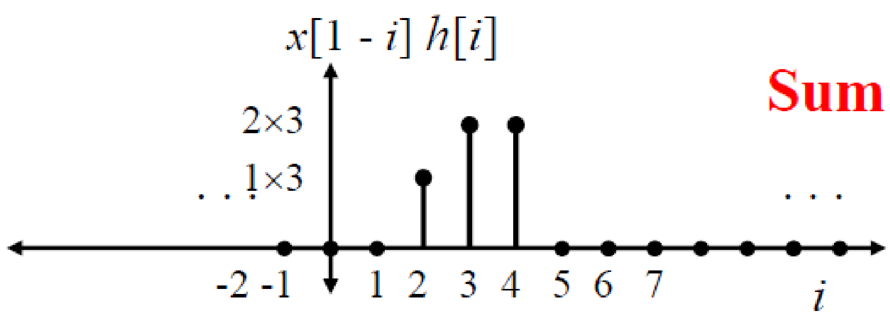
Positive n gives a Right-shift





shifted to the right by four

Step 4: For $n = 4$, Form the product $x[i]h[n - i]$ and sum its elements to give $y[n]$

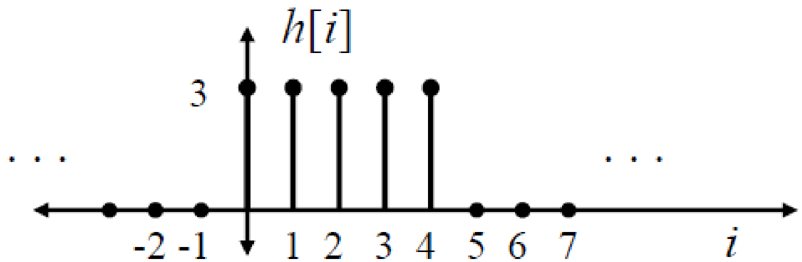


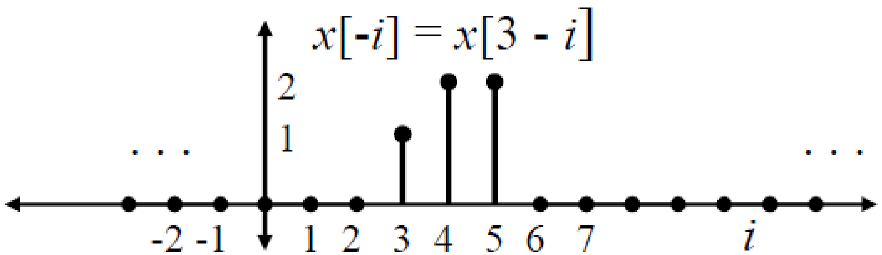
Sum over i ⇒ $y[4] = 3 + 6 + 6 = 15$

Steps 3&4 for $n = 5$

Step 3: For $n = 5$, shift by n to get $x[n - i]$

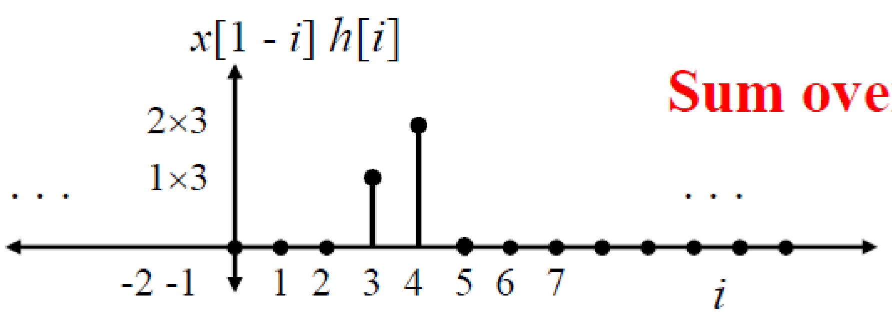
Positive n gives a Right-shift





shifted to the right by five

Step 4: For $n = 5$, Form the product $x[i]h[n - i]$ and sum its elements to give $y[n]$

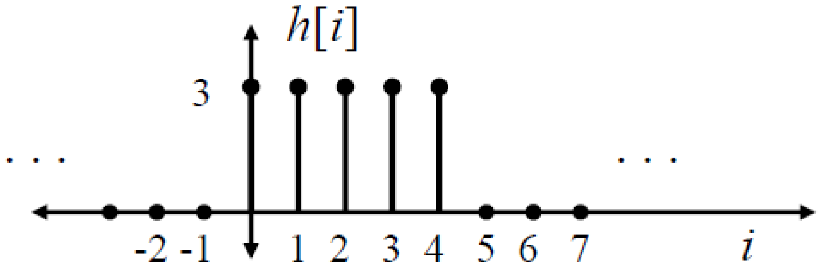


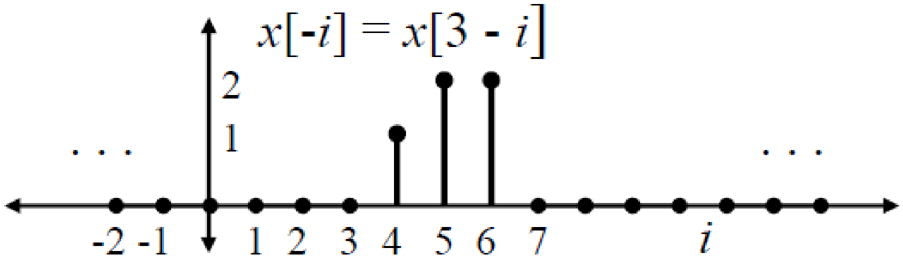
Sum over i ⇒ $y[5] = 3 + 6 = 9$

Steps 3&4 for $n = 6$

Step 3: For $n = 6$, shift by n to get $x[n - i]$

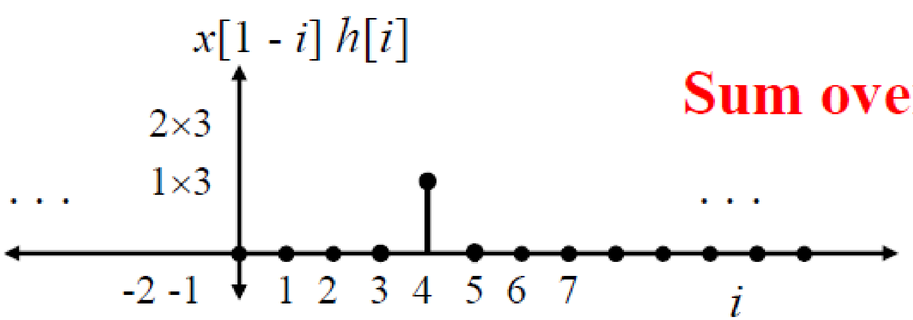
Positive n gives a Right-shift





shifted to the right by six

Step 4: For $n = 6$, Form the product $x[i]h[n - i]$ and sum its elements to give $y[n]$

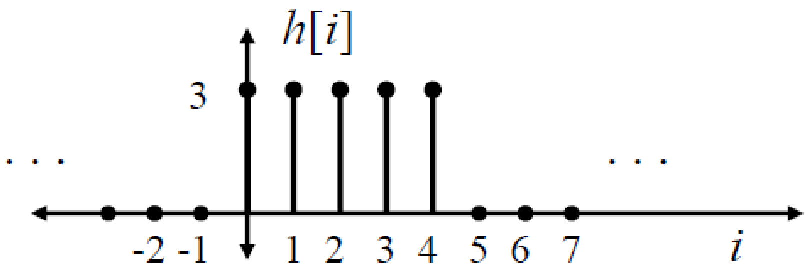


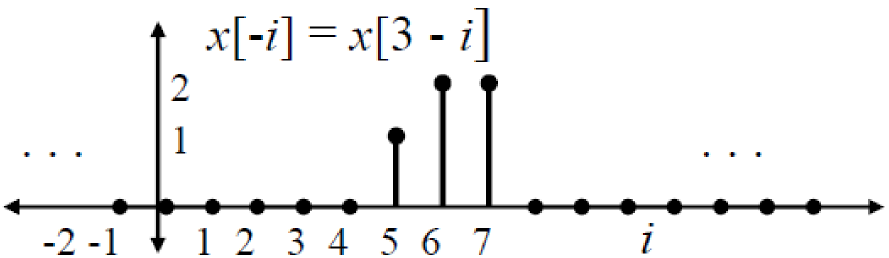
Sum over i ⇒ $y[6] = 3$

Steps 3&4 for all $n > 6$

Step 3: For $n > 6$, shift by n to get $x[n - i]$

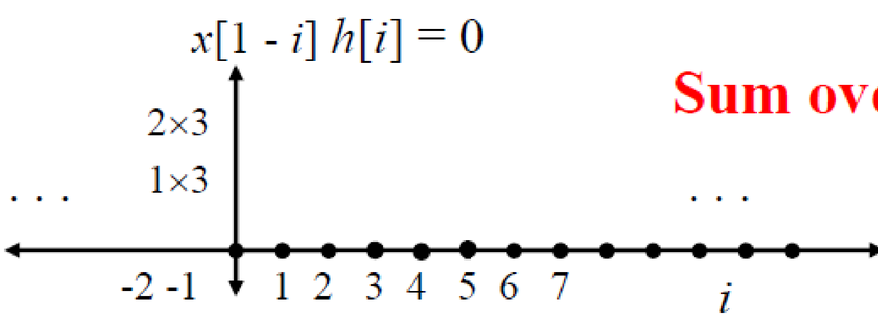
Positive n gives a Right-shift





shifted to the right by seven

Step 4: For $n > 6$, Form the product $x[i]h[n - i]$ and sum its elements to give $y[n]$

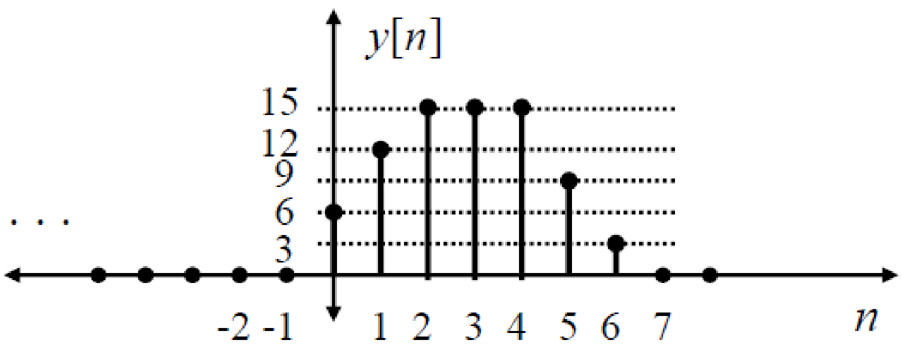


Sum over i $\Rightarrow$ $\boxed{y[n] = 0 \quad \forall n > 6}$

So… now we know the values of $y[n]$ for all values of n

We just need to put it all together as a function…

Here it is easiest to just plot it… you could also list it as a table.



Note that convolving these kinds of signals gives a "ramp-up" at the beginning and a "ramp-down" at the end.

Various kinds of "transients" at the beginning and end of a convolution are common.