

2) Graphical method of Convolution

$$y(t) = \int_{-\infty}^{\infty} x(z) h(t-z) dz$$

1. View both $x(z)$ and $h(t-z)$ as func. of z .

2. $h(t-z) = h(-(z-t))$

- flip $h(z)$ about $z=0$

- shift to the right by t

3. point-wise multiply $x(z) h(-(z-t))$

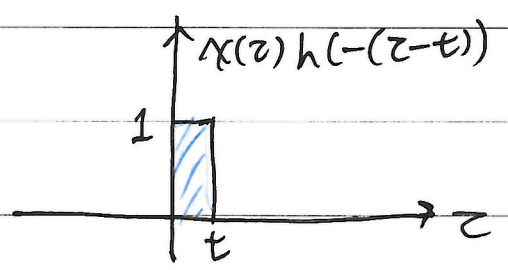
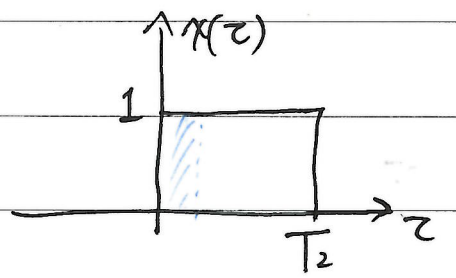
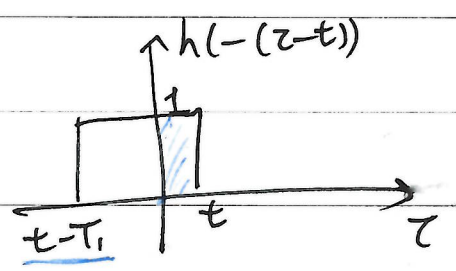
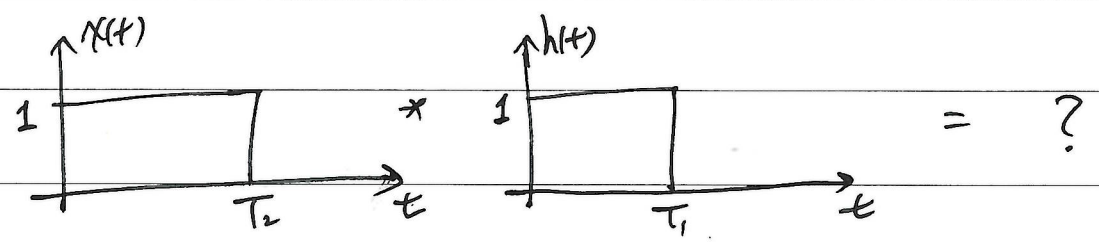
4. Find area under product for all z

* Remember that conv. is commutative

→ can flip either $x(t)$ or $h(t)$ and obtain same answer.

Convolution Example

e.g. 1) $x(t) * h(t) = y(t)$



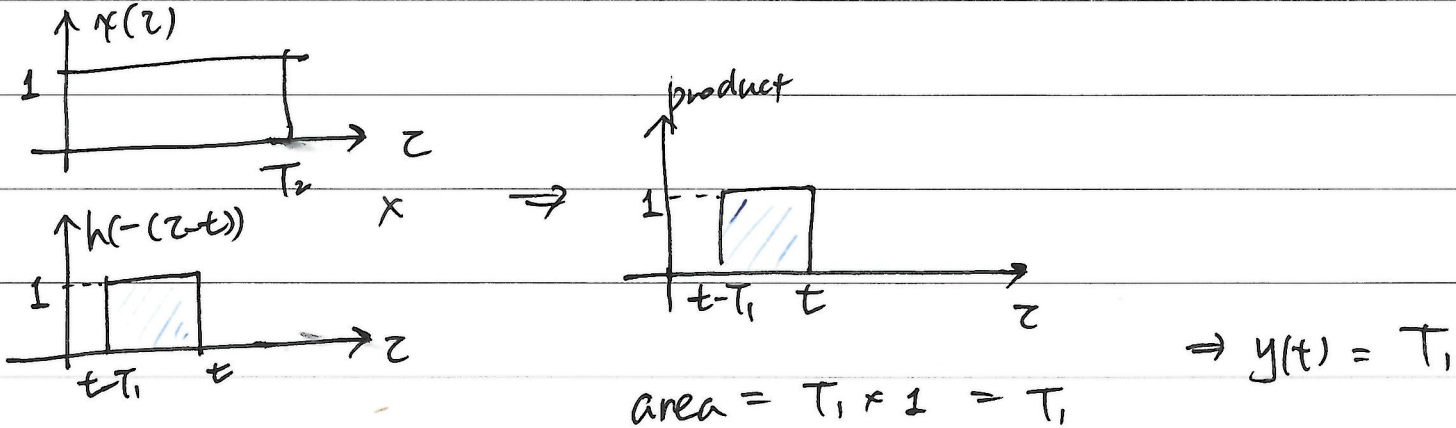
area = $t \times 1 = t$

◦ If $t < 0$, "no overlap" $\Rightarrow y(t) = 0$

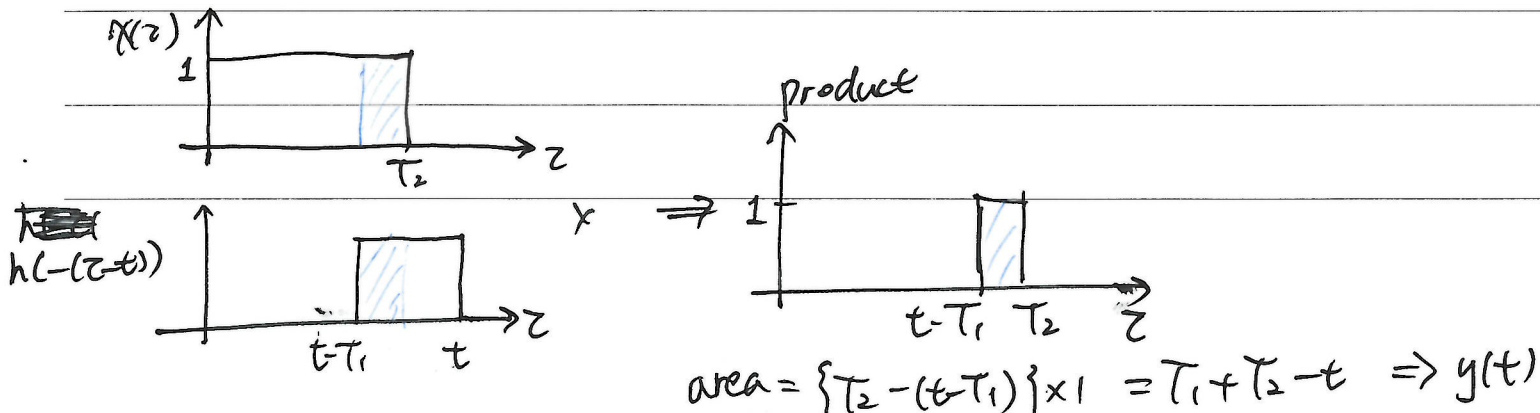
◦ If $0 < t < T_1$ ($t - T_1 < 0$), "partial overlap"

$\Rightarrow y(t) = t$

◦ If $\begin{pmatrix} t - T_1 > 0 \\ t < T_2 \end{pmatrix} \Leftrightarrow T_1 < t < T_2$ "full overlap"

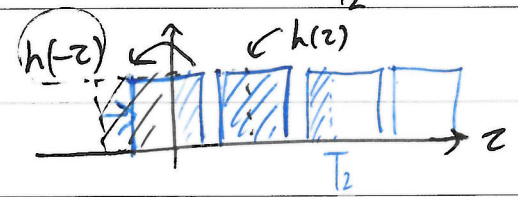
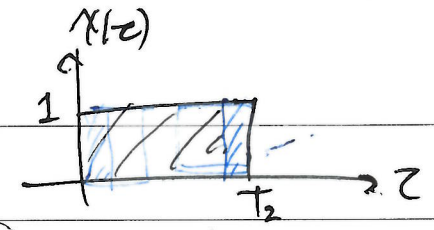


◦ If $\begin{pmatrix} t > T_2 \\ t - T_1 < T_2 \end{pmatrix} \Leftrightarrow T_2 < t < T_1 + T_2$ "partial overlap"

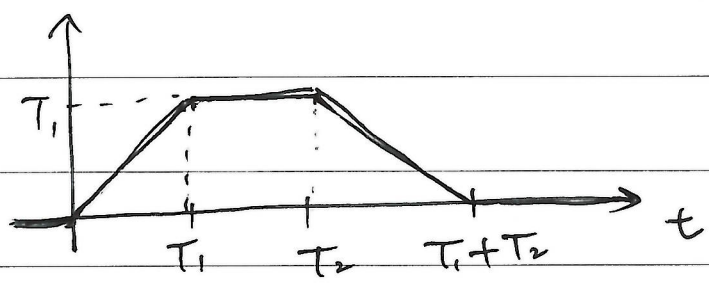


o Summarizing :

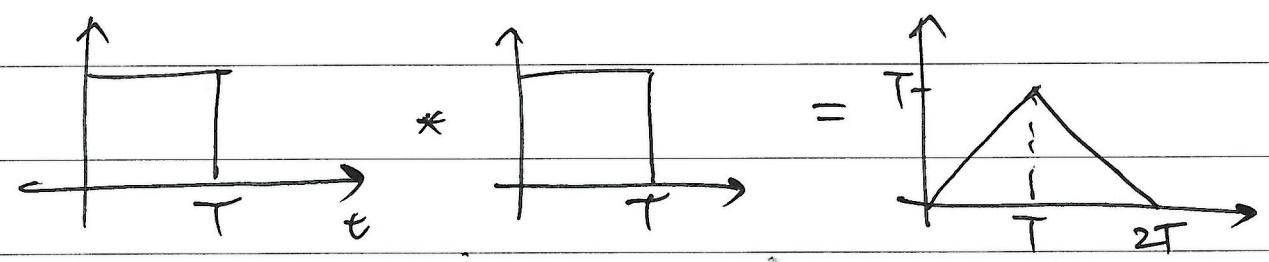
$$y(t) = \begin{cases} 0, & t < 0 \\ t, & 0 < t < T_1 \\ T_1, & T_1 < t < T_2 \\ T_1 + T_2 - t, & T_2 < t < T_1 + T_2 \\ 0, & t > T_1 + T_2 \end{cases}$$



$h(-(z-t))$

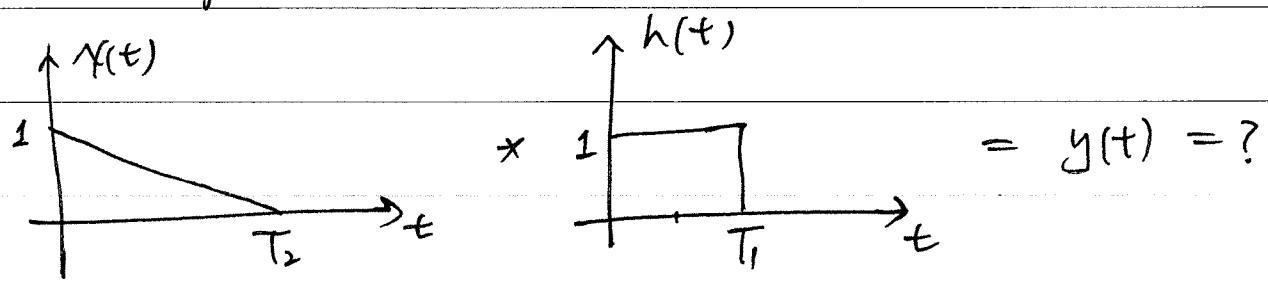


o Special case when $T_1 = T_2 (=T)$



o General principle : convolving $x_1(t)$ of duration T_1 with $x_2(t)$ of duration T_2 yields a result of duration $T_1 + T_2$

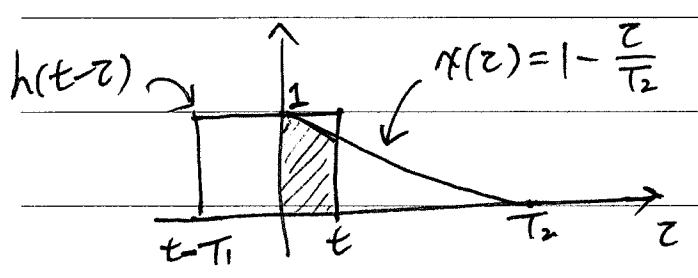
e.g. 2) "Ramp-Down Triangle"



$x(t) \rightarrow$ LTI
 $h(t) = \text{rect}\left(\frac{t - T_1/2}{T_1}\right)$ $\rightarrow y(t)$

$y(t) = \int_{t-T_1}^t x(z) dz$ (assume $T_2 > T_1$)

- for $t < 0$, $y(t) = 0$ (no overlap)
- for $\begin{pmatrix} t > 0 \\ t - T_1 < 0 \end{pmatrix} \Leftrightarrow 0 < t < T_1$ (partial overlap)



$y(t) = \int_0^t \left(1 - \frac{z}{T_2}\right) dz = t - \frac{1}{T_2} \frac{z^2}{2} \Big|_0^t$
 $= (t - 0) - \frac{1}{2T_2} (t^2 - 0^2)$
 $= -\frac{1}{2T_2} t^2 + t$ (concave downwards)

