

Linear Systems and Signals

Convolution properties

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Learning objectives

The learning objective for this section is:

- ~~apply~~ *understand* properties of the convolution formula



Many cheerful facts about the convolution

We write $y[n] = \underbrace{(x * h)}[n]$ or $\underline{y} = \underline{x * h}$ for

$$y[n] = \sum_{k=-\infty}^{\infty} \underbrace{x[k]h[n-k]} = (x * h)[n]$$

The convolution has some nice properties:

- *Commutative*: $(x * h) = (h * x)$

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

- *Associative*: $(x * h) * g = x * (h * g)$.
- *Distributive*: $x * (g + h) = (x * g) + (x * h)$.



Commutativity: $(x * h) = (h * x)$

- 1 Start with the definition:

$$(h * x)[n] = \sum_{k=-\infty}^{\infty} h[k]x[n-k]$$

Handwritten annotations: A blue arrow points from $n-k$ to m in the next equation. A blue double underline is under the summation index k .

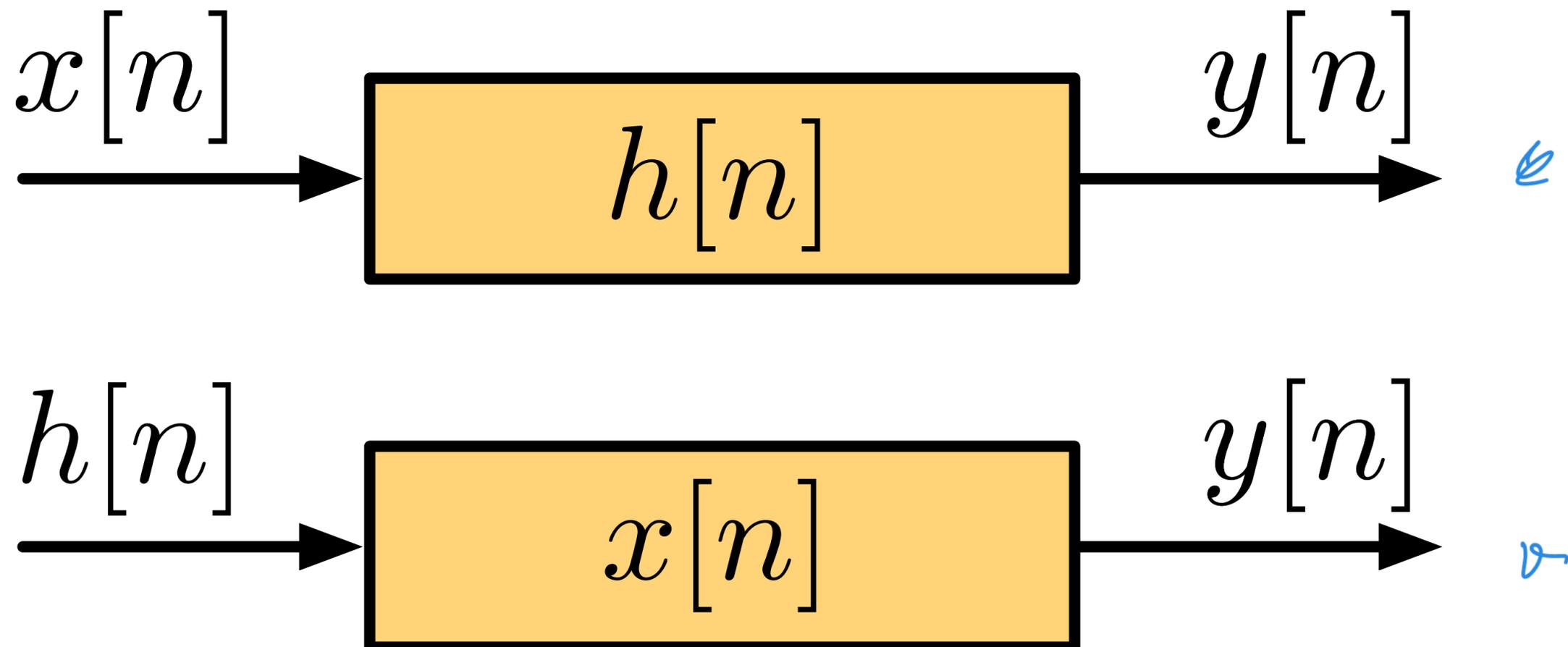
- 2 Set $m = n - k$ so $k = n - m$. For any fixed n , as $k = -\infty$ to $+\infty$, m goes from $+\infty$ to $-\infty$:

$$\begin{aligned} (h * x)[n] &= \sum_{m=-\infty}^{\infty} h[n-m]x[m] \\ &= \sum_{m=-\infty}^{\infty} x[m]h[n-m] \\ &= (x * h)[n] \end{aligned}$$

Handwritten annotations: Blue wavy underlines under $n-m$ and m in the first equation. Blue double underlines under m in the second equation. A blue arrow points from the final result back to the first equation.



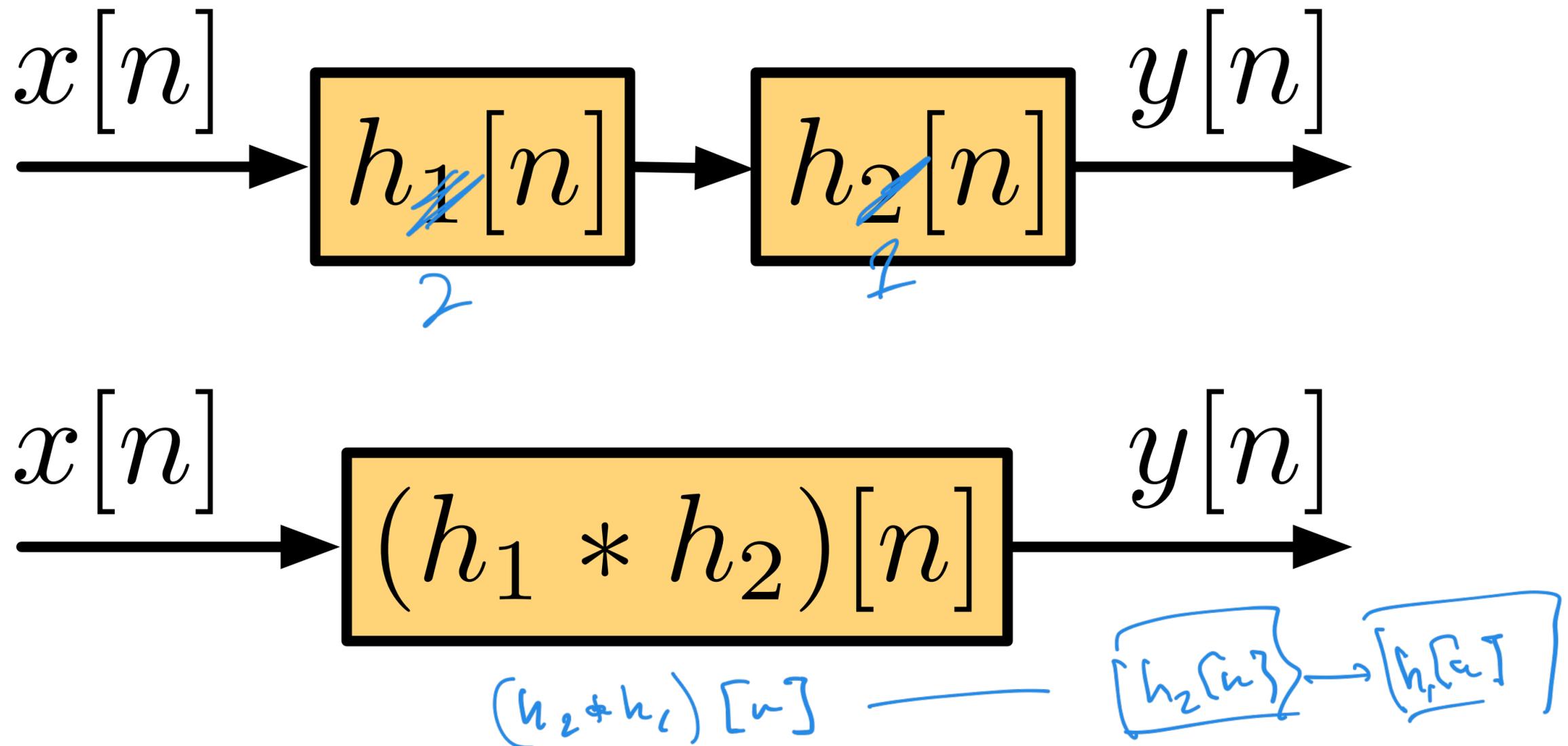
Why is commutativity useful?



- Sometimes the calculation is easier one way than another.
- Can also think of $h[n]$ as a signal: lets us manipulate block diagrams.

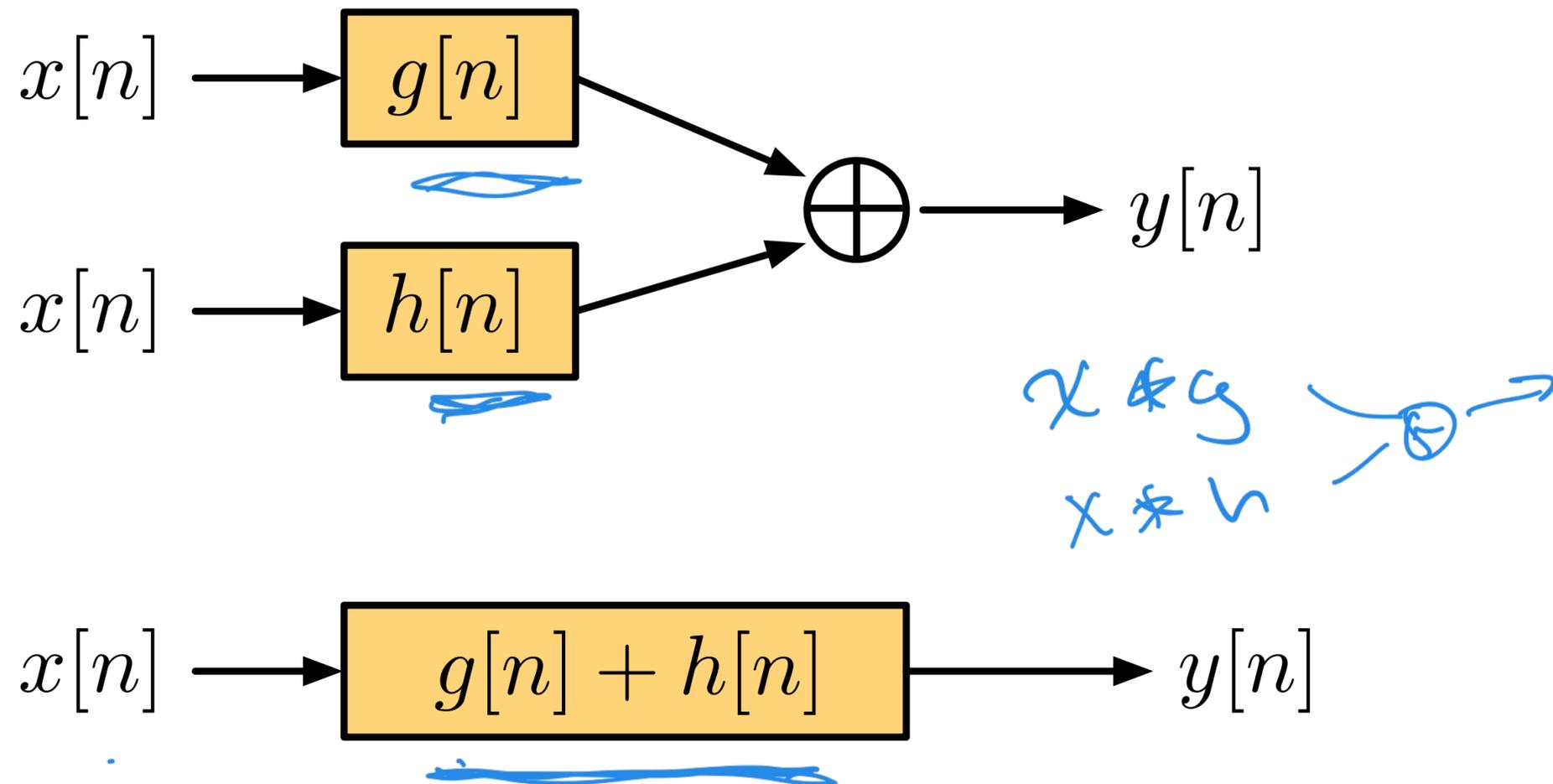


Why is associativity useful?



- Merge/split cascades of systems
- With commutativity, swap the order of systems

Why is distributivity useful?



- Understand what systems are doing by looking at what each part does separately.
- Simplify block diagrams to get overall input/output behavior

Some language around DT LTI systems

- The **impulse response** is the output of the system when the input is $\delta[n]$, the unit impulse function.
- We often call an LTI system or its impulse response a **filter**.
- If $h[n]$ is only $\neq 0$ for a finite number of time points, we call it a **finite impulse response (FIR)** filter.
- If $h[n]$ is $\neq 0$ for an infinite number of time points, we call it an **infinite impulse response (IIR)** filter.

 FIR

$$h[n] = \alpha^n u[n]$$

IIR



The impulse response is everything

Critical fact: The output of a DT LTI system is only a function of the **input signal** and **impulse response**.

- We can find all of the system properties from the impulse response: causality, stability, etc.
- By relating the values in the impulse response relates to the what the system *does*, we can start to design systems for specific tasks.

