

CONVOLUTION

- Mathematical way of combining two signals to form a third signal.
- It is the most important technique in DSP because convolving the two sequences in the time domain is equivalent to multiplying the sequences in the frequency domain.
- It is used for determining a system output given an input signal $x(n)$ & system impulse response $h(n)$.

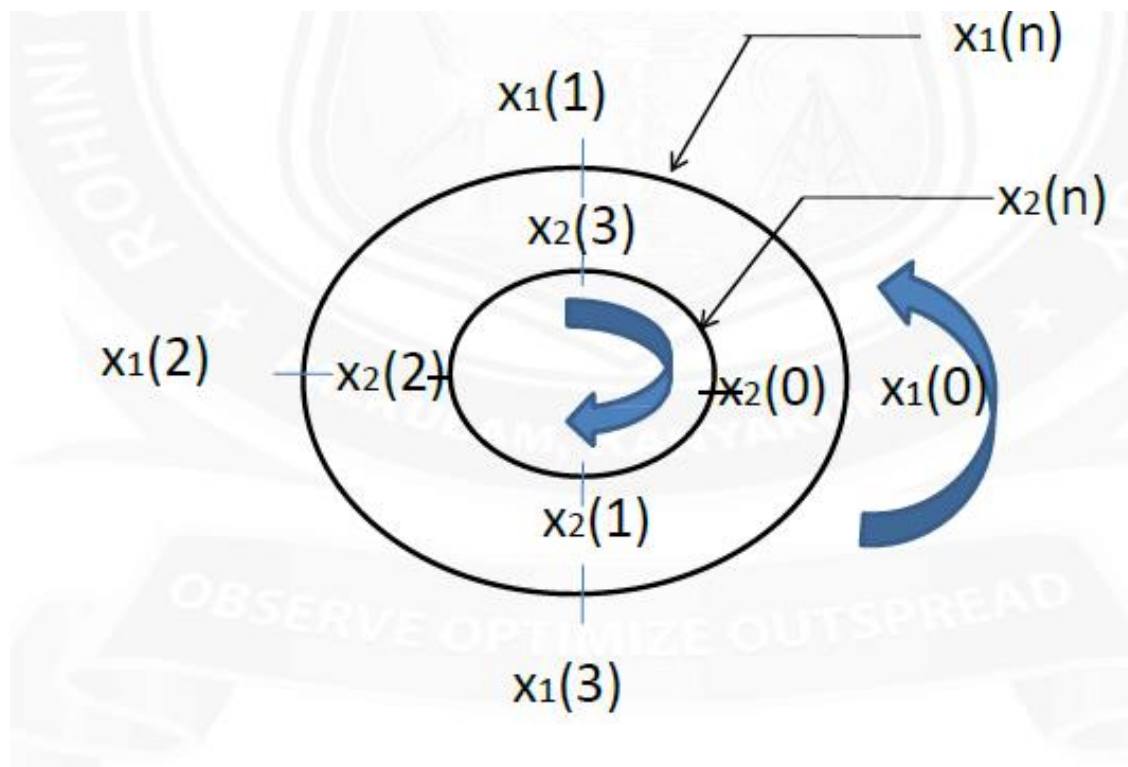
TYPES OF CONVOLUTION

- **Linear convolution**
 - Graphical method
 - Cross table method
- **Circular convolution**
 - Concentric circle method
 - Matrix multiplication method
- **Section convolution**
 - Overlap save method
 - Overlap add method

CIRCULAR CONVOLUTION

- It is a Periodic convolution
- Length of the two sequence must be same
- $x_1(n)$ & $x_2(n)$ ---> inputs
- $x_3(n)$ -----> output
- $x_3(n) = x_1(n) \circledast x_2(n)$
- Zero padding: if the two sequence length are not equal, we should add zeros to equate the length of the sequences.

CONCENTRIC CIRCLE METHOD



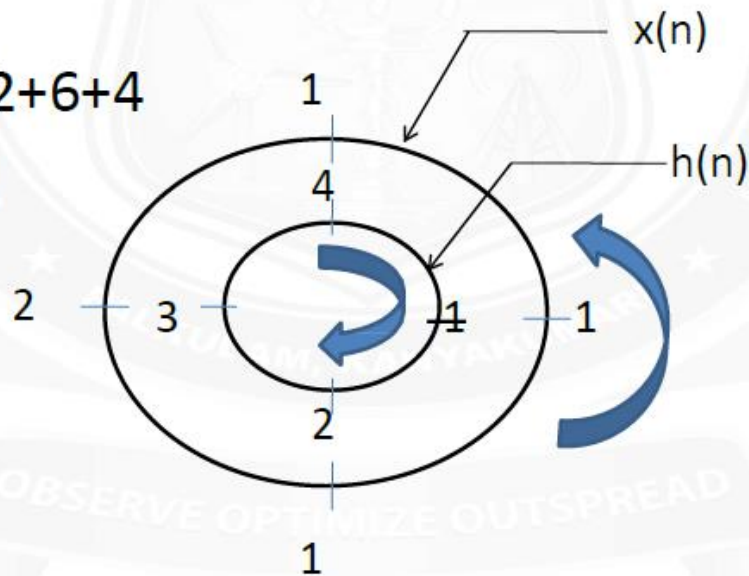
Perform the circular convolution of the following sequences, $x(n)=\{1,1,2,1\}$ and $h(n)=\{1,2,3,4\}$

• **Soln:** $y(n)=x(n) \circledast h(n)$

• **Step:1**

• $y(0)=1+2+6+4$

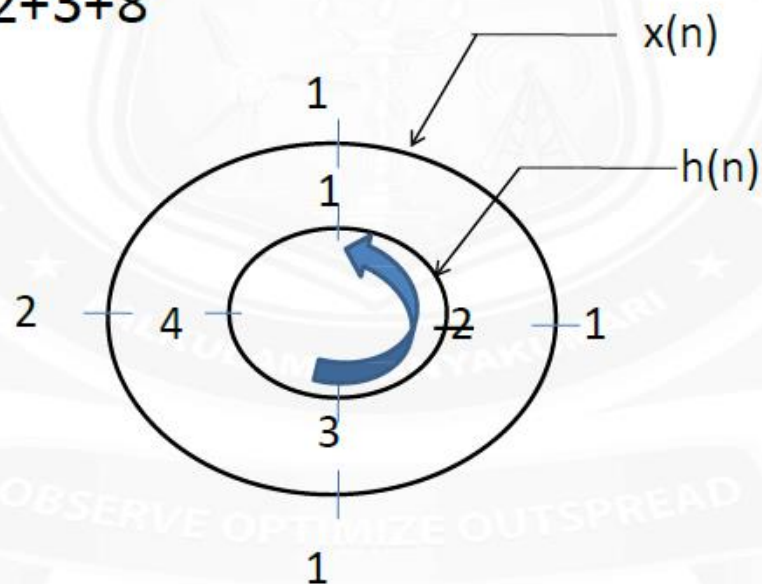
• $y(0)=13$



• **Step:2**

• $y(1)=1+2+3+8$

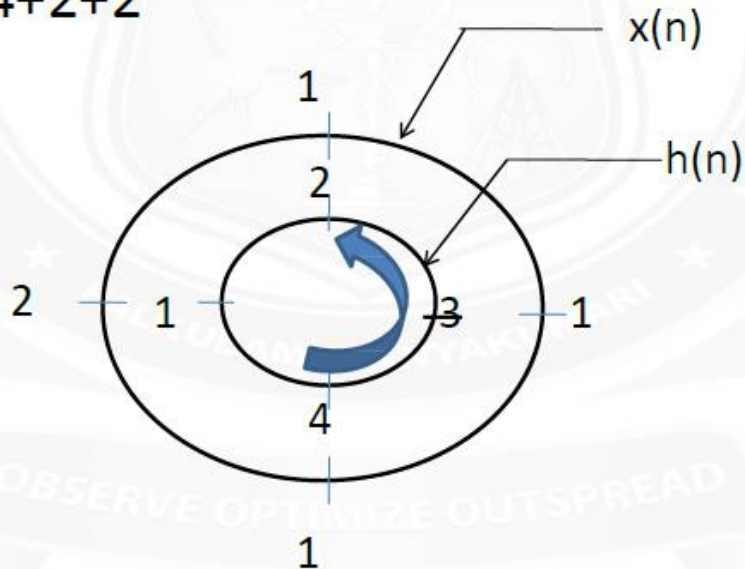
• $y(1)=14$



- **Step:3**

- $y(2)=3+4+2+2$

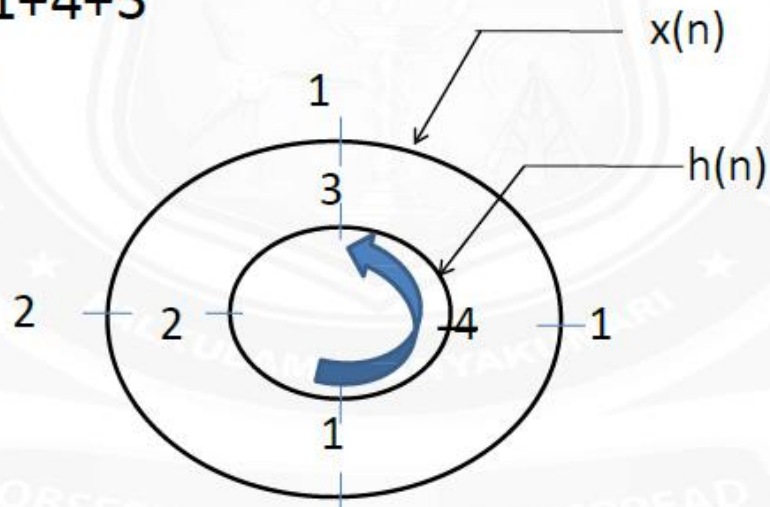
- $y(2)=11$



- **Step:4**

- $y(3)=4+1+4+3$

- $y(3)=12$



- $y(n)=\{13,14,11,12\}$ 1

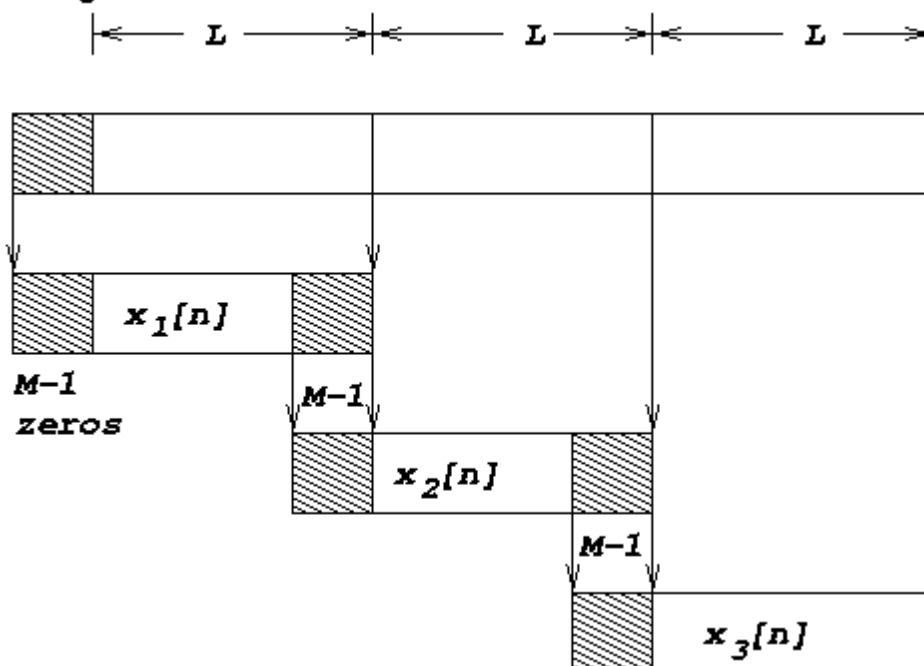
- Now consider filter response of length P , but assume input signal is of arbitrarily long length: need to run filter “on the fly” as blocks of input data become available
- Plan: break signal into consecutive blocks of length L , pad each with zeros to length $L+P-1$, and do FFT/multiply/IFFT

OVERLAP ALGORITHM

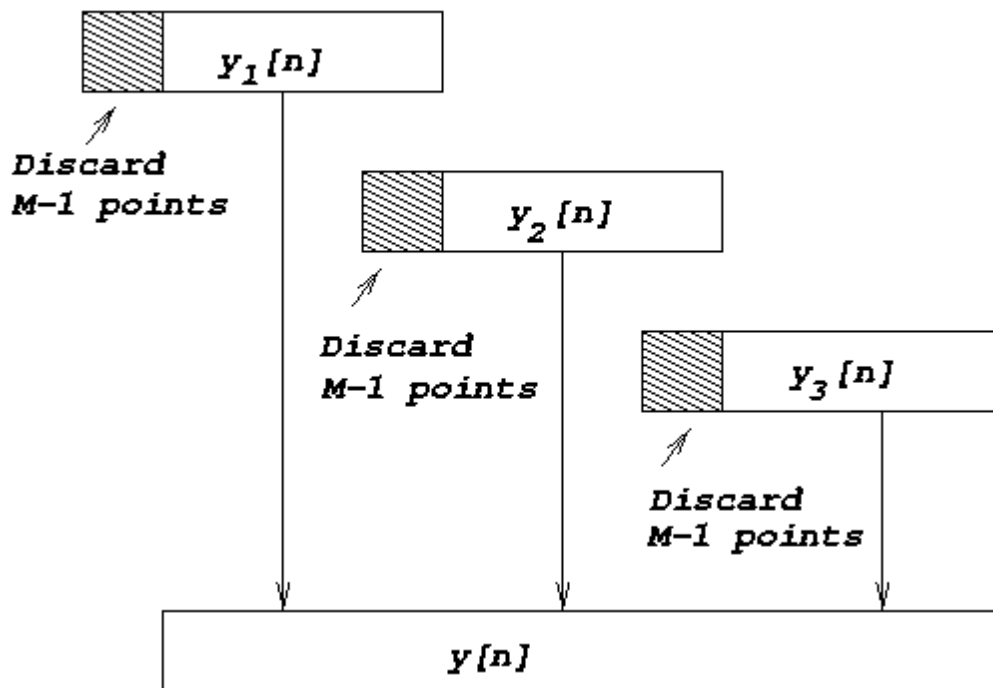
- Note that the last $P-1$ output samples will overlap the start of the next block, and the overlapping points must be added to get the proper response. This is known as the *overlap-add algorithm*.

OVERLAP SAVE METHOD

Input signal



Output Signal



Find $y(n)$ using overlap save method

$$x(n) = \{1, 2, 3, 4, 5, 6, 7, 8, 9\} \text{ and } h(n) = \{1, 2, 3\}$$

• **Soln:** step-1

• $x(n) = \{\boxed{1, 2, 3}, \boxed{4, 5, 6}, \boxed{7, 8, 9}\} \longrightarrow L=3$

• $h(n) = \{1, 2, 3\} \longrightarrow M=3$

• $x_1(n) = \{\boxed{0, 0}, \boxed{1, 2, 3}\} \quad h(n) = \{1, 2, 3, 0, 0\}$
 M-1 zeros

• $x_2(n) = \{\boxed{2, 3}, \boxed{4, 5, 6}\}$

• $x_3(n) = \{\boxed{5, 6}, \boxed{7, 8, 9}\}$

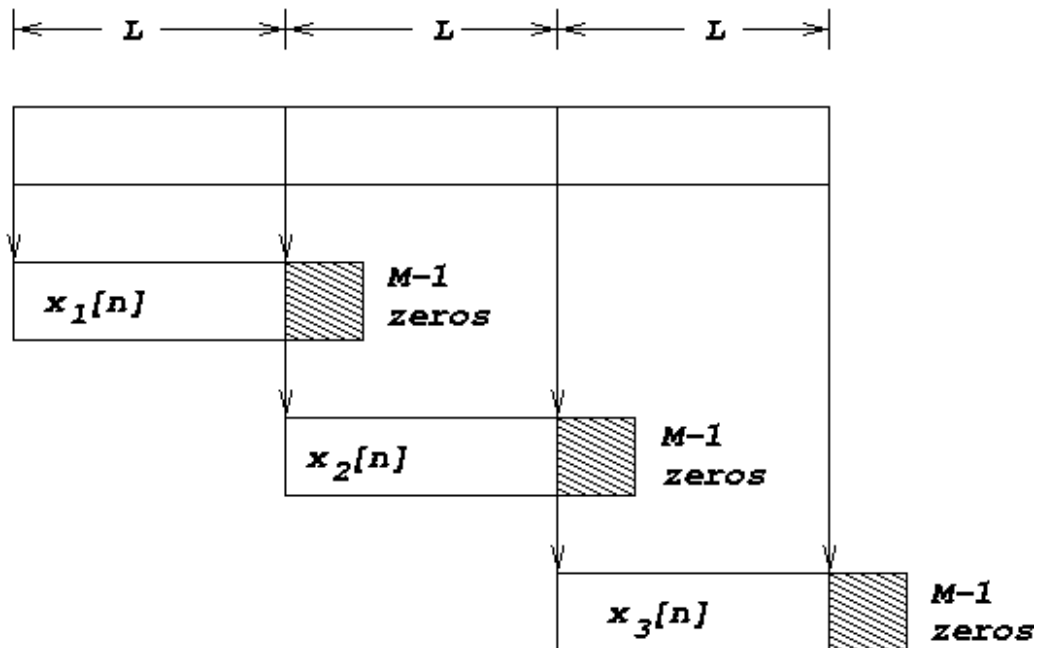
• $x_4(n) = \{\boxed{8, 9}, \boxed{0, 0, 0}\}$

- $y_1(n) = x_1(n) \otimes h(n) = \{12, 9, 1, 4, 10\}$
- $y_2(n) = x_2(n) \otimes h(n) = \{29, 25, 16, 22, 28\}$
- $y_3(n) = x_3(n) \otimes h(n) = \{47, 43, 34, 40, 46\}$ **Step-2**
- $y_4(n) = x_4(n) \otimes h(n) = \{8, 25, 42, 27, 0\}$
- Step-3:

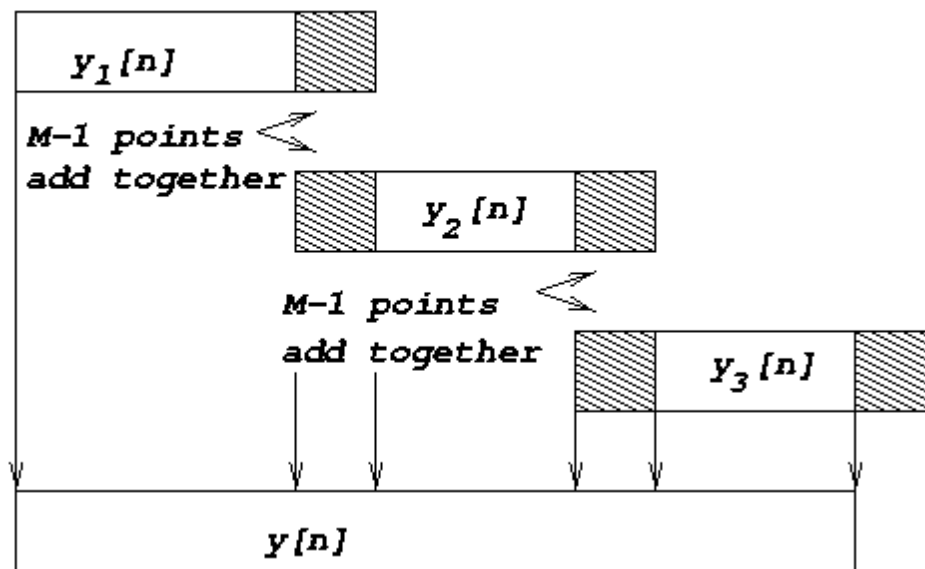
$$\begin{array}{cccccc}
 \boxed{12} & \boxed{9} & 1 & 4 & 10 & y(n) = \{1, 4, 10, 16, 22, 28, 34, 40, 46, 42, 27\} \\
 & & \boxed{29} & \boxed{25} & 16 & 22 & 28 \\
 & & & & \boxed{47} & \boxed{43} & 34 & 40 & 46 \\
 & & & & & & \boxed{8} & \boxed{25} & 42 & 27 & 0
 \end{array}$$

OVERLAP ADD METHOD

Input signal



Output Signal



Find $y(n)$ using overlap add method

$x(n) = \{1, 2, 3, 4, 5, 6, 7, 8, 9\}$ and $h(n) = \{1, 2, 3\}$

• **Soln: step-1**

• $x(n) = \{\boxed{1, 2, 3}, \boxed{4, 5, 6}, \boxed{7, 8, 9}\} \longrightarrow L=3$

• $h(n) = \{1, 2, 3\} \longrightarrow M=3$

• $x_1(n) = \{1, 2, 3, 0, 0\}$ $h(n) = \{1, 2, 3, 0, 0\}$

• $x_2(n) = \{4, 5, 6, 0, 0\}$

• $x_3(n) = \{7, 8, 9, 0, 0\}$

- $y_1(n) = x_1(n) \otimes h(n) = \{1, 4, 10, 12, 9\}$
- $y_2(n) = x_2(n) \otimes h(n) = \{4, 13, 28, 27, 18\}$
- $y_3(n) = x_3(n) \otimes h(n) = \{7, 22, 46, 42, 27\}$

Step-2

- Step-3:

1	4	10	12	9						
			4	13	28	27	18			
						7	22	46	42	27

$y(n) = \{1, 4, 10, 16, 22, 28, 34, 40, 46, 42, 27\}$