

## LECTURE 57

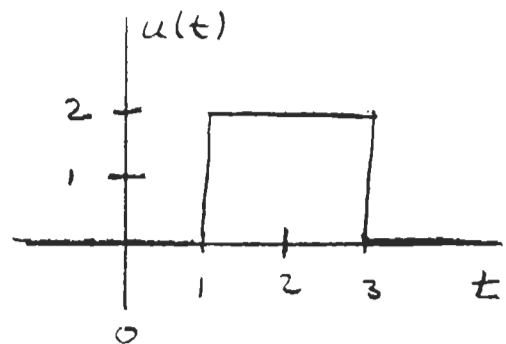
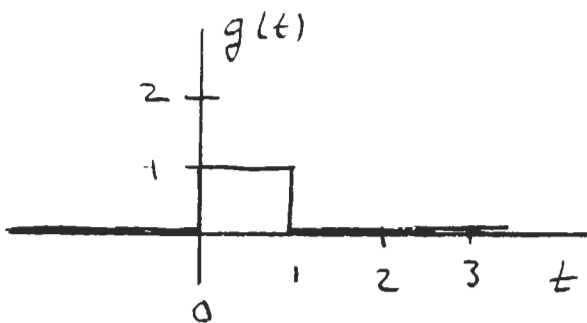
### Graphical Interpretation of Convolution

We can interpret convolution graphically:

$$\begin{aligned} y(t) &= g(t) * u(t) \\ &= \int_{-\infty}^{\infty} g(t-\tau) u(\tau) d\tau \end{aligned}$$

let's draw these functions of  $\tau$ .

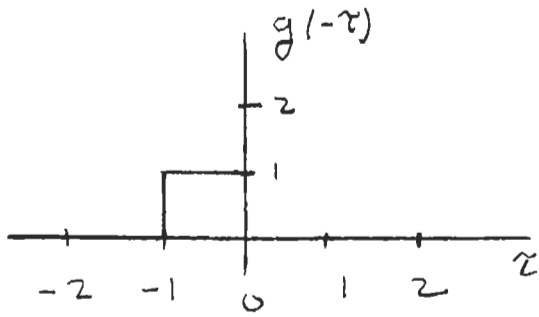
Suppose  $g(t), u(t)$  are:



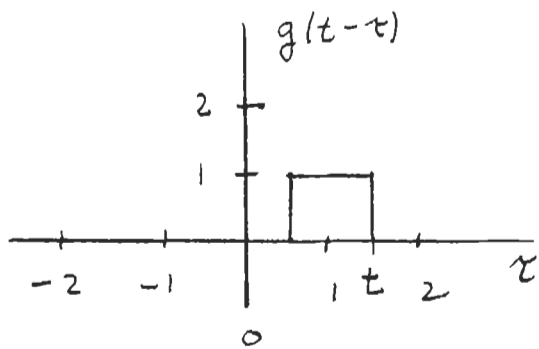
$$g(t) = \begin{cases} 1, & 0 \leq t \leq 1 \\ 0, & \text{else} \end{cases}$$

$$u(t) = \begin{cases} 2, & 1 \leq t \leq 3 \\ 0, & \text{else} \end{cases}$$

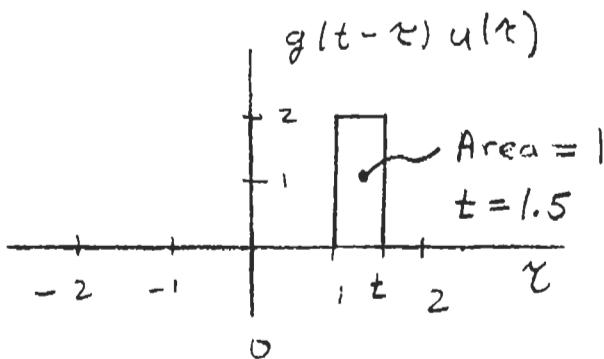
Now plot as function of  $\tau$ .  $u(\tau)$  is unchanged. Let's do  $g(t-\tau)$ :



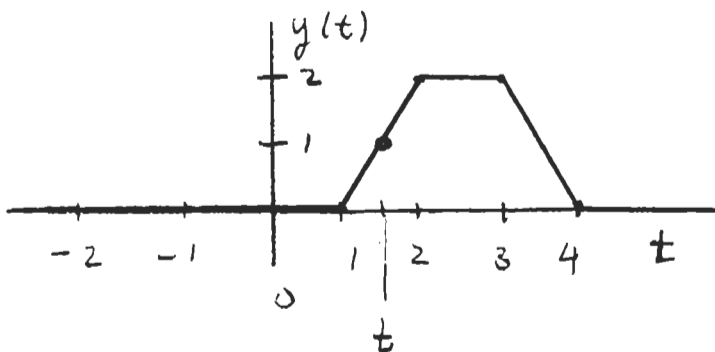
"flip" —  
 Reflect  $g(\tau)$  about  $\tau=0$ .



"slide" —  
 slide  $g(-\tau)$  by amount  $t$  (In this case,  $t = 1.5$ )

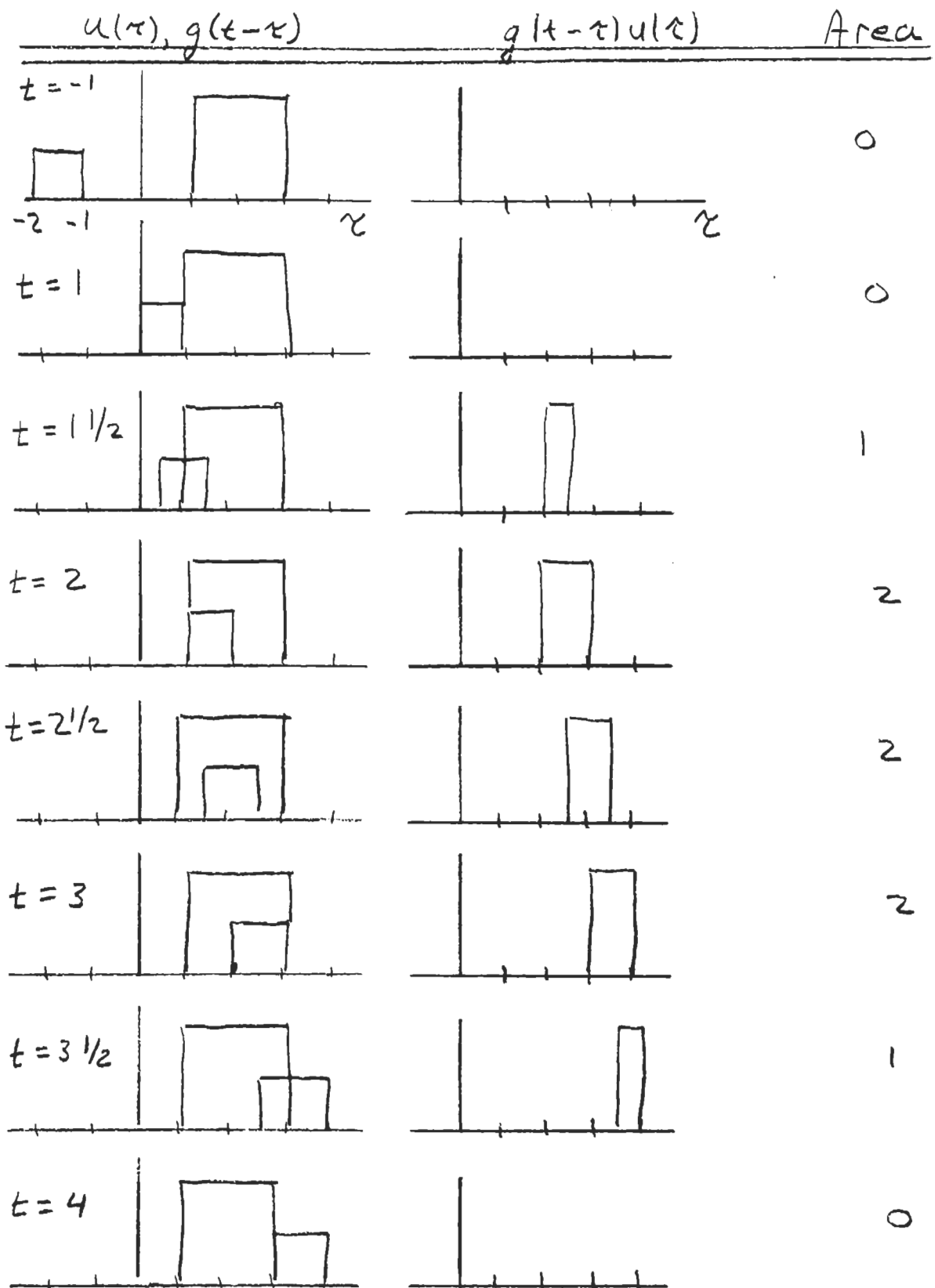


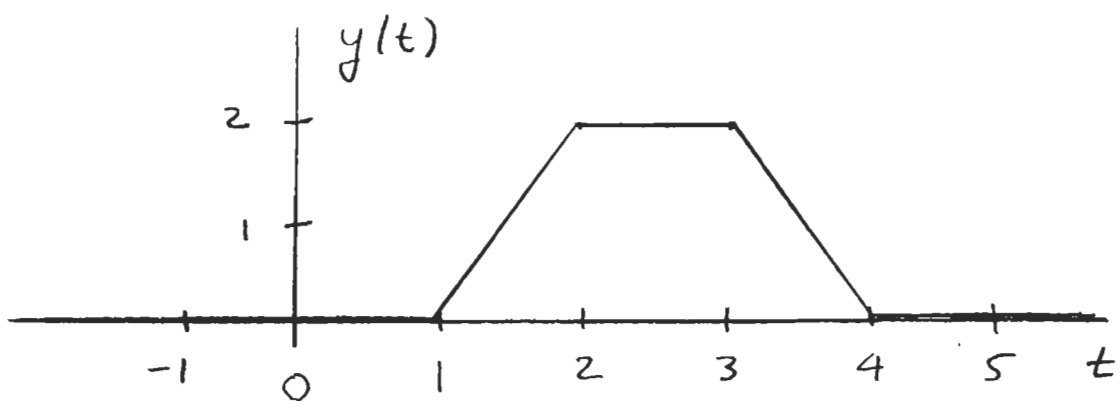
Multiply —  
 Multiply  $g(t-\tau)$  by  $u(\tau)$ , point by point



Integrate —  
 Find area of  $g(t-\tau)u(\tau)$ , plot point.

This is the "flip and slide" method —  
 good for keeping track of limits; insight





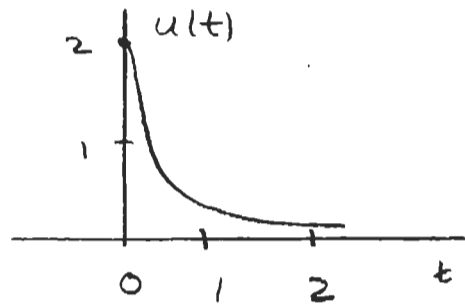
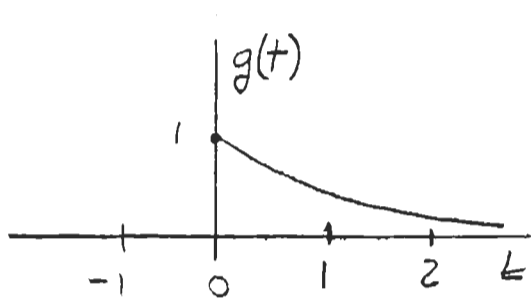
Whew!

Note —

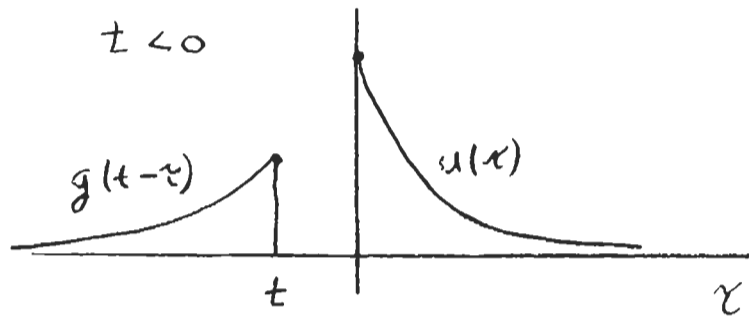
1. Can easily see limits of integration
2. Gain some insight into where  $y(t)$  is small or big. To be big,  $g(t-\tau)$  and  $u(\tau)$  must have significant overlap where they are big.
3.  $y(t)$  is smoother than  $u(t)$  or  $g(t)$ .

Example  $g(t) = e^{-t} \sigma(t)$

$u(t) = 2e^{-2t} \sigma(t)$

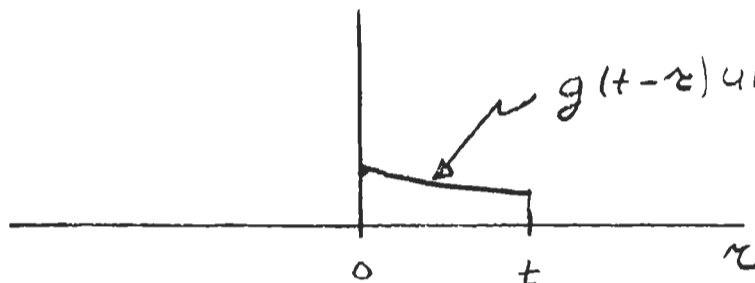
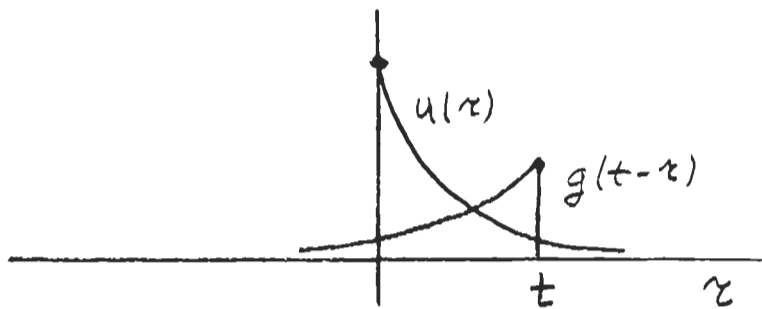


Do flip & slide:



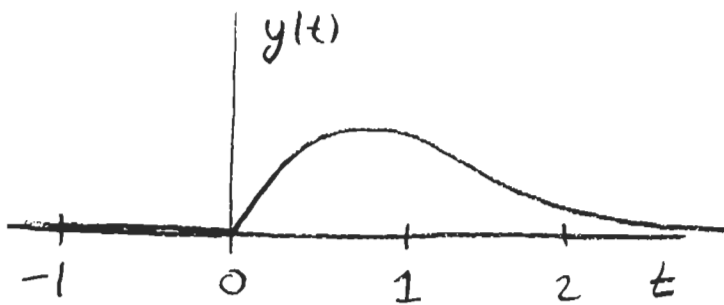
No overlap!

$\Rightarrow y(t) = 0,$   
 $t < 0$



$g(t-\tau)u(\tau) = e^{-(t-\tau)} \cdot 2e^{-2\tau}$   
 $= 2e^{-t} e^{-\tau}$

$$\begin{aligned}
 y(t) &= \int_0^t 2e^{-t} e^{-\tau} d\tau \\
 &= 2e^{-t} (1 - e^{-t}) \\
 &= 2e^{-t} - 2e^{-2t}, \quad t \geq 0
 \end{aligned}$$



Note: Still have to compute integral, but it does help understand the limits of integration, what answer should look like.