

Convolution @math

[@wikipedia](#)

A function $f * g$ of real-number argument t , compiled from the two functions $f(t)$ and $g(t)$ by specific integration:

$$(1) \quad (f * g)(t) = \int_{-\infty}^{\infty} f(t - \tau) g(\tau) d\tau$$

For functions f, g [supported](#) on only $[0, \infty)$ (i.e., zero for negative arguments), the integration limits can be truncated, resulting in:

$$(2) \quad (f * g)(t) = \int_0^t f(t - \tau) g(\tau) d\tau$$

Properties

$$(3) \quad \int_0^t f(t - \tau) g(\tau) d\tau = \int_0^t f(\tau) g(t - \tau) d\tau$$

$$(4) \quad \int_0^t f(t - \tau) \dot{h}(\tau) d\tau = f(0)h(t) - f(t)h(0) - \int_0^t \dot{f}(t - \tau) h(\tau) d\tau$$

where $\dot{g}()$ means derivative by the whole argument.

Discrete form

For the functions $\{f_n = f(t_n)\}, \{g_n = g(t_n)\}, n = 1..N$ defined over the discrete time grid $\{t_n\}, n = 1..N$ the convolution equation is taking the discrete form:

$$(5) \quad (f * g)(t_n) = \sum_{m=0}^n f(t_n - \tau_m) g(\tau_m) (t_n - \tau_m)$$

See also

[Formal science](#) / [Mathematics](#)