Convolution of a Rectangular "Pulse" With Itself

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After failing in my attempts to locate online a derivation of the convolution of a general rectangular pulse with itself, and not having available a textbook on communications or signal processing theory, I decided to write up my attempt at computing it. I expect, however, that it is the first example one would find in any textbook that discusses convolution.

Recall the general definition of the convolution f * g of two real-valued functions:

$$(f * g)(t) = \int_{-\infty}^{\infty} f(u) g(t - u) du = \int_{-\infty}^{\infty} f(t - u) g(u) du.$$
(1)

We apply this to the problem where f and g are both given by

$$f(t) = g(t) = \begin{cases} 0, & t < a, \\ A, & a \le t \le b, \\ 0, & t > b, \end{cases}$$
(2)

where [a, b] is a time interval on the real line, with a < b. In signal processing this represents a rectangular pulse of amplitude A and width or duration T = b - a. The convolution of this function with itself is the time-dependent function

$$(f*f)(t) = \int_{-\infty}^{\infty} f(u) f(t-u) du.$$
 (3)

How is f(t-u) related to f(u)? Define g(u) = f(u+t), which for t > 0 represents a horizontal translation of f(u) to the *left* by t. Then h(u) = g(-u) = f(-u+t) = f(t-u) is a *reflection* of g(u) across the vertical axis u = 0. Thus, as a function of u, f(t-u) is a replica of f(u) which, for t > 0, is *translated to the left* a distance t, then *reflected* across the vertical axis u = 0. Thus, f(t-u) is a function whose values depend on both u and t. The convolution is calculated for each value of t on the real line by integrating over the real line (with respect to u) the *product* of the two functions f(u) and f(t-u) at that value of t. For the rectangular function defined by (2), graphs of the functions f(u), f(u+t), and f(t-u) for t > 0 are illustrated below:



Referring to the Figure, observe that as the distance t from a increases, the translated and reflected pulse f(t-u) moves to the right toward $+\infty$. On the other hand, as the distance t to the left of a decreases,

the translated pulse f(u+t) moves toward the right, and the translated and reflected pulse f(t-u) moves toward the left.

Focusing first on the *left* edge u = t - b of f(t - u) (represented in the next two Figures by the rectangle with "dashed line" sides), we see that for u = t - b > b, the original pulse has value f(u) = 0, so the convolution will be zero for t > 2b, corresponding to u > b.

When $a < t - b \le b$, or $a + b < t \le 2b$, both f(u) = A and f(t - u) = A. But f(t - u) = 0 for $u \le t - b$, so the integrand is nonzero only for $t - b \le u \le b$, as shown in this Figure:



The two pulses coincide exactly when t - b = a, and t - a = b. that is, when t = a + b.

For t > a + b, we focus on the *right* edge u = t - a of f(t - u) as it moves thru f(u) to the left. For $a \le t - a < b$, or $2a \le t < a + b$, both f(u) and f(t - u) have amplitude A, but f(t - u) = 0 for u > t - a, hence the integrand is nonzero only for $a \le u \le t - a$. The situation is illustrated in this Figure:



Finally, for u = t - a < a, or t < 2a, the original pulse f(u) = 0, so the convolution is again zero for u < a.

These results are summarized in the following calculations of the convolution for any value of t, listed in the opposite order of the above discussion:

$$\begin{cases} (f*f)(t) = 0, & \text{for} \quad t < 2a, \\ (f*f)(t) = \int_{a}^{t-a} A \cdot A \, du = A^2 \, (t-2a), & \text{for} \quad 2a \le t \le a+b, \\ (f*f)(t) = \int_{t-b}^{b} A \cdot A \, du = A^2 \, (2b-t), & \text{for} \quad a+b \le t \le 2b, \\ (f*f)(t) = 0, & \text{for} \quad t > 2b. \end{cases}$$

$$(4)$$

The graph of this piecewise-defined function is an *isosceles triangle* of height $A^2(b-a)$ at the vertex point $((a+b), A^2(b-a))$, and base of width 2(b-a) with vertices at the points (2a, 0) and (2b, 0) on the *t*-axis. These details are illustrated in the next Figure.

