

A simple method to do circular convolution

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1 Introduction

This describes a simple method I found to do circular convolution, which I think is simpler than the method I saw in Digital Signal Processing, by Proakis, Manolakis.

This is a method to compute the circular convolution for N points between two sequences, where N is the length of the longer of the two sequences (or the length of the sequences if they are of equal length).

2 Example

Let the first sequence $x = \{\boxed{1}, 2, 4, 5, 6\}$ and the second sequence $h = \{7, \boxed{8}, 9, 3\}$, where the square around the number indicates the time $n = 0$.

We want to find $y = x \circledast h$ where \circledast is circular convolution.

The process requires as many steps as there are entries in the longer sequence x .

The process to find $y[0]$ is illustrated using a diagram. The first step is to pad the smaller sequence by zeros so that it is the same length as the longer sequence. The method is explained in the diagrams

x	1	2	4	5	6
h	7	8	9	3	0

Step one: Write the 2 sequences under each others as given in the problem. Pad the smaller sequence with zeros.

x	1	2	4	5	6
h'	0	3	9	8	7

Step 2: Flip h, call result h'

x

12456

h'

03987

Slide h' to the left so that its last element is under the first element of x

Step3: Slide the h' to the left so that its tail is under the head of x. This position is important, as we will return to this position again and again to compute new entries in y. Call this position the **STARTING POSITION**.

x	1	2	4	5	6
h'	0	3	9	8	7

Step4: To calculate y[0] slide the **START POSITION** to the right by zero position. (so nothing to do).

x

12456

h'

03987

Move here

Step5: move the left most hanging part of h' to the right of the tail of h', this is the circular part of the convolution.

x	1	2	4	5	6
h'	7	0	3	9	8
	7	0	12	45	48
Sum = 112					

Step6: Now do as with linear convolution, multiply the elements under each others and add the final vector. This will give the value of y[0]

Now $y[1]$ is found using the same process as above, but h is moved to the right by 1 position instead of zero positions.

x	1	2	4	5	6
h'	0	3	9	8	7

STARTING POSITION

x	1	2	4	5	6
h'	0	3	9	8	7

To calculate $y[1]$ slide the **START POSITION** to the right by 1 position.

12456

03987

Move here

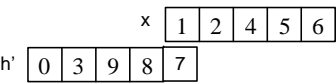
move the left most hanging part of h to the right of the tail of h, this is the circular part of the convolution.

1	2	4	5	6
8	7	0	3	9
8	14	0	15	54
Sum = 91				

Now do as with linear convolution, multiply the elements under each others and add the final vector. This will give the value of $y[1]$

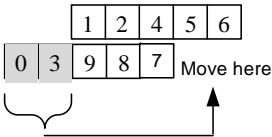
Notice that in the above step, we see that the origin (index $n = 0$) of sequence x happened to be aligned with the origin of the sequence h' , this means that $y[1]$ is the origin of the y since this is the index for y being generated in this step.

Now $y[2]$ is found using the same process as above, but h is moved to the right by 2 positions.

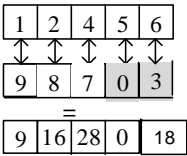


STARTING POSITION

To calculate $y[2]$ slide the START POSITION to the right by 2 positions.

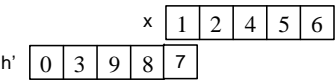


move the left most hanging part of h to the right of the tail of h , this is the circular part of the convolution.



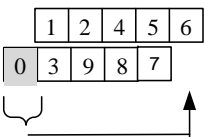
Now do as with linear convolution, multiply the elements under each others and add the final vector. This will give the value of $y[2]$

Now $y[3]$ is found using the same process as above, but h is moved to the right by 3 positions.

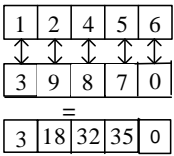


STARTING POSITION

To calculate $y[3]$ slide the START POSITION to the right by 3 positions.

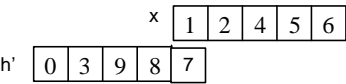


move the left most hanging part of h to the right of the tail of h , this is the circular part of the convolution.

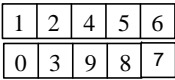


Now do as with linear convolution, multiply the elements under each others and add the final vector. This will give the value of $y[3]$

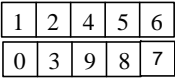
Now $y[4]$ is found using the same process as above, but h is moved to the right by 4 positions.



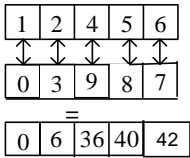
STARTING POSITION



To calculate $y[4]$ slide the START POSITION to the right by 4 positions.



move the left most hanging part of h to the right of the tail of h . There is nothing to move now. Last step.



Now do as with linear convolution, multiply the elements under each others and add the final vector. This will give the value of $y[4]$

Sum = 124

Since now h' is completely under x , the process completes.

Hence $y = \{112, 91, 71, 88, 124\}$. To verify

```
octave-3.2.4:39> x=[1 2 4 5 6];
octave-3.2.4:40> h=[7 8 9 3 0];
octave-3.2.4:41> X=fft(x); H=fft(h); y=ifft(X.*H)
y =

    112     91     71     88    124
```