# Green's function

**Green's function** is a basic solution to a linear differential equation, a building block that can be used to construct many useful solutions.

If one considers a linear differential equation written as:

$$L(x)u(x)=f(x)$$

where L(x) is a linear, self-adjoint differential operator, u(x) is the unknown function, and f(x) is a known non-homogeneous term, the GF is a solution of:

$$L(x)u(x,s)=\delta(x-s)$$

G(x,s)

# Why GF is important?

If such a function G can be found for the operator L, then if we multiply the second equation for the Green's function by f(s), and then perform an integration in the s variable, we obtain:

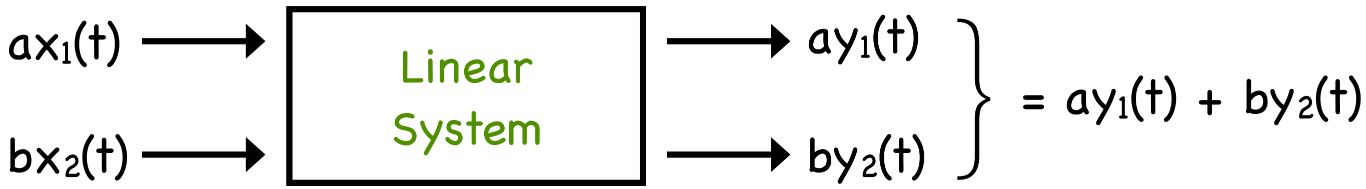
$$\int L(x)G(x,s)f(s)ds = \int \delta(x-s)f(s)ds = f(x) = Lu(x)$$

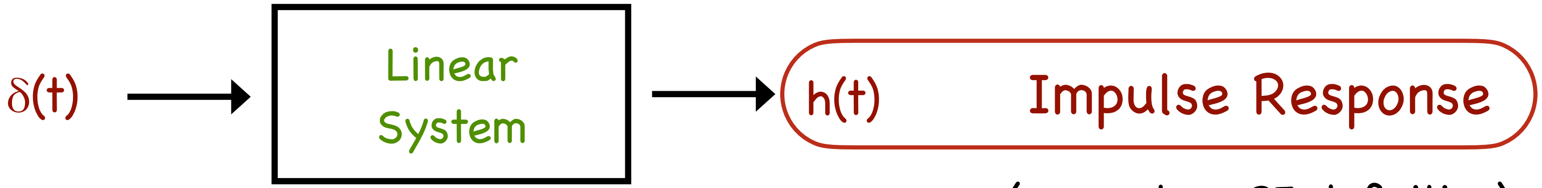
$$L\int G(x,s)f(s)ds = Lu(x)$$

$$u(x) = \int G(x,s)f(s)ds$$

Thus, **we can obtain the function u(x) through the knowledge of the Green's function and the source term**. This process has resulted from the linearity of the operator L. See Linear System Theory (i.e. impulse response)

# Linear Systems

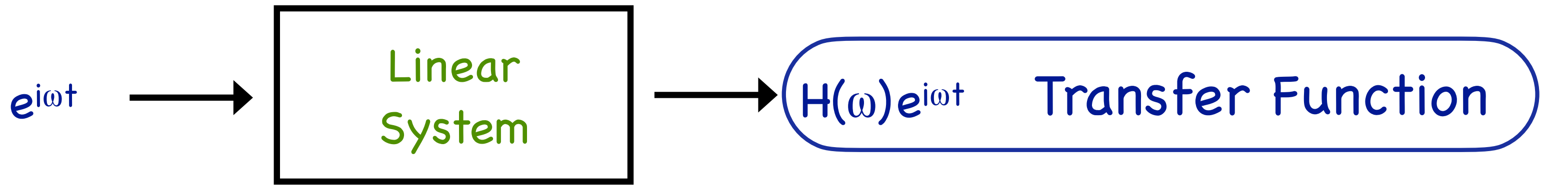



(remember GF definition)

Since any input x(t) can be written as:

$$x(t) = \int x(\tau)\delta(t-\tau)\,d\tau \longrightarrow \int x(\tau)h(t-\tau)\,d\tau = x * h$$




$$\int e^{i\omega\tau}h(t-\tau)\,d\tau = \int e^{i\omega(t-\tau)}h(\tau)\,d\tau = e^{i\omega t}\int e^{-i\omega\tau}h(\tau)\,d\tau$$

$$X(\omega) = \int x(t)e^{i\omega t}\,dt \longrightarrow X(\omega)\cdot H(\omega)$$

# Convolution

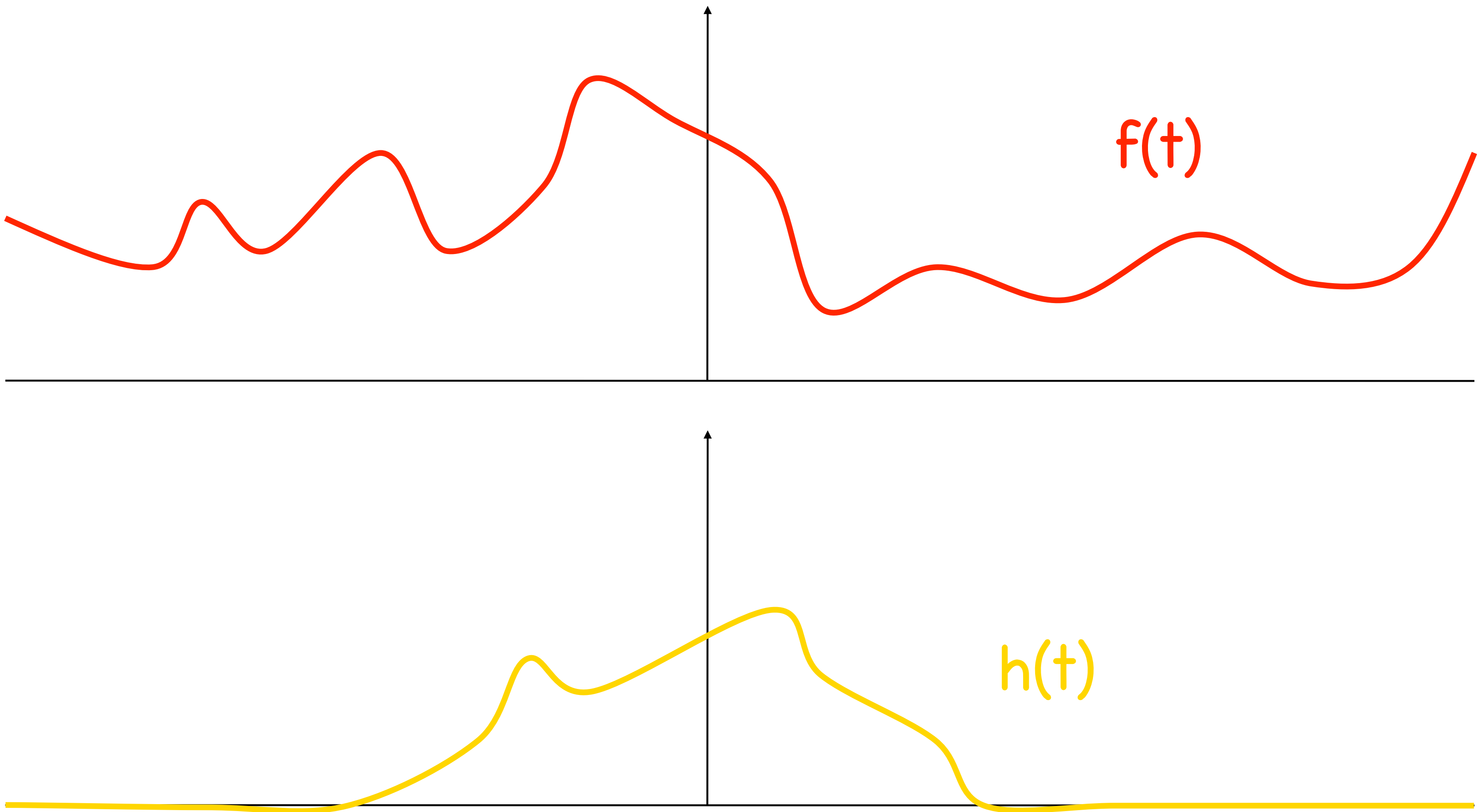
- Definition:

$$f(t) * h(t) = \int_{-\infty}^{\infty} f(\tau)h(t-\tau)\,d\tau$$

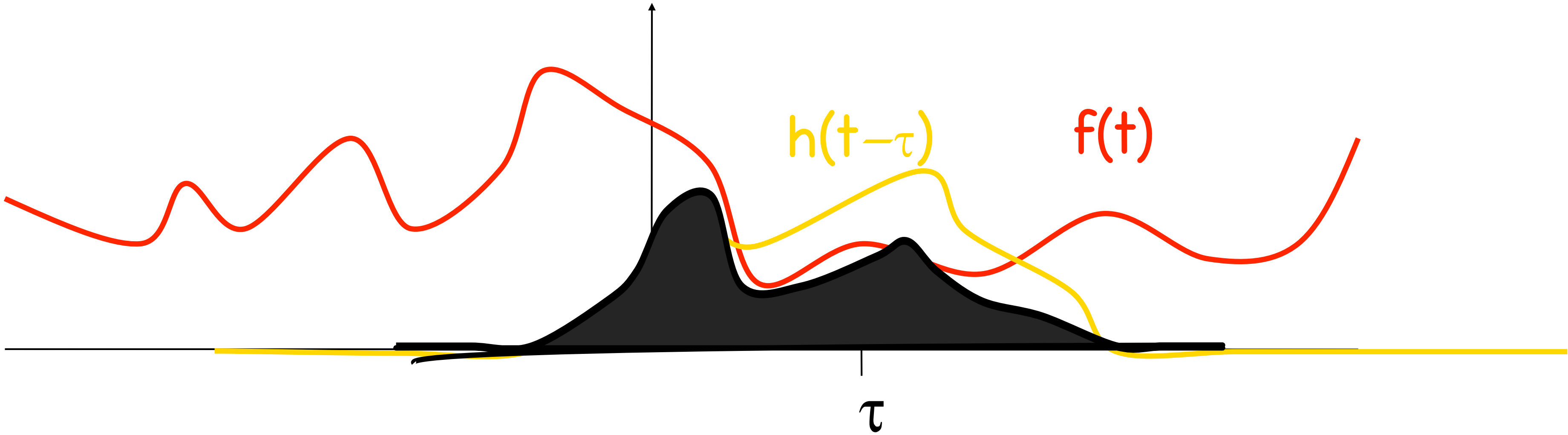
# Convolution

- Definition: $$f(t) * h(t) = \int_{-\infty}^{\infty} f(\tau)h(t-\tau)\,d\tau$$

- Pictorially



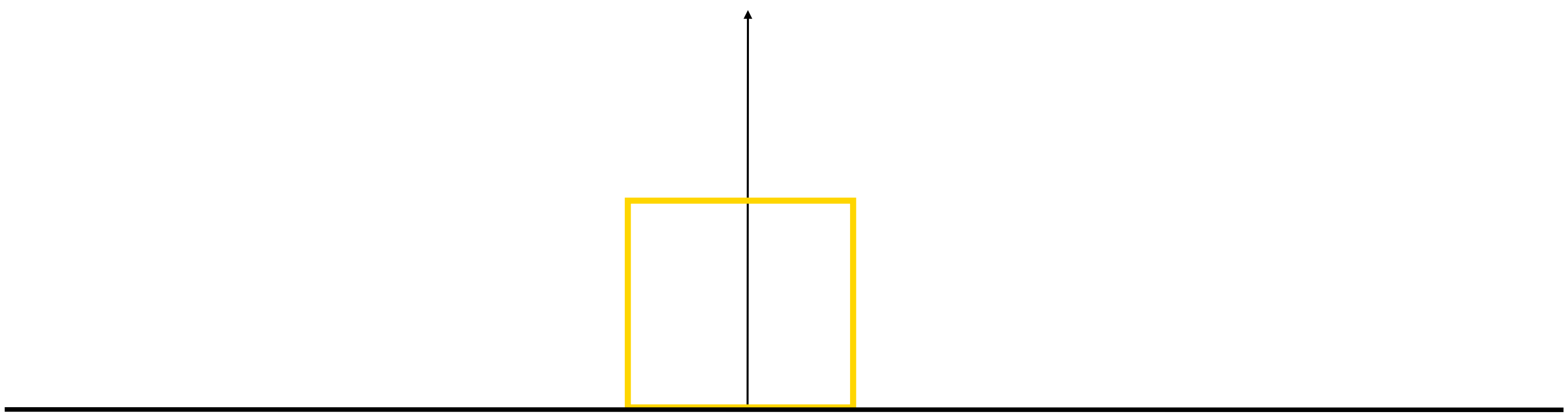
# Convolution



# Convolution

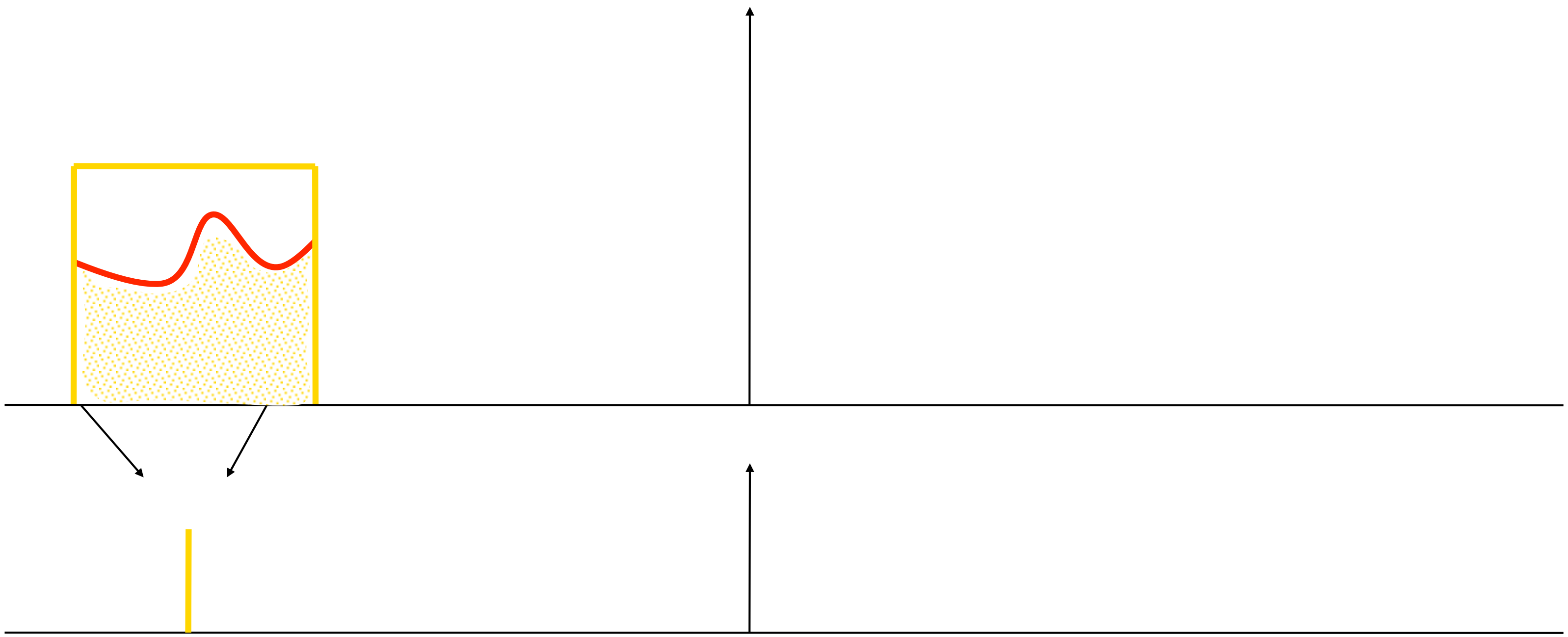
- Consider the boxcar function (box filter):

$$h(t) = \begin{cases} 0 & t < -\frac{1}{2} \\ 1 & -\frac{1}{2} \le t \le \frac{1}{2} \\ 0 & t > \frac{1}{2} \end{cases}$$



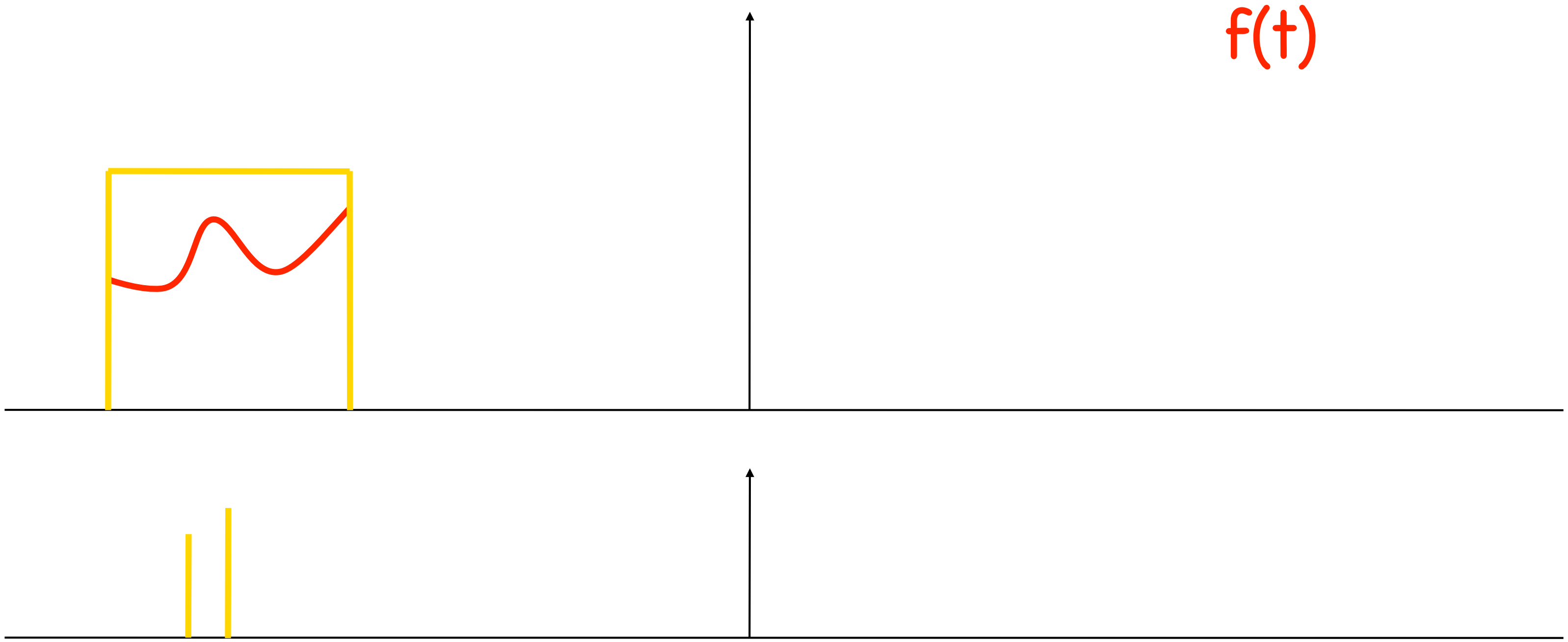
# Convolution

- This function windows our function f(t)



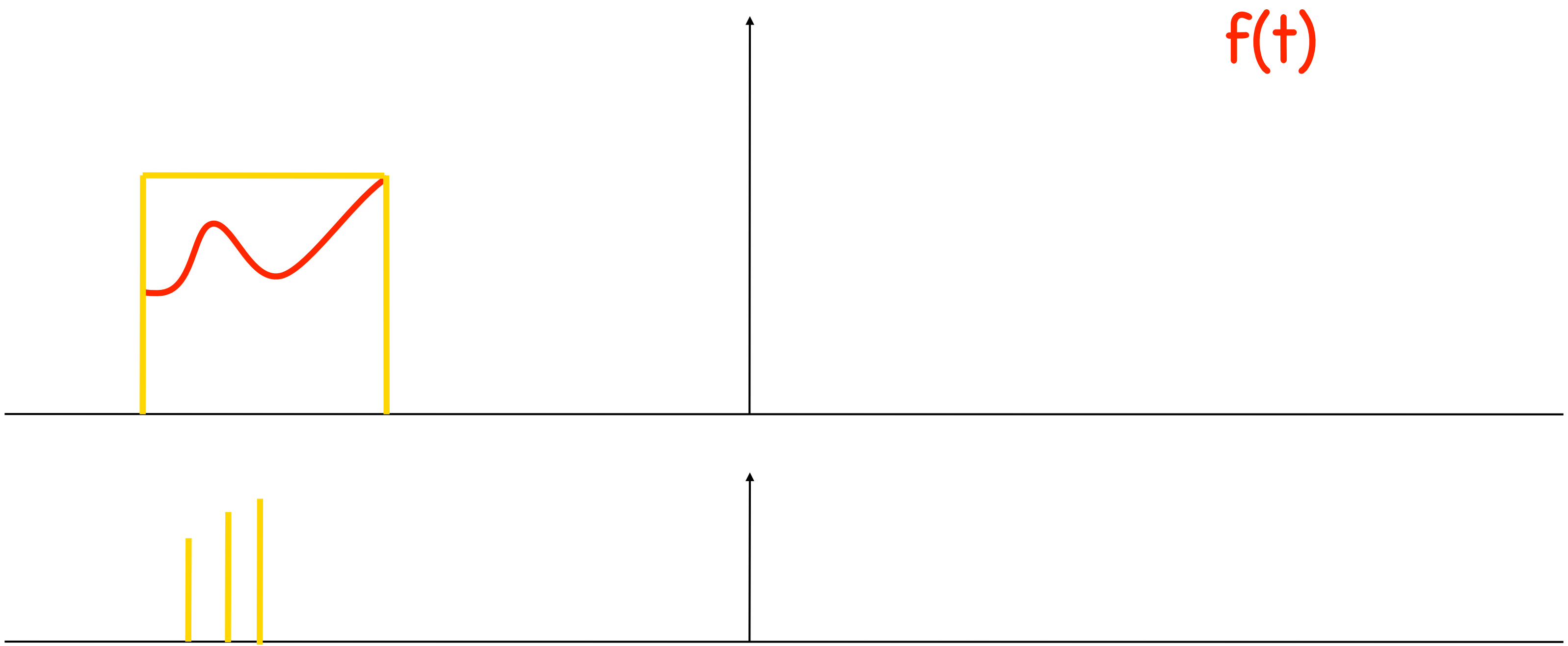
# Convolution

- This function windows our function f(t)



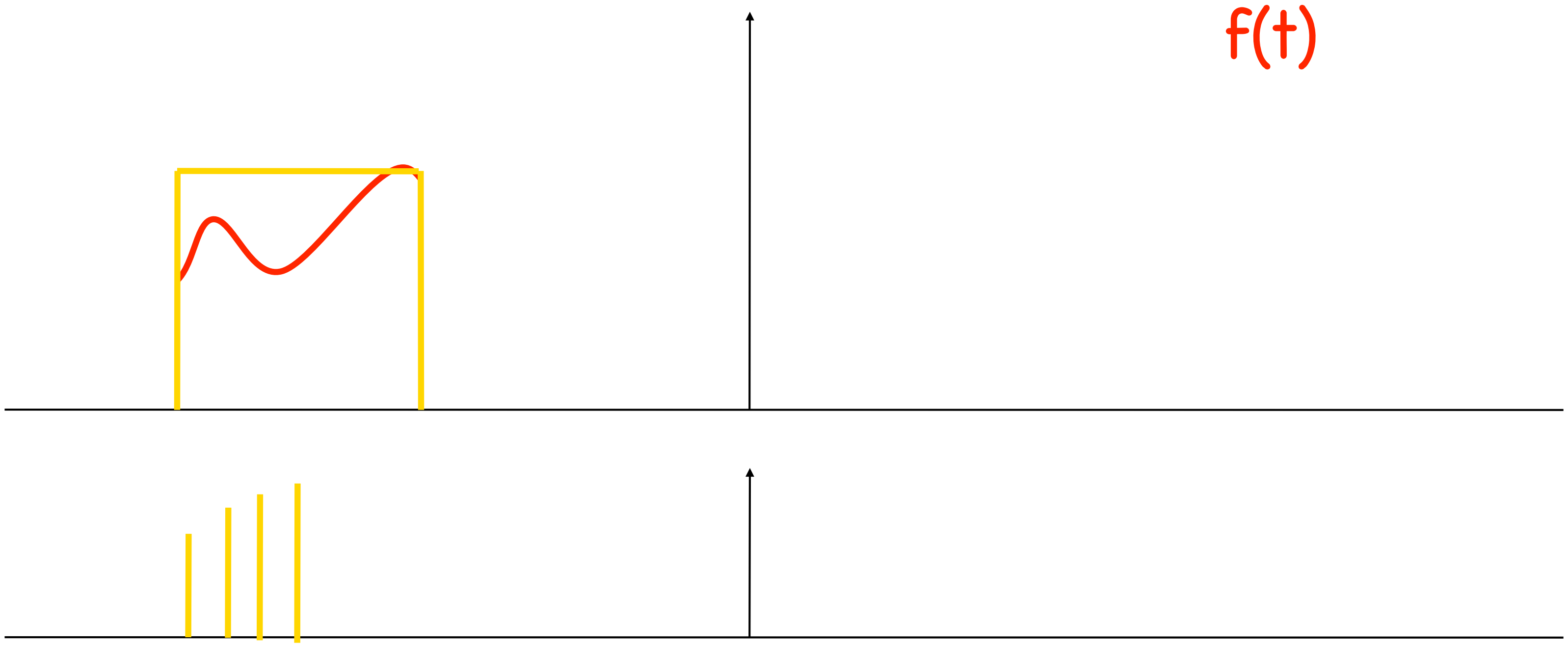
# Convolution

- This function windows our function f(t).



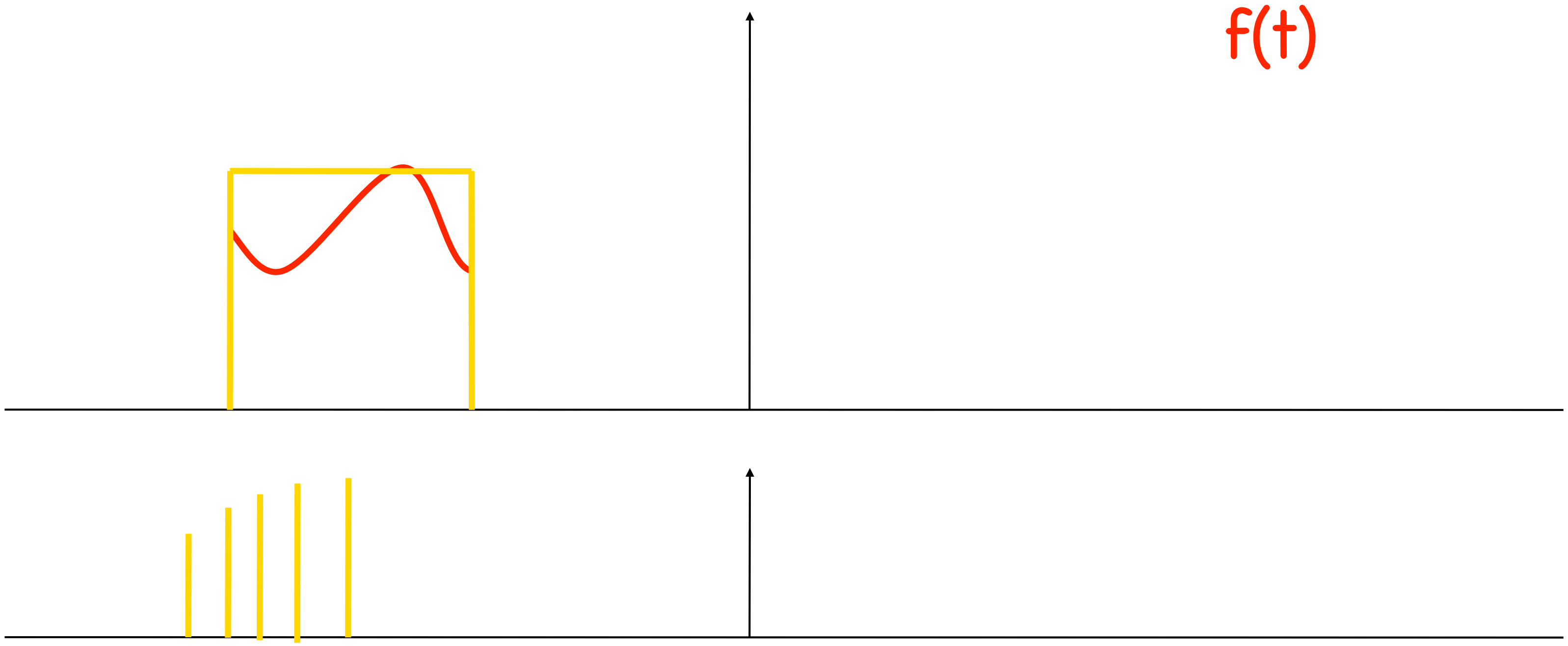
# Convolution

- This function windows our function f(t)



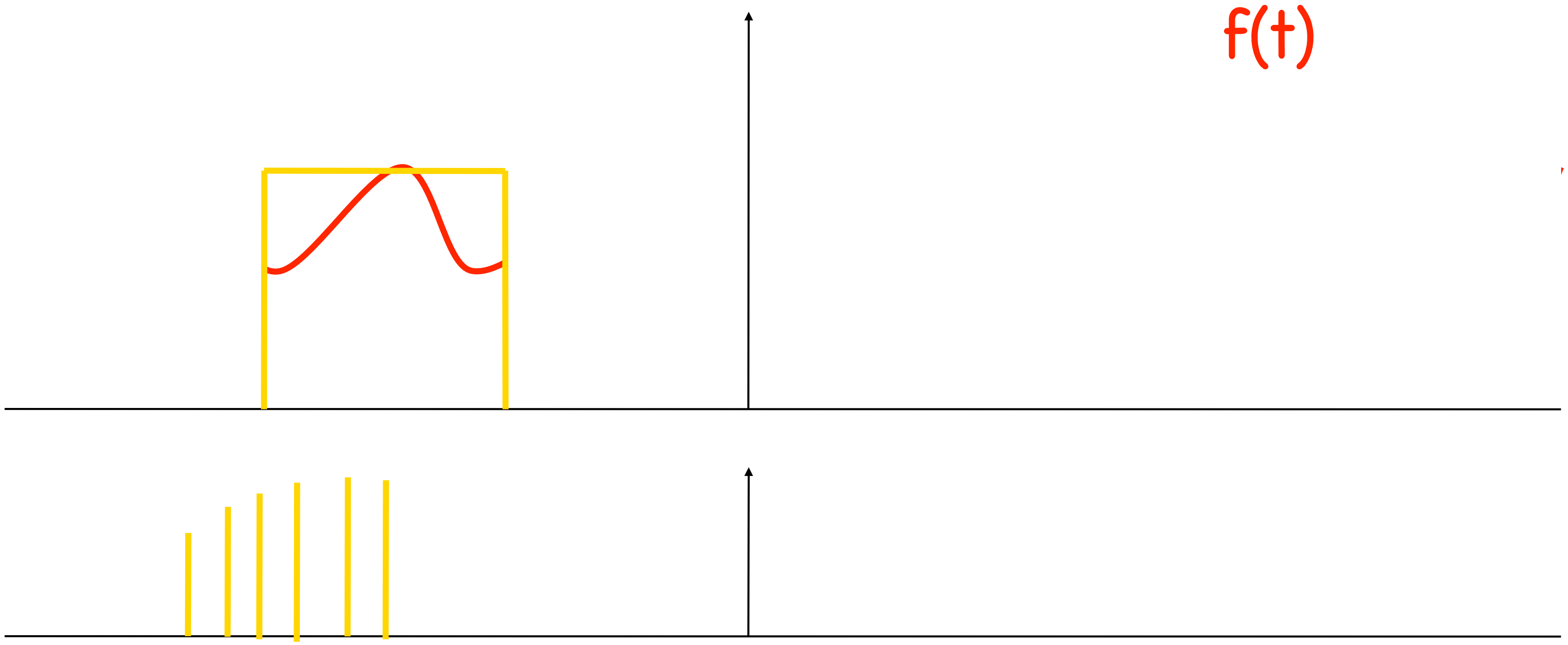
# Convolution

- This function windows our function f(t)



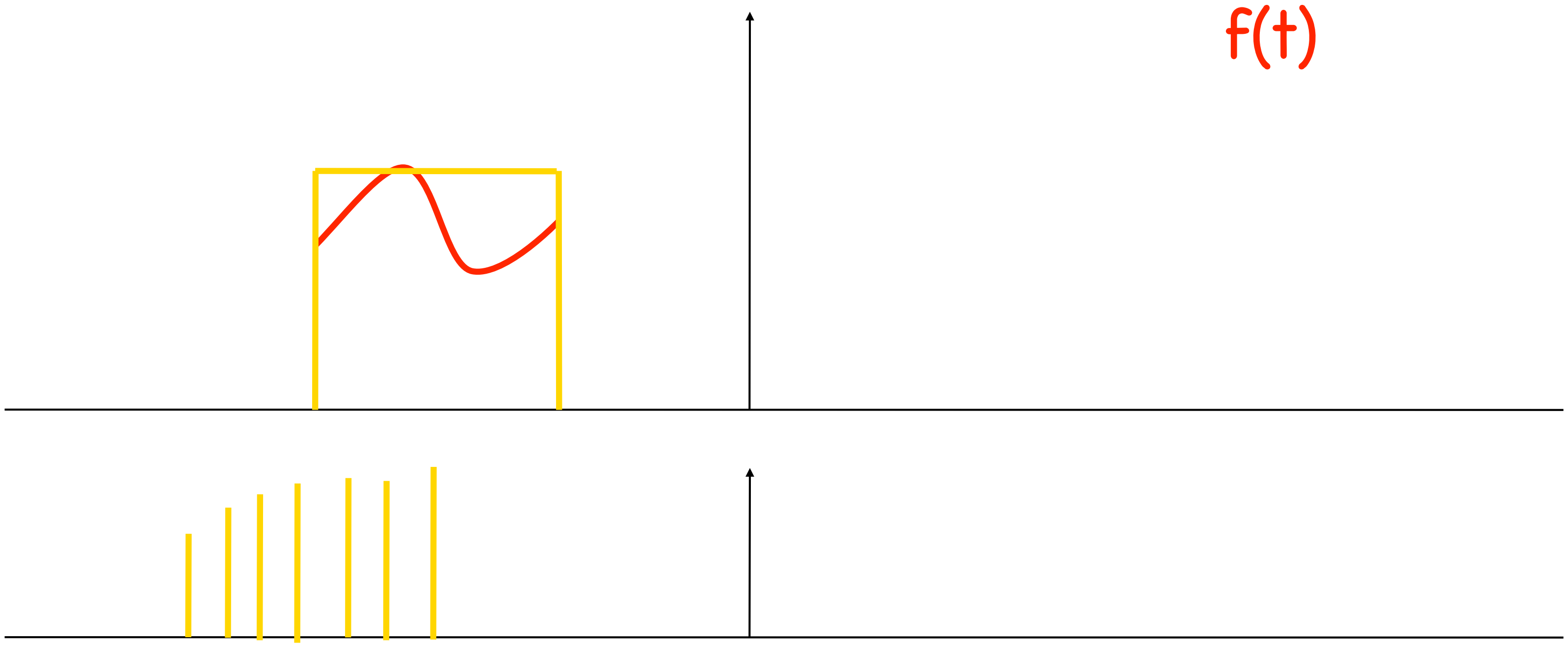
# Convolution

- This function windows our function f(t)



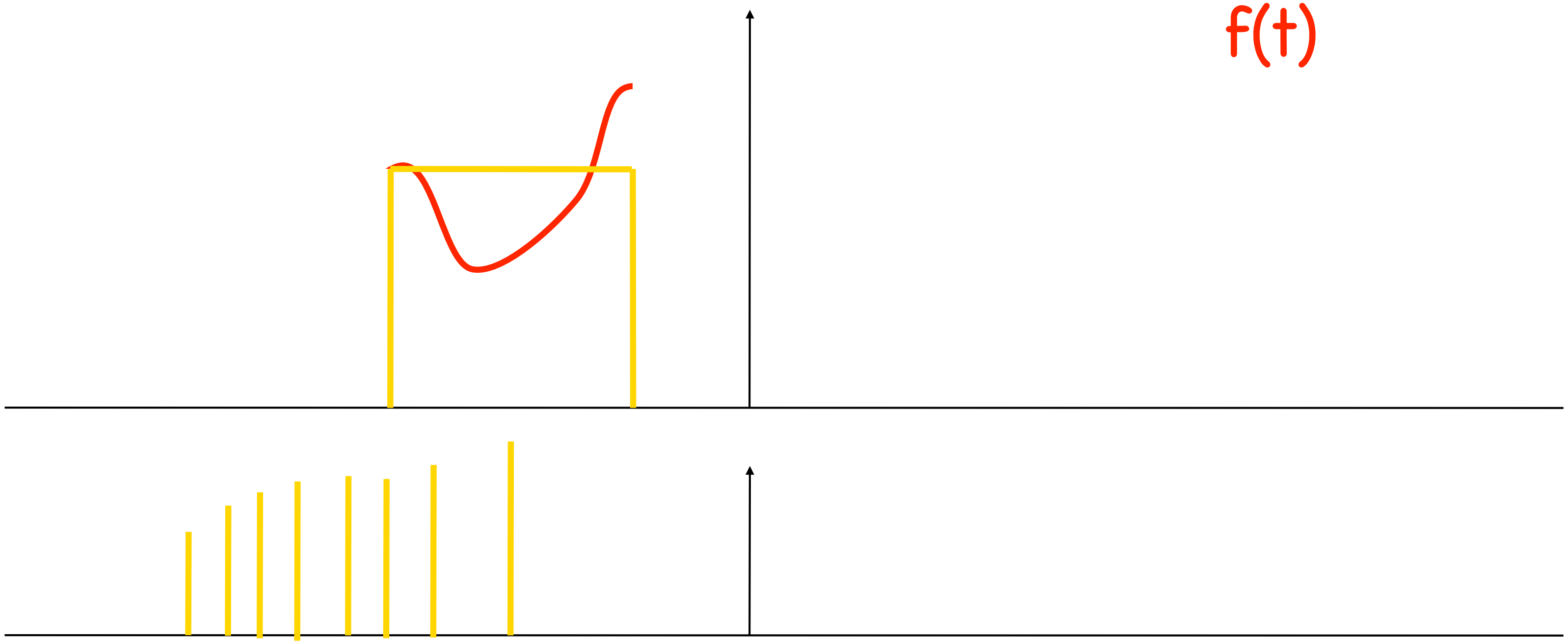
# Convolution

- This function windows our function f(t)



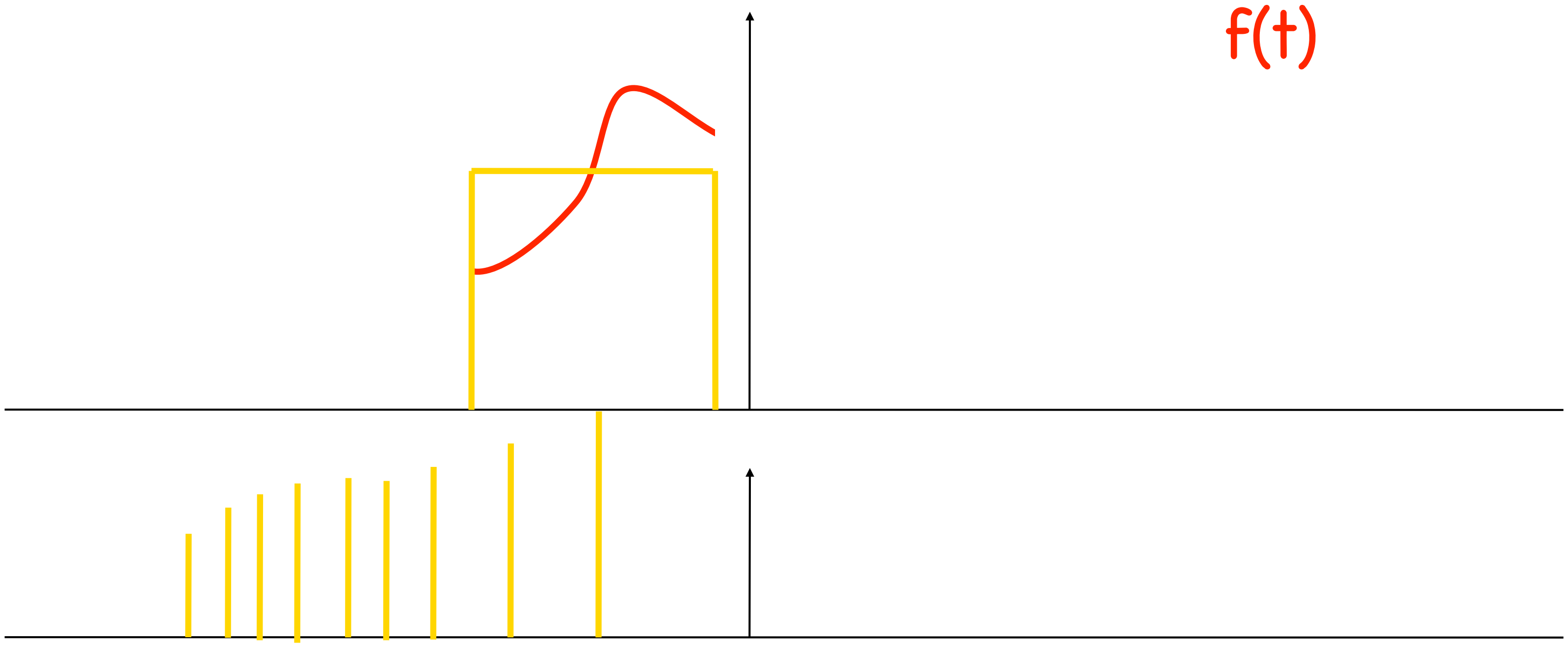
# Convolution

- This function windows our function f(t)



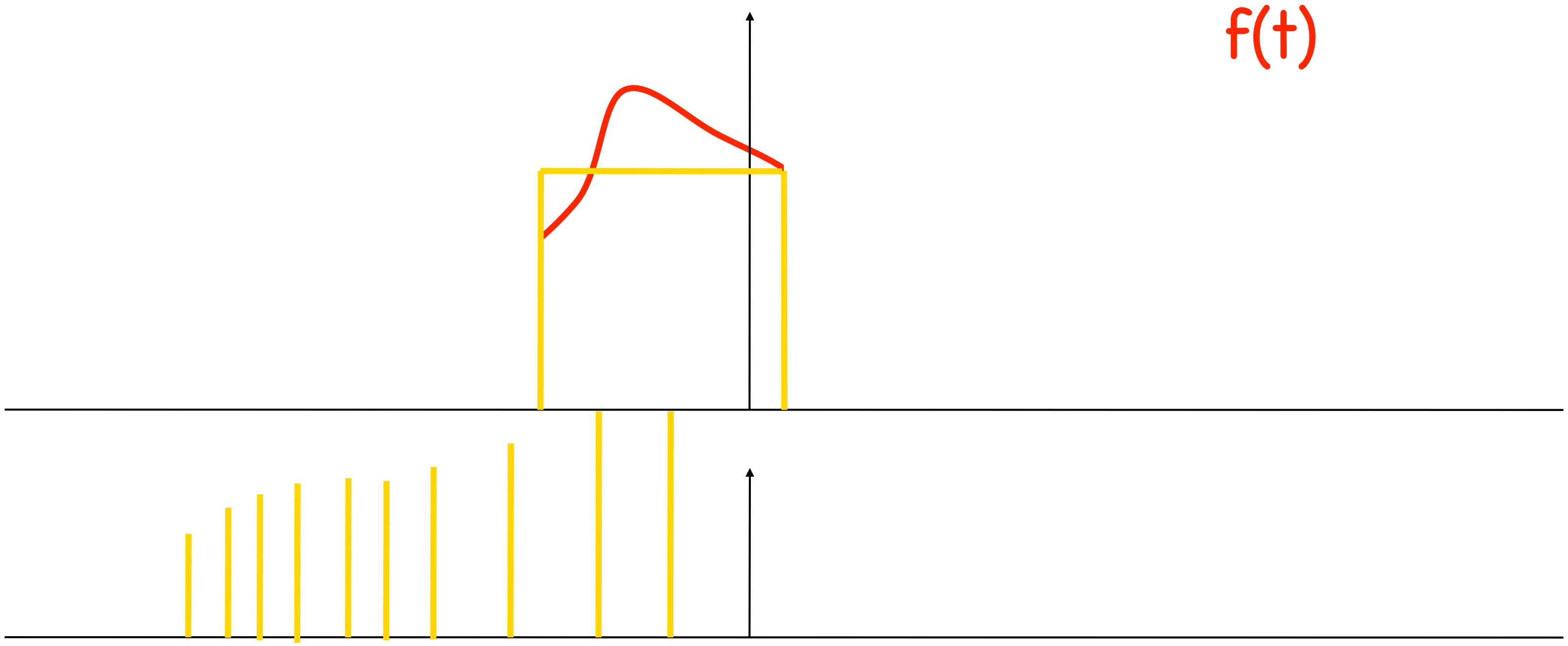
# Convolution

- This function windows our function f(t)



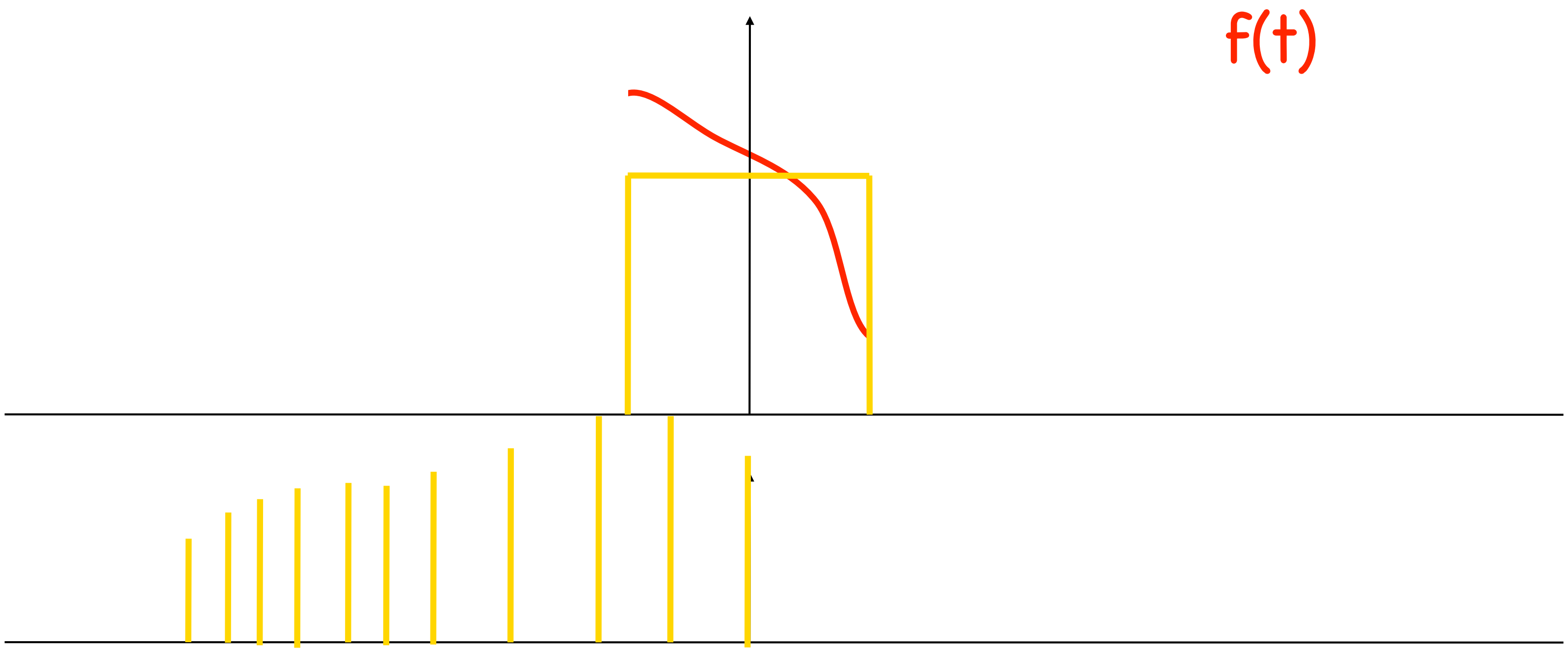
# Convolution

- This function windows our function f(t)



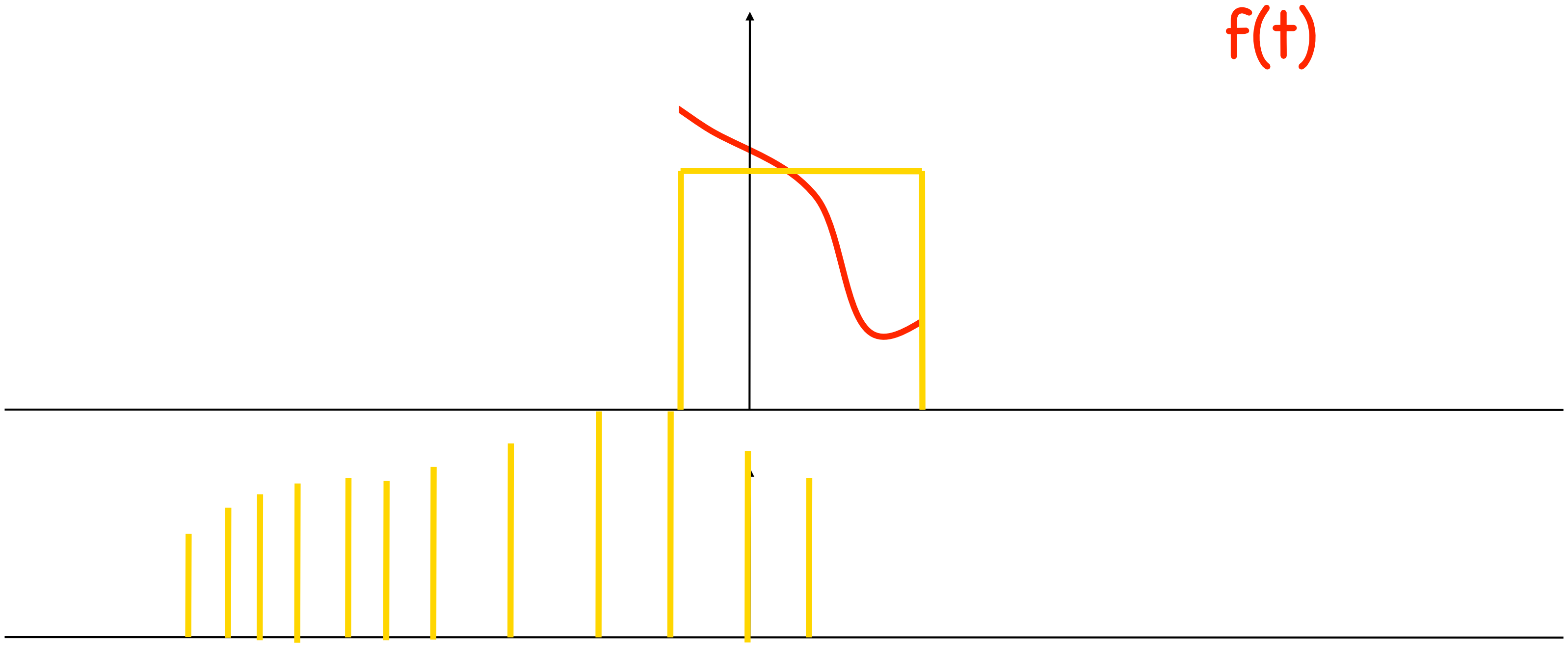
# Convolution

- This function windows our function f(t)



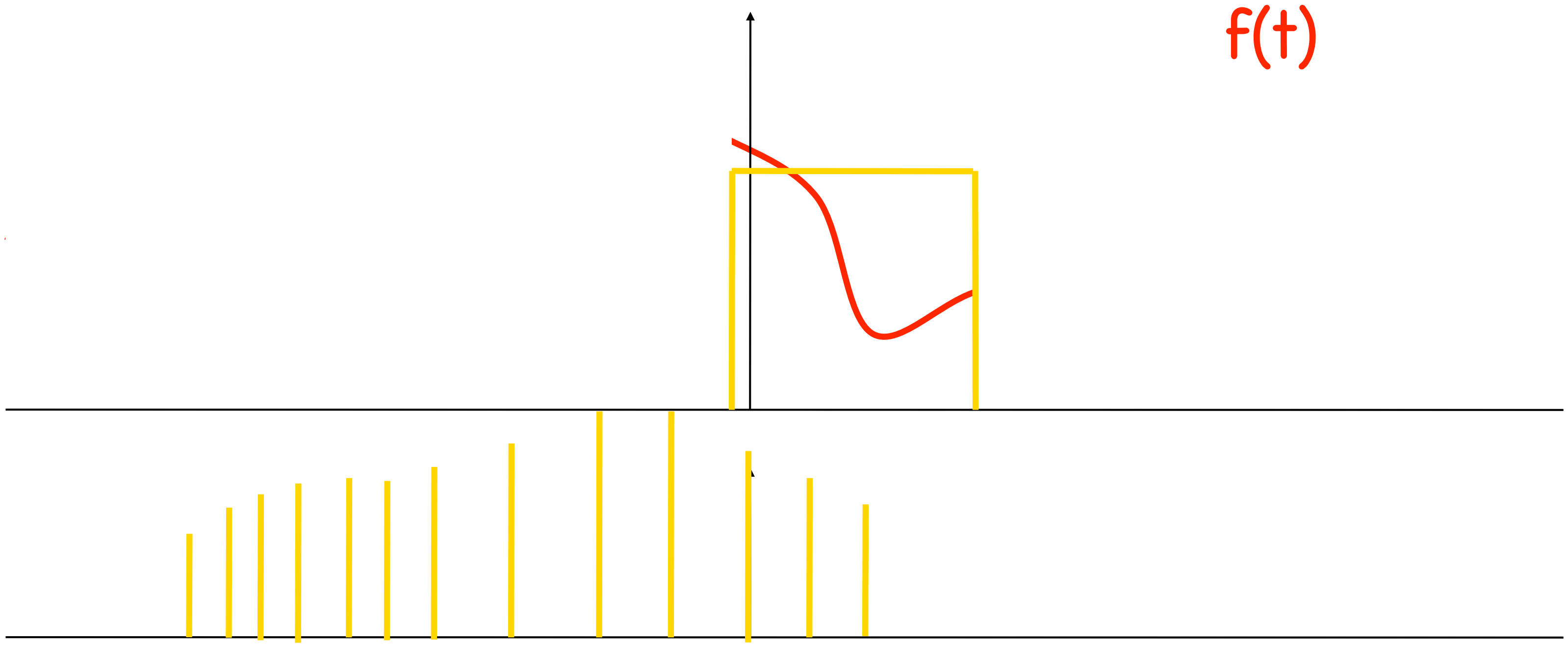
# Convolution

- This function windows our function f(t)



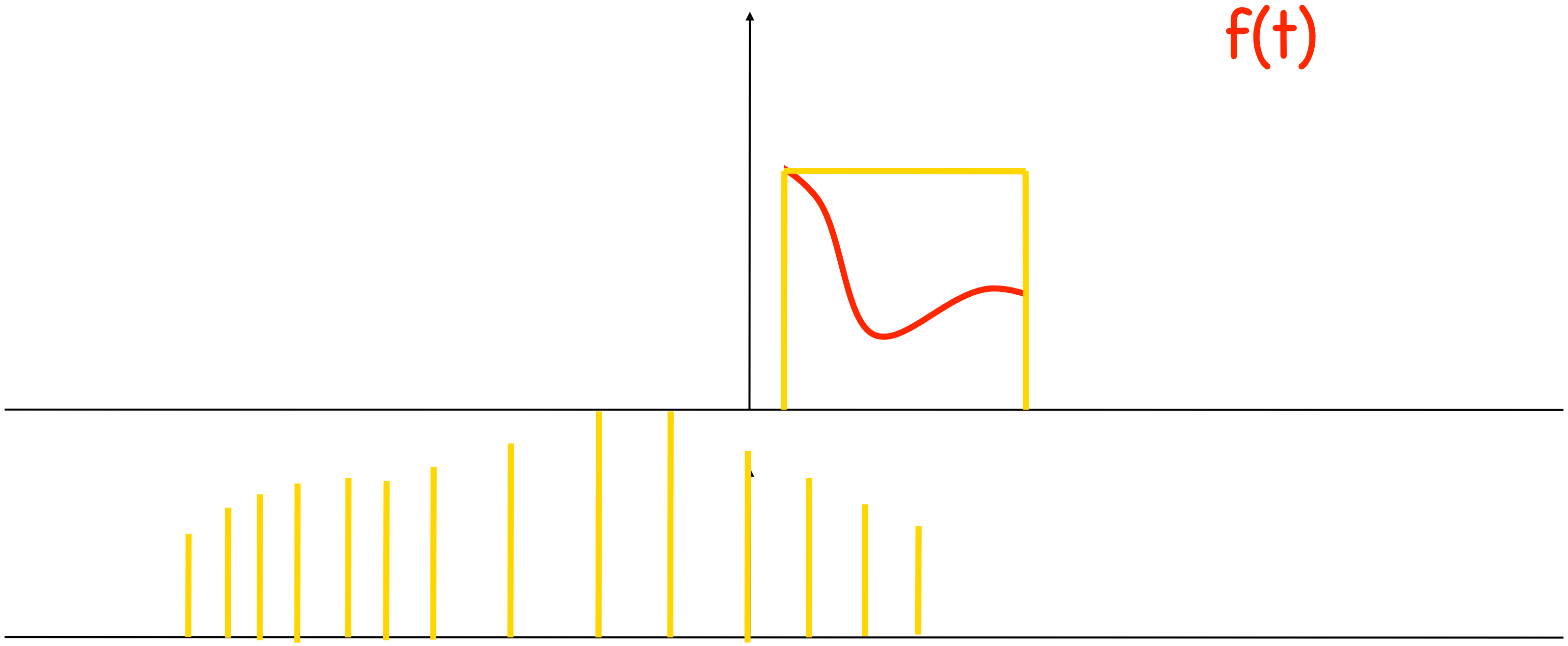
# Convolution

- This function windows our function f(t)



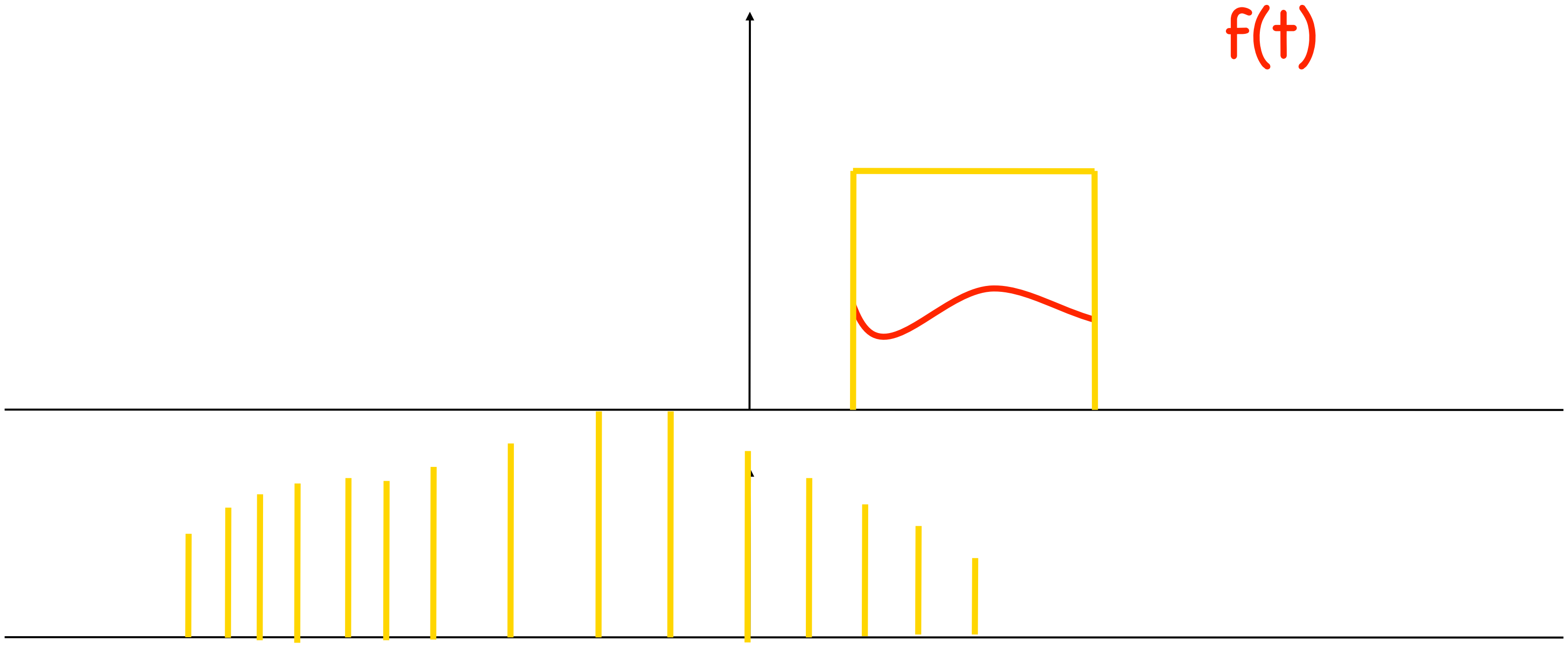
# Convolution

- This function windows our function f(t)



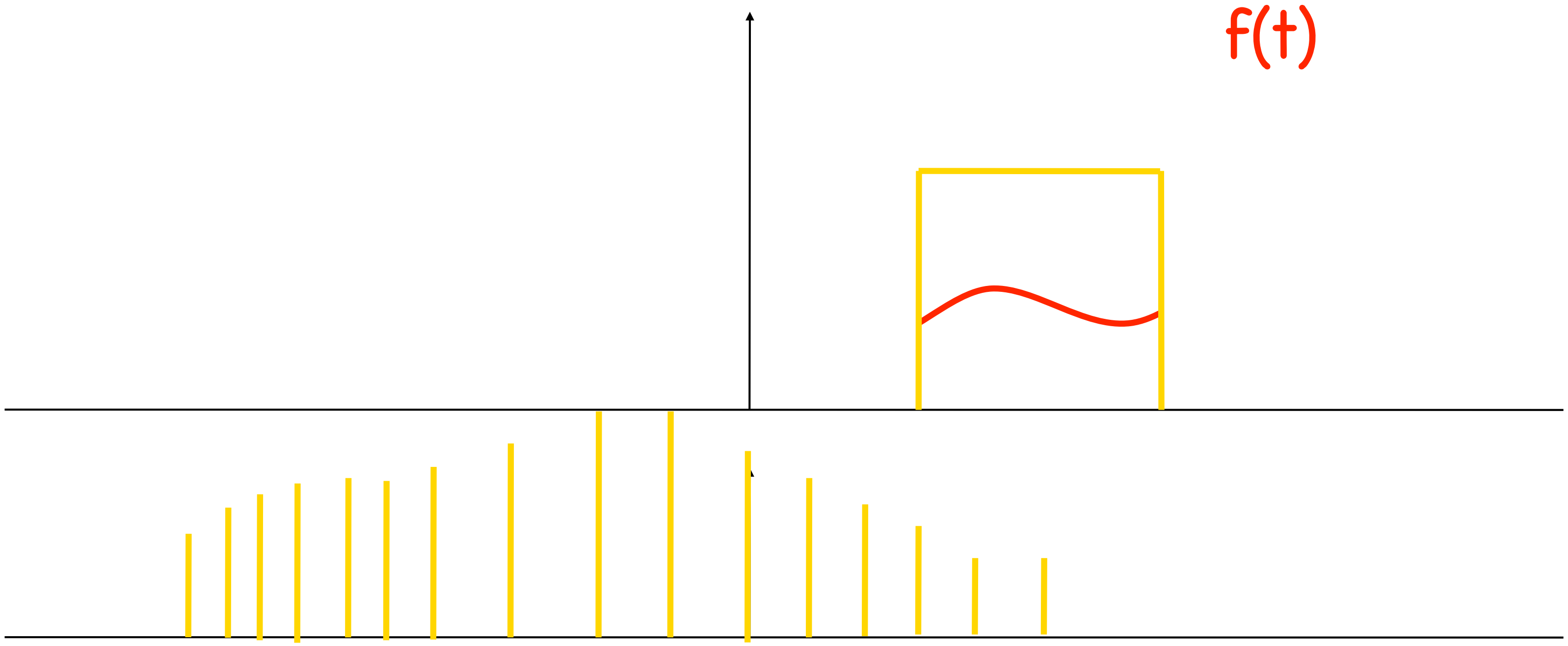
# Convolution

- This function windows our function f(t)



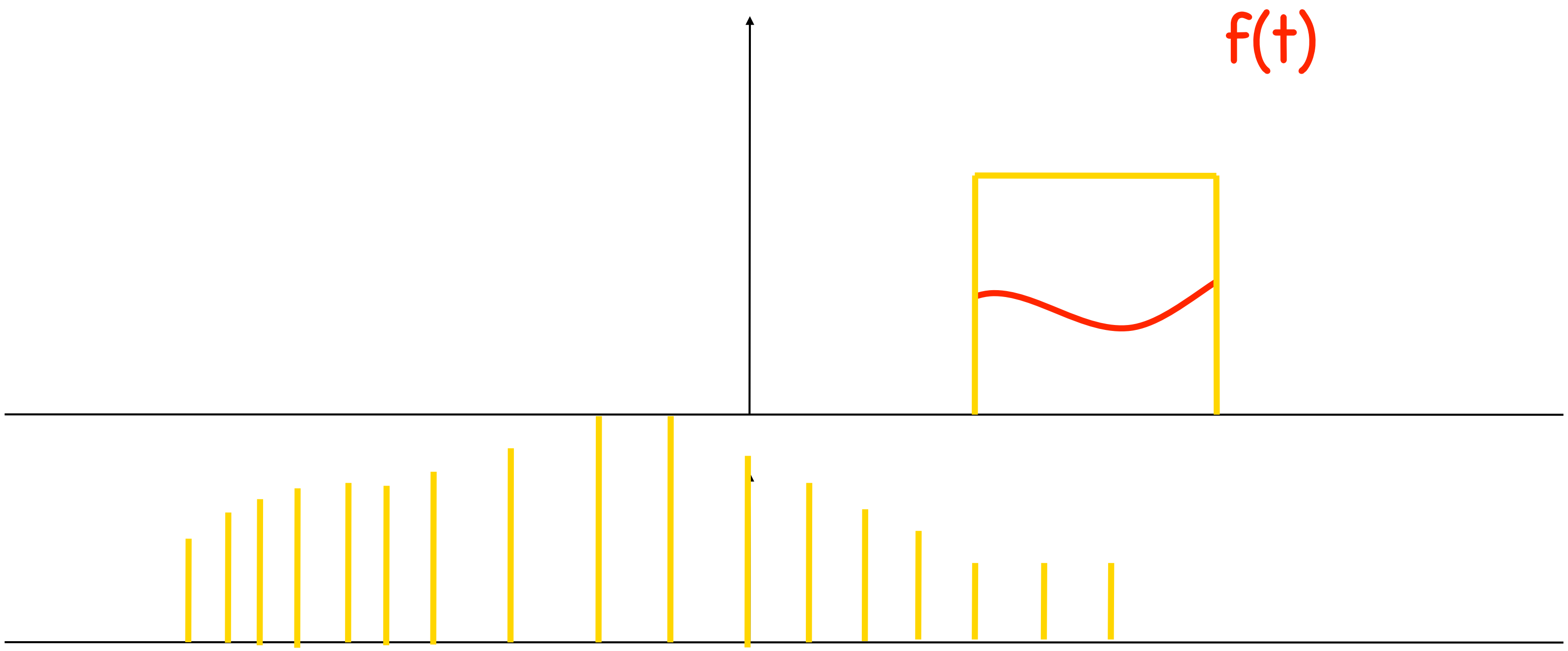
# Convolution

- This function windows our function f(t)



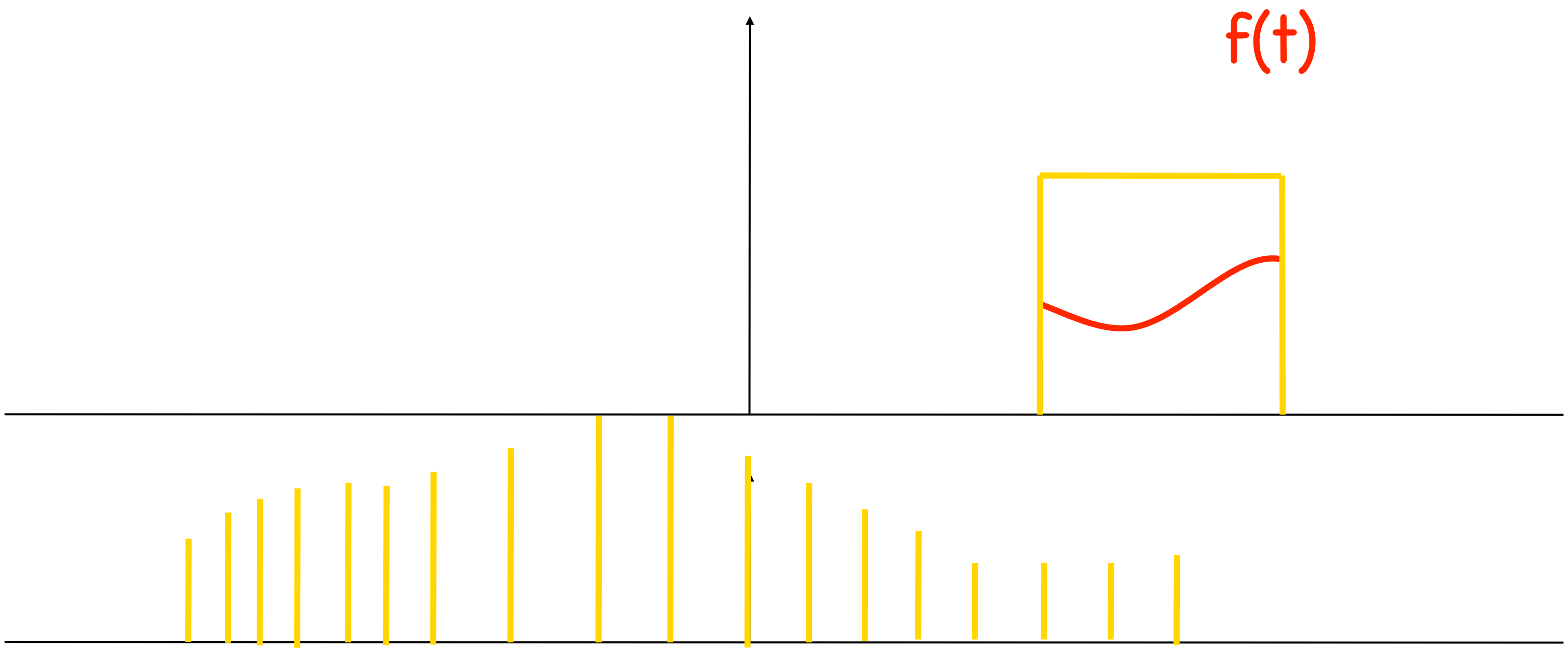
# Convolution

- This function windows our function f(t)



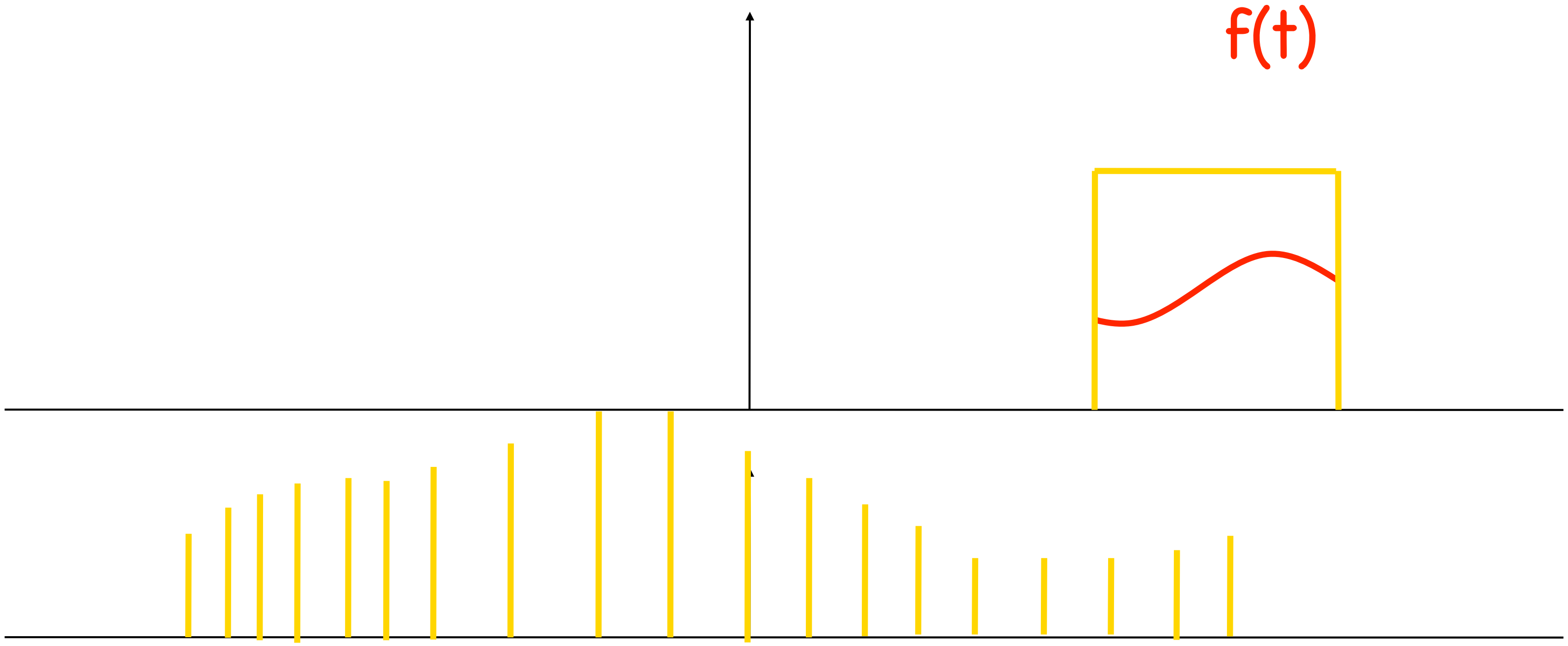
# Convolution

- This function windows our function f(t)



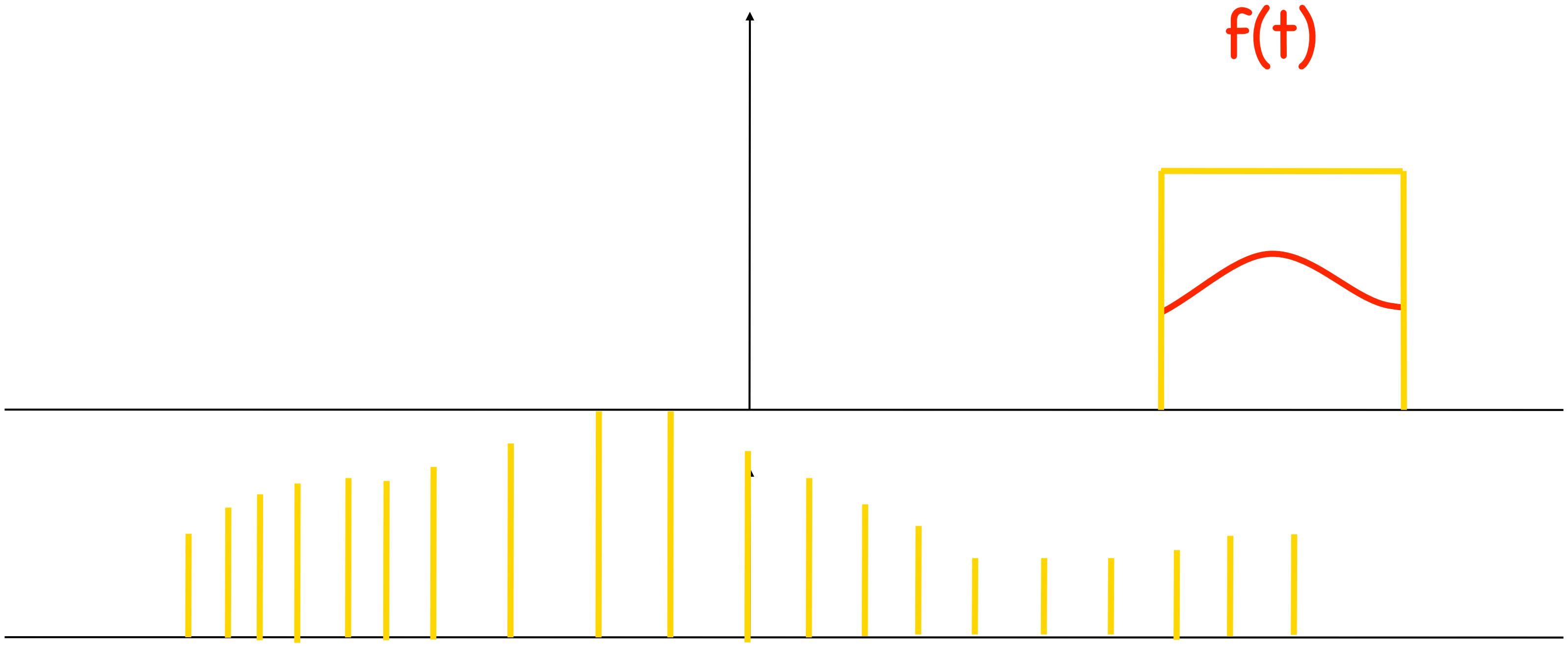
# Convolution

- This function windows our function f(t)



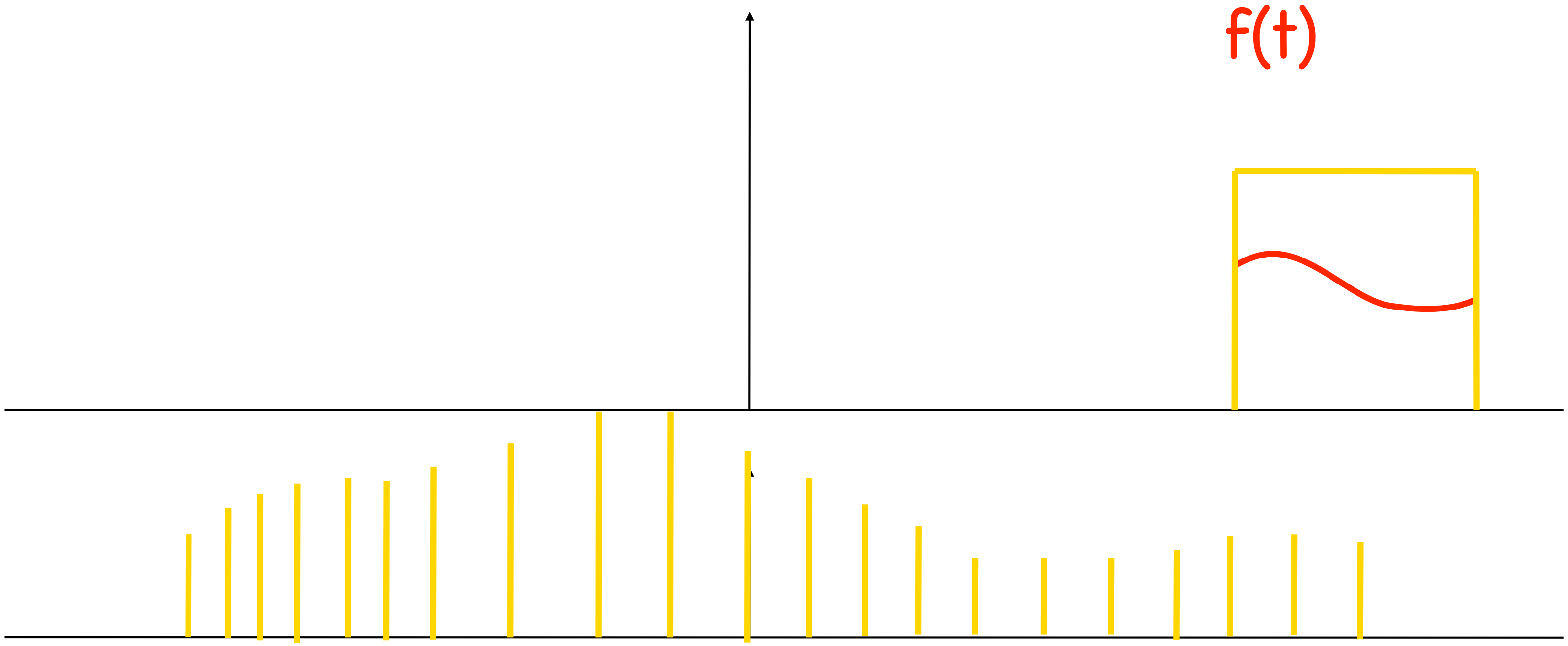
# Convolution

- This function windows our function f(t)



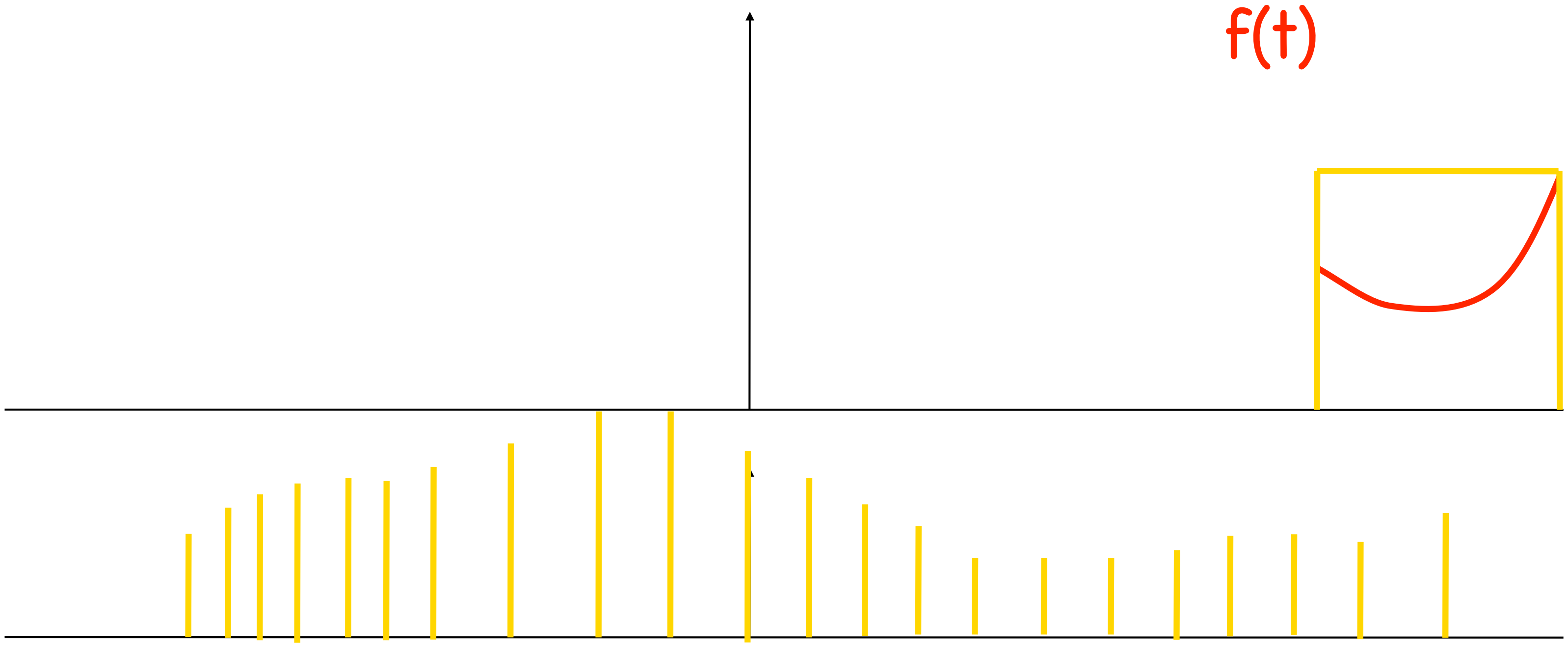
# Convolution

- This function windows our function f(t)



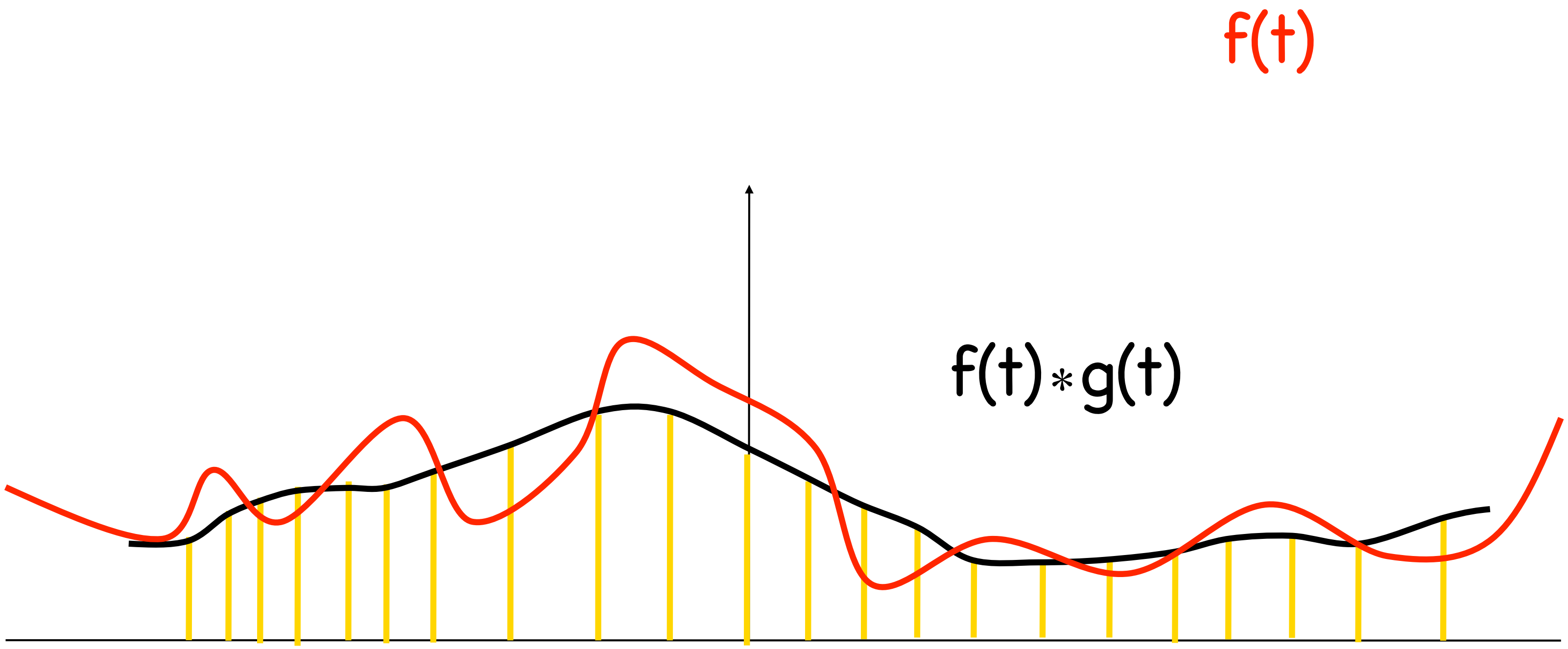
# Convolution

- This function windows our function f(t)



# Convolution

- This particular convolution smooths out some of the high frequencies in f(t).

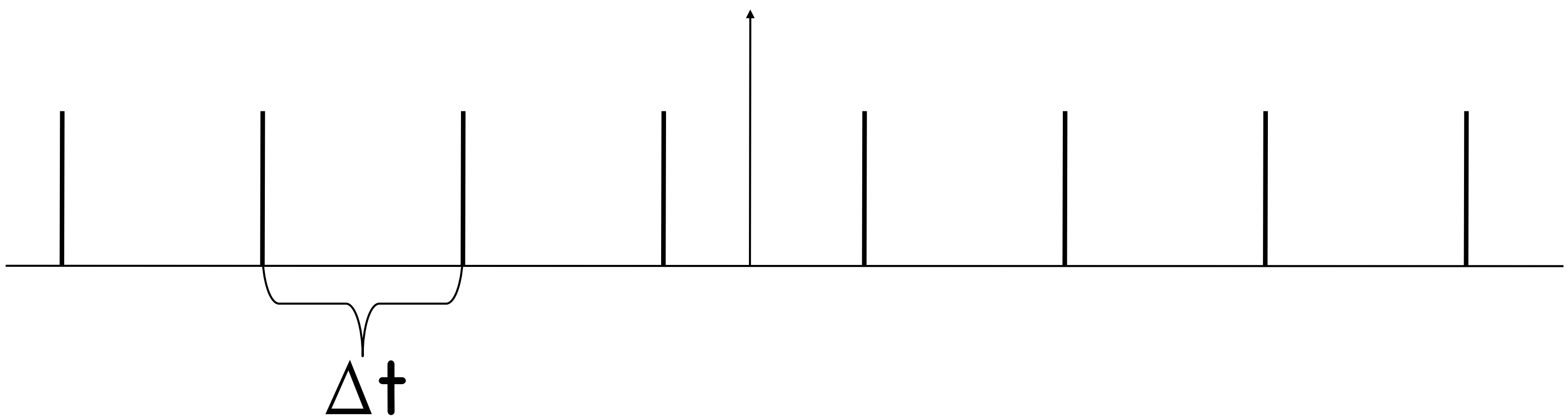


# Sampling Function

- A Sampling Function or Impulse Train is defined by:

$$S_T(t) = \sum_{k=-\infty}^{\infty} \delta(t - k\Delta t)$$

where $\Delta t$ is the sample spacing.



# Sampling Function

- The Fourier Transform of the Sampling Function is itself a sampling function.
- The sample spacing is the inverse.

$$S_{\Delta t}(t) \Leftrightarrow S_{\frac{1}{\Delta t}}(\omega)$$

# Convolution Theorem

- The convolution theorem states that convolution in the temporal domain is equivalent to multiplication in the frequency domain, and viceversa.

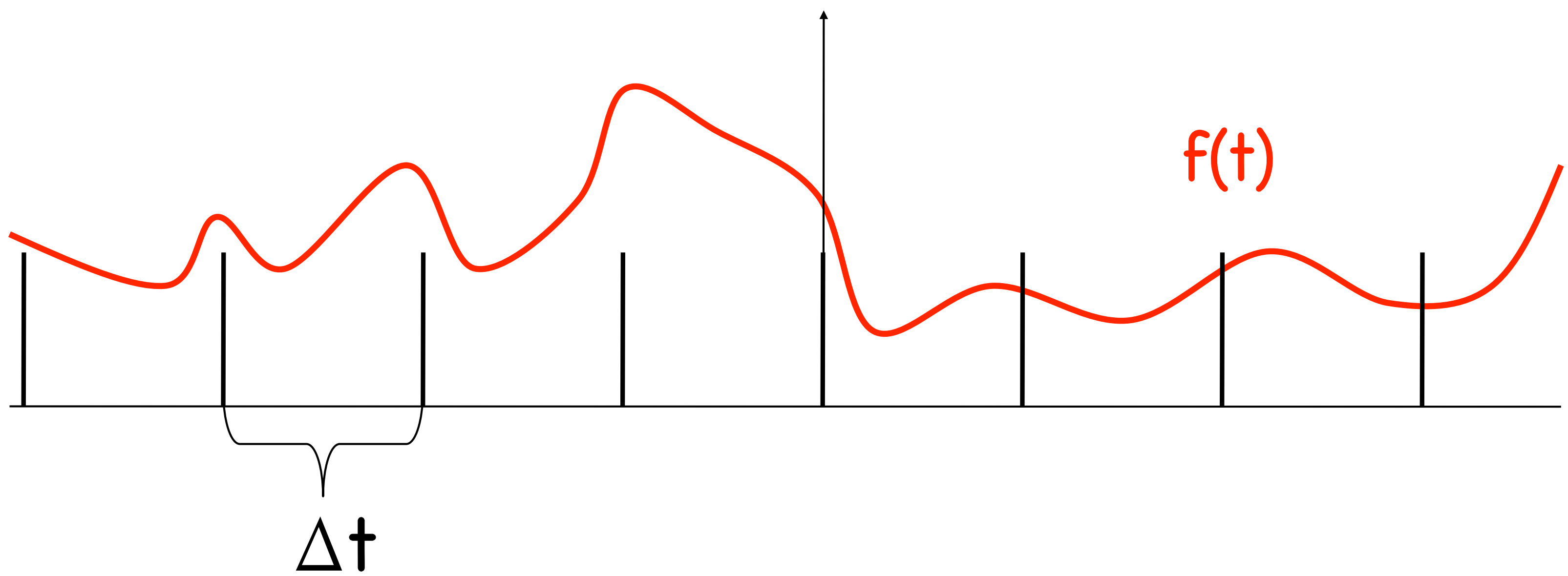
$$f(t) * g(t) \Leftrightarrow F(\omega) \cdot G(\omega)$$

$$f(t) \cdot g(t) \Leftrightarrow F(\omega) * G(\omega)$$

# Convolution Theorem

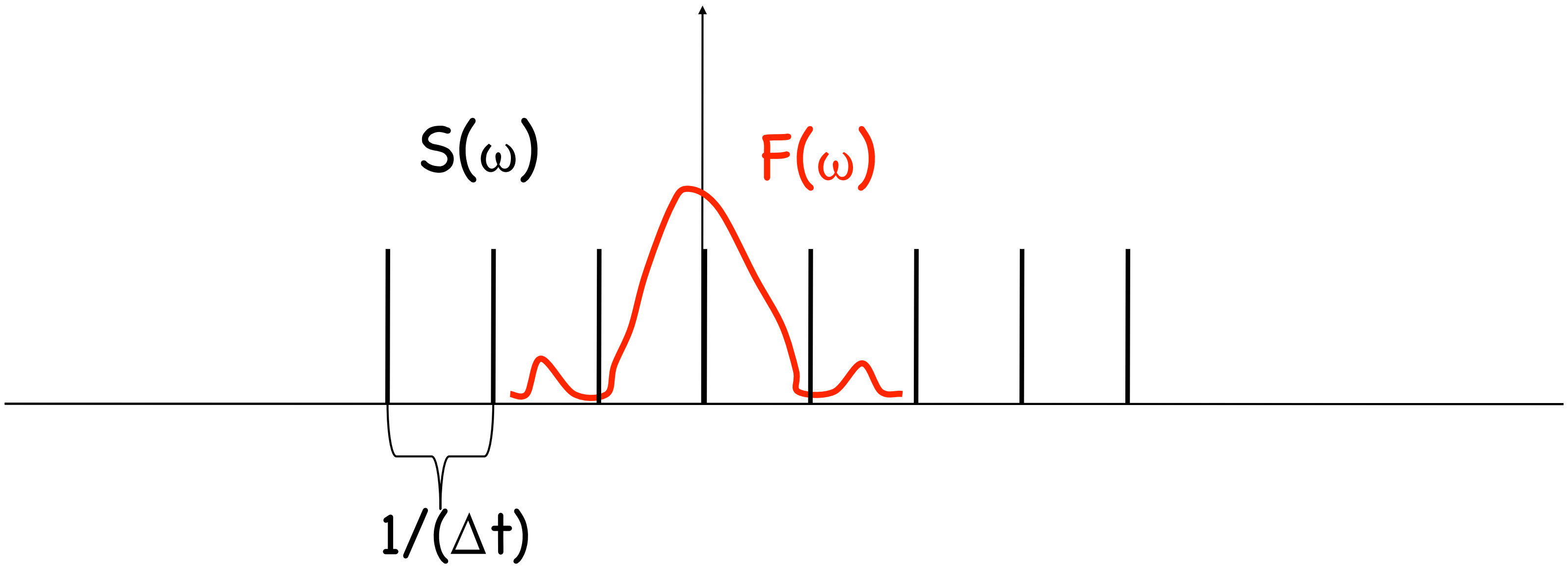
- This powerful theorem can illustrate the problems with our point sampling and provide guidance on avoiding aliasing.

- Consider: $f(t) \cdot S_{\Delta t}(t)$



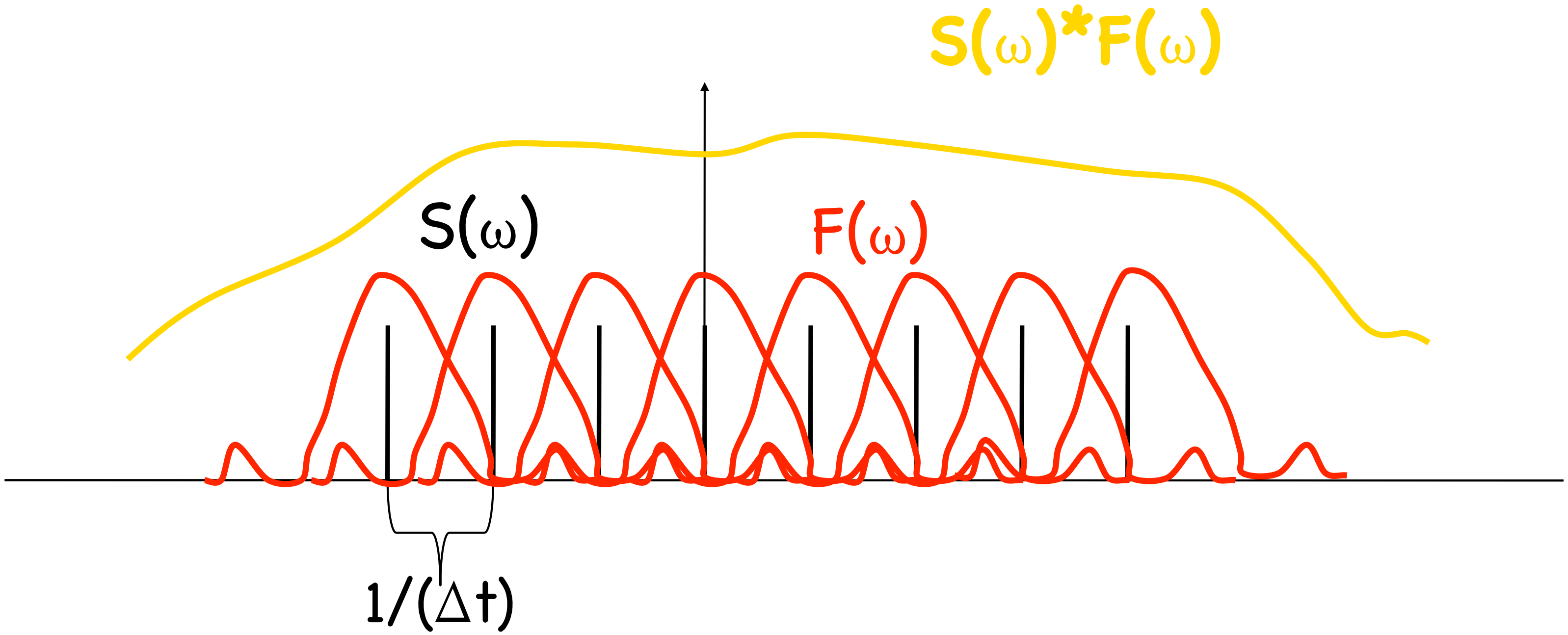
# Convolution Theorem

- What does this look like in the Fourier domain?



# Convolution Theorem

- In Fourier domain we would convolve



# Aliasing

- What this says, is that any frequencies greater than a certain amount will appear intermixed with other frequencies.
- In particular, the higher frequencies for the copy at $1/\Delta t$ intermix with the low frequencies centered at the origin.

# Aliasing and Sampling

- Note, that the sampling process introduces frequencies out to infinity.
- We have also lost the function f(t), and now have only the discrete samples.
- This brings us to our next powerful theory.

# Sampling Theorem

- The Shannon Sampling Theorem:

  A band-limited signal f(t), with a cutoff frequency of $\lambda$, that is sampled with a sampling spacing of $\Delta t$ may be perfectly reconstructed from the discrete values $f[n\Delta t]$ by convolution with the sinc(t) function, provided the Nyquist limit: $\lambda < 1/(2\Delta t)$

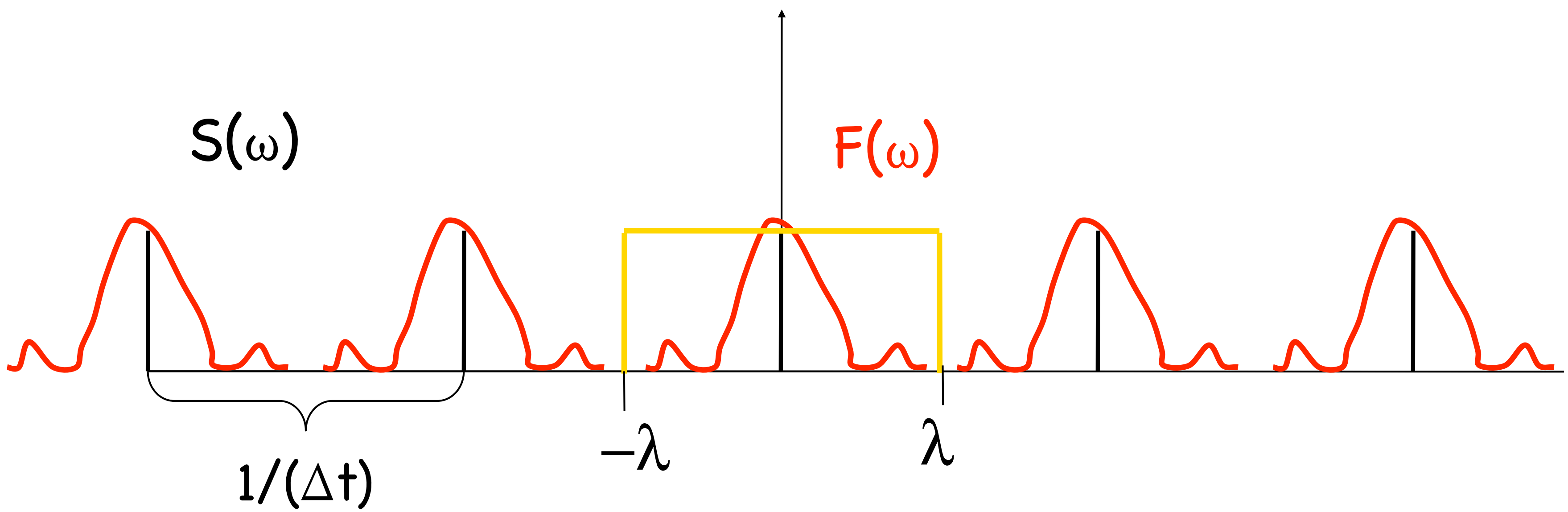
- Why is this?

  The Nyquist limit will ensure that the copies of $F(\omega)$ do not overlap in the frequency domain.

  We can completely reconstruct or determine f(t) from $F(\omega)$ using the Inverse Fourier Transform.

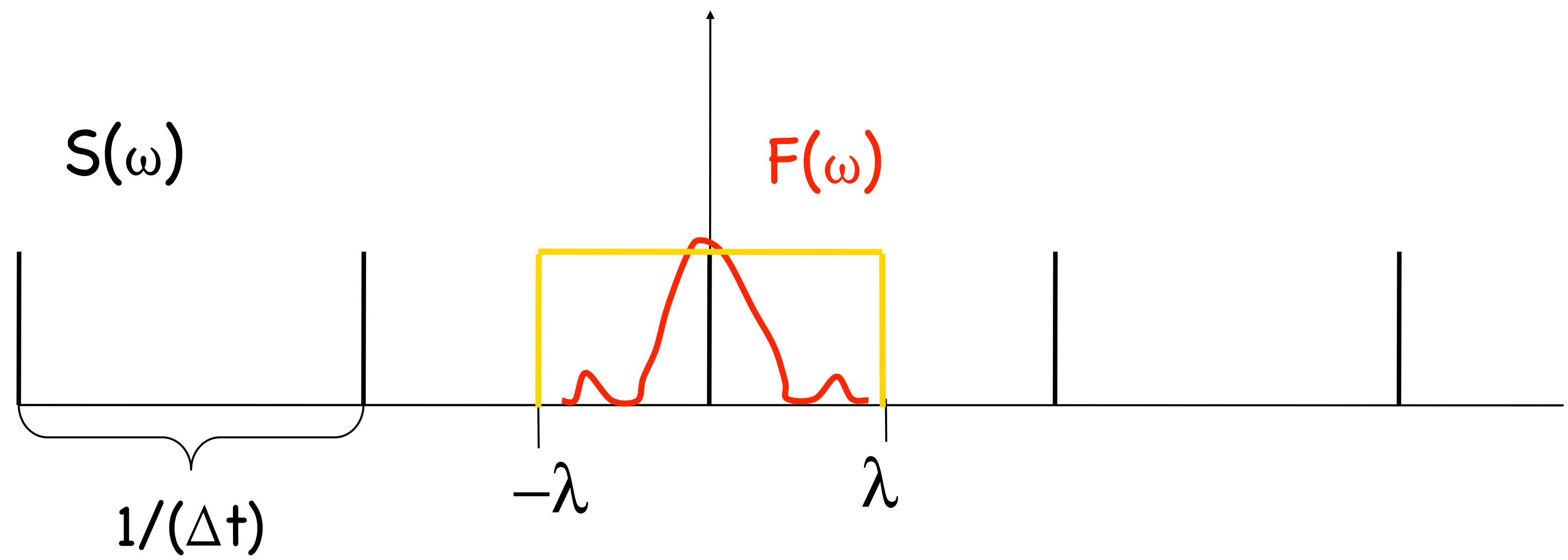
# Sampling Theory

- In order to do this, we need to remove all of the shifted copies of $F(\omega)$ first.
- This is done by simply multiplying $F(\omega)$ by a box function of width $2\lambda$.



# Sampling Theory

- In order to do this, we need to remove all of the shifted copies of $F(\omega)$ first.
- This is done by simply multiplying $F(\omega)$ by a box function of width $2\lambda$.



# Sampling Theory

- So, given $f[n\Delta t]$ and an assumption that $f(t)$ does not have frequencies greater than $1/(2\Delta t)$, we can write the formula:

$$f[nT] = f(t) \cdot S_{\Delta t}(t) \Leftrightarrow F(\omega) * S_{\Delta t}(\omega)$$

$$F(\omega) = (F(\omega) * S_{\Delta t}(\omega)) \cdot Box_{1/(2\Delta t)}(\omega)$$

therefore,

$$f(t) = f[n\Delta t] * sinc(t)$$

http://www.thefouriertransform.com/pairs/box.php

http://195.134.76.37/applets/AppletNyquist/Appl_Nyquist2.html