

Medium

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With respect to convolution in discrete-time systems, consider the following statements: 1. Convolution represents the output of an LTI system as a

A**1, 2 and 4 only****Correct****B****2 and 3 only****C****1 and 3 only****D****All of the above**

Correct Answer: A

Full Detailed Explanation

Correct Answer: A - 1, 2 and 4 only Quick Concept Explanation Convolution is the bridge between an input signal and the impulse response of an LTI system. The time-reversal step arises because the kernel is $h[n-k]$ or $h(t-\tau)$, not $h[k-n]$. Key relation: DT:

$y[n] = \sum_{k=-\infty}^{\infty} x[k]h[n-k]$. CT: $y(t) = \int_{-\infty}^{\infty} x(\tau)h(t-\tau)d\tau$. Finite DT length:

$L_y = L_x + L_h - 1$. Exam focus: Graphical convolution sequence: fold shift multiply sum.

Common trap: Confusing convolution with element-wise multiplication or assuming output length always decreases. Statement-wise Verification Statement 1 - Correct. Convolution represents the output of an LTI system as a weighted sum of shifted impulse responses. $Y[n] = \sum x[k]h[n-k]$ is literally a weighted sum of shifted impulse responses $h[n-k]$. Statement 2 - Correct. The graphical method of convolution involves time reversal and shifting of one signal. The graphical procedure reverses one signal, shifts it, multiplies overlap values and sums/integrates.

Statement 3 - Incorrect. Convolution operation always reduces the length of the output sequence. For finite sequences of lengths L_x and L_h , full linear convolution normally has length $L_x + L_h - 1$, which is often longer than either input. Statement 4 - Correct. Convolution is valid for both continuous-time and discrete-time signals. Convolution is defined as an integral in