

# Assignment 8: Filter Structures and Design

Colt Thomas

July 21, 2020

## Book Questions

### Problem 1

Given the following LTI system with input node  $x(n)$  and output node  $y(n)$ :

$$y(n] = x(n) + 2x(n - 1) + 3x(n - 2)$$

#### Part A

Draw the Direct Form I block diagram structure.

This is an FIR filter since it doesn't require any feedback (eg.  $y(n - 1) \dots y(n - k)$ ). Below in figure ?? is a drawing of the block diagram. The equivalent z transformation of the system is  $H(z) = 1 + 2z^{-1} + 3z^{-2}$

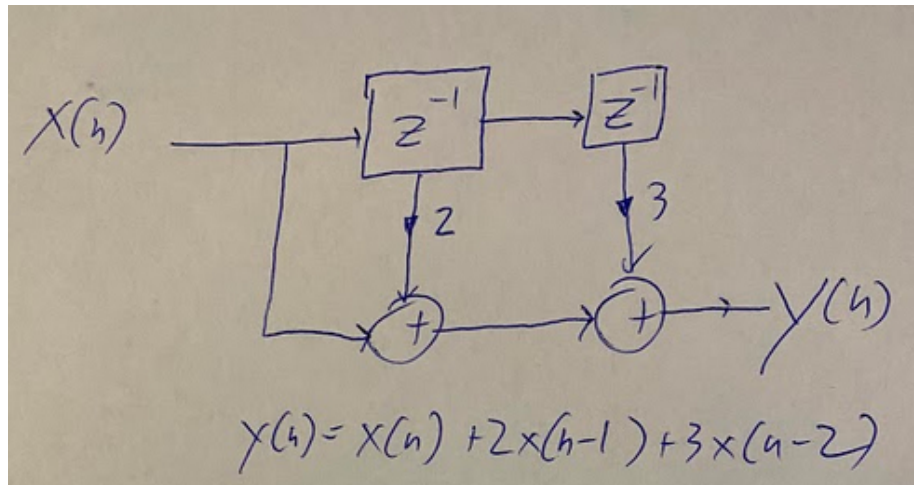


Figure 1: Direct Form I filter structure of LTI system  $y(n] = x(n) + 2x(n - 1) + 3x(n - 2)$

## Part B

Use *filterDesigner* to analyze the structure in part (a) and document the impulse response.

When we pass in a unit impulse sequence we will get the impulse response  $h(n)$ . In the Matlab code section for this problem, I created two vectors A and B, which consist of coefficients  $a_k$  and  $b_k$  in the difference equation  $y(n) = -\sum_{k=1}^N a_k y(n-k) + \sum_{k=0}^M b_k x(n-k)$  (see book equation 9.1.1 for details). The Matlab *filter* command requires the A and B coefficients as definition of the system, in addition to the signal being passed into it. Our filter function on line 21 returns a vector  $y = [0,0,0,0,0,1,2,3,0,0,0,0,0,0]$ ; notice that it is shifted because our unit impulse is  $\delta(n-5)$ .

The *filterDesigner* can import our A and B coefficients and perform an impulse response. In figure 2 the impulse response button is boxed in red, with the underlined filter coefficients underlined in red. Notice that *filterDesigner* can use any vector saved in the workspace.

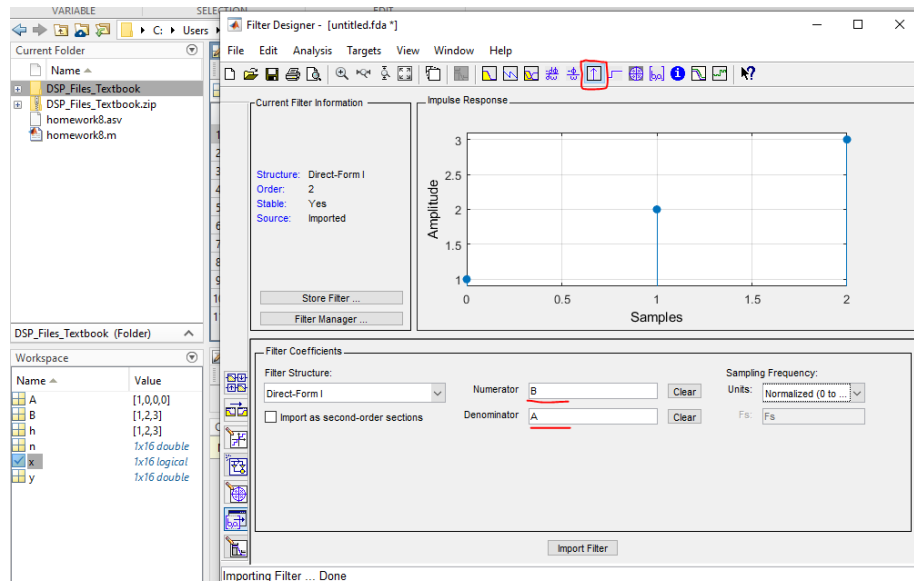


Figure 2: Use of Filter Designer to perform an impulse response given our coefficients. Note that the filter structure is set to *Direct Form I*

## Problem 2

Given the following LTI system with input node  $x(n)$  and output node  $y(n)$

$$H(z) = \frac{1}{1 - 1.7z^{-1} + 1.53z^{-2} - 0.648z^{-3}}$$

### Part A

Draw the Direct Form I block diagram structure. Notice that this is the z-transform of the impulse response  $h(n)$ . From the book equation 9.1.2, we can derive our A and B coefficients from the system above as  $A = [1, -1.7, 1.53, -0.648]$  and  $B = [1]$ . The impulse response can be found by:

$$H(z) = X(z)/Y(z)$$

$$H(z) = \frac{1}{1 - 1.7z^{-1} + 1.53z^{-2} - 0.648z^{-3}}$$

$$Y(z) = X(z)$$

$$y(n) - 1.7y(n-1) + 1.53y(n-2) - 0.648y(n-3) = x(n)$$

$$y(n) = 1.7y(n-1) - 1.53y(n-2) + 0.648y(n-3) + x(n)$$

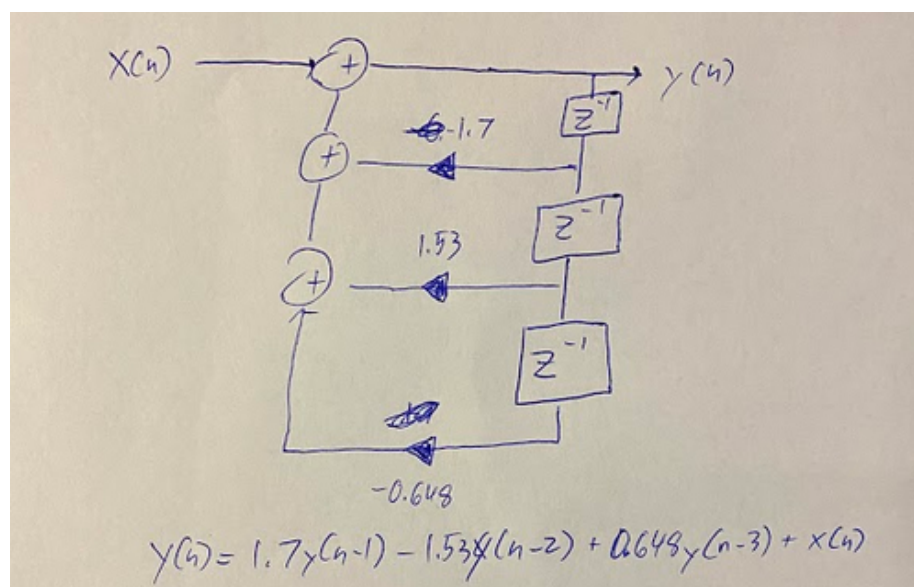


Figure 3: Sketch of system  $y(n) = 1.7y(n-1) - 1.53y(n-2) + 0.648y(n-3) + x(n)$

## Part B

Use *filterDesigner* to analyze the structure in part (a) and document the impulse response.

This time we are working with a system that has feedback (IIR filter). The impulse response takes a bit longer than the filter length to settle back to zero due to the internal state registers.

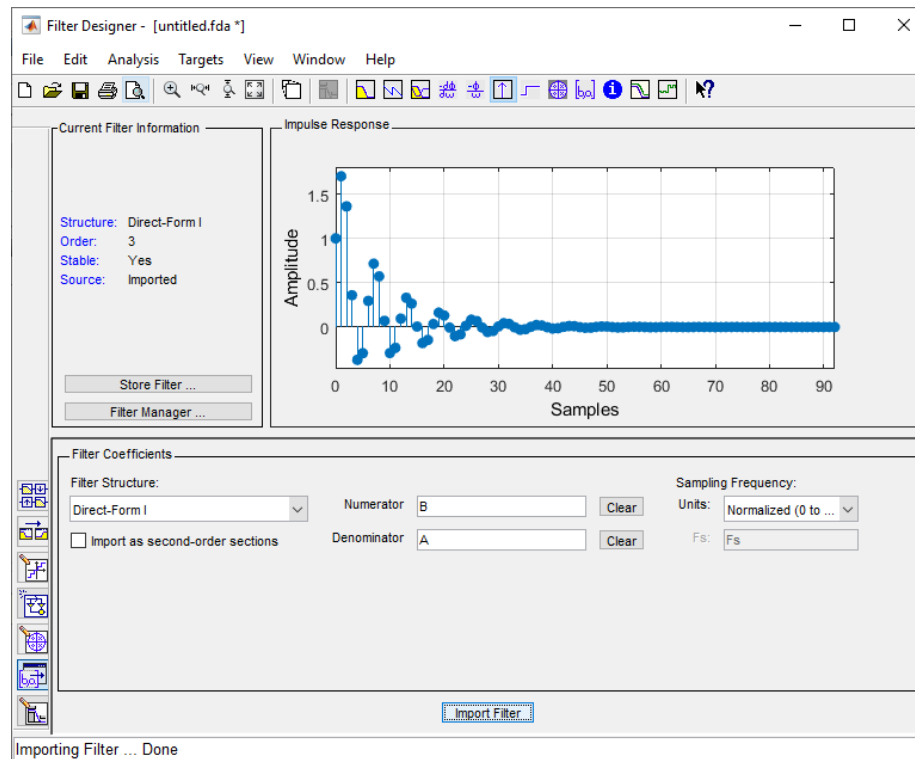


Figure 4: Use of Filter Designer to perform an impulse response given our coefficients. Note that the filter structure is set to *Direct Form I*

### Problem 3

Given the following LTI system with input node  $x(n]$  and output node  $y(n)$ :

$$H(z) = \frac{1 - 3z^{-1} + 3z^{-2} + 1z^{-3}}{1 + 0.2z^{-1} - 0.14z^{-2} + 0.44z^{-3}}$$

#### Part A

Draw the Direct Form I block diagram structure.

Convert from the z-transform to a difference equation:

$$\frac{X(z)}{Y(z)} = \frac{1 - 3z^{-1} + 3z^{-2} + 1z^{-3}}{1 + 0.2z^{-1} - 0.14z^{-2} + 0.44z^{-3}}$$

$$y(n) = -0.2y(n-1) + 0.14y(n-2) - 0.44y(n-3) + x(n) - 3x(n-1) + 3x(n-2) + x(n-3)$$

Just like the previous problems, we can convert this easily to Direct Form I. See Figure 5.

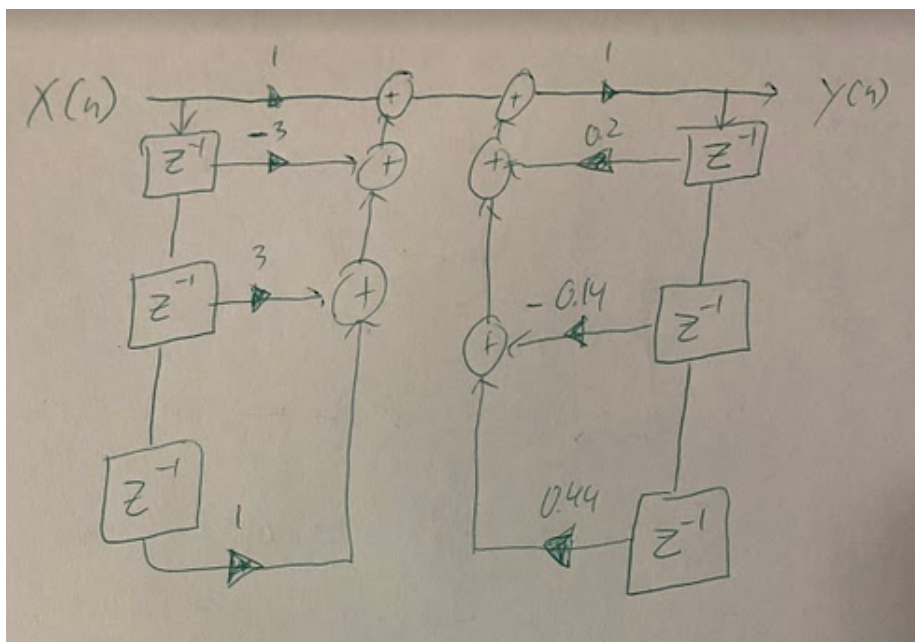


Figure 5: Sketch of system  $y(n) = -0.2y(n-1) + 0.14y(n-2) - 0.44y(n-3) + x(n) - 3x(n-1) + 3x(n-2) + x(n-3)$

## Part B

Use *filterDesigner* to analyze the structure in part(a) and document the impulse response.

Did the same thing as we did for problems 1 and 2. This isn't the greatest filter, but it's still a filter. Notice that this is unstable, since the impulse response does not converge.

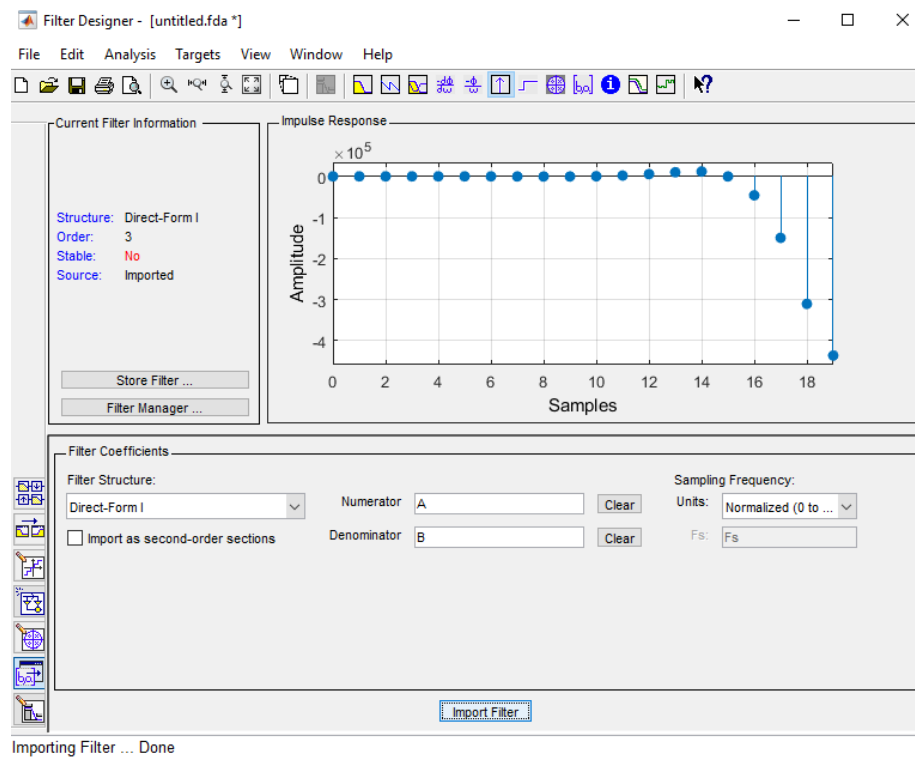


Figure 6: Use of Filter Designer to perform an impulse response given our coefficients. Note that the filter structure is set to *Direct Form I*

## Problem 4

### Part A

An IIR lowpass filter designed to meet the specifications of 0.5 dB ripple in the passband, 60 dB ripple in the stopband, a passband edge frequency  $\omega_p = 0.25\pi$ , and a stopband edge frequency  $\omega_s = 0.3\pi$  is obtained using the following MATLAB script in Figure 7

```
71 %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
72 %% Problem 4
73 %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
74
75 wp=0.25*pi;
76 ws=0.3*pi;
77 Rp=0.5;
78 As=60;
79 [N,Wn]=ellipord(wp/pi,ws/pi, Rp, As); % Built-in MATLAB Function
80 [b,a]=ellip(N,Rp,As,Wn) %Built-in MATLAB Function
```

Figure 7: Given MATLAB code.

*This should result in a single section structure with filter coefficients  $b$  and  $a$ , respectively, and MATLAB double precision accuracy which we consider to be an acceptable approximation to infinite precision. Document the coefficients plot the log magnitude using of the filter response using the `freqz` MATLAB command.*

This section was implemented in part A of problem 4 below in the Matlab code. Comments are provided for additional details. Note that the `freqz()` command returns the frequency response given filter coefficients.

## Part B

Use the `filterDesigner` inputs  $w_p$ ,  $w_s$ ,  $R_p$ ,  $A_s$  to design a single section Direct Form elliptic IIR filter with a “minimum order” assuming double precision (infinite approximation). Observe and document the log-magnitude plot of the filter response. Compare the results with that of part A. What do you conclude regarding MATLAB and `filterDesigner` results?

This is a more visual way to produce filter coefficients, and it allows flexibility in determining what type of filter structure to use. I noticed that with SOS, the filter designer will return a matrix of non-complex valued coefficients. For single section, I was able to get the numerator and denominator coefficients and plot the `freqz` results to give a comparison in Figure 9. Notice that the filter has a tighter band transition between the passband and stopband frequencies, at the cost of more ripple in the stopband.

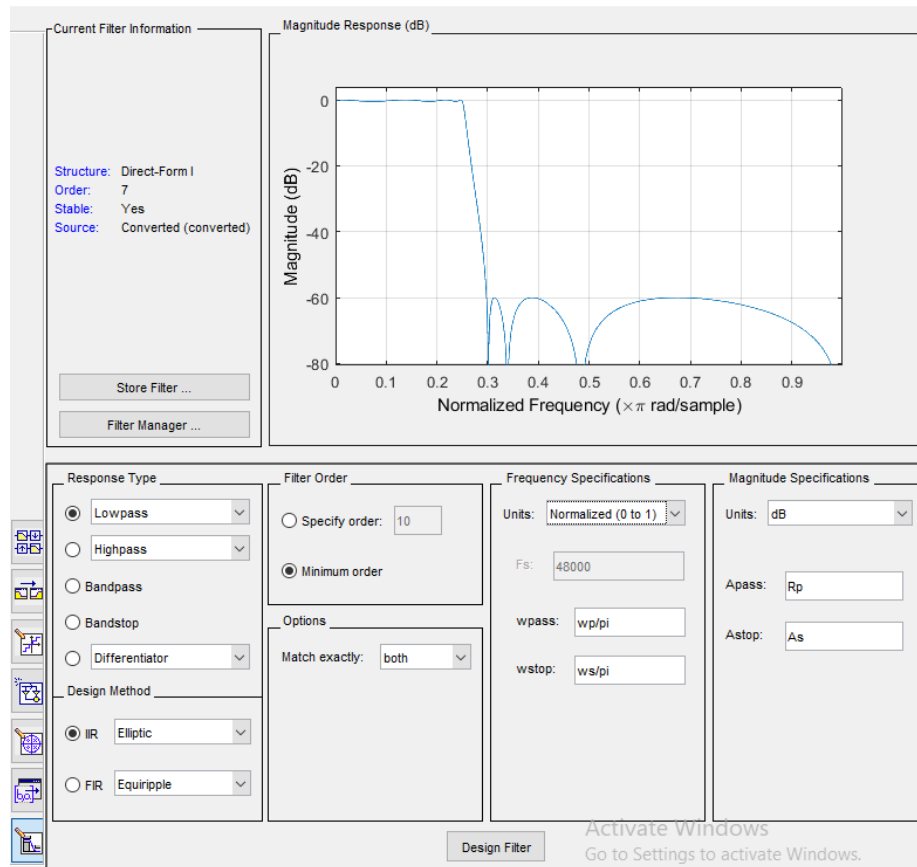


Figure 8: Filter Designer results for our given parameters.



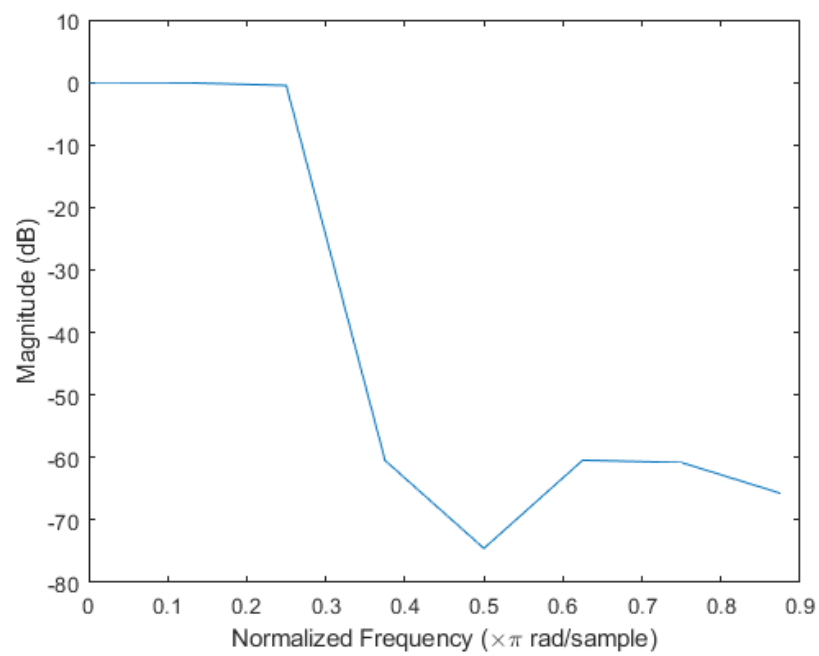


Figure 9: Plot of the `freqz()` output, the frequency response, of the output from Filter Designer.

## Part C

With the single-section Direct Form filter from part B, quantize the coefficients to four decimal precision by determining the equivalent binary precision. Use this as input to the filterDesigner “word length” parameter. Remember that a “sign bit” must be included as part of the “word length”. Now generate the log-magnitude plot of the resulting filter and compare it with the infinite precision design.

There are a few ways to do this: first method is to use Filter Designer and navigate to the quantization tab. In figure 10, notice the parameters that are set cause the filter to become unstable. To make things worse, the quantization effects cause more attenuation and a worse cut-off frequency for our filter as shown in Figure 11

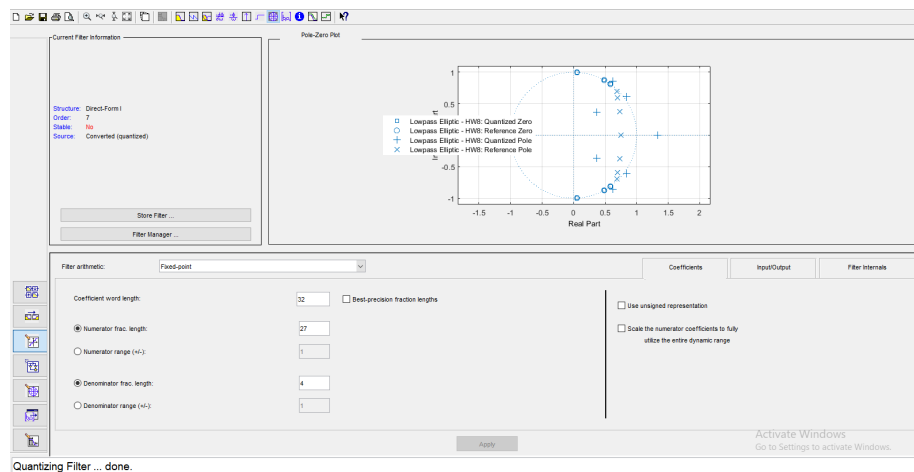


Figure 10: Setting Quantization in Filter Designer.

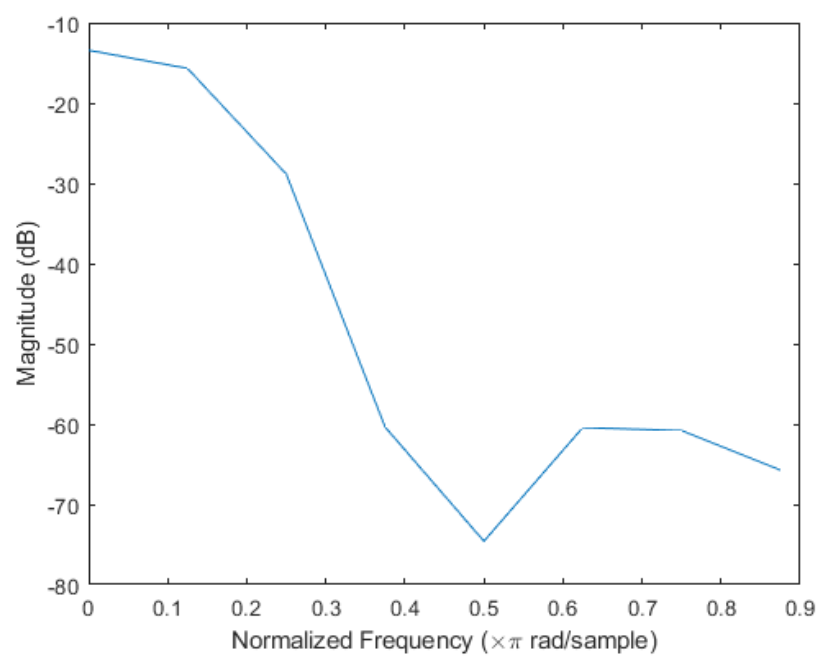


Figure 11: Quantization effects illustrated. Notice the attenuation and the transition band.

## Part D

Repeat part C Quantizing the Direct Form coefficients to three decimals places (by rounding) by determining the equivalent binary precision. Compare the resulting filter's then generate the log-magnitude plot with the infinite precision filter's plot

Our filter just went from bad to worse with this one. In fact, it is a bit of a bandpass filter now with the nullspace at the zero, and the targeted frequency range for the lowpass filter is severely attenuated. The filter is also unstable.

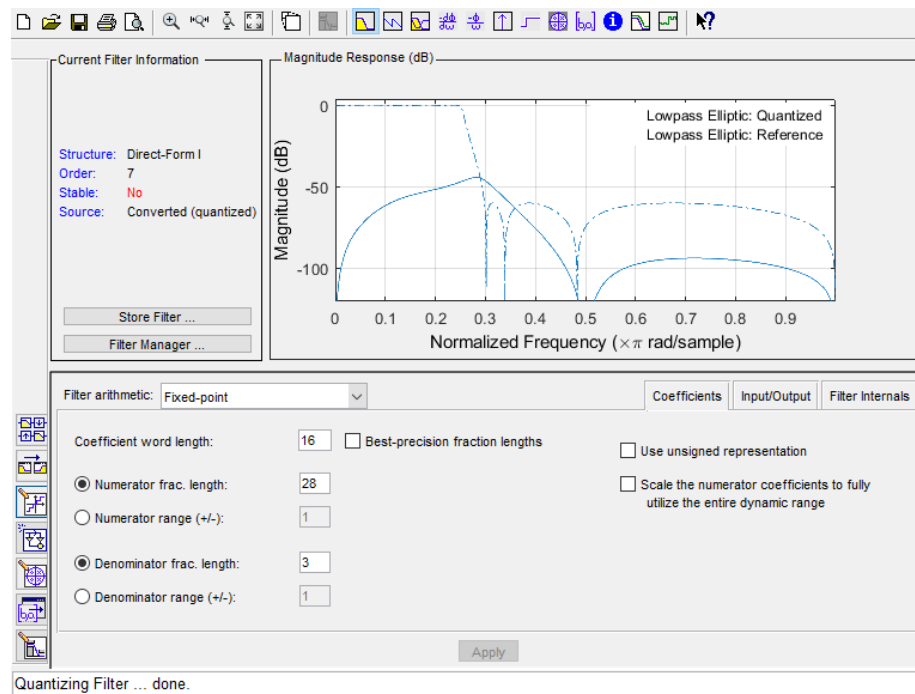


Figure 12: Quantization effects illustrated via Filter Designer. Notice the attenuation and the transition band.

## Problem 5

Use *filterDesigner* to do the following problem: Start with the infinite precision digital lowpass filter used in Problem 4. (Don't forget to change quantization setting to "double precision". Convert the structure into a cascaded SOS structure.

### Part A

Using infinite precision and the SOS form realization, plot the log-magnitude of the cascaded SOS filter. How does it compare to infinite precision single-section direct form in Problem 4part B?

One of the nice things about Filter Designer and the `Freqz` command is that you can get a SOS object. This object has N amount of rows for each section of filter (cascaded filter). `Freqz` can also take the SOS object as a parameter and give you your log magnitude frequency response. See the matlab code. This multi-order filter is significantly more "smooth" compared to the filter in problem 4.

### Part B

Quantize the cascaded SOS structure coefficients to four decimal using the *filterDesigner* "quantization" feature with the appropriate word length in the *filter-Designer*. Now generate the log-magnitude of the filter response and compare it with the results of part A above.

In figure 13 we see that there is no significant difference. This is because the filter generated was actually a set of cascaded elliptical filters, which reduces the effects of quantization.

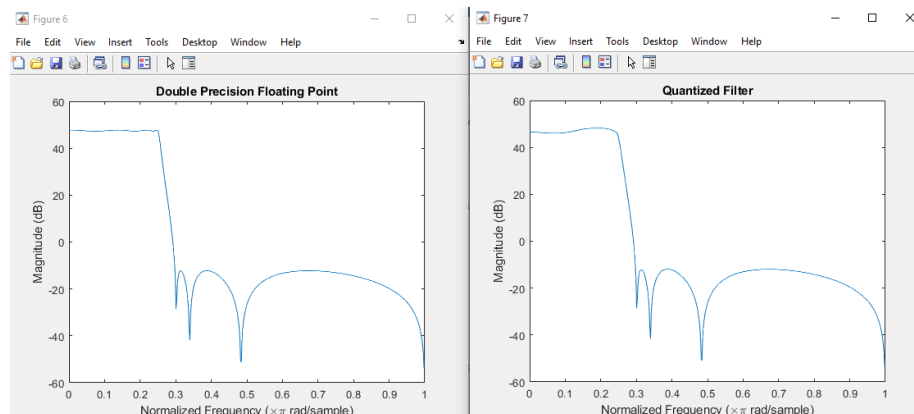


Figure 13: Quantization effects illustrated via Filter Designer. Notice how similar the filters are; this is the result of cascaded elliptical filters.

## Part C

Similar to part B, quantize the cascaded SOS structure coefficients to three decimals and generate the log-magnitude plot for the resulting filter response. Compare results with part A.

This time we see more effects, but it is mainly with the passband ripple. It still isn't nearly as bad as our filters in problem 4.

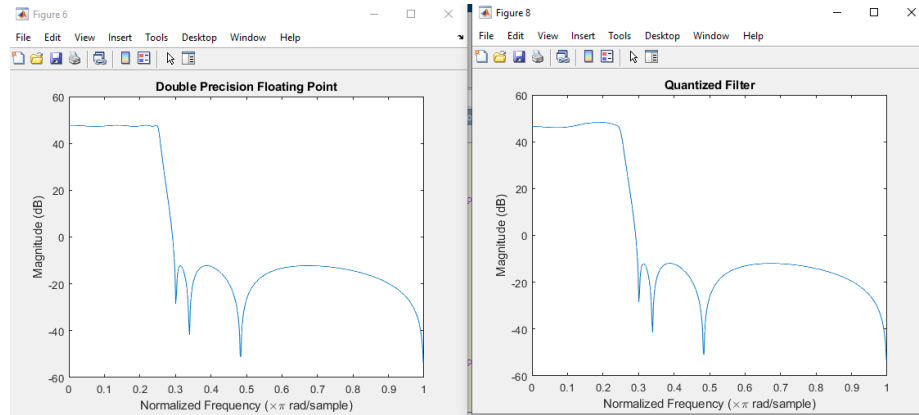


Figure 14: Quantization effects illustrated via Filter Designer. Notice how similar the filters are; this is the result of cascaded elliptical filters.

## Part D

Comment on the plots in parts A, B, C and compare them with the similar plots in Problem 4. In this case, which structure is the most robust with respect to the coefficient quantitation?

Hands down, the cascaded second-order-sections elliptical filter in problem 5. Cascading the filters separates the poles from each other, and reduces the quantization effects of using fixed point arithmetic.

## Matlab Code

```

1 %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
2 %% Problem 1
3 %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
4
5 %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
6 % Part B
7 %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
```

```

8 % Use filterDesigner to analyze the structure in part (a)
   and
9 % document the impulse response
10
11
12 [x, n] = impseq(0,-5,10);
13 % Remember: your B coefficients relate to your input x
   and your A
14 % coefficients relate to your output y. See eq 9.1.1 pg
   564
15
16 % y(n) = x(n)+2x(n-1)+3x(n-2)
17 % H(z) = (1+2z-1+3z-2)/(1)
18 B = [1,2,3]; % (1+2z-1+3z-2)
19 A = [1,0,0,0]; % (1) this works since there is the 1+sum(
   A coeff) in the H(z) denominator
20
21 y = filter(B,A,x);
22
23
24 %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
25 %% Problem 2
26 %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
27
28 %%%%%%%%%%%%%%
29 % Part B
30 %%%%%%%%%%%%%%
31 % Use filterDesigner to analyze the structure in part (a)
   and
32 % document the impulse response
33
34 [x, n] = impseq(0,-5,10);
35 % Remember: your B coefficients relate to your input x
   and your A
36 % coefficients relate to your output y. See eq 9.1.1 pg
   564
37
38 % y(n)= 1.7y(n-1)-1.53y(n-2)+0.648y(n-3)+x(n)
39 % H(z) = \frac{1}{1-1.7z-1+1.53z-2-0.648z-3}
40 B = [1];
41 A = [1,-1.7,1.53,-0.648]; % note the polarity of the
   coefficients! They are
42                                     % opposite of what is seen in
                                     % the impulse
43                                     % response, but same as H(z)
44

```

```

45 y = filter(B,A,x);
46
47 %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
48 %% Problem 3
49 %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
50
51 %%%%%%%%%%%%%%
52 % Part B
53 %%%%%%%%%%%%%%
54 % Use filterDesigner to analyze the structure in part (a)
    and
55 % document the impulse response
56
57 [x, n] = impseq(0,-5,10);
58 % Remember: your B coefficients relate to your input x
    and your A
59 % coefficients relate to your output y. See eq 9.1.1 pg
    564
60
61
62 %  $H(z) = \frac{1-3z^{-1}+3z^{-2}+1z^{-3}}{1+0.2z^{-1}-0.14z^{-2}+0.44z^{-3}}$ 
63 B = [1,-3,3,1];
64 A = [1,0.2,-0.14,0.44]; % note the polarity of the
    coefficients! They are
65                                     % opposite of what is seen in
                                     % the impulse
66                                     % response
67
68 y = filter(B,A,x);
69
70
71 %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
72 %% Problem 4
73 %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
74
75 wp=0.25*pi;
76 ws=0.3*pi;
77 Rp=0.5;
78 As=60;
79 % Elliptical filter order selection
80 [N,Wn]=ellipord(wp/pi,ws/pi, Rp, As); % Built-in MATLAB
    Function
81 % elliptic or Cauer digital/analog filter design
82 [b,a]=ellip(N,Rp,As,Wn); %Built-in MATLAB Function
83

```



```

84 % — Part A
85 % the freqz command returns an N point complex frequency
    response vector H
86 % given filter coefficients a and b
87 [H,W] = freqz(b,a,N);
88
89 figure(4)
90 plot(W/pi,20*log10(abs(H)))
91 ax = gca;
92 % ax.YLim = [-100 20];
93 % ax.XTick = 0:.5:2;
94 xlabel('Normalized Frequency (\times\pi rad/sample)')
95 ylabel('Magnitude (dB)')
96
97 % — Part B
98 N=8
99 [H,W] = freqz(Num,Den,N);
100 figure(5)
101 plot(W/pi,20*log10(abs(H)))
102 ax = gca;
103 % ax.YLim = [-100 20];
104 % ax.XTick = 0:.5:2;
105 xlabel('Normalized Frequency (\times\pi rad/sample)')
106 ylabel('Magnitude (dB)')
107
108
109 % quantizenumeric(pi,1,32,4,'fix')
110
111 %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
112 %% Problem 5
113 %%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
114 % Note: filterDesigner was used to generate SOS objects.
    See HW8.
115 % — Part A
116 [H,W] = freqz(SOS_a);
117 figure(6)
118 plot(W/pi,20*log10(abs(H)))
119 ax = gca;
120 % ax.YLim = [-100 20];
121 % ax.XTick = 0:.5:2;
122 title('Double Precision Floating Point')
123 xlabel('Normalized Frequency (\times\pi rad/sample)')
124 ylabel('Magnitude (dB)')
125
126 % — Part B (Quantized)
127 [H,W] = freqz(SOS_b);

```

```

128 figure(7)
129 plot(W/pi,20*log10(abs(H)))
130 ax = gca;
131 % ax.YLim = [-100 20];
132 % ax.XTick = 0:.5:2;
133 title('Quantized Filter')
134 xlabel('Normalized Frequency (\times\pi rad/sample)')
135 ylabel('Magnitude (dB)')
136
137 % — Part C (3 decimal)
138 [H,W] = freqz(SOS_b);
139 figure(8)
140 plot(W/pi,20*log10(abs(H)))
141 ax = gca;
142 % ax.YLim = [-100 20];
143 % ax.XTick = 0:.5:2;
144 title('More Quantized Filter')
145 xlabel('Normalized Frequency (\times\pi rad/sample)')
146 ylabel('Magnitude (dB)')

```