

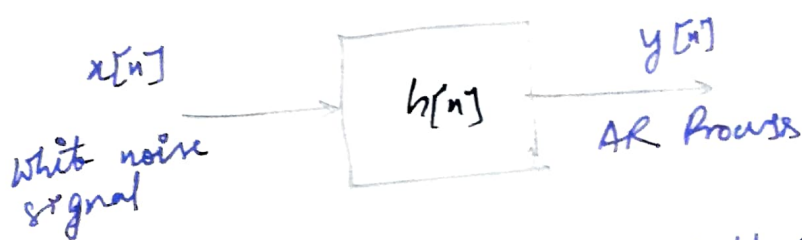
Assignment-4

Submitted By:

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Levinson Durbin Algorithm to calculate LPC:

LD algorithm is used most commonly to estimate the all-pole AR model parameters, because the design equations used to obtain the best-fit AR model are simpler than those used for MA or ARMA modelling.



Consider a general all-pole filter $H(z) = \frac{Y(z)}{X(z)}$ (order P)

$$\frac{Y(z)}{X(z)} = \frac{b}{1 - \sum_{k=1}^P a_k^{(P)} z^{-k}}$$

applying inverse z transform, we get

$$y[n] = b x[n] + \sum_{k=1}^P a_k^{(P)} y[n-k]$$

Now we want to obtain a filter T.F to an arbitrary desired filter T.F $H_d(z)$. This is done by minimizing the average square error between magnitudes of frequency response of desired filter $H_d(e^{j\omega})$ and all pole filter $H(e^{j\omega})$

$$e^2 = \frac{1}{2\pi} \int_{-\pi}^{\pi} |H(e^{j\omega}) - H_d(e^{j\omega})|^2 d\omega$$

applying Parseval's theorem,

$$e^2 = \sum_{n=0}^{N-1} (h[n] - h_d[n])^2$$

Since $h[n]$ is impulse response: system response to $\delta[n]$.

$$h[n] = G \cdot \delta[n] + \sum_{k=1}^P \alpha_k^{(P)} h[n-k]$$

$$\Rightarrow e^2 = \sum_{n=0}^{N-1} \left(h\delta[n] + \sum_{k=1}^P \alpha_k^{(P)} h[n-k] - h_d[n] \right)^2$$

for error to be minimum,

$$\frac{de^2}{d\alpha_k} = 0$$

$$\sum_{n=0}^{N-1} \left(h\delta[n] \cdot h[n-k] + \sum_{l=1}^P \alpha_l^{(P)} h[n-l] h[n-k] \right) = \sum_{n=0}^{N-1} h_d[n] h[n-k]$$

Since system is causal, k won't enter the solution.

$$\sum_{k=1}^P \alpha_k^{(P)} \cdot \frac{\sum_{n=0}^{N-1} h[n-l] h[n-k]}{N} = \frac{\sum_{n=0}^{N-1} h_d[n] \cdot h[n-k]}{N}$$

$$\text{let } \phi_{yy}[m] = \frac{1}{N} \sum_{n=0}^{N-1} h[n] \cdot h[n-m] = \phi[m]$$

$$\sum_{l=1}^p \alpha_l^{(p)} \phi[k-l] = \phi[k]$$

for $k = 1, 2, \dots, p$

p set of linear equations

$$R\alpha = P$$

$$\text{where } R = \begin{bmatrix} \phi[0] & \phi[1] & \dots & \phi[p-1] \\ \phi[1] & \phi[0] & \dots & \phi[p-2] \\ \vdots & \vdots & \ddots & \vdots \\ \phi[p-1] & \phi[p-2] & \dots & \phi[0] \end{bmatrix}$$

$$\alpha = \begin{bmatrix} \alpha_1 \\ \alpha_2 \\ \alpha_3 \\ \vdots \\ \alpha_p \end{bmatrix}, \quad P = \begin{bmatrix} \phi[1] \\ \phi[2] \\ \vdots \\ \phi[p] \end{bmatrix}$$

* a direct solution is given by [complexity $O(N^3)$]

$\alpha = R^{-1}P$ but it is tough to compute inverse for the large number. So instead we find solution is a recursive method to reduce the complexity.

The basic idea of the recursion is to find the solution α_{p+1} for the $(p+1)^{\text{th}}$ order case from the solution α_p for the p^{th} order case.

$$R_{p+1} = \left[\begin{array}{c|c} \mathbf{R}_p & \begin{matrix} \phi[p] \\ \phi[p-1] \\ \vdots \\ \phi[1] \end{matrix} \\ \hline \phi[p] \ \phi[p-1] \dots \phi[1] & \phi[0] \end{array} \right]$$

let $p = 2$

$$R_{p+1} = \left[\begin{array}{c} r_p \\ \vdots \\ \vdots \\ \hline \phi[p+1] \end{array} \right] \quad \text{and} \quad R_p = \left[\begin{array}{c} \phi[p] \\ \phi[p-1] \\ \vdots \\ \phi[1] \end{array} \right]$$

$$R_{p+1} = \left[\begin{array}{c|c} R_p & R_p \\ \hline r_p^T & \phi[0] \end{array} \right]$$

$$X_{p+1} = \left[\begin{array}{c} r_p \\ \alpha_{p+1} \end{array} \right] = \left[\begin{array}{c} r_p \\ 0 \end{array} \right] + \left[\begin{array}{c} \epsilon_p \\ k_{p+1} \end{array} \right]$$

where ϵ_p is correction term

k_{p+1} is new $\alpha_{p+1} \rightarrow$ reflection coefficients

$$\therefore R_{p+1} \alpha_{p+1} = \mathbf{r}_{p+1}$$

$$\begin{bmatrix} R_p & P_p \\ P_p^T & \Phi[0] \end{bmatrix} \left(\begin{bmatrix} \alpha_p \\ 0 \end{bmatrix} + \begin{bmatrix} \epsilon_p \\ k_{p+1} \end{bmatrix} \right) = \begin{bmatrix} \mathbf{r}_p \\ \Phi[\mathbf{r}_{p+1}] \end{bmatrix}$$

$$R_p \alpha_p + R_p \epsilon_p + P_p k_{p+1} = \mathbf{r}_p$$

and $P_p^T \alpha_p + P_p^T \epsilon_p + \Phi[0] k_{p+1} = \Phi[\mathbf{r}_{p+1}]$

On simplifying and approximately,

$$k_{p+1} \approx \frac{-\Phi[\mathbf{r}_{p+1}] - \Phi[P_p^T \alpha_p]}{E_p}$$

where $E_p = (1 - k_1)^2 E_{p-1}$

$$E_0 = \Phi[0]$$

\therefore Recursion algorithm is as follows:

$$b_0 = \Phi[0]$$

$$k_i = \frac{-\Phi[\mathbf{r}_i] - \sum_{j=1}^{i-1} \gamma_j^{(i-1)} \Phi[i-j]}{E_{i-1}}$$

for $1 \leq i \leq p$

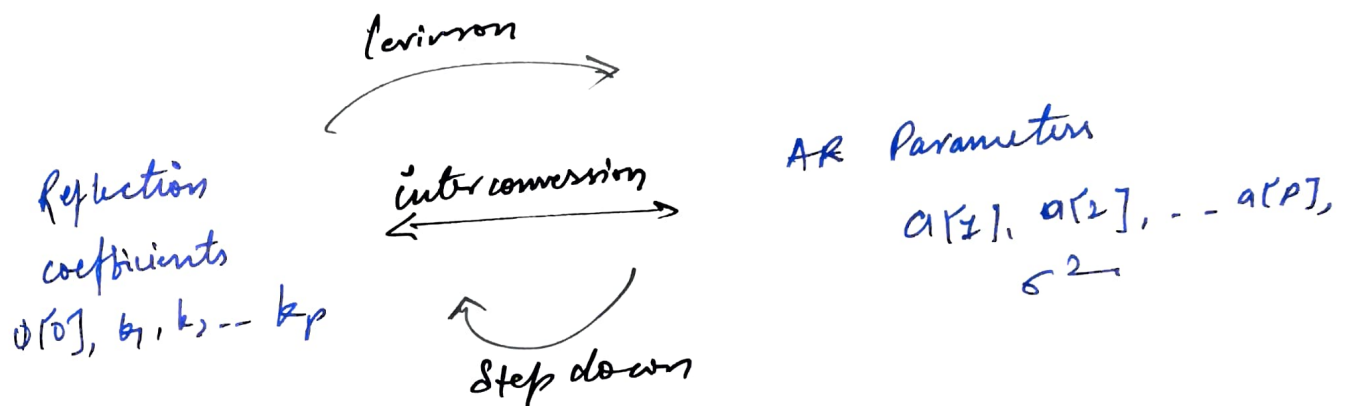
$$\begin{aligned} \alpha_i^{(i)} &= b_i \\ \alpha_j^{(i)} &= \alpha_j^{(i-1)} + k_i \alpha_{i-j}^{(i-1)} \quad \text{for } j=1, 2, \dots, i-1 \\ E_i &= (1 - k_i)^2 E_{i-1} \end{aligned}$$

after P steps, we arrive at p th order estimate

here

$$E_p = \left[\frac{\rho}{\gamma} (1 - k_i^2) \right] E_0 = \left[\frac{\rho}{\gamma} (1 - k_i^2) \right] \phi[0]$$

gives the estimate of variance of $x[n]$

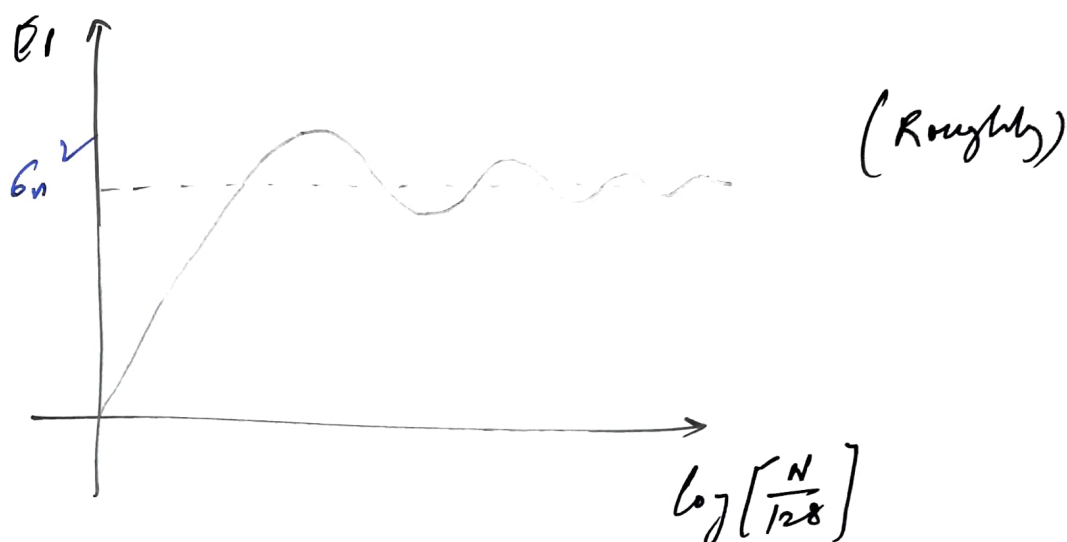


Note :

- Note:
- for all pole AR process generator to be stable, the poles must all lie inside unit circle in the z-plane.
 - Time complexity of LD algorithm is $O(N^2)$.
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is $O(N)$.

Results

→ for lower length, the estimation is too weak; but as length increases the estimation is becoming more perfect.



Comparison of LD with other algorithms:

→ LD vs Cholesky decomposition:

* The Cholesky decomposition is a method used to find inverse of matrix which has Hermitian Symmetry.

Computational complexity, Space
LD - $O(N^2)$ $O(N)$

Cholesky - $O(N^3)$ $O(N^2)$

* LD exploits the fact that LPC analysis has Toeplitz Symmetry.

→ LD v/s LMS algorithm

* LMS algo is an adaptive filter technique, But it does not guarantee minimum phase systems & stability while LD does. Although LMS is more elegant and accurate method of prediction, it is considerably slower than LD algorithm.


```

% Levinson Durbin Recursive algorithm
% LD algorithm is used for linear prediction filter coefficients
clc;
clear;
%Initialization of global parameters
M=3;    %Order of filter used
maxLen = 20; %Maximum length of white noise signal
variance = 1 ; % variance of white noise signal

%Poles of the filter
%All poles are chosen to be within unit circle for STABILITY
p1=0.4;
p2=0.5;
p3=0.6;

%Finding filter coefficients as per given poles
a1 = -(p1+p2+p3);
a2 = (p1*p2+p2*p3+p3*p1);
a3 = -p1*p2*p3;

% AR parameters found b designed LD algorithm
alpha = zeros(maxLen,M+1);
% AR parameters found by Matlab inbuilt functions
alpha1 = zeros(maxLen,M+1);
% Reflection coefficients in designed LD algorithm
k = zeros(maxLen,M);
% Reflection coefficients in Matlab inbuilt functions
k1 = zeros(maxLen,M);
% Variance estimate in designed LD algorithm
err = zeros(maxLen,1);
% Variance estimate in Matlab inbuilt function
err1 = zeros(maxLen,1);
% Loop running across all possible lengths
for n=1:1:maxLen
    N = 128*2^(n-1); %length of the signal
    v = wgn(N,1,10*log10(variance)); %Noise signal with given specs
    %var(v)
    u1 = zeros(1,N+3)';
    for i=1:1:N
        %Code for AR process generatio
        u1(i+3) = -a1*u1(i+2)-a2*u1(i+1)-a3*u1(i)+v(i);
    end
    u=u1(4:N+3);
    Rx = zeros(M+1,1); %Autocorrelation Sequence
    for i=1:M+1
        for j=i+1:N+1
            Rx(i) = Rx(i) + u(j-1)*u(j-i);
        end
        Rx(i) = Rx(i)/(N-i+1);
    end
    temp = zeros(M,M); %Temporary filter coefficients variable
    E = zeros(M+1,1); %Temporary variance collecting variable
    total=0;

```

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%i=0 : zero level iteration
E(1) = Rx(1); %Initializing estimates
k(n,1) = -Rx(2)/Rx(1); %First reflection coefficient
temp(1,1) = k(n,1);
E(2) = (1-(k(n,1))^2)*E(1); %First level variance estimate

%Iteration or LD Recursion
for i=2:1:M
    total=0;
    for j=1:1:i-1
        %dot product of autocorrelation sequence and filter
        %coefficients
        total = total + temp(i-1,j)*Rx(i+1-j);
    end
    k(n,i) = -(Rx(i+1)+total)/E(i); %Finding new reflection coefficients
    temp(i,i) = k(n,i); %Finding new filter coefficients
    for j=1:1:i-1
        %Updating lower order filter coefficients
        temp(i,j) = (temp(i-1,j)+k(n,i)*temp(i-1,i-j));
    end
    E(i+1) = (1-((k(n,i))^2))*E(i); %Updating variance estimates
end

alpha(n,:) = [1,temp(3,:)]; % final filter coefficients solution
err(n) = E(M+1); %Final variance estimates
%Using Matlab inbuilt Levinson Durbin Function
[alpha1(n,:),err1(n),k1(n,:)] = levinson(Rx,3);
end
%Plotting the Results
figure
plot(1:1:maxLen, err); xlabel('20*log2(N/64)');
ylabel('variance estimate ');

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