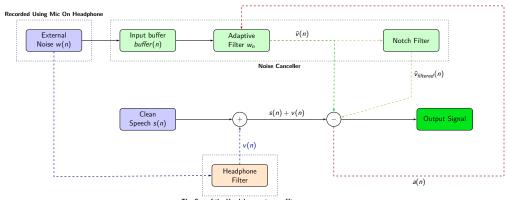
Block Diagram

Adaptive Noise Cancellation System

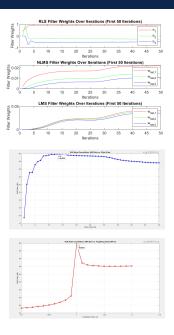


The Cup of the Headphone acts as a filter



Design Choices

- We chose to use RLS rather than LMS or NLMS because RLS converges faster than LMS and NLMS.
- The RLS algorithm is more complex than LMS and NLMS, but it provides better performance in terms of convergence speed and steady-state error. We can see that from the plot filter coefficients v/s iterations
- The optimal value of the filter order p is determined by SNR v/s filter order plot for lambda = 1. The optimal value of p obtained is 13.
- ullet The optimal value of the forgetting factor lambda is determined by SNR v/s forgetting factor plot for p = 13. The optimal value of lambda obtained is 1.



Noise Canceller Design

 The RLS algorithm follows the following Error Function:

$$E(n) = \sum_{i=0}^{n} \lambda^{n-i} e^{2}(i)$$
$$e(i) = d(i) - w_{-}^{T} x(i)$$

 After taking the derivative w.r.t w_n and setting it to zero and simplifying it, we get the following solution for the weights:

$$R_X(n)w_n = r_{dX}(n)$$

• We now try to calculate w_{n-1} using the above equation by calculating $R_X^{-1}(n)(P(n))$. We finally get the update equation for the weights as:

$$w_n = w_{n-1} + g(n)\alpha(n)$$

Here,

$$g(n) = \frac{P(n)x(n)}{\lambda + x^{T}(n)P(n)x(n)}$$
$$\alpha(n) = e(n) - w_{n-1}^{T}x(n)$$

 For partial suppression, we filter the estimated noise v(n) during every iteration of weight update and noise estimation. The filter is a notch filter with the following transfer function:

$$H(z) = \frac{1 - 2\cos(\omega_0)z^{-1} + z^{-2}}{1 - 2r\cos(\omega_0)z^{-1} + rz^{-2}}$$

$$\Rightarrow \frac{Y(z)}{X(z)} = \frac{1 - 2\cos(\omega_0)z^{-1} + z^{-2}}{1 - 2r\cos(\omega_0)z^{-1} + rz^{-2}}$$

$$\Rightarrow y(n) = a_1y(n-1) - a_2y(n-2) + b_0x(n) - b_1x(n-1) + b_2x(n-2)$$

We can now iteratively update the weights and calculate the value of $\hat{v}(n)$ from the weights.

References