

# Shelving Filter Cascade with Adjustable Transition Slope and Bandwidth

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#### Low Order Shelving Filter Design

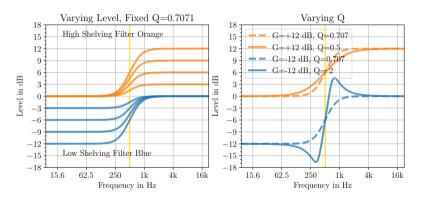


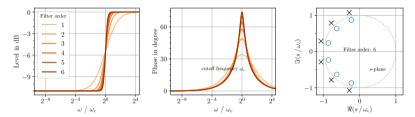
Figure: Typical 2nd order shelving filter with cutoff frequency 500 Hz defined at mid-level. Slope and transition bandwidth is linked to chosen shelving level and Q-factor.

#### Higher Order Shelving Filter Designs

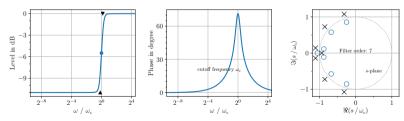
we don't have copyright, please cf. Figure 19

Figure: [McGrath, Baird & Jackson, 2004, 117th AES Conv.]
Approximation of a shelving filter transition band with PEQ biquads.

# Higher Order Shelving Filter Designs



[Holters & Zölzer, 2006, 120th AES Conv.] Butterworth alignment of poles and zeros, cf. [US patent: #9 722 560]



[Eastty, 2008, 125th AES Conv.] Idea refinement and explicit control of transition band, cf. [US patent #9 203 366]

#### Proposed: Shelving Filter Cascade

Idea: Cascade of 1st / 2nd order low / high shelving filters to create adjustable transition band. Logarithmic alignment due to filter characteristics in log-log domain, also meaningful for human hearing.

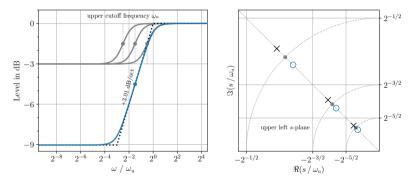


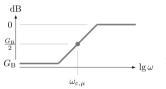
Figure: [Schultz, Hahn, Spors, 2020, 148th AES Conv.] Example:  $+3 \, dB/oct$  slope and  $-9 \, dB$  shelving gain achieved by one octave spacing of three biguads.

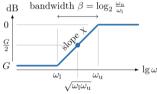
#### Proposed: Shelving Filter Cascade

Idea: Cascade of 1st / 2nd order low / high shelving filters to create adjustable transition band: upper cutoff frequency  $\omega_{\rm u} > 0$  in rad/s,

shelving level G in dB, slope  $\chi$  in dB/octave, bandwidth  $\beta > 0$  in octaves

$$G=\mp\,\beta\cdot\chi$$





- (a) each shelving biguad with mid-level cutoff frequency  $\omega_{c,\mu}$ .
- (b) shelving filter cascade with lower / upper cutoff frequency  $\omega_{1/u}$ .

Figure: Parameters of (a) shelving biguad and (b) shelving filter cascade.

## Fixed Level with Varied Slope or Bandwidth

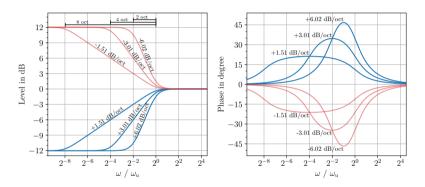


Figure: Fixed shelving level  $G=\pm 12\,\mathrm{dB}$ . Varied slope  $\chi$  in  $\mathrm{dB/oct}$  with resulting bandwidth  $\beta$  in  $\mathrm{oct}$  or vice versa.

## Fixed Slope with Varied Bandwidth or Level

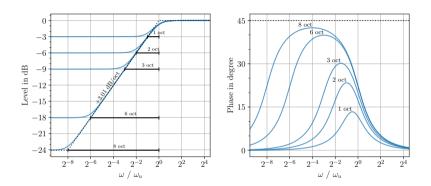


Figure: Fixed slope  $\chi=3\,\mathrm{dB/oct}$ . Varied bandwidth  $\beta$  in  $\mathrm{oct}$ , resulting shelving level G in  $\mathrm{dB}$  or vice versa.

# Fixed Bandwidth with Varied Level or Slope

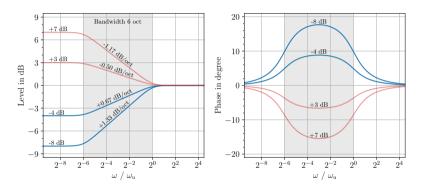


Figure: Fixed bandwidth  $\beta = 6$  oct. Varied shelving level G in dB, resulting slope  $\chi$  in dB/oct or vice versa.

#### Constraint: Discrete Steps for Shelving Level

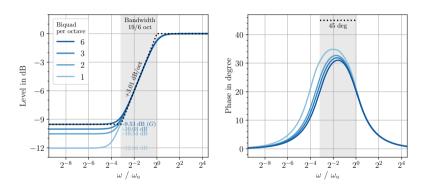


Figure: The resulting shelving level deviates from G for less than  $N_G=6$  biguads per octave. Slope  $\chi=3\,\mathrm{dB/oct}$  and shelving level  $G=-\frac{19}{6}\chi\approx-9.5\,\mathrm{dB}$ vields bandwidth  $\beta = 19/6 \, \text{oct.}$ 

#### Constraint: Ripple Along Transition Slope

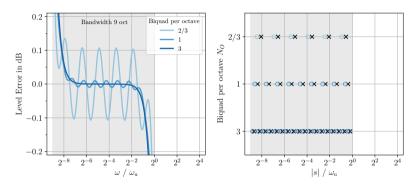


Figure: Left: Deviation  $20 \lg |H(\omega)| - 20 \lg |H_{\text{ideal slope}}(\omega)|$ .

Right: distribution of poles (x) and zeros (o).

$$\beta = 9 \, \mathrm{oct}$$
,  $G = -10 \, \mathrm{lg}(2) pprox -3 \, \mathrm{dB}$  yields

$$\chi = \frac{10}{9} \lg(2) \approx +0.3345 \, dB/oct.$$

## Discrete-Time Filter Design

Straightforward design with bilinear or matched-z transform of biquads as long as upper cutoff frequency  $f_{\rm u}$  much smaller than sampling frequency  $f_{\rm s}$ .

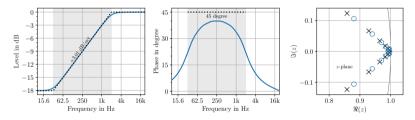
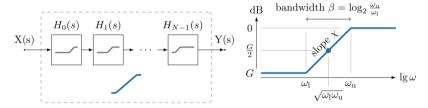


Figure: Digital filter design with bilinear transform, cascade of 6 biquads.  $3\,\mathrm{dB/oct}$  slope over a  $6\,\mathrm{oct}$  bandwidth,  $f_\mathrm{H}=2\mathrm{kHz},\,f_\mathrm{S}=48\,\mathrm{kHz},\,N_O=1$  biquad per octave.

#### Summary

ullet Proposing a shelving filter with adjustable parameters : shelving level  $G,\quad$  bandwidth  $eta,\quad$  slope  $\chi$ 



- Cascade of 2nd order shelving filters, logarithmically spaced along frequency
- Limitations are not severe but design must be carefully adapted to specific target application, i.e. choosing appropriate number of biquads per octave and the total amount of biquads
- Potential applications: line array equalizers, audio mixing and production, sound field synthesis pre-filters, equal loudness contour equalizers