



# UNIT 6

## IMPLEMENTATION OF DISCRETE-TIME SYSTEM

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# □ Contents

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1. Implementation of a non-recursive system
2. Implementation of a recursive system

## □ Learning Objectives

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After completing this lesson, you will have a grasp of the following concepts:

- The definition and methods for implementing a non-recursive system.
- The definition and methods for implementing a recursive system.

# 1. Non recursive system FIR (Finite Impulse Response)

- Constant-Coefficient Linear Differential Equation:

$$\sum_{k=0}^N a_k y(n-k) = \sum_{k=0}^M b_k x(n-k)$$

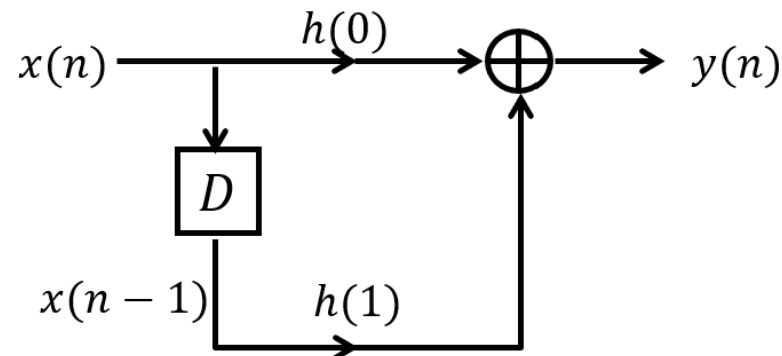
$$N = 0: \text{FIR}, \quad N > 0: \text{IIR}$$

- Non-recursive system:  $N = 0$

$$y(n) = \sum_{k=0}^M \frac{b_k}{a_0} x(n-k) = \sum_{k=0}^M h(k) x(n-k)$$

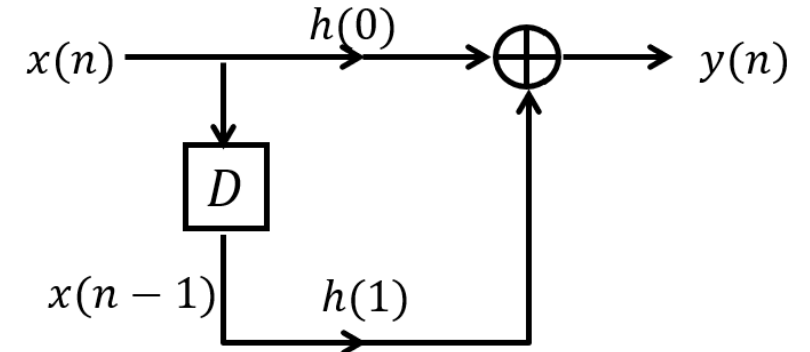
- Example:  $M = 1 \Rightarrow y(n] = h(0)x(n) + h(1)x(n-1)$

- Diagram:



# Pseudo code for system implementation (FIR)

```
Const
    h0 = 0.5;  (* Filter coefficients *)
    h1 = 0.5;  (* calculated based design *)
Var
    xn, xnt1, yn: real;
Begin
    xnt1 := 0;
    Repeat
        (* Enter input signal from keyboard*)
        Write(Input signal xn = ');
        Readln(xn);
        (* Compute output signal *)
        yn := h0 * xn + h1 * xnt1;
        (* Delay the signal*)
        xnt1 := xn;
    Until End;
End.
```



# C code for system implementation (FIR)

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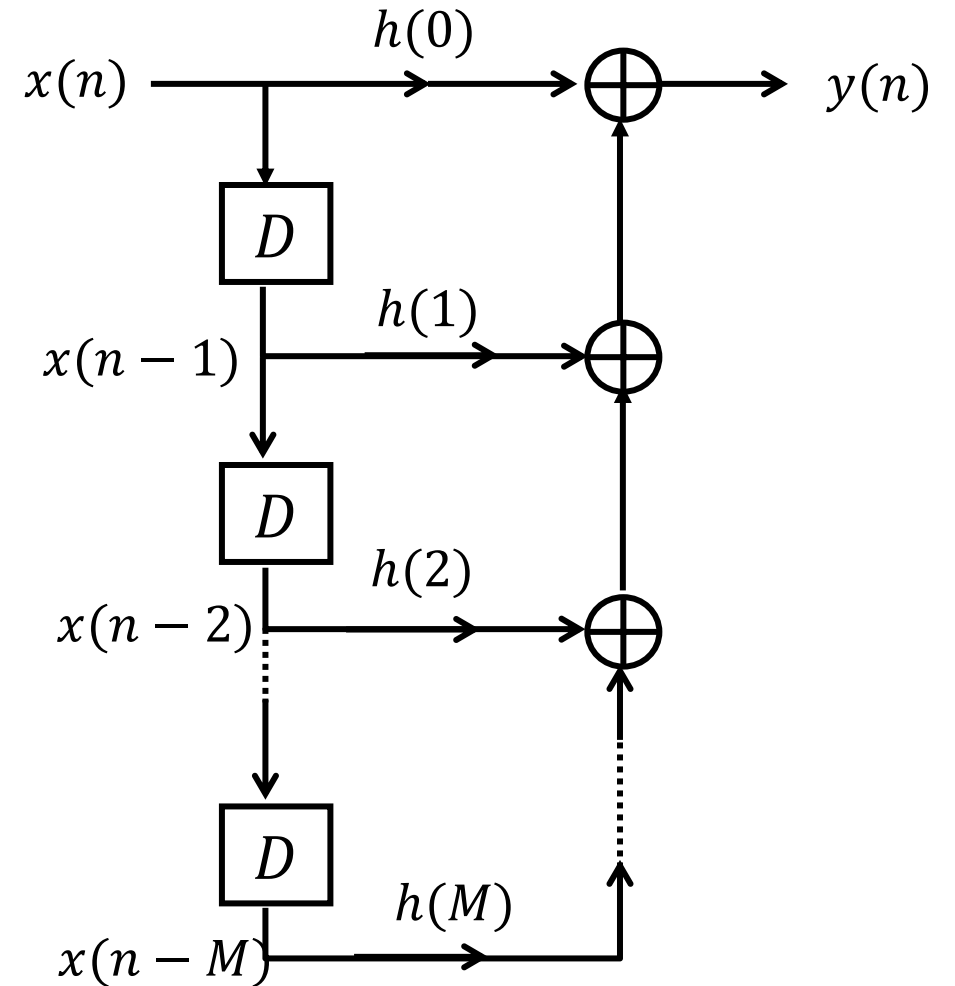
```
#include <stdio.h>
#include <stdlib.h>
#define h0 0.5 /* Filter coefficients */
#define h1 0.5 /* calculated based on design */
float xn, xnt1, yn;
void main(void)
{
    xnt1 = 0;
    while (1)
    {
        /* Enter input signal from keyboard */
        printf("Input signal xn = ");
        scanf("%f", &xn);
        /* Compute output signal */
        yn = h0 * xn + h1 * xnt1;
        /* Delay signal */
        xnt1 = xn;
    }
}
```

# Diagram for system implementation FIR

- The general case

$$y(n) = \sum_{k=0}^M h(k)x(n-k]$$

$$y(n) = h(0).x(n) + h(1).x(n-1) + \dots + h(M).x(n-M)$$



## 2. Implementation of IIR (Infinite Impulse Response) system

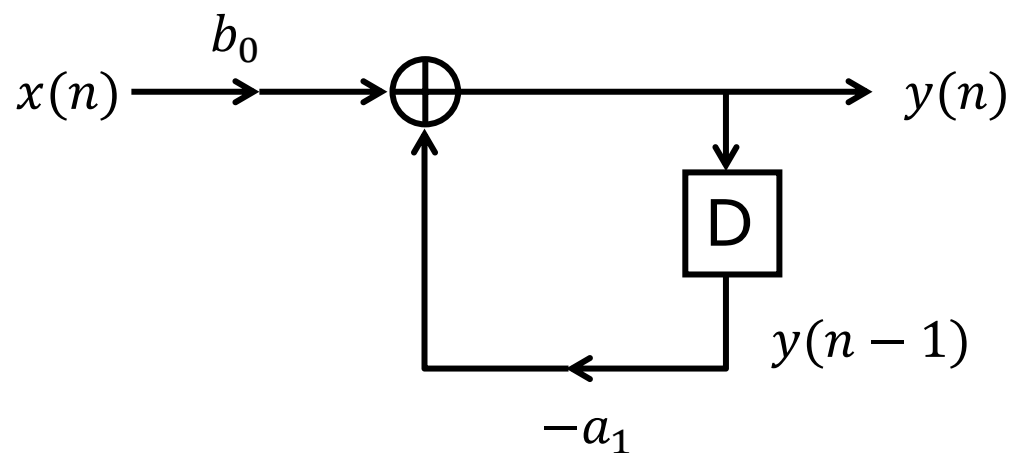
- $N = 1, M = 0$ :

$$a_0 y(n) + a_1 y(n - 1) = b_0 x(n)$$

- Assuming that  $a_0 = 1$ :

$$y(n) = -a_1 y(n - 1) + b_0 x(n)$$

- Diagram





# Implementation of IIR system

- $N = M = 1$ :

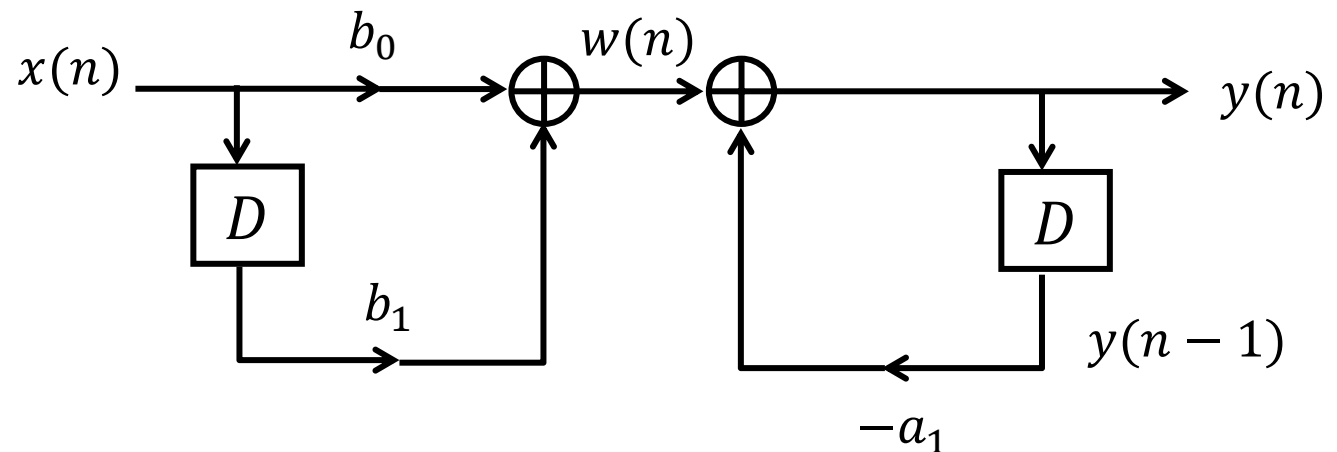
$$a_0 y(n) + a_1 y(n - 1) = b_0 x(n) + b_1 x(n - 1)$$

- Assuming that  $a_0 = 1$ :

$$\begin{aligned} y(n) &= -a_1 y(n - 1) + b_0 x(n) + b_1 x(n - 1) \\ &= -a_1 y(n - 1) + w(n) \end{aligned}$$

với  $w(n) = b_0 x(n) + b_1 x(n - 1)$ .

- Diagram



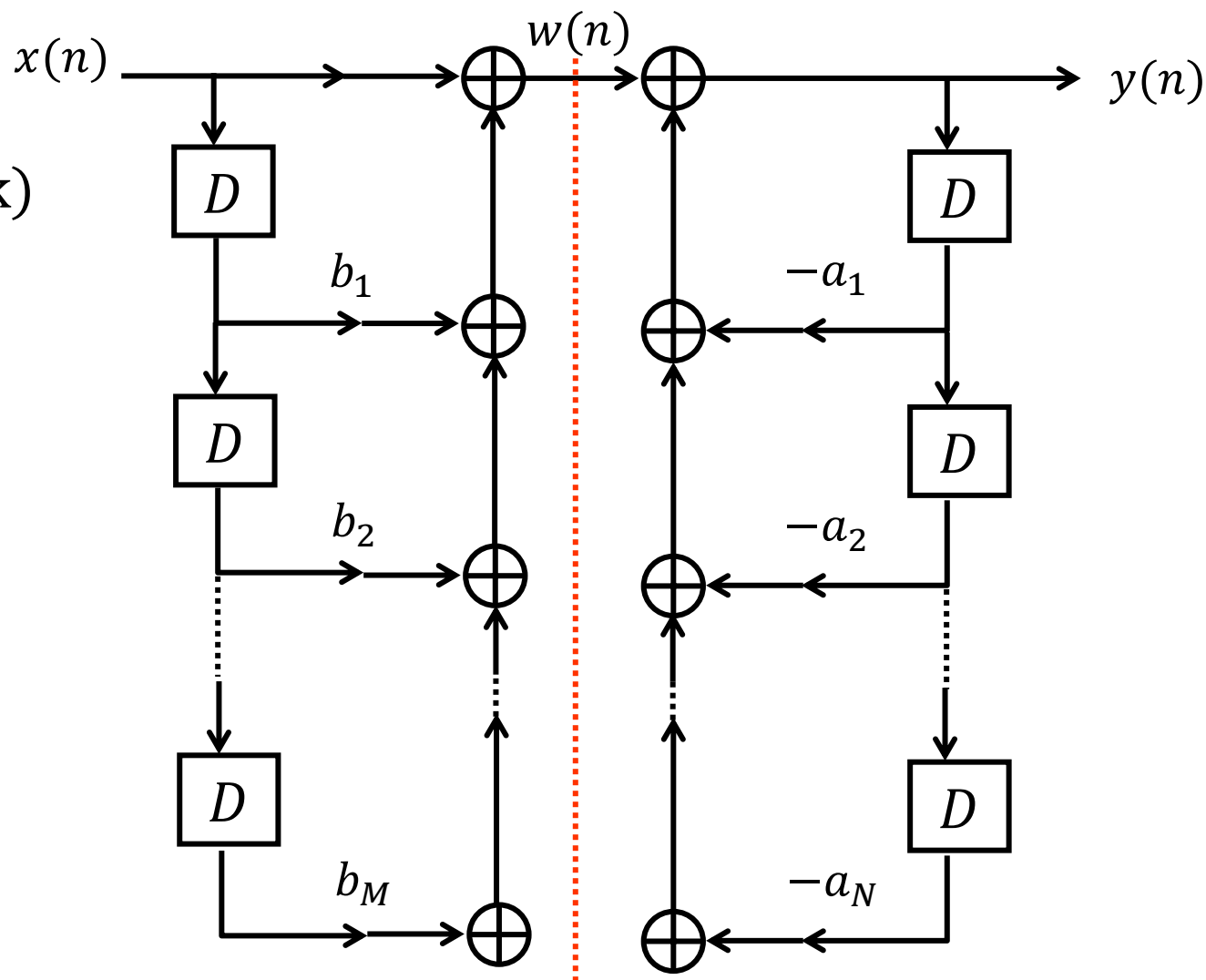
# Implementation of IIR system

$$\sum_{k=0}^N a_k y(n-k) = \sum_{k=0}^M b_k x(n-k)$$

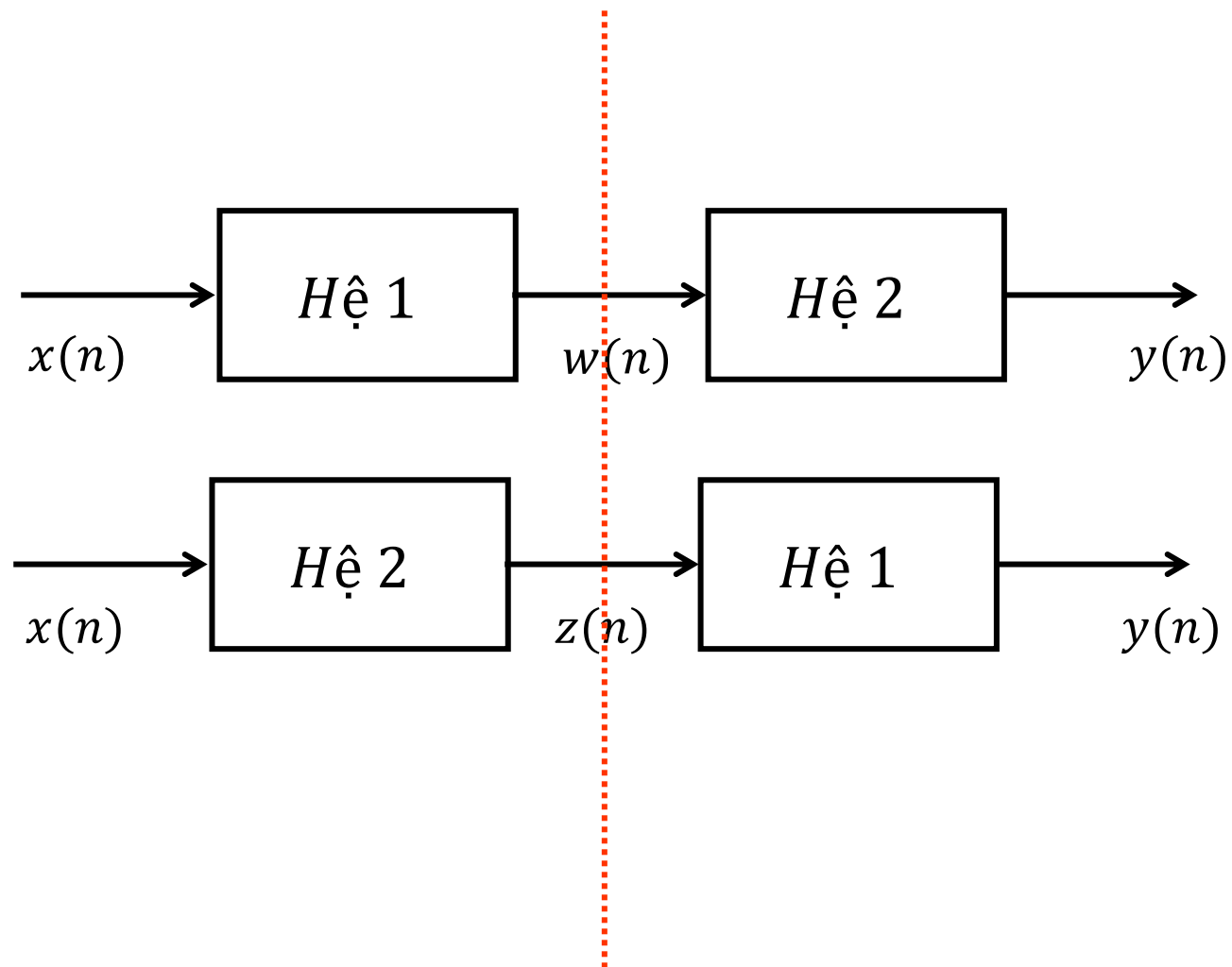
$$y(n) = w(n) - \sum_{k=1}^N a_k y(n-k)$$

$$w(n) = \sum_{k=0}^M b_k x(n-k)$$

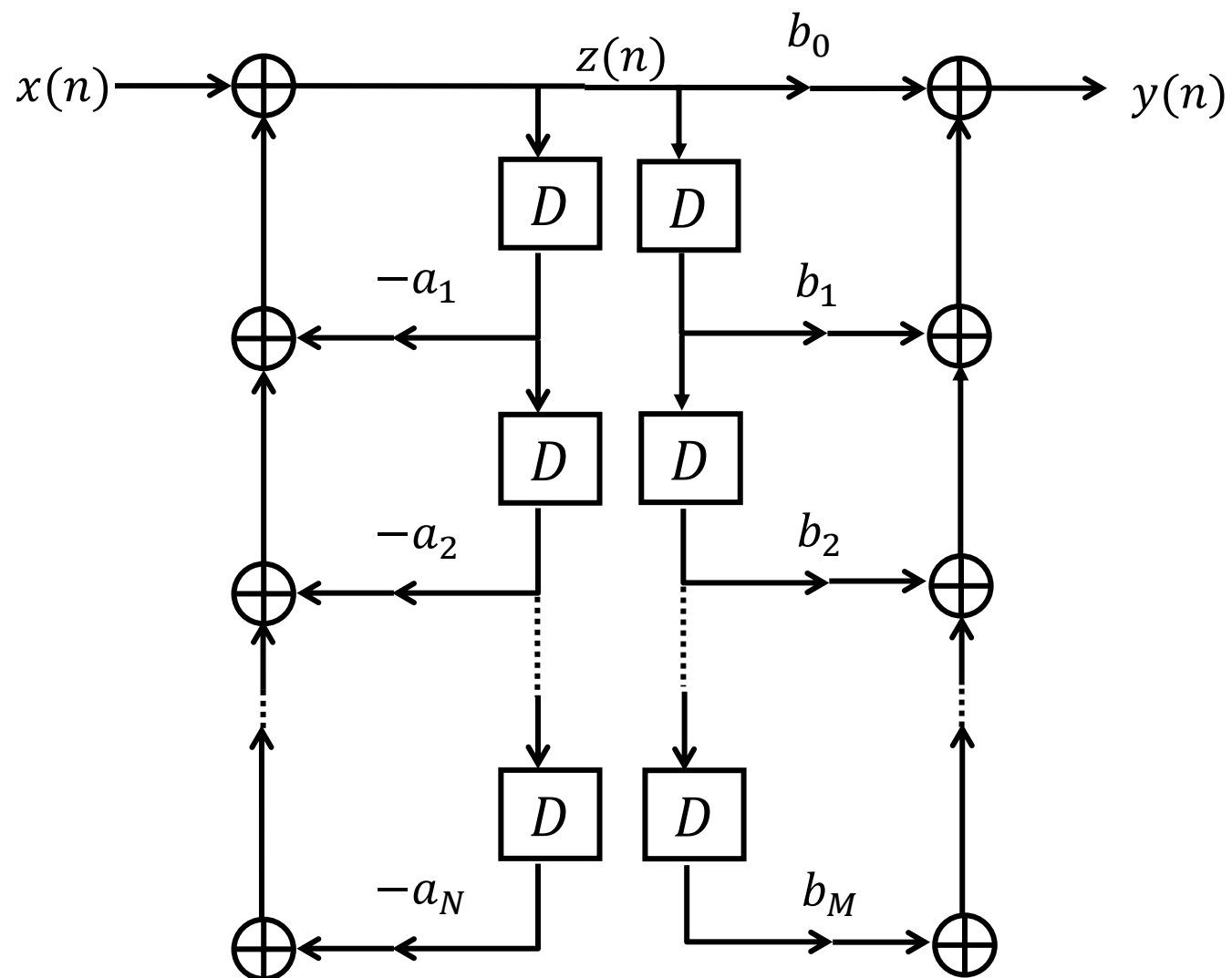
Dạng trực tiếp 1



# Implementation of IIR system

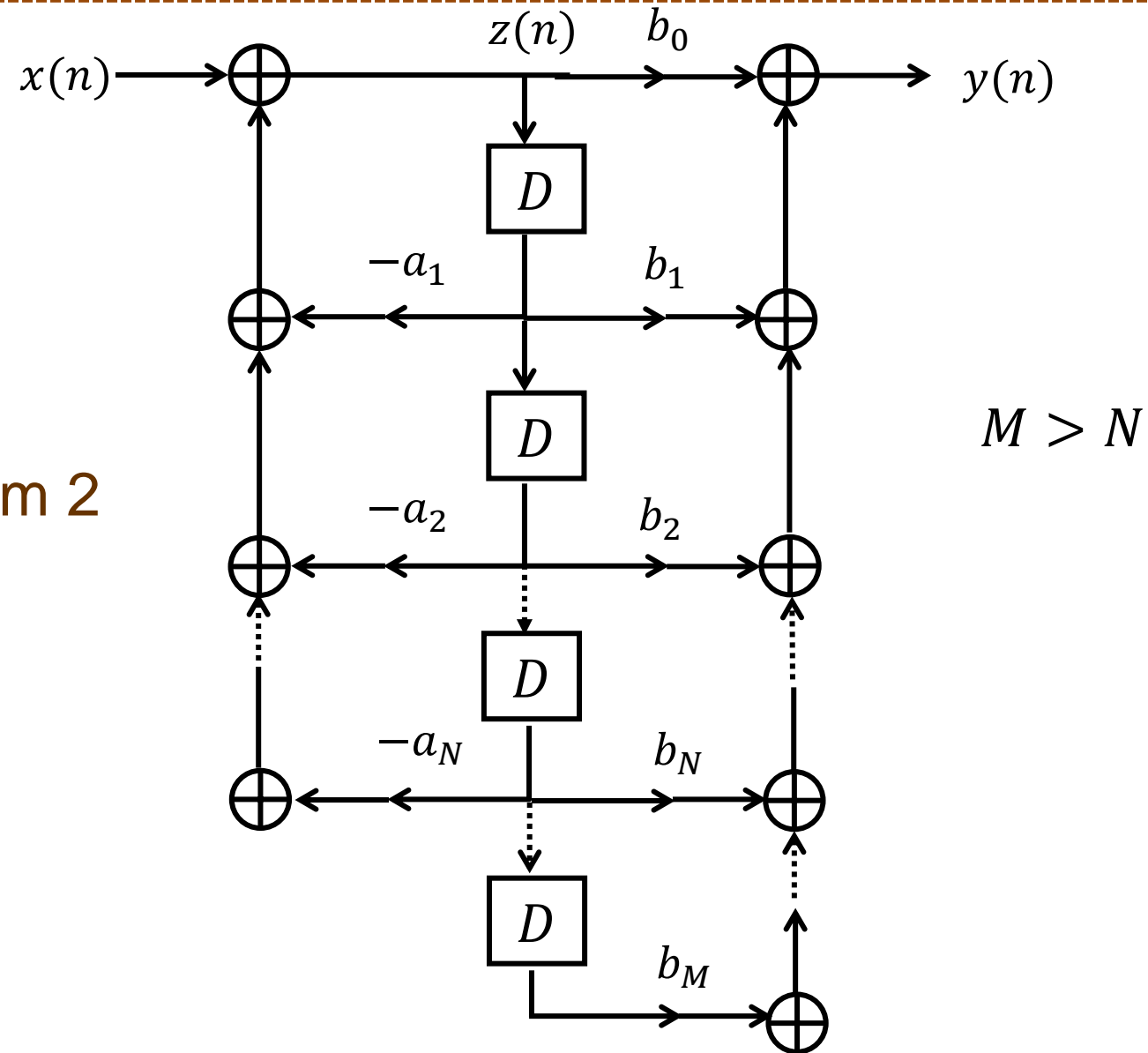


# Implementation of IIR system



# Implementation of IIR system

Direct form 2



## 4. Summary

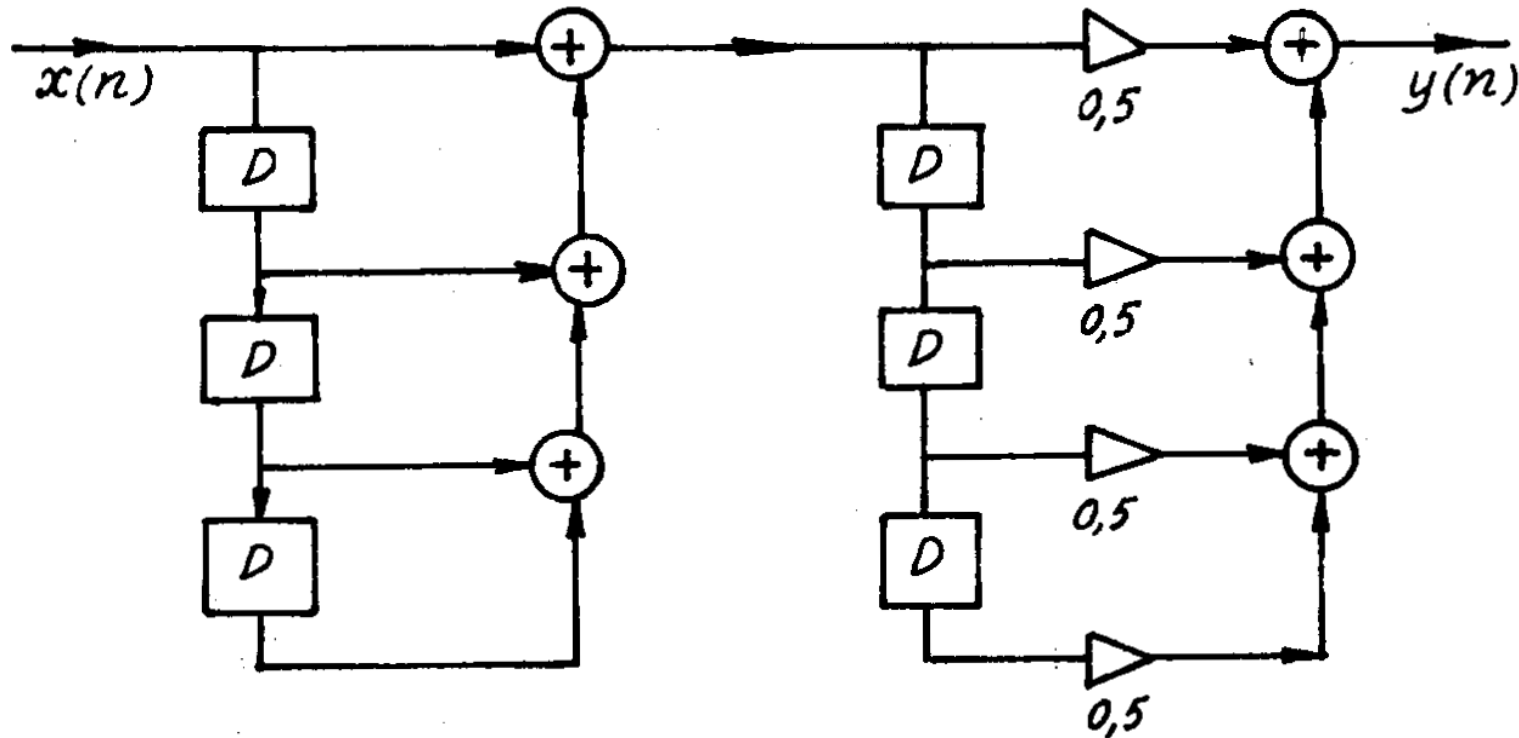
- Discrete-time systems are classified into finite impulse response (FIR) systems and infinite impulse response (IIR) systems.
- FIR systems can be implemented using pseudo code, software, or block diagrams.
- Block diagrams for implementing IIR systems include two forms: direct form I and direct form II.

# 5. Assignment

- Assignment 1
  - Draw the block diagrams for direct form I and II, and write the pseudo code to implement the following systems.
    - a.  $y(n) - 2y(n - 1) + 3y(n - 2) = x(n) + x(n - 1) + 2x(n - 4)$
    - b.  $5y(n) + 3y(n - 1) + 6y(n - 4) = x(n) + 3x(n - 2) + 5x(n - 3)$
    - c.  $2y(n) + 6y(n - 3) + 3y(n - 4) = x(n)$
    - d.  $3y(n) = x(n - 1) + 3x(n - 3) + 4x(n - 5)$

# Homework

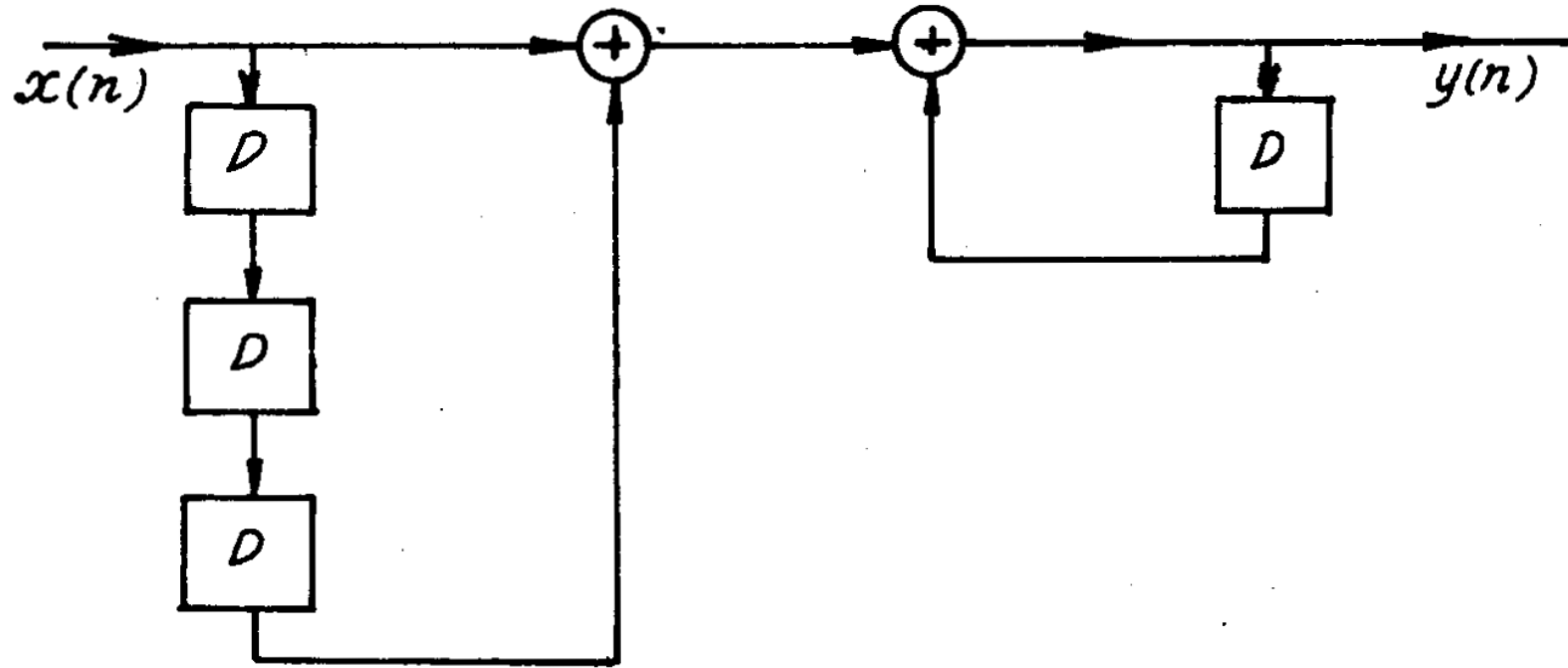
- Assignment 2
  - Compute the impulse response and examine the stability of the following system





# Homework

- Assignment 3
  - Compute the impulse response and examine the stability of the following system



*The next unit.* 7

# Z TRANSFORM

**References:**

- **Nguyễn Quốc Trung (2008), Xử lý tín hiệu và lọc số, Tập 1, Nhà xuất bản Khoa học và Kỹ thuật, Chương 1 Tín hiệu và hệ thống rời rạc.**
- **J.G. Proakis, D.G. Manolakis (2007), Digital Signal Processing, Principles, Algorithms, and Applications, 4<sup>th</sup> Ed, Prentice Hall, Chapter 1 Introduction.**



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