Implementing digital IIR filters in the lattice form

Lab 6, SDP

Objective

The students should become familiar with *lattice*-type realization structure used for implementing IIR filters.cola

Theoretical notions

Exercises

1. Consider the causal IIR system with poles and zeros, with the system function:

$$H(z) = \frac{1 + 2z^{-1} + 3z^{-2} + 2z^{-3}}{1 + \frac{2}{5}z^{-1} + \frac{7}{20}z^{-2} + \frac{1}{2}z^{-3}}$$

Find and draw the equivalent *lattice* structure for the IIR filter.

2. Consider the causal IIR system, with no zeros, with the following system function:

$$H(z) = \frac{1}{1 + \frac{2}{5}z^{-1} + \frac{7}{20}z^{-2} + \frac{1}{2}z^{-3}}$$

Find and draw the equivalent *lattice* structure for the IIR filter.

- 3. In the Matlab environment, use the fdatool tool to design one of the following filters:
 - a. A low-pass IIR filter of order 4, elliptic type, with cutoff frequency of 6kHz at a sampling frequency of 44.1kHz;

- b. A high-pass IIR filter of order 4, elliptic type, with cutoff frequency of 2.5kHz at a sampling frequency of 44.1kHz;
- c. A band-pass IIR filter of order 4, elliptic type, with passband between 0.5kHz and 5.5kHz at a sampling frequency of 44.1kHz.
- 4. In the Simulink environment, implement the above filters in *lattice* form. Apply at the input an audio signal and play the output signal, as well as the original, for comparison. How does the filtered signal sound like, compared to the original?

Notes:

- Set the following parameters for the SImulink model, to enable a discrete simulation with fixed (auto) step:
 - Type: Fixed-step
 - Solver: discrete (no continuous states)

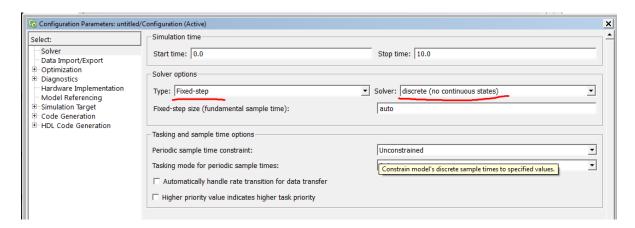
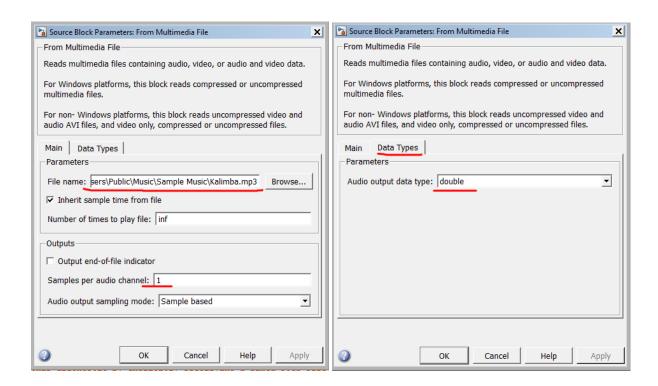


Figure 1: Model settings for discrete models

- You will need the blocks *Unit Delay*, Sum and Gain
- At the input put a From Multimedia File block, and at the output put a To Audio Device block
- At the output, before the *To Audio Device* block, put a *Manual Switch* block in order to be able to switch easily between the original signal and the filtered one
- For the From Multimedia File block, select an audio file (de ex. Kalimba.mp3 from My Documents) and update the following settings.
 - choose Sample-based
 - Samples per audio channel = 1
 - "DataTypes/Audio output data type" = double



Final questions

1. TBD