

Digital Filter Structures

- The convolution sum description of an LTI discrete-time system can, in principle, be used to implement the system
- For an IIR finite-dimensional system this approach is not practical as here the impulse response is of infinite length
- However, a direct implementation of the IIR finite-dimensional system is practical

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Digital Filter Structures

- Here the input-output relation involves a finite sum of products:

$$y[n] = -\sum_{k=1}^N d_k y[n-k] + \sum_{k=0}^M p_k x[n-k]$$

- On the other hand, an FIR system can be implemented using the convolution sum which is a finite sum of products:

$$y[n] = \sum_{k=0}^N h[k] x[n-k]$$

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Digital Filter Structures

- The actual implementation of an LTI digital filter can be either in software or hardware form, depending on applications
- In either case, the signal variables and the filter coefficients cannot be represented with infinite precision

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Digital Filter Structures

- However, a direct implementation of a digital filter based on either the difference equation or the finite convolution sum may not provide satisfactory performance due to the finite precision arithmetic
- It is thus of practical interest to develop alternate realizations and choose the structure that provides satisfactory performance under finite precision arithmetic

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Digital Filter Structures

- A structural representation using interconnected basic building blocks is the first step in the hardware or software implementation of an LTI digital filter
- The structural representation provides the key relations between some pertinent internal variables with the input and output that in turn provides the key to the implementation

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Block Diagram Representation

- In the time domain, the input-output relations of an LTI digital filter is given by the convolution sum

$$y[n] = \sum_{k=-\infty}^{\infty} h[k] x[n-k]$$

or, by the linear constant coefficient difference equation

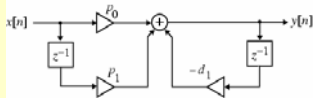
$$y[n] = -\sum_{k=1}^N d_k y[n-k] + \sum_{k=0}^M p_k x[n-k]$$

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Block Diagram Representation

- For the implementation of an LTI digital filter, the input-output relationship must be described by a valid computational algorithm
- To illustrate what we mean by a computational algorithm, consider the causal first-order LTI digital filter shown below



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Block Diagram Representation

- The filter is described by the difference equation

$$y[n] = -d_1 y[n-1] + p_0 x[n] + p_1 x[n-1]$$
- Using the above equation we can compute $y[n]$ for $n \geq 0$ knowing the initial condition $y[-1]$ and the input $x[n]$ for $n \geq -1$:

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Block Diagram Representation

$$y[0] = -d_1 y[-1] + p_0 x[0] + p_1 x[-1]$$

$$y[1] = -d_1 y[0] + p_0 x[1] + p_1 x[0]$$

$$y[2] = -d_1 y[1] + p_0 x[2] + p_1 x[1]$$

$$\vdots$$

- We can continue this calculation for any value of the time index n we desire

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Block Diagram Representation

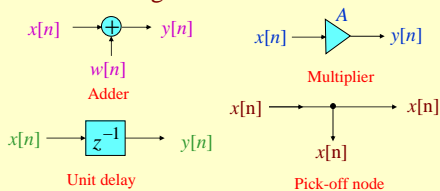
- Each step of the calculation requires a knowledge of the previously calculated value of the output sample (delayed value of the output), the present value of the input sample, and the previous value of the input sample (delayed value of the input)
- As a result, the first-order difference equation can be interpreted as a valid computational algorithm

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Basic Building Blocks

- The computational algorithm of an LTI digital filter can be conveniently represented in block diagram form using the basic building blocks shown below



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Basic Building Blocks

Advantages of block diagram representation

- (1) Easy to write down the computational algorithm by inspection
- (2) Easy to analyze the block diagram to determine the explicit relation between the output and input

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Basic Building Blocks

- (3) Easy to manipulate a block diagram to derive other “equivalent” block diagrams yielding different computational algorithms
- (4) Easy to determine the hardware requirements
- (5) Easier to develop block diagram representations from the transfer function directly

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Analysis of Block Diagrams

- Carried out by writing down the expressions for the output signals of each adder as a sum of its input signals, and developing a set of equations relating the filter input and output signals in terms of all internal signals
- Eliminating the unwanted internal variables then results in the expression for the output signal as a function of the input signal and the filter parameters that are the multiplier coefficients

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Analysis of Block Diagrams

- **Example** - Consider the single-loop feedback structure shown below



- The output $E(z)$ of the adder is

$$E(z) = X(z) + G_2(z)Y(z)$$
- But from the figure

$$Y(z) = G_1(z)E(z)$$

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Analysis of Block Diagrams

- Eliminating $E(z)$ from the previous two equations we arrive at

$$[1 - G_1(z)G_2(z)]Y(z) = G_1(z)X(z)$$

which leads to

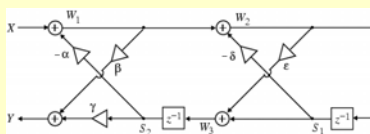
$$H(z) = \frac{Y(z)}{X(z)} = \frac{G_1(z)}{1 - G_1(z)G_2(z)}$$

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Analysis of Block Diagrams

- **Example** - Analyze the cascaded lattice structure shown below where the z -dependence of signal variables are not shown for brevity



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Analysis of Block Diagrams

- The output signals of the four adders are given by

$$W_1 = X - \alpha S_2$$

$$W_2 = W_1 - \delta S_1$$

$$W_3 = S_1 + \epsilon W_2$$

$$Y = \beta W_1 + \gamma S_2$$

- From the figure we observe

$$S_2 = z^{-1}W_3$$

$$S_1 = z^{-1}W_2$$

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Analysis of Block Diagrams

- Substituting the last two relations in the first four equations we get

$$W_1 = X - \alpha z^{-1}W_3$$

$$W_2 = W_1 - \delta z^{-1}W_2$$

$$W_3 = z^{-1}W_2 + \epsilon W_2$$

$$Y = \beta W_1 + \gamma z^{-1}W_3$$

- From the second equation we get $W_2 = W_1 / (1 + \delta z^{-1})$ and from the third equation we get $W_3 = (\epsilon + z^{-1})W_2$

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Analysis of Block Diagrams

- Combining the last two equations we get

$$W_3 = \frac{\epsilon + z^{-1}}{1 + \delta z^{-1}} W_1$$

- Substituting the above equation in

$$W_1 = X - \alpha z^{-1}W_3, Y = \beta W_1 + \gamma z^{-1}W_3$$

we finally arrive at

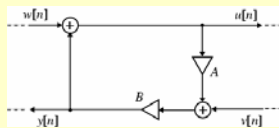
$$H(z) = \frac{Y}{X} = \frac{\beta + (\beta\delta + \gamma\epsilon)z^{-1} + \gamma z^{-2}}{1 + (\delta + \alpha\epsilon)z^{-1} + \alpha z^{-2}}$$

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The Delay-Free Loop Problem

- For physical realizability of the digital filter structure, it is necessary that the block diagram representation contains no delay-free loops
- To illustrate the delay-free loop problem consider the structure below



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The Delay-Free Loop Problem

- Analysis of this structure yields

$$u[n] = w[n] + y[n]$$

$$y[n] = B(v[n] + Au[n])$$

which when combined results in

$$y[n] = B(v[n] + A(w[n] + y[n]))$$

- ➡ The determination of the current value of $y[n]$ requires the knowledge of the same value

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The Delay-Free Loop Problem

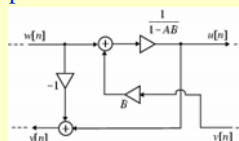
- However, this is physically impossible to achieve due to the finite time required to carry out all arithmetic operations on a digital machine
- Method exists to detect the presence of delay-free loops in an arbitrary structure, along with methods to locate and remove these loops without the overall input-output relation

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The Delay-Free Loop Problem

- Removal achieved by replacing the portion of the overall structure containing the delay-free loops by an equivalent realization with no delay-free loops
- Figure below shows such a realization of the example structure described earlier



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Canonic and Noncanonic Structures

- A digital filter structure is said to be **canonic** if the number of delays in the block diagram representation is equal to the order of the transfer function
- Otherwise, it is a **noncanonic** structure

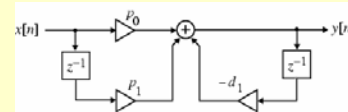
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Canonic and Noncanonic Structures

- The structure shown below is **noncanonic** as it employs **two delays** to realize a first-order difference equation

$$y[n] = -d_1 y[n-1] + p_0 x[n] + p_1 x[n-1]$$



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Equivalent Structures

- Two digital filter structures are defined to be **equivalent** if they have the same transfer function
- We describe next a number of methods for the generation of equivalent structures
- However, a fairly simple way to generate an equivalent structure from a given realization is via the **transpose operation**

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Equivalent Structures

Transpose Operation

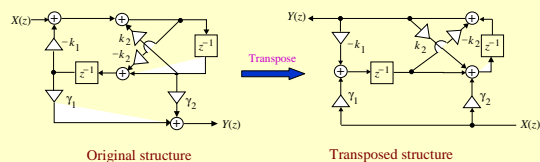
- (1) Reverse all paths
- (2) Replace pick-off nodes by adders, and vice versa
- (3) Interchange the input and output nodes

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Equivalent Structures

- Example** – The transpose operation is illustrated below

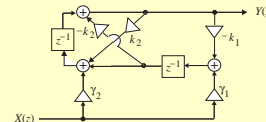


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Equivalent Structures

- Redrawn transposed structure is shown below



- All other methods for developing equivalent structures are based on a specific algorithm for each structure

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Equivalent Structures

- There are literally an infinite number of equivalent structures realizing the same transfer function
- It is thus impossible to develop all equivalent realizations
- In this course we restrict our attention to a discussion of some commonly used structures

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Equivalent Structures

- Under infinite precision arithmetic any given realization of a digital filter behaves identically to any other equivalent structure
- However, in practice, due to the finite wordlength limitations, a specific realization behaves totally differently from its other equivalent realizations

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Equivalent Structures

- Hence, it is important to choose a structure that has the least quantization effects when implemented using finite precision arithmetic
- One way to arrive at such a structure is to determine a large number of equivalent structures, analyze the finite wordlength effects in each case, and select the one showing the least effects

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Equivalent Structures

- In certain cases, it is possible to develop a structure that by construction has the least quantization effects
- We defer the review of these structures after a discussion of the analysis of quantization effects
- Here, we review some simple realizations that in many applications are quite adequate

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Basic FIR Digital Filter Structures

- A causal FIR filter of order N is characterized by a transfer function $H(z)$ given by

$$H(z) = \sum_{n=0}^N h[n]z^{-n}$$

which is a polynomial in z^{-1}

- In the time-domain the input-output relation of the above FIR filter is given by

$$y[n] = \sum_{k=0}^N h[k]x[n-k]$$

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Direct Form FIR Digital Filter Structures

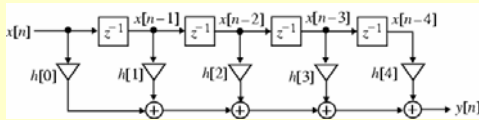
- An FIR filter of order N is characterized by $N+1$ coefficients and, in general, require $N+1$ multipliers and N two-input adders
- Structures in which the multiplier coefficients are precisely the coefficients of the transfer function are called **direct form** structures

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Direct Form FIR Digital Filter Structures

- A direct form realization of an FIR filter can be readily developed from the convolution sum description as indicated below for $N = 4$



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Direct Form FIR Digital Filter Structures

- An analysis of this structure yields

$$y[n] = h[0]x[n] + h[1]x[n-1] + h[2]x[n-2] + h[3]x[n-3] + h[4]x[n-4]$$

which is precisely of the form of the convolution sum description

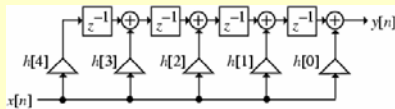
- The direct form structure shown on the previous slide is also known as a **transversal filter**

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Direct Form FIR Digital Filter Structures

- The transpose of the direct form structure shown earlier is indicated below



- Both direct form structures are canonic with respect to delays

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Cascade Form FIR Digital Filter Structures

- A higher-order FIR transfer function can also be realized as a cascade of second-order FIR sections and possibly a first-order section

- To this end we express $H(z)$ as

$$H(z) = h[0] \prod_{k=1}^K (1 + \beta_{1k}z^{-1} + \beta_{2k}z^{-2})$$

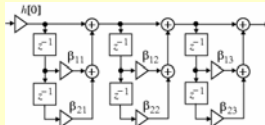
where $K = \frac{N}{2}$ if N is even, and $K = \frac{N+1}{2}$ if N is odd, with $\beta_{2K} = 0$

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Cascade Form FIR Digital Filter Structures

- A cascade realization for $N = 6$ is shown below



- Each second-order section in the above structure can also be realized in the transposed direct form

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Polyphase FIR Structures

- The polyphase decomposition of $H(z)$ leads to a parallel form structure
- To illustrate this approach, consider a causal FIR transfer function $H(z)$ with $N = 8$:

$$H(z) = h[0] + h[1]z^{-1} + h[2]z^{-2} + h[3]z^{-3} + h[4]z^{-4} + h[5]z^{-5} + h[6]z^{-6} + h[7]z^{-7} + h[8]z^{-8}$$

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Polyphase FIR Structures

- $H(z)$ can be expressed as a sum of two terms, with one term containing the even-indexed coefficients and the other containing the odd-indexed coefficients:

$$\begin{aligned} H(z) &= (h[0] + h[2]z^{-2} + h[4]z^{-4} + h[6]z^{-6} + h[8]z^{-8}) \\ &\quad + (h[1]z^{-1} + h[3]z^{-3} + h[5]z^{-5} + h[7]z^{-7}) \\ &= (h[0] + h[2]z^{-2} + h[4]z^{-4} + h[6]z^{-6} + h[8]z^{-8}) \\ &\quad + z^{-1}(h[1] + h[3]z^{-2} + h[5]z^{-4} + h[7]z^{-6}) \end{aligned}$$

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Polyphase FIR Structures

- By using the notation

$$E_0(z) = h[0] + h[2]z^{-1} + h[4]z^{-2} + h[6]z^{-3} + h[8]z^{-4}$$

$$E_1(z) = h[1] + h[3]z^{-1} + h[5]z^{-2} + h[7]z^{-3}$$

we can express $H(z)$ as

$$H(z) = E_0(z^2) + z^{-1}E_1(z^2)$$

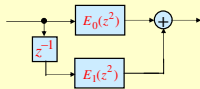
- The above decomposition is more commonly known as the **2-branch polyphase decomposition**

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Polyphase FIR Structures

- A realization of $H(z)$ based on the 2-branch polyphase decomposition is thus as shown below



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Polyphase FIR Structures

- In a similar manner, by grouping the terms in the original expression for $H(z)$, we can reexpress it in the form

$$H(z) = E_0(z^3) + z^{-1}E_1(z^3) + z^{-2}E_2(z^3)$$

where now

$$E_0(z) = h[0] + h[3]z^{-1} + h[6]z^{-2}$$

$$E_1(z) = h[1] + h[4]z^{-1} + h[7]z^{-2}$$

$$E_2(z) = h[2] + h[5]z^{-1} + h[8]z^{-2}$$

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Polyphase FIR Structures

- The decomposition of $H(z)$ in the form

$$H(z) = E_0(z^2) + z^{-1}E_1(z^2)$$

or

$$H(z) = E_0(z^3) + z^{-1}E_1(z^3) + z^{-2}E_2(z^3)$$

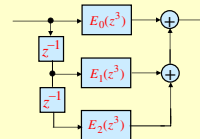
is more commonly known as the **3-branch polyphase decomposition**

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Polyphase FIR Structures

- A realization of $H(z)$ based on the 3-branch polyphase decomposition is thus as shown below



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Polyphase FIR Structures

- In the general case, an L -branch polyphase decomposition of an FIR transfer function of order N is of the form

$$H(z) = \sum_{m=0}^{L-1} z^{-m} E_m(z^L)$$

where

$$E_m(z) = \sum_{n=0}^{\lfloor (N+1)/L \rfloor} h[Ln+m] z^{-n}$$

with $h[n]=0$ for $n > N$

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Polyphase FIR Structures

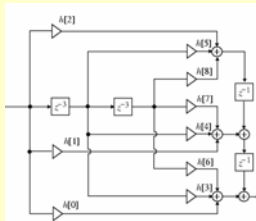
- The subfilters $E_m(z^L)$ in the polyphase realization of an FIR transfer function are also FIR filters and can be realized using any methods described so far
- However, to obtain a canonic realization of the overall structure, the delays in all subfilters must be shared

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Polyphase FIR Structures

- Figure below shows a canonic realization of a length-9 FIR transfer function obtained using delay sharing



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Linear-Phase FIR Structures

- The **symmetry** (or **antisymmetry**) property of a linear-phase FIR filter can be exploited to reduce the number of multipliers into almost half of that in the direct form implementations
- Consider a length-7 **Type 1** FIR transfer function with a symmetric impulse response:

$$H(z) = h[0] + h[1]z^{-1} + h[2]z^{-2} + h[3]z^{-3} + h[2]z^{-4} + h[1]z^{-5} + h[0]z^{-6}$$

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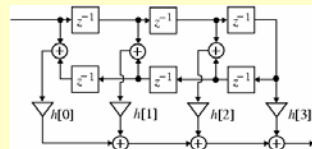
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Linear-Phase FIR Structures

- Rewriting $H(z)$ in the form

$$H(z) = h[0](1 + z^{-6}) + h[1](z^{-1} + z^{-5}) + h[2](z^{-2} + z^{-4}) + h[3]z^{-3}$$

we obtain the realization shown below



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Linear-Phase FIR Structures

- A similar decomposition can be applied to a **Type 2** FIR transfer function
- For example, a length-8 **Type 2** FIR transfer function can be expressed as

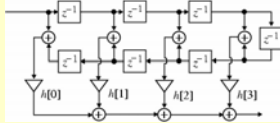
$$H(z) = h[0](1 + z^{-7}) + h[1](z^{-1} + z^{-6}) + h[2](z^{-2} + z^{-5}) + h[3](z^{-3} + z^{-4})$$

- The corresponding realization is shown on the next slide

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Linear-Phase FIR Structures



- Note: The Type 1 linear-phase structure for a length-7 FIR filter requires 4 multipliers, whereas a direct form realization requires 7 multipliers

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Linear-Phase FIR Structures

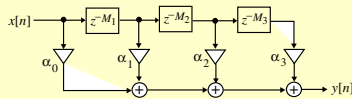
- Note: The Type 2 linear-phase structure for a length-8 FIR filter requires 4 multipliers, whereas a direct form realization requires 8 multipliers
- Similar savings occurs in the realization of Type 3 and Type 4 linear-phase FIR filters with antisymmetric impulse responses

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Tapped Delay Line

- In some applications, such as musical and sound processing, FIR filter structures of the form shown below are employed



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Tapped Delay Line

- The structure consists of a chain of $M_1 + M_2 + M_3$ unit delays with taps at the input, at the end of first M_1 delays, at the end of next M_2 delays, and at the output
- Signals at these taps are then multiplied by constants α_0 , α_1 , α_2 , and α_3 and added to form the output

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Tapped Delay Line

- Such a structure is usually referred to as the tapped delay line
- The direct form FIR structure in slide no. 37 is seen to be a special case of the tapped delay line, where there is a tap after each unit delay

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