DIGITAL FILTERING AND THE DFT

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idealized system

Digital Linear Filters in the Receiver



There are a number of places in our PAM communication system receiver after the sampler where a digital linear filter is needed, including:

- lowpass filter in digital downconversion
- pulse-matched filter
- timing interpolator
- equalizer

correlator for decoder frame synchronization

Discrete-time Linear Systems Tidbits

Discrete-time impulse:

$$\delta[k] = \left\{ \begin{array}{ll} 1 & k = 0 \\ 0 & k \neq 0 \end{array} \right.$$

Signal as weighted sum of delayed impulses:

$$\{w[k]\} = \{1, 2, -1, ...\}$$
$$w[k] = \delta[k] + 2\delta[k-1] - \delta[k-2] \dots$$

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Discrete-time linear system response:

▶ input:
$$w[k] = \delta[k] \Rightarrow \text{output: } y[k] = h[k]$$

▶ input: $w[k] = \delta[k] + 2\delta[k-1] = w[0]\delta[k] + w[1]\delta[k-1]$
⇒ output: $y[k] = w[0]h[k] + w[1]h[k-1]$
▶ input: $w[k] = \sum_{j=-\infty}^{\infty} w[j] \delta[k-j]$
⇒ output: $y[k] = \sum_{j=-\infty}^{\infty} w[j] h[k-j] \equiv w[k] * h[k]$

DFT Tidbits

► DFT: Given

$$\{w[k]\} = \{w[0], \ w[1], \ ..., \ w[N-1]\}$$

we define

$$W[n] = DFT(\{w[k]\})$$

= $\sum_{k=0}^{N-1} w[k]e^{-j(2\pi/N)nk}$ $n = 0, 1, 2, ..., N-1$
Given

► IDFT: Given

$$\{W[n]\}=\{W[0],\ W[1],\ ...,\ W[N-1]\}$$

we define

$$w[k] = \text{IDFT}(\{W[n]\})$$

= $\frac{1}{N} \sum_{n=0}^{N-1} W[n] e^{j(2\pi/N)nk}$ $k = 0, 1, 2, ..., N-1$

Define

$$\mathbf{w} = \begin{bmatrix} w[0] \ w[1] \ w[2] \ \dots \ w[N-1] \end{bmatrix}^T$$
$$M^{-1} = \begin{bmatrix} 1 & 1 & 1 & \dots & 1\\ 1 & e^{\frac{j2\pi}{N}} & e^{\frac{j4\pi}{N}} & \dots & e^{\frac{j2\pi(N-1)}{N}}\\ 1 & e^{\frac{j4\pi}{N}} & e^{\frac{j8\pi}{N}} & \dots & e^{\frac{j4\pi(N-1)}{N}}\\ \vdots & \vdots & \vdots & \vdots & \vdots\\ 1 & e^{\frac{j2(N-1)\pi}{N}} & e^{\frac{j4(N-1)\pi}{N}} & \dots & e^{\frac{j2(N-1)^2\pi}{N}} \end{bmatrix}$$

 $\mathbf{W} = [W[0] \ W[1] \ W[2] \ \dots \ W[N-1]]^T$

Then, for the IDFT

$$\mathbf{w} = \left(\frac{1}{N}\right) M^{-1} \mathbf{W}$$

and for the DFT

$$\mathbf{W} = NM\mathbf{w}$$

$$N\mathbf{w} = W[0] \begin{bmatrix} 1\\1\\1\\\vdots\\1 \end{bmatrix} + W[1] \begin{bmatrix} \frac{1}{e^{j2\pi/N}}\\e^{j4\pi/N}\\\vdots\\e^{j2\pi(N-1)/N} \end{bmatrix} + \dots + W[N-1] \begin{bmatrix} \frac{1}{e^{j2(N-1)\pi/N}}\\e^{j4(N-1)\pi/N}\\\vdots\\e^{j2(N-1)^2\pi/N} \end{bmatrix}$$
$$= W[0] C_0 + W[1] C_1 + \dots + W[N-1] C_{N-1}$$
$$= \sum_{n=0}^{N-1} W[n]C_n$$

 \mathbf{w} is a linear combination of the columns C_n .

- The all ones C_0 is a vector of samples of a zero frequency sinusoid.
- ▶ The entries of C_1 maintain the same (unit) magnitude but have an angle that increases from 0 to $2\pi(N-1)/N$, i.e. traversing one period over the data record length.
- ► The entries of C₂ traverse the full unit circle twice in the positive (counterclockwise) direction.
- ► The DFT re-expresses the time vector as a linear combination of sinusoids with periods equal to the data record length, half this length, one-third this length, and so forth up to (1/(N-1))th of this length.

The key factors in a DFT based frequency analysis are:

- ► The sampling interval *T_s* is the time resolution, the shortest time over which any event can be observed.
- The sampling rate is $f_s = \frac{1}{T_s}$. As the sample rate increases, the time resolution decreases.
- The total time is $T = NT_s$ where N is the number of samples in the analysis.
- The frequency resolution is $\frac{1}{T} = \frac{1}{NT_s} = \frac{f_s}{N}$. Sinusoids closer together (in frequency) than this value are indistinguishable.
- As the time resolution increases, the frequency resolution decreases, and vice versa.

Example: In specgong.m

- ▶ sampling interval: T_s = 1/(44100)
 ▶ number of samples: N = 2¹⁶
- total time: $NT_s = 1.48$ seconds
- frequency resolution: $\frac{1}{NT_{c}} = 0.67$ Hz



Software Receiver Design

Filter Design Tidbits

Types:

- Iowpass filter
- high pass filter
- bandpass filter
- bandstop (notch) filter

Bandpass filter spectra specification:



Filter Design Tidbits (cont'd)

From help firpm:

FIRPM performs Parks-McClellan optimal equiripple FIR filter design. i.e. a linear phase (real, symmetric coefficients) FIR filter which has the best approximation to the desired frequency response in the minimax sense.

- b = firpm(fl,fbe,damps)
 - b is the output vector containing the impulse response of the designed filter.
 - fl is (one less than) the number of terms in b.
 - $\odot~{\tt fl} \uparrow \Rightarrow {\tt fit}$ to design specs improves
 - $\odot~\texttt{fl} \uparrow \Rightarrow \texttt{computational costs}$ increase
 - \odot fl $\uparrow \Rightarrow$ throughput delay increases

Filter Design Tidbits (cont'd)

- fbe is a vector of frequency band edge values as a fraction of the prevailing Nyquist frequency. For a basic bandpass filter:
 - bottom of stopband (presumably zero)
 - top edge of lower stopband (which is also the lower edge of the lower transition band)
 - lower edge of passband
 - upper edge of passband
 - Iower edge of upper stopband
 - upper edge of upper stopband (generally the last value will be 1).
- damps is the vector of desired amplitudes of the frequency response at each band edge.

Filter Design Tidbits (cont'd)

From bandex with

- b fbe=[0 0.24 0.26 0.74 0.76 1]
- ▶ damps=[0 0 1 1 0 0]
- ▶ fl=30

b=firpm(fl,fbe,damps); freqz(b) produces



Filter Design Tidbits (cont'd)

To demonstrate criteria fit impact of filter length, repeat preceding example with fl halved and doubled.

▶ fl=15



Filter Design Tidbits (cont'd)

▶ fl=60



Note improved fit to design specifications with increase in filter length (fl).

Software Receiver Design

Johnson/Sethares/Klein

Filter Design Tidbits (cont'd)

Adding an in-band notch with

- ▶ fbe=[0 0.24 0.26 0.59 0.595 0.605 0.61 0.74 0.76 1]
- damps=[0 0 1 1 0 0 1 1 0 0]
- ▶ fl=60



Desired notch (at normalized frequency = 0.6) is barely perceptible.

Software Receiver Design

Filter Design Tidbits (cont'd)





Note improved fit to design specifications with increase in filter length (f1). Desired notch (at normalized frequency = 0.6) is quite pronounced. *NEXT...* We discuss the conversion of bits to symbols to pulse-amplitude modulated signals and the reversal with correlation used to locate the frame break.

Software Receiver Design