


## Module 1: DSP Introduction & Z-Transforms

Please load J-DSP by pressing the  button of the quick tour of J-DSP web page. You need to establish and connect all blocks mentioned in this text manually. If you are running from the web page, using J-DSP scripts, everything is loaded automatically.

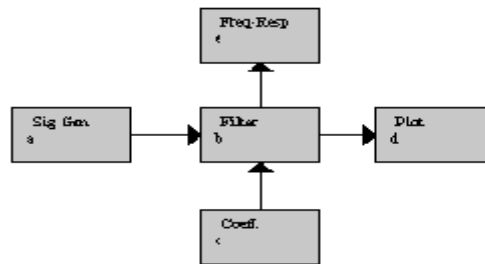
### Digital filters Overview:

Digital filters are programmable filters whose purpose is to allow the desirable portion of the input signal to pass and cut off the part of the signal that is unwanted

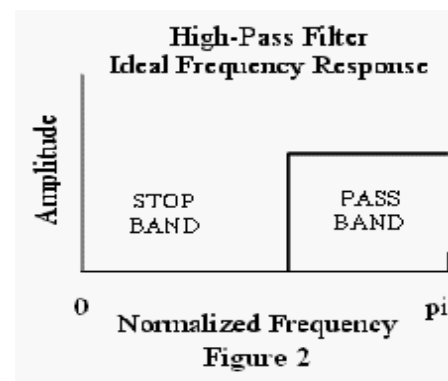
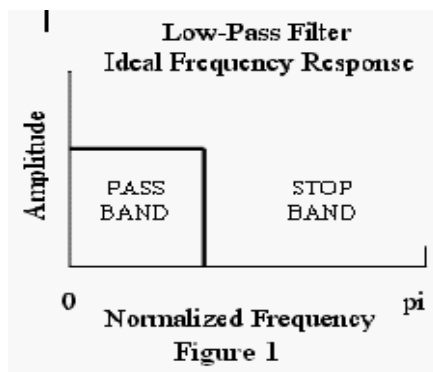
### DEMO Overview:

This DEMO is intended to familiarize the students or participants with some basic concepts in digital filters. It is divided into two parts: part A covers some basic concepts in digital filters and part B goes through a speech filtering example.

The student or participant will make use of the J-DSP that simulates a source-filter configuration. In J-DSP, a simple simulation of digital filtering consists of 5 blocks, as shown below.



1. The source (**Sig Gen**) block: A signal generator that generates the input signal to be filtered. The user can choose from a variety of input signals (step function, sinusoid, triangular, exponential, etc...).
2. The filter (**Filter**) and the filter coefficient (**Coeff**) blocks: By changing the filter coefficients we can change the frequency response of the filter. Figures 1 and 2 show the ideal frequency response of the low-pass and high-pass filters, respectively.



3. The frequency response (**Freq Resp**) block plots the response of the filter depending on the filter coefficients. It plots the normalized frequency versus the amplitude of the filter response.

The sampling frequency is set at 8 kHz the frequency that most telephony signals are sampled at.

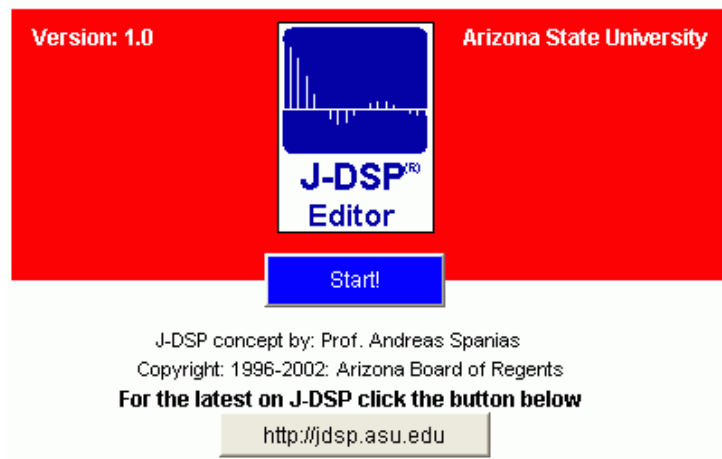
In J-DSP, all frequencies are referenced to the normalized frequency. A simple formula that shows the relationship between the normalized frequency and the actual frequency is:  $\Omega = 2\pi f / f_s$  where  $\Omega$  is the normalized frequency,  $f$  the actual frequency, and  $f_s$  is the sampling frequency.

For example in J-DSP when  $\Omega = \pi$  then the actual frequency is equal to  $f_s/2$ . ( $f = f_s/2$ ).

4. The plot (**Plot**) block basically shows the output signal. In other words it plots the filtered input signal.

Note that in order for J-DSP to execute any parameter changes made on the blocks the user must press the UPDATE button located on the bottom of each block window.

## PART A: Basics on digital filters



Press **Start** on the J-DSP Editor and follow the instructions below

**STEP 1:** The signal generator is feeding the filter with a **low frequency** sinusoid with amplitude equal to one. Observe the *filter coefficients* and the *frequency response* of the filter.

- What is the normalized frequency of the input signal?  $\Omega = \underline{\hspace{2cm}}$

Remember the general transfer function of a digital filter:



**STEP 3:** Change the following filter coefficient. Insert a minus sign in front of the **b1** coefficient. (therefore **b1 = -1.0**)

- Observe the frequency response plot of the filter.
- Write the new transfer function:

$$H(z) = \text{—————}$$

- What kind of digital filter is realized now? (Low-pass? High-pass?) \_\_\_\_\_
- Observe the output. Did the amplitude of the output signal increase or decrease with respect to the input signal? Write the amplitude of the output signal,  $|y[n]| = \text{_____}$ .
- What can you conclude about the effect of a high-pass filter on a low frequency input signal?

**STEP 4:** Make the following changes to the filter coefficients. Set **b0 = 1.0**, **b1 = 0.0** and **a1 = -0.9**

- Observe the frequency response plot of the filter.
- Write the new transfer function:

$$H(z) = \text{—————}$$

- What kind of digital filter is implemented now? (Low-pass? High-pass?) \_\_\_\_\_
- Observe the output. Did the amplitude of the output signal increase or decrease with respect to the input signal? Write the amplitude of the output signal,  $|y[n]| = \text{_____}$ .

**STEP 5:** Change the following filter coefficient. Set **a1 = 0.9**.

- Observe the frequency response plot of the filter.
- Write the new transfer function:

$$H(z) = \text{—————}$$

- What kind of digital filter is implemented now? (Low-pass? High-pass?) \_\_\_\_\_
- Observe the output. Did the amplitude of the output signal increase or decrease with respect to the input signal? Write the amplitude of the output signal,  $|y[n]| = \text{_____}$ .

**STEP 6:** In order to understand the difference of the effect of filtering between the low and high frequency sinusoids set the signal generator for a **high frequency** sinusoid with a normalized frequency equal to **0.8 x pi**. ( **$\Omega = 0.8 \times \pi$** ). Also, set all the filter coefficients to zero except **a0** and **b0**. ( **$a0 = 1.0$**  and  **$b0 = 1.0$** ).

- Repeat Steps 1 through 5.
- Note the difference between the results when the input signal was a low frequency sinusoid with those when the input signal was a high frequency sinusoid.
- Compare the output of the low-pass and high-pass filters for low frequency sinusoids.
- Compare the output of the low-pass and high-pass filters for high frequency sinusoids.

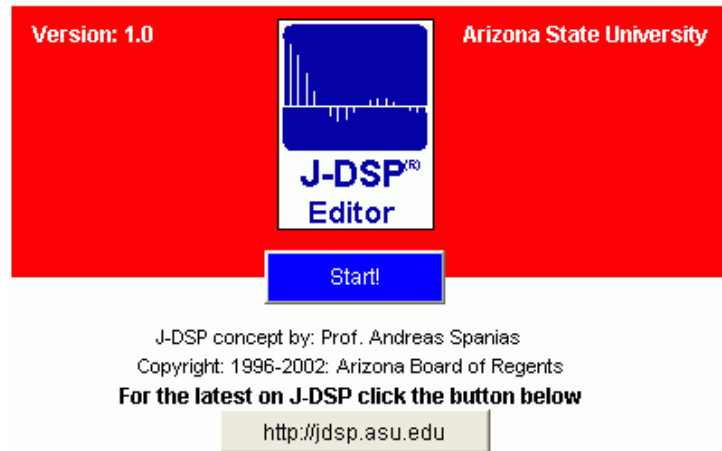
**STEP 7:** Set the signal generator for a rectangular input, a step function  $u[n]$ , with pulsewidth = 64.

- Observe the output on the **Plot**.
- Is there a transient response (region)? \_\_\_\_\_
- How long, measured in terms of samples, is the transient response? No. samples = \_\_\_\_\_  
(Hint: Use the cursor on the plot window and choose between continuous and discrete representation of the output signal).

*THIS IS THE END OF PART A. PLEASE CLOSE THE J-DSP EDITOR WINDOW.*

## **PART B: Speech Example**

*\*\*\*For this part of the DEMO you will need a pair of speakers properly installed on your computer\*\*\**



Press **Start** on the J-DSP Editor and follow the instructions below

**STEP 1:** Press the Rerun button of the long signal generator block (**Sig. Gen (L)**) then, press the green button Play of the sound player (**Snd Plyr**) block.

- You have heard the original audio sample without being subjected to any filtering.
- Verify that the transfer function defined by the given filter coefficients is an all-pass filter.
- Write the transfer function:

$$H(z) = \text{_____}$$

**STEP 2:** Change the following filter coefficients: Set  $a_1 = -0.9$ .

Repeat the instructions given in STEP 1.

- What range of the audio spectrum has survived filtering? (Low frequencies? High frequencies?)
- What kind of digital filter is implemented? (Low-pass? High-pass?) \_\_\_\_\_
- Write the transfer function:

$$H(z) = \text{_____}$$

**STEP 3:** Change the following filter coefficients. Set  $a_1 = 0.9$ . Repeat the instructions given in STEP 1.

- What range of the audio spectrum has survived filtering? (Low frequencies? High frequencies?)
- What kind of digital filter is implemented? (Low-pass? High-pass?) \_\_\_\_\_

$$H(z) = \text{_____}$$

**Questions:**

- What have you learned from this DEMO?
- Did you understand the effect of digital filtering on sinusoids?  YES  NO
- Did you understand the difference between low and high pass filtering?  YES  NO
- Did you understand the significance of digital filters on the speech example?  YES  NO
- Did you find this DEMO helpful?  YES  NO

**THIS IS THE END OF THE EXERCISE**

