

Round off Noise issues in Cascade Structure

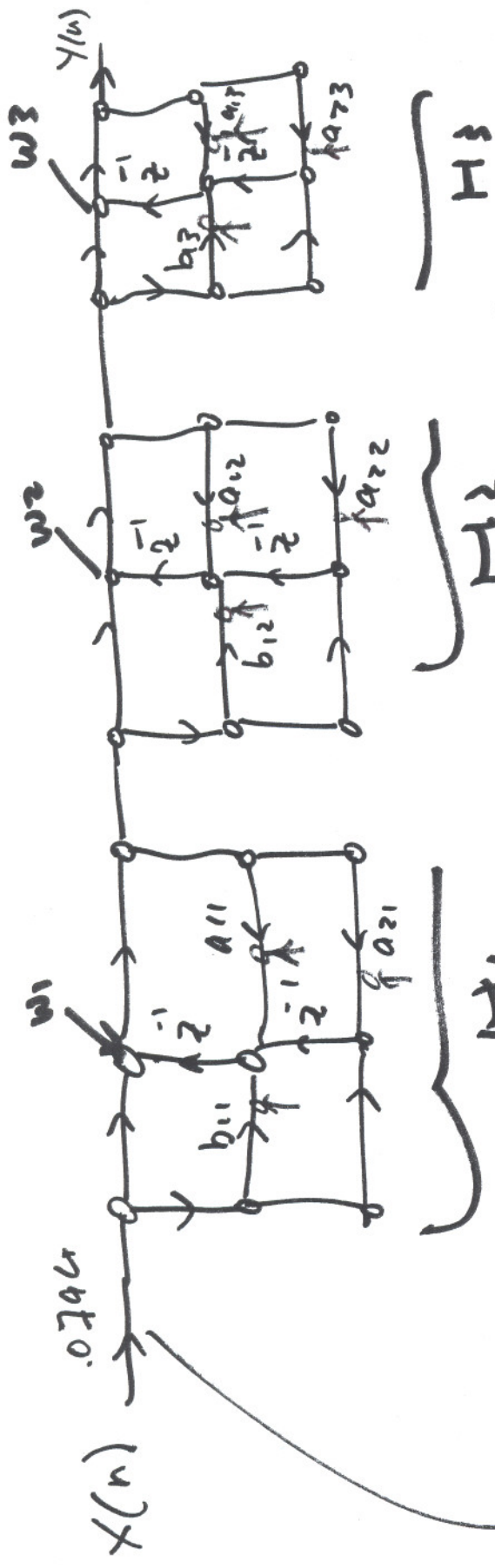
Specs: $.99 \leq |H(\omega)| \leq 1.01 \quad |\omega| < 0.5\pi$

$|H(\omega)| \leq 0.01 \quad .56\pi \leq |\omega| < \pi$

$$H(z) = 0.0794 \prod_{k=1}^3 H_k(z) = \frac{0.0794 \prod_{k=1}^3 (1 + b_{1k}z^{-1} + b_{2k}z^{-2})}{\prod_{k=1}^3 (1 - a_{1k}z^{-1} - a_{2k}z^{-2})}$$

K	a_{1k}	a_{2k}	b_{1k}	b_{2k}
1	0.47	-0.17	1.7	.78
	0.14	-0.6		.411
	-0.05	-0.90		

unity gain
at passband



Can show 0.0794 prevents overflow in the above implementation.

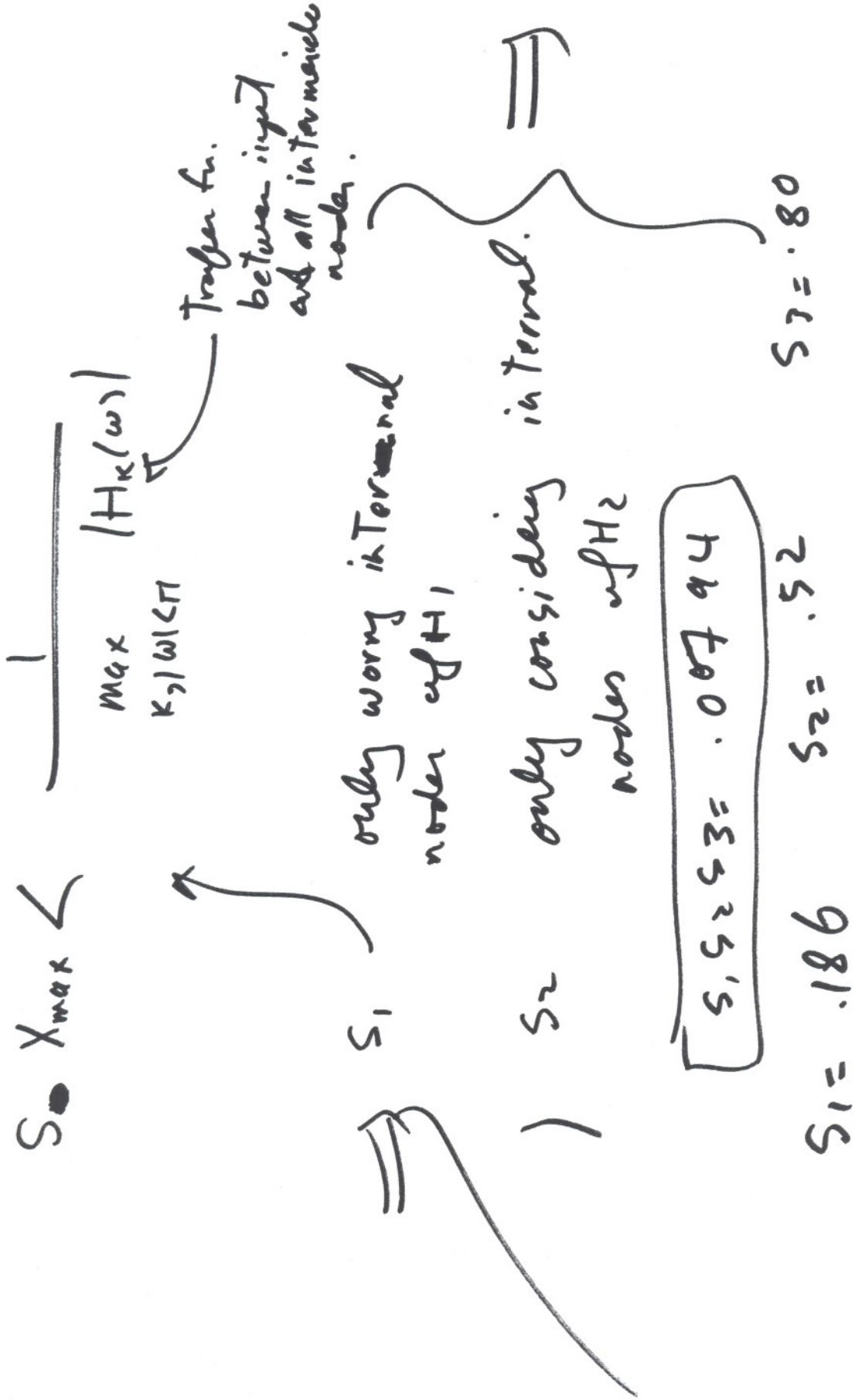
Add ~~noise~~ Quantization noise sources

$$H(z) = S_1 H_1(z) S_2 H_2(z) S_3 H_3(z)$$

$$S_1 S_2 S_3 = 0.794$$

Choose S_1, S_2, S_3 so that no overflows in H_1, H_2, H_3

If you apply Technique #2 from last lecture



$$S_1 \max_{|\omega| < \infty, m} |H_{1m}(\omega)| < 1$$

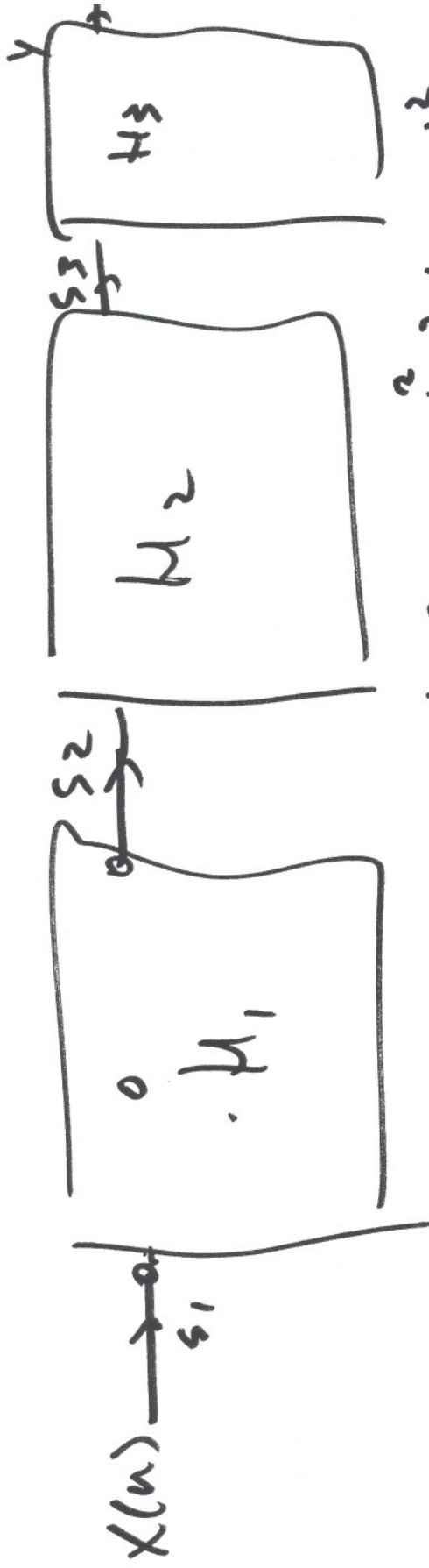
$H_{1m}(\omega)$ are transfer fn between input to H_1 and all of its nodes, m .

$$S_1 S_2 \max_{|\omega| < \infty, m, n} |H_{1m}(\omega) H_{2n}(\omega)| < 1$$

$$S_1 S_2 S_3 = 0.794$$

$\Rightarrow S_1 S_2 S_3$ There eqns

There unknowns



noise power at output = $\frac{2B}{2} \left[\frac{1}{2\pi} \int_{-\pi}^{+\pi} |A_1(\omega)|^2 d\omega + \frac{1}{2\pi} \int_{-\pi}^{+\pi} \frac{|H_3(\omega)|^2}{|A_2(\omega)|^2} d\omega + \frac{1}{2\pi} \int_{-\pi}^{+\pi} \frac{|H_2(\omega)|^2 |S_3|^2 |H_3(\omega)|^2}{|A_1(\omega)|^2} d\omega \right]$

observations: H_1 doesn't appear \rightarrow lots of δ^2
 H_2 appear \downarrow depending on zeros
 H_3 appear \downarrow how we pair up zeros + poles. 6

Jackson's rule for choosing a zero/pole pair:

- ① Pair up a pole that is closest to the unit circle with the zero that is also closest to the unit circle.
- ② Repeat rule 1 until poles & zeros are exhausted.
- ③ The resulting 2nd order sections should be ordered according to either:
 - increasing closeness to the unit circle
 - or decreasing closeness to the unit circle.

noise power $n(t) \rightarrow$ stationary.

Auto correlation
 $A(\tau) = E [n(t) n(t + \tau)]$

∫ F.T.

Power spectrum of noise

EE 126
226

Fixed Point ← int
long
short

↓
Floating Point → float
double

Characteristic
exponent $f = 2^{\hat{x}_m}$ → overflow
non issue.

→ mantissa

$$0.5 < \hat{x}_m < 1$$

\hat{x}_m ← fixed point.
C ← fixed point

floating point arith

- ① no overflows
- ② Addition AND multiply
Both introduce errors

Both errors are signal dependent

$$\hat{x} = x(1 + \epsilon) = x + \epsilon x$$

signal dependent