

SYED AMMAL ENGINEERING COLLEGE

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Dr. E.M.Abdullah Campus,Ramanathapuram – 623 502.

Phone: 304001, 304002 (04567) Fax: 304123(04567)



Department of Electronics and Communication Engineering



IT6502/DIGITAL SIGNAL PROCESSING Two MARKS Questionwith Answers

UNIT-I/ SIGNALS AND SYSTEMS

1. Define Signal.

A Signal is defined as any physical quantity that varies with time, space or any other independent variables.

2. Define a system.

A System is a physical device (i.e., hardware) or algorithm (i.e., software) that performs an operation on the signal.

3. What are the steps involved in digital signal processing?

- Converting the analog signal to digital signal, this is performed by A/D converter
- Processing Digital signal by digital system.
- Converting the digital signal to analog signal, this is performed by D/A converter.

4. Give some applications of DSP?

- Speech processing – Speech compression & decompression for voice storage system
- Communication – Elimination of noise by filtering and echo cancellation.
- Bio-Medical – Spectrum analysis of ECG,EEG etc.

5. Write the classifications of DT Signals.

- Energy & Power signals
- Periodic & Aperiodic signals
- Even & Odd signals.

6. What is an Energy and Power signal?

Energy signal: A finite energy signal is periodic sequence, which has a finite energy but zero average power.

Power signal: An Infinite energy signal with finite average power is called a power signal.

7. What is Discrete Time Systems?

The function of discrete time systems is to process a given input sequence to generate output sequence. In practical discrete time systems, all signals are digital signals, and operations on such signals also lead to digital signals. Such discrete time systems are called digital filter.

8. Write the Various classifications of Discrete-Time systems.

- Linear & Non linear system
- Causal & Non Causal system
- Stable & Un stable system
- Static & Dynamic systems

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9. Define Linear system

A system is said to be linear system if it satisfies Super position principle. Let us consider $x_1(n)$ & $x_2(n)$ be the two input sequences & $y_1(n)$ & $y_2(n)$ are the responses respectively,

$$T [ax_1(n) + bx_2(n)] = a y_1(n) + by_2(n)$$

10. Define Static & Dynamic systems

When the output of the system depends only upon the present input sample, then it is called static system, otherwise if the system depends past values of input then it is called dynamic system

11. Define causal system.

When the output of the system depends only upon the present and past input sample, then it is called causal system, otherwise if the system depends on future values of input then it is called non-causal system.

12. Define Shift-Invariant system.

If $y(n)$ is the response to an input $x(n)$, then the response to an input $X(n) = x(n-n_0)$ then $y(n) = y(n-n_0)$ When the system satisfies above condition then it is said to shift in variant, otherwise it is variant.

13. Define impulse and unit step signal.

Impulse signal $\delta(n)$: The impulse signal is defined as a signal having unit magnitude at $n = 0$ and zero for other values of n . $\delta(n) = 1; n = 0$

$0; n \leq 0$

Unit step signal $u(n)$: The unit step signal is defined as a signal having unit magnitude for all values of n . $u(n) = 1; n \geq 0$

$0; n \leq 0$

14. What are FIR and IIR systems?

The impulse response of a system consist of infinite number of samples are called IIR system & the impulse response of a system consist of finite number of samples are called FIR system.

15. What are the basic elements used to construct the block diagram of discrete time system?

The basic elements used to construct the block diagram of discrete time Systems are Adder, Constant multiplier & Unit delay element.

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16. What is ROC in Z-Transform?

The values of z for which z – transform converges is called region of convergence (ROC). The z -transform has an infinite power series; hence it is necessary to mention the ROC along with z -transform.

17. List any four properties of Z-Transform.

- Linearity
- Time Shifting
- Frequency shift or Frequency translation
- Time reversal

18. What are the different methods of evaluating inverse z-transform?

- Partial fraction expansion
- Power series expansion
- Contour integration (Residue method)

19. Define sampling theorem.

A continuous time signal can be represented in its samples and recovered back if the sampling frequency $F_s \geq 2B$. Here 'Fs' is the sampling frequency and 'B' is the maximum frequency present in the signal.

20. Check the linearity and stability of $g(n)$,

- Since square root is nonlinear, the system is nonlinear.
- As long as $x(n)$ is bounded, its square root is bounded. Hence this system is stable.

21. What are the properties of convolution?

1. Commutative property $x(n) * h(n) = h(n) * x(n)$
2. Associative property $[x(n) * h_1(n)] * h_2(n) = x(n) * [h_1(n) * h_2(n)]$
3. Distributive property $x(n) * [h_1(n) + h_2(n)] = [x(n) * h_1(n)] + [x(n) * h_2(n)]$

22. Define Z transform.

The Z transform of a discrete time signal $x(n)$ is denoted by $X(z)$ and is given by
$$X(z) = \sum_{n=-\infty}^{\infty} x(n)Z^{-n}$$

23. Define ROC.

The value of Z for which the Z transform converged is called region of convergence.

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24. Find Z transform of $x(n)=\{1,2,3,4\}$

$$x(n)= \{1,2,3,4\}$$

$$X(z)= x(n)z^{-n}$$

$$= 1+2z^{-1}+3z^{-2}+4z^{-3}.$$

$$= 1+2/z+3/z^2+4/z^3.$$

25. State the convolution property of Z transform.

The convolution property states that the convolution of two sequences in time domain is equivalent to multiplication of their Z transforms.

26. What z transform of $(n-m)$?

By time shifting property $Z[A(n-m)]=AZ^{-m} \sin Z[n] = 1$

27. State initial value theorem.

If $x(n)$ is causal sequence then its initial value is given by $x(0)=\lim X(z)$

28. Obtain the inverse z transform of $X(z)=1/z-a, |z|>|a|$

Given $X(z)=z^{-1}/1-az^{-1}$

By time shifting property $X(n)=an.u(n-1)$

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UNIT-II / FREQUENCY TRANSFORMATIONS

1. Define DTFT.

Let us consider the discrete time signal $x(n)$. Its DTFT is denoted as $X(z)$. It is given as

$$X(z) = \sum_{n=-\infty}^{\infty} x(n)e^{-j\omega n}$$

2. State the condition for existence of DTFT?

The conditions are

- If $x(n)$ is absolutely summable then $\sum_{n=-\infty}^{\infty} |x(n)| < \infty$
- If $x(n)$ is not absolutely summable then it should have finite energy for DTFT to exist.

3. List the properties of DTFT.

Periodicity, Linearity, Time shift, Frequency shift, Scaling, Differentiation in frequency domain, Time reversal, Convolution, Multiplication in time domain, Parseval's theorem.

4. What is the DTFT of unit sample?

The DTFT of unit sample is 1 for all values of ω .

5. Define DFT.

DFT is defined as $X(k) = \sum_{n=0}^{N-1} x(n)e^{-j2\pi kn/N}$. Here $x(n)$ is the discrete time sequence $X(k)$ is the fourier transform of $x(n)$.

6. Define Twiddle factor.

The Twiddle factor is defined as $W_N = e^{-j2\pi/N}$

7. Define Zero padding.

The method of appending zero in the given sequence is called as Zero padding.

8. Define circularly even sequence.

A Sequence is said to be circularly even if it is symmetric about the point zero on the circle.

$$x(N-n) = x(n), 1 \leq n \leq N-1.$$

9. Define circularly odd sequence.

A Sequence is said to be circularly odd if it is anti symmetric about point $x(0)$ on the circle.

10. Define circularly folded sequences.

A circularly folded sequence is represented as $x((-n))_N$. It is obtained by plotting $x(n)$ in clockwise direction along the circle.

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11. State circular convolution.

This property states that multiplication of two DFT is equal to circular convolution of their sequence in time domain.

12. State parseval's theorem.

Consider the complex valued sequences $x(n)$ and $y(n)$.

$$\text{If } x(n)y^*(n) = 1/N X(k)Y^*(k)$$

13. What is DFT?

It is a finite duration discrete frequency sequence, which is obtained by sampling one period of Fourier transform. Sampling is done at N equally spaced points over the period extending from $w=0$ to 2π .

14. Define N point DFT.

The DFT of discrete sequence $x(n)$ is denoted by $X(K)$. It is given by, Here $k=0,1,2,\dots,N-1$. Since this summation is taken for N points, it is called as N -point DFT.

15. What is DFT of unit impulse $\delta(n)$?

The DFT of unit impulse $\delta(n)$ is unity.

16. List the properties of DFT.

Linearity, Periodicity, Circular symmetry, symmetry, Time shift, Frequency shift, complex conjugate, convolution, correlation and Parseval's theorem.

17. State Linearity property of DFT.

DFT of linear combination of two or more signals is equal to the sum of linear combination of DFT of individual signal.

18. When a sequence is called circularly even?

The N point discrete time sequence is circularly even if it is symmetric about the point zero on the circle.

19. What is the condition of a sequence to be circularly odd?

An N point sequence is called circularly odd if it is antisymmetric about point zero on the circle.

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20. Why the result of circular and linear convolution is not same?

Circular convolution contains same number of samples as that of $x(n)$ and $h(n)$, while in linear convolution, number of samples in the result (N) are,

$$N=L+M-1$$

Where

L = Number of samples in $x(n)$ M = Number of samples in $h(n)$

21. What is circular time shift of sequence?

Shifting the sequence in time domain by '1' samples is equivalent to multiplying the sequence in frequency domain by W_N^{kl}

22. What is the disadvantage of direct computation of DFT?

For the computation of N -point DFT, N^2 complex multiplications and $N[N-1]$ Complex additions are required. If the value of N is large than the number of computations will go into lakhs. This proves inefficiency of direct DFT computation.

23. What is the way to reduce number of arithmetic operations during DFT computation?

Number of arithmetic operations involved in the computation of DFT is greatly reduced by using different FFT algorithms as follows.

1. Radix-2 FFT algorithms. -Radix-2 Decimation in Time (DIT) algorithm.
- Radix-2 Decimation in Frequency (DIF) algorithm.
2. Radix-4 FFT algorithm.

24. What is the computational complexity using FFT algorithm?

1. Complex multiplications = $N/2 \log_2 N$
2. Complex additions = $N \log_2 N$

25. How linear filtering is done using FFT?

Correlation is the basic process of doing linear filtering using FFT. The correlation is nothing but the convolution with one of the sequence, folded. Thus, by folding the sequence $h(n)$, we can compute the linear filtering using FFT.

26. What is zero padding? What are its uses?

Let the sequence $x(n)$ has a length L . If we want to find the N point DFT ($N > L$) of the sequence $x(n)$. This is known as zero padding. The uses of padding a sequence with zeros are

- (i) We can get 'better display' of the frequency spectrum.
- (ii) With zero padding, the DFT can be used in linear filtering.

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27. Why FFT is needed?

The direct evaluation of the DFT using the formula requires N^2 complex multiplications and $N(N-1)$ complex additions. Thus for reasonably large values of N (in order of 1000) direct evaluation of the DFT requires an inordinate amount of computation. By using FFT algorithms the number of computations can be reduced. For example, for an N -point DFT, the number of complex multiplications required using FFT is $N/2 \log_2 N$. If $N=16$, the number of complex multiplications required for direct evaluation of DFT is 256, whereas using DFT only 32 multiplications are required.

28. What is the speed of improvement factor in calculating 64-point DFT of a sequence using direct computation and computation and FFT algorithms?

Or

Calculate the number of multiplications needed in the calculation of DFT and FFT with 64-point sequence.

The number of complex multiplications required using direct computation is $N^2=64^2=4096$. The number of complex multiplications required using FFT is $N/2 \log_2 N = 64/2 \log_2 64 = 192$. Speed improvement factor = $4096/192 = 21.33$

29. What is the main advantage of FFT?

FFT reduces the computation time required to compute discrete Fourier transform.

30. Calculate the number of multiplications needed in the calculation of DFT using FFT algorithm with using FFT algorithm with 32-point sequence.

For N -point DFT the number of complex multiplications needed using FFT algorithm is $N/2 \log_2 N$. For $N=32$, the number of the complex multiplications is equal to $32/2 \log_2 32 = 16 \times 5 = 80$.

31. What is FFT?

The fast Fourier transform (FFT) is an algorithm used to compute the DFT. It makes use of the symmetry and periodicity properties of twiddle factor W_N^k to effectively reduce the DFT computation time. It is based on the fundamental principle of decomposing the computation of the DFT of a sequence of length N into successively smaller discrete Fourier transforms. The FFT algorithm provides speed-increase factors, when compared with direct computation of the DFT, of approximately 64 and 205 for 256-point and 1024-point transforms, respectively.

32. How many multiplications and additions are required to compute N -point DFT using radix-2 FFT?

The number of multiplications and additions required to compute N -point DFT using radix-2 FFT are $N \log_2 N$ and $N/2 \log_2 N$ respectively.

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33. What is meant by radix-2 FFT?

The FFT algorithm is most efficient in calculating N-point DFT. If the number of output points N can be expressed as a power of 2, that is, $N=2^M$, where M is an integer, Then this algorithm is known as radix-2 FFT algorithm.

34. What is a decimation-in-time algorithm?

Decimation-in-time algorithm is used to calculate the DFT of a N-point Sequence. The idea is to break the N-point sequence into two sequences, the DFTs of which can be combined to give the DFT of the original N-point sequence. Initially the N-point sequence is divided into two $N/2$ -point sequences $x_e(n)$ and $x_o(n)$, which have the even and odd members of $x(n)$ respectively. The $N/2$ point DFTs of these two sequences are evaluated and combined to give the N point DFT. Similarly the $N/2$ point DFTs can be expressed as a combination of $N/4$ point DFTs. This process is continued till we left with 2-point DFT. This algorithm is called Decimation-in-time because the sequence $x(n)$ is often splitted into smaller sub sequences.

35. What are the differences and similarities between DIF and DIT algorithms?

Differences:

1. For DIT, the input is bit reversal while the output is in natural order, whereas for DIF, the input is in natural order while the output is bit reversed.
2. The DIF butterfly is slightly different from the DIT butterfly, the difference being that the complex multiplication takes place after the add-subtract operation in DIF.

Similarities: Both algorithms require same number of operations to compute the DFT. Both algorithms can be done in place and both need to perform bit reversal at some place during the computation.

36. What are the applications of FFT algorithms?

1. Linear filtering
2. Correlation
3. Spectrum analysis

37. What is a decimation-in-frequency algorithm?

In this the output sequence $X(K)$ is divided into two $N/2$ point sequences and each $N/2$ point sequences are in turn divided into two $N/4$ point sequences.

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38. Distinguish between DFT and DTFT.

S.No	DFT	DTFT
1	Obtained by performing sampling operation in both the time and frequency domains.	Sampling is performed only in time domain.
2	Discrete frequency spectrum	Continuous function of ω

39. Distinguish between Fourier series and Fourier transform.

S.No	Fourier Series	Fourier transform
1	Gives the harmonic content of a periodic time function.	Gives the frequency information for an aperiodic signal.
2	Discrete frequency spectrum	Continuous frequency spectrum

40. What is overlap-add method?

In this method the size of the input data block $x_i(n)$ is L . To each data block we append $M-1$ zeros and perform N point circular convolution of $x_i(n)$ and $h(n)$. Since each data block is terminated with $M-1$ zeros the last $M-1$ points from each output block must be overlapped and added to the first $M-1$ points of the succeeding blocks. This method is called overlap-add method.

41. What is overlap-save method?

In this method the data sequence is divided into N point sections $x_i(n)$. Each section contains the last $M-1$ data points of the previous section followed by L new data points to form a data sequence of length $N=L+M-1$. In circular convolution of $x_i(n)$ with $h(n)$ the first $M-1$ points will not agree with the linear convolution of $x_i(n)$ and $h(n)$ because of aliasing, the remaining points will agree with linear convolution. Hence we discard the first $(M-1)$ points of filtered section $x_i(n) * h(n)$. This process is repeated for all sections and the filtered sections are abutted together.

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UNIT-III / IIR FILTER DESIGN

1. What are the different types of filters based on impulse response?

Based on impulse response the filters are of two types

1. IIR filter

2. FIR filter

- The IIR filters are of recursive type, whereby the present output sample depends on the present input, past input samples and output samples.
- The FIR filters are of non recursive type, whereby the present output sample depends on the present input sample and previous input samples.

2. What are the different types of filters based on frequency response?

Based on frequency response the filters can be classified as

1. Lowpass filter

2. Highpass filter

3. Bandpass filter

4. Bandreject filter

3. Define IIR filter?

IIR filter has Infinite Impulse Response.

4. What are the various methods to design IIR filters?

- Approximation of derivatives
- Impulse invariance
- Bilinear transformation.

5. Which of the methods do you prefer for designing IIR filters? Why?

Bilinear transformation is best method to design IIR filter, since there is no aliasing in it.

6. What is the main problem of bilinear transformation?

Frequency warping or nonlinear relationship is the main problem of bilinear transformation.

7. What is prewarping?

Prewarping is the method of introducing nonlinearity in frequency relationship to compensate warping effect.

8. State the frequency relationship in bilinear transformation?

$$\Omega = \frac{2 \tan (\omega / 2)}{T}$$

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9. Where the $j\Omega$ axis of s-plane is mapped in z-plane in bilinear transformation?

The $j\Omega$ axis of s-plane is mapped on the unit circle in z-plane in bilinear transformation

10. Where left hand side and right hand side are mapped in z-plane in bilinear transformation?

- Left hand side -- Inside unit circle
- Right hand side – Outside unit circle

11. What is the frequency response of Butterworth filter?

Butterworth filter has monotonically reducing frequency response.

12. Which filter approximation has ripples in its response?

Chebyshev approximation has ripples in its pass band or stop band.

13. Can IIR filter be designed without analog filters?

Yes. IIR filter can be designed using pole-zero plot without analog filters.

14. What is the advantage of designing IIR Filters using pole-zero plots?

The frequency response can be located exactly with the help of poles and zeros.

15. Compare the digital and analog filter.

Digital filter	Analog filter
i) Operates on digital samples of the signal.	i) Operates on analog signals.
ii) It is governed by linear difference equation.	ii) It is governed by linear difference equation.
iii) It consists of adders, multipliers and delays implemented in digital logic.	iii) It consists of electrical components like resistors, capacitors and inductors.
iv) In digital filters the filter coefficients are designed to satisfy the desired frequency response.	iv) In digital filters the approximation problem is solved to satisfy the desired frequency response.

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16. What are the advantages and disadvantages of digital filters?

Advantages of digital filters

- High thermal stability due to absence of resistors, inductors and capacitors.
- Increasing the length of the registers can enhance the performance characteristics like accuracy, dynamic range, stability and tolerance.
- The digital filters are programmable.
- Multiplexing and adaptive filtering are possible.

Disadvantages of digital filters

- The bandwidth of the discrete signal is limited by the sampling frequency.
- The performance of the digital filter depends on the hardware used to implement the filter.

17. What is impulse invariant transformation?

The transformation of an analog filter to digital filter without modifying the impulse response of the filter is called impulse invariant transformation.

18. How analog poles are mapped to digital poles in impulse invariant transformation?

In impulse invariant transformation the mapping of analog to digital poles are as follows,

- The analog poles on the left half of s-plane are mapped into the interior of unit circle in z-plane.
- The analog poles on the imaginary axis of s-plane are mapped into the unit circle in the z-plane.
- The analog poles on the right half of s-plane are mapped into the exterior of unit circle in z-plane.

19. What is the importance of poles in filter design?

The stability of a filter is related to the location of the poles. For a stable analog filter the poles should lie on the left half of s-plane. For a stable digital filter the poles should lie inside the unit circle in the z-plane.

20. Why an impulse invariant transformation is not considered to be one-to-one?

In impulse invariant transformation any strip of width $2\pi/T$ in the s-plane for values of s-plane in the range $(2k-1)\pi/T \leq \Omega \leq (2k+1)\pi/T$ is mapped into the entire z-plane. The left half of each strip in s-plane is mapped into the interior of unit circle in z-plane, right half of each strip in s-plane is mapped into the exterior of unit circle in z-plane and the imaginary axis of each strip in s-plane is mapped on the unit circle in z-plane. Hence the impulse invariant transformation is many-to-one.

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21. What is Bilinear transformation?

The bilinear transformation is conformal mapping that transforms the s -plane to the z -plane. In this mapping the imaginary axis of the s -plane is mapped into the unit circle in the z -plane. The left half of the s -plane is mapped into the interior of the unit circle in the z -plane and the right half of the s -plane is mapped into the exterior of the unit circle in the z -plane. The bilinear mapping is a one-to-one mapping and it is accomplished when

22. How does the order of the filter affect the frequency response of a Butterworth filter?

The magnitude response of a Butterworth filter is shown in figure, from which it can be observed that the magnitude response approaches the ideal response as the order of the filter is increased.

23. Write the properties of Chebyshev filters.

- The magnitude response is equiripple in the passband and monotonic in the stopband.
- The Chebyshev type-1 filters are all-pole designs.
- The normalized magnitude function has a value of 1 at the cutoff frequency Ω_c .
- The magnitude response approaches the ideal response as the value of N increases.

24. Compare the Butterworth and Chebyshev Type filters.

Butterworth	Chebyshev
i. All-pole design.	i. All-pole design.
ii. The poles lie on a circle in the s -plane.	ii. The poles lie on an ellipse in the s -plane.
iii. The magnitude response is maximally flat at the origin and monotonically decreasing function of Ω .	iii. The magnitude response is equiripple in the passband and monotonically decreasing in the stopband.
iv. The normalized magnitude response has a value of $1/\sqrt{2}$ at the cutoff frequency Ω_c .	iv. The normalized magnitude response has a value of $1/\sqrt{1+\epsilon^2}$ at the cutoff frequency Ω_c .
v. Only a few parameters have to be calculated to determine the transfer function.	v. A large number of parameters have to be calculated to determine the transfer function.

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UNIT-IV / FIR FILTER DESIGN

1. What are FIR filters?

The specifications of the desired filter will be given in terms of ideal frequency response $H_d(\omega)$. The impulse response $h_d(n)$ of the desired filter can be obtained by inverse Fourier transform of $H_d(\omega)$, which consists of infinite samples. The filters designed by selecting finite number of samples of impulse response are called FIR filters.

2. What are the different types of filters based on impulse response?

Based on impulse response the filters are of two types 1. IIR filter 2. FIR filter. The IIR filters are of recursive type, whereby the present output sample depends on the present input, past input samples and output samples. The FIR filters are of non recursive type, whereby the present output sample depends on the present input, and previous output samples.

3. What are the different types of filter based on frequency response?

The filters can be classified based on frequency response. They are i) Lowpass filter ii) High pass filter iii) Band pass filter iv) Band reject filter.

4. Distinguish between FIR and IIR filters.

S.No.	FIR filter	IIR filter
1.	These filters can be easily designed to have perfectly linear phase.	These filters do not have linear phase.
2.	FIR filters can be realized recursively and non-recursively.	IIR filters can be realized recursively.
3.	Greater flexibility to control the shape of their magnitude response.	Less flexibility, usually limited to kind of filters.
4.	Errors due to roundoff noise are less severe in FIR filters, mainly because feedback is not used.	The roundoff noise in IIR filters are more.

5. What are the techniques of designing FIR filters?

There are three well-known methods for designing FIR filters with linear phase. These are 1) window method 2) Frequency sampling method 3) Optimal or minimax design.

6. State the condition for a digital filter to be causal and stable.

- A digital filter is causal if its impulse response $h(n) = 0$ for $n < 0$
- A digital filter is stable if its impulse response is absolutely summable,

7. What is the reason that FIR filter is always stable?

FIR filter is always stable because all its poles are at origin.

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8. What are the properties of FIR filter?

1. FIR filter is always stable.
2. A realizable filter can always be obtained.
3. FIR filter has a linear phase response.

9. How phase distortion and delay distortions are introduced?

- The phase distortion is introduced when the phase characteristics of a filter is not linear within the desired frequency band.
- The delay distortion is introduced when the delay is not constant within the desired frequency range.

10. Write the steps involved in FIR filter design.

- Choose the desired (ideal) frequency response $H_d(\omega)$.
- Take inverse Fourier transform of $H_d(\omega)$ to get $h_d(n)$.
- Convert the infinite duration $h_d(n)$ to finite duration $h(n)$.
- Take Z-transform of $h(n)$ to get the transfer function $H(z)$ of the FIR filter.

11. What are the advantages of FIR filters?

- Linear phase FIR filter can be easily designed.
- Efficient realization of FIR filter exist as both recursive and nonrecursive structures.
- FIR filters realized nonrecursively are always stable.
- The roundoff noise can be made small in nonrecursive realization of FIR filters.

12. What are the disadvantages of FIR filters?

- The duration of impulse response should be large to realize sharp cutoff filters.
- The non-integral delay can lead to problems in some signal processing applications.

13. What is the necessary and sufficient condition for the linear phase characteristic of an FIR filter?

The necessary and sufficient condition for the linear phase characteristic of an FIR filter is that the phase function should be a linear function of ω , which in turn requires constant phase and group delay.

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14. What are the conditions to be satisfied for constant phase delay in linear phase FIR filters?

- The conditions for constant phase delay ARE
- Phase delay, $\alpha = (N-1)/2$ (i.e., phase delay is constant)
- Impulse response, $h(n) = -h(N-1-n)$ (i.e., impulse response is antisymmetric)

15. How constant group delay & phase delay is achieved in linear phase FIR filters?

The following conditions have to be satisfied to achieve constant group delay & phase delay.

- Phase delay, $\alpha = (N-1)/2$ (i.e., phase delay is constant)
- Group delay, $\beta = \pi/2$ (i.e., group delay is constant)
- Impulse response, $h(n) = -h(N-1-n)$ (i.e., impulse response is antisymmetric)

16. What are the possible types of impulse response for linear phase FIR filters?

There are four types of impulse response for linear phase FIR filters

- Symmetric impulse response when N is odd.
- Symmetric impulse response when N is even.
- Antisymmetric impulse response when N is odd.
- Antisymmetric impulse response when N is even.

17. List the well-known design techniques of linear phase FIR filters.

There are three well-known design techniques of linear phase FIR filters. They are

- Fourier series method and window method
- Frequency sampling method.
- Optimal filter design methods.

18. What is Gibb's phenomenon (or Gibb's Oscillation)?

In FIR filter design by Fourier series method the infinite duration impulse response is truncated to finite duration impulse response. The abrupt truncation of impulse response introduces oscillations in the passband and stopband. This effect is known as Gibb's phenomenon (or Gibb's Oscillation).

19. When cascade form realization is preferred in FIR filters?

The cascade form realization is preferred when complex zeros with absolute magnitude less than one.

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20. What are the desirable characteristics of the frequency response of window function?

The desirable characteristics of the frequency response of window function are

- The width of the main lobe should be small and it should contain as much of the total energy as possible.
- The sidelobes should decrease in energy rapidly as w tends to π .

21. Write the procedure for designing FIR filter using frequency-sampling method.

- Choose the desired (ideal) frequency response $H_d(w)$.
- Take N -samples of $H_d(w)$ to generate the sequence
- Take inverse DFT of to get the impulse response $h(n)$.
- The transfer function $H(z)$ of the filter is obtained by taking z -transform of impulse response.

22. What are the drawbacks in FIR filter design using windows and frequency sampling method? How is it overcome?

The FIR filter design using windows and frequency sampling method does not have precise control over the critical frequencies such as w_p and w_s .

This drawback can be overcome by designing FIR filter using Chebyshev approximation technique. In this technique an error function is used to approximate the ideal frequency response, in order to satisfy the desired specifications.

23. Write the characteristic features of rectangular window.

- The main lobe width is equal to $4\pi/N$.
- The maximum sidelobe magnitude is -13dB .
- The sidelobe magnitude does not decrease significantly with increasing w .

24. List the features of FIR filter designed using rectangular window.

- The width of the transition region is related to the width of the main lobe of window spectrum.
- Gibbs' oscillations are noticed in the passband and stopband.
- The attenuation in the stopband is constant and cannot be varied.

25. Why Gibbs' oscillations are developed in rectangular window and how can they be eliminated or reduced?

The Gibbs' oscillations in rectangular window are due to the sharp transitions from 1 to 0 at the edges of window sequence.

These oscillations can be eliminated or reduced by replacing the sharp transition by gradual transition. This is the motivation for development of triangular and cosine windows.

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26. List the characteristics of FIR filters designed using windows.

- The width of the transition band depends on the type of window.
- The width of the transition band can be made narrow by increasing the value of N where N is the length of the window sequence.
- The attenuation in the stop band is fixed for a given window, except in case of Kaiser window where it is variable.

27. Compare the rectangular window and hanning window.

Rectangular window	Hanning Window
i) The width of mainlobe in window spectrum is $4\pi/N$	i) The width of mainlobe in window spectrum is $8\pi/N$
ii) The maximum sidelobe magnitude in window spectrum is -13dB .	ii) The maximum sidelobe magnitude in window spectrum is -31dB .
iii) In window spectrum the sidelobe magnitude slightly decreases with increasing w .	iii) In window spectrum the sidelobe magnitude decreases with increasing w .
iv) In FIR filter designed using rectangular window the minimum stopband attenuation is 22dB .	iv) In FIR filter designed using hanning window the minimum stopband attenuation is 44dB .

28. Compare the rectangular window and hamming window.

Rectangular window	Hamming Window
i) The width of mainlobe in window spectrum is $4\pi/N$	i) The width of mainlobe in window spectrum is $8\pi/N$
ii) The maximum sidelobe magnitude in window spectrum is -13dB .	ii) The maximum sidelobe magnitude in window spectrum is -41dB .
iii) In window spectrum the sidelobe magnitude slightly decreases with increasing w .	iii) In window spectrum the sidelobe magnitude remains constant.
iv) In FIR filter designed using rectangular window the minimum stopband attenuation is 22dB .	iv) In FIR filter designed using hamming window the minimum stopband attenuation is 44dB .

29. Write the characteristic features of hanning window spectrum.

- The mainlobe width is equal to $8\pi/N$.
- The maximum sidelobe magnitude is -41dB .
- The sidelobe magnitude remains constant for increasing w .

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30. What is the mathematical problem involved in the design of window function?

The mathematical problem involved in the design of window function (or sequence) is that of finding a time-limited function whose Fourier Transform best approximates a band limited function. The approximation should be such that the maximum energy is confined to main lobe for a given peak side lobe amplitude.

31. List the desirable features of Kaiser Window spectrum.

- The width of the main lobe and the peak side lobe are variable.
- The parameter α in the Kaiser Window function is an independent variable that can be varied to control the side lobe levels with respect to main lobe peak.
- The width of the main lobe in the window spectrum can be varied by varying the length N of the window sequence.

32. Compare the hamming window and Kaiser window.

Hamming Window	Kaiser Window
i) The width of main lobe in window spectrum is $8\pi/N$	i) The width of main lobe in window spectrum depends on the values of α & N .
ii) The maximum side lobe magnitude in window spectrum is -41 dB.	ii) The maximum side lobe magnitude with respect to peak of main lobe is variable using the parameter α .
iii) In window spectrum the side lobe magnitude remains constant.	iii) In window spectrum the side lobe magnitude decreases with increasing w .
iv) In FIR filter designed using hamming window the minimum stopband attenuation is 44 dB.	iv) In FIR filter designed using Kaiser window the minimum stopband attenuation is variable and depends on the value of α .

33. What is the principle of designing FIR filter using frequency sampling method?

In frequency sampling method the desired magnitude response is sampled and a linear phase response is specified. The samples of desired frequency response are identified as DFT coefficients. The filter coefficients are then determined as the IDFT of this set of samples.

34. For what type of filters frequency sampling method is suitable?

Frequency sampling method is attractive for narrow band frequency selective filters where only a few of the samples of the frequency response are non zero.

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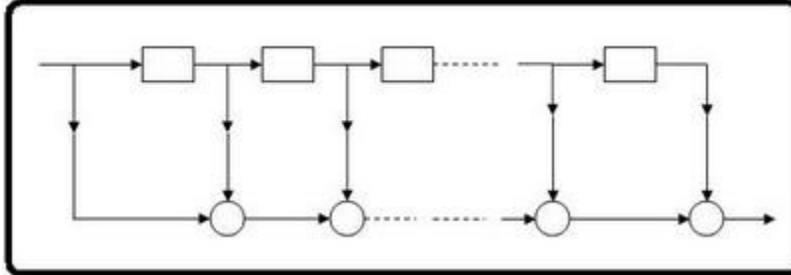
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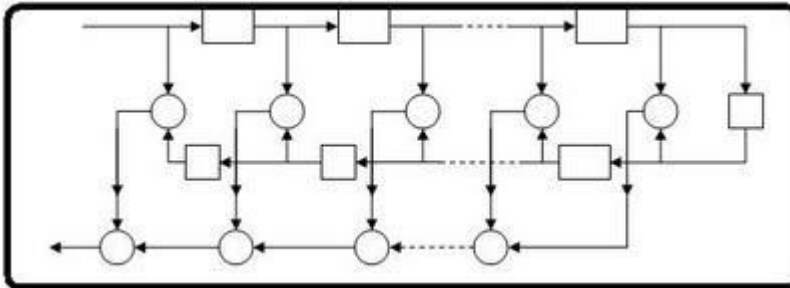
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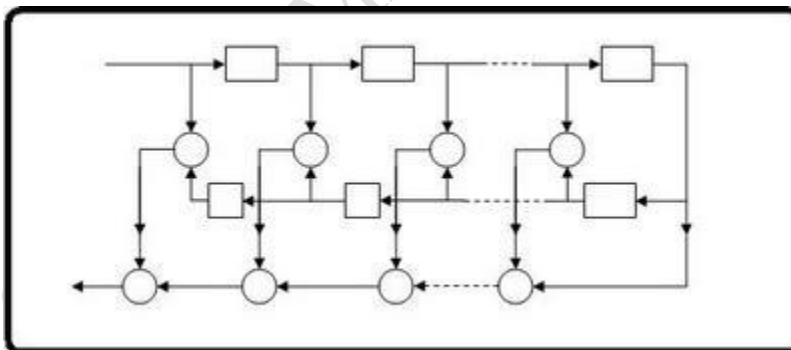
35. Draw the direct form realization of FIR system.



36. Draw the direct form realization of a linear phase FIR system for even N.



37. Draw the direct form realization of a linear phase FIR system for odd N.



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UNIT-V / FINITE WORD LENGTH

1. What are the different types of arithmetic indigital systems.?

There are three types of arithmetic used in digital systems. They are fixed point arithmetic, floating point, block floating point arithmetic.

2. What is meant by fixed point number?

In fixed point number the position of a binary point is fixed. The bits to the right represent the fractional part and those to the left are integer part.

3. What are the different types of fixed point arithmetic?

Depending on the negative numbers are represented there are three forms of fixed point arithmetic. They are sign magnitude, 1's complement, 2's complement

4. What is meant by sign magnitude representation?

For sign magnitude representation the leading binary digit is used to represent the sign. If it is equal to 1 the number is negative, otherwise it is positive.

5. What is meant by 1's complement form?

In 1's complement form the positive number is represented as in the sign magnitude form. To obtain the negative of the positive number, complement all the bits of the positive number.

6. What is meant by 2's complement form?

In 2's complement form the positive number is represented as in the sign magnitude form. To obtain the negative of the positive number, complement all the bits of the positive number and add 1 to the LSB.

7. What is meant by floating point representation?

In floating point form the positive number is represented as $F = 2^C M$, where M is mantissa, is a fraction such that $1/2 < M < 1$ and C the exponent can be either positive or negative.

8. What are the advantages of floating point representation?

1. Large dynamic range
2. overflow is unlikely.

9. What are the quantization errors due to finite word length registers in digital filters?

1. Input quantization errors
2. Coefficient quantization errors
3. Product quantization errors

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10. What is input quantization error?

The filter coefficients are computed to infinite precision in theory. But in digital computation the filter coefficients are represented in binary and are stored in registers. If a b bit register is used, the filter coefficients must be rounded or truncated to b bits, which produces an error.

11. What is product quantization error?

The product quantization errors arise at the output of the multiplier. Multiplication of a b bit data with a b bit coefficient results in a product having $2b$ bits. Since a b bit register is used, the multiplier output will be rounded or truncated to b bits, which produces the error.

12. What is input quantization error?

The input quantization errors arise due to A/D conversion.

13. What are the different quantization methods?

1. Truncation and 2. Rounding

14. What is truncation?

Truncation is a process of discarding all bits less significant than the LSB that is retained.

15. What is Rounding?

Rounding a number to b bits is accomplished by choosing a rounded result as the b bit number closest to the unrounded number.

16. What are the two types of limit cycle behavior of DSP?

1. Zero limit cycle behavior 2. Overflow limit cycle behavior

17. What are the methods to prevent overflow?

1. Saturation arithmetic and 2. Scaling

18. State some applications of DSP?

Speech processing, Image processing, Radar signal processing.