

**Application Note AN3101-07: DSP-1K as a 20-Band 8-Channel Equalizer**  
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**Introduction**

This application note describes a method to implement graphic or parametric equalization on the DSP-1K.

**Algorithm**

The method is based on the second-order analog parametric equalizer, represented by the transfer function:

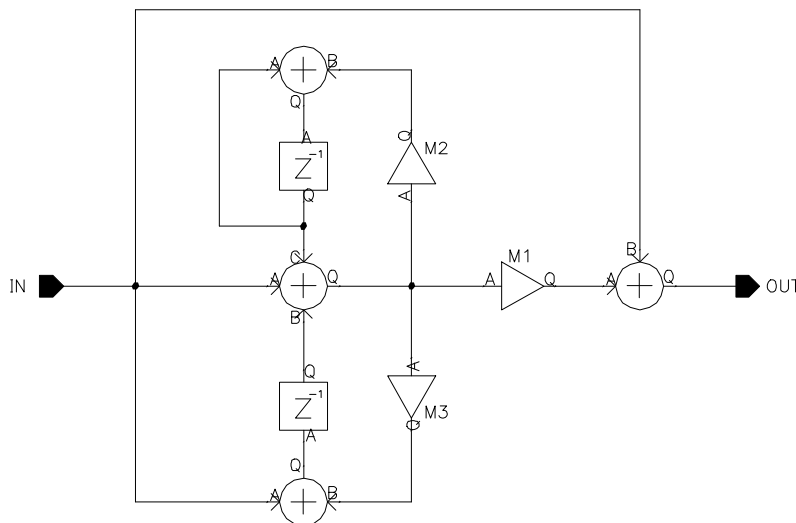
$$\frac{OUT}{IN} = Boost(s) = 1 + A * \frac{(\omega/Q)s}{s^2 + (\omega/Q)s + \omega^2}$$

$$Cut(s) = \frac{1}{Boost(s)}$$

Where

$\omega = 2\pi Fc$	$Fc =$ Center frequency
$Q = \frac{2^{BW/2}}{2^{BW} - 1}$	$BW =$ Bandwidth in octaves
$A = G-1$	$G =$ Gain at $Fc$

The bilinear transform was used to obtain a digital representation of the analog parametric section. A final architecture was chosen to minimize the number of instruction cycles per EQ band and to reduce the effects of coefficient quantization. Coefficients are calculated externally and sent to the DSP-1K as part of the instruction code.



For the Boost case:

$$M1 = \frac{ARK}{1 + RK + K^2} \quad M2 = \frac{4K^2}{1 + RK + K^2} \quad M3 = \frac{1 - RK + K^2}{1 + RK + K^2}$$

For the Cut case:

$$M1 = \frac{-ARK}{1 + GRK + K^2} \quad M2 = \frac{4K^2}{1 + GRK + K^2} \quad M3 = \frac{1 - GRK + K^2}{1 + GRK + K^2}$$

where,

$$R = 1/Q \quad K = \tan(\pi FcT) \quad T = \text{Sample period}$$

### Derivation

There are many ways to manipulate the analog filter formula to generate a digital equivalent, and many ways to manipulate the digital equivalent to generate a block diagram, each giving a different result. The following is one way to arrive at the code in this application note.

⇒ Start from the transfer function

$$\frac{OUT}{IN} = H(s) = 1 + A * \frac{(\omega/Q)s}{s^2 + (\omega/Q)s + \omega^2}$$

⇒ Use the bilinear transform:  $s = (2/T)(z-1)/(z+1)$ ,  $\omega = (2/T)\tan(\omega T/2)$

⇒ Let  $R = 1/Q$ , and  $K = \tan(\omega T/2)$

$$= 1 + \frac{ARK(z-1)/(z+1)}{[(z-1)/(z+1)]^2 + RK(z-1)/(z+1) + K^2}$$

⇒ Multiply numerator and denominator by  $(z+1)/(z-1)$  to clear numerator

⇒ Collect denominator into a single fraction

$$= 1 + \frac{ARK}{[(z-1) + RK(z+1) + K^2(z+1)^2/(z-1)]/(z+1)}$$

⇒ Manipulate denominator

$$\begin{aligned} & (z-1) + RK(z+1) + K^2(z+1)^2/(z-1) \\ &= z - 1 + RKz + RK + K^2(z^2 + 2z + 1)/(z-1) \\ &= z - 1 + RKz + RK + K^2[(z^2-z) + 4z - (z-1)]/(z-1) \\ &= z - 1 + RKz + RK + K^2z + 4k^2z/(z-1) - k^2 \\ &= z(1+RK+k^2) + 4k^2z/(z-1) - (1-RK+k^2) \end{aligned}$$

⇒ Multiply numerator and denominator by  $(z+1)/(1+RK+k^2)$

$$= 1 + \frac{(z+1)ARK/(1+RK+k^2)}{z + 4k^2z/[(z-1)(1+RK+k^2)] - (1-RK+k^2)/(1+RK+k^2)}$$

⇒ Let  $M1$ ,  $M2$ , and  $M3$  be defined as above

⇒ Convert  $z$ 's into unit delay  $z^{-1}$ 's

$$= 1 + \frac{M1(z+1)}{z + M2z/(z-1) - M3} = 1 + \frac{M1(1+z^{-1})}{1 + M2z^{-1}/(1-z^{-1}) - M3z^{-1}}$$

⇒ Break up the transfer function into input and output, then manipulate

$$\begin{aligned} \text{Out} &= \text{In} + \text{In}M1(1+z^{-1})/[1 + M2z^{-1}/(1-z^{-1}) - M3z^{-1}] \\ &= \text{In} + M1P \end{aligned}$$

$$\begin{aligned} P &= (\text{In}+\text{In}x)/[1 + M2z^{-1}/(1-z^{-1}) - M3z^{-1}] \\ &= \text{In} + (\text{In} z^{-1}+M3P z^{-1}) - M2P z^{-1}/(1-z^{-1}) \\ &= \text{In} + (\text{In}+M3P)z^{-1} - Q \end{aligned}$$

$$\begin{aligned} Q &= M2Pz^{-1}/(1-z^{-1}) \\ &= M2Pz^{-1} + Qz^{-1} \\ &= (M2P+Q)z^{-1} \end{aligned}$$

These three equations give the block diagram in this application note, with the point P at the junction before all 3 coefficient multiplies, and point Q at the junction between the top delay loop and the central addition. They also give the code listed in the application note.

### Source Code

The implementation described requires five instruction cycles and two storage locations per band plus two instruction cycles per channel. With 1024 instruction cycles available on the DSP-1K, this permits a total of 200 EQ bands. The following is the code used for each EQ band:

Example: 12dB Cut at 1000.000000Hz, BW = 1/4 octave  
 Used cut equations for M1,M2,M3  
 Note: G=4 for both 12dB Cut and 12dB Boost

```

CM      0x40000      0x410 ;CH0->A
XCMA    0x40000      0x17  ;A->B, A=A+REG3
CMA     0x3c0000     0x16  ;A=A-REG2
CAM     0x10c3 0x16 ;A=M2*A          M2 = 0.016372
SCUB    0x3a7a8     0x16  ;A->REG2, A=B+M3*U M3 = 0.913731
SCUB    0x3fdeed    0x17  ;A->REG3, A=B+M1*U M1 = -0.032300
SCA     0x0         0x410 ;A->CH0
    
```

The middle five instructions are repeated for each band, and the outer two instructions wrap up a complete channel. The addresses of REG2 and REG3 are different for each band.

The complete example is a 20-band half-octave 8-channel graphic equalizer. The lowest frequency high-Q band is the most demanding for internal headroom, requiring eight bits. Two bits of headroom are available in the DSP-1K, so the input must be shifted down six bits to provide the rest. This effectively truncates the input to eighteen bits. The output is shifted back up six bits to provide unity gain through the system.

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