

# Digital Resonators

“Discrete-Time Oscillator Theory”

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# Discrete-Time Sinusoidal Resonators

- DTSRs may be represented with 2 by 2 real valued matrices.
- DTSRs are easily analyzed using matrix theory.
- DTSRs are compactly represented by matrices.
- DTSR properties are easily gleaned from the matrix representations.

# Trigonometric Recursion

- Early example from Francois Vieta (1572). Vieta used this formula to recursively generate trig tables.

$$\cos(p + q) = 2 \cos(p) \cdot \cos(q) - \cos(p - q)$$

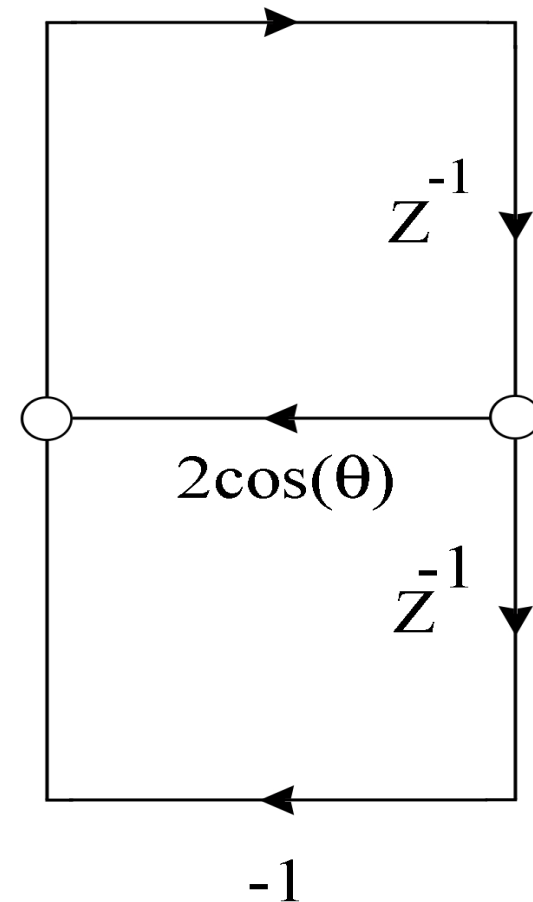
# Trigonometric Recursion

- Vieta's formula allow's one to recursively find subsequent values of  $\cos()$  and  $\sin()$  just by using the last two values and a multiplicative factor. E.g.,

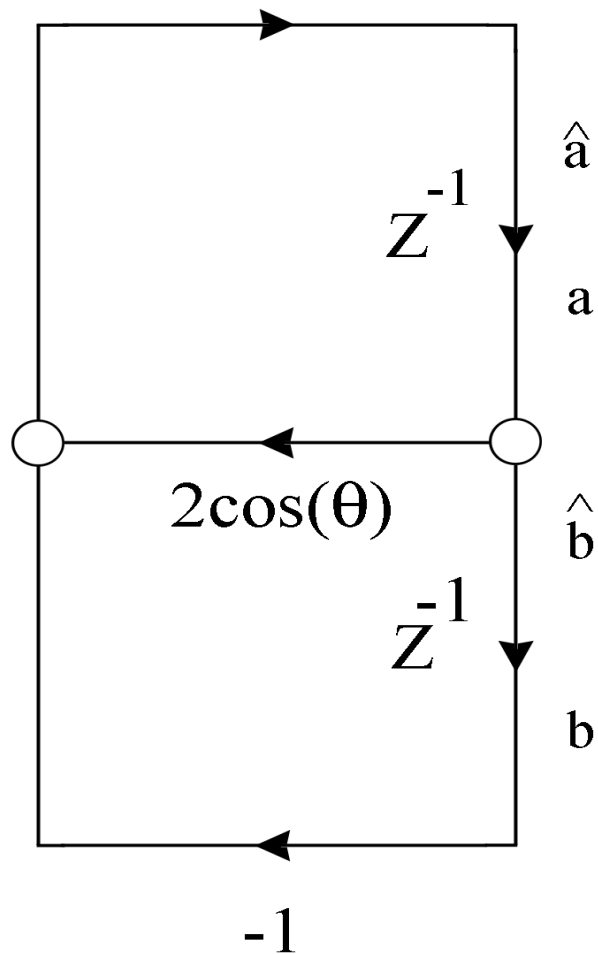
$$\textit{Next} = 2 \cos(p) \cdot \textit{Current} - \textit{Last}$$

# Network to Matrix Formulation

- Network form of Vieta's recursion (Biquad).
- Biquad has two state variables (memory elements)
- Biquad uses one multiply and one subtract per iteration
- Biquad is most well known sinusoidal recursion.

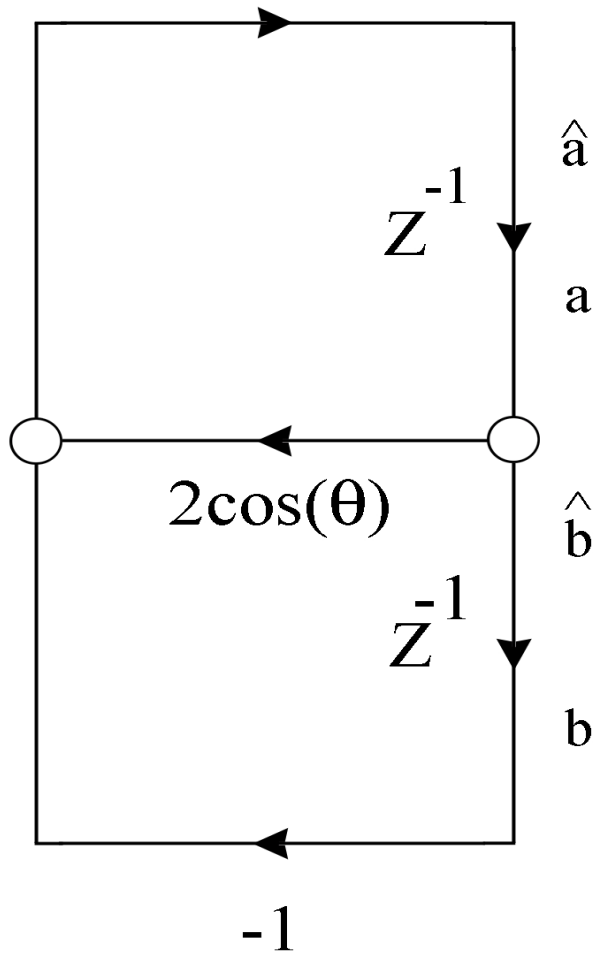


# Network to Matrix Formulation



- Label inputs and the outputs of each memory element in the network.
- Then write each input's equation in terms of all outputs.

# Biquad Iteration Equations



$$\hat{a} = 2\cos(\theta) - b$$
$$\hat{b} = a$$

# Biquad Matrix Formulation

- Matrix Formulation of Vieta's Recursion

$$\begin{bmatrix} \hat{a} \\ \hat{b} \end{bmatrix} = \begin{bmatrix} 2 \cos(\theta) & -1 \\ 1 & 0 \end{bmatrix} \cdot \begin{bmatrix} a \\ b \end{bmatrix}$$



# Another Trigonometric Example

- Example with two coupled equations

$$\cos(p + q) = \cos(p) \cdot \cos(q) - \sin(p) \cdot \sin(q)$$

$$\sin(p + q) = \sin(p) \cdot \cos(q) + \cos(p) \cdot \sin(q)$$

# Coupled Recursion

- Here we update both  $\sin()$  and  $\cos()$  just using last two values and two multiplies per iteration.

$$NxtCos = CrntCos \cdot \cos(q) - CrntSin \cdot \sin(q)$$

$$NxtSin = CrntSin \cdot \cos(q) + CrntCos \cdot \sin(q)$$

# Coupled Iteration Equations

- Just like with the biquad structure, we may write the iteration equations in a similar manner.
- The step angle per iteration is  $\theta$

$$\hat{a} = a \cdot \cos(\theta) - b \cdot \sin(\theta)$$

$$\hat{b} = b \cdot \cos(\theta) + a \cdot \sin(\theta)$$

# Coupled Matrix Formulation

- Recognized as standard rotation matrix

$$\begin{bmatrix} \hat{a} \\ \hat{b} \end{bmatrix} = \begin{bmatrix} \cos(\theta) & -\sin(\theta) \\ \sin(\theta) & \cos(\theta) \end{bmatrix} \cdot \begin{bmatrix} a \\ b \end{bmatrix}$$

# Discrete-Time Oscillator Structure

- The two example oscillators have the following in common:
- Each uses 2 state variables.
- The matrix in each case is 2 by 2.

# Discrete-Time Linear Oscillators

- So we will look at the following types of oscillator iterations (based on a general 2 by 2 matrix) more closely:

$$\begin{bmatrix} \hat{a} \\ \hat{b} \end{bmatrix} = \begin{bmatrix} \alpha_{11} & \alpha_{12} \\ \alpha_{21} & \alpha_{22} \end{bmatrix} \cdot \begin{bmatrix} a \\ b \end{bmatrix}$$

# Discrete-Time Barkhausen Criteria

- From the point of view of repeated iteration we see the  $n$ th output of the oscillator is simply:

$$\begin{bmatrix} \hat{a} \\ \hat{b} \end{bmatrix}_n = \begin{bmatrix} \alpha_{11} & \alpha_{12} \\ \alpha_{21} & \alpha_{22} \end{bmatrix}^n \cdot \begin{bmatrix} a \\ b \end{bmatrix}_0$$

# Resonator Theory

- Besides looking at known trigonometric relations, how do we find new oscillator structures?
- Answer: We develop our own theory with guidance from analog theory.



# Barkhausen's Linear Oscillator Theory

- Heinrich Barkhausen modeled a linear oscillator as a linear amplifier with its output fed back in to its input and then stated two necessary criteria for oscillation.

# Barkhausen Criteria

1. The amplifier gain times the feed back gain needs to equal unity.
2. The round trip delay needs to be a integral multiple of the oscillation period.

# Discrete Time Osc. Theory

- So combining the matrix representation idea from our two examples with Barkhausen's oscillator theory, we can come up with the discrete time counterparts to the Barkhausen Criteria.

# Discrete Time Barkhausen Criteria

- The determinant of the oscillator matrix must be unity.
- The oscillator matrix when raised to some real power will be the identity matrix.

# Discrete-Time Barkhausen Criteria

- Thus our two criteria in mathematical terms of matrix  $A$  are:

$$\text{Det}(A) = 1$$

$$A^{\text{period}} = I$$

# Barkhausen's 1<sup>st</sup> Criterion

- If we think of the two state variables as components of a vector, then Barkhausen's 1<sup>st</sup> Criterion relates to length preservation. I.e., this says the length of the vector is unchanged by rotation.

# Barkhausen's 2<sup>nd</sup> criterion

- The periodicity constraint in combination with the unity gain means the oscillator matrix has complex valued eigenvalues.
- This in turn means the matrix's "trace" has a magnitude of less than 2.

# Discrete-Time Barkhausen Criteria

- Thus our two criteria may alternatively be stated in terms of the actual matrix elements:

$$\alpha_{11}\alpha_{22} - \alpha_{12}\alpha_{21} = 1$$

$$|\alpha_{11} + \alpha_{22}| < 2$$



# Eigen-Theory

- A big advantage of using a matrix representation of the oscillator structure, is we can apply Linear Algebra with its tools to analyze oscillators.
- Eigentheory actually allows us to factor the matrix into a triple product where the step angle and the relative phases are readily apparent.

# Oscillator Eigenvalues

- The oscillator matrix will have two eigenvalues that reside on the unit circle, and they are complex conjugates of each other.
- The eigenvalues are found to be:

$$\lambda = e^{\pm j\theta} \quad \text{where} \quad \theta = \cos^{-1} \left( \frac{\alpha_{11} + \alpha_{22}}{2} \right)$$

# Oscillator Step Angle

- The angle  $\theta$  is the step angle per iteration of the oscillator.
- Thus the oscillator frequency is determined wholly by the trace ( $\Delta$ ) of the matrix!

$$\Delta = 2 \cos(\theta)$$

# Analysis of the off Diagonal Matrix Elements

- A study of the eigen values along with Barkhausen's criteria will show that the “off diagonal” matrix elements must obey the following:

$$\alpha_{12} \alpha_{21} < 0$$

# Properties of the off Diagonal Matrix Elements

- Thus we see that neither off diagonal element may be zero!
- No oscillator matrix may be triangular.
- And we see that they must have opposite signs!

# State Variables

- If the state variables are plotted as a function of time, they will each be a sinusoid, both with the same frequency, be out of phase and may have a relative amplitude not equal to one.

# Relative Phase shift

- From a study of the eigenvectors, the relative phase shift between the state variables (b relative to a) is:

$$\phi = \arg \left( \frac{\alpha_{22} - \alpha_{11} + j\sqrt{4 - (\alpha_{11} + \alpha_{22})^2}}{2\alpha_{12}} \right)$$

# Relative Phase Shift (alternative)

- An alternative formulation for relative phase shift is:

$$\phi = \cos^{-1} \left( \frac{\alpha_{22} - \alpha_{11}}{2\sqrt{-\alpha_{12}\alpha_{21}}} \right) + \frac{\pi}{2} (\text{sgn}(\alpha_{12}) - 1)$$



# Quadrature Criterion

- From the phase shift formula, we find that a relative phase of  $\pm 90$  degrees requires the two elements making up the trace of the matrix to have the same value!
- Thus, from simply looking at an oscillator matrix we can ascertain if the oscillator is quadrature or not.

# Relative Amplitude

- The relative amplitude (b to a) is given by:

$$\psi = \sqrt{\frac{-\alpha_{21}}{\alpha_{12}}}$$

# Relative Amplitude

- From our earlier work on the off diagonal elements, we know that the relative amplitude will always be a positive value.

# Equi-Amplitude Criterion

- The relative amplitude relation tells us that if we are to have both state variables have the same amplitude, then we simply require:

$$\alpha_{12} = -\alpha_{21}$$

# Matrix Factoring

- The main point of the eigenanalysis is to factor the matrix. We find:

$$A = \begin{bmatrix} 1 & 1 \\ \psi e^{j\phi} & \psi e^{-j\phi} \end{bmatrix} \cdot \begin{bmatrix} e^{j\theta} & 0 \\ 0 & e^{-j\theta} \end{bmatrix} \cdot \begin{bmatrix} 1 & 1 \\ \psi e^{j\phi} & \psi e^{-j\phi} \end{bmatrix}^{-1}$$

# Matrix Exponentiation

- The factoring makes raising the matrix to a power straight forward and reveals the nature of theta.

$$A^n = \begin{bmatrix} 1 & 1 \\ \psi e^{j\phi} & \psi e^{-j\phi} \end{bmatrix} \cdot \begin{bmatrix} e^{jn\theta} & 0 \\ 0 & e^{-jn\theta} \end{bmatrix} \cdot \begin{bmatrix} 1 & 1 \\ \psi e^{j\phi} & \psi e^{-j\phi} \end{bmatrix}^{-1}$$

# Initialization

- Assuming we have a chosen oscillator matrix, then from eigen-theory, we find the state variables need to be initialized to

$$\begin{bmatrix} a \\ b \end{bmatrix} = \begin{bmatrix} 1 \\ \psi \cos(\phi) \end{bmatrix}$$

# Nth output of oscillator

- From eigen-theory, we find the  $n$ th output (assuming the aforementioned initialization) to be:

$$\begin{bmatrix} a \\ b \end{bmatrix}_n = \begin{bmatrix} \cos(n\theta) \\ \psi \cos(n\theta + \phi) \end{bmatrix}$$



# Oscillator Amplitude

- The amplitude squared (energy) of the oscillator is given by:

$$E = \frac{a^2 + \left(\frac{b}{\psi}\right)^2 - 2\frac{a \cdot b \cdot \cos(\phi)}{\psi}}{\sin^2(\phi)}$$

# Amplitude Control

- To keep magnitude errors from growing, a simple “AGC” type of feedback may be employed. Thus a gain “G” is calculated every so often based on the energy,  $E$ , and is used to scale the state variables.

# Useful Amplitude Control

- A 1<sup>st</sup> order Taylor's series expansion around the desired amplitude square works quite well. Two examples are:

$$G = \frac{3}{2} - E \quad E_0 = \frac{1}{2}$$

$$G = \frac{3 - E}{2} \quad E_0 = 1$$

# Digital Waveguide Osc.

- Single Multiply, Quadrature Oscillator

$$A = \begin{bmatrix} k & k - 1 \\ k + 1 & k \end{bmatrix}$$

# Dual Multiply - Quadrature

- This oscillator uses 2 multiplies per iteration, has quadrature outputs and uses staggered updating.

$$A = \begin{bmatrix} k & 1 - k^2 \\ -1 & k \end{bmatrix}$$

# Staggered Updating

- The matrix formulation's compactness is nice, but it implies a simultaneous updating of the state variables.
- Sequential updating may require temporary storage.

# Staggered Updating

- Staggered updating is a method where one state variable is 1<sup>st</sup> updated and then that updated value is used in the 2<sup>nd</sup> update equation.

# Staggered Update - Derivation

- We will start with a pair of staggered updated equations and force Barkhausen's criteria upon them.

$$\hat{b} = \alpha \cdot a + \beta \cdot b$$

$$\hat{a} = \gamma \cdot a + \delta \cdot \hat{b}$$



# Staggered Update - Derivation

- So now we insert the 1<sup>st</sup> update into the 2<sup>nd</sup> equation and we get the following matrix form:

$$A = \begin{bmatrix} \gamma + \alpha\delta & \beta\delta \\ \alpha & \beta \end{bmatrix}$$

# Staggered Update - Derivation

- Next we apply Barkhausen's 1<sup>st</sup> criterion and we find the following 3 parameter matrix

$$A = \begin{bmatrix} \frac{1}{\beta} + \alpha\delta & \beta\delta \\ \alpha & \beta \end{bmatrix}$$

# EquiAmp-Staggered Update

- To be equi-amplitude, we just set the off-diagonal elements to be negatives of each other.

$$\alpha = -\beta\delta$$

# EquiAmp-Staggered Update

- Thus our 2 parameter equi-amplitude staggered update oscillator has the following form.

$$A = \begin{bmatrix} \frac{1}{\beta} - \beta\delta^2 & \beta\delta \\ -\beta\delta & \beta \end{bmatrix}$$

# EquiAmp-Staggered Update

- Now we can substitute some simple values for the parameters and get a couple of neat oscillators.
- First we will set:

$$\beta = 1$$

# Magic Circle Algorithm

- The “magically” wonderful oscillator results:

$$\begin{bmatrix} 1 - \delta^2 & \delta \\ -\delta & 1 \end{bmatrix}$$

# Magic Circle Algorithm

- The Magic Circle Algorithm's update equations are the simple:

$$\hat{b} = b - \delta \cdot a$$

$$\hat{a} = a + \delta \cdot \hat{b}$$

# Staggered Update Biquad

- Another choice for the parameters results in a Biquad oscillator with staggered updating. The tradeoff here is between an extra multiply verses a storage location. To obtain this form just let:

$$\beta\delta = 1$$



# Staggered Update Biquad

- The Staggered update biquad's matrix form is:

$$A = \begin{bmatrix} 0 & 1 \\ -1 & \beta \end{bmatrix}$$

# Staggered Update Biquad

- The update equations are:

$$\hat{b} = \beta \cdot b - a$$
$$\hat{a} = \frac{1}{\beta} \cdot (\hat{b} + a)$$

# Reinsch (Staggered Update)

- If we relax the equiamplitude requirement and set 2 of the 3 parameters to unity, then we can obtain Reinsch's formulation. For example:

$$\beta = 1 \quad \delta = 1$$

# Reinsch (Staggered Update)

- Here we get a the following matrix and corresponding update equations:

$$A = \begin{bmatrix} 1 + \alpha & 1 \\ \alpha & 1 \end{bmatrix} \quad \begin{aligned} \hat{b} &= \alpha \cdot a + b \\ \hat{a} &= a + \hat{b} \end{aligned}$$

# An Oscillator Application

- The venerable Goertzel Algorithm uses a Biquad oscillator for its calculation.
- However any oscillator may be used in the Goertzel Algorithm.
- Some oscillators will have better numerical properties than others. I.e., especially for low frequencies.

# The Generalized Goertzel Algorithm

- Goertzel processes  $N$  values of data and computes a Fourier Coefficient (single frequency) for the data. We can describe this algorithm in four (five) main steps.

# The Generalized Goertzel Algorithm (Step 1)

- Initialization – uses 1 datum.

$$\vec{y}_0 = \begin{bmatrix} x_0 \\ 0 \end{bmatrix}$$

# The Generalized Goertzel Algorithm (Step 2)

- Recursive computation with all input data. “A” is the oscillator matrix. For

$$i \in \{1, 2, 3, \dots, N - 1\}, \vec{y}_i = A \cdot \vec{y}_{i-1} + \begin{bmatrix} x_i \\ 0 \end{bmatrix}$$



# The Generalized Goertzel Algorithm (Step 3)

- Phase Compensation

$$\vec{y}_N = A \cdot \vec{y}_{N-1}$$

# The Generalized Goertzel Algorithm (Step 4)

- Calculation of the Fourier Coefficient

$$\begin{bmatrix} c_k \\ s_k \end{bmatrix} = \begin{bmatrix} 1 & -\frac{\cos(\phi)}{\psi} \\ 0 & \frac{\sin(\phi)}{\psi} \end{bmatrix} \cdot [\vec{y}_N]$$

# The Generalized Goertzel Algorithm (Step 5a)

- Energy Calculation assuming steps 3 and 4 are performed.

$$E = c_k^2 + s_k^2$$

# The Generalized Goertzel Algorithm (Step 5b)

- If the energy (amplitude squared) is all that is needed, then just skip steps 3 and 4 and calculate the following: ( $a$  and  $b$ ) are the 2 elements of the last result from step 2.

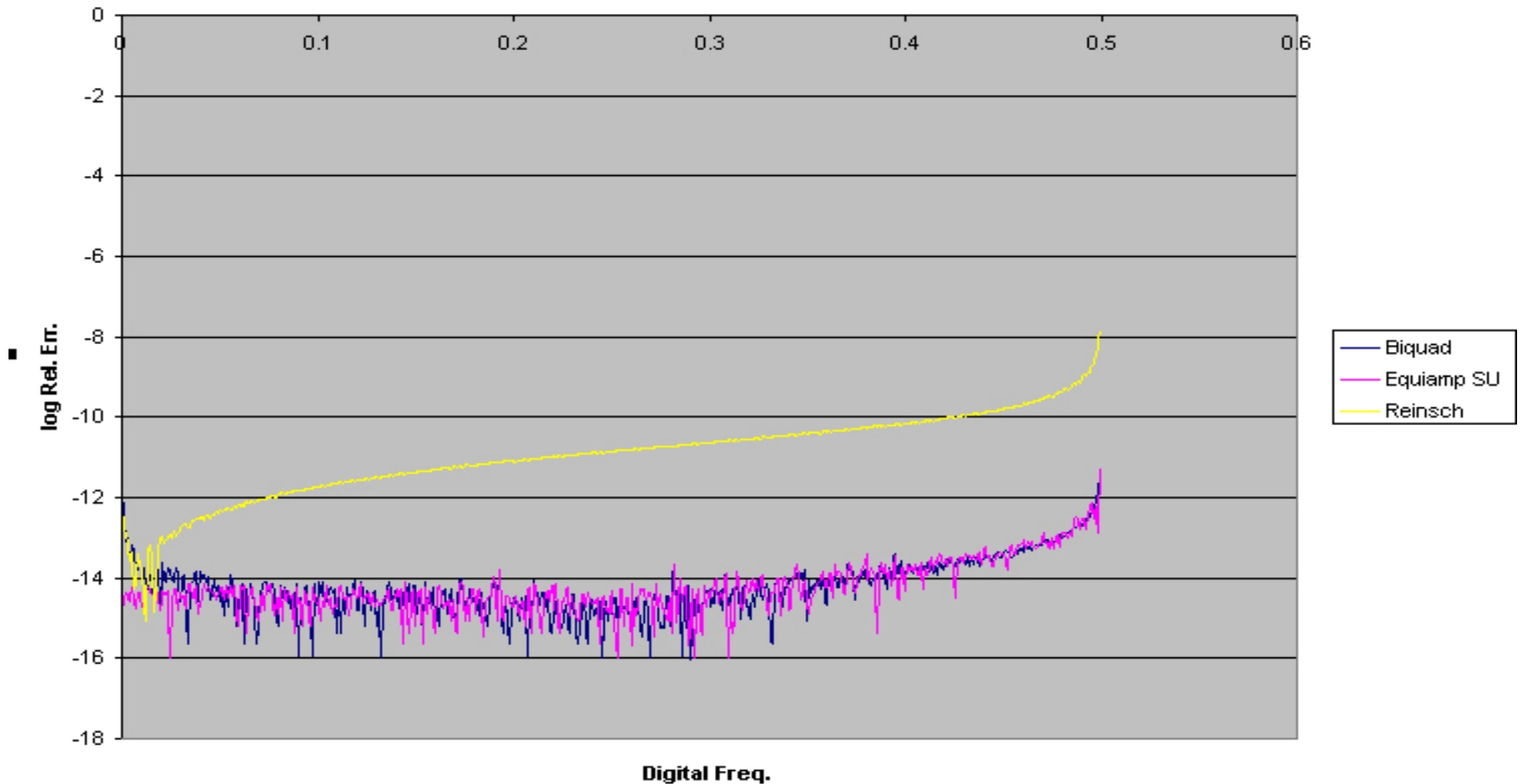
$$E = a^2 + \left(\frac{b}{\psi}\right)^2 - 2ab \frac{\cos(\phi)}{\psi}$$

# Improving Goertzel

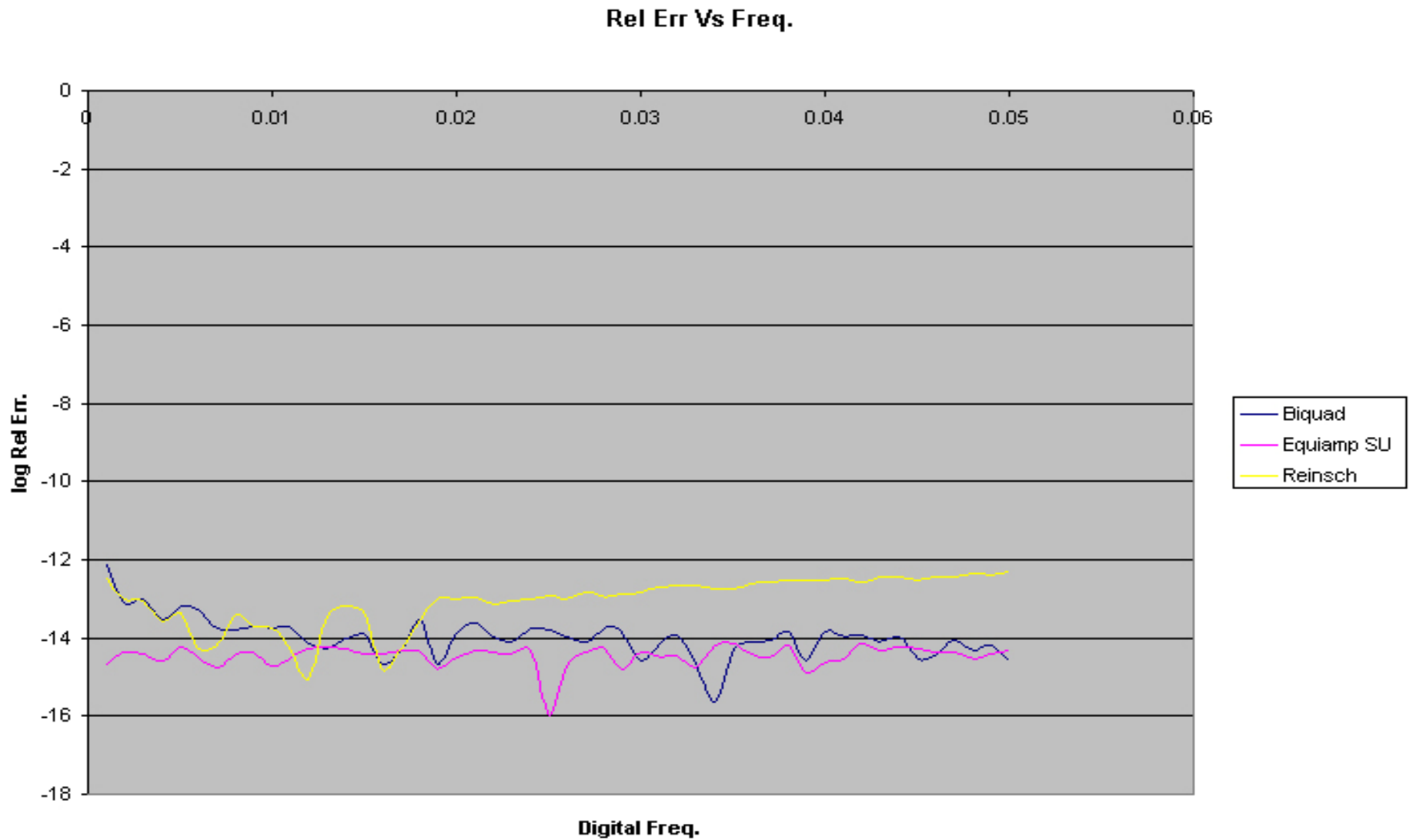
- Some choices of oscillator design will yield better numerical accuracy than others.
- For comparison, we show the Biquad, Reinsch, and Magic Circle Oscillators and how they perform in Goertzel.
- For this test.  $N=1000$  points

# Extended Goertzel Results

Rel Err vs Freq.



# Zoomed In View (Results)



# Results Explanation

- In low frequency limit:
- Biquad is in phase and equiamplitude
- Reinsch is in phase and amplitudes are unmatched
- Magic Circle is quadrature and equiamplitude.



# Discrete Time Oscillators

- Thanks to all who are willing to listen ;-)
- The End for Now!