

Contents

Abstract	iii
Resumen	vii
Resum	xi
Acknowledgements	xv
List of symbols	xxv
Abbreviations and Acronyms	xxvii
1 Introduction and Scope	1
1.1 Background	3
1.2 Motivation and objectives	6
1.3 Organization of the thesis	8
2 Preliminaries and basic concepts	11
2.1 Adaptive filtering algorithms	13
2.1.1 The adaptive filtering problem	14
2.1.2 System identification	17
2.1.3 Channel equalization	18
2.1.4 Active noise control	18
2.1.5 The LMS algorithm	20
2.2 Graphics processing unit applied to digital signal processing	23
2.2.1 State of the art	24
2.2.2 Graphics processing unit	26
2.2.3 Compute unified device architecture	28
2.2.4 Multi-GPU programming with multicore	29
2.3 Implementation aspects	31
2.3.1 Description of the listening room	31
2.3.2 Description of the prototypes	32
2.3.3 The real-time condition	35
2.3.4 The causality condition	36

3 Description of the Algorithms	37
3.1 Least mean squares	40
3.1.1 Normalized LMS	41
3.1.2 Block LMS	42
3.1.3 Fast BLMS	44
3.1.4 The partitioned FBLMS	46
3.2 The normalized least mean square with orthogonal correction factors	48
4 Channel identification	55
4.1 Introduction	57
4.2 Description of the algorithm	59
4.3 GPU implementation of the prototype	62
4.4 Results	69
4.4.1 Algorithm behavior	69
4.4.2 Implementation aspects	70
4.4.3 Multichannel performance	70
4.5 Conclusions	74
5 Equalization	77
5.1 Introduction	79
5.2 The FPBFxLMS algorithm applied to room equalization	81
5.3 GPU implementation of the prototype	84
5.4 Results	90
5.4.1 Algorithm behavior	90
5.4.2 Computing results	91
5.5 Conclusions	92
6 Active Noise Control - LMS algorithm	95
6.1 Introduction	97
6.2 Description of the algorithms	99
6.2.1 The FPBFxLMS algorithm applied to active noise control	102
6.2.2 The FPBMFxLMS algorithm applied to active noise control	103
6.3 GPU implementation of the prototype	104
6.4 Results	106
6.4.1 Residual noise level	107
6.4.2 Convergence performance	107

6.4.3	Computational complexity	111
6.4.4	Prototype computing performance	114
6.5	Conclusions	120
7	Active Noise Control - NLMS-OCF algorithm	123
7.1	Introduction	126
7.2	Description of the algorithms	128
7.2.1	The Modified Filtered-x NLMS algorithm (MFxNLMS)	130
7.2.2	The Modified Filtered-x NLMS algorithm with Orthogonal Correction Factors (M-OCF)	132
7.2.3	The Frequency-domain Partitioned Block Modified Filtered-x NLMS with Orthogonal Correction Factors algorithm (FPM-OCF)	133
7.3	GPU implementation of the prototype	136
7.4	Results	141
7.4.1	Residual noise levels	141
7.4.2	Convergence performance	141
7.4.3	Computational complexity	144
7.4.4	Prototype computing performance	146
7.5	Conclusions	153
8	Distributed Active Noise Control	155
8.1	Introduction	157
8.2	Description of the algorithm	159
8.2.1	The FPBFxLMS for a single-channel node	160
8.2.2	The FPBFxLMS for a distributed ANC system	161
8.3	Results	164
8.3.1	Simulation results	165
8.3.2	Computational complexity	165
8.4	Considerations	167
8.5	Conclusions	168
9	Conclusion	171
9.1	Main contributions	173
9.2	Further work	176
9.3	List of publications	177
9.4	Institutional acknowledgements	179
	Bibliography	181