



**Southern Taiwan University**

**DSP**

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**Electrical Engineering**

**2013.07.14**

The header features a light green background with a white curved line at the bottom. On the left side, there are three white silhouettes of birds in flight.

# Outline

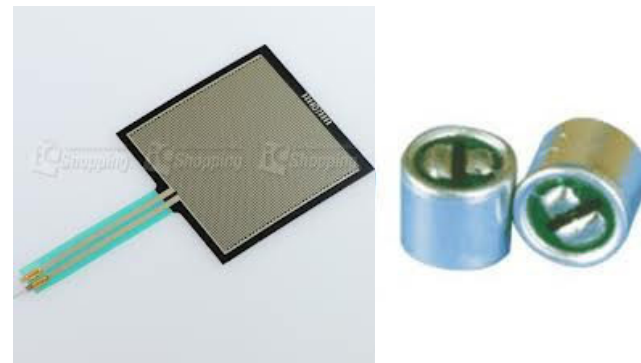
- ✓ Continuous Time Signals
- ✓ From Continuous Signal to Digital Signal
  - Sampling
  - Quantization
- ✓ Continuous Filter vs. Digital Filter
- ✓ DSP Simulation
- ✓ The Aliasing Phenomenon

# Continuous Time Signals

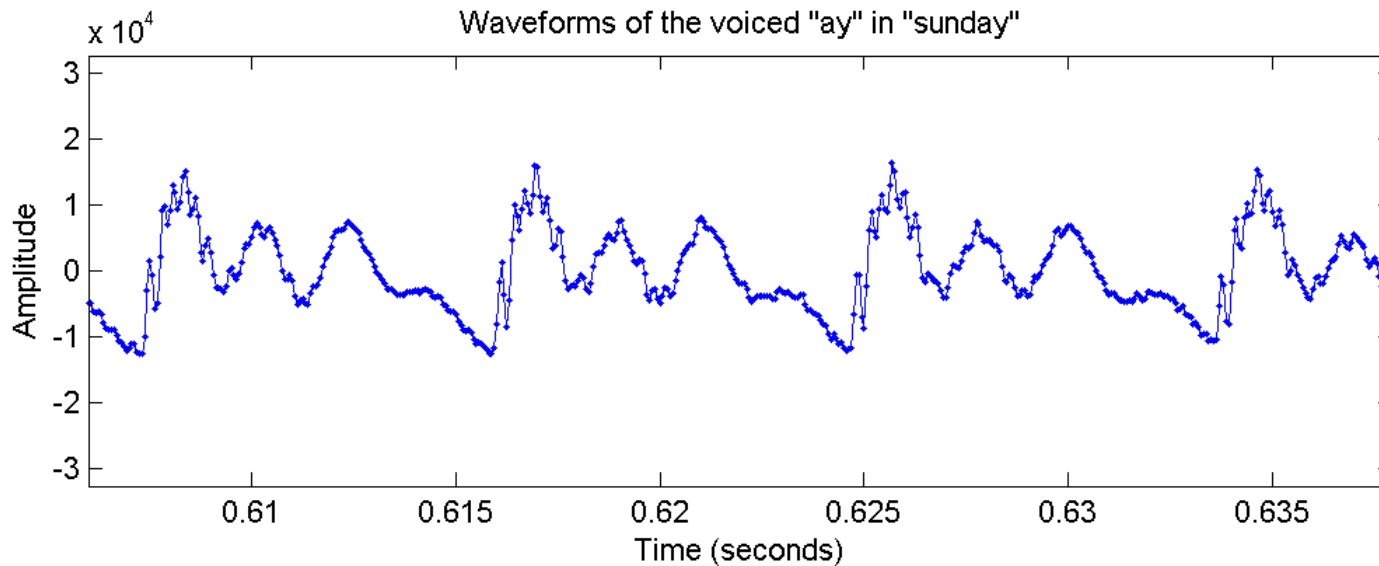
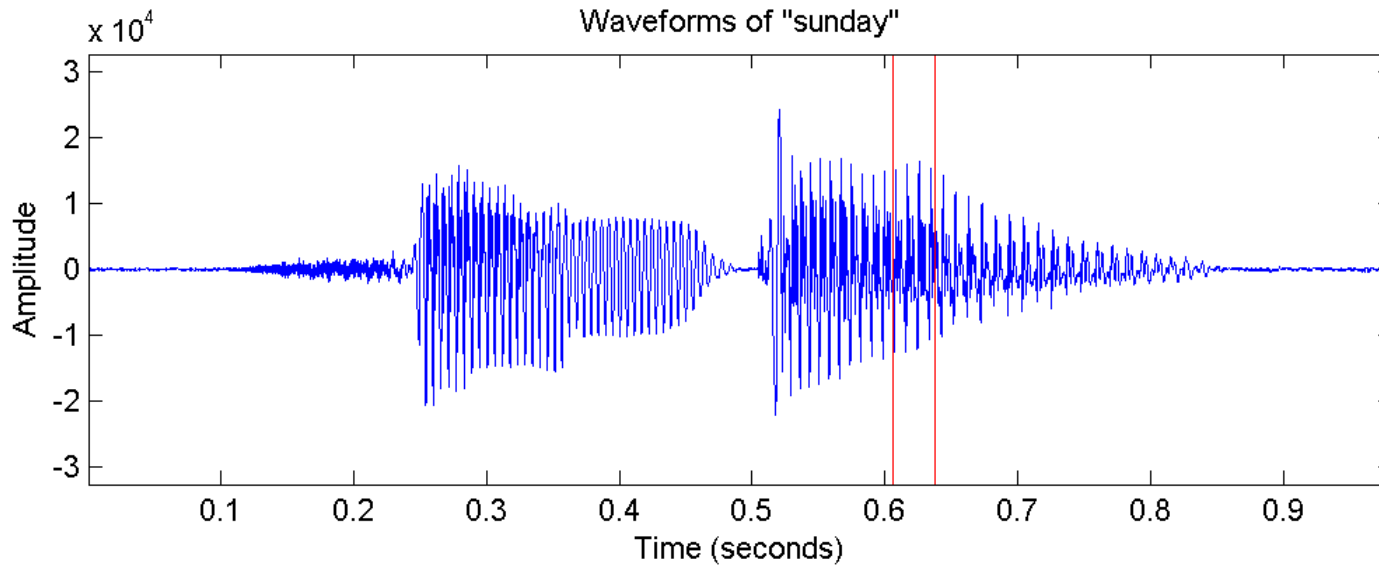
## ■ Natural Signals

## ■ Output of most sensors

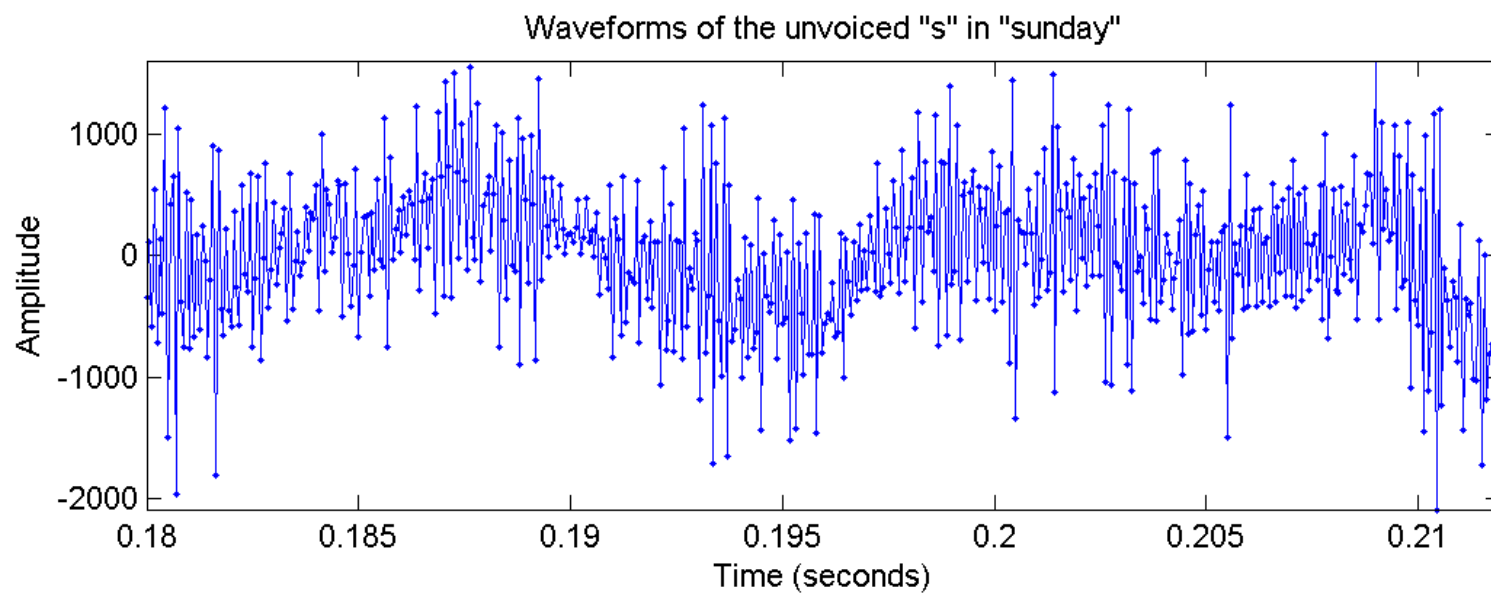
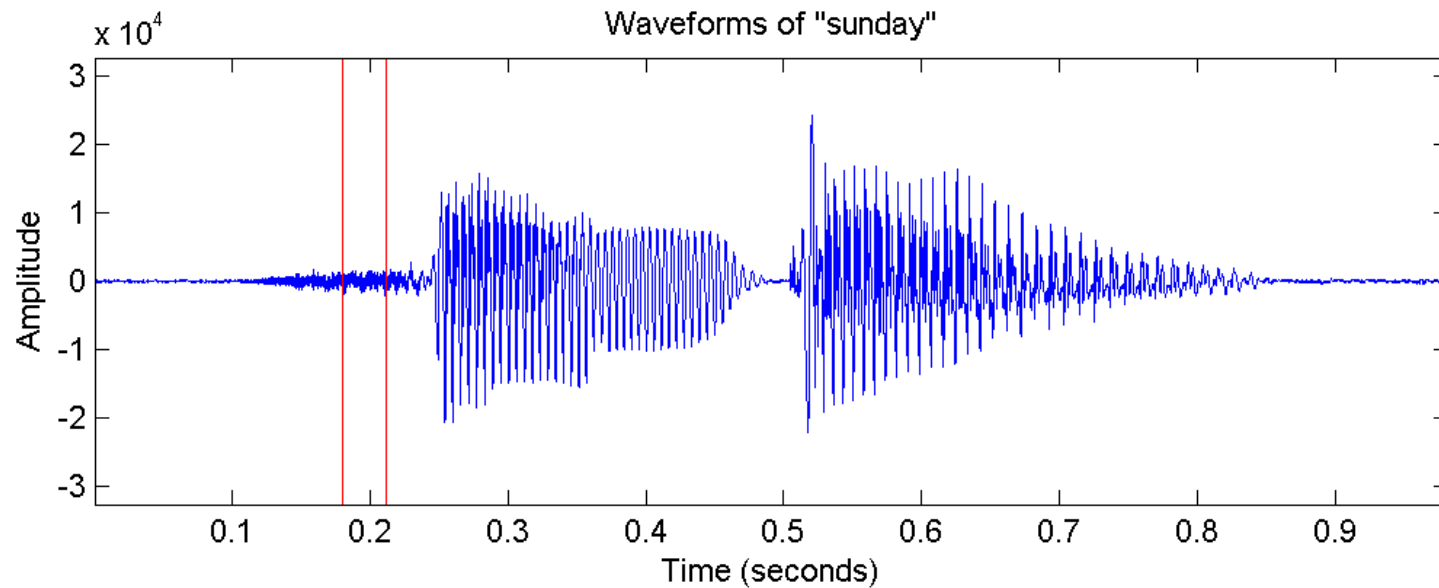
- Temperature
- Pressure
- Position
- Voice
- Audio



# The voiced sound (~ vowel)

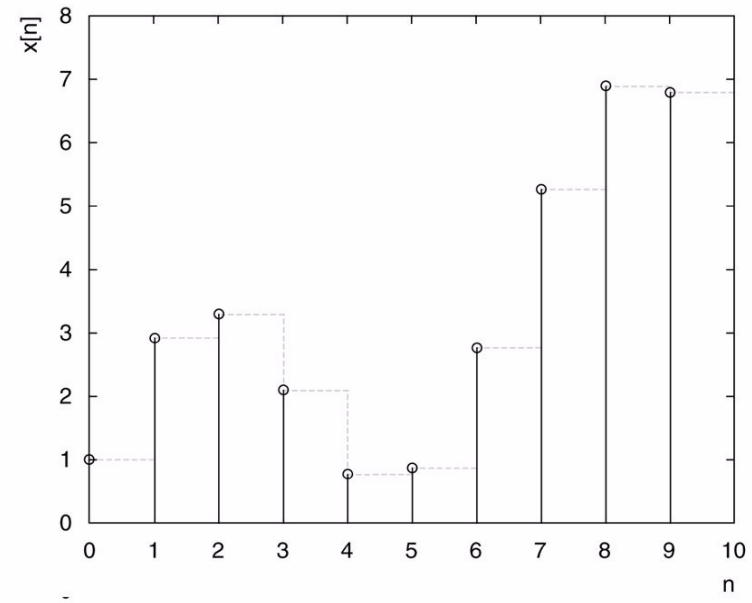
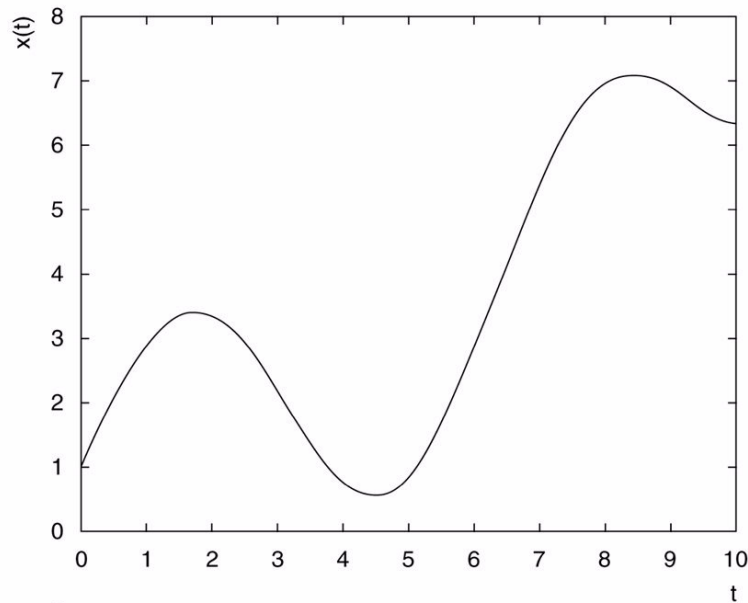


# The unvoiced sound (~consonant)



# From Continuous Signal to Digital Signal

## Step1: Sampling



✂ The important spec. :  $f_s$  (sampling frequency)

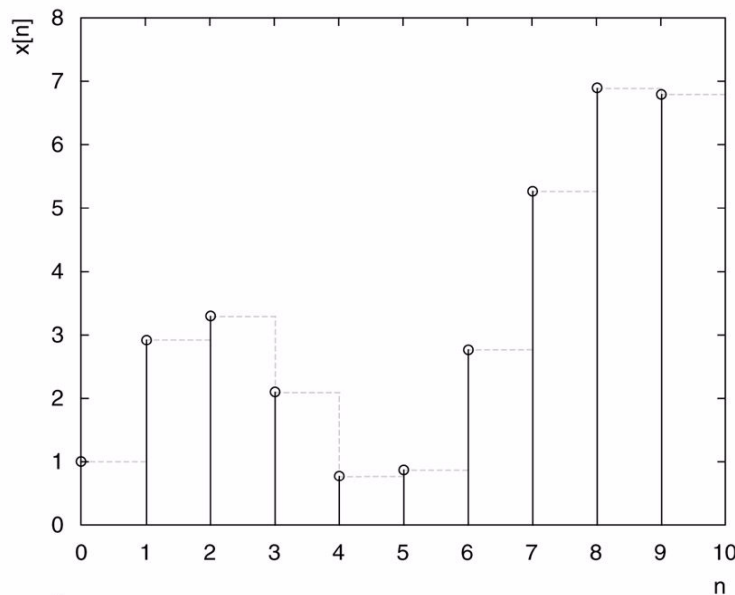
ex: Digital phone:  $f_s = 8\text{kHz}$  (8,000 samples/sec)

CD Quality:  $f_s = 44\text{kHz}$  (44,000 samples/sec)

# From

# Continuous Signal to Digital Signal

## Step2: Quantization



$$Qx[0] = 0010$$

$$Qx[1] = 0110$$

$$Qx[2] = 0111$$

$$Qx[3] = 0100$$

$$Qx[4] = 0001$$

.....

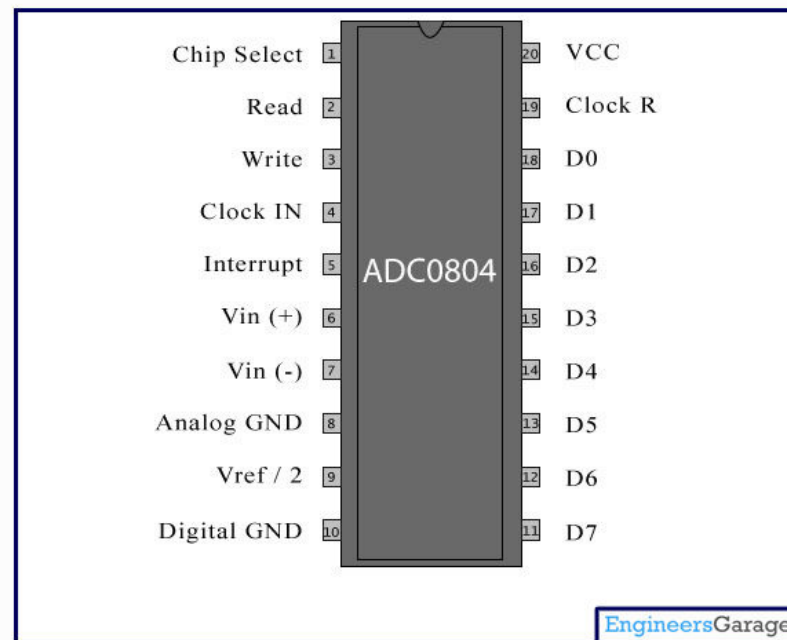
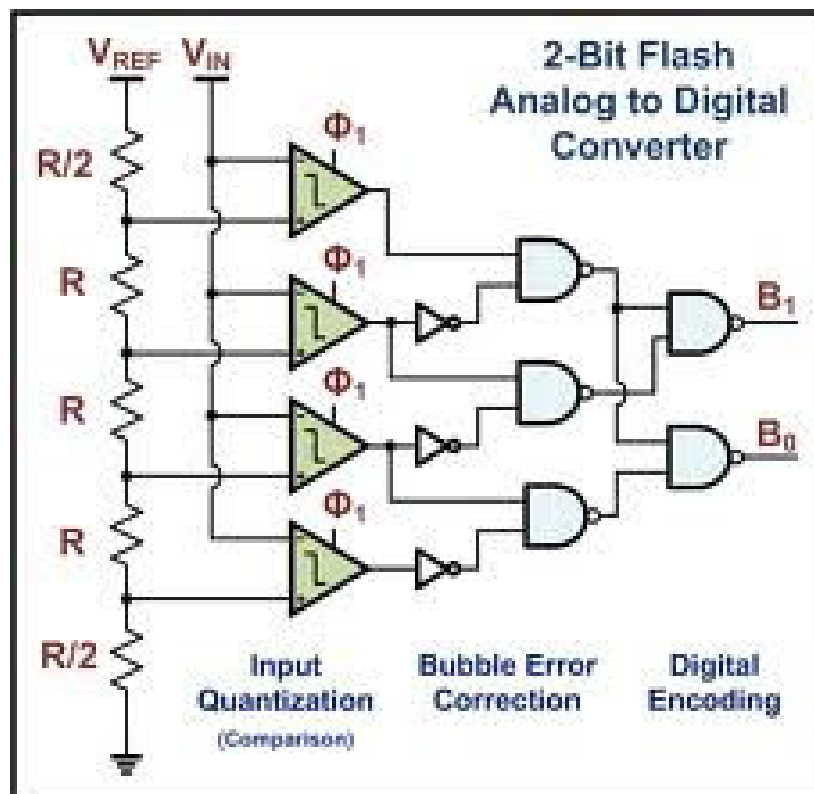
✂ The important spec.: Quantization Bit Number N

ex: Digital phone: N = 8

CD Quality: N=16

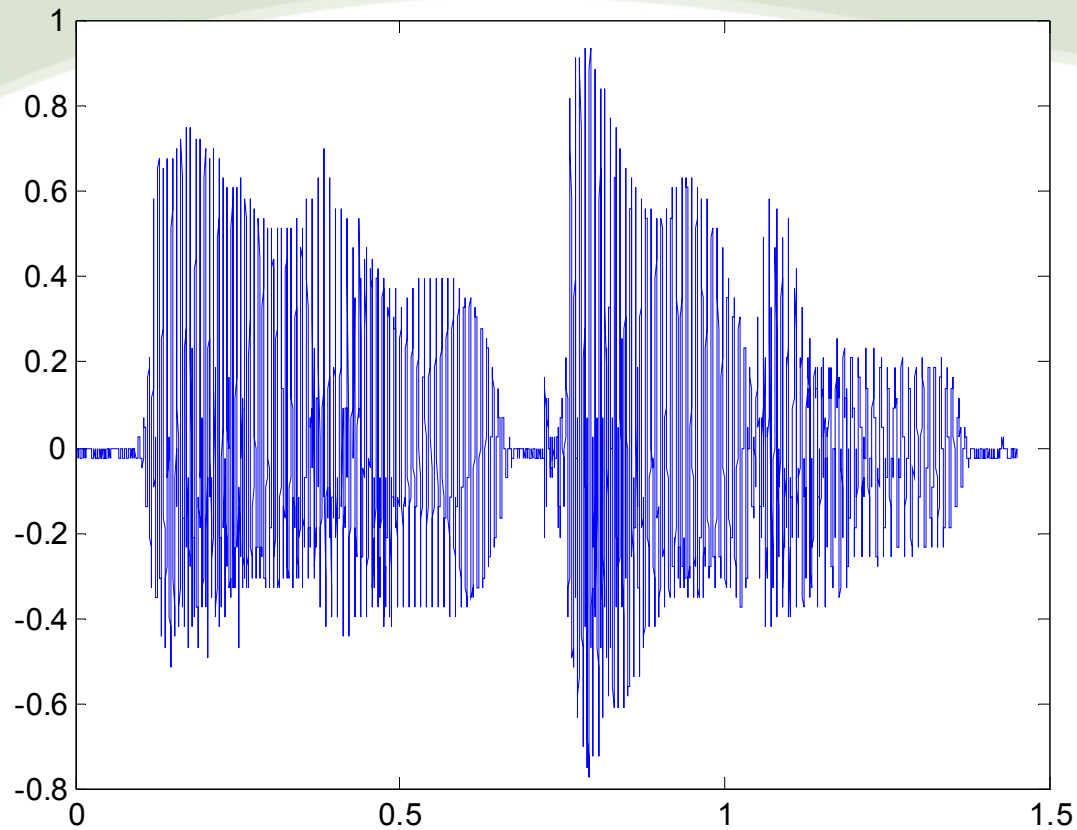
# From Continuous Signal to Digital Signal

## Hardware Implementation?





# DSP Simulation 1



✓ '歡迎光臨'  
(Welcome)

✓  $F_s = 11,025$  Hz

✓  $N = 8$

✓ PlayX1

✓ Play the audio in different speed:

X0.2

X0.5

X0.8

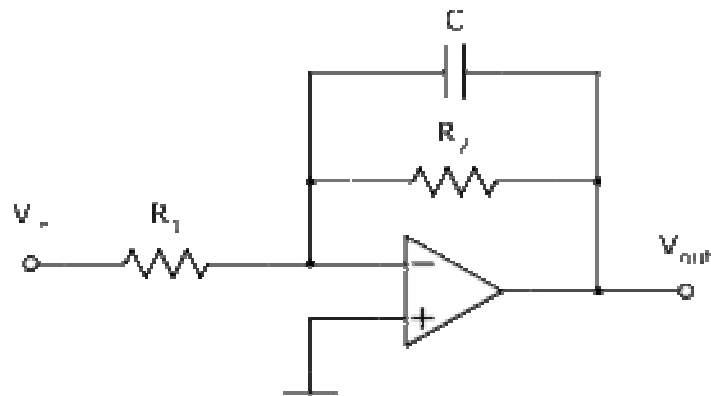
X1

X1.5

X2

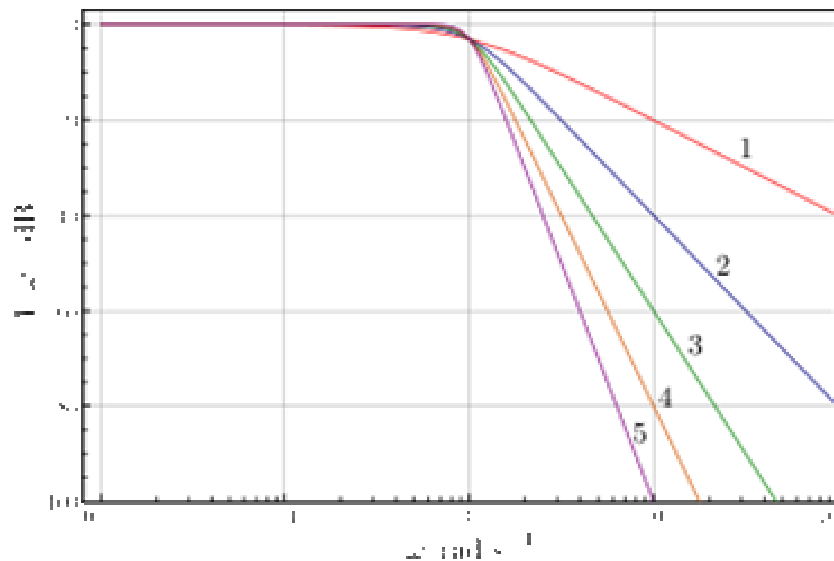
# Continuous Filter vs. Digital Filter

## Ex. Low Pass Filter Design



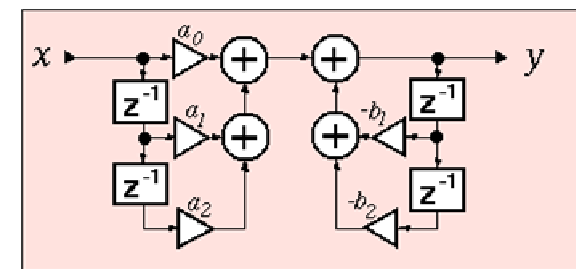
$$y[n] = x[n] + x[n-1] + x[n-2]$$

$$y[n] = x[n] + x[n-1] + \dots + x[n-10]$$



## Biquad Filter

Flowgraph:  
(Max/MSP-like)



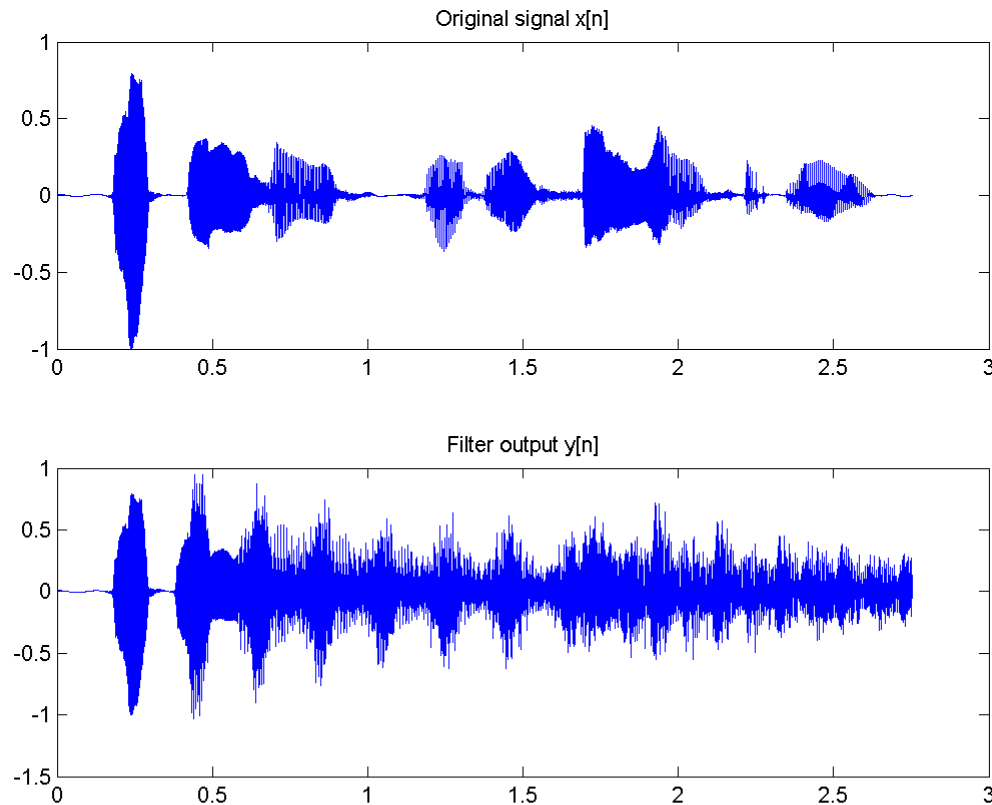
Difference Equation:  
(Filter implementation)

$$y[n] = a_0 * x[n] + a_1 * x[n-1] + a_2 * x[n-2] - b_1 * y[n-1] - b_2 * y[n-2]$$

# DSP Simulation 2

- A realistic multiple-fold echo:

$$y[n] = x[n] + 0.8*y[n-3200]$$



- ◆ We can hear the sound clips:  
Original signal x[n] 、 Output signal y[n]

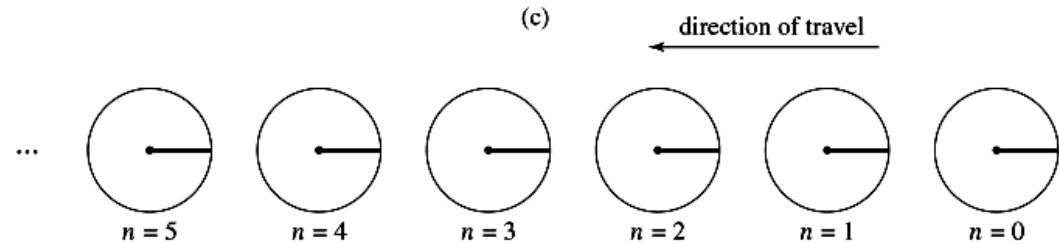
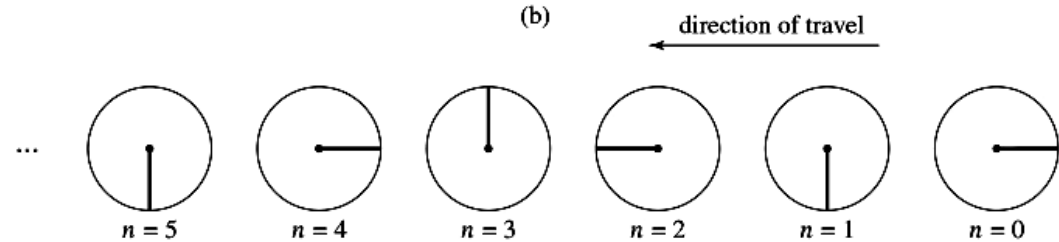
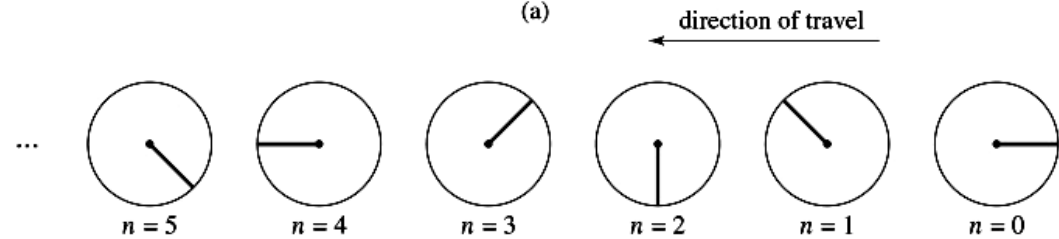
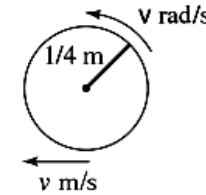
# The Aliasing Phenomenon

-- when  $f_s$  is not quick enough

- Aliasing movie show

- Movie: 24 ~ 300 FPS

- Persistence of human vision



# Buddha's Wisdom

- Adapted from 'The Diamond Sutra' or 'The Vajra Prajna Paramita Sutra'

All conditioned phenomena  
Are like dreams, illusions,  
bubbles, shadows,

Like dew drops and a  
lightning flash:

Contemplate them thus.

現前當來 必定見佛  
若衆生心 憶佛念佛

摘自：《大勢至念佛圓通章》

一切有為法，  
如夢、幻、泡、影，  
如露亦如電，  
應作如是觀。...



A decorative header with a light green background. On the left side, there are three white silhouettes of birds in flight. The word "Conclusions" is written in a large, bold, red font in the center of the header.

# Conclusions

- ✓ Implantable antennas (in body antenna)
- ✓ Wireless ECG sensors +on body antenna
- ✓ The sampling frequency should satisfy 'Sampling Theorem', or aliasing phenomenon will occur.
- ✓ DSP is a practical technology for computers or IC chips to make your dreams come true.

# References

- [www.amanogawa.com](http://www.amanogawa.com)
- <http://www.antenna-theory.com/antennas/aperture/vivaldi.php>
- *Discrete-Time Signal Processing*, Alan V. Oppenheim & Ronald W. Schaffer, 3rd Edition, Prentice Hall, 2009.
- Jyh-Shing Roger Jang, "*Audio Signal Processing and Recognition*," available at the links for on-line courses at the author's homepage at <http://www.cs.nthu.edu.tw/~jang>.

**Thank you  
for listening!**



감사합니다  
귀여운  
노란  
꽃  
가장  
가장  
가장

