

EC8553 DISCRETE-TIME SIGNAL PROCESSING

DETAILED SYLLABUS

OBJECTIVES:

- To learn discrete fourier transform, properties of DFT and its application to linear filtering
- To understand the characteristics of digital filters, design digital IIR and FIR filters and apply these filters to filter undesirable signals in various frequency bands
- To understand the effects of finite precision representation on digital filters
- To understand the fundamental concepts of multi rate signal processing and its applications
- To introduce the concepts of adaptive filters and its application to communication engineering

UNIT I DISCRETE FOURIER TRANSFORM

Review of signals and systems, concept of frequency in discrete-time signals, summary of analysis & synthesis equations for FT & DTFT, frequency domain sampling, Discrete Fourier transform (DFT) - deriving DFT from DTFT, properties of DFT - periodicity, symmetry, circular convolution. Linear filtering using DFT. Filtering long data sequences - overlap save and overlap add method. Fast computation of DFT - Radix-2 Decimation-in-time (DIT) Fast Fourier transform (FFT), Decimation-in-frequency (DIF) Fast Fourier transform (FFT). Linear filtering using FFT.

UNIT II INFINITE IMPULSE RESPONSE FILTERS

Characteristics of practical frequency selective filters. characteristics of commonly used analog filters - Butterworth filters, Chebyshev filters. Design of IIR filters from analog filters (LPF, HPF, BPF, BRF) - Approximation of derivatives, Impulse invariance method, Bilinear transformation. Frequency transformation in the analog domain. Structure of IIR filter - direct form I, direct form II, Cascade, parallel realizations.

UNIT III FINITE IMPULSE RESPONSE FILTERS

Design of FIR filters - symmetric and Anti-symmetric FIR filters - design of linear phase FIR filters using Fourier series method - FIR filter design using windows (Rectangular, Hamming and Hanning window), Frequency sampling method. FIR filter structures - linear phase structure, direct form realizations

UNIT IV FINITE WORD LENGTH EFFECTS

Fixed point and floating-point number representation - ADC - quantization - truncation and rounding - quantization noise - input / output quantization - coefficient quantization error – product quantization error - overflow error - limit cycle oscillations due to product quantization and summation - scaling to prevent overflow.

UNIT V INTRODUCTION TO DIGITAL SIGNAL PROCESSORS

DSP functionalities - circular buffering – DSP architecture – Fixed- and Floating-point architecture principles – Programming – Application examples.

TEXT BOOK:

1. John G. Proakis & Dimitris G. Manolakis, —Digital Signal Processing – Principles, Algorithms & Applications, Fourth Edition, Pearson Education / Prentice Hall, 2007. (UNIT I – V)

REFERENCES:

1. Emmanuel C. Ifeachor & Barrie. W. Jervis, —Digital Signal Processing, Second Edition, Pearson Education / Prentice Hall, 2002.

2. A. V. Oppenheim, R.W. Schaffer and J.R. Buck, —Discrete-Time Signal Processing, 8th Indian Reprint, Pearson, 2004.

3. Sanjit K. Mitra, —Digital Signal Processing – A Computer Based Approach, Tata Mc Graw Hill, 2007.

4. Andreas Antoniou, —Digital Signal Processing, Tata Mc Graw Hill, 2006.