

Digital Signal Processing for Music

Part 11: Non-Linear Quantization

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Review: Linear Quantization SNR

$$SNR = 6.02 \cdot w + c_S [\text{dB}]$$

c_S depends on signal's PDF (and scaling)'

PDF

SNR

Square Wave

$$c_S = 4.8$$

Sine Wave

$$c_S = 1.8$$

Rectangle

$$c_S = 0$$

Triangle

$$c_S \approx -3$$

Gaussian

$$c_S \approx -7$$

LaPlace

$$c_S \approx -9$$

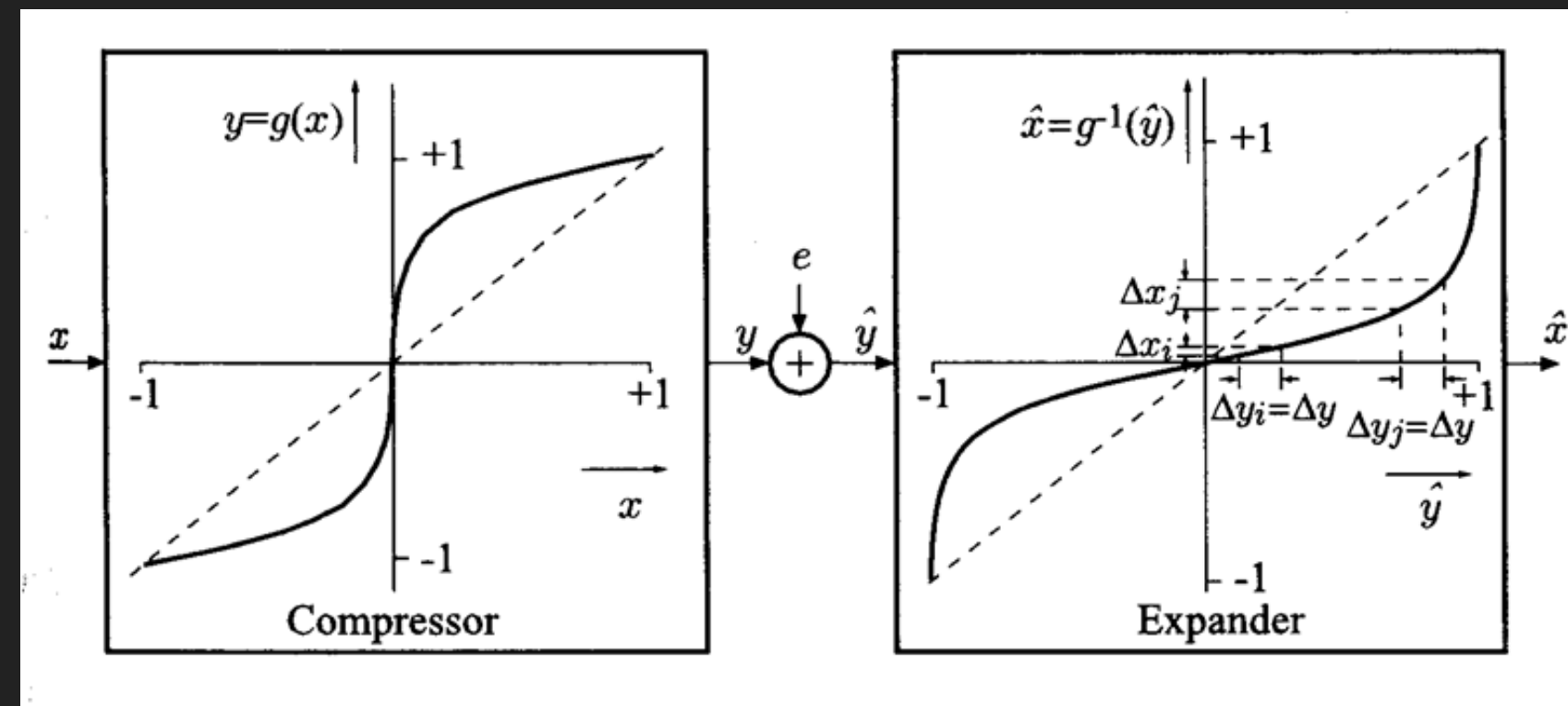
Speech

$$c_S \approx -10 \dots -15$$

How can we quantize frequent signal values at higher resolution?

Approach 1

1. Flatten PDF (companding)
2. Linear quantization
3. Extract signal (expanding)



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Approach 2

1. Adapt quantization step size to PDF

Both approaches are equivalent in their result

A-Law Quantization (ITU-T G.711)

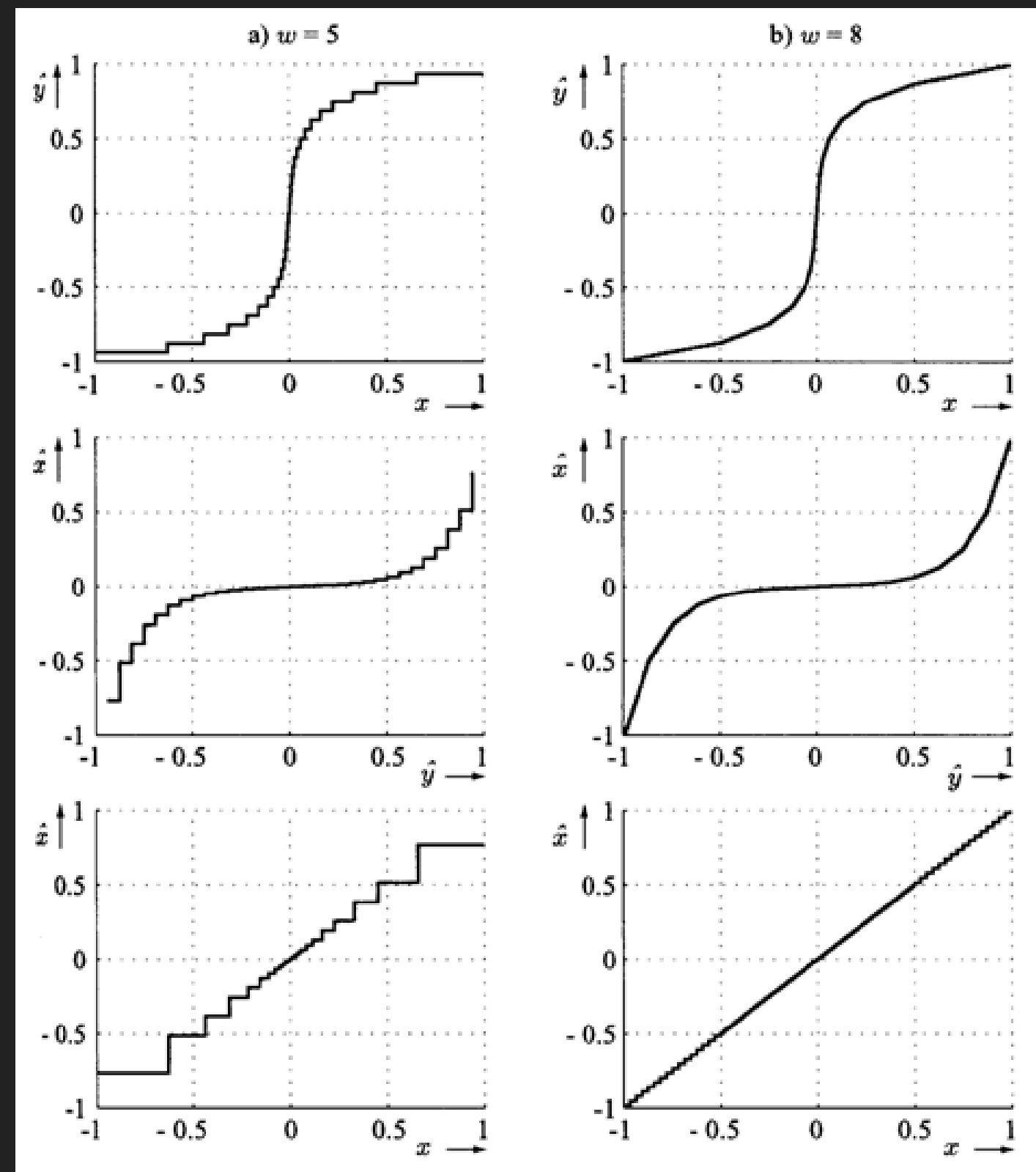
$$F(x) = \text{sign}(x) \begin{cases} \frac{A|x|}{1+\log(A)}, & |x| \leq \frac{1}{A} \\ \frac{1+\log(A|x|)}{1+\log(A)}, & \frac{1}{A} \leq |x| \leq 1 \end{cases}$$

$$F^{-1}(y) = \text{sign}(y) \begin{cases} \frac{|y|(1+\log(A))}{A}, & |y| \leq \frac{1}{1+\log(A)} \\ \frac{\exp(|y|(1+\log(A))-1)}{A}, & \frac{1}{1+\log(A)} \leq |y| \leq 1 \end{cases}$$

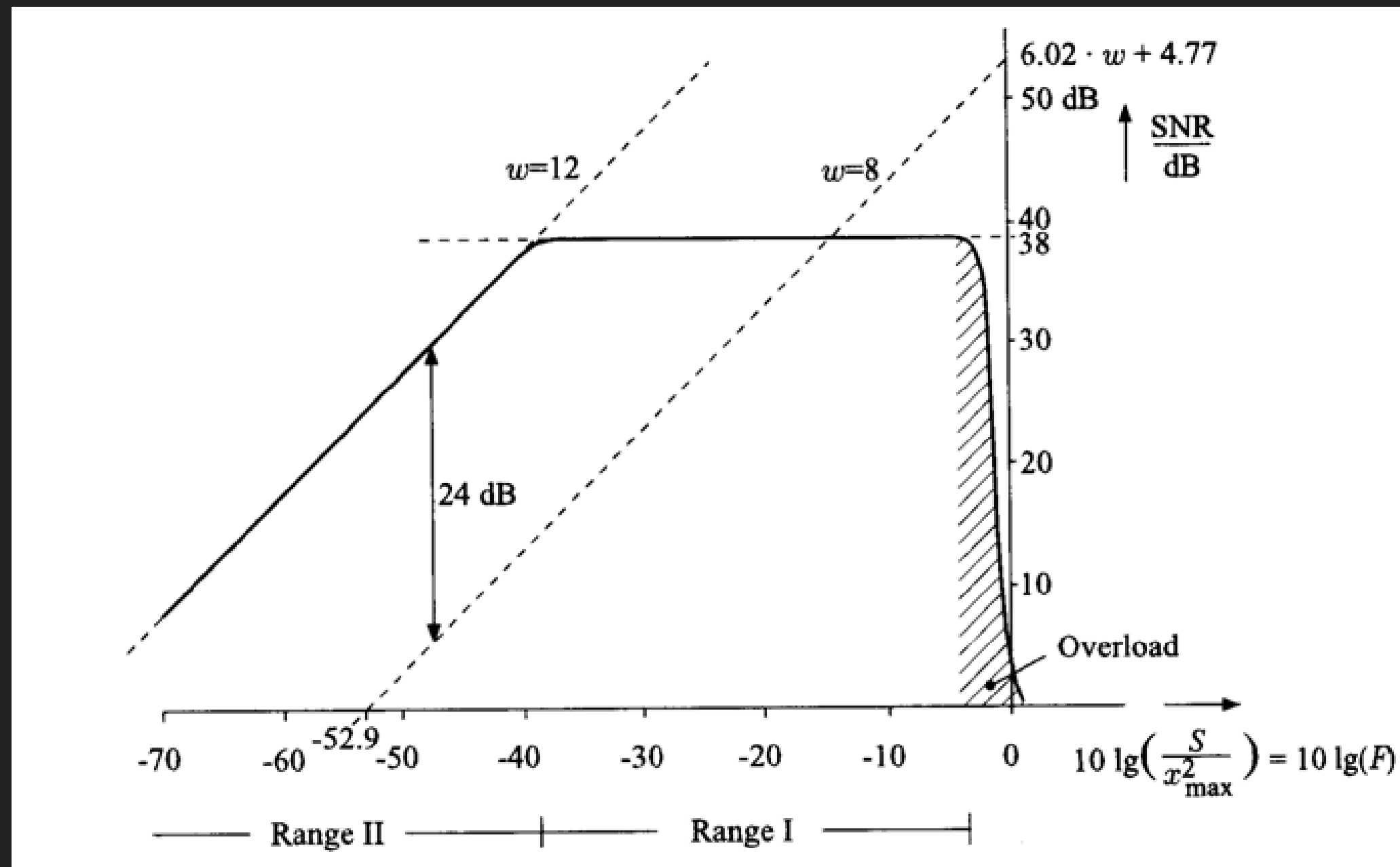
with $A = 87.7$

- » Linear and high resolution for small amplitudes
- » Log and increasingly low resolution for high amplitudes

A-Law Quantization: Visualization



A-Law Quantization: SNR



- » **Range I:** SNR is linear regardless of input level
- » **Range II:** SNR increases with input level

μ -Law Quantization (ITU-T G.711)

$$F(x) = \text{sign}(x) \frac{\log(1 + \mu|x|)}{\log(1 + \mu)}$$

$$F^{-1}(y) = \text{sign}(y) \frac{1}{\mu} \left((1 + \mu)^{|y|} - 1 \right)$$

Compared to A-Law:

- » Higher dynamic range
- » Higher error at small amplitudes

Summary

» **Advantages** of non-linear quantization

- » Takes advantage of non-uniform distribution of input
- » In line with non-linear loudness perception of the ear
- Similar perceptual quality as higher resolution linear quantization

» **Disadvantages**

- » Processing not easily implemented in non-linear amplitude space
- Only used for transmission