

Digital Signal Processing for Music

Part 25: Waveform Coding

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waveform coding

introduction

■ goal:

- encode waveform in a way that the decoded waveform is as close to the original waveform as possible

■ approaches:

- PCM (analogue to digital)
- non-linear quantization
 - ▶ Question: how is the principle of non-linear quantization related to Entropy coding?
- DPCM & ADPCM

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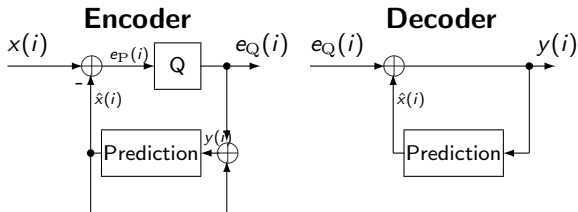
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DPCM



■ predictor is updated from **reconstructed signal**

- **no transmission of predictor coefficients** necessary
- reconstruction error:

$$\begin{aligned}
 r(i) &= x(i) - y(i) \\
 &= x(i) - (\hat{x}(i) + e_Q(i)) \\
 &= e_P(i) - e_Q(i) \\
 &= q(i)
 \end{aligned}$$

⇒ reconstruction error **identical** to quantization error

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ADPCM

■ ADPCM:

- coefficient **adaptation for every block of samples**
- quantization step size (scale) adjusts to signal power

■ forward adaptive implementation

- coefficients are *calculated from the input signal and transmitted*
- *robust* against transmission errors
- requires *additional side information* (coefficients)

■ backward adaptive implementation

- coefficients are *calculated from the reconstructed signal*
- *no additional side information*
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- waveform coding aims at efficiently representing the time domain signal
- **idea:** non-redundant parts are quantized (lossy) according to transmission bandwidth
- **advantages:**
 - low latency
 - low complexity
 - high quality at high bitrates
- **disadvantage:**
 - quality loss is attempted to minimize waveform similarity
⇒ not perceptually meaningful

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