

Introduction to Digital Signal Processing

CHAPTER OUTLINE

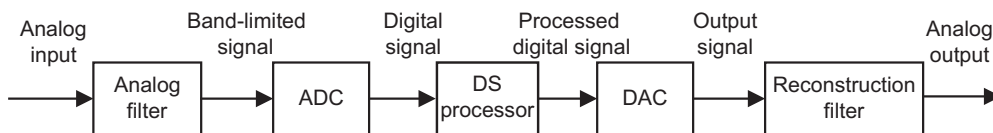
1.1 Basic Concepts of Digital Signal Processing	1
1.2 Basic Digital Signal Processing Examples in Block Diagrams.....	3
1.2.1 Digital Filtering	3
1.2.2 Signal Frequency (Spectrum) Analysis.....	3
1.3 Overview of Typical Digital Signal Processing in Real-World Applications	5
1.3.1 Digital Crossover Audio System.....	5
1.3.2 Interference Cancellation in Electrocardiography.....	5
1.3.3 Speech Coding and Compression	7
1.3.4 Compact-Disc Recording System	7
1.3.5 Vibration Signature Analysis for Defective Gear Teeth	9
1.3.6 Digital Photo Image Enhancement	9
1.4 Digital Signal Processing Applications	12
1.5 Summary	13

OBJECTIVES:

This chapter introduces concepts of digital signal processing (DSP) and reviews an overall picture of its applications. Illustrative application examples include digital noise filtering, signal frequency analysis, speech and audio compression, biomedical signal processing such as interference cancellation in electrocardiography, compact-disc recording, and image enhancement.

1.1 BASIC CONCEPTS OF DIGITAL SIGNAL PROCESSING

Digital signal processing (DSP) technology and its advancements have dramatically impacted our modern society everywhere. Without DSP, we would not have digital/Internet audio and video; digital recording; CD, DVD, and MP3 players; iPhone and iPad; digital cameras; digital and cellular telephones; digital satellite and TV; or wired and wireless networks. Medical instruments would be less efficient or unable to provide useful information for precise diagnoses if there were no digital electrocardiography (ECG) analyzers, digital X-rays, and medical image systems. We would also live in many less efficient ways, since we would not be equipped with voice recognition systems, speech synthesis systems, and image and video editing systems. Without DSP, scientists, engineers, and technologists would have no powerful tools to analyze and visualize the data necessary for their designs, and so on.

**FIGURE 1.1**

A digital signal processing scheme.

The basic concept of DSP is illustrated by the simplified block diagram in [Figure 1.1](#), which consists of an analog filter, an analog-to-digital conversion (ADC) unit, a digital signal (DS) processor, a digital-to-analog conversion (DAC) unit, and a reconstruction (anti-image) filter.

As shown in the diagram, the analog input signal, which is continuous in time and amplitude, is generally encountered in the world around us. Examples of such analog signals include current, voltage, temperature, pressure, and light intensity. Usually a transducer (sensor) is used to convert the nonelectrical signal to the analog electrical signal (voltage). This analog signal is fed to an analog filter, which is applied to limit the frequency range of analog signals prior to the sampling process. The purpose of filtering is to significantly attenuate *aliasing distortion*, which will be explained in the next chapter. The band-limited signal at the output of the analog filter is then sampled and converted via the ADC unit into the digital signal, which is discrete both in time and in amplitude. The DS processor then accepts the digital signal and processes the digital data according to DSP rules such as lowpass, highpass, and bandpass digital filtering, or other algorithms for different applications. Notice that the DS processor unit is a special type of digital computer and can be a general-purpose digital computer, a microprocessor, or an advanced microcontroller; furthermore, DSP rules can be implemented using software in general.

With the DS processor and corresponding software, a processed digital output signal is generated. This signal behaves in a manner according to the specific algorithm used. The next block in [Figure 1.1](#), the DAC unit, converts the processed digital signal to an analog output signal. As shown, the signal is continuous in time and discrete in amplitude (usually a sample-and-hold signal, to be discussed in Chapter 2). The final block in [Figure 1.1](#) is designated as a function to smooth the DAC output voltage levels back to the analog signal via a reconstruction (anti-image) filter for real-world applications.

In general, the analog signal process does not require software, an algorithm, ADC, and DAC. The processing relies wholly on the electrical and electronic devices such as resistors, capacitors, transistors, operational amplifiers, and integrated circuits (ICs).

DSP systems, on the other hand, use software, digital processing, and algorithms; thus they have a great deal of flexibility, less noise interference, and no signal distortion in various applications. However, as shown in [Figure 1.1](#), DSP systems still require minimum analog processing such as the anti-aliasing and reconstruction filters, which are musts for converting real-world information into digital form and digital signals back into real-world information.

Note that there are many real-world DSP applications that do not require DAC, such as data acquisition and digital information display, speech recognition, data encoding, and so on. Similarly, DSP applications that need no ADC include CD players, text-to-speech synthesis, and digital tone generators, among others. We will review some of them in the following sections.

1.2 BASIC DIGITAL SIGNAL PROCESSING EXAMPLES IN BLOCK DIAGRAMS

We first look at digital noise filtering and signal frequency analysis, using block diagrams.

1.2.1 Digital Filtering

Let us consider the situation shown in Figure 1.2, depicting a digitized noisy signal obtained from digitizing analog voltages (sensor output) containing a useful low-frequency signal and noise that occupies all of the frequency range. After ADC, the digitized noisy signal $x(n)$, where n is the sample number, can be enhanced using digital filtering.

Since our useful signal contains the low-frequency component, the high-frequency components above that of our useful signal are considered noise, which can be removed by using a digital lowpass filter. We set up the DSP block in Figure 1.2 to operate as a simple digital lowpass filter. After processing the digitized noisy signal $x(n)$, the digital lowpass filter produces a clean digital signal $y(n)$. We can apply the cleaned signal $y(n)$ to another DSP algorithm for a different application or convert it to the analog signal via DAC and the reconstruction filter.

The digitized noisy signal and clean digital signal, respectively, are plotted in Figure 1.3, where the top plot shows the digitized noisy signal, while the bottom plot demonstrates the clean digital signal obtained by applying the digital lowpass filter. Typical applications of noise filtering include acquisition of clean digital audio and biomedical signals and enhancement of speech recording, among others (Embree, 1995; Rabinar and Schafer, 1978; Webster, 1998).

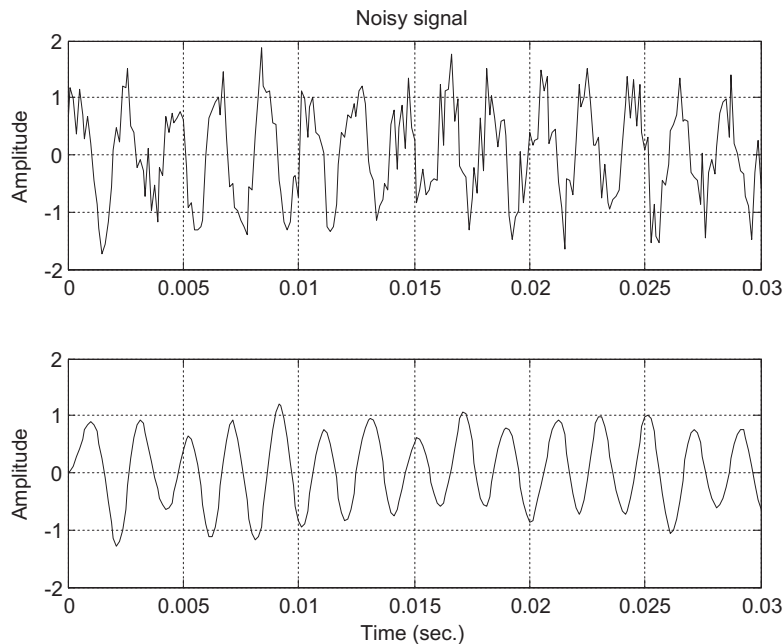


FIGURE 1.2

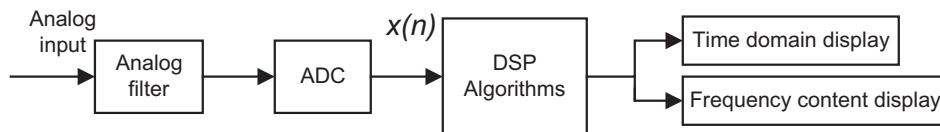
The simple digital filtering block.

1.2.2 Signal Frequency (Spectrum) Analysis

As shown in Figure 1.4, certain DSP applications often require that time domain information and the frequency content of the signal be analyzed. Figure 1.5 shows a digitized audio signal and its calculated signal spectrum (frequency content), that is, the signal amplitude versus its corresponding frequency for the time being, obtained from a DSP algorithm, called the *fast Fourier transform* (FFT), which will be studied in Chapter 4. The plot in Figure 1.5(a) is a time domain display of the recorded audio signal with a frequency of 1,000 Hz sampled at 16,000 samples per second, while the frequency content display of plot (b) displays the calculated signal spectrum versus frequency, in which the peak amplitude is clearly located at 1,000 Hz. Plot (c) shows a time domain display of an audio signal consisting of one signal of 1,000 Hz and another of 3,000 Hz sampled at 16,000 samples per second. The frequency content display shown in plot (d) gives two locations (1,000 Hz and 3,000 Hz) where the peak amplitudes reside, hence the frequency content display presents clear frequency information of the recorded audio signal.

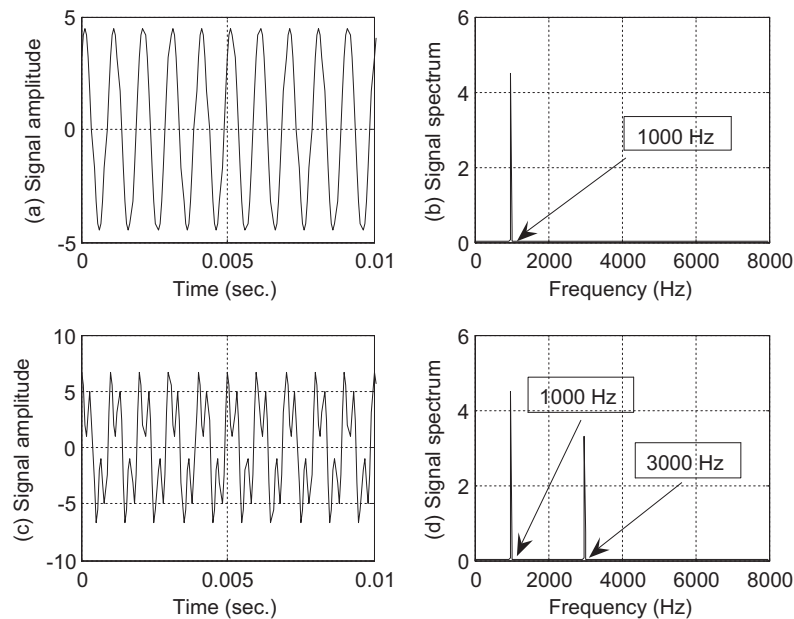
**FIGURE 1.3**

(Top) Digitized noisy signal. (Bottom) Clean digital signal using the digital lowpass filter.

**FIGURE 1.4**

Signal spectral analysis.

As another practical example, we often perform spectral estimation of a digitally recorded speech or audio (music) waveform using the FFT algorithm in order to investigate spectral frequency details of speech information. Figure 1.6 shows a speech signal produced by a human in the time domain and frequency content displays. The top plot shows the digital speech waveform versus its digitized sample number, while the bottom plot shows the frequency content information of speech for a range from 0 to 4,000 Hz. We can observe that there are about ten spectral peaks, called *speech formants*, in the range between 0 and 1,500 Hz. Those identified speech formants can be used for applications such as speech modeling, speech coding, speech feature extraction for speech synthesis and recognition, and so on (Deller et al., 1993).

**FIGURE 1.5**

Audio signals and their spectra.

1.3 OVERVIEW OF TYPICAL DIGITAL SIGNAL PROCESSING IN REAL-WORLD APPLICATIONS

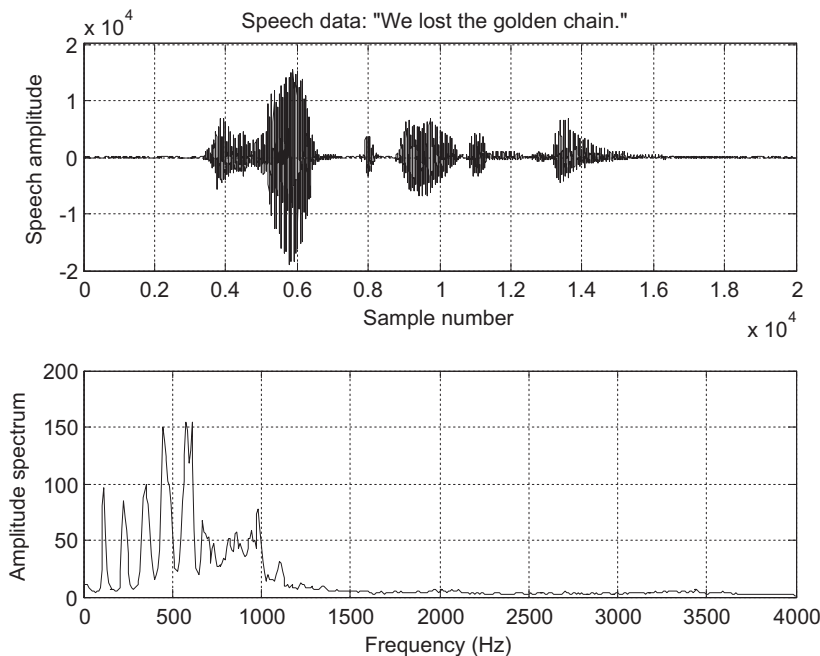
1.3.1 Digital Crossover Audio System

An audio system is required to operate in an entire audible range of frequencies, which may be beyond the capability of any single speaker driver. Several drivers, such as the speaker cones and horns, each covering a different frequency range, are used to cover the full audio frequency range.

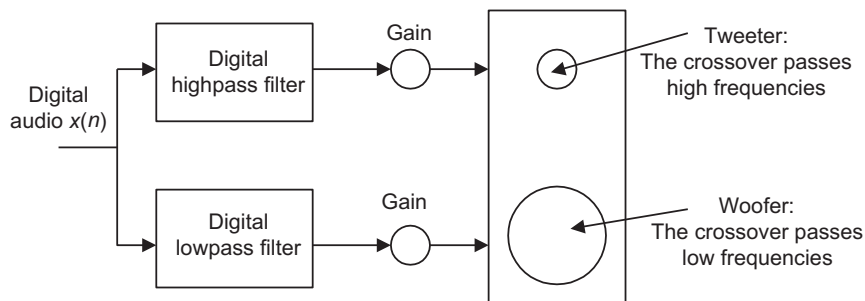
Figure 1.7 shows a typical two-band digital crossover system consisting of two speaker drivers: a woofer and a tweeter. The woofer responds to low frequencies, while the tweeter responds to high frequencies. The incoming digital audio signal is split into two bands by using a digital lowpass filter and a digital highpass filter in parallel. Then the separated audio signals are amplified. Finally, they are sent to their corresponding speaker drivers. Although the traditional crossover systems are designed using the analog circuits, the digital crossover system offers a cost-effective solution with programmability, flexibility, and high quality. This topic is taken up in Chapter 7.

1.3.2 Interference Cancellation in Electrocardiography

In ECG recording, there often is unwanted 60-Hz interference in the recorded data (Webster, 1998). The analysis shows that the interference comes from the power line and includes magnetic induction,

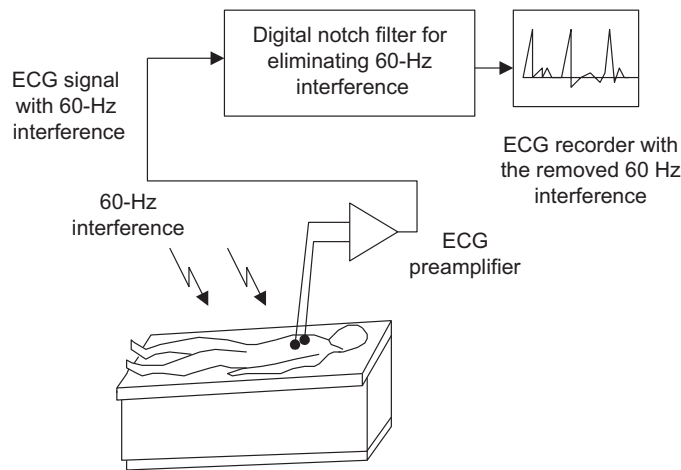
**FIGURE 1.6**

Speech samples and speech spectrum.

**FIGURE 1.7**

Two-band digital crossover.

displacement currents in leads or in the body of the patient, effects from equipment interconnections, and other imperfections. Although using proper grounding or twisted pairs minimizes such 60-Hz effects, another effective choice can be use of a digital notch filter, which eliminates the 60-Hz interference while keeping all the other useful information. Figure 1.8 illustrates a 60-Hz interference eliminator using a digital notch filter. With such enhanced ECG recording, doctors in clinics could give accurate diagnoses for patients.

**FIGURE 1.8**

Elimination of 60-Hz interference in electrocardiography (ECG).

This technique can also be applied to remove 60-Hz interference in audio systems. This topic is explored in depth in Chapter 8.

1.3.3 Speech Coding and Compression

One of the speech coding methods, called *waveform coding*, is depicted in Figure 1.9A, describing the encoding process, while Figure 1.9B shows the decoding processing. As shown in Figure 1.9A, the analog signal is first sent through an analog lowpass filter to remove high frequency noise components and is then passed through the ADC unit, where the digital values at sampling instants are captured by the DS processor. Next, the captured data are compressed using data compression rules to reduce the storage requirements. Finally, the compressed digital information is sent to storage media. The compressed digital information can also be transmitted efficiently, since compression reduces the original data rate. Digital voice recorders, digital audio recorders, and MP3 players are products that use compression techniques (Deller et al., 1993; Li and Drew, 2004; Pan 1985).

To retrieve the information, the reverse process is applied. As shown in Figure 1.9B, the DS processor decompresses the data from the storage media and sends the recovered digital data to DAC. The analog output is acquired by filtering the DAC output via the reconstruction filter.

1.3.4 Compact-Disc Recording System

A compact-disc (CD) recording system is described in Figure 1.10A. The analog audio signal is sensed from each microphone and then fed to the anti-aliasing lowpass filter. Each filtered audio signal is sampled at the industry standard rate of 44.1 kilo-samples per second, quantized, and coded to 16 bits for each digital sample in each channel. The two channels are further multiplexed and encoded, and extra bits are added to provide information such as playing time and track number for the listener. The encoded

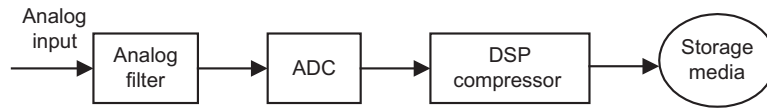


FIGURE 1.9A

Simplified data compressor.

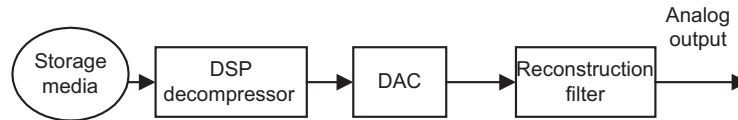


FIGURE 1.9B

Simplified data expander (decompressor).

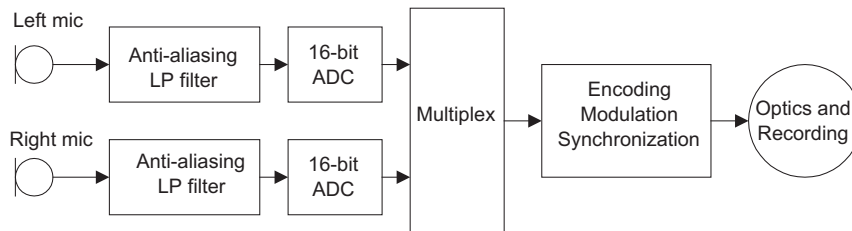


FIGURE 1.10A

Simplified encoder of the CD recording system.

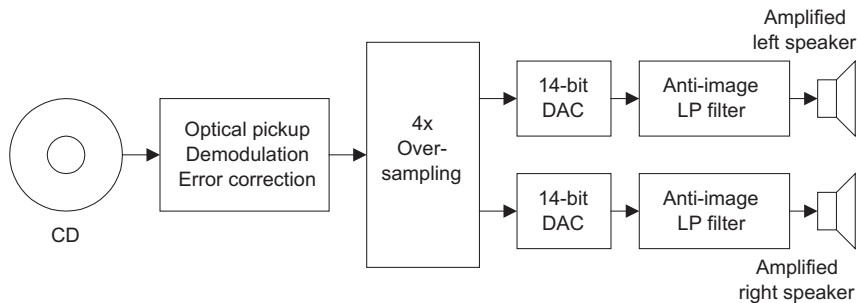


FIGURE 1.10B

Simplified decoder of the CD recording system.

data bits are modulated for storage, and more synchronized bits are added for subsequent recovery of sampling frequency. The modulated signal is then applied to control a laser beam that illuminates the photosensitive layer of a rotating glass disc. When the laser turns on and off, the digital information is etched on the photosensitive layer as a pattern of pits and lands in a spiral track. This master disc forms the basis for mass production of the commercial CD from the thermoplastic material.

During playback, as illustrated in Figure 1.10B, a laser optically scans the tracks on a CD to produce a digital signal. The digital signal is then demodulated. The demodulated signal is further oversampled by a factor of 4 to acquire a sampling rate of 176.4 kHz for each channel and is then passed to the 14-bit DAC unit. For the time being, we can consider the oversampling process as interpolation, that is, adding three samples between every two original samples in this case, as we shall see in Chapter 12. After DAC, the analog signal is sent to the anti-image analog filter, which is a lowpass filter to smooth the voltage steps from the DAC unit. The output from each anti-image filter is fed to its amplifier and loudspeaker. The purpose of the oversampling is to relieve the higher-filter-order requirement for the anti-image lowpass filter, making the circuit design much easier and economical (Ambardar, 1999).

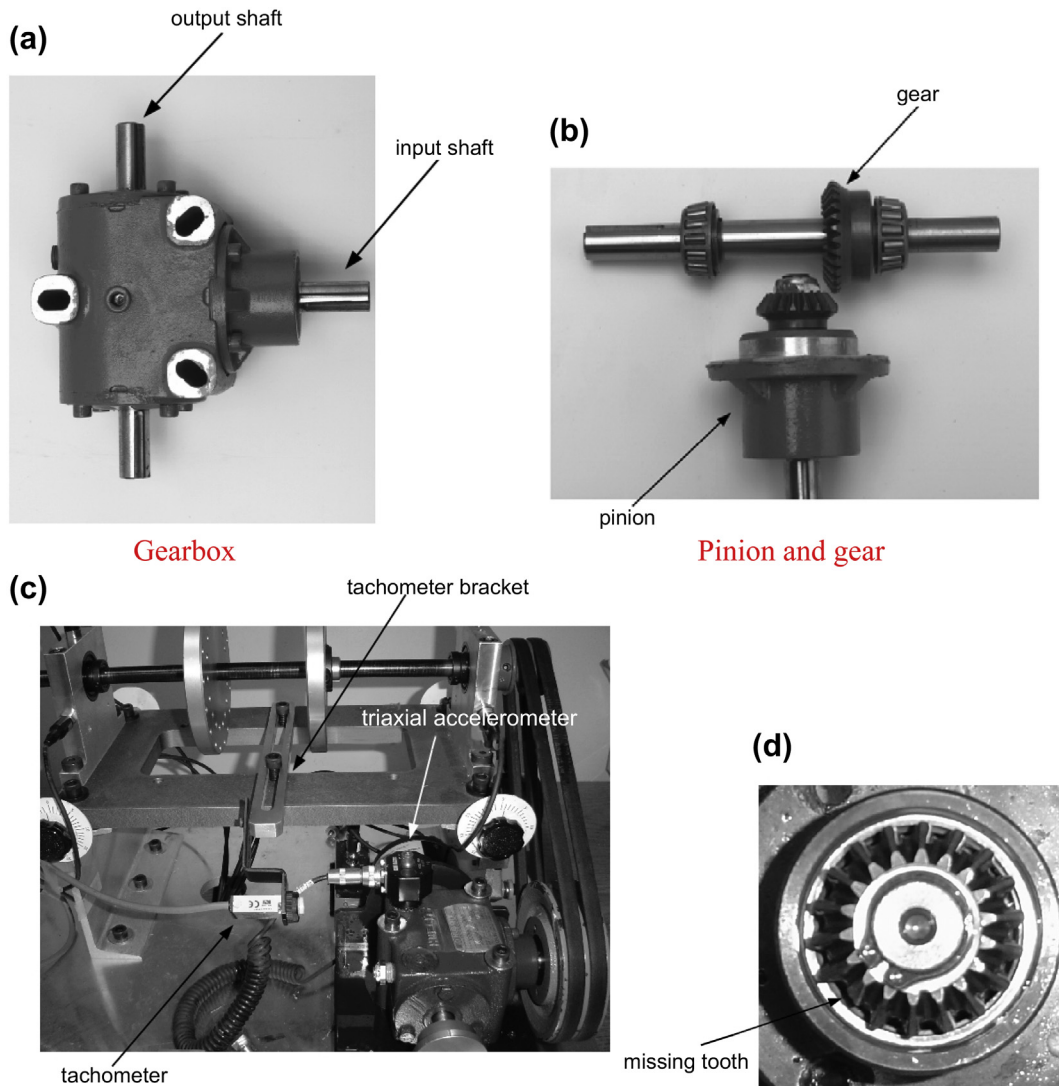
Software audio players installed on computer systems that play music from CDs, such as Windows Media Player and RealPlayer, are examples of DSP applications. These audio players often have many advanced features, such as graphical equalizers, which allow users to change audio through techniques such as boosting low-frequency content or emphasizing high-frequency content (Ambardar, 1999; Embree, 1995; Ifeachor and Jervis, 2002).

1.3.5 Vibration Signature Analysis for Defective Gear Teeth

Gearboxes are widely used in industry and vehicles. During their extended service lifetimes, the gear teeth will inevitably be worn, chipped, or go missing. Hence, with DSP techniques, effective diagnostic methods can be developed to detect and monitor the defective gear teeth in order to enhance the reliability of the entire machine before any unexpected catastrophic events occur. Figure 1.11(a) shows the gearbox; two straight bevel gears with a transmission ratio of 1.5:1 inside the gearbox are shown in Figure 1.11(b). The number of teeth on the pinion is 18. The gearbox input shaft is connected a sheave and driven by a “V” belt drive. The vibration data can be collected by a triaxial accelerometer installed on the top of the gearbox, as shown in Figure 1.11(c). The data acquisition system uses a sampling rate of 12.8 kHz. Figure 1.11(d) shows that a pinion has a missing tooth. During the test, the motor speed is set to 1,000 RPM (revolutions per minute) so the meshing frequency is determined as $f_m = 1,000(\text{RPM}) \times 18/60 = 300$ Hz and input shaft frequency is $f_i = 1,000(\text{RPM})/60 = 16.67$ Hz. The baseline signal and spectrum (excellent condition) from the x -direction of the accelerometer are displayed in Figure 1.12, where we can see that the spectrum contains the meshing frequency component of 300 Hz and a sideband frequency component of 283.33 ($300 - 16.67$) Hz. Figure 1.13 shows the vibration signature for the damaged pinion in Figure 1.11(d). For the damaged pinion, the sidebands ($f_m \pm f_i, f_m \pm 2f_i \dots$) become dominant. Hence, the vibration failure signature is identified. More details can be found in Randall (2011).

1.3.6 Digital Photo Image Enhancement

Digital image enhancement is another example of signal processing in two dimensions. Figure 1.14(a) shows a picture of an outdoor scene taken by a digital camera on a cloudy day. Due to the weather



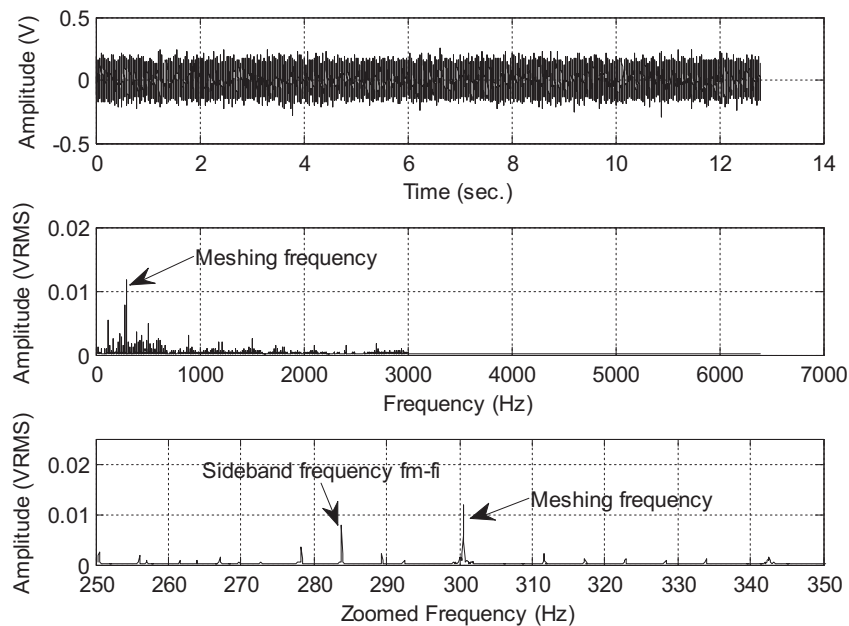
Spectra Quest's Gearbox Dynamics Simulator (GDS)

Damaged pinion

FIGURE 1.11

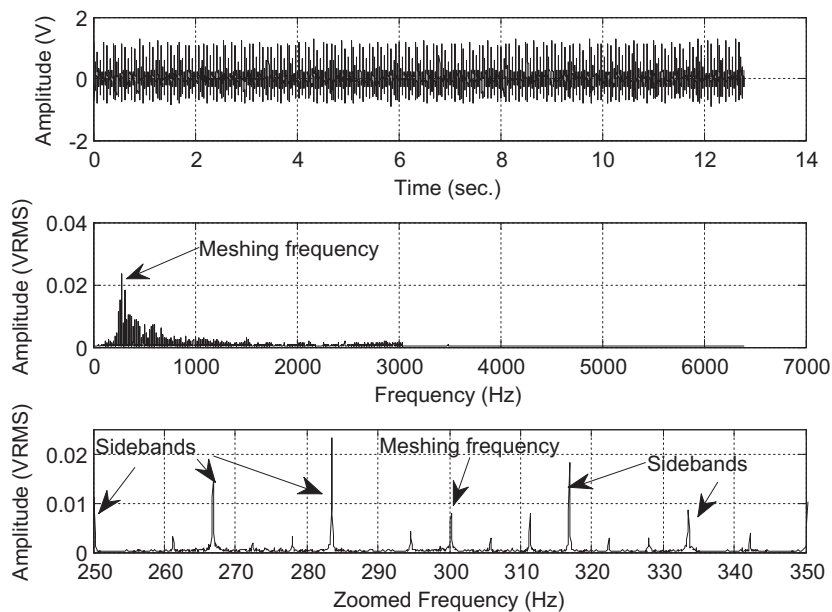
Vibration signature analysis of the gearbox.

(Courtesy of SpectraQuest, Inc.)

**FIGURE 1.12**

Vibration signal and spectrum from the gearbox in good condition.

(Data provided by SpectaQuest, Inc.)

**FIGURE 1.13**

Vibration signal and spectrum from the damaged gearbox.

(Data provided by SpectaQuest, Inc.)

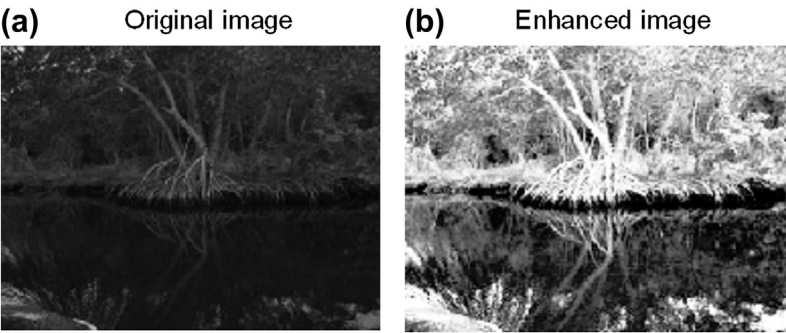


FIGURE 1.14

Image enhancement.

conditions, the image was improperly exposed in natural light and came out dark. The image processing technique called *histogram equalization* (Gozalez and Wintz, 1987) can stretch the light intensity of an image using the digital information (pixels) to increase image contrast so that detailed information in the image can easily be seen, as we can see in [Figure 1.14\(b\)](#). We will study this technique in Chapter 14.

1.4 DIGITAL SIGNAL PROCESSING APPLICATIONS

Applications of DSP are increasing in many areas where analog electronics are being replaced by DSP chips, and new applications are depending on DSP techniques. With the cost of DS processors decreasing and their performance increasing, DSP will continue to affect engineering design in our modern daily life. Some application examples using DSP are listed in [Table 1.1](#).

Table 1.1 Applications of Digital Signal Processing	
Digital audio and speech	Digital audio coding such as CD players and MP3 players, digital crossover, digital audio equalizers, digital stereo and surround sound, noise reduction systems, speech coding, data compression and encryption, speech synthesis and speech recognition
Digital telephone	Speech recognition, high-speed modems, echo cancellation, speech synthesizers, DTMF (dual-tone multifrequency) generation and detection, answering machines
Automobile industry	Active noise control systems, active suspension systems, digital audio and radio, digital controls, vibration signal analysis
Electronic communications	Cellular phones, digital telecommunications, wireless LAN (local area networking), satellite communications
Medical imaging equipment	ECG analyzers, cardiac monitoring, medical imaging and image recognition, digital X-rays and image processing
Multimedia	Internet phones, audio and video, hard disk drive electronics, iPhone, iPad, digital pictures, digital cameras, text-to-voice and voice-to-text technologies

However, the list in the table by no means covers all DSP applications. Engineers and scientists are exploring many new potential applications. DSP techniques will continue to have a profound impact and improve our lives.

1.5 SUMMARY

1. An analog signal is continuous in both time and amplitude. Analog signals in the real world include current, voltage, temperature, pressure, light intensity, and so on. The digital signal contains the digital values converted from the analog signal at the specified time instants.
2. Analog-to-digital signal conversion requires an ADC unit (hardware) and a lowpass filter attached ahead of the ADC unit to block the high-frequency components that ADC cannot handle.
3. The digital signal can be manipulated using arithmetic. The manipulations may include digital filtering, calculation of signal frequency content, and so on.
4. The digital signal can be converted back to an analog signal by sending the digital values to DAC to produce the corresponding voltage levels and applying a smooth filter (reconstruction filter) to the DAC voltage steps.
5. Digital signal processing finds many applications in the areas of digital speech and audio, digital and cellular telephones, automobile controls, vibration signal analysis, communications, biomedical imaging, image/video processing, and multimedia.