

Tratamiento de Señales

Version 2024-I

Operaciones Aritméticas y Lógicas

[Capítulo 3]

Dr. José Ramón Iglesias

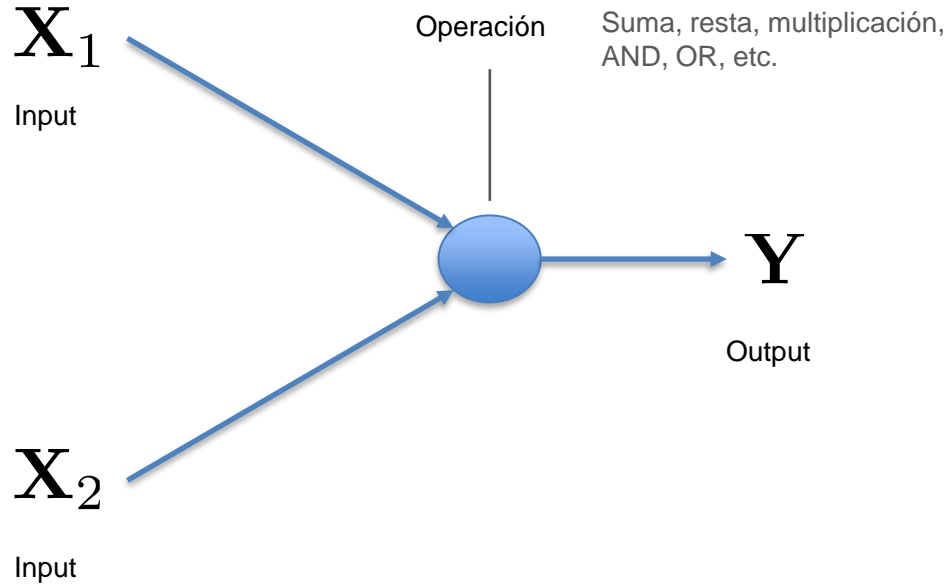
DSP-ASIC BUILDER GROUP

Director Semillero TRIAC

Ingeniería Electronica

Universidad Popular del Cesar

Operaciones Aritméticas y Lógicas



Suma (ponderada) $\mathbf{Y} = a_1 \mathbf{X}_1 + a_2 \mathbf{X}_2$

Suma (ponderada) $\mathbf{Y} = a_1 \mathbf{X}_1 + a_2 \mathbf{X}_2$

\mathbf{X}_1



\mathbf{X}_2



Suma (ponderada) $\mathbf{Y} = a_1 \mathbf{X}_1 + a_2 \mathbf{X}_2$

\mathbf{Y}



$= 0.5 \times$

\mathbf{X}_1



$+ 0.5 \times$

\mathbf{X}_2



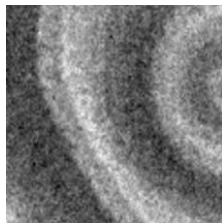
Suma - Promedio

$$\mathbf{Y} = \frac{1}{n} \sum_{i=1}^n \mathbf{X}_i$$

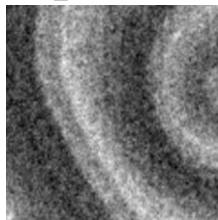
Suma - Promedio

$$\mathbf{Y} = \frac{1}{n} \sum_{i=1}^n \mathbf{X}_i$$

\mathbf{X}_1

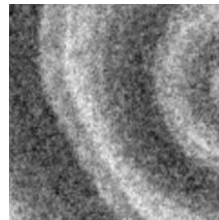


\mathbf{X}_2



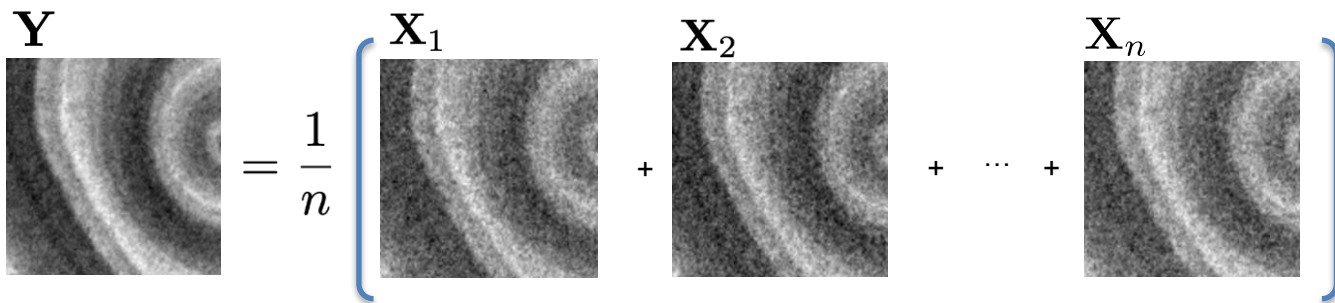
...

\mathbf{X}_n



Suma - Promedio

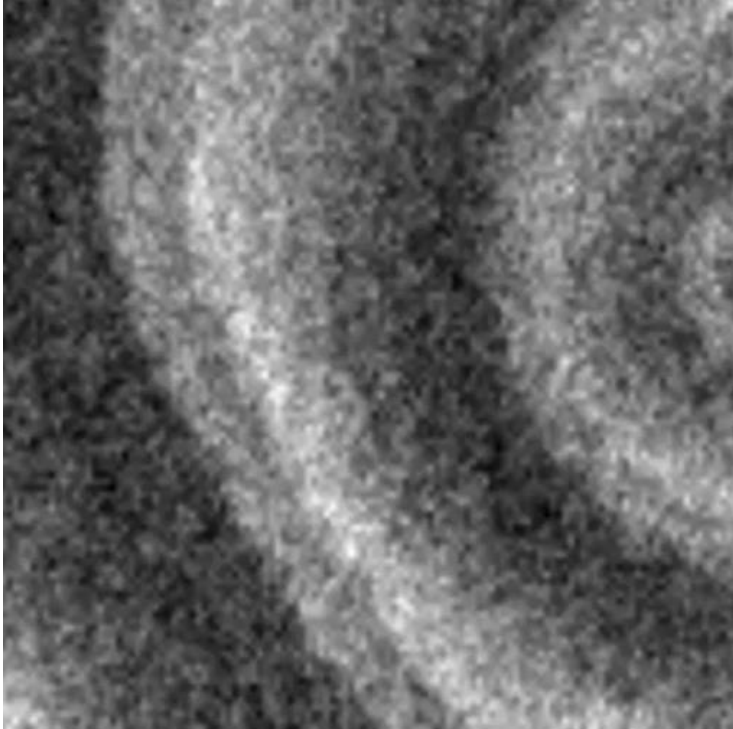
$$\mathbf{Y} = \frac{1}{n} \sum_{i=1}^n \mathbf{X}_i$$

$$\mathbf{Y} = \frac{1}{n} \left[\mathbf{X}_1 + \mathbf{X}_2 + \dots + \mathbf{X}_n \right]$$


Suma - Promedio

Y

$$Y = \frac{1}{n} \sum_{i=1}^n X_i$$



Si cada imagen tiene un ruido aditivo con media cero, entonces al promediar las imágenes, el ruido tiende a desaparecer.

La relación señal a ruido se incrementa en \sqrt{n} .

Resta $\mathbf{Y} = \mathbf{X}_1 - \mathbf{X}_2$

Resta $\mathbf{Y} = \mathbf{X}_1 - \mathbf{X}_2$

\mathbf{X}_1



\mathbf{X}_2



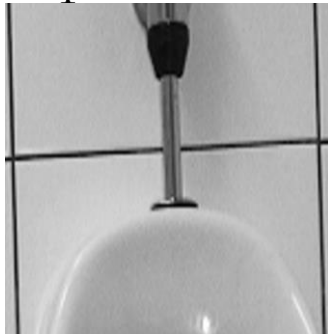
Resta $\mathbf{Y} = \mathbf{X}_1 - \mathbf{X}_2$

\mathbf{Y}



=

\mathbf{X}_1

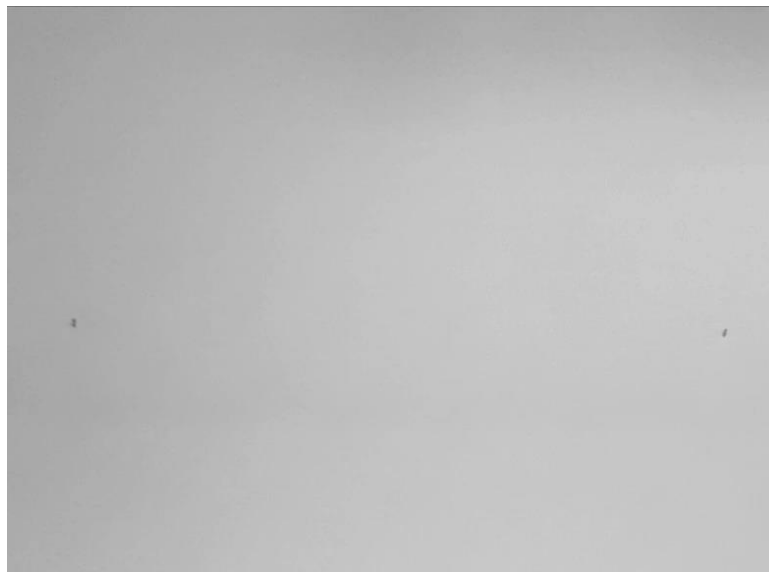


-

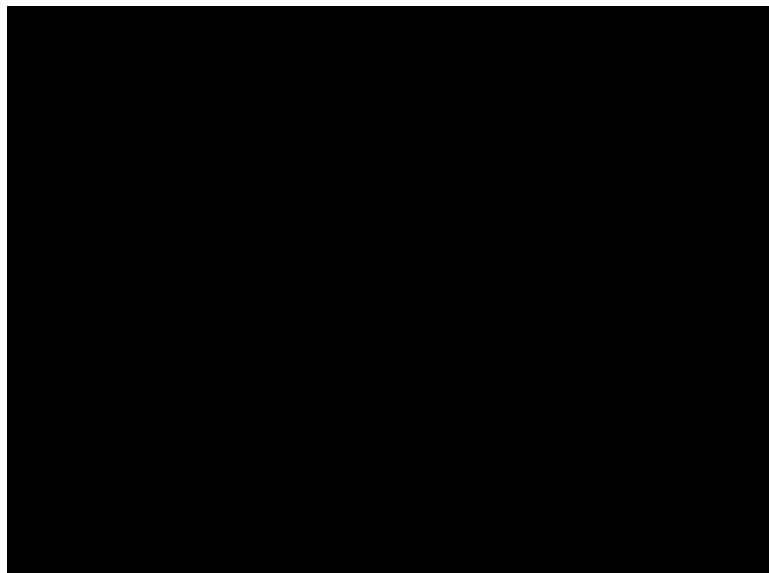
\mathbf{X}_2



Resta: Detección en Videos



Resta: Detección en Videos



$$\mathbf{D} = |\mathbf{X}_t - \mathbf{X}_0| > \theta$$

Resta: Detección en Videos



Resta: Detección en Videos



Multiplicación $\mathbf{Y} = k\mathbf{X}_1$

Multiplicación

$$\mathbf{Y} = k\mathbf{X}_1$$

\mathbf{Y}



\mathbf{X}_1



$$= \frac{1}{2} \times$$

Multiplicación

$$\mathbf{Y} = k\mathbf{X}_1$$

\mathbf{Y}



\mathbf{X}_1



$= 2 \times$

Multiplicación

$$\mathbf{Y} = k\mathbf{X}_1$$

\mathbf{Y}



\mathbf{X}_1



$= 3\times$

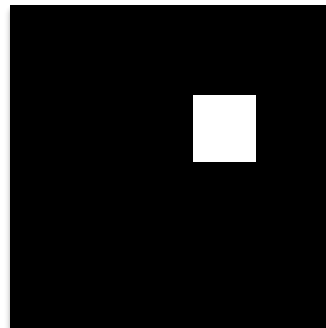
Multiplicación $\mathbf{Y} = \mathbf{X}_1 \cdot * \mathbf{X}_2$

Multiplicación $Y = X_1 \cdot * X_2$

X_1

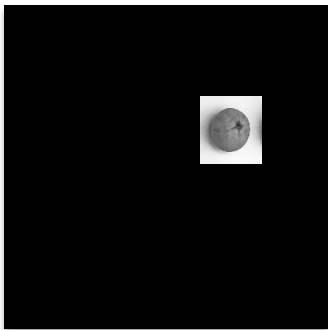


X_2



Multiplicación $Y = X_1 \cdot * X_2$

Y



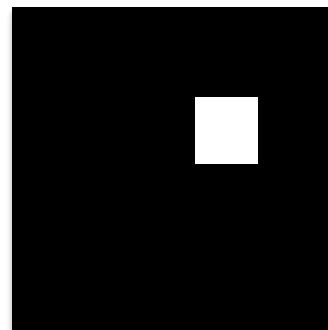
$=$

X_1



$\cdot *$

X_2



Multiplicación $Y = X_1 \cdot * X_2$

Y



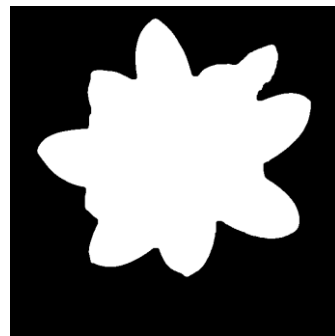
$=$

X_1



$\cdot *$

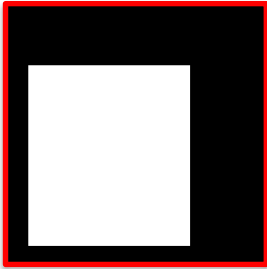
X_2



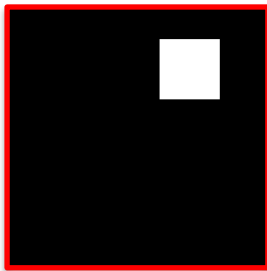
Operaciones Lógicas

Operaciones Lógicas

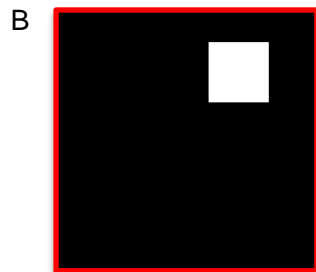
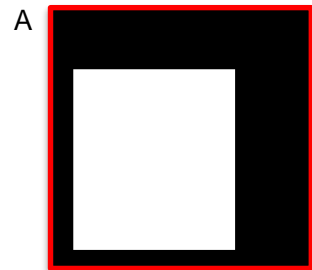
A



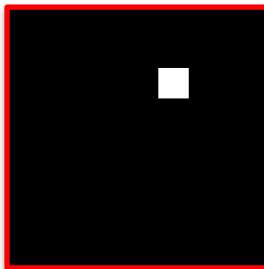
B



Operaciones Lógicas



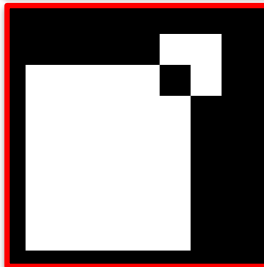
AND(A,B)



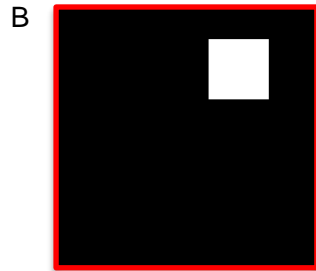
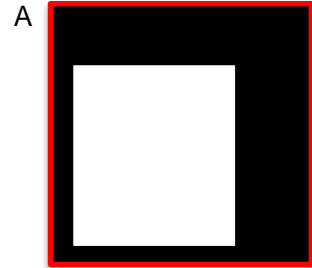
OR(A,B)



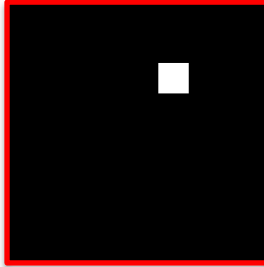
XOR(A,B)



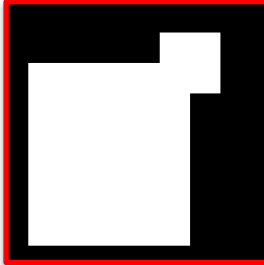
Operaciones Lógicas



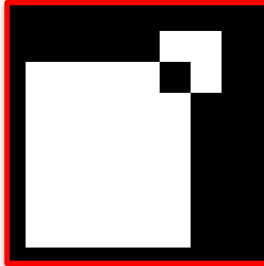
AND(A,B)



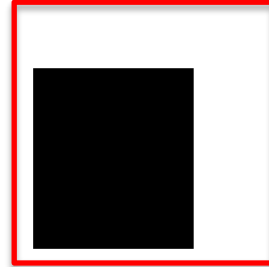
OR(A,B)



XOR(A,B)



C = NOT(A)



AND(C,B)

