

# Introduction

Digital Signal Processing

August 26, 2025



# What is Digital Signal Processing?

# What is Digital **Signal** Processing?

What is a signal?

# What a Signal *Can* Be

A signal can be...

- a function that carries **information**
- a quantity that **varies** over time and/or space
- a collection of measurements from a **sensor**
- a collection of **synthesized** values

Examples:

- |          |         |                  |
|----------|---------|------------------|
| • audio  | • radar | • voltage        |
| • images | • sonar | • radio waves    |
| • video  | • lidar | • gamma / x-rays |

# Mathematical Definition of a Signal

Mathematically, a signal is a *function*,  $x(a)$ , from an input set  $A$ , to an output set  $B$ :

$$x : A \rightarrow B$$

The input set,  $A$ , is typically time, space, or both time and space

The output set,  $B$ , is typically integers ( $\mathbb{Z}$ ), real numbers ( $\mathbb{R}$ ), or complex numbers ( $\mathbb{C}$ )

# What is Digital Signal Processing?

What is digital?

# Digital = Discrete

A **digital signal** is a function

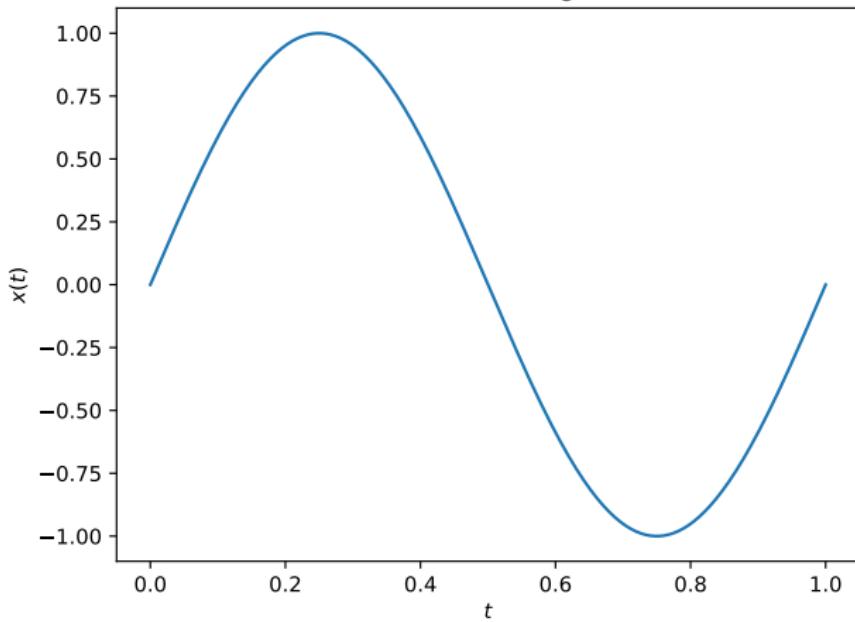
$$x : A \rightarrow B,$$

where both the input set,  $A$ , and output set,  $B$ , are discrete.

Notation:

$$x[n], \quad n \in \mathbb{Z}$$

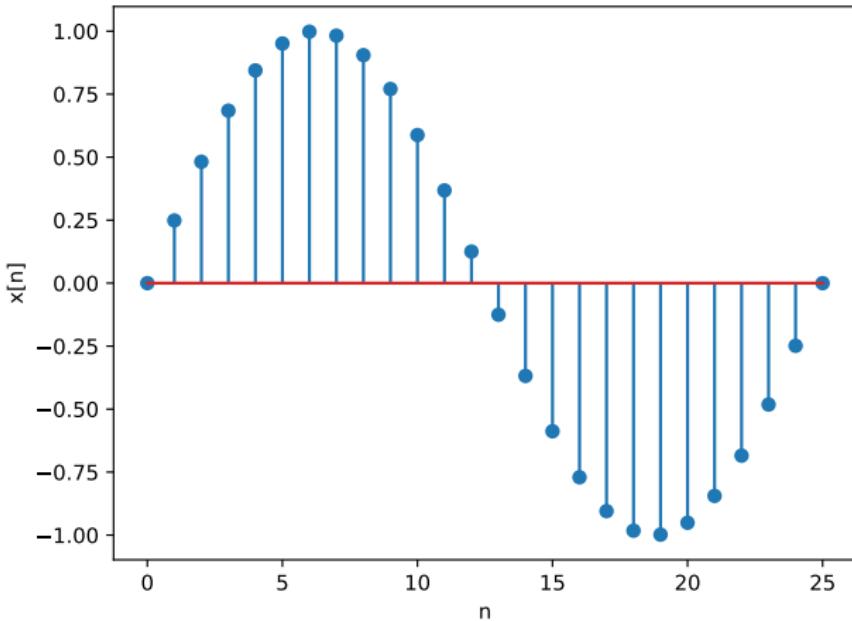
A Continuous Signal



$$x : \mathbb{R} \rightarrow \mathbb{R}$$

$$x(t) = \sin(2\pi t)$$

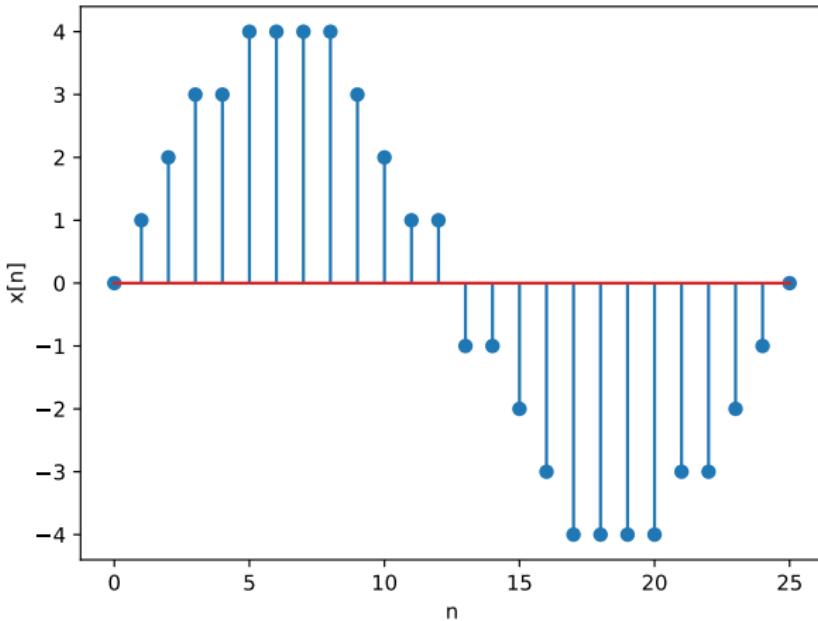
### A Discrete-Time Signal



$$x : \mathbb{Z} \rightarrow \mathbb{R}$$

$$x[n] = \sin\left(2\pi \frac{n}{25}\right)$$

### A Discrete-Time and Discrete-Amplitude Signal



$$x : \mathbb{Z} \rightarrow \mathbb{Z}$$

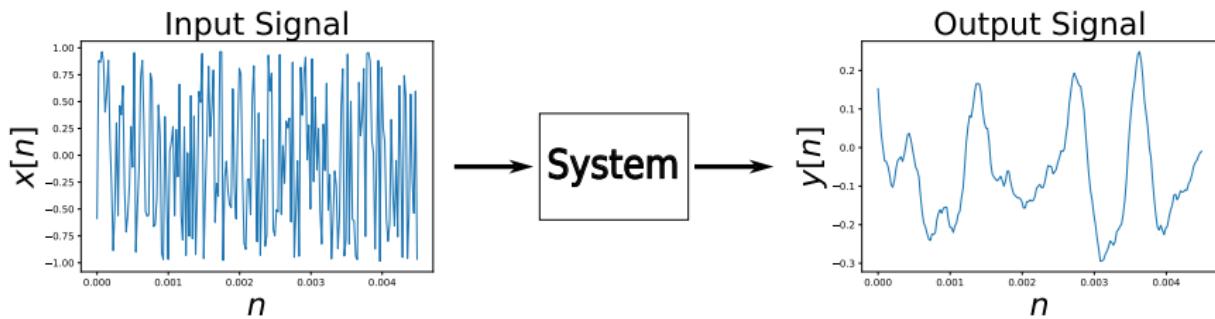
$$x[n] = \text{round} \left( 4 \sin \left( 2\pi \frac{n}{25} \right) \right)$$

# What is Digital Signal Processing?

What is processing?

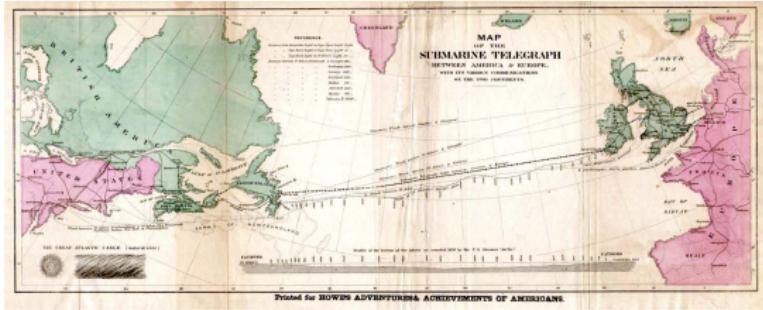
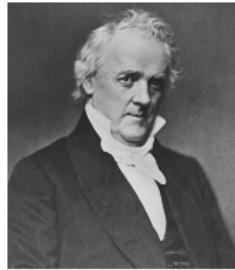
# What is Digital Signal Processing?

A **system** is any process that takes a signal as input and returns a signal as output.



## Historical Example: Communications

# First Transatlantic Telegraph, 1858



U.S. President  
Buchanan

"an additional link between the nations  
whose friendship is founded on their  
common interest and reciprocal esteem"

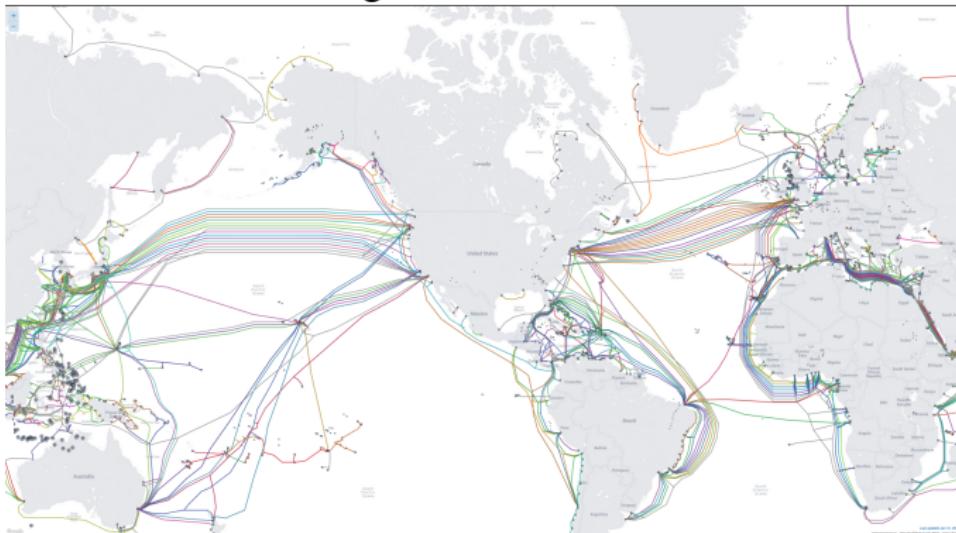


U.K. Queen  
Victoria

This message took 17 hours and 40 minutes to transmit!

# How Does Information (Internet) Travel Across Continents Today?

Still using underwater cables!



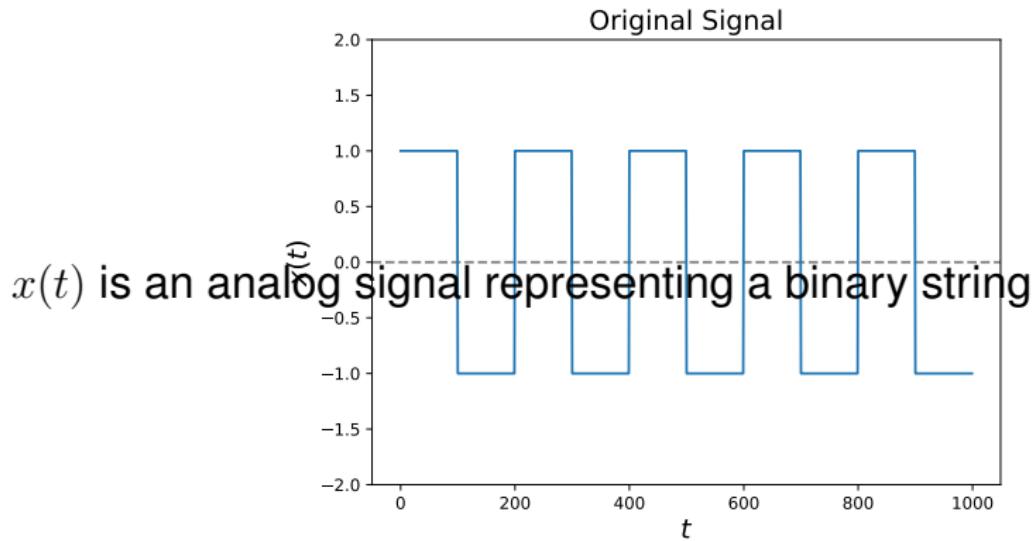
<https://www.submarinecablemap.com/>

# History of Transatlantic Speeds

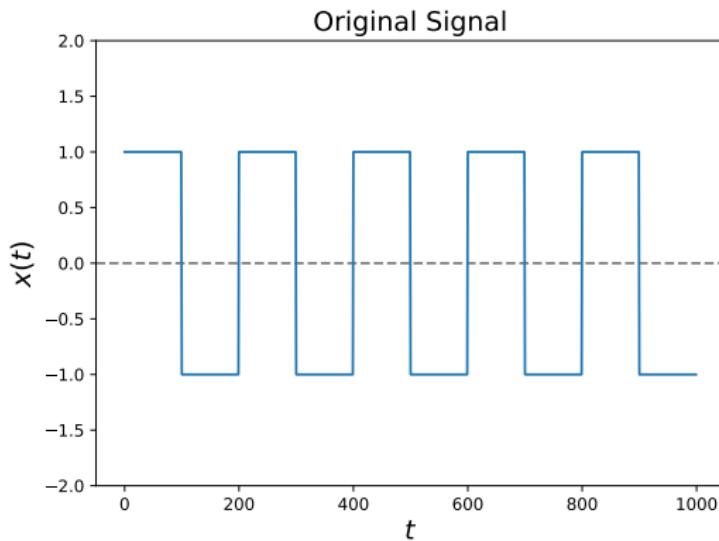
Cable	Year	Type	Signaling	Capacity
TAT-1	1858	Coax	telegraph	a few words per hour
	1866	Coax	telegraph	6-8 words per minute
	1928	Coax	telegraph	2500 characters/min.
	1956	Coax	telephone	36 voice channels
	1963	Coax	telephone	138 voice channels
	1970	Coax	telephone	845 voice channels
	1976	Coax	telephone	4000 voice channels
	1988	Fiber	data	280 Mbit/s (40K v.c.)
	2000	Fiber	data	640 Gbit/s (9,7M v.c.)
	2015	Fiber	data	53 Tbit/s
Google	2021	Fiber	data	250 Tbit/s

From <https://atlantic-cable.com/Cables/speed.htm>

# Analog vs. Digital Transmission

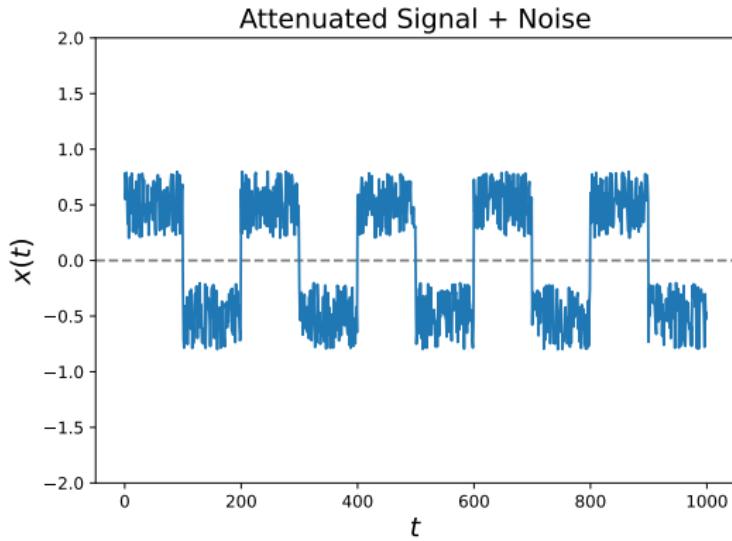


# Analog vs. Digital Transmission



$x(t)$  is an analog signal representing a binary string

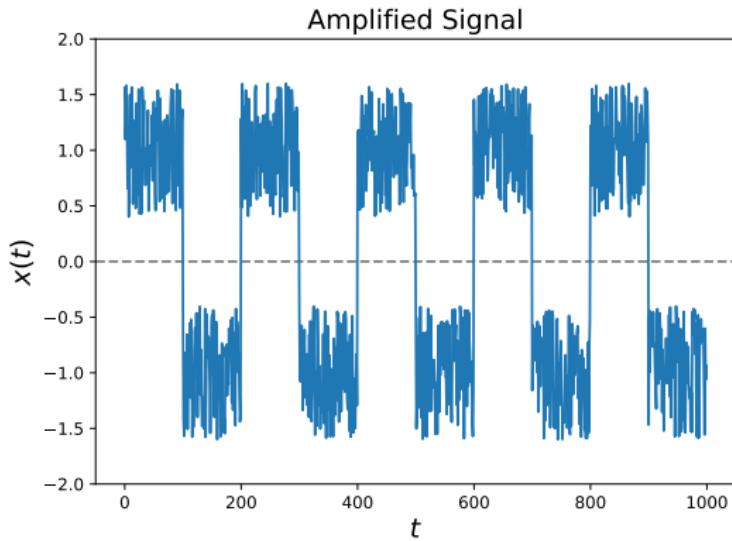
# Analog vs. Digital Transmission



$x(t)$  becomes attenuated and noisy:

$$x_c(t) = \alpha x(t) + \epsilon(t), \quad \alpha < 1, \epsilon(t) = \text{noise}$$

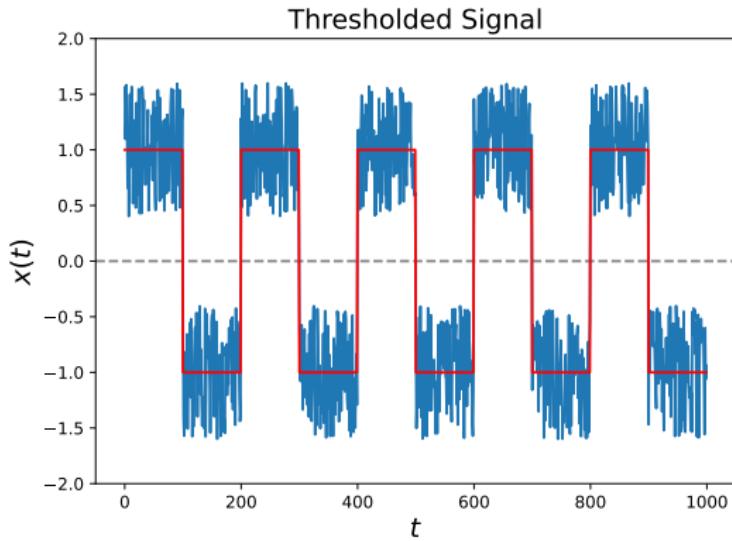
# Analog vs. Digital Transmission



Amplifying  $x_c(t)$  recovers amplitude, but magnifies noise:

$$x_a(t) = \frac{1}{\alpha}x_c(t) = \frac{1}{\alpha}(\alpha x(t) + \epsilon(t)) = x(t) + \frac{1}{\alpha}\epsilon(t)$$

# Analog vs. Digital Transmission



Recover “perfect”  $x(t)$  by thresholding:

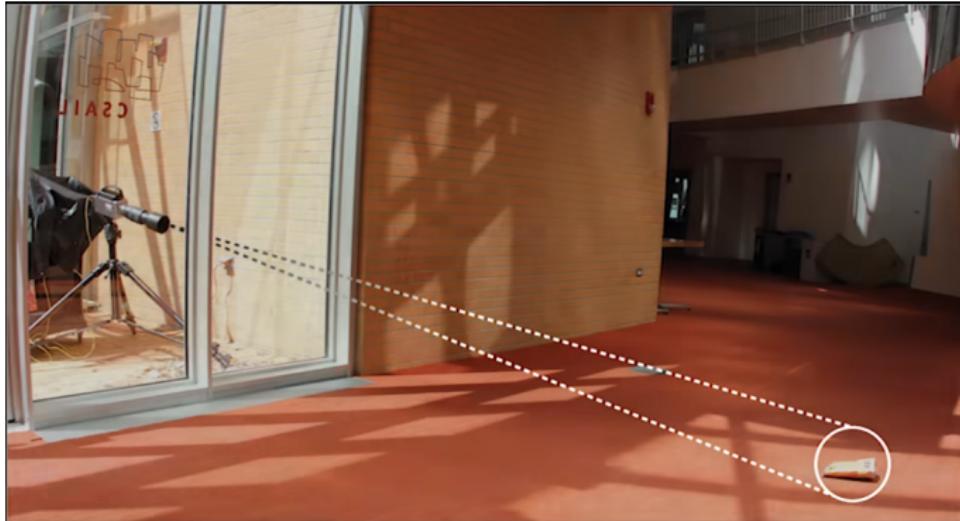
$$\tilde{x}(t) = \begin{cases} -1 & \text{if } x_a(t) < 0 \\ +1 & \text{if } x_a(t) \geq 0 \end{cases}$$

# Digital Data Compression

High-speed data transfer is also made possible by compression

Data Type	Compression Ratio
Image	10:1 (JPEG)
Audio	12:1 to 25:1 (MPEG)
Video	50:1 to 2000:1 (H.264)

# Spying With a Bag of Chips?



<https://www.youtube.com/watch?v=FKX0ucXB4a8>

# Textbooks on DSP

(These are not required for this course!)

- Oppenheim and Schafer, *Discrete-Time Signal Processing*  
Classic reference, mathematically demanding, not free
- Downey, *Think DSP*  
Python, less mathematics, free to download
- Prandoni and Vetterli, *Signal Processing for Communication*  
Linear algebra perspective, free to download