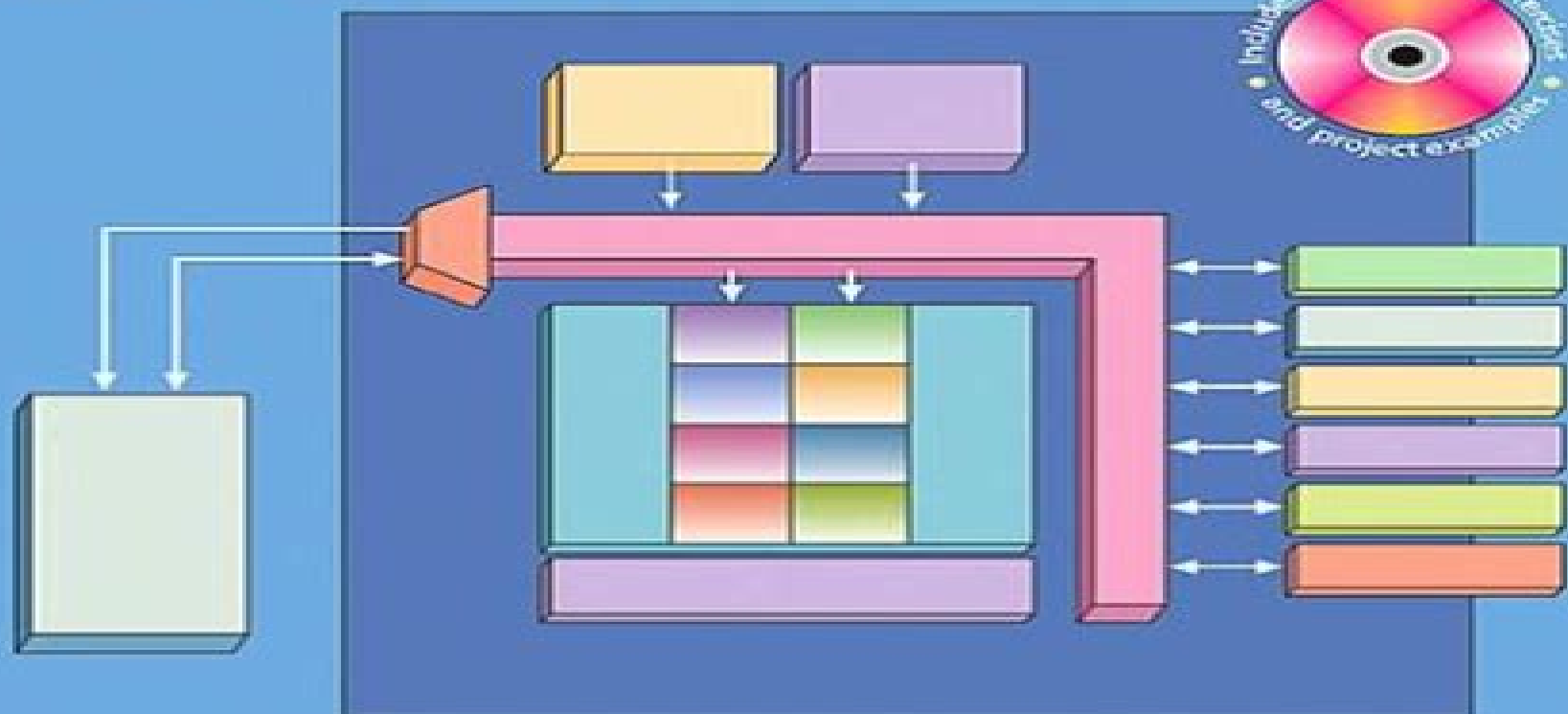




# REAL-TIME

# DIGITAL SIGNAL PROCESSING

Based on the **TMS320C6000**



**NASSER KEHTARNAVAZ**

with Laboratory Contributions by **NAMJIN KIM**



# Real Time Digital Signal Processing Based On The Tms320c6000

**Rulph Chassaing**



## **Real Time Digital Signal Processing Based On The Tms320c6000:**

*Real-Time Digital Signal Processing* Nasser Kehtarnavaz, 2004-07-14 This book provides the know how for the implementation and optimization of computationally intensive signal processing algorithms on the Texas Instruments family of TMS320C6000 digital signal processors

**Real-Time Digital Signal Processing** Nasser Kehtarnavaz, 2011-03-15 Digital Signal Processing has undergone enormous growth in usage implementation in the last 20 years and many engineering schools are now offering real time DSP courses in their undergraduate curricula Our everyday lives involve the use of DSP systems in things such as cell phones and high speed modems Texas Instruments has introduced the TMS320C6000 DSP processor family to meet the high performance demands of today s signal processing applications This book provides the know how for the implementation and optimization of computationally intensive signal processing algorithms on the Texas Instruments family of TMS320C6000 DSP processors It is organized in such a way that it can be used as the textbook for DSP lab courses offered at many engineering schools or as a self study reference for those familiar with DSP but not this family of processors This book provides a restructured modified and condensed version of the information in more than twenty TI manuals so that one can learn real time DSP implementations on the C6000 family in a structured course within one semester Each chapter is followed by an appropriate lab exercise to provide the hands on lab material for implementing appropriate signal processing functions Each chapter is followed by an appropriate lab exercise Provides the hands on lab material for implementing appropriate signal processing functions

**Real-Time Digital Signal Processing from MATLAB to C with the TMS320C6x DSPs** Thad B. Welch, Cameron H.G. Wright, Michael G. Morrow, 2016-12-19 This updated edition gives readers hands on experience in real time DSP using a practical step by step framework that also incorporates demonstrations exercises and problems coupled with brief overviews of applicable theory and MATLAB applications Organized in three sections that cover enduring fundamentals and present practical projects and invaluable appendices this new edition provides support for the most recent and powerful of the inexpensive DSP development boards currently available from Texas Instruments the OMAP L138 LCDK It includes two new real time DSP projects as well as three new appendices an introduction to the Code Generation tools available with MATLAB a guide on how to turn the LCDK into a portable battery operated device and a comparison of the three DSP boards directly supported by this edition

*Real-Time Digital Signal Processing from MATLAB to C with the TMS320C6x DSK* Thad B. Welch, Cameron H.G. Wright, Michael G. Morrow, 2005-12-21 From personal music players to anti lock brakes and advanced digital flight controllers the demand for real time digital signal processing DSP continues to grow Mastering real time DSP is one of the most challenging and time consuming pursuits in the field exacerbated by the lack of a resource that solidly bridges the gap between theory and pr

*Real-Time Digital Signal Processing from MATLAB® to C with the TMS320C6x DSPs, Second Edition* Thad B. Welch, Cameron H.G. Wright, Michael G. Morrow, 2011-12-22 From the Foreword There are many good

textbooks today to teach digital signal processing but most of them are content to teach the theory and perhaps some MATLAB simulations This book has taken a bold step forward It not only presents the theory it reinforces it with simulations and then it shows us how to actually use the results in real time applications This last step is not a trivial step and that is why so many books and courses present only theory and simulations With the combined expertise of the three authors of this text the reader can step into the real time world of applications with a text that presents an accessible path Delores M Etter Texas Instruments Distinguished Chair in Electrical Engineering and Executive Director Caruth Institute for Engineering Education Southern Methodist University Dallas Texas USA Mastering practical application of real time digital signal processing DSP remains one of the most challenging and time consuming pursuits in the field It is even more difficult without a resource to bridge the gap between theory and practice Filling that void Real Time Digital Signal Processing from MATLAB to C with the TMS320C6x DSPs Second Edition is organized in three sections that cover enduring fundamentals and present practical projects and invaluable appendices This updated edition gives readers hands on experience in real time DSP using a practical step by step framework that also incorporates demonstrations exercises and problems coupled with brief overviews of applicable theory and MATLAB application Engineers educators and students rely on this book for precise simplified instruction on use of real time DSP applications The book s software supports the latest high performance hardware including the powerful inexpensive and versatile OMAP L138 Experimenter Kit and other development boards Incorporating readers valuable feedback and suggestions this installment covers additional topics such as PN sequences and more advanced real time DSP projects including higher order digital communications projects making it even more valuable as a learning tool *Smartphone-Based Real-Time Digital Signal Processing, Second Edition* Nasser Kehtarnavaz, Abhishek Sehgal, Shane Parris, 2018-12-17 Real time or applied digital signal processing courses are offered as follow ups to conventional or theory oriented digital signal processing courses in many engineering programs for the purpose of teaching students the technical know how for putting signal processing algorithms or theory into practical use These courses normally involve access to a teaching laboratory that is equipped with hardware boards in particular DSP boards together with their supporting software A number of textbooks have been written discussing how to achieve real time implementation on these hardware boards This book discusses how to use smartphones as hardware boards for real time implementation of signal processing algorithms as an alternative to the hardware boards that are used in signal processing laboratory courses The fact that mobile devices in particular smartphones have become powerful processing platforms led to the development of this book enabling students to use their own smartphones to run signal processing algorithms in real time considering that these days nearly all students possess smartphones Changing the hardware platforms that are currently used in applied or real time signal processing courses to smartphones creates a truly mobile laboratory experience or environment for students In addition it relieves the cost burden associated with using dedicated signal processing boards noting that the software

development tools for smartphones are free of charge and are well maintained by smartphone manufacturers This book is written in such a way that it can be used as a textbook for real time or applied digital signal processing courses offered at many universities Ten lab experiments that are commonly encountered in such courses are covered in the book This book is written primarily for those who are already familiar with signal processing concepts and are interested in their real time and practical aspects Similar to existing real time courses knowledge of C programming is assumed This book can also be used as a self study guide for those who wish to become familiar with signal processing app development on either Android or iPhone smartphones

*Smartphone-Based Real-Time Digital Signal Processing, Third Edition* Abhishek Sehgal, Shane Parris, Arian Azarang, Nasser Kehtarnavaz, 2022-05-31

Real time or applied digital signal processing courses are offered as follow ups to conventional or theory oriented digital signal processing courses in many engineering programs for the purpose of teaching students the technical know how for putting signal processing algorithms or theory into practical use These courses normally involve access to a teaching laboratory that is equipped with hardware boards in particular DSP boards together with their supporting software A number of textbooks have been written discussing how to achieve real time implementation on these hardware boards This book discusses how to use smartphones as hardware boards for real time implementation of signal processing algorithms thus providing an alternative to the hardware boards that are used in signal processing laboratory courses The fact that mobile devices in particular smartphones have become powerful processing platforms led to the development of this book to enable students to use their own smartphones to run signal processing algorithms in real time considering that these days nearly all students possess smartphones Changing the hardware platforms that are currently used in applied or real time signal processing courses to smartphones creates a truly flexible laboratory experience or environment for students In addition it relieves the cost burden associated with using dedicated signal processing boards noting that the software development tools for smartphones are free of charge and are well maintained by smartphone manufacturers This book is written in such a way that it can be used as a textbook for real time or applied digital signal processing courses offered at many universities Ten lab experiments that are commonly encountered in such courses are covered in the book It is written primarily for those who are already familiar with signal processing concepts and are interested in their real time and practical aspects Similar to existing real time courses knowledge of C programming is assumed This book can also be used as a self study guide for those who wish to become familiar with signal processing app development on either Android or iOS smartphones tablets

*Smartphone-Based Real-Time Digital Signal Processing* Nasser Kehtarnavaz, Shane Parris, Abhishek Sehgal, 2022-11-10

Real time or applied digital signal processing courses are offered as follow ups to conventional or theory oriented digital signal processing courses in many engineering programs for the purpose of teaching students the technical know how for putting signal processing algorithms or theory into practical use These courses normally involve access to a teaching laboratory that is equipped with hardware boards in particular DSP

boards together with their supporting software A number of textbooks have been written discussing how to achieve real time implementation on these hardware boards This book discusses how smartphones can be used as hardware boards for real time implementation of signal processing algorithms as an alternative to the hardware boards that are currently being used in signal processing teaching laboratories The fact that mobile devices in particular smartphones have now become powerful processing platforms has led to the development of this book thus enabling students to use their own smartphones to run signal processing algorithms in real time considering that these days nearly all students possess smartphones Changing the hardware platforms that are currently used in applied or real time signal processing courses to smartphones creates a truly mobile laboratory experience or environment for students In addition it relieves the cost burden associated with using a dedicated signal processing board noting that the software development tools for smartphones are free of charge and are well developed This book is written in such a way that it can be used as a textbook for applied or real time digital signal processing courses offered at many universities Ten lab experiments that are commonly encountered in such courses are covered in the book This book is written primarily for those who are already familiar with signal processing concepts and are interested in their real time and practical aspects Similar to existing real time courses knowledge of C programming is assumed This book can also be used as a self study guide for those who wish to become familiar with signal processing app development on either Android or iPhone smartphones All the lab codes can be obtained as a software package from <http://fastspring.com/bookcodes/product/bookcodes>

**Digital Signal Processing Laboratory** Nasser Kehtarnavaz, Sidharth Mahotra, 2010 Field Programmable Gate Arrays FPGAs are increasingly becoming the platform of choice to implement DSP algorithms This book is designed to allow DSP students or DSP engineers to achieve FPGA implementation of DSP algorithms in a one semester DSP laboratory course or in a short design cycle time based on the LabVIEW FPGA Module Features The first DSP laboratory book that uses the FPGA platform instead of the DSP platform for implementation of DSP algorithms Incorporating introductions to LabVIEW and VHDL Lab experiments covering FPGA implementation of basic DSP topics including convolution digital filtering fixed point data representation adaptive filtering frequency domain processing Hardware FPGA implementation applications including wavelet transform software defined radio and MP3 player Website providing downloadable LabVIEW FPGA codes

**Real-Time Image and Video Processing** Nasser Kehtarnavaz, Mark Gamadia, 2006-12-01 This book presents an overview of the guidelines and strategies for transitioning an image or video processing algorithm from a research environment into a real time constrained environment Such guidelines and strategies are scattered in the literature of various disciplines including image processing computer engineering and software engineering and thus have not previously appeared in one place By bringing these strategies into one place the book is intended to serve the greater community of researchers practicing engineers industrial professionals who are interested in taking an image or video processing algorithm from a research environment to an actual real time implementation on a

resource constrained hardware platform These strategies consist of algorithm simplifications hardware architectures and software methods Throughout the book carefully selected representative examples from the literature are presented to illustrate the discussed concepts After reading the book the readers are exposed to a wide variety of techniques and tools which they can then employ to design a real time image or video processing system *Architecture-Aware Optimization Strategies in Real-time Image Processing* Chao Li,Souleymane Balla-Arabe,Fan Yang,2017-10-30 In the field of image processing many applications require real time execution particularly those in the domains of medicine robotics and transmission to name but a few Recent technological developments have allowed for the integration of more complex algorithms with large data volume into embedded systems in turn producing a series of new sophisticated electronic architectures at affordable prices This book performs an in depth survey on this topic It is primarily written for those who are familiar with the basics of image processing and want to implement the target processing design using different electronic platforms for computing acceleration The authors present techniques and approaches step by step through illustrative examples This book is also suitable for electronics embedded systems engineers who want to consider image processing applications as sufficient imaging algorithm details are given to facilitate their understanding *Image Processing: Concepts, Methodologies, Tools, and Applications* Management Association, Information Resources,2013-05-31

Advancements in digital technology continue to expand the image science field through the tools and techniques utilized to process two dimensional images and videos Image Processing Concepts Methodologies Tools and Applications presents a collection of research on this multidisciplinary field and the operation of multi dimensional signals with systems that range from simple digital circuits to computers This reference source is essential for researchers academics and students in the computer science computer vision and electrical engineering fields **Digital Signal Processing System-Level Design Using LabVIEW** Nasser Kehtarnavaz,Namjin Kim,2011-04-01 LabVIEW Laboratory Virtual Instrumentation Engineering Workbench developed by National Instruments is a graphical programming environment Its ease of use allows engineers and students to streamline the creation of code visually leaving time traditionally spent on debugging for true comprehension of DSP This book is perfect for practicing engineers as well as hardware and software technical managers who are familiar with DSP and are involved in system level design With this text authors Kehtarnavaz and Kim have also provided a valuable resource for students in conventional engineering courses The integrated lab exercises create an interactive experience which supports development of the hands on skills essential for learning to navigate the LabVIEW program Digital Signal Processing System Level Design Using LabVIEW is a comprehensive tool that will greatly accelerate the DSP learning process Its thorough examination of LabVIEW leaves no question unanswered LabVIEW is the program that will demystify DSP and this is the book that will show you how to master it A graphical programming approach LabVIEW to DSP system level design DSP implementation of appropriate components of a LabVIEW designed system Providing system level hands on

experiments for DSP lab or project courses      *Digital Signal Processing System Design* Nasser Kehtarnavaz, 2011-08-29

Digital Signal Processing System Design combines textual and graphical programming to form a hybrid programming approach enabling a more effective means of building and analyzing DSP systems. The hybrid programming approach allows the use of previously developed textual programming solutions to be integrated into LabVIEW's highly interactive and visual environment providing an easier and quicker method for building DSP systems. This book is an ideal introduction for engineers and students seeking to develop DSP systems in quick time. Features: The only DSP laboratory book that combines textual and graphical programming. 12 lab experiments that incorporate C/MATLAB code blocks into the LabVIEW graphical programming environment via the MathScripting feature. Lab experiments covering basic DSP implementation topics including sampling, digital filtering, fixed point data representation, frequency domain processing. Interesting applications using the hybrid programming approach such as a software defined radio system, a 4 QAM Modem, and a cochlear implant simulator. The only DSP project book that combines textual and graphical programming. 12 Lab projects that incorporate MATLAB code blocks into the LabVIEW graphical programming environment via the MathScripting feature. Interesting applications such as the design of a cochlear implant simulator and a software defined radio system.

**Introduction to Digital Signal Processing and Filter Design** B. A. Shenoi, 2005-10-19 A practical and accessible guide to understanding digital signal processing. Introduction to Digital Signal Processing and Filter Design was developed and fine tuned from the author's twenty five years of experience teaching classes in digital signal processing. Following a step by step approach, students and professionals quickly master the fundamental concepts and applications of discrete time signals and systems as well as the synthesis of these systems to meet specifications in the time and frequency domains. Striking the right balance between mathematical derivations and theory, the book features: Discrete time signals and systems, Linear difference equations, Solutions by recursive algorithms, Convolution, Time and frequency domain analysis, Discrete Fourier series, Design of FIR and IIR filters, Practical methods for hardware implementation. A unique feature of this book is a complete chapter on the use of a MATLAB tool known as the FDA Filter Design and Analysis tool to investigate the effect of finite word length and different formats of quantization, different realization structures, and different methods for filter design. This chapter contains material of practical importance that is not found in many books used in academic courses. It introduces students in digital signal processing to what they need to know to design digital systems using DSP chips currently available from industry. With its unique classroom tested approach, Introduction to Digital Signal Processing and Filter Design is the ideal text for students in electrical and electronic engineering, computer science, and applied mathematics, and an accessible introduction or refresher for engineers and scientists in the field.

Electromagnetic Nondestructive Evaluation (IX) Lalita Udpa, Nicola Bowler, 2005 Electromagnetic Nondestructive Evaluation has grown considerably in recent years largely due to advances in sensor technology, computational modeling, and data analysis techniques. This publication discusses developments



in numerical simulation of physical phenomena associated with electromagnetic NDE methods new electromagnetic sensors signal and image processing techniques and inverse solutions to NDE problems Electromagnetic Nondestructive Evaluation IX emphasizes basic science and early engineering developments in the field as well as practical application of emerging technologies to problems of direct relevance to industry The book contains thirty six technical papers covering topics on modeling forward and inverse problems new inspection methods materials characterization signal processing and applications

**Recent Advances in Parallel Virtual Machine and Message Passing Interface** Jack

Dongarra, Domenico Laforenza, Salvatore Orlando, 2003-10-28 The message passing paradigm is considered the most effective way to develop efficient parallel applications PVM Parallel Virtual Machine and MPI Message Passing Interface are the most frequently used tools for programming message passing applications This volume includes the selected contributions presented at the 10th European PVM MPI Users Group Meeting Euro PVM MPI 2003 which was held in Venice Italy September 29 October 2 2003 The conference was jointly organized by the Department of Computer Science of the Ca Foscari University of Venice Italy and the Information Science and Technologies Institute of the National Research Council ISTI CNR Pisa Italy The conference was previously held in Linz Austria 2002 Santorini Greece 2001 Balatonfüred Hungary 2000 Barcelona Spain 1999 Liverpool UK 1998 and Krakow Poland 1997 The first three conferences were devoted to PVM and were held in Munich Germany 1996 Lyon France 1995 and Rome Italy 1994 The conference has become a forum for users and developers of PVM MPI and other message passing environments Interactions between these groups has proved to be very useful for developing new ideas in parallel computing and for applying some of those already existent to new practical fields The main topics of the meeting were evaluation and performance of PVM and MPI extensions implementations and improvements of PVM and MPI parallel algorithms using the message passing paradigm and parallel applications in science and engineering In addition the topics of the conference were extended to include Grid computing in order to reflect the importance of this area for the high performance computing community

*Digital Signal Processing and Applications with the TMS320C6713 and TMS320C6416 DSK* Rulph Chassaing, Donald S. Reay, 2011-09-20 Digital Signal Processing and Applications with the TMS320C6713 and TMS320C6416 DSK Now in a new edition the most comprehensive hands on introduction to digital signal processing The first edition of Digital Signal Processing and Applications with the TMS320C6713 and TMS320C6416 DSK is widely accepted as the most extensive text available on the hands on teaching of Digital Signal Processing DSP Now it has been fully updated in this valuable Second Edition to be compatible with the latest version 3.1 of Texas Instruments Code Composer Studio CCS development environment Maintaining the original's comprehensive hands on approach that has made it an instructor's favorite this new edition also features Added program examples that illustrate DSP concepts in real time and in the laboratory Expanded coverage of analog input and output New material on frame based processing A revised chapter on IIR which includes a number of floating point example programs that explore IIR filters more comprehensively

More extensive coverage of DSP BIOS All programs listed in the text plus additional applications which are available on a companion website No other book provides such an extensive or comprehensive set of program examples to aid instructors in teaching DSP in a laboratory using audio frequency signals making this an ideal text for DSP courses at the senior undergraduate and postgraduate levels It also serves as a valuable resource for researchers DSP developers business managers and technology solution providers who are looking for an overview and examples of DSP algorithms implemented using the TMS320C6713 and TMS320C6416 DSK

**Digital Signal Processing and Applications with the C6713 and C6416 DSK** Rulph Chassaing, 2004-12-20 This book is a tutorial on digital techniques for waveform generation digital filters and digital signal processing tools and techniques The typical chapter begins with some theoretical material followed by working examples and experiments using the TMS320C6713 based DSP Starter Kit DSK The C6713 DSK is TI's newest signal processor based on the C6x processor replacing the C6711 DSK

*DSP Applications Using C and the TMS320C6x DSK* Rulph Chassaing, 2003-04-08 TMS320C6x ist die DSP Familie der n chsten Generation von Texas Instruments die bei 1600MIPS 200MHz arbeitet und zehnmal leistungsf higer als die besten derzeit verf gbaren DSPs ist Hauptanwendung ist die drahtlose Kommunikation Mehr als 60 Prozent der Mobiltelefone enthalten bereits DSP basierte TMS320 Verarbeitungsschaltkreise F hrende Hersteller wie Ericsson Nokia Sony und Handspring verlassen sich f r ihre Ger te der dritten Generation auf diese Technologie Dieses Buch f hrt Sie in die digitalen Techniken der Wellenformerzeugung der Digitalfilter und der digitalen Signalverarbeitungstools und ein Das Konzept wurde anhand von Kursen und Seminaren erarbeitet die von TI gesponsort wurden Alle Beispielprogramme k nnen Sie vom FTP Server von Wiley abrufen

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


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