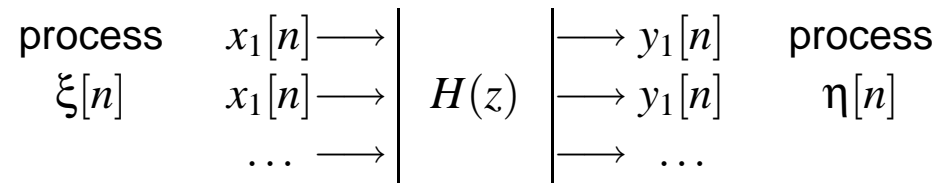


Filtering of random signals



For a stationary $\xi[n]$:

- mean value:

$$\mu_\eta = \mu_\xi \sum_{n=-\infty}^{\infty} h(n) = \mu_\xi H(e^{j\theta})|_{\theta=0} \quad (1)$$

- autocorrelation

$$R_{\eta\eta}(m) = \sum_{i=-\infty}^{\infty} R_{\xi\xi}(m-i) v(i) \quad \text{where} \quad v(i) = \sum_{k=-\infty}^{\infty} h(k) h(k+i) \quad (2)$$

- power spectrum density

$$S_{\eta\eta}(\theta) = S_{\xi\xi}(\theta) |H(e^{j\theta})|^2 \quad (3)$$

Applications

- Signal modelling → compression (LPC)
 - System modelling → identification
 - Signal detection → matched filter (presence, time of arrival)
-

Digital Signal Processors (DSP)

- Specialization for scalar product (and FFT)
 - Single-cycle processing (memory throughput):
 - parallelism (pipelining)
 - Harvard architecture (program (P), data (X), data (Y) memories)
 - Design for embedding – I/O & host interfaces etc.
 - Special arithmetic modes: rounding, saturation
 - Special addressing modes: circular buffer, bit-reversal, matrix address
-

DSP56002

- Arithmetics:
 - 24-bit (144 dB), fixed-point fraction (-1.0 till +1.0)
 - 2x24+8 bits in accumulators
 - rounding and saturation
 - Addressing
 - indirect: $X: (R_n) + N_n$ (post-modification)
 - indexed: $X: (R_n + N_n)$
 - absolute: $X: 7$
 - immediate: #0.125
 - modulus register: $M=-1$ (no modif) $M=0$ (bit-reversal) $M=other$ (circ.buffer)
 - Memory: 256(X)+256(Y), extendable to 64k
-

Assembly programming of DSP56002

registers	symbols		
X0, X1, Y0, Y1 A, B	x, y a, b	s	g, h
R0, ..., R7 N0, ..., N7	r n	i	

abs, asl, asr, clr, neg, rnd: abs a;
 add, sub: add s, a;
 mpy, mpyr, mac, macr: mpy ±x, y, a;
 nop

```

move x:ea, g; from memory
move g, x:ea; to memory
move ea; (update Rn)
move g, h;
move #c, g;
  
```

assembly		meaning		mode
ea	X&Y	ea	R update	
(r)-n			r=r-n;	indirect
(r)+n	(yes)		r=r+n;	
(r)-	(yes)		r=r-1;	
(r)+	(yes)		r=r+1;	
(r)	(yes)	r		
(r+n)		r+n		indexed
c		c		absolute

```

macr -x0, x0, a    a, x: (r3)-    y: (r5)+n5, x0
  
```

Example – FIR filter

```

N      equ 8
      org x:0
samples ds N
      org y:0
coeffs dc 0.0286,0.0716,0.1683,0.2458
      org p:64 ; start address
init   ;
move   #samples,r0 ;
move   #coeffs,r4 ;
move   #N-1,m0 ;
move   m0,m4 ;
repeat ;
in     x:(r0)
clr    a x:(r0)+,x0 y:(r4)+,y0 ; x(n), h(0)
.loop  #N-1
mac    x0,y0,a x:(r0)+,x0 y:(r4)+,y0 ; x(n-k), h(k)
.endl
macr   x0,y0,a (r0)- ;
out    a
forever ;

```
