

Index

- Aliasing, 139
- All-pass filters
 - defined, 85
 - first-order, 86, 287
 - M th-order, 88
 - polyphase, 88
 - second-order, 86, 288
 - two-path, 88
- AM demodulation, 165
- Angle octant identification, 162
- Arctangent angle range extension, 162, 194
- Arctangent approximation, 161, 187
- Averager
 - boxcar, 284
 - exponential, 130, 133, 287
 - recursive moving, 284
- Bandpass filter, 291
- Binary shift registers, 48
- Biquad filter, 206, 283, 291, 294
- Boxcar averager, 284
- BPSK signal generation, 248
- Canonical signed digit, 12
- Cascaded integrator-comb (CIC) filters
 - interpolation, 295
 - modified, 83
 - nonrecursive, 55, 77, 295
 - polynomial factoring, 55
 - polyphase decomposition, 55
 - recursive, 51
 - substructure sharing, 57
- Central-difference differentiator, 200
- Chebyshev Characterization Theorem, 176
- CIC filters, see Cascaded integrator-comb
- Comb filters
 - audio, 290
 - cascaded integrator, 51, 77
 - FIR, 45, 48, 291
- Complex down-conversion, 128
- Complex resonators
 - defined, 149
 - stability, 150
- Coupled quadrature oscillator, 290
- DC bias removal filter, 297
- DC motor control, 244
- DDS, see Direct digital synthesis
- Decimation
 - in the frequency domain, 139
 - with IFIR filters, 82
- Delay network
 - first-order, 287
 - second-order, 288

- Detection
 - dual-tone multifrequency (DTMF), 127
 - tone, 145
- Differential evolution filter design, 25
- Differentiation
 - central-difference, 200, 285
 - defined, 199
 - efficient, 200
 - first-difference, 200, 284
- Digital differencer, 284
- Digital to analog converter (DAC), 239
- Direct digital synthesis (DDS) oscillators
 - defined, 223
 - quantization effects, 227
- Direct Form I filter structure, 300
- Direct Form II filter structure, 300
- Discrete wavelet transform (DWT), 304
- Distributed arithmetic (DA), 247
- Dithering, 231
- Down sampling, 139
- Down-conversion, 128, 139, 140
- Dual-tone multifrequency (DTMF)
 - detection, 127

- Encoders (JPEG2000), 301
- Envelope detection, 165
- Equalization, 267, 293, 294
- Equalizer
 - first-order, 293
 - second-order, 294
- Exponential averaging, 130, 133, 287

- Fast convolution filtering, 136
- Feedback shift registers, 311
- FFT
 - bit reversal, 143
 - gain, 143
 - overlap-add filtering, 136
 - overlap-save filtering, 136
- Filter structures
 - biquad, 206, 283
 - Direct Form I, 300
 - Direct Form II, 300
 - overlap-add filtering, 136
 - overlap-save filtering, 136
 - transposed, 300
- FIR filters
 - bandpass, 291
 - banks of filters, 135
 - canonical signed digit coefficients, 12
 - cascaded, 9, 13
 - cascaded integrator-comb (CIC), 51, 77
 - comb, 45, 48, 149, 291
 - complex frequency sampling, 295
 - design of, 4, 11, 51, 73
 - fast convolution, 136
 - Interpolated FIR (IFIR) filters, 73
 - linear phase, 269
 - multiplierless, 12
 - overlap-add, 136
 - overlap-save, 136
 - parallel, 9
 - passband deviation (ripple), 5
 - polyphase, 54
 - quantized coefficients, 11
 - sharpened, 4
 - Type I real frequency sampling, 295
 - Type IV real frequency sampling, 297
 - using compensating zeros, 13
- First-difference differentiator, 200
- Frequency identification, 107
- Frequency response compensation
 - calibration tables, 276
 - defined, 267
 - filter design, 270
- Frequency sampling filters
 - complex, 295
 - real Type I, 295
 - real Type IV, 297
- Frequency translation, 140
- Frequency-Domain Least-Squares filter
 - design, 60
- Frequency-domain windowing, 152
- FSK
 - comb filtering, 45
 - demodulation, 43
 - modulation, 219
- Function approximation
 - arctangent, 161, 187
 - differentiation, 199
 - input range reduction, 166, 170, 172, 177
 - logarithm to base k, 177
 - natural logarithm, 181
 - square root, 165, 178
 - subinterval division, 179
 - trigonometric, 178
 - using polynomials, 173
 - vector magnitude, 169

- Goertzel algorithm
 - defined, 146
 - network, 288
 - sliding, 153
- Half-band filters, 92
- H-bridge motor control, 244
- Horner's rule, 166, 184
- IIR filters, 33
 - all-pass, 85
 - Chebyshev, 37
 - DC bias removal, 297
 - design of, 25, 33, 59, 85
 - Direct Form I, 300
 - Direct Form II, 300
 - elliptic, 39
 - first-order, 293, 294
 - Frequency-Domain Least-Squares design, 60
 - half-band, 92
 - phase compensation, 86
 - transposed, 300
- Integrator
 - leaky, 130, 133, 287
 - running sum, 286
 - Simpson's rule, 298
 - Tick's rule, 298
 - Trapezoidal rule, 298
- Interpolated FIR (IFIR) filters
 - nonrecursive, 73
 - recursive, 75
- Interpolation
 - Lagrange, 174, 182, 187, 196
 - linear, 51
 - of polar coordinates, 277
 - polynomial, 174
 - with CIC filters, 51, 295
- Interpolation Filters
 - CIC, 51, 295
 - polyphase, 54
- JPEG2000
 - encoders, 301
 - quantization step size, 307
 - standards, 301
- Kepler's laws, 281
- Lagrange interpolation, 174, 182, 187, 196
- Linear feedback shift registers, 311
- Linear interpolation, 51
- Linear phase filters, 269
- Logarithm approximation
 - base k, 177
 - natural, 181
- Logic circuit testing, 314
- Magnitude approximation, 130, 134
- Minimax optimization technique, 187
- Mixing, 140
- Motor control, 244
- Moving averager, 284
- Multi-tone detection, 127
- Newton-Raphson square root, 166, 172
- Noise shaping, 232, 242
- Nonlinear IIR filter (NIIRF) square root, 166
- Octant identification, 162
- Oscillators
 - amplitude control, 215, 221
 - DDS, 223
 - dithering phase, 231
 - frequency control, 216
 - improving dynamic range, 228
 - noise shaping, 232
 - quadrature, 214, 290
 - real, 290
 - recursive, 205
 - sawtooth, 226
 - sinusoidal, 205, 223
 - squarewave, 226
- Overlap-add filtering, 136
- Overlap-save filtering, 136
- Passband ripple, 5, 9, 33, 270
- Phase compensation filters, 86
- Polar coordinate data generation, 277
- Pole/zero diagrams, 14, 76, 86, 90, 146, 284
- Polynomial approximation errors, 180
- Polynomial function approximation, 173
- Polynomial interpolation, 174
- Polyphase decomposition, 55
- PSK signal generation, 247
- Pulse width modulation DAC, 243

- QAM signal generation, 253
- QPSK signal generation, 248
- Quadrature oscillators, 214
- Quantized-coefficient FIR filters, 11

- Random number generators, 317
- Real oscillator, 290
- Receivers
 - wireless, 43
- Rectangular coordinate data, 277
- Recursive moving averager, 284
- Recursive oscillators, 205
- Resonators
 - complex, 149
 - stability, 150
- Running sum integrator, 286

- Sharpened FIR filters, 4
- Shift register sequences, 311
- Sigma delta DAC, 239
- Signal analysis
 - centered correlation coefficient, 121
 - cross-correlation, 120
 - mean squared error, 120
 - multi-tone detection, 127
 - running sums, 122
 - signals' similarities, 117
 - sliding spectrum, 145
 - spectrum, 107
 - template matching, 117
 - tone detection, 145
 - tone frequency identification, 107
 - weighted mean squared error, 121
- Signal generation
 - 16-PSK, 247
 - 8-PSK, 247
 - BPSK, 248
 - narrow autocorrelation, 316
 - polar coordinate data, 277
 - PSK, 247
 - pulse width modulation, 239
 - QAM, 253
 - QPSK, 248
 - random numbers, 317
 - sawtooth, 226
 - sinusoidal, 205, 223
 - sound synthesis, 290
 - squarewave, 226
- Signals
 - single-bit representation, 43, 128, 239
- Simpson's rule, 298
- Single-bit signals, 43, 128
- Sinusoidal oscillators, 205, 223
- Sliding DFT, 145, 290
- Sliding Goertzel algorithm, 153
- Sliding spectrum analysis, 145
- Spectrum analysis
 - Goertzel algorithm, 146
 - of feedback shift registers, 316
 - Sliding DFT, 145
 - spectral peak location, 107
 - tone detection, 145
 - tone frequency identification, 107
- Square root
 - approximation, 165
 - computing vector magnitude, 130, 134, 169
 - Newton-Raphson method, 166, 172
 - nonlinear IIR filter method, 166
- Swiss Army Knife network, 283

- Taylor series expansion, 187
- Tick's rule, 298
- Tone detection, 127, 145
- Tone frequency identification, 107
- Transposed filter structure, 300
- Trapezoidal rule, 298
- Trigonometric approximations, 178

- Vector
 - magnitude approximation, 130, 134, 169
 - octant identification, 162

- Windowing in frequency domain, 152