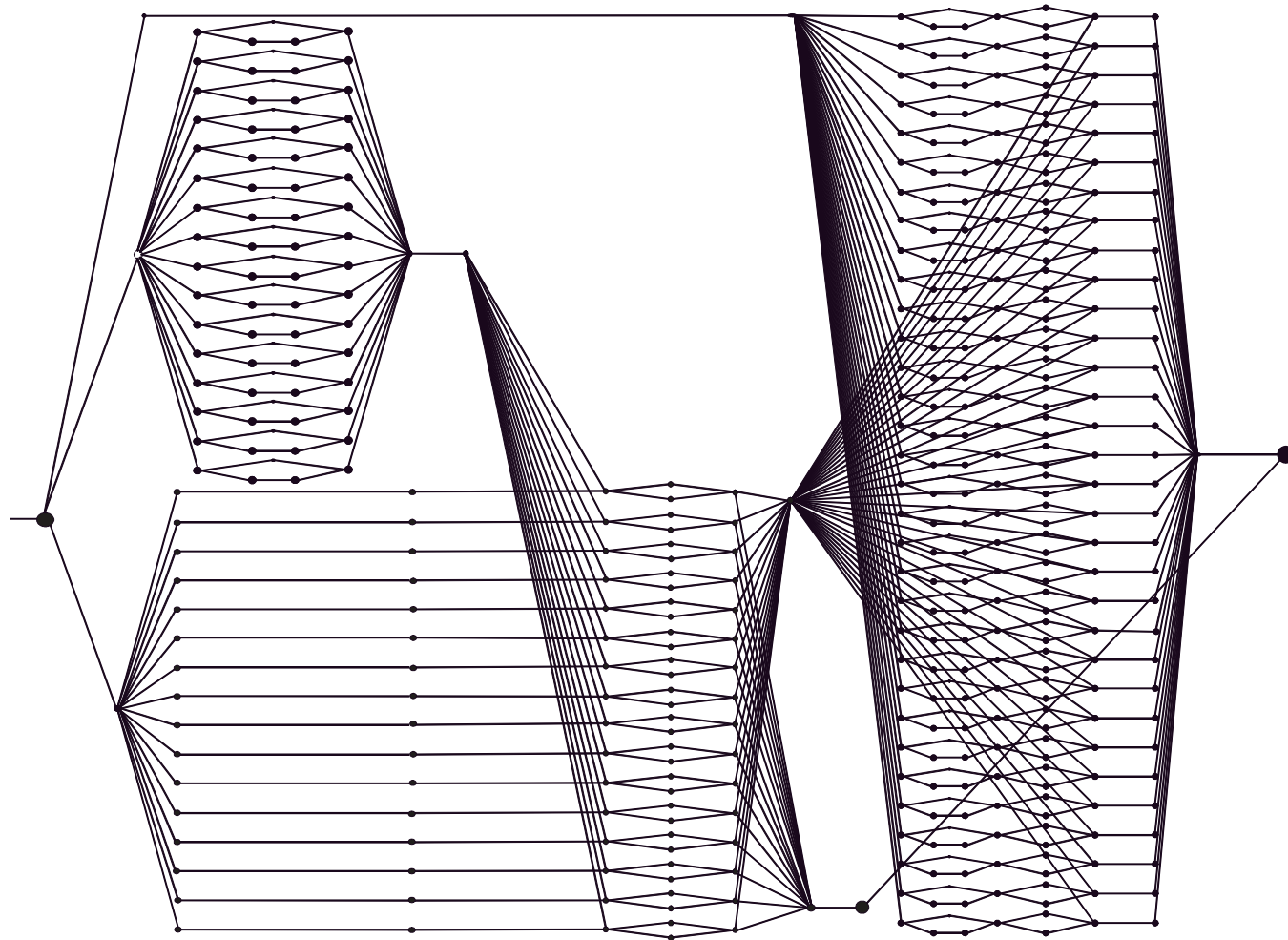




Algorithm Network: Periodogram Averaging



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THE WORLD LEADER IN DSP AND ANALOG

 **TEXAS
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Approximate Processing & Incremental Refinement

- ◆ Trading off between system performance and resource usage
- ◆ Adaptive termination of processing based on sufficient results
- ◆ Achievement of graceful degradation in task outcome as resource usage or availability is diminished
- ◆ Complete or approximate fault tolerance

Just enough – Just in time
Good enough is good enough

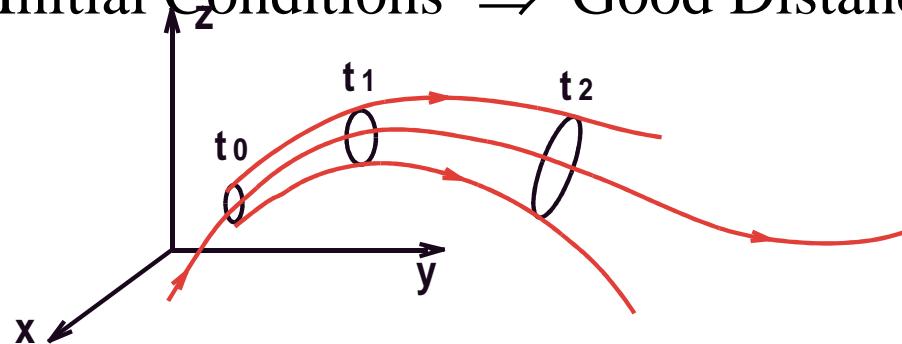


Analog Error Correcting Codes (Chen and Wornell)

- ◆ Message sample specifies initial condition, time segment of state sequence specifies transmitted code

$$\mathbf{X}_n = \mathbf{f}[\mathbf{x}_{n-1}] \quad \mathbf{X}_0 = \text{message} \quad \mathbf{X}_1 \dots \mathbf{X}_n = \text{code}$$

- ◆ Sensitivity to Initial Conditions \Rightarrow Good Distance Properties



- ◆ Well suited to channels where SNR is (i) unknown, (ii) time varying, (iii) spatially varying
- ◆ Superior to digital codes
- ◆ Superior to linear modulation

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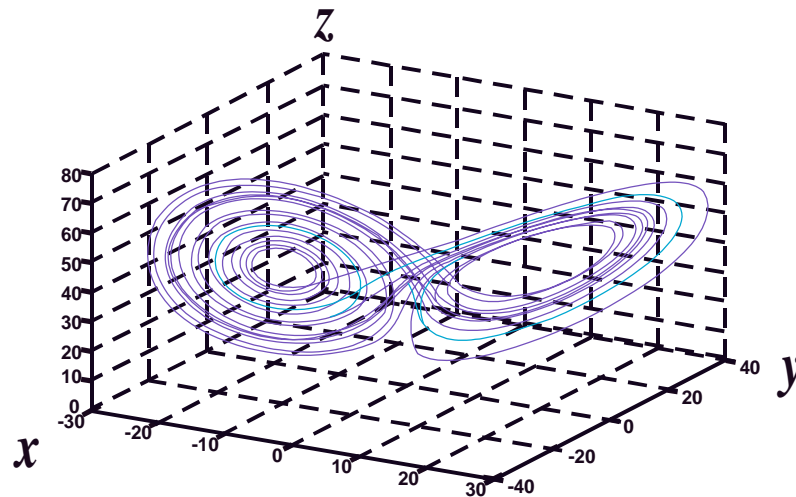
Chaotic Signals and Systems

- ◆ Nonlinear Dynamical Systems
$$\dot{\bar{\mathbf{x}}}(t) = \mathbf{F}[\bar{\mathbf{x}}(t), \mathbf{u}(t), t]$$

Deterministic & SDIC \Leftrightarrow Chaotic Behavior

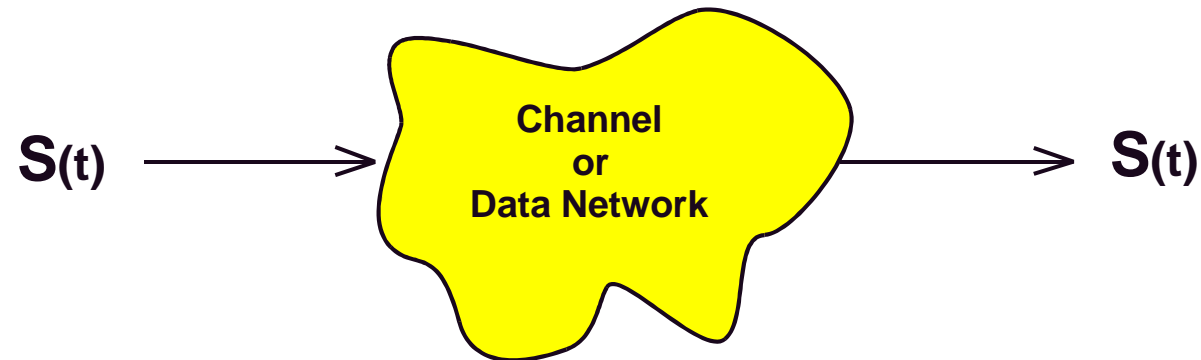
Lorenz System

$$\begin{aligned}\dot{x} &= \sigma(y - x) \\ \dot{y} &= rx - y - xz \\ \dot{z} &= xy - bz\end{aligned}$$





Communication Systems



- ◆ Coding and channel conditioning for error detection and correction
- ◆ Optimum routing
- ◆ Network load balancing
- ◆ Channel capacity theorems

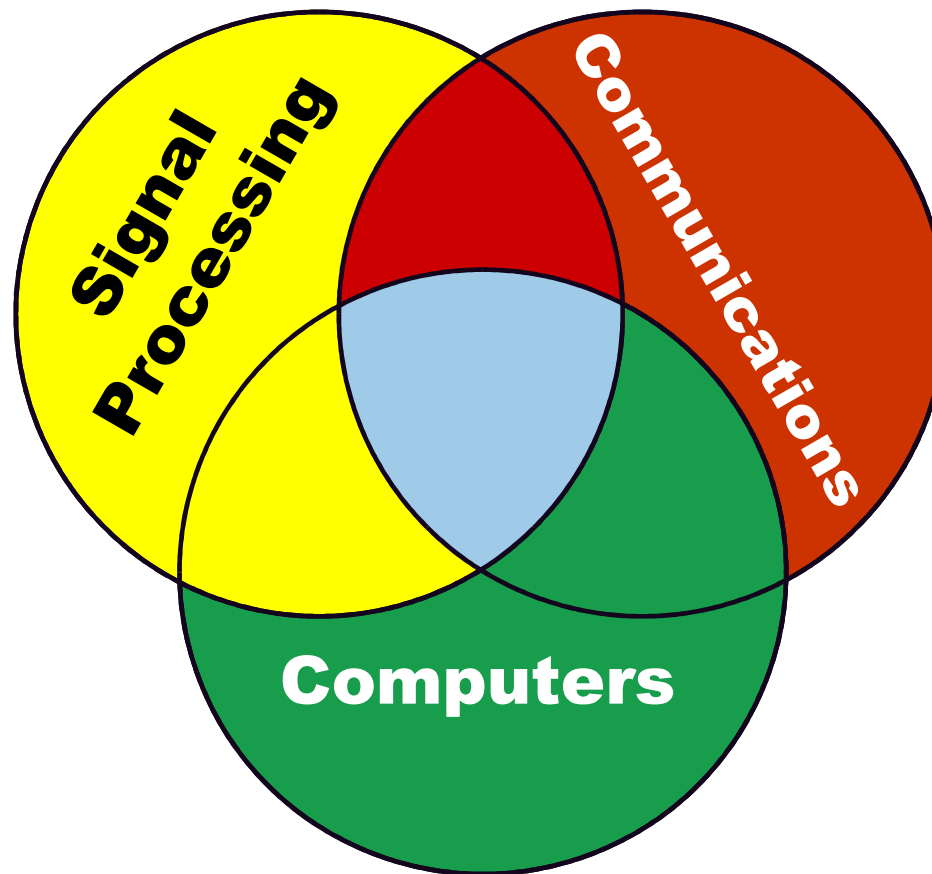


Communication Based on Chaos

- ◆ Self-synchronizing transmitter and receiver (*Pecora and Carroll*)
- ◆ Signal masking (*Cuomo and Oppenheim*)
- ◆ Low-power modulation (*Hayes, et al.*)
- ◆ Analog error correcting codes (*Chen and Wornell*)
- ◆ High-dimensional chaotic signals using lasers (*VanWiggeren and Roy*)



Digital Convergence



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THE WORLD LEADER IN DSP AND ANALOG





“If you look ten years out, many of the common DSP applications haven’t even been invented yet and the market demand should reach about \$50 billion within the next ten years. In addition, DSP performance will be more than 200 times what it is today.”

*Tom Engibous
President and CEO
Texas Instruments*



“DSP is the glue of three converging industries ... computers, consumer electronics, and communications.”

Will Strauss
Forward Concepts Marketing

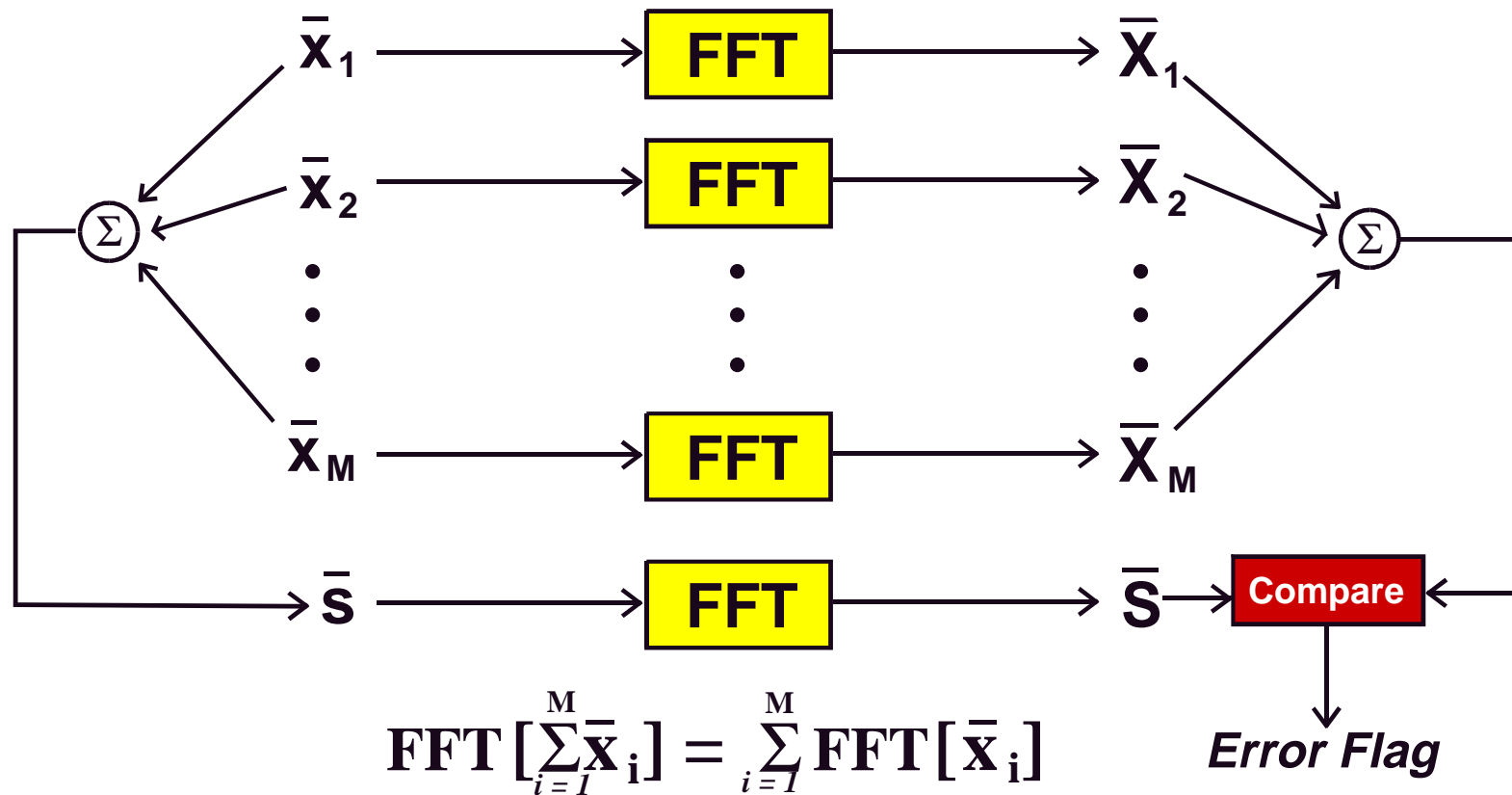


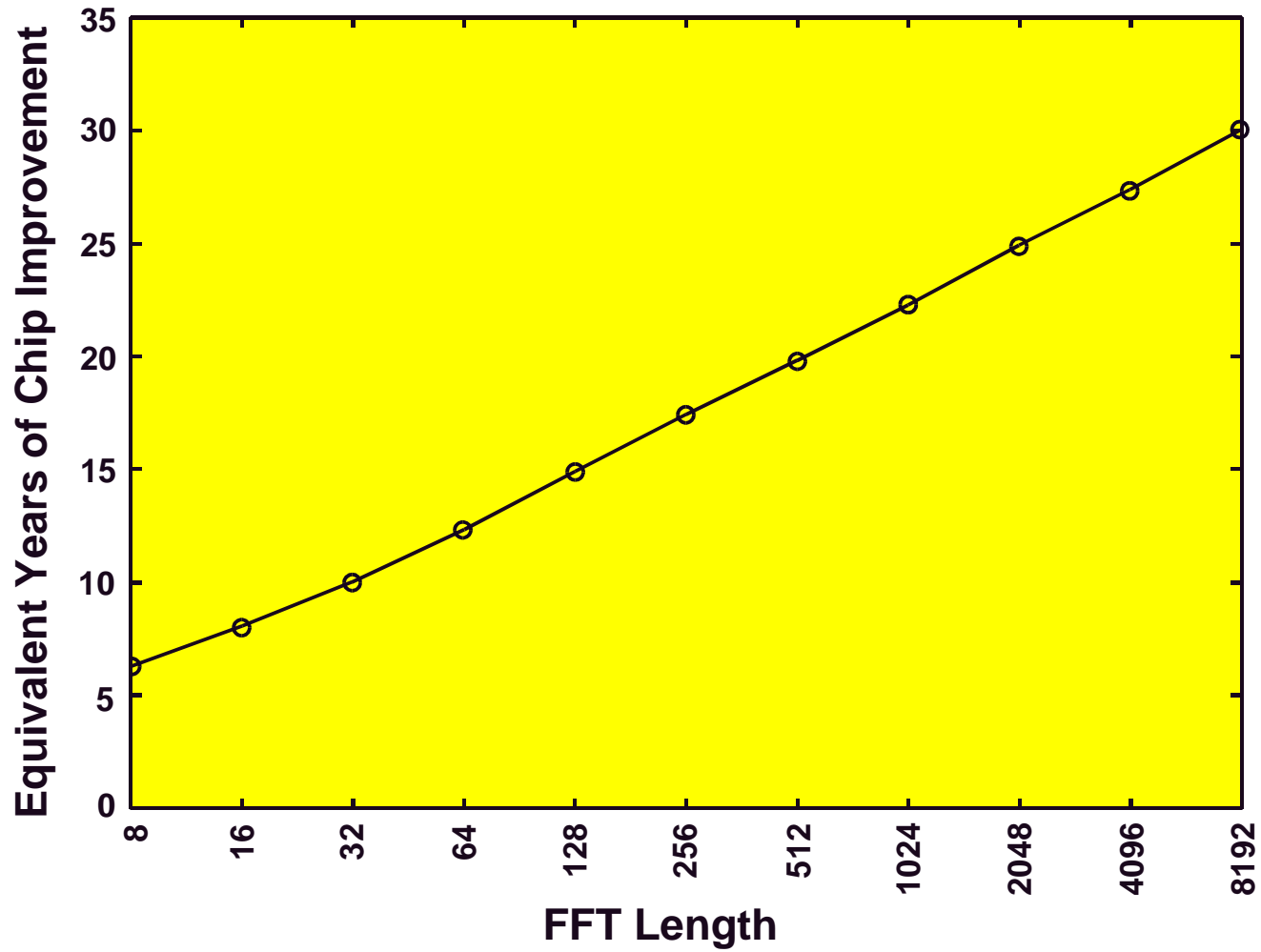
“DSP is a discipline that allows us to replace a simple resistor and capacitor with two anti-aliasing filters, an A-to-D and D-to-A converter, and a general-purpose computer or an array processor as long as the signal we are interested in doesn’t vary too quickly.”

*Tom Barnwell
Georgia Tech*



Error Detection in FFT Calculations





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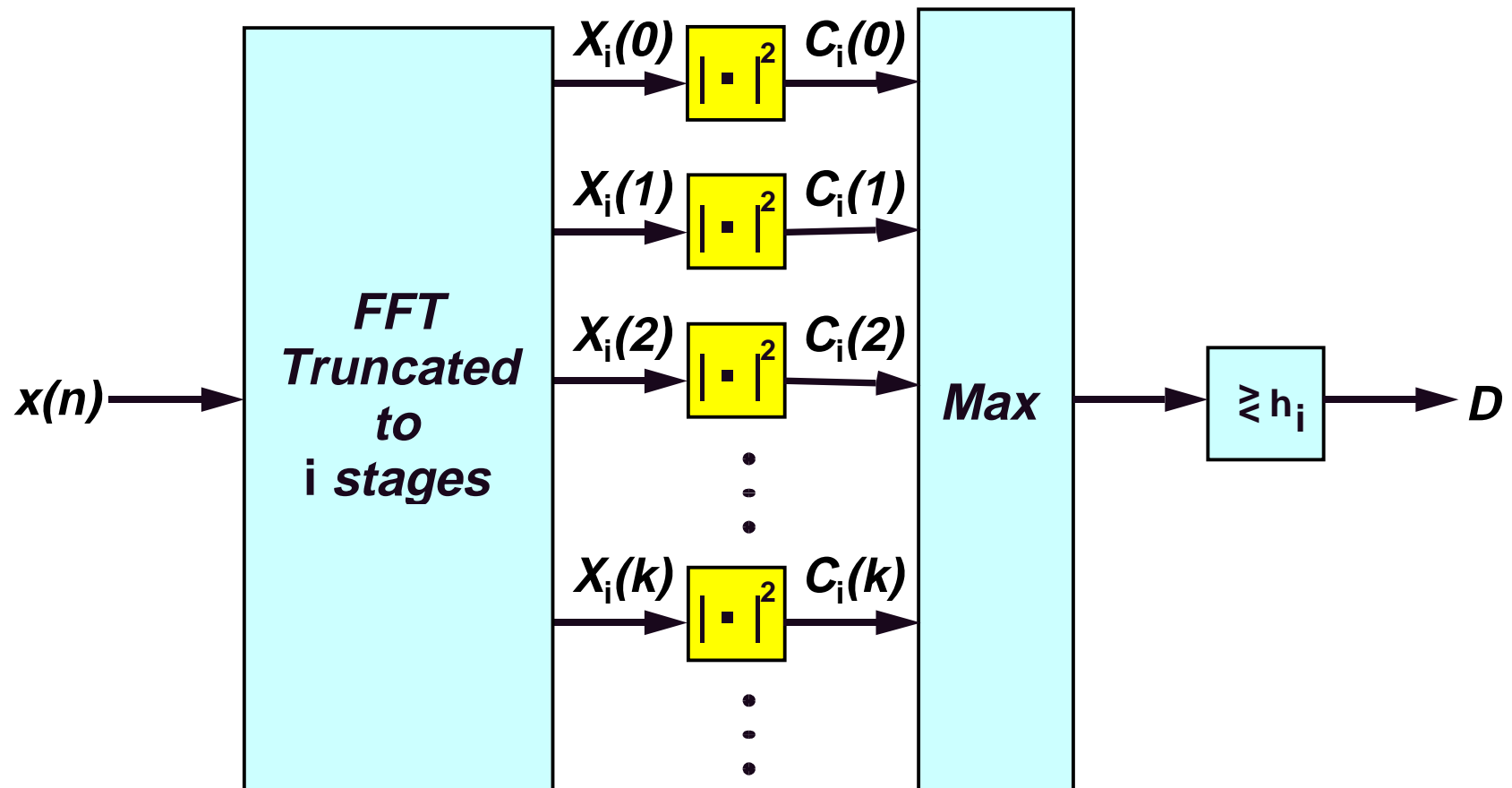
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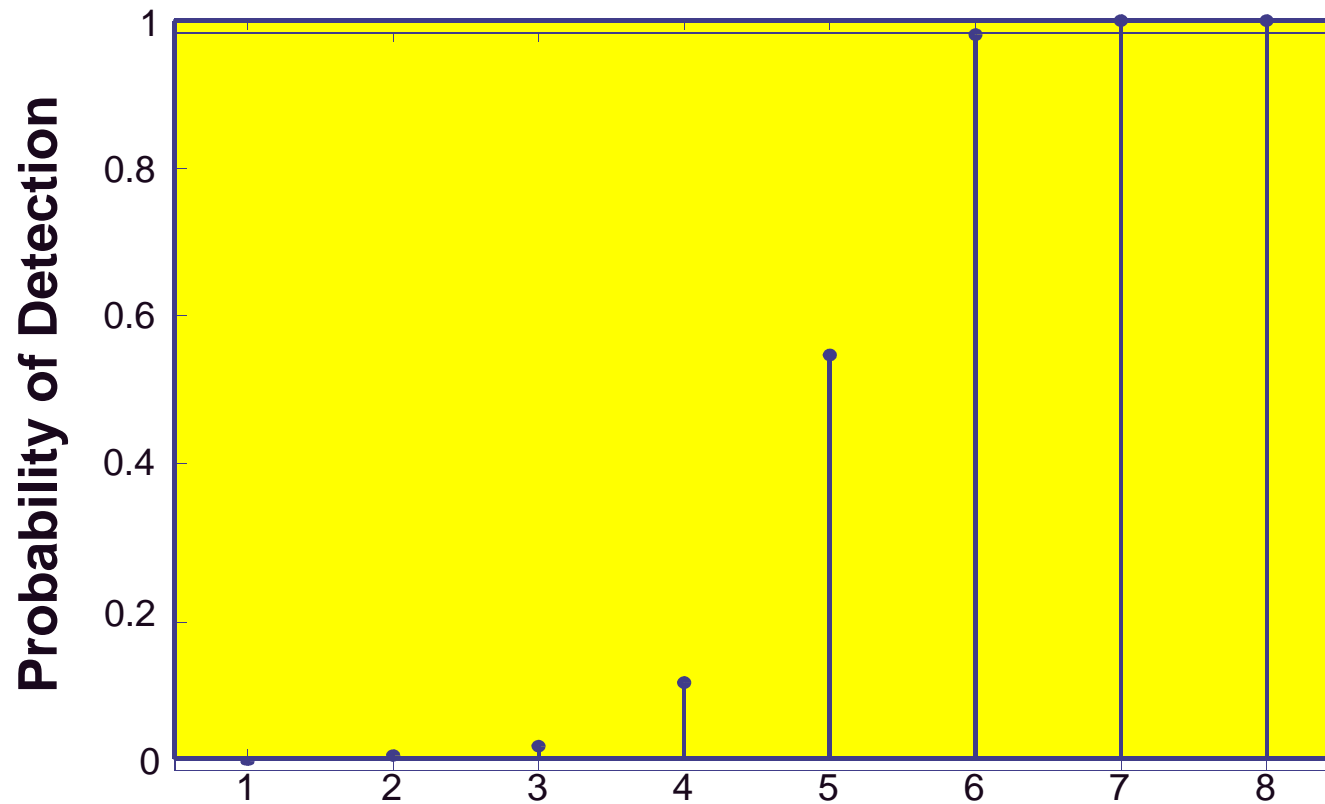
THE WORLD LEADER IN DSP AND ANALOG





Incremental Refinement Detector of Sinusoids in Noise





Number of FFT Stages Performed
Detection Probabilities at Successive FFT Stages
when $\text{SNR}_{\text{in}} = -6 \text{ dB}$, $P_{\text{FA}} = 10^{-4}$, and $N = 256$

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THE WORLD LEADER IN DSP AND ANALOG





Fractals

Chaos

Solitons

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THE WORLD LEADER IN DSP AND ANALOG





Fractal Modulation

◆ Recoverable from

- (1) Arbitrarily small duration given enough bandwidth
- (2) Arbitrarily small bandwidth given enough duration

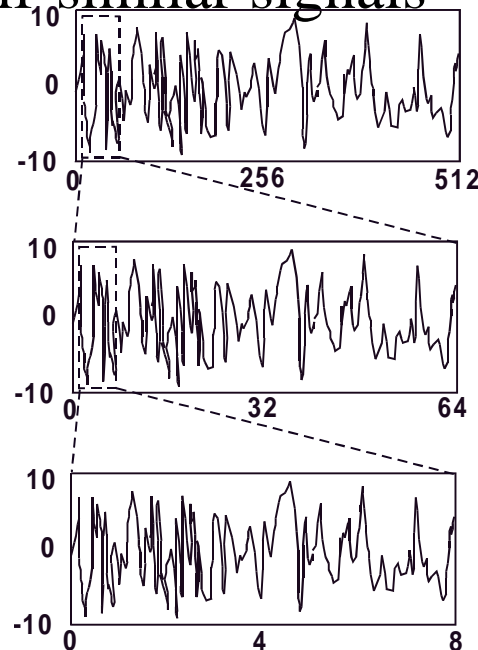
◆ Well-matched to

- Channels of simultaneously uncertain duration, bandwidth, SNR
- Networks with receivers having differing processing capabilities
- Fast encoding/decoding via DWT algorithms



Fractal Signals

- ◆ Deterministic: $\mathbf{x(at)}$ and $\mathbf{x(t)}$ are proportional
- ◆ Stochastic: $\mathbf{x(at)}$ and $\mathbf{x(t)}$ have proportional second-order statistics
- ◆ Wavelet representation well matched to analysis and synthesis of self-similar signals



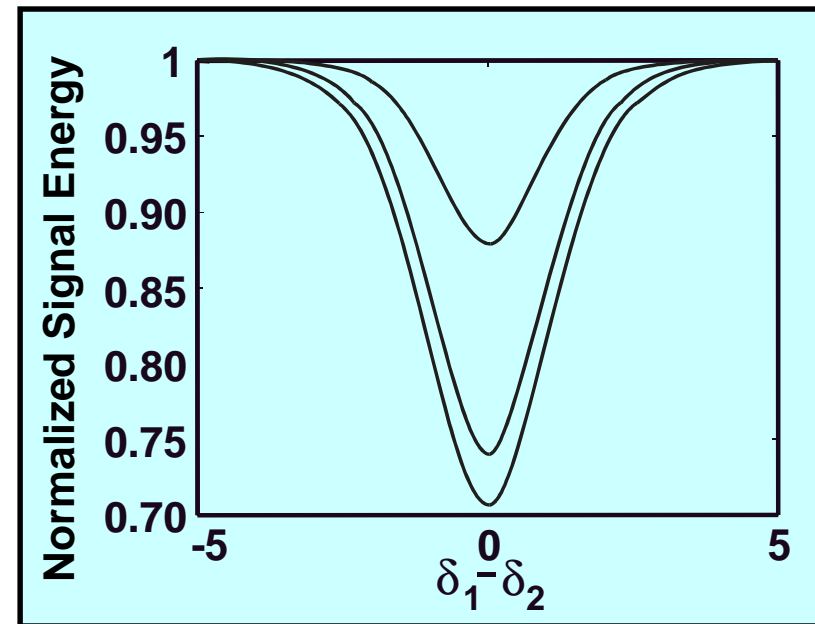
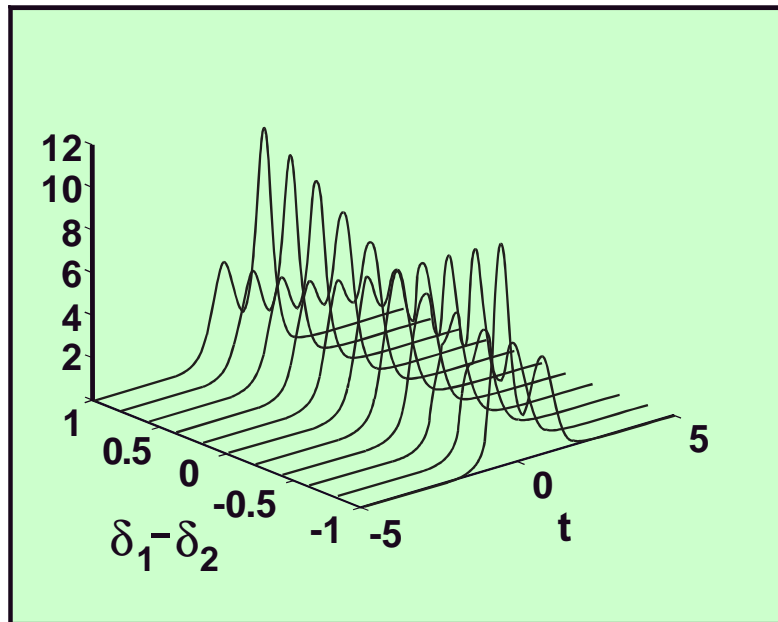
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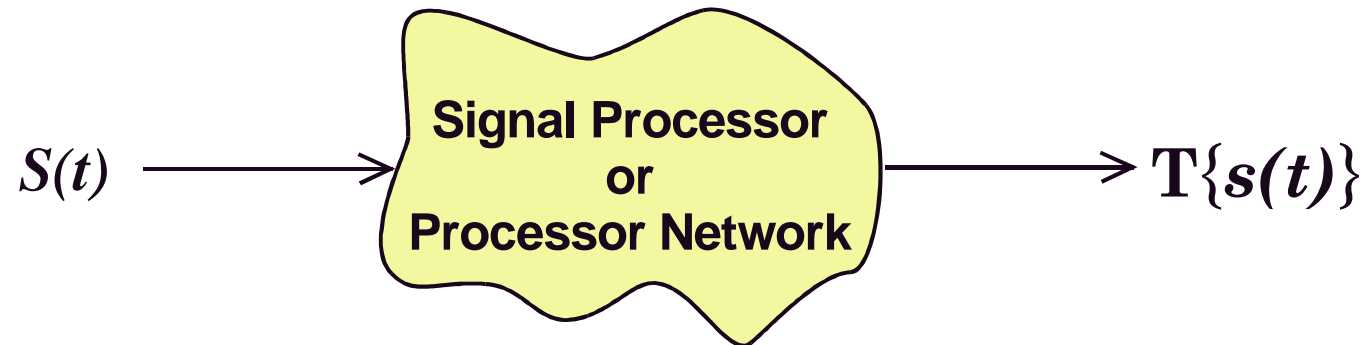
Low-Energy Signaling

Signal Energy Minimized by Multiplexing





Signal Processing Systems



- ◆ Coding and algorithm conditioning for error detection and correction (fault-tolerant signal processing)
- ◆ Optimum routing
- ◆ Network load balancing
- ◆ “Algorithm-capacity” theorems??

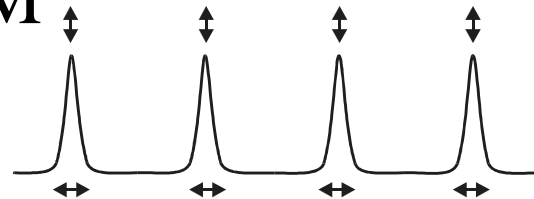
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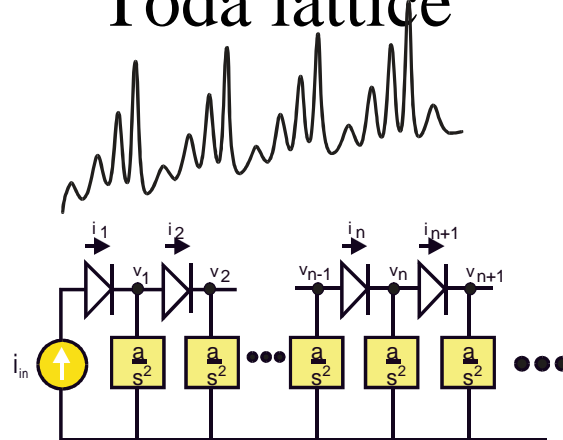


Soliton Multiplexing

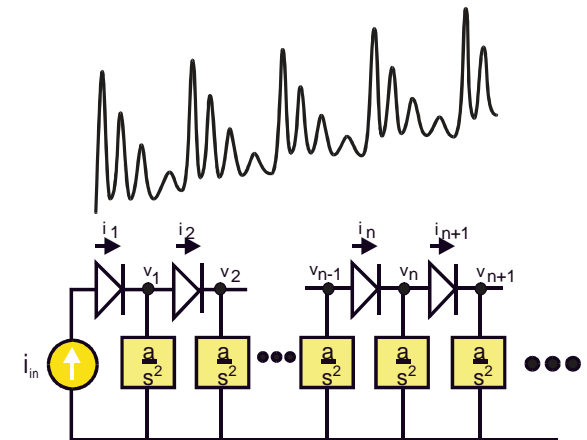
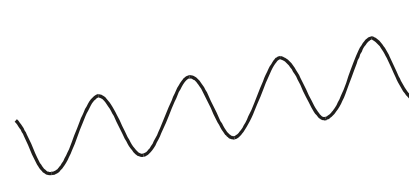
- ◆ Modulate time-separated solitons with OOK, PAM or PPM



- ◆ Multiplex individual solitons together using Toda lattice



Multiplexing



Demultiplexing

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Solitons

- ◆ A *solitary wave* solution to a nonlinear partial differential equation is a traveling-wave solution of the form,

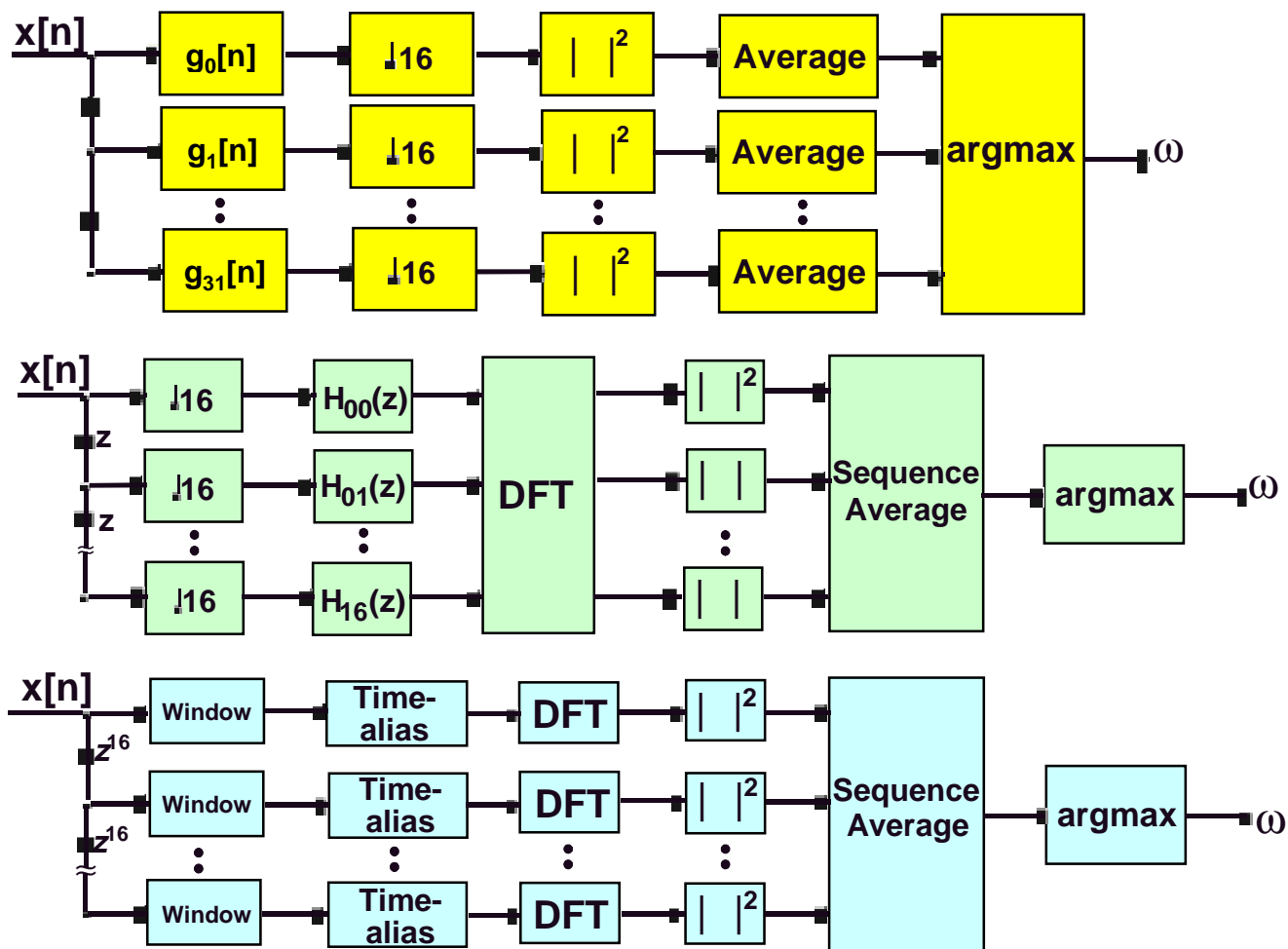
$$y(n,t) = f(n - ct) = f(z),$$

where c is a fixed constant, and the energy of $f(z)$ is localized.

- ◆ Some nonlinear partial differential equations can support multiple solitary waves with different shapes and speeds.
- ◆ A *soliton* solution to a nonlinear partial differential equation is a solitary wave which asymptotically retains its shape and velocity upon collision with another soliton.



Periodogram Averaging for Spectral Analysis





TMS320C6000: Leadership DSPs from TI



- ◆ 1600–2400 MIPS
- ◆ 600 MFLOPS–
1 GFLOPS
- ◆ Power:
 - 1.5–1.9 Watts
- ◆ Physical size:
 - 18 mm²–35 mm²
- ◆ Price (25 KU):
 - US \$20–\$179

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T H E W O R L D L E A D E R I N D S P A N D A N A L O G

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