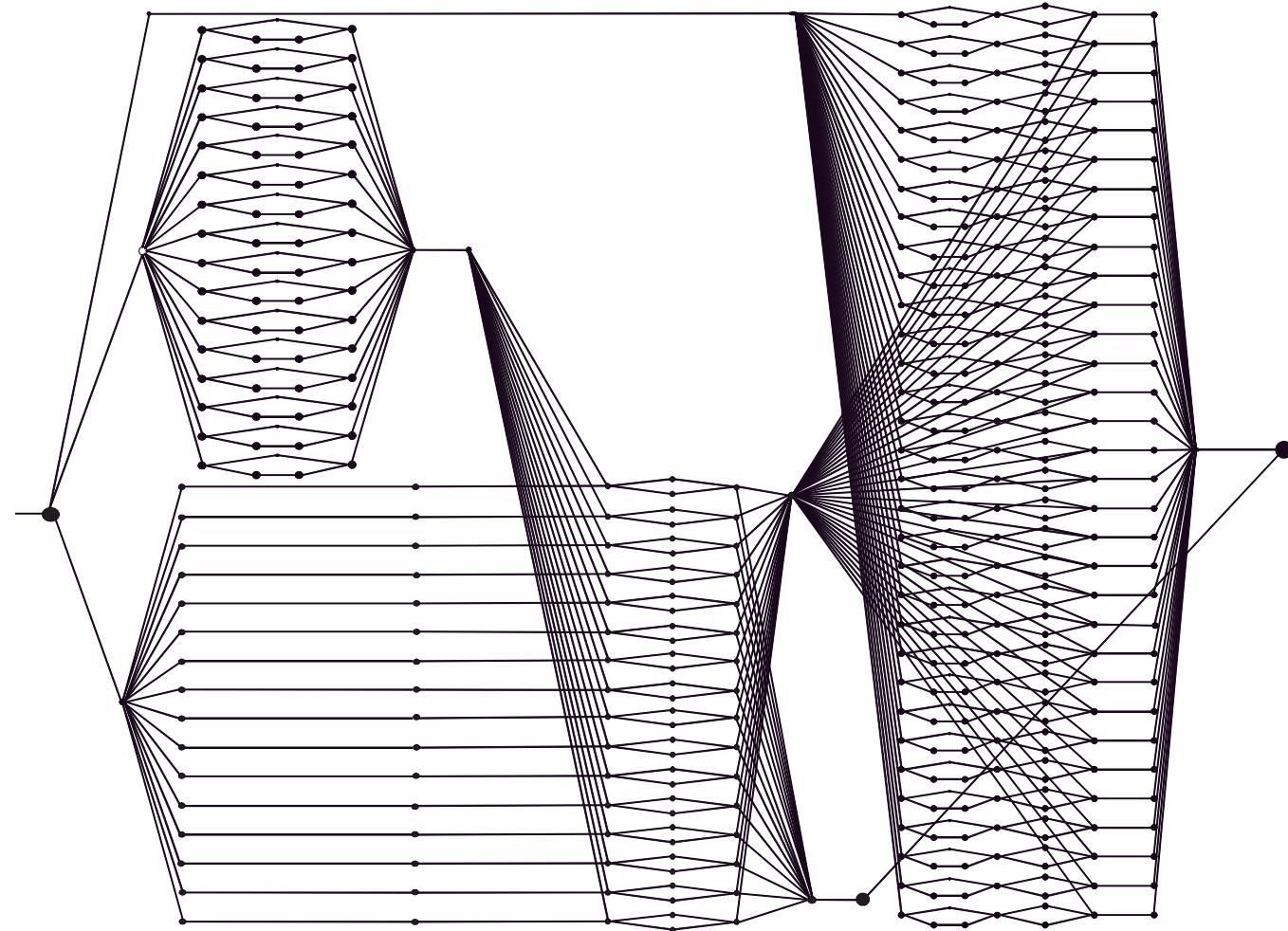


Algorithm Network: Periodogram Averaging

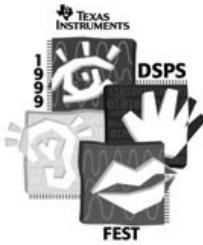


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THE WORLD LEADER IN DSP AND ANALOG

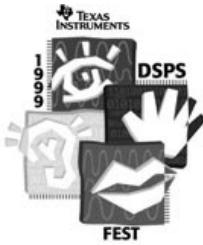
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Approximate Processing & Incremental Refinement

- ◆ 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



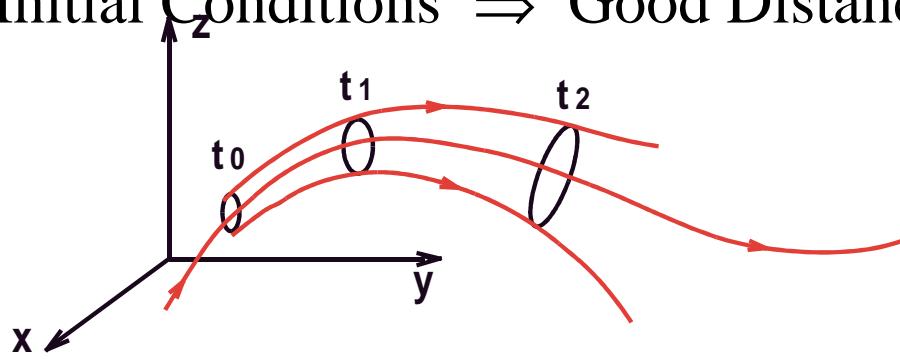
Analog Error Correcting Codes

(Chen and Wornell)

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

$$X_n = f[x_{n-1}] \quad X_0 = \text{message} \quad X_1 \dots X_n = \text{code}$$

- ◆ Sensitivity to Initial Conditions \Rightarrow Good Distance Properties



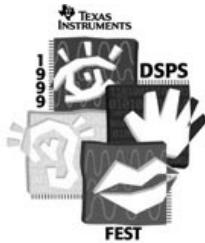
- ◆ Well suited to channels where SNR is (i) unknown, (ii) time varying, (iii) spatially varying
- ◆ Superior to digital codes
- ◆ Superior to linear modulation

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Chaotic Signals and Systems

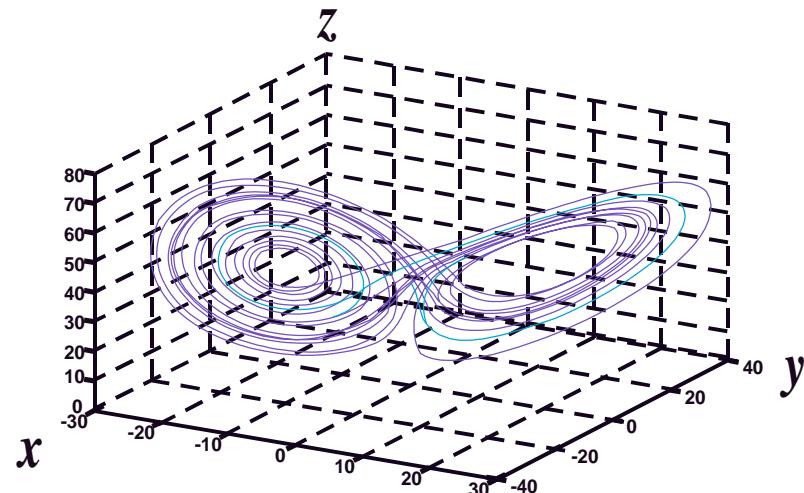
- ◆ Nonlinear Dynamical Systems

$$\dot{\bar{x}}(t) = \mathbf{F}[\bar{x}(t), \mathbf{u}(t), t]$$

Deterministic & SDIC \Leftrightarrow Chaotic Behavior

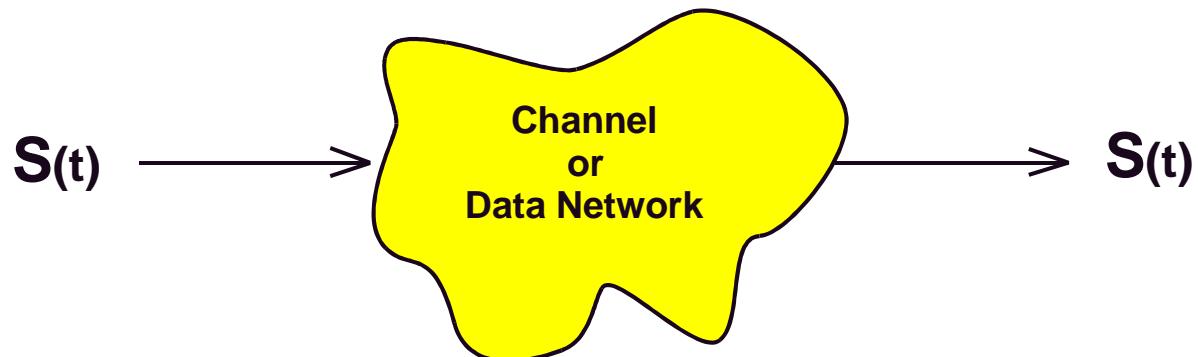
Lorenz System

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





Communication Systems



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

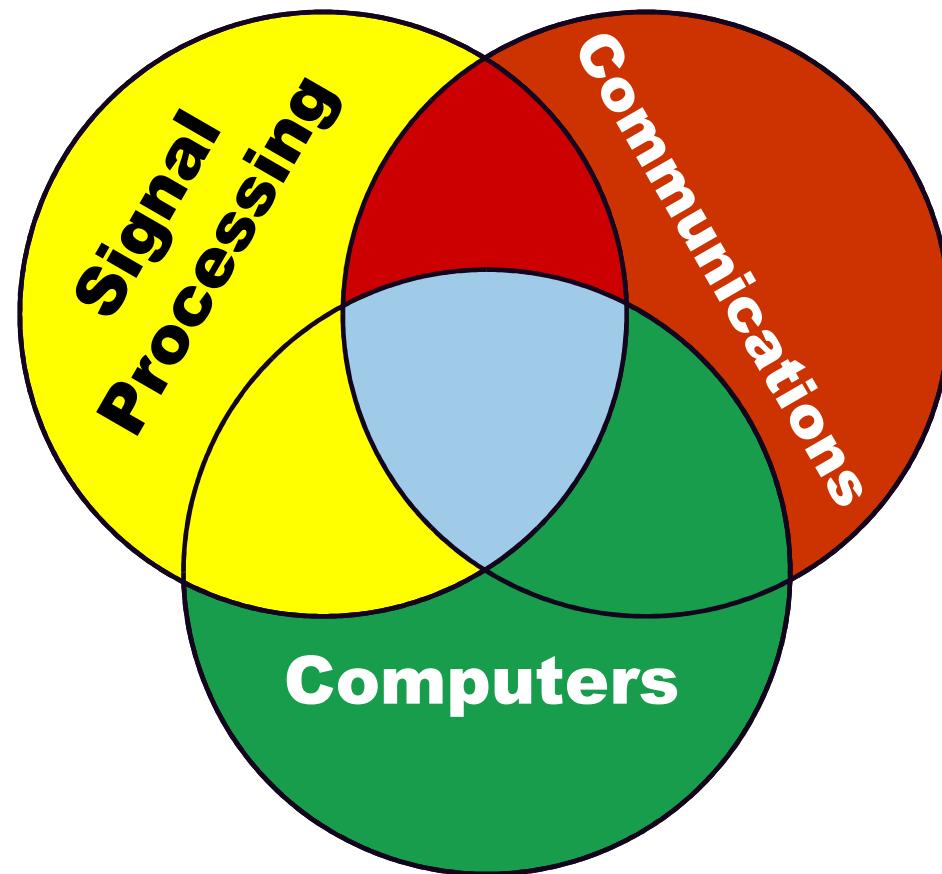


Communication Based on Chaos

- ◆ 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 (*VanWijgeren and Roy*)



Digital Convergence



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“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*

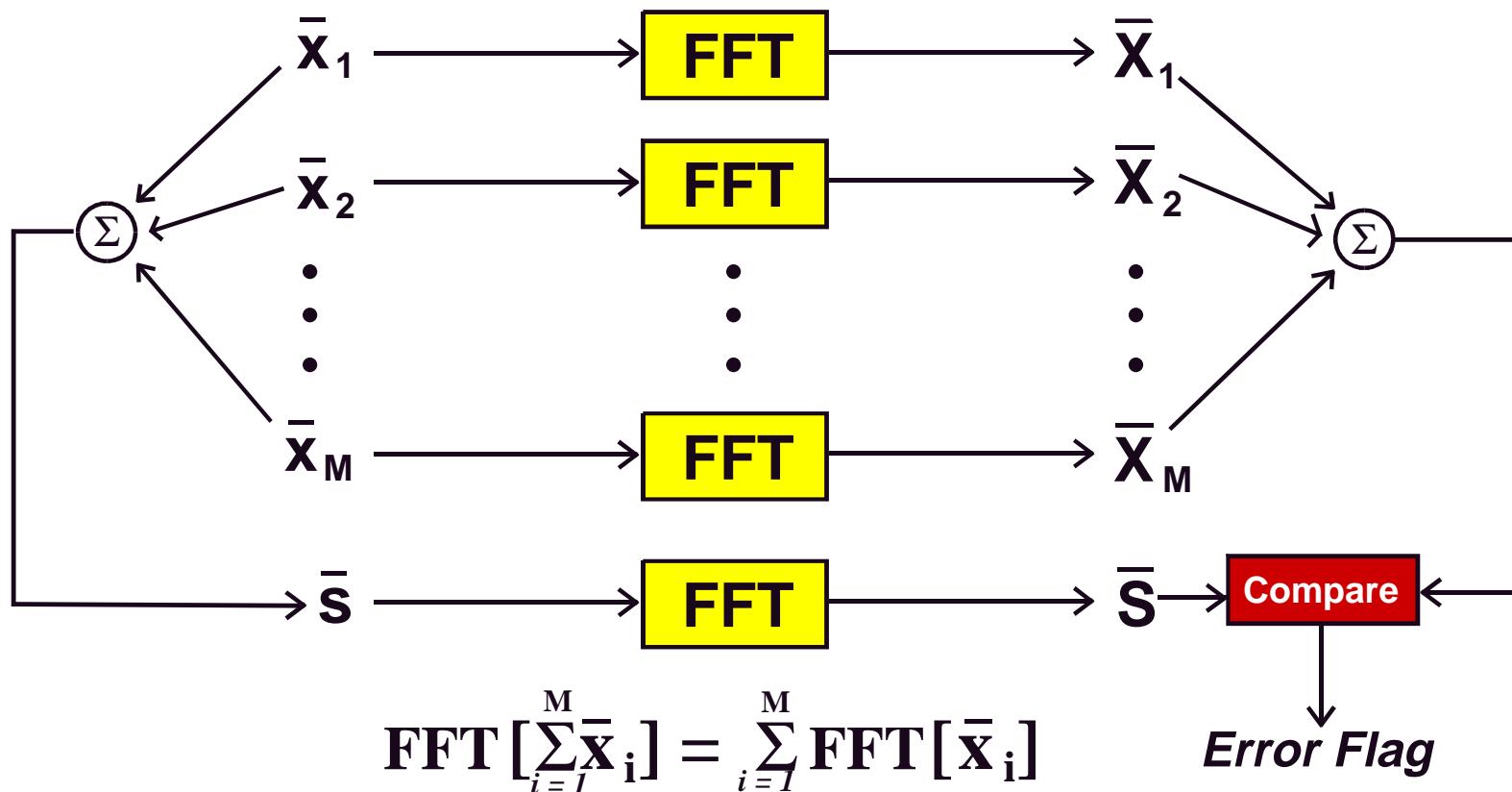


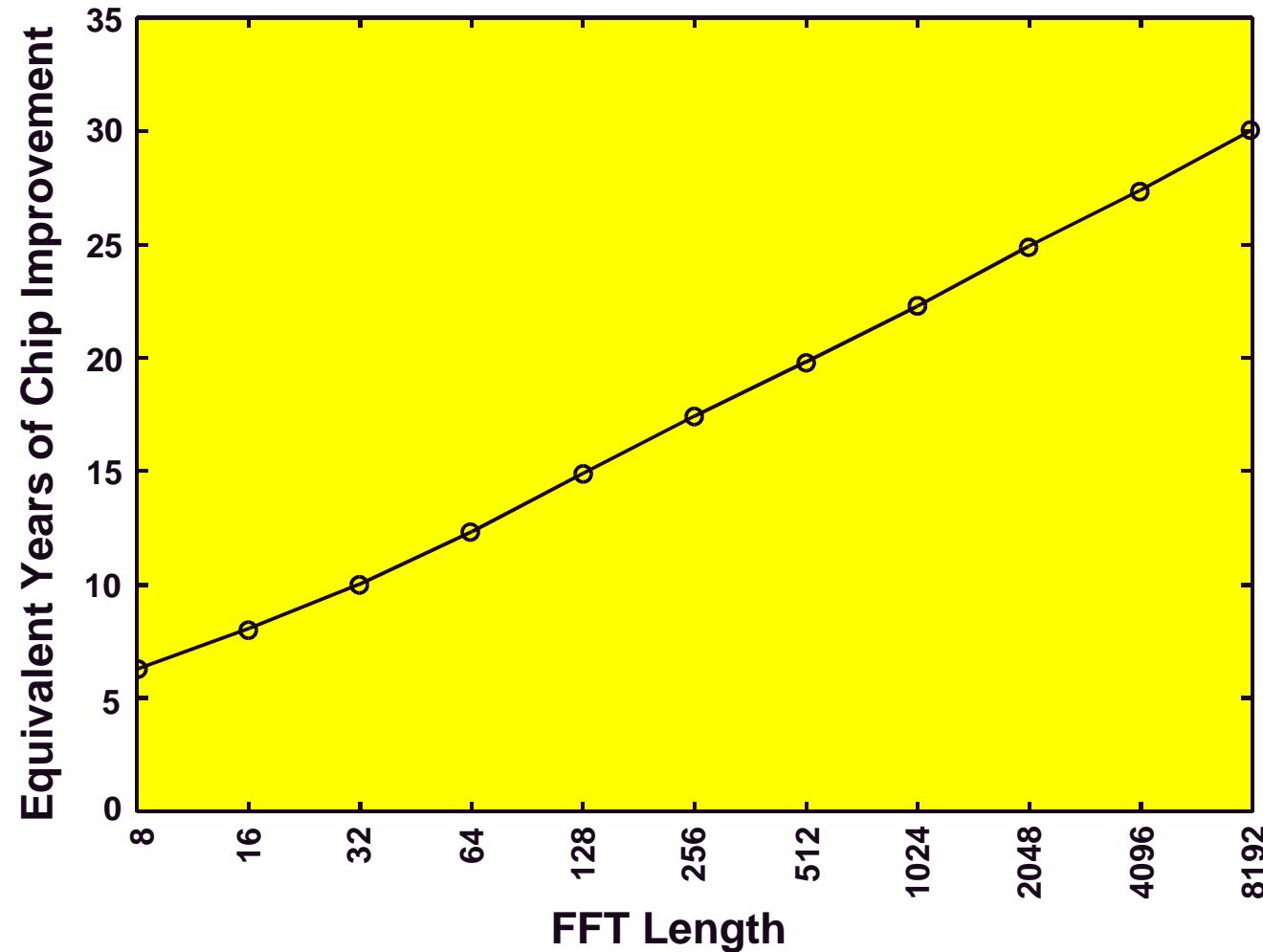
“DSP is a discipline that allows us to replace a simple resistor and capacitor with two anti-aliasing filters, an A-to-D and D-to-A converter, and a general-purpose computer or an array processor as long as the signal we are interested in doesn’t vary too quickly.”

*Tom Barnwell
Georgia Tech*



Error Detection in FFT Calculations





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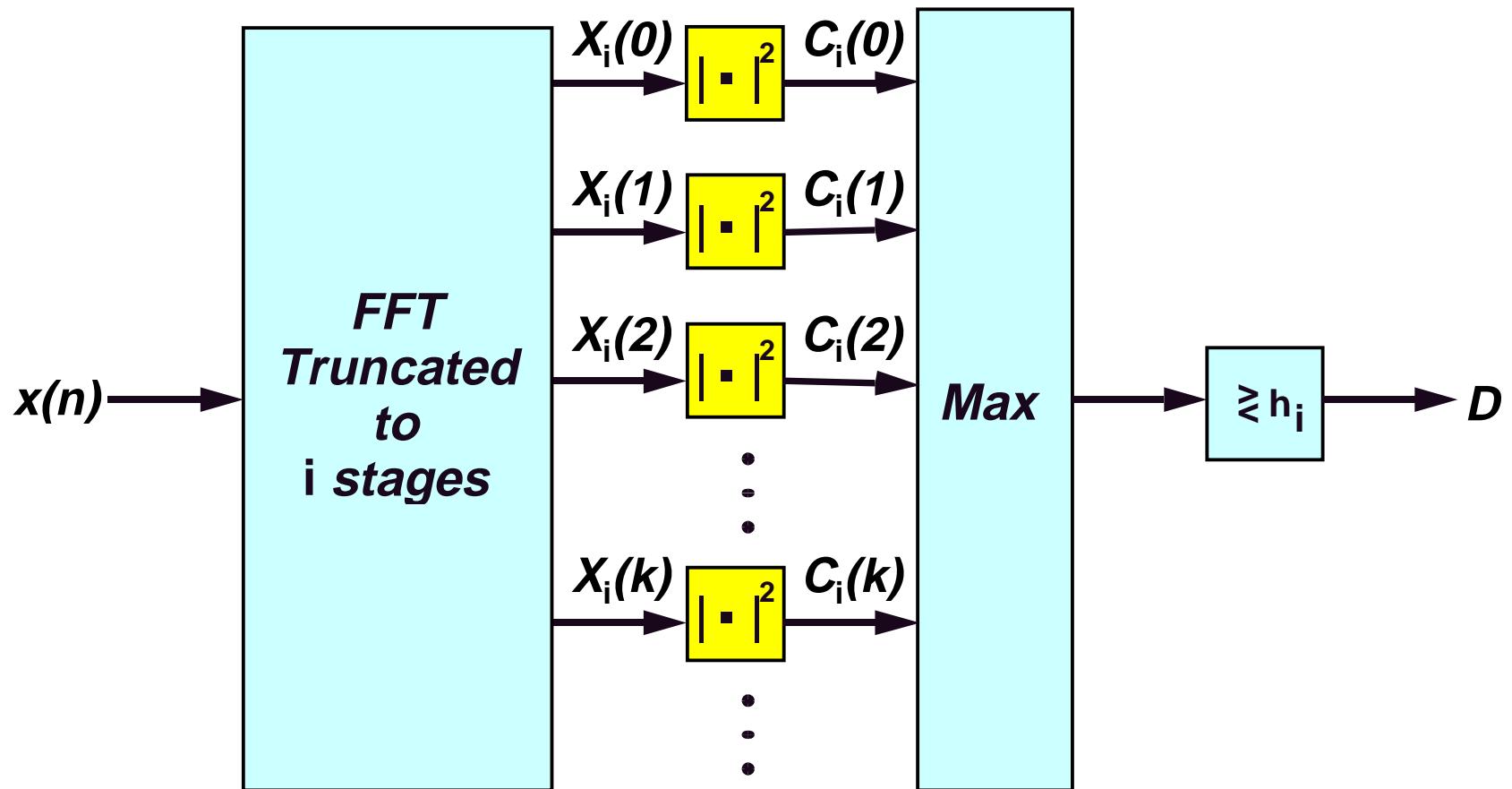
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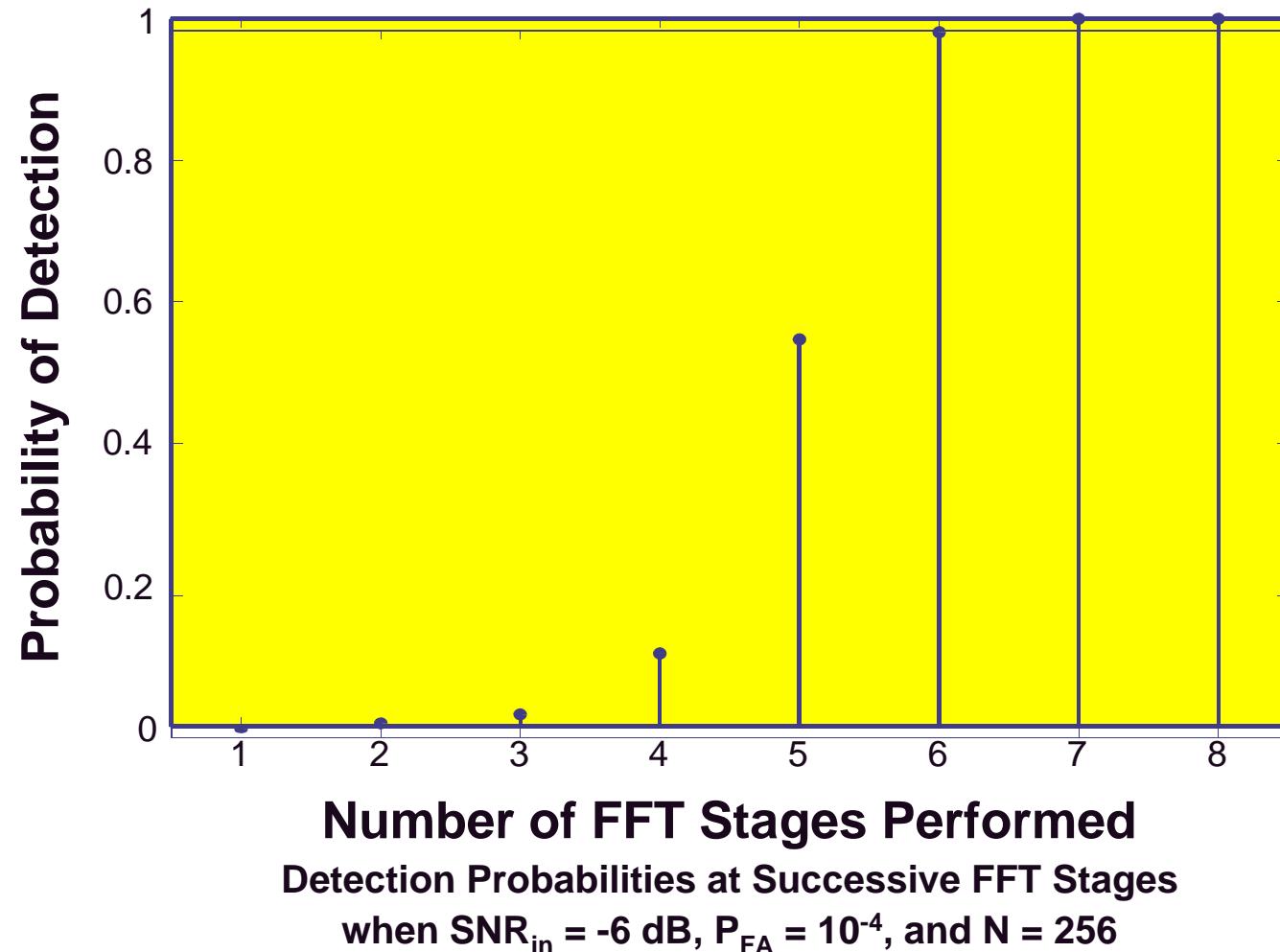
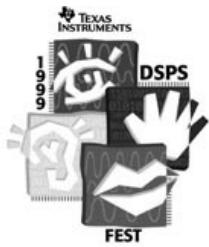
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Incremental Refinement Detector of Sinusoids in Noise







Fractals

Chaos

Solitons

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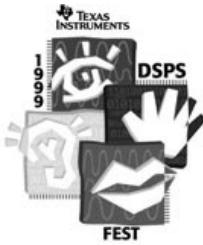
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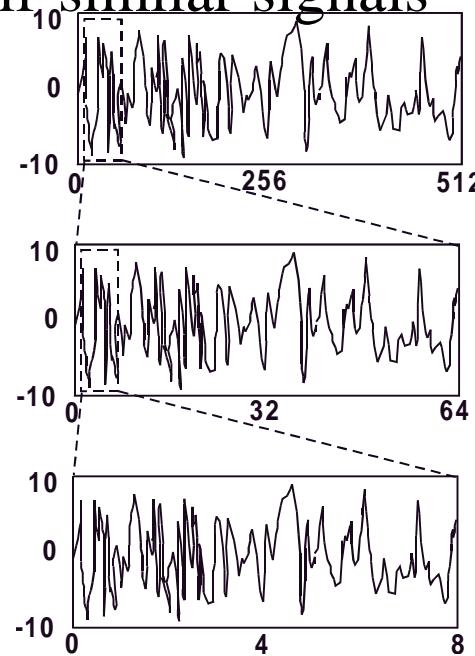
Fractal Modulation

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



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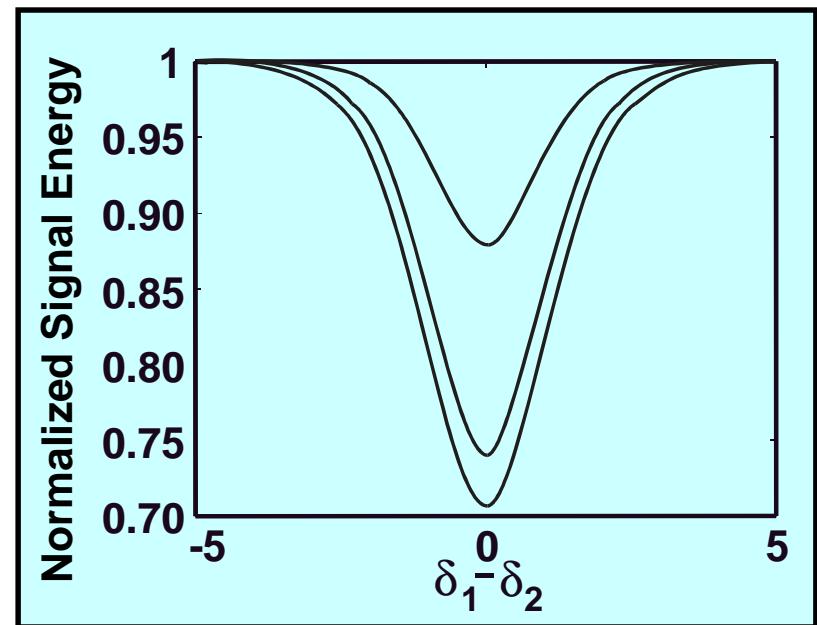
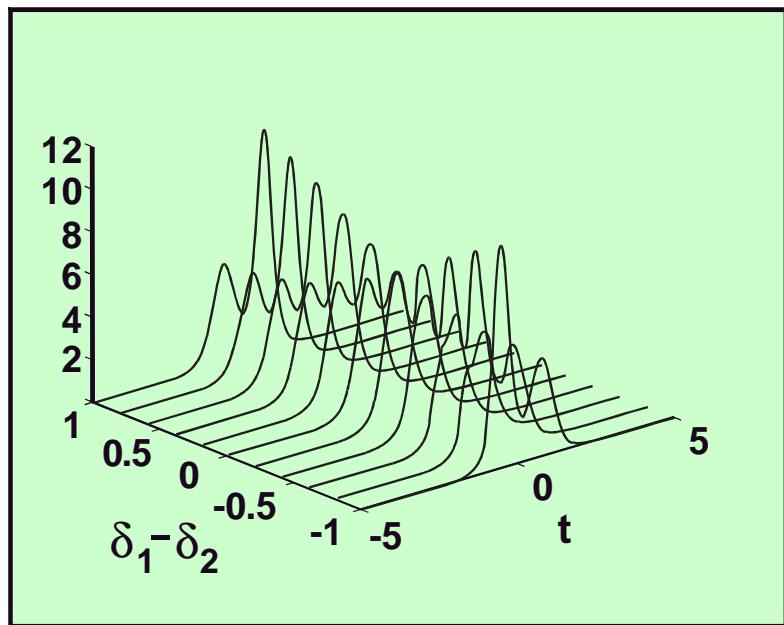
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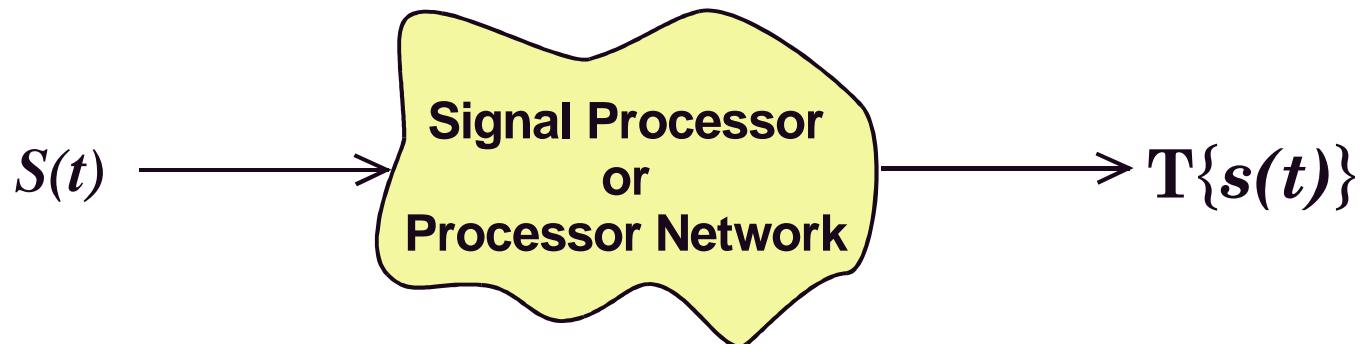
Low-Energy Signaling

Signal Energy Minimized by Multiplexing





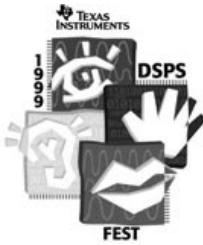
Signal Processing Systems



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

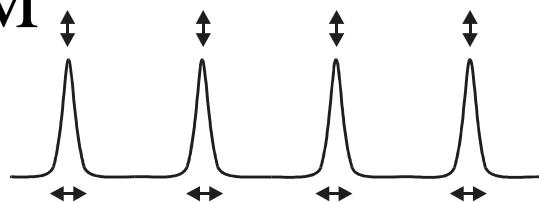
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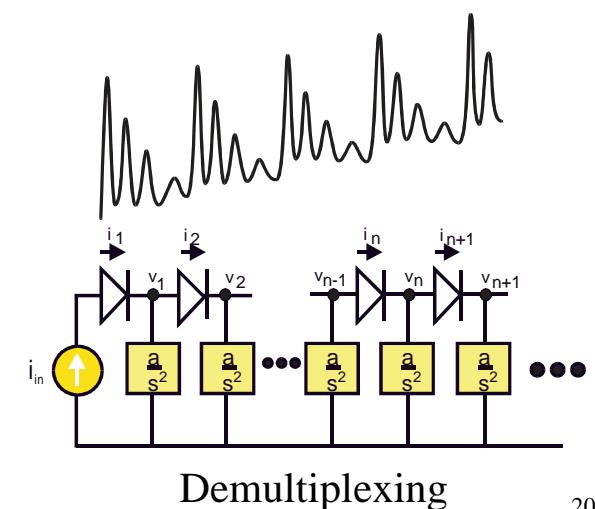
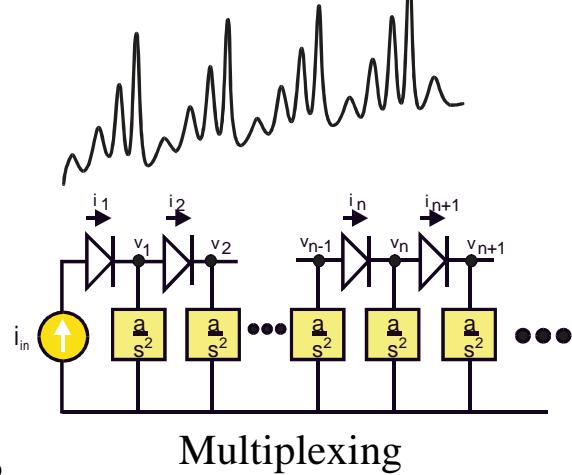


Soliton Multiplexing

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



- ◆ Multiplex individual solitons together using Toda lattice

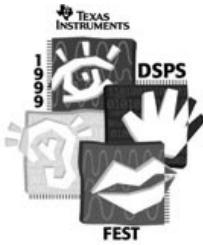


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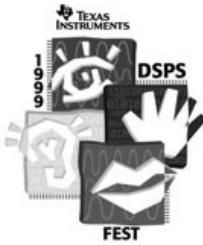
Solitons

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

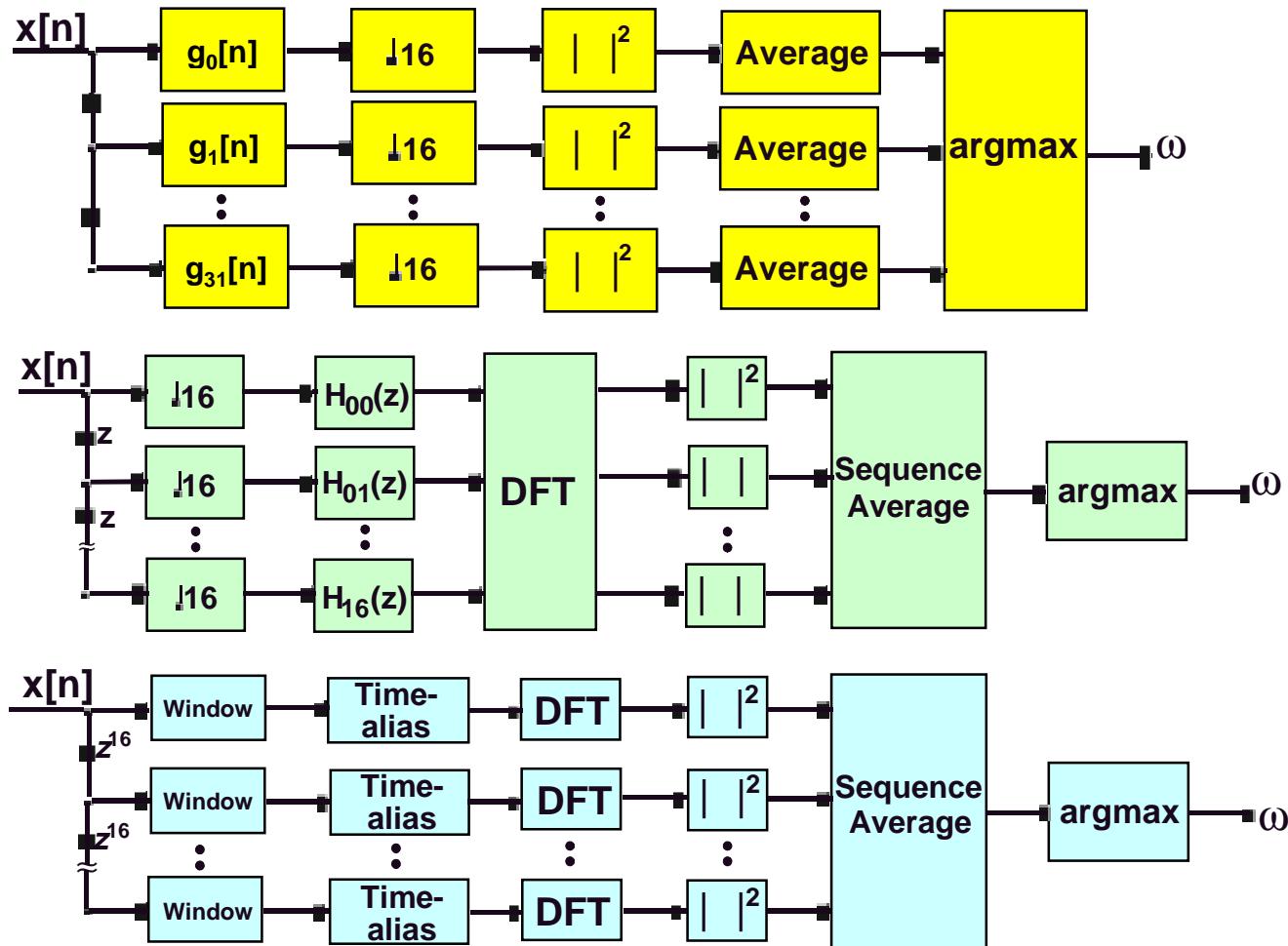
$$y(n,t) = f(n - ct) = f(z),$$

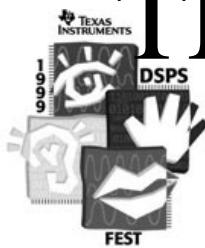
where c is a fixed constant, and the energy of $f(z)$ is localized.

- ◆ 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