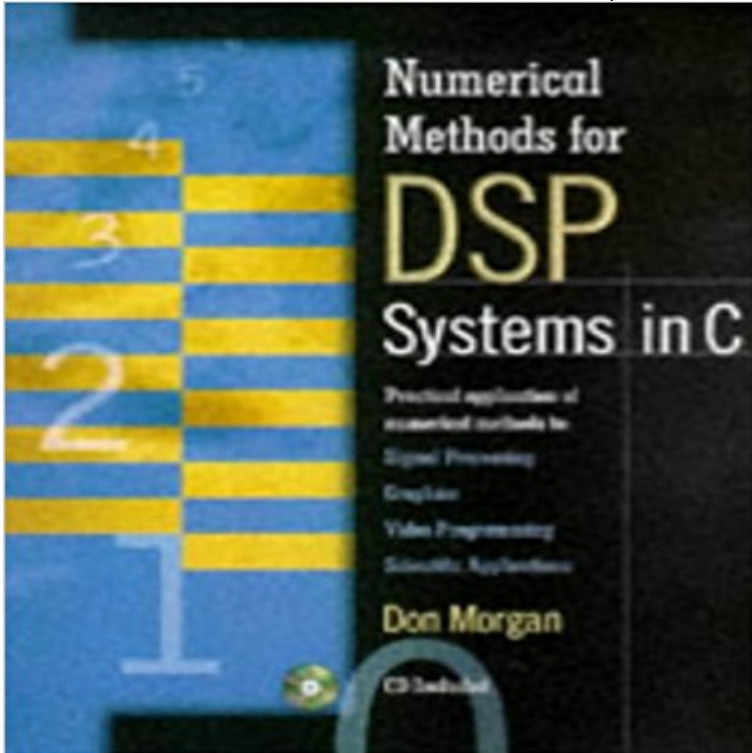


Numerical Methods for DSP Systems in C



Get the mathematical background, hands-on engineering, and practical code for all of your DSP applications - in one comprehensive guide. Whether replacing analog designs or creating new digital ones, today's DSP engineer needs access to more information than ever before. But half the time you are working with old-fashioned schematics or incomplete spec, and the rest of the time you've got impossible cost, data, and accuracy constraints hamstringing you. And there is nowhere to turn for simple answers to your complicated problems. Now, in one comprehensive volume, you will find not only the mathematical techniques and practical engineering advice you need to work effectively with the latest in DSP technology, but also detailed coverage of:

- * Linear algebra, matrices, and the differences between analog and digital calculus
- * How to engineer filters and translate analog filter circuits to digital
- * Multiresolution signal processing, filters and filter banks - including linear time-invariant and time-variant systems
- * Subband coding and wavelets
- * Down-to-earth explanations of unusual technologies like CORDIC functions
- * Informative appendixes that help you make the right choice about what kind of DSP to use and the best ways to develop algorithms for designing DSP products.

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