



The DSP Handbook: Algorithms, Applications and Design Techniques

By Andy Bateman, Iain Paterson-Stephens

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Digital Signal Processing Design, Applications, Design & Implementation, provides the reader with the training, the tools and the building blocks necessary to assess and then *unlock the potential of DSP in their own products and services*. Bateman and Paterson-Stephens have set out to accomplish this in a manner that is both easy to digest, simple to navigate, and uniquely 'hands on'. No other DSP text on the market has the breadth of real time examples, graphical visualisation, or practical algorithm libraries (ToolBoxes) to be found here. The balance of the book is towards a descriptive and visual explanation of the subject matter. Mathematical analysis is provided, where appropriate, in a concise and manageable format. For Further learning resources in this area please visit: <http://www.dspstore.com/>

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The DSP Handbook: Algorithms, Applications and Design Techniques By Andy Bateman, Iain Paterson-Stephens Bibliography

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Editorial Review

From the Back Cover

The DSP Handbook - Algorithms, Applications and Design

The DSP Handbook is written as a clear and accessible guide to digital signal processing and its applications. It provides the reader with the training, tools and building blocks necessary to assess and unlock the potential of DSP in their own products and services. The authors have set out to accomplish this in a manner that is easy to digest, simple to navigate and uniquely "hands on". No other DSP text on the market has the breadth of real time examples, graphical visualization, or practical algorithm libraries to be found here.

The balance of the book is towards a descriptive and visual explanation of the subject matter that is suitable for both classroom use and self-study. Mathematical analysis is provided as clearly and concisely as possible and real-time examples are liberally provided throughout the text. Students encountering communications topics for the first time, practising engineers and managers will all appreciate the stimulating and motivational treatment of the subject.

Features:

- Numerous design tips are provided, describing the "tricks of the trade".
- Contains many written examples and descriptions of devices for most mainstream DSP manufacturers (Motorola, TI, Analog Devices, etc).
- Real-time audio and visual DSP examples enable readers to experience the power and application of DSP from the very beginning.
- Provides a self-study course in DSP that will appeal to students, young professionals and professional engineers alike.
- Four algorithm-packed "toolboxes" allow easy access to particular algorithms/models of interest.
- Executable code examples can be downloaded from the associated web site, www.dspstore.com.

Andrew Bateman is currently CEO of Avren Ltd, a wireless/DSP consultancy. He was formerly a founder and Director of Wireless Systems International Ltd and a Professor of Signal Processing at the University of Bristol. He now undertakes training and consultancy for clients around the world.

Iain Paterson-Stephens is a Senior Lecturer in Digital Signal Processing at the University of Derby. He is also the Director of the Signal Processing Applications Research Group and programme leader for the MSc Digital Audio Systems programme. He is actively involved in consultancy, system development and design, and training.

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