VISVESVARAYA TECHNOLOGICAL UNIVERSITY, BELAGAVI

B.E: Electronics & Communication Engineering / B.E: Electronics & Telecommunication Engineering NEP, Outcome Based Education (OBE) and Choice Based Credit System (CBCS) (Effective from the academic year 2021 – 22)

IV Semester

Digital Signal Processing				
Course Code	21EC42	CIE Marks	50	
Teaching Hours/Week (L:T:P: S)	3:0:2:0	SEE Marks	50	
Total Hours of Pedagogy	40 hours Theory + 8-10 Lab slots	Total Marks	100	
Credits	04	Exam Hours	03	

Course objectives:

- 1. Preparation: To prepare students with fundamental knowledge/ overview in the field of Digital Signal Processing
- Core Competence: To equip students with a basic foundation of Signal Processing by delivering
 the basics of Discrete Fourier Transforms & their properties, design of filters and overview of
 digital signal processors

Teaching-Learning Process (General Instructions)

These are sample Strategies, which teacher can use to accelerate the attainment of the various course outcomes.

- Lecture method (L) does not mean only traditional lecture method, but different type of teaching methods may be adopted to develop the outcomes.
- 2. Show Video/animation films to explain the different concepts of Digital Signal Processing
- 3. Encourage collaborative (Group) Learning in the class
- Ask at least three HOTS (Higher order Thinking) questions in the class, which promotes critical thinking
- Adopt Problem Based Learning (PBL), which fosters students' Analytical skills, develop thinking skills such as the ability to evaluate, generalize, and analyze information rather than simply recall it.
- 6. Topics will be introduced in a multiple representation.
- Show the different ways to solve the same problem and encourage the students to come up with their own creative ways to solve them.
- Discuss how every concept can be applied to the real world and when that's possible, it helps improve the students' understanding.
- Adopt Flipped class technique by sharing the materials / Sample Videos prior to the class and have discussions on the that topic in the succeeding classes
- 10. Give Programming Assignments

Module-1

Discrete Fourier Transforms (DFT): Frequency domain sampling and Reconstruction of Discrete Time Signals, The Discrete Fourier Transform, DFT as a linear transformation, Properties of the DFT: Periodicity, Linearity and Symmetry properties, Multiplication of two DFTs and Circular Convolution [Text 1]

Teaching-Learn	ing
Process	

Chalk and Talk, YouTube videos, Programming assignments RBT Level: L1, L2, L3

Module-2

Additional DFT Properties. Linear filtering methods based on the DFT: Use of DFT in Linear Filtering, Filtering of Long data Sequences. Fast-Fourier-Transform (FFT) algorithms: Efficient Computation of the DFT: Radix-2 FFT algorithms for the computation of DFT and IDFT decimation in-

Teaching-Learning Process

Chalk and Talk, YouTube videos, Programming assignments

RBT Level: L1, L2, L3

Module-3

Design of FIR Filters: Characteristics of practical frequency-selective filters, Symmetric and Anti-symmetric FIR filters, Design of Linear-phase FIR (low pass and High pass) filters using windows - Rectangular, Hamming, Hanning, Bartlett windows. Structure for FIR Systems: Direct form, Cascade form and Lattice structures [Text1]

Teaching-Learning Process

Chalk and Talk, YouTube videos, Programming assignments

RBT Level: L1, L2, L3

Module-4

IIR Filter Design: Infinite Impulse response Filter Format, Bilinear Transformation Design Method, Analog Filters using Low pass prototype transformation, Normalized Butterworth Functions, Bilinear Transformation and Frequency Warping, Bilinear Transformation Design Procedure, Digital Butterworth (Lowpass and Highpass) Filter Design using BLT. Realization of IIR Filters in Direct form I and II [Text 2]

Teaching-Learning Process

Chalk and Talk, YouTube videos, Programming assignments

RBT Level: L1, L2, L3

Module-5

Digital Signal Processors: DSP Architecture, DSP Hardware Units, Fixed point format, Floating point Format, IEEE Floating point formats, Fixed point digital signal processors, FIR and IIR filter implementations in Fixed point systems. [Text 2]

Teaching-Learning Process

Chalk and Talk, YouTube videos, Programming assignments

RBT Level: L1, L2, L3

PRACTICAL COMPONENT OF IPCC

List of Programs to be implemented & executed using any programming languages like C++/Python/Java/Scilab / MATLAB/CC Studio (but not limited to)

- 1. Computation of N point DFT of a given sequence and to plot magnitude and phase spectrum.
- 2. Computation of circular convolution of two given sequences and verification of commutative, distributive and associative property of convolution.
- 3. Computation of linear convolution of two sequences using DFT and IDFT.
- 4. Computation of circular convolution of two given sequences using DFT and IDFT
- 5. Verification of Linearity property, circular time shift property & circular frequency shift property of DFT.
- 6. Verification of Parseval's theorem
- 7. Design and implementation of IIR (Butterworth) low pass filter to meet given specifications.
- 8. Design and implementation of IIR (Butterworth) high pass filter to meet given specifications.
- 9. Design and implementation of low pass FIR filter to meet given specifications.
- 10. Design and implementation of high pass FIR filter to meet given specifications.
- 11. To compute N- Point DFT of a given sequence using DSK 6713 simulator
- 12. To compute linear convolution of two given sequences using DSK 6713 simulator
- 13. To compute circular convolution of two given sequences using DSK 6713 simulator

Course outcomes (Course Skill Set)

At the end of the course the student will be able to:

- 1. Determine response of LTI systems using time domain and DFT techniques
- 2. Compute DFT of real and complex discrete time signals
- 3. Compute DFT using FFT algorithms
- 4. Design FIR and IIR Digital Filters
- 5. Design of Digital Filters using DSP processor

Assessment Details (both CIE and SEE)

The weightage of Continuous Internal Evaluation (CIE) is 50% and for Semester End Exam (SEE) is 50%. The minimum passing mark for the CIE is 40% of the maximum marks (20 marks). A student shall be deemed to have satisfied the academic requirements and earned the credits allotted to each subject/ course if the student secures not less than 35% (18 Marks out of 50) in the semester-end examination (SEE), and a minimum of 40% (40 marks out of 100) in the sum total of the CIE (Continuous Internal Evaluation) and SEE (Semester End Examination) taken together

CIE for the theory component of IPCC

Two Tests each of 20 Marks (duration 01 hour)

- First test at the end of 5th week of the semester
- Second test at the end of the 10th week of the semester

Two assignments each of 10 Marks

- First assignment at the end of 4th week of the semester
- Programming assignment at the end of 9th week of the semester, which can be implemented using programming languages like C++/Python/Java/Scilab

Scaled-down marks of two tests and two assignments added will be CIE marks for the theory component of IPCC for 30 marks.

CIE for the practical component of IPCC

- On completion of every experiment/program in the laboratory, the students shall be evaluated and marks shall be awarded on the same day. The 15 marks are for conducting the experiment and preparation of the laboratory record, the other 05 marks shall be for the test conducted at the end of the semester.
- The CIE marks awarded in the case of the Practical component shall be based on the continuous evaluation of the laboratory report. Each experiment report can be evaluated for 10 marks. Marks of all experiments' write-ups are added and scaled down to 15 marks.
- The laboratory test (duration 03 hours) at the end of the 15th week of the semester /after completion of all the experiments (whichever is early) shall be conducted for 50 marks and scaled down to 05 marks.

Scaled-down marks of write-up evaluations and tests added will be CIE marks for the laboratory component of IPCC for 20 marks.

SEE for IPCC

Theory SEE will be conducted by University as per the scheduled timetable, with common question papers for the course (duration 03 hours)

- The question paper will have ten questions. Each question is set for 20 marks.
- There will be 2 questions from each module. Each of the two questions under a module (with a maximum of 3 sub-questions), should have a mix of topics under that module.
- The students have to answer 5 full questions, selecting one full question from each module.

The theory portion of the IPCC shall be for both CIE and SEE, whereas the practical portion will have a CIE component only. Questions mentioned in the SEE paper shall include questions from

The minimum marks to be secured in CIE to appear for SEE shall be the 12 (40% of maximum marks-30) in the theory component and 08 (40% of maximum marks -20) in the practical component. The laboratory component of the IPCC shall be for CIE only. However, in SEE, the questions from the laboratory component shall be included. The maximum of 04/05 questions to be set from the practical component of IPCC, the total marks of all questions should not be more

SEE will be conducted for 100 marks and students shall secure 35% of the maximum marks to qualify in

Suggested Learning Resources:

Text Books:

- 1. Proakis & Manolakis, "Digital Signal Processing Principles Algorithms & Applications", 4th Edition, Pearson education, New Delhi, 2007. ISBN: 81-317-1000-9.
- 2. Li Tan, Jean Jiang, "Digital Signal processing Fundamentals and Applications", Academic Press, 2013, ISBN: 978-0-12-415893.

Reference Books:

- 1. Sanjit K Mitra, "Digital Signal Processing, A Computer Based Approach", 4th Edition, McGraw Hill Education, 2013,
- 2. Oppenheim & Schaffer, "Discrete Time Signal Processing", PHI, 2003.
- 3. D Ganesh Rao and Vineeth P Gejji, "Digital Signal Processing" Cengage India Private Limited, 2017, ISBN: 9386858231

Web links and Video Lectures (e-Resources):

By Prof. S. C. Dutta Roy, IIT Delhi

https://nptel.ac.in/courses/117102060

Activity Based Learning (Suggested Activities in Class)/ Practical Based learning

Programming Assignments / Mini Projects can be given to improve programming skills

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