Faculty of Fundamental Problems of Technology

COURSE CARD

Name in polish : Cyfrowe Przetwarzanie Sygnałów

Name in english : **Digital Signal Processing**

Field of study : Computer Science

Specialty (if applicable)

Undergraduate degree and form of : masters, stationary

Type of course : optional Course code : E2_W18 Group rate : Yes

	Lectures	Exercides	Laboratory	Project	Seminar
Number of classes held in schools (ZZU)	30	30			
The total number of hours of student wor-	90	90			
kload (CNPS)					
Assesment	pass				
For a group of courses final course mark	X				
Number of ECTS credits	3	3			
including the number of points correspon-		3			
ding to the classes of practical (P)					
including the number of points correspon-	2	2			
ding occupations requiring direct contact					
(BK)					

PREREQUISITES FOR KNOWLEDGE, SKILLS AND OTHER POWERS

Knowledge of data structures and algorithms. Programming ability in a chosen programming language. Recommended courses: Introduction to Electronics, Scienti [U+FB01] c Calculations.

COURSE OBJECTIVES

- C1 Presentation of the signal processing techniques used in computing and telecommunications.
- C2 Mastering practical skills in selected DSP algorithms.

COURSE LEARNING OUTCOMES

The scope of the student's knowledge:

- W1 Student knows basics of signal physics. Student knows methods for signal conversion.
- W2 Student knows transform and filter algorithms.
- W3 Student knows techniques for image and audio analysis and processing.

The student skills:

- U1 Student applies a proper mathematical techniques to compute various DSP algorithms.
- U2 Student uses a variety of CAS and numerical computing environment in DSP.
- U3 Student implements DSP algorithms in a chosen computer language.

The student's social competence:

- K1 Student describes signals acquisition and processing for underlying physical processes.
- **K2** Student arguments the need for developing effective DSP methods.

COURSE CONTENT

Type of classes - lectures			
Wy1	Signal and process. Noise.	2h	
Wy2	ADC and DAC conversion. Quantization.	3h	
Wy3	Linear Systems.	3h	
Wy4	Convolution.	3h	
Wy5	Fourier analysis. Discrete Fourier transform.	3h	
Wy6	Digital filters.	4h	
Wy7	Audio processing.	3h	
Wy8	Image processing.	3h	
Wy9	Neural Networks	2h	
Wy10	Digital Signal Processors	2h	
Wy11	The Laplace Transform.	2h	
	Type of classes - exercises		
Ćw1	Convolution	5h	
Ćw2	Fourier analysis. Discrete Fourier transform.	5h	
Ćw3	Digital [U+FB01] lters.	5h	
Ćw4	Image and audio processing techniques.	5h	
Ćw5	Neural Networks.	5h	
Ćw6	The Laplace Transform.	5h	

Applied learning tools					
Traditional lecture					
2. Multimedia lecture					
3. Solving tasks and problems					
4. Solving programming tasks					
5. Creating multimedia presenta	tions by students				
6. Self-study students					
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EVALUATION OF THE EFFECTS OF EDUCATION ACHIEVEMENTS					
Value	Number of training effect	Way to evaluate the effect of educa-			
		tion			
F1	W1-W3, K1-K2	written test(s)			
F2	U1-U3, K1-K2	points from student assignments			
P=50%*F1+50%*F2		1			
	BASIC AND ADDITIONAL READIN	[G			
The Scientist and Engineen http://www.dspguide.com	er's Guide to Digital Signal Proce	ssing. Steven W. Smith, Ph.D.			

SUPERVISOR OF COURSE

prof. Mirosław Kutyłowski

RELATIONSHIP MATRIX EFFECTS OF EDUCATION FOR THE COURSE

Digital Signal Processing WITH EFFECTS OF EDUCATION ON THE DIRECTION OF COMPUTER SCIENCE

Course tra-	Reference to the effect of the learning out-	Objectives of	The con-	Number of
ining effect	comes defined for the field of study and	the course**	tents of the	teaching
	specialization (if applicable)		course**	tools**
W1	K2_W01 K2_W03	C1	Wy1-Wy11	1 2 6
W2	K2_W02 K2_W03 K2_W04	C1	Wy1-Wy11	1 2 6
W3	K2_W01 K2_W03 K2_W04 K2_W05	C1	Wy1-Wy11	1 2 6
U1	K2_U02 K2_U03 K2_U04 K2_U06	C2	Ćw1-Ćw6	3 4 5 6
	K2_U08			
U2	K2_U01 K2_U02 K2_U03 K2_U04	C2	Ćw1-Ćw6	3 4 5 6
	K2_U06			
U3	K2_U02 K2_U03 K2_U04 K2_U06	C2	Ćw1-Ćw6	3 4 5 6
K1	K2_K03 K2_K07 K2_K10	C1 C2	Wy1-Wy11	1 2 3 4 5 6
			Ćw1-Ćw6	
K2	K2_K02 K2_K07 K2_K10	C1 C2	Wy1-Wy11	1 2 3 4 5 6
			Ćw1-Ćw6	