

Ecse 512 Digital Signal Processing 1 McGill University

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This is the term project for ECSE 512 Digital Signal Processing 1. The goal of this project was to use LMS and RLS algorithms to create an adaptive FIR filter that suppresses out a narrowband noise in a wideband desired signal. The model used is commonly known as the prediction model, where both the exact desired signal and the noise is not known.

[GitHub - yanghaojin/ECSE512_DSP1_DSP1_Term_Project...](#)

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ECSE 4530: Digital Signal Processing. Fall 2001, 2002, 2006, 2009, 2014, 2016. This course provides a comprehensive treatment of the theory, design, and implementation of digital signal processing algorithms. In the first half of the course, we emphasize frequency-domain and Z-transform analysis.

[Rich Radke @ RPI ECSE - Teaching](#)

McGill University ECSE 512 - Digital Signal Processing I Fall 2010 1 Midterm Exam 4:00 PM - 6:00 PM, October 27, 2010 Duration: 120 minutes This exam is closed-book. You can bring one single-sided sheet of notes. This sheet of notes must be entirely hand-written, no portions may be machine-produced or photocopied. Calcula-

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This book explores the fundamental computer vision principles and state-of-the-art algorithms used to create cutting-edge visual effects for movies and television. It describes classical computer vision algorithms and recent developments, features more than 200 original images, and contains in-depth interviews with Hollywood visual effects artists that tie the mathematical concepts to real-world filmmaking.

This introduction to digital data transmission, modulation, and error-correction coding, together with the underlying communication and information theory is an all-inclusive text suitable for all those connected with Mechanical Engineering or Computer Science. Equal emphasis is given to underlying mathematical theory and engineering practice. Not meant to be an encyclopedic treatise, the book offers strong, accessible pedagogy. This Second Edition presents enhanced explanations of key ideas as well as additional examples and problems. It also provides greatly expanded coverage of wireless communication, which has seen exponential growth since the release of the first edition. A pedagogical approach aimed at the 5th year EE student A balance of theory with engineering and design Integration of important topics such as synchronization, radio channels, and wireless communication, which are left out of competing books, or lost in more lengthy formats.

Describes various wavelet image coding systems that use set partitioning primarily, such as SBHP (Subband Block Hierarchical Partitioning), SPIHT, and EZBC (Embedded Zero-Block Coder).

Describes various wavelet image coding systems that use set partitioning primarily, such as SBHP (Subband Block Hierarchical Partitioning), SPIHT, and EZBC (Embedded Zero-Block Coder).

An image or video sequence is a series of two-dimensional (2-D) images sequentially ordered in time. Image sequences can be acquired, for instance, by video, motion picture, X-ray, or acoustic cameras, or they can be synthetically generated by sequentially ordering 2-D still images as in computer graphics and animation. The use of image sequences in areas such as entertainment, visual communications, multimedia, education, medicine, surveillance, remote control, and scientific research is constantly growing as the use of television and video systems are becoming more and more common. The boosted interest in digital video for both consumer and professional products, along with the availability of fast processors and memory at reasonable costs, has been a major driving force behind this growth. Before we elaborate on the two major terms that appear in the title of this book, namely motion analysis and image sequence processing, we like to place them in their proper contexts within the range of possible operations that involve image sequences. In this book, we choose to classify these operations into three major categories, namely (i) image sequence processing, (ii) image sequence analysis, and (iii) visualization. The interrelationship among these three categories is pictorially described in Figure 1 below in the form of an "image sequence triangle".

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