

## Digital Media Processing Dsp Algorithms Using C

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Digital Media Processing, DSP Algorithms Using C by Hazarathaiah Malepati is a very well presented technical compendium of materials relevant to the efficient implementation of computer techniques for audio, video and other media. The author is an employee of Analog Devices and this text features examples using Analog Devices' BlackFin processor.

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Digital Media Processing: DSP Algorithms Using C. Hazarathaiah Malepati. Multimedia processing demands efficient programming in order to optimize functionality. Data, image, audio, and video processing, some or all of which are present in all electronic devices today, are complex programming environments.

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A software-based digital media processing system is composed of three entities: an algorithm (that which processes), a software language (to implement the processing), and embedded hardware. Digital media processing algorithms are divided into four categories: data, signal and image, speech and audio, and video. Each category of algorithms is briefly discussed in this chapter. Digital media processing algorithms have specialized characteristics, and compilers usually cannot generate ...

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Digital signal processing (DSP) is the use of digital processing, such as by computers or more specialized digital signal processors, to perform a wide variety of signal processing operations. The digital signals processed in this manner are a sequence of numbers that represent samples of a continuous variable in a domain such as time, space, or frequency.

~~Digital signal processing - Wikipedia~~

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