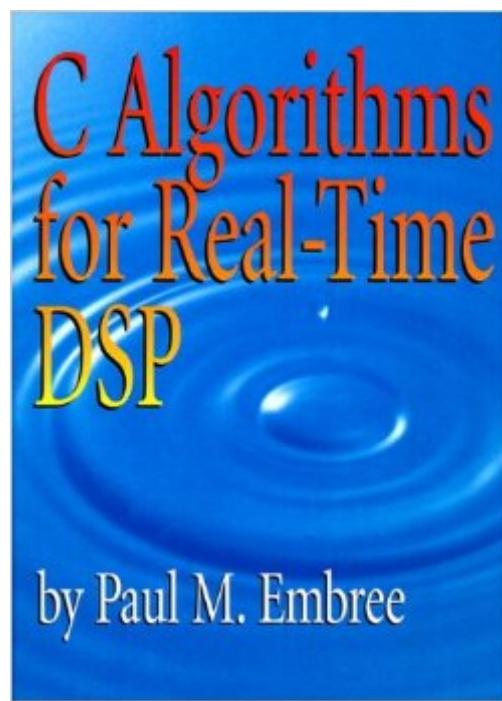


The book was found

# C Algorithms For Real-Time DSP



## Synopsis

For electrical engineers and computer scientists. Digital signal processing techniques have become the method of choice in signal processing as digital computers have increased in speed, convenience, and availability. At the same time, the C language is proving itself to be a valuable programming tool for real-time computationally intensive software tasks. This book is a complete guide to digital real-time signal processing techniques in the C language.

## Book Information

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Average Customer Review: 3.8 out of 5 starsÂ  See all reviewsÂ  (5 customer reviews)

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## Customer Reviews

C Algorithms for Real-Time DSP, by Paul Embree, is a stimulating book. When I finished reading it, I went straight to my workstation and started experimenting with DSP algorithms. Embree clearly knows this subject and presents it in a straightforward manner. This is a refreshing change from the academic approach taken by the seven digital-signal processing books currently on my bookshelf. Not that Embree doesn't reference some heavy math. C Algorithms for Real-Time DSP is not for the mathematically weak of heart. To feel comfortable with the book, you should be familiar with time- and frequency-domain math as well as filter terminology&emdash;topics Embree reviews in the first part of the book. Reading this section reminded me of how my entire high-school education was summarized in my first week of college.

Within this book, various algorithms can be found. The algorithms are implemented on various DSPs (TI C3x', AD 21xxx and etc) as well. Would be a great reference for students working on their

DSP projects.

This book's title and topics sounds very attractive. Unfortunately, it has nothing more than like a reference card!! The content need more detail presentation and analysis to give readers something valuable. A book with only about 200 pages of headlines sale for more than \$70, this is absolutely ridiculous!! The worst book in my collection.

I'm a long-time software engineer just starting to do DSP work. This book will be an excellent head-start into the DSP world.

The book uses a chapter to talk about c programming. I think this isn't necessary because readers should have known c programming. Also, the book just talks about floating points but fixed points.

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