


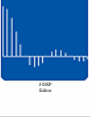
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Java-DSP – Online Virtual Laboratories
 DSP Simulations
 Extensions to other Disciplines

A. Spanias, L. Hinnov [6], C. Akujuobi [7], V. Atti, R. Chilimula, S. Haag, A. Papandreou-Suppappola, C. Tepedelenioglu, J. Zhang [1], F. Bodreaux-Bartels [2], M. Stiber [3], T. Kasparis [4], P. Loizou [5]

[1] Arizona State University, [2] University of Rhode Island, [3] University of Washington-Bothell, [4] University of Central Florida, [5] University of Texas-Dallas, [6] Johns Hopkins, [7] PVAMU

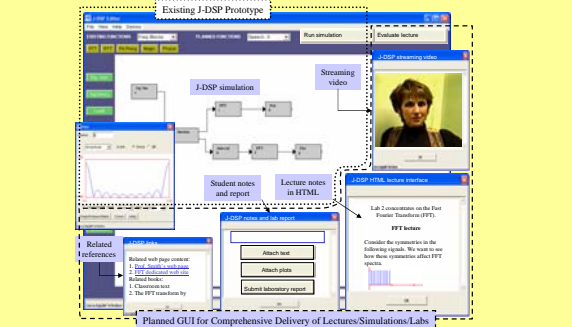
Sponsored by NSF Awards 0817596, NSF-DUE-CCLI-080975
 NSF Program CCLI Phase 3 Award Started Apr. 2008 – Apr. 2013 involves 8 universities
 Also core software used in an NSF CRCO 2004-2006

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J-DSP: A Distance Learning Paradigm

Existing J-DSP Posttype

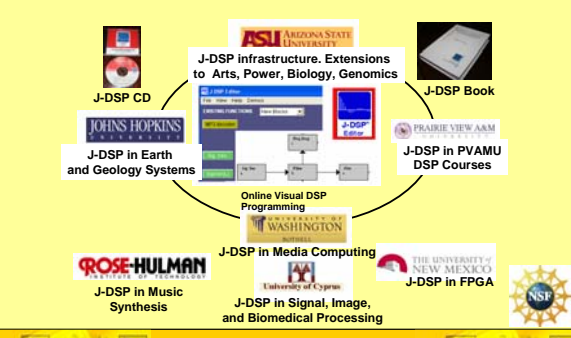


Planned GUI for Comprehensive Delivery of Lectures/Simulations/Labs

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5 year Collaborative Multidisciplinary NSF Phase 3 Project on J-DSP - Lead by ASU



J-DSP infrastructure. Extensions to Arts, Power, Biology, Genomics

J-DSP CD

J-DSP Book

J-DSP in Earth and Geology Systems

J-DSP in PVAMU DSP Courses

Online Visual DSP Programming

J-DSP in Media Computing

J-DSP in Music Synthesis

J-DSP in Signal, Image, and Biomedical Processing

J-DSP in FPGA

NSF

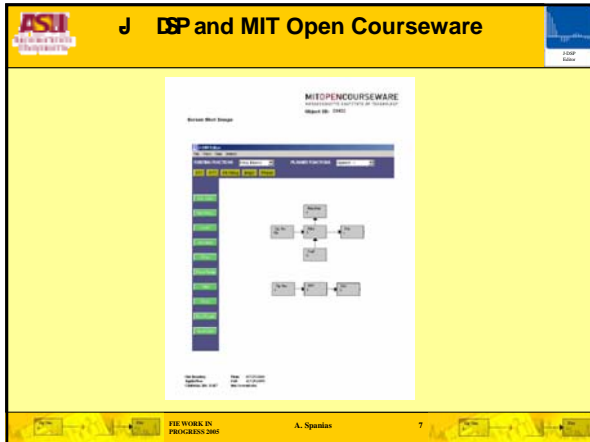
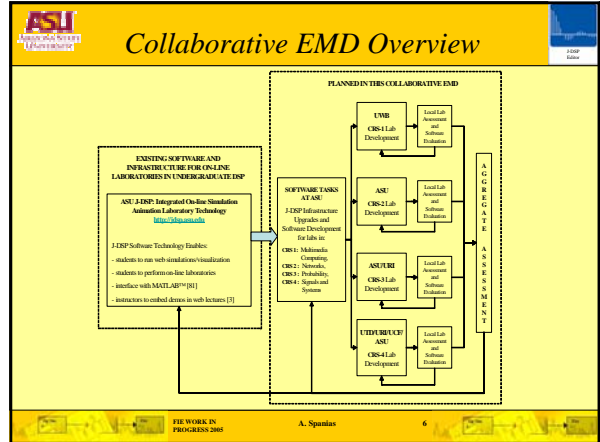
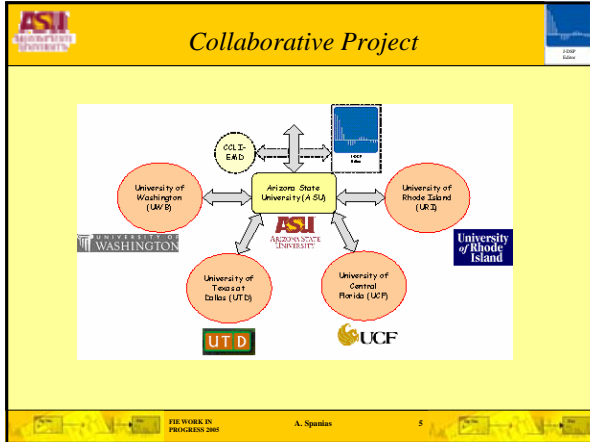
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J-DSP Editor
 An on-line DSP simulation tool
<http://jdp.asu.edu>

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- ### Why J-DSP / Objectives
- Develop an on-line simulation tool for use in Linear Systems courses.
 - Motivate Students to take Systems electives
 - Provide hands-on experiences to undergraduate/ graduate DSP students and distance learners.
 - Accelerate learning by exposing students to hands-on manipulation of signals and DSP systems.
 - Expose High School Students to Electrical Engineering
- TOOLS FOR INSTRUCTORS**
- Seamlessly embed J-DSP simulations in web lectures;
 - Demos for use in High-School Environments
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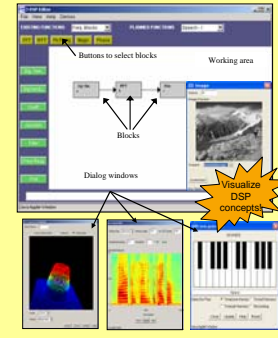
J-DSP Overview

BASIC FUNCTIONALITY IN J-DSP



- > Fundamental DSP Functions (FFT, IFFT, Windowing etc.)
- > Basic Arithmetic Functionality,
- > Multi-rate DSP
- > Pole-Zero z-domain diagrams
- > Frequency Response,
- > Visualization Blocks,
- > Digital Filtering,
- > FIR/IIR Filter Design
- > Spectral Estimation
- > 3D Animations,

Pole-Zero Plots, 3D Animations, Spectral Estimation, Digital Filtering, FIR/IIR Filter Design

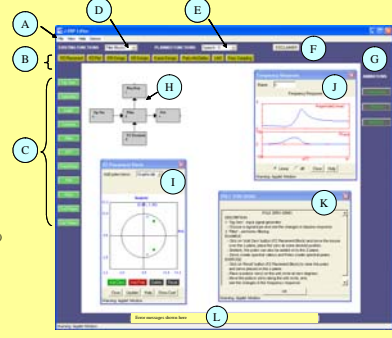


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The J-DSP Editor






- A Menu items
- B Filter Blocks Section
- C Permanent Blocks
- D List Menu Selection (Existing)
- E List Menu Selection (Planned)
- F Disclaimer
- G Interactive Visual Demos
- H Simulation Flowgram
- I Dialog window (PZ Placement)
- J Plot Window to View Results
- K Help Information
- L Error messages



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On-line J-DSP Labs

LAB – Intro: Signals And Systems Introductory Exercise

How to use J-DSP, Step by Step Procedure

Generating and Analyzing Signals

Sampling Issues

Simple Filters, Sine plus noise simulation

Simple IIR Design (Butterworth, Chebychev), Shelving Filters

MIDI and DTMF examples and spectral estimation

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Prior Work: J-DSP Labs




- LAB – 1:** *Difference Equations and the Z-Transform*
- LAB – 2:** *Pole-Zero Plots and Frequency Responses*
- LAB – 3:** *FIR and IIR Filter Design*
- LAB – 4:** *The Fast Fourier Transform (FFT)*
- LAB – 5:** *Multi-rate Signal Processing and QMF Banks*
- LAB – 6:** *Random Signal Processing – Spectral Estimation*

Lab Submission Procedure

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Extensions from DSP to other Systems Courses

- Analog and Digital Communications
- Control Systems
- Image and 2D Signal Processing
- Speech Analysis and Synthesis
- Time/Frequency Representations

FIGURE 15. PROGRESS 2005

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MIDI Functionality

- Simulates a piano keyboard and generates MIDI sounds at the frequencies described by the MIDI standard.
- Generate a sequence of pre-recorded tones.
- The MIDI block can generate a single tone of length: 256 (1 frame), 1280 (5 frames) and 8192 (32 frames) samples.

$$y = \cos(2\pi f n T)$$

where f is taken from a MIDI standard table (www.midi.org)

FIGURE 16. PROGRESS 2005

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Advanced Functionality

- Hidden Markov Model (HMM) Training
- Perceptual Audio Coding Techniques
- Genomic Signal Processing
- Adaptive Signal Processing and Beam-forming Applications

FIGURE 17. PROGRESS 2005

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Seamlessly Embed J-DSP Simulations in Web Content

FIVE SIMPLE STEPS

- Prepare demonstration in J-DSP.
- Export simulation in J-DSP script.
- Copy and paste script into an HTML file.
- Add your own educational content
- Deliver to students.

FIGURE 18. PROGRESS 2005

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J-DSP Interface with MATLAB Preliminary

THREE SIMPLE STEPS

1. Prepare demonstration in J-DSP.
2. Export simulation in MATLAB script.
3. Copy and paste into MATLAB editor window.

Functionality being developed in J-DSP

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J-DSP for use in High Schools

- Developed a series of J-DSP functions that are high school friendly.
 - These functions are categorized as:
 - Tone-generators,
 - MIDI,
 - DTMF
 - Echo and Reverberation Effects.
- These functions are complemented with simple exercises (tone, echo, etc) as well as advanced simulations (vocoders, MP3, etc).
- Developed pilot materials a for dissemination to high-school students.

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Java-DSP and the Motes

Internet

J-DSP

J-DSP

“Collaborative Sensor Signal Processing enabled by J-DSP”

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J-DSP Assessment

Concept-Specific Assessment (1)

Legend:
 Strongly Agree (%)
 Agree (%)
 Neutral (%)
 Disagree (%)
 Strongly Disagree (%)

Assessment Topic	Strongly Agree (%)	Agree (%)	Neutral (%)	Disagree (%)	Strongly Disagree (%)
Understanding of general concepts of using FFT in signal analysis.	61%	35%	2%	1%	1%
Understanding of the concepts of FIR and IIR filter design	41%	42%	10%	3%	2%
Understanding of the concepts of the Z-transform (in Lab 1)	46%	30%	1%	1%	1%
Learning of using window type for sharp transition (in Lab 4)	47%	42%	8%	3%	2%
Learning of generating a sinusoid with a digital filter	55%	29%	11%	3%	2%
Understanding of the concepts of pole-zero and freq-response	44%	47%	1%	1%	1%

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ASU *Remarks*

- Developed several functions in J-DSP
- Performed Assessment.
- Collaborative Labs using Java Scripting Capabilities
- Obtain Feedback and use for Continuous Improvement

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ASU **Preliminary Dissemination at IEEE FIE, ICASSP, and ASEE Conferences**

Universities that received materials include:

Georgia Tech	Slingshot Institute of Technology
University of Southern California	Draxel University
University of Maryland	University of Nebraska
University of Minnesota	Cal Poly Pomona
University of New Mexico	University of Detroit-Mercy
University of Texas-Austin	University of Pennsylvania
University of Texas-Dallas	Rice University
University of Central Florida	Massachusetts Institute of Technology
Northeastern University	University of Akron
University of Kent	University of Connecticut
Marquette University	University of Puerto Rico
Stevens Institute of Technology	Clemson University
Georgia Institute of Technology	North Carolina State University
	Ecole Nationale
	Polytechnique-Algeria
	Bogazici University-Turkey

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ASU **Book that Features J-DSP Exercises**

- The J-DSP book for use in an undergraduate DSP class to complement the theory of signal processing.
- Every chapter starts with a compact description of the theory and continues with experiments and computer exercises
- Topics: Review of linear signals and systems, basics of digital filters, z transforms, FIR and IIR filter design, multi-rate signal processing, FFT in signal processing, discrete-time random signal analysis, speech processing, adaptive filters

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ASU **Workshop at FIE 05**

Includes tutorials and examples to demonstrate how instructors can use J-DSP in their classes both as a demonstration tool and as a computer laboratory software

Objectives are:

- to learn how to use Java-DSP.
- to learn how to use the signal generator and filter design functions
- to learn how to use the FFT to compute spectra of signals
- to learn how to use other pre-canned signal functions
- to learn how to use J-DSP scripts to embed demonstrations from web course content
- to enable participants to design their own J-DSP laboratory exercises
- to demonstrate how to carry an assessment of the exercises and practices with J-DSP


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Questions ...

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