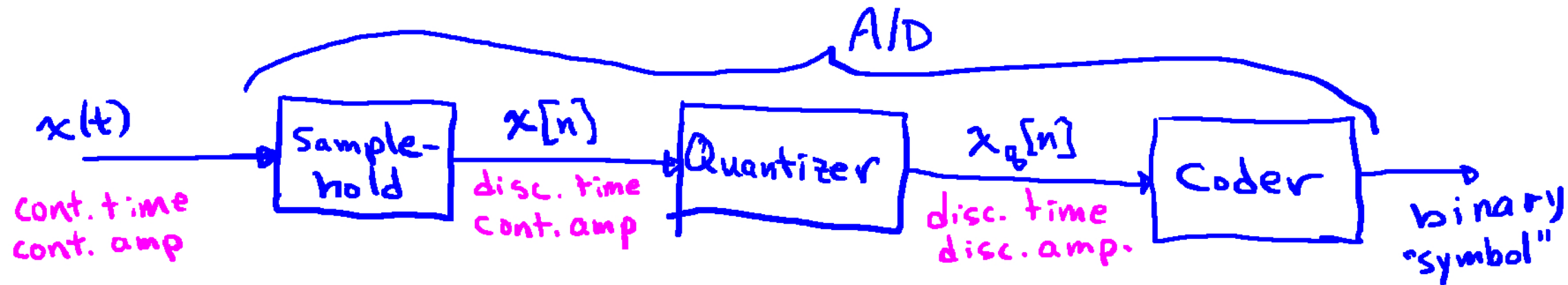


# A/D Conversion - Quantization + Coding

Realistic A/D: limited amplitude range  
limited set of possible values

Example: digital camera A/D has 14 bits  $\Rightarrow$   
 $2^{14}$  possible amplitudes at each pixel



$$x_q[n] = Q\{x[n]\}$$

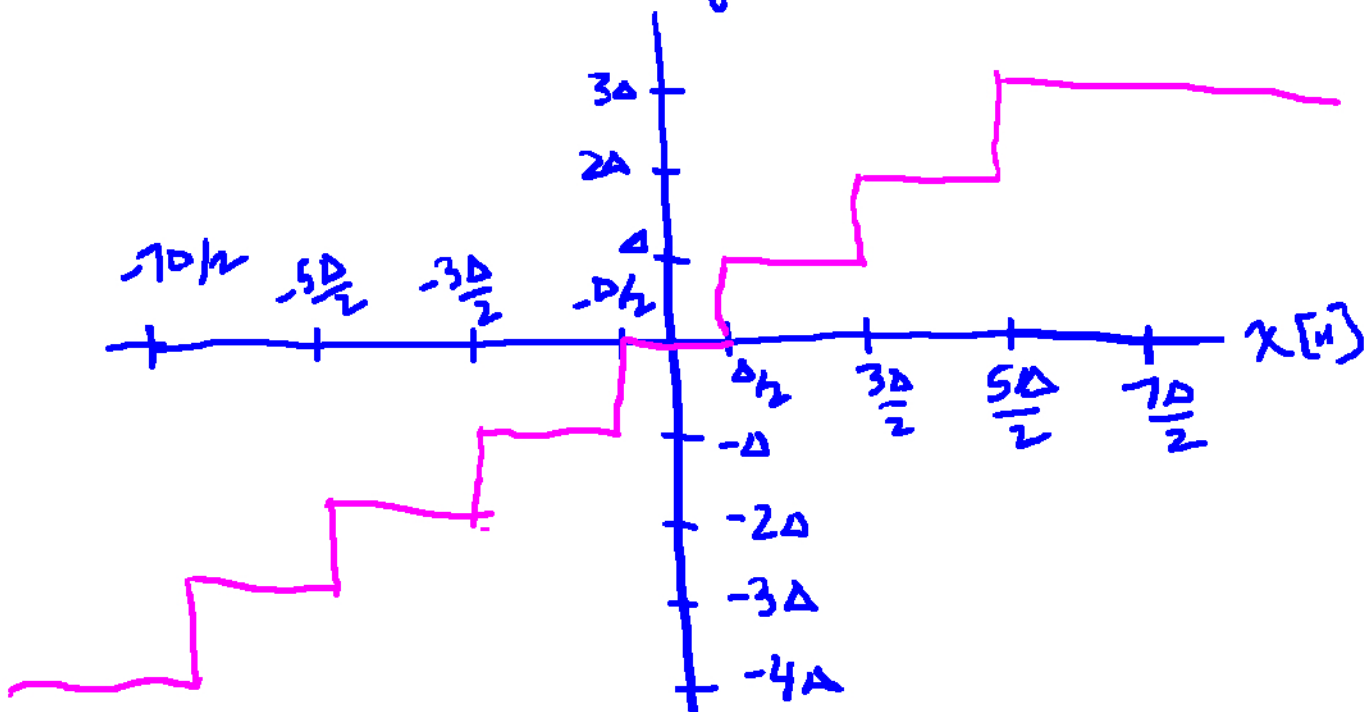
# Quantizers

$Q\{\cdot\}$

2

- 1) Memoryless -  $x_q[n]$  depends only on  $x[n]$
- 2) Time-invariant -  $Q\{\cdot\}$  does not change with  $n$
- 3) Uniform - constant step size between levels ( $\Delta$ )

$$x_q[n] = Q\{x[n]\}$$



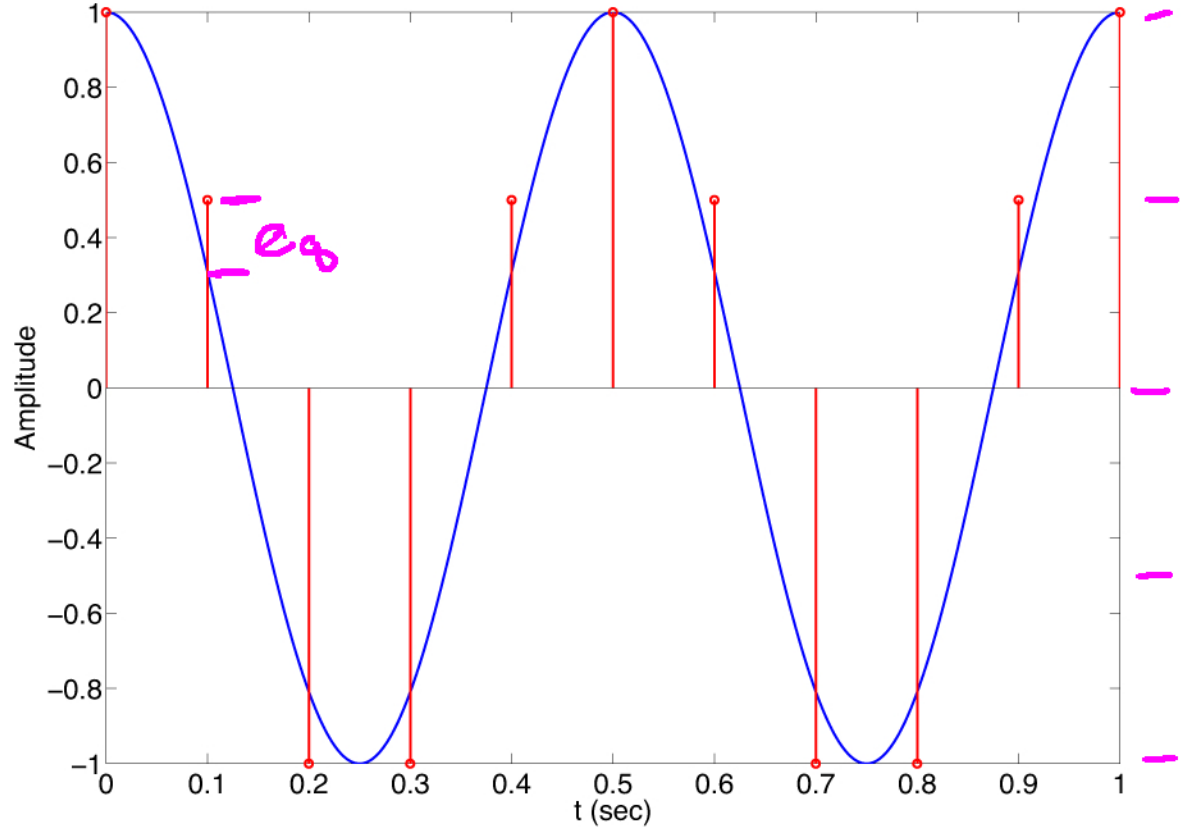
1) Overflow

2) Quant. error

$$e_q[n] = x_q[n] - x[n]$$

$$-\frac{\Delta}{2} \leq e_q[n] \leq \frac{\Delta}{2}$$

Original and Sampled/Quantized Signals – 5 Levels



$T = 0.1 \text{ sec}$

$e_0$

Quantization levels: 1, 0.5, 0, -0.5, -1

# Coding

4

Assign a binary number to each quant. level

Examples: 2's complement, sign/magnitude, etc

Given  $b+1$  bits: up to  $2^{b+1}$  quant. levels

If  $R$  is range (max - min):

$$\text{Resolution (step size)} \quad \Delta = \frac{R}{2^{b+1}}$$