Human Body as a signal source

Signal processing

G.Schay

Human Body as signal source

Signals in medicine

Information content of signals

Signal detection - transducers

Explained through examples
there are endless possibilities

Signals in medicine

$$H = \sum p * log_2 \frac{1}{p}$$

Information content in Bits

Signal is something which carries **Information**

Human body as signal source: everything which is a signal,and comes from the body

Here in the cartoon:

Information : Head or Tail?

Signal:
- Optical: we simply look at the coin,and see the image
- Digital: after encoding: 1/0

"I wish I could be as calm as JB when it comes to making decisions."

Transmitting information – information **coding**

in general

Information **source**

encoding

Transmission **channel**

decoding

Information reciever
destination

an example

Which side is up?

1  0

encoding

Sides : Head or Tail
into Numbers: 1,0

Speech, waves in the air, sms

decoding

1,0 $\longrightarrow$ head, tail

1  0

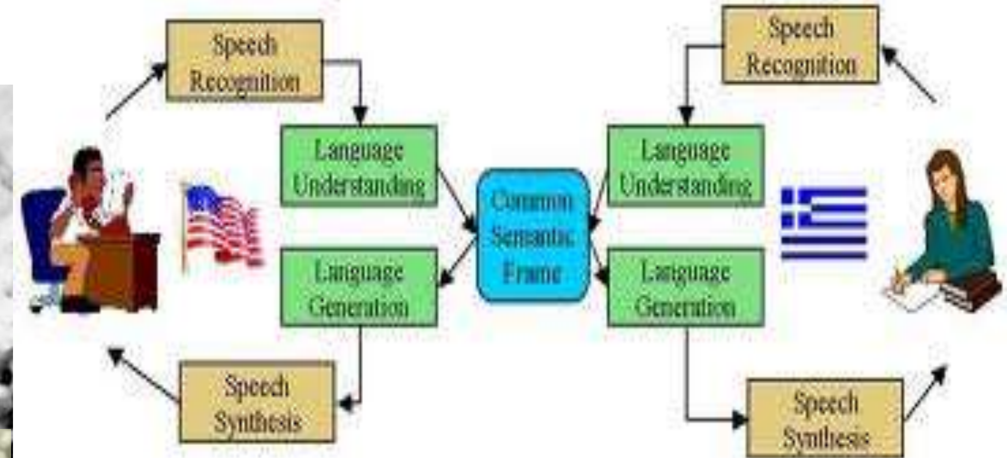
Decide who wins

$$H = P_{tail} * log_2 \frac{1}{P_{tail}} + P_{head} * log_2 \frac{1}{P_{head}} = \frac{1}{2} * log_2 \frac{1}{2} + \frac{1}{2} * log_2 \frac{1}{2} = 1\ [Bit]$$

Signals in medicine

Signal is something which carries **Information**

Eugene Debs 1918 Ohio



Here in speech:

Information : „what we say”

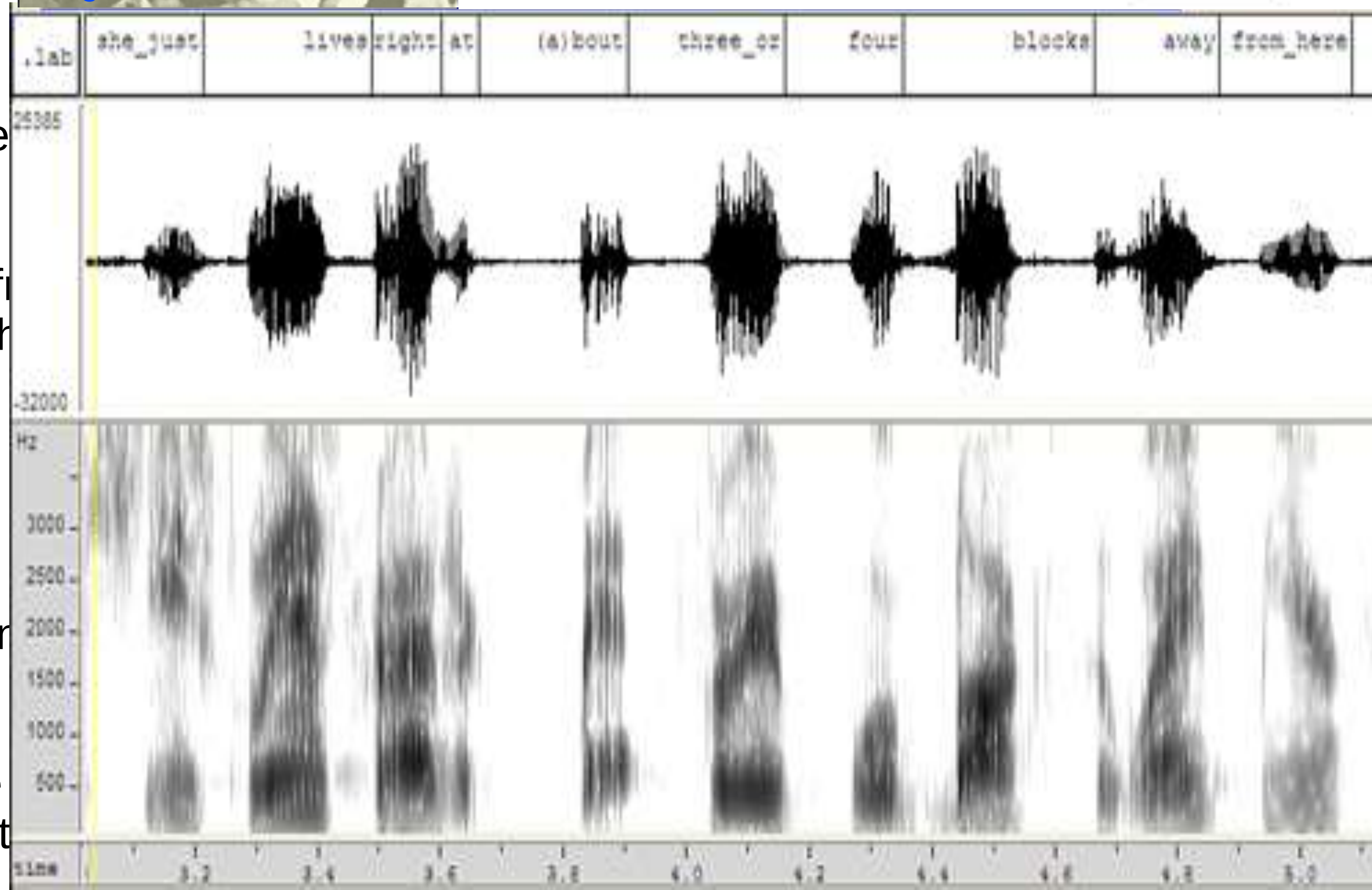
Signal:

- Audio: pressure wave the air
- encoding: electrical signal fi Microph

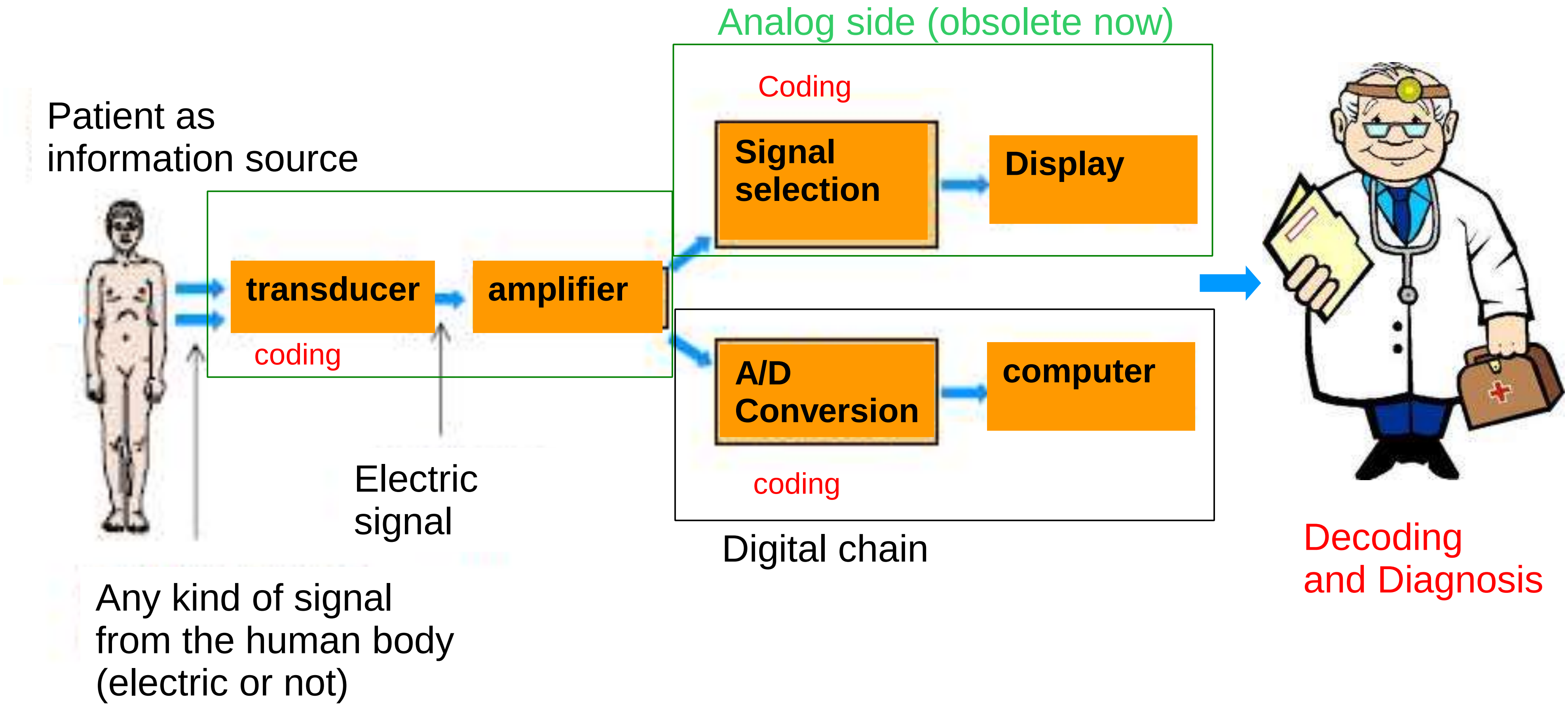
- encoding: formal grammar

- decoding: electrical to Mechar (loudspeaker)

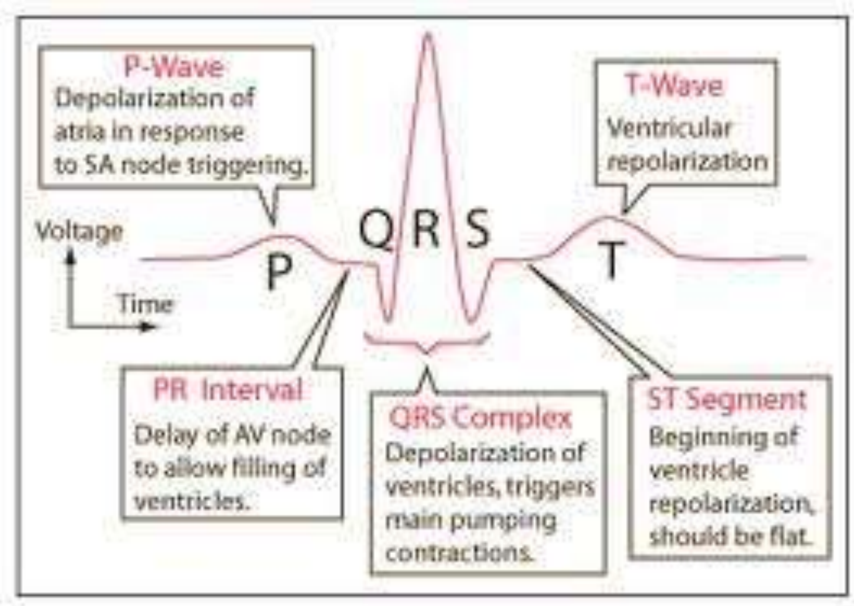
- decoding: natural language underst

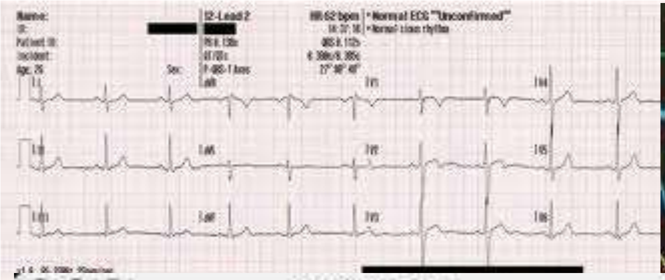


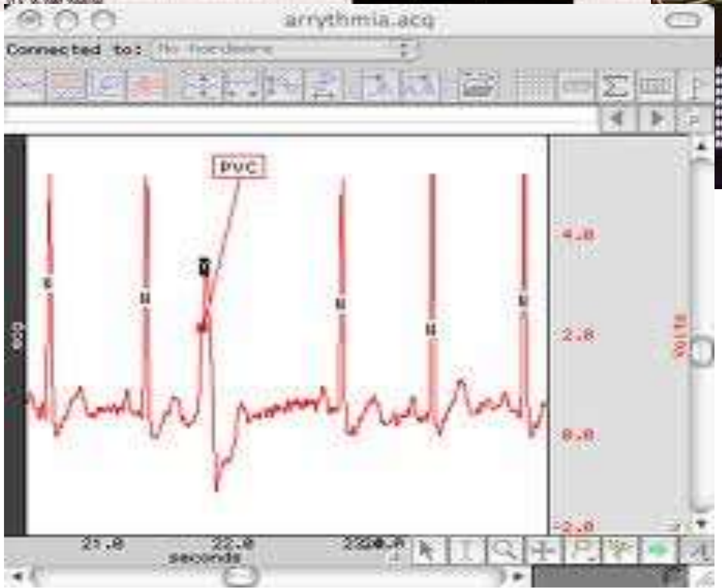
Medical signal processing chain



Signals in medicine







Information: Heart cycle

ECG: Electro CardioGraphy

Signal:
Original: voltage across points (eg. two arms)

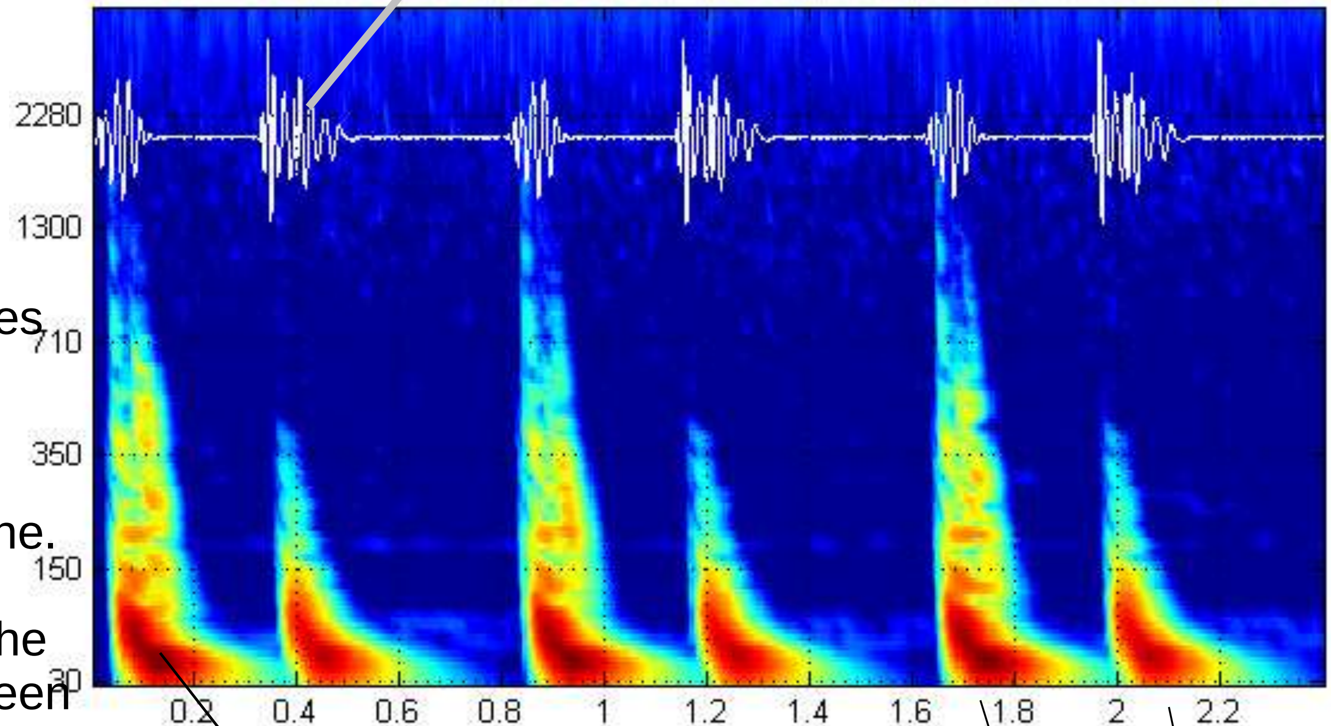
Encoding: None,
But Filtering required

Removal of unwanted portion of the signal

Signals in medicine

Sound intensity vs. time

Heart beat



Signal:

Original: Acoustic waves (sound)

Encoded: electrical signal from the microphone.

Encoded: Coloured image on the computer screen (frequency spectrum)

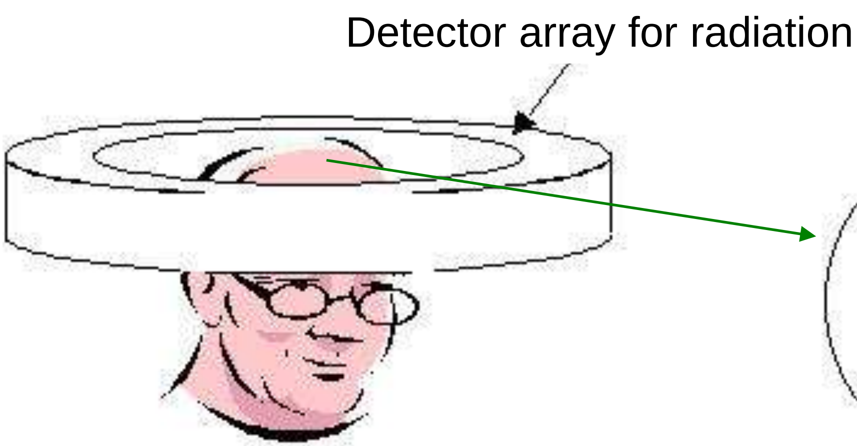
Systole Diastole

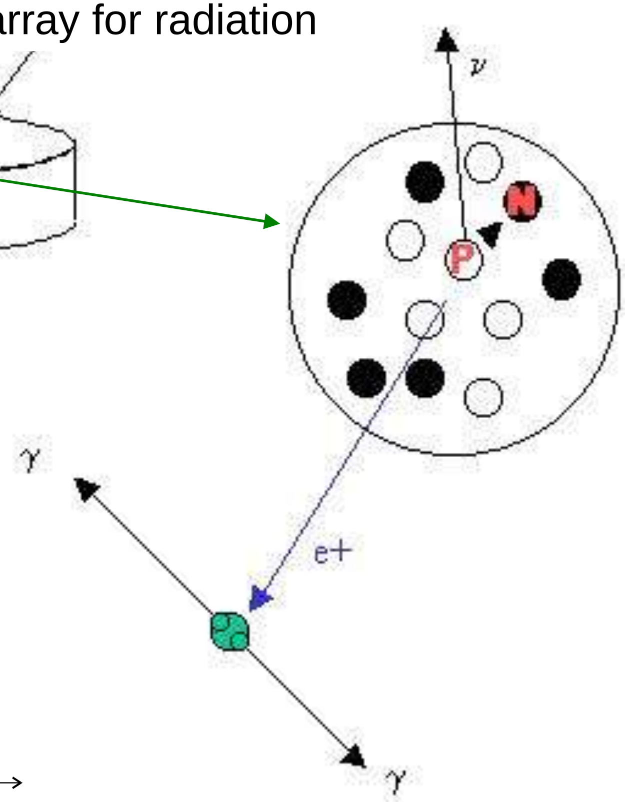
Frequency components (see Fourier later)

Information: Heart cycle parameters, anatomical and flow problems.

Signals in medicine

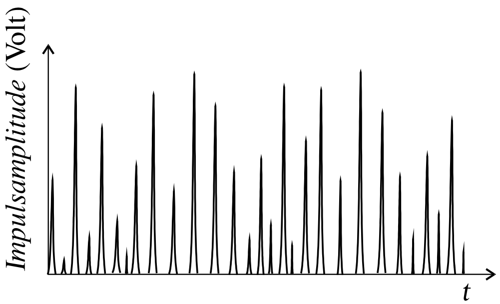
PET: Positron Emission Tomography



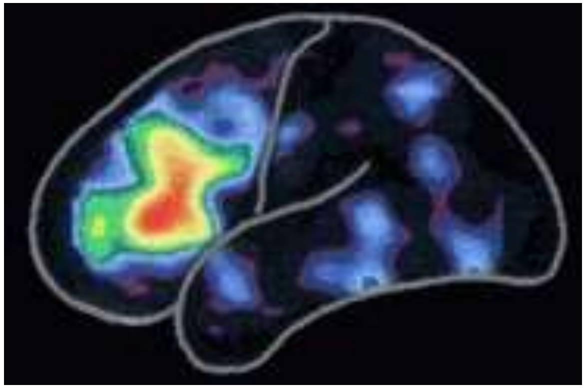


Signal:
Original: γ-photons

Encoded: electrical pulses from the detector.

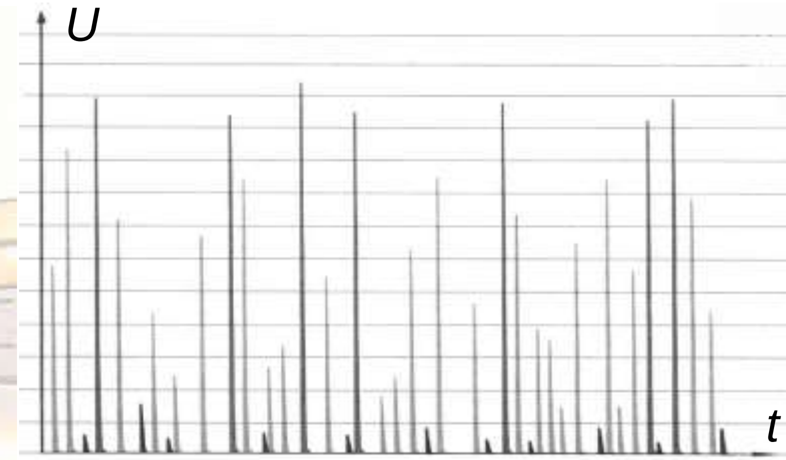


Encoded: Coloured image on the computer screen



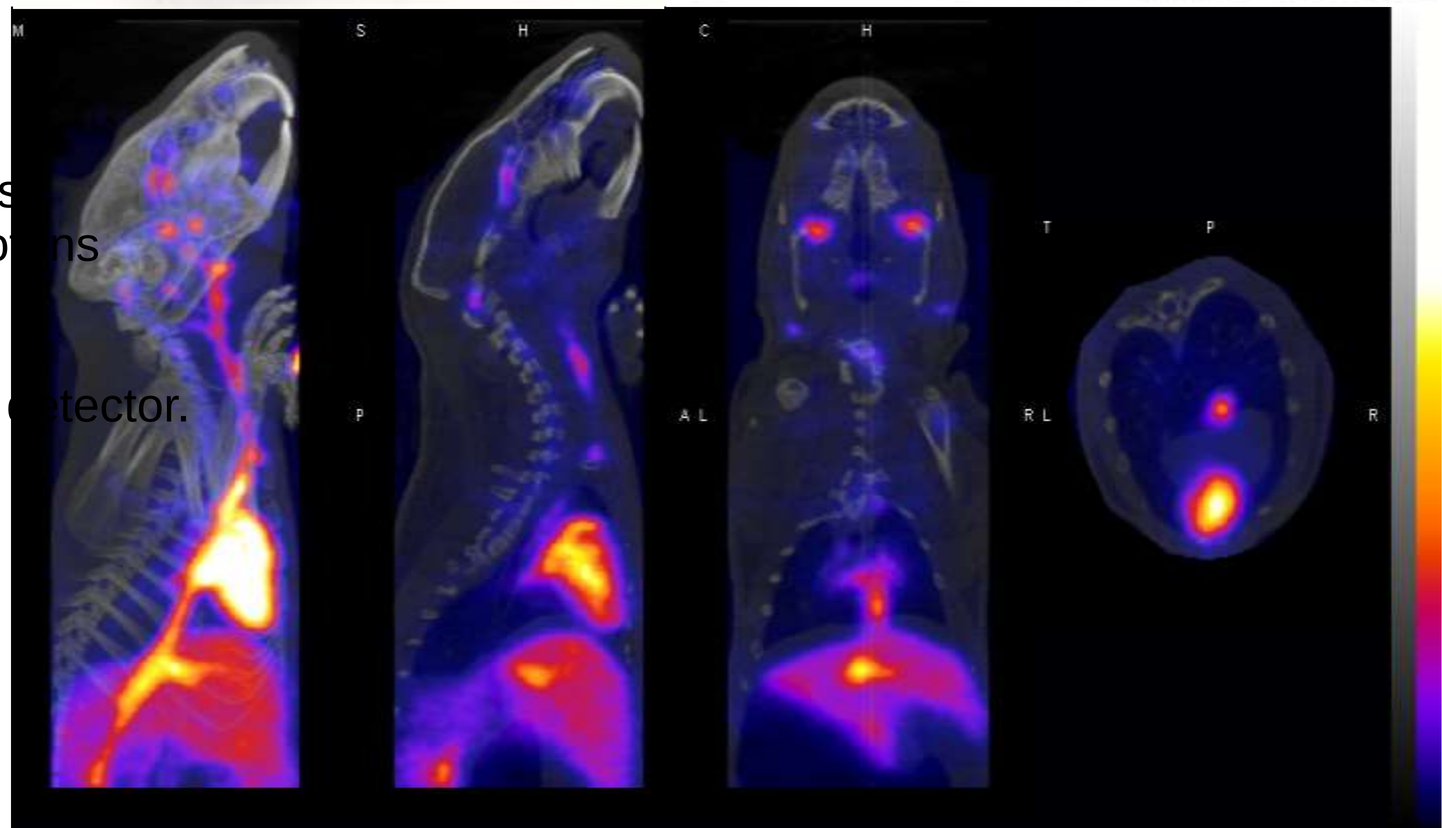
Information: Location of drug, labeling molecule, etc.

Signals in medicine



SPET-CT:
Single Photon Emission
Computed Tomography

Computer Tomography



Signal:
Original: γ-photons
X-ray photons

Encoded: electrical pulses
From the detector.

Encoded: Coloured image
Information:
Anatomy (X-ray)
Label (desease,etc)

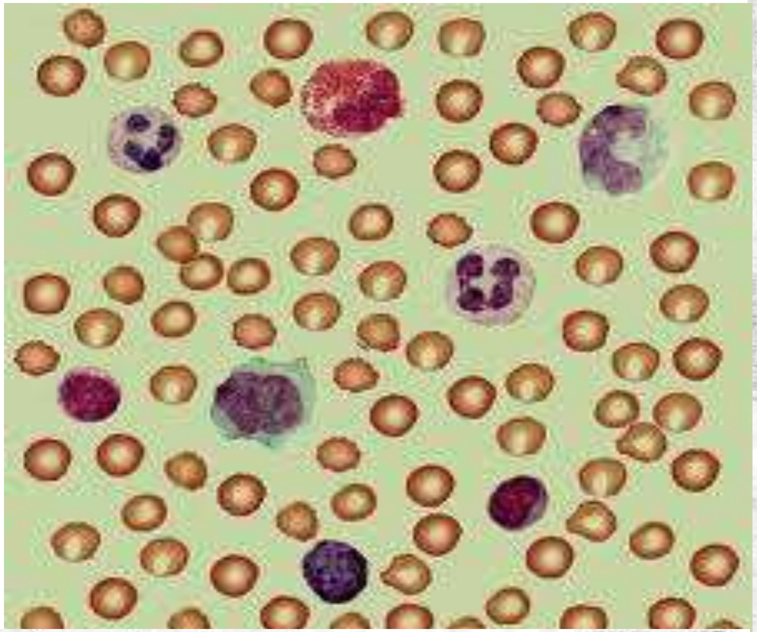
Signals in medicine

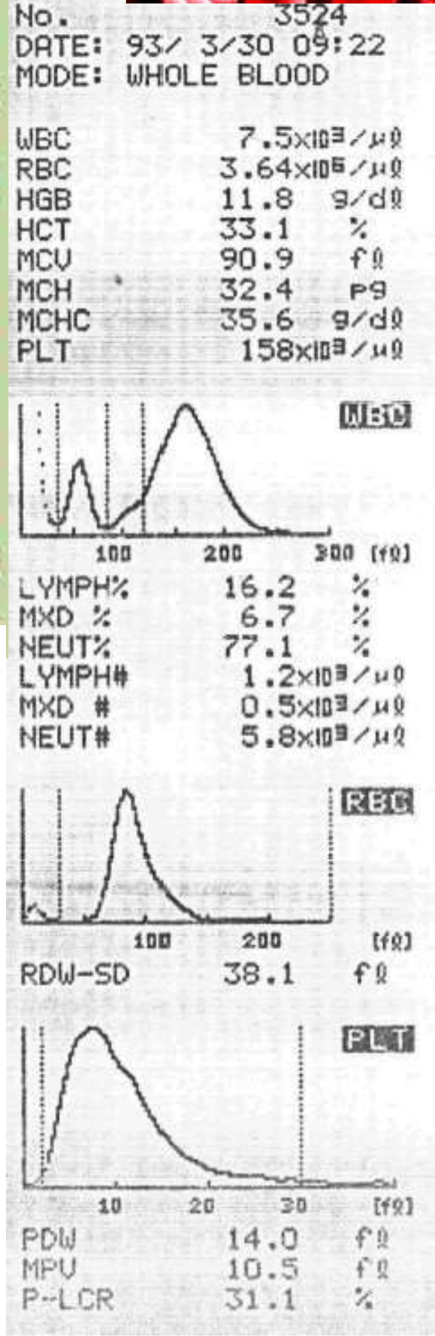
Heart beat

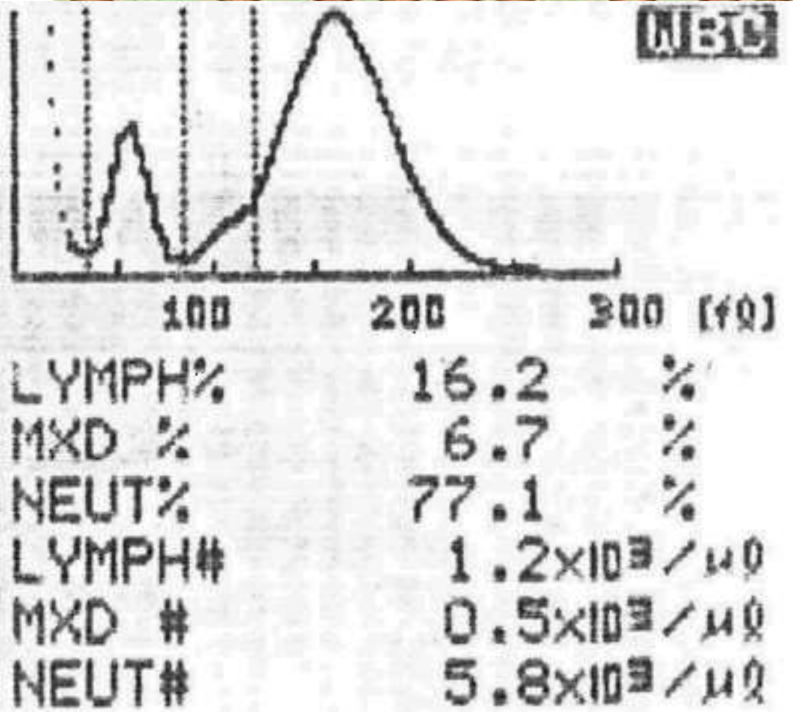
Signal:
Original: Cell types and count in unit volume

Encoded: electrical signal from the cell sorter.

Encoded: Areas under the histogram





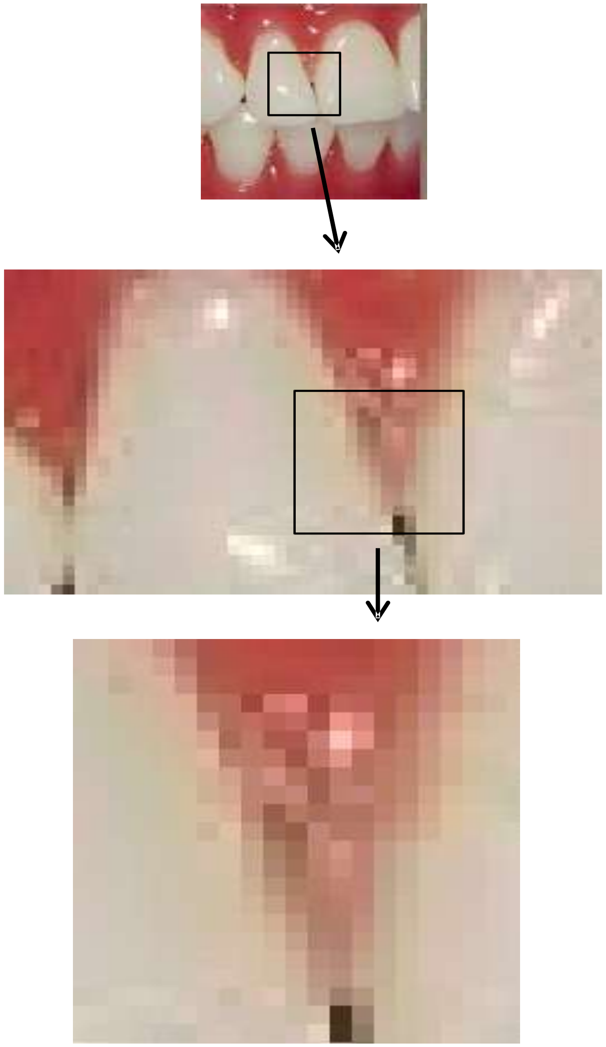


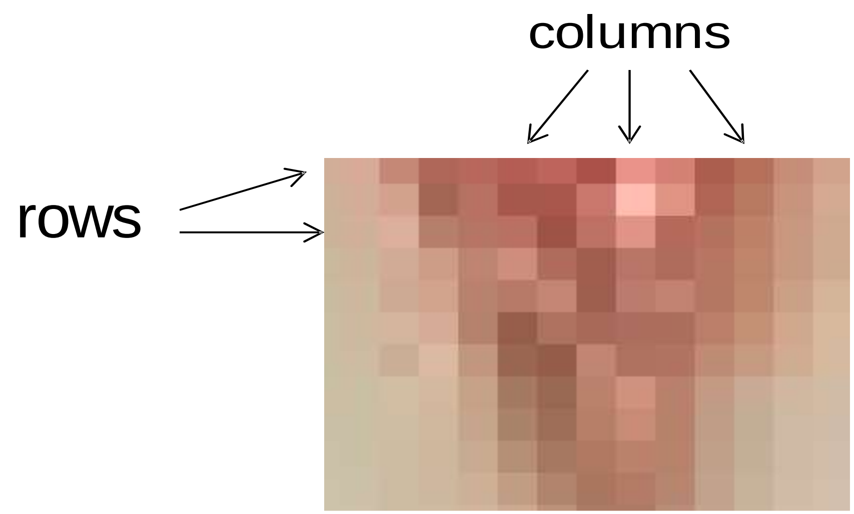
Information: Blood composition

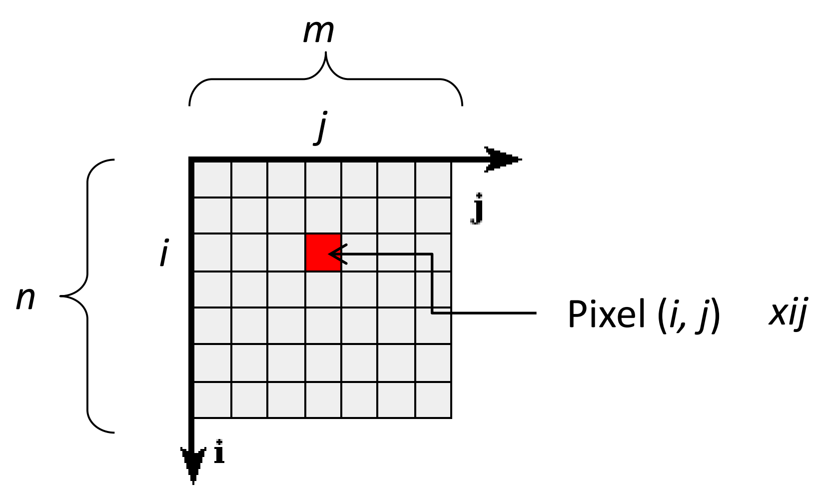
Basics of medical imaging:

Pixel
Voxel

Image
Tomogram

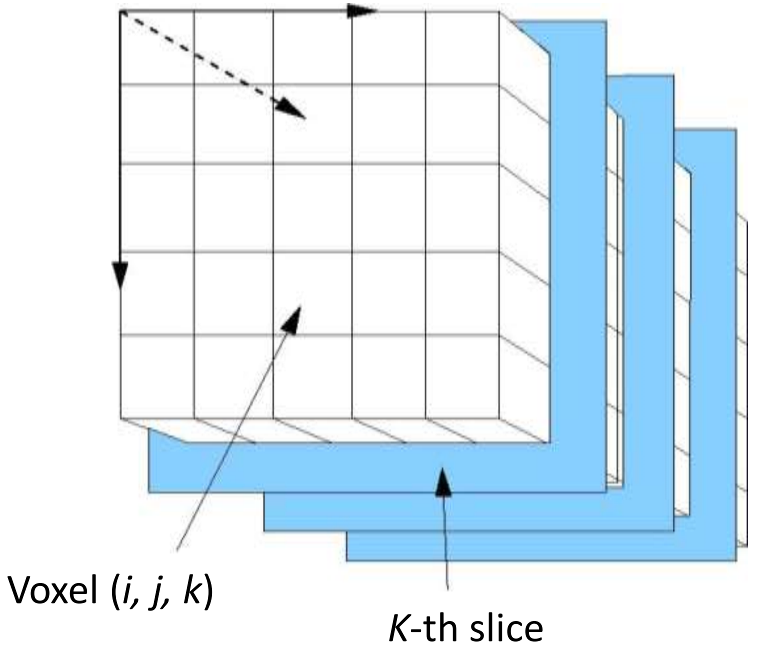


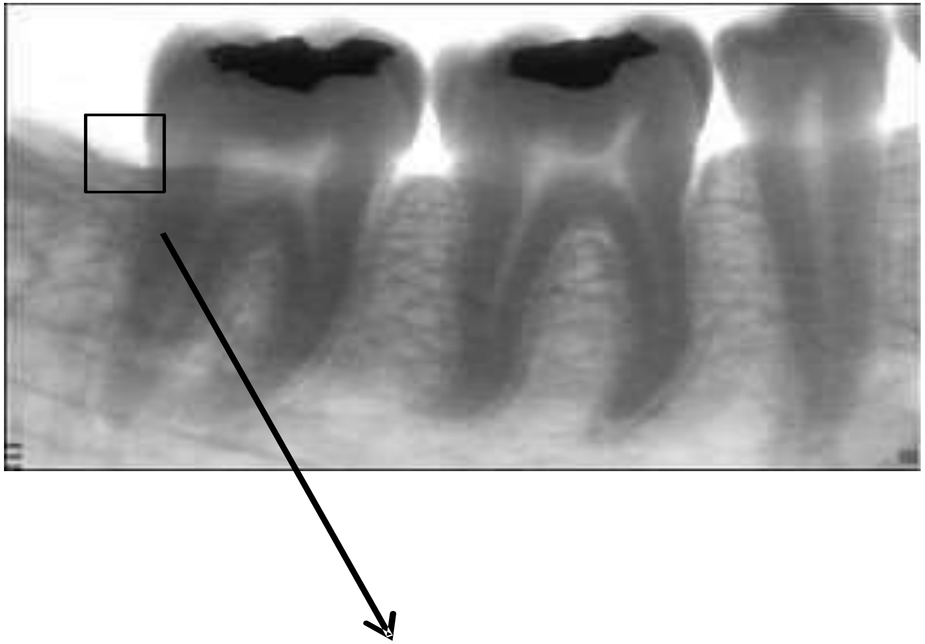

columns
rows


m
j
j
i
n
i
Pixel (i, j)
xij

A 3D model can be made from
Joining many 2D slices together.

The reconstruction volume is thus
a box



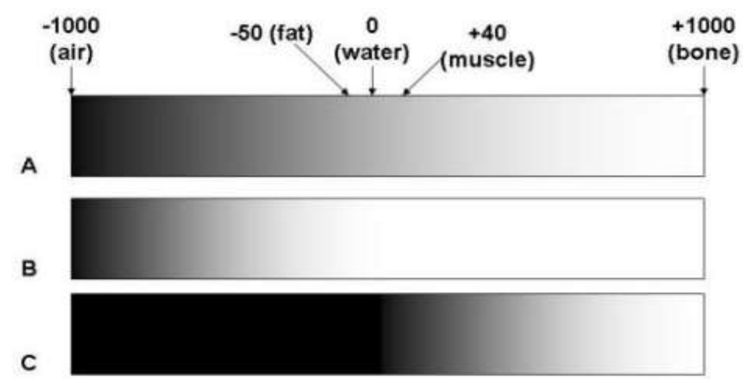


Windowing:

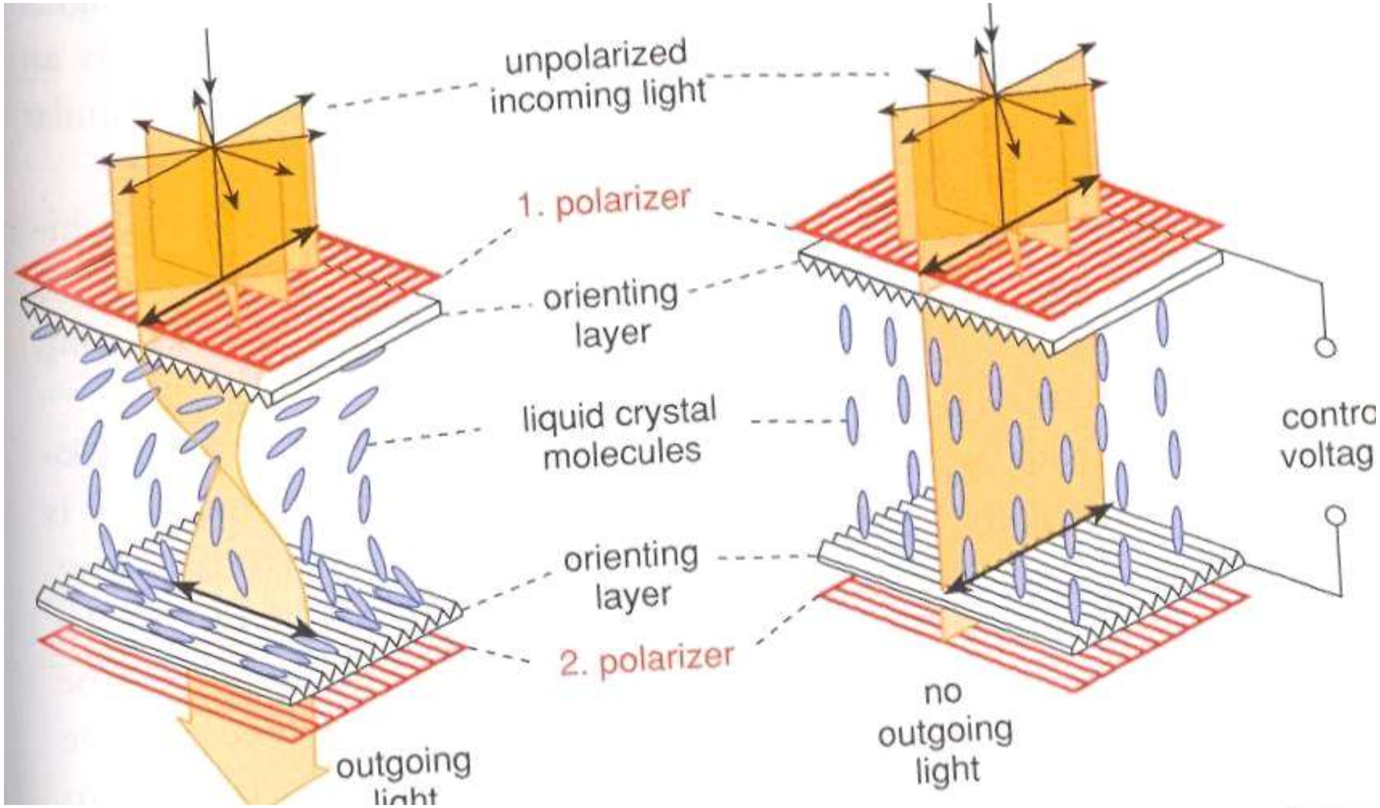
Only show a specific part of the full scale.

Reason: the human eye can not differentiate too many colors/brightness values

Gray scales of a CT image at different „windows”.

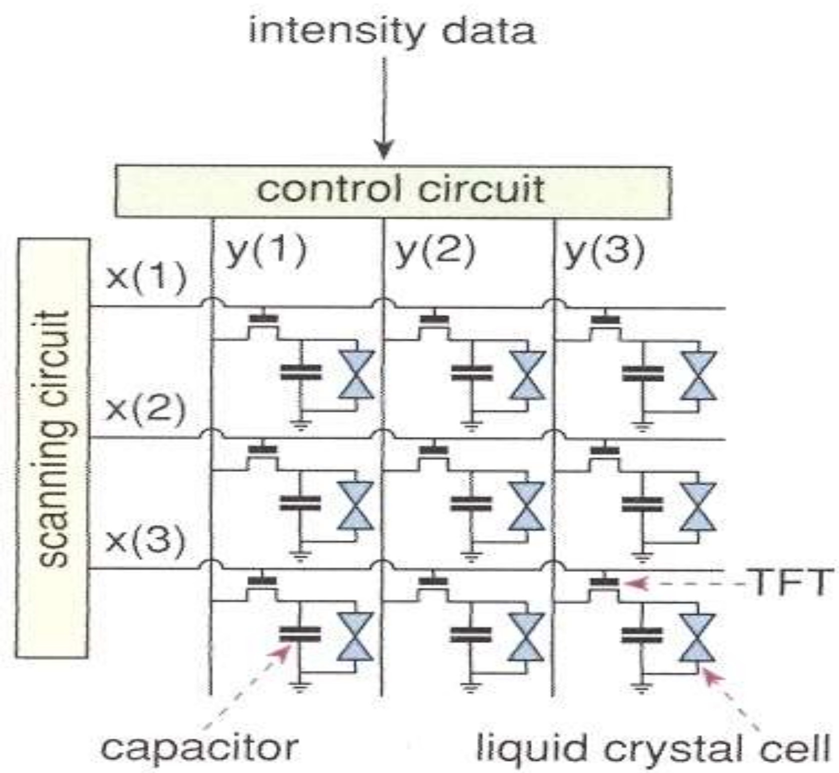


Liquid Crystal Display

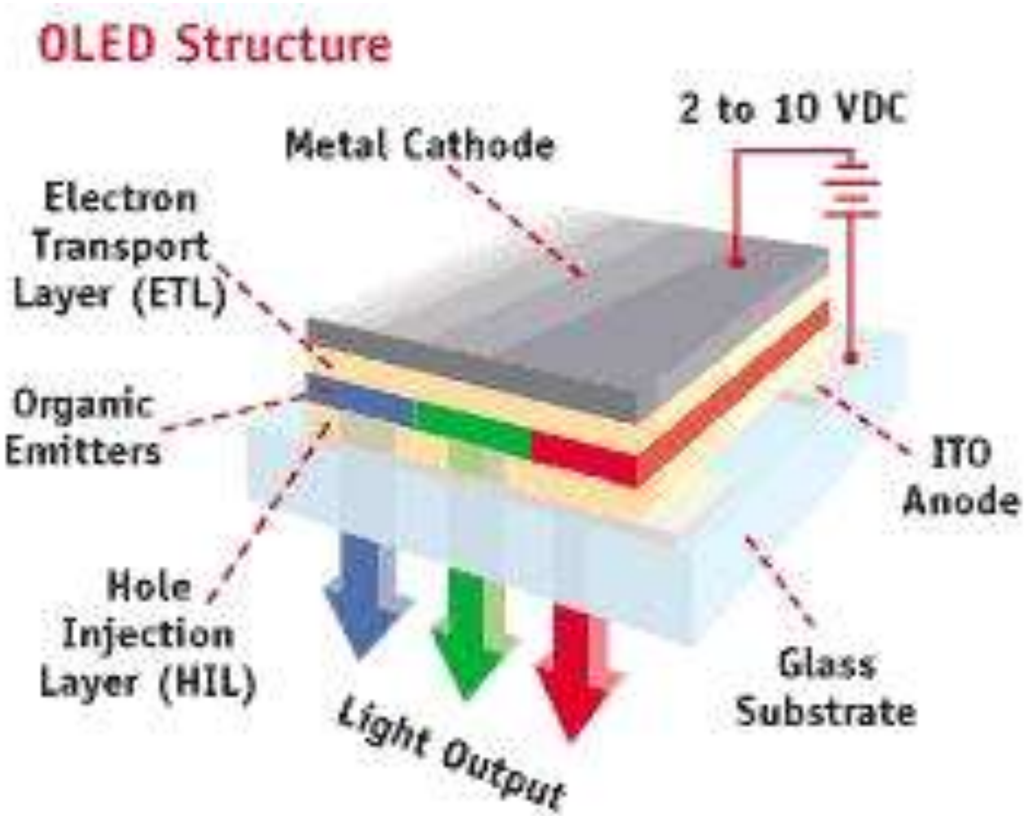


Thin Film Transistor display

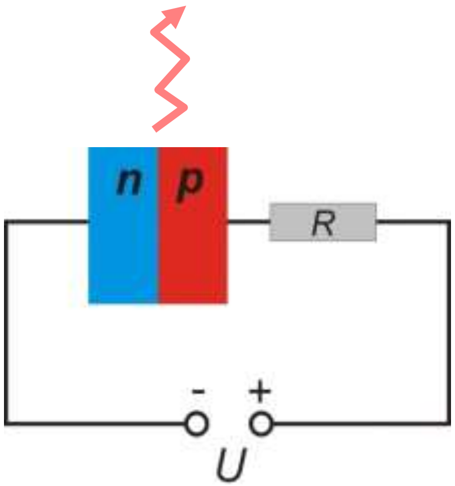
A very thin (transparent) transistor layer switches each pixel. This improves the speed.

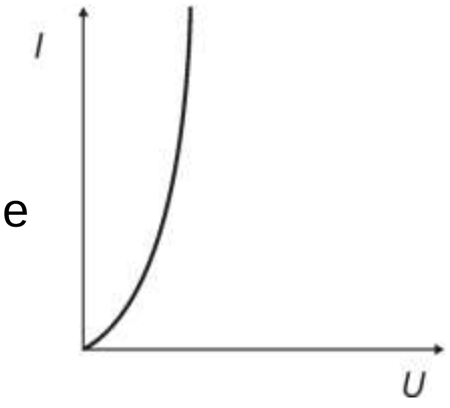


O(rganic)*LED* *displays*



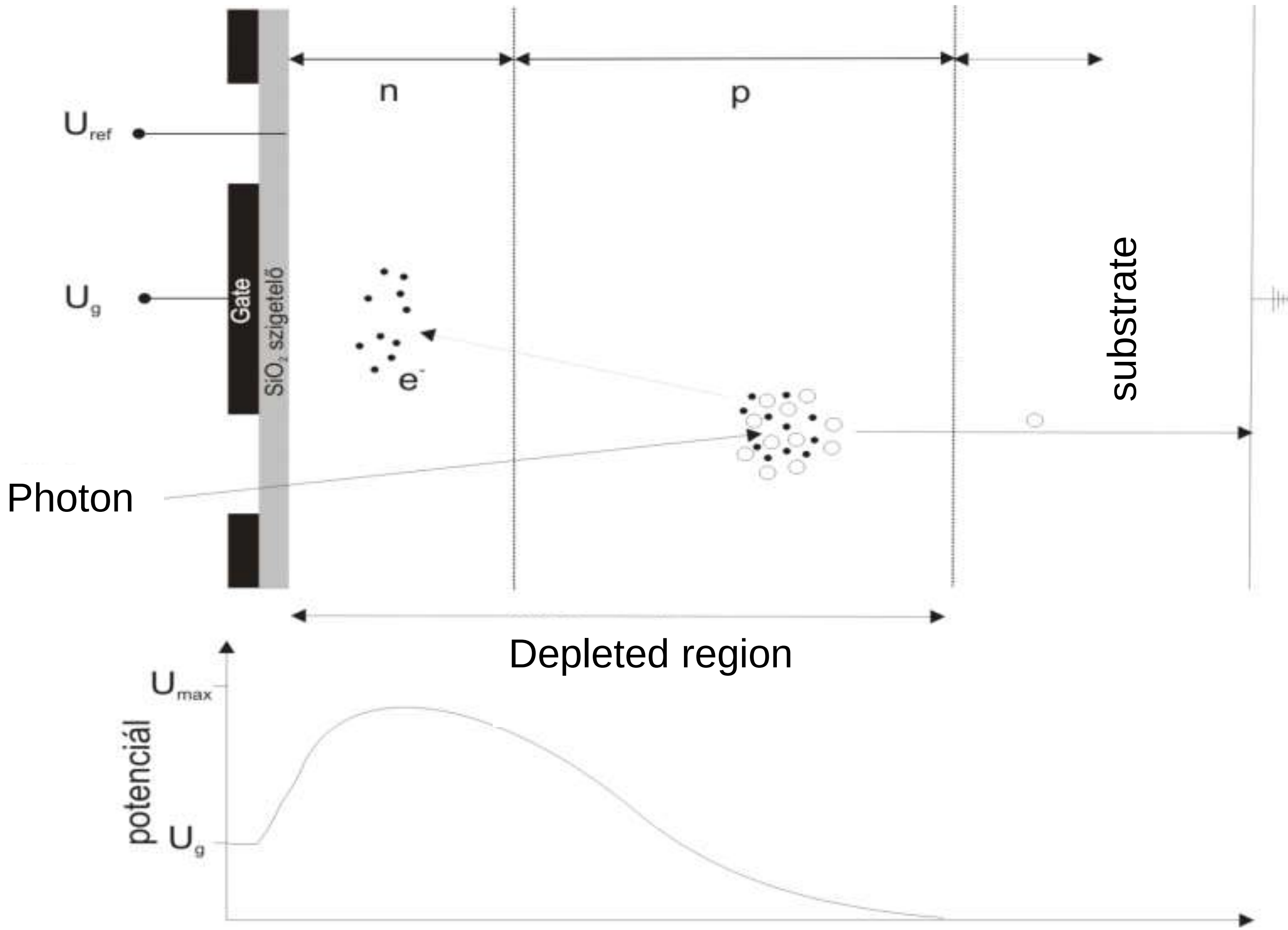
Structure of 1 pixel





Light Emitting Diode

Charge Coupled Device (CCD)



CCD-s are also used for X-ray imaging

Signal processing

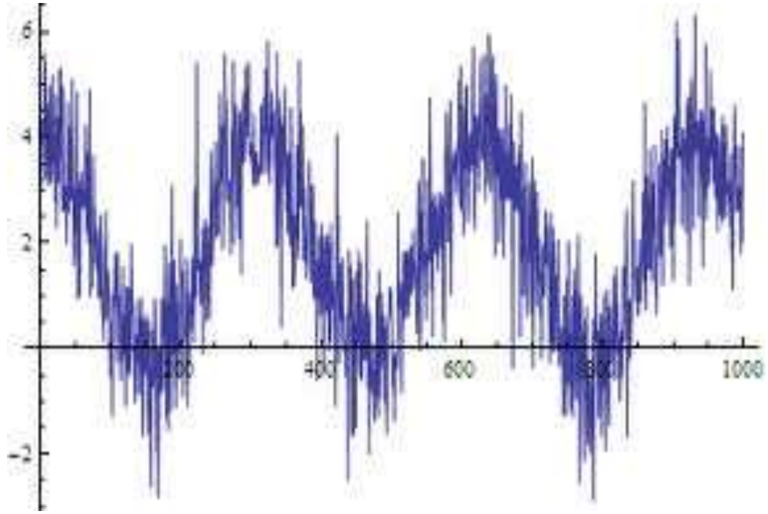
Types of signals

Electric signals – analog signal chain
(amplifier, frequency response,Fourier theorem)

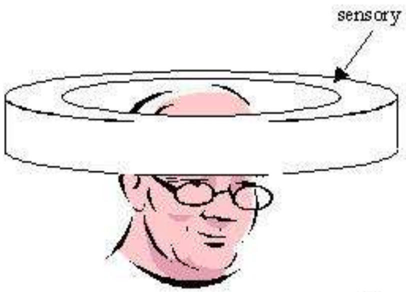
Digital signal processing (DSP)

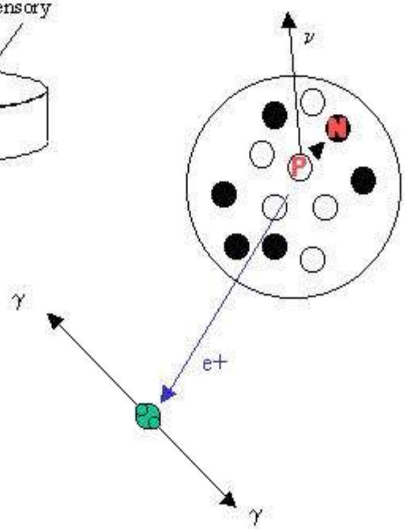
Types of signals

Electric



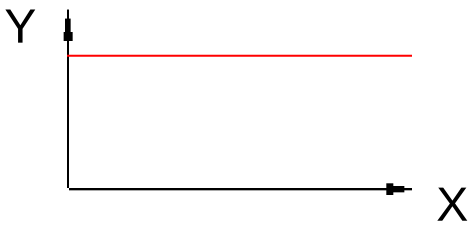
Not electric



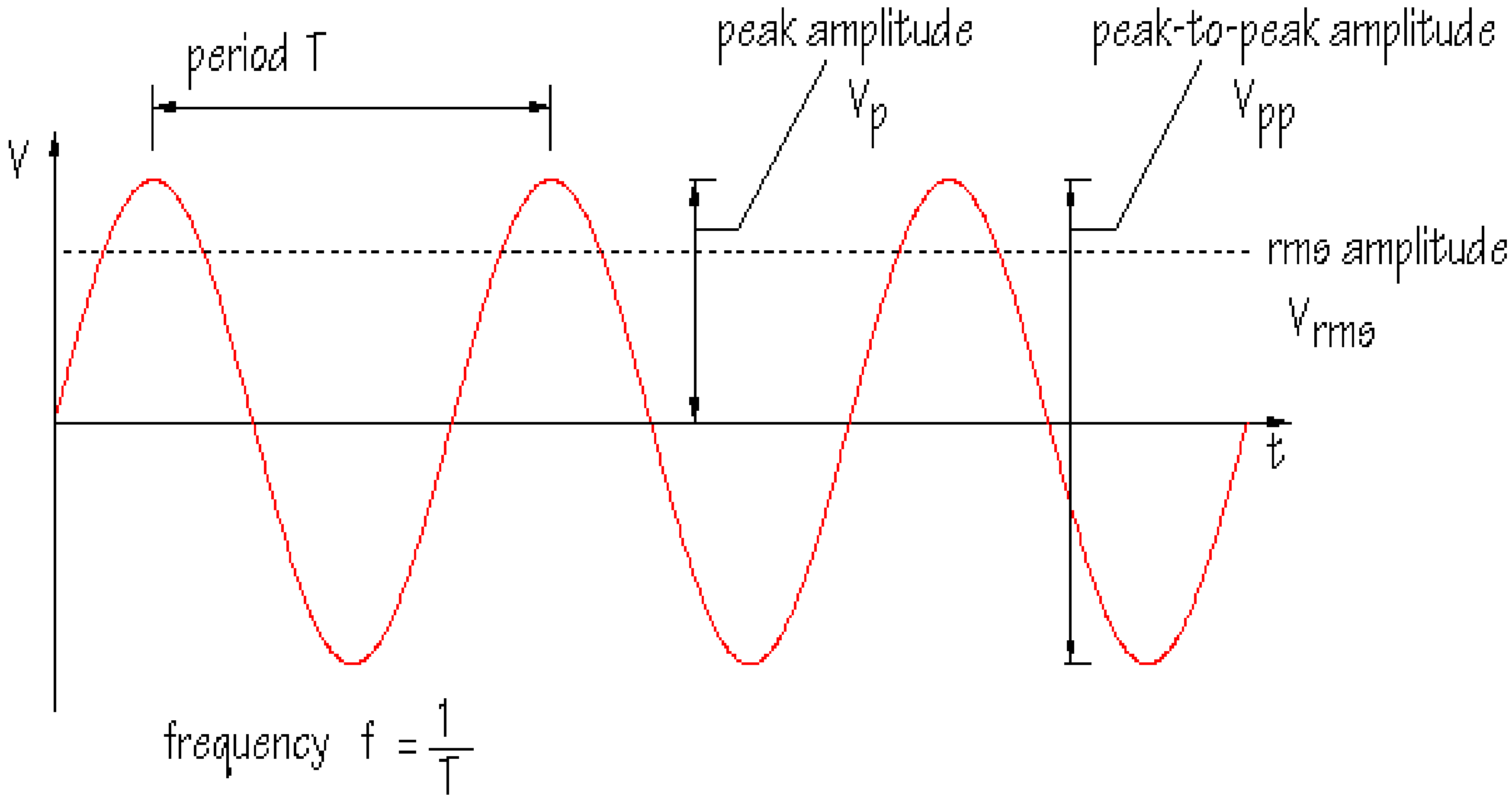


Types of signals

constant



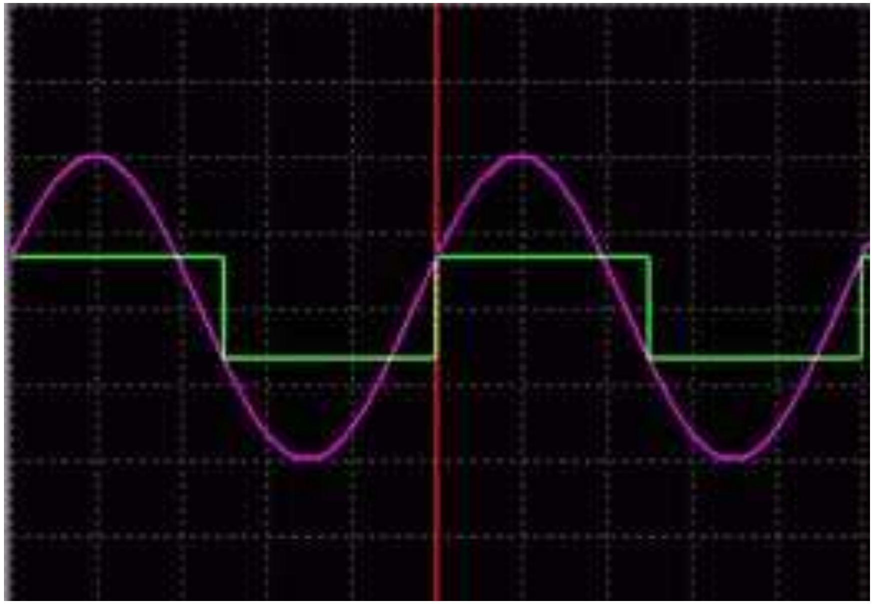
variable in time

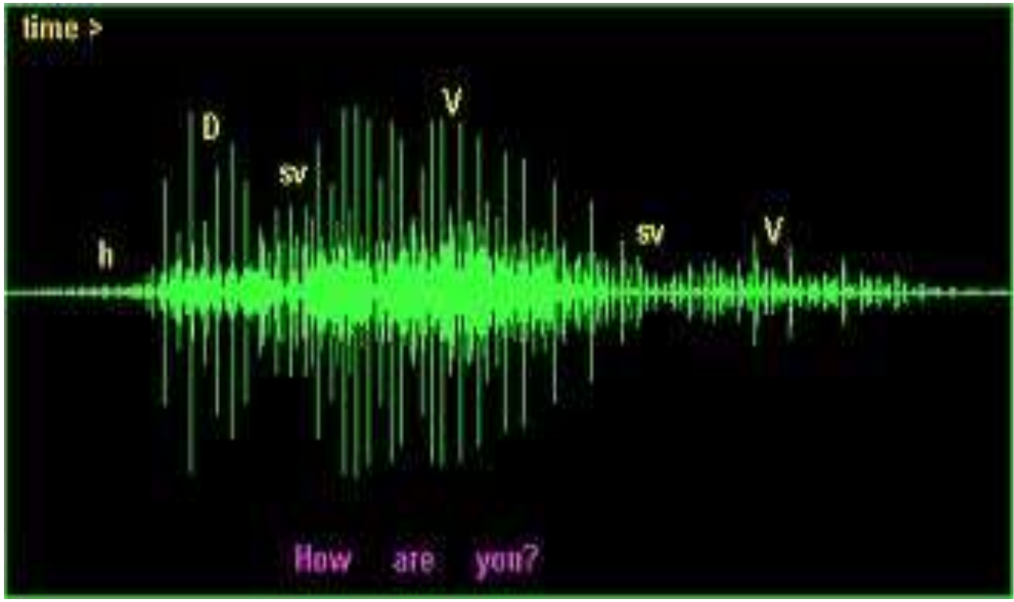


Types of signals

Periodic

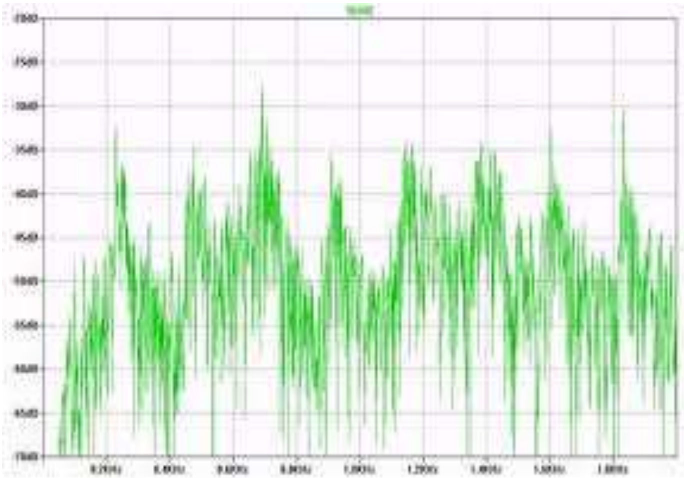
Not periodic



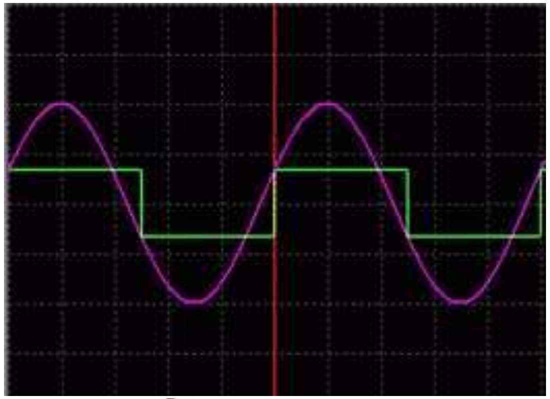


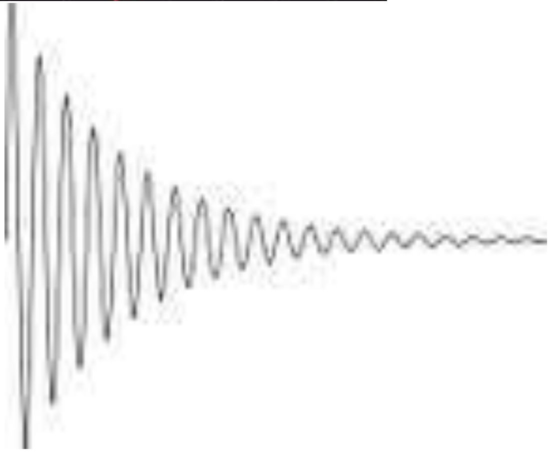
Types of signals

Random

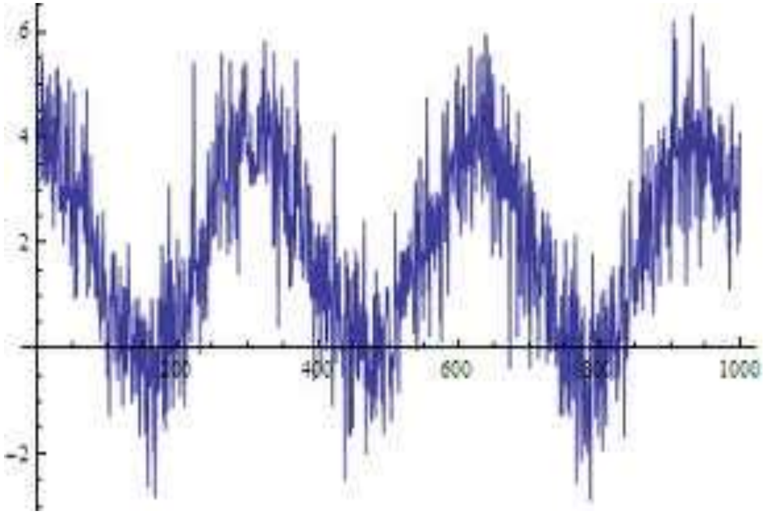


Deterministic



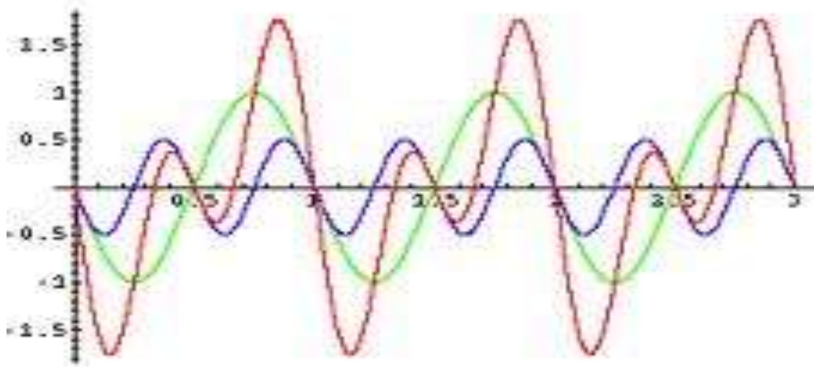


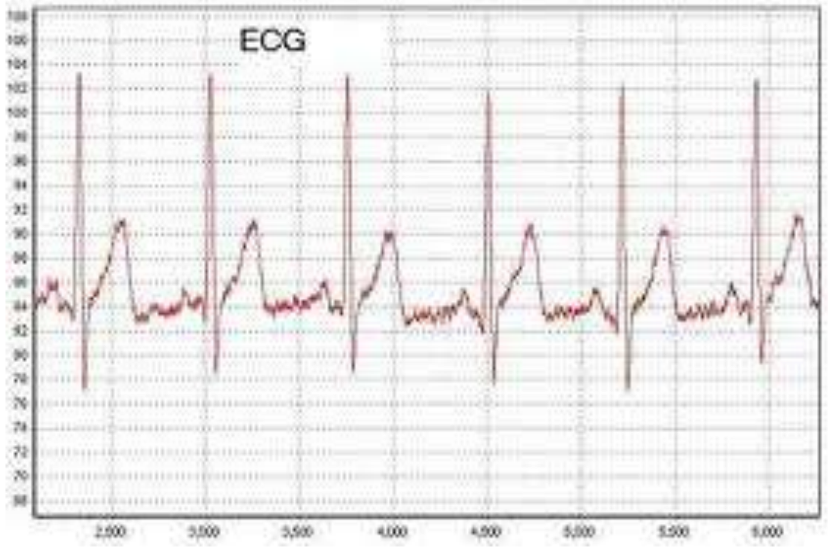
Mixed : most often!



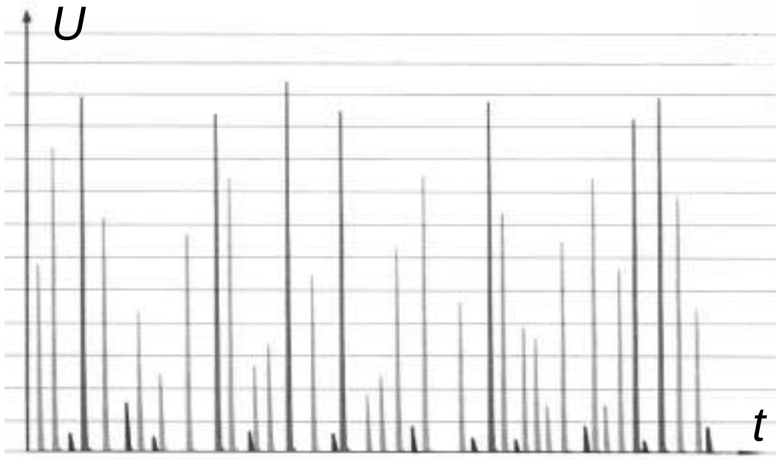
Types of signals

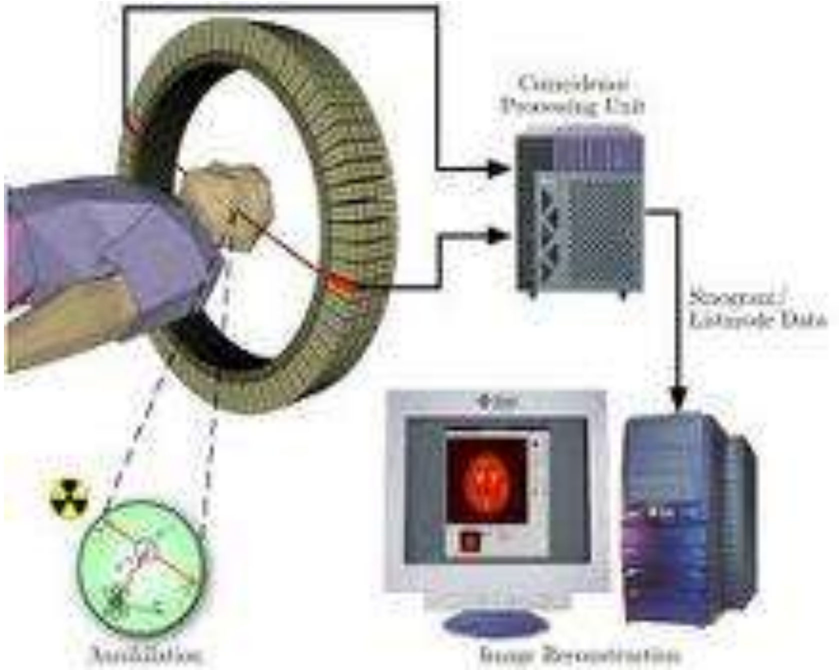
Continuous





Pulses

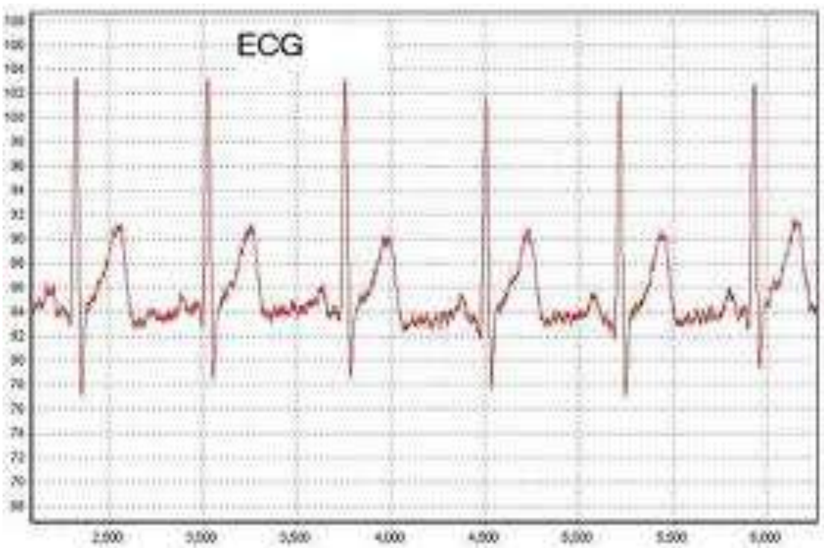


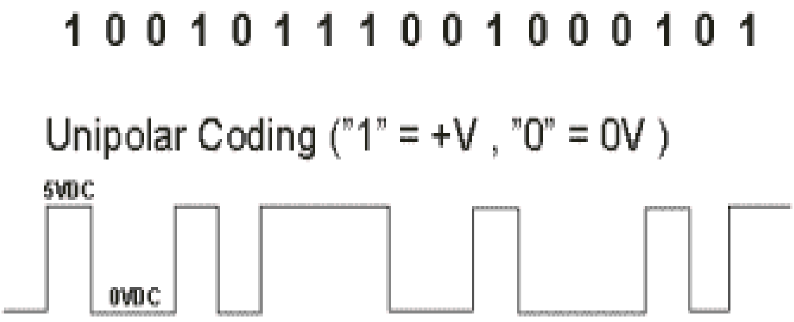


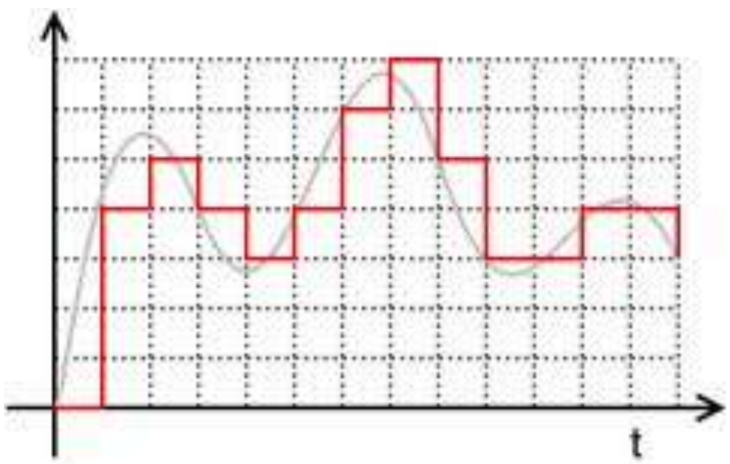
Types of signals

Analog

Digital







Theoretically unlimited resolution
in time and magnitude
(measurement system limit only)

Digital: represented with numbers

Finite resolution

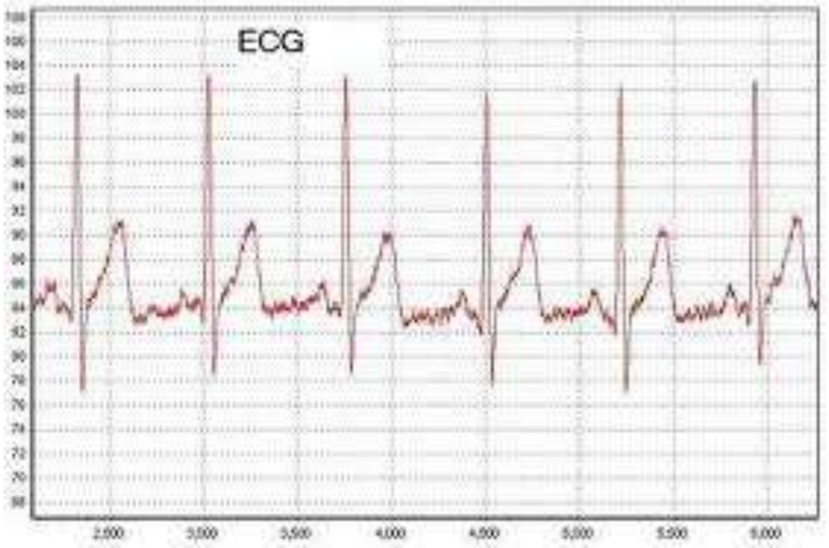
Digital signals are a form of **encoding** : digital to electrical
electrical to d

Information content of signals

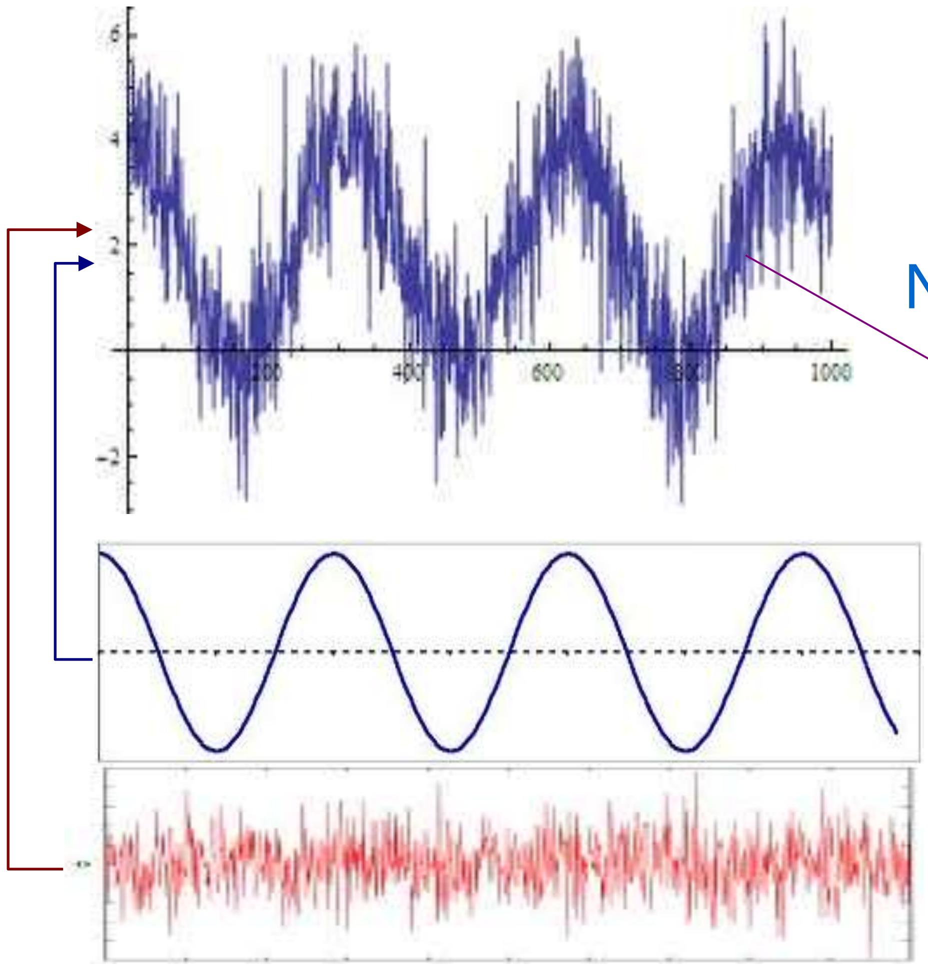
Analog signals – infinite information content?

Do we really need ***unlimited*** resolution?

Do we even **have** ulimited resolution in real-life analog singals?



Theoretically unlimited resolution
in time and magnitude
(measurement system limit only)



No!

We always have a real signal as:

S = Information + Noise

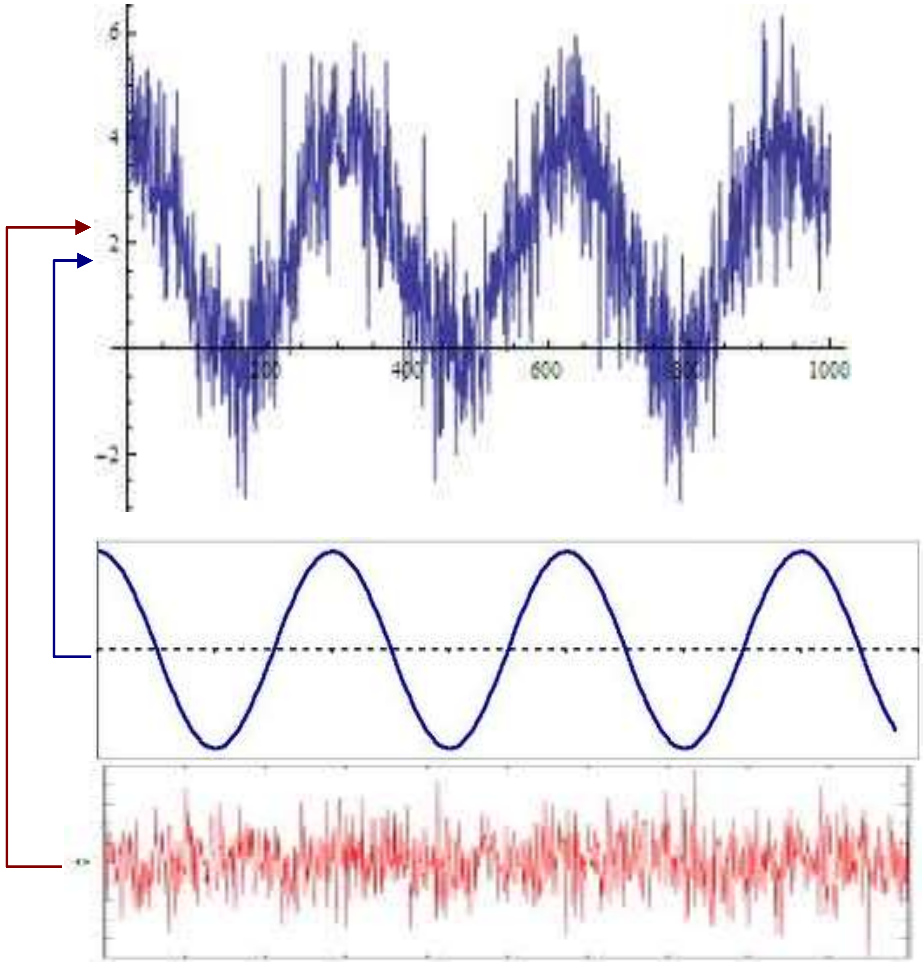
Information

+

Noise

Information content of signals

Analog signals – infinite information content?



We have Information + Noise

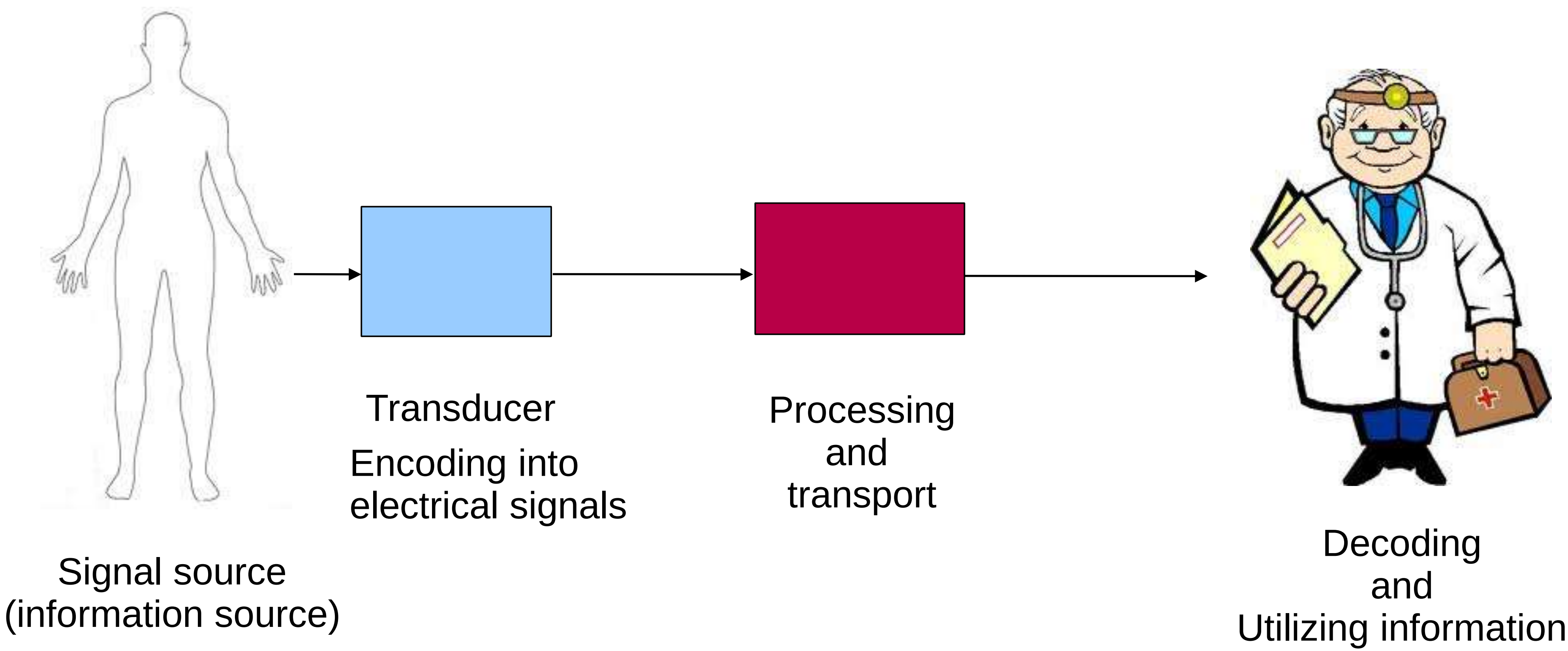
Goal: **Preserve and transport information** without increasing the noise content.

Information $U = A_{inf} \cdot \cos(\omega t + \phi)$

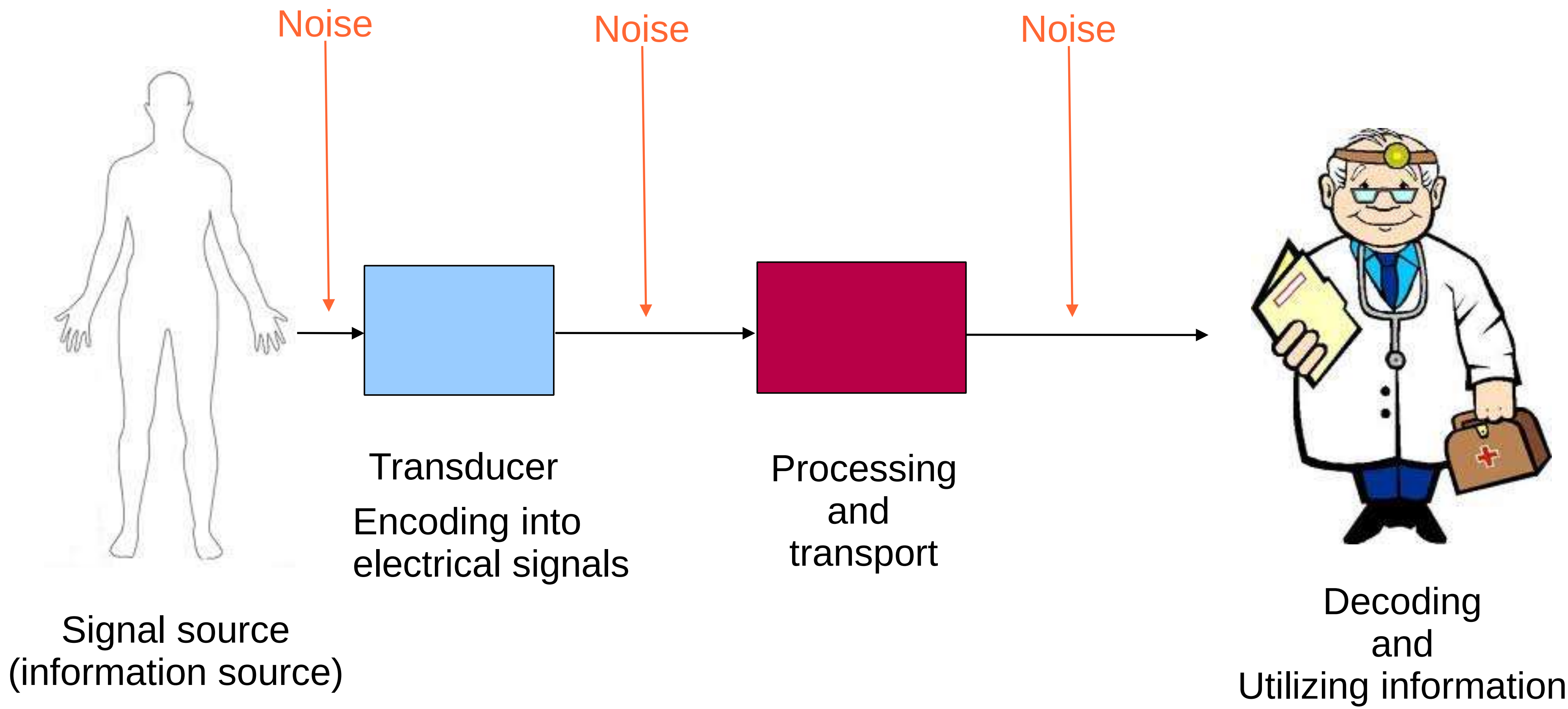
+

Noise $Noise(t) = A_{noise} \cdot Random(t)$

Transporting and processing signals

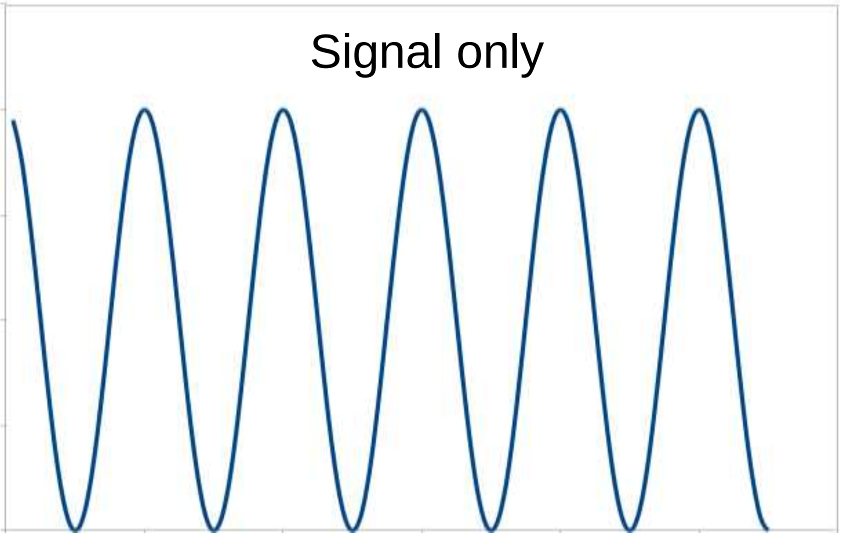


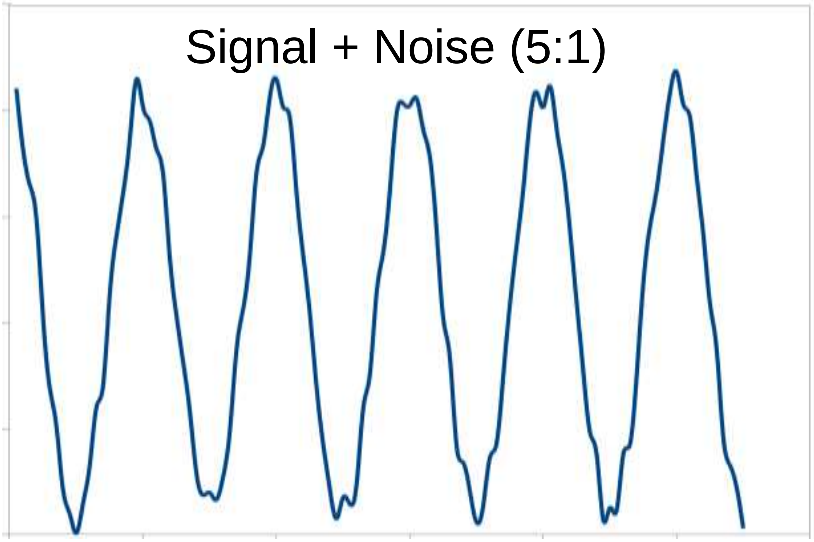
Transporting and processing signals

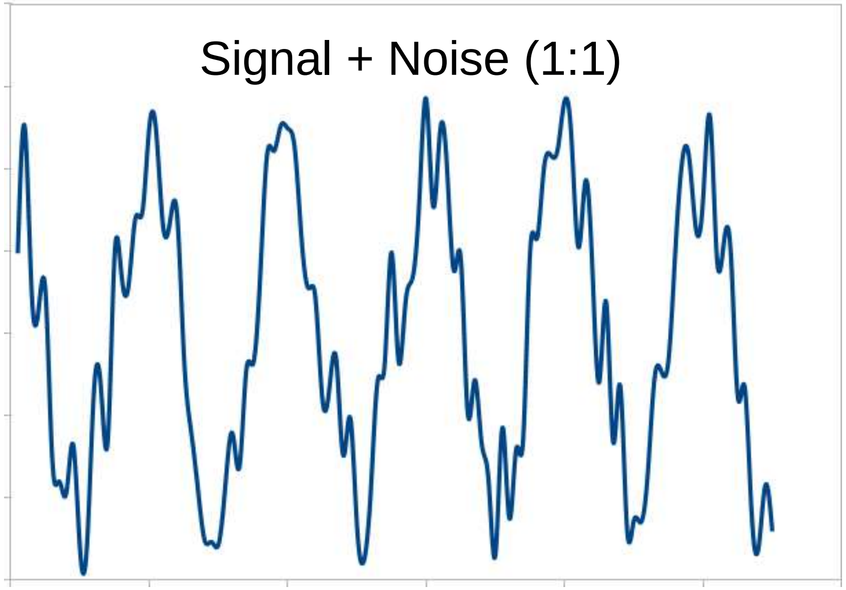


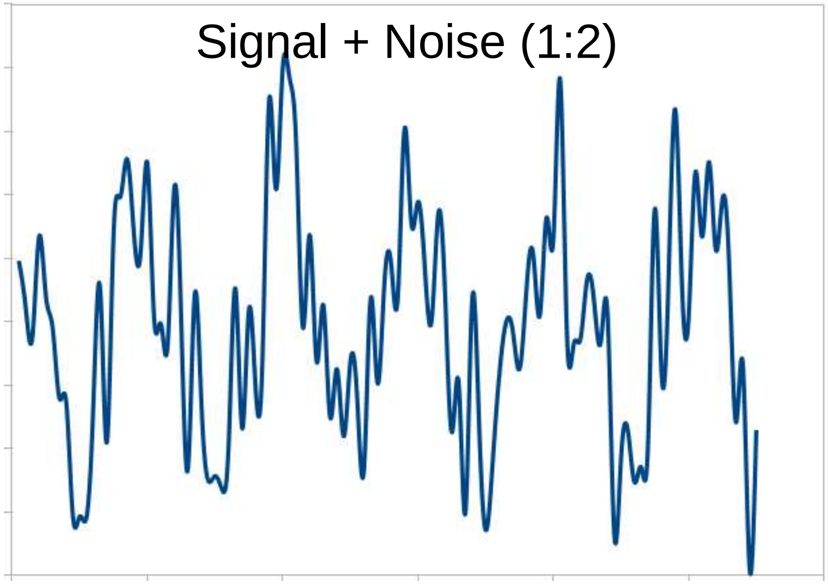
We need to separate information from noise!

Transporting and processing signals









Transporting and processing signals

Amplifiers

Task: amplify signal, without addition of noise
(only transport information)
Combat noise in the chain: Amplifiy the signal at the beginning!

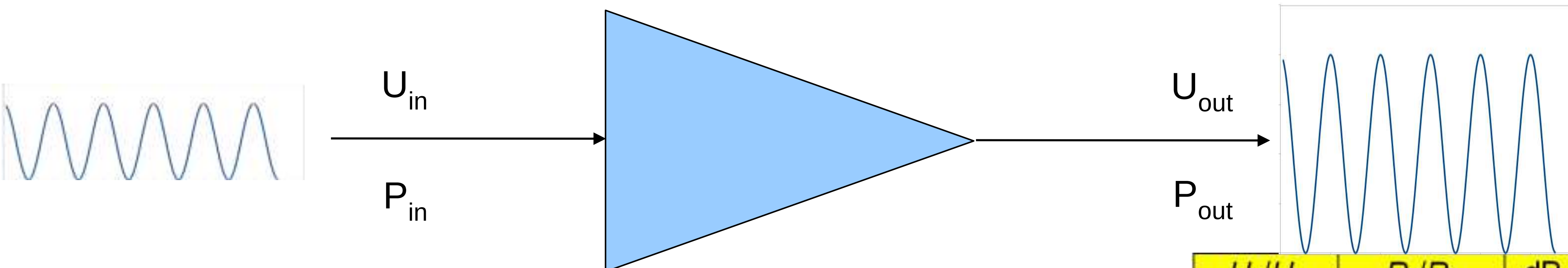
In real-life no amplifier is ideal, they always distort the signal

We need to characterize amplifiers, and other signal-transporting / processing elements of the signal chain.

The technique
is applicable to
any transport/coding!

Analysis of amplifiers

Basic analysis: amplifier gain



U_2/U_1	P_2/P_1	dB
1,414	2	3
2	4	6
	8	9
3,16	10	10
	20	13
10	100	20
	$1000=10^3$	30
$100=10^2$	$10000=10^4$	40
$1000=10^3$	10^6	60

$$P = U \cdot I = U^2 / R$$

$$n = 10 \cdot \log \frac{P_{output}}{P_{input}} \quad [dB]$$

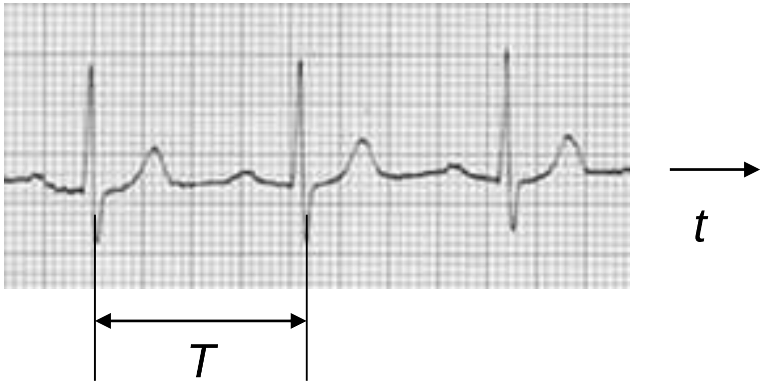
$$\frac{P_2}{P_1} = 10 \rightarrow 10 \log 10 \, dB = 10 \cdot 1 \, dB = 10 \, dB$$

$$\frac{P_2}{P_1} = 2 \leftarrow 10 \log 2 \, dB = 10 \cdot 0{,}3 \, dB = 3 \, dB$$

Analysis of amplifiers - complex signals

Fourier theorem: Any arbitrary (periodic) signal
can be split into sine/cosine functions with varying frequency and amplitude
OR from a set of such functions it can be recovered

$$Signal\,(t) \longleftrightarrow \sum_i A_i \cdot \sin(\omega_i t) + B_i \cos(\omega_i t)$$



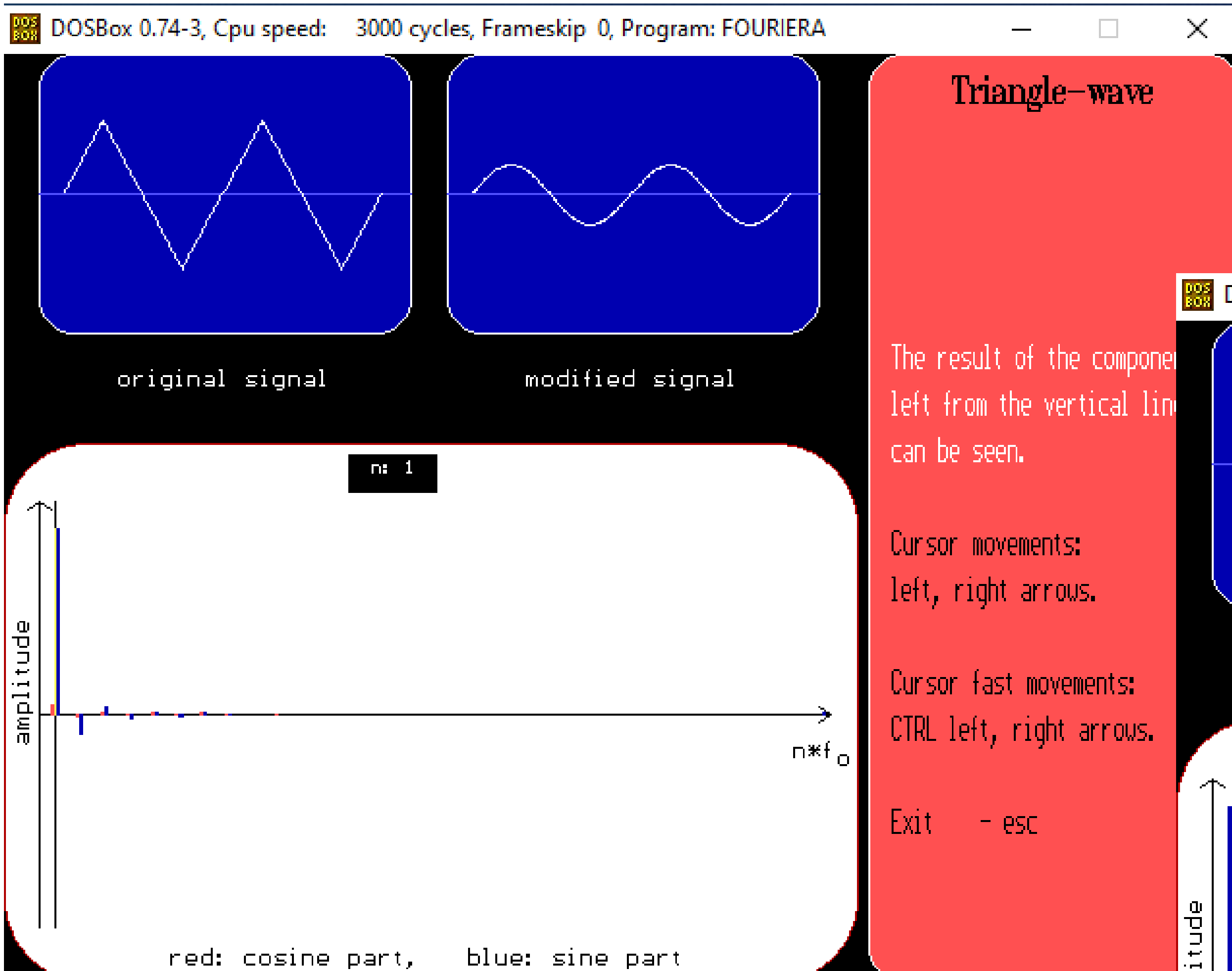
Where in the case of periodic signals $\omega_i = k \cdot f$, $f = 1/T$ and $k = 1,2,3,4,5.....$

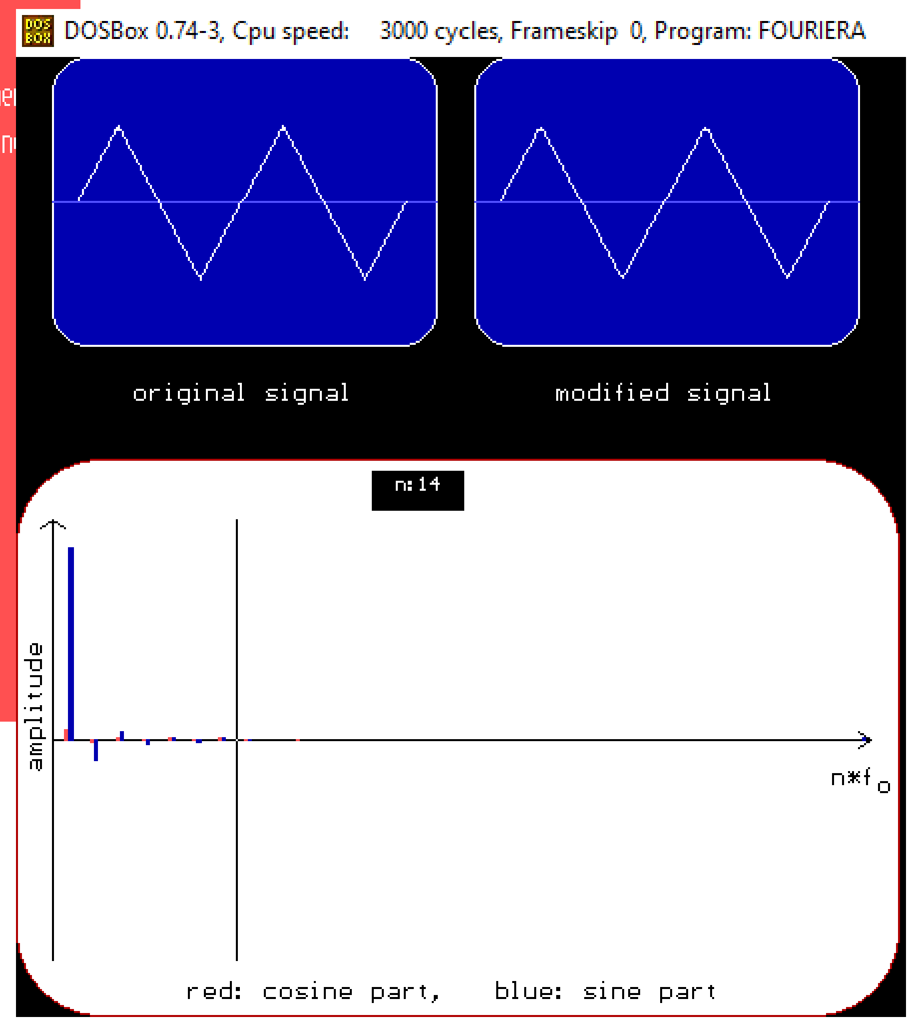
Base frequency

overtones

Analysis of amplifiers - Fourier theorem

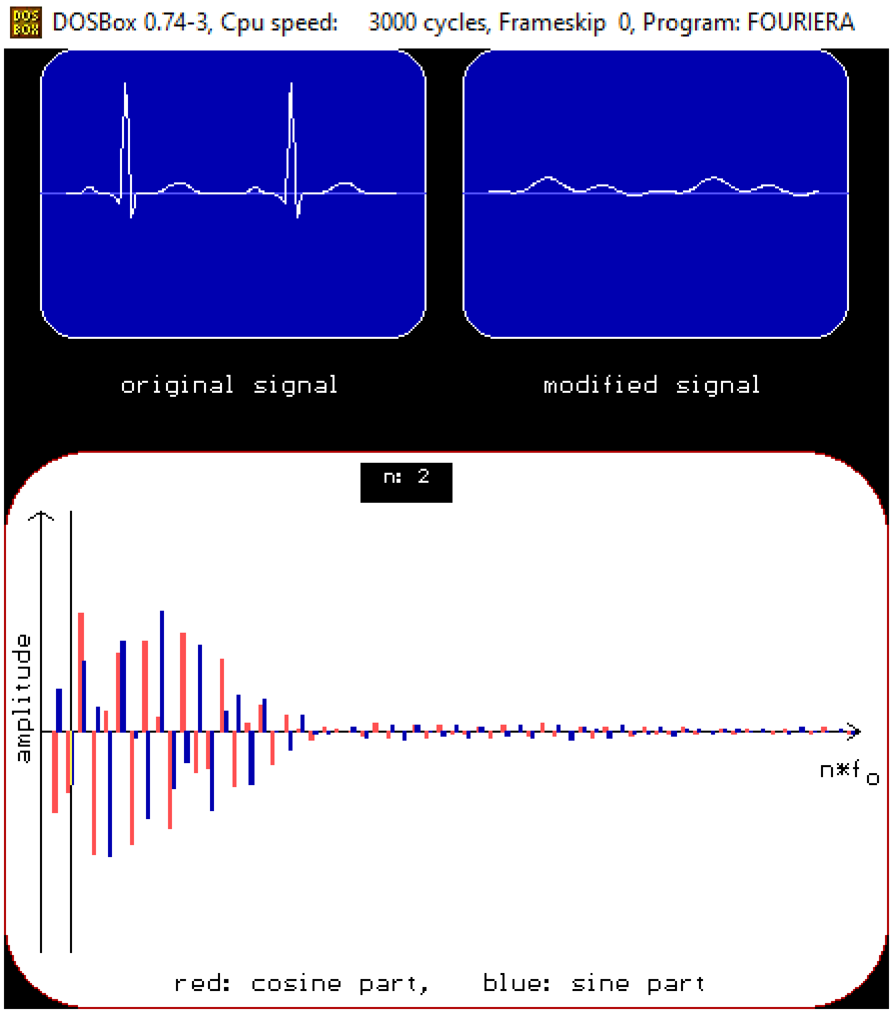
$$Signal(t) \longleftrightarrow \sum_i A_i \cdot \sin(\omega_i t) + B_i \cos(\omega_i t)$$

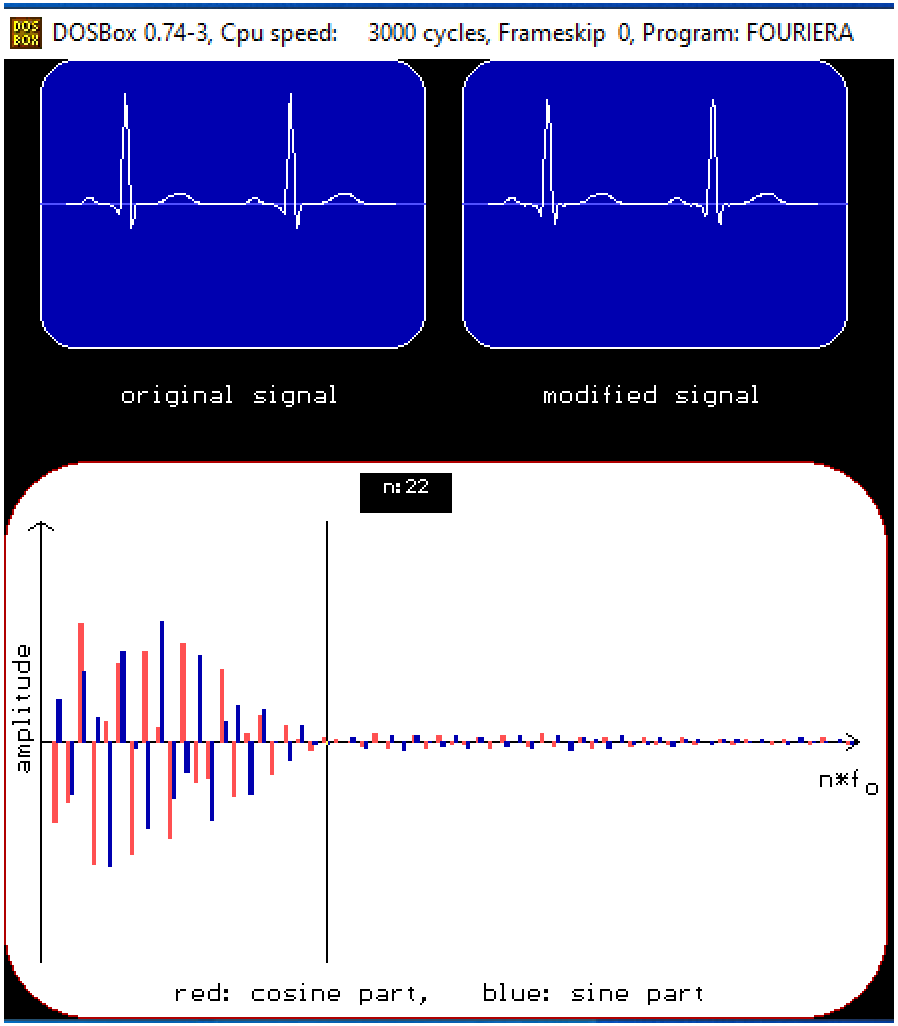




Analysis of amplifiers - Fourier theorem

$$Signal(t) \leftarrow\rightarrow \sum_i A_i \cdot \sin(\omega_i t) + B_i \cos(\omega_i t)$$



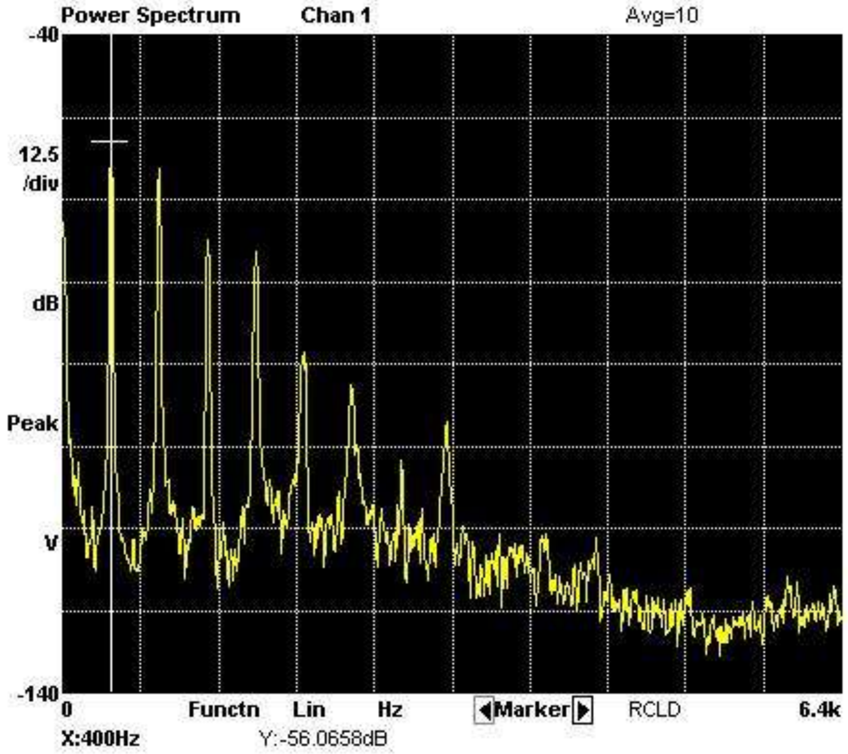


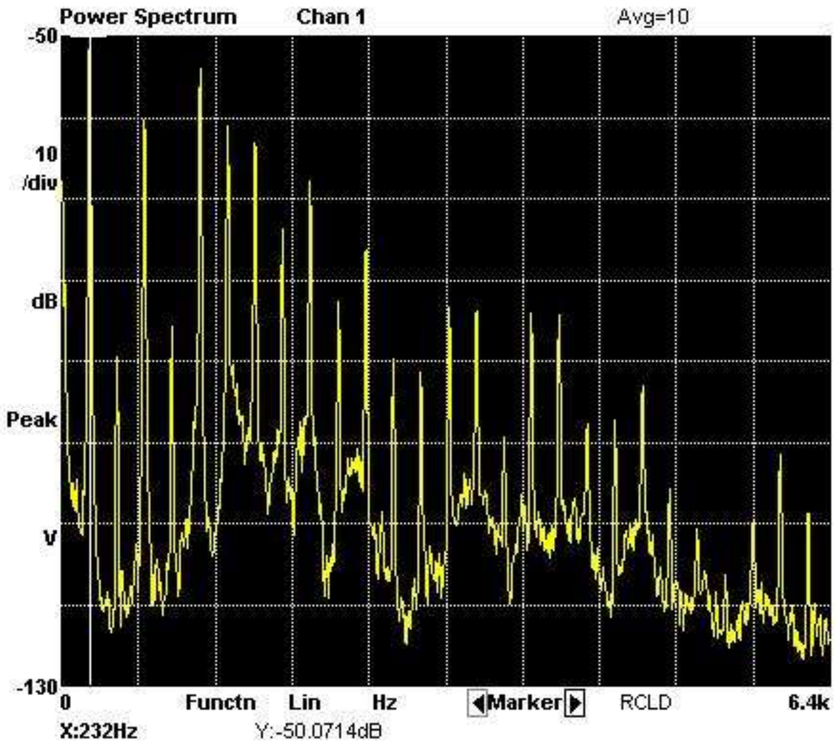
Analysis of amplifiers - Fourier theorem

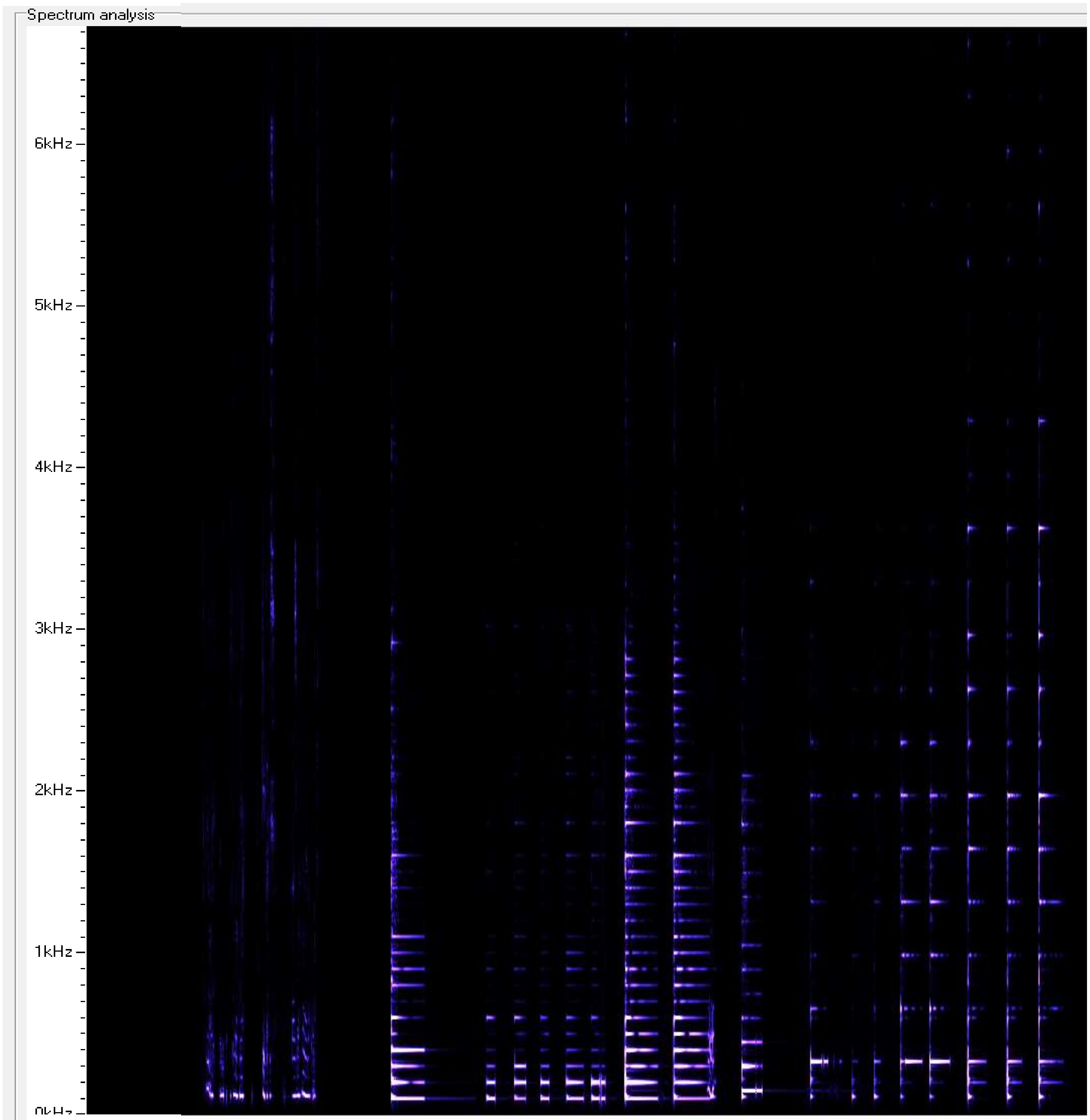
$$Signal(t) \longleftrightarrow \sum_i A_i \cdot \sin(\omega_i t) + B_i \cos(\omega_i t)$$

Non-periodic signals: Fourier transform

$$F(\omega) = \frac{1}{\sqrt{(2\pi)}} \cdot \int_{-\infty}^{+\infty} f(t) e^{i\omega t} dt$$






Spectrum analysis
6kHz
5kHz
4kHz
3kHz
2kHz
1kHz
0kHz

Analysis of amplifiers - Fourier theorem

$$Signal(t) \leftarrow\rightarrow \sum_i A_i \cdot \sin(\omega_i t) + B_i \cos(\omega_i t)$$

Non-periodic signals: Fourier transform

$$F(\omega) = \frac{1}{\sqrt{(2\pi)}} \cdot \int_{-\infty}^{+\infty} f(t) e^{i\omega t} dt$$

f

t

Voiceprint:
Frequency
analysis in time

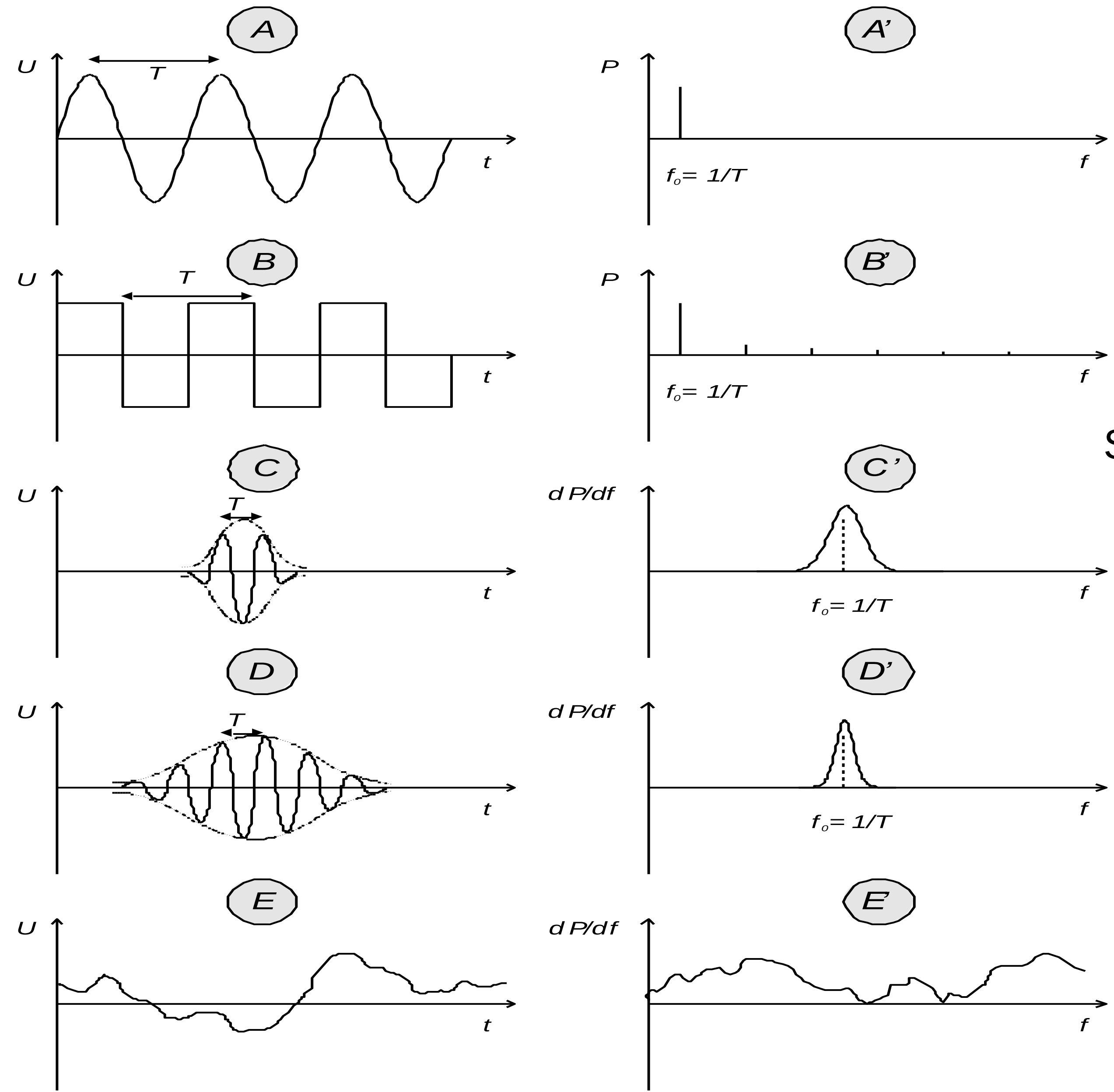
Analysis of amplifiers - Fourier theorem

$$Signal(t) \longleftrightarrow \sum_i A_i \cdot \sin(\omega_i t) + B_i \cos(\omega_i t)$$

Non-periodic signals: Fourier transform

$$F(\omega) = \frac{1}{\sqrt{(2\pi)}} \cdot \int_{-\infty}^{+\infty} f(t)\, e^{i\omega t}\, dt$$

Signal in time



Infinite sine wave has a single line as spectrum

Signal in frequency

Longer sine-signal has narrower spectrum

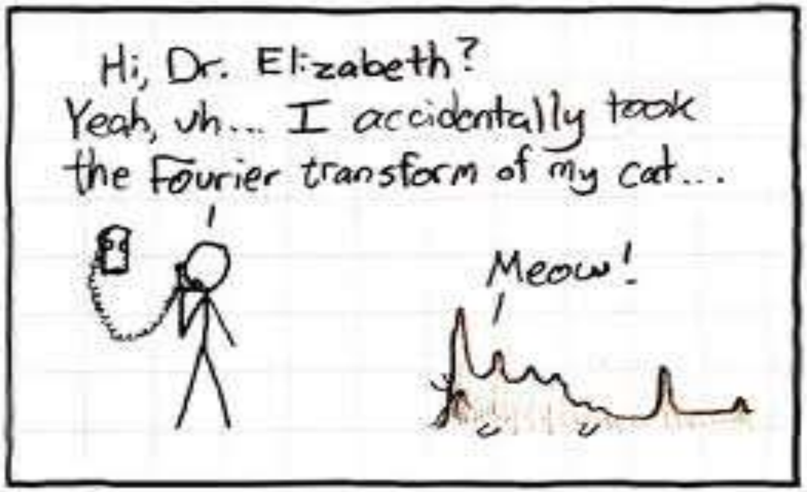
Analysis of amplifiers - Fourier theorem

$$Signal(t) \longleftrightarrow \sum_i A_i \cdot \sin(\omega_i t) + B_i \cos(\omega_i t)$$

Non-periodic signals: Fourier transform

$$F(\omega) = \frac{1}{\sqrt{(2\pi)}} \cdot \int_{-\infty}^{+\infty} f(t) e^{i\omega t} dt$$

Any signal is just a representation of information



We can have many pictures of the same

Time-based (more convetional)

or

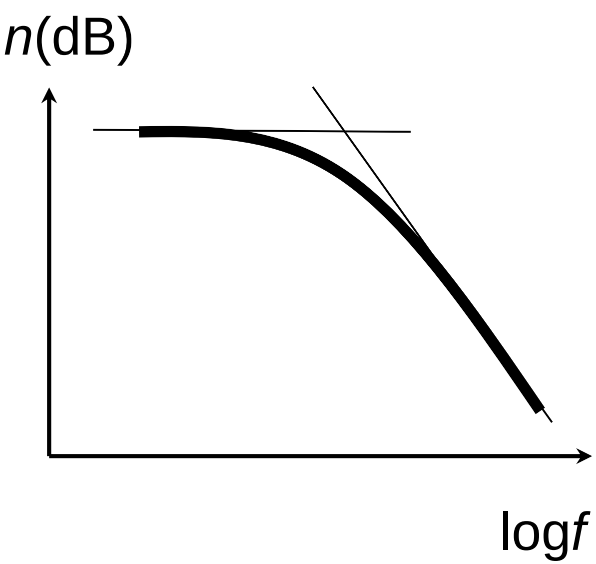
Frequency-based
(useful,but a bit abstract)

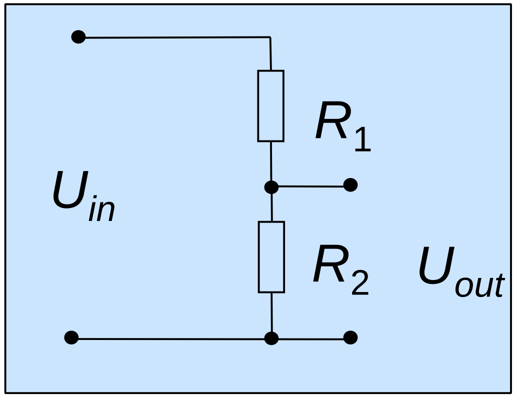
Fourier-transform is the „art of engineering”

(Picasso: La Crucifixion)

Analysis of amplifiers - Transfer function of filters

Low-pass filter

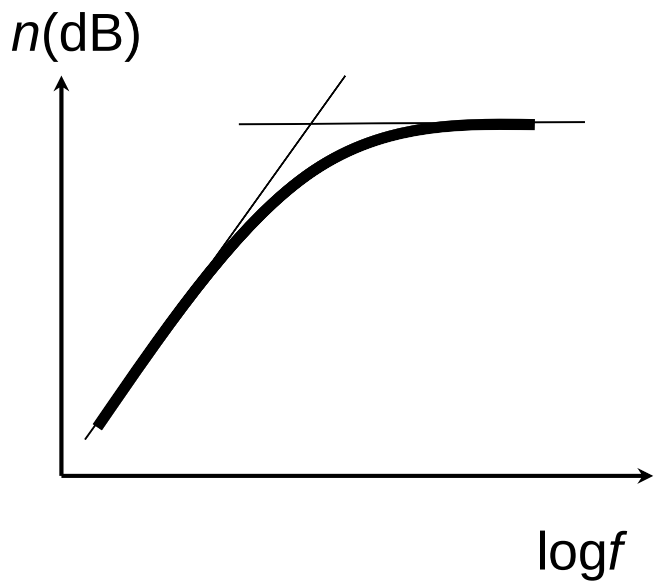


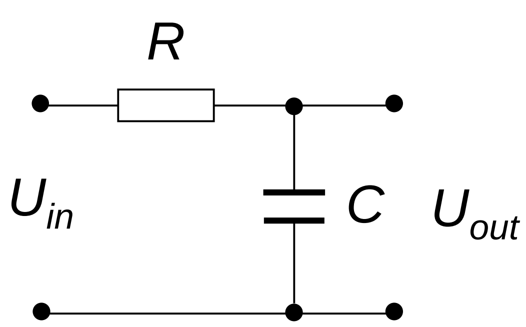


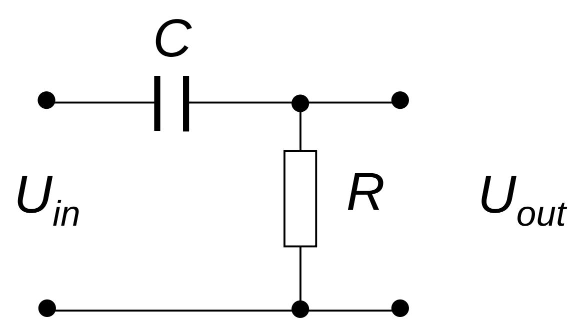
$$U_{output} = U_{input} \cdot \frac{R_2}{R_1 + R_2}$$

Substitute one R with C

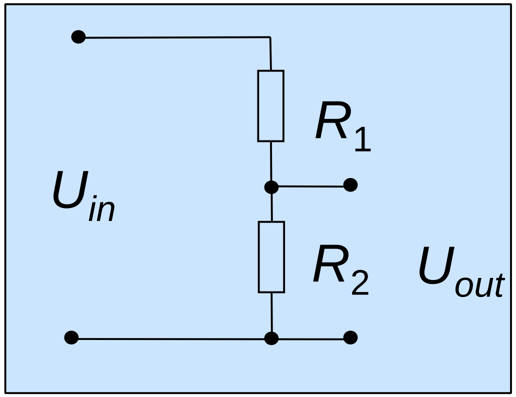
High-pass filter







Analysis of amplifiers - Transfer function of filters

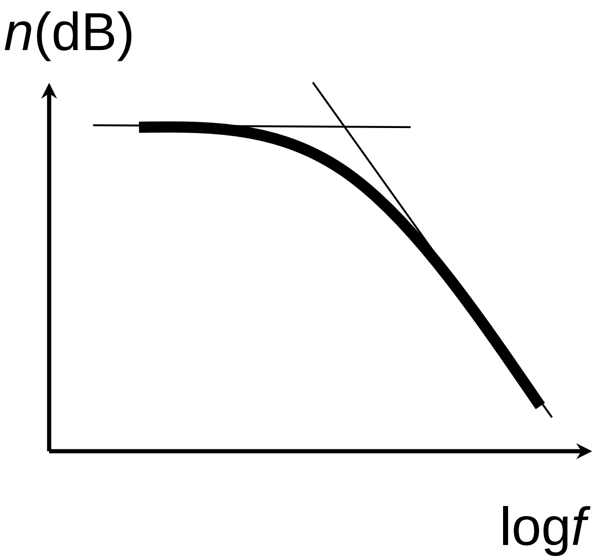


$$U_{output} = U_{input} \cdot \frac{R_2}{R_1 + R_2}$$

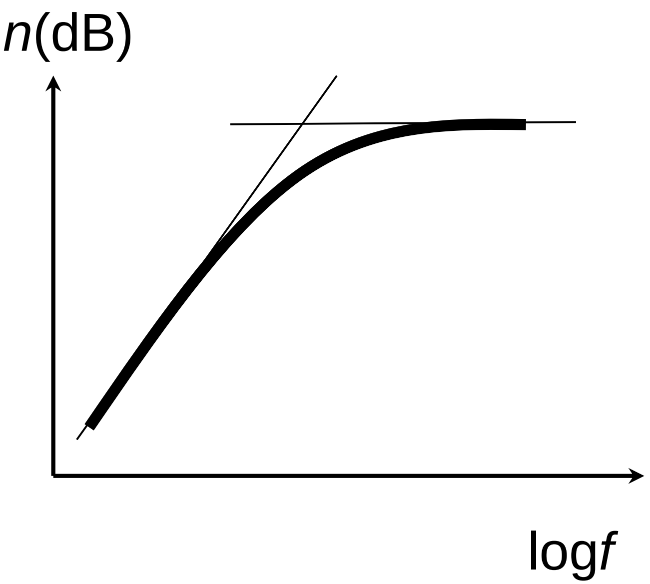
Substitute one R with C

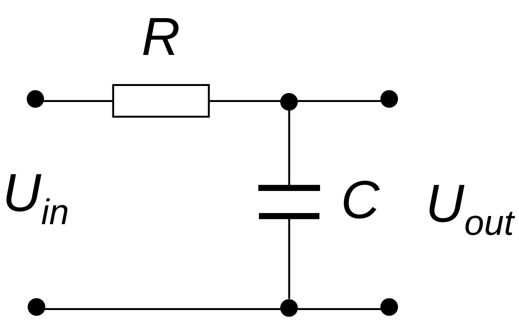
$$R_C = \frac{1}{C\omega}$$

Low-pass filter

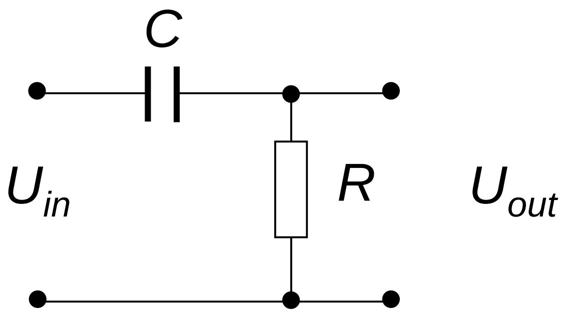


High-pass filter



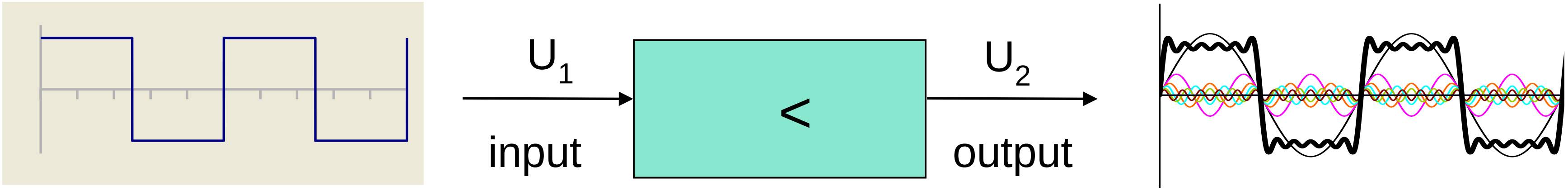


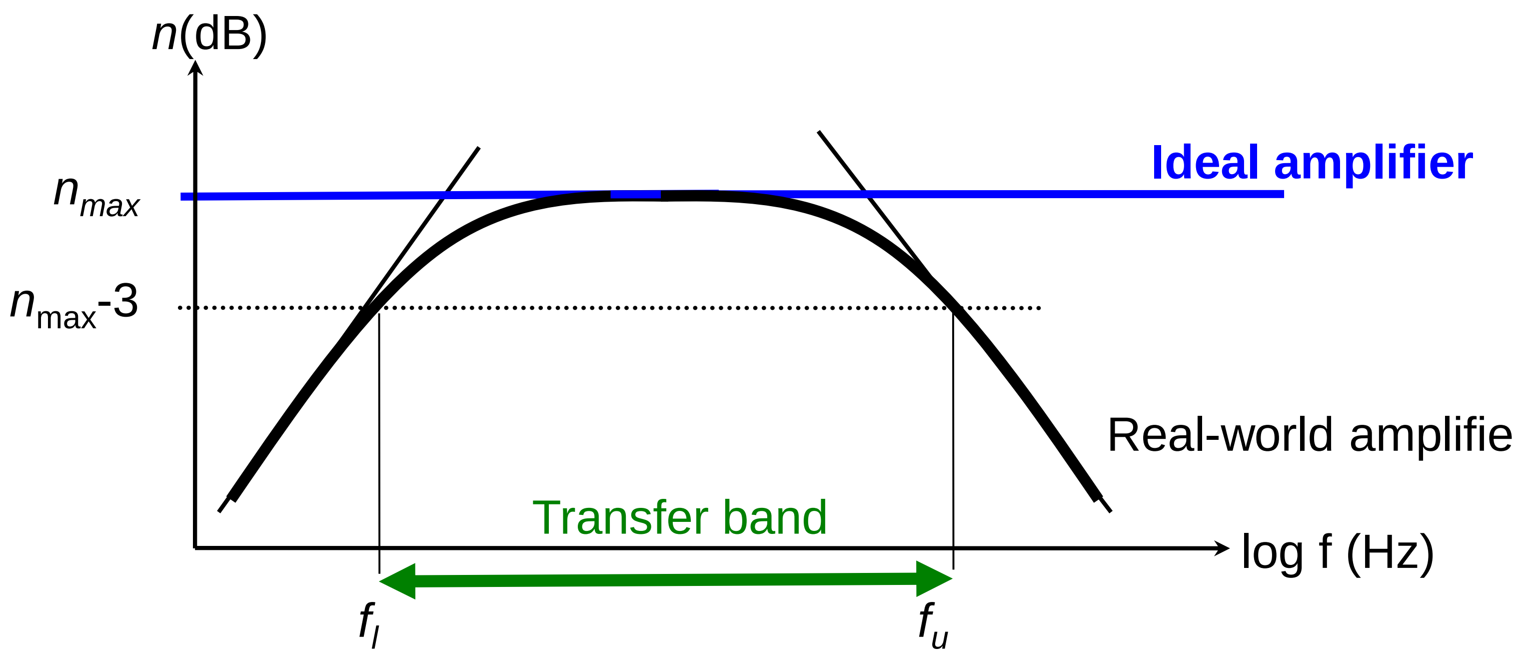
$$U_{out} = \frac{1}{\sqrt{1 + R^2 C^2 \omega^2}} \cdot U_{input}$$



$$U_{out} = \frac{R C \omega}{\sqrt{1 + R^2 C^2 \omega^2}} \cdot U_{input}$$

Analysis of amplifiers - Transfer function of amplifiers



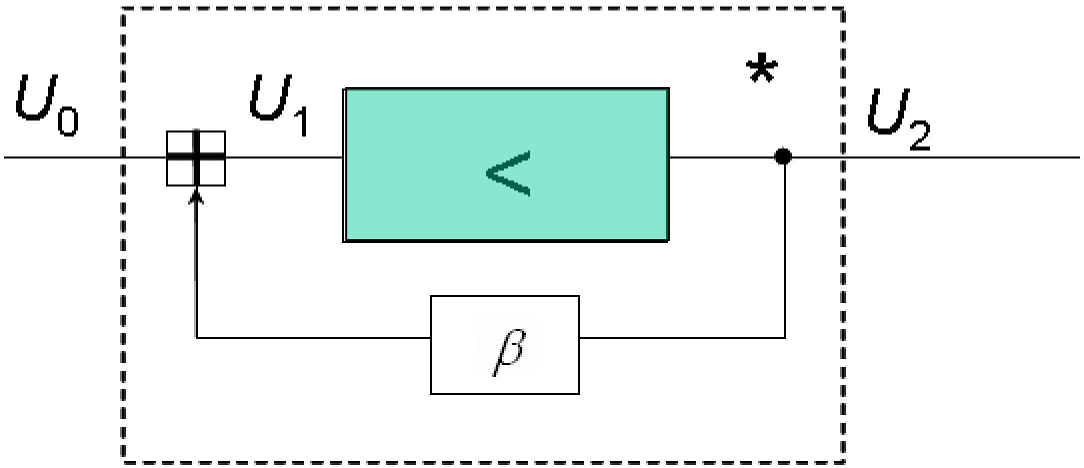


Amplifiers are not ideal, they have input and output capacitance,etc.

The output signal may *not* contain all frequency components!

Distortion, information loss / alteration

Analysis of amplifiers - Transfer function of amplifiers



Summation point

Feedback in amplifiers

Modification of **gain** and ***Transfer function***

$$U_1 = U_0 + \beta U_2 \qquad A_u = \frac{U_2}{U_1}$$ Amplifier gain

$$A_u^* = \frac{U_2}{U_0} = \frac{U_1 A_u}{U_0} = \frac{(U_0 + \beta U_2) A_u}{U_0} = A_u + \beta \frac{U_2}{U_0} A_u = A_u + \beta A_u^* A_u$$

$$A_u^* - \beta A_u^* A_u = A_u \qquad \boxed{A_u^* = \frac{A_u}{1 - \beta A_u}}$$ Gain with feedback circuit

$\beta > 0$: positive feedback

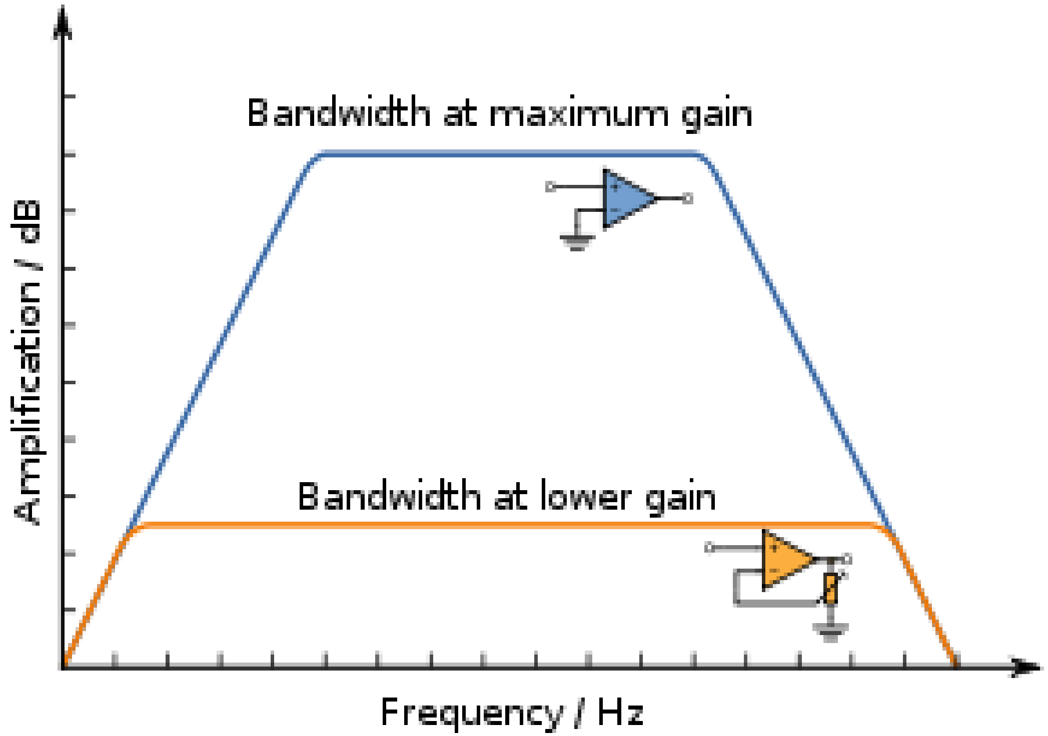
$\beta < 0$: negative feedback

$A_u\beta = 1$: oscillator (output without input signal: signal generator)

Analysis of amplifiers - Transfer function of amplifiers

Gain Bandwidth Product

Gain · Bandwidth = constant



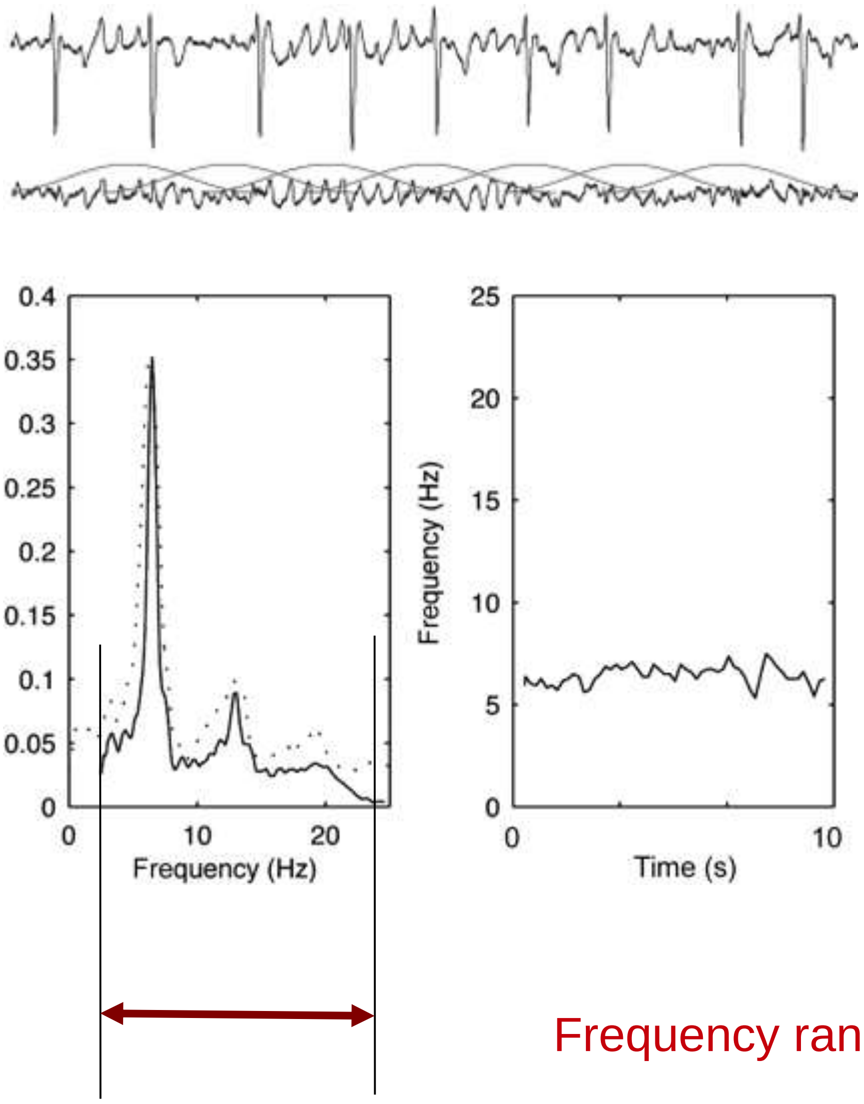
The available power to the amplifier
can either be put to use as:

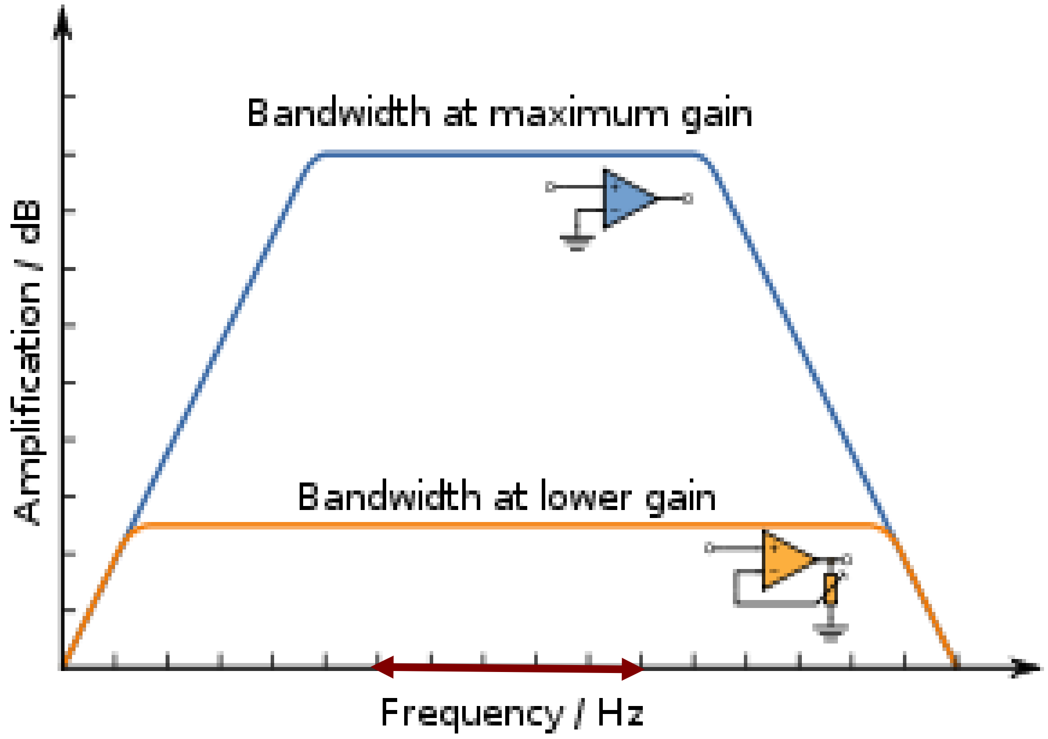
high signal gain over a limited bandwidth

or

limited gain over a wide bandwidth.

Analysis of amplifiers - Transfer function of amplifiers





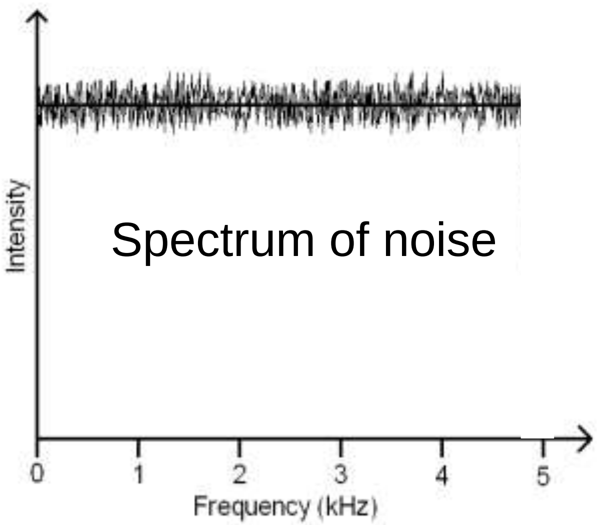
Frequency range of the signal must match the bandwidth!

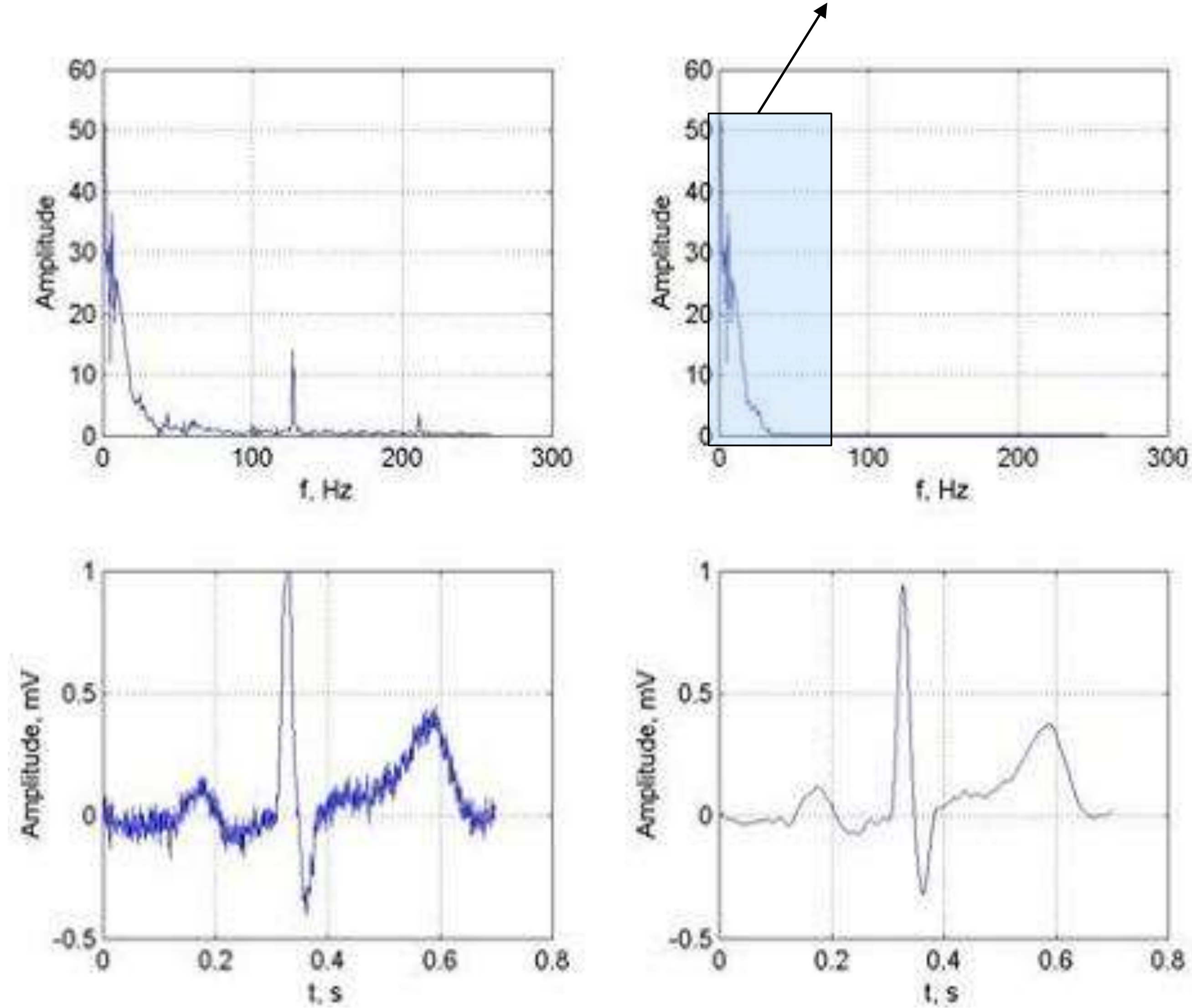
Information preservation = spectrum preservation

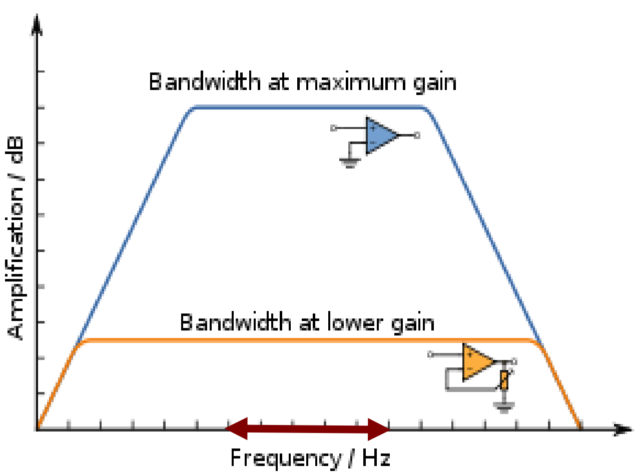
Analysis of amplifiers - Transfer function of amplifiers

During analog signal transport at every stage noise will be added! → degradation

Just transport that part of the spectrum
which containes the information!



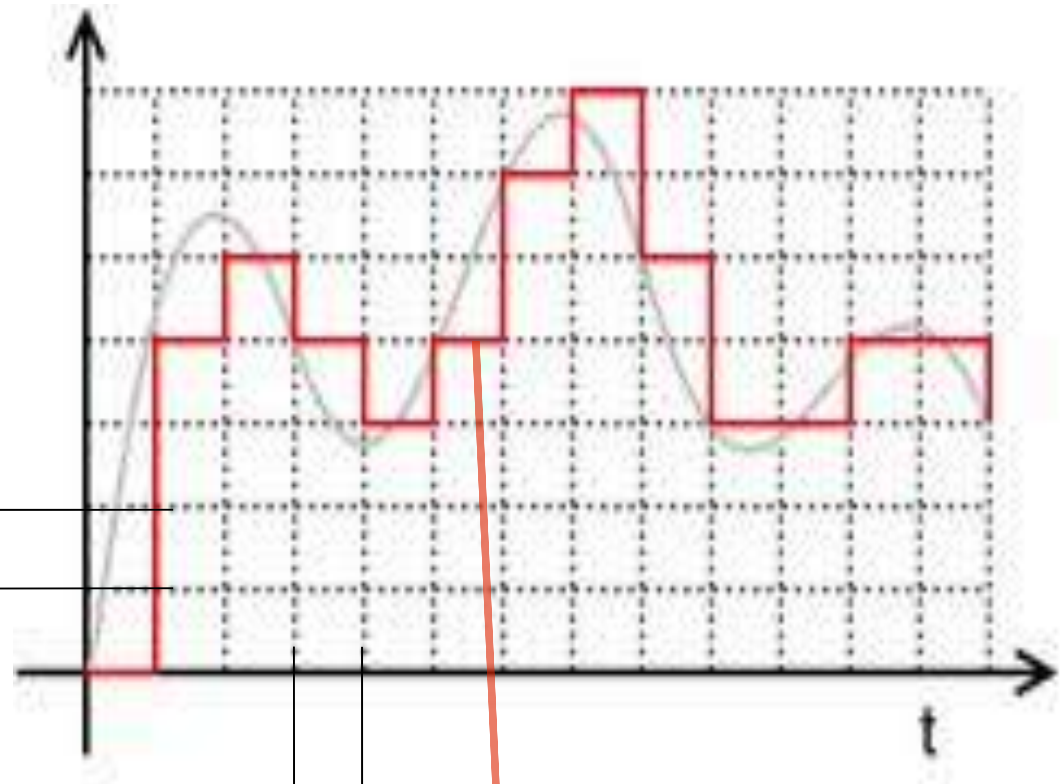




Digital signals – A/D conversion (ADC)

The analog signal can be represented by numbers:

We measure the signal every T seconds, and transmit the result only.



Measurement accuracy

(how many bits)

T

Digital signals are discrete in time and in value

Numbers can be transported / stored or processed losslessly!

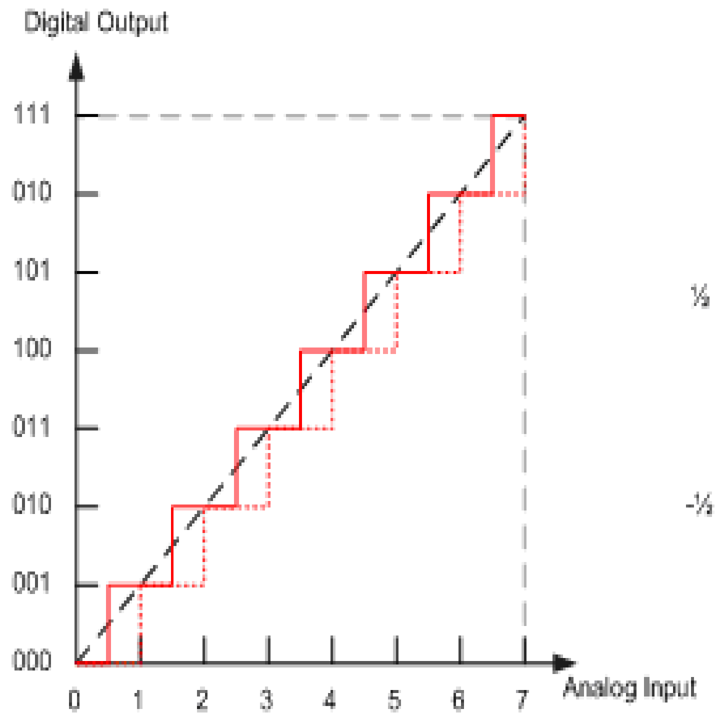
0 4 5 4 3 4 6 7 5 4 4 5 5 ...

Digital signals - Quantization

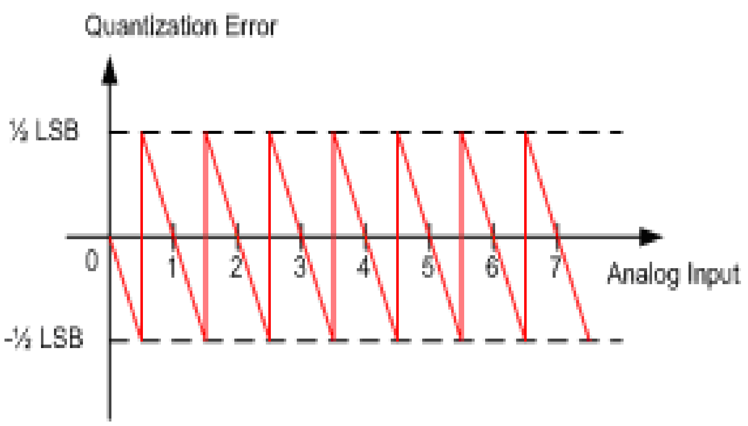
Digital signals are discrete
in time and in value

What happens to the original parts between?

They get lost!



(a)



(b)

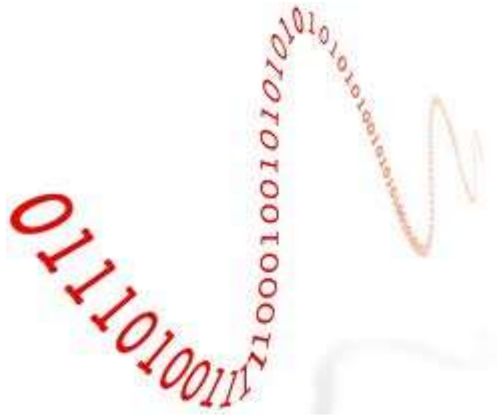
Digital signals – Restoration (DAC)

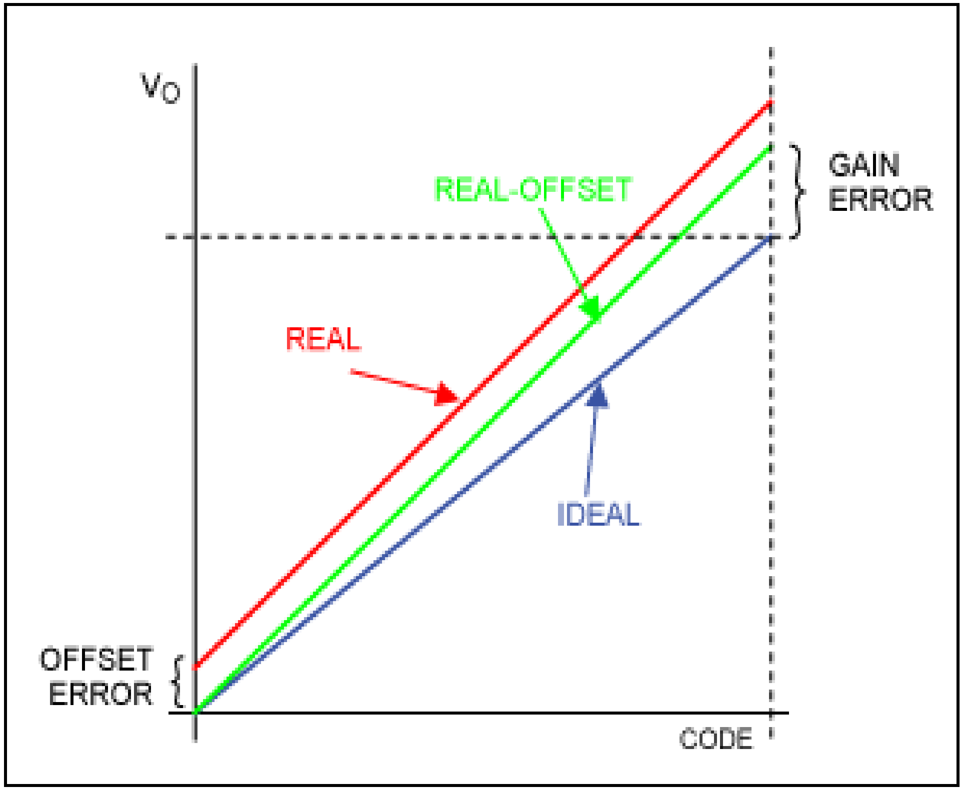
Recovery of analog signals:

Digital to analog converter

This is easily realized to be near-ideal

Many-bits, fast DAC-s are cheap





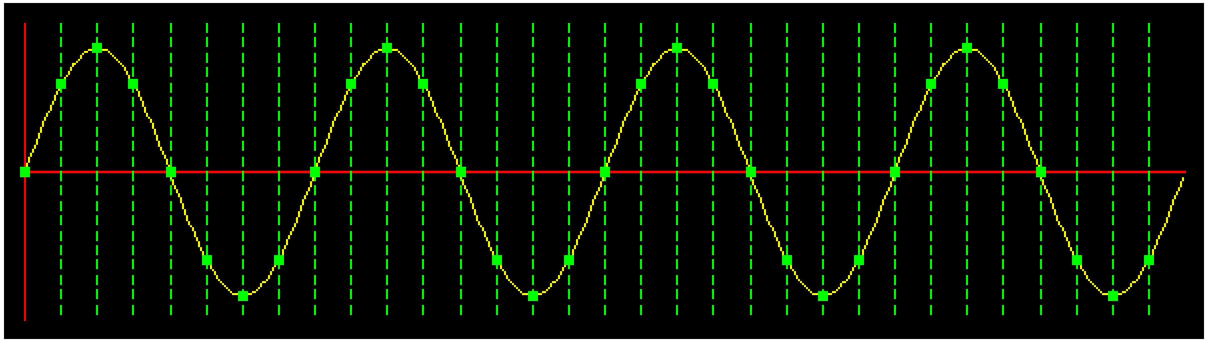
Pitfalls to avoid

Digital signals – Sampling of sine waves

For non-sine signals: „first apply Fourier, then sample each sine”

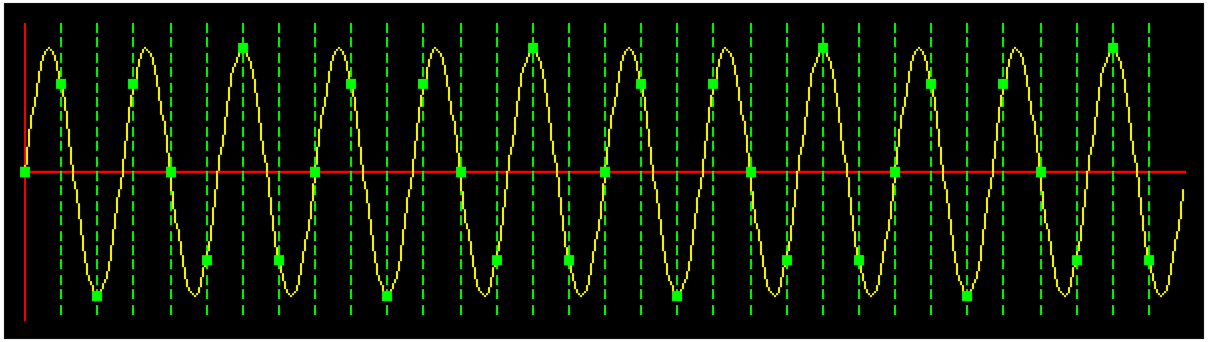
f = 1000 Hz
fs = 8000 Hz

No problem



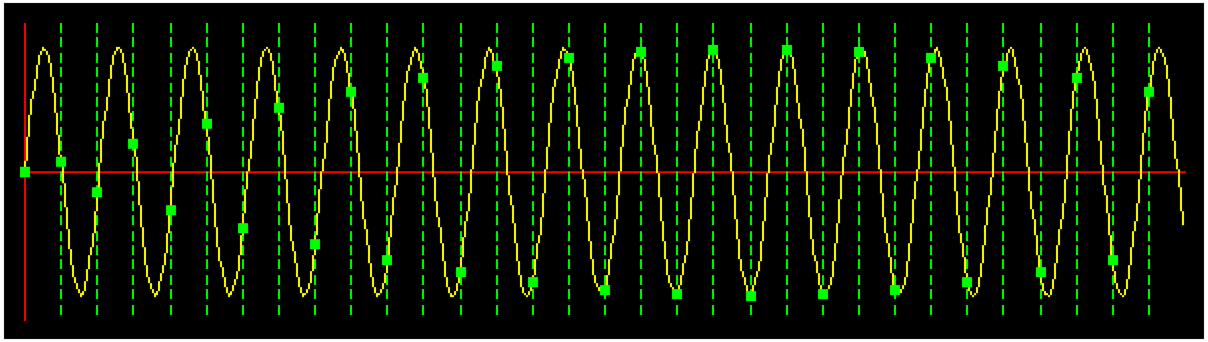
f = 3000 Hz
fs = 8000 Hz

Still no problem



f = 3900 Hz
fs = 8000 Hz

Still no problem

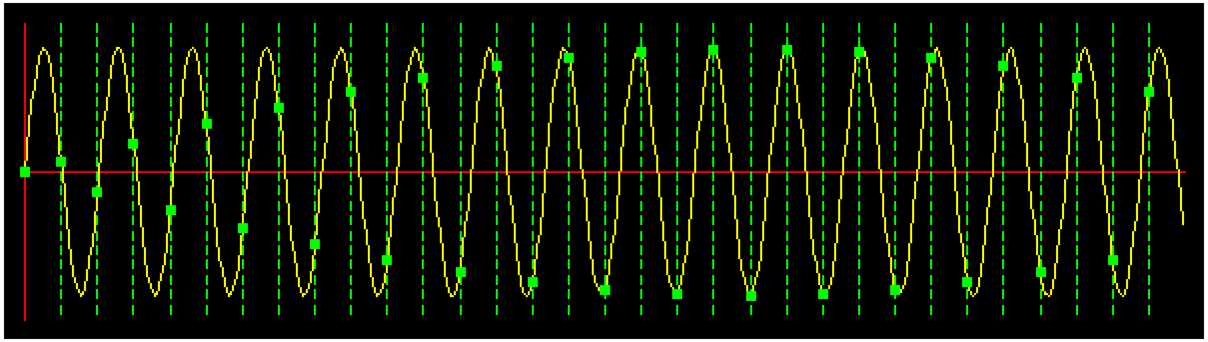


Digital signals – Sampling of sine waves

For non-sine signals: „first apply Fourier, then sample each sine”

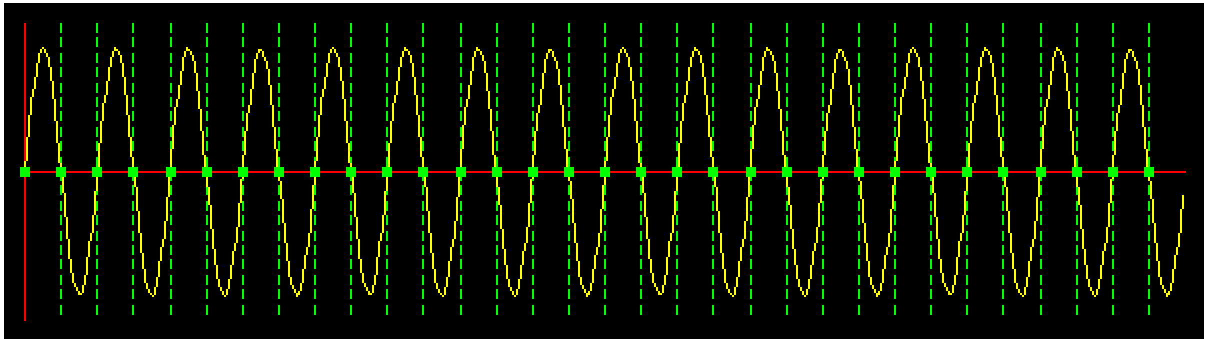
f = 3900 Hz
fs = 8000 Hz

Still no problem



f = 4000 Hz
fs = 8000 Hz

Signal lost!



Nyquist theorem: sampling frequency must be at least 2x the frequency of the sine

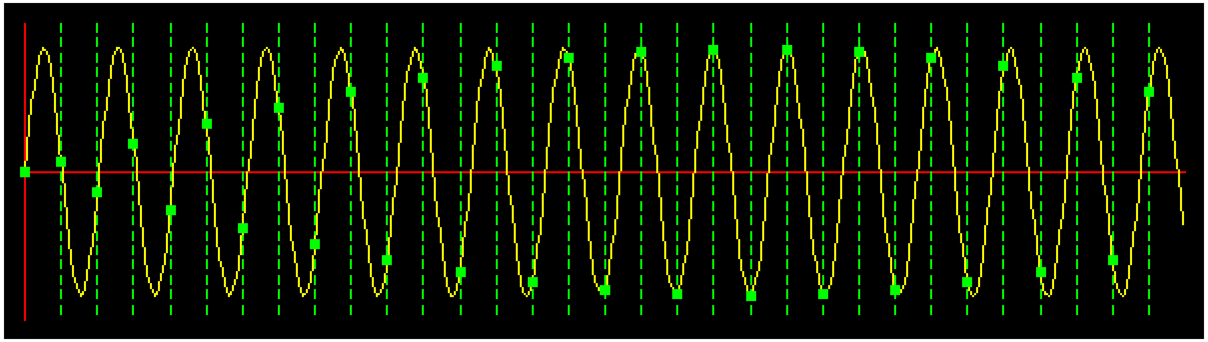
Digital signals – Nyquist

Nyquist theorem: sampling frequency must be at least 2x the frequency of the sine

good

f = 3900 Hz
fs = 8000 Hz

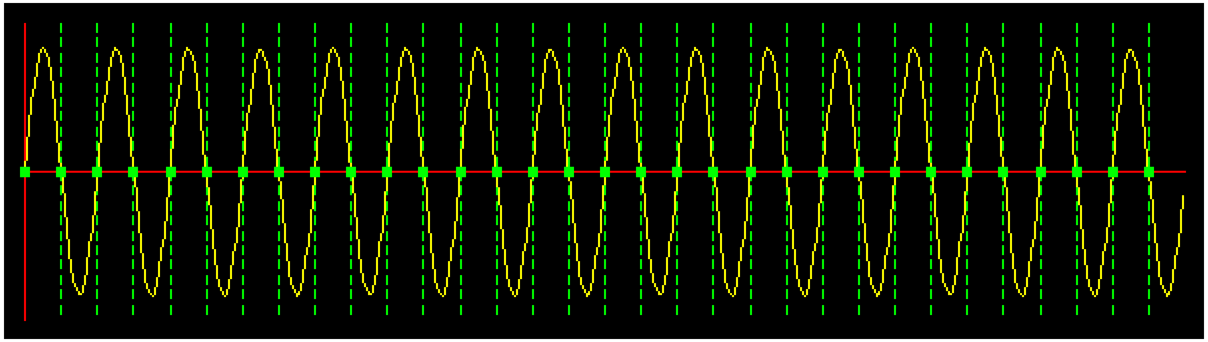
Still no problem



bad

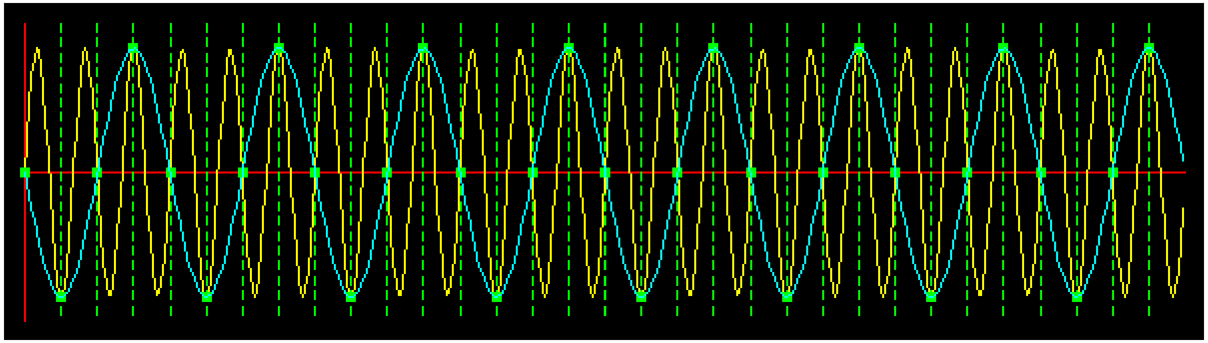
f = 4000 Hz
fs = 8000 Hz

Signal lost!



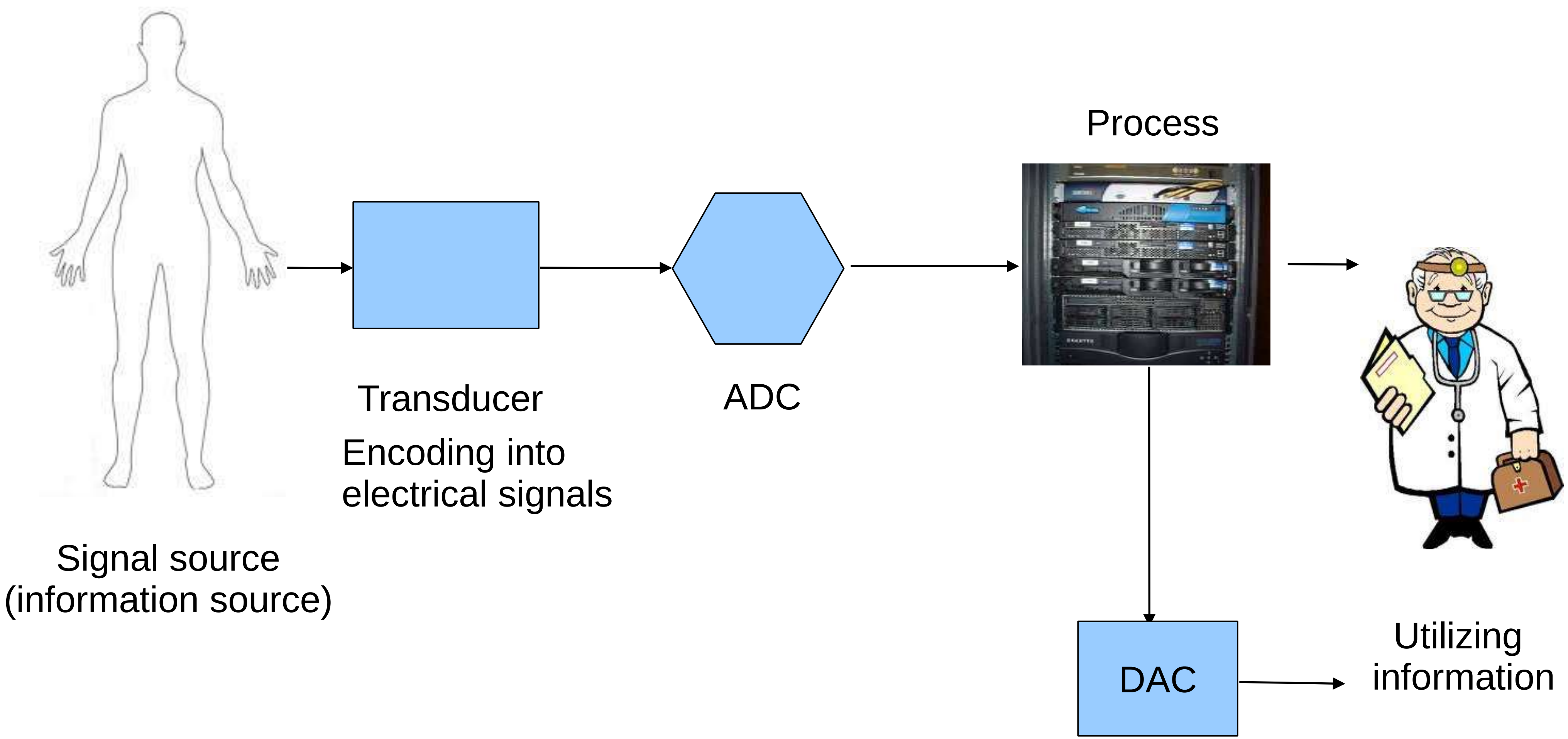
f = 6000 Hz
fs = 8000 Hz

Signal lost!
Aliasing

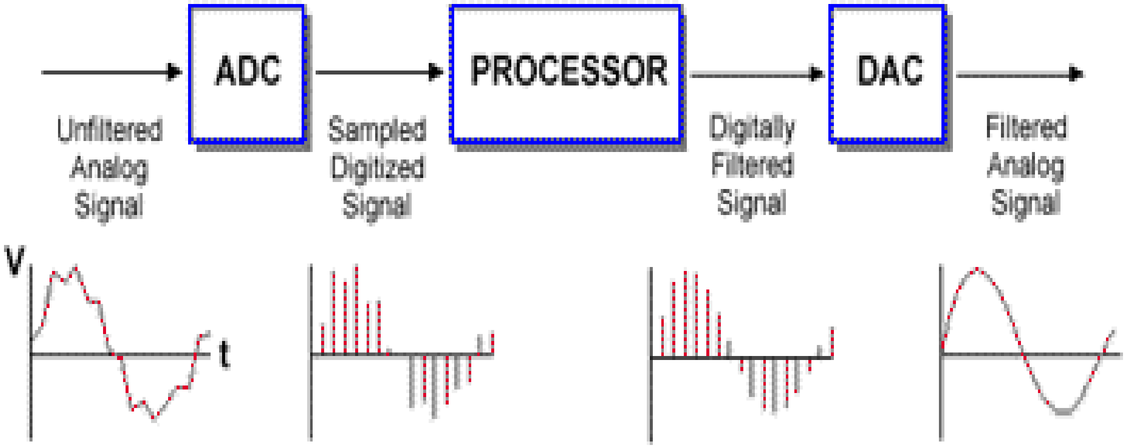


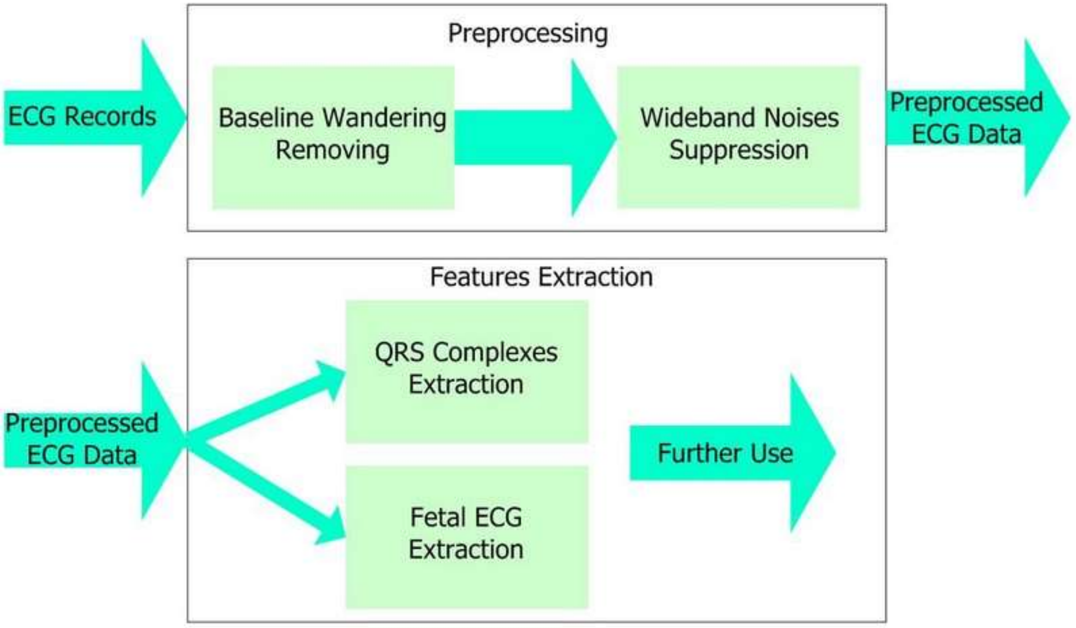
Artefact sine appears instead of the real input

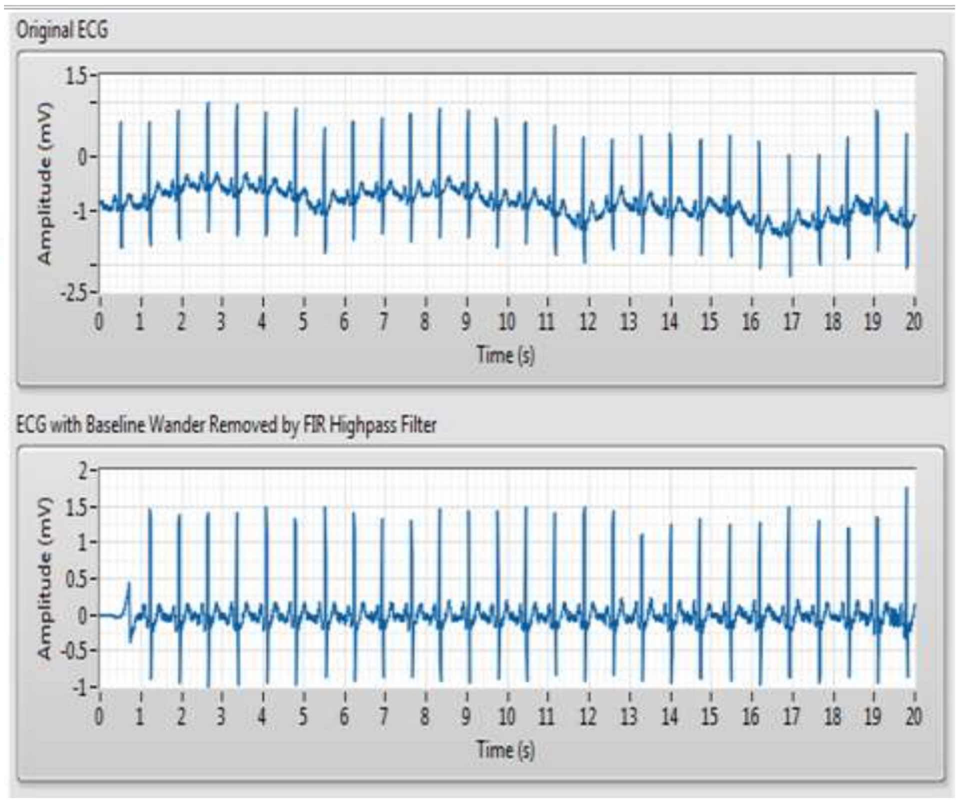
Digital signals – Digital Signal Processing



Signal processing with DSP units is everywhere around us.





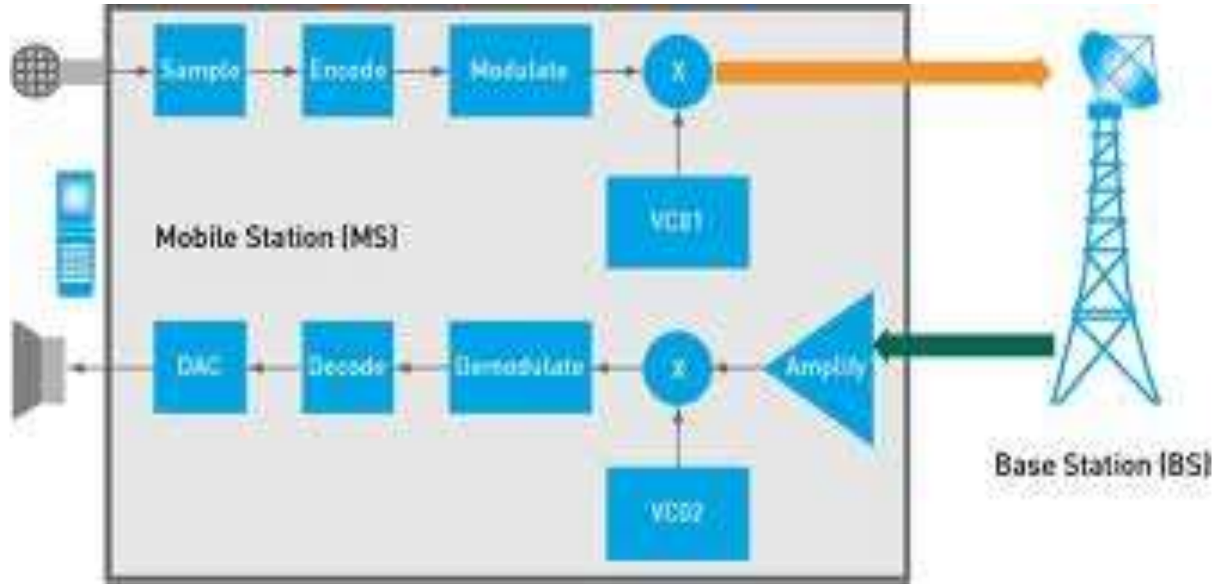


DSP in everyday life

Digital data can be further manipulated : encoded/decoded/compressed,etc.

Cell phone

Sample, encode,transmit,decode,DAC



CD/DVD player
Light:digital 1010110...
DAC: from stream of numbers
Analog music / video