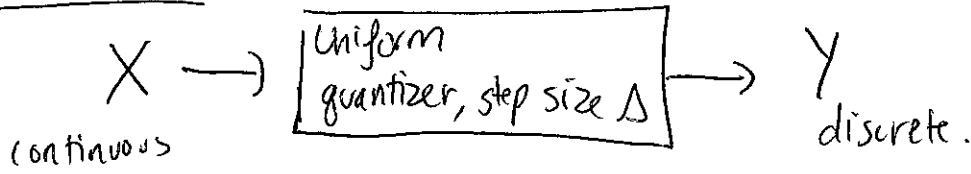
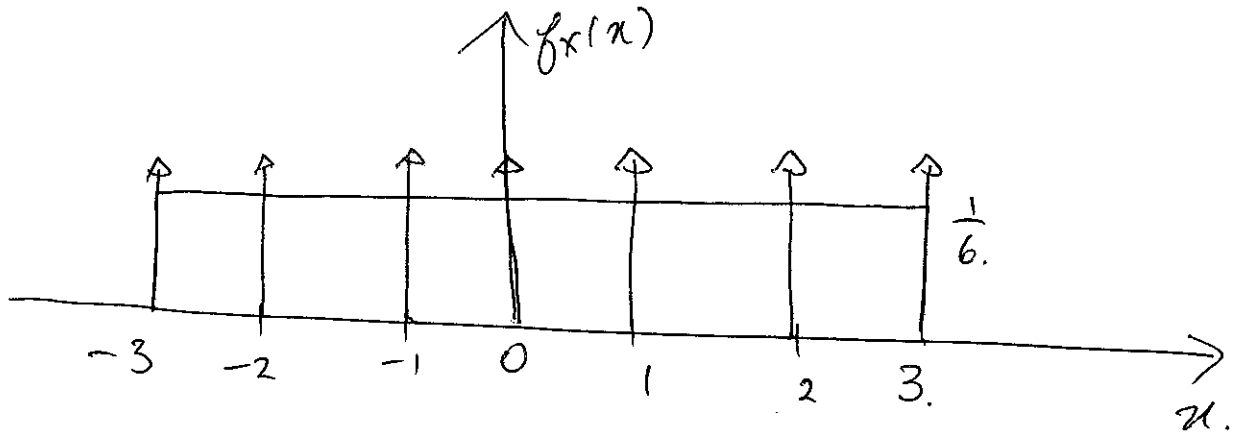
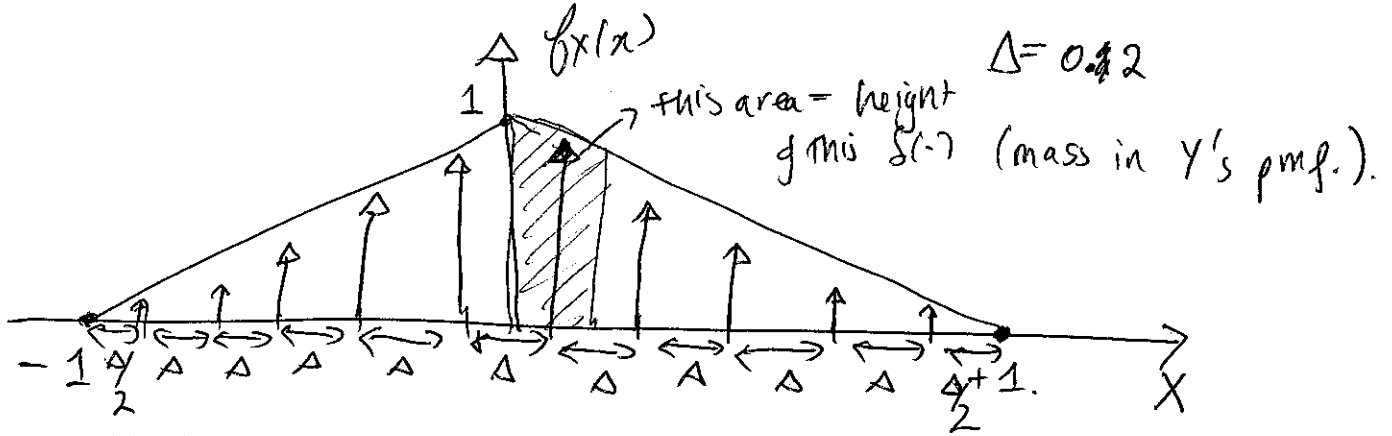


Quantization:

①



Before, $\Delta = 1$ (round to nearest integer).



How many levels do we need to quantize to, to achieve a certain quality? Often "quality" is measured in "Signal to Noise Ratio" (SNR)

Here, noise \equiv quantization. (signal-to-quantization-noise ratio)

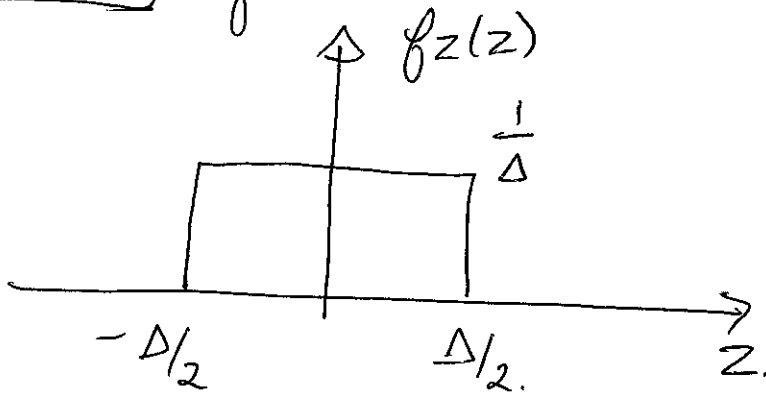
To get SNR, need "power" of signal $E[X^2]$ if $\mu_X = 0$, and the "power" of the quantization noise $E[(X-Y)^2]$

In general $X \rightarrow$ Quantizer, step size Δ $\rightarrow Y$.

(2)

$$|X - Y|_{\max} = \frac{\Delta}{2}$$

Let $Z = X - Y =$ quantization error, then Z has PDF approximately equal to



Then $E[Z^2] = \text{var}(Z) + \mu_z^2 =$ "power" of the error signal.
 $= (\text{span})^2 + 0^2 = \frac{\Delta^2}{3}$

Signal (power) to ^{1/2} quantization ^{1/2} "noise" power

$$\text{SNR}_Q \triangleq \frac{E[X^2]}{E[Z^2]}$$

$$\text{SNR}_Q (\text{dB}) \triangleq 10 \log_{10} \left(\frac{E[X^2]}{E[Z^2]} \right)$$

EX: RV X is uniform, continuous over $[-10, +10]$. How many output levels are needed to ensure that

$$\text{SNR}_Q \text{ (dB)} \geq 60 \text{ dB.}$$

Assume the quantization is uniform, of length Δ .

Let $L = \#$ output levels. Then, since they are uniformly spaced over $[-10, +10]$, $\Delta = \frac{\text{span}}{L} = \frac{20}{L}$.

$$\text{Therefore, } E[Z^2 = (X-Y)^2] \approx \frac{\Delta^2}{12} = \frac{\left(\frac{20}{L}\right)^2}{12} = \frac{20^2}{12L^2}.$$

$$\text{Also, } E[X^2] = \text{Var}(X) + \mu_x^2 = \frac{(\text{span } X)^2}{12} = \frac{20^2}{12}$$

$$\text{Thus, } \text{SNR}_Q = \frac{20^2/12}{20^2/12L^2} = L^2$$

$$\Rightarrow 10 \log_{10}(\text{SNR}_Q) \geq 60 \quad (\text{dB}).$$

$$10 \log_{10}(L^2) \geq 60$$

$$20 \log_{10}(L) \geq 60$$

$$\Rightarrow \log_{10}(L) \geq 3.$$

$$\Rightarrow \boxed{L \geq 1000}$$