

Table of Contents

Abstract.....	ii
Acknowledgements	iv
Table of Contents	vi
List of Figures	ix
List of Tables	xi
Chapter 1. Introduction.....	1
Section 1.1. Problem Description	1
Section 1.2. Early Parallel Investigations.....	4
Chapter 2. Early Attempts	9
Section 2.1. Initial Literature Search.....	9
Section 2.2. Audio Frequency Spread Spectrum	12
Section 2.3. The Wow and Flutter Roadblock.....	21
Section 2.4. Attempts with Conventional Methods	43
Section 2.4.1. A Form of Differential Phase Shift Keying (DPSK).....	44
Section 2.4.2. Coding with Changes in Spectral Shape.....	45
Chapter 3. The Solution.....	48
Section 3.1. A Hybrid ASK/FSK Approach.....	48
Section 3.1.1. Keying on Sinusoids.....	48
Section 3.1.2. Control Function.....	58
Section 3.1.3. Data Subbands and Triplication Codes.....	60
Section 3.1.4. Bit Voting in Time.....	65
Section 3.1.5. Cyclic Redundancy Check	67
Section 3.1.6. Frequency Locking Mechanism	69
Section 3.2. Code Insertion with Psychoacoustic Masking.....	73
Section 3.2.1. Masking Overview	73
Section 3.2.2. Code Insertion Using Psychoacoustic Masking.....	74

Section 3.2.3. Practical Notes Regarding Code Insertion.....	82
Chapter 4. Fine Tuning.....	86
Section 4.1. Sampling Rate and FFT Size.....	87
Section 4.2. Signal Block Overlap Considerations.....	90
Section 4.3. FFT Window Choice.....	92
Section 4.4. Spectral Estimation Method.....	96
Section 4.5. Weighting of Received Bits.....	98
Section 4.6. Sinusoid Detection Threshold Levels.....	101
Section 4.7. Hard Versus Soft Decoding.....	102
Section 4.8. Audio Signal Quantization.....	105
Section 4.9. Miscellaneous Parameters.....	109
Chapter 5. Implementation and Development.....	112
Section 5.1. Hardware Implementation.....	112
Section 5.1.1. Component Descriptions.....	112
Section 5.1.2. Power supply vs. battery (noise interference).....	117
Section 5.2. Audio Amplifiers and Filters.....	122
Section 5.2.1. Original Design.....	122
Section 5.2.2. Elliptic Filter with Finite-Transmission Zeros.....	127
Section 5.2.3. Compensation and Pre-Emphasis Filter.....	139
Section 5.2.4. Pre-Amplifier and Compressor Circuit.....	141
Section 5.3. DSP Program.....	144
Section 5.3.1. Audio Input and Processing.....	144
Section 5.3.2. Audible User Feedback.....	147
Section 5.4. AudioLink Evolution.....	148
Section 5.5. Modes and Capabilities.....	149
Section 5.6. Code Insertion Programs.....	153
Section 5.6.1. C/C++ Windows Programming.....	153
Section 5.6.2. Compensation for Inaccurate Sampling Rates.....	157
Chapter 6. Performance Analysis.....	159
Section 6.1. Early Testing During Development.....	159
Section 6.1.1. Signal Level Versus Microphone Distance.....	160
Section 6.1.2. Robustness to Extraneous Room Noise.....	161
Section 6.2. Performance Analysis of the Final Prototype.....	162
Section 6.2.1. Test 1.....	168
Section 6.2.2. Test 2.....	169
Section 6.2.3. Test 3.....	170
Section 6.2.4. Test 4.....	171
Section 6.2.5. Test 5.....	175
Section 6.2.6. Test 6.....	177

Section 6.2.7. Test 7.....	178
Chapter 7. Field Test Results.....	180
Section 7.1. NBC Demonstration.....	180
Section 7.2. Virginia Tech Orange Bowl National Broadcast.....	184
Section 7.3. Hotel Roanoke Field Test.....	185
Section 7.4. Virginia Tech Campus Tests	194
Section 7.5. Future Field Tests	196
Chapter 8. A Digital Cousin	197
Section 8.1. Introduction	197
Section 8.2. Description of Coding Method and Results to Date.....	198
Section 8.3. Other Future Work.....	207
Chapter 9. Conclusion	210
Section 9.1. The Planned Future of the AudioLink	212
Section 9.2. Possible Improvements and Suggestions for Future Work.....	213
Section 9.2.1. Improved Detection Capability	213
Section 9.2.2. Improved Error Correction	214
Section 9.2.3. Improved Signal Masking.....	215
Section 9.2.4. Automatic Selection of Code Insertion Locations	216
Bibliography.....	219
Vita	223