



# **SNS COLLEGE OF TECHNOLOGY**

**Coimbatore-35**  
**An Autonomous Institution**

Accredited by NBA – AICTE and Accredited by NAAC – UGC with 'A+' Grade  
Approved by AICTE, New Delhi & Affiliated to Anna University, Chennai



## **DEPARTMENT OF BIOMEDICAL ENGINEERING**

### **19BMB302 - BIOMEDICAL SIGNAL PROCESSING**

**III YEAR/ V SEMESTER**

## **Unit V : DATA REDUCTION TECHNIQUES**



- Turning point algorithm
- AZTEC algorithm
- CORTES algorithm
- **Fan algorithm**
- Huffman algorithm



# FAN algorithm

- Originally used for ECG telemetry, the Fan algorithm draws lines between pairs of starting and ending points so that all intermediate samples are within some specified error tolerance
- Figure 1 illustrates the principles of the Fan algorithm.
- We start by accepting the first sample  $X_0$  as the nonredundant permanent point.
- It functions as the origin and is also called the originating point.
- We then take the second sample  $X_1$  and draw two slopes  $\{U_1, L_1\}$ .
- $U_1$  passes through the point  $(X_0, X_1 + \varepsilon)$ , and  $L_1$  passes through the point  $(X_0, X_1 - \varepsilon)$ .
- If the third sample  $X_2$  falls within the area bounded by the two slopes, we generate two new slopes  $\{U_2, L_2\}$  that pass through points  $(X_0, X_2 + \varepsilon)$  and  $(X_0, X_2 - \varepsilon)$ .



# FAN algorithm



- We compare the two pairs of slopes and retain the most converging (restrictive) slopes (i.e.,  $\{U1, L2\}$  in our example).
- Next we assign the value of  $X2$  to  $X1$  and read the next sample into  $X2$ . As a result,  $X2$  always holds the most recent sample and  $X1$  holds the sample immediately preceding  $X2$ .
- We repeat the process by comparing  $X2$  to the values of the most convergent slopes.
- If it falls outside this area, we save the length of the line  $T$  and its final amplitude  $X1$  which then becomes the new originating point  $X0$ , and the process begins anew.
- The sketch of the slopes drawn from the originating sample to future samples forms a set of radial lines similar to a fan, giving this algorithm its name.



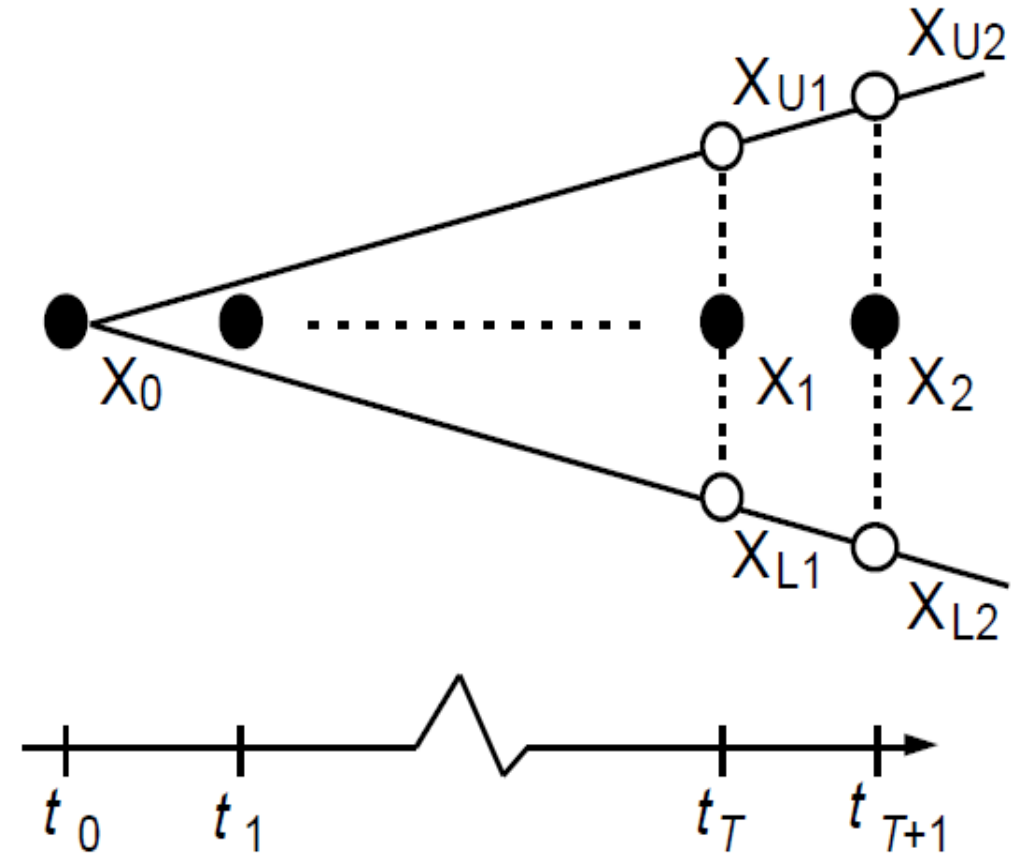
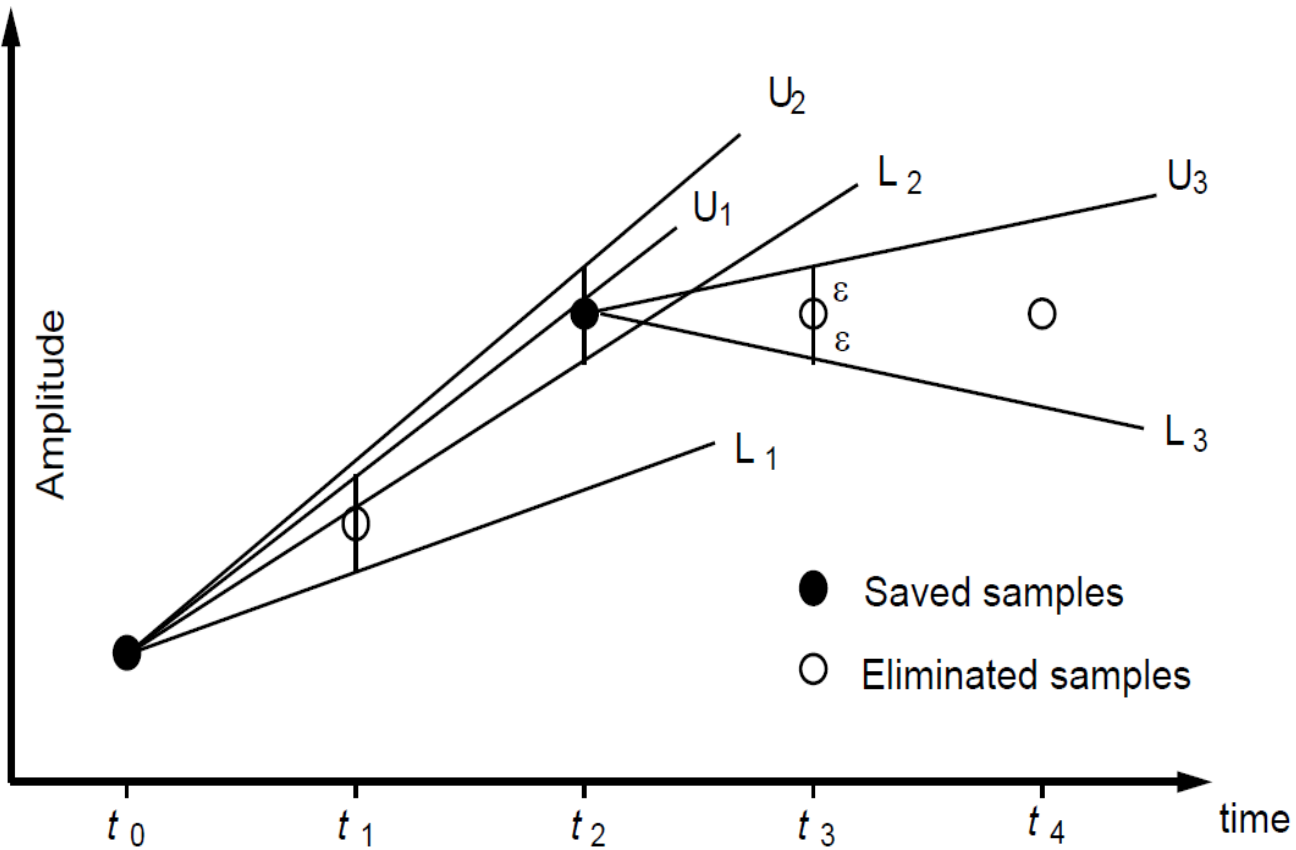
- When adapting the Fan algorithm to C-language implementation, we create the variables,  $XU1$ ,  $XL1$ ,  $XU2$ , and  $XL2$ , to determine the bounds of  $X2$ .

- From Figure we can show that

$$X_{U2} = \frac{X_{U1} - X_0}{T} + X_{U1}$$

$$X_{L2} = \frac{X_{L1} - X_0}{T} + X_{L1}$$

- $T = tT - t0$ .





# Thank You!