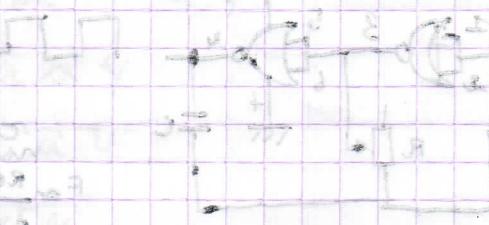


colors

FPGA 21

29-10-2024

E PROM  
 r e n e  
 r o o d L m  
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 l t z m o  
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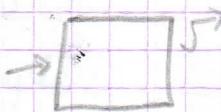
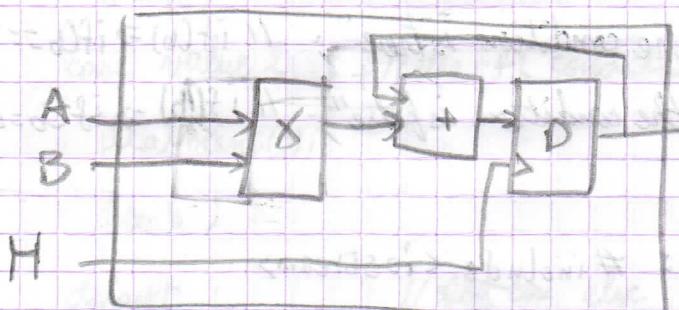


$$M = \frac{N}{2}$$

Unité MAC

Multiplication et accumulation

$$y(n) = \sum_{n=0}^{N-1} A(n) B(n)$$

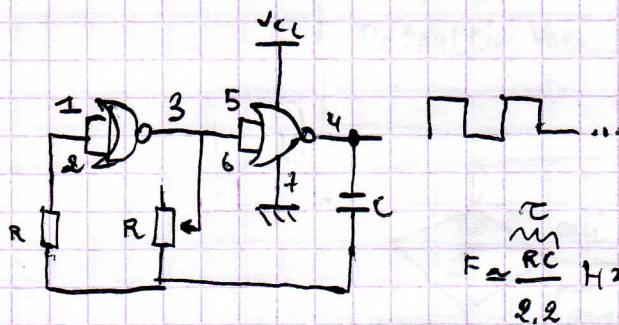


□

$$T = (R_1 + R_2) C \ln \left( \frac{E + V_0}{E - V_0} \right)$$

$\approx 2.2$

$$f_{\text{VERCS max}} = 2 \text{ MHz}$$



## Les instruction

POO

coups

```
#include <iostream>
```

```
int main {
```

```
    bool b=true; // 1ère évaluation b=false
```

```
    if(b) std::cout << "the condition is true"; // if(b) => if(b==true)
```

```
    else std::cout << "the condition is false"; // if(!b) => if(b==false)
```

```
}
```

Les opérateurs logiques : #include <iostream>

```
int main {
```

```
    bool a=true;
```

```
    bool b=true;
```

```
    if(a && b) { // And => && ; Or => ||
```

```
        std::cout << "the entire condition is true";
```

```
    } else {
```

```
        std::cout << "the entire condition is false";
```

```
}
```

```
}
```

## Les opérateurs de comparaison :

$\text{if } (x == y) \Rightarrow$  si  $x$  égale à  $y$

$x >= y \Rightarrow$   $x$  supérieur ou égale à  $y$

$x <= y \Rightarrow$   $x$  inférieur ou égal à  $y$

$x > y \Rightarrow$   $x$  supérieur à  $y$

$x < y \Rightarrow$   $x$  inférieur à  $y$

$x \& y \Rightarrow$   ~~$x$  et  $y$~~   $x$  et  $y$

$x || y \Rightarrow$   $x$  ou  $y$

## Instruction Switch

switch (condition) {

case value 1 : // if ( condition == value1)

Statement();

break;

case value 2 : // else if ( condition == value2)

Statement();

break;

default : // else

Statement();

break;

}

## Exemple :



```
#include <iostream>
int main() {
    int x=3;
    switch(x) {
        case 1:
            std::cout << "the value is 1";
            break;
        case 2:
            std::cout << "the value is 2";
            break;
        case 3:
            std::cout << "the value is 3";
            break;
        default:
            std::cout << "the value is neither 1,2 nor 3";
            break;
    }
}
```

### for Loop

```
#include <iostream>
int main() {
    for (int i=0; i<10; i++) {
        std::cout << "i = " << i << '\n';
    }
}
```

### les fonctions

```
#include <iostream>
```

```
int mysquare(int x);
```

```
int main {
```

```
    int result = mysquare(2);
```

```
    std::cout << "number 2 square is:" << result;
```

```
}
```

```
int mysquare (int x){
```

```
    return x*x;
```

```
}
```

```
#include <iostream>
```

```
int mysum (int x, int y);
```

```
int main {
```

```
    int result = mysum (5,10);
```

```
    std::cout << "The sum is: " << result;
```

```
}
```

```
int mysum (int x, int y) {
```

```
    return x+y;
```

```
}
```

30 - 10 - 2024

cols

## SAB//TAS

- non-recursive systems:

$$y(n) = \sum_{i=-\infty}^{+\infty} h_i(x(i)) = h(n) * x(n)$$

→ the output  $y$  depends only on the input signal  $x$

- Recursive System

$$\sum_{i=0}^{N-1} y(n-i) b_i = \sum_{j=0}^{m-1} x(n-j) a_j$$

$$\Rightarrow y(n) b_0 = \sum_{j=0}^{m-1} x(n-j) a_j - \sum_{i=1}^{N-1} y(n-i) b_i$$

$$y(n) = \sum_{j=0}^{m-1} \frac{a_j}{b_0} x(n-j) - \sum_{i=1}^{N-1} \frac{b_i}{b_0} y(n-i)$$

$$\frac{a_j}{b_0} = A_j$$

$$\frac{b_i}{b_0} = B_i$$

$$y(n) = \sum_{j=0}^{m-1} A_j x(n-j) - \sum_{i=1}^{N-1} B_i y(n-i)$$

→ Recursive Systems are described by the following equations:

$$\sum_{i=0}^{N-1} a_i y(n-i) = \sum_{k=0}^{m-1} b_k x(n-k)$$

$$\Rightarrow y(n) = - \sum_{i=1}^{m-1} A_i y(n-i) + \sum_{k=0}^{N-1} B_k x(n-k)$$

which have the following transfer function ((System function))

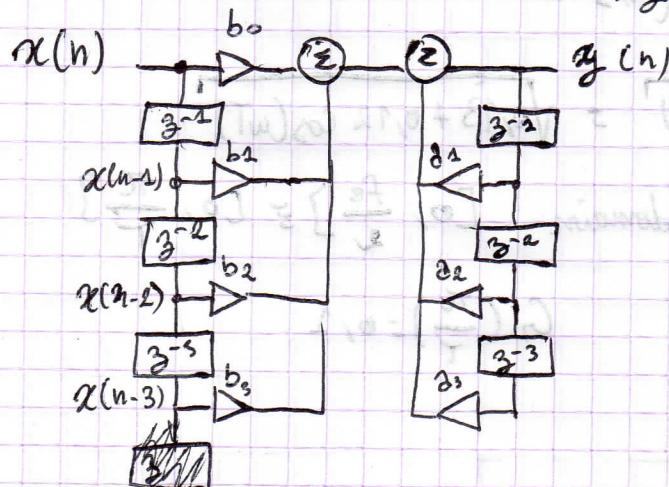
$$H(z) = \frac{Y(z)}{X(z)} = \frac{\sum_{k=0}^{m-1} b_k z^{-k}}{1 + \sum_{i=1}^{N-1} a_i z^{-i}}$$

\* if  $z = e^{j\omega t}$   $\Rightarrow H(f) = H(z)$  for  $z = e^{j2\pi f t}$  R.F

$$\text{So: } H(f) = \frac{\sum_{k=0}^{m-1} b_k e^{-j2\pi f k}}{1 + \sum_{i=1}^{N-1} a_i e^{-j2\pi f i}}$$

## Design Structure (realization)

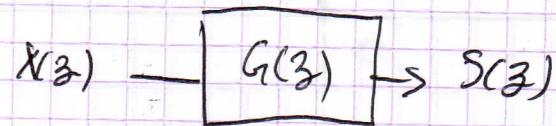
Example  $M=4$ ,  $L=3 \Rightarrow y(n) = b_0 x(n) + b_1 x(n-1) + b_2 x(n-2) + b_3 x(n-3) - a_1 y(n-1) - a_2 y(n-2) - a_3 y(n-3)$



31/10/2024

## SAN cours

$$G(z) = \frac{1}{z - 0.5} = \frac{S(z)}{X(z)} = \frac{z^{-1}}{1 - 0.5z^{-1}}$$



$$\Rightarrow S(z) (1 - 0.5z^{-1}) = X(z) z^{-1}$$

$$S(z) = X(z) z^{-1} - 0.5z^{-1} S(z)$$

$$\Rightarrow s(k) = x(k-1) - 0.5 s(k-1) ; s(0) = \lim_{k \rightarrow \infty} (s(k)) = \lim_{z \rightarrow 1} (1 - z^{-1}) S(z)$$

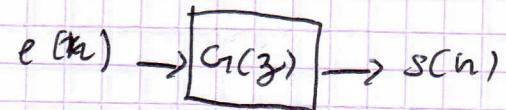
$$s(k) = \{s(0), s(1), s(2), \dots, s(\infty)\}$$

$$= \lim_{z \rightarrow 1} (1 - z^{-1}) X(z) G(z)$$

Détermination de courbe de la réponse fréquentielle du système

$$s(n) = 0.5 e(n-1) + 0.2 e(n)$$

$$S(z) = 0.5 z^{-1} E(z) + 0.2 E(z)$$



$$G(z) = \frac{S(z)}{E(z)} = 0.5 z^{-1} + 0.2$$

En remplace  $z$  par  $e^{j\omega T}$  pour obtenir la TF de  $G(z)$

$$G(e^{j\omega T}) = 0.5 e^{j\omega T} + 0.2$$

$$= 0,5(\cos(\omega T) - j \sin(\omega T)) + 0,2$$

$$= [0,5 \cos(\omega T) + 0,2] - j[\sin(\omega T)]$$

$$|G_1(e^{j\omega T})| = \sqrt{[0,5 \cos(\omega T) + 0,2]^2 + \sin^2(\omega T)} = \sqrt{0,13 + 0,12 \cos(\omega T)}$$

on travaille dans le domaine  $[0, \frac{f_0}{2}] \subset [0, \frac{\pi}{T}]$

$$|G_1(e^{j\omega T})| \quad G_1(0) = 0,5$$

$$G_1\left(\frac{\pi}{T}\right) = 0,1$$

