

Project Status

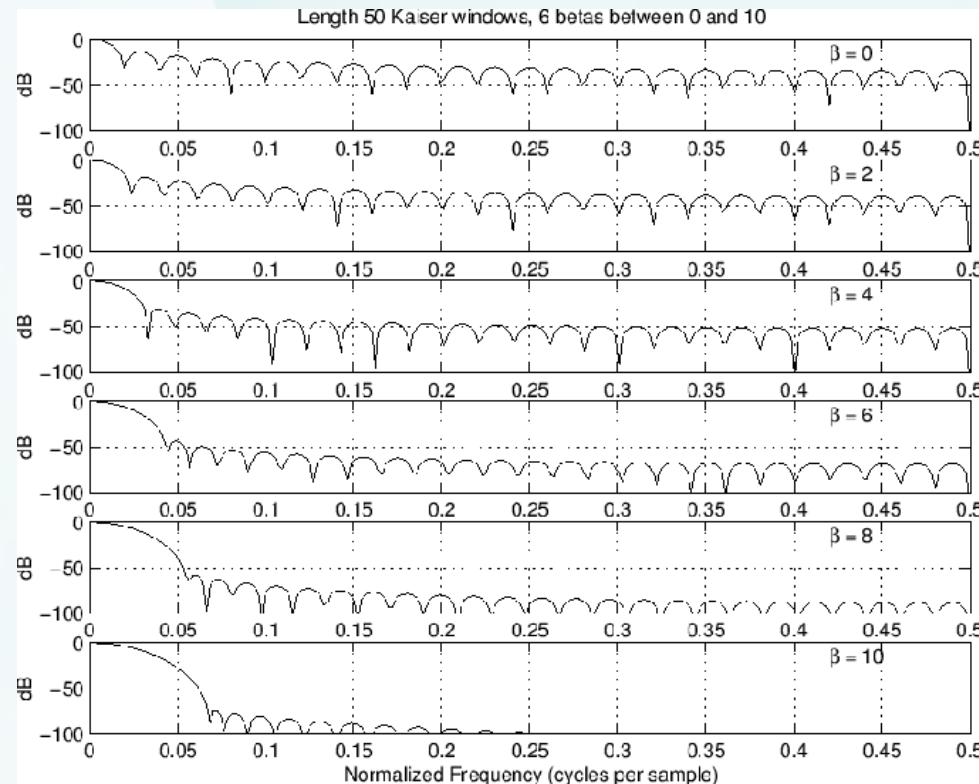
PIEIC

Oscilloscope based in FPGA

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Why Kaiser Window is best?

- Computes a length n window with parameter β
- **One-parameter family** of window functions (β)
 - Trade-off between main lobe width and secondary lobe attenuation
 - As β increases, the relative sidelobe attenuation decreases and the main lobe width increases



Fixed-Point Arithmetics

```
1  #ifndef __FIXED_POINT_H__
2  #define __FIXED_POINT_H__
3
4  typedef uint16_t fixed_point_t;
5
6  #define FIXED_POINT_LEN      16
7  #define FRACTION_BITS      15
8
9  #endif // !__FIXED_POINT_H__
```

```
% get filter attributes
[coefs, M] = low_pass_filter(1000, [20 60], [0.1 0.1]);
% convert to fixed-point (15 fraction bit)
x_coefs = round(coefs * 2^15);
```



```
/* Low Pass Filter
 * Sampling freq: 1000 Hz
 * Passband freq: 20 Hz
 * Stopband freq: 60 Hz
 * Ripples: 0.1
 */
// filter order
#define _M_ 28
// filter coefficients
const float coefs[_M_ + 1] =
{
    0.014604,0.022937,0.031619,0.040364,0.048874,
    0.056849,0.064003,0.070075,0.074839,0.078118,
    0.07979,0.07979,0.078118,0.074839,0.070075,
    0.064003,0.056849,0.048874,0.040364,0.031619,
    0.022937,0.014604
};

const fixed_point_t x_coefs[_M_ + 1] =
{
    479,752,1036,1323,1602,1863,2097,2296,
    2452,2560,2615,2615,2560,2452,2296,
    2097,1863,1602,1323,1036,752,479
};

int main(int argc, char *argv[])
{
    printf("\nfloating point coefs size: %d bytes\n", sizeof(coefs));
    printf("fixed point coefs size: %d bytes\n\n", sizeof(x_coefs));
    return 0;
}
```

```
PS C:\code> gcc -o main .\test.c
```

```
PS C:\code> ./main
```

```
floating point coefs size: 116 bytes
fixed point coefs size: 58 bytes
```



```
void ADC_Callback(filter_t *filter)
{
    uint16_t y;
    uint16_t adcValue;

    // sample value
    adcValue = ADC_GetValue();

    // apply selected filter
    y = filter_calc(&filter, adcValue);
    // convert fixed-point to uint
    y *= pow(2, -FRACTION_BITS);

    // Send filtered signal to DAC
    output(y);
}
```

```
int filter_calc(filter_t *ft, fixed_point_t x)
{
    int y = 0;
    int i = ft->M;

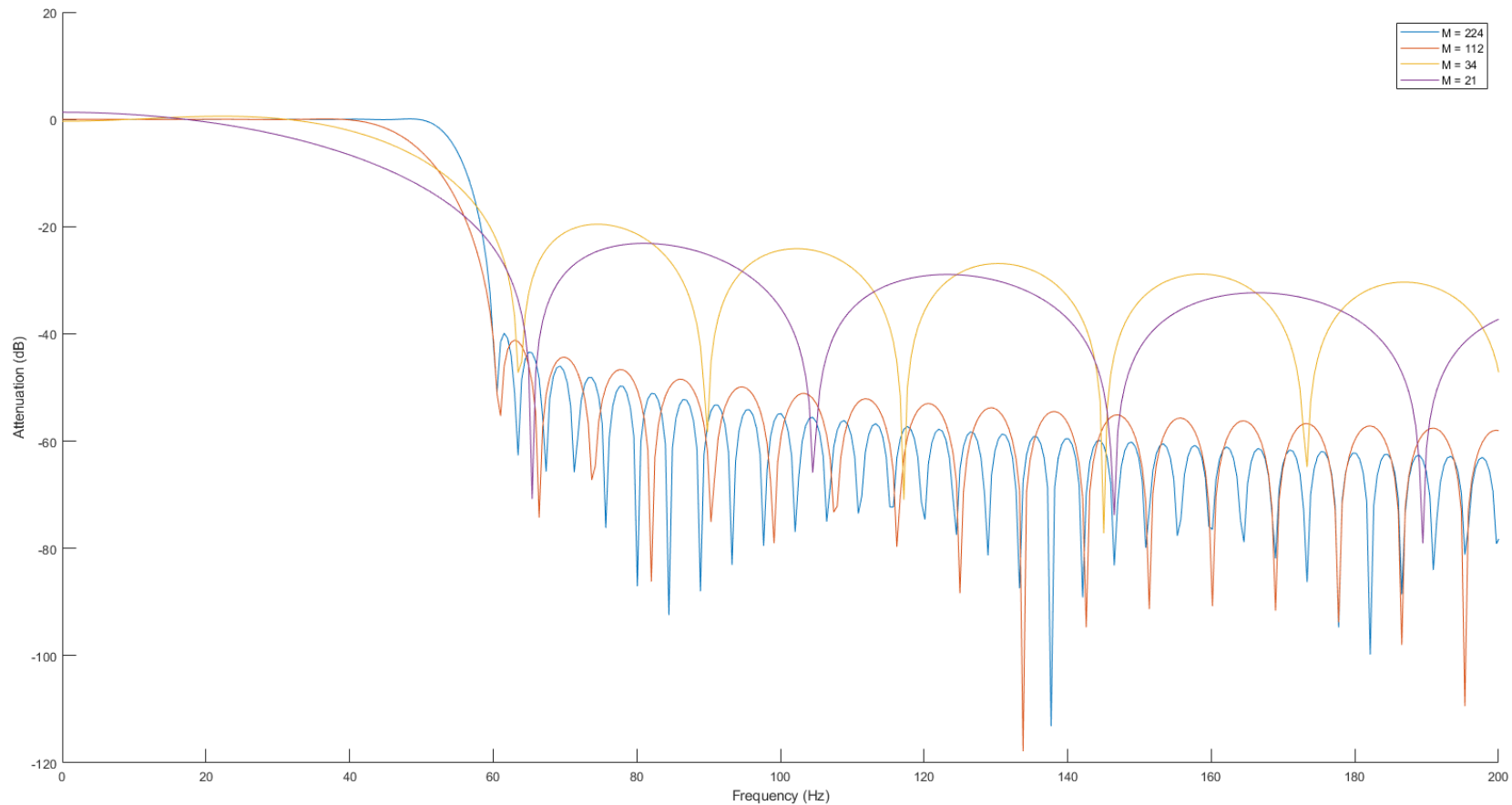
    while(i != 0)
    {
        // Update x_ant values
        ft->x_ant[i] = ft->x_ant[i-1];
        // Add to y only the x_ant values
        y += ft->x_coefs[i] * ft->x_ant[i];
        i--;
    }
    // Update last received X value
    ft->x_ant[0] = x;
    // Add it to y
    y += ft->x_coefs[i] * ft->x_ant[i];

    // add dc component
    y += ft->dc;

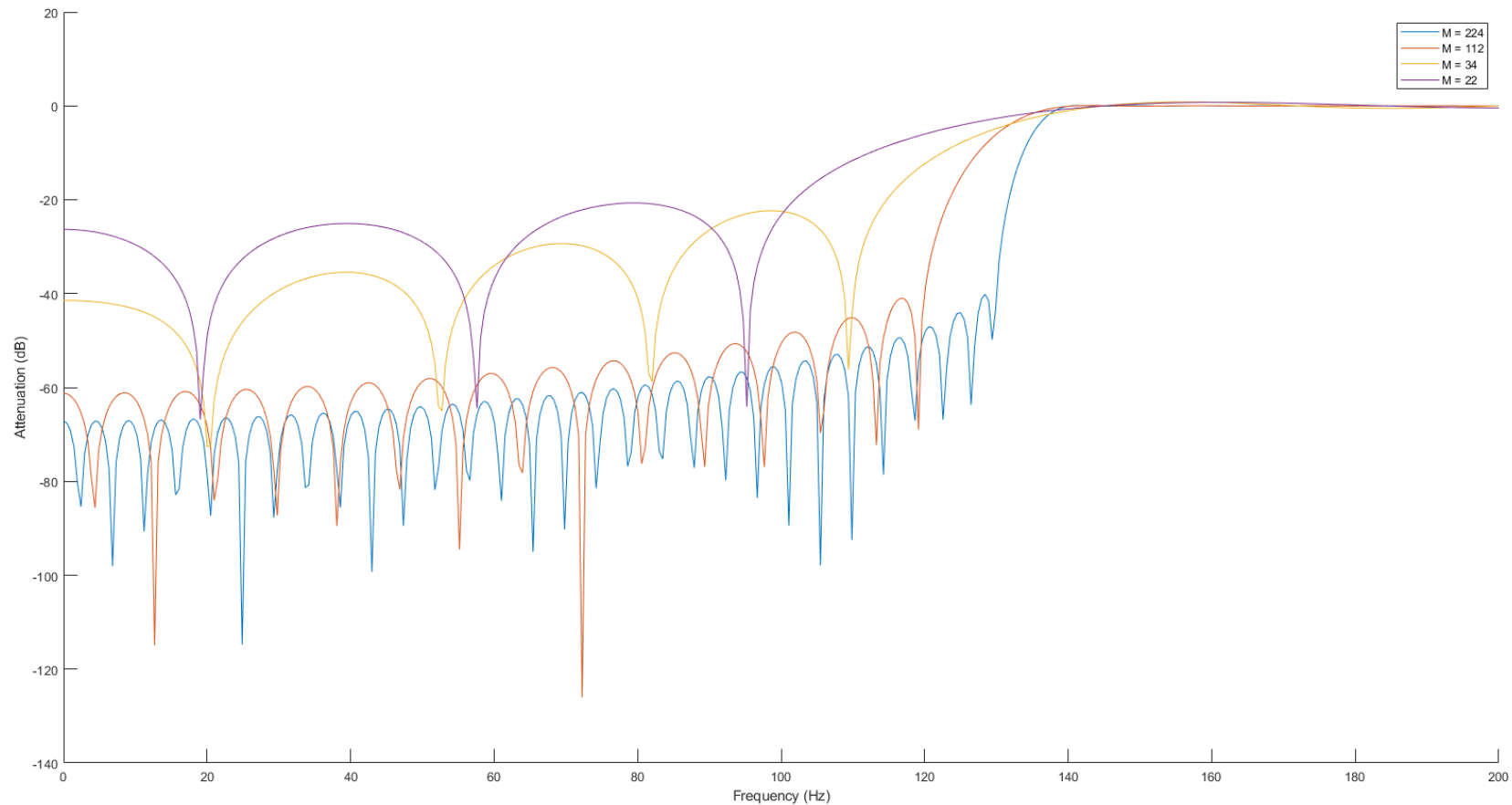
    // Return filtered (x) value
    return y;
}
```

Different Order Filters Comparison

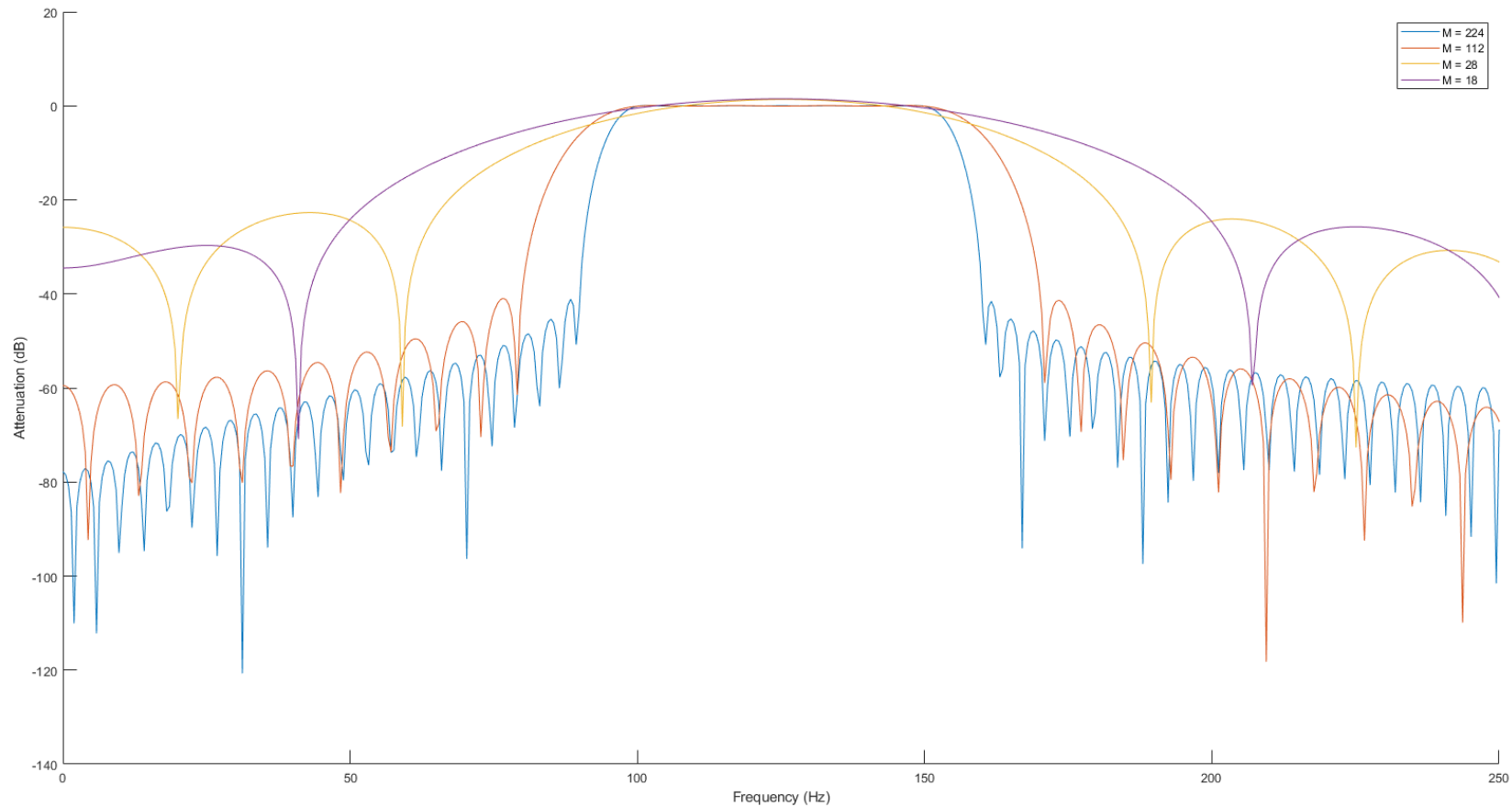
Low Pass Filter



High Pass Filter



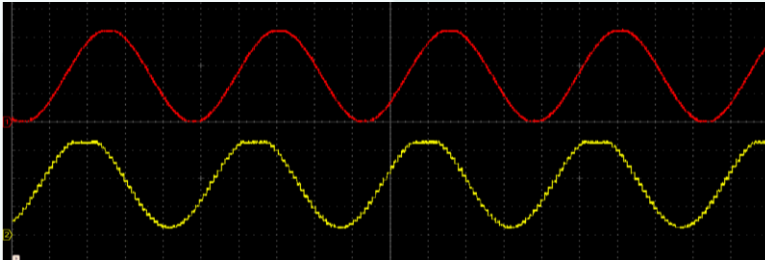
Band Pass Filter



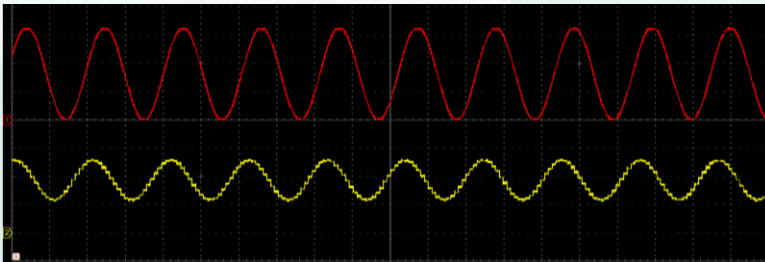
LPF response

- $M=90$

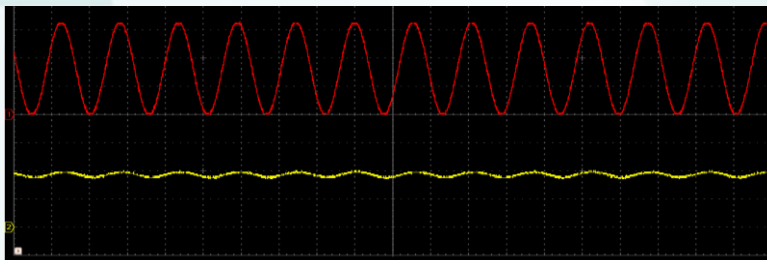
- 20 Hz



- 50 Hz

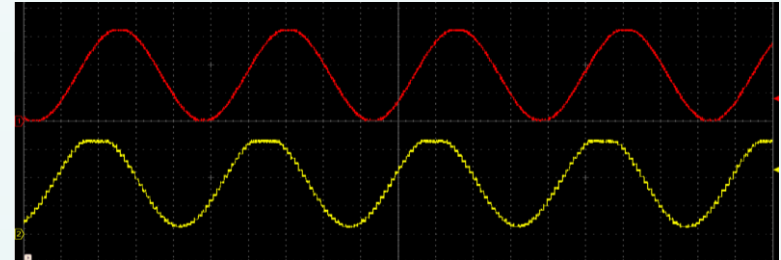


- 100 Hz

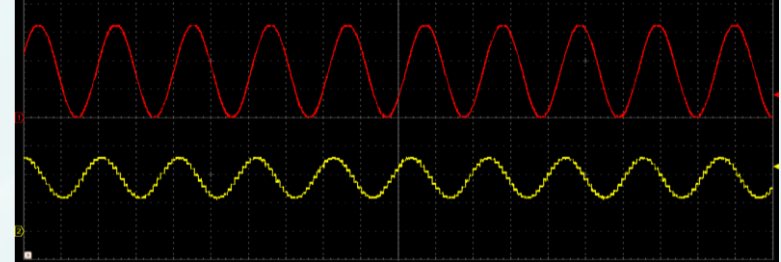


- $M=28$

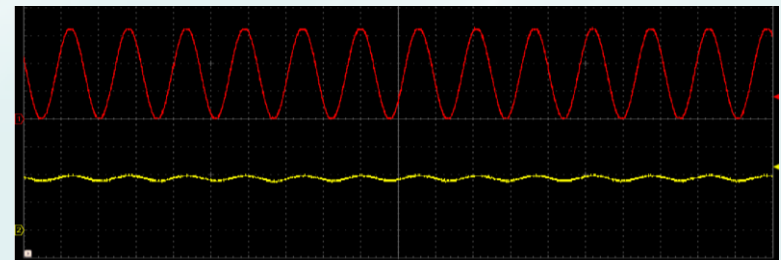
- 20 Hz



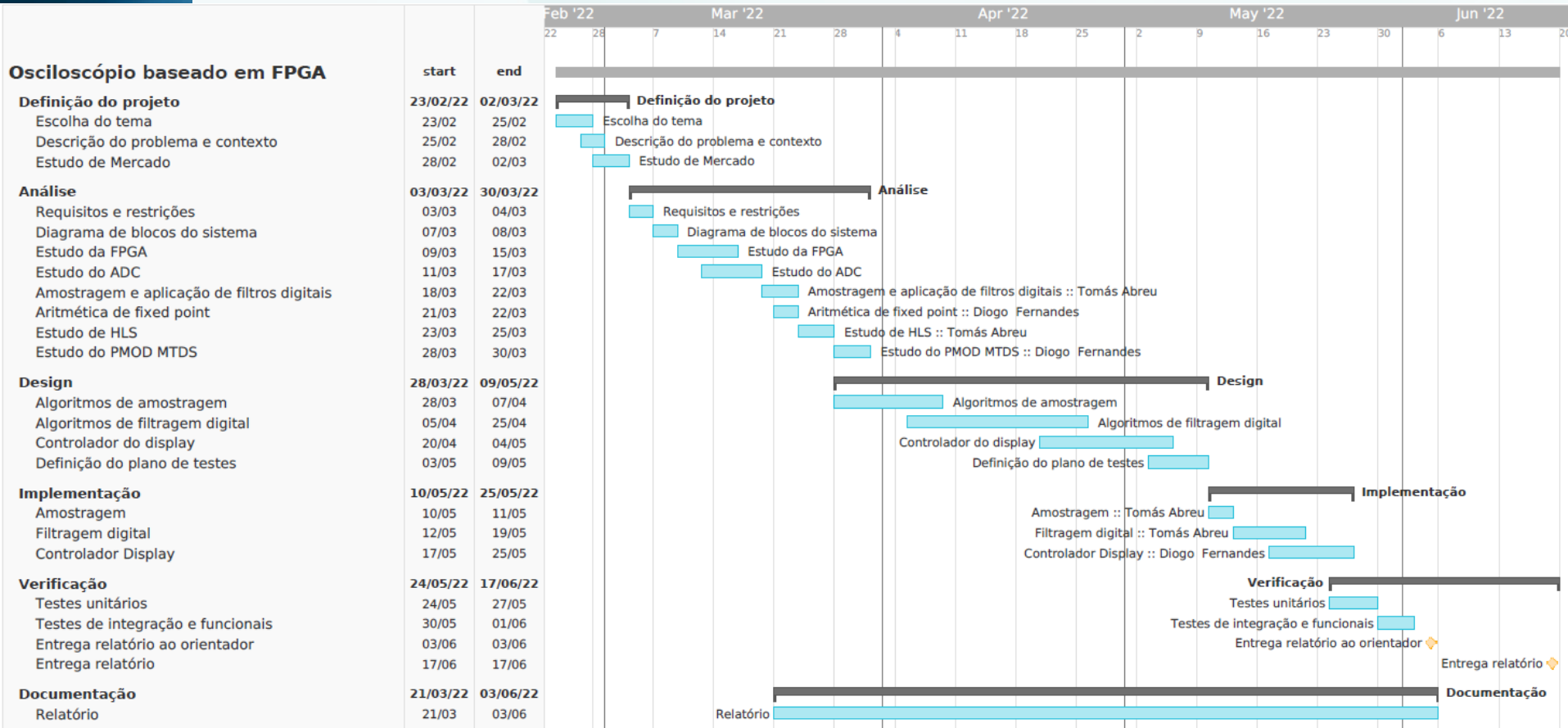
- 50 Hz



- 100 Hz



Gantt Diagram



- Introdução
 - Definição do problema
 - Estudo de mercado
- Estado da Arte
 - Amostragem
 - Filtros Digitais
 - Aritmética de fixed point
- Análise
 - Requisitos e restrições
 - Diagrama de blocos do sistema
- Especificação do Sistema
 - Placa de desenvolvimento Zybo Z7-10
 - ADC
 - ...
 - Display PMOD MTDS
- Desenho do Sistema
 - Algoritmos de Amostragem
 - Algoritmos de Filtragem Digital
 - Controlador do Display
 - Definição do plano de testes
- Implementação do Sistema
- Resultados Experimentais

Questions?