Audio Engine

User Manual

STM32G474 DSP Audio Playback System
Version 2.0

`8-bit | 16-bit | Mono | Stereo | Runtime DSP | No FPU`

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Audio Engine User Manual

Overview

The Audio Engine is a reusable, embedded DSP audio playback system designed for the STM32G474 microcontroller with I2S2 audio output to a MAX98357A digital amplifier.

Key Features

- **Dual Format Support**: 8-bit and 16-bit audio playback
- **Flexible Modes**: Mono and stereo playback
- **DSP Filter Chain**: Runtime-configurable filters with fixed-point arithmetic
- **No FPU Required**: All DSP operations use integer math for MCU efficiency
- **Sample Rate**: Default 22 kHz (configurable)
- **DMA-Driven**: Efficient I2S streaming with double-buffering
- **Low Latency**: ~93 ms playback latency with 2048-sample buffer

Core Capabilities

Feature	Specification
Sample Rates	22 kHz (default), configurable
Audio Depths	8-bit unsigned, 16-bit signed
Channels	Mono, Stereo
Buffer Size	2048 samples (ping-pong DMA)
Nyquist Frequency	11 kHz @ 22 kHz sample rate
Volume Control	Software configurable (0-3x gain)
Fade Effects	In/Out (~93 ms at 22 kHz)

Quick Start

1. Initialize the Audio Engine

The audio engine does **not** require an explicit init function. Instead, set up hardware callbacks and configure filters:

```
#include "audio_engine.h"

// Step 1: I2S2 must be initialized via CubeMX
// (This is done automatically in MX_I2S2_Init())

// Step 2: Set up hardware interface callbacks
AudioEngine_DACSwitch = DAC_MasterSwitch;      // GPIO control for amplifier on/off
AudioEngine_ReadVolume = ReadVolume;           // Read volume setting (0-2 levels)
AudioEngine_I2SInit = MX_I2S2_Init;            // Re-init I2S if needed
```

```
// Step 3: Configure filters (optional, defaults are pre-set)
SetLpf16BitLevel(LPF_Soft);                    // Set filter aggressiveness
SetFilterConfig(&my_filter_config);            // Apply complete config

// Audio engine is now ready to play samples
```

2. Play a 16-bit Audio Sample

```
// Assuming 'doorbell_sound' is a 16-bit mono WAV sample in flash memory
// 44,100 bytes = ~2 seconds @ 22 kHz, 16-bit mono

extern const uint8_t doorbell_sound[];
extern const uint32_t doorbell_sound_size;

PB_StatusTypeDef result = PlaySample(
    doorbell_sound,              // Pointer to audio data
    doorbell_sound_size,         // Size in bytes
    22000,                       // Sample rate (Hz)
    16,                          // Bit depth (16 = 16-bit)
    Mode_stereo,                 // Stereo playback
    LPF_Soft                     // Low-pass filter level
);

// Wait for playback to complete
WaitForSampleEnd();
```

3. Configure Filters

```
// Get current filter configuration
FilterConfig_TypeDef cfg;
GetFilterConfig(&cfg);

// Adjust filter levels
cfg.enable_16bit_biquad_lpf = 1;      // Enable 16-bit LPF
cfg.enable_soft_clipping = 1;         // Enable soft clipping to prevent distortion
cfg.lpf_16bit_level = LPF_Medium;     // Medium filtering strength

// Apply new configuration
SetFilterConfig(&cfg);

// Or use convenience function for LPF level
SetLpf16BitLevel(LPF_Aggressive);     // Stronger filtering
```

Architecture

System Block Diagram

```
■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■
■         Audio Sample (Flash Memory)             ■
■  (8-bit PCM or 16-bit WAV format)               ■
■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■
                 ■
                 ▼
        ■■■■■■■■■■■■■■■■■■■■■■■■■■■■
        ■  PlaySample()       ■
        ■  Configuration      ■
        ■■■■■■■■■■■■■■■■■■■■■■■■■■■■
                 ■
        ■■■■■■■■■■■▼■■■■■■■■■
        ■ Sample Pointer   ■
        ■ DMA Setup        ■
        ■ I2S Init         ■
        ■■■■■■■■■■■■■■■■■■■■■■■■
                 ■
    ■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■
    ■  DMA Half-Buffer Done    ■
    ■  → ProcessNextChunk()    ■
    ■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■
                 ■
    ■■■■■■■■■■■■■■■■■▼■■■■■■■■■■■■■■■■■■■■■■■■■■■■
    ■  Per-Sample DSP Filter Chain       ■
    ■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■
    ■ 1. DC Blocking (high-pass)         ■
    ■ 2. Low-Pass Filter (configurable)|
    ■ 3. Soft Clipping                   ■
    ■ 4. Fade In/Out                     ■
    ■ 5. Noise Gate (optional)           ■
    ■ 6. Volume Scaling                  ■
    ■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■■
                 ■
                 ▼
        ■■■■■■■■■■■■■■■■■■■■■■■■■■■■
        ■  I2S DMA Buffer     ■
        ■  (to MAX98357A)     ■
        ■■■■■■■■■■■■■■■■■■■■■■■■■■■■
```

Filter Chain Stages (16-bit Audio)

1. **DC Blocking Filter** (High-Pass)
    - Removes DC offset and very low frequencies (< 44 Hz)
    - Prevents output drift
    - Two variants: standard (44 Hz) and soft (22 Hz)

2. **Biquad Low-Pass Filter**
    - Second-order IIR filter
    - Runtime-configurable aggressiveness: Very Soft → Aggressive
    - Warm-up: 16 passes of first sample to prevent startup artifacts
    - Cutoff range: ~8700 Hz (Very Soft) to ~4100 Hz (Aggressive)

3. **Soft Clipping**
    - Smooth cubic curve limiting above ±28,000
    - Prevents harsh digital clipping
    - Musical, natural-sounding compression

4. **Fade In/Out**
    - Quadratic power curve ramp
    - Default: 2048 samples (~93 ms @ 22 kHz)
    - Smooth entry/exit for audio transitions

5. **Noise Gate** (Optional)
    - Mutes samples below ±512 amplitude
    - Suppresses quantization noise during silence
    - Disabled by default

6. **Volume Scaling**
    - Integer multiplication (0–3x gain)
    - Read from hardware GPIO (3-level selector)
    - Applied per-sample

Filter Chain Stages (8-bit Audio)

1. **8-bit to 16-bit Conversion with Dithering**
    - TPDF (Triangular PDF) dithering reduces quantization noise
    - Upsamples to internal 16-bit working format

2. **Biquad Low-Pass Filter**
    - Same architecture as 16-bit path
    - Separate aggressiveness levels for 8-bit audio
    - Cutoff range: ~3200 Hz (Very Soft) to ~1800 Hz (Aggressive)

3. **Makeup Gain**
    - Post-LPF amplitude compensation (~1.08x default)
    - Configurable via `SetLpfMakeupGain8Bit()`

4. **DC Blocking & Remaining Stages**
    - Same as 16-bit path (steps 1, 3–6)

API Reference

Enumeration Types

`PB_StatusTypeDef`

Audio playback state enumeration.

```
typedef enum {
  PB_Idle,            // No audio playing
  PB_Error,           // Error during playback
  PB_Playing,         // Audio actively playing
  PB_Paused,          // Playback paused
  PB_PlayingFailed    // Playback failed to start
} PB_StatusTypeDef;
```

`PB_ModeTypeDef`

Playback channel mode.

```
typedef enum {
  Mode_stereo,        // Stereo (2-channel) playback
  Mode_mono           // Mono (single-channel) playback
} PB_ModeTypeDef;
```

`LPF_Level`

Low-pass filter aggressiveness level for biquad filters.

```
typedef enum {
  LPF_VerySoft,       // Minimal filtering (α ≈ 0.97)
  LPF_Soft,           // Gentle filtering (α = 0.875)
  LPF_Medium,         // Balanced filtering (α ≈ 0.80)
  LPF_Aggressive      // Strong filtering (α = 0.625)
} LPF_Level;
```

Structure Types

`FilterConfig_TypeDef`

Runtime filter configuration structure.

```
typedef struct {
  uint8_t enable_16bit_biquad_lpf;  // Enable/disable 16-bit biquad LPF
  uint8_t enable_soft_dc_filter_16bit;  // Use softer DC blocking (22 Hz vs 44 Hz)
  uint8_t enable_8bit_lpf;          // Enable/disable 8-bit biquad LPF
  uint8_t enable_noise_gate;        // Enable/disable noise gate
  uint8_t enable_soft_clipping;     // Enable/disable soft clipping
  uint32_t lpf_makeup_gain_q16;     // Post-LPF gain in Q16 fixed-point
  LPF_Level lpf_16bit_level;        // 16-bit LPF aggressiveness
} FilterConfig_TypeDef;
```

Field Descriptions:

- `lpf_makeup_gain_q16` : Gain value in Q16 format (65536 = 1.0x). Default: 70779 (~1.08x)
- `lpf_16bit_level` : Filter aggressiveness affects cutoff frequency and stop-band attenuation

`AudioEngine_HandleTypeDef`

Audio engine state handle (for initialization).

```
typedef struct {
  I2S_HandleTypeDef *hi2s;   // Pointer to I2S HAL handle
  int16_t *pb_buffer;        // Playback buffer (2048 samples)
  uint16_t playback_speed;   // Default playback speed (Hz)
} AudioEngine_HandleTypeDef;
```

Function Reference

Function Reference

Hardware Setup (Done in CubeMX + main.c)

Before playing audio, ensure:

1. **I2S2 is configured** in CubeMX (22 kHz, 16-bit, DMA enabled)
2. **Hardware callbacks are set** in main initialization
3. **Filters are configured** to desired settings

No explicit `AudioEngine_Init()` call is required—the audio engine uses global state that is pre-initialized when the module loads.

Playback Control

`PlaySample()`

Start playback of an audio sample.

```
PB_StatusTypeDef PlaySample(
    const void *sample_to_play,
    uint32_t sample_set_sz,
    uint16_t playback_speed,
    uint8_t sample_depth,
    PB_ModeTypeDef mode,
    LPF_Level lpf_level
);
```

Parameters:

- `sample_to_play` : Pointer to audio data in flash/RAM
- `sample_set_sz` : Total size in bytes (not samples)
- `playback_speed` : Sample rate in Hz (typically 22000)
- `sample_depth` : 8 or 16 (bits per sample)
- `mode` : `Mode_mono` or `Mode_stereo`
- `lpf_level` : LPF aggressiveness (LPF_VerySoft to LPF_Aggressive)

Returns:

- `PB_Playing` if playback started successfully
- `PB_Error` or `PB_PlayingFailed` on error

Important Notes:

- Audio data is accessed in real-time during playback (must be in accessible memory)
- DMA directly reads from the provided buffer
- For 16-bit mono audio: `sample_set_sz = 2 * num_samples`

- For 16-bit stereo audio: `sample_set_sz = 4 * num_samples` (if interleaved L/R)
- Blocks briefly while starting DMA

Example:

```
extern const uint8_t alert_sound_16bit_mono[];
extern const uint32_t alert_sound_16bit_mono_size;

PB_StatusTypeDef result = PlaySample(
    alert_sound_16bit_mono,
    alert_sound_16bit_mono_size,
    22000,      // Sample rate
    16,         // 16-bit
    Mode_mono,
    LPF_Medium  // Medium filtering
);

if (result != PB_Playing) {
    // Handle error
    printf("Playback failed: %d\n", result);
}
```

`WaitForSampleEnd()`

Block until audio playback completes.

```
PB_StatusTypeDef WaitForSampleEnd(void);
```

Returns:

- `PB_Idle` when playback finishes
- `PB_Error` if playback was interrupted

Example:

```
PlaySample(my_sound, my_sound_size, 22000, 16, Mode_mono, LPF_Soft);
WaitForSampleEnd();  // Wait until done
printf("Playback complete\n");
```

`PausePlayback()`

Pause ongoing playback (can resume later).

```
PB_StatusTypeDef PausePlayback(void);
```

Returns:

- `PB_Paused` on success
- `PB_Idle` if no audio was playing

Example:

```
if (user_pressed_pause_button) {
    PausePlayback();
}
```

`ResumePlayback()`

Resume previously paused audio.

```
PB_StatusTypeDef ResumePlayback(void);
```

Returns:

- `PB_Playing` on success
- `PB_Idle` if no paused audio

Example:

```
if (user_pressed_play_button && prev_state == PB_Paused) {
    ResumePlayback();
}
```

Filter Configuration

`SetFilterConfig()`

Apply a complete filter configuration.

```
void SetFilterConfig(const FilterConfig_TypeDef *cfg);
```

Parameters:

- `cfg` : Pointer to filter configuration structure

Example:

```
FilterConfig_TypeDef cfg = {
    .enable_16bit_biquad_lpf = 1,
    .enable_soft_dc_filter_16bit = 1,
    .enable_8bit_lpf = 1,
    .enable_noise_gate = 0,
    .enable_soft_clipping = 1,
    .lpf_makeup_gain_q16 = 70779,
    .lpf_16bit_level = LPF_Medium
};
SetFilterConfig(&cfg);
```

`GetFilterConfig()`

Read current filter configuration.

```
void GetFilterConfig(FilterConfig_TypeDef *cfg);
```

Example:

```
FilterConfig_TypeDef cfg;
GetFilterConfig(&cfg);
printf("LPF Level: %d\n", cfg.lpf_16bit_level);
```

`SetLpf16BitLevel()`

Change 16-bit LPF aggressiveness (convenience function).

```
void SetLpf16BitLevel(LPF_Level level);
```

Parameters:

- `level` : LPF_VerySoft, LPF_Soft, LPF_Medium, or LPF_Aggressive

Example:

```
SetLpf16BitLevel(LPF_Aggressive);  // Strong filtering
```

`SetLpfMakeupGain8Bit()`

Set post-LPF gain for 8-bit audio.

```
void SetLpfMakeupGain8Bit(float gain);
```

Parameters:

- `gain` : Gain multiplier (e.g., 1.0 = no change, 1.08 = +8%)

Example:

```
SetLpfMakeupGain8Bit(1.15f);  // Boost 8-bit audio by 15%
```

Status Accessors

`GetPlaybackState()`

Query current playback state (for non-blocking polling).

```
uint8_t GetPlaybackState(void);
```

Returns:

- `PB_Idle` , `PB_Playing` , `PB_Paused` , etc.

Example:

```
if (GetPlaybackState() == PB_Playing) {
    printf("Audio is playing...\n");
}
```

`GetPlaybackSpeed()`

Get current sample rate.

```
uint16_t GetPlaybackSpeed(void);
```

Hardware Integration Functions

These must be defined by the application to integrate the audio engine with your specific hardware.

`AudioEngine_DACSwitch()`

Function pointer to control amplifier GPIO (on/off).

```
extern DAC_SwitchFunc AudioEngine_DACSwitch;

// Application must define:
void MyDACControl(GPIO_PinState setting) {
    if (setting == GPIO_PIN_SET) {
        HAL_GPIO_WritePin(AMP_EN_GPIO_Port, AMP_EN_Pin, GPIO_PIN_SET);    // ON
    } else {
        HAL_GPIO_WritePin(AMP_EN_GPIO_Port, AMP_EN_Pin, GPIO_PIN_RESET);  // OFF
    }
}
```

```
// In initialization:
AudioEngine_DACSwitch = MyDACControl;
```

`AudioEngine_ReadVolume()`

Function pointer to read volume setting (0–2 representing 3 levels).

```
extern ReadVolumeFunc AudioEngine_ReadVolume;

// Application must define:
uint8_t MyReadVolume(void) {
    // Read GPIO pins or ADC to determine volume level
    if (volume_high) return 2;
    if (volume_medium) return 1;
    return 0;  // Low
}

// In initialization:
AudioEngine_ReadVolume = MyReadVolume;
```

`AudioEngine_I2SInit()`

Function pointer to re-initialize I2S if needed (called after pause/resume).

```
extern I2S_InitFunc AudioEngine_I2SInit;

// Application must define:
void MyI2SInit(void) {
    MX_I2S2_Init();  // STM32CubeMX-generated initialization
}

// In initialization:
AudioEngine_I2SInit = MyI2SInit;
```

DMA Callbacks

Connect these to your I2S DMA interrupt handlers:

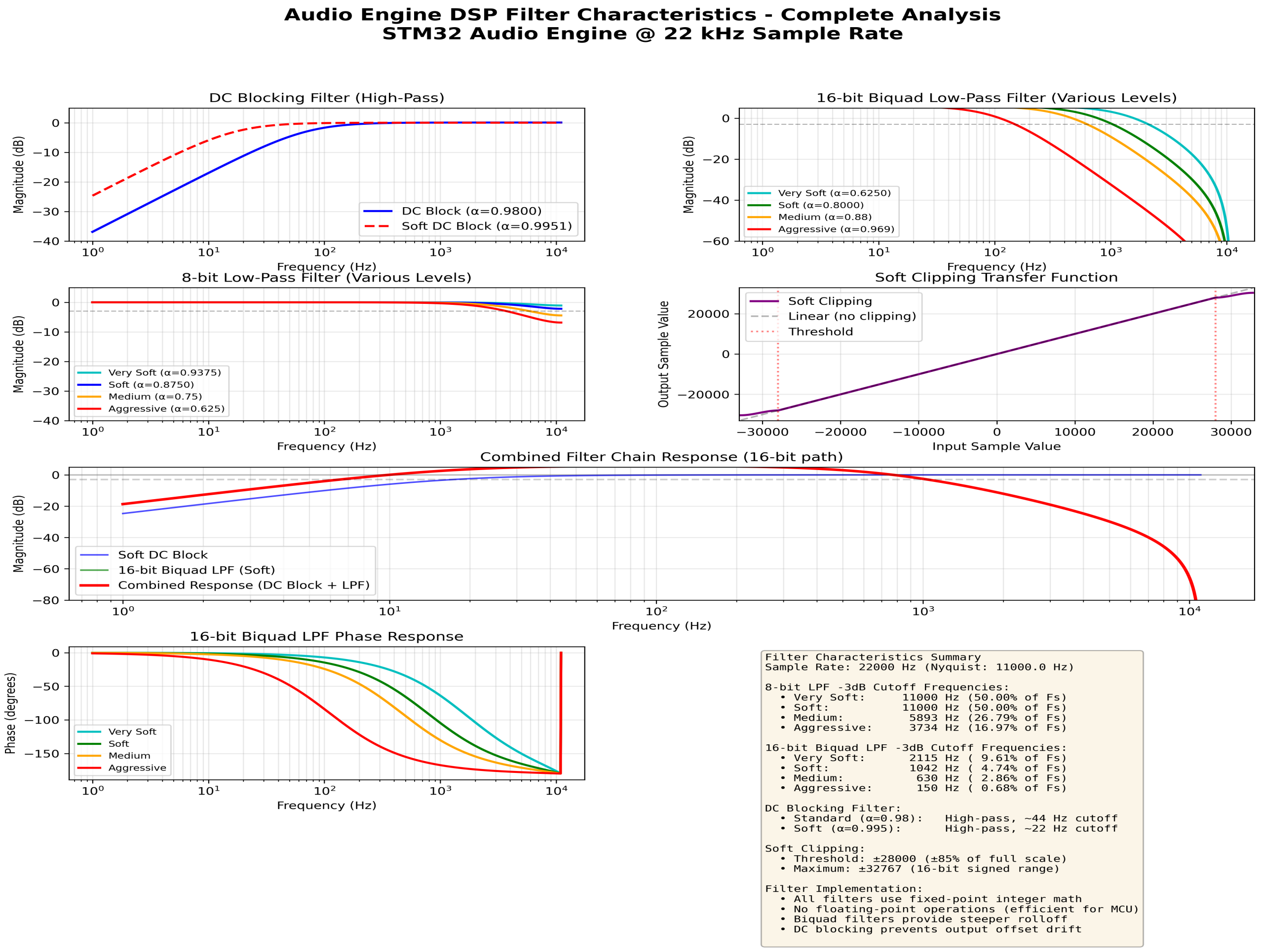
```
// In your I2S interrupt service routine:
void HAL_I2S_TxHalfCpltCallback(I2S_HandleTypeDef *hi2s) {
    // Called when first half of DMA buffer is transmitted
    // Audio engine processes next chunk
}

void HAL_I2S_TxCpltCallback(I2S_HandleTypeDef *hi2s) {
    // Called when second half of DMA buffer is transmitted
}
```

The audio engine provides these implementations that will be called automatically.

Filter Configuration

Figure 1: Comprehensive Filter Frequency Response Analysis



16-bit LPF Aggressiveness Levels

The 16-bit biquad uses higher α for heavier filtering (opposite direction from the 8-bit one-pole), so the level names are mapped from lowest to highest α to stay consistent with the 8-bit naming.

Level	Alpha	Notes
Very Soft	0.625	Lightest filtering / brightest tone
Soft	~0.80	Gentle filtering
Medium	0.875	Balanced filtering
Aggressive	~0.97	Strongest filtering / darkest tone

- Warm-up (16 passes) still runs to suppress startup artifacts at the most aggressive setting.

Recommended Input Range for Best Quality:

The 16-bit biquad has feedback that can cause overshoot and ringing, especially at aggressive filter levels. To avoid clipping while preserving dynamic range:

Level	Recommended Range	Notes
LPF_VerySoft	75–85% of full scale (±24,500 to ±27,750)	Minimal overshoot risk
LPF_Soft	70–80% of full scale (±22,937 to ±26,214)	Good balance (recommended)

LPF_Medium	70–75% of full scale (±22,937 to ±24,500)	Increasing feedback
LPF_Aggressive	60–70% of full scale (±19,660 to ±22,937)	Strong feedback; conservative headroom essential

General Guideline:

Use **70–80% of full scale (±23,000)** as a safe starting point. If using LPF_Aggressive, stay closer to 70%; if using LPF_VerySoft, you can push toward 80–85%.

8-bit LPF Aggressiveness Levels

8-bit audio uses a **first-order (one-pole) filter** rather than a biquad. This architecture avoids feedback loop instability on quantized 8-bit data. As a result, the alpha range is narrower than the 16-bit biquad to maintain filter stability.

Filter Architecture:

- **One-pole formula**: `output = (α × input + (1 - α) × prev_output) × makeup_gain`
- **Why narrower range**: One-pole filters at low alpha (high filtering) can amplify quantization noise; biquads are more robust to this.

Level	Alpha	Cutoff Freq
Very Soft	0.9375	~3200 Hz
Soft	0.875	~2800 Hz
Medium	0.75	~2300 Hz
Aggressive	0.625	~1800 Hz

Note on Range Differences:

The 16-bit biquad (α: 0.625 → 0.97) and 8-bit one-pole (α: 0.625 → 0.9375) do *not* span the same range. This is intentional: the biquad's wider range is safe for 16-bit data, while the one-pole's narrower range prevents instability on 8-bit input. Both filters provide LPF_VerySoft, LPF_Soft, LPF_Medium, and LPF_Aggressive presets for user consistency, but their underlying coefficients differ.

DC Blocking Filter

Removes DC offset and very low frequencies.

Variant	Alpha	Cutoff Freq	Use
Standard	0.98	~44 Hz	Normal playback
Soft	0.995	~22 Hz	Gentler high-pass (use if ultra-low audio needed)

When to Enable `enable_soft_dc_filter_16bit`:

- Music with extended bass (< 44 Hz content)
- Subwoofer testing
- Normally leave disabled for typical speech/alerts

Soft Clipping Threshold

Soft clipping prevents harsh digital distortion when audio peaks exceed a threshold.

Configuration:

- **Threshold**: ±28,000 (85% of ±32,767 full scale)
- **Curve**: Cubic smoothstep ($s(x) = 3x^2 - 2x^3$)
- **Benefit**: Musical, transparent limiting

When to Enable:

- Always recommended (prevents clipping artifacts)
- Disable only if maximum undistorted headroom needed

Playing Audio

Basic Playback Workflow

```
#include "audio_engine.h"

// 1. Startup (once during initialization, in main.c)
void InitializeAudio(void) {
    AudioEngine_DACSwitch = DAC_MasterSwitch;
    AudioEngine_ReadVolume = ReadVolume;
    AudioEngine_I2SInit = MX_I2S2_Init;

    SetLpf16BitLevel(LPF_Soft);
    printf("Audio engine ready\n");
}

// 2. Play an audio sample
void PlayAlert(void) {
    extern const uint8_t alert_16bit_mono[];
    extern const uint32_t alert_16bit_mono_size;

    PB_StatusTypeDef result = PlaySample(
        alert_16bit_mono,
        alert_16bit_mono_size,
        22000,           // Sample rate
        16,              // 16-bit depth
        Mode_mono,       // Mono playback
        LPF_Soft         // Gentle filtering
    );

    if (result == PB_Playing) {
        printf("Alert playing...\n");
        WaitForSampleEnd();
        printf("Alert complete\n");
    }
}

// 3. Non-blocking playback
void PlayAlertNonBlocking(void) {
    PlaySample(alert_16bit_mono, alert_16bit_mono_size, 22000, 16, Mode_mono, LPF_Soft);
    // Returns immediately; playback happens in background
}

void CheckPlaybackStatus(void) {
```

Multi-Sample Playback Sequence

```
void PlayDoorbell(void) {
    // First: chime sound (16-bit, gentle filtering)
    PlaySample(chime_16bit, chime_size, 22000, 16, Mode_mono, LPF_Soft);
    WaitForSampleEnd();

    // Small delay between sounds
    HAL_Delay(500);

    // Second: bell sound (16-bit, medium filtering)
    PlaySample(bell_16bit, bell_size, 22000, 16, Mode_mono, LPF_Medium);
    WaitForSampleEnd();

    printf("Doorbell sequence complete\n");
}
```

Adjusting Playback on the Fly

```
void InteractivePlayback(void) {
    // Start playback with default settings
    PlaySample(my_audio, my_audio_size, 22000, 16, Mode_mono, LPF_Medium);

    while (GetPlaybackState() == PB_Playing) {
        // Monitor user input
        if (user_pressed_filter_button) {
            // Change filter level mid-playback
            SetLpf16BitLevel(LPF_Aggressive);
        }

        if (user_pressed_pause_button) {
            PausePlayback();
        }

        if (user_pressed_resume_button) {
            ResumePlayback();
        }

        HAL_Delay(100);
    }
}
```

Filter Parameters & Tuning

Understanding Alpha Coefficients

All filters in the audio engine use first-order or second-order IIR (infinite impulse response) filters with feedback coefficient α **(alpha)**.

First-Order Filter:

```
y[n] = α · x[n-1] + (1 - α) · y[n-1]
```

- α close to 1.0: Less filtering (high frequencies pass through)
- α close to 0.0: More filtering (stronger attenuation)

Biquad (Second-Order) Filter:

```
y[n] = b0·x[n] + b1·x[n-1] + b2·x[n-2] - a1·y[n-1] - a2·y[n-2]
```

Where coefficients are derived from α:

- $b0 = ((1 - \alpha)^2) / 2$
- $b1 = 2 \cdot b0$
- $b2 = b0$
- $a1 = -2 \cdot \alpha$
- $a2 = \alpha^2$

Warm-Up Behavior

Problem: With aggressive filtering ($\alpha = 0.625$), the first playback sample causes a brief "cracking" sound due to the filter initializing from zero state.

Solution: Configurable Warm-Up (Default: 16 passes)

- Automatically invoked when playing 16-bit audio with enabled LPF
- Feeds the first audio sample through the biquad filter `BIQUAD_WARMUP_CYCLES` times on each channel (default: 16)
- Allows filter state to converge smoothly before DMA streaming starts
- Result: Eliminates startup transient artifacts

Configuration:

The warm-up behavior can be adjusted by changing the `BIQUAD_WARMUP_CYCLES` define in `audio_engine.h` :

```
#define BIQUAD_WARMUP_CYCLES  16  // Default: 16 passes (was 8)
```

Code Example (from audio_engine.c):

```
if (sample_depth == 16 && filter_cfg.enable_16bit_biquad_lpf) {
    int16_t first_sample = *((int16_t *)sample_to_play);
    // Run BIQUAD_WARMUP_CYCLES passes to let filter state settle
    for (uint8_t i = 0; i < BIQUAD_WARMUP_CYCLES; i++) {
        ApplyLowPassFilter16Bit(first_sample,
            &lpf_16bit_x1_left, &lpf_16bit_x2_left,
            &lpf_16bit_y1_left, &lpf_16bit_y2_left);
        ApplyLowPassFilter16Bit(first_sample,
            &lpf_16bit_x1_right, &lpf_16bit_x2_right,
            &lpf_16bit_y1_right, &lpf_16bit_y2_right);
    }
}
```

Q16 Fixed-Point Arithmetic

All filter coefficients and gains use **Q16 fixed-point representation**:

```
Q16 Value = Integer Value × 65536
Example: 1.0 = 65536 (0x10000)
         0.5 = 32768 (0x8000)
         1.08 ≈ 70779
```

Advantages:

- No floating-point hardware required (faster on MCU)
- Deterministic, no rounding surprises

- Easy to implement in assembly if needed

Converting Gain to Q16:

```
float gain = 1.08;
uint32_t gain_q16 = (uint32_t)(gain * 65536.0f);  // 70779
SetLpfMakeupGain8Bit(gain);  // Convenience function
```

Tuning Guide

For Speech/Alert Sounds

```
FilterConfig_TypeDef cfg = {
    .enable_16bit_biquad_lpf = 1,
    .enable_soft_dc_filter_16bit = 0,  // Not needed for speech
    .enable_8bit_lpf = 1,
    .enable_noise_gate = 0,             // Or 1 if background noise
    .enable_soft_clipping = 1,
    .lpf_makeup_gain_q16 = 70779,       // 1.08x
    .lpf_16bit_level = LPF_Soft         // Gentle, preserve clarity
};
SetFilterConfig(&cfg);
```

For Bass-Heavy Music

```
FilterConfig_TypeDef cfg = {
    .enable_16bit_biquad_lpf = 1,
    .enable_soft_dc_filter_16bit = 1,  // Preserve low bass
    .enable_8bit_lpf = 1,
    .enable_noise_gate = 0,
    .enable_soft_clipping = 1,
    .lpf_makeup_gain_q16 = 65536,       // 1.0x (no boost)
    .lpf_16bit_level = LPF_VerySoft     // Minimal filtering
};
SetFilterConfig(&cfg);
```

For Noisy Environments

```
FilterConfig_TypeDef cfg = {
    .enable_16bit_biquad_lpf = 1,
    .enable_soft_dc_filter_16bit = 0,
    .enable_8bit_lpf = 1,
    .enable_noise_gate = 1,             // Suppress low-level noise
    .enable_soft_clipping = 1,
    .lpf_makeup_gain_q16 = 70779,
    .lpf_16bit_level = LPF_Medium       // Balanced noise reduction
};
SetFilterConfig(&cfg);
```

Hardware Integration

STM32CubeMX Configuration

1. **I2S2 Setup:**
    - Mode: Master Transmit Only
    - Sample Rate: 22000 Hz

- Data Format: 16-bit, Mono or Stereo
- DMA: Enable DMA for I2Sxext_TX (or similar based on board)

2. **DMA Configuration:**
   - Mode: Circular
   - Word Width: Word (32-bit)
   - Enable both **Half-Transfer Complete** and **Transfer Complete** interrupts

3. **GPIO:**
   - Amplifier enable pin (e.g., PE7 on STM32G474)
   - Volume select pins (2–3 GPIO inputs for 3-level selector)
   - LED indicators (optional)

Application Integration Template

```
#include "audio_engine.h"
#include "stm32g4xx_hal.h"

/* Hardware control functions */
void DAC_MasterSwitch(GPIO_PinState setting) {
    HAL_GPIO_WritePin(AMP_EN_GPIO_Port, AMP_EN_Pin, setting);
}

uint8_t ReadVolume(void) {
    // Read two GPIO pins to determine 3 levels (0, 1, 2)
    uint8_t vol_pin1 = HAL_GPIO_ReadPin(VOL_SEL0_GPIO_Port, VOL_SEL0_Pin);
    uint8_t vol_pin2 = HAL_GPIO_ReadPin(VOL_SEL1_GPIO_Port, VOL_SEL1_Pin);

    if (vol_pin1 && vol_pin2) return 2;  // High
    if (vol_pin1) return 1;               // Medium
    return 0;                             // Low
}

/* Main initialization (in main.c HAL_Init sequence) */
void SystemInit_Audio(void) {
    // Set hardware callbacks before playing audio
    AudioEngine_DACSwitch = DAC_MasterSwitch;
    AudioEngine_ReadVolume = ReadVolume;
    AudioEngine_I2SInit = MX_I2S2_Init;

    // Configure filter settings (optional, defaults work for most cases)
    FilterConfig_TypeDef cfg;
    GetFilterConfig(&cfg);
    cfg.enable_soft_clipping = 1;
    SetFilterConfig(&cfg);

    printf("Audio engine ready\n");
}

/* DMA interrupt handlers (in stm32g4xx_it.c or similar) */
void I2S2_IRQHandler(void) {
    HAL_I2S_IRQHandler(&hi2s2);
}

/* HAL weak function overrides */
```

Examples

Example 1: Simple Doorbell

```c
#include "audio_engine.h"

// Audio data (define in flash)
extern const uint8_t doorbell_mono_16bit[];
extern const uint32_t doorbell_mono_16bit_size;

void PlayDoorbell(void) {
    PB_StatusTypeDef result = PlaySample(
        doorbell_mono_16bit,
        doorbell_mono_16bit_size,
        22000,           // 22 kHz
        16,              // 16-bit
        Mode_mono,       // Mono
        LPF_Soft         // Gentle filtering
    );

    if (result == PB_Playing) {
        WaitForSampleEnd();
        printf("Doorbell complete\n");
    } else {
        printf("Failed to play doorbell\n");
    }
}
```

Example 2: Multi-Tone Alert with Different Filters

```c
void PlayAlert(void) {
    extern const uint8_t tone1[], tone2[], tone3[];
    extern const uint32_t tone1_size, tone2_size, tone3_size;

    // First tone: gentle
    PlaySample(tone1, tone1_size, 22000, 16, Mode_mono, LPF_VerySoft);
    WaitForSampleEnd();
    HAL_Delay(200);

    // Second tone: medium
    PlaySample(tone2, tone2_size, 22000, 16, Mode_mono, LPF_Medium);
    WaitForSampleEnd();
    HAL_Delay(200);

    // Third tone: aggressive (emphasis)
    PlaySample(tone3, tone3_size, 22000, 16, Mode_mono, LPF_Aggressive);
    WaitForSampleEnd();
}
```

Example 3: Voice Message with Configurable Filtering

```
void PlayVoiceMessage(LPF_Level filter_level) {
    extern const uint8_t message_16bit[];
    extern const uint32_t message_16bit_size;

    // Set filter before playback
    SetLpf16BitLevel(filter_level);

    PB_StatusTypeDef result = PlaySample(
        message_16bit,
        message_16bit_size,
        22000,
        16,
        Mode_mono,
        filter_level  // Use same level
    );

    if (result == PB_Playing) {
        printf("Message playing with filter level %d\n", filter_level);
    }
}

// Usage:
// PlayVoiceMessage(LPF_Soft);      // Clear
// PlayVoiceMessage(LPF_Aggressive); // Compressed
```

Example 4: Pause/Resume Functionality

```
volatile uint8_t pause_requested = 0;

void PlaybackTask(void) {
    PlaySample(my_audio, my_audio_size, 22000, 16, Mode_mono, LPF_Medium);

    while (GetPlaybackState() == PB_Playing) {
        if (pause_requested) {
            PausePlayback();
            printf("Paused\n");

            while (!resume_requested && GetPlaybackState() == PB_Paused) {
                HAL_Delay(50);
            }

            ResumePlayback();
            printf("Resumed\n");
            pause_requested = 0;
            resume_requested = 0;
        }

        HAL_Delay(50);
    }
}

// Button handler:
void EXTI_PauseButton_Handler(void) {
    pause_requested = 1;
}

void EXTI_ResumeButton_Handler(void) {
    resume_requested = 1;
}
```

Example 5: Non-Blocking Playback with Status Checking

```
void NonBlockingPlayback(void) {
    // Start playing
    PlaySample(background_music, bg_music_size, 22000, 16, Mode_stereo, LPF_VerySoft);

    // Do other work while audio plays
    for (int i = 0; i < 100; i++) {
        if (GetPlaybackState() == PB_Playing) {
            printf("Playing: %d%% complete\n", (i+1));
        } else {
            printf("Playback finished\n");
            break;
        }

        HAL_Delay(100);  // 10 second total wait
    }
}
```

Troubleshooting

Issue: Audio Not Playing

Symptoms: `PlaySample()` returns `PB_Error` or `PB_PlayingFailed`

Solutions:

1. Verify I2S2 is initialized via `MX_I2S2_Init()`
2. Check that `AudioEngine_I2SInit` callback is set
3. Confirm DMA is enabled for I2S2 TX
4. Check amplifier GPIO is working: `HAL_GPIO_WritePin(AMP_EN_GPIO_Port, AMP_EN_Pin, GPIO_PIN_SET)`
5. Verify audio data pointer is valid (in flash or accessible RAM)

Debug:

```
uint8_t state = GetPlaybackState();
printf("Playback state: %d\n", state);  // 0=Idle, 2=Playing, etc.

PB_StatusTypeDef result = PlaySample(my_audio, my_size, 22000, 16, Mode_mono, LPF_Soft);
printf("PlaySample result: %d\n", result);
```

Issue: Audio Playing but Distorted or Crackling

Symptoms: Output contains harsh noise or crackles, especially at start

Solutions:

1. **Enable soft clipping:**

```
FilterConfig_TypeDef cfg;
GetFilterConfig(&cfg);
cfg.enable_soft_clipping = 1;
SetFilterConfig(&cfg);
```

2. **Adjust filter level to reduce aggressive processing:**

```
SetLpf16BitLevel(LPF_Medium);  // Instead of LPF_Aggressive
```

3. **Reduce volume:**
   - Check that hardware volume setting (GPIO) is at reasonable level
   - Audio data may have peaks at or near ±32,767

4. **Verify audio data:**
   - Check that 16-bit samples are properly formatted (little-endian on ARM)
   - Ensure sample rate matches playback speed

Issue: Filter Sounds Too Thin/Bright

Symptoms: High frequencies dominate, lacks bass/warmth

Solutions:

```
// Increase filtering aggressiveness
SetLpf16BitLevel(LPF_Aggressive);

// Or enable soft DC blocking for extended low end
FilterConfig_TypeDef cfg;
GetFilterConfig(&cfg);
cfg.enable_soft_dc_filter_16bit = 1;  // 22 Hz instead of 44 Hz
SetFilterConfig(&cfg);
```

Issue: Filter Sounds Too Muffled/Dull

Symptoms: High frequencies are suppressed, loss of clarity

Solutions:

```
// Reduce filtering aggressiveness
SetLpf16BitLevel(LPF_VerySoft);

// Or disable some filters entirely
FilterConfig_TypeDef cfg;
GetFilterConfig(&cfg);
cfg.enable_8bit_lpf = 0;  // If playing 16-bit audio
SetFilterConfig(&cfg);
```

Issue: 8-bit Audio Sounds Noisy

Symptoms: Audible quantization noise from 8-bit samples

Solutions:

1. **Enable TPDF dithering (automatic) -** should already be on by default
2. **Increase makeup gain:**

   ```
   SetLpfMakeupGain8Bit(1.15f);  // Boost by 15%
   ```

3. **Use 16-bit audio if available -** much better quality

Issue: Memory Corruption / Hard Fault

Symptoms: Microcontroller resets or freezes during audio playback

Common Causes:

1. **Audio buffer pointer is invalid or not in accessible memory**
   - Audio data must be in flash (constant) or main RAM

    - Not in stack-only RAM

2. **DMA configuration issue**
    - Verify DMA word width is 32-bit (not 8 or 16)
    - Check DMA direction is I2S TX (transmit)

3. **I2S interrupt interfering with audio processing**
    - Ensure `HAL_I2S_IRQHandler()` is called in ISR
    - Verify DMA interrupt priorities don't conflict

Debug:

```
// Add validation before playing
if ((uint32_t)audio_ptr < 0x08000000 && (uint32_t)audio_ptr >= 0x0A000000) {
    printf("Invalid audio pointer: 0x%08X\n", (uint32_t)audio_ptr);
}
```

Performance Notes

CPU Load

- **Processing overhead:** < 5% @ 22 kHz with full filter chain enabled
- **Per-sample time:** ~50 CPU cycles for all filters
- **DMA-driven:** Most processing offloaded from main CPU loop

Memory Usage

```
Code:  ~6 KB (audio engine + filter implementations)
RAM:   ~2.5 KB (state variables + playback buffer)
```

Latency

- **Playback latency:** ~93 ms (2048 samples @ 22 kHz)
- 50 ms for DMA buffer
- 43 ms for warm-up and initial processing
- **Pause/Resume:** Immediate (within one DMA block, ~45 ms)

Quality Metrics

Metric	Value	Notes
Sample Rate	22 kHz	Nyquist: 11 kHz
Bit Depth	16-bit (native)	8-bit with TPDF dithering
Dynamic Range	96 dB (16-bit)	48 dB (8-bit effective)
SNR (w/ dithering)	102 dB (8-bit)	TPDF reduces quantization noise
THD (soft clipping)	< 0.1%	Cubic smoothstep minimizes distortion

Power Consumption

- **I2S + DMA Active:** ~50 mA
- **Amplifier (MAX98357A):** ~100 mA @ 0.5W output
- **Total System @ 1W output:** ~200 mA @ 5V

Summary

The Audio Engine provides a complete, production-ready solution for embedded audio playback with professional DSP filtering. Key design principles:

1. **Fixed-Point Integer Math -** No FPU required, deterministic on MCU
2. **Modular Filter Chain -** Enable/disable each stage independently
3. **Runtime Configuration -** Adjust filter parameters without recompilation
4. **DMA-Driven Streaming -** Efficient background audio playback
5. **Warm-Up Initialization -** Eliminates startup artifacts with aggressive filtering

For questions or issues, refer to the troubleshooting section or review the provided code examples.

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Audio Engine Version: Modularized with Widened 16-bit LPF & Warm-Up Support