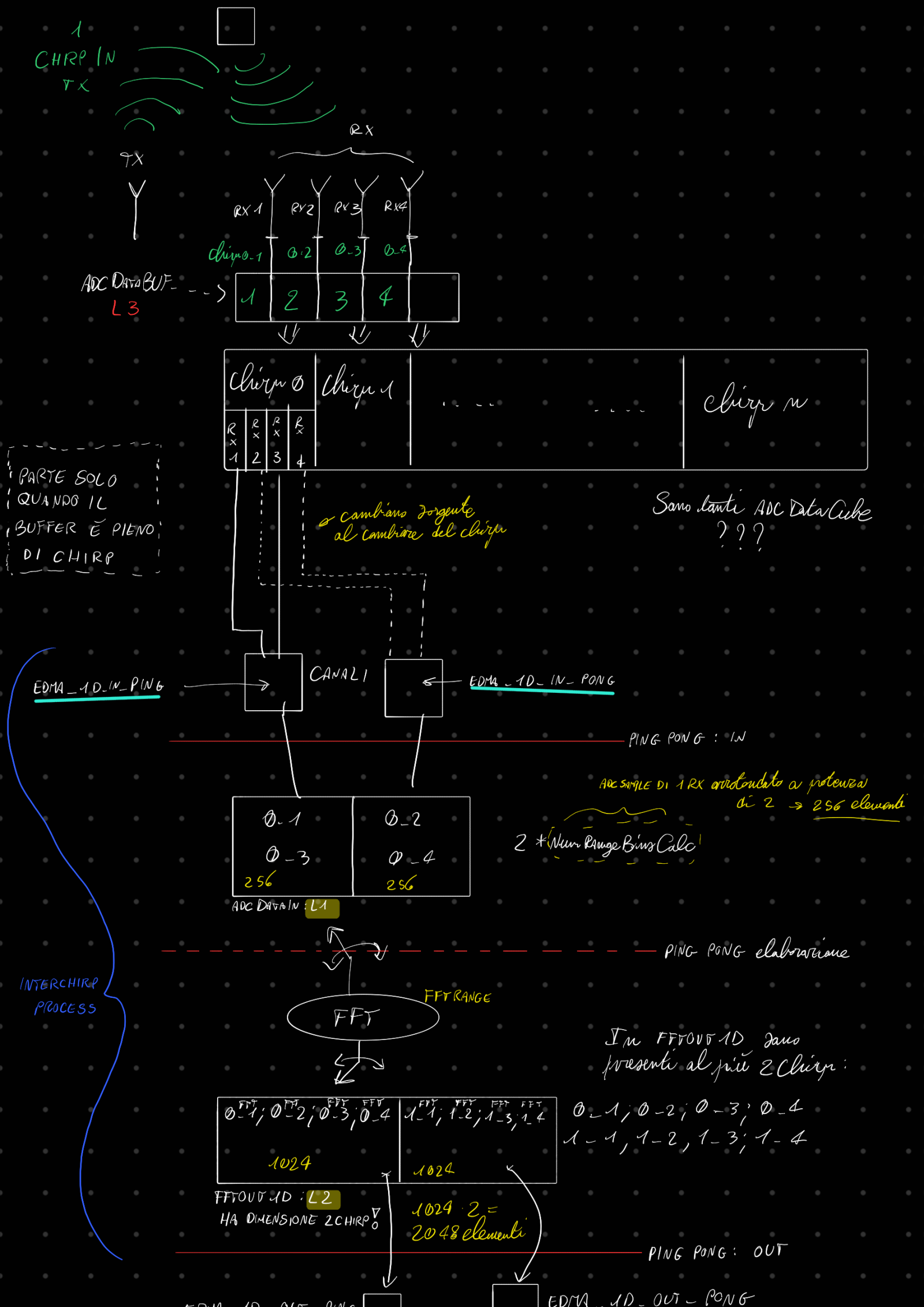
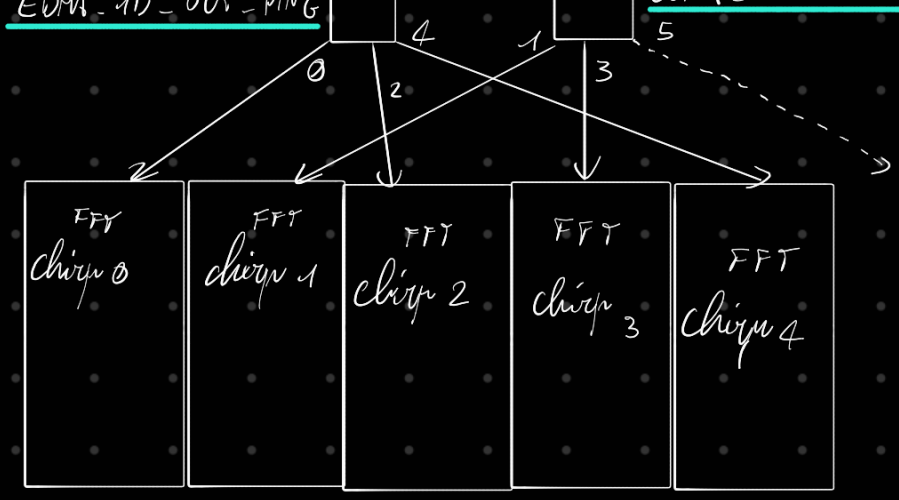

1 CHIRP IN TX
RX
TX
RX1
RX2
RX3
RX4
chirp_1
0_2
0_3
0_4
ADC DATA BUF_ -->
L3
1
2
3
4
Chirp 0
Chirp 1
Chirp M
RX 1
RX 2
RX 3
RX 4
PARTE SOLO QUANDO IL BUFFER È PIENO DI CHIRP
e cambiano sorgente al cambiare del chirp
Sono tanti ADC DataCube ???
EDMA_1D_IN_PING
CANALI
EDMA_1D_IN_PONG
PING PONG : IN
ADC SAMPLE DI 1 RX arrotondato a potenza di 2 → 256 elementi
2 * (Num Range Bins Calc)
0_1
0_2
0_3
0_4
256
256
ADC DATA IN : L1
PING PONG elaborazione
INTERCHIRP PROCESS
FFT RANGE
FFT
In FFTOUT 1D sono presenti al più 2 Chirp:
0_1, 0_2, 0_3, 0_4
1_1, 1_2, 1_3, 1_4
1024
1024
FFTOUT 1D : L2
HA DIMENSIONE 2 CHIRP
1024 · 2 = 2048 elementi
PING PONG : OUT
EDMA_1D_OUT_PONG



Dato scritto in seq.

Chirp 0 PING
↓
Chirp 1 PONG
↓
Chirp 2 PING
↓
Chirp 3 PONG
↓

RADAR CUBE : L3

INTER FRAME PROCESSING

PARTIREMO DA QUI