NTUEE DCLAB

LAB 3: 數位錄音機

Graduate Institute of Electronics Engineering

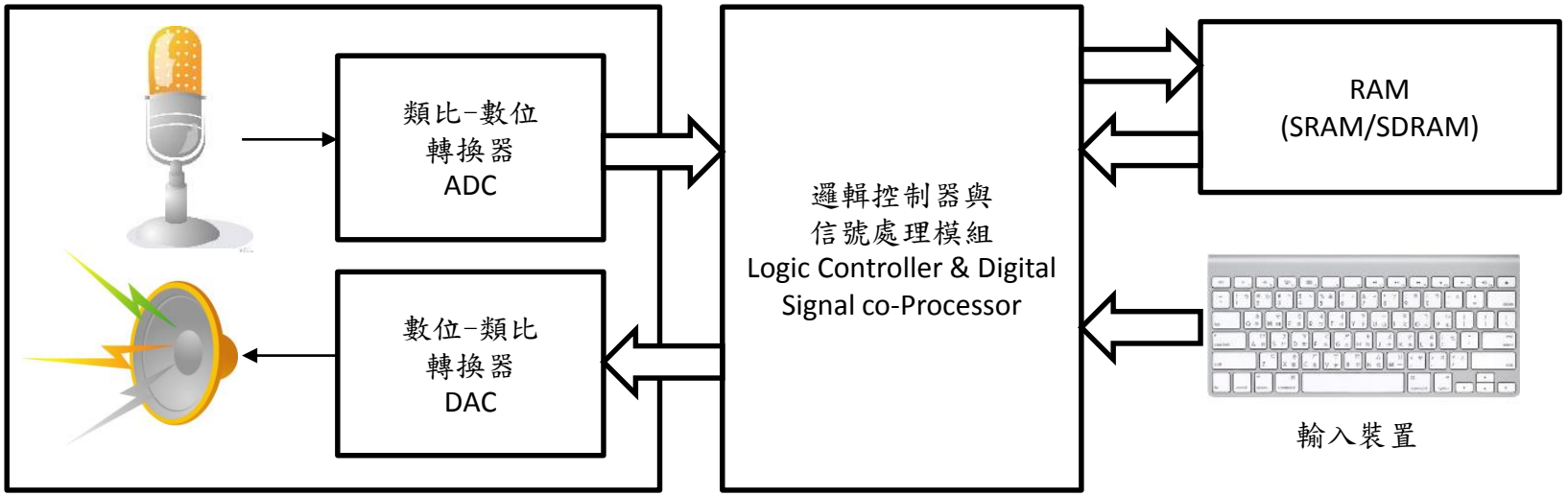
National Taiwan University

Outline

- Introduction
  - Lab requirements
- Audio CODEC
- Memory devices
- Implementation
  - System architecture
  - Work with WM8731
  - Digital signal processing (DSP)
  - Clock
- Code template
- Report regulations

Introduction

- 數位錄音機
  - 運用麥克風與電腦喇叭連接FPGA 板的Audio CODEC 模組(內含ADC 與DAC)
  - 對音訊資料進行訊號處理
  - 對記憶體模組進行存取



Lab Requirements

- 需具備下列功能
  - 可錄音、播放、暫停、停止
  - 取樣值為16-bit signed，可錄製時間達32秒
  - 需支援快速播放(2, 3, 4, 5, 6, 7, 8 倍速)以及慢速播放(1/2, 1/3, 1/4, 1/5, 1/6, 1/7, 1/8 倍速)
  - 慢速播放時要包含零次內插與一次內插兩種模式

- Bonus (demo時與report中皆應清楚詳細說明)
  - 使用其它模組顯示錄音機運作狀態
  - 使用SDRAM增加可錄製時間
  - 以訊號產生器和示波器展示不同內插模式下的波形
  - 其他訊號處理功能等

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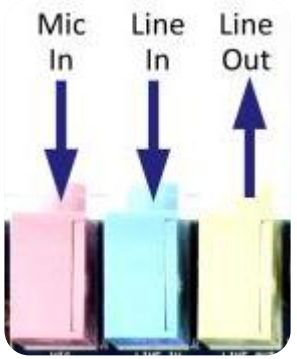
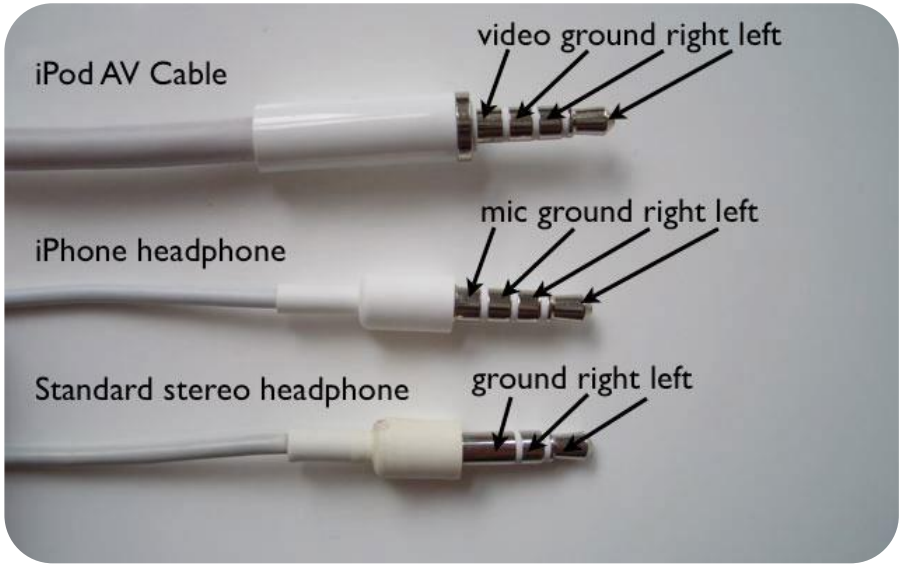
Audio Signal & Connectors

- An audio signal is representation of sound
  - Usually as an electrical voltage



- Connection on devices
  - Line in, line out and mic in

- Phone connectors
  - Cylindrical in shape
  - With 2~4 contacts



Audio CODEC

- WM8731
  - IP for audio transmission
  - 32kHz sampling rate
  - 16-bit audio data input

- Usage
  - Initialize by setting registers via I^2C interface
  - After successful initialization, receive or transmit audio data via I^2S interface

Initialization with I^2C

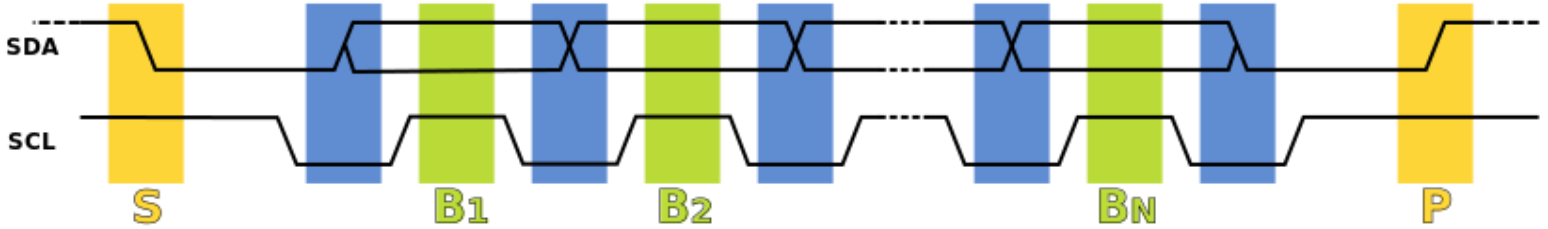
- I^2C (Inter-Integrated Circuit) protocol
  - Referred to as “I-squared-C”

- Serial Data Line (SDA)
  - Data being send
  - 1 bit at a time

- Serial Clock (SCL)
  - Control whether data is valid
  - 0 for data changing, 1 for data ready

I²C Protocol

- **S:** initiate data transfer
  - SDA pulls to 0 while SCL stays at 1
- **Blue:** SDA sets transfer bit when SCL is 0
- **Green:** data is sent when SCL is 1
- **P:** end of transfer
  - SDA pulls to 1 while SCL stays at 1



	起始	傳送(更改)	傳送(被讀取)	終止
SDA	1 → 0	X → X'	X'	0 → 1
SCL	1	0	1	1

Acknowledge

- For every 8 bits data sent
  - Set SDA to high impedance (1 cycle should be enough)
  - Allow receiver to return acknowledgement bit (0)

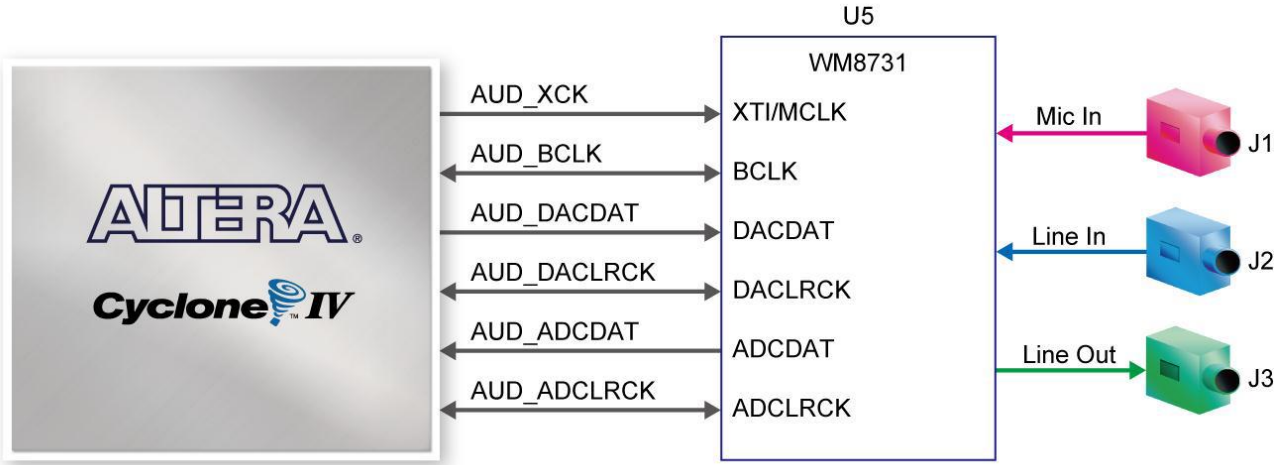
```
module inout_port(oe, clk, SDA);

input oe; // output enable
input clk;
inout SDA;

logic a; // output data
logic b; // input data

assign SDA = oe? a: 1'bz;

always @(posedge clk) begin
    b <= SDA;
end

endmodule
```

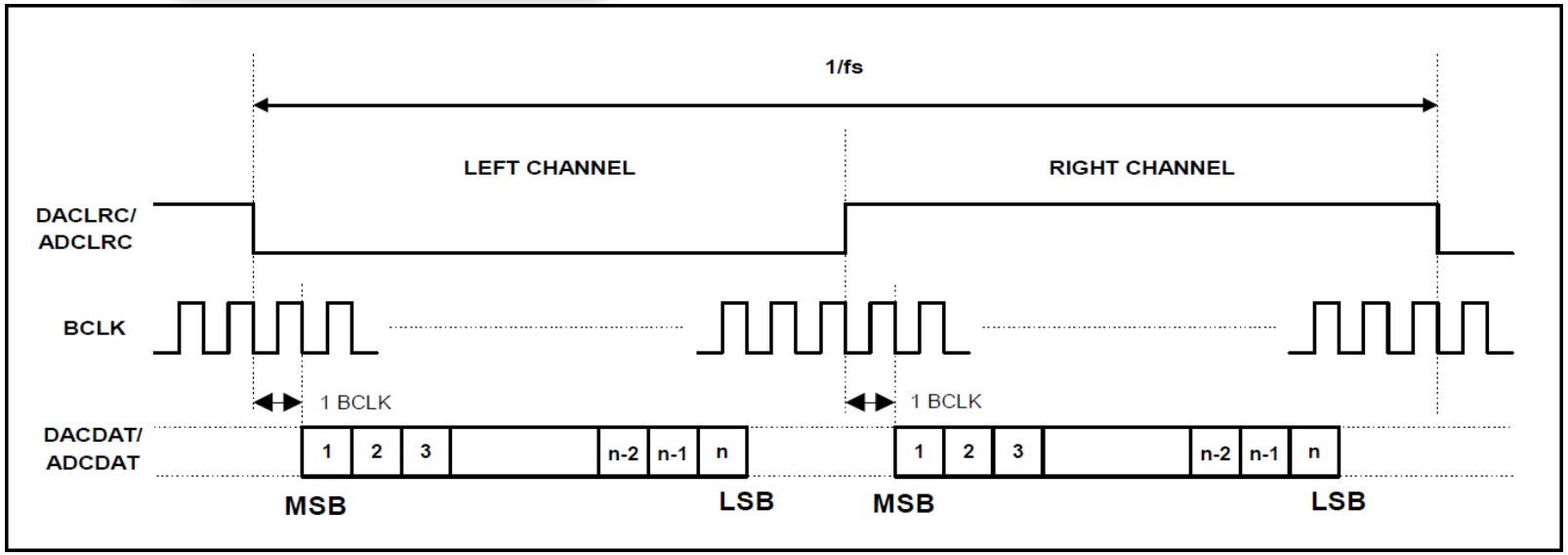
Initialization Setting

Reset	0011_0100_000_1111_0_0000_0000
Analogue Audio Path Control	0011_0100_000_0100_0_0001_0101
Digital Audio Path Control	0011_0100_000_0101_0_0000_0000
Power Down Control	0011_0100_000_0110_0_0000_0000
Digital Audio Interface Format	0011_0100_000_0111_0_0100_0010
Sampling Control	0011_0100_000_1000_0_0001_1001
Active Control	0011_0100_000_1001_0_0000_0001

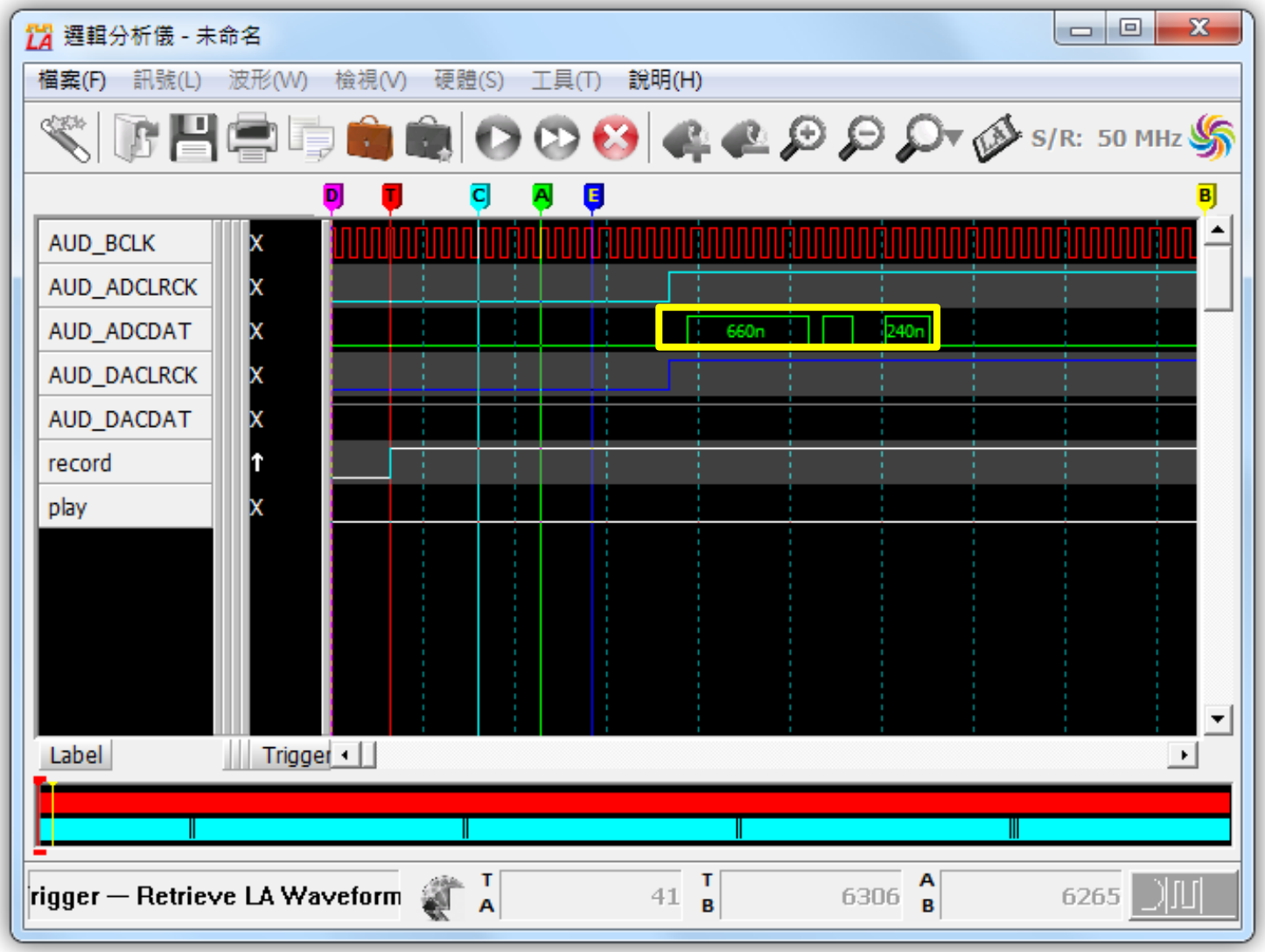
WM8731 Audio Operations

- Programmed to have 16-bit data (n = 16)

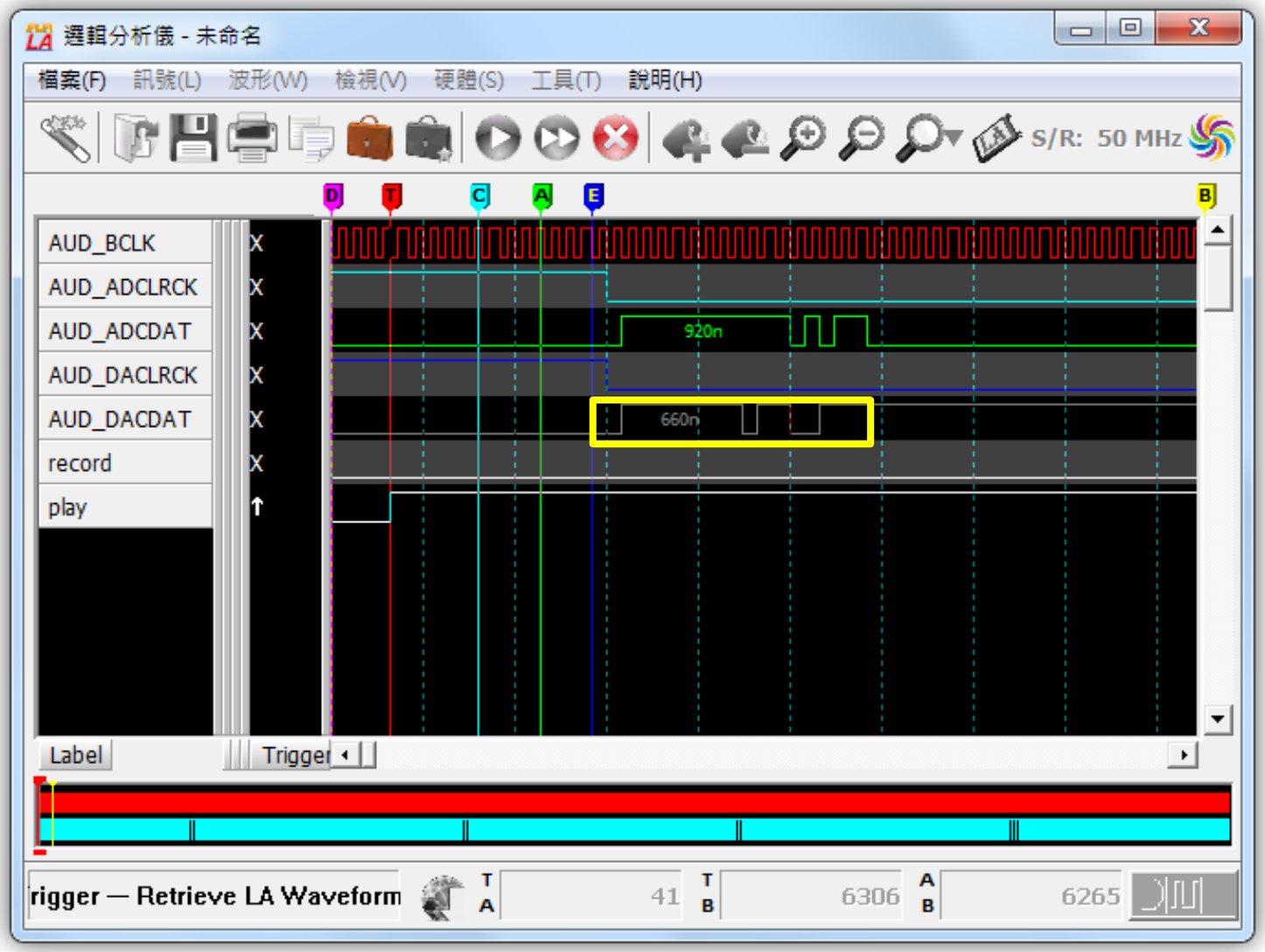




Digital Audio Interface – Record



Digital Audio Interface – Play



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Memory Devices

- 本實驗主要會使用到的為SRAM
  - 2MB organized as 1024K words by 16 bits
  - 以WM8731取樣頻率32kHz計算，單聲道可存32秒音訊

- 需要操作的訊號
  - SRAM_ADDR[19:0]決定要讀或要寫的位址
  - SRAM_DQ[15:0]為輸入輸出雙向皆可操作，寫值時直接用，讀值時要設成1'bz

```
assign io_SRAM_DQ  = (state_r == S_RECD) ? data_record : 16'dz; // sram_dq as output
assign data_play   = (state_r != S_RECD) ? io_SRAM_DQ : 16'd0; // sram_dq as input
```

  - SRAM_WE_N設定目前操作模式，0為寫，1為讀

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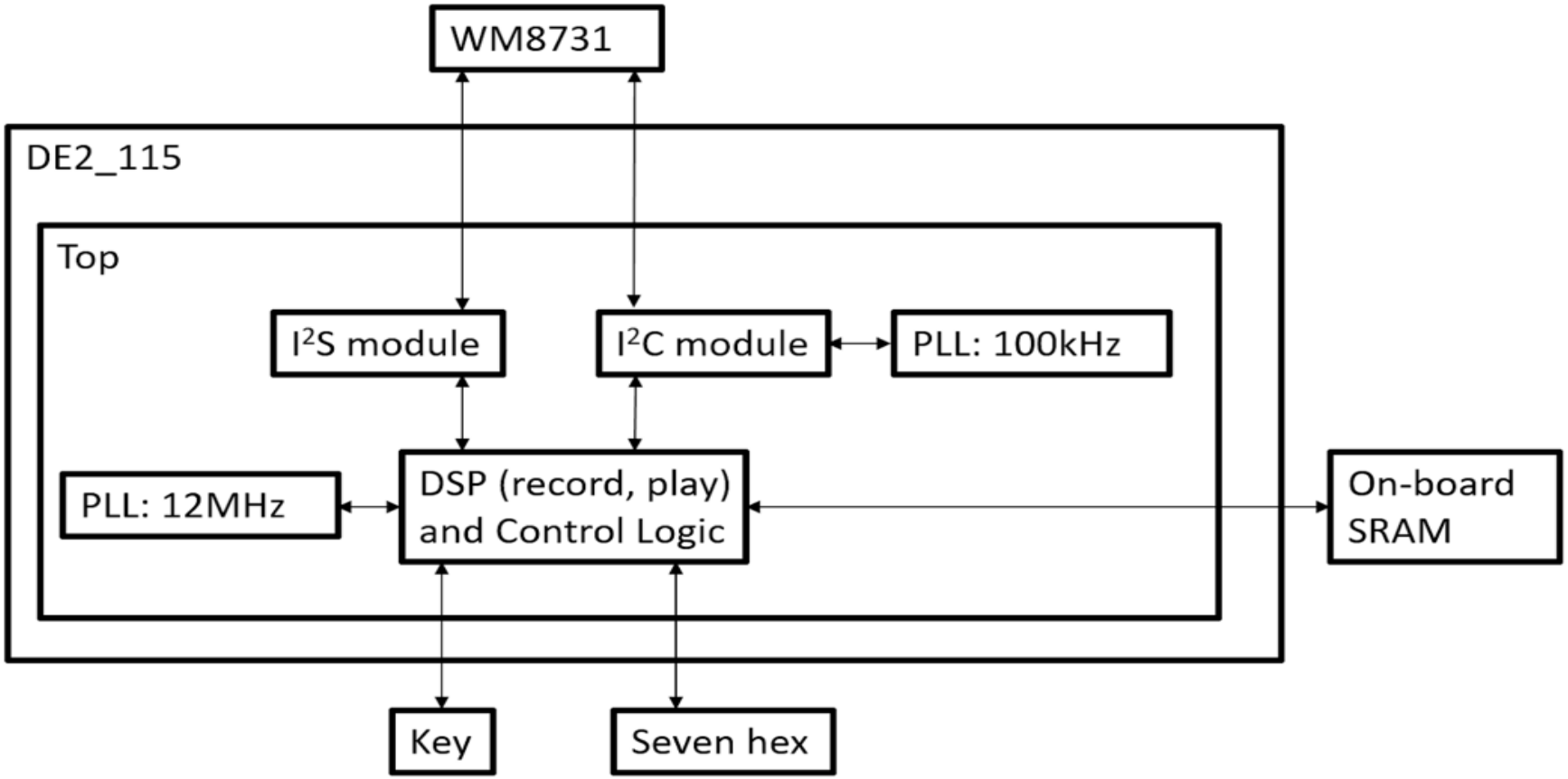
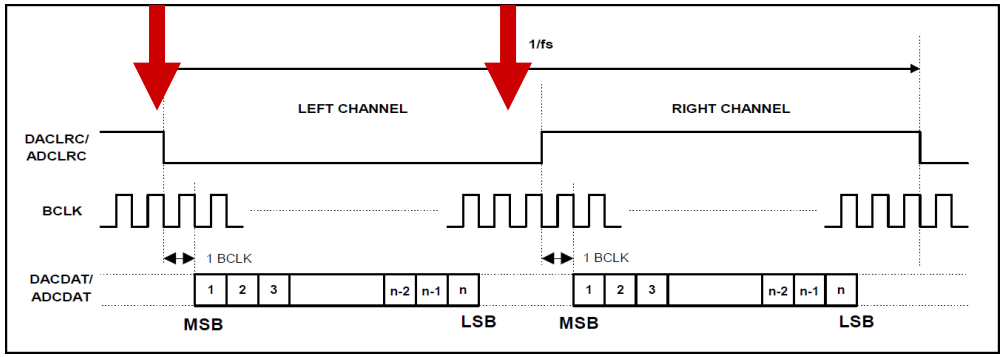
System Architecture



Work with WM8731

- I²C Module
  - 初始化WM8731
  - 使用100kHz clock運作

- I²S Modules
  - 接收與傳輸音訊，皆只需要處理其中一個聲道即可
  - 注意
    - 資料傳送前要先等一個cycle
    - 資料傳完後(16 cycles)後面還會有若干cycle才會切換LRC



Digital Signal Processing (DSP)

- 以signed訊號進行運算

```
logic signed [7:0] a, b, c;
c = $signed(a) + $signed(b);
```

- 快速播放
  - Down sampling
  - 以不同取樣間格達到不同倍數加速

- 慢速播放
  - Up sampling
  - 零次內插(piecewise-constant interpolation)
    - 內插資料與前一資料點相同
  - 一次內插(linear interpolation)
    - 內插點為前後點線性組合

Clock

- 用Qsys合成PLL (請參考lab2做法)
  - 輸入是原本的50MHz
  - 輸出一個是給I²C用的100kHz，另一個是給WM8731用的12MHz
  - 請不要自己用counter寫除頻電路

- 當I²C初始化完成後，將12MHz的clock訊號送給AUD_XCLK，WM8731就會生成BCLK以及兩個LRCLK

- I²S在收或傳資料時會需要用到BCLK控制，其他DSP跟控制用FSM從BCLK、12MHz或原本的50MHz則一使用即可

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Code Template

- Top.sv
  - 包含一些模組分割範例
    - I2cInitializer: 以I²C初始化WM8731
    - AudDSP: 負責快速與慢速播放資料點處理
    - AudPlayer: 以I²S接收音訊資料儲存到SRAM
    - AudRecorder:以I²S將DSP處理後的音訊資料傳出
  - 可以自行改變設計

- 建議事項
  - 設計testbench來單獨測試各個module運作情況
  - 確認無誤後才合併起來

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Report Regulations

- 內容應包含
  - 使用所需器材與架設方式
  - 使用方式與詳細步驟
  - 系統架構與模組分割設計
  - 實作設計技術細節與巧思
  - 碰過的問題或挑戰與解決方式

- 一組交一份，以pdf檔繳交
- 命名方式：teamXX_lab3_report.pdf
  - Ex: team01_lab3_report.pdf
- 繳交期限：demo當天午夜
  - 遲交每三天*0.7

Questions?