

SDP23 Team 24: Good L.O.O.P.S.

LOOPS Open Orchestrator Production System

University of
Massachusetts
Amherst

Advisor: Prof. Baird Soules

Evaluators: Prof. Christopher V. Hollot, Prof. Dennis L. Goeckel

Partners: Buzhuo Chen, John Folliard, Ben Rotker, Yunrui Yu



FPR rubric

Presentation & Demo (10%)

The presentation:

- Includes the problem statement
- Demonstrates teamliness
- Was scheduled in a clear and professional manner
- Is well-rehearsed; the demonstration goes smoothly and communicates key points effectively



Documentation (Comprehensive) (30%)

- Include all forms of documentation necessary to describe the final system
- Include goals, specifications, and testing plans
- Include test results and analysis
- Include updated hardware block diagram(s)
- Include updated software block diagram(s)
- Provide justifications, explanations of all key hardware and software decisions
- Include final actual expenditures, Gantt chart

FPR System Performance (60%)

- System works, improves significantly on CDR version, and is robust
- FPR deliverables are achieved; any changes from the original plan are addressed satisfactorily
- System complies to specifications

Team Responsibilities



John Folliard
(CompE)
PCB Lead
Instrument Lead



Buzhuo Chen
(CompE)
Software Lead



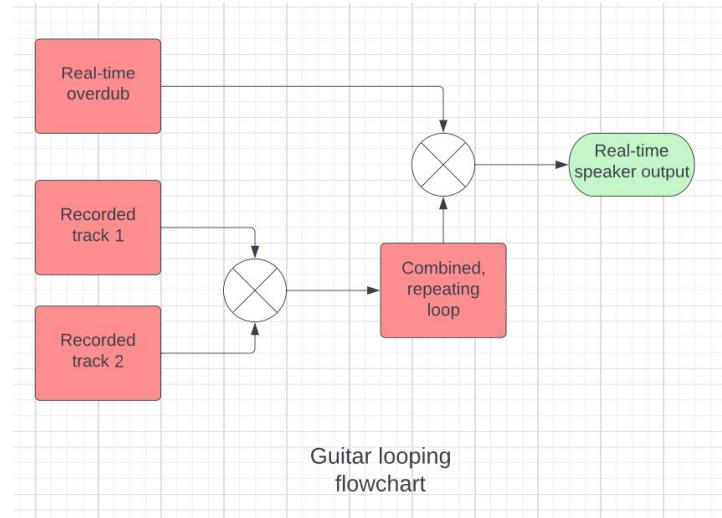
Yunrui Yu
(EE)
Hardware Lead



Ben Rotker
(CompE)
Logistics Lead
Enclosure Lead

Background

- What are guitar effects?
- How are these effects integrated in a performance?
- What is looping?



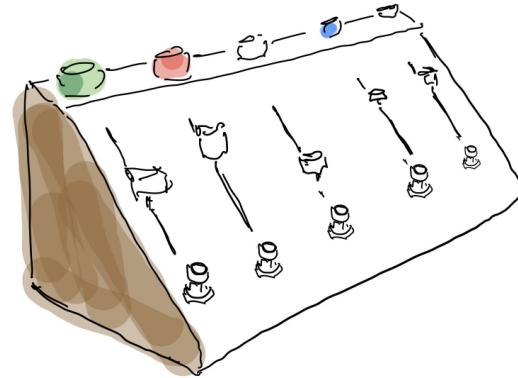
Problem Statement

- There is a lack of open source and extensible gear for performing musicians.
- Different effects typically need different pedals.
- Commercial products are almost exclusively closed source and not easy for an end user to make modifications.
- Some projects exist that combine the benefits of looper pedals and effects pedals into one singular user interface (also closed source).
- This makes it challenging to add effects without acquiring more gear, colloquially known as G.A.S. (Gear Acquisition Syndrome).

Goals, Specifications, and Testing Plan

Goals

- One product that records, loops, adds effects and overdubs audio
- Intuitive user interface that does not distract from performance
- High-fidelity audio
- Open source project so users can modify and collaborate as desired



Specifications and Test plans

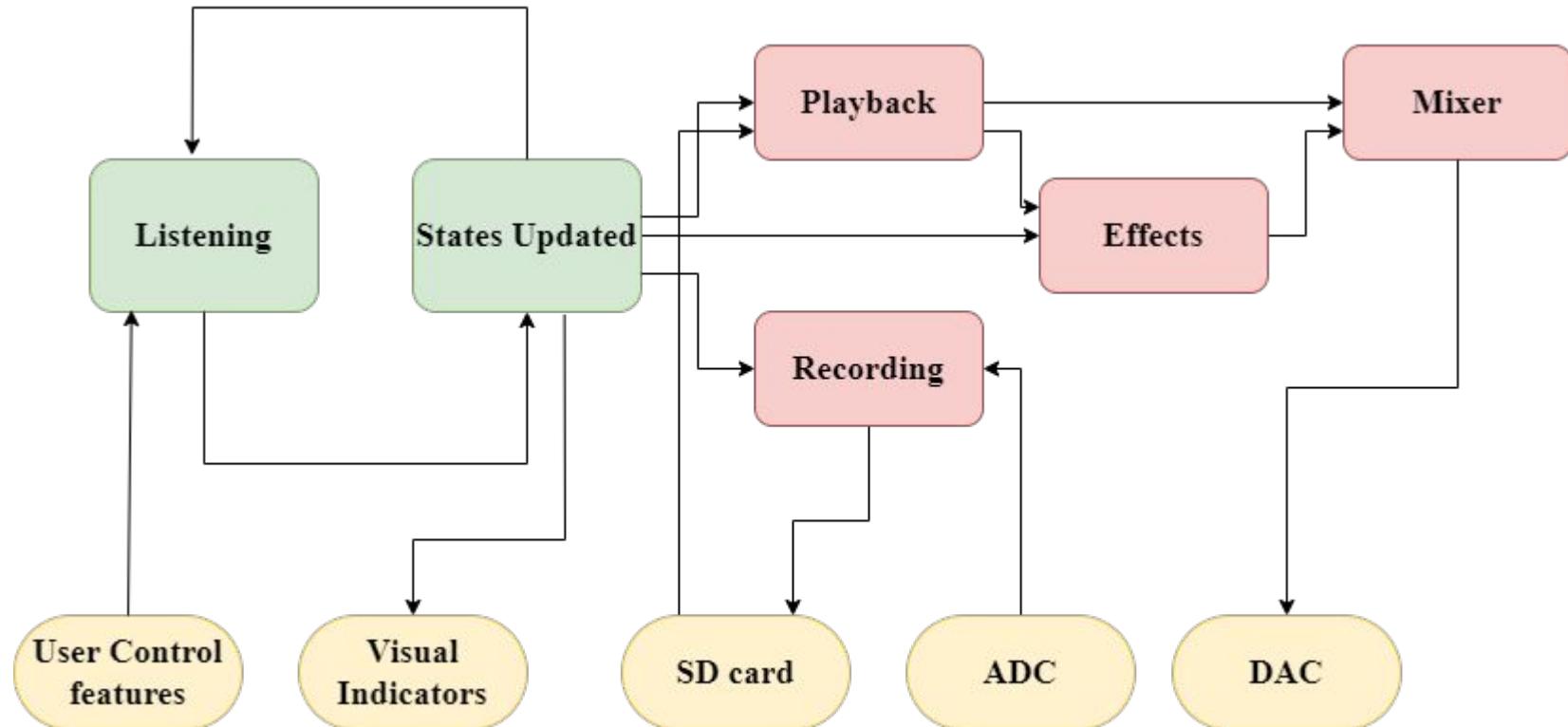
Specification	Test plan
2 tracks of Hi-Fi audio, i.e. $f_s = 44.1 \text{ kHz}$, 16 bit	Play different frequencies on each track and playback simultaneously
Imperceptible latency, i.e. less than 10 ms	Start and stop loop and measure latency using cursor function on Tektronics Digital Phosphor Oscilloscope
THD less than 1%	Tektronics DPO4032 Digital Phosphor Oscilloscope MATLAB
SNR greater than 70 dB	
UI visible from 6–8 feet	Viewer stands between 6-8 feet away, describes what they see on visual indicators, compare to known display

Specifications and Results

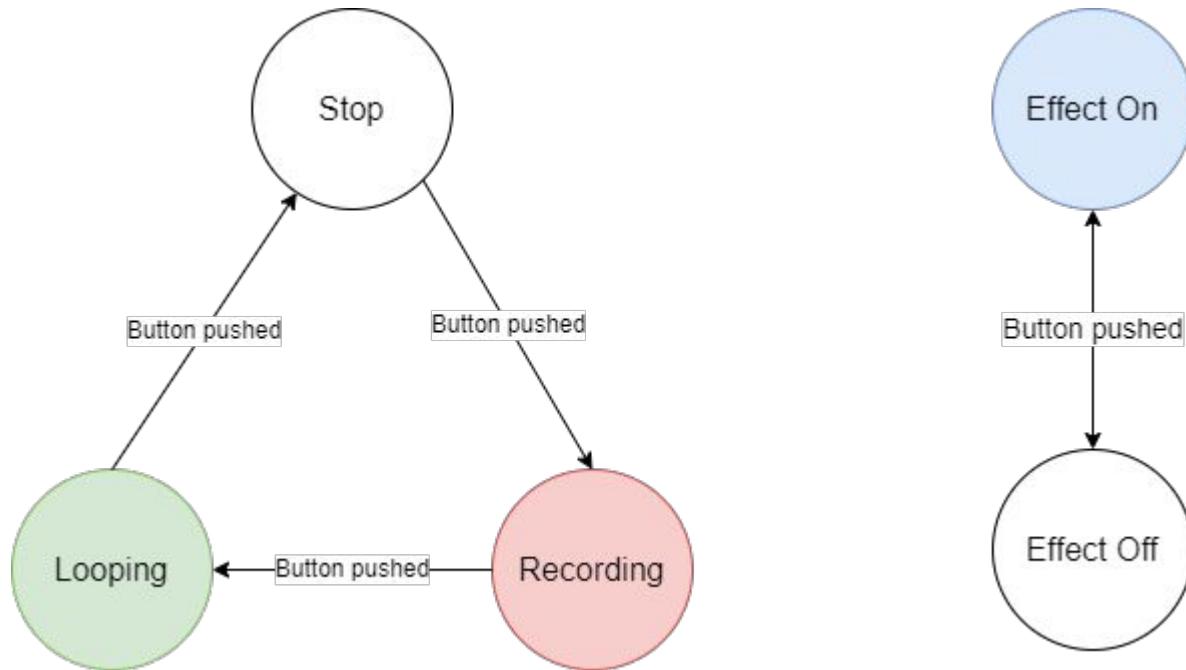
Specification	Result
2 tracks of Hi-Fi audio, i.e. $f_s = 44.1 \text{ kHz}$, 16 bit	(base) john@v1965-172-31-73-87 Untitled % ls -l TRACK_1.RAW -rwxrwxrwx 1 john staff 5367552 Dec 31 2018 TRACK_1.RAW $\frac{5367552}{60 \cdot 44100} \cdot 8 \approx 16.2284 \text{ bits/sample}$
Imperceptible latency, i.e. less than 10 ms	
THD less than 1%	0.089% dry through, 0.5% looping
SNR greater than 70 dB	
UI visible from 6–8 feet	Viewer stands between 6-8 feet away, describes what they see on visual indicators, compare to known display

System Documentation

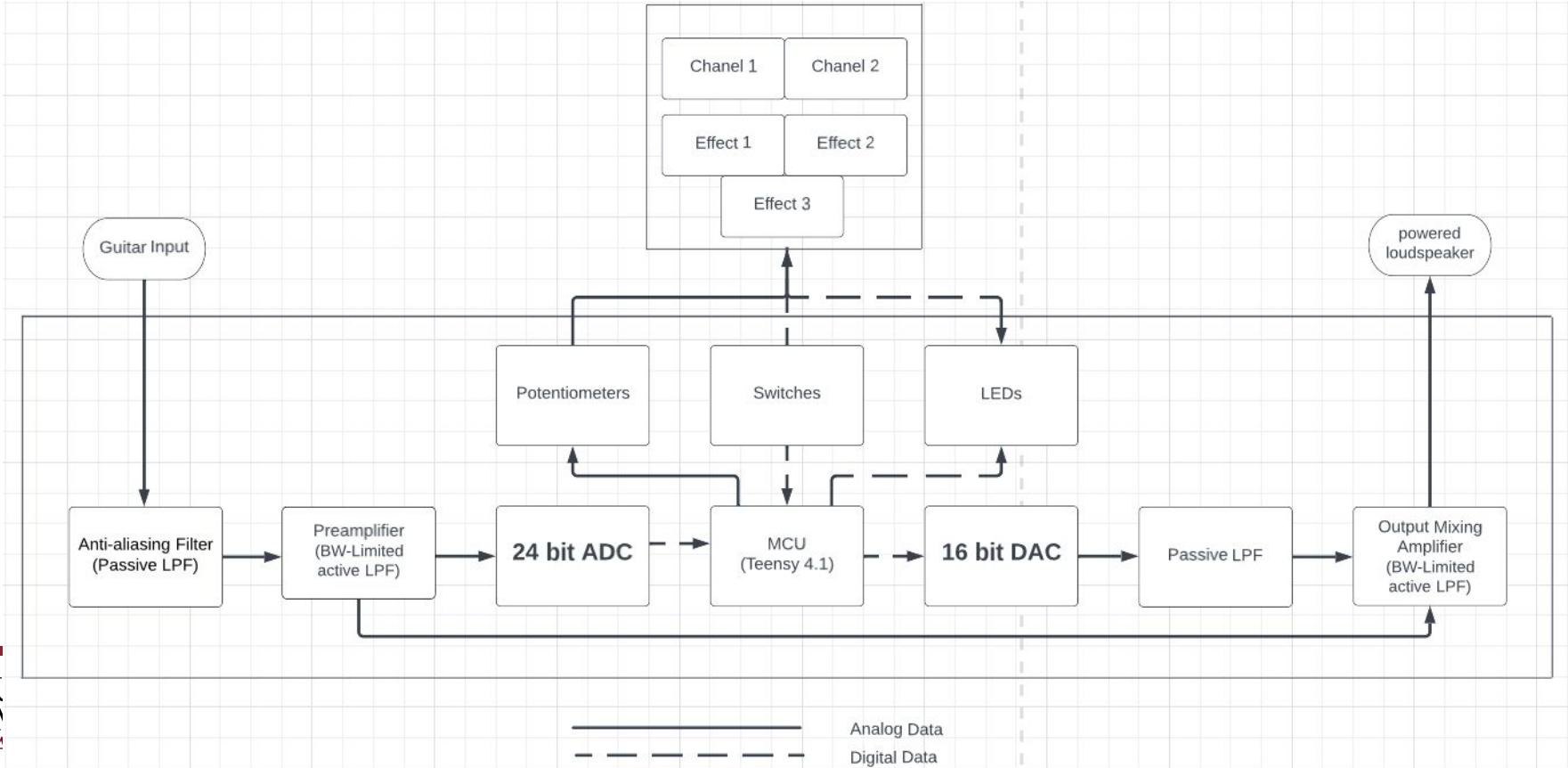
Software Block Diagram



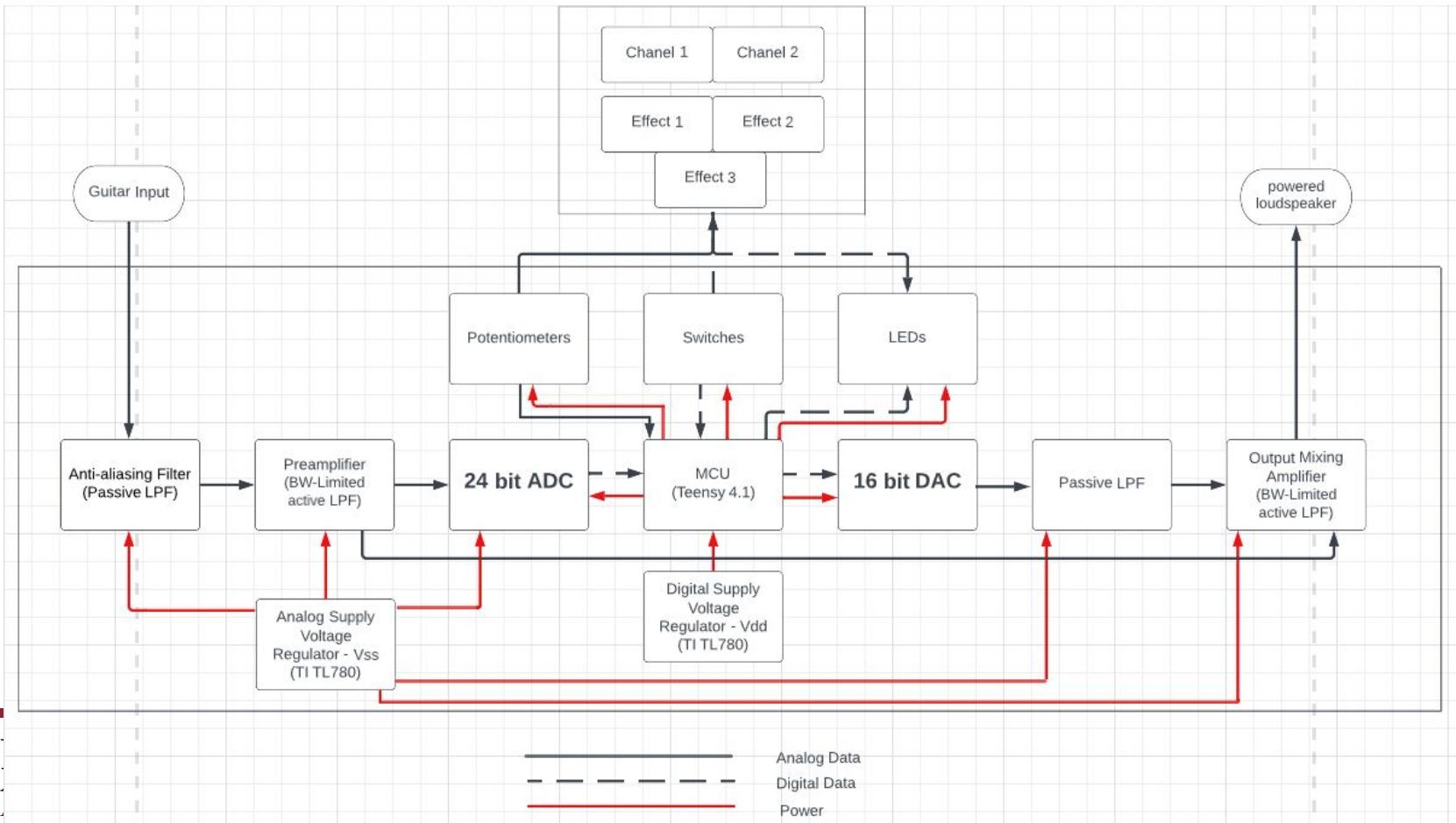
Pushbutton Control Flow



Hardware Block Diagram

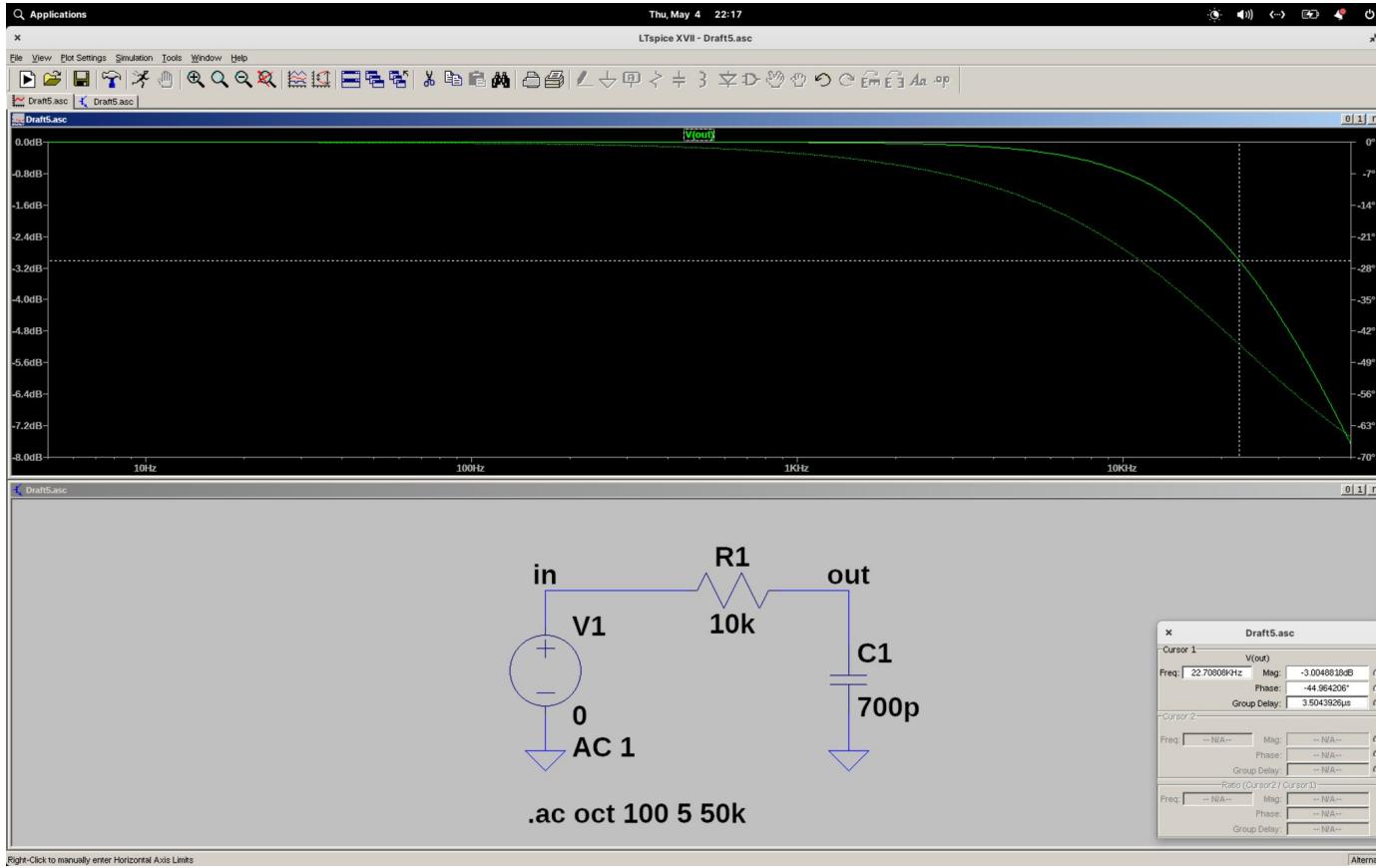


Hardware Block Diagram



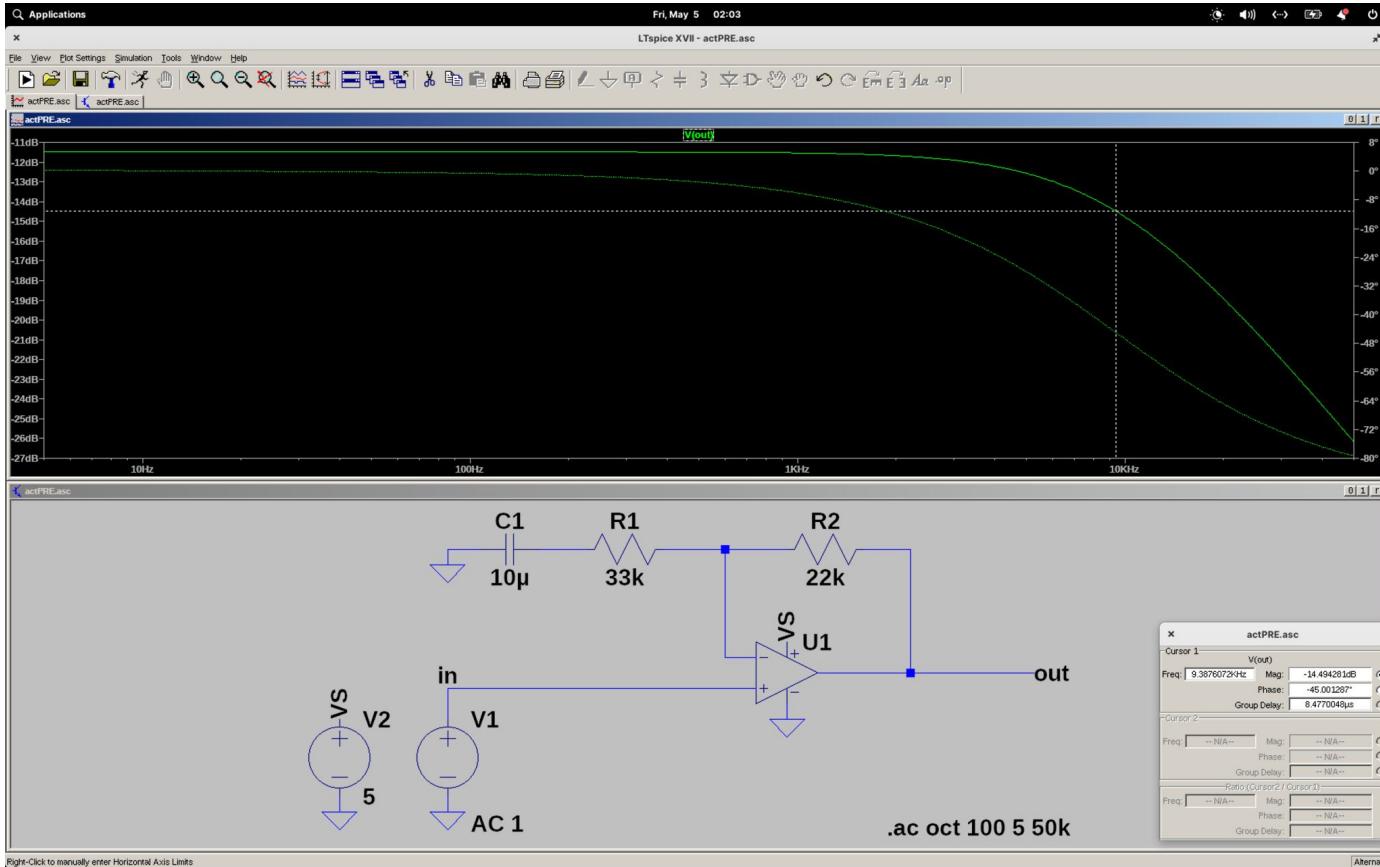
Filters and amplifiers

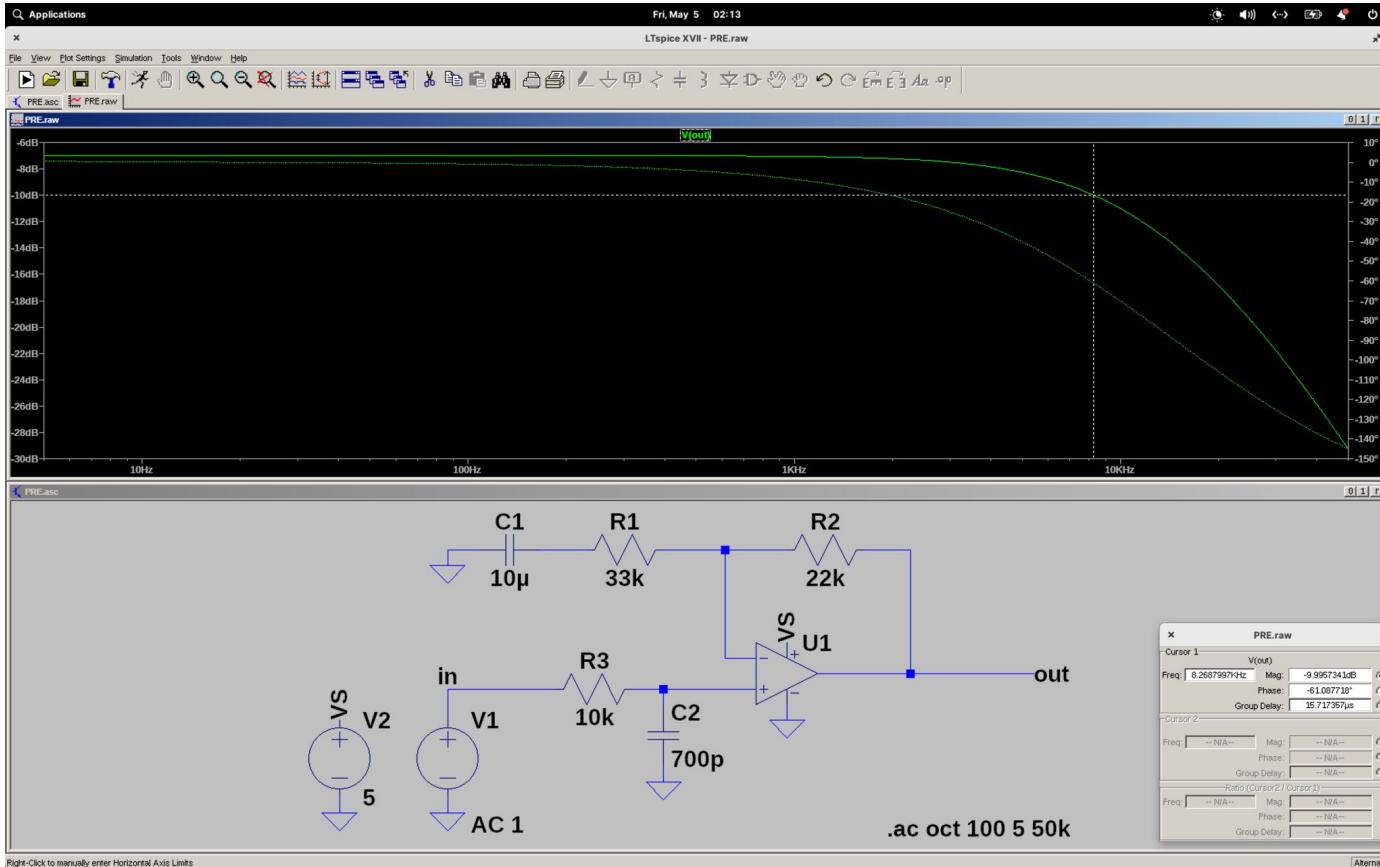
- **No more separate input buffer!**
 - We found unlimited bandwidth amplifier was putting a lot of inaudible hf noise after troubleshooting, testing, probing
 - The input buffer was not bandwidth-limited
 - Noise could have been aliased and causing noise or distortion
- **Passive low passing**
 - Used LTspice to find a suitable low pass filter to use both before ADC for anti-aliasing as well as after the DAC for smoothing
 - 3 dB cutoff frequency approx. 22.7 kHz

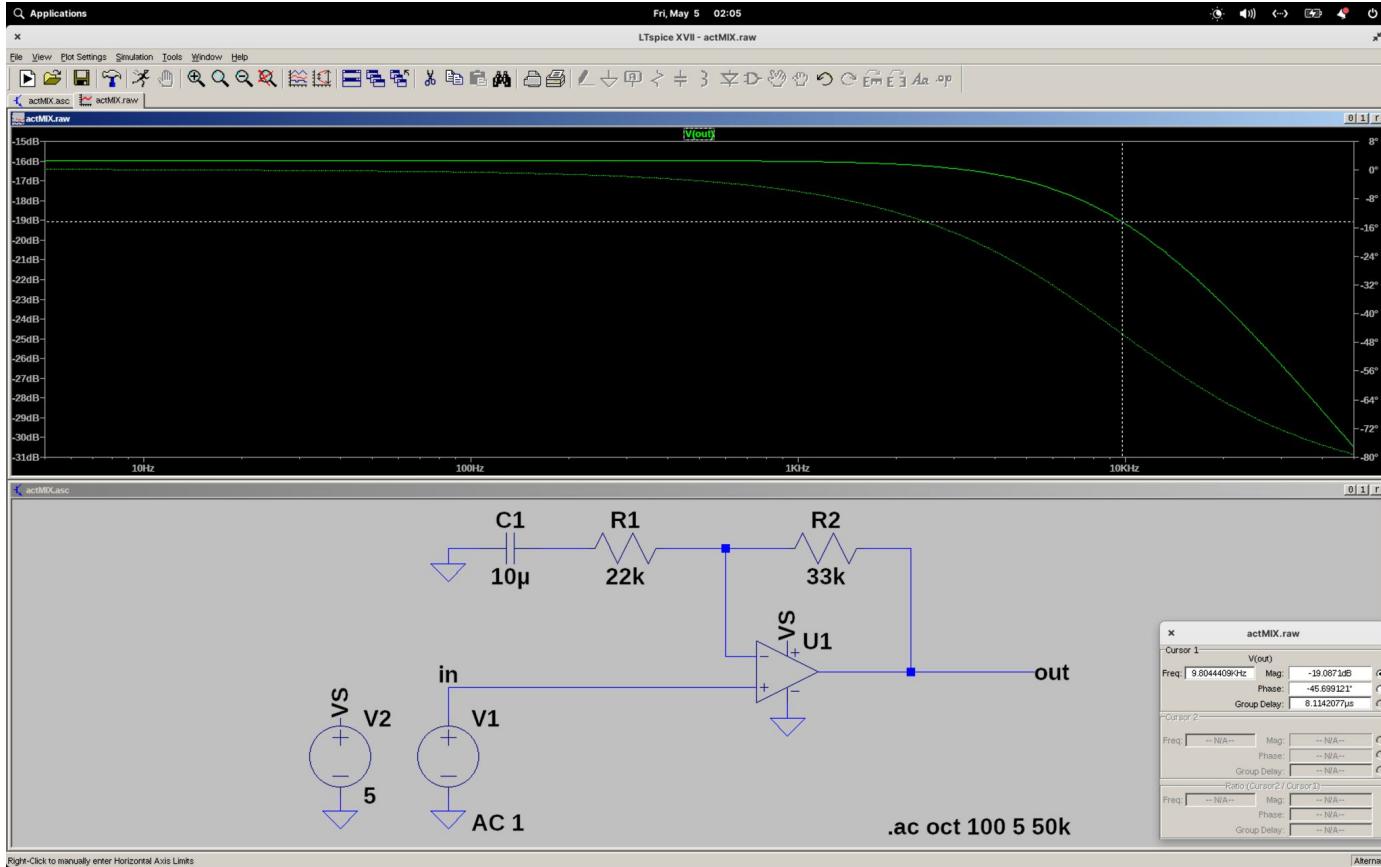


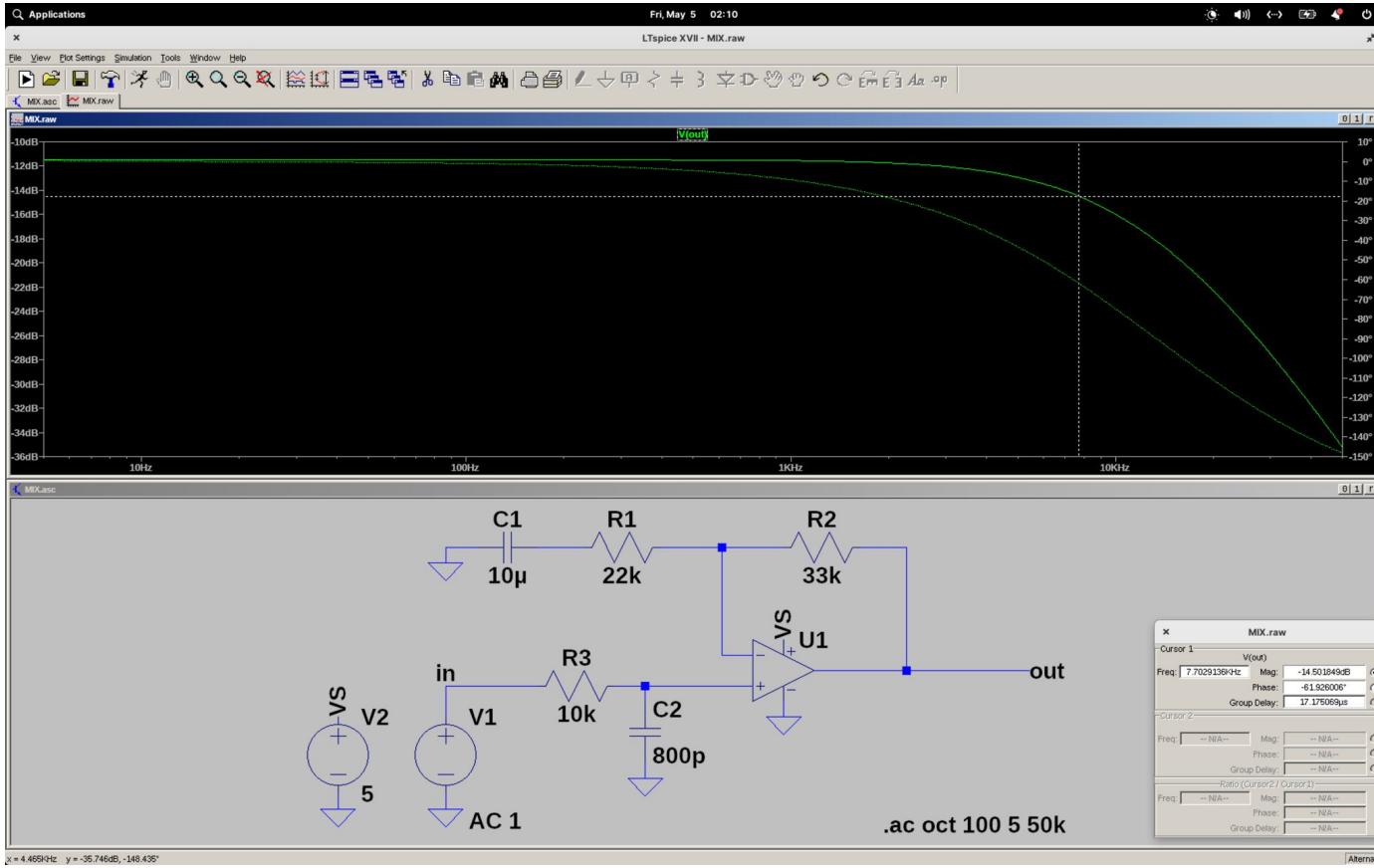
Filters and amplifiers cont'd

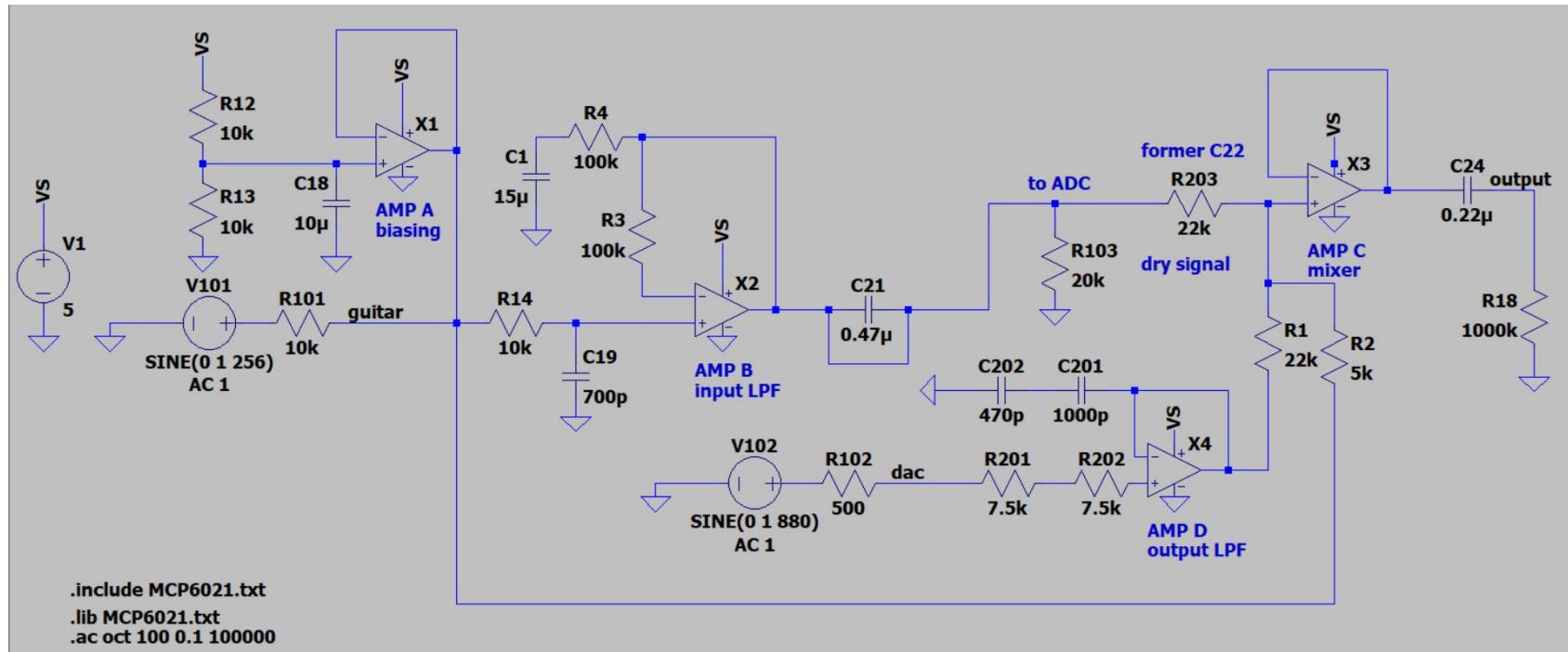
- **No more unity gain!**
 - Used LTspice and opamp equations to make up gain lost to filtering
 - This gave a huge improvement in SNR!
 - Preamp: $G_V = 1 + \frac{22 \text{ k}\Omega}{33 \text{ k}\Omega} \approx \frac{5}{3}$
 - Mixer: $G_V = 1 + \frac{33 \text{ k}\Omega}{22 \text{ k}\Omega} \approx 2.5$
- **Bandwidth limited!**
 - Limited bandwidth of each amplifier with an additional low pass filter
 - Cutoff frequency just under 10 kHz











Applications

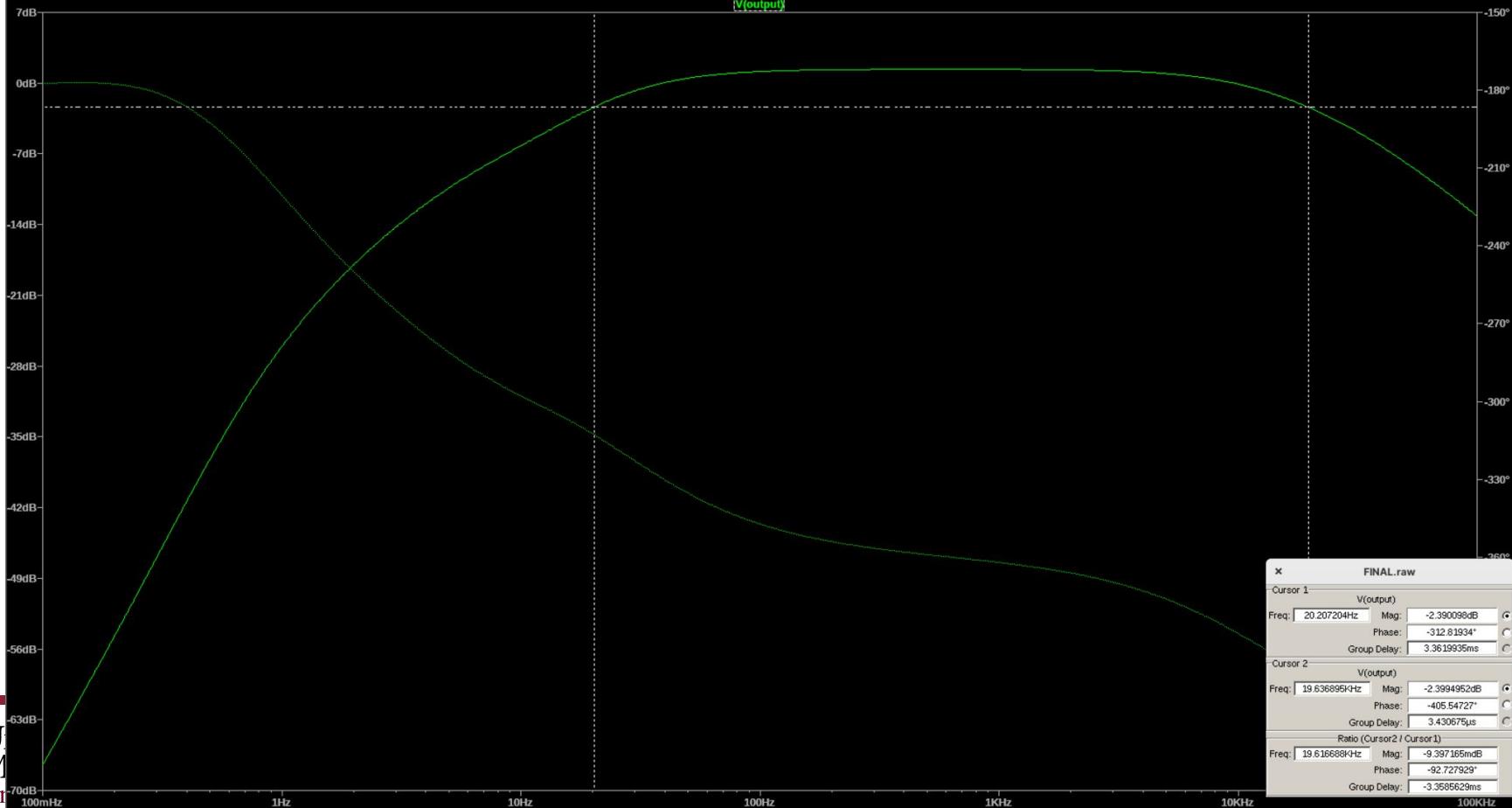
Fri, May 5 02:36



LTspice XVII - [FINAL.raw]

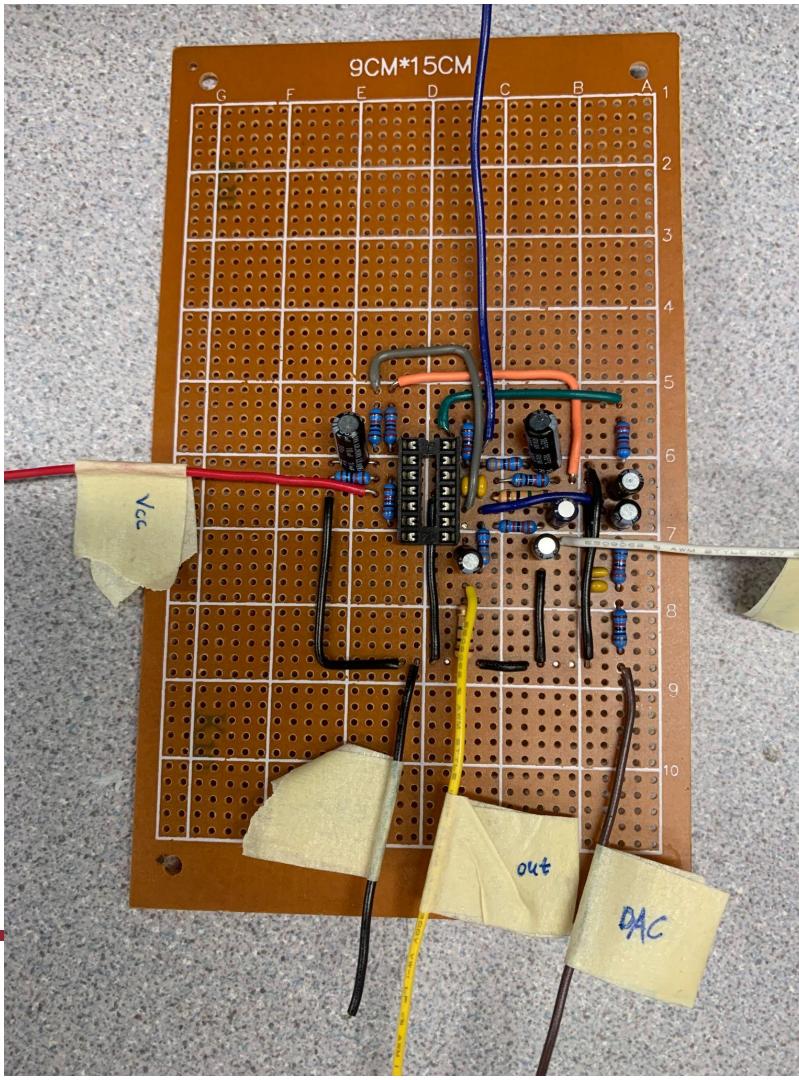
File View Plot Settings Simulation Tools Window Help

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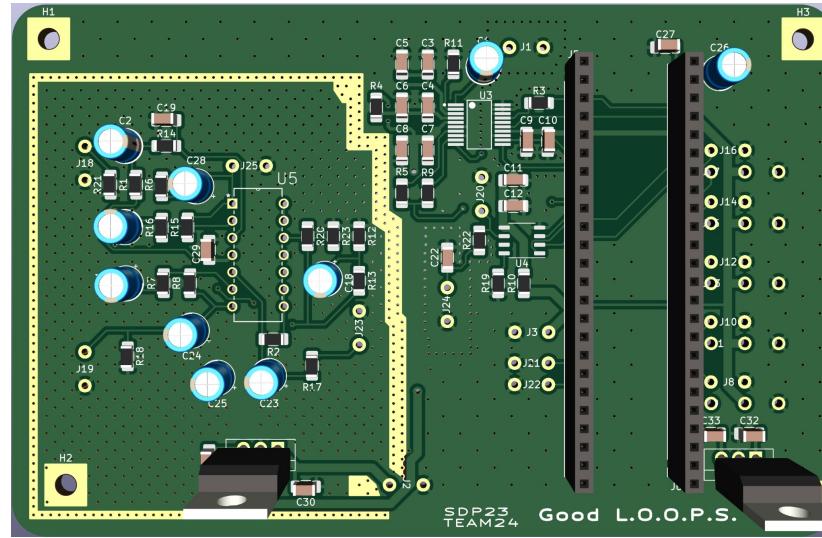
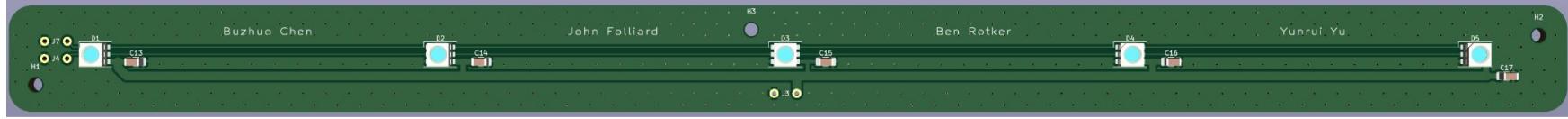
U
M
A

x = 14.648Hz y = -59.299dB, -408.306°

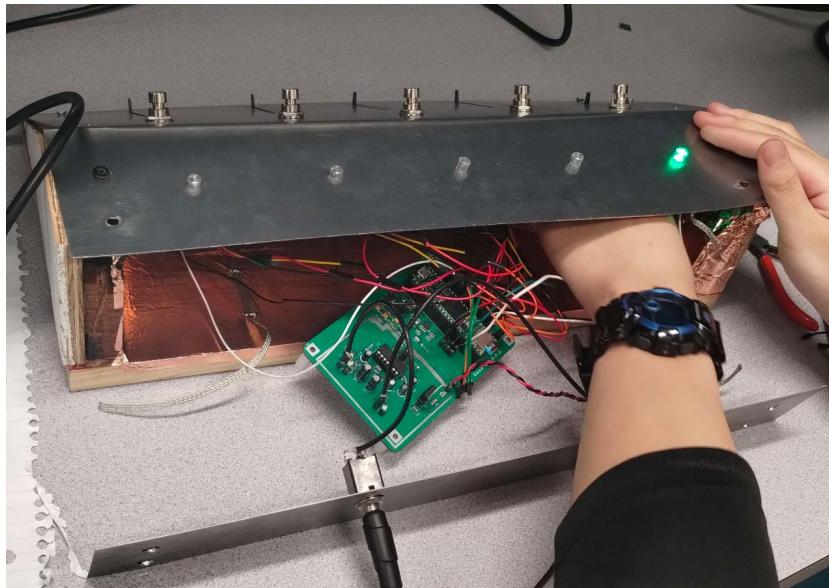
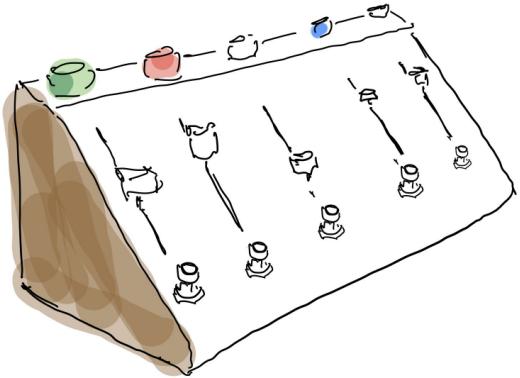
Alternate



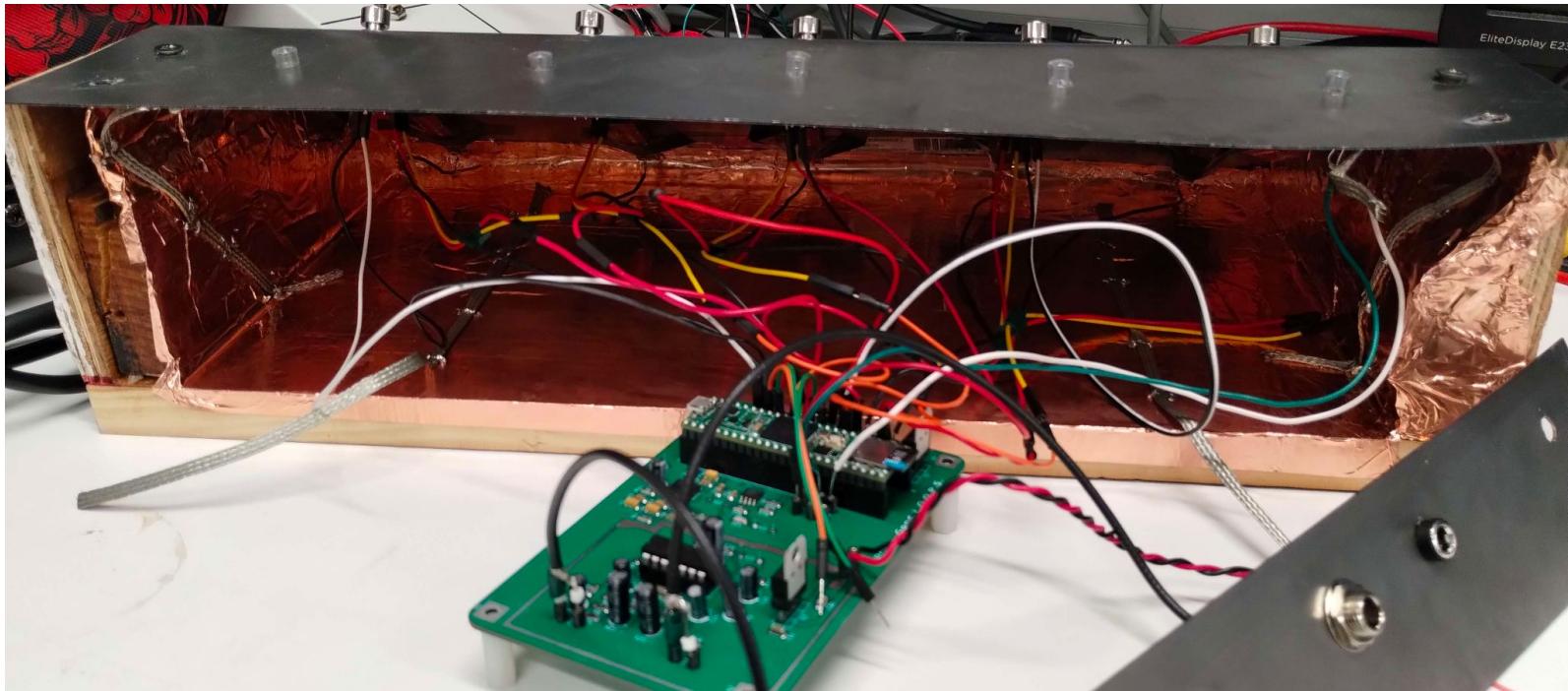
Final PCBs



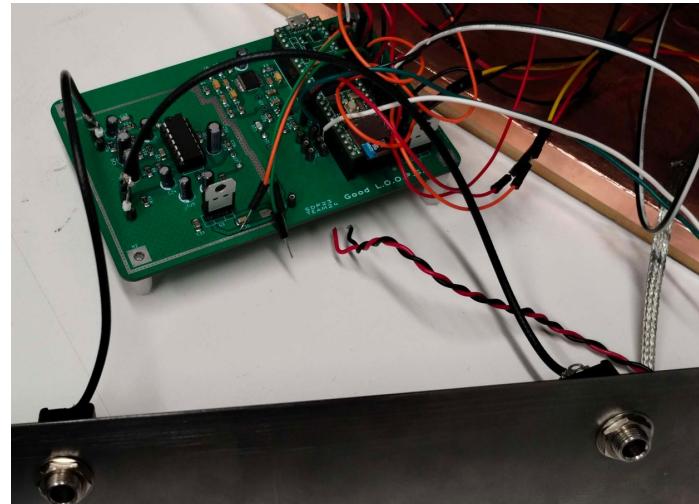
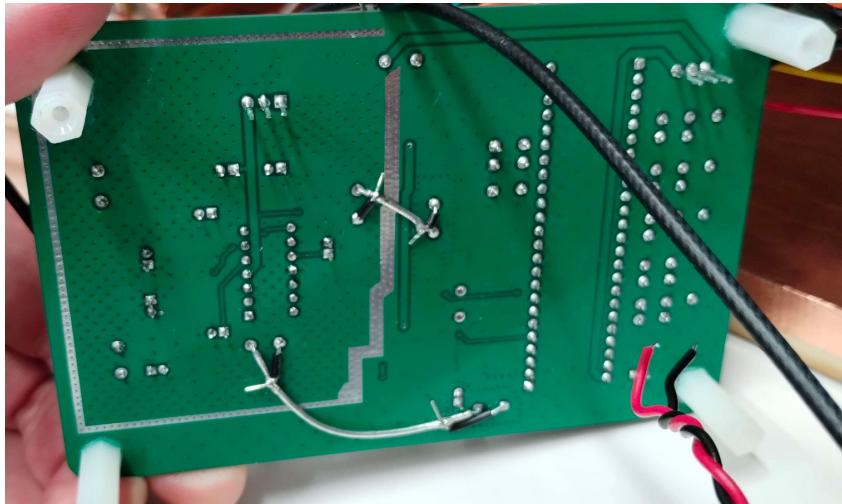
Enclosure



Shielding and bonding



Coaxial cables



Hardware Components Justified

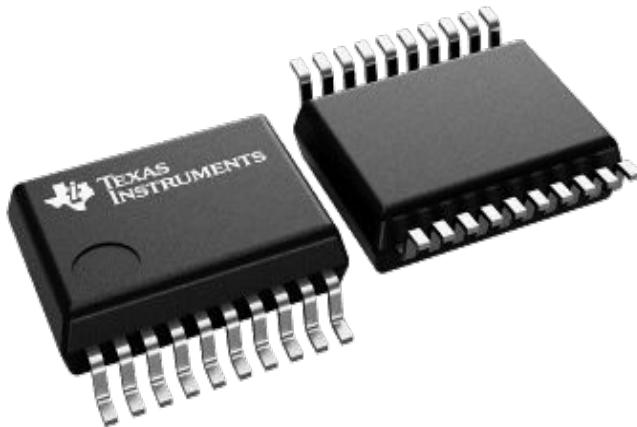
Microchip MCP6024 Operational Amplifier



- 4 op amps in a single 14-dual inline package
- Input noise current density: **3 fA/ $\sqrt{\text{Hz}}$** at $f = 1\text{kHz}$
 - Typ. 0.1 fA/ $\sqrt{\text{Hz}}$ to 10 pA/ $\sqrt{\text{Hz}}$
- Input noise voltage density: **8.7 nV/ $\sqrt{\text{Hz}}$** at $f = 10\text{kHz}$
 - Typ. 1 nV/ $\sqrt{\text{Hz}}$ to 20 nV/ $\sqrt{\text{Hz}}$ [2]
- Typ. 10 MHz Bandwidth
- Accepts 2.5 V to 5.5 V power supply [2]

Hardware Components Justified

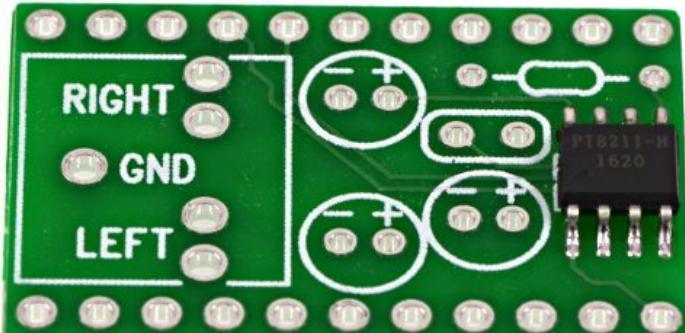
Texas Instruments PCM1802DB



- Stereo 24 bit ADC
- Sampling Rate: 16 kHz to 96 kHz
- THD+N: 96 dB
- SNR: 105 dB
- Single-Ended Voltage Input

Hardware Components Justified

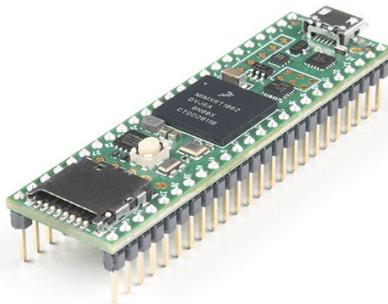
Princeton Tech. Corp. PT8211



- Dual channel, 16 bit DAC
- Up to 384 kHz sampling rate
- THD: 0.1% with 1KHz
- SNR: 93 dB
- Single-Ended Voltage Input
- Recommended by Teensy website

Hardware Components Justified

Teensy 4.1 Development Board



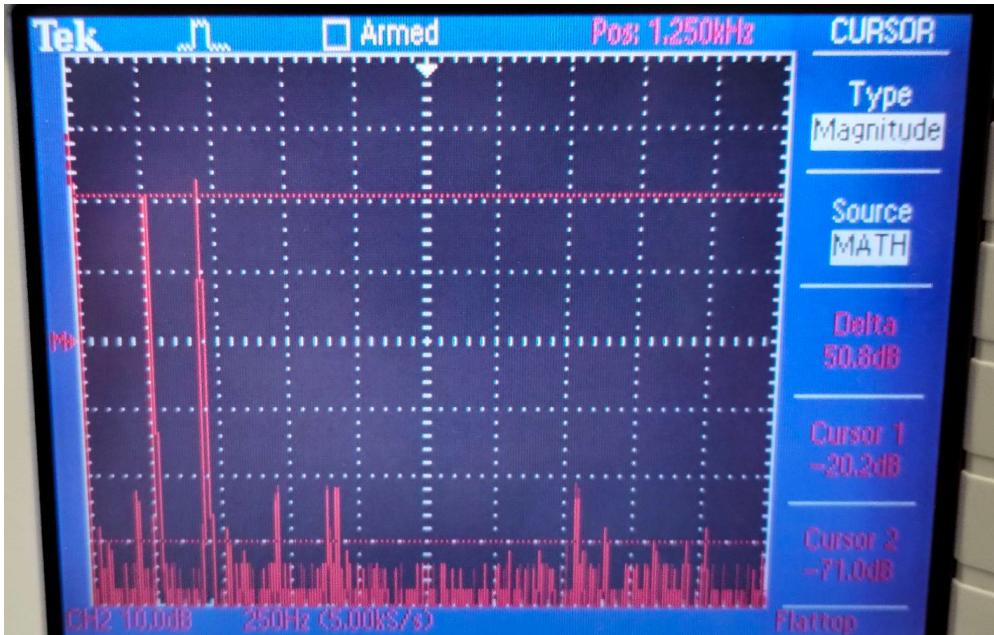
- ARM Cortex M7 at 600 MHz
- 55 digital I/O pins
- 18 analog input pins
- SD card slot
- 3 SPI ports
- 2 I2S ports

Performance

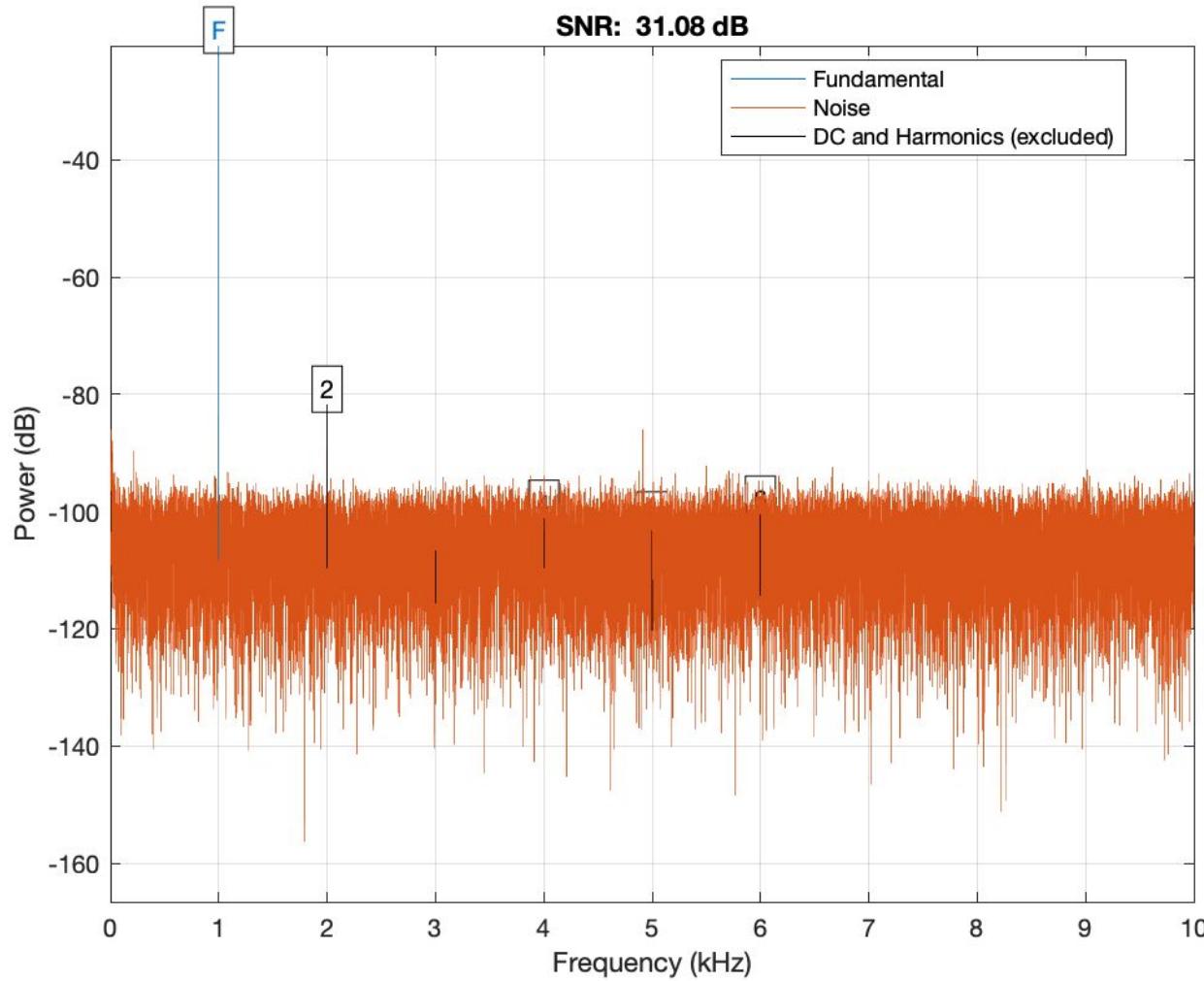
Measurement Equipments

- **KEYSIGHT 33220A Waveform Generator**
 - Non-harmonic spurious = 70 dBc at 0 ~ 1 MHz
 - THD \approx 0.04% at 0 ~ 20 kHz
 - Vertical resolution: 4 digits (< 14 bits)
- **Tektronix DPO 4032 Oscilloscope**
 - Maximum sampling rate: 2.5 GHz
 - Vertical resolution: 8 bits (Hi Res: 11 bits)

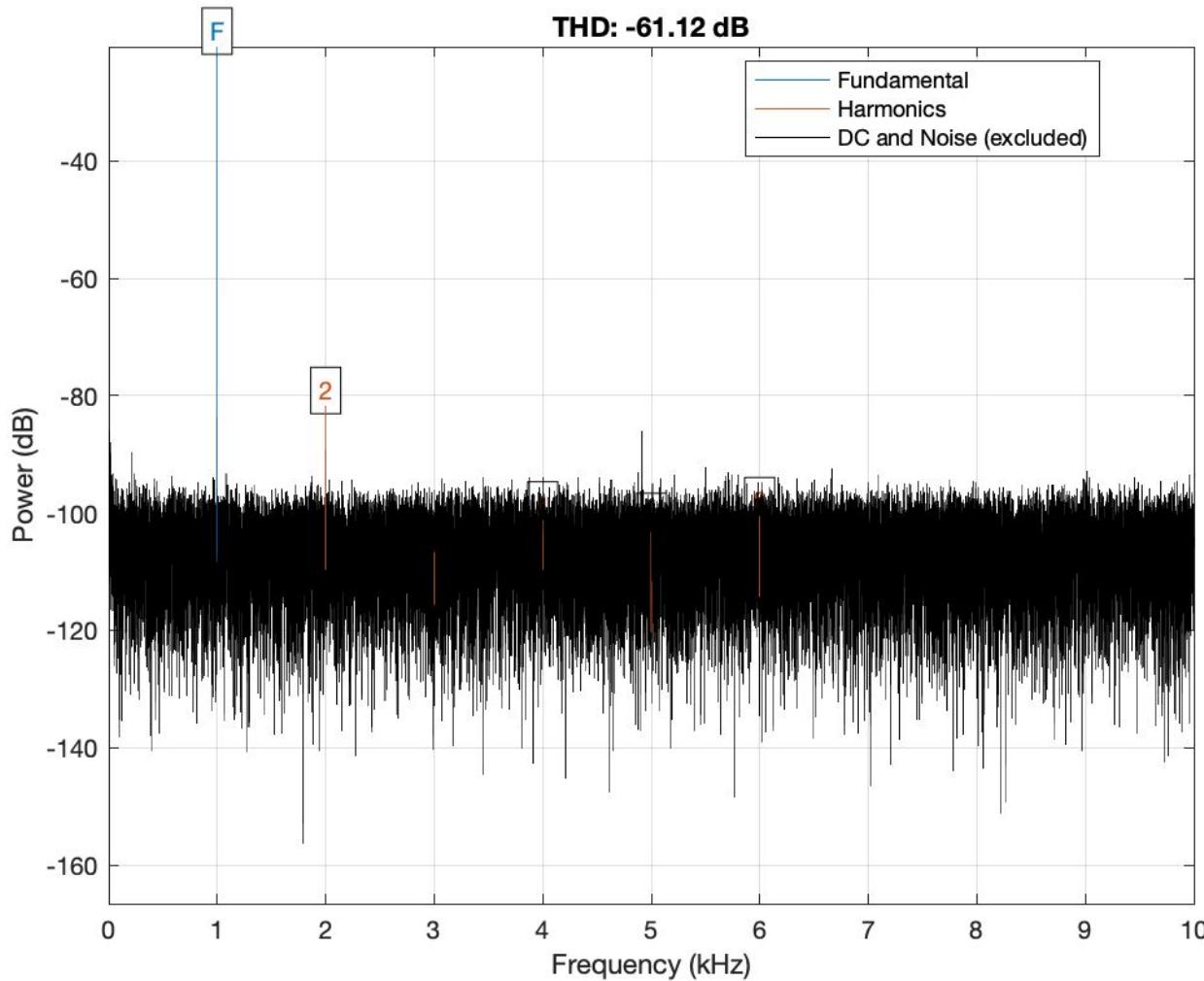
First [admittedly-crude] SNR > 40 dB (?)



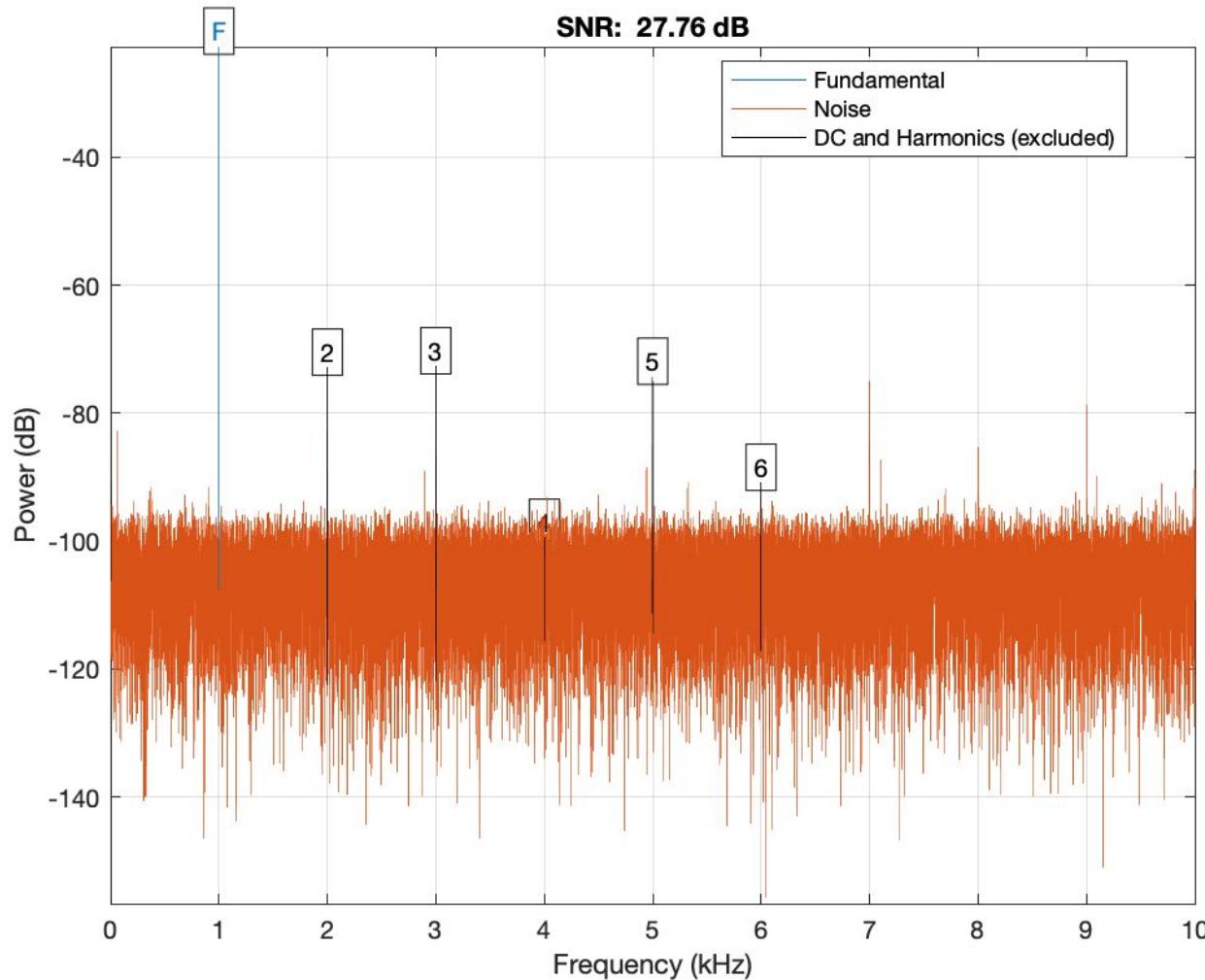
Dry



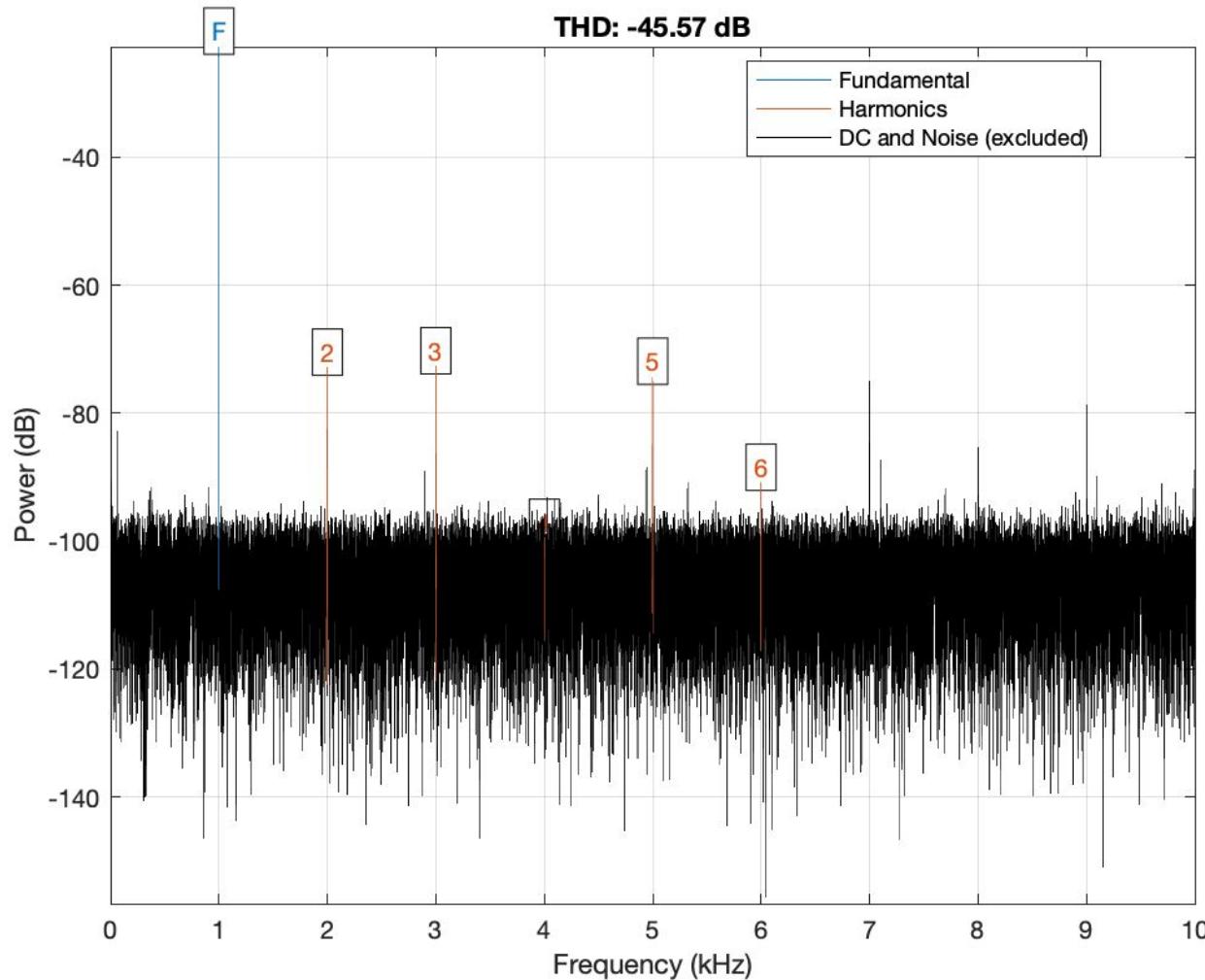
Dry



Loop



Loop



Calculated SNR

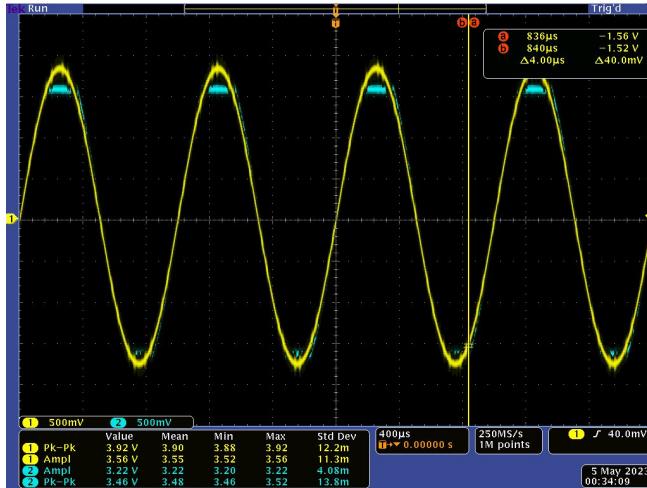
- Dry Through

Output (0.125V)	0.259842 V
Output (0.250V)	0.129987 V
Y-intercept	1.37×10^{-4} V
Max Output	3.22 V
SNR	87.4223 dB

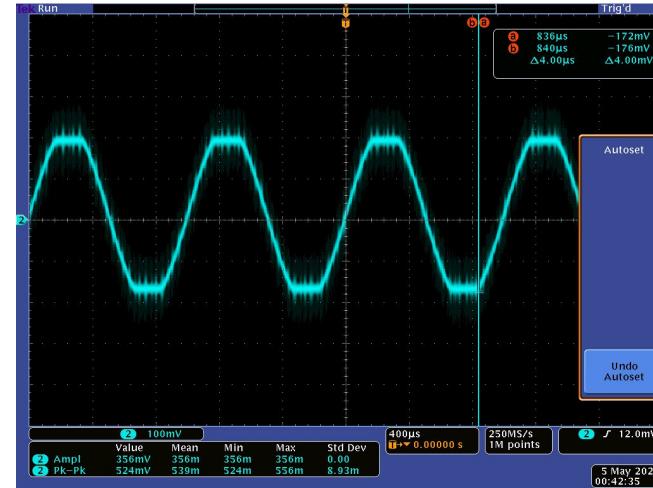
- Looping

Output (0.125V)	0.128655 V
Output (0.250V)	0.20606 V
Y-intercept	0.0513 V
Max Output	0.356 V
SNR	15.4751 dB

Distortion with high input amplitude

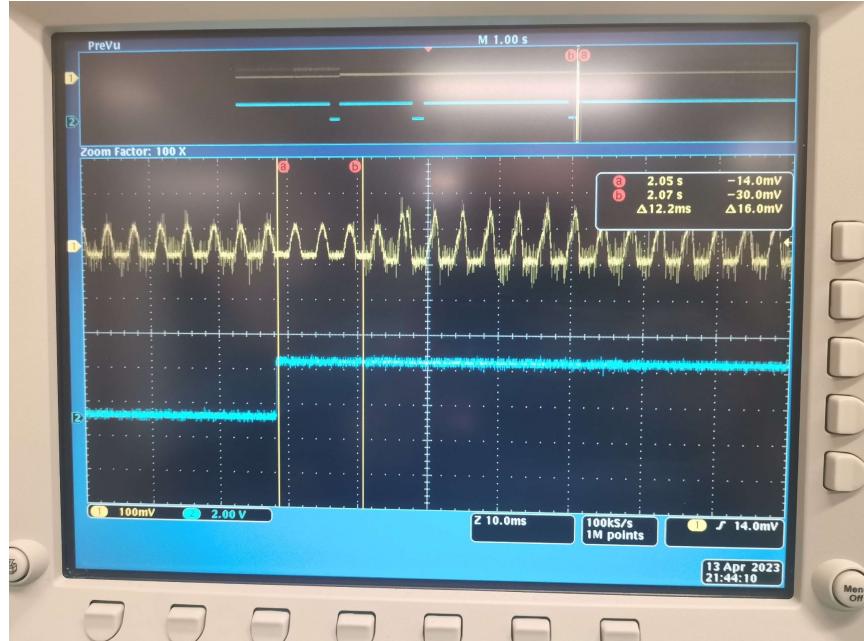
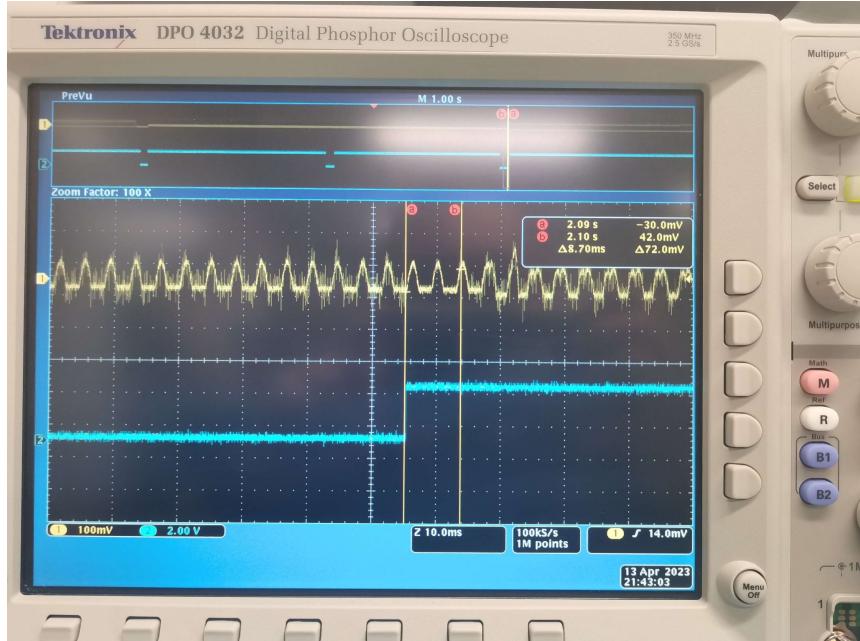


DPO4032 - 7:05:52 PM 5/4/2023



DPO4032 - 7:14:19 PM 5/4/2023

Min and Max Latency (Min: 8.7 ms; Max: 12.2 ms)



Project Expenditures and Management

Expenditure List - Integrated Circuits

Item	Quantity	Cost
ADCs	8	\$33.89
Codecs	3	\$28.60
Amplifiers	11	\$19.19
Voltage Regulators	9	\$10.62
DACs	4	\$10.60
ADC Breakout Board	1	\$7.99
Amplifier Breakout Board	1	\$5.95
Shift Registers	3	\$3.78

Expenditure List - PCBs + Components

Item	Quantity	Cost
PCBs	10 (2 orders)	\$81.60
MCUs	2	\$83.76
Adaptor Boards	4	\$27.82
Capacitors	51	\$27.36
SD Card	1	\$16.95
Resistors	54	\$8.85
PCB Standoffs	8	\$1.55

Expenditure list - User Interface Components

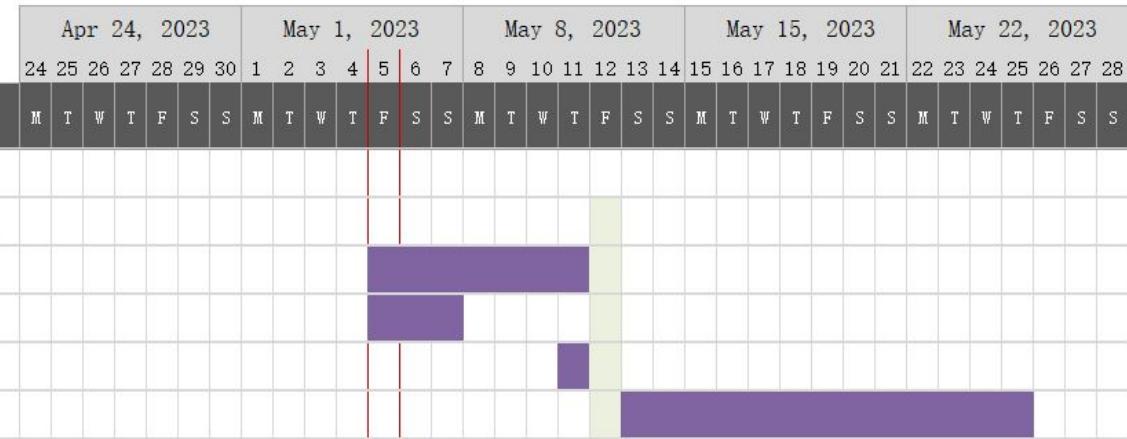
Item	Quantity	Cost
Footswitches	4	\$26.40
Slide Potentiometers	6	\$12.48
Audio Jacks	2	\$6.72
Teensy Headers for PCB	4	\$4.20
Component Total	-	\$418.31
Shipping	-	\$176.69
Grand Total	-	\$595.00

Gantt Chart

L. O. O. P. S.

SDP 23 Team 24

Phase Start:	Fri, 5/5/2023
Today:	Fri, 5/5/2023



QUESTIONS & ANSWERS

University *of*
Massachusetts
Amherst
