

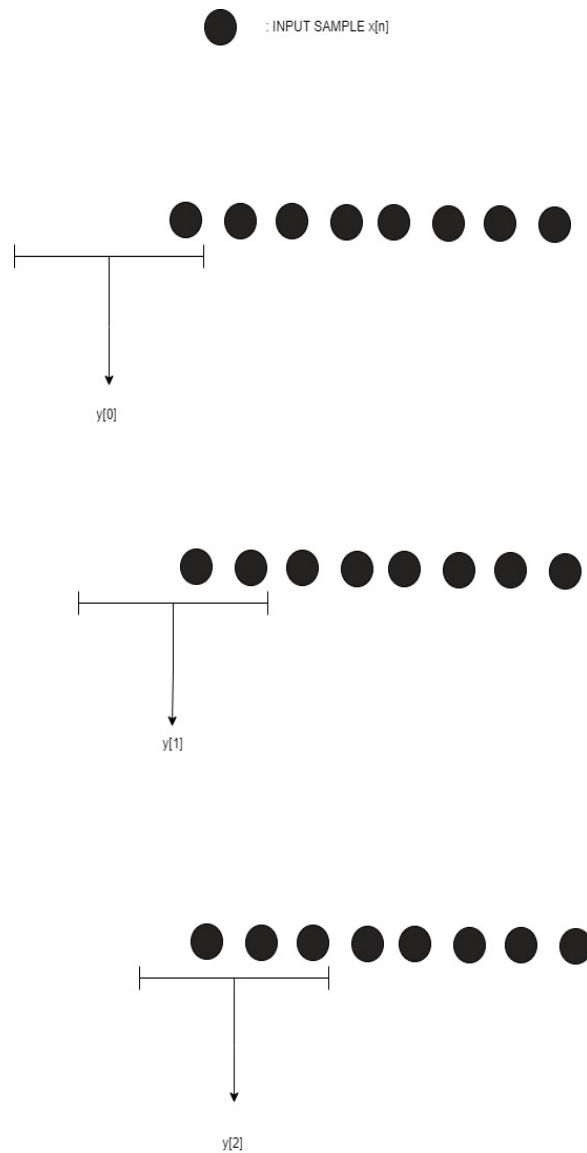
Moving Average Filter

Moving Average Filter is used in Signal Processing and Data Analysis to smooth out high frequency noise and short-term fluctuations. Write an assembly language program to implement a 4-point Moving Average Filter on an input signal consisting of 8 samples.

The formula for output signal is provided-

$$y[n] = \frac{x[n] + x[n-1] + x[n-2] + x[n-3]}{4}$$

Assume that $x[-1]$, $x[-2]$ and $x[-3]$ are equal to 0.



And so on...

```

// -- DO NOT CHANGE ANYTHING UNTIL THE **** LINE--//
ORG 0H
LJMP MAIN
ORG 100H
MAIN:
CALL FILT
HERE: SJMP HERE
ORG 130H
// *****

FILT:
// ADD YOUR CODE HERE
RET
END

```

- The input signal $x[n]$ samples must be stored in memory locations 60H to 67H.
- The output signal $y[n]$ samples must be stored in memory locations 70H to 77H.
- To reduce the effort involved in adding multiple items in memory locations, you can use the command window in Keil.
 - Start a Keil debugging session.
 - Enter the following command in the Keil command window to load an array of 8 numbers represented in decimal format. The I:60h refers to indirect addressing of location 60H. To inspect the memory, you should enter I:0x60 in the Keil memory window.

E char I:60h = 04h,24h,38h,11h,3ah,2bh,0eh,69h

- You can assume that the addition result never crosses 8 bits (i.e there is no overflow and each operation can be done in a single instruction).

Checkpoints

Check the following cases:

- Input samples : 04H, 24H, 38H, 11H, 3AH, 2BH, 0EH, 69H.
Output samples : 01H, 0AH, 18H, 1CH, 29H, 2BH, 21H, 37H.
- Input samples : 56H, 1AH, 33H, 4DH, 46H, 02H, 4EH, 56H.
Output samples : 15H, 1CH, 28H, 3CH, 38H, 32H, 38H, 3BH.

IMPORTANT HINT : Use DIV instruction for performing division by 4. You can only use accumulator: A and register: B for performing division and NO OTHER REGISTERS. For example, if we want to divide 13 by 4

```

MOV A,#13
MOV B,#4
DIV AB

```

After the "DIV" instruction is executed, accumulator: A contains the quotient, and register: B contains the remainder.

$$a = 3$$

$$b = 1$$