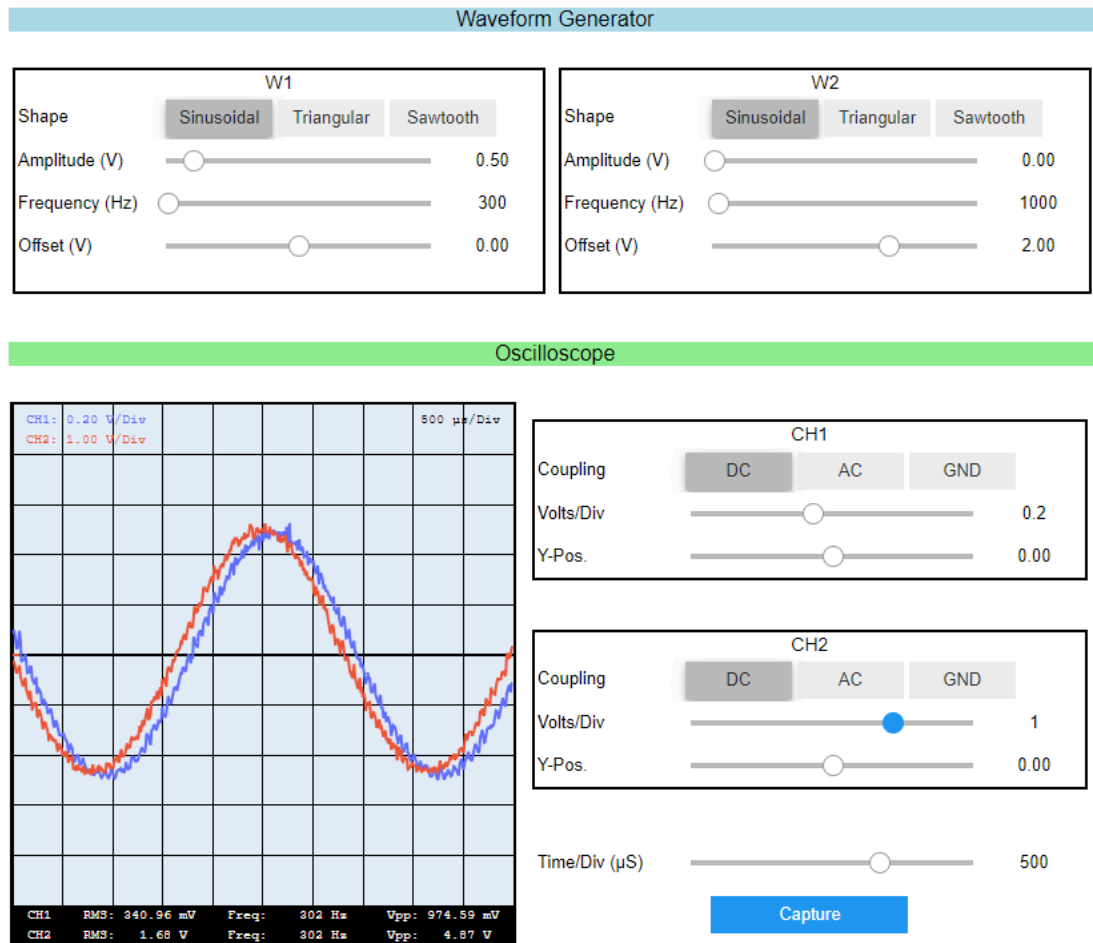


# Lab 8

## Objectives

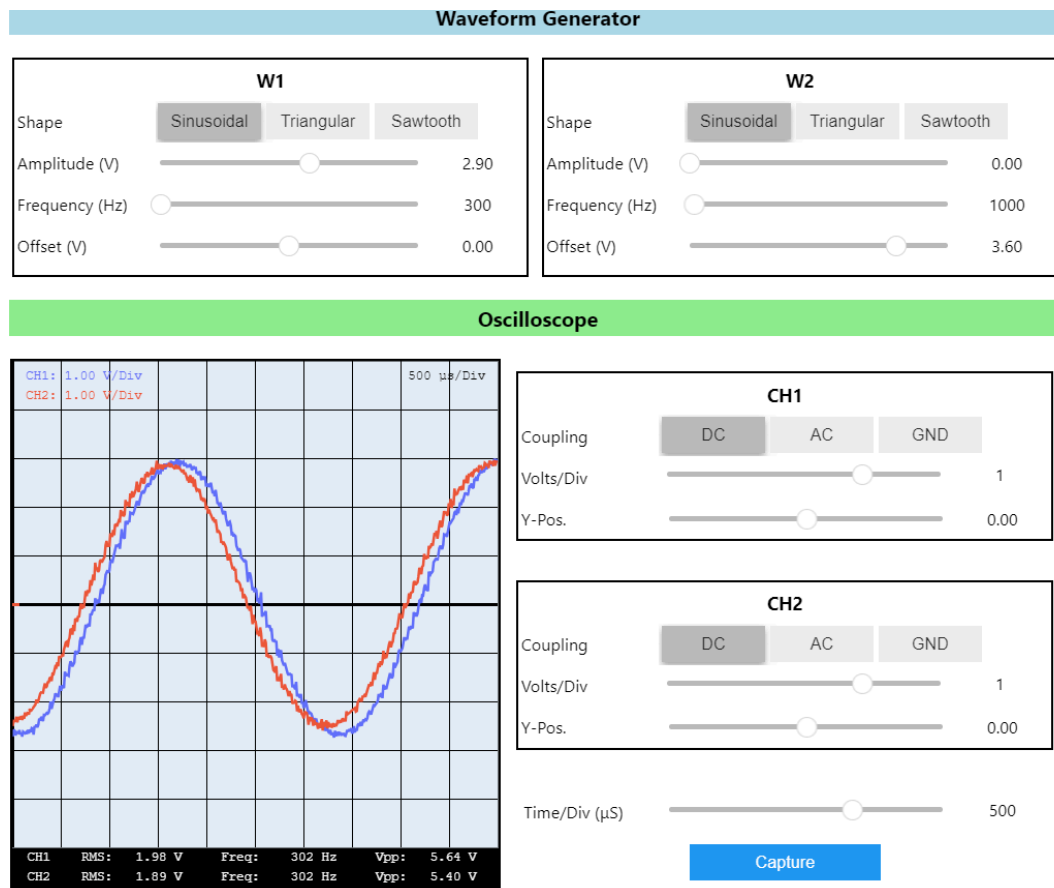
To integrate the subsystems constructed so far and test a complete audio amplifier system.

## Integration and testing

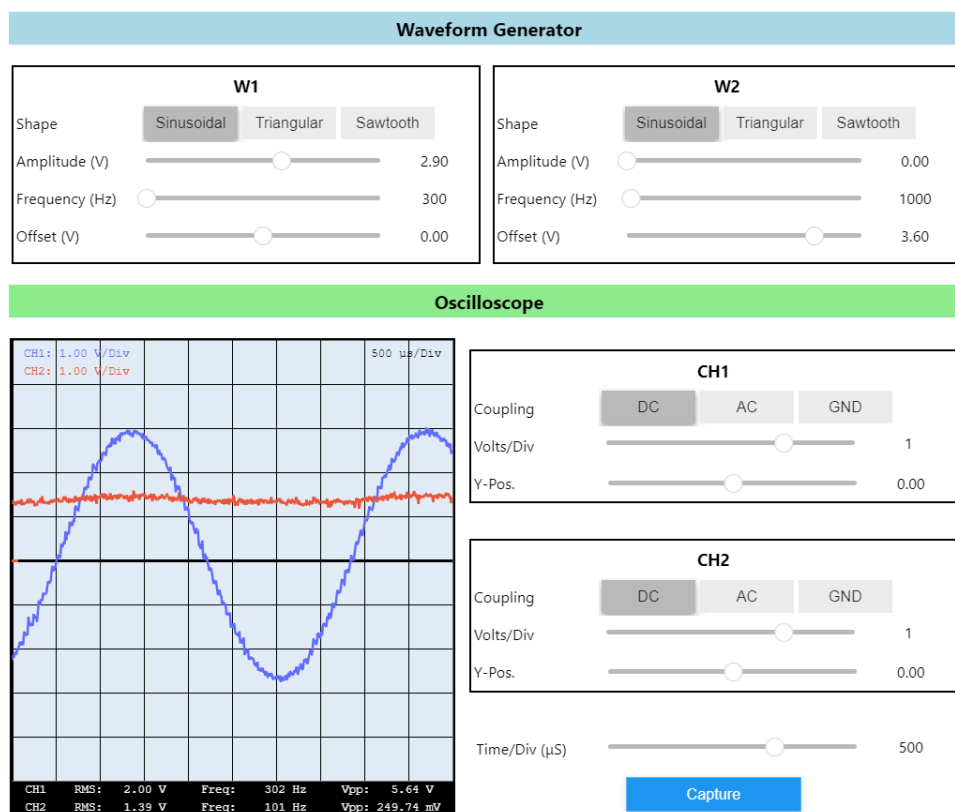


Amplitude (V)	$V_a$ (V)	$V_{\text{signal-pp}}$ (V)	$V_{\text{audio-pp}}$ (V)	$V_{\text{volume-RMS}}$ (V)
4.9	5.4	9.04	1.51	0.149
3.9	4.5	7.29	2.9	0.527
2.9	3.6	5.47	5.37	1.31
1.9	2.7	3.81	9.03	2.48
0.89	1.8	1.92	9.86	2.79
0.39	0.9	0.994	4.7	2.89
0.09	0	0.498	8.43	3.49
0.04	-0.9	0.53	10.94	2.21

## V Audio (Vpp)



## V Volume (Vrms)



## Audio amplifier characterization

```
In [ ]: import numpy as np
import plotly.graph_objs as go

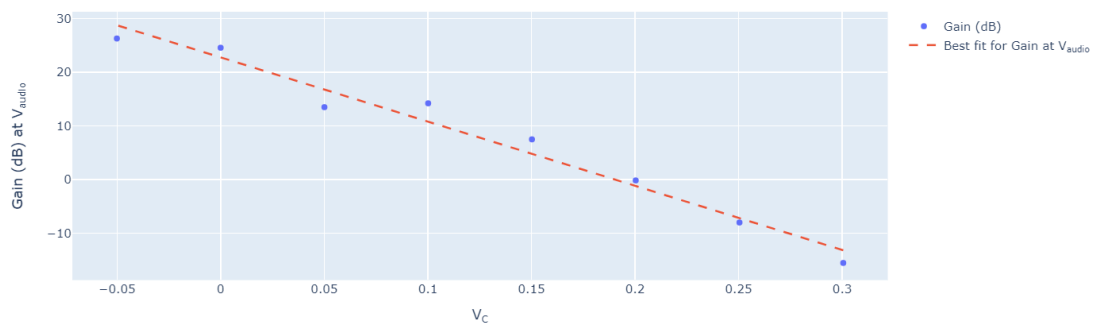
v_a = np.array([5.4, 4.5, 3.6, 2.7, 1.8, 0.9, 0, -0.9])
vpp_signal = np.array([9.04, 7.29, 5.47, 3.81, 1.92, 0.994, 0.498, 0.53])
vpp_audio = np.array([1.51, 2.9, 5.37, 9.03, 9.86, 4.7, 8.43, 10.94])
vrms_volumne = np.array([0.149, 0.527, 1.31, 2.48, 2.79, 2.89, 3.49, 2.21])

v_c = v_a*(33/593)
gain_audio = 20*np.log10(vpp_audio/vpp_signal)

# Create figure with secondary y-axis
fig = go.Figure()

fig.add_trace(go.Scatter(x=v_c, y=gain_audio, mode='markers', name='Gain (dB)'))
fig.update_layout(xaxis_title='V<sub>C</sub>', yaxis_title='Gain (dB) at V<sub>a</sub>')

coef = np.polyfit(v_c, gain_audio, deg=1) # deg=1 for order 1 polynomial (linear)
fit = coef[0]*v_c + coef[1]
fig.add_trace(go.Scatter(x=v_c, y=fit, mode='lines', line=dict(dash='dash'), nam
```



**Plot the graph of the gain versus  $V_c$ , and discuss whether the output performance of the audio amplifier system meets the desired objective**

Based on the results, the lower  $V_c$  would produce a higher gain. Which would mean that the audio produce is louder. This aligns with Lab 5. Since  $V_c$  is propotional to  $V_a$ , having a very low  $V_a$  would cause the highest gain with potentially could cause clipping and distortion. The output performance of the graph indicates that the audio amplifier meets the desired objective.

## Open-Ended Questions

**Describe the problems you encountered when integrating the circuit and manually controlling the volume. How did you troubleshoot the problems?**

There was human error in integrating the circuits where the initial graph is not produced correctly. Adjustung the Volume ( $V_a$ ) was confusing and adjusting the  $V_a$  too low would cause the speaker to be too loud and more distorted. Speaker also produce a humming/buzzing noise while the audio is playing. With this in mind, adjusting the  $V_a$  to a higher voltage and then slowly decreasing the voltage produced a better audio. Also,

double checking the circuit for loose connections helped with the buzzing noise. It can be concluded that using longer wires / more wires will cause the circuit to have more resistance and therefore affect the audio output. Minimising the number of wires / length of wires would help improve. Lastly, better components inclusive of speakers and audio wires and Op Amp would help produce the cleaner audio with lesser noise to the audio. A high-quality opamp can help improve the SNR of a microphone amplifier. Opamps having a low noise floor and high gain are best suited for achieving a high SNR. Furthermore, correct circuit design and shielding techniques can assist minimise noise and increase SNR.