*Blind Source Separation Using ICA*

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*Abstract*— This lab allowed us to deepen our knowledge of microprocessors by taking everything we learned from previous labs to implementing a source separation using the Fast Independent Component Analysis (ICA) technique. This experiment contains two parts: first, generating two sine waves, mixing the signals, store and read from flash and outputting mixed signals onto the oscilloscope; second, using FastICA to separate the signals, and outputting the separate signals onto the oscilloscope. The tools used were a microprocessor, namely the STM32 kit, a breadboard, an oscilloscope and coded in Embedded-C using the Keil μVision5 IDE. Additionally, we used the CMSIS-DSP library functions (arm\_sin\_f32()) to generate samples of the sine waves, the HAL drivers to control the on-chip Digital to Analog Converter (DAC), and the Quad-SPI interface for storing samples onto the flash memory.

Keywords—microprocessor, STM32, FastICA, CMSIS-DSP, Quad-SPI

# Introduction

The purpose of this experiment was given to exercise the skills acquired from previous labs to finally building an audio application that employs Blind Source Separation (BSS) using the Fast Independent Component Analysis (FastICA) algorithm. There are many software and hardware limitations such as stm32 flash can only take 8 megabytes of information at a time or writing an algorithm to the DAC chip might be overwhelming. However, these limitations allow students to turn to strategies such as using the DMA, OS threads, interrupts and CMSIS-DSP library. Students were given the opportunity to explore the several effective functions they can use to minimize runtime, lines of code, to building a creative audio application. In order to initiate the project, a base code was provided for the Keil μVision5 IDE to guide the students on where to implement appropriate codes. However, the base code wasn’t enough to incorporate the QSPI (flash interface), as a result, the software CubeMX was used to modify the base code in order to use QSPI. Moreover, another tool that was provided was the STM32 kit with an audio jack converter. An oscilloscope was also used to display the sine waves. Pin numbers D13 and D7 were used to probe the channels (Channels 1 and 2 respectively) on the board for the sine wave. Students were given 2 weeks to deliver the initial demo and 2 weeks to deliver the final demo.

# The Design Problems

This section will work in tandem with Section III. As problems are introduced and explained, Section III will answer the problems accordingly.

## The Base Code

The first and foremost step to start this experiment is to ensure that the base code provided is fully functional with the functions that we’d need to implement. The issue that arised with this is that the base code provided didn’t include how to incorporate QSPI (flash interface).

## Generation of Sine Waves

Next, in the previous labs we were required to generate triangular waves but not sine waves. As a result, we had to read through the CMSIS-DSP library to see if there was a function that can generate sine waves. To generate one sine wave signal deemed to be straightforward however another issue was to generate two sine waves and we had to figure out at what frequency do two sine waves mix appropriately.

## Writing Sine Wave Sample to DAC

We were given the option to output the samples through MATLAB or an oscilloscope to verify our sine waves. The problem faced with this was that we had to scale the signal to have a suitable amplitude for the DAC resolution (i.e. 8 bits) and also since sine waves have negative samples, we also needed to provide a DC offset the signal. Writing the Sine Wave to the DAC was very minor as we dealt with something like this in Lab 2.

## Writing Sine Wave to Flash and Playback from Audio

The next issue was how to access the Quad-SPI external interface of the board. This is what would give us access to read and write to the flash.

# Approach to Problems

## The Base Code

After numerous run trials we concluded that the base project given was not sufficient enough to incorporate reading and writing to the flash memory. As a result, we used the program CubeMX which is an initialization code generator that helps to map out certain areas on the board such as pin location and will generate code based on the ones we’d like to map. What pins did we map out?

## Generation of Sine Waves

Generating sine wave signals were done using the formula (1) given in the lab handout. Initially, to test the implementation, only one sine wave was to be generated. After computing the value of the angle using the arithmetic shown within the arguments of the function, the sine wave signal was found using a simple CMSIS-DSP function [1]. This function is a fast approximation of the trigonometric sine function, with one argument, the angle in radians and returns sin(angle). Moreover, to generate two sine waves, we first needed to know at what frequency do two sine waves mix. To solve this, we used the frequency values C4 and G4 which was found using Table I, the corresponding values were 261 and 392 respectively.

In order to produce mixed sine waves, we converted the provided matrix in the documentation to 2 linear equations (2) and selected coefficients to be of value 0.5. This number was chosen to center the samples.

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

1. Frequencies for equal-tempered scale, A4 = 440 Hza

| Note | Frequency (Hz) | Wavelength (cm) |
| --- | --- | --- |
| C4 | 261.63 | 131.87 |
| G4 | 392.00 | 88.01 |

1. Extracted sample from Physics of Music – Notes (*https://pages.mtu.edu/~suits/notefreqs.html*)

## Writing Sine Wave Sample to DAC

We decided to display the sine waves onto the oscilloscope using the DAC output. This was a fairly simple solution as we implemented the same approach as Lab 2. We initiated channels 1 and 2 and used the HAL\_DAC\_SetValue [2] function at 8 bits.

Furthermore, the second sine wave signal was offset with a DC value of 32000 (2\*16000) because it was required to generate 32000 samples. Both of our sine waves were sampled at a rate of 16000 samples/second, so we can generate samples worth 2 seconds of a sine wave. This would mean that we would be placing first sine wave iteratively form 0 to 31999, and the next sine wave offset by 32000. MAYBE ADD SOMETHING ABOUT SYSTICK IN HERE?

## Writing Sine Wave to Flash and Playback from Audio

We were provided with a document [3] that helped us instantiate and understand the external flash of the board. While computing each sine wave, we also wrote it to the QSPI. This was done using the function BSP\_QSPI\_Write [4] which takes in 3 parameters; pointer to data (sine wave) to be written, write starting address and the size of the data to write. This function writes to the QSPI memory. Next, in order to read values from the QSPI, we used the function BSP\_QSPI\_Read [4] and this allowed us to output sample to the audio interface using the flash memory.

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*a**b* 

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