
GDFLIB User's Guide

ARM® Cortex® M0+

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Chapter 1

Library

1.1 Introduction

1.1.1 Overview

This user's guide describes the General Digital Filters Library (GDFLIB) for the family of ARM Cortex M0+ core-based microcontrollers. This library contains optimized functions.

1.1.2 Data types

GDFLIB supports several data types: (un)signed integer, fractional, and accumulator. The integer data types are useful for general-purpose computation; they are familiar to the MPU and MCU programmers. The fractional data types enable powerful numeric and digital-signal-processing algorithms to be implemented. The accumulator data type is a combination of both; that means it has the integer and fractional portions.

The following list shows the integer types defined in the libraries:

- **Unsigned 16-bit integer** —<0 ; 65535> with the minimum resolution of 1
- **Signed 16-bit integer** —<-32768 ; 32767> with the minimum resolution of 1
- **Unsigned 32-bit integer** —<0 ; 4294967295> with the minimum resolution of 1
- **Signed 32-bit integer** —<-2147483648 ; 2147483647> with the minimum resolution of 1

The following list shows the fractional types defined in the libraries:

- **Fixed-point 16-bit fractional** —<-1 ; $1 - 2^{-15}$ > with the minimum resolution of 2^{-15}
- **Fixed-point 32-bit fractional** —<-1 ; $1 - 2^{-31}$ > with the minimum resolution of 2^{-31}

The following list shows the accumulator types defined in the libraries:

- **Fixed-point 16-bit accumulator** — $\langle -256.0 ; 256.0 - 2^{-7} \rangle$ with the minimum resolution of 2^{-7}
- **Fixed-point 32-bit accumulator** — $\langle -65536.0 ; 65536.0 - 2^{-15} \rangle$ with the minimum resolution of 2^{-15}

1.1.3 API definition

GDFLIB uses the types mentioned in the previous section. To enable simple usage of the algorithms, their names use set prefixes and postfixes to distinguish the functions' versions. See the following example:

```
f32Result = MLIB_Mac_F32lss(f32Accum, f16Mult1, f16Mult2);
```

where the function is compiled from four parts:

- **MLIB**—this is the library prefix
- **Mac**—the function name—Multiply-Accumulate
- **F32**—the function output type
- **lss**—the types of the function inputs; if all the inputs have the same type as the output, the inputs are not marked

The input and output types are described in the following table:

Table 1-1. Input/output types

Type	Output	Input
frac16_t	F16	s
frac32_t	F32	l
acc32_t	A32	a

1.1.4 Supported compilers

GDFLIB for the ARM Cortex M0+ core is written in C language. The library is built and tested using the following compilers:

- Kinetis Design Studio
- IAR Embedded Workbench
- Keil μ Vision

For the Kinetis Design Studio, the library is delivered in the *gdfplib.a* file.

For the IAR Embedded Workbench, the library is delivered in the *gdfplib.a* file.

For the Keil μ Vision, the library is delivered in the *gdfplib.lib* file.

The interfaces to the algorithms included in this library are combined into a single public interface include file, *gdfplib.h*. This is done to lower the number of files required to be included in your application.

1.1.5 Special issues

1. The equations describing the algorithms are symbolic. If there is positive 1, the number is the closest number to 1 that the resolution of the used fractional type allows. If there are maximum or minimum values mentioned, check the range allowed by the type of the particular function version.
2. The library functions that round the result (the API contains Rnd) round to nearest (half up).

1.2 Library integration into project (Kinetis Design Studio)

This section provides a step-by-step guide on how to quickly and easily include GDFLIB into an empty project or any SDK example or demo application projects using Kinetis Design Studio. This example uses the default installation path (C:\NXP\RTCESL\CM0_RTCESL_4.3_KDS). If you have a different installation path, use that path instead. If you want to use an existing SDK project (for example the hello_world project) see [Memory-mapped divide and square root support](#) . If not, continue with the next section.

1.2.1 New project (without SDK)

This example uses the NXP MKV10Z32xxx7 MCU, and the default installation path (C:\NXP\RTCESL\CM0_RTCESL_4.3_KDS) is supposed. To start working on an application, create a new project. If the project already exists and is opened, skip to the next section. Follow these steps to create a new project:

1. Launch Kinetis Design Studio.
2. Select File > New > Kinetis Design Studio Project so that the New Kinetis Design Studio Project dialog appears.
3. Type the name of the project, for example, MyProject01.

4. If you don't use the default location, untick the Use default location checkbox, and type the path where you want to create the project folder (for example, C:\KDSProjects\MyProject01) and click Next. See [Figure 1-1](#).

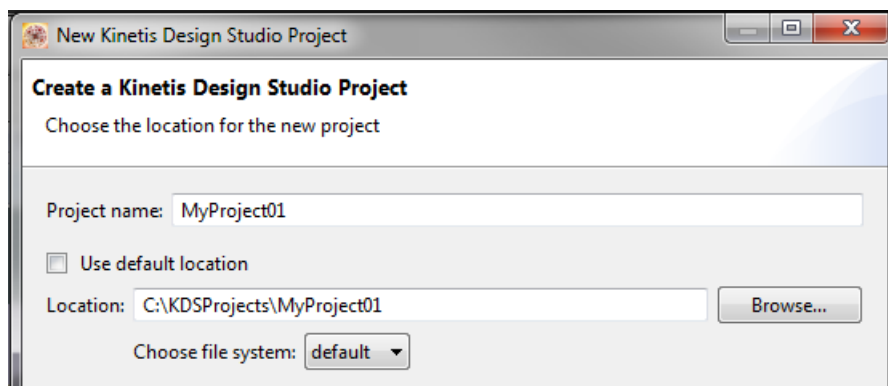


Figure 1-1. Project name and location

5. Expand the tree by clicking Processors, then Kinetis V > MKV1x > KV10Z, and click MKV10Z32xxx7. Click Finish. See [Figure 1-2](#).

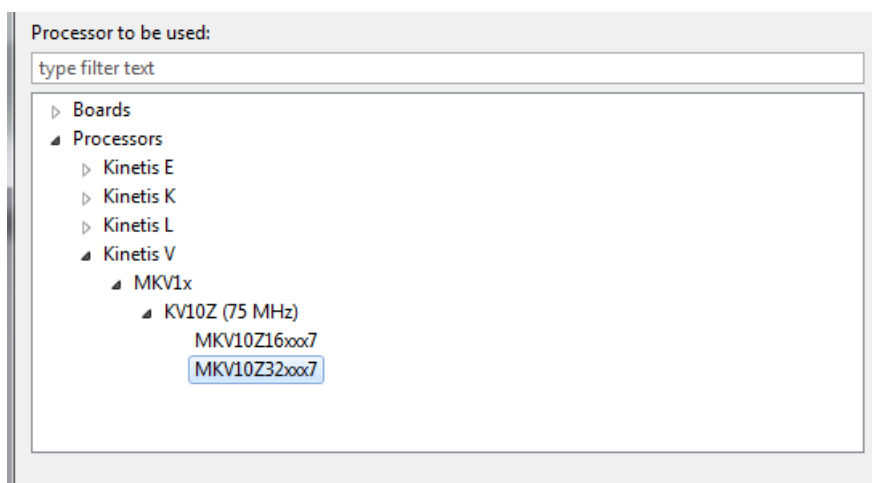


Figure 1-2. Processor selection

6. The newly-created project is now visible in the left-hand part of Kinetis Design Studio. See [Figure 1-3](#).

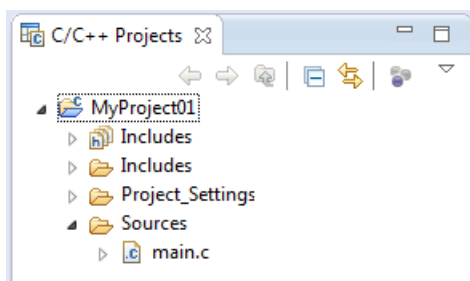


Figure 1-3. Project folder

1.2.2 Memory-mapped divide and square root support

Some Kinetis platforms contain a peripheral module dedicated for division and square root. This section shows how to turn the memory-mapped divide and square root (MMDVQS) support on and off.

1. Right-click the MyProject01 or SDK project name node or in the left-hand part and click Properties, or select Project > Properties from the menu. A project properties dialog appears.
2. Expand the C/C++ Build node and select Settings. See [Figure 1-4](#).
3. In the right-hand part, under the Cross ARM C compiler node, click the Preprocessor node. See [Figure 1-4](#).

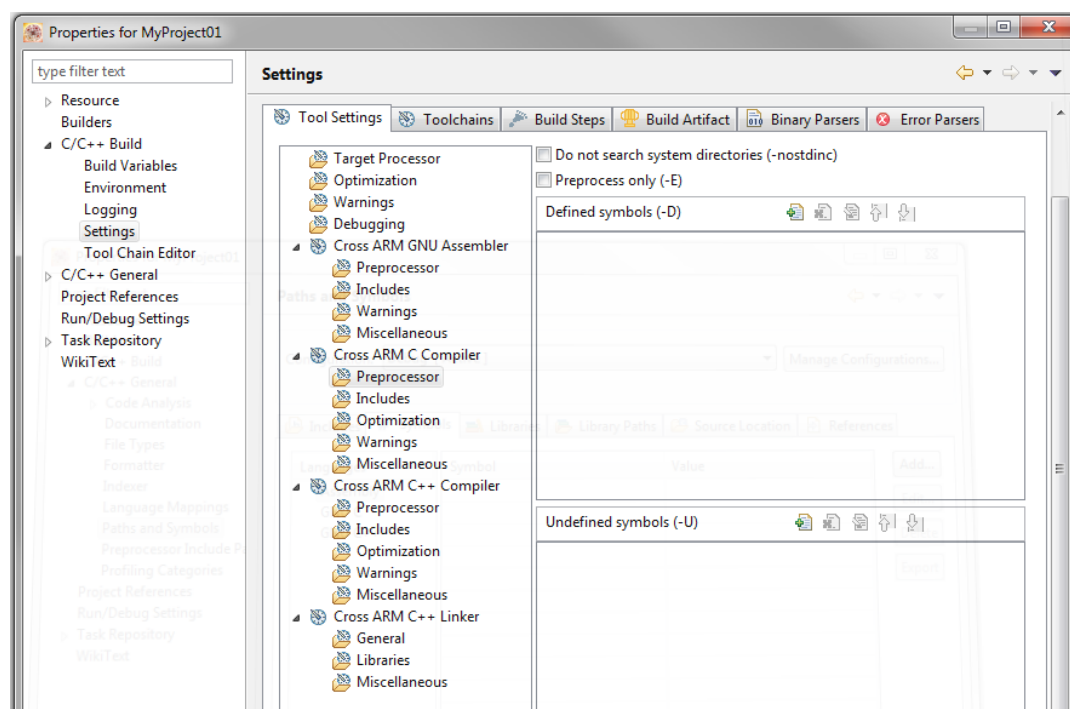


Figure 1-4. Defined symbols

4. In the right-hand part of the dialog, click the Add... icon located next to the Defined symbols (-D) title.
5. In the dialog that appears (see [Figure 1-5](#)), type the following:
 - RTCESL_MMDVQS_ON—to turn the hardware division and square root support on
 - RTCESL_MMDVQS_OFF—to turn the hardware division and square root support off

If neither of these two defines is defined, the hardware division and square root support is turned off by default.

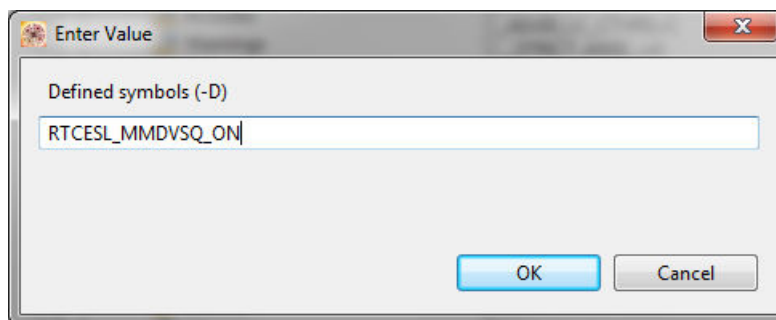


Figure 1-5. Symbol definition

6. Click OK in the dialog.
7. Click OK in the main dialog.

See the device reference manual to verify whether the device contains the MMDVSQ module.

1.2.3 Library path variable

To make the library integration easier, create a variable that will hold the information about the library path.

1. Right-click the MyProject01 or SDK project name node in the left-hand part and click Properties, or select Project > Properties from the menu. A project properties dialog appears.
2. Expand the Resource node and click Linked Resources. See [Figure 1-6](#).

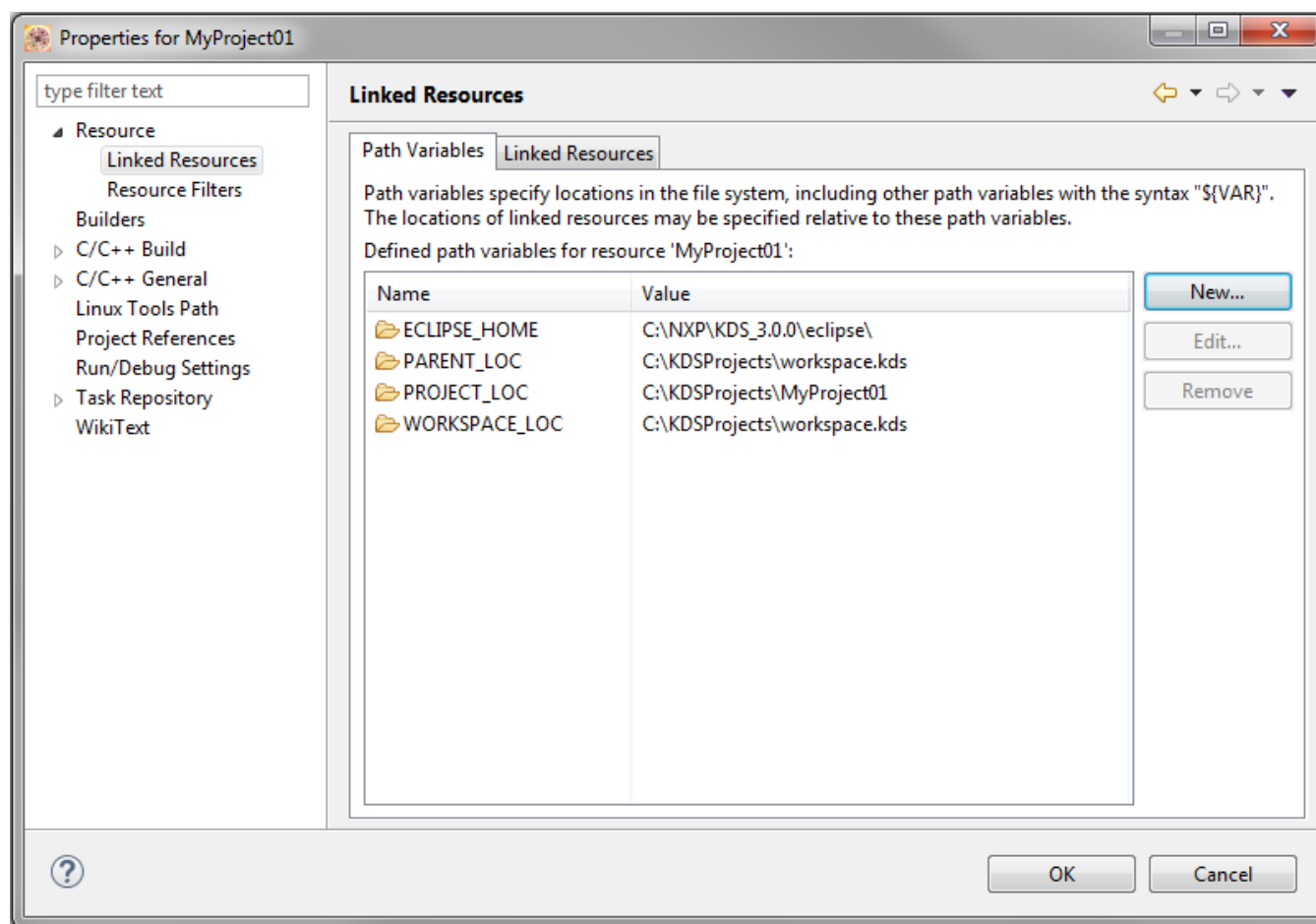


Figure 1-6. Project properties

3. Click the New... button in the right-hand side.
4. In the dialog that appears (see [Figure 1-7](#)), type this variable name into the Name box: RTCESL_LOC.
5. Select the library parent folder by clicking Folder..., or just type the following path into the Location box: C:\NXP\RTCESL\CM0_RTCESL_4.3_KDS. Click OK.

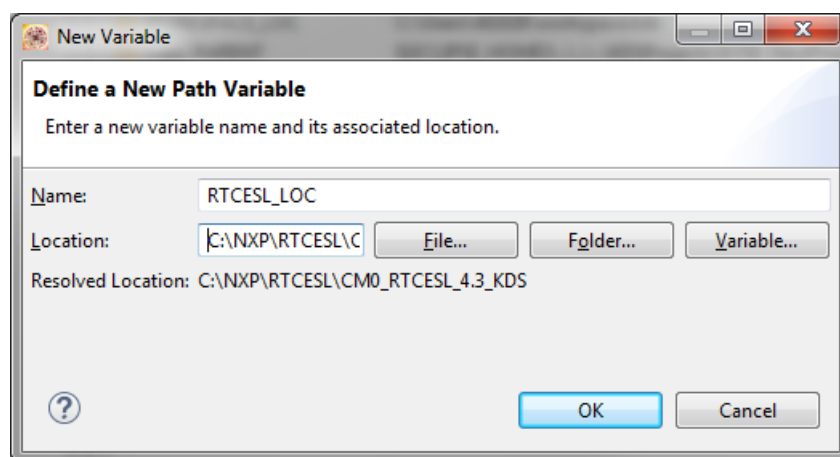


Figure 1-7. New variable

6. Create such variable for the environment. Expand the C/C++ Build node and click Environment.
7. Click the Add... button in the right-hand side.
8. In the dialog that appears (see [Figure 1-8](#)), type this variable name into the Name box: RTCESL_LOC.
9. Type the library parent folder path into the Value box: C:\NXP\RTCESL\CM0_RTCESL_4.3_KDS.
10. Tick the Add to all configurations box to use this variable in all configurations. See [Figure 1-8](#).
11. Click OK.
12. In the previous dialog, click OK.

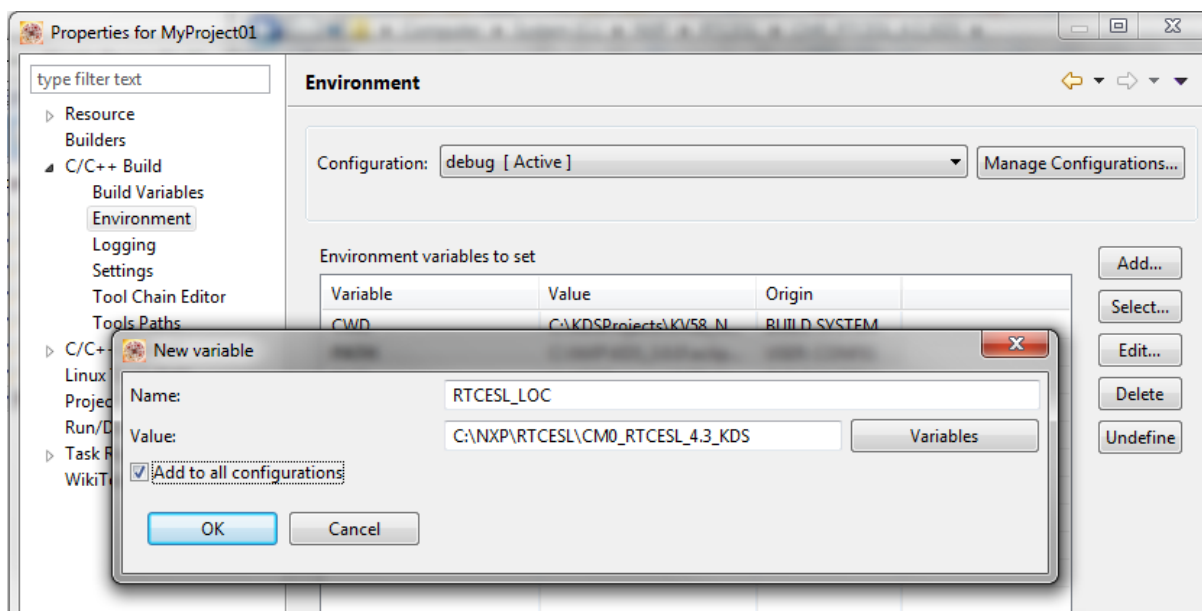


Figure 1-8. Environment variable

1.2.4 Library folder addition

To use the library, add it into the Project tree dialog.

1. Right-click the MyProject01 or SDK project name node in the left-hand part and click New > Folder, or select File > New > Folder from the menu. A dialog appears.
2. Click Advanced to show the advanced options.
3. To link the library source, select the option Link to alternate location (Linked Folder).
4. Click Variables..., select the RTCESL_LOC variable in the dialog, click OK, and/or type the variable name into the box. See [Figure 1-9](#).
5. Click Finish, and you will see the library folder linked in the project. See [Figure 1-10](#).

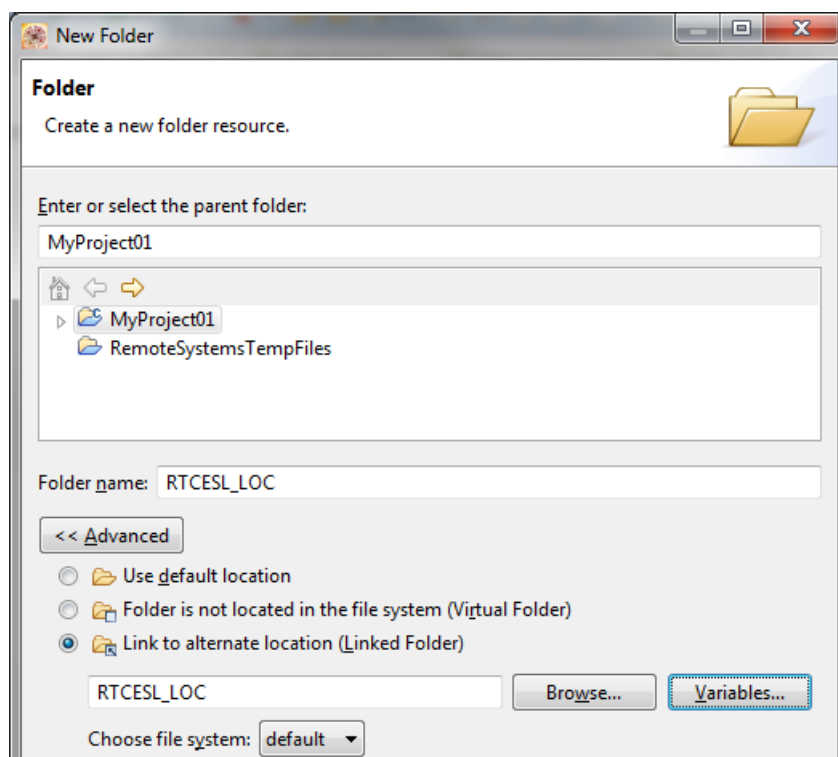


Figure 1-9. Folder link

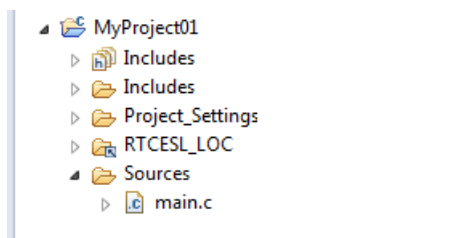


Figure 1-10. Projects libraries paths

1.2.5 Library path setup

GDFLIB requires MLIB to be included too. These steps show how to include all dependent modules:

1. Right-click the MyProject01 or SDK project name node in the left-hand part and click Properties, or select Project > Properties from the menu. A project properties dialog appears.
2. Expand the C/C++ General node, and click Paths and Symbols.
3. In the right-hand dialog, select the Library Paths tab. See [Figure 1-12](#).
4. Click the Add... button on the right, and a dialog appears.
5. Look for the RTCESL_LOC variable by clicking Variables..., and then finish the path in the box by adding the following (see [Figure 1-11](#)): `${RTCESL_LOC}\MLIB`.

6. Click OK, and then click the Add... button.
7. Look for the RTCESL_LOC variable by clicking Variables..., and then finish the path in the box by adding the following: \${RTCESL_LOC}\GDFLIB.
8. Click OK, and the paths will be visible in the list. See [Figure 1-12](#).

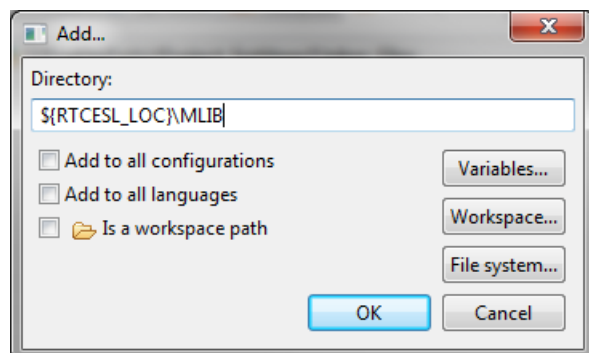


Figure 1-11. Library path inclusion

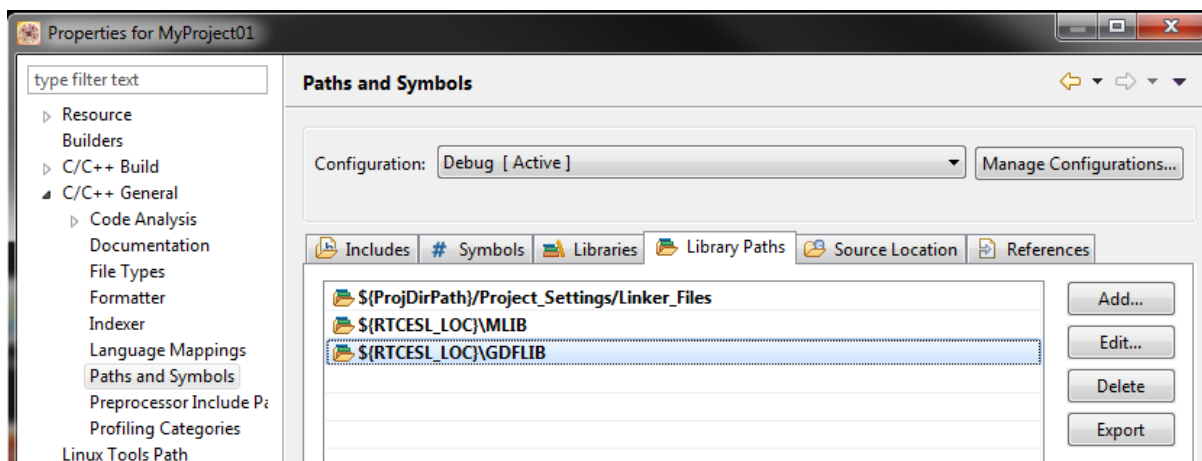


Figure 1-12. Library paths

9. After adding the library paths, add the library files. Click the Libraries tab. See [Figure 1-14](#).
10. Click the Add... button on the right, and a dialog appears.
11. Type the following into the File text box (see [Figure 1-13](#)): :mlib.a
12. Click OK, and then click the Add... button.
13. Type the following into the File text box: :gdflib.a
14. Click OK, and you will see the libraries added in the list. See [Figure 1-14](#).

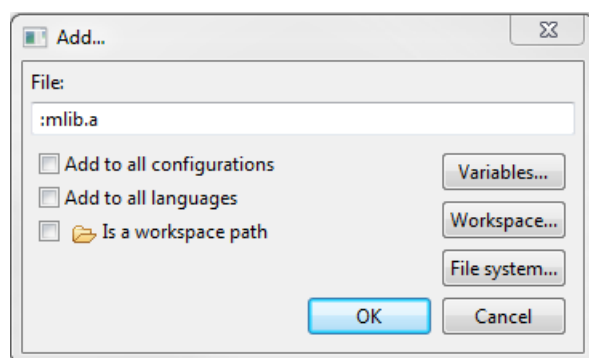


Figure 1-13. Library file inclusion

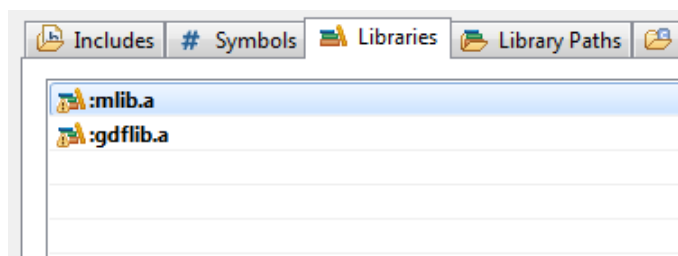


Figure 1-14. Libraries

15. In the right-hand dialog, select the Includes tab, and click GNU C in the Languages list. See [Figure 1-16](#).
16. Click the Add... button on the right, and a dialog appears. See [Figure 1-15](#).
17. Look for the RTCESL_LOC variable by clicking Variables..., and then finish the path in the box to be: `${RTCESL_LOC}\MLIB\Include`
18. Click OK, and then click the Add... button.
19. Look for the RTCESL_LOC variable by clicking Variables..., and then finish the path in the box to be: `${RTCESL_LOC}\GDFLIB\Include`
20. Click OK, and you will see the paths added in the list. See [Figure 1-16](#). Click OK.

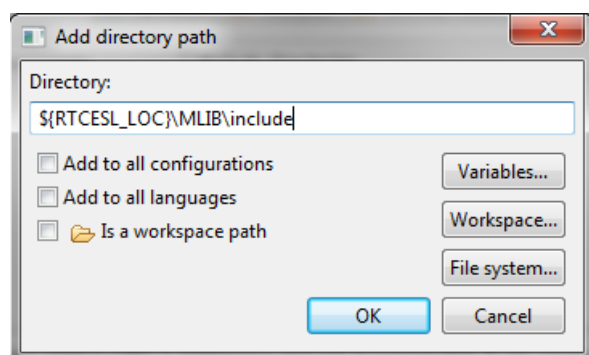


Figure 1-15. Library include path addition

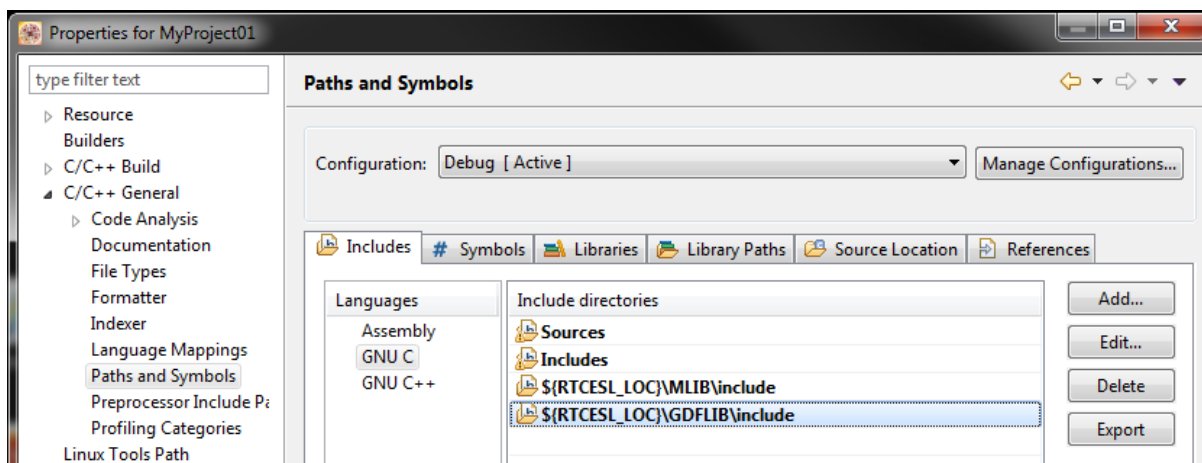


Figure 1-16. Compiler setting

Type the `#include` syntax into the code. Include the library into the *main.c* file. In the left-hand dialog, open the Sources folder of the project, and double-click the *main.c* file. After the *main.c* file opens up, include the following lines in the `#include` section:

```
#include "mlib.h"
#include "gdflib.h"
```

When you click the Build icon (hammer), the project will be compiled without errors.

1.3 Library integration into project (Keil μ Vision)

This section provides a step-by-step guide on how to quickly and easily include GDFLIB into an empty project or any SDK example or demo application projects using Keil μ Vision. This example uses the default installation path (C:\NXP\RTCESL\CM0_RTCESL_4.3_KEIL). If you have a different installation path, use that path instead. If any SDK project is intended to use (for example *hello_world* project) go to [Memory-mapped divide and square root support](#) chapter otherwise read next chapter.

1.3.1 NXP pack installation for new project (without SDK)

This example uses the NXP MKV10Z32xxx7 part, and the default installation path (C:\NXP\RTCESL\CM0_RTCESL_4.3_KEIL) is supposed. If the compiler has never been used to create any NXP MCU-based projects before, check whether the NXP MCU pack for the particular device is installed. Follow these steps:

1. Launch Keil μ Vision.
2. In the main menu, go to Project > Manage > Pack Installer....

3. In the left-hand dialog (under the Devices tab), expand the All Devices > Freescale (NXP) node.
4. Look for a line called "KVxx Series" and click it.
5. In the right-hand dialog (under the Packs tab), expand the Device Specific node.
6. Look for a node called "Keil::Kinetis_KVxx_DFP." If there are the Install or Update options, click the button to install/update the package. See [Figure 1-17](#).
7. When installed, the button has the "Up to date" title. Now close the Pack Installer.

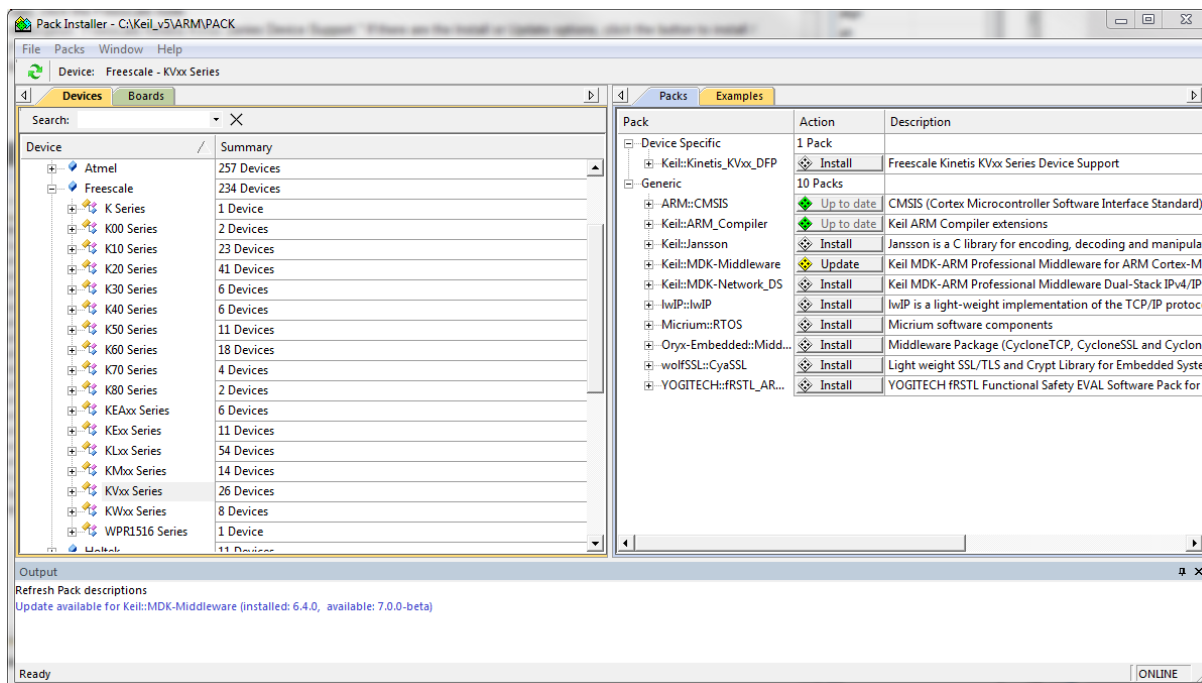


Figure 1-17. Pack Installer

1.3.2 New project (without SDK)

To start working on an application, create a new project. If the project already exists and is opened, skip to the next section. Follow these steps to create a new project:

1. Launch Keil μ Vision.
2. In the main menu, select Project > New μ Vision Project..., and the Create New Project dialog appears.
3. Navigate to the folder where you want to create the project, for example C:\KeilProjects\MyProject01. Type the name of the project, for example MyProject01. Click Save. See [Figure 1-18](#).

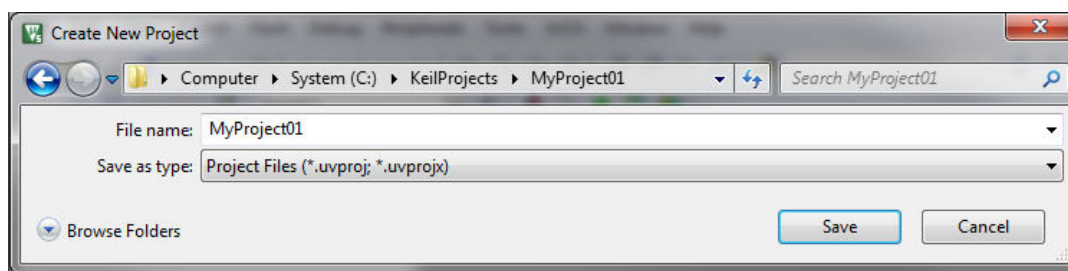


Figure 1-18. Create New Project dialog

4. In the next dialog, select the Software Packs in the very first box.
5. Type 'kv10' into the Search box, so that the device list is reduced to the KV10 devices.
6. Expand the KV10 node.
7. Click the MKV10Z32xxx7 node, and then click OK. See [Figure 1-19](#).

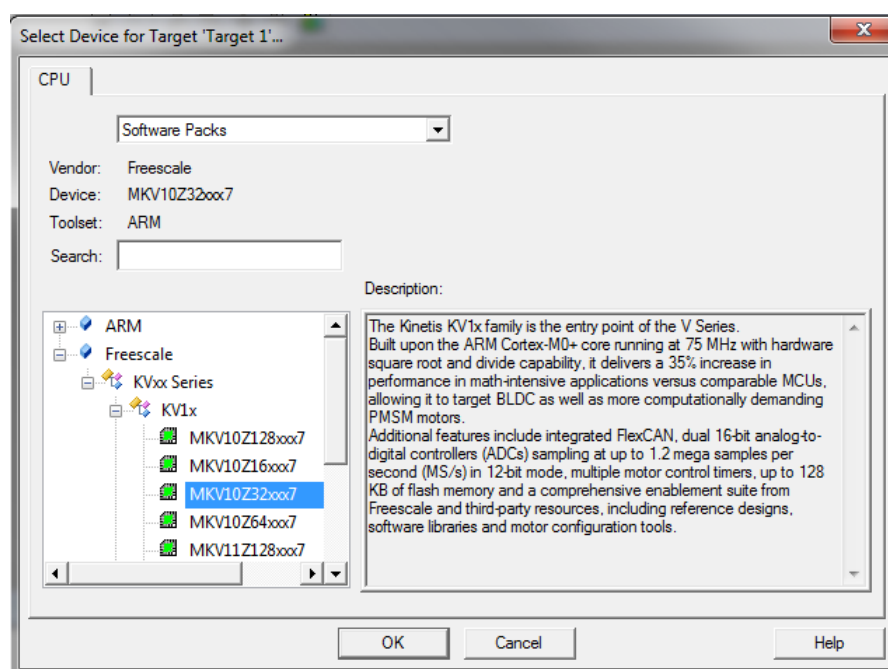


Figure 1-19. Select Device dialog

8. In the next dialog, expand the Device node, and tick the box next to the Startup node. See [Figure 1-20](#).
9. Expand the CMSIS node, and tick the box next to the CORE node.

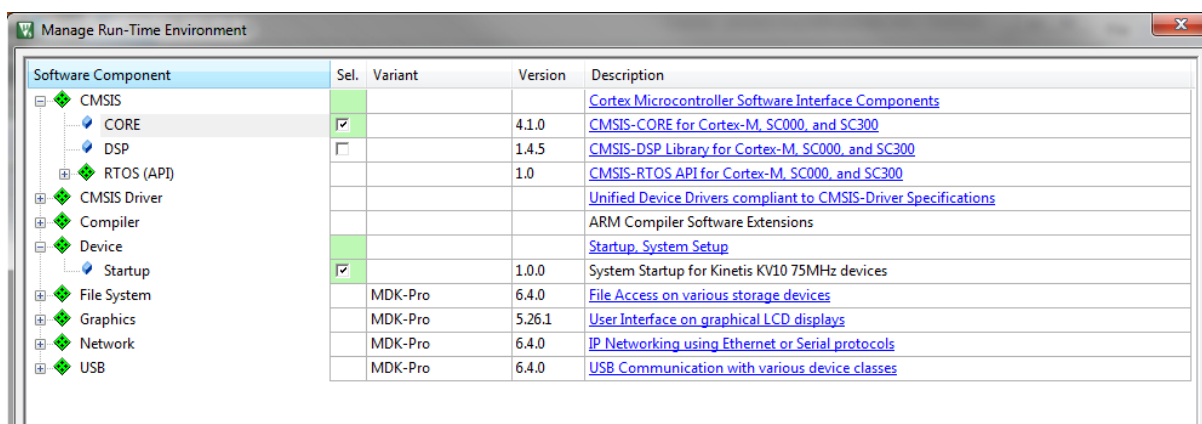


Figure 1-20. Manage Run-Time Environment dialog

- Click OK, and a new project is created. The new project is now visible in the left-hand part of Keil μ Vision. See [Figure 1-21](#).

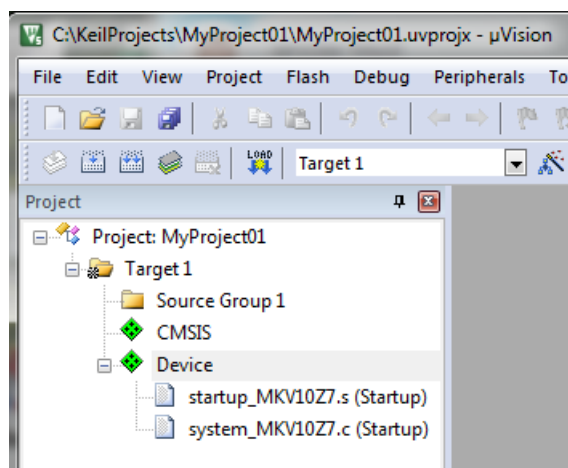


Figure 1-21. Project

1.3.3 Memory-mapped divide and square root support

Some Kinetis platforms contain a peripheral module dedicated for division and square root. This section shows how to turn the memory-mapped divide and square root (MMDVQS) support on and off.

- In the main menu, go to Project > Options for Target 'Target1'..., and a dialog appears.
- Select the C/C++ tab. See [Figure 1-22](#).
- In the Include Preprocessor Symbols text box, type the following:
 - RTCESL_MMDVQS_ON—to turn the hardware division and square root support on
 - RTCESL_MMDVQS_OFF—to turn the hardware division and square root support off

If neither of these two defines is defined, the hardware division and square root support is turned off by default.

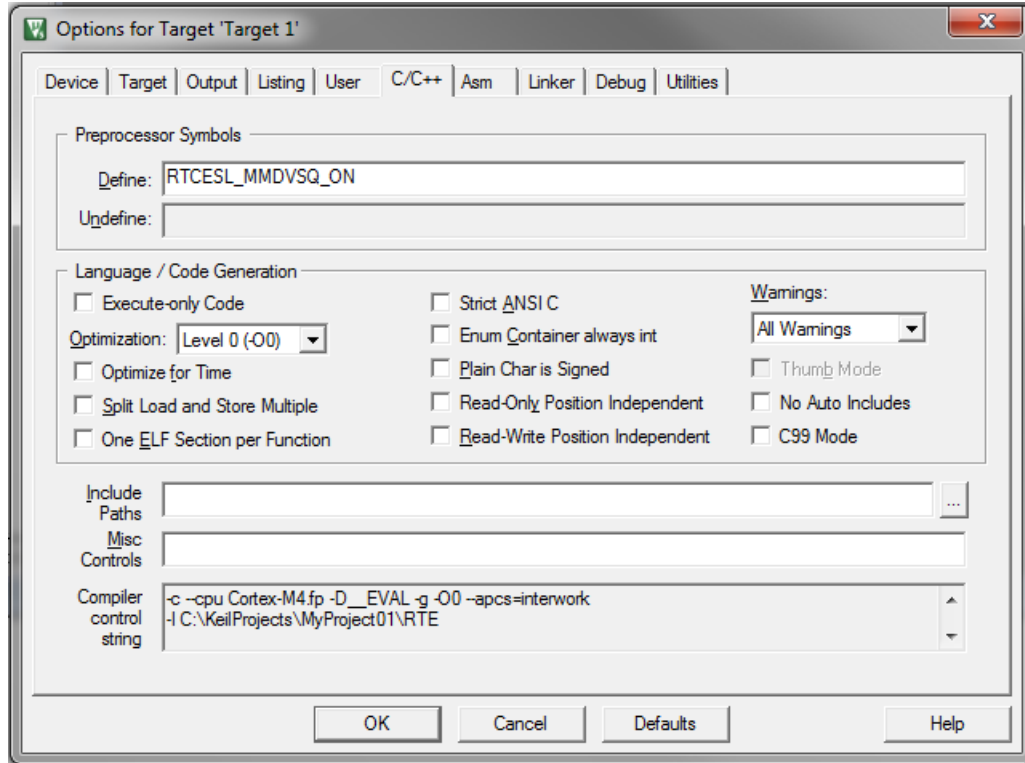


Figure 1-22. Preprocessor symbols

4. Click OK in the main dialog.

See the device reference manual to verify whether the device contains the MMDVSQ module.

1.3.4 Linking the files into the project

GDFLIB requires MLIB to be included too. The following steps show how to include all dependent modules.

To include the library files in the project, create groups and add them.

1. Right-click the Target 1 node in the left-hand part of the Project tree, and select Add Group... from the menu. A new group with the name New Group is added.
2. Click the newly created group, and press F2 to rename it to RTCESL.
3. Right-click the RTCESL node, and select Add Existing Files to Group 'RTCESL'... from the menu.
4. Navigate into the library installation folder C:\NXP\RTCESL\CM0_RTCESL_4.3_KEIL\MLIB\Include, and select the *mlib.h* file. If the file does not appear, set the Files of type filter to Text file. Click Add. See [Figure 1-23](#).

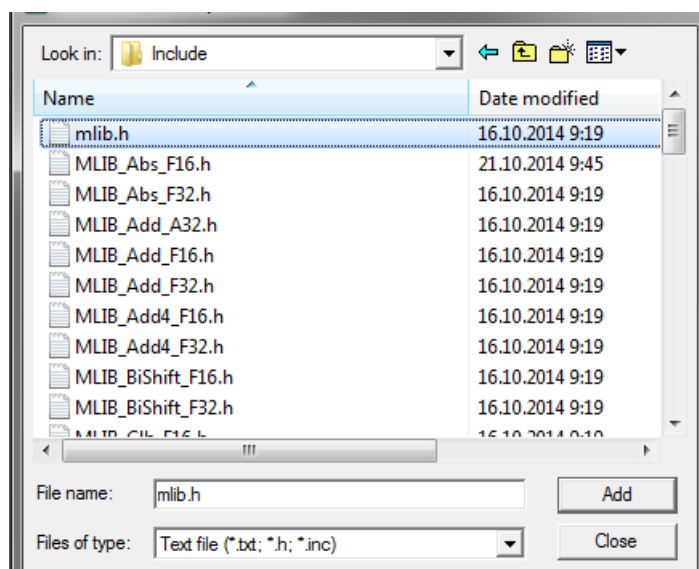


Figure 1-23. Adding .h files dialog

5. Navigate to the parent folder C:\NXP\RTCESL\CM0_RTCESL_4.3_KEIL\MLIB, and select the *mlib.lib* file. If the file does not appear, set the Files of type filter to Library file. Click Add. See [Figure 1-24](#).

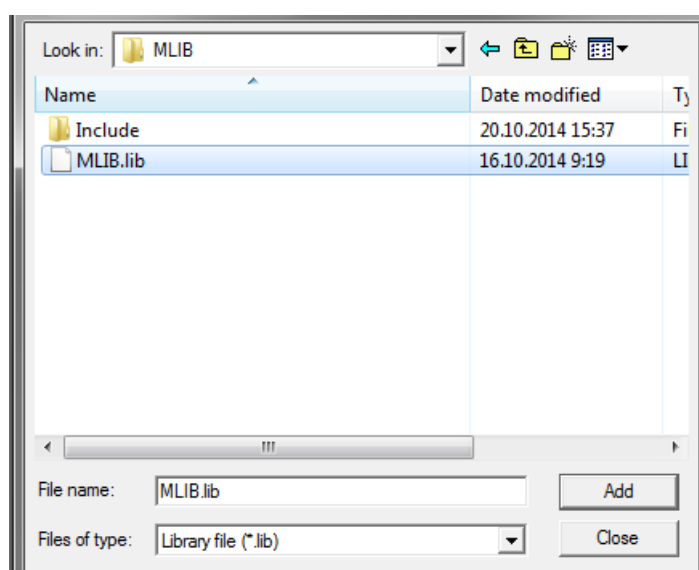


Figure 1-24. Adding .lib files dialog

6. Navigate into the library installation folder C:\NXP\RTCESL\CM0_RTCESL_4.3_KEIL\GDFLIB\Include, and select the *gdflib.h* file. If the file does not appear, set the Files of type filter to Text file. Click Add.
7. Navigate to the parent folder C:\NXP\RTCESL\CM0_RTCESL_4.3_KEIL\GDFLIB, and select the *gdflib.lib* file. If the file does not appear, set the Files of type filter to Library file. Click Add.
8. Now, all necessary files are in the project tree; see [Figure 1-25](#). Click Close.

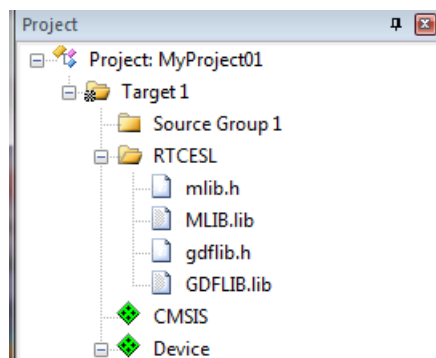


Figure 1-25. Project workspace

1.3.5 Library path setup

The following steps show the inclusion of all dependent modules.

1. In the main menu, go to Project > Options for Target 'Target1'..., and a dialog appears.
2. Select the C/C++ tab. See [Figure 1-26](#).
3. In the Include Paths text box, type the following paths (if there are more paths, they must be separated by ';') or add them by clicking the ... button next to the text box:
 - "C:\NXP\RTCESL\CM0_RTCESL_4.3_KEIL\MLIB\Include"
 - "C:\NXP\RTCESL\CM0_RTCESL_4.3_KEIL\GDFLIB\Include"
4. Click OK.
5. Click OK in the main dialog.

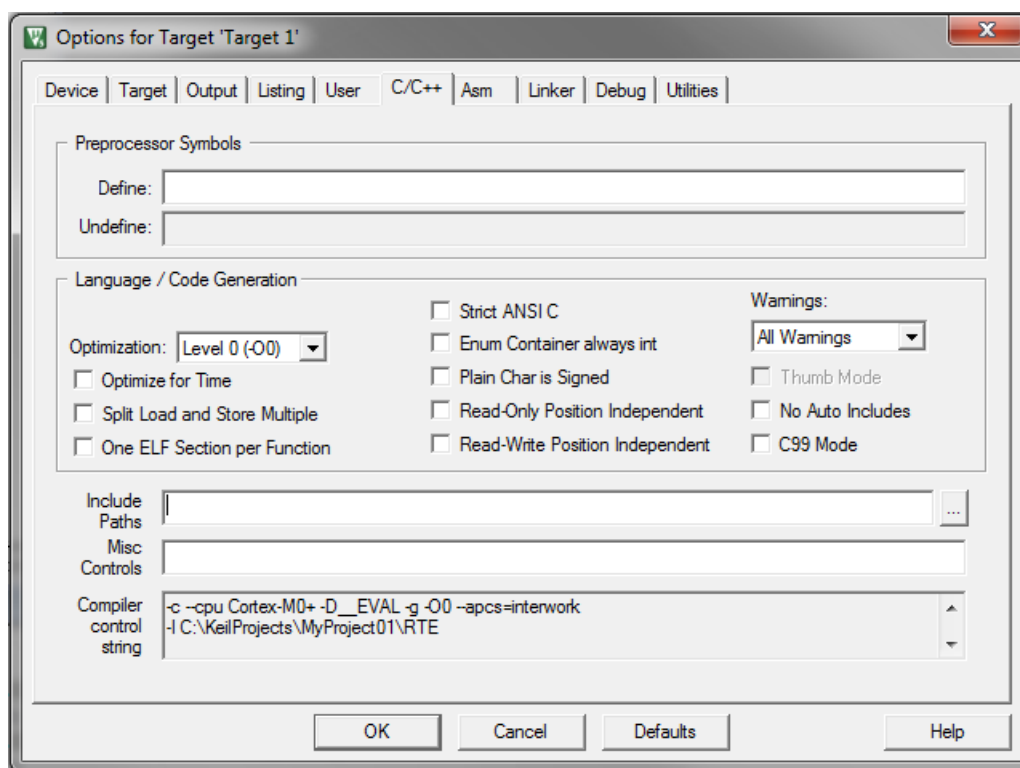


Figure 1-26. Library path addition

Type the `#include` syntax into the code. Include the library into a source file. In the new project, it is necessary to create a source file:

1. Right-click the Source Group 1 node, and Add New Item to Group 'Source Group 1'... from the menu.
2. Select the C File (.c) option, and type a name of the file into the Name box, for example '*main.c*'. See [Figure 1-27](#).

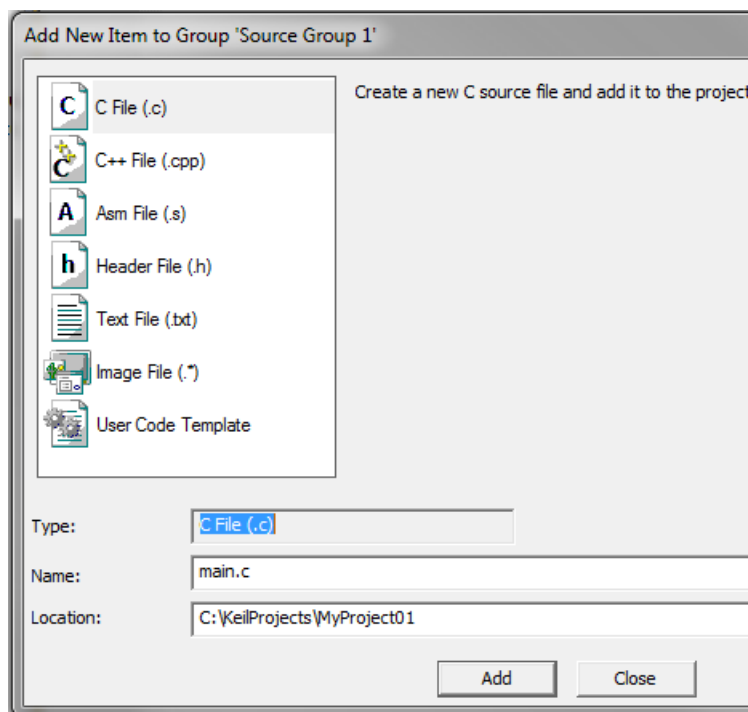


Figure 1-27. Adding new source file dialog

3. Click Add, and a new source file is created and opened up.
4. In the opened source file, include the following lines into the #include section, and create a main function:

```
#include "mlib.h"
#include "gdflib.h"

int main(void)
{
    while(1);
}
```

When you click the Build (F7) icon, the project will be compiled without errors.

1.4 Library integration into project (IAR Embedded Workbench)

This section provides a step-by-step guide on how to quickly and easily include the GDFLIB into an empty project or any SDK example or demo application projects using IAR Embedded Workbench. This example uses the default installation path (C:\NXP\RTCESL\CM0_RTCESL_4.3_IAR). If you have a different installation path, use that path instead. If any SDK project is intended to use (for example hello_world project) go to [Memory-mapped divide and square root support](#) chapter otherwise read next chapter.

1.4.1 New project (without SDK)

This example uses the NXP MKV10Z32xxx7 part, and the default installation path (C:\NXP\RTCESL\CM0_RTCESL_4.3_IAR) is supposed. To start working on an application, create a new project. If the project already exists and is opened, skip to the next section. Perform these steps to create a new project:

1. Launch IAR Embedded Workbench.
2. In the main menu, select Project > Create New Project... so that the "Create New Project" dialog appears. See [Figure 1-28](#).

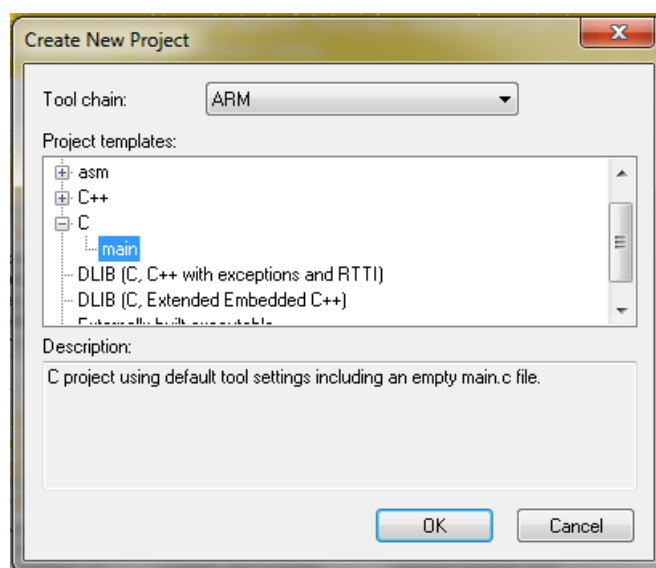


Figure 1-28. Create New Project dialog

3. Expand the C node in the tree, and select the "main" node. Click OK.
4. Navigate to the folder where you want to create the project, for example, C:\IARProjects\MyProject01. Type the name of the project, for example, MyProject01. Click Save, and a new project is created. The new project is now visible in the left-hand part of IAR Embedded Workbench. See [Figure 1-29](#).

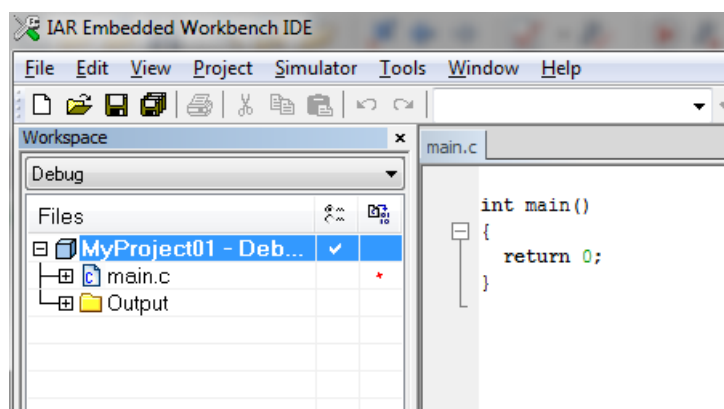


Figure 1-29. New project

5. In the main menu, go to Project > Options..., and a dialog appears.
6. In the Target tab, select the Device option, and click the button next to the dialog to select the MCU. In this example, select NXP > KV1x > NXP MKV10Z32xxx7 Click OK. See Figure 1-30.

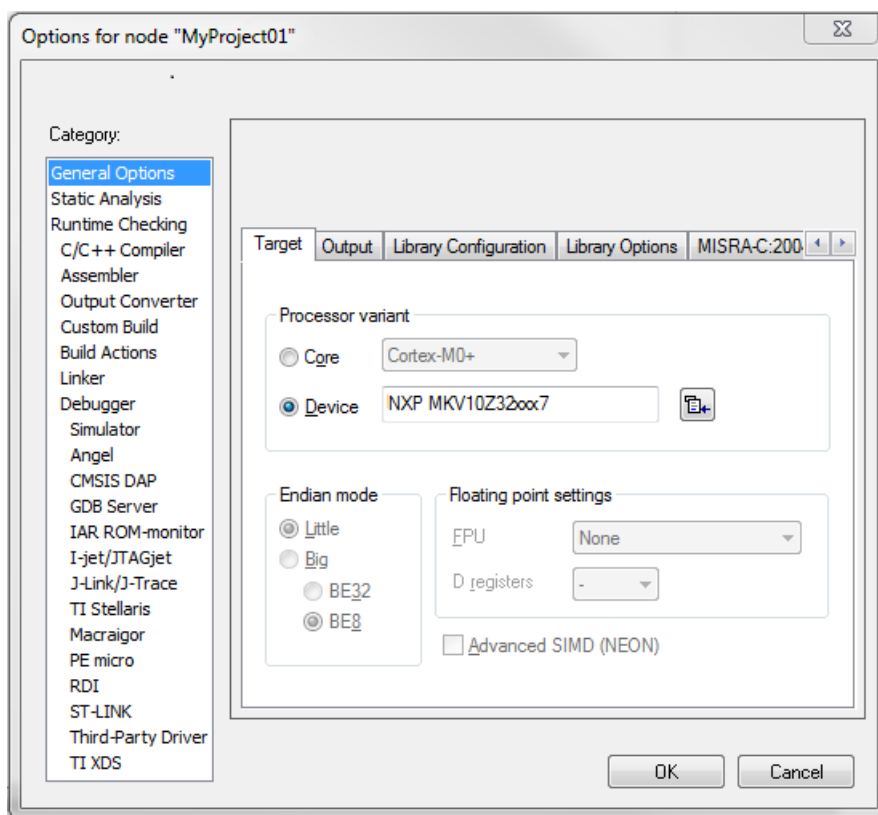


Figure 1-30. Options dialog

1.4.2 Memory-mapped divide and square root support

Some Kinetis platforms contain a peripheral module dedicated to division and square root. This section shows how to turn the memory-mapped divide and square root (MMDVSQ) support on and off.

1. In the main menu, go to Project > Options..., and a dialog appears.
2. In the left-hand column, select C/C++ Compiler.
3. In the right-hand part of the dialog, click the Preprocessor tab (it can be hidden in the right; use the arrow icons for navigation).
4. In the text box (at the Defined symbols: (one per line)), type the following (See [Figure 1-31](#)):
 - RTCESL_MMDVSQ_ON—to turn the hardware division and square root support on
 - RTCESL_MMDVSQ_OFF—to turn the hardware division and square root support off

If neither of these two defines is defined, the hardware division and square root support is turned off by default.

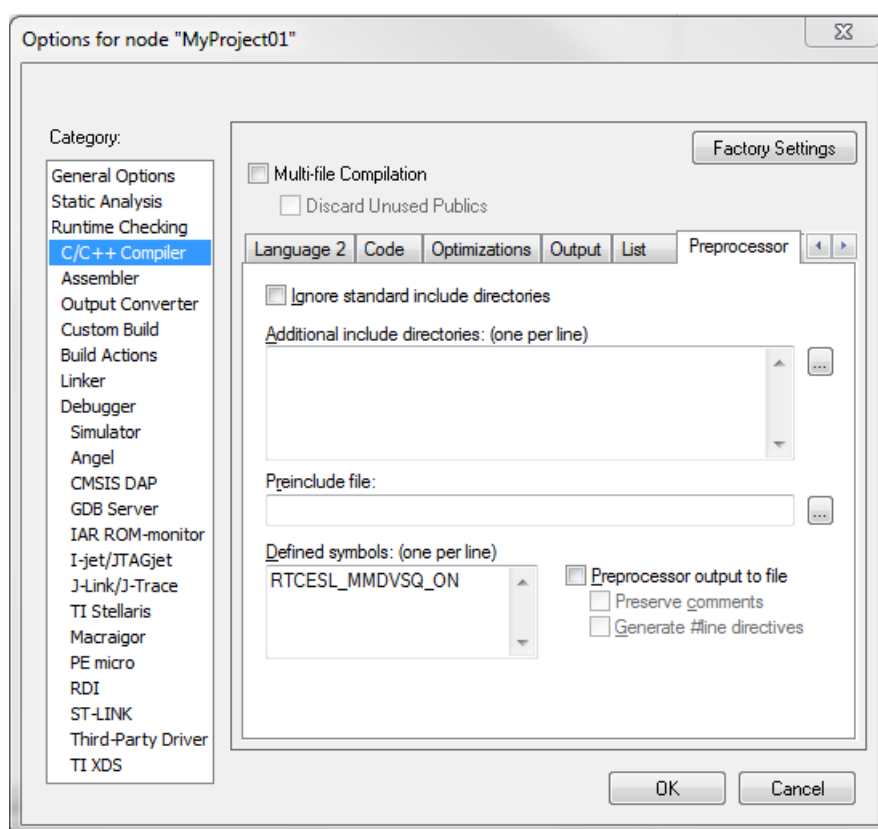


Figure 1-31. Defined symbols

5. Click OK in the main dialog.

See the device reference manual to verify whether the device contains the MMDVSQ module.

1.4.3 Library path variable

To make the library integration easier, create a variable that will hold the information about the library path.

1. In the main menu, go to Tools > Configure Custom Argument Variables..., and a dialog appears.
2. Click the New Group button, and another dialog appears. In this dialog, type the name of the group PATH, and click OK. See [Figure 1-32](#).

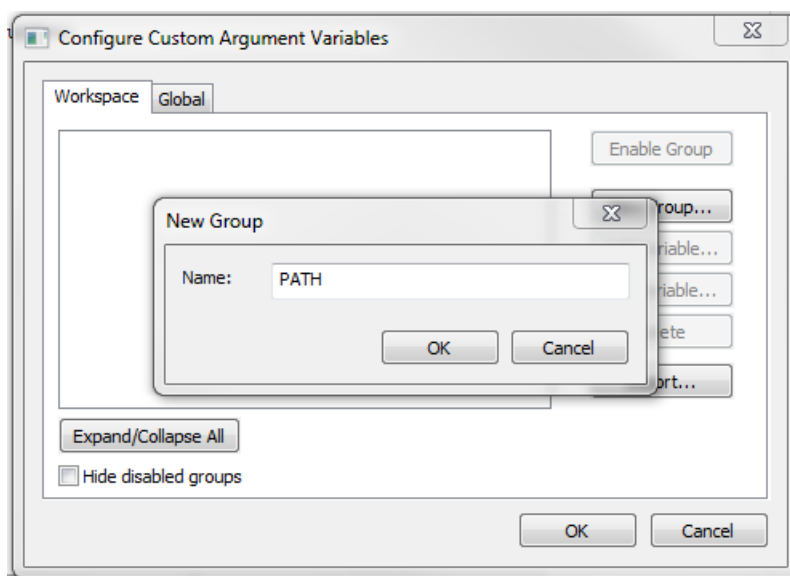


Figure 1-32. New Group

3. Click on the newly created group, and click the Add Variable button. A dialog appears.
4. Type this name: RTCESL_LOC
5. To set up the value, look for the library by clicking the '...' button, or just type the installation path into the box: C:\NXP\RTCESL\CM0_RTCESL_4.3_IAR. Click OK.
6. In the main dialog, click OK. See [Figure 1-33](#).

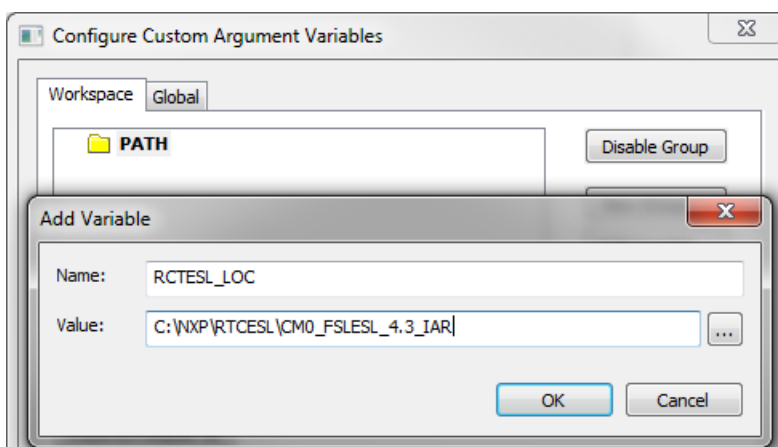


Figure 1-33. New variable

1.4.4 Linking the files into the project

GDFLIB requires MLIB to be included too. The following steps show the inclusion of all dependent modules.

To include the library files into the project, create groups and add them.

1. Go to the main menu Project > Add Group...
2. Type RTCESL, and click OK.
3. Click on the newly created node RTCESL, go to Project > Add Group..., and create a MLIB subgroup.
4. Click on the newly created node MLIB, and go to the main menu Project > Add Files... See [Figure 1-35](#).
5. Navigate into the library installation folder C:\NXP\RTCESL\CM0_RTCESEL_4.3_IAR\MLIB\Include, and select the *mlib.h* file. (If the file does not appear, set the file-type filter to Source Files.) Click Open. See [Figure 1-34](#).
6. Navigate into the library installation folder C:\NXP\RTCESL\CM0_RTCESEL_4.3_IAR\MLIB, and select the *mlib.a* file. If the file does not appear, set the file-type filter to Library / Object files. Click Open.

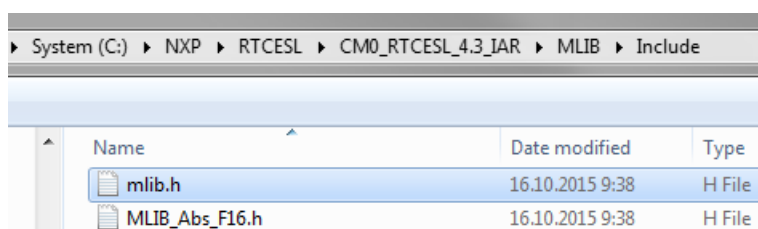


Figure 1-34. Add Files dialog

7. Click on the RTCESL node, go to Project > Add Group..., and create a GDFLIB subgroup.

8. Click on the newly created node GDFLIB, and go to the main menu Project > Add Files....
9. Navigate into the library installation folder C:\NXP\RTCESL\CM0_RTCESL_4.3_IAR\GDFLIB\Include, and select the *gdfplib.h* file. (If the file does not appear, set the file-type filter to Source Files.) Click Open.
10. Navigate into the library installation folder C:\NXP\RTCESL\CM0_RTCESL_4.3_IAR\GDFLIB, and select the *gdfplib.a* file. If the file does not appear, set the file-type filter to Library / Object files. Click Open.
11. Now you will see the files added in the workspace. See [Figure 1-35](#).

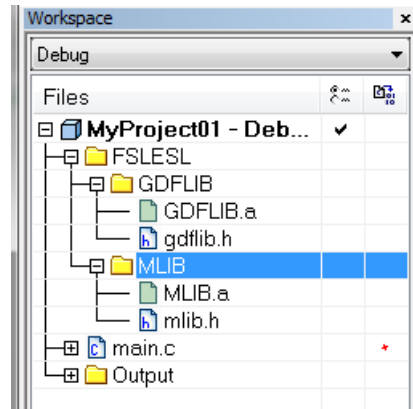


Figure 1-35. Project workspace

1.4.5 Library path setup

The following steps show the inclusion of all dependent modules:

1. In the main menu, go to Project > Options..., and a dialog appears.
2. In the left-hand column, select C/C++ Compiler.
3. In the right-hand part of the dialog, click on the Preprocessor tab (it can be hidden in the right; use the arrow icons for navigation).
4. In the text box (at the Additional include directories title), type the following folder (using the created variable):
 - \$RTCESL_LOC\$MLIB\Include
 - \$RTCESL_LOC\$GDFLIB\Include
5. Click OK in the main dialog. See [Figure 1-36](#).

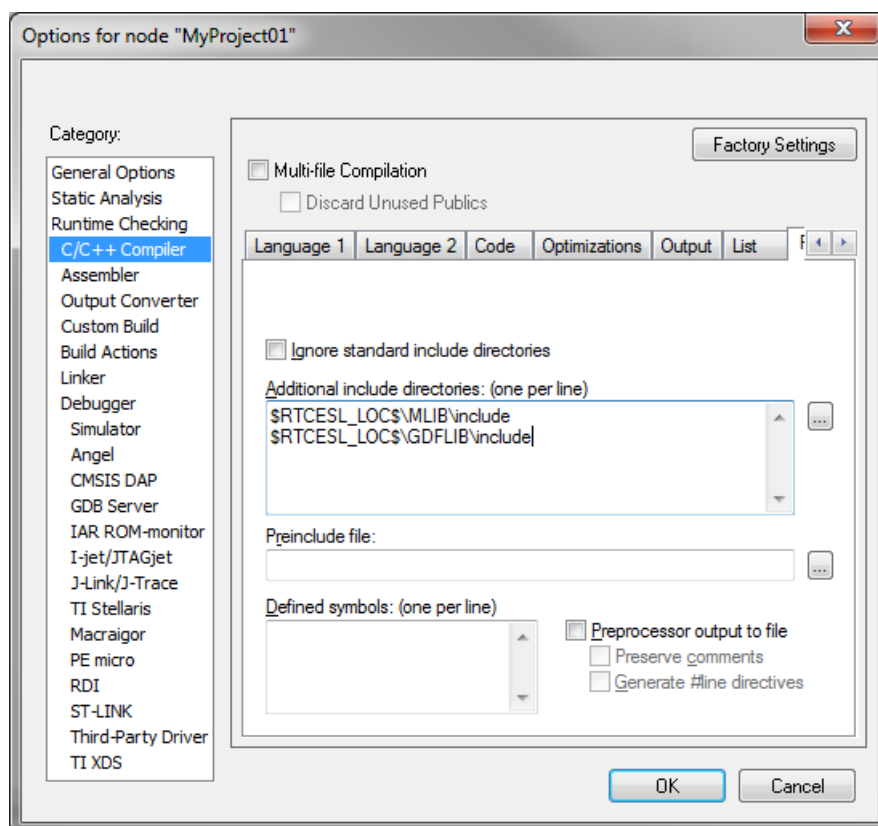


Figure 1-36. Library path addition

Type the `#include` syntax into the code. Include the library included into the *main.c* file. In the workspace tree, double-click the *main.c* file. After the *main.c* file opens up, include the following lines into the `#include` section:

```
#include "mlib.h"
#include "gdfplib.h"
```

When you click the Make icon, the project will be compiled without errors.

Chapter 2

Algorithms in detail

2.1 GDFLIB_FilterIIR1

This function calculates the first-order direct form 1 IIR filter.

For a proper use, it is recommended that the algorithm is initialized by the GDFLIB_FilterIIR1Init function, before using the [GDFLIB_FilterIIR1](#) function. The GDFLIB_FilterIIR1Init function initializes the buffer and coefficients of the first-order IIR filter.

The [GDFLIB_FilterIIR1](#) function calculates the first-order infinite impulse response (IIR) filter. The IIR filters are also called recursive filters, because both the input and the previously calculated output values are used for calculation. This form of feedback enables the transfer of energy from the output to the input, which leads to an infinitely long impulse response (IIR). A general form of the IIR filter, expressed as a transfer function in the Z-domain, is described as follows:

$$H(z) = \frac{B(z)}{A(z)} = \frac{b_0 + b_1z^{-1} + b_2z^{-2} + \dots + b_Nz^{-N}}{1 + a_1z^{-1} + a_2z^{-2} + \dots + a_Nz^{-N}}$$

Equation 1.

where N denotes the filter order. The first-order IIR filter in the Z-domain is expressed as follows:

$$H(z) = \frac{B(z)}{A(z)} = \frac{b_0 + b_1z^{-1}}{1 + a_1z^{-1}}$$

Equation 2.

which is transformed into a time-domain difference equation as follows:

$$y(k) = b_0x(k) + b_1x(k-1) - a_1y(k-1)$$

Equation 3.

The filter difference equation is implemented in the digital signal controller directly, as given in [Equation 3 on page 33](#); this equation represents a direct-form 1 first-order IIR filter, as shown in [Figure 2-1](#).

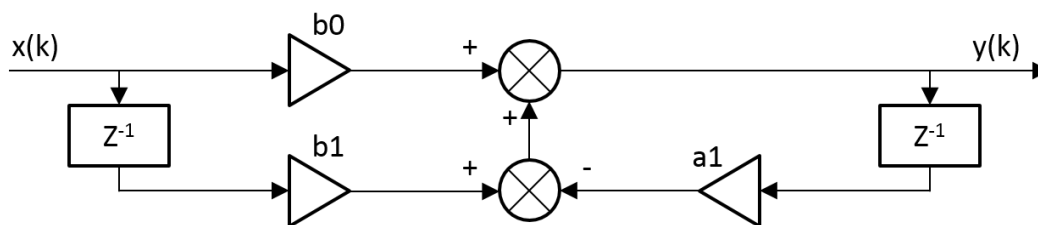


Figure 2-1. Direct form 1 first-order IIR filter

The coefficients of the filter shown in [Figure 2-1](#) can be designed to meet the requirements for the first-order low-pass filter (LPF) or high-pass filter (HPF). The coefficient quantization error is not important in the case of a first-order filter due to a finite precision arithmetic. A higher-order LPF or HPF can be obtained by connecting a number of first-order filters in series. The number of connections gives the order of the resulting filter.

The filter coefficients must be defined before calling this function. As some coefficients can be greater than 1 (and lesser than 2), the coefficients are scaled down (divided) by 2.0 for the fractional version of the algorithm. For faster calculation, the A coefficient is sign-inverted. The function returns the filtered value of the input in the step k, and stores the input and the output values in the step k into the filter buffer.

2.1.1 Available versions

This function is available in the following versions:

- Fractional output - the output is the fractional portion of the result; the result is within the range $-1 ; 1$).

The available versions of the GDFLIB_FilterIIR1Init function are shown in the following table:

Table 2-1. Init function versions

Function name	Parameters	Result type	Description
GDFLIB_FilterIIR1Init_F16	GDFLIB_FILTER_IIR1_T_F32 *	void	Filter initialization (reset) function. The parameters' structure is pointed to by a pointer.

The available versions of the [GDFLIB_FilterIIR1](#) function are shown in the following table:

Table 2-2. Function versions

Function name	Input type	Parameters	Result type	Description
GDFLIB_FilterIIR1_F16	frac16_t	GDFLIB_FILTER_IIR1_T_F32 *	frac16_t	The input argument is a 16-bit fractional value of the input signal to be filtered within the range <-1 ; 1). The parameters' structure is pointed to by a pointer. The function returns a 16-bit fractional value within the range <-1 ; 1).

2.1.2 GDFLIB_FILTER_IIR1_T_F32

Variable name	Input type	Description
sFltCoeff	GDFLIB_FILTER_IIR1_COEFF_T_F32 *	Substructure containing filter coefficients.
f32FltBfrY[1]	frac32_t	Internal buffer of y-history. Controlled by the algorithm.
f16FltBfrX[1]	frac16_t	Internal buffer of x-history. Controlled by the algorithm.

2.1.3 GDFLIB_FILTER_IIR1_COEFF_T_F32

Variable name	Type	Description
f32B0	frac32_t	B0 coefficient of the IIR1 filter. Set by the user, and must be divided by 2.
f32B1	frac32_t	B1 coefficient of the IIR1 filter. Set by the user, and must be divided by 2.
f32A1	frac32_t	A1 (sign-inverted) coefficient of the IIR1 filter. Set by the user, and must be divided by -2 (negative two).

2.1.4 Declaration

The available GDFLIB_FilterIIR1Init functions have the following declarations:

```
void GDFLIB_FilterIIR1Init_F16(GDFLIB\_FILTER\_IIR1\_T\_F32 *psParam)
```

The available [GDFLIB_FilterIIR1](#) functions have the following declarations:

```
frac16\_t GDFLIB_FilterIIR1_F16(frac16\_t f16InX, GDFLIB\_FILTER\_IIR1\_T\_F32 *psParam)
```

2.1.5 Calculation of filter coefficients

There are plenty of methods for calculating the coefficients. The following example shows the use of Matlab to set up a low-pass filter with the 500 Hz sampling frequency, and 240 Hz stopped frequency with a 20 dB attenuation. Maximum passband ripple is 3 dB at the cut-off frequency of 50 Hz.

```
% sampling frequency 500 Hz, low pass
Ts = 1 / 500

% cut-off frequency 50 Hz
Fc = 50

% max. passband ripple 3 dB
Rp = 3

% stopped frequency 240Hz
Fs = 240

% attenuation 20 dB
Rs = 20

% checking order of the filter
n = buttord(2 * Ts * Fc, 2 * Ts * Fs, Rp, Rs)
% n = 1, i.e. the filter is achievable with the 1st order

% getting the filter coefficients
[b, a] = butter(n, 2 * Ts * Fc, 'low');

% the coefs are:
% b0 = 0.245237275252786, b1 = 0.245237275252786
% a0 = 1.0000, a1 = -0.509525449494429
```

The filter response is shown in [Figure 2-2](#).

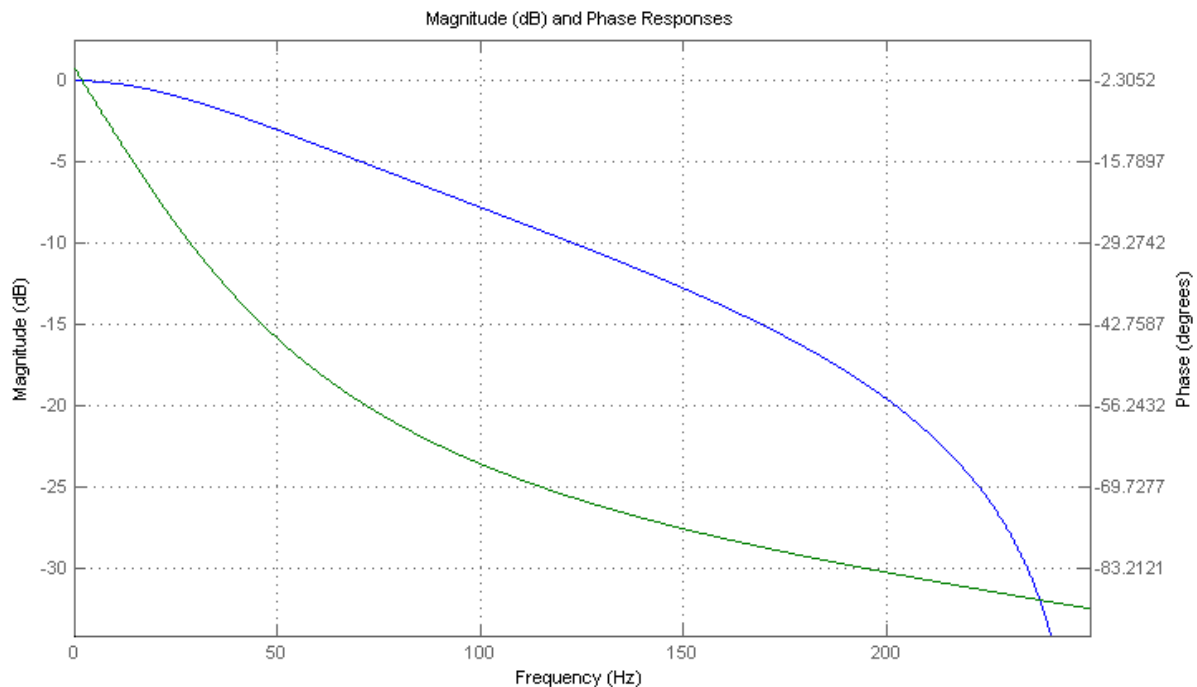


Figure 2-2. Filter response

2.1.6 Function use

The use of the `GDFLIB_FilterIIR1Init` and `GDFLIB_FilterIIR1` functions is shown in the following example. The filter uses the above-calculated coefficients:

```
#include "gdfplib.h"

static frac16_t f16Result;
static frac16_t f16InX;
static GDFLIB_FILTER_IIR1_T_F32 sFilterParam;

void Isr(void);

void main(void)
{
    sFilterParam.sFltCoeff.f32B0 = FRAC32(0.245237275252786 / 2.0);
    sFilterParam.sFltCoeff.f32B1 = FRAC32(0.245237275252786 / 2.0);
    sFilterParam.sFltCoeff.f32A1 = FRAC32(-0.509525449494429 / -2.0);

    GDFLIB_FilterIIR1Init_F16(&sFilterParam);

    f16InX = FRAC16(0.1);
}

/* periodically called function */
void Isr(void)
{
    f16Result = GDFLIB_FilterIIR1_F16(f16InX, &sFilterParam);
}
```

2.2 GDFLIB_FilterIIR2

This function calculates the second-order direct-form 1 IIR filter.

For a proper use, it is recommended that the algorithm is initialized by the GDFLIB_FilterIIR2Init function, before using the [GDFLIB_FilterIIR2](#) function. The GDFLIB_FilterIIR2Init function initializes the buffer and coefficients of the second-order IIR filter.

The [GDFLIB_FilterIIR2](#) function calculates the second-order infinite impulse response (IIR) filter. The IIR filters are also called recursive filters, because both the input and the previously calculated output values are used for calculation. This form of feedback enables the transfer of energy from the output to the input, which leads to an infinitely long impulse response (IIR). A general form of the IIR filter, expressed as a transfer function in the Z-domain, is described as follows:

$$H(z) = \frac{B(z)}{A(z)} = \frac{b_0 + b_1z^{-1} + b_2z^{-2} + \dots + b_Nz^{-N}}{1 + a_1z^{-1} + a_2z^{-2} + \dots + a_Nz^{-N}}$$

Equation 4.

where N denotes the filter order. The second-order IIR filter in the Z-domain is expressed as follows:

$$H(z) = \frac{B(z)}{A(z)} = \frac{b_0 + b_1z^{-1} + b_2z^{-2}}{1 + a_1z^{-1} + a_2z^{-2}}$$

Equation 5.

which is transformed into a time-domain difference equation as follows:

$$y(k) = b_0x(k) + b_1x(k-1) + b_2x(k-2) - a_1y(k-1) - a_2y(k-2)$$

Equation 6.

The filter difference equation is implemented in the digital signal controller directly, as given in [Equation 6 on page 38](#); this equation represents a direct-form 1 second-order IIR filter, as depicted in [Figure 2-3](#).

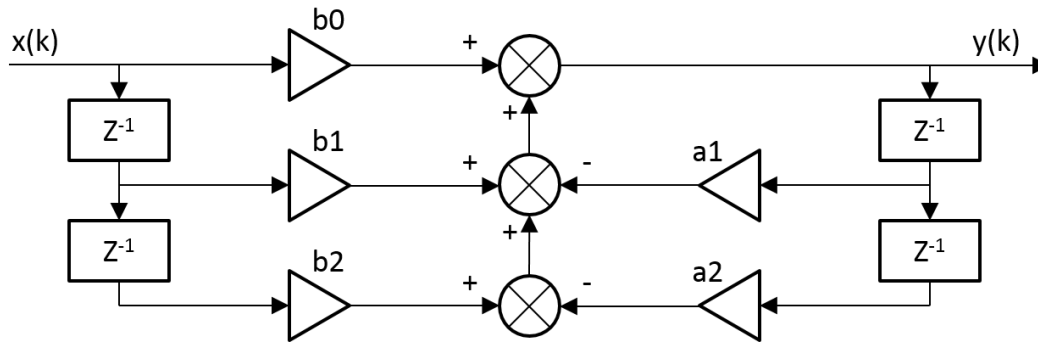


Figure 2-3. Direct-form 1 second-order IIR filter

The coefficients of the filter depicted in [Figure 2-3](#) can be designed to meet the requirements for the second-order low-pass filter (LPF), high-pass filter (HPF), band-pass filter (BPF) or band-stop filter (BSF). The coefficient quantization error can be neglected in the case of a second-order filter due to a finite precision arithmetic. A higher-order LPF or HPF can be obtained by connecting a number of second-order filters in series. The number of connections gives the order of the resulting filter.

The filter coefficients must be defined before calling this function. As some coefficients can be greater than 1 (and lesser than 2), the coefficients are scaled down (divided) by 2.0 for the fractional version of the algorithm. For faster calculation, the A coefficients are sign-inverted. The function returns the filtered value of the input in the step k, and stores the input and output values in the step k into the filter buffer.

2.2.1 Available versions

This function is available in the following versions:

- Fractional output - the output is the fractional portion of the result; the result is within the range $-1 ; 1$).

The available versions of the GDFLIB_FilterIIR2Init function are shown in the following table:

Table 2-3. Init function versions

Function name	Parameters	Result type	Description
GDFLIB_FilterIIR2Init_F16	GDFLIB_FILTER_IIR2_T_F32 *	void	Filter initialization (reset) function. The parameters' structure is pointed to by a pointer.

The available versions of the [GDFLIB_FilterIIR2](#) function are shown in the following table:

Table 2-4. Function versions

Function name	Input type	Parameters	Result type	Description
GDFLIB_FilterIIR2_F16	frac16_t	GDFLIB_FILTER_IIR2_T_F32 *	frac16_t	Input argument is a 16-bit fractional value of the input signal to be filtered within the range $-1 ; 1$). The parameters' structure is pointed to by a pointer. The function returns a 16-bit fractional value within the range $-1 ; 1$).

2.2.2 GDFLIB_FILTER_IIR2_T_F32

Variable name	Input type	Description
sFiltCoeff	GDFLIB_FILTER_IIR2_COEFF_T_F32 *	Substructure containing filter coefficients.
f32FiltBfrY[2]	frac32_t	Internal buffer of y-history. Controlled by the algorithm.
f16FiltBfrX[2]	frac16_t	Internal buffer of x-history. Controlled by the algorithm.

2.2.3 GDFLIB_FILTER_IIR2_COEFF_T_F32

Variable name	Type	Description
f32B0	frac32_t	B0 coefficient of the IIR2 filter. Set by the user, and must be divided by 2.
f32B1	frac32_t	B1 coefficient of the IIR2 filter. Set by the user, and must be divided by 2.
f32B2	frac32_t	B2 coefficient of the IIR2 filter. Set by the user, and must be divided by 2.
f32A1	frac32_t	A1 (sign-inverted) coefficient of the IIR2 filter. Set by the user, and must be divided by -2 (negative two).
f32A2	frac32_t	A2 (sign-inverted) coefficient of the IIR2 filter. Set by the user, and must be divided by -2 (negative two).

2.2.4 Declaration

The available GDFLIB_FilterIIR2Init functions have the following declarations:

```
void GDFLIB_FilterIIR2Init_F16(GDFLIB\_FILTER\_IIR2\_T\_F32 *psParam)
```


The available [GDFLIB_FilterIIR2](#) functions have the following declarations:

```
frac16_t GDFLIB_FilterIIR2_F16(frac16_t f16InX, GDFLIB_FILTER_IIR2_T_F32 *psParam)
```

2.2.5 Calculation of filter coefficients

There are plenty of methods for calculating the coefficients. The following example shows the use of Matlab to set up a stopband filter with the 1000 Hz sampling frequency, 100 Hz stop frequency with 10 dB attenuation, and 30 Hz bandwidth. Maximum passband ripple is 3 dB.

```
% sampling frequency 1000 Hz, stop band
Ts = 1 / 1000

% center stop frequency 100 Hz
Fc = 50

% attenuation 10 dB
Rs = 10

% bandwidth 30 Hz
Fbw = 30

% max. passband ripple 3 dB
Rp = 3

% checking order of the filter
n = buttord(2 * Ts * [Fc - Fbw / 2 Fc + Fbw / 2], 2 * Ts * [Fc - Fbw Fc + Fbw], Rp, Rs)
% n = 2, i.e. the filter is achievable with the 2nd order

% getting the filter coefficients
[b, a] = butter(n / 2, 2 * Ts * [Fc - Fbw / 2 Fc + Fbw / 2], 'stop')

% the coefs are:
% b0 = 0.913635972986238, b1 = -1.745585863109291, b2 = 0.913635972986238
% a0 = 1.0000, a1 = -1.745585863109291, a2 = 0.827271945972476
```

The filter response is shown in [Figure 2-4](#).

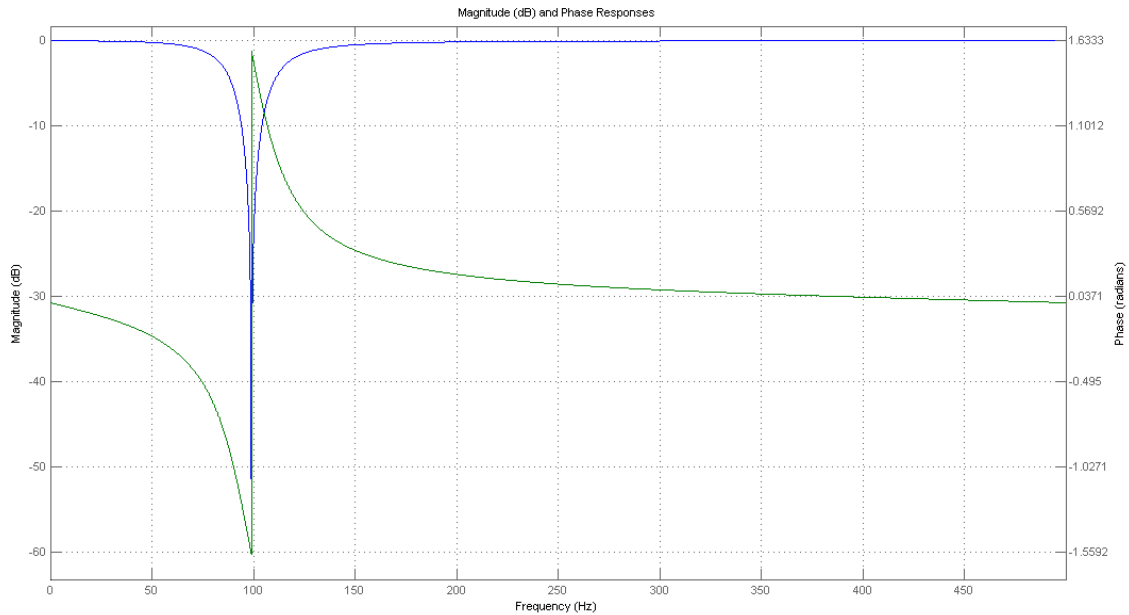


Figure 2-4. Filter response

2.2.6 Function use

The use of the GDFLIB_FilterIIR2Init and [GDFLIB_FilterIIR2](#) functions is shown in the following example. The filter uses the above-calculated coefficients:

```
#include "gdfplib.h"

static frac16_t f16Result;
static frac16_t f16InX;
static GDFLIB_FILTER_IIR2_T_F32 sFilterParam;

void Isr(void);

void main(void)
{
    sFilterParam.sFltCoeff.f32B0 = FRAC32(0.913635972986238 / 2.0);
    sFilterParam.sFltCoeff.f32B1 = FRAC32(-1.745585863109291 / 2.0);
    sFilterParam.sFltCoeff.f32B2 = FRAC32(0.913635972986238 / 2.0);
    sFilterParam.sFltCoeff.f32A1 = FRAC32(-1.745585863109291 / -2.0);
    sFilterParam.sFltCoeff.f32A2 = FRAC32(0.827271945972476 / -2.0);

    GDFLIB_FilterIIR2Init_F16(&sFilterParam);

    f16InX = FRAC16(0.1);
}

/* periodically called function */
void Isr(void)
{
    f16Result = GDFLIB_FilterIIR2_F16(f16InX, &sFilterParam);
}
```

2.3 GDFLIB_FilterMA

The [GDFLIB_FilterMA](#) function calculates a recursive form of a moving average filter. For a proper use, it is recommended that the algorithm is initialized by the [GDFLIB_FilterMAInit](#) function, before using the [GDFLIB_FilterMA](#) function.

The filter calculation consists of the following equations:

$$acc(k) = acc(k - 1) + x(k)$$

Equation 7.

$$y(k) = \frac{acc(k)}{n_p}$$

Equation 8.

$$acc(k) \leftarrow acc(k) - y(k)$$

Equation 9.

where:

- $x(k)$ is the actual value of the input signal
- $acc(k)$ is the internal filter accumulator
- $y(k)$ is the actual filter output
- n_p is the number of points in the filter window

The size of the filter window (number of filtered points) must be defined before calling this function, and must be equal to or greater than 1.

The function returns the filtered value of the input at step k , and stores the difference between the filter accumulator and the output at step k into the filter accumulator.

2.3.1 Available versions

This function is available in the following versions:

- Fractional output - the output is the fractional portion of the result; the result is within the range $<-1 ; 1$). The parameters use the accumulator types.

The available versions of the GDFLIB_FilterMAInit function are shown in the following table:

Table 2-5. Function versions

Function name	Input type	Parameters	Result type	Description
GDFLIB_FilterMAInit_F16	frac16_t	GDFLIB_FILTER_MA_T_A32 *	void	Input argument is a 16-bit fractional value that represents the initial value of the filter at the current step. The input is within the range <-1 ; 1). The parameters' structure is pointed to by a pointer.

The available versions of the GDFLIB_FilterMA function are shown in the following table:

Table 2-6. Function versions

Function name	Input type		Result type	Description
	Value	Parameter		
GDFLIB_FilterMA_F16	frac16_t	GDFLIB_FILTER_MA_T_A32 *	frac16_t	Input argument is a 16-bit fractional value of the input signal to be filtered within the range <-1 ; 1). The parameters' structure is pointed to by a pointer. The function returns a 16-bit fractional value within the range <-1 ; 1).

2.3.2 GDFLIB_FILTER_MA_T_A32

Variable name	Input type	Description
a32Acc	acc32_t	Filter accumulator. The parameter is a 32-bit accumulator type within the range <-65536.0 ; 65536.0). Controlled by the algorithm.
u16Sh	uint16_t	Number of samples for averaging filtered points (size of the window) defined as a number of shifts: $n_p = 2^{u16Sh}$ $u16Sh = \log_2 n_p$ <p>The parameter is a 16-bit unsigned integer type within the range <0 ; 15>. Set by the user.</p>

2.3.3 Declaration

The available GDFLIB_FilterMAInit functions have the following declarations:

```
void GDFLIB_FilterMAInit_F16(frac16_t f16InitVal, GDFLIB_FILTER_MA_T_A32 *psParam)
```

The available [GDFLIB_FilterMA](#) functions have the following declarations:

```
frac16_t GDFLIB_FilterMA_F16(frac16_t f16InX, GDFLIB_FILTER_MA_T_A32 *psParam)
```

2.3.4 Function use

The use of [GDFLIB_FilterMAInit](#) and [GDFLIB_FilterMA](#) functions is shown in the following example:

```
#include "gdflib.h"

static frac16_t f16Result;
static frac16_t f16InitVal, f16InX;
static GDFLIB_FILTER_MA_T_A32 sFilterParam;

void Isr(void);

void main(void)
{
    f16InitVal = FRAC16(0.0);           /* f16InitVal = 0.0 */

    /* Filter window = 2 ^ 2 = 4 points */
    sFilterParam.ul6Sh = 2;

    GDFLIB_FilterMAInit_F16(f16InitVal, &sFilterParam);

    f16InX = FRAC16(0.8);
}

/* periodically called function */
void Isr(void)
{
    f16Result = GDFLIB_FilterMA_F16(f16InX, &sFilterParam);
}
```


Appendix A

A.1 bool_t

The `bool_t` type is a logical 16-bit type. It is able to store the boolean variables with two states: TRUE (1) or FALSE (0). Its definition is as follows:

```
typedef unsigned short bool_t;
```

The following figure shows the way in which the data is stored by this type:

Table A-1. Data storage

	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Value	Unused															Logical
TRUE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	1
	0				0				0				1			
FALSE	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	0				0				0				0			

To store a logical value as `bool_t`, use the `FALSE` or `TRUE` macros.

A.2 uint8_t

The `uint8_t` type is an unsigned 8-bit integer type. It is able to store the variables within the range <0 ; 255>. Its definition is as follows:

```
typedef unsigned char uint8_t;
```

The following figure shows the way in which the data is stored by this type:

Table A-2. Data storage

Table continues on the next page...																
-------------------------------------	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

Table A-2. Data storage (continued)

	7	6	5	4	3	2	1	0
Value	Integer							
255	1	1	1	1	1	1	1	1
	F				F			
11	0	0	0	0	1	0	1	1
	0				B			
124	0	1	1	1	1	1	0	0
	7				C			
159	1	0	0	1	1	1	1	1
	9				F			

A.3 uint16_t

The `uint16_t` type is an unsigned 16-bit integer type. It is able to store the variables within the range $<0 ; 65535>$. Its definition is as follows:

```
typedef unsigned short uint16_t;
```

The following figure shows the way in which the data is stored by this type:

Table A-3. Data storage

	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Value	Integer															
65535	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
	F				F				F				F			
5	0	0	0	0	0	0	0	0	0	0	0	0	0	1	0	1
	0				0				0				5			
15518	0	0	1	1	1	1	0	0	1	0	0	1	1	1	1	0
	3				C				9				E			
40768	1	0	0	1	1	1	1	1	0	1	0	0	0	0	0	0
	9				F				4				0			

A.4 uint32_t

The `uint32_t` type is an unsigned 32-bit integer type. It is able to store the variables within the range $<0 ; 4294967295>$. Its definition is as follows:

```
typedef unsigned long uint32_t;
```

The following figure shows the way in which the data is stored by this type:

Table A-4. Data storage

Value	31	24	23	16	15	8	7	0
	Integer							
4294967295	F	F	F	F	F	F	F	F
2147483648	8	0	0	0	0	0	0	0
55977296	0	3	5	6	2	5	5	0
3451051828	C	D	B	2	D	F	3	4

A.5 int8_t

The `int8_t` type is a signed 8-bit integer type. It is able to store the variables within the range $<-128 ; 127>$. Its definition is as follows:

```
typedef char int8_t;
```

The following figure shows the way in which the data is stored by this type:

Table A-5. Data storage

Value	7	6	5	4	3	2	1	0
	Sign	Integer						
127	0	1	1	1	1	1	1	1
	7				F			
-128	1	0	0	0	0	0	0	0
	8				0			
60	0	0	1	1	1	1	0	0
	3				C			
-97	1	0	0	1	1	1	1	1
	9				F			

A.6 int16_t

The `int16_t` type is a signed 16-bit integer type. It is able to store the variables within the range $<-32768 ; 32767>$. Its definition is as follows:

```
typedef short int16_t;
```

The following figure shows the way in which the data is stored by this type:

Table A-6. Data storage

	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Value	Sign	Integer														
32767	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
	7				F				F				F			
-32768	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	8				0				0				0			
15518	0	0	1	1	1	1	0	0	1	0	0	1	1	1	1	0
	3				C				9				E			
-24768	1	0	0	1	1	1	1	1	0	1	0	0	0	0	0	0
	9				F				4				0			

A.7 int32_t

The `int32_t` type is a signed 32-bit integer type. It is able to store the variables within the range $<-2147483648 ; 2147483647>$. Its definition is as follows:

```
typedef long int32_t;
```

The following figure shows the way in which the data is stored by this type:

Table A-7. Data storage

	31	24	23	16	15	8	7	0
Value	S	Integer						
2147483647	7	F	F	F	F	F	F	F
-2147483648	8	0	0	0	0	0	0	0
55977296	0	3	5	6	2	5	5	0
-843915468	C	D	B	2	D	F	3	4

A.8 frac8_t

The `frac8_t` type is a signed 8-bit fractional type. It is able to store the variables within the range $<-1 ; 1$). Its definition is as follows:

```
typedef char frac8_t;
```

The following figure shows the way in which the data is stored by this type:

Table A-8. Data storage

	7	6	5	4	3	2	1	0
Value	Sign	Fractional						
0.99219	0	1	1	1	1	1	1	1
	7				F			
-1.0	1	0	0	0	0	0	0	0
	8				0			
0.46875	0	0	1	1	1	1	0	0
	3				C			
-0.75781	1	0	0	1	1	1	1	1
	9				F			

To store a real number as `frac8_t`, use the `FRAC8` macro.

A.9 frac16_t

The `frac16_t` type is a signed 16-bit fractional type. It is able to store the variables within the range $<-1 ; 1$). Its definition is as follows:

```
typedef short frac16_t;
```

The following figure shows the way in which the data is stored by this type:

Table A-9. Data storage

	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Value	Sign	Fractional														
0.99997	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1
	7				F				F				F			
-1.0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

Table continues on the next page...

Table A-9. Data storage (continued)

0.47357	8				0				0				0			
	0	0	1	1	1	1	0	0	1	0	0	1	1	1	1	0
	3				C				9				E			
	1	0	0	1	1	1	1	1	0	1	0	0	0	0	0	0
-0.75586	9				F				4				0			

To store a real number as `frac16_t`, use the `FRAC16` macro.

A.10 frac32_t

The `frac32_t` type is a signed 32-bit fractional type. It is able to store the variables within the range $<-1 ; 1$). Its definition is as follows:

```
typedef long frac32_t;
```

The following figure shows the way in which the data is stored by this type:

Table A-10. Data storage

	31	24 23				16 15				8 7				0
Value	S	Fractional												
0.9999999995	7	F		F	F	F	F	F	F	F		F	F	
-1.0	8	0		0	0	0	0	0	0	0		0	0	
0.02606645970	0	3		5	6	2	5		5			5	0	
-0.3929787632	C	D		B	2	D	F		3			4		

To store a real number as `frac32_t`, use the `FRAC32` macro.

A.11 acc16_t

The `acc16_t` type is a signed 16-bit fractional type. It is able to store the variables within the range $<-256 ; 256$). Its definition is as follows:

```
typedef short acc16_t;
```

The following figure shows the way in which the data is stored by this type:

Table A-11. Data storage

	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
Value	Sign	Integer								Fractional							
255.9921875	0	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	
	7				F				F				F				
-256.0	1	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	
	8				0				0				0				
1.0	0	0	0	0	0	0	0	0	1	0	0	0	0	0	0	0	
	0				0				8				0				
-1.0	1	1	1	1	1	1	1	1	1	0	0	0	0	0	0	0	
	F				F				8				0				
13.7890625	0	0	0	0	0	1	1	0	1	1	1	0	0	1	0	1	
	0				6				E				5				
-89.71875	1	1	0	1	0	0	1	1	0	0	1	0	0	1	0	0	
	D				3				2				4				

To store a real number as `acc16_t`, use the `ACC16` macro.

A.12 `acc32_t`

The `acc32_t` type is a signed 32-bit accumulator type. It is able to store the variables within the range <-65536 ; 65536). Its definition is as follows:

```
typedef long acc32_t;
```

The following figure shows the way in which the data is stored by this type:

Table A-12. Data storage

	31	24 23		16 15		8 7		0	
Value	S	Integer				Fractional			
65535.999969	7	F	F	F	F	F	F	F	
-65536.0	8	0	0	0	0	0	0	0	
1.0	0	0	0	0	8	0	0	0	
-1.0	F	F	F	F	8	0	0	0	
23.789734	0	0	0	B	E	5	1	6	
-1171.306793	F	D	B	6	5	8	B	C	

To store a real number as `acc32_t`, use the `ACC32` macro.

A.13 FALSE

The **FALSE** macro serves to write a correct value standing for the logical FALSE value of the **bool_t** type. Its definition is as follows:

```
#define FALSE      ((bool_t)0)

#include "mlib.h"

static bool_t bVal;

void main(void)
{
    bVal = FALSE;                /* bVal = FALSE */
}
```

A.14 TRUE

The **TRUE** macro serves to write a correct value standing for the logical TRUE value of the **bool_t** type. Its definition is as follows:

```
#define TRUE       ((bool_t)1)

#include "mlib.h"

static bool_t bVal;

void main(void)
{
    bVal = TRUE;                /* bVal = TRUE */
}
```

A.15 FRAC8

The **FRAC8** macro serves to convert a real number to the **frac8_t** type. Its definition is as follows:

```
#define FRAC8(x) ((frac8_t)((x) < 0.9921875 ? ((x) >= -1 ? (x)*0x80 : 0x80) : 0x7F))
```

The input is multiplied by 128 ($=2^7$). The output is limited to the range $\langle 0x80 ; 0x7F \rangle$, which corresponds to $\langle -1.0 ; 1.0 \cdot 2^{-7} \rangle$.

```
#include "mlib.h"

static frac8_t f8Val;

void main(void)
{
    f8Val = FRAC8(0.187);          /* f8Val = 0.187 */
}
```

A.16 FRAC16

The **FRAC16** macro serves to convert a real number to the **frac16_t** type. Its definition is as follows:

```
#define FRAC16(x) ((frac16_t)((x) < 0.999969482421875 ? ((x) >= -1 ? (x)*0x8000 : 0x8000) : 0x7FFF))
```

The input is multiplied by 32768 ($=2^{15}$). The output is limited to the range $<0x8000 ; 0x7FFF>$, which corresponds to $<-1.0 ; 1.0-2^{-15}>$.

```
#include "mlib.h"

static frac16_t f16Val;

void main(void)
{
    f16Val = FRAC16(0.736);        /* f16Val = 0.736 */
}
```

A.17 FRAC32

The **FRAC32** macro serves to convert a real number to the **frac32_t** type. Its definition is as follows:

```
#define FRAC32(x) ((frac32_t)((x) < 1 ? ((x) >= -1 ? (x)*0x80000000 : 0x80000000) : 0x7FFFFFFF))
```

The input is multiplied by 2147483648 ($=2^{31}$). The output is limited to the range $<0x80000000 ; 0x7FFFFFFF>$, which corresponds to $<-1.0 ; 1.0-2^{-31}>$.

```
#include "mlib.h"

static frac32_t f32Val;

void main(void)
{
    f32Val = FRAC32(-0.1735667);   /* f32Val = -0.1735667 */
}
```

A.18 ACC16

The **ACC16** macro serves to convert a real number to the **acc16_t** type. Its definition is as follows:

```
#define ACC16(x) ((acc16_t)((x) < 255.9921875 ? ((x) >= -256 ? (x)*0x80 : 0x8000) : 0x7FFF))
```

The input is multiplied by 128 ($=2^7$). The output is limited to the range $<0x8000 ; 0x7FFF>$ that corresponds to $<-256.0 ; 255.9921875>$.

```
#include "mlib.h"

static acc16_t a16Val;

void main(void)
{
    a16Val = ACC16(19.45627);                /* a16Val = 19.45627 */
}
```

A.19 ACC32

The **ACC32** macro serves to convert a real number to the **acc32_t** type. Its definition is as follows:

```
#define ACC32(x) ((acc32_t)((x) < 65535.999969482421875 ? ((x) >= -65536 ? (x)*0x8000 : 0x80000000) : 0x7FFFFFFF))
```

The input is multiplied by 32768 ($=2^{15}$). The output is limited to the range $<0x80000000 ; 0x7FFFFFFF>$, which corresponds to $<-65536.0 ; 65536.0-2^{-15}>$.

```
#include "mlib.h"

static acc32_t a32Val;

void main(void)
{
    a32Val = ACC32(-13.654437);              /* a32Val = -13.654437 */
}
```


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