Lesson 09: Fixed-Point Arithmetic

One day, you may have the great fortune of implementing a digital filter on an embedded device where you only have a few microseconds to filter before the next sample. In such a scenario, performing floating-point operations is impractical due to how much slower they are to *Multiply–Accumulate (MAC)* operations. To benefit from MAC operations, we turn to fixed-point arithmetic, but in the process, we open Pandora's box and must account for the substantial quantization erorr we've introduced. Luckily for us, MATLAB offers us a Fixed-Point Designer¹ for optimizing and implementing fixed-point algorithms.

Constructing Fixed-Point Types

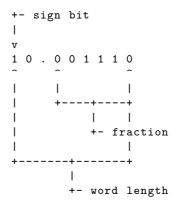


Figure 1: Fixed-Point Value

First, we must tell MATLAB the type of fixed-point value we wish to construct:

```
T = numerictype(true, 32, 30)
T =

DataTypeMode: Fixed-point: binary point scaling
Signedness: Signed
WordLength: 32
FractionLength: 30
```

¹https://www.mathworks.com/help/fixedpoint/index.html

In our case, we've constructed a signed 32-bit fixed-point value with a fraction length of 30 bits, giving us a range from -2 to $2-2^{-30}$ in increments of 2^{-30} .

Now, to convert a double to a fixed-point value, we call fi():

```
mu_0 = fi(4 * pi * 1e-7, T)
mu_0 =

1.2564e-06

DataTypeMode: Fixed-point: binary point scaling
Signedness: Signed
WordLength: 32
FractionLength: 30
```

Set Fixed-Point Math Settings

At times, we may wish to change MATLAB's default behavior when performing fixed-point math. Say we wanted to have two's complement overflow as opposed to saturation:

```
mu_0.OverflowMode = 'Wrap';
   wrap = 1 / mu_0
   wrap =
        1.9096
3
              DataTypeMode: Fixed-point: binary point scaling
                Signedness: Signed
6
                WordLength: 32
            FractionLength: 30
            RoundingMethod: Nearest
10
            OverflowAction: Wrap
11
               ProductMode: FullPrecision
12
                   SumMode: FullPrecision
13
   We can also apply these properties to new fixed-point types with fimath():
   F = fimath('OverflowMode', 'Wrap');
   mu_r = fi(0.34, T, F)
   mu_r =
       0.3400
              DataTypeMode: Fixed-point: binary point scaling
5
                Signedness: Signed
6
                WordLength: 32
            FractionLength: 30
8
            RoundingMethod: Nearest
10
            OverflowAction: Wrap
11
               ProductMode: FullPrecision
12
                   SumMode: FullPrecision
13
```

Fixed-Point Filter Design

For this part of the lesson, we'll be working with the brake pressure sensor data from Assignment $07:^2$

 $^{^2} https://raw.githubusercontent.com/jacobkoziej/jk-ece210/master/src/assignments/07-under-pressure.d/40p_1000ms.csv$

```
RESOLUTION = 2^12;

fs = 80e3;

M = readmatrix("40p_1000ms.csv");

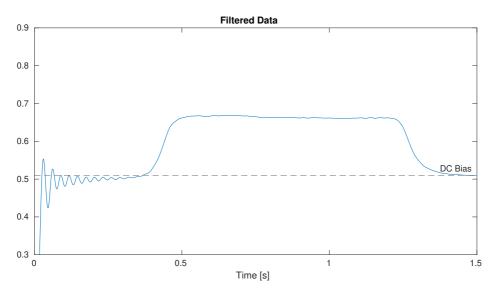
t = M(:, 1) ./ fs;
s = M(:, 2) ./ (RESOLUTION - 1);

Since fixed-point values are objects, we can't use our standard filtering functions on them, so we turn to filter objects:

Fp = 35;
```

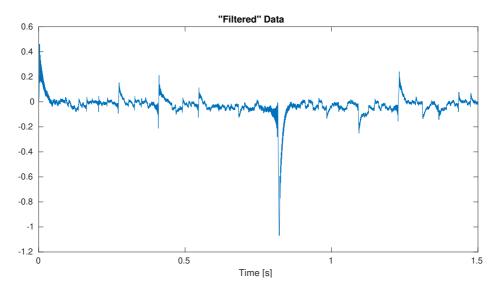
Aside—
We use the Direct Form I structure over Direct Form II to gain more numerical stability at the cost of using double the amount of state variables.

```
Fs = 45;
   Rp = 1;
   Rs = 40;
   D = fdesign.lowpass(Fp, Fs, Rp, Rs, fs);
6
   LPF = design(D, 'ellip', 'SystemObject', true);
7
   LPF.Structure = 'Direct form I';
9
   LPF.DenominatorAccumulatorDataType = T;
10
   LPF.OutputDataType = T;
11
   We can then apply the filter to our quantized data like so:
   s filtered = LPF(fi(s, T));
2
   figure;
   plot(t, s filtered);
  title('"Filtered" Data');
   xlabel('Time [s]');
```



Let's half our bit allocation to see how our filter performs:

```
T = numerictype(true, 16, 14)
   D = fdesign.lowpass(Fp, Fs, Rp, Rs, fs);
3
   LPF = design(D, 'ellip', 'SystemObject', true);
4
   LPF.Structure = 'Direct form I';
   LPF.DenominatorAccumulatorDataType = T;
   LPF.OutputDataType = T;
   s_filtered = LPF(fi(s, T));
10
11
   f = figure;
12
   plot(t, s_filtered);
   title('"Filtered" Data');
   xlabel('Time [s]');
```



Ouch, it looks like the quantization error was too much to handle! To combat this, we can decrease our filter's requirements to avoid higher orders and hence numerical instability in the form of overflows, but keep in mind this isn't a full-proof solution.