### Title of Dissertation

#### Subtitle



Presented by: Your Name

Prepared for: Your Supervisor(s)

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University of Cape Town

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Key words:

Some keywords relating to your research

I know the meaning of plagiarism and declare that for that which is properly acknowledged, is my own	
	Your Name

# Abstract

The abstract should be a one or two paragraph summary of your paper. It is meant to sell your paper to interested buyers.

# Contents

Li	ist of	Figures and Listings	vi
Li	ist of	Tables	vii
N	omei	nclature	ix
	1	Acronyms	ix
	2	Terminology	xii
1	Int	roduction	1
	1.1	Drafting Markup	2
<b>2</b>	Lite	erature Review	3
3	Me	$\operatorname{thodology}$	5
	3.1	Hardware	5
	3.2	Implementation	5
	3.3	Experiment Procedure	6
4	Des	$\operatorname{sign}$	7
5	Exp	perimentation	9
6	Res	sults	11
	6.1	Figures	11
	6.2	Tables	13
	6.3	Pictures and Screen-shots	13
	6.4	Maths	15

iv	CONTENTS
7 Conclusion	17
Bibliography	19
A Item 1	21
R Itom 2	72

# List of Figures and Listings

1	Introduction	on	1
2	Literature	Review	3
3	Methodolo	gy	5
	Fig. 3.1	Test setup used to test the implementation $[6]$	5
	Listing 3.1	OpenCL kernel to perform matrix multiplication	6
4	Design		7
5	Experimen	tation	9
6	Results		11
	Fig. 6.1	The correlation coefficient as a function of sample count	11
	Listing 6.1 graph	Octave function to format a figure and save it to a high quality PDF	12
	Listing 6.2	Example of how to use the FormatFig function	12
	Fig. 6.2 of a tra	Oscilloscope measurement showing physical line signals on both ends ansmission line during master switch-over [6]	12
	Fig. 6.3	An example image with custom scaling	14
	Fig. 6.4	Comparison of various image format qualities	14
7	Conclusion	ı	17

vi	LIST OF FIGURES AND LISTINGS
A Item 1	21
B Item 2	23

# List of Tables

1	Introduction	1
2	Literature Review	3
3	Methodology	5
4	Design	7
5	Experimentation	9
6	Results TABLE 6.1 My Informative Table	<b>11</b> 13
7	Conclusion	17
A	Item 1	21
В	Item 2	23

# Nomenclature

### 1 Acronyms

AAmperes
AC Alternating Current
ADC Analogue to Digital Converter
API Application Programmer's Interface
ARM Advanced RISC Machine
ASIC Application Specific Integrated Circuit
AXI Advanced Extensible Interface
BARBase Address Register
BCDBinary-Coded Decimal
BdBaud, in symbols per second
CFAR Constant False Alarm Rate
CMOSComplimentary Metal-Oxide Semiconductor
CPLD Complex Programmable Logic Device
dBmDeci-Bell, relative to 1 mW
DC Direct Current
DDC Digital Down Converter
DDSDirect Digital Synthesis
DMA Direct Memory Access
DSP Digital Signal Processor (or processing)
EDAElectronic Design Automation

x NOMENCLATURE

FIFO First-in, First-out (queue)
FIRFinite Impulse Response
FMC FPGA Mezzanine Card
FPGA Field Programmable Gate Array
FSM Finite State Machine
GUI Graphical User Interface
HDLHardware Description Language
HPS Hard Processor System
HSTL High Speed Transfer Logic
I/OInputs/Outputs
$I^2C$ Inter-IC
IC Integrated Circuit
IDE Integrated Development Environment
LELogic Element
LSbLeast Significant Bit
LSB Least Significant Byte
LUTLook-Up Table
LVCMOS Low Voltage Complementary Metal Oxide Semiconductor
LVDSLow Voltage Differential Signalling
LVPECL Low Voltage Positive Emitter Coupled Logic
LVTTLLow Voltage Transistor-Transistor Logic
MIMO Multiple Input Multiple Output
MISOMaster Input / Slave Output
MOSI Master Output / Slave Input
MSb Most Significant Bit
MSB Most Significant Byte
MSI Message Signalled Interrupt
NCO Numerically Controlled Oscillator
NTPNetwork Time Protocol
PC Personal Computer

1. ACRONYMS xi

PCBPrinted Circuit Board
PCI Peripheral Component Interconnect
PCIe PCI Express
PLL Phase Locked Loop
PPDS Point-to-Point Differential Signalling
PRFPulse Repetition Frequency
PRI Pulse Repetition Interval
PSU Power Supply Unit
RADAR Radio-Assisted Direction and Ranging
REST Representational State Transfer
RF Radio Frequency
RISC Reduced Instruction Set Computer
RMS Root Mean Square
RPM Revolutions per Minute
RSDSReduced Swing Differential Signalling
SI Système International d'Unités
SI Système International d'Unités SoC System On Chip
SoC System On Chip
SoC System On Chip SPI Serial Peripheral Interface
SoC System On Chip  SPI Serial Peripheral Interface  SSTL Stub Series Terminated Logic
SoC System On Chip  SPI Serial Peripheral Interface  SSTL Stub Series Terminated Logic  TCP Transmission Control Protocol
SoC System On Chip  SPI Serial Peripheral Interface  SSTL Stub Series Terminated Logic  TCP Transmission Control Protocol  TTL Transistor-Transistor Logic
SoC System On Chip SPI Serial Peripheral Interface SSTL Stub Series Terminated Logic TCP Transmission Control Protocol TTL Transistor-Transistor Logic UART Universal Asynchronous Receiver Transmitter
SoC System On Chip SPI Serial Peripheral Interface SSTL Stub Series Terminated Logic TCP Transmission Control Protocol TTL Transistor-Transistor Logic UART Universal Asynchronous Receiver Transmitter UDP User Datagram Protocol
SoC System On Chip SPI Serial Peripheral Interface SSTL Stub Series Terminated Logic TCP Transmission Control Protocol TTL Transistor-Transistor Logic  UART Universal Asynchronous Receiver Transmitter UDP User Datagram Protocol UFM User Flash Memory
SoC System On Chip SPI Serial Peripheral Interface SSTL Stub Series Terminated Logic TCP Transmission Control Protocol TTL Transistor-Transistor Logic UART Universal Asynchronous Receiver Transmitter UDP User Datagram Protocol UFM User Flash Memory URL
SoC System On Chip SPI Serial Peripheral Interface SSTL Stub Series Terminated Logic TCP Transmission Control Protocol TTL Transistor-Transistor Logic UART Universal Asynchronous Receiver Transmitter UDP User Datagram Protocol UFM User Flash Memory URL Uniform Resource Locator V Voltage

xii NOMENCLATURE

#### 2 Terminology

**Developer** FPGA firmware developer, using any firmware development

tool.

Device The specific target FPGA.

Megafunction A target-specific module, typically generated from within

the vendor IDE, after the Altera nomenclature.

Module Akin to a Verilog module; i.e. unit of digital circuit that has

ports to the outside world and can exist at any level of the

design hierarchy.

Object file An intermediary file used in the ALCHA compilation

process. It is the reult of compiling a single translation unit

and describes a collection of objects.

Peripheral Any device, external to the FPGA, that interfaces directly

with the FPGA.

Platform The platform that the ALCHA compiler runs on, including

operating system and computer hardware.

Target The platform ALCHA is compiling to, including FPGA,

PCB, peripherals and vendor IDE.

**Translation unit** Akin to a C language translation unit, i.e. a collection of

source files and headers that translate to a single object file

User The developer who is using ALCHA to develop FPGA

firmware.

Vendor The FPGA manufacturer.

### Introduction

If you are new to LATEX, I would suggest reading [1]. If you want to use Microsoft Word (or one of its many clones), you can download the official IEEE conference template from [2]. The TA and tutors can provide LATEX support. Use Word at your own risk.

The introduction is where you set the scene. Here you reference other, related work, as well as a summary relating to how you improve upon said work [3]. In the sense of the practical reports, the introduction will summarise the experiment the practical is all about.

As a general rule of thumb, keep the introduction to the first column and don't put any sub-sections into it.

Remember that, for bibliography citations to work, you have to include running BibTEX in the compile chain. My TeXstudio [4] compile chain for "Build & View" is

```
txs:///bibtex | txs:///pdflatex |
txs:///bibtex | txs:///pdflatex |
txs:///view-pdf-internal
```

#### 1.1 Drafting Markup

When the template is in draft mode, you can use various helper macros, as illustrated below:

This is old text that should be removed. This is a note about something to remember, or comments from the proof-reader. This is something that still needs doing. When compiled with \Draftfalse, the content of these macros are removed from the output, except something that needs to be rephrased.

# Literature Review

### Methodology

In this section you should describe the method of the experiment.

#### 3.1 Hardware

Include detail such as the hardware used. It's generally a good idea to include a block diagram at this point, such as the one presented in Fig. 3.1. This figure was drawn in InkScape [5]. When you want to import an InkScape figure (SVG format) into LATEX, simply save it to PDF (use the drawing extents as the media box area) and include the figure.

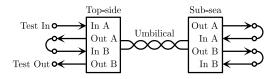


Fig. 3.1. Test setup used to test the implementation [6].

#### 3.2 Implementation

Also mention the implementation source code:

```
# You can include inline Matlab / Octave code
x = linspace(0, 2*pi, 1000);
y = sin(x);
plot(x, y); grid on;
```

or you could turn it into a float: see listing 3.1. Floats are tables, figures and listings that appear at a different place than in the source code. This template is set up to put floats at the top of the next column, as prescribed by the IEEE article specification.

```
__kernel void Multiply(
    __global float* A, // Global input buffer
    __global float* B, // Global input buffer
    __global float* Y, // Global output buffer
    const int N // Global uniform
){
    const int i = get_global_id(0); // 1st dimension index
    const int j = get_global_id(1); // 2nd dimension index

    // Private variables
    int k;
    float f = 0.0;

    // Kernel body
    for(k = 0; k < N; k++) f += A[i*N + k] * B[k*N + j];
    Y[i*N + j] = f;
}</pre>
```

Listing 3.1. OpenCL kernel to perform matrix multiplication

Only list what is relevant. Don't give too much detail - just enough to show what you've done. This template supports the following languages:

- Matlab (Octave)
- GLSL
- OpenCL
- Verilog
- C++ (use the name "Cpp")

#### 3.3 Experiment Procedure

Furthermore, include detail relating to the experiment itself: what did you do, in what order was this done, why was this done, etc. What are you trying to prove / disprove?

Design

# Experimentation

### Results

The results section is for presenting and discussing your findings. You can split it into subsections if the experiment has multiple sections or stages.

#### 6.1 Figures

Include good quality graphs (see Fig. 6.1). These were produced by the Octave code presented in listings 6.1 and 6.2. You can play around with the PaperSize and PaperPosition variables to change the aspect ratio. An easy way to obtain more space on a paper is to use wide, flat figures, such as Fig. 6.2.

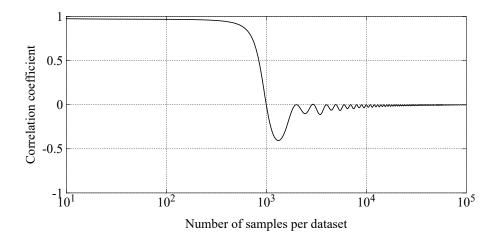


Fig. 6.1. The correlation coefficient as a function of sample count.

```
function FormatFig(X, Y, File);
  set(gcf, 'PaperUnits'
                             , 'inches');
  set(gcf, 'PaperOrientation', 'landscape');
  set(gcf, 'PaperSize'
                                    [8, 4]);
  set(gcf, 'PaperPosition'
                             , [0, 0, 8, 4]);
  set(gca, 'FontName', 'Times New Roman');
  set(gca, 'Position', [0.1 0.2 0.85 0.75]);
  xlabel(["\n" X]);
  ylabel([Y "\n\n"]);
  setenv("GSC", "GSC"); # Eliminates stupid warning
    [File '.pdf'],...
    '-dpdf'...
  );
end
```

Listing 6.1. Octave function to format a figure and save it to a high quality PDF graph

```
figure;
                                          # Create a new figure
# Some code to calculate the various variables to plot...
plot(N, r, 'k', 'linewidth', 4); grid on; # Plot the data
xlim([0 360]);
                                          # Limit the x range
ylim([-1 1]);
                                          # Limit the y range
set(gca, 'xtick', [0 90 180 270 360]);
                                          # Set the x labels
FormatFig(...
                                          # Call the function with:
  'Phase shift [\circ]',...
                                                 # The x title
  'Correlation coefficient',...
                                                 # The y title
  ['r_vs_N;_f=' num2str(f) ';_P=' num2str(P)]... # Format the file name
);
close all;
                                          # Close all open figures
```

Listing 6.2. Example of how to use the FormatFig function

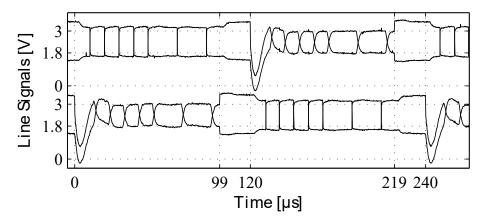


Fig. 6.2. Oscilloscope measurement showing physical line signals on both ends of a transmission line during master switch-over [6].

Always remember to include axes text, units and a meaningful caption in your graphs. When typing units, a  $\mu$  sign has a tail! The letter "u" is not a valid unit prefix. When typing resistor values, use the  $\Omega$  symbol.

6.2. TABLES

#### 6.2 Tables

Tables are often a convenient means by which to specify lists of parameters. An example table is presented in table 6.1. You can use Tablesgenerator to make your LATEX tables.

TABLE 6.1 My Informative Table

Heading 1	Heading 2	Heading 3
Data	123	321
Data	456	654
Data	789	987

#### 6.3 Pictures and Screen-shots

When you include screen-shots, pdfIATEX supports JPG and PNG file formats. PNG is preferred for screen-shots, as it is a loss-less format. JPG is preferred for photos, as it results in a smaller file size. It's generally a good idea to resize photos (not screen-shots) to be no more that 300 dpi, in order to reduce file size. For 2-column article format papers, this translates to a maximum width of 1024. Never change the aspect ratio of screen-shots and pictures!

It is highly recommended to make use of the \Figure macro for figures. It puts all the formatting tweaks in one place, so that you don't need to update all the individual figure inclusion points when you want to do a styling update. The file name is used for the LATEX label, such as "Fig. 6.3".



Fig. 6.3. An example image with custom scaling

Make sure to always use the best quality image possible. Use JPEG for photos, PNG for screen-shots and PDF (scalable vector graphics) for everything else. JPEG is lossy, but good for photos, whereas PNG is lossless and good for images with large areas of solid colour, as can be seen in Fig. 6.4.

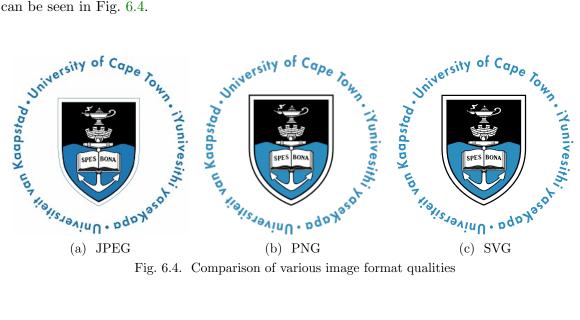


Fig. 6.4. Comparison of various image format qualities

6.4. MATHS 15

#### 6.4 Maths

IATEX has a very sophisticated maths rendering engine, as illustrated by equation 6.1. When talking about approximate answers, never use  $\pm 54$  V, as this implies "positive or negative 54 V". Use  $\approx 54$  V or  $\sim 54$  V instead.

$$y = \int_0^\infty e^{x^2} \mathrm{dx} \tag{6.1}$$

### Conclusion

The conclusion should provide a summary of your findings. Many people only read the introduction and conclusion of a paper. They sometimes scan the tables and figures. If the conclusion hints at interesting findings, only then will they bother to read the whole paper.

You can also include work that you intend to do in future, such as ideas for further improvements, or to make the solution more accessible to the general user-base, etc.

Publishers often charge "overlength article charges" [7], so keep within the page limit. In EEE4084F we will simulate overlength fees by means of a mark reduction at 10% per page. Late submissions will be charged at 10% per day, or part thereof.

### Bibliography

- [1] J. Taylor and J. G. Hoole, "Robust Protocol for Sending Synchronisation Pulse and RS-232 Communication over Single Low Quality Twisted Pair Cable," in *Proceeding of ICIT*. Taiwan: IEEE, Mar. 2016.
- [2] T. Oetiker, H. Partl, I. Hyna, and E. Schlegl, "The Not So Short Introduction to  $\LaTeX$  2 $_{\varepsilon}$ ," https://tobi.oetiker.ch/lshort/lshort.pdf, Jul. 2015, version 5.05.
- [3] "IEEE Conference Paper Templates," http://www.ieee.org/conferences\_events/conferences/publishing/templates.html.
- [4] A. Baboon, B. Charles, D. Ester, and F. Generalson, "An Amazing Title," Their Not-so-awesome University, Technical Report, Apr. 1492.
- [5] B. van der Zander, J. Sundermeyer, and T. Hoffmann, "TeXstudio A LATEX Editor," https://www.texstudio.org/.
- [6] "InkScape Website," http://www.inkscape.org/.
- [7] "Voluntary Page and Overlength Article Charges," http://www.ieee.org/advertisement/2012vpcopc.pdf, 2014.

# Appendix A

# Item 1

# Appendix B

# Item 2