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EE4413
ASSIGNMENT2
REPORT

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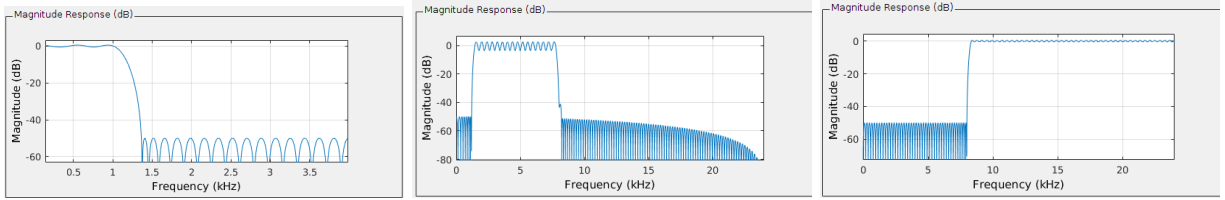
1 Introduction

The Digital Signal Processor (DSP) used in this mini project is TI's TMS 320C5515. C5515 is a 16-bit fixed-point processor and can be used for real-time digital signal processing applications such as Audio CODEC, fingerprint detection, and so on. The objective of this mini project is using C5515 to implement a 3-band audio equalizer with graphical control via embedded button, LED and LCD.

2 Design And Implementation

2.1 FIR Filter Coefficients Generation

Fdatool in Matlab is used to obtain the coefficients of the FIR filter. To define the passband gain and stopband attenuation, constrained equal ripple method needs to be chosen. Even though the band edge frequency for three bands have already been specified, the cut-off frequency, however, does not need to follow the specification exactly. Some offset frequency actually can be added in order to achieve a precise gain control at the band edge.



Besides the setting of band gain, the filter's quantization parameters should be adjusted too. For a 16-bit fixed point processor like C5515, the word length should be 16 bits, and Q15 format determines that the fraction length needs to be 15 bits.

2.2 Individual Band Gain Adjustment And Total Band Gain Calculation

According to the associativity property of the Convolution, the implementation of multiple FIR filters of same order can be simplified into one FIR filter whose coefficients are the combined coefficients.

$$y = x * h_1 * h_2 \dots * h_n = x * \sum_{i=1}^n h_i$$

```
void band_mix(){
    int i;
    for(i=0;i<TAPS;i++)
        band_coef_mixed[i] = band1_coef_changed[i] + band2_coef_changed[i] + band3_coef_changed[i];
}
```

List 1: Band Coefficients Mixing

To perform the gain adjustment, each coefficient of the FIR filter needs to multiply by the gain value. Since the gain is a constant value, the multiplication operation can be performed directly on the filter's coefficients.

$$F\{a \cdot H(v)\} = a * h(f)$$

To perform gain multiplication, each value of the gain needs to be hard coded into hexadecimal for faster processing speed. Two Q15 format number's multiplication will produce a Q30 format fixed-point number with 2 sign bits ahead, hence it needs to be shifted to the right for 15 bits and chop the redundant first sign bit.

```

for(i=0;i<TAPS;i++){
    band1_coef_changed[i]=(Int16)((((Int32)BAND1_COEF[i]*
                                   (Int32)band_gain_hex[band1_gain_selection])>>15);
    band2_coef_changed[i]=(Int16)((((Int32)BAND2_COEF[i]*
                                   (Int32)band_gain_hex[band2_gain_selection])>>15);
    band3_coef_changed[i]=(Int16)((((Int32)BAND3_COEF[i]*
                                   (Int32)band_gain_hex[band3_gain_selection])>>15);
}

```

List 2: Gain Multiplication

2.3 Button And FIR Filter

The implementation of button is similar to what have done in Ex.1 and Ex.2. For every running cycle, the main program is continue monitoring the push button condition. Each time when a button is pushed, the program checks the reading value to decide which button is pushed and react correspondingly. In my program, button 1 controls the LED toggling and button 2 controls the gain adjustment.

```

btn_value = Get_Key_Human();
if (btn_value != NoKey){
    check_btn_push(btn_value);
}

```

List 3: Check Button Condition

FIR function from the external library is used to read and write audio signal.

```

fir(&x_right[0],&band_coef_mixed[0],&r_right[0],&dbuffer_right[0],1,TAPS);
fir(&x_left[0],&band_coef_mixed[0],&r_left[0],&dbuffer_left[0],1,TAPS);

```

List 4: FIR Filter

2.4 LCD Implementation

This device includes a LCD Interface Display Driver (LIDD) controller, which can be used for implementation of User Interface Menu Navigation. After initialization of the LCD display, it require the clear function to clean the screen. One can utilize the function 'OSD9616_{send}()' to print character or string on the screen. The screen has top and bottom planes and each of them needs to be set separately.

```

void printLetter(Uint8 font_array[4]){
    OSD9616_send(0x40,font_array[0]);
    OSD9616_send(0x40,font_array[1]);
    OSD9616_send(0x40,font_array[2]);
    OSD9616_send(0x40,font_array[3]);
    OSD9616_send(0x40,0x00); // Line blank for space
}

void set_plane(int i){
    OSD9616_send(0x00,0x00); // Set low column address
    OSD9616_send(0x00,0x10); // Set high column address
    if (i == 0){
        OSD9616_send(0x00,0xb0); // Set page for page 0 to page 5
    } else if (i == 1){
        OSD9616_send(0x00,0xb1); // Set page for page 0 to page 5
    }
}

```

```

}
}

```

List 5: LCD Setting And Printing

2.5 Timer Interrupt And LED Blinking

To enable timer interrupt, IER0 and IFR0 have to be set. According to C5515 DSP System Guide, the CPU has only one interrupt flag that is shared among the three timers. Since the interrupt flag is shared, software must have a means of determining which timer instance caused the interrupt. Therefore, the timer interrupt aggregation flag register (TIAFR) is a secondary flag register that serves this purpose.

For the three general purpose timer, each of them has a count register (TIMCNTn) which consists of two 16-bit words (TIMCNT1 and TIMCNT2) and a period register (TIMPRDn) which also consists of two 16-bit words (TIMPRD1 and TIMPRD2). When the timer is set to start the contents of the TIMPRDn register is loaded into the TIMCNT register and begins to count down. TCR is the timer control register. When the LSB of TCR is set to 1, the timer starts to count down.

```

void Reset();
interrupt void Timer_Handler()
{
    if (band_selection == 1){
        if (led1 == 0){
            USBSTK5515_ULED_on(1);
            led1 = 1;
        } else {
            USBSTK5515_ULED_off(1);
            led1 = 0;
        }
    }
    if (band_selection == 2){
        if (led2 == 0){
            USBSTK5515_ULED_on(2);
            led2 = 1;
        } else {
            USBSTK5515_ULED_off(2);
            led2 = 0;
        }
    }
    if (band_selection == 3){
        if (led3 == 0){
            USBSTK5515_ULED_on(3);
            led3 = 1;
        } else {
            USBSTK5515_ULED_off(3);
            led3 = 0;
        }
    }
    //printf("timer on %d\n", TIAFR);
}

```

```

Uint16 time_set;
Uint32 reset_loc = (Uint32)Reset;

```

```

void Timer_setup()

```

```

{

//Set up Interrupt Vector Pointer Table
IVPD = reset_loc >> 8;
IVPH = reset_loc >> 8;

*((Uint32*)((reset_loc + TINT)>>1)) = (Uint32)Timer_Handler; //Table points to our handler


IER0 |= (1 << TINT_BIT); //enable interrupt
IFR0 &= (1 << TINT_BIT); //clear the flag


TCR0 = TIME_STOP;
// Set total period
TPR0_1 = 0xFFFF;
TPR0_2 = time_offset + 4 * 16;
// Set count down register
TCR0_1 = 0x0001;
TCR0_2 = 0x0000;


// Clear Timer Interrupt Flag
TIAFR = 0x0001;
TCR0 = TIME_START_AUTOLOAD;
}

```

List 6: Timer Interrupt And LED Blinking

3 Conclusion

In summary, the design and the implementation meet the requirement of this project. The Audio CODEC function block works compatibly with the button, LCD, LED, and Timer Interrupt.

4 Appendix

Source Code: <https://github.com/seanhxx/schoolwork/tree/master/ee4413-dsp/assignment2>