

## *Team 10*



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# FPGA Clapping Pattern Detector

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Preliminary Design Review

# Goal:

Detect and reject certain clapping patterns and provide visual feedback.

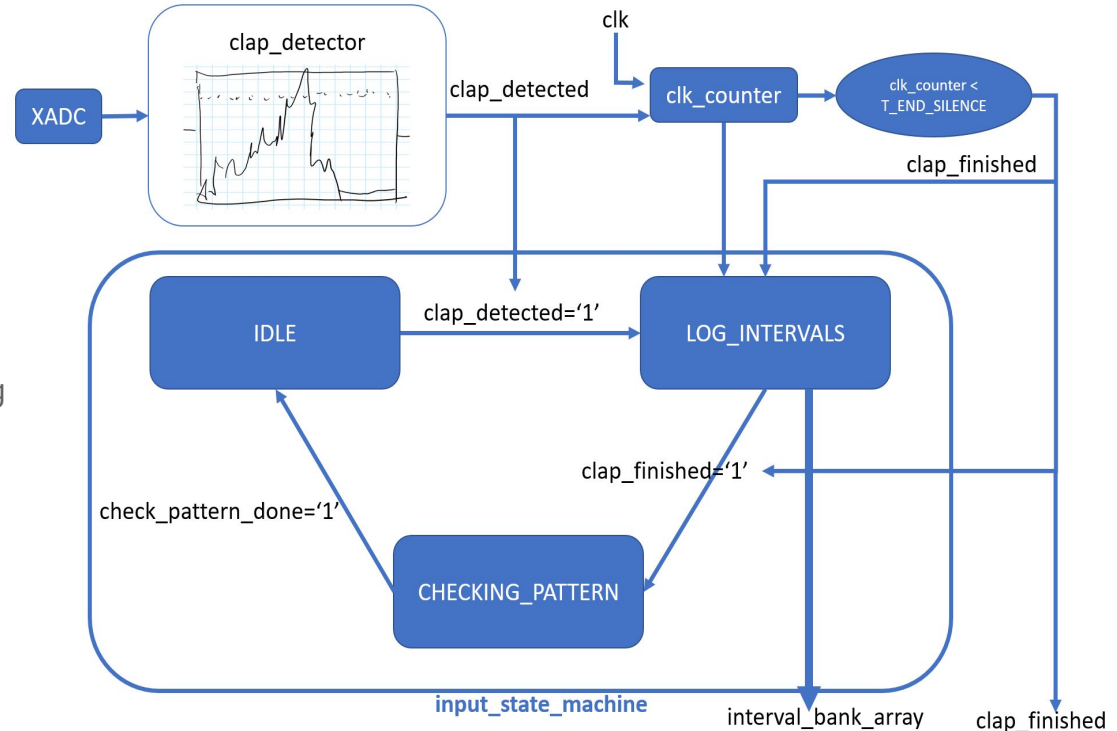


# Outline

- Project Block Diagram and Individual Component Description (2 slides)
- Planned optimizations for any sub-systems (1 slides)
- Timeline for the Project and each team member's work (1 slide)
- Team member work distribution (1 slide)
- Risks and Plans taken to mitigate them (1 slide)
- Prior Work and Literature Review. cite full references (3 slides)
- Expected results (1 slides)

# Project Block Diagram Individual Component Description

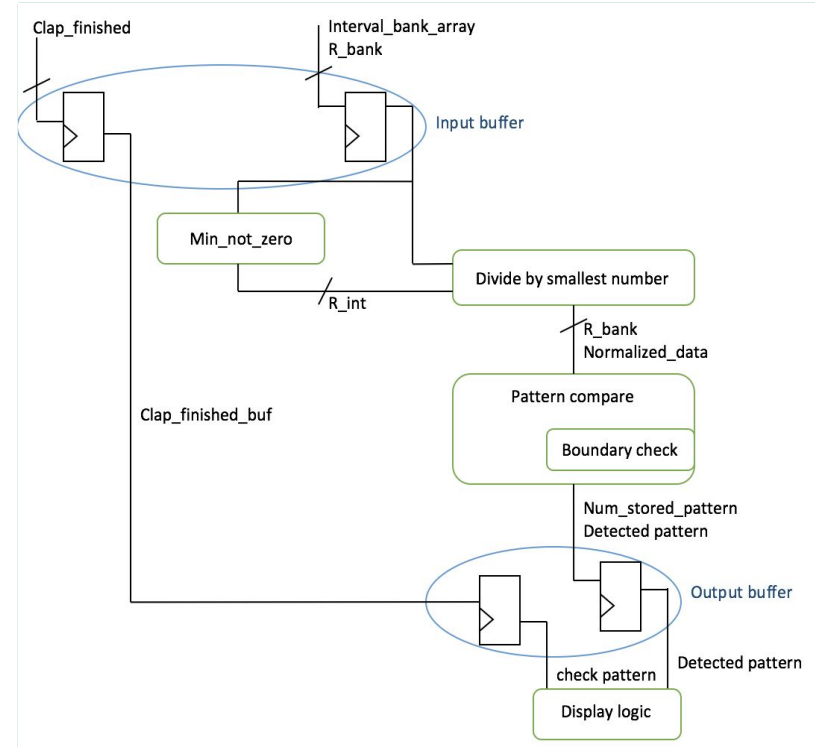
- **XADC** - Xilinx ADC to sample the microphone
- **clap\_detector** - takes samples, filters, and detects a clap
- **clk\_counter** - counts clock cycles to log intervals between claps and detect end. Reset when clap is detected
- **input\_state\_machine** - manages logging and flushing *interval\_bank\_array* (buffer for intervals between claps)
- **check\_valid\_pattern** - while in *CHECKING\_PATTERN* it checks if recorded pattern matches a stored valid pattern



# Project Block Diagram Individual Component Description Continued

## check\_valid\_pattern:

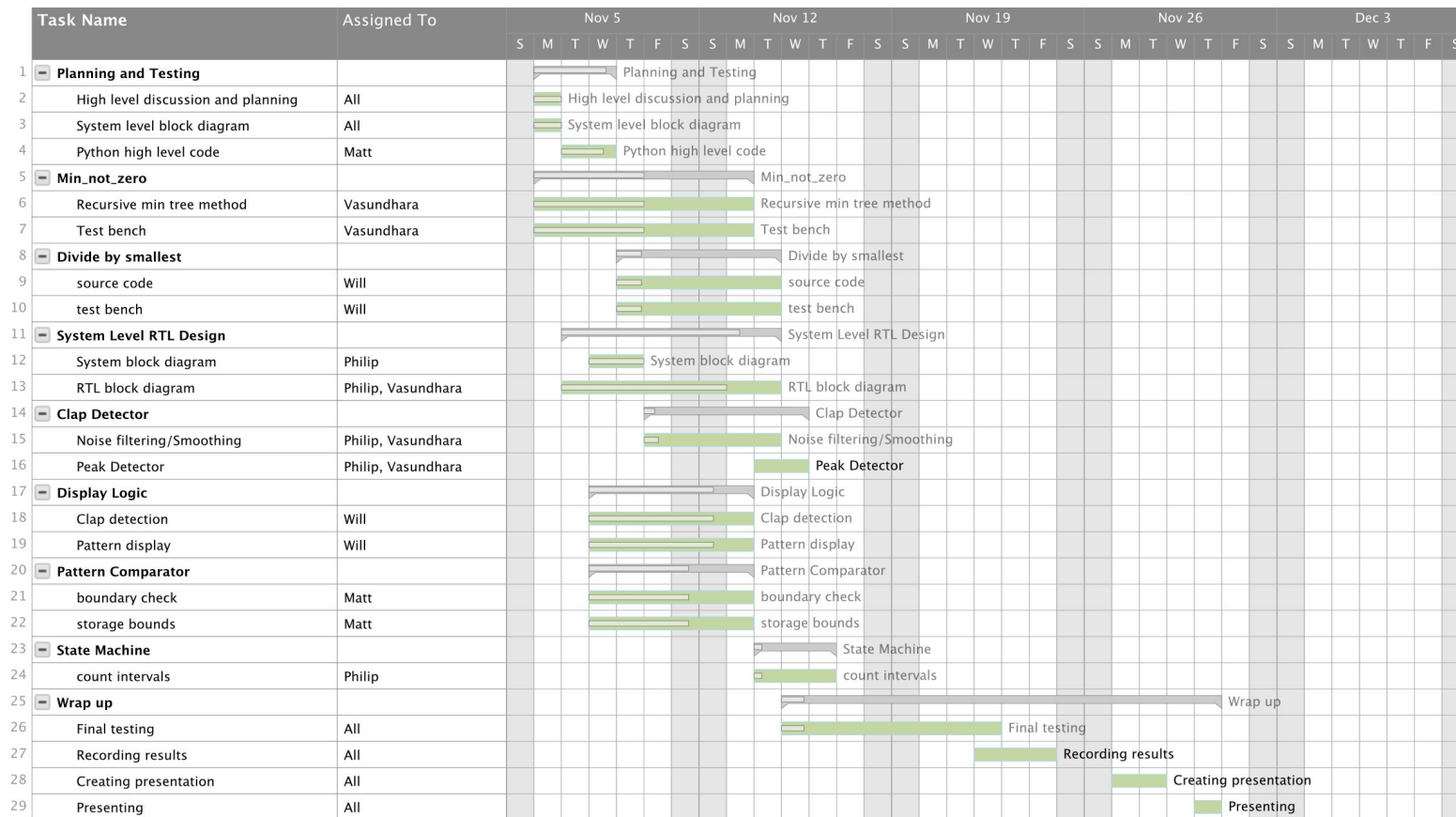
- **min\_not\_zero** - takes *interval\_bank\_array* and returns the smallest non-zero value
- **Divide\_by\_smallest\_number** - divides *interval\_bank\_array* by smallest value from *min\_not\_value*
- **Pattern\_compare** - compares to see which patterns match using *Boundary\_check*. If all intervals fall within the boundaries for a pattern, then the pattern is detected
- **Boundary\_check** - checks an interval to see if it falls within the boundary of a stored pattern interval
- **Display logic** - controls seven segment display visual feedback based on current state and if a pattern has been detected/rejected



# Planned Potential Optimizations

- RTL optimization
  - Preloading clocks (RTL optimization)
  - Flip flop clock frequency divider
- Optimizing sampling frequency (choosing freq to have enough samples to properly detect a clap)
- Area vs Speed optimizations (computing matching boundaries sequentially instead of concurrently/etc)
  - Finding min via tree vs reusing one comparing module over time
- Algorithmic optimizations:
  - Investigate more efficient ways of computing the boundary comparisons

# Project Timeline



# Team Member Work Distribution

- Will Sutton: Clock divider and 7-Segment display management, data normalization
- Vasundhara Rawat: min-not-zero, clap detection(noise filtering, smoothing, peak detection)
- Philip Wolfe: general project management, system level design, rtl block diagrams, interval bank state machine, assist VHDL for clap detection
- Matthew Arceri: Pattern Comparator, Pattern Storage, Boundary Checker Modules



# Risks and Risk Mitigation

Risk: Microphone audio quality too low

Severity: Medium

Likelihood: Medium

Mitigation: Acquire a lower noise/more sensitive microphone or reduce the distance used for real-world testing.

Risk: Humans are unable to consistently perform patterns

Severity: Medium

Likelihood: Low

Mitigation: Create an adjustable boundary “knob” that loosens or tightens the boundaries as needed.

# Prior Work / Literature Review

<https://forums.ni.com/t5/LabVIEW/How-to-make-a-clapping-detection-program/td-p/1696160>

- National Instruments Forum: How to detect clapping patterns
  - Log intervals between claps with shift register
  - Compare values to threshold for pattern detection

# Prior Work / Literature Review Continued

<https://github.com/iver56/clap-detection>

- Uses slope detection to detect a clap.
- Compares time of each clap against preset patterns and has a 10% allowable variance in timing.
- Normalizes data before analyzing

# Prior Work / Literature Review Continued

<http://ieeexplore.ieee.org/document/4147154/>

- Genetic Algorithm based feature extraction for detecting a clapping sound.
- Not clearest method.
- Highest and lowest MFCC's are more discriminative for clap sounds than middle

# Expected Results:

- Finished single clap detector
- Finished state machine to store raw intervals between clap and flush each time a new pattern comes in
- Finished check\_valid\_pattern combinational logic block & testbench
- Finished display logic
- Basys3 programed to successfully detect/reject clapping patterns



Questions?