

```

/*
 * derived from 441k512fr_latestc.
 *
 */

/*****tools installation:
    sudo apt-get install fftw3 fftw3-dev pkg-config
*****/

/*****
to list record devices:
arecord -l
output display:
    **** List of CAPTURE Hardware Devices ****
    card 1: Direct [Samson Go Mic Direct], device 0: USB Audio
    Subdevices: 1/1
    Subdevice #0: subdevice #0

    "plughw:1,0" is for card 1 subdevice 0
*****/
/*****
    ALSA libraries, use compile flag: -lasound
    use compile flag: -lm (for math library, math.h)
    gcc -lasound -lfftw3 capture1.c -o capture1.exe
*****/
/*****
to restart alsa:
    alsactl restore
    sudo /etc/init.d/alsa-utils start
*****/
/*****
adjust the playback volume:
amixer -c 0 set PCM 4dB+
adjust the capture volume:
amixer -c 1 set Mic 100
to play an S16 44100 raw file, type the following command line:
aplay -D hw:0,0 -f cd record1.raw
*****/

```

```
/* -----  
http://www.linuxjournal.com/node/6735  
This example reads from the default PCM device  
and writes to standard output for x seconds of data.  
-----*/
```

```
#include <stdio.h>  
#include <stdlib.h>  
#include <unistd.h>  
#include <stdint.h>  
#include <string.h>  
#include <sched.h>  
#include <errno.h>  
#include <getopt.h>  
#include <pthread.h>  
#include "/usr/include/alsa/asoundlib.h"  
#include "/usr/include/alsa/control.h"  
#include "/usr/include/alsa/pcm.h"  
#include "/usr/include/fftw3.h"  
//#include "/usr/include/iolib.h"
```

```
#include <sys/time.h>  
#include <math.h>  
#include <locale.h>
```

```
unsigned long SAMPLERATE = 44100L; // 16k works  
unsigned int g_samplerate;  
int repeats = 45; // 60  
int runtime;  
int size;  
int dir = 0;  
float *buffer;  
snd_pcm_t *handle = 0;  
snd_pcm_hw_params_t *params = 0;
```

```
fftw_complex *fftw_in;  
fftw_complex *fftw_out;  
fftw_plan plan;  
int captures = 0;
```

```
#define BINSIZE 512 // 16000/512 = 31.25  
// frequency resolution: SR / binsize = 8000 / 512 = 15.625 Hz in each bin  
// siren frequency 3125 Hz can be found in bin #200
```

```
snd_pcm_uframes_t frames;  
int prepareDevice(void);
```

```
void prepare_fftw(void);  
void destroy_fftw(void);  
int compute_fftw(float* buffer);
```

```
void convert2complex(float* buf);  
void ComplexFFT(void);  
int pcm_detector(void);
```

```

////////////////////////////////////
int prepareDevice(void)
{
    int rc = -1;

    /* Open PCM device for recording (capture). */
    rc = snd_pcm_open(&handle, "plughw:1,0", SND_PCM_STREAM_CAPTURE, 0);

    if (rc < 0) {
        fprintf(stderr, "unable to open pcm device: %s\n",
            snd_strerror(rc));
        return rc;
    }

    /* Allocate a hardware parameters object. */
    snd_pcm_hw_params_alloca(&params);
    /* Fill it in with default values. */
    snd_pcm_hw_params_any(handle, params);

    /****** Set the desired hardware parameters. *****/

    snd_pcm_hw_params_set_access(handle, params,
        SND_PCM_ACCESS_RW_INTERLEAVED);

    snd_pcm_hw_params_set_format(handle, params, SND_PCM_FORMAT_FLOAT);

    /* mono */
    snd_pcm_hw_params_set_channels(handle, params, 1);
    g_samplerate= SAMPLERATE;

    snd_pcm_hw_params_set_rate_near(handle, params, &g_samplerate, &dir);

    /* Set period size, 64 or 128 frames works.
       bits per sample for float type: 32 bits
       1 frame time: 1/SR * bits per sample
                   = 1/8000 * 32 = 125 usec (or sample time).
    */
    frames = 512; // 1 period time = frames * frame time = 8 msec.
    snd_pcm_hw_params_set_period_size_near(handle,
        params, &frames, &dir);

    /* Write the parameters to the driver */
    rc = snd_pcm_hw_params(handle, params);
    if (rc < 0) {
        fprintf(stderr, "unable to set hw parameters: %s\n",
            snd_strerror(rc));
        return rc;
    }

    /* Use a buffer large enough to hold one period */
    snd_pcm_hw_params_get_period_size(params, &frames, &dir);
    size = frames * 4; /* 2 bytes/sample, 2 channels */
    buffer = malloc(size);
    if (buffer == 0)
        printf("malloc failed\n");
}

```

```

////////////////////////////////////
int pcm_detector(void)
{
    unsigned long loops = 125;
    int rc;

    /* We want to loop for few seconds */
    snd_pcm_hw_params_get_period_time(params, &g_samplerate, &dir);
    // also same as the designed 16000
    printf("buffer size: %d, actual SR: %d\n", size, g_samplerate);
    // sampling bits per seconds: 1/16000 = 0.0000625
    runtime = (int)(0.000022675 * frames * repeats * loops);
    printf(" loops: %u, runtime: %u seconds\n", loops, runtime);

    while(repeats-- > 0)
    {
        loops = 50; // 125, must sample it frequent enough
        while (loops > 0) {

            loops--;
            rc = snd_pcm_readi(handle, buffer, frames);
            /* EPIPE means overrun */
            if (rc == -EPIPE) {
                fprintf(stderr, "overrun occurred\n");
                snd_pcm_prepare(handle);
            } else if (rc < 0) {
                fprintf(stderr, "error from read: %s\n",
                    snd_strerror(rc));
            } else if (rc != (int)frames) {
                fprintf(stderr, "short read, read %d frames\n", rc);
            }

            if (filedesc > 0)
            {
                rc = write(filedesc, buffer, size);
            }
            if (rc != size)
                fprintf(stderr, "short write: wrote %d bytes\n", rc);
        }

        compute_fftw(buffer);

    }

    repeats = 45; // reset for the next round

    printf("buffer size: %d, actual SR: %u\n", size, g_samplerate);

    snd_pcm_drain(handle);
    snd_pcm_close(handle);

    return rc;
}

////////////////////////////////////

```

```

void prepare_fftw(void)
{
    int i = repeats;
    fftw_in = 0;

    fftw_in = fftw_malloc (sizeof(fftw_complex)* 4096 ); // 16000
    fftw_out = fftw_malloc (sizeof(fftw_complex) * 4096 ); // 8000

    // use FFT size (bins) of 512
    plan = fftw_plan_dft_1d ( BINSIZE, fftw_in, fftw_out,
                              FFTW_FORWARD, FFTW_ESTIMATE );
}

////////////////////////////////////
void destroy_fftw(void)
{
    fftw_destroy_plan(plan);
    fftw_free ( fftw_out );
    fftw_free ( fftw_in );
}

////////////////////////////////////
int compute_fftw(float* buffer)
{
    unsigned long    fundamental_freq = 0, bin = 0;
    int i;

    float amplitude = 0.0f, magnitude_dB = 0.0f;

    for (i = 0; i < 4096; i++)    // 1024, 8000
    {
        fftw_in[i][0] = buffer[i];
        fftw_in[i][1] = 0;
    }
    for (i = 0; i < 4096; i++)    // 2048, 4000
    {
        fftw_out[i][0] = 0;
        fftw_out[i][1] = 0;
    }

    fftw_execute (plan);

    for(i=2; i<= 512; i+=2) // the actual sample rate used by the device
    {
        if(sqrt(pow(fftw_out[i][0],2)+pow(fftw_out[i][1],2)) >
            sqrt(pow(fftw_out[bin][0],2)+pow(fftw_out[bin][1],2)) )
        {
            bin=i;
            amplitude = sqrt(pow(fftw_out[i][0],2)+pow(fftw_out[i][1],2));
        }
    }

    //printf ( "\nfftw_out:  %5f  %5f\n", fftw_out[4][0], fftw_out[100][0] );
    // bin index points to the fundamental_freq:
    // find the bin index for fo of 3kHz:
    // fo * bin size / SR = 3000 * 512 / SampleRate
    // bin index = 96

```

```

// or fo = SampleRate * bin / 512
i = (int)(bin/2);

//bin = (unsigned long)(floor((float)bin/2));
//printf("\nfrequency in bin: %lu\n", bin);
fundamental_freq = (unsigned long)(SAMPLERATE * bin / BINSIZE);
magnitude_dB = 20*log10(amplitude);
printf("frequency: %lu, amplitude: %2.5f, %2.5f dB\n",
        fundamental_freq, amplitude, magnitude_dB);

if (amplitude > 2)
{
    if( (fundamental_freq > 3050 && fundamental_freq < 3200) ||
        (fundamental_freq > 6050 && fundamental_freq < 6300) )
    {
        captures++;
    }
}
return;
} // compute_fftw

////////////////////////////////////
void main(void)
{
    int i = repeats, err = -1;

    prepareDevice();
    prepare_fftw();
    pcm_detector();
    destroy_fftw();
    free(buffer);
    printf("run %d times. captures: %d in %u seconds\n",
            i, captures, runtime);

    if (captures > 9)
        system("echo 1 > /sys/class/gpio/gpio60/value");
    else
        system("echo 0 > /sys/class/gpio/gpio60/value");

    return;
}

```