



Real-Time Sound Visualization

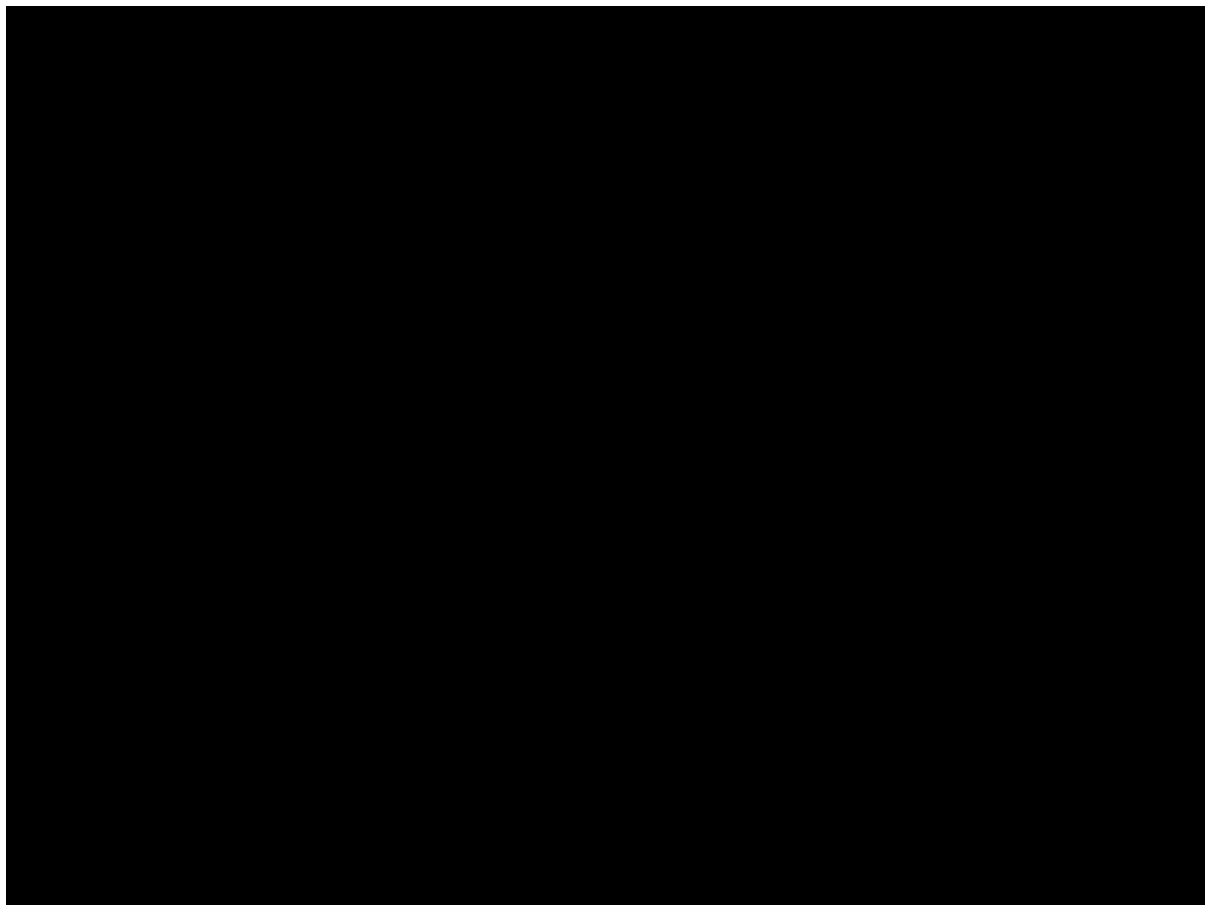
Team 43

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Introduction



- A helper for music lover.
- A device that recognizes music notes.
- Real time display.



Outline



- Objective
- Review of original design, requirements, and verifications
- Functionalities & Tests
- Successes and Failure; Challenges
- Future work

Objective

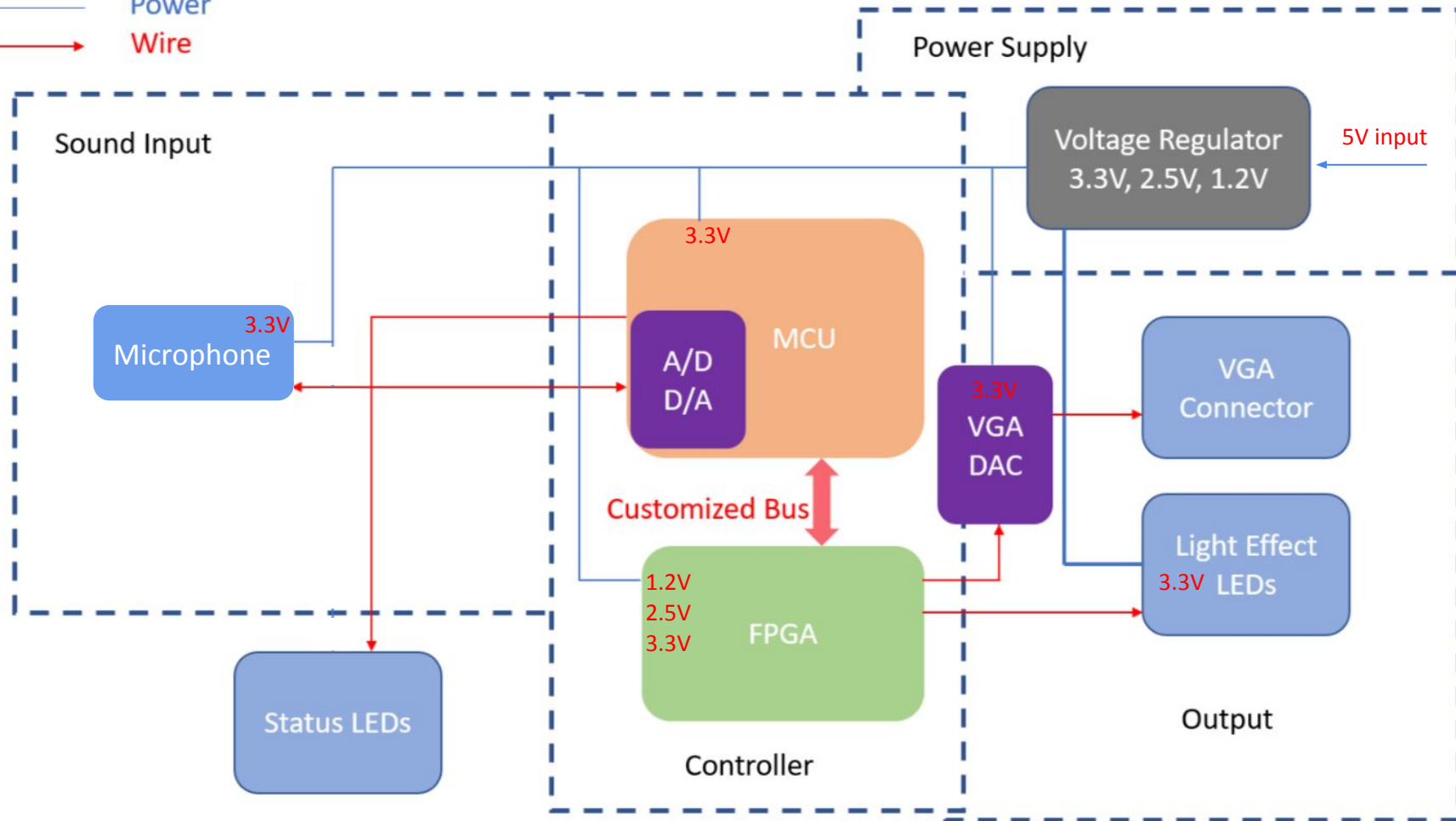


- Capture music signal.
- Detect the correct pitch.
- Display on screen (VGA port).

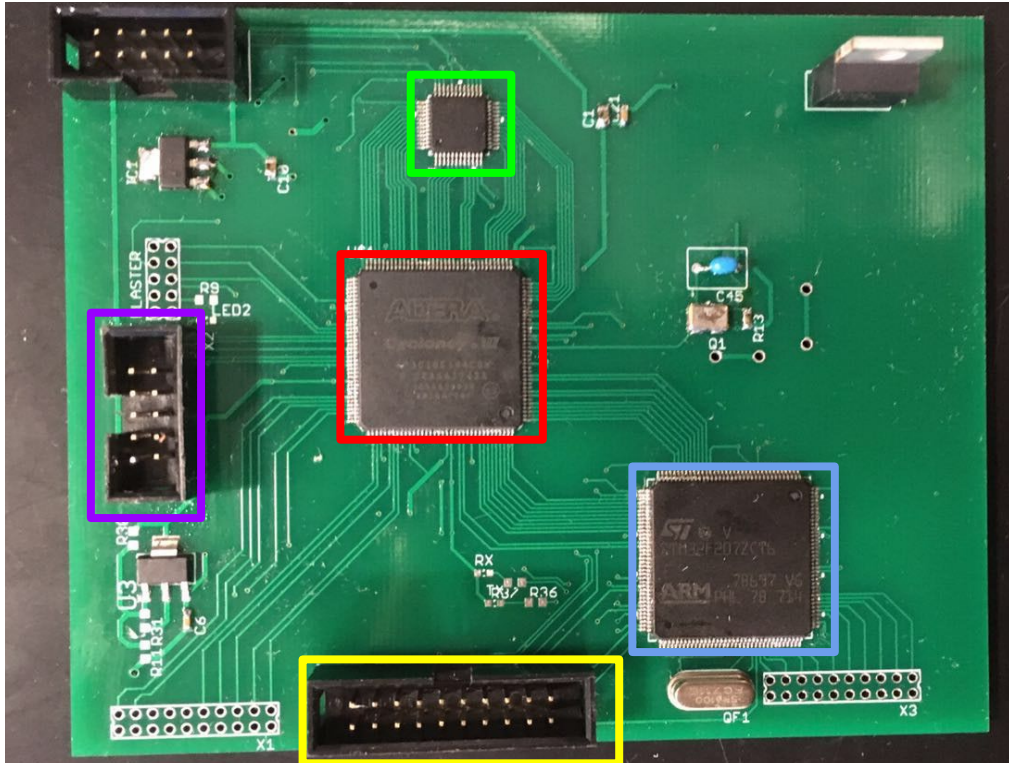


System Design

- Perform Fast Fourier Transform(FFT) on the sound data in MCU
- Displayed Music transcript on the VGA display using FPGA
- Mounted all the component on a PCB (printed circuit board).

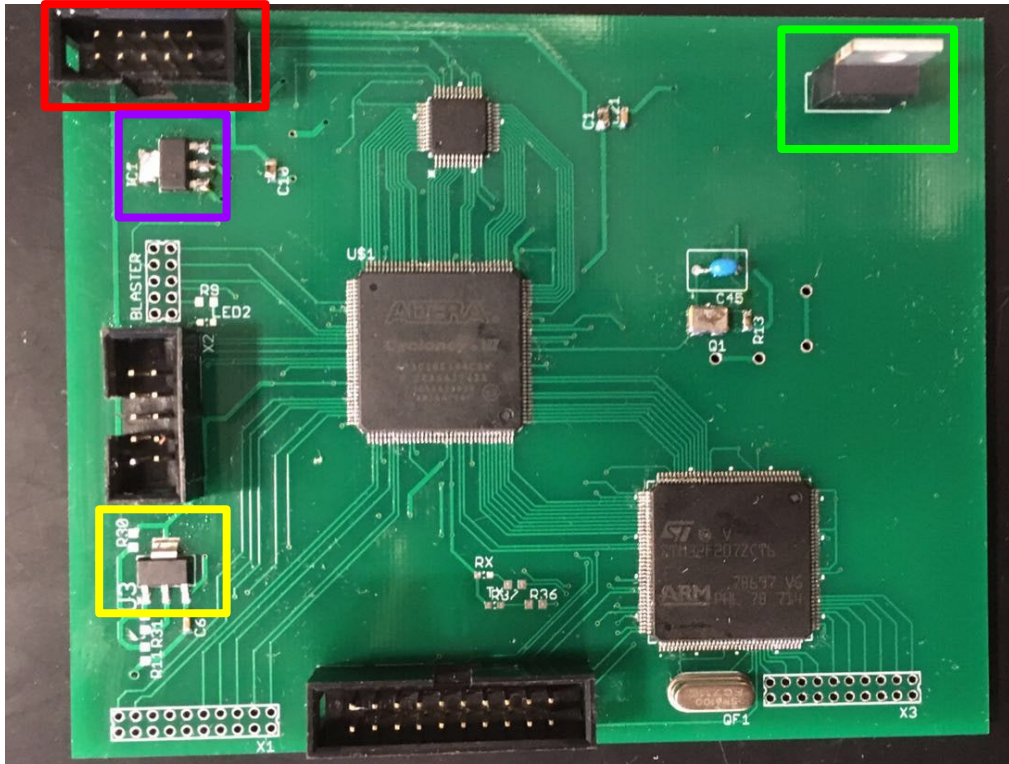


PCB design



- STM32F2 MCU
- Cyclone III FPGA
- VGA DAC
- ST-Link
- J-tag

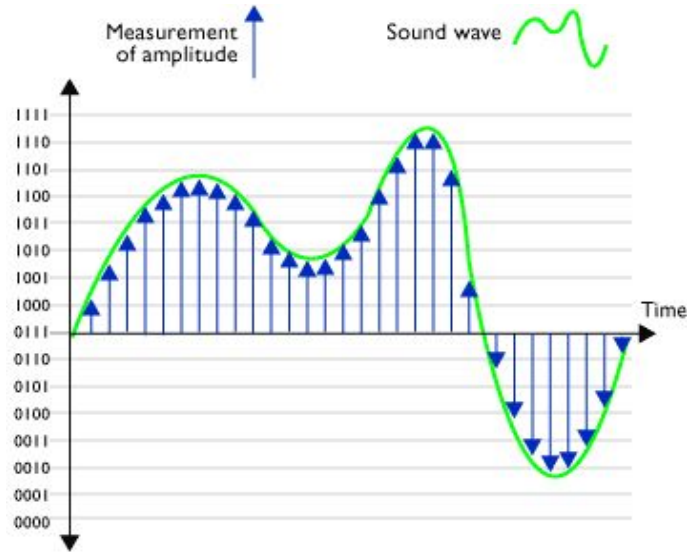
PCB design



- 3.3V voltage regulator
- 2.5V voltage regulator
- 1.25V voltage regulator
- 10 Pin header
 - 5V input
 - VGA output
 - 3.3v, 2.5v, 1.25v test points

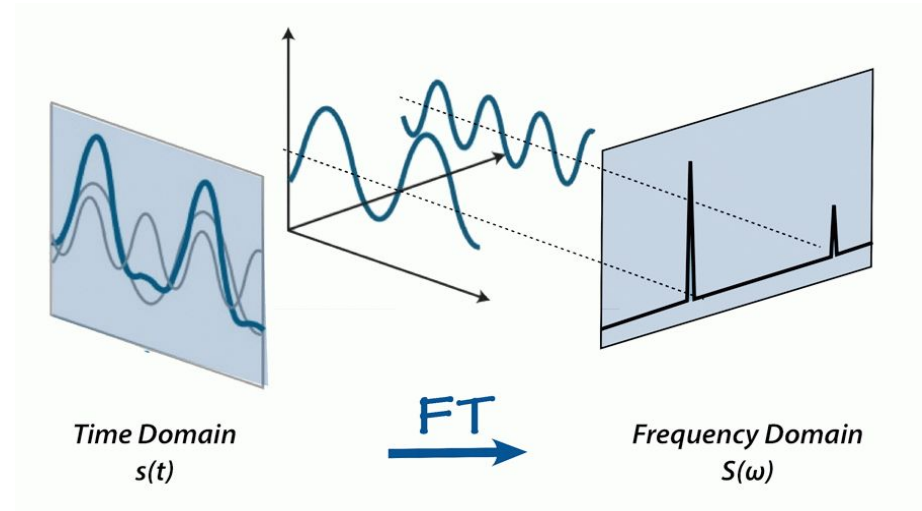
MCU and pitch detection

- Analog to digital conversion



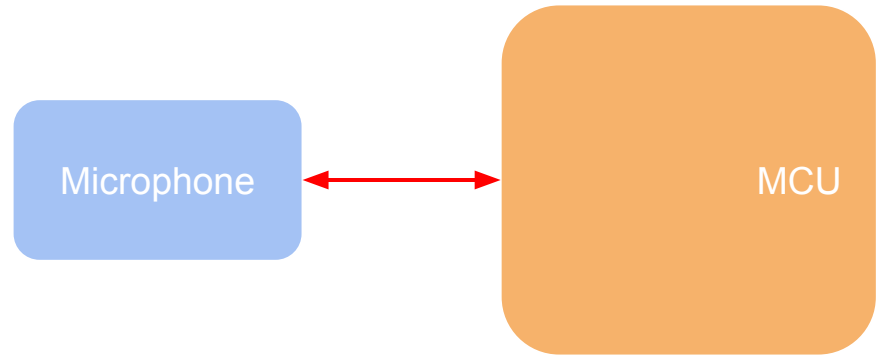
Each measurement is assigned a number (byte) according to its amplitude. The end result is a file comprising a string of bytes, eg ...
1001 1110 0001 1010 0111 0100 1111 1101 etc

- Fourier Transform



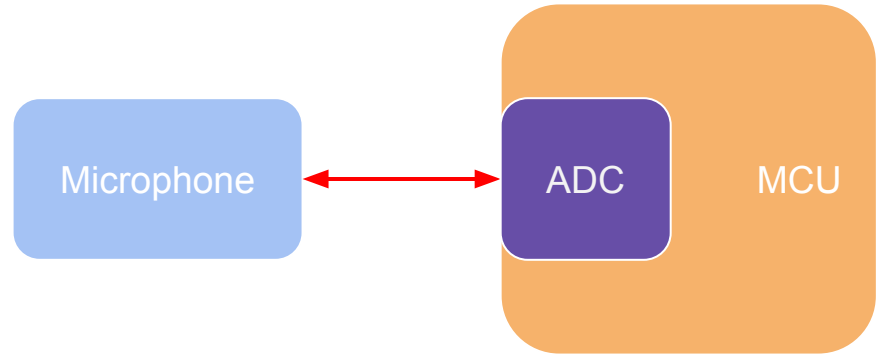
MCU and pitch detection

- 12 bits resolution A/D conversion
- Sample frequency at 22.1kHz
- 4096 points FFT



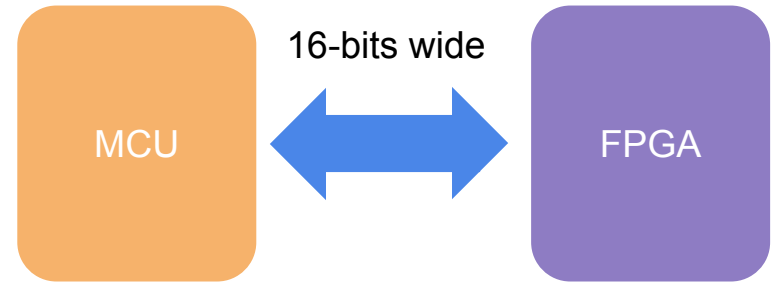
MCU and pitch detection

- Interruption after every sample
- Find the strongest peak in frequency domain
- Write the output into data bus



MCU: Outputting result

- MCU connect to FPGA through a 16-bits customized data bus
- The high 8 bits for frequency
- The low 8 bits for intensity

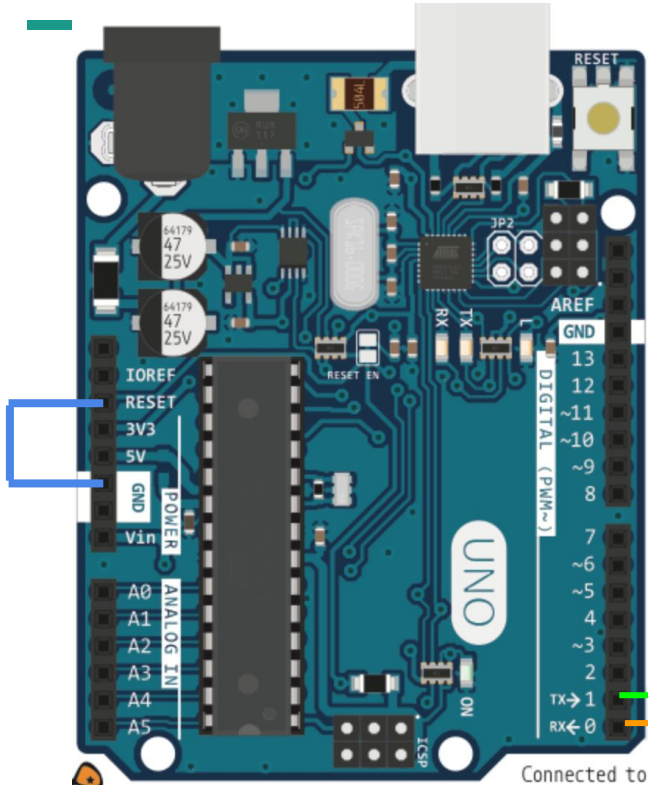


Other Test: MCU printing

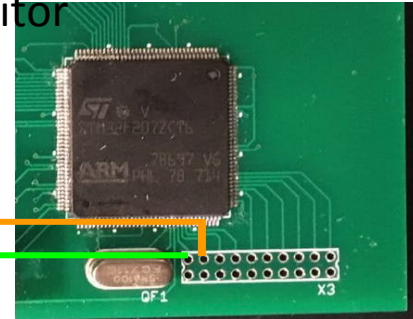


- How to print from MCU?
 - MCU support UART (universal asynchronous receiver-transmitter)
 - Redirect the printf() function
- Need usb to UART bridge
 - Arduino as a UART bridge

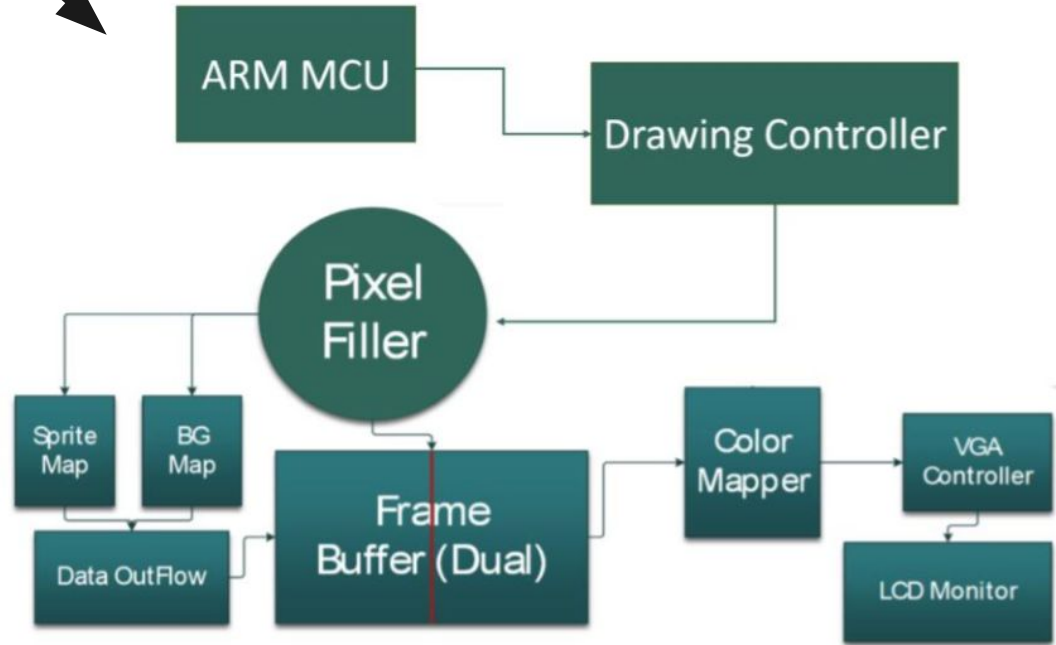
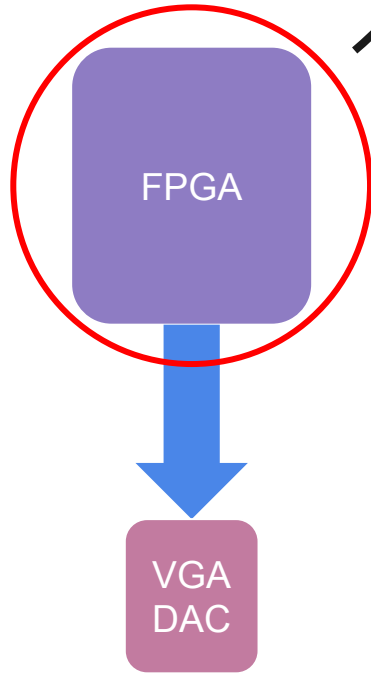
Other Test:



- Connect MCU to Arduino UNO
- Disable Arduino
- Print to serial monitor



FPGA: Block diagram

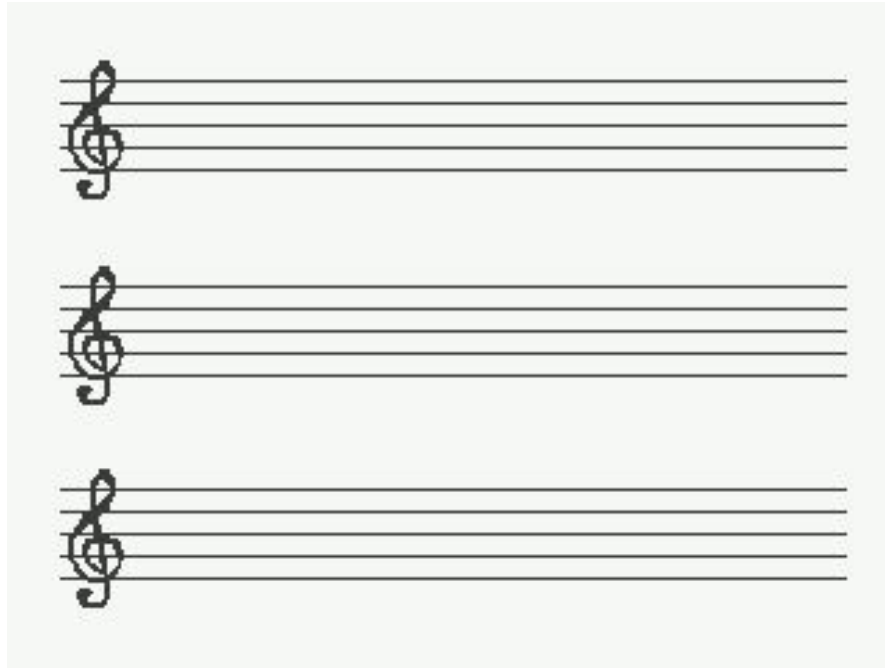


FPGA: Drawing logic



- Get background color indices
- Find music note on sprite map
- Write into frame buffer.

FPGA: Background



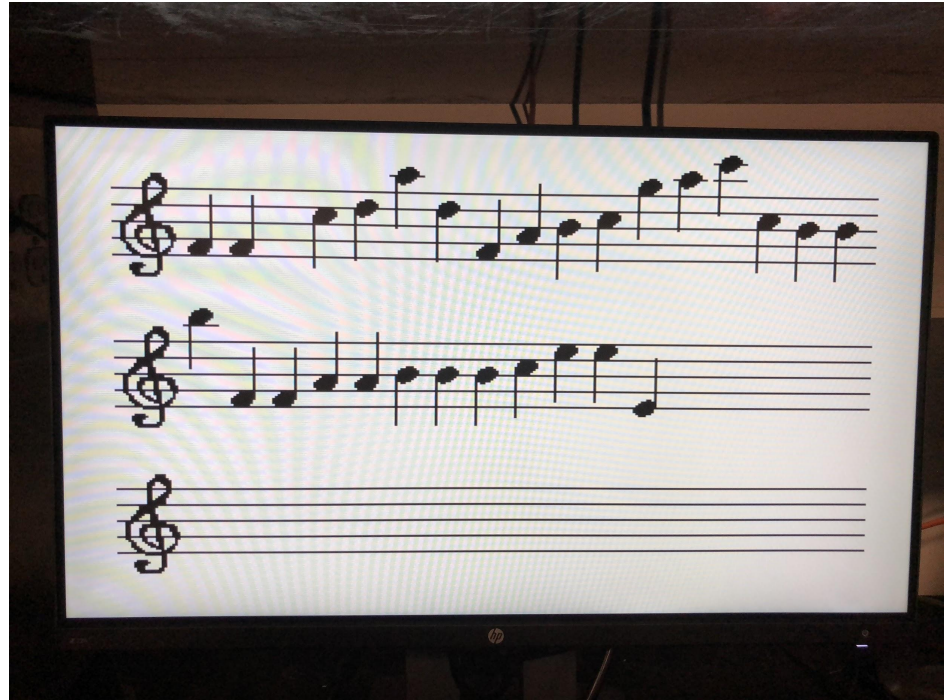
FPGA: Color Mapper

- Black
- White
- Transparent

```
case(color_num)
4'd00:begin Red = 8'd005;Green = 8'd005; Blue = 8'd005; end
4'd01:begin Red = 8'd244;Green = 8'd255; Blue = 8'd249; end
4'd02:
begin
    if ( ypos > 9'd180)
    begin
        Red = 8'd0;Green = 8'd000; Blue = 8'd0;
    end
    else
    begin
        Red = 8'd63;Green = 8'd192; Blue = 8'd255;
    end
end
end
```

FPGA: Output

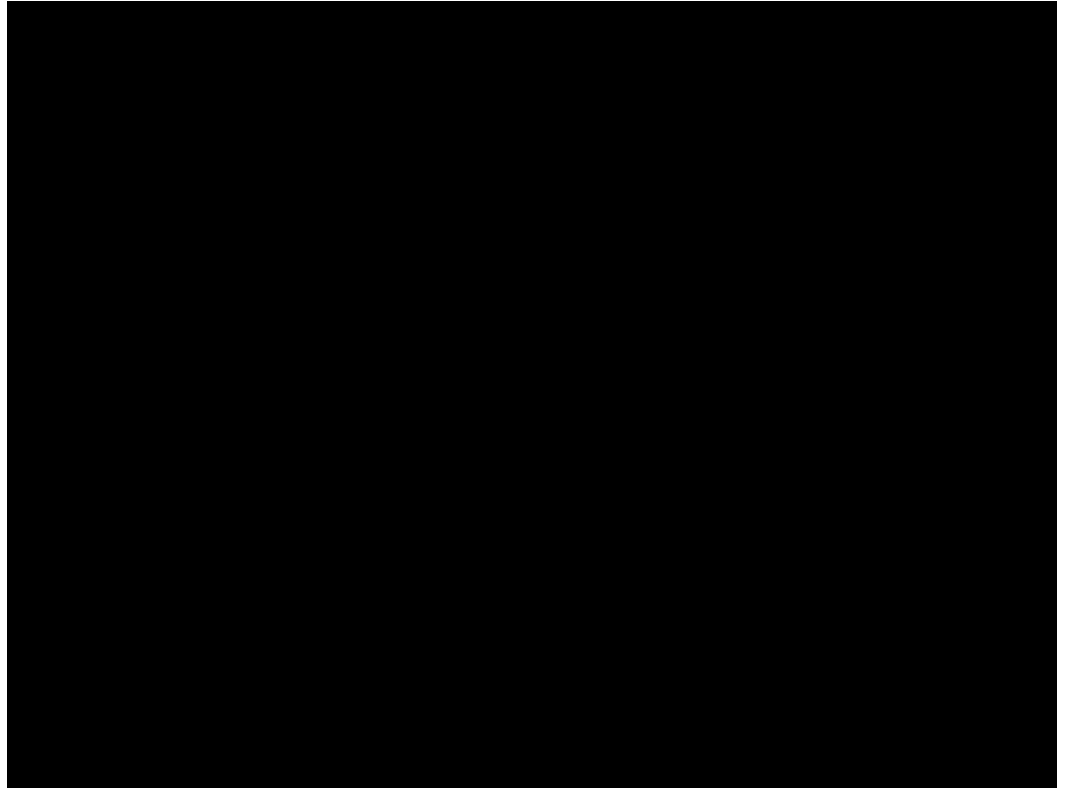
- Display on screen



FPGA: Output



- Volume unit indicator



FPGA: Display Test



- We used the switch to mimic the input notes.
 - Out of range note
 - Change lines

- Now : quarter note

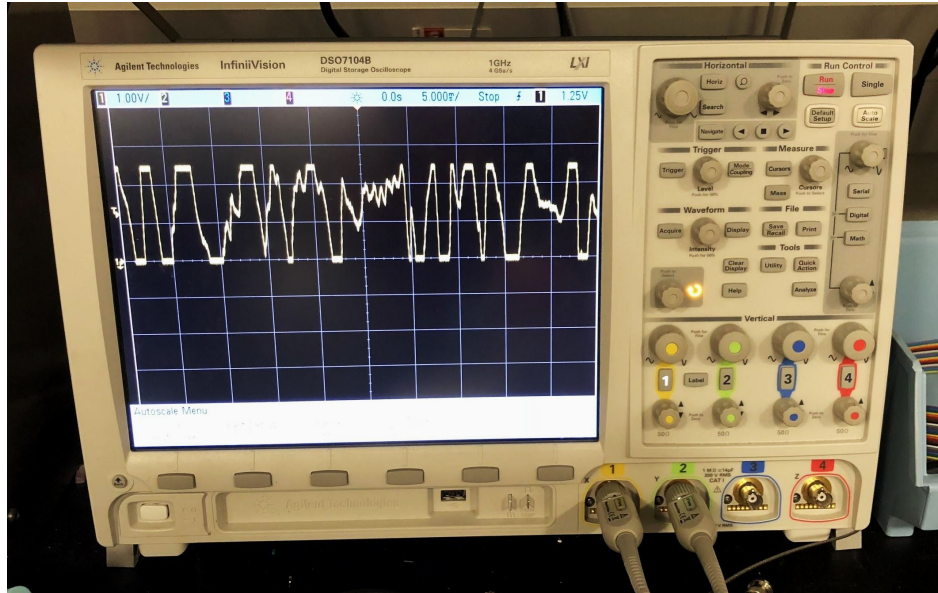


Requirements And Verification



- Microphone
- VGA
- MCU
- FPGA
- Power Supply
- Other

R&V: Microphone



Requirement

- ❑ Microphone module outputs voltage between 0 to 3.3v.

Verification

- ❑ Read the output voltage through oscilloscope

R&V: Microphone



Requirement

- ❑ The output of microphone must have a signal to noise ratio of at least 10 dB.

Verification

- ❑ Connect the microphone to MCU through the Audio jack to read data from oscilloscope.

R&V: LEDs



Requirement

- ❑ The LED has noticeable light at input voltage 3.3v.

Verification

- ❑ Hard code FPGA, set the output GPIO pins to logic 1, to control LED blinking.

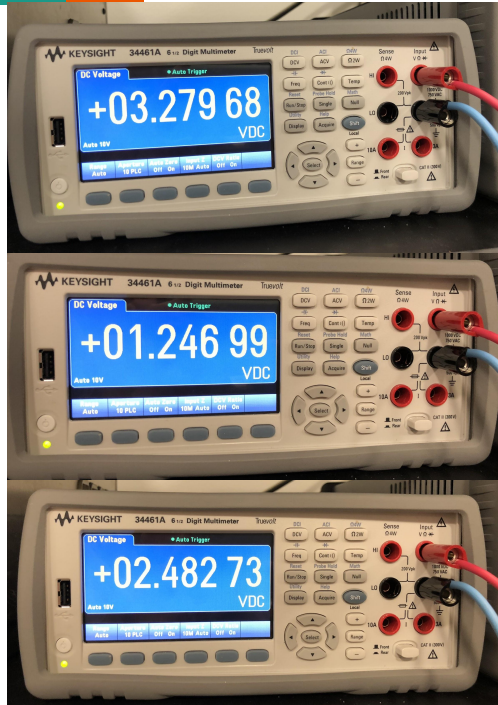
R&V: LEDs



Result

- ❑ The LEDs are successfully driven by FPGA. Those LEDs work as a Volume Unit meter (VU meter).

R&V: Power supply



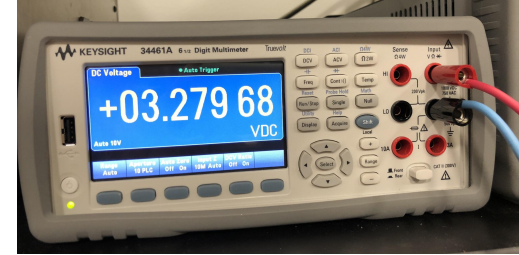
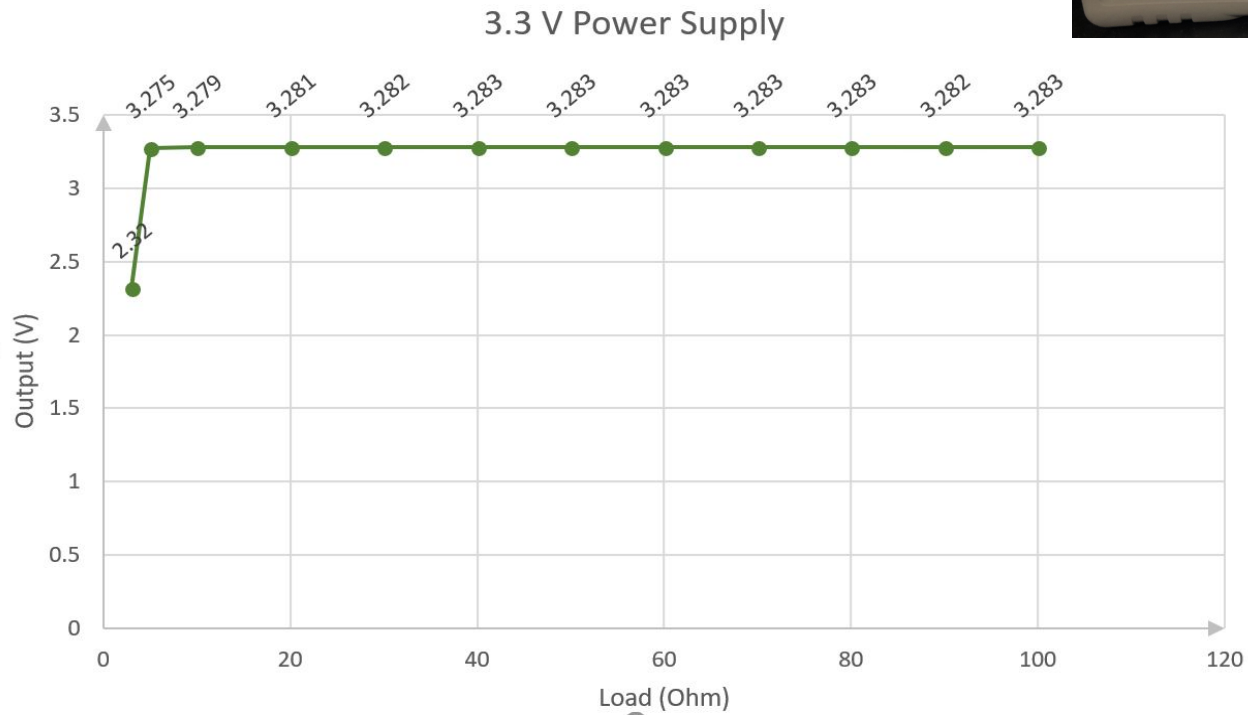
Requirement

- ❑ Three power supply
 - 1.25v +/- 5%, maximum 1A
 - 2.5v +/- 5%, maximum 800mA
 - 3.3v +/- 5%, maximum 800mA

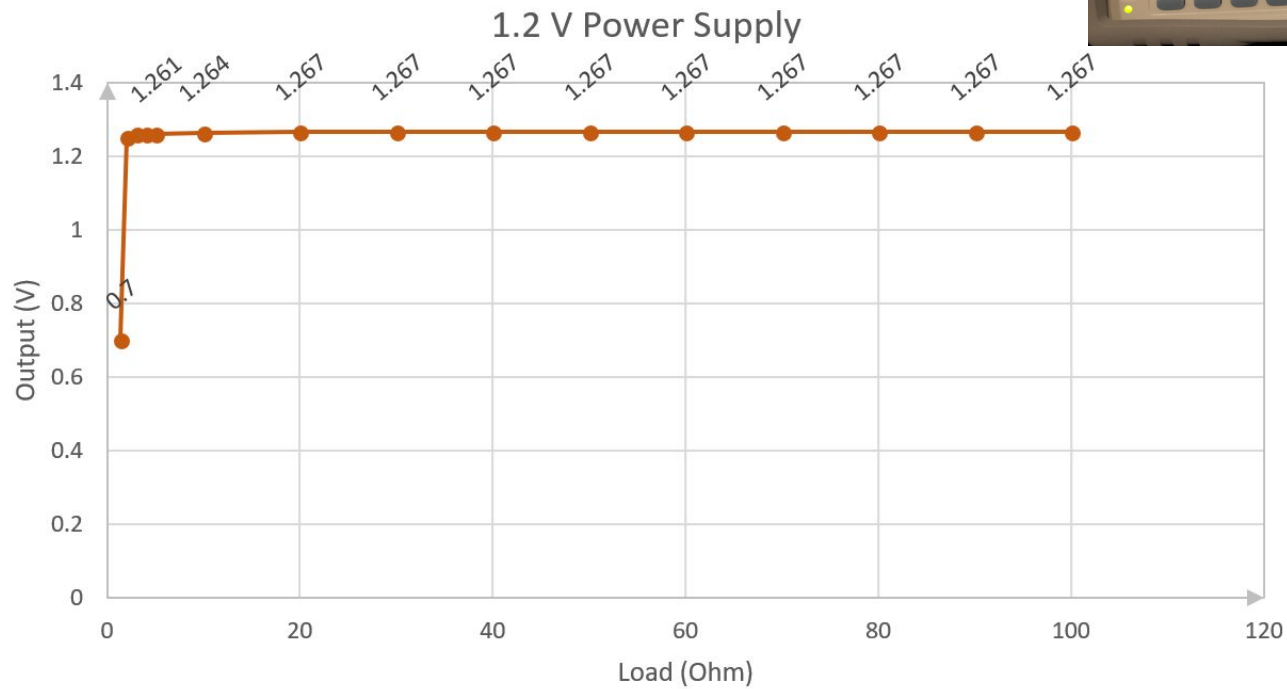
Verification

- ❑ Connect output to different load. Read voltage across output with multimeter.

3.3V



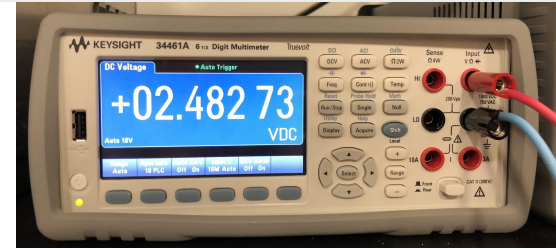
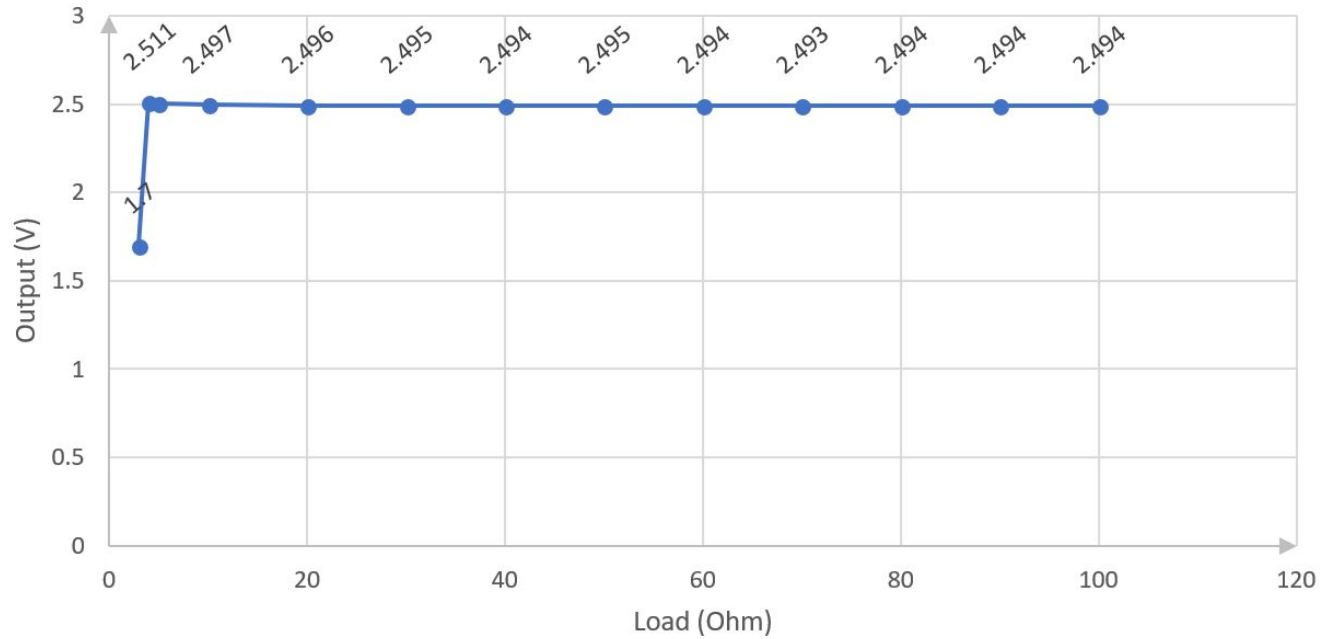
2.5V



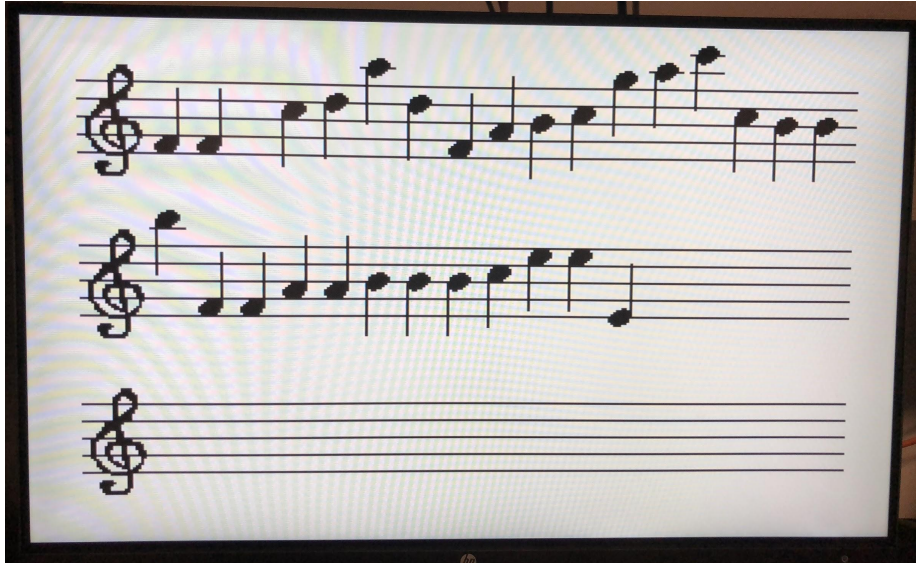
1.25V



2.5 V Power Supply



R&V: VGA



Requirement

- ❑ VGA output @ resolution 640 * 480.

Verification

- ❑ Connect a display through VGA port.

R&V: MCU



Requirement

- ❑ Sampling sound data with A/D module at sampling frequency 22.1kHz.

Verification

- ❑ Connect the Wave generator to MCU through GPIO.

R&V: MCU continue



Requirement

- ❑ Perform pitch detection, delay < 250 ms

Verification

- ❑ Perform the pitch detection algorithm on the collected data, print result through serial port

R&V: MCU continue



Restul

- ❑ 22.1khz sampling frequency
- ❑ The 4096 points FFT is performed very fast. Less than 5ms.

R&V: FPGA



Requirement

- ❑ Output the correct image and display it on VGA monitor.

Verification

- ❑ Ensure the output VGA signal is 640 * 480 at 60Hz frame

Conclusion & Discussion

- ❑ Correct output voltage in power supply
- ❑ MCU tested and verified
 - ☑ Detect pitch for monotone ❌ No duration and not good for multitone sound
- ❑ FPGA tested and verified
 - ☑ Draw notes on stave and output on monitor
 - ❌ Only one type of note

Future Work

- ❑ Try to use autocorrelation algorithm
- ❑ Use energy of frequency component
- ❑ Multiple music input compatibility. Eg, piano, human, guitar
- ❑ Add music rhythm into transcript





Credit:

- ❑ Professor Chen
- ❑ Dongwei Shi
- ❑ All 445 staff
- ❑ ECE department



Thank you!



Questions?