

DARPA

Digital Audio Receiver, Processor and Amplifier

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Analog Power Amplifier

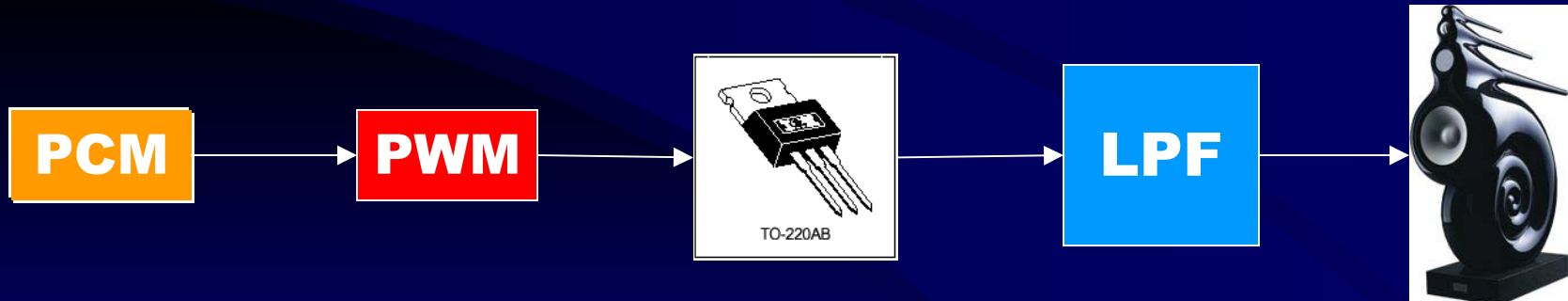
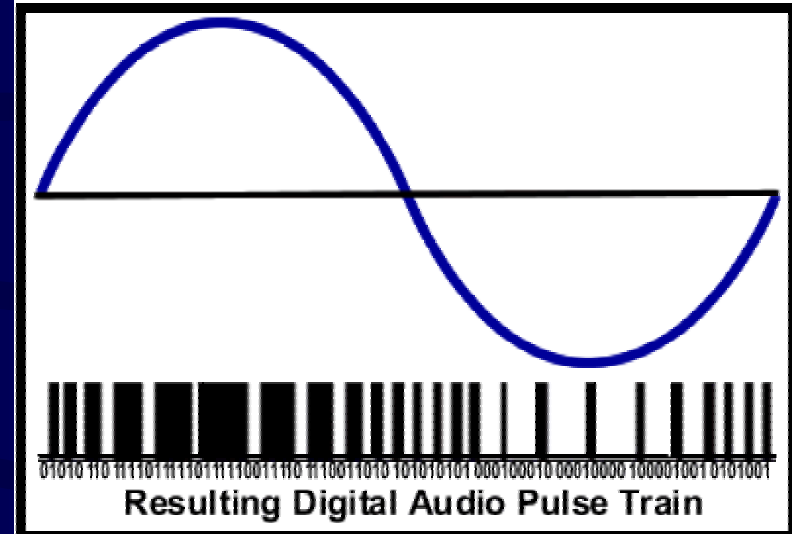
- Uses power transistors in linear region
- < 50% efficient
- Performance sensitive to component values
- Total implementation is bulky

Digital Power Amplifier

- Uses power transistors as switches
- ~90% efficient
- Component values not an issue
- One-chip system possible

Audio Data Encoding

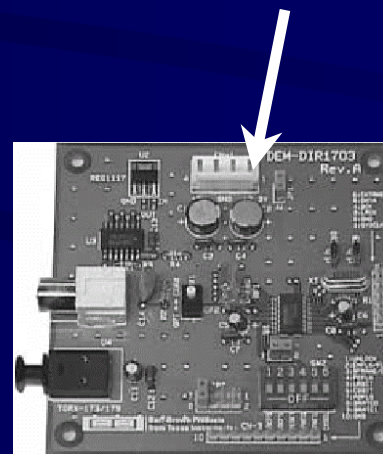
- Pulse Code Modulation (PCM)
 - Sampled data amplitudes encoded as serial bit stream
 - Standard method of encoding
- Pulse Width Modulation (PWM)
 - Sampled data amplitudes encoded as pulse duty cycle
 - Can directly drive power transistors



Real World Interface

- **S/PDIF**
 - consumer transmission standard
 - too complex to decode on chip
- **Solution:**
 - TI DIR1703
 - S/PDIF to PCM converter
- **Result:**
 - Our chip should run off the digital output from a DVD player as well as drive speakers.

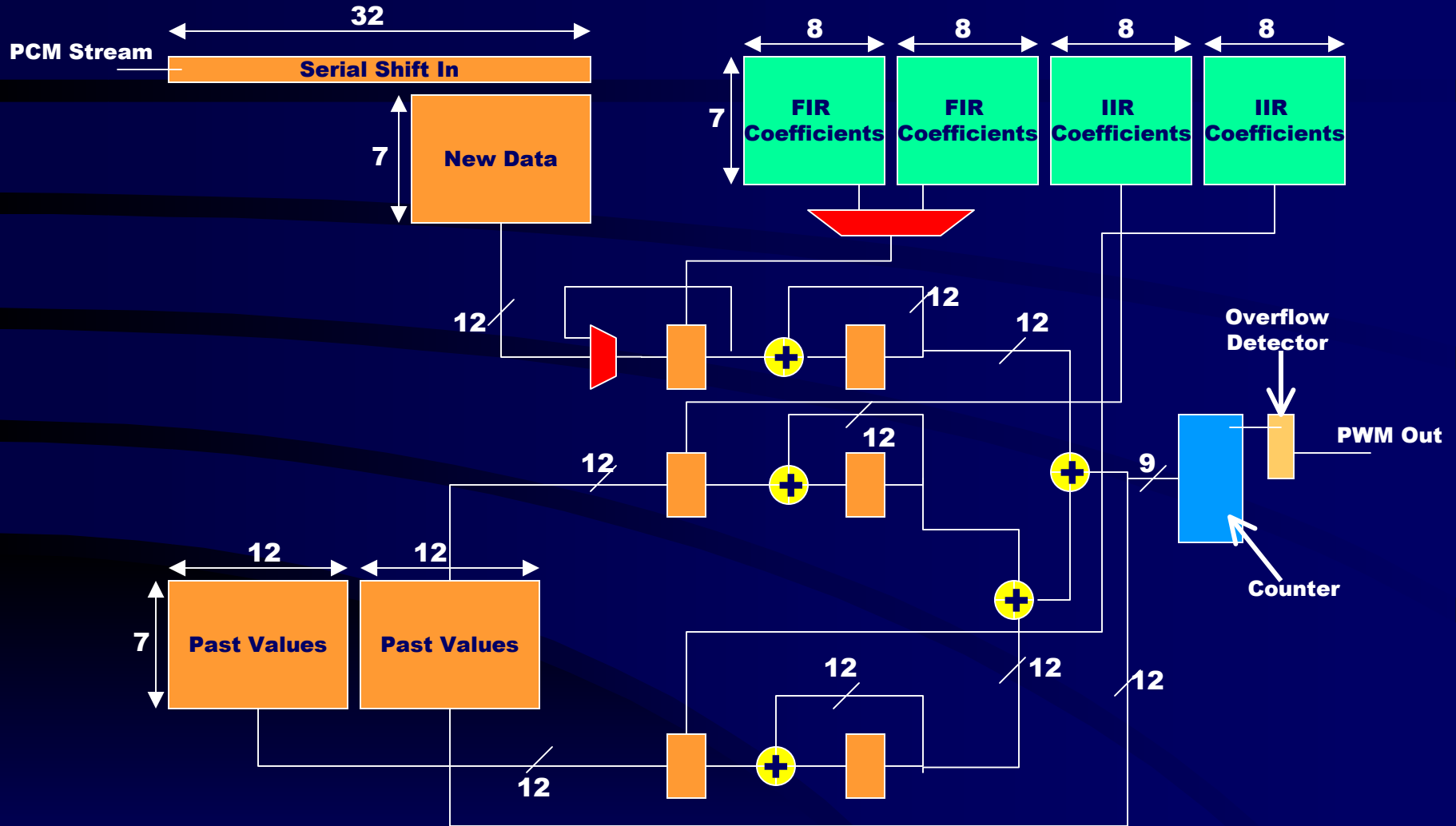
**DIR1703 with
Evaluation Board**



Algorithm Overview

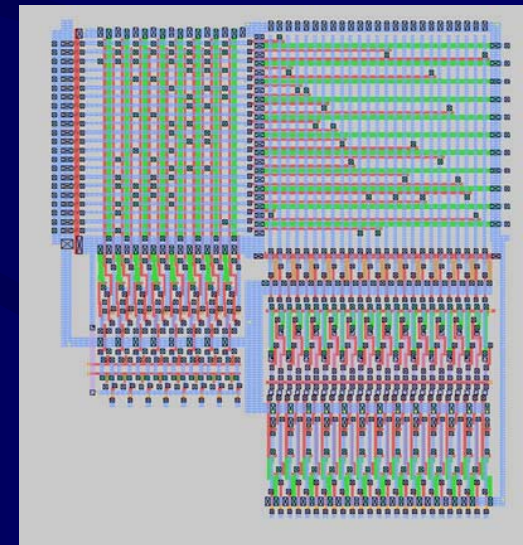
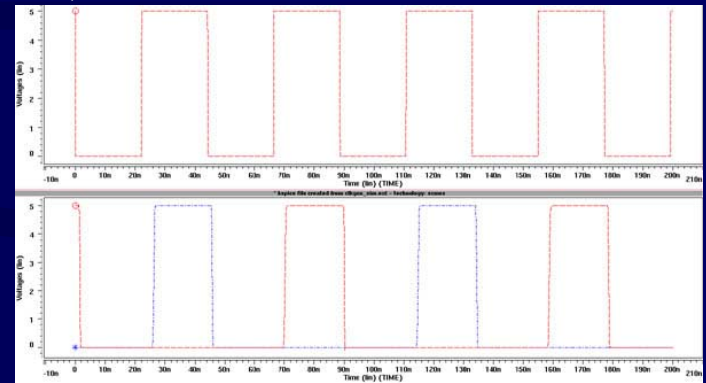
- Shift in PCM data, truncate to 12 bit words
- Upsample to $2 \cdot f_s$
 - Decreases artifacts in final output
 - Uses a 14-tap IIR filter with loadable 8-bit coefficients
- Load upsampled data to fast 8-bit counter
- Toggle PWM output using counter overflow and load

Block Diagram



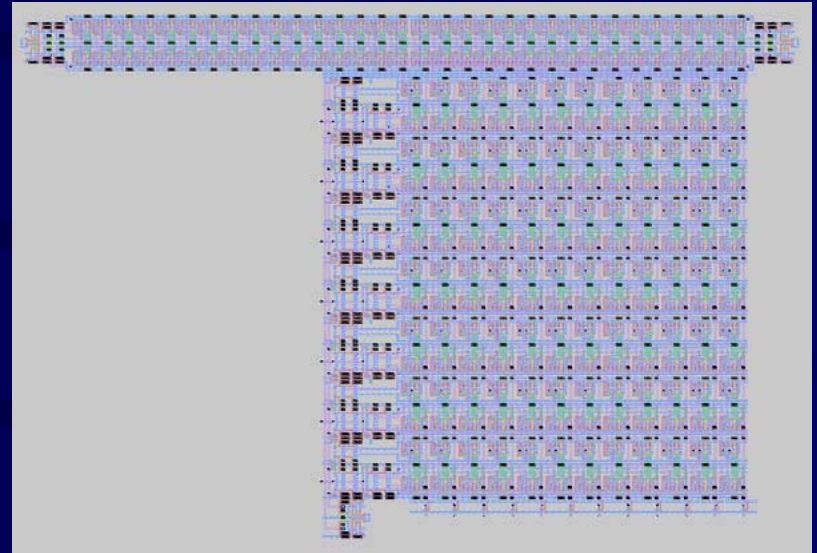
System Control

- System operations run on a 256 fs , two-phase clock
 - 128 clock cycles available per interpolation
- System goes through states in a set pattern
 - PLA unnecessary
 - 8-bit counter that is decoded with a customized control decoder



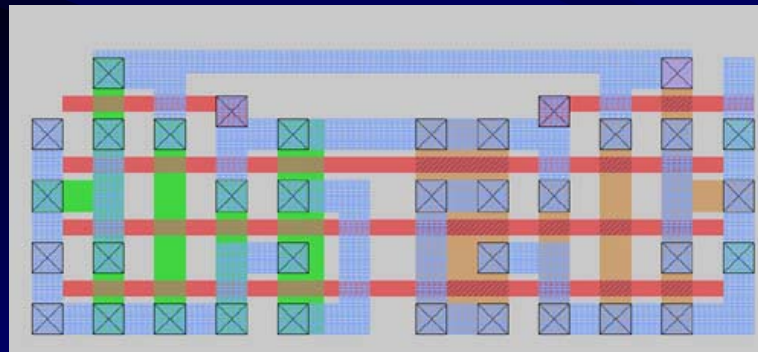
Input Stage

- **Serially shifts in audio data**
 - IIS Bus Specification
 - L/R channel select
- **Drops top 12 bits into a FIFO**
 - Holds 7 data words
- **Addressable data bus**
 - Results in 7 available past values for FIR filtering



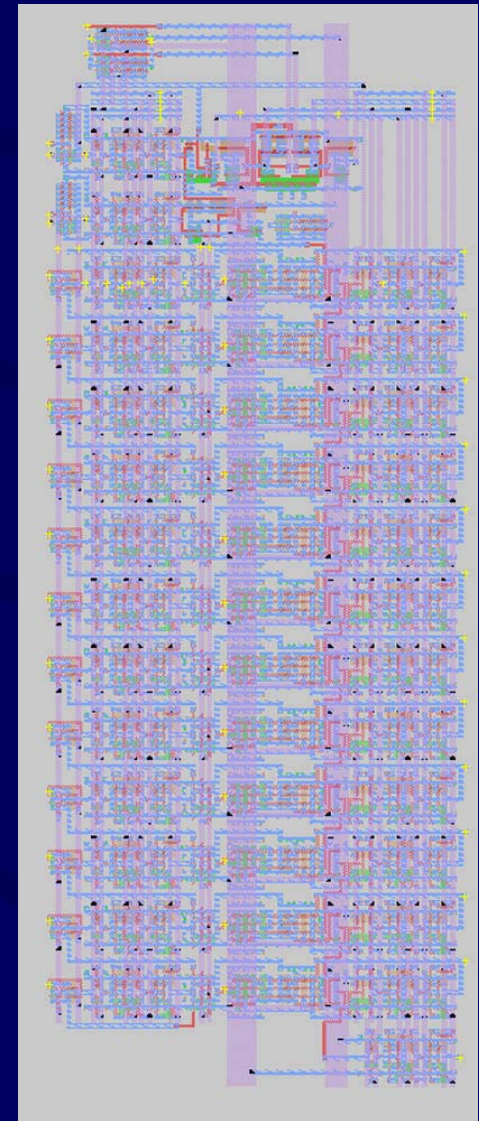
Basic Adder Cell

- Two's complement one bit adder cell
- Optimized for horizontal data routing and vertical control routing
- Dimensions optimized for vertical stacking
- No use of metal2 or metal3



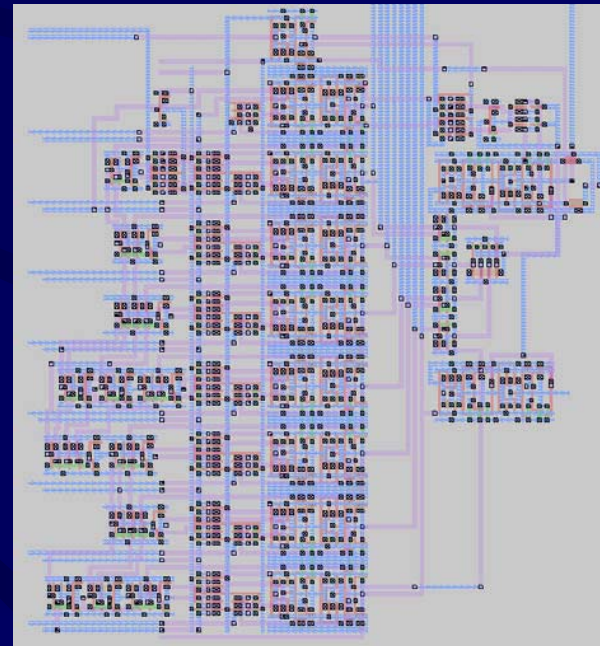
Multiply and Accumulate Block

- 12-by-8 to 12 bit multiplier
 - Signed multiplication by using add-shift-accumulate with sign extension
 - Adder shares accumulator with multiplier
- Accumulator from multiplier sums seven multiplies
 - Multiply-and-accumulate makes for efficient IIR filtering



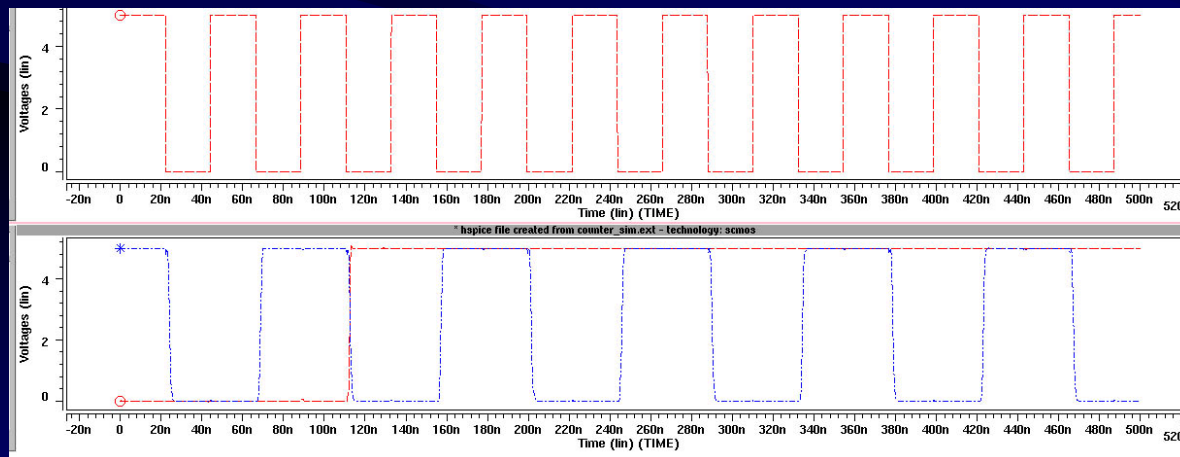
8-bit Counter

- Increments 256 times per interpolated sample
 - Must run on a $512 \cdot f_s$, single-phase clock
 - Synchronous counter used to reduce propagation delay
- PWM output goes high on overflow, low on sample load
- Resolution doubling
 - allowing PWM output to change on either rising or falling edge based on 9th bit

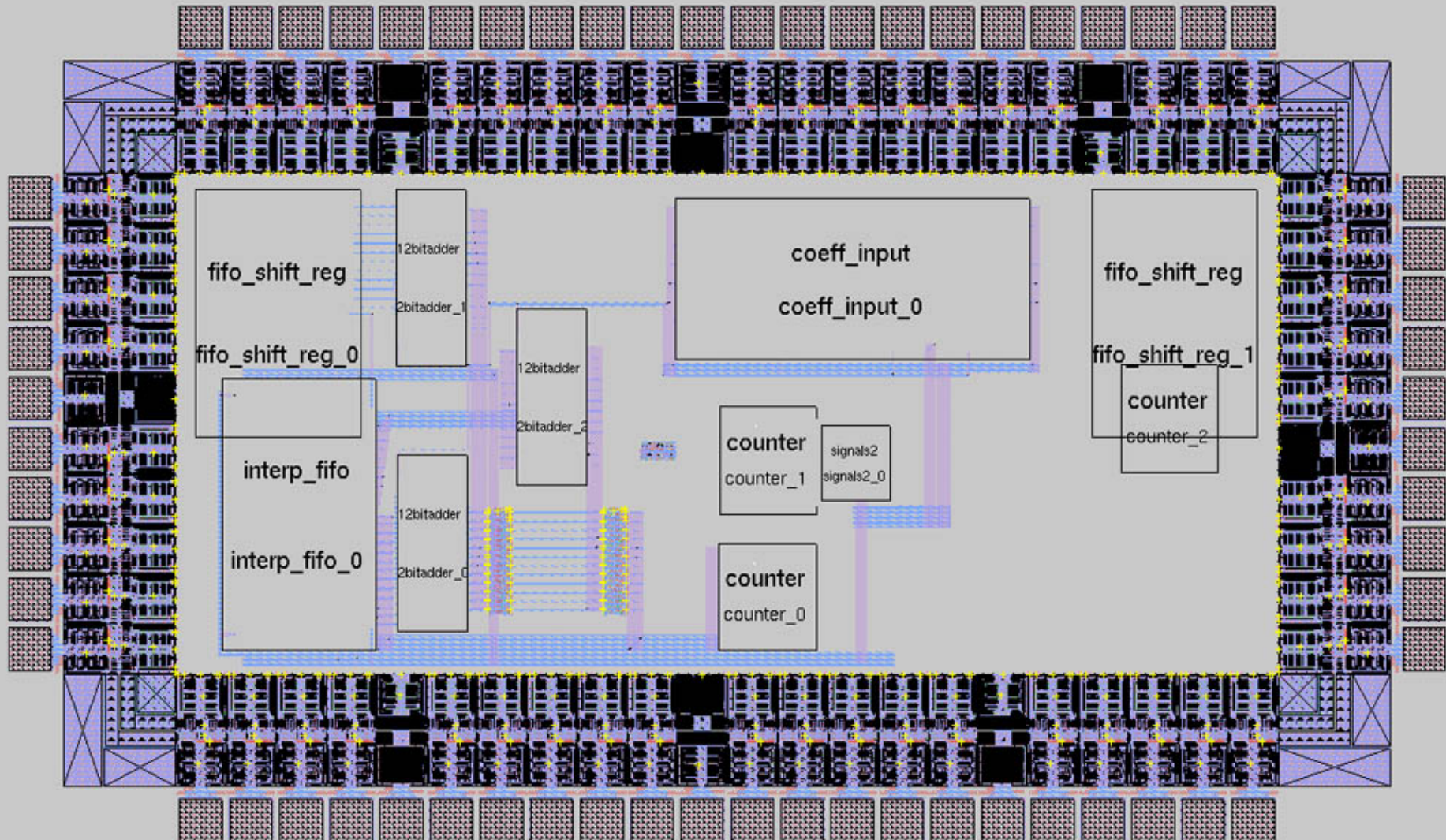


Timing Analysis

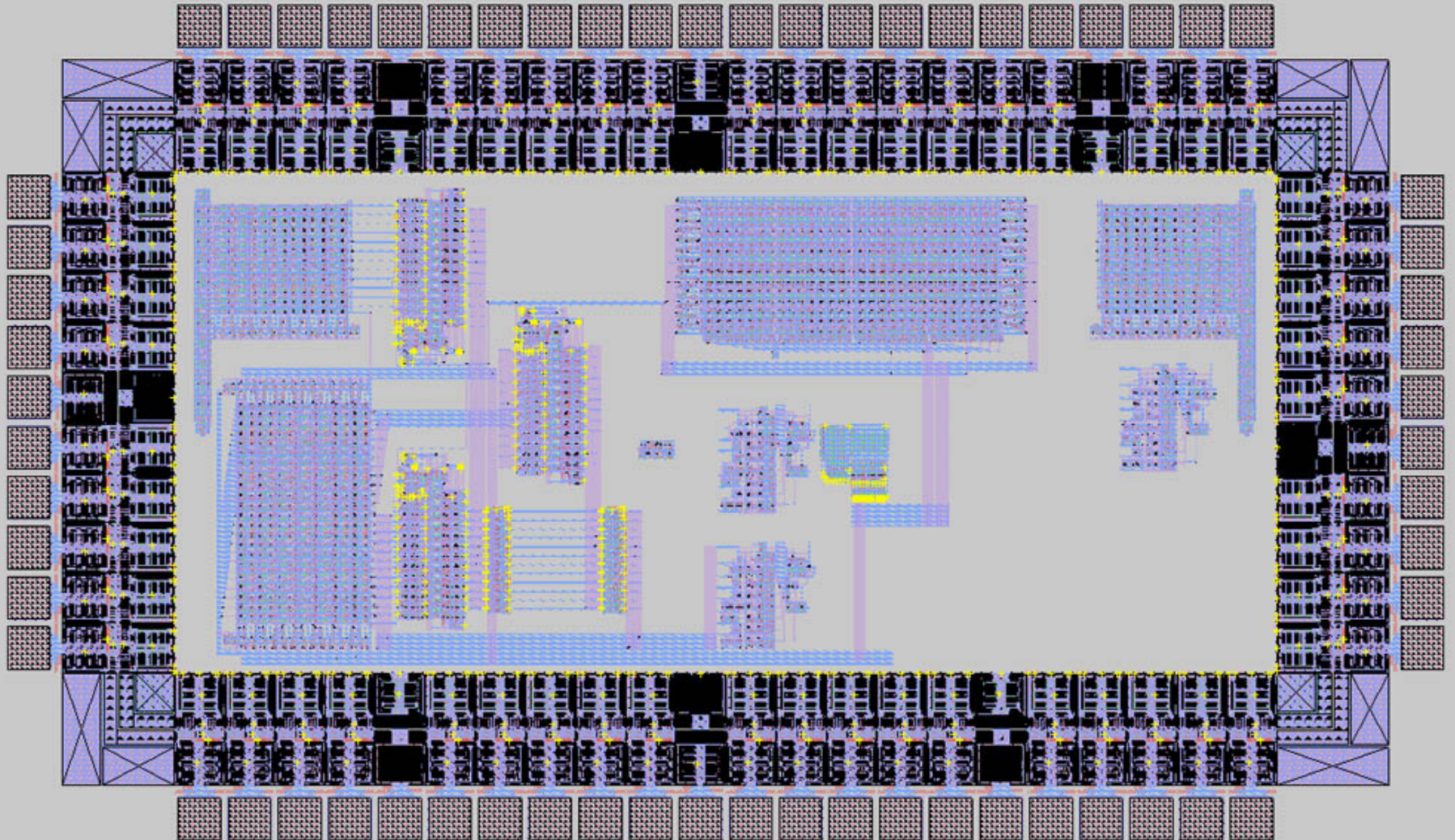
- Chip must run in sync with TI DIR1703
 - Several large blocks must run at very high speeds to keep up
- Crystal timing of longest path
 - Ex: Adder longest path ~6ns
- Extensive spice simulation of large blocks
 - Ex: Counter spice run



Floorplan



Full Layout



Status

- Large blocks completed and tested in IRSIM and SPICE
- Full layout and datapath routing complete
- Remaining:
 - Simulation from padframe on full layout
 - Power and ground routing (metal3 reserved for this purpose)
 - Minor control routing

Testing Strategy

- **Shift in data and coefficients serially**
 - **Verify data integrity**
 - **Check addition and multiplication accuracy**
 - **Ensure PWM output transitions properly**
- **Testing bus used to look at internal data off-chip**
- **Bypass processing mode**
- **Test vectors extremely large even for short time duration**
 - **Cannot simulate length audio data conversion in IRSIM**
 - **Solution: Matlab**

Simulation

- Algorithm fully simulated in Matlab
- Data truncation and quantization accounted for
- Next semester: Real-time audio processing and amplification

Simulation Result

- Success!
- Audio quality well-preserved through processing