

EE 451 – LAB 1

Introduction to Texas Instruments TMS320C6713 DSP Starter Kit (DSK) digital signal processing board

This laboratory introduces you to the *TMS320C6713* DSK board module:

- An overview of the functional blocks of the board.
- Code Composer Studio (CCS).
- Writing, compiling, and running a simple code.
- Learn how to generate a tone.

Introduction

The TI's TMS320C6713 DSK is designed and optimized to perform digital signal processing operations. For short this DSP will be referred to as '*C6713*'. The family of this DSP is referred to as '*C6x*' or '*C6000*'. '*C6713*' is a high performance 32-bit floating-point DSP.

The basic operation in digital signal processing is solving the following equation.

$$y[n] = \sum_{k=0}^M b_k x[n-k]$$

The DSP has to be able to perform the above operation very efficiently and very fast. For example, for a 100-tap FIR filter, where $M=99$, the DSP will have to be able to store 99 samples, and perform 100 multiplication and 100 summation operations between every two samples. Therefore the DSP implements multiply-accumulate (*MAC*) hardware with circular addressing capabilities very efficiently.

The Texas Instruments TMS320C6713DSK operates at 225MHz and has the following features:

- 16 Mbytes of synchronous DRAM on a 32-bit External Memory Interface (EMIF).
- 512 Kbytes, 8-bit interface (256Kb usable).
- An AIC23 stereo codec (coder /decoder) with 12 MHz system clock.
- 4 user LEDs and DIP switches through a Complex Programmable Logic Device (CPLD).
- Software board configuration through registers implemented in CPLD.

- Standard expansion connectors for daughter card.

These features are shown in Figure 1.

TI's Code Composer Studio is a development tool that will be used to program the DSP. The version that comes with the board includes a chip support library (*CSL*) and a board support library (*BSL*). The *CSL* provides a C-language interface for configuring and controlling on-chip peripherals. The *BSL* provides a C-language interface for configuring and controlling all on-board devices.

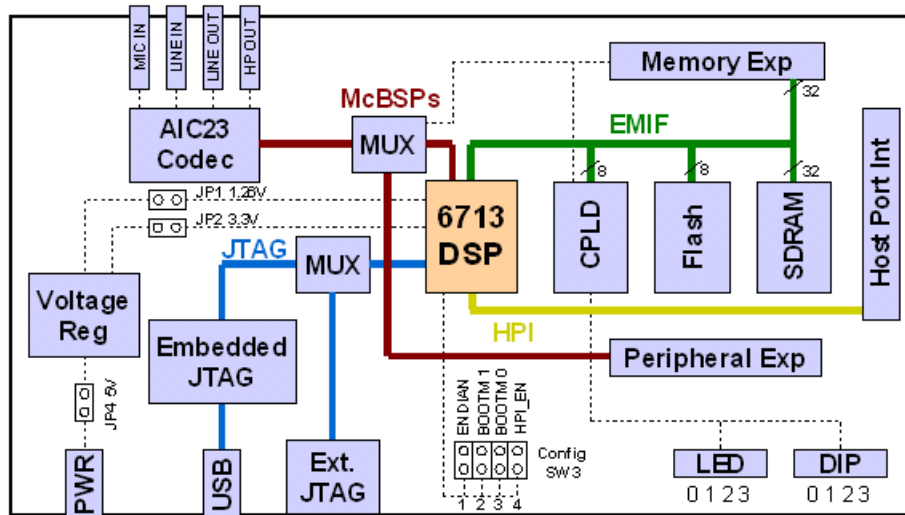


Figure 1. Key features of the C6713 DSK.

The Lab

Create a program that directs the AIC23 codec to generate a 1 KHz sine wave on the headphone output.

1. Connect the board to power.
2. Start CCS and begin a new project. Create a new project using Project → New, then input the name of the project, location of the project, type of project (executable), and the target will be the TMS320C67 board. An executable file (*.out) will be created in the ./Debug directory and this is the file that will be downloaded onto the board.
3. Create a new source by using File → New → Source File and save it as a C file (i.e. YourProgram.c). This file will contain headers, define statements and the main()

program. To add source files, header, libraries and command files use Project → Add Files to Project... The header files that need to be included are:

- dsk6713.h which contains DSK6713 board specific I/O register definitions.
 - dsk6713_aic23.h codec interface for AIC23 on the DSK6713 board.
 - dsk6713config.h general initialization of the AIC23 (to be provided).
 - math.h required when using math functions.
4. You need to set the compiler and linker options for the CS6713 DSK. You can access these setting by using Project → Build Options and then selecting Compiler and the Linker tabs to make the changes:
- **Compiler Options:** In the Basic category set Target Version to C671x. In the Advanced category set Memory Models to Far, and in the Preprocessor category set Pre-Define Symbol to CHIP_6713. Set the Include Search Path to where the ...\\C6000\\dsk6713\\include directory is in your computer (if it is not already set).
 - **Linker Options:** In the Basic category set the Output File name to .\\Debug\\YourProgram.out, the Library Search Path to the ...\\C6000\\dsk6713\\lib directory (if it is not already set) and Include Libraries to rts6700.lib; dsk6713bsl.lib; csl6713.lib.
5. Build the project using Project → Build. This compiles and assembles all the C files, and the resulting object file(s) are then linked with the library files. In the building process all the dependent files are included too. Select File → Load Program to load YourProgram.out, and then Debug → Run to run the program. To stop execution of the program you need to use Debug → Halt.
6. Before you use the board, you need to initialize the board, start the codec, and set the AIC23 frequency to 8 KHz (the default sampling frequency is 48 KHz). Next, you need to discretize the continuous-time sine wave given by

$$y(t) = \sin(2\pi f_0 t)$$

Assume that that $f_0 = 1$ KHz.

7. Use the template shown in Figure 2 to start your program.

```

//===== Lab1.c =====
// This program generates a 1KHz sinusoidal signal
// using the polling method
//

#include <math.h>
#include "dsk6713.h"
#include "dsk6713_aic23.h" // codec support
#include "dsk6713config.h"

Uint32 fs = DSK6713_AIC23_FREQ_8KHZ; // set sampling rate
#define DSK6713_AIC23_INPUT_MIC 0x0015
#define DSK6713_AIC23_INPUT_LINE 0x0011
Uint16 inputsource=DSK6713_AIC23_INPUT_MIC; // select input

// sampling frequency
// freq. of signal
// amplitude
// theta

void main()
{
    DSK6713_init(); // call BSL to init DSK-EMIF,PLL)

    hAIC23_handle=DSK6713_AIC23_openCodec(0, &config); // handle(pointer) to codec
    DSK6713_AIC23_setFreq(hAIC23_handle, fs); // set sample rate
    DSK6713_AIC23_rset(hAIC23_handle, 0x0004, inputsource); // choose mic or line in
    MCBSP_config(DSK6713_AIC23_DATAHANDLE,&AIC23CfgData); // interface 32 bits to AIC23

    MCBSP_start(DSK6713_AIC23_DATAHANDLE, MCBSP_XMIT_START | MCBSP_RCV_START |
    MCBSP_SRGR_START | MCBSP_SRGR_FRAMESYNC, 220); // start data channel

    while(1) //infinite loop
    {
        // compute theta increment
        . . .

        AIC_data.channel[LEFT]=(short)amp*sin(theta); // data to Left channel
        while(!MCBSP_xrdy(DSK6713_AIC23_DATAHANDLE)); // wait for ready to transmit
        MCBSP_write(DSK6713_AIC23_DATAHANDLE,AIC_data.uint); // output left channel
    }
}

```

8. Connect your headphones or speakers to the output of the codec. Do you hear a tone? if not, what do you think the problem is?
9. Use the watch window to change the frequency to 500Hz. Use View → Quick Watch then type in the name of the frequency variable you used in the program. You need to declare this variable to be global.