



## Voice Controlled Helicopter

**Summary:** The goal of this project is to design a voice recognition system that is capable of controlling a radio-controlled helicopter.

**Preferred Lab Days:** Wednesdays

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## Abstract

The purpose of this project is to design an interface between the Altera DE2 and a radio-controlled helicopter such that the helicopter itself could be controlled solely through voice commands. In other words, if the words “Up” and “Down” are spoken then the helicopter itself will move up and down respectively. Our system is comprised of five major components, which include a microphone, an Altera DE2 board, an IO Circuit containing a digital-to-analog (DAC) converter and an operational amplifier (Op-Amp), an infrared controller and a mini helicopter. Users will speak one of the above 2 words into a microphone, which is connected to the MIC input jack on the Altera DE2 board. Depending on the word that is spoken, a corresponding digital signal will be generated by the Altera DE2 and sent to the DAC in our IO circuit. The DAC will then translate this digital signal into a corresponding voltage, which is then fed-in to an Op-Amp to control the base voltage of the npn transistor. This, in turn, will drive the npn transistor to either an on or off state depending on the voltage and, therefore, will allow us to control the various speeds of the helicopter.

Until now, we have managed to accomplish many of the goals that were planned earlier. These include: building an interface between the Altera DE2 and the radio-controlled helicopter via an IO Circuit, having the Altera DE2 recognize 4 different voice commands (Up, Down, Land and Start) and being capable of controlling the helicopter via the usage of these commands, as well as, the buttons and switches on the Altera DE2.

## Table of Contents

ABSTRACT .....	ii
1. INTRODUCTION .....	1
2. BODY .....	1-16
2.1 FUNCTIONAL REQUIREMENTS .....	1-2
2.2 DESIGN/DESCRIPTION OF OPERATION .....	2-4
2.2.1 VOICE RECOGNITION ALGORITHM .....	4
2.3 HARDWARE REQUIREMENTS .....	4-6
2.4 PARTS LIST .....	7
2.5 AVAILABLE SOURCES .....	8
2.6 DATASHEET .....	9-11
2.7 BACKGROUND READING .....	11
2.8 SOFTWARE DESIGN .....	12-14
2.9 TEST PLAN .....	14-15
2.10 RESULTS OF EXPERIMENTS AND CHARACTERIZATION .....	16-17
2.11 INTEGRATED CIRCUIT DESIGN .....	17
3. REFERENCES .....	18
4. APPENDIX .....	19-44

# 1. Introduction

Until this day, voice recognition remains a crucial technology in our society and as time progresses we observe more and more devices holding the capability of being controlled via voice. Therefore, we believe that designing a voice-controlled helicopter would be quite interesting and unique.

## 2. Body

### 2.1 Functional Requirements

Our system contains many functional requirements (i.e. items that need to be operational upon its completion). Some of its many requirements include the ability of the Altera DE2 to recognize voice commands coming from the microphone and output digital signals to the digital-to-analog converter (DAC) only when the spoken commands are correct and have the DAC convert these digital signals to analog signals, which the helicopter's infrared controller recognizes. Overall, we have managed to accomplish all of these functional requirements to a great extent. At present, our system is capable of recognizing 4 different voice commands and digital signals are only inputted to the DAC if the commands are valid. Perhaps if the commands are invalid, then our system would simply filter them out and no signals will be sent to the converter. Moreover, the accuracy of our system in distinguishing between valid and invalid commands is fairly impressive. When testing the performance of our system in the laboratory, our system had an overall accuracy of 90-100% when distinguishing between the valid commands "up" and "down" and the invalid commands "left" and "right." Nonetheless, before migrating to our new algorithm, which involves measuring the length and the maximum positive and negative amplitudes of the commands in determining the validity of the commands, we have made attempts to use more advance algorithms such as the Fast Fourier Transform and Mel Scale to assist us in distinguishing the different voice commands. We were able to execute and run the algorithms without issues and obtain results from them, however, the results weren't as we expected. The output for each of the valid commands from FFT and Mel Scale were too similar and, hence, we were unable to use these algorithms in our design to distinguish the commands and had to adopt a new algorithm, which we are currently using in our system.

Components	Functional Requirement(s)
Microphone	Receives audio signals and feeds it to the Altera DE2 board for analysis.
Microprocessor	Analyses the voice commands coming from the microphone and converts them into digital form. If the commands are valid, then digital signals will be outputted to the DAC in our IO Circuit, otherwise, the commands will be filtered out by the system.
IO Circuit	The DAC converts digital signals outputted by the Altera DE2 and maps each of them to a corresponding output voltage (Refer to Table 2 for mapping of digital inputs to output voltages). This voltage is then fed-in to an Op-Amp, which amplifies the output drive current of the DAC to drive the npn transistor and infrared controller.
Helicopter	Receives infrared signals from the infrared controller and moves accordingly.

Table 1 - Functional Requirements

Digital Input to DAC (Hex)	Output Voltage from DAC (V)
0x0013FD2	0.13
0x0013BD2	1.67
0x0013AD2	1.75
0x0013A92	1.82
0x0013A82	1.89
0x0013A02	2.00
0x0013802	2.19
0x0013002	2.59
0x0011002	3.15

Table 2 - Digital Input and Voltage Output of DAC (Voltage values are measured using a Beckman voltmeter)

## 2.2 Design/Description of Operation

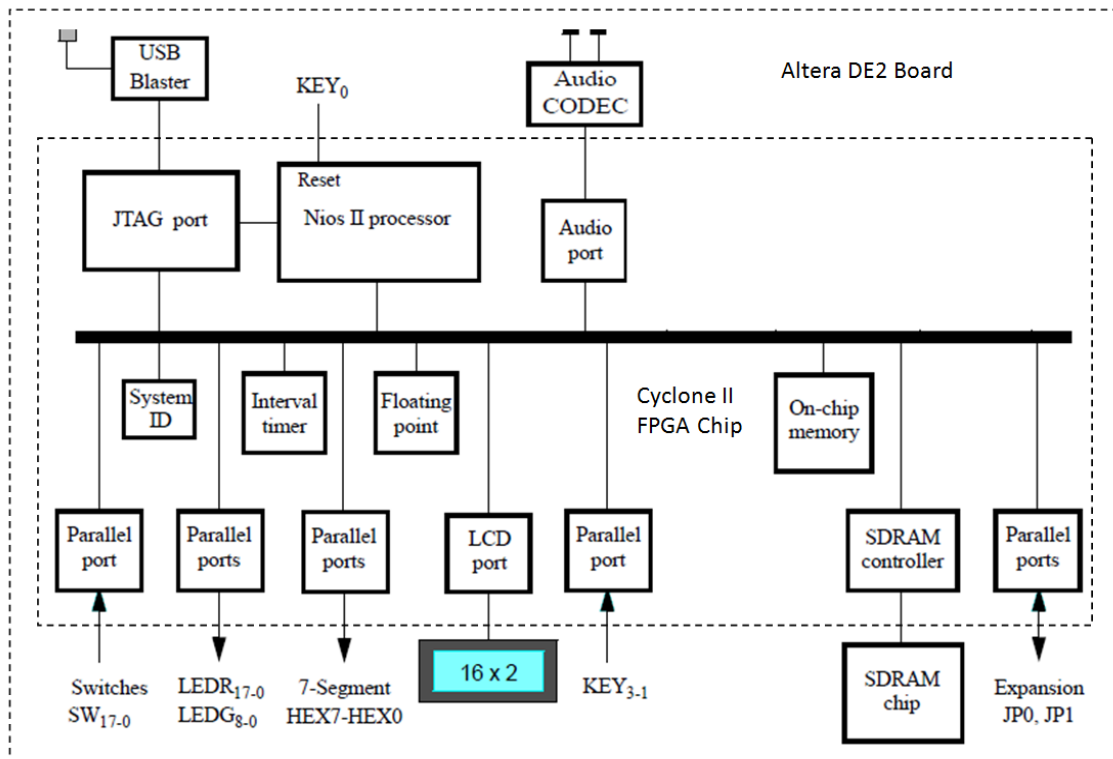


Figure 1 - Block Diagram of Hardware Interface [9]

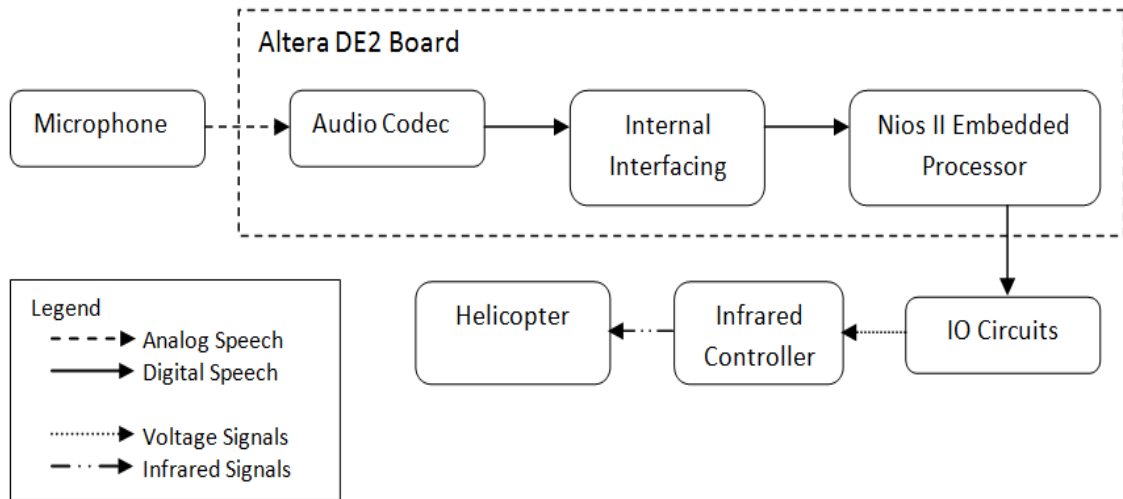


Figure 2 - A Block Diagram of Operation <sup>[1]</sup>

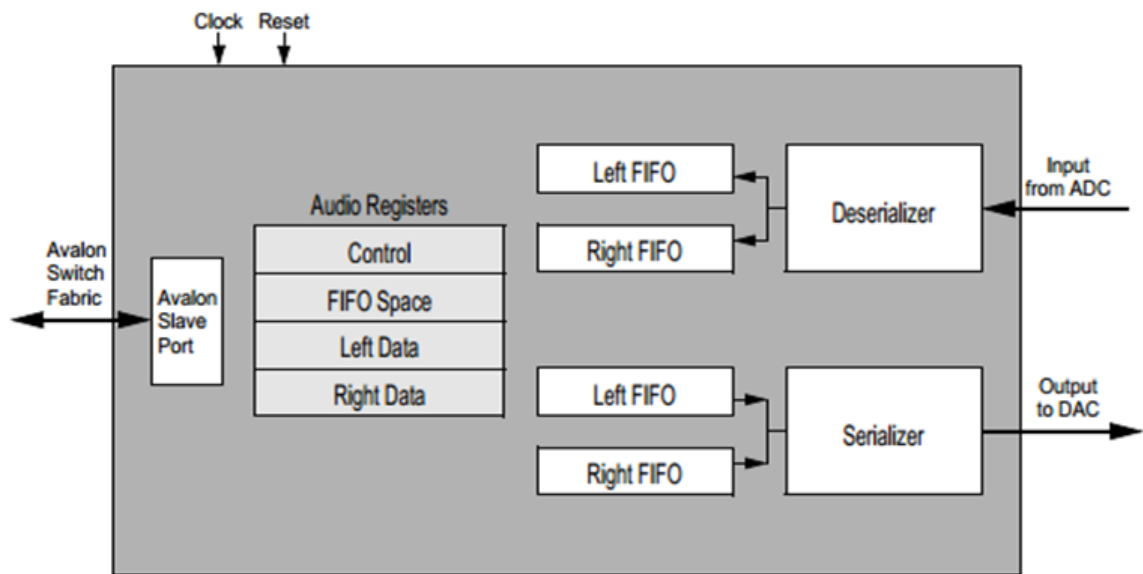


Figure 3 - Block Diagram for Audio Core on DE2 <sup>[2]</sup>

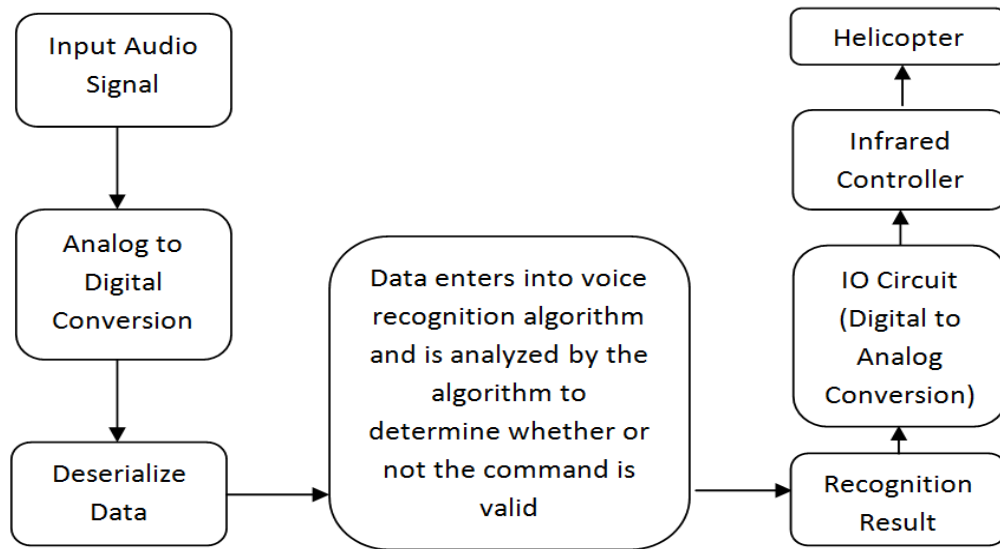


Figure 4 - System Architecture Block Diagram

### 2.2.1. Voice Recognition Algorithm:

1. We use a noise threshold to check each audio sample. Samples that are above the threshold are considered as valid samples, otherwise, they are considered as blanks.
2. If a valid sample is detected, then we decide it to be the beginning to a word. Each valid sample after that is then considered to be part of that word and, therefore, we increase the length of that word as more valid samples are processed.
3. The end of a word is decided by detection of blanks. If the number of continuous blanks is over a threshold, then we decide that the current word has ended.
4. After a word has ended, it would be matched against the voice commands' acceptable range. Beside the word's length, its maximum positive value and maximum negative value are also used for command matching. If two out of the three criteria match a command, then we have a match and a digital signal is sent to the DAC in the IO Circuit.

## 2.3 Hardware Requirements

Component	Requirements
Microphone	Standard Microphone: <b>Frequency Response:</b> 100 Hz - 16 kHz <b>Input Sensitivity:</b> 67dbV/ubar, 47dBv/Pa +/- 4db <b>Connectors:</b> TRS (tip, ring sleeve)
Digital-to-Analog Converter	<b>Name:</b> DAC0832 Texas Instrument <b># of Bits:</b> 8 <b>Supply Voltage (Vcc):</b> 8.3V <b>Output Voltage (Iout2):</b> 0-3.15V
NpN Transistor	<b>Name:</b> 2N3691 <b>Collector-emitter voltage:</b> 0-5V <b>Emitter-base voltage:</b> 0-1V
Op-Amp	<b>Name:</b> LM324N <b>Supply Voltage (Vcc):</b> 8.3V <b>Input Voltage:</b> 0-3.15V <b>Output Voltage:</b> 3.3-5.2V
Helicopter	<b>Name:</b> 6026-1 <b>Type:</b> 3.5 CH Alloy RC Helicopter with GYRO <b>Size:</b> 23cm (L) x 5.1cm (W) x 12.3cm (H) <b>Wing(L/W):</b> 21.5cm/ 2.2cm <b>G/N Weight:</b> 19/15 <b>Battery:</b> 3.7V 280mAh <b>Flying Time:</b> 7-8 minutes <b>Control Distance:</b> 6m <b>Control by:</b> infrared

Table 3 - External Hardware Requirements



[-] CPU	Nios II Processor	[clk]			
instruction_master	Avalon Memory Mapped Master	sys_clk			
data_master	Avalon Memory Mapped Master	[clk]			
jtag_debug_module	Avalon Memory Mapped Slave	[clk]	0x0a000000	0x0a0007ff	← IRQ 31
[-] SDRAM	SDRAM Controller	sys_clk	0x00000000	0x007fffff	
[-] Red_LEDs	Parallel Port	sys_clk	0x10000000	0x1000000f	
[-] Green_LEDs	Parallel Port	sys_clk	0x10000010	0x1000001f	
[-] HEX3_HEX0	Parallel Port	sys_clk	0x10000020	0x1000002f	
[-] HEX7_HEX4	Parallel Port	sys_clk	0x10000030	0x1000003f	
[-] Slider_Switches	Parallel Port	sys_clk	0x10000040	0x1000004f	
[-] Pushbuttons	Parallel Port	sys_clk	0x10000050	0x1000005f	
[-] JTAG_UART	JTAG UART	sys_clk	0x10001000	0x10001007	
[-] Interval_Timer	Interval Timer	sys_clk	0x10002000	0x1000201f	
[-] sysid	System ID Peripheral	sys_clk	0x10002020	0x10002027	
[-] External_Clocks	Clock Signals for DE-Series Board Peri...	multiple	0x10002030	0x10002031	
[-] AV_Config	Audio and Video Config	sys_clk	0x10003000	0x1000300f	
[-] Audio	Audio	sys_clk	0x10003040	0x1000304f	
[-] Char_LCD_16x2	16x2 Character Display	sys_clk	0x10003050	0x10003051	
[-] pio_0	PIO (Parallel IO)	[clk]			
s1	Avalon Memory Mapped Slave	clk	0x00800000	0x0080000f	

Figure 5 - Screenshot of SOPC Design <sup>[9]</sup>

Components	Description/Functionality/Requirements
<b>LEDs</b> (Red_LEDs, Green_LEDs)	Displays the amplitude of the command.
<b>Seven Segment Display</b> (HEX3_HEX0, HEX7_HEX4)	Displays the current status of the system. Refer to Table 23 for a summary of the messages displayed.
<b>LCD</b> (Char_LCD_16x2)	Displays details regarding to the status of the system, as well as, other user interactive messages. Refer to Table 23 for a summary of the messages displayed.
<b>Buttons</b> (Pushbuttons)	KEY3 is used for emergency safe landing. KEY2 is used for decreasing helicopter speed. KEY1 is used for increasing helicopter speed. KEY0 is used for resetting the system.
<b>Switches</b> (Slider_Switches)	SW0 is used for turning the system ON/OFF. SW1 is used for switching between Up/Down mode control and Idle/Land mode control.
<b>SDRAM</b>	Total of 8MByts used, with data width of 16 bits. Used as CPU memory.
<b>Audio Codec</b> (Audio)	Decodes the voice input signal from mic-in and outputs an audio data signal that is then fed back into the codec through line-out.
<b>Expansion Header JP0</b> (pio_0)	Output digital signals (0V, 3.3V) to DAC in IO circuit.
<b>JTAG Port</b> (JTAG_UART)	"Implements a communication link between the DE2 board and its host computer" <sup>[9]</sup>
<b>CPU</b>	"Nios II/s", RISC, 32-bits with Integrated Floating Point Multiplier, <b>Instruction Cache - 4 Kb, Data Cache - 2 Kb, JTAG Debug Module - Level 2, SDRAM - 8 Mb</b>  <b>Tasks/Processes:</b> - <b>Calculations:48K Samples/Sec</b>

Table 4 - Summary of Hardware Interface

## 2.4 Parts List

Part	Qty.	Supplier	Cost	Specs/ Datasheet	Status
Altera DE2 Board	1	ECE Department	\$279	<a href="https://eclass.srv.ualberta.ca/mod/resource/view.php?id=82694">https://eclass.srv.ualberta.ca/mod/resource/view.php?id=82694</a>	Received
Helicopter / Infrared Controller	1	Home	\$25	<b>Name:</b> 6026-1 <b>Type:</b> 3.5 CH Alloy RC Helicopter with GYRO <b>Size:</b> 23cm (L) x 5.1cm (W) x 12.3cm (H) <b>Wing(L/W):</b> 21.5cm/ 2.2cm <b>G/N Weight:</b> 19/15 <b>Battery:</b> 3.7V 280mAh <b>Flying Time:</b> 7-8 minutes <b>Control Distance:</b> 6m <b>Control by:</b> infrared	Received
DAC0830,DAC0832 Texas Instrument DAC	1	ECE Department	\$7	<a href="http://www.ti.com/lit/ds/symlink/dac0830.pdf">http://www.ti.com/lit/ds/symlink/dac0830.pdf</a>	Received
Op-Amp	1	ECE Department	\$0.48	<a href="http://www.datasheetcatalog.org/datasheet2/9/00a8seftq8d6peigox0lrx6e9wwy.pdf">http://www.datasheetcatalog.org/datasheet2/9/00a8seftq8d6peigox0lrx6e9wwy.pdf</a>	Received
2N3691 Transistor	1	Home	\$0.5	<a href="http://alltransistors.com/transistor.php?transistor=3469">http://alltransistors.com/transistor.php?transistor=3469</a>	Received
1K Resistor	2	ECE Department	\$0.20	Resistance: 1 Kohm	Received
5k Variable Resistor	1	Home	\$0.25	Resistance: 5 Kohm	Received

Table 5 - Parts List

## 2.4 Alternative Resources

### **Voice Recognition:**

<http://www.eecg.toronto.edu/~aamodt/ece341/speech-recognition/>

The above link brings us to an existing voice recognition algorithm that could be referenced off of when implementing our system. This particular algorithm uses the FFT mythology to compare the various voice signals coming from the microphone.

### **Audio Driver:**

<http://code.google.com/p/snake-for-altera-vhdl/downloads/detail?name=audio.vhd>

The above link brings us to an existing audio driver for the Altera DE2 that we could use for the implementation of our system. Using this driver, we could read audio signals from the microphone into the Altera DE2 and sample it at 48kHz with 16 bit samples, one 8 bit sample for the left channel and one 8 bit sample for the right channel.

### **Audio Cores:**

The Altera Audio Cores will provide us with access to the bits that are stored within the audio registers (i.e. Control, FIFO Space, Left Data and Right Data Registers). By accessing these bits, we are then capable of using our voice recognition algorithm to determine whether or not the voice commands are valid.

However, in order to use the Audio Core we need two other Altera University Program IP Cores, the Development Board External Interface and the Audio/Video Configuration Core. The Development Board External Interface will help us create the necessary clock signals needed for the Audio Core and the Audio/Video Configuration Core will help us set the necessary registers for the Audio Core in the audio chip. Moreover, it is recommended by Altera that we use either the standard or fast versions of Altera's NiosII processor. This will allow "the program running on the processor to keep up with the generation of audio data."<sup>[2]</sup>

## 2.5 Datasheet

### 2.5.1. User IO:

<b>FPGA &lt;-&gt; WM8731</b>	<b>Signal Name</b>
FPGA <-> WM8731	I2C_SDAT
FPGA -> WM8731	I2C_SCLK
FPGA -> WM8731	AUD_BCLK
FPGA <- WM8731	AUD_ADCDATA
FPGA -> WM8731	AUD_DACDAT
FPGA -> WM8731	AUD_DACLK, AUD_ADCLK
FPGA -> WM8731	ADCDATA

Table 6 - User IO between FPGA and WM8731

<b>Mic -&gt; WM8731</b>	<b>Signal Name</b>
Mic -> WM8731	MICIN

Table 7 - User IO between MIC and Audio Codec

<b>WM8731 -&gt; GPIO 0</b>	<b>Signal Name</b>
WM8731 -> GPIO 0	IO A4-A20

Table 8 - User IO between Audio Codec and GPIO

<b>GPIO 0 -&gt; DAC</b>	<b>Signal Name</b>
GPIO 0 -> DAC	IO A4-A20

Table 9 - User IO between GPIO\_0 and DAC

<b>GPIO_0 -&gt; DAC Pin Mapping</b>	
<b>GPIO_0 Pin #</b>	<b>DAC Pin #</b>
5	1
6	19
7	2
8	18
9	4
10	17
13	6
14	16
15	5
16	15
17	7
18	14
19	9
20	13
21	8

Table 10 - Mapping of GPIO\_0 and DAC Pins

<b>Slide Switches -&gt; CPU</b>	<b>Signal Name</b>
Slide Switches -> CPU	Switch

Table 11 - User IO between Slide Switch and CPU

<b>Pushbuttons -&gt; CPU</b>	<b>Signal Name</b>
Pushbuttons -> CPU	KEY_ptr

Table 12 - User IO between Pushbuttons and CPU

<b>CPU -&gt; LCD</b>	<b>Signal Name</b>
CPU -> LCD	LCD_display_ptr

Table 13 - User IO between CPU and LCD

<b>CPU -&gt; LEDs</b>	<b>Signal Name</b>
GPIO 0 -> LEDs	green_LED_ptr, red_LED_ptr

Table 14 - User IO between CPU and LEDs

<b>CPU -&gt; Seven Segments</b>	<b>Signal Name</b>
GPIO 0 -> Seven Segments	SvnSegU, SvnSegL

Table 15 - User IO between CPU and Seven Segments

## 2.5.2. Measured Voltages:

<b>DAC -&gt; Op-Amp</b>	<b>Special Levels</b>
DAC -> Op-Amp	Logical (0-3.15V)

Table 16 – User IO between DAC and Op-Amp

<b>Op-Amp -&gt; 2N3692 Transistor</b>	<b>Special Levels</b>
Op-Amp -> 2N3696	Logical (3.36-5.17V)

Table 17 - User IO between Op-Amp and 2N3696

<b>2N3692</b>	<b>Helicopter</b>
When $V_{CE} = 5.0V$	Motor On
When $V_{CE} = 3.5V$	Full Speed
When $V_{CE} = 0V$	Motor Off

Table 18 - Relationship between 2N362 Transistor and Helicopter

<b>DAC0830</b>	<b>Voltage (V)</b>
Supply Voltage (Vcc)	8.19
Vref	4.05

Table 19 - Measured Voltages of DAC

<b>Op-Amp</b>	<b>Voltage (V)</b>
Supply Voltage (Vcc)	8.19

Table 20 - Measured Supplied Voltage to Op-Amp

<b>IO Circuit Power Source</b>	<b>Voltage (V)</b>
Supply Voltage (6 x 1.2V AA Battery Cell)	8.19

Table 21 - Measured Supplied Voltage to IO Circuit

Note: Please refer to Figures 14 and 15 in the Appendix for the location of each signal.

**Comments:**

The voltage values in Tables 17-22 were all measured using a Beckman 3020 voltmeter. The fact that we had to modify an existing infrared controller to suite our needs in this project, made it extremely difficult to calculate these values by hand. Therefore, we had to rely on the usage of a voltmeter to ensure that all components within our IO circuit is inputting and outputting the correct voltages, otherwise, our components may not operate as intended. Moreover, we made sure that when obtaining these values, we use the same voltmeter. This ensures that our results are almost always the same with very little discrepancies between the first and subsequent measurements.

## 2.6 Background Reading

### *Article 1 (Scholarly Journal):*

In *An FPGA-based embedded wideband audio codec system*, the authors highlight the usage of a finite impulse response (FIR) filter in their Wideband audio codec (WAC) hardware design. This article provided us with insight to the fact that the inclusion of such a filter in our system could help improve the voice command qualities by reducing the amount of noise that gets fed into our system. This, in effect, would improve the overall accuracy of our system, especially, when determining the validity of a particular voice command.<sup>[6]</sup>

### *Article 2 (Non-Scholarly Journal):*

In *SOPC-based Voiceprint Identification System*, the authors described the inclusion of an AUDIO\_ADC\_FIFO\_0 module “to convert serial data to parallel audio samples (16 bits).”<sup>[8]</sup> We believe that such a module is also necessary in our system. However, instead of designing our own module, perhaps we could use Altera’s Audio Core to simulate the same functionalities as their AUDIO\_ADC\_FIFO\_0 module. We believe that using Altera’s Audio Core is much safer than designing our own module, since we know that such a Core has been tested thoroughly by Altera and has been proven to work on the DE2 by various DE2 users.

## 2.7 Software Design

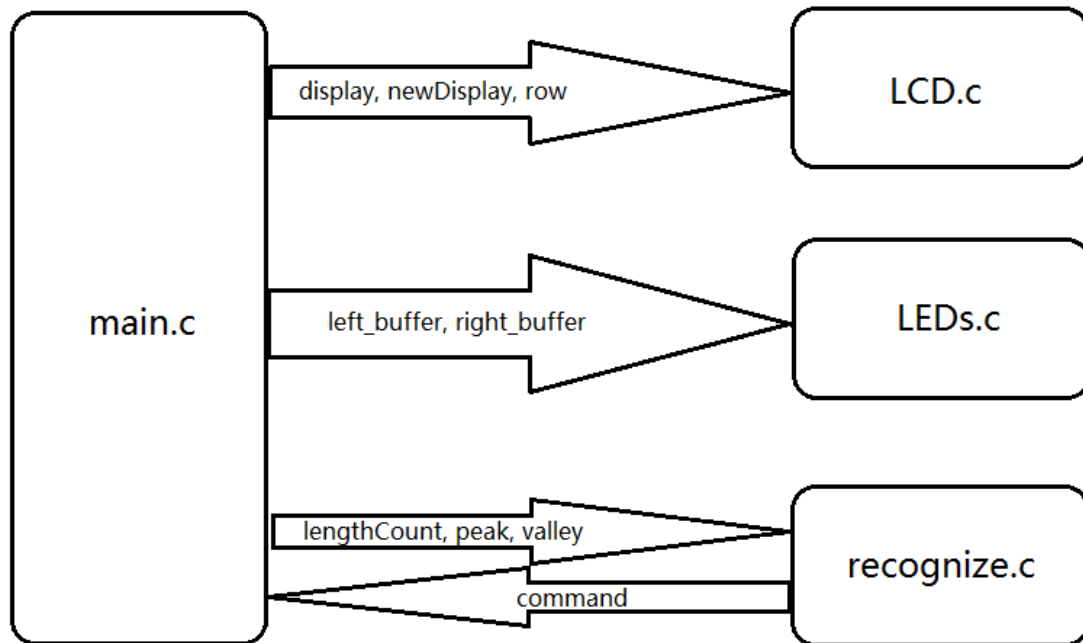


Figure 6 – Software Design Block Diagram

Our software project is designed and implemented through the usage of the “NIOS II Software Build Tools for Eclipse” version 11.1 software program and is divided into four modules: main, recognize, LEDs, LCD.

The main module hosts an infinite while loop, which fetches voice samples from the audio registers in the audio core and processes them. During each iteration of the loop, our algorithm checks for changes in the position of slide switches since the last iteration and updates the system accordingly. The SW0 switch turns the system on and off and the SW1 switch switches between the Up/Down control mode and the Idle/Land control mode. After the check, voice samples are then fetched from the audio codec and stored into *left\_buffer* and *right\_buffer*, both of type *Integer*.

If the system is on, then we move onto processing the sample. Samples that are less than the *NOISE\_THRESHOLD* (Data type: constant variable) are recorded as *blanks* (Data type: *Integer*), otherwise, they are considered as valid samples. If we are still trying to get a new word and the current sample is valid, then we decide that the beginning of a new word is detected. If the beginning of a word is already detected and the current sample is valid, then we increment the current word’s length and reset the blank length. If the current sample is a blank, then we increment the current blank length. If consecutive blanks with length longer than *BLANK\_LENGTH\_THRESHOLD* (Data type: constant variable) are detected, then we decide the current word has ended. Upon the completion of the word, its length, maximum positive value and maximum negative value is sent to the *recognize* module.

The Recognize module will attempt to match the word length, maximum positive and negative values with the values in our acceptable range. If two out of the three values fall within our acceptable range, then we decide we have a match. The ID of the matching command is returned to the main module and used to determine the instruction (digital signal) to send to the helicopter.

After the sample has been processed, it is sent to the *LEDs* module. The *LEDs* module takes the sample and evaluates its value to determine the LEDs to light up. The red LEDs represent the left channel and the green LEDs represent the right channel. The sample is also fed back into the audio codec and outputted through the *LINE-OUT*.

Lastly the values of the pushbuttons are checked. *KEY3* will initiate a landing command, while *KEY2* and *KEY1* decrement the current speed of the helicopter, and *KEY0* will reset the DE2 board.

The *LCD* module and seven segment displays are invoked whenever there's an update in the system status. That information is displayed on to the LCD and the seven segment display. (Refer to Tables 22 and 23)

Voice Commands	Message displayed on LCD
Up	"Up"
Down	"Down"
Start	"Idle"
Land	"Land"
<b>Switches</b>	
SW0 toggled to Low and SW1 toggled to Low	"System Off"
SW0 toggled to High and SW1 toggled to Low	"Control Mode" or "UP/DOWN CONTROL"
SW0 toggled to High and SW1 toggled to high	"IDLE/LAND CONTROL"

Table 22 - User Interactive Messages Displayed on LCD

Voice Commands	Seven Segment Display
Up	"Up"
Down	"Down"
Start	"Idle"
Land	"Land"
<b>Switches</b>	
SW0 toggled to Low and SW1 toggled to Low	"OFF"
SW0 toggled to High and SW1 toggled to Low	"ON"
SW0 toggled to High and SW1 toggled to high	"ON"

Table 23 - User Interactive Messages displayed on Seven Segment Display

Libraries Used:	Description:
time.h	Definition of functions to get date and time information
stdlib.h	Standard General Utilities Library
stdio.h	Standard Input/Output Library
math.h	Standard Math Library for mathematical operations
System.h	System Routines (Used for accessing timers, queues, etc.)



Project.h	Header file containing constants that are needed for recognition algorithm.
LCD.h	Header file containing constants to display to LCD.
LEDs.h	Header file containing LCD function declarations.
recognize.h	Header file containing constants that are needed for recognition algorithm.

Table 24 - Summary of C Libraries Used for Recognition Algorithm <sup>[10]</sup>

## 2.8 Test Plan

### Hardware:

Tests	Methodology
Test GPIO	Measure the voltages being outputted by the GPIO pins. The voltages should appear as either 0V (digital low) or 3.3V (digital high) when the pins are being written to.
Test DAC	Measure the waveform using an oscilloscope of the DAC's input and output signals and see if they are the same.
Test Op-Amp	Compare the Op-Amp's input and output voltages to determine if the output voltages are reasonable.
Test IO Circuitry	Measure the voltage of every wire to ensure that every component in the circuitry is connected correctly.
Test IO Circuitry when interfaced with the Altera DE2 board	Feed in random digital signals to the DAC and see if the DAC outputs reasonable voltages.
Test responsiveness of helicopter	Feed in digital signals to DAC and see if the helicopter responds or not.
Test functionality of microphone when connected to the Altera DE2 board	Feed in audio signals to microphone and check to see if bits are being stored correctly in the audio registers of the Audio Core.
Test responsiveness of helicopter by speaking into microphone	Feed into the microphone "Up", "Down", "Land" and "Start" and see if the helicopter responds or not.
Test responsiveness of onboard controls	Pressing Key1 should decrement the speed of the helicopter. Pressing Key2 should increment the speed of the helicopter. Pressing Key3 should trigger a continual decent of the helicopter. Pressing Key0 should reset the system. Toggling SW0 and SW1 should enable us to switch between "Up/Down" mode and "Start/Land" mode. In order to test the functionality of each of these buttons/switches, we would need to trigger each one individually and observe for responsiveness.
Test the overall functionality of the system (Final Testing)	Feed in both valid and invalid commands into the microphone and see if the system will filter out invalid commands and process only the valid commands.

Table 25 - Hardware Test Plan

**Software:**

<b>Tests</b>	<b>Methodology</b>
Test audio driver for correctness	Speak into the microphone and see if we could record/playback the spoken audio signals.
Test the extraction of data from audio registers	Copy the individual audio samples that are stored in the audio registers on the audio codec into a variable and display their values to console and see if the stored values are reasonable.
Test voice recognition algorithm for a single command	Speak into the microphone "Up" and see whether or not our system responds. (i.e. LEDs flash)
Test voice recognition algorithm for two different commands	Speak into the microphone "Up" and "Down" and see whether or not our system could distinguish between the two commands. If "Up"/"Down" is spoken and is recognized by our system, then we should see the word "Up"/"Down" displayed on the LCD and the Seven Segment Display.
Test voice recognition algorithm for three different commands	Speak into the microphone "Up", "Down" and "Start" and see whether or not our system could distinguish between the three different commands. If "Up"/"Down"/"Start" is spoken and is recognized by our system, then we should see the word "Up"/"Down"/"Start" displayed on the LCD and the Seven Segment Display.
Test voice recognition algorithm for four different commands	Speak into the microphone "Up", "Down", "Start" and "Land" and see whether or not our system could distinguish between the four different commands. If "Up"/"Down"/"Start"/"Land" is spoken and is recognized by our system, then we should see the word "Up"/"Down"/"Start"/"Land" displayed on the LCD and the Seven Segment Display.
Test voice recognition algorithm to see if it could distinguish between valid and invalid commands	Speak into the microphone "Up", "Down", "Left" and "Right" and see whether or not our system could filter out "Left" and "Right" and respond to only "Up" and "Down".

Table 26 - Software Test Plan

## 2.9 Results of experiments and characterization

After many trail runs, we obtained the data summarized in Table 24 regarding the characteristics of each of the four voice commands when spoken into the microphone. These values are extremely useful to us as they provide us with insight to the upper and lower bounds of the four commands. Knowing these boundaries allow us to accurately configure our system such that it could only recognize "Up", "Down", "Start" and "Land" and no other commands.

Command	Length (Upper/Lower Bound)	Negative Amplitude (Upper/Lower Bound)	Positive Amplitude (Upper/Lower Bound)
Up	3000/1000	-1000000000/-2147483648	2147483392/1000000000
Down	99999/4000	-1000000000/-500000000	700000000/300000000
Land	99999/4000	-1000000000/-500000000	700000000/300000000
Start	3000/1000	-1000000000/-2147483648	2147483392/1000000000

Table 27 - Summary of Voice Command Characteristics

From Table 27, it is evident that the characteristics for "Up"/"Down" are identical to those of "Start"/"Land". Therefore, in order to separate the two sets of commands and have our system be capable of distinguishing between the two sets, we had to incorporate an additional switch into our system to assist us in selecting the correct set of commands to activate at any given time. Perhaps if one of the two switches is set to "high", then our "Up" and "Down" command set would be activated. Otherwise, if both of the switches are set to "high", then our "Start" and "Land" command set would be activated. Table 26, provides a summary of the operation of the two switches.

State of SW1	State of SW0	Result
Low	Low	System is turned off
Low	High	Up/Down command set activated
High	Low	System is turned off
High	High	Start/Land command set activated

Table 28 - Operation of SW0 and SW1

When testing the performance/accuracy of our system in the laboratory we obtained the results highlighted in Tables 29 and 30.

Valid Commands	# Trials	# Success Match	Accuracy
Up	10	9	90%
Down	10	10	100%
Start	10	10	100%
Land	10	10	100%

Table 29 - Accuracy of System When Handling Valid Commands

Invalid Commands	# Trials	# False Match	Error Rate
Left	10	0	0%
Right	10	0	0%

Table 30 - Accuracy of System When Handling Invalid Commands

From Tables 27 and 28, it is evident that our system is extremely accurate in distinguishing between valid and invalid commands. As depicted in the tables, our system had an overall accuracy of 90-100% when handling valid commands and 100% accuracy when handling invalid commands. We believe that such high percentage values are quite convincing that our system is functioning as designed and not behaving erratically.

## 2.10 Integrated Circuit Design

We build our project on top of the Altera DE2 Media Computer, so all the VHDL code are either interfaces that are already provided to us through the SOPC builder or exist as proprietary IP cores that can be imported into our project. So we did not need to write any VHDL code. So for IC design, I pick the sysid.vhd file generated by the SOPC build to work on.

The sysid.vhd has relatively simple logic. However, it requires Altera libraries and a function from those libraries to work, so I modified the file, removed the Altera libraries and declared the function inside the file for it to work with the design process.

The results, however, is not quite satisfactory at all. Even though sysid passed the simulation, its timing report (Attached in appendix with area and power report) from synthesis (Fig. 16) indicates that its path is unconstrained and when in place & route (Fig. 17), it is shown that sysid contains no path.

### 3. References

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# Appendices

## Quick Start Manual

1. Have Quartus II 11.1 Web Edition for Windows installed on PC.
2. **Double click** on the Quartus II executable and open application.
3. **Open** the project named "DE2\_Media\_Computer".

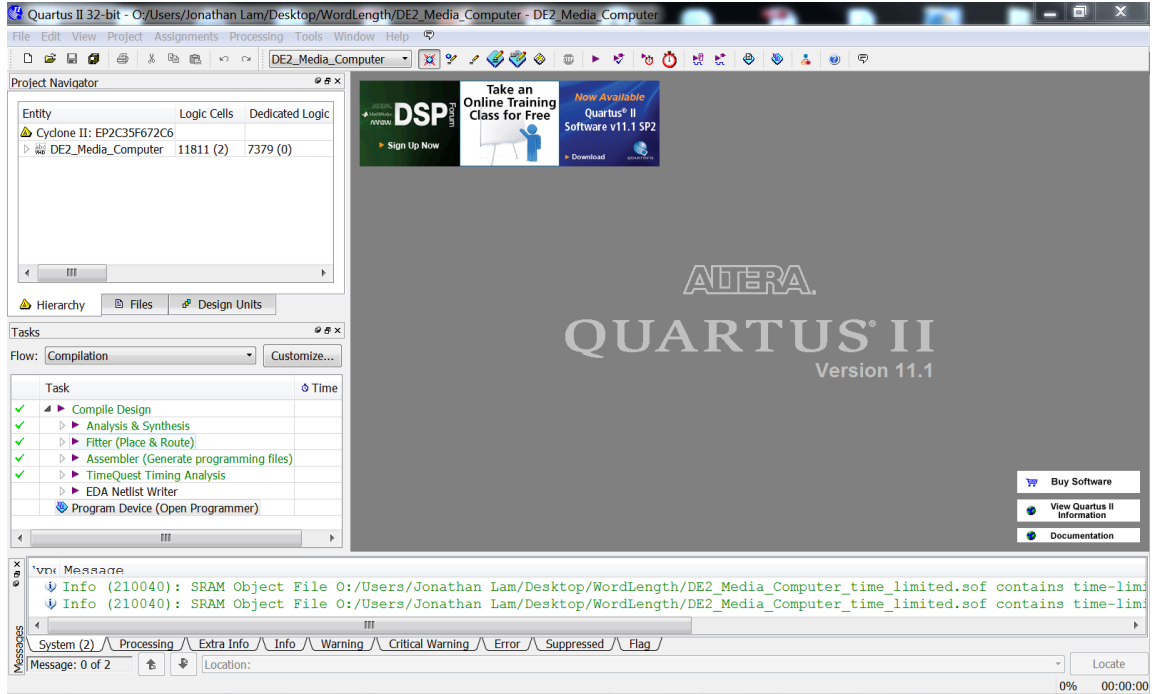


Figure 7 - Screenshot of Quartus II Application Window

4. **Double Click** on "Program Device (Open Programmer)" under the task menu and the programmer window will appear.

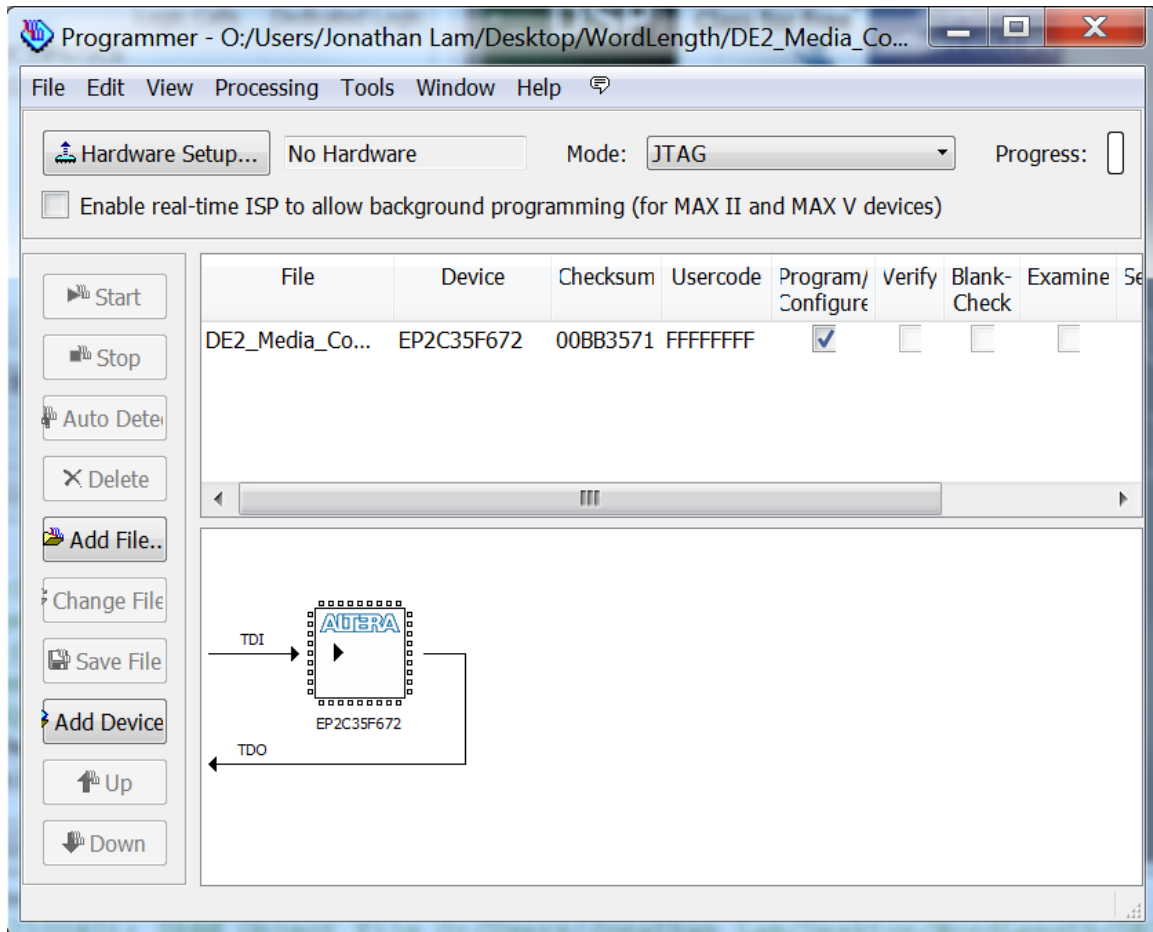


Figure 8 - Screenshot of Programmer Window

5. Have the Altera DE2 connected to PC via an USB cable and powered up. *Note: Ensure that the USB cable is connected to the "Blaster" port on the Altera DE2.*
6. In the "Programmer" window, click on "DE2\_Media\_Computer\_time\_limited.sof" and **click** "start". If the download is successful, then the "Progress" bar should display "100% Successful".
7. Install "Nios II 11.1 Software Tools for Eclipse" for windows and open application.

- In Eclipse, click File -> Import -> Existing Projects into Workspace. Click "Browse" and import the "UpdatedDemo2" project file. Click "Finish". Right-Click on "UpdatedDemo2" in Project Explorer and click "Clean Project" -> "Build Project" -> "Run As" -> "Hardware Application".

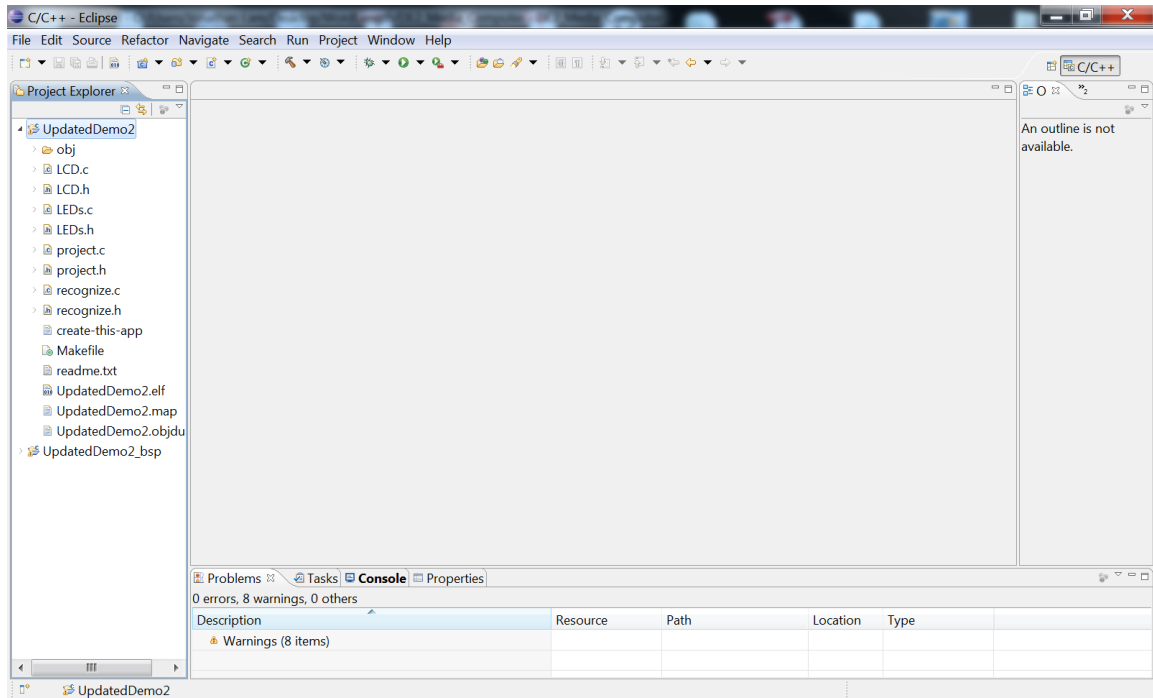


Figure 9 - Screenshot of Nios II Application

- Connect the IO Circuit to the Altera DE2 board via a 40-pin header cable. Note: Ensure that you connect the header cable to the GPIO\_0 expansion header on the Altera DE2 with PIN #1 starting at the top left corner of the expansion header, otherwise, no signals will be sent to the IO Circuit.

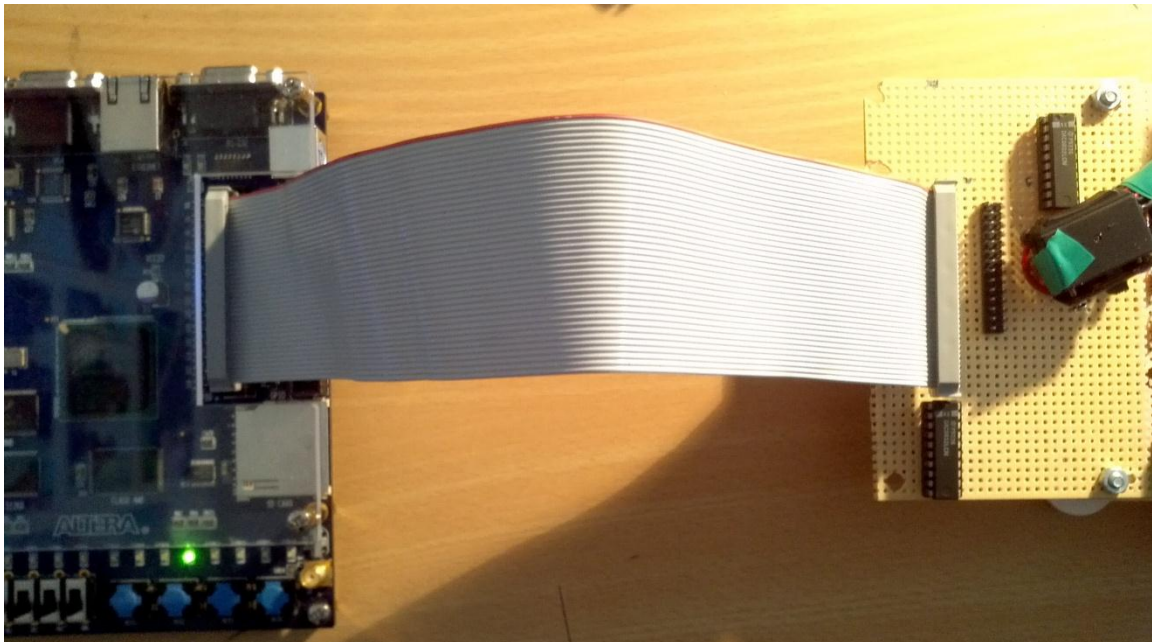


Figure 10 - Picture of Connection between Altera DE2 and IO Circuit



10. Toggle all switches on the Altera DE2 to a "downward" position. This will ensure that the system is turned OFF.

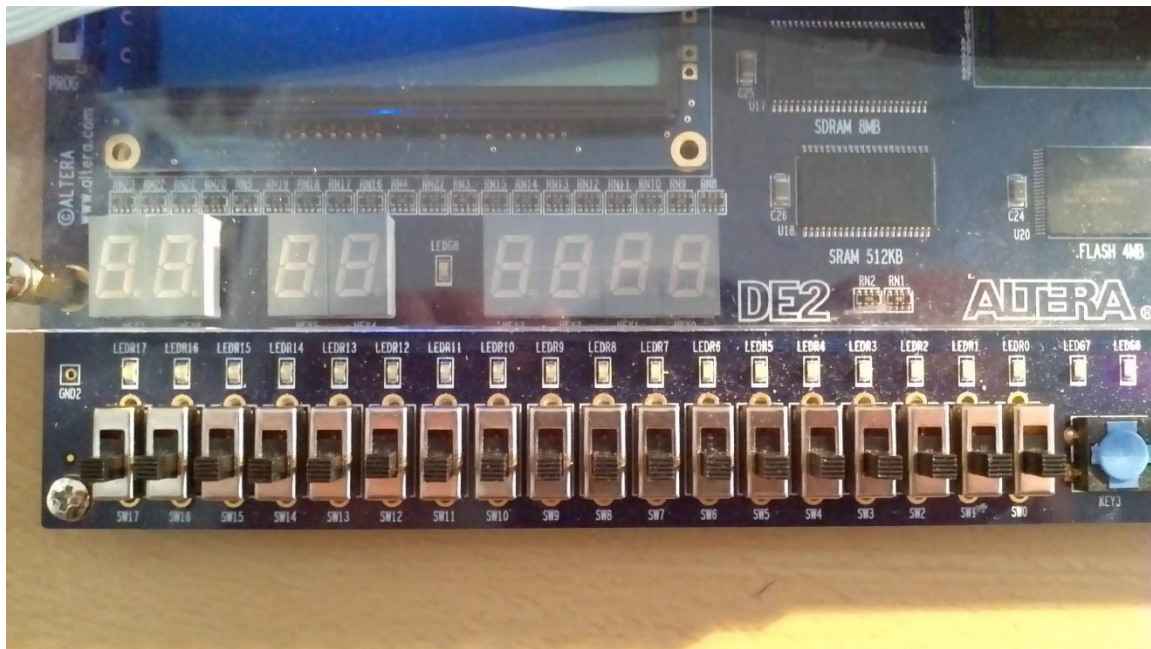


Figure 11 - Picture of Onboard Switches

11. Toggle "SW0" (rightmost switch) on Altera DE2 to an "upward" position to turn on system.
12. Toggle "SW1" on Altera DE2 to an "upward" position to use "Land" and "Start" commands. Otherwise, the only available commands would be "Up" and "Down".
13. Connect the microphone to the MIC-in port on the Altera DE2.
14. Power up the IO Circuit via the onboard power switch and turn on helicopter.
15. If in "Land/Start" mode, speak into the MIC "Land" or "Start" and the helicopter should respond. (Note: if the helicopter has already landed, then speaking "Land" into the MIC will trigger no response from the helicopter)
16. If in "Up/Down" mode, speak into the MIC "Up" or "Down" and the helicopter should respond.

## Future Work

### Backup Plan:

1. If all goes wrong in controlling the helicopter due to its irrational behaviours, then our backup plan would be to use a car in replacement of the helicopter.
2. If voice recognition does not work, then our backup plan would be to use the onboard controls (buttons, switches) on the Altera DE2 to control the helicopter (car).

### Extensions:

1. Add additional voice commands. (Achieved – We added the “Start” and “Land” commands)
2. Allow users to control the helicopter via onboard switches and buttons. (Achieved – We added buttons that control the speed of the helicopter)
3. Display user interactive messages when the system is turned ON/OFF and when a valid command is spoken into the MIC. (Achieved – Our current system displays “Up”, “Down”, “Idle” or “Land” when these words are spoken into the microphone)
4. Inserting a sdcard that contains pre-programmed flight patterns to the Altera DE2 will allow users to see the helicopter fly different flight patterns. *Note: the helicopter will fly these patterns automatically and with no control by the users. The only form of user interaction with the system, in this case, would be to use voice commands to trigger the various flight patterns to be performed by the helicopter.* (Not achieved due to insufficient time)
5. Dropping a payload on a pressure scale while the helicopter is in motion. The pressure scale will output digital signals which will be converted into signals that an attached speaker could recognize. (Not achieved due to insufficient time)

Overall, we have managed to achieve beyond our pre-set goals and have incorporated 3 additional features (Extensions 1-3) into our system. These features play a crucial role in enhancing the overall performance in our system as they not only add safety to our system, but they also intensify user-system interactions.

## Hardware Block Diagram

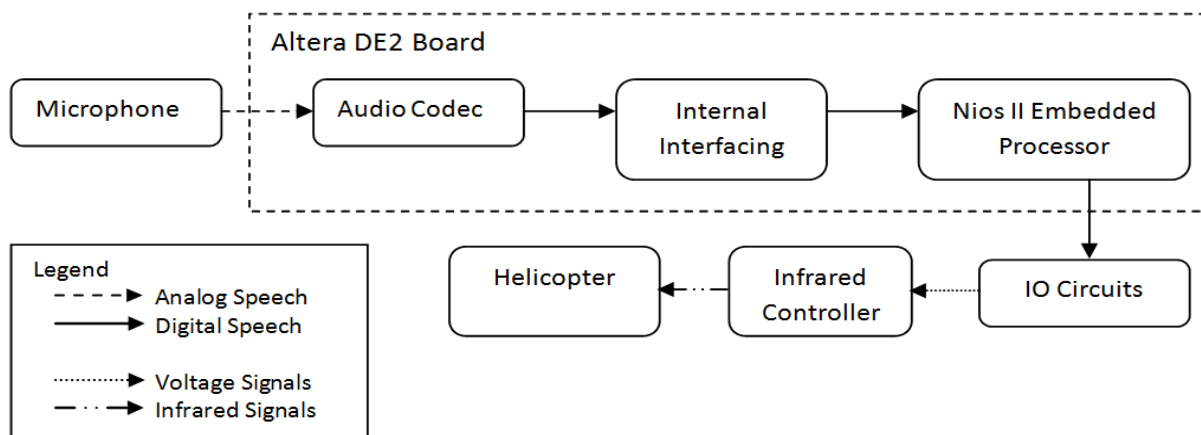


Figure 12 - Hardware Block Diagram <sup>[2]</sup>

## IO Circuitry Block Diagram

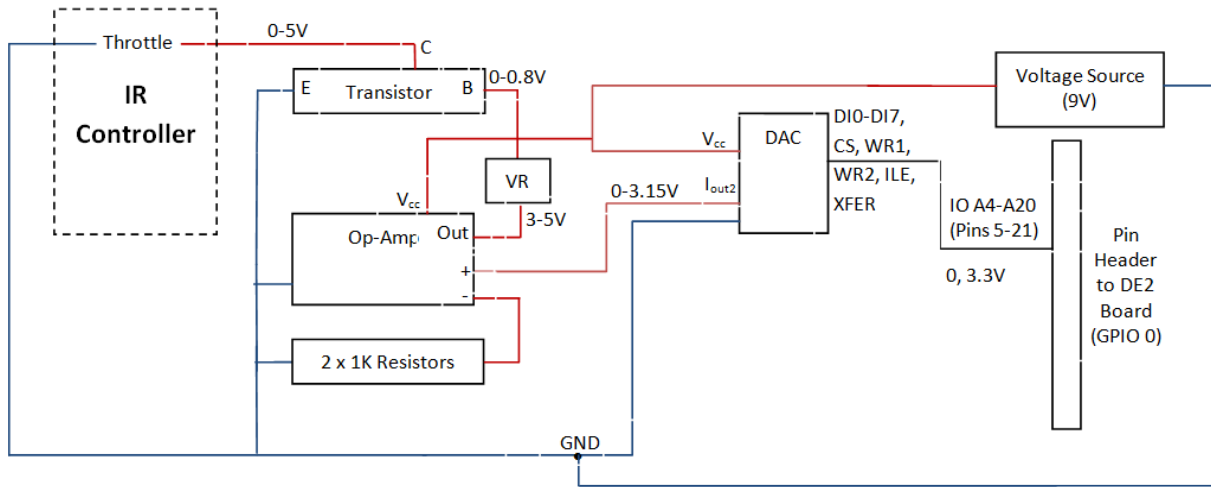


Figure 13 - Breadboard Block Diagram (Note: VR- 5K Variable Resistor)

## GPIO\_0 Interface with IO Circuits

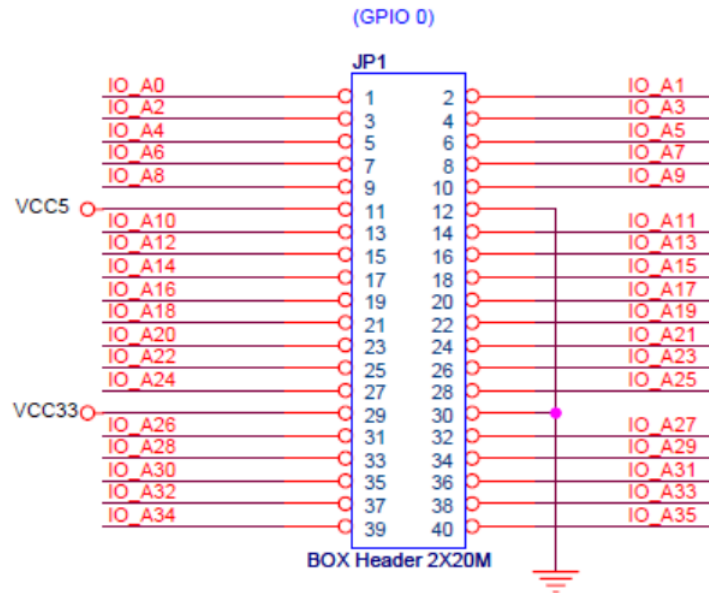


Figure 14 - A Schematic of GPIO 0 on Altera DE2 <sup>[7]</sup> (Note: Pins 5-21 were used in our design)

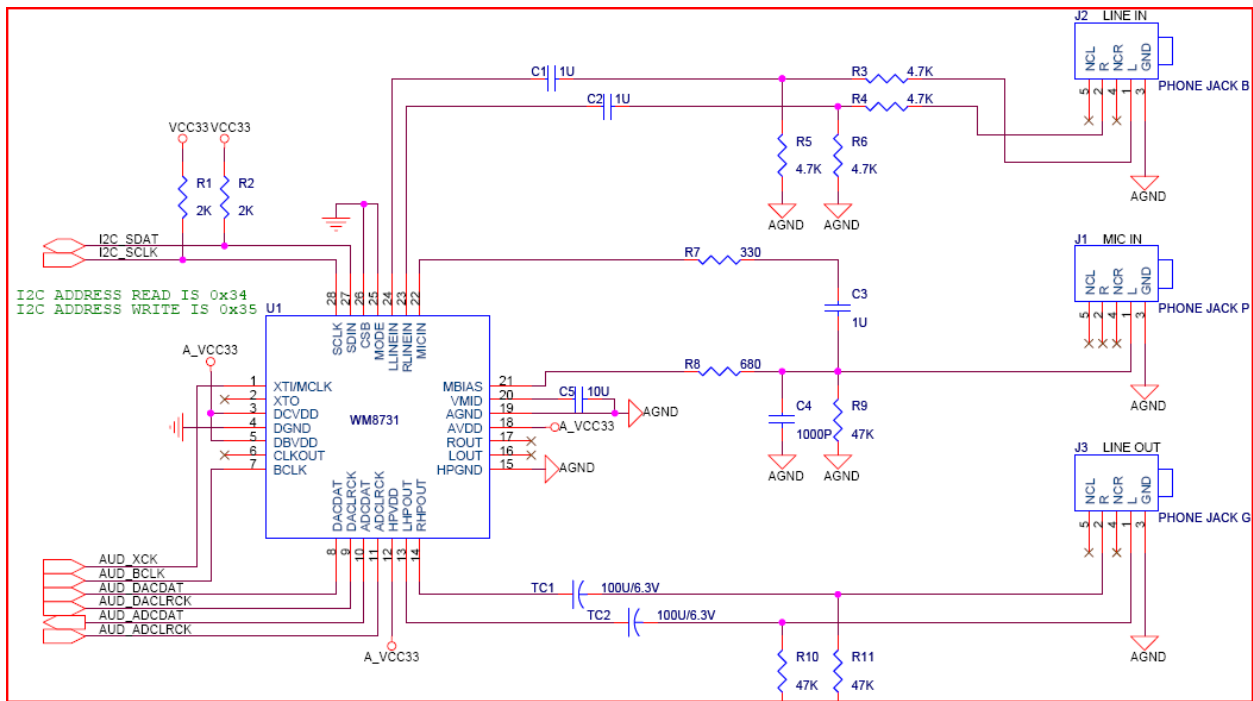


Figure 15 - Schematic of Audio IO on DE2 [7]

## Integrated Circuit Design

### a) Area Report

```
*****
Report : area
Design : sysid_top
Version: Y-2006.06-SP4
Date   : Fri Apr 13 14:38:07 2012
*****
Library(s) Used:
  GSCLib_2.0 (File:
/EDA/kits/gpdk18/GSCLib_3.0/timing/GSCLib_3.0.db)
  GSCLib_IO (File:
/EDA/kits/gpdk18/GSCLib_IO_1.4/timing/GSCLib_IO.db)
Number of ports:      35
Number of nets:       71
Number of cells:      37
Number of references:  4
Combinational area:   945000.000000
Noncombinational area: 0.000000
Net Interconnect area: undefined (No wire load specified)
Total cell area:      945000.000000
Total area:           undefined
```

### b) Power Report

```
*****
Report : power
        -analysis_effort low
Design : sysid_top
Version: Y-2006.06-SP4
Date   : Fri Apr 13 14:40:16 2012
*****
Library(s) Used:
  GSCLib_2.0 (File:
/EDA/kits/gpdk18/GSCLib_3.0/timing/GSCLib_3.0.db)
  GSCLib_IO (File:
/EDA/kits/gpdk18/GSCLib_IO_1.4/timing/GSCLib_IO.db)
Operating Conditions: typical  Library: GSCLib_2.0
Wire Load Model Mode: top
Global Operating Voltage = 3
Power-specific unit information :
  Voltage Units = 1V
  Capacitance Units = 1.000000pf
  Time Units = 1ns
  Dynamic Power Units = 1mW      (derived from V,C,T units)
  Leakage Power Units = 1nW
  Cell Internal Power  = 48.4833 mW (100%)
  Net Switching Power  = 46.5480 uW (0%)
-----
Total Dynamic Power    = 48.5299 mW (100%)
Cell Leakage Power     = 151.6945 uW
```

c) Timing Report

\*\*\*\*\*

Report : timing

-path full

-delay max

-max\_paths 1

Design : sysid\_top

Version: Y-2006.06-SP4

Date : Fri Apr 13 14:41:10 2012

\*\*\*\*\*

Operating Conditions: typical Library: GSCLib\_2.0

Wire Load Model Mode: top

Startpoint: padADDR (input port)

Endpoint: padRDDATA\_30\_  
(output port)

Path Group: (none)

Path Type: max

Point	Incr	Path
-----		
input external delay	0.00	0.00 f
padADDR (in)	0.00	0.00 f
inpADDR_0/Y (PDUDGZ)	0.06	0.06 f
U1/Y (CLKBUF1)	0.18	0.24 f
coreG/address (sysid)	0.00	0.24 f
coreG/readdata_30_ (sysid)	0.00	0.24 f
opRDDATA_30/PAD (PDO12CDG)	0.69	0.93 f
padRDDATA_30_ (out)	0.00	0.93 f
data arrival time		0.93
-----		

(Path is unconstrained)

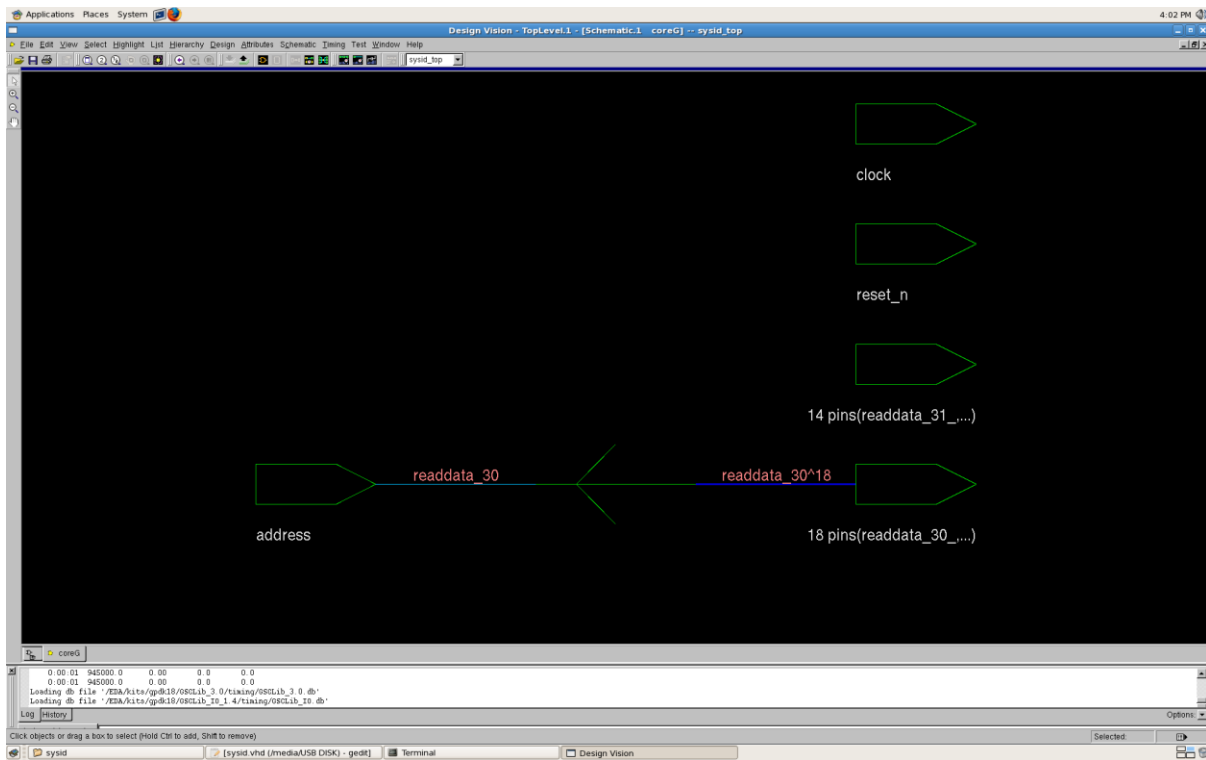


Figure 16 - Schematic of IC in Design Vision

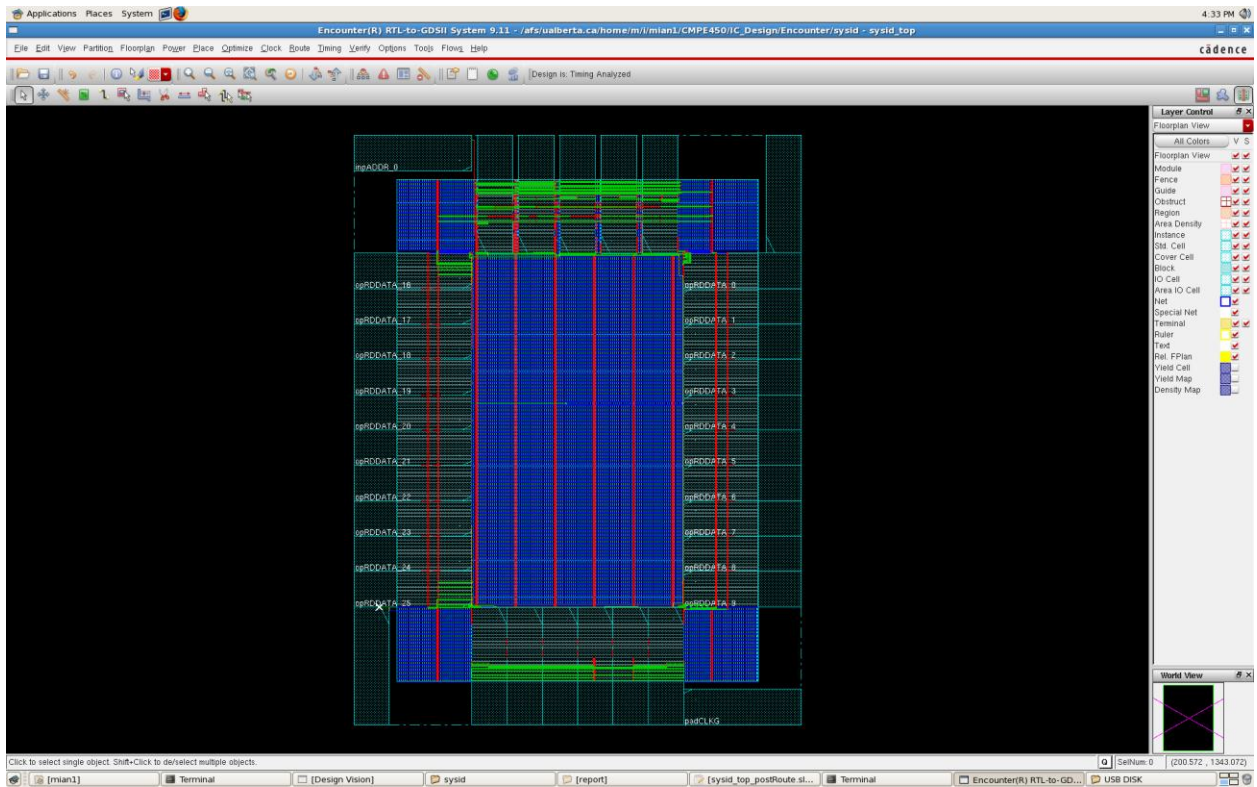


Figure 17 - Layout of IC in Encounter

## Source Code

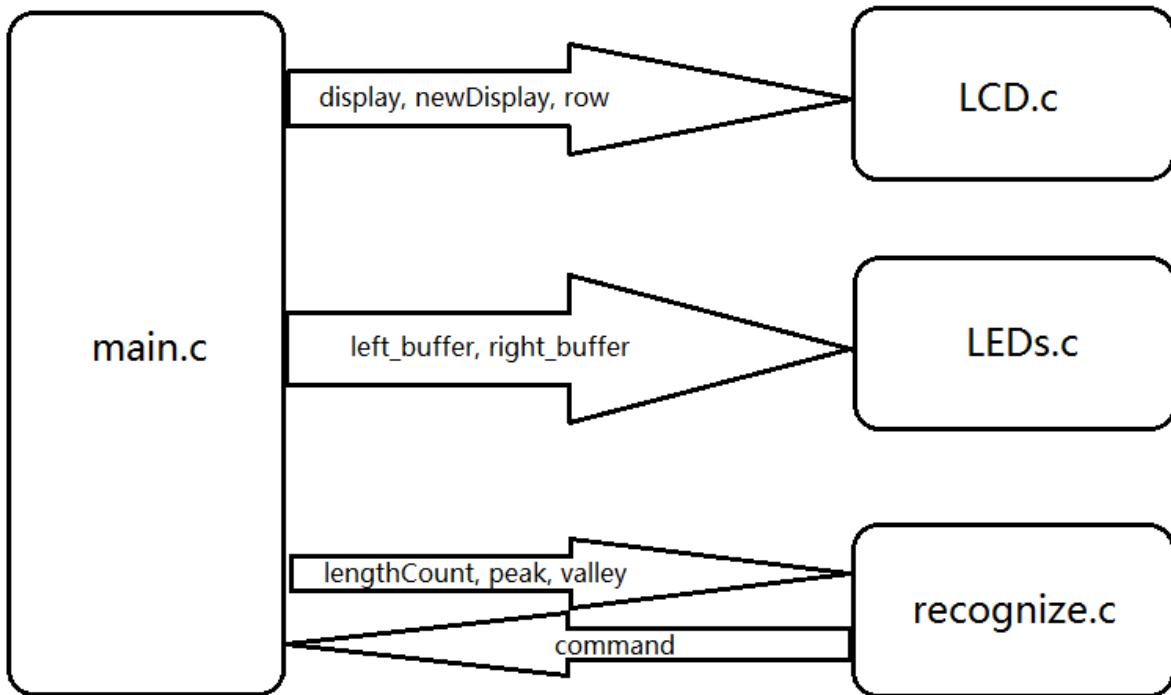


Figure 18 – Software Design Block Diagram

Source Code File	Description	Status
Sysid.vhd	System ID	T
SDRAM.vhd	Used for the operation of SDRAM Memory	T
pio_0.vhd	GPIO header	T
nios_system.vhd	Used for the operation of JTAG Port	T
nios_system_clock_2.vhd	System clock	T
nios_system_clock_1.vhd	System clock	T
nios_system_clock_0.vhd	System clock	T
JTAG_UART.vhd	Used for the operation of JTAG Port	T
Interval_Timer.vhd	Interval Timer	T
DE2_Media_Computer.vhd	Top Level	T
CPU_mult_cell.vhd	Used for the operation of CPU	T
CPU_jtag_debug_module_wrapper.vhd	Used for the operation of CPU	T
CPU_jtag_debug_module_tck.vhd	Used for the operation of CPU	T
CPU_jtag_debug_module_sysclk.vhd	Used for the operation of CPU	T
CPU_fpoint.vhd	Used for the operation of CPU	T
CPU.vhd	Used for the operation of CPU	T
Slider_Switches.v	Used for the operation of Switches	T
Red_LEDs.v	Used for the operation of Red LEDs	T
Pushbuttons.v	For the operation of Key0-key3	T
HEX7_HEX4.v	Used for the operation of Seven Segment	T



	Display	
HEX3_HEX0.v	Used for the operation of Seven Segment Display	T
Green_LEDs.v	Used for the operation of Green LEDs	T
External_Clocks.v	Clocks	T
Char_LCD_16x2.v	For the operation of LCD display	T
AV_Config.v	For the operation of audio codec	T
Audio.v	For the operation of audio codec	T
altera_up_sync_fifo.v	For the operation of audio core	T
altera_up_slow_clock_generator.v	Used for the operation of audio core	T
altera_up_clock_edge.v	Used for the operation of audio core	T
altera_up_character_lcd_initialization.v	Used for the operation of LCD Display	T
altera_up_character_lcd_communication.v	Used for the operation of audio core	T
altera_up_av_config_serial_bus_controller.v	Used for the operation of audio core	T
altera_up_av_config_auto_init_ob_de2_35.v	Used for the operation of audio core	T
altera_up_av_config_auto_init_ob_audio.v	Used for the operation of audio core	T
altera_up_av_config_auto_init_ob_adv7181.v	Used for the operation of audio core	T
altera_up_av_config_auto_init.v	Used for the operation of audio core	T
altera_up_audio_out_serializer.v	Used for the operation of audio core	T
altera_up_audio_in_deserializer.v	Used for the operation of audio core	T
altera_up_audio_bit_counter.v	Used for the operation of audio core	T
LCD.c	Displays user interactive messages when turning the system ON/OFF and when a valid command is detected.	T
LEDs.c	Turns on LEDs when a valid command is detected	T
Main.c	Main project file for voice recognition algorithm	T
Recognize.c	Compares the inputted voice command parameters (positive/negative amplitude, wordlength) with matching range.	T
LCD.h	Contains defined constants for LCD.c	T
LEDs.h	Contains defined constants for LEDs.c	T
Main.h	Contains defined constants for main.c	T
Recognize.h	Contains defined constants for Recognize.c	T

Table 31 - Description/Status of Source Code Files

## C Code:

### *LCD.c*

---

```
#include <string.h>
#include "system.h"
#include "LCD.h"

void showLCD(char * newDisplay, char * display, char row){
    volatile char * LCD_display_ptr = (char *)CHAR_LCD_16X2_BASE;

    if(strcmp(newDisplay, display)){
        int i;
        strcpy(display, newDisplay);

        if (row == 'u'){
            *LCD_display_ptr = LCD_ADDR_U;
        }
        else if (row == 'l'){
            *LCD_display_ptr = LCD_ADDR_L;
        }
        else return;

        for(i = 0; i <16; ++i){
            *(LCD_display_ptr+1) = ' ';
        }

        if (row == 'u'){
            *LCD_display_ptr = LCD_ADDR_U;
        }
        else if (row == 'l'){
            *LCD_display_ptr = LCD_ADDR_L;
        }
        else return;

        while(*display){
            *(LCD_display_ptr+1) = *display;
            ++display;
        }
    }
}
```

## ***LEDs.c***

---

```
#include "LEDs.h"

// Show the amplitude of the data on the LEDs
void showLEDs(int buf, unsigned int * leds){
    *leds = OFF;

    if(buf < 0){
        buf *= -1;
    }
    if(buf > 0){
        *leds |= 0x01;
    }
    if(buf/(MAX_VALUE/32 * 1)){
        *leds |= 0x02;
    }
    if(buf/(MAX_VALUE/32 * 2)){
        *leds |= 0x04;
    }
    if(buf/(MAX_VALUE/32 * 3)){
        *leds |= 0x08;
    }
    if(buf/(MAX_VALUE/32 * 4)){
        *leds |= 0x10;
    }
    if(buf/(MAX_VALUE/32 * 5)){
        *leds |= 0x20;
    }
    if(buf/(MAX_VALUE/32 * 6)){
        *leds |= 0x40;
    }
    if(buf/MAX_VALUE){
        *leds |= 0x80;
    }
}
```

## **Main.c**

---

```
#include <time.h>
#include <stdlib.h>
#include <stdio.h>
#include <math.h>

#include "system.h"
#include "project.h"
#include "LCD.h"
#include "LEDs.h"
#include "recognize.h"

int main()
{
    printf("System Start!\n\n");

    // audio port address
    volatile int * audio_ptr = (int *)AUDIO_BASE;
    // pio port address
    unsigned int * pio = (unsigned int *)PIO_0_BASE;
    // green LED address
    unsigned int * green_LED_ptr = (unsigned int *)GREEN_LEDS_BASE;
    // red LED address
    unsigned int * red_LED_ptr = (unsigned int *)RED_LEDS_BASE;
    // upper seven segment address
    unsigned int * SvnSegU = (unsigned int *)HEX7_HEX4_BASE;
    // lower seven segment address
    unsigned int * SvnSegL = (unsigned int *)HEX3_HEX0_BASE;
    // slide switch address
    unsigned int * Switch = (unsigned int *)SLIDER_SWITCHES_BASE;
    // string buffer for LCD upper row
    char * displayUpper = calloc(LCD_BUFFER_SIZE, sizeof(char));
    // string buffer for LCD lower row
    char * displayLower = calloc(LCD_BUFFER_SIZE, sizeof(char));

    int system_on = 0;    // flag for the power of the system
    int word;            // flag for detection of a word
    int idleland = 0;
    int left_buffer, right_buffer;    // buffer for the two channels of the CoDec
    int key_up = 0, key_down = 0, key_off = 0;    // flag for the three pushbuttons
    int lengthCount = 0, blankCount = 0;    // counters for the length of the current word or blank
    int peak, valley;    // The maximum positive/negative values from the CoDec

    int currentSpeed = SPEED_0;
    int currentSwitch;
```

```

// Turn off the seven segments and the LEDs
*SvnSegU = OFF;
*SvnSegL = OFF;
*green_LED_ptr = OFF;
*red_LED_ptr = OFF;

*pio = currentSpeed;

// The main while loop
while(1)
{
    // Check if there was any change in the switches
    if (*Switch != currentSwitch){
        currentSwitch = *Switch;
        // Check the slide switch to see if the system is turned on
        if (currentSwitch%2){
            system_on = 1;
            *SvnSegU = OFF;
            *SvnSegL = HEX_ON;

            showLCD(LCD_ON_U, displayUpper, 'u');

            // Check 2nd switch to see which control mode is turned on
            if (currentSwitch/2%2){
                // Idle/Land Mode is turned on
                idleland = 1;
                showLCD(LCD_ON2_L, displayLower, 'l');
            }
            else{
                // Up/Down Mode is turned on
                idleland = 0;
                showLCD(LCD_ON_L, displayLower, 'l');
            }
        }
        else {
            system_on = 0;
            *SvnSegU = OFF;
            *SvnSegL = HEX_OFF;
            *green_LED_ptr = OFF;
            *red_LED_ptr = OFF;

            showLCD(LCD_OFF_U, displayUpper, 'u');
            showLCD(LCD_OFF_L, displayLower, 'l');

            currentSpeed = SPEED_0;
            *pio = currentSpeed;
        }
    }
}

```

```

// Store the values from the Audio CoDec
left_buffer = *(audio_ptr + 2);
right_buffer = *(audio_ptr + 3);

if (system_on)
{
    if (!word){
        // If no word was detect, then try to detect the beginning of a word
        if (fabs(left_buffer)>NOISE_THRESHOLD){
            // Value passed the threshold level
            word = 1;
            lengthCount = 1;
            peak = valley = left_buffer;
        }
    }

    if (word){
        // If a word was detected, then check new data
        if (fabs(left_buffer)>NOISE_THRESHOLD){
            // If new data is still above the noise threshold, then increment the
            word length, reset the blank count and update the peak and valley
            lengthCount++;
            blankCount = 0;
            if (peak < left_buffer){
                peak = left_buffer;
            }
            else if (valley > left_buffer){
                valley = left_buffer;
            }
        }
        else {
            // If new data is below the noise threshold, then increment the blank
            count
            blankCount++;
            if (blankCount >= BLANK_LENGTH_THRESHOLD){
                /* If blank count has go over the threshold, then the current
                word is finished
                * try to match the word, and reset the flags and counters */

                // Debugging Outputs
                if (lengthCount > 1000)

                printf("Length: %d, Peak: %d, Valley: %d\n",
                    lengthCount, peak, valley);

                // Command Matching

```

```

int command = matchCommand(lengthCount, peak,
valley, idleland);
if (command == STATUS_UP){
    showLCD(LCD_UP_L, displayLower, 'I');
    *SvnSegL = HEX_UP;

    currentSpeed = SPEED_7;
    *pio = currentSpeed;

    wait(WAIT_TIME);

    showLCD(LCD_ON_L, displayLower, 'I');
    *SvnSegL = HEX_ON;

    currentSpeed = SPEED_6;
    *pio = currentSpeed;
}
else if(command == STATUS_DOWN){
    showLCD(LCD_DOWN_L, displayLower, 'I');
    *SvnSegL = HEX_DOWN;

    currentSpeed = SPEED_5;
    *pio = currentSpeed;

    wait(WAIT_TIME);

    showLCD(LCD_ON_L, displayLower, 'I');
    *SvnSegL = HEX_ON;
}
else if(command == STATUS_IDLE) {
    showLCD(LCD_IDLE_L, displayLower, 'I');
    *SvnSegL = HEX_IDLE;

    currentSpeed = SPEED_1;
    *pio = currentSpeed;

    wait(WAIT_TIME);

    showLCD(LCD_ON2_L, displayLower, 'I');
    *SvnSegL = HEX_ON;
}
else if(command == STATUS_LAND) {
    showLCD(LCD_LAND_L, displayLower, 'I');
    *SvnSegL = HEX_LAND;

    while(speedGear(&currentSpeed, 'd')){
        *pio = currentSpeed;
        wait(WAIT_TIME);
    }
}

```

```

    }

    showLCD(LCD_ON2_L, displayLower, 'l');
    *SvnSegL = HEX_ON;
}

// Reseting flags and counters
word = 0;
lengthCount = 0;
blankCount = 0;
}
}
}

// LEDs to show the amplitude of the data
showLEDs(left_buffer, red_LED_ptr);
showLEDs(right_buffer, green_LED_ptr);

// Pass the sound data back into the CoDec and output through line out
*(audio_ptr + 2) = left_buffer;
*(audio_ptr + 3) = right_buffer;

// Check for emergency safety pushbuttons
check_KEYS (&key_up, &key_down, &key_off);
if (key_up){
    // Increment Speed
    printf("safe down\n");
    speedGear(&currentSpeed, 'i');
    *pio = currentSpeed;
    *SvnSegU = HEX_SAFE;
    *SvnSegL = HEX_UP;
    key_up = 0;
    wait(WAIT_TIME);
}
else if (key_down){
    // Decrement speed
    printf("safe down\n");
    speedGear(&currentSpeed, 'd');
    *pio = currentSpeed;
    *SvnSegU = HEX_SAFE;
    *SvnSegL = HEX_DOWN;
    key_down = 0;
    wait(WAIT_TIME);
}
else if (key_off){
    // Emergency shut down
    *red_LED_ptr = OFF;

```



```

        *green_LED_ptr = OFF;
        *SvnSegU = HEX_SAFE;
        *SvnSegL = HEX_OFF;

        while(speedGear(&currentSpeed, 'd')){
            *pio = currentSpeed;
            wait(WAIT_TIME);
        }
        while(1);
    }
}
return 0;
}

// Make the program stall for a few seconds
void wait ( int seconds )
{
    clock_t endwait;
    endwait = clock () + seconds * 3/4 * CLOCKS_PER_SEC/100;
    clock_t c;
    while ((c = clock()) < endwait){
    }
}

// Check the key to see if any button was pushed
void check_KEYS(int * KEY1, int * KEY2, int * KEY3)
{
    volatile int * KEY_ptr = (int *) PUSHBUTTONS_BASE; // pushbutton KEY address
    int KEY_value;

    KEY_value = *(KEY_ptr); // read the pushbutton KEY values);
    while (*KEY_ptr); // wait for pushbutton KEY release

    if (KEY_value == 0x2) // check KEY1
    {
        *KEY1 = 1;
    }
    else if (KEY_value == 0x4) // check KEY2
    {
        *KEY2 = 1;
    }
    else if (KEY_value == 0x8) // check KEY3
    {
        *KEY3 = 1;
    }
}

// Change the speed of the helicopter

```

```

int speedGear(int * speed, char inc){
    int gear = -1;

    switch(*speed){
    case SPEED_0:
        if(inc == 'i'){
            *speed = SPEED_1;
            gear = 1;
        }
        else gear = 0;
        break;

    case SPEED_1:
        if(inc == 'i'){
            *speed = SPEED_2;
            gear = 2;
        }
        else if(inc == 'd'){
            *speed = SPEED_0;
            gear = 0;
        }
        break;
    case SPEED_2:
        if(inc == 'i'){
            *speed = SPEED_3;
            gear = 3;
        }
        else if(inc == 'd'){
            *speed = SPEED_1;
            gear = 1;
        }
        break;
    case SPEED_3:
        if(inc == 'i'){
            *speed = SPEED_4;
            gear = 4;
        }
        else if(inc == 'd'){
            *speed = SPEED_2;
            gear = 2;
        }
        break;
    case SPEED_4:
        if(inc == 'i'){
            *speed = SPEED_5;
            gear = 5;
        }
        else if(inc == 'd'){

```

```
        *speed = SPEED_3;
        gear = 3;
    }
    break;
case SPEED_5:
    if(inc == 'i'){
        *speed = SPEED_6;
        gear = 6;
    }
    else if(inc == 'd'){
        *speed = SPEED_4;
        gear = 4;
    }
    break;
case SPEED_6:
    if(inc == 'i'){
        *speed = SPEED_7;
        gear = 7;
    }
    else if(inc == 'd'){
        *speed = SPEED_5;
        gear = 5;
    }
    break;
case SPEED_7:
    if(inc == 'd'){
        *speed = SPEED_6;
        gear = 6;
    }
    else gear = 7;
    break;
default:;
}
return gear;
}
```

## Recognize.c

---

```
#include "recognize.h"

// Match and return the command
int matchCommand(int length, int peak, int valley, int landingSwitch){
    int up = 0, down = 0, idle = 0, land = 0;

    if (landingSwitch){
        switch(checkLength(length, landingSwitch)){
            case STATUS_IDLE:
                idle++;
                break;
            case STATUS_LAND:
                land++;
                break;
            default:
                ;
        };

        switch(checkPeak(peak, landingSwitch)){
            case STATUS_IDLE:
                idle++;
                break;
            case STATUS_LAND:
                land++;
                break;
            default:
                ;
        };

        switch(checkValley(valley, landingSwitch)){
            case STATUS_IDLE:
                idle++;
                break;
            case STATUS_LAND:
                land++;
                break;
            default:
                ;
        };
    }
    else{
        switch(checkLength(length, landingSwitch)){
            case STATUS_UP:
                up++;
                break;
            case STATUS_DOWN:
```

```

        down++;
        break;
    default:
        ;
};

switch(checkPeak(peak, landingSwitch)){
case STATUS_UP:
    up++;
    break;
case STATUS_DOWN:
    down++;
    break;
default:
    ;
};

switch(checkValley(valley, landingSwitch)){
case STATUS_UP:
    up++;
    break;
case STATUS_DOWN:
    down++;
    break;
default:
    ;
};
}

if(up >= 2){
    return STATUS_UP;
}
else if (down >= 2){
    return STATUS_DOWN;
}
else if (idle >= 2){
    return STATUS_IDLE;
}
else if (land >= 2){
    return STATUS_LAND;
}
else {
    return -1;
}
}

// Match the length of the command
int checkLength(int length, int landingSwitch){

```

```

if (landingSwitch){
    if (length >= IDLE_LENGTH_LOWER && length < IDLE_LENGTH_UPPER){
        return STATUS_IDLE;
    }
    else if (length >= LAND_LENGTH_LOWER && length < LAND_LENGTH_UPPER){
        return STATUS_LAND;
    }
}
else {
    if (length >= UP_LENGTH_LOWER && length < UP_LENGTH_UPPER){
        return STATUS_UP;
    }
    else if (length >= DOWN_LENGTH_LOWER && length < DOWN_LENGTH_UPPER){
        return STATUS_DOWN;
    }
}
return -1;
}

```

// Match the positive maximum value of the command

```

int checkPeak(int peak, int landingSwitch){
    if (landingSwitch){
        if (peak >= IDLE_PEAK_LOWER && peak < IDLE_PEAK_UPPER){
            return STATUS_IDLE;
        }
        if (peak >= LAND_PEAK_LOWER && peak < LAND_PEAK_UPPER){
            return STATUS_LAND;
        }
    }
    else {
        if (peak >= UP_PEAK_LOWER && peak < UP_PEAK_UPPER){
            return STATUS_UP;
        }
        else if (peak >= DOWN_PEAK_LOWER && peak < DOWN_PEAK_UPPER){
            return STATUS_DOWN;
        }
    }
    return -1;
}

```

// Match the negative maximum value of the command

```

int checkValley(int valley, int landingSwitch){
    if (landingSwitch){
        if (valley >= IDLE_VALLEY_LOWER && valley < IDLE_VALLEY_UPPER){
            return STATUS_IDLE;
        }
    }
    if (valley >= LAND_VALLEY_LOWER && valley < LAND_VALLEY_UPPER){
        return STATUS_LAND;
    }
}

```

```
    }  
  }  
  else {  
    if (valley >= UP_VALLEY_LOWER && valley < UP_VALLEY_UPPER){  
      return STATUS_UP;  
    }  
    else if (valley >= DOWN_VALLEY_LOWER && valley < DOWN_VALLEY_UPPER){  
      return STATUS_DOWN;  
    }  
  }  
  return -1;  
}
```