



Specification document of OSS-EC BSL00000057

BSL No.	00000057		
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4. Components Software Interface

The sensor output voltage to physical quantity conversion is a linear conversion as in the following equation. The nonlinear conversion is provided in a separate BSL.

センサ出力電圧から物理量変換は、下式のような線形変換とする。尚、非線形変換は、別 BSL にて提供する。

ADC value to voltage value conversion formula

$$v_i = (a_i \times \text{ADC_vdd}) / 2^{\text{ADC_bit}}$$

Voltage value to physical value conversion formula

$$y = (v_i - x_offset) / \text{gain} + y_offset \quad \text{range min to max}$$

y	physical value
a _i	A/D conversion value
v _i	Sensor output voltage value
ADC_vdd	Sensor supply voltage(Vdd) value
ADC_bit	A/D conversion bit length
x_offset	Sensor output voltage offset value
gain	Voltage value to physical value conversion gain
y_offset	Physical offset value
min	Physical value min
max	Physical value max

5. Usage Scenes

The usage scenario of the ADC component is assumed to be a scene to be measured in cycles or events.

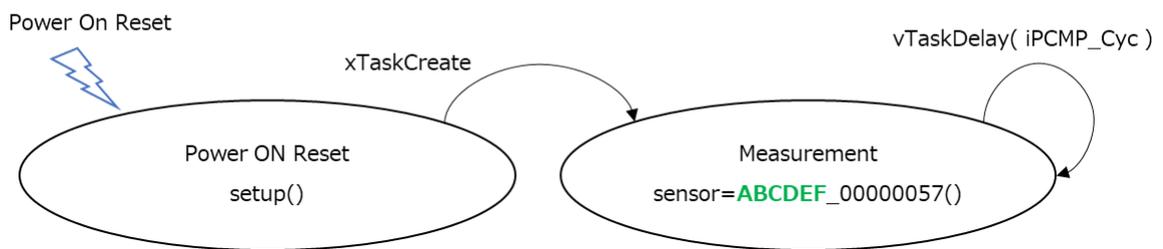
ADC コンポーネントの利用シーンは、周期またはイベントでの計測するシーンを想定する。

6. State flow

The state flow of the ADC component shall be as shown in the figure below from the usage scenes.

ADC コンポーネントの状態遷移は、利用シーンから下図の通りです。

fig. ADC component state flow

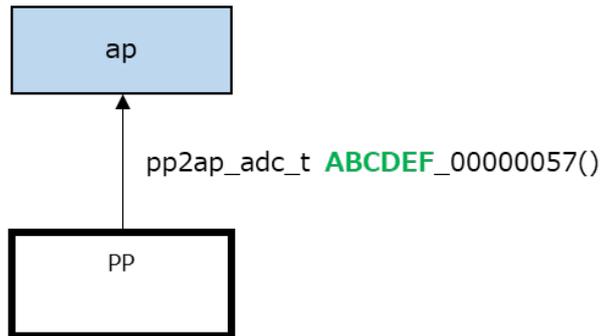


7. API

The API is shown in the figure below.

API は、下図の通りです。

fig 3. API



```
typedef struct
{
    uint32          sts;          // Diagnosis result of range min to max
    float32        phy;          // Sensor physical value
}pp2ap_adc_t;
```

8. Outline specifications

The outline specifications of BSL00000057 are as follows

BSL00000057 の概略仕様は、下記の通りです。

- 1) Analog value read
- 2) Converts analog values to voltage values
- 3) Convert voltage values to physical values
- 4) Range min to max

wk	range min to max	
res.sts	Normal	iNormal
	More than maximum value	iMax_NG
	Below minimum value	iMin_NG

- 5) Moving average filter select

Select a moving average according to the value of iMA.

```
#define iMA  iSMA          Simple moving average filter
#define iMA  iEMA          Exponential moving average filter
#define iMA  iWMA          Weighted moving average filter
#define iMA  iNonMA        Non-moving average filter
```

SMA calculation method

$$phy = (y_n + y_{n-1} + y_{n-2} \dots) / n$$

n : iABCDEF_SMA_num

EMA calculation method

$$phy = (y \times k) + (phy_{n-1} \times (1 - k))$$

k : iABCDEF_EMA_K

WMA calculation method

$$phy = ((y_n \times 1) + (y_{n-1} \times 2) + (y_{n-2} \times 3) \dots) / (1 + 2 + 3 \dots)$$

n : iABCDEF_WMA_num

```

#include "user_define.h"
#include "oss_ec_00000057.h"
static uint32 lib_f32_MaxMin( float32* , float32 , float32 );
#if    iMA == iSMA                // Simple moving average filter
static float32 lib_f32_SMA( float32 , sma_f32_t* );
#elif  iMA == iEMA                // Exponential moving average filter
static float32 lib_f32_EMA( float32 , ema_f32_t* );
#elif  iMA == iWMA                // Weighted moving average filter
static float32 lib_f32_WMA( float32 , wma_f32_t* );
#else                               // Non-moving average filter
#endif

// ADC Initialize Function
void adc_ini( void )
{
    analogReference( iVref );
}

// ADC Main Function
pp2ap_adc_t pp_00000057( tbl_adc_t tbl )
{
    pp2ap_adc_t res;

    // MP A/D value read
    uint16 ai = analogRead( tbl.pin );                1)
    // CP A/D value to Voltage value conversion
    float32 vi = ( ai * iADC_vdd ) / ( 1<<iADC_bit );    2)
    // SP Voltage value to Physical value : linear conversion
    float32 wk = (( vi - tbl.xoff ) / tbl.gain ) + tbl.yoff;    3)
    // range (Min to Max)
    res.sts = lib_f32_MaxMin( &wk , tbl.max , tbl.min );    4)
    // Moving average filter select
    // Moving average filter select                    5)
    #if    iMA == iSMA                // Simple moving average filter
    res.phy = lib_f32_SMA( wk , tbl.sma );
    #elif  iMA == iEMA                // Exponential moving average filter
    res.phy = lib_f32_EMA( wk , tbl.ema );
    #elif  iMA == iWMA                // Weighted moving average filter
    res.phy = lib_f32_WMA( wk , tbl.wma );
    #else                               // Non-moving average filter
    res.phy = wk;
    #endif
    return( res );
}

```

9. Example

An example using XYZ's **ABCDEF** is shown below.

XYZ 社製 **ABCDEF** を用いた例は、下記の通りです。

```
void ap( void* pvParameters )
{
    pp2ap_adc_t  sensor;
    float        pressure;           // Pressure [kPa]
    unsigned long diagnosis;        // Diagnosis result
                                        // Normal=iNormal, Max NG=iMax_NG, Min NG=iMin_NG
    // ABCDEF sensor read
    do{
        // Read of Pressure Sensor
        sensor = ABCDEF_00000057 () ;
        pressure = sensor.phy;
        diagnosis = sensor.sts;
        // Sensor Application
        // Application cycle wait
        vTaskDelay( iPCMP_Cyc );
    }while(true);
}
```

10. File configuration

The file configuration of this OSS-EC is shown in the table below.

Folder name	File name	Summary
XYZ_ABCDEF_00000057	ABCDEF .cpp	ABCDEF const data file
	ABCDEF .h	ABCDEF define header file
	ABCDEF_00000057 .cpp	ABCDEF code file
	user_setting.h	User setting header file
	pp_00000057.cpp	BSL00000057 code file
	oss_ec_00000057.h	BSL00000057 OSS-EC header file
	License.txt	OSS-EC license text file
	Spec-00000057.pdf	This specification pdf file
XYZ_ABCDEF_00000057/sample	Spec- ABCDEF .pdf	ABCDEF component software specification pdf file
	sample.ino	Sample code file

11. User setting

User configuration is done by user_setting.h. Select the moving average method, [remove the comments as shown below](#). Also, change the [coefficient](#) of each moving average to match the product.

```
#define iADC_bit      10U           // MPU ADC bit
#define iADC_vdd     5.0F         // MPU Vdd Configures the reference voltage [V]
#define iVref        DEFAULT      // Configures the reference voltage
// DEFAULT: the default analog reference of 5 volts (on 5V Arduino boards)
//           or 3.3 volts (on 3.3V Arduino boards)
#define iABCDEF_pin  A0           // ADC pin of ABCDEF
```

Case : Non-moving average filter select

```
#define iMA          iNonMA      // Non-moving average filter
// #define iMA      iSMA         // Simple moving average filter
// #define iMA      iEMA         // Exponential moving average filter
// #define iMA      iWMA         // Weighted moving average filter
// #define iABCDEF_SMA_num  4U    // Simple moving average number & buf size
// #define iABCDEF_EMA_K    0.25F // Exponential Smoothing Factor
// #define iABCDEF_WMA_num  4U    // Weighted moving average number & buf size
```

Case : Simple moving average filter

```
// #define iMA          iNonMA      // Non-moving average filter
#define iMA          iSMA         // Simple moving average filter
// #define iMA          iEMA         // Exponential moving average filter
// #define iMA          iWMA         // Weighted moving average filter
#define iABCDEF_SMA_num  4U       // Simple moving average number & buf size
CAUTION : iABCDEF_SMA_num > 0
// #define iABCDEF_EMA_K    0.25F   // Exponential Smoothing Factor
// #define iABCDEF_WMA_num  4U     // Weighted moving average number & buf size
```

Case : Exponential moving average filter

```
// #define iMA          iNonMA      // Non-moving average filter
// #define iMA          iSMA         // Simple moving average filter
#define iMA          iEMA         // Exponential moving average filter
// #define iMA          iWMA         // Weighted moving average filter
// #define iABCDEF_SMA_num  4U       // Simple moving average number & buf size
#define iABCDEF_EMA_K    0.25F   // Exponential Smoothing Factor
CAUTION : 0.0 < iABCDEF_EMA_K < 1.0
// #define iABCDEF_WMA_num  4U     // Weighted moving average number & buf size
```

Case : Weighted moving average filter

```
// #define iMA          iNonMA      // Non-moving average filter
// #define iMA          iSMA         // Simple moving average filter
// #define iMA          iEMA         // Exponential moving average filter
#define iMA          iWMA         // Weighted moving average filter
// #define iABCDEF_SMA_num  4U       // Simple moving average number & buf size
// #define iABCDEF_EMA_K    0.25F   // Exponential Smoothing Factor
#define iABCDEF_WMA_num  4U       // Weighted moving average number & buf size
CAUTION : iABCDEF_WMA_num > 0
```

```
#define iABCDEF_ma      iMA
```