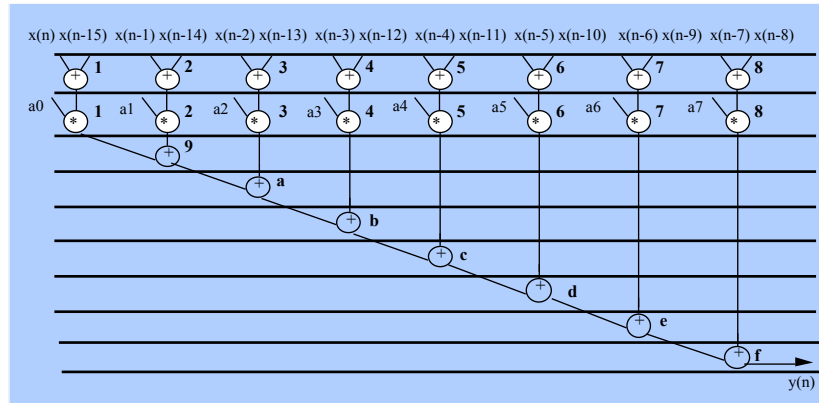


## Filtre RIF symétrique sur 16 points



Mobilité :  
Urgence :

+1	+2	+3	+4	+5	+6	+7	+8	+9	+a	+b	+c	+d	+e	+f	*1	*2	*3	*4	*5	*6	*7	*8
0	0	1	2	3	4	5	6	0	0	0	0	0	0	0	0	0	1	2	3	4	5	6
8	8	7	6	5	4	3	2	6	5	4	3	2	1	0	7	7	6	5	4	3	2	1

EII3/M2R - 1



## Exemple

- Ordonnancement sur 1 additionneur et un multiplieur
- Priorité sur l'urgence

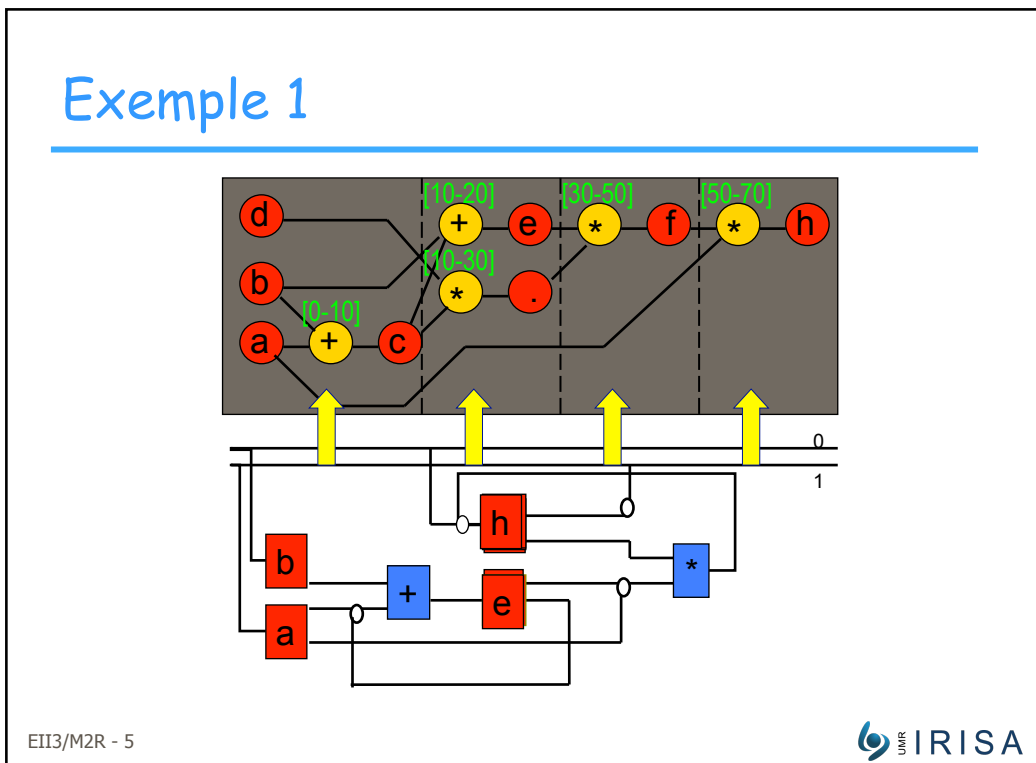
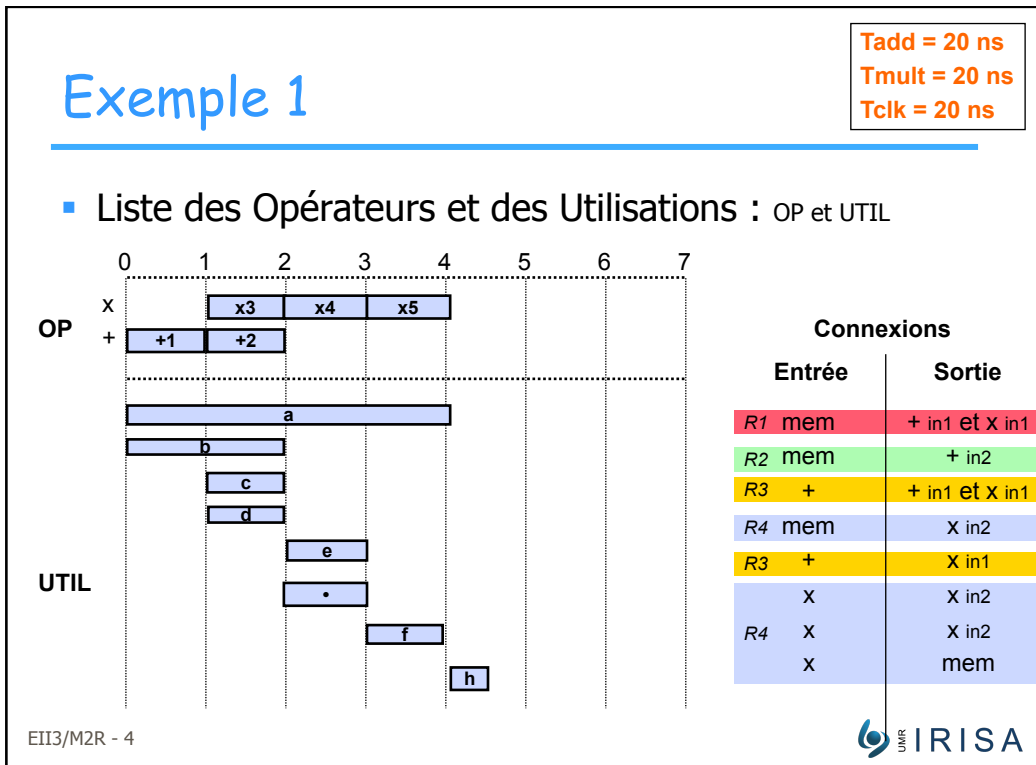
Add	1	2	3	4	9	5	a	6	b	7	c	8	d	e	f	
Mult		1	2	3	4		5		6		7		8			

- Priorité sur la mobilité

Add	1	2	3	9	a	4	5	b	c	6	7	d	e	8		f
Mult		1	2	3			4	5			6	7			8	

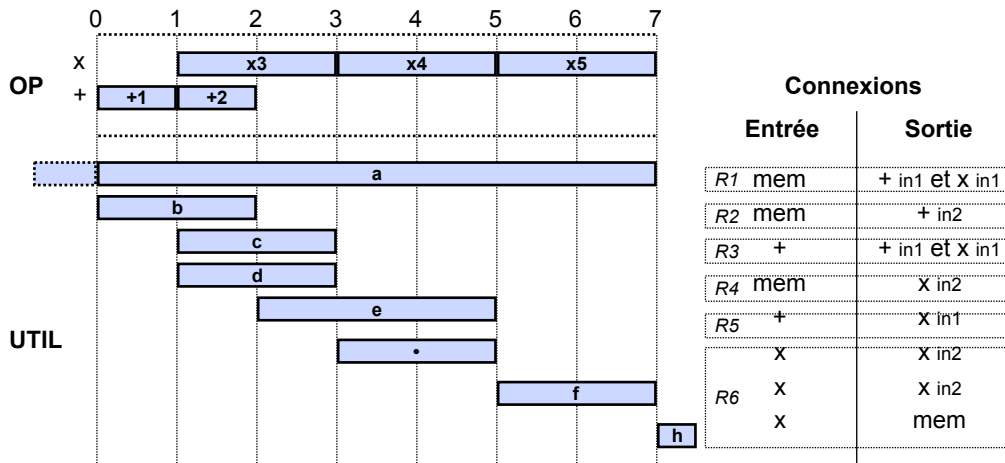
EII3/M2R - 2





## Exemple 2

- Liste des Opérateurs et des Utilisations : OP et UTIL



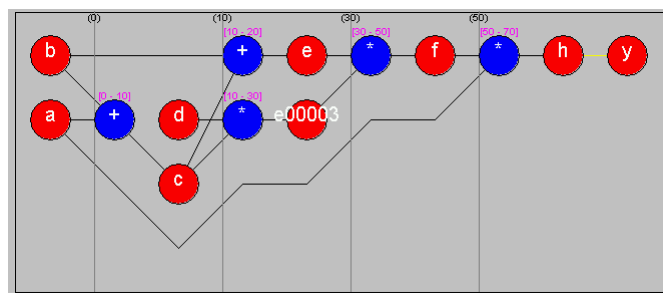
### Connexions

Entrée	Sortie
R1 mem	+ in1 et x in1
R2 mem	+ in2
R3 +	+ in1 et x in1
R4 mem	x in2
R5 +	x in1
X	x in2
R6 X	x in2
X	mem

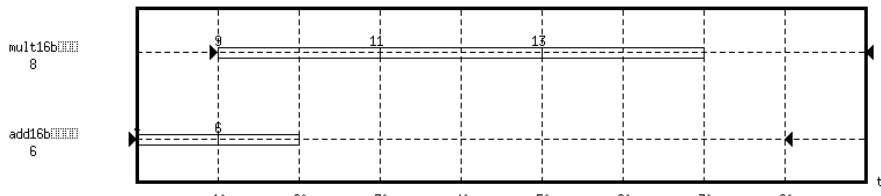
EII3/M2R - 6



## Exemple 2

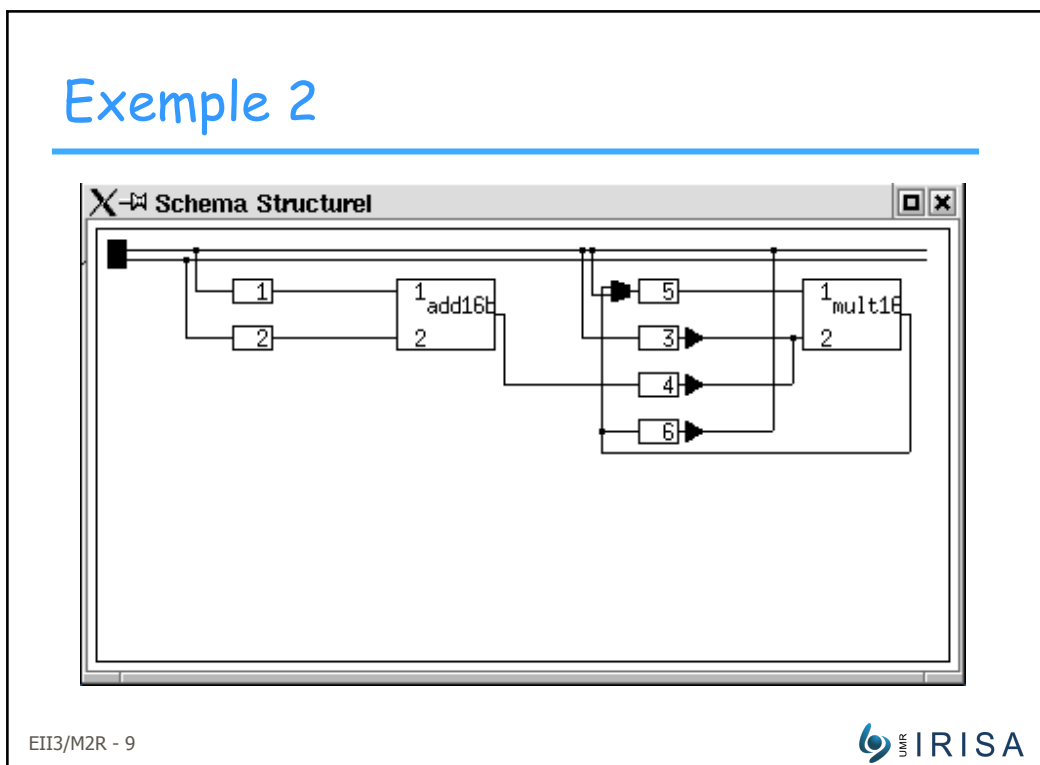
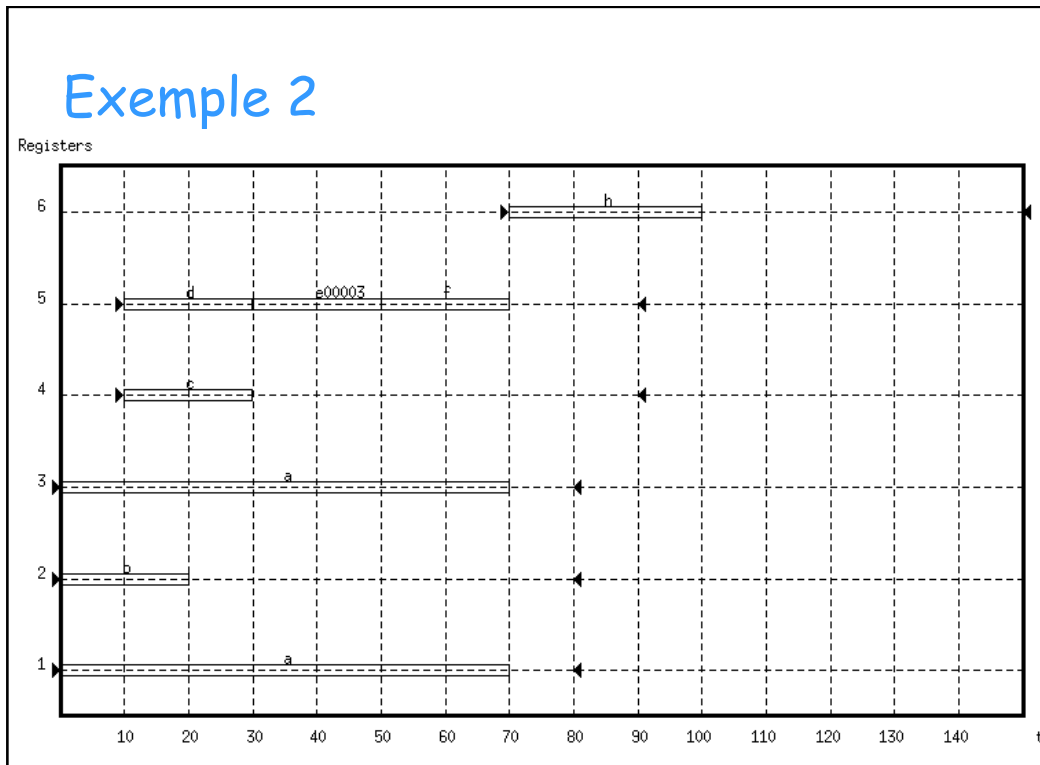


Operators



EII3/M2R - 7





## LMS

```
// LMS written in C for BSS
#define latency 2000 // ns
#define N 4

int main(int xn, int dn) {

    int i;
    int adapt, err, mu, y;
    int h[N];
    int x[N];

    // filtering
    y = 0;
    x[0] = xn;
    for (i=0; i<N; i++) {
        y += x[i] * h[N-i-1];
    }

    err = yt - y;
    adapt = mu * err;

    // adaptation
    for (i=0; i<N; i++) {
        h[i] = h[i] + adapt * x[N-i-1];
    }

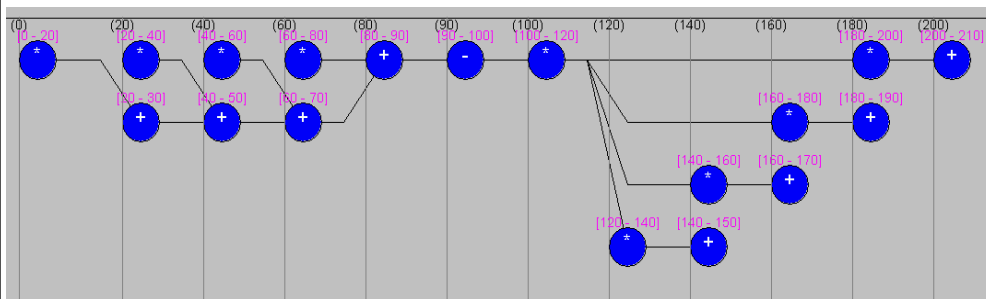
    // signal
    for (i=0; i<N-1; i++) {
        x[N-1-i] = x[N-2-i];
    }

    return y;
}
```

EII3/M2R - 10



## LMS



EII3/M2R - 11



