

slave
7-bit address
0x68

0x6B

b110100X
↓
binary

X=0
X=1

AD0=0
AD0=1

The significance of this is that it allows using two identical sensors on the same I2C bus without address conflict

01101000
6 8

ADW 11010000 - write

RA 0x6B

DATA 0x00

0x19 SMPLRT_DIV Register

$$\text{Sample Rate} = \frac{\text{Gyroscope Output Rate}}{1 + \text{SMPLRT_DIV}}$$

Default gyroscope o/p rate = 8KHz DLPF_CFG = 0
1KHz DLPF_CFG ≥ 1

Basic motion detection 100-200Hz 79-100Hz

Gesture recognition 200-500Hz

Balancing robots/drones 500-1000Hz

High-speed motion capture >1000Hz

Sample Rate → The no. of times per second the sensor collects data is called the sample rate (unit = Hz)

0x1A CONFIG

DLPF_CFG[2:0]

Digital Low Pass Filter DLPF

0x1B GYRO_CONFIG

FS_SEL[1:0]

degree/sec sensitivity

slow	0	$\pm 250^\circ/\text{s}$	131
medium	1	± 500	65.5
fast	2	± 1000	32.8
very fast	3	± 2000	16.4

0 \rightarrow Hand gesture detection

1 \rightarrow Smartphone tilting

Drone flight $\pm 1000 - 2000^\circ/\text{s}$

Fast rotations $\pm 2000^\circ/\text{s}$

0x1C ACCEL_CONFIG

AFS_SEL[1:0]

$1g = 9.81 \text{ m/s}^2$

0	$\pm 2g$	\rightarrow small movements, tilts or slow walking
1	$\pm 4g$	} moderate motion, like running or rotating faster
2	$\pm 8g$	
3	$\pm 16g$	\rightarrow fast motion or impacts - like dropping the device

0 $\rightarrow \pm 2g$ 16-bit signed integer
 -32768 to $+32767$

$1g = 16384$ counts

Temperature in degrees C = (TEMP_OUT Register Value as a signed quantity) / 340 + 36.53

• Bandwidth → how much signal freq. the sensor can pass through the internal filter.

high bandwidth → more high freq data (including noise) to pass

low bandwidth → only slow-changing (low-freq) signals and filters out noise.

Analogy - Think of a water pipe.

wide pipe (high bandwidth) allows everything through
- both clean water and dirt

narrow pipe (low bandwidth) filters out dirt but slows down water flow

• Delay - time the sensor takes to respond to a change

High bandwidth = fast response (low delay)

Low bandwidth = slow response (high delay)

Speed-sensitive? → Go for low delay / high bandwidth

Stability-sensitive? → Go for high delay / low bandwidth