

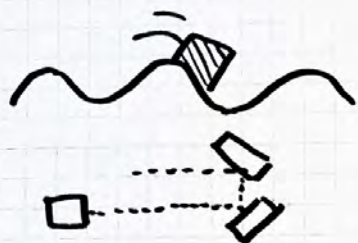
COGS 300

control 02

Jan 29/26

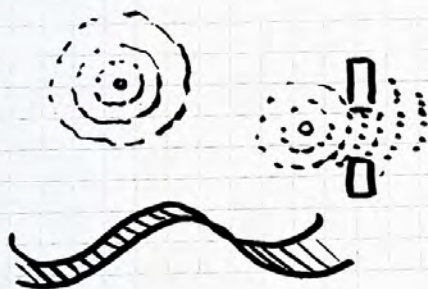
①

warm up: moving waves. Draw waves that move.  
Try reflections.



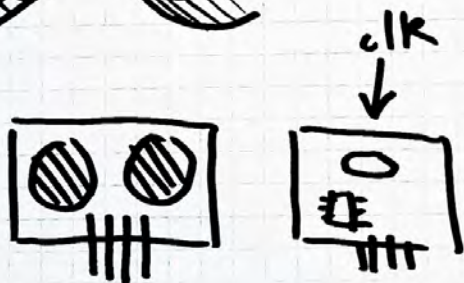
box on moving wave

laser reflection



pebble in water  
diffraction

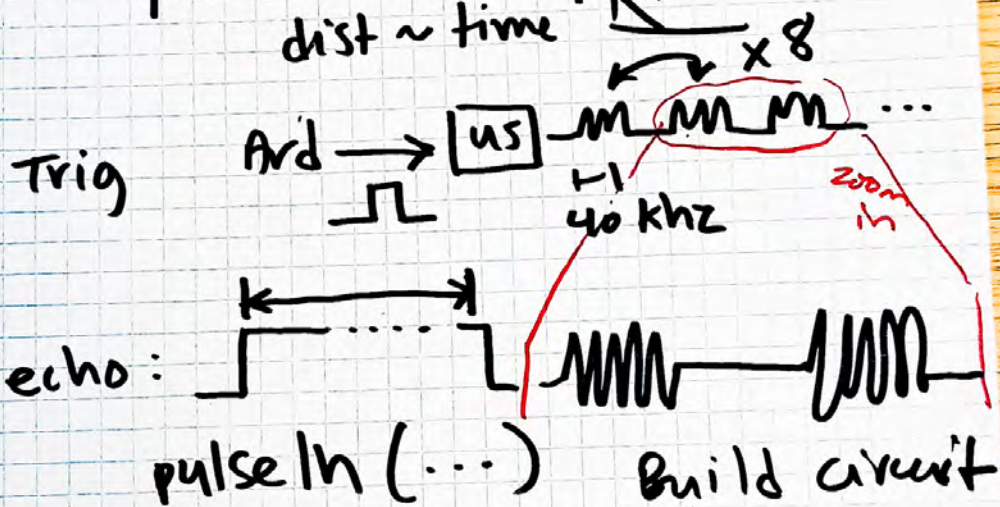
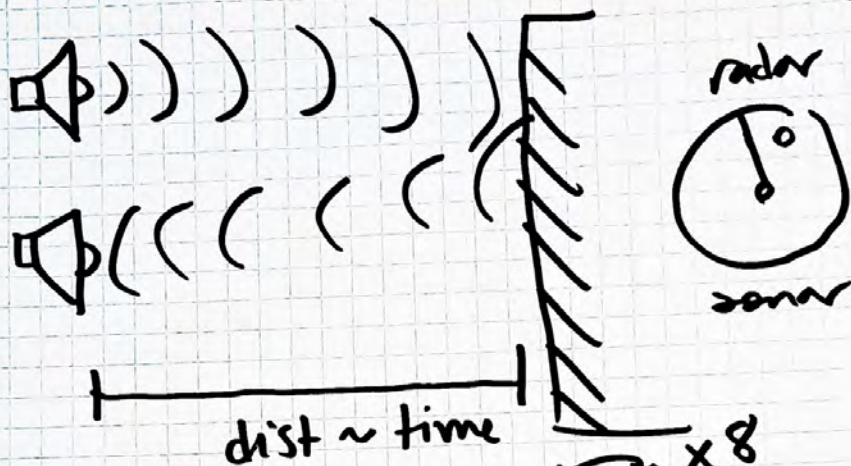
wave in 3D



echo location devices

ultra sonic  
↑  
long  
range  
distance  
sensor

(2)





③

## Threshold filter

$$\tau = 30 \text{ cm}$$



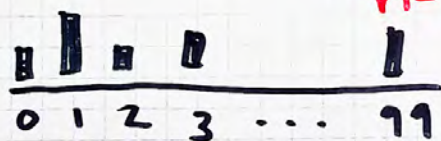
→ noise

Average filter      Median filter

Signal + noise

long history[n] = {  $\phi$  };

n=100

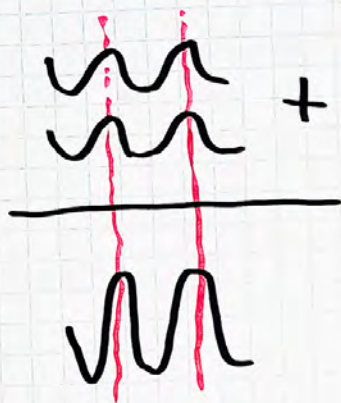


```

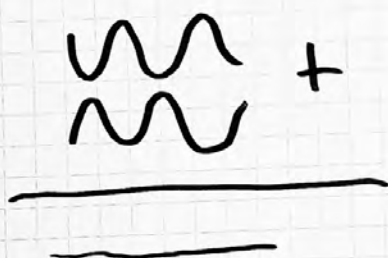
long acc =  $\phi$ ;
for (int i =  $\phi$ ; i < n; i++) {
    acc = acc + history[i];
}
long avg = acc / n;

```

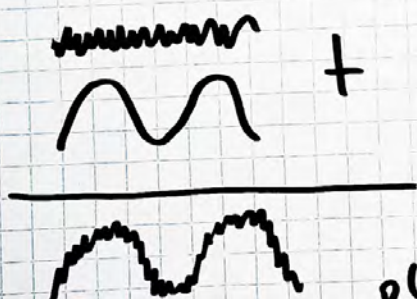
④



superposition  
constructive  
interference



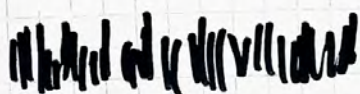
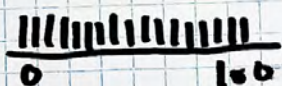
destructive  
interference



noise  
signal

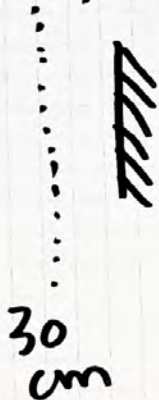
random  
↓  
white noise

$$p(x_i) = \frac{1}{100}$$

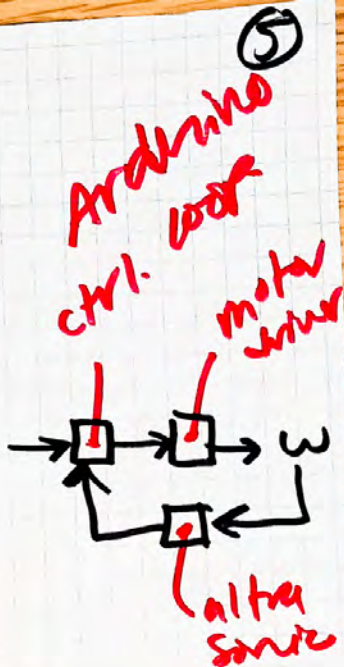




gaussian  
bell  
normal



30  
cm



How do you drive the  
robot to 30 cm?

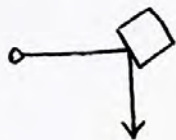
if (dist  $\overset{>}{\neq}$  80 and dist > 30) { ⑥  
drive(255);

3

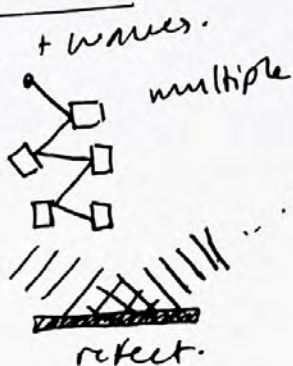
30

control 02

warm up: Reflections. + waves.



laser



multiple

reflect.

straight  
transverse

diffraction



layers.

complex  
reflections.



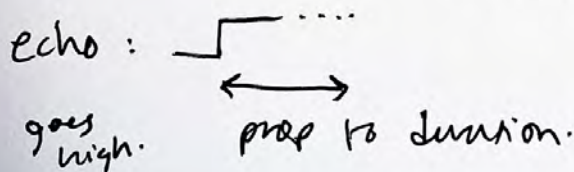
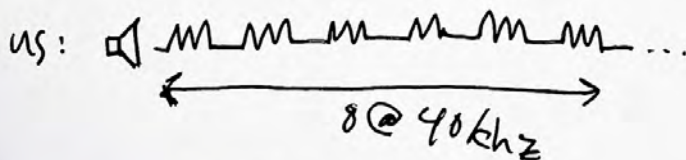
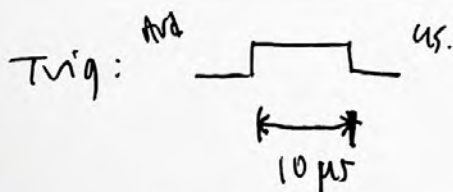
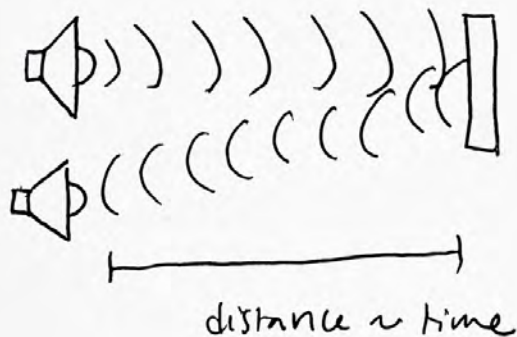
②

The final piece of hardware (basically) is your ultrasonic.



The ultrasonic is your long-distance range finder. It uses sound.

Just like sonar or echo location:





③

★ Build circuit

★ play with filter

Filtering paradigms.

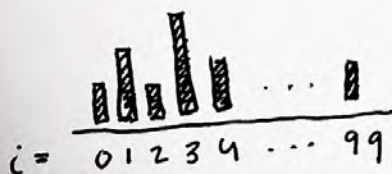
~~~~~

hi frequency noise

~~~~~

lo frequency noise

★ Examples.

Think about a signal as  
an array: $n=100;$ long history[100] = { $\emptyset$ };

$$\boxed{\text{shaded}} + \boxed{\text{shaded}} + \boxed{\text{shaded}} + \boxed{\text{shaded}}$$

$$\boxed{\text{shaded}} + \boxed{\text{shaded}} + \boxed{\text{shaded}} + \dots$$

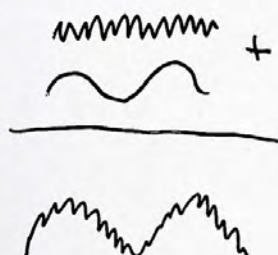
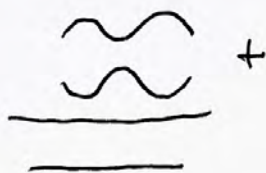
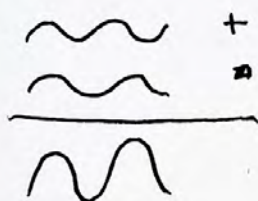
long acc =  $\emptyset$ ;

```
for (int i = 0; i < n; i++) {
    acc = acc + history[i];
}
```

}

④

Adding waves or signals:



is it  
noise  
or  
is it ?  
signal



short window  
Running Avg.



long window R. Avg.



do an experiment.





using servo's plan come up ⑤  
with a way to maintain  
a distance from the  
wall.

- set p.s.
- measure.
- error
- output

