

# Lab 6 : Low Pass Filter

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## 1 Introduction

This lab was very difficult for me as i had no clue how to properly replicate the first unfiltered graph. No matter what I did I never got a square wave, and instead i kept getting spikes. Nonetheless, my filtered graph came out very nice despite not having a good reference.

## 2 Setup

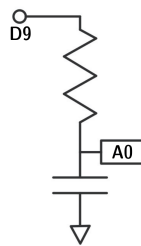


Figure 1: Circuit Diagram

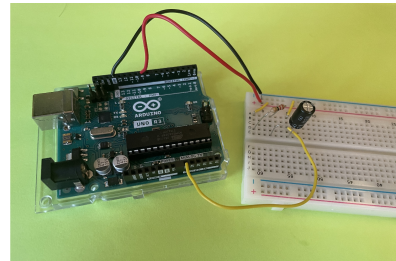


Figure 2: Photo of Breadboard

The breadboard was setup as a low pass filter. The signal coming from the d9 pin went through a resistor and then through a capacitor then to ground. The A0 pin is connected in between the resistor and the capacitor and gives a filtered version of the original source.

## 3 Arduino Code

The Arduino code just generates a tone and records the time.  
Link to the code: [Link](#)

## 4 Data

I ran the tone sequence without a filter and then with a filter. I then put both data points onto one graph where the raw signal is blue and the filtered signal is red. My biggest issue is that I couldn't figure out how to make the raw signal look good so instead it just looks like lines, apologies for that.

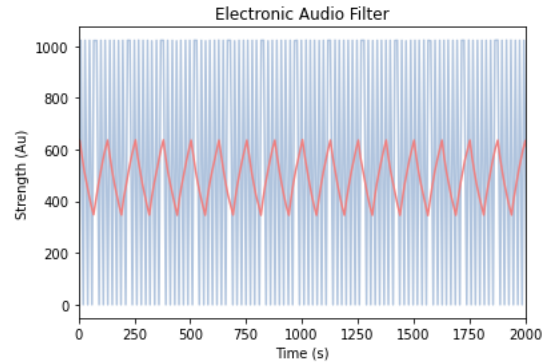


Figure 3: Raw and Filtered Signals

[Link to python code](#) [Link](#)

[Link to raw data](#) [Link](#)

[Link to filtered data](#) [Link](#)

The filter is working based on how the tone signal works. In the raw signal the value is either zero or the highest. However in a the filtered signal it lowers the peaks and raises the troughs. As well as the shape goes from a square wave (ideally) to a sort of sine wave.