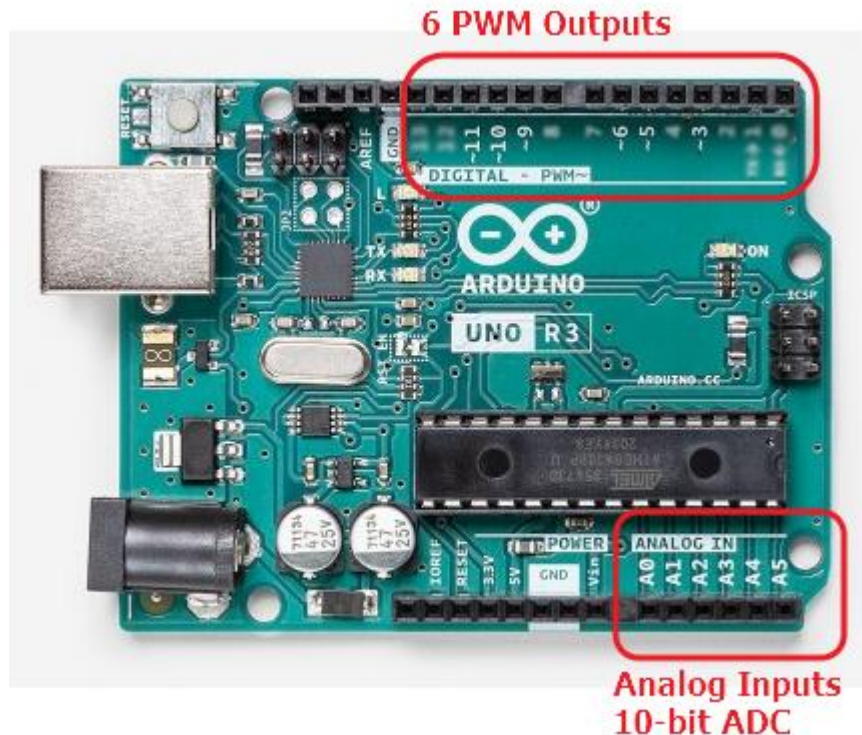


EP1000

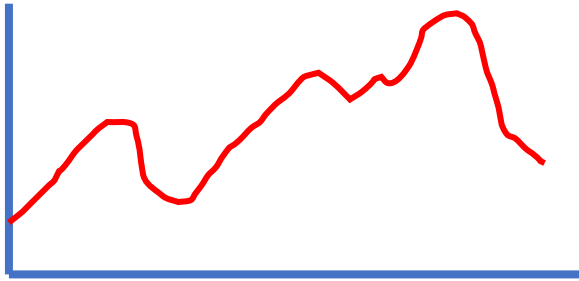
Analog I/O

Analog I/O

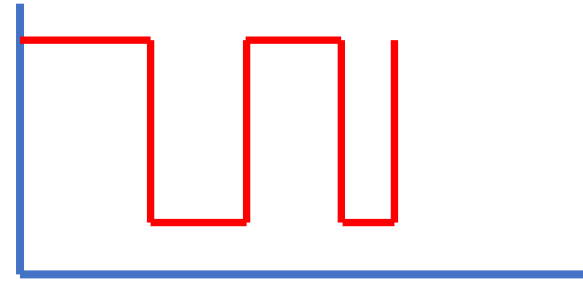


- The Uno uses the ATmega328 processor, which has 6 analog input pins.
- Each analog input has a 10-bit analog-to-digital converter that can produce an equivalent binary value for an analog voltage between 0 and V_{ref} .
- Analog output is done using [Pulse Width Modulation](#) which can be used to control LEDs and Motors.
- Pins that can perform PWM are denoted with a ~ (Pins 3, 5, 6, 9, 10, 11)

Analog vs Digital



- Analog signals are continuous.
- Analog signals require conversion (ADC) before processing
- Analog signals are real world.



- Digital values are discrete e.g. 0, V_{cc}
- Digital values are easy to process.
- Digital signals need to be converted to appear to be real world signals.

Reading Analog Signals

- Analog signals need to be converted to digital values before they can be processed.
- Analog-to-Digital Conversion required
 - Sampling (at least 2X input signal frequency)
 - Vref
 - Timing

References:

YouTube:

- [All About Electronics: Introduction to ADC and DAC](#)
- [Great Scott: Electronic Basics #27: ADC \(Analog to Digital\)](#)
- [Embedds: ATmega328 ADC – Raw Mode](#)

Simplified ADC with Arduino System

- Assumes that input signals are stable and does not change quickly.
- Uses a default $V_{ref} = 5V$
- Resolution = $5/2^{10} = 4.9mV$
- Max Read speed = 100 mS
= 0.001s
- Result is between 0 ~ 1023

Analog I/O

`analogRead(pin)`

where

`pin = A0..A5`

EP1000

Analog I/O

End