

Equations ★ watch your units

① Thermistor:

$$BW = F_s \cdot S_s \quad \left[\frac{b}{s} \text{ or } \frac{B}{s} \right]$$

↓ ↓
Samp Sample
freq (samp/s) size

$$T_o = \frac{MEM}{BW} \quad [s]$$

↑
Size of memory

(operation time)

② Accelerometer:

★ Same as thermistor but multiply S_s by the # of dimensions/axis

Ex. 3D accel

$$BW = F_s \cdot 3(S_s)$$

③ Sound:

★ Same, but multiply S_s by # of channels

$$BW = F_s \cdot 2(S_s)$$

↳ L/R channels (Stereo)

④ Video:

$$BW = F_s \cdot \# \text{ of components} \cdot N \cdot \mu \cdot S_s$$

3 for RGB

Screen dimensions

★ have to find and add Audio BW

$$T_o = \frac{MEM}{(BW_v + BW_A)}$$

Discrete Moving Average Eq

$$y[n] = 0.5y[n-1] + x[n] + x[n-1]$$

★ needs to be initialized so at $y[0]$
you have valid values for
 $y[n-1]$ and $x[n-1]$.

AD Converter

- Range: $0 \dots 2^n - 1$
- Resolution: $\Delta = \frac{\text{range}}{\text{\# of steps}} = \frac{V_{r+} - V_{r-}}{2^n - 1}$
(quantization step)
- Output: $N_{\text{adc}} = \frac{V_{\text{in}} - V_{r-}}{\Delta}$

★ if your input V_{in} is outside
of your V_{ref} range, then
it will be V_{ref} .

Ex. $V_{r-} = 0.5 \text{ V}$ $V_{r+} = 2.5$

$V_{\text{in}} = 3 \rightarrow$ answer is N_{adc} at 2.5

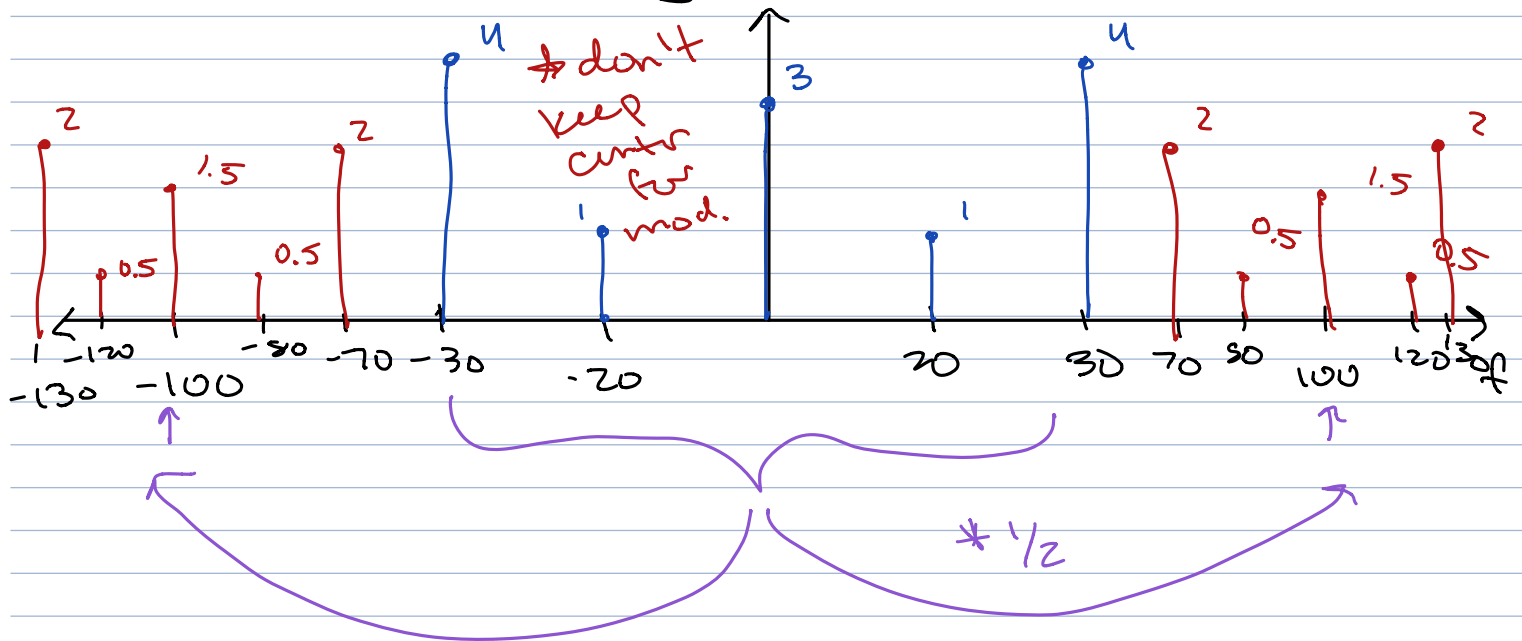
$V_{\text{in}} = -2 \text{ V} \rightarrow$ answer is N_{adc} at 0

★ from Giovanni \rightarrow round down

Modulation \rightarrow you are multiplying
2 functions

$$\rightarrow \text{Orig} = 3 + 2 \sin(20t) + 8 \cos(30t)$$

$$\rightarrow \text{mod} = \text{Orig} \cdot \cos(100t)$$



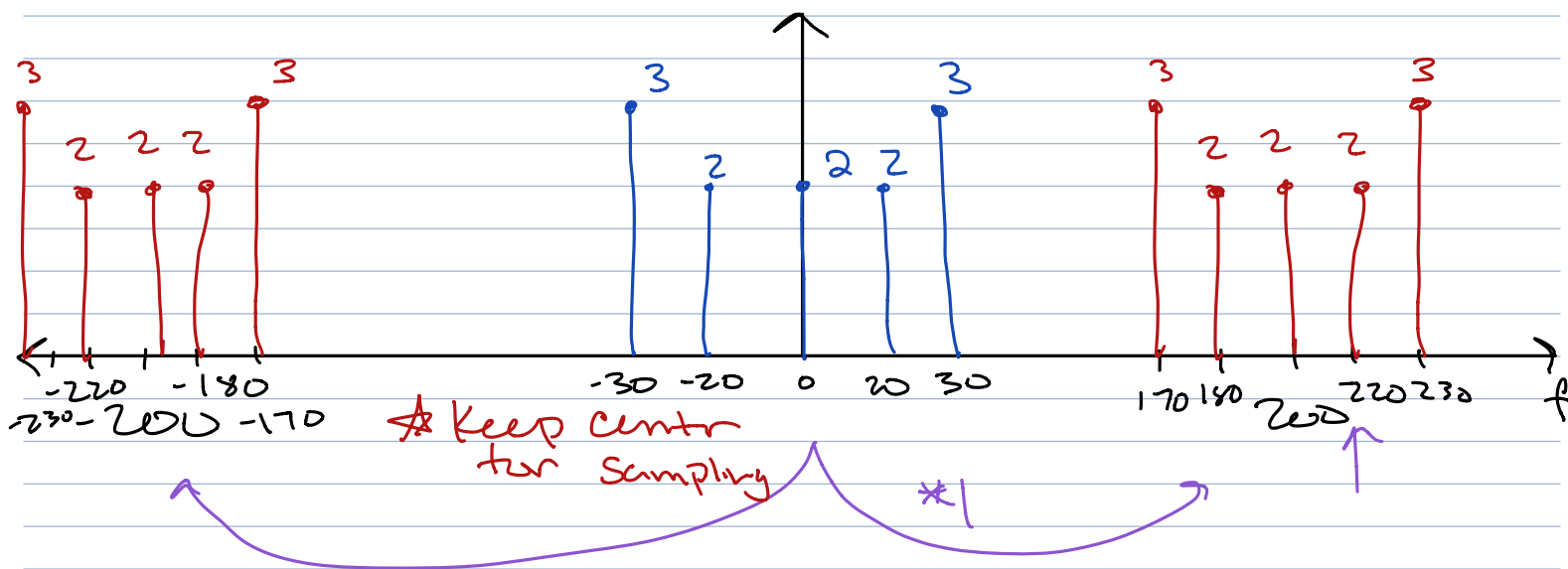
Sampling

Repeat at every multiple of F_s

$$\rightarrow y(t) = 2 + 4\sin(20t) + 6\cos(30t)$$

→ Sample at freq. 200.

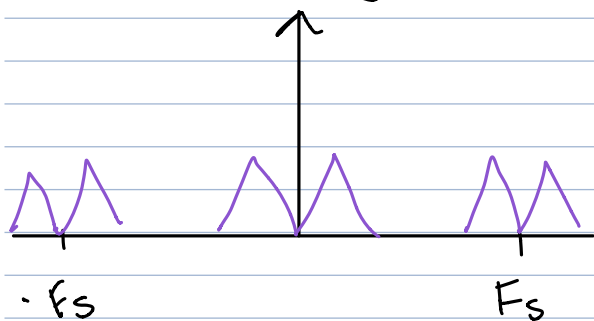
→ What is magnitude at $f = 220$?



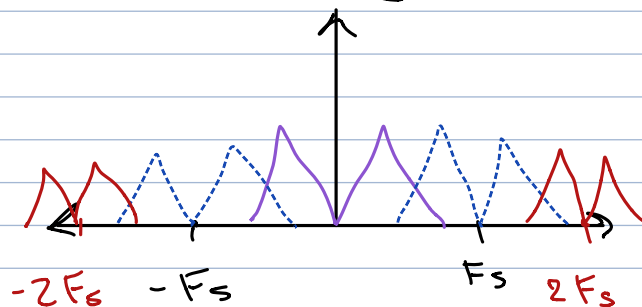
Nyquist Sampling Eq.

$\Omega_s \geq 2\Omega_{\max}$ → tells you if you have aliasing

Normal Sampling

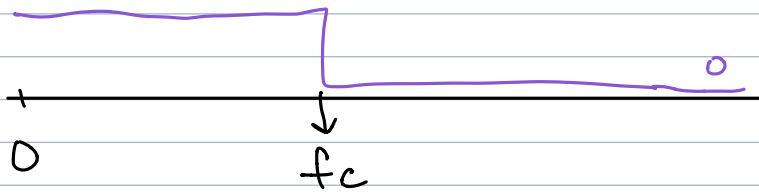


Sampling w/ aliasing

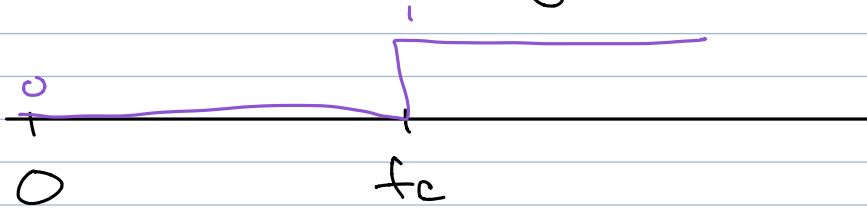


Filters

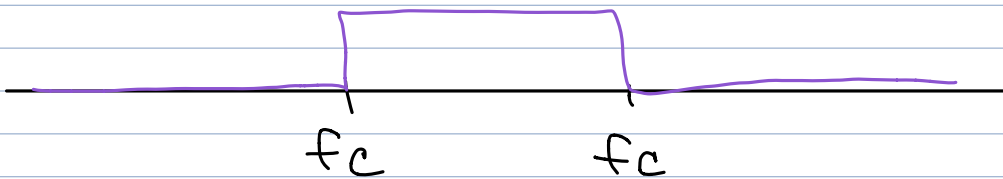
LPF → let through only low freq.



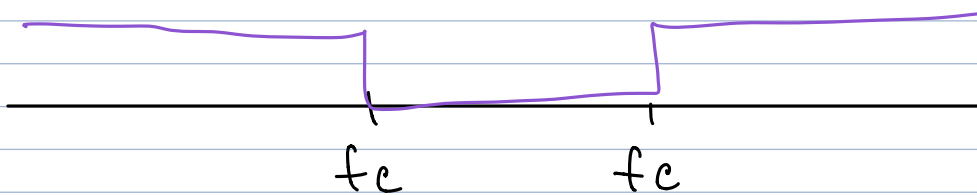
HPF → let through only high freq.



Band Pass → let through range



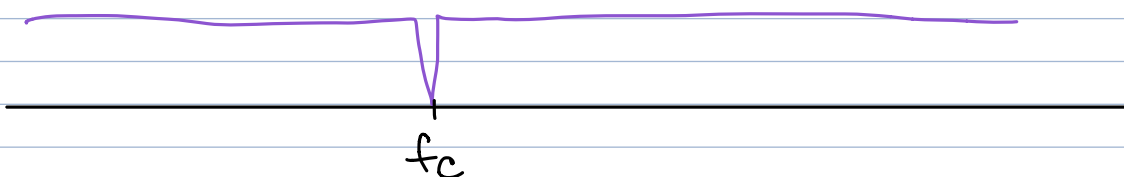
Band Stop → stop a range



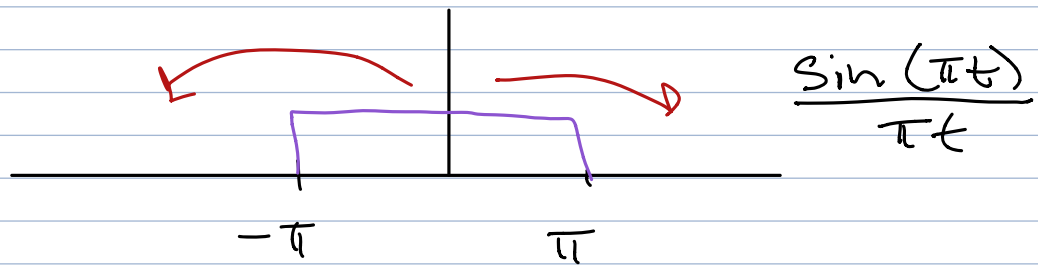
All Pass → everything goes (no f_c)



Notched → stop one value

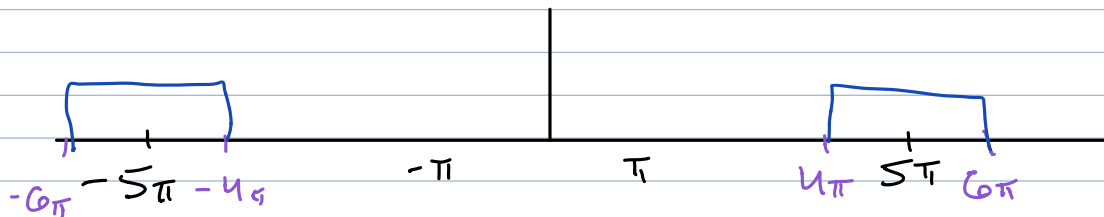


LPF



Shift by 5π

$$\frac{\sin(\pi t)}{\pi t} \cdot \cos(5\pi t)$$



→ now a band pass filter

* know filter circuits