







movie name: play fps:

15

axes only

instantaneous speed

play

\$



- different frequencies
- A *filter* removes undesired frequencies
  - Noise (e.g. 60 Hz, high-frequency hiss)
- Types:



## Filters

#### Any time-varying voltage can be expressed as a superposition of sinusoids of

Irrelevant frequencies (e.g. < 20 Hz or > 20 kHz for audio) to prevent aliasing

# The simplest low-pass filter

- First-order Butterworth, aka RC
- Voltage law:  $RC \frac{\partial V_o}{\partial t} + V_0 = V_i$
- If  $V_i = A \sin \omega t$ , the long-term output is  $V_o = \frac{A}{\sqrt{1 + (RC\omega)^2}} \sin (\omega t - \arctan RC\omega)$   $\sin (\omega t - \arctan RC\omega)$   $\sin (\omega t - \arctan RC\omega)$  $\sin (\omega t - \arctan RC\omega)$
- Amplitude of  $V_o$  at frequency  $\omega = 0$ ?
- Amplitude of  $V_o$  at frequency  $\omega = \infty$ ?
- Cutoff frequency?



### First-order low-pass Butterworth filter



# Low-pass Butterworth filters





# Computerized data acquisition<sup>2</sup>

- Often connect via USB; sometimes internal
- Wires from sensors connect to screw terminals
- Range often -5 V to 5 V or 0 V to 10 V
- Special ports for thermocouples
- Analog inputs, digital input/output, occasionally analog outputs
- Varying channel count (1 to ~30), bit depth (8, 12, 16), sampling rates (~100 to ~1000 kS/s)
- Software interface (LabView, Matlab, ...)
- National Instruments, Measurement Computing, Keyence, Arduino, ...



