

COGS 300

Control 02

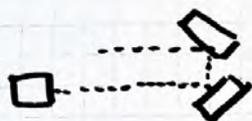
Jan 29/26

①

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



box on moving wave



laser reflection



pebble in water
diffraction



wave in 3D



clk



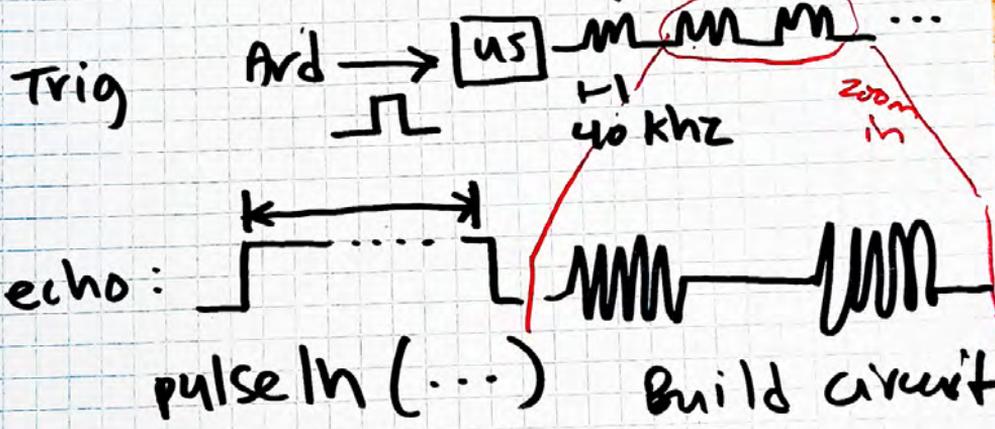
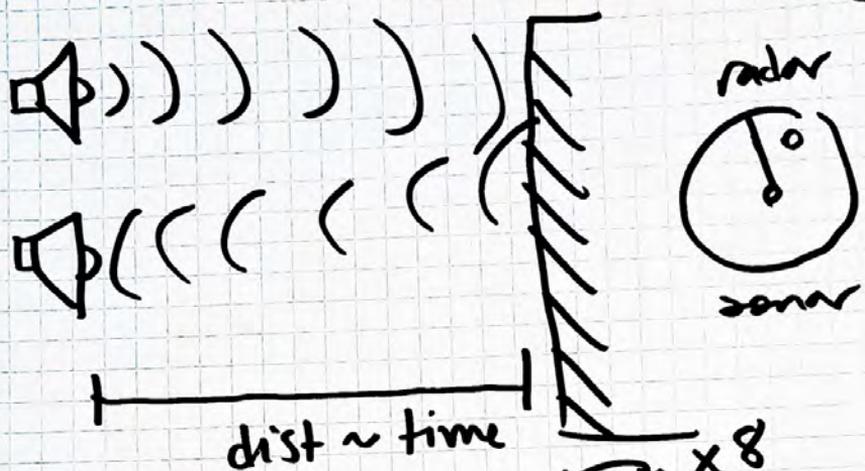
echo location devices

ultra sonic



long
range
distance
sensor

(2)



③

Threshold filter

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



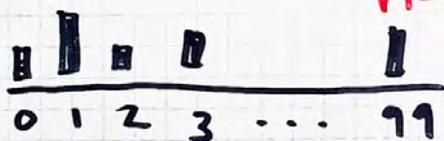
→ make noise

Average filter Median Mode

Signal + noise

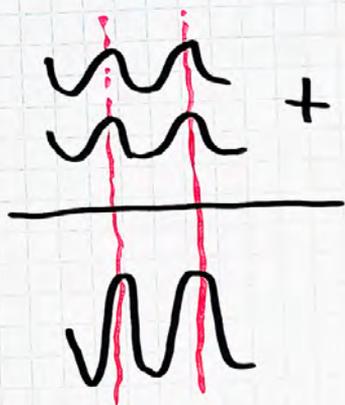
long history [n] = $\{\phi\}$;

$n=100$

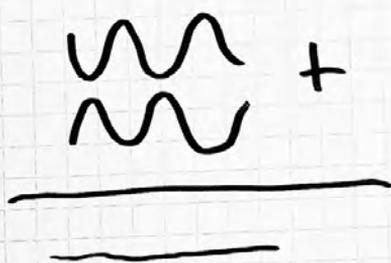


```
long acc =  $\phi$ ;  
for (int i =  $\phi$ ; i < n; i++) {  
    acc = acc + history[i];  
}  
long avg = acc / n;
```

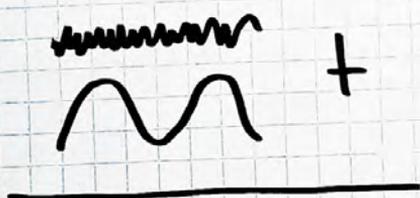
④



superposition
constructive
interference



destructive
interference

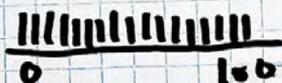


noise
signal

random
↓
white noise

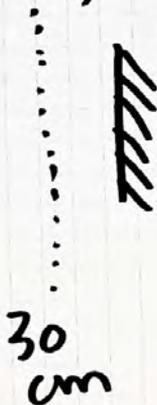
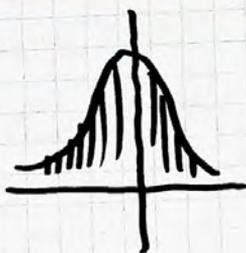


$$p(x_i) = \frac{1}{100}$$

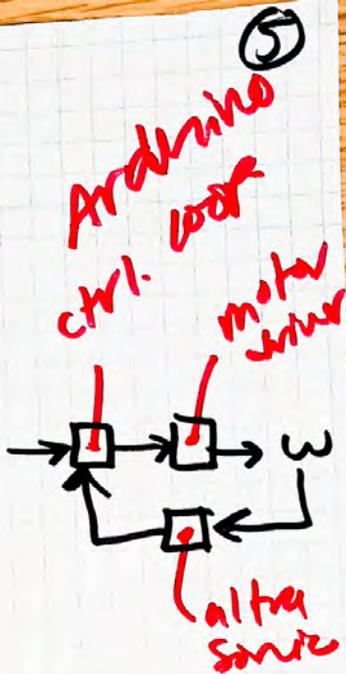


|||||

gaussian
bell
normal



30
cm



How do you drive the robot to 30 cm?

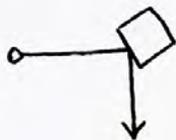
if (dist $\overset{>}{\neq}$ 80 and dist $>$ 30) { ⑥
drive (255);

3

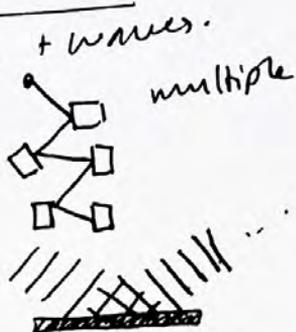
30

control 02

warm up: Reflections. + waves.



laser



multiple



straight transverse



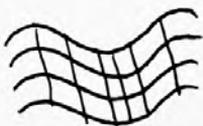
reflect.



diffraction



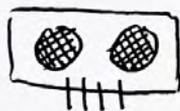
layers.



complex reflections.

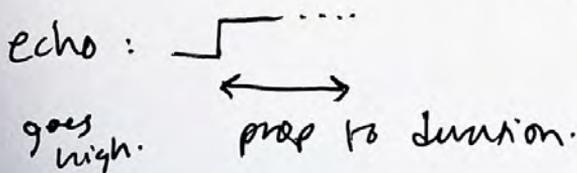
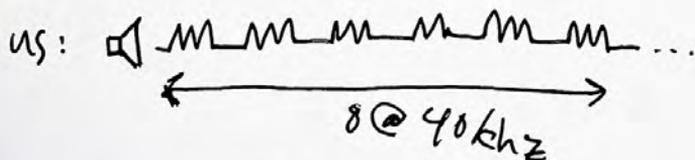
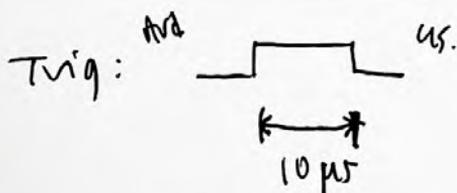
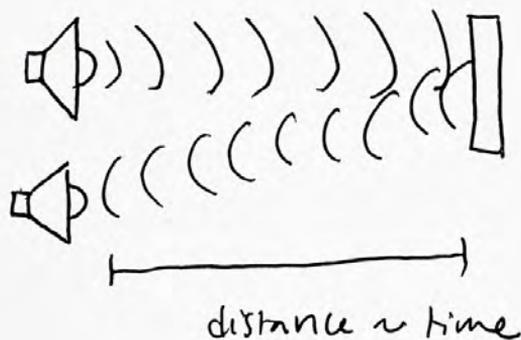
②

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:



- ★ Build circuit
- ★ play with filter

Filtering paradigms.

~~~~~ hi frequency noise

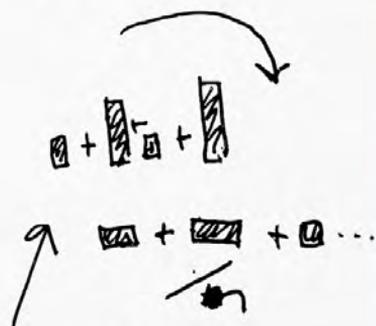
~~~~~ lo frequency noise

- ★ Examples.

Think about a signal as
an array:

$n=100;$

long history[100] = { \emptyset };



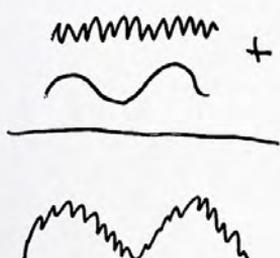
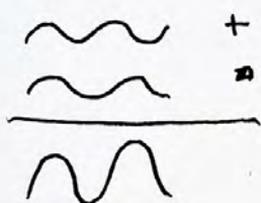
long acc = \emptyset ;

```
for (int i =  $\emptyset$ ; 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 plang come up ⑤
with a way to maintain
a distance from the
wall.

- set pos.
- measure.
- error
- output

