

Voltage, A2D, Piece Wise Linear, Noise

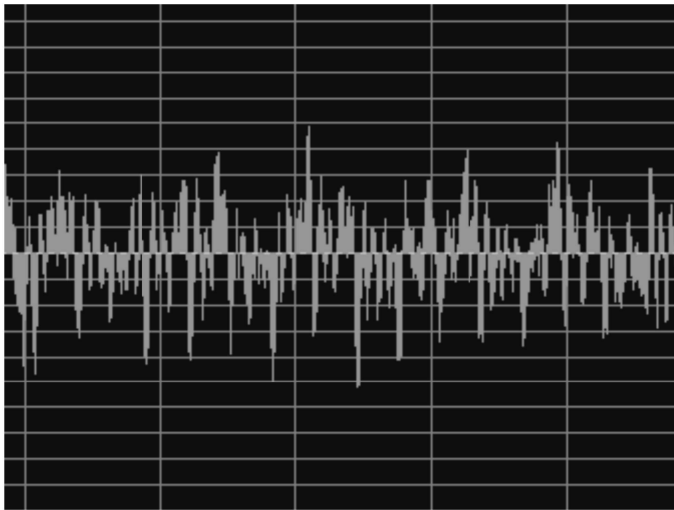
Topics

- What form are real-world signals?
- How can a computer read an analog signal?
- How can we approximate functions?

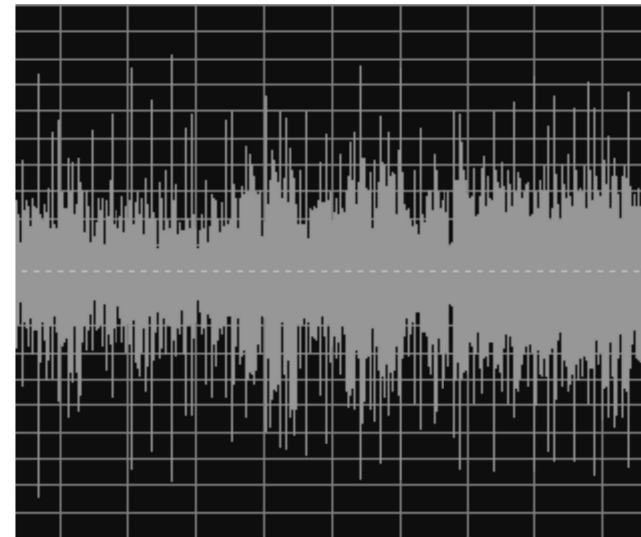
Signals in the “Real World”: Voltage

Voltage

- Real world analog signals are often changes in voltage:
 - Ex: Microphone encodes sound into voltage levels



Audio: Zoomed in

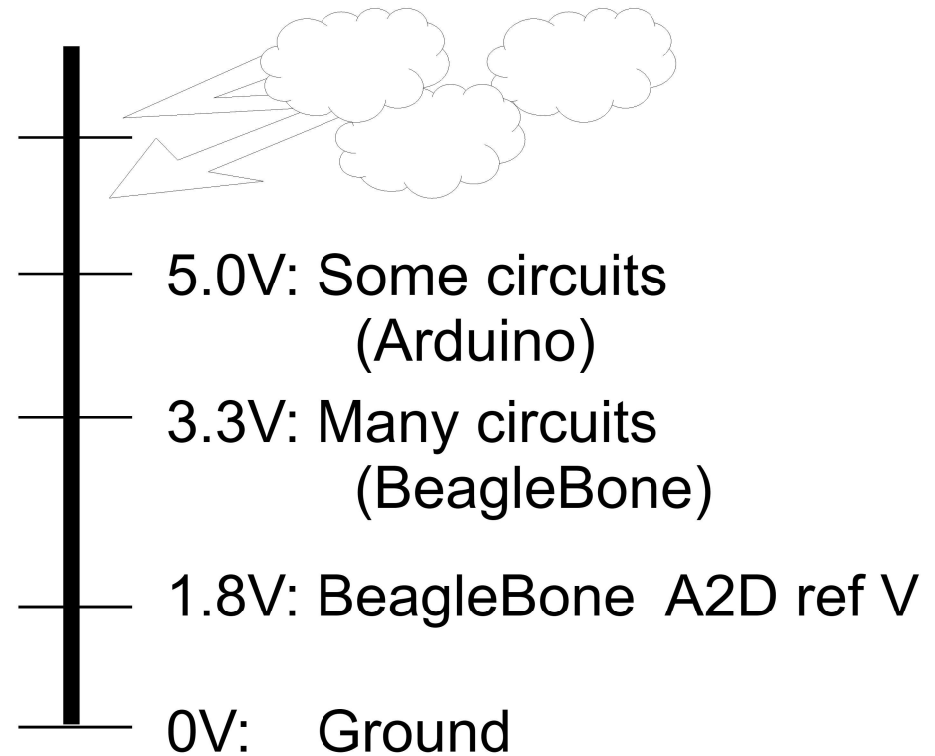


Audio: Zoomed out

Voltage Ranges

These are all DC voltage
(Direct Current)

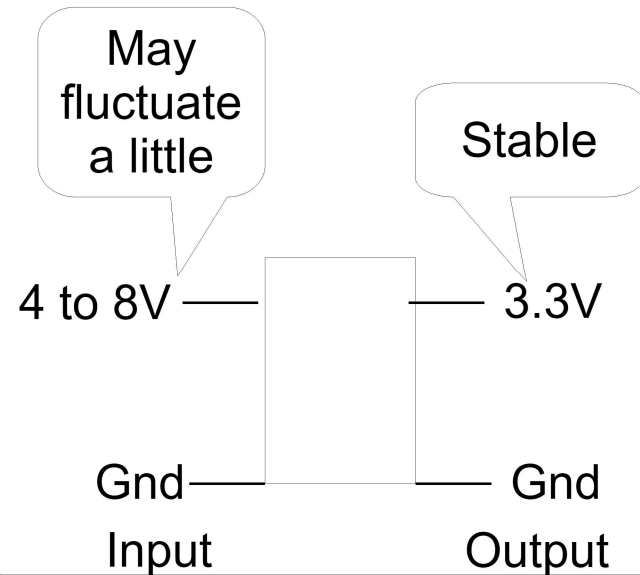
Out of the wall comes AC Voltage
(Alternating Current)



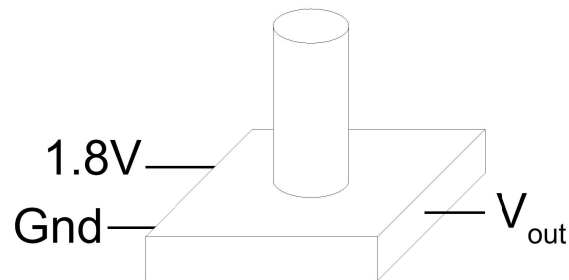
Electronics Components (“Parts”)

- Many electronics components run on, manage, and work with voltages.

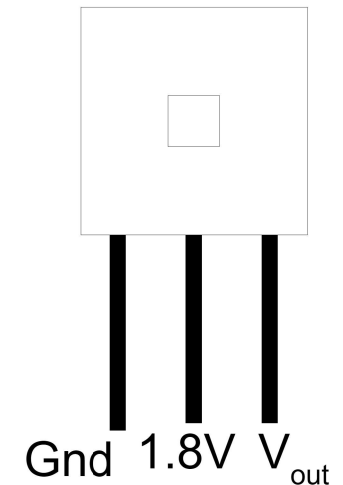
Voltage Regulator:
Converts input voltage
to stable output voltage.



Potentiometer:
Turning the knob
adjusts the output
voltage on V_{out} .



Light Sensor:
The more light,
the lower the
voltage on V_{out} .



Reading a Voltage

- How can we read a signal into the computer?
 - Real world is analog voltages; computer are digital.
 - We need an analog to digital converter (ADC)
 - Also called an A2D (Analog “to” Digital)
- BeagleBone has a 12 bit A2D:
 - It reads a voltage and gives a number between 0 and $2^{12}-1$ (=4095)
 - It can sample voltages between 0V and 1.8V
 - It is easily damaged by higher voltages!

Quantization & Sampling

- Quantization:

Since it has 4096 samples over 1.8V

- Resolution of a single bit is:

$$1.8\text{V} / 4096 = 0.00044\text{V} = 0.44 \text{ mV}$$

This is pretty good for most applications!

- Sample Rate:

How fast the A2D can read samples

- Need 44100 Hz (44.1kHz) for CD audio
- BeagleBone can sample at 1.6MHz (1600kHz)
- Some applications (reading a POT for volume) may need low sample rates (~10Hz)

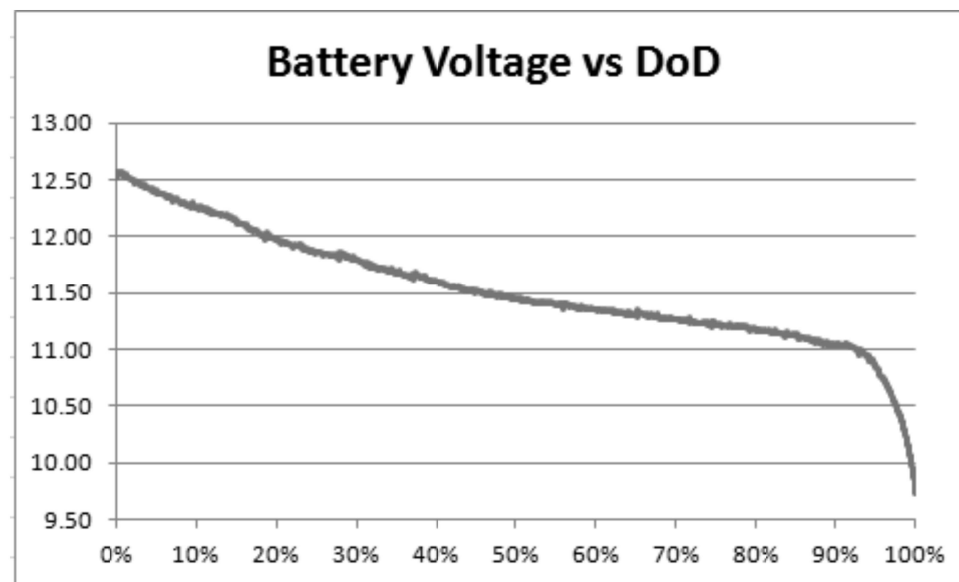
BBB A2D Demo for POT

- A2D is enabled by default
 - Done for us by UBoot via /boot/uEnv.txt
- Change to sys file system folder:
(bbg) \$ **cd /sys/bus/iio/devices/iio\:device0**
- Read voltage 0 (for POT):
(bbg) \$ **cat in_voltage0_raw**

Approximating Functions: Piece Wise Linear

Function Approximations

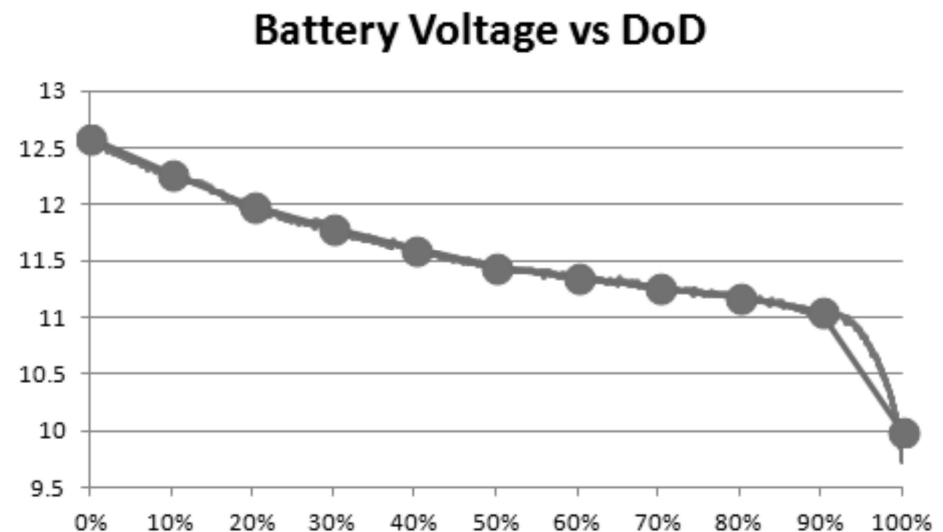
- Real world functions can be hard to approximate.
 - Some approximations are computationally expensive (high-order polynomials, cubic-spline, ..)
 - Piecewise Linear (PWL)
Approximate a function with a series of lines.



As you discharge a battery,
its voltage drops.
(DoD is Depth of
Discharge)

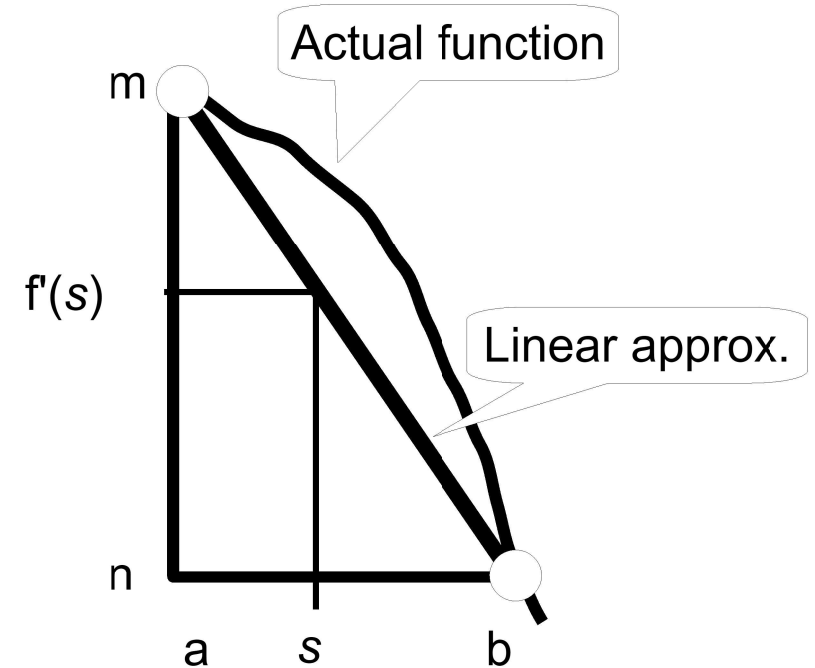
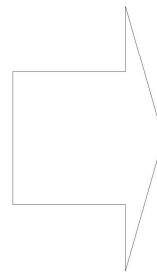
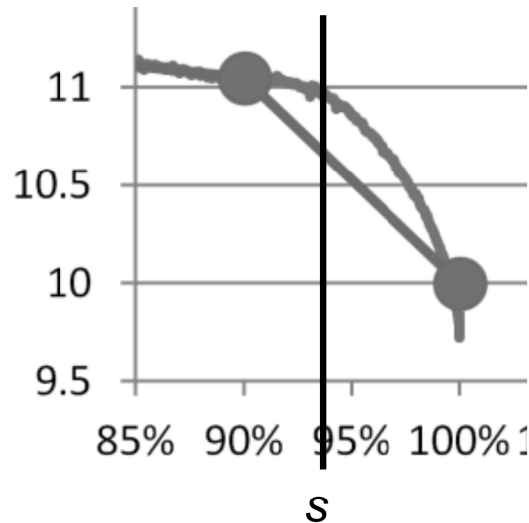
Piece Wise Linear

- Pick good points on the function $f(x)$ to capture its shape
 - can be evenly spaced, or
 - can be specially selected points
- Between adjacent points, draw a straight line.
- The approximation $f'(x)$ is the straight lines.



Computing Piecewise Linear

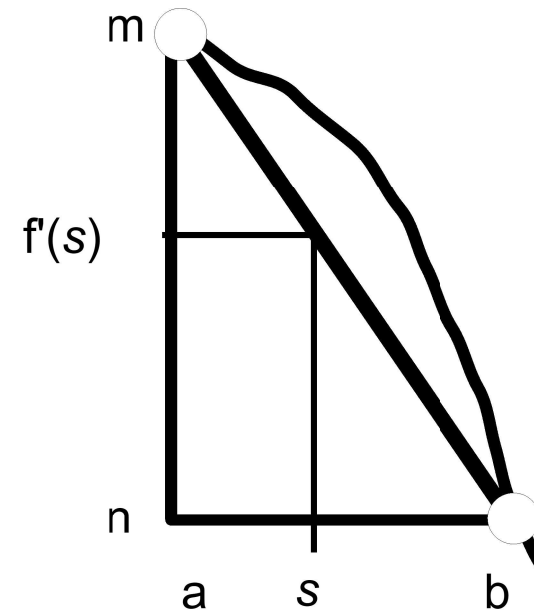
- Given an input value s , use points on either side
- Compute $f'(s)$ by solving the point on the line



$$f'(s) = \left(\frac{s-a}{b-a} \right) \cdot (n-m) + m$$

Understanding Piecewise Linear

$$f'(s) = \left(\frac{s-a}{b-a} \right) \cdot (n-m) + m$$



Piecewise Linear Details

- Some extra notes:
 - If a reading is $< \text{min}$ or $> \text{max}$ data point, clip it to min & max.
 - Enter the points into a program as two arrays:

```
#define PIECEWISE_NUM_POINTS 11
const float PIECEWISE_DoD[] = { .0, .1, ... .8, .9, 1 };
const float PIECEWISE_V[]    = { 12.6, 12.3, ... 11.2, 11.1, 10 };
```

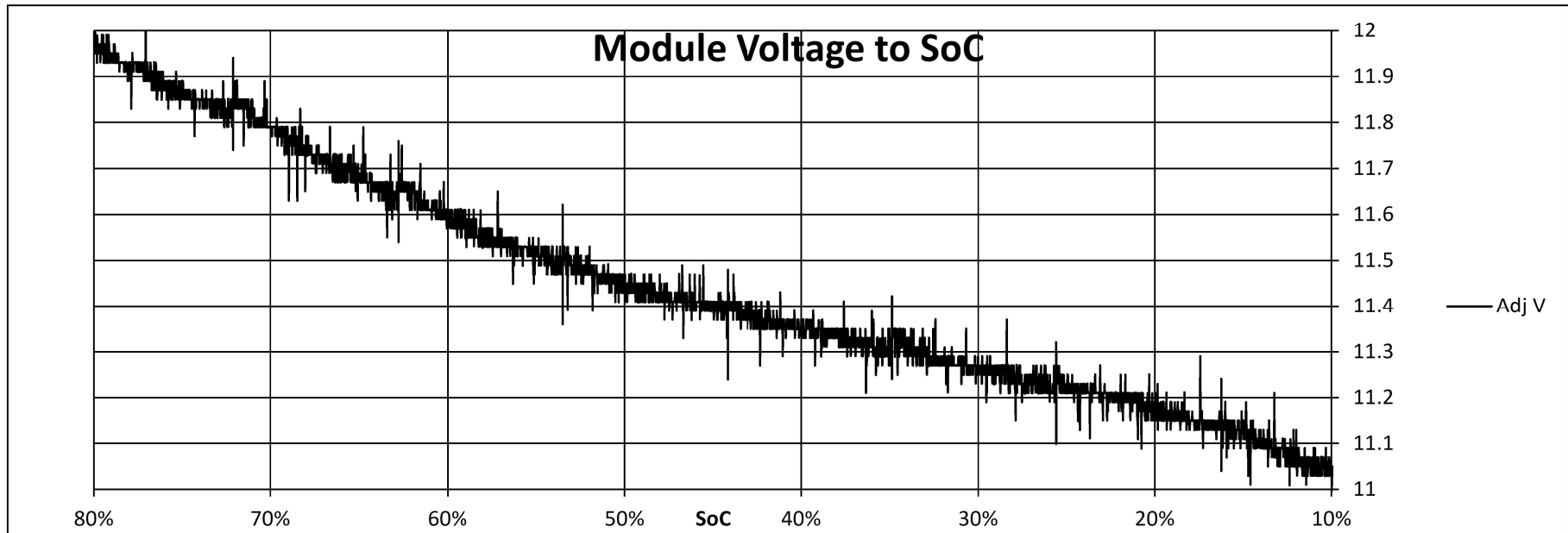
- Make sure to use the correct data types for your calculation (possibly floating point).
- Watch for array out of bounds!

Noise
Noise
Noise



Noise

- Real world data is often 'noisy'
 - each sample has..
causing it to differ from the correct real-world value.
- A2D Sample = (precise real-world value) + (noise)



Problem with Noise

- A noisy signal's fluctuations may be:
 - changes in the real signal
 - noise
- Ex: Turn off phone when battery is empty (3V)

```
static void powerDownIfBatteryDead() {  
    if (batteryVoltage < 3.0) {  
        powerDown();  
    }  
}
```

What could
go wrong?

- What happens when noise spike gives you 2.99V reading when battery actually at 3.10V?

Tolerating Noise: N Samples Past Threshold

- An idea to tolerate some noise:...
- Ex: Power off if 5 consecutive samples are less than 3V:

```
static double batteryVHistory[5];
static void powerDownIfBatteryDead() {
    for (int i = 0; i < 5; i++) {
        if (batteryVHistory[i] >= 3.0) {
            return;
        }
    }
    powerDown();
}
```

Tolerating Noise: Hysteresis

- State machine should be stable:..
 - Problematic Example:
Battery-saver when State of Charge < 30%

```
static bool inLowPower = false;
static void manageLowPowerState() {
    if (batterySoC < 30) {
        inLowPower = true;
    } else {
        inLowPower = false;
    }
}
```

- Problem?

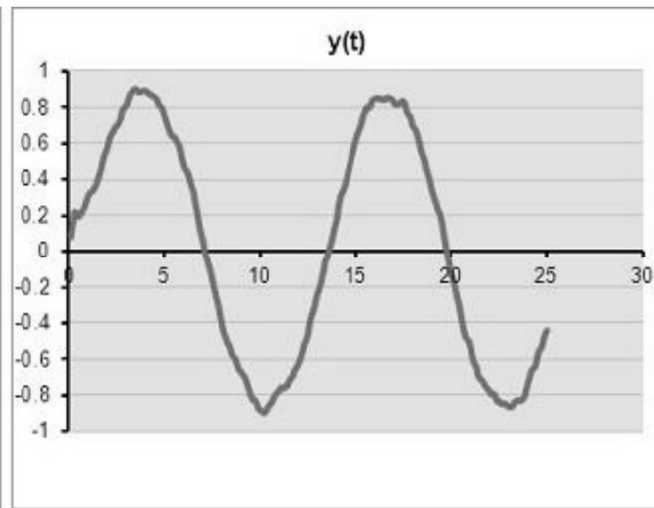
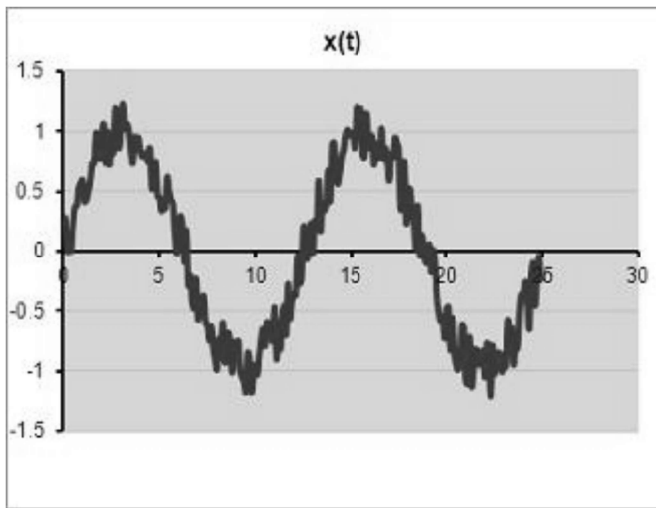
..

Hysteresis Solution

- A solution:

..

```
static bool inLowPower = false;
static void manageLowPowerState() {
    // Enter
    if (batterySoC < 30) {
        inLowPower = true;
    }
    // Exit (5% SoC Hysteresis)
    if (batterySoC > 35) {
        inLowPower = false;
    }
}
```



Noise Filters

Simple Moving Average

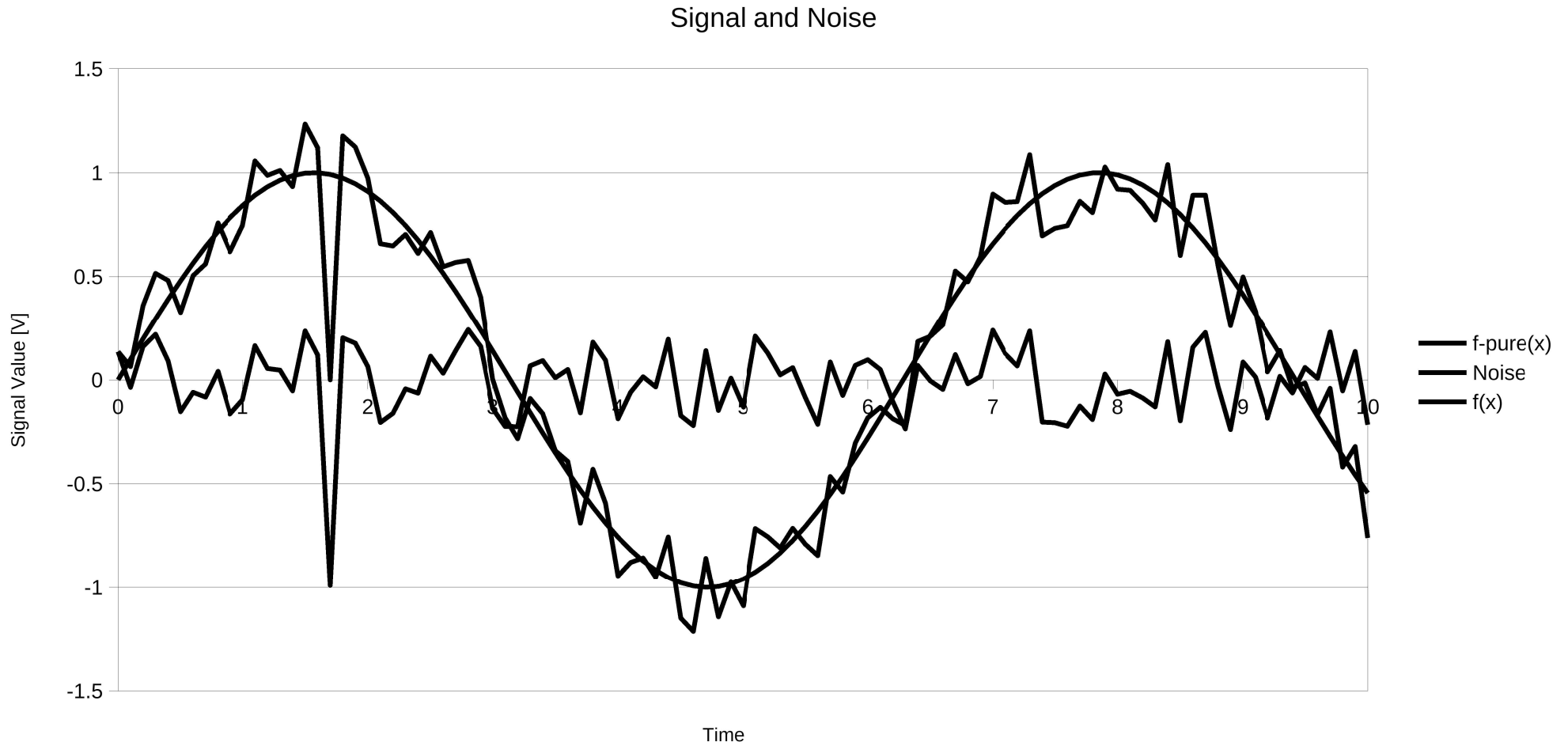
- Rather than tolerating noise,...
- Maintain buffer of *previous* N samples

```
static double batteryVFiltered = 0;
static double samples[10];
static int nextIdx = 0;
static void getNewBatetryV() {
    // Sample
    samples[nextIdx] = readA2DVoltage();
    nextIdx = (nextIdx + 1) % 10;

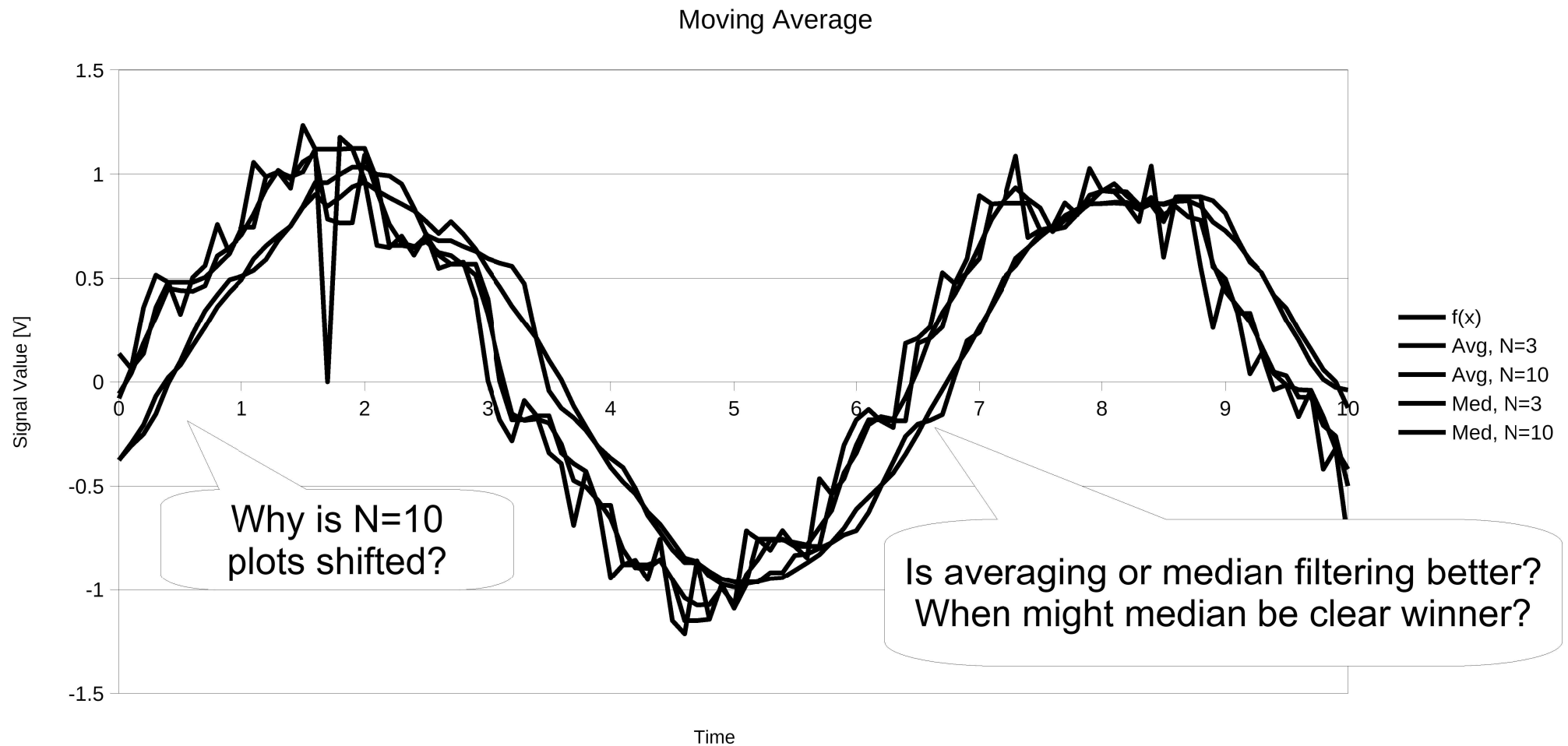
    // Filter
    batteryVFiltered = average(samples, 10);
    //batteryVFiltered = median(samples, 10);
}
static double average(double *data, int numValues) {...}
```

- Note: Must also handle non-full buffer.

Noise Example



Simple Moving Average Effectiveness



Exponential Smoothing

- Simple moving average equally weights all samples,
..

- Exponential Smoothing Details

- Let s_n be the Nth sample from the A2D

- Let v_n be the Nth filtered value

- Let a be a weighting value between 0 and 1

- Smoothed Data Points (v_n)

$$v_0 = s_0$$

$$v_n = a * s_n + (1 - a) * v_{(n-1)}$$

Exponential Smoothing Intuition

- s_n is the Nth sample from the A2D
 v_n is the Nth filtered value
 a is a weighting value between 0 and 1

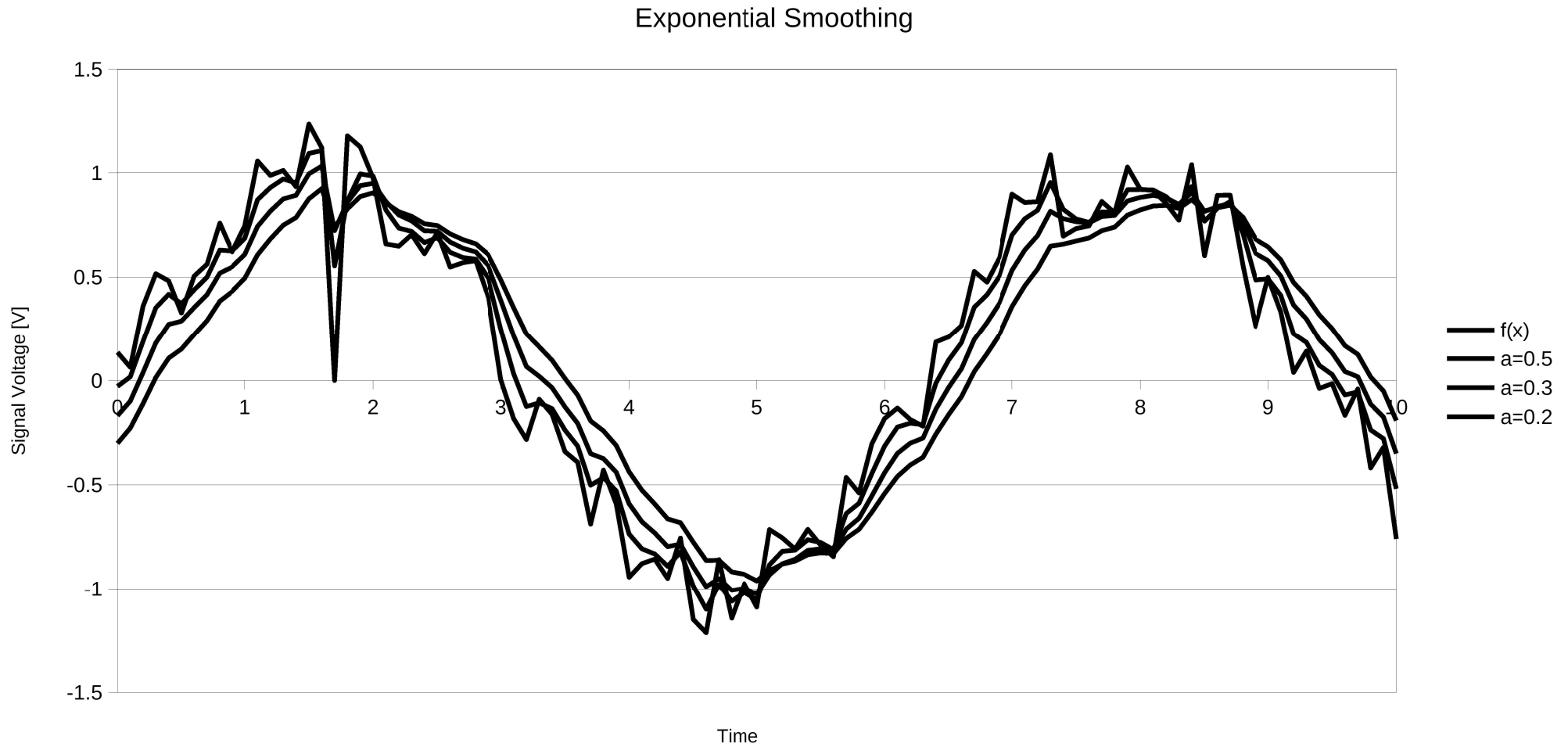
- Smoothed Data Points (v_n)

$$v_0 = s_0$$

$$v_n = a * s_n + (1 - a) * v_{(n-1)}$$

- Intuition
 - $a = 1$: 100% weight on instantaneous 'now' sample (filtering disabled)
 - $a = 0.1$: Very heavy weight on old data, not much on new data (average over very long time frame)

Exponential Smoothing Effectiveness



Summary

- Many sensor generate analog voltage signals.
 - Be careful that signal is in correct voltage range!
- BBB can sample voltages between 0 and 1.8V
 - 12-bit A2D: digital values between 0 and 4095
- Piecewise Linear approximates functions
 - Given a reading (on the X axis),
use the selected points and straight lines to
approximate desired value (on the Y axis)
- Noise adds errors to samples
 - Tolerate noise with hysteresis and filter thresholds
 - Filter with simple moving average or exponential smoothing.