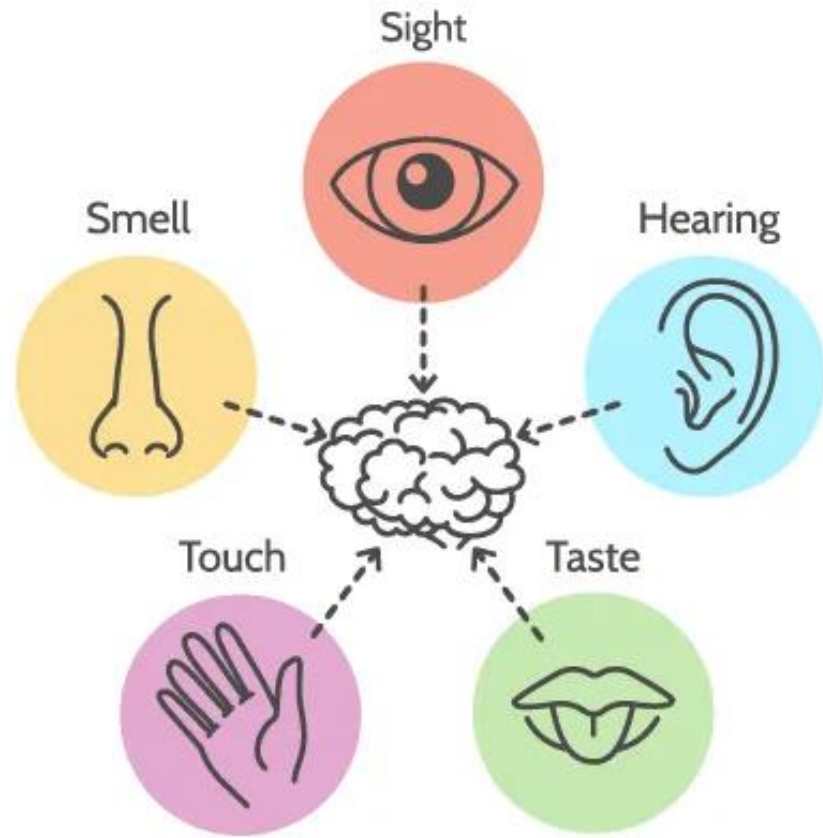




# Internetul Lucrurilor

Condiționare  
semnal

# Senses



# Informație

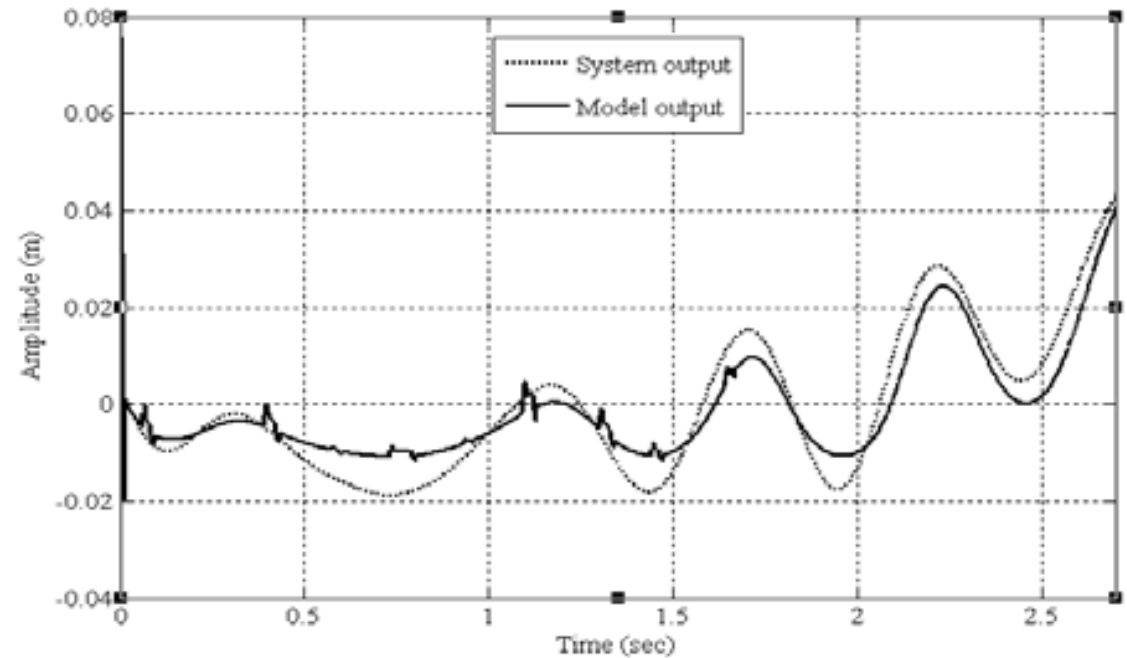
X, Y, a,b,c – Simboluri literale

35, 42, 32.7

simboluri numerice pentru a defini o  
cantitate  $\in \mathbb{N}, \mathbb{R}$

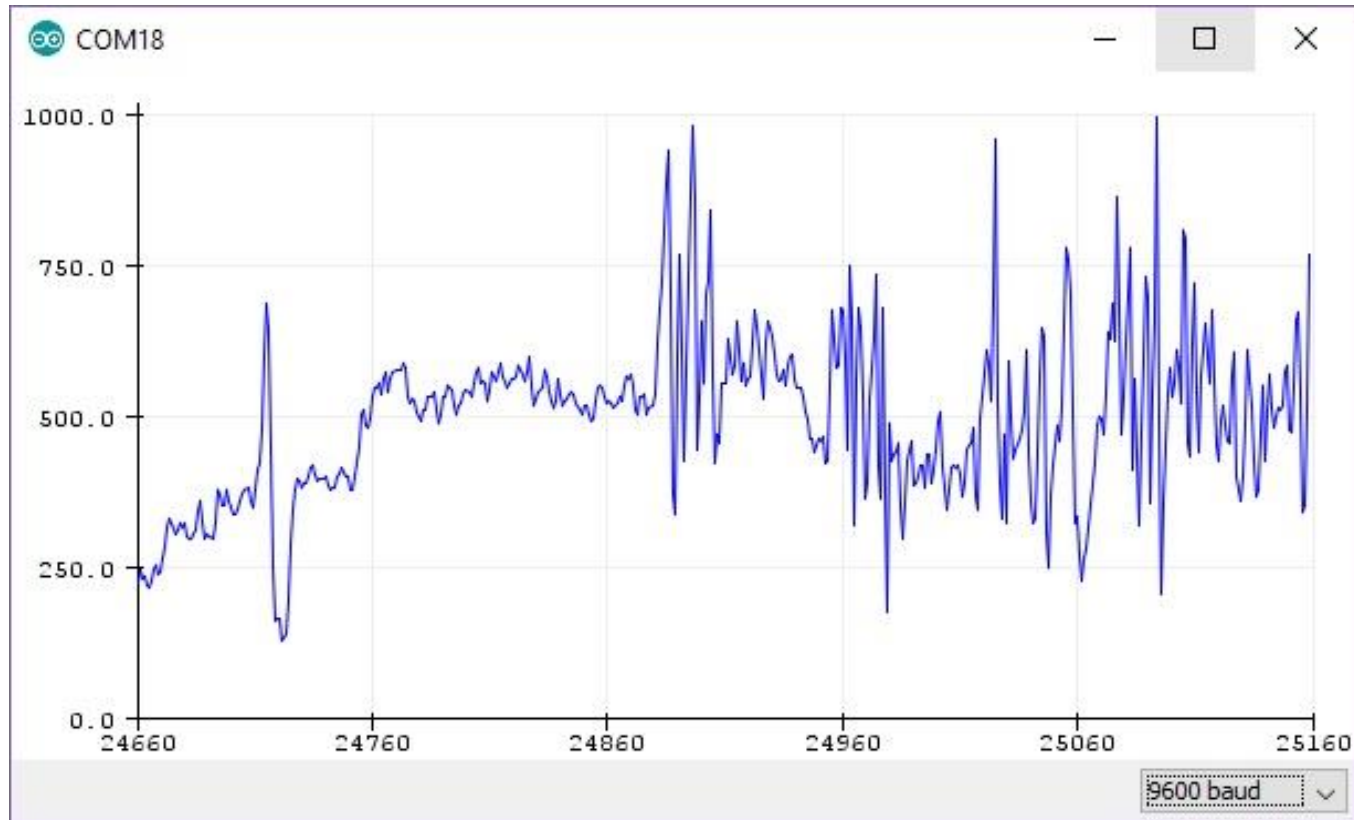
70 km/h, 50 V, 25 °C

Informație – date cu sens



Semnal - Evoluția Informației in timp

# Achiziție Semnal



```
AnalogInOutSerial | Arduino 1.8.12 (Windows Store 1.8.33.0) - □ ×
File Edit Sketch Tools Help
AnalogInOutSerial
void setup() {
  // initialize serial communications at 9600 bps:
  Serial.begin(9600);
}

void loop() {
  // read the analog in value:
  sensorValue = analogRead(analogInPin);
  // map it to the range of the analog out:
  outputValue = map(sensorValue, 0, 1023, 0, 255);
  // change the analog out value:
  analogWrite(analogOutPin, outputValue);

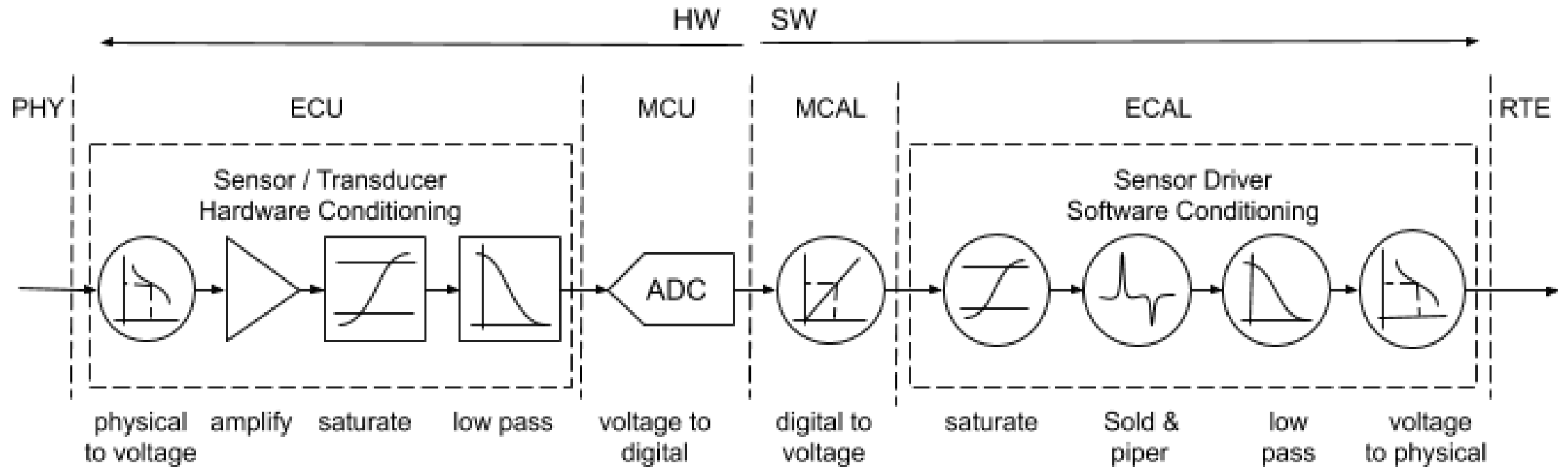
  // print the results to the Serial Monitor:
  Serial.print("sensor = ");
  Serial.print(sensorValue);
  Serial.print("\t\t output = ");
  Serial.println(outputValue);

  // wait 2 milliseconds before the next loop for the anal
  // converter to settle after the last reading:
  delay(2);
}

```

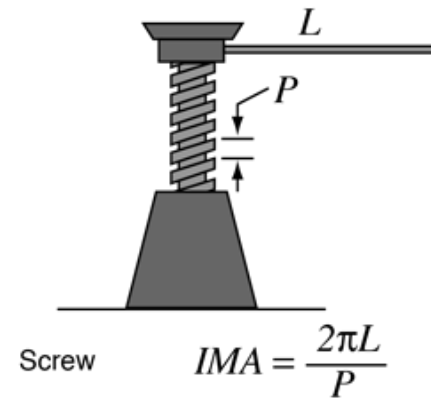
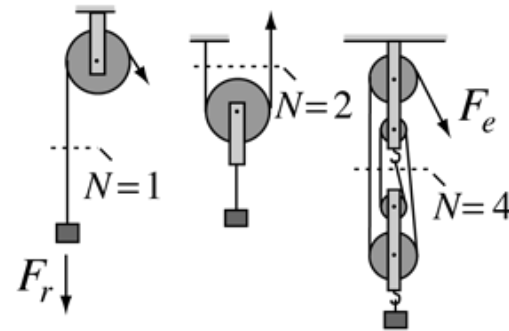
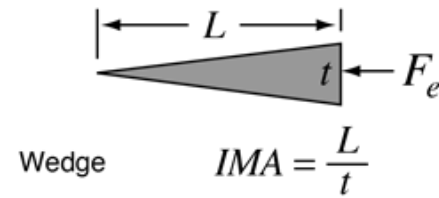
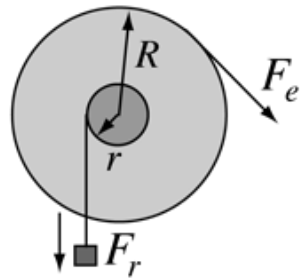
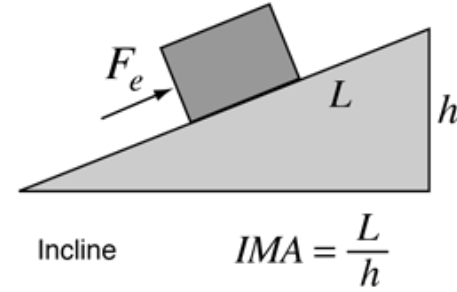
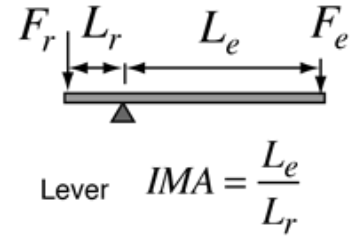
1 Arduino Uno on COM5

# Achiziție Semnal

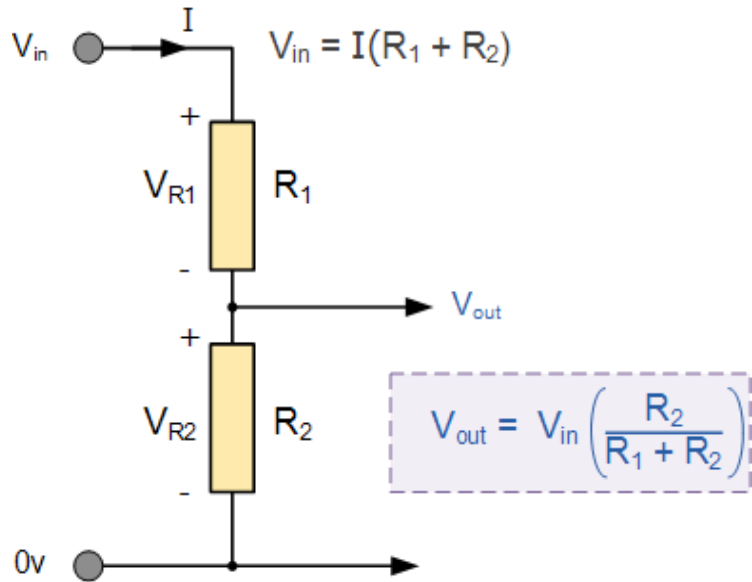


# Operații mecanice

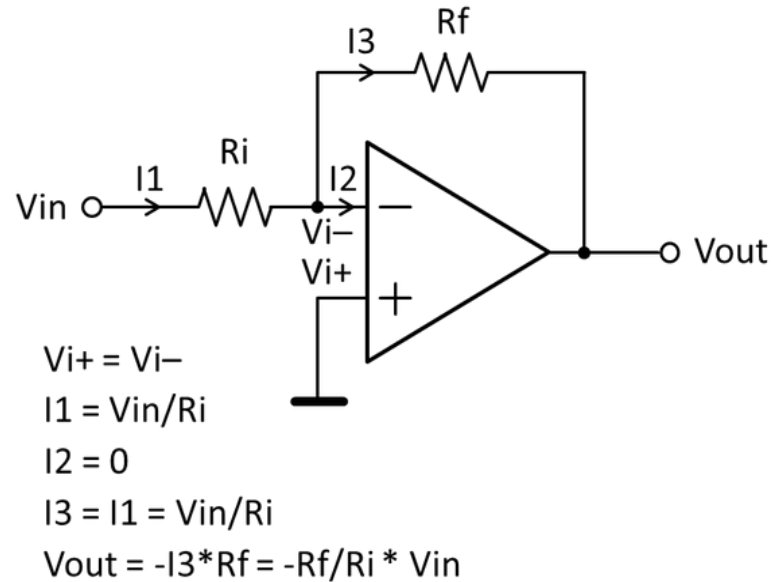
ideal mechanical  
advantage - IMA



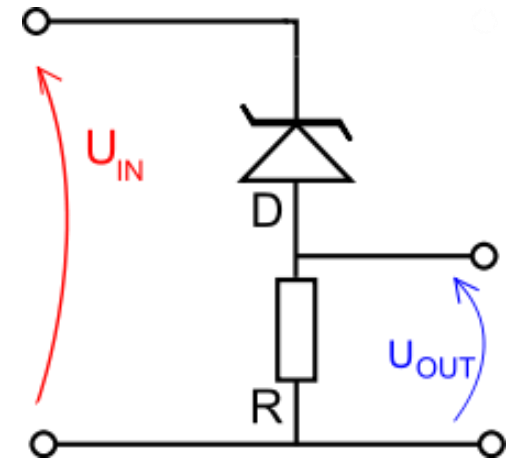
# Condiționare HW - Amplificare/Atenuare/Saturare



Atenuare  
(împărțire)

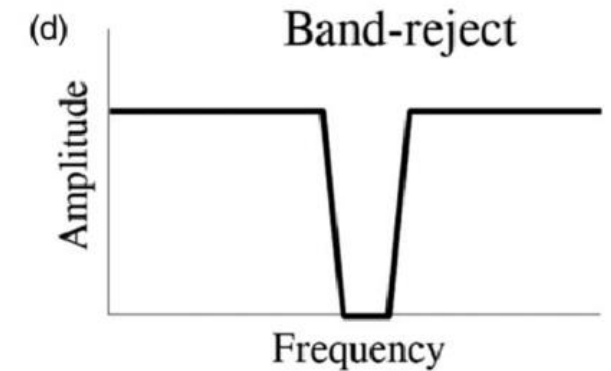
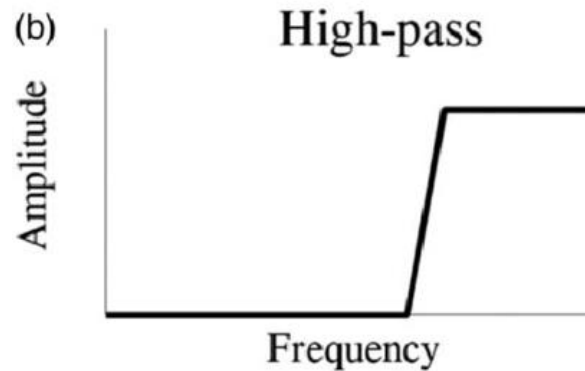
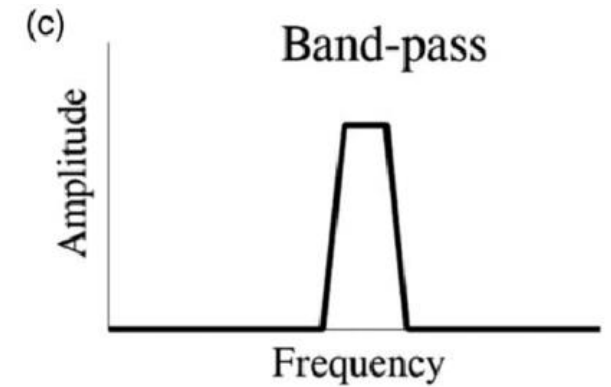
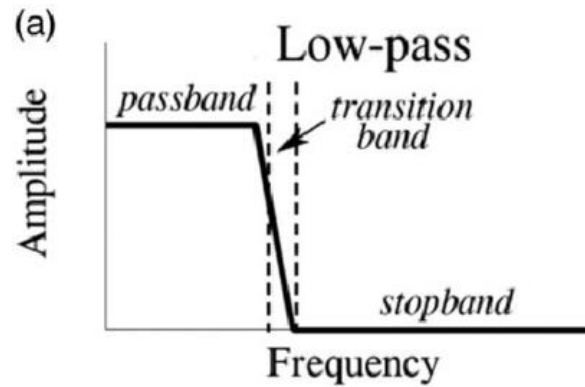
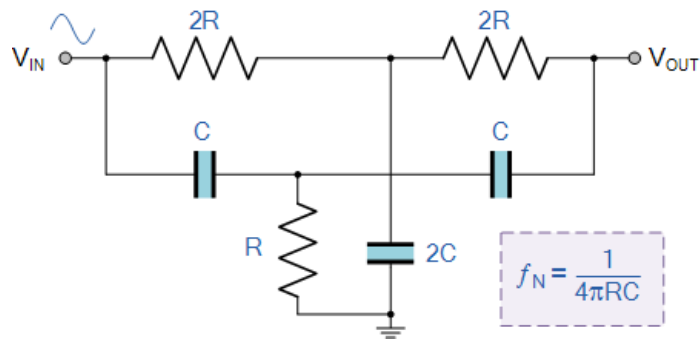
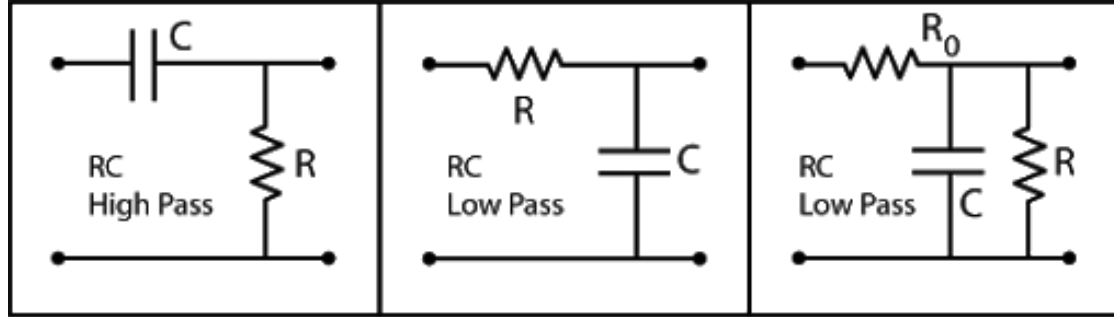


Amplificare  
(înmulțire)



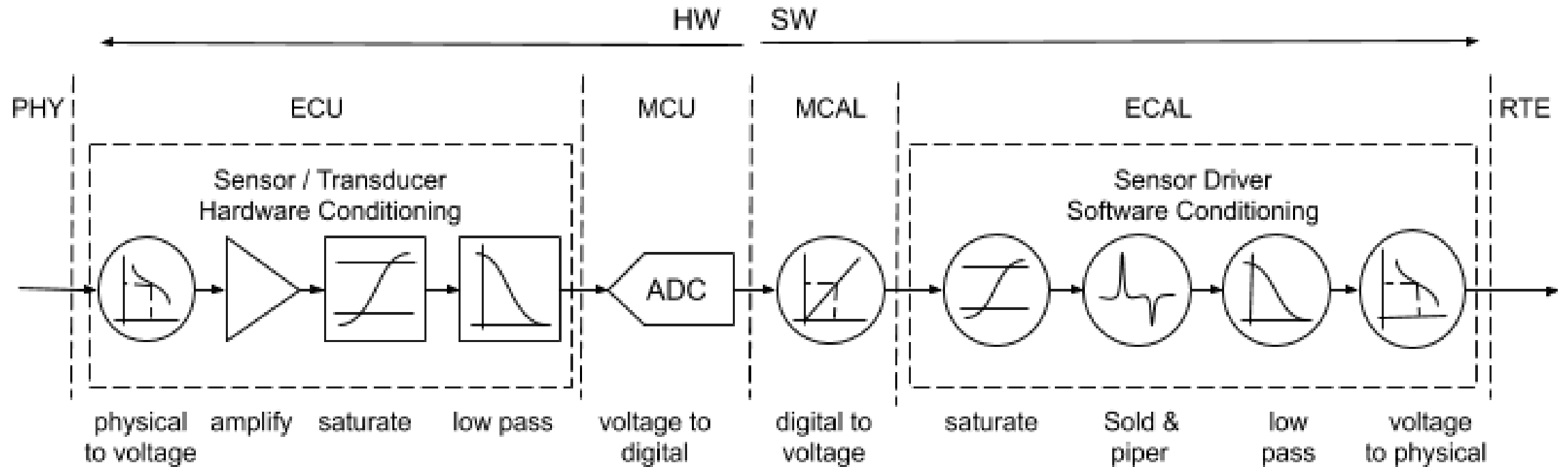
Saturare (taiere)

# Condiționare Hardware - Filtrare

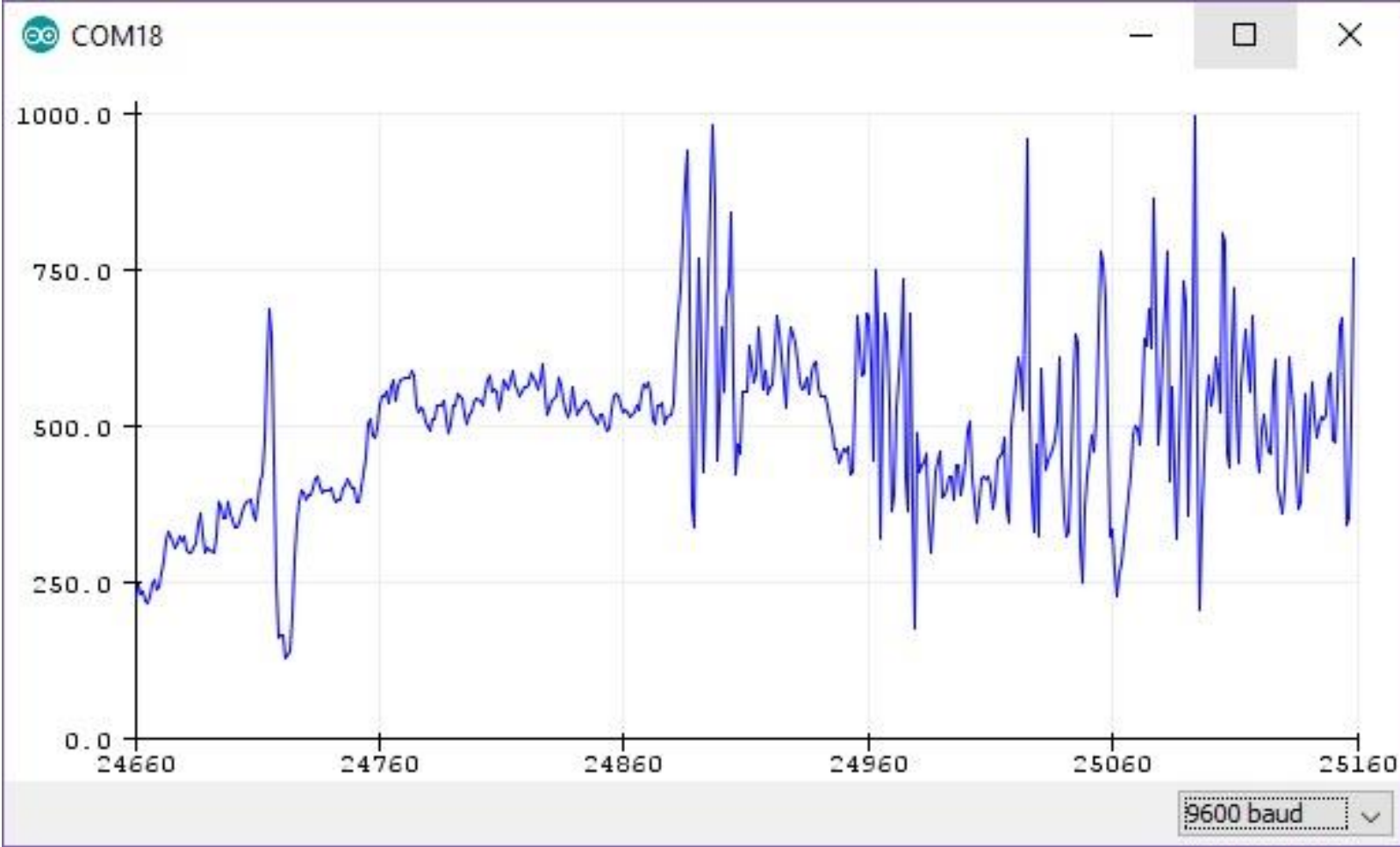




# Achiziție Semnal

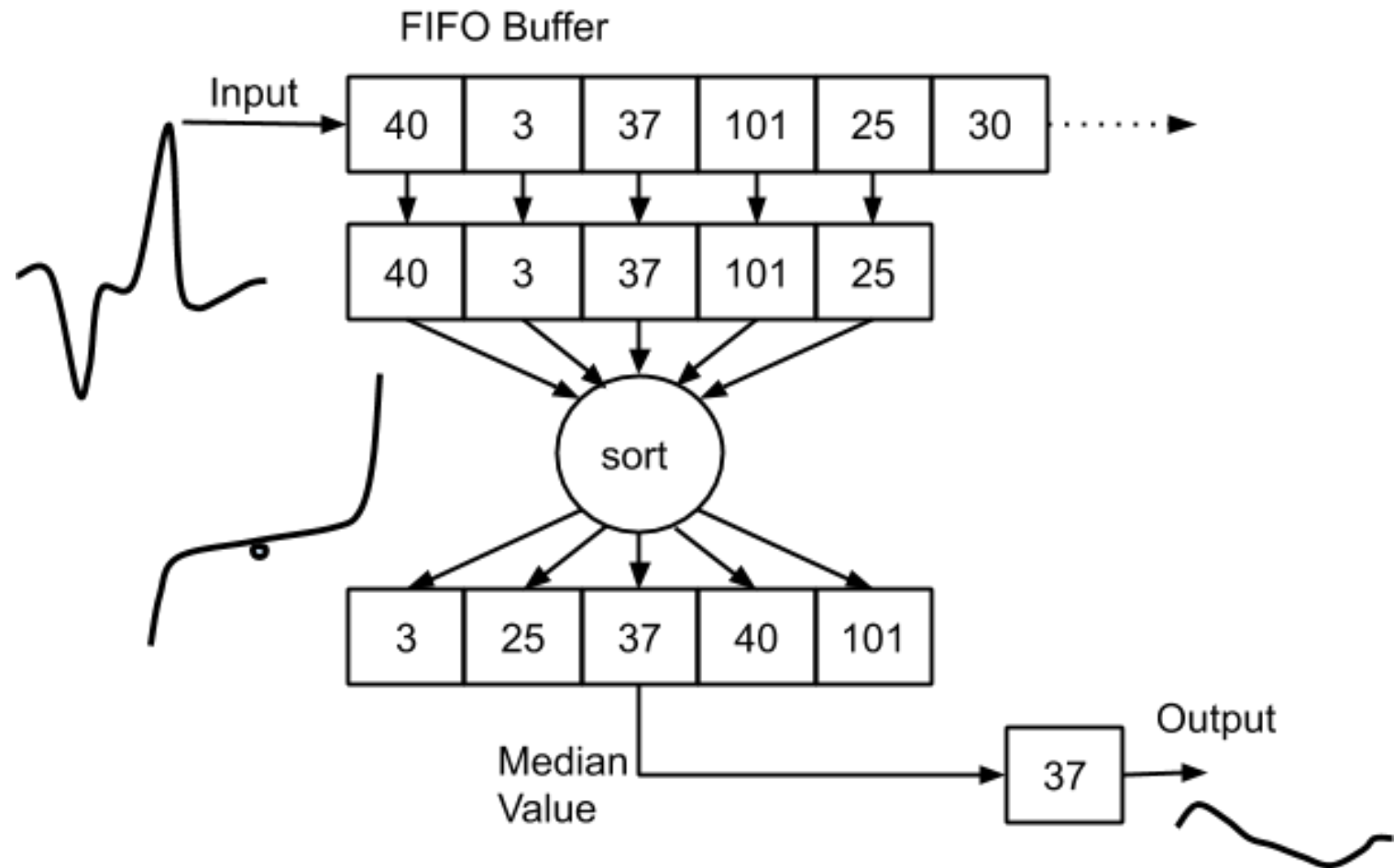


# Achiziție Semnal



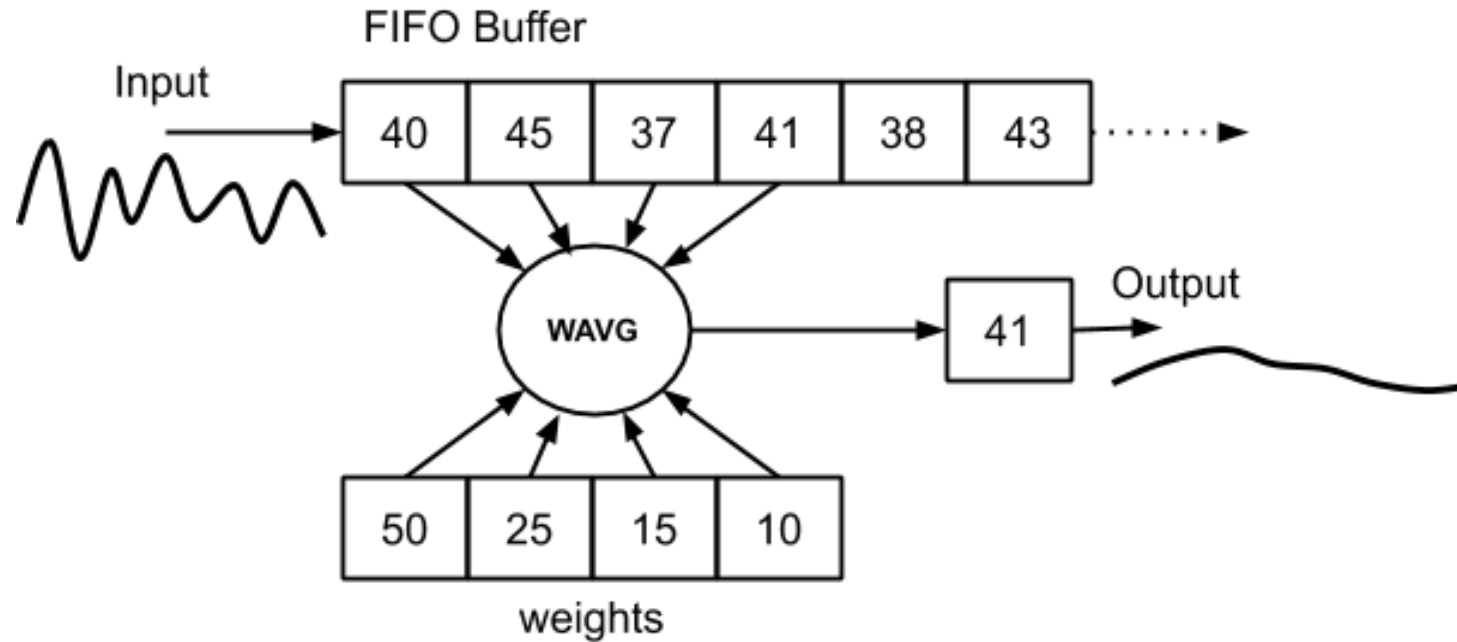
# Condiționare SW - Sare si piper

- Statistic
- Median
- Sare si piper
- Impulsionar



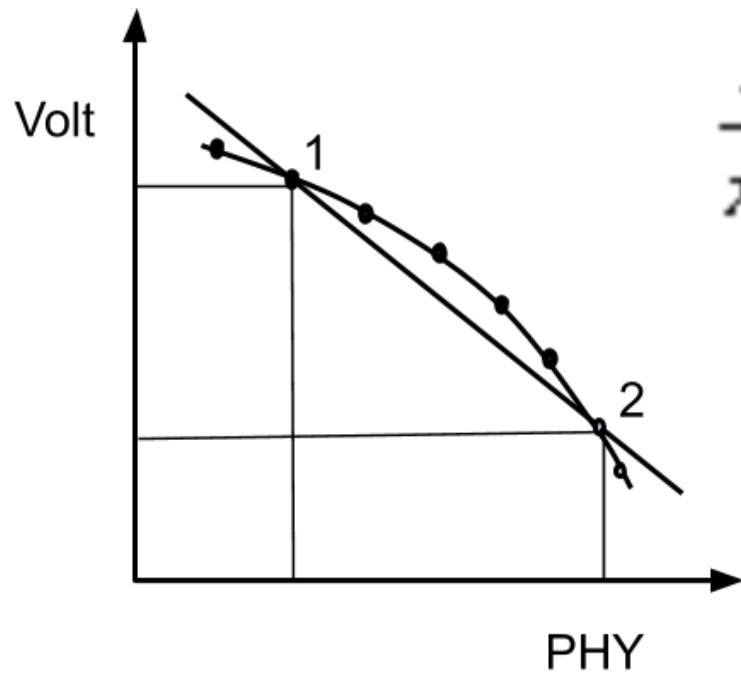
# Condiționare SW – Mediere ponderat

- Trece jos
- Netezire
- Zgomot alb
- Gaussian
- Mediere

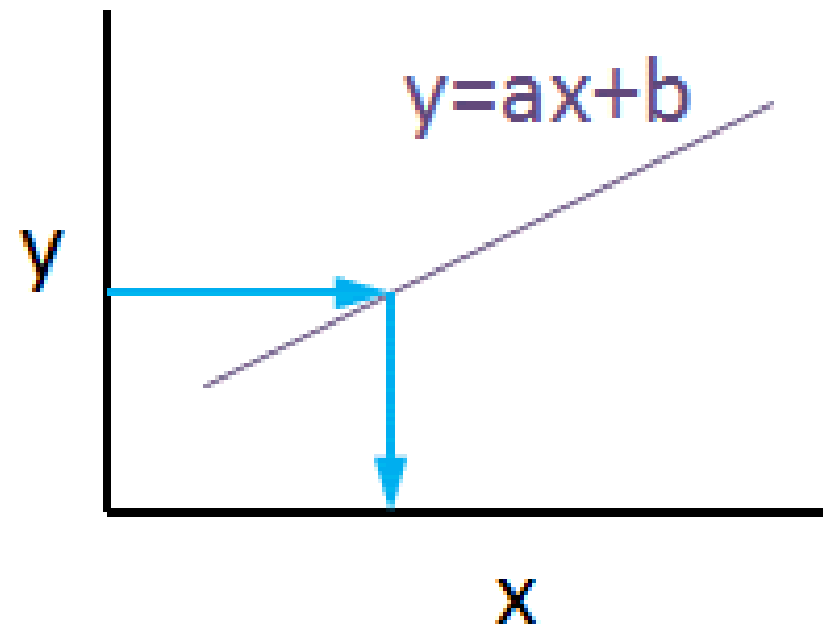


$$M(X) = \frac{x_1 n_1 + x_2 n_2 + \dots + x_k n_k}{n_1 + n_2 + \dots + n_k} = \frac{\sum_{i=1}^k x_i n_i}{\sum_{i=1}^k n_i}$$

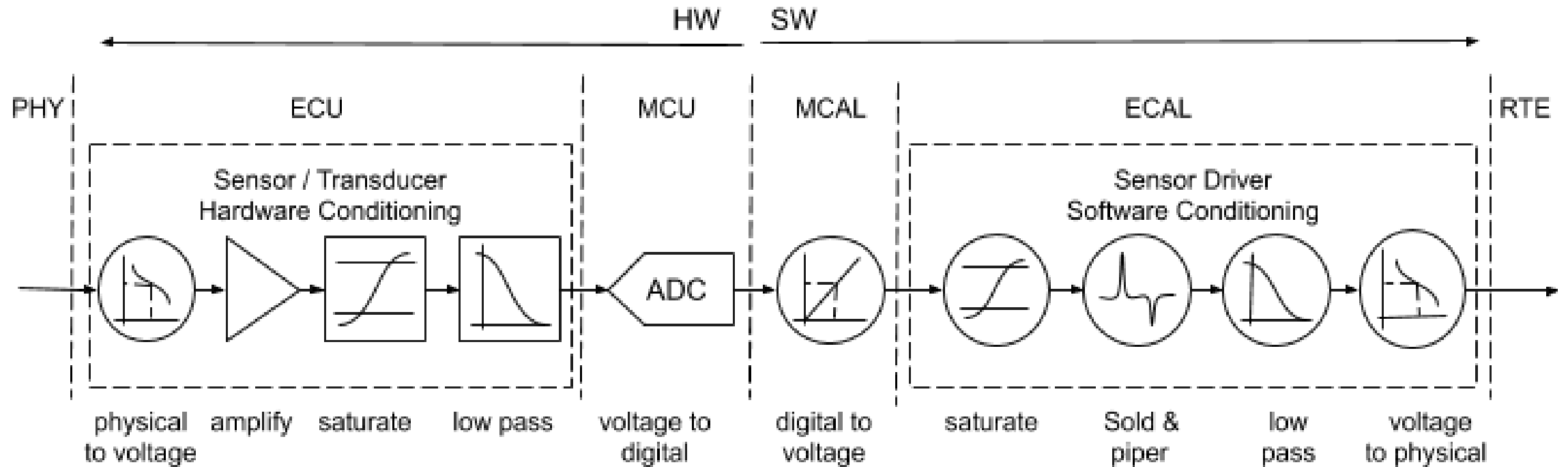
# Condiționare SW – Conversie (ne)lineara



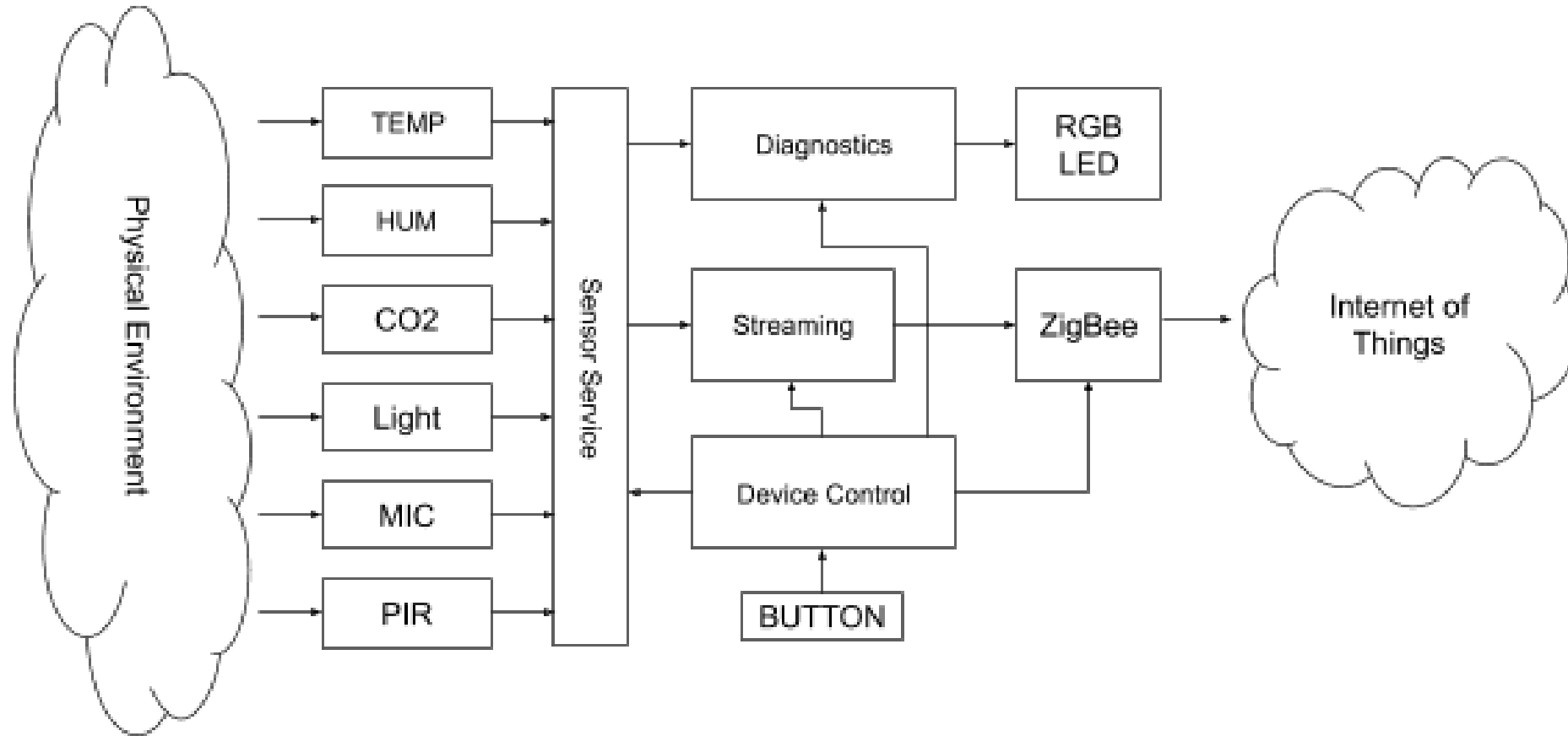
$$\frac{x - x_1}{x_2 - x_1} = \frac{y - y_1}{y_2 - y_1}$$



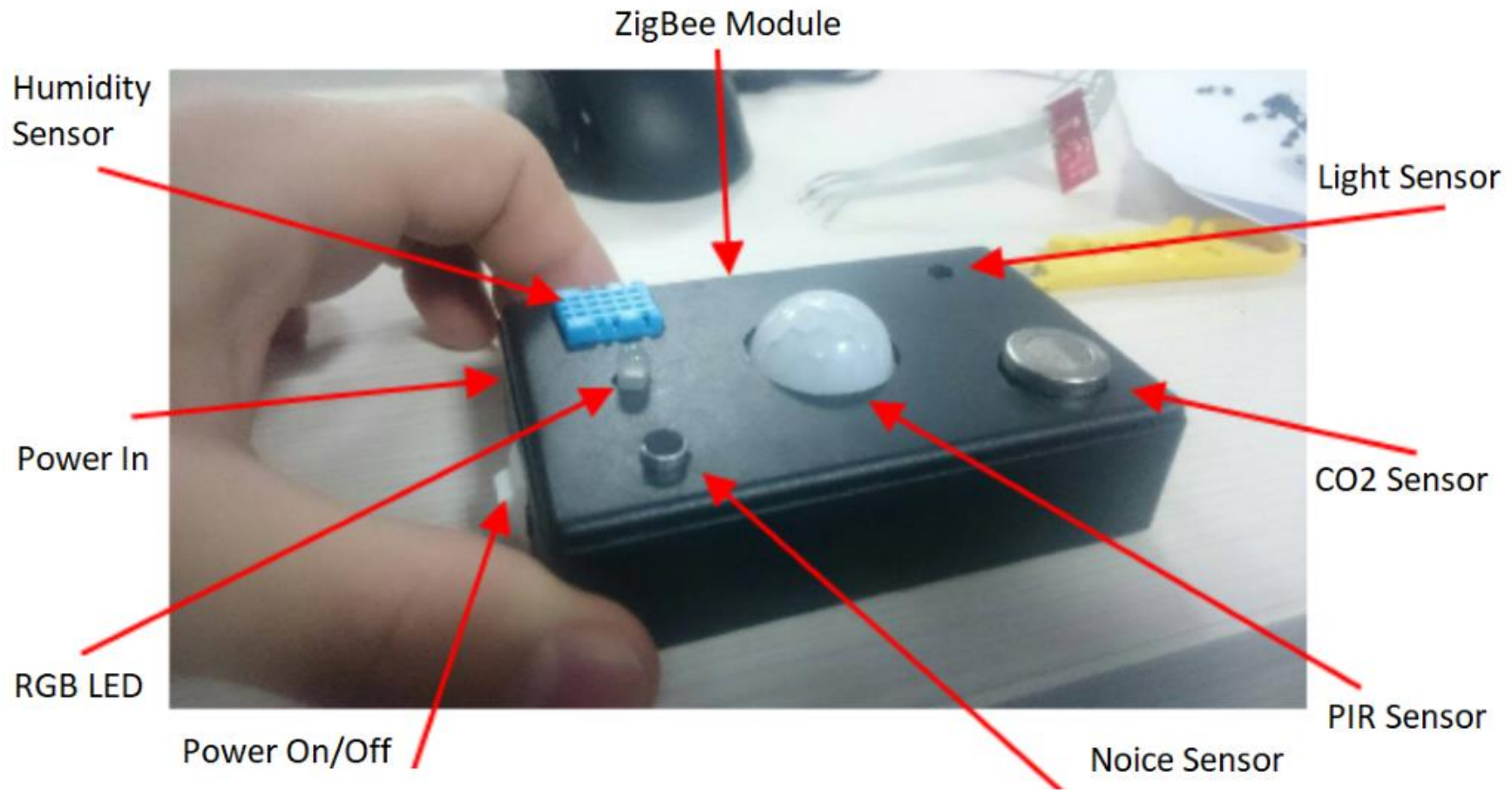
# Achiziție Semnal



# Achiziție Semnal

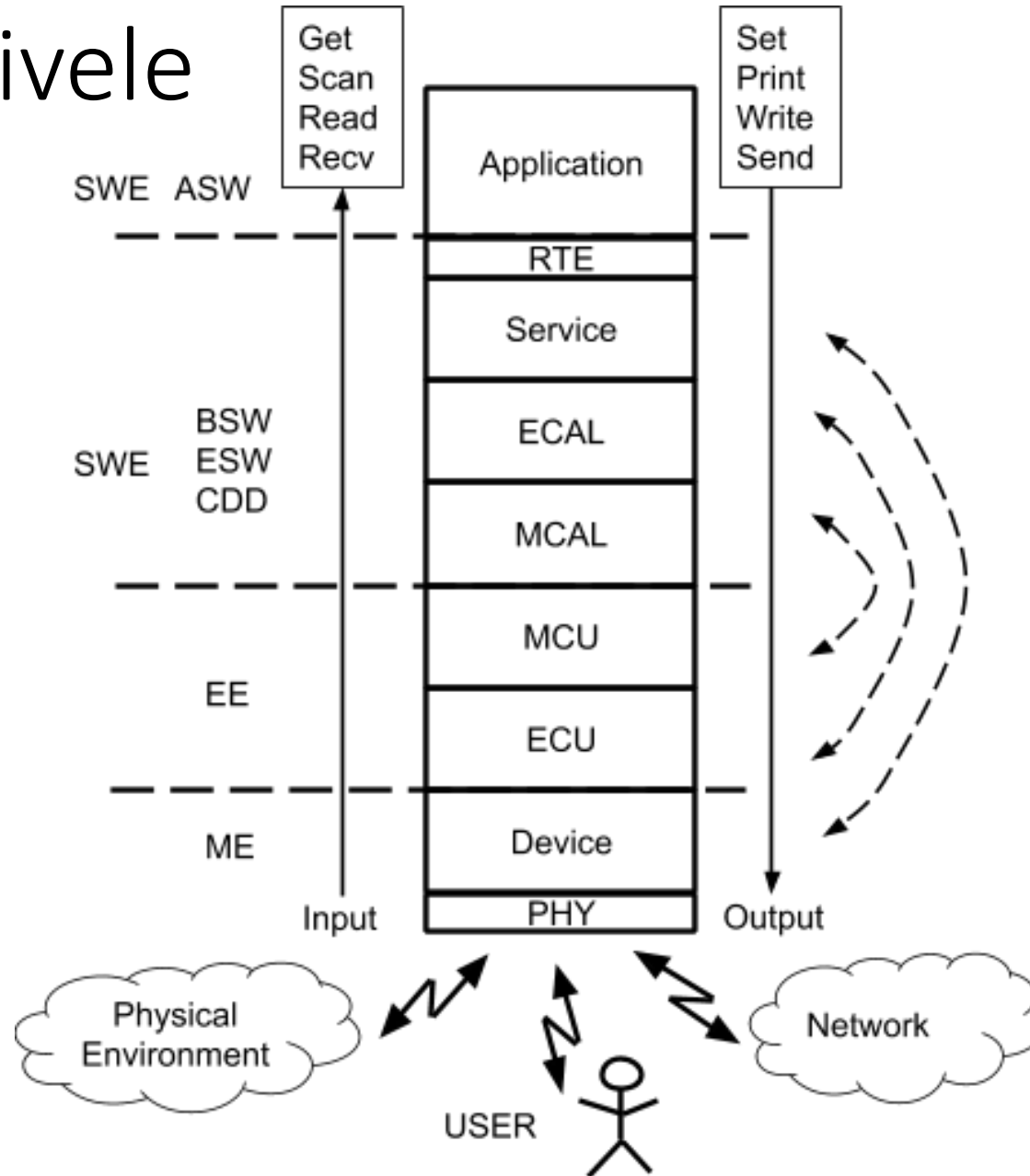


# Achiziție Semnal

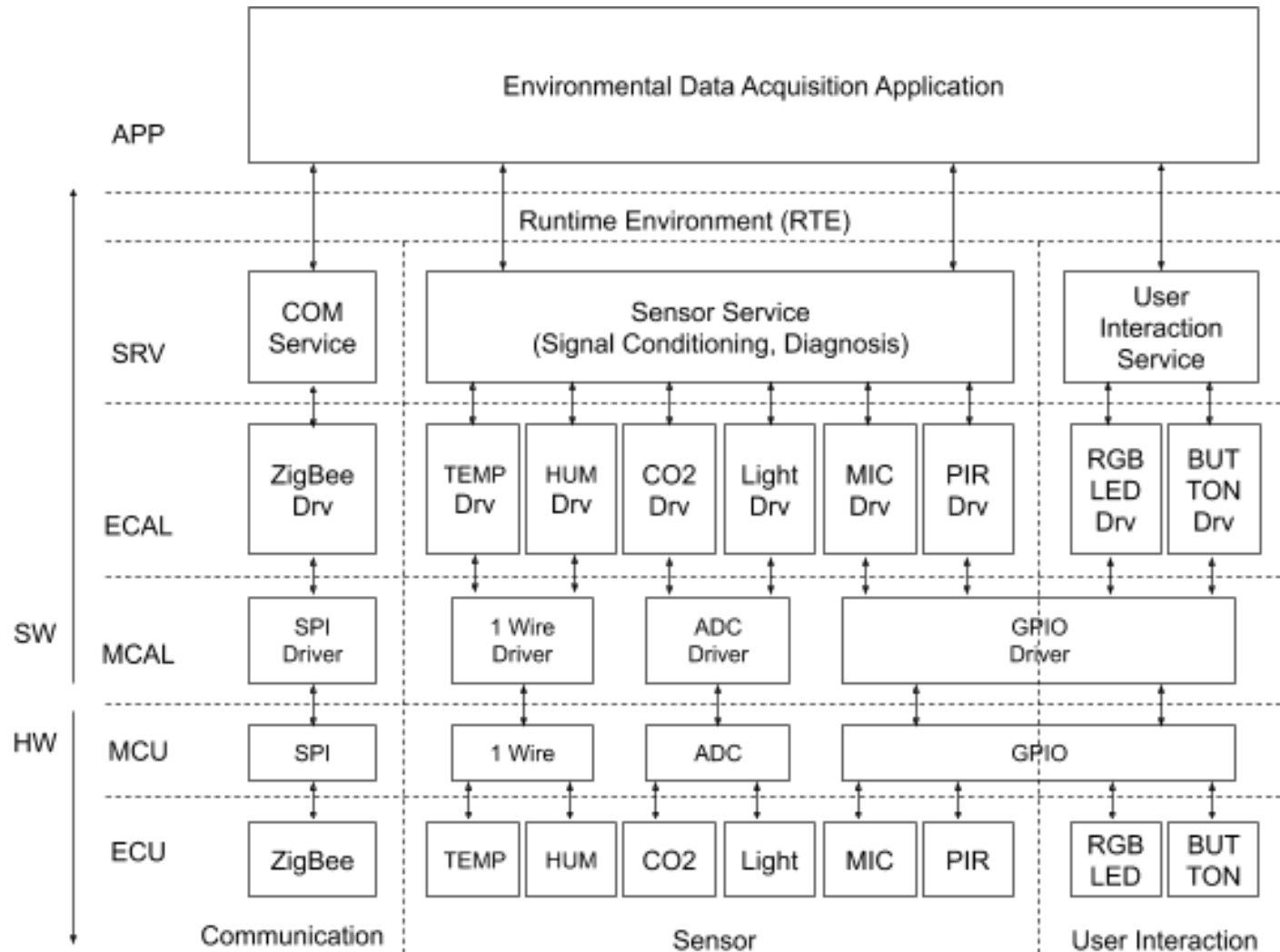




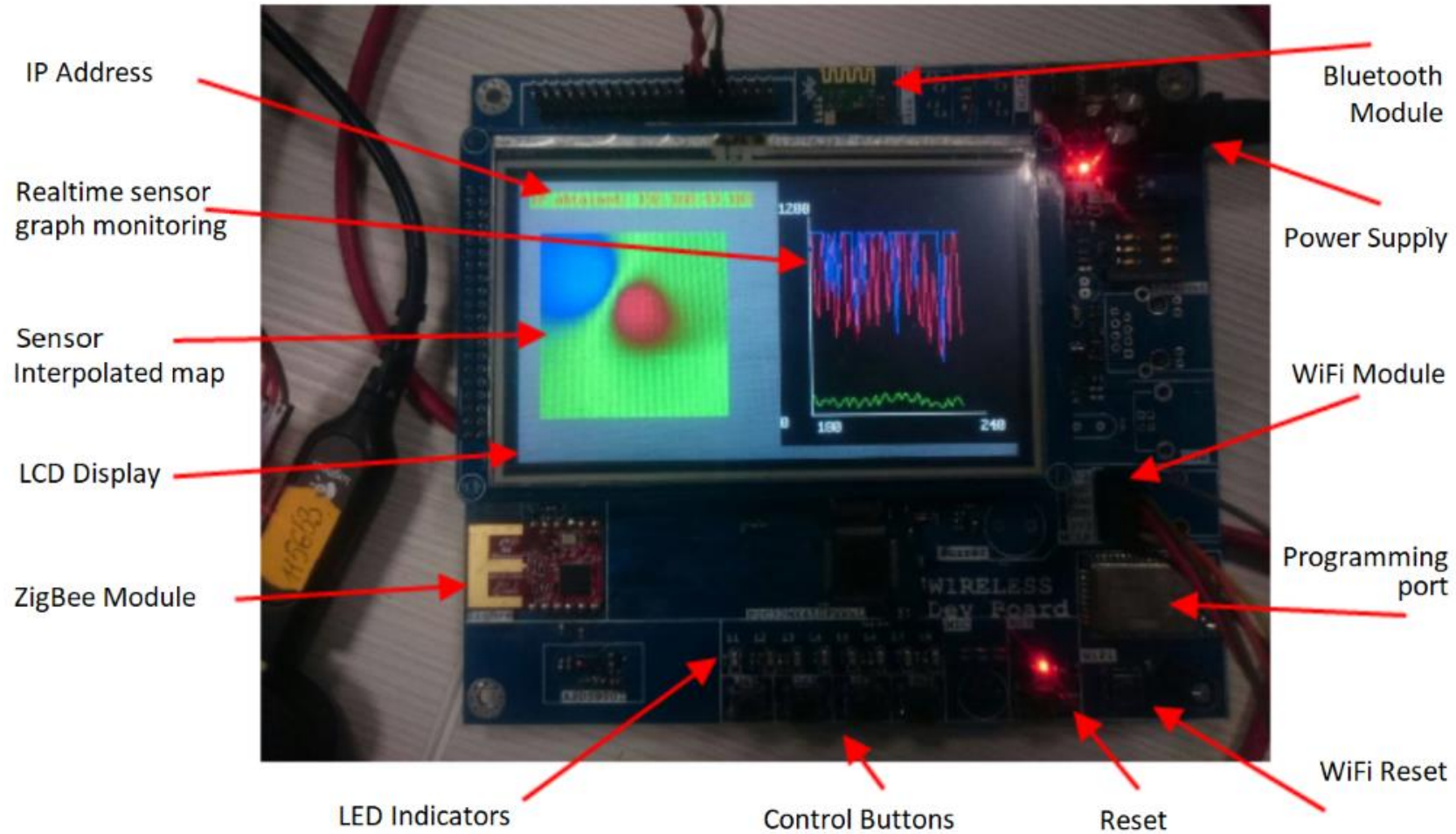
# Arhitectura pe nivele



# Arhitectura pe nivele



# Achizitie Semnal



# Senzori Virtuali

