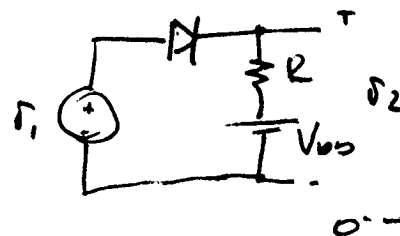


- Pick-off.

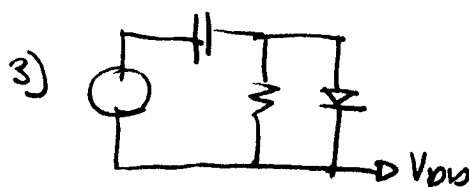
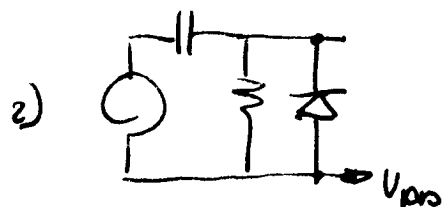
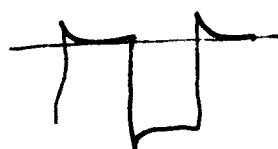
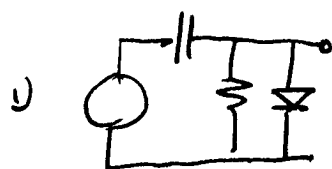


de $V_1 < V_{DD} \Rightarrow V_2 = 0$

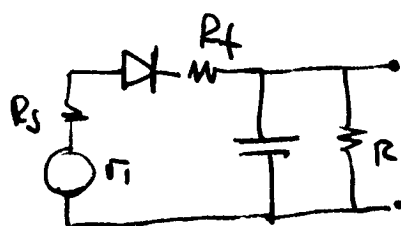
$V_{DD} / R \quad V_1 > V_{DD} \Rightarrow V_2 \neq 0$

utili per eliminare piccoli segnali (ovvero rumore)

- Dispositi con elementi non lineari:



Pulse sketching



— V_1
- - - V_2

C si carica con costante di tempo $(R_1 + R_2)C$



- la scarica avviene attraverso R uolto per provare $\Rightarrow$ decadimento lungo.

- la scarica può avvenire anche con interrutto:

