

Prototyping TUIs

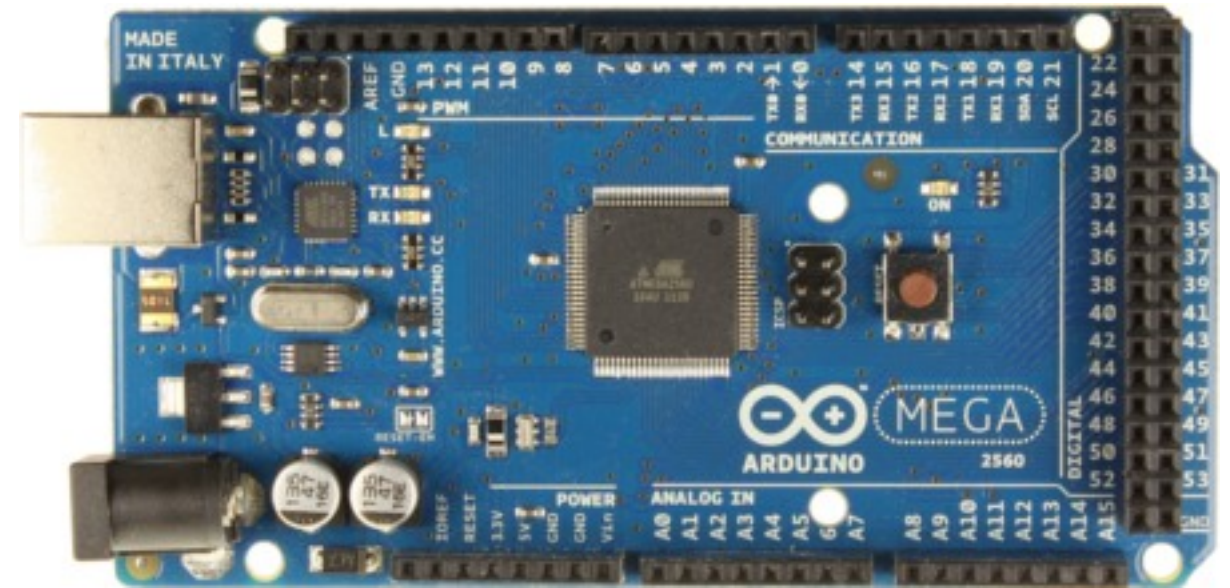
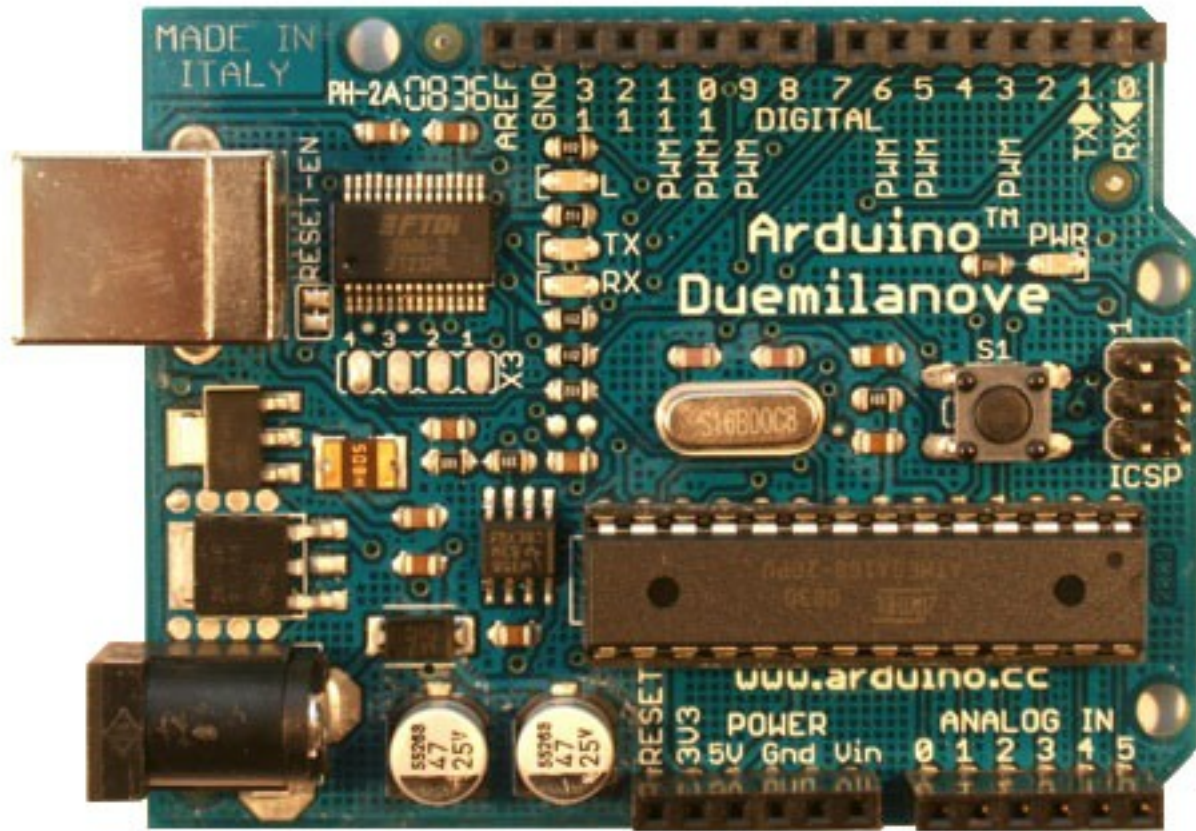
in Course *Advanced Human-Computer Interaction*

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Aim

- Prototype a tangible object

How?



- Arduino
 - open-source electronics prototyping platform (<http://www.arduino.cc/>)

How?

- + Sensors, effectors and other components like resistors

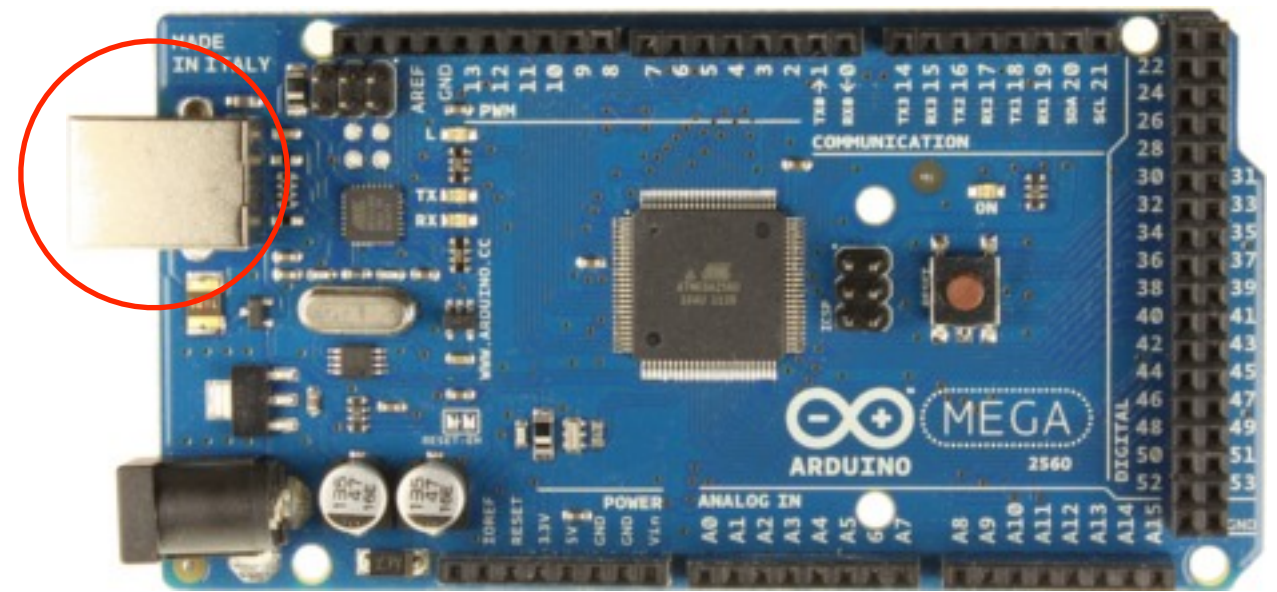
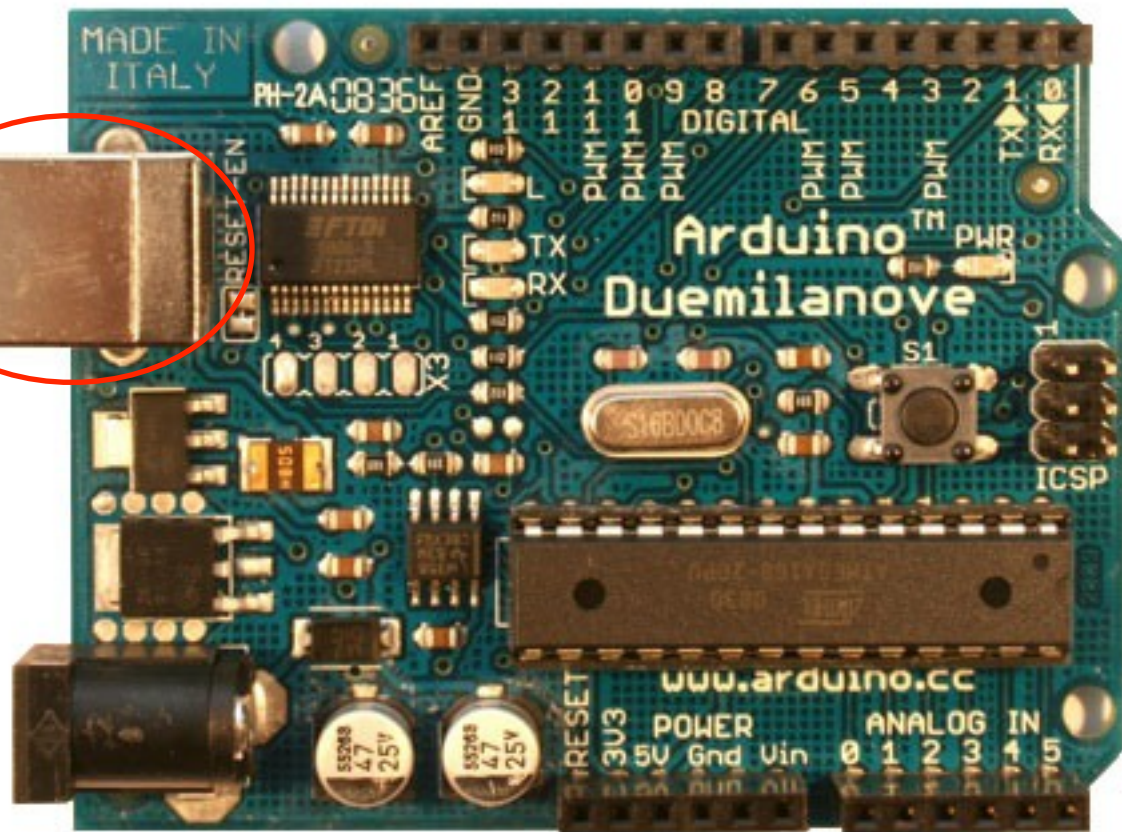


Arduino Principle

- Make your simple electronic prototype
- Program on computer
- Upload program to the Arduino board
- Run on the Arduino board
 - you can disconnect the Arduino board from the computer, if plugged to power

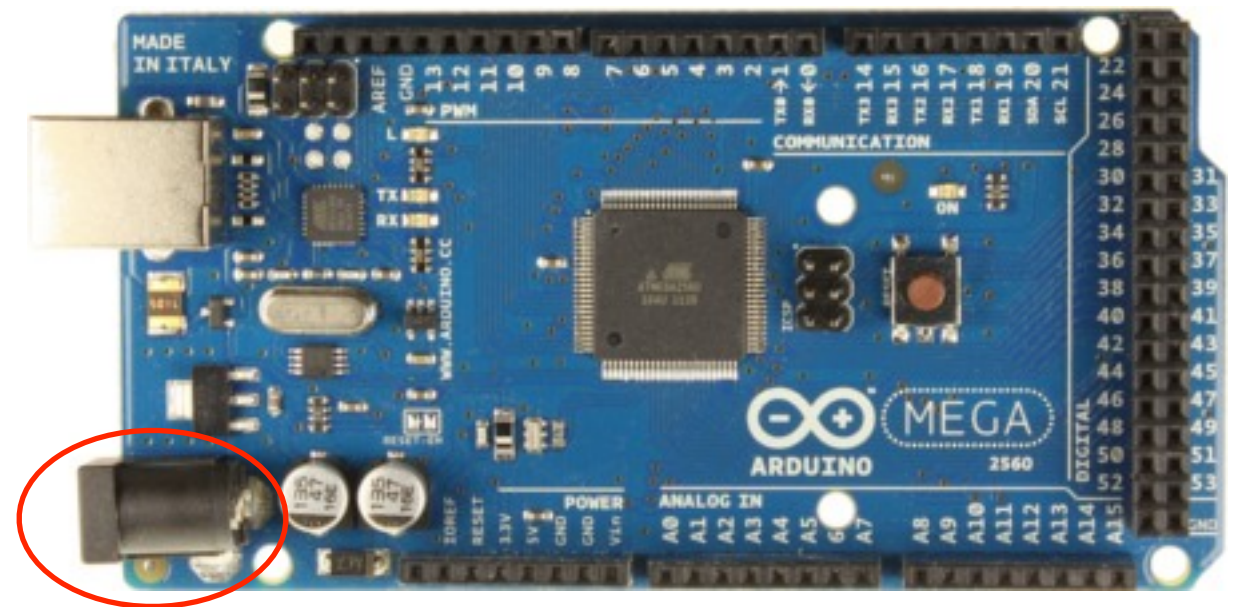
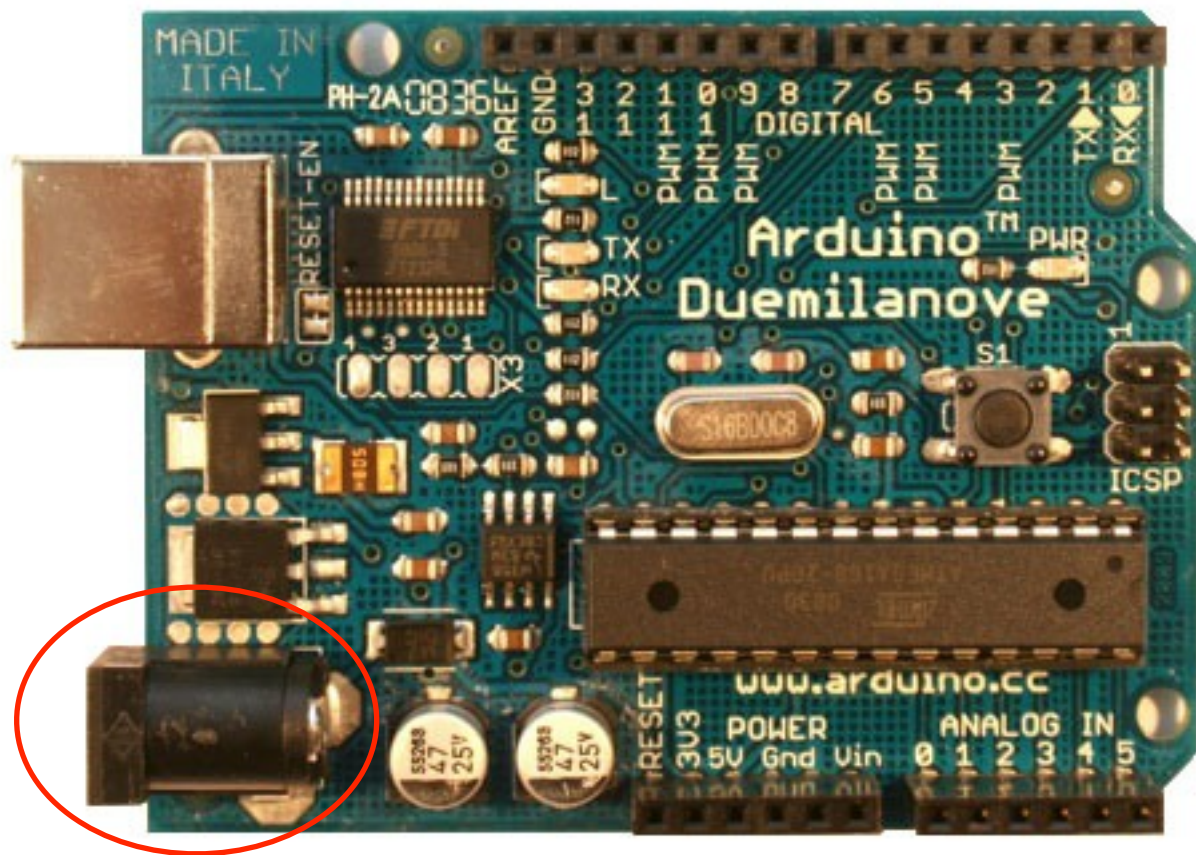
Arduino Board

USB plug



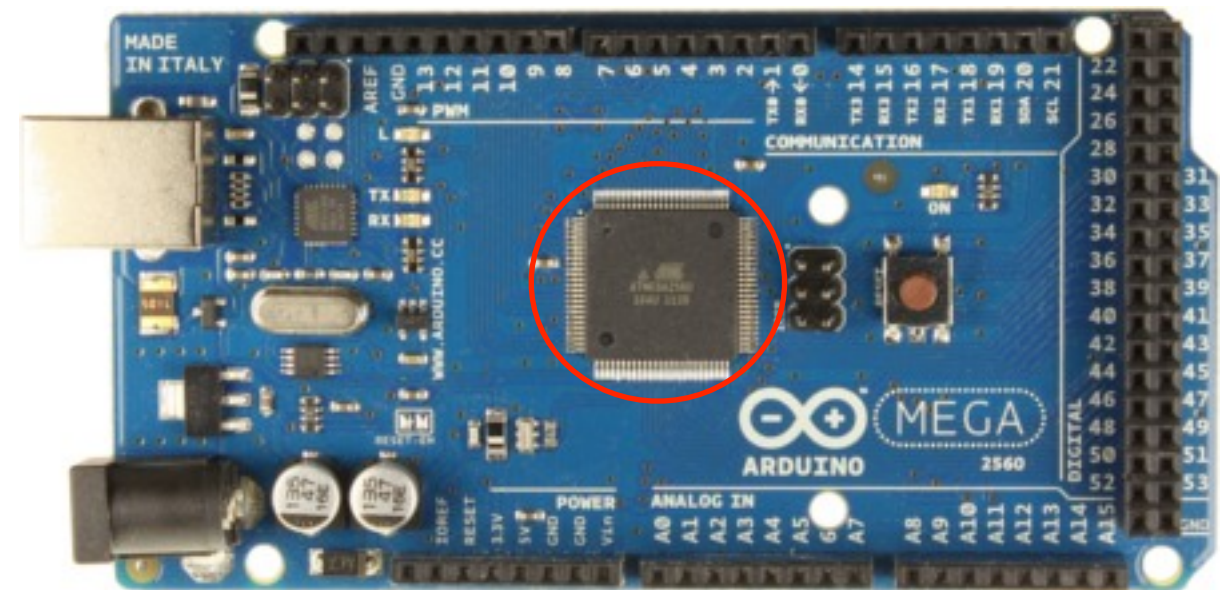
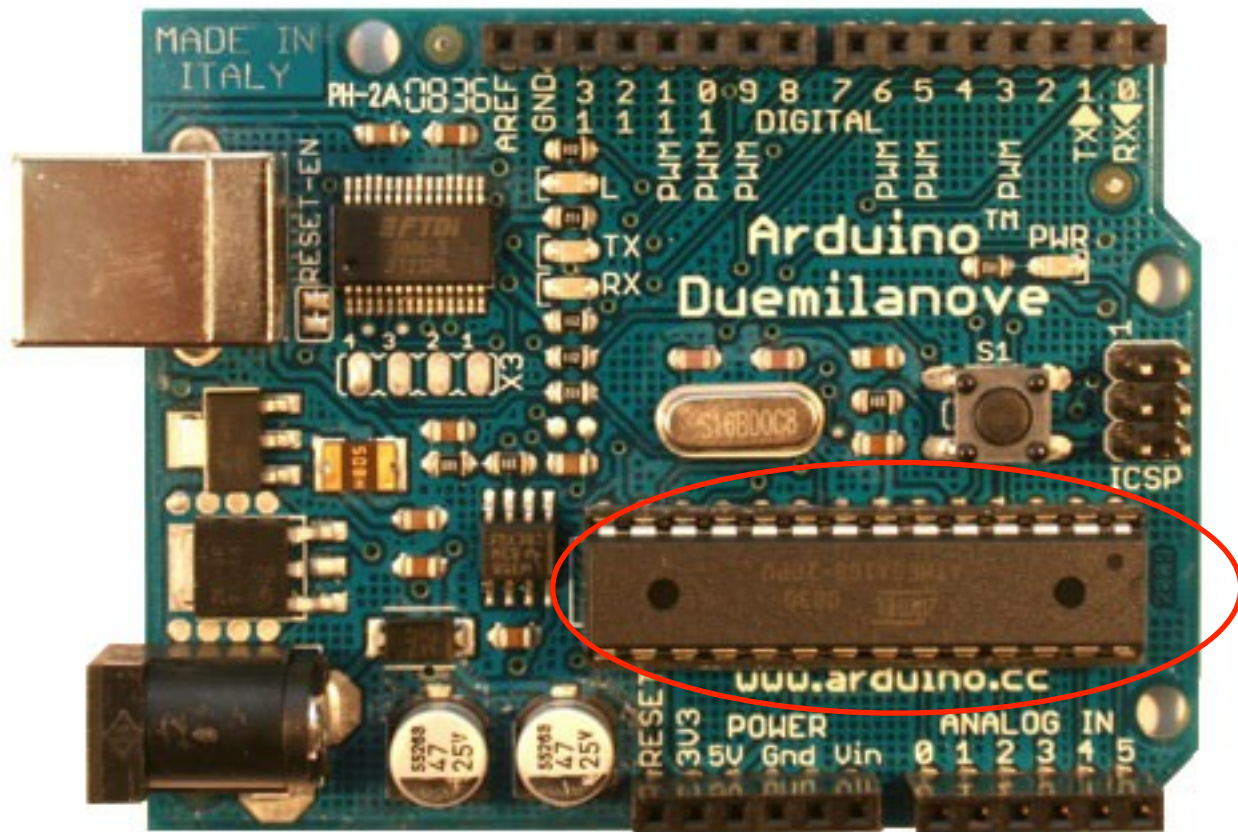
Arduino Board

External power
(use if not plugged in USB)



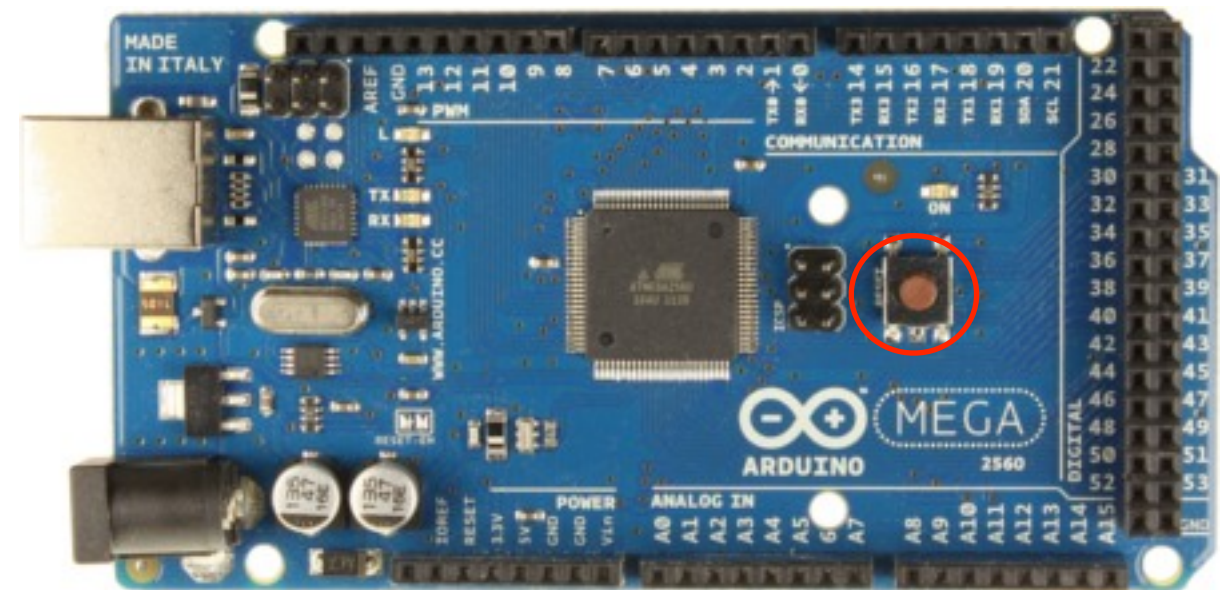
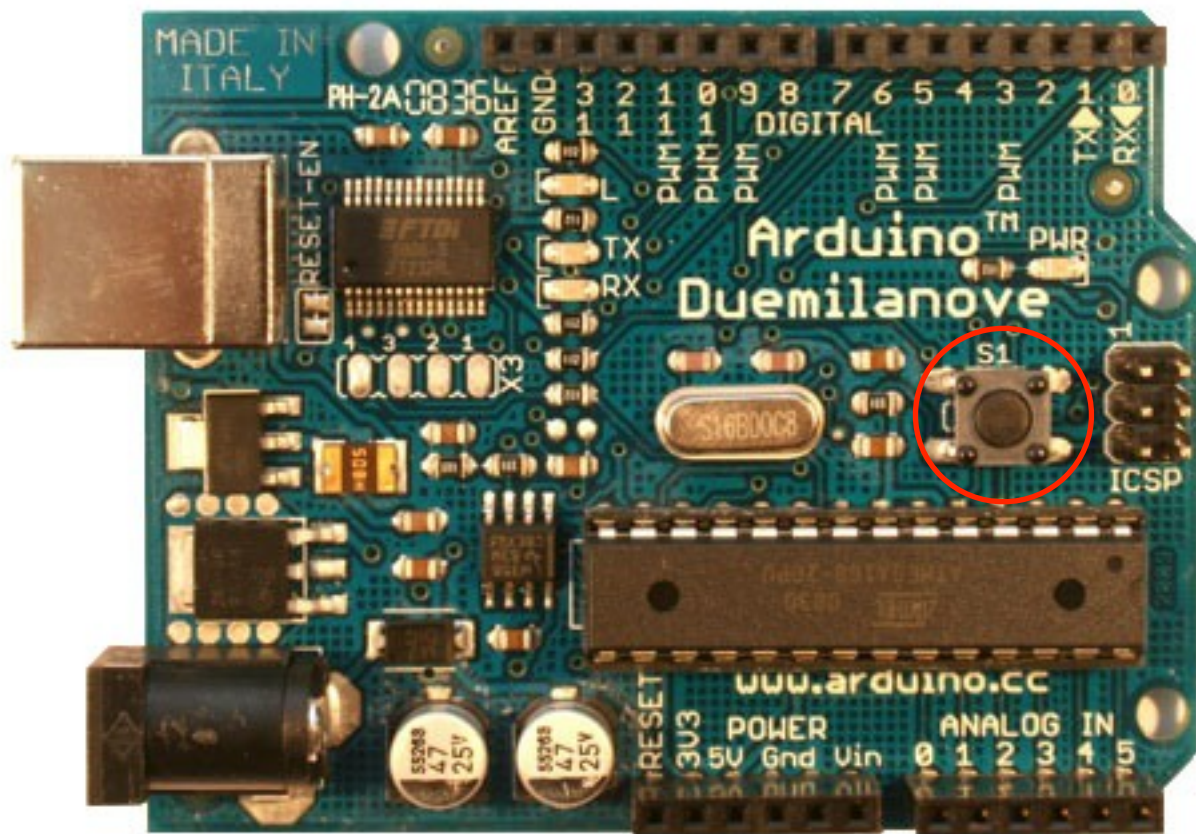
Arduino Board

Processor



Arduino Board

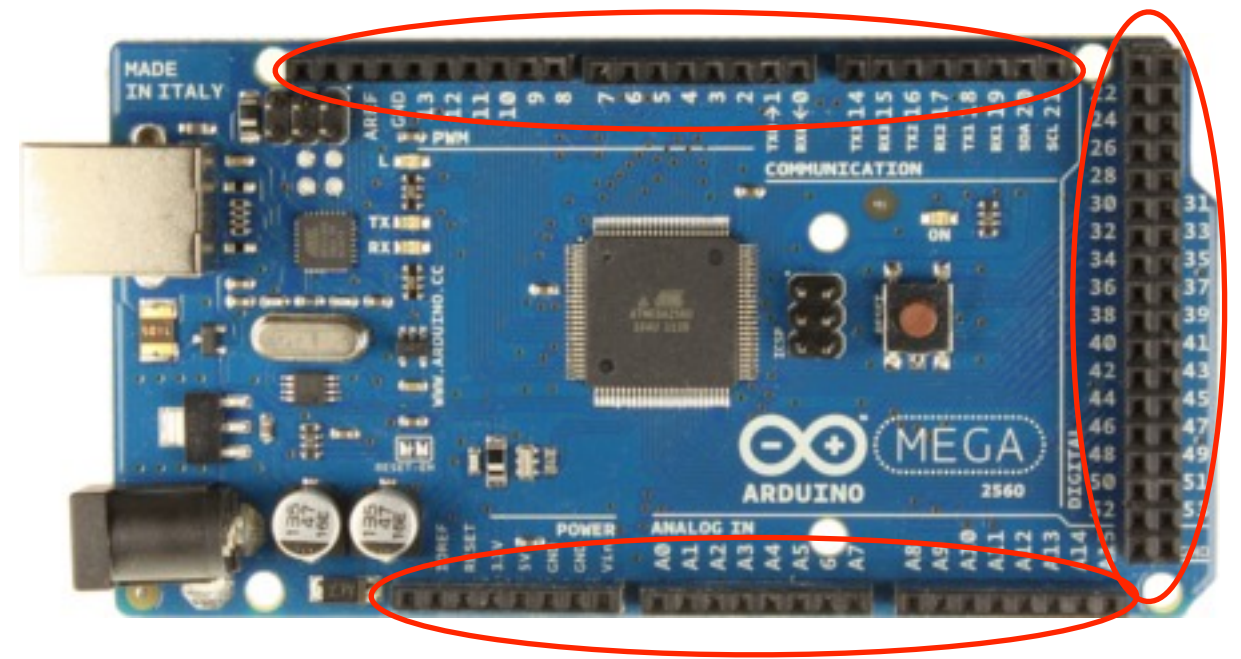
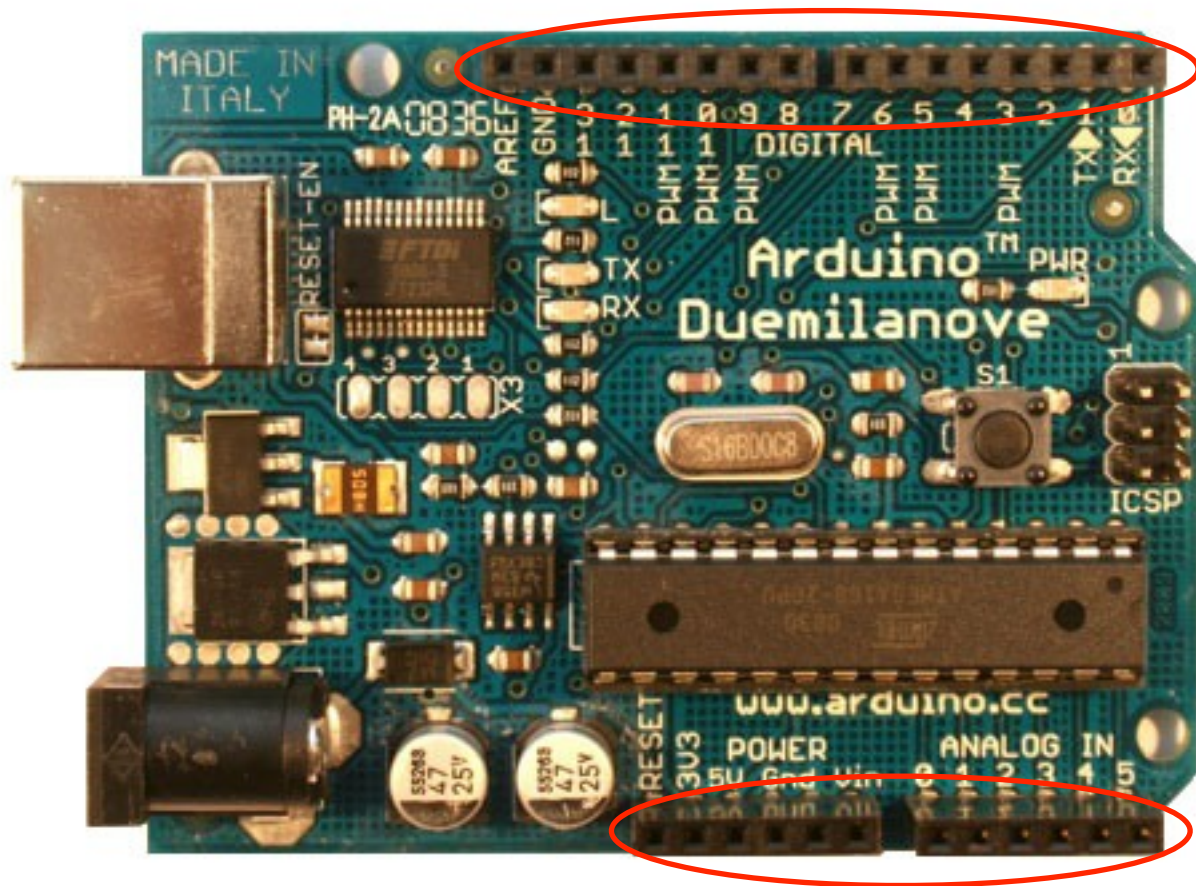
Reset button



Arduino Board

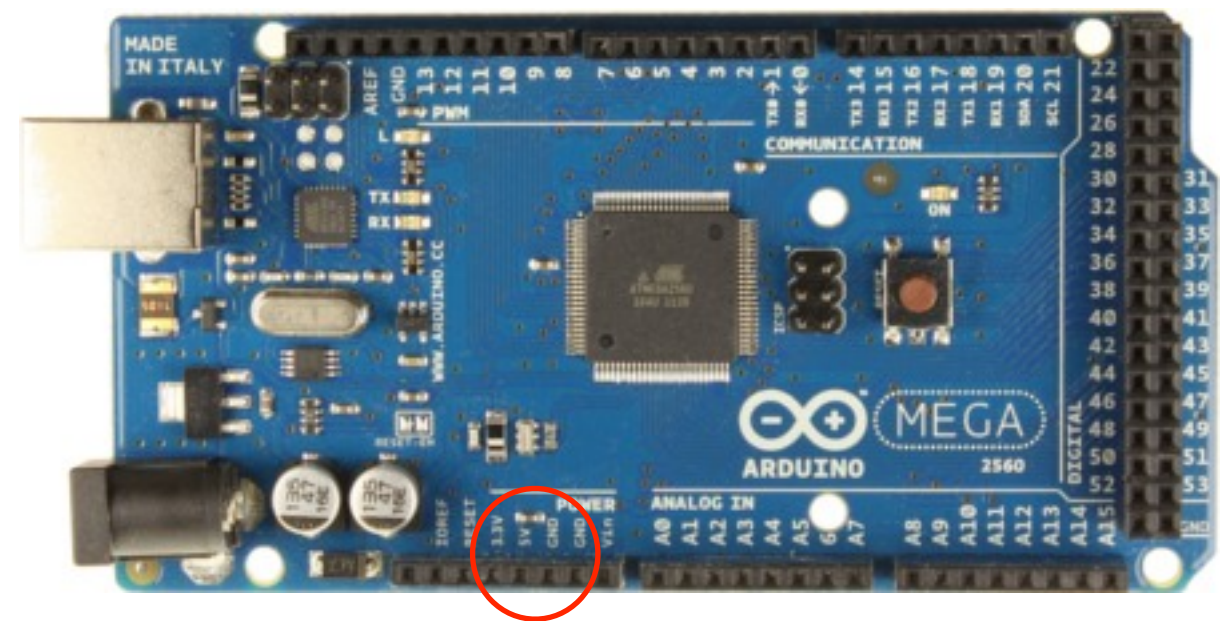
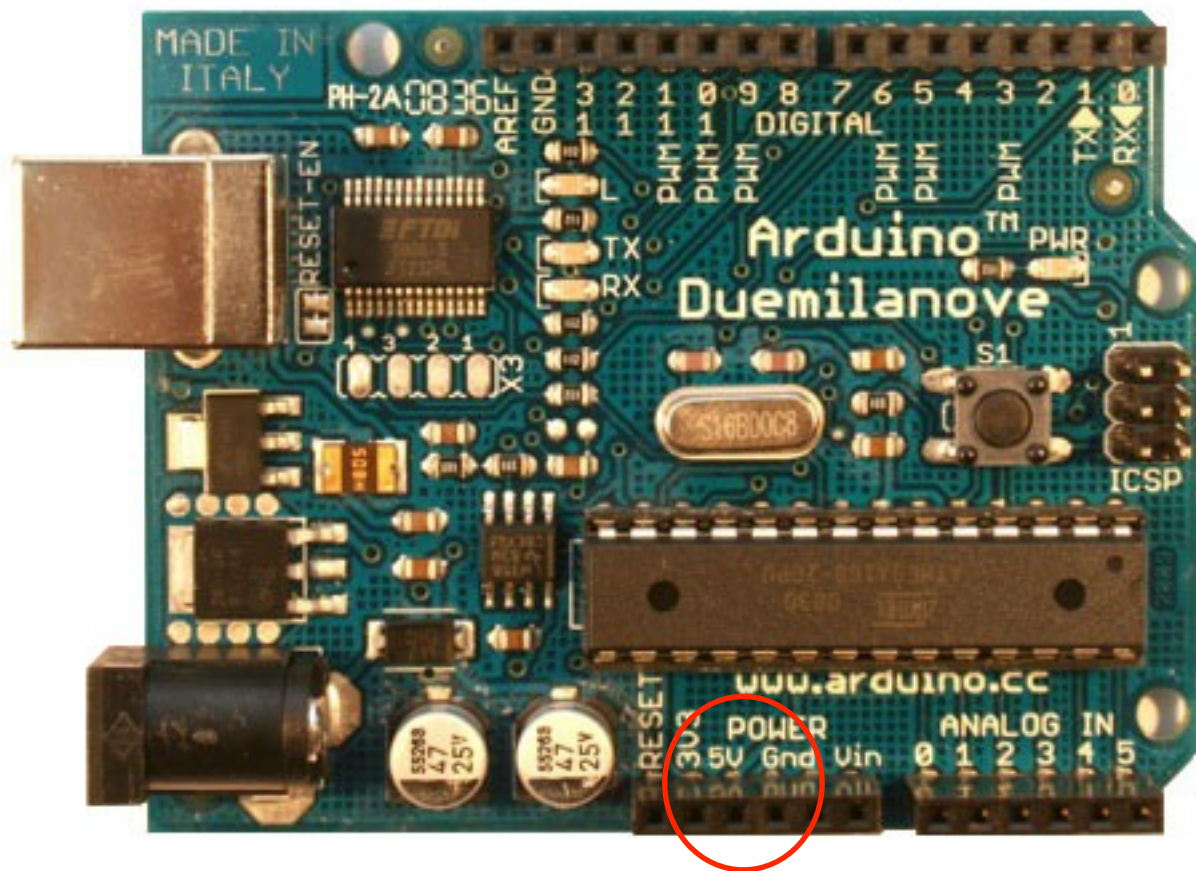
Pins

(to connect to your electronic prototype)



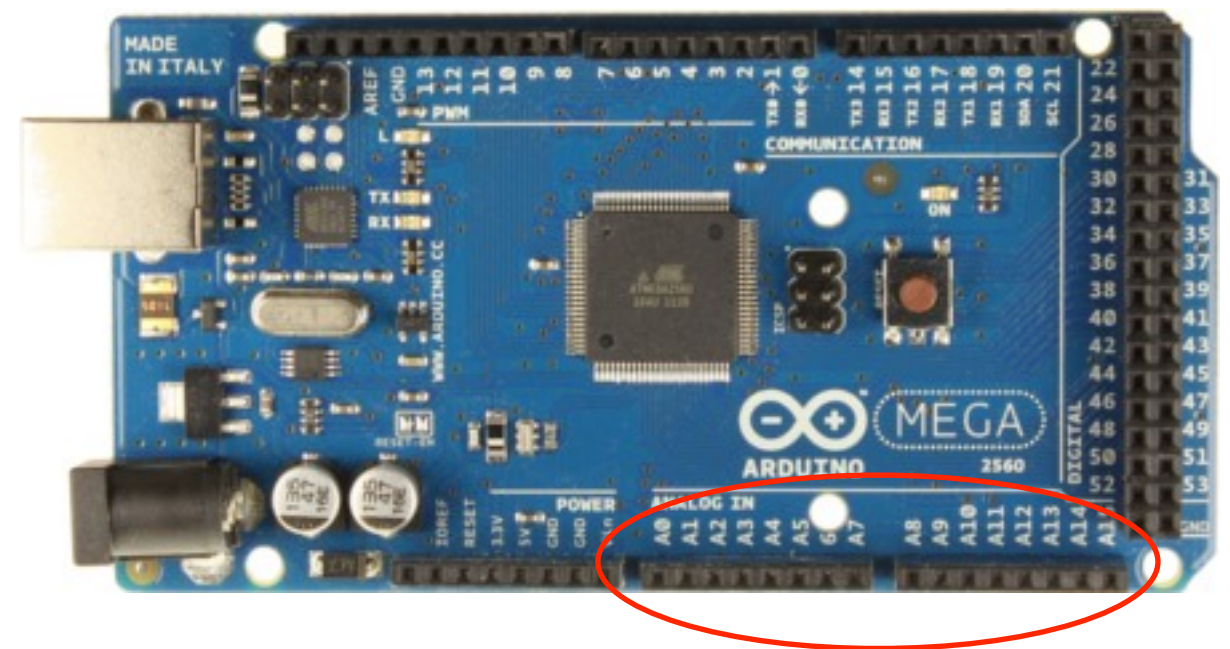
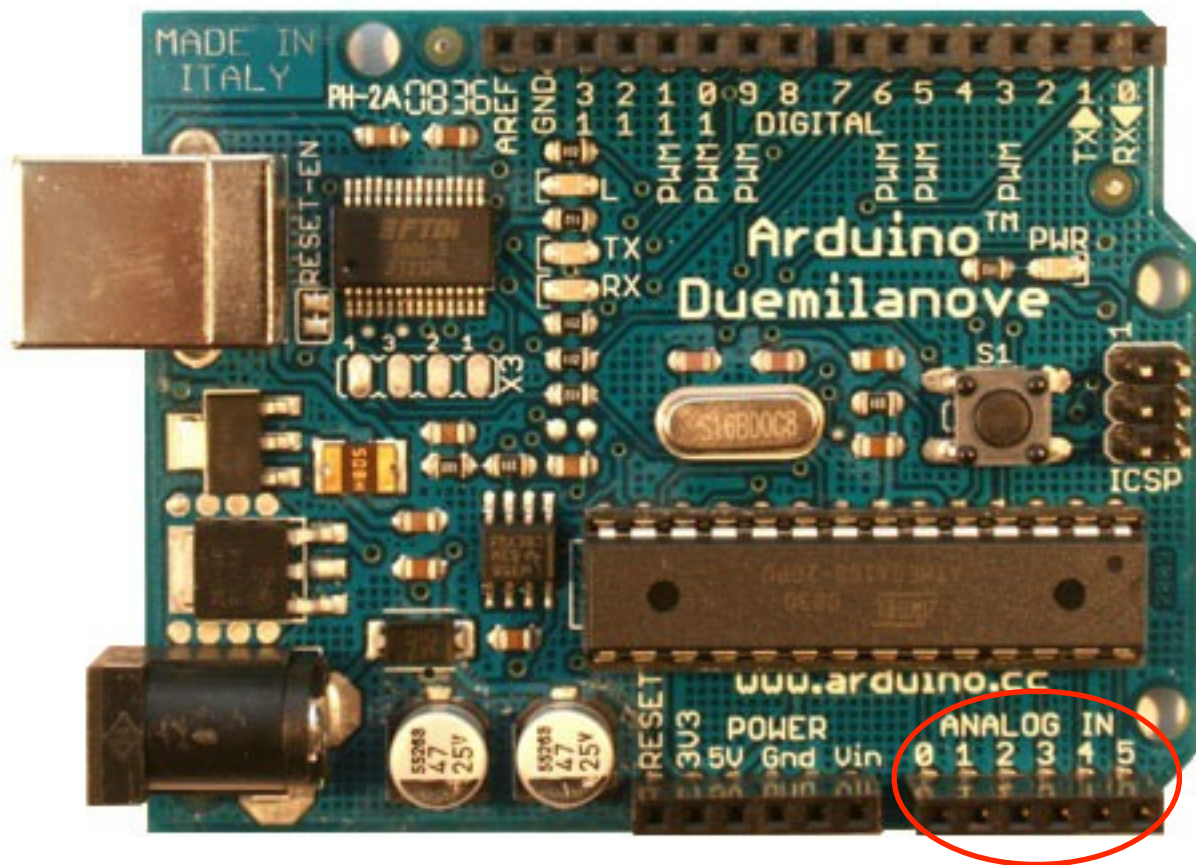
Arduino Board

Power and Ground pins



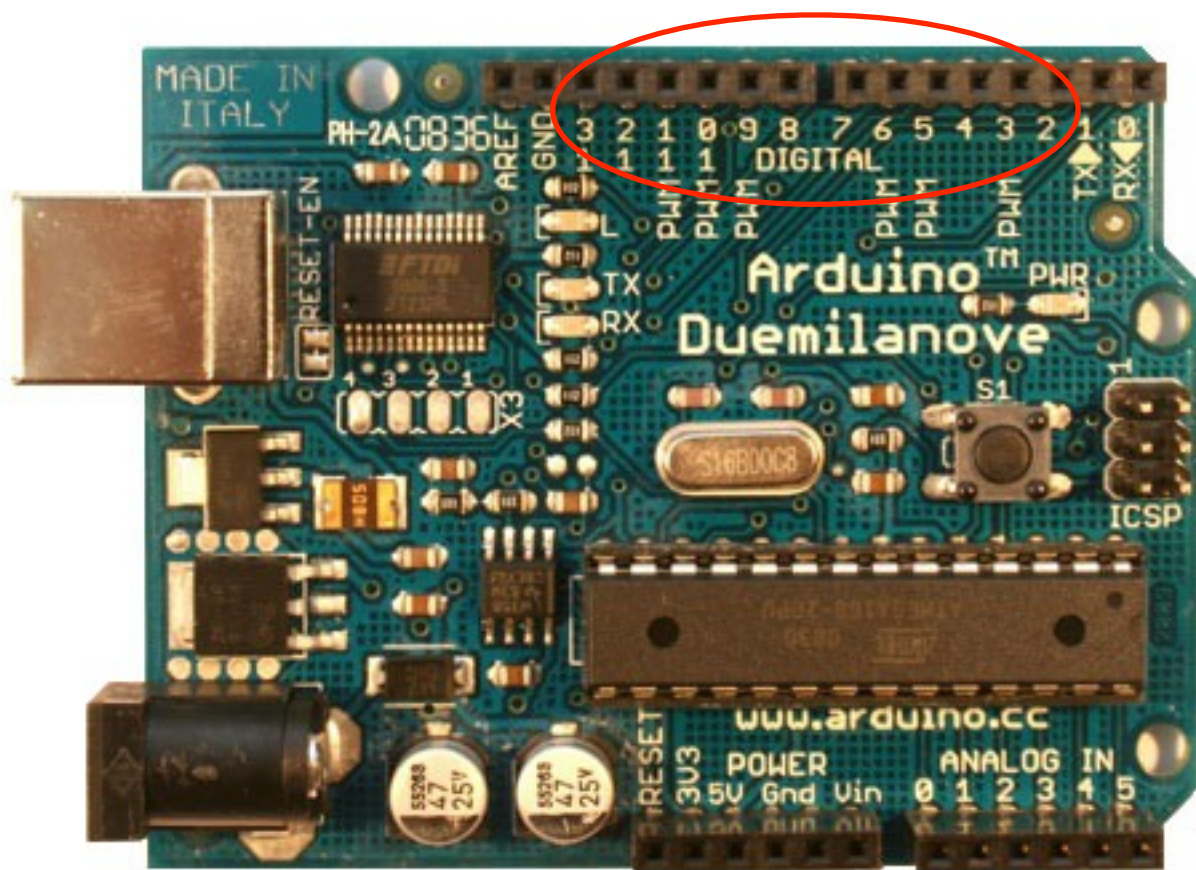
Arduino Board

Analog (=continuous) input pins



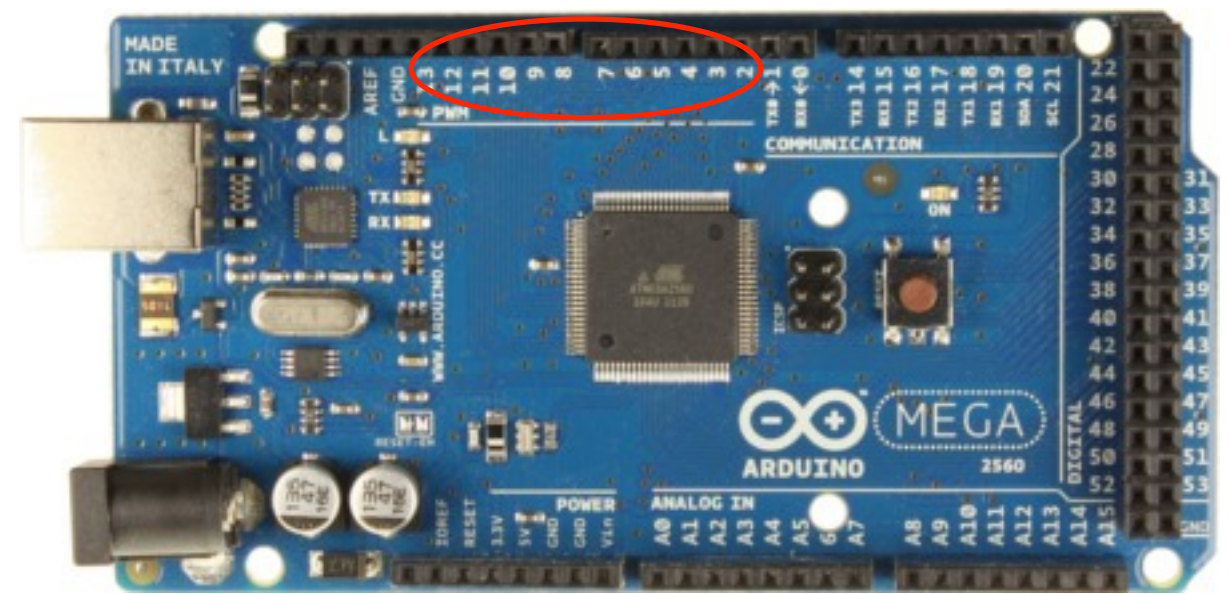
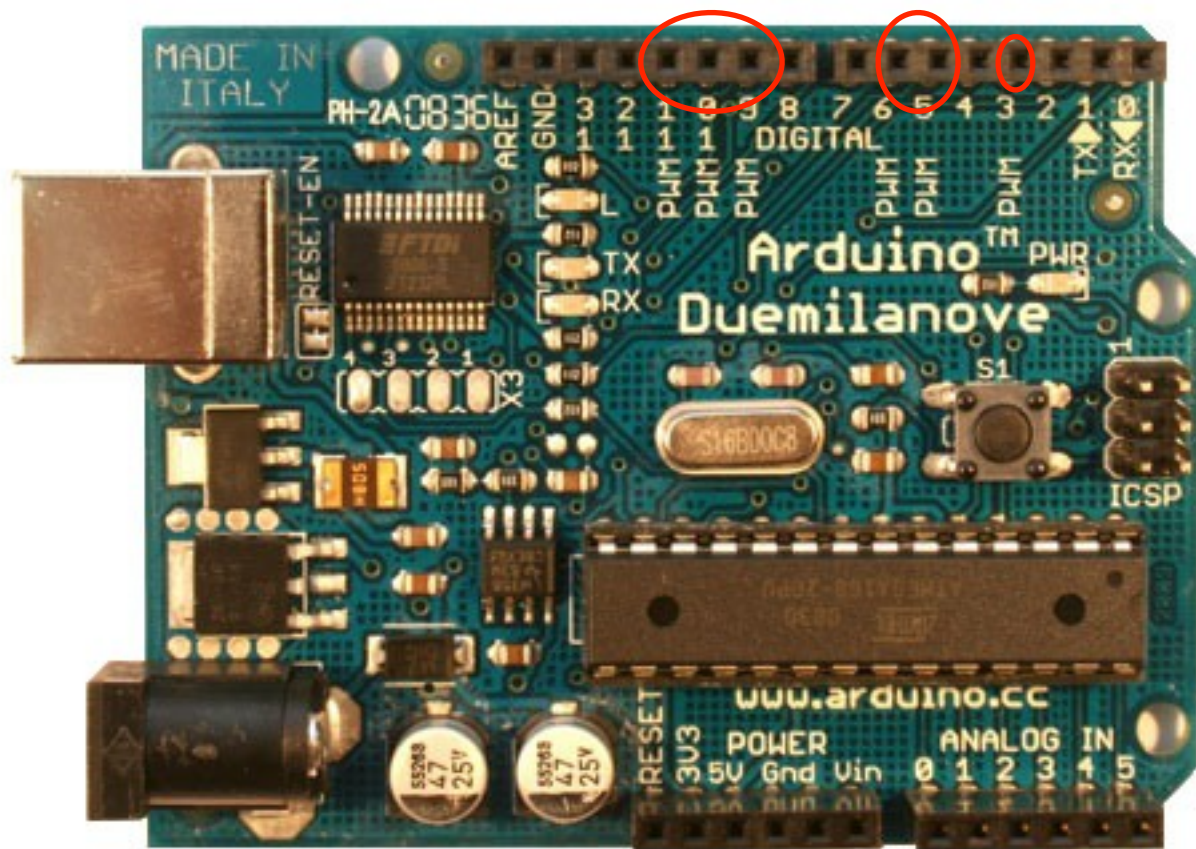
Arduino Board

Digital (=0 or 1) input and output pins



Arduino Board

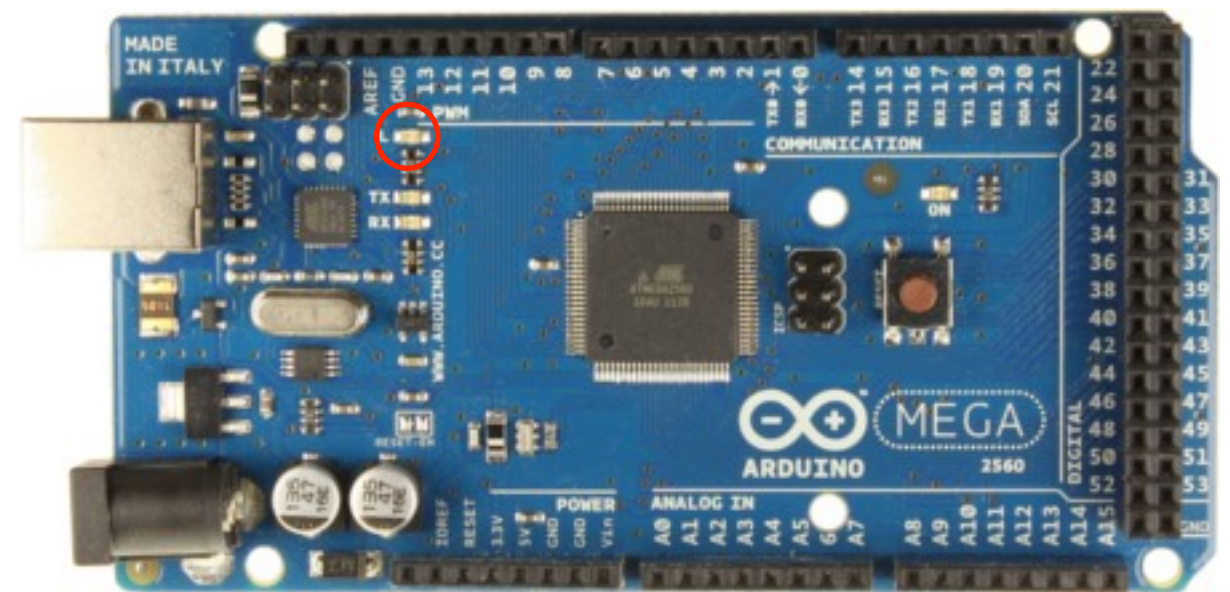
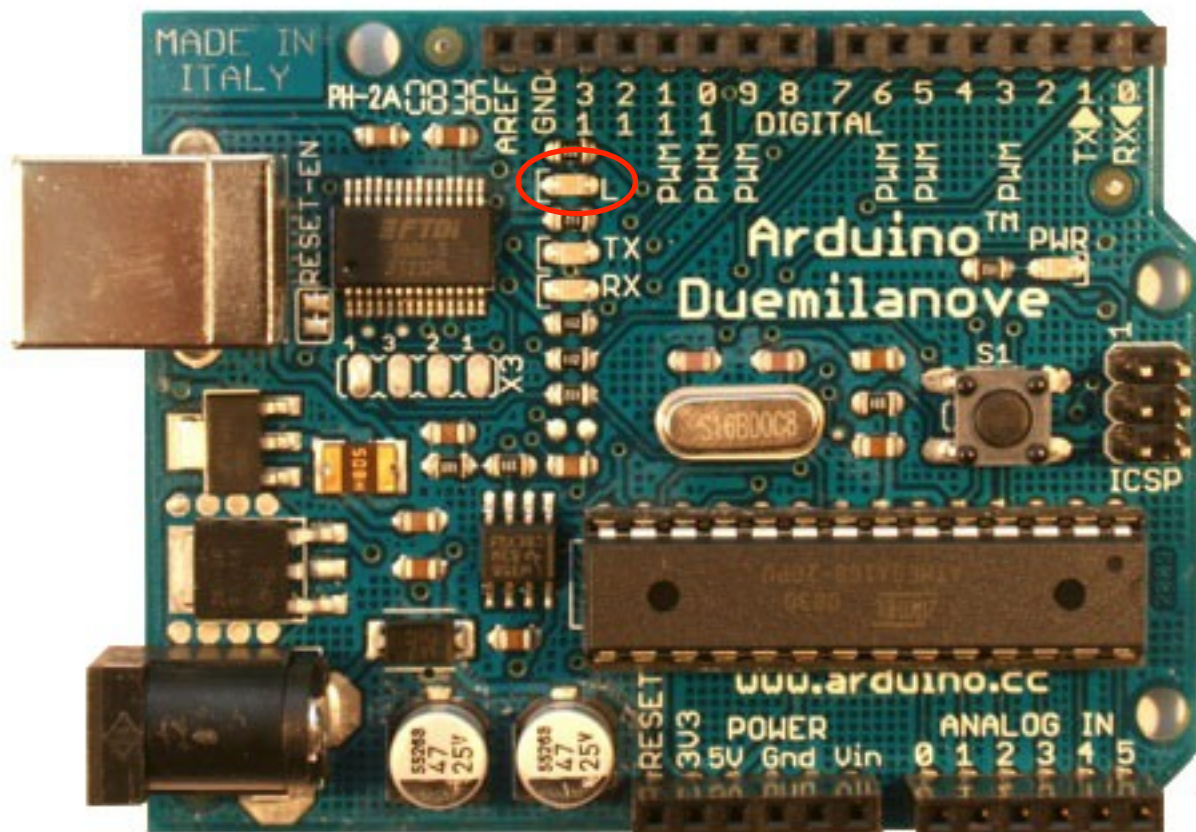
PWM (\approx continuous) output enabled digital pins



Arduino Board

Built-in LED

(\Leftrightarrow LED connected between digital pin 13 and ground)



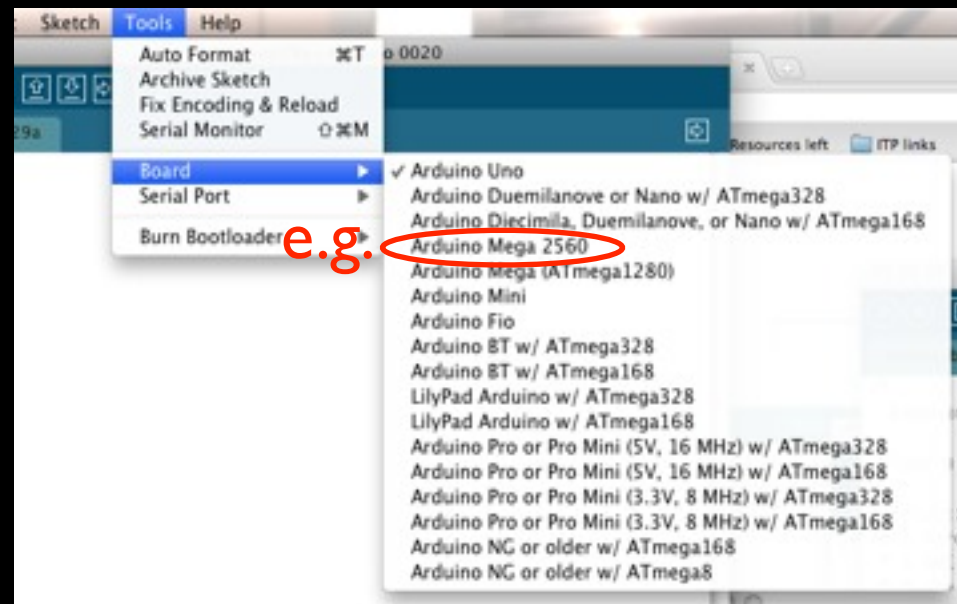
Arduino First Use



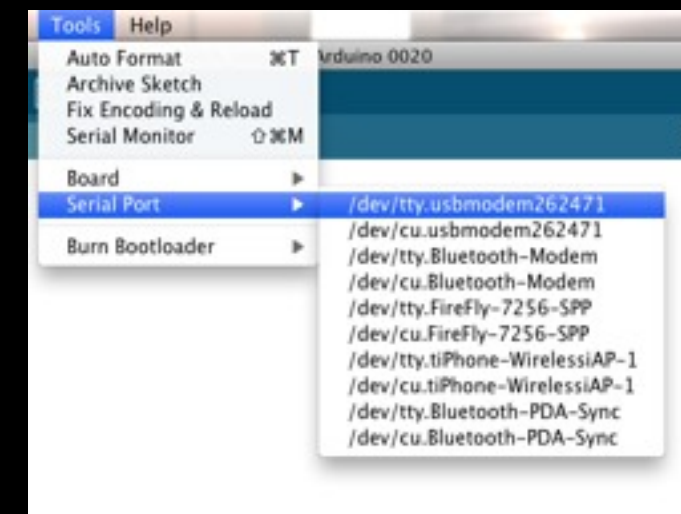
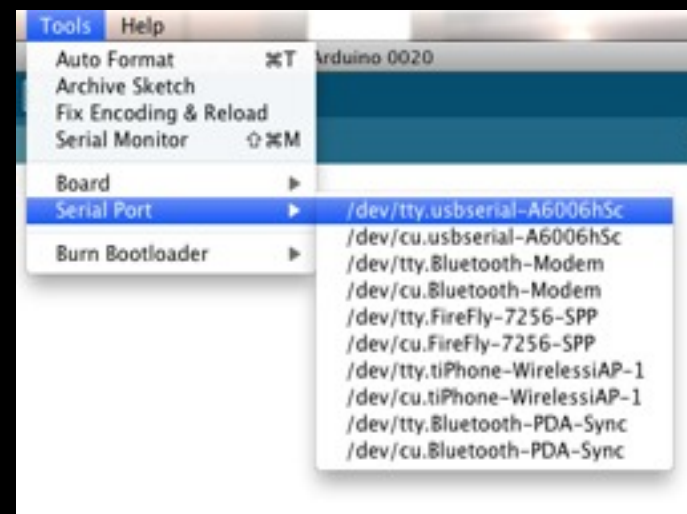
- Download the Arduino Environment:
<http://arduino.cc/en/Guide/HomePage>
- Install the Arduino Environment
- Launch the Arduino Environment
- Connect the Arduino board to the USB

Arduino First Use

- Select your board



- Select your serial port



Arduino First Use



- Open the *blink* example

```
/*
  Blink
  Turns on an LED on for one second, then off for one second, repeatedly.

  This example code is in the public domain.
  */

// Pin 13 has an LED connected on most Arduino boards.
// give it a name:
int led = 13;

// the setup routine runs once when you press reset:
void setup() {
  // initialize the digital pin as an output.
  pinMode(led, OUTPUT);
}

// the loop routine runs over and over again forever:
void loop() {
  digitalWrite(led, HIGH); // turn the LED on (HIGH is the voltage level)
  delay(1000);             // wait for a second
  digitalWrite(led, LOW);  // turn the LED off by making the voltage LOW
  delay(1000);             // wait for a second
}
```

Structure
of an
arduino
program

Like other
languages,
you can
(+should)
write your
own
custom
functions
in addition

Arduino First Use

- `setup()` executed
 - Once, first
 - When reset button is pressed, too
- `loop()` executed
 - In loop after `setup()`

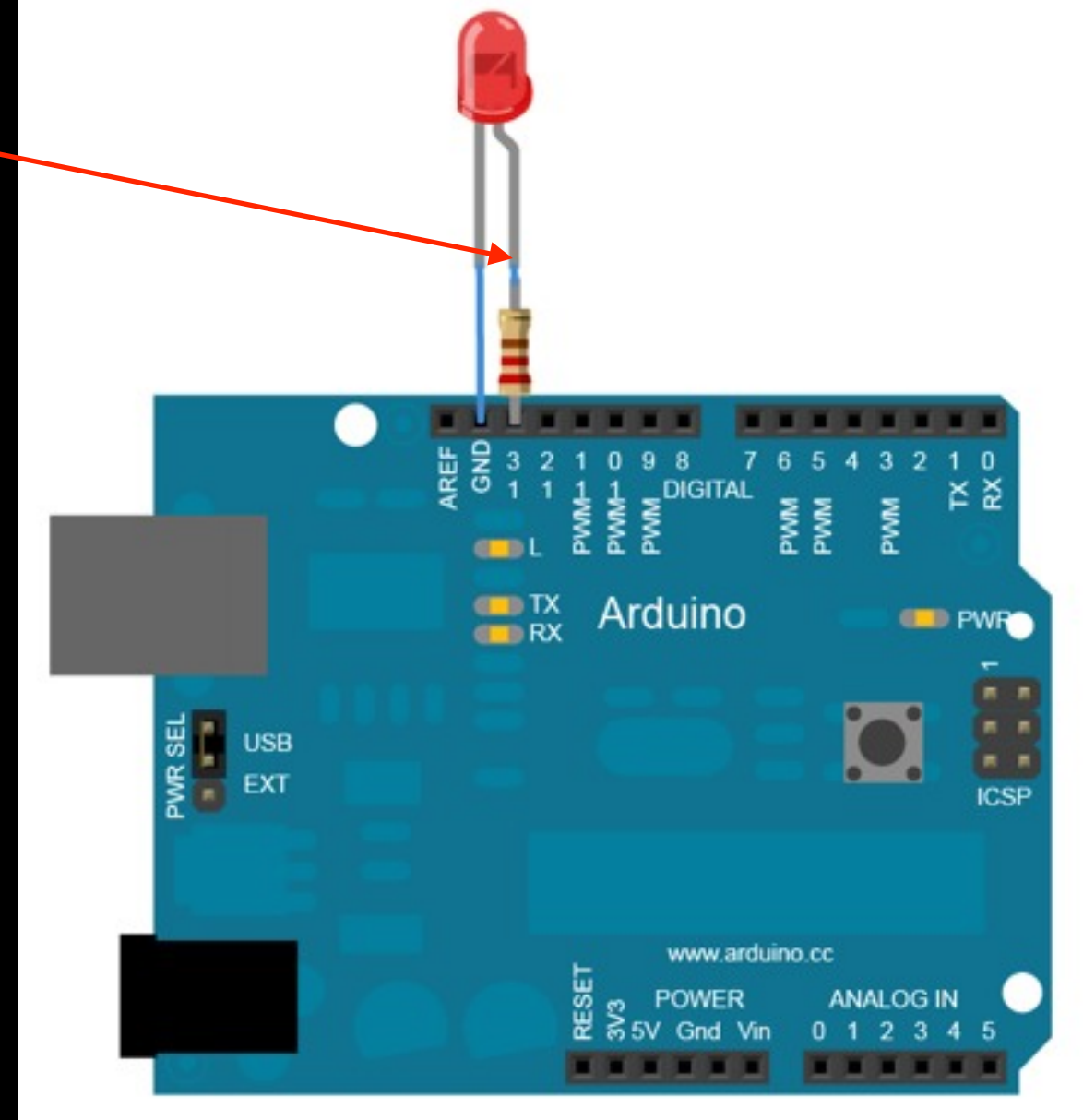
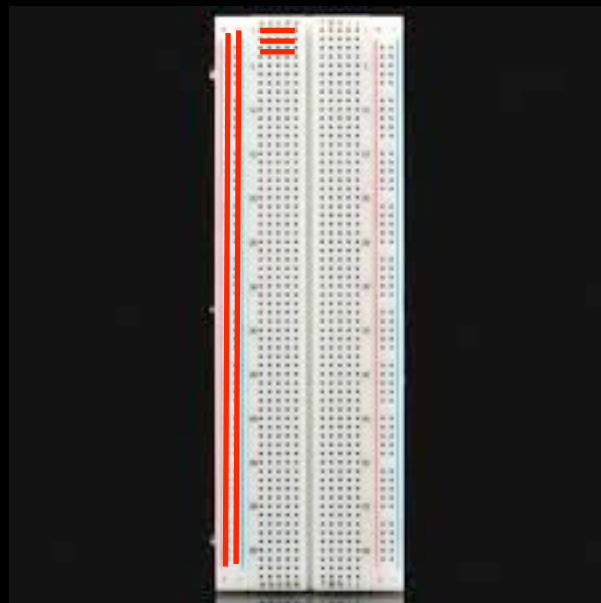
Arduino First Use



- Make the electronic blink prototype

Beware! Longest leg (anode) is +!

Breadboard principle:



Arduino First Use



- Upload the program and watch!

Verify (=compile)

Upload

Serial Monitor:
useful for debugging



New

Open

Save

Arduino Language

- Language reference: <http://arduino.cc/en/Reference/HomePage>
 - Based on C
- ➔ Now tour of useful & Arduino-specific functions

Arduino Language

- To read from sensors

➔ *digitalRead(<pinNumber>);*

- returns the value (*HIGH* or *LOW*)
- read from the digital pin <pinNumber>

➔ *analogRead(<pinNumber>);*

- returns the value (*0* to *1023*)
- read from the analog pin <pinNumber>

Arduino Language

- To write on actuators

➔ *digitalWrite(<pinNumber>, <value>);*

- writes <value> (*HIGH* or *LOW*)
- on digital pin <pinNumber>

➔ *analogWrite(<pinNumber>, <value>);*

- writes <value> (*0* to *255*)
- on PWM digital pin <pinNumber>

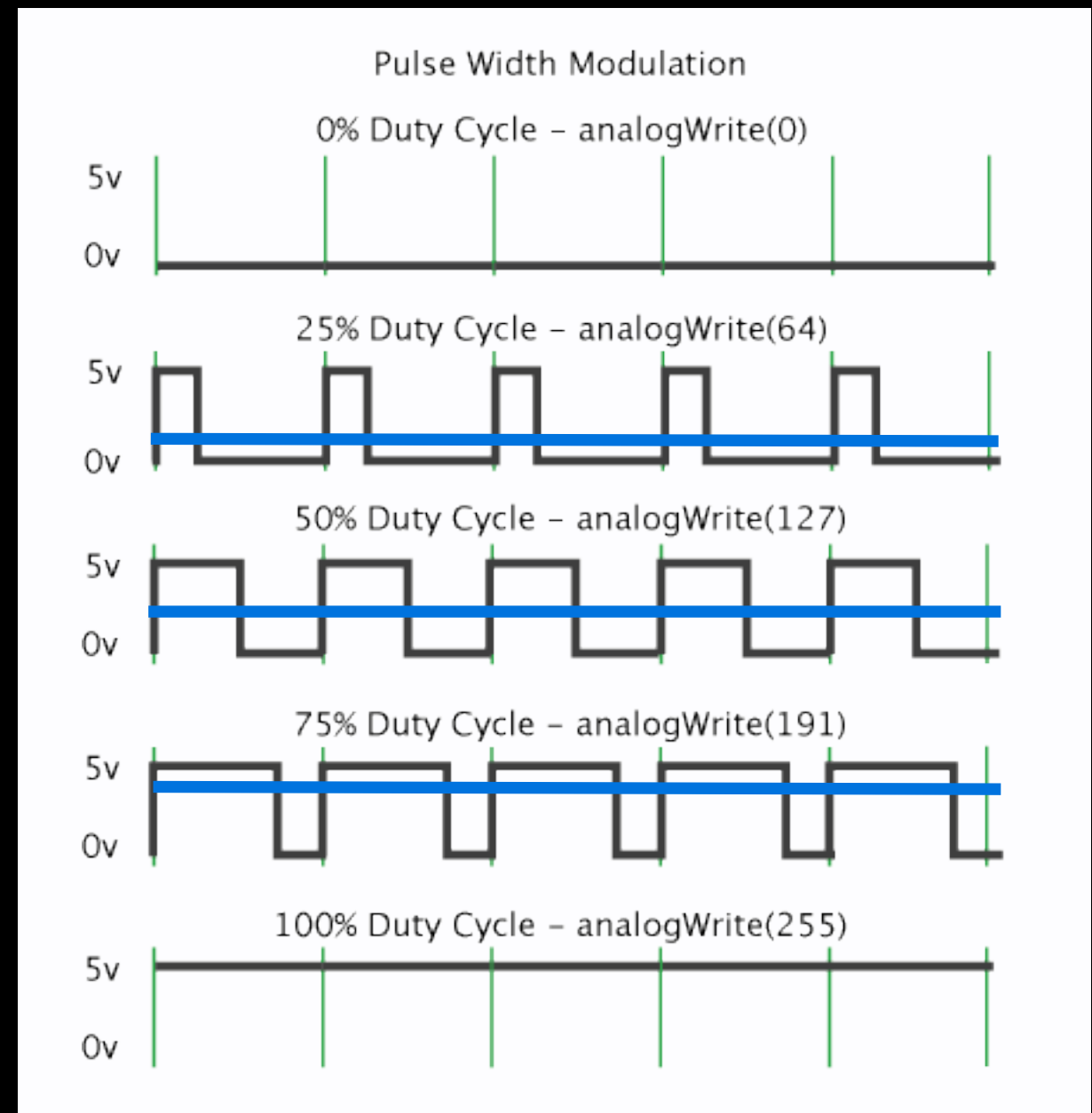
Arduino Language



analog Write for PWM
digital pins?!

- Writes a wave:
 $\langle \text{value} \rangle / 255 * 100$ % of the time on *HIGH* and the rest on *LOW*
- Gives illusion of continuous intensity of
 $\langle \text{value} \rangle / 255 * 100$ %

PWM = Pulse With Modulation



Arduino Language

➔ You can do the same (by hand) on non-PWM digital pins!

- Can be useful when not enough PWM pins for your needs

- Try it on the blink example!



- Program the wave to have 25% intensity
- Program the wave to have 75% intensity

Arduino: Get started!

- Modify the program (write functions!) in order to
 1. Make the LED do one seconds long blink, followed by two seconds long blink, then three seconds long blink, etc.
 2. Make the LED continuously lights up and down
 - Beware! Remember execution is fast for human sight!



Arduino Language

- Beware! Digital pins can be used as input or output!

➔ *pinMode(<pinNumber>, <mode>);*

- Sets the pin <pinNumber> as <mode> (*INPUT* or *OUTPUT*)
- Default is *INPUT*
- Use, e.g., in *setup()* function

Arduino Language

- Useful for debugging

➔ *Serial.begin(<speed>)*

- Sets the data rate at <speed> bits per second (= <speed> baud)
- For communicating with the computer, use one of these rates: 300, 1200, 2400, 4800, 9600, 14400, 19200, 28800, 38400, 57600, or 115200
- Use, e.g., in `setup()` function

Arduino Language

- Useful for debugging

➔ *Serial.print(<value>)*

- prints <value> (any type) to the serial port

➔ *Serial.println(<value>)*

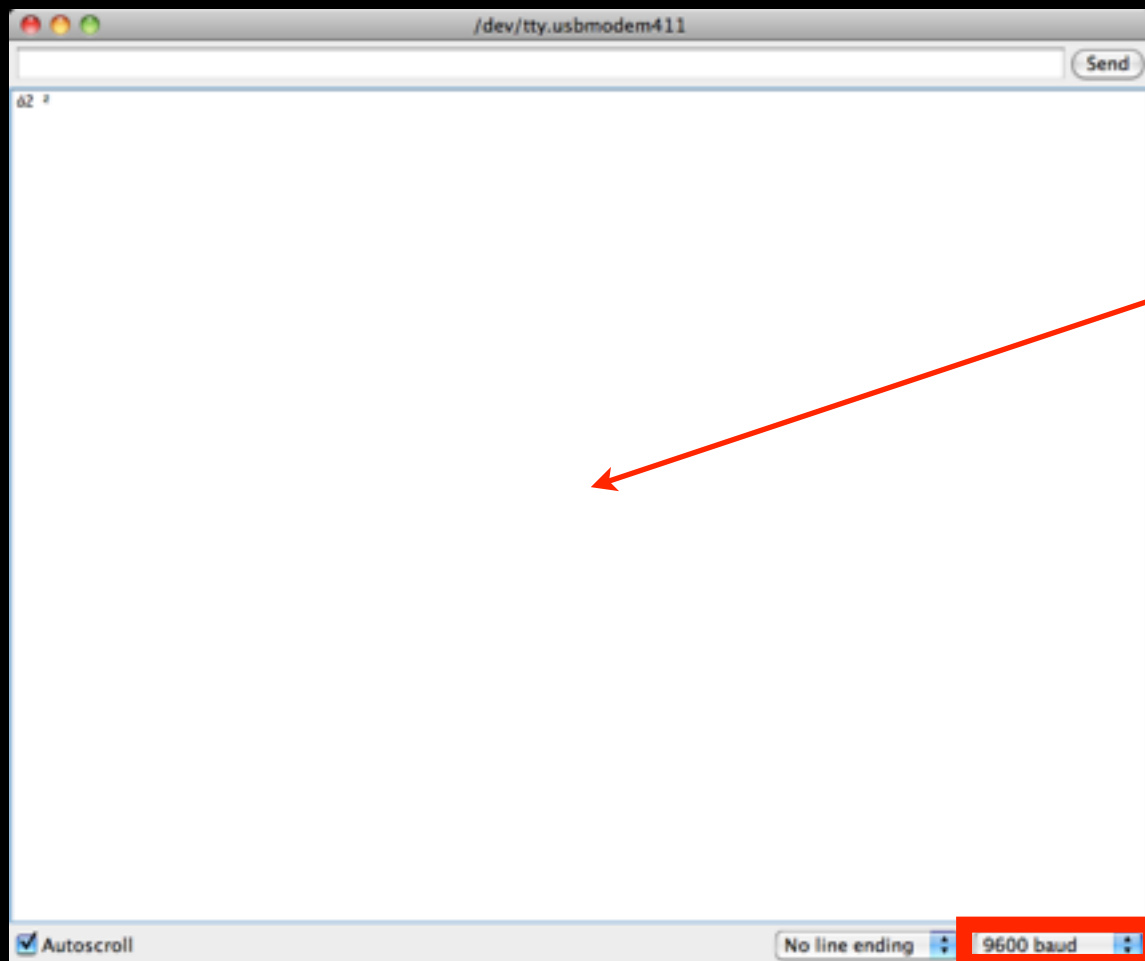
- same + new line

Arduino Language

- To see the output of printing on Serial monitor



Display Serial Monitor Window



Serial Monitor Window

Choose corresponding data rate <speed>

Arduino: Get started!



- Modify the program in order to
 - Write the intensity of the LED on the serial monitor

Arduino Language

- To map sensors output values to actuators input values

➔ *map(<value>, <fromLow>, <fromHigh>, <toLow>, <toHigh>);*

- maps <value>
 - from one range [<fromLow>, <fromHigh>]
 - to a new range [<toLow>, <toHigh>]
- returns the mapped value in the new range

Arduino: Get started!



- Use the function map in the program in order to
 - Write the *percentage* of LED intensity on the serial monitor

Basic Needs in Electronics

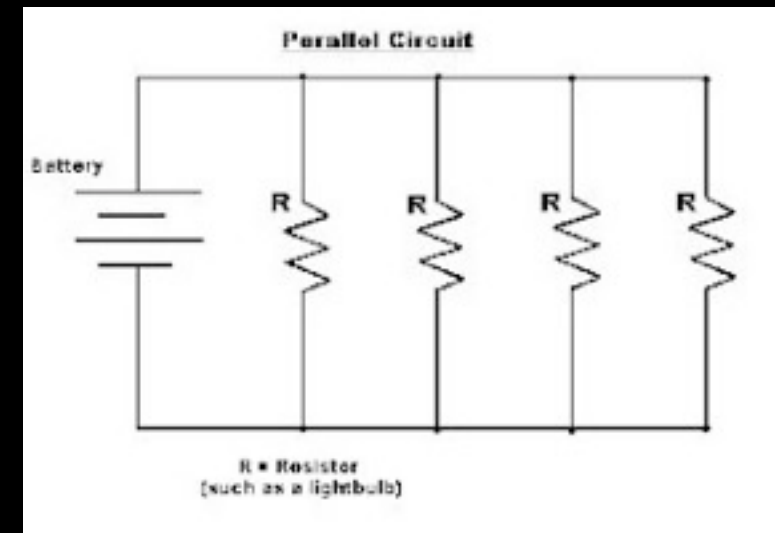
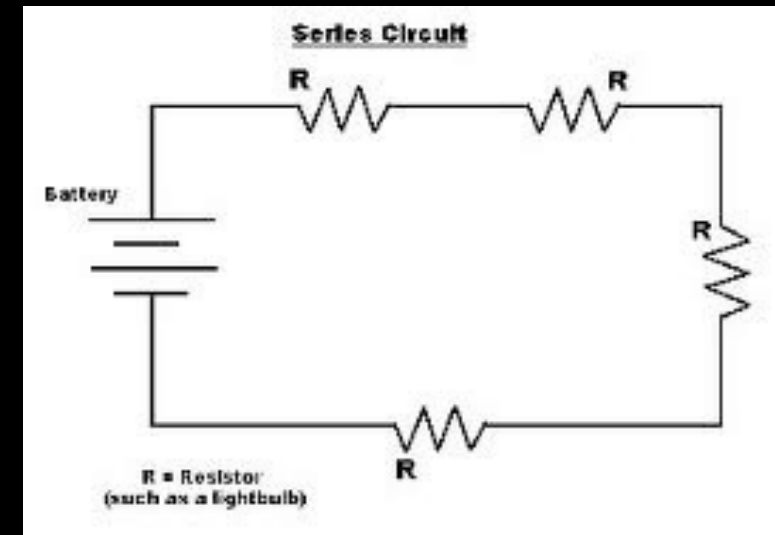
- Before you make your own circuits
 1. Arduino's voltage and current
 2. Basic laws
 3. Protect fragile components
 4. Ensure that Arduino handles reliable information

Arduino's voltage and current

- Arduino's voltage on pins: $0V < u < 5V$
 - LOW read when $0V < u < 2V$ and written with $0V$
 - HIGH read when $3V < u < 5V$ and written with $5V$
- Arduino's current on pins: $0A < i < 0.04A$

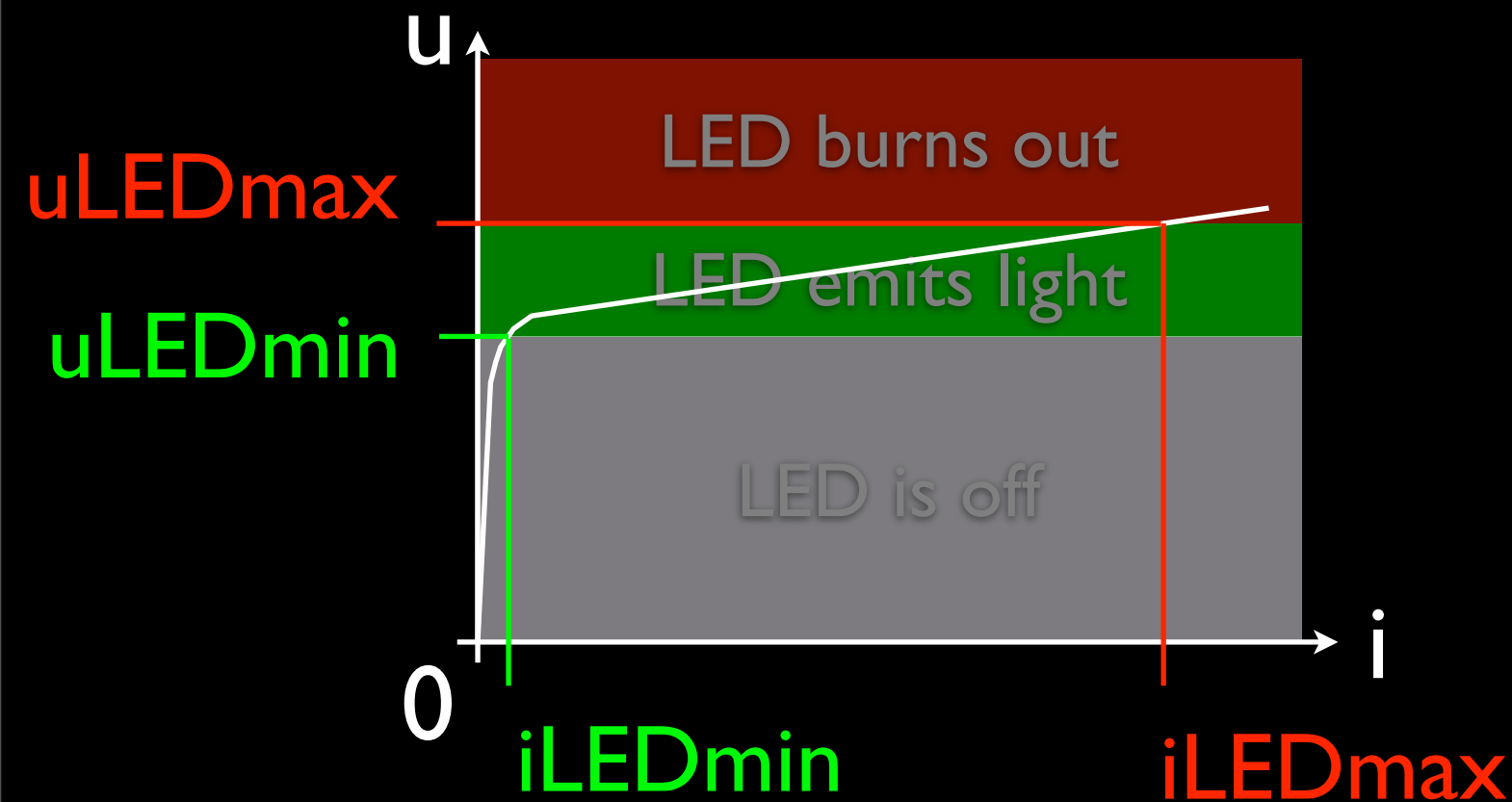
Basic Laws

- For components connected in series
 - Voltages add up
 - Currents are the same
- For components connected in parallel
 - Voltages are the same
 - Currents add up
- Ohm's Law: $u = R * i$
 - ← Ampere (A)
 - ↑ Volt (V)
 - ↑ Ohm (Ω)



Protect fragile components

- Protect fragile components, e.g. LED, from too high current



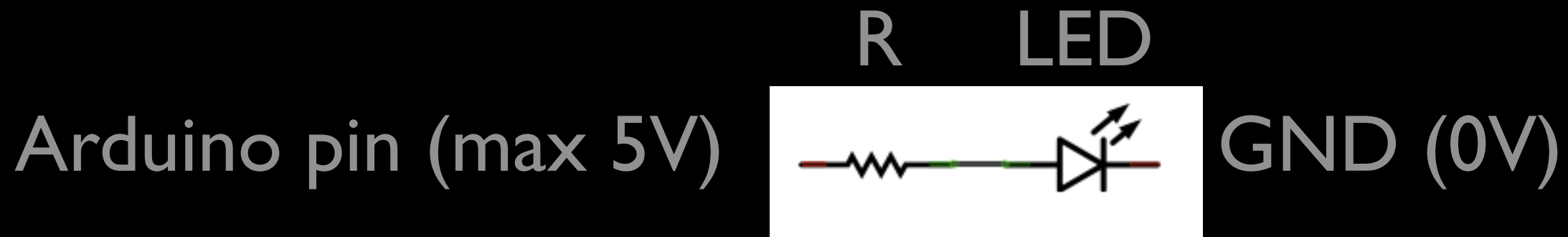
Color	uLEDmin	uLEDmax
Red	1.7	2.2
Orange	2.0	2.2
Yellow	2.1	2.4
Green	2.0	2.3
Blue	3.2	4.0
White	3.3	3.6

$i_{LEDmax} = 20mA$

Protect fragile components

- Protect fragile components, e.g. LED, from too high current

➔ Use resistor in serie



➔ $R = (5 - u_{LEDMax}) / 0.02$

worst case total voltage

$i_{RMax} = i_{LEDMax} = 0.02A$

Protect fragile components

- Protect fragile components, e.g. LED, from too high current

Minimum resistance
not to burn out the LED

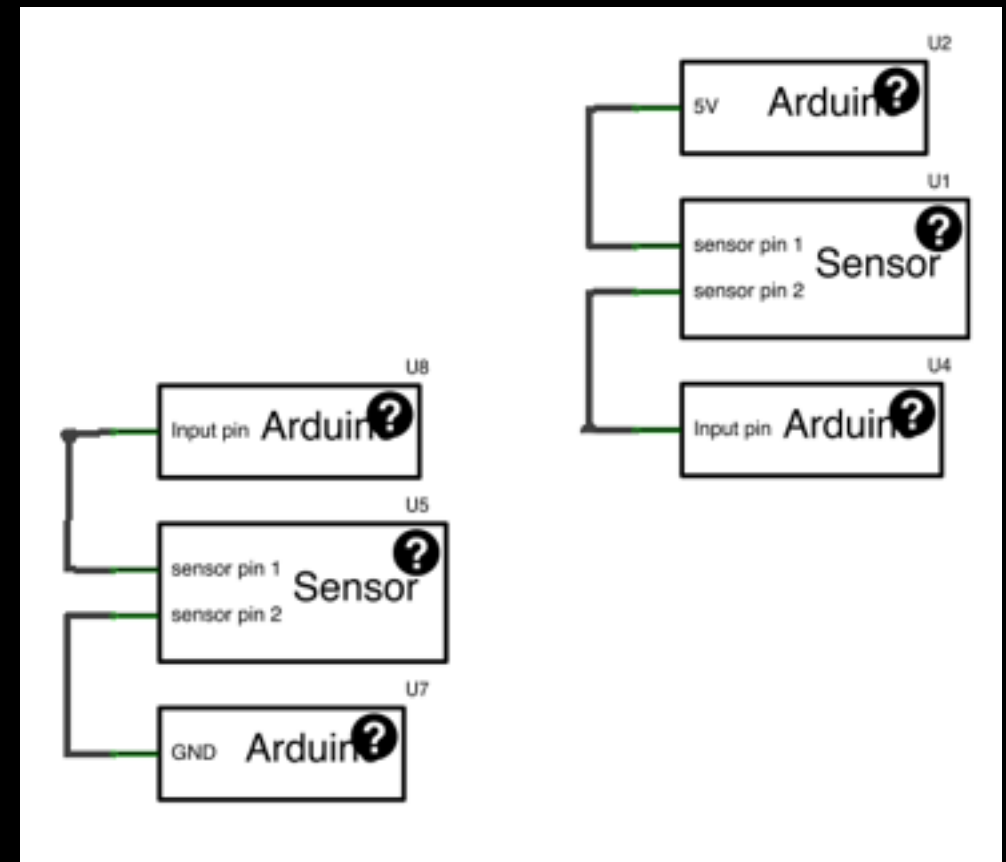


Beware! If circuit is different, make the calculation again!

LED Color	R (Ω)
Red	140
Orange	140
Yellow	130
Green	135
Blue	50
White	70

Reliability

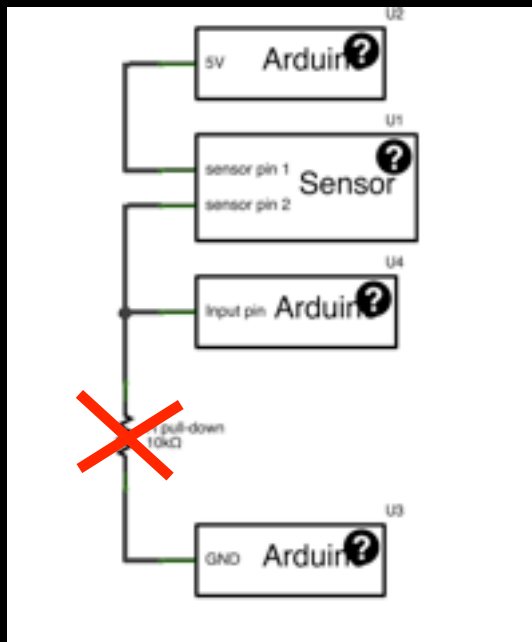
- When you use components, ensure that the Arduino pin gives reliable information
- Because, e.g., sensor is not activated
 - ⇒ the pin is not connected
 - ⇒ the pin is susceptible to interference
 - ⇒ the pin reads random values



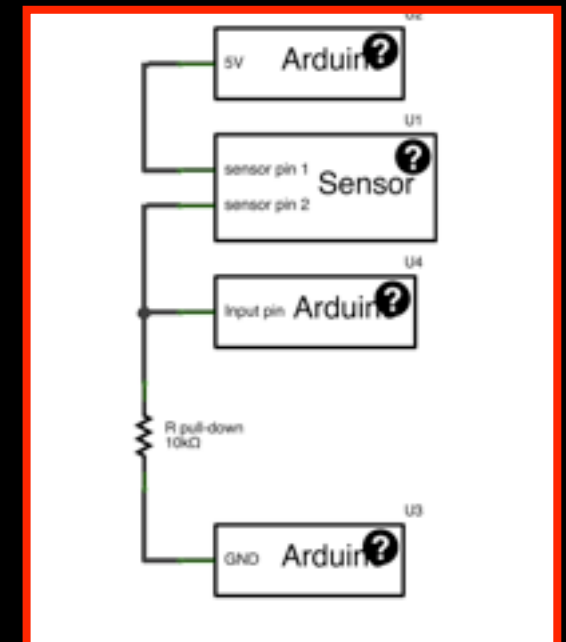
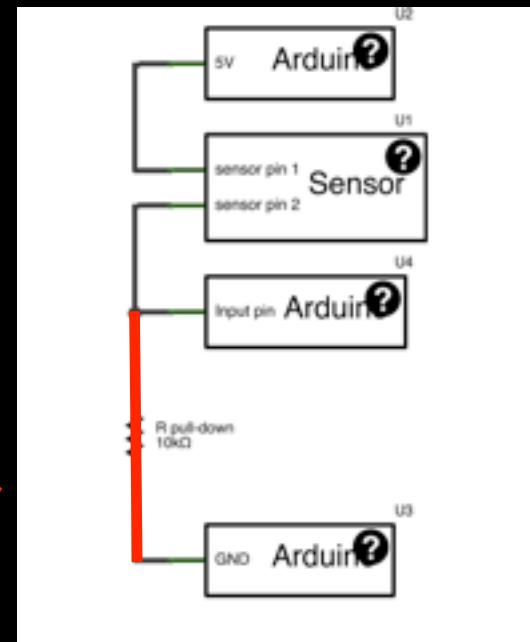
Reliability

- When you use sensors, ensure that the Arduino pin gives reliable results
- If random values appear when it should be *LOW*, use $10k\Omega$ pull-down resistor: between pin and GND
- Pulls the voltage of the pin down to 0V

if no connection, pin not connected when sensor not activated



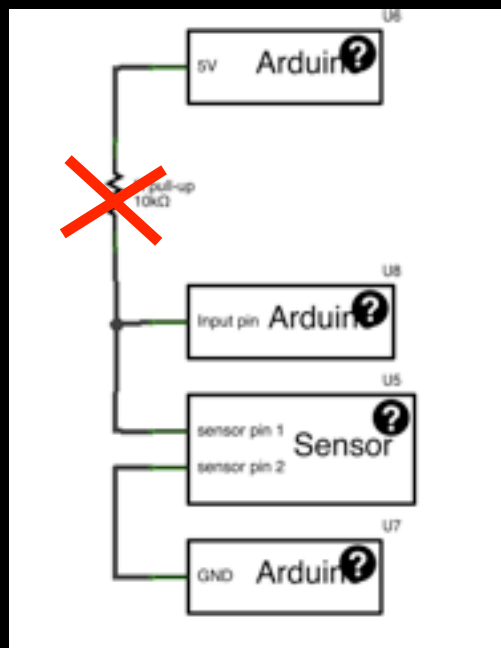
if direct connection, short circuit between 5V and GND when sensor activated



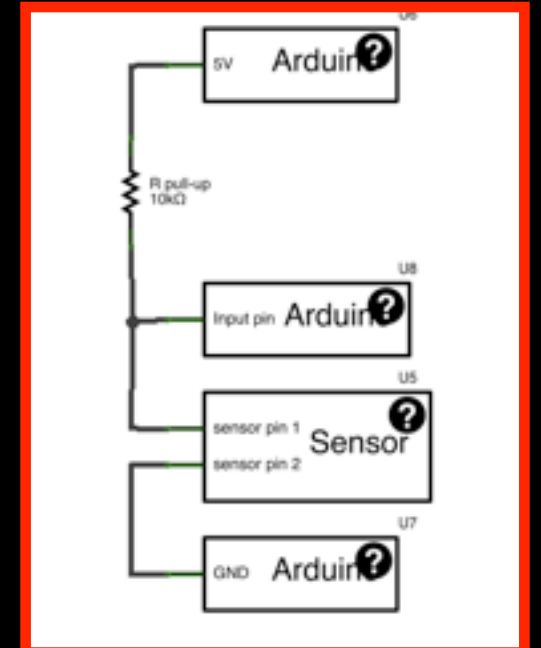
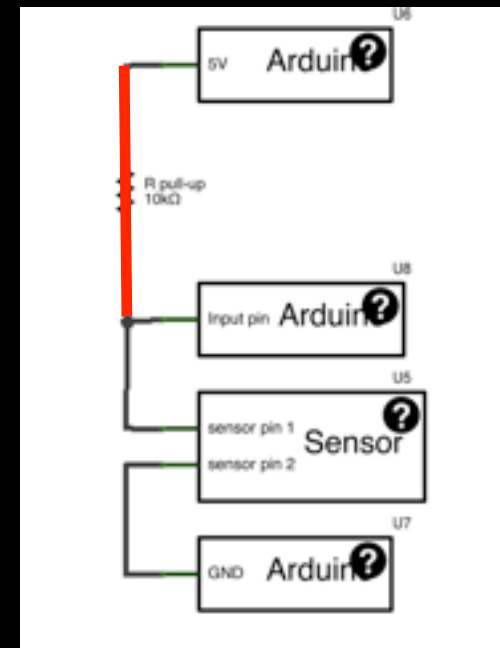
Reliability

- When you use sensors, ensure that the Arduino pin gives reliable results
- If random values appear when it should be *HIGH*, use $10k\Omega$ pull-up resistor: between pin and 5V
- Pulls the voltage of the pin up to 5V

if no connection, pin not connected when sensor not activated

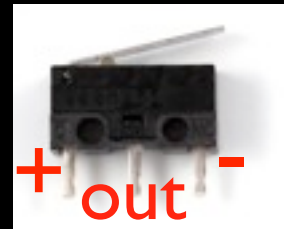


if direct connection, short circuit between 5V and GND when sensor activated



Arduino: Get started!

- Make the LED lights up if and only if a switch is pressed:



1. Draw and show the circuit with resistors!
2. Wire the circuit and write the program

Arduino: Get started!



- Make the LED lights up proportionally to the pressure on a sensor
 1. Draw and show the circuit with resistors!
 2. Wire the circuit and write the program