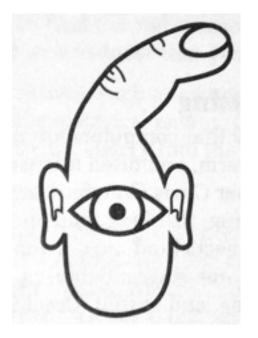
week 01

Physical Computing

Bridging the gap between the physical and virtual

How the Computer Sees Us

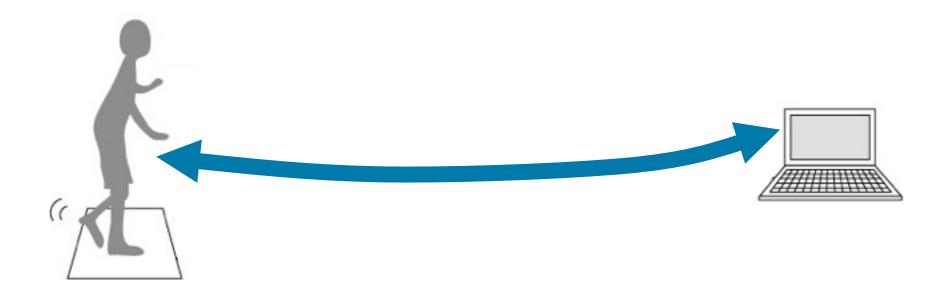
Shall we take a better look at ourselves to see our full range of expression?



2

Physical Computing

A conversation between the physical world and the virtual world of the computer.



Physical Computing

A conversation between the physical world and the virtual world of the computer.



4

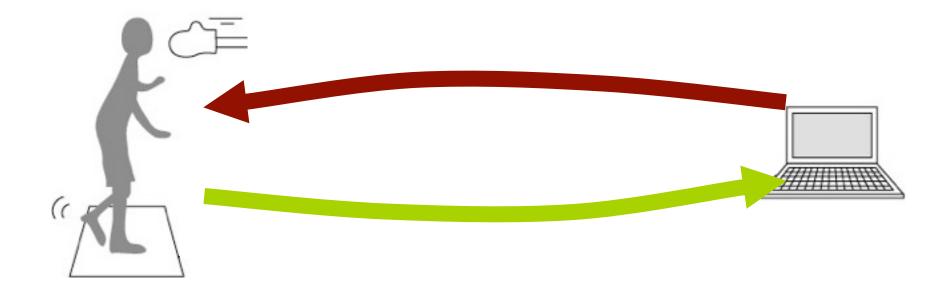
Input and Output

Ways of sensing your physical energy/expressions. Input is usually easier than output because it takes less energy to sense activity than to move things.

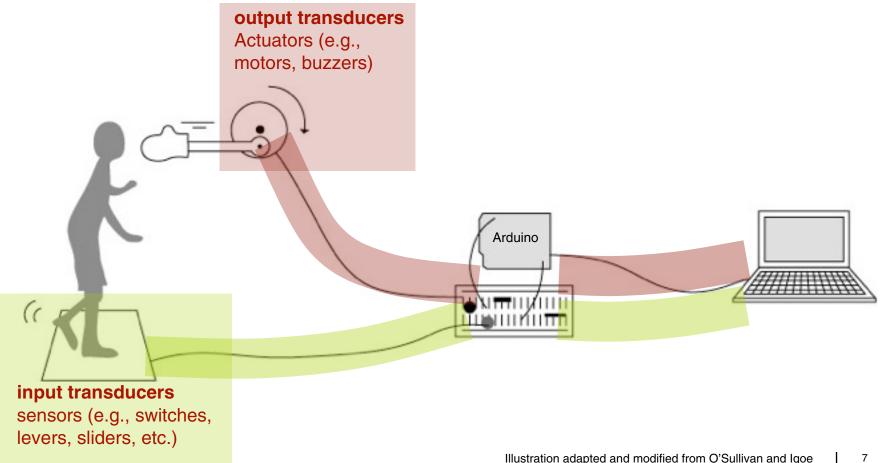


Input and Output Output

Physical computing is not just about sensing the world, but also about changing it. But moving things are hard (you need electrical and mechanical skills).



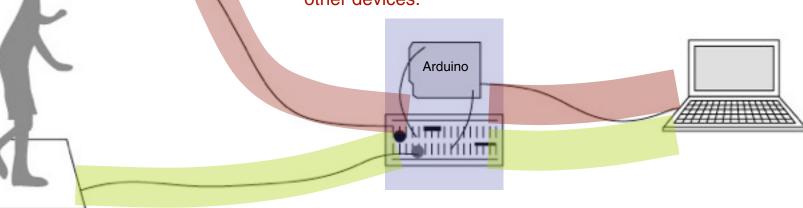
Transducers



Microcontrollers

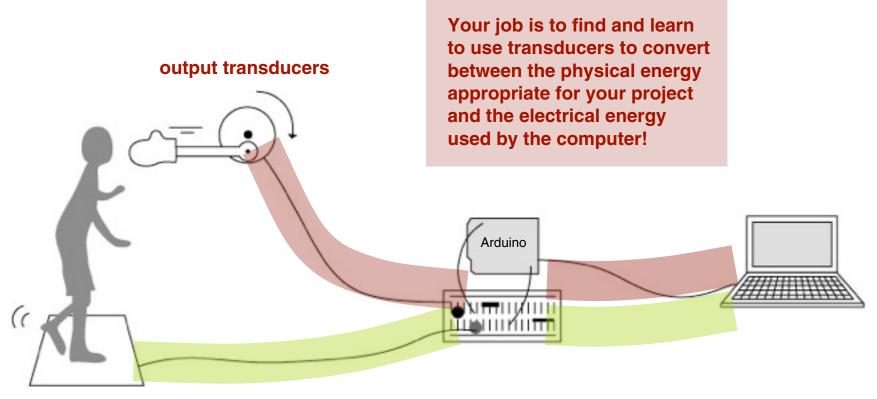
Gateway between the physical and the virtual

 Receiving information from sensors,
 controlling basic motors and other devices that create physical change, and
 sending information to computers and other devices.



8

Transduction



input transducers

9

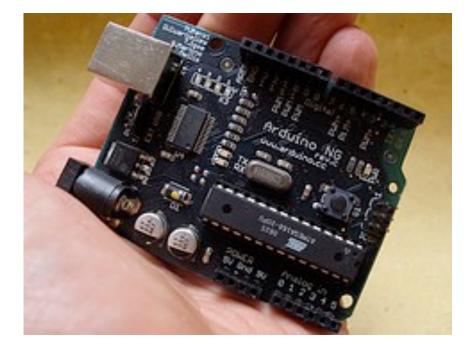
Working with Arduino

An open-source electronics prototyping

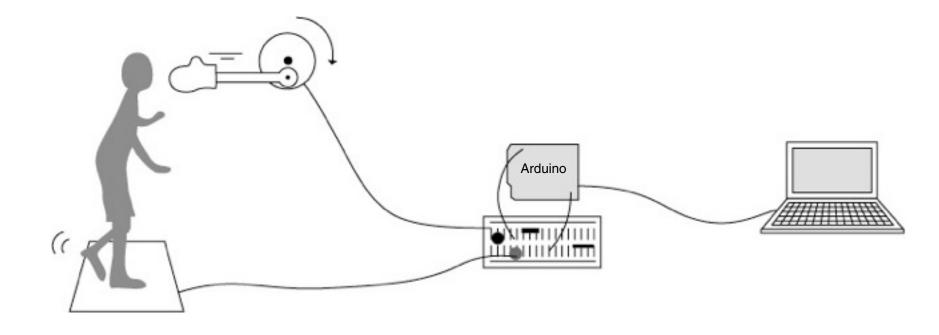
Create interactive objects and environments

What is Arduino

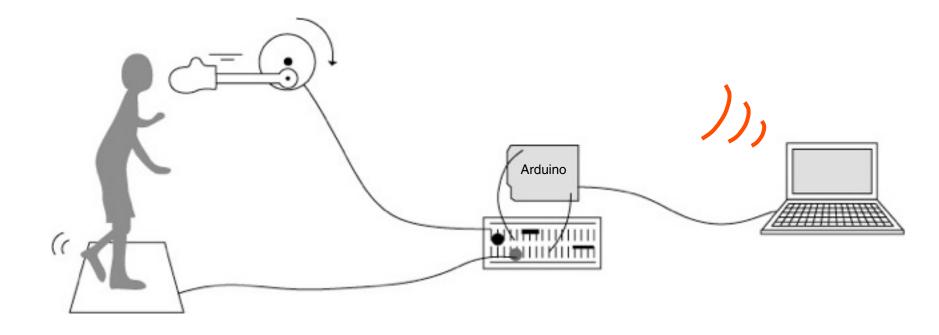
A tiny computer you can program, for rapid prototyping



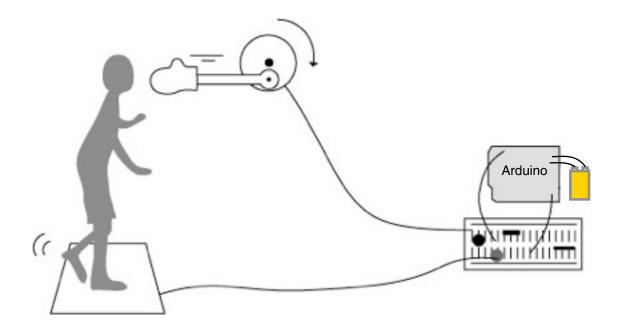
Arduino as an Interface Board



Arduino as an Interface Board

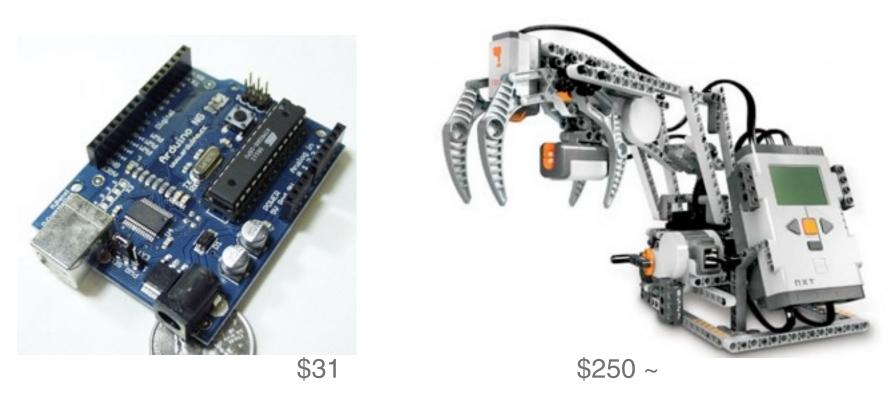


Arduino as an Embedded Computing Device



What is Arduino

Relatively cheap (compare with LEGO Mindstorm)



What is Arduino

It used to be a bit more complicated...

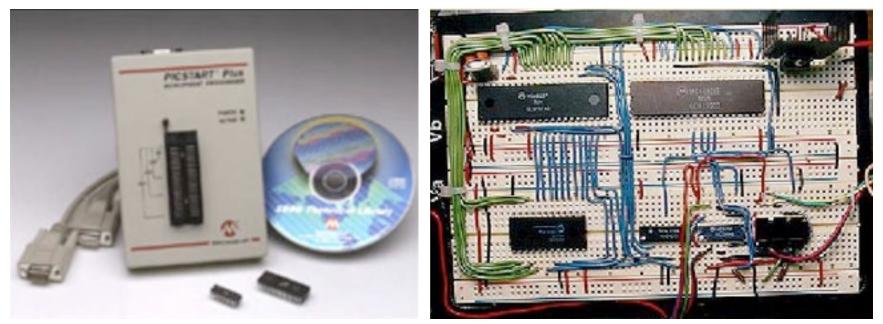
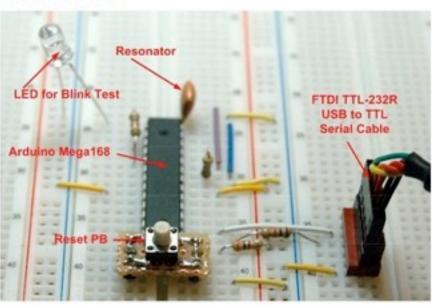


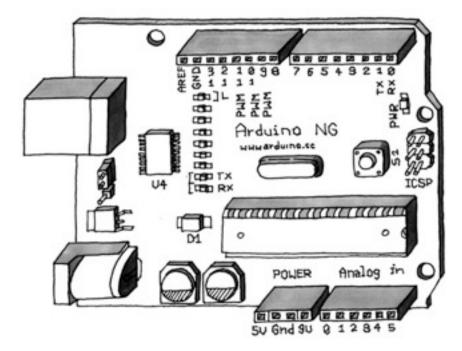
image from www.tangentsoft.net/elec/breadboard.html



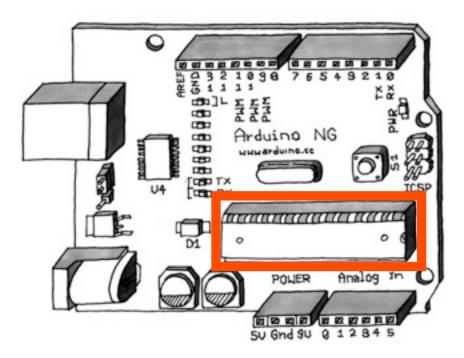
Open source, so you can build one yourself!



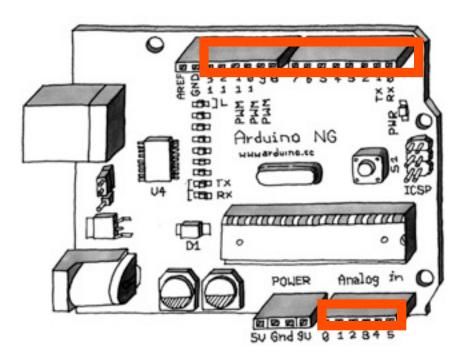
Here is a truly barebones Arduino setup. Just the Arduino chip and a few support parts. This has to be close to the simplest and lowest cost way to play with microcontrollers. The only special parts are the resonator and the Mega168 programmed with the Arduino boot loader. Everything else you should already have as an electronics hobbyist.

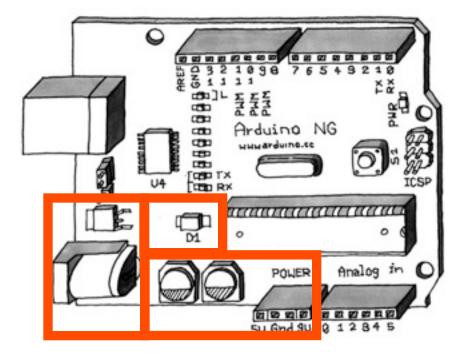


- 32 kBytes of Flash program memory (your program stays in Arduino when powered off)
- 2 kByte of RAM
- 16 MHz processor speed (c.f., Apple II: 1 MHz)

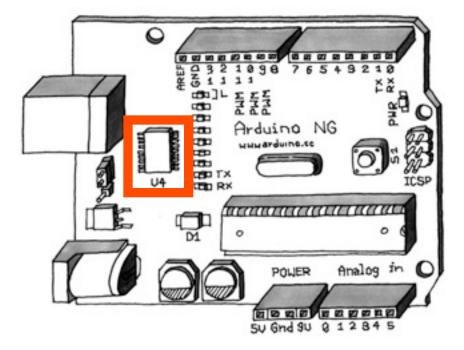


- 14 digital input/output pins
- 6 analog input pins





• USB to serial chip (converts simple serial signal to USB)



Arduino Software www.arduino.cc

Reference Blog Playground Forum	Help Sign in or Register
	(waid)

Buy Download Cetting Started Learning Reference Hardware FAQ

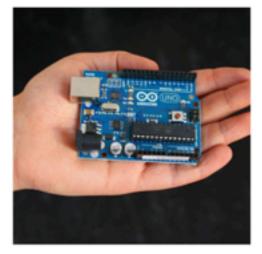


Photo by the Arduino Team

Arduino on Twitter (more)

2 days ago @apfelslice it's now in the hands of 20 beta testers.. more news Arduino is an open-source electronics prototyping platform based on flexible, easyto-use hardware and software. It's intended for artists, designers, hobbyists, and anyone interested in creating interactive objects or environments.

Arduino can sense the environment by receiving input from a variety of sensors and can affect its surroundings by controlling lights, motors, and other actuators. The microcontroller on the board is programmed using the <u>Arduino programming</u> <u>language</u> (based on <u>Wiring</u>) and the Arduino development environment (based on <u>Processing</u>). Arduino projects can be stand-alone or they can communicate with software on running on a computer (e.g. Flash, Processing, MaxMSP).

The boards can be built by hand or purchased preasembled; the software can be <u>downloaded</u> for free. The hardware reference designs (CAD files) are <u>available</u> under an open-source license, you are free to <u>adapt them to your needs</u>.

Arduino received an Honorary Mention in the Digital Communities section of the 2006 Ars Electronica Prix. The Arduino team is: Massimo

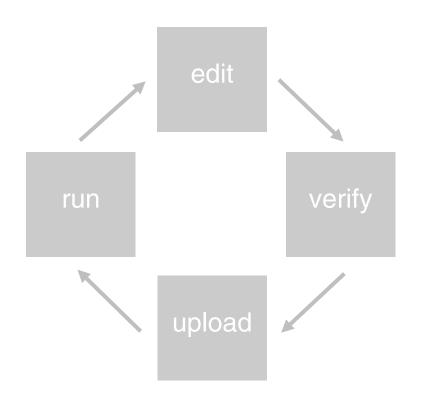
Arduino Software

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* then off for one second, an	Turns on an LED on for one second, d so on We use pin 13 because, serd, it has either a built-in LED hat you need only an LED.	
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int ledFin = 13;	// LED connected to digital pin 13	
void setup []	// run once, when the sketch starts	
pinHode(ledFin, OUTFUT):	$\ensuremath{{\prime\prime}}\xspace$)/ sets the digital pin as output	
() quoi houp ()	// run over and over again	
digitalWrite(ledPin, HIGH);	// sets the LED on	
deley(1000);	// waits for a second	
digitalWrite(ledPin, LOW);		
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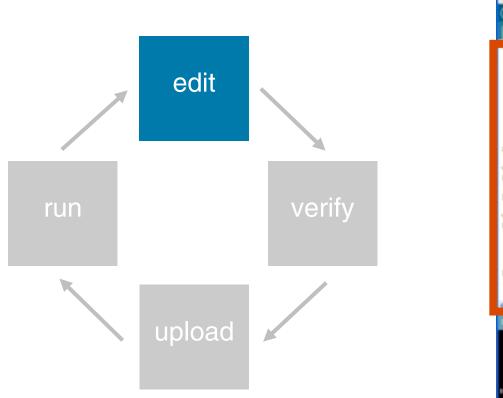
Binary sketch size: 1108 bytes (of a 14336 byte maximum)

Arduino Sketches

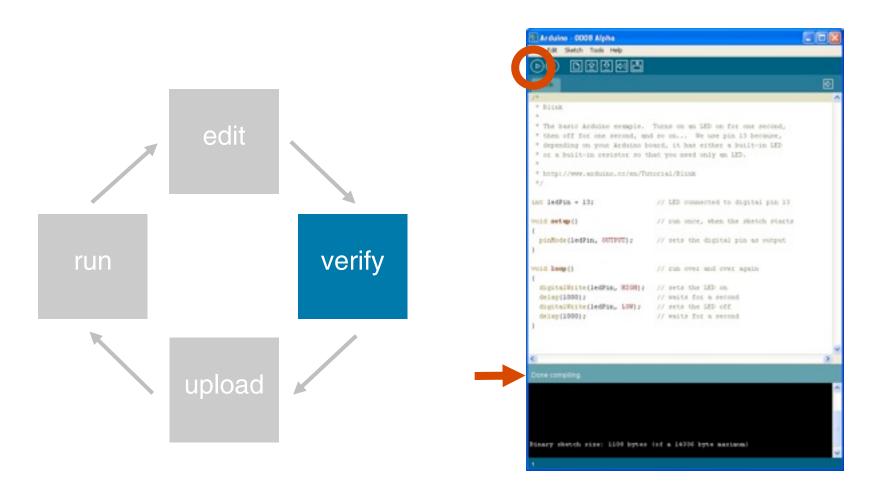
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		Examples	•	Analog		
http://www.ard	iuino.cc/en/T	utorial/Blink		Communication	•	
1				Digital	•	Blink
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			1000	Library-SoftwareSerial	•	
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id loop()		// run over	and ou	/er again		
digitalWrite(1	edPin, HIGH);			A second s		
delay(1000);		// waits for a second				
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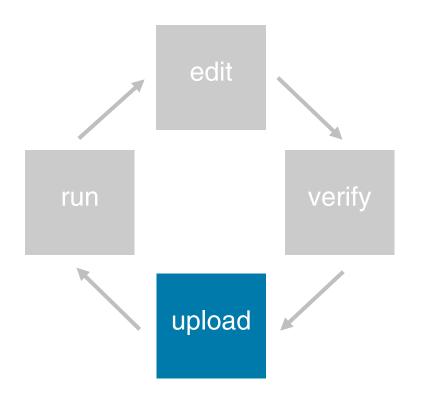


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// run over and over again	
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	rial/Blink // LED comnected to digital pin 13 // run once, when the sketch starts // sets the digital pin as output



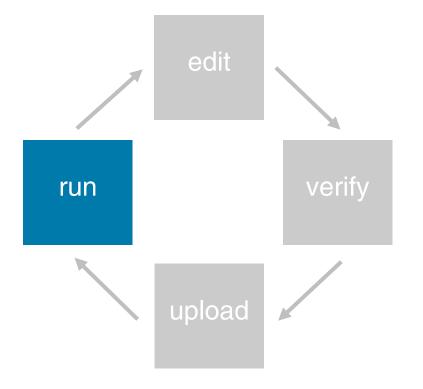
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<pre>* Blink * * * * * * * * * * * * * * * * * * *</pre>	Birk		তা
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<pre>* then off for one second, and so sm We use pin 13 because, * depending on your Arduino board, it has either a built-in LED * or a built-in resistor so that you need only an LED. * http://www.arduino.cc/em/Tutorial/Blink */ int ledFus = 13; // LED connected to digital pin 13 void setup() // run once, when the sketch starts { pinBode(ledFin, OUTPUT); // sets the digital pin as output } void leeg() // run over and over again { digitalWrite(ledFin, EDW); // sets the LED on deleg(1000); // waits for a second digitalWrite(ledFin, LDW); // sets the LED on deleg(1000); // waits for a second } } Core corrected </pre>		Torona on an 187 on for one particul	
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Watch your LED blink!

Arduino Program

Program consists of 3 parts:

- 1. Declare variables at top
- 2. Initialize

setup() - run once at beginning, set pins

3. **Run**

loop() - run repeatedly, after setup()

Arduino Language

Like C but easier

Example functions

- pinMode() set a pin as input or output
- digitalWrite() set a digital pin high/low
- digitalRead() read a digital pin's state
- analogRead() read an analog pin
- analogWrite() write an "analog" PWM value
- delay() wait an amount of time

```
* Blink
 .
 * The basic Arduino example. Turns on an LED on for one second,
* then off for one second, and so on... We use pin 13 because,
* depending on your Arduino board, it has either a built-in LED
* or a built-in resistor so that you need only an LED.
* http://www.arduino.cc/en/Tutorial/Blink
 #1
int ledPin = 13;
                               // LED connected to digital pin 13
                               // run once, when the sketch starts
void setup()
 pinMode(ledPin, OUTPUT);
                              // sets the digital pin as output
void loop()
                               // run over and over again
 digitalWrite(ledPin, HIGH);
                              // sets the LED on
  delay(1000);
                               // waits for a second
 digitalWrite(ledPin, LOW);
                              // sets the LED off
 delay(1000);
                               // waits for a second
```

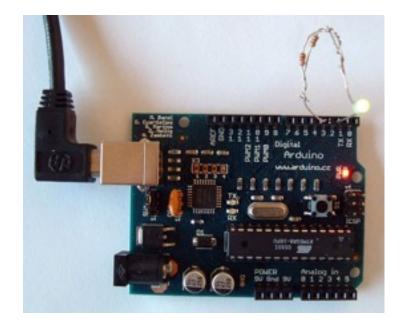
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* then off for one second, an	nd so on We use pin 13 because,	
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* or a built-in resistor so	that you need only an LED.	
*		
* http://www.arduino.cc/en/To	utorial/Blink	
*/		
int ledPin = 13;	// LED connected to digital pin 13	Declare variables
<pre>roid setup()</pre>	// run once, when the sketch starts	
(
pinMode(ledPin, OUTPUT);	// sets the digital pin as output	
)		
void loop()	// run over and over again	
vold roop()	// Ital over and over again	
dista Weite Medbin UTCU.	11 man the TPD on	
digitalWrite(ledPin, HIGH);		
delay(1000);	// waits for a second	
digitalWrite(ledPin, LOW);	// sets the LED off	
delay(1000);	// waits for a second	
)		

```
* Blink
 .
 * The basic Arduino example. Turns on an LED on for one second,
 * then off for one second, and so on... We use pin 13 because,
 * depending on your Arduino board, it has either a built-in LED
 * or a built-in resistor so that you need only an LED.
 .
 * http://www.arduino.cc/en/Tutorial/Blink
 #1
int ledPin = 13;
                               // LED connected to digital pin 13
                                                                                 Initialize
                                // run once, when the sketch starts
void setup()
Ł
 pinMode(ledPin, OUTPUT);
                               // sets the digital pin as output
void loop()
                               // run over and over again
  digitalWrite(ledPin, HIGH);
                              // sets the LED on
  delay(1000);
                               // waits for a second
  digitalWrite(ledPin, LOW);
                               // sets the LED off
  delay(1000);
                               // waits for a second
```

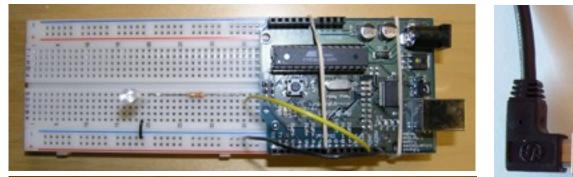
Run

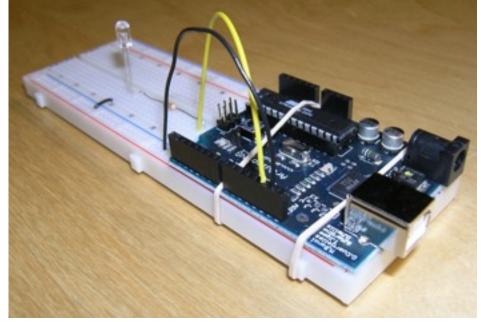
```
* Blink
 *
 * The basic Arduino example. Turns on an LED on for one second,
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 *
* http://www.arduino.cc/en/Tutorial/Blink
 #1
                               // LED connected to digital pin 13
int ledPin = 13;
                               // run once, when the sketch starts
void setup()
£
 pinMode(ledPin, OUTPUT);
                              // sets the digital pin as output
void loop()
                               // run over and over again
 digitalWrite(ledPin, HIGH);
                              // sets the LED on
 delay(1000);
                               // waits for a second
 digitalWrite(ledPin, LOW);
                               // sets the LED off
 delay(1000);
                               // waits for a second
```

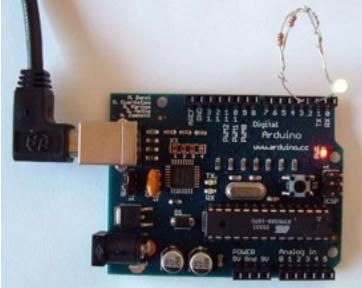
Arduino and Breadboard



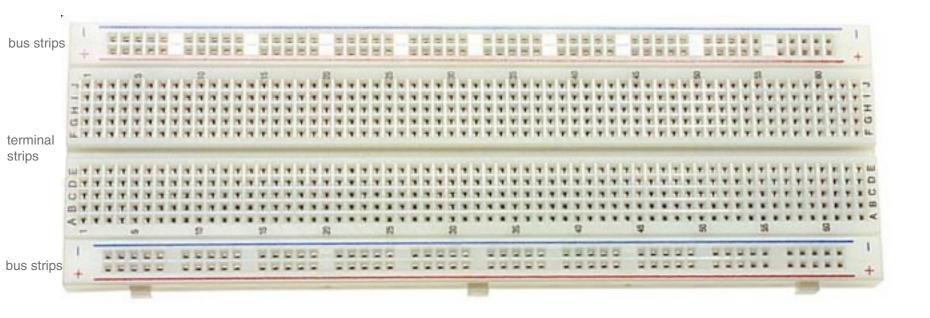
Arduino and Breadboard



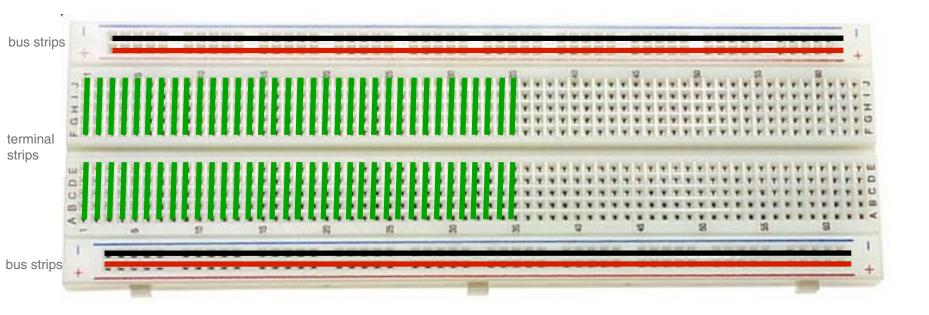




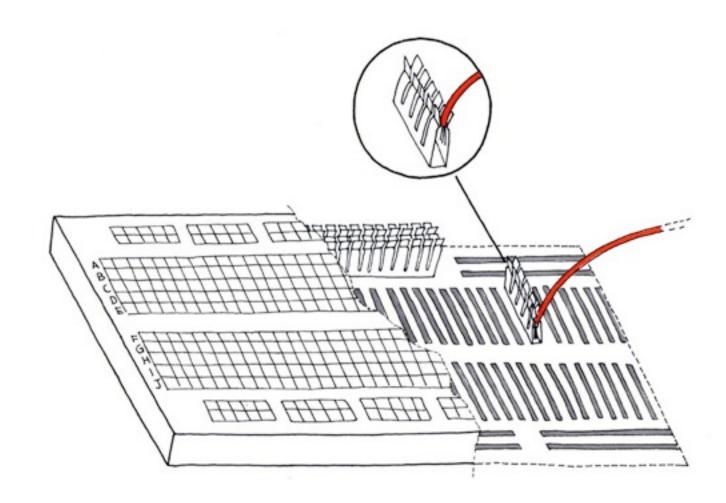
Solderless Breadboard



Solderless Breadboard

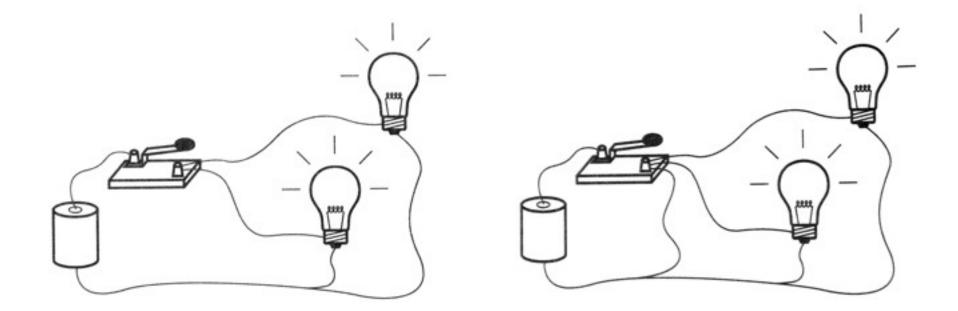


Solderless Breadboard



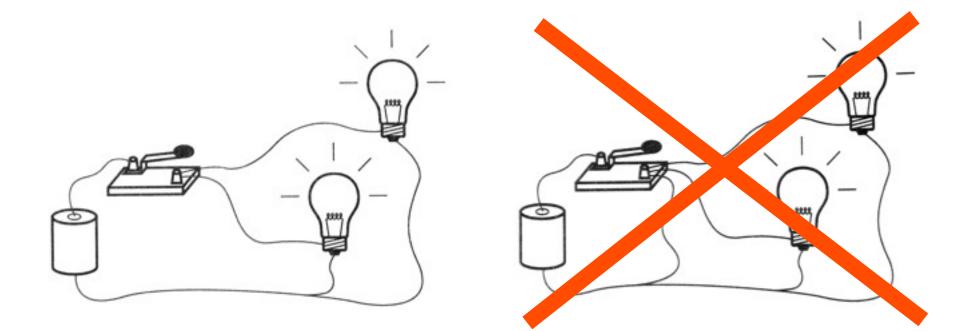
Circuits: Avoid Shortcuts

Electricity always favors the path of least resistance to ground



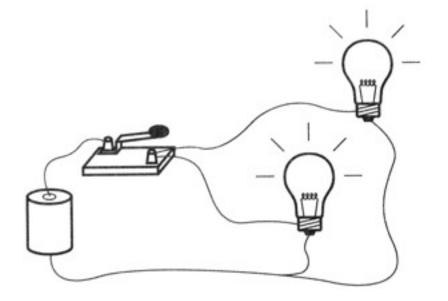
Circuits: Avoid Shortcuts

Electricity always favors the path of least resistance to ground



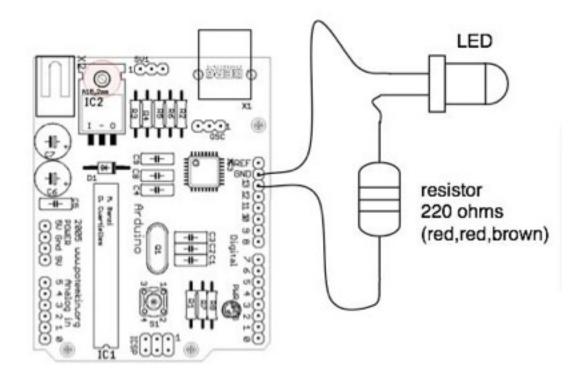
Circuits

All the electrical energy in a circuit must be used



LED

- LED = Light-Emitting Diode
- Needs a "current limiting" resistor, or burns out



Circuits Summary

Avoid deadly shortcuts

- Flows to the lowest resistance
- All the electrical energy in a circuit must be used

When in doubt, talk to us, we can help

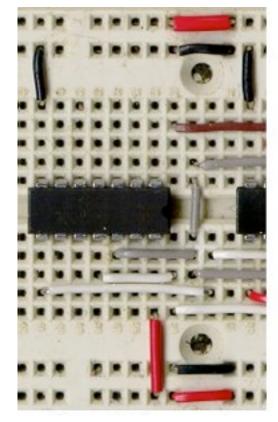
(Your Arduino has some fail safe, but in the worst case, you could fry your board [\$29])

Try to be Neat

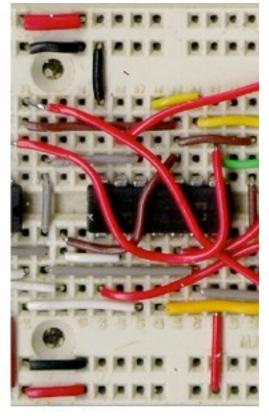
Color code:

- Red: power
- Black: ground

Be consistent

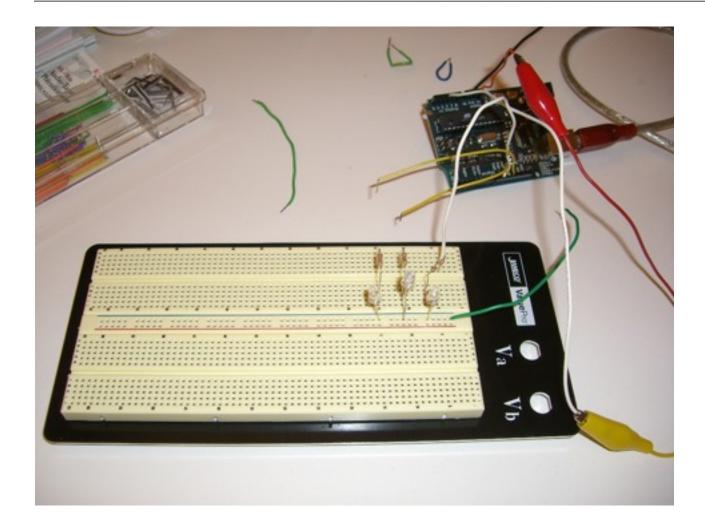


Good



Bad

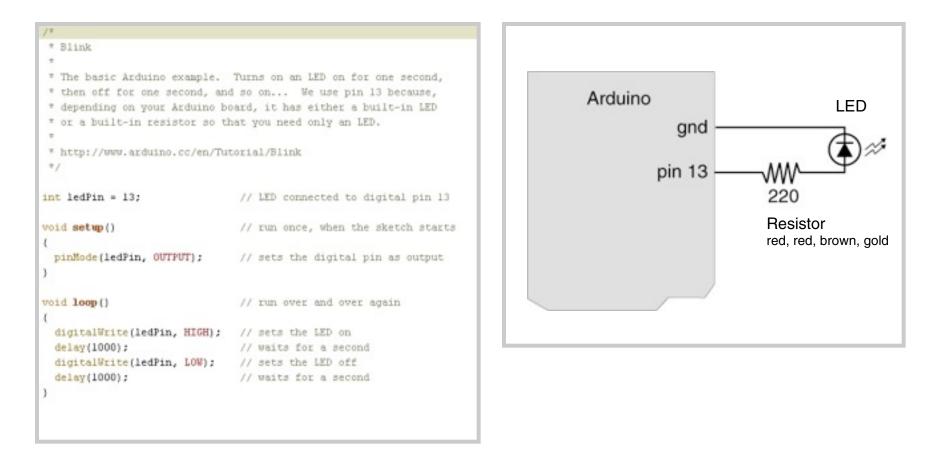
Be Careful



Lab Assignment This Week

- Get the course lab kit
- Download & install Arduino software (www.arduino.cc)
- Make an LED blink
 - Make it blink at different rate
- Create your course web account
- Post the photo of your board and an optional comment on the course website

Lab Assignment: Blinking LED



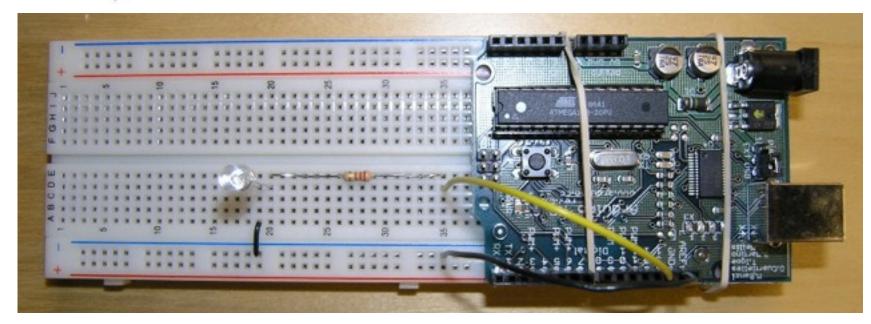
Your assignment looks like this



LED Shorter leg → ground Polarity matters



220 ohm resistor red, red, brown, gold Polarity does not matter



Next Wednesday

Don't forget to bring your lab kit in Do use the lab hour to catch up Create your course account Post your assignment on the course website

Thanks!