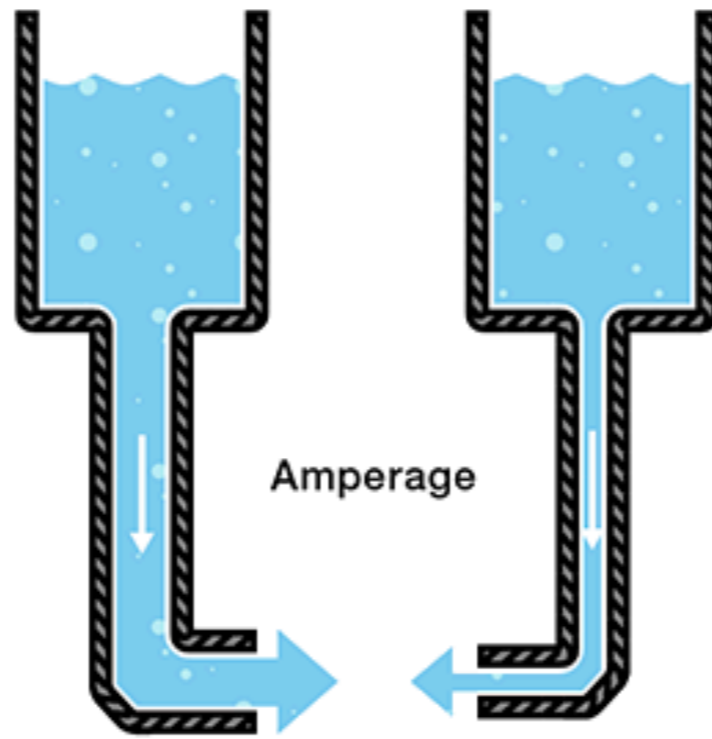
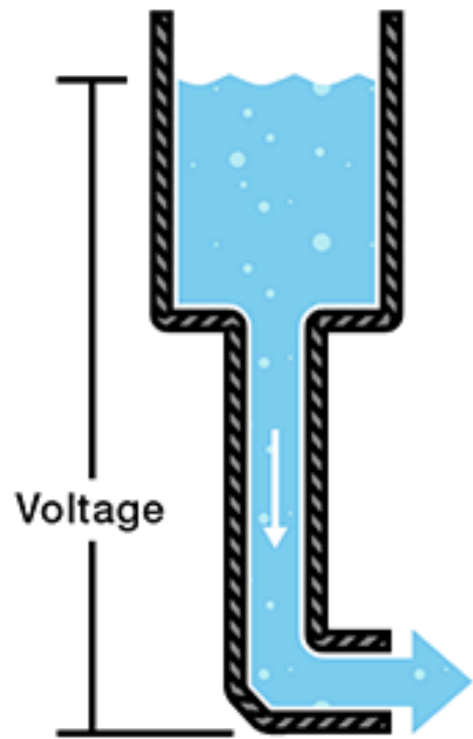


Sensing & Acting



Recap



More

Less

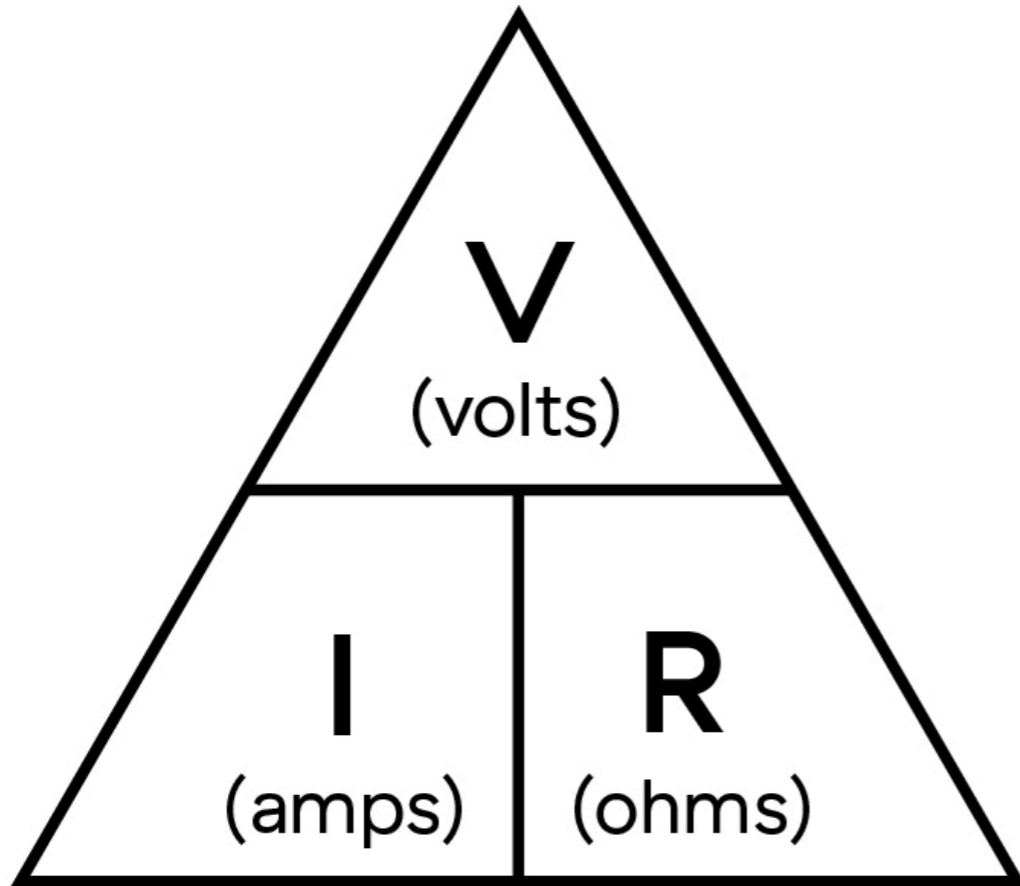
Resistance

Less resistance



More resistance





$$V = I \times R$$

$$I = \frac{V}{R}$$

$$R = \frac{V}{I}$$

Ohms LAW

Bluetooth headphones
0.03 W

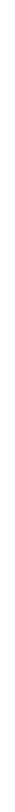
Smartphone
3 W
(while charging)

Home Refrigerator
150 W

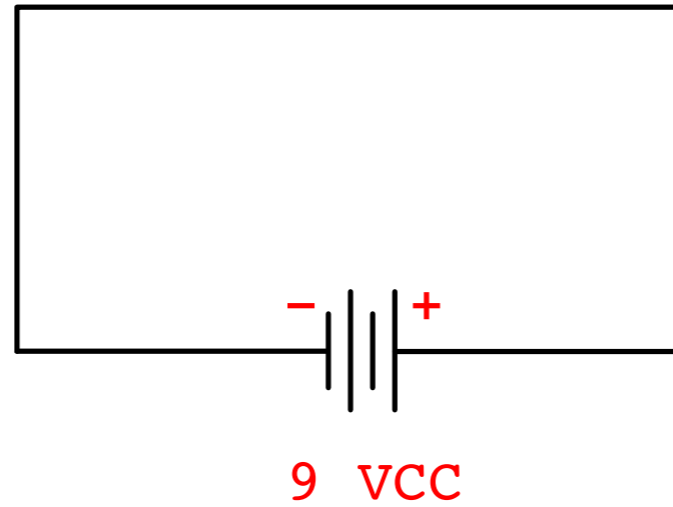
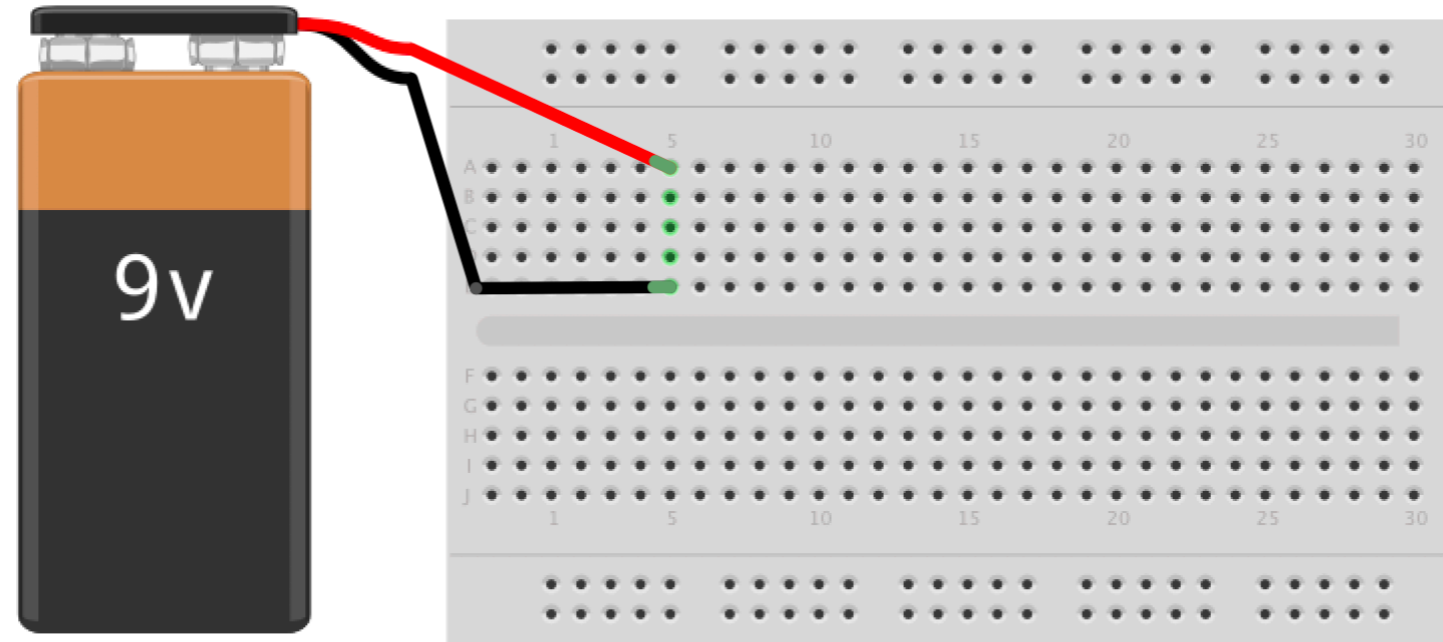
Electric Kettle
1200 W

Tesla model S
30'000 W
(80 km per hour)

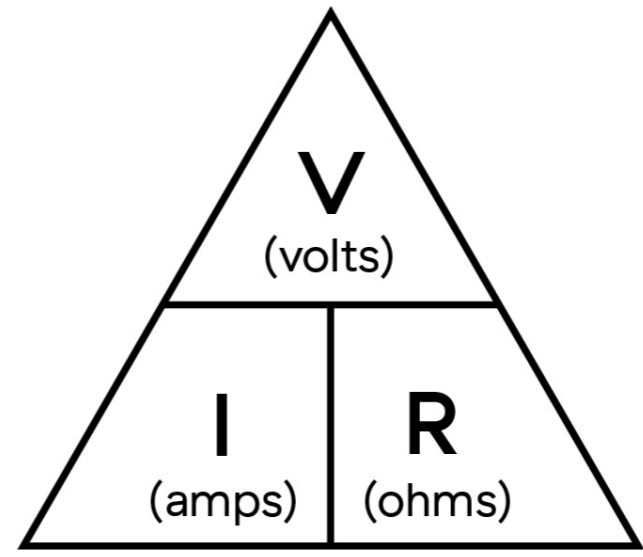
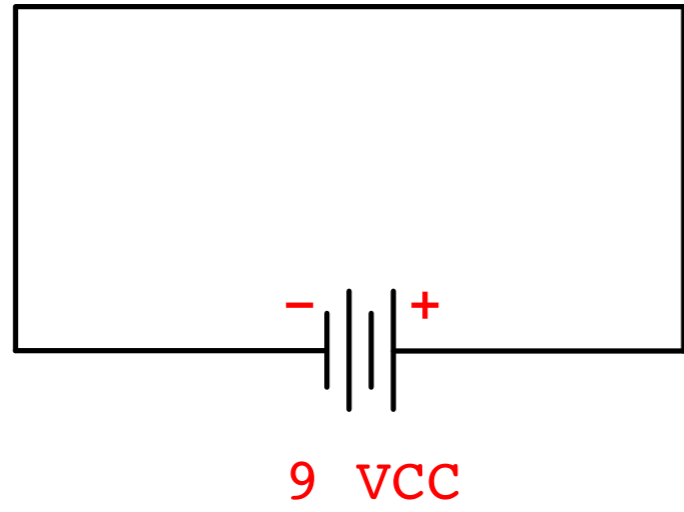
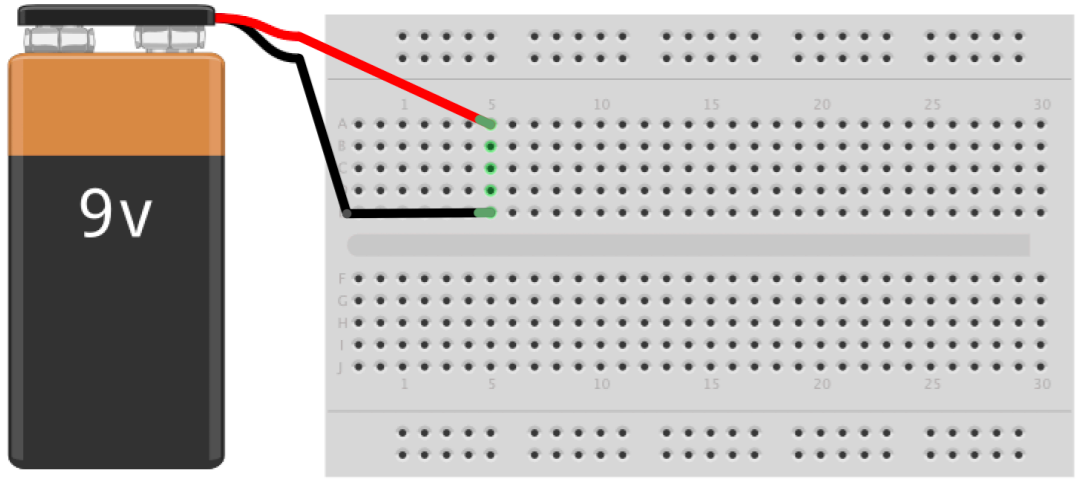
Toni Areal
744'292 W
(on average)



Energy (watts)

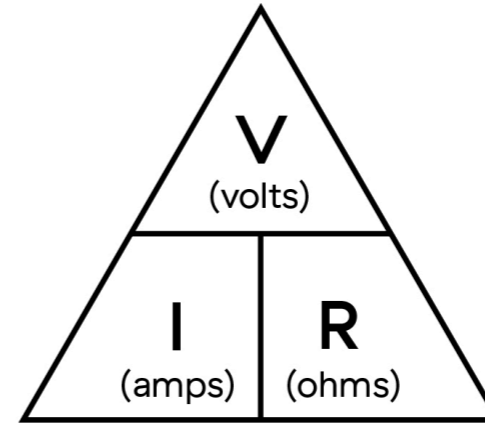
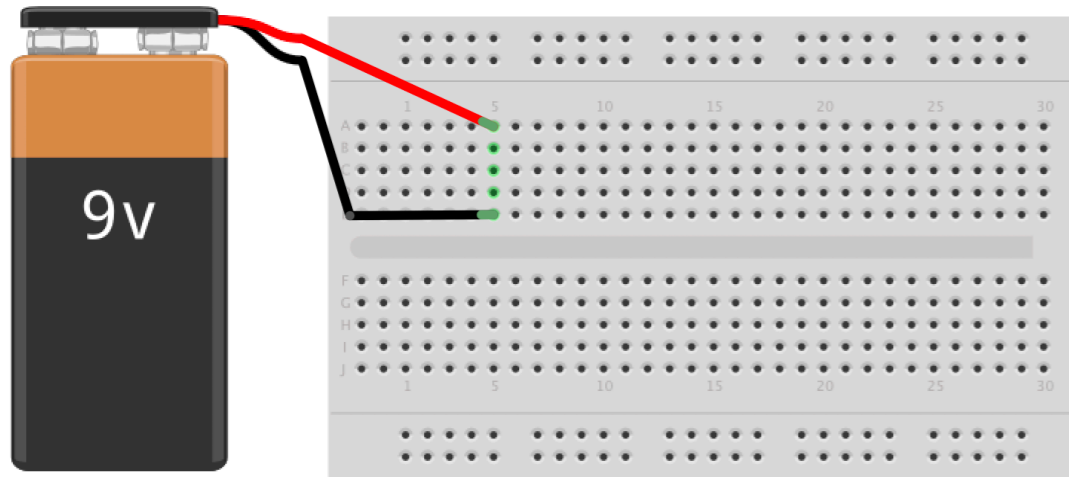


Short Circuits and Joule heating

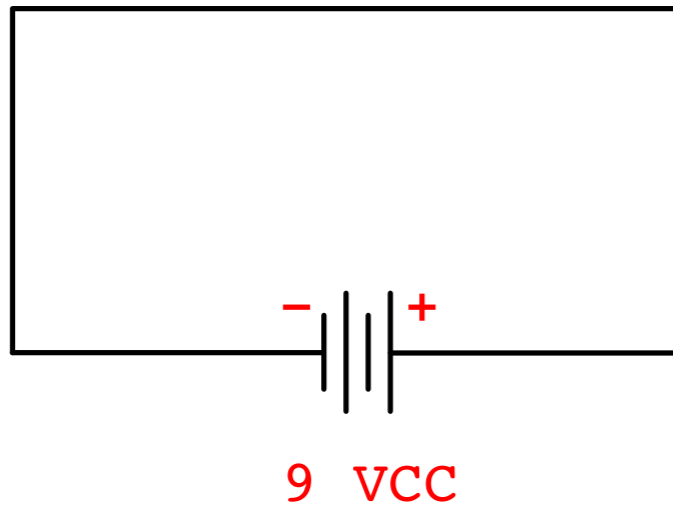


$$V = I \times R$$
$$I = \frac{V}{R}$$
$$R = \frac{V}{I}$$

Short Circuits and Joule heating



$$V = I \times R$$
$$I = \frac{V}{R}$$
$$R = \frac{V}{I}$$



$$\frac{9 \text{ v}}{0.0000001 \text{ ohm}} = 90\,000\,000 \text{ amps}$$

or

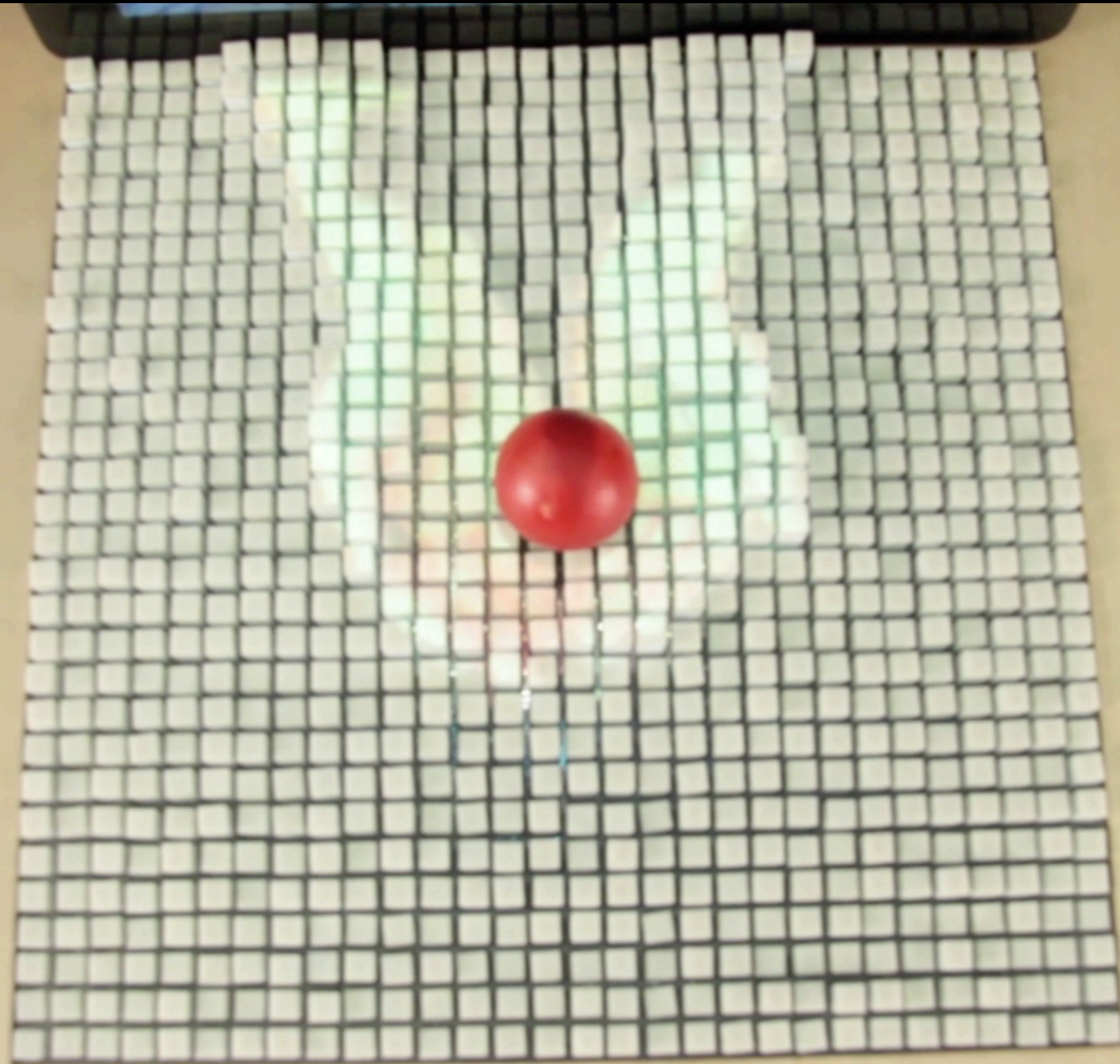
81 000 0000 watts!

Short Circuits and Joule heating

Physical Computing

Physical computing means building interactive physical systems by the use of software and hardware that can sense and respond to the analog world.

https://en.wikipedia.org/wiki/Physical_computing





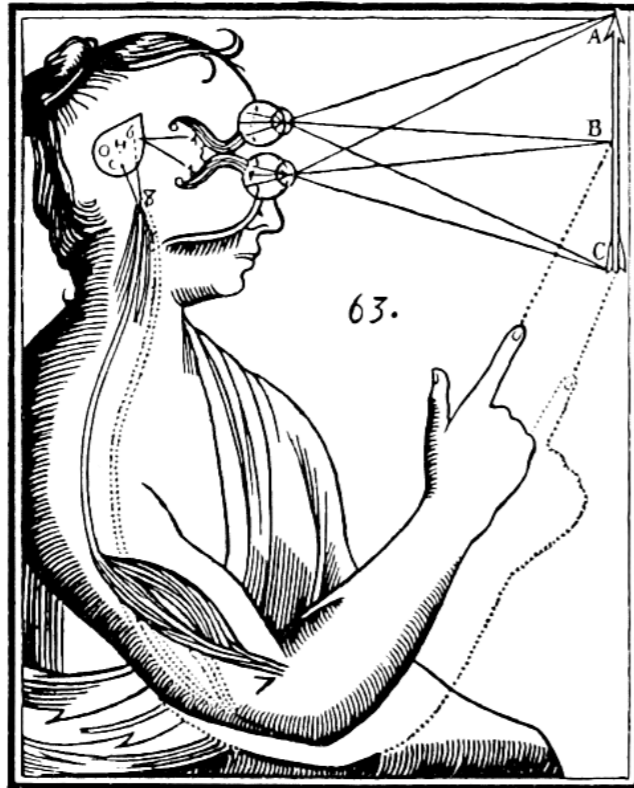
Birdly - flight simulator

SOMNIACS SA



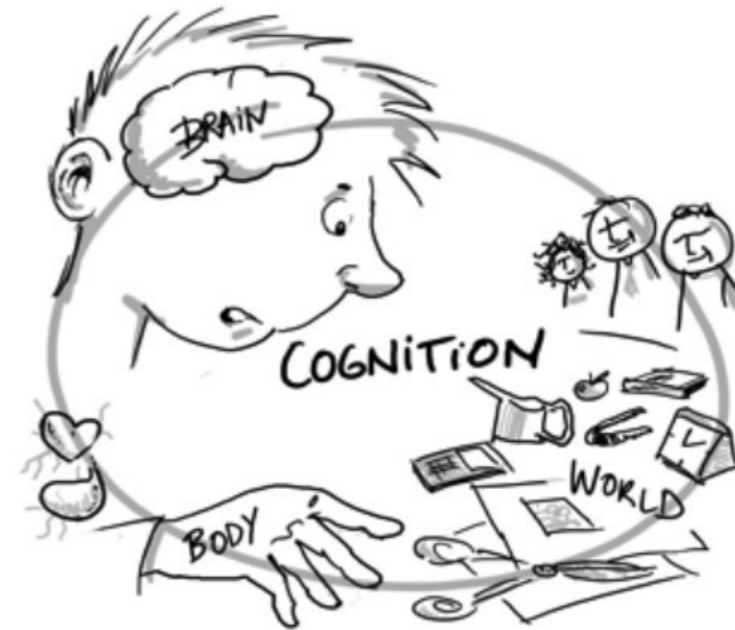
Embodiment

René Descartes, (1596-1650)



Mind-body dualism

Image: J. van Dijk (2013)



Embodiment

Theory of Embodied Cognition

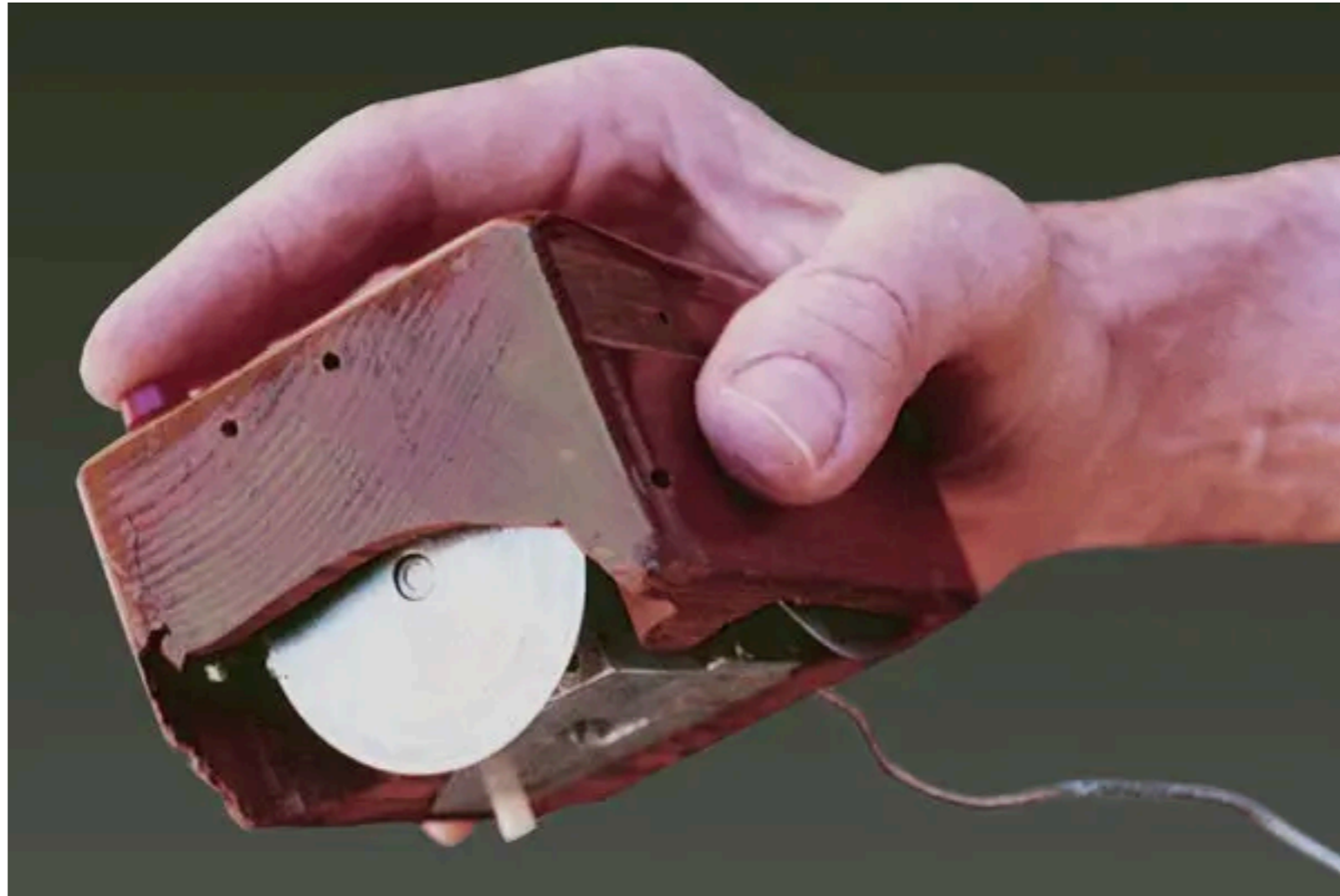
*...brain, body and the environment, and in particular relations
between them, are all considered to be part of the cognitive system
- part of the mechanism that makes cognition happen*

Jelle van Dijk

<https://youtu.be/wliDomlEjJw?t=58>

Embodied Maths

Human Computer Interactions



Augmenting Human Intelligence at ARC (1963)



Xerox PARCtab 1994

“Good Technology is invisible”

Mark Weisser

Ubiquitous computing and IOT (1988)

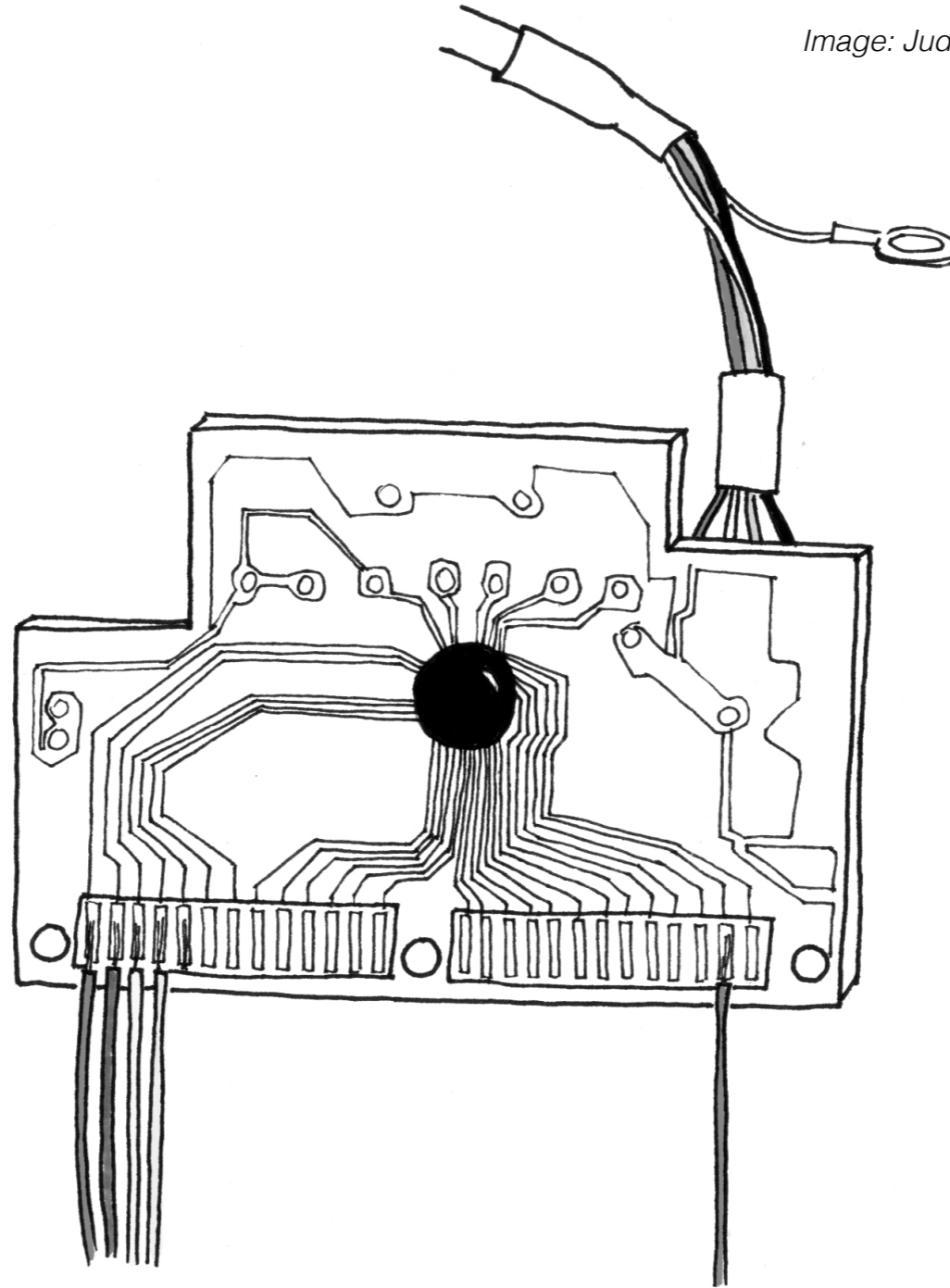


Tangible User Interfaces (1997)

“Tangible Bits: Towards Seamless Interfaces between People, Bits and Atoms”

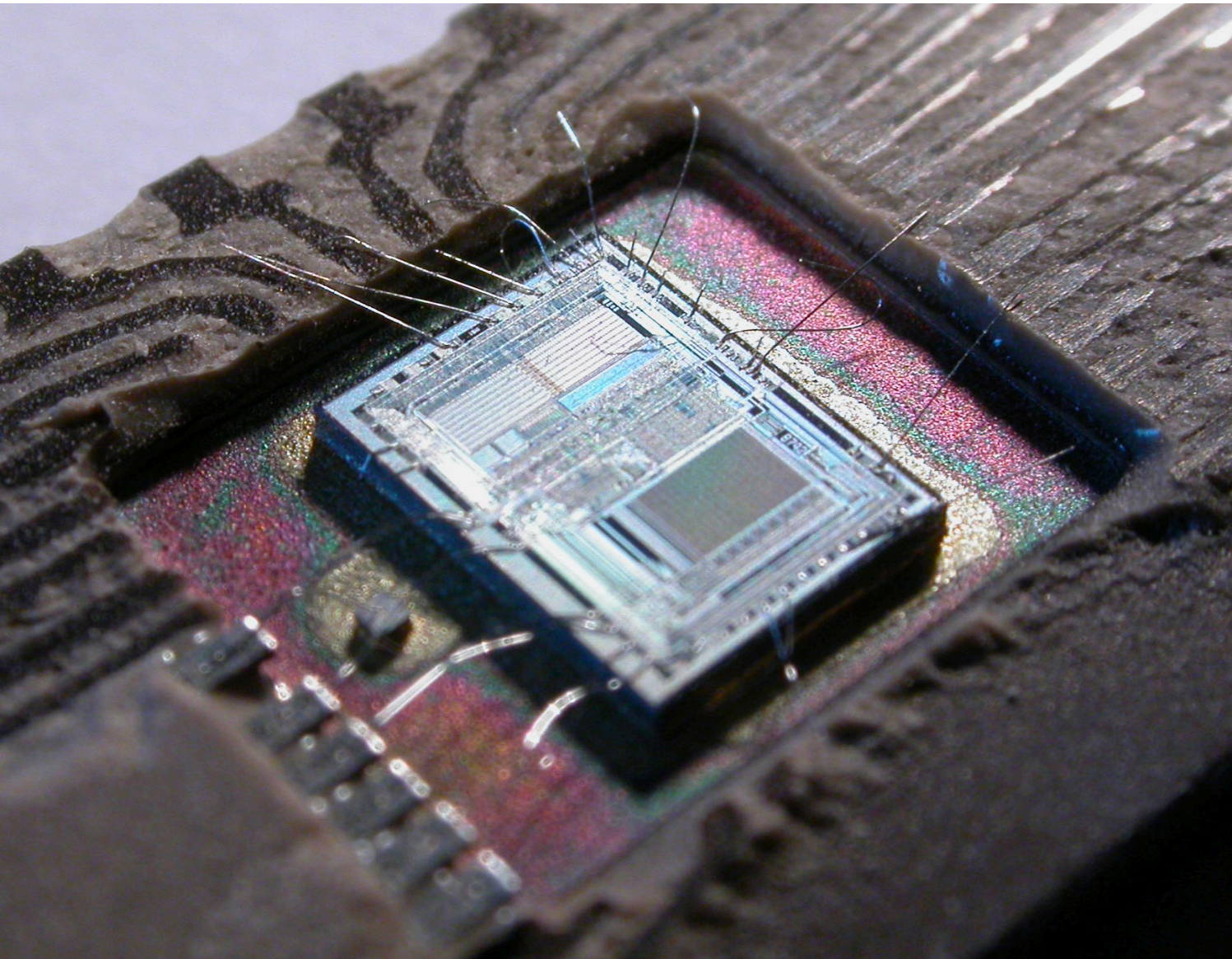
Major Developments in Physical Computing

Image: Judy Aime' Castro

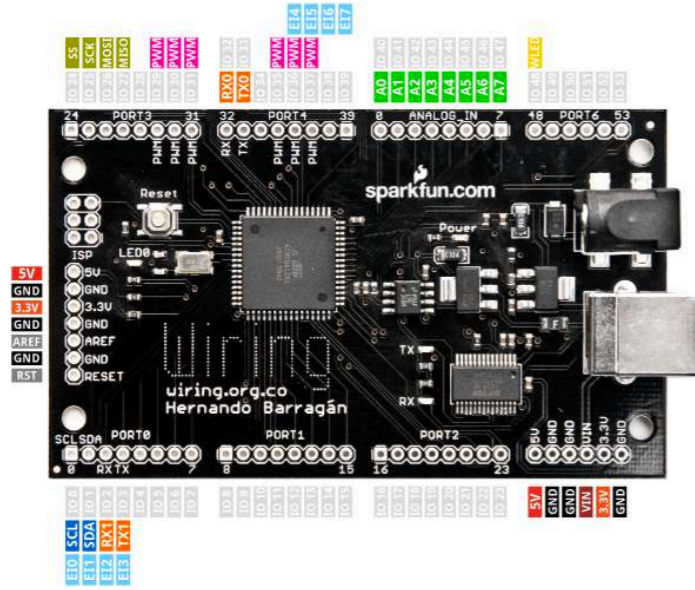


DIY movement:

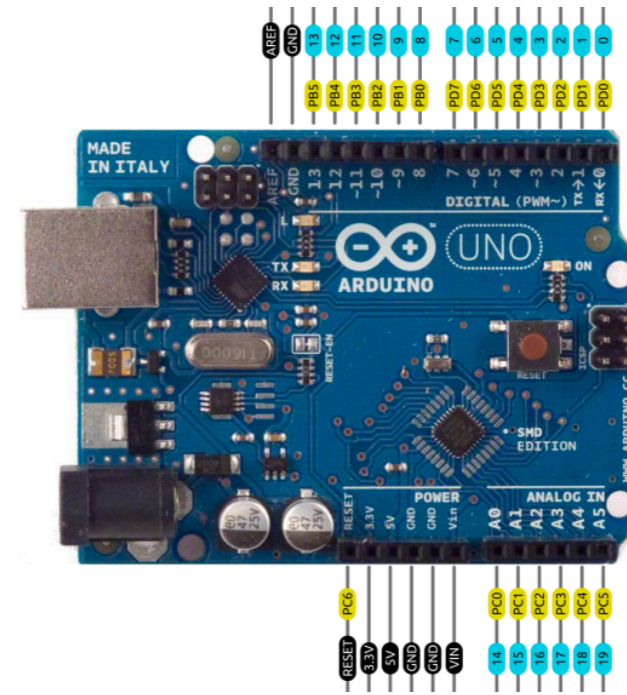
Keyboard Hacking (1990's)



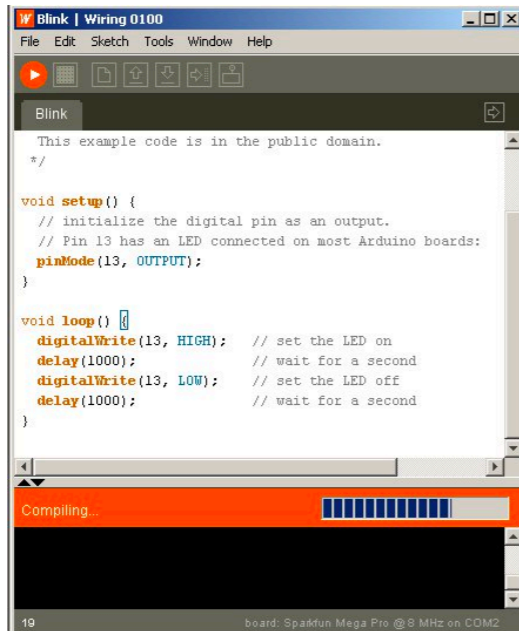
Microcontrollers



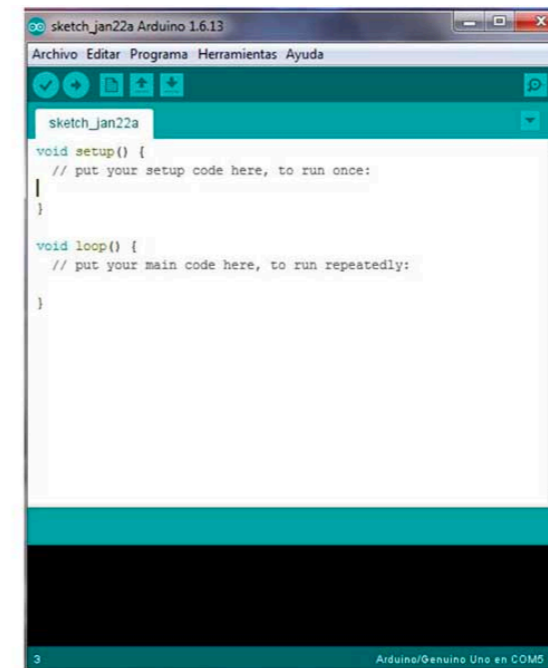
Wiring Device



Arduino Device

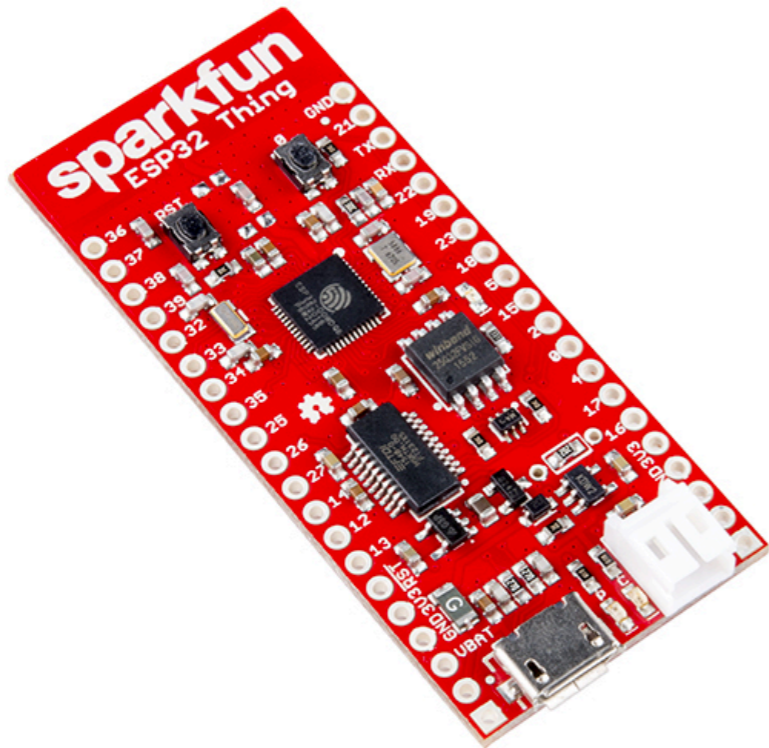


Wiring IDE

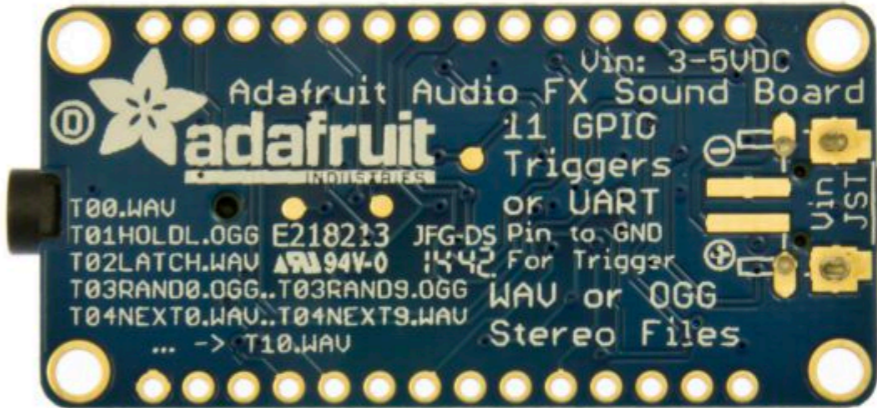


Arduino IDE

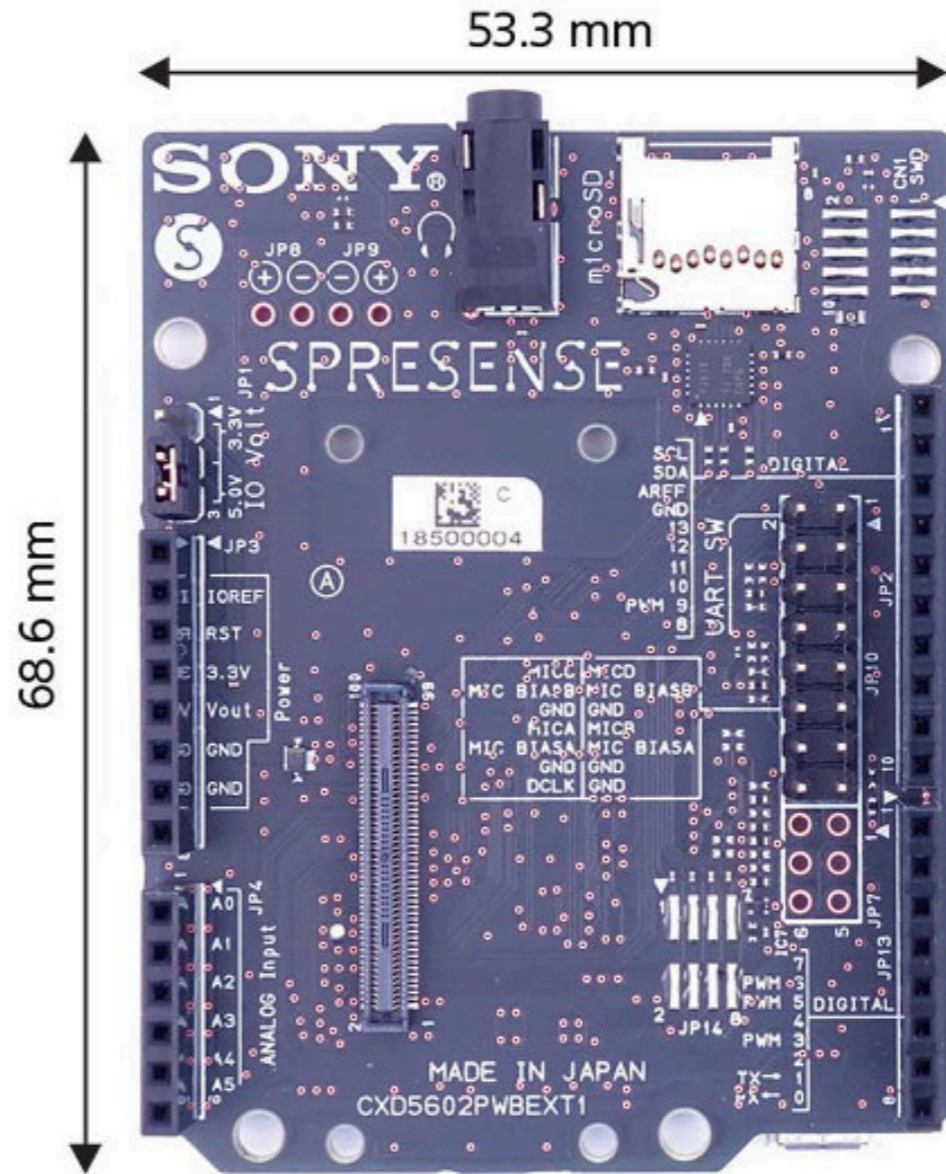
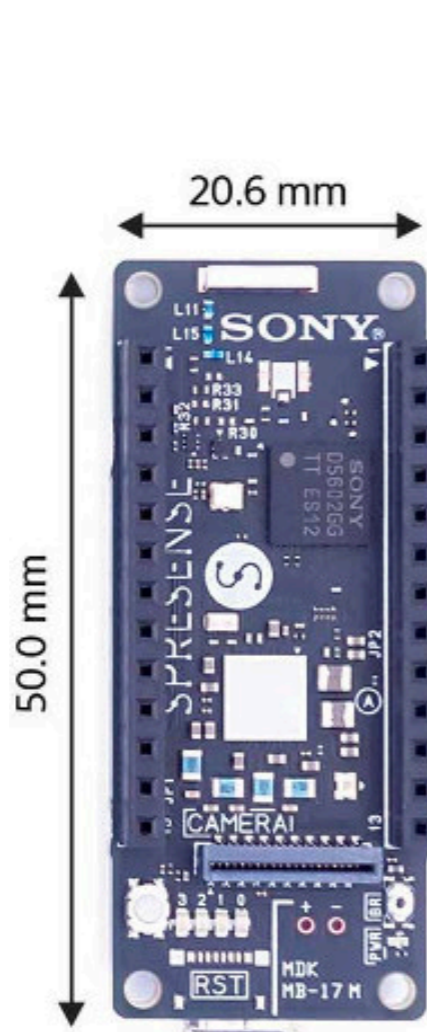
Wiring platform by Hernando Barragán (2003)
The Arduino platform (2005)



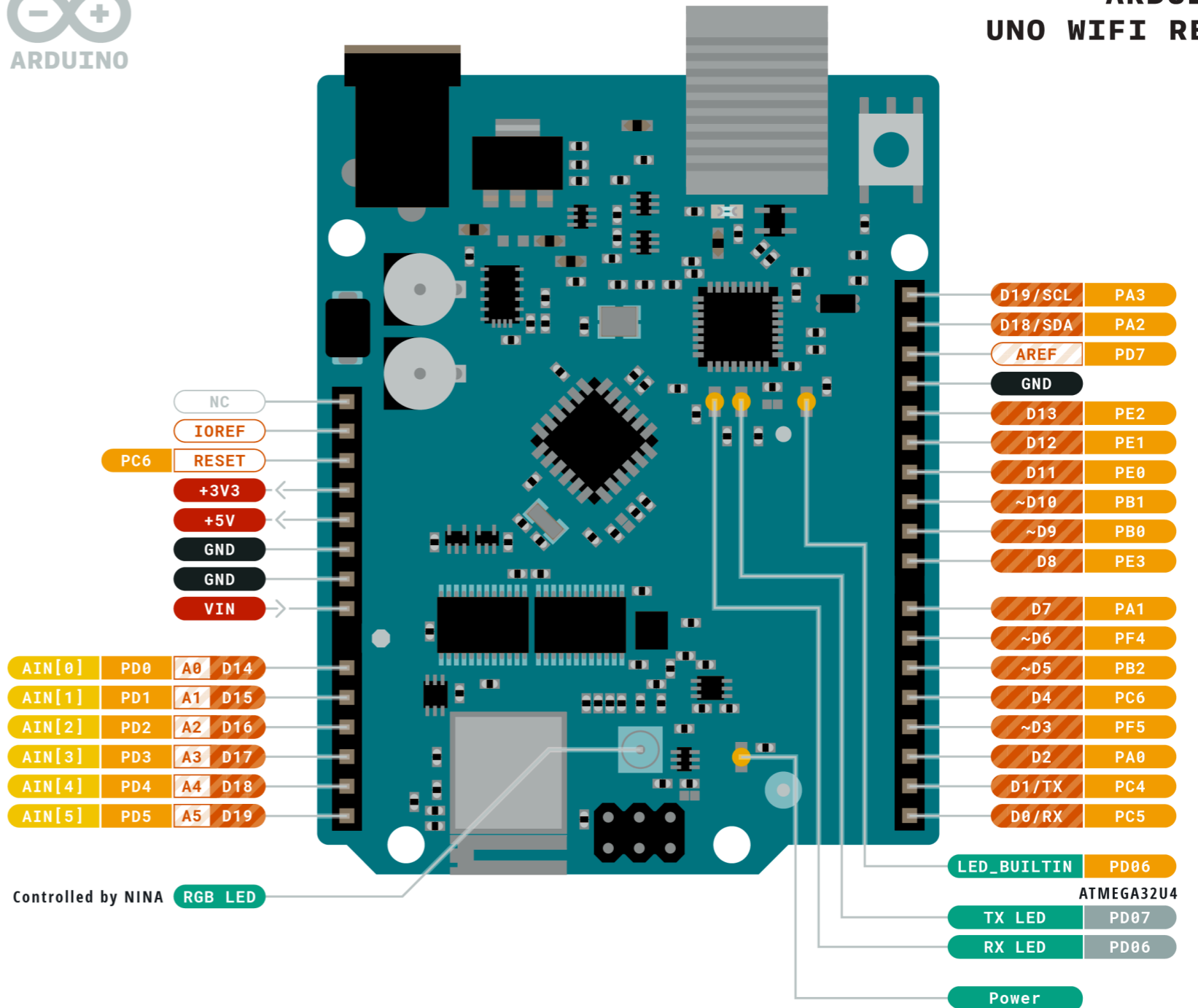
SparkFun (2003)



Adafruit (2005)



And so on....

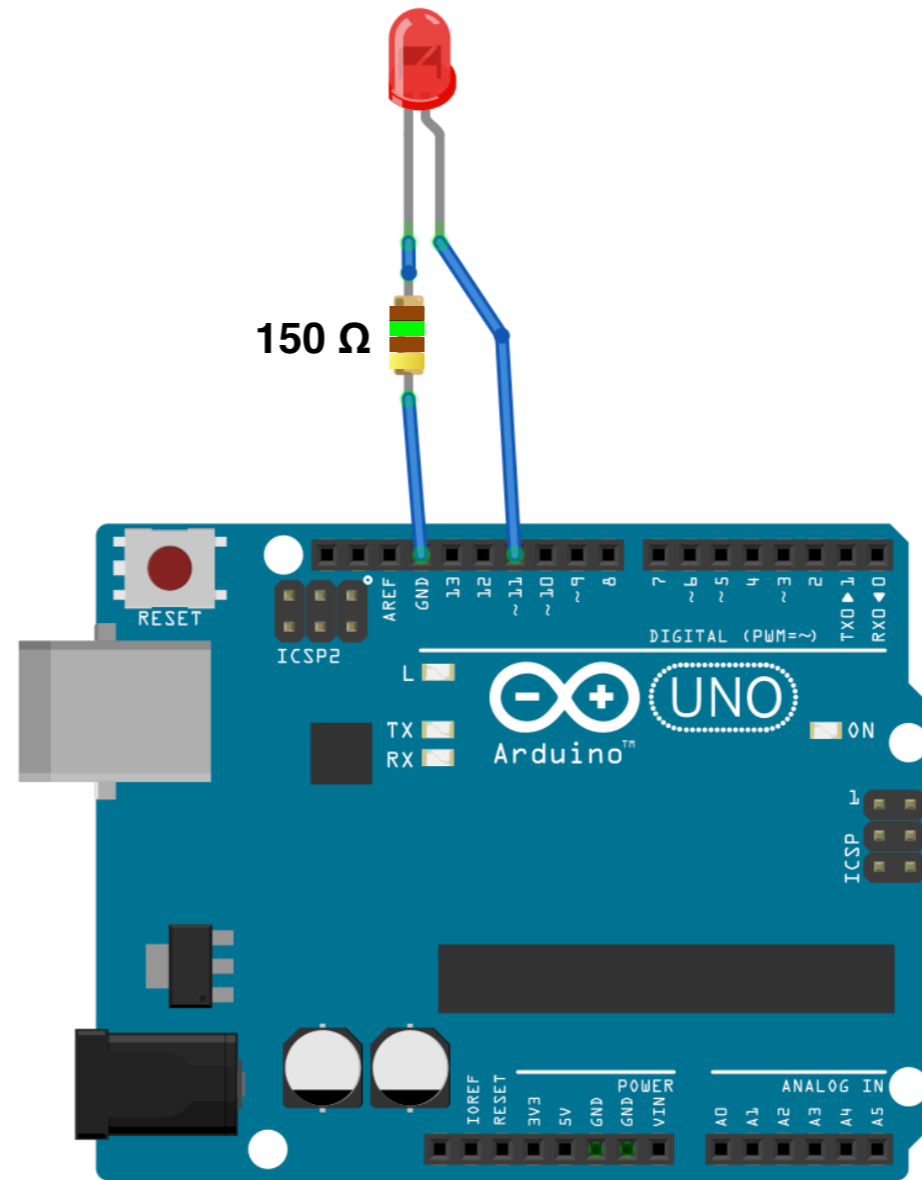


Getting Started with Arduino

- Ground
- Internal Pin
- Digital Pin
- Microcontroller's Port
- Power
- SWD Pin
- Analog Pin
- Default
- LED
- Other Pin

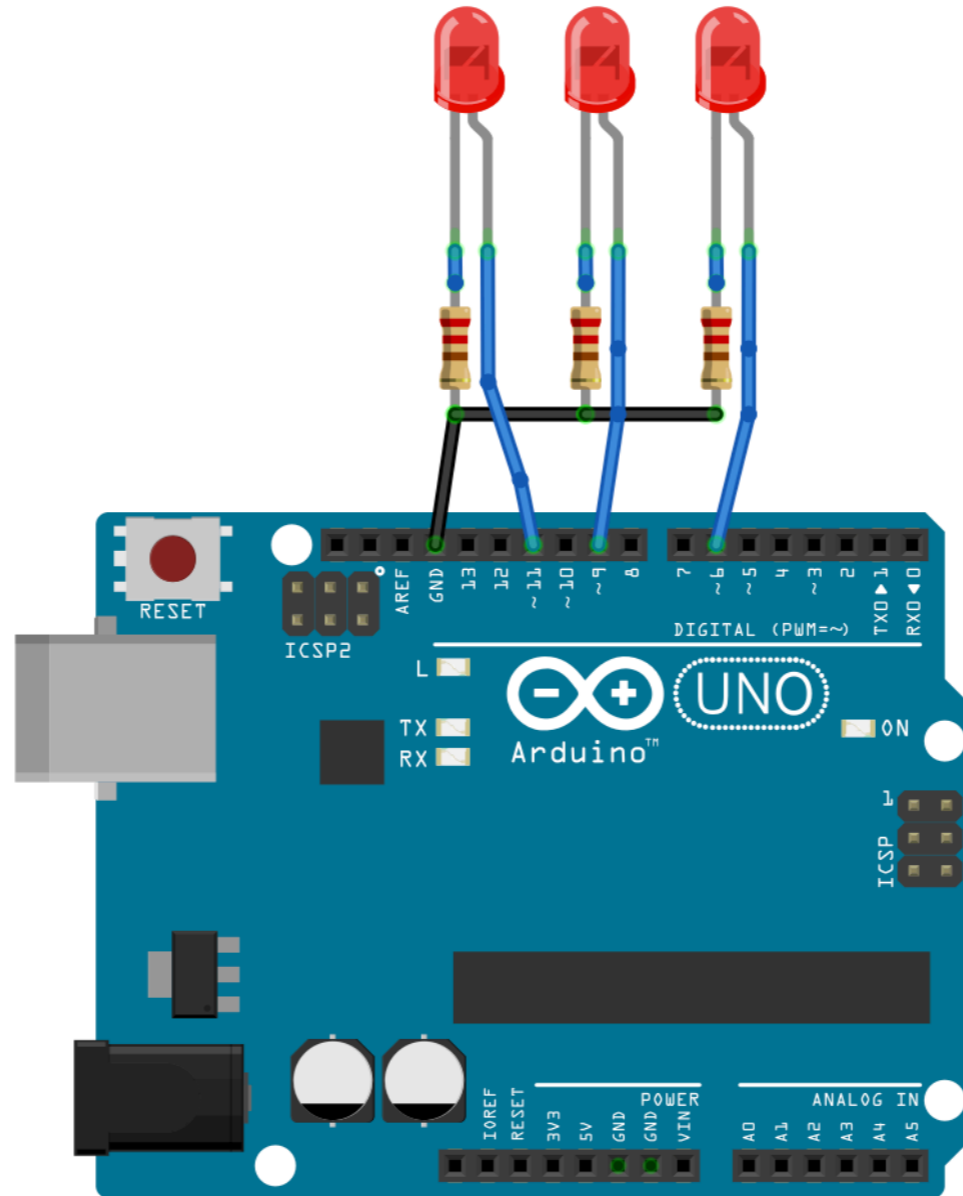


fritzing



Exercise 2.1: Arduino Blinky

Connect an LED and Resistor to your Arduino to GND and Pin 11 using your breadboard. Code it to blink using the examples

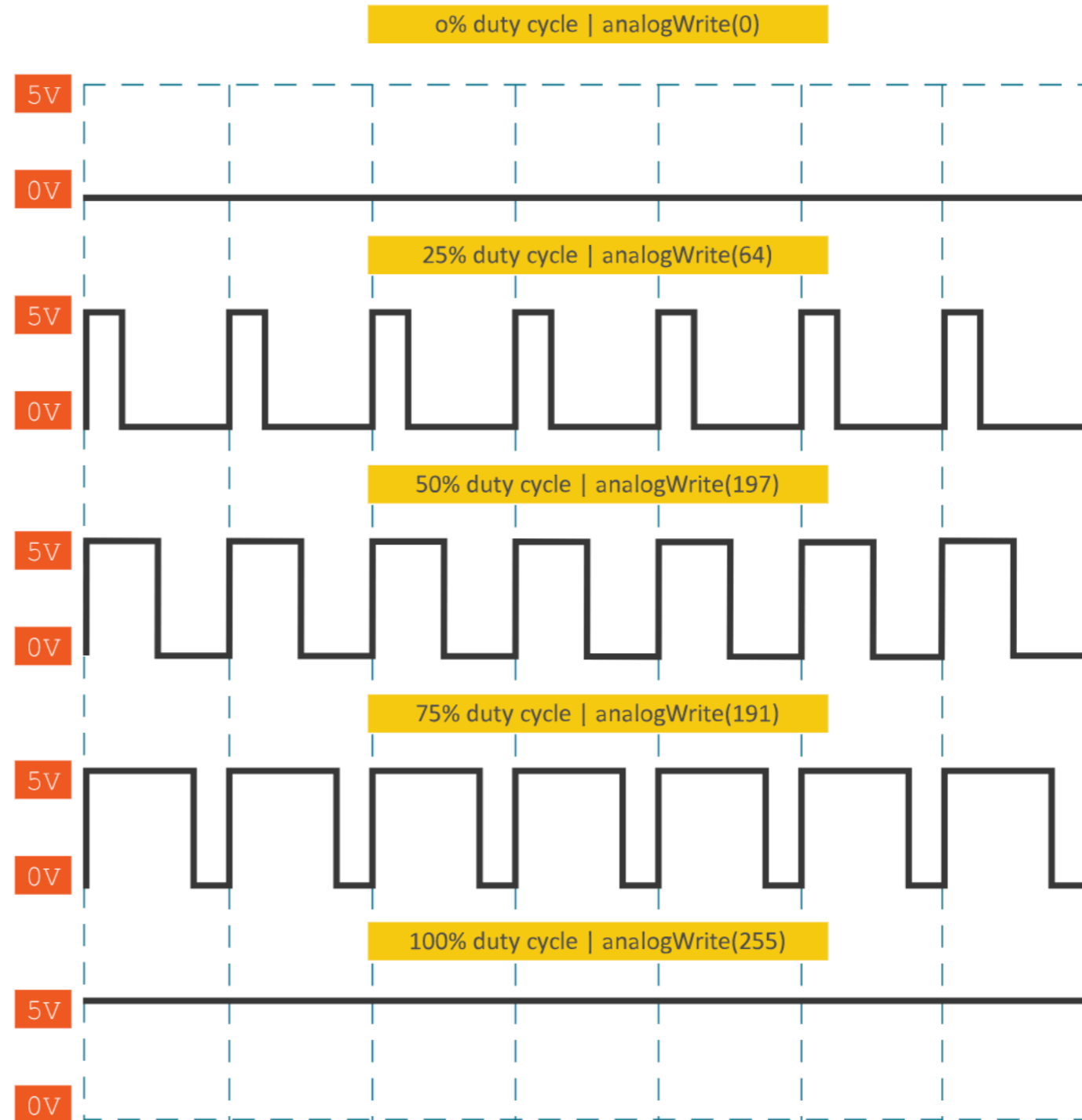


Exercise 2.2: More Blinkys

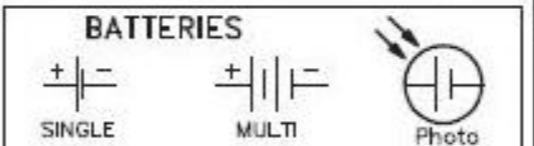
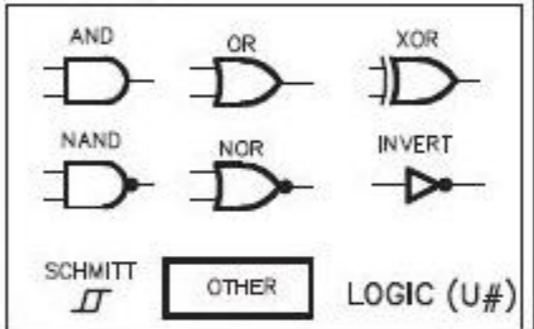
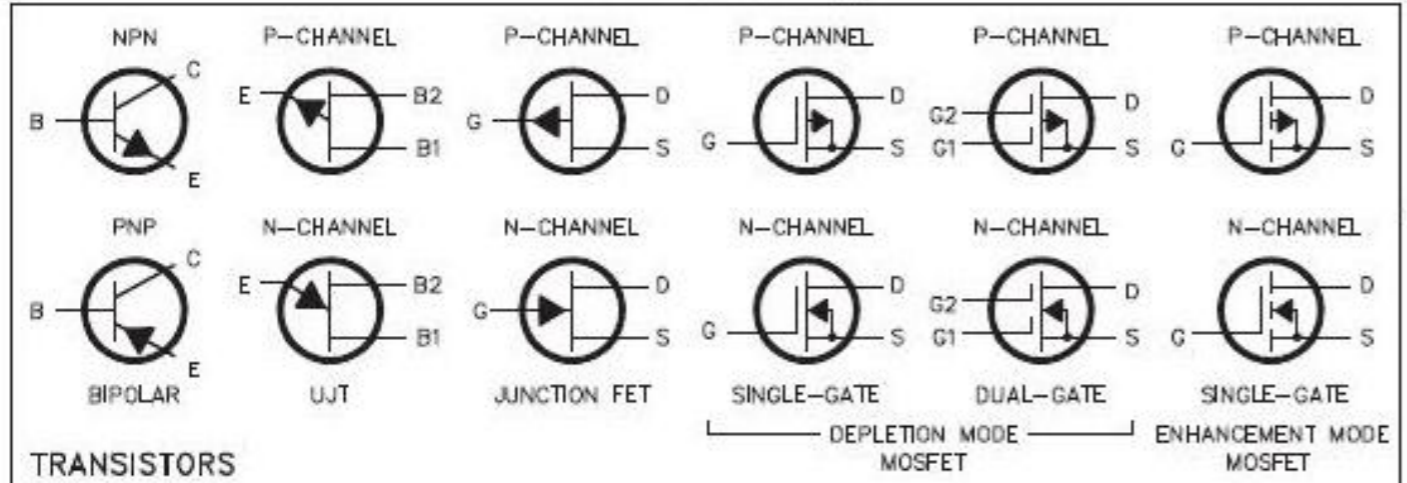
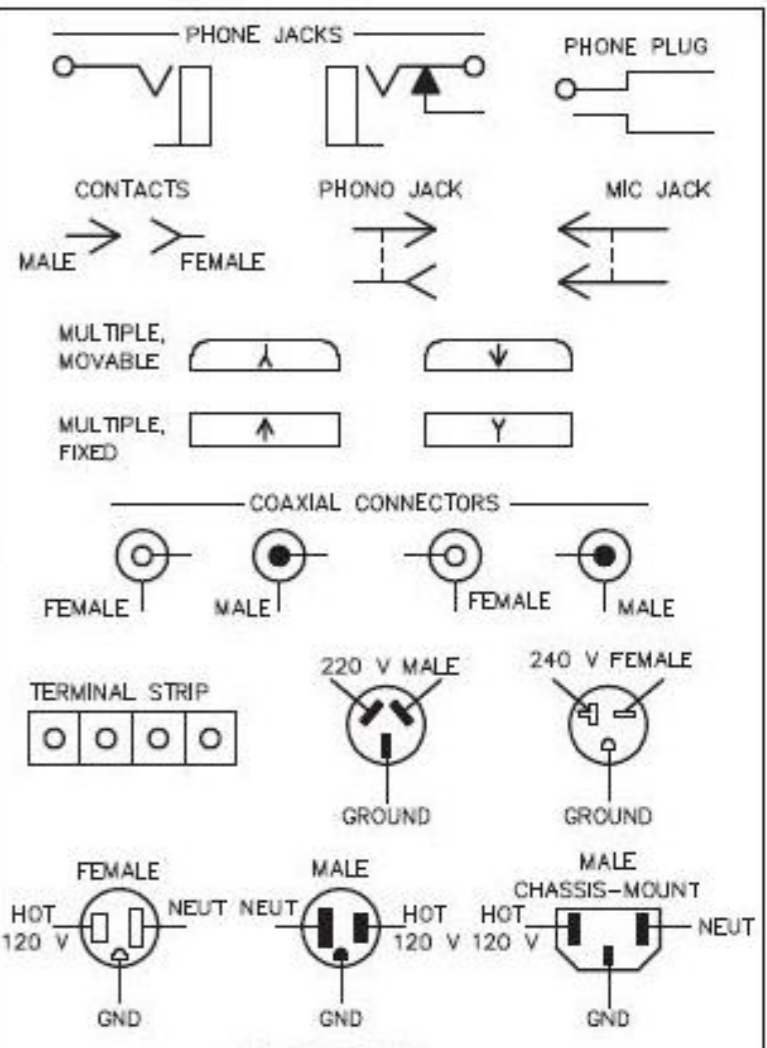
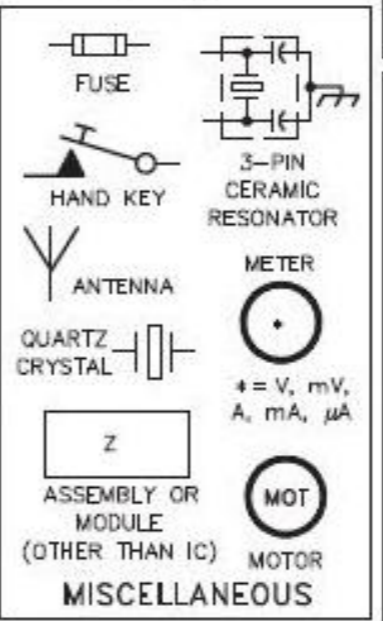
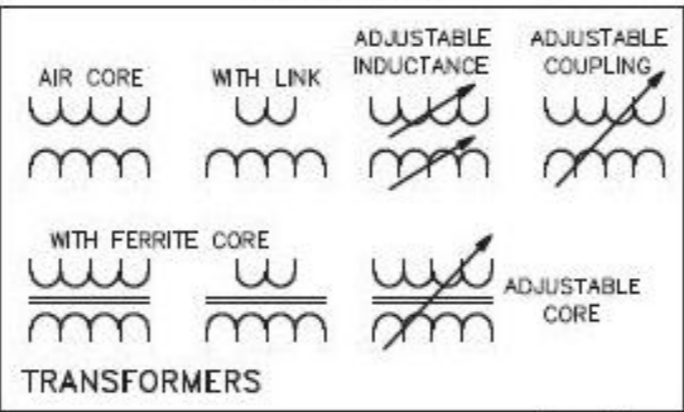
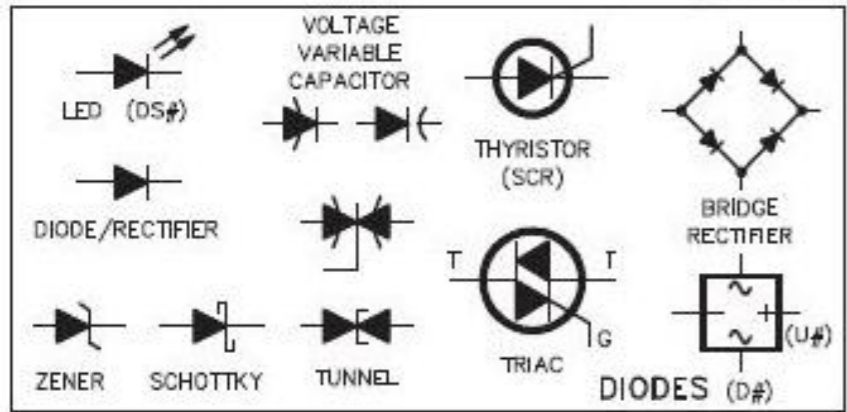
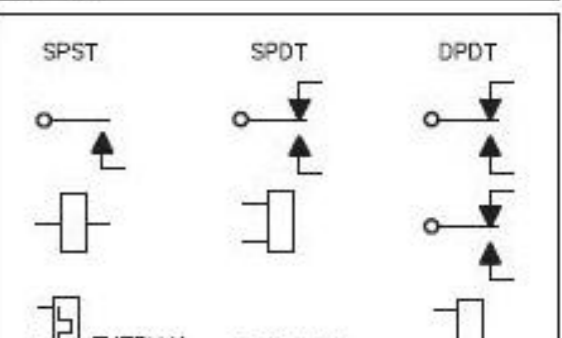
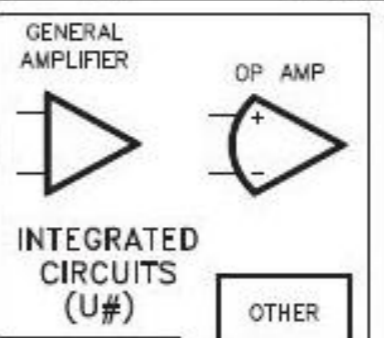
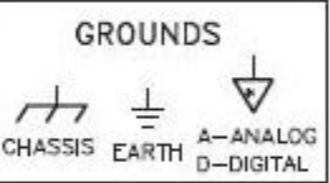
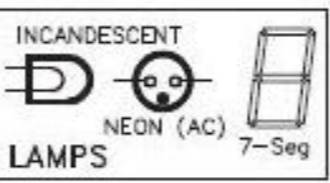
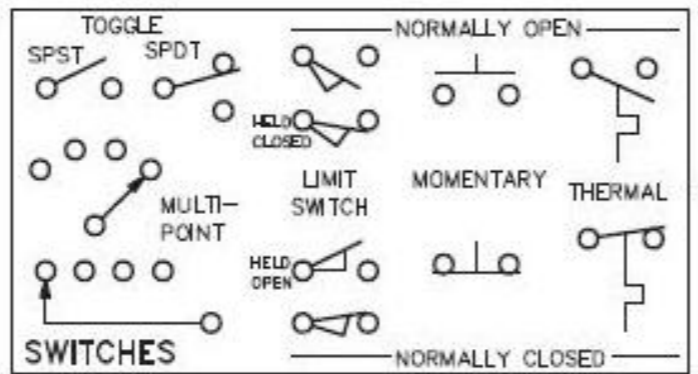
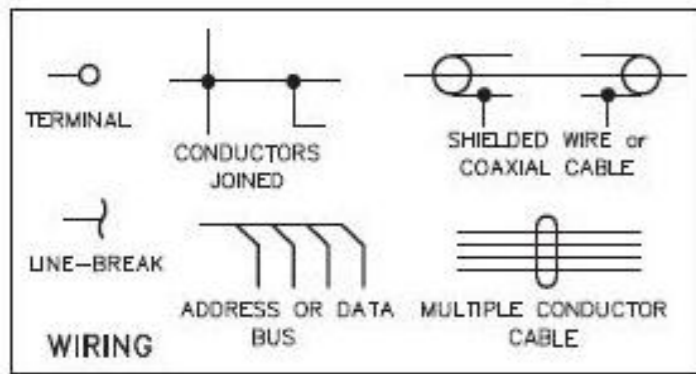
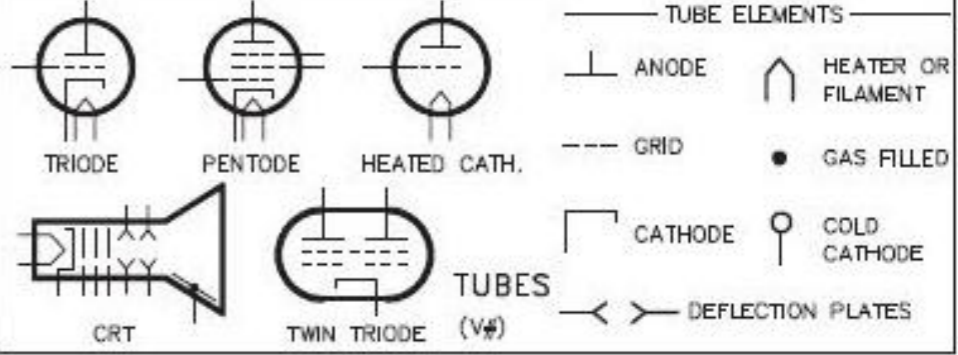
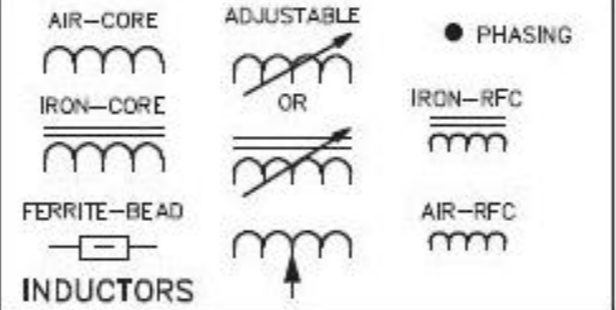
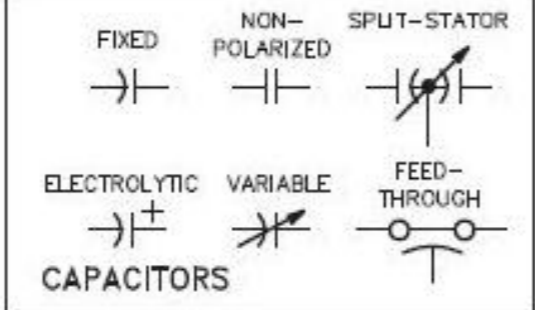
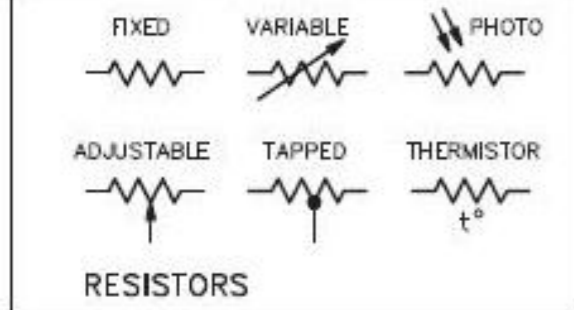
Connect two more LED and Resistors to your Arduino. Code it to blink a sequence on all LED.

PWM pins on the Arduino Uno Wifi:

10, 9, 6, 5, 3



Pulse Width Modulation



Sensing & Acting

