

# This week

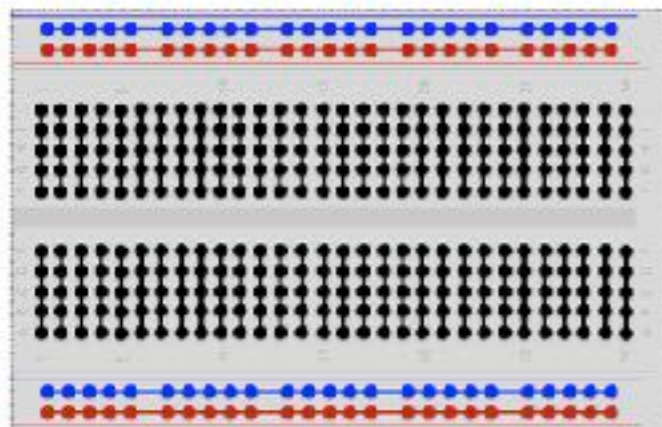
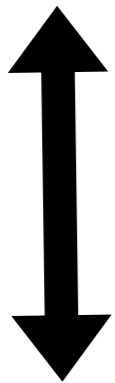
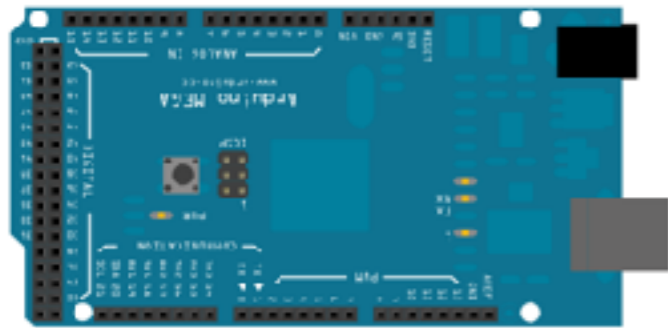
In-class:

1. Wire up Thermistor circuit and connect to Arduino.
2. Write Arduino code to do polled resistance measurements.
3. Install pyserial through Anaconda.

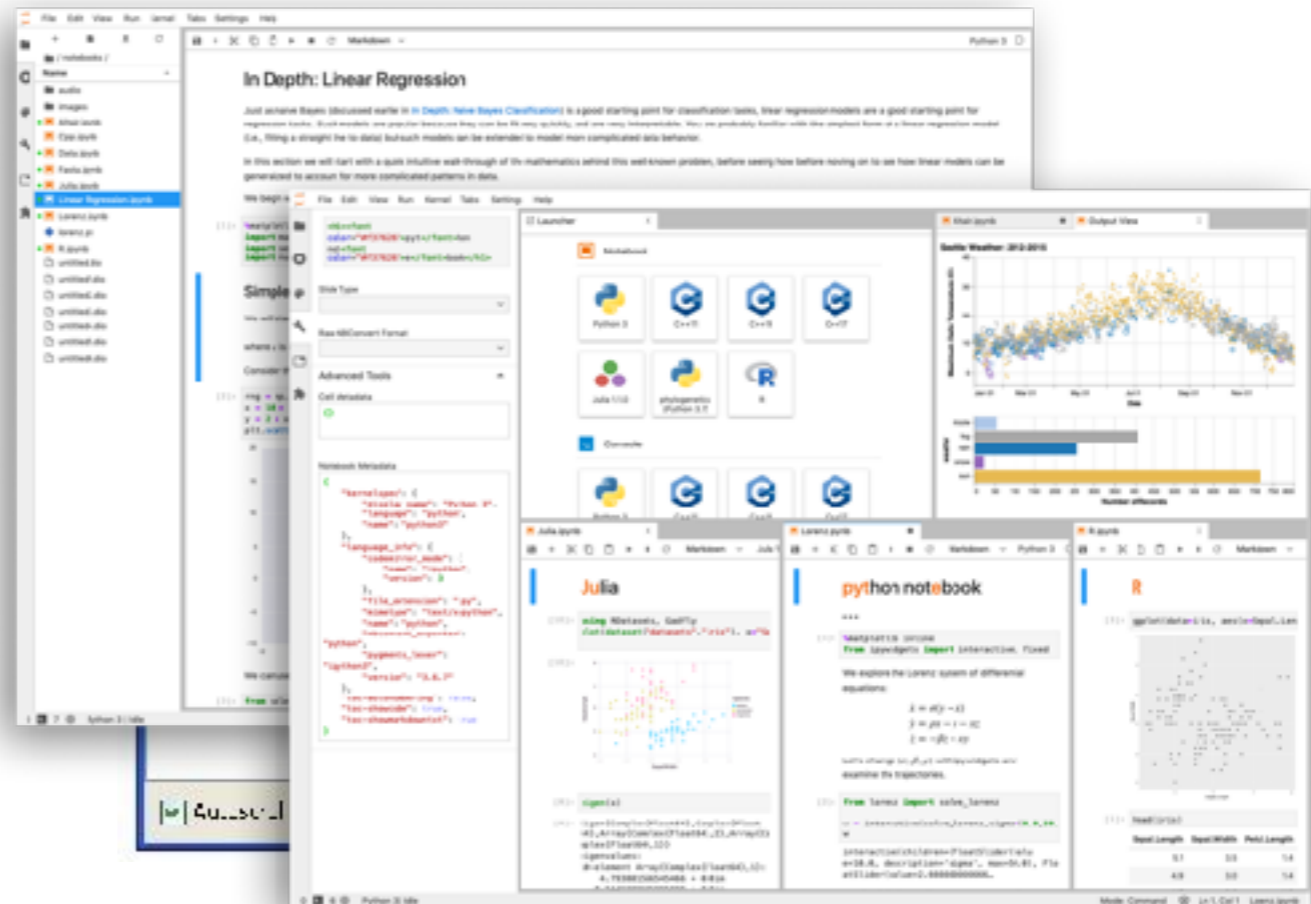
At home:

4. Use python to connect to Arduino serial port and read resistance measurements.
5. Record temperature data overnight and save to csv.

# Serial data collection



fritzing



# RS-232 Serial protocol

- One (1) bit at a time.
- Can only maintain one software connection at a time.
- RS-232 data transfer from 4800 to 115,200 baud.
- Baud rate is bits/s.

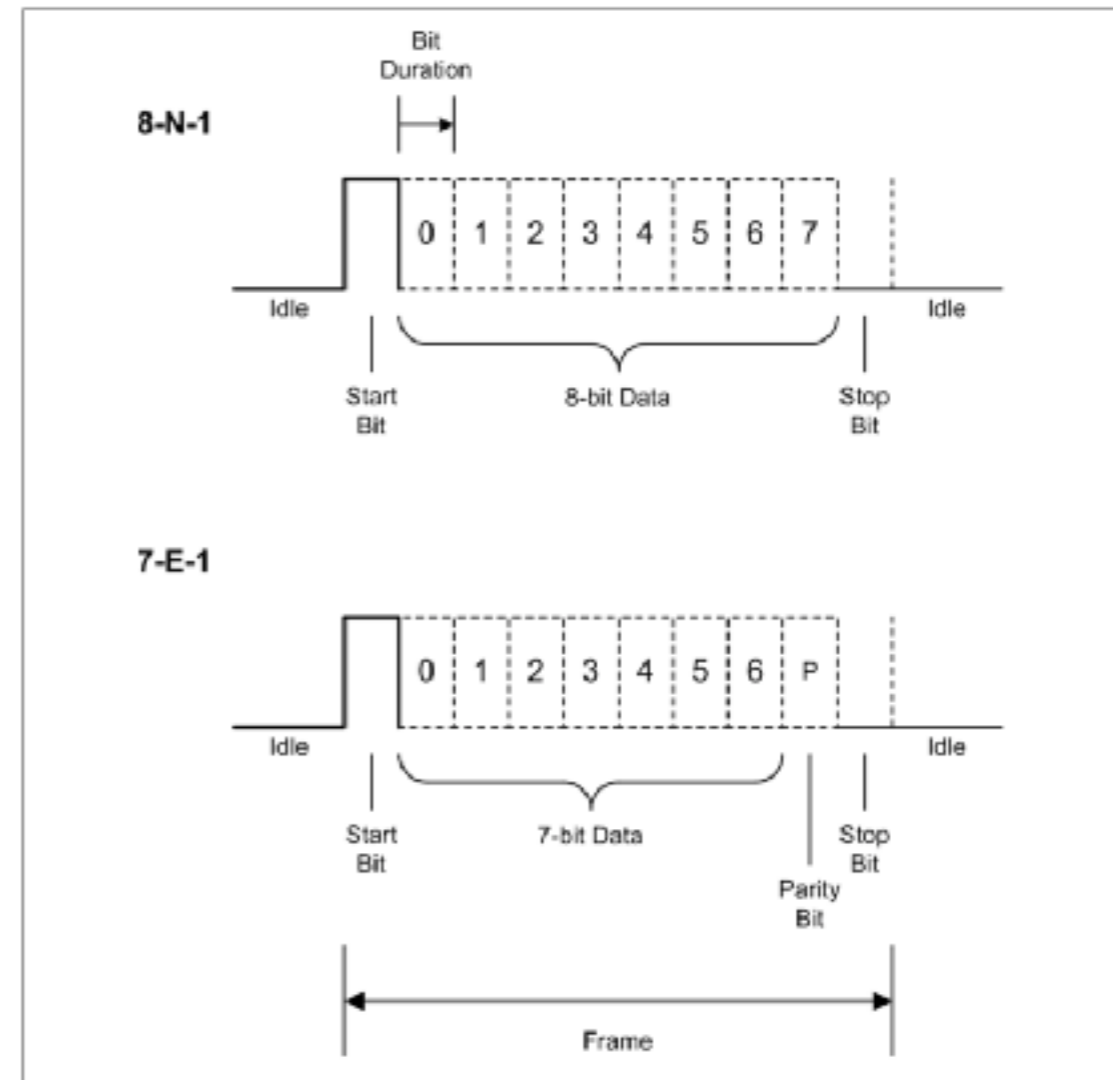


Figure 7-18. RS-232 data formats

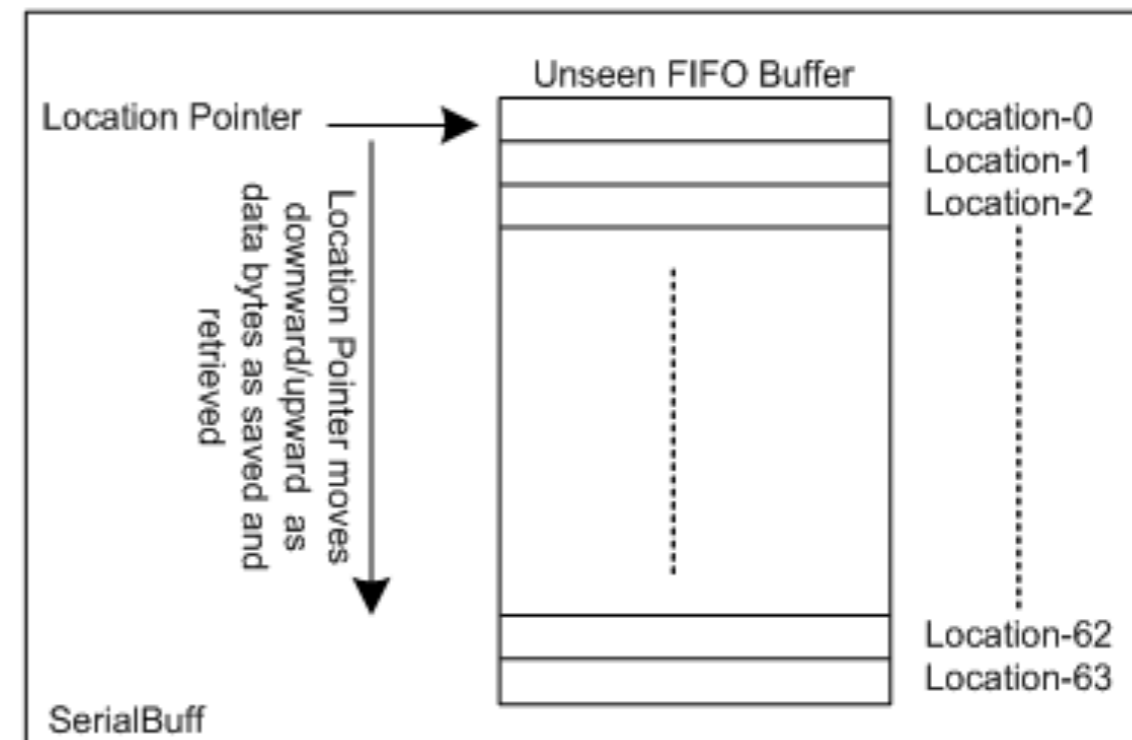
# Serial algorithm

Considerations:

- How frequently to measure? How frequently to record?
  - Using `delay()`; and `t.sleep()`; to help with flow control.
- Polled measurement protocol.
- Continuous measurement protocol.

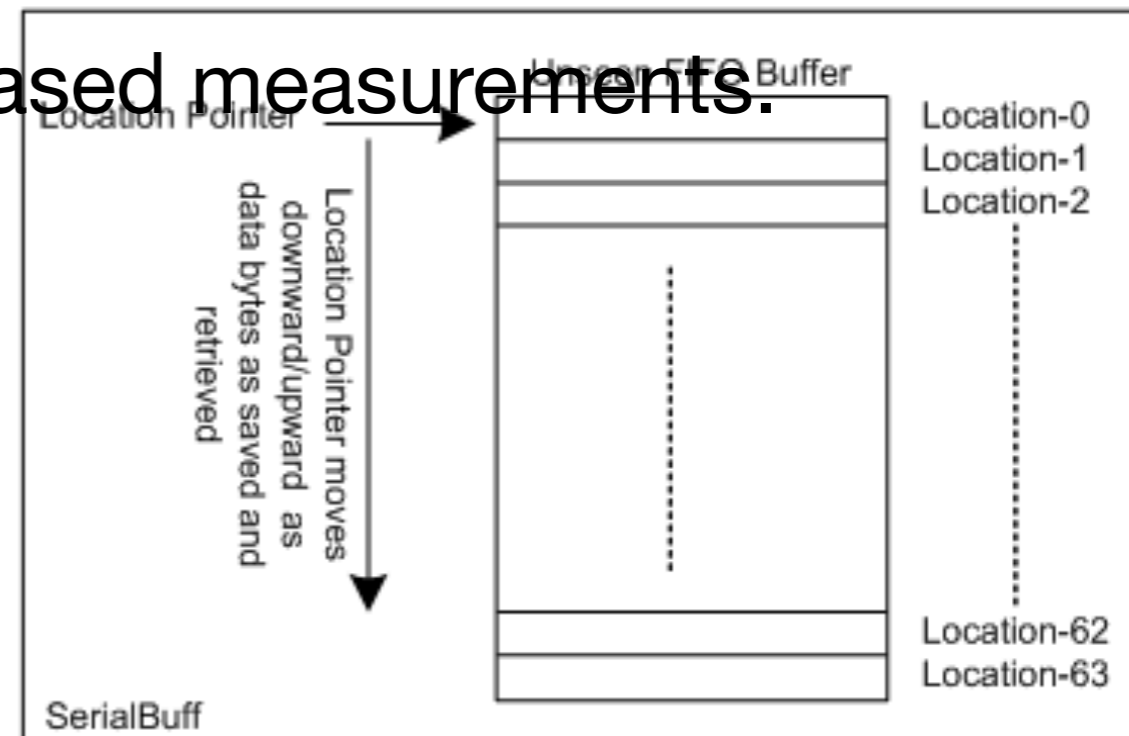
# Flow control and buffer

- Continuous data transfer interacts with the serial buffer.
- At 9600 baud and 8-N-1, data transfer is 960 bytes/sec.
- Software buffer is 64 bytes.
- Flow control tells instrument to stop sending, once the buffer is filled.
- Buffer is FIFO: First in First Out.



# Flow control and buffer

- At 9600 baud, 64 byte buffer will fill in 0.53 seconds.
- If we choose  $\Delta t = 2$  seconds, FIFO buffer will create an 8 second lag.
- If  $\Delta t = 10$  seconds, FIFO buffer will create a 40 second lag.
- This can introduce a bias in time-based measurements.



# Serial algorithm

Considerations:

- How frequently to measure? How frequently to record?
  - Using `delay()`; and `t.sleep()`; to help with flow control.
- Polled measurement protocol:
  - Buffer will not fill up. No lag introduced.
  - Data capture requires two software encoding/decoding steps.
- Continuous measurement protocol.
  - Buffer can fill up, causing a time lag.
  - Easier to program.

# Install pyserial

```
>> conda install -c anaconda pyserial
```



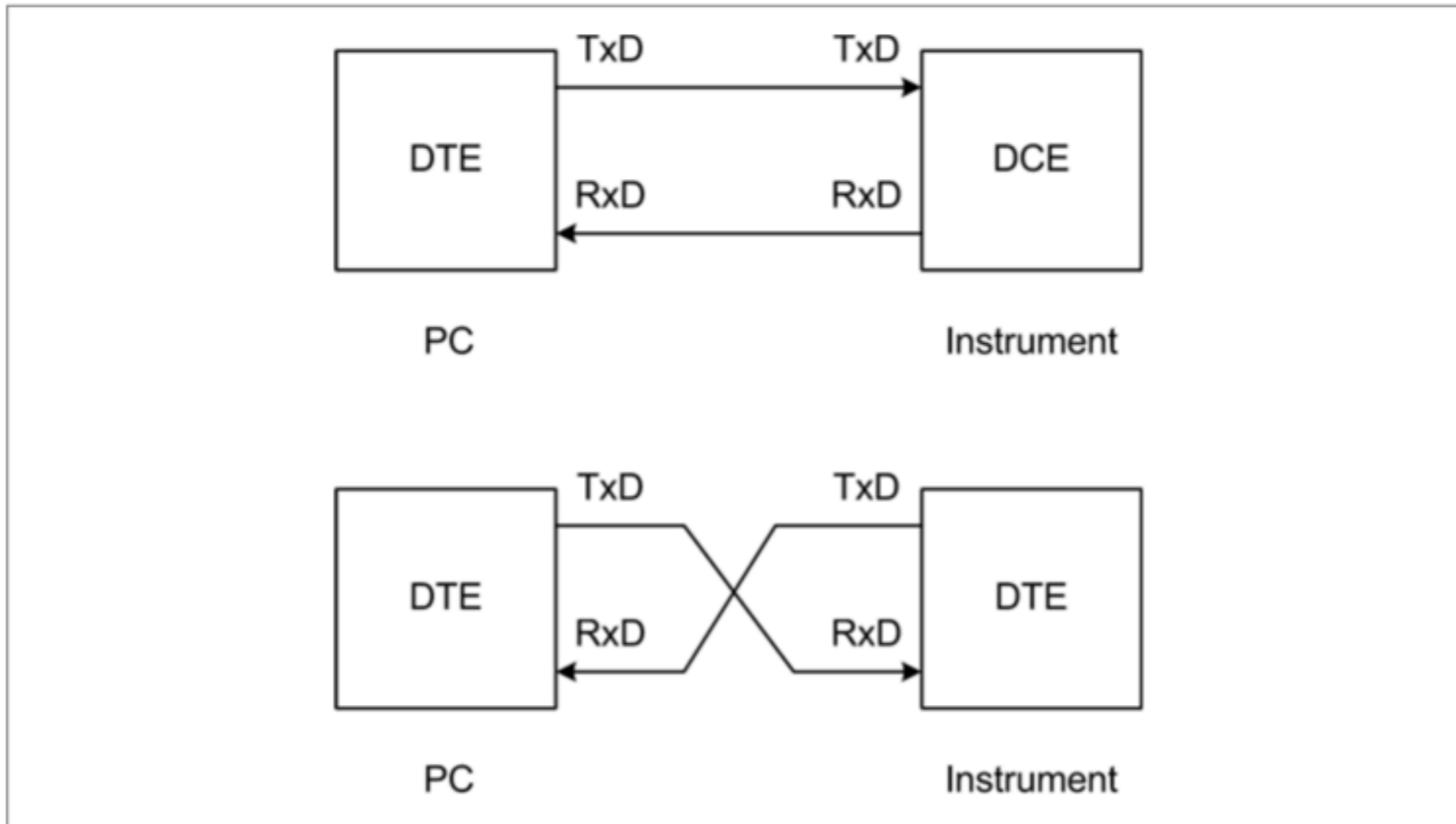


Figure 7-21. Crossover or null-modem interface