UnifiedGUI

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1 Summary

UnifiedGUI is an abstract implementation of a graphical user interface which can be used for a variety of different purposes in the context of molecular communication.

2 Motivation

The goal of UnifiedGUI is to avoid redundant implementation of features that are required to visualize a transmission/receiving scheme in molecular communication. When trying out a new way of communication, the user should not have to worry about the visualization and data handling, but only about the hardware itself and the communication to it.
To create a GUI that can be used for a variety of different applications, it requires for a very abstract and dynamic implementation – for example the number of receiver and therefore the number of tables/datalines in the plot is only known at runtime. Because of this, UnifiedGUI may look a bit complicated at the first glance. This document offers a detailed description of the software and hopefully provides a comprehensive understanding.

3 Structure

3.1 Model

As mentioned in Section **??**, the implementation is done in an abstract way to allow for high reusability.
There are four classes that can be implemented for the user's purposes: encoders, transmitters, decoders and receivers.

- An encoder consists of n transmitters.
- A transmitter is used to control the input to a communication channel. For instance, this can be a pump.

- A receiver is used to generate sensor data from a communication channel. Each receiver can have multiple sensors. For example, a receiver can be a color sensor, where the multiple sensors are the measured colors.
- A decoder consists of m receivers. In the simplest case, the decoder just collects data from the receivers and stores them. But a decoder can provide more functionality, as it allows for further processing to retrieve information from the data generated by the receivers.

Note that the user can individually choose what parts he or she wants to implement. For instance, if the user is just interested in visualizing data, implementing a receiver and simple decoder may be sufficient and an encoder does not have to be defined.

3.2 View

3.3 Controller

4 How To Use

4.1 Requirements

1. Download and install the latest version of Python3 (`https://www.python.org/downloads/`).
2. Install the following packages using `python3 -m pip install <package>`.
   - `numpy`
   - `time`
   - `datetime`
   - `PyQt5`
   - `pyqtgraph`
   - `random`

4.2 Using UnifiedGUI

4.3 Implement a New Transmitter

4.4 Implement a New Encoder

4.5 Implement a New Receiver

1. Choose a name for your receiver, e.g. "MyReceiver".
2. In the directory `Models/Implementations/Receivers`, create a new Python file with the **exact** name chosen in step 1, e.g. `MyReceiver.py`.

3. Open the receiver template (`Models/Templates/ReceiverTemplate.py`). Select everything in this file and copy it.

4. Open the file created in step 2.

5. Paste the template copied in step 3.

6. Rename the class (line 4). Class name must be the **exact** name chosen in step 1.

7. Set the class attributes and implement the required functions as described below.

8. Once you finished your implementation, test it by running the provided testcases (???).

Required:

- The member `num_sensors` is an integer that specifies how many sensors the receiver has.

- The function `listen` runs an infinite loop of checking for new values. If new values are available, they are appended as a tuple or a list to the member `buffer` (inherited by the interface) using the function `append_values(values)` (inherited by the interface).
  Note: If the receiver only has one sensor, it is still important to convert the measured value to a tuple or a list (of length 1). This can be done like this: `my_tuple = (value,)` or `my_list = [value]`.

Optional:

- The member `sensor_descriptions` is a list of strings that provide a description for each sensor.

For reference, you can have a look at the already implemented example receiver (`Models/Implementations/Receivers/ExampleReceiver.py`).

4.6 Implement a New Decoder

Optional:

- The function `calculate_landmarks` can be used to generate landmarks for edges, peaks etc. The landmarks can then be shown in the plot. If you want to use this, set the member `landmarks` accordingly. Since multiple landmarks sets are supported, `landmarks` is a list of lists.

- The function `calculate_symbol_intervals` can be used to divide the signal into different interval where each intervals corresponds to one symbol. The symbol intervals can then be shown in the plot as vertical infinite lines. If you want to use this, set the member `symbol_intervals` to a list of timestamps. Symbol intervals can either be constructed from time intervals (for example every x milliseconds) or from landmarks (edges, peaks, etc.). **Note**: The first symbol intervals begins at the first timestamp provided and the last symbol intervals ends at the last timestamp provided, resulting in a total of $n-1$ intervals where n is the length of `symbol_intervals`.

- The function `calculate_symbol_values` can be used to assign a symbol to each symbol intervals. If you want to use this, first make sure to implement `calculate_symbol_intervals` correctly and set the member `symbol_values` accordingly (expects a list of strings). Also pay close attention where the first intervals starts and the last intervals ends. If implemented correctly, the length of `symbol_values` should be 1 smaller than the length of `symbol_intervals`.

5 Quick Start