

COMP 90018 Mobile Computing Systems Programming

Tutorial on Android Development

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Welcome!

Outcomes of this tutorial:

- 1. Know threads in Android**
- 2. Learn to use sensors**

UI/Main Thread

OS creates a thread of execution to launch an app (e.g., activity), called "main." (A.K.A: UI thread)

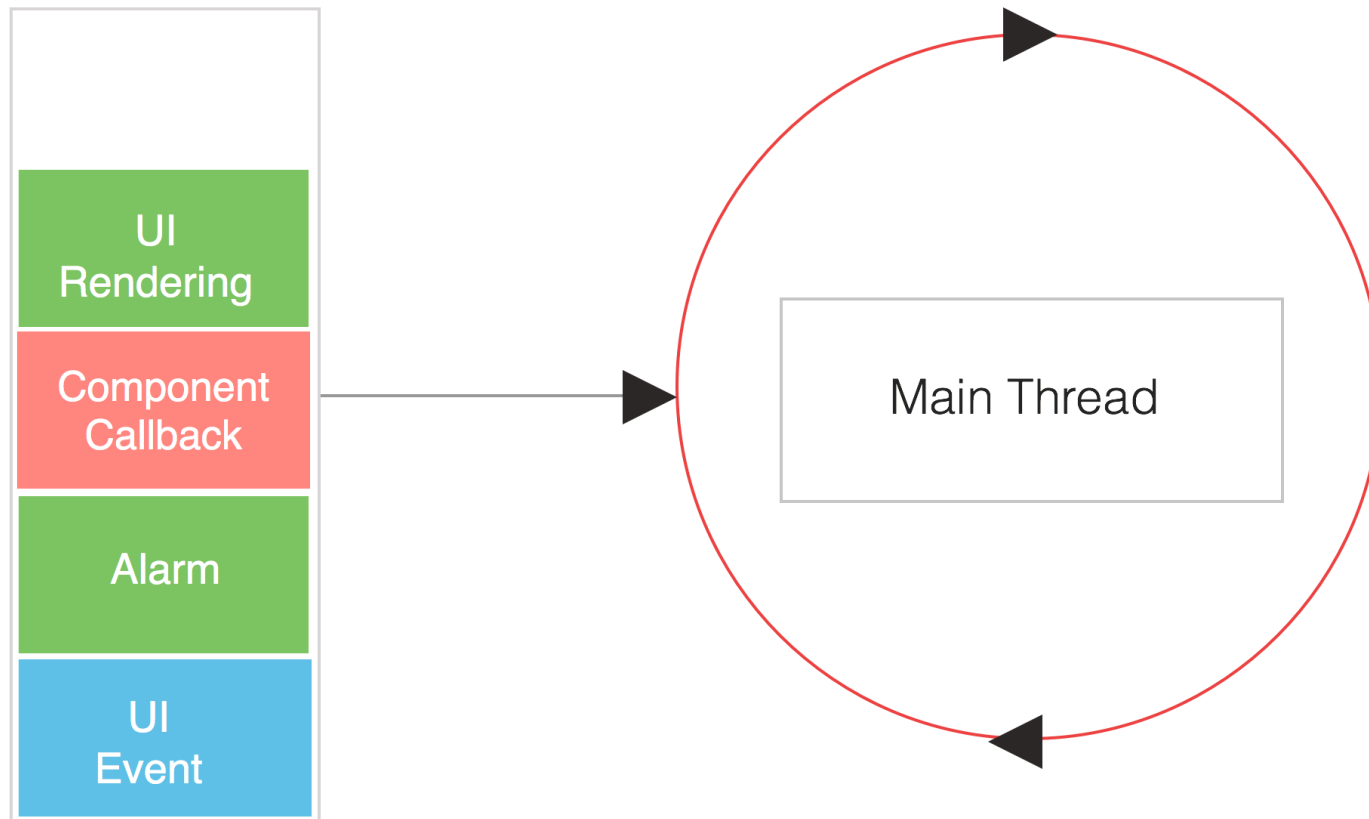
<https://developer.android.com/guide/components/processes-and-threads.html>

UI/Main Thread

Even, a **Service** is running on the **main** thread.

UI/Main Thread

Message Queue



http://hvasconcelos.github.io/images/main_thread_queue.png



Two important principles:

1. Do not block (overburden) the UI thread

2. Do not access UI from outside the UI thread

```
public class MainActivity extends AppCompatActivity{  
    @Override  
    protected void onCreate(Bundle savedInstanceState) {  
        //No heavy Computation in Activity/Service functions  
        //Put it in a new thread or something equivalent
```

A better design:

UI Thread



Tasks



Result



Worker Thread



Multithreading: Many ways

1. **Thread and Runnable**
2. **HandlerThread**
3. **AsyncTask**
4. **IntentService**
5. **ThreadPoolExecutor**

<https://developer.android.com/training/multiple-threads/index.html>

Thread and Runnable: 2 ways

1. **class PrimeThread extends Thread**
2. **class PrimeRun implements Runnable**

Thread and Runnable

1. **.start()** to start a thread
2. **.Interrupt()** to quit
3. **Mostly, a thread has a while loop and a temporarily cease execution (sleep time)**

Be careful with the thread context

1. If an activity/service creates a thread, the thread will continue to run when the activity/service dies or stops.
2. If you don't stop the thread now, it shouldn't use objects of the dead activity/service **(Should eventually stop it. Otherwise, horrible)**

Thread and Runnable

Demo

Look at the Logcat console

AsyncTask and IntentService

For offloading tasks from UI thread to a worker thread (they will create this).

You don't need to manipulate a new thread for them.

ThreadPoolExecutor

ThreadPoolExecutor can manage a number of concurrent tasks and a number of threads.

<https://developer.android.com/reference/java/util/concurrent/ThreadPoolExecutor.html>

HandlerThread

For more advanced multithreading with Handlers:

- (1) to schedule messages and runnables to be executed;**
- (2) to enqueue an action to be performed on this new thread.**

HandlerThread

A typical usage scenario is sensor data collection.

So let's turn to sensors now.

Phone Sensors

SST
SST25VF080B
1 MB Serial Flash

SAMSUNG
Application
Processor and
DDR SDRAM

ST MICROELECTRONICS
LIS331 DL
Accelerometer

INFINEON
SMP3i
SMARTi Power
Management IC

SKYWORKS
SKY77340
Power Amp. Module

INFINEON
UMTS Transceiver

**NATIONAL
SEMICONDUCTOR**
LM2512AA
Display Interface

BROADCOM
BCM5974
Touchscreen
Controller

WOLFSON
WM6180C
Audio Codec

INFINEON
PMB2525
Hammerhead II GPS

LINEAR TECHNOLOGY
LTC4088-2
Battery Charger/
USB Controller

NXP
Power Management

INFINEON
Digital Baseband
Processor

TRIQUINT
TQM666032
WCDMA/HSUPA
Power Amp.

TRIQUINT
TQM676031
WCDMA/HSUPA
Power Amp.

TRIQUINT
TQM616035
WCDMA/HSUPA
Power Amp.

NUMONYX
PF38F3050M0Y0CE
16 MB NOR + 8 MB
Pseudo - SRAM



Android Sensors

- **Motion sensors**

**acceleration forces and rotational forces:
accelerometers, gravity sensors, gyroscopes, and
rotational vector sensors.**

- **Environmental sensors**

**environmental parameters: ambient air temperature and
pressure, illumination, and humidity. This category
includes barometers, photometers, and thermometers.**

- **Position sensors**

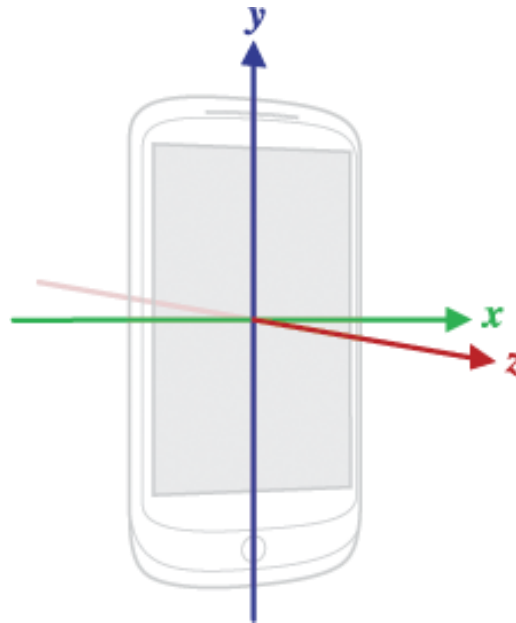
**physical position of a device: orientation sensors and
magnetometers.**

Android Location Service

- Android puts all location sensors in a service API. (So it is easy to use)
- Link:
<https://developer.android.com/guide/topics/location/index.html>

List of sensors for this lab

- Accelerometer (movement, rate of change of velocity) **(as a normal sensor)**
- Location **(as a special API)**



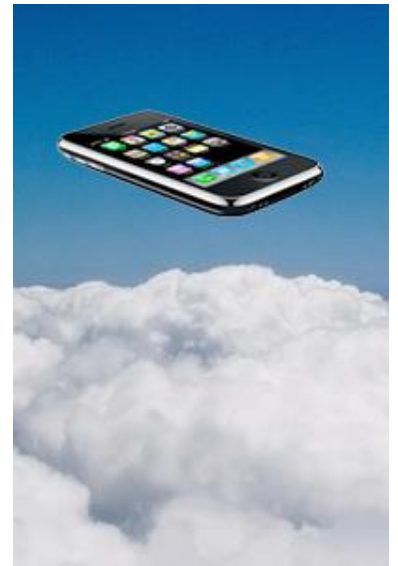
Motion sensors

An **acceleration** sensor measures the acceleration applied to the device, **WITHOUT** the force of gravity.



Accelerometer

The phone is in the air, dropping, with gravity. The accelerometer reading is **(0, 0, 0)** m/s², if we don't consider measurement error. **(although physical acceleration is (0,0,G))**

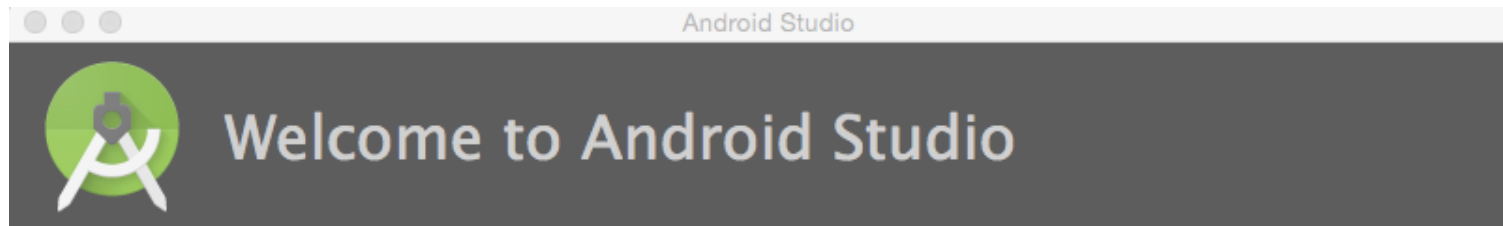


The phone is on the table, with the force given by the table and gravity. The accelerometer reading is $(0, 0, G)$ m/s², if no measurement error. ($G \approx 9.8$ on our planet)



Example

- Create an Android app to collect such data



Reference

- <https://developer.android.com/reference/android/hardware/SensorManager.html>
- <https://developer.android.com/reference/android/hardware/SensorEventListener.html>

Collect sensor data

1. Implement the interface **SensorEventListener** in an **Activity** or a **Service** (mostly using **Service**).
2. Initialise **SensorManager**
3. Implement **onAccuracyChanged()** and **onSensorChanged()** function

Using a HandlerThread

Sensor data collection may happen very often. So It is better to have a new thread to do this.

Demo using a HandlerThread



**Do computation in another thread
(Your Kalman Filter goes here!)
The data collection HandlerThread only
responds to new sensor data.
Computation needs a more stable and
manageable thread.
Demo doing computation on a new
thread.**

Overview of continuous sensing

UI Thread



Data Collection Thread



Data Processing Thread



Location Sensing

This is different from other sensors.

- 1. You need a LocationManager**
- 2. A Service does the low-level sensing
: Context.LOCATION_SERVICE**

Permission Check For Location

- 1. Location Sensing requires Permission from users.**
- 2. API 23 or above needs runtime Permission Check**

Demo For Location Sensing



Exercise:

- 1. Create a Service collecting sensor data.**
- 2. Put data collection in a HandlerThread**
- 3. Do computation in another thread**

More learning directions:

- 1. Try to process raw data.**
- 2. Design Content Providers to store/read data.**
- 3. To use Azure (e.g., SQL database).**

See you next week

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