Interaction Technology and Techniques Assignment 7: WiiMote and PyQtGraph (Update 1)

Summer semester 2015

Submission due: Sunday, 14. June 2015, 23:55

Hand in in groups of max. two.

Update 1 (Tue, 09 Jun 2015 18:38:30 +0200): 7.1: Extended, clarified and corrected how the LED pattern should look like Your task is to get comfortable with the WiiMote and to implement a framework for analyzing the sensor data of the WiiMote.

7.1: WiiMote as a digital bubble level

Read the source code for wiimote.py in GRIPS and have a look at wiimote_demo.py. Write a small Python application level.py that takes a Bluetooth MAC address as its only parameter. This application should turn your WiiMote into a digital bubble level with the following properties:

- the accelerometer measures inclination in X and Y axis
- the LEDs show direction and amount of deviation from the horizontal: *---, **--, ***-, ****, -***, --**, ---*
- once the WiiMote is perfectly horizontal, all LEDs light up and the WiiMote rumbles once.
- the directional buttons allow for setting the axis of measurement to be used (X or Y).

The application should import wiimote similar to the wiimote_demo.py example.

Hint: Activating the rumble motor will mess with the accelerometer values. You might want to wait for a short time until you read and interpret them again.

Hand in the following file:

level.py: a Python script that implements your digital bubble level.

(Please do not hand in wiimote.py.)

Points

- 1 The python script has been submitted, is not empty, and does not print out error messages.
- 2 The script correctly implements the features above.
- 1 The script is well-structured and follows the Python style guide (PEP 8).

7.2: A custom PyQtGraph flowchart using the WiiMoteNode

Read the source code for wiimote_node.py and the PyQtGraph documentation¹. Write a small Python application analyze.py that takes a Bluetooth MAC address as its only parameter. This application should generate a PyQtGraph flowchart with the following elements:

¹http://pyqtgraph.org/documentation/

- a WiiMoteNode.
- a BufferNode (see wiimote_node.py) for each of the accelerometer channels,
- one or more of the default filter nodes
- three nodes that plot the accelerometer data
- optionally: a new NormalVectorNode that calculates the rotation around one axis from the accelerometer values of the other two axes and outputs a vector (i.e., two 2D points) that can be plotted by a PlotWidget to indicate the rotation.

Your application should import wiimote_node.py and use the two nodes defined there.

Hand in the following file:

analyze.py: a Python script that implements this flowchart.

(Please do not hand in wiimote.py or wiimote_node.py.)

Points

- 1 The python script has been submitted, is not empty, and does not print out error messages.
- 2 The script correctly implements and displays a flowchart.
- 2 The script correctly reads accelerometer data from the Wiimote and plots it.
- 1 The script is well-structured and follows the Python style guide (PEP 8).
- 2 Optional: the script contains a working NormalVectorNode as described above.

7.3: A short introduction to Digital Signal Processing

Read at least chapters 14 and 15 of *The Scientist and Engineer's Guide to Digital Signal Processing*² - and earlier chapters if necessary for understanding.

Concisely answer the following questions:

- What is random noise?
- What does a low-pass filter do in general?
- Is a moving average filter a low-pass or a high-pass filter? Why?

Points

- 1 Good answer to first question
- 1 Good answer to second question
- 1 Good answer to third question

Submission

Submit via GRIPS until the deadline

All files should use UTF-8 encoding and Unix line breaks. Python files should use spaces instead of tabs.

Have Fun!

²http://www.dspguide.com/