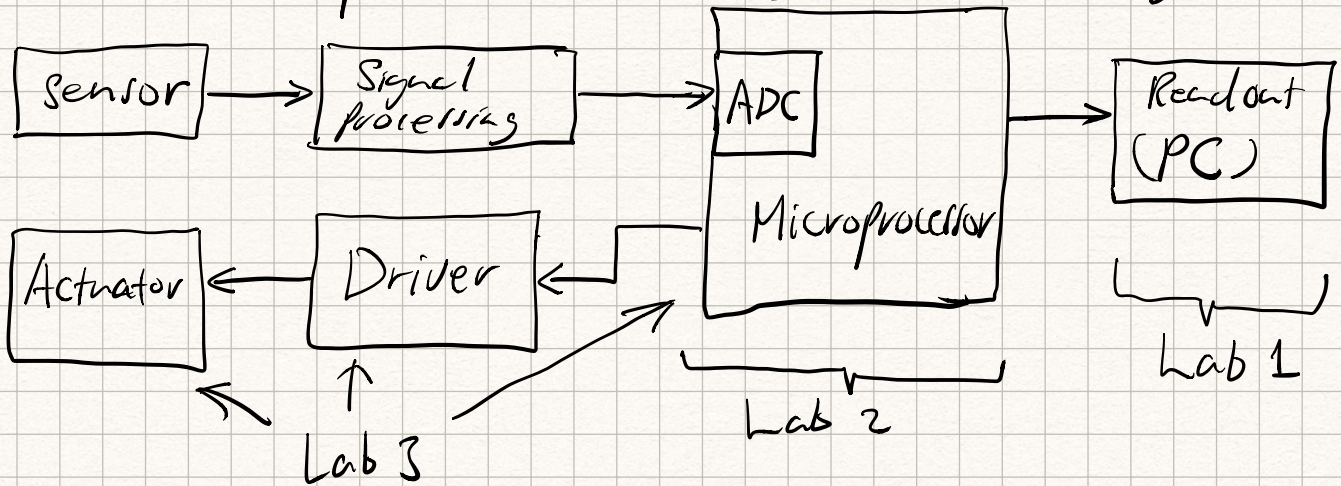


MECH 423 Lecture 24

Last lecture!

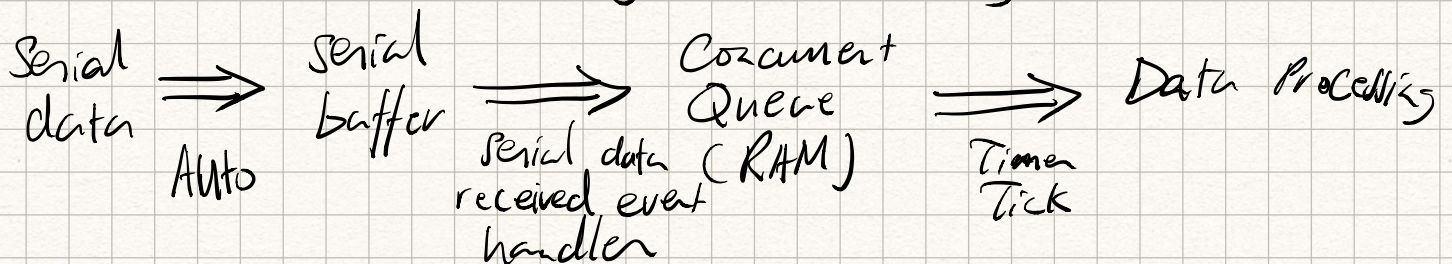
Architecture of mechatronic systems (all systems)



Lab 1: Data Acquisition using C#

What we learned:

- ① Need for readout — For engineers
- ② User interface design (UI/UX) — Options
— adjustments
- ③ Libraries (i.e. .NET framework WinForms app model) — For users
— simple
- ④ CPUs can only do one thing at time.



"Hidden" Messages

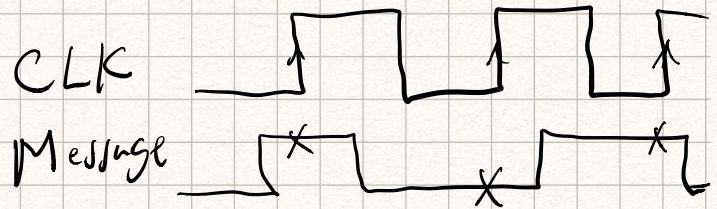
- (1) Syntax / language is irrelevant
- (2) Libraries matter.
- (3) You can code.

Lab 2: MCU Programming

Why MCU?

- (1) Autonomous decision-making (if...then)
- (2) Fast & precise timing (timers)

- Clocks
- Interrupts — If enabled, must have ISR
- Timers — PWM, track time
- ADC
- UART
- Packet Communications



What we didn't learn

- Synchronous Comm.
- Direct memory access (DMA)
- Write to flash
- Boot loader.
- Computation vs. Memory. → Look up table
- DSP (digital signal processors)
 - MCU with specialized co-processors.

$$\begin{pmatrix} x \\ y \\ z \end{pmatrix} \cdot \begin{pmatrix} a \\ b \\ c \end{pmatrix} = ax + by + cz$$

Single instruction multiple data

Other MCU

- Microchip — PIC series
- Atmel — Arduino
- Motorola — 68000, HC11, HC12
- Intel — 8051
- Cypress

• ST

• TI — MSP430, TMS320 — DSP MCUs.

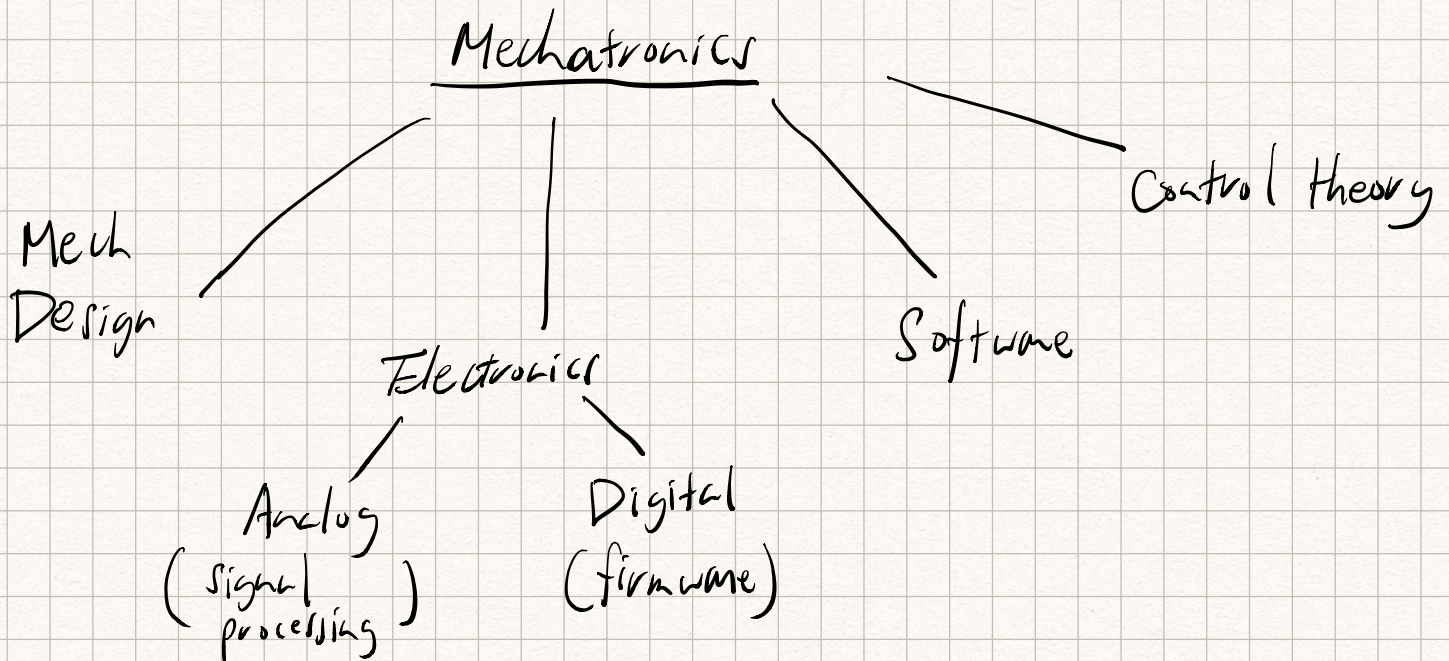
MCU vs. Computer

- Fast

- Large amount of data

- Not real-time.

Need both.



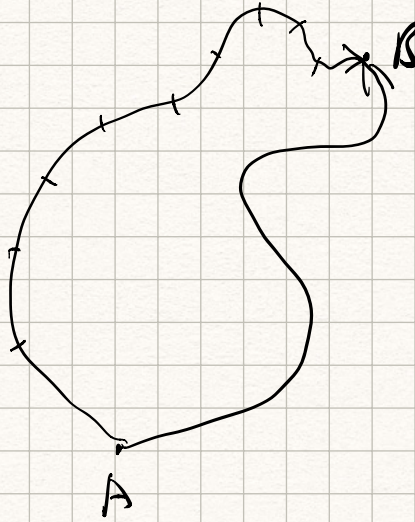
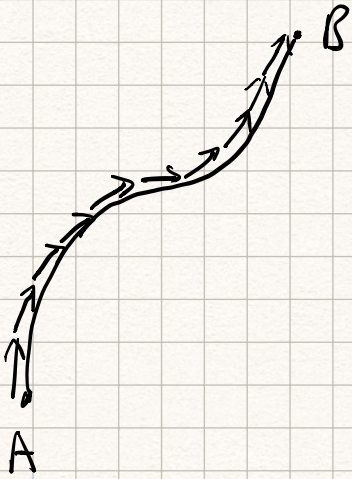
Job titles

- Instrumentation Engineer
- Automation / control engineer
- Sensors & Sensing systems
- Embedded systems — MCU systems
- Internet-of-Things.
- Test engineer

Undergrad / Technician

Junior Engineer / Grad school

Product Architect
Entrepreneur



? B

A