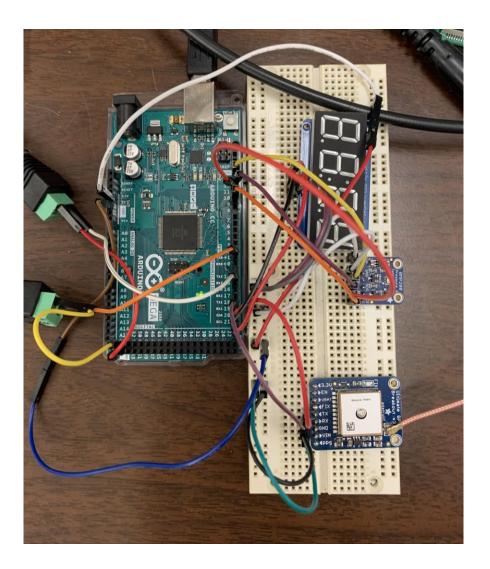
# Redefining data acquisition programs used to collect synthetic cosmic rays generated by pulse generators

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#### Arduino Board Setup

- Composed of x1 Arduino Mega, x1 Breadboard with sensors
- Placed on Breadboard:
  - GPS
  - Temp Sensor
  - LED light
- Arduino Board:
  - Connected to pulse generators
  - Code runs on this setup



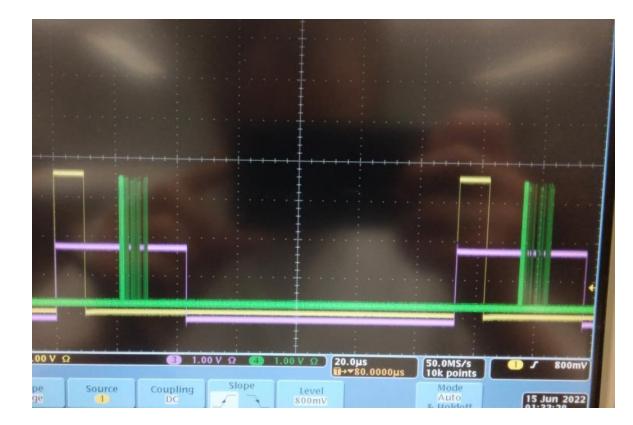
# Setting up Pulse Generators

- Top pulse generator
  - Sends out a "trigger" signal
- Bottom pulse generator
  - Sends out an "analog" signal i.e. Voltage
- Oscilloscope
  - Displays information visually
- Arduino Setup



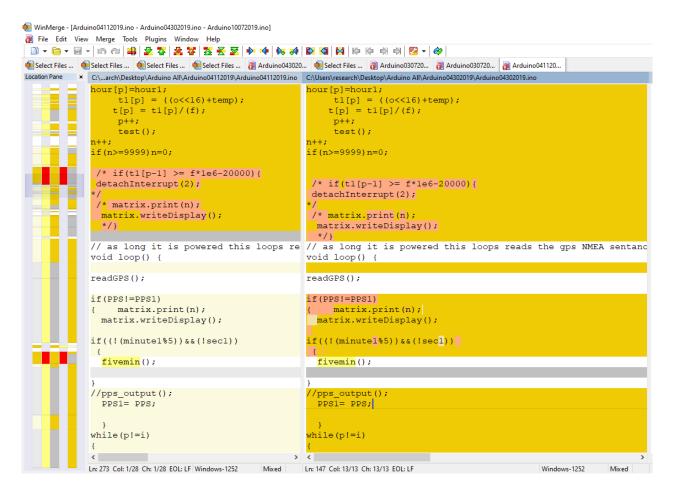
# Oscilloscope Output

- Yellow pulse
  - Trigger pulse
  - Pulse generator emits a signal (ranges from 1 to ~200,000) every 1 second
  - Period and Width knobs
- Purple pulse
  - Analog pulse
  - Pulse generator emits a signal that describes the amplitude of the wave
- Green pulse
  - Reset signal disseminated from the Arduino board, after the Trigger pulse



# Using WinMerge

- WinMerge: Third party software used to see differences in distinct versions of code
- Coloring scheme:
  - White = No difference
  - Yellow = Difference detected in block of code
  - Red = Line or character differences



## Working Versions of Code Selected

- Confirmed the file works in various period and width settings
  - Trigger Rate: 1 Hz, Width: 100 ms
  - Trigger Rate: 10 Hz, Width: 10 ms
  - Trigger Rate: 100 Hz, Width: 1 ms
  - Trigger Rate: 1 kHz, Width: 100 µs
  - Trigger Rate 10 kHz, Width: 10 μs
- Rate of occurrence (sentence output) is adequate, as seen on the right

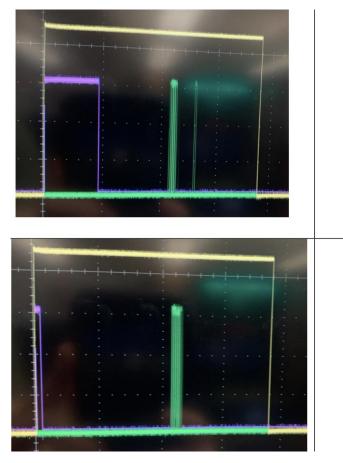
N/A	Analog Pulse Voltage (V)	Coordinated Universal Time (UTC) HH MM SS		Amount of Time after Pulse Per Second Signal (PPS) (µs)	Cycle Count Difference	
1	0.62	18	10	0	972234	15554315
1	0.62	18	10	0	978283	15651090
1	0.62	18	10	0	984331	15747853
1	0.62	18	10	0	990381	15844649
1	0.62	18	10	0	996429	15941395

#### Edits made to code

- Comments & Naming Conventions
  - // Description: This code captures trigger pulses and the analog voltage from the trigger and analog pulse generators respectively
- <u>int</u> n=0  $\rightarrow$  <u>unsigned long int</u> totalTriggers=0;
  - totalTriggers counts how many trigger signals are received over a 1 minute period
  - Variable type changed to capture more numbers (up to 4 billion values)

## User Manual

- For those unacquainted with the program
- I discussed:
  - Items and Libraries required for the program
  - Objectives
  - Conditions that prevent the program from working
  - How to understand the output



- In this scenario the analog pulse is approximately 120 milliseconds away from the reset pulse
- However, the analog pulse does not overlap with the reset pulse, preventing precise data collection (i.e. Voltage information will fluctuate)
- The trigger pulse overlaps with the reset pulse
- The analog pulse is placed further away from the reset pulse (about 200 milliseconds)
- In this scenario, no Voltage data will be collected using serial monitor

# Analog to Digital Converter (ADC) Limitations

- However, I discovered scenarios that prevent the code from working:
- Limitations exist that cause voltage fluctuation on Serial Monitor (if trigger period < 100  $\mu s$ )
- Per official documentation, it takes  $\sim$  100  $\mu$ s to read an analog input
  - The maximum reading rate is about 10,000 times a second
  - Analog to Digital Converter (ADC) is at fault
  - Hardware limitation

#### Importance of Timer Interrupts

- Timer Interrupts enable the program to run a new set of commands
- It pauses the execution of the loop() function for a predefined number of seconds
- Timer1 is a 16-bit timer, so the timer will increase its value to 65,535 before reverting to 0
- Once executed, the program resumes at the same position (i.e. the loop)

TCCR1A = 0; // !
TCCR1B = 0; // !
TCCR1C = 0; // !
TCNT1 = 0; // Ir
TIMSK1 = \_BV(T0]
// TOIE1 is the
TCCR1B = 1; // !
attachInterrupt(

#### Conclusion

- Developed familiarity with pulse generators and oscilloscopes
- Learned how to use and prepare Arduino and breadboards for data collection purposes
- Discovered the importance of good naming conventions and comments while writing code
- Gained insight into hardware limitations that prevent data collection in higher frequencies
- Need to familiarize with Timer Interrupts and Registers