App Inventor for Android

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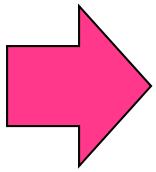
Outline

- Background
- A simple app
- Sensors and sensors-driven applications
  - Location sensor (GPS)
  - Accelerometer
- The take-home
  - Can instruct your own students to prepare working systems for “App” development
  - Can explain App Inventor environment
  - Can develop simple apps

Lesson Website

- http://sysnetgrp.net/academy/cs4hs

Evolving of Computing



PCs and Mobile Devices

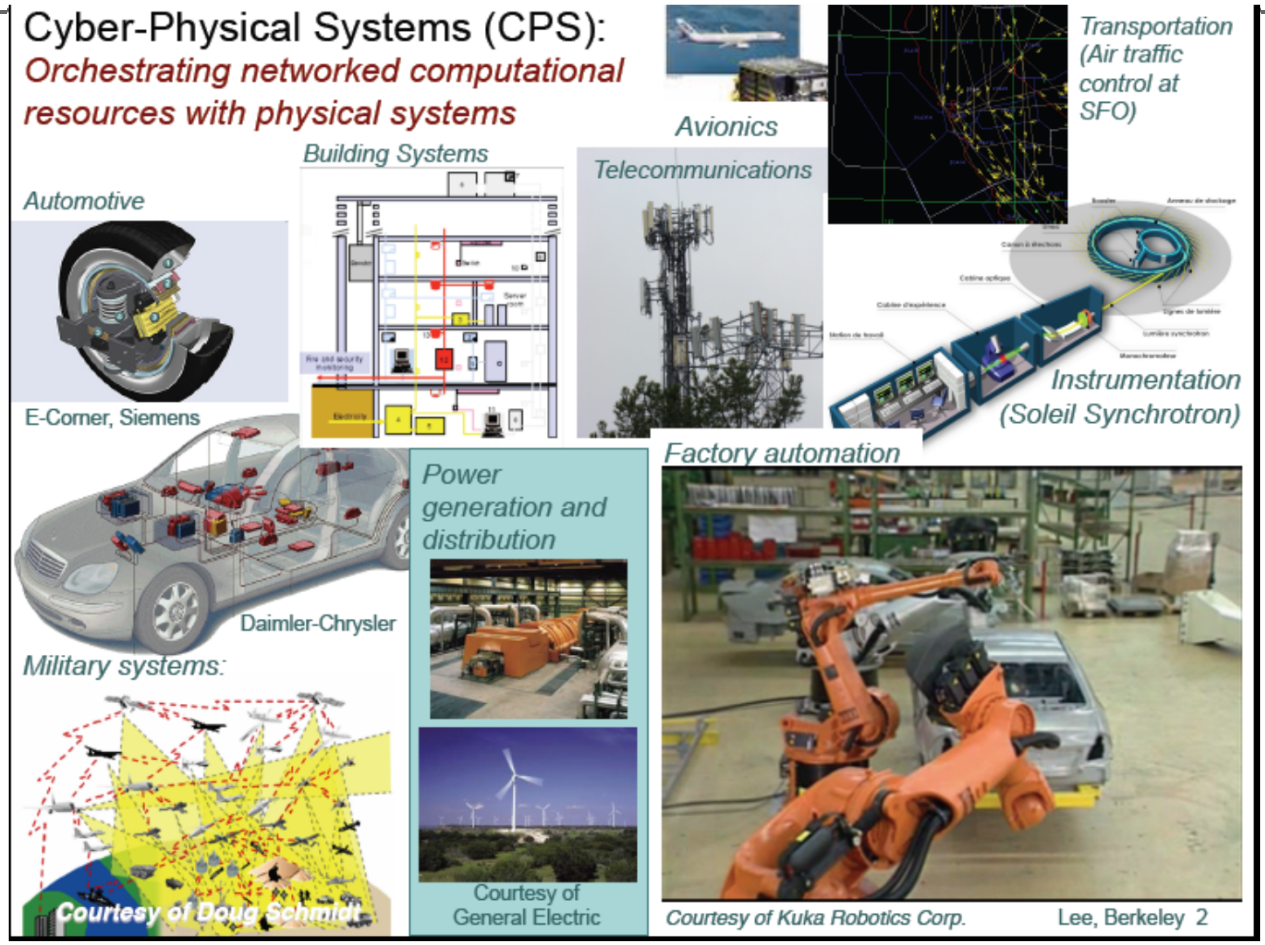
- Big & heavy
- Many peripheral devices and drivers
- Complex support software of many vendors
- Designed for stationary use or limited mobility

- Small & portable
- Sensors in a single case
- One single platform
- Designed for mobility

Smart Phones and Tablets

- New "Instrument'' for Teaching and Learning
  - Sensors
    - Camera, Accelerometers, GPS, Light, Gyroscope, microphones …
  - Networking
    - 3G, 4G; WiFi; Bluetooth
  - Peripheral devices
    - Android Accessory Development Kit
    - Various vendors and suppliers: e.g., Arduino
- Skills and knowledge can be applied in many applications

Exciting Applications



In *Edward A. Lee. Time for High-Confidence Cyber-Physical Systems, Talk or presentation, 20, March, 2012; Invited Plenary Talk, Perfomance Metrics for Intelligent Systems (PerMIS-12) Workshop, University of Maryland.*

Increasing Software Complexity in CPS

- In 2005, 30-90 processors per car
  - Engine control, Break system, Airbag deployment system
  - Windshield wiper, door locks, entertainment systems
  - Example: BMW 745i
    - 2,000,000 LOC
    - Window CE OS
    - Over 60 microprocessors
      - 53 8-bit, 11 32-bit, 7 16-bit
    - Multiple networks
    - Buggy?

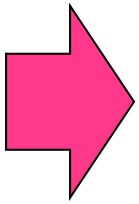
- Cars are sensors and actuators in V2V networks
  - Active networked safety alerts
  - Autonomous navigation
  - …

- It is the software that affects system complexity and also cost.
  - Software development stands for 70-80 % of the overall development cost for some embedded systems.

In *Insup Lee, CIS 480, Spring 2009, http://www.seas.upenn.edu/~lee/09cis480/lec-CPS.pdf*

Opportunity of Android Devices

- Why Android?
  - Open source, can develop on multiple platforms, differentiated cost
- Topics can be explored using Android devices
  - Problem solving
  - UI design
  - Sensor-driven apps
  - Computer vision
  - Robotics ……



Help develop mental model for learning

- Abstraction
- Logic
- Subject matter

- Learn App Inventor for Android **today**

Lesson Plan

- Introduction to Android and App Inventor
- Install the App Inventor Setup
- The “Hello Purr” App
  - Develop and run the App
    - Use emulator
    - Use an Android device
- Sensor-driven applications
  - Location sensor
  - Accelerometer

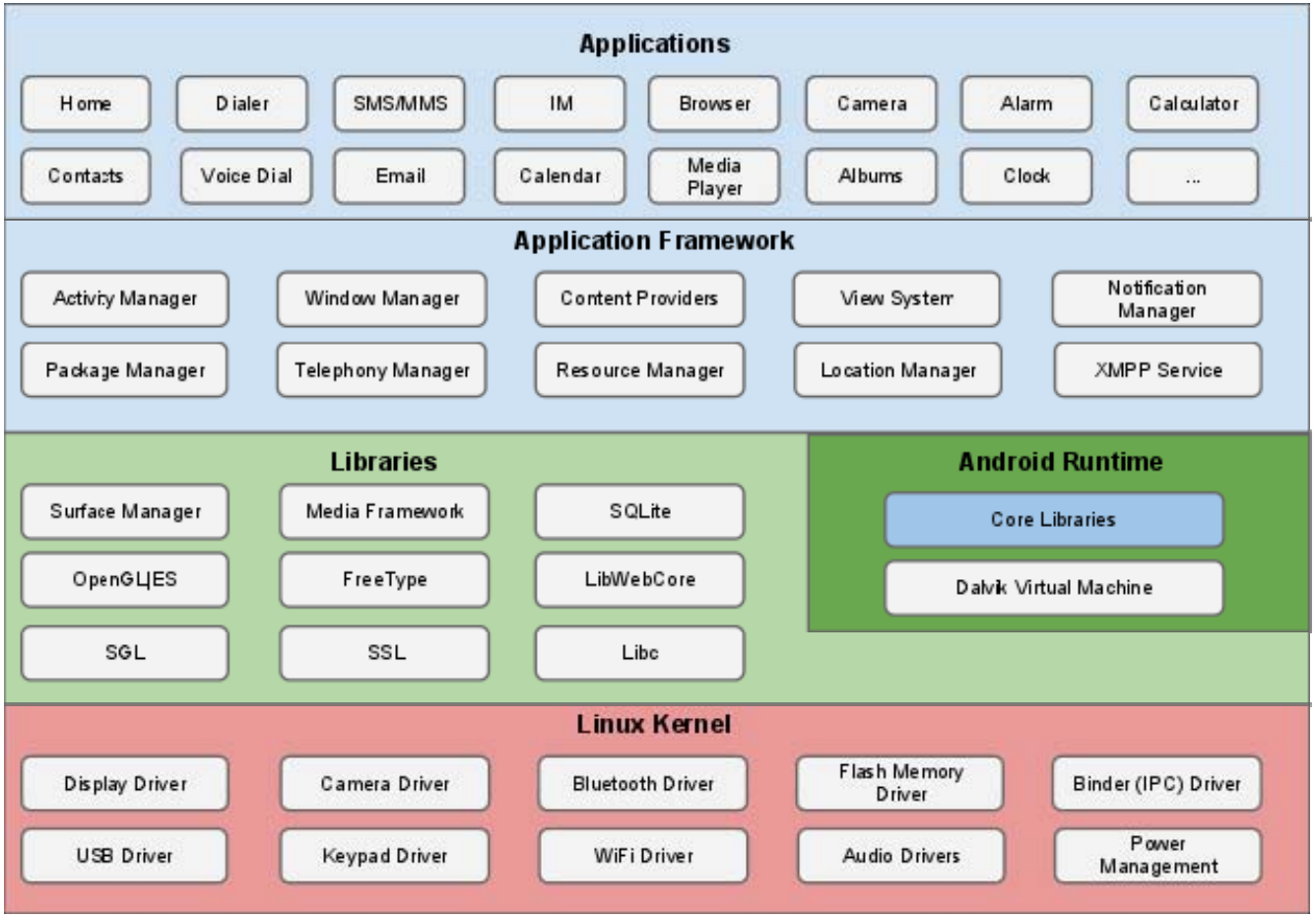
Android

- An open source software stack
  - Updated and maintained by Google and the Open Handset Alliance
  - Source code: http://source.android.com

Android Layers

- Linux kernel
- Standard libraries: Apache HTTP, OpenGL ES, Open SSL, SAX, WebKit, SQLite, libc, FreeType …
- Android framework: Activity Manager, Search Manager, Notification Manager, Media Player, Widow Manager, …
- Android apps and service
  - Executed by the Dalvik virtual machine, a Java virtual machine
  - Android does supports native C/C++ applications

Android Software Stack



From: https://source.android.com/tech/security/

Android Applications Packaging

- Packaged and distributed in .apk file
  - APK = Android Package
  - A zip file with a distinct file structure
  - Contains
    - The Android Manifest file
    - A resource bundle (sounds, graphics, etc)
    - The Dalvik classes

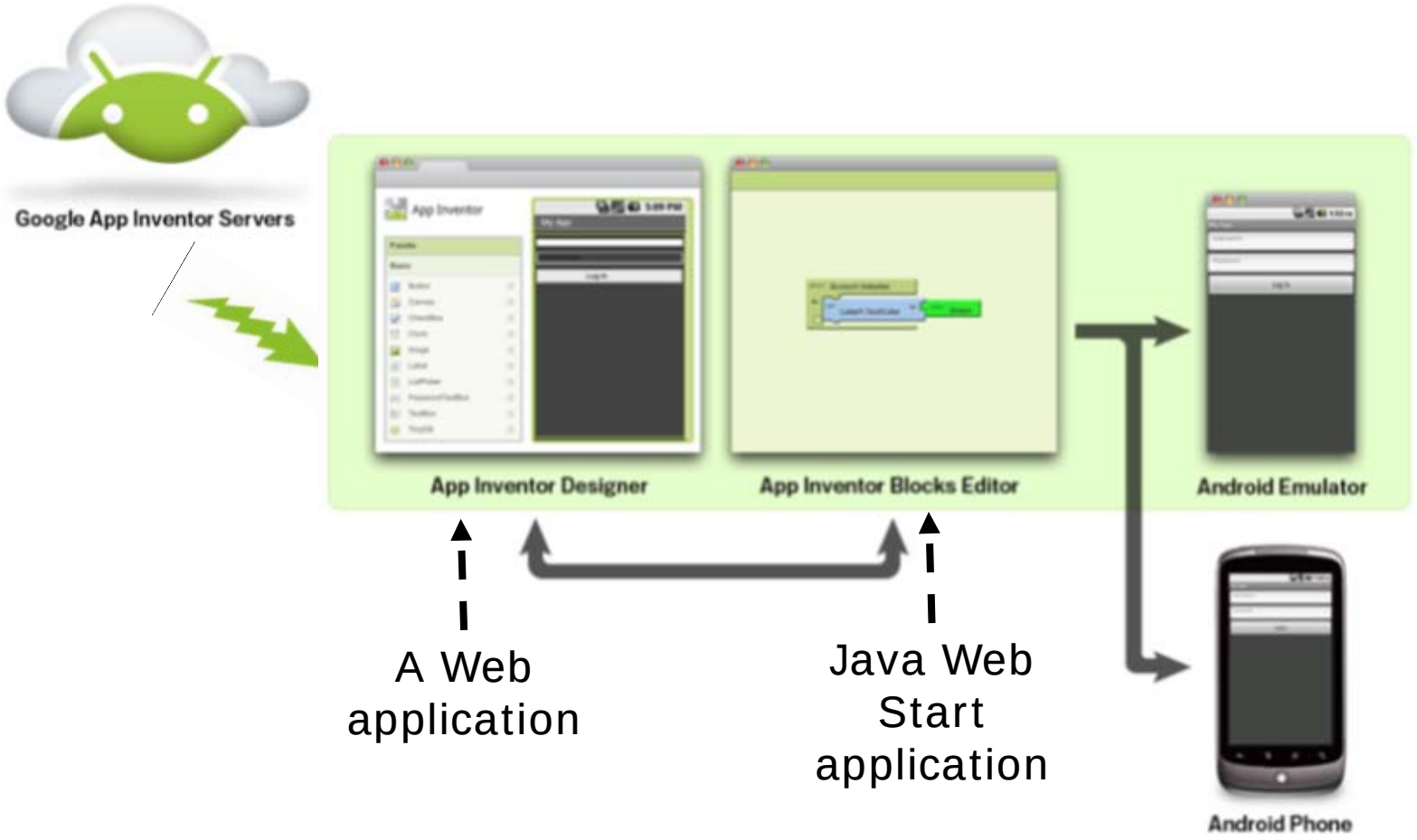
Learn to Develop Android Applications

- Large development environment
  - Java programming language
  - Android SDK and Development Tools
  - Eclipse
  - ……
- Through large software stack
  - Various library, services, and APIs
- **Not trivial** even for experienced developer

Make it More Accessible …

- *App Inventor for Android (or App Inventor)*
  - *Initially developed by Google*
  - *MIT picked it up*
  - *Visual programming (similar to Scratch): creating applications by "drag & drop" visual objects*
- Sofia Framework
  - Stephens H. Edwards, Virginia Tech
  - http://sofia.cs.vt.edu/sigcse2013/
  - Designed for Computer Science CS1/CS2 courses

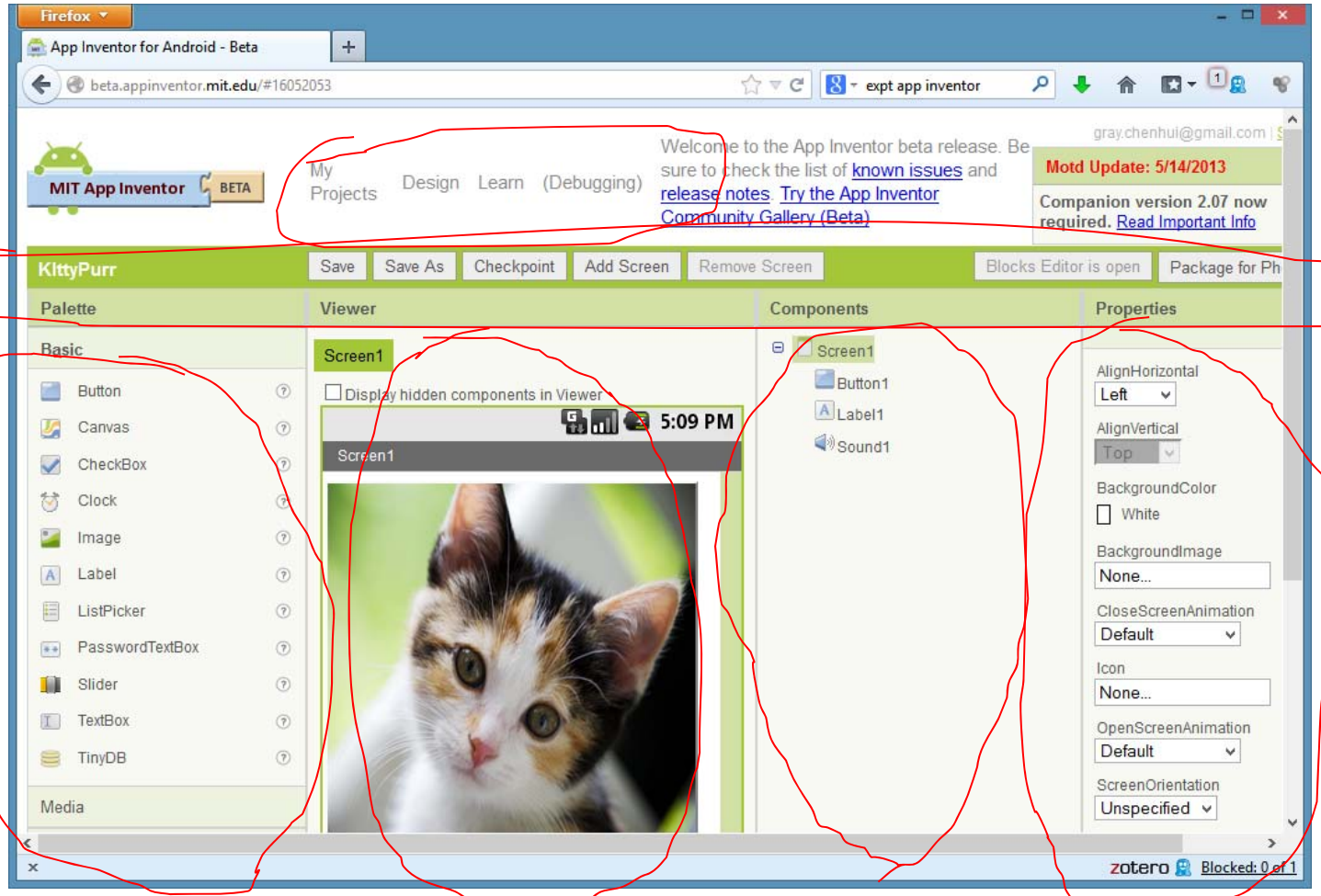
App Inventor



App Inventor

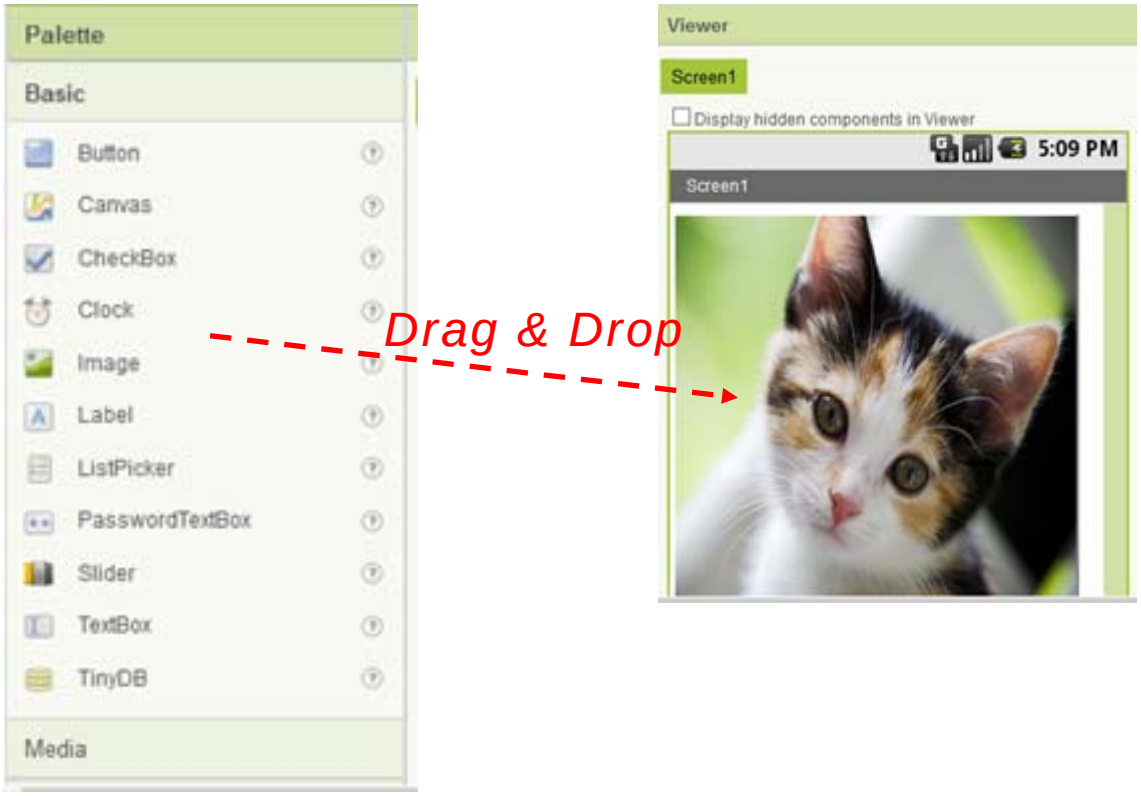
- The *App Inventor Designer*
  - Select Components and design User Interface
- The *App Inventor Block Editor*
  - Assemble program blocks that specify how the components should behave.
  - Assemble programs visually, fitting pieces together like pieces of a puzzle.
- The *App Inventor Setup*
  - *Install on local computer to support the above*
    - *Emulation, connect to devices, …*

App Inventor Designer



App Inventor Designer

- Select the components for your app.

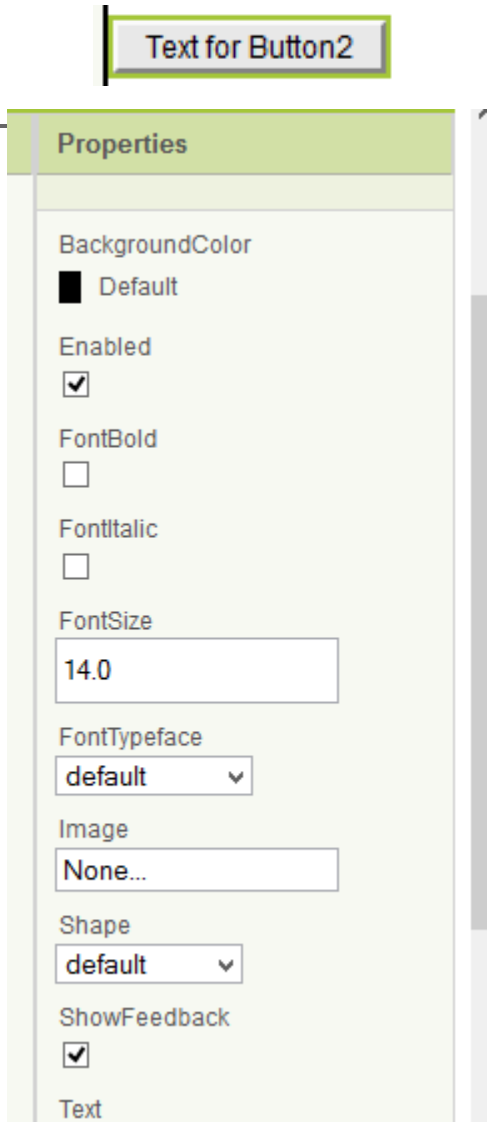


Components

- A reusable software module
  - Methods
    - Behavior of the component
  - Events
    - An action or occurrence detected and may be handled by the program
  - Properties
    - Attributes of the component
    - Some may be read-only

The Button Component

- http://appinventor.mit.edu/explore/content/basic.html#Button



The Label Component

- http://appinventor.mit.edu/explore/content/basic.html#Label

The TextBox Component

- http://appinventor.mit.edu/explore/content/basic.html#TextBox

Components

- Basic components
- Media components
- Animation components
- Social components
- Sensor components
- Screen Arrangement components
- LEGO® MINDSTORMS® components
- Other components
- Not ready for prime time components

App Inventor Blocks Editor

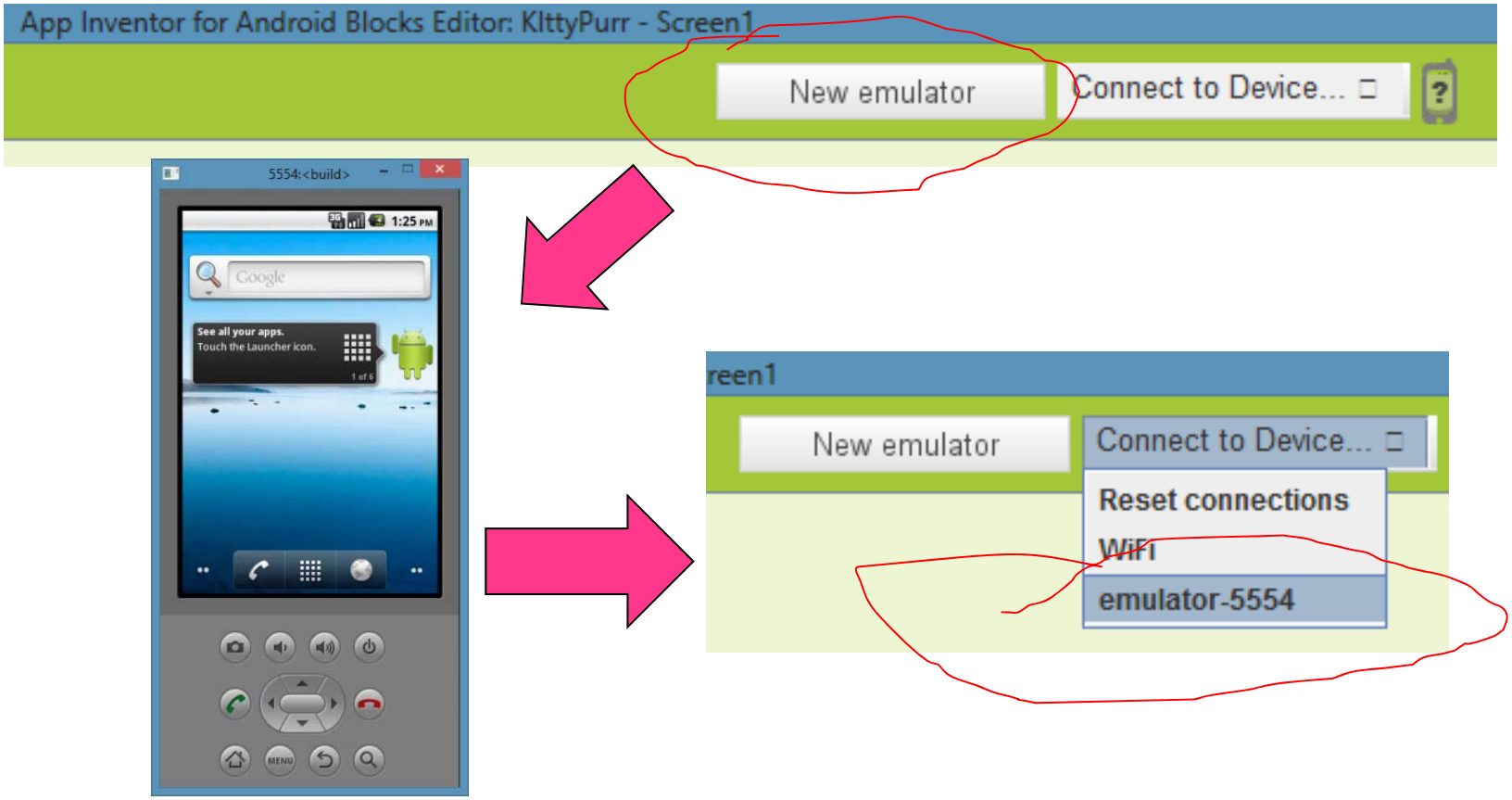
- Use App Inventor Blocks Editor
- Visual programming
  - Assemble “blocks”
  - Control behavior and logic flow
  - Event-driven programming

Blocks

- Event Handlers
- Commands and Expressions
- Control Flow
- Arranging Components on the Screen
- Manipulating Component State
- http://appinventor.mit.edu/explore/understanding-blocks.html

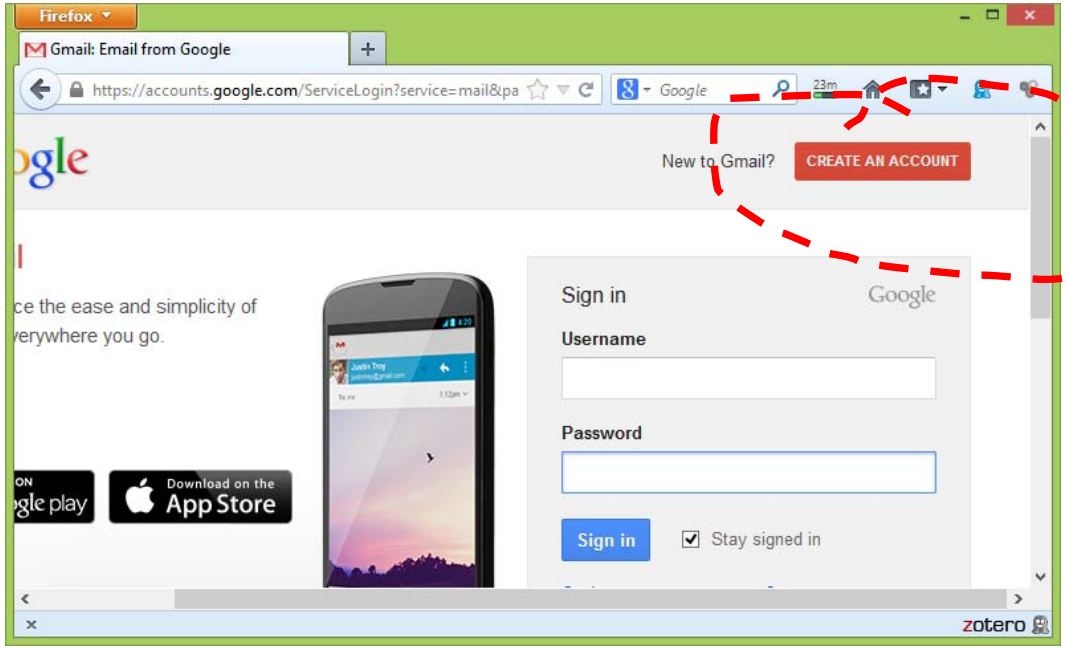
Don’t Have an Android Device: Emulator

- Run on both Android Emulator and Android devices



Google Account

- App Inventor requires a Google Account
- If you don't have one yet, sign it up now!
  - http://gmail.com or *use provided ones*



Install App Inventor Setup

- Step 1: Install or verify Java is installed
- Step 2: Install App Inventor Setup
  - If your network slow, download a "local" copy at the workshop website

- Install without administrative privilege → user specific
- For all users: install with administrative privilege

Let’s begin!

Develop “Hello Purr” App

- Hello Purr
  - “*HelloPurr is a simple app that you can build in a very short time. You create a button that has a picture of a cat on it, and then program the button so that when it is clicked a ‘meow’ sound plays.*”
- Step 1: develop “Hello Purr” App with Emulator
  - Everyone develops the app
- Step 2: deploy the app to an Android device

Follow Tutorial or Follow Me

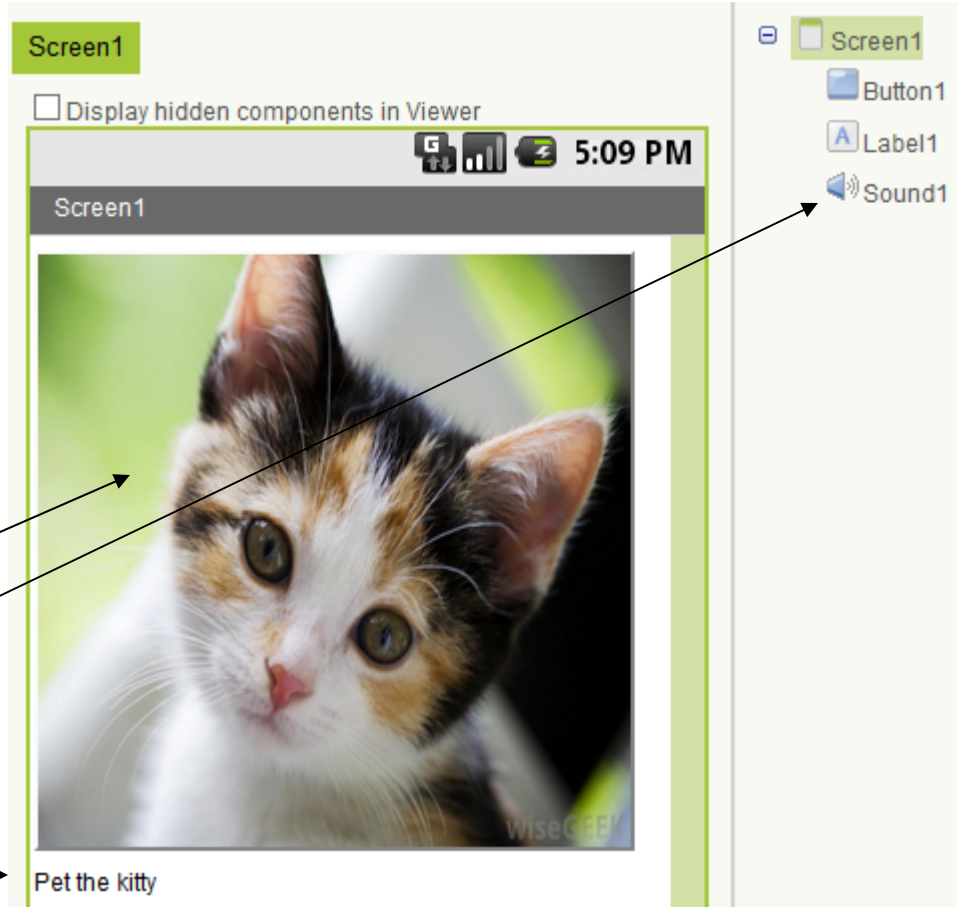
- Tutorial
  - http://appinventor.mit.edu/explore/content/hellopurr.html
- Steps
  - Download media files
  - Design user interface
  - Program application behavior (handle events)

Download Media Files

- Download two media files
  - Links are placed at http://sysnetgrp.net/academy/cs4hs/cs4hs-resources
  - Make sure to do:
    - **Right-click on the mouse, then "Save target as"** (or "Save link as" depending on the browser you are using)
    - **Note** the location (folder) you saved the files
- Kitty picture: kitty.png (Right-click and Save)
  - http://appinventor.mit.edu/explore/sites/all/files/helloPurr/kitty.png
- Meow sound: meow.mp3 (Right-click and Save)
  - http://appinventor.mit.edu/explore/sites/all/files/helloPurr/meow.mp3

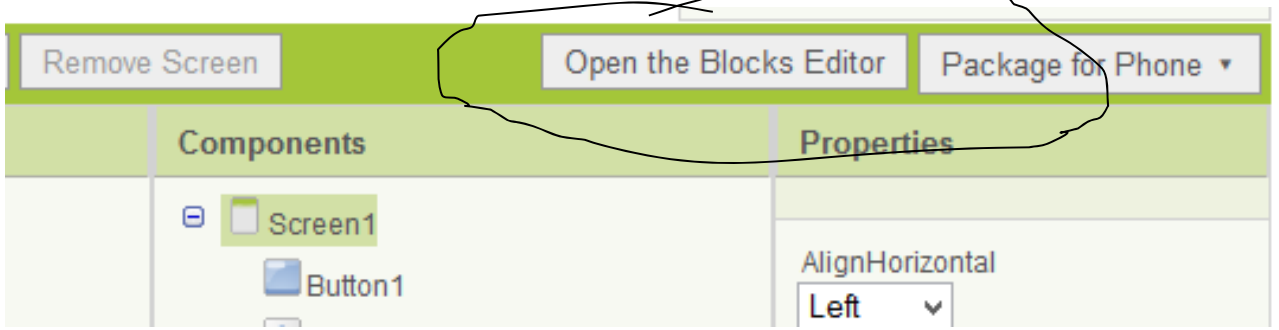
Design User Interface

- Use the App Inventor Designer
- Go to
  - http://beta.appinventor.mit.edu
- Select and arrange components
  - A Button
  - A Sound
  - A Label



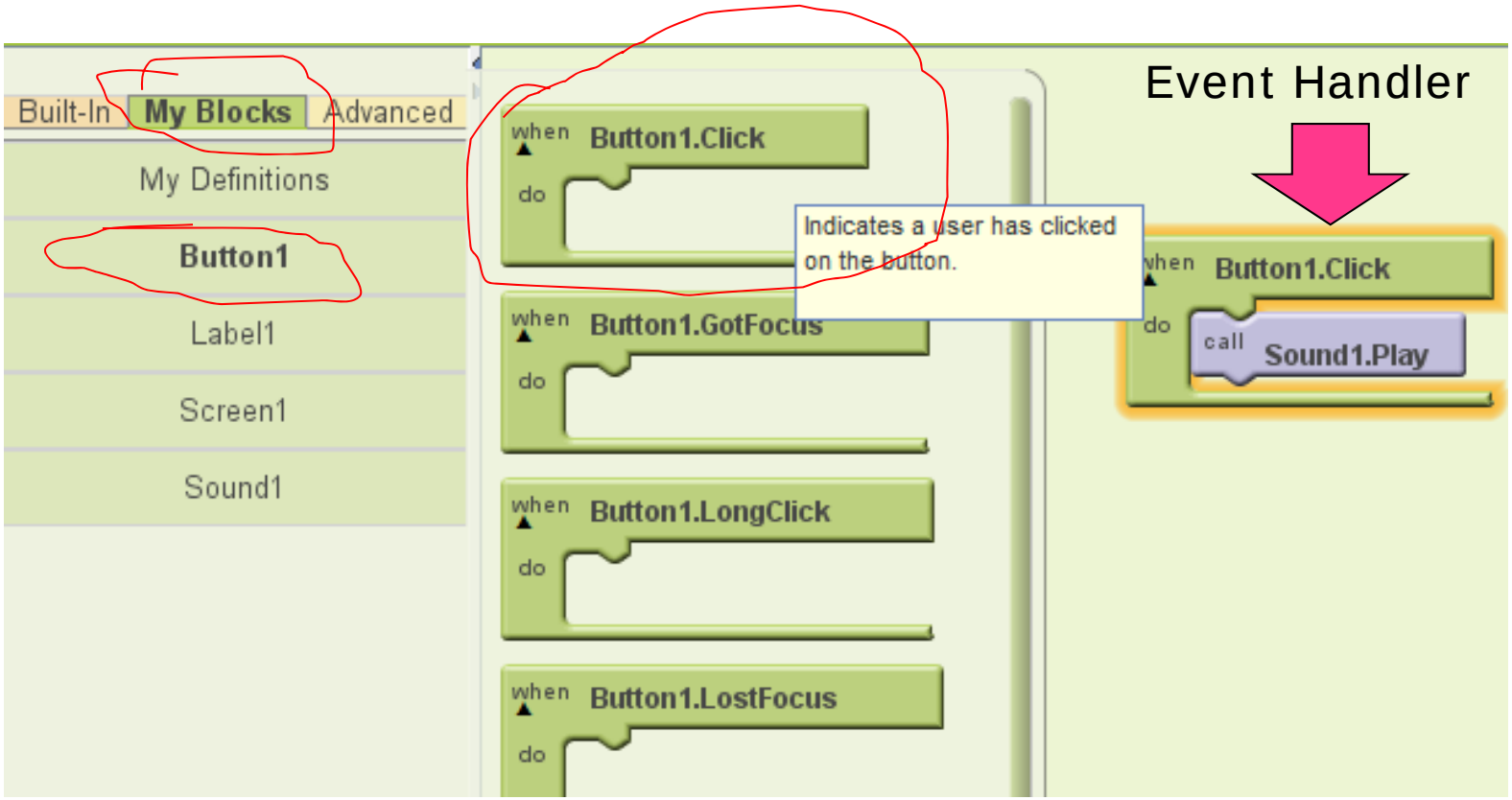
Program Behavior

- Use App Inventor Blocks Editor
- Open it from App Inventor Designer



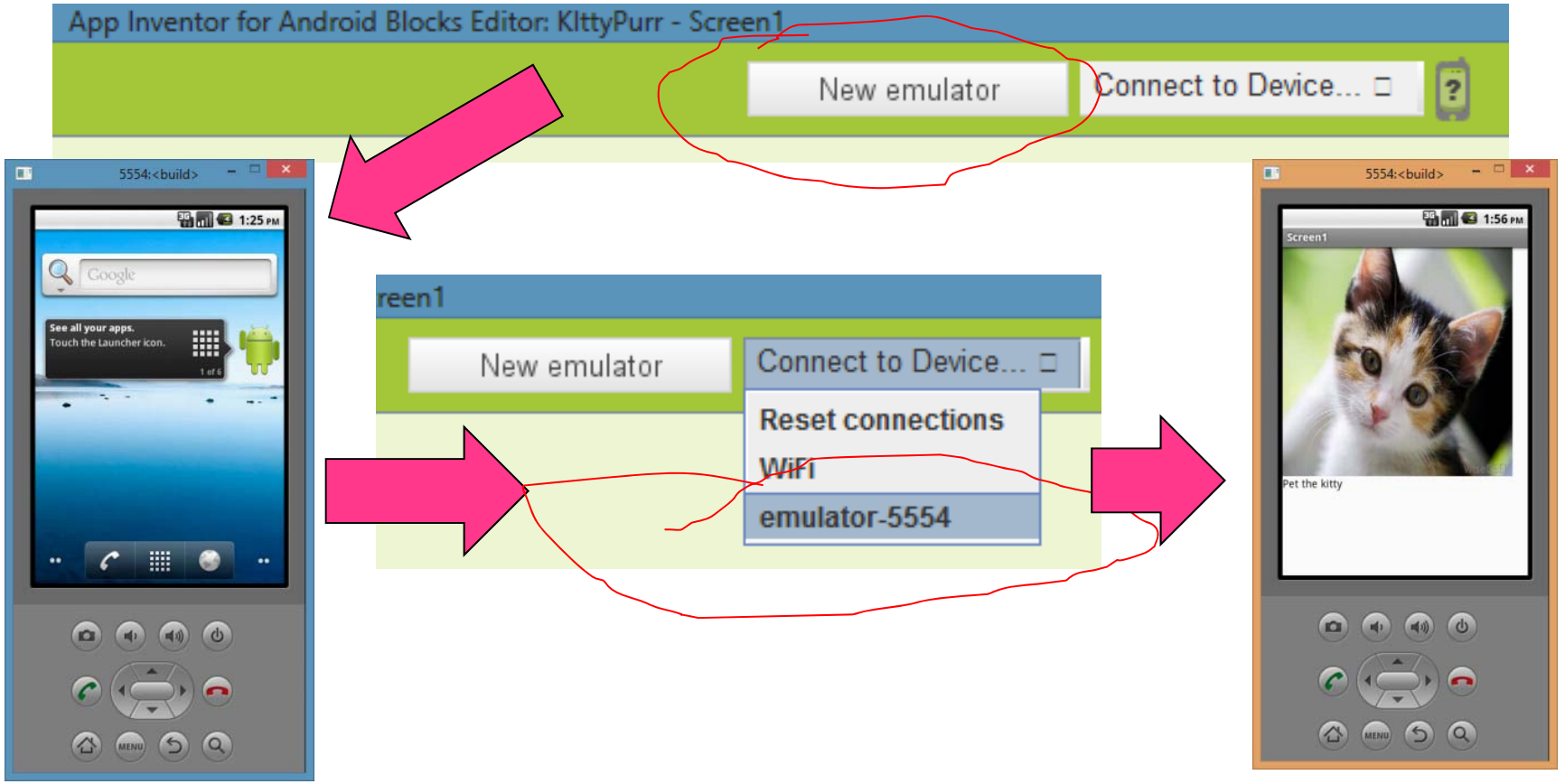
  - It may take a while!
  - Do not click "Cancel"!
  - Do click "Run"!
  - Leave it open, no need to close!

Add Blocks


Built-In
My Blocks
Advanced
My Definitions
Button1
Label1
Screen1
Sound1
when Button1.Click
do
Indicates a user has clicked on the button.
when Button1.GotFocus
do
when Button1.LongClick
do
when Button1.LostFocus
do
Event Handler
when Button1.Click
do
call Sound1.Play

Ready to Run the App

- Use emulator: it also takes time, be patient



How About Real Android Device?

- The instructors provide an Android Tablet to each participant

- Now, it is the time …

Work with Real Android Device

- Install driver software
  - Typically available from the device's technical support website
- Configure the device for development

Driver Software

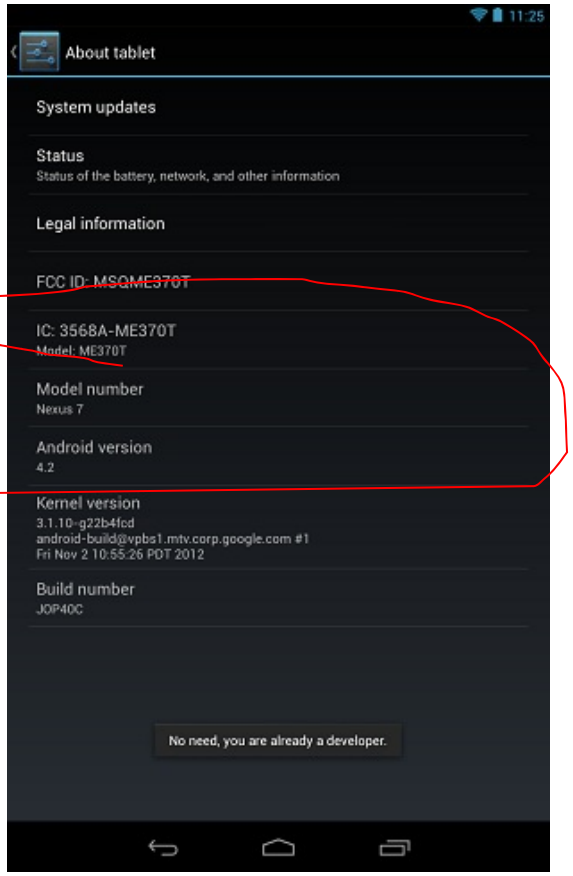
- How to?
  - Identity the device's model
  - Locate the device's driver software
  - Download and install

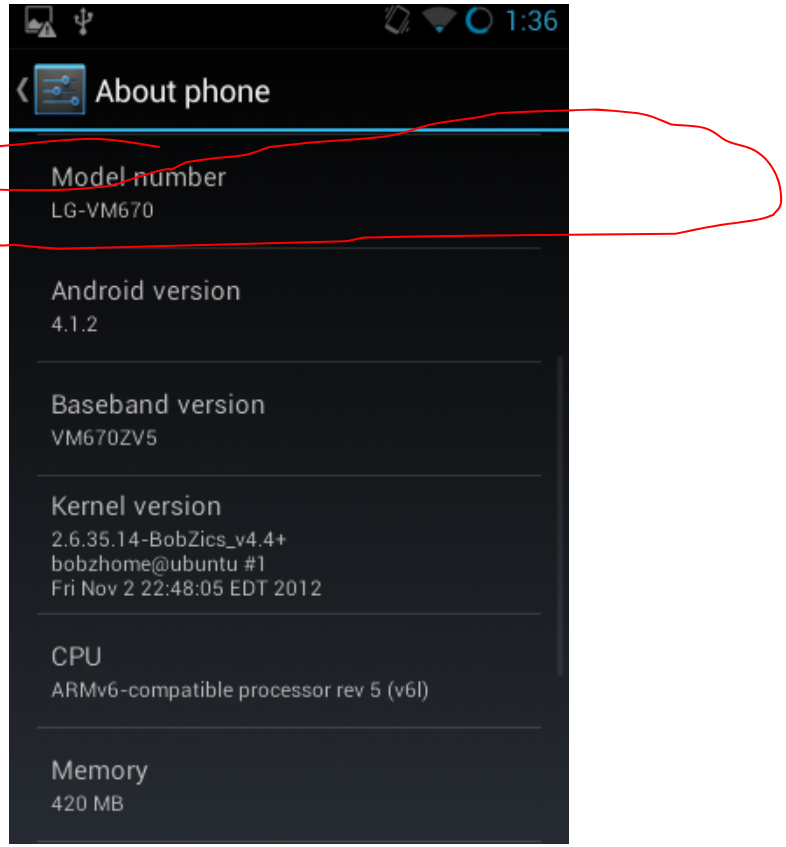
Identify Device's Model and Maker

- A device can be marked using different names by different service providers.
- Need to find the phone's model and maker

Identify Device: Simple Method

- The “Setting” App and then “About …”



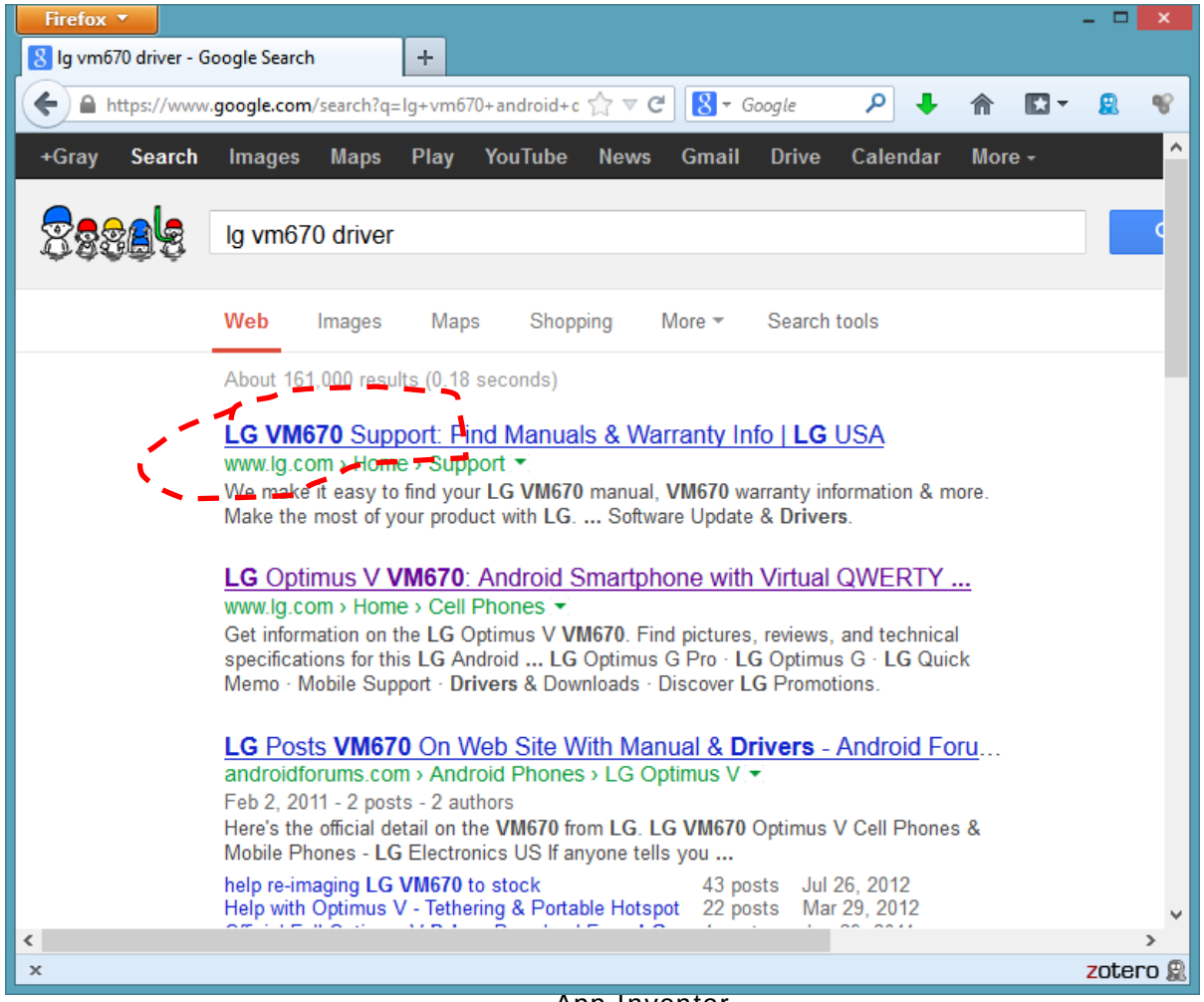


Identify Device: Simpler Method

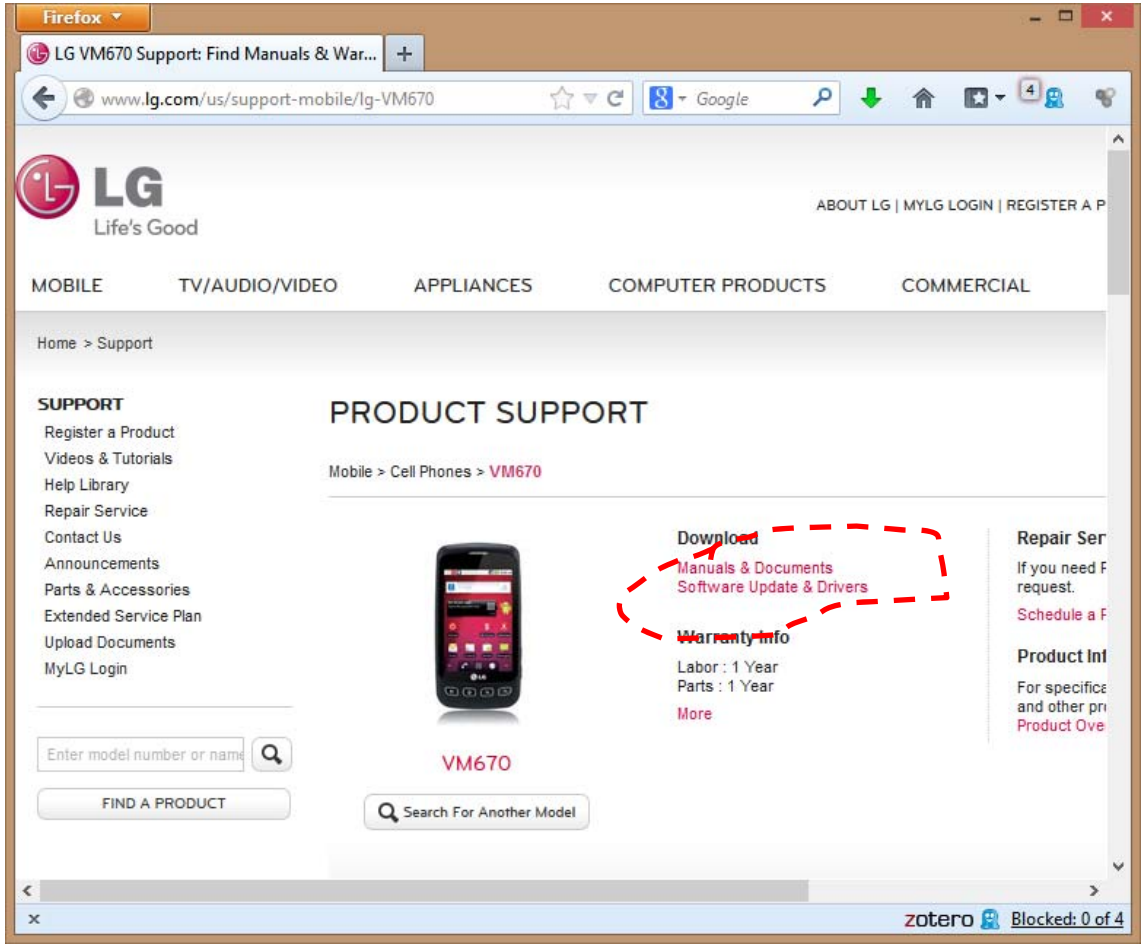
Driver Software

- Example: LG VM670
  - Google “LG VM670 support”
  - Locate the page belonging to the maker
- Example: Nexus 7
  - Google “Nexus 7 support”
  - Locate the page belonging to the maker

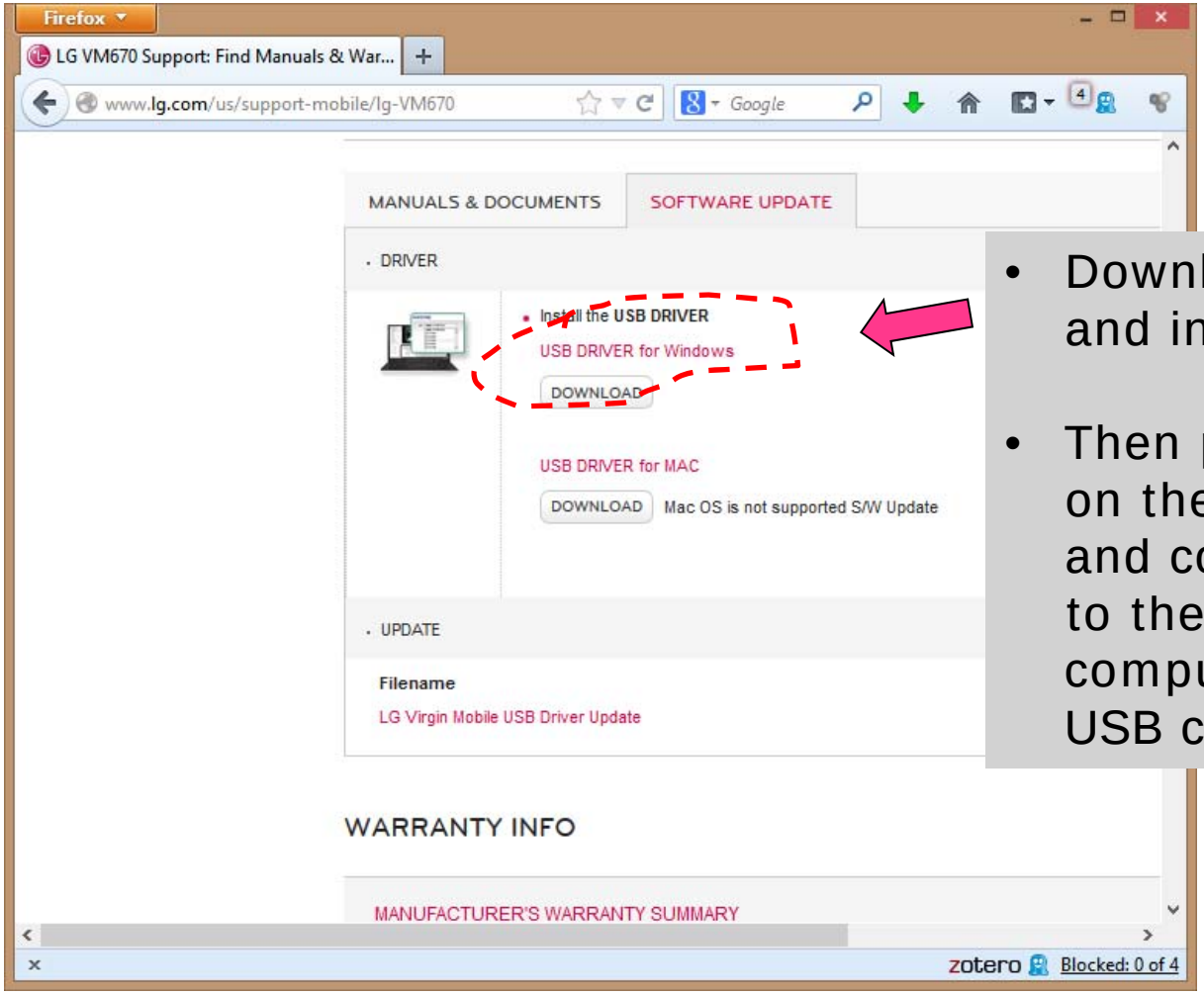
Google Result for LG VM670



LG VM670 Support Page

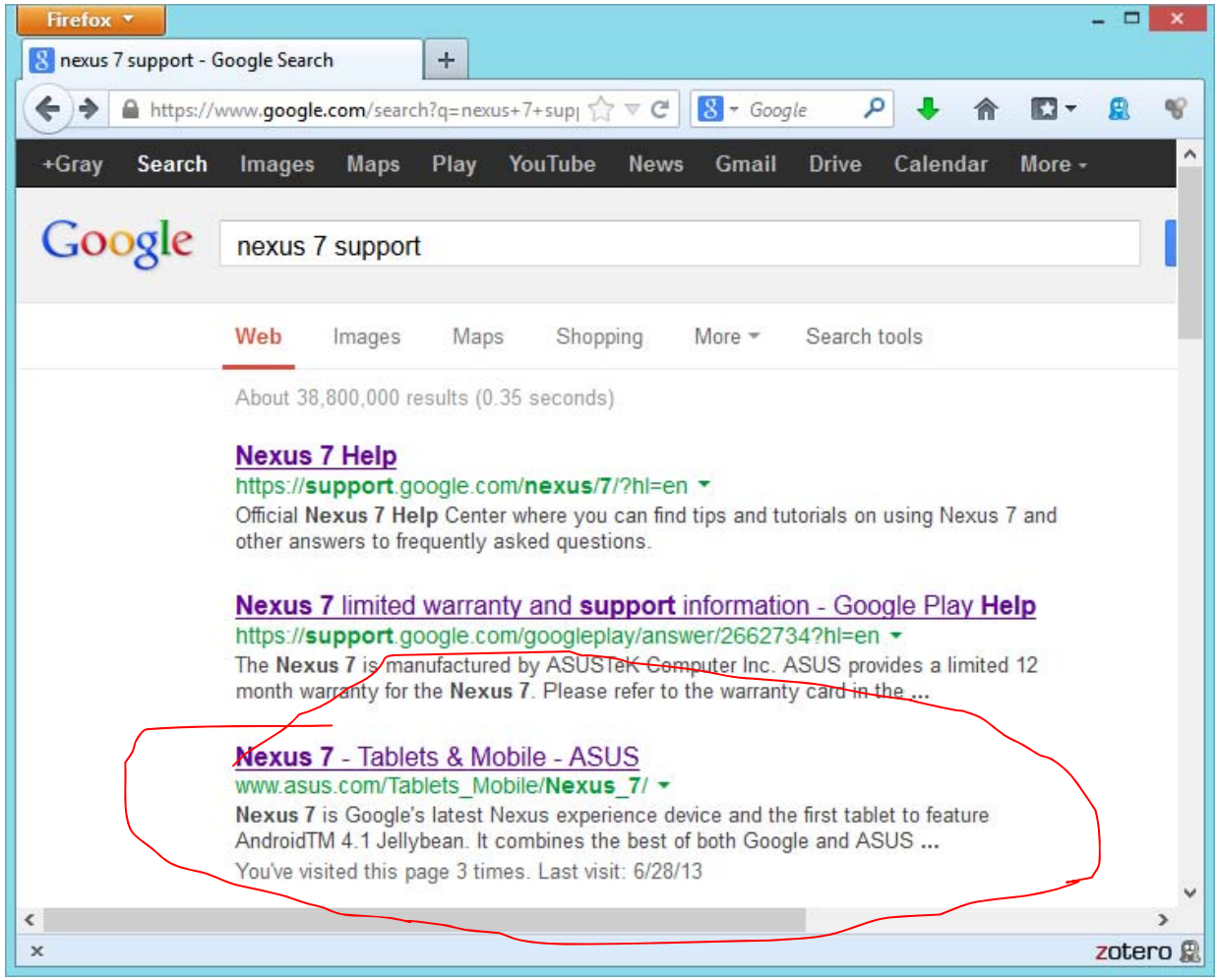


LG VM670 Driver Software

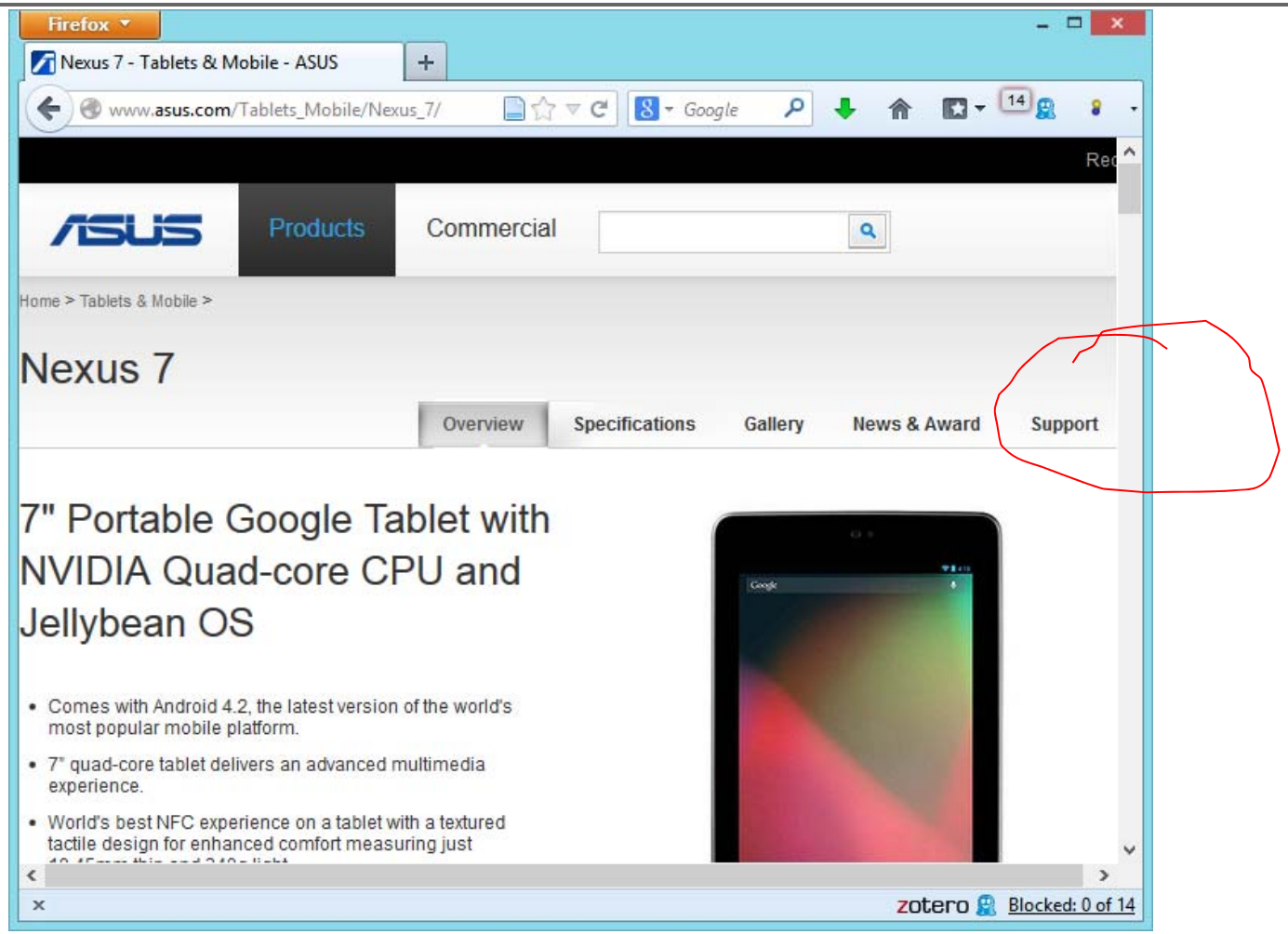


- Download and install
- Then power on the phone and connect to the computer via USB cable

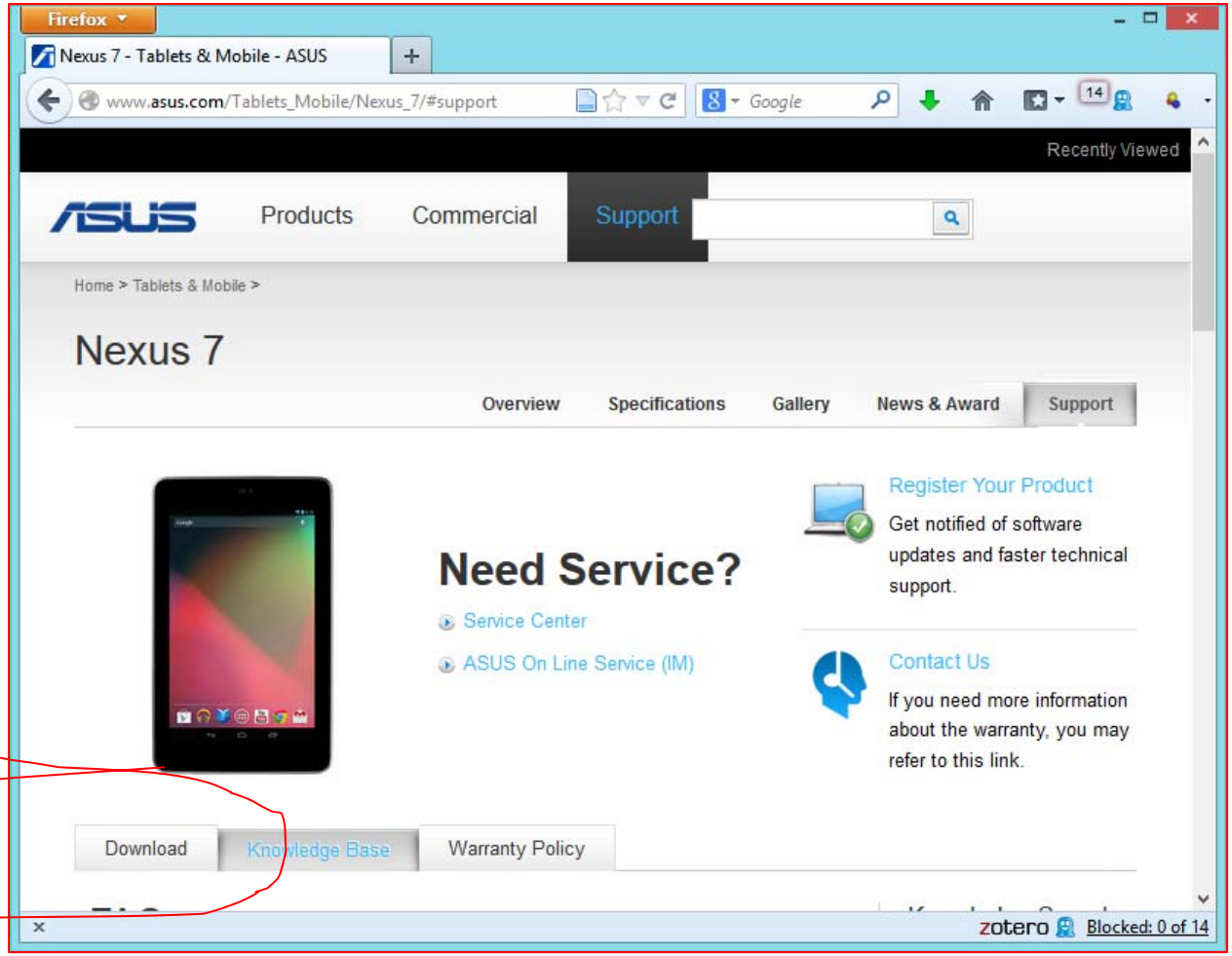
Google Result for Nexus 7



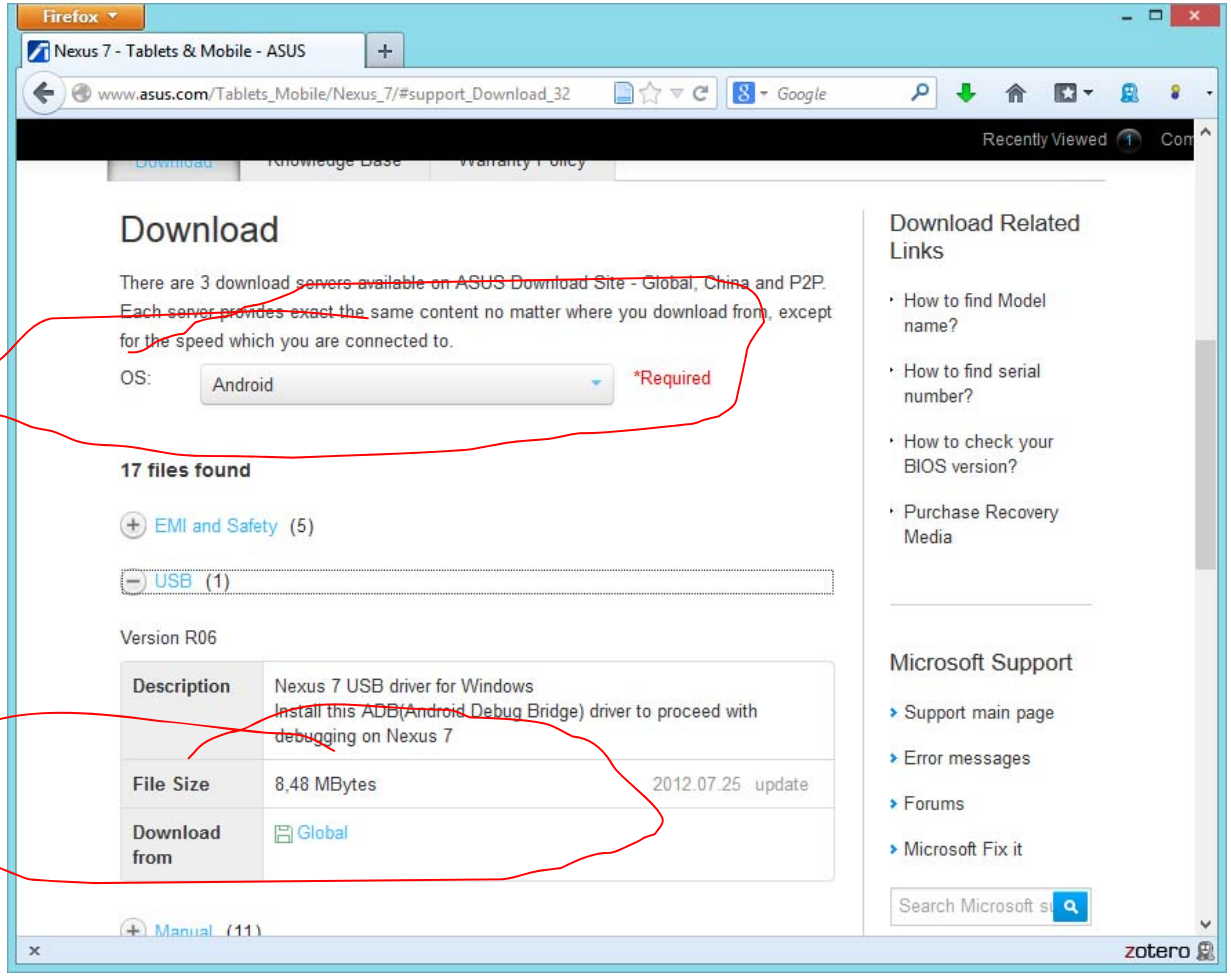
Locate “Support Page”



Locate “Download”



Locate the “Driver”



Configuration on Device

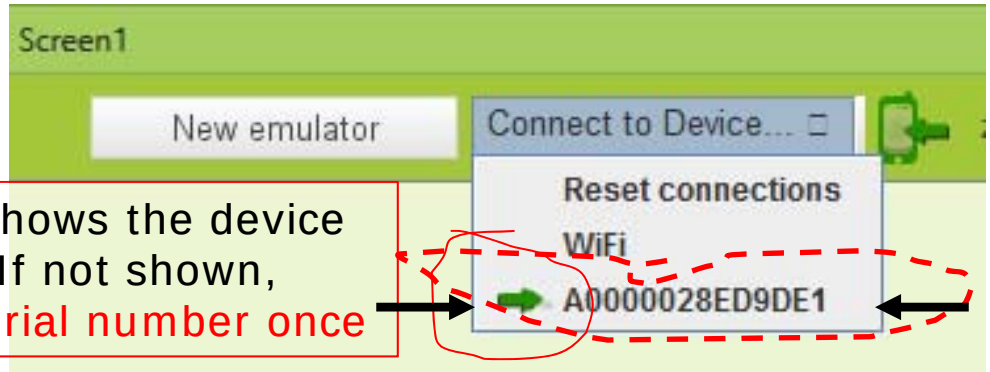
- Old versions of Android
  - LG VM670 (Android 2.2.1)
    - Allow phone to install apps from *Unknown Sources*
      - Settings → Applications → Check *Unknown Sources*
    - Allow *USB Debugging*
      - Settings → Applications → Development → Check *USB Debugging*
- New versions of Android
  - Nexus 7
    - Allow device to install apps from *Unknown Sources*
      - Settings → Security → Check "Unknown sources" (may also uncheck "Verify apps")
    - Allow *USB Debugging*
      - Settings → About … → Tap "Build number" 7 times; then Settings → Developer options → Check "USB debugging"

More Detailed Description …

- http://sysnetgrp.net/academy/cs4hs/cs4hs-resources/nexus-7

Download App to Device (1)

- Launch the *App Inventor Designer*
  - http://beta.appinventor.mit.edu
  - Open the App project
- Make sure the device is connected
- Open the *App Inventor Blocks Editor*. Make sure the connected device is shown

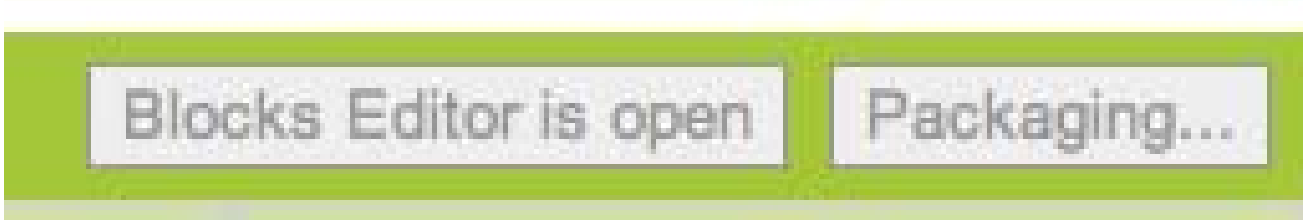


Green arrow shows the device is connected. If not shown, click on the serial number once

Serial No of the device

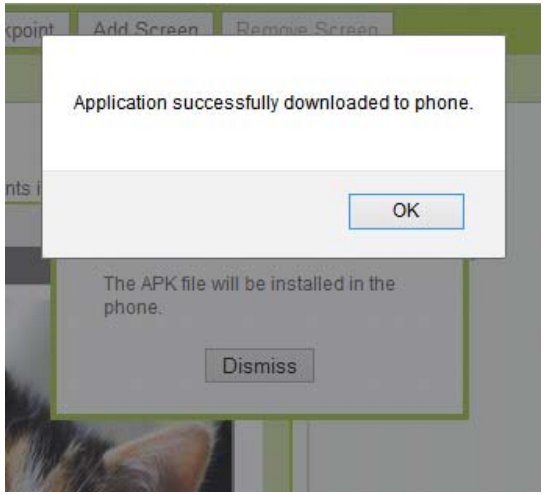
Download App to Device (2)

- Go back to the Designer and click the "Package for Phone" button, then "Download to Connected Phone".
- The button should turn gray and say "Packaging." It takes about 3 to 5 minutes to complete the packaging process. Do not disconnect your device or touch the USB cable during this time.



Download App to Device (3)

- After the packaging is completed, a pop-up notification indicates the app is downloaded.
- The app with an Android icon stored in the same place as all the other apps you have on your device.



Run App on Device

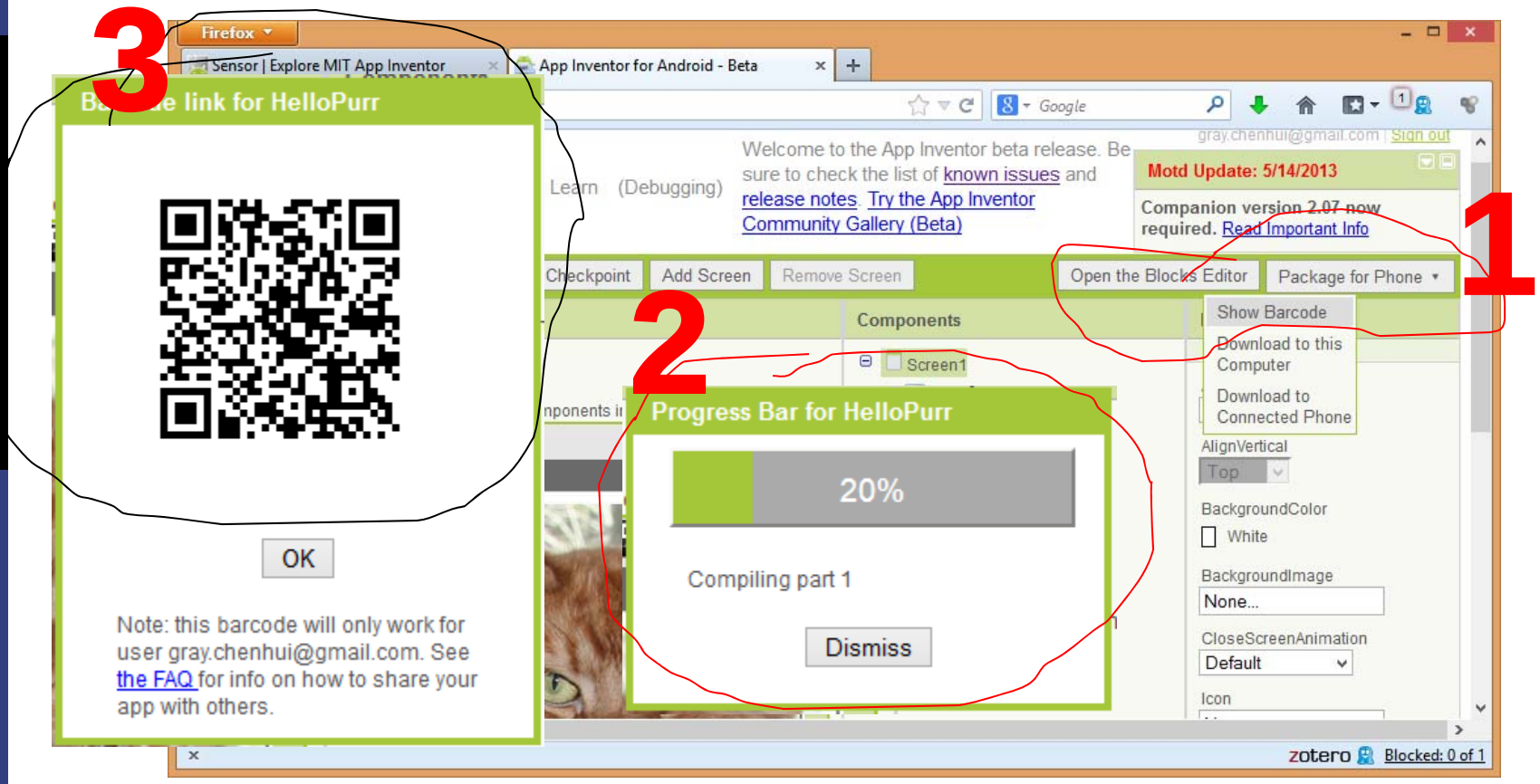
- Tap the app and see what happens!
- The Kitty Purr app
  - Does it meow?
  - Does the device vibrate?

App Inventor Specific Method: MIT AICompanion

- Install App Inventor Apps without installing device driver
  - Require data network connectivity
  - Require the MIT AICompanion App
- Download and install the MIT AICompanion App
  - Tag on Google Play Store on the device
  - Search MIT AICompanion
  - Select the App and Tap on “Download and Install”

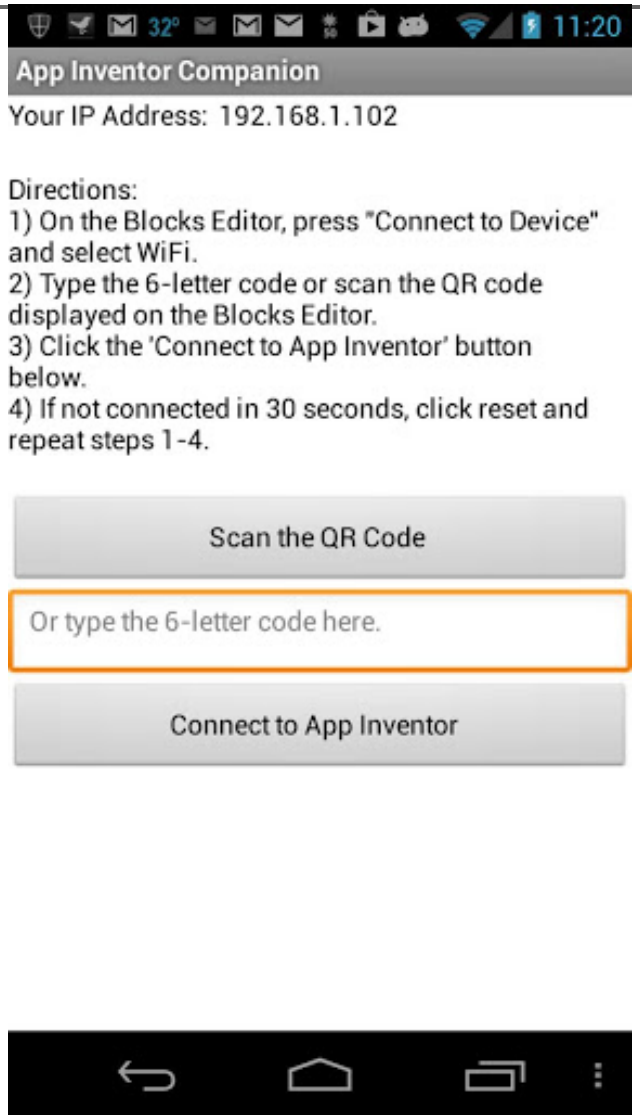
Install App Inventor Apps using MIT AICompanion: QR Code

- Show the QR code of the App

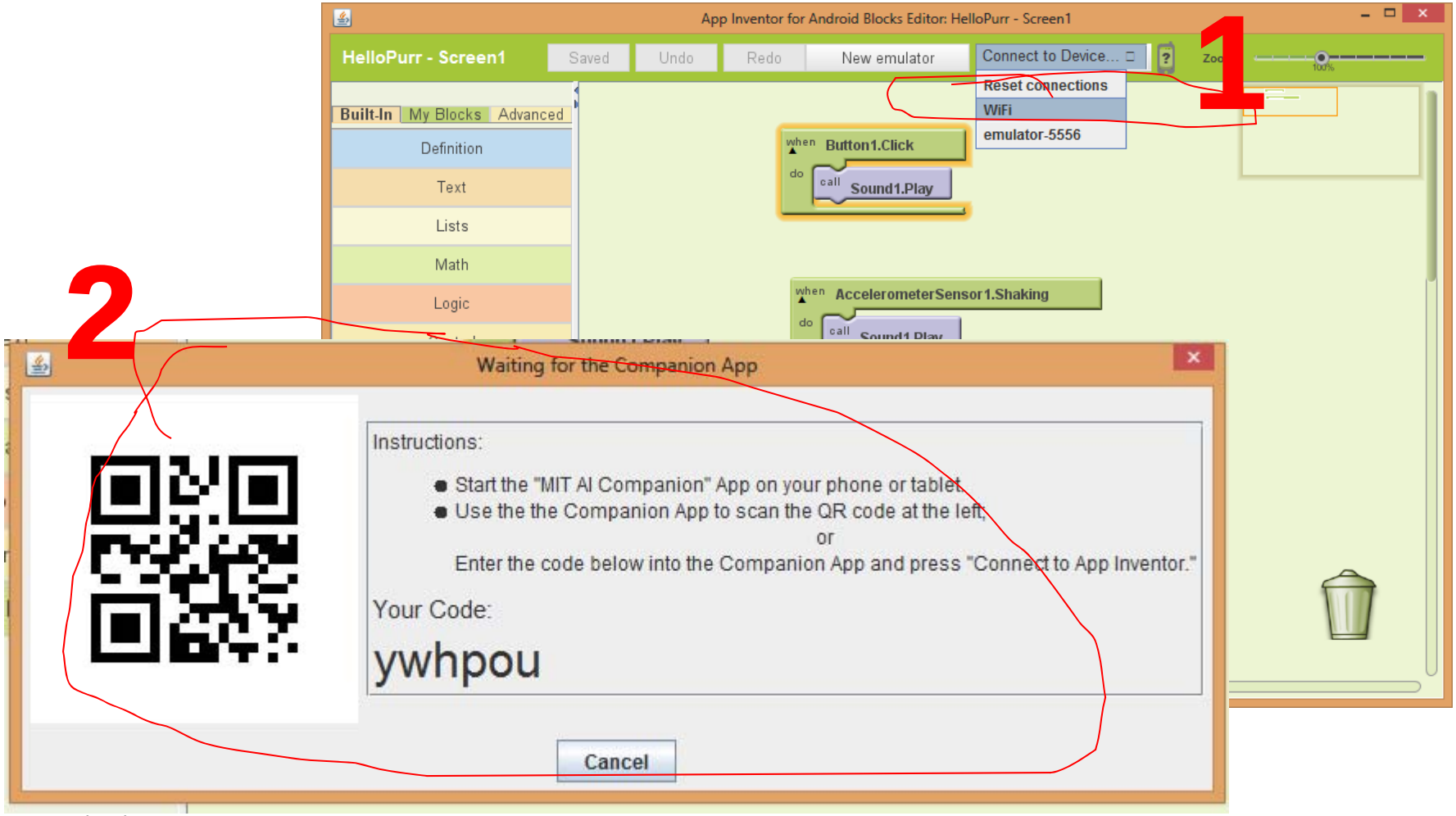


Install App Inventor Apps using MIT AICompanion: Install App

- Run the MIT AICompanion App on the device
- Scan the QR Code using the MIT AICompanion App
- Alternatively enter 6-letter code from the Blocks Editor (see next slide)



Install App Inventor Apps using MIT AICompanion: Install App



Sensor-Driven Applications

- Smart phones and tablets have many sensors
  - Location sensor (GPS or network)
  - Accelerometer
  - Orientation sensor and gyroscope
  - Proximity sensor (light sensor)
  - Camera sensor
  - Acoustic sensor (microphone)
  - ……

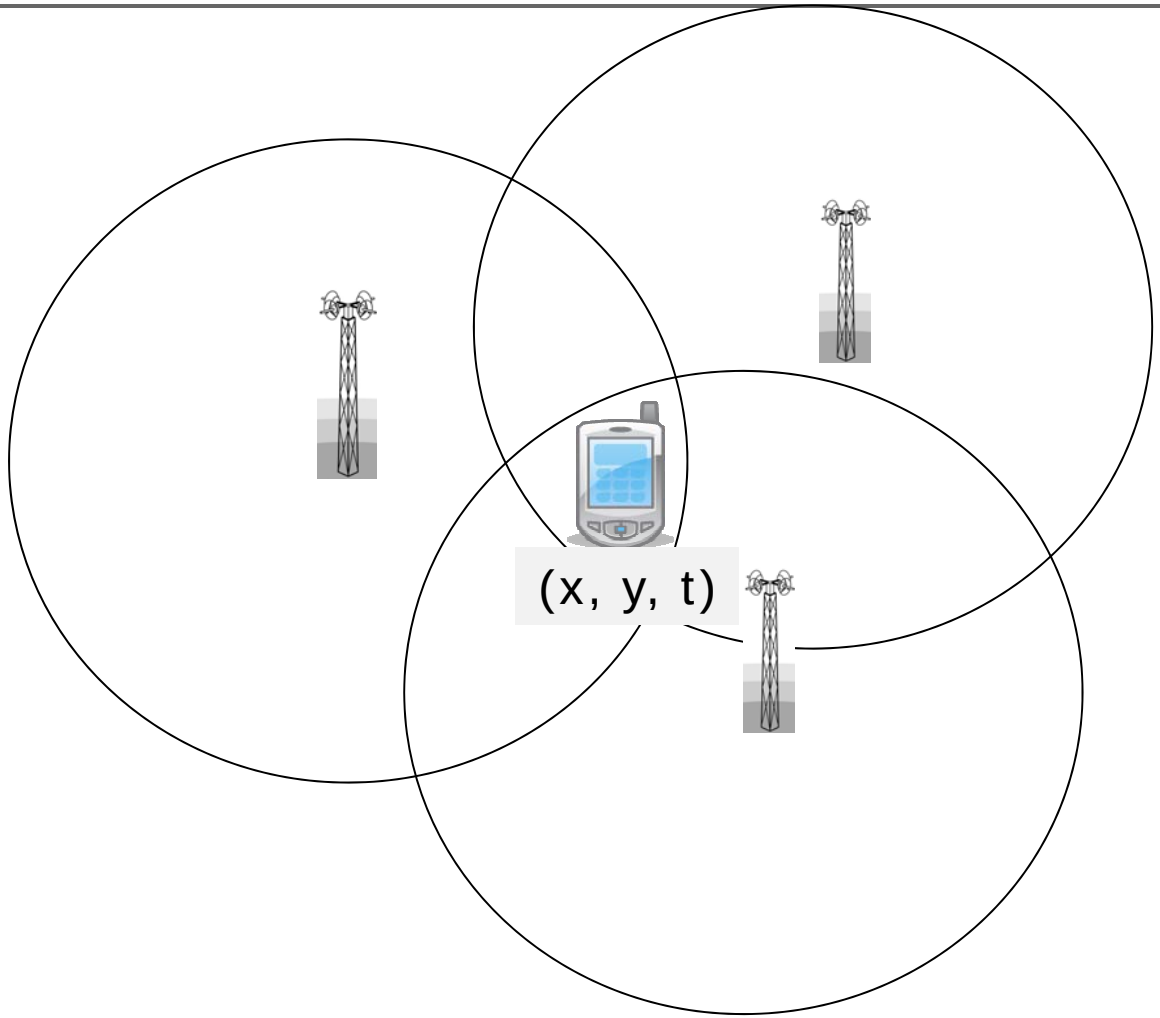
Sensor Data

- Characteristics
  - Continuously streams of data
  - Vary with time
  - Noisy and sometimes can be erroneous
- How to store, process, and use the data is new to many
  - Filtering
  - Statistical processing
  - ……

Location Sensor

- Common "providers"
  - Wireless networks
    - Using triangulation of multiple base stations
  - Global Positioning Systems
    - e.g., the U.S. Global Positioning Systems (GPS)
    - Using triangulation of 4+ satellites on Median Earth Orbit (~20,200km)

Base Station Triangulation



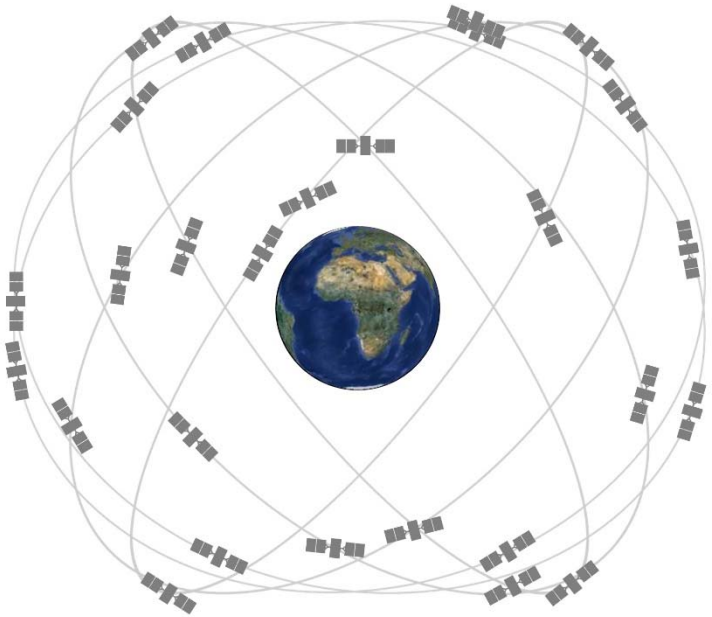
The U.S. Global Positioning System

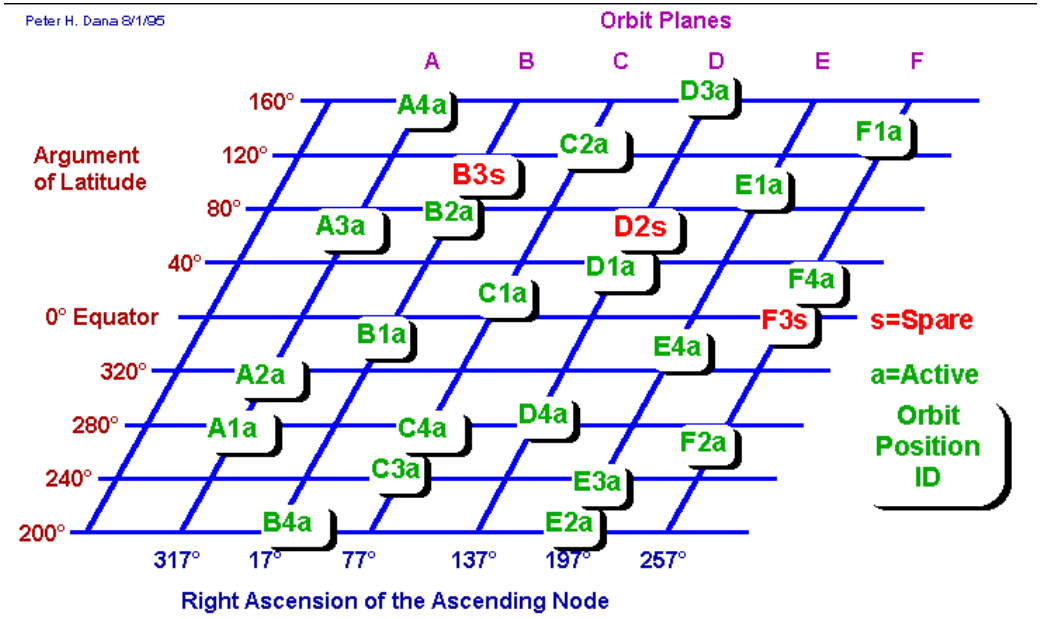
- Maintained and operated by the U.S. Air Force
- Minimum 24 satellites in Medium Earth Orbit (20,200 km)
- Since June 2011, Air Force flies 27 satellites using “Expandable 24” configuration

A United Launch Alliance Atlas V rocket successfully launched the fourth Global Positioning System IIF-4 satellite for the U.S. Air Force at 5:38 p.m. EDT, May 15, 2013, from Space Launch Complex-41, Cape Canaveral Air Force Station, Fla. (Courtesy photo/ULA)

GPS Orbital Planes

- Minimum 24 satellites in 6 equally spaced orbital planes (55° inclination). Minimum 4 each plane.



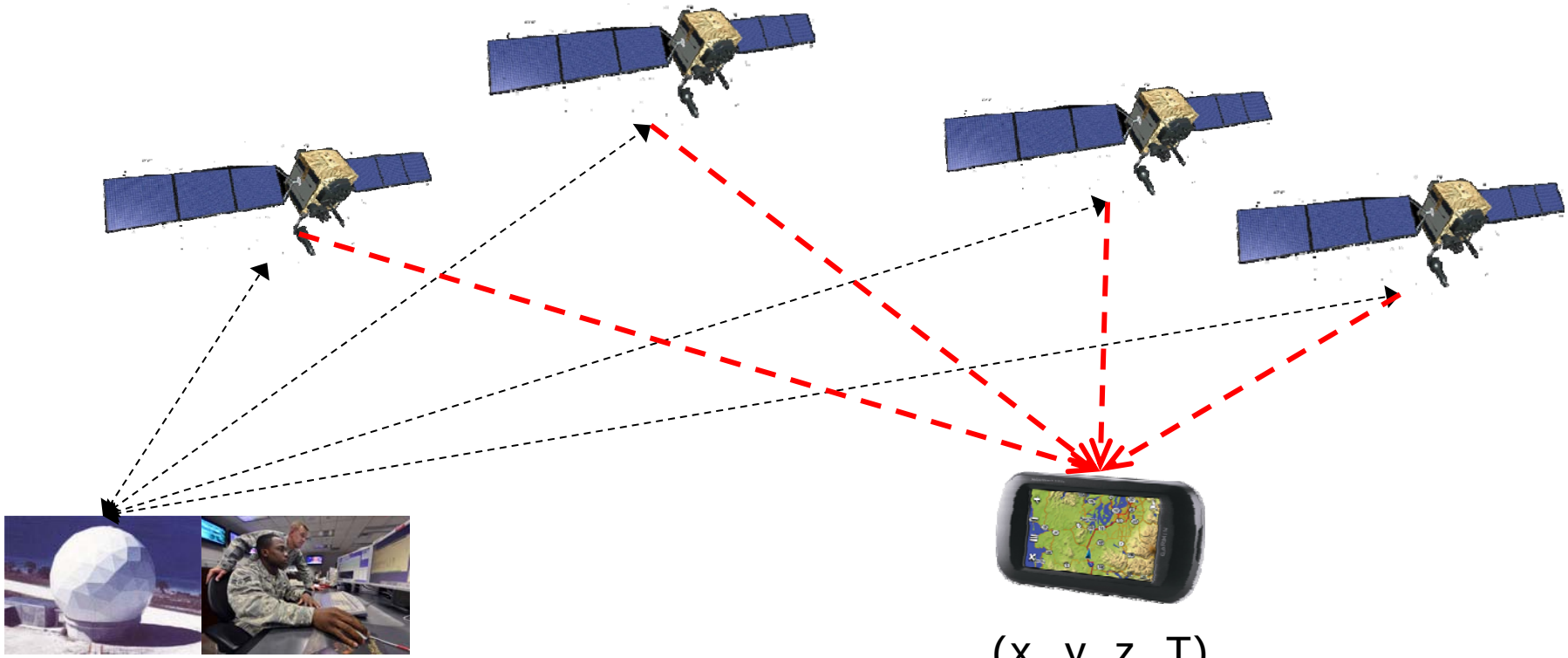


Simplified Representation of Nominal GPS Constellation

Source: http://www.gps.gov/systems/gps/space

Source: http://www.colorado.edu/geography/gcraft/notes/gps

GPS Localization

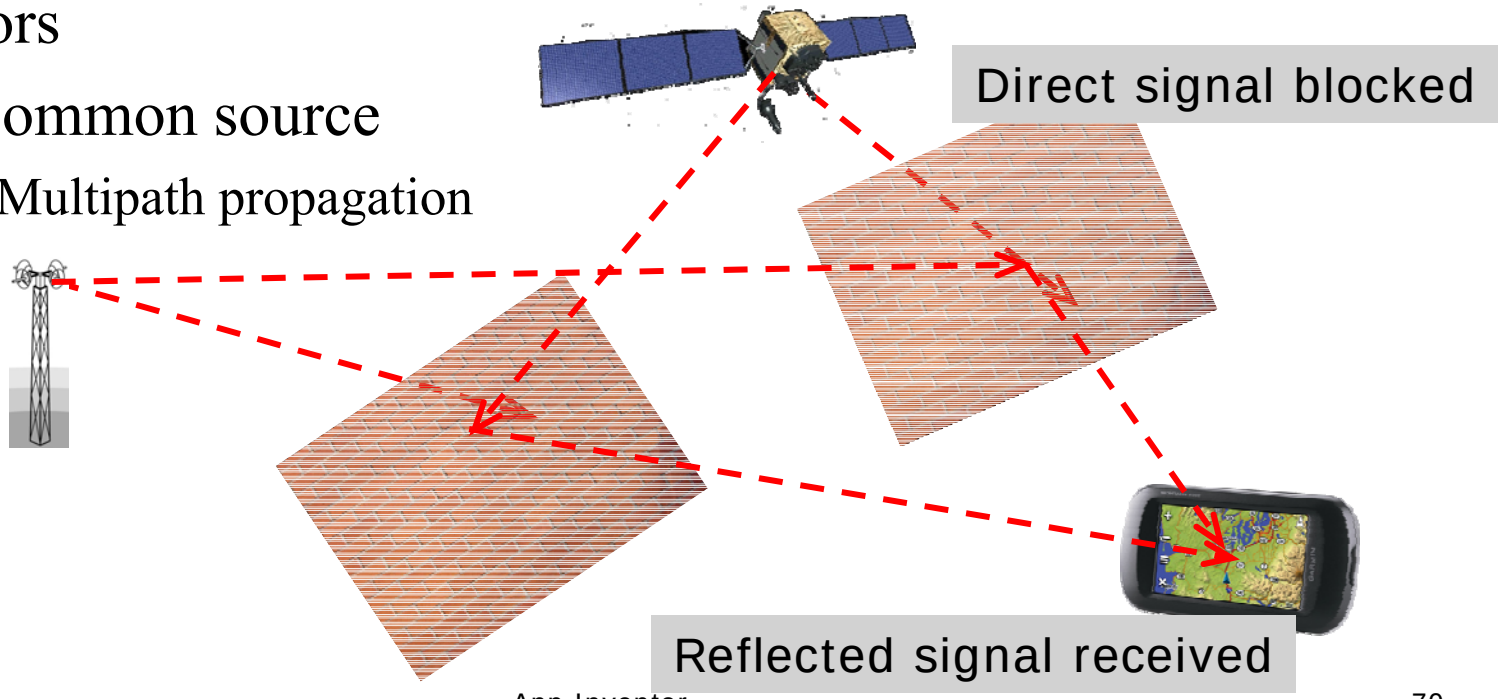


Control Segment

(x, y, z, T)

Source Localization Error

- Both wireless network base station triangulation and GPS rely on radio signals
  - Each has some unique factors contributing to localization errors
  - A common source
    - Multipath propagation



App Inventor Location Sensor

- http://appinventor.mit.edu/explore/content/sensors.html#LocationSensor
- Properties
  - Latitude, Longitude, Altitude, and Accuracy
  - CurrentAddress
    - Only available when you have data network connectivity.
    - Accuracy depends on determined location and backend database
  - DistanceInterval and TimeInterval
    - The condition that a location update will be sent.
  - HasAltitude, HasAccuracy, HasLatitudeLongitude …
- Methods and events

App Inventor Location Sensor: Events

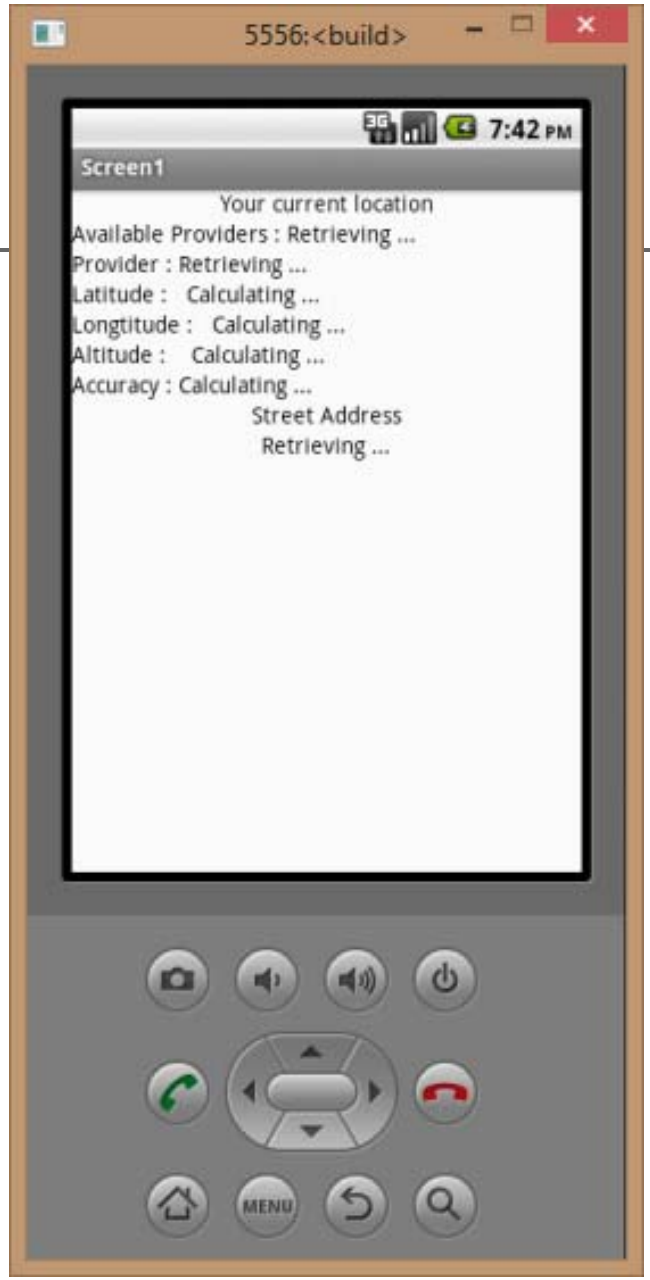
- Events
  - LocationChanged(number latitude, number longitude, number altitude)
    - Called when the Android device reports a new location.
    - Frequency controlled by TimeInterval and DistanceInterval and actual location changes
    - Location update drains energy (battery): do not use a small TimeInterval or DistanceInterval unnecessarily
  - StatusChanged(text provider, text status)
    - Called when the status of the service provider changes.

App Inventor Location Sensor: Methods

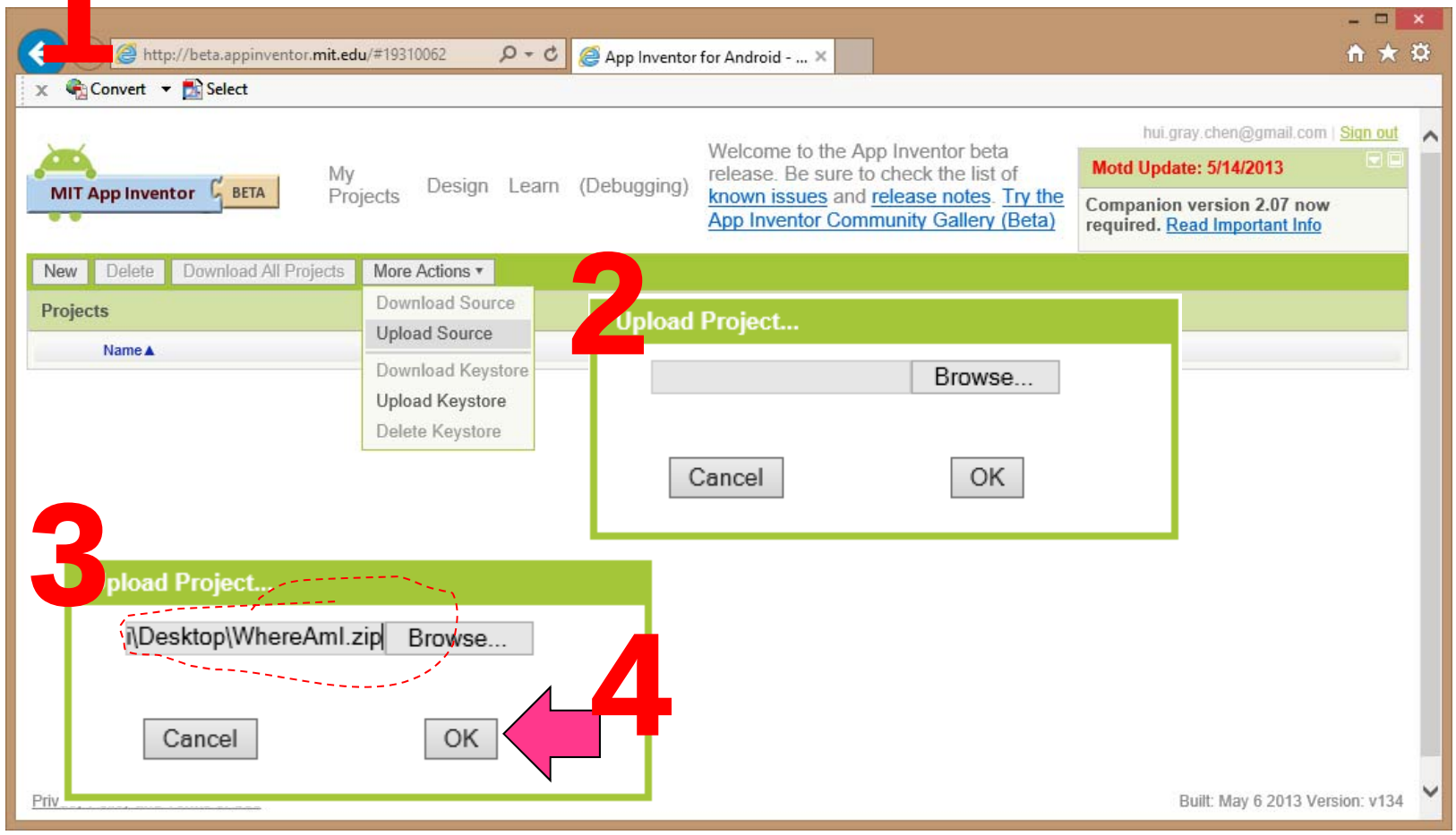
- Methods
  - number LatitudeFromAddress(text locationName)
    - Determines the latitude of the given address.
  - number LongitudeFromAddress(text locationName)
    - Determines the longitude of the given address.
  - Must have data network connectivity to return a meaningful result

Location Sensor

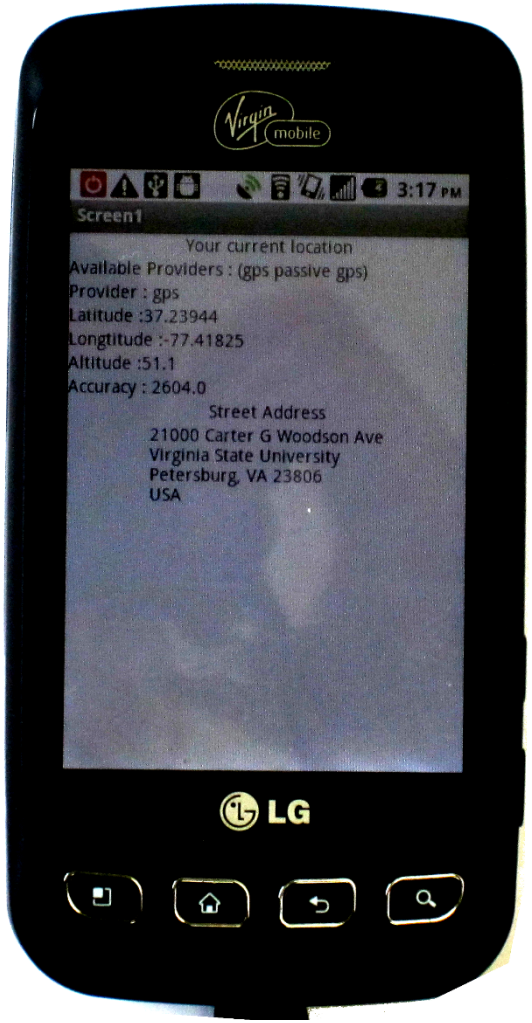
- App: where am I?
  - Display current location and more
- Download the app from
  - http://sysnetgrp.net/academy/cs4hs/cs4hs-resources
- Upload to your account

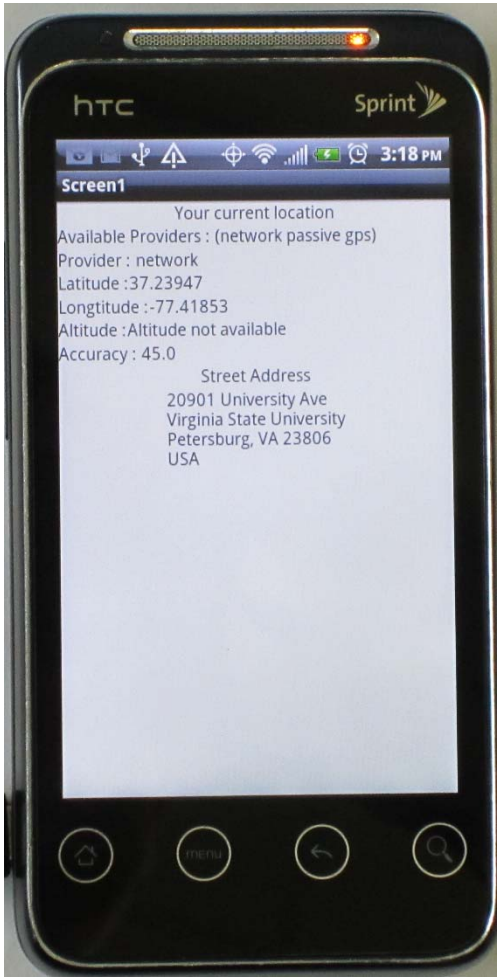


Upload the App Inventor Project

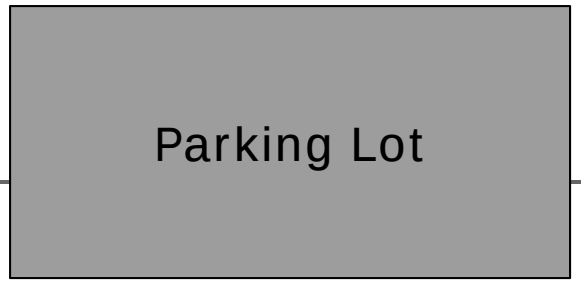


Compare Different Location Providers





Exercise 1

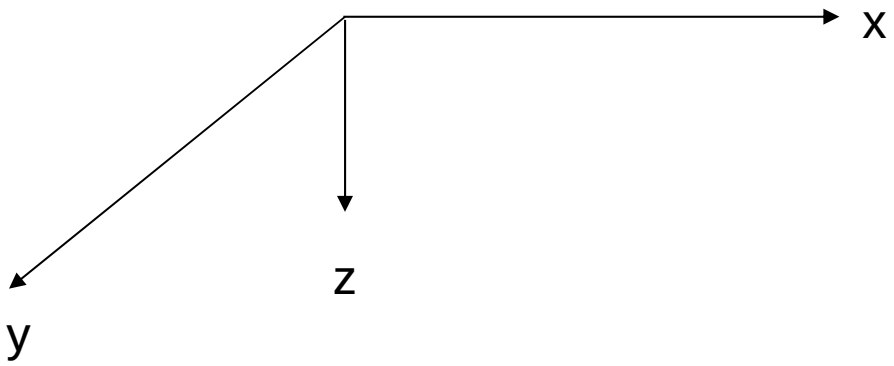


- Am I in the parking lot?
  - Assume the parking lot is of rectangular shape and whose borders are parallel to either latitude lines or longitude lines
  - The location of the north-eastern and south-western corners are given (in latitude and longitude) in four textboxes.
  - Use Location Sensor to determine whether your device is in the parking lot.
    - Yes. Display: I am in the parking lot.
    - No. Display: I am not in the parking lot.

Exercise 1: Sample Solution

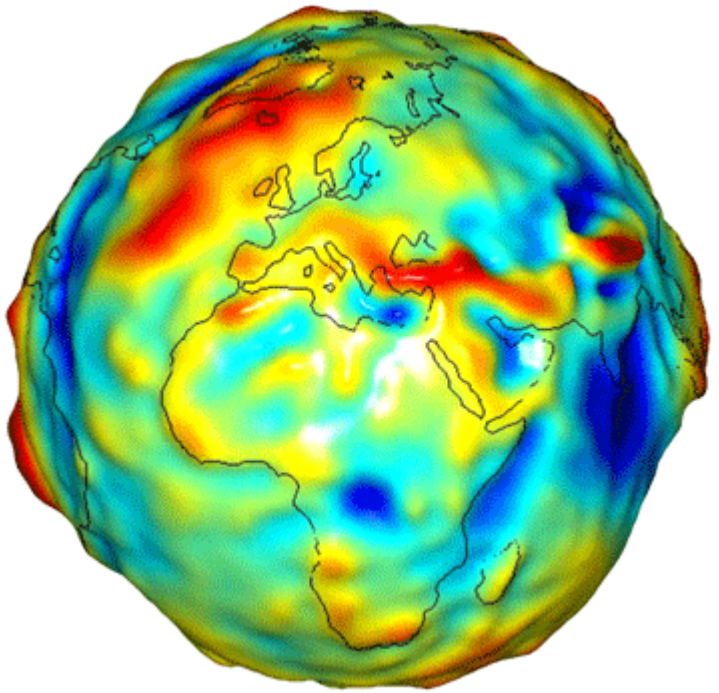
Accelerometer

- Acceleration
  - rate at which the velocity changes over time
  - Acceleration is a vector (has direction) as velocity does
- Measure acceleration of the device on 3-dimensions
- Dimension: m^2/s (meter squared per second)
- The gravity of Earth is acceleration



The Gravity of Earth

- Not homogenous
- ~9.8 m^2/s



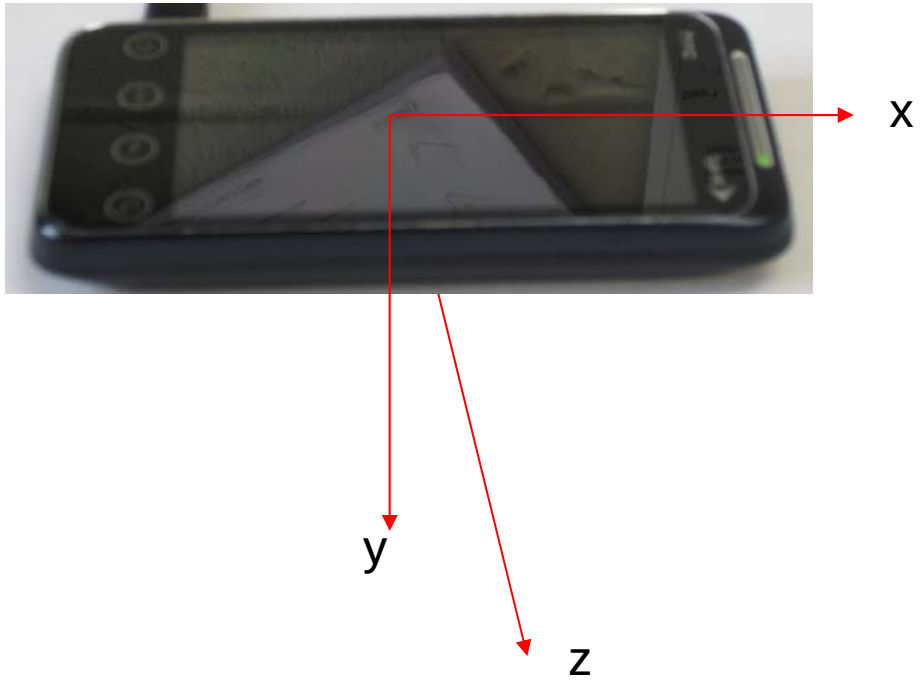
Source: http://cires.colorado.edu/science/divisions/ses/foci/gravityFromSpace.html

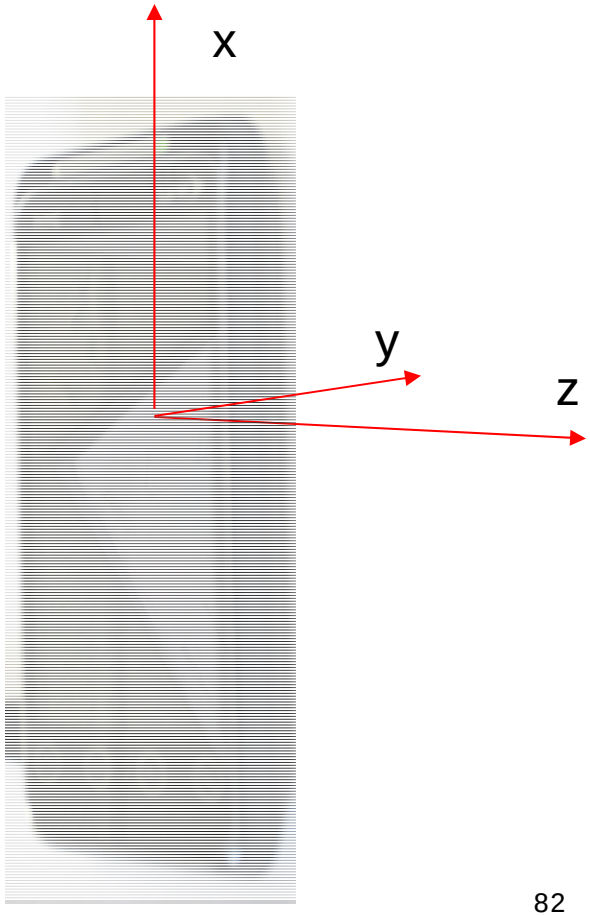
App Inventor Accelerometer Sensor

- Produces
  - XAccel, YAccel, and ZAccel

Which Directions are X, Y, and Z?

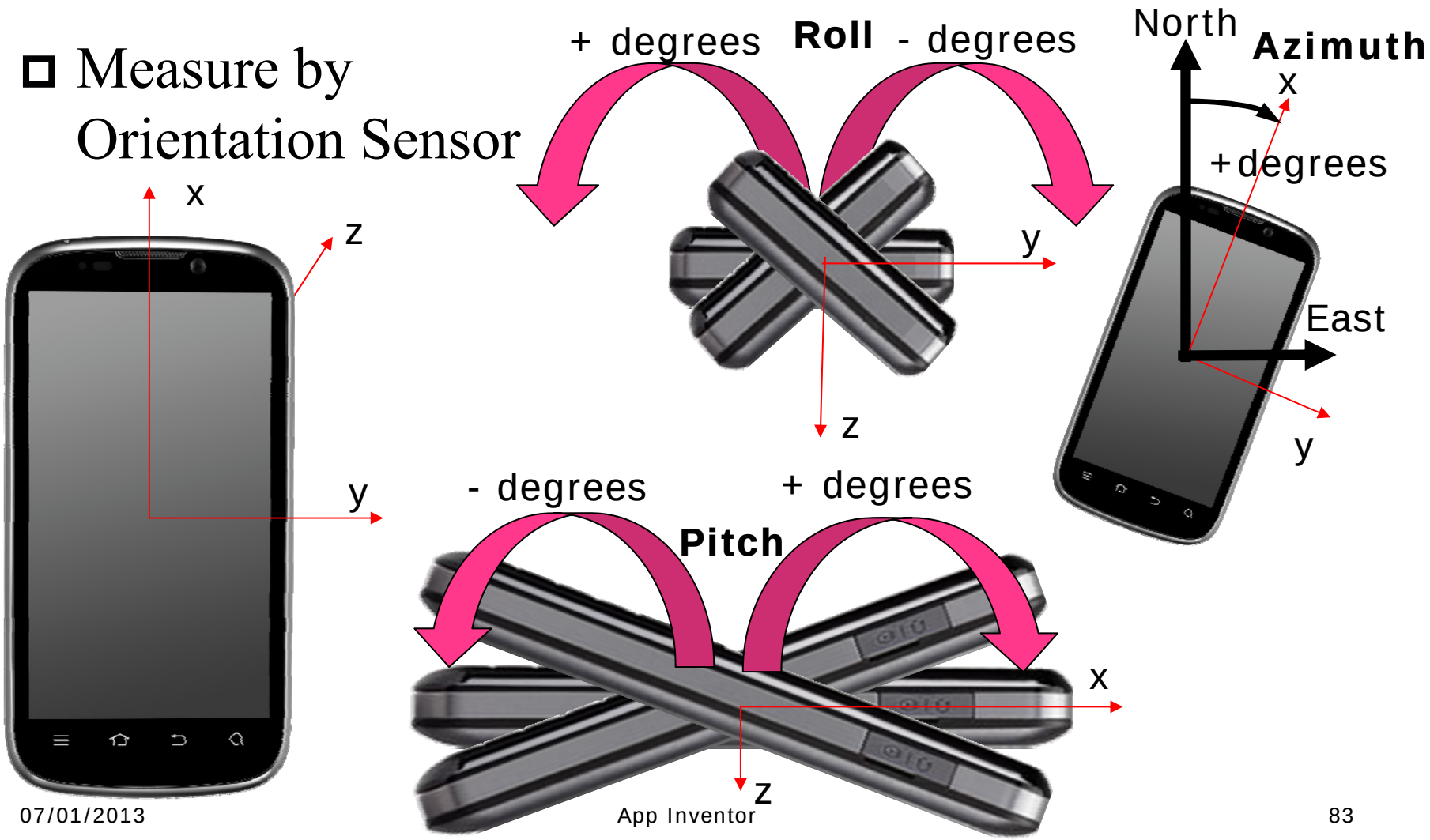
- Configuration depends on vendor design
  - Typically two designs





Your Device can Pitch, Roll, and Rotate

- Measure by Orientation Sensor

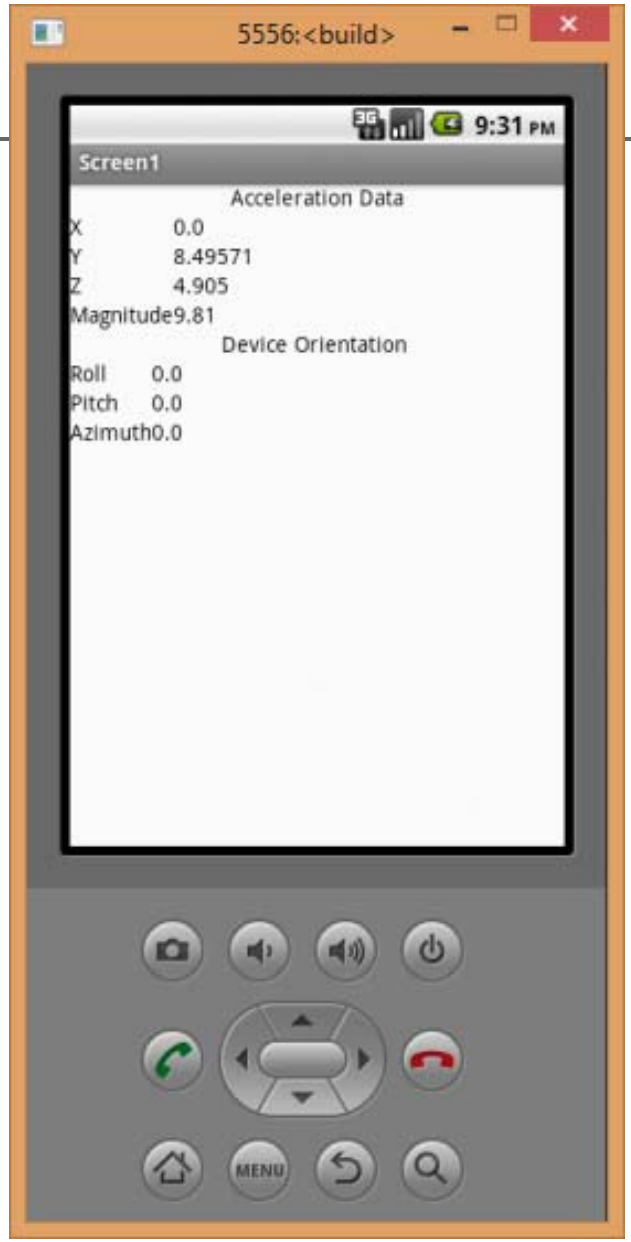


App Inventor Accelerometer Sensor

- Produces
  - XAccel, YAccel, and ZAccel
- Sensor (a physical component) is mounted on the device in a fixed position
- When the device rolls, pitches, and changes its azimuth, the 3 axis of the sensor also changes.
- Even if the device as a whole (treated as a “point”) maintains the same acceleration, the acceleration readings can alter.

Observe the Acceleration Data App

- The Acceleration Data App
  - Download from
  - http://sysnetgrp.net/academy/cs4hs/cs4hs-resources
  - Upload the App



Observe the Acceleration Data App

- Set the device again the top of the desk to reduce any change of any movement
- Alter the device's orientation
- What do you observe?
  - The gravity is always present!

Participatory Sensing using Mobile Devices

- Determine individual or community's habits or behavior
  - Healthy life style
    - How much excise does an individual do?
    - What does the individual's diet constitute of?
  - Senior citizen care
    - Fall detection
  - …..
- Example
  - Human activity classification using accelerometer data
    - Where an individual is still, walking, or running?

Human Activity Classification: Still-Walk-Run

- Can we use a mobile device's accelerometer data to determine if the user is still, walking, or running?
- If we can, we can probably introspect the individual's life style correlating with other data (such as diet).
- The method, if successful, potentially can be applied to solve many other problems.
  - Essentially by contributing to determine what a user is doing
- Let's examine accelerometer data!

Human Activity Classification App

- This app is incomplete
- But is designed to examine accelerometer data
- Download it from
- http://sysnetgrp.net/academy/cs4hs/cs4hs-resources
- Upload the project

Experiment

- Collecting data for 15 seconds using the App
  - Standing still for 5 seconds
  - Walking for 5 seconds, and
  - Running for 5 seconds
- Graph and observe the data
- What's your observation?

Classification Algorithm (1)

- A simple attempt
  - Use standard deviation of the accelerometer data over a moving window of a given length

$$\overline{A_{w(s,e)}} = \frac{\sum_{i=s}^{e} A(i)}{e - s + 1} \qquad s_{w(s,e)} = \sqrt{\frac{\sum_{i=s}^{e} \left(A(i) - \overline{A_{w(s,e)}}\right)^2}{e - s}}$$

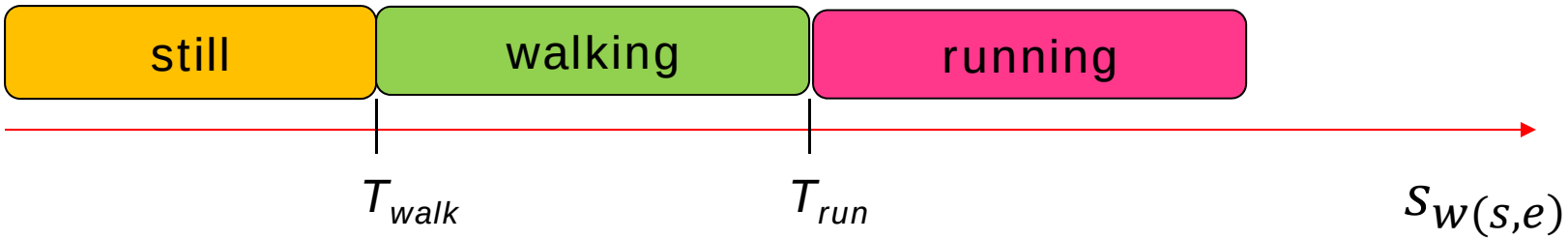
where *A(i)* is the magnitude of the acceleration data, *w(s, e)* is the window with starting time *s* and ending time at *e*, and

$$A(i) = \sqrt{A_x(i)^2 + A_y(i)^2 + A_z(i)^2}$$

where A_x, A_y, and A_z are accelerometer readings in directions x, y, and z respectively.

Classification Algorithm (2)

- Based on your observation
  - Pick two three thresholds, T_{walk} and T_{run}
- Then,
  - If $s_{w(s,e)} < Twa_{lk}$, the user is still;
  - otherwise, if $T_{walk} \leq s_{w(s,e)} < Tru_n$, the user is walking
  - otherwise, the user is running



Exercise 2

- Implement the classification algorithm by revising the uploaded the “Human Activity Classification” project
  - Use the screen “ClassficationUsingSTD”
  - Revise the “ClassificationButton.Click” event handler

Sample Solution

1. Retrieve the maximum tag from the TinyDB using tag "Counter"
2. Let the "Counter" value to the "end" value of a window
3. Choose a "start" value for the window. The "start" value must be less than the "end" value.
4. Compute mean of the magnitudes within the window
5. Compute standard deviation (let it be "std") of the magnitudes within the window
6. If std $\leq T_{walk}$, you are still; else if $T_{walk} \leq$ std $< T_{run}$, you are walking; else you are running

App Inventor: What We Know?

- App Inventor for Android is a good tool
  - Introduce learners to problem solving strategy (such as divide-and-conquer)
  - Introduce learners to programming mobile devices
  - Help learners to develop computing abstractions
    - Components
    - Variables, procedures, control structures
  - Avoid learners' dealing with syntax of programming languages
  - Avoid learners' dealing with complex development environment and platforms

App Inventor: What Needs to Improve?

These arguments may be invalidated as App Inventor continue to evolve

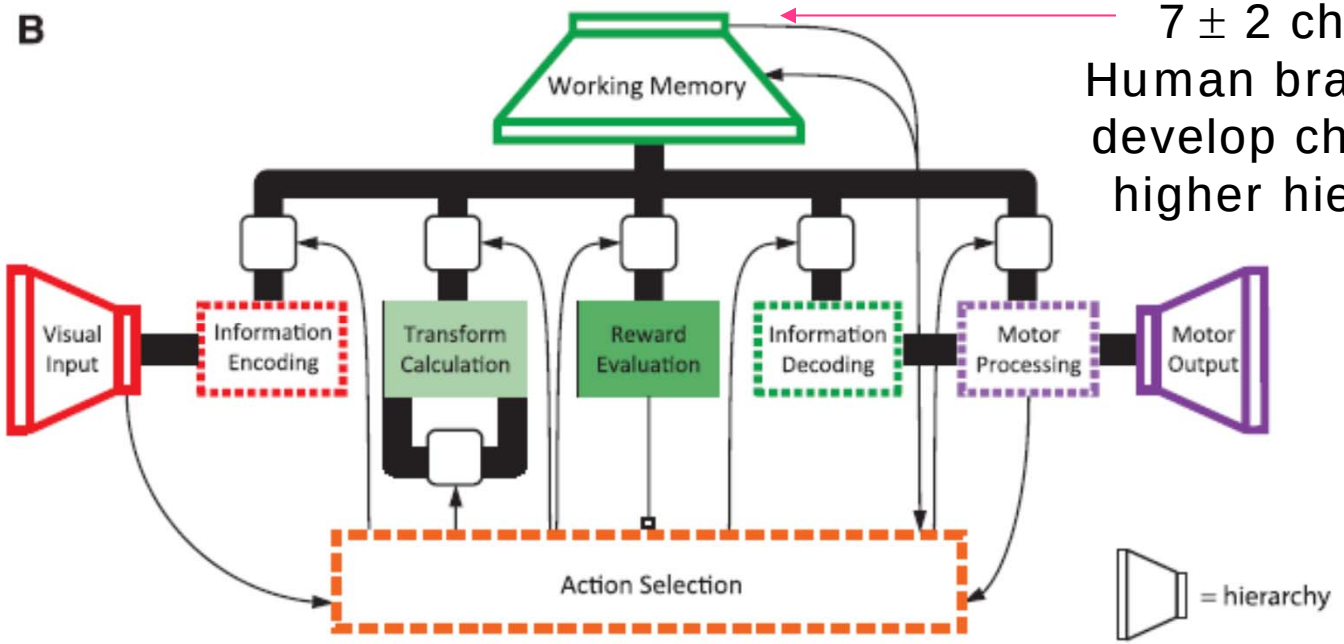
- Variable
  - Only support global variable (with the scope of a screen)
  - Desired: Need application-scope variables and procedure-scope variables
- Procedure
  - Visible within the scope of a screen
  - Inconvenient to return more than one values to caller
  - Desired: Need application-scope procedures and support to return more than one values
- Editing
  - Cannot copy blocks between screens
- Emulations
  - Does not support multiple-screen apps
- Robustness of the tool needs improvement

App Inventor: Fundamental Deficiency

Presenter's personal observation and still need scientific evidence

- App Inventor is not suitable for small project and difficult for projects of moderate size.
- Hypothesis
  - Visual programming is effective in shortening learning curve to develop small projects;
  - However, visual programming is fundamentally limited in help learners develop large projects
- Fundamentally constrained by how human brain works.

Computational Model of Human Brain

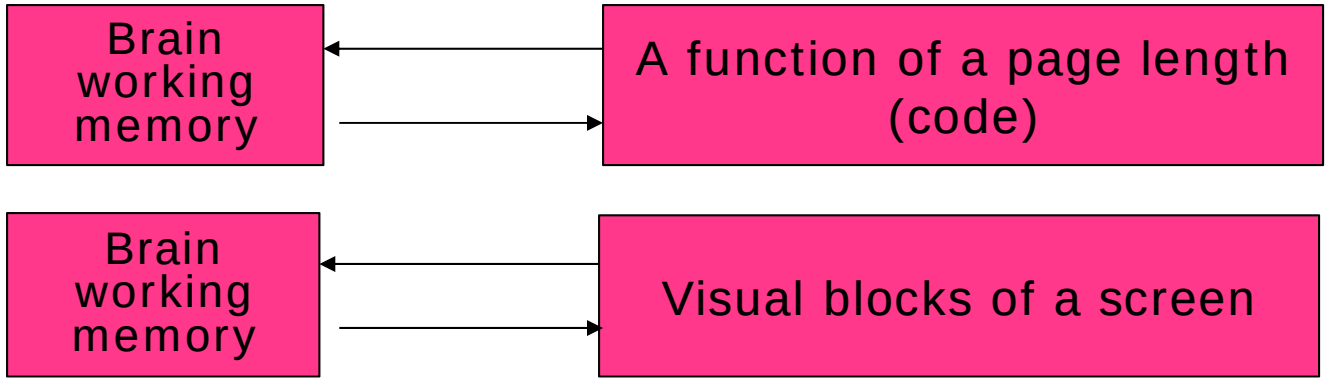


7 ± 2 chunks
Human brain must develop chunks of higher hierarchy

Eliasmith, C., Stewart, T., Choo, X., Bekolay, T., DeWolf, T., Tang, Y., & Rasmussen, D. (2012). A Large-Scale Model of the Functioning Brain Science, 338 (6111), 1202–1205 DOI: 10.1126/science.1225266

Memory and Abstraction

- Visual blocks competes limited screen size that serve as an external working memory
- Observation: a good coding practice is
  - To write a function within a length of a page



Visible, quick retrieval from brain

However, visual blocks has less information (low information density), require more screen space, thus hinder information retrieval and storage, eventually information encoding & decoding

Is There Any Alternative?

- A trade-off between “traditional coding” and “visual programming”
  - Shortened learning curve for beginners
  - Allow develop abstractions quickly using large projects
- Sofia and Java Programming with Android
  - Drs. Kostadin Damevski and David Walter will take the lead.

Conclusion

- Introduction to App Inventor for Android
  - Opportunities in learning and teaching
- Sensor-driven applications
  - Understand location, orientation, and accelerometer sensors
  - Use the sensor to develop simple applications