

好空氣 挑戰賽

CLEAN AIR
CHALLENGE

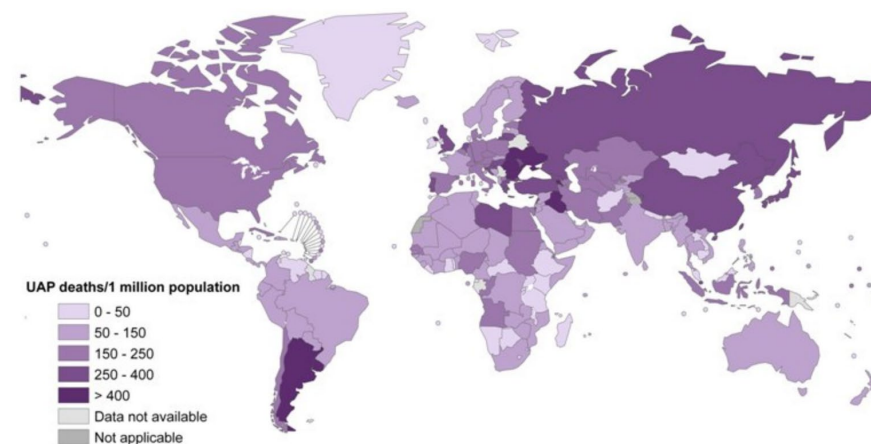
空氣質素傳感器DIY工作坊

講師：香港科技大學環境研究所 鄧昊晴先生 Mr Sunny Deng

空氣污染

- 危害人體健康及周邊環境物質所對大氣層造成的污染
- 氣體、固體或液體懸浮物都可能成爲對人體有害的污染物
- 對污染物進行準確有效的測量對大氣污染防控預測尤爲重要。

Deaths attributable to urban air pollution, 2004

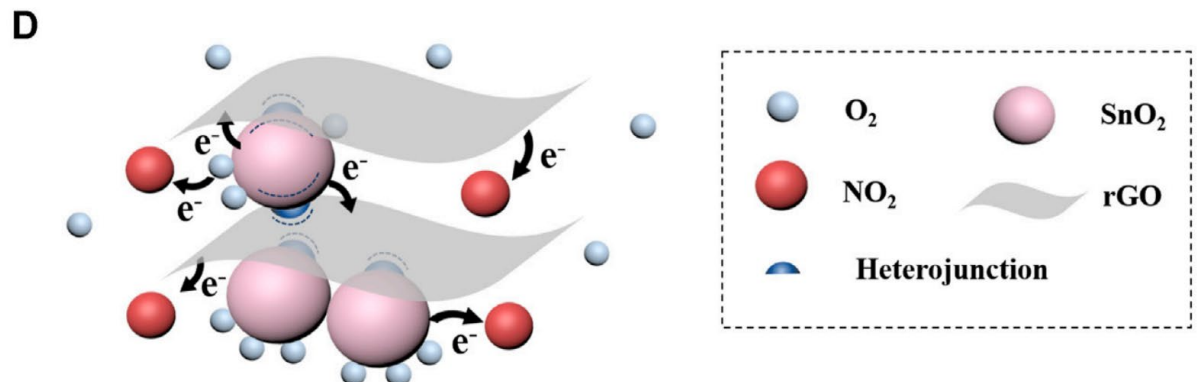
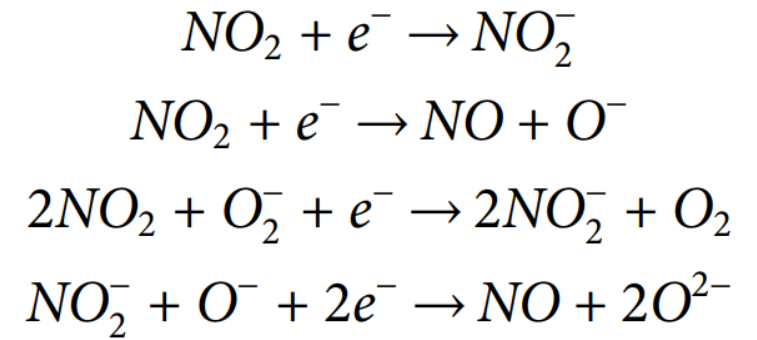
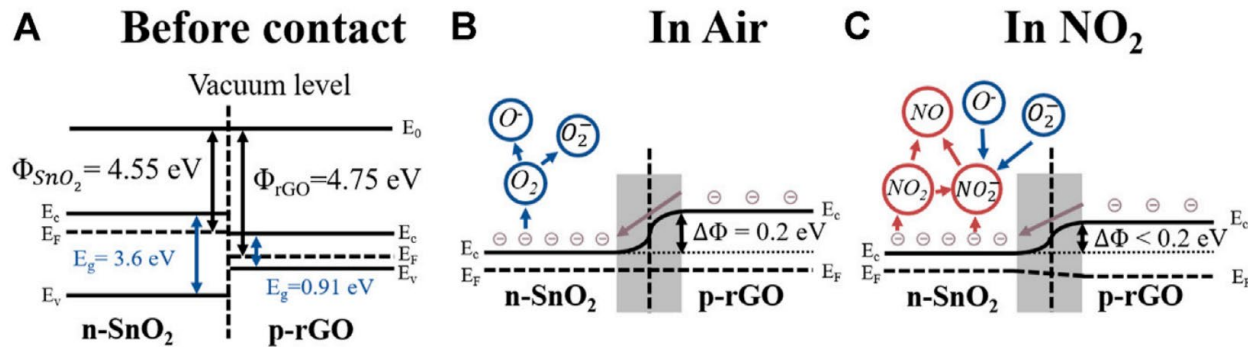


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常見的污染物傳感器

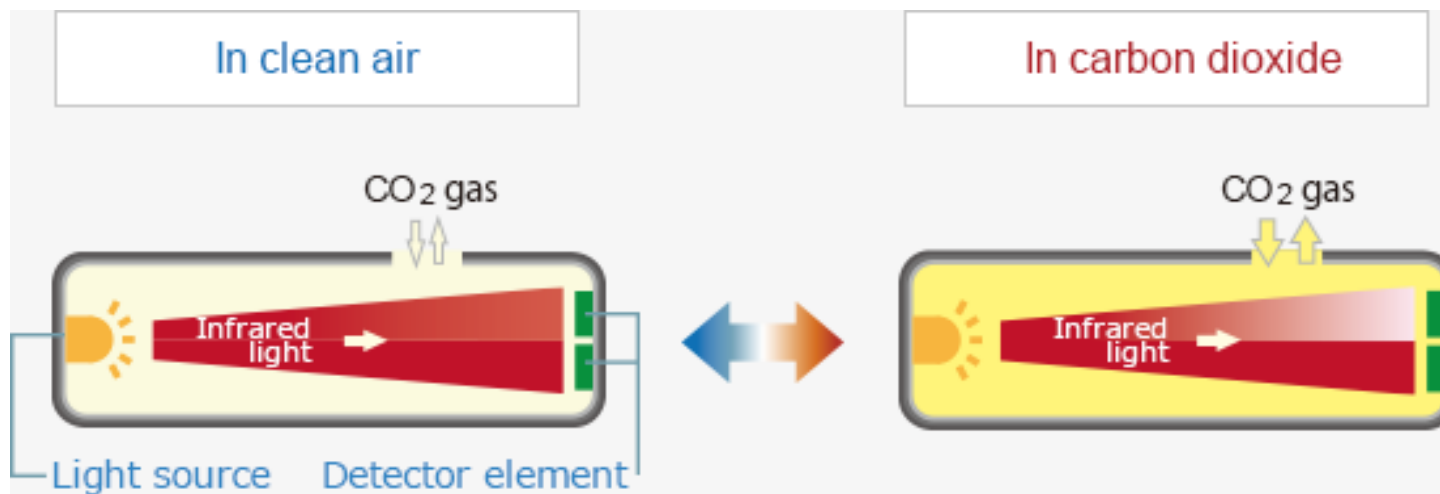
- 化學傳感器

- 利用半導體特性製作表面活性材料，實現對特定污染物的高選擇性檢測
- 通常用於NO₂，O₃等化學污染物的檢測



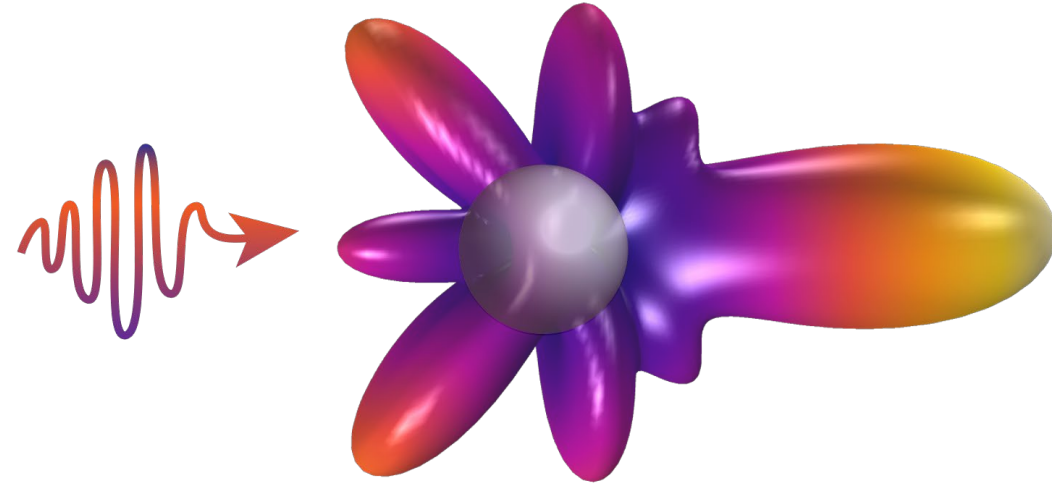
常見的污染 物傳感器

- 光學傳感器
 - 利用污染物對光的吸收、反射衍射等光學特性實現對污染物濃度的定量檢測。如：
 - CO₂ 傳感器：由於中波段紅外線光子能級與CO₂氣體分子振動數相同，分子與紅外線共振導致能量被氣體吸收，利用這一特性可以製作CO₂傳感器

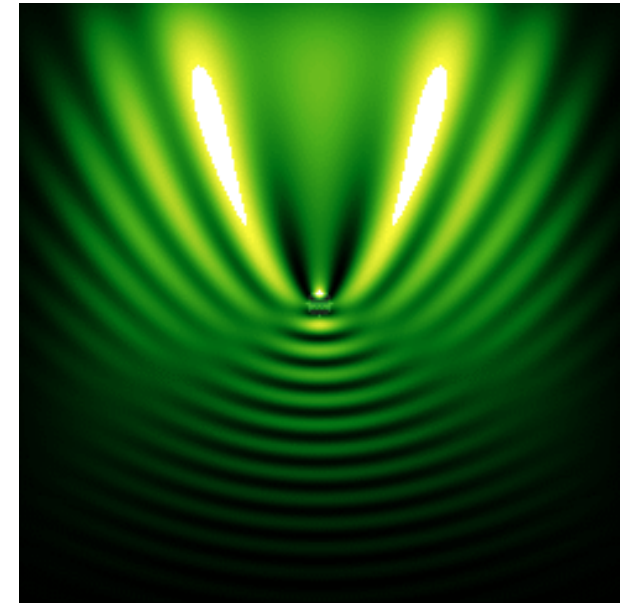


Mie Scattering(米氏散射)

- 當微粒半徑的大小接近於或者大於入射光線的波長的時候，大部分的人射光線會沿着前進的方向進行散射。



Mie scattering by 3eφp @ Wikipedia



Effect of a dielectric sphere (technically a disk, as the simulation is in 2D) on an incident plane wave as a function of the radius. The patterns you see flashing in are the Mie resonances. The incident plane wave is coming from the bottom. (By Jacopo Bertolotti)

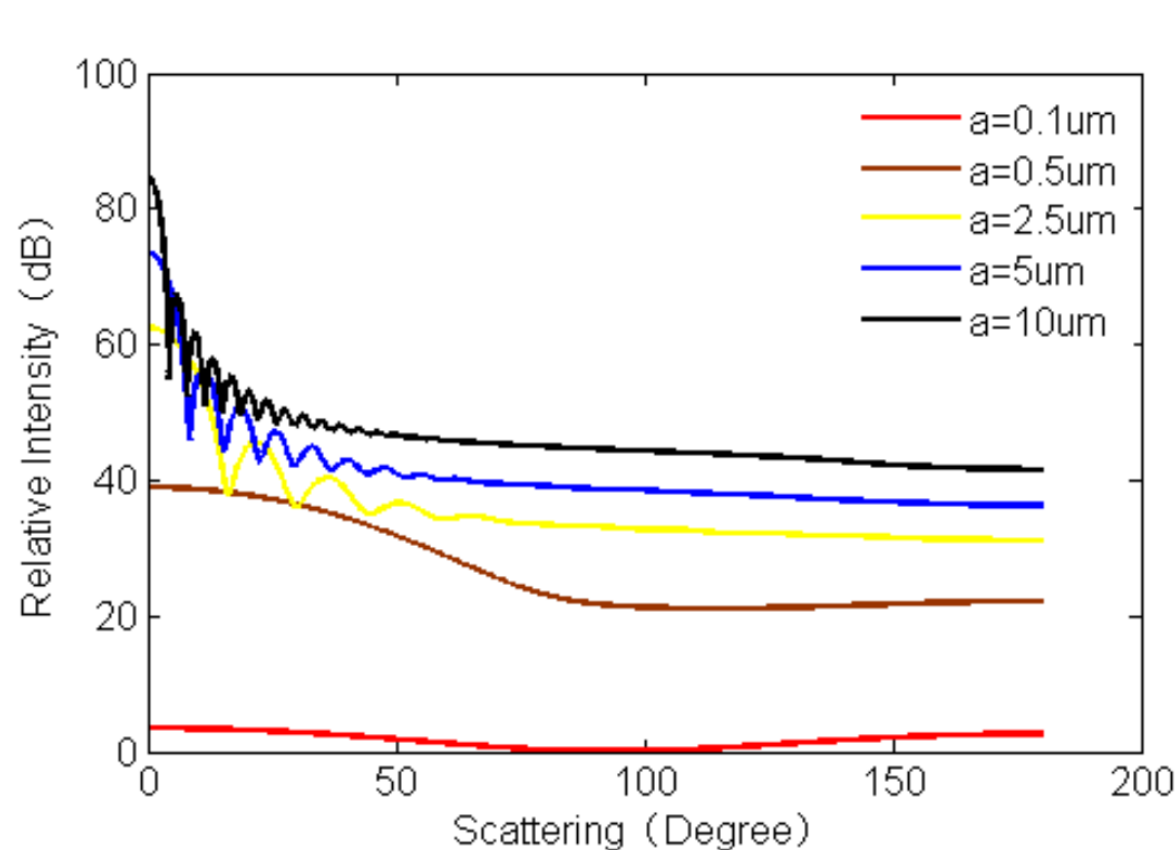
Mie Scattering(米氏 散射)

- 當微粒半徑的大小接近於或者大於入射光線的波長 λ 的時候，大部分的人射光線會沿着前進的方向進行散射。
- 若作用于直徑較大之顆粒物(污染物的顆粒物質，如煙霧等)則會形成丁達爾效應 (Tyndall effect)

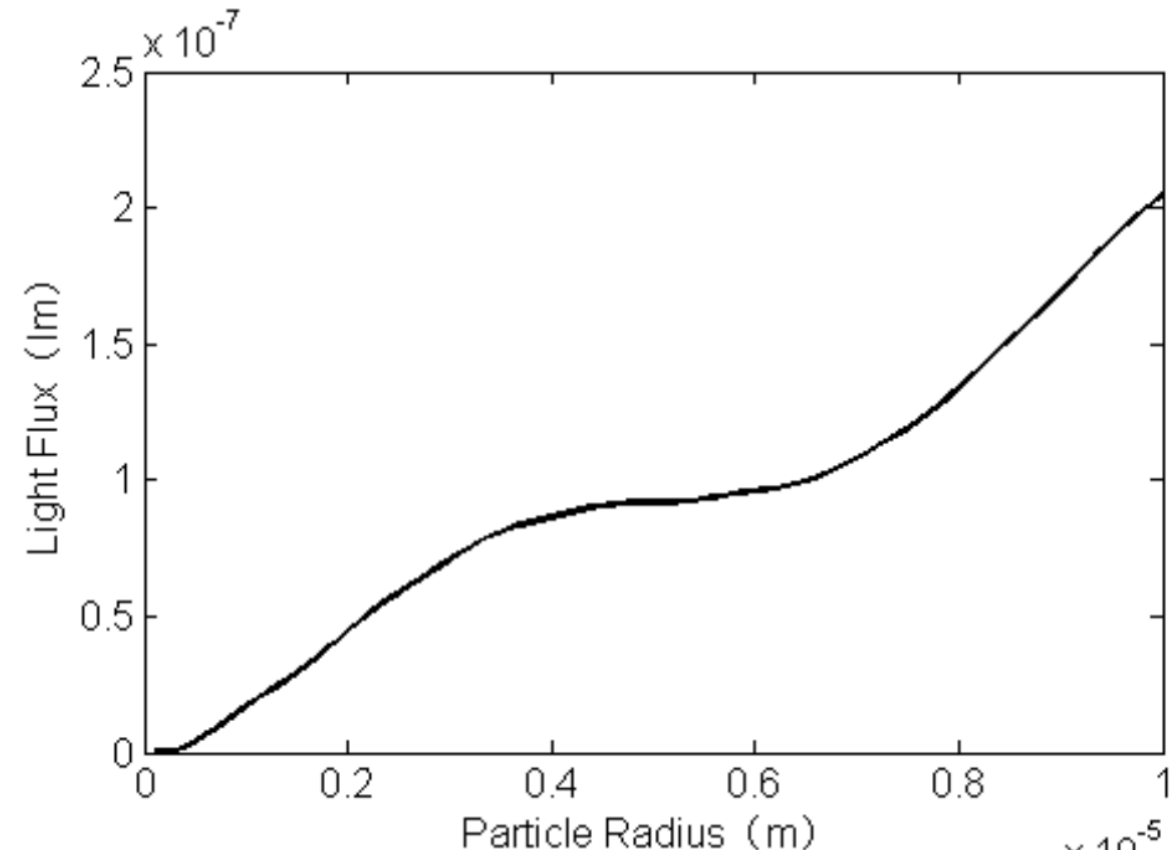


Application of Mie Scattering on PM Sensor

- 米氏散射對於不同直徑粒子其散射光强分佈上有所不同。



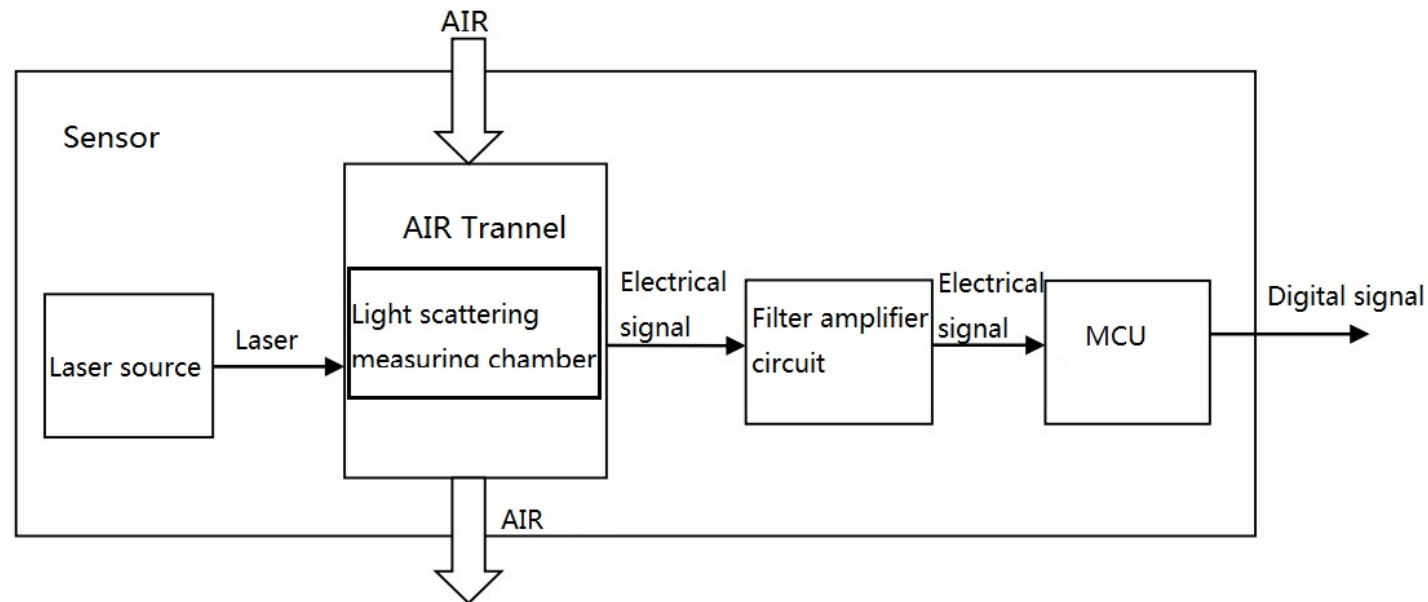
光束通過粒子后不同角度之光强分佈




光通量 ($5^\circ \sim 30^\circ$) 與顆粒物直徑的關係

Application of Mie Scattering on PM Sensor

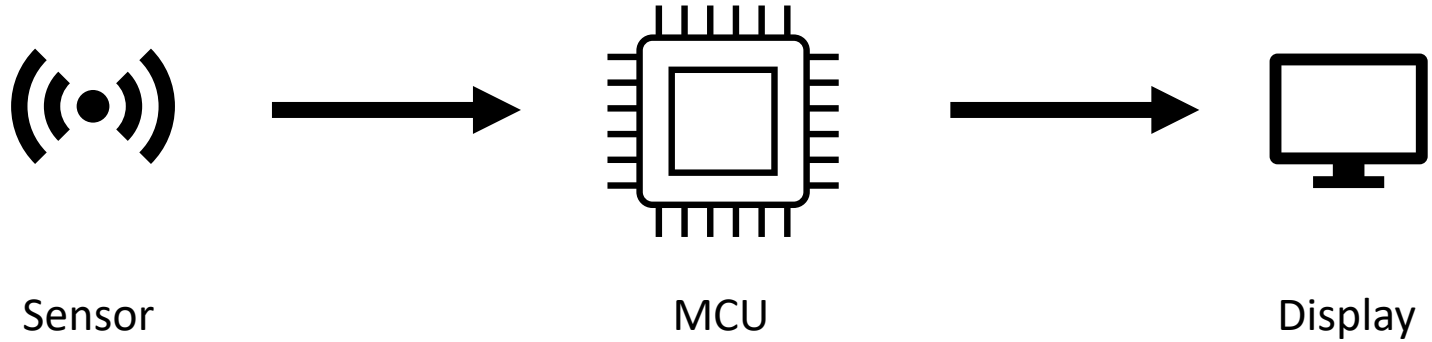
- 米氏散射對於不同直徑粒子其散射光強分佈上有所不同。
- 基於此原理可以檢測當前顆粒物的直徑
- 通過在一定時間區間內顆粒物直徑的判斷結果進行統計，可以計算得到顆粒物的數量，進而得到顆粒物濃度數據。





Create a particulate
monitor by yourselves

Workflow

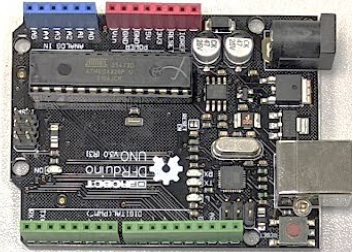


Materials that we are going to use

PM
Sensor &
Adapter



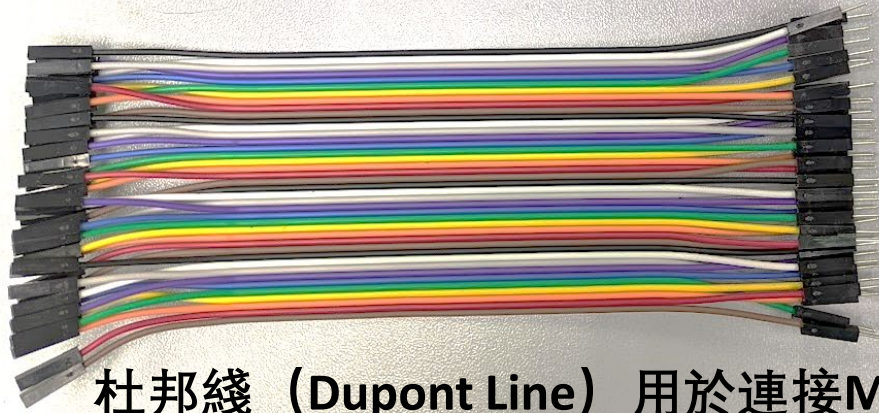
MCU



LCD1602 Display



USB Cable
(用於供電及
燒錄固件)



杜邦綫 (Dupont Line) 用於連接MCU與傳感器和顯示器



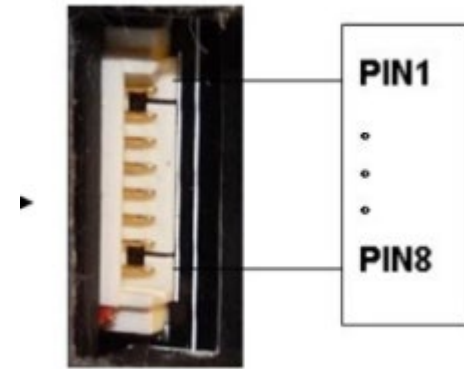
Sensor to be used

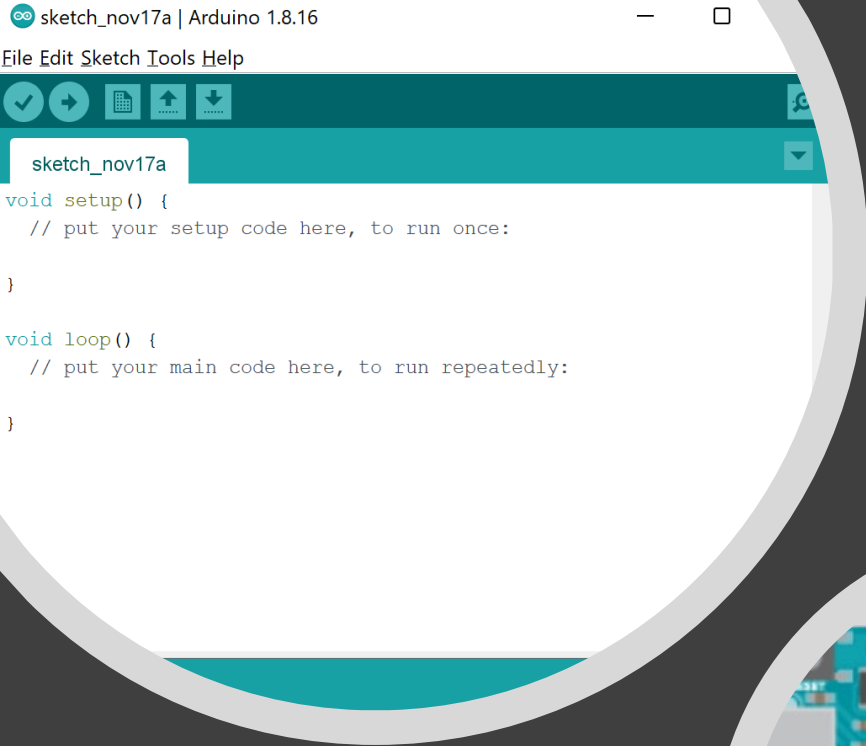
- 利用之前介紹的原理實現顆粒物濃度監測
- 能夠檢測0.3~1.0, 1.0~2.5, 2.5~10 μ m直徑的顆粒物
- 通過串口輸出測量結果



Sensor to be used

Sensor Pin	Usage	Function Description
Pin 1	VCC	Positive Power
Pin 2	GND	Negative Power
Pin 3	SET	Mode setting (More hereof later)
Pin 4	RXD	receive serial port pin (3.3V level)
Pin 5	TXD	Transferring serial port pin (3.3V level)
Pin 6	RESET	Reset
Pin 7/ 8	NC	NULL





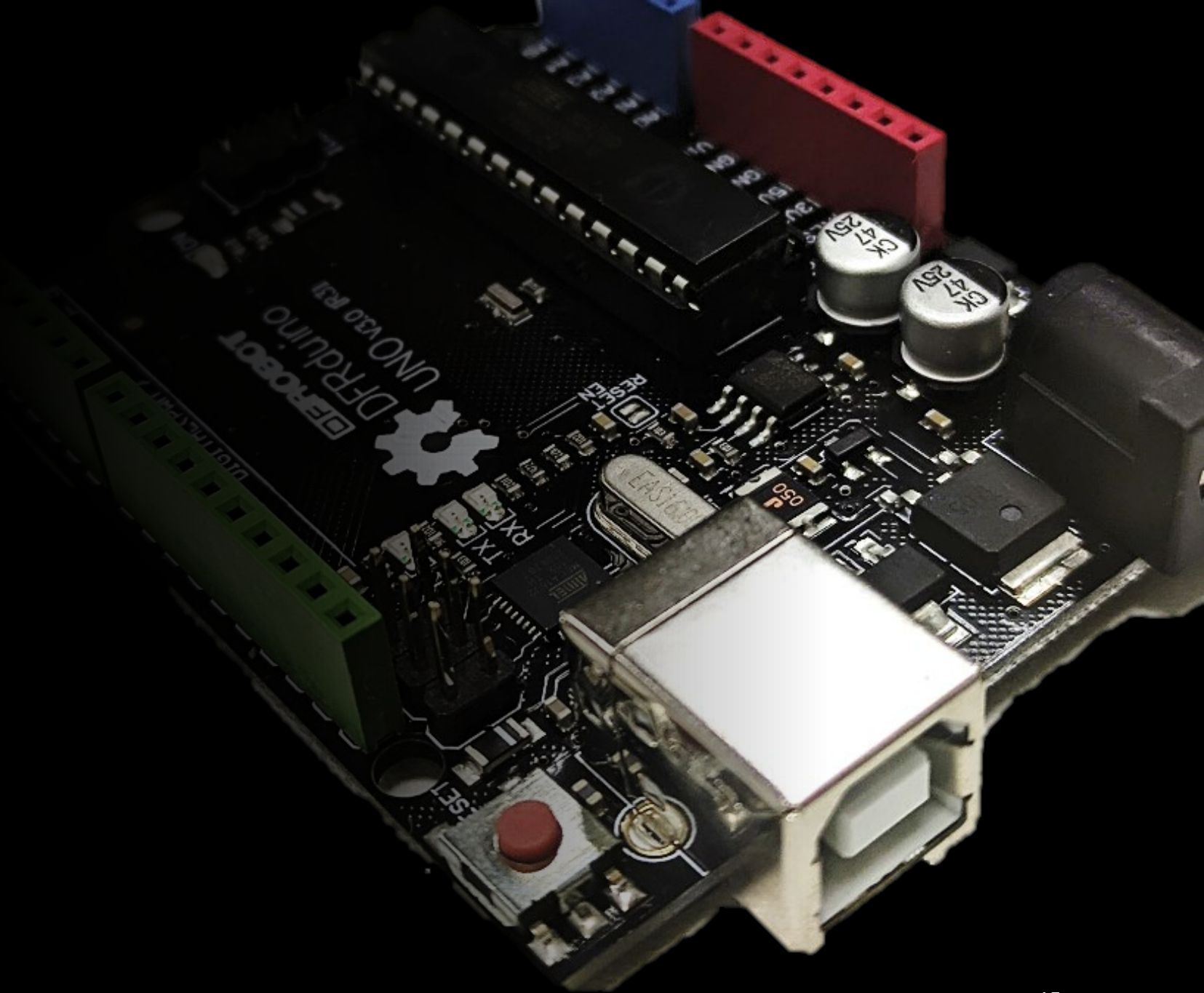
Introduction to Arduino

- 一個開源嵌入式平臺
- 大部分使用Atmel AVR系列晶片，亦有部分使用ARM Cortex-M及其他架構
- 電路設計，電路板設計以及其他應用程式都可以免費獲取，且提供Arduino IDE供初學者使用。



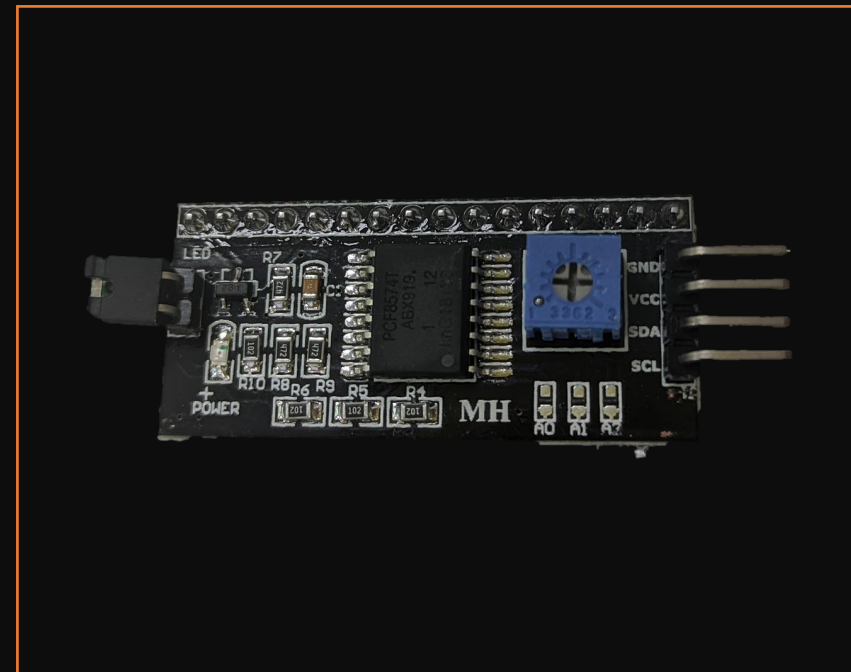
Arduino UNO

- Arduino入門級開發板
- 使用ATmega328P處理器
- 有14個數字IO口
- 6個模擬IO口



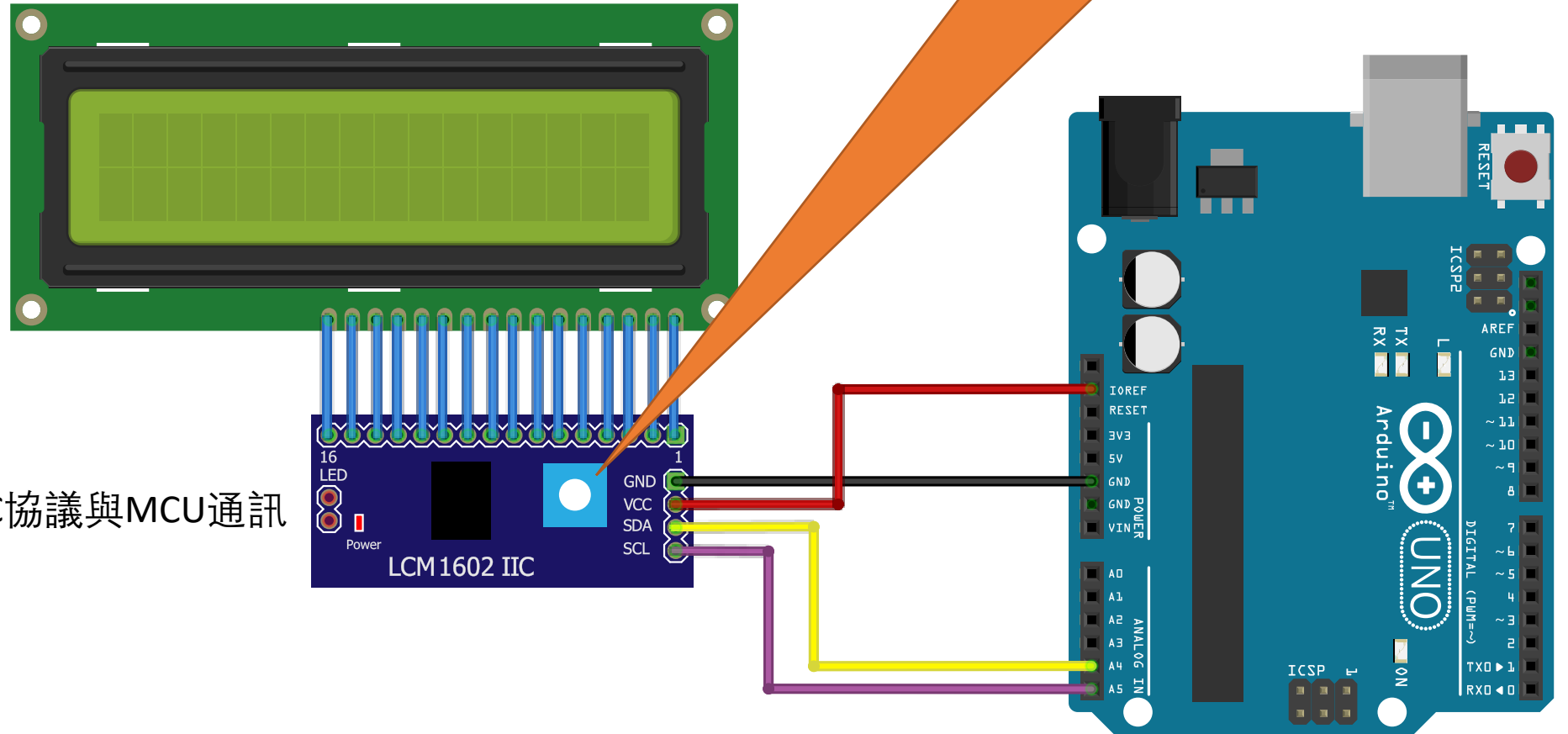
Display Module

- 我們將用1602液晶屏顯示測量的濃度數據
- LCD1602一般指2行16列之LCD模塊
- 能夠顯示英文字母、阿拉伯數字、日文片假名和一般性符號

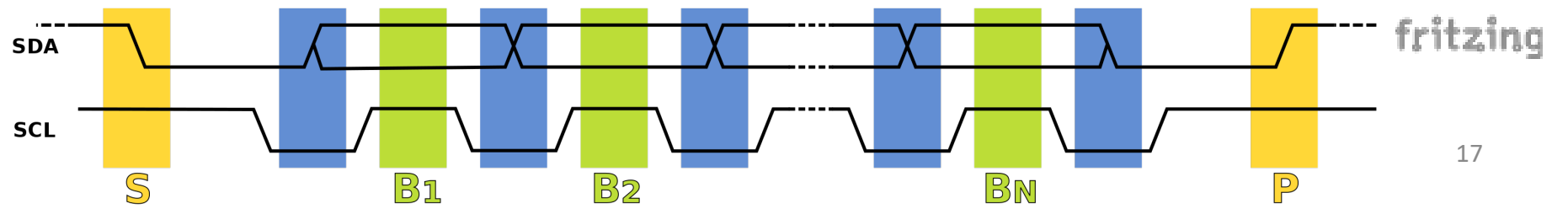


連接LCD1602熒幕

此處可以調節熒幕對比度

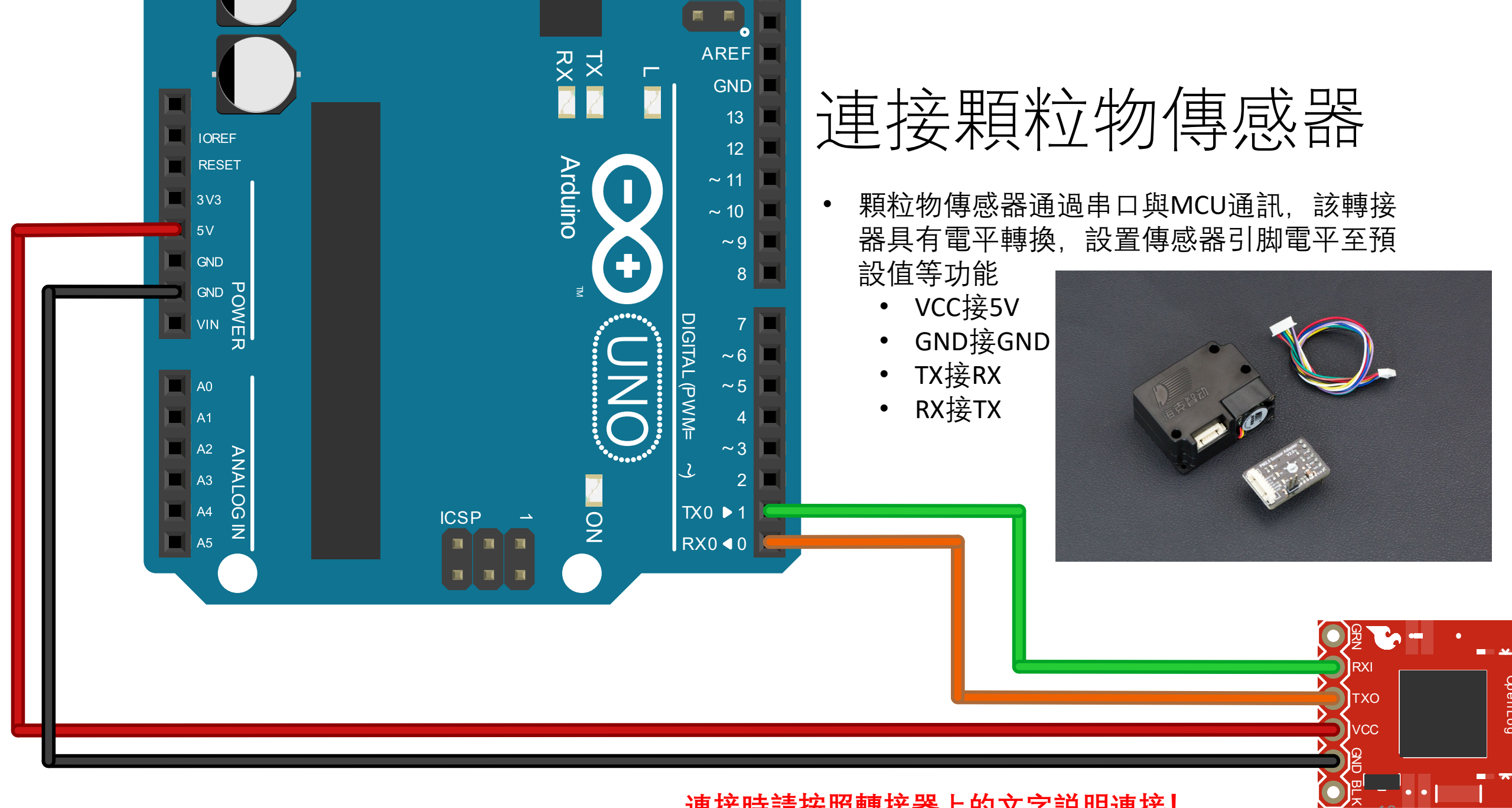


LCD1602通過轉接器利用I2C協議與MCU通訊



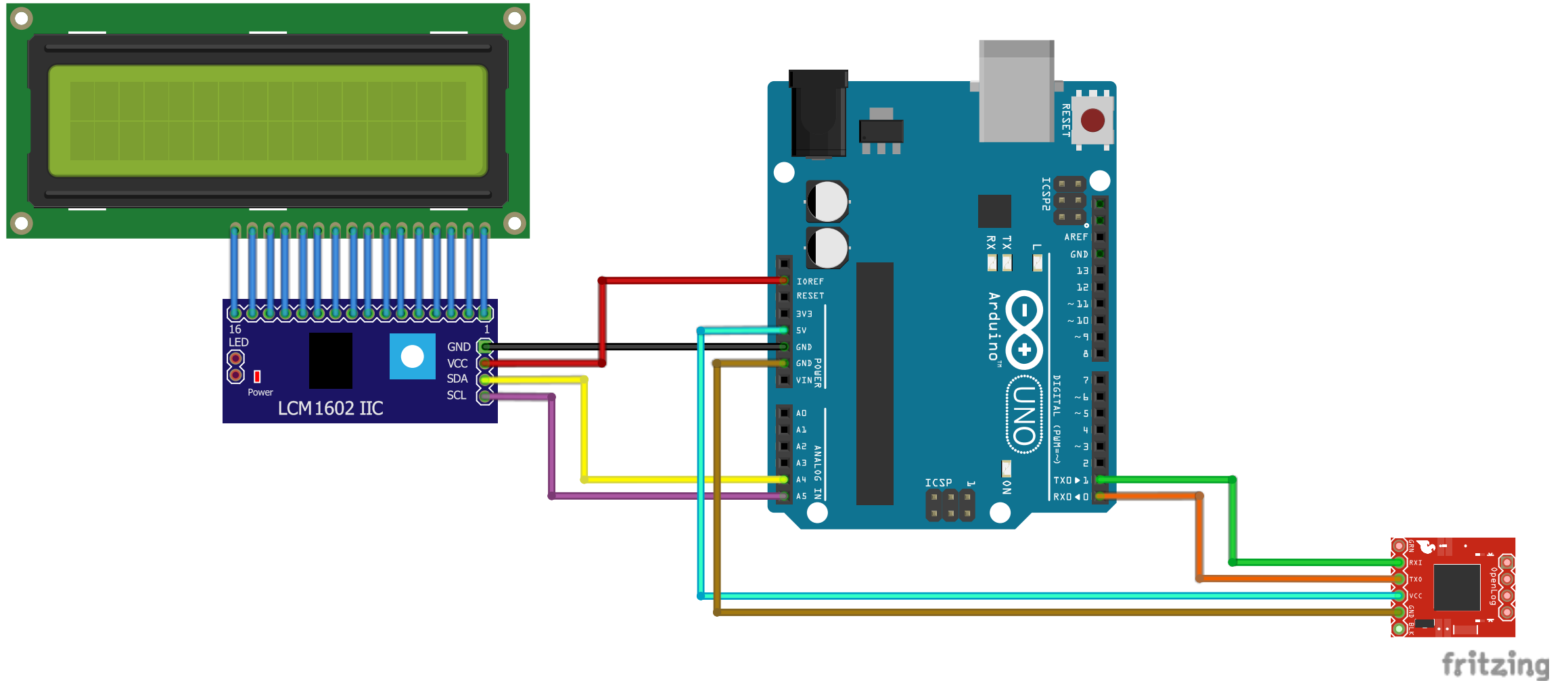
連接顆粒物傳感器

- 顆粒物傳感器通過串口與MCU通訊，該轉接器具有電平轉換，設置傳感器引腳電平至預設值等功能
 - VCC接5V
 - GND接GND
 - TX接RX
 - RX接TX



連接時請按照轉接器上的文字說明連接!

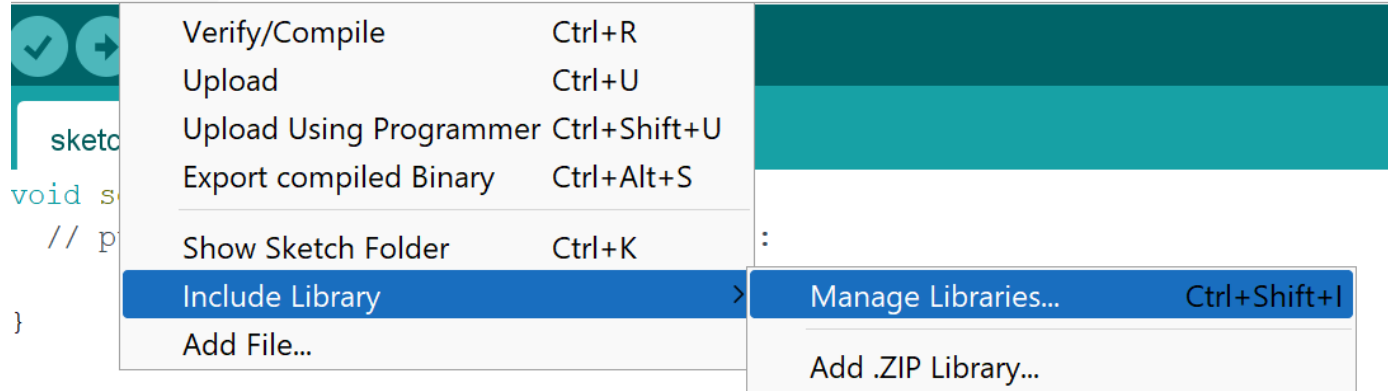
Final view



Install library for LCD1602

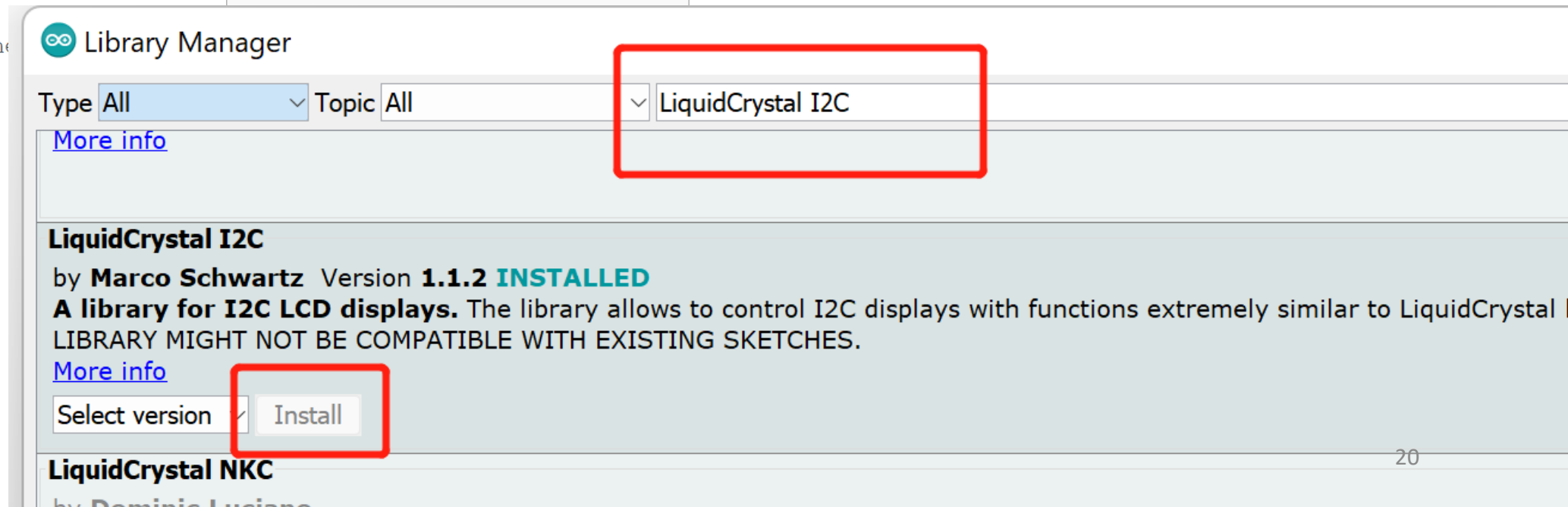
sketch_nov17a | Arduino 1.8.16

File Edit Sketch Tools Help



The screenshot shows the 'Sketch' menu in the Arduino IDE. The 'Include Library' option is selected, which has opened a sub-menu. In this sub-menu, the 'Manage Libraries...' option is highlighted. Other options in the main menu include 'Verify/Compile' (Ctrl+R), 'Upload' (Ctrl+U), 'Upload Using Programmer' (Ctrl+Shift+U), 'Export compiled Binary' (Ctrl+Alt+S), and 'Show Sketch Folder' (Ctrl+K). Other options in the sub-menu include 'Add File...' and 'Add .ZIP Library...'.

```
void setup() {  
  // put your main code here  
}  
  
void loop() {  
  // put your main code here  
}
```

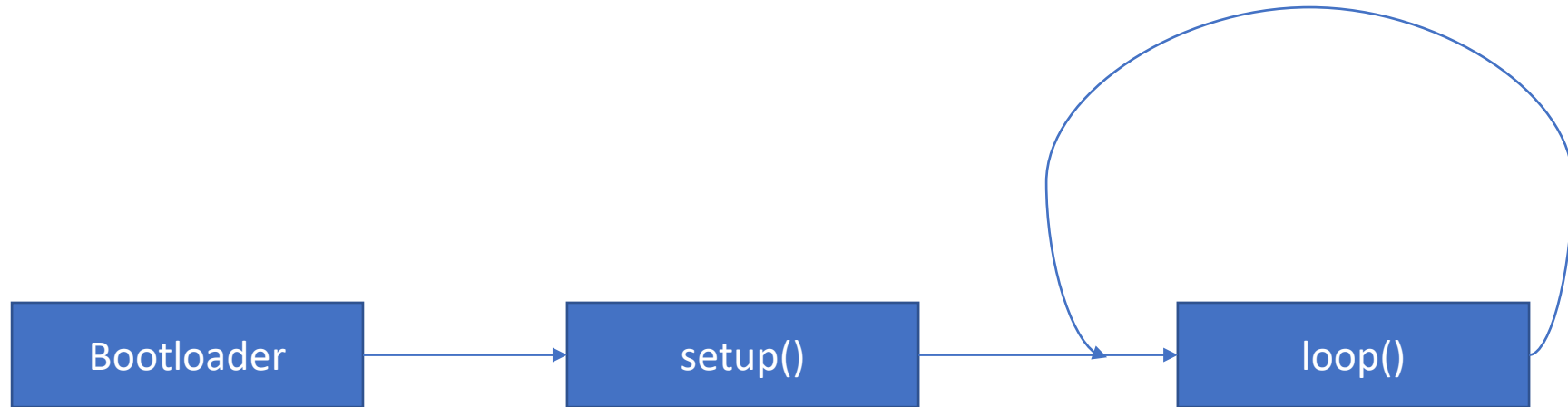


The screenshot shows the 'Library Manager' window in the Arduino IDE. The 'Type' is set to 'All' and the 'Topic' is set to 'LiquidCrystal I2C'. The 'LiquidCrystal I2C' library is selected, and the 'Install' button is highlighted. The library details show it is by Marco Schwartz, version 1.1.2, and is already installed. A warning message states: 'A library for I2C LCD displays. The library allows to control I2C displays with functions extremely similar to LiquidCrystal LIBRARY MIGHT NOT BE COMPATIBLE WITH EXISTING SKETCHES.' The 'More info' link is also visible.

目標

- MCU讀取顆粒物傳感器的顆粒物濃度數據，並顯示在液晶屏上
- 考慮到顆粒物傳感器能夠檢測PM1.0，PM2.5以及PM10的濃度，而LCD1602無法同時顯示這麼多資訊，因此考慮第二行每隔5秒輪流顯示PM1.0與PM10的數據。
- 每1秒刷新一次數據。

Coding



Coding

```
#include <LiquidCrystal_I2C.h>
```

```
// Initialize resource for LCD Display
```

```
LiquidCrystal_I2C lcd(0x27, 16, 2); // address: 0x27, cols:16, rows:2
```

```
unsigned long lastSwitchDataTime = 0;
```

```
unsigned long lastUpdateTime = 0;
```

```
bool showPM10 = false;
```

```
// Initialize resource for PM Sensor
```

```
#define DATA_LENGTH 31
```

```
#define PM1D0_POS 1
```

```
#define PM2D5_POS 2
```

```
#define PM10_POS 3
```

```
#define CHECKSUM_POS 14
```

```
int pm1d0Value = 0;
```

```
int pm2d5Value = 0;
```

```
int pm10Value = 0;
```

```
char pm2d5Str[16] = {0};
```

```
char pm10Str[16] = {0};
```

```
char pm1d0Str[16] = {0};
```

```
unsigned char pmBuffer[DATA_LENGTH];
```

Coding

```
#include <LiquidCrystal_I2C.h>

// Initialize resource for LCD Display
LiquidCrystal_I2C lcd(0x27, 16, 2); // address: 0x27, cols:16, rows:2
unsigned long lastSwitchDataTime = 0;
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// Initialize resource for PM Sensor
#define DATA_LENGTH 31
#define PM1D0_POS 1
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#define PM10_POS 3
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int pm1d0Value = 0;
int pm2d5Value = 0;
int pm10Value = 0;
char pm2d5Str[16] = {0};
char pm10Str[16] = {0};
char pm1d0Str[16] = {0};
unsigned char pmBuffer[DATA_LENGTH];
```

- 指定I2C通訊目標芯片的地址為0x27，同時初始化這個對象，指定顯示器參數為可以顯示2行，每行16個字符

Coding

```
#include <LiquidCrystal_I2C.h>

// Initialize resource for LCD Display
LiquidCrystal I2C lcd(0x27, 16, 2); // address: 0x27, cols:16, rows:2
unsigned long lastSwitchDataTime = 0;
unsigned long lastUpdateTime = 0;
bool showPM10 = false;

// Initialize resource for PM Sensor
#define DATA_LENGTH 31
#define PM1D0_POS 1
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int pm10Value = 0;
char pm2d5Str[16] = {0};
char pm10Str[16] = {0};
char pm1d0Str[16] = {0};
unsigned char pmBuffer[DATA_LENGTH];
```

- 用於記錄上次切換PM1.0/PM10數據顯示的時間
- 用於記錄上次刷新的時間
- 之後可以每次獲取當前時間，從而判斷是否應該刷新或切換顯示，若是的話則將showPM10設置為true

Coding

```
#include <LiquidCrystal_I2C.h>
```

```
// Initialize resource for LCD Display
LiquidCrystal_I2C lcd(0x27, 16, 2);
unsigned long lastSwitchDataTime = 0;
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bool showPM10 = false;
```

共32個字節，減去一個已讀字節所以為31

```
// Initialize resource for PM Sensor
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int pm1d0Value = 0;
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char pm2d5Str[16] = {0};
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```

```
char pm1d0Str[16] = {0};
```

```
unsigned char pmBuffer[DATA_LENGTH];
```

Start Character 1	0x42(fixed bit)
Start Character 2	0x4d(fixed bit)
Frame Length 16-byte	Frame Length = 2*9+2 (data+check bit)
Data 1, 16-byte	concentration of PM1.0, ug/m3
Data 2, 16-byte	concentration of PM2.5, ug/m3
Data 3, 16-byte	concentration of PM10.0, ug/m3
Data 4, 16-byte	Internal test data
Data 5, 16-byte	Internal test data
Data 6, 16-byte	Internal test data
Data 7, 16-byte	the number of particulate of diameter above 0.3um in 0.1 liters of air
Data 8, 16-byte	the number of particulate of diameter above 0.5um in 0.1 liters of air
Data 9, 16-byte	the number of particulate of diameter above 1.0um in 0.1 liters of air
Data 10, 16-byte	the number of particulate of diameter above 2.5um in 0.1 liters of air
Data 11, 16-byte	the number of particulate of diameter above 5.0um in 0.1 liters of air
Data 12, 16-byte	the number of particulate of diameter above 10.0um in 0.1 liters of air
Data 13, 16-byte	Internal test data
Check Bit for Data Sum, 16-byte	Check Bit = Start Character 1 + Start Character 2 + ...all data

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Data 9, 16-byte	the number of particulate of diameter above 1.0um in 0.1 liters of air
Data 10, 16-byte	the number of particulate of diameter above 2.5um in 0.1 liters of air
Data 11, 16-byte	the number of particulate of diameter above 5.0um in 0.1 liters of air
Data 12, 16-byte	the number of particulate of diameter above 10.0um in 0.1 liters of air
Data 13, 16-byte	Internal test data
Check Bit for Data Sum, 16-byte	Check Bit = Start Character 1 + Start Character 2 + ...all data

Coding

```
#include <LiquidCrystal_I2C.h>
```

```
// Initialize resource for LCD Display
LiquidCrystal_I2C lcd(0x27, 16, 2);
unsigned long lastSwitchDataTime = 0;
unsigned long lastUpdateTime = 0;
bool showPM10 = false;
```

```
// Initialize resource for PM Sensor
```

```
#define DATA_LENGTH 31
```

```
#define PM1D0_POS 1
```

```
#define PM2D5_POS 2
```

```
#define PM10_POS 3
```

```
#define CHECKSUM_POS 14
```

```
int pm1d0Value = 0;
```

```
int pm2d5Value = 0;
```

```
int pm10Value = 0;
```

```
char pm2d5Str[16] = {0};
```

```
char pm10Str[16] = {0};
```

```
char pm1d0Str[16] = {0};
```

```
unsigned char pmBuffer[DATA_LENGTH];
```

Start Character 1	0x42(fixed bit)
Start Character 2	0x4d(fixed bit)
Frame Length 16-byte	Frame Length = 2*9+2 (data+check bit)
Data 1, 16-byte	concentration of PM1.0, ug/m3
Data 2, 16-byte	concentration of PM2.5, ug/m3
Data 3, 16-byte	concentration of PM10.0, ug/m3
Data 4, 16-byte	Internal test data
Data 5, 16-byte	Internal test data
Data 6, 16-byte	Internal test data
Data 7, 16-byte	the number of particulate of diameter above 0.3um in 0.1 liters of air
Data 8, 16-byte	the number of particulate of diameter above 0.5um in 0.1 liters of air
Data 9, 16-byte	the number of particulate of diameter above 1.0um in 0.1 liters of air
Data 10, 16-byte	the number of particulate of diameter above 2.5um in 0.1 liters of air
Data 11, 16-byte	the number of particulate of diameter above 5.0um in 0.1 liters of air
Data 12, 16-byte	the number of particulate of diameter above 10.0um in 0.1 liters of air
Data 13, 16-byte	Internal test data
Check Bit for Data Sum, 16-byte	Check Bit = Start Character 1 + Start Character 2 + ...all data

Coding

```
#include <LiquidCrystal_I2C.h>

// Initialize resource for LCD Display
LiquidCrystal_I2C lcd(0x27, 16, 2);
unsigned long lastSwitchDataTime = 0;
unsigned long lastUpdateTime = 0;
bool showPM10 = false;

// Initialize resource for PM Sensor
#define DATA_LENGTH 31
#define PM1D0_POS 1
#define PM2D5_POS 2
#define PM10_POS 3
#define CHECKSUM_POS 14
int pm1d0Value = 0;
int pm2d5Value = 0;
int pm10Value = 0;
char pm2d5Str[16] = {0};
char pm10Str[16] = {0};
char pm1d0Str[16] = {0};
unsigned char pmBuffer[DATA_LENGTH];
```

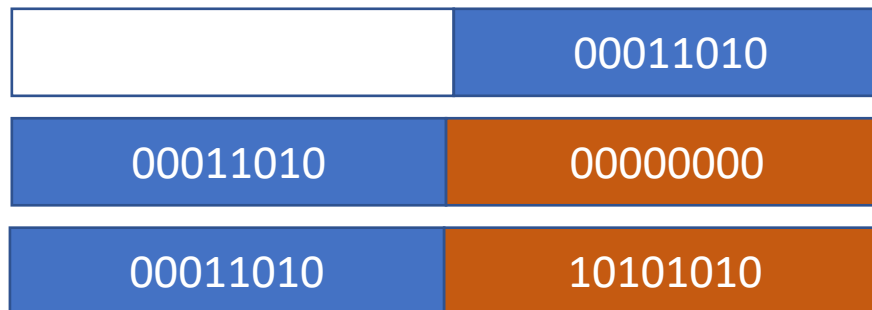
- 初始化儲存當前顆粒物濃度的內存空間
- 初始化用於輸出濃度數據的字符串內存空間
- 初始化緩存區，用於儲存傳感器通過串口傳輸到MCU的原始數據包

```
unsigned char pmBuffer[DATA_LENGTH];
```

Coding

```
int parseDataAtPosition(unsigned char* buf, int pos) {  
    return (buf[1 + 2 * pos] << 8) + buf[2 + 2 * pos];  
}
```

- 此函數用於讀取buffer中指定位置的數據
- 由於傳感器發過來的數據是一個16位的數據類型（2個字節），而通訊過程我們傳輸的最小是數據單元一般是8bit的單字節數據，我們需要將其進行轉換。



A=26(二進制為00011010)

A<<8 左移8位

(A<<8) + 170=6826

Coding

- 此函數用於校驗接收的數據包是否有錯誤
- 通過累加前面接收的全部數據，並與最後一個校驗位進行校驗，如果一致則可認為數據是完整的。

```
bool validate_checksum(unsigned char* buf, char len) {  
    // calculate checksum  
    int checksum = 0x42;  
    for (int i = 0; i < (len - 2); i++) {  
        checksum += buf[i];  
    }  
  
    // validate checksum  
    if (checksum == parseDataAtPosition(buf, CHECKSUM_POS)) {  
        return true;  
    }  
    return false;  
}
```

Check Bit for Data Sum, 16-byte

Check Bit = Start Character 1 + Start
Character 2 + ...all data

Coding

- 初始化LCD1602
- 啓動背光
- 清空屏幕內容

- 開啓串口，設置串口波特率為9600
- 設置串口超時為1500ms

```
void setup() {  
    // Initialize LCD Display  
    lcd.init();  
    lcd.backlight();  
    lcd.clear();  
  
    // Initial serial for PM Sensor  
    Serial.begin(9600);  
    Serial.setTimeout(1500);  
}
```

Coding

```
void loop() {  
    // put your main code here, to run repeatedly:  
    // Parse data sent from the PM sensor  
    if (Serial.find(0x42)) {  
        Serial.readBytes(pmBuffer, DATA_LENGTH);  
        if (pmBuffer[0] == 0x4d && validate_checksum(pmBuffer, DATA_LENGTH)) {  
            pm1d0Value = parseDataAtPosition(pmBuffer, PM1D0_POS);  
            pm2d5Value = parseDataAtPosition(pmBuffer, PM2D5_POS);  
            pm10Value = parseDataAtPosition(pmBuffer, PM10_POS);  
        }  
    }  
}
```

- 此處調用串口API監控輸入數據流中的數據，若發現0x42這個數值則進入數據讀取流程，讀取數據包餘下31個字節的數據
- 數據包第二個字節為0x4d，即符合文檔中提到的包頭為0x42，0x4d；且checksum校驗通過，則開始解析數據包中的污染物數據

Coding

- 此處不斷獲取當前時間，並且與前面定義的 lastSwitchDataTime 和 lastUpdateTime 比對，如果超過5秒或者1秒，則分別執行顯示數據切換以及更新顯示屏的信息顯示。

```
//Switch display type
```

```
if (millis() - lastSwitchDataTime > 5000) {  
    lastSwitchDataTime = millis();  
    showPM10 = !showPM10;  
}
```

```
// display data
```

```
if (millis() - lastUpdateTime > 1000) {  
    lastUpdateTime = millis();  
    memset(pm1d0Str, 0, 16);  
    memset(pm2d5Str, 0, 16);  
    memset(pm10Str, 0, 16);  
    sprintf(pm1d0Str, "PM1.0:%dug/m3", pm1d0Value);  
    sprintf(pm2d5Str, "PM2.5:%dug/m3", pm2d5Value);  
    sprintf(pm10Str, "PM10:%dug/m3", pm10Value);  
    lcd.clear();  
    lcd.setCursor(0, 0);  
    lcd.print(pm2d5Str);  
    lcd.setCursor(0, 1);  
    lcd.print(showPM10 ? pm10Str : pm1d0Str);  
}
```

Coding

- 由於我們復用了同一個顯示buffer用作顯示字符串，因此此處我們需要對buffer做一定的初始化，避免先前數據殘留導致顯示異常。

```
//Switch display type
if (millis() - lastSwitchDataTime > 5000) {
    lastSwitchDataTime = millis();
    showPM10 = !showPM10;
}

// display data
if (millis() - lastUpdateTime > 1000) {
    lastUpdateTime = millis();
    memset(pm1d0Str, 0, 16);
    memset(pm2d5Str, 0, 16);
    memset(pm10Str, 0, 16);
    sprintf(pm1d0Str, "PM1.0:%dug/m3", pm1d0Value);
    sprintf(pm2d5Str, "PM2.5:%dug/m3", pm2d5Value);
    sprintf(pm10Str, "PM10:%dug/m3", pm10Value);
    lcd.clear();
    lcd.setCursor(0, 0);
    lcd.print(pm2d5Str);
    lcd.setCursor(0, 1);
    lcd.print(showPM10 ? pm10Str : pm1d0Str);
}
}
```

Coding

- 此處將格式化后的字符串寫入到對應的字符串buffer內。

```
//Switch display type
if (millis() - lastSwitchDataTime > 5000) {
    lastSwitchDataTime = millis();
    showPM10 = !showPM10;
}

// display data
if (millis() - lastUpdateTime > 1000) {
    lastUpdateTime = millis();
    memset(pm1d0Str, 0, 16);
    memset(pm2d5Str, 0, 16);
    memset(pm10Str, 0, 16);
    sprintf(pm1d0Str, "PM1.0:%dug/m3", pm1d0Value);
    sprintf(pm2d5Str, "PM2.5:%dug/m3", pm2d5Value);
    sprintf(pm10Str, "PM10:%dug/m3", pm10Value);
    lcd.clear();
    lcd.setCursor(0, 0);
    lcd.print(pm2d5Str);
    lcd.setCursor(0, 1);
    lcd.print(showPM10 ? pm10Str : pm1d0Str);
}
}
```

Coding

- 此處先清空顯示器的顯示
- 然後將對應需要顯示的字符串打印到顯示器上

```
//Switch display type
```

```
if (millis() - lastSwitchDataTime > 5000) {  
    lastSwitchDataTime = millis();  
    showPM10 = !showPM10;  
}
```

```
// display data
```

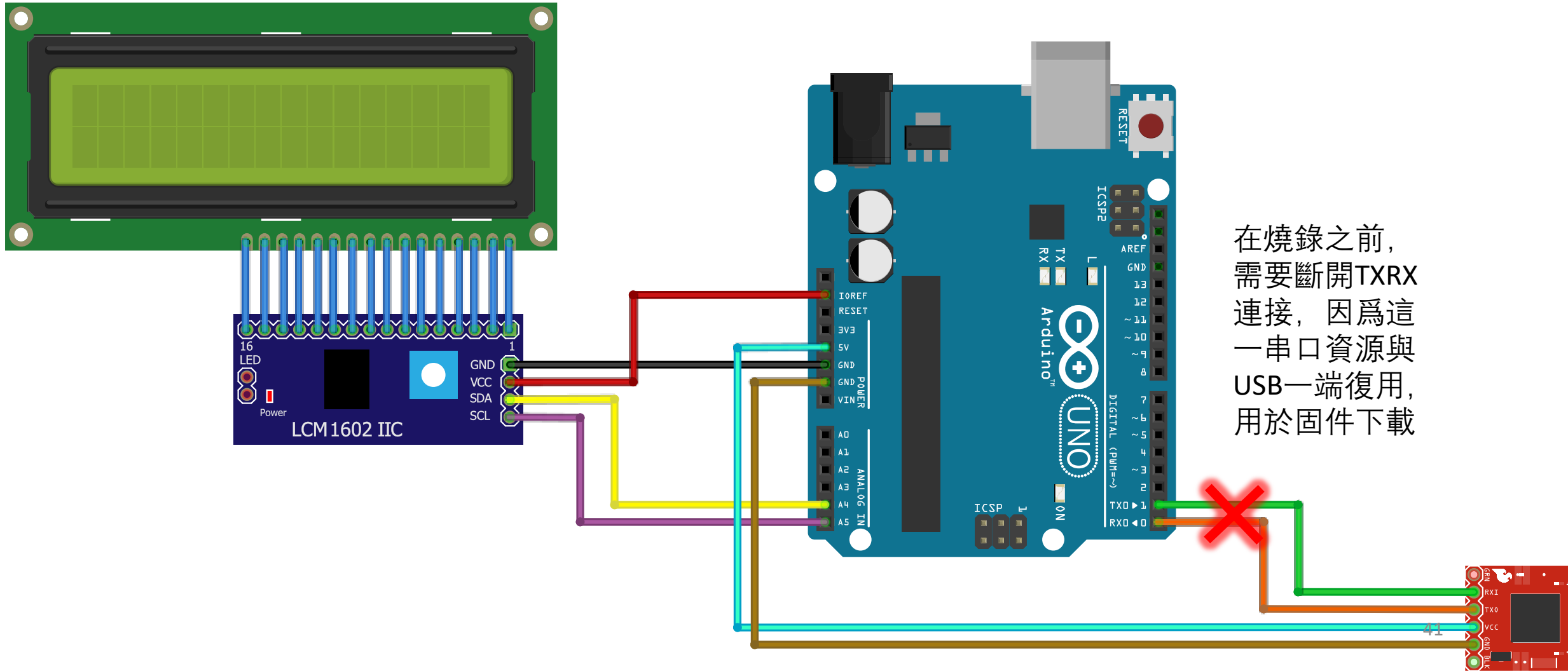
```
if (millis() - lastUpdateTime > 1000) {  
    lastUpdateTime = millis();  
    memset(pm1d0Str, 0, 16);  
    memset(pm2d5Str, 0, 16);  
    memset(pm10Str, 0, 16);  
    sprintf(pm1d0Str, "PM1.0:%dug/m3", pm1d0Value);  
    sprintf(pm2d5Str, "PM2.5:%dug/m3", pm2d5Value);  
    sprintf(pm10Str, "PM10:%dug/m3", pm10Value);  
    lcd.clear();  
    lcd.setCursor(0, 0);  
    lcd.print(pm2d5Str);  
    lcd.setCursor(0, 1);  
    lcd.print(showPM10 ? pm10Str : pm1d0Str);  
}
```

Coding

最終的loop函數如右圖所示

```
void loop() {  
    // put your main code here, to run repeatedly:  
    // Parse data sent from the PM sensor  
    if (Serial.find(0x42)) {  
        Serial.readBytes(pmBuffer, DATA_LENGTH);  
        if (pmBuffer[0] == 0x4d && validate_checksum(pmBuffer, DATA_LENGTH)) {  
            pm1d0Value = parseDataAtPosition(pmBuffer, PM1D0_POS);  
            pm2d5Value = parseDataAtPosition(pmBuffer, PM2D5_POS);  
            pm10Value = parseDataAtPosition(pmBuffer, PM10_POS);  
        }  
    }  
    //Switch display type  
    if (millis() - lastSwitchDataTime > 5000) {  
        lastSwitchDataTime = millis();  
        showPM10 = !showPM10;  
    }  
    // display data  
    if (millis() - lastUpdateTime > 1000) {  
        lastUpdateTime = millis();  
        memset(pm1d0Str, 0, 16);  
        memset(pm2d5Str, 0, 16);  
        memset(pm10Str, 0, 16);  
        sprintf(pm1d0Str, "PM1.0:%dug/m3", pm1d0Value);  
        sprintf(pm2d5Str, "PM2.5:%dug/m3", pm2d5Value);  
        sprintf(pm10Str, "PM10:%dug/m3", pm10Value);  
        lcd.clear();  
        lcd.setCursor(0, 0);  
        lcd.print(pm2d5Str);  
        lcd.setCursor(0, 1);  
        lcd.print(showPM10 ? pm10Str : pm1d0Str);  
    }  
}
```

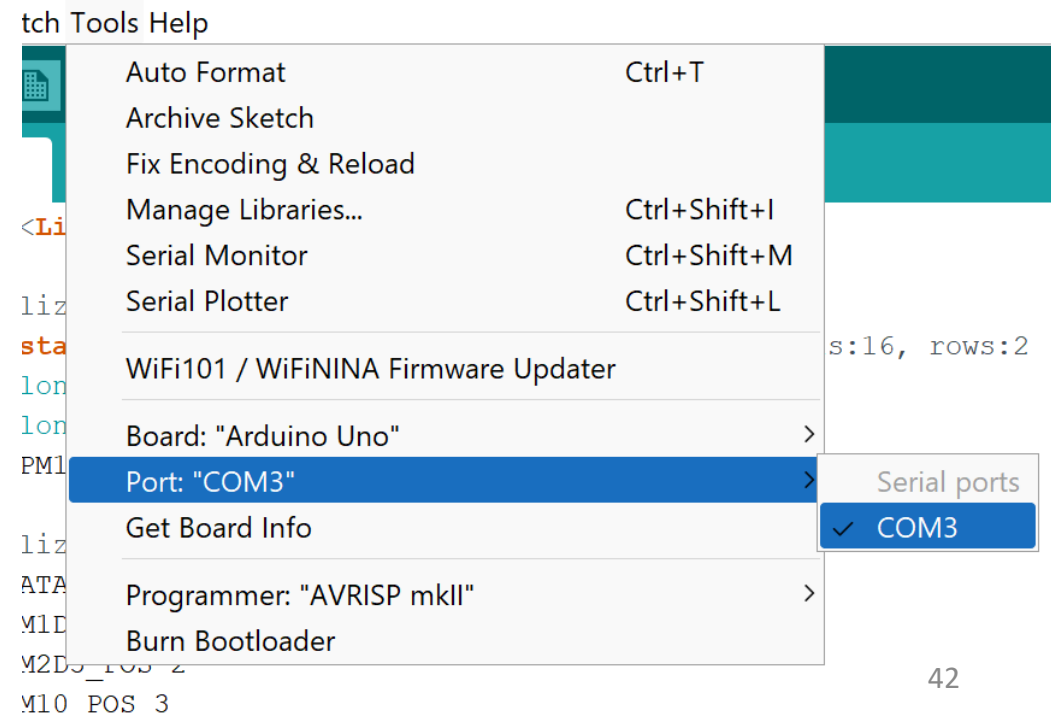

Download Program to the MCU




在燒錄之前，
需要斷開TXRX
連接，因為這
一串口資源與
USB一端復用，
用於固件下載

Download Program to the MCU


- 使用USB綫與電腦連接
- 連接后此處會新增一個新的串口設備（注意不同電腦顯示的設備名不同，有可能是COM5, COM6, ...）



Download Program to the MCU

- 使用USB綫與電腦連接
- 連接后此處會新增一個新的串口設備（注意不同電腦顯示的設備名不同，有可能是COM5，COM6，...）
- 選擇正確的設備后，點擊左上角的進行燒錄

Download Program to the MCU

- 使用USB綫與電腦連接
- 連接后此處會新增一個新的串口設備（注意不同電腦顯示的設備名不同，有可能是COM5，COM6，...）
- 選擇正確的設備后，點擊左上角的進行燒錄
- 當顯示Done Uploading的時候則表示燒錄完成

```
// validate checksum  
Done uploading.  
Sketch uses 6246 bytes (19%) of program storage space. Maximum is 32256 bytes.  
Global variables use 568 bytes (27%) of dynamic memory, leaving 1480 bytes for local variables. Maximum is 2048 bytes.
```

PM2.5: 13.09 / m3
PM10: 15.09 / m3

Play with the sensor

- 此時熒幕上會顯示當前濃度數據
- 可以嘗試用能夠產生烟霧的工具測試傳感器對顆粒物的反應

Calibration

- 一般而言，校準過程通常會使用到標準設備，通過將標準設備數據與傳感器數據比較，修正誤差，實現校準
- 標準設備最簡單地可以通過將傳感器與一些路邊監測站放置在一起，對兩者數據進行比較
- 校準後的傳感器同樣地可以用來當作標準設備，給其他機器提供校準。
- 激光傳感器精確度的一些額外問題：
 - 利用激光散射方法測量顆粒物濃度之精度有可能會收到濕度等環境因素影響