

IoT devices

Structure and programming



IoT devices

- **An IoT device is an **embedded system** characterised by**
 - Hardware: microcontroller, actuators, sensors, ...
 - Software: for control and computational intelligence
 - Internet connectivity: network controllers enabling the communication
- **The hardware and software is **co-designed****
 - Requires knowledge of both the hardware and software capabilities
 - Devices are often real-time systems and are performing safety critical tasks
 - Often designed and developed for a cost-competitive market
- **Interaction with **sensors and actuators****
 - Low-level interfacing: digital and analog input/output via microcontroller pins
 - Higher-level interfacing and protocols: UART, SPI, I2C,...
 - Software libraries used to hide low-level microcontroller and protocol details

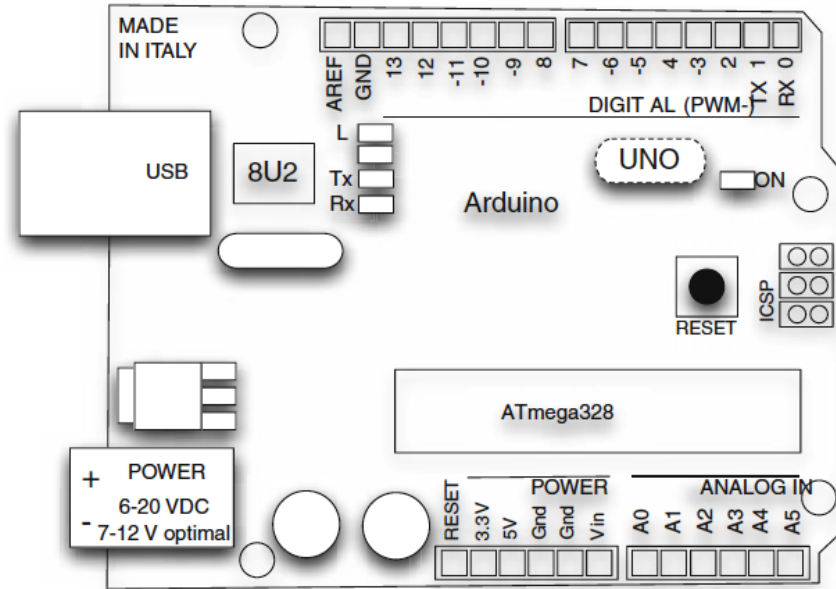
Brief recap

Arduino programming

Arduino – prototyping device

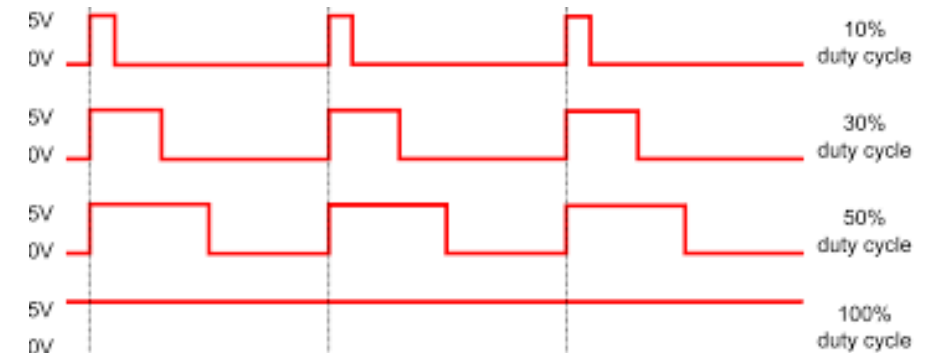
- **Pins 0-13 are digital input/output**

- Read/write digital output
5v = HIGH (1) | 0v = LOW (0)



- **No analog output pins**

- **Pulse-Width Modulation (PWM)** on digital output pins 3,5,6,10,11 (~) with 8-bits (0..255)
- **Duty cycle:** percentage of time where the signal is high used to control perceived voltage



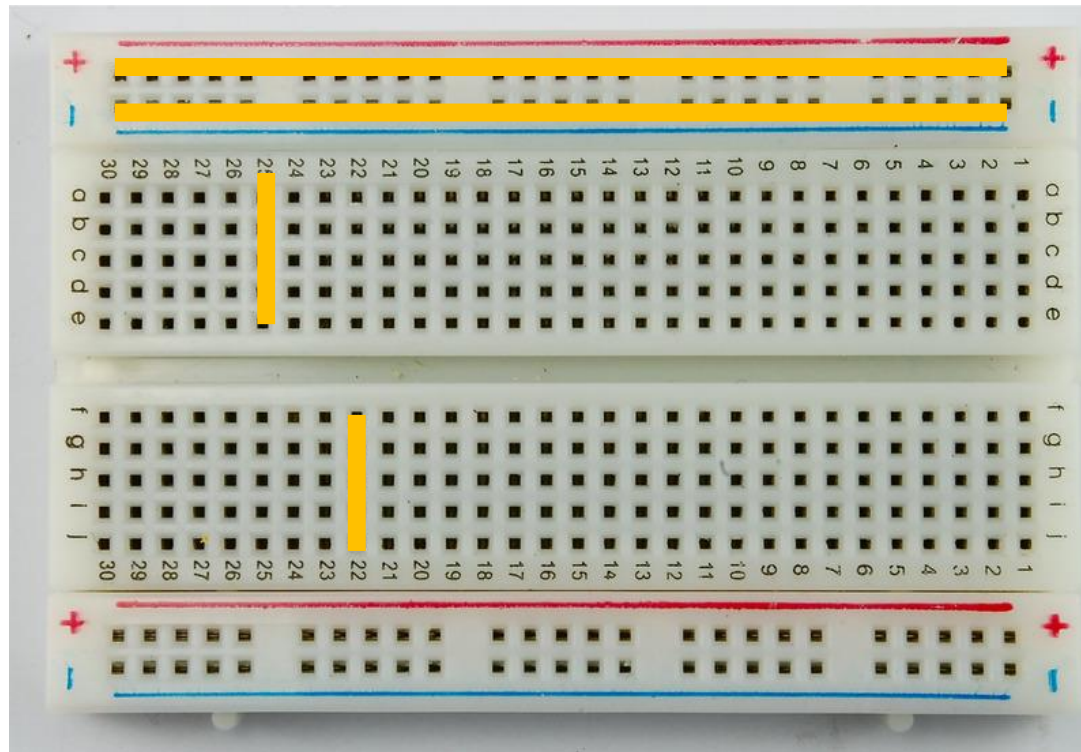
- **Pins A1-A5 are analog input**

- A-D converted to 0 .. 1023 (10 bit)

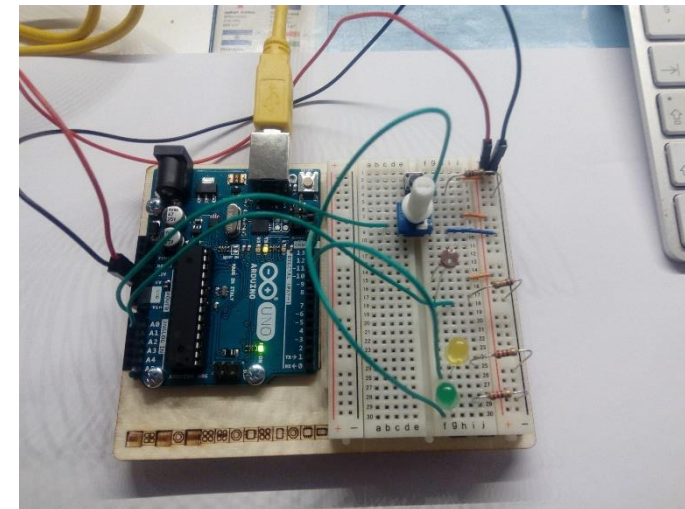
<https://www.arduino.cc/en/Reference/Board>

Breadboard

- Connecting terminals of electrical components using **non-permanent wiring** (unlike soldering)



- Connect sensors, actuator, and components to the microcontroller



Programming [<https://www.arduino.cc/reference/en>]

■ Reactive programming model

- `void setup()` function executed once on power-up and used for initialisation of input/output pins, libraries,...
- `void loop()` function executed repeatedly (infinite loop) - read input (sense), process and update, actuate (control).

■ Programming sensor and actuator interaction

- Setting up modes for pins: `pinMode(pin, INPUT/OUTPUT);`
- Digital input and output: `digitalRead(pin); digitalWrite(pin, v);`
- Analog input (10 bit): `analogRead(pin);`
- PWM analog output: `analogWrite(pin, v)`

■ Serial communication via USB programming interface

- Initialisation: `Serial.begin(baudrate)`
- Reading: `Serial.available() [...] Serial.read();`
- Writing: `Serial.print(...);`

Serial communication

- **Enables communication between the target platform (device) and other devices / components / controllers.**
- **Universal Asynchronous Receiver-Transmitter (UART)**
 - Designed for long-distance asynchronous communication (no shared clock)
 - Sequential bidirectional transfer of bytes with flow control
 - Low hardware overhead: 1 pin on each device / 1 bit transmitted at a time
 - Most microcontroller have built-in support for UART communication
- **Can also be used over USB for input/output and for debugging purposes in conjunction with a serial monitor.**

Example: debugging

- **Configuring and controlling debugging output using serial communication**

```
void setup()
{
    Serial.begin(9600);
    pinMode(12, INPUT);
    pinMode(13, OUTPUT);
    pinMode(9, OUTPUT);
}
```

```
byte debug = 0;
```

```
if (Serial.available() > 0) {

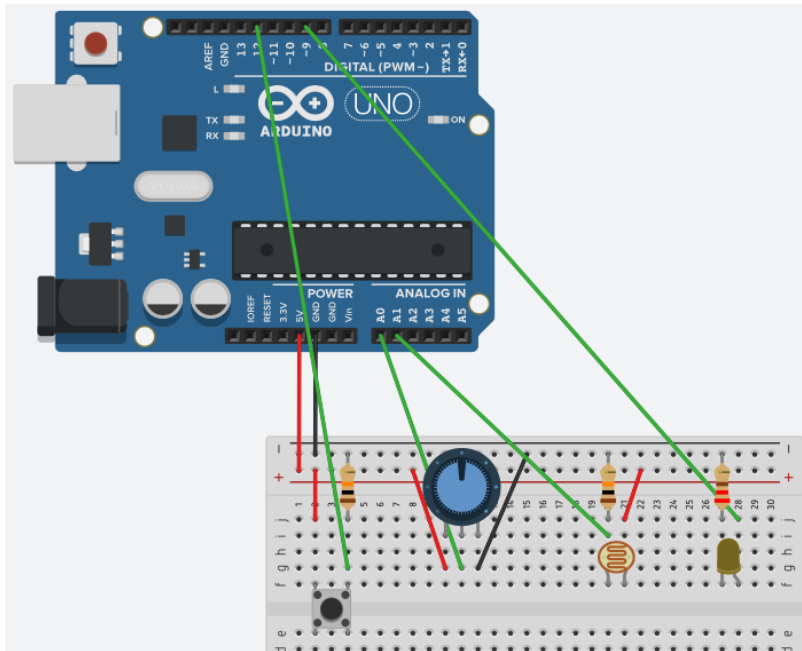
    byte input = Serial.read();
    debug = (input == 49);

}

if (debug) {
    Serial.print(photoval);
    Serial.print("<");
    Serial.print(potval);
    Serial.print(":");
    Serial.print(ledbrightness);
    Serial.println();
}
```


TinkerCad [<https://www.tinkercad.com/>]

- Web application for circuit design and simulation



Example

- A push button is used to activate / deactivate the system.
- A on-board / green LED indicate if the system is active.
- A light sensor is used to sense light intensity.
- A potentiometer is used to set a threshold for turning on an LED with a certain brightness.

- Circuit design and code

- <https://www.tinkercad.com/things/ki35AdXHjZ-dat159-lecture-1-example>
- <https://github.com/lmkr/dat159/blob/master/iotdevices/arduino/lecture1/InputOutput/InputOutput.ino>

Now: mandatory hands-on - A

An access control device

To be designed and implemented in TinkerCAD

Can be done in groups of maximum 3

<https://github.com/lmkr/dat159/blob/master/week1.md>