Technical Workshop
Academic High Altitude Conference

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Stratospheric Ballooning Association

June 23-24, 2014

Outline

What is mbed?

The mbed platform is a collection of open source hardware and software to allow rapid ARM based prototyping

- Professional online compiler lets you work from any computer
- Integrated version control system lets you easily find and use libraries
- CMSIS based APIs let you work high level or bare metal
- Hardware abstraction layer insulates your application from hardware changes

Essentially a high performance Arduino with highly integrated tools to save you time!

Register on mbed

1. Navigate to
   `http://www.mbed.org`
2. Click the green "Login or
   signup" button
3. Click the "Signup" button
4. Follow the prompts
5. Confirm your e-mail address

Everyone should have an mbed account. You can create a team to share
code between members of your organization.

Nucleo Development Board

The Nucleo development board combines a USB programmer with a powerful STM32 processor and Arduino compatible headers

- ARM Cortex-M4 with FPU at 84 MHz
- 512 KBytes of flash memory
- 12 bit ADC at 2.4 Msps with up to 10 channels
- Up 3xUART, 3xI2C, 4xSPI interfaces

Add Nucleo to Your Account

1. Connect your Nucleo to your computer
2. Open the external drive the connects
3. Double click the mbed.htm file
4. Click "Add to your mbed Compiler"

Note

You only need to do this once per account!

Install Drivers

Outline

Creating a Program

1. Navigate to the mbed homepage and click the "Compiler" button
2. Click the "New" button and select "New Program"
3. Change the Template field to "Empty Program"
4. Give your program a name and click "OK"

Importing a Library

1. Click the "Import" button
2. Search for the "mbed" library
3. Select the library
4. Click the "Import!" button
5. Make sure the Target Path is your project root
6. Click "Import" one last time
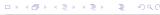
Creating a New File

1. Click the root directory of your project to select it
2. Click the arrow next to "New" and select "New File"
3. Name the file "main.cpp" and click "OK"

Warning

Be sure to select the folder you want your file in before creating it!

You can name this file anything but it must have the .cpp extension. It is suggested that the main file be named "main" or the same as your project name (important later on).

Program Structure

```
1  /* Includes */
2  #include "mbed.h"
3
4  /* Global Variable
5     Declarations    */
6
7  /* Main Function */
8  int main() {
9    // Program code
10 }
```

Listing 1: main.cpp

- Line 2 includes the mbed library, **every** mbed program needs this.
- Line 8 is the main function, this is the entry point into your program. **Every** program needs a main function.
- Line 9 is a comment, everything after // is ignored.
- Line 4-5 is a multi line comment, everything between /* */ is also ignored.

Compiling

Tip

Set your browsers download location to the Nucleo to save time

1. Click "Compile" (Ctrl D) to compile your program
2. A *.bin file will be downloaded
3. Move the downloaded file to the Nucleo drive
4. The Nucleo will flash red and green while programming
5. When the lights stop, your program has started successfully!

You can also click "Build Only" (Ctrl B) to simply test your code

Outline

While Loops

```
1 while(conditional) {
2    // Code to execute when true
3 }
```

While loops executes the code contained within them while their conditional statement is true.

Example

A main function should (almost) never exit:

```
1 int main() {
2    while(true) {
3       // Main loop code, runs forever
4    }
5 }
```

Your Program

```cpp
1 /* Includes */
2 #include "mbed.h"
3
4 /* Global Variable
5    Declarations    */
6
7 /* Main Function */
8 int main() {
9    while(true) {
10     // Program code
11   }
12 }
```

Listing 2: main.cpp

- Add an infinite while loop to your main function to prevent your program from ending.

Digital Output

DigitalOut constructor:

```
DigitalOut(PinName pin)
```

It creates an object attached to the given pin. Anytime you see PinName, use a name from the images on the next slide.

You can assign a value to the object using the equals sign. 1 turns the pin on while a 0 turns the pin off.
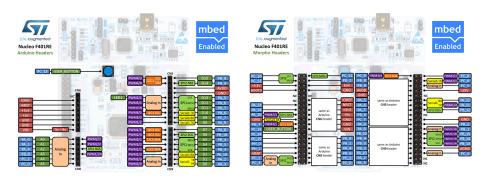
Example

Attach a DigitalOut to the LED1 pin on the Nucleo and turn it on:

```
DigitalOut led(LED1);
led = 1;
```

Nucleo Pin Names

Warning

You can only use the labels in blue and green!

Full size versions are available at
https://mbed.org/platforms/ST-Nucleo-F401RE/

Your Program

```cpp
1 /* Includes */
2 #include "mbed.h"
3
4 /* Global Variable
5    Declarations     */
6 DigitalOut led(LED1);
7
8 /* Main Function */
9 int main() {
10   while(true) {
11     led = 1;  // Turn LED on
12     led = 0;  // Turn LED off
13   }
14 }
```

Listing 3: main.cpp

- Declare a global DigitalOut object
- Turn the output on and off in your main loop

Note

The LED won't seem to be flashing, but it actually is at about 42 MHz, much faster than your eye.

Waiting

There are three statements that can slow down execution:

```
void wait(float s);
void wait_ms(int ms);
void wait_us(int us);
```

All three will pause execution for the amount of time specified. Use these statements any time you need a controlled delay.

Notice

Wait and other block statements can have some unintended side effects. This will be demonstrated later.

Your Program

```cpp
1  /* Includes */
2  #include "mbed.h"
3
4  /* Global Variable
5     Declarations    */
6  DigitalOut led(LED1);
7
8  /* Main Function */
9  int main() {
10   while(true) {
11     led = 1;      // Turn LED on
12     wait(0.2);    // Wait a bit
13     led = 0;      // Turn LED off
14     wait(0.8);    // Wait longer
15   }
16 }
```

Listing 4: main.cpp

- Add a wait statement after each write to your output
- You should now be able to see your LED flashing
- Try making your own patterns!

Outline

Variables

A variable is a container that has:

Type	What data it can hold
Identifier	The name you access it with
Value	The data it holds
Scope	Where you can access it from

You must declare a variable before you can use it:

```
type identifier = value;
```

The value is optional if you do not need a starting value.

Variable Types

Format	Type	Bits	Range
Integer	char	8	$0 - 255$
	signed char	8	-128 − 127
	unsigned short	16	$0 - 65{,}535$
	short	16	-32,768 − 32,767
	unsigned int	32	$0 - 4{,}294{,}967{,}295$
	int	32	$2.1 \times 10^9 - 2.1 \times 10^9$
	unsigned long long	64	$0 - 1.8 \times 10^{19}$
	long long	64	$-9 \times 10^{18} - 9 \times 10^{18}$
Floating	float	32	$-3.4 \times 10^{38} - 3.4 \times 10^{38}$
	double	64	$-1.7 \times 10^{308} - 1.7 \times 10^{308}$

Note

The mbed natively works with 32 bit types, a huge advantage over 8 and 16 bit processors

Variable Scope

Variable scope is set by where a variable is declared:

```
int a = 0;

int main() {
    float b = 0.0f;
    while(true) {
        double c = 0.0;
    }
}
```

- a is outside any functions and can be seen anywhere in the file
- b can be seen anywhere inside main()
- c can only be seen inside the while loop

A simple rule of thumb is a variable can only be seen inside its enclosing braces.

Best Practice

Use the narrowest scope possible

Using Variables

Arithmetic Operators

=	assignment
+	addition
-	subtraction
*	multiplication
/	division
%	modulus

Bitwise Operators

&	bitwise and
—	bitwise or
^	bitwise xor
	bitwise not
«	bitshift left
»	bitshift right

Compound Operators

++	increment
–	decrement
+=	compound addition
-=	compound subtraction
*=	compound multiplication
/=	compound division
&=	compound bitwise and
—=	compound bitwise or

Digital Input

```
DigitalIn(PinName pin, PinMode mode);
```

DigitalIn operates nearly identically to DigitalOut, except you can optionally specify a pin mode:

PullNone Standard mode, default

PullUp Weak pull up resistor enabled

PullDown Weak pull down resistor enabled

Access the value of the pin by treating it like any other variable.

Example

```
DigitalIn btn(USER_BUTTON);
int state = btn;
```

A New Program

Create a new program with:

- DigitalIn on the button
- DigitalOut on the LED
- Infinite main loop
- Button controlling the LED

Tip

Look at the pin diagrams to determine what PinName to use

A New Program

Create a new program with:

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- DigitalOut on the LED
- Infinite main loop
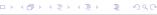- Button controlling the LED

Tip

Look at the pin diagrams to determine what PinName to use

```cpp
1  #include "mbed.h"
2
3  DigitalOut out(LED1);
4  DigitalIn in(USER_BUTTON);
5
6  int main() {
7    while(true) {
8      out = in;
9    }
10 }
```

Listing 6: TakingControl.cpp

Outline

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1. mbed Platform

What is mbed?

Outline

1. Open Session

What is mbed?