

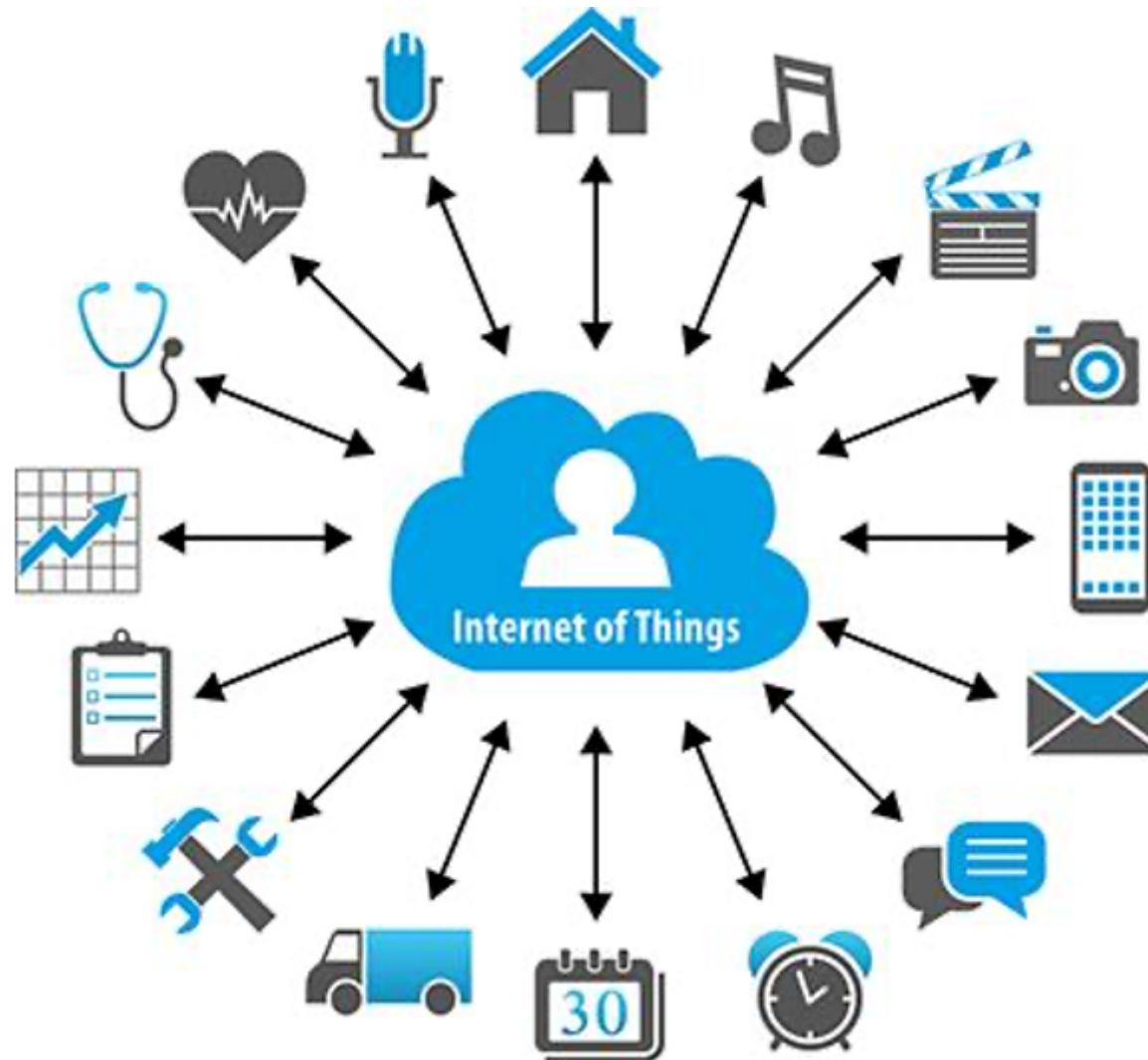
# IoT Workshop

IoTplex

19 September 2020

Alireza Abdeslah

# What is The Internet of Things?

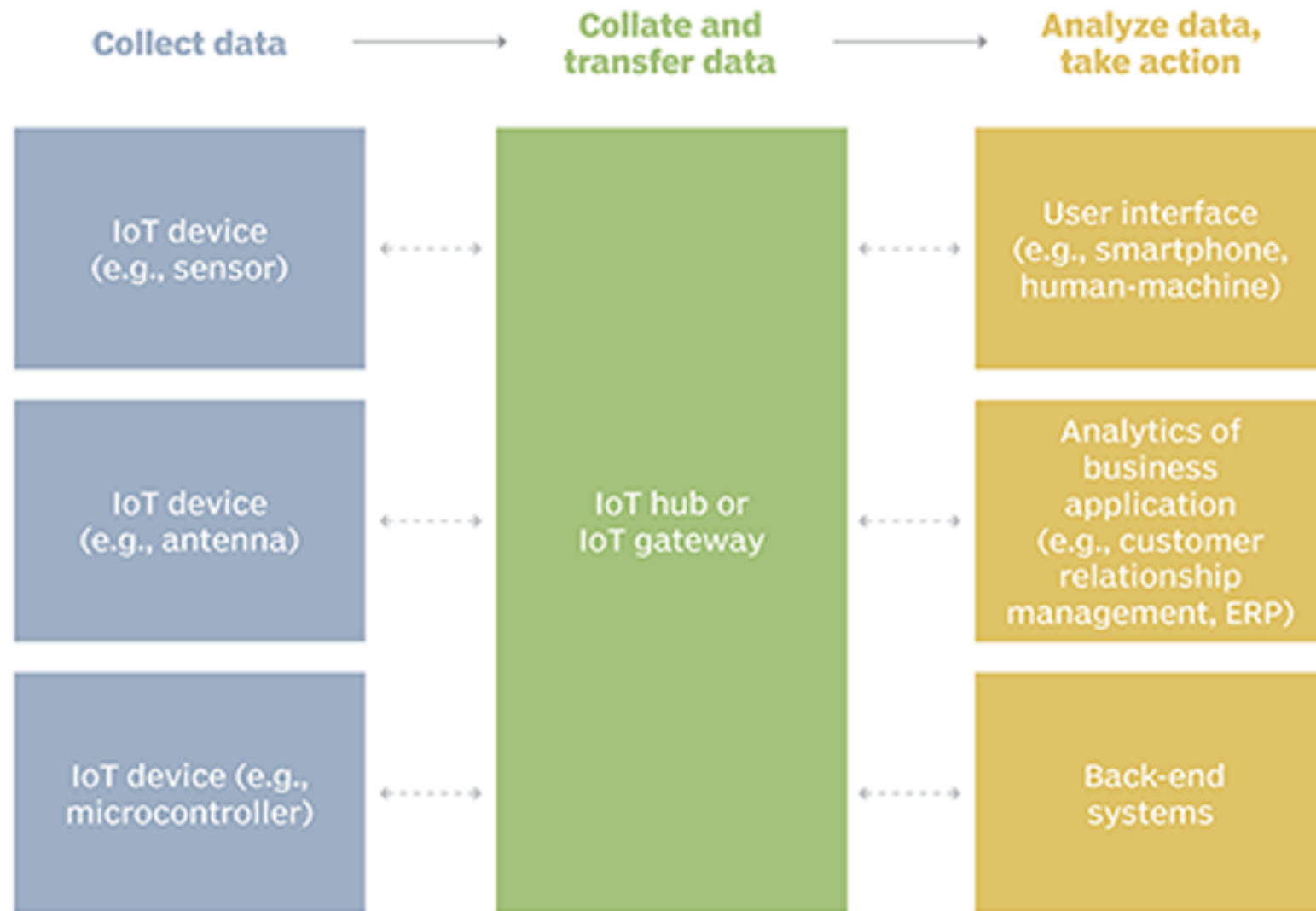


# Application of the Internet of Things

According to Wikipedia Application of the Internet of Things:

- Environmental monitoring
- Infrastructure management
- Manufacturing
- Energy management
- Medical and healthcare
- Building and home automation
- Transportation
- Metropolitan scale deployments
- Consumer application

# IoT Architecture



# IoT Architecture

- IoT Device
- IoT Device Host (IoT Gateway)
- IoT Application

# IoT Device

- ESP8266 & ESP32
- NRF5x
- Mediatek Linkit
- Samsung Artik
- Particle

# IoT Gateway

- LoRa
- WiFi
- Bluetooth
- NB-IoT
- Cellular network

# IoT Platform

- Mainflux
- Blynk
- Thingsboard
- Kaa Project
- Gobot
- ...



# IoT Messaging Protocols

- Mqtt
- Ntas
- rest
- ...

## More Resource

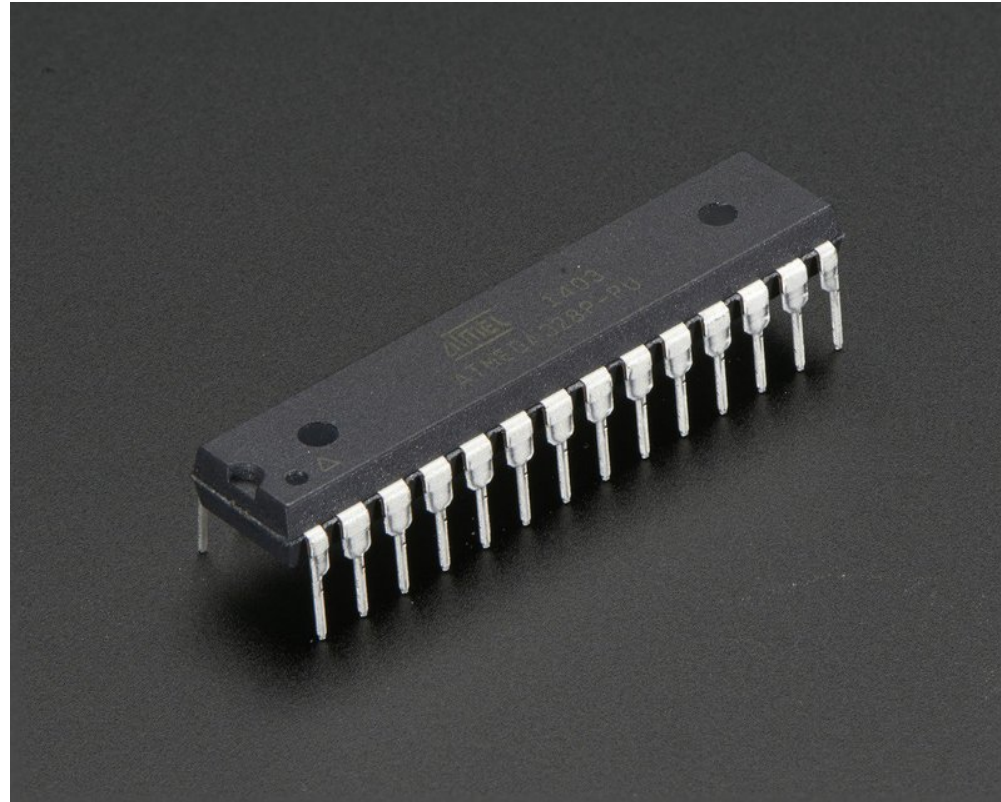
<https://github.com/HQarroum/awesome-iot>

<https://github.com/phodal/awesome-iot>

<https://github.com/nebgnahz/awesome-iot-hacks>

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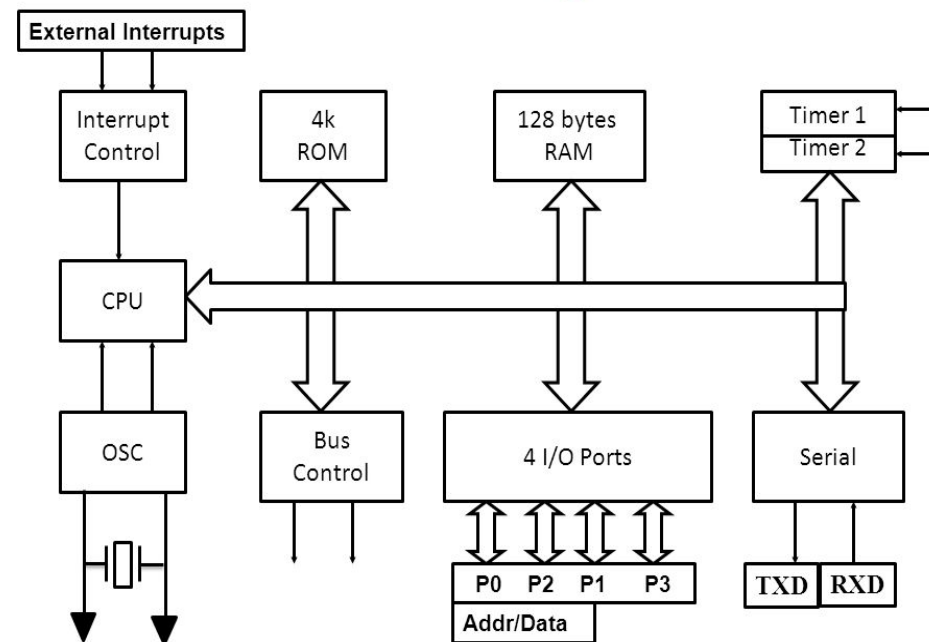
# What is Microcontroller?



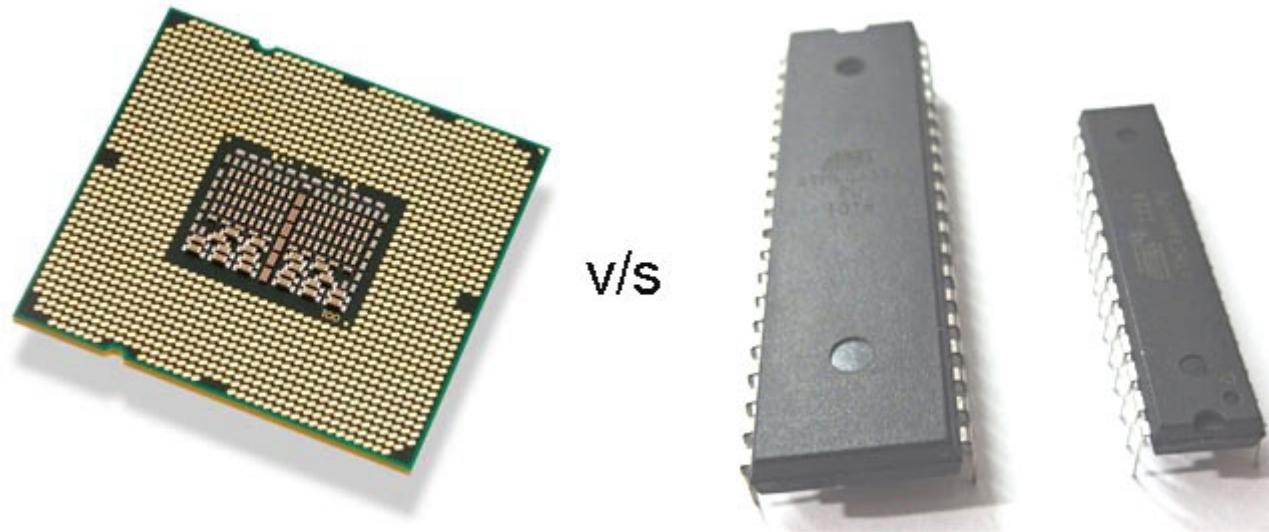
# Microcontroller

A microcontroller (or MCU for microcontroller unit) is a small computer on a single integrated circuit

## Block Diagram



# What is the difference between microprocessor and microcontroller?



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# Microcontroller

- are typically 8-bit, but may be 4-, 16-, or 32-bit
- run at speeds less than 200 MHz
- use very little power
- may provide enough current to operate an LED
- are useful to interface with sensors and motors
- are readily replaced, being inexpensive (\$0.10 to \$10)
- are really constrained for RAM and persistent storage (flash space)
- are really nice for electronics hobbyists

# Microprocessors

- are often at least 16-bit, and typically 32-bit or 64-bit, though 8-bit still has a big market share
- many will be able to do floating point math in hardware
- run at speeds measured in hundreds of MHz
- are designed to be the brains of a system (and need a whole system to support them)
- need special hardware to interface with sensors, motors, LEDs, etc.
- are expensive (think \$50 - \$250 for 32 or 64-bit)
- are designed for external RAM and persistent storage (hard drives)
- are not as easily worked with by a hobbyist

# AVR Microcontroller

AVR is a family of microcontrollers developed by Atmel beginning in 1996. These are modified Harvard architecture 8-bit RISC single-chip microcontrollers. AVR was one of the first microcontroller families to use on-chip flash memory for program storage, as opposed to one-time programmable ROM, EPROM, or EEPROM used by other microcontrollers at the time.

The '328 microcontroller has:

- 28 Pins
- Powered by 3 or 5 Volts
- Requires about 0.1 Watts of power
- Runs at 16 MHz
- 32 KB of flash storage
- 2 KB of RAM
- Costs about \$5 per



# What is an Arduino?

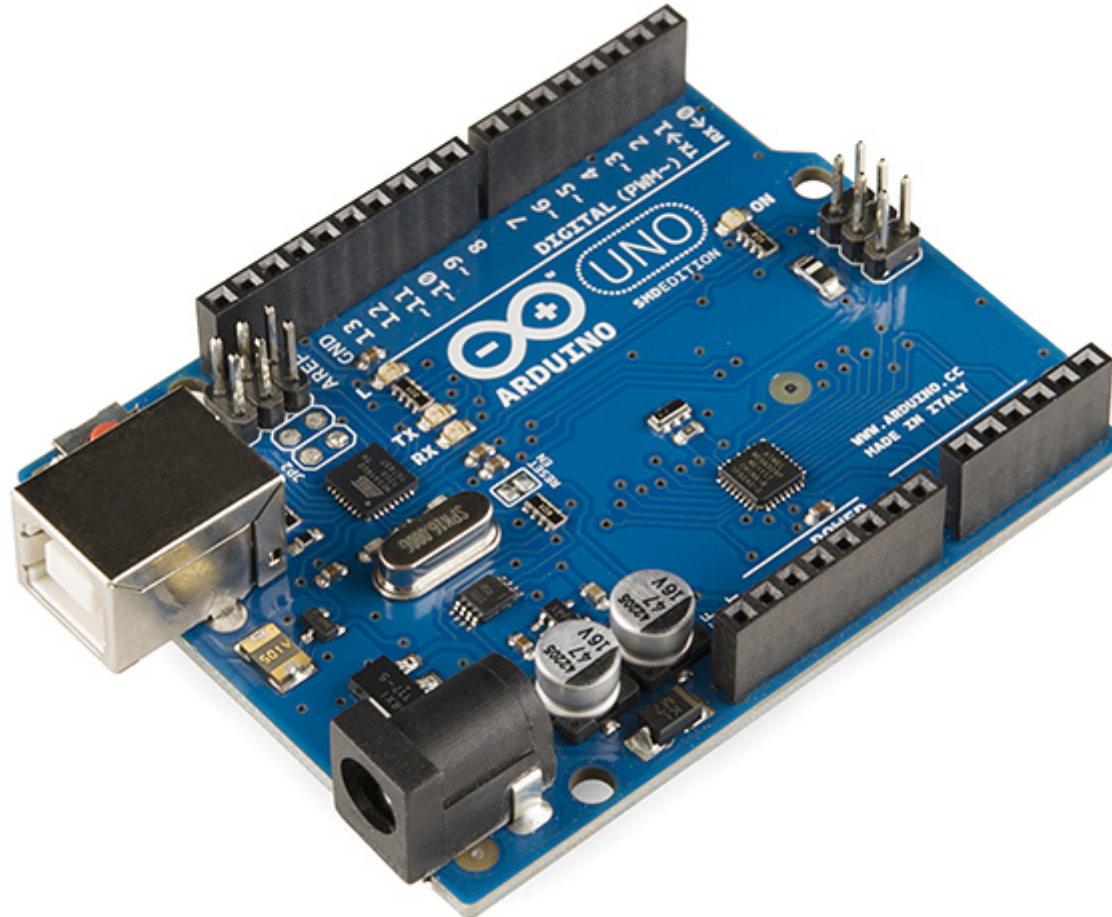


# Arduino

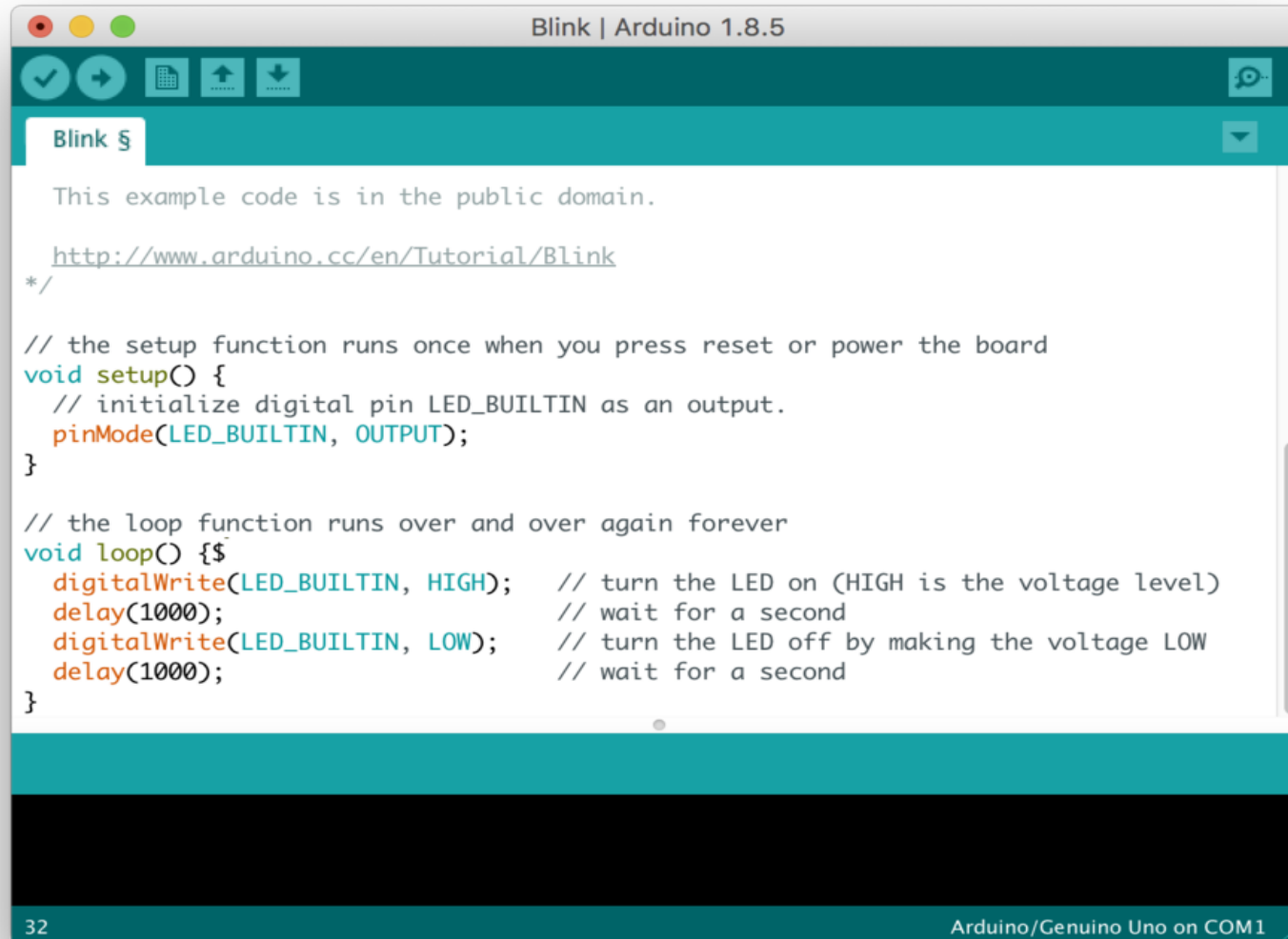
Arduino is an open-source prototyping platform based on easy-to-use hardware and software. Arduino boards are able to read inputs - light on a sensor, a finger on a button, or a Twitter message - and turn it into an output - activating a motor, turning on an LED, publishing something online. You can tell your board what to do by sending a set of instructions to the microcontroller on the board. To do so you use the Arduino programming language (based on Wiring), and the Arduino Software (IDE), based on Processing.

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# Arduino Board



# Ardiono IDE

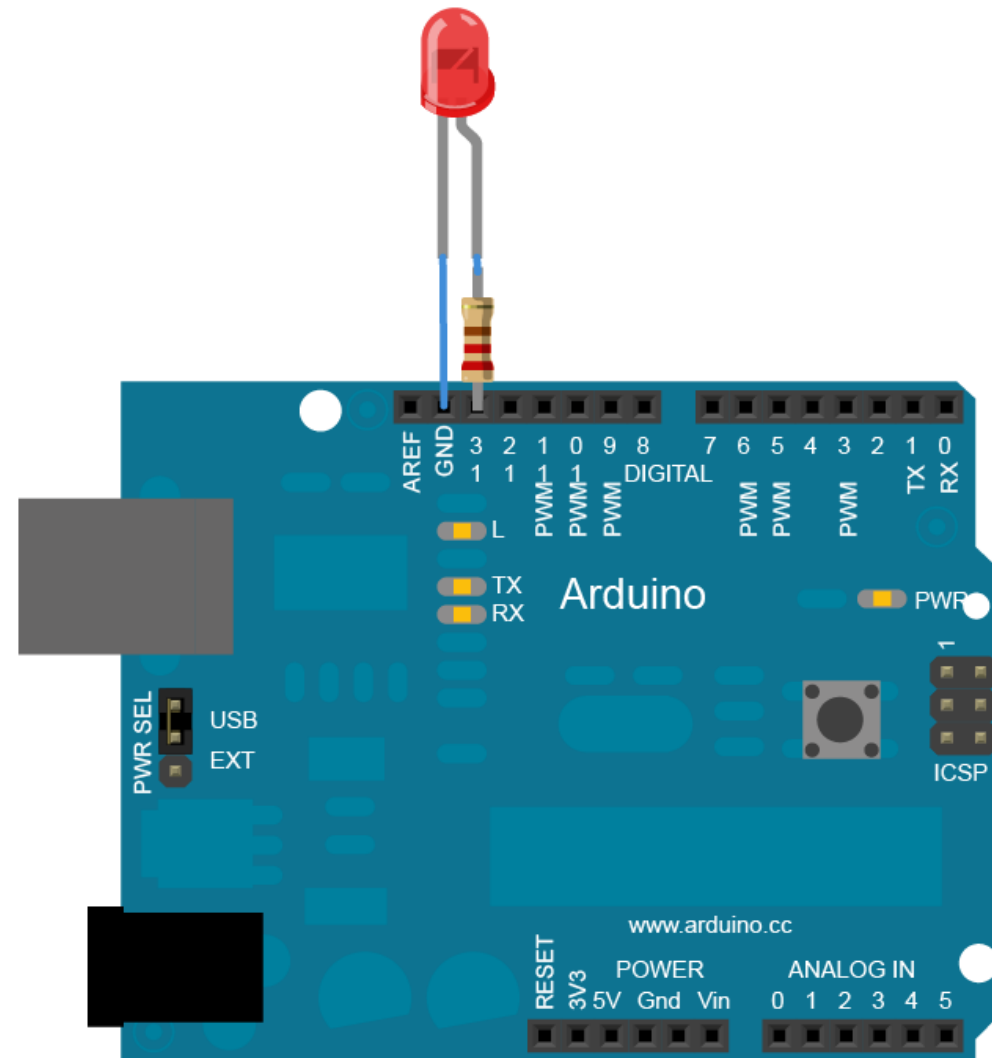


The screenshot shows the Arduino IDE interface. The title bar reads "Blink | Arduino 1.8.5". The toolbar includes icons for opening, saving, compiling, uploading, and a serial monitor. The file name is "Blink §". The code editor contains the following text:

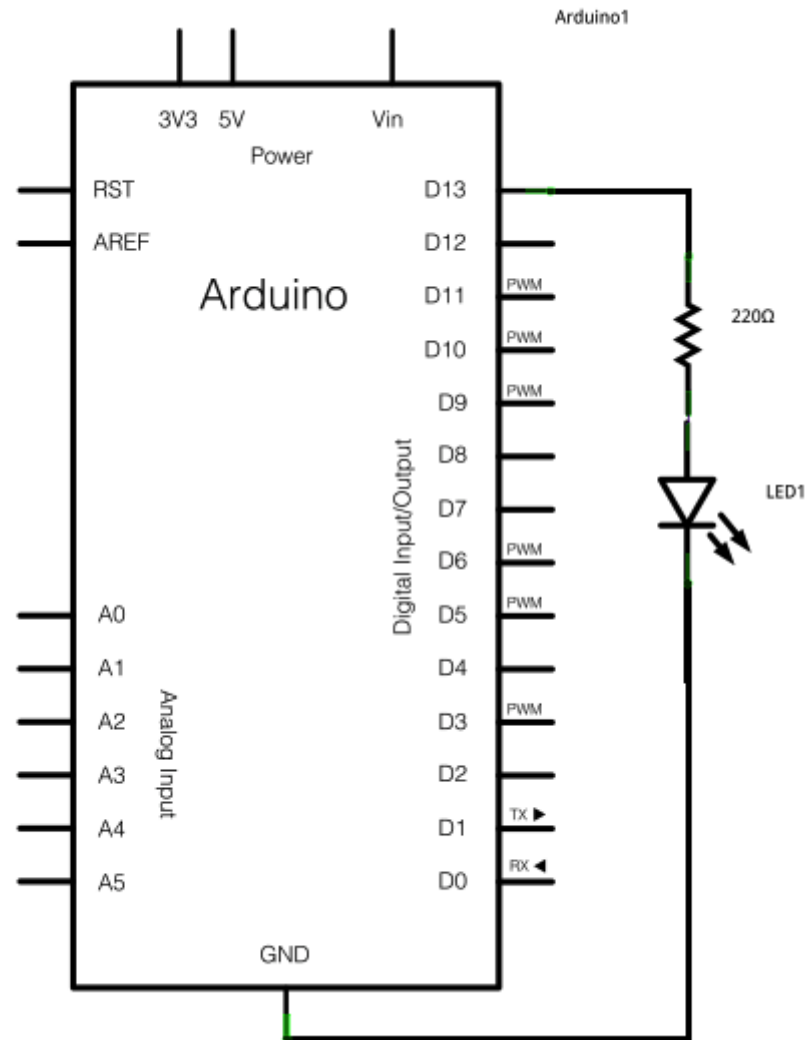
```
This example code is in the public domain.  
  
http://www.arduino.cc/en/Tutorial/Blink  
*/  
  
// the setup function runs once when you press reset or power the board  
void setup() {  
  // initialize digital pin LED_BUILTIN as an output.  
  pinMode(LED_BUILTIN, OUTPUT);  
}  
  
// the loop function runs over and over again forever  
void loop() {$  
  digitalWrite(LED_BUILTIN, HIGH); // turn the LED on (HIGH is the voltage level)  
  delay(1000); // wait for a second  
  digitalWrite(LED_BUILTIN, LOW); // turn the LED off by making the voltage LOW  
  delay(1000); // wait for a second  
}
```

The status bar at the bottom shows "32" on the left and "Arduino/Genuino Uno on COM1" on the right.

# Blink



# Schematic



# Code

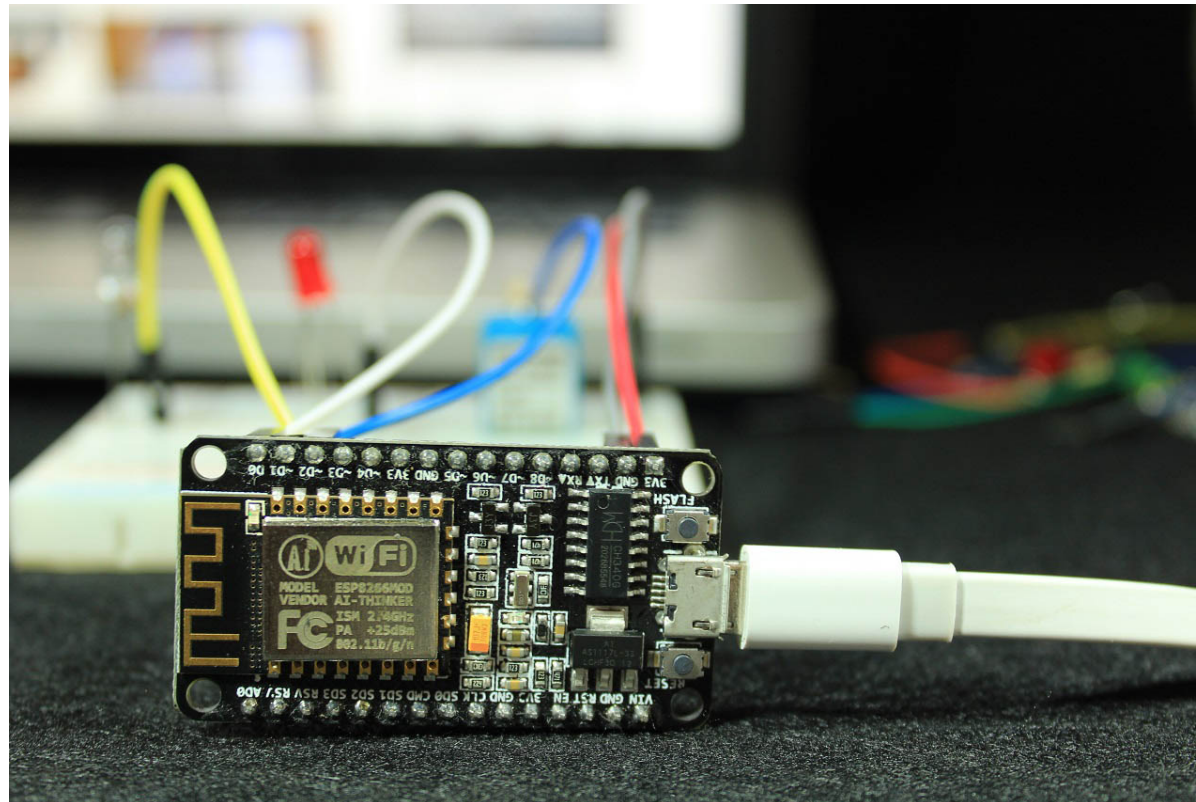
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}
```

# ESP8266

The ESP8266 is a \$4 (up to \$10) Wi-Fi module. It allows you to control inputs and outputs as you would do with an Arduino, but it comes with Wi-Fi.

So, it is great for home automation/internet of things applications.

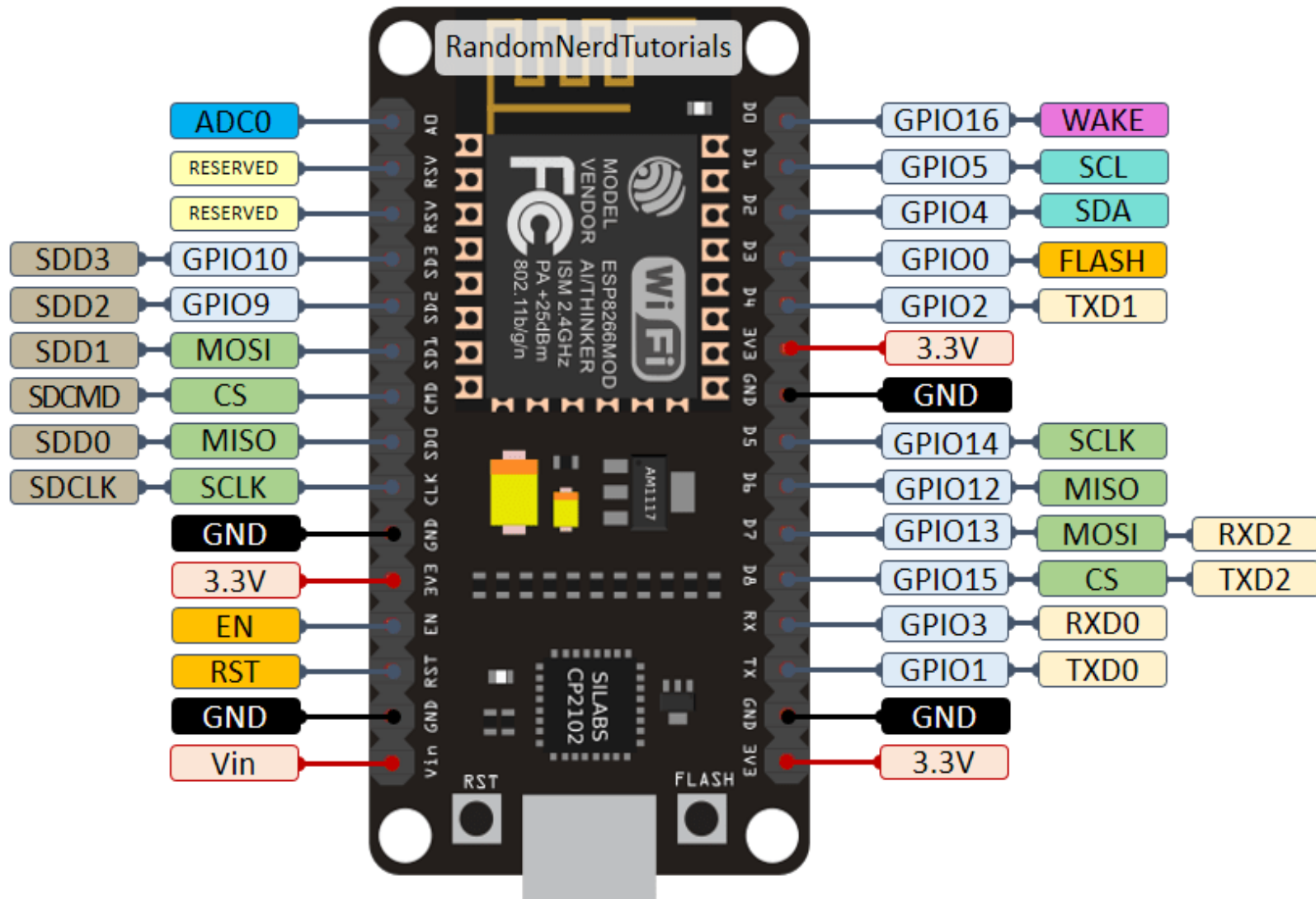




## ESP8266 Features

- Processor: L106 32-bit RISC microprocessor core based on the Tensilica Xtensa Diamond Standard 106Micro running at 80 MHz
- Memory: 32 KiB instruction RAM ,32 KiB instruction cache RAM ,80 KiB user-data RAM ,16 KiB ETS system-data RAM
- External QSPI flash: up to 16 MiB is supported (512 KiB to 4 MiB typically included)
- IEEE 802.11 b/g/n Wi-Fi
- Integrated TR switch, balun, LNA, power amplifier and matching network
- WEP or WPA/WPA2 authentication, or open networks
- 16 GPIO pins
- SPI ,I<sup>2</sup>C ,I<sup>2</sup>S
- UART on dedicated pins, plus a transmit-only UART can be enabled on GPIO2
- 10-bit ADC (successive approximation ADC)

# ESP-12E NodeMCU Kit Pinout



# Programming the ESP8266 Using Arduino IDE

There are several ways to program the ESP8266. We often use Arduino IDE or MicroPython.

- Install the current upstream Arduino IDE at the 1.8.9 level or later. The current version is on the Arduino website.
- Start Arduino and open the Preferences window.
- Enter [https://arduino.esp8266.com/stable/package\\_esp8266com\\_index.json](https://arduino.esp8266.com/stable/package_esp8266com_index.json) into the Additional Board Manager URLs field. You can add multiple URLs, separating them with commas.
- Open Boards Manager from Tools > Board menu and install esp8266 platform (and don't forget to select your ESP8266 board from Tools > Board menu after installation).

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# Thank you

Alireza Abdeshah

[eMicro.ir@Gmail.com](mailto:eMicro.ir@Gmail.com) (mailto:eMicro.ir@Gmail.com)

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