CS49n – Using bits to control atoms

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Outline

1 What, Why

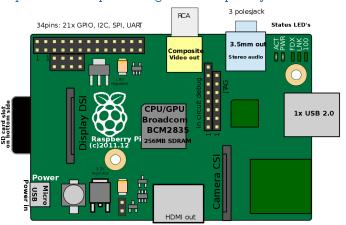
What

- Write small, clean pieces of code to control sensors and do interesting tricks on the raspberry pi A+.
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What you will build

- Sonar, IR, hall-effect, accelerometer, microphone.
- Interrupts.
- Network.
- I2C, SPI.
- Bootloader.
- Modern bug finding tricks.
- Final project: open ended. Expense account at sparkfun/adafruit.

Why

- If you can write this kind of code, you can write pretty much anything.
- No abstractions: will understand (a) reality.
 - Once you get this, easy to delta to other examples.
- The real world is not a clean, textbook chapter.
 - Difficult to understand documents.
 - Wrong.
 - Incomplete.
 - Not written to be used.
 - You will learn how to orientate and operate in such a world, without a lot of drama.
 - We chose r/pi A+ because lots of useful blog posts for how to do things. (Later pi's are less helpful).

Why R/pi

- Most OS classes (cs140) use a fake simulator.
 - Alot of work. Not that cool at the end.
- r/pi = real computer for about \$20.
 - HDMI, SD card, memory: can put mouse, display, keyboard, have alot of control.
- Unlike most machiness: Makes interacting with the real world very easy.
 - Can build many interesting systems because can use weird hardware.
 - motion sensor, ir sensor, accelerometer, gyroscope, light sensor, etc.
- Since bare metal: Very easy to build cool tools that are hard otherwise (gprof, eraser).

You will develop two super-powers

Differential debugging. You write code, it doesn't work. Error could be:

- The code you wrote;
- Hardware fault (smoked something);
- Wiring mistake;
- Subtle cache issue;
- Compiler problem;
- ..
- You will get good at breaking down problems to isolate.

Epsilon-steps.

- Engler's theorem: Given a working system W_k and a change c, then as $c \to \epsilon$ then the time T it takes to figure out why $W_n + C$ doesn't work goes to $0 \ (T \to 0)$.
- For a fixed amount of IQ, the smaller the step you can take from a working system, the faster you can debug when it doesn't work.