

IoT Engineering

2: Microcontrollers, Sensors & Actuators

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(unless noted otherwise)



Today

¼ slides,
¾ hands-on.

Slides, code & hands-on: tmb.gr/iot-2

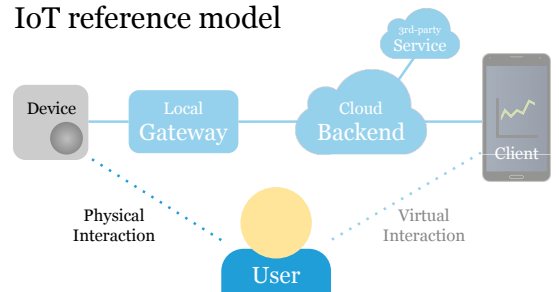


Prerequisites

Install the Arduino IDE and set up microcontrollers:
Check the Wiki entry on [Installing the Arduino IDE](#).
[Set up the Feather nRF52840 Express](#) for Arduino.
[Set up the Feather Huzzah ESP8266](#) for Arduino.

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IoT reference model



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Physical computing

On device sensing/control, no connectivity.
Sensor → Device, e.g. logging temperature.
Device → Actuator, e.g. time-triggered buzzer.
Sensor → Device → Actuator, e.g. RFID door lock.

A → B: measurement or control data flow.

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Microcontrollers

A *microcontroller* is a small, low power computer.
Sometimes it is also just called *controller* or *board*.
Runs a single program, there's no operating system.
Pins for General Purpose Input and Output (GPIO).

We focus on Arduino compatible microcontrollers.

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Arduino

An electronics prototyping platform.

Here's a [video](#) about Arduino with Massimo Banzi.

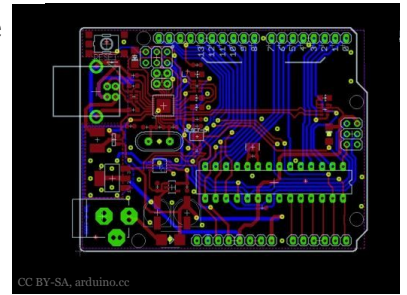


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Open source hardware

Layout and bill of materials are available under open licenses.

For details see, e.g. [OSHWA](#).



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Arduino compatible

Arduino *compatible* can mean different things:

Arduino *pin compatible*, for shield extensions.

Arduino IDE *programmable*, for ease of use.

We use Arduino IDE programmable controllers.

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Microcontroller form factors

Prototyping hardware *form factors* allow extensions:

Arduino ([Uno](#) and [MKR](#)) with "shield" extensions.

Adafruit [Feather](#) with FeatherWing extensions.

[Wemos](#), stackable modules based on ESP8266.

[M5Stack](#), a modular system based on ESP32.

We use Feather compatible microcontrollers.

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Feather form factor

Microcontroller form factor, [specified](#) by Adafruit.

[LiPo](#) charging circuit and USB on each board.

Reasonably small, breadboard friendly.

Broad range of microcontrollers.

[FeatherWing](#) extensions.

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Feather Huzzah ESP8266

Microcontroller with Wi-Fi, used by hobbyists.

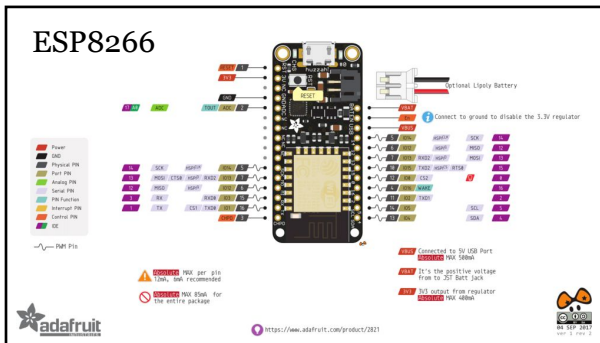
[ESP8266](#) System on Chip (SoC) by Espressif.

32-bit [Tensilica](#) CPU, 2.4 GHz 802.11 b/g/n.

4 MB [flash](#) memory, 80 kB user data RAM.

For details, check the [Wiki page](#).

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Feather nRF52840 Express

Microcontroller with [Bluetooth 5](#) (and more).

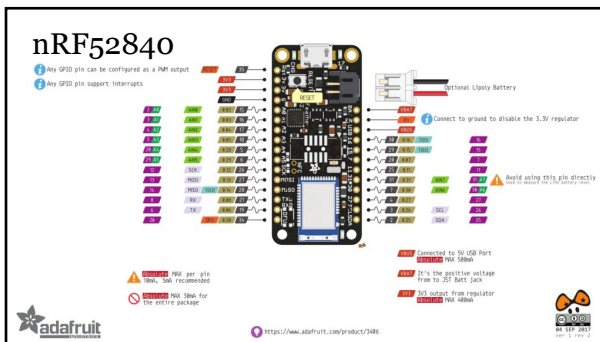
Nordic [nRF52840](#) System on Chip (SoC).

32-bit [ARM Cortex-M4](#) CPU with FPU.

1 MB [flash](#) memory, 265 kB RAM.

For details, check the [Wiki page](#).

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Programming a microcontroller

Most microcontrollers are programmed via USB.

Some require a *programmer* hardware adapter*.

(Cross-) *compiling* happens on your computer.

The binary has to be *uploaded* to the board.

Uploaded "firmware" runs stand-alone.

*) We use hardware with USB, no programmer.

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Arduino IDE

The [Arduino IDE](#) is [open source](#) and written in Java.

This tutorial is based on the desktop version 1.8.x.

[Board support URLs](#) enable 3rd-party boards.

For details, check the [Wiki page](#).

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Arduino "Hello, World!"

This is the basic structure of an Arduino program:

```
void setup() { // called once
  Serial.begin(115200); // set baud rate
}
void loop() { // called in a loop
  Serial.println("Hello, World!");
}
```

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Arduino settings

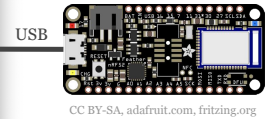
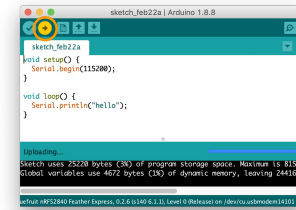
Connect your board via USB and make sure that
Tools > Board is set to your microcontroller,
Tools > Port matches the current USB port.

Some boards require additional settings.

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Arduino program upload

The *Upload* button compiles and uploads the code.

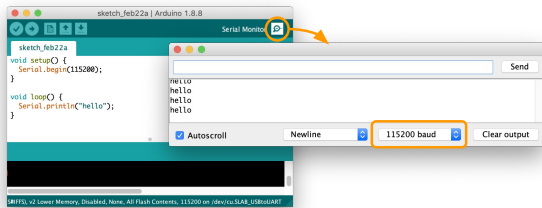


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Arduino serial console

Make sure the baud rate matches *Serial.begin()*.



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Arduino language

The [Arduino language](#) uses a subset of C/C++.

The user exposed code looks a bit like Java.

There is a [string](#) type and a [String](#) class.

[Libraries](#) are programmed in C++.

For details, check the [language reference](#).

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Input and output

Microcontrollers have an interface to the real world:

General purpose Input and Output (GPIO) pins.

GPIOs allow a controller to measure and control.

Measuring = *reading* sensor values from *input* pins.

Controlling = *writing* actuator values to *output* pins.

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Sensors and actuators

Convert physical properties to/from electrical signals.

Signals are *digital* (0 or 1) or *analog* (e.g. 0-255).

We look at two ways to wire sensors/actuators:

Breadboard and jumper wire connections.

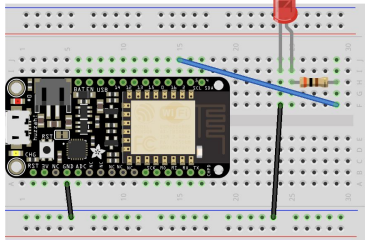
Grove connectors with 4-stranded wires.

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Breadboard

Wires electronic components, no soldering.

Under the hood, the columns are connected, and the power rails.



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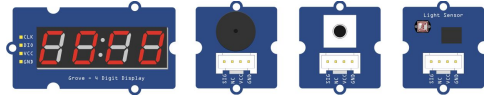
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Grove

Grove is a simple way to connect sensors/actuators.

This wiring standard is specified by Seeed Studio.

All modules designed by Seeed are [open source](#).



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Blinking LED

The "Hello, World!" of embedded programming.

```
void setup() { // called once
  pinMode(2, OUTPUT); // configure pin 2
}
void loop() { // called in a loop
  digitalWrite(2, HIGH); // set pin 2 = on
  delay(500); // sleep 500 ms
  digitalWrite(2, LOW); // set pin 2 = off
  delay(500); // sleep 500 ms
}
```

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Arduino example code

Each Arduino library comes with example code.

There are also a number of basic examples.

See *Arduino IDE* > *File* > *Examples*

GPIO pin numbers may vary.

Use the [pin mapping](#).

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Hands-on, 5': LED (digital output)

nRF52840 or ESP8266 w/ Grove:

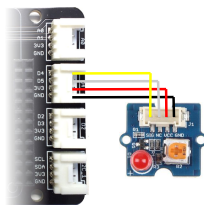
Find [code examples in the Wiki](#).

Connect to adapter port *D4*.

Maps to ESP8266 pin *0*.

Or nRF52840 pin *9*.

The same code works for the [buzzer](#).



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Hands-on, 5': Button (digital input)

nRF52840 or ESP8266 w/ Grove:

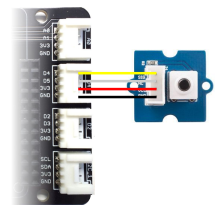
Find [code examples in the Wiki](#).

Connect to adapter port *D4*.

Maps to ESP8266 pin *0*.

Or nRF52840 pin *9*.

Use the serial console to see output.



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Hands-on, 15': Button-triggered LED

This works with nRF52840 or ESP8266, w/ Grove.
Connect the LED to port D2*, and the button to D4.
Combine the previous examples to switch the LED.
Look up the [pin mapping](#) to adapt the pin numbers.

*) On the ESP8266, remove LED for programming.

Commit the resulting code to the hands-on repo.

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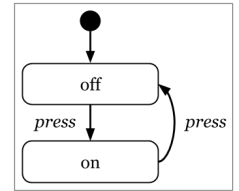
State machine

A (finite-) [state machine](#) is a simple way to manage state in embedded programs.

System is in one state at a time, *events* trigger state *transitions*.

E.g. 1st button *press* => light *on*,
2nd button *press* => light *off*,

3rd => *on*, 4th => *off*, etc.



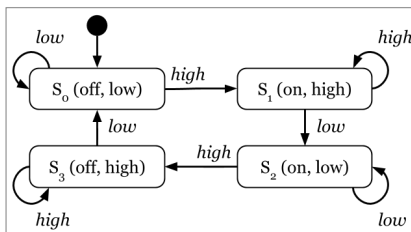
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State machine (detail)

Button is *high* or *low*.

Light is *on* or *off*.

Pressed = *low* → *high*.



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State machine (code)

```
int b = digitalRead(buttonPin); // local
if (s == 0 && b == HIGH) { // s is state
    s = 1; digitalWrite(ledPin, HIGH); // on
} else if (s == 1 && b == LOW) {
    s = 2;
} else if (s == 2 && b == HIGH) {
    s = 3; digitalWrite(ledPin, LOW); // off
} else if (s == 3 && b == LOW) {
    s = 0; // note: actions are idempotent
} // not shown: global int s = 0; ...
```

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Hands-on, 5': State machine

Copy and complete the code of the state machine.
Make sure it works, with a button and LED setup.
Change it to switch off only, if the 2nd press is *long*.
Let's define long as > 1s, measure time with [millis\(\)](#).

Commit the resulting code to the hands-on repo.

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Hands-on, 5': Light sensor (analog input)

nRF52840 or ESP8266 w/ Grove:

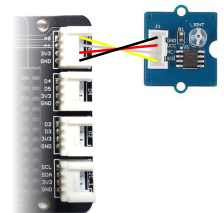
Find [code examples in the Wiki](#).

Connect to adapter port A0.

Maps to ESP8266 pin ADC.

Or nRF52840 pin A0.

Use the serial console or [serial plotter](#) to see output.



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Map input to value range

Sometimes mapping sensor value ranges helps, e.g.

0 - 1024 analog input => 0 - 10 brightness levels.

Arduino has a simple `map()` function for this:

```
int map(value, // measured input value
        fromLow, fromHigh, // from range
        toLow, toHigh); // to range
```

```
int x = ...; x = map(x, 0, 1024, 0, 10);
```

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Hands-on: Temperature (DHT11)

DHT11 sensors require a library.

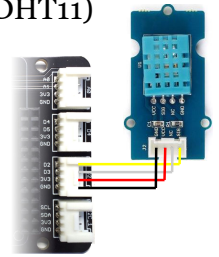
Setup and [examples in the Wiki](#).

Connect to adapter port *D2*.

Maps to ESP8266 pin 2.

Or nRF52840 pin 5.

New to libraries? See [Arduino library guide](#).



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Hands-on, 30': Kitchen timer

Design a kitchen timer to the following specification:

Displays a countdown to 0, in minutes and seconds.

Let's the user reset to 00:00, enter a new timespan.

Allows the user to start the countdown at *mm:ss*.

Starts buzzing if the countdown reaches 00:00.

Use a state machine, get the time with `millis()`.

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Summary

We programmed a microcontroller in (Arduino) C.

We used digital and analog sensors and actuators.

We learned to design and code a state machine.

These are the basics of physical computing.

Next: Sending Sensor Data to IoT Platforms.

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Homework, max. 3h

Implement or finish the kitchen timer you designed.

Document the timer state machine (PDF or PNG).

Commit the code and docs to the hands-on repo.

Bring the (working) timer to the next lesson.

Consider cooking something to test it.

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Feedback?

Find me on <https://fhnw-iot.slack.com/>

Or email thomas.amberg@fhnw.ch

Slides, code & hands-on: tmb.gr/iot-2

