

IoT Engineering

5: Local Connectivity with Bluetooth LE

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Today

$\frac{1}{3}$ slides,

$\frac{2}{3}$ hands-on.

Slides, code & hands-on: tmb.gr/iot-5



Prerequisites

Install the Arduino IDE and set up the nRF52840:

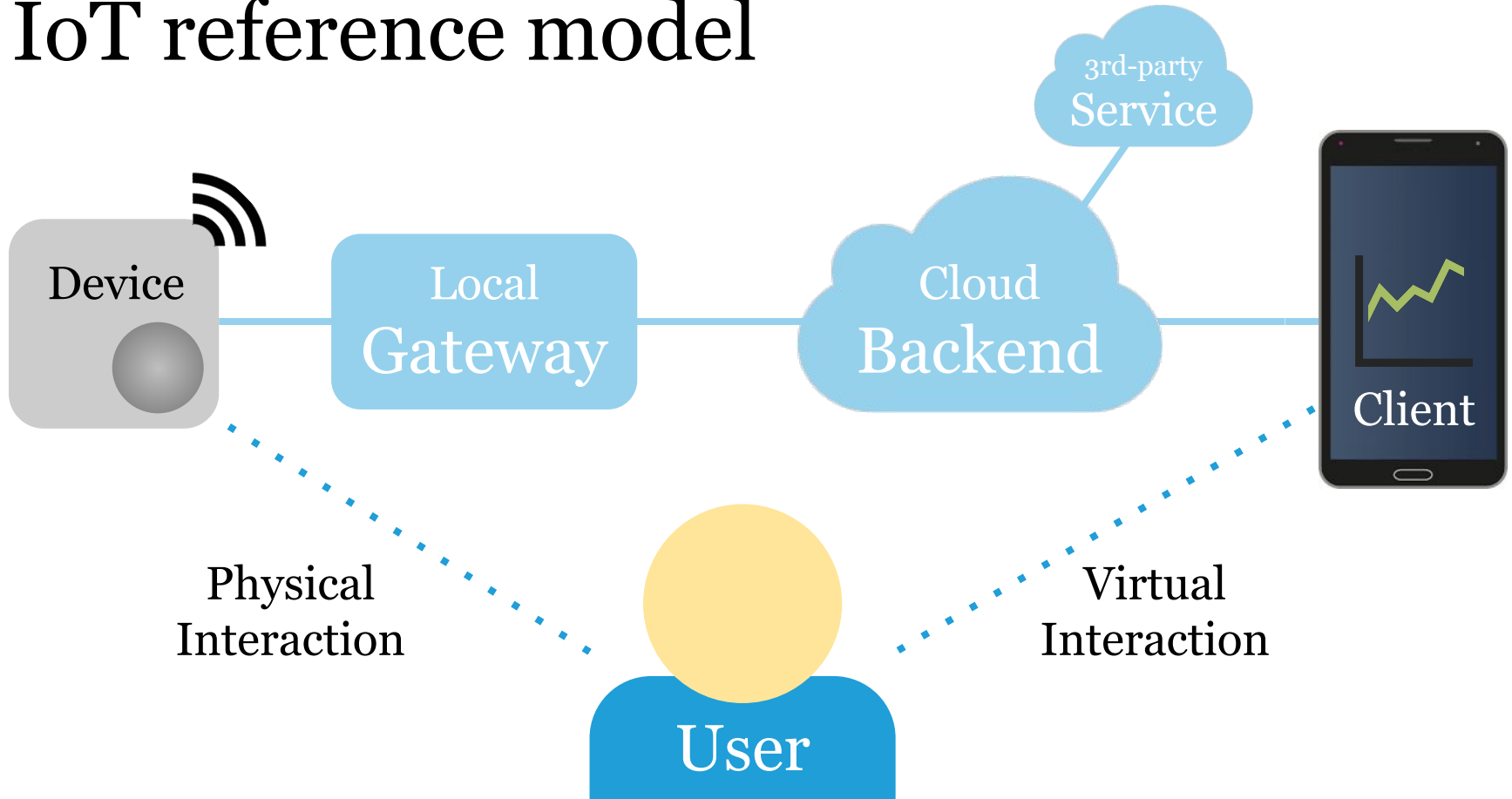
Check the Wiki entry on [Installing the Arduino IDE](#).

[Set up the Feather nRF52840 Express](#) for Arduino.

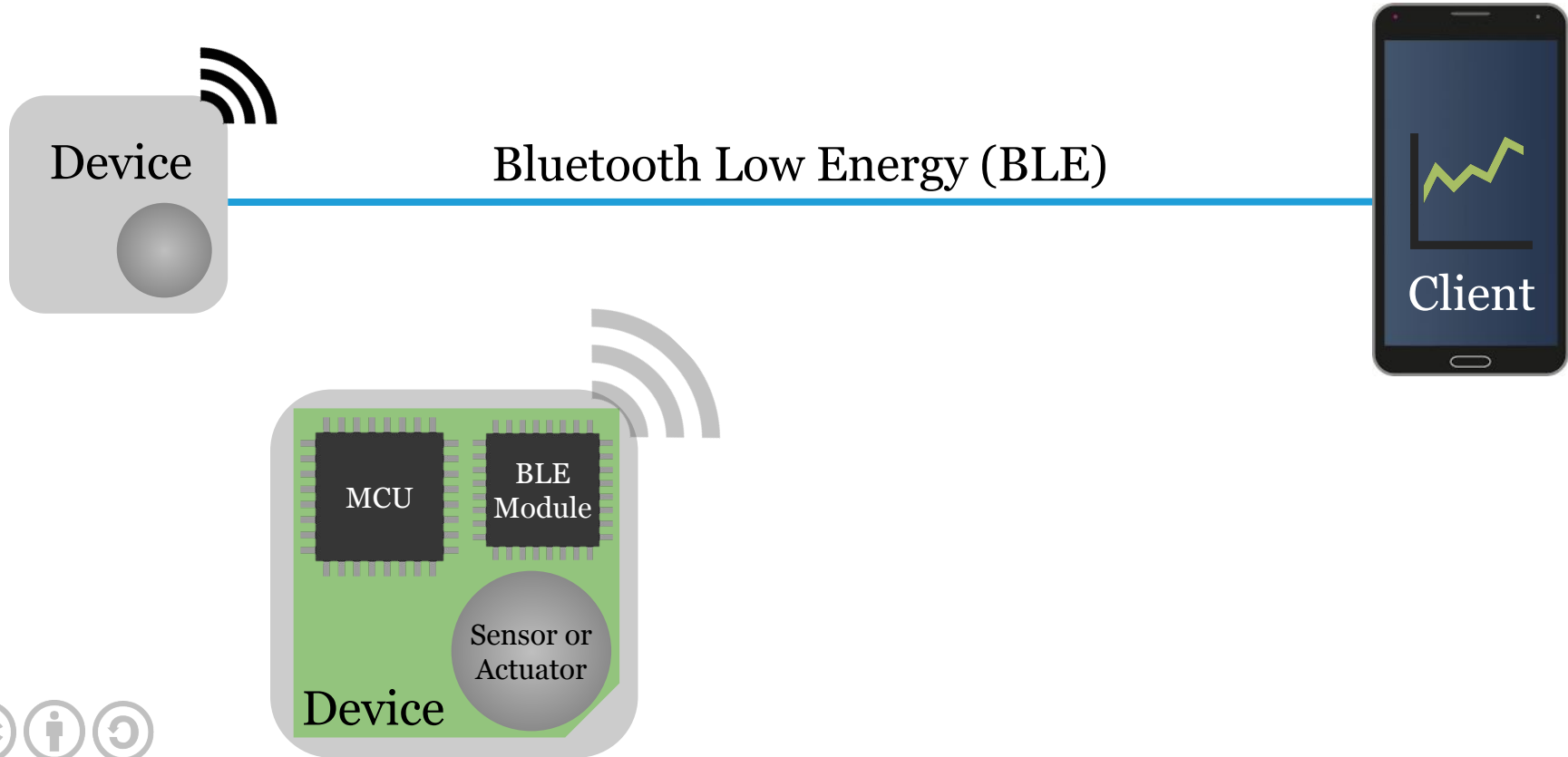
Setting up the board also installs this [BLE library](#).

For testing a smartphone with BLE is required.

IoT reference model



BLE connectivity



App + accessory

Local sensing/control, local connectivity.

Sensor \rightarrow Device \rightarrow Client app

E.g. blood sugar measurements.

Actuator \leftarrow Device \leftarrow Client app

E.g. insulin pump control data.

A \rightarrow B: measurement or control data flow.

Bluetooth Low Energy (BLE)

BLE is a power-efficient Bluetooth variant (since 4.0).

BLE is well suited for small, battery powered devices.

BLE uses less energy than Wi-Fi, way less than 3/4G.

Both, classic Bluetooth and BLE, use 2.4 GHz radio.

The **standard** is maintained by the **Bluetooth SIG**.

How BLE works

Peripherals advertise the data they have, over the air.

Centrals scan for nearby peripherals to discover them.

The central connects to a peripheral and uses its data.

Data is transmitted through *services & characteristics*.

BLE protocol stack

Application — e.g. on smartphone or microcontroller

BLE library — thin, language-specific wrapper library

GATT — services & characteristics | GAP — discovery

ATT — attribute transport | SMP — security manager

L2CAP — logical link control and adaptation protocol

Link layer — exposed via the host controller interface

Physical layer — dealing with actual radio signals

Generic Access Profile (GAP)

GAP defines the following roles, communication types:

Broadcaster and *observer* (connectionless, one-way).

Peripheral and *central* (bidirectional connection).

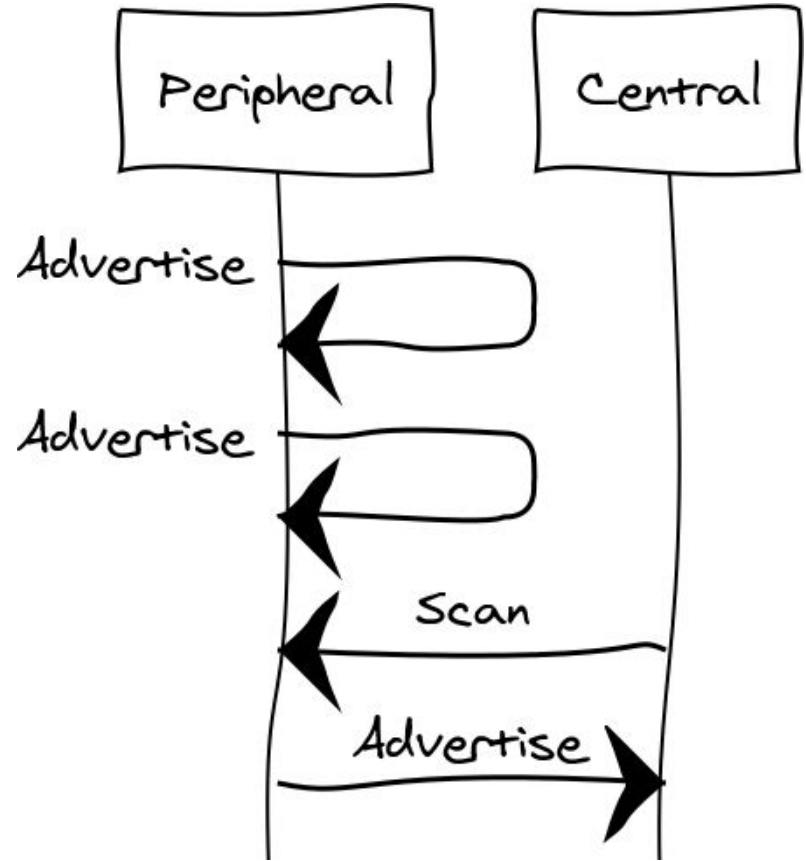
Each device supports one or more of these roles.

We start with peripheral and central roles.

Advertising

A peripheral *advertises* its services by broadcast, in a regular **interval**.

A central *scans* for all or a subset of services and gets device addresses and, if it's been sent, advertised data.



Attribute Transport (ATT)

ATT allows a *client* to access attributes on a *server*.

An *attribute* has a UUID, a handle and permissions.

A *UUID* is a 32/128-bit universally unique identifier.

An *attribute handle* is a server-assigned, 16-bit ID.

See [Bluetooth spec v5.1](#), Part F, p. 2288.

Generic Attribute Profile (GATT)

GATT is a simple application level protocol for BLE.
It's connection-based, with a *client* and a *server* role.
This enables a BLE device to provide a RESTful API.
A "GATT API", or *profile*, is a collection of *services*.

Usually, the peripheral acts as a server.

Services

A **GATT service** is a collection of characteristics.

Services encapsulate the behavior of part of a device.

In addition, such a service can refer to other services.

There are **standard** and custom services and profiles.

E.g. the **Battery Service** or the **Heart Rate Service**.

Characteristics

A **GATT characteristic** has a value and descriptors.

A *value* encodes data "bits" that form a logical unit.

Descriptors are defined attributes of a characteristic.

Supported procedures: read, write and notifications.

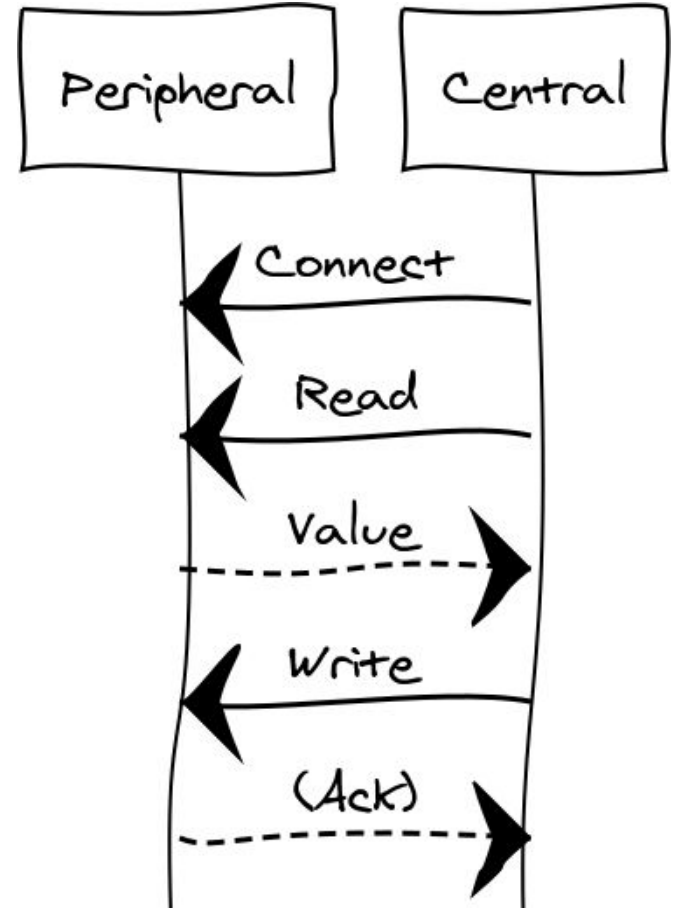
E.g. a **Battery Level** or a **Heart Rate Measurement**.

Read and write

Connect = the central connects to a peripherals BLE address.

Read = value of a characteristic or its descriptors is returned.

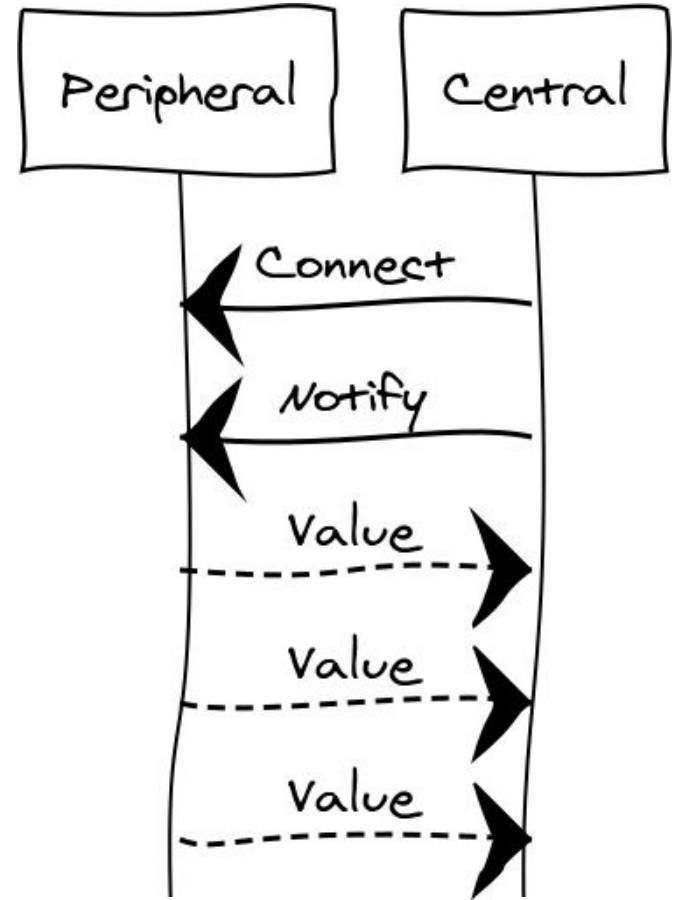
Write = characteristic value, or characteristic descriptor value is set, with/without response.



Notifications

Notify = *Client Characteristic Configuration* descriptor of a characteristic, UUID 0x2902, is set to 0x0000 using *Write*.

Value = *A Handle Value Notification* is sent if value changes.



See [Bluetooth spec v5.1](#), p. 2360 and p. 2389.

BLE explorer apps

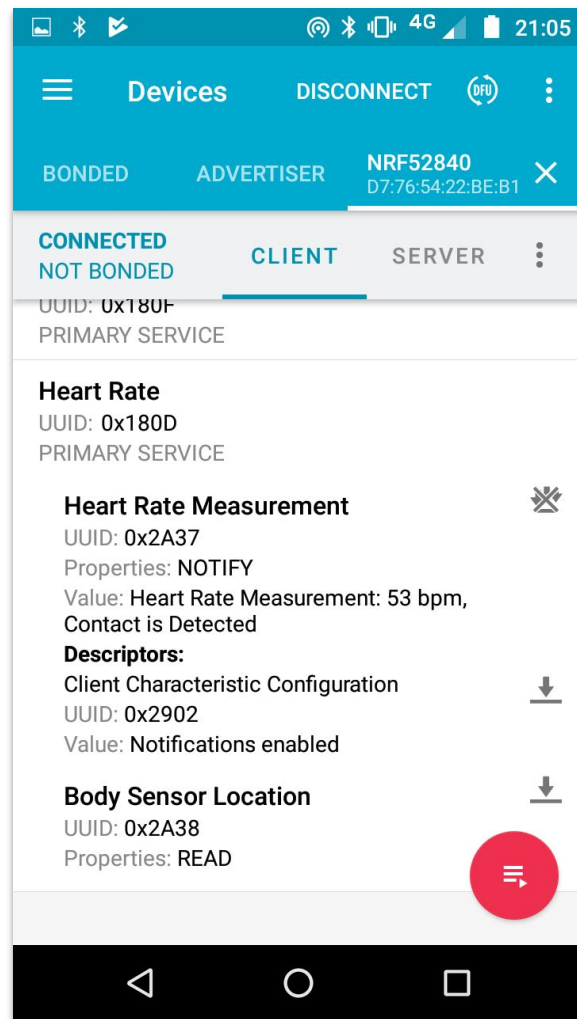
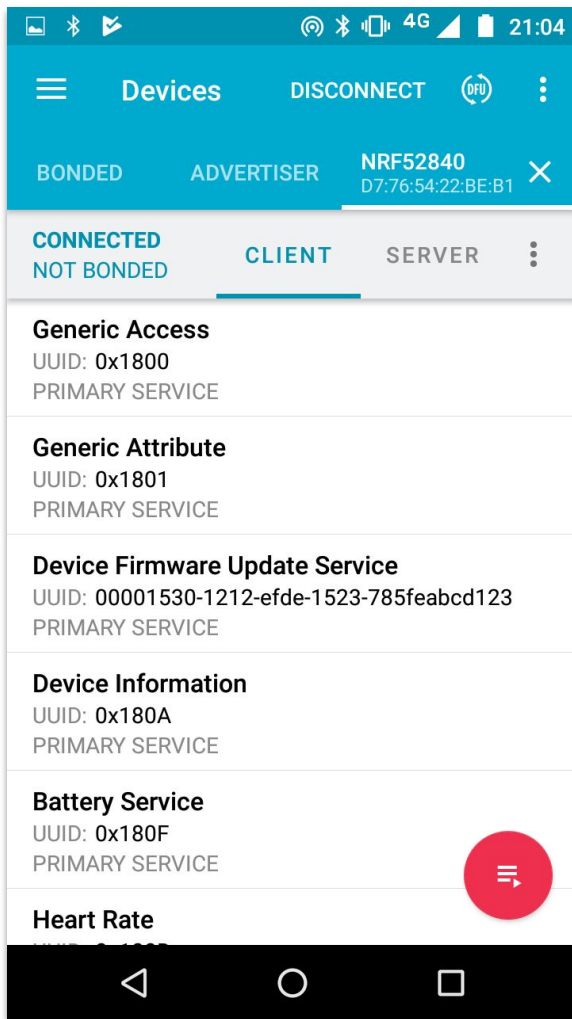
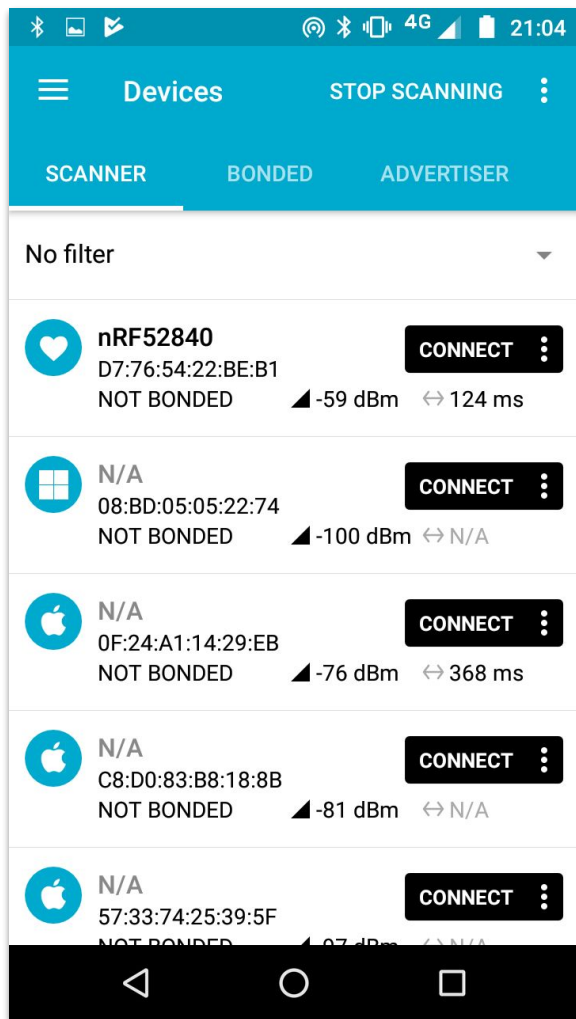
For debugging, use any generic BLE explorer app:

Find **BLE explorer apps** on the Google Play Store.

Search for "BLE explorer" in the iOS App Store.

Smartphones can act as central or peripheral.

Exploring is a great way to learn about BLE.



Heart Rate Service

This service is intended for fitness heart rate sensors:

Heart Rate Service UUID (16-bit): 0x**180D**

This service includes the following characteristics:

Heart Rate Measurement UUID: 0x**2A37** [N]

Body Sensor Location UUID: 0x**2A38** [R]

Heart Rate Control Point UUID: 0x**2A39** [W]*

*) Optional, see **Heart Rate Service** specification.

nRF52840 HRM BLE Peripheral [.ino](#)

```
hrmSvc = BLEService(0x180D); // See HRM spec
hrmChr = BLECharacteristic(0x2A37); // See spec

hrmSvc.begin(); // to add characteristics
hrmChr.setProperties(CHR_PROPS_NOTIFY); ...
hrmChr.begin(); // adds characteristic

uint8_t hrmData[2] = { 0b00000110, value };
hrmChr.notify(hrmData, sizeof(hrmData));
```

Hands-on, 10': HRM BLE Peripheral

Build and run the previous nRF52840 BLE example.

Use the *.ino* link on the page to find the source code.

Explore the HRM example using a smartphone app.

Draw the HRM profile as a tree, with services, etc.

Nordic UART Service

This service provides a serial connection over BLE:

Nordic UART Service custom (128-bit) UUID:
6E400001-B5A3-F393-E0A9-E50E24DCCA9E

This service includes the following characteristics:

RX (device receives data) UUID: 0x**0002** [W]

TX (device transmits data) UUID: 0x**0003** [N]

This service is becoming a de facto standard.

nRF52840 UART BLE Peripheral [.ino](#)

```
// UUID: 6E400001-B5A3-F393-E0A9-E50E24DCCA9E
uint8_t const uartSvcUuid[] = { 0x9E, 0xCA, ...,
0xB5, 0x01, 0x00, 0x40, 0x6E }; // lsb first

uartSvc = BLEService(uartSvcUuid); // 128-bit
rxChr = BLECharacteristic(rxChrUuid); // 128-b.
txChr = BLECharacteristic(txChrUuid); // 128-b.

txChar.setProperties(CHR_PROPS_NOTIFY);
rxChar.setProperties(CHR_PROPS_WRITE);
```


Hands-on, 10': UART BLE Peripheral

Build and run the previous nRF52840 BLE example.

Use the *.ino* link on the page to find the source code.

Send data to the device using the [nRF Connect app](#).

Done? Compare the above to Adafruit's [bleuart.ino](#).

nRF52840 UART BLE Central

.ino

```
Bluefruit.begin(0, 1); // 1 central connection
uartSvcClient.begin();
uartSvcClient.setRxCallback(rxCbck); // read
Bluefruit.Central.setConnectCallback(connCbck);

void connCbck(uint16_t connHandle) {
    if (uartSvcClient.discover(connHandle)) {
        uartSvcClient.enableTXD(); // enable notify
        uartServiceClient.print(...); // write data
        ...
    }
}
```

nRF52840 UART BLE Central (ff.) [.ino](#)

```
Bluefruit.Scanner.setRxCallback(found);

void found(ble_gap_evt_adv_report_t* report) {
    if (...Scanner.checkReportForService(
        report, uartServiceClient)) {
        Bluefruit.Central.connect(report);
    } else {
        Bluefruit.Scanner.resume();
    }
}
```

Hands-on, 10': UART BLE Central

Build and run the previous nRF52840 BLE example.

Use the *.ino* link on the page to find the source code.

Send data to a nRF52840 UART peripheral device.

Make sure every sent byte arrives at the other side.

Beacons

Beacons, e.g. [Apple iBeacon](#) are *broadcaster* devices.

Any *observer* can read the data from they advertise.

Lookup of "what a beacon means" requires an app.

Except for [Physical Web](#) / [Eddystone](#) beacons.

These contain an URL to be used right away.

nRF52840 Beacon BLE Observable [.ino](#)

```
BLEBeacon beacon(  
    beaconUuid, // AirLocate UUID  
    beaconMajorVersion,  
    beaconMinorVersion,  
    rssiAtOneMeter);  
beacon.setManufacturer(0x004C); // Apple  
startAdvertising();  
  
suspendLoop(); // save power
```

Hands-on, 10': Beacons

Build and run the previous nRF52840 BLE example.

Use the *.ino* link on the page to find the source code.

Test the beacon with a dedicated [iOS/Android](#) app.

Which information is transferred by a beacon?

If you happen to be at Zürich HB, start a scan...

nRF52840 Scanner BLE Central

.ino

```
Bluefruit.begin(0, 1); // Central
Bluefruit.Scanner.setRxCallback(found);
Bluefruit.Scanner.start(0);

void found(ble_gap_evt_adv_report_t* report) {
    Serial.printBufferReverse( // little endian
        report->peer_addr.addr, 6, ':');
    if (Bluefruit.Scanner.checkReportForUuid(...))...
    Bluefruit.Scanner.resume();
}
```


Hands-on, 10': Scanner BLE Central

Build and run the previous nRF52840 BLE example.

Use the *.ino* link on the page to find the source code.

Add a *checkReportForUuid()* for the Battery Service.

Can you spot the UUID in the advertising data?

Consider working in teams => more nRF52840.

Security

BLE has **security mechanisms** for pairing and more.

Pairing: exchanging identity and keys to set up trust.

Device chooses *Just Works*, *Passkey Entry* or **OOB**.

Or numeric comparison and **ECDH** for key exchange.

Some apps add encryption* on the application layer.

*) See, e.g. HomeKit in **iOS Security Guide** (p. 29). 34

Hands-on, 10': HomeKit

HomeKit is a proprietary home-automation system.

Try *File > Examples > Adafruit Bluefruit nRF52 > Projects > HomeKit > [homekit_lightbulb](#)*

An iOS device is required to test the peripheral.

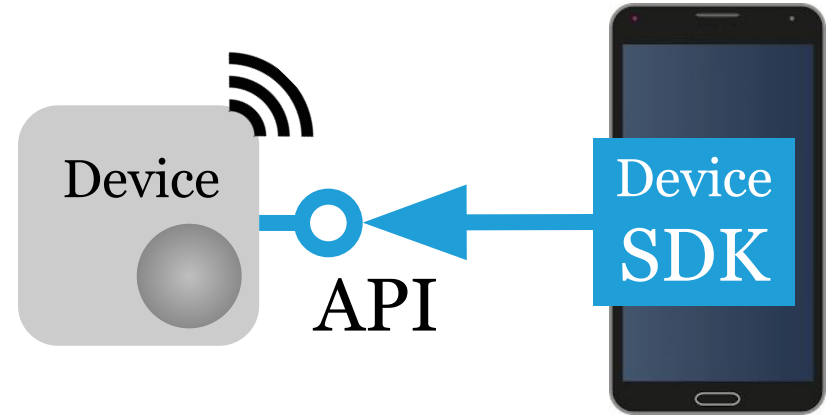
Read the code, how is security implemented?

Device API vs. SDK

A *device API* specifies how to talk to the device, from any client (here via BLE).

A platform specific *device SDK* simplifies integration.

E.g. *iOS device SDK* to talk to a device API from iOS.



Battery Service

Battery Level [R]

vs.

```
p = ble.conn(addr);  
b = sdk.getBatt(p);  
x = b.getLevel();
```

BLE on Android

There is an official introduction to [BLE on Android](#).

Building a robust BLE app on Android can be tricky.

Use the Nordic Semiconductor [Android-BLE-Library](#).

As an example app, look at the [nRF Toolbox project](#).

Writing a plugin for nRF Toolbox is quite easy.

BLE on iOS

On iOS the official BLE library is [Core Bluetooth](#).

Its [documentation](#) is a great introduction to BLE.

In iOS there's no way to get a device BLE address.

Instead, a UUID is assigned, as a handle, by iOS.

iOS devices change their Bluetooth MAC address.

BLE on Raspberry Pi

On Raspberry Pi Zero W there are many options, e.g.

Node.js libraries: [Noble](#) (central), [Bleno](#) (peripheral)

Python library: [PyBluez](#), [BluePy](#)

Linux C library: [Bluez](#)

CLI: `bluetoothctl`

Summary

We looked at BLE, Bluetooth for constrained devices.

We saw how centrals scan for advertising peripherals.

We used services to read/write characteristic values.

We met a custom Bluetooth profile for UART serial.

Next: Raspberry Pi as a Local Gateway.

Homework, max. 3h

Set up the Raspberry Pi Zero W via USB and Wi-Fi.

See [Raspberry Pi Zero W Setup](#) in the Wiki.

Make sure you've got SSH access.

Submit the MAC address.

Setup via USB can take a few tries, keep trying :)

Feedback?

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

Or email thomas.amberg@fhnw.ch

Slides, code & hands-on: tmb.gr/iot-5

