Controllers and Peripherals

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Microcontroller

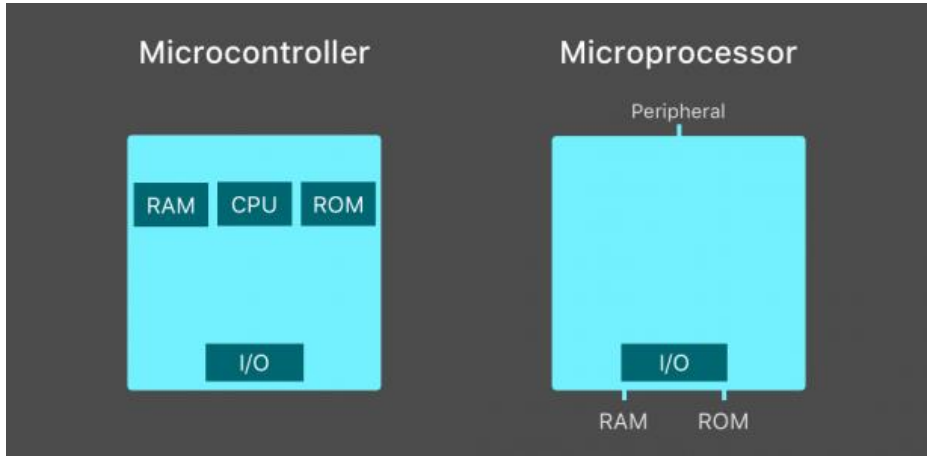
- A compact integrated circuit designed to govern a specific operation in an embedded system.
- Typically includes a processor, memory and input/output (I/O) peripherals on a single chip
- Most IoT applications have more than just a sensor added to a physical object and invariably comes with an internet connected microcontroller making it smart

Source: https://electrobes.com/product/7782/

Source: https://internetofthingsagenda.techtarget.com/definition/microcontroller

Comparison with conventional microprocessors

- Less expensive and use less power
- Have built in RAM, ROM or other peripherals on chip, while microprocessors have to interface with them through their pins
- Less computation power than a microprocessor
- Dedicated specifically to executing a task or a small set of tasks



Source: https://iiot-world.com/connected-industry/a-guide-for-selecting-the-right-microcontroller-for-your-iot-project/

Elements of a Microcontroller

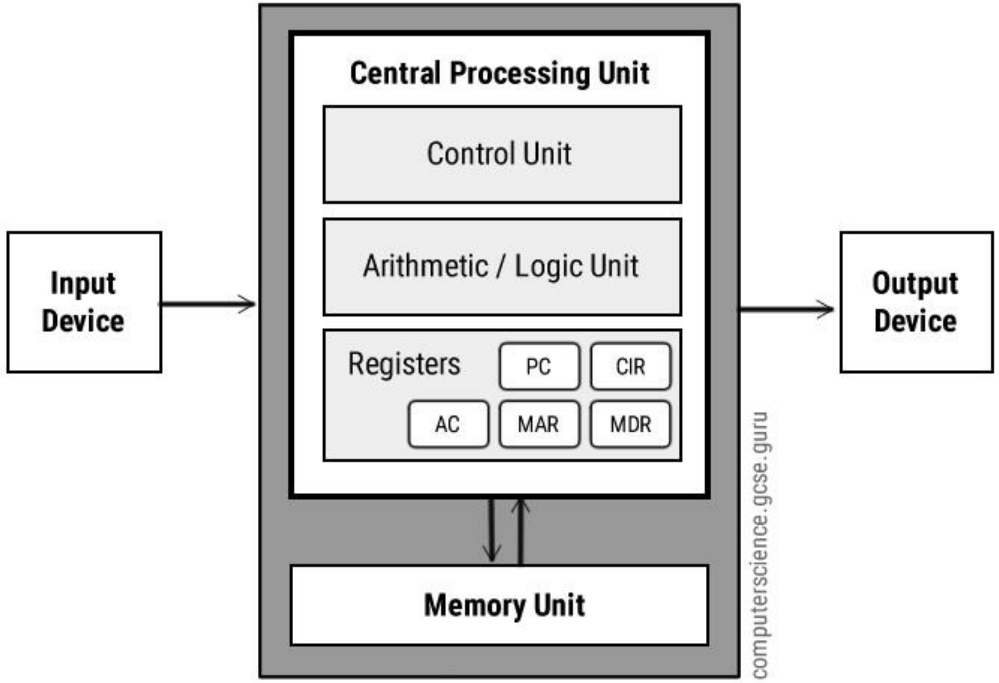
- **Processor (CPU)**
  - Processes and responds to various instructions that direct the microcontroller's function
  - Includes basic arithmetic, logic and I/O operations
  - Also performs transfer operations, which communicate commands to other components
- **Memory**
  - Program Memory – Stores the instructions that the CPU carries out and is non volatile
  - Data Memory – Temporary data storage, while instructions are executed. It is volatile

Elements of a Microcontroller

- **I/O Peripherals**
  - Interface for the processor to the outside world, for e.g., GPIOs, I2C, SPI, UART, timers, etc
  - The input ports receive information and send it to processor in binary format
  - The processor receives the data and sends necessary instructions to output devices

Processor Architecture

- Von Neumann Architecure
  - Single shared memory for program and data
  - Single bus for memory access
  - An arithmetic unit
  - Program control unit
  - Operates fetching and execution cycles serially

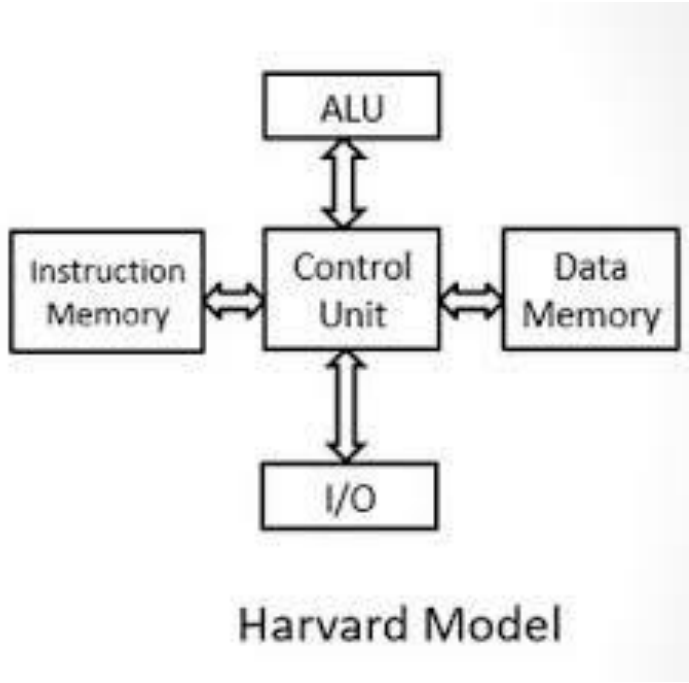


Source: https://www.computerscience.gcse.guru/theory/von-neumann-architecture

Processor Architecture

Source: https://www.thecrazyprogrammer.com/2019/02/difference-between-von-neumann-and-harvard-architecture.html

- Harvard Architecture
  - Two separate memory spaces for program code and data
  - Two corresponding address buses
  - Two data buses
  - Offers fetching and execution in parallel



Supporting Elements

- **Analog to Digital Converter (ADC)**
  - Analog signals can be continuous and provide infinite number of different voltage values, while digital circuits work with binary values, i.e., a logic HIGH or a logic LOW
  - A circuit that converts analog signals to digital signals
  - Samples the analog voltage at an instant and produces the digital output code that represents the analog voltage
  - Sampling rate and bit resolution are important parameters
  - Works using the Sample, Hold, Quantize and Encoding stages
  - Allows processor to interface with external analog devices, such as sensors
- **Digital to Analog Converter (DAC)**
  - Performs the inverse function of ADC, i.e., converts outgoing signals from the processor to external analog components
- **System Bus**
  - A connecting wire/set of wires that links all the components of a microcontroller together

Microcontroller Features

- **Bits**
  - Microcontroller processor varies from simple 4-bit, 8-bit or 16-bit processors to more complex 32-bit or 64-bit processors
  - 4-8 bits used in remote controls and other constrained applications – not fit for IoT applications
  - 8-bit: Used in cost constrained applications. Can be used in IoT applications with an RTOS running a simple control loop
  - 16-bit: Not very common in IoT
  - 32-bit: Normally used in IoT applications unless cost constraints required 8-bit architecture
  - 64-bit: Reserved for high end systems
  - Impacts the speed at which they are able to perform non-trivial computations
- **Architecture**
  - Majority use ARM, MIPS or x86

Microcontroller Features

- **RAM**
  - Volatile fast-access memory
  - The more the better, but it comes with its cost
  - Can vary from 16 bytes on 8-bit MCUs to about 4.5 MB on 32 and 64-bit MCUs
- **Flash**
  - Non volatile memory, essential for offline storage
- **GPIO**
  - General purpose i/o pins used to connect sensors and actuators to the MCU
  - Number of pins may be a parameter for choosing a certain MCU for your IoT application
- **Connectivity**
  - Options how the microcontroller can connect to the internet, i.e., Wi-Fi, Ethernet or some other means.
  - Any IoT application requiring connected sensors will need this feature
- **Power Consumption**
  - Critical when the device has to rely on battery or other energy source like solar power
  - Gives an indication regarding how power hungry the microcontroller is

How to choose the microcontroller?

- Compatibility
  - Does it support the sensors/actuators that you want to use
  - Does it have enough input/output ports based on the sensors/actuators you use
- Architecture
  - Is the architecture sophisticated to handle the complexity of your program
- Memory
  - Does MCU come with enough RAM and Flash memory
  - In case there is possibility of future updates, it is better to have extra memory
- Availability, Power and Cost
- Internet and other Communication Protocols
- Development Support

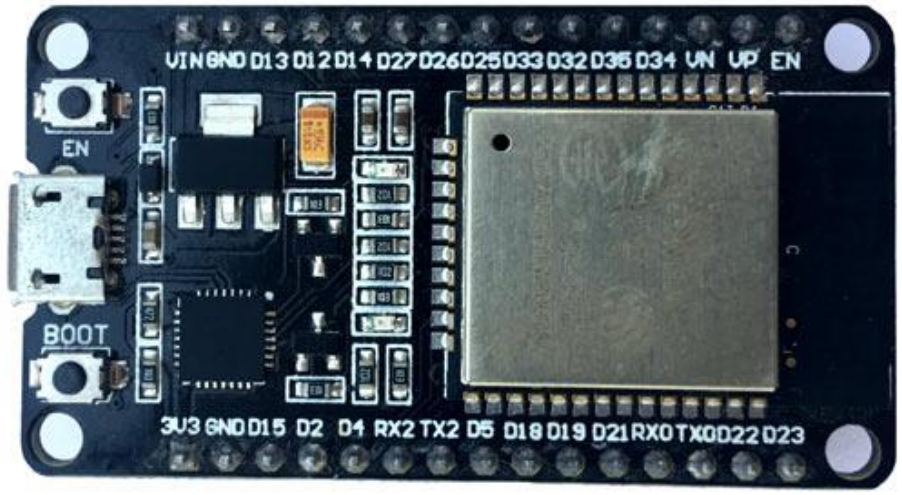
IoT Hardware Platforms

- Particle.io
  - Most comprehensive all in one IoT hardware platform that offers connectivity, device cloud and apps
  - All Particle's microcontroller boards are enabled to communicate over either Wi-Fi, cellular (2G/3G/LTE) or BLE
  - Their microcontrollers are controlled by a special OS, which enables easy integration of devices with particle's device cloud and apps
  - Open source boards with lot of support
  - OTA updates possible

Source: https://circuitdigest.com/article/top-hardware-platforms-for-internet-of-things-iot

IoT Hardware Platforms

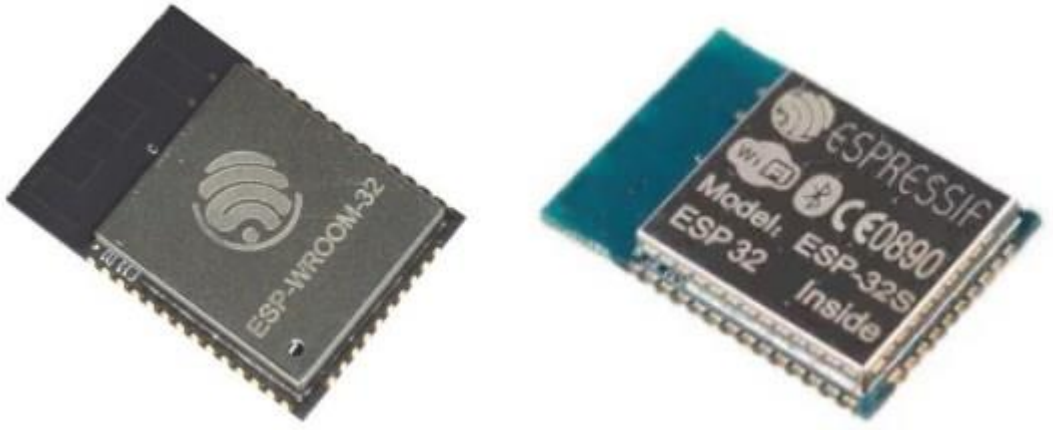
- Espressif ESP8266 Boards
  - Low cost, low power and easy to use
  - Initially used as a bridge to connect microcontrollers to wifi networks
  - Can be used as either a WiFi module connected to other microcontrollers or used in standalone mode
  - Small form factor



Source: https://circuitdigest.com/article/top-hardware-platforms-for-internet-of-things-iot

IoT Hardware Platforms

- ESP32 – Main features
  - Tensilica LX6 dual core processor at 240 MHz
  - 520 Kb of SRAM memory
  - WiFi 802.11 b/g/n connectivity with support for WEP, WPA/WPA2
  - Bluetooth connectivity (classic and LE)
  - 32 I/O pins with built in peripherals
  - Hardware acceleration for security algorithms



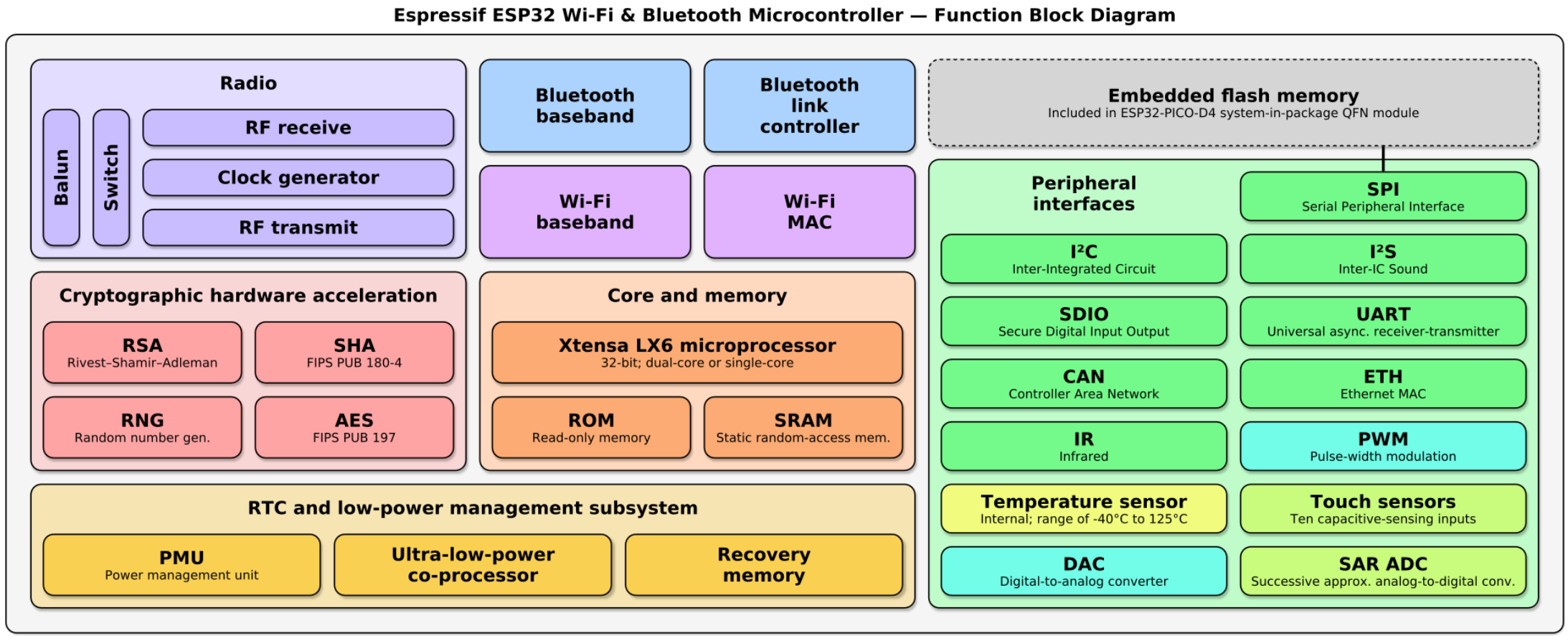
Source: http://www.lucadentella.it/en/2016/12/03/esp32-1-introduzione/

IoT Hardware Platforms

- Single board based computer and runs on Linux
- Different boards with extremely powerful processors (1.4 GHz 64-bit quad core processor in Pi 3 Model B+)

Raspberry Pi

ESP32 functional block diagram



IoT Hardware Platforms

- Intel IoT development boards
  - Huge processing capabilities
  - Most popular is Intel Edison
  - Dual core, Dual threaded Intel Atom CPU at 500 MHz and a 32-bit Intel Quark microcontroller which runs at 100 Mhz

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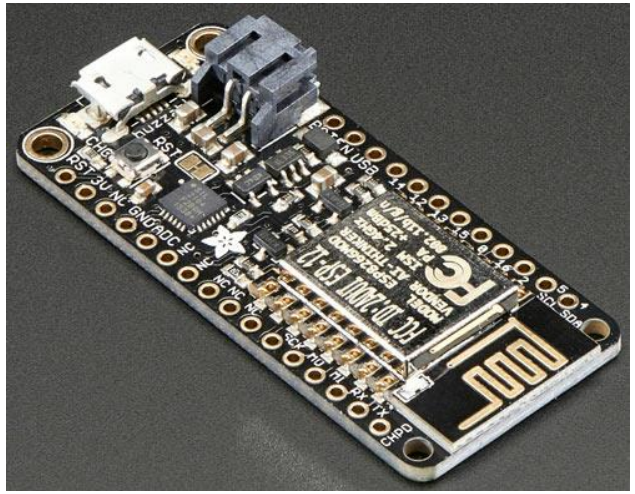
IoT Hardware Platforms



Adafruit Range of boards

Arduino IoT Product Line

Thank You