
CS107E CURIS 2025

Elias Chikwanda, Daniel James, Joe Robertazzi





CS107E: RESEARCHING COMPUTER SYSTEMS FROM THE GROUND UP

Elias Chikwanda, Daniel James, and Joe Robertazzi

Mentor – Julie Zelenak



OVERVIEW

This summer we aimed to "hack" on the Mango Pi to **develop its libraries** and capabilities for students to use in the CS107E course.

We **established APIs** for MangoPi serial communication protocols, allowing students to pursue more ambitious projects.



DRIVERS

SPI

Overhauled our SPI driver adding integration with DMA and allowing **asynchronous transfers** while establishing an easier to use API.



I2C
Further developed and tested an I2C driver module. Designed a **student-friendly API**.



DMA

Created a new driver for the DMA controller, unlocking **faster and asynchronous APIs** for other drivers.

I2S
Further developed the Mango Pi's I2S drivers, establishing a **more robust API** for students to use when working with mono/stereo audio for both microphones and speakers.



SHMC (SD CARD)

We successfully ported and tested the (SHMC) for SD cards. Exposed the block read and block write functions, effectively abstracting the underlying hardware layer.

`mmc_bsp.c`
`mmc.c`
`mmc.h`
`util.c`
`util.h`

DEMONSTRATIONS

POV SPHERE

To test the capabilities of our newly developed drivers, we decided to fix the POV sphere: a former student's CS107E final project.



HAT EXPLORATION

SNAKE
GAME OF LIFE



DOOM PORT

For the final few weeks of our "hacking", we decided to continue making examples of how our drivers could be used, especially across multiple devices at the same time.



With our DOOM port, we implemented an SPI LCD display, an I2C joystick, and I2S speaker to run the original DOOM game completely bare metal on the Mango Pi.



I2C HYDRA
One final test was making a giant "hydra" of our I2C devices including RTCs, OLEDs, and accelerometers, as I2C was the protocol that we had the **most devices working for**.



This demo also served as an **experiment** to explore the limits of our drivers and confirm that we could simultaneously communicate with multiple devices.

COURSE REVIEW

One of the biggest challenges for students when working on embedded systems is the lack of a debugger. Currently the course uses a software simulator to allow debugging, but this doesn't allow interacting with hardware components like screens or buttons. We researched the JTAG hardware debugging protocol in order to allow students to debug their code on device. **Future work:** the manufacturer's proprietary software only runs on Linux and Windows machines. Can we make it work on Mac?

In addition to debugging, we developed other aspects of the course to allow students to do more with the Mango Pi, whether that be guides explaining how to enable **Vector Instructions** or barebones SD card drivers.

LEARNING

Designing an API forced us to think critically about which features to include to provide a solid foundation while leaving open options for further exploration by students.

Thorough testing and code review ensured the implementation was robust and superb quality so students can successfully use and learn from the code.

KEY TAKEAWAYS

We gained a lot of experience in development for embedded systems, leveled up our debugging skills, and learned how to interpret datasheets of varying quality.

Alongside learning about the industry, we discovered how difficult and meticulous it is to develop new course materials and refine existing content.





Stanford
University

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DEMONSTRATIONS

POV SPHERE

My first demo was



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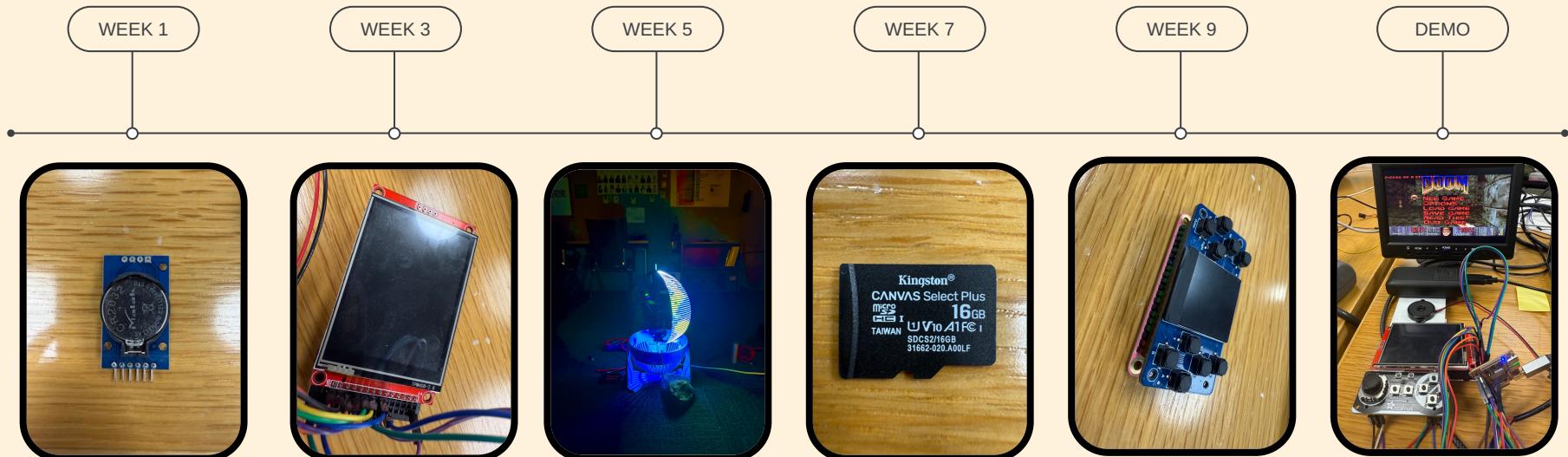


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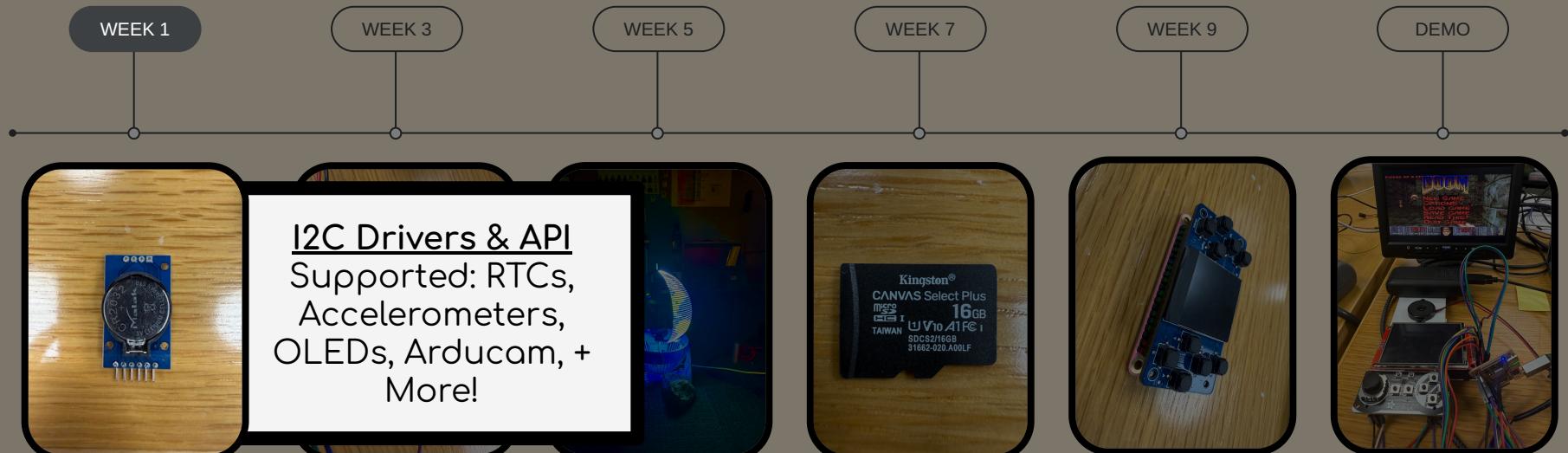


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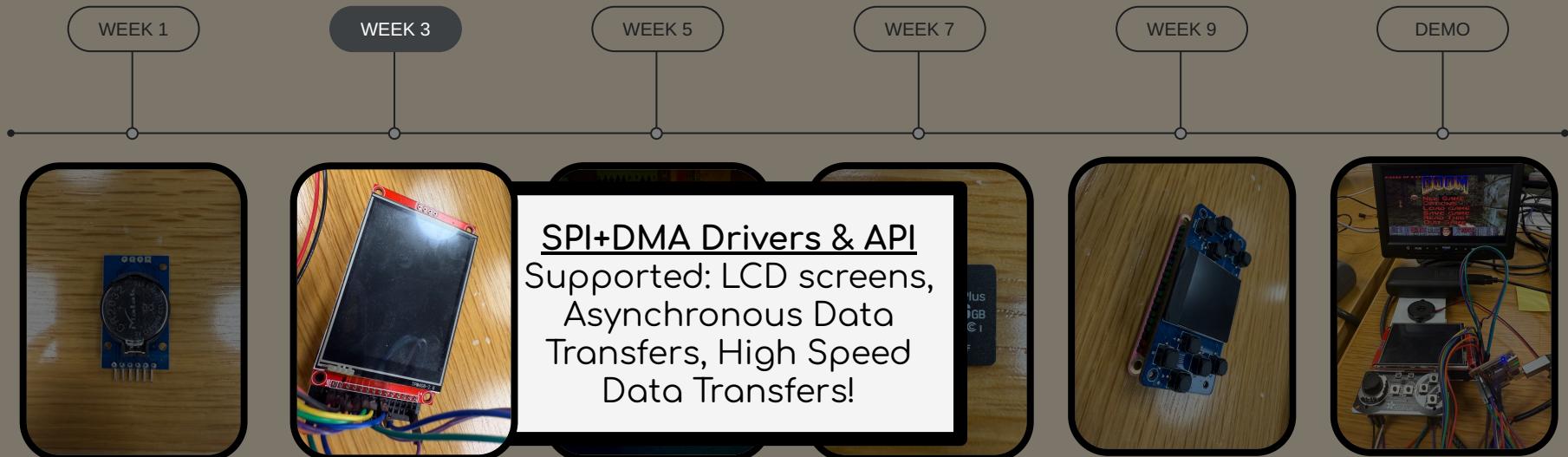
SUMMER OVERVIEW

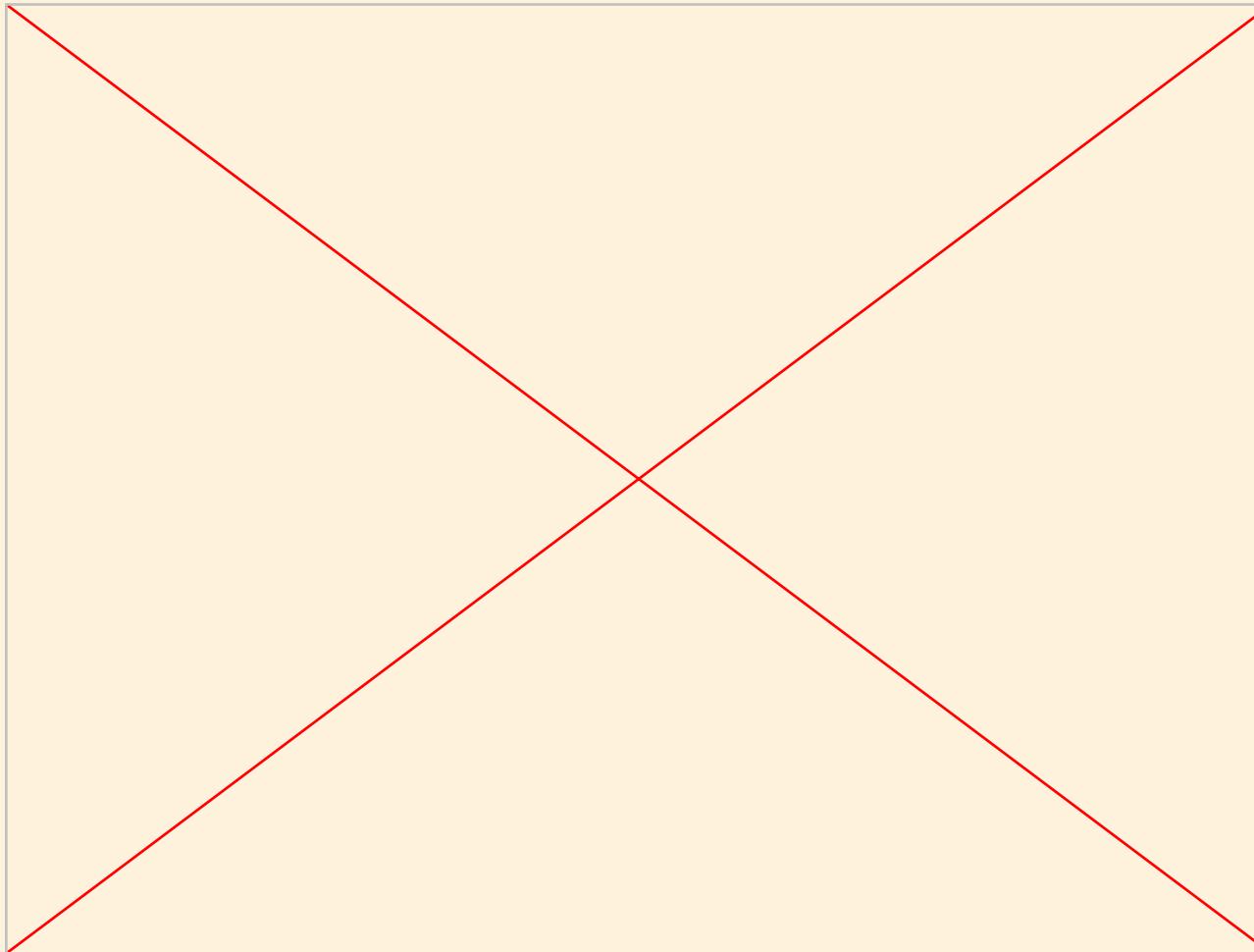


SUMMER OVERVIEW



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Project Info/Demos!

Joe's 107E Project



Joe's 107E Project



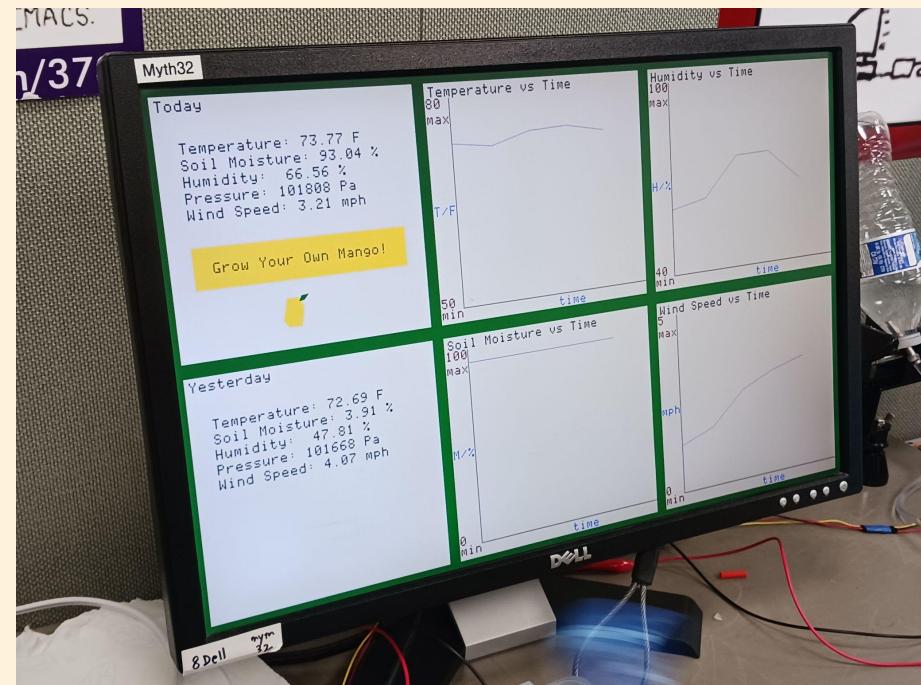
Elias' 107E Project



Sensors Used

- BME280 Sensor (Temperature, Humidity, Pressure)
- Hall Effect Sensor
- Soil Moisture Sensor

GROW YOUR OWN MANGO



Daniel's 107E Project

