

# From API to Electrons

A journey on Tessel from JS to the metal...  
...and back

Eric Kolker

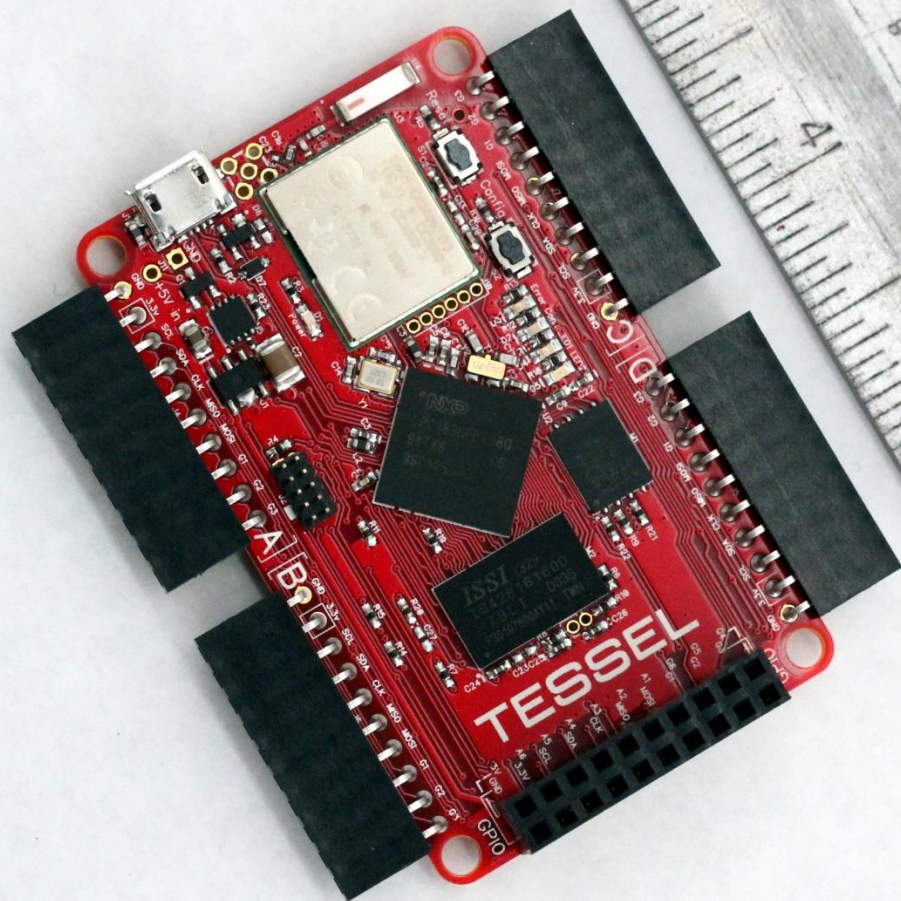
Technical Machine

FIT 2014

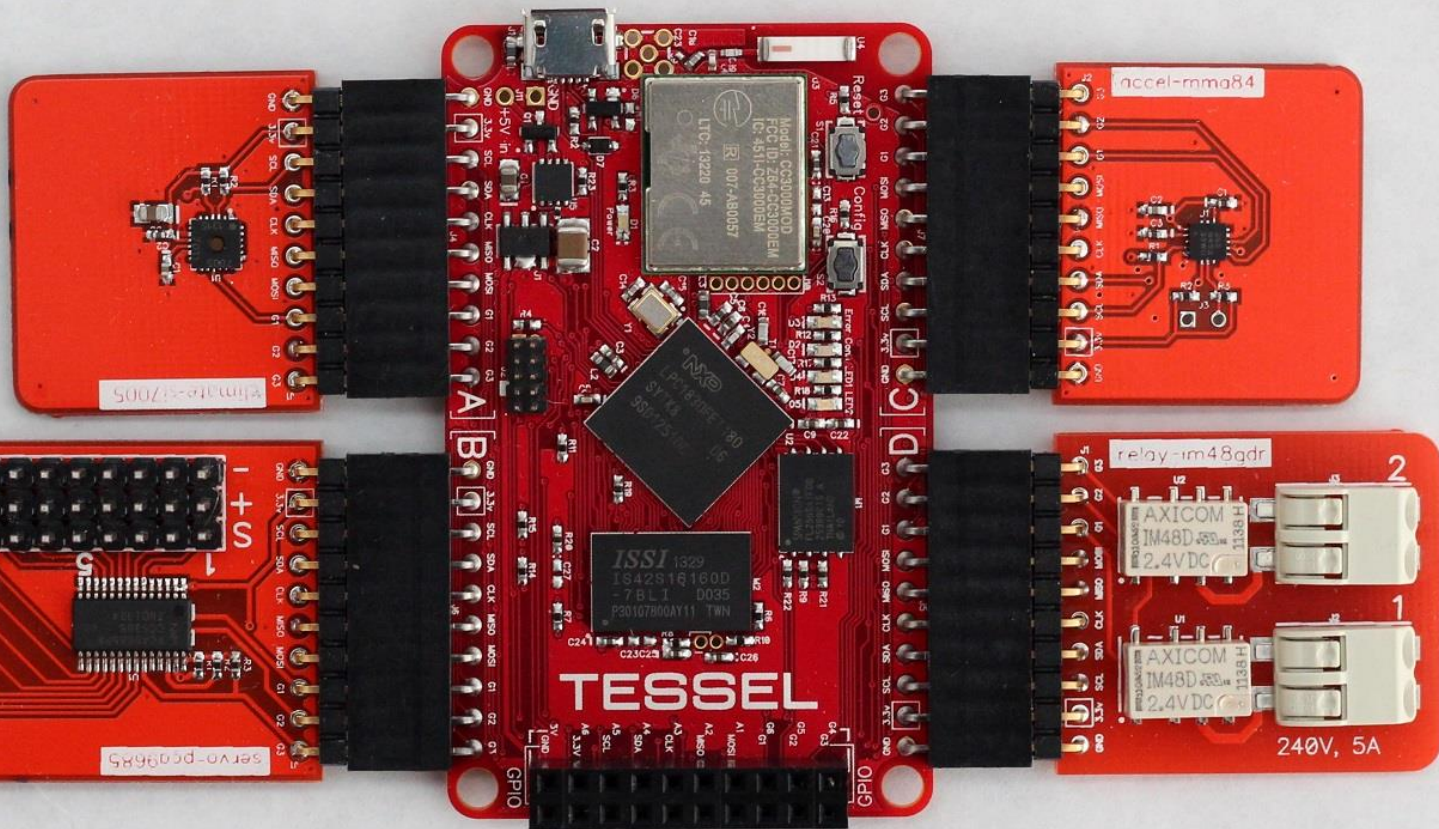
# Intro

- I'm Eric Kolker
- Electrical engineer, @technicalhumans
- Our adventure today:

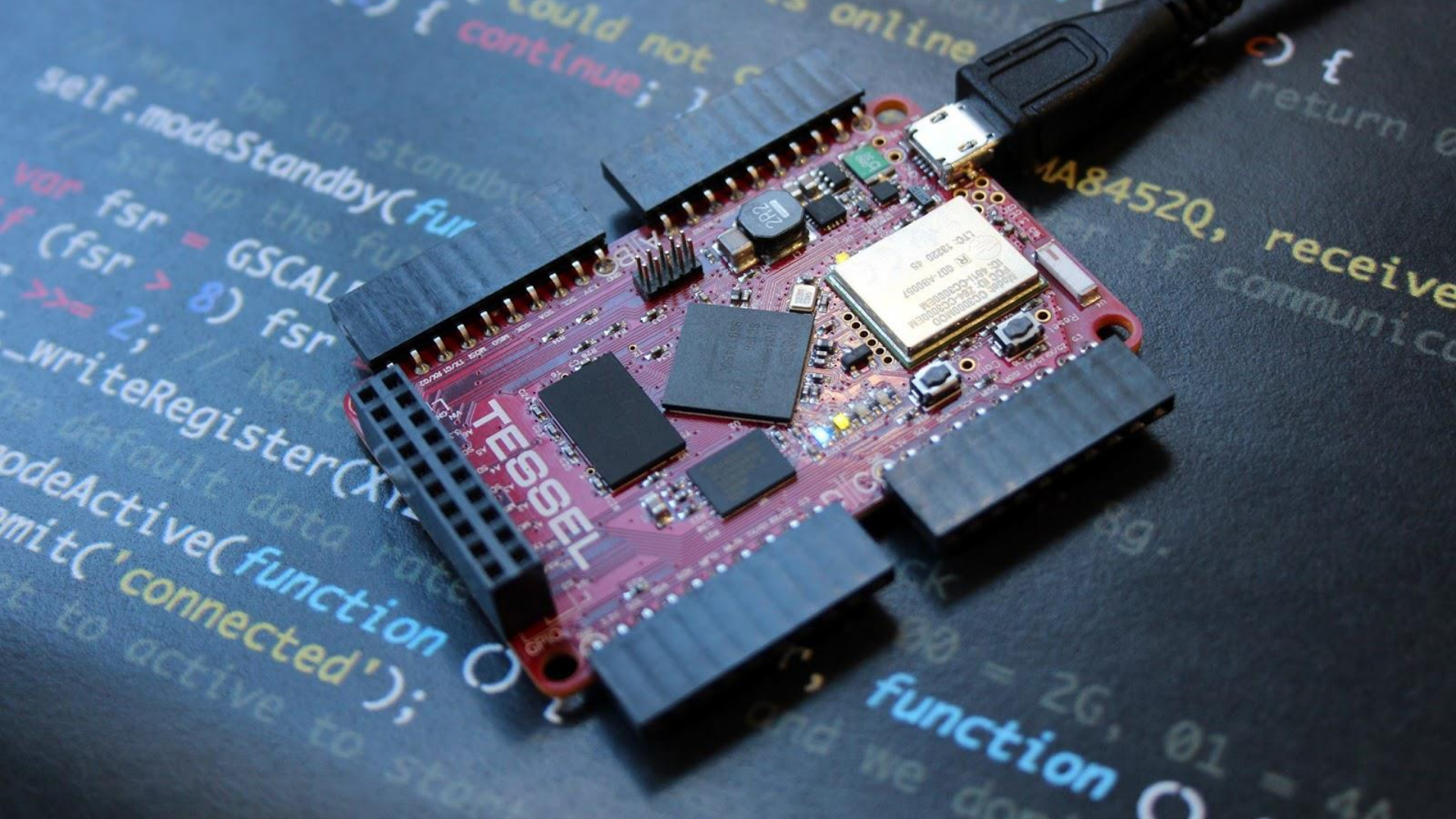
What happens when you set a noise trigger with Tessel and the Ambient module?



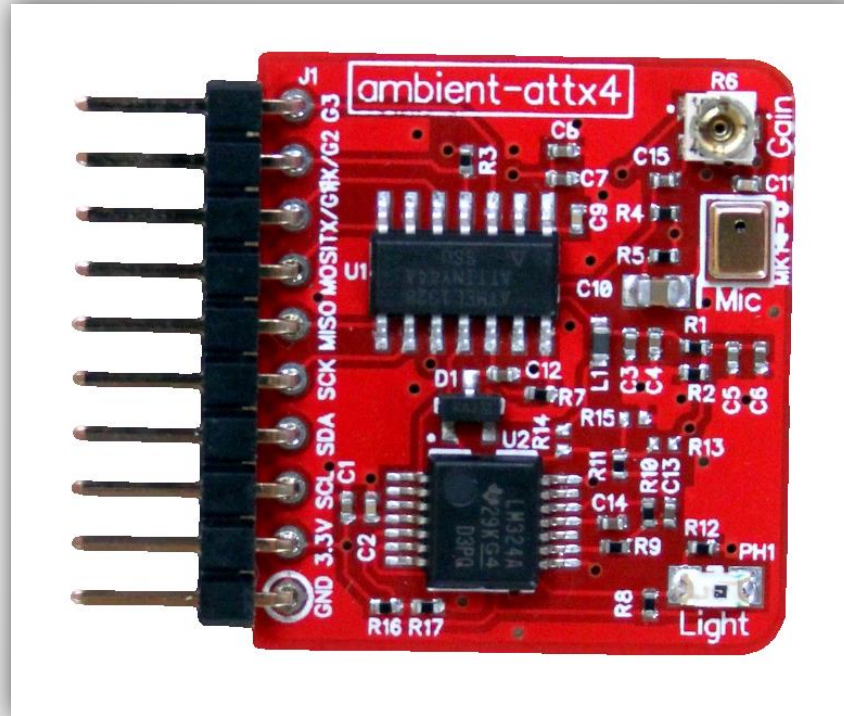






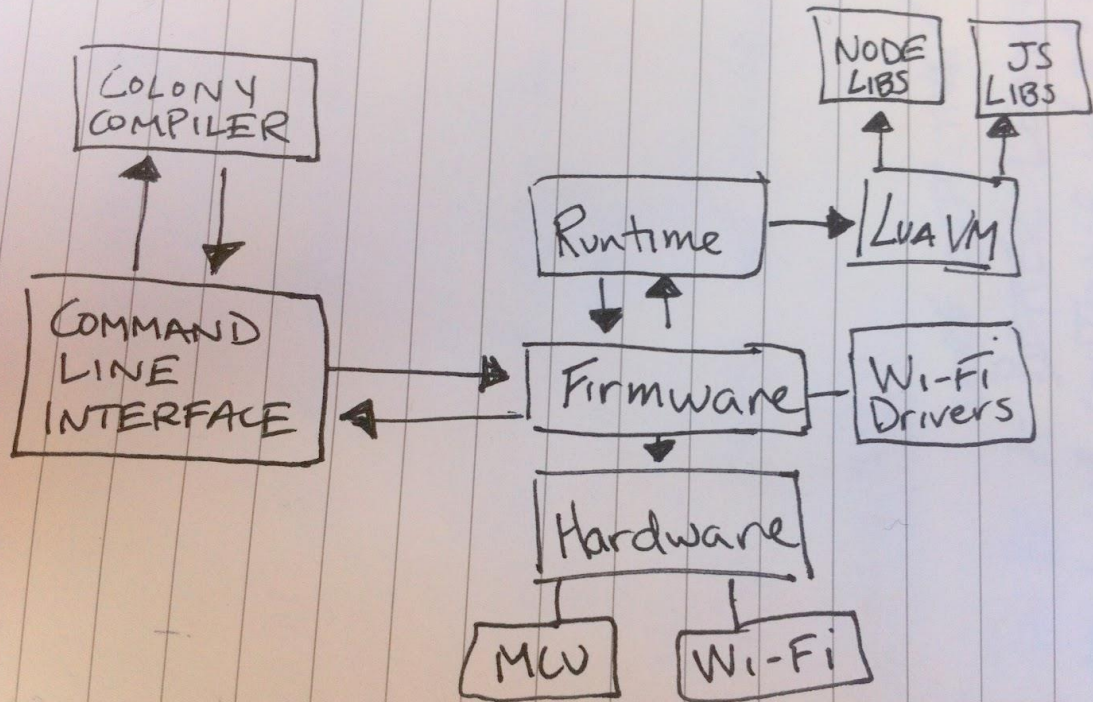


# Case study: the Ambient Module



```
1 var tessel = require('tessel');
2 var ambientlib = require('ambient-attx4');
3 var ambient = ambientlib.use(tessel.port['A']);
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5 ambient.on('ready', function () {
6   // Set a sound level trigger
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9   ambient.on('sound-trigger', function(data) {
10     console.log("Something happened with sound: ", data);
11     // Clear it
12     ambient.clearSoundTrigger();
13     // After 1.5 seconds reset sound trigger
14     setTimeout(function () {
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16     }, 1500);
17   });
18 });
19
20 ambient.on('error', function (err) {
21   console.log(err)
22 });
```

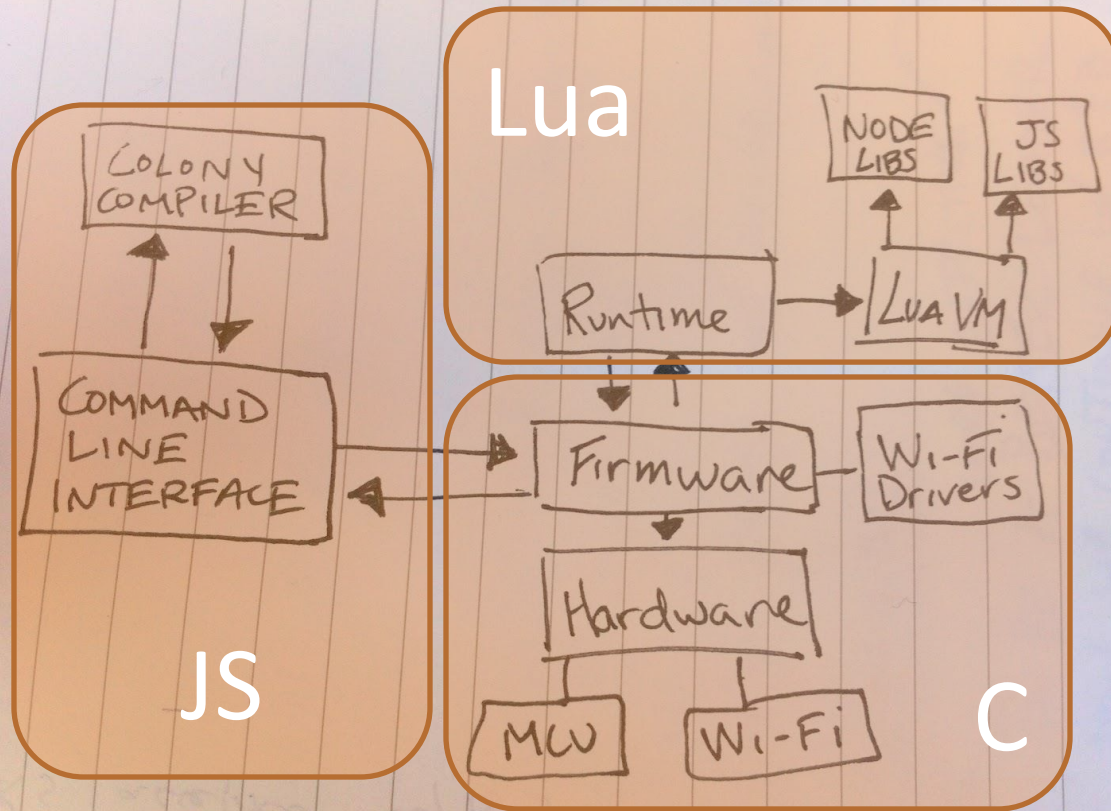






# tessel run ambient.js

- JS transpiled to Lua via Colony
  - Embeddable, low memory footprint, semantically similar to JS
- Dependencies bundled
- Bundle stored in RAM, executed
  - **tessel push** = saved in flash



```
var tessel = require('tessel');  
tessel.leds[0].rawWrite(1);
```

```
Pin.prototype.rawWrite = function rawWrite(value) {  
  hw.digital_write(this.pin, value ? hw.HIGH : hw.LOW)  
  return this;  
};
```

```
LUALIB_API int luaopen_hw(lua_State* L)  
{  
  luaL_reg regs[] = {  
    { "digital_write", l_hw_digital_write },  
  },
```



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```
static int l_hw_digital_write(lua_State* L)  
{
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  luaL_reg regs[] = {  
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```

```
static int l_hw_digital_write(lua_State* L)  
{  
  uint32_t pin = (uint32_t)lua_tonumber(L, ARG1);  
  uint32_t level = (uint32_t)lua_tonumber(L, ARG1 + 1);  
  
  hw_digital_write(pin, level);  
  
  return 0;
```

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LUALIB_API int luaopen_hw(lua_State* L)
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    hw_digital_write(pin, level);

    return 0;
}
```

```
void hw_digital_write(size_t ulPin, uint8_t ulVal)
{
    if (ulVal != HW_LOW) {
        GPIO_SetValue(g_APinDescription[ulPin].portNum, 1 << g_APinDescription[ulPin].bitNum);
    } else {
        GPIO_ClearValue(g_APinDescription[ulPin].portNum, 1 << (g_APinDescription[ulPin].bitNum));
    }
}
```



```

{
    uint32_t pin = (uint32_t)lua_tonumber(L, ARG1);
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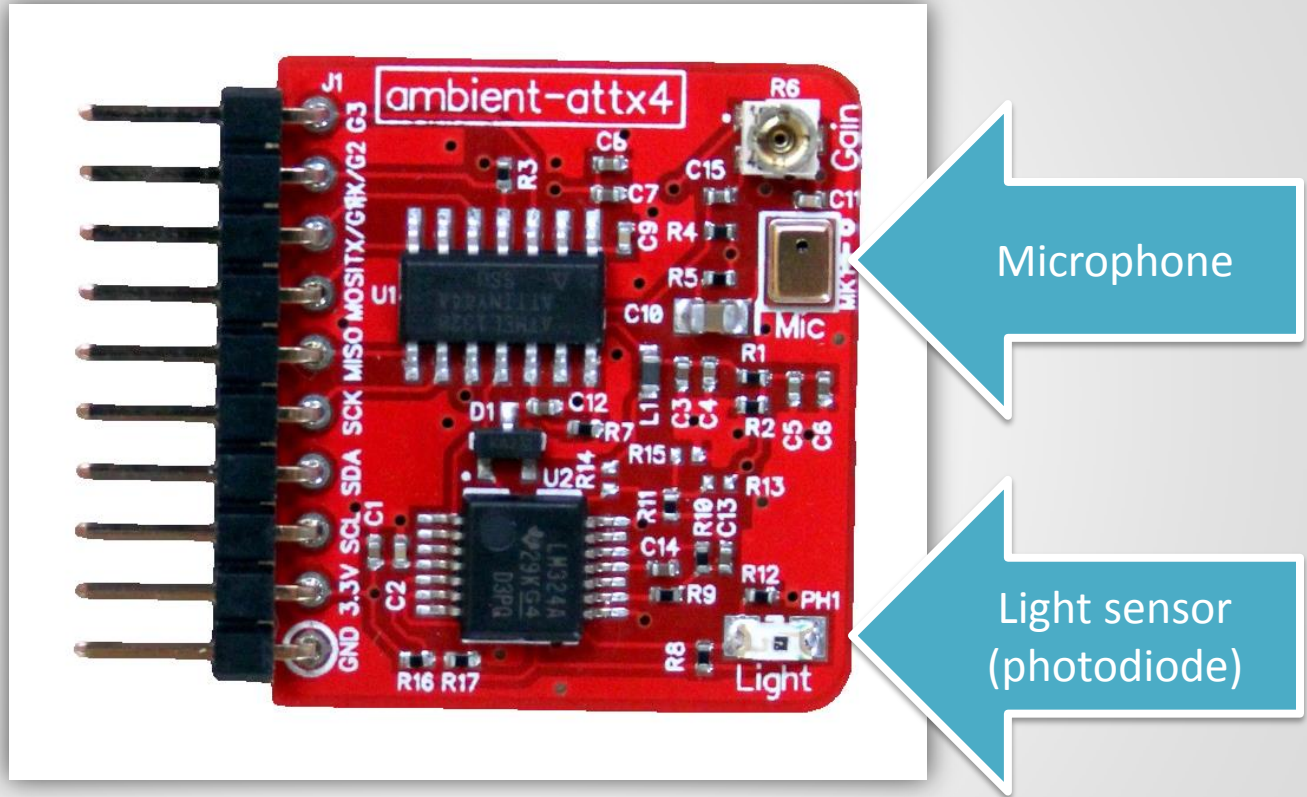
```

```

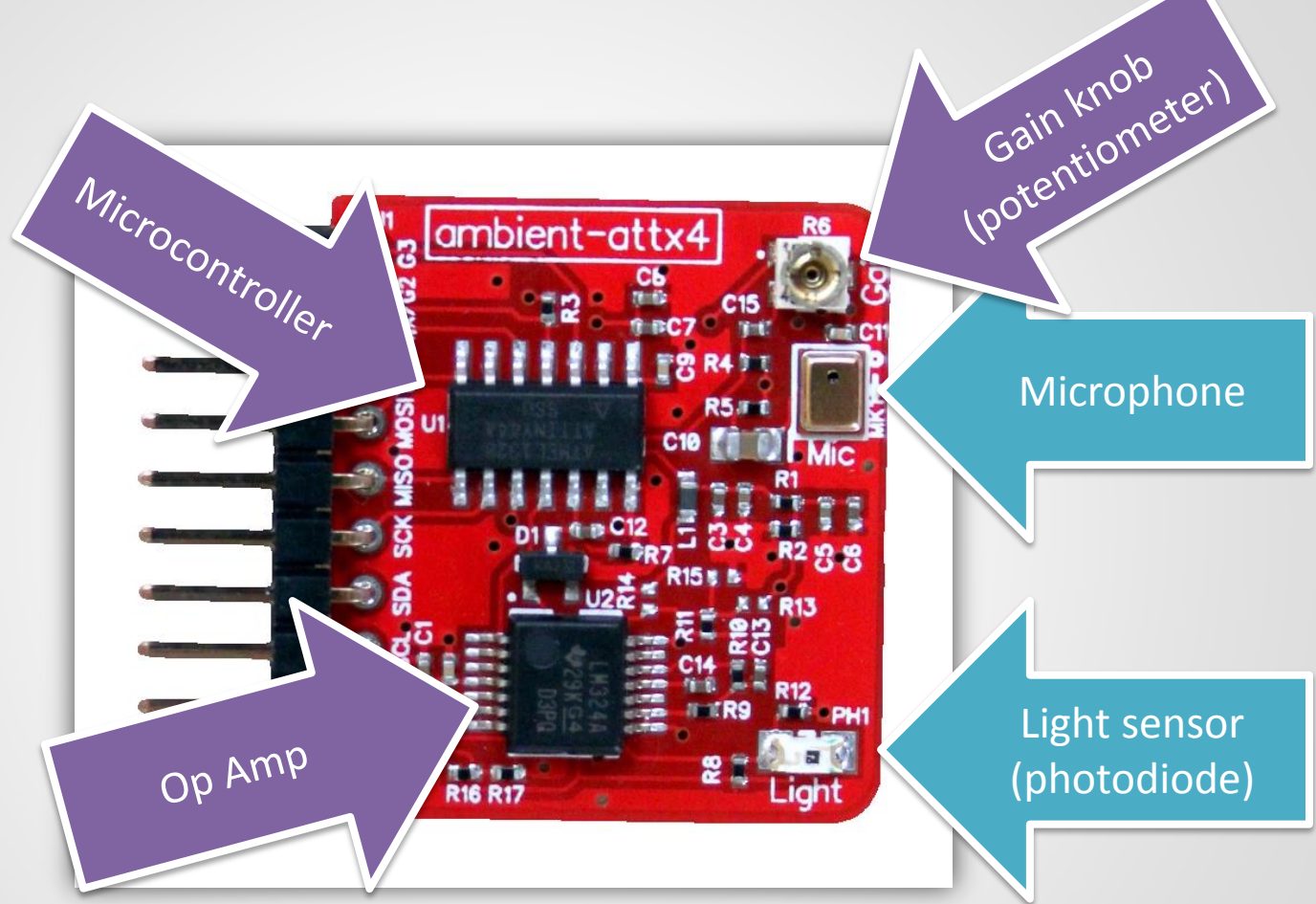
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```







# To SublimeText!

- Tour of ambient JS driver ([index.js](#))
- Tour of ambient firmware ([ambient-attx4.c](#))

# Firmware & driver recap

- Setup
- SPI communication
- Interrupt-driven
  - ADC read
  - Threshold detect

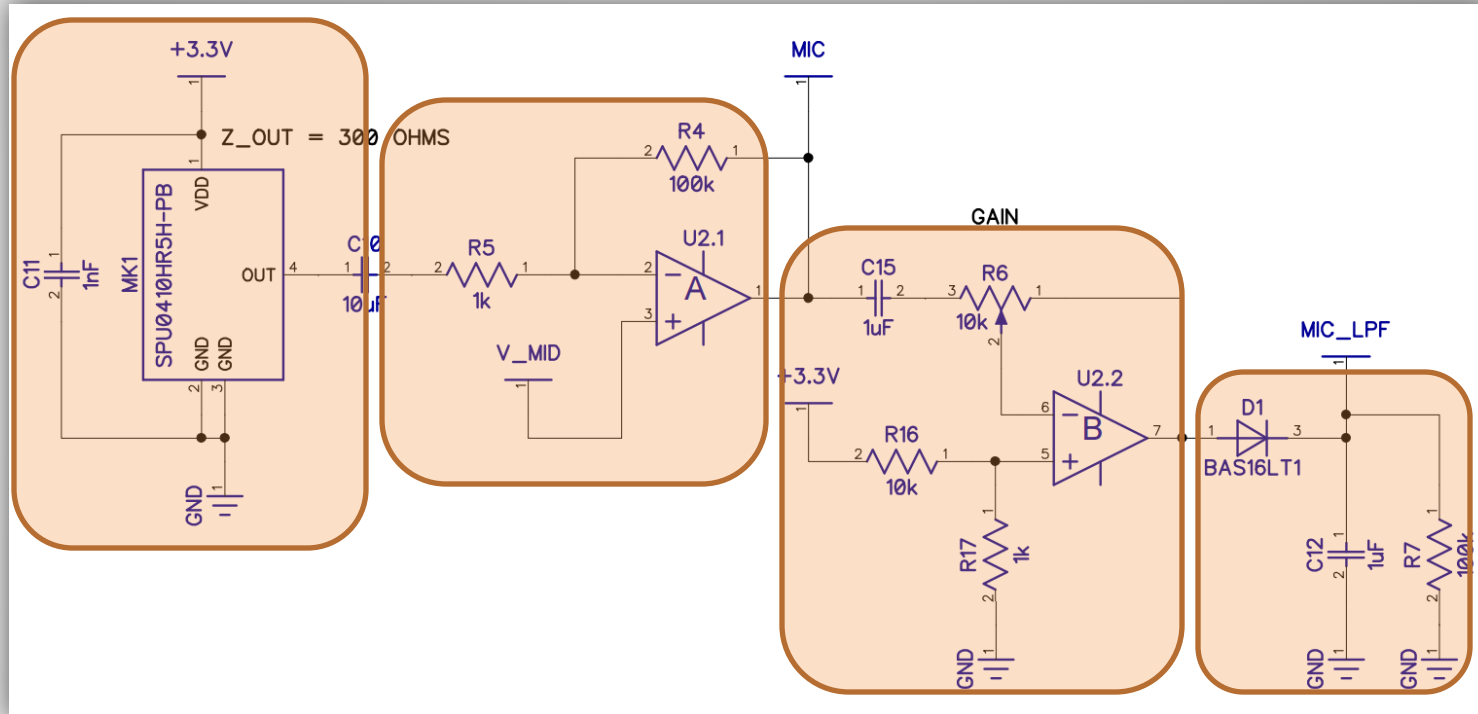


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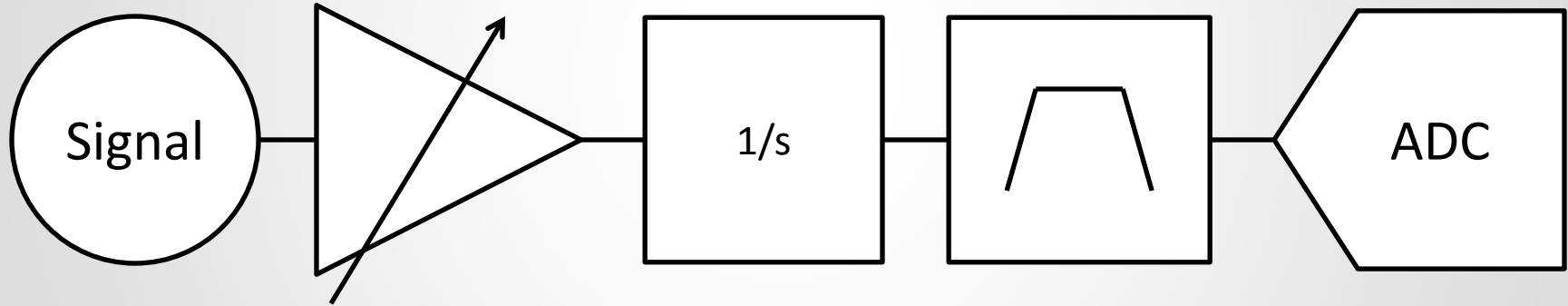
# To the schematic!

- Ambient schematic
- All our design docs

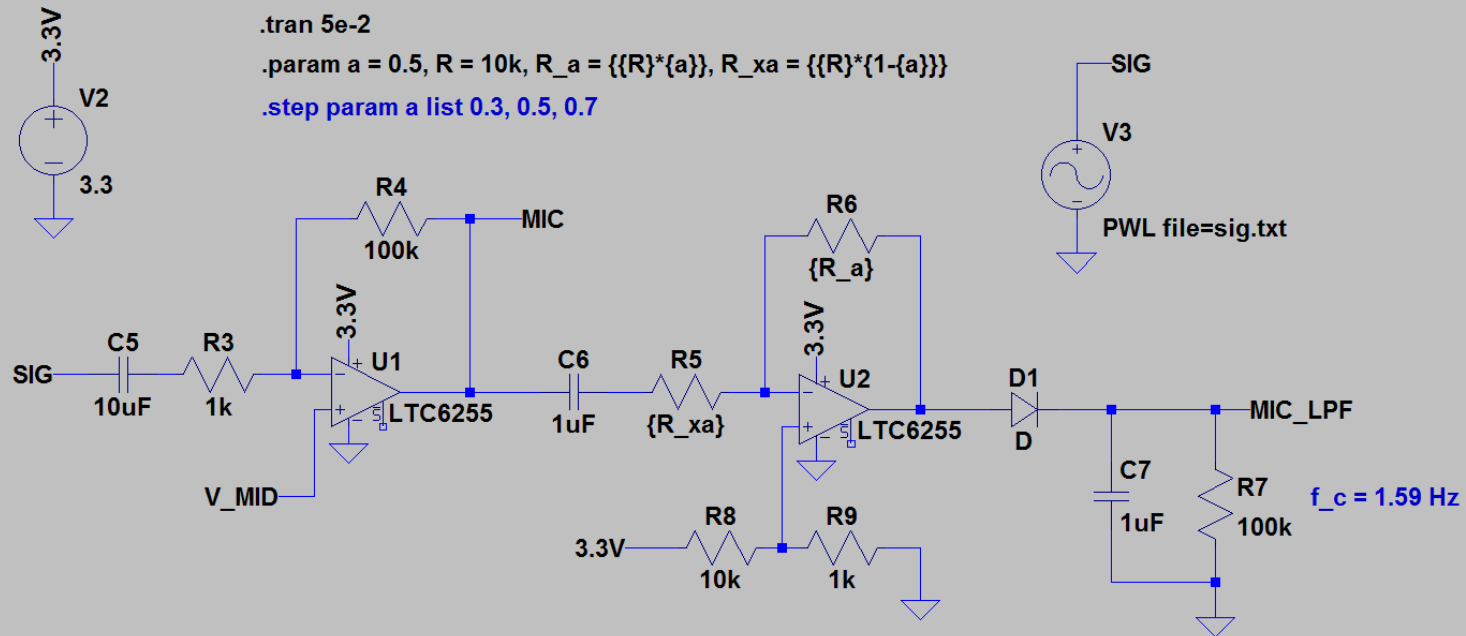
# Functional blocks



# (Approximate) system block diagram

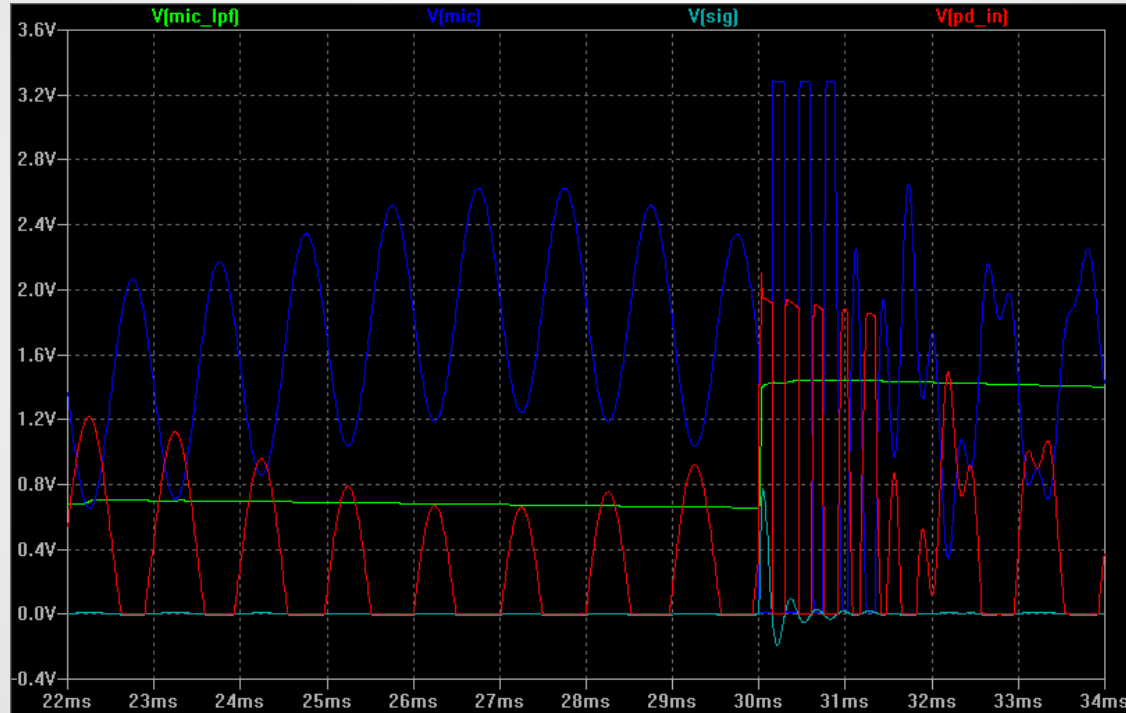


# To SPICE!

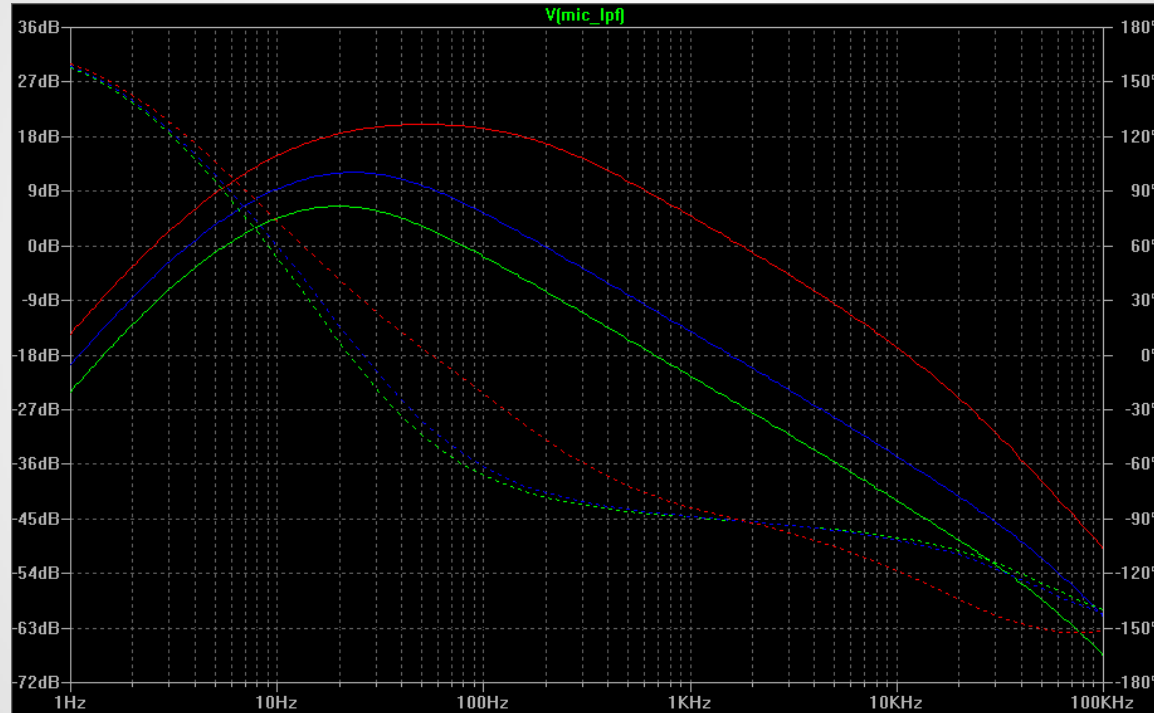




# Simulation results: time domain



# Simulation results: frequency domain



# Simulation results: frequency domain

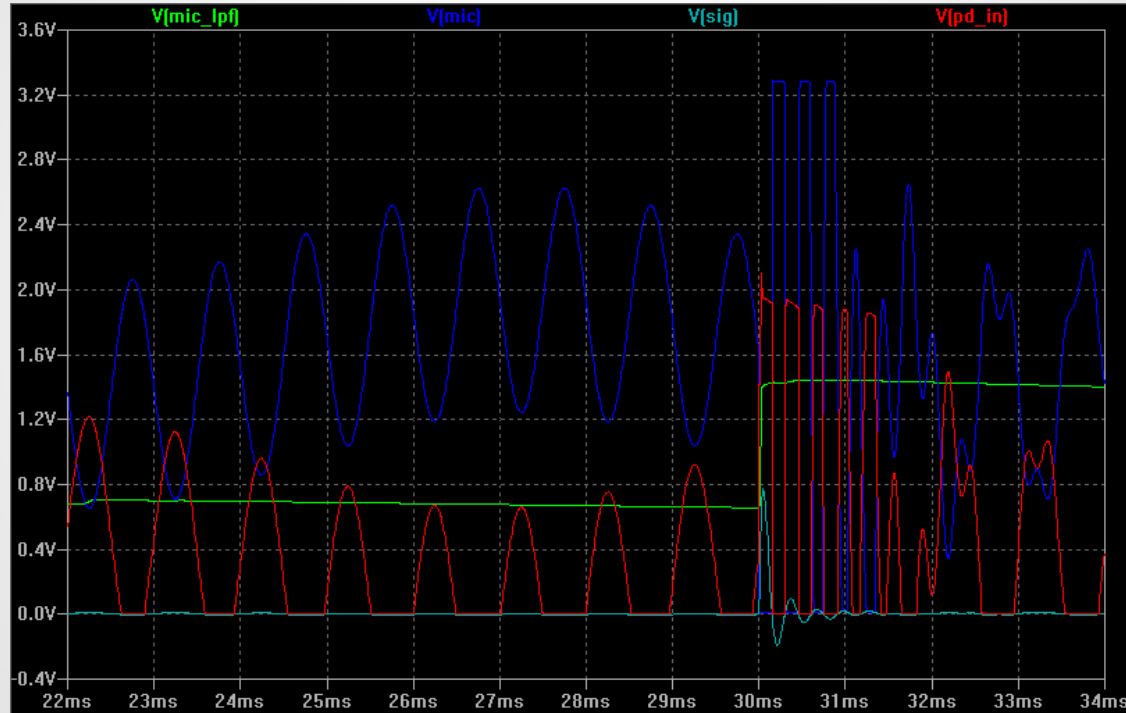


# Welcome to the bottom

## Time to head back to JS!

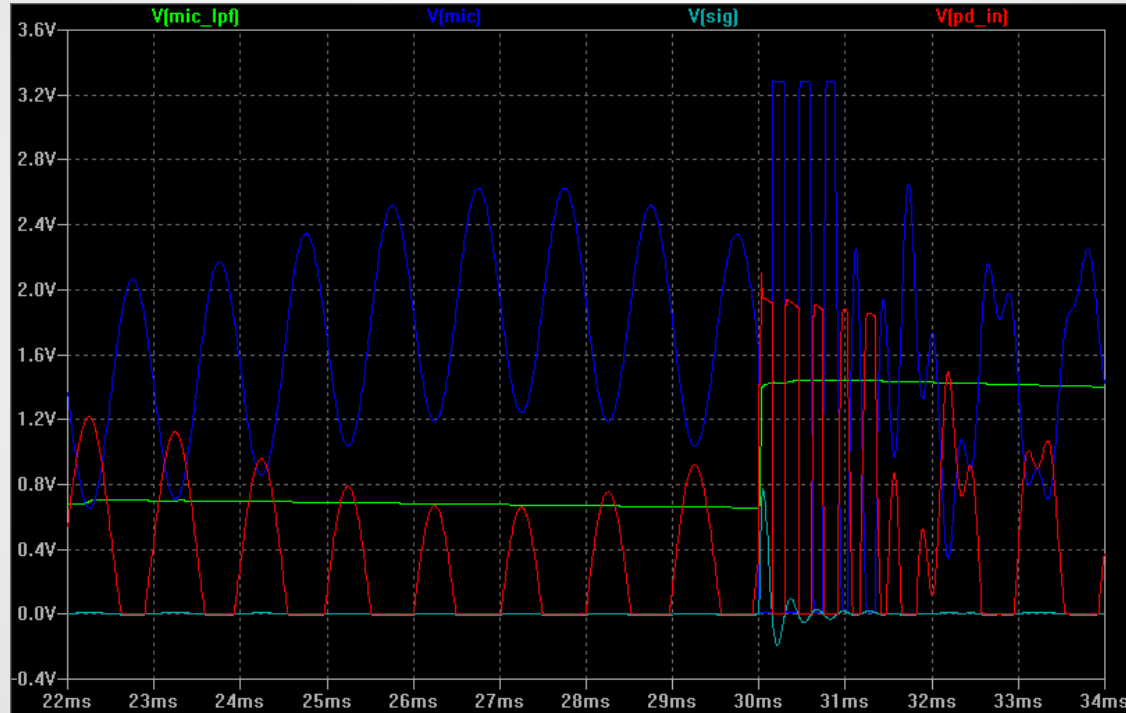
(This direction is a lot faster)

# Simulation results: time domain



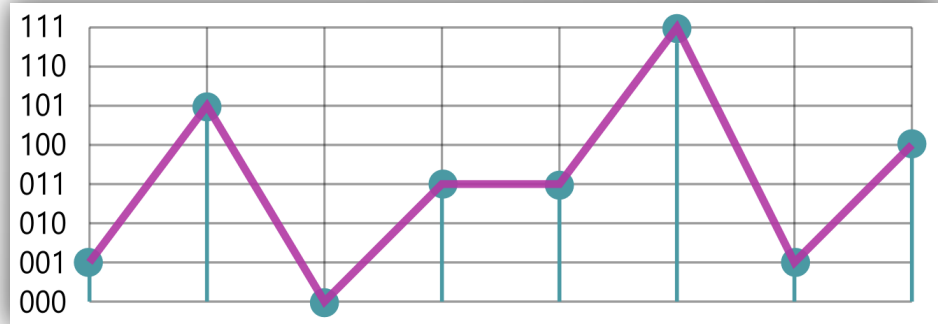
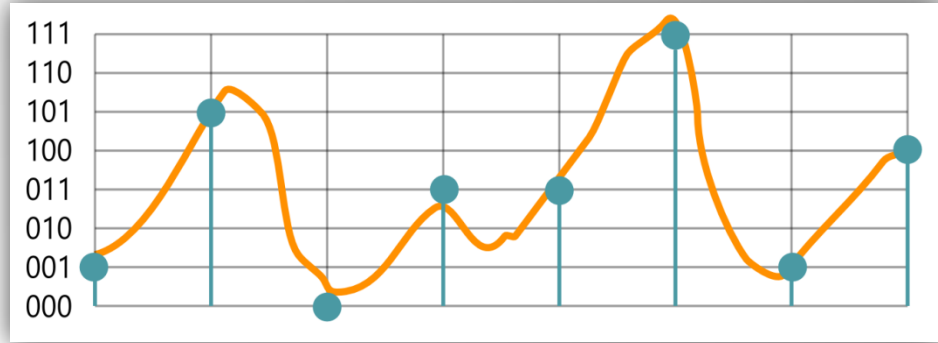


# Simulation results: time domain

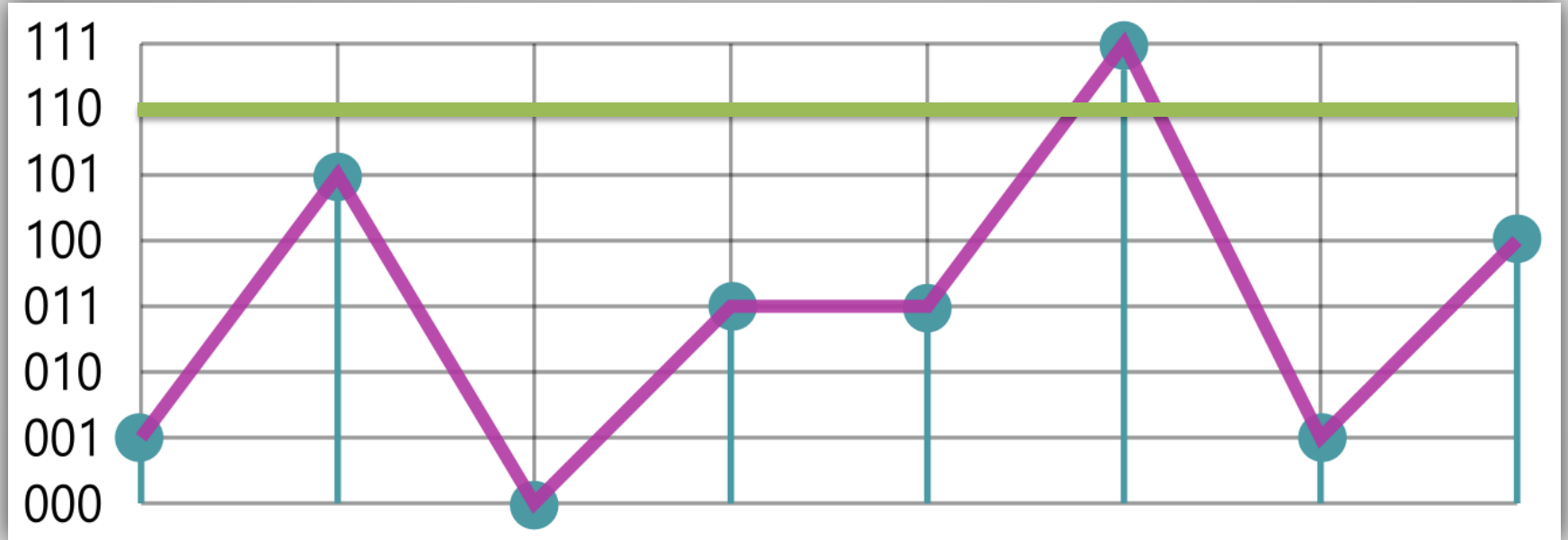


# Everyone's take on the situation

- Analog vs. digital
  - Binning
- Sampling



# Triggered!



# Back to the firmware, JS

- ADC compare, module sets IRQ high
- Tessel handles SPI, saves data payload
- Callback pushed to top of queue
- Callback evaluated with given data

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# Recap

- User code
- JS binds to Lua, Lua VM in C binds to HW
- Communication over SPI
- Interrupt-driven ADC reads, compares
- Yay, op amps for signal processing! SPICE!
- Data sent to Tessel, event fires, callback runs

# Thanks!

## Questions?

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@twiddlee

ekolker

# APPENDICES

# Resources

<https://github.com/ekolker/fit-2014>