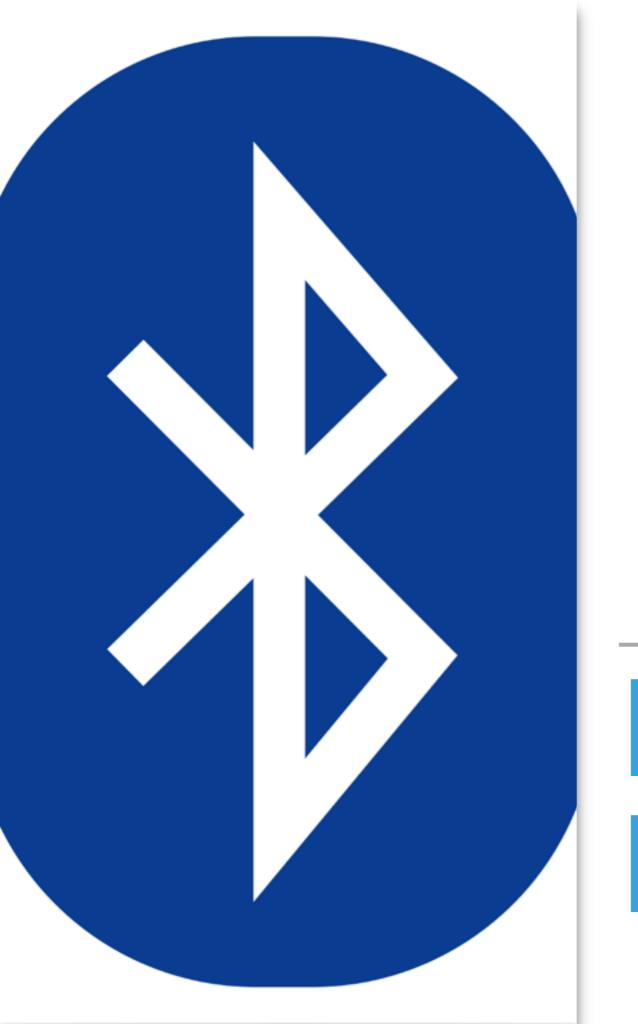
RC LEGO CAR PROJECT

PHYSICAL WEB MEETS WEB BLUETOOTH



BLUETOOTH BACKGROUND

GENERAL INFORMATIONS

- developed 1990
- standard for wireless device to device communication
- current version: v4.2
- "normal" Bluetooth connection oriented (pairing)
- Bluetooth Low Energy (since v4.0) ad hoc communication possible

BLUETOOTH PROFILES

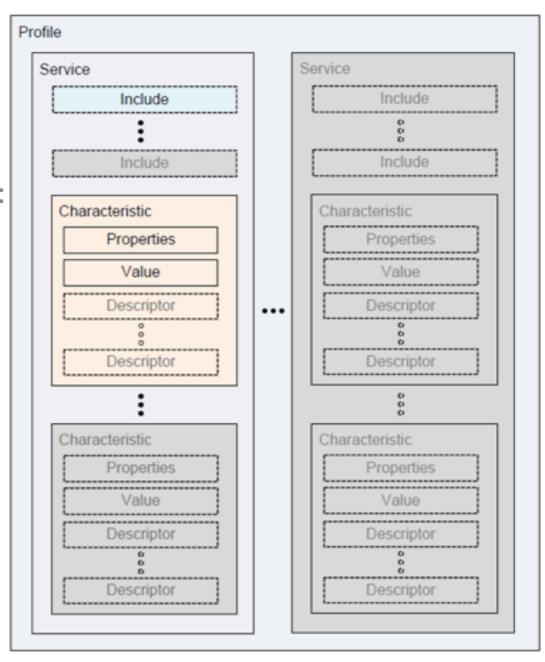
- Interface definitions. Samples are:
 - A2DP (Advanced Audio Distribution Profile) audio streaming
 - ▶ OBEX-FTP file transfer
 - > HID Human Interface Device Profile
 - PAN Personal Area Network Profile
 - ▶ GATT Generic Attribute Profile

BLUETOOTH LOW ENERGY

- Since Bluetooth v4.0
- Optional (v4.0 devices don't have to support BLE)
- Physical wireless communication is different for Bluetooth and BLE so most Bluetooth chips have two circuits
- Slaves send advertisement packages periodically
- only GATT profiles supported
- Android: since Version 4.3, iOS: since Version 5

BLUETOOTH GATT PROFILE

- ▶ A device implementing the GATT profile provides:
 - ▶ 1..n services [UID]
 - with 1..n characteristics [UID]
 - read/write/readWrite
 - Represents a value
- There are a number of standardized services (standardized UID):
 - Battery Service
 - Blood Preassure
 - ...



BLUETOOTH BEACONS

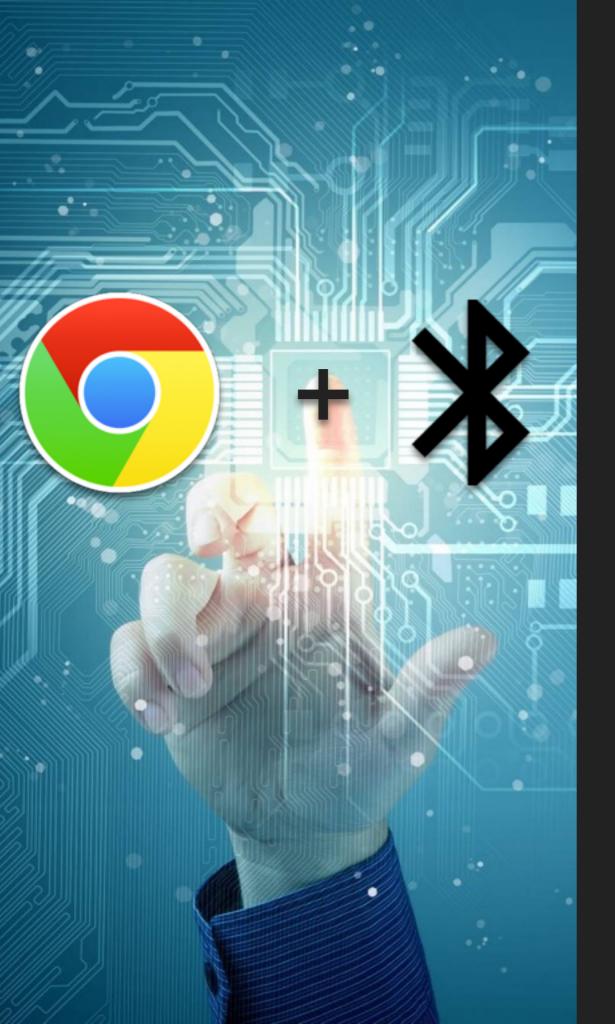
- Based on Bluetooth Low Energy
- Continuous advertisement package broadcasting
- Protocols
 - ▶ iBeacon (Apple): UID advertisement
 - AltBeacon: UID advertisement
 - URIBeacon: URL advertisement
 - Eddystone (Google): UID, URL or TLM advertisement
- Clients use the beacons to react to their presence and / or data



PHYSICAL WEB

Initiated by Google

- y device should be possible without
- Idea: Interaction with a nearby device should be possible without installing anything on the client device
- Based on Eddystone Beacons (currently, the idea is independent from that)
- Integration in Android devices is currently rolling out (newest Google Play Services -> Nearby)
- Usable with the Physical Web app (Android) or Google Chrome (iOS)



WEB BLUETOOTH

CORNERSTONES

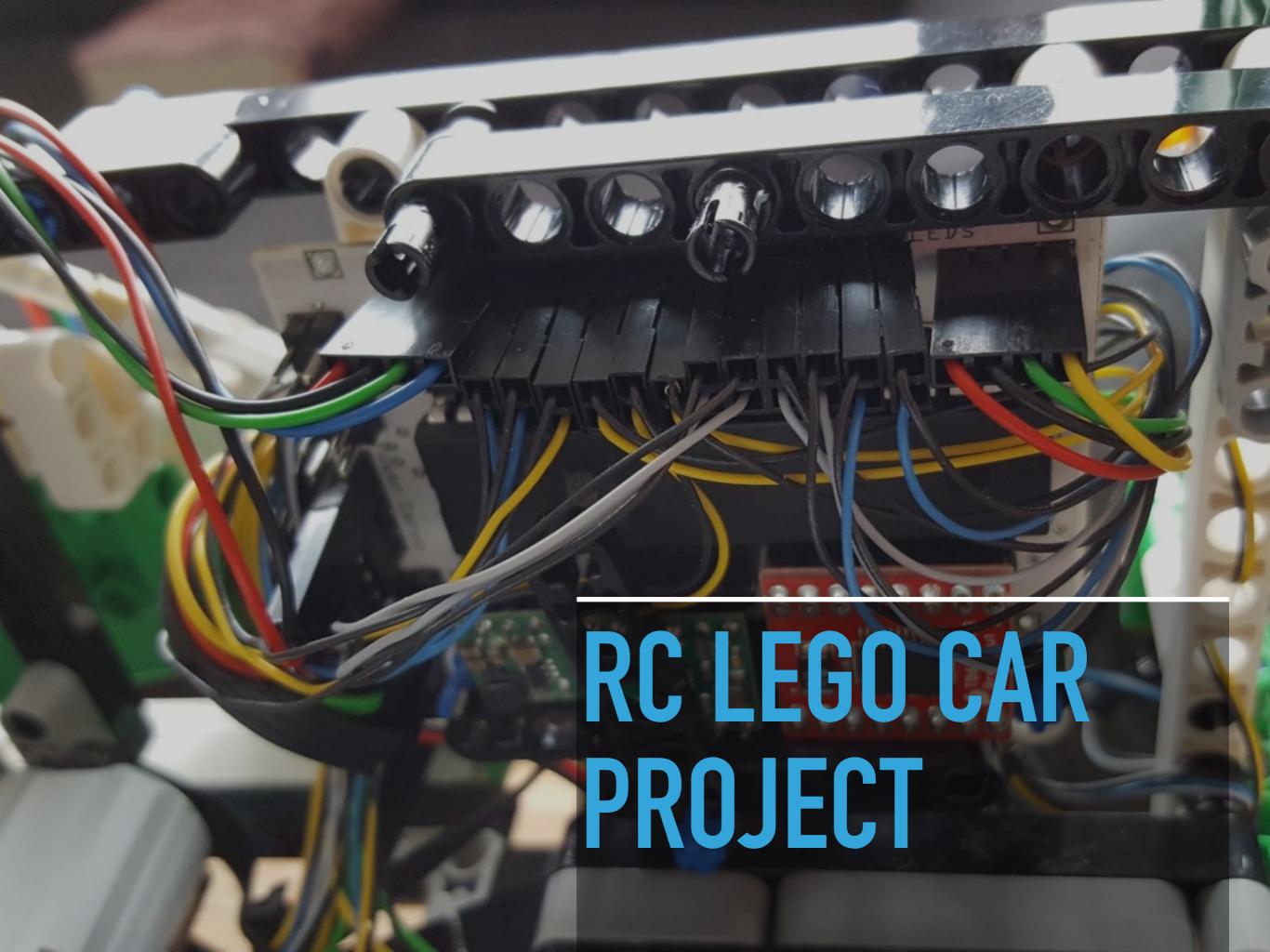
- Standard for interacting with BLE devices from a web page via JavaScript (WebApp)
- Developed as a community team managed from the W3C
- No standard yet and no plans in sight
- Many years will pass until WebBluetooth is a standard and integrated in all common browsers and platforms

CURRENT PROGRESS

- Google has done a first reference implementation in Chrome/ Chromium
 - Work in progress: API can change any time
 - Only a hand full of platforms supported (27.06.16: Android, Chrome OS, Linux, planned: Windows, MacOS, iOS: when Apple adds WebBluetooth to its WebKit)
- Microsoft is thinking about an implementation ("under consideration")
- Apple didn't release any statement regarding WebBluetooth yet

SECURITY

- Protection against abusing this API is the primary goal of the specification
- Requirement: User has to actively interact with the device to provide a web application access to a BLE device
- The web app can't see all BLE devices. It only gets access to the device the user selected (so that location determination isn't possible using this API)
- API only can be used having a secure connection (https)



INTENTION

- Combine WebBluetooth with the ideas from the Physical Web
- Controlling a device
 - without installing an app
 - without having the device to be connected to the internet
 - using state of the art web technology like offline caching

WHY LEGO?

- First try: Switching a LED on and off
 - BLE Slave: Raspberry Pi (NodeJS)
- Not very impressive => the idea to control a Lego Technic car has been born
 - Project mutated from a web to a electronic project

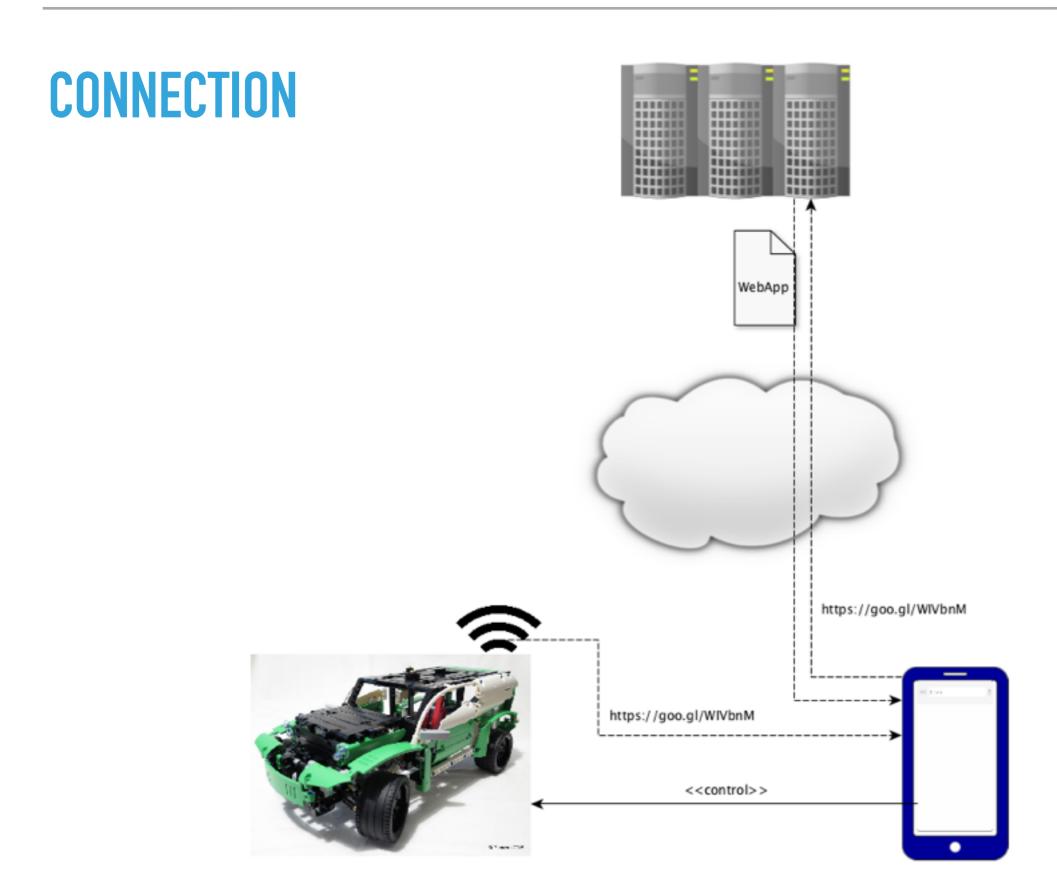
VARIANTS

- Over the course of the project different variants were implemented
- ▶ BLE Slave (Car logic):
 - Raspberry Pi (NodeJS)
 - Intel Edison (NodeJS)
 - RedBear Duo (Arduino) and ATMega32 (C)
- BLE Master (Remote control)
 - Android App (Java, Android Framework)
 - Android Wear App (Java, Android Framework)
 - Tizen Wear App (HTML 5, TAU [Tizen Advanced UI])
 - Web App (HTML 5, AngularJS 2)

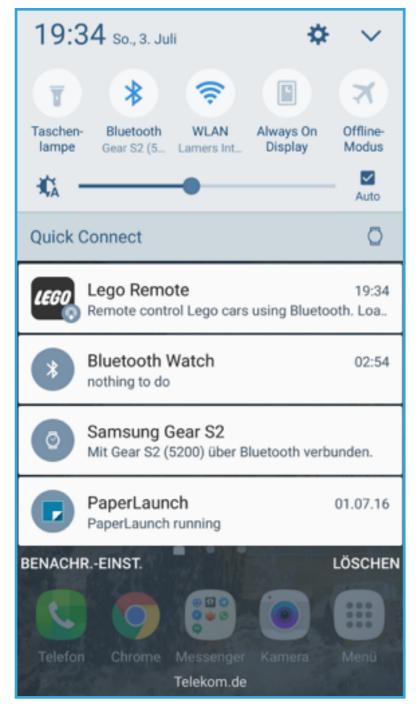


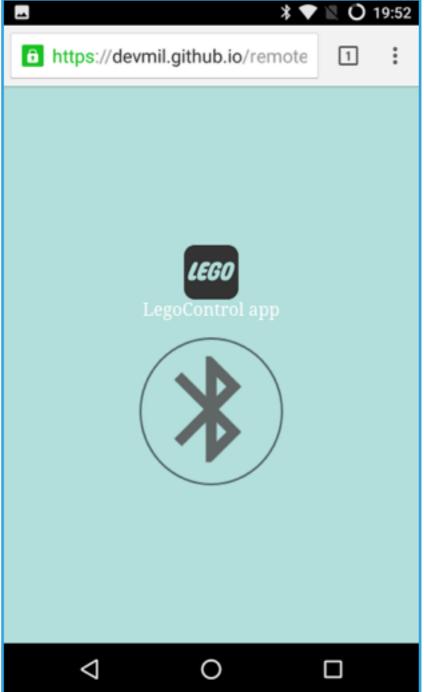
RC LEGO CAR PROJECT

REMOTE CONTROL



SMARTPHONE UX

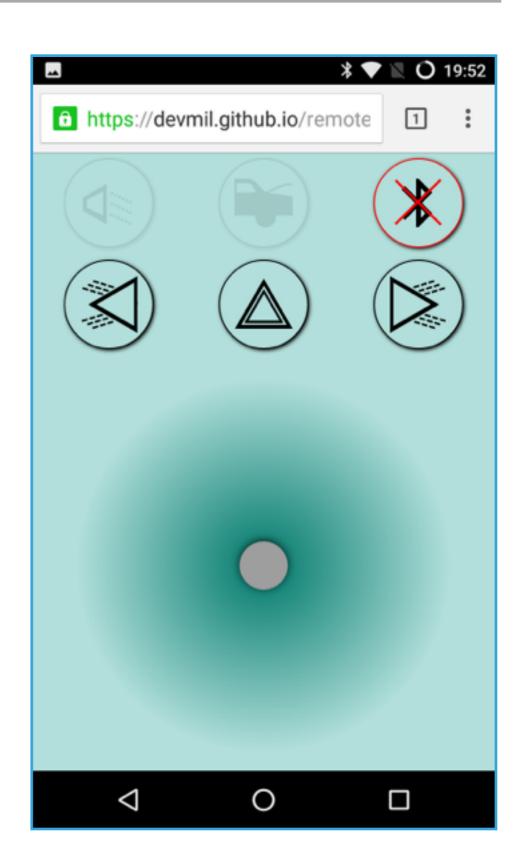


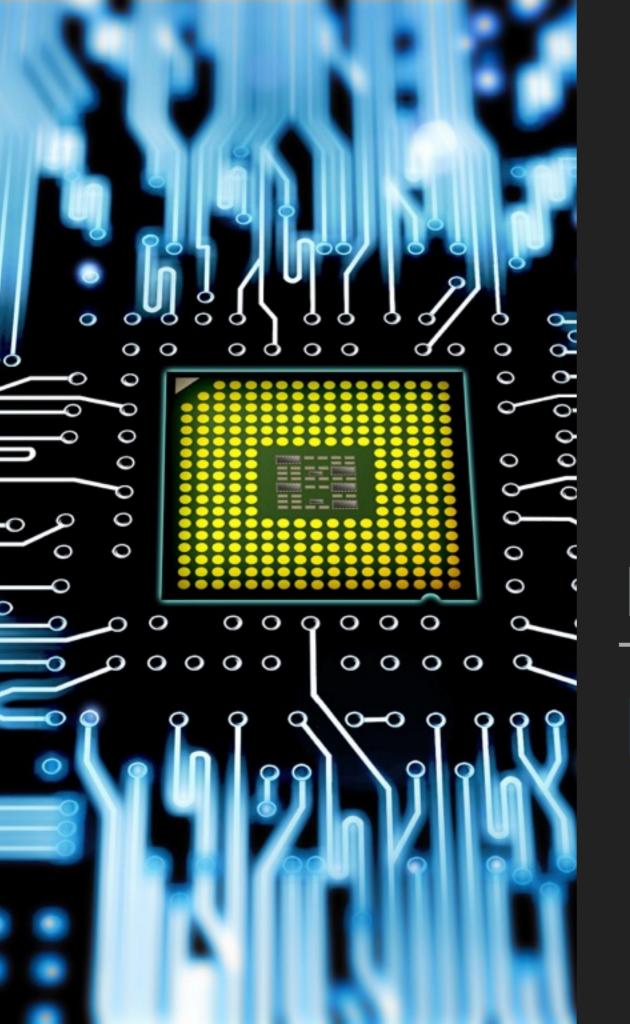




WEBAPP

- Typescript
- AngularJS 2
- Connects to the Lego control service (via UID)
- Writes data to characteristics:
 - SpeedCharacteristic
 - SteeringCharacteristic
 - TrunkCharacteristic
 - FrontLightCharacteristic
 - BlinkCharacteristic

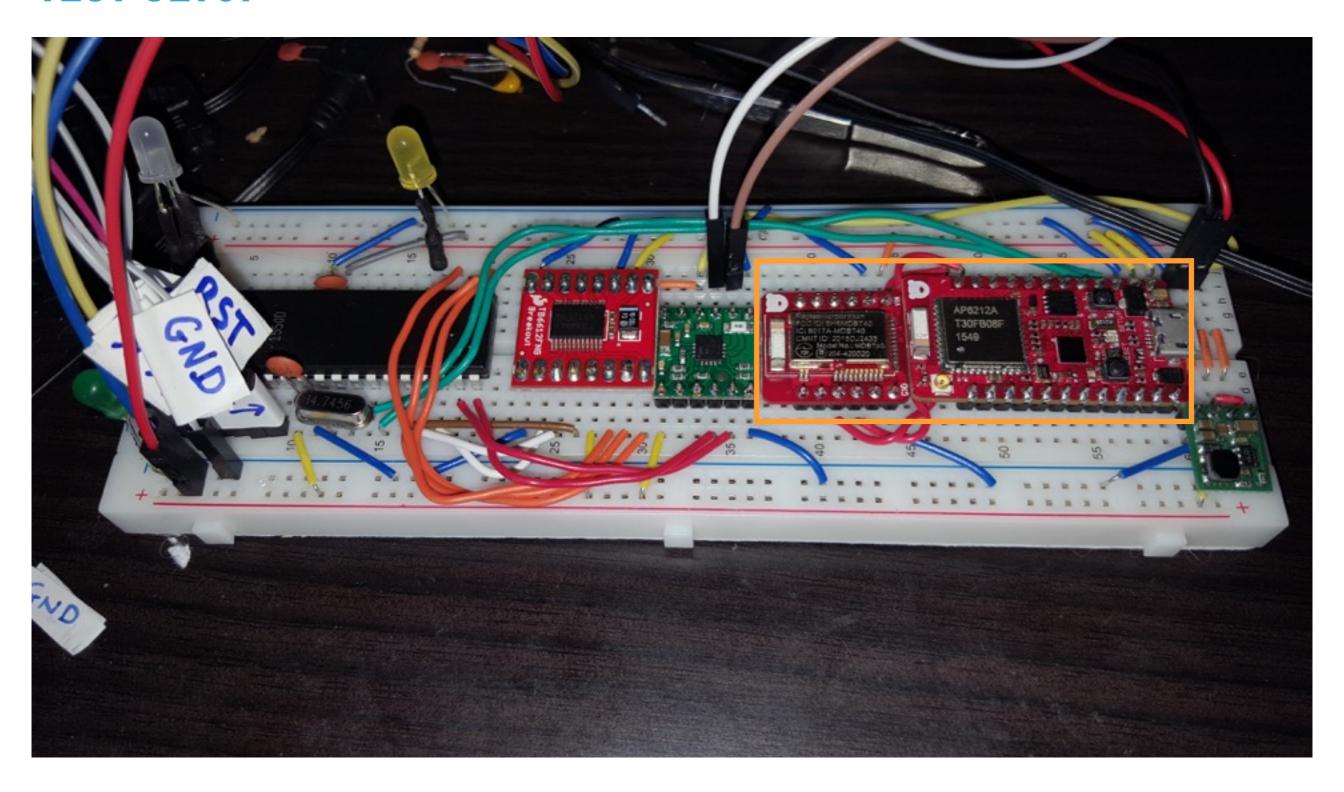




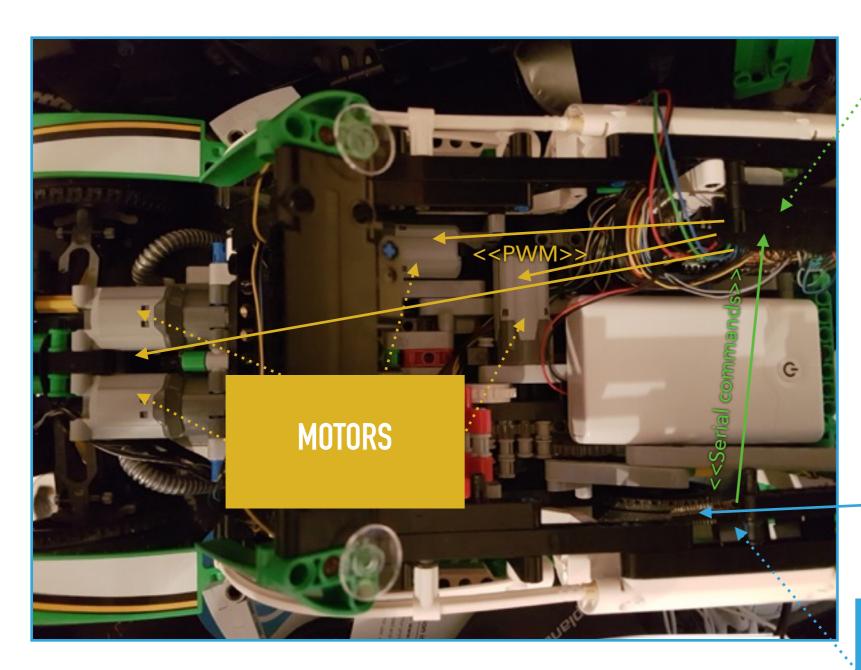
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CAR ELECTRONICS

TEST SETUP



ARCHITECTURE



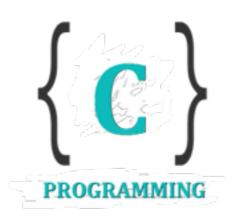
MAINBOARD

<<BT Characteristics>>

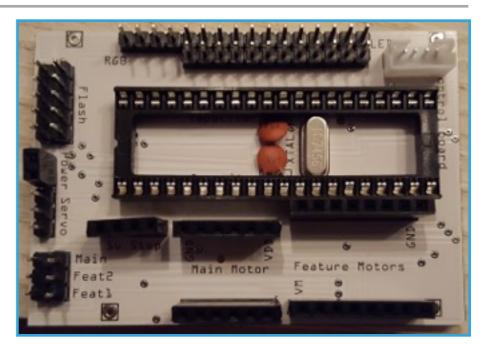


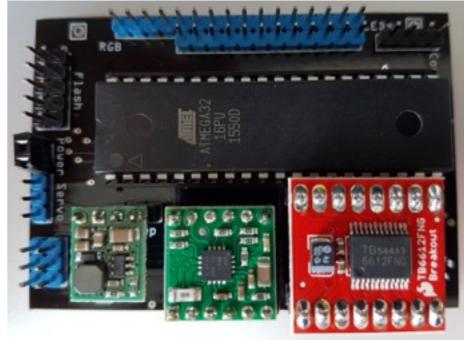
CONTROL BOARD

MAINBOARD

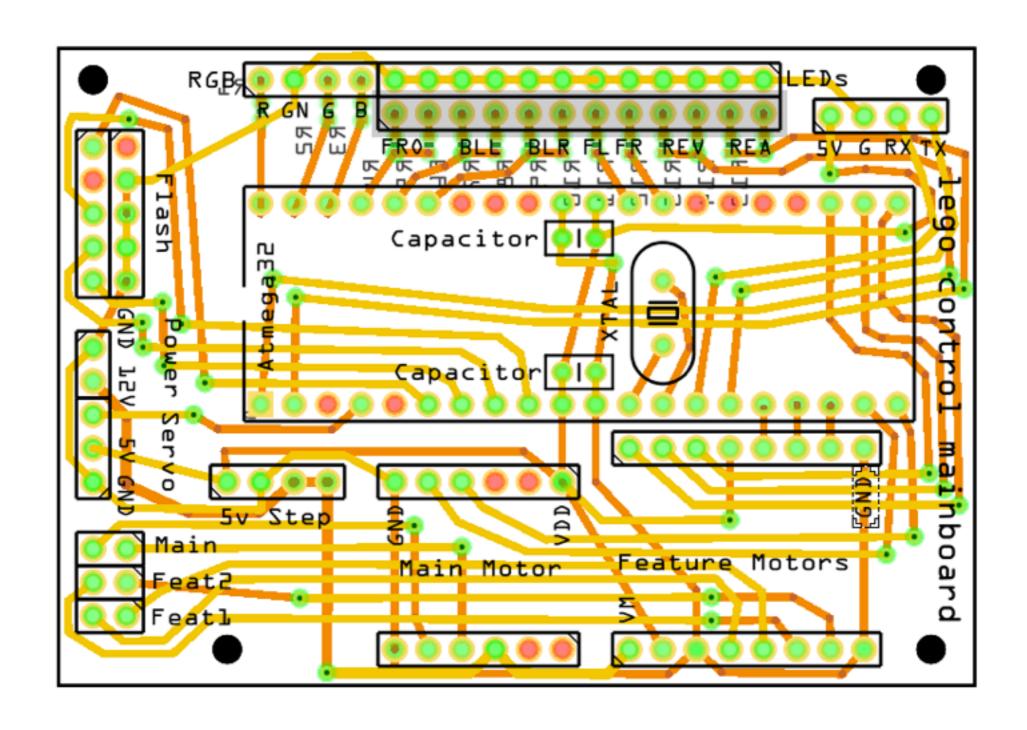


- Hardware control
- No car specific logic
- Timer for PWM signals
- Parts:
 - ATMega32
 - 5V Step down regulator
 - H bridges (single for main motor, dual for feature motors)
- Receives commands via UART from control board





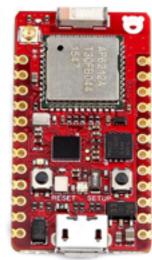
MAINBOARD CIRCUIT



CONTROL BOARD

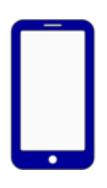






- Provides the BT service
- Contains the car logic
 - what does "open trunk" mean?
 - ▶ Blink control (sends LED on/off to the mainboard, controls the timings itself)
 - has a car specific profile
 - Maximum steering angles
 - is steering inverted?
 - is Trunk, Front light, Blinking, ... supported?
- ▶ Broadcasts the Eddystone telegram that contains the URL to the WebApp

INFORMATION FLOW











SpeedCharacteristic

setValue(50)

var data: Uint8Array =
getBytesAction();
characteristic.writeValue
(data);

SetMainMotorSpeed (50)

SetMainMotorDirection (1)

AVRProtocol::send(
 {

AVRCommandFactory::createMot orSpeedCommand(abs(percent))
,

AVRCommandFactory::createMot orDirectionCommand(percent > 0)
 });

 $\cspace 1/$

50% PWM (5V)

Direction Pin High

float value = (motor>timerMax *
percent) / 100;
*motor->
timerCounterRegister8
= (uint8_t) value;

pinDirection1, directionVal);

50% PWM (12V)

50% PWM (12V)



SOURCES

- Wikipedia
 - Bluetooth: https://de.wikipedia.org/wiki/Bluetooth
 - ▶ BLE: https://de.wikipedia.org/wiki/Bluetooth_Low_Energy
- Bluetooth developer
 - ▶ GATT: https://developer.bluetooth.org/TechnologyOverview/
 Pages/GATT.aspx
- Physical Web
 - https://google.github.io/physical-web/

SETUP (ANDROID 6.0, CHROME)

