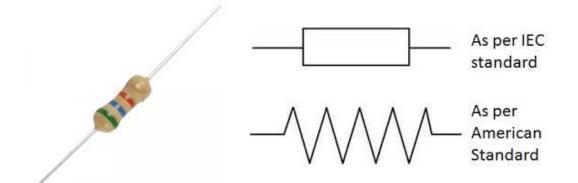
# Hardware platforms

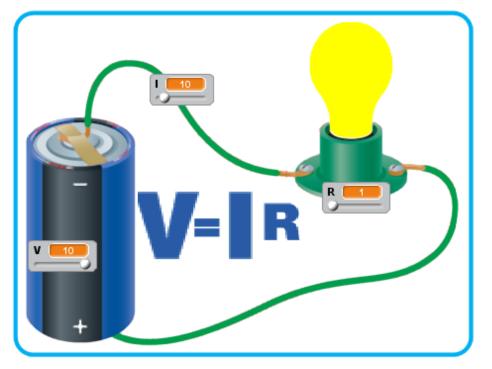
# Some circuit theory

- Ohm's law: voltage, current and resistance
- A word about capacitors and inductors
- Switch (e.g. button)
- LED

### Ohm's law

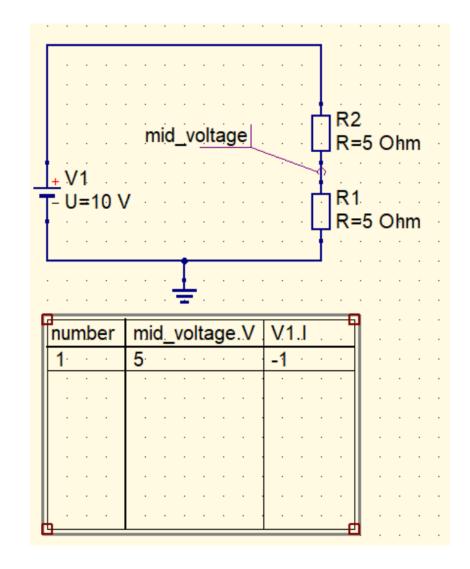
- Key concept: resistance (R)
  - Resistor element
- I = V / R
  - **More** voltage -> **more** current
  - **Less** resistance -> **more** current
- Useful analogy: water & pipes
  - Pipe diameter <-> Resistance
  - Flow <-> Current
  - Pressure <-> Voltage





### Circuit theory

- Ohm's law on steroids
- Circuits can be more complex ...
- But we can simulate them
  - DC steady state & sweep
  - AC linear (frequency domain)
  - Transient ...



http://qucs.sourceforge.net/docs/tutorial/getstarted.pdf https://www.circuitlab.com

# Capacitors & Inductors

- Energy builds up over time
- Capacitor
  - builds up voltage
  - May be polarized
- Inductor
  - builds up current
  - non-polarized
- Common uses:
  - Filter
  - Energy buffer/store









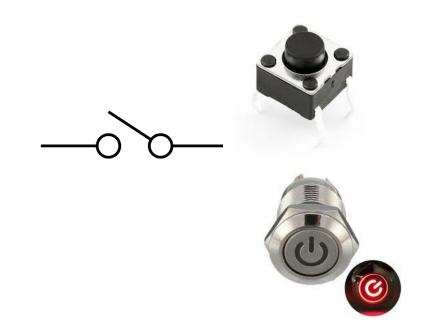


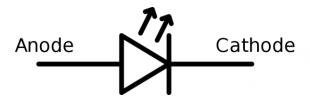


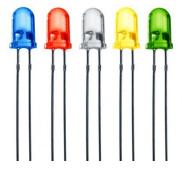


### Switch & LED

- Switch
  - Turns electricity on/off
  - May come in many physical forms
  - Normally open (NO) vs Normally closed (NC)
- LED = Light Emitting Diode
  - Like a bulb, but polarity matters
  - Different colors and sizes
  - Sometimes more than one in a single package

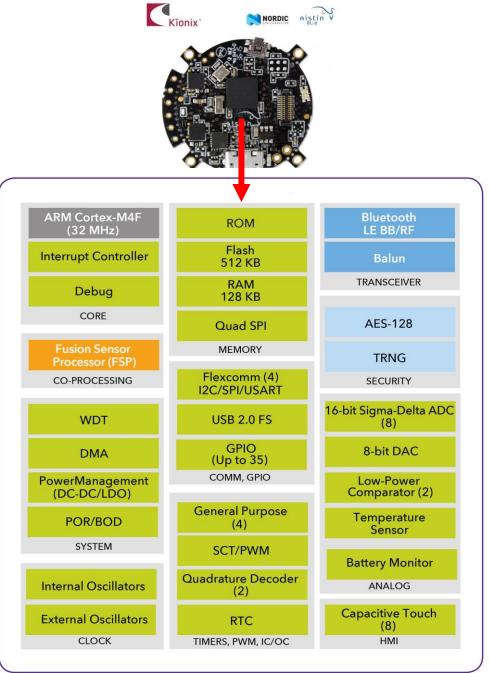






### Programmable systems

- Common names
  - System on Chip (SoC)
  - System on module (SoM)
  - Microcontroller (MCU)
- SoC = CPU + supplementary HW/FW
  - Power on reset (POR)
  - Brown out detection (BOD)
  - Over the air update (OTA)
  - Watchdog timer (WDT) ...



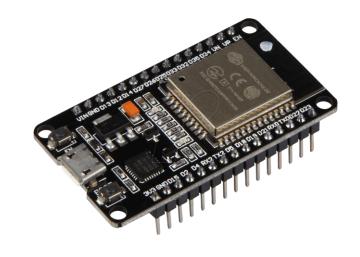
### ESP32: our SoC

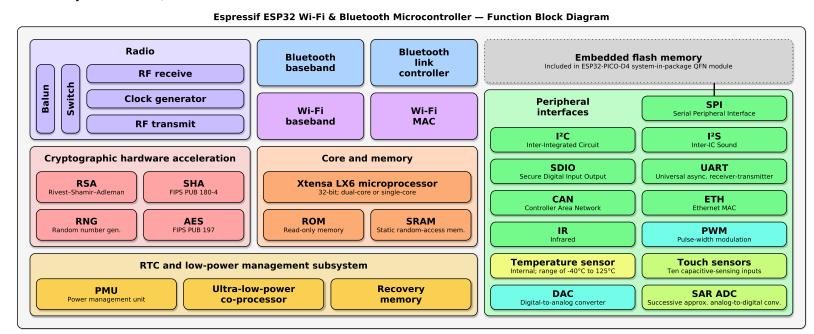
• **CPU**: 32 bit (2 core), 240 MHz

• **RAM**: 520k

#### Network

- WiFi (WPA2, STA/AP, WiFi direct) + TCP/IP
- BT 4.2 / BLE
- Flash: 4 16 MB\*
- OTP(eFuse): 4x256 bits\*
- Crypto
- ULP features
- -40 to 125 °C





# ESP32: Memory & Flash

#### Memory

- 32 bit address space
- Code stored in flash
- Flash mapped into address space
  - Caches
- HW mapped into address space

#### Flash layouts

- OTA vs No OTA
- App vs FS memory
- SPIFFS vs FATFS

Default 4MB with spiffs (1.2MB APP/1.5MB SPIFFS)

Default 4MB with ffat (1.2MB APP/1.5MB FATFS)

Minimal (1.3MB APP/700KB SPIFFS)

No OTA (2MB APP/2MB SPIFFS)

No OTA (1MB APP/3MB SPIFFS)

No OTA (2MB APP/2MB FATFS)

No OTA (1MB APP/3MB FATFS)

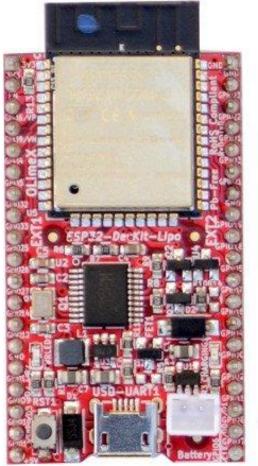
Huge APP (3MB No OTA/1MB SPIFFS)

Minimal SPIFFS (1.9MB APP with OTA/190KB SPIFFS)

16M Flash (2MB APP/12.5MB FAT)

### What's on the SoC

- Micro USB connector
  - Power 3.3V (2.5 to 3.6)
  - Upload code (Arduino or ESP-IDF)
- Restart button
- LiPo charger
- Pins
  - GPIOs (3.3V tolerant)
  - I2C, PWM ...





### Exercises

- 1. Print "Hello world"
- 2. Blink an LED ...