Hardware platforms

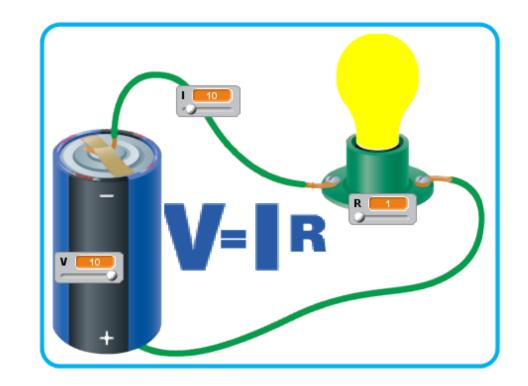
Overview and ESP8266

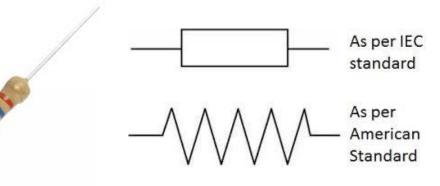
Some circuit theory

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

Ohm's law

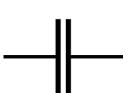
- Key concept: resistance (R)
- I = V / R
 - More voltage -> more current
 - **Less** resistance -> **more** current
- Useful analogy: water & pipes
 - Pressure <-> Voltage
 - Flow <-> Current
 - Pipe diameter <-> Resistance
- Resistor element





Capacitors & Inductors

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









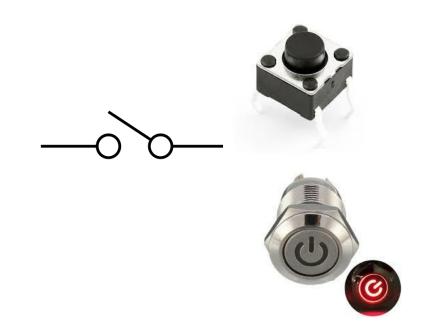


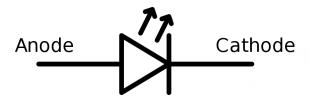




Switch & LED

- 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

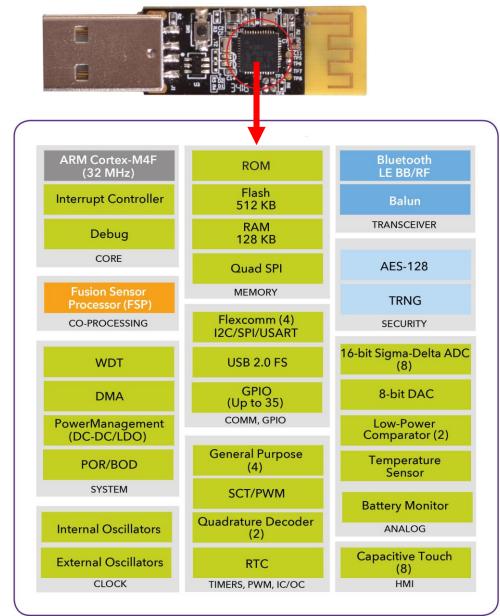






Programmable systems

- System on Chip (SoC)
- System on module (SoM)
- Microcontroller (MCU)
- General purpose I/O (GPIO)
- Analog to digital converter (ADC)
- Over the air (OTA)
- Power on reset (POR)
- Brown out detection (BOD)
- Watchdog timer (WDT)



Example: Wearable SoC / SoM





ESP8266: our SoC

• **CPU**: 32 bit, 80/160 MHz

• **RAM**: ~36k

• Flash: 4MB (shared, different layouts possible)

• I/O: 8 GPIO, 10 bit ADC, PWM, UART, SPI, I2C, I2S

Network

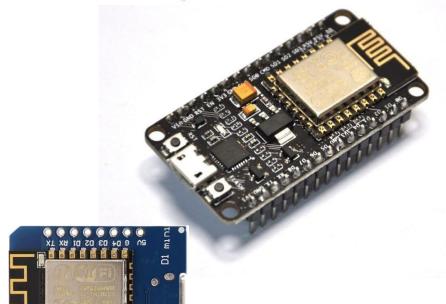
- WiFi, (WPA/WPA2, STA/AP/STA+AP)
- TCP/IP (+HTTP, MQTT etc libs)
- Operating temperature: -40 to 125



ESP8266: our lab modules

- Programmed mostly in C, Arduino (also Lua ..)
- OTA updates
- Power:
 - 3.3V (5V tolerant GPIO?)
 - Deep sleep (10 uA)
 - Our modules are powered by USB





Exercises

- 1. Print "Hello world"
- 2. Blink an LED
- 3. Read a button
- 4. <u>Interrupts</u>
- 5. Advanced (find the docs yourself)
 - 1. Watchdog (feed the dog [⊙])
 - 2. Flash (EEPROM, SPIFFS)
 - 3. Additional guidelines