

# Introduction

# What is RIOT

- **operating system** for microcontrollers
  - **microkernel architecture** ⇒ require very low resources
  - **real-time** and **multi-threaded**
  - comes with **in-house networking stacks**

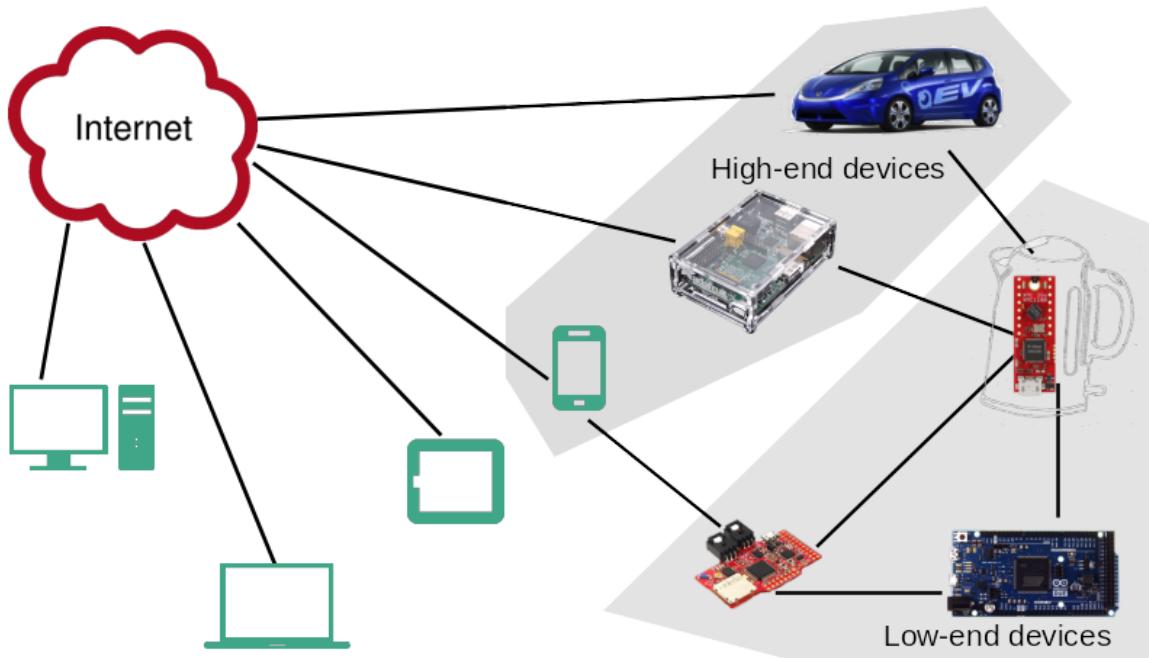
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  - **world-wide community** of developers
- **easy to use and reuse**
  - Standard programming in C
  - Standard tooling
  - **API is independent** from the hardware

# RIOT in the IoT world



⇒ RIOT is designed for low-end devices  
(kB RAM, MHz, mW)

# History of the project

- 2013: Inria, FU Berlin and HAW founded RIOT
  - stemmed from a French-German research project
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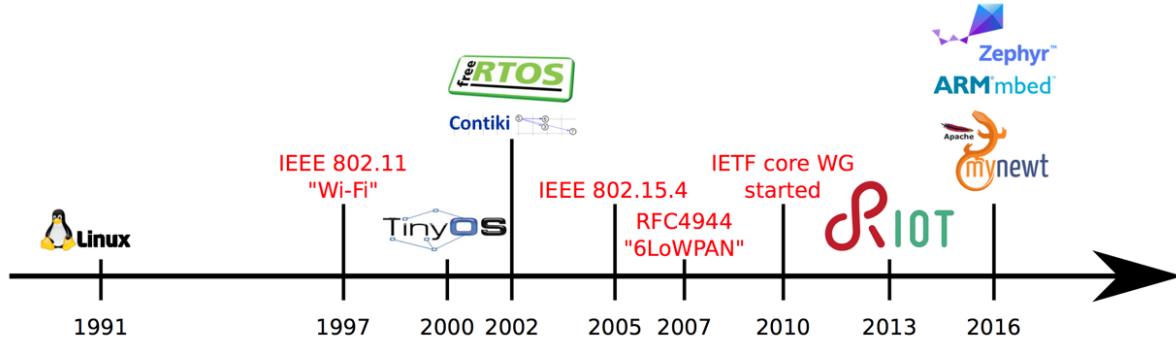
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- The community today:
  - So far, **+200** different contributors to the master branch
  - Academics: Berkeley, UCLA, MIT, AIT, TZI, etc
  - Industrial: Cisco, Samsung, ImgTec, Fujitsu, Thalès
  - SME: Zolertia, OTAKeys, Mesotic, Eistec, We-sens
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- Annual RIOT Summit: <https://summit.riot-os.org>



# Competitors

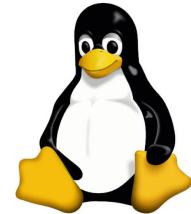


*Reference: O. Hahm et al. "Operating Systems for Low-End Devices  
in the Internet of Things: A survey," IEEE Internet of Things Journal, 2016.*

- requires less memory & adapts to a wider range of architectures
- fosters an open-source philosophy more akin to Linux
- provides more integrated high-level functionalities

# The RIOT philosophy & community

- RIOT is free-software, licensed under **LGPLv2.1**
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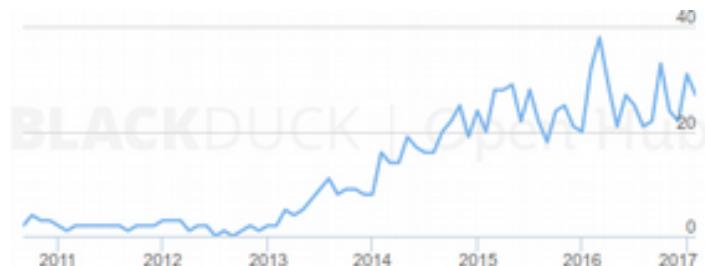
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- Decisions and orientations are taken by a **grass-root community**

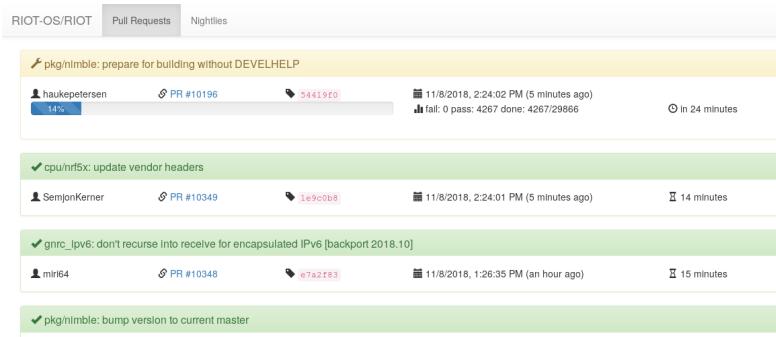


# Ecosystem & community processes

- Standard tooling and build system: **Makefiles, OpenOCD, GDB**

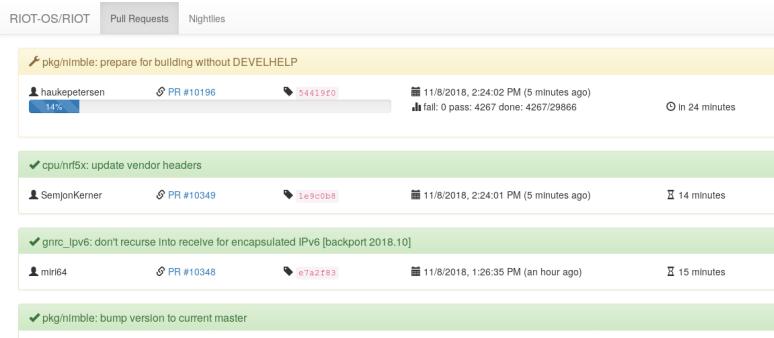
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- Distributed and fast CI, Murdock: <https://ci.riot-os.org>
  - ⇒ **Build and run** all test/example applications
  - ⇒ **Static tests** (Cppcheck, Coccinelle, etc)



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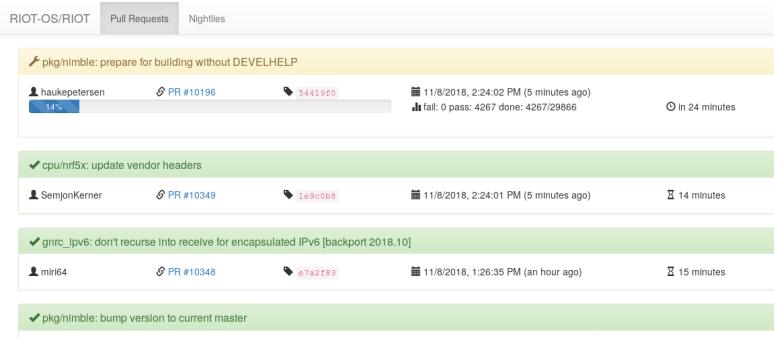
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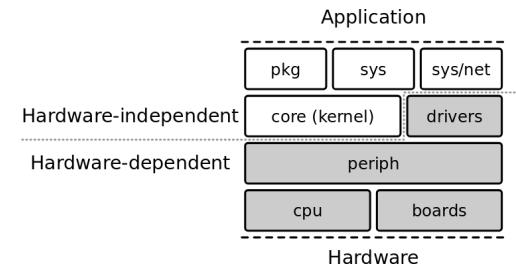
- **Online documentation** ⇒ <https://doc.riot-os.org>
- In-depth **code reviews**
- Stable **release every 3 months**: . (ex: 2018.07, 2018.10, etc)

# Technical overview

Long story short: paper in IEEE Internet of Things Journal  
Preprint available: <http://riot-os.org/files/2018-IEEE-IoT-Journal-RIOT-Paper.pdf>

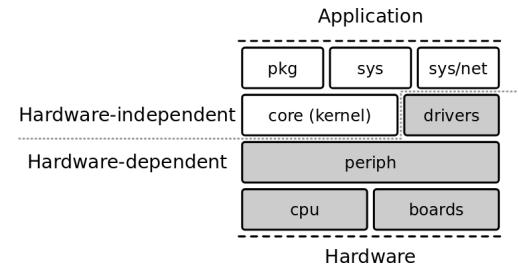
# OS characteristics

- **Micro-kernel** based architecture: modular approach



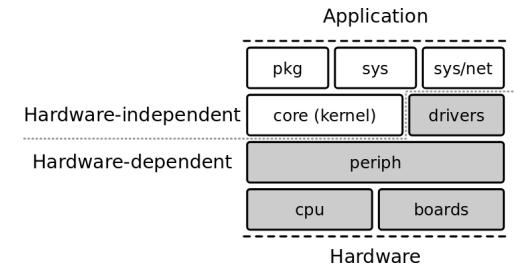
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⇒ **2.8kB RAM, 3.2kB ROM** on 32-bit Cortex-M



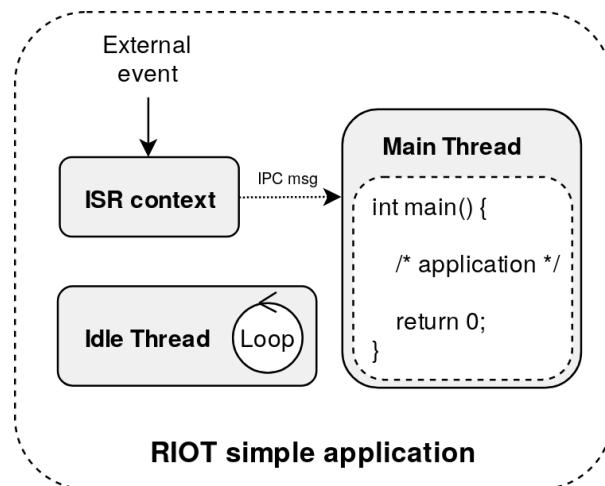
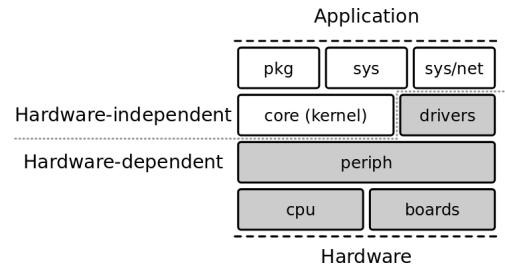
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- **Multi-Threading** and IPC:
  - Separate thread contexts with separate thread memory stack
  - Minimal thread control block (TCB)
  - Thread synchronization using mutexes, semaphores and messaging

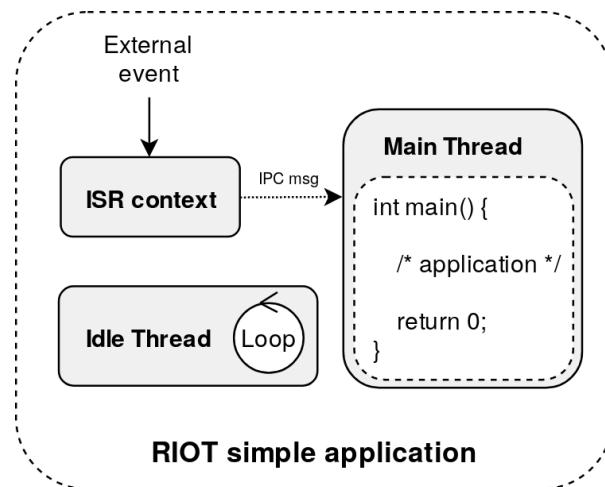


# Multi-Threading

2 threads by default:

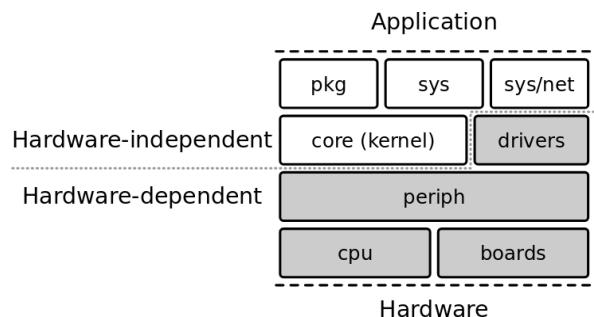
- the `main` thread: running the `main` function
- the `idle` thread:
  - lowest priority  
⇒ fallback thread when all other threads are blocked or terminated
  - switches the system to low-power mode

The ISR context handles external events and notifies threads using IPC messages



# Hardware abstraction layer

- Divided in 3 blocks: boards, cpus, drivers
- CPUs are organized as follows:  
**architecture** (ARM) > **family** (stm32) > **type** (stm32l4) > **model** (stm32l476rg)
- Generic API for cpu peripherals (gpio, uart, spi, pwm, etc)  
⇒ same API for all architectures
- Only based on vendor header files (CMSIS) ⇒ implementation from scratch  
⇒ less code duplication, more efficient, more work
- One application ⇒ one board ⇒ one cpu model



# Hardware support overview

- **Hardware abstraction layer:** support for 8/16/32 bit, ARM, AVR, MIPS
- Supported vendors: Microchip, NXP, STMicroelectronics, Nordic, TI, ESP, RISC-V, etc
- **Large list of sensors and actuators** supported (e.g drivers)
- *native board: run RIOT as process on your computer*
- **+100 boards supported**



# A modular OS

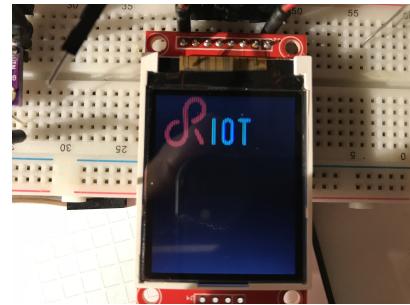
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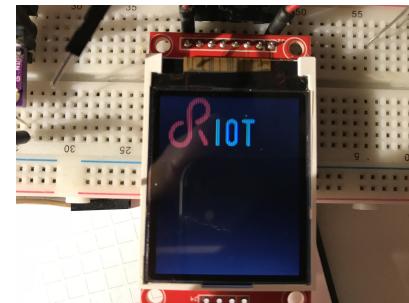
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- External packages



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ccn-lite	517 lines	1.6 %
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spiffs	284 lines	5.5 %
tweetnacl	33 lines	3.3 %
u8g2	421 lines	0.3 %

# Useful system libraries

- **xtimer**
  - high-level timer subsystem that provides full abstraction from the hardware timer
  - Can set callbacks, put a thread to sleep, etc
- **shell**
  - provides interactive command line interface
  - useful for interactive debugging or examples
- **Others:** crypto, fmt, math, etc

# External packages

- RIOT can be extended with external packages
- Integrated (and eventually patched) on-the-fly while building an application
- Easy to add: just requires 2 Makefiles
- Example of packages: lwIP, OpenThread, lvgl, loramac, etc

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# Network stacks

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- Other IPv6 stacks:
  - **lwIP**: full-featured network stack designed for low memory consumption
  - **emb6**: A fork of Contiki network stack that can be used without proto-threads

# Other network support

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- **LoRaWAN** stack ⇒ Compliant with LoRaWAN 1.0.2



*Low Energy*



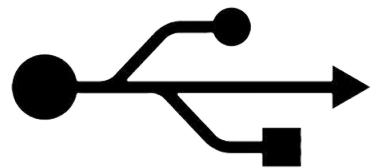
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- In-house Controller Area Network (**CAN**)
- **BLE** stack support: [NimBLE](#)
- **LoRaWAN** stack ⇒ Compliant with LoRaWAN 1.0.2
- **SigFox** support for ATA8520e modules



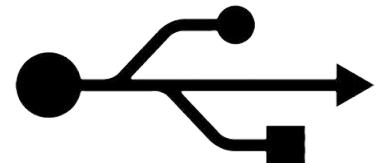
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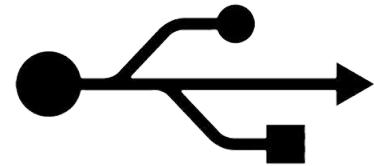


- Standard and secure software update implementation

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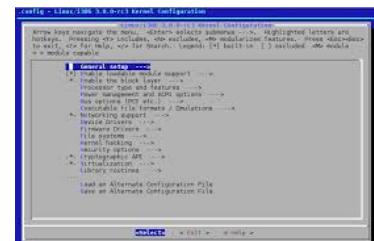


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## Coming soon

- NB-IoT support
- More advanced configuration with Kconfig

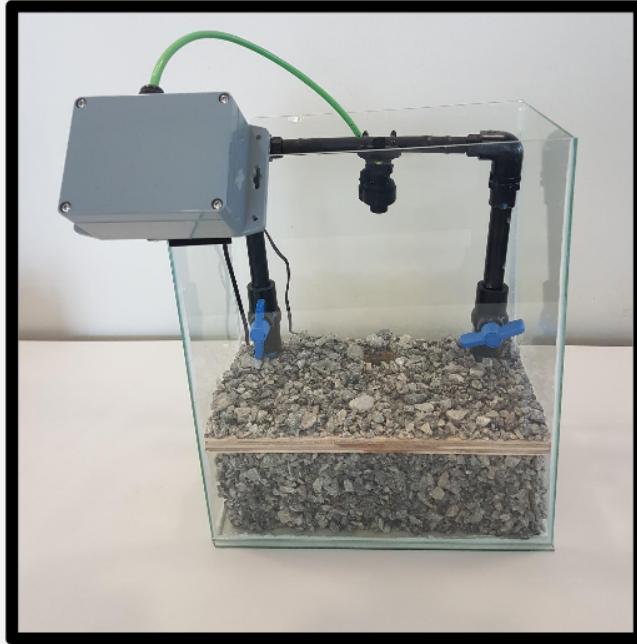


RIOT in action

# IoT deployments using RIOT

Telefonica Chile: LoRa devices in a mine

## THE DROPWATCHER



[More information](#)

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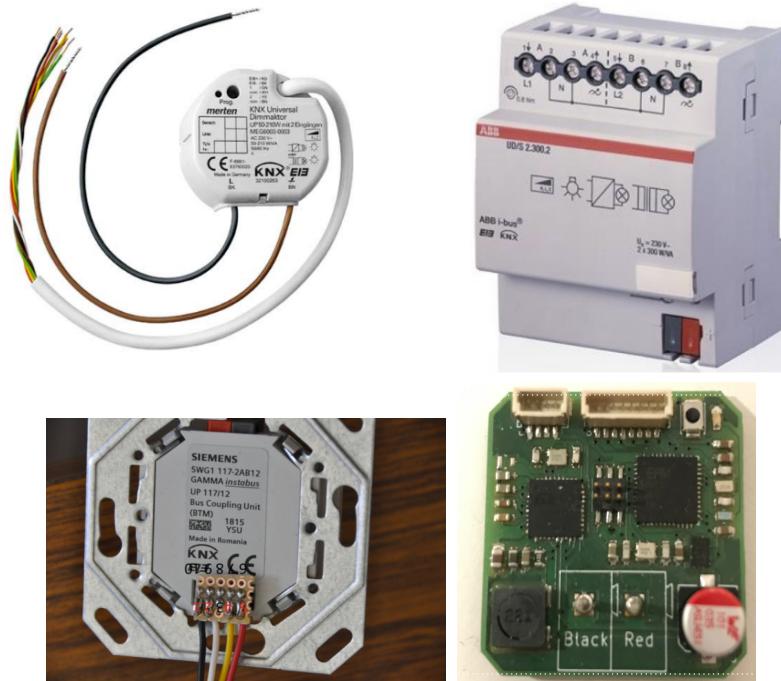
Algramo: Automatic cereal dispenser



[More information](#)

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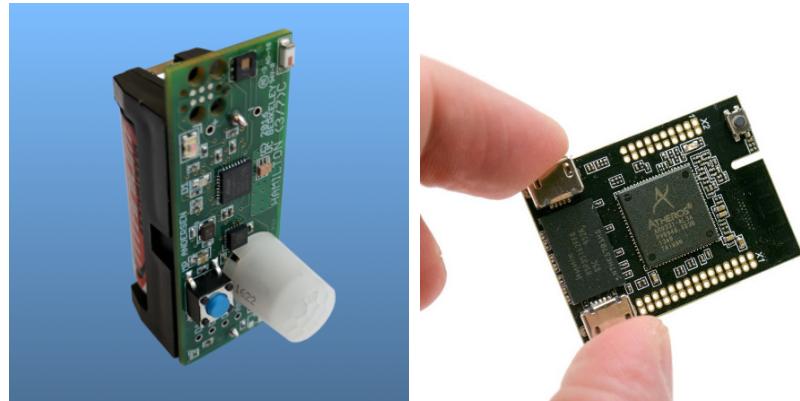
## Home automation using KNX



[More information](#)

# IoT products & services using RIOT

- Environment monitoring: Hamilton IoT (USA), Unwired Devices (Russia)



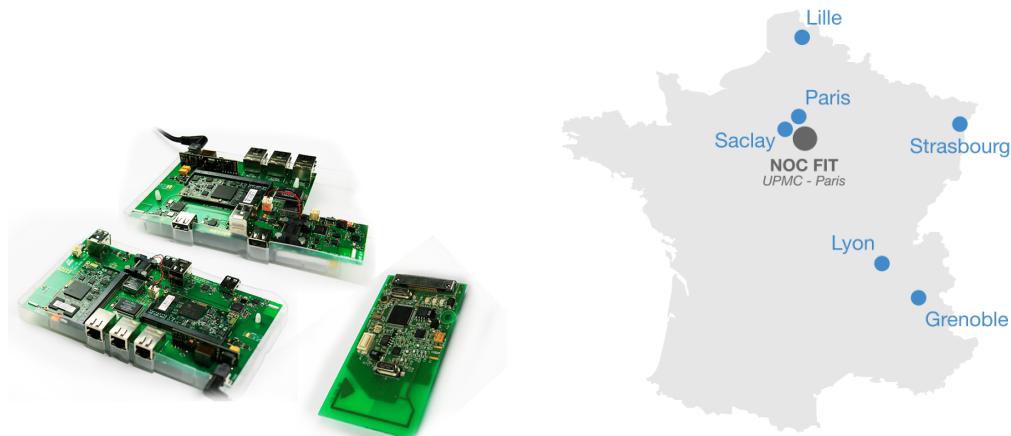
- On-Board diagnostics for connected cars: OTAKeys (Continental)
- Design Office: Eistec (Sweden), Mesotic (France)

# RIOT on FIT/IoT-LAB large scale testbed

<https://www.iot-lab.info>

IoT-LAB is a **large scale experimentation testbed**

- Can be used for **testing wireless communication** networks on **small devices**
- Can be used for **learning IoT** programming and **communication protocols**
- Can be used for testing software platforms on **heterogeneous hardware**



# Learn RIOT

- RIOT Tutorials

<https://github.com/RIOT-OS/Tutorials>

- RIOT online course

<https://github.com/riot-os/riot-course>

# Summary

- Generalities on RIOT: history, community, users
- A technical overview:
  - OS characteristics
  - hardware support
  - libraries
  - network stack
  - import external libraries via packages
- The RIOT ecosystem: standard tools, CI, documentation
- Companies using RIOT

[Back to the course](#)