Arduino ABC

Take a good start with Arduino

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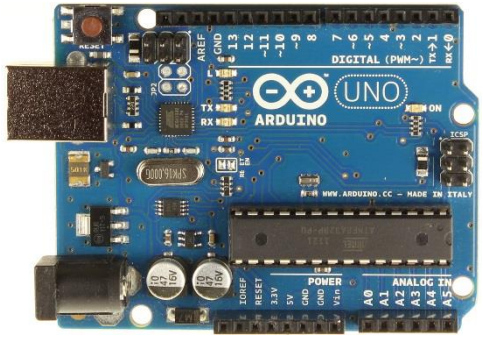
http://soft-shake.ch

@GENEVE

Agenda

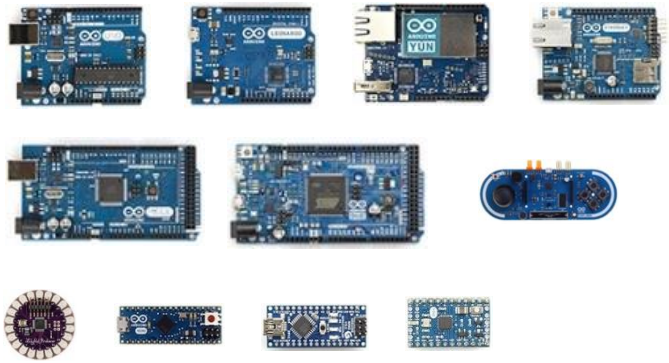


- Arduino, what's that?
- What can you do with Arduino?
- How to start?
- Arduino UNO guts
- Arduino Tools
- Hello, Arduino!
- Electronics Basics: crash course
- Sensors & Actuators
- Practical experiments: digital & analog, inputs & outputs
- Arduino «shields»
- Arduino limits
- Useful links

Arduino, what's that?

- "Arduino is an open-source electronics platform based on easy-to-use hardware and software. It's intended for anyone making interactive projects."
- Initially a project for IDII Ivrea students (2005)
- Objectives
  - Cheap board to learn electronics
  - Quick to start with
  - Possible to "build your own"

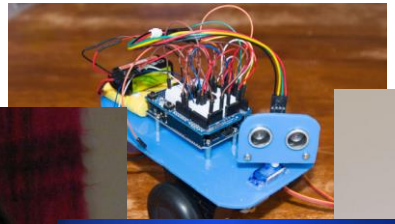
- Open Source Hardware (Arduino boards schematics)
- Open Source Software (Arduino tools and libraries)
- Today, Arduino is an "**ecosystem**"
  - Many different kinds of boards
  - Many libraries for all kinds of devices
  - Community: web site, forums, fairs…

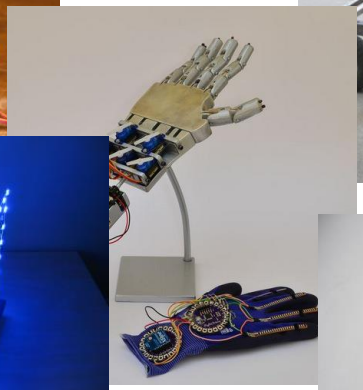


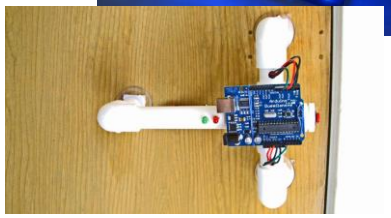
(*) photo Randi Silberman Klett

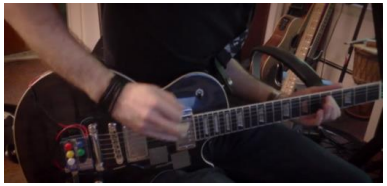
What can you do with Arduino?

- Robots!
- Wearables
- Light decorations
- All kinds of alarms
- Weather stations
- Music
- Games
- …
- Your imagination is the limit!



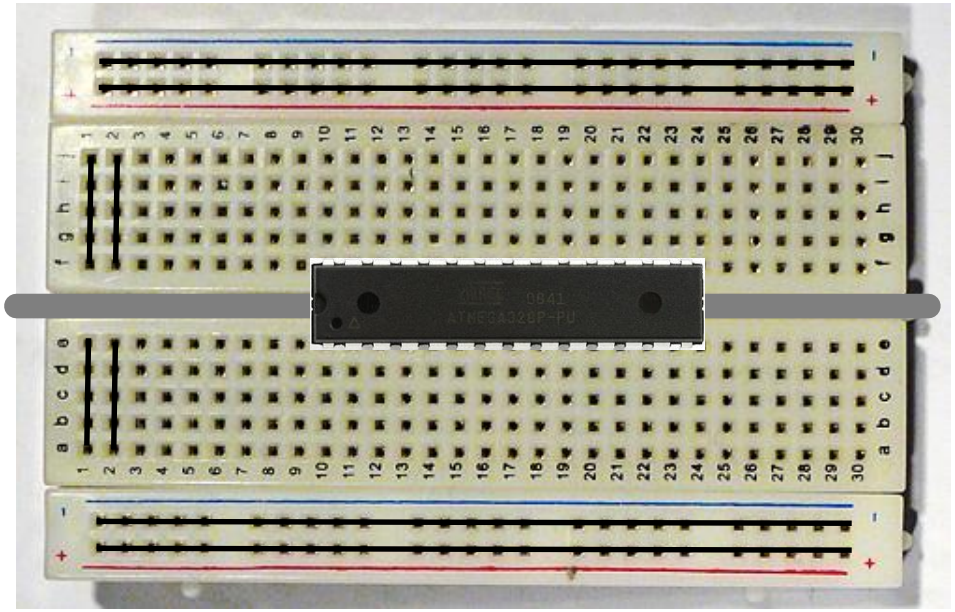



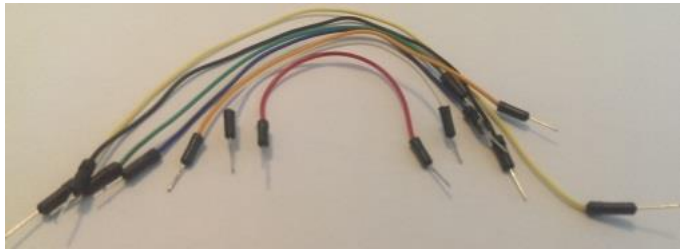



How to start?

- Afford a starter kit
  - Arduino Starter Kit
  - Sparkfun Inventor Kit
  - Fritzing Creator Kit
  - Adafruit Experimentation Kit

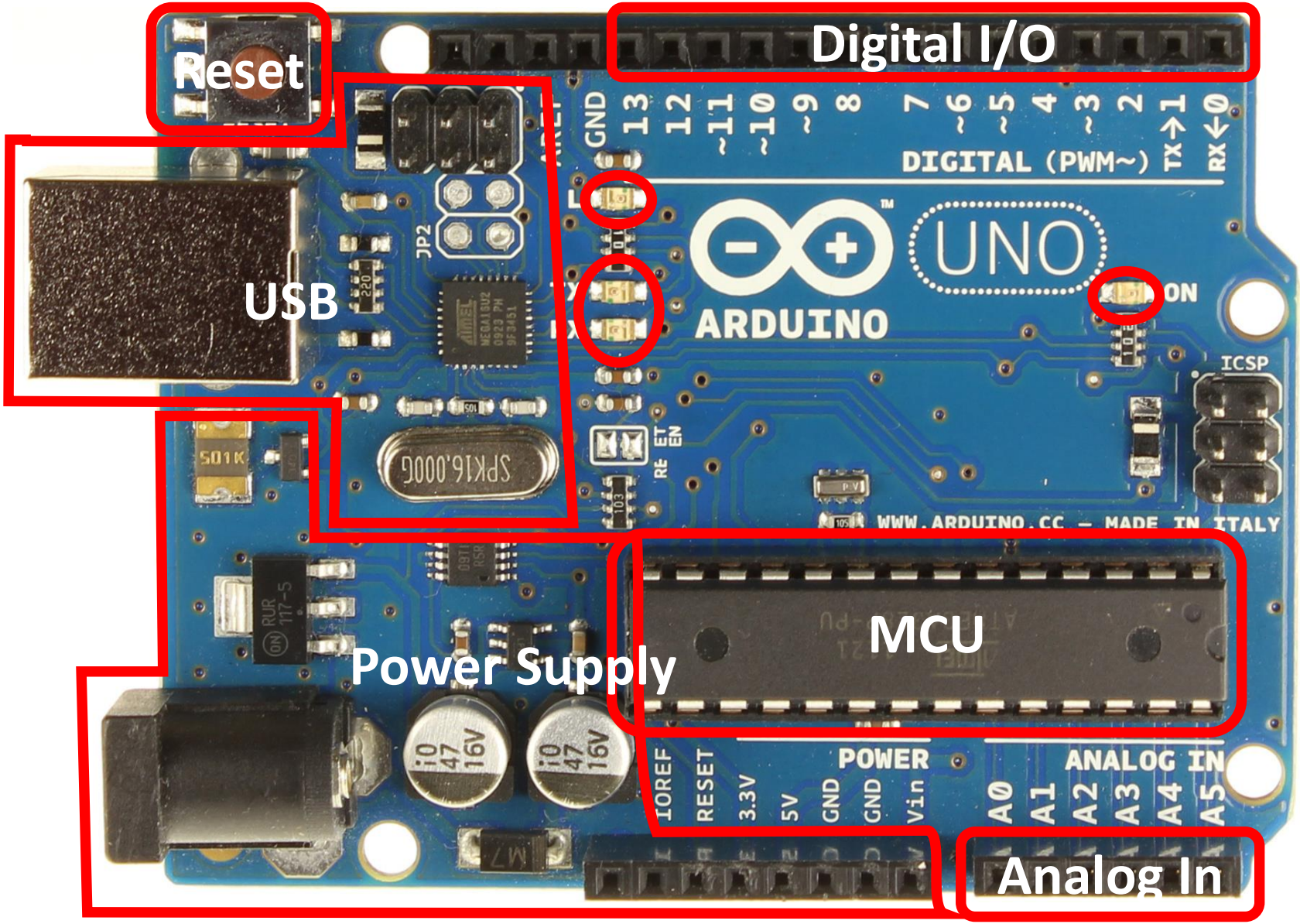
- Get comfortable with a breadboard



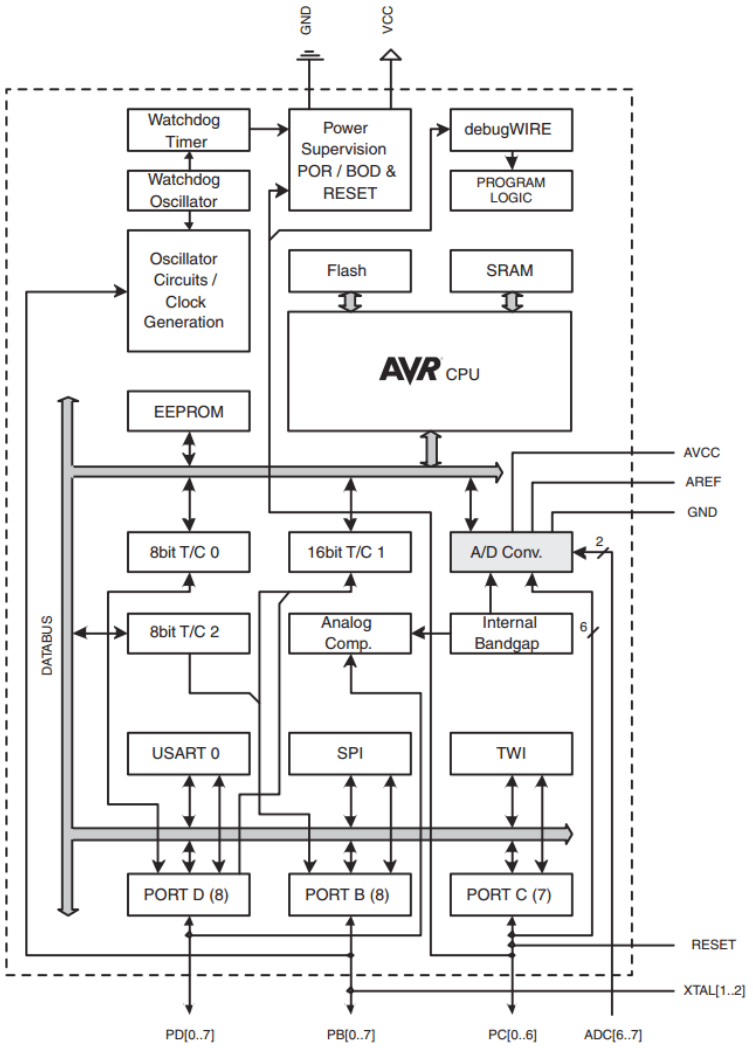


- Afford a few often useful tools

Arduino UNO guts (board)



Arduino UNO guts (MCU)



- Atmel **ATmega 328 P**
  - RISC CPU 8-bits 16 MHz
  - Flash (programs) 32 KB
  - SRAM (live data) 2 KB
  - EEPROM (non volatile data) 1 KB
  - 20 Logical IO
  - 6 Analog Inputs
  - 3 Timers
  - USART: serial communication
  - SPI/TWI: interfaces bus

Arduino Tools

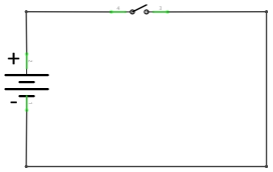
- MCU can be programmed in C, C++ or assembly
  - ATmel build tools (command-line): avr-g++, avr-gcc, avr-as, avr-ld…
- Arduino IDE integrates
  - Code editor (C/C++)
  - Builder
  - Uploader
  - Serial Monitor
- Arduino Libraries
  - Simplify developing programs (aka “sketches”) for Arduino
  - Allow the same source code to target different boards (different hardware)
- Arduino “bootloader” (flashed on Arduino Boards MCU)
  - Allows new programs upload via USB
  - Starts your programs after reset
- Other tools exist (advanced only):
  - Eclipse plugin
  - ATmel Studio (Windows only)

Hello, Arduino!

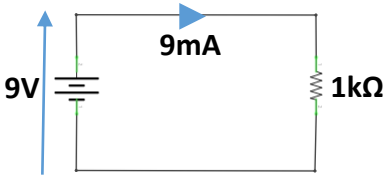
- Simplest Arduino experiment
  - No additional hardware required!
  - Uses “pin 13” on-board LED
- Connect the board through USB
- Open Arduino IDE
  - Select Arduino type and port
  - Type first “sketch” in C language
  - Save it → new folder created with “.ino” source file
  - Build it → check size
  - Upload to board
- Arduino Sketch fundamentals:
  - `void setup()`
  - `void loop()`
  - `pinMode()`
  - `digitalWrite()`
  - `delay()`

Electronics Basics (1/2)

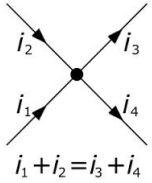
- Measures
  - U, V: voltage in Volt
  - I: current, intensity in Ampère
  - P: power in Watt
  - R: resistance in Ohm Ω
- Electric Circuit
  - A path (or network) through which current (electrons) can flow
  - Circuit must have a Voltage source (e.g. battery)



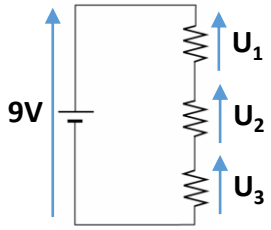
- Fundamental Laws
  - Ohm Law: U = R I



  - Kirchoff's Current Law (nodal rule): $\sum I_k = 0$



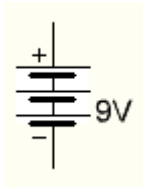
  - Kirchoff's Voltage Law (mess rule): $\sum U_k = 0$

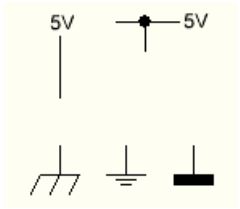


  - All 3 laws are constantly applied together

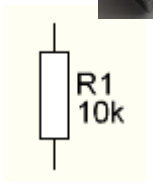
Electronics Basics (2/2)

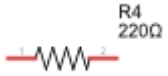
- Components
  - Voltage Generator



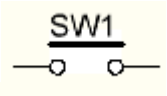


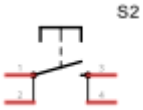
  - Resistor



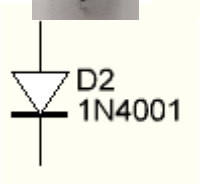


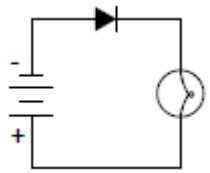
  - Switch / Button

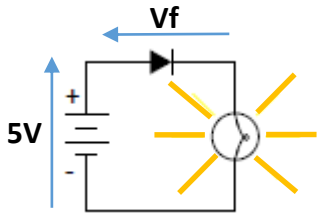




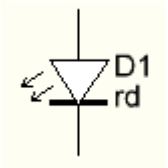
  - Diode



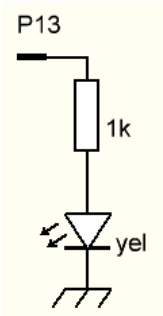




    - Vf (forward voltage) is a constant depending on the diode model
  - LED
    - Vf depends on LED color and model
    - Current must be limited to protect the LED

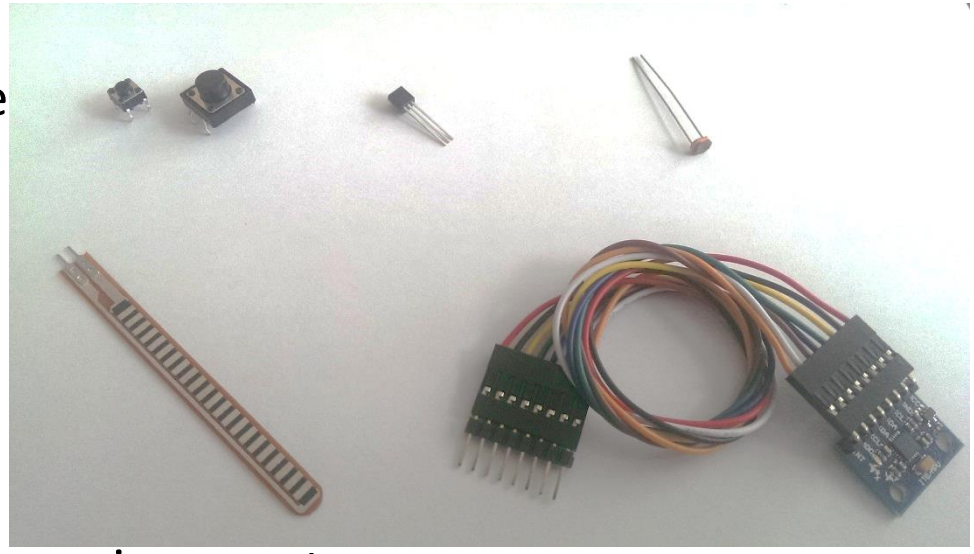


- "Hello Arduino" circuit (on-board, simplified)
  - P13 outputs either 0V or 5V
  - Why 1kΩ resistor?
  - Vf = 2.0V → i = (5 – 2) / 1000 = 3mA

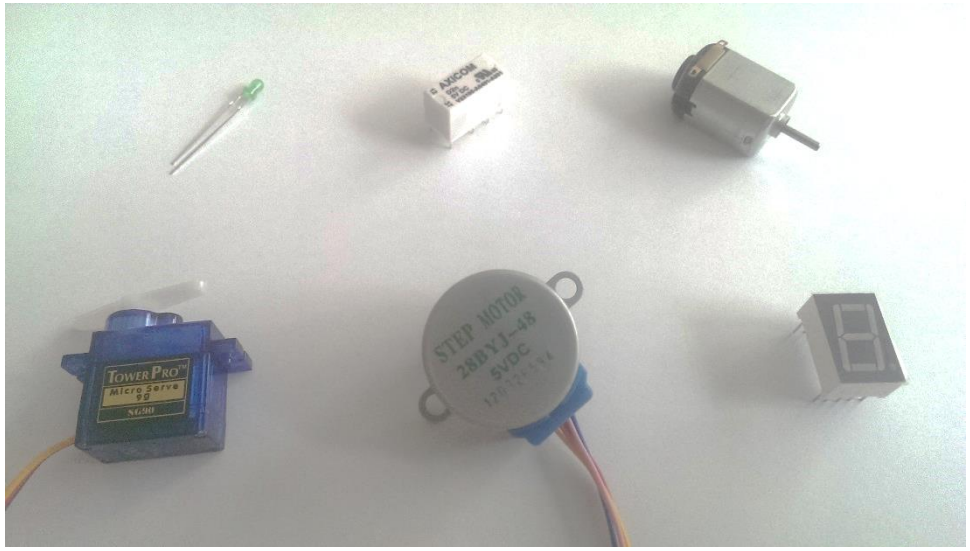


Sensors & Actuators

- Sensors: devices to capture a physical property
  - Button
  - Temperature
  - Light
  - Flexion
  - Movement…

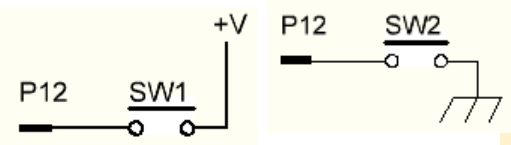


- Actuators: devices to act on environment
  - LED
  - Relay
  - DC motor
  - Servo motor
  - Stepper motor
  - Displays (LED, LCD)…

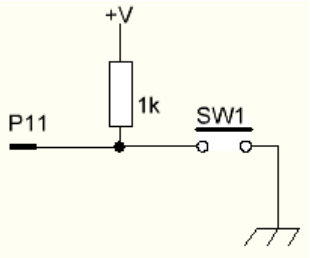


Experiment #1 – Digital inputs

- Do something if button pushed
  - Read button state (HIGH / LOW)
  - Echo state to serial monitor
- Circuit #1.1



  - Problem? floating input!
- #1.2 with pull-up resistor

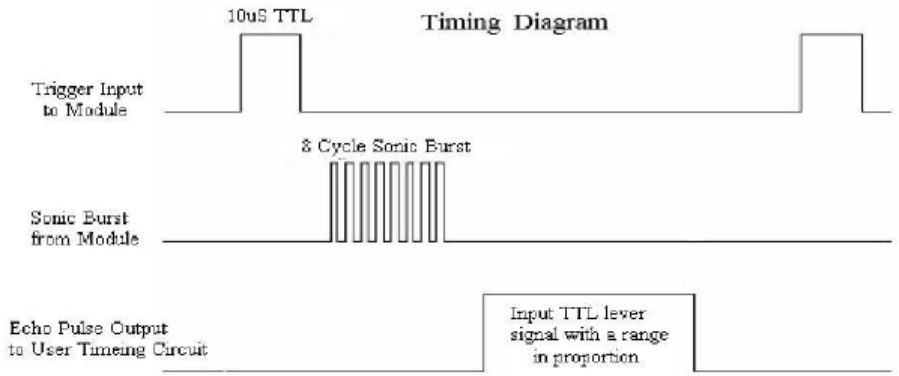


- #1.3 internal pull-up resistor
- #1.4 button bouncing issue
  - Hardware debouncing
  - Software debouncing

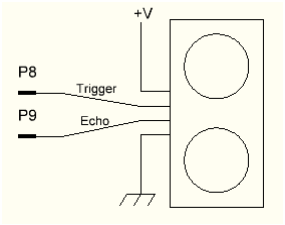
- Digital Levels in Volt:
  - 0 (LOW) → 0 – 1.67V (5V/3)
  - 1 (HIGH) → 3.3 (2x5V/3) – 5V
  - 1.67 – 3.3V → undefined!
- Digital input API
  - `pinMode(pinNum, INPUT)`
  - `digitalRead(pinNum)`
  - `pinMode(pinNum, INPUT_PULLUP)`
- Serial monitor API
  - `Serial.begin(baudRate)`
  - `Serial.println(text)`

Experiment #2 – Distance Meter

- Use an ultrasonic sensor
  - Datasheet
  - Trigger pin
  - Echo pin
  - Range: 2cm – 4m



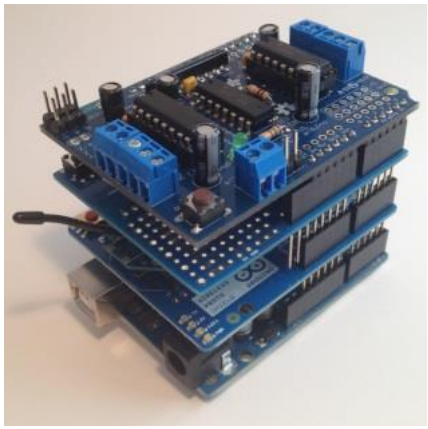
- Circuit #2.1



- #2.2 Distance calculation
  - Sound celerity ≈ 340m/s
    dist (mm) = echo(µs) x 340 x 1'000 / 1'000'000 / 2
- #2.3 Timeout (distance > 4m)
  - If distance > 4m
    - `pulseIn` will block **1s**!
    - specify timeout TO ≈ 23'530µs
      TO = 2 x 4 / 340 x 1'000'000

- Digital input API
  - `pinMode(pinNum, OUTPUT)`
  - `pinMode(pinNum, INPUT)`
  - `pulseIn(pinNum, level)`
  - `pulseIn(pinNum, level, to)`
- Timing API
  - `delayMicroseconds(time)`

Arduino «shields»



- Shields are boards that “plug” on an Arduino board
- You can piggy-pack several shields on the same Arduino board
- Official Arduino shields
- Third-party shields
- Various kinds
  - Ethernet
  - WIFI
  - Motors
  - GSM
  - Prototype…

- Easy to use but rather expensive
- Conflicts (pins sharing) between several boards

Arduino limits (& workarounds)

- Clock speed: 16MHz
  - Generally not a problem unless you need image processing…
  - If needed, use 2nd processor (e.g. Raspberry Pi) for heavy processing
- Flash (program) size: 32KB
  - Linker is smart enough to remove unused functions from final binary
  - Rule of thumb: remove all libs you don't use
- SRAM (data) size: 2KB
  - Don't use dynamic memory allocation
  - Remove useless global variables; prefer local variables
  - Put literal strings to Flash
- Power consumption:
  - Advanced: use ATmel MCU sleep modes
- IO pins number
  - Use "shift register" IC (present in most starter kits)
  - Use IO multiplexer IC (uses I^2C bus)

What I wish I had time to talk about…

- Transistors to drive higher current devices
- MOSFET (to do the same)
- Capacitors (always useful in electronics)
- Experiment driving a servo motor
- Experiment driving a stepper motor
- I^2C and SPI buses and devices examples
- Interrupts on pin level changes
- More details about Arduino memory organization, tips and tricks
- …

- All that might be in a future Arduino Advanced Talk…

Useful links

- Where to buy Arduino in Switzerland
  - http://www.play-zone.ch/
  - http://boxtec.ch/
  - http://www.conrad.ch/
- Arduino reference, Q&A
  - http://arduino.cc/
  - http://arduino.stackexchange.com/
- Major contributors
  - http://www.adafruit.com/
  - https://www.sparkfun.com/
- Interesting sites
  - Debouncing: http://www.ikalogic.com/de-bouncing-circuits/
  - Memory: https://learn.adafruit.com/memories-of-an-arduino/you-know-you-have-a-memory-problem-when-dot-dot-dot
  - Several advanced topics: http://www.gammon.com.au/forum/bbshowpost.php?bbtopic_id=123

Thank you!

Contact:

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https://github.com/jfpoilpret/arduino-talks


https://www.linkedin.com/pub/jean-francois-poilpret