Micropython on Espressif Chips (ESP32): A Practical Introduction

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- Multinational fabless semiconductor company based in Shanghai, China
- Best known for ESP8266 and ESP32-family of chips
- European office in Brno, Czech Republic

Products: https://products.espressif.com/

ESP32C3

- CPU: 32-bit RISC-V core at 160MHz
- **Memory**: 384KB ROM, 400KB SRAM and external QSPI flash support upto 16MB
- Connectivity: 2.4 GHz Wi-Fi b/g/n, BLE 5.0
- Security: Secure Boot, Flash Encryption, Crypto Accelerators, Digital Signature Peripheral
- Peripherals: 22 IOs, UART, SPI, I2C, I2S, PWM, ADC, TWAI

What are popular high-level or interpreted languages for MCUs?

- Lua (NodeMCU)
- JS (<u>Espruino</u>)
- Go (<u>TinyGo</u>)
- Erlang/Elixir (<u>AtomVM</u>)
- Python (MicroPython, CircuitPython)

Micropython II.

VS

CircuitPython &

Micropython

- Light and efficient: 256k of code space and 16k of RAM
- Core language: 3.4 + selected features from 3.5-3.10 (including async/await keywords)
- Lower level APIs threading/interrupts
- Some APIs closer to CPython
- Supports ESP8266/ESP32/ESP32-S2/ESP32-S3/ESP32-C3 and many other chips

<u>CircuitPython</u>

- Developed by Adafruit and community
- Focused on educational use
- Unified API for all supported boards
- Flash over USB (or Bluetooth)
- Supports ESP32-S2/ESP-S3/ESP32-C3 and ESP32 in development

Books

- MicroPython Projects
- <u>Developing IoT projects</u>
 <u>with ESP32</u>

MicroPython Projects

A do-it-yourself guide for embedded developers to build a range of applications using Python



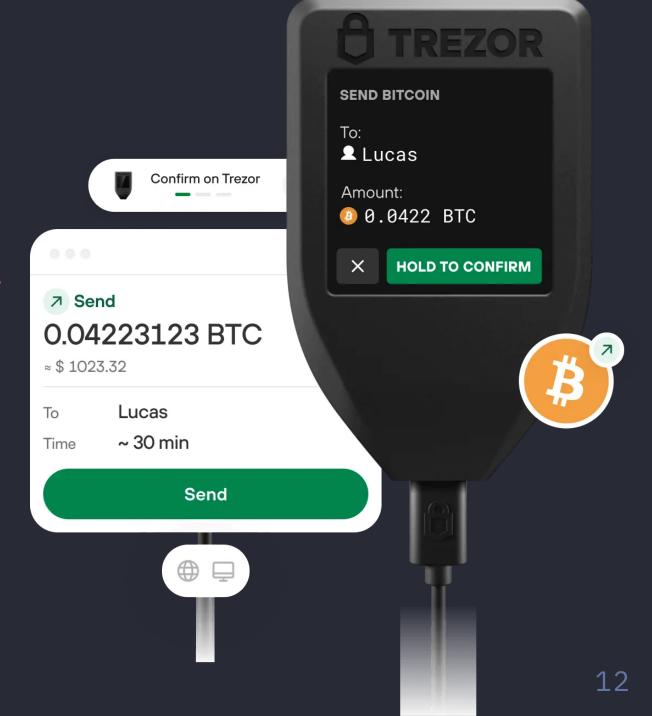
Is it any good?

A mesh network implementation in pure micropython?

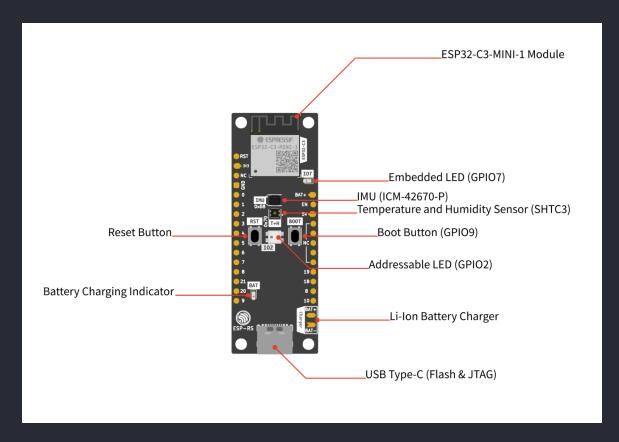
https://github.com/SestakJ/DP-Micropython-ESP32-Mesh

A hardware wallet?

https://github.com/trezor/trezorfirmware



ESP32-C3 development board



https://github.com/esp-rs/esp-rust-board

Let's get started!

- pip install -U esptool mpremote
- Donwload firmware from <u>https://micropython.org/download/esp32c3-usb/</u>
- Flash it:

```
esptool.py --chip esp32c3 --port /dev/cu.usbmodem2101 --baud 460800 write flash -z 0x0 esp32c3-usb-20220618-v1.19.1.bin
```

Now it's time to write some code!

Create main.py with the following content:

```
import time

while True:
    print("Hello Brnenske PyVo!")
    time.sleep(1)
```

And run it:

```
# Copy file to the board (boot.py and then main.py are executed automatically)
mpremote connect /dev/cu.usbmodem2101 cp ./main.py :
# Reset the board
mpremote connect /dev/cu.usbmodem2101 reset
# And attach to the REPL
mpremote connect /dev/cu.usbmodem2101
```

For a comfy IDE flow, check out micropy-cli

Blink an LED

```
import time, neopixel;from machine import Pin;from math import sin, pi;
led pin = Pin(2, Pin.OUT)
led = neopixel.NeoPixel(led pin, 1)
while True:
    for i in range (360):
        led[0] = (
            abs(int(sin(i * pi / 180) * 64)),
            abs(int(sin((i + 45) * pi / 180) * 64)),
            abs(int(sin((i + 90) * pi / 180) * 64)),
        led.write()
        time.sleep(0.01)
```

Read button state (busy loop)

```
from machine import Pin
import time
button = Pin(9, Pin.IN)
while True:
    if button.value() == 0:
        print("Button pressed")
    else:
        print("Button released")
    time.sleep(0.1)
```

Read button state (interrupt)

```
from machine import Pin

def button_callback(pin):
    print("Button pressed - IRQ")

button = Pin(9, Pin.IN)
button.irq(trigger=Pin.IRQ_FALLING, handler=button_callback)
```

Read button state (asycnio)

```
from machine import Pin
import uasyncio as asyncio
async def button task():
    button = Pin(9, Pin.IN)
    while True:
        if button.value() == 0:
            print("Button pressed - Async")
            await asyncio.sleep(0.1)
asyncio.run(button task())
```

Offtopic: Testing and debugging

Solution: run the code on a PC

```
try:
    import uasyncio as asyncio
except ImportError:
    import asyncio
...
```

Debounce a button

```
class Button:
    def <u>init</u> (self, pin, on press, on release, debounce ms=50, off state=None):
        self.raw state = lambda self: bool(self.pin.value() ^ self.off state)
        self.state = self.raw state()
        asyncio.create task(self.update state())
    async def update state(self):
        while True:
            current state = self.raw state()
            if self.state != current state:
                if current state:
                    asyncio.create task(self.on press())
                else:
                    asyncio.create task(self.on release())
                self.state = current state
            await asyncio.sleep ms(self.debounce ms)
```

Debounce a button (cont.)

```
async def press():
    print("Button pressed")
async def release():
    print("Button released")
async def main():
    button = Pin(9, Pin.IN)
    Button (button, on press=press, on release=release, off state=True)
    while True:
        await asyncio.sleep(1)
```

Connect to WiFi - station

```
async def connect wifi(ssid, password):
    import network
    wlan = network.WLAN(network.STA IF)
    wlan.active (True)
    if not wlan.isconnected():
        wlan.connect(ssid, password)
        while not wlan.isconnected():
            await asyncio.sleep_ms(10)
    return wlan
```

to scan: WLAN.scan()

Connect to WiFi - access point

```
import network
async def connect wifi(ssid, password):
    ap = network.WLAN(network.AP IF)
    ap.active(True)
    ap.config(essid=ssid, password=password, authmode=3)
    return ap
async def main():
    ap = await connect wifi(ssid, password)
    print("IP:", ap.ifconfig()[0])
```

Install a web framework

Microdot is a web framework similar to Flask

```
mpremote connect /dev/cu.usbmodem2101 cp ./microdot/src/microdot.py :
mpremote connect /dev/cu.usbmodem2101 cp ./microdot/src/microdot_asyncio.py :
```

Start a web server

```
from microdot_asyncio import Microdot

a = 1
app = Microdot()

@app.route("/")
async def hello(request):
    return "<html><body>{}</body></html>".format(a), 200, {"Content-Type": "text/html"}

asyncio.create_task(app.start_server(port=5000))
```

Glue it all together

Demo time

Optimizations: Performance

- Pre-compile byte code
- Less abstractions
- Use local variables instead of globals
- Avoid floating point math
- Rewrite in C (or Rust)

Optimizations: Memory

- gc.collect()
 - Avoids fragmentation
 - Avoids delays
- array.array and memoryview

Thank you!

Questions?

These slides are available at https://github.com/kumekay/talks