

Simulink, Arduino and Raspberry PI

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Arduino Uno

Digital Pins 0-13

USB port

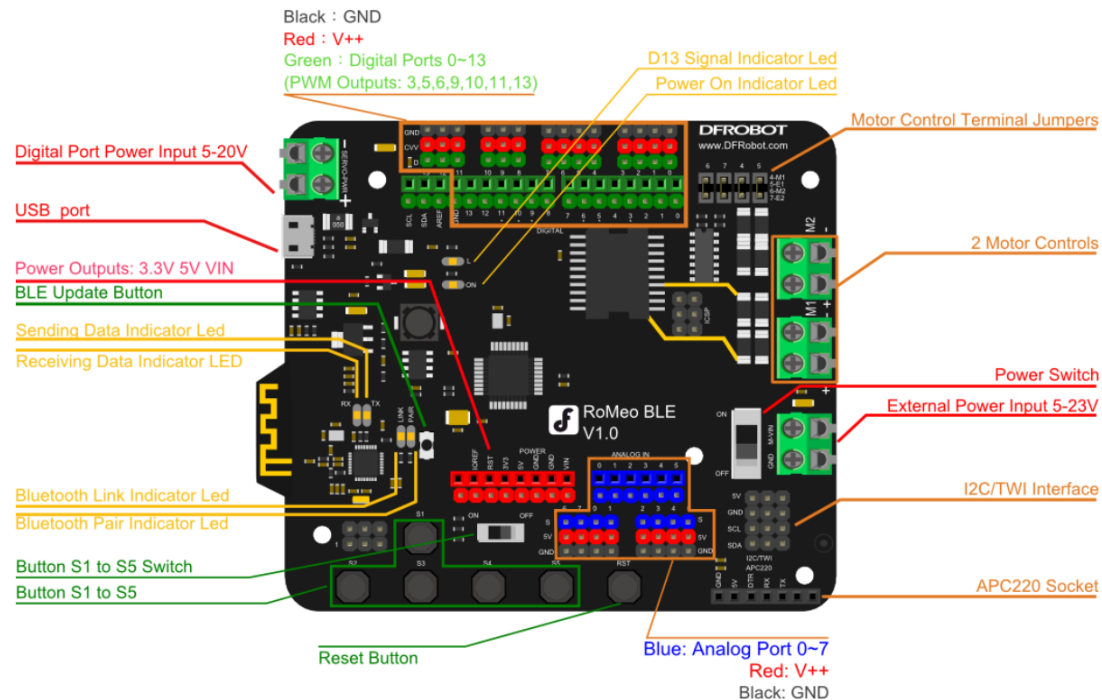
Power



Microcontroller
ATmega328P

Analog Pins 0-5

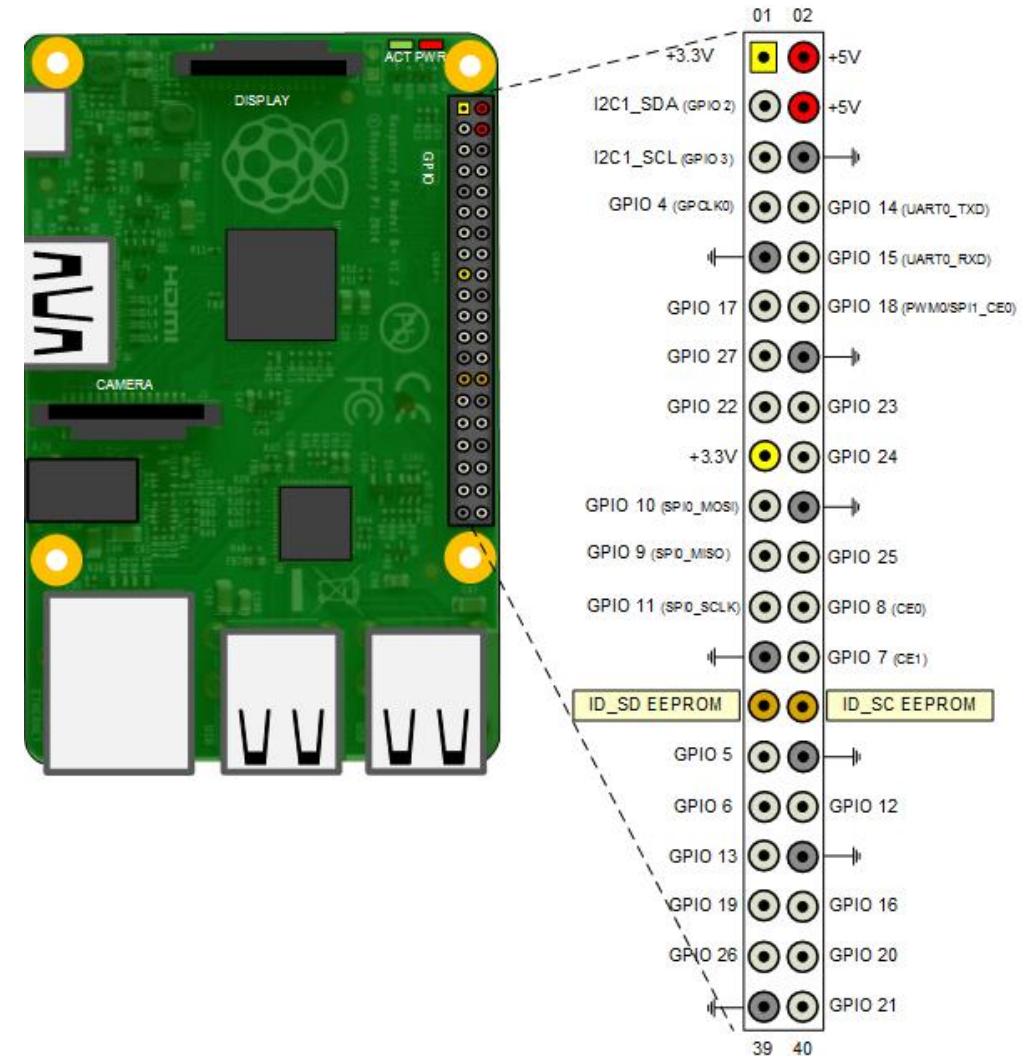
DFRobot Romeo BLE 1.0



- Same bootloader and microcontroller as Arduino UNO
- Changes: BLE, pins, connexions

Raspberry Pi Model 3 B+

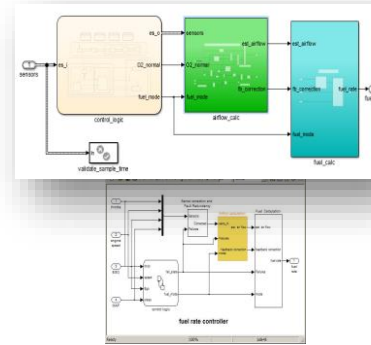
- Processor: Broadcom BCM2837B0, Cortex-A53 (ARMv8) 64-bit SoC @ 1.4GHz
- 1GB LPDDR2 SDRAM
- 2.4GHz and 5GHz IEEE 802.11.b/g/n/ac wireless LAN, Bluetooth 4.2, BLE
- Gigabit Ethernet (maximum throughput 300 Mbps)
- HDMI
- 4 USB 2.0 ports (mouse, keyboard, webcam, etc...)
- CSI camera port for connecting a Raspberry Pi camera
- DSI display port for connecting a Raspberry Pi touchscreen display
- 4-pole stereo output and composite video port
- Micro SD port for loading your operating system and storing data
- 5V/2.5A DC power input



Arduino Uno vs Raspberry PI

	Raspberry Pi 3 Model B+	Carte Arduino Uno
RAM	1 Gb	2 ko
Processor	1.4 Ghz 64 bits	16 Mhz
Network	Ethernet + WIFI 2.4 et 5 Ghz	non
Storage	2 à 128 Go par micro SD	32 ko
USB	4	1 to program
OS	Linux distributions (Raspian)	No
Others	Audio and Video	No

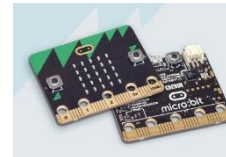
Code generation



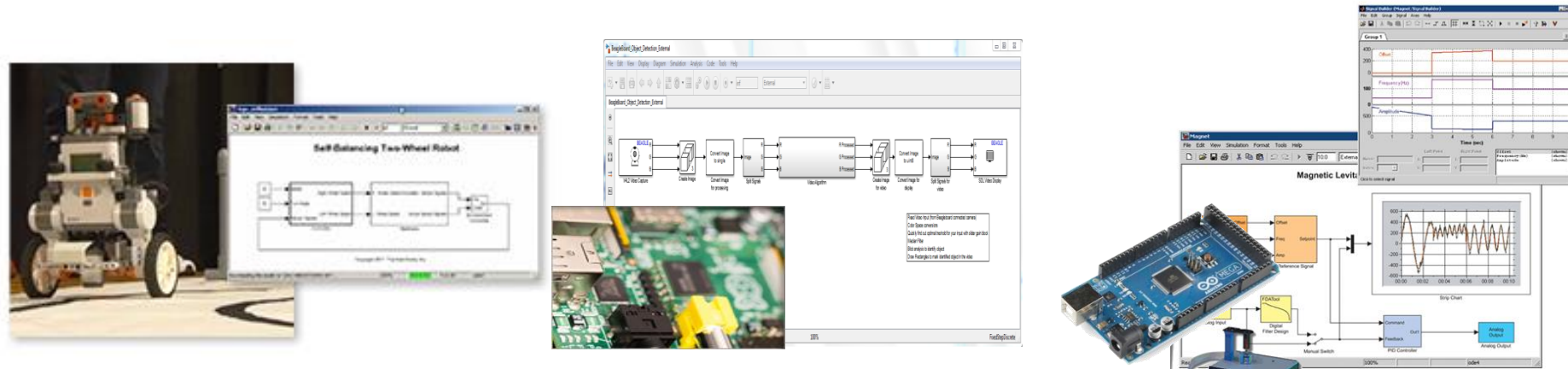
Automatic code generation



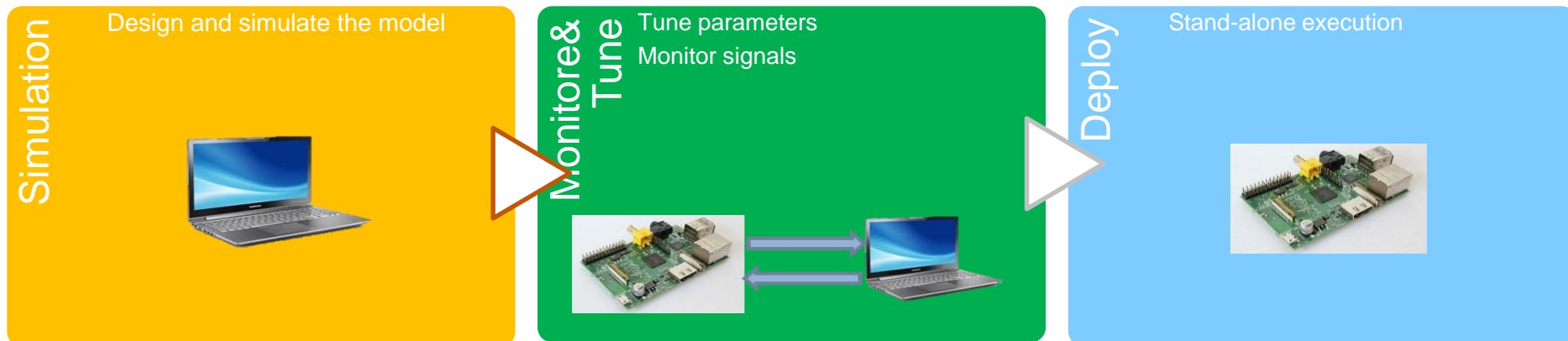
Raspberry Pi®



Use of Simulink Support for low cost hardware



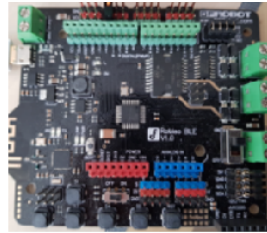
- Same workflow for all targets



Arduino and the Servo motor

1 >> Servo_control

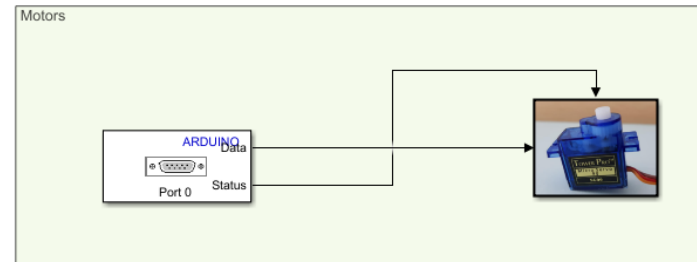
Préparation de la communication avec la carte Romeo BLE V1.0



Étapes à suivre:

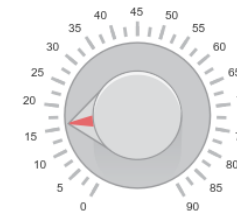
1- Dans Hardware Settings, vérifier le port COM et le Baud Rate du Serial port properties qui doit être égal à 57600

2- Faites un Build, Deploy & Start

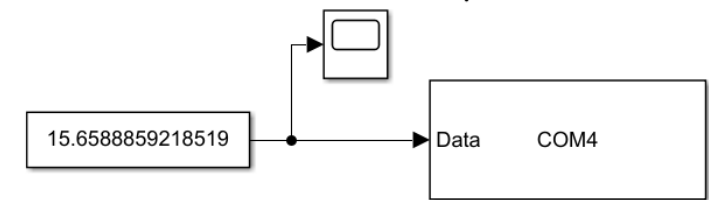


COM4
57600
8,none,1

2 >> Servocontrol_sweep



Servo Control Sweep

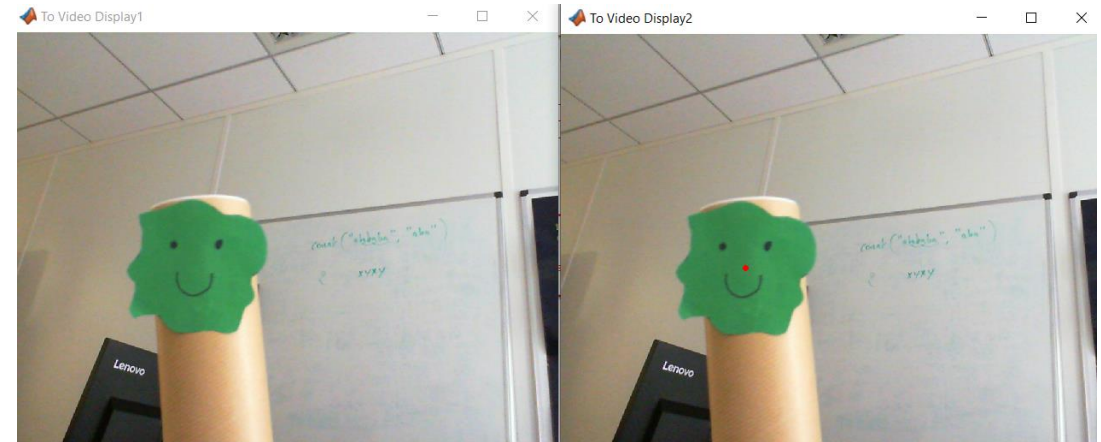


Raspberry PI web cam

1- Simulation

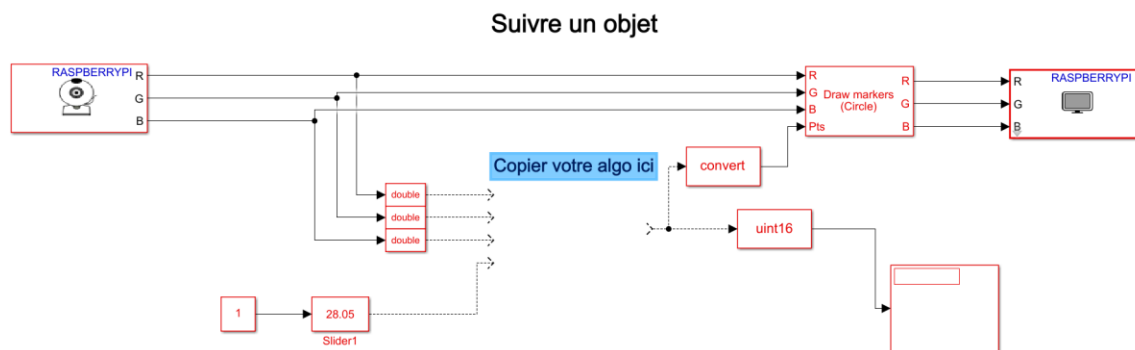
>> Track_green_simulation_eleve

2- Monitore&Tune on the Rapberry PI and tests the tracking algorithm



2- Test sur la carte

>> Track_green_eleve



Track a green object

3- Combine both boards, create your own control depending on the object position

>> Track_green_arduino_eleve

Suivre un objet

