



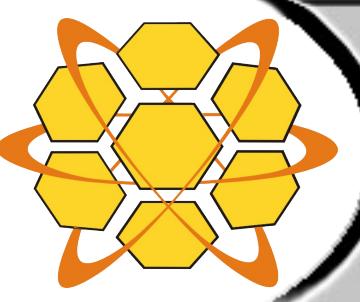
Arduino: Introdução à Prototipagem Eletrônica

Palestrante:

- **DANIEL CAMARGO**
<danield at colmeia.udesc.br>

2014





Agenda



1. Hardware Livre



2. Placa Arduino



3. Extensões Shields



4. Arduino IDE



5. Projeto



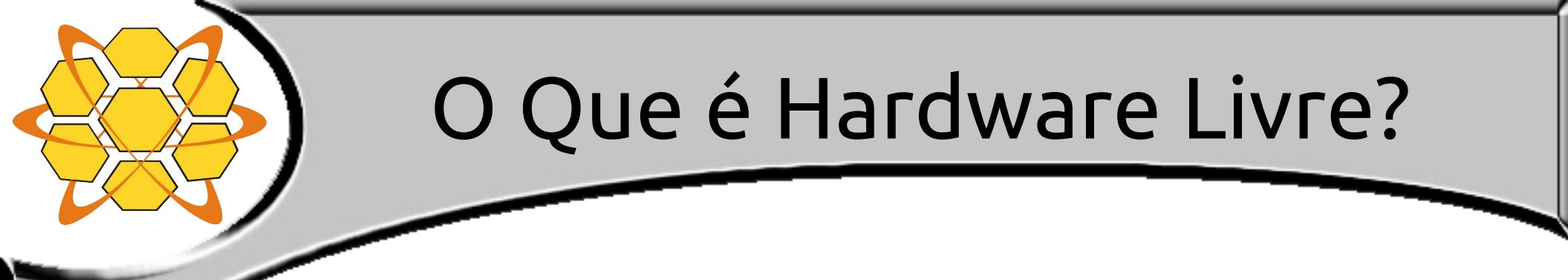
6. Comparações



7. Comunidade Ativa



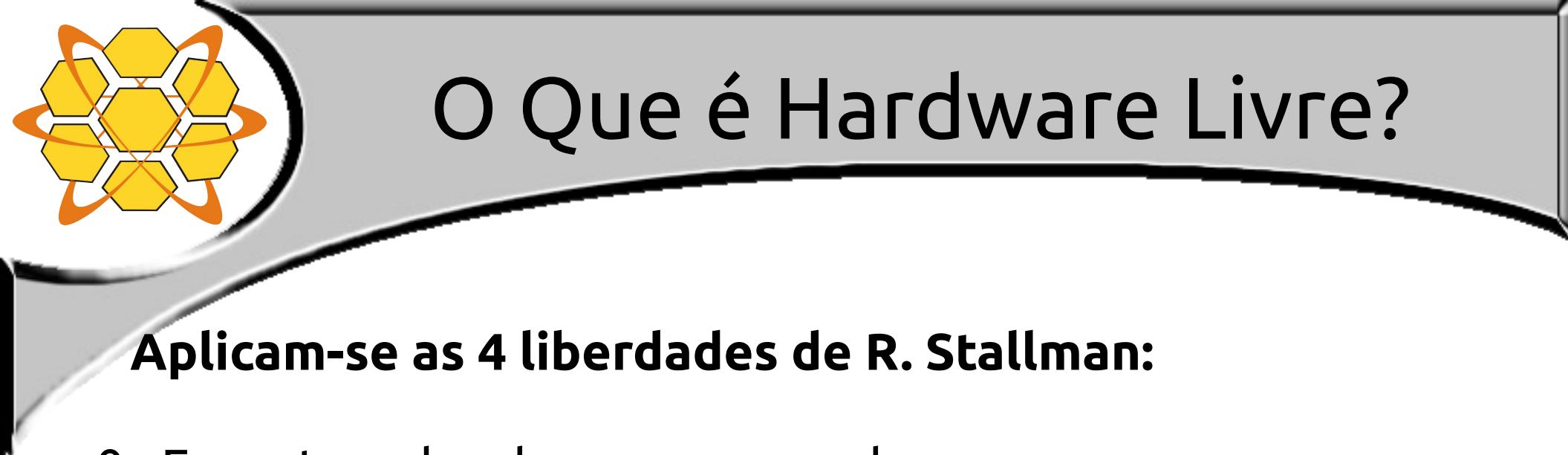
Hardware Livre



O Que é Hardware Livre?



- São artefatos tecnológicos físicos projetados e disponibilizados como o Software Livre;
- Livre para disseminar o conhecimento do processo de desenvolvimento;
- Não são dispositivos ou componentes grátis.



O Que é Hardware Livre?

Aplicam-se as 4 liberdades de R. Stallman:

- 0 : Executar o hardware, para qualquer uso;
- 1 : Estudar o funcionamento do sistema e adaptá-lo às suas necessidades;
- 2 : Redistribuir cópias;
- 3 : Melhorar o sistema e tornar as modificações públicas, de modo que a comunidade se beneficie da melhoria.



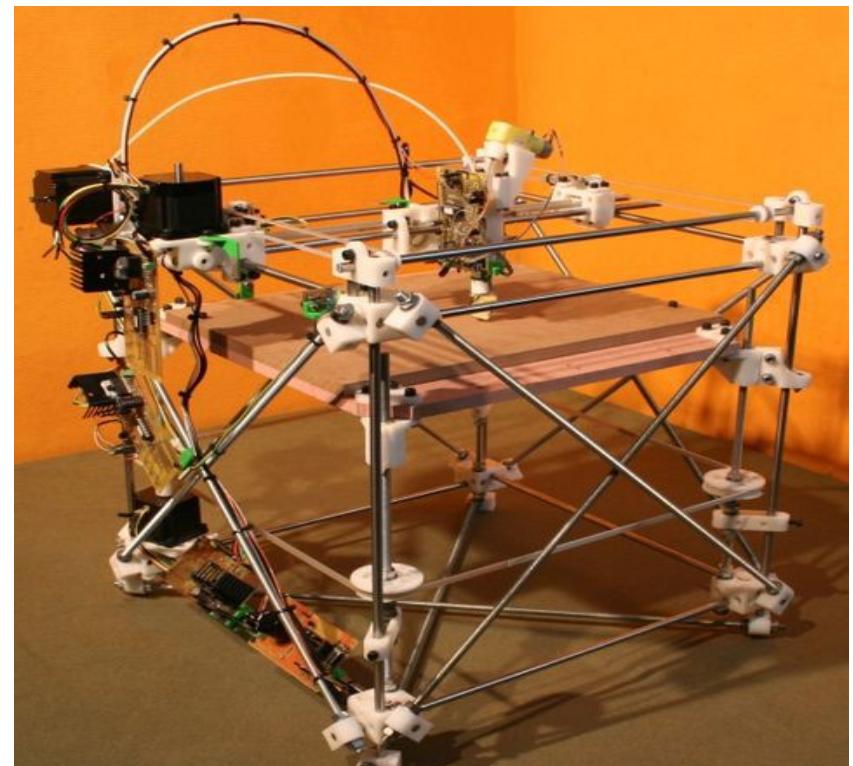
Richard Stallman



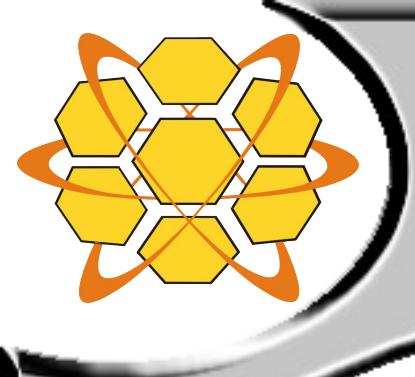
Exemplos de H.L.



MetaMáquina – Impressora 3D
<http://metamaquina.com.br>



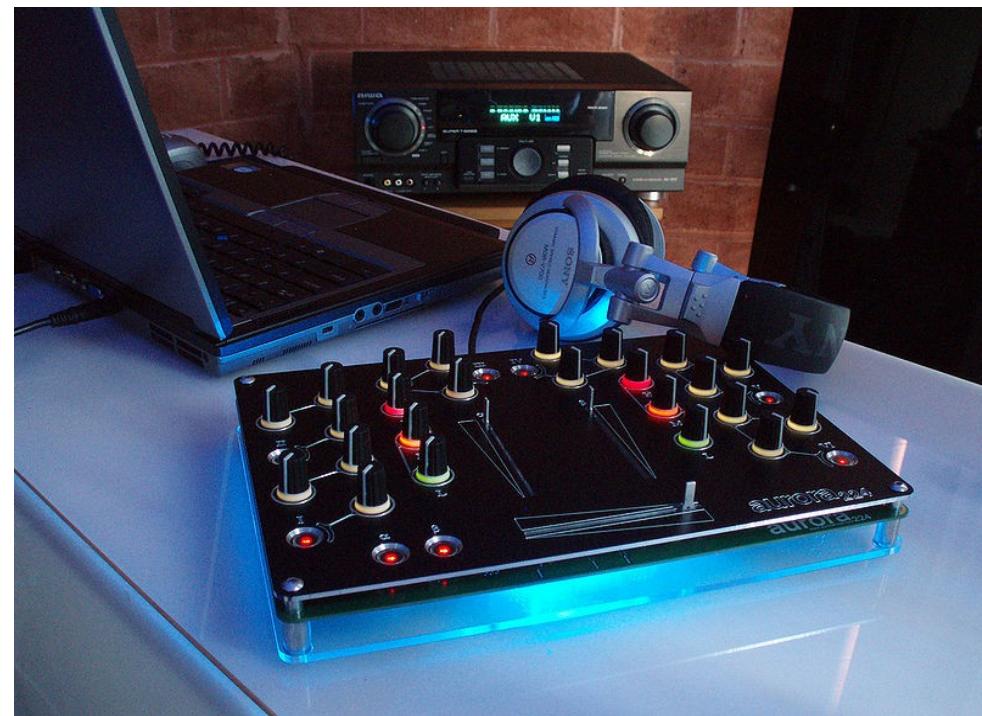
RepRap – Impressora 3D
<http://www.reprap.org>



Exemplos de H.L.



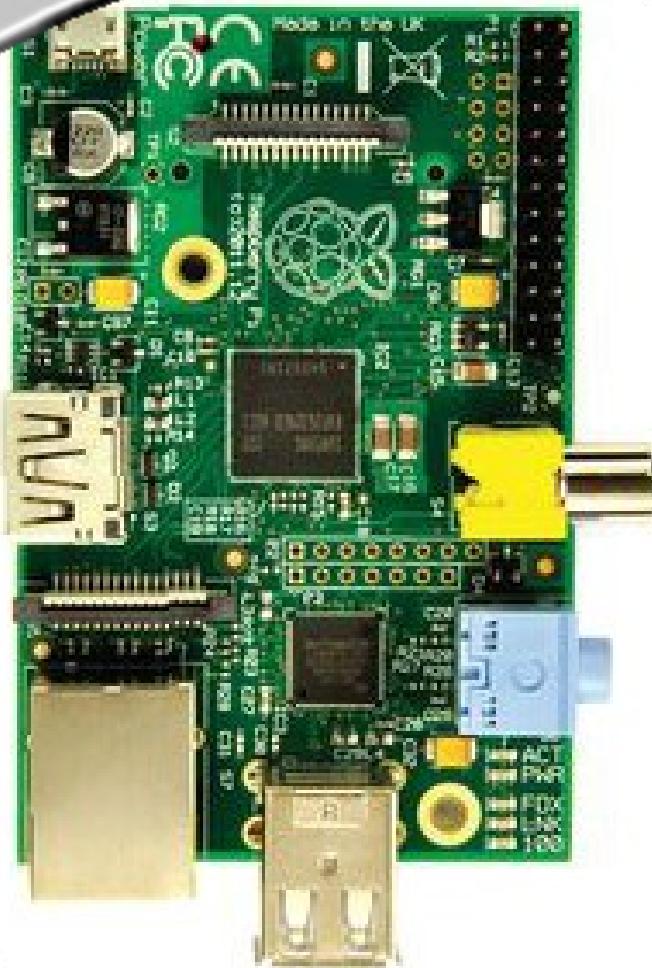
Laptop – OLPC
<http://one.laptop.org>



Aurora 224 - DJ Mixer
<http://www.auroramixer.com>



Exemplos de H.L.



Raspberry PI
<http://www.farnell.com>

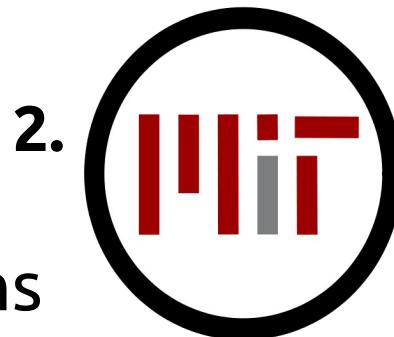


UzeBox – Open Video Game
<http://www.uzebox.org>



Licenças Comuns

1. BSD
2. MIT
3. GPL / LGPL
4. CC - Creative Commons

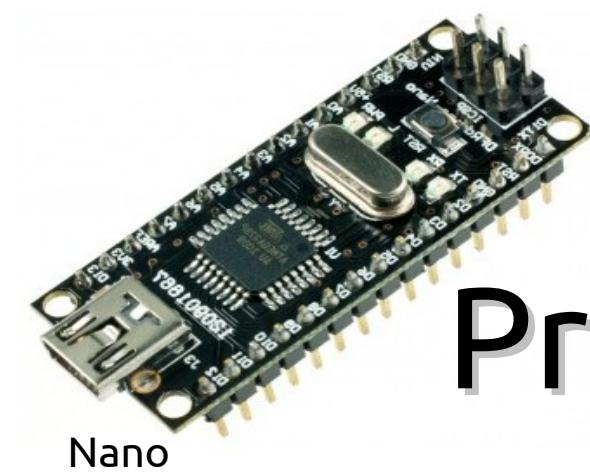


3.

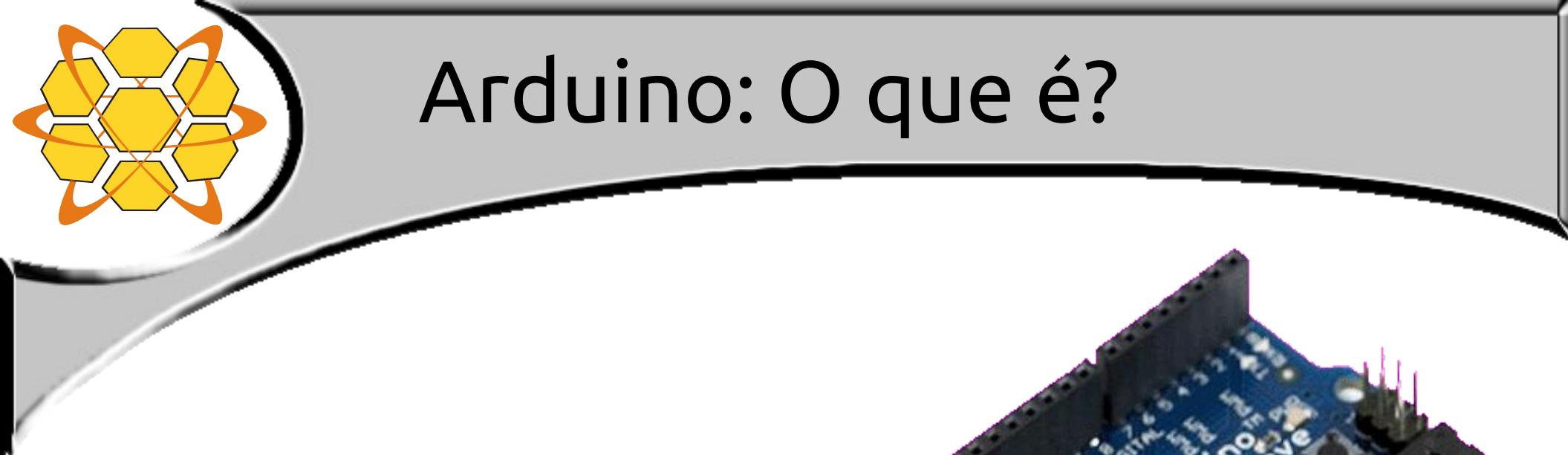


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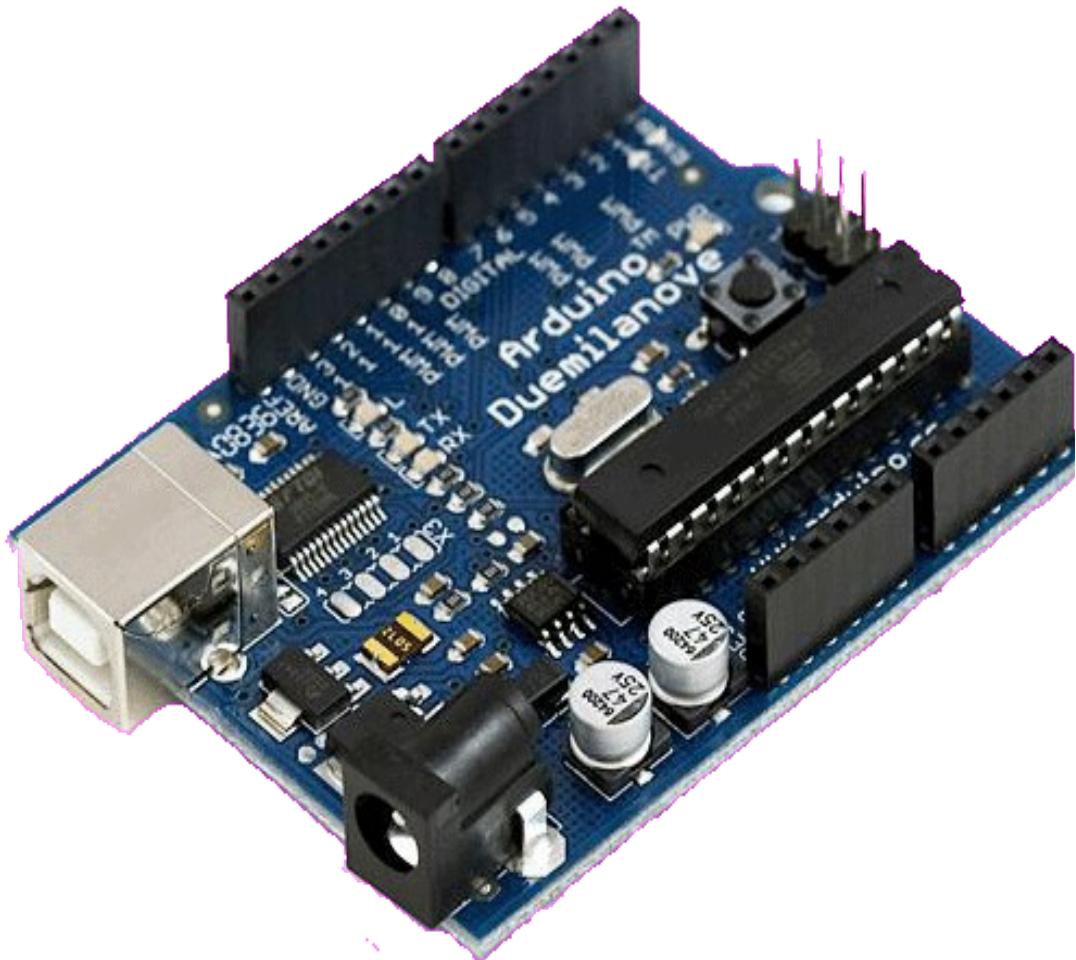


Plataforma de Prototipagem Arduino



Arduino: O que é?

- Basicamente, é um conjunto de ferramentas que possibilitam o desenvolvimento de dispositivos eletrônicos;
- Plataforma de prototipagem com software e hardware flexíveis e fáceis de usar;

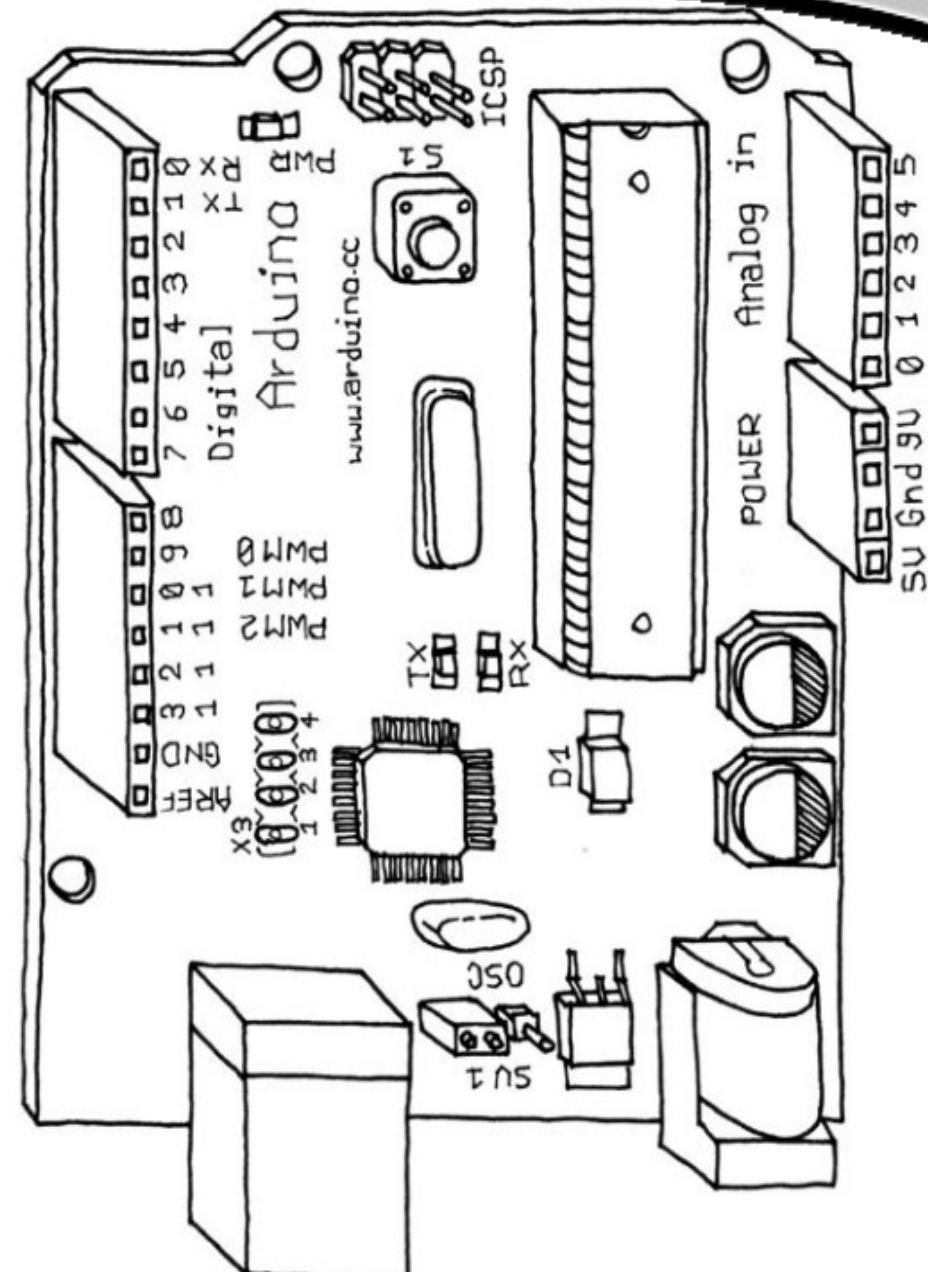


Arduino Duemilanove



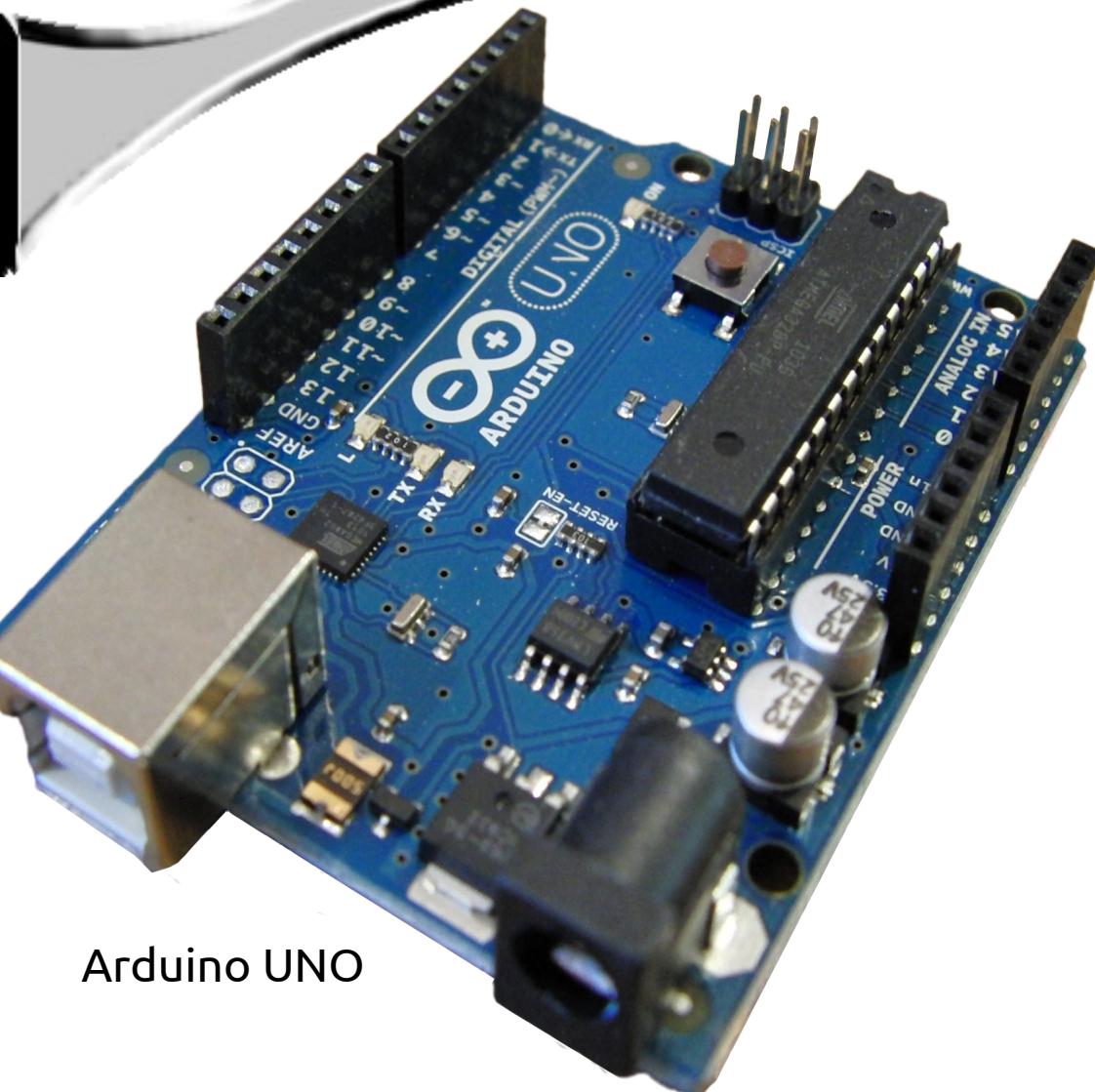
Arduino: A história

- Início do projeto em 2005 no Instituto de Design de Interação de Ivrea, na Itália.
- Coordenador do projeto: Massimo Banzi.



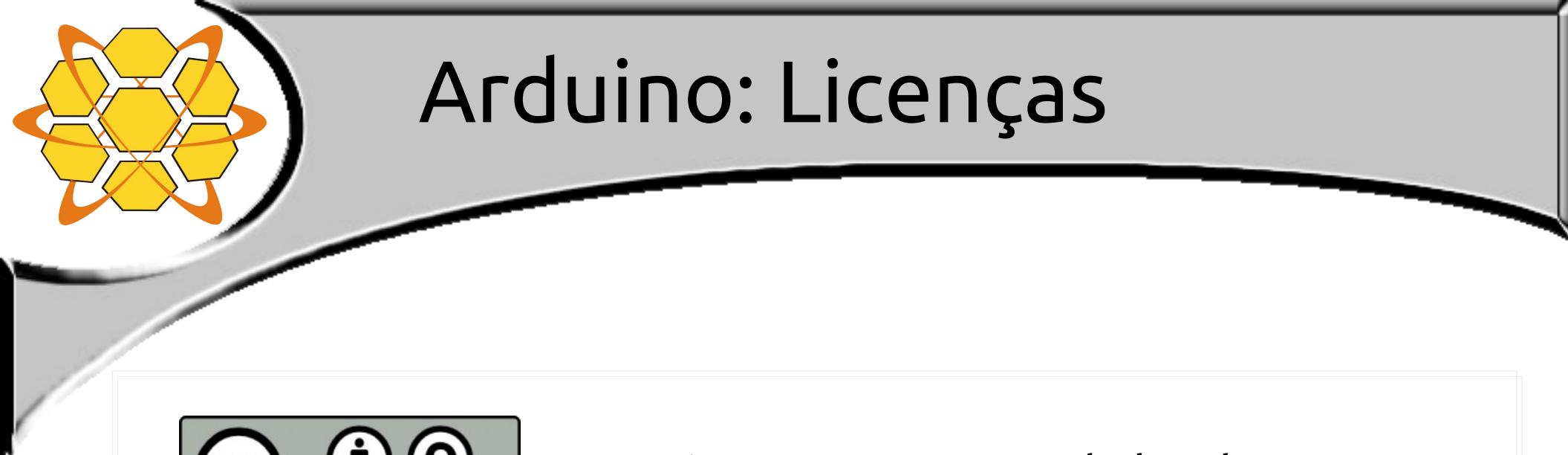


Arduino: Como é?



Arduino UNO

- Admite entrada de sensores ou chaves, é capaz de controlar atuadores e outros dispositivos complexos;
- Pode trabalhar de forma independente ou comunicando-se com software no computador;



Arduino: Licenças



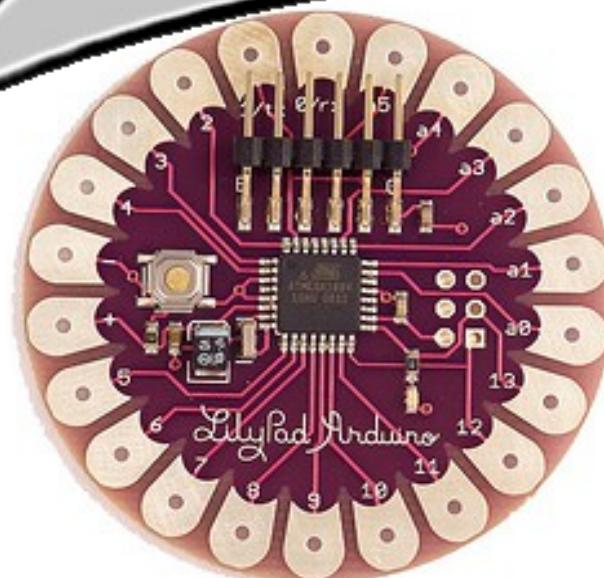
- Projetos e esquemas de hardwares:
 - Creative Commons Attribution S.A. 2.5



- IDE e a biblioteca de funções da placa:
 - GPLv2



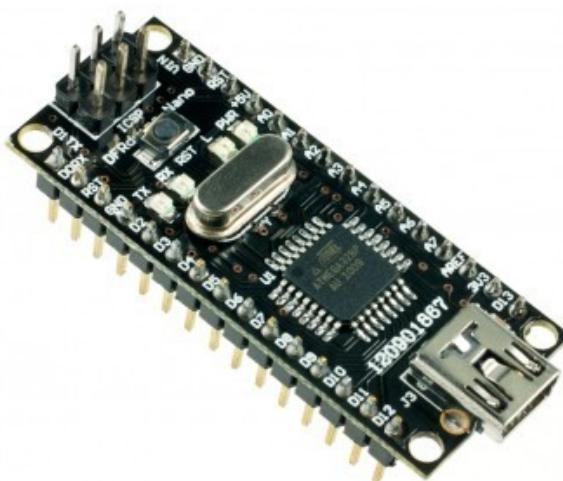
Versões do Arduino



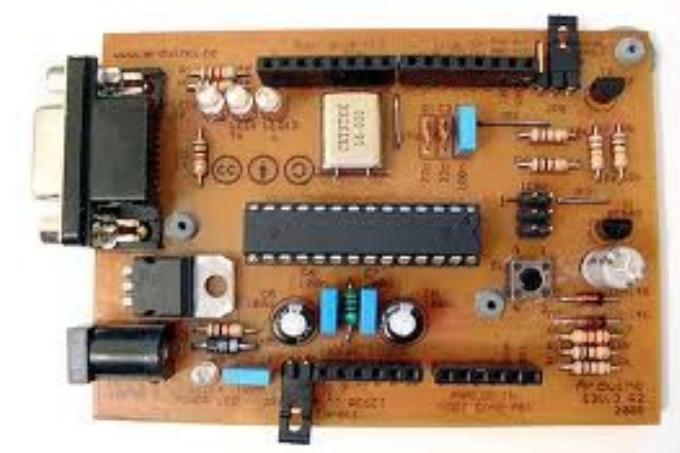
Arduino LilyPad



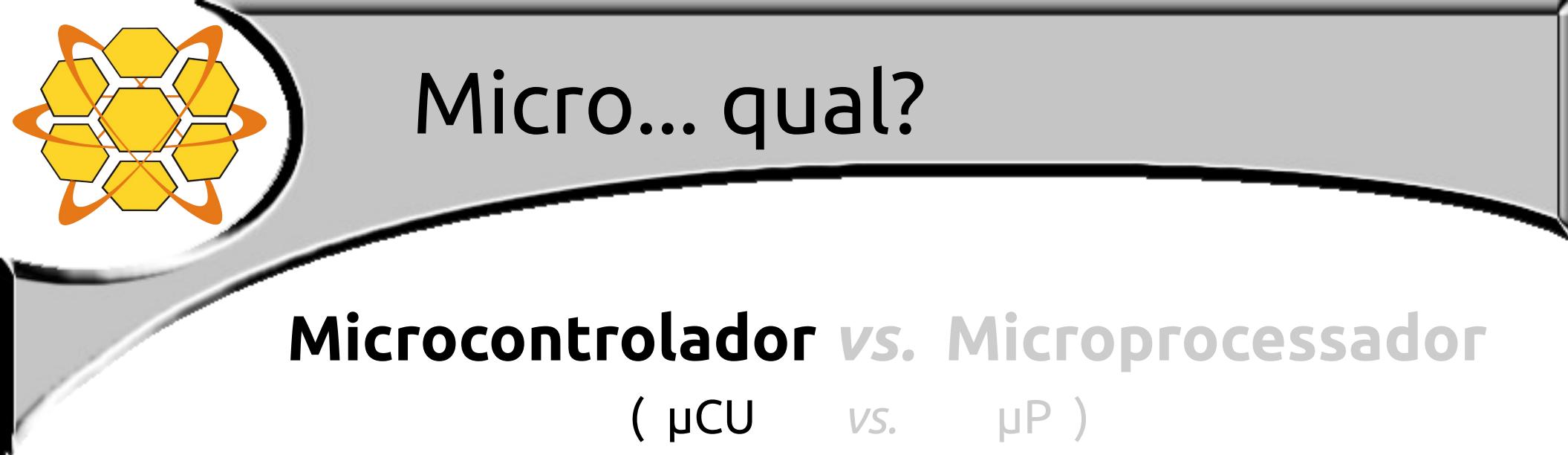
Arduino Mega



Arduino Nano



Arduino Caseiro



Micro... qual?

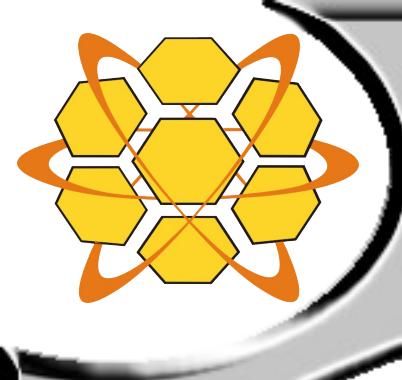
Microcontrolador *vs.* Microprocessador (μCU *vs.* μP)

μCU: Memórias RAM e ROM, conversor AD, controladores serial e paralelo... embarcados (integrados em um bloco).

Arduino + simples usa Atmel AVR 8 bits.

Single Chip

CPU	RAM	ROM
I/O Port	Timer	Serial COM Port

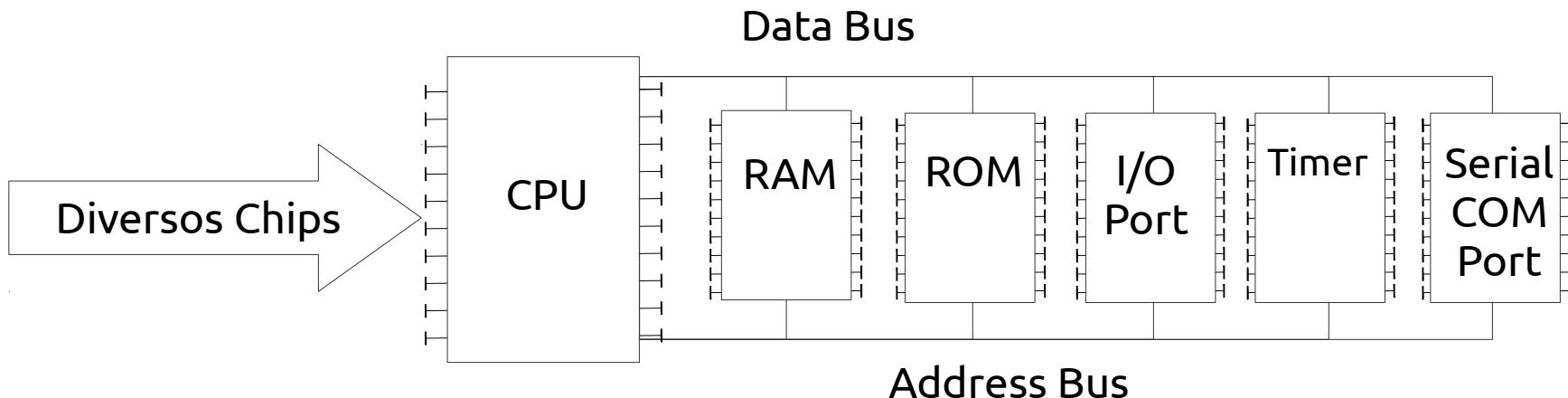


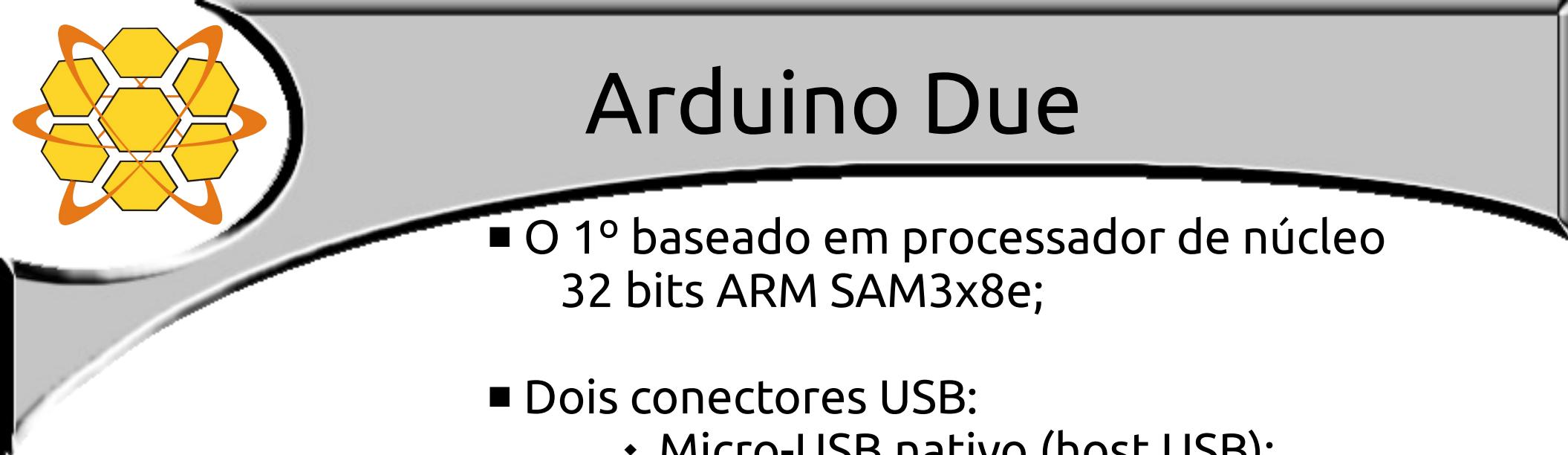
Micro... qual?

Microcontrolador vs. Microprocessador

(μCU vs. μP)

μP: Precisa dos componentes para ser utilizado.
Maior capacidade de processamento.





Arduino Due

- O 1º baseado em processador de núcleo 32 bits ARM SAM3x8e;
- Dois conectores USB:
 - Micro-USB nativo (host USB);
 - Tipo B para programação.

Tensão: 3v3

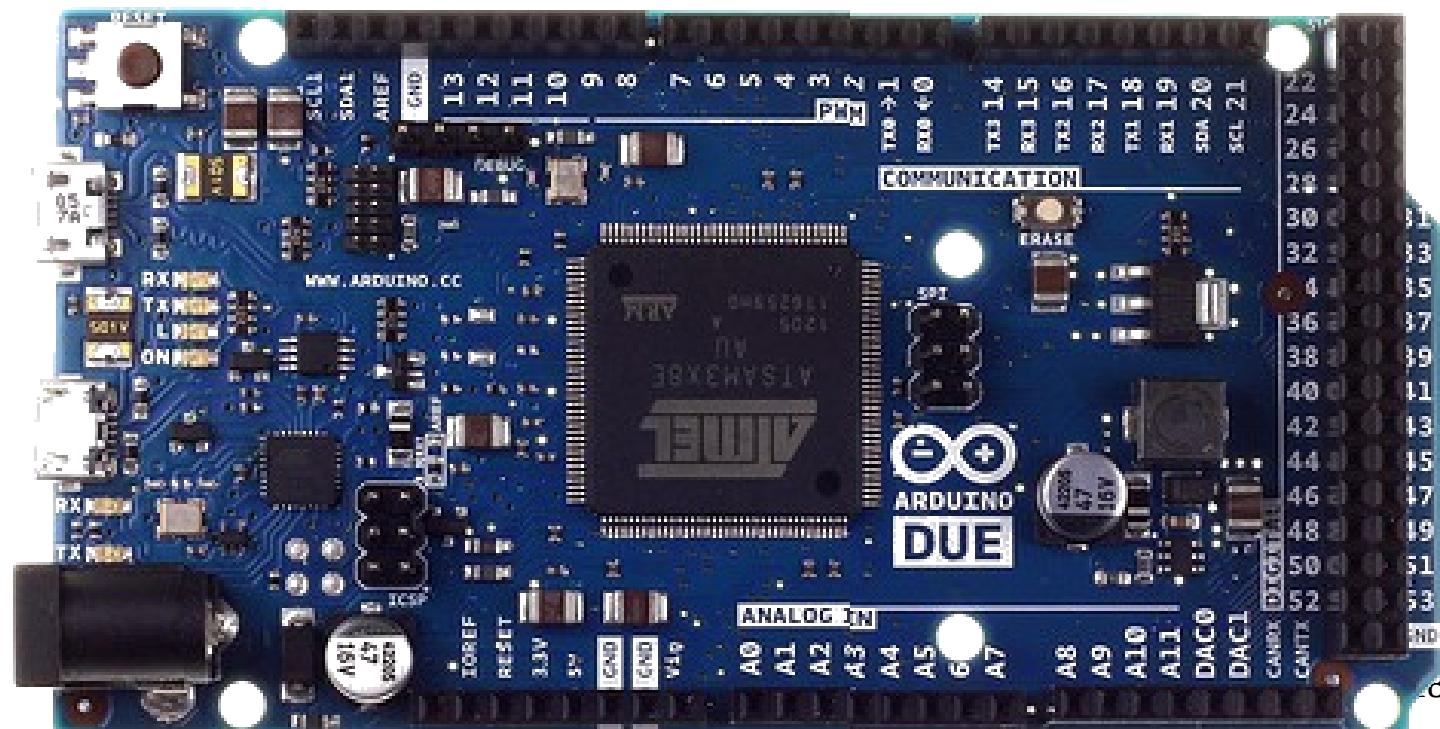
Pins I/O: 54

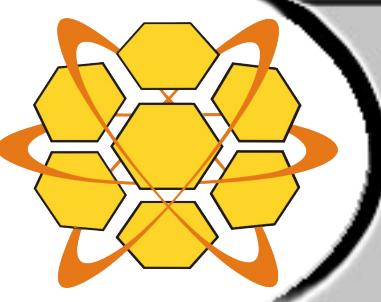
M. Flash: 512 kB

SRAM: 96 kB

Clock: 84 MHz

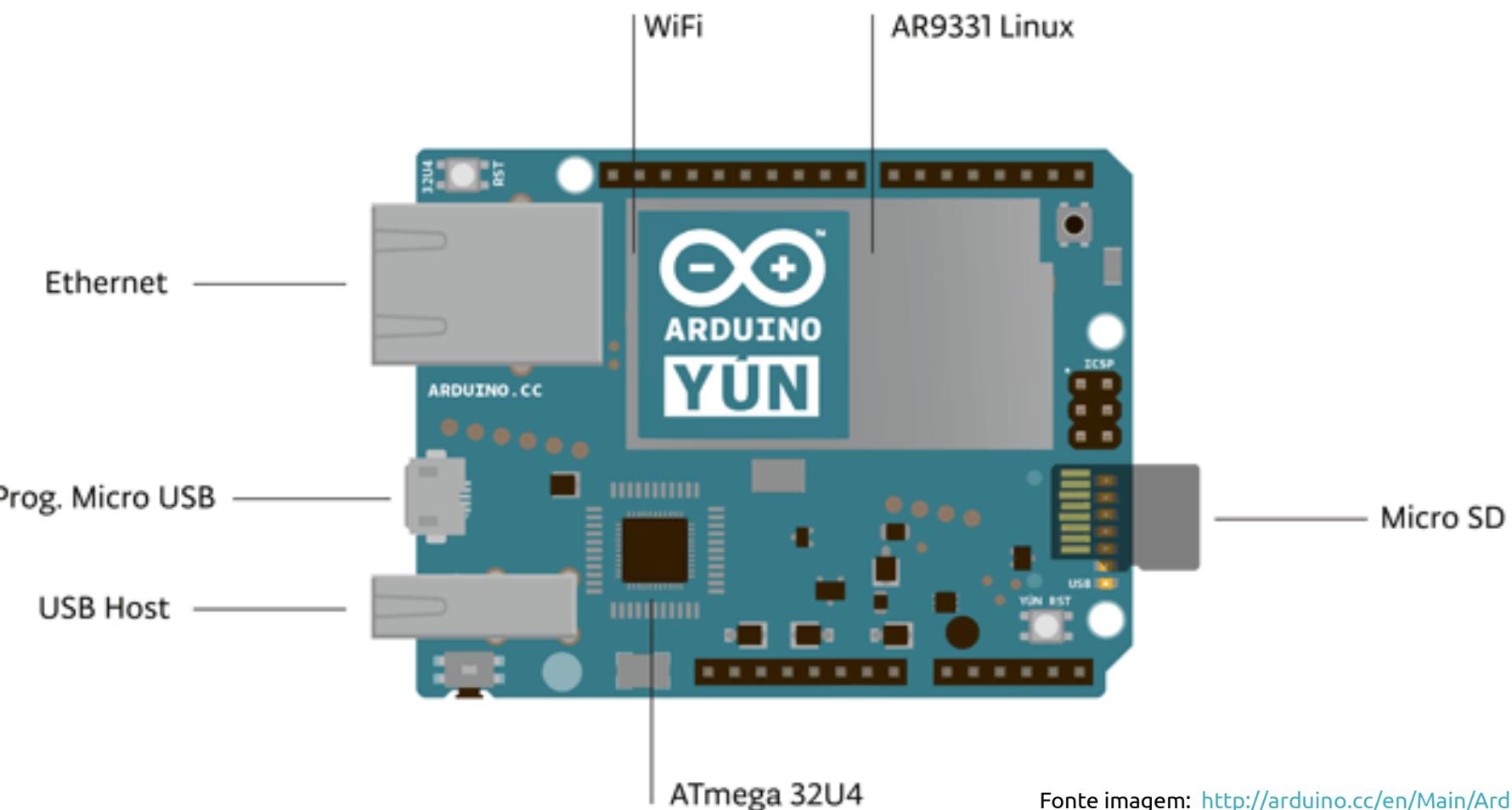
Lançado:
22 out 12





Arduino YÚN

- Qualcomm Atheros AR9331 com distrib. Linino (baseado no OpenWRT);
- Ethernet + WiFi + SD Card + Host USB

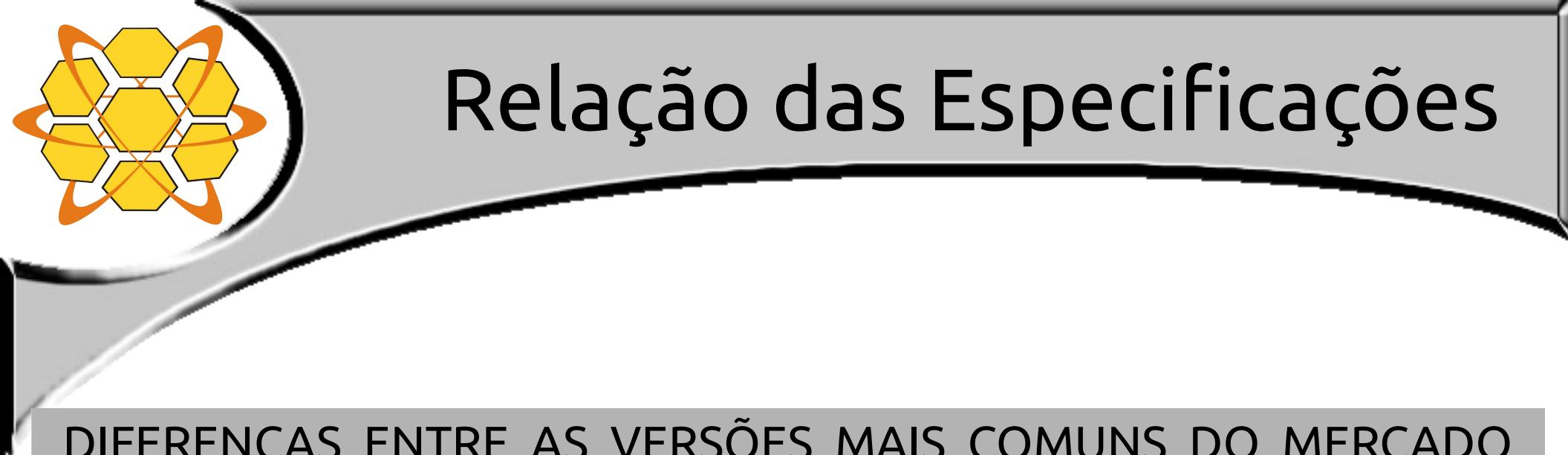




Especificações do YÚN



µCU _____ ATmega32u4
Linux µP _____ Atheros AR9331
Pinos de E/S _____ 20
Memória Flash _____ 16 MB
SRAM: _____ 64 MB DDR2
Arch: _____ MIPS@400 MHz



Relação das Especificações

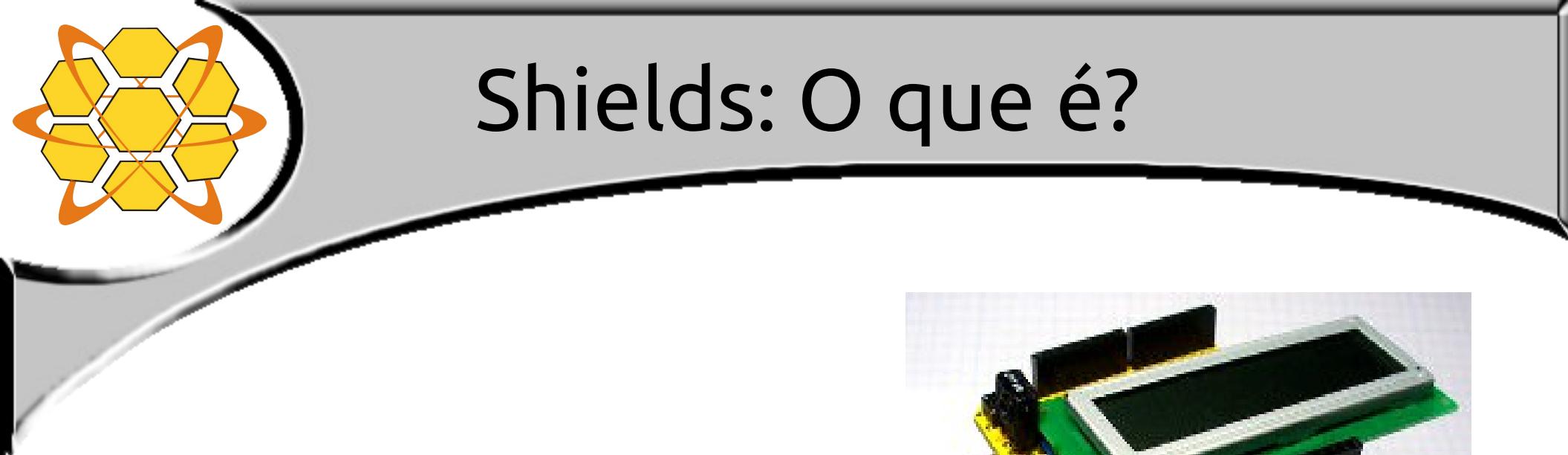
DIFERENÇAS ENTRE AS VERSÕES MAIS COMUNS DO MERCADO

Versão	Duemilanove	UNO	Mega	DUE
Microcontrolador	ATmega8	ATmega328	ATmega1280	AT91SAM3X8E
Memória Flash	8 kb	32 kb	128 kb	512 kb
Pinos E/S Digital	14	14	54	54 (2 DAC)
Pinos PWM	6	6	15	12
Analog In	6	6	16	12 (2 DAC)
Clock	16 MHz	16 MHz	16 MHz	84 MHz
Lançamento	2009	2011	2009	2012

A memória varia de acordo com o microcontrolador.
A quantidade de pinos varia de acordo com a versão.

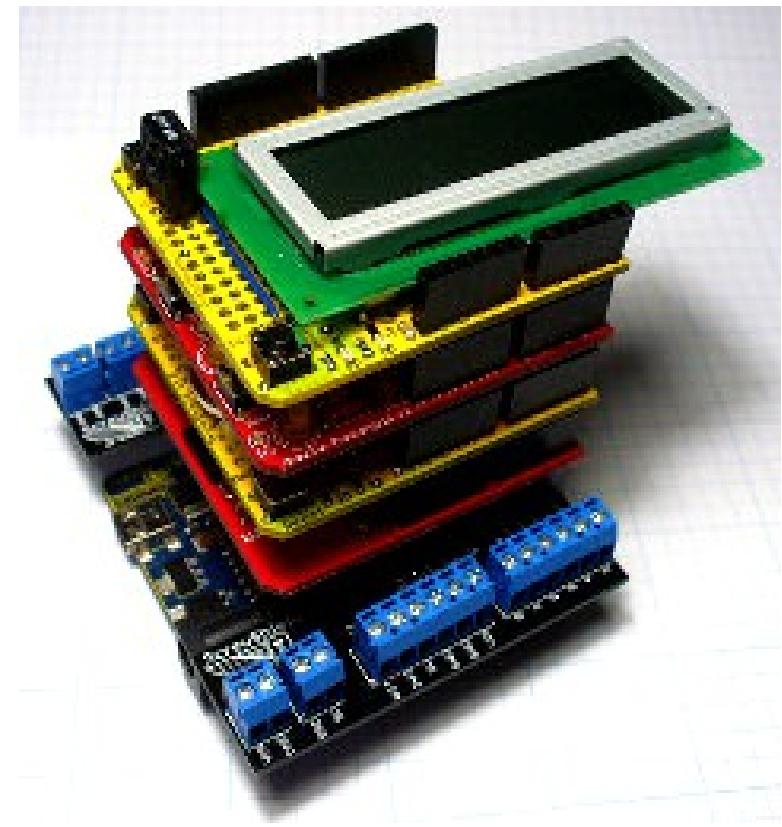


Benefício da Plataforma: Shields

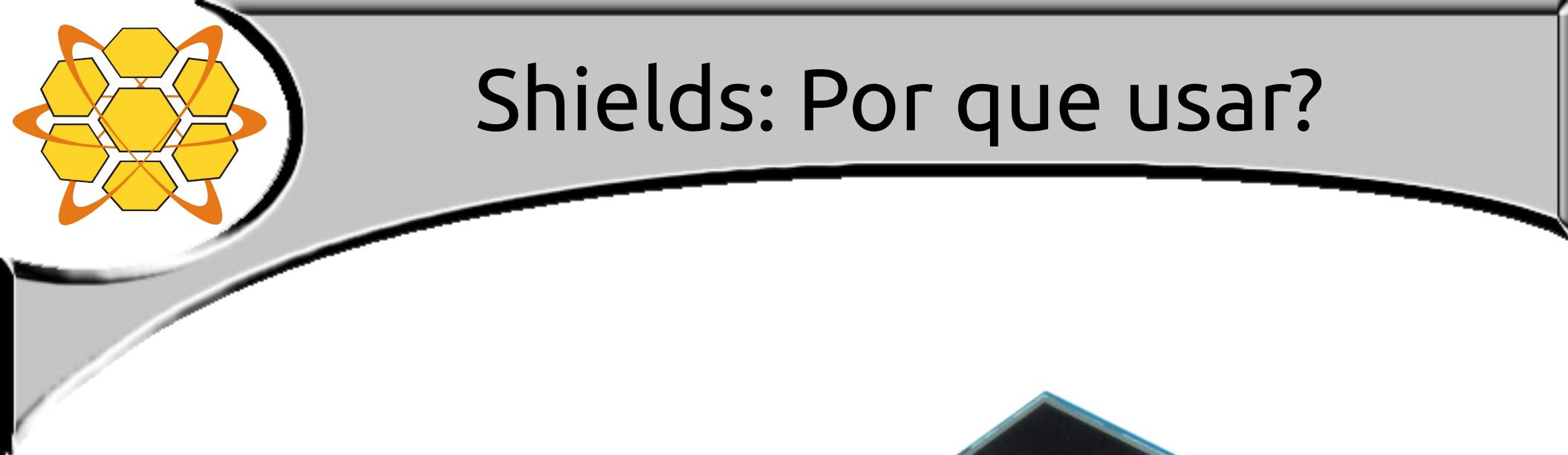


Shields: O que é?

- Placas de circuito impresso com dispositivos de entrada/saída normalmente fixados no topo do aparelho;
- Atualmente, existem mais de 299 variações comerciais em [shieldlist.org](http://www.shieldlist.org).

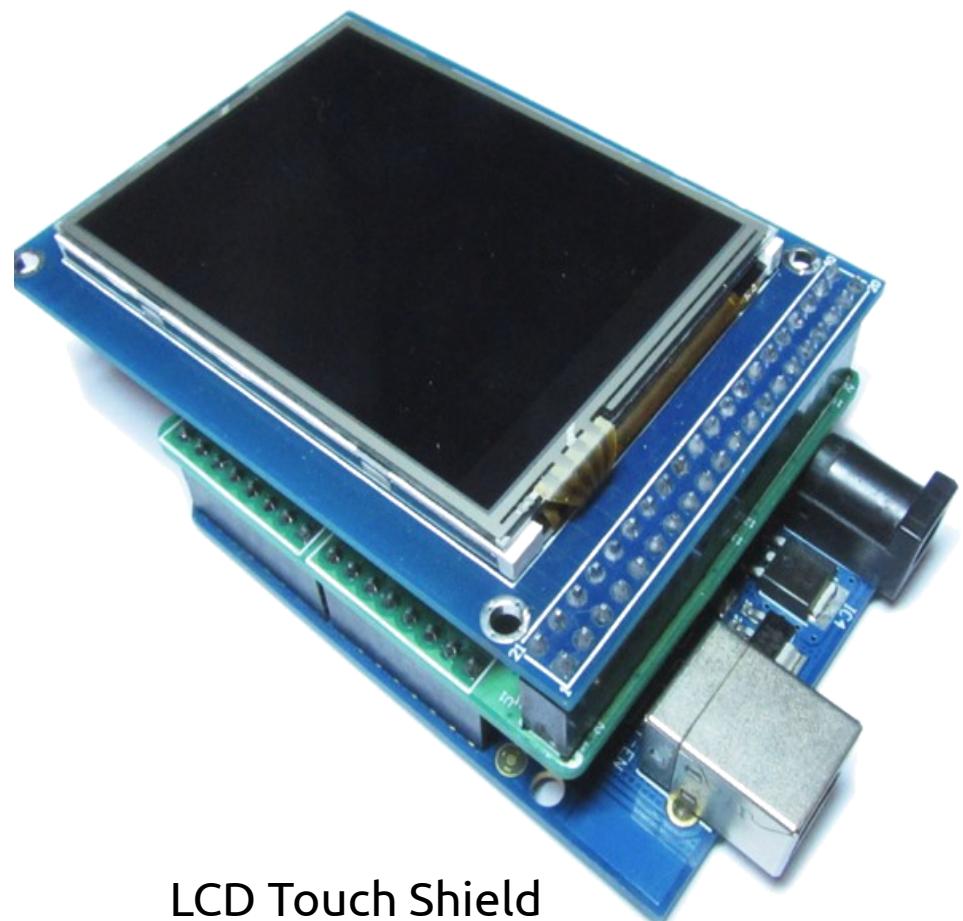


Pilha de shields

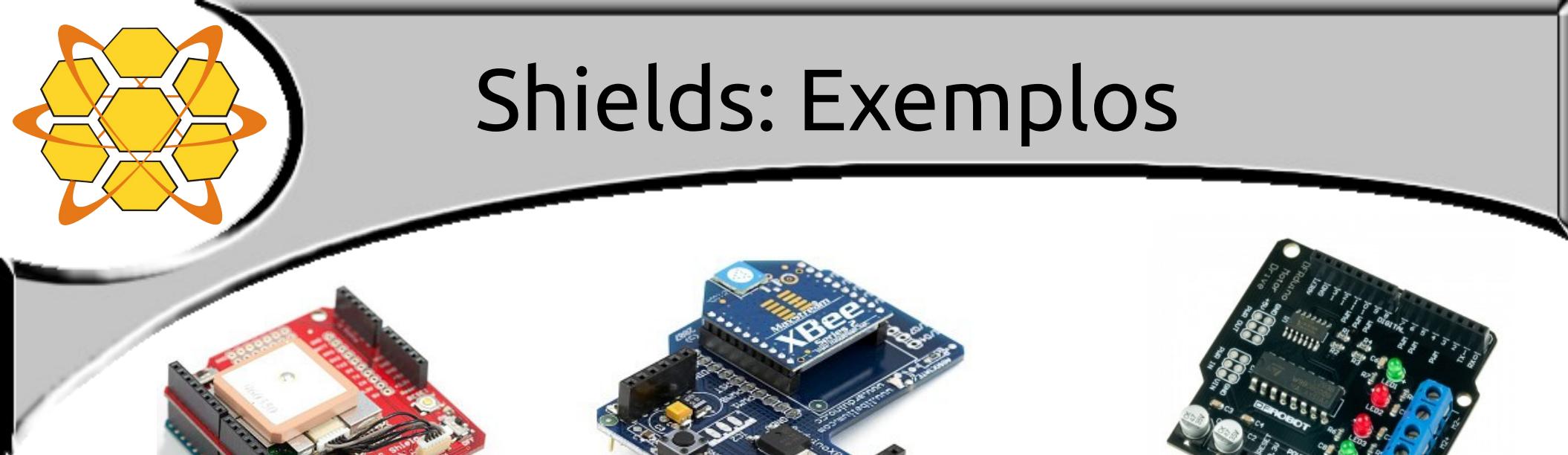


Shields: Por que usar?

- Projeto complexo?
Utilize uma Shield e usufrua
de bibliotecas prontas;
- Dá um toque profissional ao
projeto; reduz espaço; ótimo
para quem não possui
conhecimento técnico;



LCD Touch Shield



Shields: Exemplos



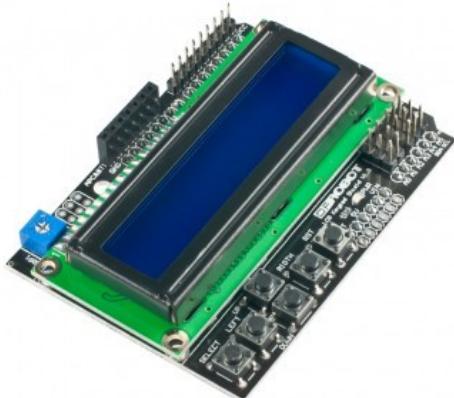
GPS



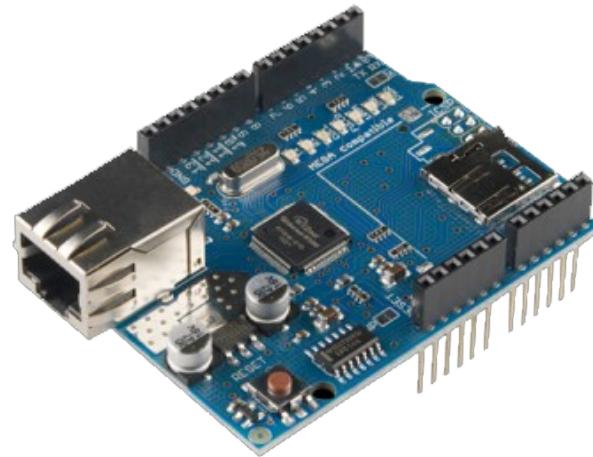
Xbee



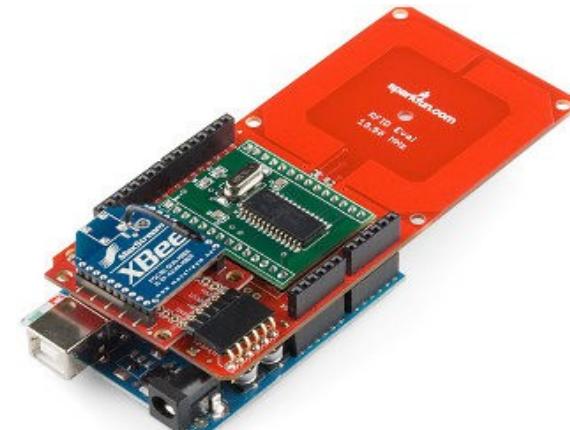
Motor



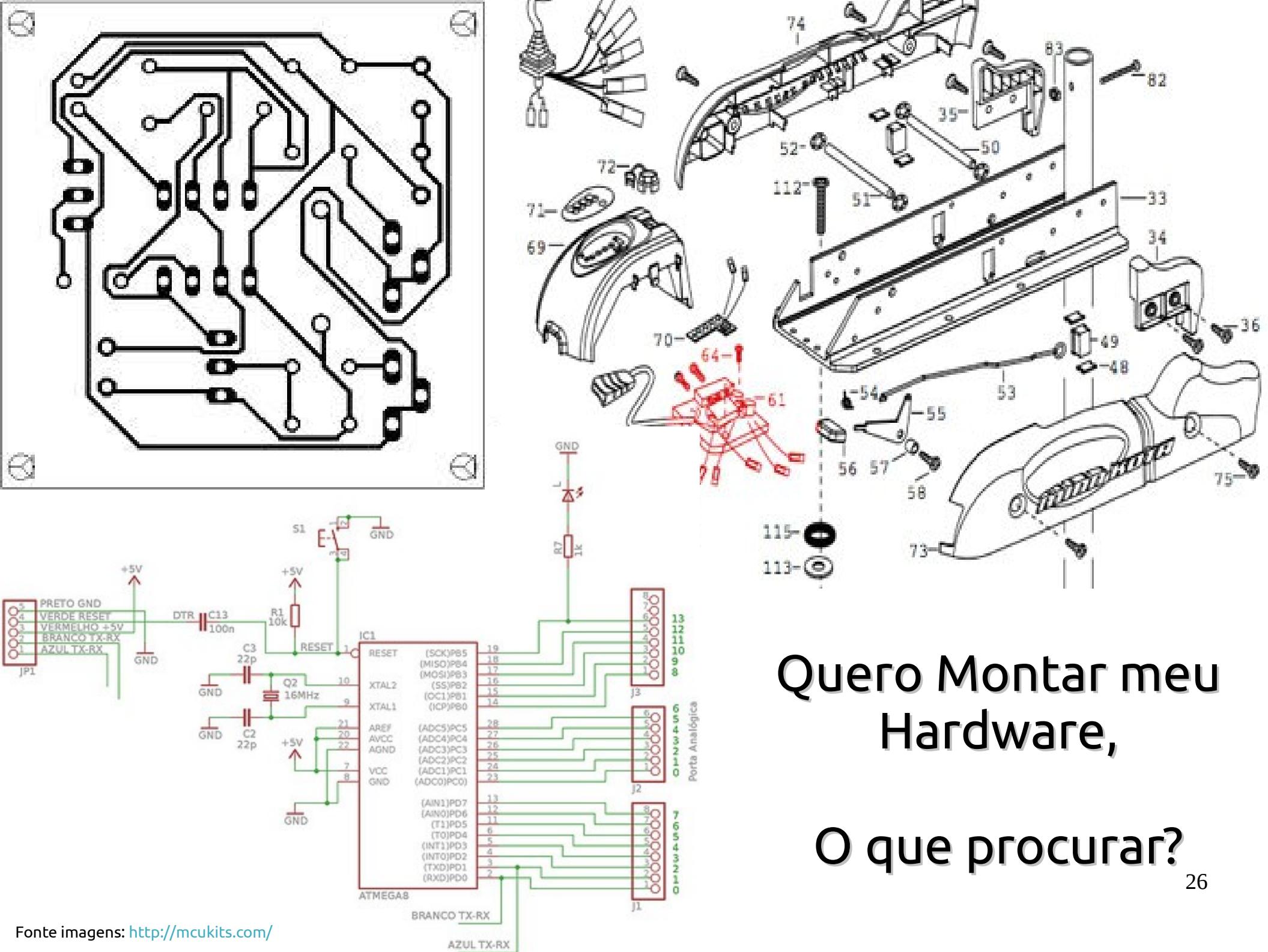
LCD



Ethernet+SD

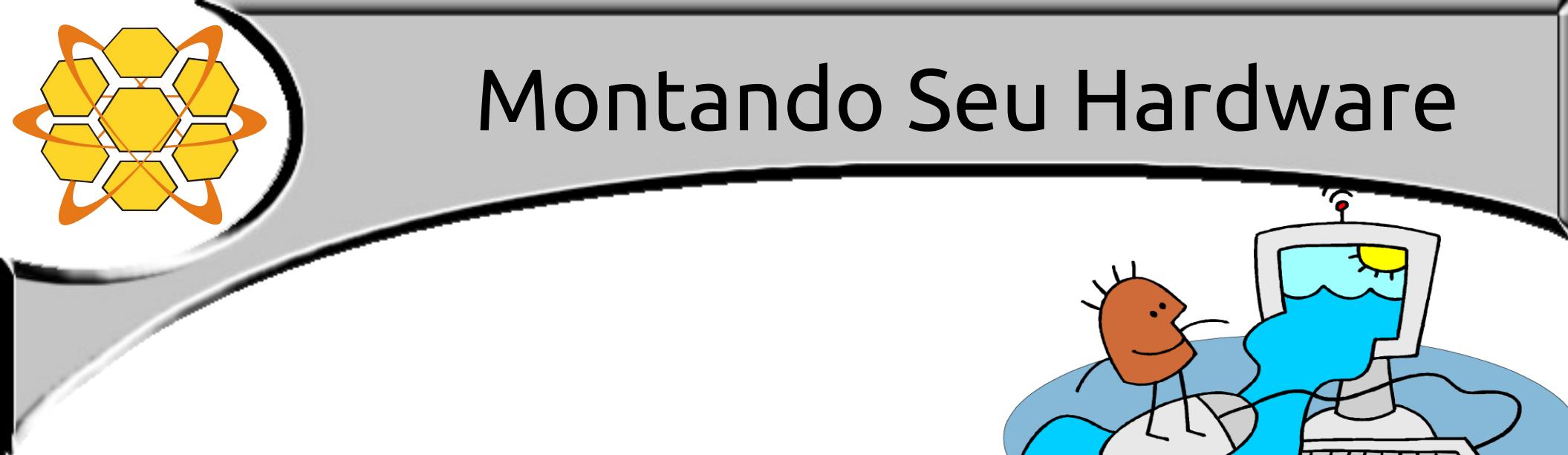


RFID



**Quero Montar meu
Hardware,**

O que procurar?

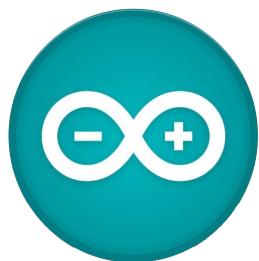
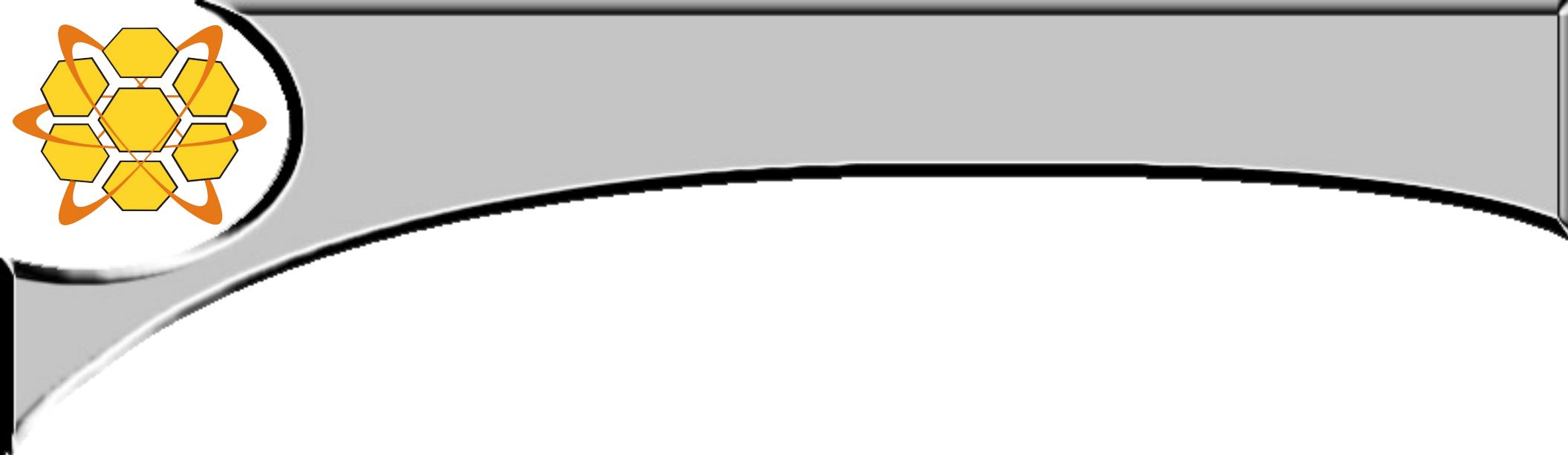


Montando Seu Hardware

- Pesquise na internet levando em conta:

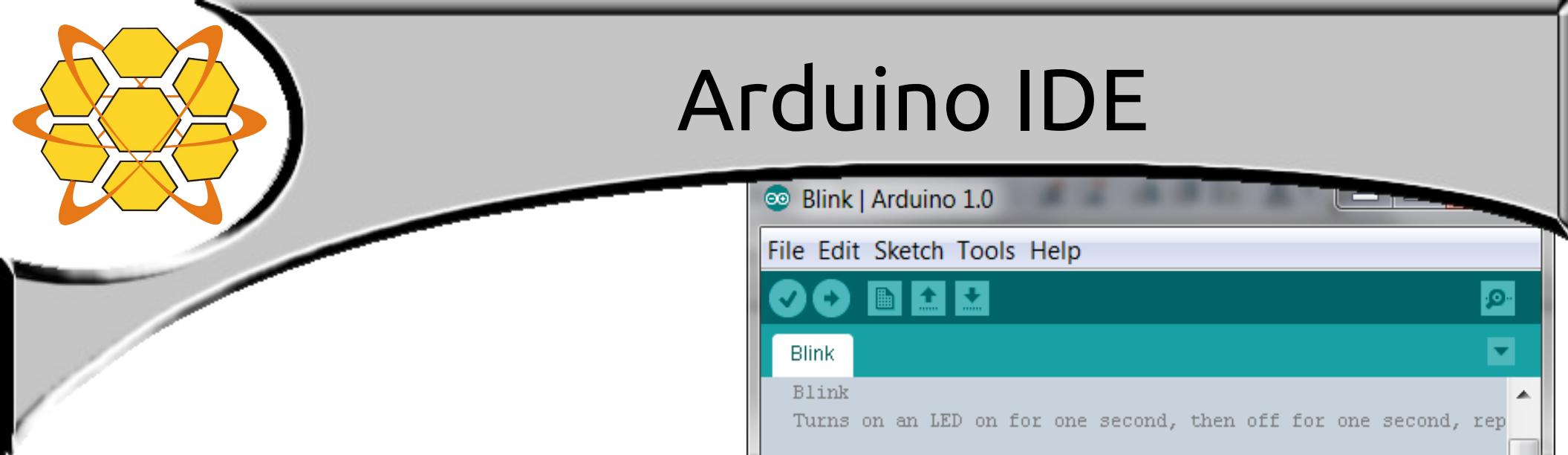


- ◆ Sendo licença Open Source, normalmente terá os fontes disponibilizados;
- ◆ Para o Arduino existem diversas opções: standalone, protoboard, placa impressa, etc...;
- ◆ Nem todo Shield é Open Source, fique atento!



Arduino IDE

(Ambiente de Desenvolvimento Integrado)



Arduino IDE

- Multiplataforma;
- Escrita em JAVA;
- IDE Derivado de:
 - **processing.org** (Interface)
 - **wiring.org.co** (Linguagem)

The screenshot shows the Arduino IDE interface with the title bar "Blink | Arduino 1.0". The menu bar includes File, Edit, Sketch, Tools, and Help. Below the menu is a toolbar with icons for Save, Run, Open, Upload, and Download. A sidebar on the left shows the current sketch name "Blink" and its description: "Turns on an LED on for one second, then off for one second, rep...". The code editor displays the "Blink" sketch:

```
void setup() {  
  // initialize the digital pin as an output.  
  // Pin 13 has an LED connected on most Arduino boards:  
  pinMode(13, OUTPUT);  
}  
  
void loop() {  
  digitalWrite(13, HIGH);      // set the LED on  
  delay(1000);                // wait for a second  
  digitalWrite(13, LOW);       // set the LED off  
  delay(1000);                // wait for a second  
}
```

The status bar at the bottom right indicates "Arduino Duemilanove w/ ATmega328 on COM13".



Arduino IDE

```
Arduino - 0011 Alpha
File Edit Sketch Tools Help
Blink
/*
 * Blink
 *
 * The basic Arduino example. Turns on an LED on for one second,
 * then off for one second, and so on... We use pin 13 because,
 * depending on your Arduino board, it has either a built-in LED
 * or a built-in resistor so that you need only an LED.
 *
 * http://www.arduino.cc/en/Tutorial/Blink
 */
int ledPin = 13; // LED connected to digital pin 13
void setup() // run once, when the sketch starts
{
  pinMode(ledPin, OUTPUT); // sets the digital pin as output
}
void loop() // run over and over again
{
  digitalWrite(ledPin, HIGH); // sets the LED on
  delay(1000); // waits for a second
  digitalWrite(ledPin, LOW); // sets the LED off
  delay(1000); // waits for a second
}

Done compiling.

Binary sketch size: 1098 bytes (of a 14336 byte maximum)
```

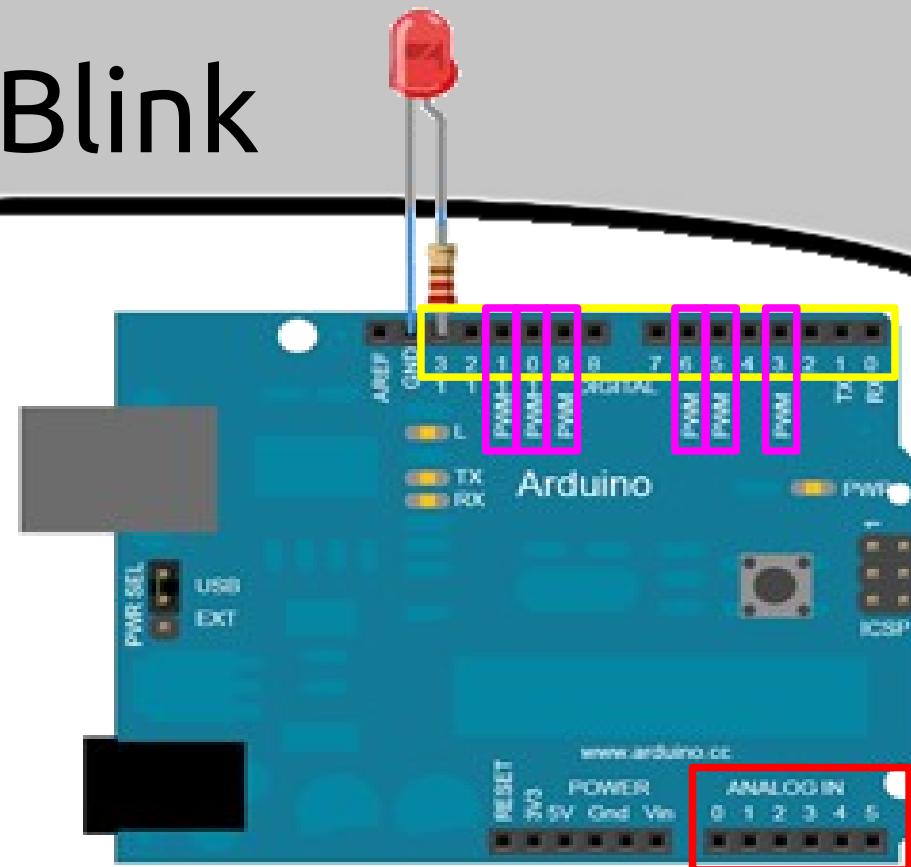
- Programação em C/C++;
- Algumas palavras reservadas;
- Grande variedade de bibliotecas prontas;



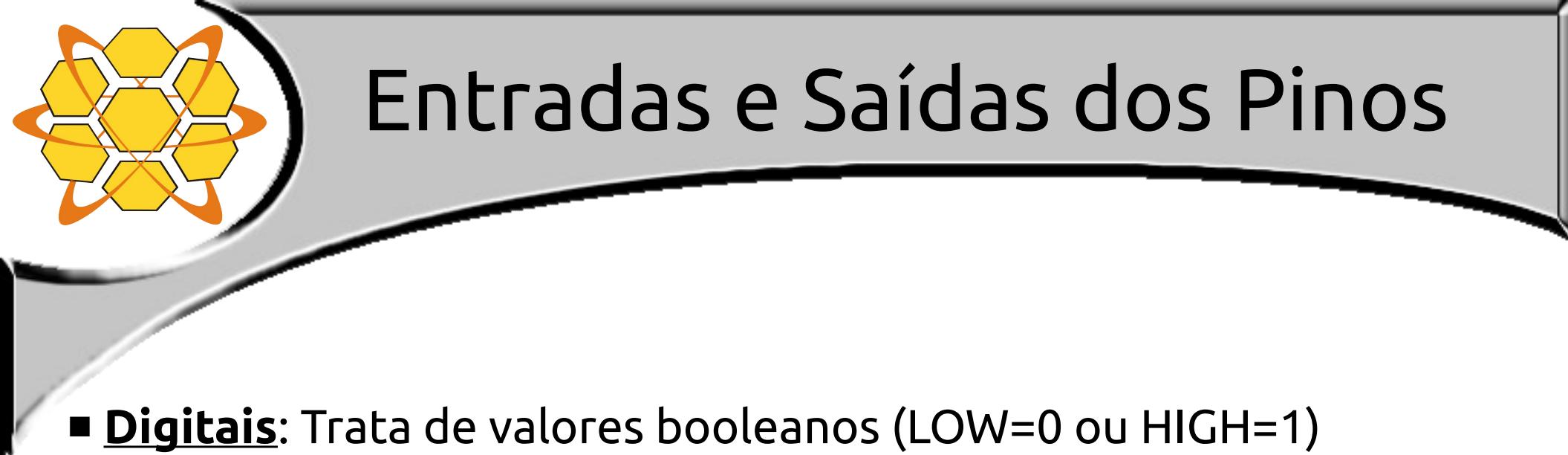
Projetos



Imagen fonte própria feita com fritzing

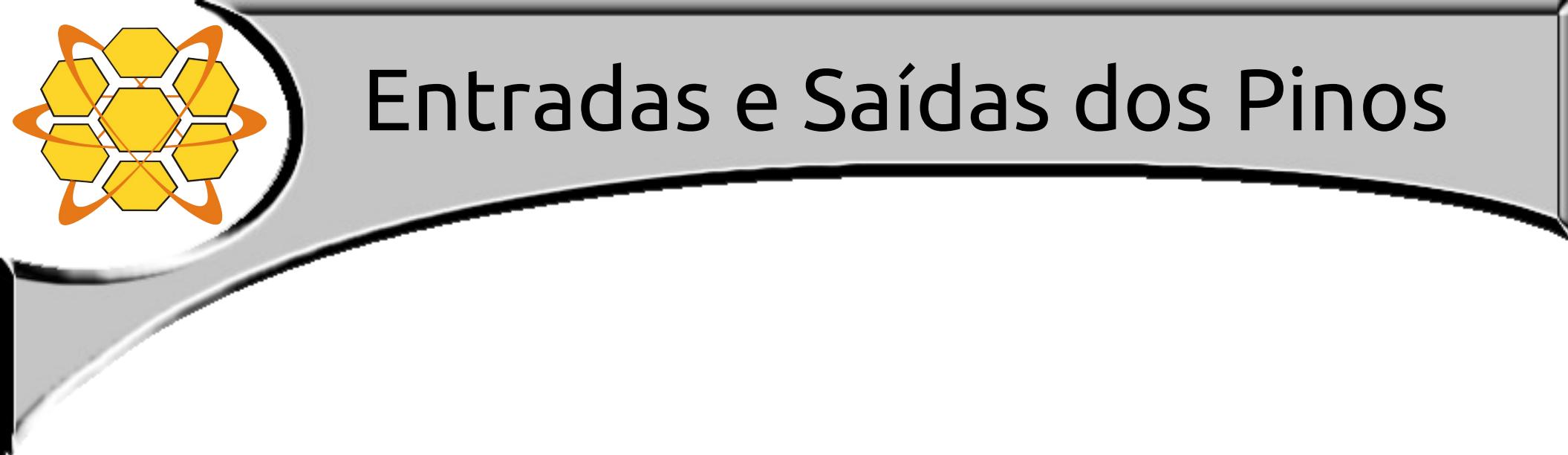


```
/*Blink*/  
/*"Hello Word" do Arduino*/  
  
int LED = 13;  
  
void setup(){          //setup lido na inicialização  
  pinMode(LED, OUTPUT); // inicializa o pino como saída  
}  
  
void loop(){           // loop executa repetidamente  
  digitalWrite(LED, HIGH); // liga o LED  
  delay(1000);           // espera 1 segundo  
  digitalWrite(LED, LOW); // desliga o LED  
  delay(1000);           // espera 1 segundo  
}
```



Entradas e Saídas dos Pinos

- **Digitais**: Trata de valores booleanos (LOW=0 ou HIGH=1)
 - ◆ Entrada (INPUT): Verifica se está recebendo da porta
 - ◆ Saída (OUTPUT): Envia o sinal para porta
- Em void **setup()**
 - Usar `pinMode(pino, modo);` **modo** = INPUT || OUTPUT
- Em void **loop()**:
 - Se INPUT: `digitalRead(pino)`
 - Se OUTPUT: `digitalWrite(pino, valor);` **valor** = LOW || HIGH



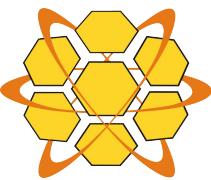
Entradas e Saídas dos Pinos

■ Analógicas: Recebe dados de sensores.

- `analogRead(pino)` ;
- Leitura feita no Serial Monitor;
- $0 \leq \text{valor} \leq 1023$;

■ PWM: Saída analógica (servomotores, leds ...)

- `analogWrite(pino, valor)` ; $0 \leq \text{valor} \leq 255$;
- Pode usar equivalência de proporcionalidade;



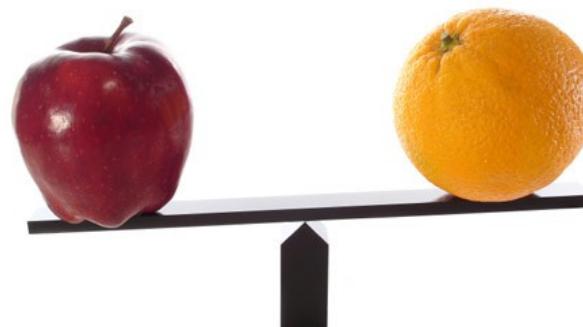
Projeto Controle Acesso

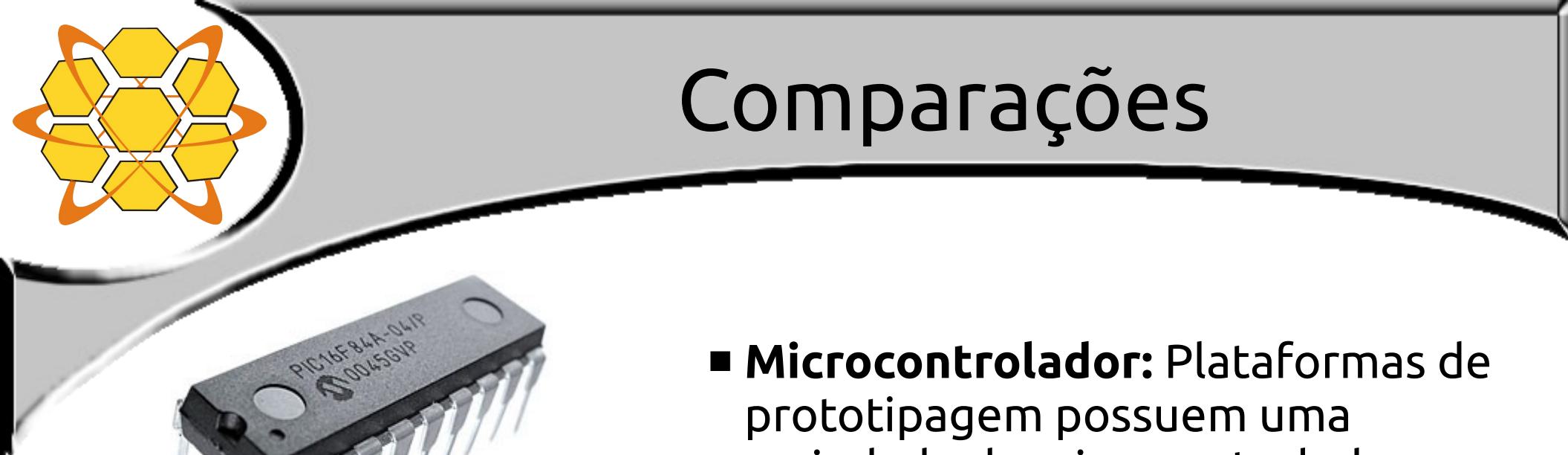
<http://youtu.be/zY7jKcbYJCU>



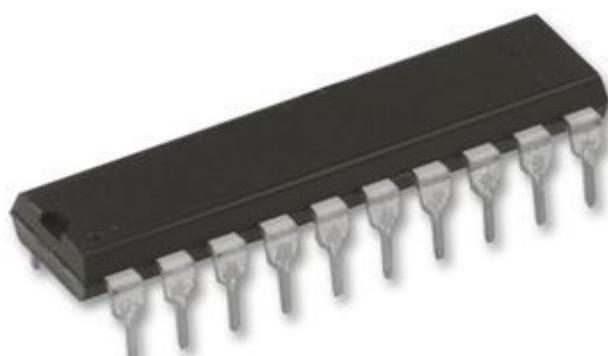
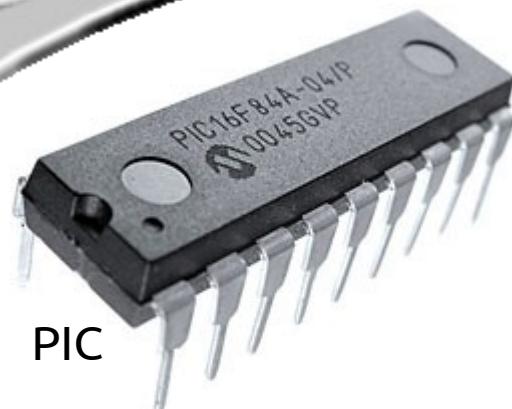


Comparações entre plataformas existentes



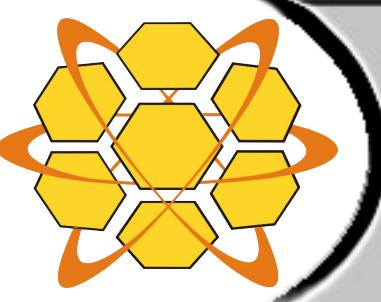


Comparações

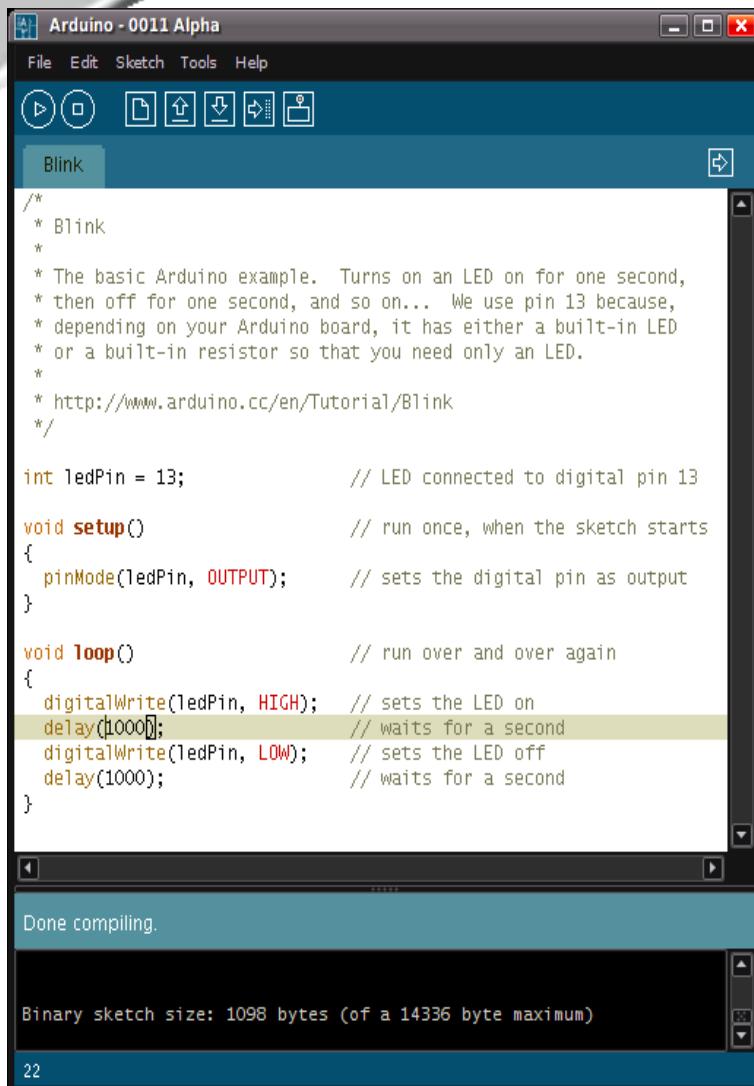


■ **Microcontrolador:** Plataformas de prototipagem possuem uma variedade de microcontroladores, com capacidades diferentes de:

- Memória Flash: [Kb],
- SRAM: [Kb],
- N° de pinos: [Units],
- Core Size: [bits],
- CPU speed: [MHz],
- etc;



Comparações



The screenshot shows the Arduino IDE interface with the title bar "Arduino - 0011 Alpha". The menu bar includes File, Edit, Sketch, Tools, and Help. Below the menu is a toolbar with icons for play, stop, upload, and other functions. The main window displays the "Blink" sketch. The code is as follows:

```
/*
 * Blink
 *
 * The basic Arduino example. Turns on an LED on for one second,
 * then off for one second, and so on... We use pin 13 because,
 * depending on your Arduino board, it has either a built-in LED
 * or a built-in resistor so that you need only an LED.
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 * http://www.arduino.cc/en/Tutorial/Blink
 */

int ledPin = 13; // LED connected to digital pin 13

void setup() // run once, when the sketch starts
{
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}

void loop() // run over and over again
{
  digitalWrite(ledPin, HIGH); // sets the LED on
  delay(1000); // waits for a second
  digitalWrite(ledPin, LOW); // sets the LED off
  delay(1000); // waits for a second
}
```

The status bar at the bottom shows "Done compiling." and "Binary sketch size: 1098 bytes (of a 14336 byte maximum)". The page number "22" is also visible.

- **IDE:** Apesar de ser mais leve e fácil de usar, perde em funcionalidades e sistema de 'debug' para outras plataformas;

Plugins para IDEs mais usadas:

- Netbeans;



- Eclipse;



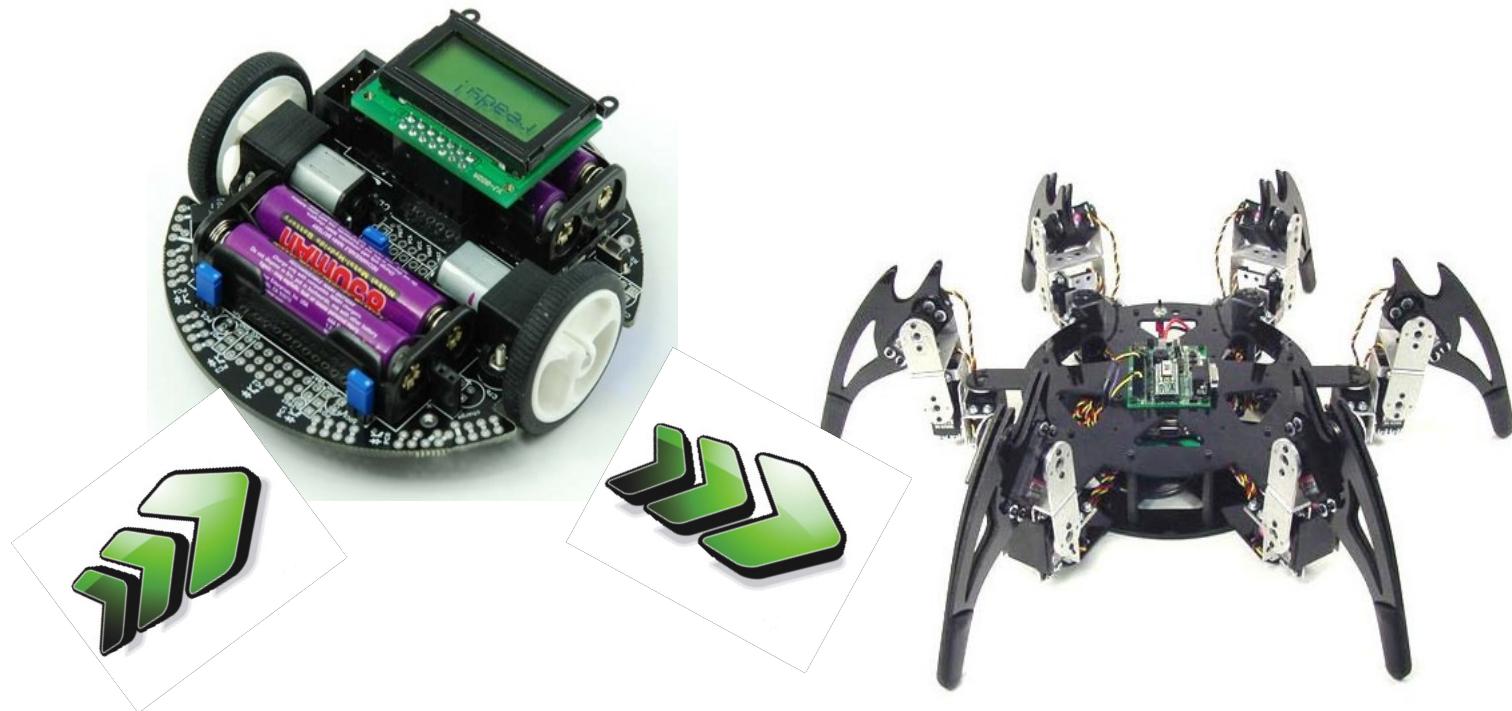
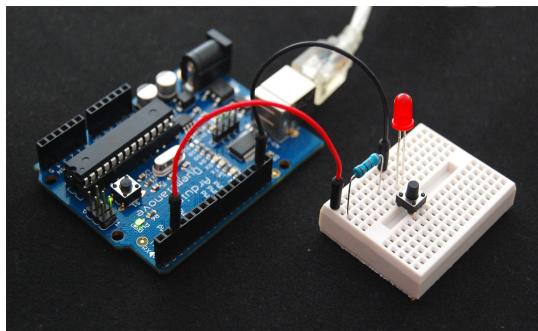
- AVR Studio.





Comparações

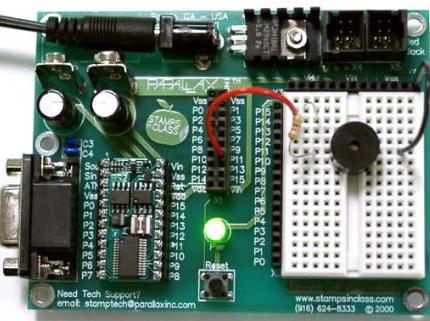
- **Aprendizagem:** O Arduino é muito superior às outras plataformas neste quesito (Assembly never more).
 - Possui uma vasta documentação e tutoriais na internet para todos os níveis.



Comparações



- **Preço:** Somente o gravador PIC tem o preço de um Arduino MEGA (R\$ 120,00).
- Quanto à plataforma de prototipagem Freescale, além de ter maior preço, não é muito encontrada no Brasil.



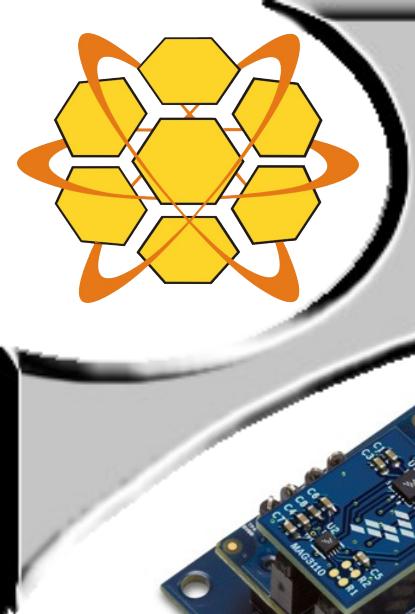
Parallax



Arduino Mega



Gravador Pic



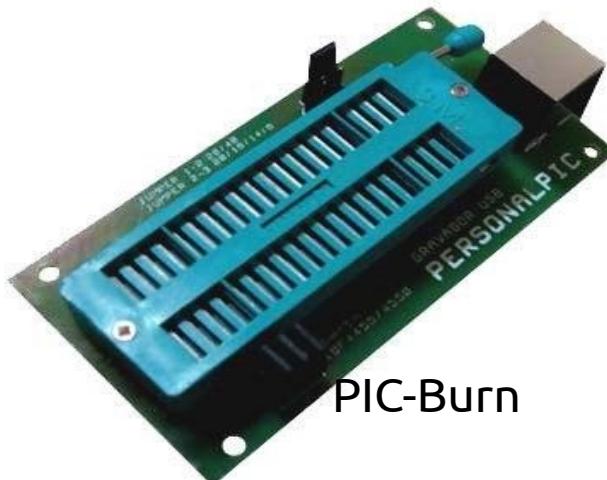
Comparações



Freescale

■ FreeScale:

Lidera mercado proprietário de prototipagem eletrônica
Começou como divisão da Motorola;



PIC-Burn

■ Microchip:

Desenvolvido pelo MIT, depois incorporado à Microchip;

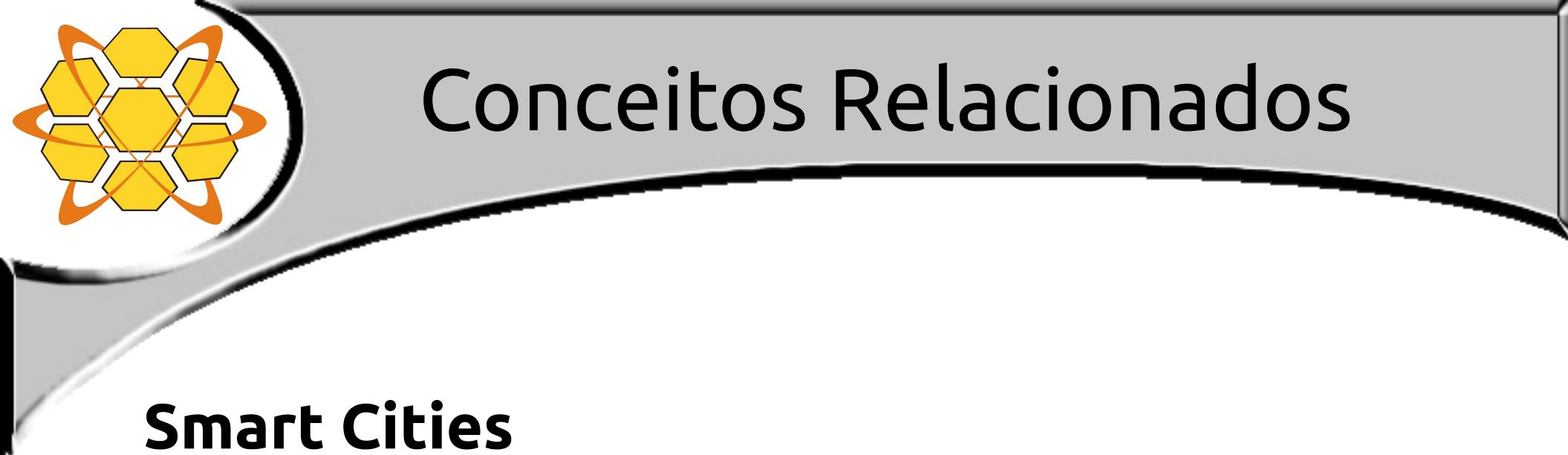


Conceitos Relacionados:

Internet Of Things:

- Tendência: redução no tamanho e do preço das tecnologias;
- Capacidade de processamento de Big Data;
- Internet: maior disponibilidade e velocidade;
- Computação Ubíqua (Pervasiva);





Conceitos Relacionados

Smart Cities

- Relacionado ao sensoriamento do mundo físico;
- Comunicação por RSSF (Redes de Sensores Sem Fio);
- União da “Internet das Coisas”;
- Foco no benefício à população,
- Desenvolvimento sustentável,
 - As autoridades governariam melhor !?

Libelium Smart World

Air Pollution

Control of CO₂ emissions of factories, pollution emitted by cars and toxic gases generated in farms.

Forest Fire Detection

Monitoring of combustion gases and preemptive fire conditions to define alert zones.

Wine Quality Enhancing

Monitoring soil moisture and trunk diameter in vineyards to control the amount of sugar in grapes and grapevine health.

Offspring Care

Control of growing conditions of the offspring in animal farms to ensure its survival and health.

Sportsmen Care

Vital signs monitoring in high performance centers and fields.

Structural Health

Monitoring of vibrations and material conditions in buildings, bridges and historical monuments.

Quality of Shipment Conditions

Monitoring of vibrations, strokes, container openings or cold chain maintenance for insurance purposes.

Smartphones Detection

Detect iPhone and Android devices and in general any device which works with WiFi or Bluetooth interfaces.

Perimeter Access Control

Access control to restricted areas and detection of people in non-authorized areas.

Radiation Levels

Distributed measurement of radiation levels in nuclear power stations surroundings to generate leakage alerts.

Electromagnetic Levels

Measurement of the energy radiated by cell stations and WiFi routers.

Traffic Congestion

Monitoring of vehicles and pedestrian affluence to optimize driving and walking routes.

Water Quality

Study of water suitability in rivers and the sea for fauna and eligibility for drinkable use.

Smart Roads

Warning messages and diversions according to climate conditions and unexpected events like accidents or traffic jams.

Smart Lighting

Intelligent and weather adaptive lighting in street lights.

Intelligent Shopping

Getting advices in the point of sale according to customer habits, preferences, presence of allergic components for them or expiring dates.

Noise Urban Maps

Sound monitoring in bar areas and centric zones in real time.

Water Leaks

Detection of liquid presence outside tanks and pressure variations along pipes.

Vehicle Auto-diagnosis

Information collection from CanBus to send real time alarms to emergencies or provide advice to drivers.

Item Location

Search of individual items in big surfaces like warehouses or harbours.



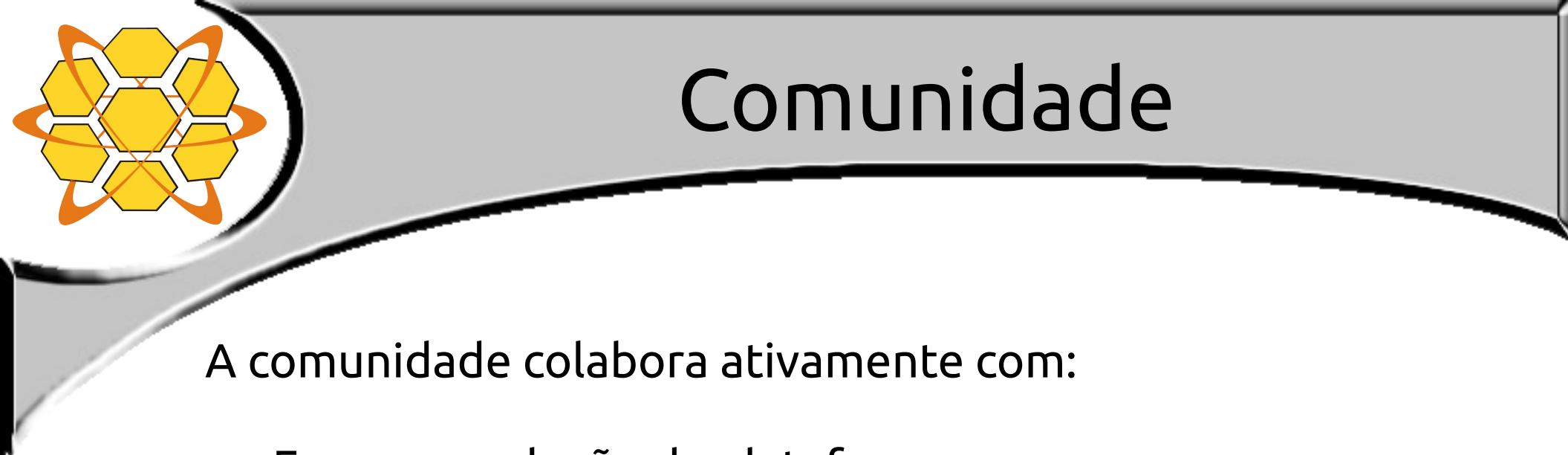
Comunidade

- ◆ Novas portas foram abertas para designers e hobbistas;
- ◆ A revolução 'Do It Yourself' (DIY) é uma realidade cada vez mais acessível;

*"Compartilhamento de arquivos
é apenas o acelerador."*

Limor Fried, Wired Magazine 2011

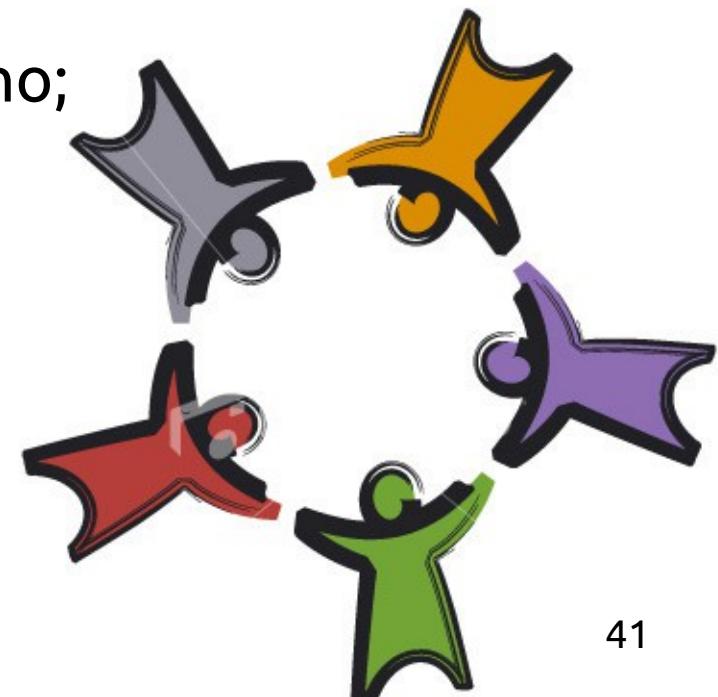


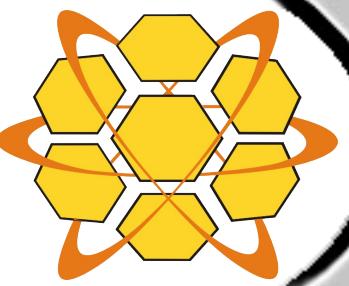


Comunidade

A comunidade colaboraativamente com:

- Foco na evolução da plataforma;
- Resolução de dúvidas pela internet;
- Minicursos em instituições de ensino;
- Palestras em eventos como este...

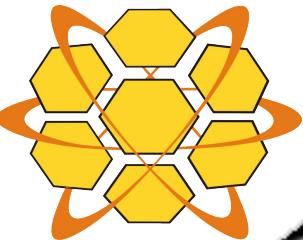




Conclusão

A plataforma Arduino:

- Atende às necessidades de quem não domina a técnica da eletrônica ou de programação de baixo nível;
- Está em processo de evolução e expansão para atender demandas específicas em aplicações profissionais;
- Embora seja indicado à prototipagem, pode ser utilizado para produtos finais.

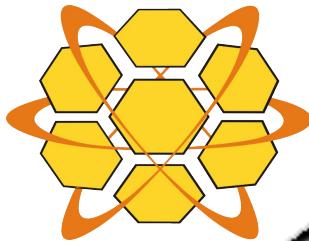


Referências

Internet:

- www.colmeia.udesc.br
- www.arduino.cc
- www.google.com :)

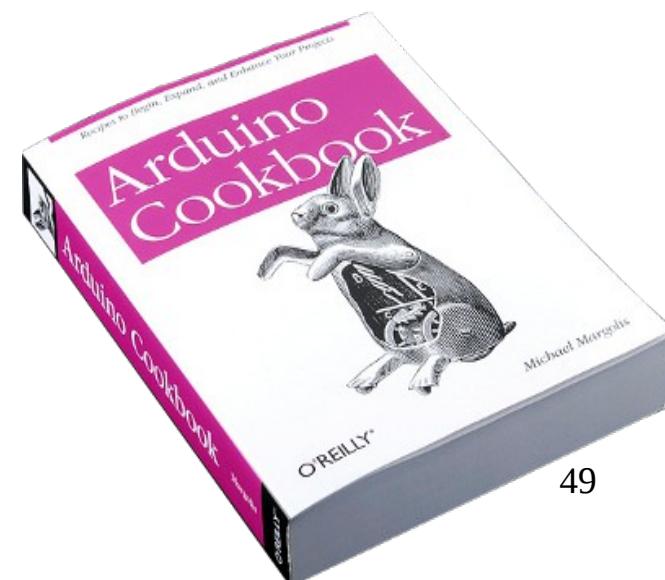
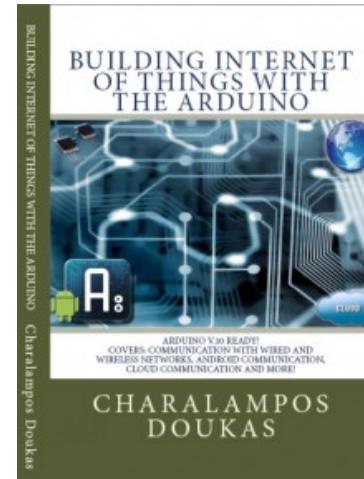
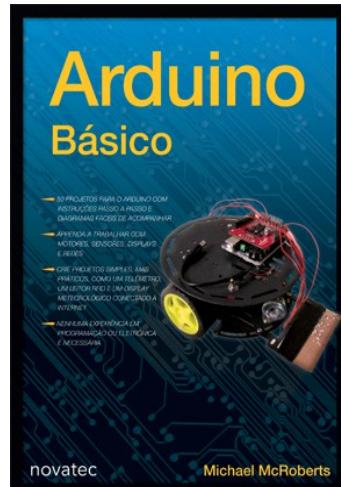
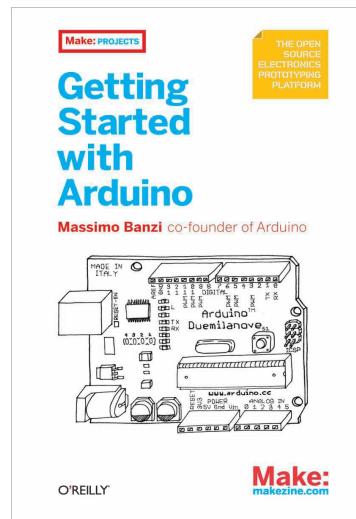
Dentre vários outros fóruns e sites de projetos específicos.



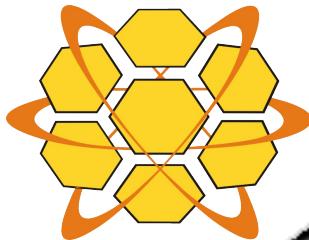
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Obrigado! Perguntas?

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www.colmeia.udesc.br