



# **Bringing More People Closer To The Metal**

Who am I?

 Hi! I'm Rahul

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- 🇲🇺 From Mauritius

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- Increasing Rust's Reach 2018

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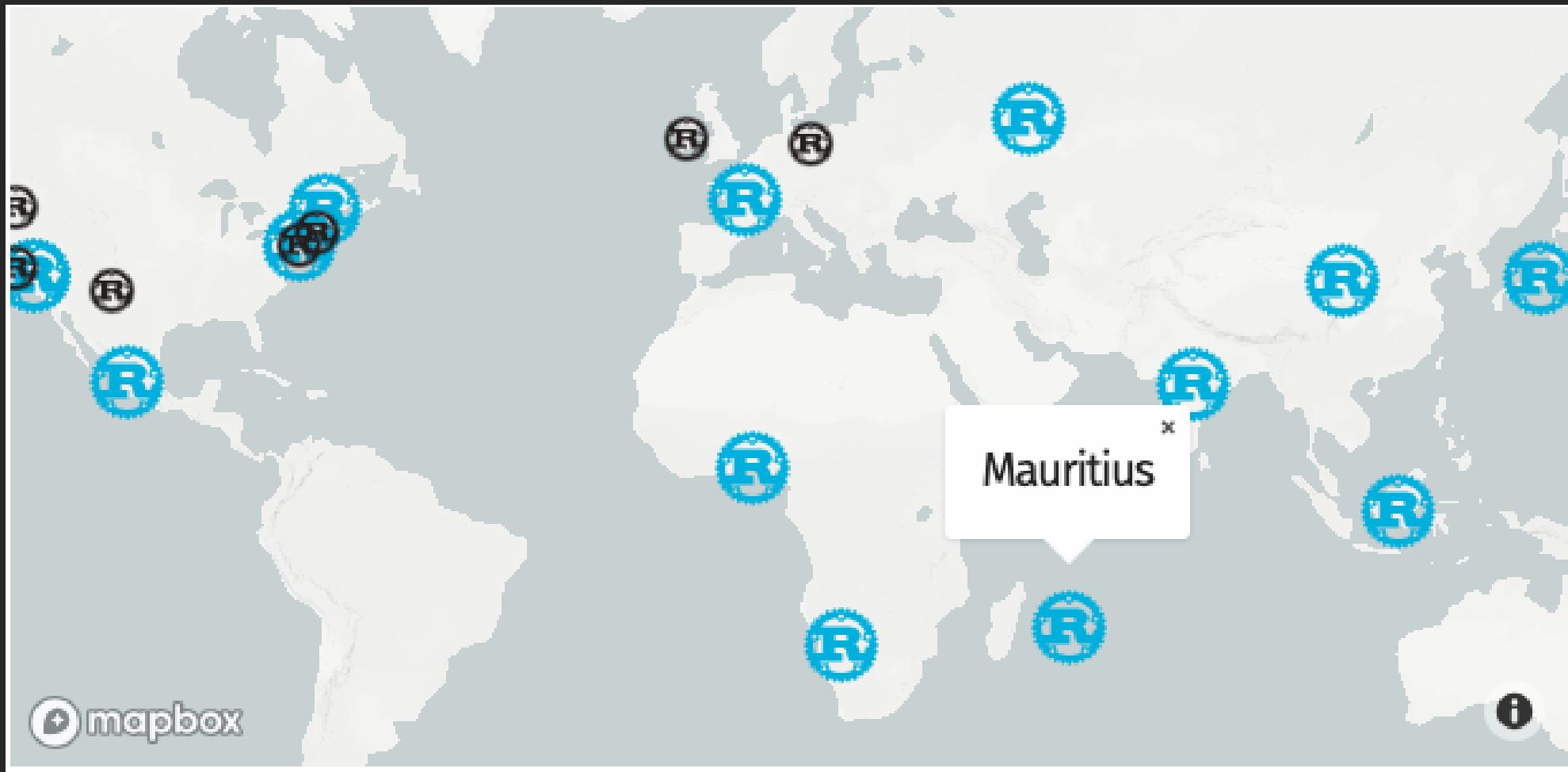
👋 Hi! I'm Rahul

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- Increasing Rust's Reach 2018
- Creating rust\_gpiozero

# Who am I?

👋 Hi! I'm Rahul

- 🇲🇺 From Mauritius
- Increasing Rust's Reach 2018
- Creating [rust\\_gpiozero](#)
- Physical computing with Rust



In more than a decade of teaching physical computing at New York University's Tisch School of the Arts, we have found people from very **diverse backgrounds** looking to bridge this gap between the physical and the virtual.

~ *Physical Computing*, Dan O'Sullivan and Tom Igoe

# The maker movement

**Maker culture** encourages novel applications of technologies, and the exploration of **intersections** between traditionally separate domains and ways of working including metal-working, calligraphy, film making, and computer programming.

~ *Maker Culture*, Wikipedia

# My own journey

# My own journey



# My own journey



# Why Should You Care?

**Empowering everyone\*** to build reliable and efficient software.  
~ *The Rust Programming Language*

The Rust programming language is fundamentally about **empowerment**: no matter what kind of code you are writing now, Rust empowers you to **reach farther**, to program with confidence in **a wider variety of domains** than you did before.

~ *The Rust Programming Language Book*

# Barriers to entry



# Basic Electronics & Circuits



# Basic Electronics & Circuits



# Computers and Microcontrollers

 Basic Electronics & Circuits



Computers and Microcontrollers



Programming

 Basic Electronics & Circuits



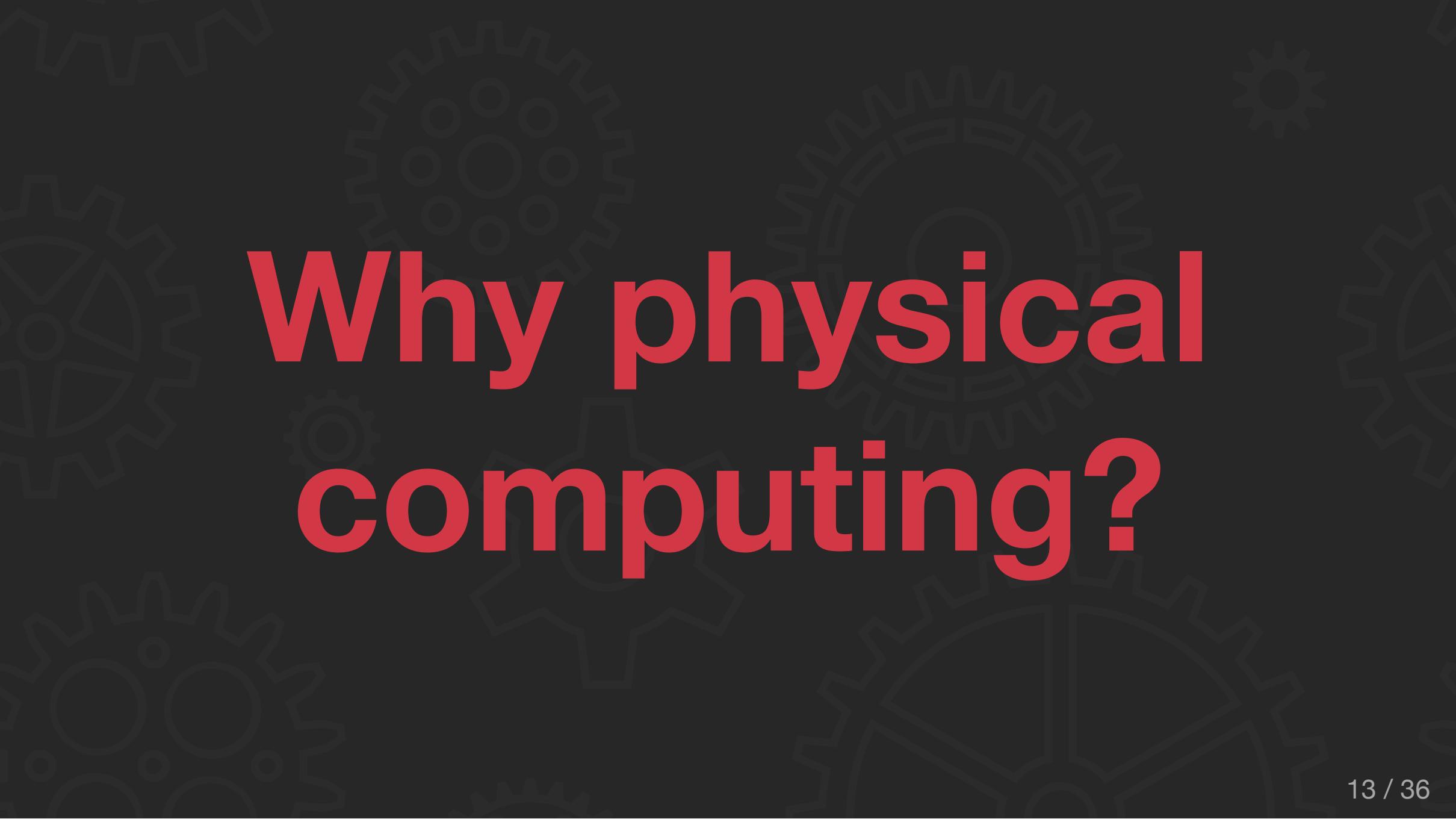
Computers and Microcontrollers



Programming



Communication and protocols



# Why physical computing?

# Computers as learning instruments

The computer is the Proteus of machines. Its essence is its universality, its power to simulate. Because it can take on a thousand forms and can serve a thousand functions, it can appeal to a thousand tastes.

~ *Mindstorms*, Seymour Papert

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source: Rodrigo Mesquita, Wikimedia.org

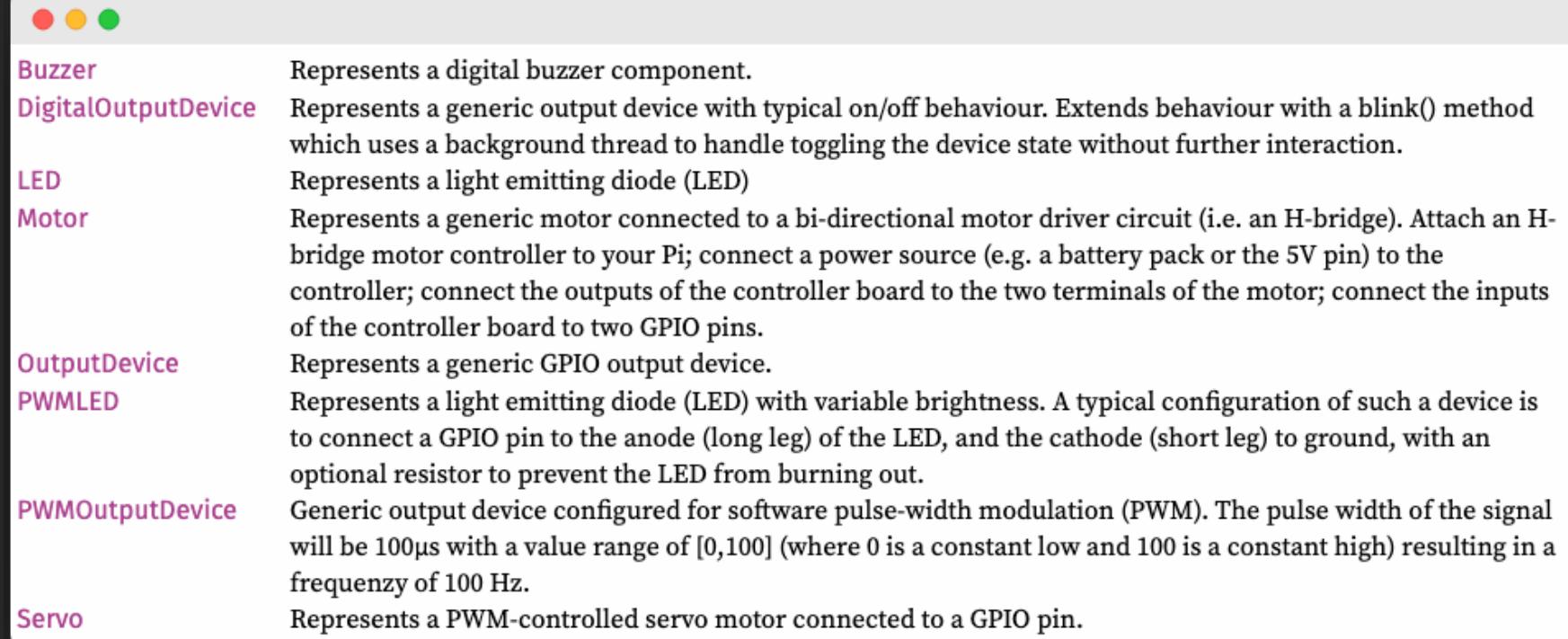
# How?

# Abstraction

# High Level Libraries

**rust\_gpiozero** 





The screenshot shows a Mac OS X window with a title bar containing three colored buttons (red, yellow, green). The main content area lists several device classes with their descriptions:

Buzzer	Represents a digital buzzer component.
DigitalOutputDevice	Represents a generic output device with typical on/off behaviour. Extends behaviour with a blink() method which uses a background thread to handle toggling the device state without further interaction.
LED	Represents a light emitting diode (LED)
Motor	Represents a generic motor connected to a bi-directional motor driver circuit (i.e. an H-bridge). Attach an H-bridge motor controller to your Pi; connect a power source (e.g. a battery pack or the 5V pin) to the controller; connect the outputs of the controller board to the two terminals of the motor; connect the inputs of the controller board to two GPIO pins.
OutputDevice	Represents a generic GPIO output device.
PWMLED	Represents a light emitting diode (LED) with variable brightness. A typical configuration of such a device is to connect a GPIO pin to the anode (long leg) of the LED, and the cathode (short leg) to ground, with an optional resistor to prevent the LED from burning out.
PWMOutputDevice	Generic output device configured for software pulse-width modulation (PWM). The pulse width of the signal will be 100µs with a value range of [0,100] (where 0 is a constant low and 100 is a constant high) resulting in a frequency of 100 Hz.
Servo	Represents a PWM-controlled servo motor connected to a GPIO pin.



**Bunnisher.com** @bunnisher · Mar 10

Replying to [@rahulthakoor](#) [@rustlang](#)

Rahul, I really like your rust\_gpizero. Thank you for your efforts on it. I'm new to Rust, so I can learn Rust and apply it to my [@Raspberry\\_Pi](#) = Very cool. You have a Vegas fan here.

# Top-Down Approach

# **Standing on the shoulders of giants**

# Standing on the shoulders of giants

rppal

**embedded-hal**

**PWM**

**SPI**

**I2C**

# Guides, Tutorials and Documentation

## How to draw an owl

1.



2.



1. Draw some circles

2. Draw the rest of the fucking owl

<https://www.flickr.com/photos/centralasian/5229725173>

The screenshot shows a web browser window with the following details:

- Title Bar:** Introduction - Physical Computi X +
- Address Bar:** ⓘ 🔒 https://rahul-thakoor.github.io/pi ... ⚡ 🌐 ☆ Search
- Page Header:** Physical Computing with Rust
- Main Content:**
  - # Introduction
  - ## What you will do

Learn how to use the GPIO pins on your Raspberry Pi to interface with electronic components, such as LEDs and PIRs using the Rust programming language.
  - ## What you will learn

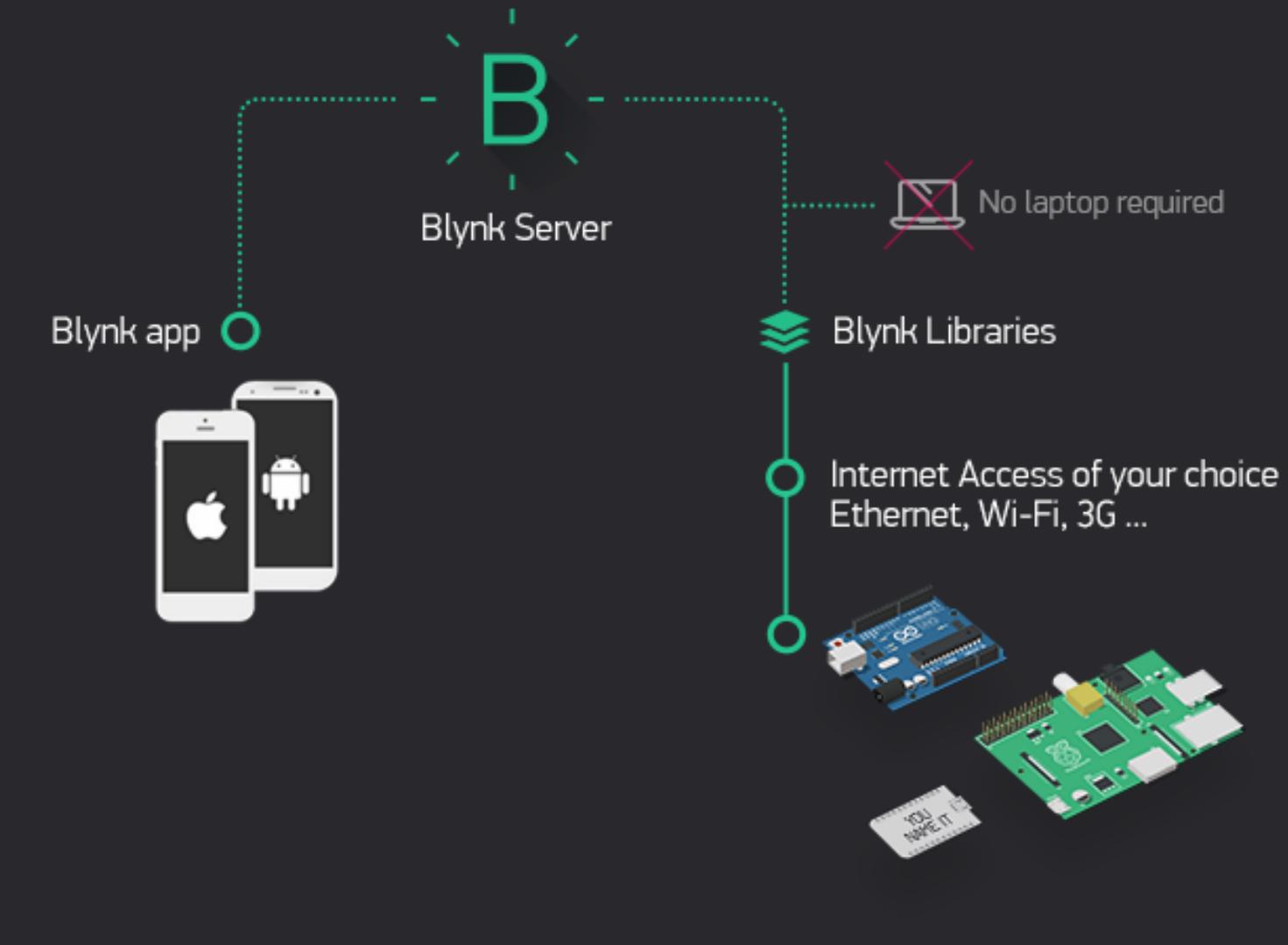
This resource covers elements from the following strands of the [Raspberry Pi Digital Making Curriculum](#)

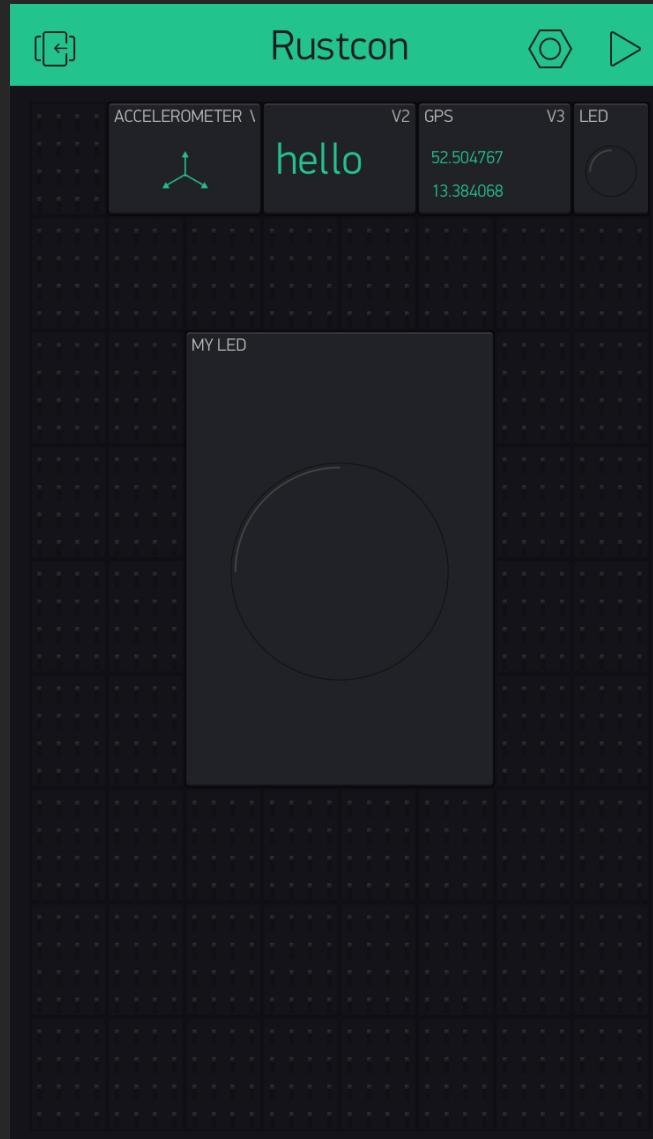
    - Use basic programming constructs to create simple programs
    - Use basic digital, analogue, and electromechanical components

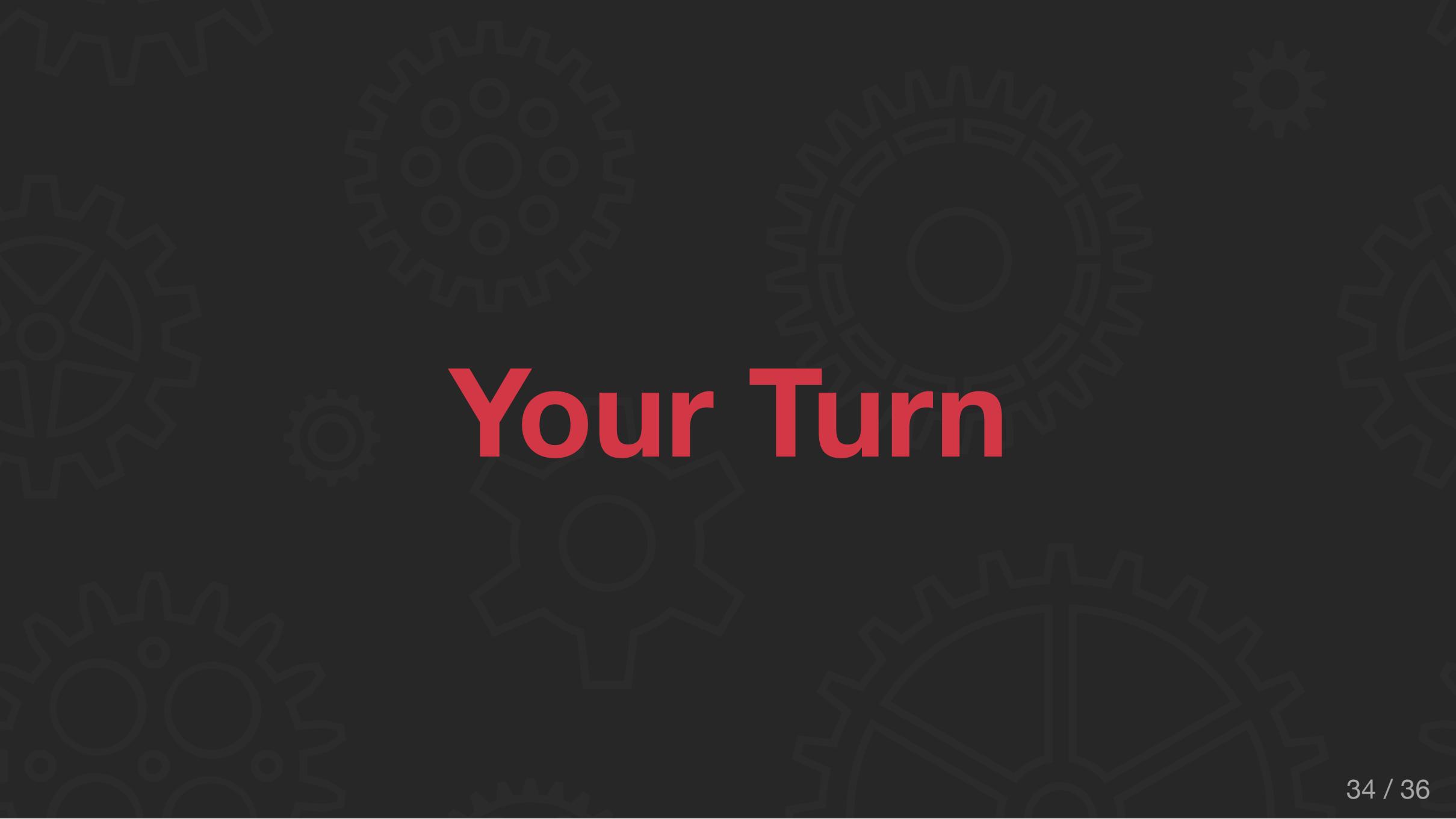
# Teaching & Learning

# Workshops and Bootcamps









# Your Turn

# Thanks



Questions?

# Acknowledgement

- Theme inspired by [rocket.rs](#)
- Floating Cogs by [Hero Patterns](#)