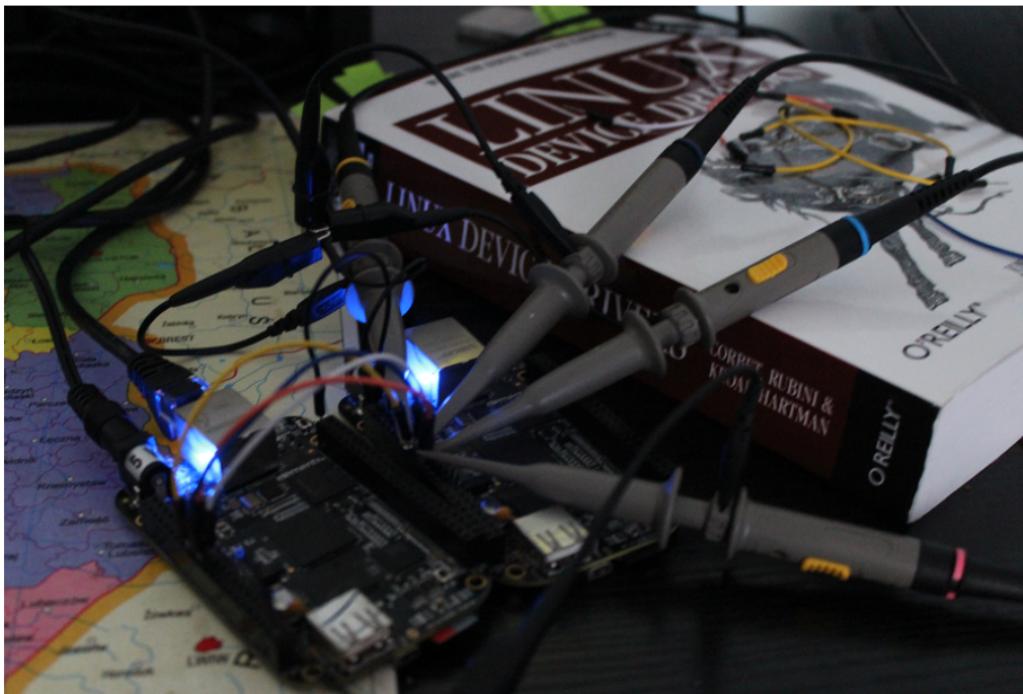


IoT Without a Net: A Practical Guide To Working With Microcontrollers The Open Source Way



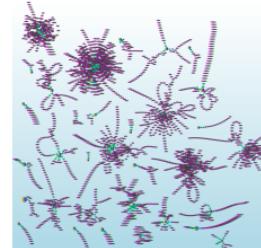
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Who Am I?

Gentoo Linux Developer

OpenEmbedded contributor



BeagleBoard GSOC Mentor

Grumpy toolchain guy (part-time)

Geeky software tool maintainer

<http://bbb.io/gsoc>

<https://github.com/sarnold>

<https://github.com/VCTLabs>



Systems Architecture guy

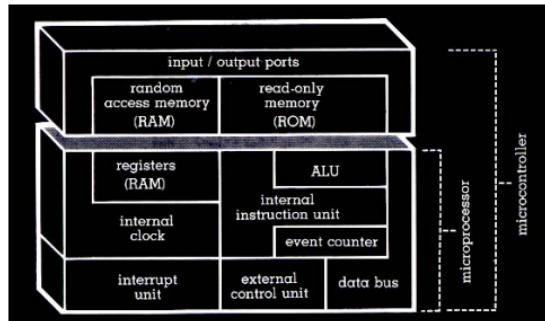
Principal Scientist VCT Labs



Exactly What Kind of Hardware Are We Talking About?

- Primary Characteristics
 - Stand-alone or separate real-time CPU core(s)
 - Can also come in combination or hybrid configurations
 - Requires firmware flashing to do something
 - Includes both hard and soft processor cores
 - Interfaces for debug, RAM/peripherals, Linux runtime
- Typical Applications
 - IoT, industrial, automotive, consumer, hobbyist
 - Fixed and mobile sensor platforms
 - Wearables, remote instrumentation, mesh networks
 - Autopilots (drones, rovers, UAVs) and robotics
 - Vehicle navigation, entertainment, communication
 - Machine control (3D printing, milling, process control)
 - Door/entry control, locks, power, LEDs, appliances

Example Reference Architecture

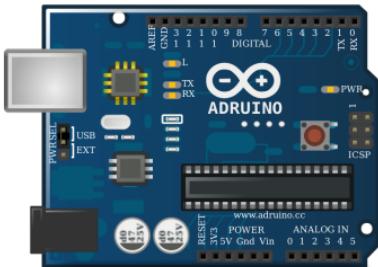


"A microcontroller (or MCU, short for microcontroller unit) is a small computer or System on Chip (SoC) in a single integrated circuit containing a processor core, memory, and programmable I/O peripherals (may also include program memory)."

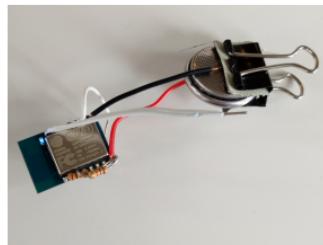
[1]

<https://en.wikipedia.org/wiki/Microcontroller>

Example Boards



AVR/ARM: Arduinos



Xtensa LX-106: ESP8266



Cortex-M4: nRF52 DK



P8X32A microcontroller

Microcontroller Architecture / CPU Families

- 4 most "common" architecture families in DIY and FOSS
 - 8051, PIC and AVR are [Harvard architecture](#), which uses separate memory spaces for RAM and programs, while ARM is [von Neumann architecture](#) (program and RAM share the same memory space)
 - ARM is a 16 or 32 bit architecture, others are byte (8-bit) architecture
 - 8051 and PIC have limited stack space - limited to 128 bytes for the 8051, 8 words or less for PIC
 - 8051, AVR and ARM can directly address all available RAM, while PIC can only directly address 256 bytes
 - 8051 and PIC need multiple clock cycles per instruction, while AVR and ARM can execute most instructions in a single clock cycle
 - AVR and ARM have great open source compilers, libs, examples
- Still around: PowerPC, MIPS, STM, TI, Toshiba, Freescale/NXP, etc
- Combination/Hybrid and Special Purpose Architectures/Implementations
 - [PRU-ICSS / PRUSSv2](#) - Programmable Real-Time Unit and Industrial Communication Subsystem
 - DSP - [Digital Signal Processor](#)
 - FPGA - [Field Programmable Gate Array](#)
 - Massively Parallel - [Parallax Propeller](#), [ParallelA](#), [Transputer](#)

Hybrid and "Combo" Boards

Most embedded Linux boards have co-processors for graphics or network acceleration but here we're talking about something a little different. While the bulk of microcontrollers are stand-alone, there are several options available with both an ARM host and separate microcontroller cores.

- General purpose microcontrollers (not DSPs)
- Can be Cortex (ARM), AVR, FPGA, other

Examples:

- TI Beagleboard / Beaglebone boards (AM335X ARMv7 w/ PRU cores)
- Altera "hybrid" Arm/FPGA boards (socfpga ARMv7 w/ 1 CycloneV FPGA)
- Udoos / Udoos Neo boards (i.MX6 ARMv7 w/ 1 ARM Cortex-M core)



BeagleBone Black



DE-0 Nano SoC



Udoos Neo Full

What About Software Tools?

Just like every (beagle) dog has his/her day, every arch has its toolchain...

nerdboy in #gentoo-embedded

The typical embedded Linux cross-toolchain is built to target processor architectures different from the build host and has 4 main parts:

- a cross compiler for C and C++ (in the case of gcc, possibly more languages)
- a cross binutils (the build tools needed by the compiler)
- a set of libraries and headers for the supported languages
- a set of kernel headers for the target platform

The **(cross) compiler prefix** (triplet) contains several bits of important info:

- machine-vendor-OS (where OS can be two fields and vendor can be left out)

```
# gcc-config -l
[1] armv7a-hardfloat-linux-gnueabi-5.4.0 *
[2] armv7m-hardfloat-eabi-5.4.0 *
[4] mips64-unknown-linux-gnueabi-5.3.0 *
[8] x86_64-pc-linux-gnu-5.4.0 *
```

Toolchains, SDKs, and Architectures

Bare-Metal and Firmware

Each micro-controller/real-time core has an architecture and instruction set, which any toolchain must support (or at least a viable subset). Most have both vendor support and a gcc port, although in some cases the gcc port might be new and essentially still under development (eg, the TI PRUSS toolchain).

The toolchain itself is mainly the compiler/linker/loader and a standard C library (of which there are several). In order to build anything "fancy" you also need a Software Development Kit (or SDK). Sometimes you can live with either the compiler runtime and/or libc, but a good set of libraries with documented interfaces is always a Good Thing. Depending on the target board there is typically a vendor SDK and (hopefully) several open source alternatives.

- [AVR-Ada Blog](#) by Tero Koskinen
 - [tkoskine bitbucket repos](#) - Tools for AVR and ARM in multiple languages
- [Embedded Project Blog](#) - by Stefan Wendler
 - [wendlers github installer](#) - Best installer for propeller tools

You should always do your homework (for a real project) or just pick one and try it and see...

Vendor vs. Open Source Tools

Example: nRF52 DK (nRF52 2.4 GHz tx/rx and ARM Cortex-M4)

nRF52 DK Cont.

Example: PRU-ICSS, TI BeagleBoneBlack

PRU-ICSS Cont.

How To Choose?

Where to Go Next

nRF52 DK and toolchain, flash wrapper

- <https://www.nordicsemi.com/eng/Products/Bluetooth-low-energy/nRF52-DK>
- <https://developer.arm.com/open-source/gnu-toolchain/gnu-rm>
- <https://github.com/VCTLabs/nrfjprog-wrapper>

BeagleBone/BeagleBoard info, PRU toolchain, Yocto BSP manifest

- <https://eewiki.net/display/linuxonarm/BeagleBone+Black>
- http://elinux.org/Ti_AM33XX_PRUSSv2
- <https://github.com/VCTLabs/vct-beagleboard-bsp-platform>

DE-0 Nano SoC info, updated demo projects, BSP manifest, vendor refs

- <https://eewiki.net/display/linuxonarm/DE0-Nano-SoC+Kit>
- https://github.com/VCTLabs/DE1_SOC_Linux_FB
- <https://github.com/VCTLabs/DE1-SoC-Sound>
- <https://github.com/VCTLabs/vct-socfpga-bsp-platform>
- <https://github.com/altera-opensource/linux-refdesigns>

License and Thanks!

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