

# Intro to embedded systems and drivers as selected subject

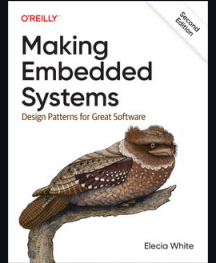
DHT22 Temp/humidity and LCD1602 display on Pi Pico W microcontroller

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For: **IFT-769** (Theoretical concepts CS)

# **Project overview (1/2)** - Read 'Making Embedded Systems' by Elecia White

**Making Embedded Systems** 2nd edition by Elecia White



## Book overview:

- **Introduction** to embedded systems architecture and design
- How to work with various **I/O** devices (sensor, display, etc.)
- Learn how to **optimize** and **debug** within resource constraints
- **Advanced** topics like **RTOS**, **networking**, **security**, etc.

White, Elecia. Making Embedded Systems. 2nd ed., O'Reilly Media.



## **Project overview (2/2)** - Apply the concepts from 1<sup>st</sup> half of reference book

Make a **Temperature** 🌡️ and **humidity** 💧 station with DHT22 sensor and LCD1602 display on Raspberry Pi Pico W microcontroller.

- ➡ **Design** a simple embedded system with a microcontroller.
- ➡ **Learn** to work with I/O on a microcontroller.
- ➡ **Write custom C drivers** for each peripheral.

(Optional goal)

Take advantage of the Pico W microcontroller's 📶 chip and write a custom **web server** in C to **display** the data on a web page.

## **Project overview (3/3)** - Present and apply relevant concepts from the main reference

**Relevant concepts** (from the 1<sup>st</sup> half of the book):

- Create **system diagram** and **flowchart** for the project (ch. 2)
- Choosing and understanding **hardware** (ch.3)
- **I/O** and **interrupts** (ch. 4-5)
- Drivers and **communication protocols** (ch. 7)
- **Flow** of activity and **hollistic system** view (ch.6 and 8)



## Project goals

1. **Understand** the basics of embedded systems and drivers.
2. **Learn** to work with I/O devices on a microcontroller.
3. **Write** custom C drivers for each peripheral.
4. **Apply** the concepts from the reference book to the project.
5. **Present** and **apply** relevant concepts from the main reference.



## Project timeline - (1/2)

### Theoretical concepts

- Read a chapter of the book every week

### Applied Project

- Write **System diagram** and **flowchart** for the project
- **Choosing** and **understanding** hardware
- Setup **development environment** and **toolchain**
- Start **writing** the DHT22 driver



## Project timeline - End-of-term objectives

### Theoretical concepts

Continue reading the book past the applied objectives.

### Applied project

- **Finish** the DHT22 driver
- **Write** the LCD1602 driver
- **Integrate** the drivers and **test** the system
- (OPTIONAL) Write a **web server** to display the data



# What are embedded systems?

- **Dedicated** computing devices that are part of a larger system. They are designed to perform a specific task or set of tasks.
- Often **resource-constrained** (sometimes  $< 1\text{Kb}$  of RAM and  $\text{CPU} < 1\text{MHz}$ ).
- Need to be **reliable** and operate in **real-time**.
- Some might have **no OS** or a **real-time OS**.

## Examples

IoT devices (smart  ) , game controllers  , medical devices  etc.





## Typical hardware components

### Microcontroller (CPU, RAM, ROM, I/O)

The **brain** of the system. It executes the program and interacts with the peripherals.

### Peripherals (I/O devices)

Input and output devices that interact with the environment. Sensors, displays, motors, etc.

### Power supply

Provides power to the system. Can be a battery, USB, etc.

### Communication interfaces

Ways to communicate with the system. Serial, I2C, SPI, etc.

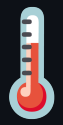


# Hardware and software design and integration

## Ideal Workflow:

1. *Hardware*: SysDesign/Schematics -> Printed Circuit Board (PCB) -> Assembly -> Board bring-up
2. *Software*: Read datasheets -> Write drivers -> Write application code
3. *Integration*: Test and debug -> Optimize -> Repeat
4. *Deployment*: Production -> Maintenance

Both software and hardware/electrical engineers need to work together to design and integrate the system.



# Weather station project hardware design (1/2)

**Weather station** that displays **temperature and humidity** on an **LCD screen** (custom drivers) on a **Raspberry Pi Pico W** microcontroller.

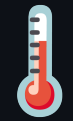
## Components:

- **DHT22 sensor:** Temperature and humidity sensor with proprietary protocol (DHT22)
- **LCD1602 display:** Small 2.5" LCD display with I2C communication interface
- **Raspberry Pi Pico W microcontroller:** Microcontroller with RP2040 chip and WiFi capabilities
- Breadboard, jumper wires, resistors, etc.

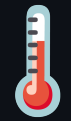
Adafruit. "DHT22 Temperature-Humidity Sensor." Adafruit Learning System, 2021.

LCD1602 Display. "LCD1602 Display." RoHS, 2021.

Raspberry Pi Foundation. "Raspberry Pi Pico." Raspberry Pi, 2021.



## Weather station project hardware design (2/2)



## Software architecture - Overview





# Drivers and communication protocols

## Drivers

- Software that allows the microcontroller to interact with peripherals.
- They abstract the hardware and provide a simple interface for the application code.

## Communication protocols

- A set of rules that define how devices communicate with each other.
- Examples: I2C, SPI, UART, etc.



# I/O and interrupts

## Input/Output (I/O)

- **Input:** Reading data from the environment (sensors, switches, etc.)
- **Output:** Sending data to the environment (displays, motors, etc.)

## Interrupts

- A way for the microcontroller to respond to events in real-time.
- The microcontroller can stop what it's doing and handle the interrupt.



# Model view controller in embedded systems

Often, embedded systems are designed using the **Model-View-Controller** (MVC) pattern. This pattern separates the system into three main components:



- **Model:** The data and logic of the system.
- **View:** The user interface.
- **Controller:** The logic that connects the model and the view. It processes user input and updates the model and view accordingly.

White, Elecia. Making Embedded Systems. 2nd ed., O'Reilly Media.





## Tools and technology



## System diagram

TODO ADD STATIC FILE

# **Hardware Components**



## Development environment

