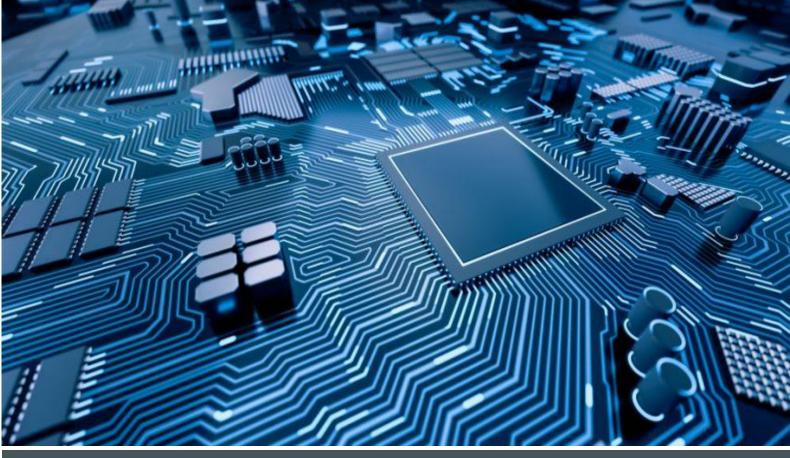




KHOA ĐIỆN TỬ - VIỄN THÔNG

Bộ môn Mạng truyền thông





Internet of Things: Practice

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- Email: nguyen.tan17089@gmail.com
- SĐT: 0904.183.123

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Getting Started with Embedded Programming

- Introduction to Embedded systems
 - Working with ESP8266
- Embedded programming

Controlling Actuators

Controlling LED light, DC motor, relay, v.v.

Getting Sensor Data

Temperature/humidity sensors, gas sensor, light sensor, sonar sensor, v.v.

❖ IoT Communication Protocols

- ESP8266: Connecting to Wi-Fi
- HTTP, MQTT protocols

Open IoT Platforms

Blynk, Thingsboard, v.v.

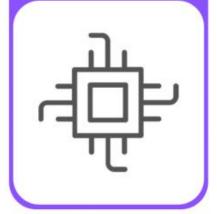
Horizontal Architecture of IoT system





Đại học Công Nghệ - ĐHQGHN

Sensors/Actuators (wired or wireless)



STAGE 2

Hubs, gateways, data acqusition systems

(data aggregation, A/D, measurement)



STAGE 3

Edge IT

analysis)



STAGE 4

Data Center



OT Infrastructure

Local network

IT Infrastructure

Internet

Getting started with Embedded Programming

- Introduction to Embedded systems
 - Working with ESP8266
- Embedded programming















What is an embedded system?

Introduction to Embedded systems

Definitions

- An embedded system is one that has computer hardware with software embedded in it as one of its components.
- An embedded system is a special-purpose computer system designed to perform certain dedicated functions. In some cases, embedded systems are part of a larger system or product, as is the case of an antilock braking system in a car.



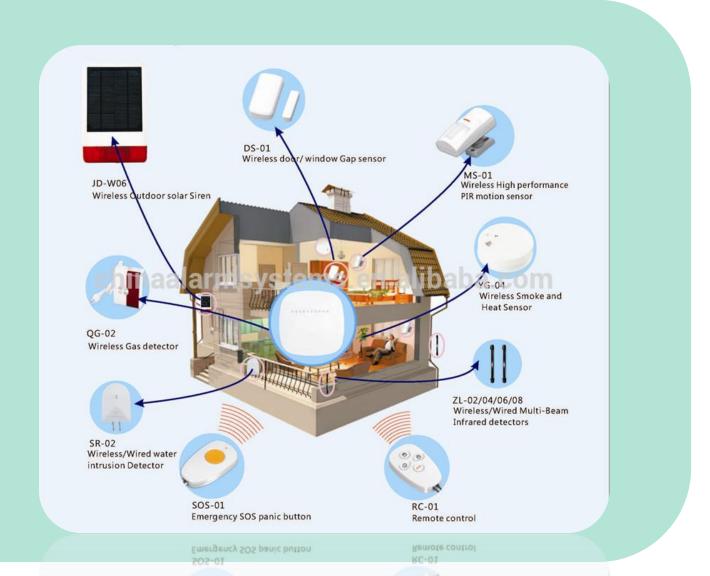






Wide range of Applications

Smart Home



Wide range of Applications



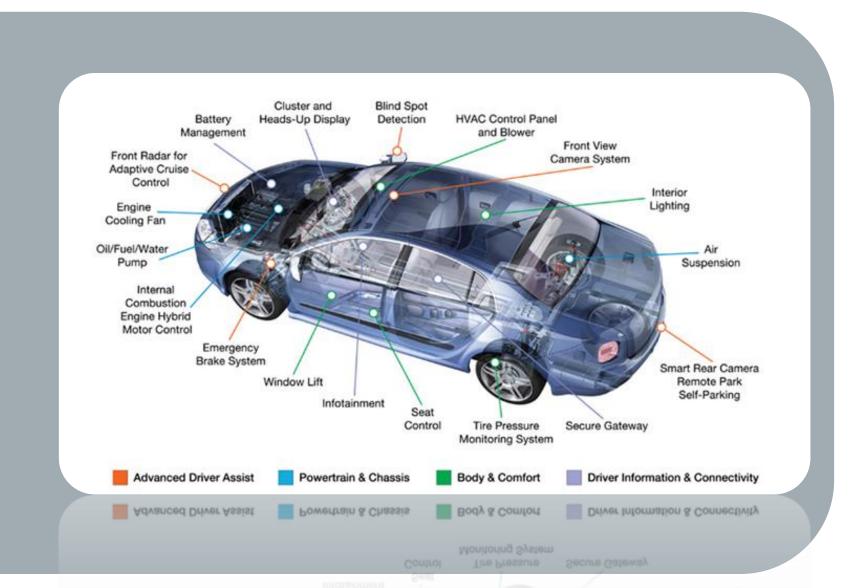




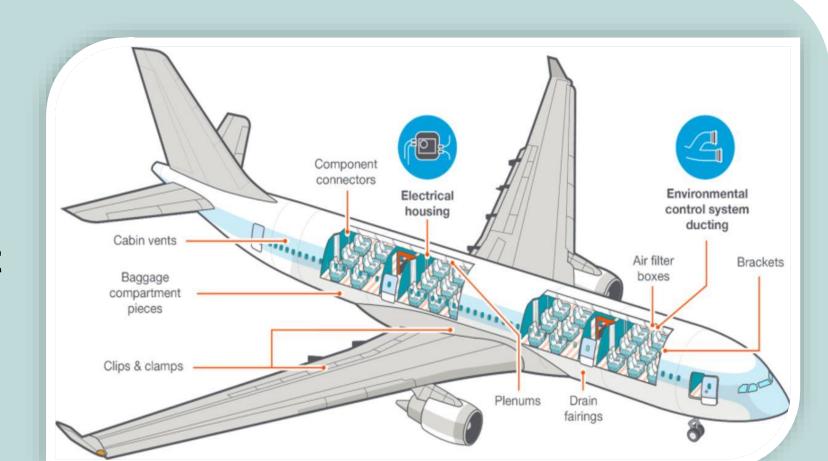
In Kitchen

In Cars

Wide range of Applications



Wide range of Applications



In Aircraft

Wide range of Applications



In Factory

Special-purpose

- Typically, is designed to execute a single program, repeatedly
- It used to be single-purpose
- Nowadays, multi-functioned, but single-purpose



Tightly constrained

- Low cost
- Simple systems
- Fewer components based
- Performs functions fast enough
- Minimum power



❖ Reactive and real-time

- Reactive: Continually reacts to external events
- Real-time: Must compute certain results in realtime





Hardware and software co-exist

- The software written for embedded systems is often called firmware
- Is stored in read-only memory or Flash memory chips rather than a disk drive
- Using a microcontroller rather than a microprocessor

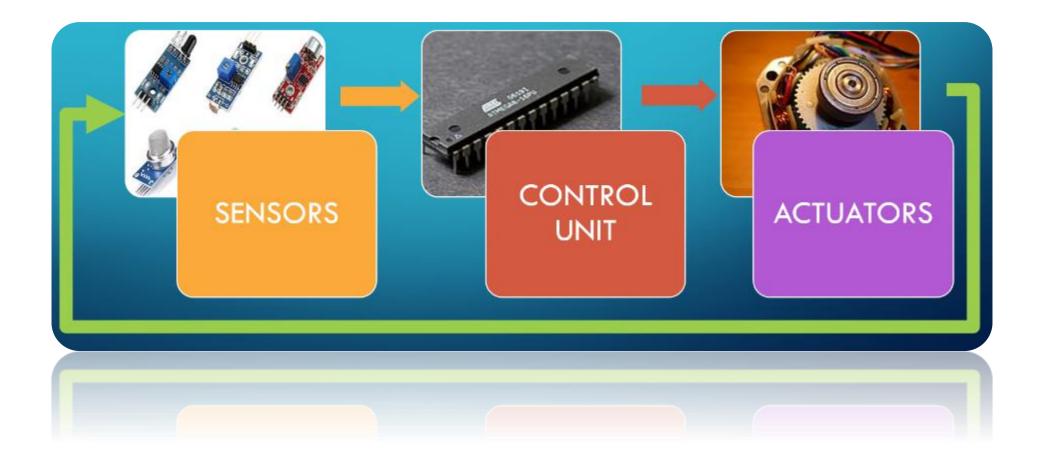


Why a microcontroller

- A microcontroller is a single silicon chip with memory and all Input/Output peripherals on it. Hence a microcontroller is also popularly known as a single chip computer. Normally, a single microcomputer has the following features:
 - Arithmetic and logic unit
 - Memory for storing program
 - EEPROM for nonvolatile data storage
 - RAM for storing variables and special function registers
 - Input/output ports
 - Timers and counters
 - Analog to digital converter
 - Circuits for reset, power up, serial programming, debugging
 - Instruction decoder and a timing and control unit
 - Serial communication port

So, its no wonder to say that the microcontroller is the most sought-after device for designing an efficient embedded system.

Block Description of an Embedded System



Common Development KITs

Arduino MEGA 2560 R3

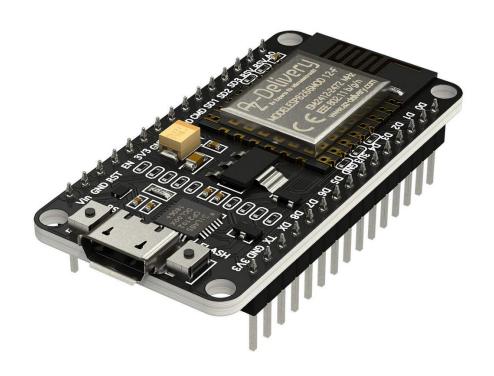
- Operating Voltage: 5V
- Input Voltage (recommended): $7 \rightarrow 12$ V
- Input Voltage (limit): $6 \rightarrow 20$ V
- Digital I/O Pins: 54 (of which 15 provide PWM output)
- Analog Input Pins: 16
- DC Current per I/O Pin: 20 mA
- DC Current for 3.3V Pin: 50 mA
- Flash Memory: 256 KB of which 8 KB used by bootloader
- SRAM: 8 KB
- EEPROM: 4 KB
- Clock Speed: 16 MHz



Common Development KITs

❖ NodeMCU ESP8266

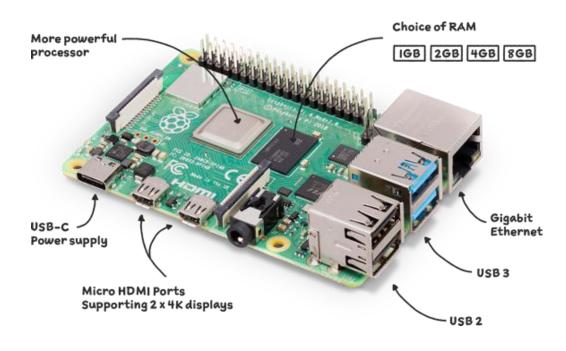
- Operating Voltage: 3.3V
- Input Voltage (recommended): $4.5V \rightarrow 10V$
- Input Voltage (limit): $6 \rightarrow 20$ V
- Digital I/O Pins: 11
- Analog Input Pins: 1
- Flash Memory: 4 MB
- SRAM: 64 KB
- Clock Speed: 80 MHz
- Wi-Fi built in: 802.11b/g/n



Common Development KITs

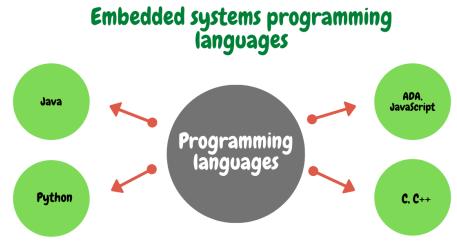
Raspberry Pi 4 Model B:

- CPU: Quad core Cortex-A72 (ARM v8) 64-bit SoC @ 1.5GHz
- RAM: 1/2/4/8GB LPDDR4-3200 SDRAM
- Wi-Fi: 802.11ac (2.4 GHz & 5 GHz)
- Bluetooth: ver. 5.0 BLE
- LAN: GigaEthernet
- Input Voltage: 5V DC
- Input Current: minimum 2.5A
- Digital I/O Pins: 40
- 2 USB 3.0 ports; 2 USB 2.0 ports
- 2 × micro-HDMI ports (up to 4kp60 supported)
- 2-lane MIPI DSI display port
- 2-lane MIPI CSI camera port
- 4-pole stereo audio and composite video port



Languages for Programming Embedded Systems

- Assembly language was the pioneer for programming embedded systems till recently. Nowadays, there are many more languages to program these systems such as C, C++, Ada, Forth, Python, and Java.
- The majority of software for embedded systems is still done in C language ($\sim 45\%$). It is due to the fact that C is very close to assembly programming and it allows very easy access to underlying hardware.
- C++ is also increasing its presence in embedded systems thanks to the benefits of Object-oriented programming.

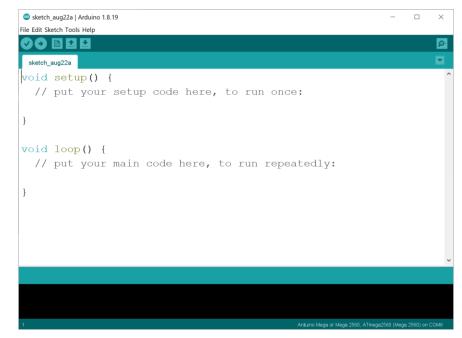


***** ARDUINO IDE

- The open-source Arduino Software (IDE) makes it easy to write code and upload it to any Arduino board.
- Download it at: https://www.arduino.cc/en/software, or use Online version at: https://create.arduino.cc/editor.

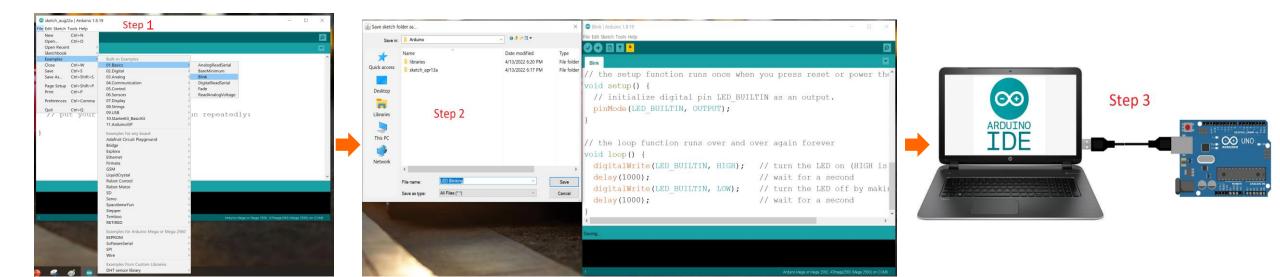
Downloads





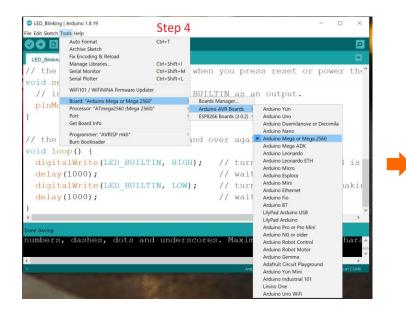
First Embedded Program – LED Blinking

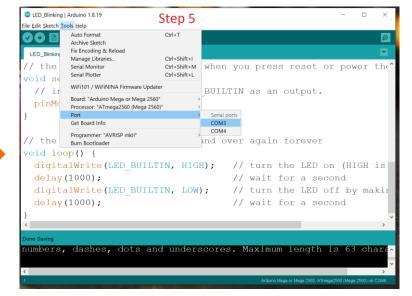
- Step 1: Open Arduino IDE \rightarrow File \rightarrow Examples \rightarrow 01. Basics \rightarrow Blink
- Step 2: Save as the new Arduino IDE window with the name "LED Blinking"
- Step 3: Connect the Arduino board with your computer via a USB cable

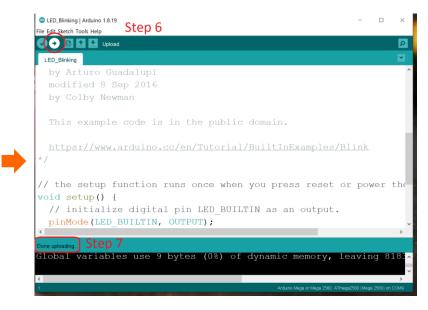


First Embedded Program – LED Blinking

- Step 4: Select "Tools → Board → Arduino AVR Boards → Arduino Mega or Mega 2560"
- Step 5: Select "Tools \rightarrow Port \rightarrow COM?"
- Step 6: Press "Upload" button to compile + upload the source code to Arduino board.
- Step 7: Observe LED blinking on Arduino board when getting the status "Done uploading"

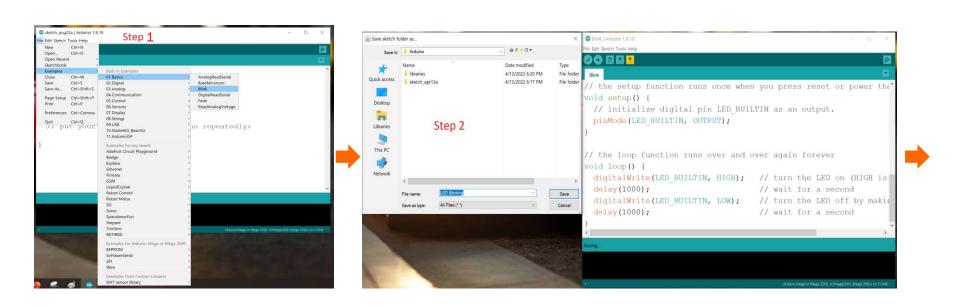


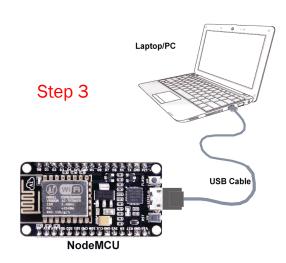




❖ First Embedded Program – LED Blinking (for ESP8266)

- Step 1: Open Arduino IDE \rightarrow File \rightarrow Examples \rightarrow 01. Basics \rightarrow Blink
- Step 2: Save as the new Arduino IDE window with the name "LED Blinking"
- Step 3: Connect the Arduino board with your computer via a USB cable





4D Systems gen4 IoD Range Adafruit Feather HUZZAH ES

DOIT ESP-Mx DevKit (ESPI Digistump Oak ESPDuino (ESP-13 Module ESPectro Core ESPino (ESP-12 Module) ESPresso Lite 1.0 ESPresso Lite 2.0 (TEAD Sonoff

LOUNIWEMOS) D1 mini Pr

Invent One

Phoenix 2.0 Schirmilabs Eduino WiFi Seeed Wio Link

SparkFun ESP8266 Thing

SparkFun ESP8266 Thing E SweetPea ESP-210 ThaiEasyElec's ESPino

File Edit Sketch Tools Help

Fix Encoding & Reload

pinMode (LED BUILTIN, OUTPUT);

Ctrl+Shift+M

// initialize digital pin LED BUILTIN as an output.

ESP8266 Boards (3.0.2)

/ the setup function runs once when you press reset or power the

Serial Monitor

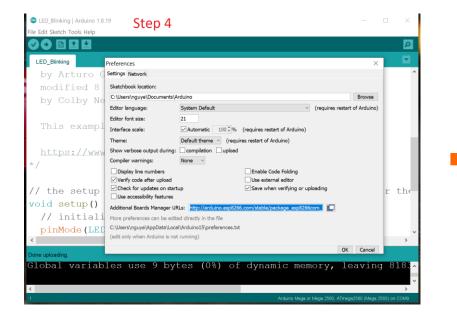
ARDUINO IDE & First Embedded Program

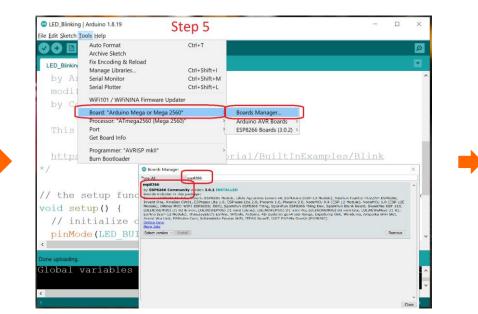
❖ First Embedded Program – LED Blinking (for ESP8266)

Step 4: Select "File → Preferences → Additional Board Manager URLs". Add the following link to this textbox: http://arduino.esp8266.com/stable/package_esp8266com_index.json. Then press "OK"

Step 5: Select "Tools → Board → Board Manager". Search "esp8266", then install the searched package "ESP8266 by ESP8266 Community"

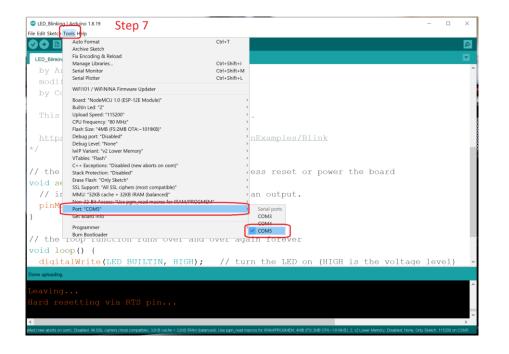
Step 6: Select "Tools → Board → ESP8266 Boards → NodeMCU 1.0 (ESP-12 Module)"





❖ First Embedded Program – LED Blinking (for ESP8266)

- Step 7: Select "Tools → Port → COM?"
- Step 8: Press "Upload" button to compile + upload the source code to Arduino board.
- Step 9: Observe LED blinking on Arduino board when getting the status "Done uploading"







THANK YOU!