

# mbed Hello World

# Agenda

- Introduction to ARM
- mbed
  - Introduction to mbed
  - Lab 1: mbed registration and Hello World demo
  - Lab 2: Other IO
  - Lab 3: Interfacing with sensors
  - Lab 4: Output devices, a TextLCD
  - Lab 5: Rapid prototyping, Build a datalogger

# What does ARM do?

- ARM designs technology that lies at the heart of advanced digital products

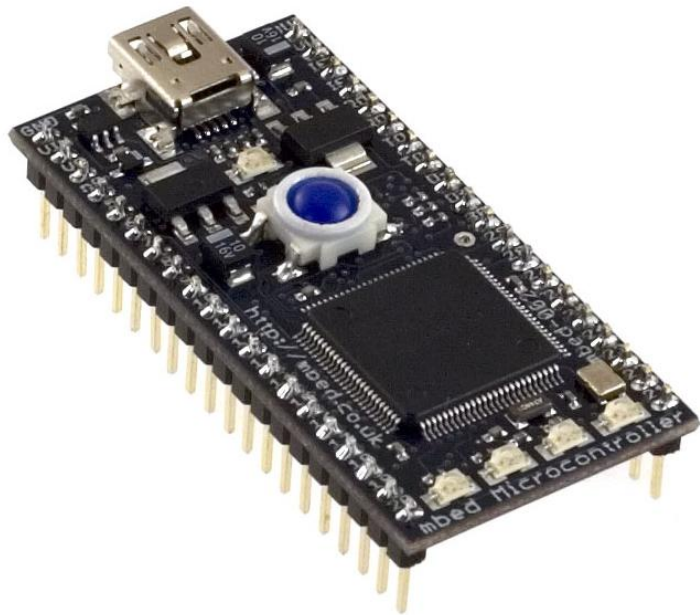


# ARM Overview

- ARM is the world's leading semiconductor IP company and The Architecture for the Digital World<sup>®</sup>



- Over 15 billion ARM technology based chips shipped to date
- Unrivalled Partner ecosystem
  - Over 640 processor licenses sold to more than 200 companies
  - Millions of developers; billions of users
- ARM has the right technology – optimized for a mobilizing world
- We're customer-focused – listening harder and responding faster

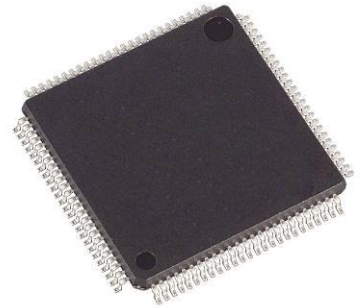


# mbed Hello World!

Introduction to mbed

# What's happening in Microcontrollers?

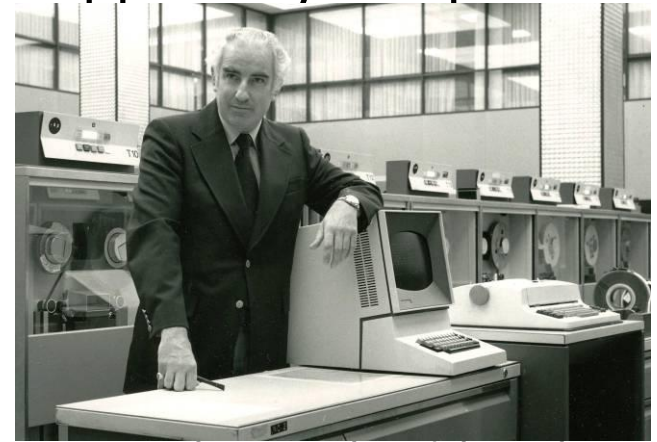
- Microcontrollers are getting cheap
  - 32-bit ARM Cortex-M3 Microcontrollers @ \$1
- Microcontrollers are getting powerful
  - Lots of processing, memory, I/O in one package
- Microcontrollers are getting interactive
  - Internet connectivity, new sensors and actuators
- Creates new opportunities for microcontrollers





# Opportunities for Microcontrollers

- Before 1980 computers were used and applied by computer scientists
- now they are:
  - Applied across all industries
  - Widely used in the home
  - Used by almost anybody
- Currently microcontroller technology is mainly applied by the embedded professional
- Microcontrollers interact with “the real world”
  - Sensors, actuators and communication, define their application
  - Their potential is greater than the home computer



# Barriers for Microcontrollers

- What prevents microcontrollers from being designed in?
- Conceptually simple things can be hard to prototype
  - I want to send an SMS when my cat comes through the cat flap
- Repetition of choices to make:
  - Microcontroller
  - Tool chain
  - Dev board
  - Sensors
  - It's not difficult, but can be tedious and time consuming
- Overhead for starting a new project
  - Fine for a long complex projects
  - A deterrent for quick experiments and tests



# Rapid Prototyping

- Rapid Prototyping helps industries create new products
  - Control, communication and interaction increasingly define products
  - Development cycles for microelectronics have not kept pace



**3D Moulding**



**3D Printing**



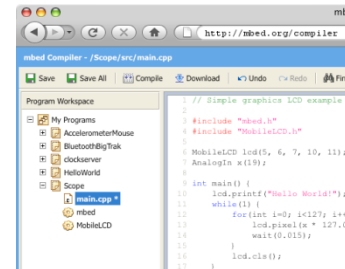
**2D/3D Design**



**Web Frameworks**

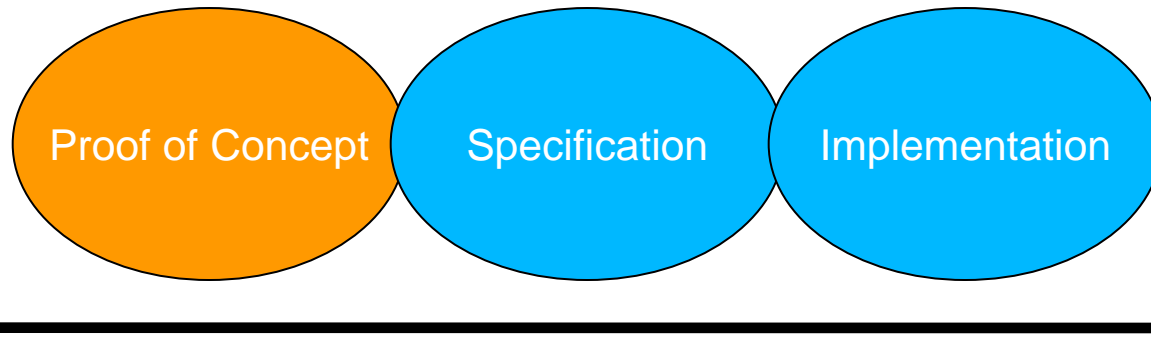
# mbed.org - Rapid Prototyping for MCUs

- Fastest way to get started with ARM microcontrollers
  - Plug ‘n’ Play Hardware, Online Compiler
  - Get setup and run “Hello World!” in 60 seconds
  - Removes entry barriers to MCU technology
- Focused on rapid prototyping for a diverse audience
  - DIP form-factor, High-level APIs, Developer website
  - Technology and tradeoffs to enable fast experiments
  - Creates new applications for MCU technology
- Launched at ESC Boston with live demo
  - Internet-enabled “Twittering Billy” read out tweets
  - An embedded internet device, prototyped in ½ day
  - Over ¼ million video views in first week!



# mbed Approach

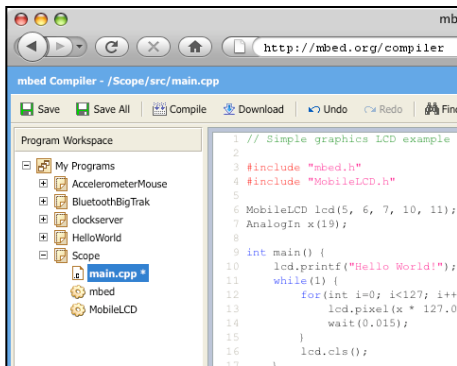
- Focus on tools supporting the earliest stage of design
  - Point of entry and Getting Started
  - Experimentation and Rapid Prototyping



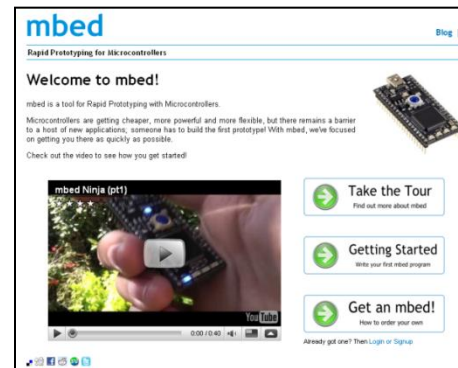
- Apply technology and trade-offs that support this goal
- What mbed is not trying to do:
  - Replace Keil MDK or other professional tools
  - Replace development or evaluation boards

# mbed Rapid Prototyping Platform

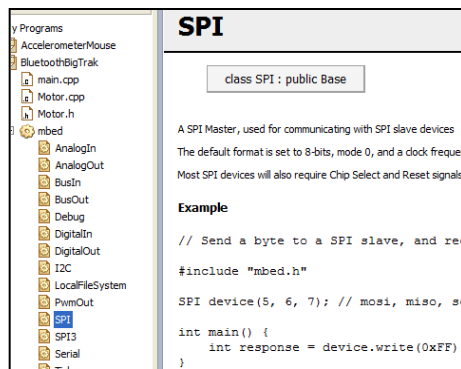
- Complete Hardware, Software and Web 2.0 Solution



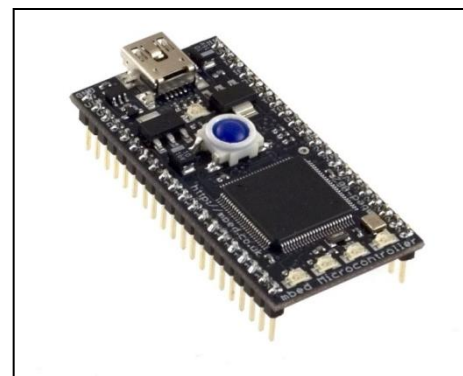
**Dedicated Developer Website**



**Lightweight Online Compiler**



**High-level Peripheral APIs**



**Prototyping Form-Factor**

# mbed Website

- Dedicated Developer Web Platform
  - Custom Web 2.0 tools and environment focused on developers
  - Simple route to get started, comprehensive resources and support

**mbed**  
Forum

mbed Forum

	Topic
👤	Beta Testers - The First 5 Minutes
👤	Ethernet interface
👤	mbed + xBee
👤	USB Serial problem
👤	License and future support
👤	help with ethernet/rj45

**mbed** Blog | For...


Rapid Prototyping for Microcontrollers

## Welcome to mbed!

mbed is a tool for Rapid Prototyping with Microcontrollers.

Microcontrollers are getting cheaper, more powerful and more flexible, but there remains a barrier to a host of new applications; someone has to build the first prototype! With mbed, we've focused on getting you there as quickly as possible.

Check out the video to see how you get started!



mbed Ninja (pt1)

➔ **Take the Tour**  
Find out more about mbed

➔ **Getting Started**  
Write your first mbed program

➔ **Get an mbed!**  
How to order your own

Already got one? Then [Login](#) or [Signup](#)

**mbed**

Projects > [cookbook](#)

## Cookbook

Welcome to the Cookbook, a **wiki** and **code repository** for publishing your own

For information in creating new projects, editing pages and uploading files, visit

### Working Libraries and Examples

- [TextLCD](#) - A 16x2 Text LCD
- [MobileLCD](#) - A 130x130 Nokia Mobile Screen
- [RFID](#) - An ID-12 RFID tag reader
- [Servo](#) - Controlling a Servo
- [GPS](#) - Read location using a GPS module
- [MIDI](#) - For communicating using MIDI (musical instrument digital interface)
- [NXT](#) - Making lego mindstorm (NXT) sensors work with the mbed
- [USRF](#) - SRF08 Ultrasonic range finder
- [Beeper](#) - Driving an Piezo sounder

```
// Example code for reading range data from the SRF08 Ultrasonic Range Finder
#include "mbed.h"
DCM dcm;
Serial serial(USBTX, USBRX); // tx, rx
int pin_for_echo = D17; // Define the D17 Address

int main() {
    char echo[10];
    while(1) {
        dcm.range(); // provides an unsigned integer
        echo[0] = '\0'; // Blank string, needed so the
        dcm.read_echo( pin_for_echo, 1); // Read command string
        echo[0] = '\0'; // Blank string, then is typical

        // See pointer to instruction 2 (start echo)
        echo[0] = '\0';
        dcm.write_echo( pin_for_echo, 1);
        dcm.read_echo( pin_for_echo, 1); // read the hex-type echo string
        echo[0] = '\0';

        // print the ranging data to the screen
        serial.printf("Range = %d", dcm.range());
        serial.printf("Echo = %s", echo);
        wait(1);
    }
}
```

**API**

DCM	An DCM Master, used for communicating with DCM slave devices
PinMbed	
DCM	Create an DCM Master interface, connected to the specified pins
frequency	Set the frequency of the DCM interface
read	Read from an DCM slave
write	Write to an DCM slave

**USB Explorer**

For really wanted to use with the mbed. These are the standard ODMR? Modules one with an antenna and one with the XBee Explorer USB from Sparkfun. [http://www.sparkfun.com/consumer/products\\_info.php?products\\_id=55](http://www.sparkfun.com/consumer/products_info.php?products_id=55)

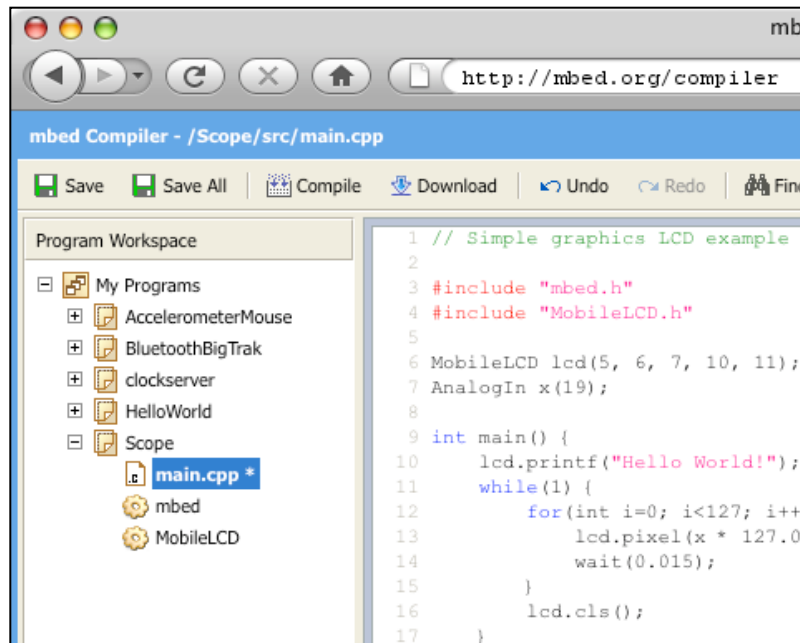


According to the datasheet (and Silicon?) of the XBee modules, the following should be used as the pin layout. Main thing one is looking for is that serial rx + tx, and a digital gnd for the module.

```
1 GND ..... 3 VCC
2 RXD ..... mbed serial rx (e.g. pin0)
3 TXD ..... mbed serial tx (e.g. pin1)
4 VCC ..... mbed master to (e.g. pin2)
4 VCC ..... mbed master to (e.g. pin2)
5 RXD ..... mbed digital rx (e.g. pin3)
6 TXD ..... mbed digital tx (e.g. pin4)
13 GND ..... GND
14 GND ..... GND
```

# mbed Compiler

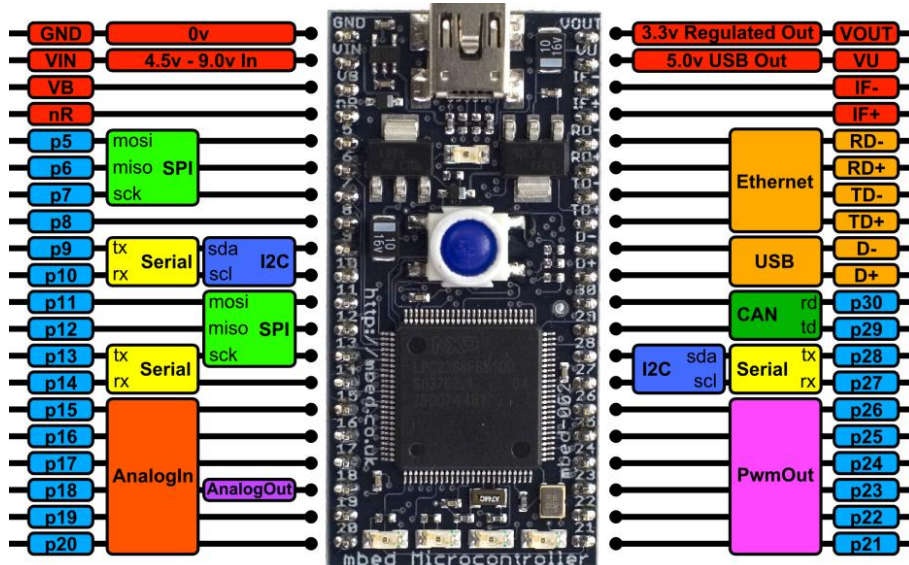
- Lightweight Online Compiler
  - Web 2.0 browser-based IDE with personal workspace “in the cloud”
  - Nothing to install or configure, login from anywhere
  - Industry leading RVCT 4.1 back end. It is a real tool!





# mbed Library

- High-level Peripheral APIs
  - Trading memory and CPU performance for ease of use
  - Abstract software interfaces for controlling microcontroller hardware
  - Intuitive peripheral access, encapsulation of implementation details
  - Treat hardware and software the same



The screenshot shows the mbed IDE interface. On the left, a file explorer displays the project structure:

- Programs
- AccelerometerMouse
- BluetoothBigTrak
  - main.cpp
  - Motor.cpp
  - Motor.h
- mbed
  - AnalogIn
  - AnalogOut
  - BusIn
  - BusOut
  - Debug
  - DigitalIn
  - DigitalOut
  - I2C
  - LocalFileSystem
  - PwmOut
  - SPI
  - SPI3
  - Serial

On the right, the SPI class definition is shown:

```
class SPI : public Base
```

A description of the SPI class is provided:

A SPI Master, used for communicating with SPI slave devices

The default format is set to 8-bits, mode 0, and a clock frequency of 1MHz.

Most SPI devices will also require Chip Select and Reset signals.

**Example**

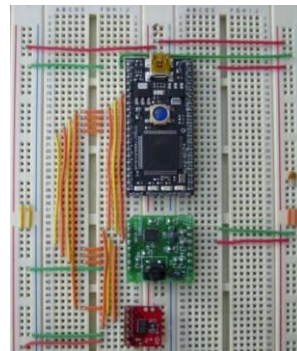
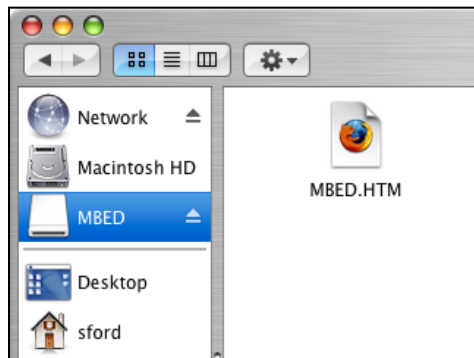
```
// Send a byte to a SPI slave, and receive a response
#include "mbed.h"

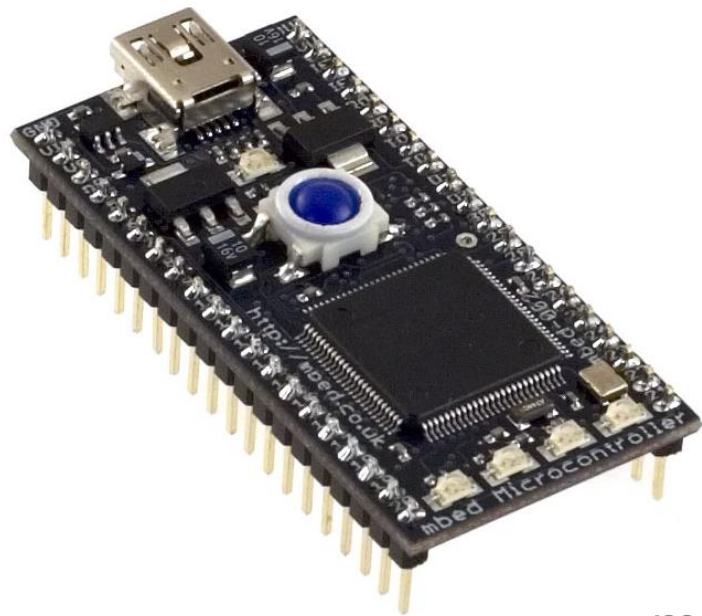
SPI device(5, 6, 7); // mosi, miso, sck

int main() {
    int response = device.write(0xFF);
}
```

# mbed Microcontroller

- Cortex-M3 MCU in a Prototyping Form-Factor
  - 0.1” pitch DIP with “USB Disk” interface and support components
  - Nothing to install or configure, practical for breadboard and PCBs





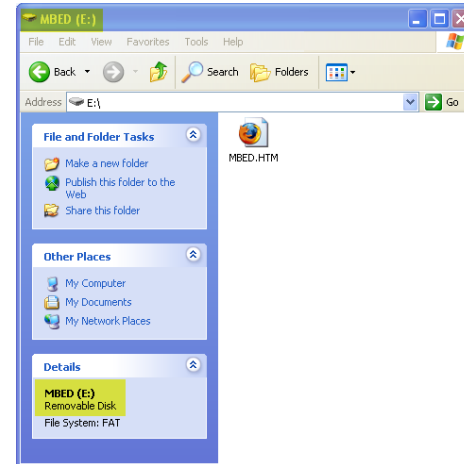
# mbed Hello World

Lab 1

mbed registration and hello world!

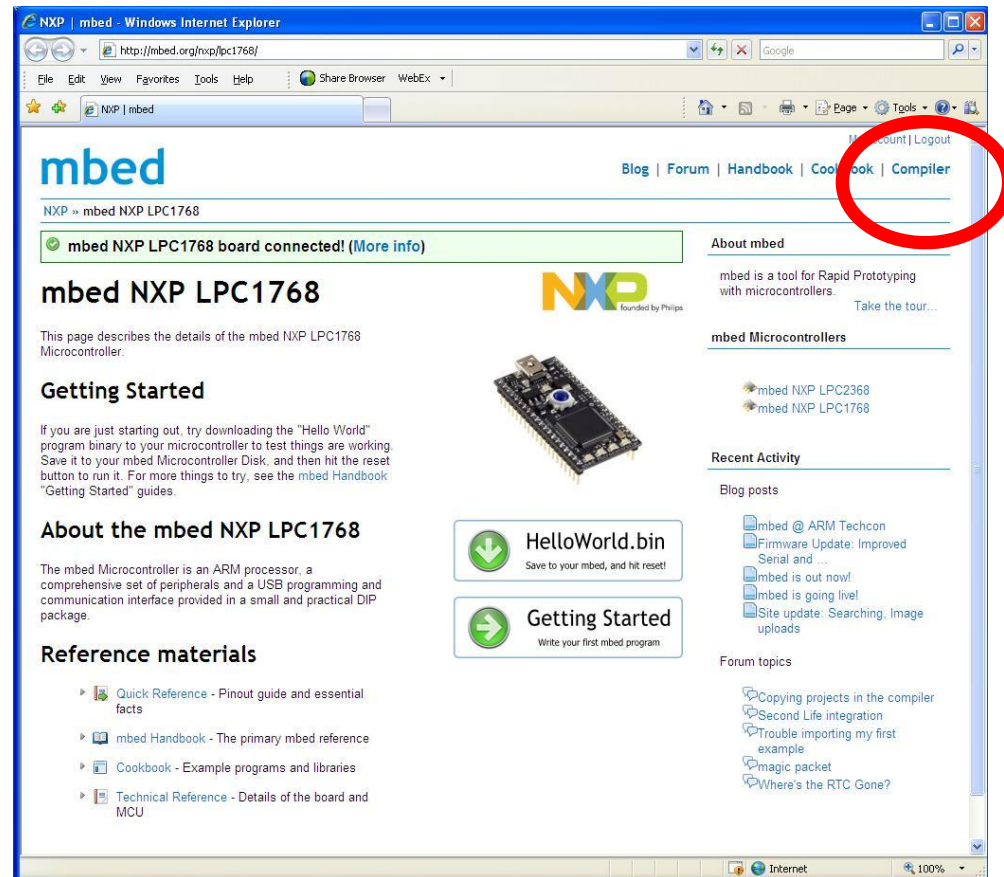
# Registration

- mbed microcontroller enumerates as a Mass Storage Device (USB disk)
- Double-click the mbed.htm file on the mbed USB disk
- Log in or sign up for a new account
- The mbed microcontroller contains your license to the compiler



# Getting Started

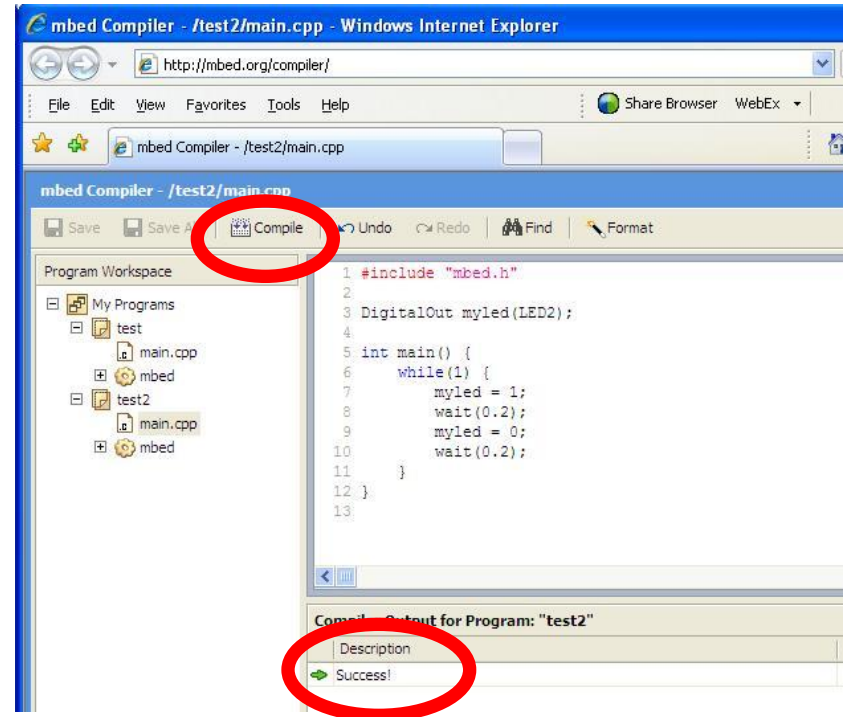
- Useful resources linked from the first page, including very clear links to “Hello World” and the Getting Started guide
- Compiler linked from front page





# Getting Started

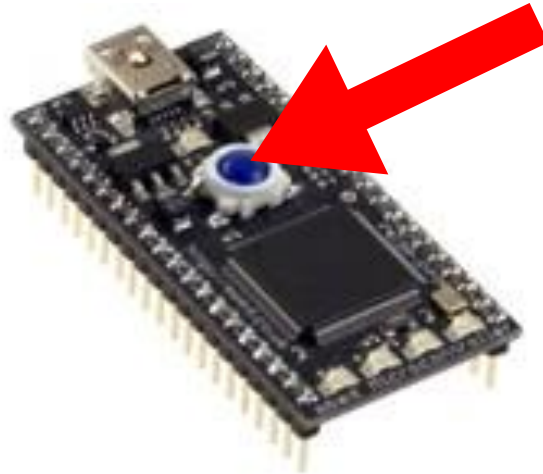
- Create or open a project in the Program Workspace
- Develop code in the text editor
- Save and compile
- Compiler outputs
  - Errors and warnings
  - -or-
  - A downloadable binary
- Save to the USB flash disk

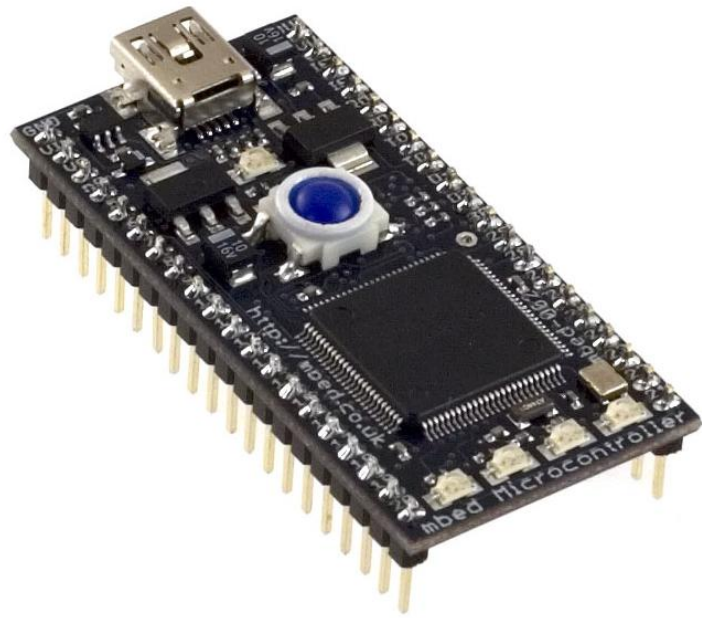




# Getting Started

- Once the file has saved to the flash disk, it needs to be programmed into the microcontroller
- Press the button on the mbed module
- Your code will start running!





# mbed Hello World

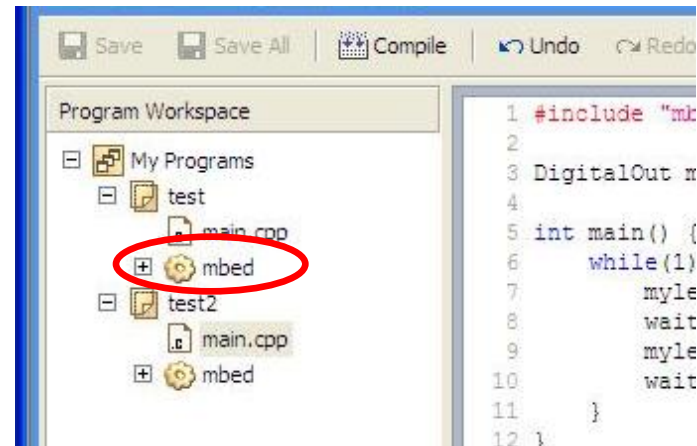
Lab 2  
Rapid Prototyping: Other IO

# DigitalOut and Analog Input

- In the hello world session, we simply compiled the default program – blinky, but we didnt take too much notice of the code
- It was simple, it set up a digital output (DigitalOut) called “myled” and run a loop forever turning it on and off.
- Lets see if we can begin to influence this.

# What IO is there?

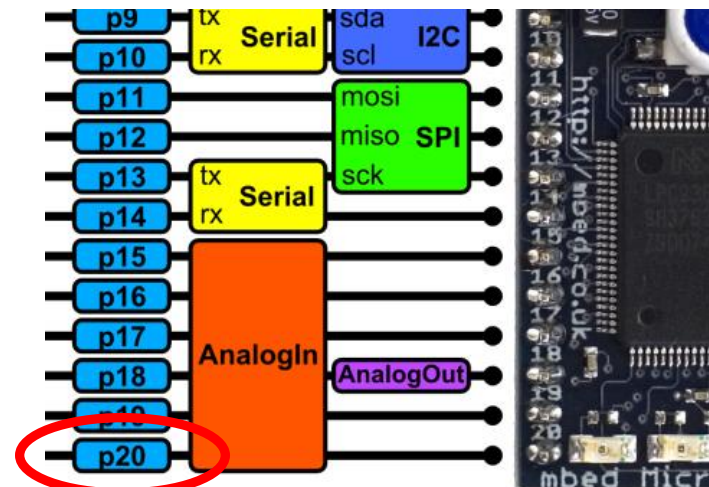
- Take another look at your compiler window. In your default project there the mbed library with a “+” box. Try expanding this, and exploring the libraries.
- Note that these are libraries that relate to the microcontroller on chip hardware.



- We'll be using the AnalogIn object, so take time to have a look at it's API

# DigitalOut and Analog Input

- The AnalogIn object returns a normalised float between 0.0 (0.0v) and 1.0 (3.3v)
- Wire your potentiometer between GND (0v) and Vout (3.3v), and connect the wiper (the middle pin) to pin “p20” – an AnalogIn



# Challenge: DigitalOut and Analog Input

- Write a program to give the LED in the first blinky program a delay of 1-5 seconds.

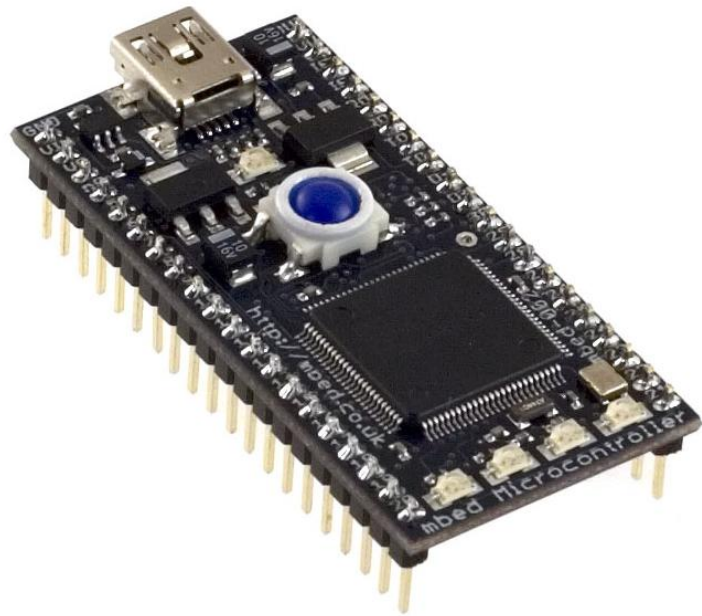
```
#include "mbed.h"

DigitalOut myled(LED1);
AnalogIn pot(p20);

int main () {
    while(1) {
        myled = !myled;           // toggle
        wait (1.0 + (4.0 * pot.read())); // 1.0s - 5.0s
    }
}
```

- Write a program that turns LED1 on at 0.66v, LED2 on at 1.32v, LED3 on at 1.98v and LED4 at 2.64v





# mbed Hello World

Lab 3  
Rapid Prototyping: Interfacing a sensor

# Example : Interfacing with sensors

- A good deal of microcontroller applications require some form of sensors to detect events or conditions in the immediate environment.
- This experiment show how to implement a simple temperature sensor.
- The sensor in question is the TMP102 which has a digital interface using the I2C bus.

# Connecting up the sensor

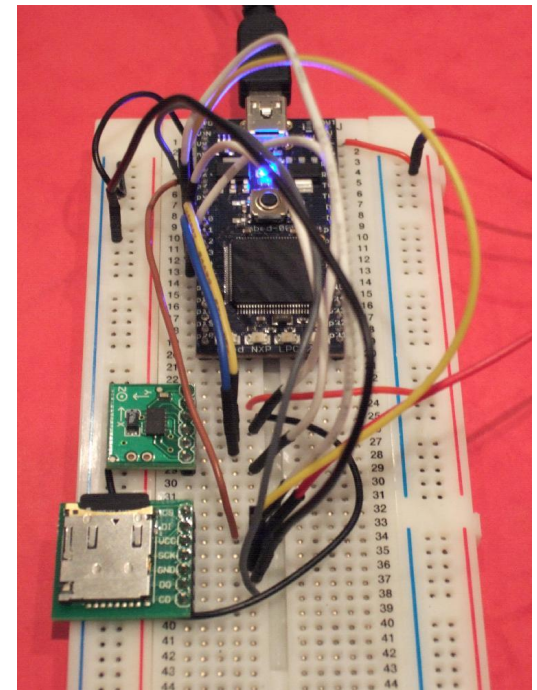
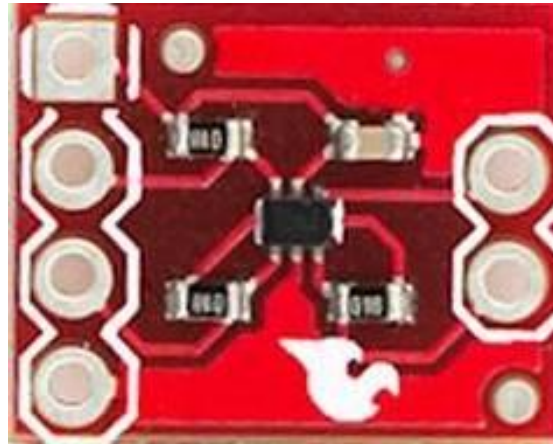
- The TMP102 has just four pins, Vcc, Gnd for the power, and SCL, SDA for the I2C interface.

Vcc (Vout)

SDA (p9)

SCL (p10)

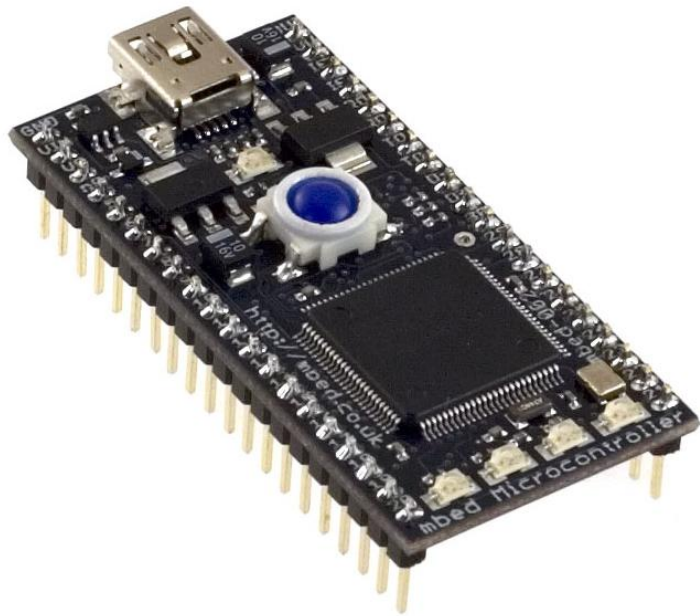
GND



- As before, mbed keeps I2C simple
  - <http://mbed.org/handbook/I2C>
  - <http://mbed.org/cookbook/TMP102-Temperature-Sensor>

# Challenge : Interfacing with sensors

- Using the Cookbook as a resource, write a program that turns LED1 on at 26°C, LED2 at 27°C, LED3 and 28°C and LED4 at 29°C.



# mbed Hello World

Lab 4  
Rapid Prototyping: Output device, Text LCD

# Example : Output device, Text LCD

- It is not uncommon for devices that are embedded to have some form of user interface, or display output.
- This example shows how a Text LCD can be connected to mbed and be driven simply from software.



# Connecting up the TextLCD

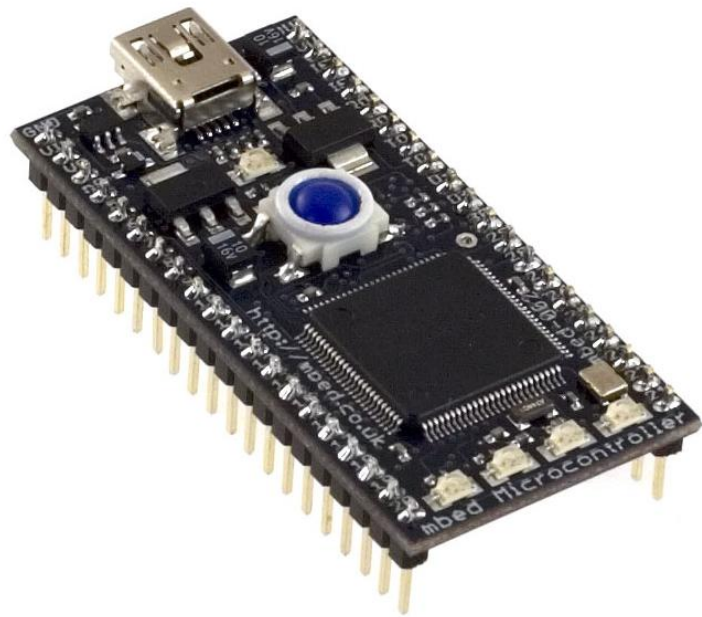
- Text LCD modules have almost standardised, although they still have their quirks.



- Six wires and a resistor for contrast
- As before, mbed keeps it simple
  - Standard C/C++ interface via printf
  - <http://mbed.org/cookbook/Text-LCD>

# Challenge: Digital Thermometer

- Using the cookbook TextLCD page and the temperature sensor page, make a thermometer that displays the current temperature.
- If you have time, you could also add Min/Max to the display too



# mbed Hello World

Lab 5  
Rapid Prototyping: Data Logging

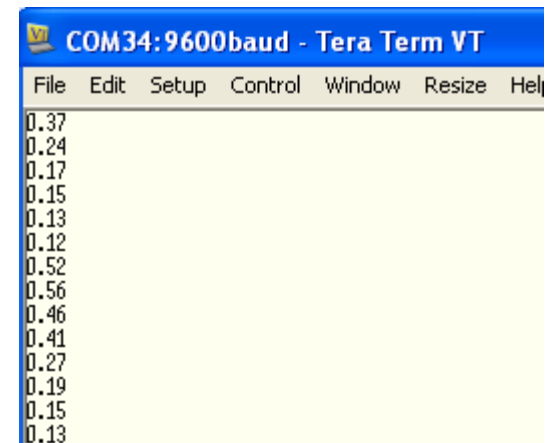
# Example : Data Logging

- Applications often include data logging capabilities, and access to the data often involves bespoke software and interface cables.
- This example shows how standard methods and interfaces can be used to display, save and retrieve data from an application
- For the purposes of the experiment, we will be displaying and logging noise from an unconnected ADC. Touching the pin will influence the noise, it is a demonstration, imagine it is real data!

# Example : See the data

- The USB connection to mbed can also be used to provide a serial port
- Windows requires a driver, linux and Mac “just work”
- <http://mbed.org/handbook/SerialPC>
- Standard C functions, printf and scanf
- This example displays 100 samples to a terminal application

```
1 #include "mbed.h"
2
3 AnalogIn ain(p20);
4 DigitalOut led(LED1);
5
6 int main() {
7
8     for (int i=0; i < 100 ; i++) {
9         printf("%.2f\n",ain.read());
10        wait (0.05);
11    }
12
13    led=1;
14 }
15
```



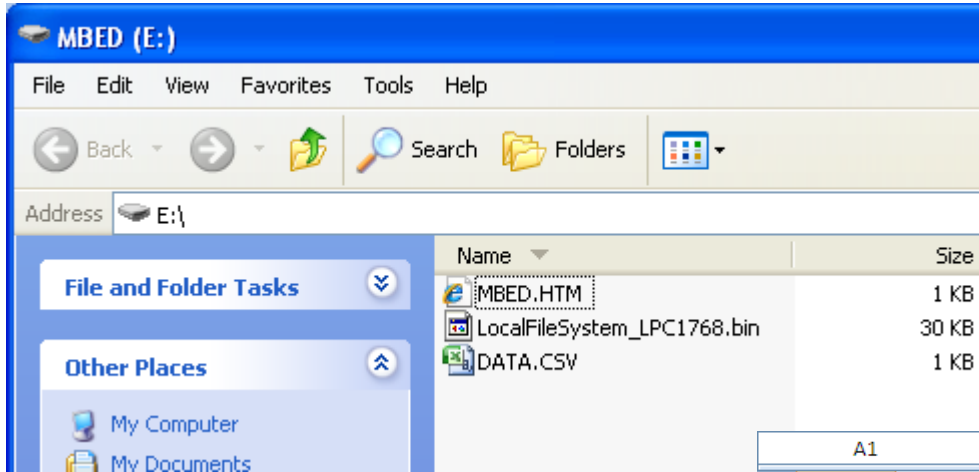
```
COM34:9600baud - Tera Term VT
File Edit Setup Control Window Resize Help
0.37
0.24
0.17
0.15
0.13
0.12
0.52
0.56
0.46
0.41
0.27
0.19
0.15
0.13
```

# Example : Data Logging

- The mbed Flash disk is accessible from user code using the LocalFileSystem object
- Standard C file handling techniques apply
- fscanf for runtime configuration
- fprintf for data logging purposes
- This example logs 100 samples to a CSV file

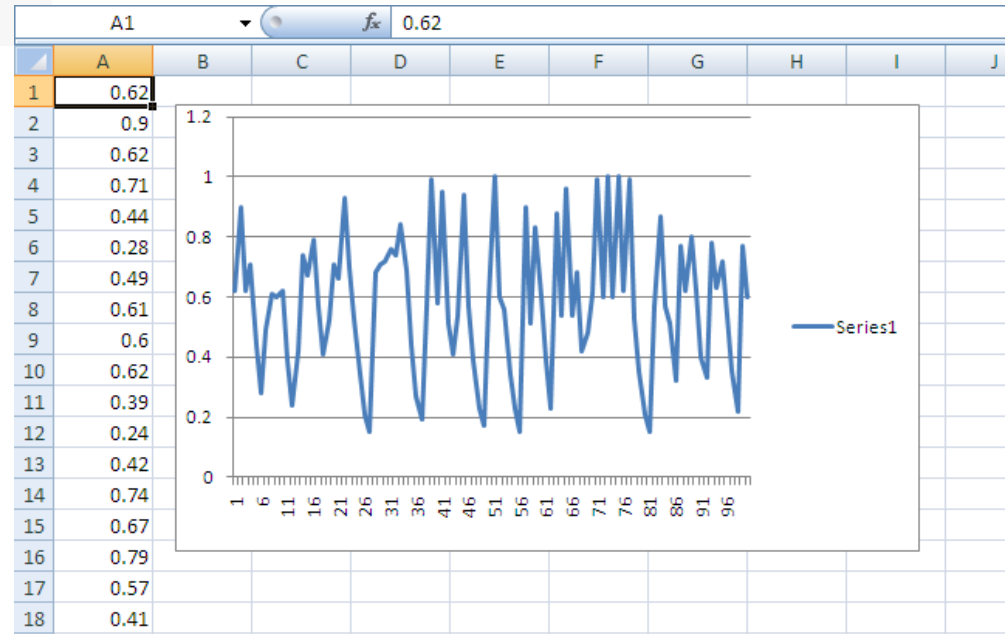
```
1 #include "mbed.h"
2
3 AnalogIn ain(p20);
4 DigitalOut led(LED1);
5
6 LocalFileSystem fs("fs");
7
8 int main() {
9
10     FILE *fp = fopen("/fs/data.csv", "w");
11     for (int i=0; i < 100 ; i++) {
12         fprintf(fp, "%.2f\n", ain.read());
13         wait(0.05);
14     }
15     fclose(fp);
16
17     led=1;
18 }
19
```

# Data quickly visible to a PC



While the program executes the flash drive disappears from the PC, and returns when the file is closed

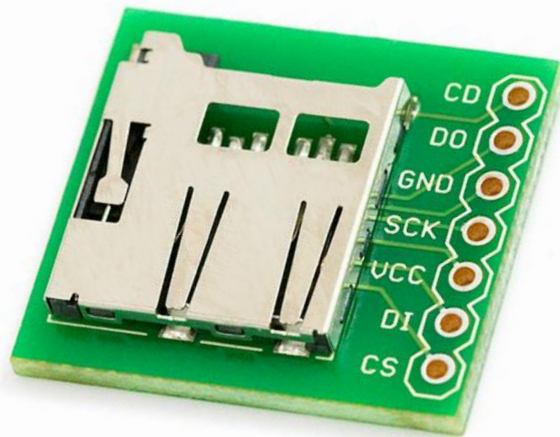
Logging to a CSV file means Excel can open the file and interpret, manipulate or plot the data.





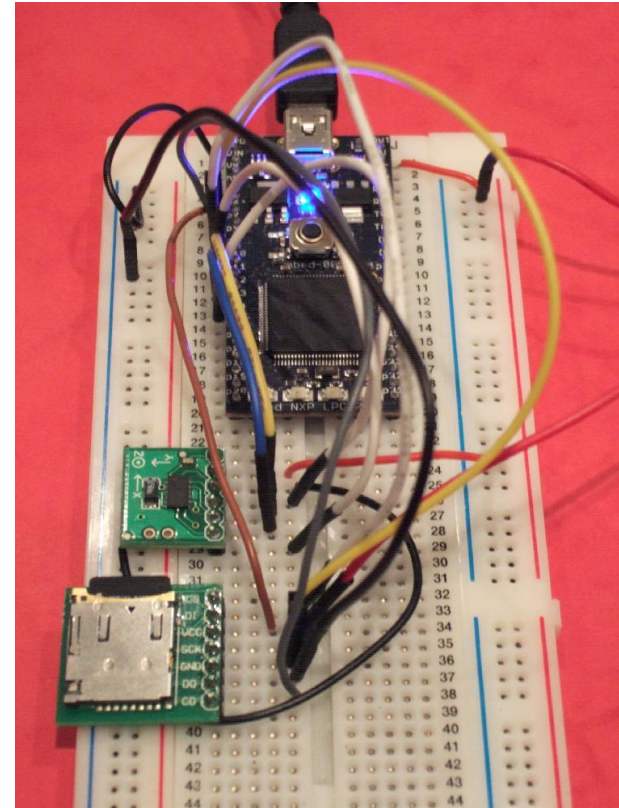
# Extend it to store lots of data

- Perhaps a final system might want to store lots of data
  - SD cards are ideal, ubiquitous and recognisable by everyone



GND  
MISO - p6  
SCL - p7  
Vcc  
MOSI - p5  
nCS - p8

- Hardware for an SD Card is minimal
  - SPI Port connection using simple breakout
- As before, mbed keeps it simple



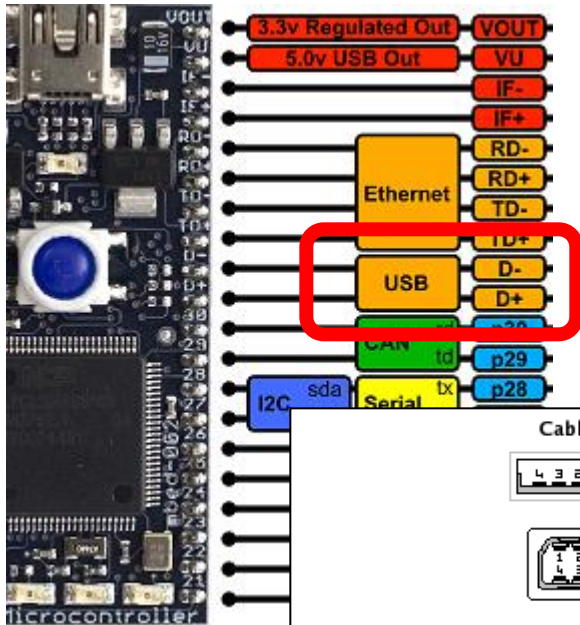
# Extend it to store lots of data

- Import the SDFileSystem Library into the project
- Include the SDFileSystem header
- Swap LocalFileSystem for SDFileSystem
- Everything else remains the same

```
1 #include "mbed.h"
2 #include "SDFileSystem.h"
3
4 AnalogIn ain(p20);
5 DigitalOut led(LED1);
6
7 SDFileSystem local(p5, p6, p7, p8, "fs");
8
9 int main() {
10
11     FILE *fp = fopen("/fs/data.csv", "w");
12
13     for (int i = 0; i < 100; i++) {
14         fprintf(fp, "%.2f\n", ain.read());
15         wait(0.05);
16     }
17
18     fclose(fp);
19
20     led=1;|
21 }
```

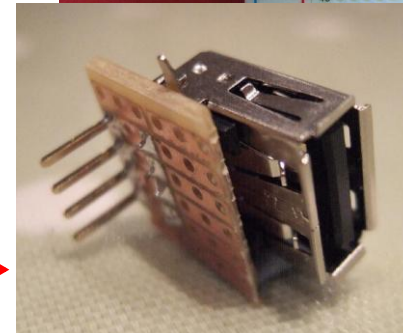
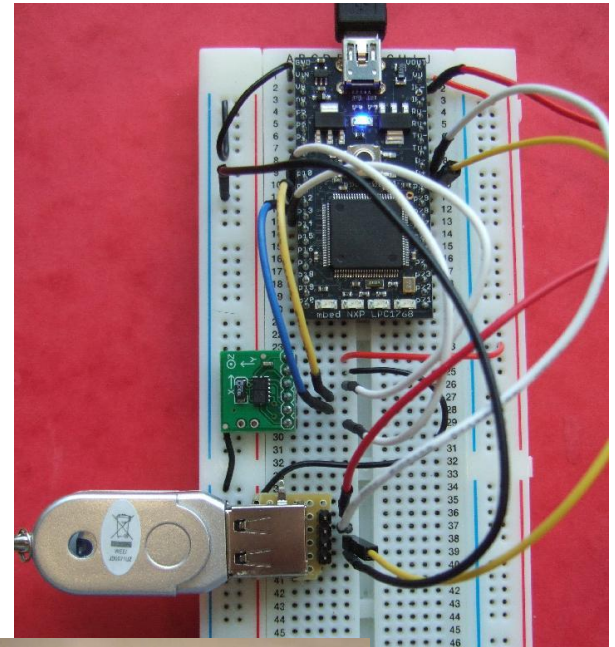
# What about a USB drive?

- USB Host hardware is minimal; a USB A connector



VCC -> VU  
 D- -> D-  
 D+ -> D+  
 GND -> GND

Pin	Signal	Color	Description
1	VCC	Red	+5V
2	D-	White	Data -
3	D+	Green	Data +
4	GND	Black	Ground



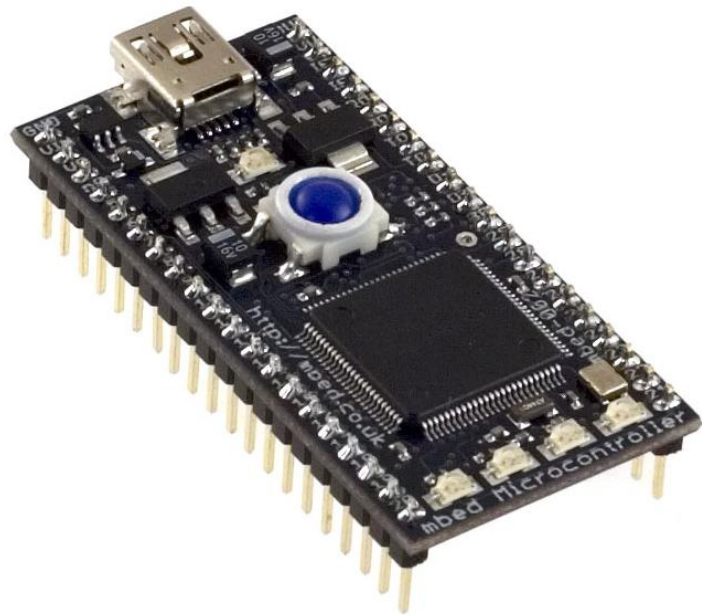
# What about a USB drive?

- On your project, right click -> Import Library -> MSCFileSystem
  - Add #include for MSCFileSystem
  - Call it “fs”, as before
  - The change in storage medium is transparent to the application

```
1 #include "mbed.h"
2 #include "MSCFileSystem.h"
3
4 AnalogIn ain(p20);
5 DigitalOut led(LED1);
6
7 MSCFileSystem fs("fs");
8
9 int main() {
10
11     FILE *fp = fopen("/fs/data.csv", "w");
12
13     for (int i = 0; i < 100; i++) {
14         fprintf(fp, "%.2f\n", ain.read());
15         wait(0.05);
16     }
17
18     fclose(fp);
19
20     led=1;
21 }
22
```

# Challenge: Data Logging

- Use all you have learnt to build a digital thermometer that also data logs to a USB flash disk.
- Use a .csv file so that the file can be opened in Microsoft Excel, and a graph drawn.



# mbed Hello World

Summary

# Summary

- There is huge opportunity for microcontroller applications
  - A major barrier to adoption is simple experimentation
- mbed helps with getting started and rapid prototyping
  - Fast turnaround of experiments and prototyping new ideas
  - Try out new technology and new ideas
- Makes the technology very accessible
  - Demo showed a start to finish prototyping example
  - From getting a user started to enabling an application experiment
- Use it as a tool when you need to experiment!



# Summary

- A solution focused on prototyping has a broad appeal
- Engineers new to embedded applications
  - Enables experimentation and testing product ideas for the first time
  - Create designs where electronics and MCUs are not the focus
- Experienced engineers
  - Provides a way to be more productive in the proof-of-concept stages
  - Introduce 32 bit microcontroller technology to existing designs
- Marketing, distributors and application engineers
  - Provides a consistent platform for demonstration, evaluation, support
  - Make promotion of MCUs more effective and efficient

# Q&A