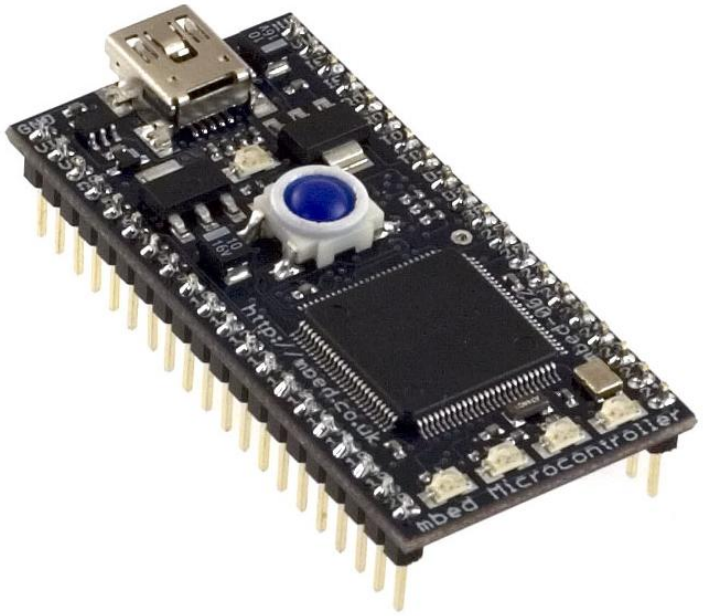


mbed
Hello World

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

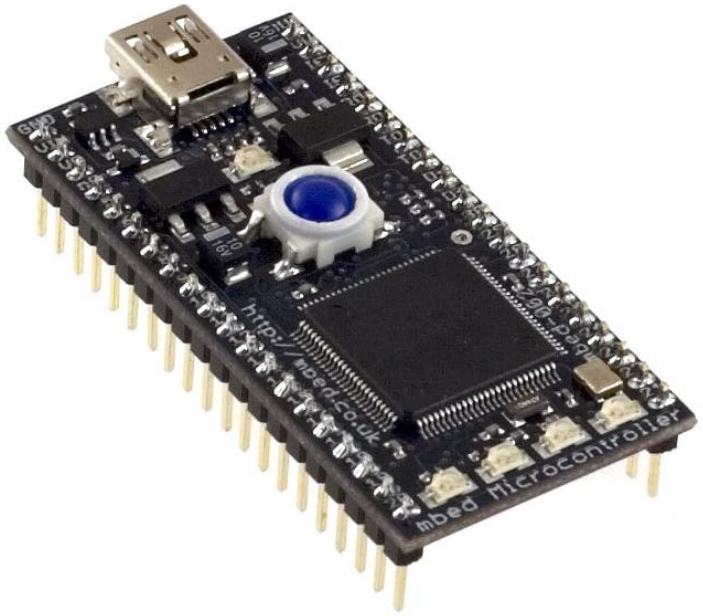
What does ARM do?

- 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 ®

- 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



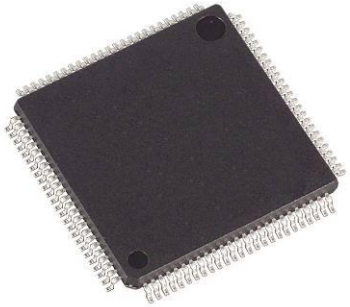
mbed
Hello World!

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

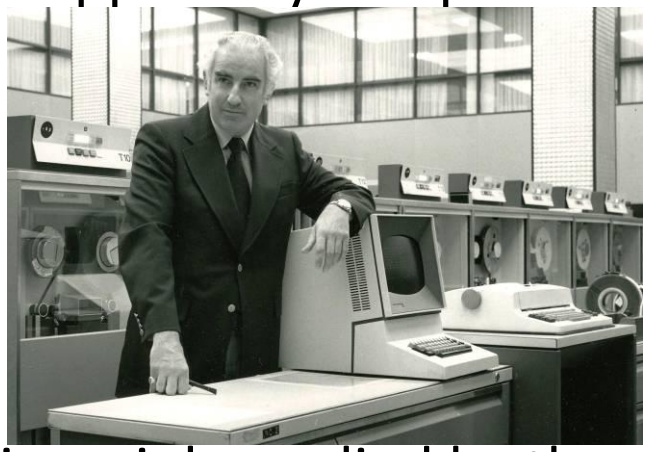


- Microcontrollers are getting interactive
  - Internet connectivity, new sensors and actuators

- 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

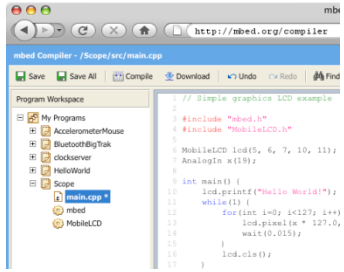
3D Printing

2D/3D Design

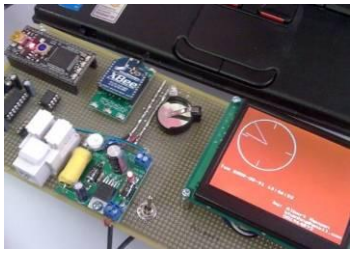
Web Frameworks

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



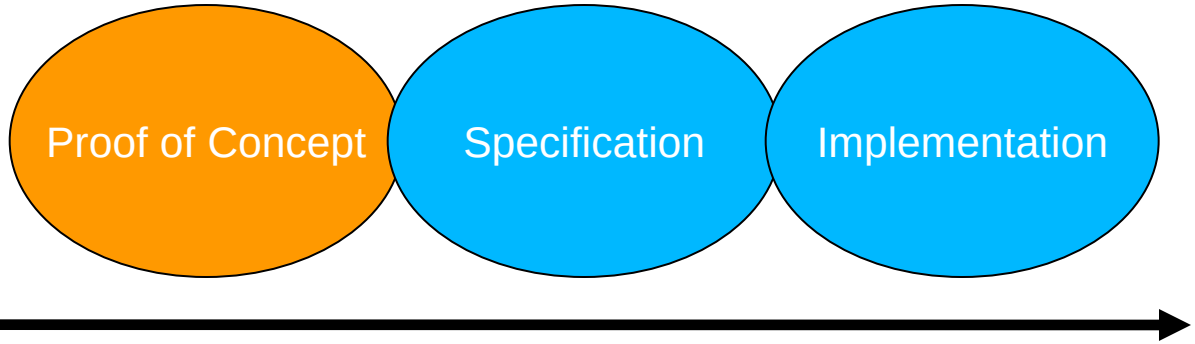
- Focused on rapid prototyping for a diverse audience
  - DIP form-factor, High-level APIs, Developer website
  - Technology and tradeoffs to enable fast experiments
  - Creates new applications for MCU technology



- 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

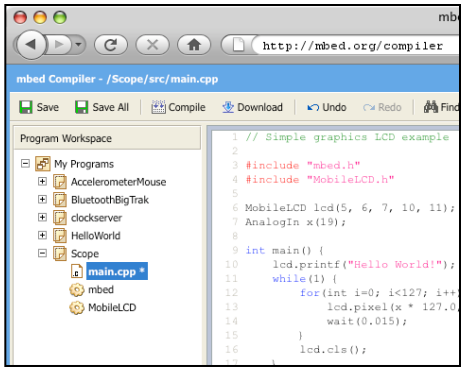
- Focus on tools supporting the earliest stage of design
  - Point of entry and Getting Started
  - Experimentation and Rapid Prototyping



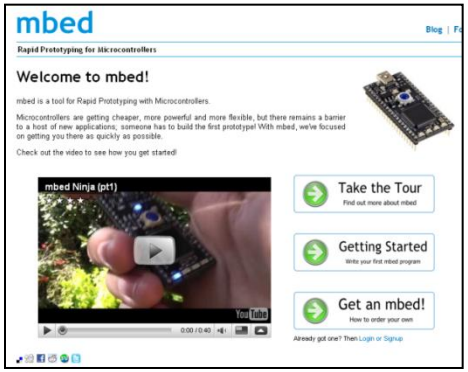
- Apply technology and trade-offs that support this goal
- What mbed is not trying to do:
  - Replace Keil MDK or other professional tools
  - Replace development or evaluation boards

mbed Rapid Prototyping Platform

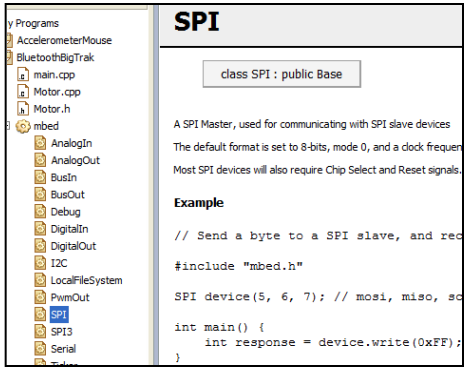
- Complete Hardware, Software and Web 2.0 Solution



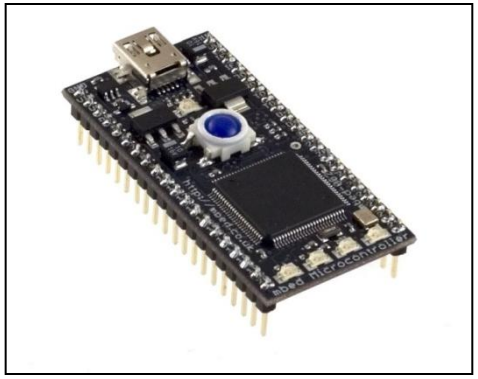
Dedicated Developer Website



Lightweight Online Compiler



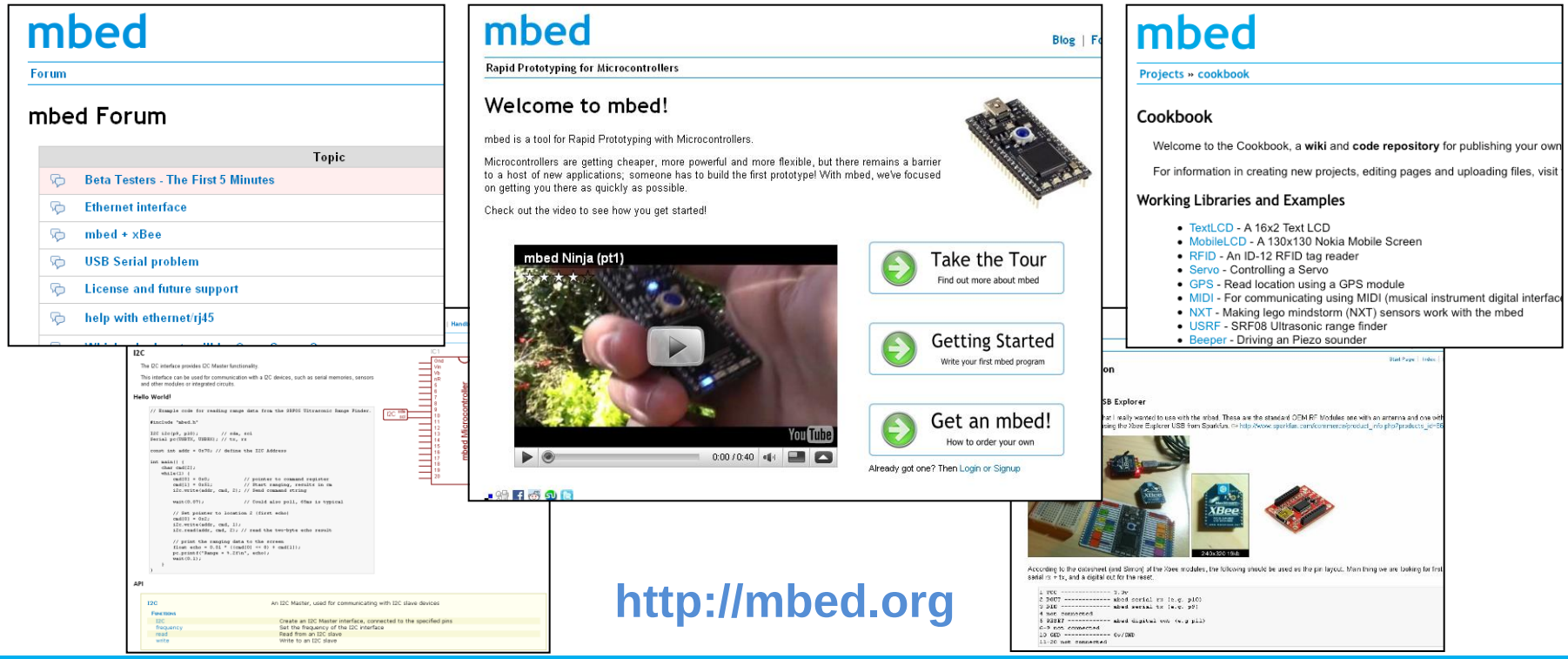
High-level Peripheral APIs



Prototyping Form-Factor

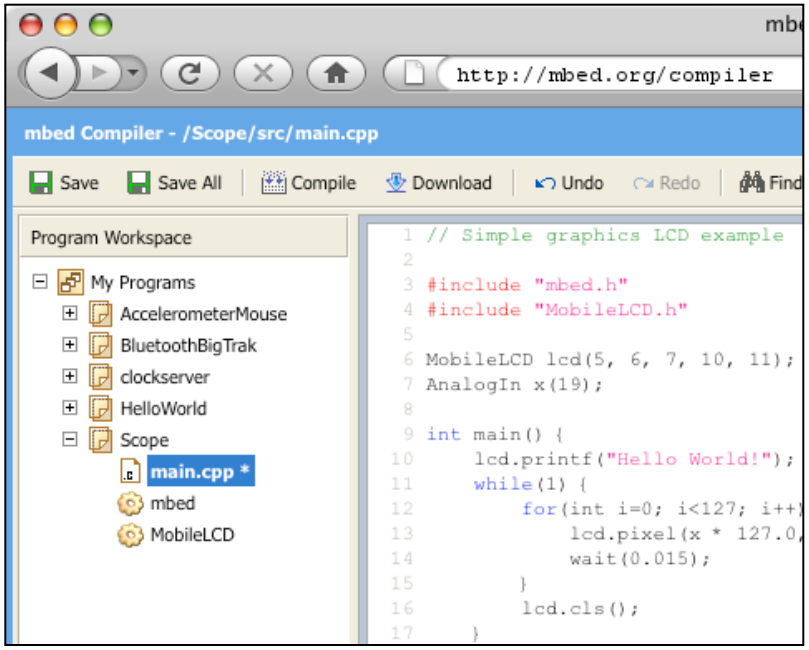
mbed Website

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



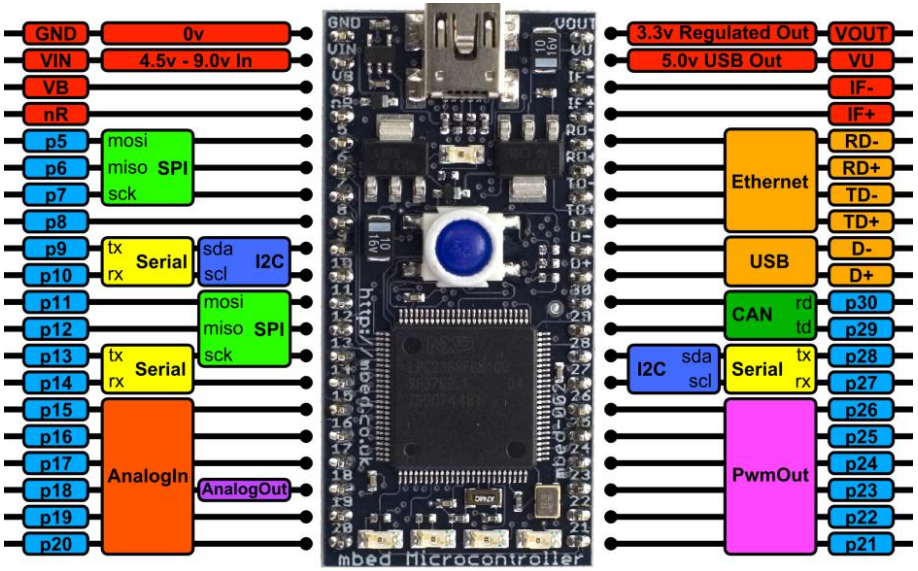
mbed Compiler

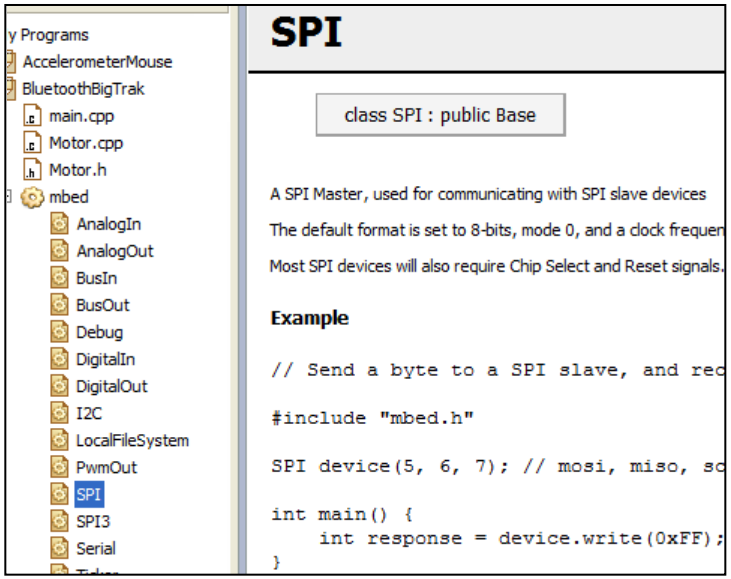
- Lightweight Online Compiler
  - Web 2.0 browser-based IDE with personal workspace “in the cloud”
  - Nothing to install or configure, login from anywhere
  - Industry leading RVCT 4.1 back end. It is a real tool!



mbed Library

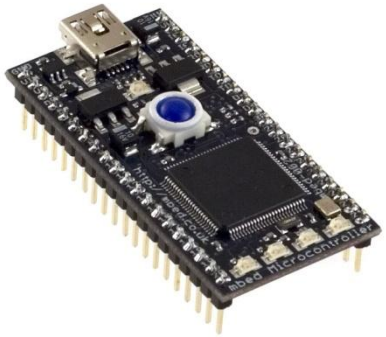
- High-level Peripheral APIs
  - Trading memory and CPU performance for ease of use
  - Abstract software interfaces for controlling microcontroller hardware
  - Intuitive peripheral access, encapsulation of implementation details
  - Treat hardware and software the same

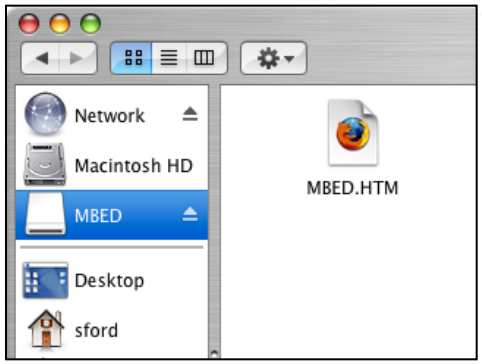


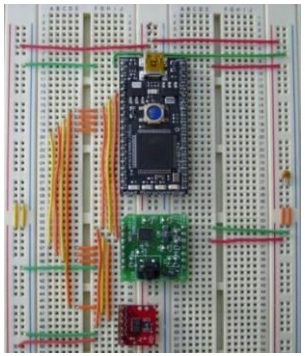


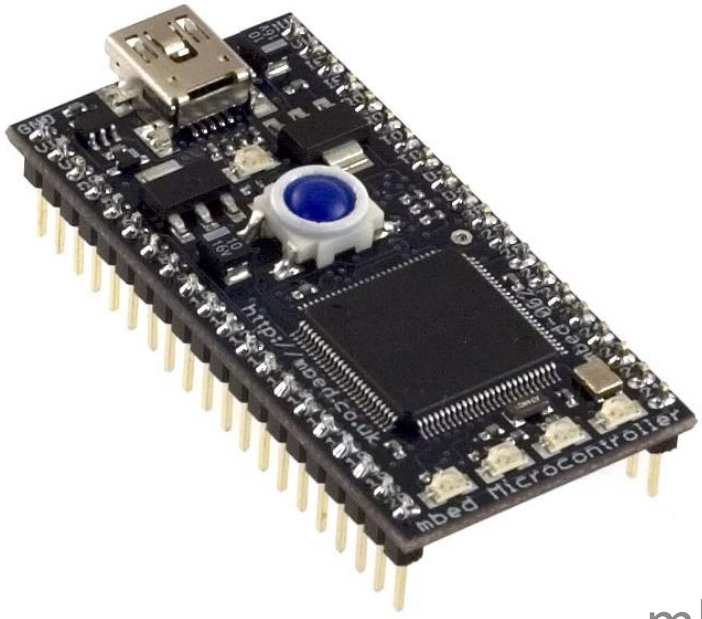
mbed Microcontroller

- 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









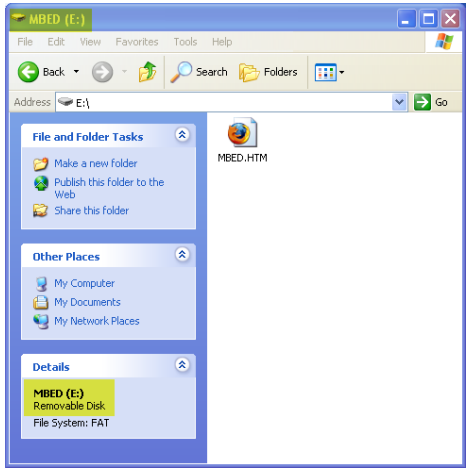
mbed
Hello World

Lab 1

mbed registration and hello world!

Registration

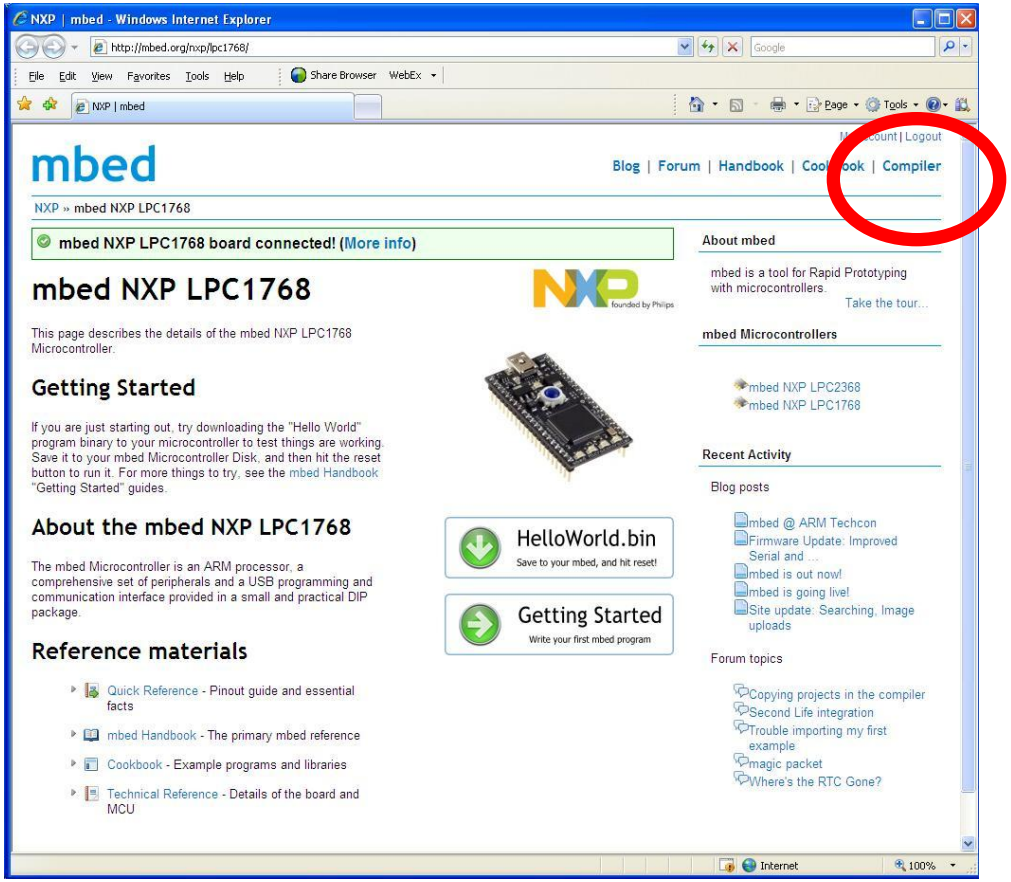
- mbed microcontroller enumerates as a Mass Storage Device (USB disk)
- Double-click the mbed.htm file on the mbed USB disk



- Log in or sign up for a new account
- The mbed microcontroller contains your license to the compiler

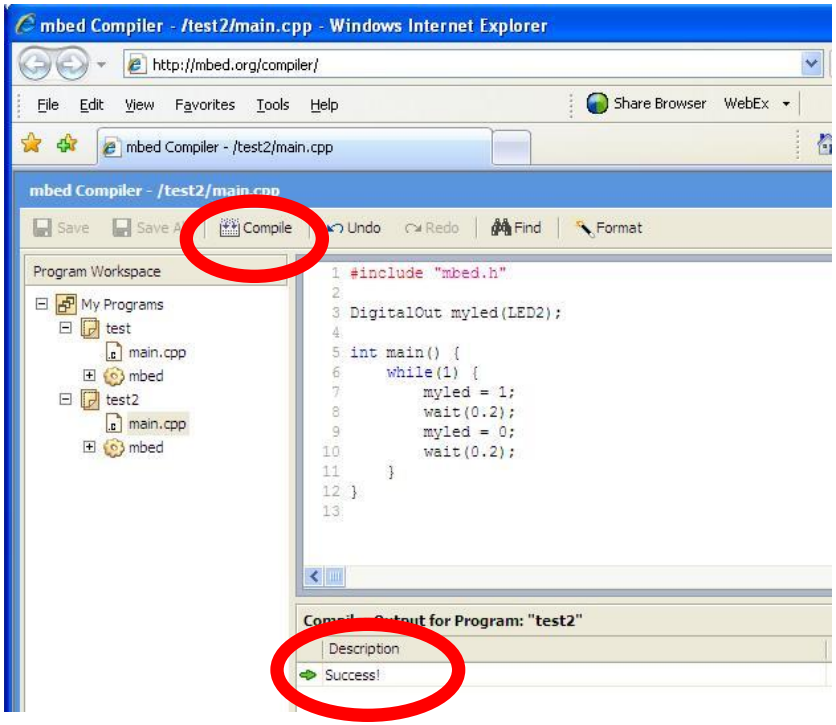
Getting Started

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



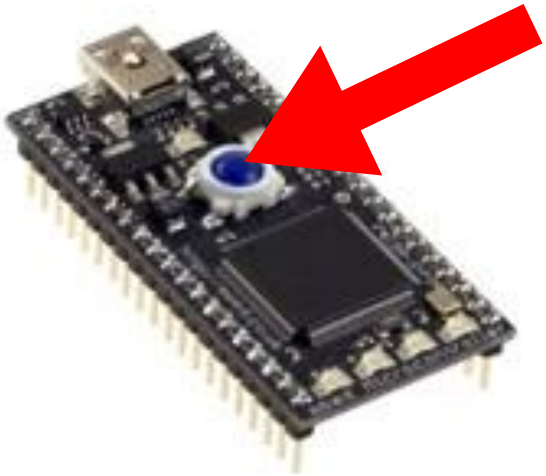
Getting Started

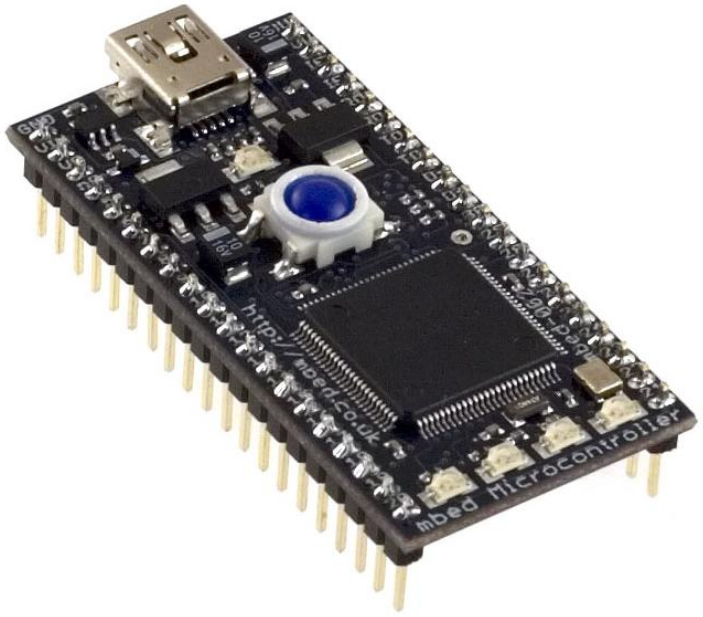
- Create or open a project in the Program Workspace
- Develop code in the text editor
- Save and compile
- Compiler outputs
  - Errors and warnings
  - -or-
  - A downloadable binary
- Save to the USB flash disk



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

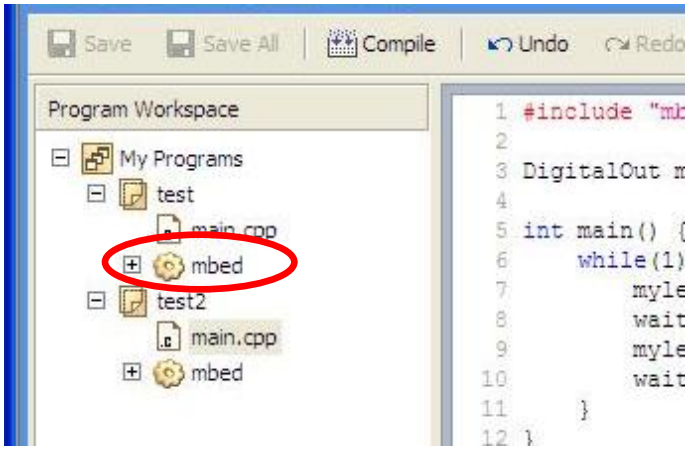
Rapid Prototyping: Other IO

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.

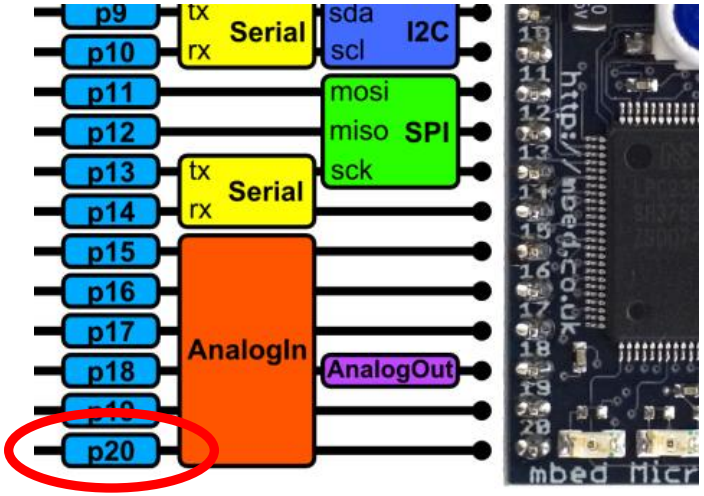


- We’ll be using the AnalogIn object, so take time to have a look at it’s API

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

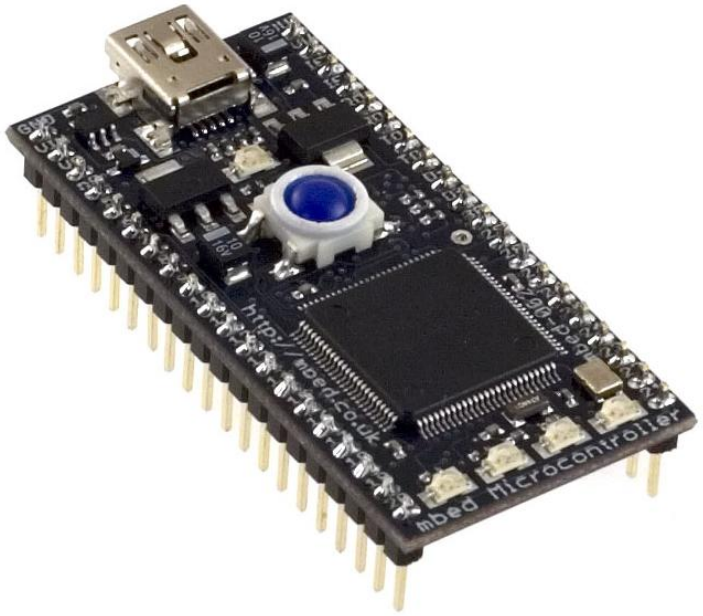
- Write a program to give the LED in the first blinky program a delay of 1-5 seconds.

```
#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

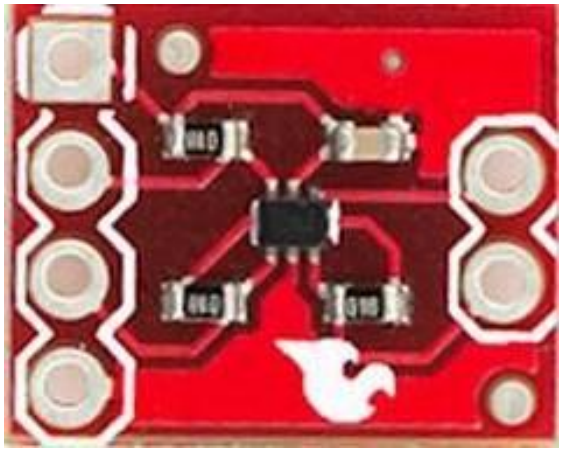
- The TMP102 has just four pins, Vcc, Gnd for the power, and SCL, SDA for the I2C interface.

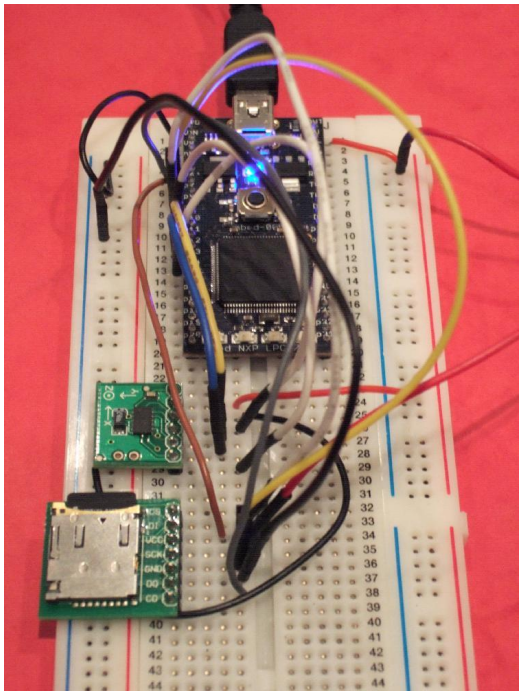
Vcc (Vout)

SDA (p9)

SCL (p10)

GND

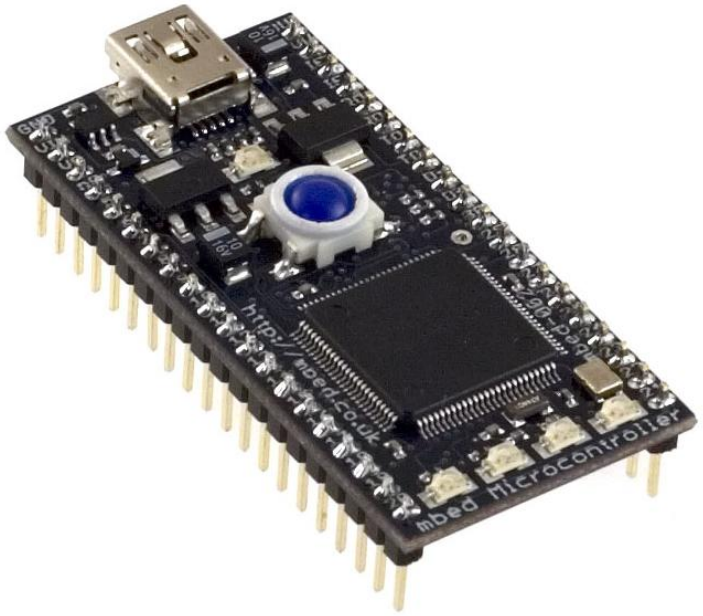




- As before, mbed keeps I2C simple
  - http://mbed.org/handbook/I2C
  - http://mbed.org/cookbook/TMP102-Temperature-Sensor

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

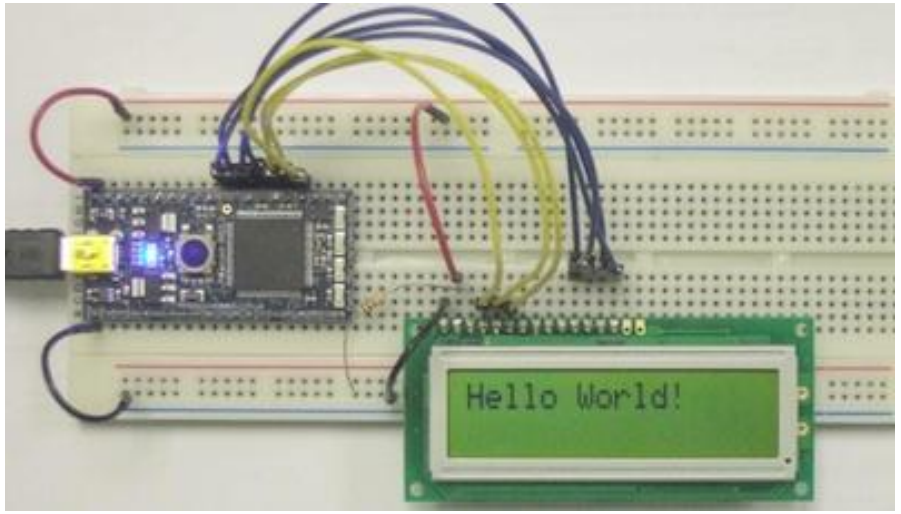
Example : Output device, Text LCD

- It is not uncommon for devices that are embedded to have some for of user interface, or display output.

- This example shows how a Text LCD can be connected to mbed and be driven simply form software.

Connecting up the TextLCD

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

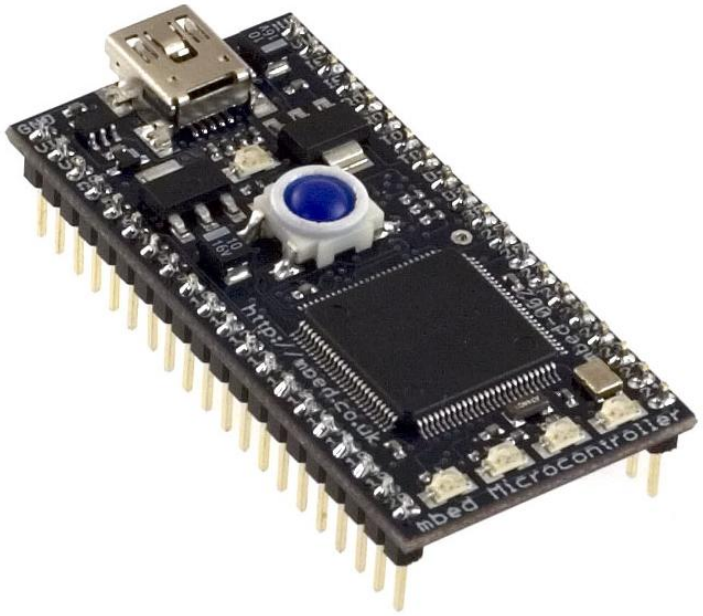


- Six wires and a resistor for contrast
- As before, mbed keeps it simple
  - Standard C/C++ interface via printf
  - http://mbed.org/cookbook/Text-LCD

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.

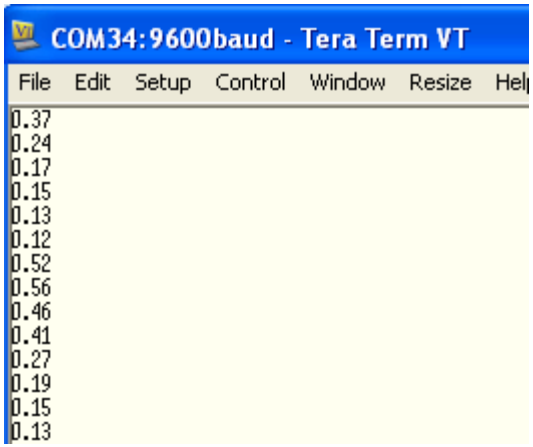
- This example shows how standard methods and interfaces can be used to display, save and retrieve data from an application

- 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
```

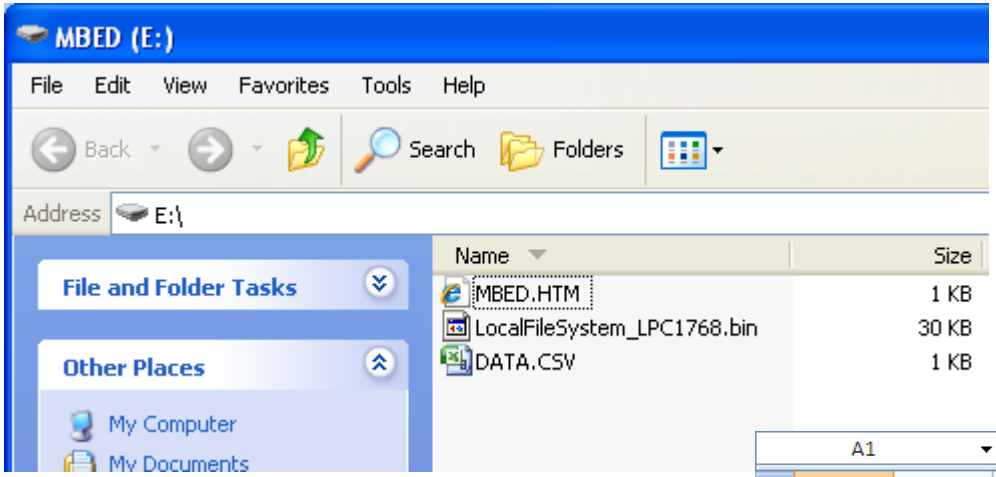


Example : Data Logging

- 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

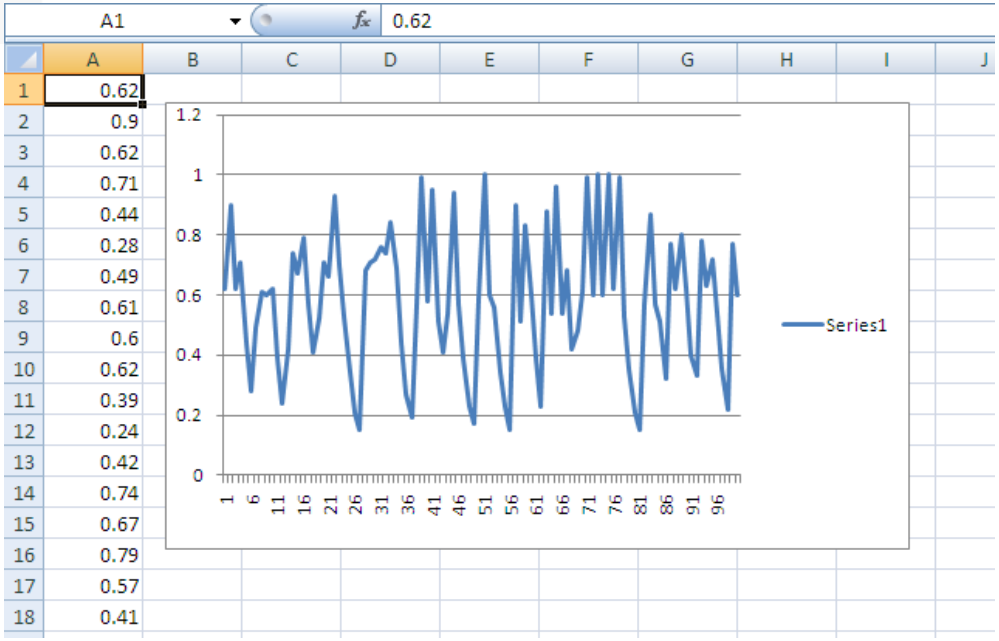
```
1  #include "mbed.h"
2
3  AnalogIn ain(p20);
4  DigitalOut led(LED1);
5
6  LocalFileSystem fs("fs");
7
8  int main() {
9
10     FILE *fp = fopen("/fs/data.csv", "w");
11     for (int i=0; i < 100 ; i++) {
12         fprintf(fp, "%.2f\n",ain.read());
13         wait(0.05);
14     }
15     fclose(fp);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

Data quickly visible to a PC



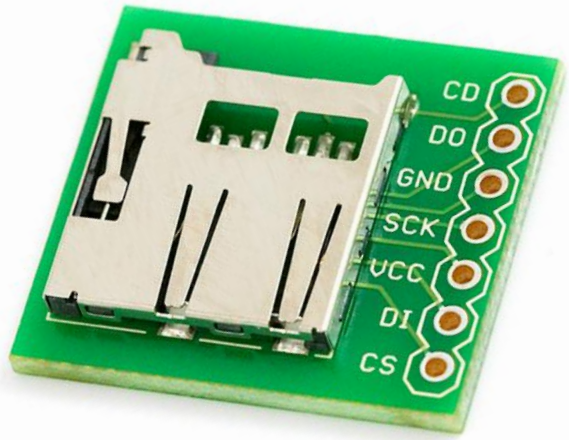
While the program executes the flash drive disappears from the PC, and returns when the file is closed

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

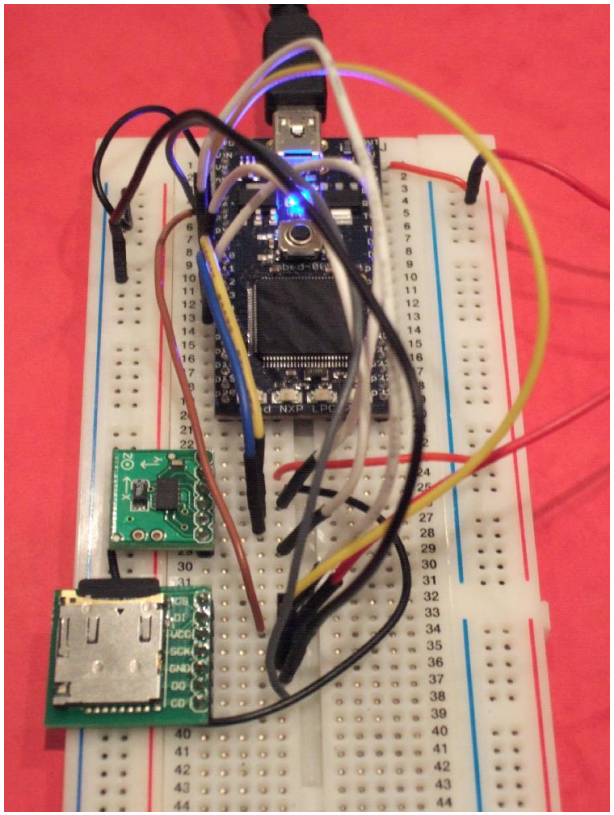


Extend it to store lots of data

- 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

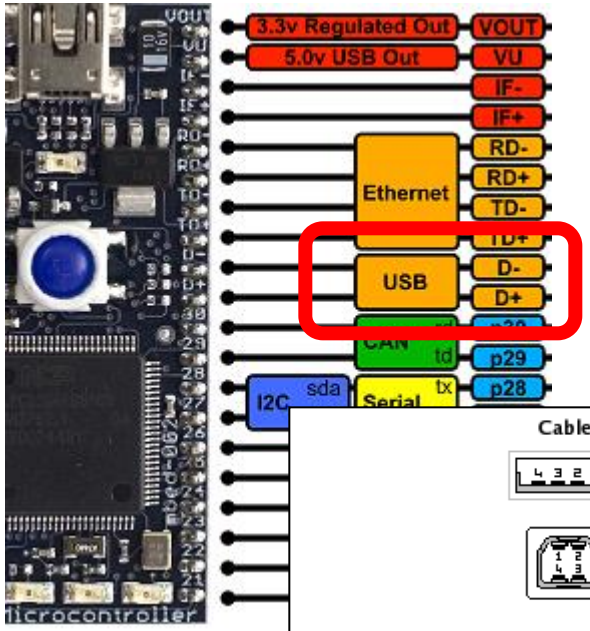
Extend it to store lots of data

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

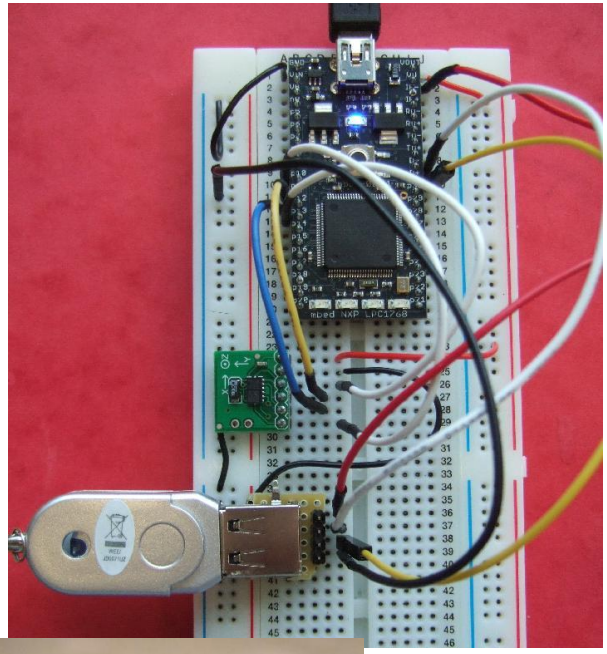
```
1  #include "mbed.h"
2  #include "SDFileSystem.h"
3
4  AnalogIn ain(p20);
5  DigitalOut led(LED1);
6
7  SDFileSystem local(p5, p6, p7, p8, "fs");
8
9  int main() {
10
11     FILE *fp = fopen("/fs/data.csv","w");
12
13     for (int i = 0; i < 100; i++) {
14         fprintf(fp,"%.2f\n", ain.read());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

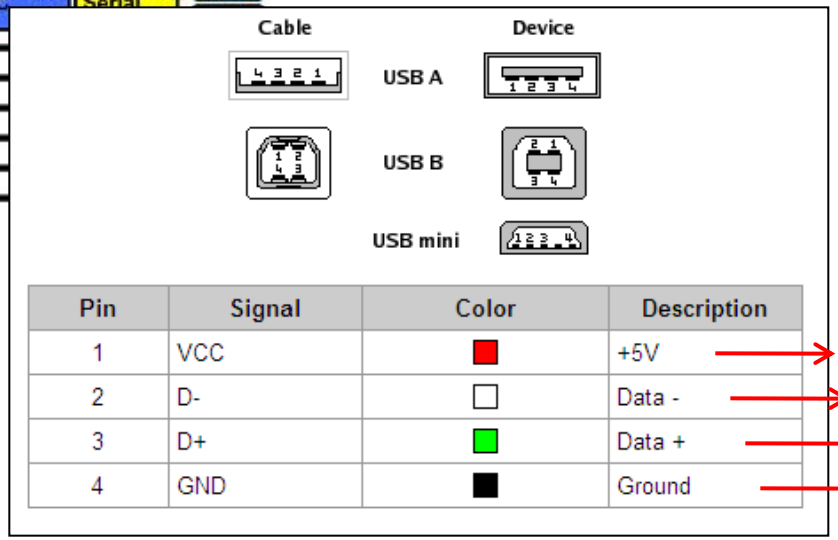
What about a USB drive?

- USB Host hardware is minimal; a USB A connector

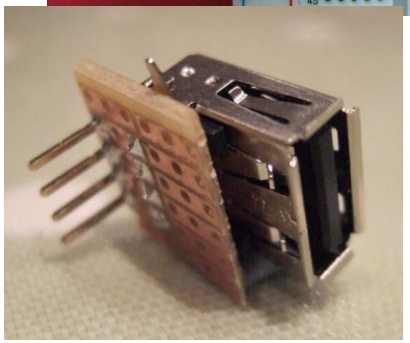



```
VCC  ->  VU
D-   ->  D-
D+   ->  D+
GND  ->  GND
```





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



What about a USB drive?

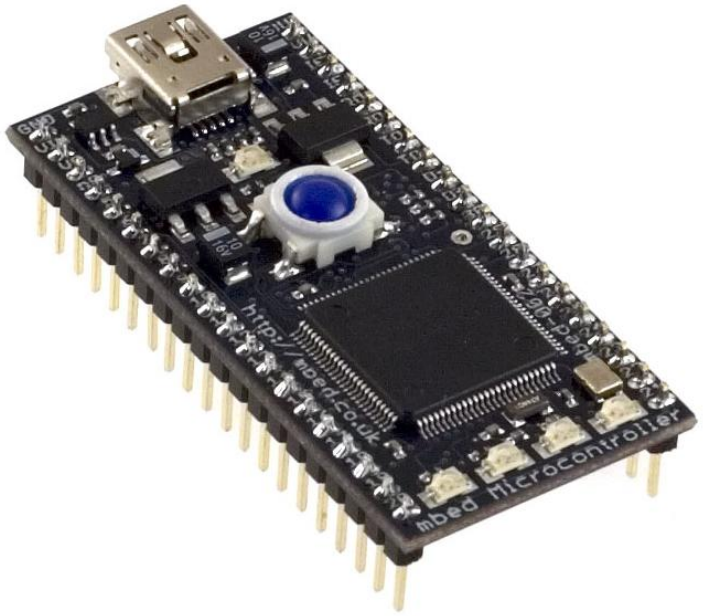
- On your project, right click -> Import Library -> MSCFileSystem
  - Add #include for MSCFileSystem
  - Call it “fs”, as before
  - The change in storage medium is transparent to the application

```
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 at 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