



Accelerate your next connected device prototype





Accelerate Your Next Connected Device Prototype:

A look at **four** different prototyping environments

Matt Liberty

Jetperch LLC

matt@jetperch.com

https://github.com/mliberty1/mcu_proto



M2M

Machine-to-machine (1968)



IoT

Internet of Things (1999), Internet of Everything



WoT

Web of Things (2007) – application layer for IoT



Skynet?

Terminator (1984), self-awareness in 1997



Prototyping

Device that emulates the final product's functionality;
used to validate the product concept



Product Features of Growing Importance

- Internet connected
- Low cost
- Low power consumption
- Rapid feedback cycle: build/try/learn
- Rapid time to market



Connected Device Technologies

- WiFi (802.11)
- 802.15.4: Zigbee, 6LoWPAN (RFC 6282)
- Bluetooth SMART (formerly low energy)
- Bluetooth
- Ethernet and PoE
- WAN: 2G/3G/4G, LoRa and more

Prototyping Programming Environments

- Processing/Wiring (C++ like): [Arduino](#), [Energia](#)
- Lua, eLua and Squirrel
- JavaScript: [Espuirino](#), [KinomaJS](#), [WeIO](#)
- Python and MicroPython: [WiPy](#)
- C/C++: [mbed](#), Linux, FreeRTOS and many other RTOS's



Hardware

- Raspberry Pi & Beaglebone
- Atheros AR9331: Arduino Yun, WeIO, [Black Swift](#), [Onion](#)
- TI CC3200 & CC3100
- ESP8266 (see [hackaday](#), [Arduino IDE port](#), [nodemcu](#)) (\$6!)
- EMW3165 (\$7.95)
- Electric Imp
- Particle (formerly Spark): Core, Photon, Electron
- Intel [Edison](#)
- ... and many more ...



Platforms

- [Electric Imp](#) (Imp001, Imp002, Imp003)
- [Particle](#) (Core, Photon, Electron)
- [Thingsee](#)
- [TinkerForge](#)
- [SmartThings](#)
- [WICED](#) (Broadcom)
- [Cosino](#)
- [littleBits](#)



Protocols

- [MQTT](#)
- [ZeroMQ](#)
- [Thread](#) (6LoWPAN on 802.15.4)
- [Protocol Buffers](#)
- HTTP & Websockets, often with [JSON](#)
- [CoAP](#) (RFC 7252)



Prototyping Options Summary

- No clear winning combination
- Many, many options
- My (somewhat arbitrary) criteria
 - Microcontroller
 - WiFi

https://github.com/mliberty1/mcu_proto

Example 1

Electric Imp



Credit: Electric Imp



Electric Imp

- Programmed in [Squirrel](#), comparable to Lua [[cheatsheet](#)]
- <https://electricimp.com/docs/>
- <https://electricimp.com/docs/gettingstarted/quickstartguide/>
- Imp001 with April breakout board
- Moto X: Failed BlinkUp first few times, eventually worked
- Working device running code in under 30 minutes

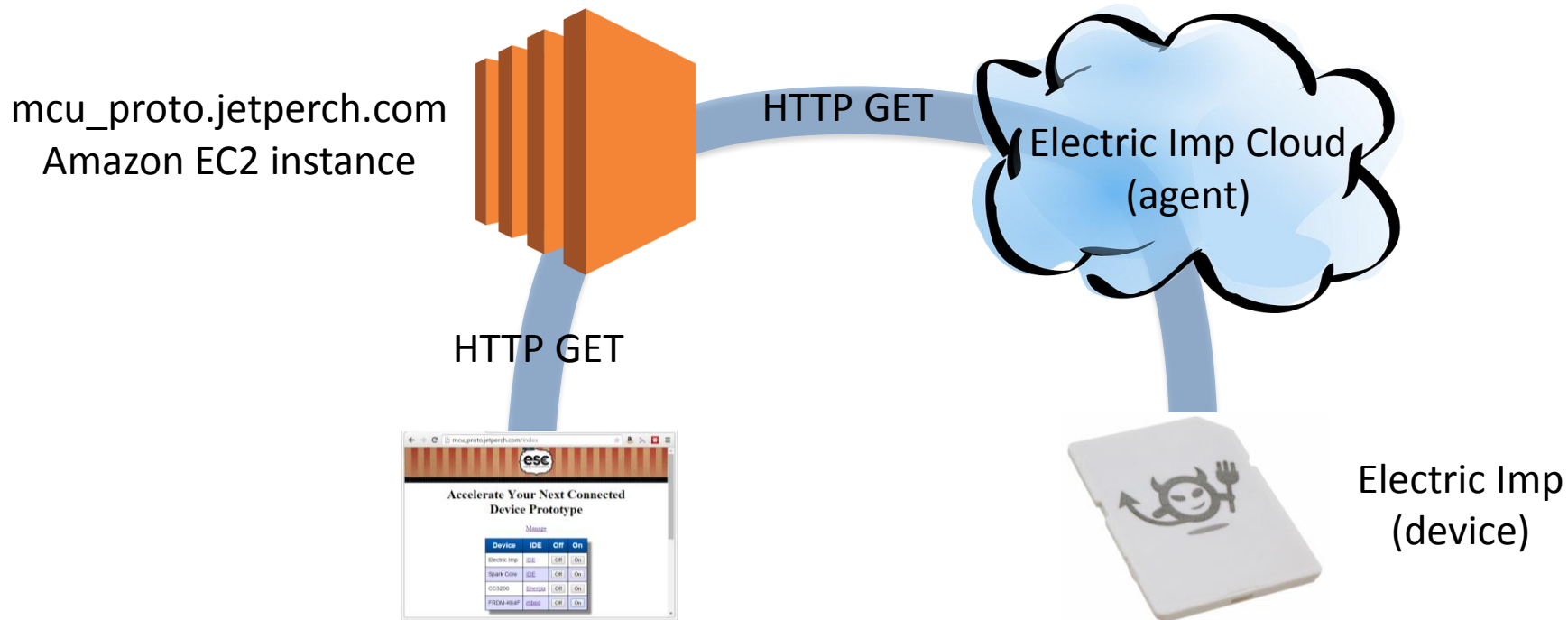
Electric Imp



Credit: Electric Imp

- Online [IDE](#) and toolchain
- Event based architecture with devices, agents and apps
- Devices connect to agents
- Agents run on Electric Imp's servers and talk to their device
- Apps talk to the agents using HTTP
- Imp API simplifies communication and message serialization

Architecture





rch LLC UBM

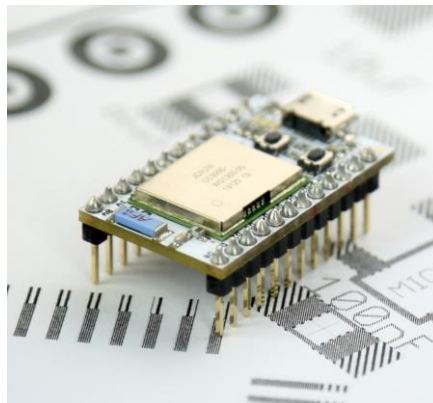


Electric Imp: Thoughts

- Squirrel language is easy to learn and use
- Fast iteration time
- Well designed API which reduces complexity
- Great logging included
- Closed ecosystem
- Great documentation and examples

Example 2

Particle Core



Credit: particle.io



Particle

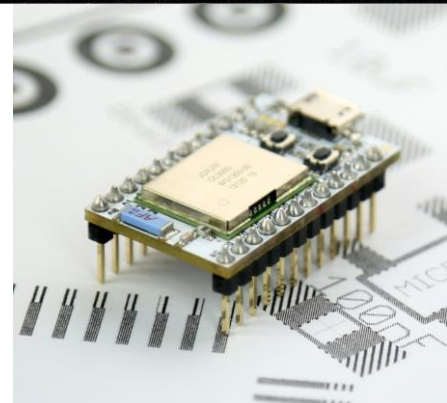


Credit: particle.io

- Programmed in Wiring (C++ ish), same as Arduino
- Core: Cortex-M3 (STM32F103) with TI CC3000
- Photon (May): Cortex-M3 (STM32F205) with BCM43362
- Developed using node.js

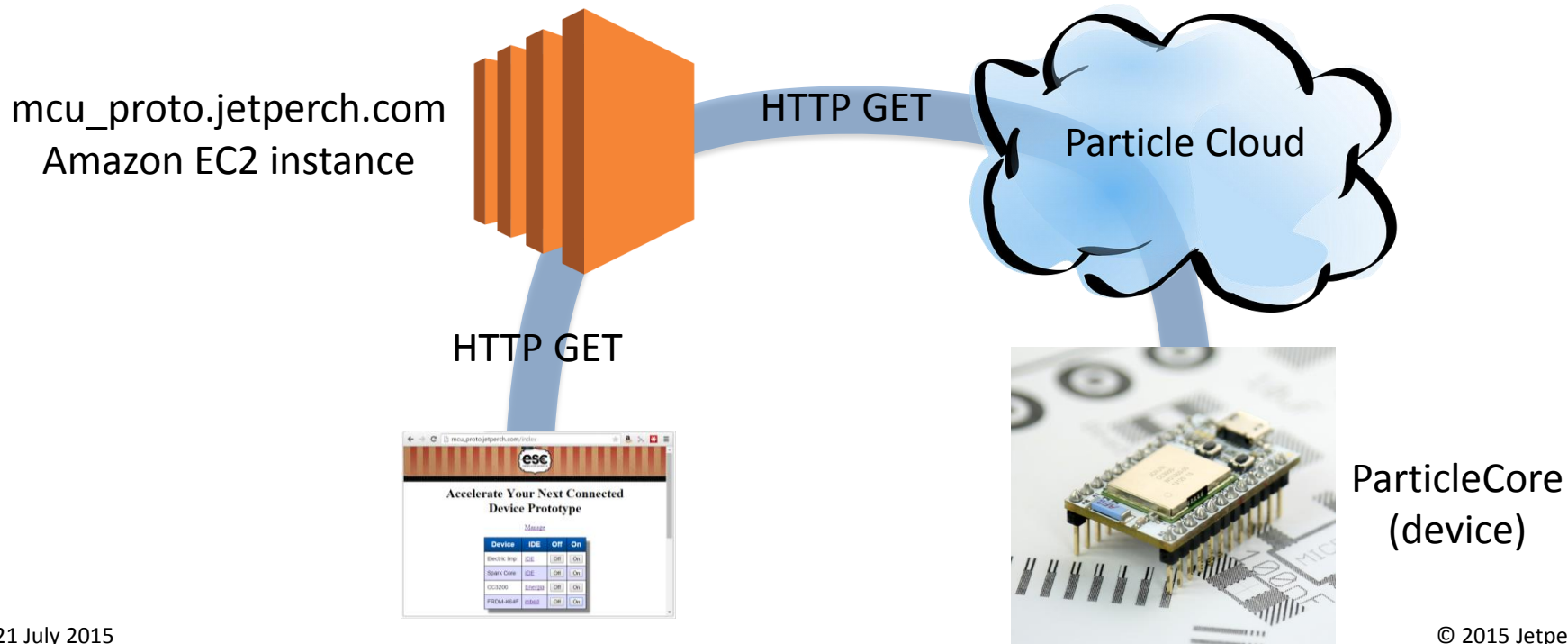
Particle Core

- Android app on Moto X failed
- However, the [CLI](#) worked great
- Had a networked controlled LED in under 1 hour using website example

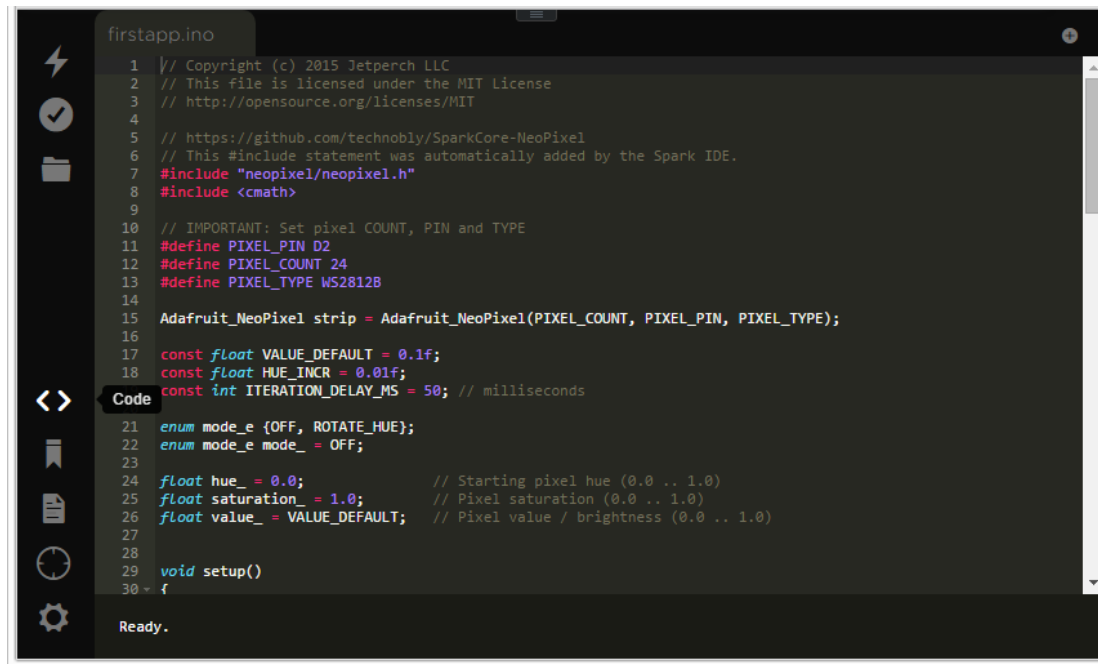


Credit: particle.io

Architecture



Particle Demo



```
1 // Copyright (c) 2015 Jetperch LLC
2 // This file is licensed under the MIT license
3 // http://opensource.org/licenses/MIT
4
5 // https://github.com/technobly/SparkCore-NeoPixel
6 // This #include statement was automatically added by the Spark IDE.
7 #include "neopixel/neopixel.h"
8 #include <cmath>
9
10 // IMPORTANT: Set pixel COUNT, PIN and TYPE
11 #define PIXEL_PIN D2
12 #define PIXEL_COUNT 24
13 #define PIXEL_TYPE WS2812B
14
15 Adafruit_NeoPixel strip = Adafruit_NeoPixel(PIXEL_COUNT, PIXEL_PIN, PIXEL_TYPE);
16
17 const float VALUE_DEFAULT = 0.1f;
18 const float HUE_INCR = 0.01f;
19 const int ITERATION_DELAY_MS = 50; // milliseconds
20
21 enum mode_e {OFF, ROTATE_HUE};
22 enum mode_e mode_ = OFF;
23
24 float hue_ = 0.0; // Starting pixel hue (0.0 .. 1.0)
25 float saturation_ = 1.0; // Pixel saturation (0.0 .. 1.0)
26 float value_ = VALUE_DEFAULT; // Pixel value / brightness (0.0 .. 1.0)
27
28 void setup()
29 {
30 }
```

Ready.



Particle Thoughts

- Slow iteration time (>30 seconds): flash firmware, reboot, reconnect to WiFi
- Documentation and examples are not as good as Electric Imp
- Support for both cloud and local development
- Open source with active community

Example 3

CC3200 with Energia



Credit: ti.com

CC3200 with Energia

- Energia is Wiring (of Arduino fame) for CC3200
- CC3200 is an SoC with a CC3100 Simplink WiFi and Cortex M4
- Just a device, not a full IoT framework



Credit: ti.com



Energia



CC3200 with Energia

- Setup
 - See http://energia.nu/pin-maps/guide_cc3200launchpad/
 - See <http://energia.nu/cc3200guide/>
 - See [http://processors.wiki.ti.com/index.php/CC31xx %26 CC32xx](http://processors.wiki.ti.com/index.php/CC31xx_%26_CC32xx)
 - Installed SDK with FTDI drivers
 - Installed UniFlash & programmed latest service pack
 - Unzip Energia, configured board, serial port, & downloaded examples
- Up an running with basic WiFi examples in a under 2 hours



CC3200 with Energia

- Need server: use Amazon EC2 instance running Ubuntu server
- Use websockets (alternatives include MQTT, HTTP/AJAX)
- Implement server using Python3
 - CherryPy: Web framework for python (not recommended, use flask)
 - ws4py: Websockets implementation that supports CherryPy
 - Jinja2: Templating engine

Architecture

mcu_proto.jetperch.com
Amazon EC2 instance



HTTP Websocket
Publish/subscribe

HTTP GET



CC3200
(device)



Amazon EC2 Instance

- Configure and start a Linux or Windows server in minutes
- Use SSH/SCP/SFTP to control
- If you have never started a virtual internet instance, take the time (EC2 has a free tier for the first year)

See server code at

https://github.com/mliberty1/mcu_proto/blob/master/server/server.py



CC3200 Demo

```
File Edit Sketch Tools Help
Fade | Energia 0101E0014

Fade wif_config.h
/* WebSocket Client for CC3200 LaunchPad */

#include "wif_config.h"
#include <WiFi.h>
#include "WebClient.h"
#define LED RED_LED

char websocket_server[] = "mcu_proto.jetperch.com";
int websocket_port = 80;
char websocket_path[] = "/ws";

WiFiClient client;
WebSocketClient websocketClient(websocket_server, websocket_port, websocket_path, false, wscMessage);

void wscMessage(char* msg)
{
  Serial.print("Got msg : ");
  Serial.println(msg);
  digitalWrite(LED, !digitalRead(LED));
}

void wif connect() {
```

Done compiling
C:\Users\Matthew\AppData\Local\Temp\build5957657308977725428.tmp\Fade.cpp.eit,
C:\Users\Matthew\AppData\Local\Temp\build5957657308977725428.tmp\Fade.cpp.bin
Binary sketch size: 31,728 bytes (of a 262,144 byte maximum)

3 LaunchPad w/ cc3200 (80MHz) on COM6

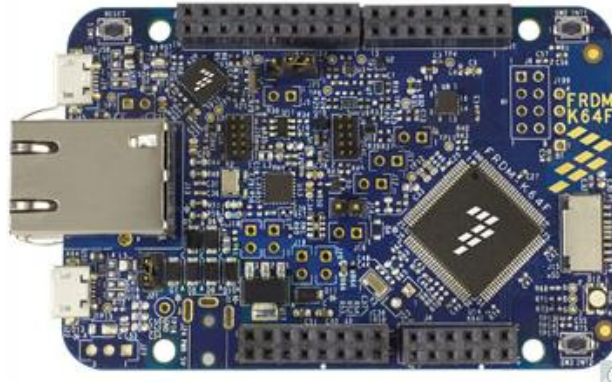


CC3200 Thoughts

- Took longer to get working
- Had to worry about both server and device
- More flexibility: could run server locally for latency-sensitive applications

Example 4

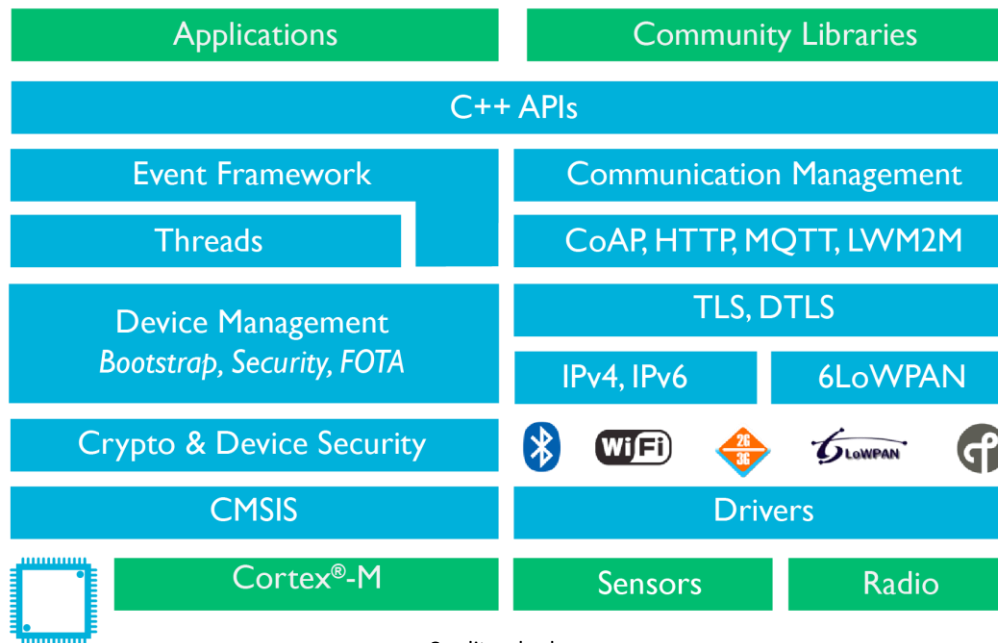
FRDM-K64F with mbed



Credit: freescale.com



mbed



Credit: mbed.org



FRDM-K64F with mbed

- [Getting started](#) with mbed
- Used online compiler, but offline toolchain available
- Example WebSocketClient already existed: network connected blinking LED through EC2 server in under 2 hours.

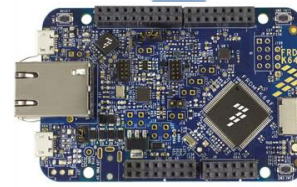
Architecture

mcu_proto.jetperch.com
Amazon EC2 instance



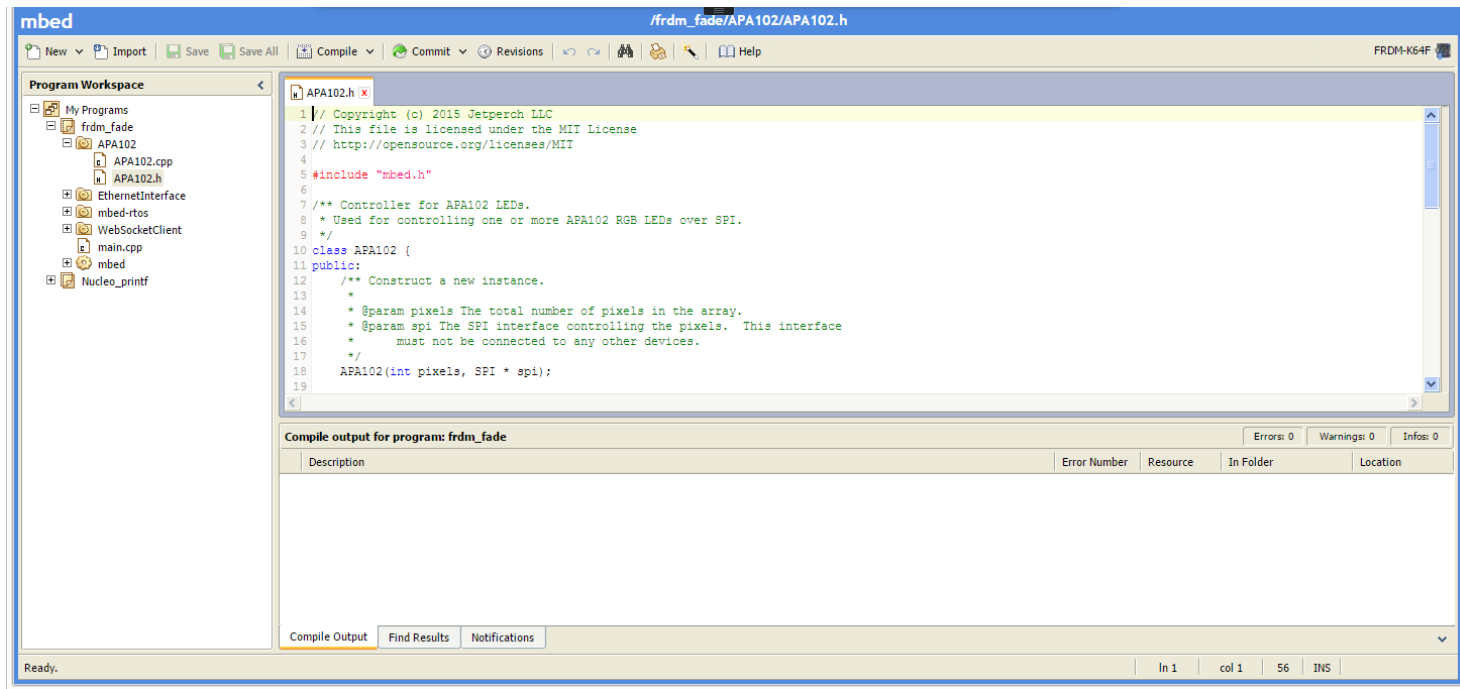
HTTP Websocket
Publish/subscribe

HTTP GET



FRDM-K64F
(device)

FRDM-K64F with mbed demo





FRDM-K64F Thoughts

- mbed is still under very active development and still seems to have rough edges
 - Should see great strides with ARM backing
 - Change browser download directory to the mbed USB mass-storage path for easy online compile, download & reset and
- Broad library with many user-contributed modules
- Had to worry about both server and device
- More flexibility: could run server locally for latency-sensitive applications

Example Summary

Example	Language	Online Compiler	Offline Compiler	Breadth	Ease of use
Electric Imp	Squirrel	x		Excellent	Excellent
Particle Core	Wiring (C++)	x	x	Great	Good
CC3200 & Energia	Wiring (C++)	x	x	Fair	Good
FRDM & mbed	C++	x	x	Good	Good



Conclusions

- Prototyping connected devices can be quick and painless
 - Many solutions (too many?), some end-to-end
 - Writing your own end-to-end service for prototyping is not difficult
- Converting connected prototypes to products is not trivial
 - Security
 - Device management, in-field upgrades, etc.
 - Reliability and ease of use



Accelerate Your Next Connected Device Prototype:

A look at three different prototyping environments

Matt Liberty
Jetperch LLC
matt@jetperch.com

Code at https://github.com/mliberty1/mcu_proto
Grand finale: Go to http://mcu_proto.jetperch.com



References

- <http://tech.co/prototype-hardware-startups-2015-02>
- <https://leanpub.com/iot-javascript>



Other platforms

- [AirBoard](#) (small Arduino + Bluetooth + WiFi + XBee)
- [OpenWRT](#)
- [Printoo](#): Flexible BT Smart Arduino
- [LightBlue Bean](#): Arduino Bluetooth SMART
- [Fritzing](#)
- [NodeUSB](#) (under development, Lua on ESP8266)
- DigiStump [Acorn/Oak](#)



Cloud Services

- thethings.io
- [Node-RED](#)
- [IFTTT](#)