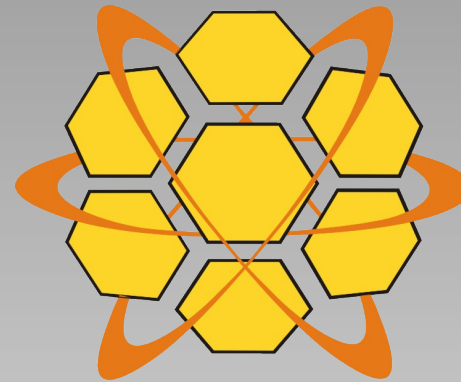


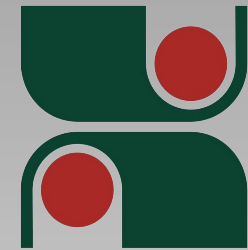


Arduino: Introdução à Prototipagem Eletrônica



COLMÉIA
Grupo de Pesquisa em Software Livre

Grupo de Pesquisa em
Software e Hardware Livre



UDESC

Joinville

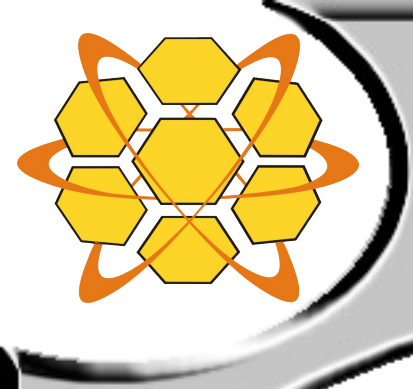
Palestrante:

• **DANIEL CAMARGO**

<daniel at colmeia.udesc.br>

Material disponível em:
www.colmeia.udesc.br

2014



Agenda



1. Hardware Livre



2. Placa Arduino



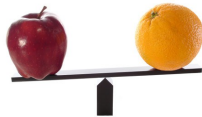
3. Extensões Shields



4. Arduino IDE



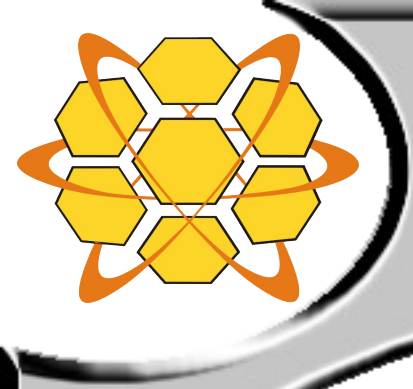
5. Projeto



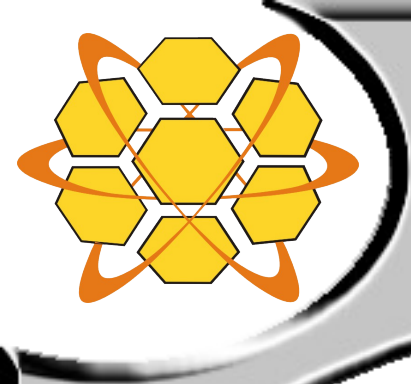
6. Comparações



7. Comunidade Ativa



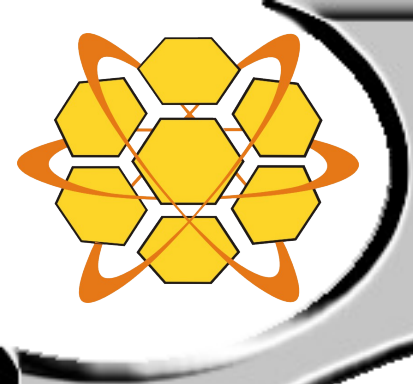
Hardware Livre



O Que é Hardware Livre?



- São artefatos tecnológicos físicos projetados e disponibilizados como o Software Livre;
- Livre para disseminar o conhecimento do processo de desenvolvimento;
- Não são dispositivos ou componentes grátis.



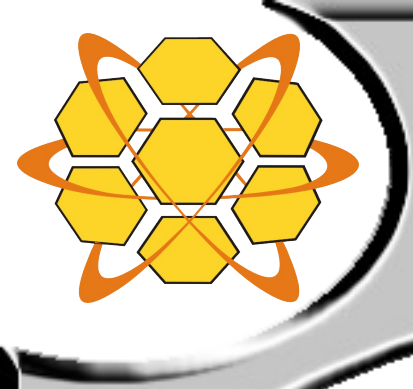
O Que é Hardware Livre?

Aplicam-se as 4 liberdades de R. Stallman:

- 0 : Executar o hardware, para qualquer uso;
- 1 : Estudar o funcionamento do sistema e adaptá-lo às suas necessidades;
- 2 : Redistribuir cópias;
- 3 : Melhorar o sistema e tornar as modificações públicas, de modo que a comunidade se beneficie da melhoria.



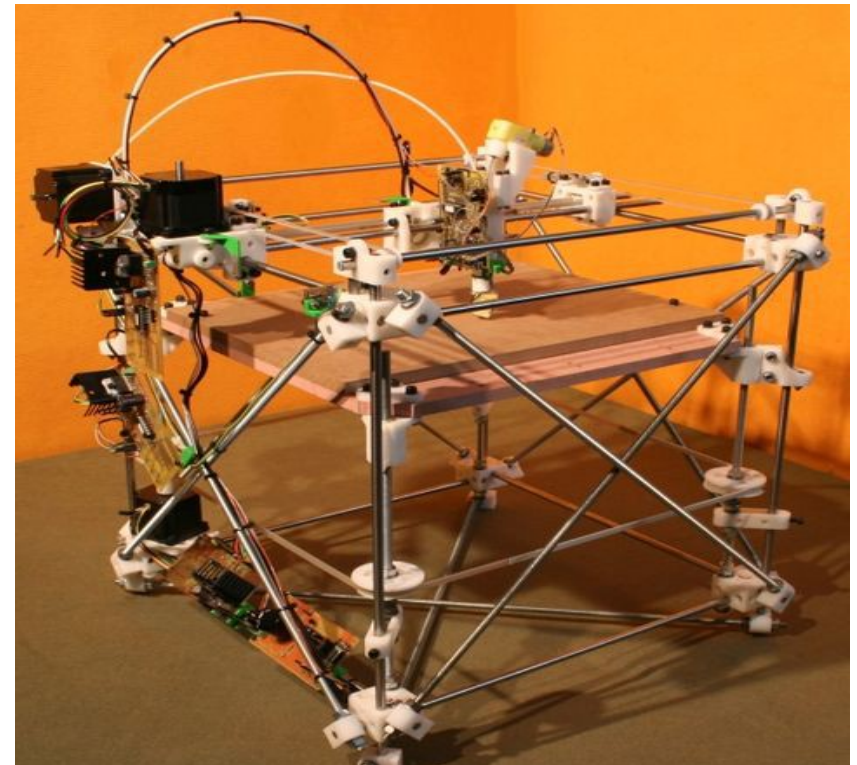
Richard Stallman



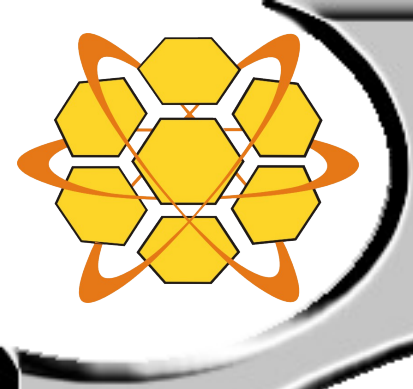
Exemplos de H.L.



MetaMáquina – Impressora 3D
<http://metamaquina.com.br>



RepRap – Impressora 3D
<http://www.reprap.org>



Exemplos de H.L.



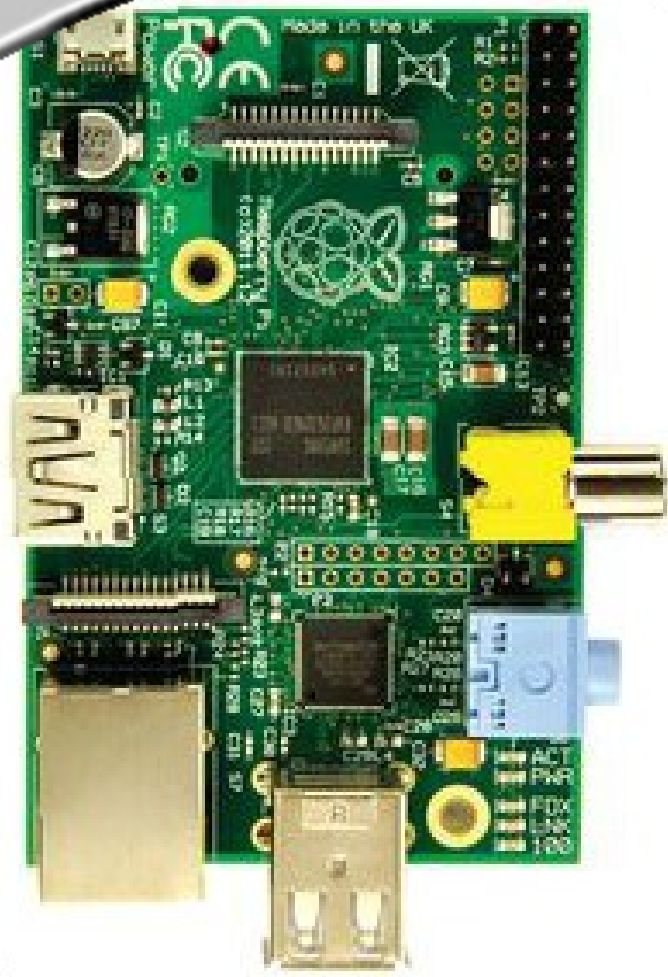
Laptop – OLPC
<http://one.laptop.org>



Aurora 224 - DJ Mixer
<http://www.auroramixer.com>



Exemplos de H.L.



Raspberry Pi
<http://www.farnell.com>



UzeBox – Open Video Game
<http://www.uzebox.org>

Licenças Comuns

1. BSD



2. MIT



3. GPL / LGPL



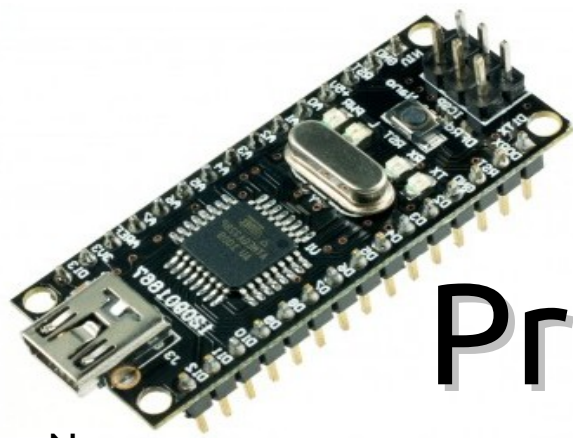
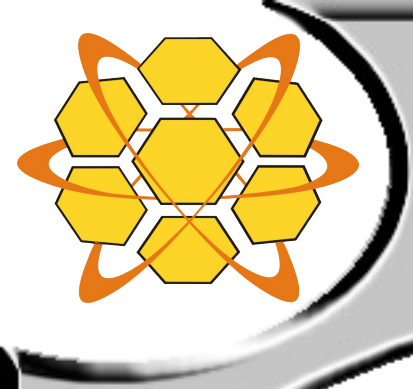
3.



4. CC - Creative Commons

4.

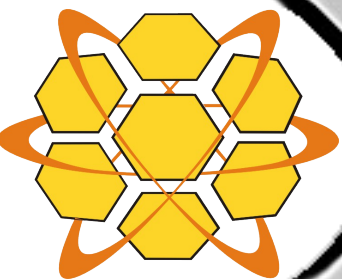




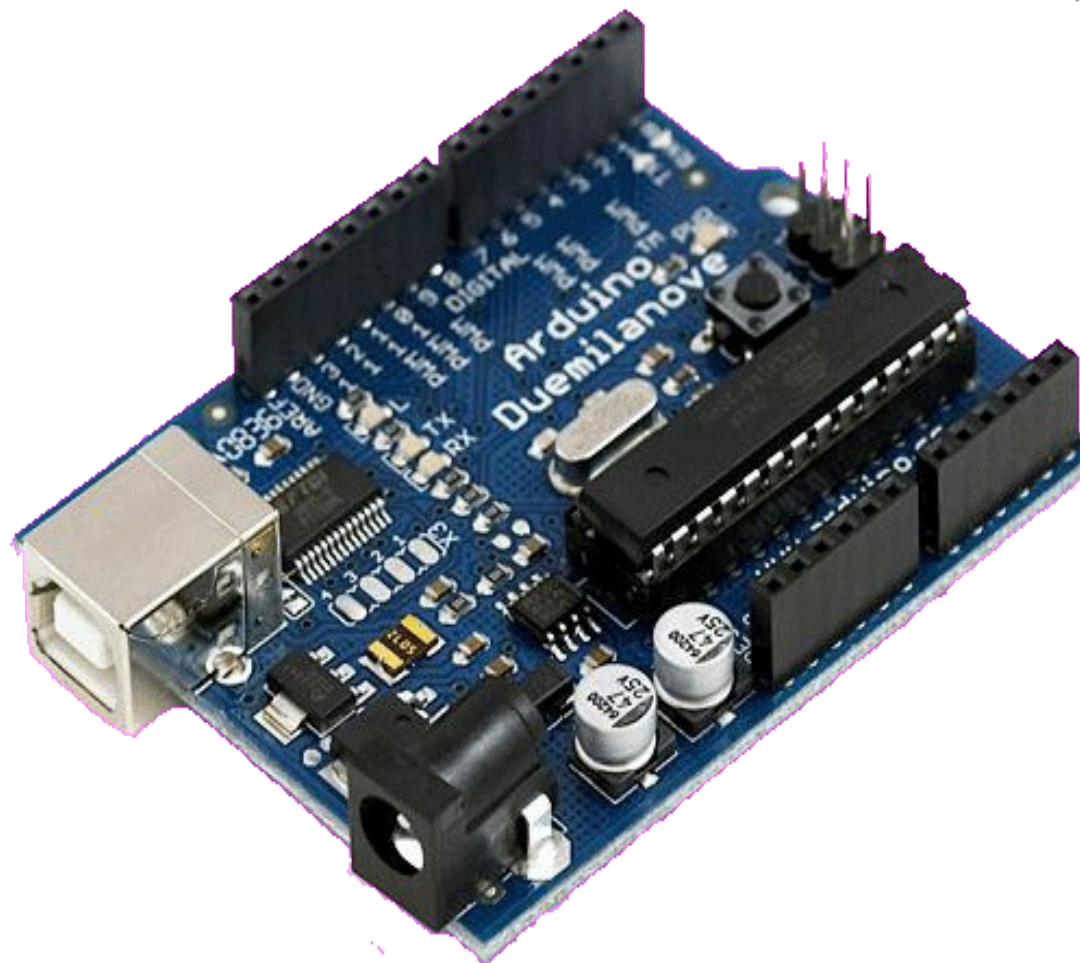
Plataforma de Prototipagem Arduino

Nano

Arduino: O que é?



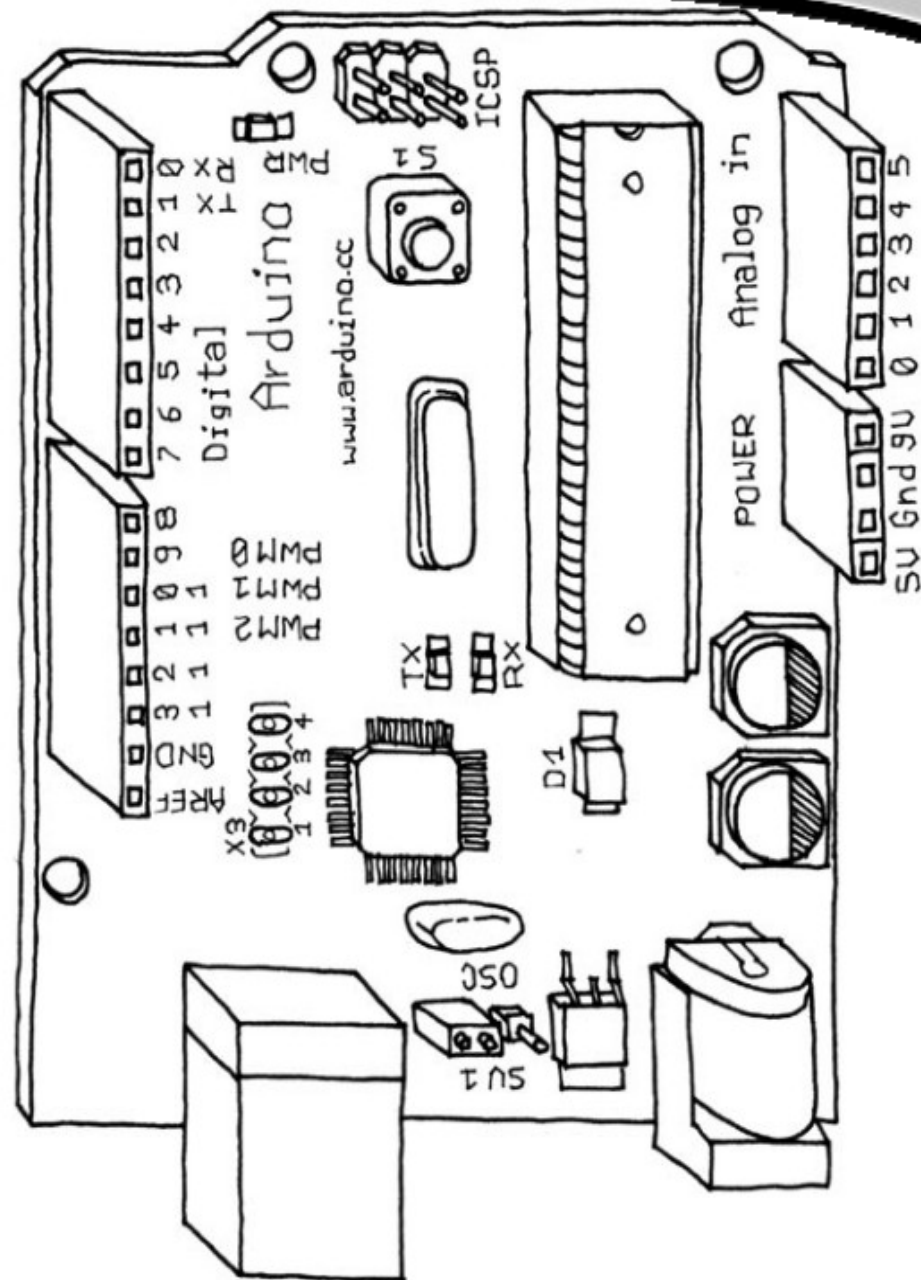
- Basicamente, é um conjunto de ferramentas que possibilitam o desenvolvimento de dispositivos eletrônicos;
- Plataforma de prototipagem com software e hardware flexíveis e fáceis de usar;

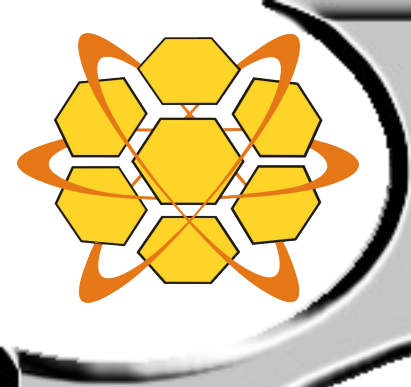


Arduino Duemilanove

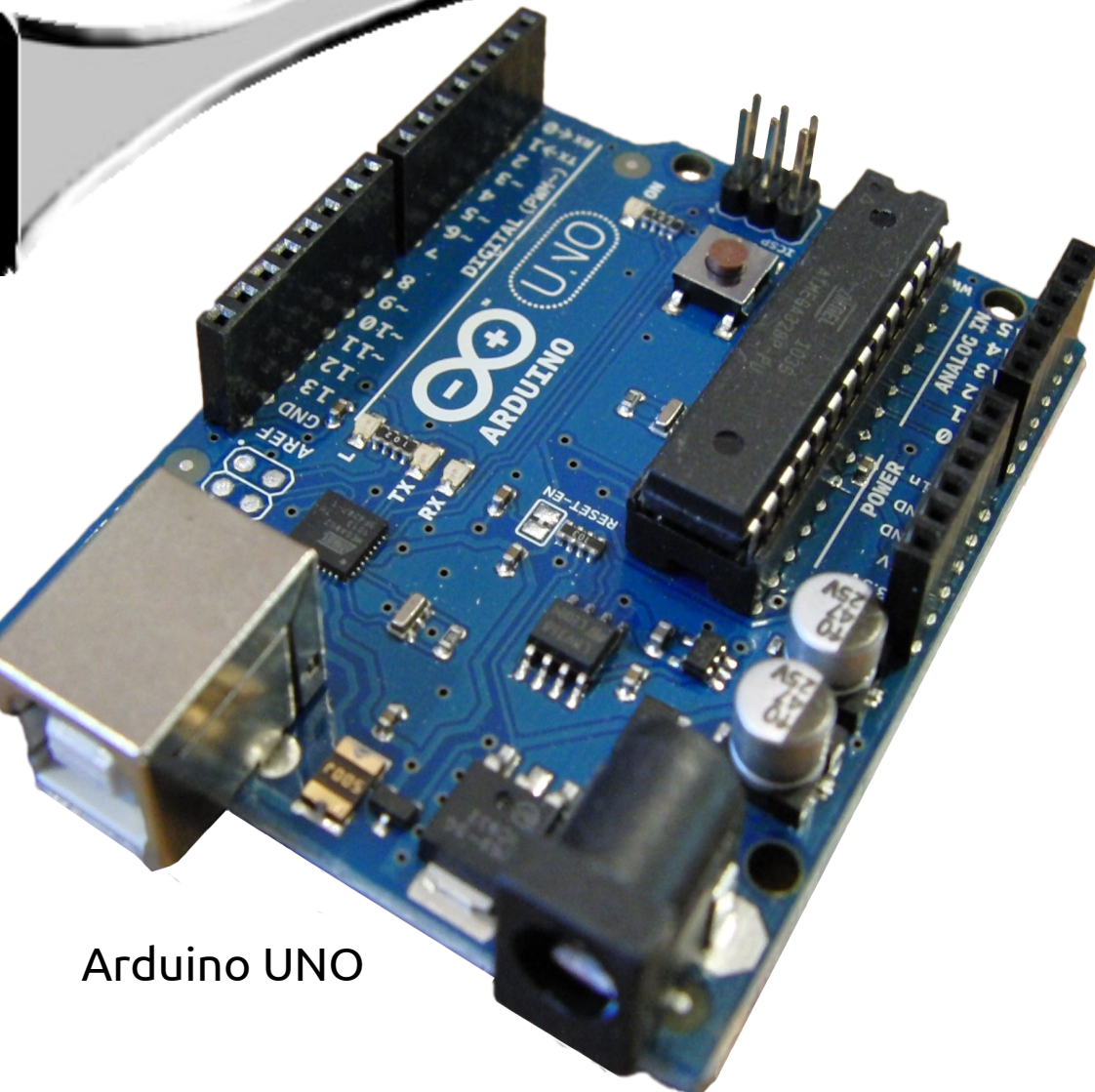
Arduino: A história

- Início do projeto em 2005 no Instituto de Design de Interação de Ivrea, na Itália.
- Coordenador do projeto: Massimo Banzi.





Arduino: Como é?



Arduino UNO

- Admite entrada de sensores ou chaves, é capaz de controlar atuadores e outros dispositivos complexos;
- Pode trabalhar de forma independente ou comunicando-se com software no computador;

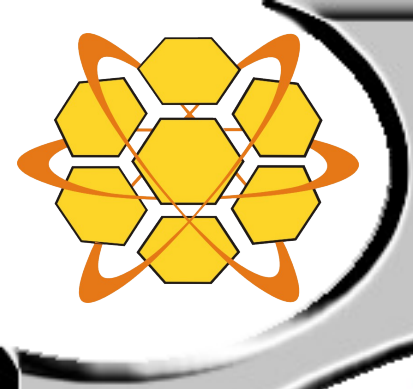
Arduino: Licenças



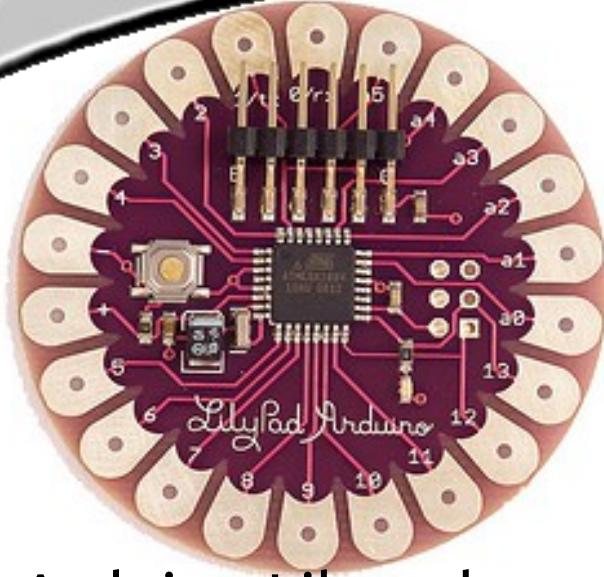
- Projetos e esquemas de hardwares:
 - Creative Commons Attribution S.A. 2.5



- IDE e a biblioteca de funções da placa:
 - GPLv2



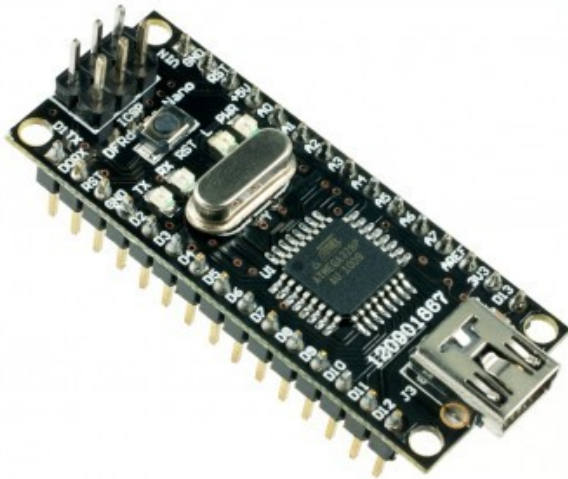
Versões do Arduino



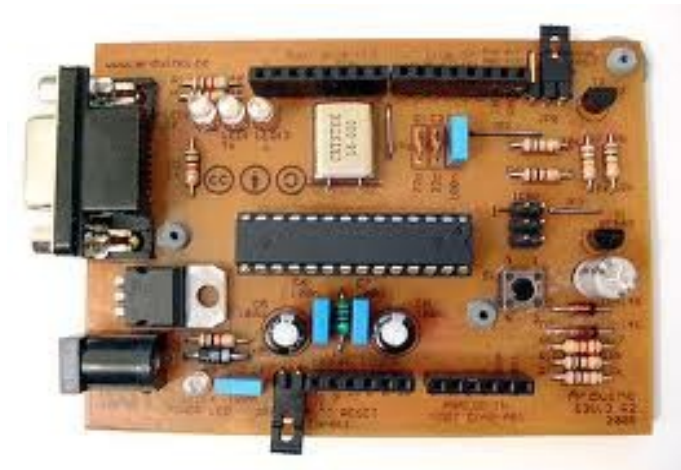
Arduino Lilypad



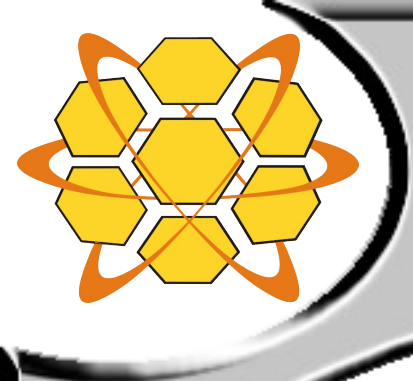
Arduino Mega



Arduino Nano



Arduino Caseiro



Micro... qual?

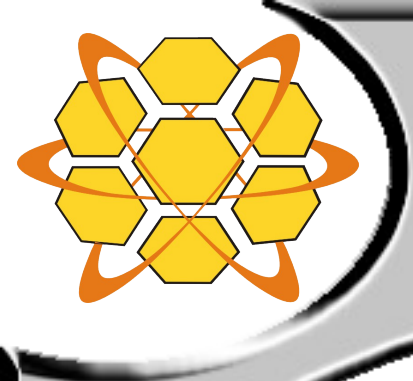
Microcontrolador vs. Microprocessador (μ CU vs. μ P)

μ CU: Memórias RAM e ROM, conversor AD, controladores serial e paralelo... embarcados (integrados em um bloco).

Arduino + simples usa Atmel AVR 8 bits.

Single Chip

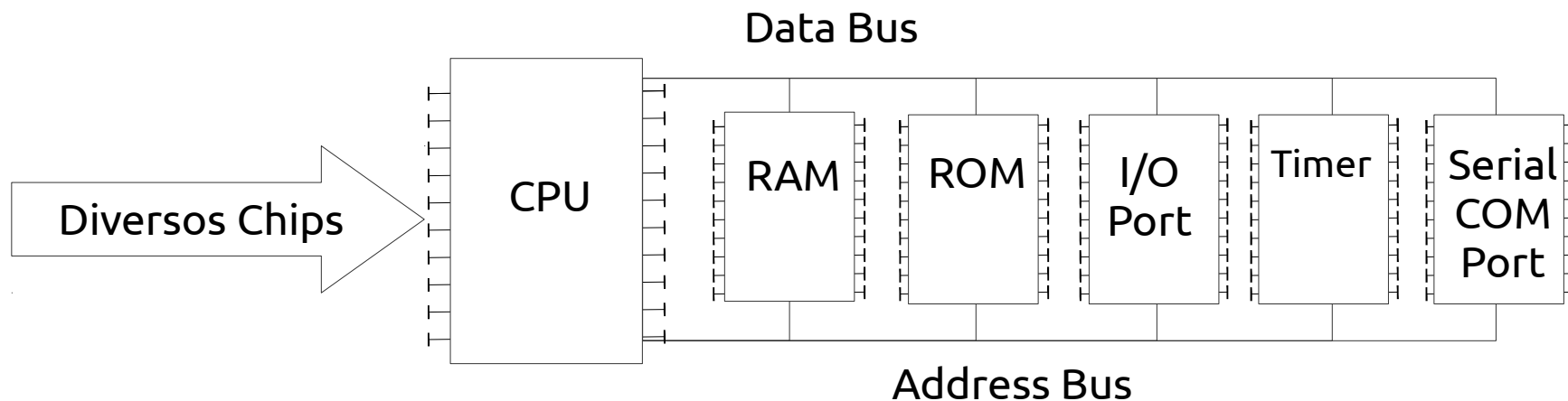
| | | |
|----------|-------|-----------------|
| CPU | RAM | ROM |
| I/O Port | Timer | Serial COM Port |



Micro... qual?

Microcontrolador vs. **Microprocessador** (μ CU vs. μ P)

μ P: Precisa dos componentes para ser utilizado.
Maior capacidade de processamento.





Arduino Due

- O 1º baseado em processador de núcleo 32 bits ARM SAM3x8e;
- Dois conectores USB:
 - ♦ Micro-USB nativo (host USB);
 - ♦ Tipo B para programação.

Tensão: 3v3

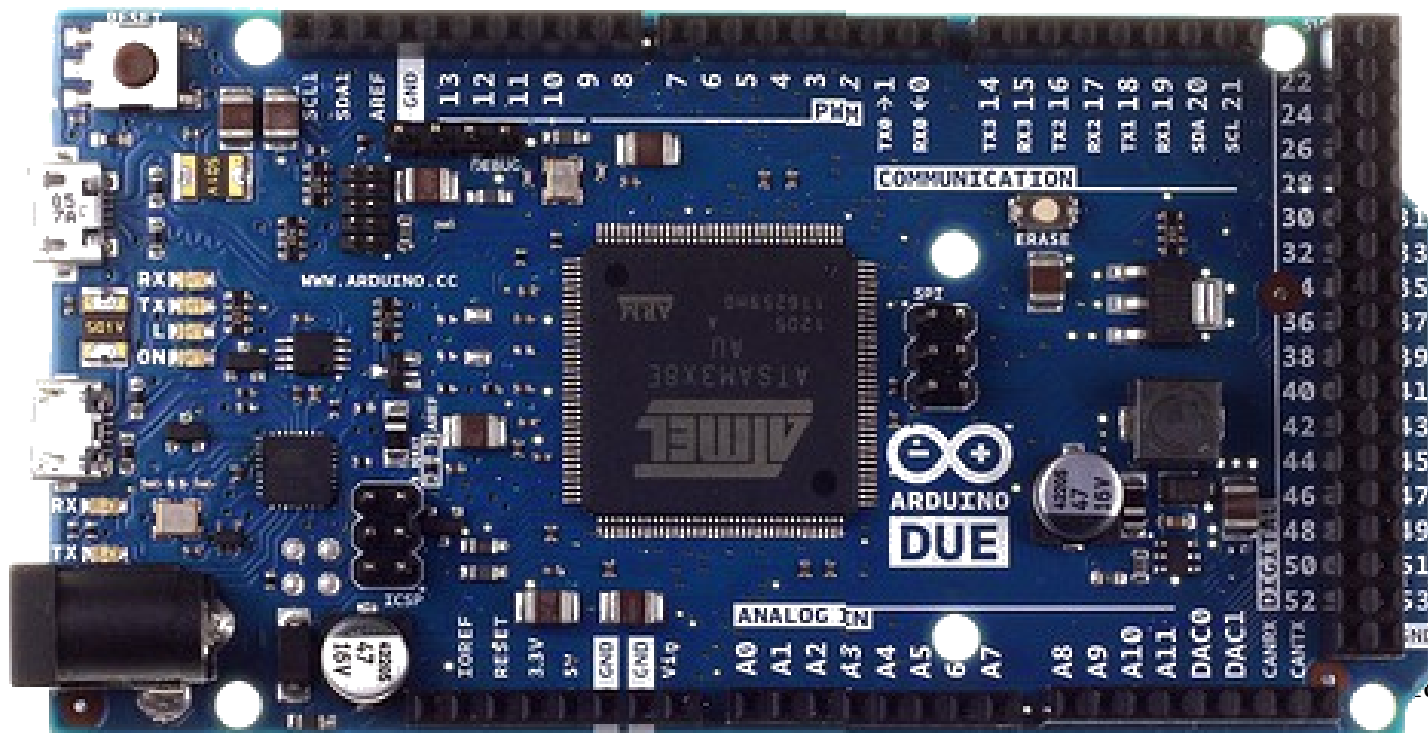
Pins I/O: 54

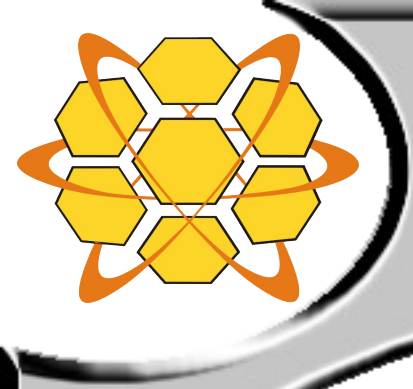
M. Flash: 512 KB

SRAM: 96 KB

Clock: 84 MHz

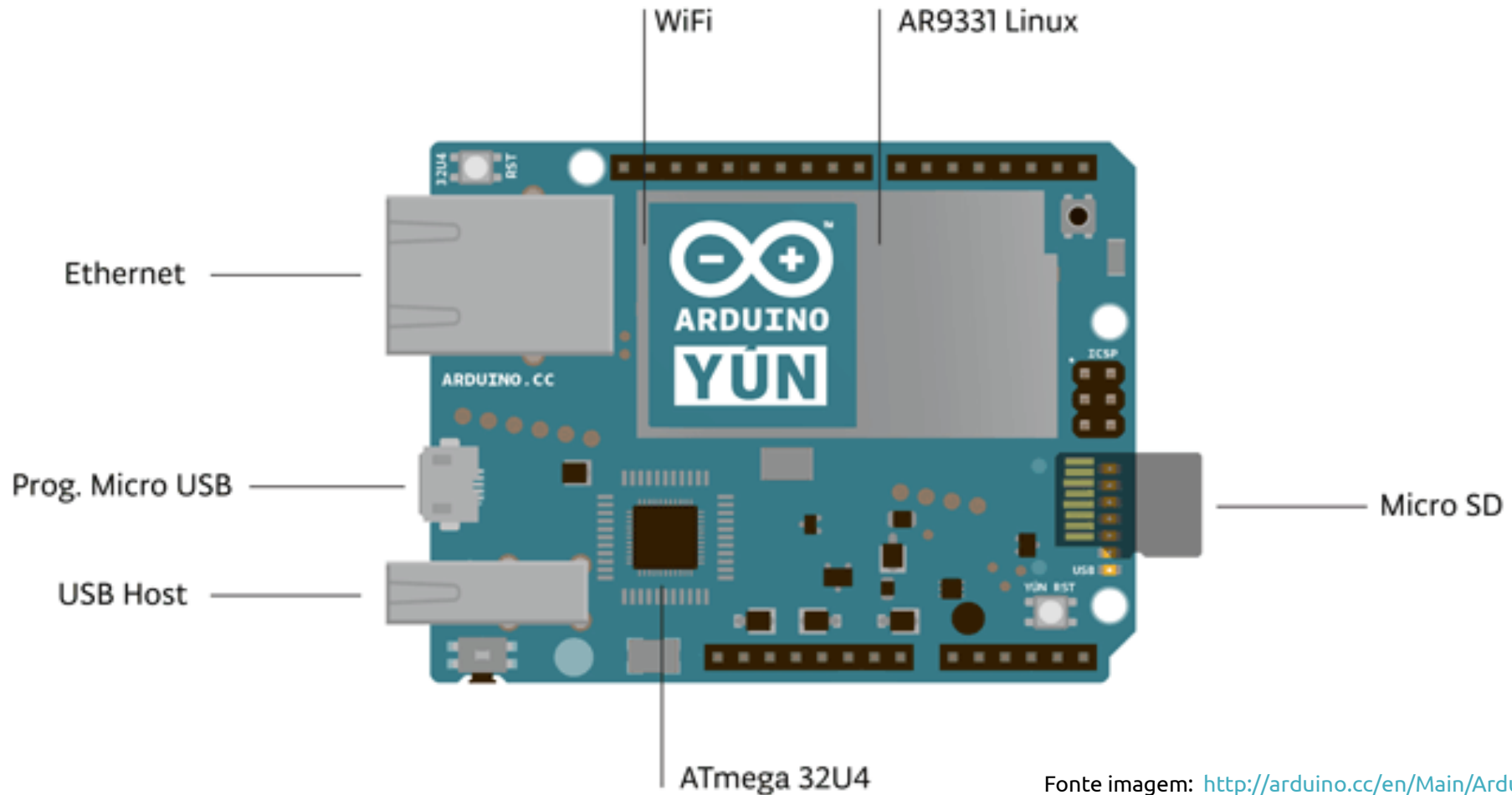
Lançado:
22 out 12

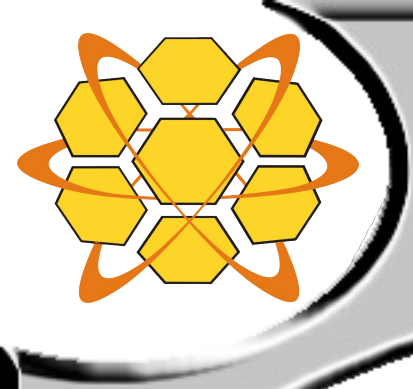




Arduino YUN

- Qualcomm Atheros AR9331 com distrib. Linino (baseado no OpenWRT);
- Ethernet + WiFi + SD Card + Host USB

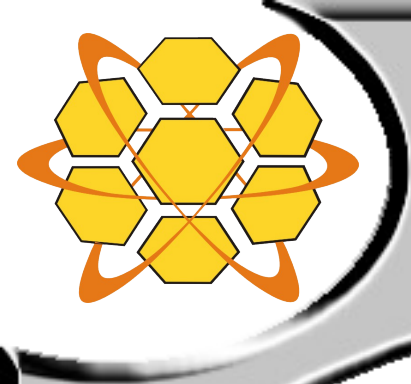




Especificações do YÚN



μ CU _____ ATmega32u4
Linux μ P _____ Atheros AR9331
Pinos de E/S _____ 20
Memória Flash _____ 16 MB
SRAM: _____ 64 MB DDR2
Arch: _____ MIPS@400 MHz

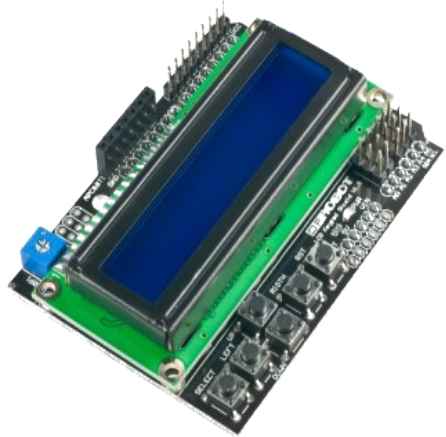
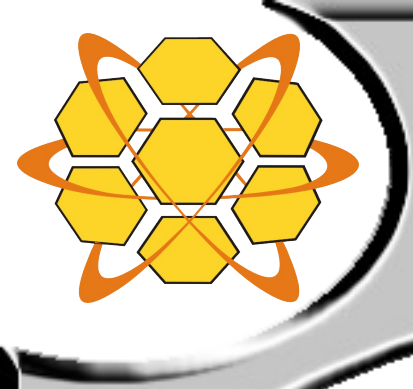


Relação das Especificações

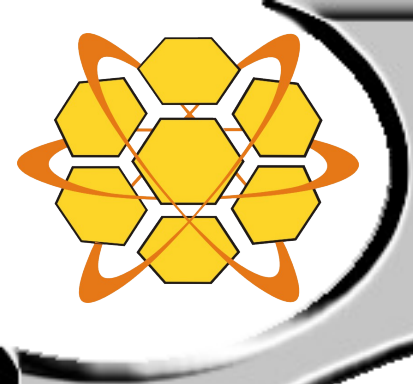
DIFERENÇAS ENTRE AS VERSÕES MAIS COMUNS DO MERCADO

| Versão | Duemilanove | UNO | Mega | DUE |
|-------------------|---------------|---------------|---------------|-------------------|
| Microcontrolador | ATmega8 | ATmega328 | ATmega1280 | AT91SAM3X8E |
| Memória Flash | 8 kb | 32 kb | 128 kb | 512 kb |
| Pinos E/S Digital | 14 | 14 | 54 | 54 (2 DAC) |
| Pinos PWM | 6 | 6 | 15 | 12 |
| Analog In | 6 | 6 | 16 | 12 (2 DAC) |
| Clock | 16 MHz | 16 MHz | 16 MHz | 84 MHz |
| Lançamento | 2009 | 2011 | 2009 | 2012 |

A memória varia de acordo com o microcontrolador.
A quantidade de pinos varia de acordo com a versão.

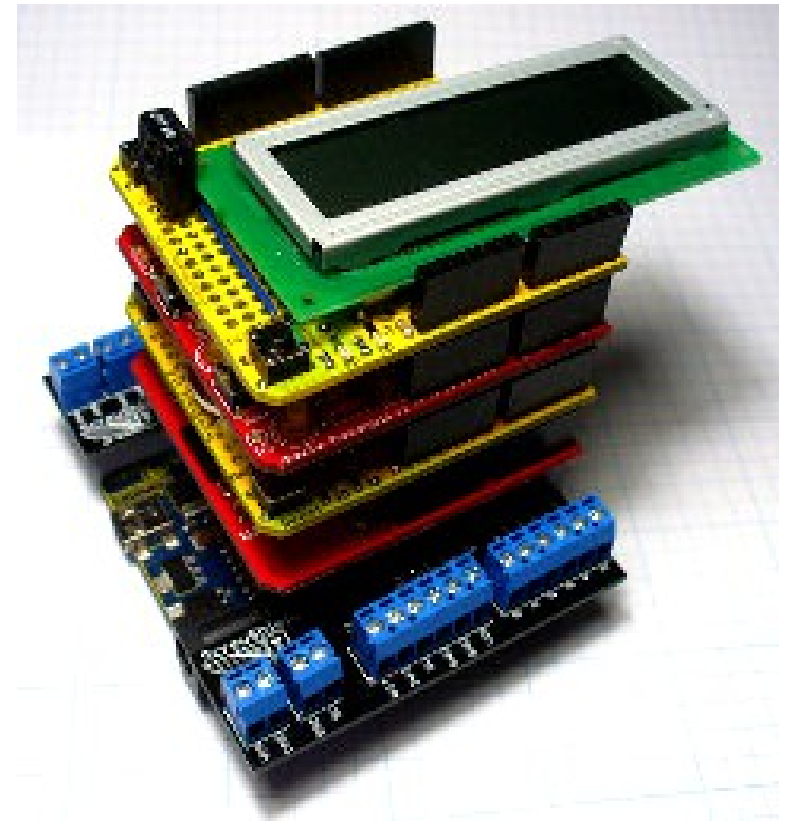


Benefício da Plataforma: Shields

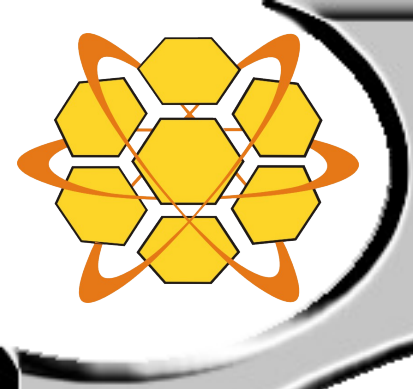


Shields: O que é?

- Placas de circuito impresso com dispositivos de entrada/saída normalmente fixados no topo do aparelho;
- Atualmente, existem mais de 299 variações comerciais em shieldlist.org.

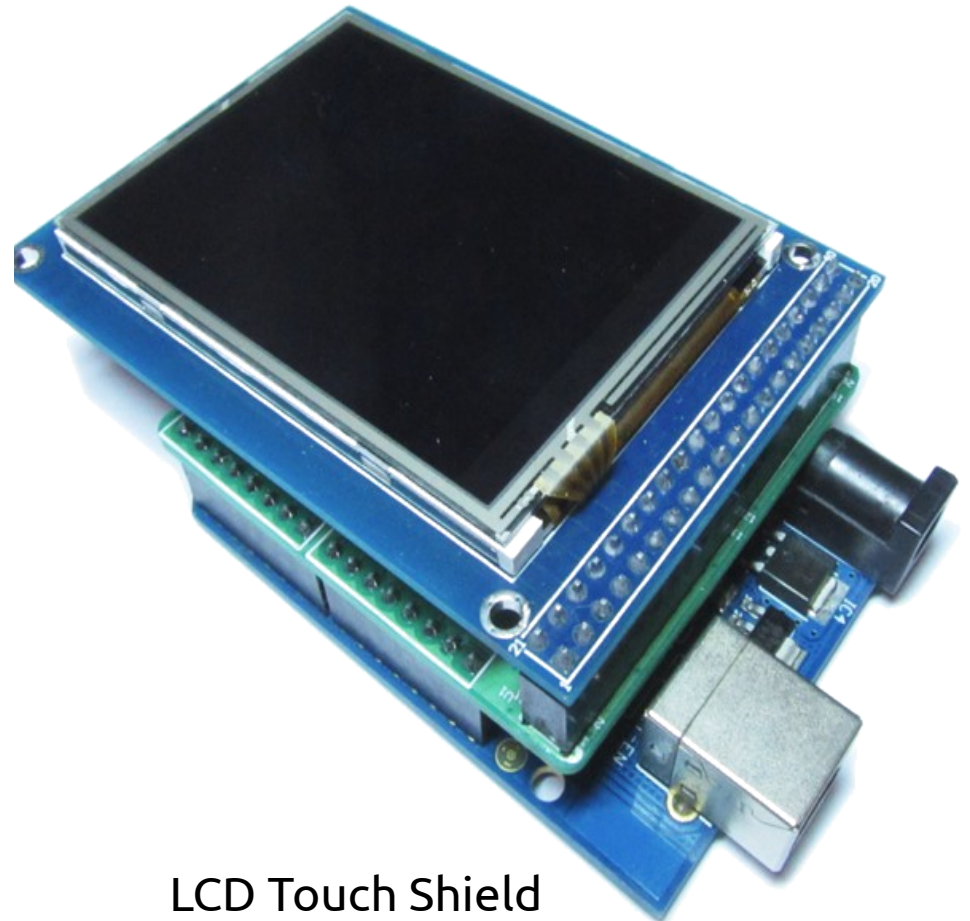


Pilha de shields

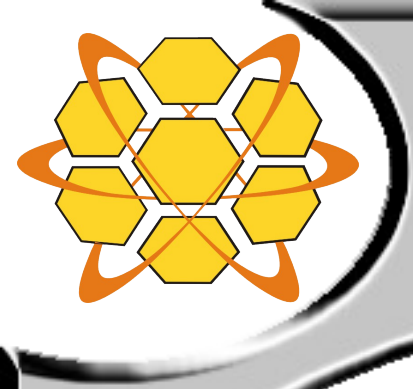


Shields: Por que usar?

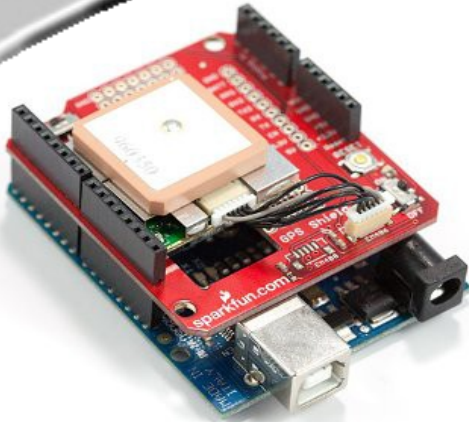
- Projeto complexo?
Utilize uma Shield e usufrua de bibliotecas prontas;
- Dá um toque profissional ao projeto; reduz espaço; ótimo para quem não possui conhecimento técnico;



LCD Touch Shield



Shields: Exemplos



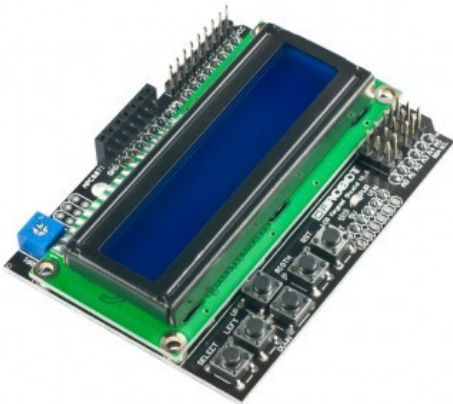
GPS



Xbee



Motor



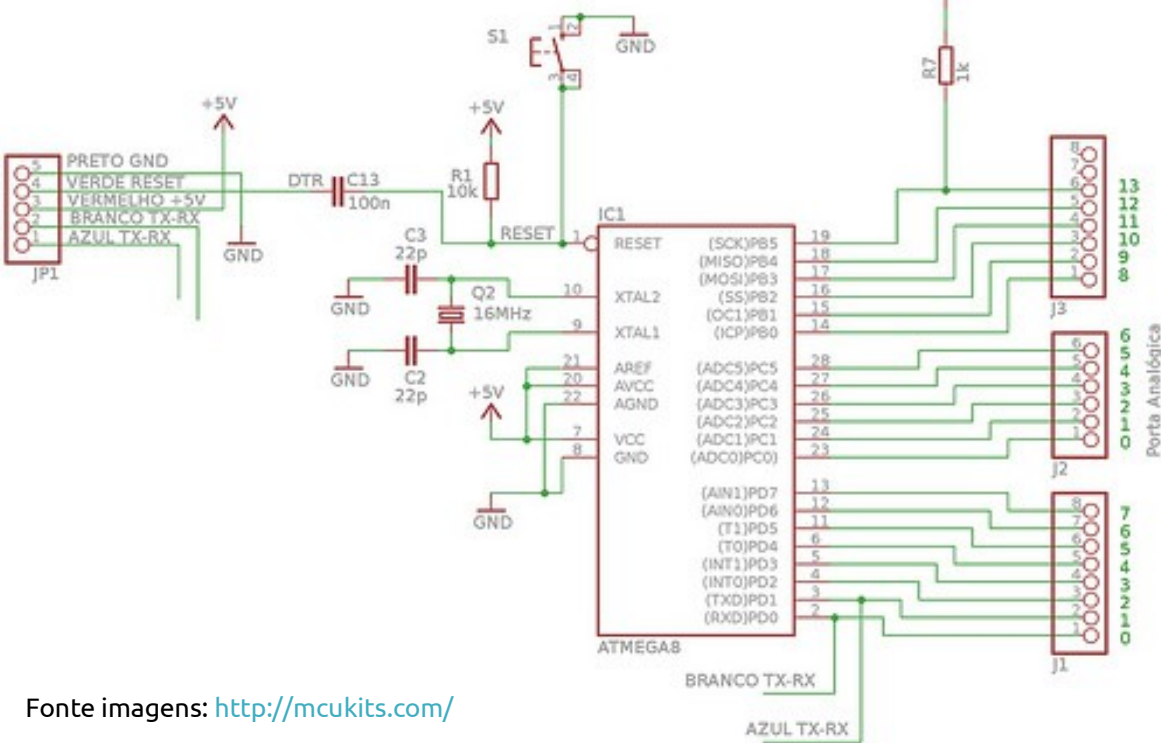
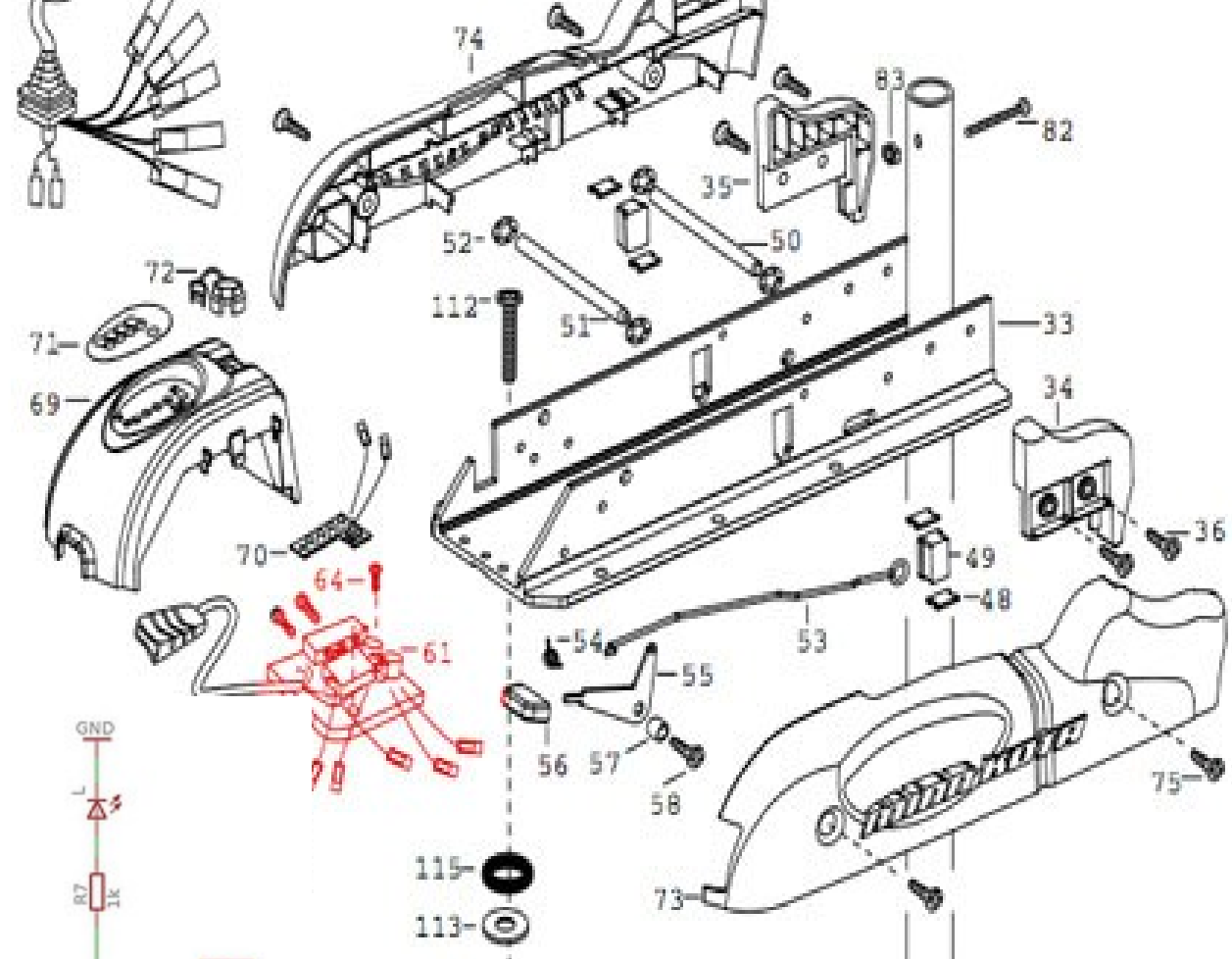
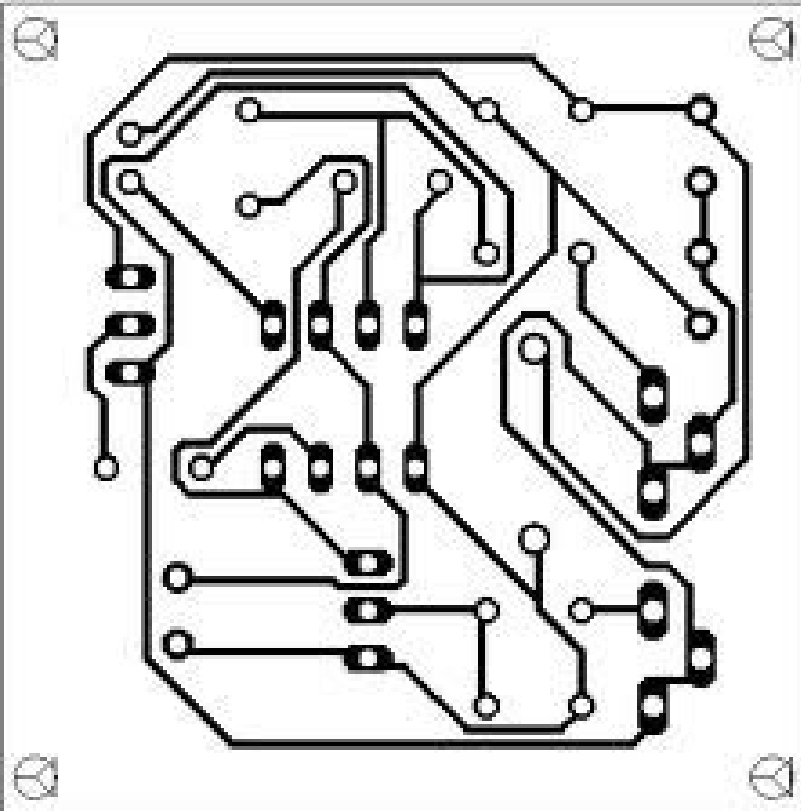
LCD



Ethernet+SD



RFID



Quero Montar meu Hardware,

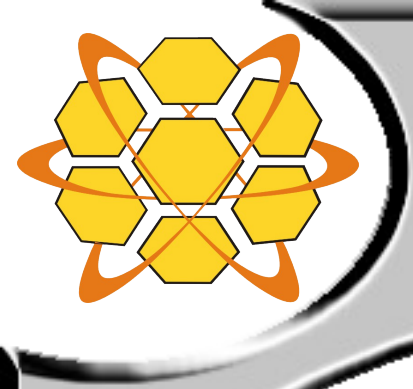
O que procurar?



Montando Seu Hardware



- Pesquise na internet levando em conta:
 - ◆ Sendo licença Open Source, normalmente terá os fontes disponibilizados;
 - ◆ Para o Arduino existem diversas opções: standalone, protoboard, placa impressa, etc...;
 - ◆ Nem todo Shield é Open Source, fique atento!

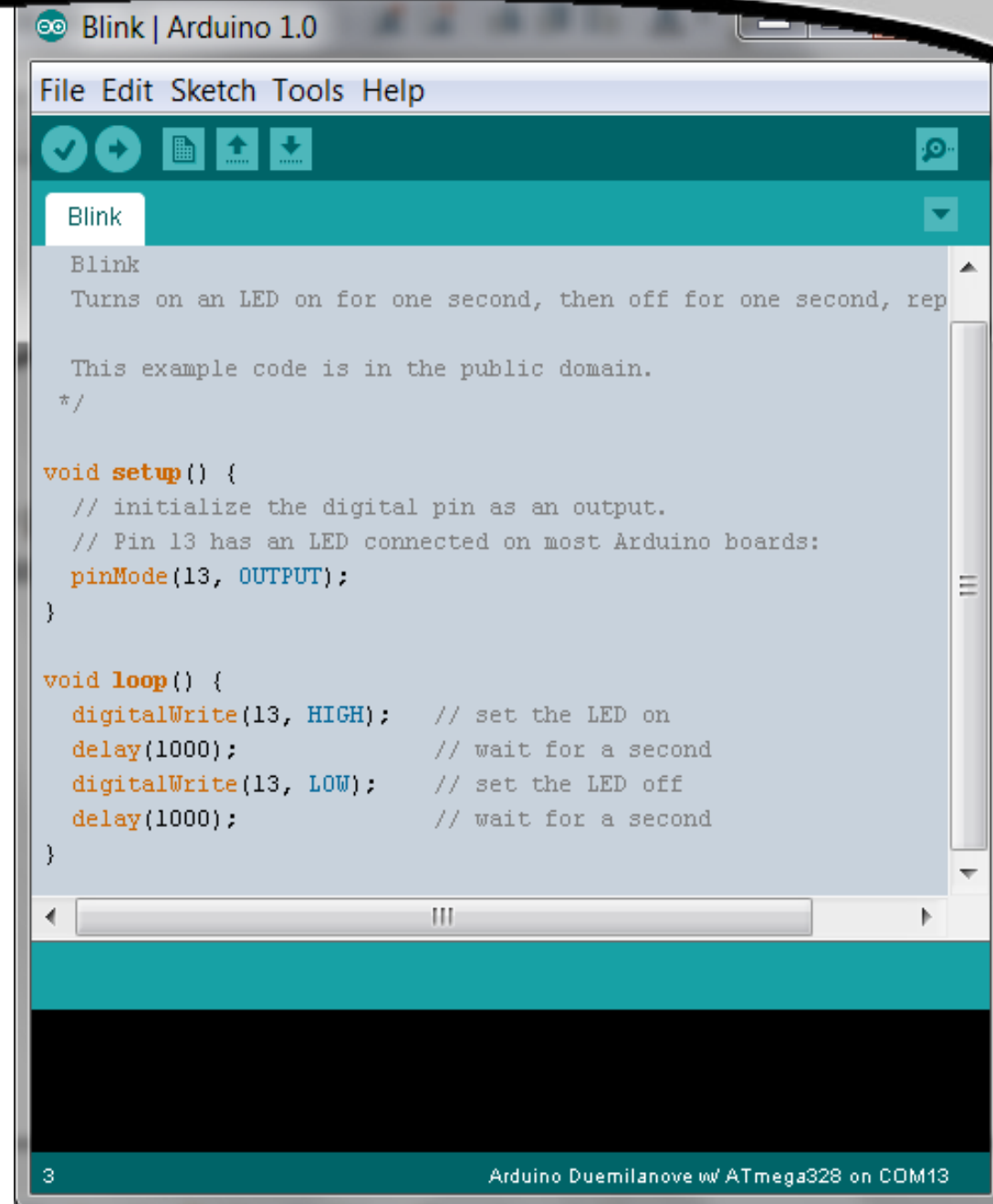


Arduino IDE

(Ambiente de Desenvolvimento Integrado)

Arduino IDE

- Multiplataforma;
- Escrita em JAVA;
- IDE Derivado de:
 - **processing.org** (Interface)
 - **wiring.org.co** (Linguagem)





Arduino IDE

The screenshot shows the Arduino IDE window titled "Arduino - 0011 Alpha". The menu bar includes "File", "Edit", "Sketch", "Tools", and "Help". The toolbar contains icons for running, stopping, saving, uploading, downloading, and refreshing. The sketch name is "Blink". The code editor displays the following C++ code:

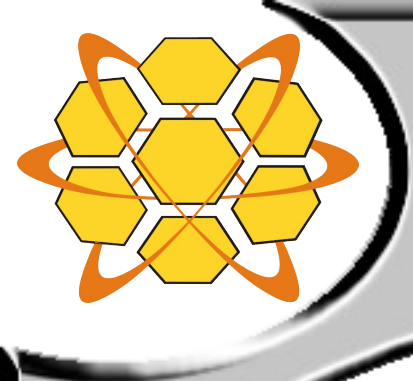
```
/*  
 * Blink  
 *  
 * The basic Arduino example. Turns on an LED on for one second,  
 * then off for one second, and so on... We use pin 13 because,  
 * depending on your Arduino board, it has either a built-in LED  
 * or a built-in resistor so that you need only an LED.  
 *  
 * http://www.arduino.cc/en/Tutorial/Blink  
 */  
  
int ledPin = 13;           // LED connected to digital pin 13  
  
void setup()              // run once, when the sketch starts  
{  
  pinMode(ledPin, OUTPUT); // sets the digital pin as output  
}  
  
void loop()               // run over and over again  
{  
  digitalWrite(ledPin, HIGH); // sets the LED on  
  delay(1000);                // waits for a second  
  digitalWrite(ledPin, LOW);  // sets the LED off  
  delay(1000);                // waits for a second  
}
```

At the bottom, the status bar shows "Done compiling." and "Binary sketch size: 1098 bytes (of a 14336 byte maximum)". The page number "22" is visible in the bottom left corner of the IDE window.

- Programação em C/C++;
- Algumas palavras reservadas;
- Grande variedade de bibliotecas prontas;



Projetos



Código Blink

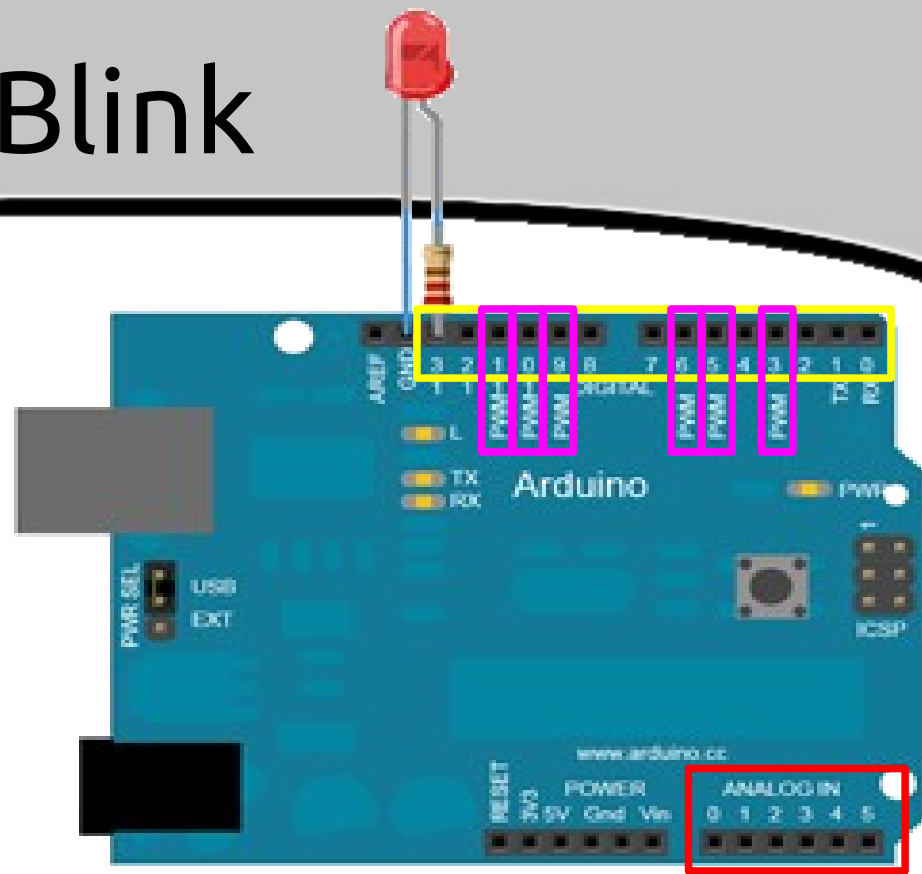


Imagem fonte própria feita com fritzing

```
/*Blink*/  
/*"Hello Word" do Arduino*/
```

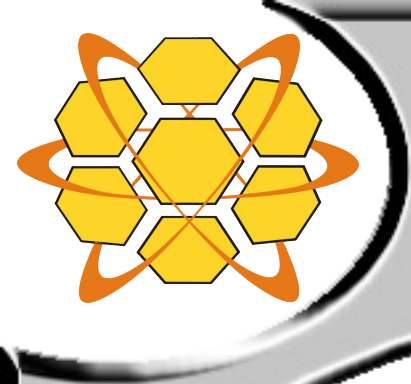
```
int LED = 13;
```

```
void setup(){  
  pinMode(LED, OUTPUT);  
}
```

```
void loop(){  
  digitalWrite(LED, HIGH);  
  delay(1000);  
  digitalWrite(LED, LOW);  
  delay(1000);  
}
```

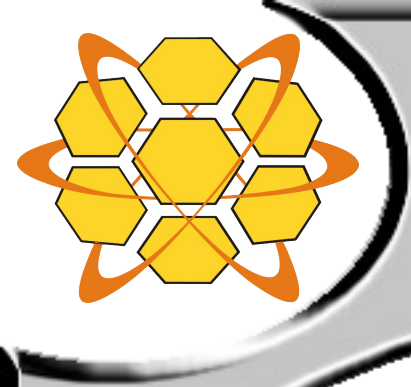
```
//setup lido na inicialização  
// inicializa o pino como saída
```

```
// loop executa repetidamente  
// liga o LED  
// espera 1 segundo  
// desliga o LED  
// espera 1 segundo
```

Entradas e Saídas dos Pinos

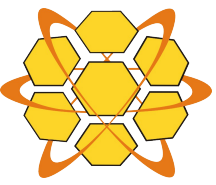
- **Digitais:** Trata de valores booleanos (LOW=0 ou HIGH=1)
 - ◆ Entrada (INPUT): Verifica se está recebendo da porta
 - ◆ Saída (OUTPUT): Envia o sinal para porta
- Em void **setup()**
 - Usar `pinMode(pino, modo); modo = INPUT || OUTPUT`
- Em void **loop()**:
 - Se INPUT: `digitalRead(pino)`
 - Se OUTPUT: `digitalWrite(pino, valor); valor = LOW || HIGH`



Entradas e Saídas dos Pinos

- **Analógicas**: Recebe dados de sensores.
 - `analogRead(pino)` ;
 - Leitura feita no Serial Monitor;
 - $0 \leq \text{valor} \leq 1023$;

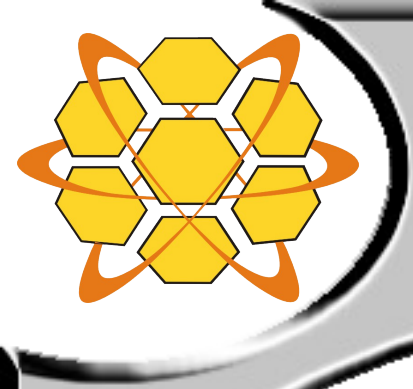
- **PWM**: Saída analógica (servomotores, leds ...)
 - `analogWrite(pino, valor)` ; $0 \leq \text{valor} \leq 255$;
 - Pode usar equivalência de proporcionalidade;



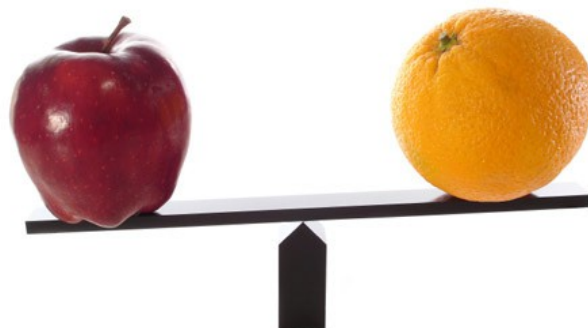
Projeto Controle Acesso

<http://youtu.be/zY7jKcbYJCU>

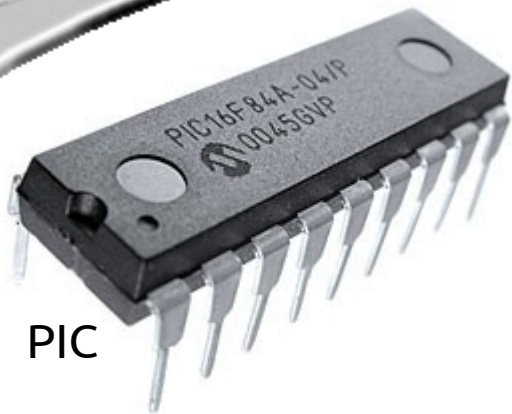




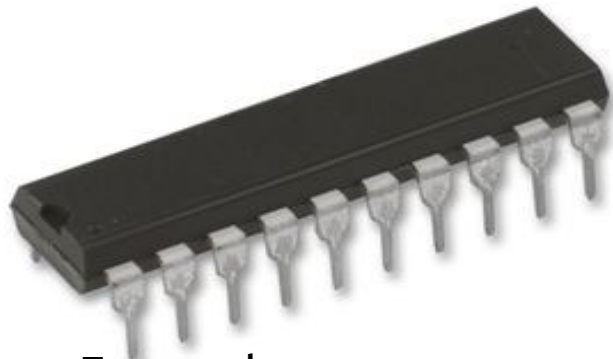
Comparações entre plataformas existentes



Comparações



PIC

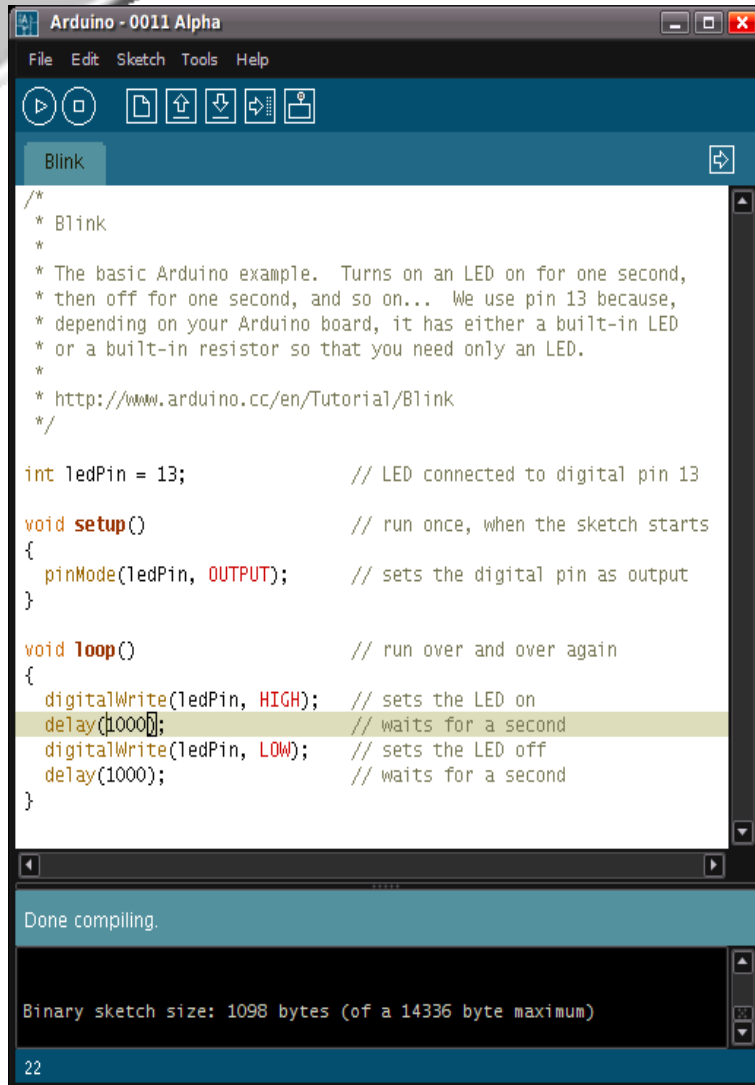


Freescale

■ **Microcontrolador:** Plataformas de prototipagem possuem uma variedade de microcontroladores, com capacidades diferentes de:

- ♦ Memória Flash: [Kb],
- ♦ SRAM: [Kb],
- ♦ N° de pinos: [Units],
- ♦ Core Size: [bits],
- ♦ CPU speed: [MHz],
- ♦ etc;

Comparações



```
Arduino - 0011 Alpha
File Edit Sketch Tools Help
Blink
/*
 * Blink
 *
 * The basic Arduino example. Turns on an LED on for one second,
 * then off for one second, and so on... We use pin 13 because,
 * depending on your Arduino board, it has either a built-in LED
 * or a built-in resistor so that you need only an LED.
 *
 * http://www.arduino.cc/en/Tutorial/Blink
 */

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void setup()               // run once, when the sketch starts
{
  pinMode(ledPin, OUTPUT); // sets the digital pin as output
}

void loop()                // run over and over again
{
  digitalWrite(ledPin, HIGH); // sets the LED on
  delay(1000);                // waits for a second
  digitalWrite(ledPin, LOW);  // sets the LED off
  delay(1000);                // waits for a second
}

Done compiling.

Binary sketch size: 1098 bytes (of a 14336 byte maximum)

22
```

- **IDE:** Apesar de ser mais leve e fácil de usar, perde em funcionalidades e sistema de 'debug' para outras plataformas;

Plugins para IDEs mais usadas:

- ♦ Netbeans;

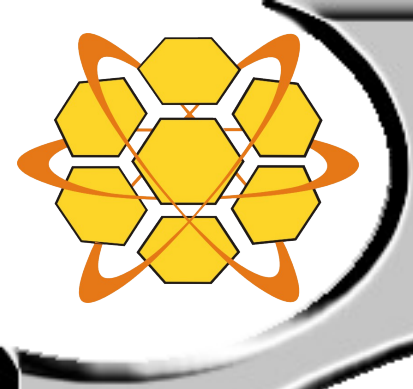


- ♦ Eclipse;



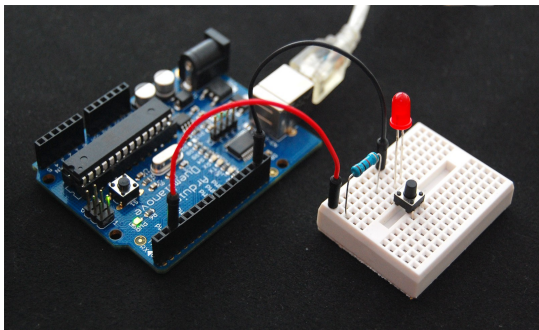
- ♦ AVR Studio.





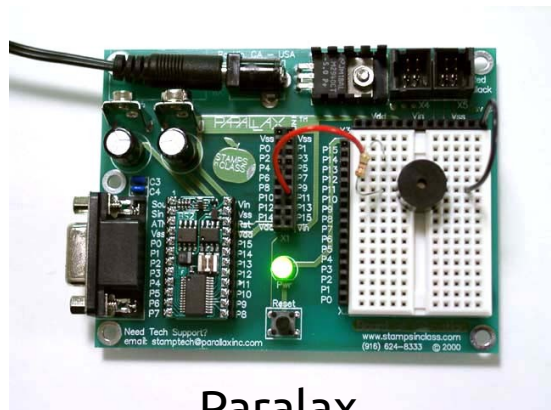
Comparações

- **Aprendizagem:** O Arduino é muito superior às outras plataformas neste quesito (Assembly never more).
- Possui uma vasta documentação e tutoriais na internet para todos os níveis.



Comparações

- **Preço:** Somente o gravador PIC tem o preço de um Arduino MEGA (R\$ 120,00).
- Quanto à plataforma de prototipagem Freescale, além de ter maior preço, não é muito encontrada no Brasil.



Paralax

<http://www.parallax.com>

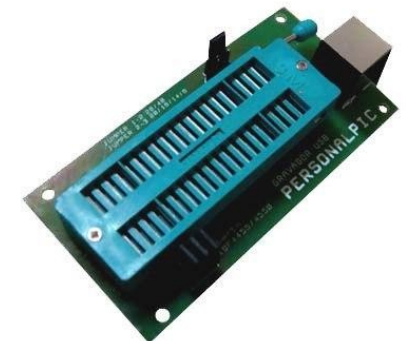
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Arduino Mega

<http://arduino.cc/en/Main/Products>

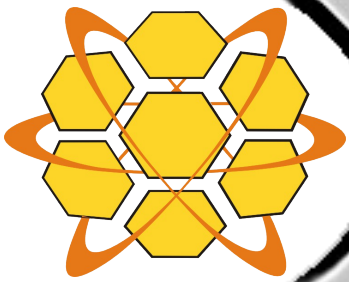
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Gravador Pic

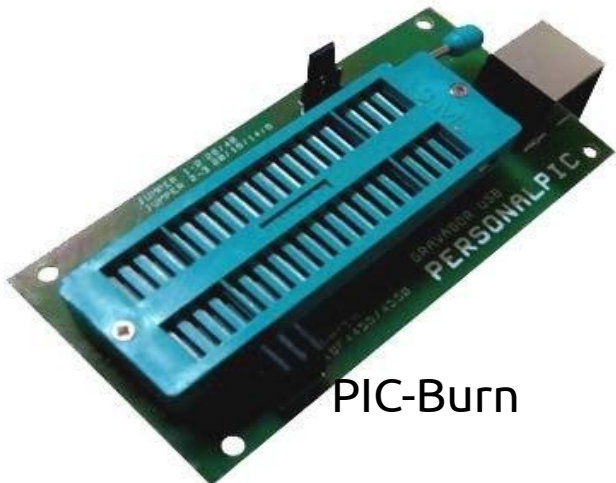
<http://www.acepiccamp.com.br>

Comparações



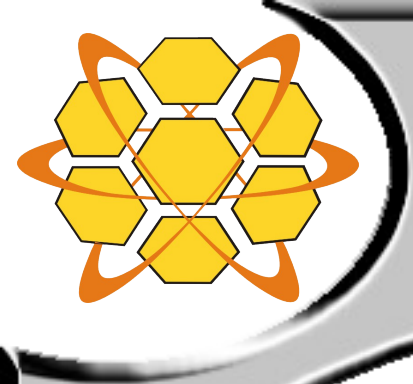
Freescale

- **FreeScale:**
Lidera mercado proprietário de prototipagem eletrônica
Começou como divisão da Motorola;



PIC-Burn

- **Microchip:**
Desenvolvido pelo MIT, depois incorporado à Microchip;



Conceitos Relacionados:

Internet Of Things:

- Tendência: redução no tamanho e do preço das tecnologias;
- Capacidade de processamento de Big Data;
- Internet: maior disponibilidade e velocidade;
- Computação Ubíqua (Pervasiva);





Conceitos Relacionados

Smart Cities

- Relacionado ao sensoriamento do mundo físico;
- Comunicação por RSSF (Redes de Sensores Sem Fio);
- União da “Internet das Coisas”;
- Foco no benefício à população,
- Desenvolvimento sustentável,
 - As autoridades governariam melhor !?

Libelium Smart World

Air Pollution

Control of CO₂ emissions of factories, pollution emitted by cars and toxic gases generated in farms.

Forest Fire Detection

Monitoring of combustion gases and preemptive fire conditions to define alert zones.

Wine Quality Enhancing

Monitoring soil moisture and trunk diameter in vineyards to control the amount of sugar in grapes and grapevine health.

Offspring Care

Control of growing conditions of the offspring in animal farms to ensure its survival and health.

Sportsmen Care

Vital signs monitoring in high performance centers and fields.

Structural Health

Monitoring of vibrations and material conditions in buildings, bridges and historical monuments.

Quality of Shipment Conditions

Monitoring of vibrations, strokes, container openings or cold chain maintenance for insurance purposes.

Smartphones Detection

Detect iPhone and Android devices and in general any device which works with Wifi or Bluetooth interfaces.

Perimeter Access Control

Access control to restricted areas and detection of people in non-authorized areas.

Radiation Levels

Distributed measurement of radiation levels in nuclear power stations surroundings to generate leakage alerts.

Electromagnetic Levels

Measurement of the energy radiated by cell stations and WiFi routers.

Traffic Congestion

Monitoring of vehicles and pedestrian affluence to optimize driving and walking routes.

Smart Roads

Warning messages and diversions according to climate conditions and unexpected events like accidents or traffic jams.

Smart Lighting

Intelligent and weather adaptive lighting in street lights.

Intelligent Shopping

Getting advices in the point of sale according to customer habits, preferences, presence of allergic components for them or expiring dates.

Noise Urban Maps

Sound monitoring in bar areas and centric zones in real time.

Water Leakages

Detection of liquid presence outside tanks and pressure variations along pipes.

Vehicle Auto-diagnosis

Information collection from CanBus to send real time alarms to emergencies or provide advice to drivers.

Item Location

Search of individual items in big surfaces like warehouses or harbours.

Waste Management

Detection of rubbish levels in containers to optimize the trash collection routes.

Smart Parking

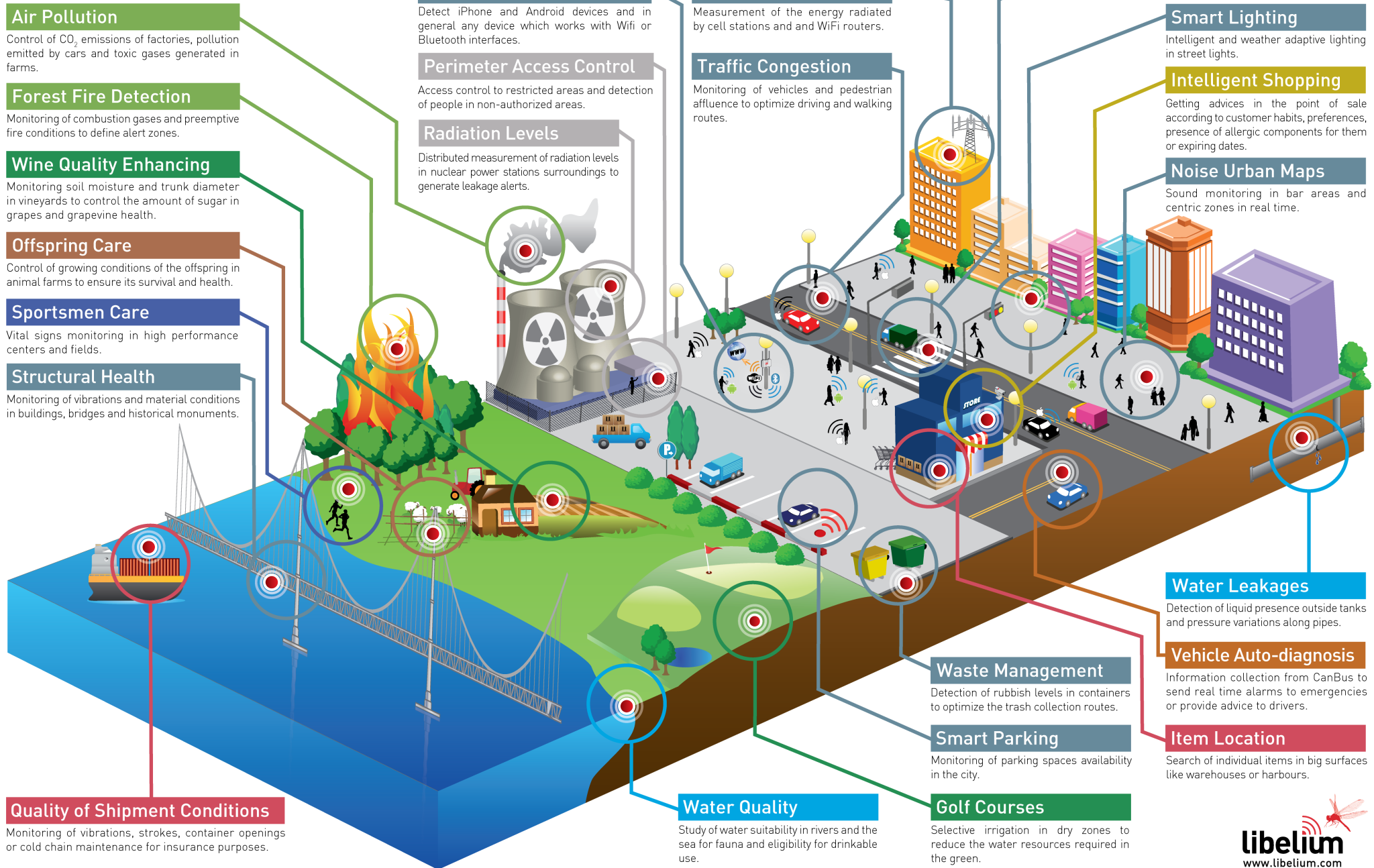
Monitoring of parking spaces availability in the city.

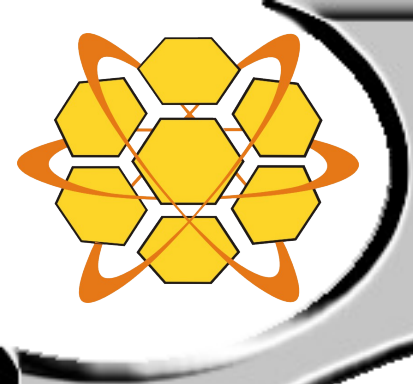
Golf Courses

Selective irrigation in dry zones to reduce the water resources required in the green.

Water Quality

Study of water suitability in rivers and the sea for fauna and eligibility for drinkable use.





Comunidade

- ◆ Novas portas foram abertas para designers e hobbistas;
- ◆ A revolução 'Do It Yourself' (DIY) é uma realidade cada vez mais acessível;

*"Compartilhamento de arquivos
é apenas o acelerador."*
Limor Fried, Wired Magazine 2011

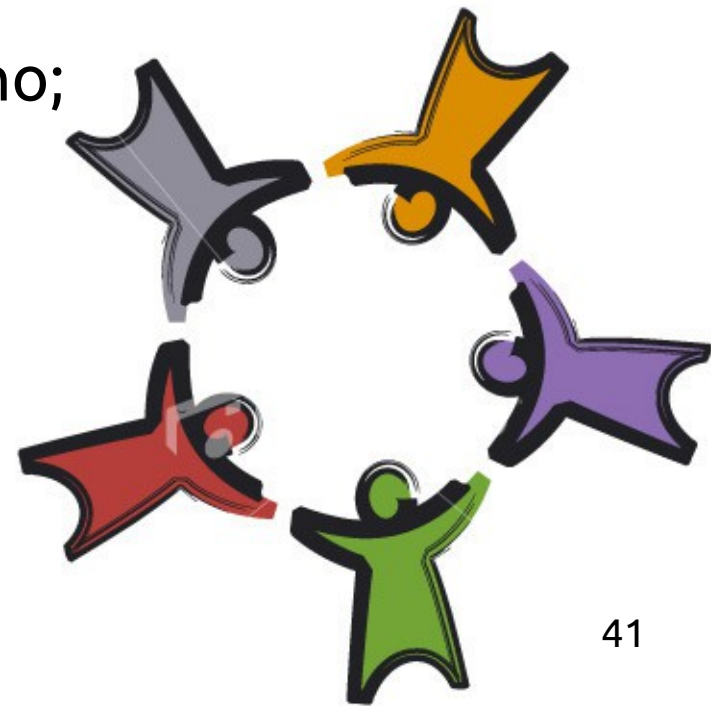




Comunidade

A comunidade colabora ativamente com:

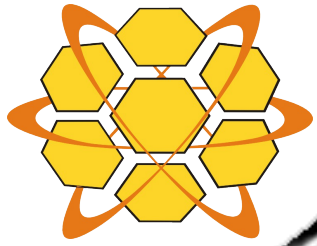
- Foco na evolução da plataforma;
- Resolução de dúvidas pela internet;
- Minicursos em instituições de ensino;
- Palestras em eventos como este...



Conclusão

A plataforma Arduino:

- Atende às necessidades de quem não domina a técnica da eletrônica ou de programação de baixo nível;
- Está em processo de evolução e expansão para atender demandas específicas em aplicações profissionais;
- Embora seja indicado à prototipagem, pode ser utilizado para produtos finais.

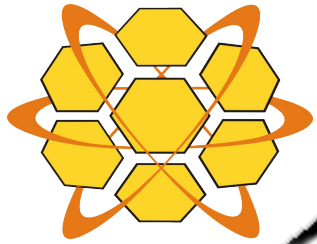


Referências

Internet:

- www.colmeia.udesc.br
- www.arduino.cc
- www.google.com :)

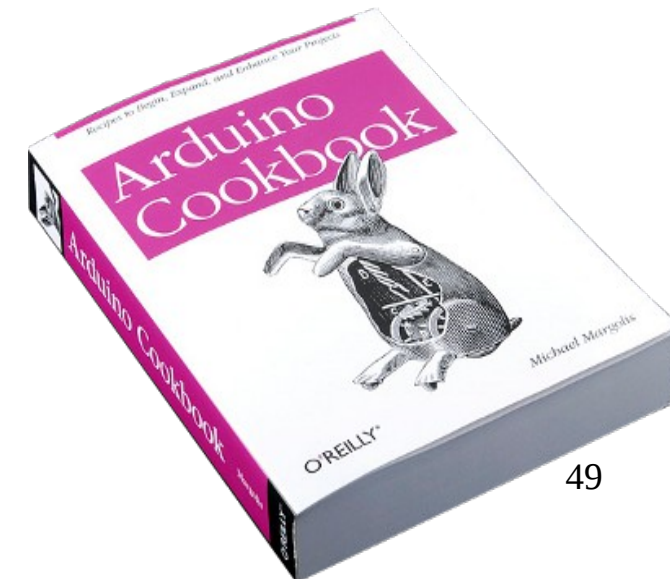
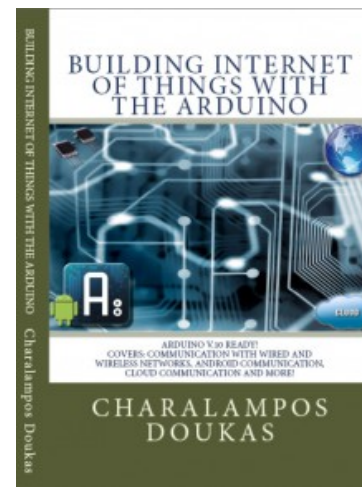
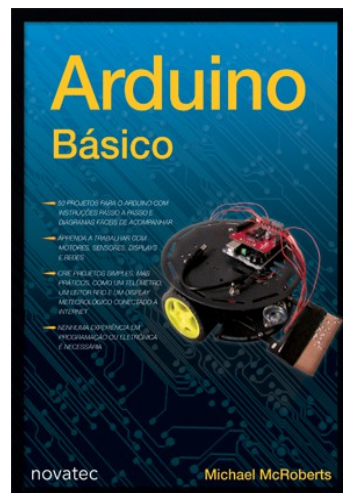
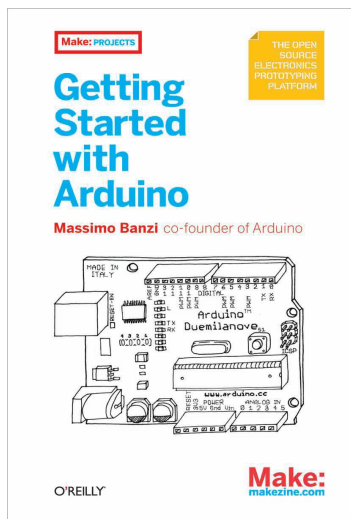
Dentre vários outros fóruns e sites de projetos específicos.

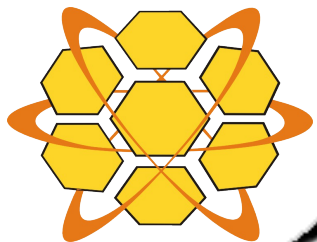


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- MCROBERTS, M.; “*Arduino Básico*”, NovaTech – 2011
- BANZI, M.; “*Getting Started With Arduino*, O'Reilly – 2008
- DOUKAS, C.; “*Building Internet of Things with the Arduino*” – 2012
- ...





Obrigado! Perguntas?

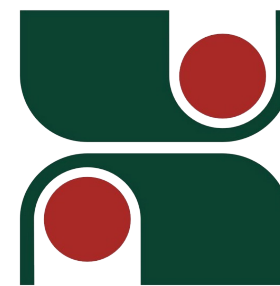
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