

# Arduino

# an Introduction

Sebastian Büttrich

(with input from Aurelien Tabard and others at ITU & other places)

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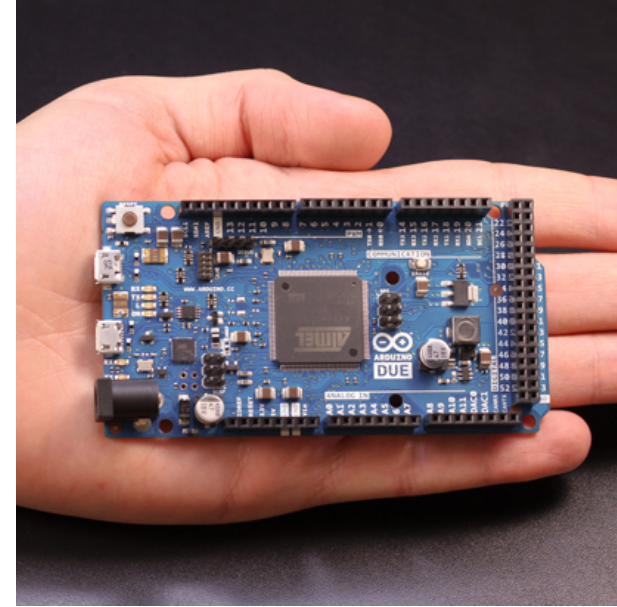
# What is Arduino?

Arduino is an  
**open-source  
electronics prototyping platform**

based on flexible,  
**easy-to-use  
hardware and software.**

It's intended for  
artists, designers, hobbyists,  
and anyone interested  
in creating interactive objects or environments.

<http://arduino.cc/>



# Who makes Arduino?



## ShapeOko: NES + Arduino + 3 Axis Mill = Awesome!

by Edward Ford • 3 years ago • 13,601 views

Using a classic NES controller to manipulate the X,Y, and Z axis' of my DIY CNC

HD



## Working pipboy 3000

by MyMagicPudding • 1 year ago • 1,102,997 views

Update: Tutorial: <http://mymagicpudding.blogspot.co.uk/2013/02/making-pipboy->

HD



## Arduino Quadcopter Progress 1

by GamecubePerson111 • 7 months ago • 181 views

Arduino powered Quadcopter test.



## 30 Arduino Projects for the Evil Genius

by Simon Monk • 2 years ago • 314,296 views

This is an introduction to the book '30 Arduino Projects for the Evil Genius' by



## Awesome Arduino Robot Avoiding Walls

by AweseomePossumCraft • 1 month ago • 69 views

Using the Four Wheel Platform, an Arduino with an Adafruit AFMotor Shield and a

HD

The **Arduino team** is:  
Massimo Banzi,  
David Cuartielles,  
Tom Igoe,  
Gianluca Martino,  
and David Mellis.

**It is carried by a  
huge crowd of  
enthusiast developers -**

**Anything you might need has probably already been  
tried and documented somewhere!  
Just try: <https://duckduckgo.com/?q=arduino>**

# Why Arduino?

Arduino is

Inexpensive

Quite easy to learn

Flexible

Low power

Good for sensing and controlling

Great for use in education

# Why Arduino for WSN?

Today, many WSN systems are expensive and not transparent to their users.

Arduino offers a great chance to make WSN

**more affordable**

**more open**

As Arduino is a prototyping and experimenting platform, it will **not be optimal for every aspect** - but, once a good solution has been found, it may become a new Arduino-type hardware design, optimized for the given task.

# Tech details - software

The software consists of a standard programming language compiler and a **boot loader** that executes on the **microcontroller**.

The programming language is based on **wiring**,  
And in terms of syntax (almost) identical to C++.

The development environment is based on **processing** -  
both **wiring** and **processing** are open source components.

Those familiar with C/C++ will find many similarities.

# Tech details - software

## Arduino/Processing Language Comparison

The Arduino language (based on Wiring) is implemented in C/C++, and therefore has some differences from the Processing language, which is based on Java.

### Arrays

<i>Arduino</i>	<i>Processing</i>
<code>int bar[8];</code> <code>bar[0] = 1;</code>	<code>int[] bar = new int[8];</code> <code>bar[0] = 1;</code>
<code>int foo[] = { 0, 1, 2 };</code>	<code>int foo[] = { 0, 1, 2 };</code> or <code>int[] foo = { 0, 1, 2 };</code>

### Loops

<i>Arduino</i>	<i>Processing</i>
<code>int i;</code> <code>for (i = 0; i &lt; 5; i++) { ... }</code>	<code>for (int i = 0; i &lt; 5; i++) { ... }</code>

### Printing

<i>Arduino</i>	<i>Processing</i>
<code>Serial.println("hello world");</code>	<code>println("hello world");</code>
<code>int i = 5;</code> <code>Serial.println(i);</code>	<code>int i = 5;</code> <code>println(i);</code>
<code>int i = 5;</code> <code>Serial.print("i = ");</code> <code>Serial.print(i);</code> <code>Serial.println();</code>	<code>int i = 5;</code> <code>println("i = " + i);</code>

# Tech details - software

The arduino language has 3 main elements:

**Structure, Variables, Functions.**

## Structure

The most important two parts of any Arduino program:

`setup()`      *executed once in the start*

`loop()`      *executed repeatedly (looped)*



# Tech details - software

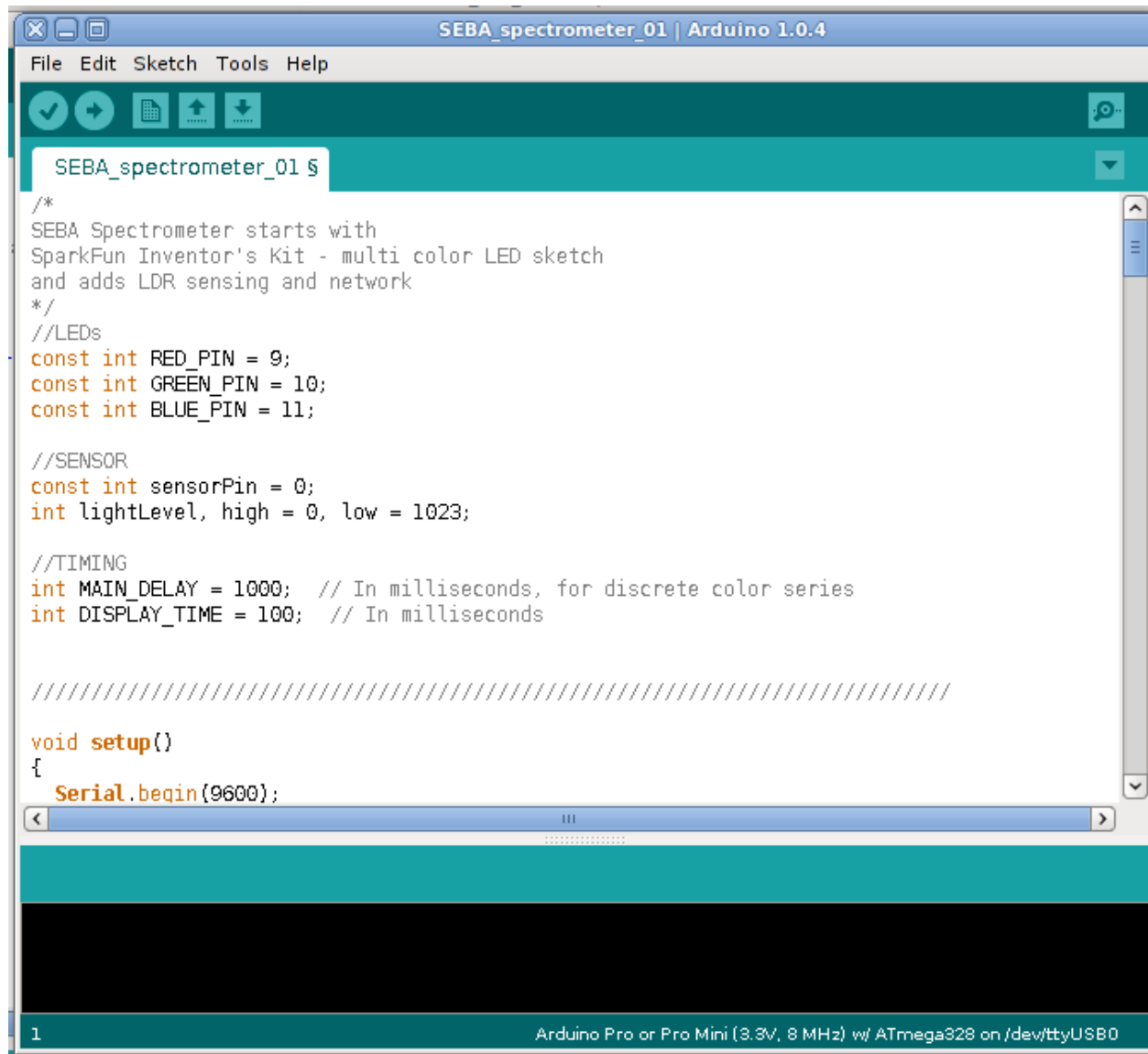
The language offers the familiar set of **operators, variables, functions.**

An important concept is the use of **libraries.**

For a full description of the language, see

<http://arduino.cc/en/Reference/HomePage>

# Tech details - IDE



```
SEBA_spectrometer_01 §
/*
SEBA Spectrometer starts with
SparkFun Inventor's Kit - multi color LED sketch
and adds LDR sensing and network
*/
//LEDs
const int RED_PIN = 9;
const int GREEN_PIN = 10;
const int BLUE_PIN = 11;

//SENSOR
const int sensorPin = 0;
int lightLevel, high = 0, low = 1023;

//TIMING
int MAIN_DELAY = 1000; // In milliseconds, for discrete color series
int DISPLAY_TIME = 100; // In milliseconds

////////////////////////////////////

void setup()
{
  Serial.begin(9600);
}
```

1 Arduino Pro or Pro Mini (3.3V, 8 MHz) w/ ATmega328 on /dev/ttyUSB0

# Tech details - hardware

Arduino boards are based around

Atmel processors (ATM168, ATM328).

The main board can be extended by a wide offering of so-called shields, for example

- Network shields

for all kinds of wireless and wired communications,

- Sensor shields for hundreds of sensing applications.

# Tech details - hardware

## Typical boards:

8 bit controllers (new DUE board is first with 32 bit)

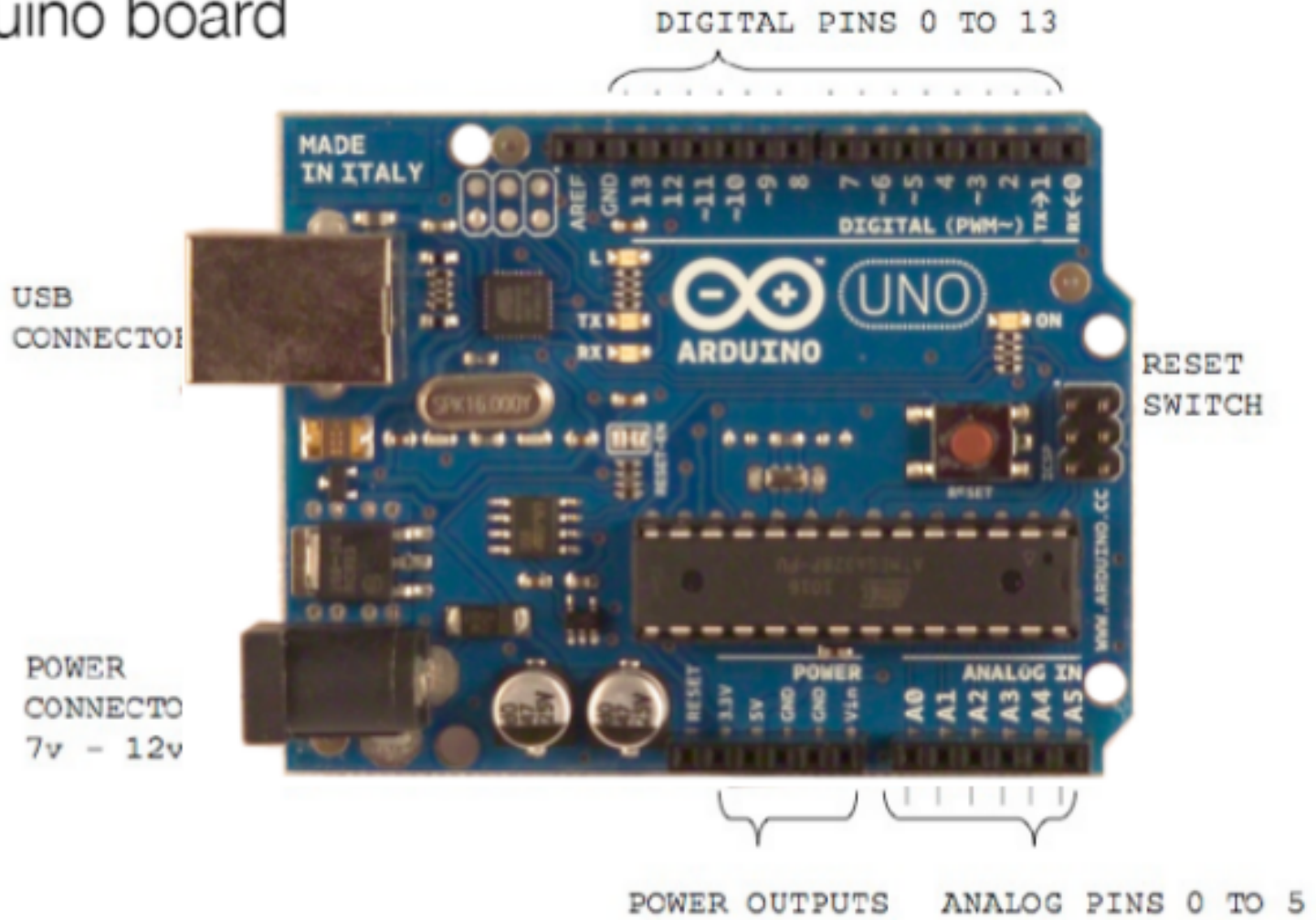
16 / 8 Mhz

Approx. 32k of memory for code

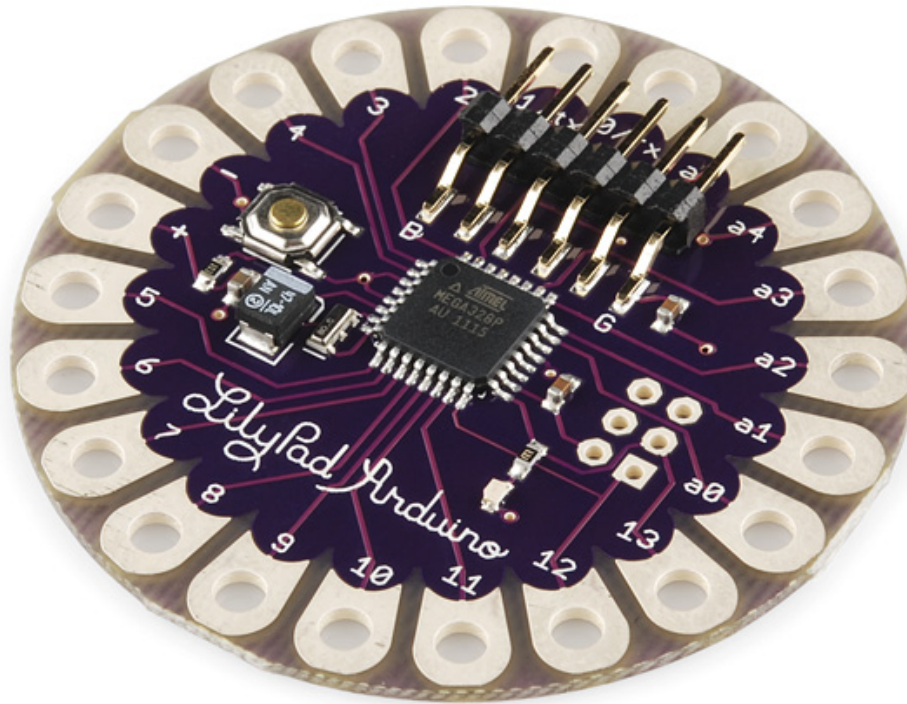
Run on 3.3, 5 (and up) Volts

# An Arduino board

Arduino board



# Arduino boards in many forms



# Arduino boards in many forms



Arduino Uno



Arduino Leonardo



Arduino Ethernet



Arduino Mini



Arduino Pro Mini



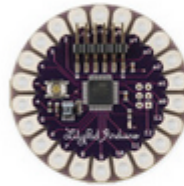
Arduino Pro



Arduino Due



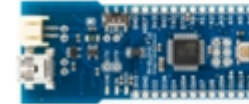
Arduino Esplora



LilyPad Arduino



LilyPad Arduino  
USB



Arduino Fio



Arduino Mega 2560



Arduino Mega ADK



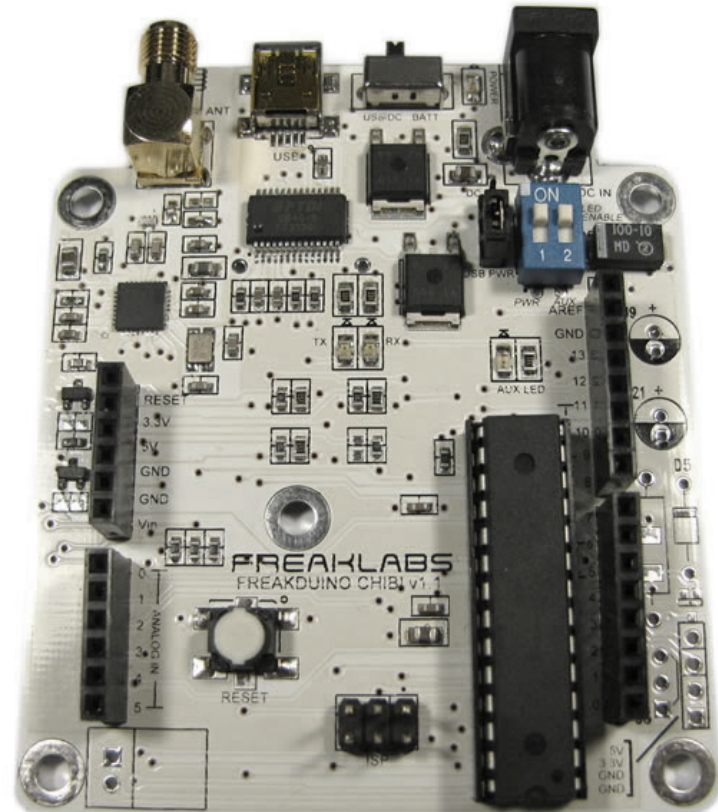
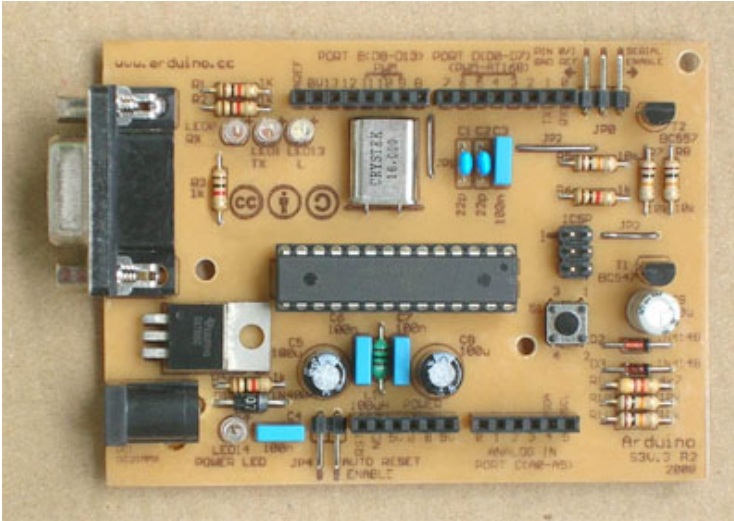
Arduino Micro



Arduino Nano

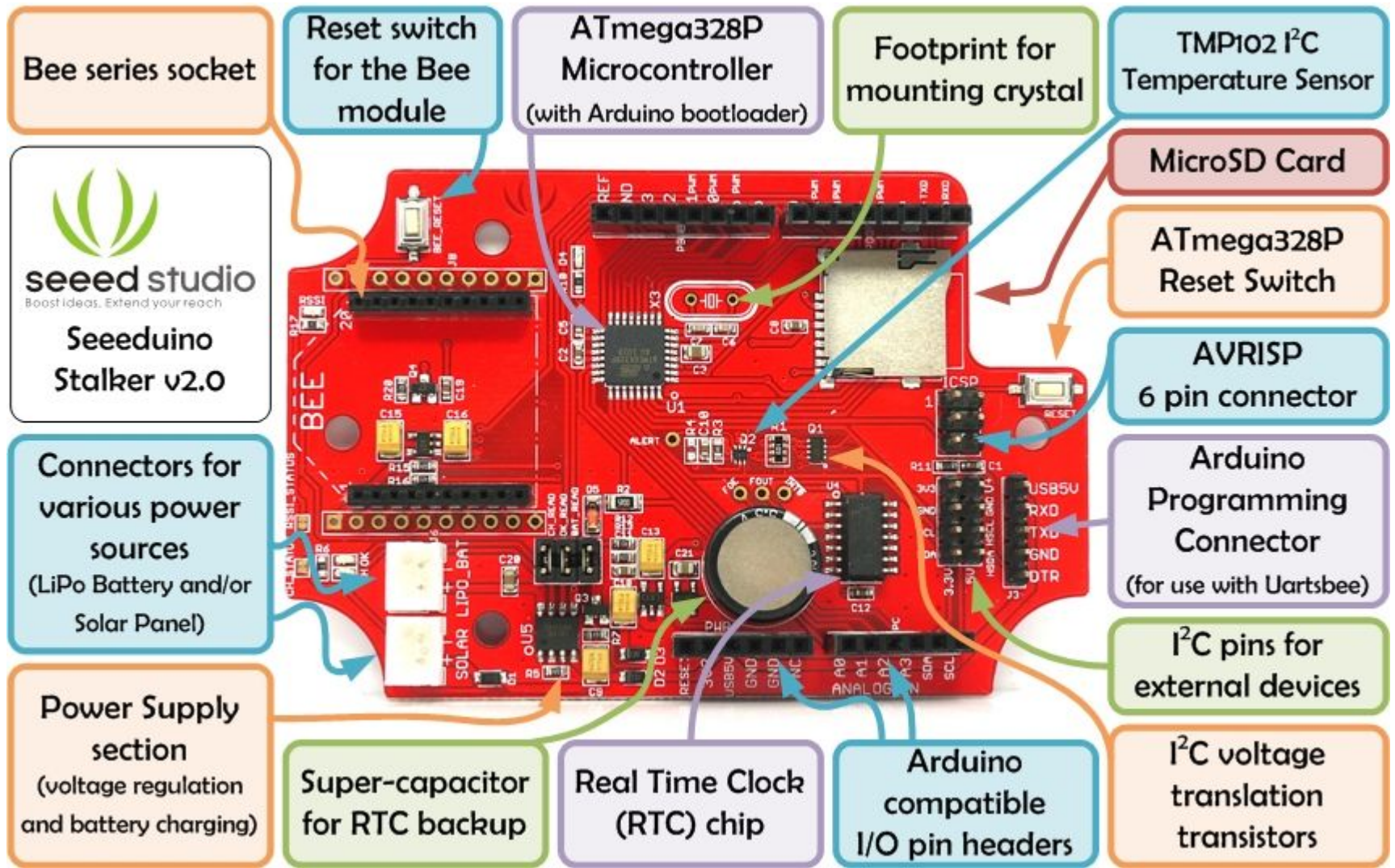


# Arduino boards in many forms





# Arduino boards: Seeeduno



# Arduino - sensors

## Sensors



button

heat sensor



light sensor



RFID reader



proximity  
sensor



accelerometer



piezo/  
pressure sensor



flex sensor

# Arduino - sensors

We keep a little list at: <http://pitlab.itu.dk/content/sensors>



Arduino and similar platforms are a relevant choice for prototyping and deploying sensors and (wireless or wired) sensor networks. As an inspiration, not as a complete list, here are some suggestions for how one would measure ...

## 1.1 ... Air pollution

[http://www.satistronics.com/air-quality-control-sensor-mq135\\_p2770.html](http://www.satistronics.com/air-quality-control-sensor-mq135_p2770.html)

## 1.2 ... Current

Non-invasive, clip-on:

<http://www.sparkfun.com/products/10341>

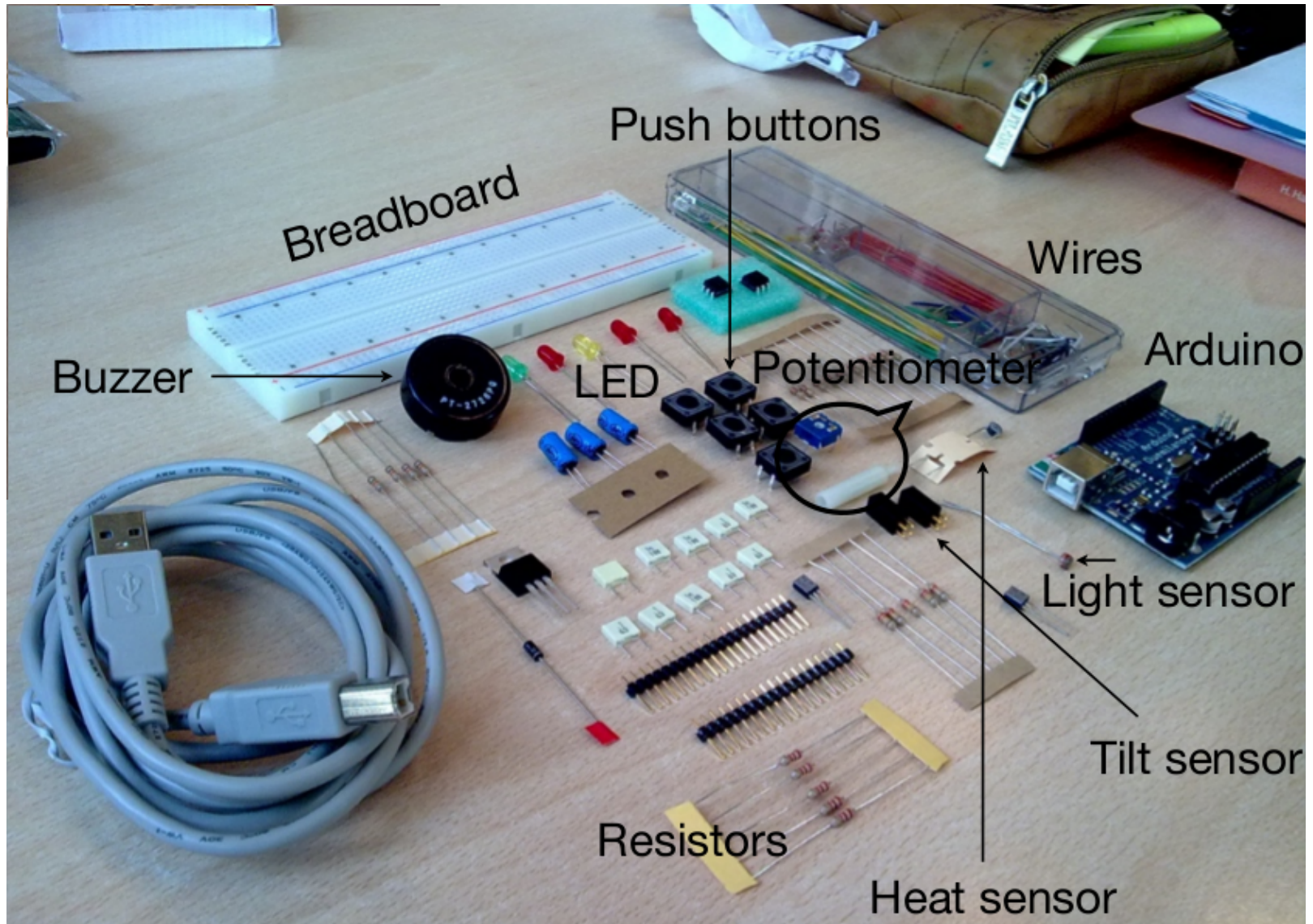
## 1.3 ... Distance

MaxSonar Ultra Sonic Range finders

<http://www.maxbotix.com/products.htm>



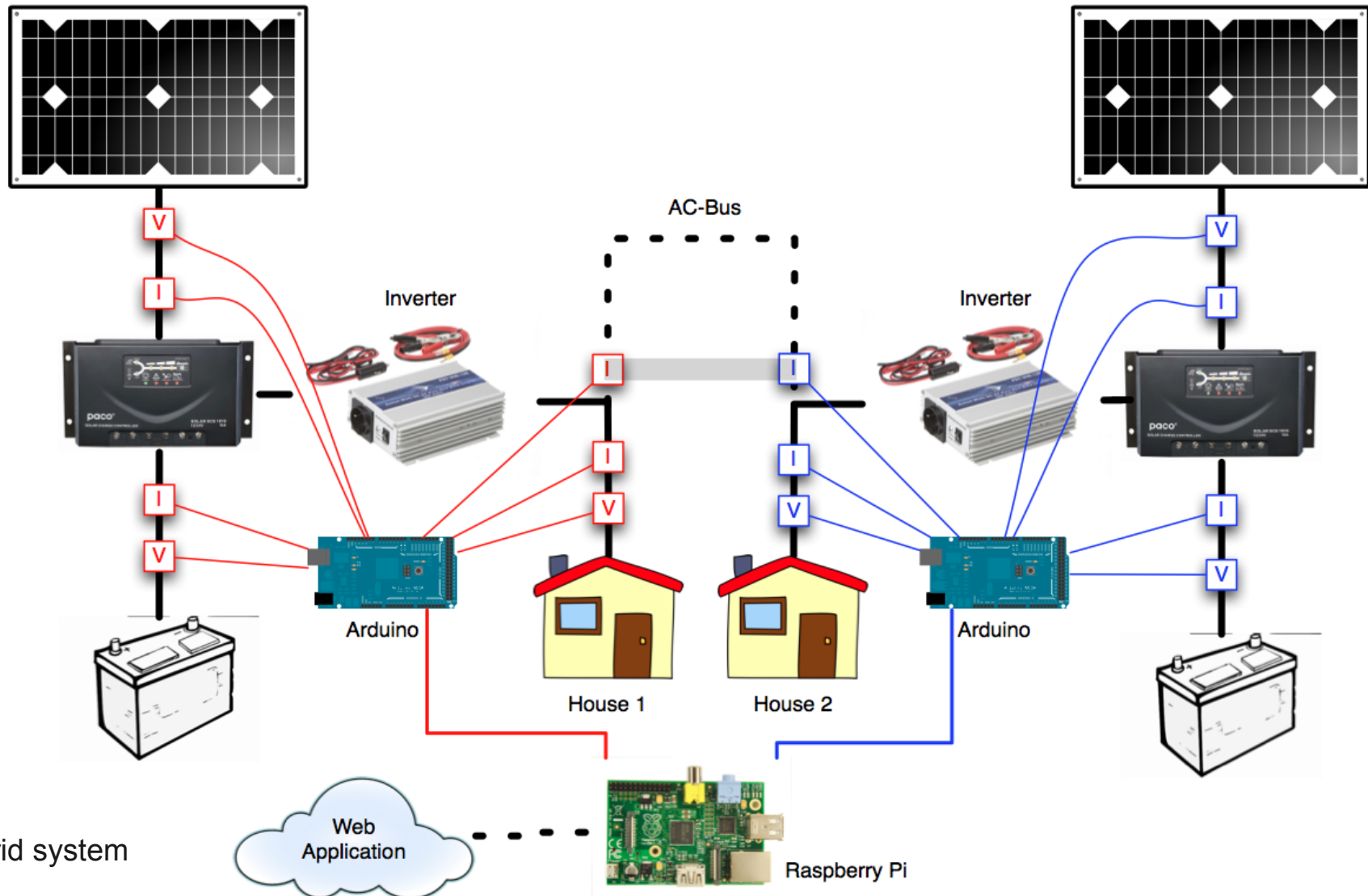
# Arduino - kit



# Arducopter

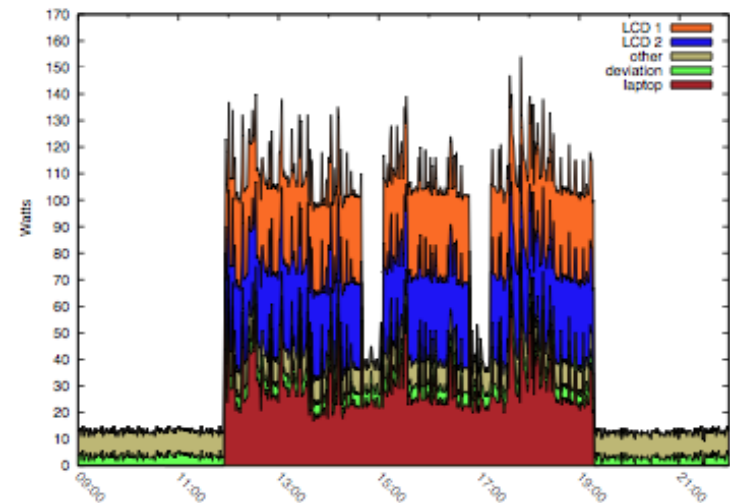
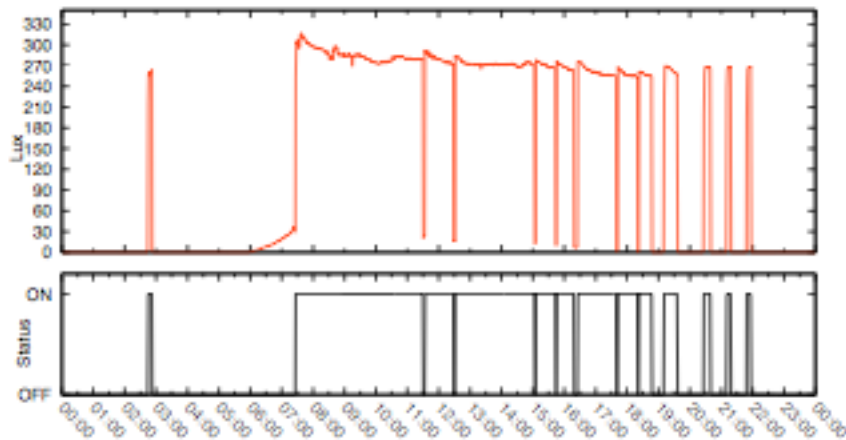
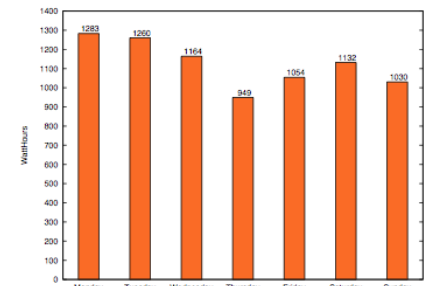
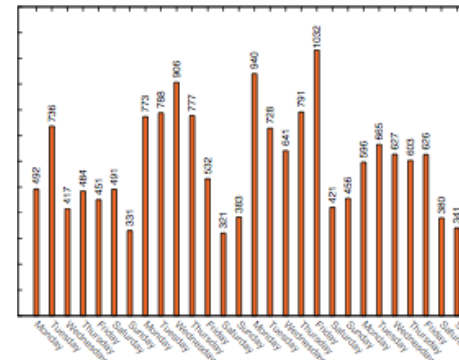
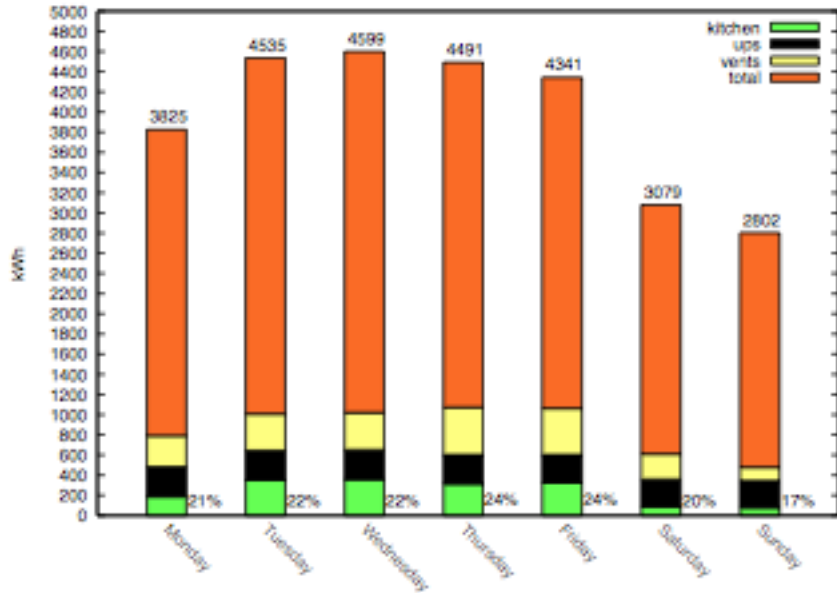


# Arduino in solar energy

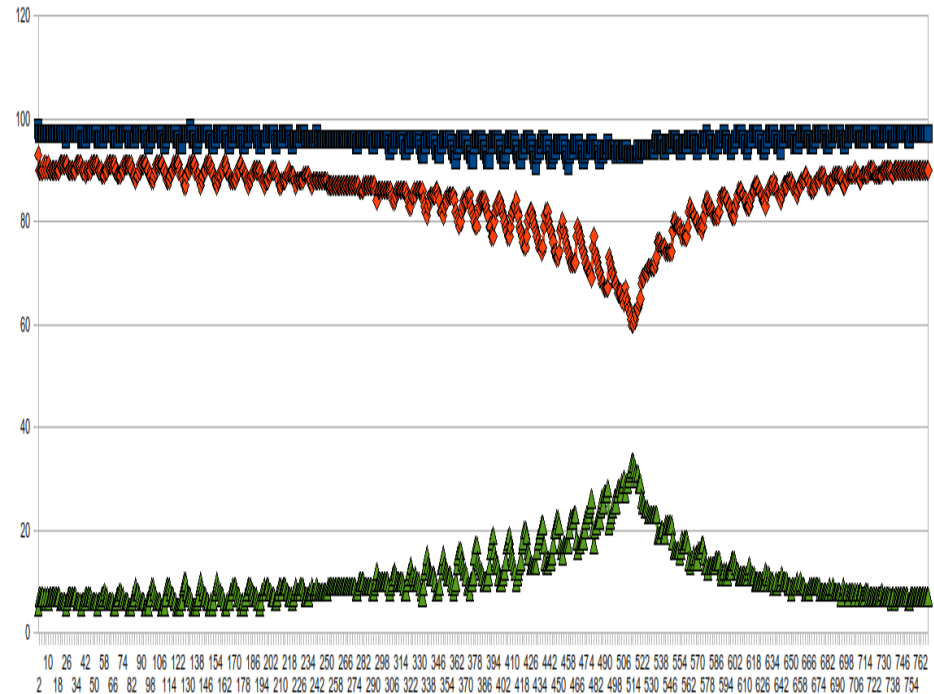
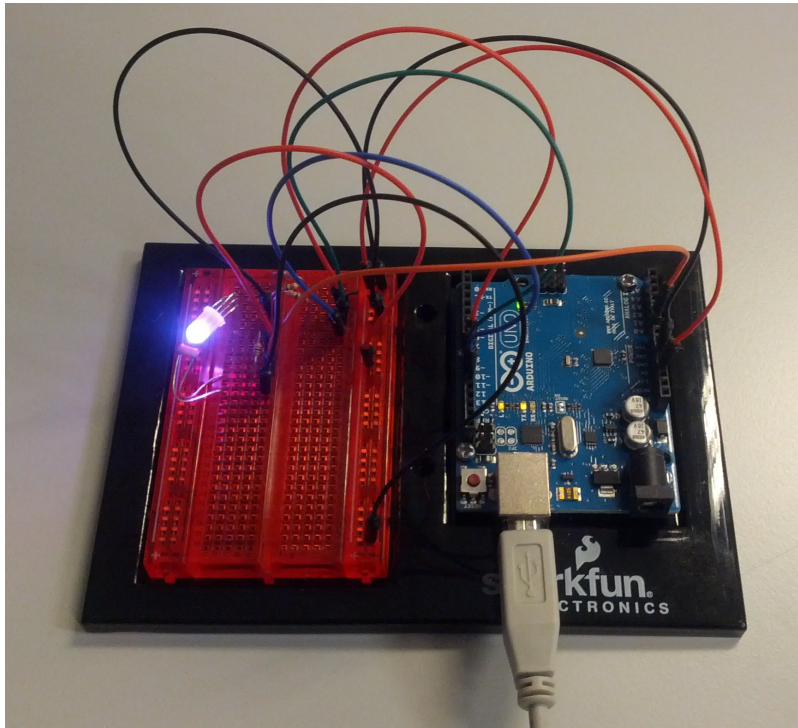




# Building Instrumentation using Arduino elements



# A rapid development “spectrometer”





# Getting started and learning more

Start at the source: <http://arduino.cc>

Explore the Arduino community

There are great guides out there, e.g.

Sparkfun SIK Guide

<https://www.sparkfun.com/products/11581>

Try it ... **at the lab!**

**And you are welcome to continue in the evening (and bring music)!**

