



Disruptive Online

Getting started with Nuttx and STM32



Preface

There is a lot to learn about Nuttx:

Internet:

- <https://nuttx.apache.org/>
- <https://groups.google.com/forum/#!forum/nuttx>

Youtube Channel from my friend and Nuttx mentor Alan!

- <https://www.youtube.com/channel/UC0QcillcUnjJkL5yJJBmluw/videos?app=desktop>

My channel (Youtube):

- <https://www.youtube.com/channel/UCKsSePEEUaRAmv2-S2x0C7w>

My website:

- <http://nuttx.nl/>

Thank you Greg for being supportive and making Nuttx!

Who am I? Grateful to have met these guys!



Alan

Me

Greg



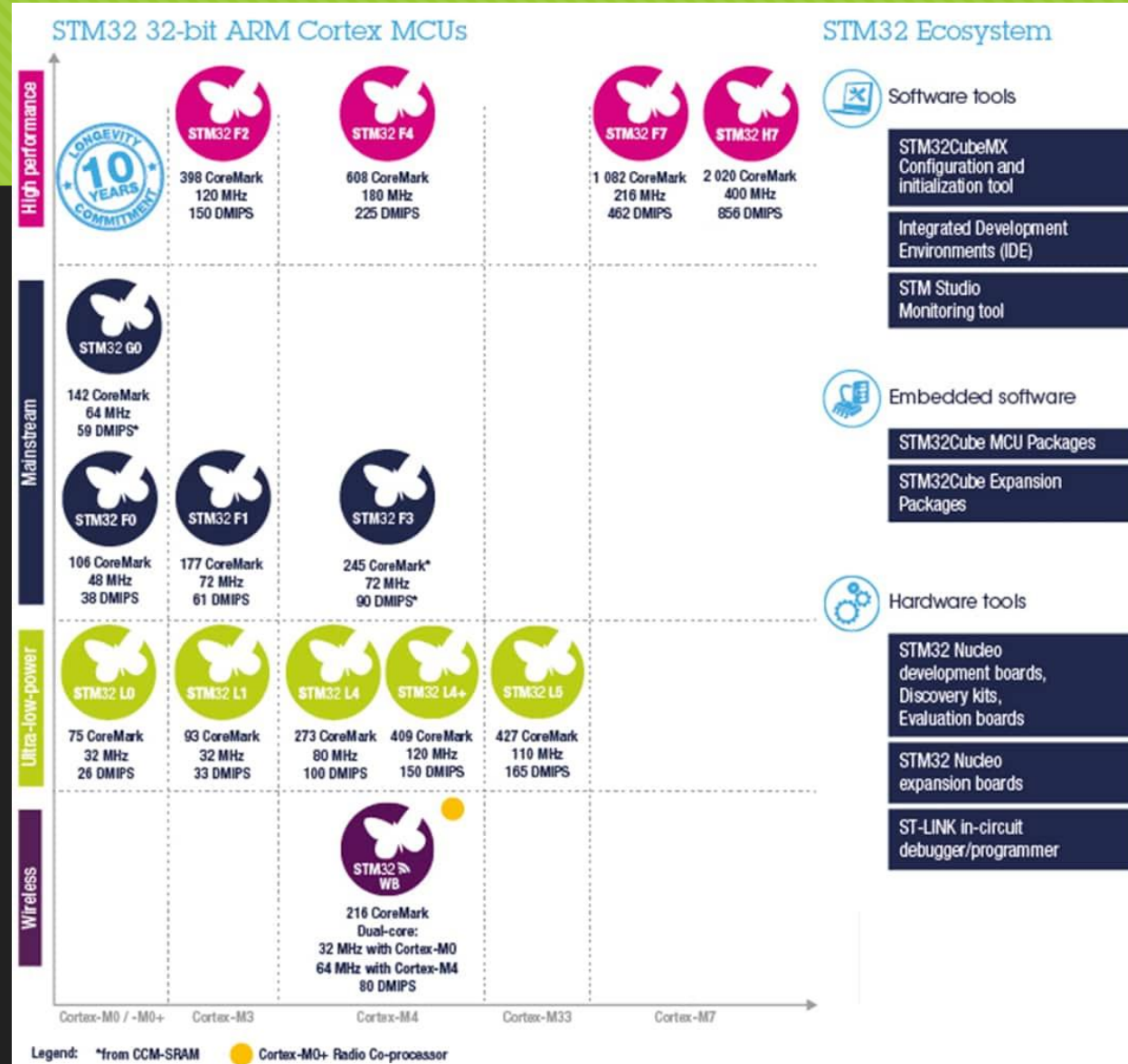
A refuge

Nuttx had received much attention when it was first released in 2007 by **Gregory Nutt** under the permissive **BSD license**. The world is seeking an **RTOS** which can be used to address the questions which enthusiasts are in search for and want to find the most significant innovation in the world of **Internet of Things** (=IoT) and **Embedded Devices**. Many wrote books and articles in the past few years about Real-Time Operating Systems. However, if you want to learn more about how an RTOS works, you may **find yourself lost** in a universe of books that either quickly skim over the technical details or that discuss the underlying technical concepts at a highly formal level.

This **book (in the making) fills the gap** that exists between purely technical books about an RTOS, on the one hand. Also, the literature specific about its expected impact or visions and its future, on the other hand. Writing this book is **because** a **conceptual understanding** of the technical foundations of Nuttx (The Perfect Embedded RTOS) and also meant to **be a guide in your practical solutions**.



STM32

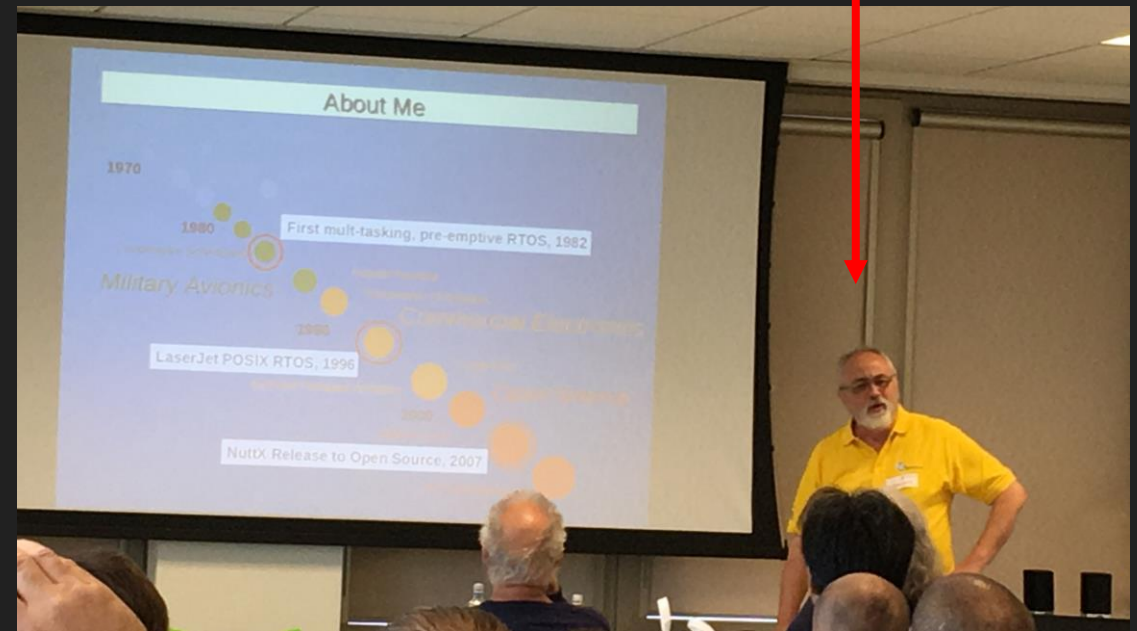




What is it?

- Its an RTOS...
- It has: Performance, Real Time == Deterministic, Nuttx tasks, can handle a thread within an environment (like a Linux process), Each thread has its own stack, Each thread has an execution priority managed by the OS, Each thread is a member of a "task group", Share resources (like a Linux process), Can wait for events or resource availability Threads communicate via Interprocess Communications (IPC):, POSIX Message Queues, Signals, Counting semaphores, etc., Standard POSIX / Linux compatible, Nuttx supports use of standard IPCs from interrupt handlers, - The Nuttx kernel, - Synchronous vs Asynchronous Context Switch, Asynchronous Context Switch == Interrupt Context Switch, Critical part of realtime response, VERY efficient in Nuttx... Near zero additional overhead, Synchronous Context Switch, Thread relinquishes CPU by waiting for event, NOT a critical part of realtime response, But may be important to overall performance and throughput, - High Priority, Zero Latency Interrupts High Priority, Zero Latency Interrupts, Nuttx implements with: Higher interrupt priority, Direct vector to C code, Indirect interrupt context switches via PENDSV, - Security aspects, - (Etc..), Higher-half and lowerhalf : So board specific logic and architecture specific logic is situated in the "lower-half" (address ranges: 0x00000000 - 0xBFFFFFFF) and drivers and the Nuttx Core Logic is positioned in the higher-half (address ranges: 0xC0000000 - 0xFFFFFFFF)

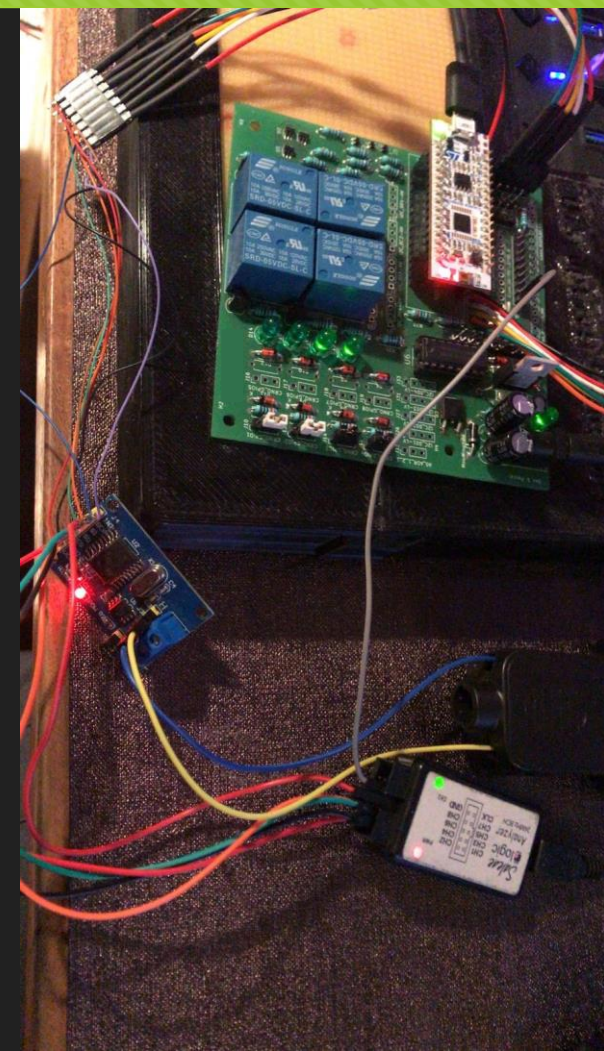
Gregory Ellis Nutt is an American embedded software developer, author and main contributor to the NuttX real-time operating system. Between 2004 and 2007, Nutt developed the core of the NuttX operating system, and released it in 2007 under the BSD license.



Why do we need it?



- It really works!!!



Getting started!!



The most challenging part....

- A live session about the most important aspects concerning Nuttx and STM32...

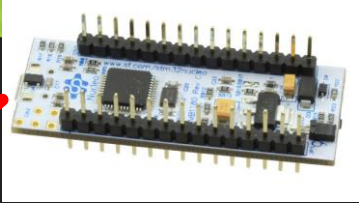
Debugger/Programmers

What we use part I

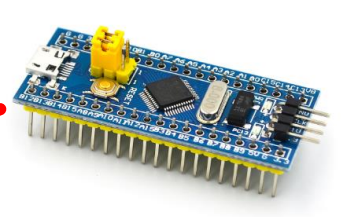


STM32L432KC
Nucleo

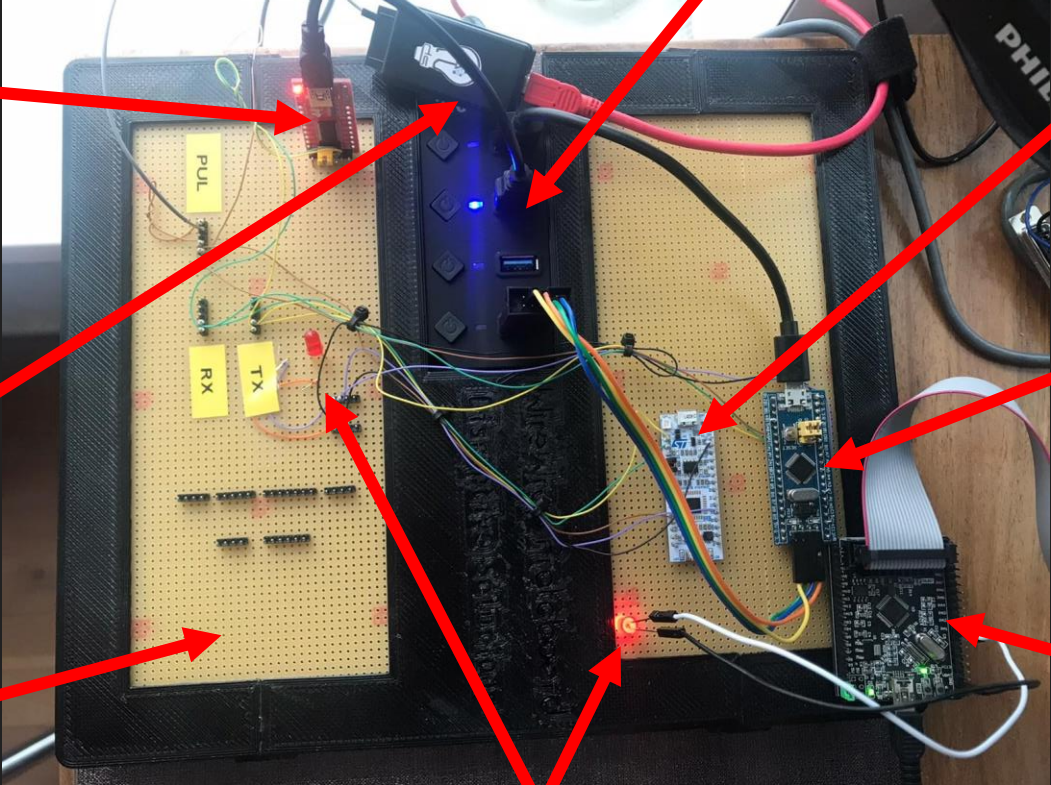
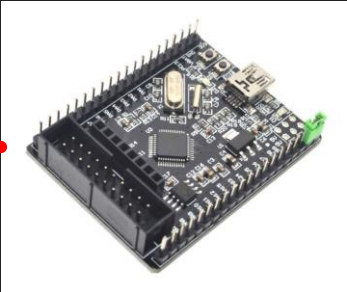
USB Hub



STM32F103
Bluepill



STM32F103
Smart

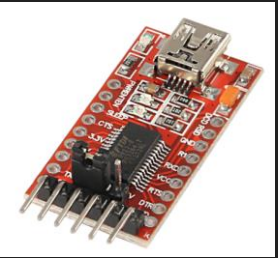


FTDI

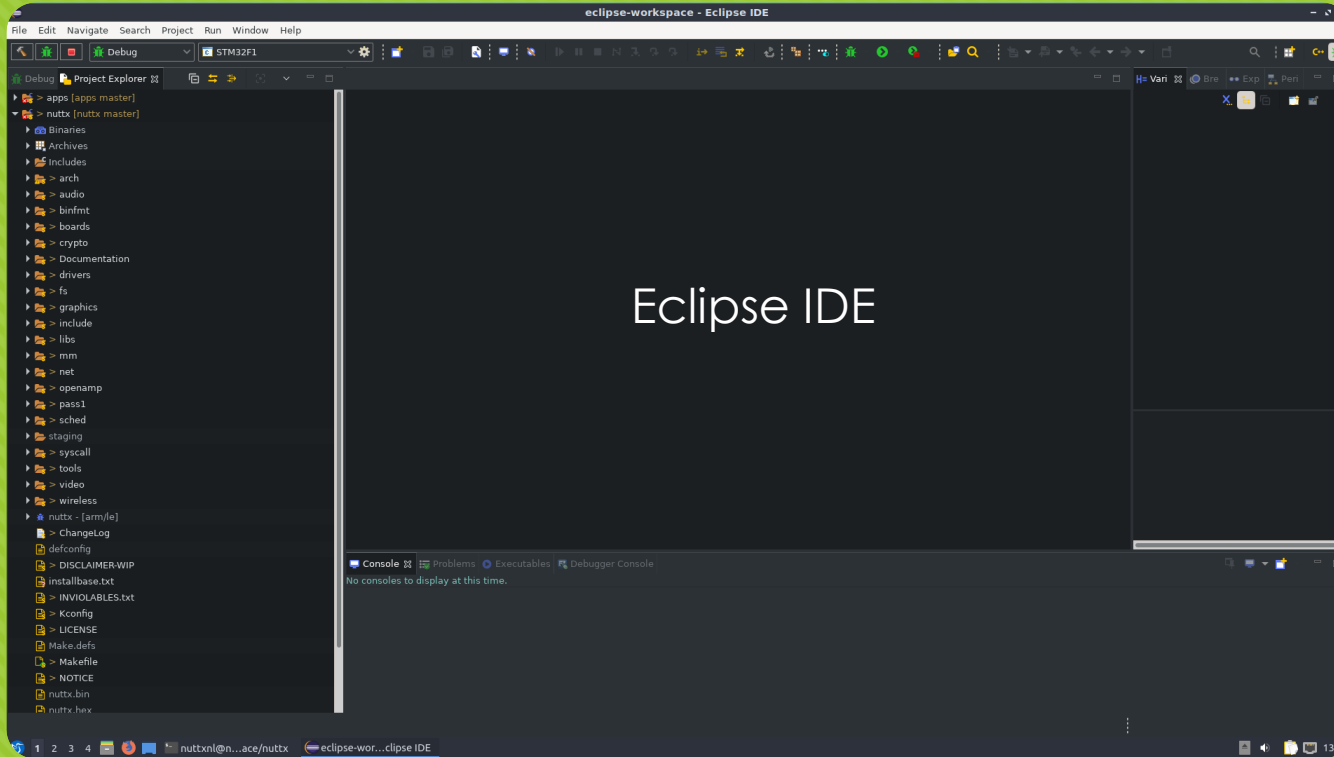
Logic
Analyzer

Wire
Wrap
Protoboard

LEDS



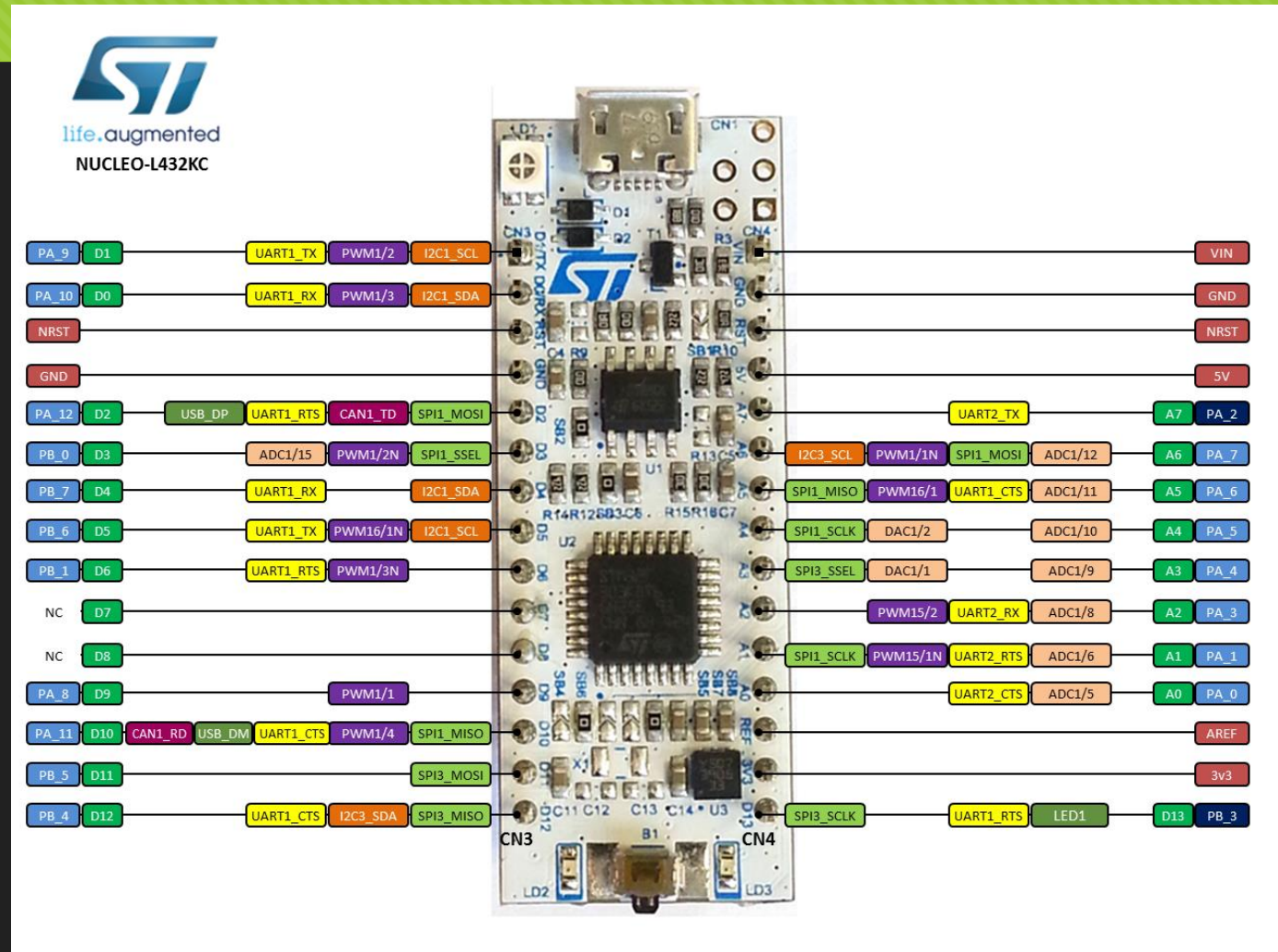
Debugger/Programmers



Our VirtualBox image as base

What we use part II

Pinouts



Pinouts

LEGEND

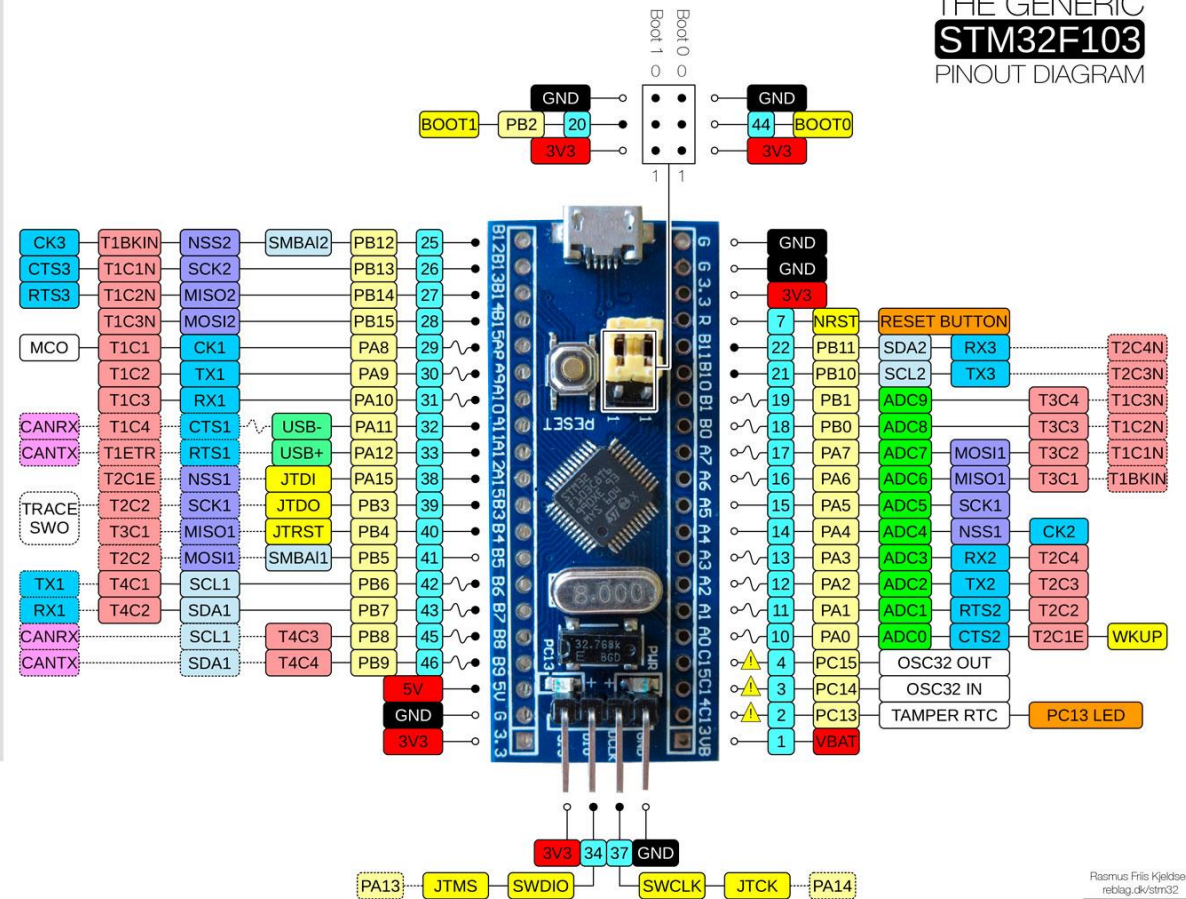
POWER
GROUND
PHYSICAL PIN
PIN NAME
CONTROL
ANALOG
TIMER & CHANNEL
USART
SPI
I2C
CAN BUS
USB
MISC
BOARD HARDWARE

● 5V tolerant
 ○ Not 5V tolerant
 ~ PWM pin
 - - - Alternate function
 ⚠ PC13,PC14,PC15:
 Sink max 3mA,
 source 0mA,
 max 2mhz,
 max 30pF

Absolute MAX 150mA
 total source/sink for
 entire CPU

Max ±20mA per pin,
 ±8mA recommended

THE GENERIC STM32F103 PINOUT DIAGRAM



Rasmus Fris Kjeldsen
reblog.dk/stm32



V1.0