

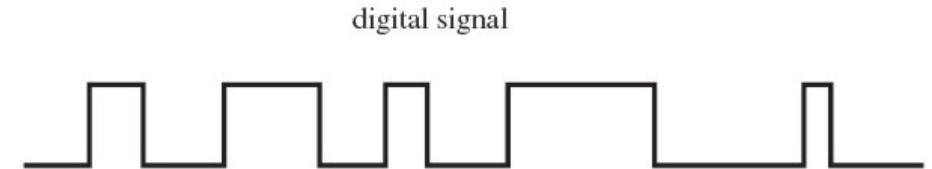
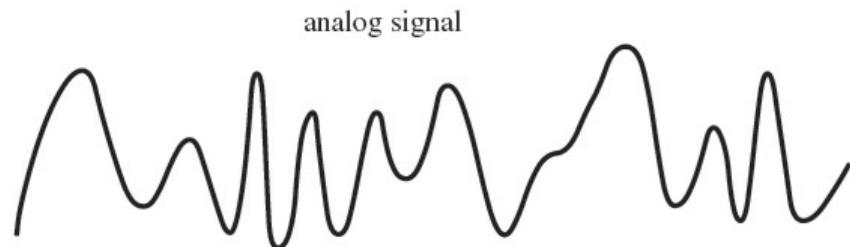
Controllers



Analogue vs Digital Signals Reminder

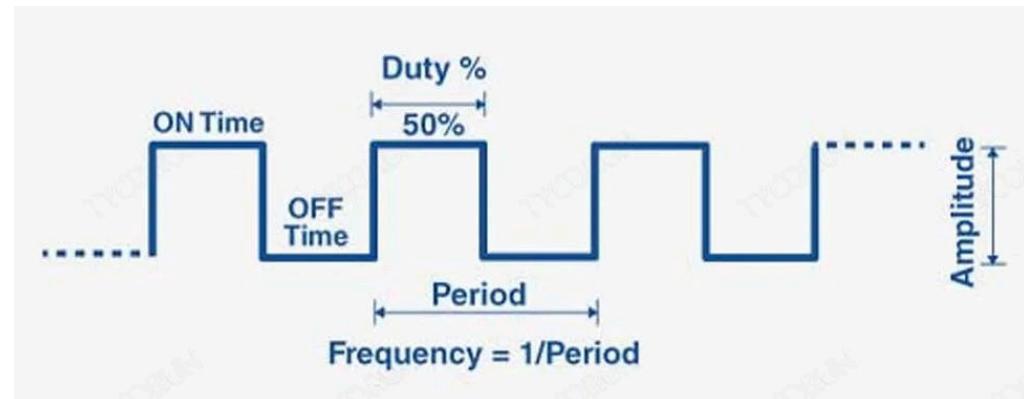
For this lesson we are focusing on electrical signals which are split into two forms:

- Analogue signals are continuous and change smoothly over time
- Digital signals are discrete and therefore have set values which they change between



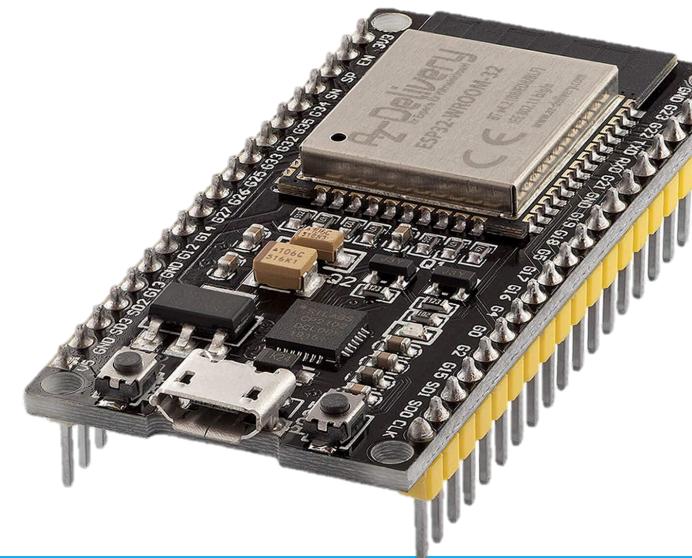
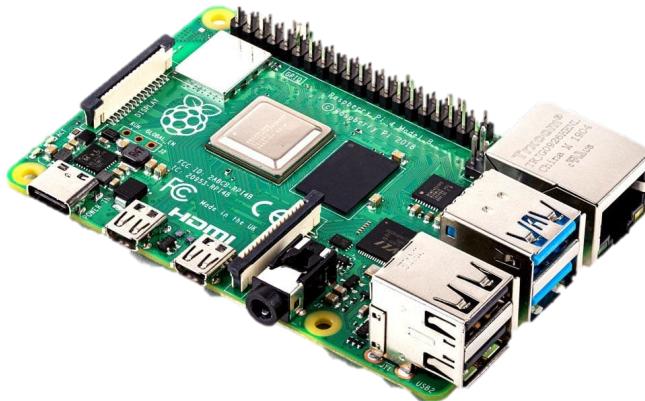
PWM Reminder

- A technique to control power by rapidly switching a signal between ON and OFF states.
- Simulates an analogue output using a digital signal
- Used for controlling motors, LEDs, and power regulation



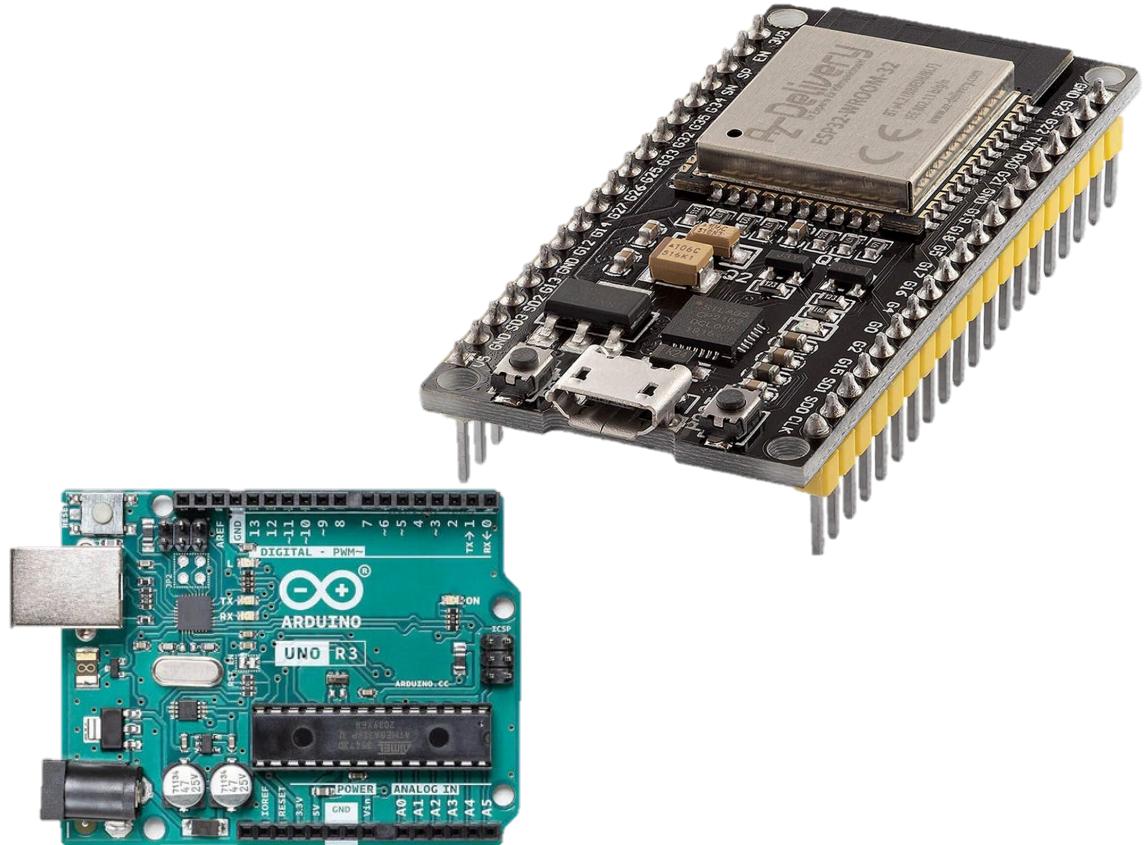
What are controllers?

- Controllers are objects that link to sensors and actuators
- They facilitate communication between sensors and actuators
- They allow us to perform calculations with sensor inputs



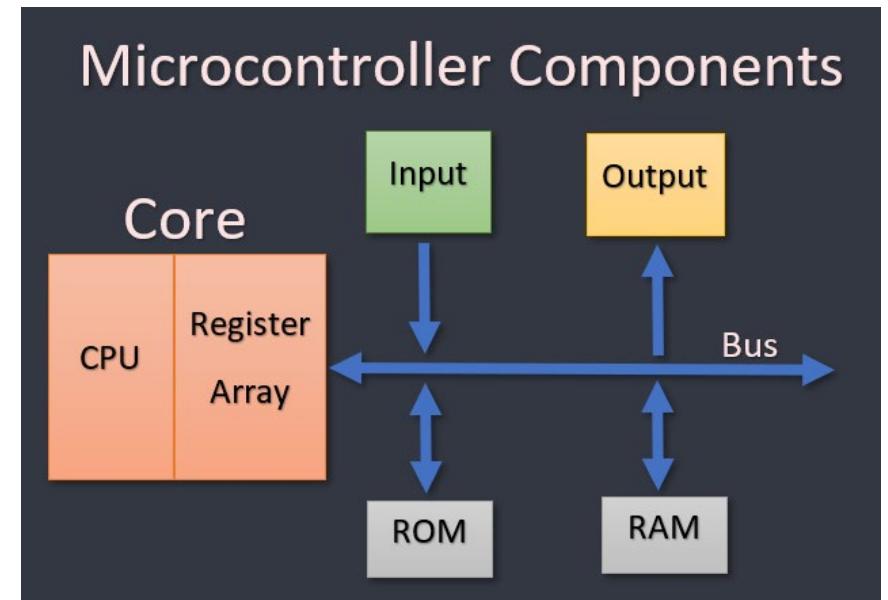
What are microcontrollers?

- Microcontrollers are small computers that act as controllers
- They differ from most regular computers as they are optimised for a specific task
- They often have lots of I/O (input/output) ports for communicating with lots of sensors and actuators



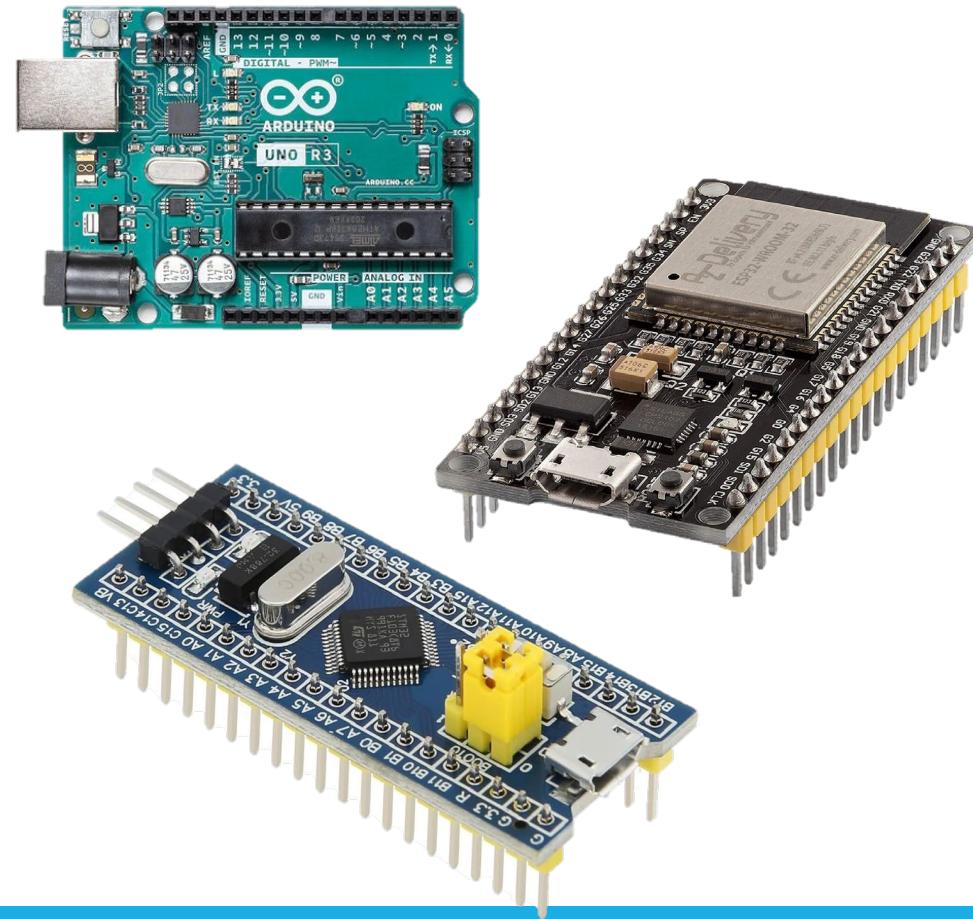
Components of a microcontroller

- Micro controllers are made of the following key components:
 - **Central Processing Unit (CPU):**
 - The brain of the microcontroller
 - Processes instructions and controls everything
 - **Memory:**
 - ROM (Read-Only Memory): Stores the program/code permanently.
 - RAM (Random Access Memory): Temporary memory for running tasks.
 - **I/O Pins:**
 - Connects to the actuators and sensors



Most Common Microcontrollers

- ATmega328P (Arduino Uno) – the most used microcontroller by both hobbyists and industry
- ESP32 – much more powerful than the ATmega328P includes built in Wi-Fi and Bluetooth capabilities
- STM32 – Used a lot for industrial and high-performance applications

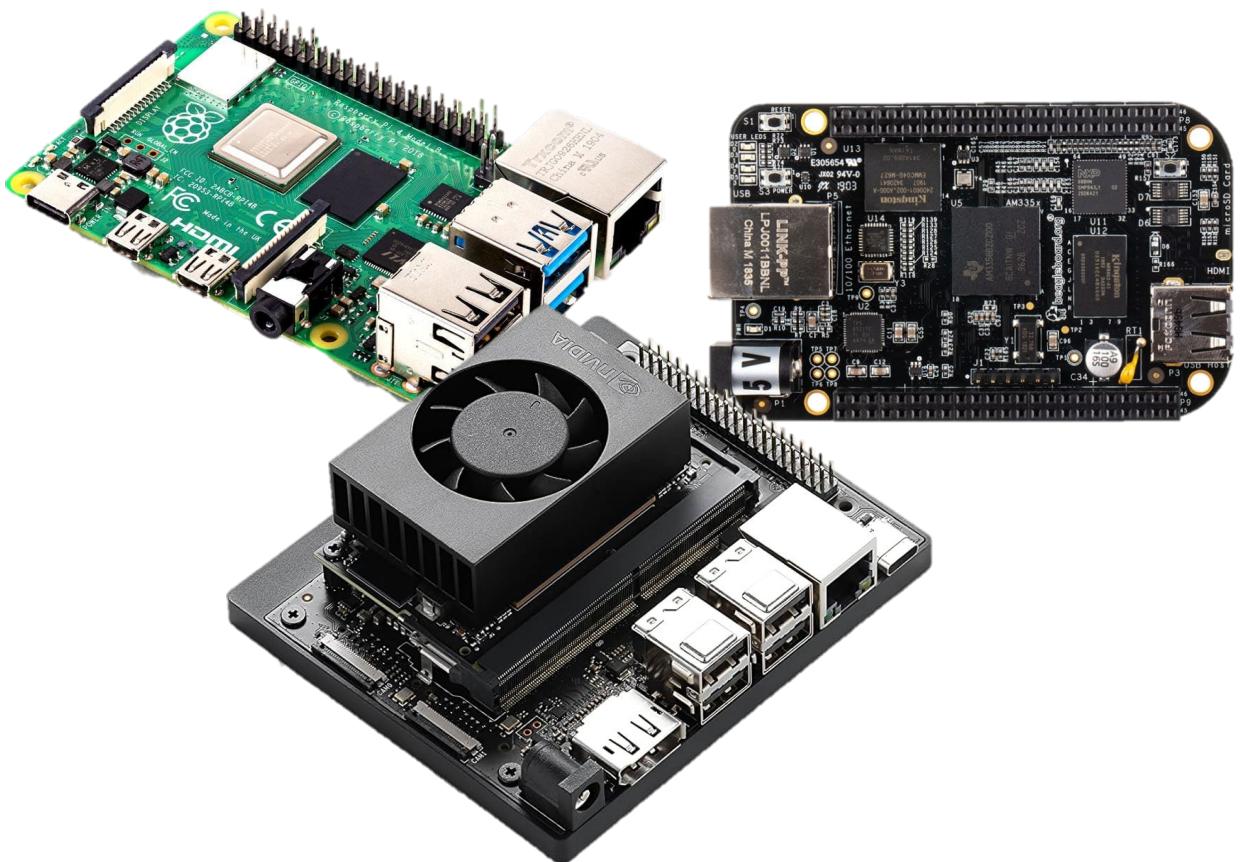


Picking a microcontroller

| Microcontroller (price) | Clock Speed | Memory | Bit Size | GPIO Pins | Wifi/Bluetooth built-in | Power Usage | Use cases | Usability |
|----------------------------|-----------------|----------------------------|----------|-----------|-------------------------|----------------------------|------------------------------------|-----------|
| ATmega328P (£22-£25) | 16MHz | 32KB Flash 2KB RAM | 8-bit | 23 | No | Low Power (15 mA) | Low power or battery powered | Easiest |
| ESP32 (£7-£9) | Up to 240MHz | 4MB Flash 520KB RAM | 32-bit | 34+ | Yes | Higher Power (160 mA) | Anything that needs wireless | Moderate |
| STM32 (£30-£35) | Up to 72MHz | 64-512KB Flash 20KB RAM | 32-bit | 37+ | No | Middle Power (30-100mA) | Industrial control | Difficult |

MicroComputers

- Microcomputers are miniaturised computers that are used for specific tasks
- They have a full OS allowing us to do much more complex tasks
- Most common are Raspberry Pi Series, BeagleBone Series and Jetson Nano
- They have higher power requirements than microcontrollers



Picking a MicroComputer

| Microcontroller | Price | Power Consumption | Processing Power | GPIO Pins | Best for |
|------------------|----------|---------------------|------------------|-----------|--|
| Raspberry pi 4/5 | £50-£100 | Most Power Hungry | Medium Power | 40 Pins | General purpose, all rounder |
| BeagleBone Black | £50-70 | Least Power Hungry | Least Powerful | 69 Pins | Industrial Control, Automation, Robotics |
| Jetson Nano | £80-£120 | Medium Power Hungry | Most Powerful | 40 Pins | AI, Machine Learning, Computer Vision |

Microcontroller vs Microcomputers

- We need a microcomputer when we are doing anything which needs significant processing power
- For instance, if we wanted to detect an animal on a video feed, we would need a microcomputer as microcontrollers are not powerful enough

