Intel Galileo Board User Guide

Quick Boot is designed to give developers a background in the basic architecture and details of a typical boot sequence. More specifically, this book describes the basic initialization sequence that allows developers the freedom to boot an OS without a fully featured system BIOS. Various specifications provide the basics of both the code bases and the standards. This book also provides insights into optimization techniques for more advanced developers. With proper background information, the required specifications on hand, and diligence, many developers can create quality boot solutions using this text. Pete Dice is Engineering Director of Verifone, where he manages OS Engineering teams in Dublin, Ireland and Riga Latvia. Dice successfully launched Intel(R) Quark(TM), Intel's first generation SoC as well as invented the Intel(R) Galileo(TM) development board and developed a freemium SW strategy to scale Intel IoT gateway features across product lines. He is also credited with architecting the "Moon Island" software stack and business model.

Getting Started with Intel GalileoElectronic Projects with the Quark-Powered Arduino-Compatible BoardMaker Media, Inc.

This book focuses on the development of wellness protocols for smart home monitoring, aiming to forecast the wellness of individuals living in ambient assisted living (AAL) environments. It describes in detail the design and implementation of heterogeneous wireless sensors and networks as applied to data mining and machine learning, which the protocols are based on. Further, it shows how these sensor and actuator nodes are deployed in the home environment, generating real-time data on object usage and other movements inside the home, and therefore demonstrates that the protocols have proven to offer a reliable, efficient, flexible, and economical solution for smart home systems. Documenting the approach from sensor to decision making and information generation, the book addresses various issues concerning interference mitigation, errors, security and large data handling. As such, it offers a valuable resource for researchers, students and practitioners interested in interdisciplinary studies at the intersection of wireless sensing processing, radio communication, the Internet of Things and machine learning, and in how they can be applied to smart home monitoring and assisted living environments.

JavaScript Robotics is on the rise. Rick Waldron, the lead author of this book and creator of the Johnny-Five platform, is at the forefront of this movement. Johnny-Five is an open source JavaScript Arduino programming framework for robotics. This book brings together fifteen innovative programmers, each creating a unique Johnny-Five robot step-by-step, and offering tips and tricks along the way. Experience with JavaScript is a prerequisite.

This book explores potentially disruptive and transformative healthcare-specific use cases made possible by the latest developments in Internet of Things (IoT) technology and Cyber-Physical Systems (CPS). Healthcare data can be subjected to a range of different investigations in order to extract highly useful and usable intelligence for the automation of traditionally manual tasks. In addition, next-generation healthcare applications can be enhanced by integrating the latest knowledge discovery and dissemination tools. These sophisticated, smart healthcare applications are possible thanks to a growing ecosystem of healthcare sensors and actuators, new ad hoc and application-specific sensor and actuator networks, and advances in data capture, processing, storage, and mining. Such applications also take advantage of state-of-the-art machine and deep learning algorithms, major strides in artificial and ambient intelligence, and rapid improvements in the stability and maturity of mobile, social, and edge computing models.

The Intel Galileo board is the first in a family of Arduino-certified development and prototyping boards based on Intel architecture. Microsoft provides Windows for IoT Program which we can build and deploy application on top of Intel Galileo board using Windows Platform. This book helps you getting started with Windows for IoT program and Intel Galileo. The following is a list of highlight topics: * Preparing Development Environment * Deploying Windows IoT on Intel Galileo * Digital I/O * Analog I/O * Serial Communication * Working with SPI and I2C

Learn to easily build gadgets, gizmos, robots, and more using Arduino Written by Arduino expert Jeremy Blum, this unique book uses the popular Arduino microcontroller platform as an instrument to teach you about topics in electrical engineering, programming, and human-computer interaction. Whether you're a budding hobbyist or an engineer, you'll benefit from the perfectly paced lessons that walk you through useful, artistic, and educational exercises that gradually get more advanced. In addition to specific projects, the book shares best practices in programming and design that you can apply to your own projects. Code snippets and schematics will serve as a useful reference for future projects even after you've mastered all the topics in the book. Includes a number of projects that utilize different capabilities of the Arduino, while interfacing with external hardware Features chapters that build upon each other, tying in concepts from previous chapters to illustrate new ones Includes aspects that are accompanied by video tutorials and other multimedia content Covers electrical engineering and programming concepts, interfacing with the world through analog and digital sensors, communicating with a computer and other devices, and internet connectivity Explains how to combine smaller topics into more complex projects Shares downloadable materials and source code for everything covered in the book Projects compatible with many official Arduino boards including Arduino Uno; Arduino Leonardo; Arduino Mega 2560; Arduino Due; Arduino Nano; Arduino Mega ADK; LilyPad Arduino and may work with Arduino-compatible boards such as Freeduino and new third party certified boards such as the Intel Galileo Exploring Arduino takes you on an adventure and provides you with exclusive access to materials not found anywhere else!

The bestselling beginner Arduino guide, updated with new projects! Exploring Arduino makes electrical engineering and embedded software accessible. Learn step by step everything you need to know about electrical engineering, programming, and human-computer interaction through a series of increasingly complex projects. Arduino guru Jeremy Blum walks you through each build, providing code snippets and schematics that will remain useful for future projects. Projects are accompanied by downloadable source code, tips and tricks, and video tutorials to help you master Arduino. You'll gain the skills you need to develop your own microcontroller projects! This new 2nd edition has been updated to cover the rapidly-expanding Arduino ecosystem, and includes new full-color graphics for easier reference. Servo motors and stepper motors are covered in richer detail, and you'll find more excerpts about technical details behind the topics covered in the book. Wireless connectivity and the Internet-of-Things are now more prominently featured in the advanced projects to reflect Arduino's growing capabilities. You'll learn how Arduino compares to its competition, and how to determine which board is right for your project. If you're ready to start creating, this book is your ultimate guide! Get up to date on the evolving Arduino hardware, software, and capabilities Build projects that interface with other devices—wirelessly! Learn the basics of electrical engineering and programming Access downloadable materials and source code for every project Whether you're a first-timer just starting out in electronics, or a pro looking to mock-up more complex builds, Arduino is a fantastic tool for building a variety of devices. This book offers a comprehensive tour of the hardware itself, plus in-depth introduction to the various peripherals, tools, and techniques used to turn your little Arduino device into something useful, artistic, and educational. Exploring Arduino is your roadmap to adventure—start your journey today!

This book is for anyone who has ever been curious about using the Intel Galileo to create electronics projects. Some programming background is useful, but if you know how to use a personal computer, with the aid of the step-by-step instructions in this book, you can construct complex electronics projects that use the Intel Galileo.

Many people think of Linux as a computer operating system, running on users' desktops and powering servers. But Linux can also be found inside many consumer electronics

devices. Whether they're the brains of a cell phone, cable box, or exercise bike, embedded Linux systems blur the distinction between computer and device. Many makers love microcontroller platforms such as Arduino, but as the complexity increases in their projects, they need more power for applications, such as computer vision. The BeagleBone is an embedded Linux board for makers. It's got built-in networking, many inputs and outputs, and a fast processor to handle demanding tasks. This book introduces you to both the original BeagleBone and the new BeagleBone Black and gets you started with projects that take advantage of the board's processing power and its ability to interface with the outside world.

Write powerful programs for your Intel® Galileo—no experience required! This hands-on guide offers a step-by-step introduction to programming the Intel® Galileo using ArduinoTM software. Written by an experienced electronics hobbyist, Programming the Intel® Galileo: Getting Started with the ArduinoTM-Compatible DevelopmentTM Board shows how to set up your board, configure the software, and quickly start writing sketches. You will discover how to work with the Galileo's inputs and outputs, use libraries, interface with the Web, and control external hardware. From there, you will learn to engineer and program your own useful and fun Galileo gadgets. • Explore the features and capabilities of the Intel® Galileo • Power up your board and install the Arduino IDE • Learn C programming basics and start writing sketches • Control LEDs, LCD, and servo motors • Process input from temperature and light sensors • Connect to the Internet through Ethernet and WiFi • Share sensor readings and other data via the cloud • Go further and design, build, and test your own projects

Intel® Galileo and Intel® Galileo Gen 2: API Features and Arduino Projects for Linux Programmers provides detailed information about Intel® Galileo and Intel® Galileo Gen 2 boards for all software developers interested in Arduino and the Linux platform. The book covers the new Arduino APIs and is an introduction for developers on natively using Linux. Author Manoel Carlos Ramon is a member of the Intel Galileo development team; in this book he draws on his practical experience in working on the Galileo project as he shares the team's findings, problems, fixes, workarounds, and techniques with the open source community. His areas of expertise are wide-ranging, including Linux-embedded kernel and device drivers, C/C++, Java, OpenGL, Assembler, Android NDK/SDK/ADK, and 2G/3G/4G modem integration. He has more than 17 years of experience in research and development of mobile devices and embedded circuits. His personal blog about programming is BytesThink (www.bytesthink.com). What you'll learn• How Linux libraries and applications are used and interact with sketches • How to configure WiFi mPCIe • How to develop and debug Intel's Galileo and Intel Galileo Gen 2 sketches using the Arduino IDE, native Linux applications, and hacking • Integration of OpenCV and V4L2 in C/C++/Python to capture picture and videos, and to detect faces, eyes, and your emotional state with a Fisherfaces model • How to exchange data using the 7160 LTE modem • How to tweet with REST API 1.1 and OAuth authentication • How to control a 6 DOF robot arm using a gripper based in coffee grains, as well as how to create a special API and hardware for six analogic controls • Home Automation with node.js • How to manage temperature sensors, barometric sensors, and PIR motion sensors, as well as how to create your own soil moisture sensors and keypad • How to use a Power of Ethernet (PoE) module on Intel Galileo Gen 2 Who this book is for Software and hardware developers interested in embedded Linux and Arduino. Table of Contents Chapter 1: Intel Galileo Intel Galileo Gen 2 Chapter 2: Native Development Chapter 3: Arduino IDE and the Wiring Language Chapter 4: New APIs and Hacks Chapter 5: Networking and Hacks Chapter 6: Tweeting With REST API 1.1 Chapter 7: Using OpenCV Chapter 8: Creating a Soil Moisture Sensor Chapter 9: Home Automation and Dynamic Web Chapter 10: Power Over Ethernet (PoE) Chapter 11: Assembling and Controlling a Robotic Arm Chapter 12: Using an LTE Modem Appendix A: Intel Galileo I/O and Muxing Appendix B: Intel Galileo Gen 2 I/O and Muxing Appendix C: Video Capturing Appendix D: Picture Grabber

This book addresses biometrics from a biomedical engineering point of view. Divided into five sections, it discusses topics including the influence of pathologies on various biometric modalities (e.g. face, iris, fingerprint), medical and security biometrics, behavioural biometrics, instrumentation, wearable technologies and imaging. The final chapters also present a number of case studies. The book is suitable for advanced graduate and postgraduate students, engineers and researchers, especially those in signal and image processing, biometrics, and biomedical engineering.

Linux is a powerful open-source operating system that has been around for many years and is widely used for running servers and websites. But most students and Makers encounter it for the first time when they are working on projects with their Raspberry Pi or similar single-board computers (SBCs) such as BeagleBone Black or Intel Galileo. Linux for Makers is the first book that explains the Linux operating system specifically for Makers, as opposed to programmers and administrators. By gaining a deeper understanding of Linux, Makers can add another useful tool to their kit that will help them build their projects more easily. Written with the Maker in mind, this book will focus mostly on Rasbian running on the Raspberry Pi as it is the most prolific in the ecosystem today. However most of the topics covered will apply broadly to other Linux distributions and will be called out when they may differ. Many times users cut and paste from a website tutorial into the Linux command line without understanding what they are actually doing only to be frustrated when they want to modify or tweak something to suit their needs. Also, many Makers shy away from using the Raspberry Pi or similar board because they feel Linux is too foreign and they think using a command line will be more difficult than using a GUI. This book aims to overcome those fears and provide a foundation for further learning and exploration. To that end, this book will focus on the basic principles that a Maker would need to know as opposed to other resources that go into detail that is not particularly relevant to building projects.

The increase in connected devices in the internet of things (IoT) is leading to an exponential increase in the data that an organization is required to manage. To successfully

utilize IoT in businesses, big data analytics are necessary in order to efficiently sort through the increased data. The combination of big data and IoT can thus enable new monitoring services and powerful processing of sensory data streams. The Handbook of Research on Big Data and the IoT is a pivotal reference source that provides vital research on emerging trends and recent innovative applications of big data and IoT, challenges facing organizations and the implications of these technologies on society, and best practices for their implementation. While highlighting topics such as bootstrapping, data fusion, and graph mining, this publication is ideally designed for IT specialists, managers, policymakers, analysts, software engineers, academicians, and researchers.

This volume gathers selected, peer-reviewed original contributions presented at the International Conference on Computational Vision and Bio-inspired Computing (ICCVBIC) conference which was held in Coimbatore, India, on November 29-30, 2018. The works included here offer a rich and diverse sampling of recent developments in the fields of Computational Vision, Fuzzy, Image Processing and Bio-inspired Computing. The topics covered include computer vision; cryptography and digital privacy; machine learning and artificial neural networks; genetic algorithms and computational intelligence; the Internet of Things; and biometric systems, to name but a few. The applications discussed range from security, healthcare and epidemic control to urban computing, agriculture and robotics. In this book, researchers, graduate students and professionals will find innovative solutions to real-world problems in industry and society as a whole, together with inspirations for further research.

Scores of talented and dedicated people serve the forensic science community, performing vitally important work. However, they are often constrained by lack of adequate resources, sound policies, and national support. It is clear that change and advancements, both systematic and scientific, are needed in a number of forensic science disciplines to ensure the reliability of work, establish enforceable standards, and promote best practices with consistent application. Strengthening Forensic Science in the United States: A Path Forward provides a detailed plan for addressing these needs and suggests the creation of a new government entity, the National Institute of Forensic Science, to establish and enforce standards within the forensic science community. The benefits of improving and regulating the forensic science disciplines are clear: assisting law enforcement officials, enhancing homeland security, and reducing the risk of wrongful conviction and exoneration. Strengthening Forensic Science in the United States gives a full account of what is needed to advance the forensic science disciplines, including upgrading of systems and organizational structures, better training, widespread adoption of uniform and enforceable best practices, and mandatory certification and accreditation programs. While this book provides an essential call-to-action for congress and policy makers, it also serves as a vital tool for law enforcement agencies, criminal prosecutors and attorneys, and forensic science educators.

Intel® Galileo and Intel® Galileo Gen 2: API Features and Arduino Projects for Linux Programmers provides detailed information about Intel® Galileo and Intel® Galileo Gen 2 boards for all software developers interested in Arduino and the Linux platform. The book covers the new Arduino APIs and is an introduction for developers on natively using Linux. Author Manoel Carlos Ramon is a member of the Intel Galileo development team; in this book he draws on his practical experience in working on the Galileo project as he shares the team's findings, problems, fixes, workarounds, and techniques with the open source community. His areas of expertise are wide-ranging, including Linux-embedded kernel and device drivers, C/C++, Java, OpenGL, Assembler, Android NDK/SDK/ADK, and 2G/3G/4G modem integration. He has more than 17 years of experience in research and development of mobile devices and embedded circuits. His personal blog about programming is BytesThink (www.bytesthink.com).

Internet of Things emphasizes on the efficient use of internet and wireless network for connecting devices in day to day life. It gives a step-by-step explanation of the connecting interface of hardware with software. This classic text is a vital study guide for the students to master their IoT skills. Salient Features: - Core concepts of hardware and software for Internet of Things - Coverage of latest concepts like RaspberyPi, Arduino - Coverage of Security and threats in IoT scenarios. - Step by step pro typing and designing of IoT Applications

Get the practical knowledge you need to set up and deploy XBee modules with this hands-on, step-by-step series of experiments The only book to cover XBee in practical fashion; enables you to get up and running quickly with step-by-step tutorials. Provides insight into the product data sheets, saving you time and helping you get straight to the information you need. Includes troubleshooting and testing information, plus downloadable configuration files and fully-documented source code to illustrate and explain operations. The Hands-on XBee Lab Manual takes the reader through a range of experiments, using a hands-on approach. Each section demonstrates module set up and configuration, explores module functions and capabilities, and, where applicable, introduces the necessary microcontrollers and software to control and communicate with the modules. Experiments cover simple setup of modules, establishing a network of modules, identifying modules in the network, and some sensor-interface designs. This book explains, in practical terms, the basic capabilities and potential uses of XBee modules, and gives engineers the know-how that they need to apply the technology to their networks and embedded systems. The only book to cover XBee in practical fashion; enables you to get up and running quickly with step-by-step tutorials. • Provides insight into the product data sheets, saving you time and helping you get straight to the information you need. • Includes troubleshooting and testing information, plus downloadable configuration files and fully-documented source code to illustrate and explain operations.

Embedded Firmware Solutions is the perfect introduction and daily-use field guide--for the thousands of firmware designers, hardware engineers, architects, managers, and developers--to Intel's new firmware direction (including Quark coverage), showing how to integrate Intel® Architecture designs into their plans. Featuring hands-on examples and exercises using Open Source codebases, like Coreboot and EFI Development Kit (tianocore) and Chromebook, this is the first book that combines a timely and thorough overview of firmware solutions for the rapidly evolving embedded ecosystem with in-depth coverage of requirements and optimization.

This book starts by teaching you the essentials of the Intel Galileo board, its components, how to wire it, and how to use it safely. The book will teach you how to use and combine simple sensors to build more complex connected objects with the help of an Internet connection. You'll also learn how to control and read from your sensors by building a number of interesting

projects. Finally, the book will familiarize you with the art of controlling your objects using mobile devices. By the end of the book, you'll be able to understand the key concepts of the Internet of Things, and what a "Thing" truly is. This book will make you ready and also more aware of what you can do with a Galileo board, while inspiring you with more ideas to build your own home projects.

Interact with the world and rapidly prototype IoT applications using Python About This Book Rapidly prototype even complex IoT applications with Python and put them to practical use Enhance your IoT skills with the most up-to-date applicability in the field of wearable tech, smart environments, and home automation Interact with hardware, sensors, and actuators and control your DIY IoT projects through Python Who This Book Is For The book is ideal for Python developers who want to explore the tools in the Python ecosystem in order to build their own IoT applications and work on IoT-related projects. It is also a very useful resource for developers with experience in other programming languages that want to easily prototype IoT applications with the Intel Galileo Gen 2 board. What You Will Learn Prototype and develop IoT solutions from scratch with Python as the programming language Develop IoT projects with Intel Galileo Gen 2 board along with Python Work with the different components included in the boards using Python and the MRAA library Interact with sensors, actuators, and shields Work with UART and local storage Interact with any electronic device that supports the I2C bus Allow mobile devices to interact with the board Work with real-time IoT and cloud services Understand Big Data and IoT analytics In Detail Internet of Things (IoT) is revolutionizing the way devices/things interact with each other. And when you have IoT with Python on your side, you'll be able to build interactive objects and design them. This book lets you stay at the forefront of cutting-edge research on IoT. We'll open up the possibilities using tools that enable you to interact with the world, such as Intel Galileo Gen 2, sensors, and other hardware. You will learn how to read, write, and convert digital values to generate analog output by programming Pulse Width Modulation (PWM) in Python. You will get familiar with the complex communication system included in the board, so you can interact with any shield, actuator, or sensor. Later on, you will not only see how to work with data received from the sensors, but also perform actions by sending them to a specific shield. You'll be able to connect your IoT device to the entire world, by integrating WiFi, Bluetooth, and Internet settings. With everything ready, you will see how to work in real time on your IoT device using the MQTT protocol in python. By the end of the book, you will be able to develop IoT prototypes with Python, libraries, and tools. Style and approach This book takes a tutorial-like approach with mission critical chapters. The initial chapters are introductions that set the premise for useful examples covered in later chapters.

This handbook provides a glimpse of the research that is underway in smart cities, with an examination of the relevant issues. It describes software infrastructures for smart cities, the role of 5G and Internet of things in future smart cities scenarios, the use of clouds and sensor-based devices for monitoring and managing smart city facilities, a variety of issues in the emerging field of urban informatics, and various smart city applications. Handbook of Smart Cities includes fifteen chapters from renowned worldwide researchers working on various aspects of smart city scale cyber-physical systems. It is intended for researchers, developers of smart city technologies and advanced-level students in the fields of communication systems, computer science, and data science. This handbook is also designed for anyone wishing to find out more about the on-going research thrusts and deployment experiences in smart cities. It is meant to provide a snapshot of the state-of-the-art at the time of its writing in several software services and cyber infrastructures as pertinent to smart cities. This handbook presents application case studies in video surveillance, smart parking, and smart building management in the smart city context. Unique experiences in designing and implementing the applications or the issues involved in developing smart city level applications are described in these chapters. Integration of machine learning into several smart city application scenarios is also examined in some chapters of this handbook.

If makerspaces allow young people to collaborate on building projects, then Arduino allows them to go to the next level. Arduino is a do-it-yourself kit that includes a microcontroller that makes using electronics more accessible. Basically, this means that even those who are not experts in electronics can do amazing things, such as build and program robots. This book opens young people up to the possibilities of this exciting world by explaining exactly what makerspaces and Arduino are and how virtually anyone can use these tools to build programmable devices, a skill that is essential in any STEM field.

Learn the Raspberry Pi 3 from the experts! Raspberry Pi User Guide, 4th Edition is the "unofficial official" guide to everything Raspberry Pi 3. Written by the Pi's creator and a leading Pi guru, this book goes straight to the source to bring you the ultimate Raspberry Pi 3 manual. This new fourth edition has been updated to cover the Raspberry Pi 3 board and software, with detailed discussion on its wide array of configurations, languages, and applications. You'll learn how to take full advantage of the mighty Pi's full capabilities, and then expand those capabilities even more with add-on technologies. You'll write productivity and multimedia programs, and learn flexible programming languages that allow you to shape your Raspberry Pi into whatever you want it to be. If you're ready to jump right in, this book gets you started with clear, step-by-step instruction from software installation to system customization. The Raspberry Pi's tremendous popularity has spawned an entire industry of add-ons, parts, hacks, ideas, and inventions. The movement is growing, and pushing the boundaries of possibility along with it—are you ready to be a part of it? This book is your ideal companion for claiming your piece of the Pi. Get all set up with software, and connect to other devices Understand Linux System Admin nomenclature and conventions Write your own programs using Python and Scratch Extend the Pi's capabilities with add-ons like Wi-Fi dongles, a touch screen, and more The credit-card sized Raspberry Pi has become a global phenomenon. Created by the Raspberry Pi Foundation to get kids interested in programming, this tiny computer kick-started a movement of tinkerers, thinkers, experimenters, and inventors. Where will your Raspberry Pi 3 take you? The Raspberry Pi User Guide, 3rd Edition is your ultimate roadmap to discovery.

Build powerful Robots and IoT solutions using Intel Edison About This Book Learn to build advanced level robots with Intel Edison and Arduino Efficiently build and program home automation and IoT projects with Intel Edison Master the skills of creating enticing projects with Intel Edison. Who This Book Is For If you are a hobbyist, robot engineer, IoT enthusiast, programmer, or developer who wants to create autonomous projects with Intel Edison, then this book is for you. Prior programming knowledge would be beneficial. What You Will Learn Program your device using the Arduino processor language, Python, and Node.js Interface different sensors with the Intel Edison Build a home automation system using MQTT, Android, and WPF Perform face detection using Intel Edison Develop a high-speed line follower robot Control a robot using a PC application and an custom controller In Detail Change the way you look at embedded

electronics with Intel Edison. It is a small computing platform packed with a set of robust features to deliver hands-on performance, durability, and software support. This book is a perfect place to kickstart development and rapid prototyping using Intel Edison. It will start by introducing readers to the Intel Edison board and explaining how to get started with it. You will learn how to build a mini weather station, which will help you to acquire temperature and smoke level and push it to the IoT platform. Then you will see how to build a home automation device and control your appliances using an Android app. Furthermore, we will build a security system using a webcam to detect faces and perform voice recognition. Toward the end, the book will demonstrate how you can build two robots, which will be based on different line sensing sensors and can be controlled by a PC. The book will guide the readers through each and every step of execution of a project, using Intel Edison. Style and approach A project-based guide that will take the readers through various domains of projects like robotics, IoT and so on.

Learn To Easily Create Robotic, IoT, and Wearable Electronic Gadgets! Get up-and-running building cutting-edge Edison devices with help from this DIY guide. Programming the Intel Edison: Getting Started with Processing and Python lays out the Edison's powerful features and teaches the basics of Internet-enabled embedded programming. Discover how to set up components, connect your PC or Mac, build Python applications, and use USB, WiFi, and Bluetooth connections. Start-to-finish example projects include a motor controller, home temperature system, robotic car, and wearable hospital alert sensor. Explore the capabilities and features of the Edison Connect Sparkfun, Break-out, and Arduino boards Program your Edison through the Arduino IDE Set up USB, GPIO, WiFi, and Bluetooth connections

This book discusses emerging technologies in the field of the Internet of Things and big data, an area that will be scaled in next two decades. Written by a team of leading experts, it is the only book focusing on the broad areas of both the Internet of things and big data. The thirteen chapters present real-time experimental methods and theoretical explanations, as well as the implementation of these technologies through various applications. Offering a blend of theory and hands-on practices, the book enables graduate, postgraduate and research students who are involved in real-time project scaling techniques to understand projects and their execution. It is also useful for senior computer students, researchers and industry workers who are involved in experimenting with the Internet of Things and big data technologies, helping them to solve the real-time problem. Moreover, the chapters covering cutting-edge technologies help multidisciplinary researchers who are bridging the gap of two different outset real-time problems.

Emergence of Pharmaceutical Industry Growth with Industrial IoT Approach uses an innovative approach to explore how the Internet of Things (IoT) and big data can improve approaches, create efficiencies and make discoveries. Rapid growth of the IoT has encouraged many companies in the manufacturing sector to make use of this technology to unlock its potential. Pharmaceutical manufacturing companies are no exception to this, as IoT has the potential to revolutionize aspects of the pharmaceutical manufacturing process, from drug discovery to manufacturing. Using clear, concise language and real world case studies, this book discusses systems level from both a human-factors point-of-view and the perspective of networking, databases, privacy and anti-spoofing. The wide variety of topics presented offers readers multiple perspectives on a how to integrate the Internet of Things into pharmaceutical manufacturing. Covers efficiency improvements of pharmaceutical manufacturing through IoT/Big Data approaches Explores cutting-edge technologies through sensor enabled environment in the pharmaceutical industry Discusses the systems level from both a human-factors point-of-view and the perspective of networking, databases, privacy and anti-spoofing

The Intel Galileo board is the first in a family of Arduino-certified development and prototyping boards based on Intel architecture. Intel provides Intel IoT Developer Kit which you can build and deploy application on top of Intel Galileo board. This book helps you getting started with Intel IoT and Intel Galileo. The following is a list of highlight topics: * Preparing Development Environment * Working with Arduino IDE Software * Accessing Internal Linux OS * Connecting to Internet Network * Yocto Embedded Linux-based OS * Intel Galileo I/O Programming from Yocto Linux. It covers topics about GPIO, UART, SPI and I2C * Working with XBee IEEE 802.15.4 Code samples are be provided as illustration with written in Python, C and Node.js. Software -- Operating Systems.

This volume offers the proceedings of the 2nd UNet conference, held in Casablanca May 30 - June 1, 2016. It presents new trends and findings in hot topics related to ubiquitous computing/networking, covered in three tracks and three special sessions: Main Track 1: Context-Awareness and Autonomy Paradigms Track Main Track 2: Mobile Edge Networking and Virtualization Track Main Track 3: Enablers, Challenges and Applications Special Session 1: Smart Cities and Urban Informatics for Sustainable Development Special Session 2: Unmanned Aerial Vehicles From Theory to Applications Special Session 3: From Data to Knowledge: Big Data applications and solutions

Getting Started with the Intel Galileo gets you up and running with this new, x86-powered board that was developed in collaboration between Arduino and Intel. You'll learn how to set it up, connect it to your computer, and begin programming. You'll learn how to build electronics projects around the Galileo, and you'll explore the features and power that make it different from all the boards that came before. Developed in collaboration with the Intel Galileo team, and in consultation with members of the Arduino team, this is the definitive introduction to Intel's new board for makers.

This book is for anyone who wants to learn Intel Galileo for home automation and cross-platform software development. No knowledge of programming with Intel Galileo is assumed, but knowledge of the C programming language is essential.

Over 50 recipes that will help you use the Intel Galileo board to build exciting network-connected projects About This Book Create networking applications using the Intel Galileo board Control your web-based projects in real time from anywhere in the world Connect to the Temboo web service to interact with a huge range of APIs Who This Book Is For If you have already worked on ARM boards like Arduino, but now want to learn Intel Galileo, then this book is for you. Knowledge of C programming language is required. What You Will Learn Set up your Galileo board for the Internet of Things Connect external sensors to the Intel Galileo Create and run a web server on the Galileo board Control hardware devices from the Galileo Host web-based applications on the Intel Galileo Monitor data from the cloud using the Galileo Build a complete home automation hub using the Galileo board In Detail Arduino is an electronic prototyping platform used by millions of people around the world. Intel Galileo is fully Arduino compatible; hence it combines the high performance of Intel with the simplicity of Arduino Software Development Environment. This makes it the ideal platform to build exciting projects, especially in the field of web-based connected applications and the Internet of Things. The book features several recipes all based on

the Intel Galileo board, and that exploit the powerful features of the board. Each chapter explores a given field using the Galileo board. The book is mainly divided in three parts. The first part is all about learning the basics of the Intel Galileo board, but it uses some of the powerful features of the board such as connecting external sensors and complex hardware devices, compared with more basic Arduino boards. Then, the book dives into the topics related to networking and the Internet of Things. You will learn how to run a web server on the board and log data using a cloud-based service. Finally, the book ends with a chapter that aims to build a complete home automation hub using the Galileo board. This chapter uses everything that was learned in the book to make a home automation system using the Galileo board and Arduino. Style and approach This book contains exciting recipes that will help you create projects using the Intel Galileo platform to build systems in various domains like local networking applications, the Internet of Things, and home automation. Each recipe is explained in a step-by-step fashion, always starting with the assembly of the hardware, followed by basics tests of all hardware components. At the end, an exciting project is built using the knowledge acquired in the rest of the book.

The Intel Galileo board was designed to add the power of an Intel processor to the simplicity of the Arduino platform. Intel Galileo gives you the freedom to create a wide range of DIY projects. Intel Galileo Blueprints will be a detailed guide that covers several projects based on the Intel Galileo board, exploiting the full potential of the board. You will first go through how to set up the development environment for the Galileo board. Next, you will connect different kinds of sensors to the Galileo board, and learn how to use the SD card reader of the board. You will then connect actuators to the Galileo board, like a relay and a servomotor, and write simple software to control these components. Later, you will access the Galileo board remotely in order to monitor the measurements done by the board and send the measured data to a Twitter feed at regular intervals. Finally, you will move on to more advanced topics, such as building a complete home automation system, building a mobile robot controlled by the Intel Galileo board and computer vision applications such as face recognition.

Arduino is an open-source platform that makes DIY electronics projects easier than ever. Gone are the days when you had to learn electronics theory and arcane programming languages before you could even get an LED to blink. Now, with this new edition of the bestsellingArduino: A Quick-Start Guide, readers with no electronics experience can create their first gadgets quickly. This book is up-to-date for the new Arduino Zero board, with step-by-step instructions for building a universal remote, a motion-sensing game controller, and many other fun, useful projects. This Quick-Start Guide is packed with fun, useful devices to create, with step-by-step instructions and photos throughout. You'll learn how to connect your Arduino to the Internet and program both client and server applications. You'll build projects such as your own motion-sensing game controller with a three-axis accelerometer, create a universal remote with an Arduino and a few cheap parts, build your own burglar alarm that emails you whenever someone's moving in your living room, build binary dice, and learn how to solder. In one of several new projects in this edition, you'll create your own video game console that you can connect to your TV set. This book is completely updated for the new Arduino Zero board and the latest advances in supporting software and tools for the Arduino. Sidebars throughout the book point you to exciting real-world projects using the Arduino, exercises extend your skills, and "What If It Doesn't Work" sections help you troubleshoot common problems. With this book, beginners can quickly join the worldwide community of hobbyists and professionals who use the Arduino to prototype and develop fun, useful inventions. What You Need: This is the full list of all parts you'd need for all projects in the book; some of these are provided as part of various kits that are available on the web, or you can purchase individually. Sources include adafruit.com, makershed.com, radioshack.com, sparkfun.com, and mouser.com. Please note we do not support or endorse any of these vendors, but we list them here as aconvenience for you. Arduino Zero (or Uno or Duemilanove or Diecimila) board USB cable Half-size breadboard Pack of LEDs (at least 3, 10 or more is a good idea) Pack of 100 ohm, 10k ohm, and 1k ohm resistors Four pushbuttons Breadboard jumper wire / connector wire Parallax Ping))) sensor Passive Infrared sensor An infrared LED A 5V servo motor Analog Devices TMP36 temperature sensor ADXL335 accelerometer breakout board 6 pin 0.1" standard header (might be included with the ADXL335) Nintendo Nunchuk Controller Arduino Ethernet shield Arduino Proto shield and a tiny breadboard (optional but recommended) Piezo speaker/buzzer (optional) Tilt sensor (optional) A 25-30 Watts soldering iron with a tip (preferrably 1/16") A soldering stand and a sponge A standard 60/40 solder (rosin-core) spool for electronics work

This book constitutes the thoroughly refereed post-workshop proceedings of the Second International Symposium, SETE 2017, held in conjunction with ICWL 2017, Cape Town, South Africa, in September 2017. The 52 full and 13 short papers were carefully reviewed and selected from 123 submissions. This symposium attempts to provide opportunities for the crossfertilization of knowledge and ideas from researchers in diverse fields that make up this interdisciplinary research area.

An Update of the Most Practical A-to-Z Operating System BookWidely lauded for avoiding the typical black box approach found in other operating system textbooks, the first edition of this bestselling book taught readers how an operating system works and explained how to build it from the ground up. Continuing to follow a logical pattern for system d

Presents an introduction to the open-source electronics prototyping platform.

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