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Open source system for telemetry

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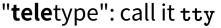
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Introduction









Telemetry station for ocean observation

Why do we need telemetry? In labs?

- Monitoring the running status of infrastructure
- Subtle change and abnormity could be identified early
- Collect field data for further analysis and adjustment
- Enabling the remote deployment of facilities

Introduction

Telemetry systems bridges computer system and the real world

Introduction

- A system used in my lab at USTC, for monitoring the lab facilities.
 - Environment: Temperature (multiple points), Humidity, Dust, …
 - Instrument: Voltage/Current etc.
 - Servers: Power / HDD LEDs, Remote power ON or OFF
 - Run over lab internal network (Ethernet)
 - Prometheus + Grafana for storage, visualization and alerting

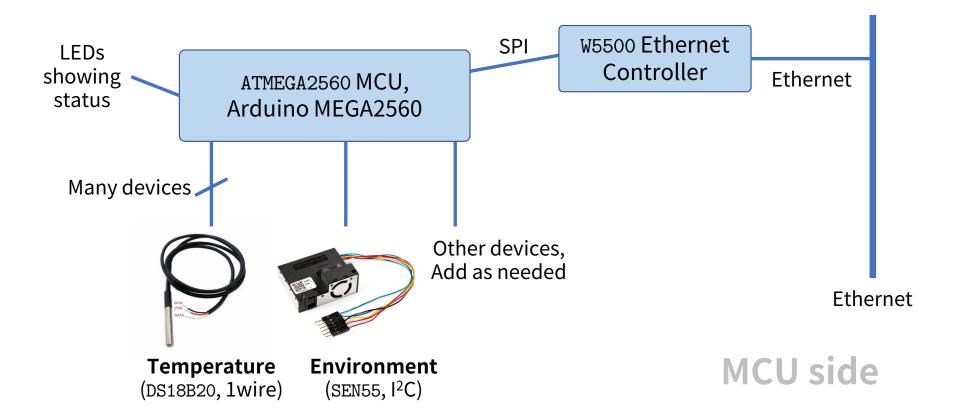
• First built in September, 2024

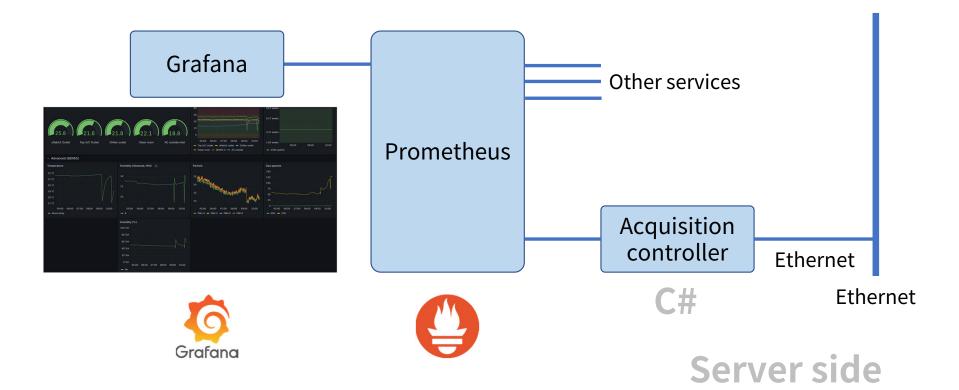
Hardware

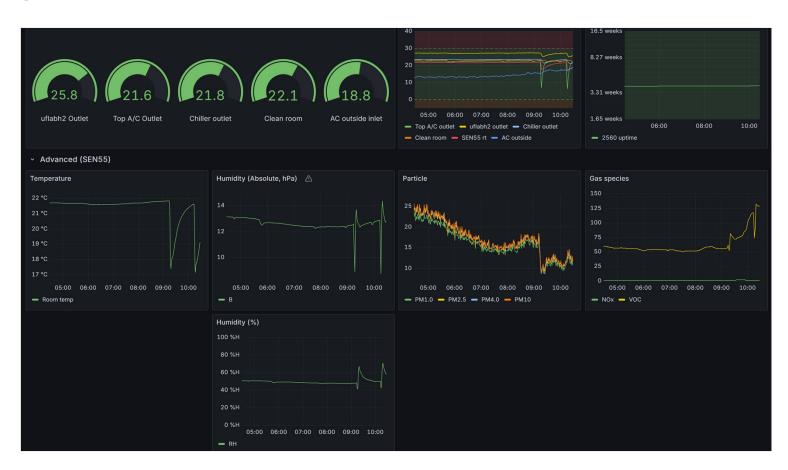
- AVR MCU running C++ code ≈ Arduino MEGA2560
- Many I/O pins (60+) for connecting to the peripherals
- W5500 (via SPI) for Ethernet access, self-bootstrap

Software

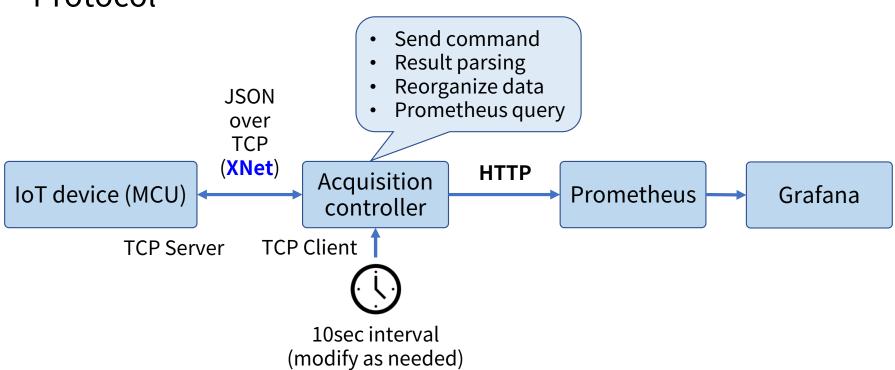
- Homebuilt embedded code + protocol adapter
- Prometheus (TSDB) and Grafana (Visualization)







• Protocol



- The "XNet": Simple JSON transfer protocol
 - Request and response are all JSONs, separated by an empty line
 - Works well on resource-limited processors
- Use entirely <u>clear text stream</u>
 - Typically XNet runs over TCP/IP Ethernet
 - But also available on anything that could transfer text:

RS232/485, Optical fiber, IR, WLAN, 4G network,…

- Self-bootstrapping configuration
 - The MCU need the <u>IP address</u> and the <u>TCP port</u> for listening.
 - (optionally) Configuration for peripherals could be retrieved instead of being hard-coded in MCU.

How?

Self-bootstrapping allows the device to **fetch configuration** over simple network protocols and be **configured at startup**

- Self-bootstrapping configuration: How?
- Each IoT device has its <u>unique MAC address</u> like 02:ab:cd:<u>ef:01:23</u>
- 1. Try <u>DHCP</u> for an initial <u>IP assignment</u> + <u>DNS server address</u>
- 3. Set the IP to that specified in TXT record
- 4. (optionally) Load config from the specified URL
- 5. Listen to the specified **port** and then start working

- **Self-bootstrapping** configuration: **How**?
- The infrastructure required:
 - DHCP server (dnsmasq)
 - DNS server (Bind9)
 - (optional) HTTP server (Apache2)
 - Acquisition controller (homemade; C#)
 - TSDB (Prometheus) and Visualization (Grafana)

- Self-bootstrapping configuration: Why?
- Instant plug-and-play
 - Avoid complex configuration per device, reduce errors
 - When a new device come in:
 - 1. Take note of its MAC address
 - 2. Configure the DNS server (bootstrap IP) and HTTP server (config)
 - 3. Power on the device anywhere

- Self-bootstrapping configuration: Why?
- Updating the config
 - Enabling remote update
 - 1. Change the config file + DNS record
 - 2. Send command to reboot the device
 - 3. (Then it would automatically reload the new config at startup)

- Pros
- Fully remote operation
 - No local operation needed suitable for remote working
- All opensource tools and standard protocols
 - Easily migrate to anything that could transfer ASCII
 - Expand the system with confidence, as needed
 - Fully programmable: no technical lock-ins

- Pros
- Additional features on physical layer possible:
 - PoE power: Just one cable could support operation
 - 10BASE-T1S and 10BASE-T1L: IEEE Std 802.3cg, cable power + one twisted pair Ethernet

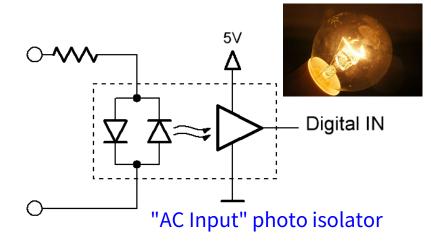
- Cons
- Relatively complex structure
 - Endpoints → Acquisition controller → Prometheus …
 - Acquisition controller is proved to be the most vulnerable part: an error in one channel (connection) could affect others
 - More layer means lower reliability
- Limited computing resource at endpoint
 - Only 8-bit MCUs, nearly no data processing

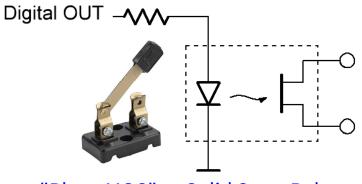
- More could be implemented
- Using it as a **PLC**? Such devices do

exist!



Plugins for the 1st gen controller:





"PhotoMOS" ≈ Solid State Relays

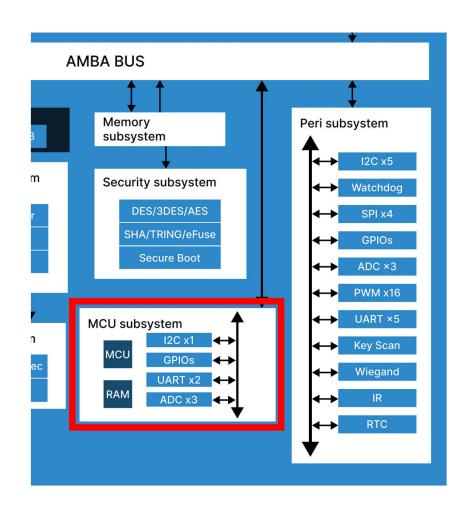
- 2nd generation is currently planned. Main differences include:
 - Using RISC-V 64 MPU (SG2000) instead of AVR 8-bit MCU
 - <u>Network controller</u> (with Ethernet & WLAN) integrated
 - Standard <u>Linux</u> installed, better tools
 - Direct <u>Prometheus datasource</u> (no conversion)

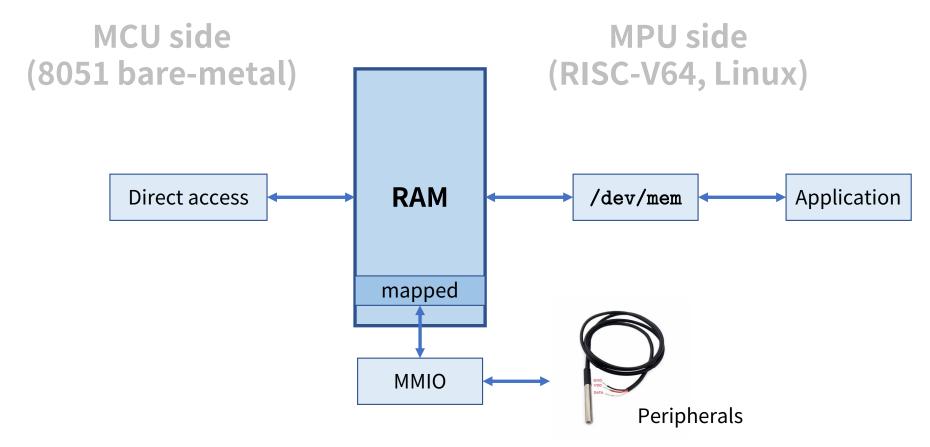


The RISC-V hardware → Milk-V Duo S

- Why MPU?
 - Much better processing ability Local data processing possible
 - Directly accesses network no W5500 controller needed, enabling HTTPS to improve security
 - File-based nonvolatile configuration, updated via HTTP/SSH···
- What is the difference on MPU?
 - Program runs on OS, not directly on processor core ("bare-metal")
 - IO via mapped file, not special registers / MMIO regions

- What about the IOs?
 - If directly using filesystem-mapped IO, the precise timing for some peripherals could not be satisfied.
 - OS would add significant delay
 - But SG2000 have a small 8051 kernel embedded inside!
 - truly MCU behavior





- Challenges:
 - Limited resource on 8051 & RISC-V <u>architecture</u>, <u>cross compilers</u>, <u>interop</u>.
 - 3.3V low voltage IO is incompatible with industry-standard sensors.
 - Higher <u>power consumption</u> and <u>fragile</u> construction, not so robust like simple MCUs.
 - Fewer IO on MPUs (20) compared to MCU (easily 50+).
 - Use shift registers (74HC595 like) to operate peripherals insensitive to timing

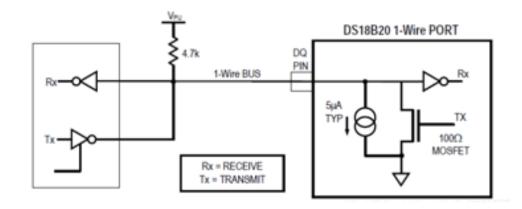
- Challenges:
 - Sensors with special IO interfaces like **DS18B20** needs special care:

"One wire" bus requires precise timing and truly bidirectional IO pins;

A bit difficult for level shifters "emulated"
5V IOs.

Bypass this:

Using SPI temperature sensors like **TC72**, **TMP125**, etc.



- Challenges:
 - Higher price compared to fully-MCU solutions
 but in fact RISC-V devices could work well with <u>satellite MCUs</u>:

