



JavaScript* Meets ZephyrTM OS

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Intel



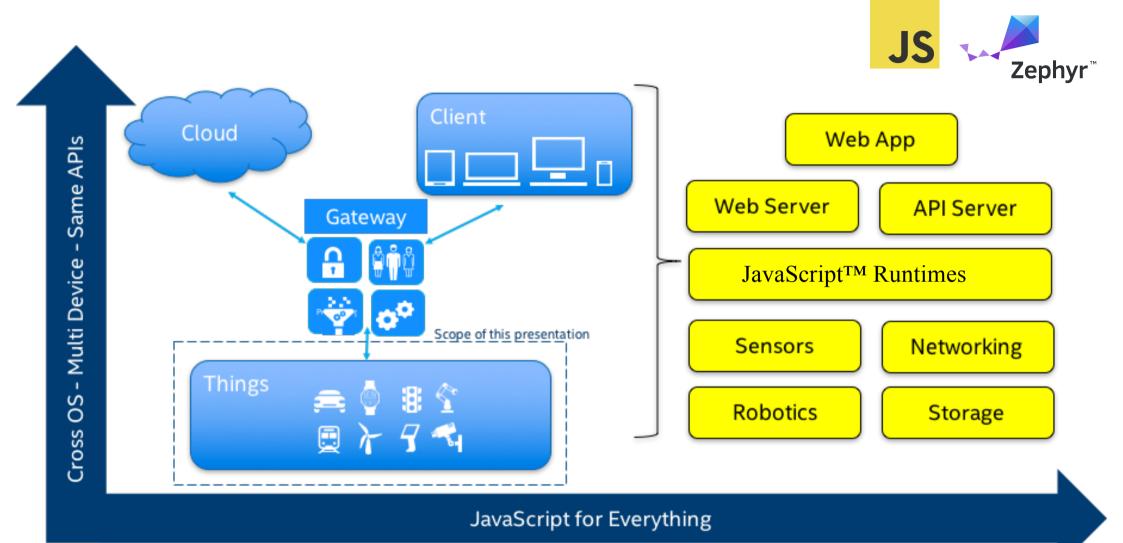




Outline

| JS | Why JavaScript* |
|--|---------------------------------|
| Streeticings APT Linguis Janyscript Zeigny | Architecture |
| | Arduino 101* Port |
| mak | Building |
| | Security and Memory Consumption |
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| A CONTROL OF THE CONT | Browser IDE |
| | Open Source Project |
| U DO | Demo |

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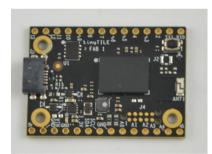




JavaScript* Runtime for Zephyr OS

- ▶ Enable **JavaScript** application development on Zephyr OS
- ▶ Address large JavaScript developer community
- ▶ **Fast** development cycle No flashing, just copy .js files
- ▶ Good tooling including **browser based IDE** and debugging
- ▶ Based on open source JerryScript JS engine and API layer
- Well known JavaScript APIs (Node.js* like)
- Application portability between MCU and MPU platforms
- Support now for **Arduino101** and **FRDM-K64F**, all Zephyr OS supported boards in the future









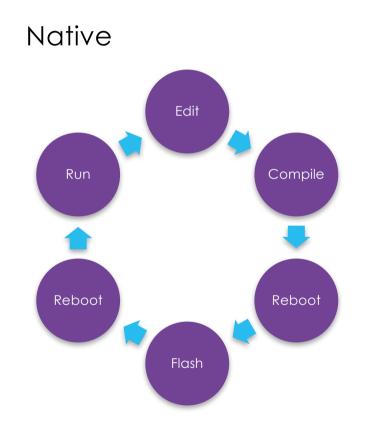
JavaScript* on Zephyr OS - Benefits

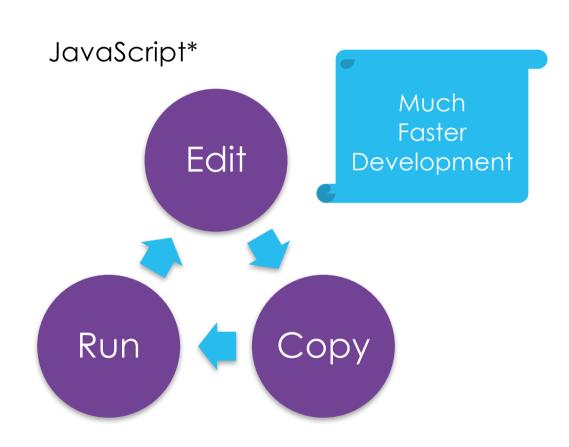
- Big JavaScript developer community
- Well known cross-OS APIs
- ▶ Single skill set for device, client, gateway and cloud application development
- Code sharing
- Development and simulation on host systems (PC)
- ► Fast development cycle
- Browser based IDE
- Easy integration to cloud systems





Development Flow





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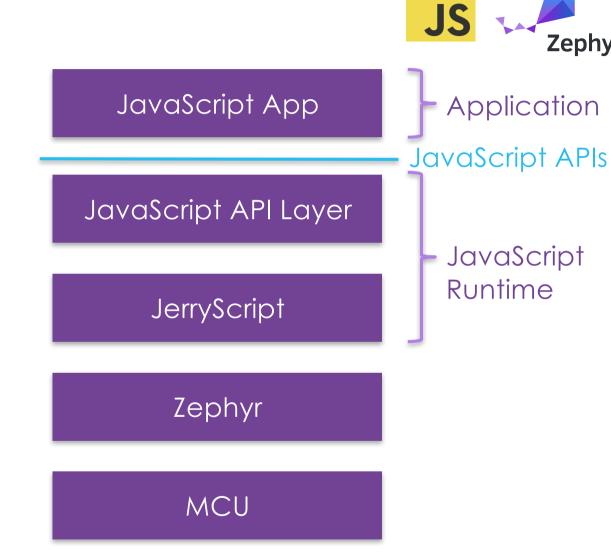


JavaScript* Runtime for Zephyr OS

- Node.js* is too big for MCU devices
- We need something like Node.js but smaller
- ▶ PoC: JavaScript Runtime for Zephyr OS based on JerryScript
 - ▶ Arduino 101 (256K ROM / 80 K RAM)
 - ▶ Timers, BLE, PWM, AIO, GPIO, and OCF APIs
- Target
 - ► Same APIs on Linux* and Zephyr OS
 - ▶ Same JavaScript application runs (unmodified) on Linux and Zephyr OS, or even in the browser

Architecture

- JavaScript* App
 - Business logic by the app developer
- JavaScript API Layer
 - ► API bindings NEW
 - ▶ Open source (Apache 2.0) **NOW**
- JS Engine
 - Micro JS engine JerryScript
 - ▶ Open source (Apache 2.0)
- Integration
 - Separate repo in GitHub
 - ▶ Make pulls in all the dependencies

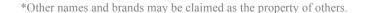


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HOW

Build

```
git clone git@github.com/01org/zephyr.js
cd zephyr.js
make
         Building...
                            $ make flash
       zephyr.bin
```







JavaScript* App

JavaScript API Layer

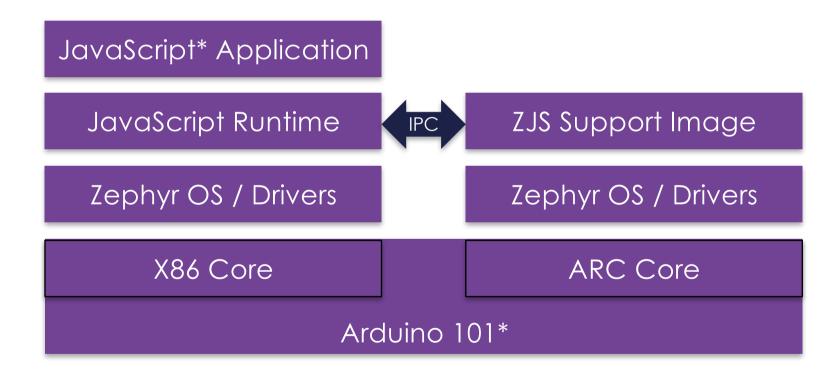
JerryScript

Zephyr OS

MCU



Arduino 101* Port



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Security

- Build time
 - JavaScript* source is converted into C string and embedded into zephyr.bin image
 - JavaScript eval () function is disabled
 - ▶ Special developer mode can be enabled via make command (make DEV=ashell)
- Runtime
 - Only the embedded JavaScript application is executed
 - Web pages or foreign scripts are NOT executed
- Developer Mode
 - ▶ JavaScript application is executed from Zephyr OS filesystem
 - ▶ JavaScript application replaceable via USB or BLE using browser IDE or CLI tool





Memory Consumption

- Runtime
 - ▶ The JS engine boot up memory is around 5 KB RAM
- Application
 - Depends on the application and what it does
 - ▶ For reference, JavaScript* application running on Zephyr OS/Arduino 101*
 - ▶ 80K RAM/384 ROM
 - ▶ BLE physical web advertising
 - ▶ BLE GATT service with two characteristics (temperature and LED)
 - ▶ PWM and AIO for controlling temperature sensor and RGB LED
 - ▶ I2C for LCD
 - ▶ 200 lines of JavaScript code





Zephyr Project Booth Demo Details



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Browser IDE

- Only in DEV mode
- Copy-n-Run
- ▶ 3rd Party IDEs
- CLI Tools
- Web USB NEW

JavaScript* App

JS Runtime

Web USB

Zephyr OS



B Zephyr JS IDE C 1 (i) localhost/launchbox/editoride.php Zephyr**IDE** About Projects Log-in New sketch 🗶 UPLOAD ① 1 print("Starting Button example..."); 3 // import gpio module 4 var gpio = require("gpio"); var pins = require("arduino101_pins"); 7 var led = gpio.open({ pin: pins.LED0, direction: 'out' 11 var button = gpio.open({ pin: pins.IO4, direction: 'in'. 14 edge: 'anv' 17 button.onchange = function(event) { led.write(event.value); Send a command to th Submit CONSOLE 1 Starting Button example... 2 [ECMD] [HEX]

Host PC

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JavaScript APIs

| API | Zephyr OS | Node.js |
|----------------------|-----------|-------------------|
| Events | Now | Core API |
| Buffer | Now | Core API |
| BLE | Now | Bleno NPM |
| GPIO, I2C, AIO, etc. | Now | Johnny-Five like |
| OCF | Now | IoTivity-node NPM |
| CoAP | Planned | COAP NPM |
| MQTT | Planned | MQTT NPM |
| W3C Sensors | Planned | TBD |
| HTTP | Planned | Core API |



Roadmap

1H/16

- PoC
- > Few APIs
- > Arduino 101* support

2H/16

- Subset of Node.js APIs
- > OCF
- > BLE
- PIN and BUS Access
- Copy-and-Run
- Browser IDE
- > FRDM-K64F support

1H/17

- ➤ More Node.js* APIs
- Power and Battery
- COAP, MQTT
- > NFC
- Security and Crypto
- W3C Sensors
- Remote debugging





Open Source Project

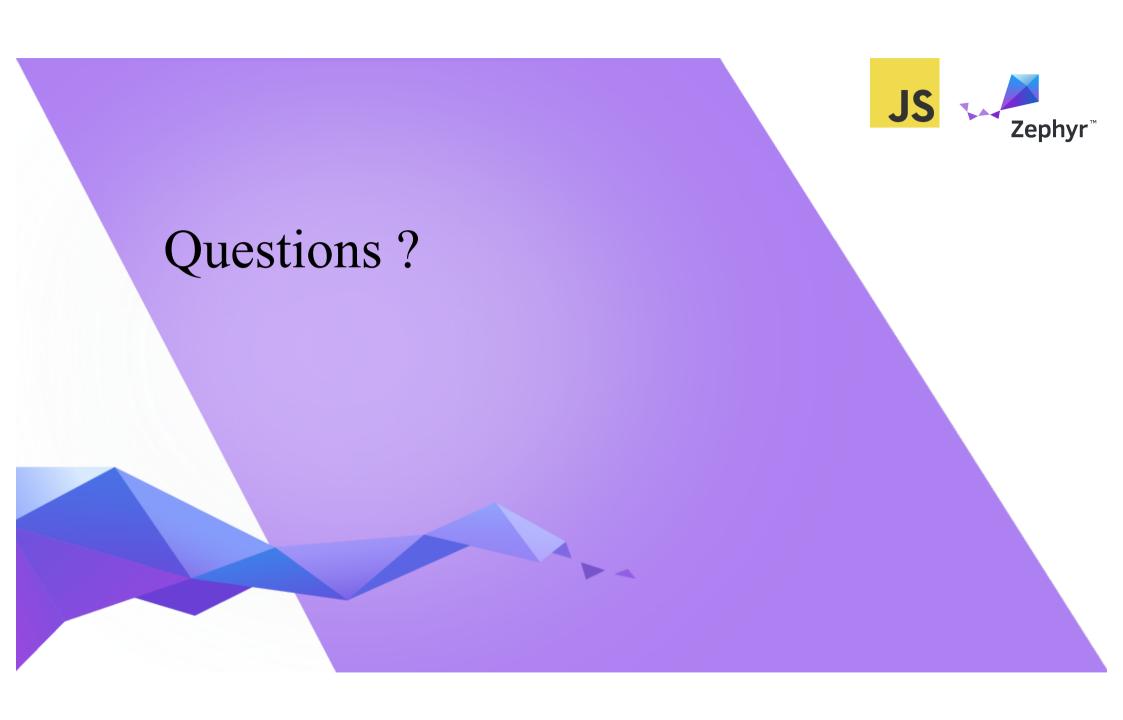
- https://github.com/01org/zephyr.js
- We want people to participate and contribute
- Alpha quality status
- Sample Code
- API documentation
- README





Summary

- JavaScript Application development on Zephyr
- Open Source Project Please Join
- ▶ This the first step Let's make many more together







Thank You!

Please Visit Zephyr Project Booth for Demo