

Technical University of Košice
Faculty of Electrical Engineering and Informatics

Modification of gl.inet board for
communication with peripheral devices

Master's Thesis

2013

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Technical University of Košice
Faculty of Electrical Engineering and Informatics

**Modification of gl.inet board for
communication with peripheral devices**

Master's Thesis

Study Programme: Infoelectronics
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Košice 2013

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Errata

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Abstract

Text abstraktu v svetovom jazyku je potrebný pre integráciu do medzinárodných informačných systémov. Ak nie je možné cudzojazyčnú verziu abstraktu umiestniť na jednej strane so slovenským abstraktom, je potrebné umiestniť ju na samostatnú stranu (cudzojazyčný abstrakt nemožno deliť a uvádzať na dvoch stranách).

Keywords

Optimization, thesis, writing

Abstrakt

Abstrakt je povinnou súčasťou každej práce. Je výstižnou charakteristikou obsahu dokumentu. Nevyjadruje hodnotiace stanovisko autora. Má byť taký informatívny, ako to povoľuje podstata práce. Text abstraktu sa píše ako jeden odstavec. Abstrakt neobsahuje odkazy na samotný text práce. Mal by mať rozsah 250 až 500 slov. Pri štylizácii sa používajú celé vety, slovesá v činnom rode a tretej osobe. Používa sa odborná terminológia, menej zvyčajné termíny, skratky a symboly sa pri prvom výskyte v texte definujú.

Klíčové slová

Optimalizácia, záverečná práca, písanie

Assign Thesis

Namiesto tejto strany vložte naskenované zadanie úlohy. Odporúčame skenovať s rozlíšením 200 až 300 dpi, čierno-bielo! V jednej vytlačenej ZP musí byť vložený originál zadávacieho listu!

Declaration

I hereby declare that this thesis is my own work and effort. Where other sources of information have been used, they have been acknowledged.

Košice, April 24, 2013

.....

Signature

Acknowledgement

I would like to express my sincere thanks to my supervisor Dr Vojtech Čierny, PhD, the main Supervisor. Special mention should go to Dr Matej Biely, CSc. for his constant, and constructive guidance throughout the study. To all other who gave a hand, I say thank you very much.

Preface

Predhovor (*Preface*) je povinnou náležitostí záverečnej práce, pozri V predhovore autor uvedie základné charakteristiky svojej záverečnej práce a okolnosti jej vzniku. Vysvetlí dôvody, ktoré ho viedli k voľbe témy, cieľ a účel práce a stručne informuje o hlavných metódach, ktoré pri spracovaní záverečnej práce použil.

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Acronyms

ADC	Analog-to-digital converter
AP	Access Point
ASIC	Application-specific integrated circuit
BSD	Berkeley Software Distribution
CLI	Command-line interface
CPU	Central processing unit
DAC	Digital-to-analog converter
DDR	Double data rate synchronous DRAM
DDSN	Dynamic Domain Name Service
DRAM	Dynamic random-access memory
DSP	Digital signal processor
EEPROM	Electrically erasable programmable ROM
FPGA	Field-programmable gate array
GPIO	General-purpose I/O
GUI	Graphical user interface
HW	hardware
Hz	Hertz, the SI unit of frequency
I/O	Input/Output
I²S	Integrated Interchip Sound
IC	integrated circuit, a chip
IEC	International Electrotechnical Commission
IEEE	Institute of Electrical and Electronics Engineers
IP	Internet Protocol
JTAG	Joint test action group
LAN	Local area network
LED	Light emitting diode
LNA	Low-noise amplifier
LPCC	Quad Flat No-leads
MAN	Metropolitan are network
MB	Mega-Byte, unit of digital information
MHz	Mega-Hertz
MIPS	Microprocessor without Interlocked Pipeline Stages
OS	Operating system

PA Power amplifier
PCB printed circuit board
PCM Pulse code modulation
PDA Personal digital assistant
POSIX Portable operating system interface
RAM Random-access memory
RF Radio frequency
ROM Read-Only memory
RTOS Real-time operating system
S/PDIF Sony-Philips Digital Interface Format
SDR Synchronous dynamic random access memory
SLIC Subscriber line interface circuit
SoC System-on-Chip
SPI Serial peripheral interface
SW software
UART Universal asynchronous receiver/transmitter
USB Universal serial bus
VOIP Voice over IP
WAN Wide area network
WLAN Wireless local area network

List of Terms

- android** a mobile OS based on the Linux kernel and currently developed by Google, designed primarily for touchscreen mobile devices such as smartphones and tablet computers, and for specialized user interfaces like televisions (Android TV), cars (Android Auto), and wrist watches (Android Wear).
- application** a program, or group of programs, that is designed for the end user
- command** a directive to a computer program acting as an interpreter of some kind, in order to perform a specific task, commonly a directive to some kind of Command-line interface (CLI), such as a shell
- compiler** a computer program (or set of programs) that transforms source code written in a programming language (the source language) into another computer language (the target language, often having a binary form known as object code)
- computer** a programmable machine, that responds to a specific set of instructions in a well-defined manner and can execute a prerecorded list of instructions (a program).
- daemon** a computer program running on the multi-tasking Oses in a background, rather than being under the direct control of an interactive user
- driver** a computer program that operates or controls a particular type of device that is attached to a computer
- ethernet** family of computer networking technologies for Local area networks (LANs) and Metropolitan area networks (MANs), conforming to standard Institute of Electrical and Electronics Engineers (IEEE) 802.3
- firmware** the combination of a hardware (HW) device, e.g. an integrated circuit, a chip (IC), and computer instructions and data that reside as read only software (SW) on that device, it usually cannot be modified during normal operation of the device
- flash** an electronic non-volatile computer storage medium (memory) that can be electrically erased and reprogrammed, next evolution of Electrically erasable programmable ROM (EEPROM)
- interface** a shared boundary across which two separate components of a computer system exchange information that can occur between SW, computer HW, peripheral devices, humans and combinations of these

kernel	a computer program that manages Input/Output (I/O) requests from software, and translates them into data processing instructions for the central processing unit and other electronic components of a computer, being a fundamental part of a modern computer's OS
library	a collection of programs and SW packages made generally available, often loaded and stored on disk for immediate use
linux	an Unix-like and mostly POSIX-compliant computer OS assembled under the model of free and open-source SW development and distribution, from the beginning maintained by Linus Torvalds
network	a medium that allows computing devices pass data to each other along links (data connections)
peripheral	a device that is connected to and works with a computer in a some way, but is not essential to a computer's function
program	a specific set of ordered operations for a computer to perform
router	a networking device that forwards data packets between computer networks, connected to two or more data lines from different networks
shell	a user interface for access to an OS's services, using either CLI or Graphical user interface (GUI), depending on a computer's role and particular operation
system	a set of interacting or interdependent components forming an integrated whole, observing properties not obtainable with individual components
unix	a family of multi-taskings, multi-user computer OS that derive from the original AT&T Unix, developed in the 1970s at the Bell Labs research center by Ken Thompson, Dennis Ritchie, and others
utility	is system SW designed to help analyze, configure, optimize or maintain a computer

Introduction

V úvode autor podrobnejšie ako v predhovore, pritom výstižne a krátko charakterizuje stav poznania alebo praxe v špecifickej oblasti, ktorá je predmetom záverečnej práce. Autor presnejšie ako v predhovore vysvetlí ciele práce, jej zameranie, použité metódy a stručne objasní vzťah práce k iným prácam podobného zamerania. V úvode netreba zachádzať hlbšie do teórie. Nie je potrebné podrobne popisovať metódy, experimentálne výsledky, ani opakovať závery prípadne odporúčania, pozri.

1 Embedded system

An embedded system is some combination of computer hardware (HW) and software (SW), either fixed in capability or programmable, that is specifically designed for a particular function [3]. Industrial machines, automobiles, medical equipment, cameras, household appliances, airplanes, vending machines and toys (as well as the more obvious cellular phone and Personal digital assistant (PDA)) are among the myriad possible hosts of an embedded system. Embedded systems that are programmable are provided with programming interfaces, and embedded systems programming is a specialized occupation.

1.1 Processing units

The term embedded system is quite broad, so there is no surprise that the spectrum of used processing units is also wide. Since the general purpose microprocessors require external components, namely memories and peripherals, they tend to consume extra power and a board space. Since the design limitations of an embedded systems are most of the time low physical size, low power consumption and/or long uptime and ruggedness (more components mean more parts could fail), microprocessors are seldom used. However, most of the commonly used architectures and word lengths are covered. Due to aforementioned reasons, microcontrollers are favored over microprocessors.

1.2 System-on-chip

Today's state of chip integration allows production costs of a complex system on chip devices to be relatively low, thus making System-on-Chip (SoC) attractive choice for embedded systems. SoCs could be described as an integrated circuit, a chip (IC) that integrates all components of a computer or other electronic system into a single chip. It may contain digital, analog, mixed-signal, and often Radio frequency (RF) functions - all on a single chip substrate [2]. SoCs are very common in the mobile electronics market because of their low power consumption. A typical SoC consists of (specific block diagram can be seen on 2-1):

- a microcontroller, microprocessor or Digital signal processor (DSP) core(s)
- memory blocks including a selection of Read-Only memory (ROM), Random-access memory (RAM), Electrically erasable programmable ROM (EEPROM) and Flash
- timing sources including oscillators and phase-locked loops

- peripherals including counter-timers, real-time timers and power-on reset generators
- external interfaces, including industry standards such as Universal serial bus (USB), FireWire, Ethernet, Universal asynchronous receiver/transmitter (UART), Serial peripheral interface (SPI)
- analog interfaces including Analog-to-digital converters (ADCs) and Digital-to-analog converters (DACs)
- voltage regulators and power management circuits
- a bus connecting these blocks

SoCs can be implemented as an Application-specific integrated circuit (ASIC) or using a Field-programmable gate array (FPGA).

1.3 Operating system

An Operating system (OS) is a computer program that supports a computer's basic functions, and provides services to other programs (or applications) that run on the computer. The applications provide the functionality that the user of the computer wants or needs. The services provided by the operating system make writing the applications faster, simpler, and more maintainable.

Over time, a lot of embedded OSes suited for embedded systems were developed. An embedded OS is a type of OS that is embedded and specifically configured for a certain HW configuration. HW that uses embedded OS is designed to be lightweight and compact, forsaking many other functions found in non-embedded (i.e. desktop) computer systems in exchange for efficiency at resource usage [5]. This means that they are made to do specific tasks and do them efficiently. Notable embedded OSes currently in use by consumers include:

- **Embedded Linux** - used in many other devices like printers, routers or smart TVs; Android 1-1 is a derivative of embedded Linux
- **iOS** - subset of Mac OS X, used in Apple's mobile devices Palm OS
- **Windows Mobile** - Microsoft's OS for mobile devices

1.4 Real-time operating system

A Real-time operating system (RTOS) is just a special purpose OS. The real time part of the name does not mean that the system responds quickly, it just means that there are rigid time requirements that must be met. If these

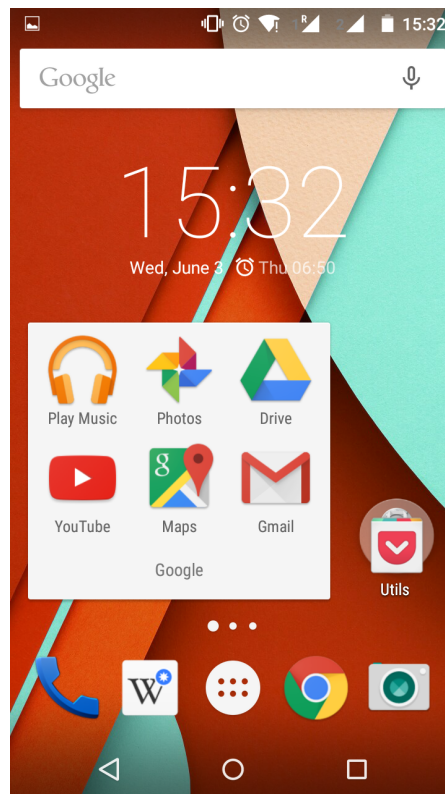


Figure 1 – 1 The Android 5 (Lollipop) screenshot - the most common OS is among the embedded ones

time requirements are not met, the results can become inaccurate or unreliable[6]. Embedded systems frequently possess the real time requirement. There are two kinds of RTOSes:

Hard Real Time - system delays are known or at least bounded. Said to be operating correctly if the system can return results within any time constraints.

Soft Real Time - critical tasks get priority over other tasks and will retain priority until the task is completed. This is another way of saying that real time tasks cannot be kept waiting indefinitely. Soft real time makes it easier to mix the system with other systems.

1.5 Embedded Linux

Linux itself is a kernel, but Linux in day to day terms rarely means so. Embedded Linux generally refers to a complete Linux distribution targeted at embedded devices. There is no Linux kernel specifically targeted at embedded devices, the same Linux kernel source code can be built for a wide range of devices, workstations, embedded systems, and desktops though it allows the configuration of a variety of optional features in the kernel itself. In the embedded development

context, there can be an embedded Linux system which uses the Linux kernel and other software or an embedded Linux distribution which is a prepackaged set of applications meant for embedded systems and is accompanied by development tools to build the system[4].

With the availability of consumer embedded devices, communities of users and developers were formed around these devices: Replacement or enhancements of the Linux distribution shipped on the device has often been made possible thanks to availability of the source code and to the communities surrounding the devices. Due to the high number of devices, standardized build systems have appeared, namely OpenWRT.

1.6 Kernel

The kernel is the essential center of a computer OS, the core that provides basic services for all other parts of the OS [1]. It has complete control over what happens in the system. A kernel can be contrasted with a shell, the outermost part of an OS that interacts with user commands. Kernel and shell are terms used more frequently in Unix or Unix-like OSes than in IBM mainframe or Microsoft Windows systems.

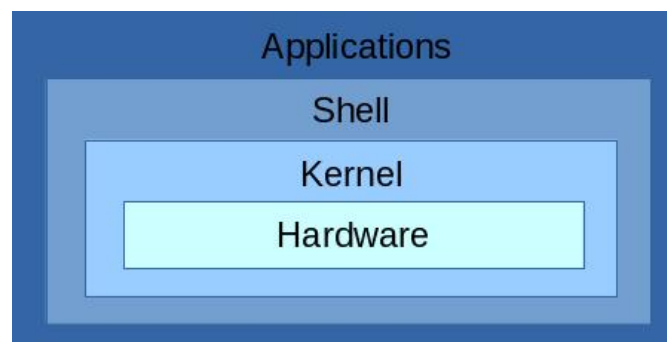


Figure 1–2 The simplified view on the Linux system structure

The simplified view on the Linux system structure can be seen on 1–2. It does not include device driver, compilers, daemons, utilities, commands, library files and such, but should be enough for a demonstration.

1.7 OpenWRT

OpenWrt is an OS (in particular, an embedded OS) based on the Linux kernel, primarily used on embedded devices to route network traffic. It has been optimized for size, to be small enough for fitting into the limited storage and memory available in home routers.

OpenWrt is configured using a command-line interface (ash shell), or a web interface (LuCI). There are about 3500 optional SW packages available for installation via the opkg package management system.

1.8 Components of the OpenWRT

The main components are the Linux kernel, `util-linux-ng`, `uClibc` and `BusyBox`. The Linux kernel was already mentioned. `util-linux-ng` is self explanatory - it is a set of linux utilities.

`BusyBox` is a software that provides several stripped-down Unix tools in a single executable file. It runs in a variety of Portable operating system interface (POSIX) environments such as Linux, Android, Berkeley Software Distribution (BSD) family and others, such as proprietary kernels, although many of the tools it provides are designed to work with interfaces provided by the Linux kernel.

`uClibc` is a small C standard library intended for Linux kernel-based operating systems for embedded system and mobile devices.

2 GL.inet board

GL.inet Smart Router is a remake of a common TP-Link router TL-WR703N. The board changes include, but are not limited to, increased RAM and Flash memory, custom firmware and what is the most important - 5 usable General-purpose I/O (GPIO) pins exposed to the 2cm pin header for utility. Whole thesis is revolving around taking advantage of this fact. The frequency of Central processing unit (CPU) is 400 Mega-Hertz (MHz) and it is suited for running Linux distributions for embedded devices, preferably OpenWrt or DD-Wrt. The board provides Local area network (LAN) and Wide area network (WAN) connection, as well as other interfaces defined in Institute of Electrical and Electronics Engineers (IEEE). The information about the board are summed up in the table 2–1.

Table 2–1 The basic characteristics of the GL.inet board

Model	GL-iNet 6408A / 6416A
CPU	Atheros 9331, 400 MHz
RAM	DDR 64Mega-Byte, unit of digital information (MB)
ROM	Flash 8MB (6408A) / 16MB (6416A)
Interface	1 WAN, 1 LAN, 1 USB2.0, 1 Micro USB(Power), 5 GPIO
Wireless	IEEE802.11n/g/b, IEEE 802.3, IEEE 802.3u

2.1 Atheros AR9331 wi-fi System-on-Chip

The Atheros AR9331 is a highly integrated and cost effective IEEE 802.11n 1x1 2.4 GHzertz, the SI unit of frequency (Hz) SoC for Wireless local area network (WLAN) Access Point (AP) and router platforms. The block diagram of the chip can be seen in figure 2–1. Features of this SoC are following:

- Complete IEEE 802.11n 1x1 AP or router in a single chip
- Microprocessor without Interlocked Pipeline Stages (MIPS) 24K processor operating at up to 400 MHz
- External 16-bit Double data rate synchronous DRAM (DDR) or Synchronous dynamic random access memory (SDR) memory interface
- SPI NOR Flash memory support

- No external EEPROM needed
- 4 LAN ports and 1 WAN port IEEE 802.3 Fast Ethernet switch with auto-crossover, auto polarity
- Fully integrated RF front-end including Power amplifier (PA) and Low-noise amplifier (LNA)
- Optional external LNA/PA
- Switched antenna diversity
- High-speed UART for console support
- Integrated Interchip Sound (I²S)/Sony-Philips Digital Interface Format (S/PDIF) audio interfaces
- Subscriber line interface circuit (SLIC) for Voice over IP (VOIP)/Pulse code modulation (PCM)
- USB 2.0 host/device mode support
- GPIO/Light emitting diode (LED) support
- Joint test action group (JTAG)-based processor debugging supported
- 25 MHz or 40 MHz reference clock input
- 148-pin, 12 mm x 12 mm dual-row Quad Flat No-leads (LPCC) package

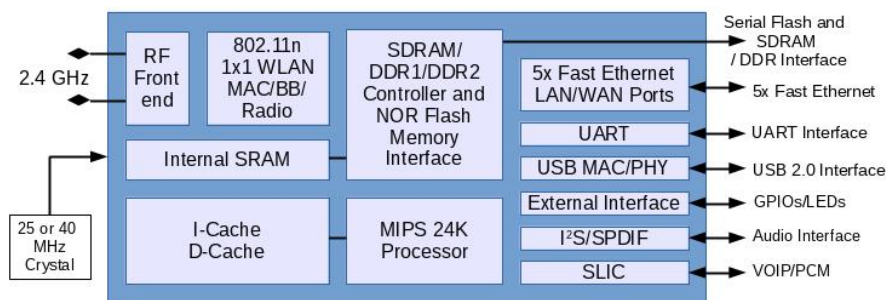


Figure 2 – 1 The block diagram of the Atheros AR9331 SoC used as a main processing unit on GL.inet board

2.2 From TL-WR703N to GL.inet

TP-Link TL-WR703N router is a popular choice among HW customisation community because of its cheap price tag compared to processing power and usage of a full-grown Linux distribution. People have figured out how to upgrade RAM / Flash memories or to make use of not used GPIO / UART ports for their own needs. These solutions however were mostly crude and expensive to replicate. The

GL.inet team saw an opportunity to grasp this public knowledge and rolled out their own improved board clone to the market.

Whole printed circuit board of TL-WR703N was remade by the GL.inet team to expose the unused GPIO pins on the SoC, utilize two Ethernet port instead of one and utilize the USB 2.0 port. Memory chips were replaced by their higher capacity alternatives.

3 Electric power measurement

Measuring the electric power makes most sense on the customer appliances. The first reason is, that they generally consume power that is purchased on contract. The energetic company measures all the power used up by the end customer, but customer has no easy way to see how much and how *effectively* is power used by the appliances. The second important reason is that the appliances has a standardised connector (plug) that is guaranteed to fit in all the area using it, which is not a case for example on battery powered devices (batteries has different sizes, connectors and general properties).

When it comes to measuring the electrical power, the first and the most important thing to discuss is safety. Only after all the safety precautions had been made clear, the theory can be clarified and subsequently, the practice can be applied. The chapter focuses solely on the first two topics.

3.1 Voltage ranges and safety disclaimer

The International Electrotechnical Commission (IEC) international standard **IEC 60038:1983** defines a set of standard voltages for use in AC electricity supply systems.

Table 3–1 International standards grouping ranges of supply voltages to three categories

IEC voltage range	AC	DC	defining risk
High voltage	$>1000 V_{rms}$	$>1500 V$	electrical arcing
Low voltage	$50\text{--}1000 V_{rms}$	$120\text{--}1500 V$	electrical shock
Extra-low voltage	$<50 V_{rms}$	$<120 V$	low risk

The appliances under test work on mains voltage. In Europe, the nominal voltage of mains line for appliances is 230 V / 50 Hz. This falls into the voltage range, with defining risk of **electrical shock** as described in the table 3–1.

If not handled with care, operating or manipulating with voltage can cause permanent damage to appliance or health, or can cause fire or even death. Thus, respect, increased care and knowledge is necessary in all further practical steps involved.

3.2 Electric power as a physical quantity

In general physics terms, power is defined as the rate at which energy is transferred (or transformed). Electric energy in particular, begins as electric potential energy – what we lovingly refer to as voltage. When electrons flow through that potential energy, it turns into electric energy. In most useful circuits, that electric energy transforms into some other form of energy. Electric power is measured by combining both how much electric energy is transferred, and how fast that transfer happens.

The electric power P is equal to the energy consumption E divided by the consumption time t

$$P = \frac{E}{t}$$

where P is the electric power in watt (W), E is the energy consumption in joule (J) and t is the time in seconds (s).

3.2.1 In resistive circuits

In the case of purely resistive (Ohmic, or linear) loads, Joule's law can be combined with Ohm's law ($V = I \cdot R$) to produce alternative expressions for the amount of power that is dissipated:

$$P = IV = I^2R = \frac{V^2}{R}$$

where R is the electrical resistance in ohms (Ω).

3.2.2 In alternating current (AC) circuits

When a reactance (either inductive or capacitive) is present in an AC circuit, the previous formula does not apply. The product of voltage and current is, instead, expressed in volt-amperes (VA). This product is known as the *apparent power*.

Real power (or true power) is the power that is used to do the work on the load:

$$P = V_{rms} I_{rms} \cos \varphi$$

where P is the real power in watts (W), V_{rms} is the RMS voltage, defined as $V_{peak}/\sqrt{2}$ in Volts (V), I_{rms} is the RMS current, defined as $I_{peak}/\sqrt{2}$ in Amperes (A) and φ is the impedance phase angle - phase difference between voltage and current.

Reactive power on the other hand, is the power that is wasted and not used to do work on the load. Curiously, it is defined as

$$Q = V_{rms} I_{rms} \sin \varphi$$

with Q being the reactive power in volt-ampere-reactive (VAR).

Apparent power is the power that is supplied to the circuit. Definition:

$$S = V_{rms} I_{rms}$$

where the unit of apparent power S is volt-ampere (VA). It can be seen that it is not phase-angle dependent.

The relation all these three quantities are in is defined as

$$P^2 + Q^2 = S^2$$

however, again, nothing in the real world is perfect, and this relation only applies for a perfectly sinusoidal waveforms.

3.3 Power factor

3.4 Measuring electric power with a microcontroller

4 Requirements

The requirements for the final device are grouped to the three categories. Necessary requirements are bound to be met at any cost. Some of the high importance requirements can be skipped or slightly modified, if unreasonable obstacles are found. However, they are all assumed to be completed for well being of the project. Optional requirements will be completed only if possible, given the resources will allow it.

Necessary:

- Build a printed circuit board (PCB) holding and interconnecting required components
- Measure current at given voltage used by the measured appliance by any means
- Provide a way to present the measurements by a quantity of power consumed
- Make possible to measure more than one appliance at a given time
- Make sure the device is compatible with European powerline grid system as well as with the European mains plug connector

High importance:

- Store the measured data for further analysis
- Split the device to the server (separate GL-inet router running a web-server, data processing and data storage) and to measurement nodes (electronics powered by an ESP8266 wi-fi module) to create a unique, replicable and efficient solution
- If reasonably accurate, use the inbuilt ADC of the ESP8266 for the voltage measurement in combination with a linear transformer (the transformer also powers the entire node)
- Use hall-effect sensor for a current measurement
- If possible, prevent the use of the external ADC as well as the use of the additional microcontroller to keep the cost down (if needed, use the microcontroller of the 8-bit AVR family produced by Atmel)
- Provide suitable enclosures for an aesthetical effect of a finished product as well as a protection against the electrical shock

- Provide a way to switch off/on the appliance under measurement by the user remotely
- Make the presented measurements available as an usage graphs via web-server
- Configure the server as a repeater to provide more better signal for the nodes
- Measure the power factor by the simplest possible means
- Try to provide as much of the security measurements on all layers as possible
- Take care designing a device from a perspective of a thermal design

Optional:

- Measure the power factor with non-sinusoidal waveforms
- Store the measured data on an external USB flash disk connected to GL-inet board in a form of SQLite database
- Make the web-server accessible remotely via Dynamic Domain Name Service (DDSN) service
- Include advanced configuration options (Pulse-width modulation (PWM) for lighting appliances or or periodic turn on/off function)
- Provide some simple native application for an Android platform, apart from web-server
- Make the server automatically discover all nodes and configure them
- Include one or more LED to indicate status and/or activity to the observing user

5 Main part of Thesis

6 Conclusion

Táto časť záverečnej práce je povinná. Autor uvedie zhodnotenie riešenia. Uvedie výhody, nevýhody riešenia, použitie výsledkov, ďalšie možnosti a pod., prípadne načrtne iný spôsob riešenia úloh, resp. uvedie, prečo postupoval uvedeným spôsobom.

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Appendices

Appendix A Prílohy

Appendix B Bibliografické odkazy

Appendix C Vytvorenie zoznamu skratiek a symbolov

Appendix D

Appendix A

Prílohy (Appendices)

Táto časť záverečnej práce je povinná a obsahuje zoznam všetkých príloh vrátane elektronických nosičov. Názvy príloh v zozname musia byť zhodné s názvami uvedenými na príslušných prílohách. Tlačené prílohy majú na prvej strane identifikačné údaje – informácie zhodné s titulnou stranou záverečnej práce doplnené o názov príslušnej prílohy. Identifikačné údaje sú aj na priložených diskoch alebo disketách. Ak je médií viac, sú označené aj číselne v tvare I/N , kde I je poradové číslo a N je celkový počet daných médií. Zoznam príloh má nasledujúci tvar:

Appendix A CD médium – záverečná práca v elektronickej podobe, prílohy v elektronickej podobe.

Appendix B Používateľská príručka

Appendix C Systémová príručka

Prílohová časť je samostatnou časťou kvalifikačnej práce. Každá príloha začína na novej strane a je označená samostatným písmenom (Appendix A, Appendix B, ...). Číslovanie strán príloh nadväzuje na číslovanie strán v hlavnom texte. Pri každej prílohe sa má uviesť prameň, z ktorého sme príslušný materiál získali.

Appendix B

Bibliografické odkazy

Táto časť záverečnej práce je povinná. V zozname použitej literatúry sa uvádzajú odkazy podľa normy STN ISO 690–2 (01 0197) (Informácie a dokumentácia. Bibliografické citácie. Časť 2: Elektronické dokumenty alebo ich časti, dátum vydania 1. 12. 2001, ICS: 01.140.20). Odkazy sa môžu týkať knižných, časopiseckých a iných zdrojov informácií (zborníky z konferencií, patentové dokumenty, normy, odporúčania, kvalifikačné práce, osobná korešpondencia a rukopisy, odkazy cez sprostredkujúci zdroj, elektronické publikácie), ktoré boli v záverečnej práci použité.

Existujú dva hlavné spôsoby citovania v texte.

- Citovanie podľa mena a dátumu.
- Citovanie podľa odkazového čísla.

Preferovanou metódou citovania v texte vysokoškolskej a kvalifikačnej práce je podľa normy ISO 7144 citovanie podľa mena a dátumu. V tomto prípade sa zoznam použitej literatúry upraví tak, že za meno sa pridá rok vydania. Na uľahčenie vyhľadávania citácií sa zoznam vytvára v abecednom poradí autorov.

Príklad: ... podľa je táto metóda dostatočne rozpracovaná na to, aby mohla byť všeobecne používaná v ...

Druhý spôsob uvedenia odkazu na použitú literatúru je uvedenie len čísla tohto zdroja v hranatých zátvorkách bez mena autora (autorov) najčastejšie na konci príslušnej vety alebo odstavca.

Príklad: ... podľa [13] je táto metóda dostatočne rozpracovaná na to, aby mohla byť všeobecne používaná v ... ako je uvedené v [14].

Citácie sú spojené s bibliografickým odkazom poradovým číslom v tvare indexu alebo čísla v hranatých zátvorkách. Odkazy v zozname na konci práce budú usporiadané podľa týchto poradových čísel. Viacero citácií toho istého diela bude mať rovnaké číslo. Odporúča sa usporiadať jednotlivé položky v poradí citovania alebo podľa abecedy.

Rôzne spôsoby odkazov je možné dosiahnuť zmenou voľby v balíku `natbib`:

```
% Citovanie podľa mena autora a roku
\usepackage[] {natbib} \citestyle{chicago}
% Možnosť rôznych štýlov citácií. Príklady sú uvedené
% v preambule súboru natbib.sty.
% Napr. štýly chicago, egs, pass, angeo, nlinproc produkujú
% odkaz v tvare (Jones, 1961; Baker, 1952). V prípade, keď
% neuvedieme štýl citácie (vynecháme \citestyle{ }) v "options"
% balíka natbib zapíšeme voľbu "colon".
```

Keď zapneme voľbu `numbers`, prepneme sa do režimu citovania podľa odkazového čísla.

```
% Metoda číselných citácií
\usepackage[numbers] {natbib}
```

Pri zápise odkazov sa používajú nasledujúce pravidlá:

Pri využívaní informácií z elektronických dokumentov treba dodržiavať tieto zásady:

- uprednostňujeme autorizované súbory solídnych služieb a systémov,
- zaznamenáme dostatok informácií o súbore tak, aby ho bolo opäť možné vyhľadať,
- urobíme si kópiu použitého prameňa v elektronickej alebo papierovej forme,
- za verifikovateľnosť informácií zodpovedá autor, ktorý sa na ne odvoláva.

Pre zápis elektronických dokumentov platia tie isté pravidlá, ako pre zápis „klasických“. Navyše treba uviesť tieto údaje:

- druh nosiča [online], [CD-ROM], [disketa], [magnetická páska]
- dátum citovania (len pre online dokumenty)
- dostupnosť (len pre online dokumenty)

Poradie prvkov odkazu je nasledovné: Autor. Názov. In Názov primárneho zdroja: Podnázov. [Druh nosiča]. Editor. Vydanie alebo verzia. Miesto vydania : Vydavateľ, dátum vydania. [Dátum citovania]. Poznámky. Dostupnosť. ISBN alebo ISSN.

Appendix C

Vytvorenie zoznamu skratiek a symbolov

Ak sú v práci skratky a symboly, vytvára sa *Zoznam skratiek a symbolov* (a ich dešifrovanie). V prostredí L^AT_EXu sa takýto zoznam ľahko vytvorí pomocou balíka `nomenc1`. Postup je nasledovný:

Curriculum vitae

Táto časť je nepovinná. Autor tu môže uviesť svoje biografické údaje, údaje o záujmoch, účasti na projektoch, účasti na súťažiach, získané ocenenia, zahraničné pobyty na praxi, domácu prax, publikácie a pod.