

# Wio Terminal TinyML Starter Kit Intro

info@seeed.cc

```
>>> print["Hello World of AI"]
```

This Wio Terminal Kit has everything you need to get started with TinyML.

----- Prof. Vijay Janapa Reddi

## Wio Terminal

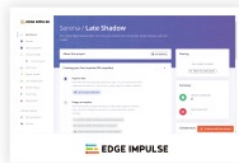
www.seeed.cc



500+ Plug and Play Sensors



Free and Rich Learning Resources



To Enable Real-time and Optimal Data Utilization



To Easily Train Low Memory Usage Machine Learning Model



No Code Programming Platform



Active Community Project Spotlights



# Overview

- Brief introduction on Wio Terminal
  - Hardware
  - Add-on
  - Software
- Preparation on Wio Terminal & Edge Impulse
  - Environment setup (prepare for the workshop)
  - Demo
- Community project samples

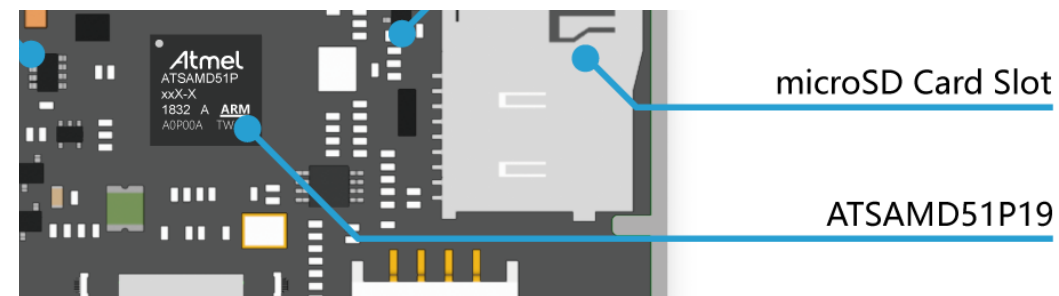


# Wio Terminal – Hardware overview



# Hardware – MCU

Main MCU	ATSAMD51P19
Architecture	ARM® Cortex®-M4F
Speed	120MHz(Boost up to 200MHz)
Program Memory Size	512KB
RAM Size	192KB
External Flash	4MB



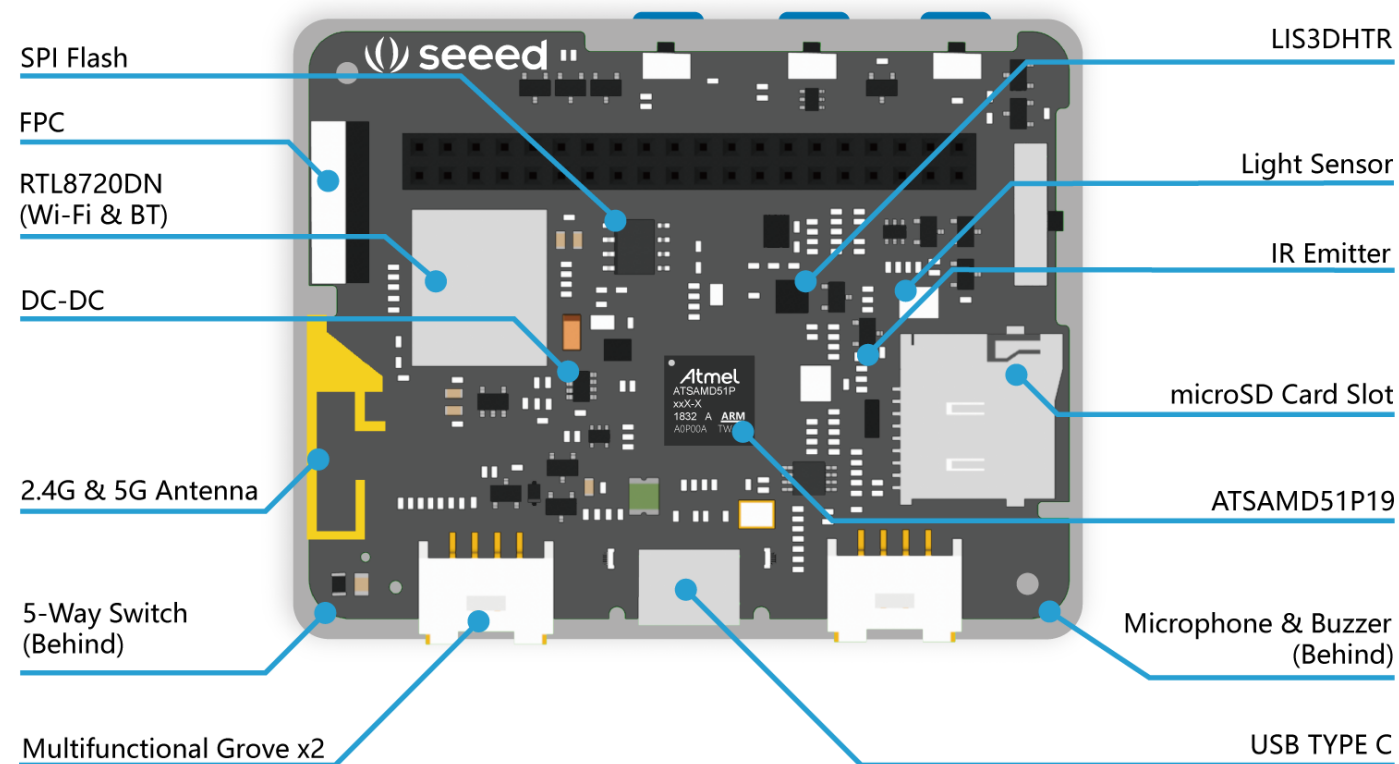
# Hardware – LCD

Resolution	320 x 240
Display Size	2.4 inch
Driver IC	ILI9341



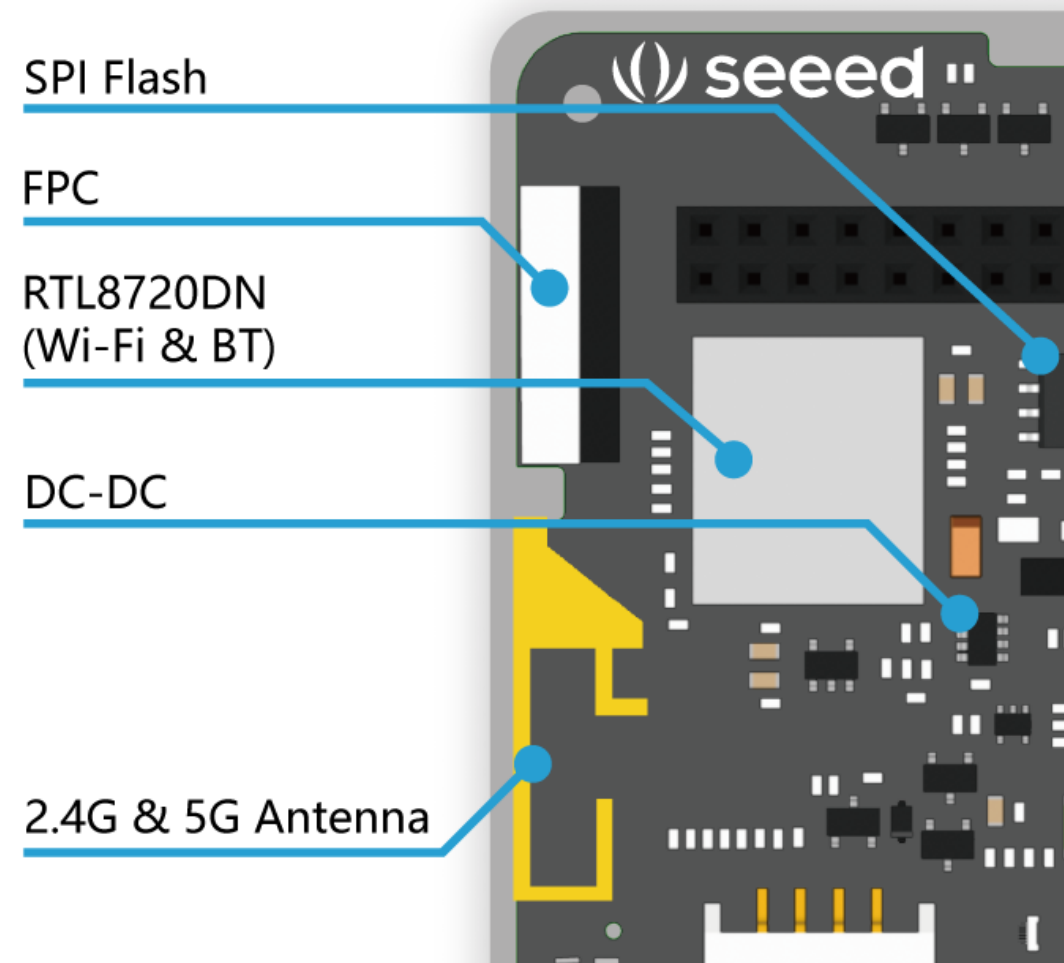
# Hardware – Built-in Modules

3-axis Accelerometer	LIS3DHTR
Microphone	1.0V-10V -42dB
Buzzer	≥78dB @10cm 4000Hz
Light Sensor	400-1050nm
Infrared Emitter	940nm



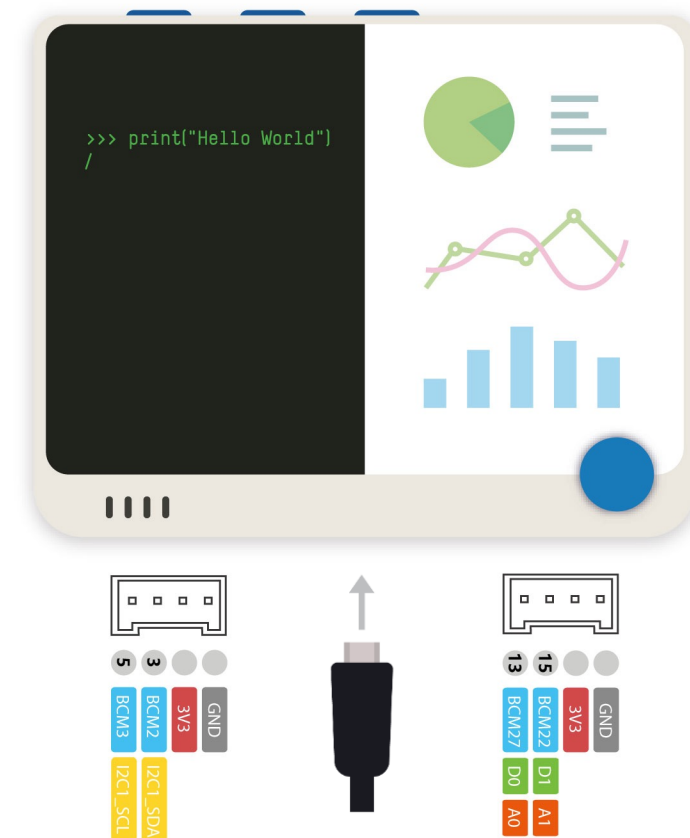
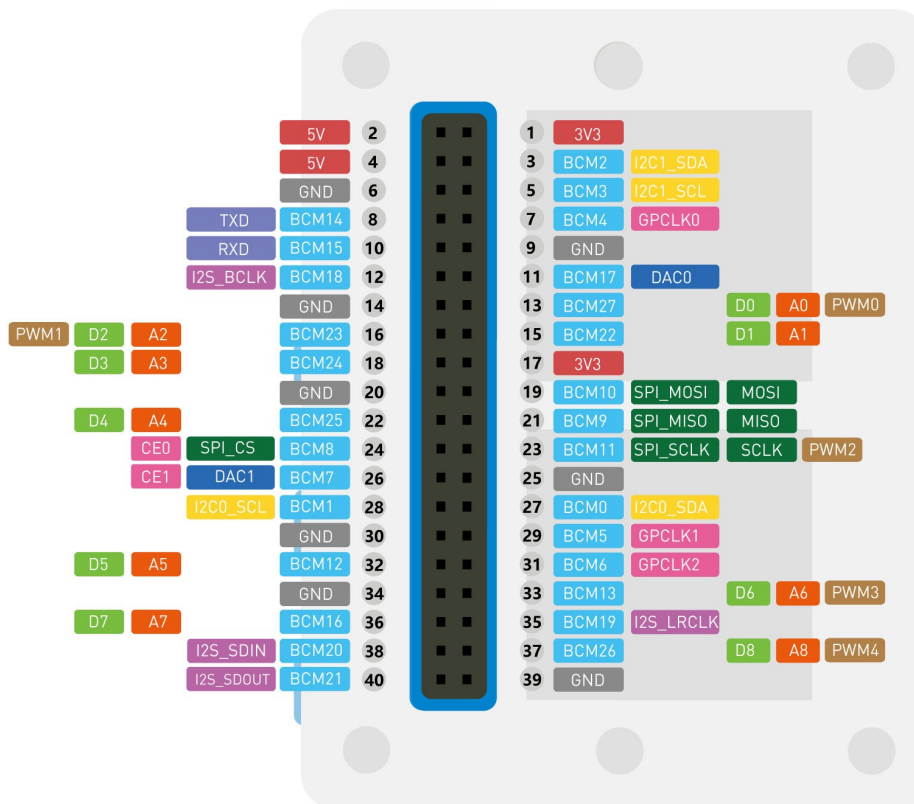
# Hardware – Wireless Connectivity

WiFi & BT Module	RTL8720DN
KM4 CPU	ARM® Cortex®-M4F
KM0 CPU	ARM® Cortex®-M0
Wi-Fi	802.11 a/b/g/n 1x1, 2.4GHz & 5GHz
Bluetooth	Support BLE5.0
Hardware Engine	AES/DES/SHA



# Hardware – I/O Ports

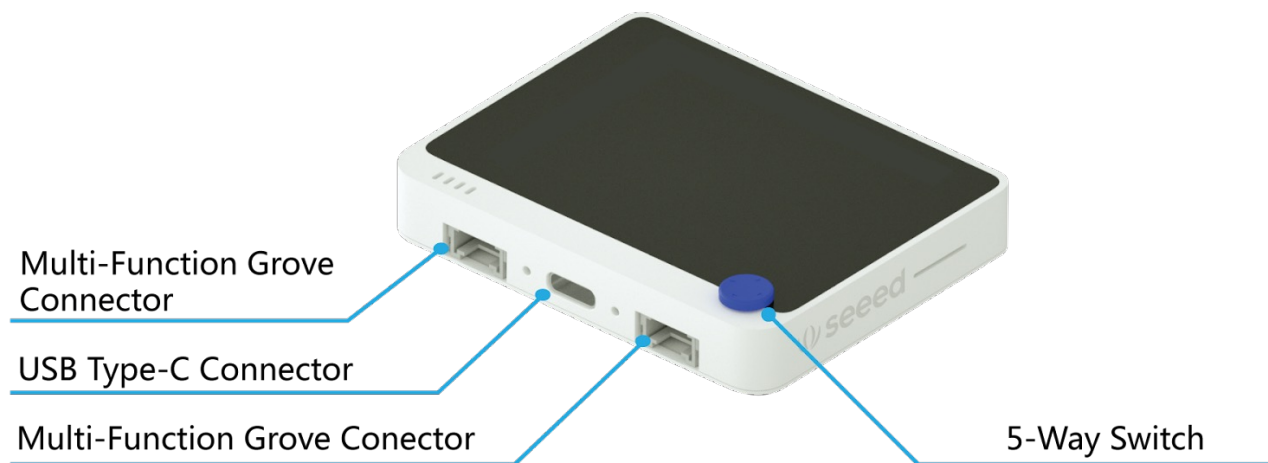
- Raspberry Pi 40-pin Compatible GPIO
- 2 x Grove Port
- Type-C Port
- Support protocol:
  - i2c
  - UART
  - SPI
  - PWM
  - Analog
  - Digital





# Hardware – Other Peripherals

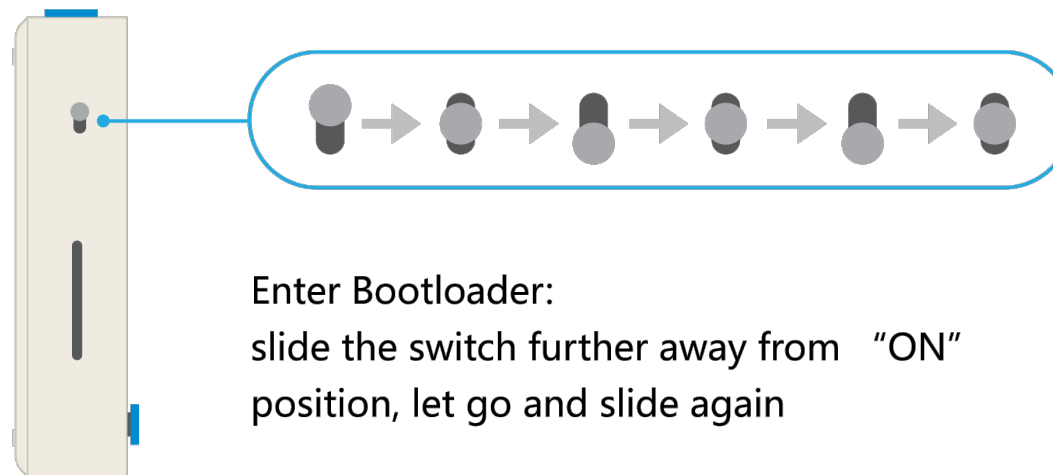
- Micro SD card Slot
- 3 Programmable buttons
- 5 way Joystick
- Power/Reset Slide Switch



# Software Overview

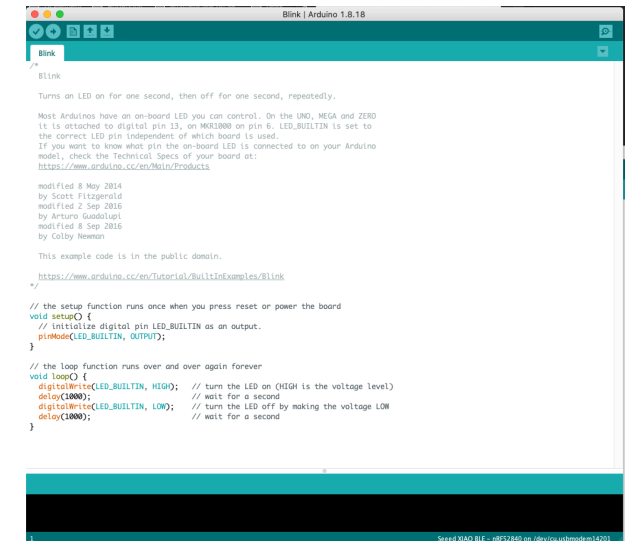
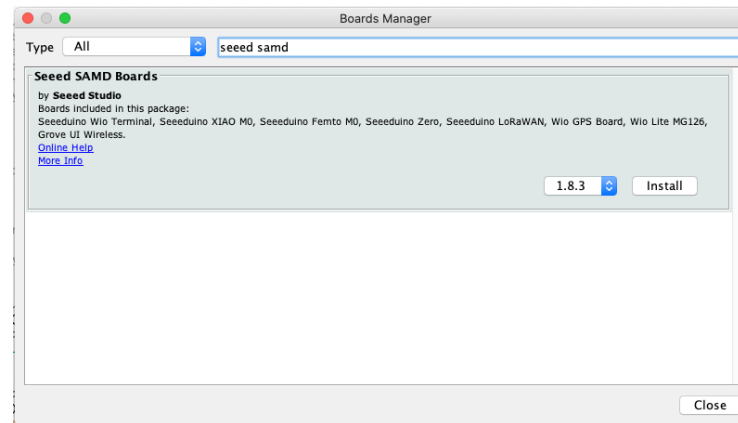
## Software – UF2 bootloader

- UF2 stands for USB Flashing Format
- Developed by Microsoft for PXT (now known as MakeCode) for flashing microcontrollers over the Mass Storage Class (MSC)



# Software – Arduino

- Arduino IDE
- C programming language
- Extensive libraries
- Cross platform
  - Windows
  - Mac
  - Linux / ARM



Additional Board Manager URLs:

[https://files.seeedstudio.com/arduino/package\\_seeeduino\\_boards\\_index.json](https://files.seeedstudio.com/arduino/package_seeeduino_boards_index.json)

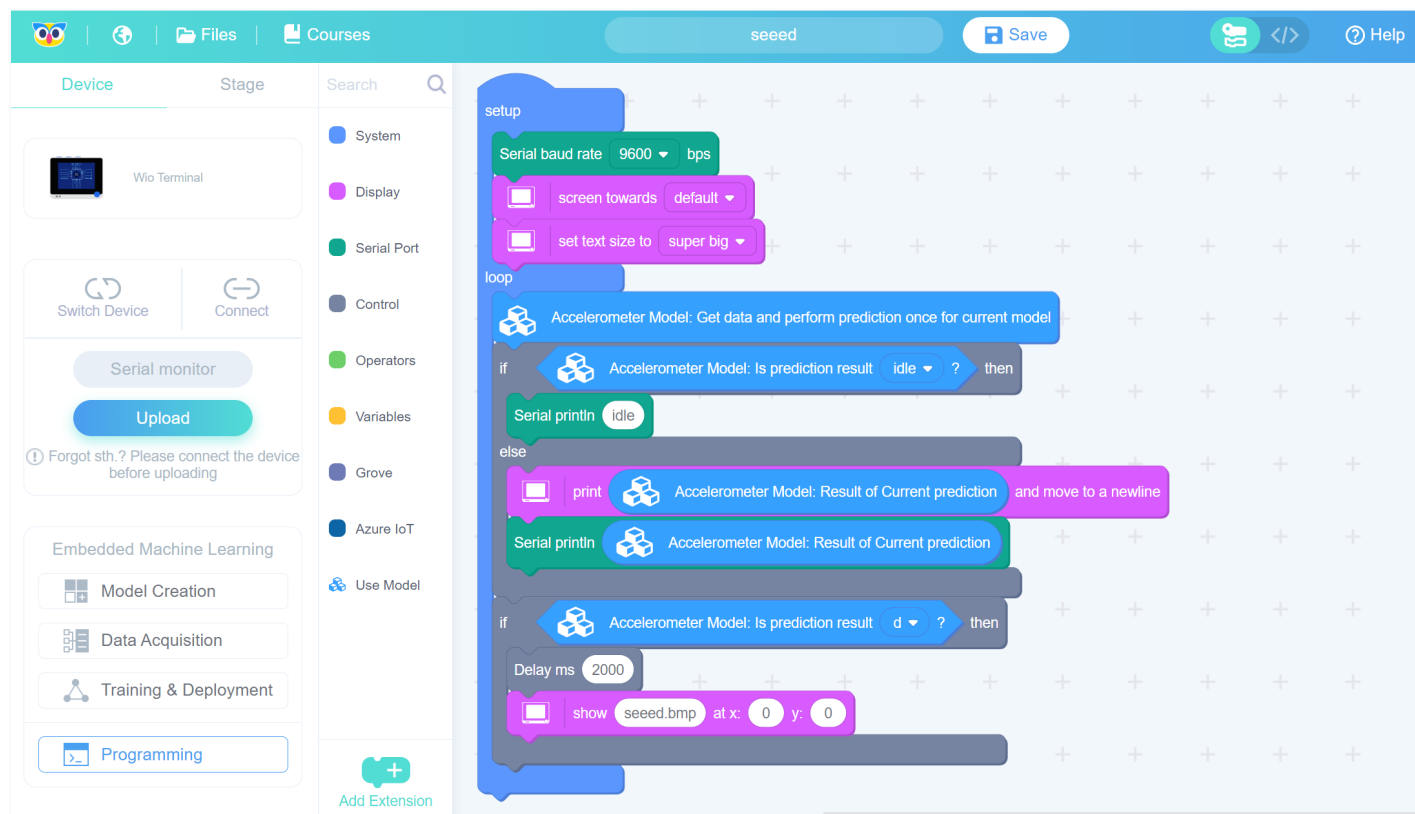
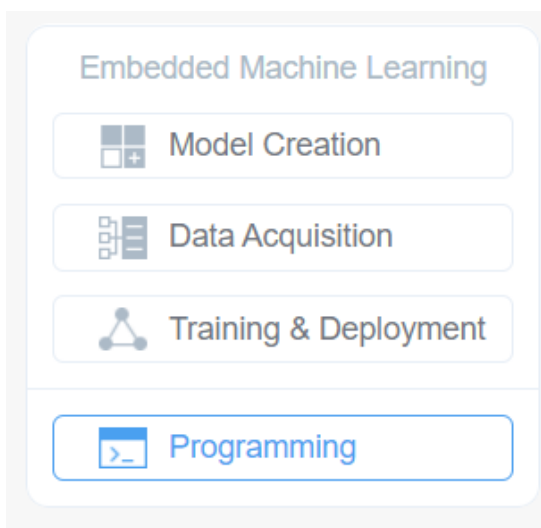
WIKI:

<https://wiki.seeedstudio.com/Wio-Terminal-Getting-Started/#software>

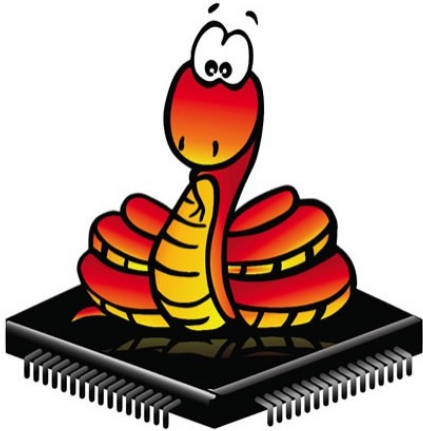


# Software – Codecraft

- Graphical programming platform
- Powered by  **EDGE IMPULSE**
- Whole TinyML pipeline
- Web IDE: <https://ide.tinkerゲン.com/>



# Software – Onboard Python



## MicroPython

- UF2 Firmware:  
[https://micropython.org/download/SEED\\_WIO\\_TERMINAL/](https://micropython.org/download/SEED_WIO_TERMINAL/)

## CircuitPython

- UF2 Firmware:  
[https://circuitpython.org/board/seeeduino\\_wio\\_terminal/](https://circuitpython.org/board/seeeduino_wio_terminal/)
- Wiki:  
<https://wiki.seeedstudio.com/Wio-Terminal-CircuitPython/>



# Software – IoT Platforms



- Blynk
  - <https://wiki.seeedstudio.com/Wio-Terminal-Blynk/>



- Microsoft Azure IoT
  - <https://wiki.seeedstudio.com/Wio-Terminal-Azure-IOT/>

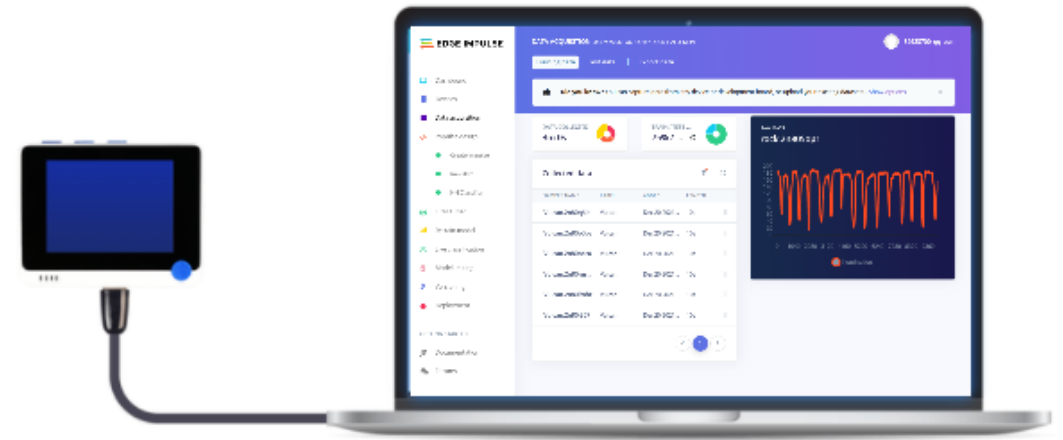


# Software – TinyML Platform

- Edge Impulse:  
Enables developers to create the next generation of intelligent device solutions with embedded Machine Learning

- Wiki:

<https://wiki.seeedstudio.com/Wio-Terminal-TinyML-EI-1/>



 **EDGE IMPULSE**



# Part II : Getting Started

## Preparation for Wio Terminal with Edge Impulse

# Development Environment Preparation

## Hardware requirement:

- PC
  - Windows
  - Mac
  - Linux
- USB Type-C data cable
- Wio Terminal
  - Edge Impulse UF2 firmware  
[https://github.com/Seeed-Studio/Seeed\\_Arduino\\_edgeimpulse/releases/download/1.4.0/wio-terminal-ei-1.4.0.uf2](https://github.com/Seeed-Studio/Seeed_Arduino_edgeimpulse/releases/download/1.4.0/wio-terminal-ei-1.4.0.uf2)

## Software requirement:

- Python3
- Arduino IDE
- Arduino-cli(optinal)
- Nodejs
- Edge-impulse-cli

# LIVE DEMO

# Install Arduino and add library

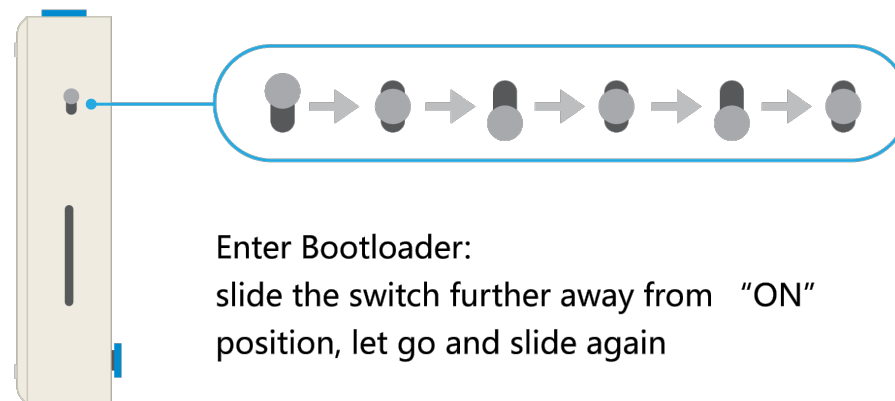
- Arduino IDE: <https://www.arduino.cc/en/software>
- Additional Boards Manager URLs:  
[https://files.seeedstudio.com/arduino/package\\_seeeduino\\_boards\\_index.json](https://files.seeedstudio.com/arduino/package_seeeduino_boards_index.json)
- Add library for Grove Ultrasonic sensor and Grove BME280
- (Optional) Arduino CLI: <https://arduino.github.io/arduino-cli/0.23/installation/>

# Install Edge Impulse CLI

- Setup instruction: <https://docs.edgeimpulse.com/docs/edge-impulse-cli/cli-installation>
- Node.js: <https://nodejs.org/en/>
- CLI install script: `npm install -g edge-impulse-cli --force`

# Wio Terminal Edge Impulse Firmware

- Download Firmware: [https://github.com/Seeed-Studio/Seeed\\_Arduino\\_edgeimpulse/releases](https://github.com/Seeed-Studio/Seeed_Arduino_edgeimpulse/releases)
- Plug-in Wio Terminal and put in uf2 bootloader mode
- Drag'n'drop the wio-terminal-ei-1.4.0.uf2 file to the Wio Terminal USB drive



# Connect Wio Terminal with Edge Impulse

- Open Edge Impulse website and create account: <https://studio.edgeimpulse.com/signup>
- Login to Edge Impulse : <https://studio.edgeimpulse.com/login>
- Create project
- Run CLI script: `edge-impulse-daemon`
- login with the Edge Impulse login credentials
- Choose project to connect to
- Collect Data

# Data Collection Through Wio Terminal

- Choose sensor
- Create Label
- Collect Data



# Model Training

- Choose and add processing block
- Choose and add a learning block
- Save impulse
- Extract features, Save parameters and Generate features
- Start training

# Model Testing

- Live classification
- Collect data sample
- Model testing and Classify test data

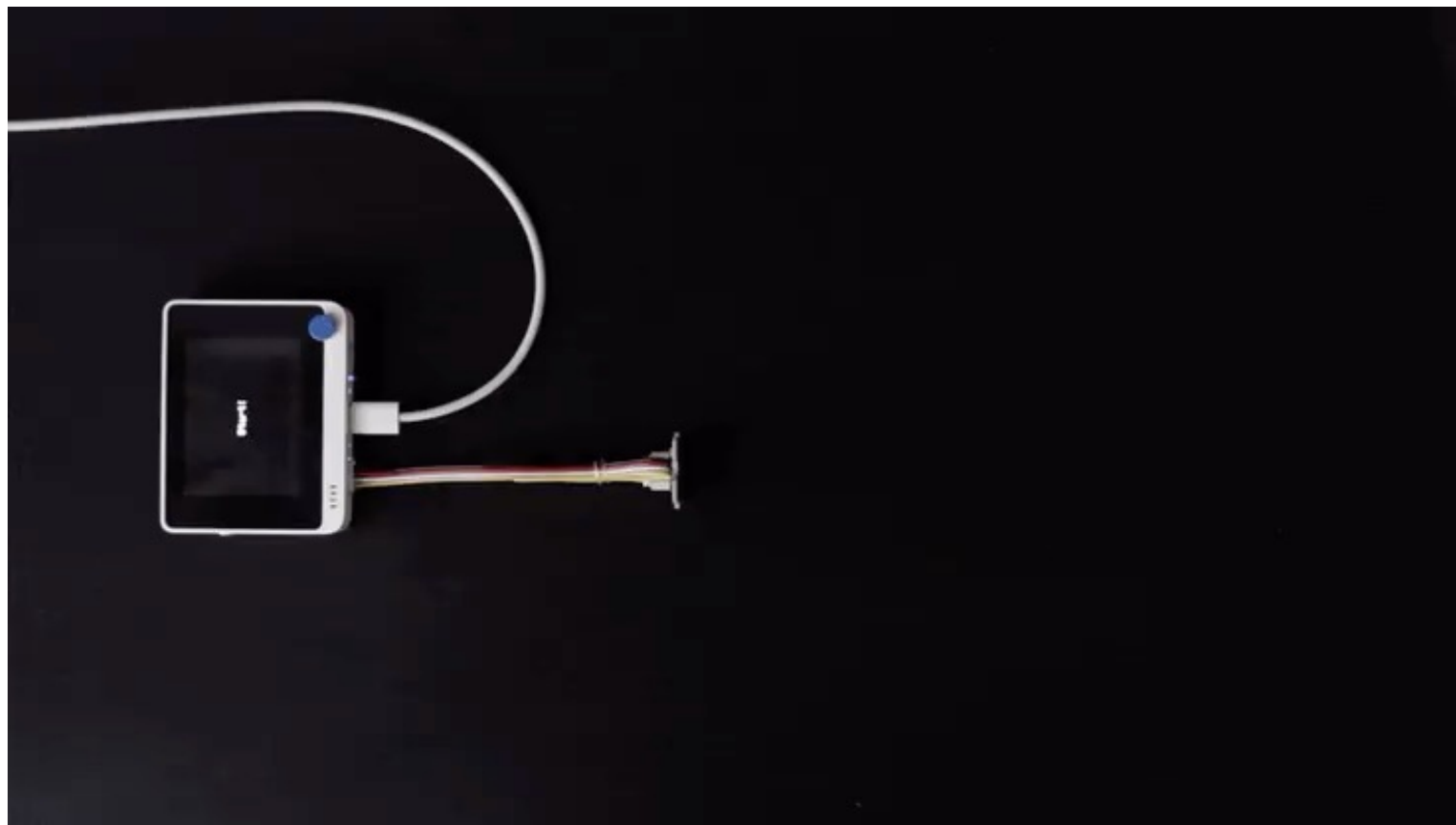
# Deployment

- Download library
- Import library in Arduino
- Build and Upload firmware to Wio Terminal
- Test the result

# Part III :

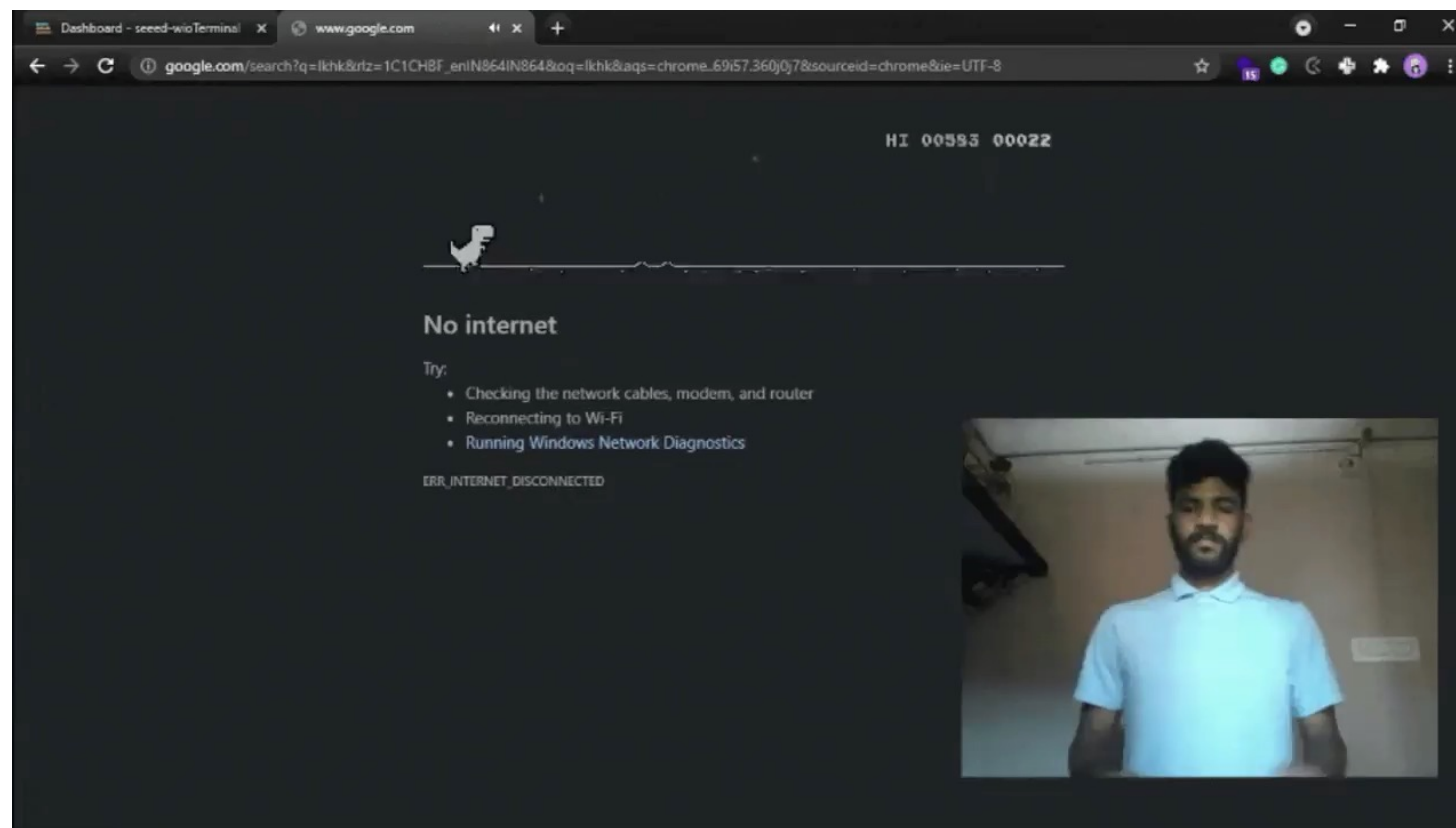
## Community project samples

# Handwriting Recognition



<https://www.hackster.io/supperted825/handwriting-recognition-with-wio-terminal-edge-impulse-804ee3>

# Play Chrome's Dino Game Physically



<https://www.hackster.io/Salmanfarisvp/play-chrome-s-dino-game-physically-db42c2#toc-step-5---model--deployment-----9>

Q & A

Thanks !