Topic: Firmware Over The Air (OTA)

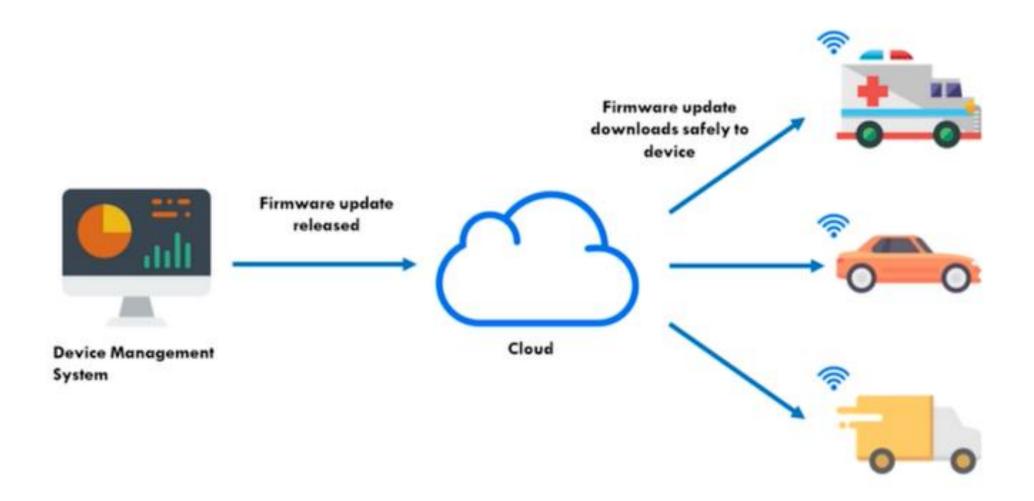
Session conducted by

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Firmware Over The Air (FOTA)





Session conducted by Engr. Sayed Tanimun Hasan

Platform uses OTA update with connected devices









Cumulocity IoT Platform

Microsoft Azure IoT Suite

Google Cloud's IoT Platform



Cisco IoT Cloud Connect

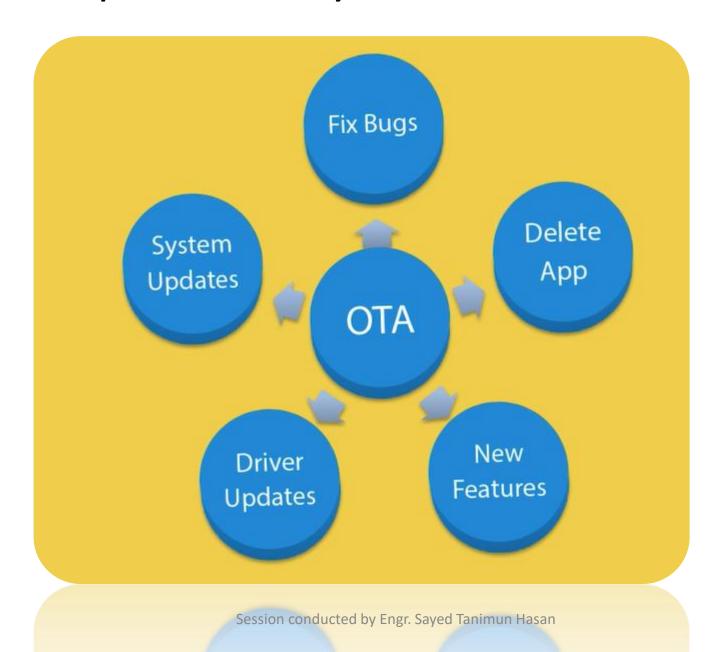


Oracle IoT Platform



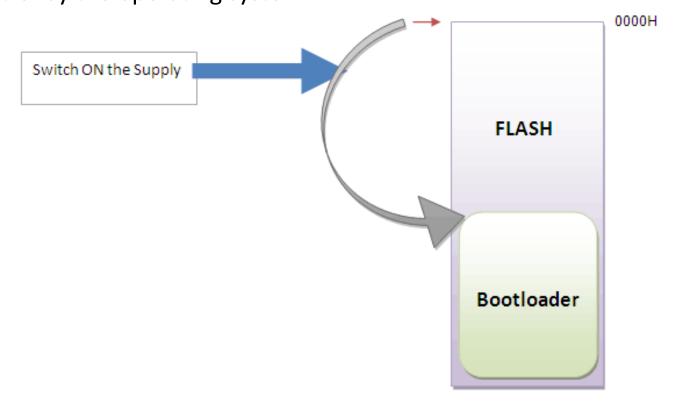
IBM Watson loT Platform

OTA Update Offers Many Benefits for IoT Devices



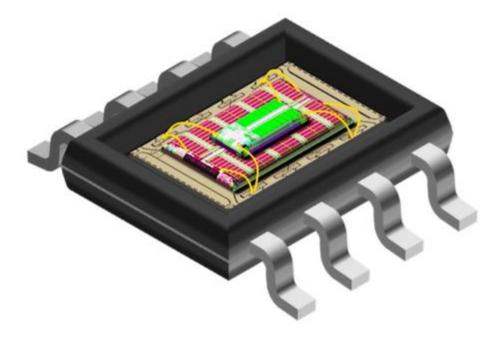
Bootloader

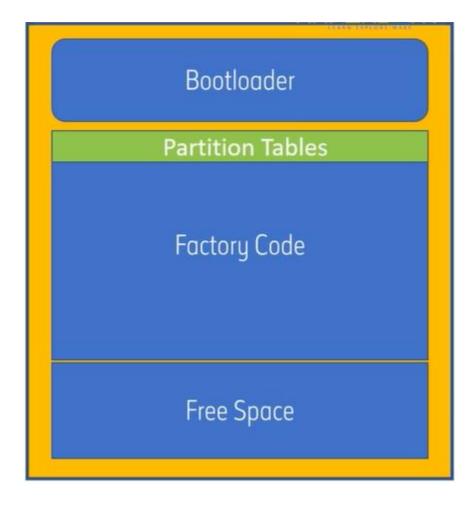
The bootloader is **the first program to run after power up or reset**. Its primary goal is to ready the system for control by the operating system.

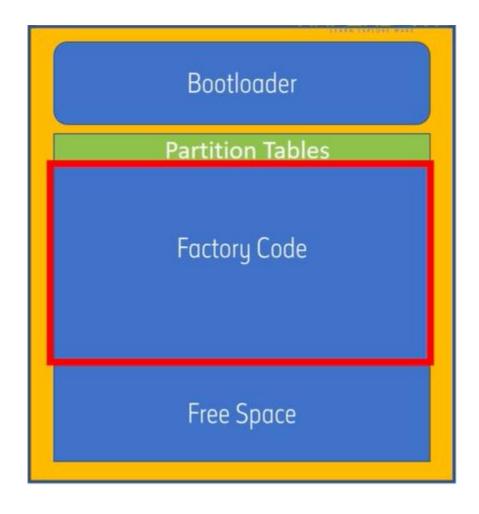


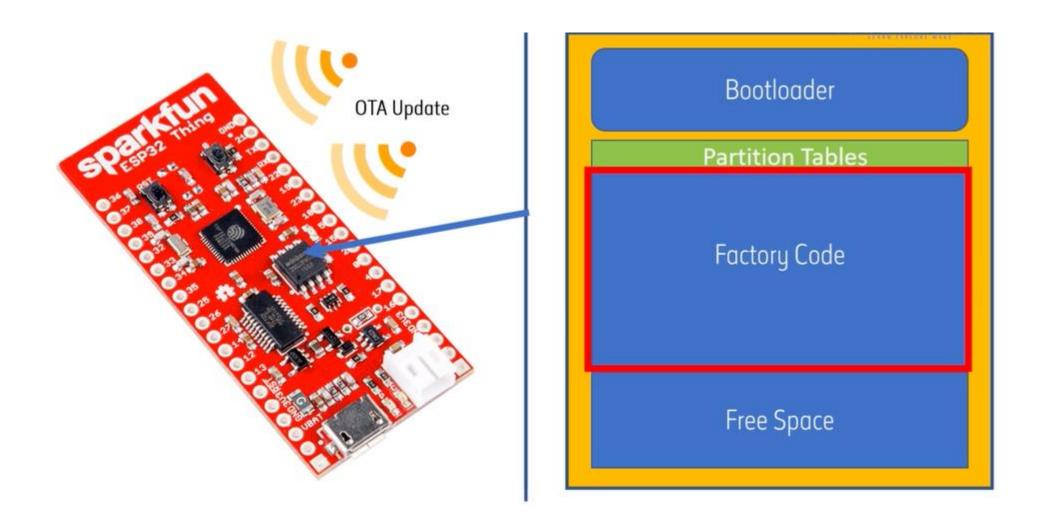
If the program counter **enters the bootloader section** then after **executing the bootloader**, there must be an instruction in the **bootloader which will force the program counter to go to 0000H**.

Flash Memory is a non volatile memory. Even your ESP32 switched off, code will be saved in Flash Memory



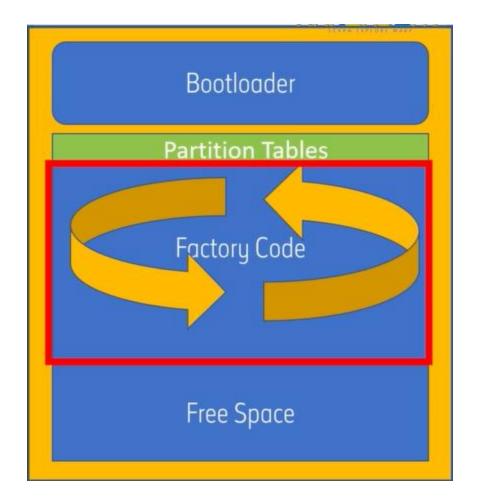


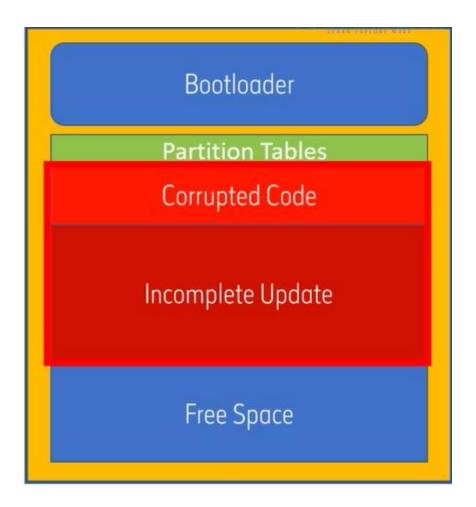


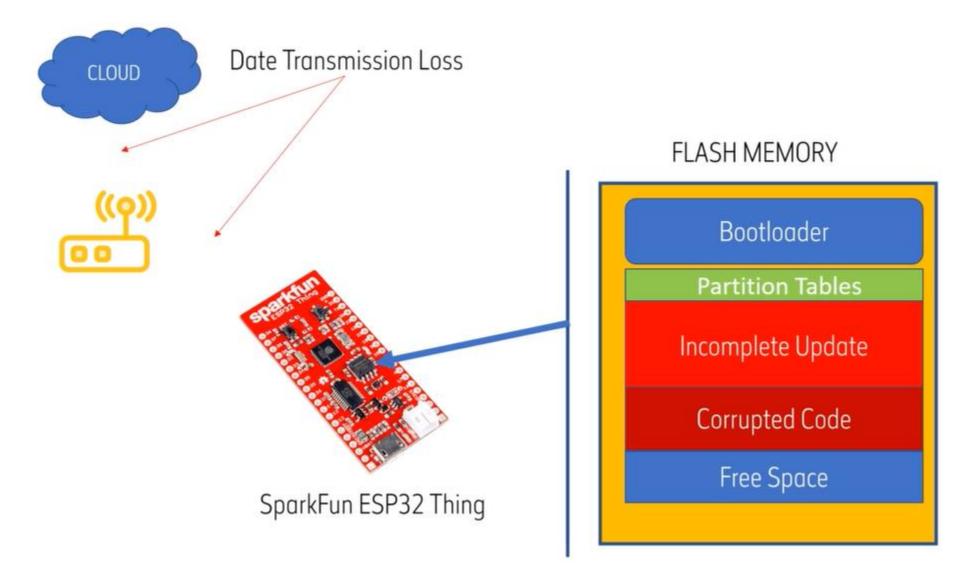


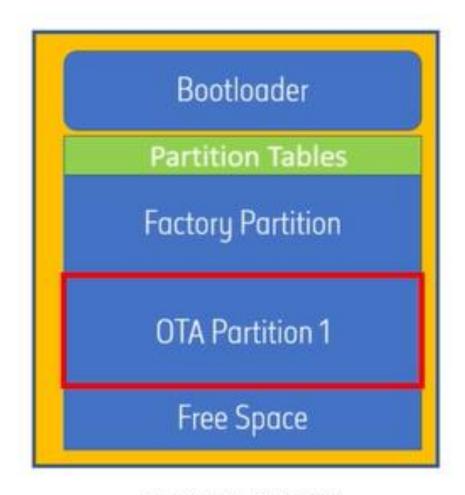






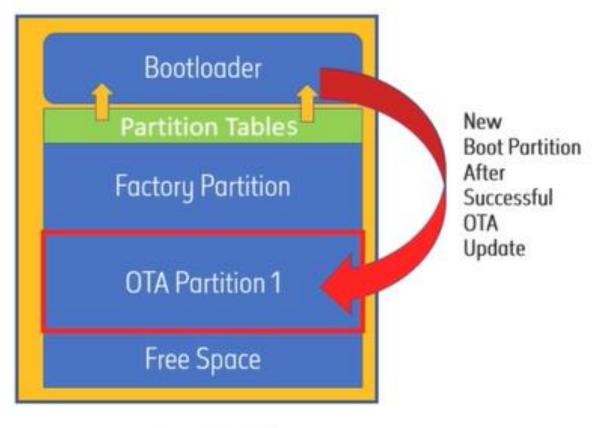






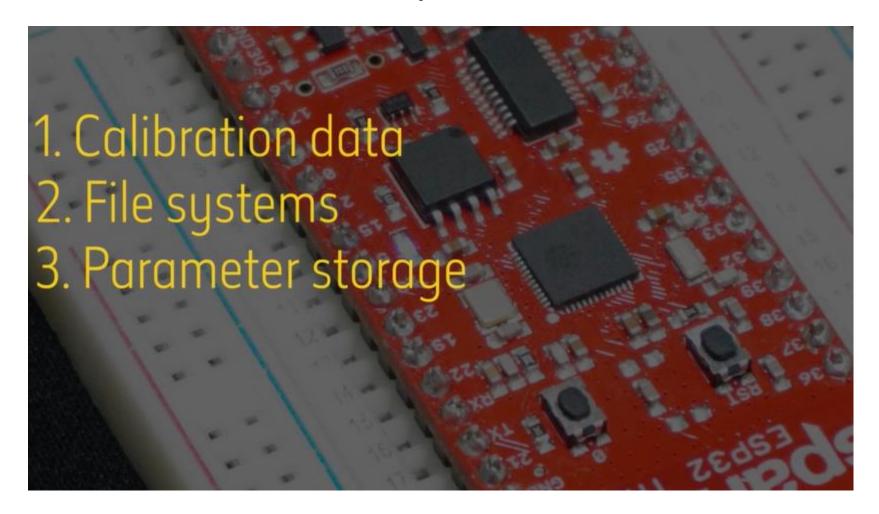
FLASH MEMORY

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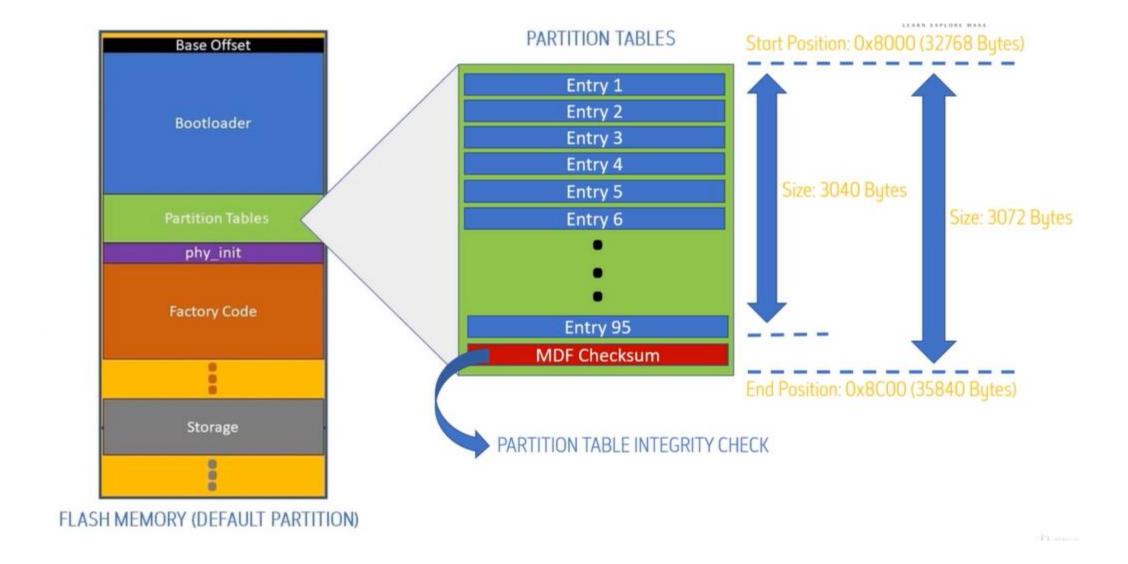


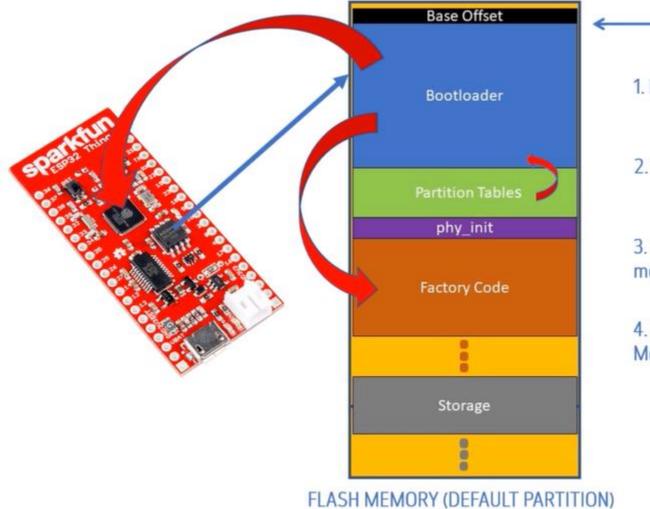
FLASH MEMORY

Flash Memory Can Handless..



Partition Tables



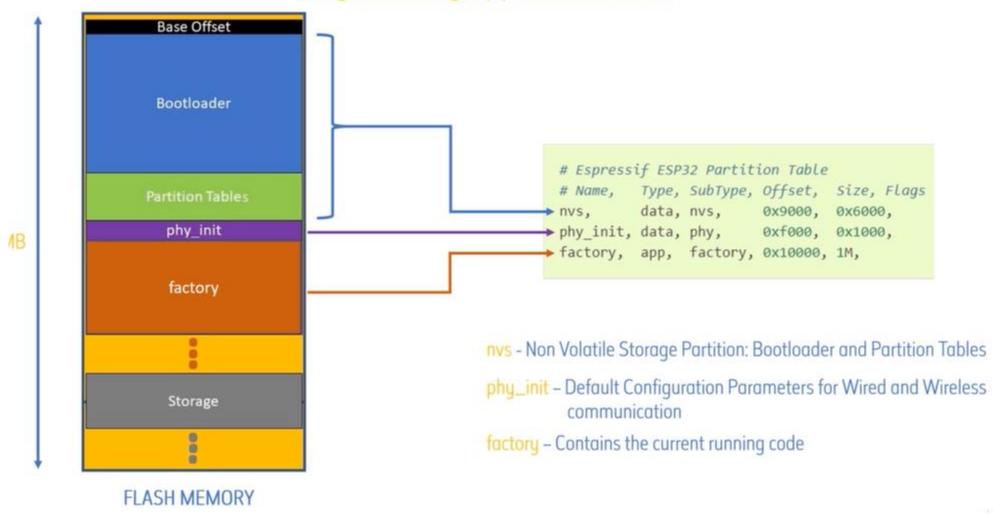


0x1000 (4096 Bytes)

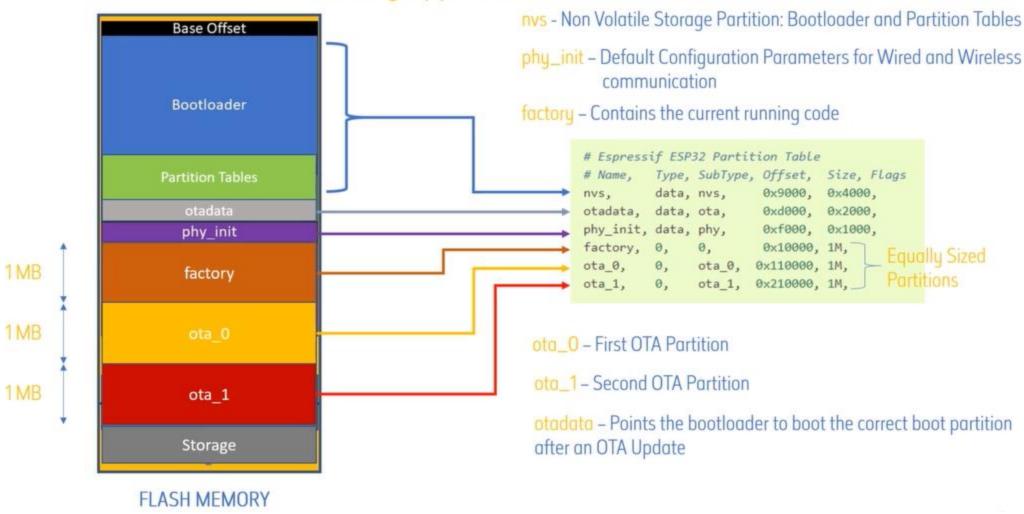
- 1. Bootloader Reads the Partition Table
- 2. Bootloader Selects the Correct Boot Partition
- 3. Bootloader loads the code from the flash memory to the RAM of the ESP32 Chip
- 4. Bootloader transfers the Memory
 Management to the MMU of the ESP32 Chip

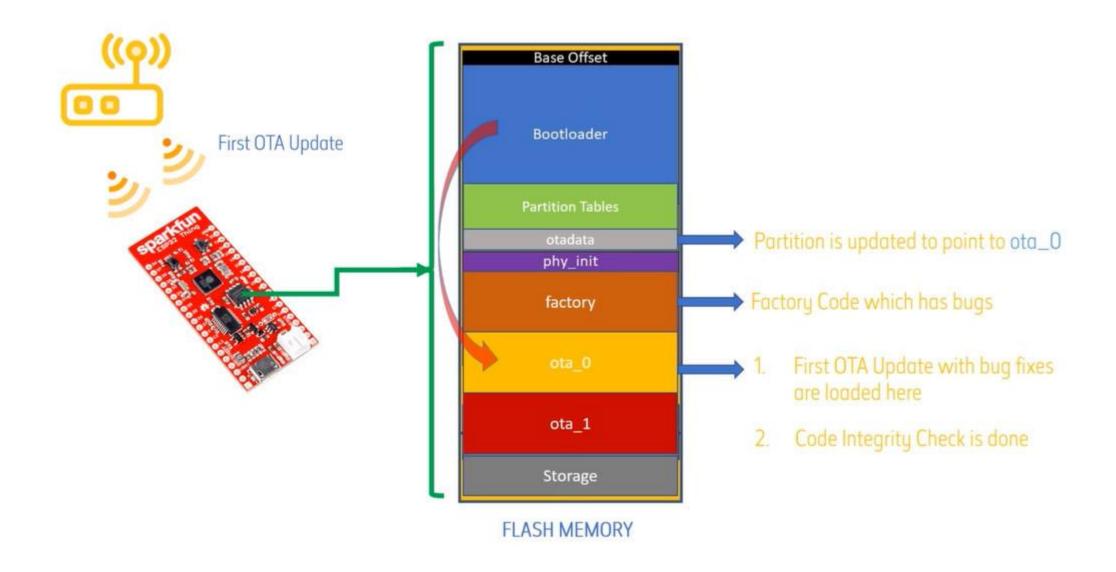
W.C.

Single Factory App with No OTA

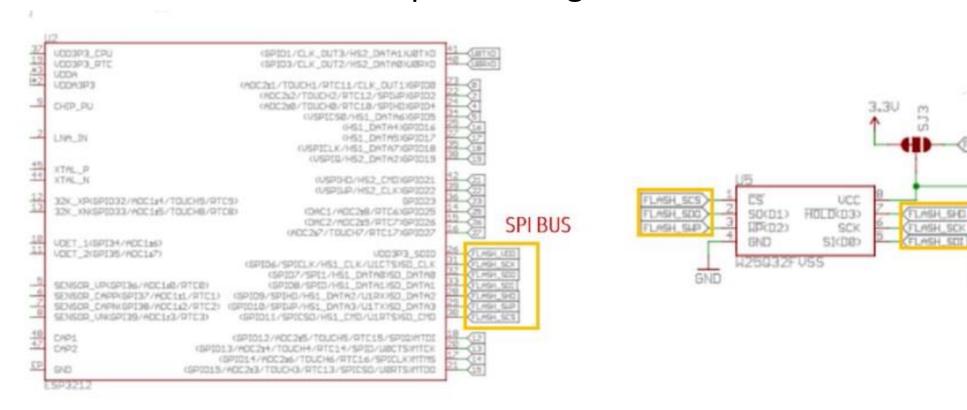


Factory App, Two OTA Definitions





Firmware upload using General USB Port



ESP32-DOWDQ6

FLASH MEMORY

FLMSH_UDD

To be continued...

Follow Part 2 for Implementation of FOTA