Core Bluetooth 101

Session 703

Brian Tucker

Manager, Wireless iOS Software Engineering

These are confidential sessions—please refrain from streaming, blogging, or taking pictures

Agenda

- Bluetooth 4.0 Low Energy
- Introduction to Core Bluetooth
- Core Bluetooth in practice

Bluetooth 4.0 Low Energy



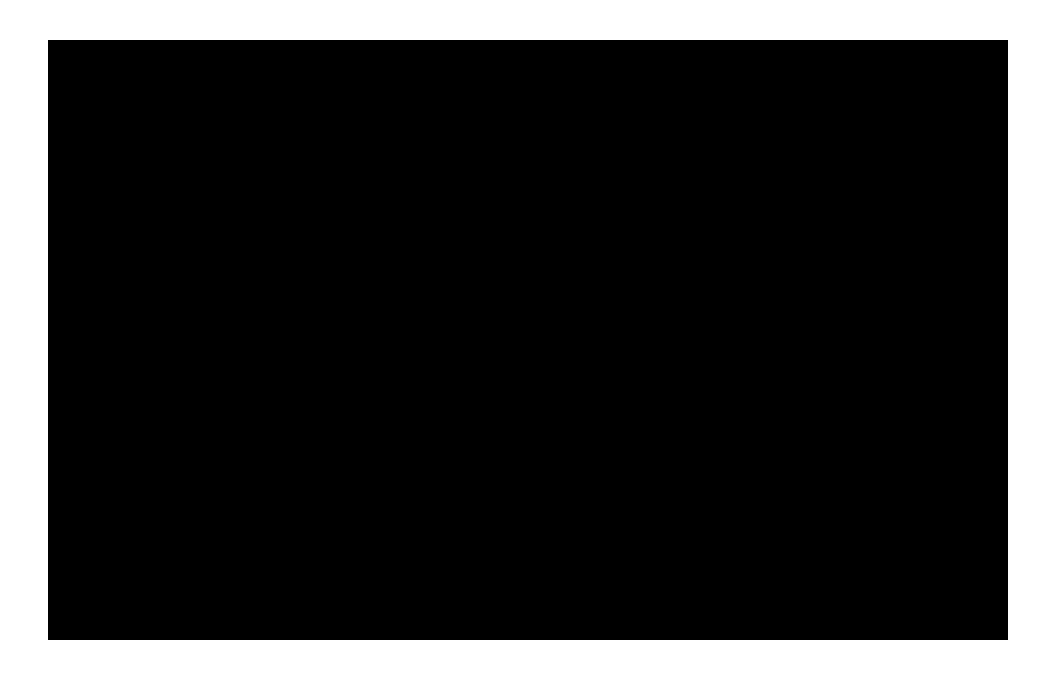
What You Will Learn

- Learn key Bluetooth 4.0 Low Energy concepts
 - Advertising
 - Device discovery
 - Connections
 - Service discovery
 - Characteristics

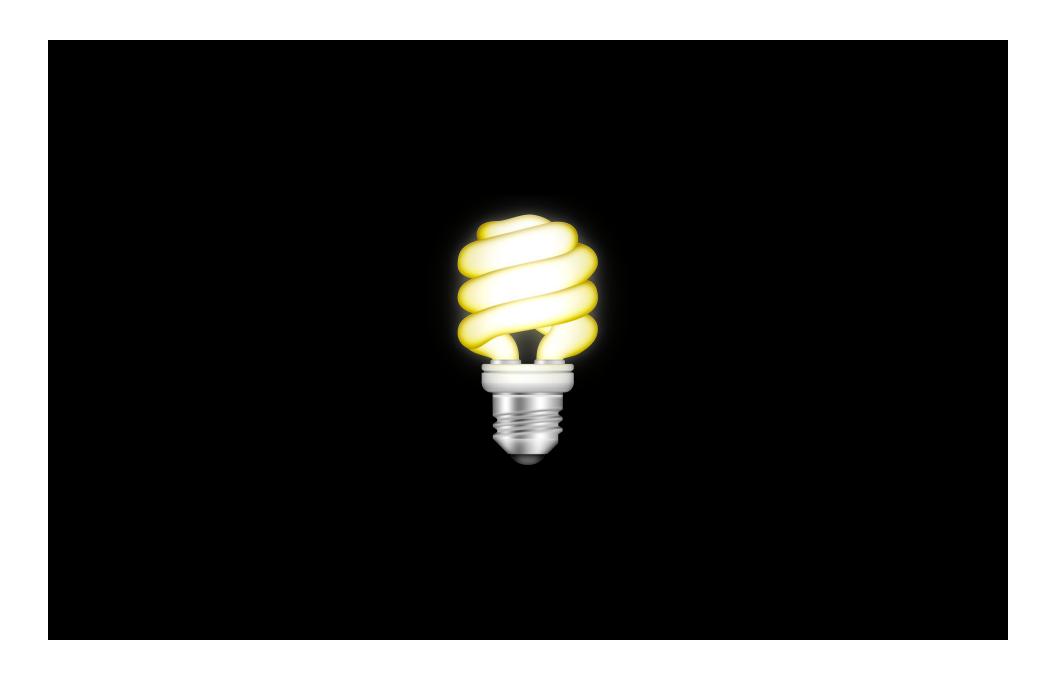


Why Bluetooth 4.0 Low Energy











• Less time on the air



- Less time on the air
- Less energy when on the air

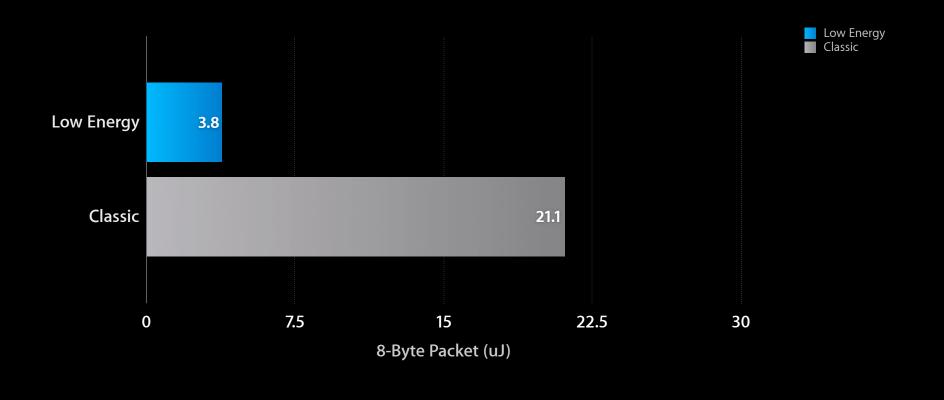


- Less time on the air
- Less energy when on the air
- Completely new architecture



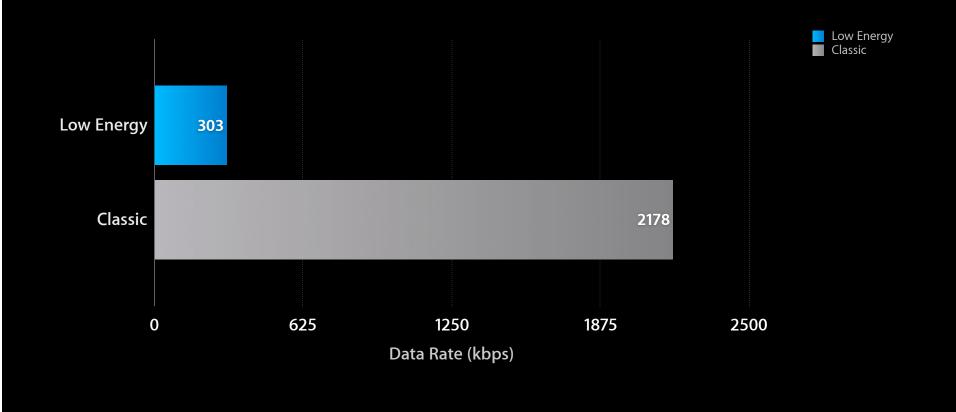
Classic vs. Low Energy

Power consumption comparison



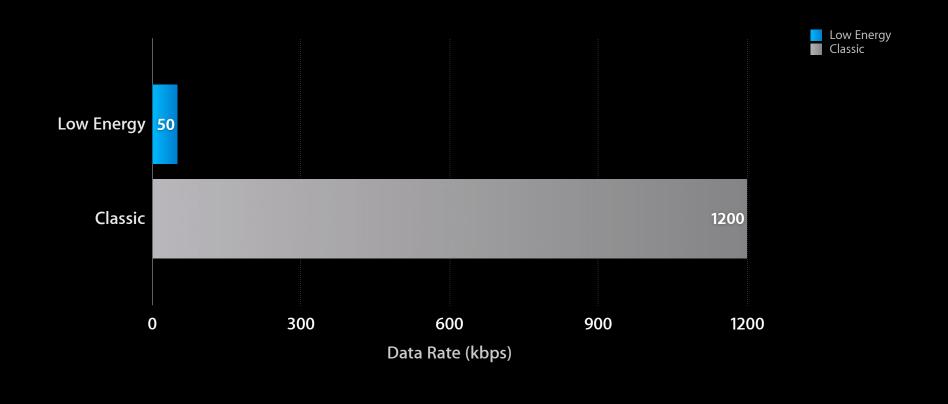
Classic vs. Low Energy

Max data rate comparison theoretical

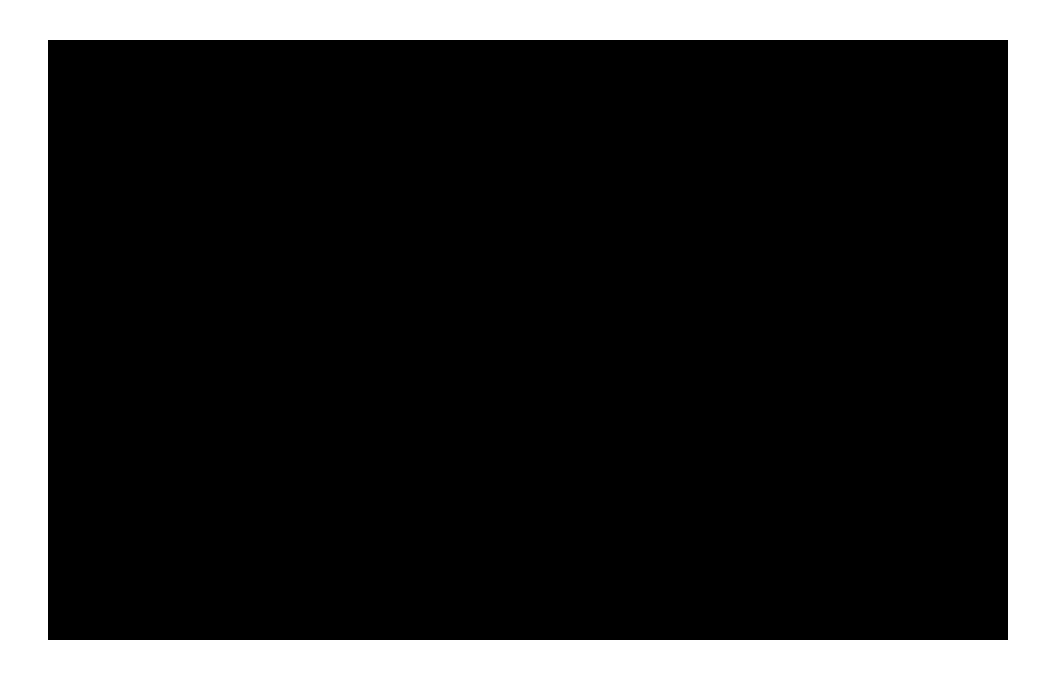


Classic vs. Low Energy

Max data rate comparison theoretical



Bluetooth Low Energy Use Cases





Health Care



Health Care



Sports/Fitness







Sports/Fitness



Security



Health Care



Sports/Fitnes:



Security



Automation



Health Care



Sports/Fitness



Security



Automation



Entertainment



Health Care



Sports/Fitness



Security



Automation



Entertainment



Toys



Health Care



Sports/Fitness



Security



Automation



Entertainment



Toys



Pay Systems



Health Care



Sports/Fitness



Security



Automation



Entertainment



Toys



Pay System:



Time Services











Sports/Fitness



Entertainment



Time Services



Security



Toys



Proximity













Automation

Entertainment

Toys







Pay Systems

Time Services

Proximity

Dual Mode

Single Mode

Dual Mode

Single Mode

Dual Mode

Single Mode



Bluetooth Classic and Bluetooth Low Energy

Dual Mode



Bluetooth Classic and Bluetooth Low Energy

Single Mode



Bluetooth Low Energy

Client Server



Client Server



Client Server

Has Data



Client Server

Wants Data

Has Data

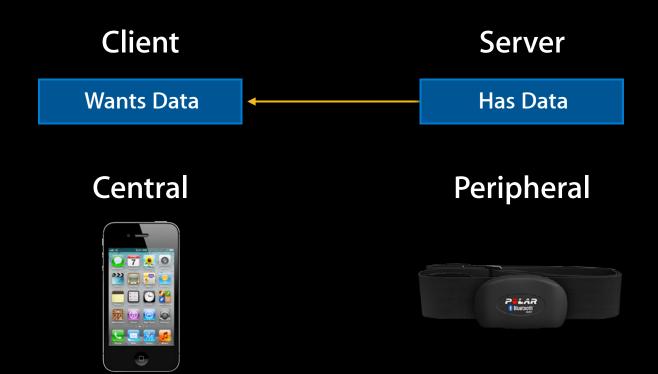


Client Server

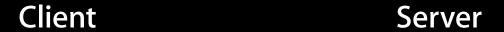
Wants Data Has Data

Central Peripheral









Wants Data

Has Data

Central



Peripheral



Observer iPhone

Broadcaster -----

Observer iPhone

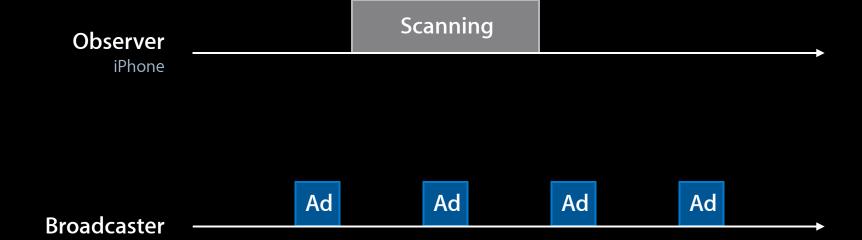
Broadcaster Ad

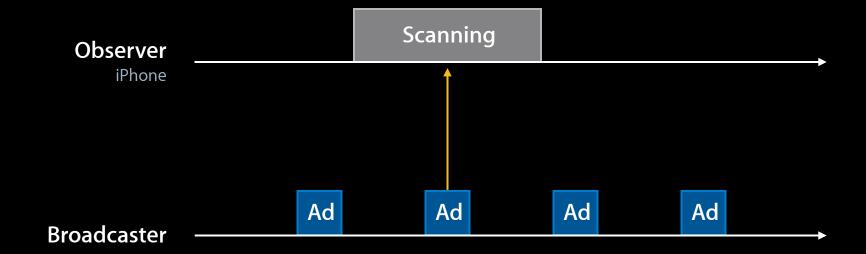


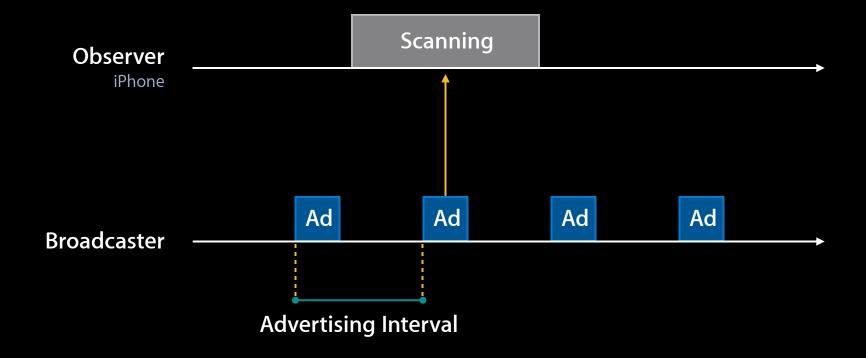




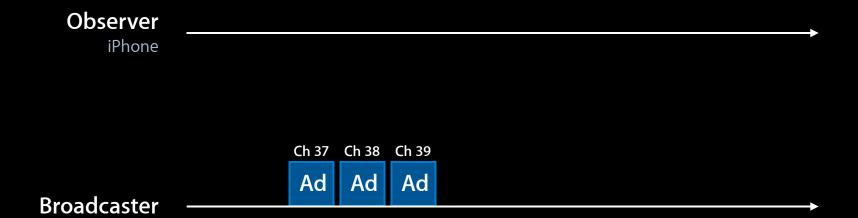


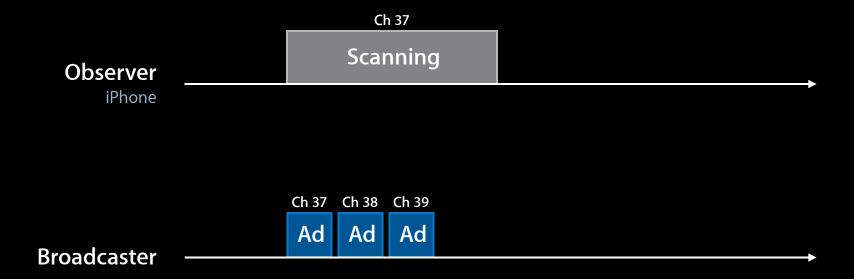


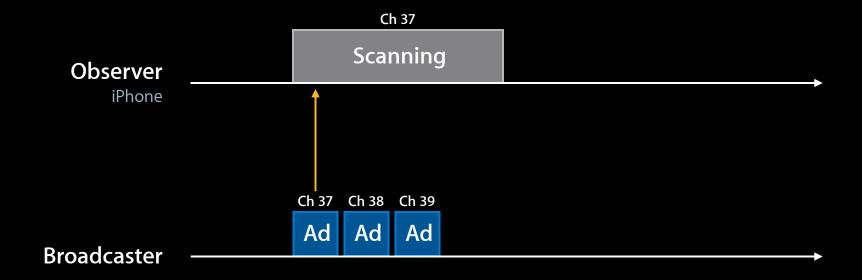


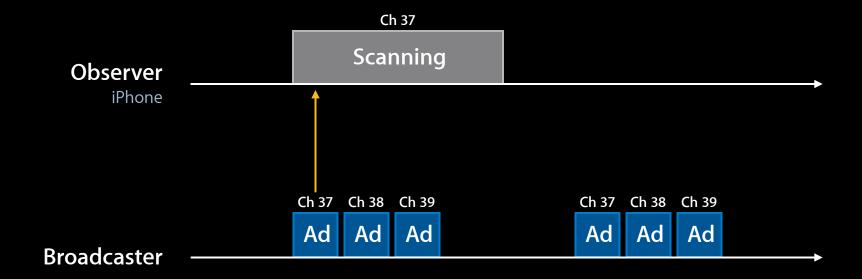


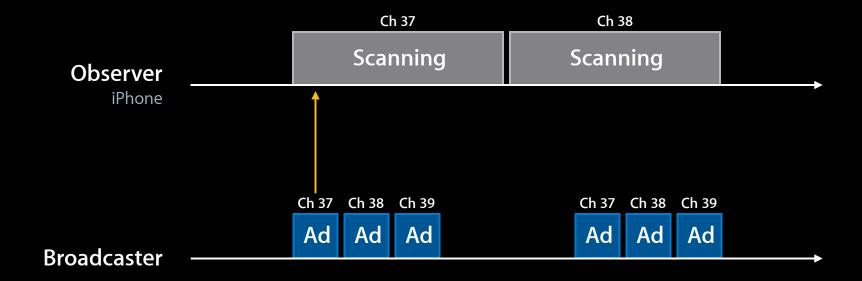
Observer iPhone

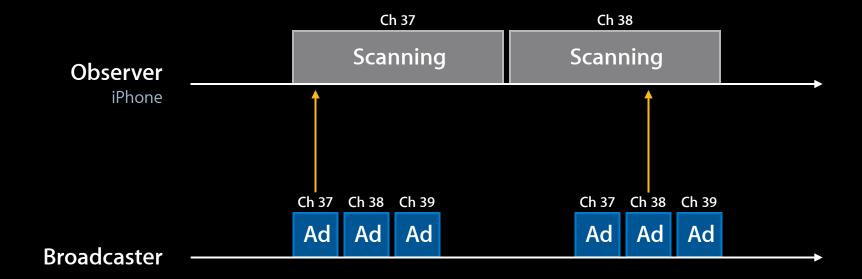


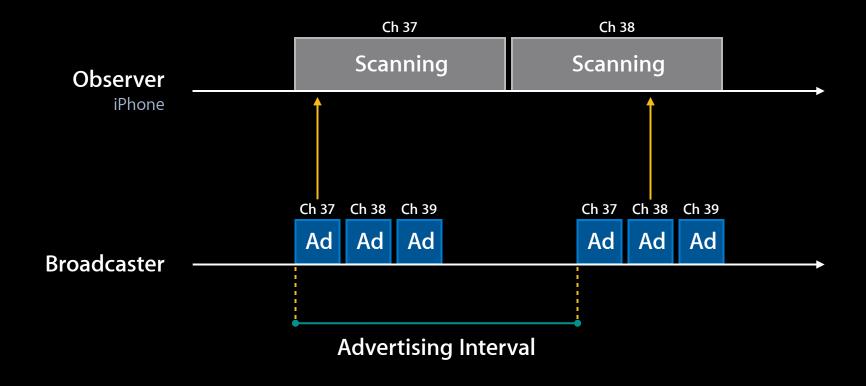


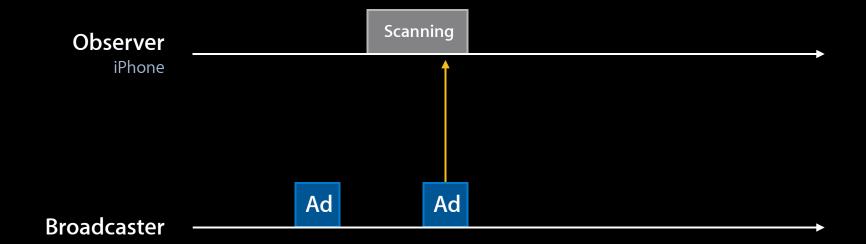


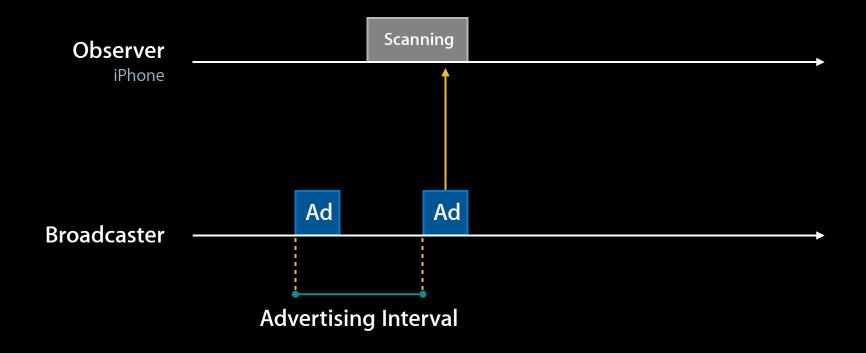


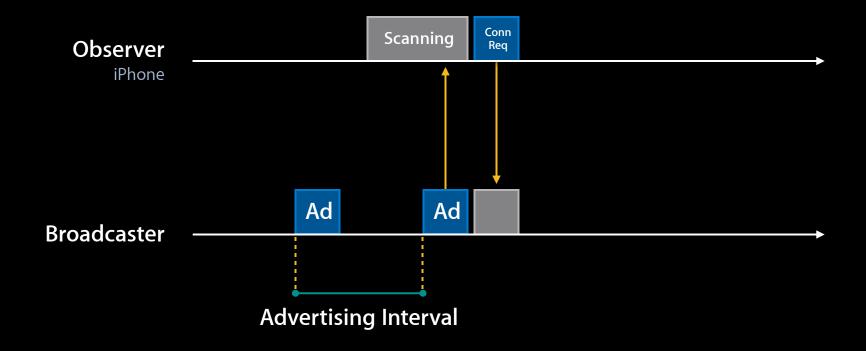


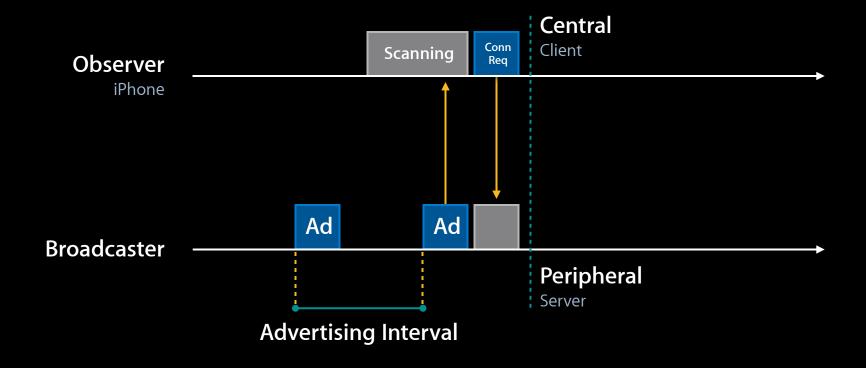


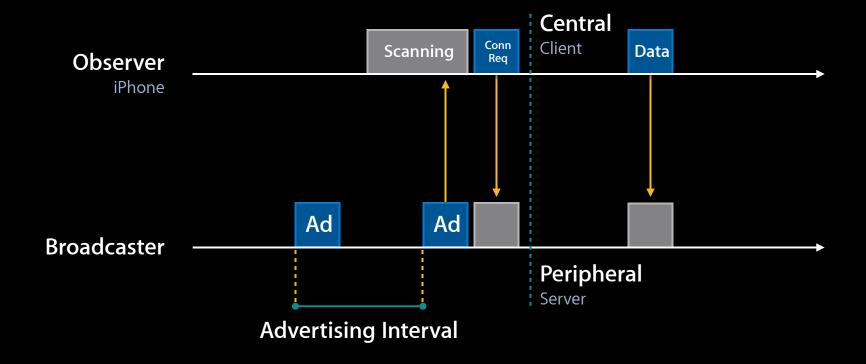


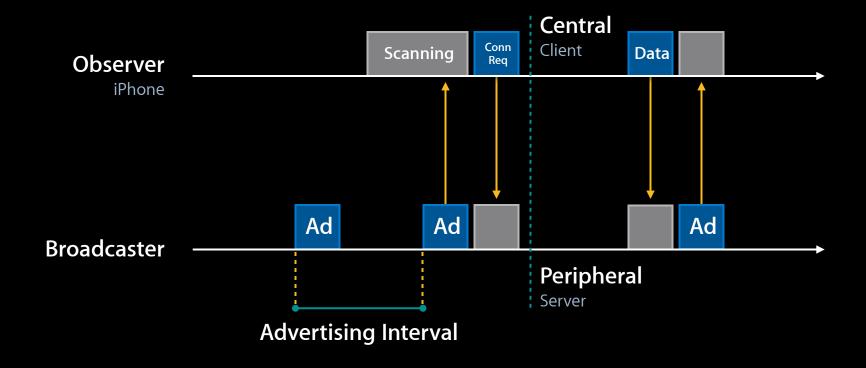








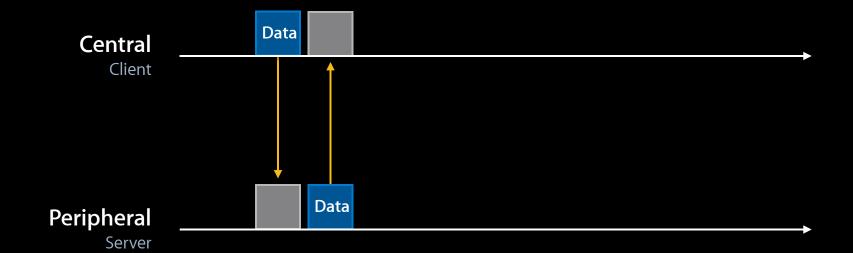


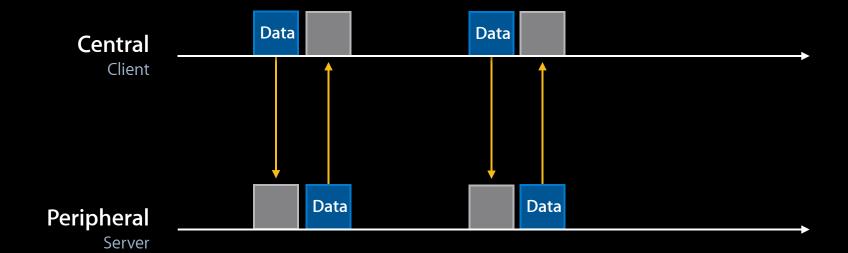


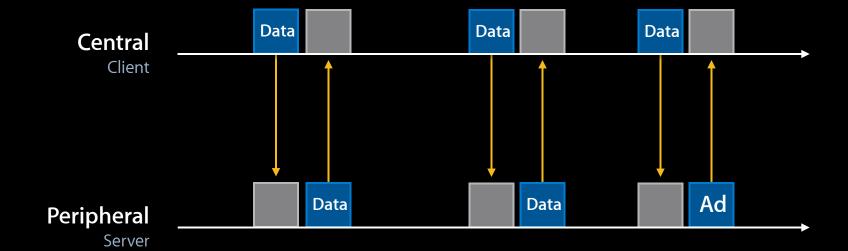
Client ____

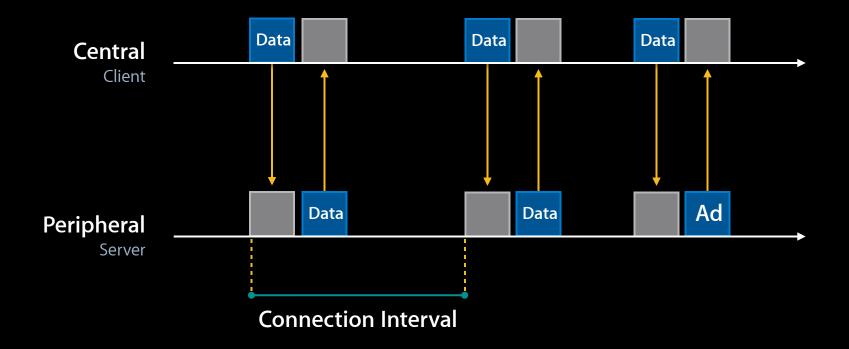
Peripheral ______

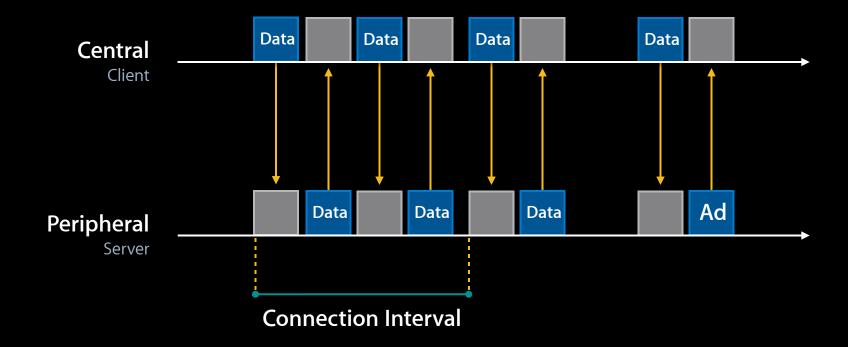






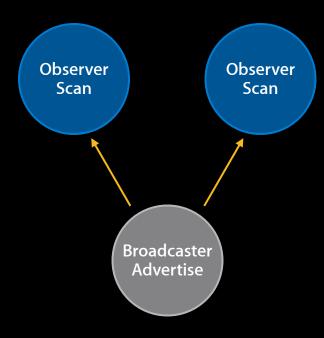




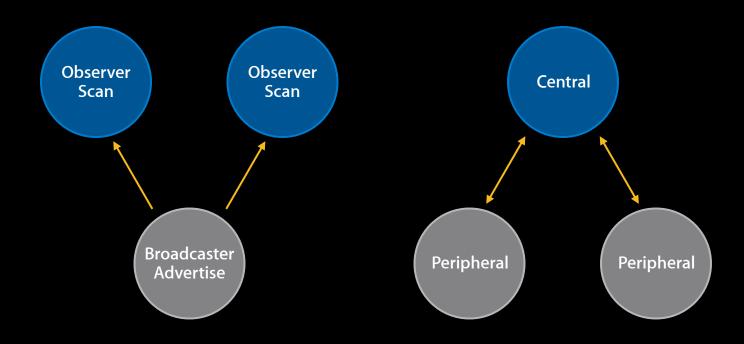




Topology



Topology







Server

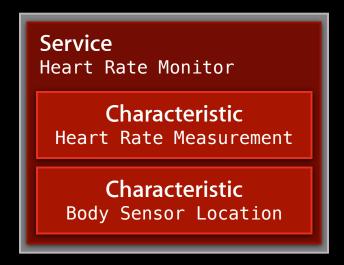


Server





Server





Characteristic

Type

Value

Properties

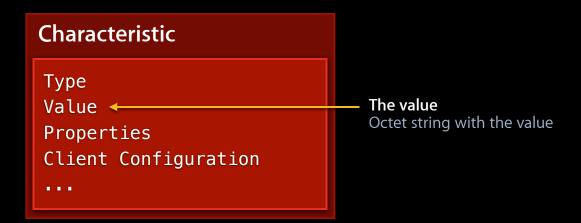
Client Configuration

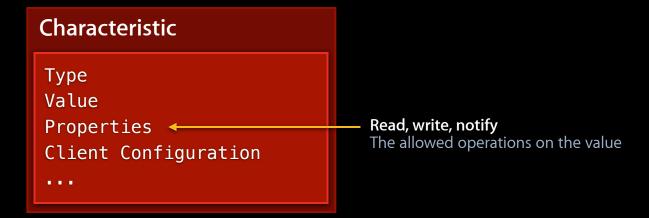
. . .



Type
Value
Properties
Client Configuration

UUID identifying the type Uniquely identifies the type of the value







Characteristic

Type

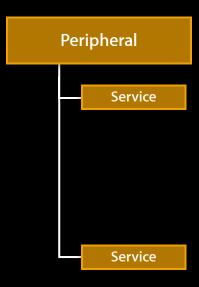
Value

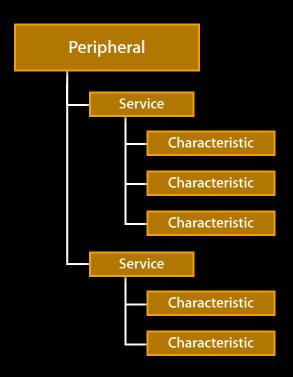
Properties

Client Configuration

Additional descriptors
More information about the characteristic

Peripheral







Introduction to Core Bluetooth



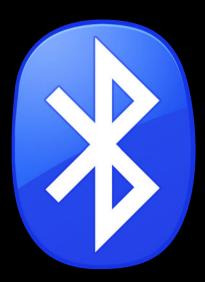
Simple



- Simple
- Powerful



- Simple
- Powerful
- Built on the Bluetooth 4.0 standard



It's All About Your App

It's All About Your App

- No iOS hosted BT LE device management
 - One exception is paired LE devices shown in Bluetooth settings

It's All About Your App

- No iOS hosted BT LE device management
 - One exception is paired LE devices shown in Bluetooth settings
- App is responsible for all device interaction
 - Discovery
 - Connection Management
 - Data Exchange
 - Device Management



iPhone 4S

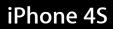




iPhone 4S

Mac mini





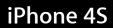


Mac mini



iPad







Mac mini

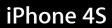


iPad



MacBook Air







Mac mini



iPad

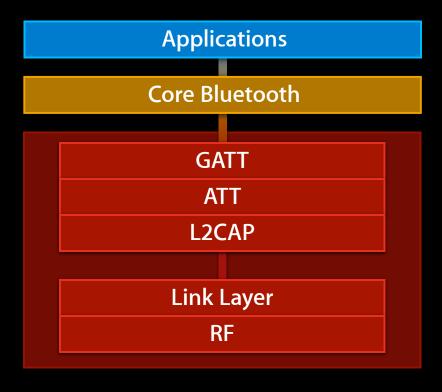


MacBook Air

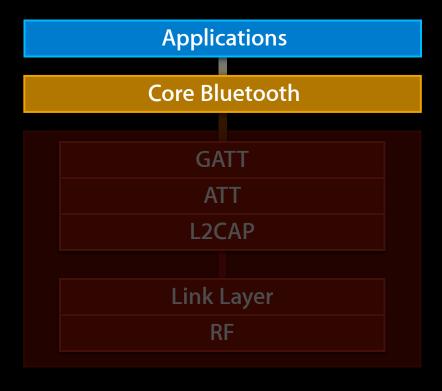


iOS Simulator

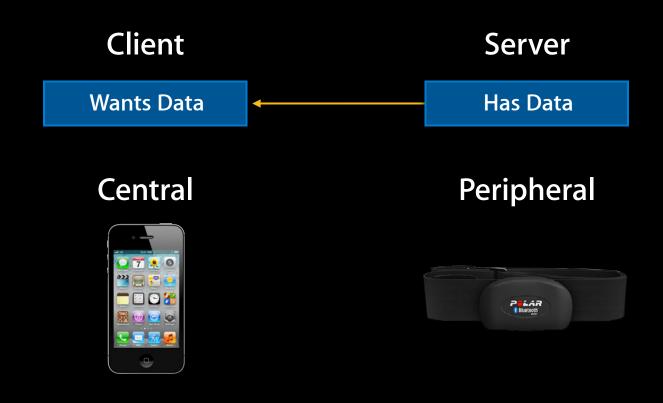
Technology Framework

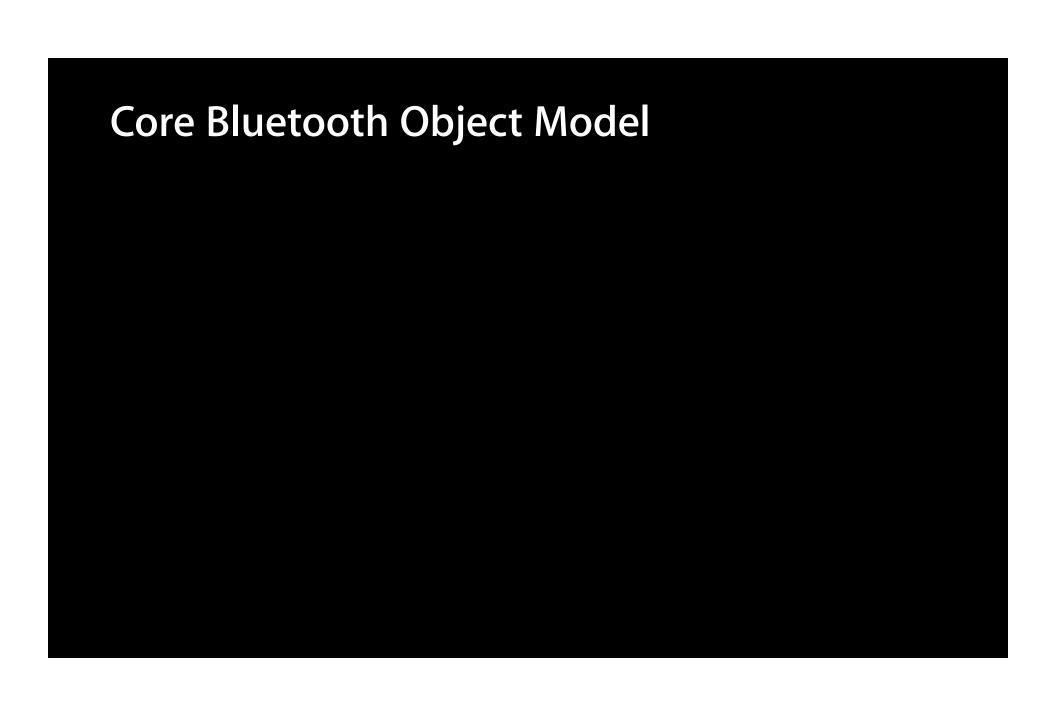


Technology Framework



Key Bluetooth 4.0 Terms





Core Bluetooth Object Model

Main Objects

CBCentralManager

CBPeripheral

Core Bluetooth Object Model

Main Objects

CBCentralManager

CBPeripheral

CBService

CBCharacteristic

Core Bluetooth Object Model

Main Objects CBCentralManager

CBPeripheral

Data Objects CBService

CBCharacteristic

Helper Objects

CBUUID

Core Bluetooth Object Model

Main Objects CBCentralManager

CBPeripheral

Data Objects CBService

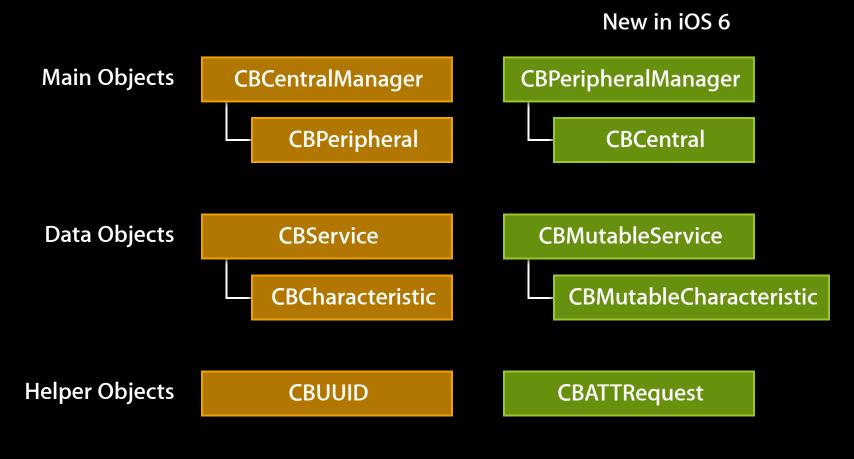
CBCharacteristic

Helper Objects

CBUUID

Core Bluetooth Object Model





iOS Backgrounding Modes

iOS Backgrounding Modes

- Event-based peripherals
 - Something has happened, tell the user
 - Notifications

iOS Backgrounding Modes

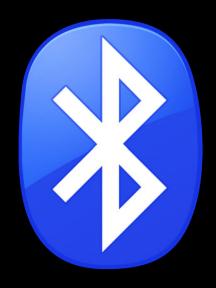
- Event-based peripherals
 - Something has happened, tell the user
 - Notifications
- Session-based peripherals
 - Stream of data from peripheral with discrete Start and Stop
 - Full Access to Peripheral
 - Requires info.plist entry

Demo

Example source code available at http://developer.apple.com/library/mac/#samplecode/HeartRateMonitor

Craig DooleyOS X Bluetooth Engineer

Bluetooth Best Practices and Apple Guidelines



http://developer.apple.com/hardwaredrivers/ BluetoothDesignGuidelines.pdf

More Information

Stephen Chick

iPhone Evangelist chick@apple.com

Craig Keithley

MFi and I/O Technology Evangelist keithley@apple.com

Developer Programs

MFi Program http://developer.apple.com/mfi/

Bluetooth Mailing List

bluetooth-dev@lists.apple.com

More Information

Bluetooth Accessory Design Guidelines

http://developer.apple.com/hardwaredrivers/

Reporting Bugs

http://bugreport.apple.com

Apple Developer Forums

http://devforums.apple.com

Bluetooth Developer Site http://developer.bluetooth.org

Related Sessions

Advanced Core Bluetooth

Russian Hill Tuesday 2:00PM

Labs

III IN ACCACCATIAC I 3M	Core OS Lab A Tuesday 11:30AM
RIIIATAATA I 3N	Core OS Lab A Tuesday 3:15PM











Automation





Toys







Pay Systems

Entertainment

Proximity



Health Care











Toys







WWDC2012