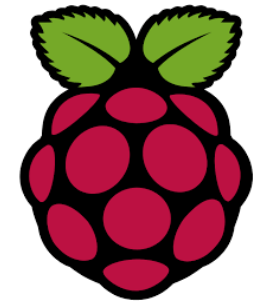


# RASPBERRY PI PICO



Seminar – Sperlhof

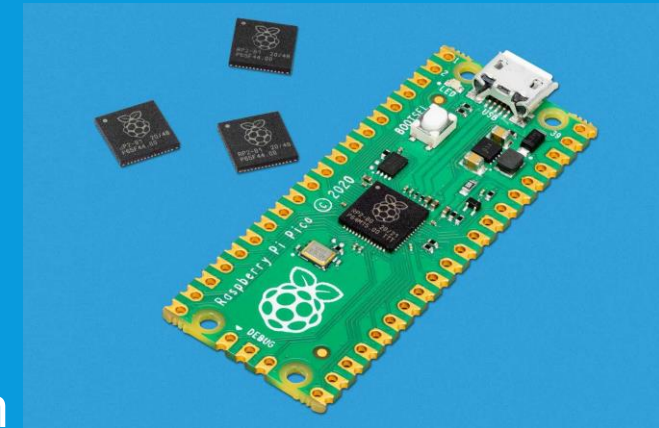
22.11.2023 – 24.11.2023

Dipl.-Ing. Gerald Pracherstorfer

# OVERVIEW

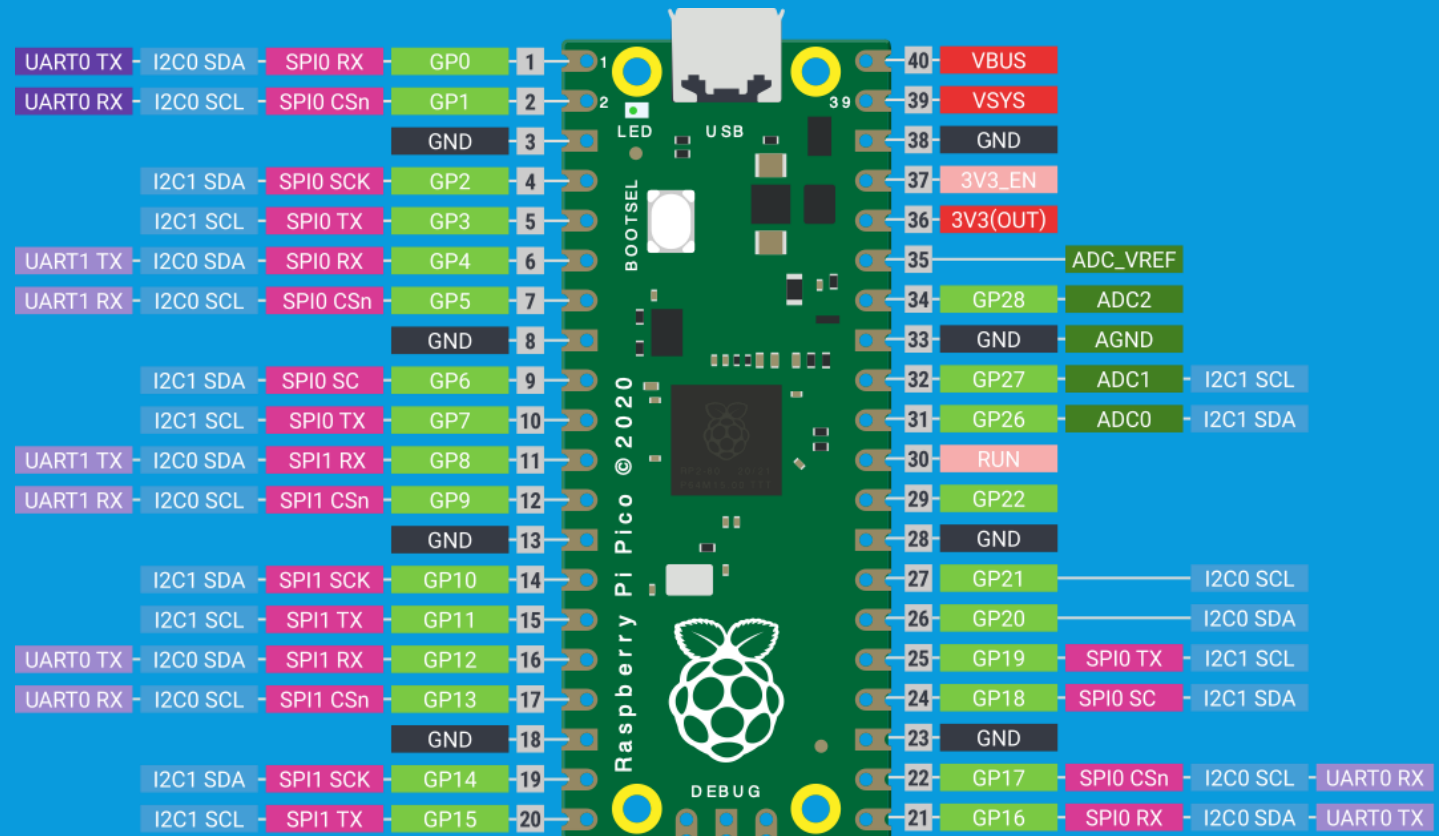


- Not a Linux machine: a microcontroller
- Designed by Raspberry Pi Foundation
- RP2040 microcontroller with on-board 2MB Flash memory
- Micro-USB B port for power and data (and for reprogramming the Flash)
- 40 pin 21×51 'DIP' style 1mm thick PCB
- 3-pin ARM Serial Wire Debug (SWD) port
- Simple yet highly flexible power supply architecture
- High quality, low cost, high availability
- Comprehensive SDK, software examples and documentation



# PINOUT

- Minimal external circuitry to support the RP2040 chip
  - Flash (Winbond W25Q16JV)
  - Crystal
  - Power supplies and decoupling
  - USB connector
- On-board LED
- Buck-boost SMPS
- FLASH reprogramming
  - USB (Mass storage device)
  - SWD (Serial Wire Debug)
- Standard Interfaces



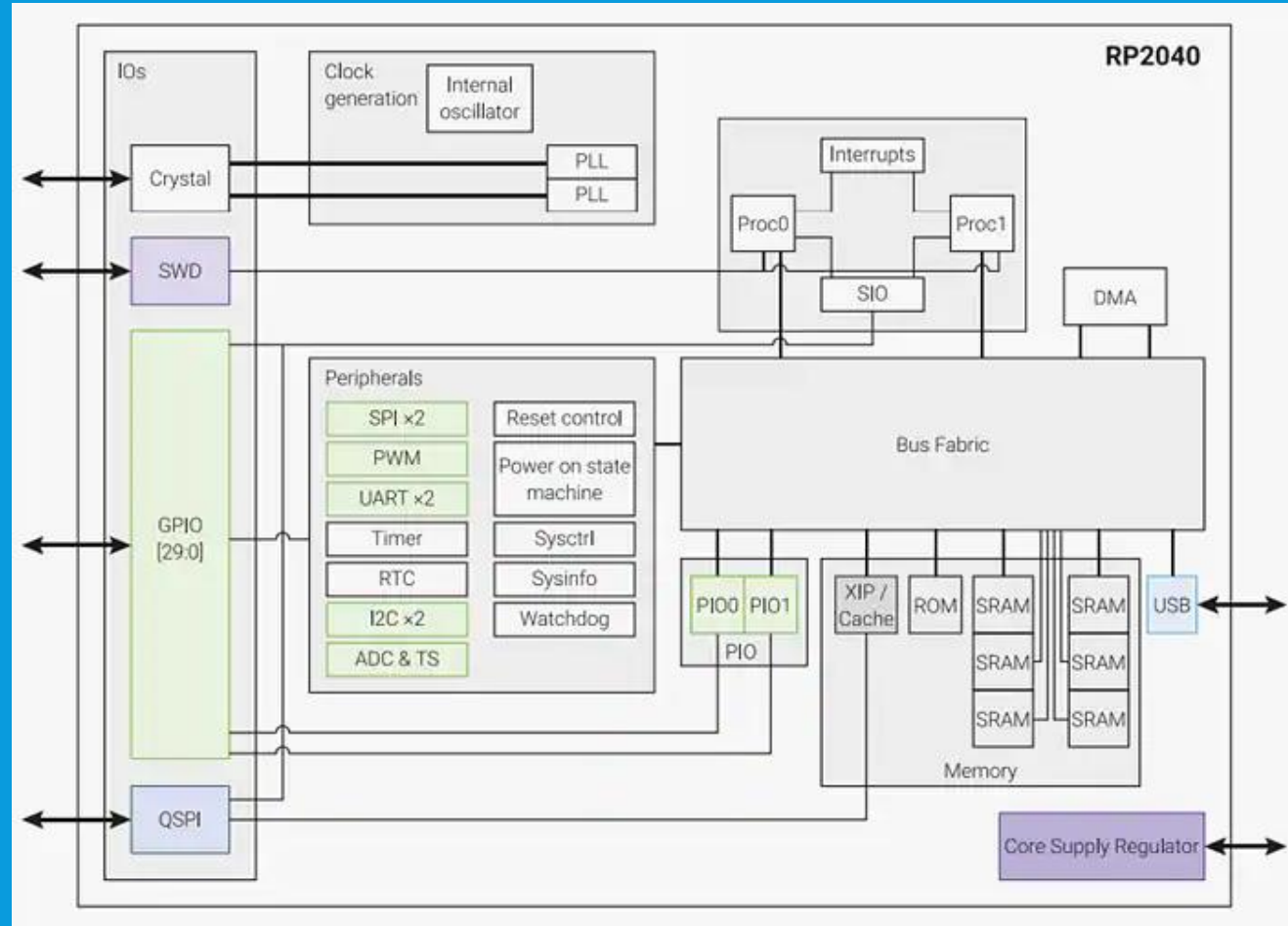
# RP2040 – KEY FEATURES



- Dual Arm Cortex-M0+ @ 133MHz
- 264kB on-chip SRAM in six independent banks
- Support for up to 16MB of off-chip Flash memory via dedicated QSPI bus
- DMA controller
- On-chip programmable LDO to generate core voltage
- 30 GPIO pins, 4 can be used as analogue inputs
- Peripherals
  - 2 x UART, 2 x SPI, 2 x I2C, 3 x 12-bit ADC, 16 x PWM
  - USB 1.1 controller and PHY, with host and device support
  - 8 x PIO state machines



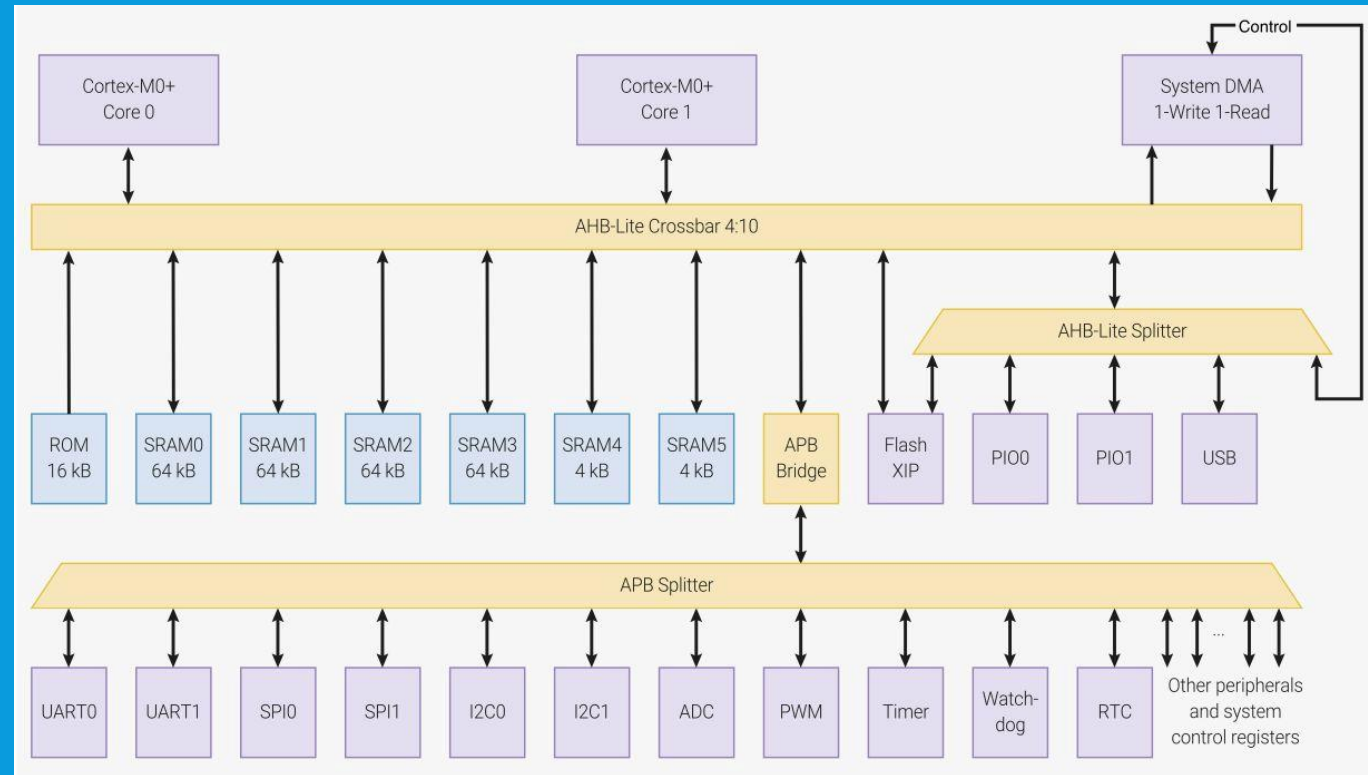
# RP2040 - ARCHITECTURE



# RP2040 – BUS FABRIC

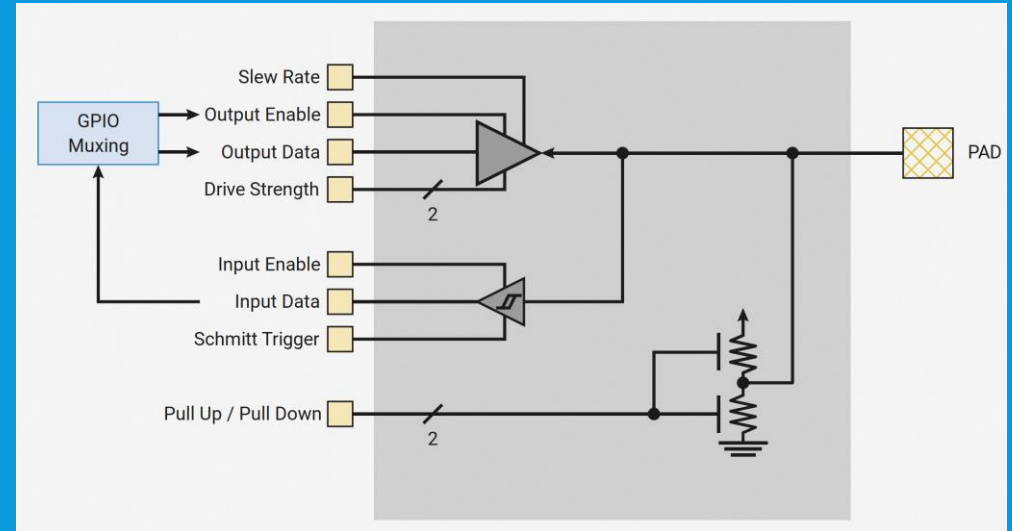
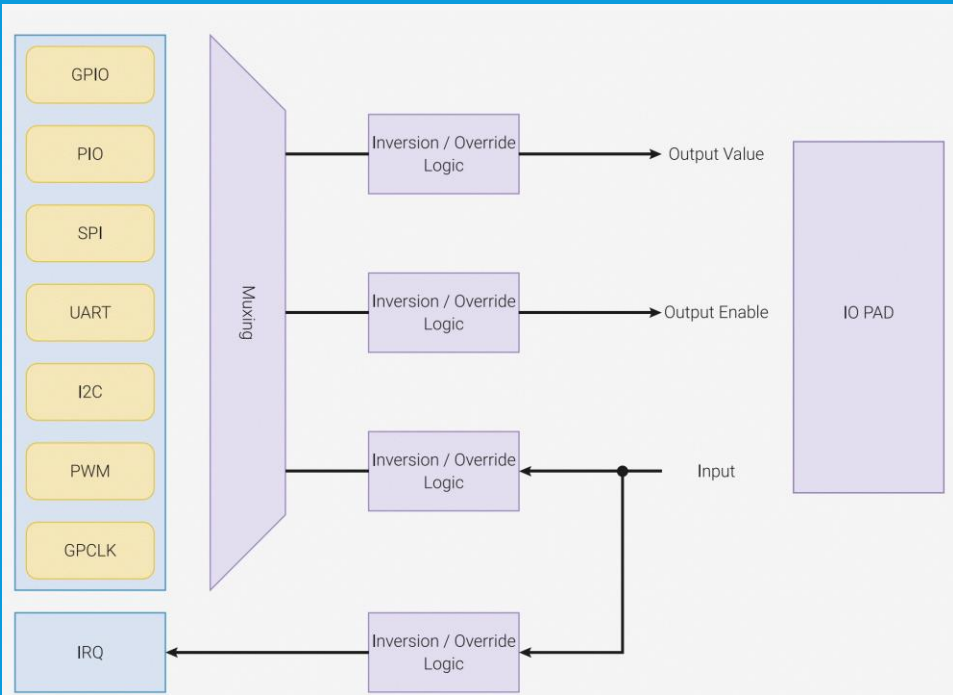


- AHB (Advanced High-performance Bus): master connection
  - Core 0
  - Core 1
  - DMA controller read port
  - DMA controller write port
- APB (Advanced Peripheral Bus): connect to lower-bandwidth peripherals
  - UART
  - SPI
  - ...

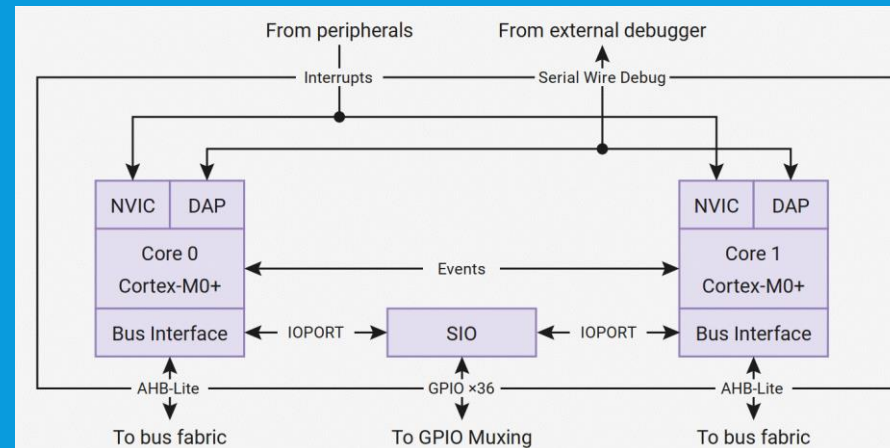


# RP2040 - GPIO

## Logical Structure



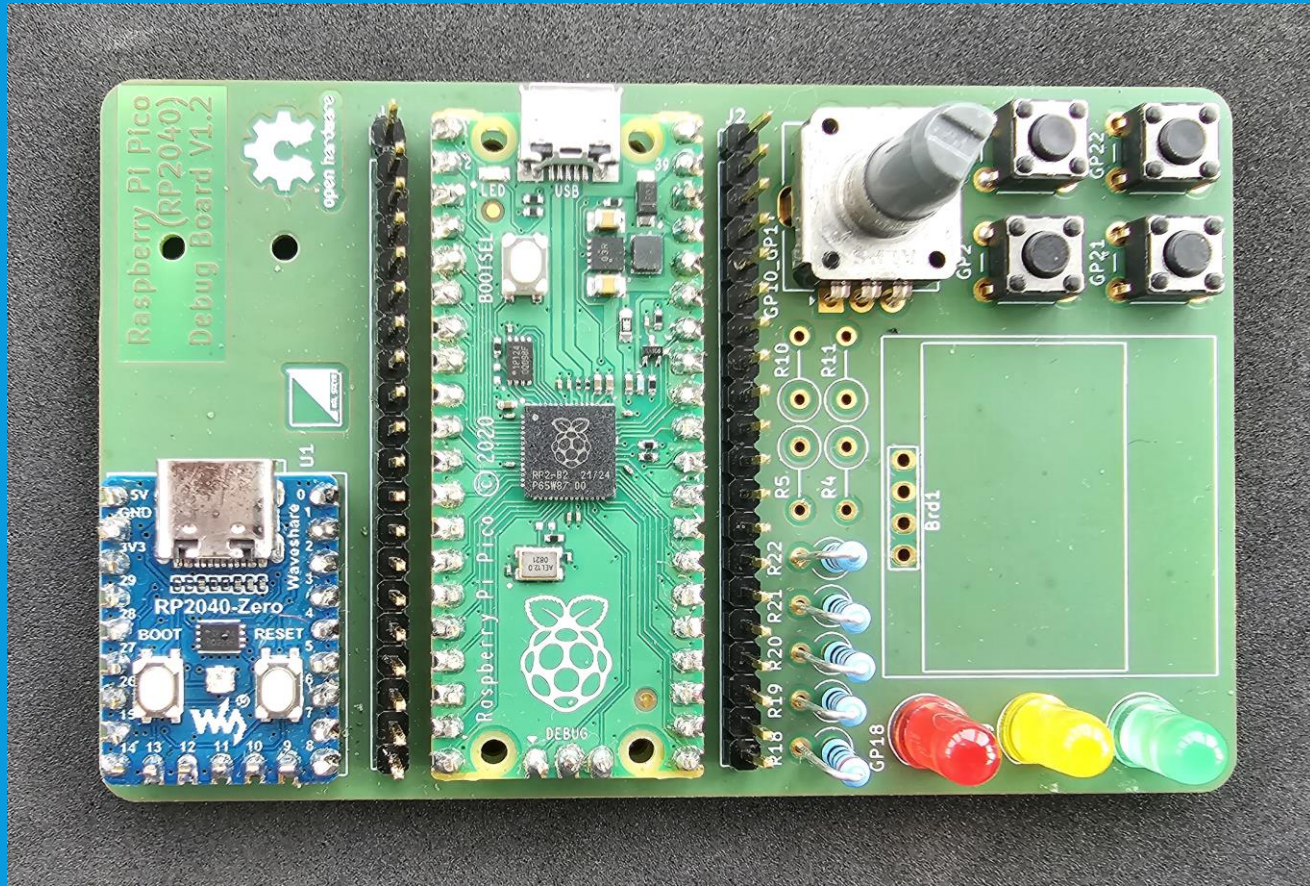
## SIO



## Pad



# DEBUG BOARD





# RP2040 – BASIC FUNCTIONS



There are many functions provided by the SDK for configuring and working with GPIOs:

```
void gpio_init(uint gpio);
```

```
void gpio_set_function(uint gpio, enum gpio_function fn);
```

```
void gpio_set_dir(uint gpio, bool out);
```

```
bool gpio_get(uint gpio);
```

```
void gpio_put(uint gpio, bool value);
```

```
...
```

# RP2040 – MASK FUNCTIONS



There are a range of mask functions which affect multiple GPIO lines:

```
void gpio_init_mask(uint32_t gpio_mask);  
void gpio_set_dir_masked(uint32_t mask, uint32_t value);  
void gpio_set_mask(uint32_t mask);  
void gpio_clr_mask(uint32_t mask);
```

...

Example:

```
uint32_t mask = (1 << 3) | (1 << 5);  
gpio_init_mask(mask); // initialise GPIO pin 3 and pin 5
```

# RP2040 – TIME DELAY FUNCTIONS



- Sleep functions: for delaying execution in a lower power state

```
void sleep_ms(uint32_t ms);
```

```
void sleep_us(uint64_t us);
```

```
void sleep_until(absolute_time_t target);
```

- Busy Wait functions: to keep the processor alive during the wait phase

```
void busy_wait_ms(uint32_t delay_ms);
```

```
void busy_wait_us(uint64_t delay_us);
```

```
void busy_wait_until(absolute_time_t t);
```

# C - PROGRAMMING



## Example: Blinking light with state machine

```
#include <stdio.h>
#include "pico/stdlib.h"

#define LED_RED_PIN 18
#define LED_GREEN_PIN 20
#define DELAY_TIME 200

typedef enum {LED_red, LED_green} state_t;

void setup();

int main() {
    state_t state = LED_red;
    bool led_red_on;
    bool led_green_on;

    setup();
    while (true) {
        switch(state){
            case LED_red:    state = LED_green;
                            break;
            case LED_green: state = LED_red;
                            break;
        }

        if (state == LED_red) led_red_on = true;
        else                  led_red_on = false;

        if (state == LED_green) led_green_on = true;
        else                    led_green_on = false;

        gpio_put(LED_RED_PIN, led_red_on);
        gpio_put(LED_GREEN_PIN, led_green_on);
        sleep_ms(DELAY_TIME);
    }
}
```

# C - PROGRAMMING



```
void setup() {  
  gpio_init(LED_RED_PIN);  
  gpio_set_dir(LED_RED_PIN, GPIO_OUT);  
  gpio_init(LED_GREEN_PIN);  
  gpio_set_dir(LED_GREEN_PIN, GPIO_OUT);  
}
```

# TOOL - CHAIN

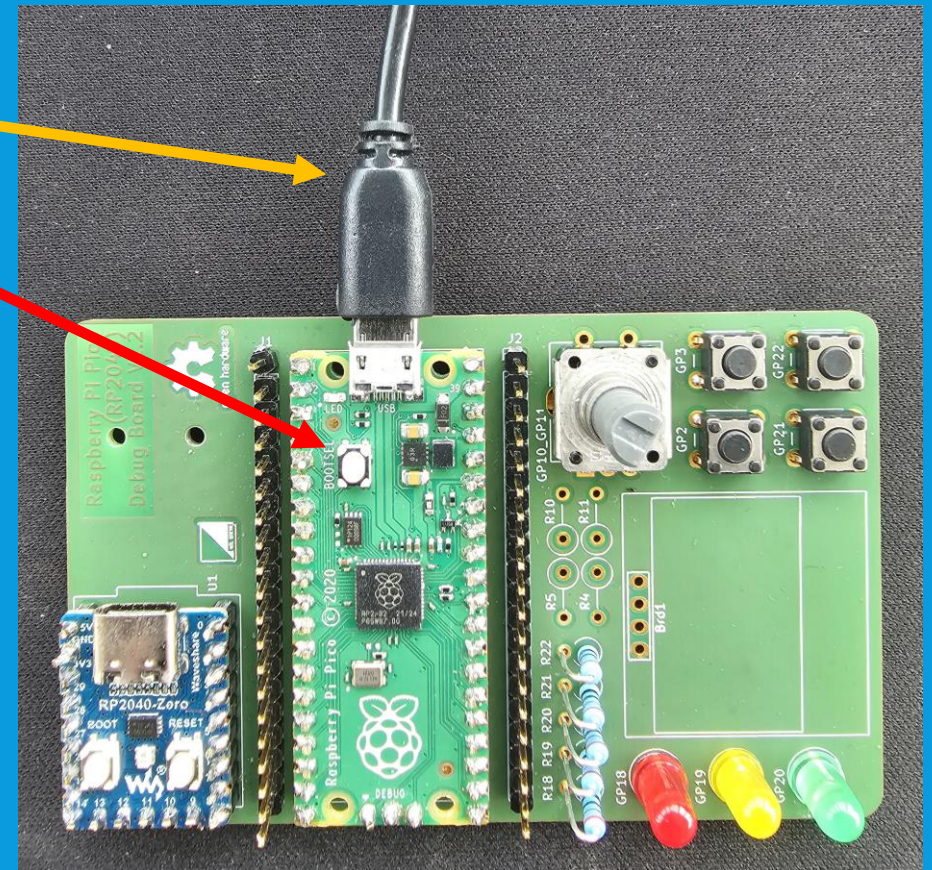


- CMake, GNU Embedded Toolchain for Arm (GCC, ...)
- Pico – SDK
- Visual Studio Code
  - Create source code
  - Adjust project settings (CMakeLists.txt)
  - Build target (.uf2 file)
  - Debugging
- Serial Wire Debug
  - OpenOCD
  - GDB



# FLASH – PROGRAMMING WITHOUT SWD

- ① Hold down the BOOTSEL button and connect the Pico to the development device
- ② Pico is forced into USB Mass Storage Mode
- ③ Drag and drop .uf2 file onto the Mass Storage Device



# FLASH – PROGRAMMING / DEBUGGING WITH SWD

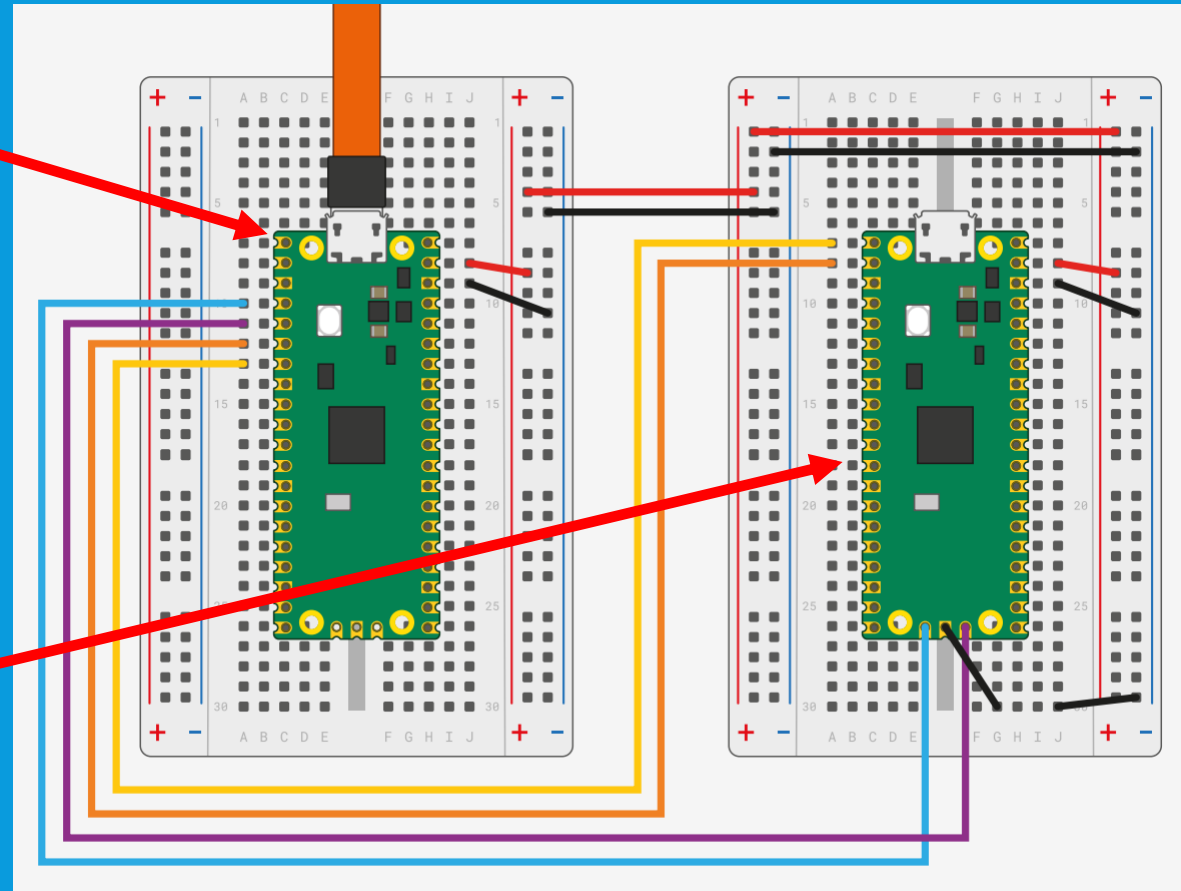
OpenOCD and GDB -> SWD protocol

USB -> SWD and  
UART-Bridge

containing

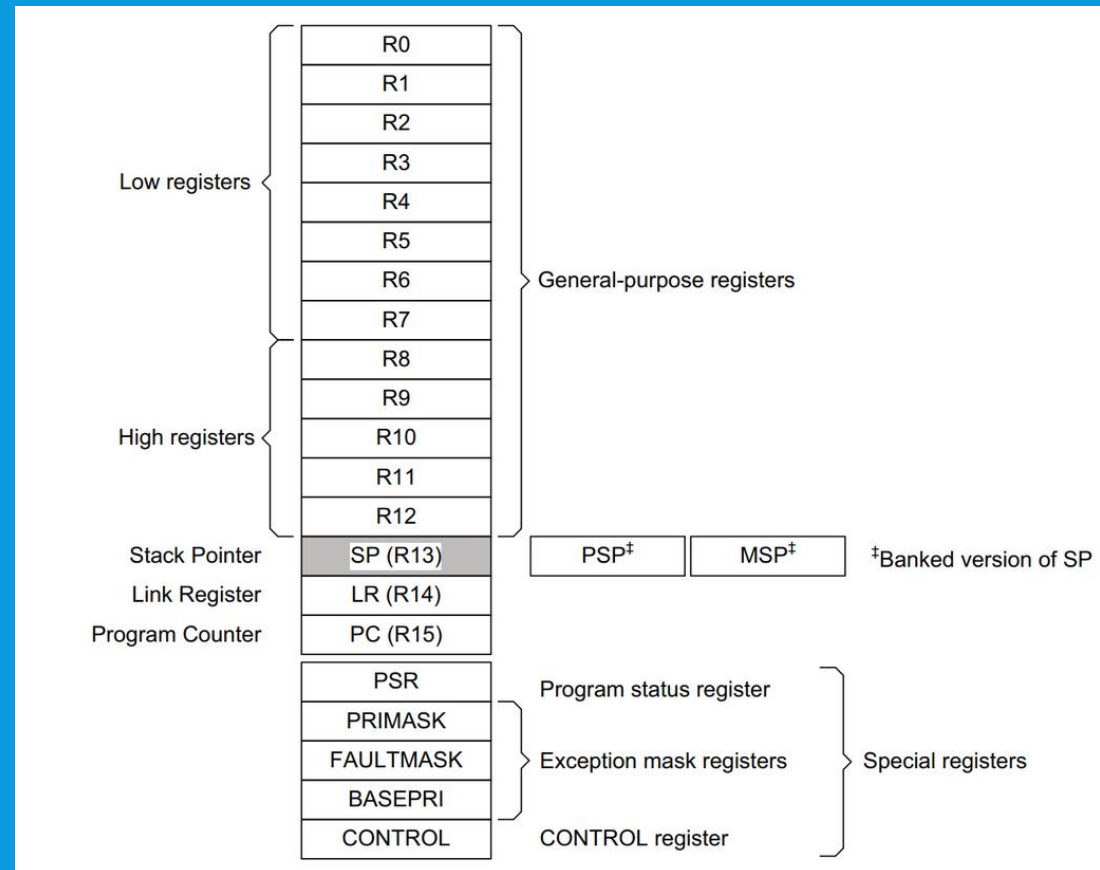
Picoprobe firmware

Target Pico



# ASSEMBLY PROGRAMMING

- Cortex Core Registers



# ASSEMBLY PROGRAMMING



- ARM instruction set
  - 32-bit RISC based processor (Cortex-M0: 56 instructions)
  - 3-operand machine
- Addressing modes
  - Immediate addressing e.g. MOV R1, #0x05
  - Register (Direct) addressing e.g. ADD R5, R2, R3
  - Indirect addressing e.g. LDR R8, [R10]
- Little endian format
- Instruction set summary: RP2040 datasheet pages 69 - 71

# ASSEMBLY PROGRAMMING



- Memory Organization

0xFFFFFFFF	System Level	Private peripherals, including built-in interrupt controller (NVIC), MPU control registers, and debug components
0xE0000000 0xDFFFFFFF	External Device	Mainly used as external peripherals
0xA0000000 0x9FFFFFFF	External RAM	Mainly used as external memory
0x60000000 0x5FFFFFFF 0x40000000	Peripherals	Mainly used as peripherals
0x3FFFFFFF 0x20000000	SRAM	Mainly used as static RAM
0x1FFFFFFF 0x00000000	Code	Mainly used for program code, also provides exception vector table after power-up

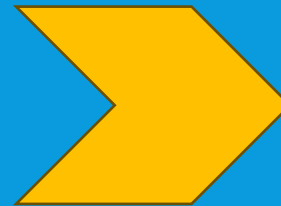
# ASSEMBLY PROGRAMMING



Example:

```
unsigned int r1 = 0x0A;  
unsigned int r2 = 0x05;
```

```
do {  
    r1 = r1 * 2;  
    r2 = r2 - 1;  
} while (r2 > 0);
```



```
.thumb_func  
.global main
```

```
main:    MOV R1, #0x0A  
         MOV R2, #0x05  
loop:    LSL R1, #1  
         SUB R2, #1  
         CMP R2, #0  
         BNE loop
```



# INLINE ASSEMBLY



Example:

```
void main(){
    volatile int x = 10;
    volatile int y = 20;
    volatile int z;

    asm ("MOV R0, %[x]\n"
        "MOV R1, %[y]\n"
        "ADD R2, R1, R0\n"
        "MOV %[z], R2"
        : [z] "=r" (z)
        : [x] "r" (x), [y] "r" (y)
        : "r0", "r1", "r2"
    );
    x = x + 1;
    asm ("end: B end");
}
```

# DOCUMENTATION



- Data sheets, API guides, Tutorials, ...

<https://www.raspberrypi.com/documentation/microcontrollers/>

