

# F28HS Hardware-Software Interface: Systems Programming

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<sup>0</sup>No proprietary software has been used in producing these slides



# Outline

- 1 Lecture 1: Introduction to Systems Programming
- 2 Lecture 2: Systems Programming with the Raspberry Pi
- 3 Lecture 3: Memory Hierarchy
  - Memory Hierarchy
  - Principles of Caches
- 4 **Lecture 4: Programming external devices**
- 5 Lecture 5: Exceptional Control Flow
- 6 Lecture 6: Computer Architecture
  - Processor Architectures Overview
  - Pipelining
- 7 Lecture 7: Code Security: Buffer Overflow Attacks
- 8 Lecture 8: Interrupt Handling
- 9 Lecture 9: Miscellaneous Topics
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# Lecture 4.

## Programming external devices

# Basics of the I<sup>2</sup>C interface

- So far we always used the GPIO interface to directly connect external devices.
- This is the easiest interface to use.
- It is however limited in the number of connections and devices you can connect with.
- A more general interface is the **I<sup>2</sup>C interface** or the **I<sup>2</sup>C bus**.

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<sup>0</sup>Based on the article [The I<sup>2</sup>C-bus of the Raspberry Pi \(Der I<sup>2</sup>C-Bus des Raspberry Pi\) \(in German\), Raspberry Pi Geek 01/15](#)

# Basics of the I<sup>2</sup>C interface

- I<sup>2</sup>C is a serial master-slave bus.
- It is serial, i. e. communication is one bit at a time.
- It allows to connect several masters (data-providers) with several slaves (data-consumers)
- It is designed for short-distance communication, i. e. communication on a board
- Therefore it is also used in the standard Linux kernel to monitor, e. g. temperature and other system health information
- I<sup>2</sup>C was originally developed by Philips in the 1980s, and has become an industry standard.

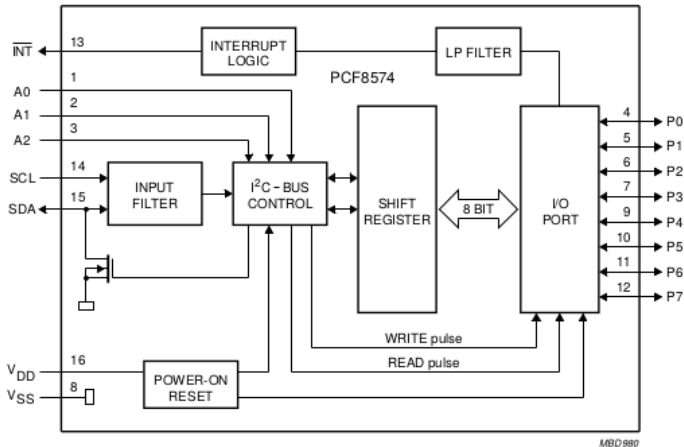
# Technical detail on I<sup>2</sup>C

- Communication uses 2 connections:
  - ▶ a serial data line (**SDA**)
  - ▶ a serial clock line (**SCL**) for synchronising the communication
- Both connections use pull-up resistors to encode one bit (high potential = **1**)
- The two sides of the communication are
  - ▶ a **master** that sends the clock information and initiates communication
  - ▶ a **slave** that receives the data
- Typical communication rates are between 100 kb/s (standard mode) and 5 Mb/s (ultra fast mode)
- **NB:** I<sup>2</sup>C was **not** designed for communicating large volumes of data

# Technical detail on I<sup>2</sup>C

- I<sup>2</sup>C uses a 7-bit address space, i. e. 128 possible addresses of which 16 are reserved.
- The 8-th bit indicates the direction of the data transfer between master and slave.
- The usable address-space is defined in the technical documentation of the device. E. g.
  - PCF8574 Port-Expander 0x20 – 0x27
  - PCF8583 Clock/Calendar 0xA0 – 0xA2
- The device PCF8583 is a chip that provides an external clock, with three registers starting at 0xA0
- As an example we will now use the PCF8574 port-expander, which is accessed through address 0x20.
- This can be used to e. g. control an LCD display over just one data channel.

# Block Diagram of the PCF8574 Port Expander



**NB:** 1 input data channel (**SDA**), 8 output data channels (**P0 ... P7**)

<sup>0</sup>From [PCF8574 Data Sheet](#)



# What's happening on the wires?

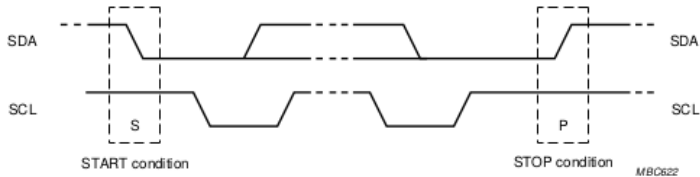


Fig.6 Definition of start and stop conditions.

- signals start with HIGH
- a change in the SDA signal, with SCL HIGH, indicates start/stop

<sup>0</sup>From [PCF8574 Data Sheet](#)

# How are the bits transferred?

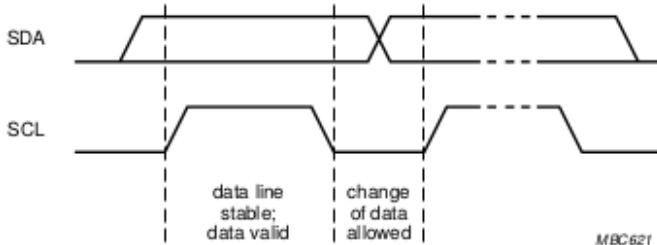


Fig.5 Bit transfer.

- one bit is transferred during each clock pulse
- data is sampled while the SCL line is HIGH
- the SDA line needs to be stable during this HIGH period

# A typical system configuration using I2C

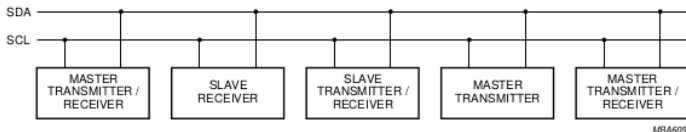


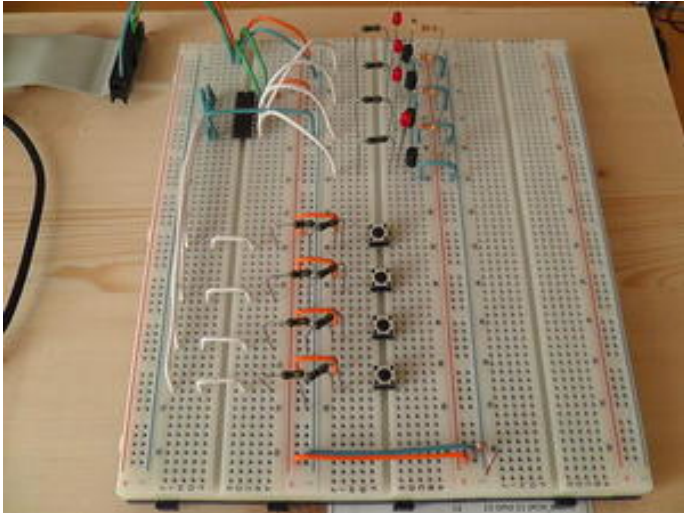
Fig.7 System configuration.

- lines are (quasi-)bidirectional
- a device generating a message is a “transmitter”
- a device receiving is the “receiver”
- the controller of the message is the “master”
- the receivers of the message are the “slaves”

# I<sup>2</sup>C on the Raspberry Pi 2

- On the RPi2 the following pins provide an I<sup>2</sup>C interface: physical Pin 03 (**SDA**) and Pin 05 (**SCL**) (these are pins 2 and 4 in the BCM numbering)
- In the following example we will use these pins to connect a PCF8574 device.
- In our configuration we connect the device with four buttons and LEDs as shown in the picture below.

# Test configuration



<sup>0</sup>From The I<sup>2</sup>C-bus of the Raspberry Pi (Der I<sup>2</sup>C-Bus des Raspberry Pi) (in German), Raspberry Pi Geek 01/15

# Software configuration

- We use the `wiringPi` library that we have installed and discussed before.
- We also need the `i2c-tools` package for the drivers communicating over the I<sup>2</sup>C bus
- To install `i2c-tools` do the following:

```
> sudo apt-get install i2c-tools  
> sudo adduser pi i2c  
> gpio load i2c
```

- We can now use `i2cdetect` to check the connection between our RPi2 and the external device:

```
> i2cdetect -y 1
```

- This shows that we can reach the device through address `0x20`
- The 4 high-bits in that address refer to the LEDs, the 4 low-bits refer to the buttons

# Software configuration

- Initially all lines are at high, so all LEDs should light up
- To turn LEDs off, one-by-one we execute:

```
> i2cset -y 1 0x20 0x00  
> i2cset -y 1 0x20 0x10  
> i2cset -y 1 0x20 0x20  
> i2cset -y 1 0x20 0x40  
> i2cset -y 1 0x20 0x80
```

- Now we want to configure the button as an input device:

```
> i2cset -y 1 0x20 0x0f  
> watch 'i2cget -y 1 0x20'
```

- Using `watch` we continuously get output about the current value issued by the button
- Pressing the button will change the observed value

# A C API for I<sup>2</sup>C

- Now we want to use the I<sup>2</sup>C-bus to programmatically control external devices
- We use the following API provided by Gordon Henderson's wiringPi library:

```
int wiringPiI2CSetup (const int devId)
```

Open the I2C device, and register the target device

```
int wiringPiI2CRead (int fd)
```

Simple device read

```
int wiringPiI2CWrite (int fd, int data)
```

Simple device write

```
int wiringPiI2CReadReg8 (int fd, int reg)
```

Read an 8-bit value from a register on the device

```
int wiringPiI2CWriteReg8 (int fd, int reg, int val)
```

Write a 8-bit value to the given register

and similar read/write interface for 16-bit values.



# Sample Source for I<sup>2</sup>C

Using this interface we can make the LEDs blink one-by-one:

```
#include <wiringPiI2C.h>
int main(void) {
    int handle = wiringPiI2CSetup(0x20) ;
    wiringPiI2CWrite(handle, 0x10);
    delay(5000);
    wiringPiI2CWrite(handle, 0x20);
    delay(5000);
    wiringPiI2CWrite(handle, 0x40);
    delay(5000);
    wiringPiI2CWrite(handle, 0x80);
    delay(5000);
    wiringPiI2CWrite(handle, 0x00);
    return 0;
}
```

**NB:** We access the LEDs as a bitmask on the high 4-bits, setting the low 4-bits to zero in each case.

# Further Reading & Hacking

- The I<sup>2</sup>C-bus of the Raspberry Pi (Der I<sup>2</sup>C-Bus des Raspberry Pi) (in German), Raspberry Pi Geek 01/15
- Data sheet of the PCF8574 port-expander
- I<sup>2</sup>C Tutorial
- Configuring I<sup>2</sup>C, SMBus on Raspbian Linux
- Using wiringPi on the PCF8574
- Using an PCF8574 to control an LCD display
- Another guide how to use an PCF8574 to control an LCD display