

Introduction to Embedded Software

Practice #4

Linux device model for an I2C driver

Dongkun Shin

Embedded Software Laboratory

Sungkyunkwan University

<http://nyx.skku.ac.kr/>

Objective

- Add an I2C device to a device tree.
- Find your driver and device in /sys.
- Implement basic i2c device control program.

Day Practice

1) Python Program

- Make function of each component
- Print variation of each component with written function

Add a New Device on Device Tree

Modify Device Tree

- /arch/arm/boot/dts

```
// host PC  
$ cd linux/arch/arm/boot/dts/  
$ vi bcm2710-rpi-3-b.dts
```

```
&i2c1 {  
    pinctrl-names = "default";  
    pinctrl-0 = <&i2c1_pins>;  
    clock-frequency = <100000>;  
  
    status = "okay";  
  
    wiichuk: nunchuk@52 {  
        compatible = "nintendo, nunchuk";  
        reg = <0x52>;  
    };  
};
```

Rebuild Kernel

```
// host PC
$ make ARCH=arm CROSS_COMPILE=arm-linux-gnueabi-hf-
  zImage modules dtbs -j32
$ scp arch/arm/boot/dts/*.dtb pi@ip:/home/pi
$ scp arch/arm/boot/dts/overlays/*.dtb* pi@ip:/home/pi
// raspberry-pi
$ sudo mv *.dtb /boot
$ sudo mv *.dtb* /boot/overlays
$ sudo reboot
```

Check Device Tree

- You can see nunchuk device is registered that you modified

```
// raspberry-pi  
$ cd /sys  
$ sudo find . -name "*nunchuk*"
```

```
pi@raspberrypi:/sys $ sudo find . -name "*nunchuk*"  
./firmware/devicetree/base/soc/i2c@7e804000/nunchuk@52
```

Device Tree Compiler

- You can see structure of device tree using DTC

```
// raspberry-pi  
$ dtc -l fs /proc/device-tree
```

```
compatible = "raspberrypi,3-model-b", "brcm,bcm2837";  
serial-number = "00000000b88f3334";  
model = "Raspberry Pi 3 Model B Rev 1.2";  
memreserve = <0x3b400000 0x4c00000>;  
interrupt-parent = <0x1>;  
#address-cells = <0x1>;  
#size-cells = <0x1>;  
  
clocks {  
    compatible = "simple-bus";  
    #address-cells = <0x1>;  
    #size-cells = <0x0>;  
  
    clock@3 {  
        compatible = "fixed-clock";  
        #clock-cells = <0x0>;  
        phandle = <0x4>;  
        reg = <0x3>;  
        clock-output-names = "osc";  
        clock-frequency = <0x124f800>;  
    };  
  
    clock@4 {  
        compatible = "fixed-clock";  
        #clock-cells = <0x0>;  
        phandle = <0x18>;  
        reg = <0x4>;  
        clock-output-names = "otg";  
        clock-frequency = <0x1c9c3800>;  
    };  
};
```

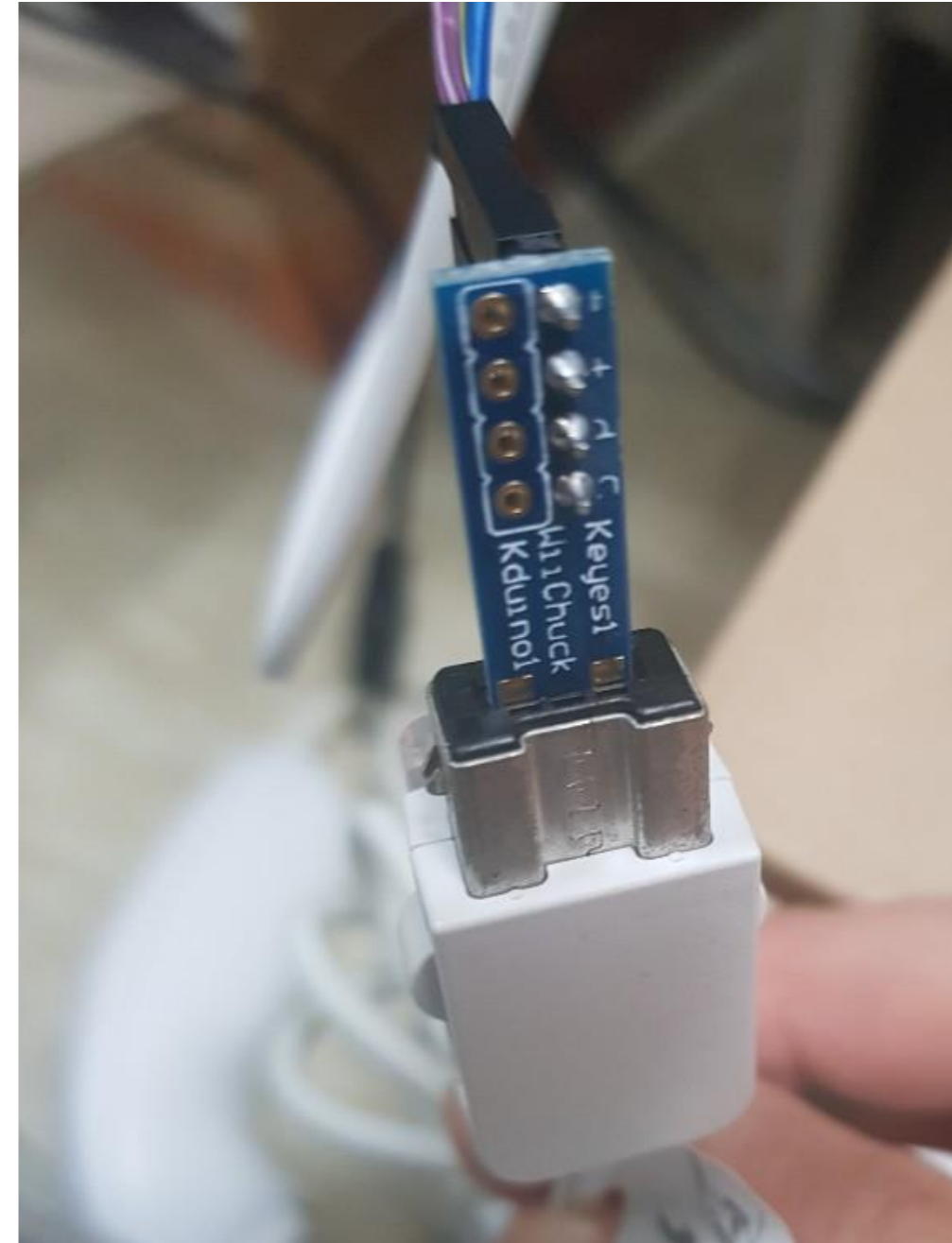

Implement i2c Device Control Program

Kernel Level vs User level

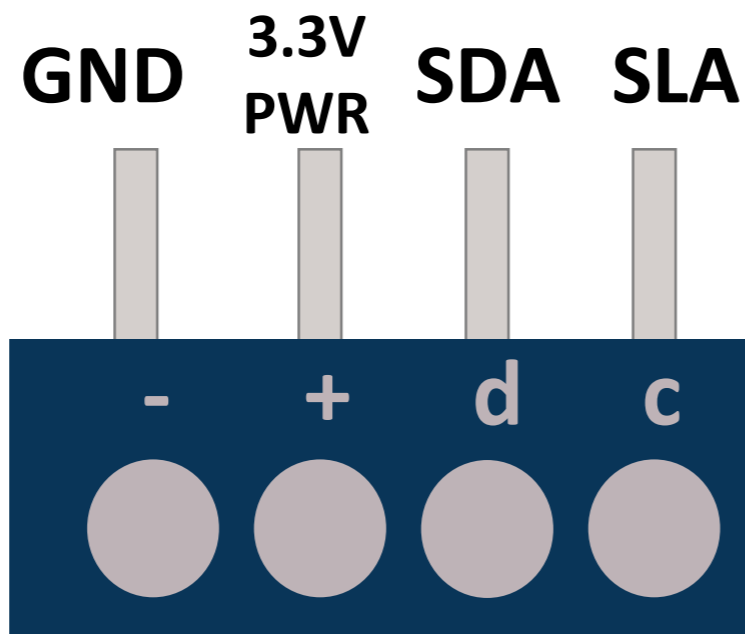
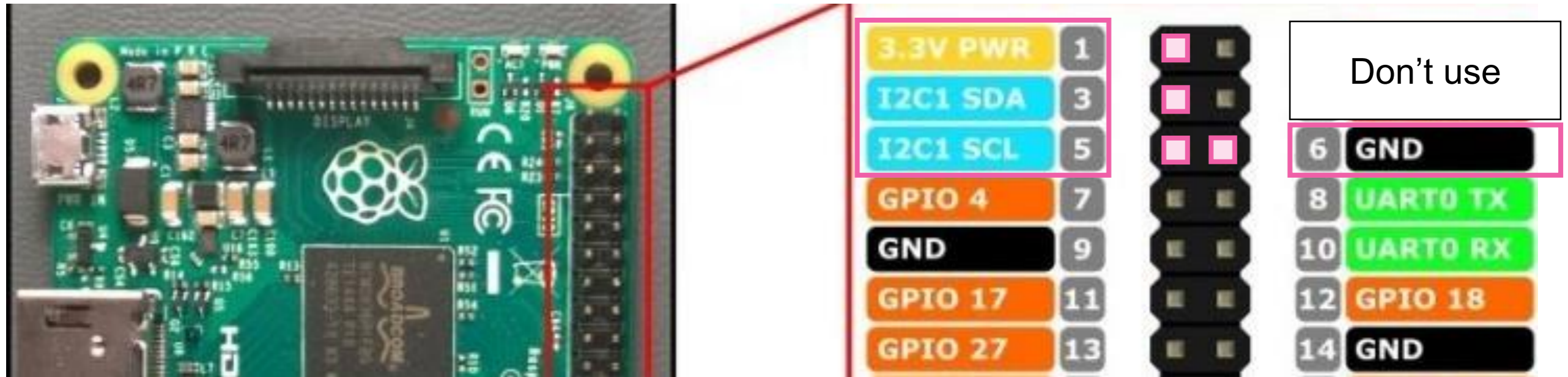
- **We can get a sensor data both in kernel level and user level**
- **In this lecture, we first try to get a sensor data with user level program**
- **In user level, we use SMBus protocol to get data**

Connecting the nunchuk

- **Connect numchuk to adapter**



Connecting the nunchuk



- Raspberry Pi Pin Layout

- Wii WiiChuck Nunchuck Adapter

i2c Device Detect

```
// raspberry-pi  
$ sudo apt-get install i2c-tools  
$ sudo i2cdetect -y 1
```

```
pi@raspberrypi:~/gwang $ sudo i2cdetect -y 1  
      0  1  2  3  4  5  6  7  8  9  a  b  c  d  e  f  
00:  --  --  --  --  --  --  --  --  --  --  --  --  --  --  --  
10:  --  --  --  --  --  --  --  --  --  --  --  --  --  --  --  
20:  --  --  --  --  --  --  --  --  --  --  --  --  --  --  --  
30:  --  --  --  --  --  --  --  --  --  --  --  --  --  --  --  
40:  --  --  --  --  --  --  --  --  --  --  --  --  --  --  --  
50:  --  --  52  --  --  --  --  --  --  --  --  --  --  --  --  
60:  --  --  --  --  --  --  --  --  --  --  --  --  --  --  --  
70:  --  --  --  --  --  --  --  --  --  --  --  --  --  --  --
```

Requirements

```
// raspberry-pi  
$ sudo apt-get install python-smbus  
$ sudo apt-get install python3-smbus
```

Wii Nunchuk Output

Data byte receive								Address
Joystick X								0x00
Joystick Y								0x01
Accelerometer X (bit 9 to bit 2 for 10-bit resolution)								0x02
Accelerometer Y (bit 9 to bit 2 for 10-bit resolution)								0x03
Accelerometer Z (bit 9 to bit 2 for 10-bit resolution)								0x04
Accel. Z bit 1	Accel. Z bit 0	Accel. Y bit 1	Accel. Y bit 0	Accel. X bit 1	Accel. X bit 0	C-button	Z-button	0x05

Byte 0x00 : X-axis data of the joystick

Byte 0x01 : Y-axis data of the joystick

Byte 0x02 : X-axis data of the accelerometer sensor

Byte 0x03 : Y-axis data of the accelerometer sensor

Byte 0x04 : Z-axis data of the accelerometer sensor

Byte 0x05 : bit 0 as Z button status - 0 = pressed and 1 = release

bit 1 as C button status - 0 = pressed and 1 = release

bit 2 and 3 as 2 lower bit of X-axis data of the accelerometer sensor

bit 4 and 5 as 2 lower bit of Y-axis data of the accelerometer sensor

bit 6 and 7 as 2 lower bit of Z-axis data of the accelerometer sensor

Base Code

- Using base code, implement your own python program

```
from smbus import SMBus
import RPi.GPIO as rpi
import time as time

bus = 0

class nunchuck:

    def __init__(self, delay = 0.05):
        self.delay = delay
        i2c_bus = 1
        self.bus = SMBus(i2c_bus)
        self.bus.write_byte_data(0x52, 0x40, 0x00)
        time.sleep(0.1)

    def read(self):
        self.bus.write_byte(0x52, 0x00)
        time.sleep(self.delay)
        temp = [(0x17 + (0x17 ^ self.bus.read_byte(0x52))) for i in range(6)]
        return temp
```