

Università degli Studi di Palermo
Computer Engineering

Embedded Systems

IR Receiver Project

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Contents

1	Introduction	1
2	Hardware	1
2.1	Raspberry Pi 4 Model B	1
2.2	FTDI Adapter FT232RL	2
2.3	KY-022 Infrared receiver module	3
2.4	LCD1602	4
2.5	IIC PCF8574T Interface	6
2.6	Schematics	7

1 Introduction

The proposed project consists of using an IR receiver to capture commands sent by a remote controller and displaying them on an LCD display, along with the name of the pressed buttons.

This document is organized as follows:

- Firstly, I will discuss the hardware used for the implementation, by describing the physical architecture where the software will run and the external necessary hardware components that will interact with it;
- Then, I will explain the environment used for the development of the project;
- Lastly, I will illustrate how the code was designed and organized.

On the last pages you can find the entire code. It can also be found online using GitHub (insert link).

2 Hardware

2.1 Raspberry Pi 4 Model B

The target of this project is a general-purpose Single-Board Computer (SBC): the Raspberry Pi 4 Model B.

It is a member of a series of products, which are developed in the United Kingdom by the Raspberry Pi Foundation in association with Broadcom.

It was released in June 2019[1] and replaced the well-known **Raspberry Pi 3 Model B** and **Raspberry Pi 3 Model B+**.

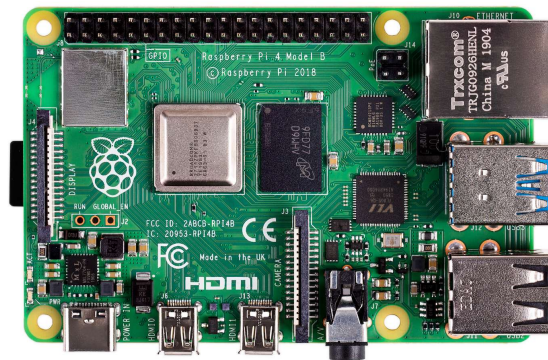


Figure 1: Raspberry Pi 4 Model B

It is built with the following specifications[2]:

- Broadcom BCM2711, Quad core Cortex-A72 (ARM v8) 64-bit SoC @ 1.5GHz;
- 1GB, 2GB, 4GB or 8GB LPDDR4-3200 SDRAM (depending on model);
- 2.4 GHz and 5.0 GHz IEEE 802.11ac wireless, Bluetooth 5.0, BLE;
- Gigabit Ethernet;

- 2 USB 3.0 ports; 2 USB 2.0 ports;
- Raspberry Pi standard 40 pin GPIO header (fully backwards compatible with previous boards);
- 2 × micro-HDMI ports (up to 4kp60 supported);
- 2-lane MIPI DSI display port;
- 2-lane MIPI CSI camera port;
- 4-pole stereo audio and composite video port;
- H.265 (4kp60 decode);
- H264 (1080p60 decode, 1080p30 encode);
- OpenGL ES 3.1, Vulkan 1.0;
- Micro-SD card slot for loading operating system and data storage;
- 5V DC via USB-C connector (minimum 3A*);
- 5V DC via GPIO header (minimum 3A*);
- Power over Ethernet (PoE) enabled (requires separate PoE HAT);
- Operating temperature: 0 – 50 degrees C ambient.

The model I used comes with 4GB of RAM.

2.2 FTDI Adapter FT232RL

Since modern computers do not expose serial ports to program the SBC, a UART (Universal Asynchronous Receiver-Transmitter) serial adapter is required.

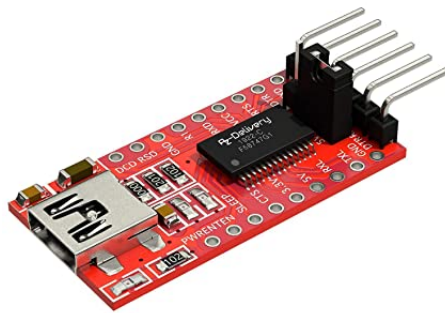


Figure 2: FTDI Adapter FT232RL from Mini-USB to TTL

I adopted the Mini-USB to TTL serial adapter provided by AZ-Delivery[3]. To avoid voltage problems power is supplied from the terminal used to develop the

project and is shared between the Pi 4 and the FT232RL. The connection is made in the following way:

- FT232RL RX pin is connected to GPIO 14 (TXD);
- FT232RL TX pin is connected to GPIO 15 (RXD);
- FT232RL GND pin is connected to the GND of the Pi 4.

2.3 KY-022 Infrared receiver module

The infrared receiver module I used is provided by ELEGOO[4].



Figure 3: KY-022

IR detectors¹ are little microchips with a photocell that are tuned to listen to infrared light. They are almost always used for remote control detection - every TV and DVD player has one of these in the front to listen for the IR signal from the clicker. Inside the remote control is a matching IR LED, which emits IR pulses to tell the TV to turn on, off or change channels. IR light is not visible to the human eye, which means it takes a little more work to test a setup.

The module is able to detect frequencies ranging from about 35 KHz to 41 KHz, but the peak frequency detection is at 38 KHz.

The IR receiver comes with 3 pins: the digital signal output pin (S) used to read the value of infrared light, the power pin (+) and the ground pin (-).

When it detects a 38KHz IR signal, the output is low. When it detects nothing, the output is high.

It requires a supply voltage in [2.7, 5.5]V, so it is powered by the Pi 4 using one of the 3V3 pins. Its GND pin is connected to the GND of the Pi 4.

¹https://drive.google.com/file/d/1jfLQ6lDgM_gS1604r_zW7n1IvWrFUKN9/view

Its output pin is connected to GPIO 25.

2.4 LCD1602

The LCD1602[5], [6] is an industrial character LCD that can display 16×2 or 32 characters at the same time, with a display font of 5×8 dots. The principle of the LCD1602 liquid crystal display is to use the physical characteristics of the liquid crystal to control the display area by voltage, that is, the graphic can be displayed.

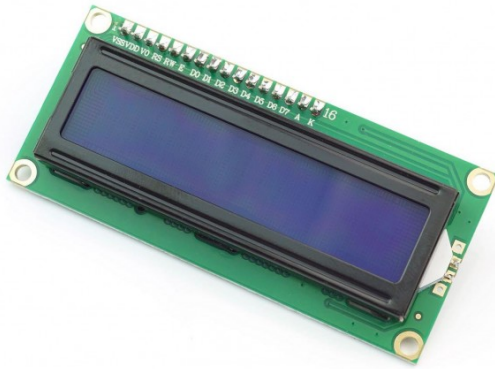


Figure 4: LCD 1602

It is controlled through a parallel interface with:

- 8-bit/4-bit data bus;
- 3 control signals.

The interface signals reach the two controller chips that drive the LCD panel:

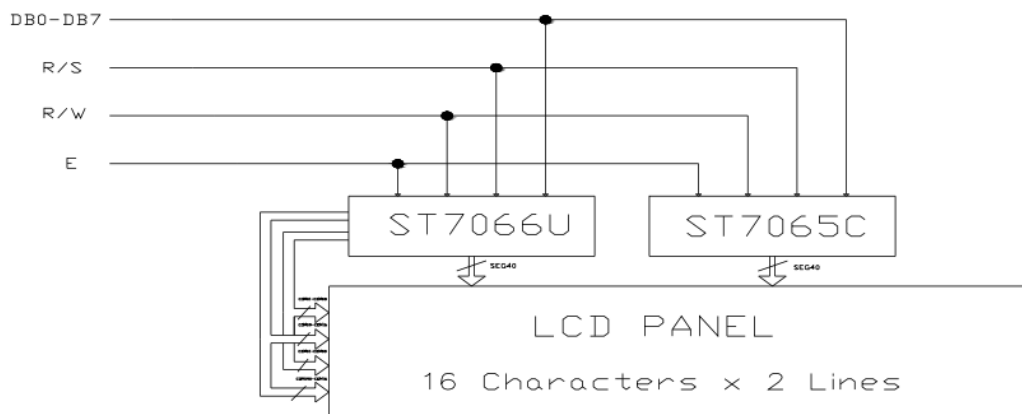


Figure 5: Block Diagram

Pin assignments are summarized in this table:

No.	Symbol	Level	Function	
1	Vss	--	0V	Power Supply
2	Vdd	--	+5V	
3	V0	--	for LCD	
4	RS	H/L	Register Select: H:Data Input L:Instruction Input	
5	R/W	H/L	H--Read L--Write	
6	E	H,H-L	Enable Signal	
7	DB0	H/L	Data bus used in 8 bit transfer	
8	DB1	H/L		
9	DB2	H/L		
10	DB3	H/L		
11	DB4	H/L	Data bus for both 4 and 8 bit transfer	
12	DB5	H/L		
13	DB6	H/L		
14	DB7	H/L		
15	BLA	--	BLACKLIGHT +5V	
16	BLK	--	BLACKLIGHT 0V-	

Figure 6: LCD pin assignments

To properly read or write data, some timing constraints must be observed. Independently of whether we are reading or writing, the Enable signal must start its falling edge while DB0-DB7 are stable. If it is not, then erroneous data are sampled. The read or write mode is chosen only by the RW signal, so only one case of these modes can be represented.

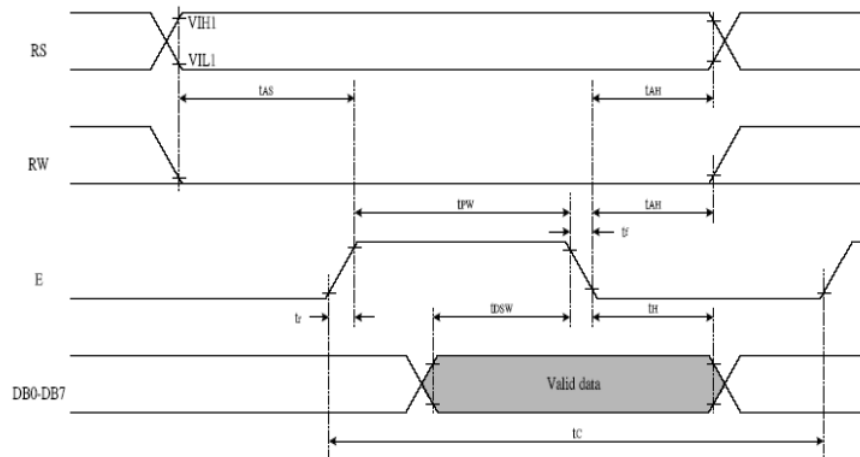


Figure 7: LCD pin assignments

There are four categories of instructions that:

- set display format, data length, cursor move direction, display shift etc.;
- set internal RAM addresses;
- perform data transfer from/to internal RAM;

- others.

A detailed description of how they can be realized is as follows:

Instruction	Instruction Code										Description	Description Time (270KHz)
	RS	R/W	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0		
Clear Display	0	0	0	0	0	0	0	0	0	1	Write "20H" to DDRAM, and set DDRAM address to "00H" from AC	1.52 ms
Return Home	0	0	0	0	0	0	0	0	1	x	Set DDRAM address to "00H" from AC and return cursor to its original position if shifted. The contents of DDRAM are not changed.	1.52 ms
Entry Mode Set	0	0	0	0	0	0	0	1	I/D	S	Sets cursor move direction and specifies display shift. These operations are performed during data write and read.	37 us
Display ON/OFF	0	0	0	0	0	0	1	D	C	B	D=1:entire display on C=1:cursor on B=1:cursor position on	37 us
Cursor or Display Shift	0	0	0	0	0	1	S/C	R/L	x	x	Set cursor moving and display shift control bit, and the direction, without changing DDRAM data.	37 us
Function Set	0	0	0	0	1	DL	N	F	x	x	DL:interface data is 8/4 bits N:number of line is 2/1 F:font size is 5x11/5x8	37 us
Set CGRAM address	0	0	0	1	AC5	AC4	AC3	AC2	AC1	AC0	Set CGRAM address in address counter	37 us
Set DDRAM address	0	0	1	AC6	AC5	AC4	AC3	AC2	AC1	AC0	Set DDRAM address in address counter	37 us
Read Busy flag and address	0	1	BF	AC6	AC5	AC4	AC3	AC2	AC1	AC0	Whether during internal operation or not can be known by reading BF. The contents of address counter can also be read.	0 us
Write data to RAM	1	0	D7	D6	D5	D4	D3	D2	D1	D0	Write data into internal RAM (DDRAM/CGRAM)	37 us
Read data from RAM	1	1	D7	D6	D5	D4	D3	D2	D1	D0	Read data from internal RAM (DDRAM/CGRAM)	37 us

Figure 8: Instruction Table

2.5 IIC PCF8574T Interface

To ease the communication to the LCD display a serial I²C module[6] has been used. The interface connects its serial input and parallel output to the LCD, so only 4 lines can be used to do the job.

The I²C bus was invented by Philips Semiconductor (now NXP Semiconductors). It can be described as:

- synchronous;
- multi-master;
- multi-slave;

- packet switched;
- single-ended.

2.6 Schematics

All the hardware components shown in the previous sections have been connected with a breadboard to the Pi 4 as follows:

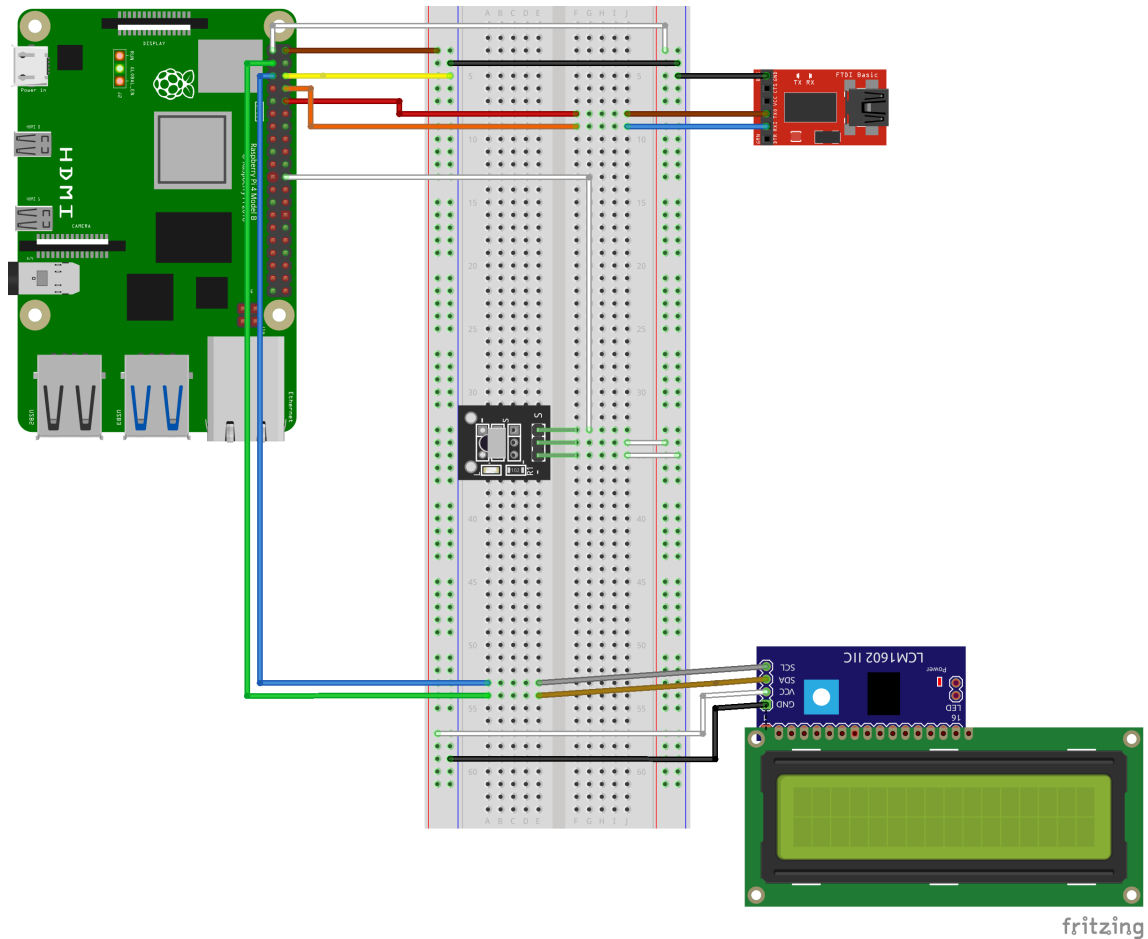


Figure 9: Schematics

The following table summarizes all the connections between them and the Pi:

```
\ There are 8 Broadcom Serial Control (BSC) controllers, numbered from 0 to 7
\ Only 6 of these masters can be used, because BSC masters 2 and 7 are not user-accessible.
\ Since GPIO pins 2 and 3 are used, BSC1 is the reference master.
804000 CONSTANT BSC1

\ There are 8 I2C registers, each of which is at an address obtained by applying an
\ offset to BSC1 (this process is the same for all BSCs).
\ I2C registers are:
\ - C register      The control register is used to enable interrupts, clear the FIFO,
\                   define a read or write operation and start a transfer;
\ - S register      The status register is used to record activity status, errors
\                   and interrupt requests;
\ - DLEN register    The data length register defines the number of bytes of data
\                   to transmit or receive in the I2C transfer. Reading the
```

Pi 4 Model B	KY-022	FT232RL	IIC PCF8574T
GPIO 25	S		
3V3 power	+		
GPIO 14 (TXD)		RX	
GPIO 15 (RXD)		TX	
5V power			VCC
GPIO 2 (SDA)			SDA
GPIO 3 (SCL)			SCL
Ground	-	GND	GND

```

\
\
\ - A register      The slave address register specifies the slave address and cycle type.
\
\ - FIFO register  The address register can be left across multiple transfers;
\                  The Data FIFO register is used to access the FIFO. Write cycles
\                  to this address place data in the 16-byte FIFO, ready to
\                  transmit on the BSC bus. Read cycles access data received from
\                  the bus;
\ - DIV register   The clock divider register is used to define the clock speed of the
\                  BSC peripheral;
\ - DEL register   The data delay register provides fine control over the
\                  sampling/launch point of the data;
\ - CLKT Register  The clock stretch timeout register provides a timeout on how long the
\                  master waits for the slave to stretch the clock before deciding that
\                  the slave has hung.

\ The following constants are defined to point to the registers above.
\ DIV, DEL and CLKT can be left whitout changes.
BSC1 PERI_BASE +      CONSTANT CTRL
BSC1 PERI_BASE + 04 +  CONSTANT STATUS
BSC1 PERI_BASE + 08 +  CONSTANT DLEN
BSC1 PERI_BASE + 0C +  CONSTANT SLAVE
BSC1 PERI_BASE + 10 +  CONSTANT FIFO
BSC1 PERI_BASE + 14 +  CONSTANT DIV
BSC1 PERI_BASE + 18 +  CONSTANT DEL
BSC1 PERI_BASE + 1C +  CONSTANT CLKT

\ Set slave address.
\ It can be left across multiple transfers.
: SET_SLAVE ( slave_address -- )
    SLAVE ! ;

\ Set number of data bytes to transfer.
: SET_DLEN ( length -- )
    DLEN ! ;

\ Place 8 bits at a time in FIFO in order to transmit them on the BSC bus.
: APPEND ( 8_bit_data -- )
    FIFO ! ;

\ Reset the control register without touching the reserved bits.
\ Reserved bits are in positions: 31:16, 14:11, 6 and 3:1.
\ Interrupts are disabled.
: RESET_CTRL ( -- )
    CTRL @ 87B1 BIC CTRL ! ;

\ Reset status for subsequent transfers without touching the reserved bits.
\ Only CLKT (9), ERR (8) and DONE (1) can be cleared (W1C type), all other flags are read-only (RO).
\ Reserved bits are in positions: 31:10.
: RESET_STATUS ( -- )
    STATUS @ 302 OR STATUS ! ;

\ Clear FIFO without touching the reserved bits.
\ - CLEAR (5:4) set to X1 or 1X in order to clear the FIFO before the new frame is started.

```

```

\ Interrupts are disabled.
: CLEAR_FIFO ( -- )
    CTRL @ 10 OR CTRL ! ;

\ Modify control register to trigger a transfer.
\ To start a new transfer, all bits are zero except for:
\ - I2CEN (15) set to 1 to enable the BSC controller;
\ - ST (7) set to 1 to start a new transfer (one-shot operation).
\ Interrupts are disabled.
: TRANSFER ( -- )
    CTRL @ 8080 OR CTRL ! ;

\ Data transfer through the I2C bus interface.
\ Since communication is established to the LCD panel, 8 bits at a time are sent.
: >I2C
    RESET_STATUS
    RESET_CTRL
    CLEAR_FIFO
    01 SET_DLEN
    APPEND
    TRANSFER ;

\ Setup the I2C bus interface and the slave address.
\ Configure GPIO pin 2 for Serial Data Line.
\ Configure GPIO pin 3 for Serial Clock Line.
\ Set the slave address to 0x27.
: INIT_I2C
    02 ALTO CONFIGURE
    03 ALTO CONFIGURE
    27 SET_SLAVE ;

\ Consider the following structure of data transfer:
\          D7 D6 D5 D4 Backlight Enable Read/Write Register-Select
\ equivalently:
\          D7 D6 D5 D4 BL EN RW RS
\ In order to send a byte, it must be decomposed in two nibbles, upper nibble and lower
\ nibble. Each nibble represented by D7 D6 D5 D4 must be followed by a combination of
\ BL EN RW RS.
\ For each data or command to transfer RW = 0.
\ Given a byte B = HIGH LOW (upper-nibble lower-nibble), if it is part of a command,
\ then transfer is obtained by sending:
\   HIGH 1 1 0 0 -> HIGH 1 0 0 0 -> LOW 1 1 0 0 -> LOW 1 0 0 0
\ If it part of a data transfer then:
\   HIGH 1 1 0 1 -> HIGH 1 0 0 1 -> LOW 1 1 0 1 -> LOW 1 0 0 1
\ RS is equal to 0 for instruction input and it is equal to 1 for data input.

\ Returns setting parts to be sent based on a truth value that indicates whether the input
\ is part of a command or data.
: SETTINGS ( truth_value -- first_setting second_setting )
    IF
        0C 08
    ELSE
        0D 09
    THEN ;

\ Returns a nibble aggregated with the first setting part and the second setting part.
: AGGREGATE ( settings byte -- nibble_second_setting nibble_first_setting )
    04 LSHIFT DUP ROT OR -ROT OR ;

\ Divides a byte into two nibbles.
: BYTE>NIBBLES ( byte -- lower_nibble upper_nibble )
    DUP OF AND SWAP 04 RSHIFT OF AND ;

\ Send a nibble to LCD aggregated with settings.
: SEND_NIBBLE ( nibble truth_value -- )
    SETTINGS ROT
    AGGREGATE
    >I2C 1000 DELAY
    >I2C 1000 DELAY ;

```

```
\ Transmits input to LCD given an instruction or data.  
: >LCD ( input -- )  
  DUP 08 WORD>BIT >R  
  BYTE>NIBBLES R@  
  SEND_NIBBLE R>  
  SEND_NIBBLE ;
```

References

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