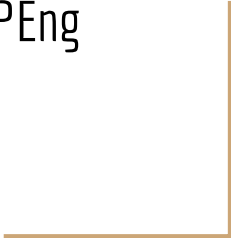
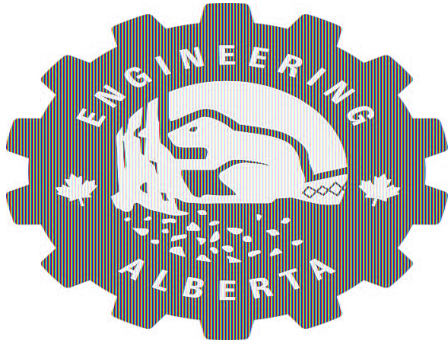


# HackEDbeta 2023

## Introduction to the Raspberry Pi Pico

Steven Knudsen, PhD PEng  
knud@ualberta.ca





DEPARTMENT OF

# Electrical and C Engineering



**I**nnovation  
**C**reativity  
**E**ntrepreneurship  
**Incubator**

*[www.iceincubator.com](http://www.iceincubator.com)*



# Outline

1. Raspberry Pi Pico and Pico W overview
2. Setting up for MicroPython
3. Setting up for C/C++
4. What about Rust?
5. Wokwi.com and Pico

# Sources for the talk

[github.com/knud/HackEDbeta2023Workshop](https://github.com/knud/HackEDbeta2023Workshop)

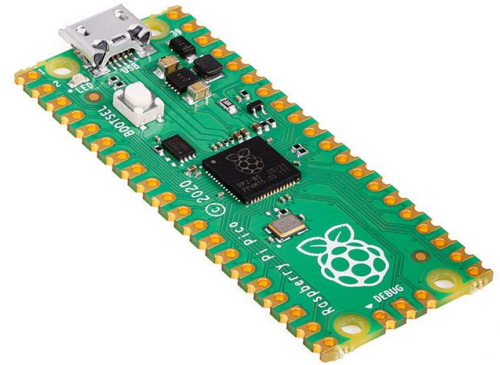
# Assumptions

- You know how to program in at least one of the languages
- You have a Pico
  - You have two if you want to program in Rust
-

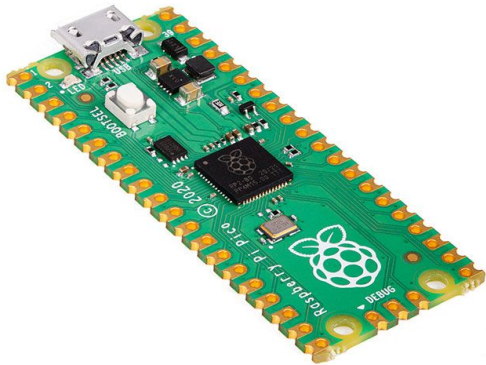
# Raspberry Pi Pico and Pico W

Raspberry Pi Pico is a low-cost, high-performance microcontroller board with flexible digital interfaces. Key features include:

- RP2040 microcontroller chip designed by Raspberry Pi in the United Kingdom
- Dual-core Arm Cortex M0+ processor, flexible clock running up to 133 MHz
- 264 kB of SRAM, and 2MB of on-board flash memory
- USB 1.1 with device and host support
- Low-power sleep and dormant modes
- Drag-and-drop programming using mass storage over USB
- 26 × multi-function GPIO pins
- 2 × SPI, 2 × I2C, 2 × UART, 3 × 12-bit ADC, 16 × controllable PWM channels
- Accurate clock and timer on-chip
- Temperature sensor
- Accelerated floating-point libraries on-chip
- 8 × Programmable I/O (PIO) state machines for custom peripheral support



# Raspberry Pi Pico and Pico W



\$CA5.80 at Mouser.ca

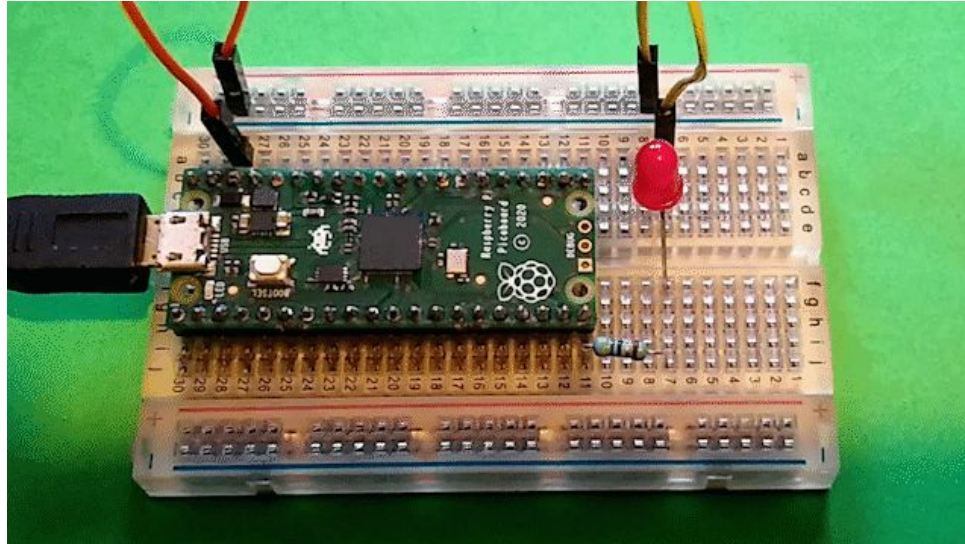


\$CA8.34 at [canada.newark.com](https://canada.newark.com)

# Getting started with the Pico - MicroPython

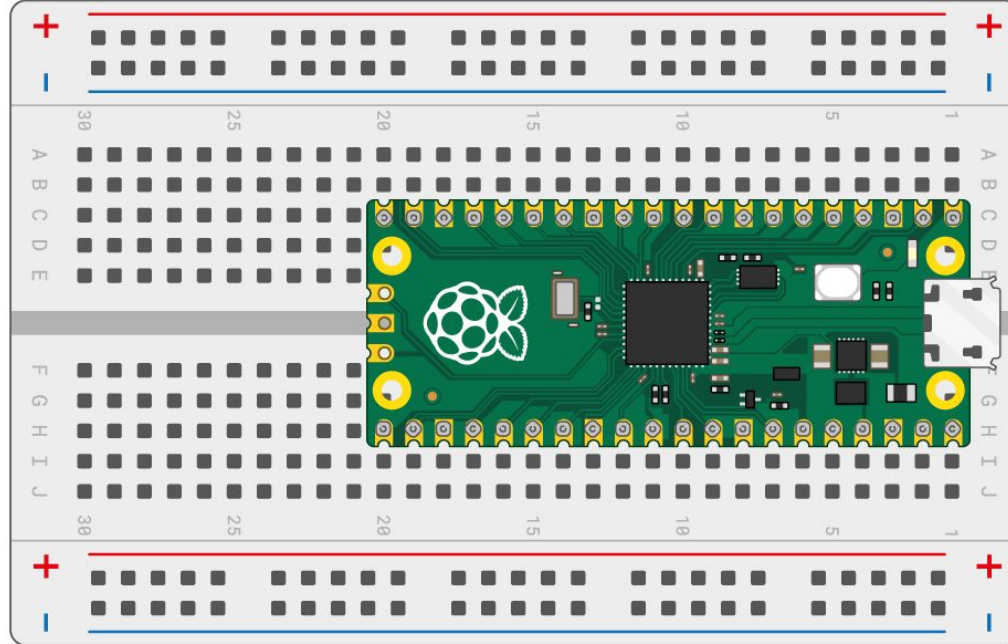
The main reference is a very good tutorial

<https://projects.raspberrypi.org/en/projects/getting-started-with-the-pico/0>



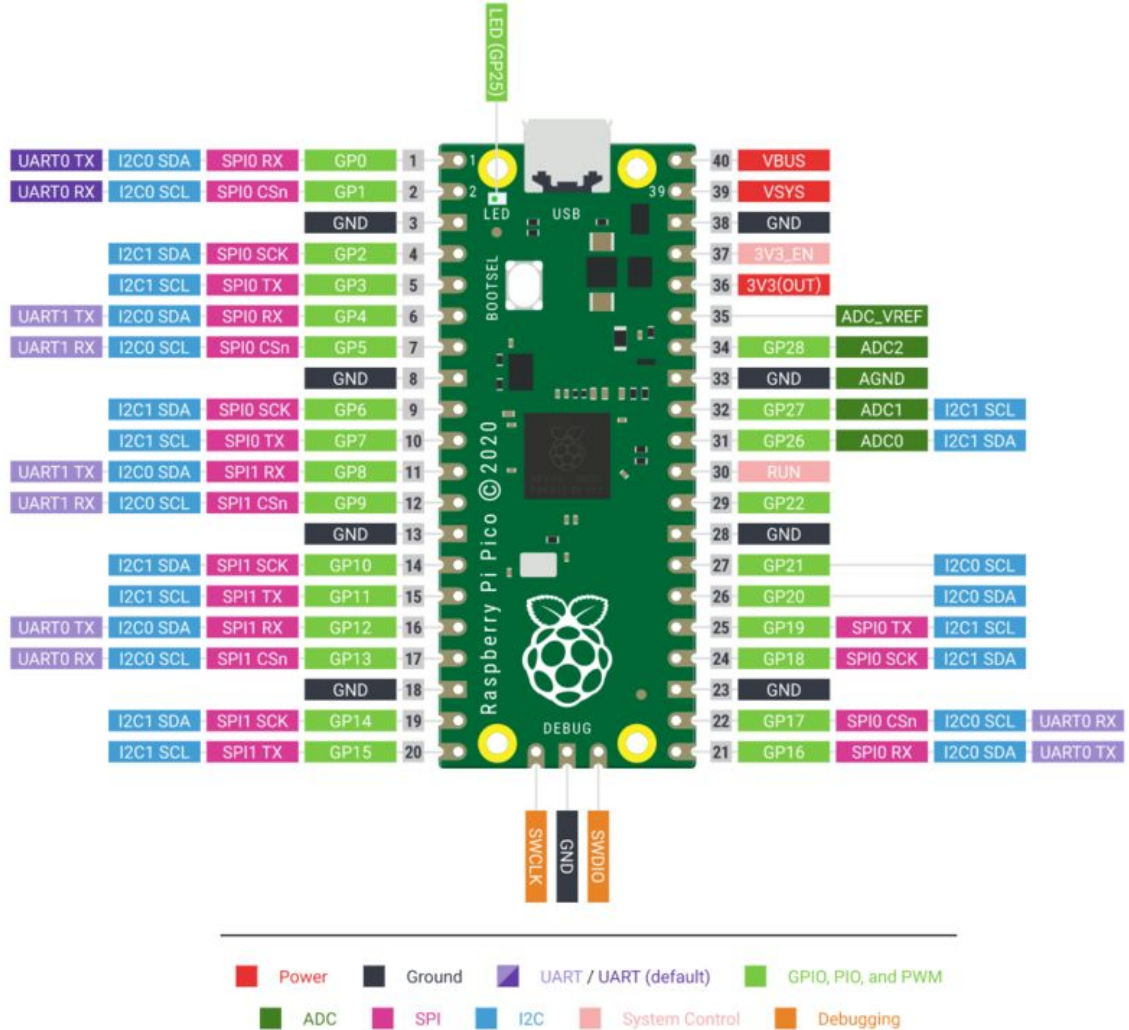


# Pico on breadboard

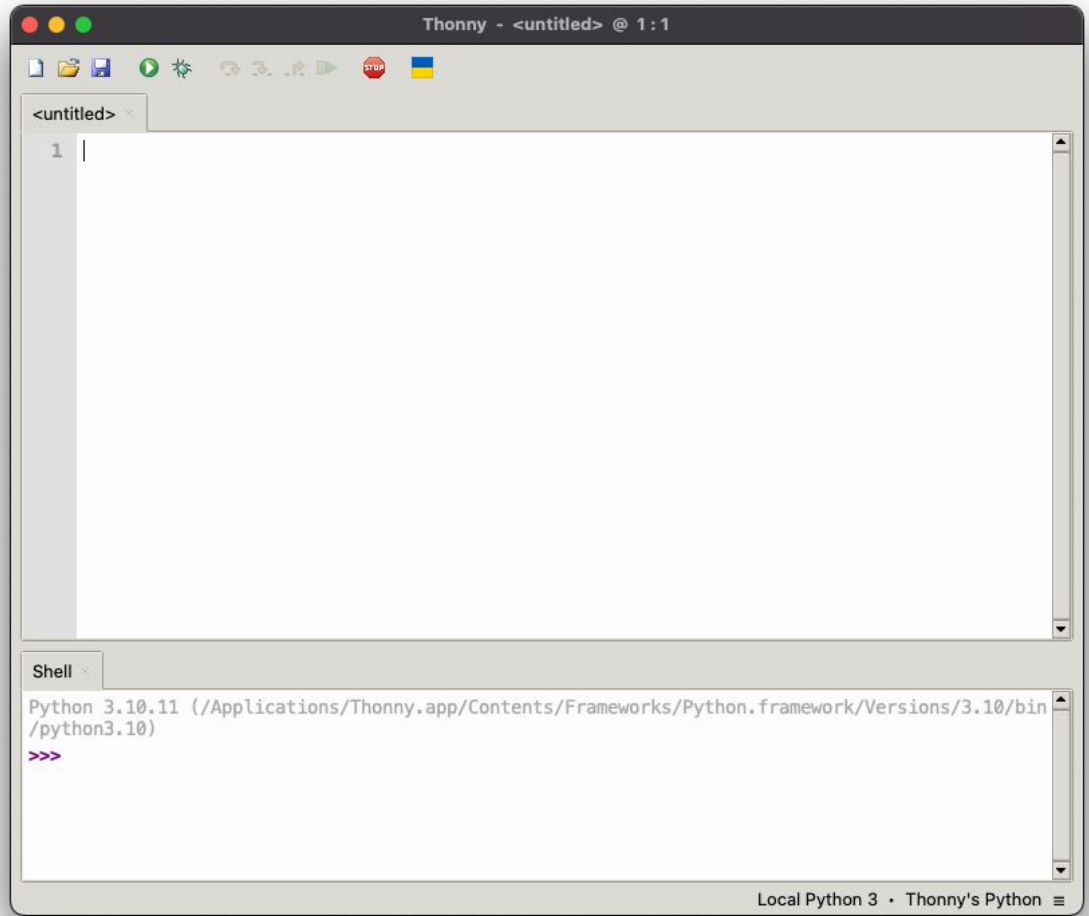


<https://projects.raspberrypi.org/en/projects/getting-started-with-the-pico/1>

# RPi Pico Pins



# Install Thonny (Win/Lin/macOS)



# Pico in boot select (bootSEL) mode

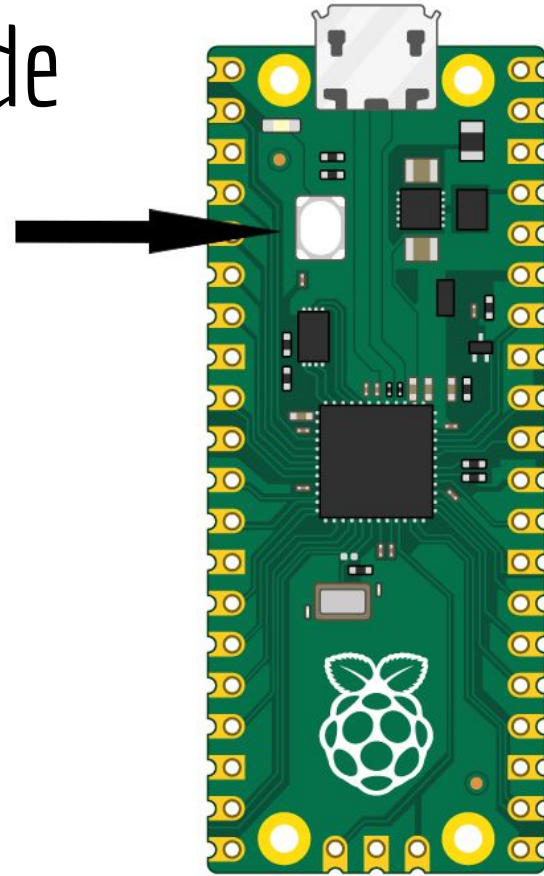
Unplug Pico from USB

Press and hold bootSEL button

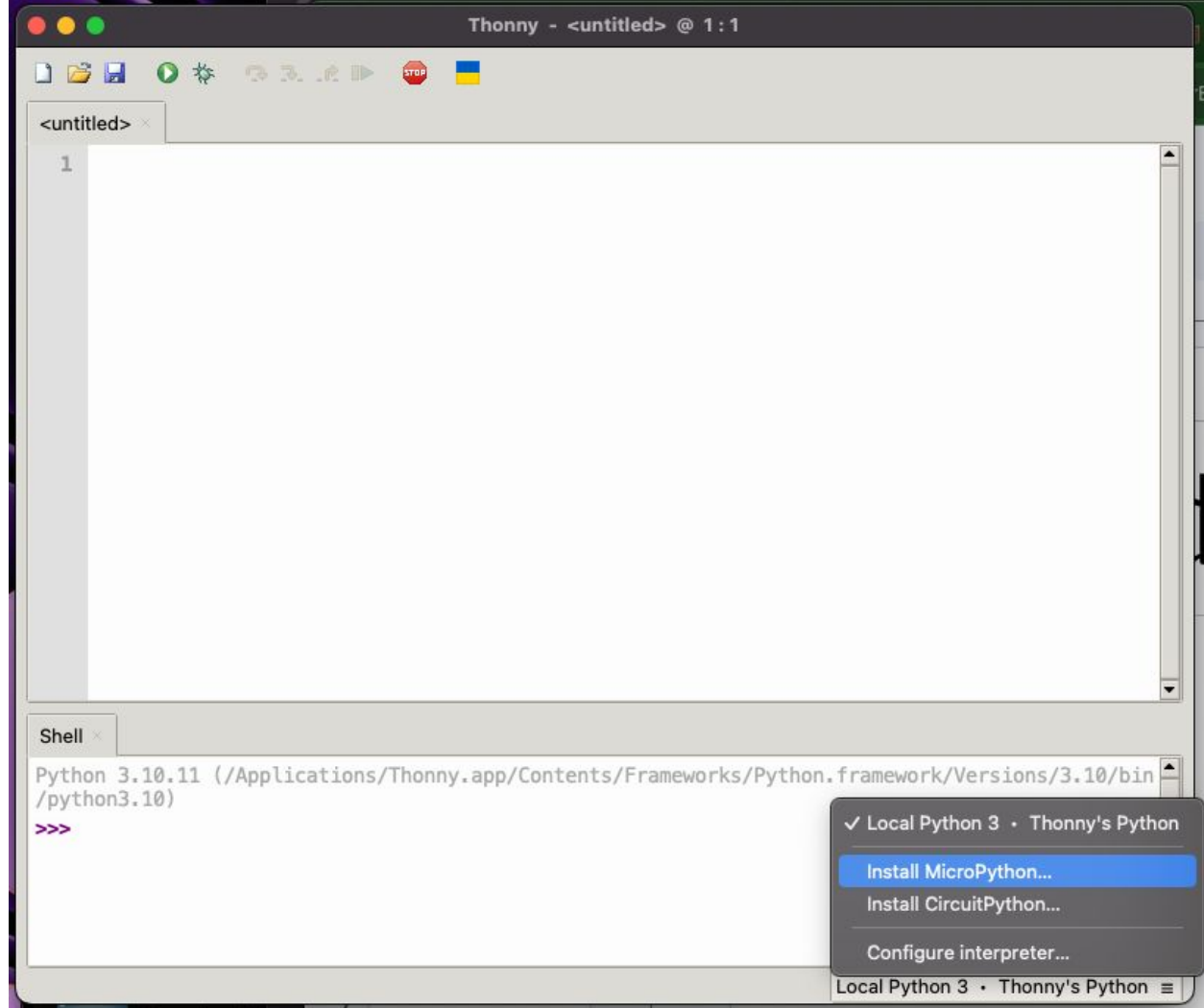
Plug Pico into USB and wait a few seconds

Release bootSEL button

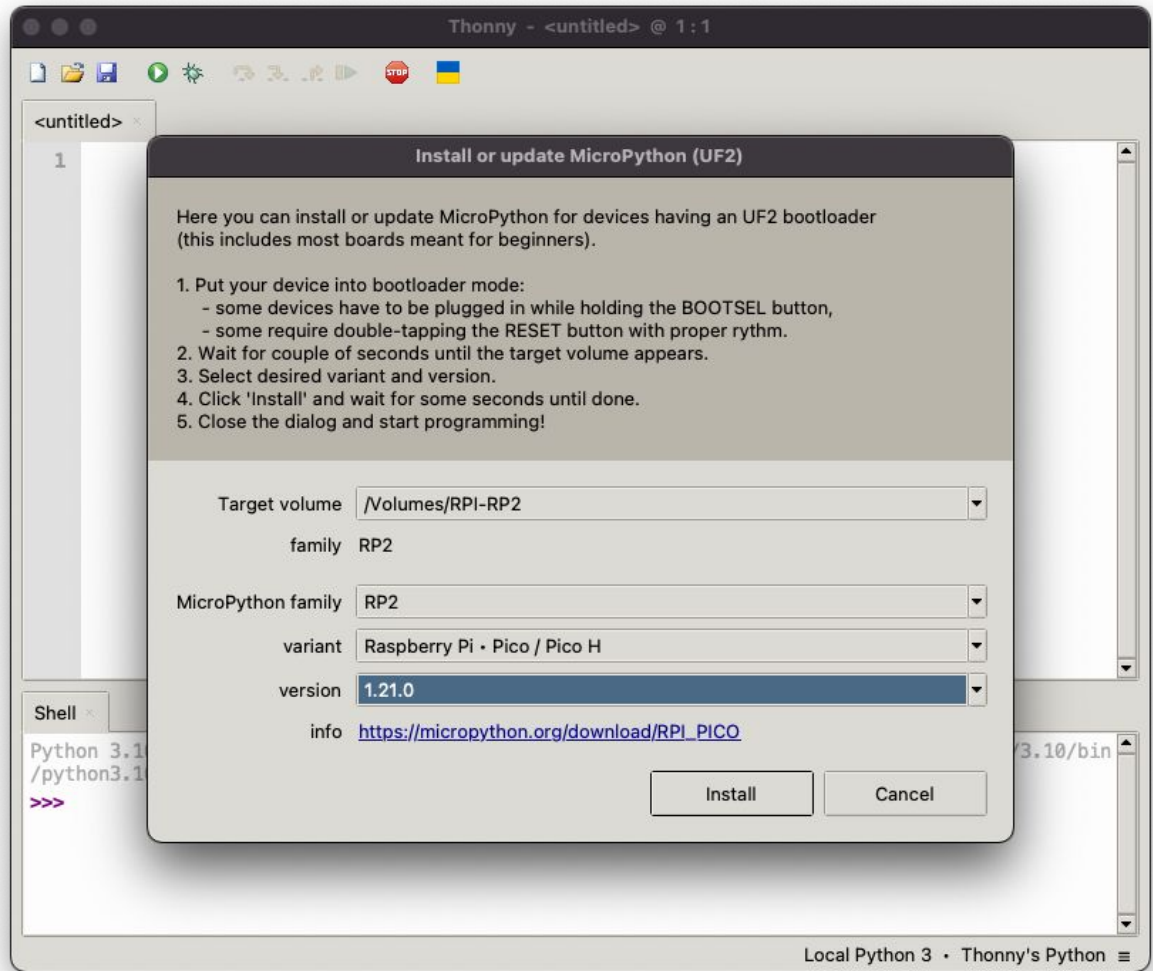
Open Thonny



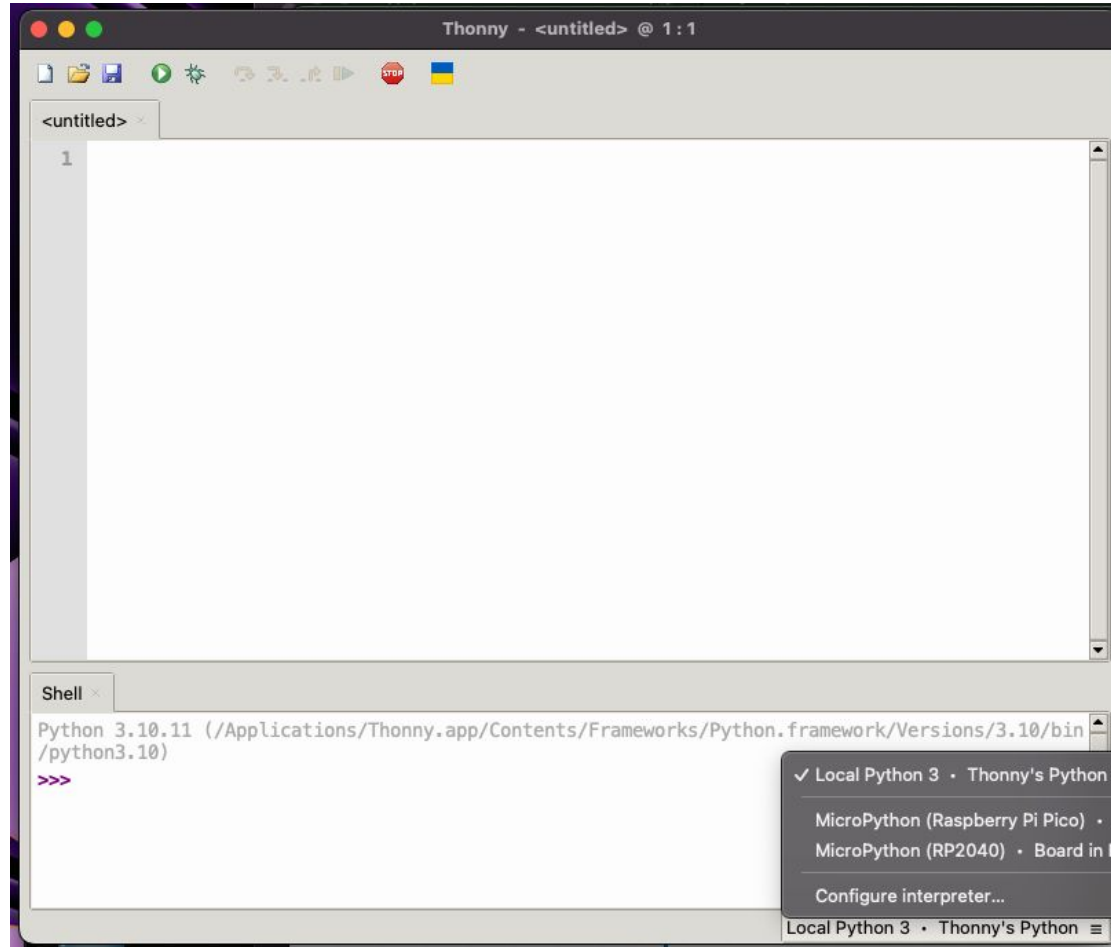
# Install MicroPython



# Install dialogue



# Connect



✓ Local Python 3 • Thonny's Python

MicroPython (Raspberry Pi Pico) • Board in FS mode @ /dev/cu.usbmodem1324201

MicroPython (RP2040) • Board in FS mode @ /dev/cu.usbmodem1324201

Configure interpreter...

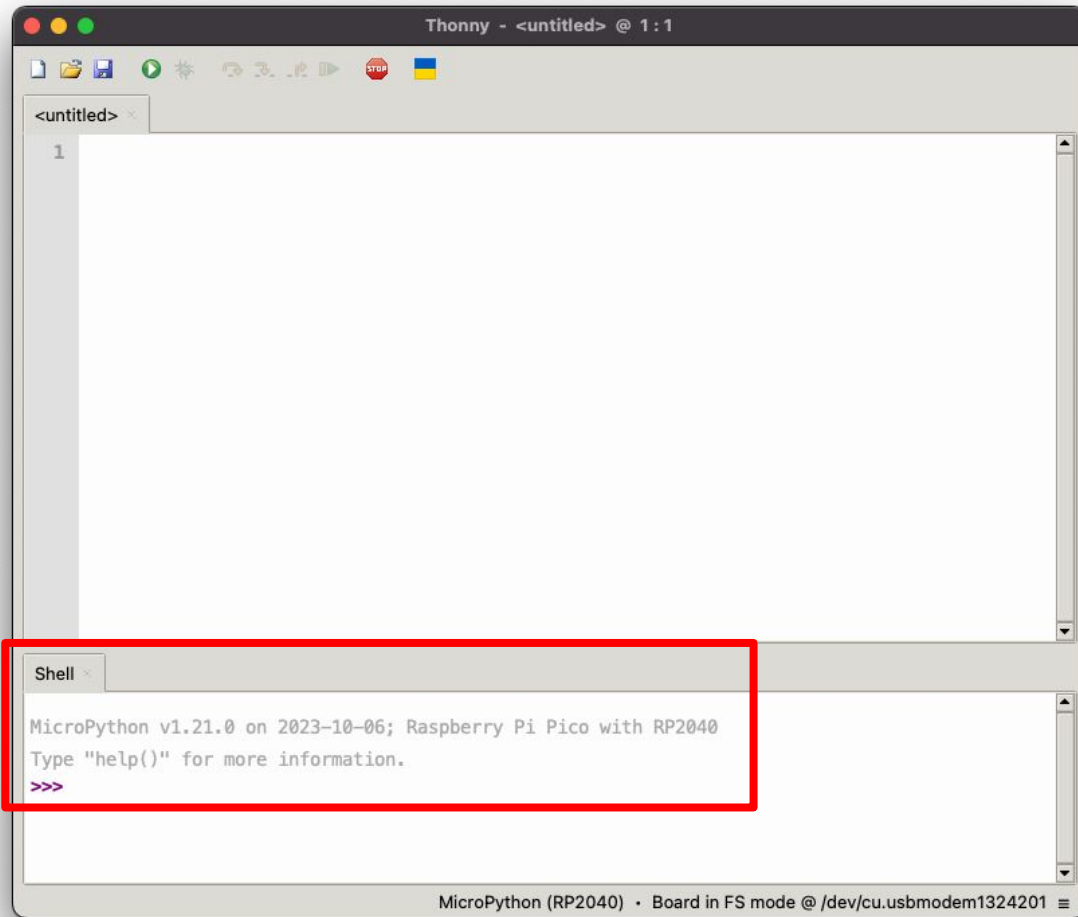
Local Python 3 • Thonny's Python

The Relational T... x | Speed of Rust v... x |

o/4

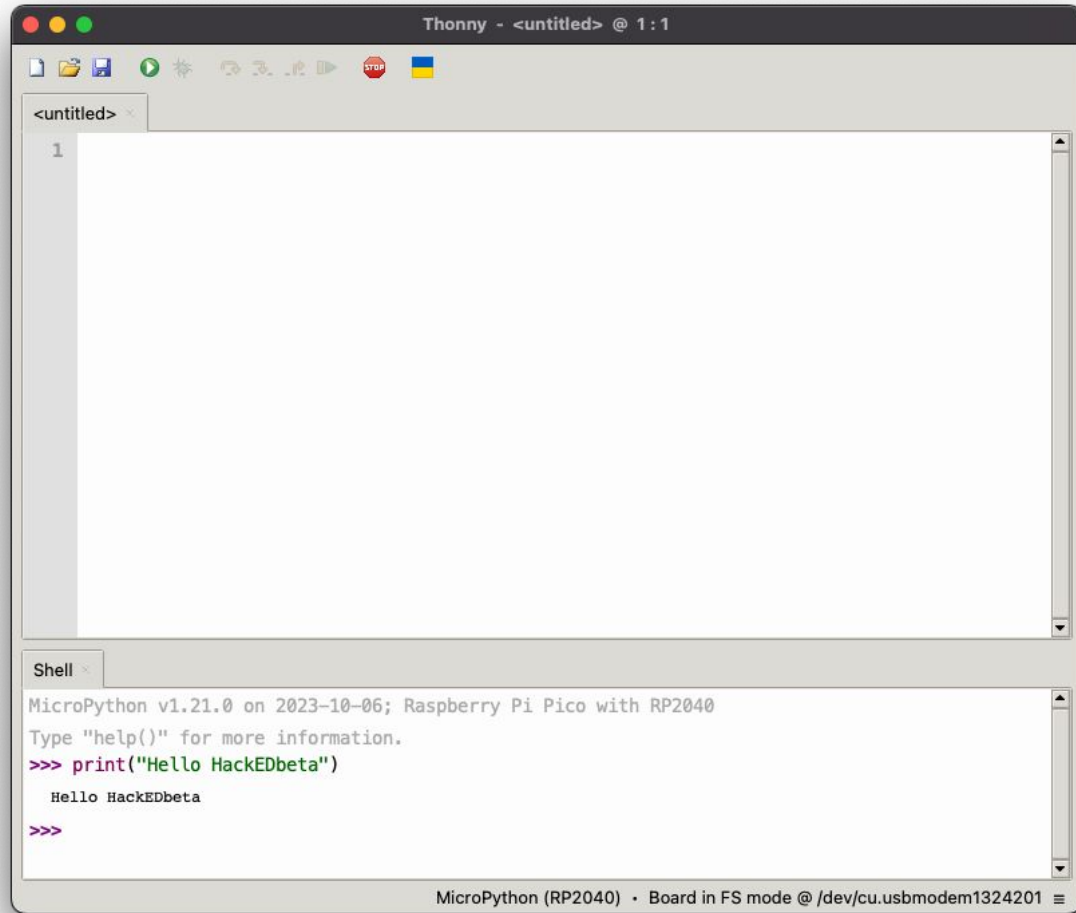
## h Raspberry Pi

MicroPython





# Success!



# GPIOs

Lots of support for GPIO and other peripherals at MicroPython.org

Quick Reference for MicroPython is found at

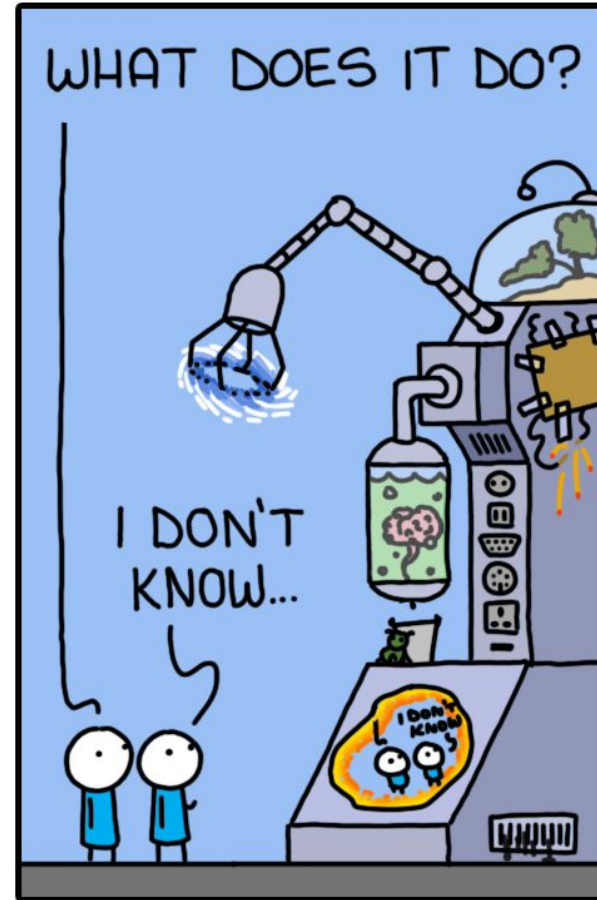
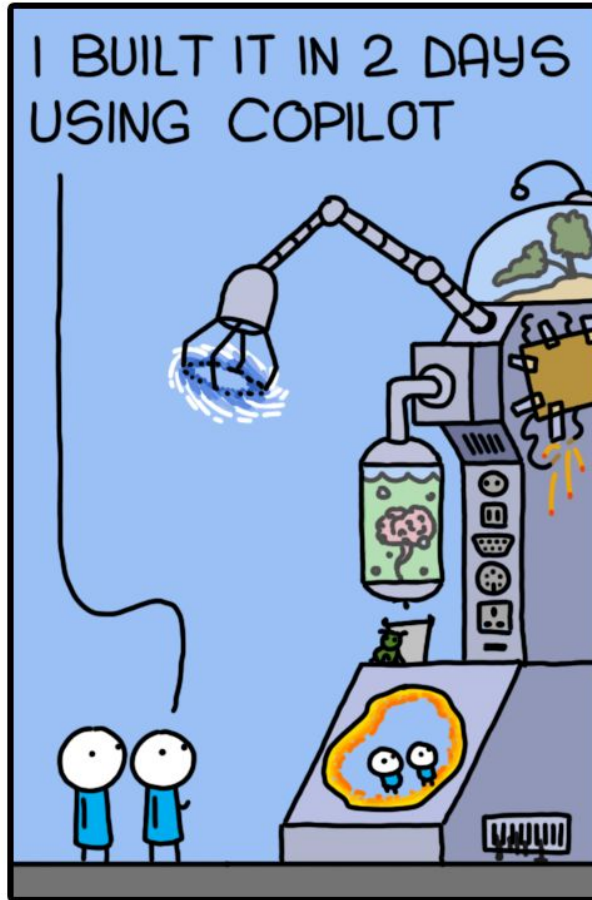
<https://docs.micropython.org/en/latest/rp2/quickref.html>

Support for

- HW Timers, GPIO, UART, PWM, ADC, SW SPI, HW SPI, SW I2C, HW I2C, I2S, RTC, WDT, OneWire, NeoPixel, APA106
- ... but probably not ...

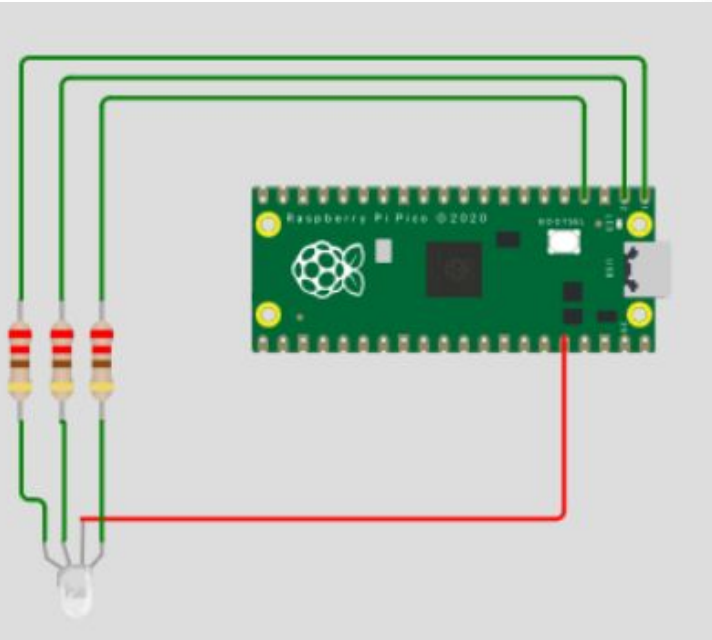
# AI ASSISTANT

MONKEYUSER.COM



monkeyuser.com

# Simple RGB blinky



Thonny - /Users/knud/Downloads/HackEDbetaPico01.py @ 12 : 40

```
HackEDbetaPico01.py
1 import rp2
2 import time
3
4 from machine import Pin
5
6 p0 = Pin(0, Pin.OUT)
7 p1 = Pin(1, Pin.OUT)
8 p2 = Pin(2, Pin.OUT)
9
10 while True :
11     p0.off() # pull low to turn on LED
12     p1.on()  # pull high to turn off LED
13     p2.on()  # pull high to turn off LED
14     time.sleep(0.25)
15     p0.on()  # pull high to turn off LED
16     p1.off() # pull low to turn on LED
17     p2.on()  # pull high to turn off LED
18     time.sleep(0.25)
19     p0.on()  # pull high to turn off LED
20     p1.on()  # pull high to turn off LED
21     p2.off() # pull low to turn on LED
22     time.sleep(0.25)
23
```

Shell

```
>>> %Run -c $EDITOR_CONTENT

MPY: soft reboot
```

MicroPython (RP2040) • Board in FS mode @ /dev/cu.usbmodem1324101

Live demo

# Getting started with the Pico - C/C++

The main reference is the RPi documentation

[https://www.raspberrypi.com/documentation/microcontrollers/c\\_sdk.html](https://www.raspberrypi.com/documentation/microcontrollers/c_sdk.html)

As per that page there are on Github an SDK and Examples repos

Will use Ubuntu 23.04 for the following, but instructions for Win and macOS are on the link above

(Could set up development on a Raspberry Pi, but we won't for HackEDxx)

# Follow the Getting Started

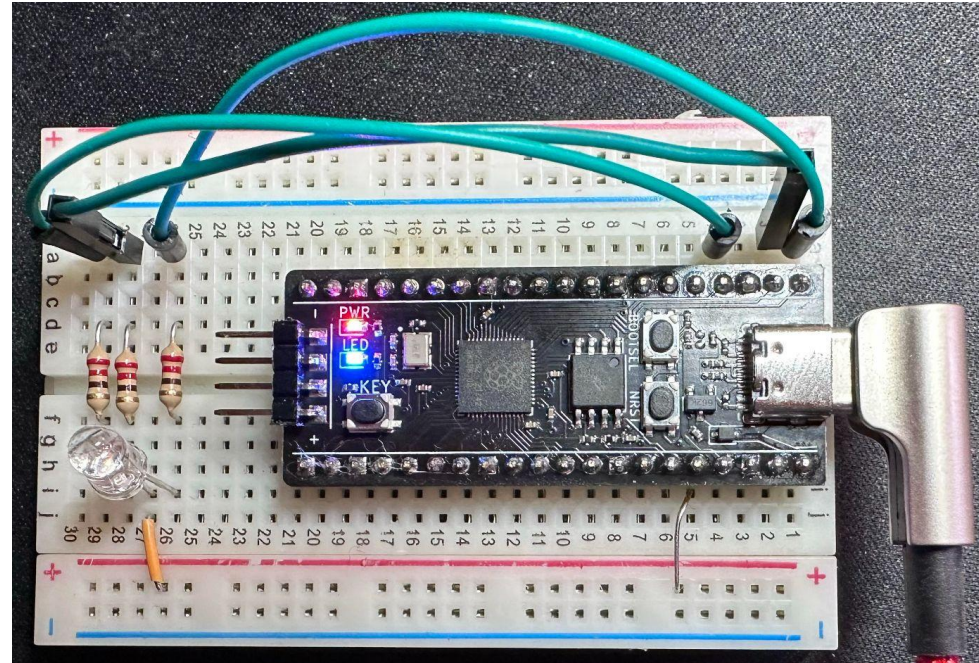
Follow the Getting Started Guide...

Do the “blink” example to be sure the tool chain is up and running.

For this example I use an RP2040 board from AliExpress.

Pressing BOOTSEL while plugging it in results in it looking like a storage device. Programming is drag’n’drop

Different Pico  
From Universal Solder



# Replicate previous MicroPython Example

The main steps to make a custom C/C++ application are

1. In pico-examples copy blink folder and contents

```
cd ~/Development/RPi/pico/pico-examples  
cp -dpR blink rgb_demo
```

2. Rename `blink.c` to `rgb_demo.c` and edit the `CMakeLists.txt` file replacing `blink` with `rgb_demo`



# Replicate previous MicroPython Example cont'd

3. In the `pico-examples` directory, edit the `CMakeLists.txt` file
  - a. Find where the `blinky` example is added
  - b. Replicate those lines and replace `blinky` with `rgb_demo`
4. Change directory in to the build directory and execute `cmake ..`
5. There should be a new directory named `rgb_demo`. Change directory into it and execute

```
make -j4
```

6. There should be a new executable named `rgb_demo`.
7. Put the Pico back into bootloader mode and drop the `rgb_demo.uf2` file on the drive – the old blink demo should work

Let's replace the rgb\_demo.c source with the equivalent of the python

```
#include "pico/stdlib.h"
#include "hardware/gpio.h"

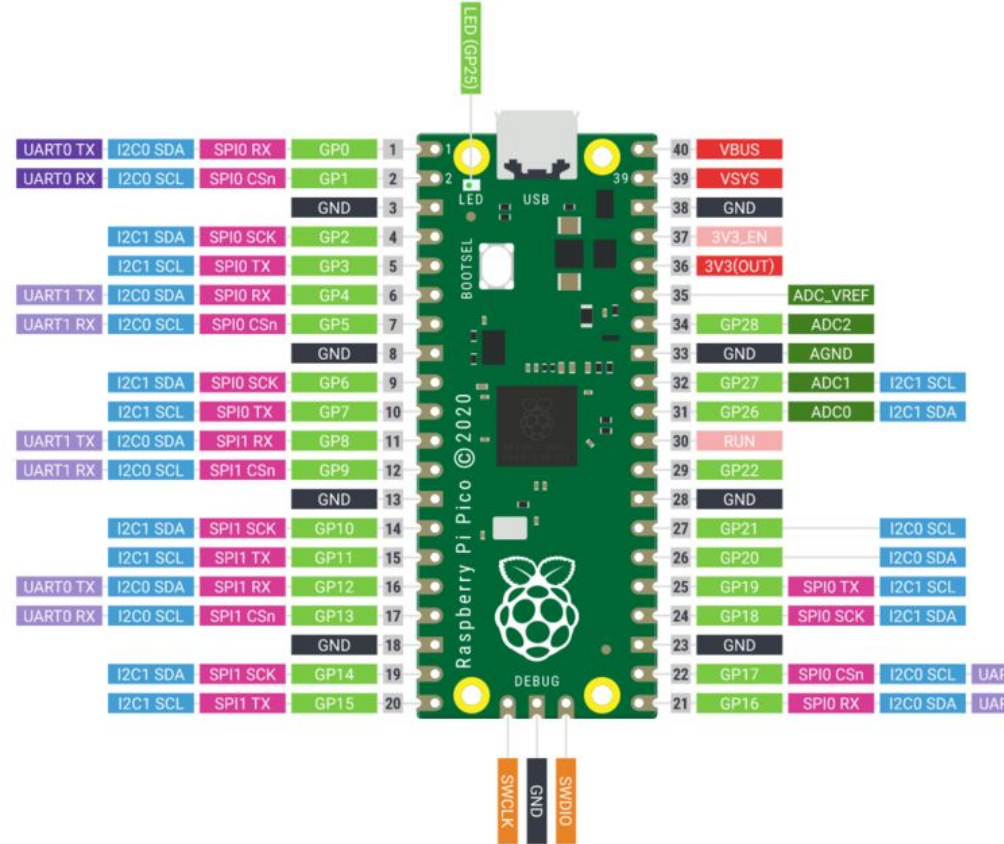
const uint8_t RGB_PIN1 = 0;
const uint8_t RGB_PIN2 = 1;
const uint8_t RGB_PIN3 = 2;

int main() {
    gpio_init(RGB_PIN1);
    gpio_set_dir(RGB_PIN1, GPIO_OUT);
    gpio_init(RGB_PIN2);
    gpio_set_dir(RGB_PIN2, GPIO_OUT);
    gpio_init(RGB_PIN3);
    gpio_set_dir(RGB_PIN3, GPIO_OUT);
    while (true) {
        gpio_put(RGB_PIN1, 0);
        gpio_put(RGB_PIN2, 1);
        gpio_put(RGB_PIN3, 1);
        sleep_ms(250);
        gpio_put(RGB_PIN1, 1);
        gpio_put(RGB_PIN2, 0);
        gpio_put(RGB_PIN3, 1);
        sleep_ms(250);
        gpio_put(RGB_PIN1, 1);
        gpio_put(RGB_PIN2, 1);
        gpio_put(RGB_PIN3, 0);
        sleep_ms(250);
    }
}
```

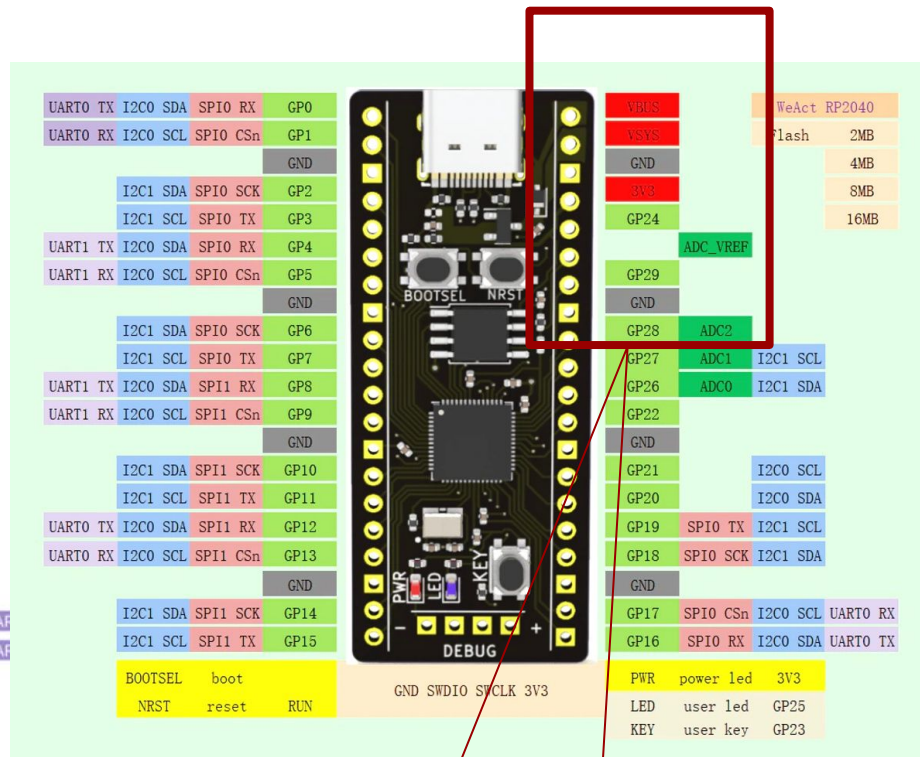


GOTCHA!



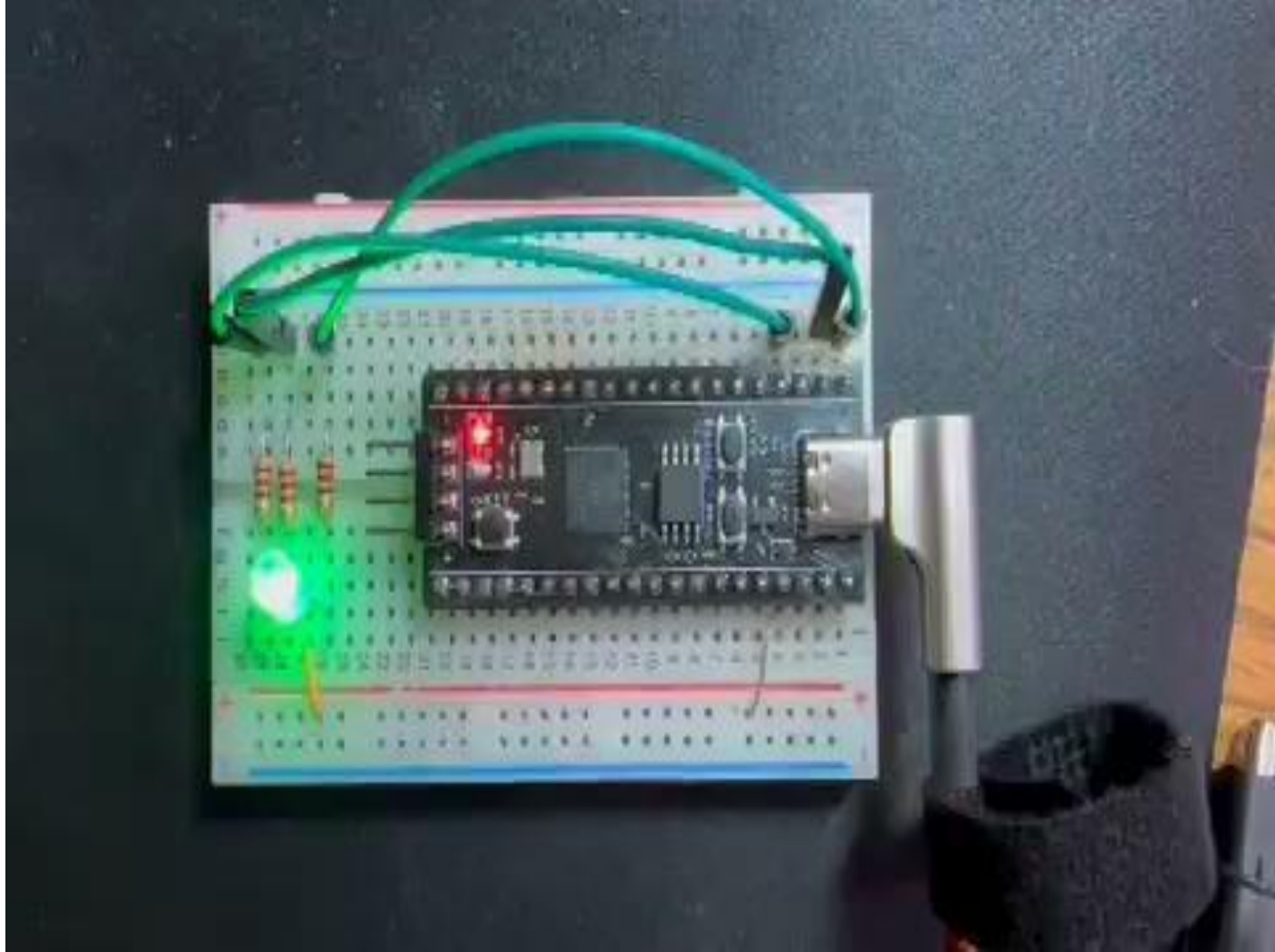


■ Power   
 ■ Ground   
 ■ UART / UART (default)   
 ■ GPIO, PIO, and PWM  
■ ADC   
■ SPI   
■ I2C   
■ System Control   
■ Debugging



**NOT THE SAME!**

Live demo



# What about Rust

Doable

However, we don't have time today to go through all the steps, it's involved!

<https://reltech.substack.com/p/getting-started-with-rust-on-a-raspberry>

Happy to help you if you need it for HackEDbeta

One more tool – Wokwi.com



Wokwi.com







Simulate IoT Projects in Your Browser

[Discord Community](#)

[LinkedIn Group](#)

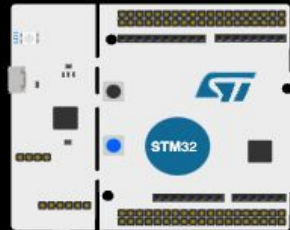
## Simulate with Wokwi Online



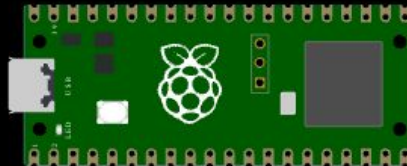
Arduino (Uno, Mega, Nano)



ESP32



STM32



Pi Pico

# What is Wokwi.com?

(from docs.wokwi.com)

Wokwi is an online Electronics simulator. You can use it to simulate Arduino, ESP32, STM32, and many other popular boards, parts and sensors.

Here are some quick examples of things you can make with Wokwi:

- Arduino Uno "Hello World"
- Blink an LED on ESP32
- Monitor the weather on ATtiny85
- Control 32 Servos with Arduino Mega
- Animate an LED Matrix with FastLED
- 7 Segment Counter with MicroPython on ESP32



...and Pico!

# Raspberry Pi Pico Simulator

A faster way to prototype Pi Pico projects

## Featured projects

```
#define RED 1
#define YELLOW 5
#define GREEN 9

void setup() {
  pinMode(RED, OUTPUT);
  pinMode(YELLOW, OUTPUT);
  pinMode(GREEN, OUTPUT);
}

void loop() {
  digitalWrite(GREEN, HIGH);
```



Traffic Light

```
// LCD1602 and Pi Pico

#include <LiquidCrystal>

LiquidCrystal lcd(12, 11, 10, 9, 8, 7);

void setup() {
  lcd.begin(16, 2);
  lcd.print("Hello World!");

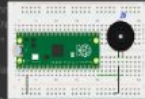
  lcd.setCursor(0, 1);
  lcd.print("> Pi Pico <");
```



LCD 1602

```
# Project objective: To test a passive buzzer to play an alarm sound.

#
# Hardware and components:
# - Passive buzzer GH
# - Passive buzzer =
#
# Programmer: Adriano
```



# If passive buzzer is used in a project, import it from picoberry from picoberry import Speaker from time import sleep

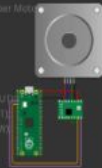
Speaker Buzzer

```
// Raspberry Pi Pico - Stepper Motor

#define DIR_PIN 2
#define STEP_PIN 3

void setup() {
  pinMode(DIR_PIN, OUTPUT);
  pinMode(STEP_PIN, OUTPUT);
  digitalWrite(DIR_PIN, LOW);
}

void loop() {
```




Stepper Motor

```
/**
Mini piano for the Raspberry Pi Pico.

You can control the notes of the piano by pressing the buttons on the board.
After starting the simulation, click on the button in the diagram to focus it.
Then press any key between 1 and 8. If 1 is the lowest note, 8 is the highest.

Copyright (C) 2021, released under the MIT License.
*/

#include "getPines.h"
```

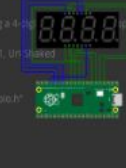


Mini Piano

```
/**
* Pi Pico PIO driving a 4-digit 7-segment display example.
*
* Copyright (C) 2021, Unshielded
*/

#include "segment_pio.h"

uint8_t digits[] = {
  0b11000000, // 0
  0b11110001, // 1
  0b10010010, // 2
```

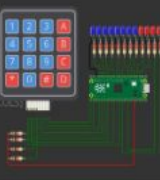


7 Segment Counter

```
#include <Keypad>

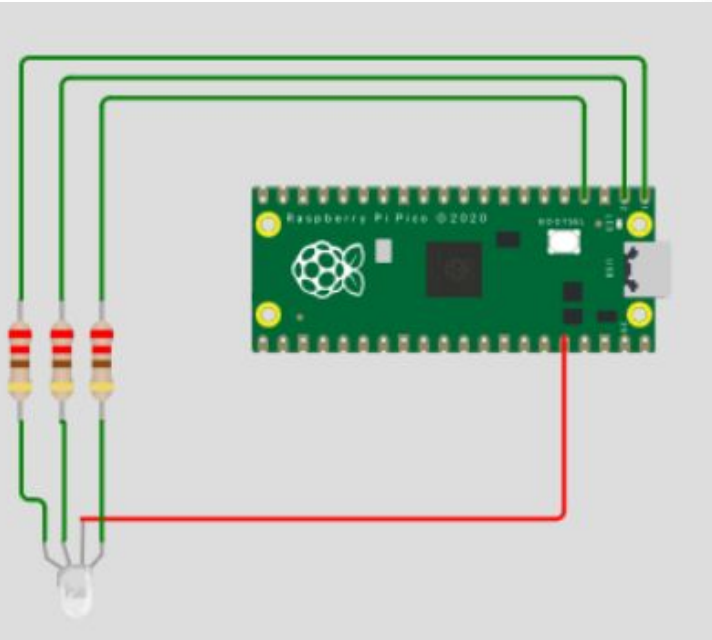
const uint8_t LED0 = 1;
const uint8_t LED1 = 2;
const uint8_t LED2 = 3;

char keys[ROWS][COLS] = {
  {'1', '2', '3', 'A'},
  {'4', '5', '6', 'B'},
  {'7', '8', '9', 'C'},
  {'*', '0', '-', '/'}
```



KeyPad and LEDs

# Simple RGB blinky



Thonny - /Users/knud/Downloads/HackEDbetaPico01.py @ 12 : 40

```
HackEDbetaPico01.py
1 import rp2
2 import time
3
4 from machine import Pin
5
6 p0 = Pin(0, Pin.OUT)
7 p1 = Pin(1, Pin.OUT)
8 p2 = Pin(2, Pin.OUT)
9
10 while True :
11     p0.off() # pull low to turn on LED
12     p1.on()  # pull high to turn off LED
13     p2.on()  # pull high to turn off LED
14     time.sleep(0.25)
15     p0.on()  # pull high to turn off LED
16     p1.off() # pull low to turn on LED
17     p2.on()  # pull high to turn off LED
18     time.sleep(0.25)
19     p0.on()  # pull high to turn off LED
20     p1.on()  # pull high to turn off LED
21     p2.off() # pull low to turn on LED
22     time.sleep(0.25)
23
```

Shell

```
>>> %Run -c $EDITOR_CONTENT

MPY: soft reboot
```

MicroPython (RP2040) • Board in FS mode @ /dev/cu.usbmodem1324101

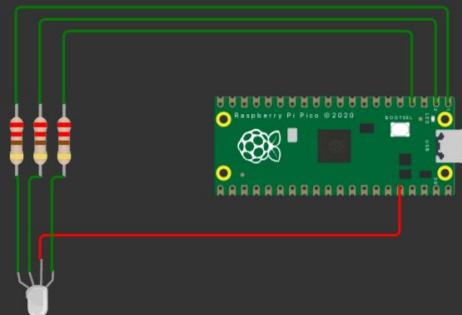
# Wokwi Version

Wokwi interface showing a Python script for controlling an LED using a Raspberry Pi Pico.

**main.py**

```
1 import rp2
2 import time
3
4 from machine import Pin
5
6 p0 = Pin(0, Pin.OUT)
7 p1 = Pin(1, Pin.OUT)
8 p2 = Pin(2, Pin.OUT)
9
10 while True :
11     p0.off() # pull low to turn on LED
12     p1.on()  # pull high to turn off LED
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22     time.sleep(0.25)
23
```

**Simulation**



# Trivia

*...with wee prizes...*

# Trivia

Who created the first artificial neural network  
and when?

- Warren McCulloch and Walter Pitts
- 1943
- Perceptron
- Modelled using electrical circuits

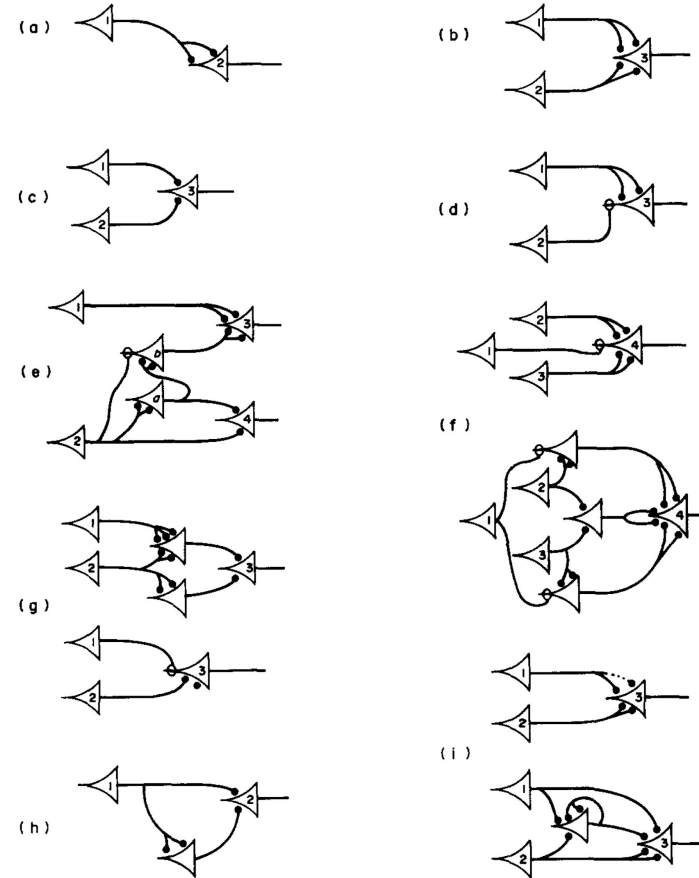


Figure 1. The neuron  $c_i$  is always marked with the numeral  $i$  upon the body of the cell, and the corresponding action is denoted by “ $N$ ” with  $i$ ’s subscript, as in the text:



# Trivia

What is an equivalent to the U of A's main frame computer from the 80s?

# Amdahl 470 v/6

Date Introduced : 1975

Dimensions overall: 63" x 70" x 26"

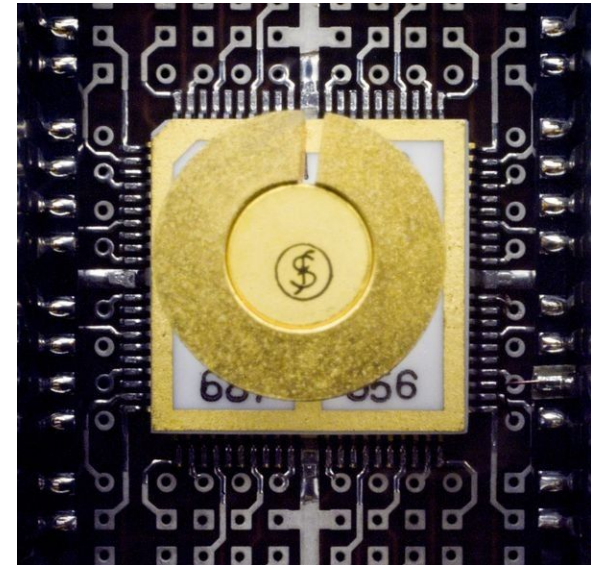
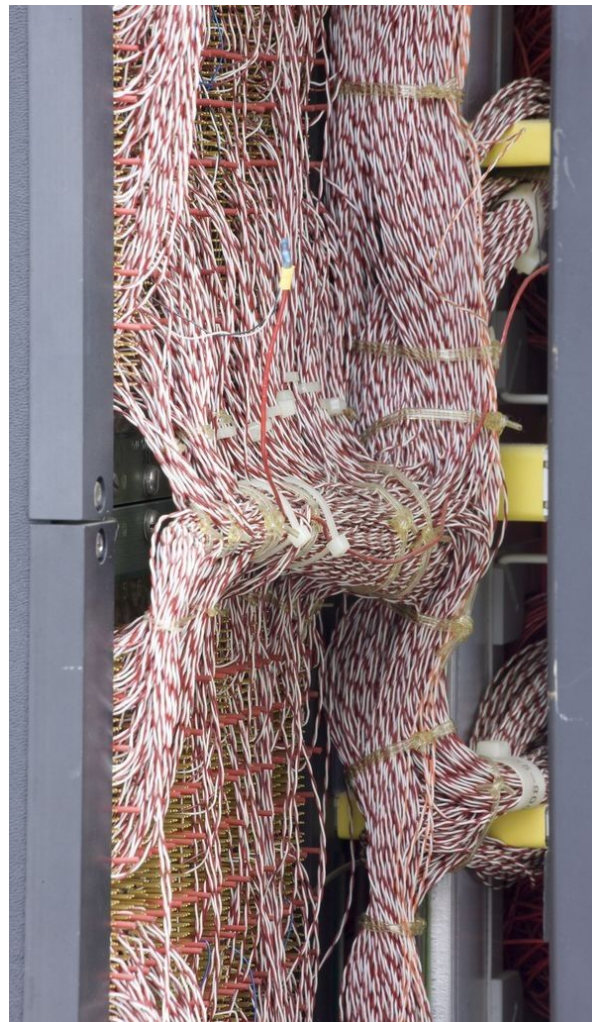
Keywords : Clones; Plug compat; IBM

Speed : 3.5 MIPS

Memory Size : up to 8MB

Memory Width : 32-bit

Cost : \$3,750,000 (2020 \$17,981,250)



# Arduino

Date Introduced : 2010

Dimensions overall: 2.7" x 2.1" x 0.6"

Speed : 8 - 11 MIPS

Memory Size : 32k FLASH 2k SRAM

Cost : ~\$20

Cost to make : < \$5



# Trivia

What are the most loved and hated languages  
in the 2022 Dice survey

---

# Most loved

Rust 86.83%

Elixir 75.46%

Clojure 75.23%

TypeScript 73.46%

Julia 72.51%

Python 67.34%

## Most Loved and Hated Programming Languages

Loved Hated

Rust

86.73%

13.27%

Elixir

75.46%

24.54%

Clojure

75.23%

24.77%

TypeScript

73.46%

26.54%

Julia

72.51%

27.49%

Python

67.34%

32.66%

Delphi

65.51%

34.49%

Go

64.58%

35.42%

SQL

64.25%

35.75%

C#

63.39%

36.61%

Kotlin

63.29%

36.71%

Swift

62.88%

37.12%

Dart

62.16%

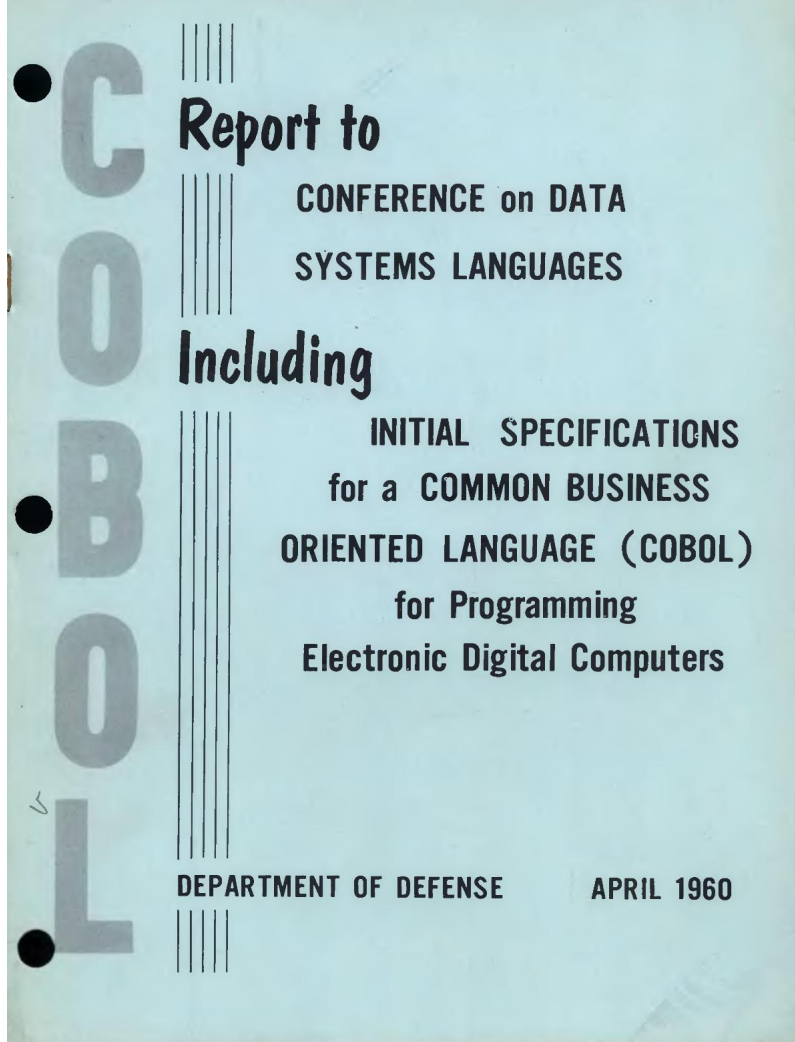
37.84%

# Most hated

VBA (78.56 percent).

COBOL (hated by 79.96 percent of developers)

MATLAB (80.84 percent), and



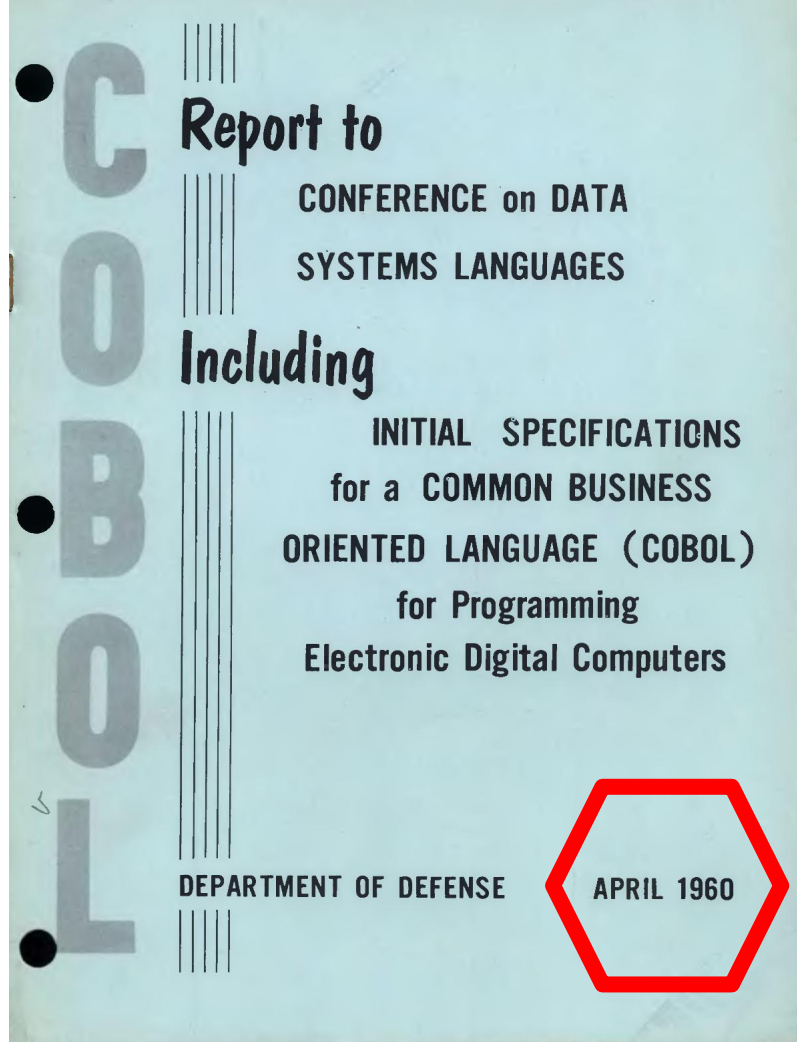


# Most hated

VBA (78.56 percent).

COBOL (hated by 79.96 percent of developers)

MATLAB (80.84 percent), and



**STACK OVERFLOW**

**YOU ARE BY FAR THE WORST  
PROGRAMMING LANGUAGE I HAVE EVER HEARD OF  
VISUAL BASIC**



**BUT YOU HAVE HEARD OF ME**