# **BIP in Embedded Systems**

USB devices on embedded Systems

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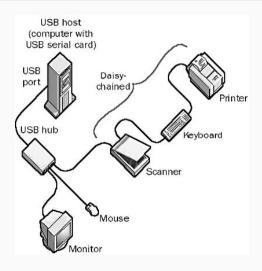
École d'ingénieurs de la HELHa



# **USB** on embedded devices

Part 1: Understand USB in a few slides?

## **Universal Serial Bus**



One HOST device connected to several USB devices!

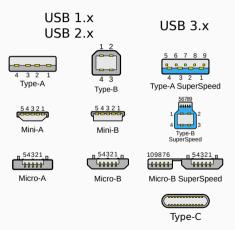
## **Versions**

The USB protocol was created in 1996. Since then it evolved quite a bit:

- USB 1.1 Low-Speed (LS): 1.5 Mbps
- USB 1.1 Full-Speed (FS): 12 Mbps
- USB 2.0 High-Speed (HS): 480 Mbps
- USB 3.0, 3.1, 3.2 SuperSpeed (SS): 5 Gbps, 10 Gbps, 20 Gbps
- USB4: 20Gbps, up to 120 Gbps (!)

# Physical layer properties

## USB Type-A Type-B or Type-C? Only describes the physical connector!



- USB 1.x: one differential pair
- USB 2.x: one differential pair
- USB 3.x and USB4: 2 or 4 differential pairs!

## **Type-C connector**

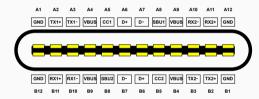


Fig. 1: https://upload.wikimedia.org/wikipedia/commons/0/07/USB\_Type-C\_Receptacle\_Pinout.svg

Slowly replacing all USB connectors. It has the advantage of being compatible with older USB versions (thanks to a legacy differential pair) while still allowing more modern USB 3.x and USB4 to operate.

# Data Link layer

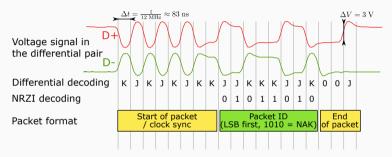


Fig. 2: https://upload.wikimedia.org/wikipedia/commons/e/e0/USB\_signal\_example.svg

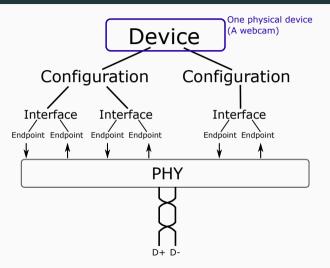
## **Universal?**

The goal of the Universal Serial Bus is to be universal!

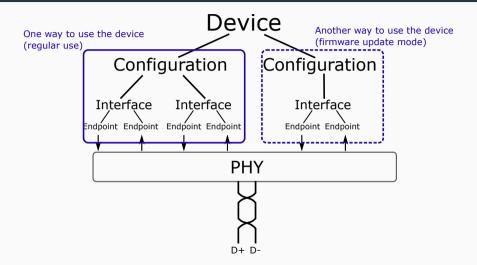
A USB device could be **anything**, so the USB protocol uses a **hierarchical** device structure and **descriptors** to help the host use the devices.

At startup, the host asks the device for information about it. They are given in the form of **descriptors**.

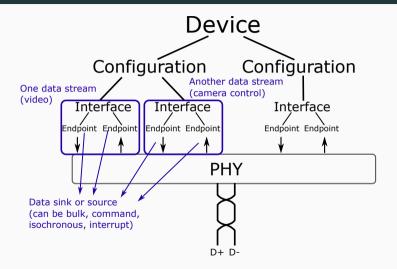
## **USB** device description



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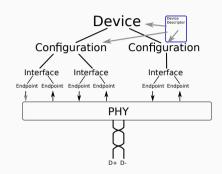


Enumeration is the process where the host detects a device and gather information about it. It helps the host loading a proper driver in order to use the device correctly. Enumeration steps are:

- Device presence and speed detection
- Get Device descriptor
- Get Configuration descriptor
- Get Interface descriptors

#### Enumeration steps are:

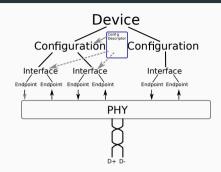
- Device presence and speed detection
- Get Device descriptor
- Get Configuration descriptor
- Get Interface descriptors



**Device descriptor**: includes information about the device, and the number of configurations for this device.

#### Enumeration steps are:

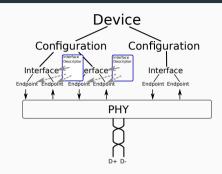
- Device presence and speed detection
- Get Device descriptor
- Get Configuration descriptor
- Get Interface descriptors



**Configuration descriptor**: A device can be in only one configuration at any time. It also gives the number of interfaces for this configuration.

## Enumeration steps are:

- Device presence and speed detection
- Get Device descriptor
- Get Configuration descriptor
- Get Interface descriptors



Interface descriptor: all the interfaces for a configuration are active at the same time. Endpoint descriptor: they are the data sinks or sources used between the host and the device.



Device	Descriptor:	
0×12	bLength	
0×01	bDescriptorType	
0×0200	bcdUSB	
0×00	bDeviceClass	
0×00	bDeviceSubClass	
0×00	bDeviceProtocol	
80×0	bMaxPacketSize0	(8 bytes)
0×046D	idVendor	
0×C051	idProduct	
0×3000	bcdDevice	
0×01	iManufacturer	"Logitech"
0×02	iProduct	"USB-PS/2_Optical_Mouse"
0×00	iSerialNumber	
0×01	bNumConfigurati	ons



## Configuration Descriptor:

 $0 \times 09$ bLength  $0 \times 02$ bDescriptorType wTotalLength (34 bytes)  $0 \times 0022$  $0 \times 01$ bNumInterfaces  $0 \times 0.1$ bConfigurationValue  $0 \times 0$ iConfiguration  $0 \times A0$ **bmAttributes** (Bus-powered Device, Remote-Wakeup) bMaxPower (98 mA) $0 \times 31$ 



## Interface Descriptor:

0×09	bLength	
$0 \times 04$	bDescriptorType	
0×00	bInterfaceNumber	
0×00	bAlternateSetting	
$0 \times 01$	bNumEndPoints	
0×03	bInterfaceClass	
(Human	Interface Device Class)	
$0 \times 01$	${\sf bInterfaceSubClass}$	
0×02	bInterfaceProtocol	
$0\times00$	ilnterface	



#### Endpoint Descriptor:

bLength

 $0 \times 07$ 

 $0 \times 05$ bDescriptorType bEndpointAddress (IN endpoint 1) 0×81  $0 \times 0.3$ bmAttributes

(Transfer: Interrupt / Synch: None / Usage: Data)  $0 \times 0008$  wMaxPacketSize (1 x 8 bytes) 0x0A bInterval (10 frames)

Once enumeration is done, the host has enough information to configure the device and load the correct driver...

But what about the end utility of the device? How to use a specific type of device?



## Interface Descriptor:

...

0x03 bInterfaceClass (Human Interface Device Class)

...

## Classes

Multiple classes of device possible, including:

- CDC: Communication Device Class: Serial to USB device, Ethernet adapter, ...
- HID: Human Interface Device: mouse, keyboard, joystick, ...
- PTP/MTP: picture transfer, webcam, ...
- MSC/UMS: mass storage devices (USB storage key, ...)

And many more...

They regroup devices that offers the same function, to offer the possibility of a **generic driver** handling them in the host!

# **Class-specific descriptors**

Once again, descriptors are used to give information about the device functionality to the host:

- HID class descriptor: its added to the regular interface descriptor
- HID Report Descriptor: it gives information of the report format given by the device to the host

The report contains the actual data sent to the host! For instance, the button clicked on a mouse, the relative movement of the mouse or a keystroke on a keyboard!



05 01 09 02 a1 01 09 01 a1 00 05 09 19 01 29 08 15 00 25 01 95 08 75 01 81 02 95 00 81 03 06 00 ff 09 40 95 02 75 08 15 81 25 7f 81 02 05 01 09 38 15 81 25 7f 75 08 95 01 81 06 09 30 09 31 16 01 80 26 ff 7f 75 10 95 02 81 06 00 00 00



```
0 \times 05 . 0 \times 01 .
                       // Usage Page (Generic Desktop Ctrls)
0 \times 09 . 0 \times 02 .
                       // Usage (Mouse)
0×A1, 0×01,
                       // Collection (Application)
0 \times 09 = 0 \times 01
                      // Usage (Pointer)
0×A1. 0×00.
                      // Collection (Physical)
0 \times 05 , 0 \times 09 ,
                      // Usage Page (Button)
0 \times 19 , 0 \times 01 ,
                      //
                              Usage Minimum (0x01)
0×29 . 0×08 .
                              Usage Maximum (0x08)
                      //
0×15, 0×00.
                              Logical Minimum (0)
                       //
0×25 . 0×01 .
                       //
                              Logical Maximum (1)
0 \times 95 . 0 \times 08 .
                       //
                               Report Count (8)
0 \times 75 . 0 \times 01 .
                      //
                               Report Size (1)
0×81 . 0×02 .
                      //
                               Input (Data, Var, Abs, No Wrap, Linear, Preferred State, N
0 \times 95 . 0 \times 00 .
                      //
                               Report Count (0)
0×81 . 0×03 .
                      //
                               Input (Const, Var, Abs, No Wrap, Linear, Preferred State,
```



```
0x06, 0x00, 0xFF, // Usage Page (Vendor Defined 0xFF00)
0x09, 0x40, // Usage (0x40)
0x95, 0x02, // Report Count (2)
0x75, 0x08, // Report Size (8)
0x15, 0x81, // Logical Minimum (-127)
0x25, 0x7F, // Logical Maximum (127)
0x81, 0x02, // Input (Data, Var, Abs, No Wrap, Linear, Preferred State, N
```



```
0 \times 05 . 0 \times 01 .
                  //
                        Usage Page (Generic Desktop Ctrls)
0×09 . 0×38 .
                  //
                        Usage (Wheel)
0×15, 0×81,
                        Logical Minimum (-127)
                  //
0×25, 0×7F, //
                        Logical Maximum (127)
0×75, 0×08, //
                        Report Size (8)
0×95 . 0×01 .
                  11
                        Report Count (1)
0×81 , 0×06 ,
                         Input (Data, Var, Rel, No Wrap, Linear, Preferred State, N
0×09 . 0×30 .
                  //
                        Usage (X)
0×09 . 0×31 .
                  //
                        Usage (Y)
0×16 . 0×01 . 0×80 . //
                        Logical Minimum (-32767)
0×26 . 0×FF . 0×7F . //
                       Logical Maximum (32767)
0 \times 75 , 0 \times 10 ,
                  // Report Size (16)
0x95, 0x02, // Report Count (2)
0x81, 0x06, // Input (Data, Var, Rel, No Wrap, Linear, Preferred State, N
0 \times C0
                       End Collection
0×C0.
                  // End Collection
// 77 bytes
```

# **USB Enumeration Example - HID Report**



Buttons X move
0x01FC 0200FC FF 02 00
Wheel Y move

# A few USB Host options



**Fig. 3:** Nucleo F446RE Thomas Herpoel (École d'ingénieurs de la HELHa)



Fig. 4: Nucleo F446ZE

# A few USB Host options

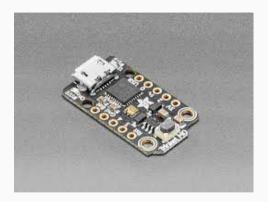


Fig. 5: Adafruit Trinket m0



Fig. 6: ESP32 module - Emulated USB Host

# A few USB Host options

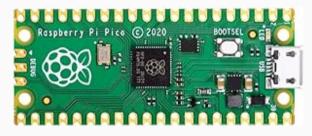
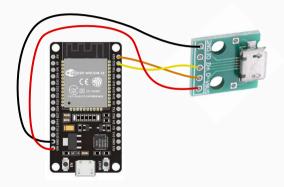


Fig. 7: Raspberry Pi pico - Native and emulated (with PIOs)

## **Demo time**



#### Resources

```
The (online) bible on the USB protocol:
https://www.beyondlogic.org/usbnutshell/usb1.shtml
French translation:
http://www.abcelectronique.com/acquier/usb1 fr.htm
More french information:
http://www.rennes.supelec.fr/ren/fi/elec/docs/usb/hid.html
STM32 USB Training:
https://www.st.com/content/st_com/en/support/learning/
stm32-education/stm32-moocs/STM32-USB-training.html
```

#### Resources

```
HID official documentation:
https://www.usb.org/sites/default/files/documents/hid1 11.pdf
To create HID descriptors:
https://www.usb.org/document-library/hid-descriptor-tool
To parse USB descriptors:
https://eleccelerator.com/usbdescregparser/
Tool to investigate descriptors of a USB device:
```

https://www.thesycon.de/eng/usb descriptordumper.shtml