# Beginner workshop

https://embedded-trainings.ferrous-systems.com/

#### Please do the setup steps

- if you haven't already
  - <u>https://embedded-trainings.ferrous-systems.com/preparations.html</u>
  - <u>https://embedded-trainings.ferrous-systems.com/tooling-check.html</u>
- starter code and slides are here
  - <u>https://github.com/ferrous-systems/embedded-trainings-2020</u>

#### Agenda

- no\_std programs
- Embedded Rust tooling
- Using a Hardware Abstraction Layer
- Using the Radio on the nRF52840 to solve a puzzle

### The hardware

- nRF52840 Development Kit
  - USB port J2: J-Link debugger
  - Connect a cable to it



- nRF52840 Dongle
  - No on-board debugger



#### nRF52840

- ARM Cortex-M4F processor
- 1 MB of Flash
- 256 KB of RAM
- USBD: USB 2.0 Full-Speed device
- RADIO: IEEE 802.15.4 and Bluetooth Low Energy compatible



#### Parts of a no\_std program

Training Materials: section 3.1

D:beginner/apps

:src/bin/hello.rs

- #![no\_std]: std API is not available but core is
- #![no\_main]: custom entry point
- divergent main function

#### Cross compiling

Training Materials: section 3.2

D:beginner/apps

src/bin/hello.rs

- cargo build - bin hello
- Compilation target defined in .cargo/config.toml
- Output ELF is in target/thumbv7em-none-eabihf/debug

#### Analysis: Binary size

Training Materials: section 3.3

D:beginner/apps

:src/bin/hello.rs

- Strip ELF metadata to get program size on target, not ELF file size
- cargo size --bin hello -- -A
  - First+second column is size in Flash
  - Second+third column is static RAM usage

#### Running a program

Training Materials: section 3.4

D:beginner/apps

:src/bin/hello.rs

- probe run : Custom Cargo runner (set in config.toml)
- Click "Run" button in VS code
   OR run cargo run bin hello if not using VS Code)
- On asm::bkpt():Cargo runner prints stack backtrace and exits
- **V** Try changing the log statement and re-running the program

#### Panicking behavior

Training Materials: section 3.5

beginner/apps

isrc/bin/panic.rs

- No default behavior in no\_std programs
- Must pick one
  - Use a panic handler crate like panic log
  - Or write a #[panic\_handler] function
- **V** try changing panic\_log's #[panic\_handler] function

#### Hardware Abstraction Layer (HAL) - LED

Training Materials: section 3.6

D:beginner/apps
D:src/bin/led.rs

- Get HAL API documentation with cargo doc -p dk open
- Do Led.on() and Led.off() control the LEDs
- **v** try turning on/off different LEDs
- try uncommenting the set\_log\_level statement
- Ouse "leds > Go to Definition" to explore HAL internals

#### HAL - Timer

Training Materials: section 3.7

D:beginner/apps
R:src/bin/blinky.rs

- Timer.wait can be used to create delays
- try changing the delay value
- explore the timer.wait() implementation in boards/dk/src/lib.rs

# Using the Dongle

Training Materials: section 3.8
D:boards/dongle



- **V** Disconnect the DK board for now
- Press reset button on the Dongle to put it in bootloader mode
- The Dongle will pulsate its red LED in bootloader mode
- \$ cd boards/dongle
  \$ nrfdfu loopback
  \$ cargo xtask serial-term to display the Dongle's logs
- **Check for interference; use** change channel if there is

#### Radio out

Training Materials: section 3.9
D: beginner/apps
S: src/bin/radio-send.rs

- **v** reconnect the Development Kit & run radio send.rs
- Check serial term for new output
- LQI: Link Quality Indicator. Higher = better
- **T**ry:
  - Using a different Channel
  - Changing the TX power
  - Increasing the distance between the DK and the dongle

#### Radio in

Training Materials: section 3.10

D:beginner/apps
D:src/bin/radio-recv.rs

- The Dongle responds to each incoming packet
- The response contains the received data but reversed
- **V** Try: inserting a delay between send and recv\_timeout

#### Reflashing the Dongle



Training Materials: section 3.11

- Press the reset button on the Dongle to put it in bootloader mode
- \$ cd boards/dongle
  - \$ nrfdfu puzzle
  - \$ cargo xtask serial-term
- Check: serial term output should have "app=puzzle"
- oo note that the channel has changed

#### Radio puzzle

Training Materials: section 3.11

D:beginner/apps

- src/bin/radio-puzzle.rs
- Dongle holds a string encrypted via single-letter substitution
- Your task is to decrypt it
- Dongle's response depends on packet size
  - 0 bytes: answers with encrypted string
  - 1 byte: mapping from plaintext letter to the ciphertext letter
  - Else: answers with "correct" if the packet contained the decrypted string



### Radio puzzle help

Training Materials: section 3.12

#### • Suggested steps:

- 1. Send a 1 letter packet and print response to get a feel for how the mapping works
- 2. Get familiar with heapless::LinearMap. Do some insertions and look ups
- 3. Get mappings from the radio and insert them into the dictionary
- 4. Get familiar with the heapless::Vec API to store deciphered chars in it
- 5. Retrieve the ciphertext from the Dongle; get familiar with iterating it
- 6. Do the reverse mapping to decrypt the message
- 7. Send plaintext to the Dongle for confirmation

You can follow incremental solutions to these steps in src/bin

## Things for you to check out

Training Materials: section 3.13

- 802.15.4 experiments: energy detection, collision avoidance and WiFi coexistence
  - See section 3.14 of the workbook for details
- Memory safe interrupt handling
  - Check the concurrency chapter of the embedded Rust book
  - Check the Real-Time Interrupt-driven Concurrency (RTIC) framework