

+ 23

# Building Effective Embedded Systems:

## Architectural Best Practices

GILI KAMMA



20  
23



October 01 - 06

HELLO!

# I am Gili Kamma

I love technology & people

20 years of experience

R&D manager @Blitz motors



## Things I've done:

- ▣ Board design
- ▣ Drivers and boot loaders - C
- ▣ Multi threaded applications - C++
- ▣ Backend – C# and Python

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Today's spotlight:  
Exploring best practices in embedded  
systems, with a focus on operating  
systems

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Exploring best practices in embedded systems, with a focus on operating systems

Today's take away:

Practical tips for building better software, applicable not only to embedded systems but also to software in general

Every rule presented here comes  
with an exception

Software isn't black and white

The code snippets in this presentation  
are for illustration



- Operating Systems
- Threads
- Layer Separation
- Network Problems
- External Interfaces
- Simulators
- Logs
- Monitoring

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# Operating Systems To Be or Not To Be

## Hard/Soft Real Time Requirements

### **Hard Real Time**

- ❖ Timing constraints are extremely strict

### **Soft Real Time**

- ❖ Flexible Timing (5-10 milliseconds)

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## Hard/Soft Real Time Requirements

### Hard Real Time

- ❖ Timing constraints are extremely strict
- ❖ A guaranteed response time
- ❖ Microseconds

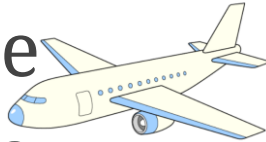
### Soft Real Time

- ❖ Flexible Timing (5-10 milliseconds)
- ❖ ! A guaranteed response time
- ❖ Milliseconds

## Hard/Soft Real Time Requirements

### Hard Real Time

- ❖ Timing constraints are extremely strict
- ❖ A guaranteed response time
- ❖ Microseconds
- ❖ Flight control system



### Soft Real Time

- ❖ Flexible Timing (5-10 milliseconds)
- ❖ ! A guaranteed response time
- ❖ Milliseconds
- ❖ Home automation



What level of time precision does our system require?



# What level of time precision does our system require?

- 10 Microseconds?

# What level of time precision does our system require?

- ☐ 10 Microseconds?
- ☐ 10 Milliseconds?

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- ☐ 100 Milliseconds?

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- ☐ 10 Microseconds?
- ☐ 10 Milliseconds?
- ☐ 100 Milliseconds?



Less then 5 milliseconds – Don't use an operating system\*

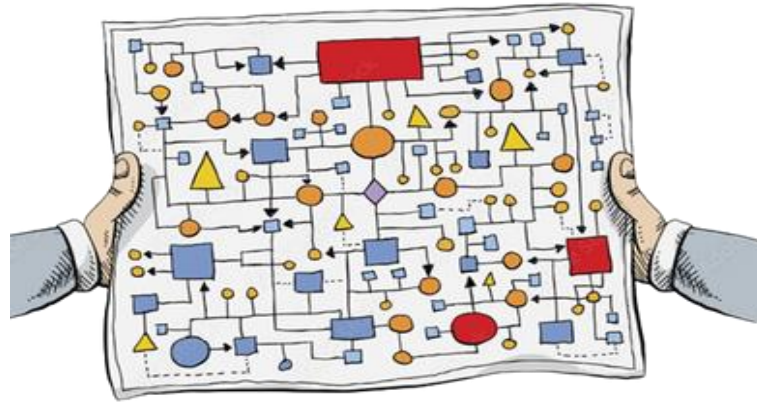
\*not impossible but challenging

# How complicated our software is going to be?

# How complicated our software is going to be?



The more interfaces and processes we have,  
we would like to have an operating system



	<b>Soft Real Time</b>	<b>Hard Real Time</b>
<b>Simple System</b>		
<b>Complicated System</b>		

	<b>Soft Real Time</b>	<b>Hard Real Time</b>
<b>Simple System</b>		None
<b>Complicated System</b>		



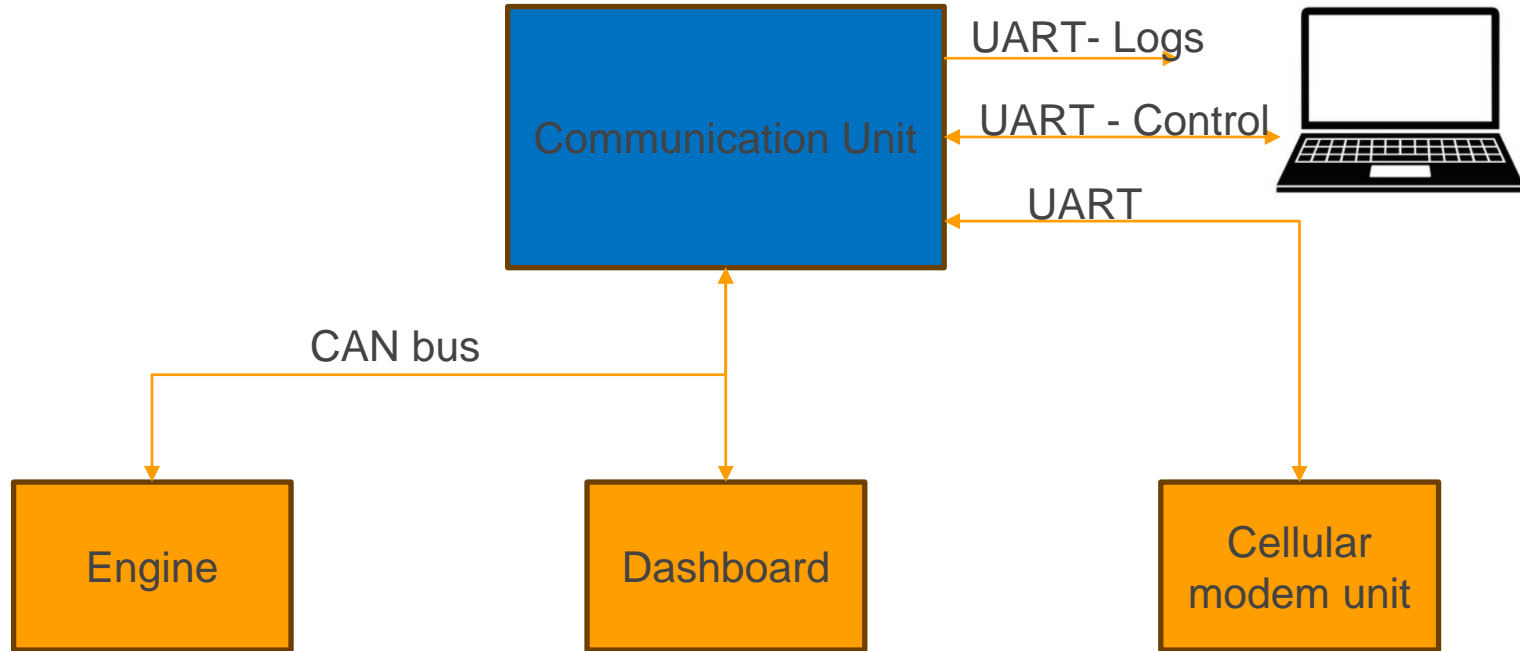
	Soft Real Time	Hard Real Time
Simple System		None
Complicated System	Operating system	

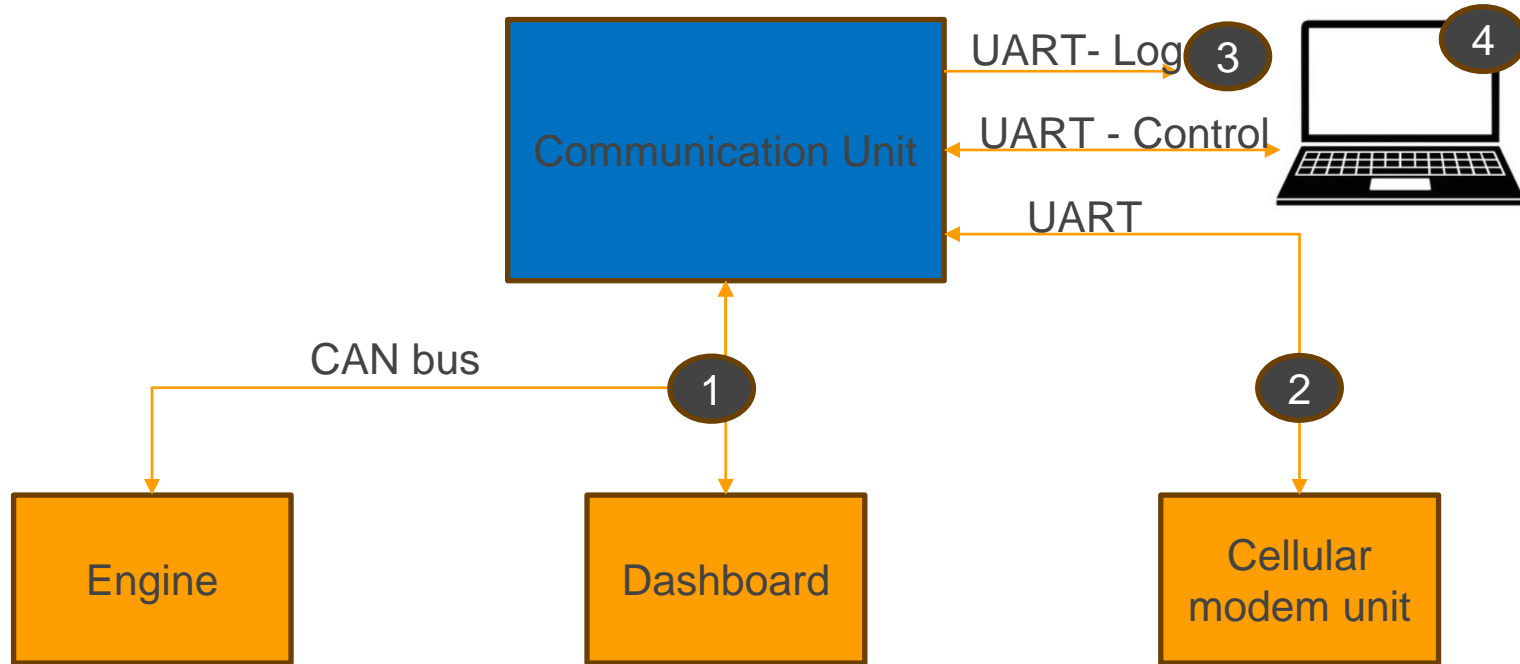
	<b>Soft Real Time</b>	<b>Hard Real Time</b>
<b>Simple System</b>	Don't care	None
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	<b>Soft Real Time</b>	<b>Hard Real Time</b>
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<b>Complicated System</b>	Operating system	?

	<b>Soft Real Time</b>	<b>Hard Real Time</b>
<b>Simple System</b>	Don't care	None
<b>Complicated System</b>	Operating system	FPGA/Chip + CPU with operating system

Let's review a system  
and decide if an operating system  
is needed





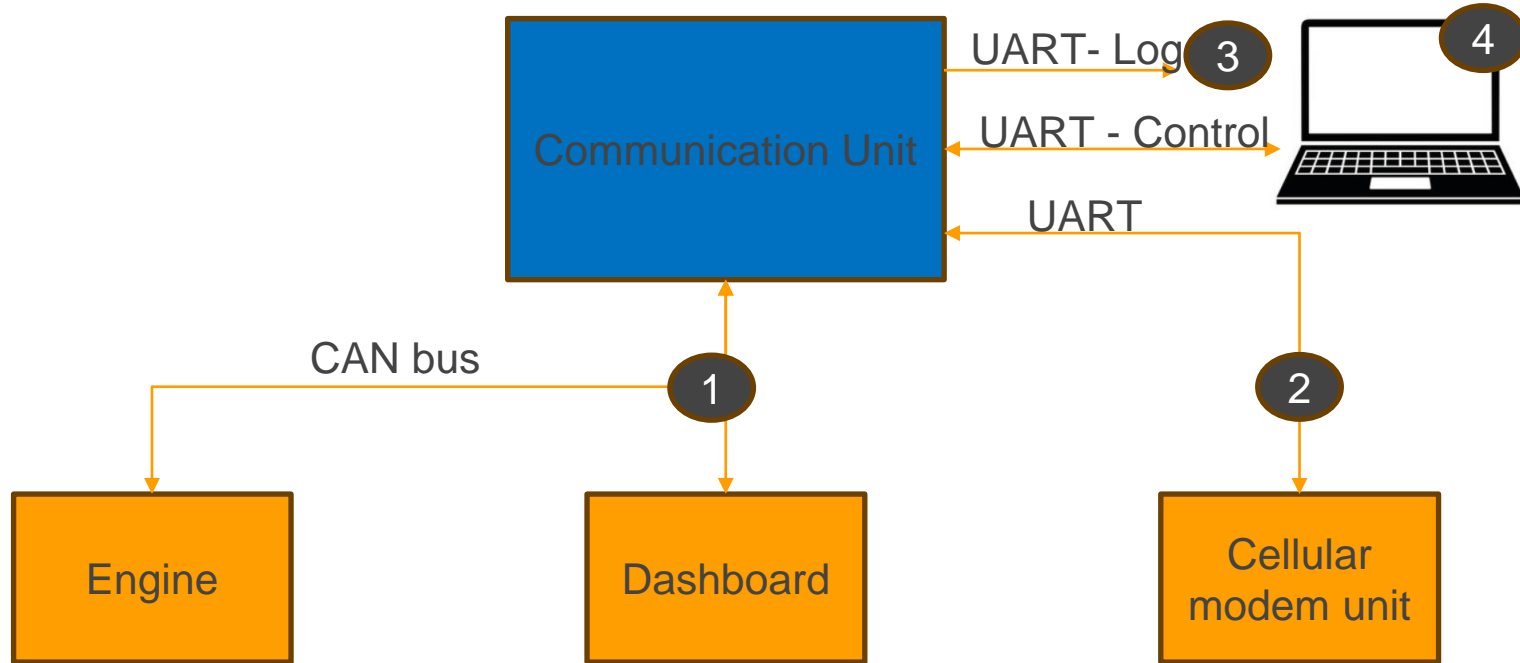
4 interfaces → complicated

What level of time precision does the system require?



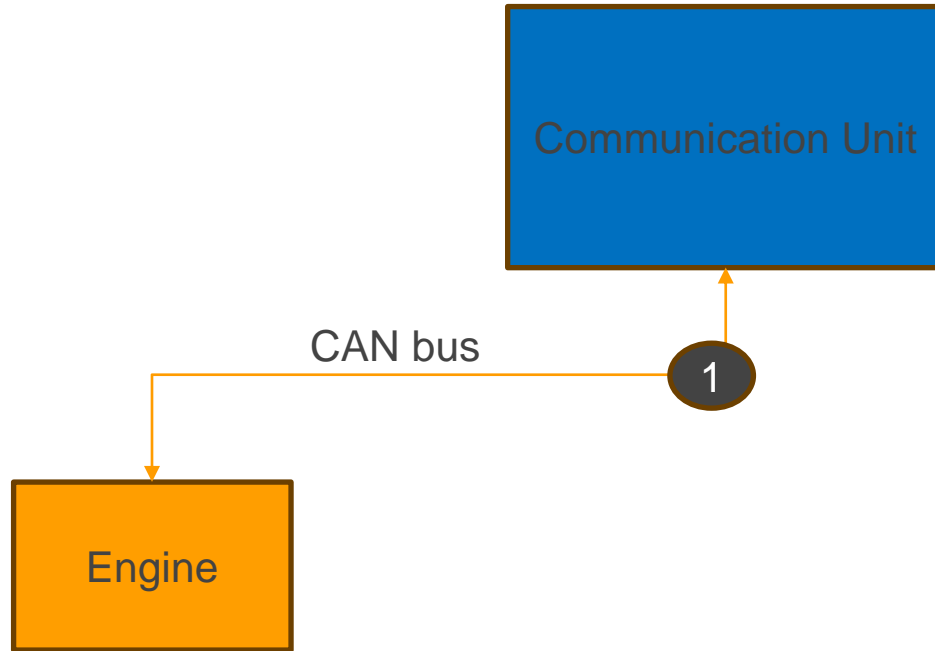
What level of time precision does  
the system require?

~100 milliseconds



operating system



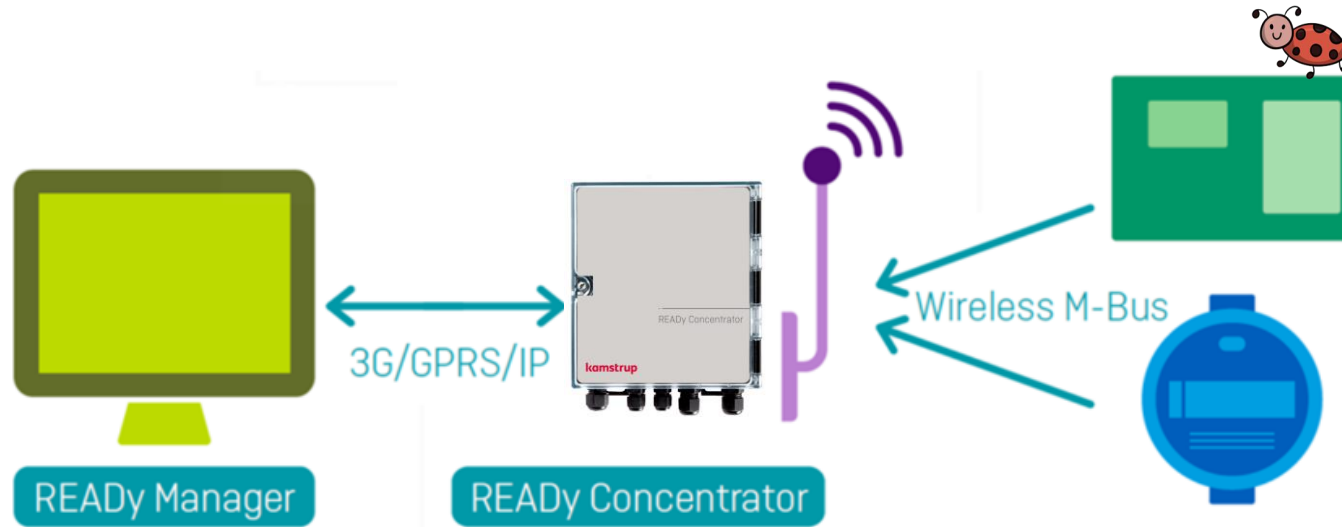


operating system 🤔

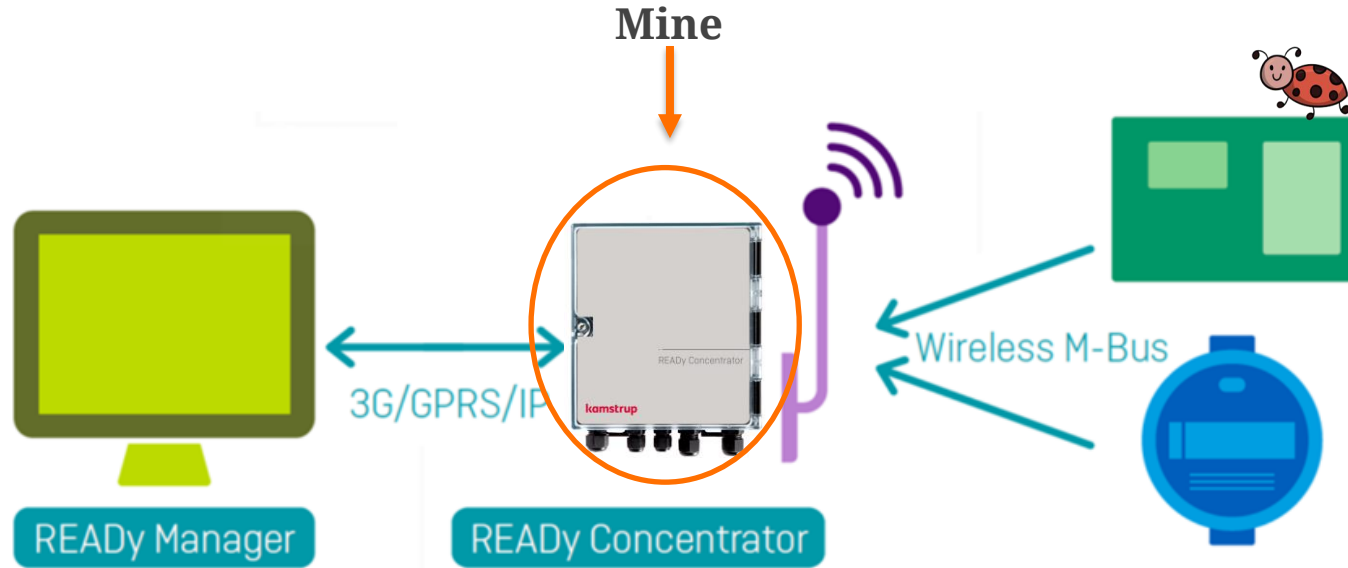
“

*Use an operating system for  
complex systems with soft  
real-time requirements*

- Operating Systems
- **Threads**
- Layer Separation
- Network Problems
- External Interfaces
- Simulators
- Logs
- Monitoring



## Threads



- ❑ Collects meter measurements from water meters (wireless) and sends them to the cloud by cellular modem or ethernet.
- ❑ Built to work with less than 1000 meters – in real life was expected to work with 7500 meters.
- ❑ Loss of data → loss of money.



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- Loss of data when there were network errors
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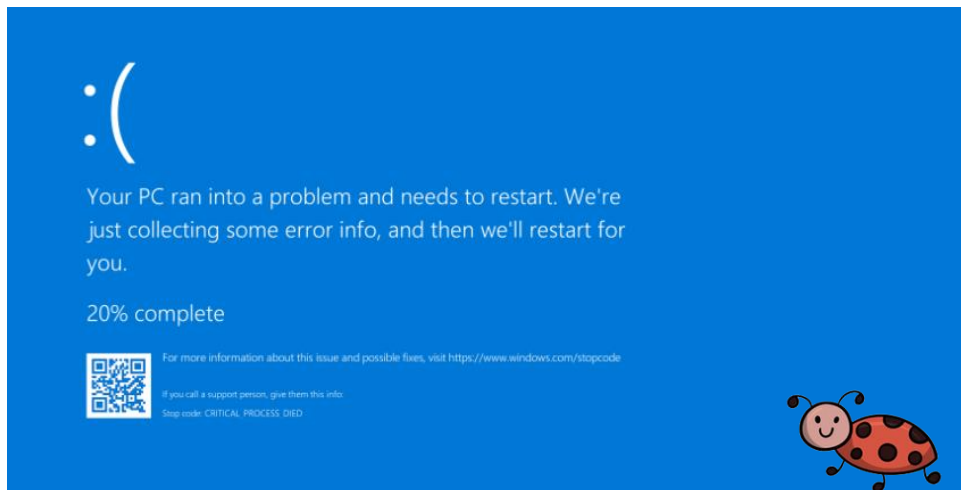
I had unexplained resets  
And I couldn't understand why...



After some investigation,  
I found out that...



Two threads tried to create large messages  
about 5 MB each, at the same time.  
The second one always failed

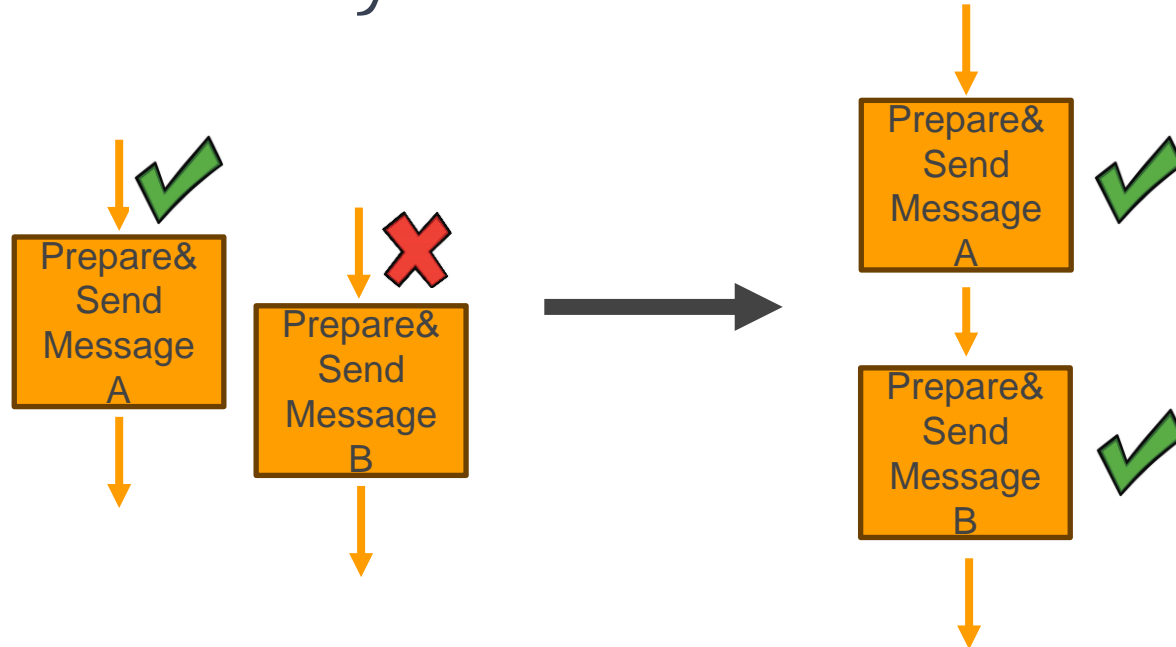




Solution



# Change from asynchronous work to synchronous work





Keep the number of threads  
to the bare minimum\*

\*The most difficult bugs in a system are related to  
multiple threads running simultaneously

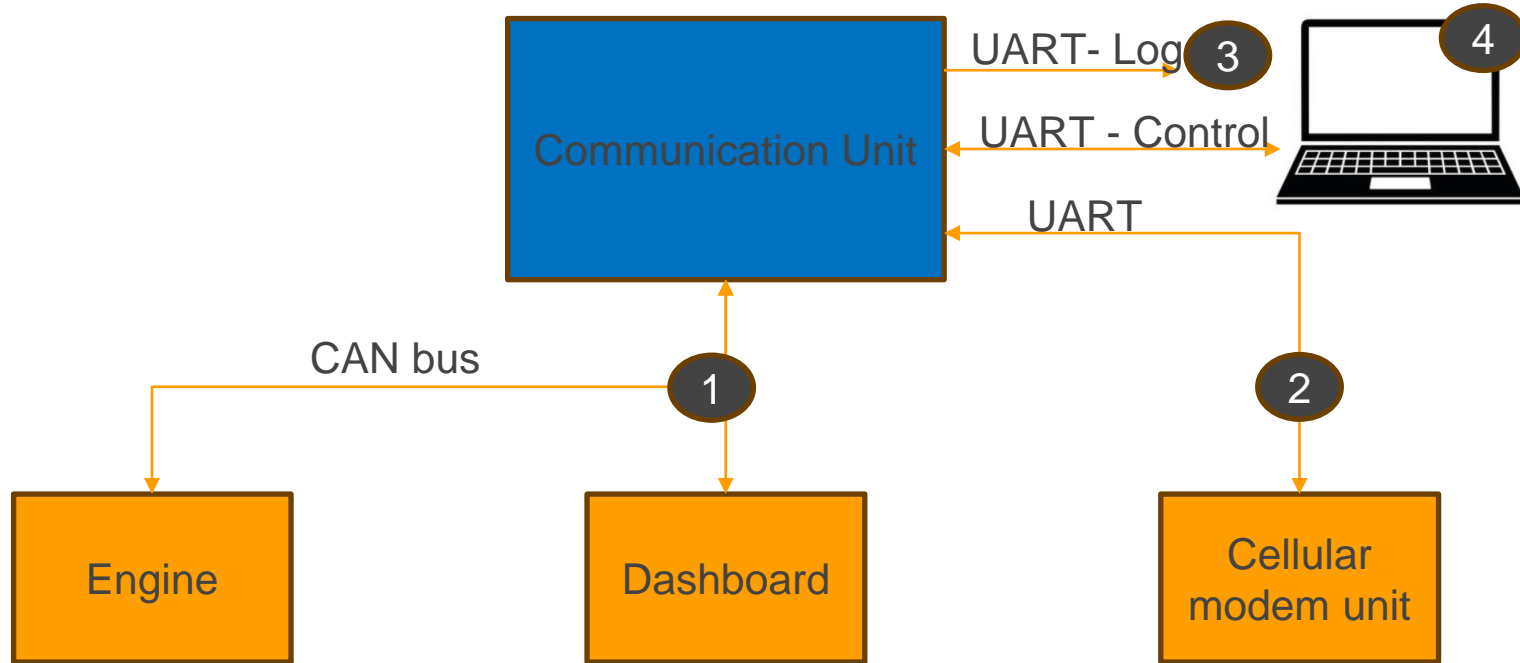


Good practice:

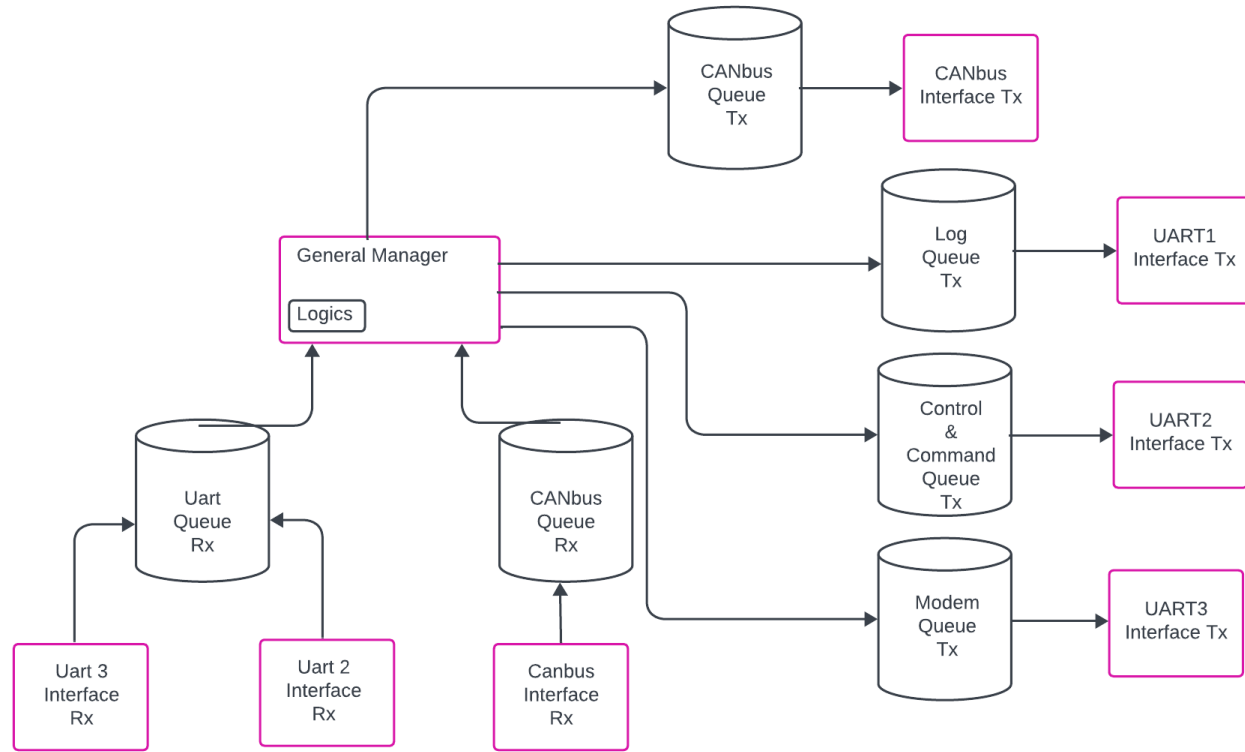
Thread to each communication  
interface

+

Periodic thread

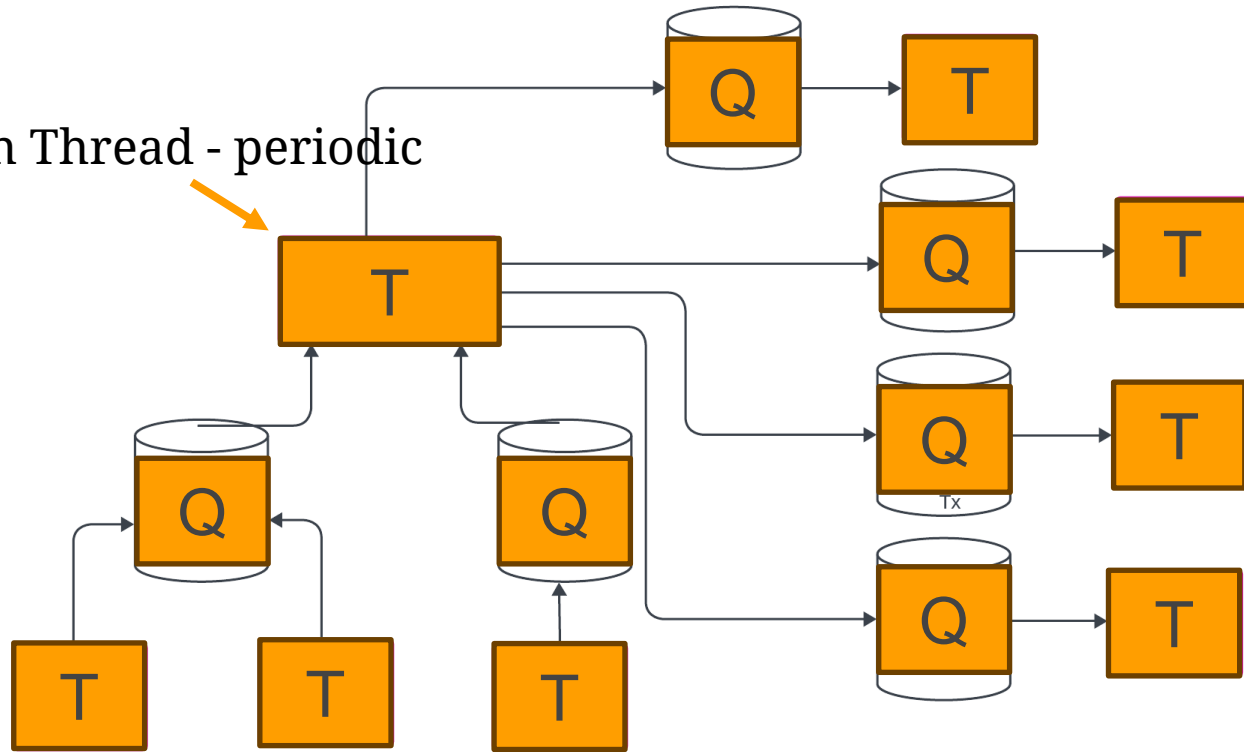


## Threads



## Threads

Main Thread - periodic



```
1 void PerformPeriodicTask()
2 {
3     while(true)
4     {
5         GetInputSensors();
6         ReceiveAllMessages();
7         DoLogics()
8         SendAllMessages();
9         SetOutputs();
10        sleep(100);
11    }
12}
```

```
1 void PerformPeriodicTask()
2 {
3     while(true)
4     {
5         → GetInputSensors();
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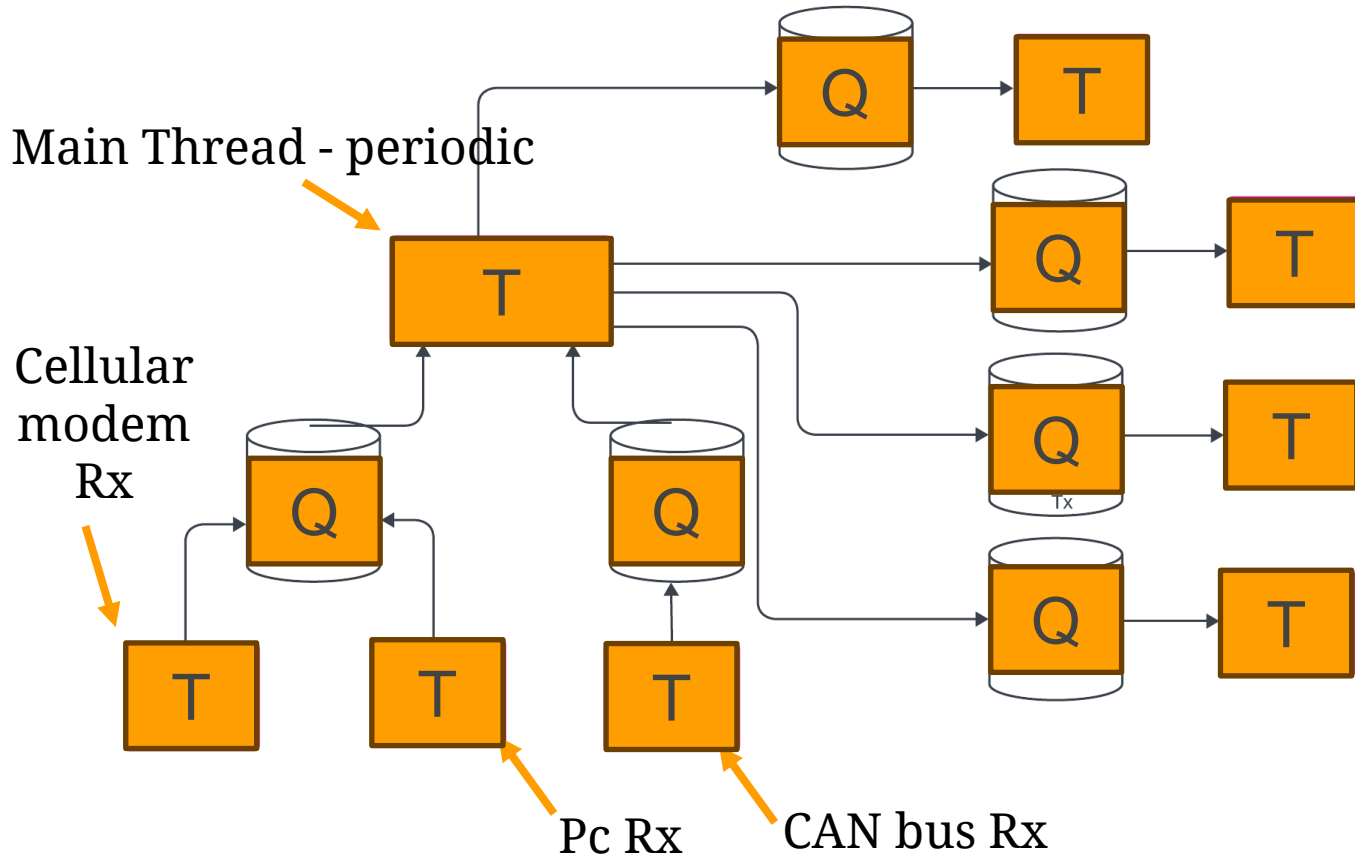
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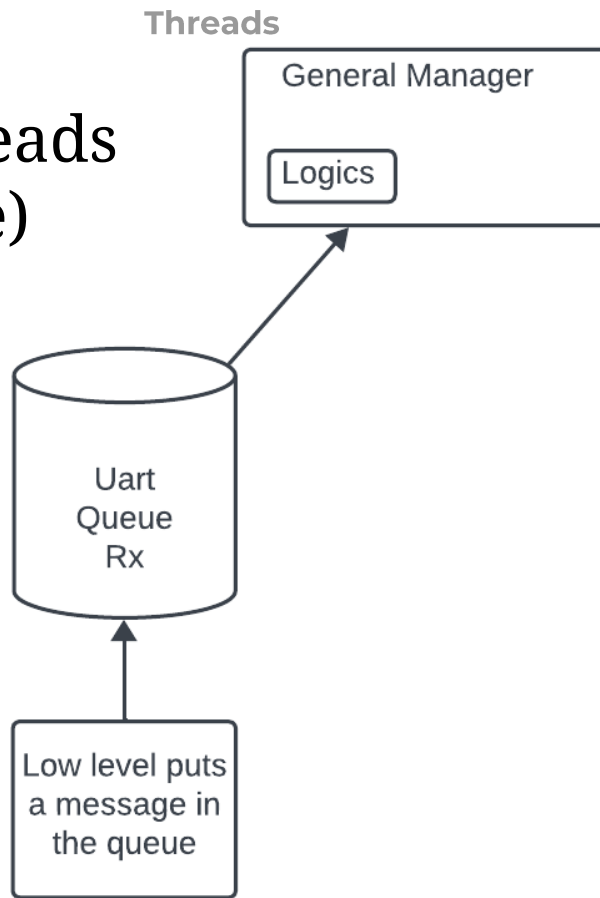
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## Threads

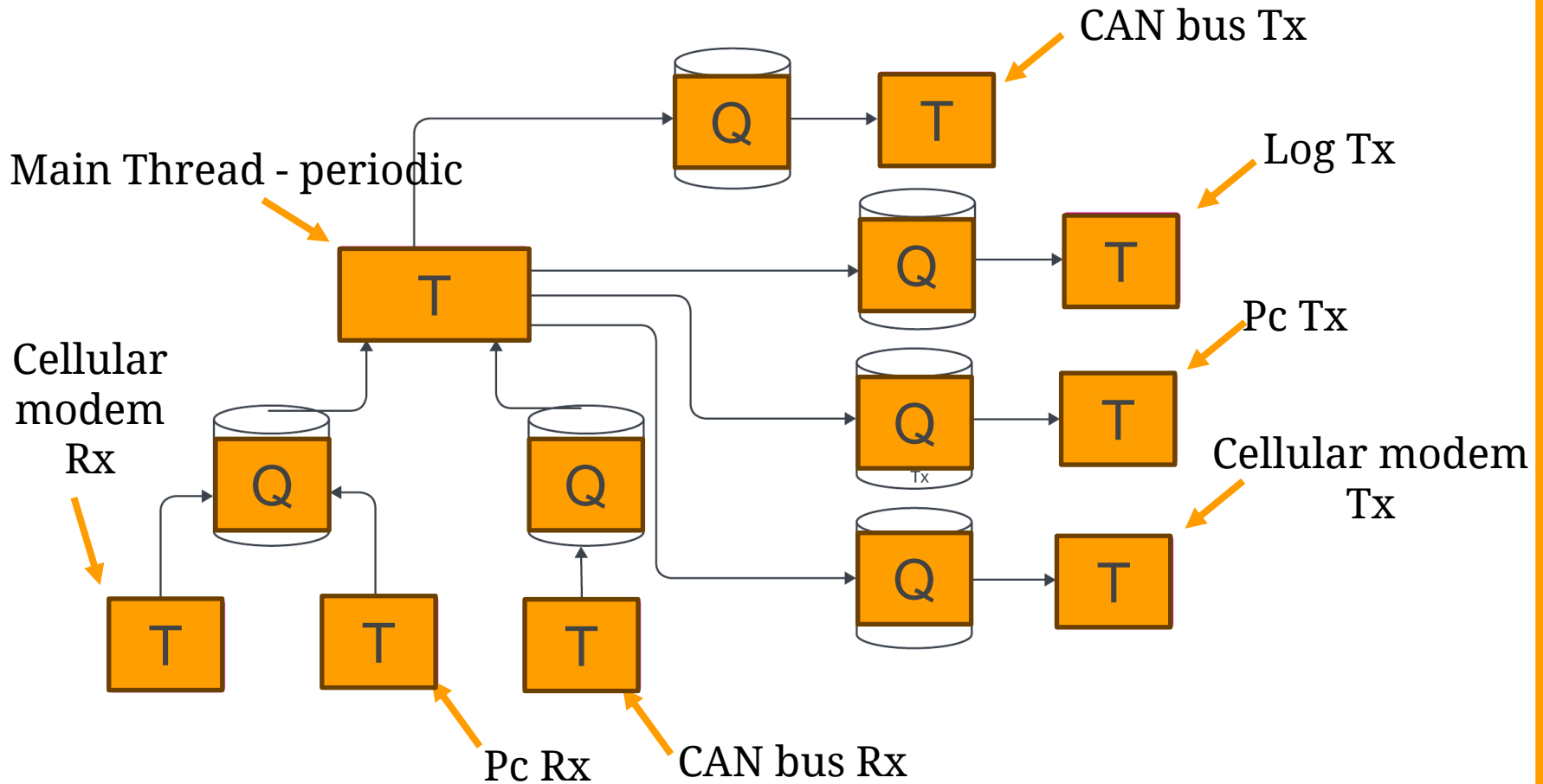


# Sync between threads (Input to queue)

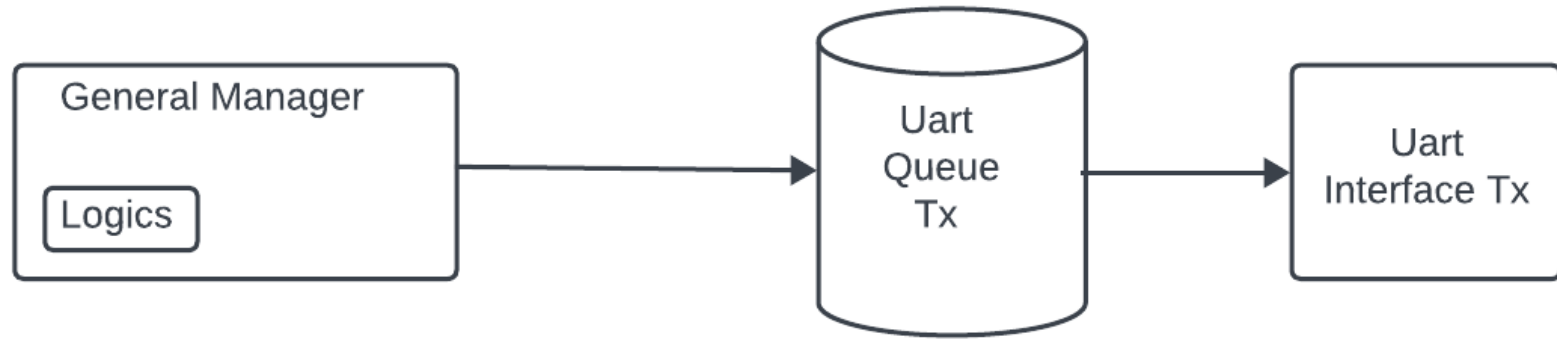




## Threads



# Sync between threads (Queue to output)



“

*Keep the number of  
threads to the bare  
minimum*

- Operating Systems
- Threads
- Layer Separation
- Network Problems
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Separate the logic layer  
from the hardware layer

Embedded Software



Separate the logic layer  
from the hardware layer

Application Layer

Drivers handling Layer



Separate the logic layer  
from the hardware layer

Processes &  
Logics



Application Layer

Drivers handling Layer



Separate the logic layer  
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Application Layer

Hardware  
Handling



Drivers handling Layer



```
1 void SetTrafficLight(int32_t waitingPeople, int32_t secFromGreen)
2 {
3     if(waitingPeople > 0 && secFromGreen > 50)
4     {
5         hwInterface->LedOn(TrafficColors::Green);
6     }
7     else
8     {
9         hwInterface->LedOn(TrafficColors::Red);
10    }
11 }
```

## How are we going to test it?

```
1 void SetTrafficLight(int32_t waitingPeople, int32_t secFromGreen)
2 {
3     if(waitingPeople > 0 && secFromGreen > 50)
4     {
5         hwInterface->LedOn(TrafficColors::Green);
6     }
7     else
8     {
9         hwInterface->LedOn(TrafficColors::Red);
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11 }
```

## Probably, we're not...

```
1 void SetTrafficLight(int32_t waitingPeople, int32_t secFromGreen)
2 {
3     if(waitingPeople > 0 && secFromGreen > 50)
4     {
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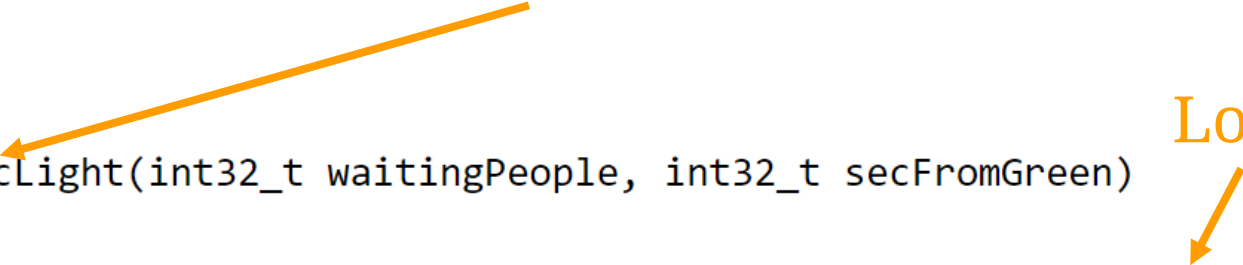
# GetNextTrafficLight



```
1 TrafficColors GetNextTrafficLight(int32_t waitingPeople, int32_t secFromGreen)
2 {
3     if(waitingPeople > 0 && secFromGreen > 50)
4     {
5         return(TrafficColors::Green);
6     }
7     else
8     {
9         return(TrafficColors::Red);
10    }
11 }
```

Logic

## SetTrafficLight



```
1 void SetTrafficLight(int32_t waitingPeople, int32_t secFromGreen)
2 {
3     TrafficColors color = GetNextTrafficLight(waitingPeople, secFromGreen);
4     hwInterface->LedOn(color);
5 }
6
```

## SetTrafficLight

```
1 void SetTrafficLight(int32_t waitingPeople, int32_t secFromGreen)
2 {
3     TrafficColors color = GetNextTrafficLight(waitingPeople, secFromGreen);
4     hwInterface->LedOn(color);
5 }
6
```

Logic



Hardware



A unit test



```
1 #include "gtest/gtest.h"
2
3 TEST(TrafficLightLogic, GetNextTrafficLightTest)
4 {
5     Logic manager;
6     int32_t waitingPeople = 10;
7     int32_t secFromGreen = 50;
8     TrafficColors color = manager.GetNextTrafficLight(waitingPeople, secFromGreen);
9     EXPECT_EQ(color, TrafficColors::Red);
10 }
```

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1 #include "gtest/gtest.h"
2
3 TEST(TrafficLightLogic, GetNextTrafficLightTest)
4 {
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7     int32_t secFromGreen = 50;
8     TrafficColors color = manager.GetNextTrafficLight(waitingPeople, secFromGreen);
9     EXPECT_EQ(color, TrafficColors::Red);
10 }
```

Unit tests encourage us to keep the code simpler  
 (Try to mock as little as possible)



```
1 class UartInterface
2 {
3     public:
4         → bool Init(int32 baudrate);
5             bool Write(char* buffer, size_t size);
6             size_t Read(char* buffer, size_t maxSize);
7 };
```

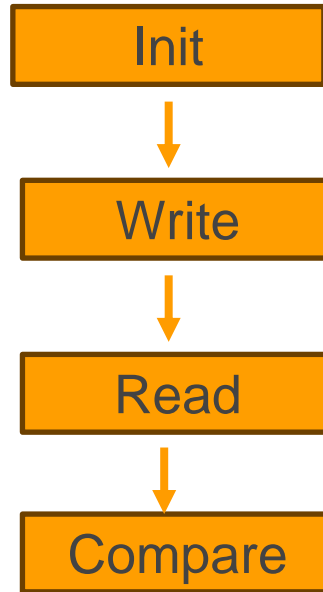
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7 };
```

```
1 class SharedMemoryInterface
2 {
3     public:
4         bool Init();
5         bool Write(char* buffer, size_t size);
6         size_t Read(char* buffer, size_t maxSize);
7 };
```

# How Hardware tests should look like



## Layer Separation

```
1 bool SharedMemoryTest()
2 {
3     SharedMemoryInterface sharedMem;
4     char writeBuffer[100] = {};
5     char readBuffer[100] = {};
6     size_t length = 0;
7     //prepare data to send
8     for(int i=0; i<100;i++)
9     {
10         writeBuffer[i] = i;
11     }
12     sharedMem.Init();
13     sharedMem.Write(writeBuffer,100);
14     length = sharedMem.Read(readBuffer,100);
15     //check
16     if(length!=100)
17     {
18         return false;
19     }
20     //compare
21     if( memcmp(writeBuffer,readBuffer,length)!= 0)
22     {
23         return false;
24     }
25     else
26     {
27         return true;
28     }
29 }
```

## Layer Separation

Prepare data



```
8    //prepare data to send
9    for(int i=0; i<100;i++)
10   {
11       writeBuffer[i] = i;
12   }
13   //Init
14   sharedMem.Init();
15
16   //write
17   sharedMem.Write(writeBuffer,100);
18
19   //read
20   length = sharedMem.Read(readBuffer,100);
```

## Layer Separation

Init



```
8      //prepare data to send
9      for(int i=0; i<100;i++)
10     {
11         writeBuffer[i] = i;
12     }
13     //Init
14     sharedMem.Init();
15
16     //write
17     sharedMem.Write(writeBuffer,100);
18
19     //read
20     length = sharedMem.Read(readBuffer,100);
```



## Layer Separation

Write



```
8      //prepare data to send
9      for(int i=0; i<100;i++)
10     {
11         writeBuffer[i] = i;
12     }
13     //Init
14     sharedMem.Init();
15
16     //write
17     sharedMem.Write(writeBuffer,100);
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19     //read
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## Layer Separation

```
8      //prepare data to send
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Read →

Compare



```
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## Highly Effective:

- Testing customer interfaces
- Exemplary API usage

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- Simplifies testing
- Promotes cleaner code
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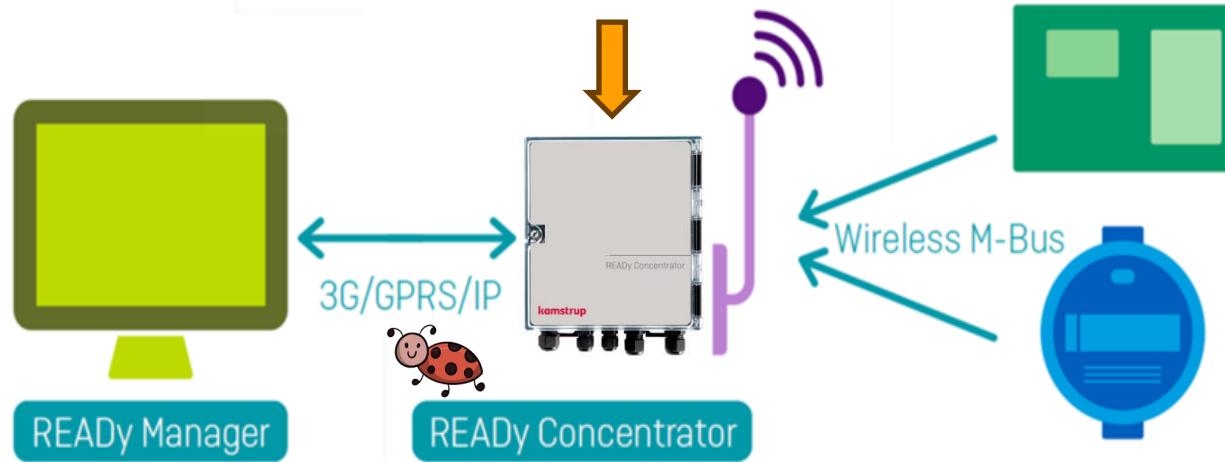
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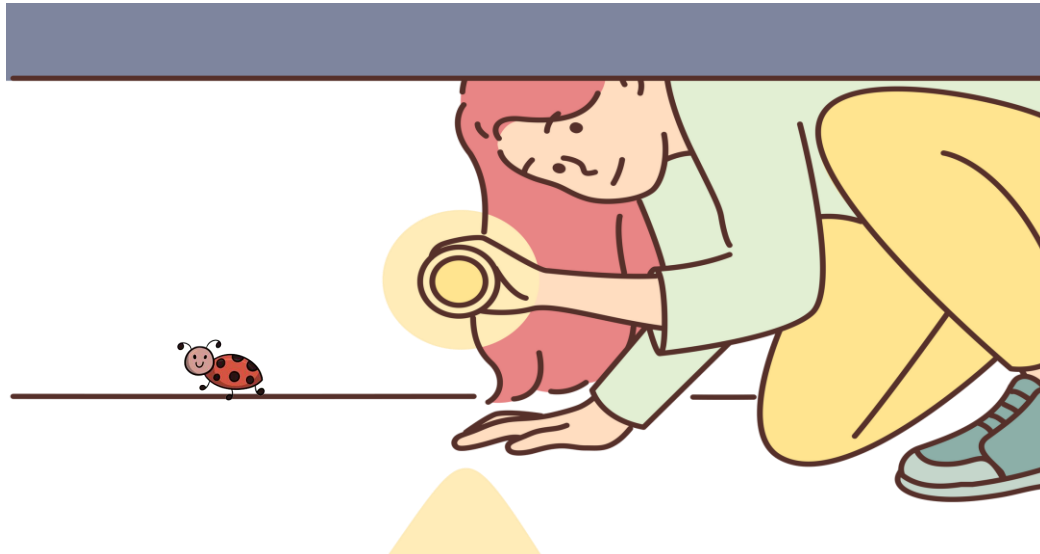
*Separate the logic layer  
from the hardware layer*

- Operating Systems
- Threads
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- Network Problems
- External Interfaces
- Simulators
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- Monitoring



- Loss of data in big sites ( $>5000$  meters)
- Loss of data when there were network errors
- None of the errors were seen in the lab.

Worked fine most of the time  
Sometimes data was lost



The data prepared for transmission  
remained in the RAM, awaiting to be sent





The data prepared for transmission  
remained in the RAM, awaiting to be sent



So what is the problem with that?



The data prepared for transmission remained in the RAM, awaiting to be sent

In case of no communication:

- Start to aggregate - takes a lot of space
- Loss of data in case of reset



The solution?

# Disconnect the Logic from the Network



# Disconnect the Logic from the Network

1

Thread #1 → Logic



Thread #2 → Sending



# Disconnect the Logic from the Network

1

Thread #1 → Logic



Thread #2 → Sending



2

Using SQLite (light DB) in the SD card

# What was achieved by this implementation:

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- ❑ Maximum data loss is now limited
- ❑ Not being sensitive any more to network errors



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- ❑ Maximum data loss is now limited
- ❑ Not being sensitive any more to network errors

# Second example

DB time	Sample time
2023-08-21 06:45:55.238	2023-08-21 06:38:15.000
2023-08-21 06:45:35.236	2023-08-21 06:38:11.000
2023-08-21 06:45:35.236	2023-08-21 06:38:12.000
2023-08-21 06:45:35.236	2023-08-21 06:38:10.000
2023-08-21 06:45:35.235	2023-08-21 06:38:00.000
2023-08-21 06:45:35.235	2023-08-21 06:37:58.000
2023-08-21 06:45:35.235	2023-08-21 06:37:59.000
2023-08-21 06:45:25.234	2023-08-21 06:37:57.000
2023-08-21 06:45:25.233	2023-08-21 06:37:55.000
2023-08-21 06:45:25.233	2023-08-21 06:37:56.000
2023-08-21 06:45:15.233	2023-08-21 06:37:53.000
2023-08-21 06:45:15.231	2023-08-21 06:37:52.000
2023-08-21 06:45:15.231	2023-08-21 06:37:54.000
2023-08-21 06:45:02.824	2023-08-21 06:44:34.000
2023-08-21 06:44:49.667	2023-08-21 06:44:24.000
2023-08-21 06:44:25.235	2023-08-21 06:37:51.000
2023-08-21 06:44:25.233	2023-08-21 06:37:48.000
2023-08-21 06:44:25.232	2023-08-21 06:37:47.000
2023-08-21 06:44:15.227	2023-08-21 06:37:45.000
2023-08-21 06:44:15.227	2023-08-21 06:37:42.000
2023-08-21 06:44:15.227	2023-08-21 06:37:38.000
2023-08-21 06:43:55.804	2023-08-21 06:43:18.000
2023-08-21 06:43:55.804	2023-08-21 06:43:30.000
2023-08-21 06:43:55.803	2023-08-21 06:43:13.000
2023-08-21 06:39:05.218	2023-08-21 06:37:26.000
2023-08-21 06:39:05.218	2023-08-21 06:37:34.000
2023-08-21 06:39:05.217	2023-08-21 06:37:27.000
2023-08-21 06:38:25.215	2023-08-21 06:37:25.000
2023-08-21 06:38:25.215	2023-08-21 06:37:23.000
2023-08-21 06:38:25.215	2023-08-21 06:37:24.000
2023-08-21 06:37:55.212	2023-08-21 06:37:22.000
2023-08-21 06:37:55.212	2023-08-21 06:37:18.000
2023-08-21 06:37:55.212	2023-08-21 06:36:48.000
2023-08-21 06:37:09.573	2023-08-21 06:36:48.010

# Second example

DB time	Sample time
2023-08-21 06:45:55.238	2023-08-21 06:38:15.000
2023-08-21 06:45:35.236	2023-08-21 06:38:11.000
2023-08-21 06:45:35.236	2023-08-21 06:38:12.000
2023-08-21 06:45:35.236	2023-08-21 06:38:10.000
2023-08-21 06:45:35.235	2023-08-21 06:38:00.000
2023-08-21 06:45:35.235	2023-08-21 06:37:58.000
2023-08-21 06:45:35.235	2023-08-21 06:37:59.000
2023-08-21 06:45:25.234	2023-08-21 06:37:57.000
2023-08-21 06:45:25.233	2023-08-21 06:37:55.000
2023-08-21 06:45:25.233	2023-08-21 06:37:56.000
2023-08-21 06:45:15.233	2023-08-21 06:37:53.000
2023-08-21 06:45:15.231	2023-08-21 06:37:52.000
2023-08-21 06:45:15.231	2023-08-21 06:37:54.000
2023-08-21 06:45:02.824	2023-08-21 06:44:34.000
2023-08-21 06:44:49.667	2023-08-21 06:44:24.000
2023-08-21 06:44:25.235	2023-08-21 06:37:51.000
2023-08-21 06:44:25.233	2023-08-21 06:37:48.000
2023-08-21 06:44:25.232	2023-08-21 06:37:47.000
2023-08-21 06:44:15.227	2023-08-21 06:37:45.000
2023-08-21 06:44:15.227	2023-08-21 06:37:42.000
2023-08-21 06:44:15.227	2023-08-21 06:37:38.000
2023-08-21 06:43:55.804	2023-08-21 06:43:18.000
2023-08-21 06:43:55.804	2023-08-21 06:43:30.000
2023-08-21 06:43:55.803	2023-08-21 06:43:13.000
2023-08-21 06:39:05.218	2023-08-21 06:37:26.000
2023-08-21 06:39:05.217	2023-08-21 06:37:27.000
2023-08-21 06:38:25.215	2023-08-21 06:37:25.000
2023-08-21 06:38:25.215	2023-08-21 06:37:24.000
2023-08-21 06:37:55.212	2023-08-21 06:37:22.000
2023-08-21 06:37:55.212	2023-08-21 06:37:18.000
2023-08-21 06:37:55.212	2023-08-21 06:36:48.000
2023-08-21 06:37:09.573	2023-08-21 06:36:48.010



2023-08-21 06:45:15.231	2023-08-21 06:37:54.000
2023-08-21 06:45:02.824	2023-08-21 06:44:34.000
2023-08-21 06:44:49.667	2023-08-21 06:44:24.000
2023-08-21 06:44:25.235	2023-08-21 06:37:51.000
2023-08-21 06:44:25.233	2023-08-21 06:37:48.000
2023-08-21 06:44:25.232	2023-08-21 06:37:47.000
2023-08-21 06:44:15.227	2023-08-21 06:37:45.000
2023-08-21 06:44:15.227	2023-08-21 06:37:42.000
2023-08-21 06:44:15.227	2023-08-21 06:37:38.000
2023-08-21 06:43:55.804	2023-08-21 06:43:18.000
2023-08-21 06:43:55.804	2023-08-21 06:43:30.000
2023-08-21 06:43:55.803	2023-08-21 06:43:13.000
2023-08-21 06:39:05.218	2023-08-21 06:37:26.000
2023-08-21 06:39:05.218	2023-08-21 06:37:34.000

# Second example

DB time	Sample time
2023-08-21 06:45:55.238	2023-08-21 06:38:15.000
2023-08-21 06:45:35.236	2023-08-21 06:38:11.000
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2023-08-21 06:45:35.236	2023-08-21 06:38:10.000
2023-08-21 06:45:35.235	2023-08-21 06:38:00.000
2023-08-21 06:45:35.235	2023-08-21 06:37:58.000
2023-08-21 06:45:35.235	2023-08-21 06:37:59.000
2023-08-21 06:45:25.234	2023-08-21 06:37:57.000
2023-08-21 06:45:25.233	2023-08-21 06:37:55.000
2023-08-21 06:45:25.233	2023-08-21 06:37:56.000
2023-08-21 06:45:15.233	2023-08-21 06:37:53.000
2023-08-21 06:45:15.231	2023-08-21 06:37:52.000
2023-08-21 06:45:15.231	2023-08-21 06:37:54.000
2023-08-21 06:45:02.824	2023-08-21 06:44:34.000
2023-08-21 06:44:49.667	2023-08-21 06:44:24.000
2023-08-21 06:44:25.235	2023-08-21 06:37:51.000
2023-08-21 06:44:25.233	2023-08-21 06:37:48.000
2023-08-21 06:44:25.232	2023-08-21 06:37:47.000
2023-08-21 06:44:15.227	2023-08-21 06:37:45.000
2023-08-21 06:44:15.227	2023-08-21 06:37:42.000
2023-08-21 06:44:15.227	2023-08-21 06:37:38.000
2023-08-21 06:43:55.804	2023-08-21 06:43:18.000
2023-08-21 06:43:55.804	2023-08-21 06:43:30.000
2023-08-21 06:39:05.218	2023-08-21 06:37:26.000
2023-08-21 06:39:05.218	2023-08-21 06:37:34.000
2023-08-21 06:39:05.217	2023-08-21 06:37:27.000
2023-08-21 06:38:25.215	2023-08-21 06:37:25.000
2023-08-21 06:38:25.215	2023-08-21 06:37:24.000
2023-08-21 06:37:55.212	2023-08-21 06:37:22.000
2023-08-21 06:37:55.212	2023-08-21 06:37:18.000
2023-08-21 06:37:55.212	2023-08-21 06:36:48.000
2023-08-21 06:37:09.573	2023-08-21 06:36:48.010



2023-08-21 06:45:15.231	2023-08-21 06:37:54.000
2023-08-21 06:45:02.824	2023-08-21 06:44:34.000
2023-08-21 06:44:49.667	2023-08-21 06:44:24.000
2023-08-21 06:44:25.235	2023-08-21 06:37:51.000
2023-08-21 06:44:25.233	2023-08-21 06:37:48.000
2023-08-21 06:44:25.232	2023-08-21 06:37:47.000
2023-08-21 06:44:15.227	2023-08-21 06:37:45.000
2023-08-21 06:44:15.227	2023-08-21 06:37:42.000
2023-08-21 06:44:15.227	2023-08-21 06:37:38.000
2023-08-21 06:43:55.804	2023-08-21 06:43:18.000
2023-08-21 06:43:55.804	2023-08-21 06:43:30.000
2023-08-21 06:43:55.803	2023-08-21 06:43:13.000
2023-08-21 06:39:05.218	2023-08-21 06:37:26.000
2023-08-21 06:39:05.218	2023-08-21 06:37:34.000



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DB time	Sample time
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2023-08-21 06:45:35.236	2023-08-21 06:38:11.000
2023-08-21 06:45:35.236	2023-08-21 06:38:12.000
2023-08-21 06:45:35.236	2023-08-21 06:38:10.000
2023-08-21 06:45:35.235	2023-08-21 06:38:00.000
2023-08-21 06:45:35.235	2023-08-21 06:37:58.000
2023-08-21 06:45:35.235	2023-08-21 06:37:59.000
2023-08-21 06:45:25.234	2023-08-21 06:37:57.000
2023-08-21 06:45:25.233	2023-08-21 06:37:55.000
2023-08-21 06:45:25.233	2023-08-21 06:37:56.000
2023-08-21 06:45:15.233	2023-08-21 06:37:53.000
2023-08-21 06:45:15.231	2023-08-21 06:37:52.000
2023-08-21 06:45:15.231	2023-08-21 06:37:54.000
2023-08-21 06:45:02.824	2023-08-21 06:44:34.000
2023-08-21 06:44:49.667	2023-08-21 06:44:24.000
2023-08-21 06:44:25.235	2023-08-21 06:37:51.000
2023-08-21 06:44:25.233	2023-08-21 06:37:48.000
2023-08-21 06:44:25.232	2023-08-21 06:37:47.000
2023-08-21 06:44:15.227	2023-08-21 06:37:45.000
2023-08-21 06:44:15.227	2023-08-21 06:37:42.000
2023-08-21 06:44:15.227	2023-08-21 06:37:38.000
2023-08-21 06:43:55.804	2023-08-21 06:43:18.000
2023-08-21 06:43:55.804	2023-08-21 06:43:30.000
2023-08-21 06:43:55.803	2023-08-21 06:43:13.000
2023-08-21 06:39:05.218	2023-08-21 06:37:26.000
2023-08-21 06:39:05.217	2023-08-21 06:37:27.000
2023-08-21 06:38:25.215	2023-08-21 06:37:25.000
2023-08-21 06:38:25.215	2023-08-21 06:37:24.000
2023-08-21 06:37:55.212	2023-08-21 06:37:22.000
2023-08-21 06:37:55.212	2023-08-21 06:37:18.000
2023-08-21 06:37:55.212	2023-08-21 06:36:48.000
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2023-08-21 06:45:15.231	2023-08-21 06:37:54.000
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2023-08-21 06:44:49.667	2023-08-21 06:44:24.000
2023-08-21 06:44:25.235	2023-08-21 06:37:51.000
2023-08-21 06:44:25.233	2023-08-21 06:37:48.000
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2023-08-21 06:43:55.804	2023-08-21 06:43:18.000
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2023-08-21 06:39:05.217	2023-08-21 06:37:27.000
2023-08-21 06:38:25.215	2023-08-21 06:37:25.000
2023-08-21 06:38:25.215	2023-08-21 06:37:24.000
2023-08-21 06:37:55.212	2023-08-21 06:37:22.000
2023-08-21 06:37:55.212	2023-08-21 06:37:18.000
2023-08-21 06:37:55.212	2023-08-21 06:36:48.000
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2023-08-21 06:44:49.667	2023-08-21 06:44:24.000
2023-08-21 06:44:25.235	2023-08-21 06:37:51.000
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2023-08-21 06:43:55.803	2023-08-21 06:43:13.000
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2023-08-21 06:39:05.218	2023-08-21 06:37:34.000

## **What is the problem with that (Messages are not in order)?**

- ❑ Hard to put logic on the received side
- ❑ Confusing, easy to miss without noticing



## What is the problem with that (Messages are not in order)?

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## **What is the problem with that (Messages are not in order)?**

- ❑ Hard to put logic on the received side
- ❑ Confusing, easy to miss without noticing

How to avoid it?

Use **one queue** to send data out  
from a **specific interface**



“

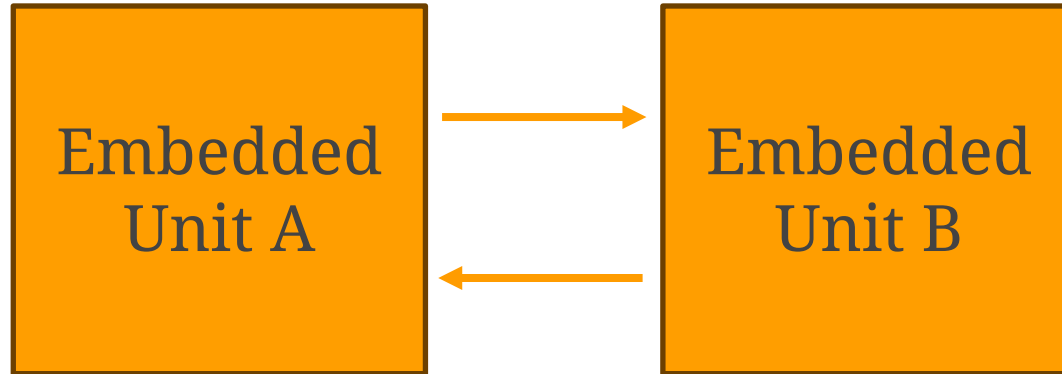
*Disconnect the logic  
from the network*

- Operating Systems
- Threads
- Layer Separation
- Network Problems
- External Interfaces
- Simulators
- Logs
- Monitoring

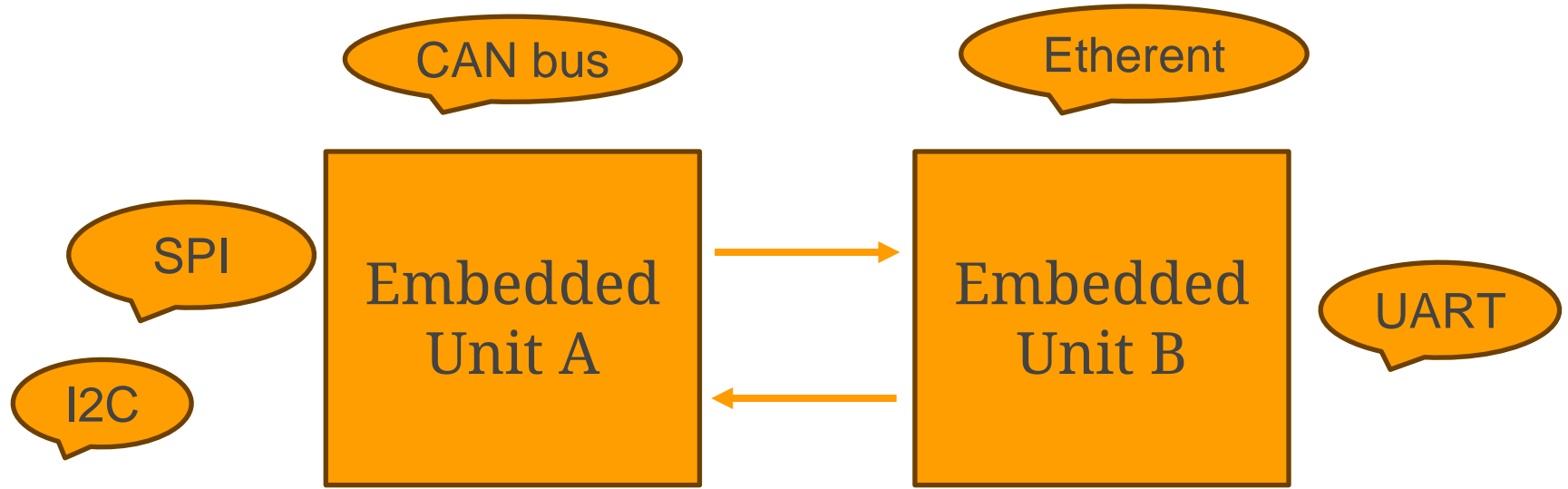
Design your protocol and messages  
in a way you could always  
bounce back  
from a “bad” message

Embedded  
Unit A





## External Interfaces



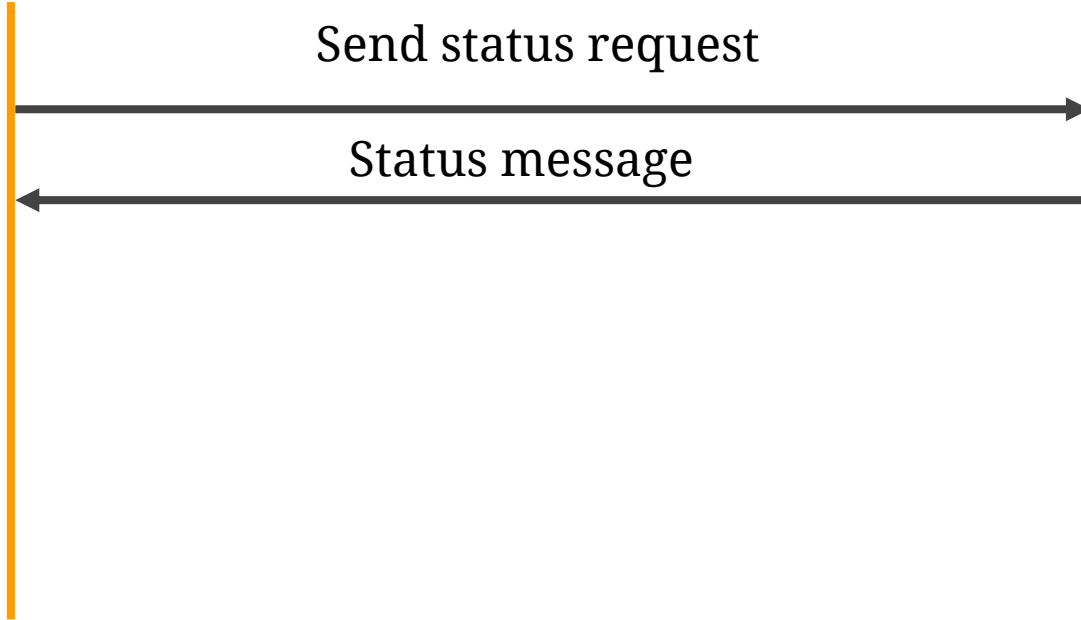
## Messages Flow

Box A

Box B

Send status request

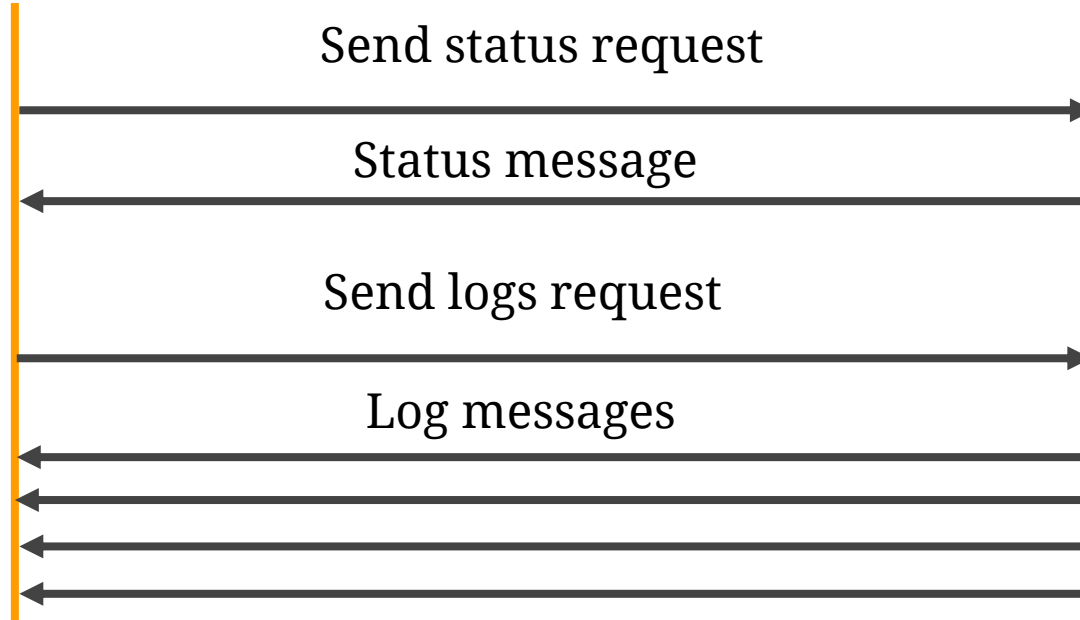
Status message



## Messages Flow

Box A

Box B



Depending on your low level  
either a stream or packets

Depending on your low level  
either a stream or packets

Stream

Depending on your low level  
either a stream or packets

Stream

Message 1

Message 2

Message 3

Message 4

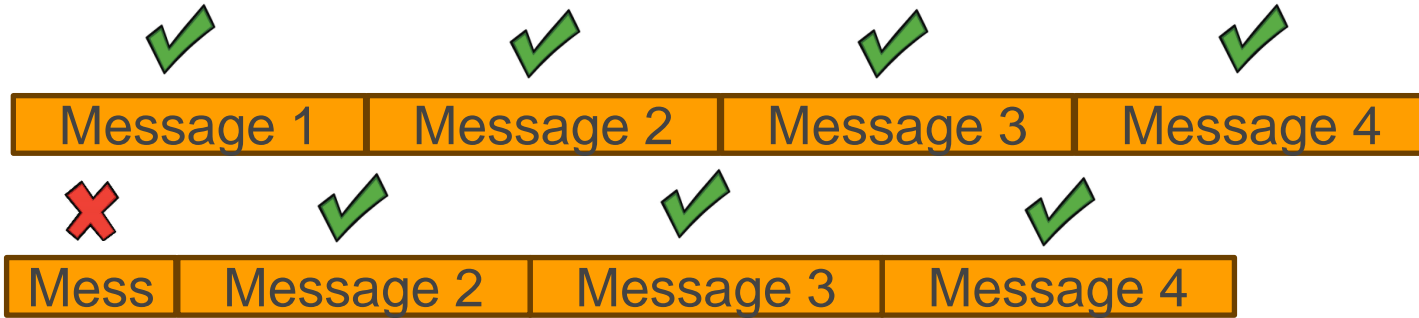
## Potential problems with streaming



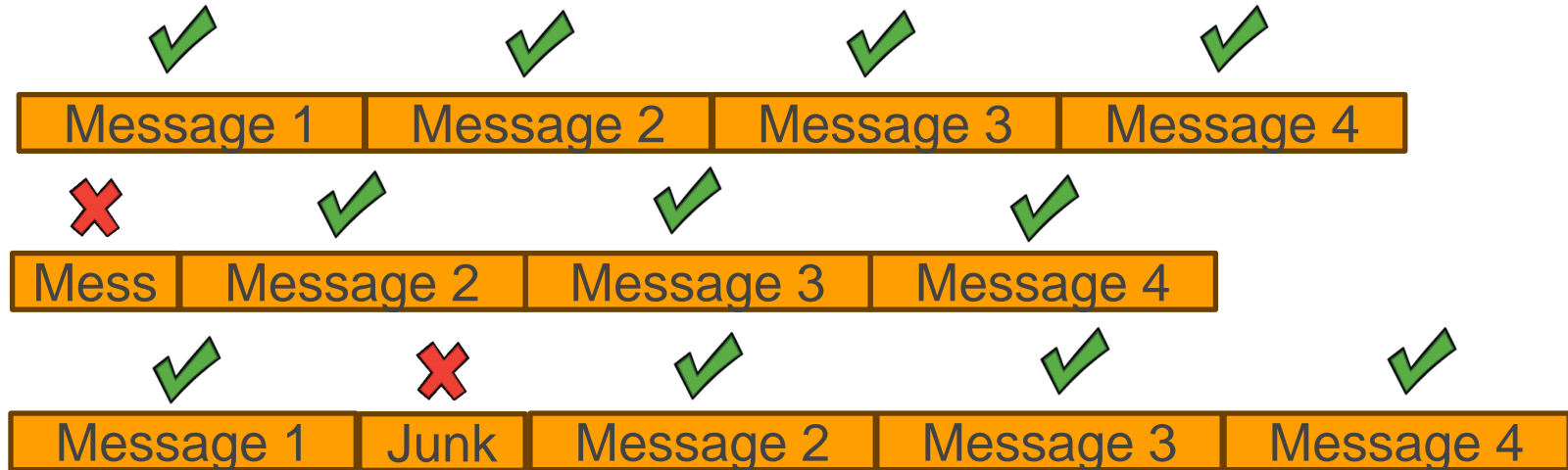
Message 1	Message 2	Message 3	Message 4
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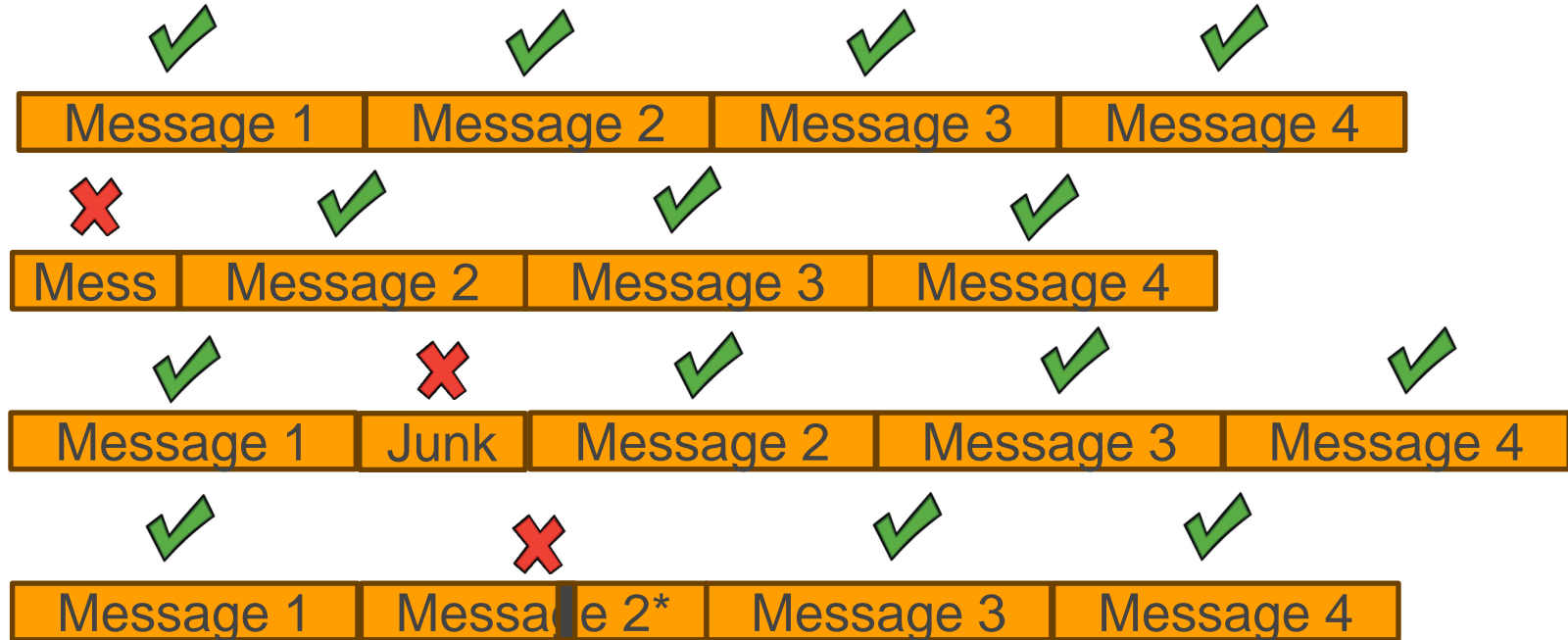
## Potential problems with streaming



# Potential problems with streaming



# Potential problems with streaming



# Recommended Message Structure (Streaming)





Verify this content is correct

```
1 struct Header
2 {
3     char prefix[4]; //M#$!
4     uint16_t length;
5     uint16_t version;
6     uint16_t type; //opcode
7     uint16_t id; //unique id
8     uint16_t sequence; //running counter
9 };
```

Easy to identify in memory



```
1 struct Header
2 {
3     char prefix[4]; //M#$!
4     uint16_t length;
5     uint16_t version;
6     uint16_t type; //opcode
7     uint16_t id; //unique id
8     uint16_t sequence; //running counter
9 };
```

```
1 struct Header
2 {
3     char prefix[4]; //M#$!
4     uint16_t length;
5     uint16_t version;
6     uint16_t type; //opcode
7     uint16_t id; //unique id
8     uint16_t sequence; //running counter
9 };
```



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8 → uint16_t sequence; //running counter
9 };
```

```
1 struct MyMessage
2 {
3     → Header header;
4     uint32_t temp1;
5     uint32_t temp2;
6     uint32_t temp3;
7     uint16_t crc;
8 };
```

```
1 struct MyMessage
2 {
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4     uint32_t temp1;
5     uint32_t temp2;
6     uint32_t temp3;
7     uint16_t crc;
8 };
```

# Body structure

- ❑ Propriety protocol
- ❑ Protobuf : ( <https://protobuf.dev> )
- ❑ CBOR : ( <https://cbor.io> )
- ❑ JSON
- ❑ YAML

```
1 struct MyMessage
2 {
3     Header header;
4     uint32_t temp1;
5     uint32_t temp2;
6     uint32_t temp3;
7 →  uint16_t crc;
8 };
```



“

Design your protocol *and*  
*messages*  
*in a way you could always*  
*bounce back*  
*from a “bad” message*

- Operating Systems
- Threads
- Layer Separation
- Network Problems
- External Interfaces
- **Simulators**
- Logs
- Monitoring

## Simulators



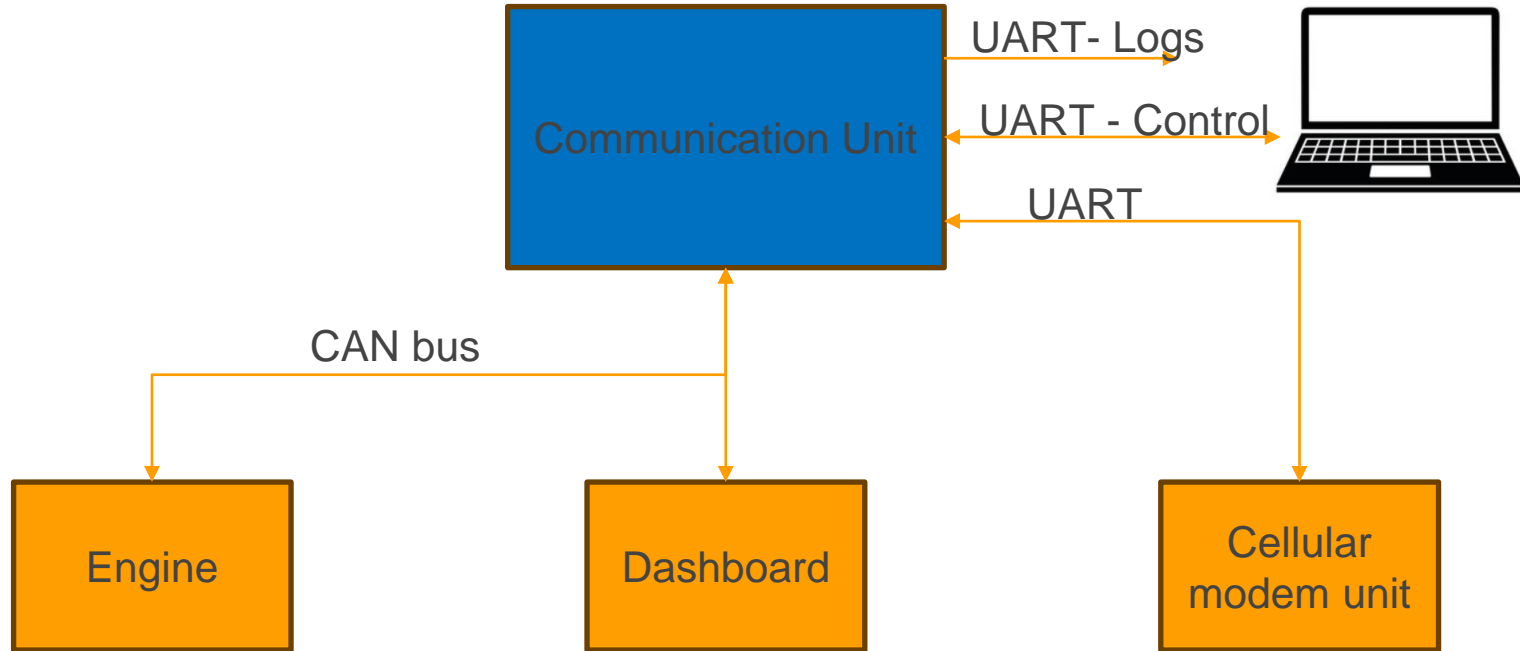
The simulator allows us to replicate scenarios that would be difficult to test in real life

The simulator allows us to replicate scenarios that would be difficult to test in real life

- Interfaces simulator
- Load simulator

# Simulator #1

## Simulators



Q:How to verify our CPU supports  
200 messages per second?





## Simulators

Simulator

CPU

Opcode 9394: 1

Opcode 9395: 1



Opcode 9394: n

Opcode 9395: n

StressWindow

Stress Configuration

Message ID: 9394 Frequency (#/sec): 800

Start

Reset Counter

Statistics

- 0 Total written messages
- 0 Written messages per second

Write Log

StressWindow

Stress Configuration

Message ID: 9394

Frequency (#/sec): 800

Start

Reset Counter

Statistics

- 0 Total written messages
- 0 Written messages per second

Write Log

StressWindow

Stress Configuration

Message ID: 9394      Frequency (#/sec): 800

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- 0 Total written messages
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StressWindow

Stress Configuration

Message ID: 9394 Frequency (#/sec): 800

Start

Reset Counter

Statistics

- 0 Total written messages
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Write Log

- The simulator sends X messages per second and verifies that it receives all of them back
- At 850 messages per second, it stopped working
- The PC didn't have enough resources
- The embedded CPU passed the test

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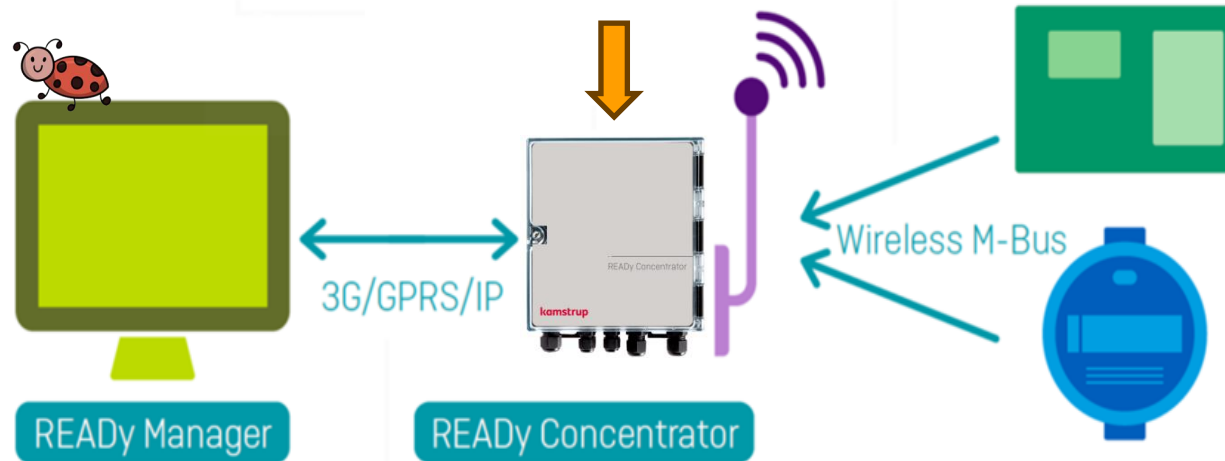


- ❑ The simulator sends X messages per second and verifies that it receives all of them back
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- ❑ The simulator sends X messages per second and verifies that it receives all of them back
- ❑ At 850 messages per second, it stopped working
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- ❑ The embedded CPU passed the test

# Simulator #2

# Loss of data in big sites (>5000 meters)



Q: How to simulate 5K+ meters?



- ❑ 1 data frame meter to 10-50 fake data frames
- ❑ The unit crashed on my table when I simulated 6k meters and put “hard configuration”

- ❑ 1 data frame meter to 10-50 fake data frames
- ❑ The unit crashed on my table when I simulated 6k meters and put “hard configuration”

```
1 struct Message
2 {
3     long opcode;
4     long id;
5     long value;
6 };
```



## Simulators

```
1 struct Message
2 {
3     long opcode;
4     long id;
5     long value;
6 };
```

```
1 void ReceiveThread(queue<Message>& queue)
2 {
3     Message message = {};
4     const bool simulatorEnabled = std::filesystem::is_regular_file("myfile.txt");
5     while (true)
6     {
7         message = {};
8         bool isReceived = ReceiveMessage(message);
9         if(isReceived)
10        {
11            queue.push(message);
12            if(simulatorEnabled)
13            {
14                Message simulatorMsg = {};
15                for(int i=0; i<100; i++)
16                {
17                    simulatorMsg = message;
18                    simulatorMsg.id = message.id + rand() % 1000;
19                    queue.push(simulatorMsg);
20                }
21            }
22        }
23    }
24 }
```

```
→ 1 void ReceiveThread(queue<Message>& queue)
   2 {
   3     Message message = {};
   4     const bool simulatorEnabled = std::filesystem::is_regular_file("myfile.txt");
   5     while (true)
   6     {
   7         message = {};
   8         bool isReceived = ReceiveMessage(message);
   9         if(isReceived)
10         {
11             queue.push(message);
12             if(simulatorEnabled)
13             {
```

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12            if(simulatorEnabled)
13            {
```

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```

```
11     queue.push(message);
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20         }
21     }
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23 }
24 }
```



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23 }
24 }
```

## Simulators

```
1 struct Message
2 {
3     long opcode;
4     long id;
5     long value;
6 };
```

```
1 void ReceiveThread(queue<Message>& queue)
2 {
3     Message message = {};
4     const bool simulatorEnabled = std::filesystem::is_regular_file("myfile.txt");
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- ❑ Easy access to simulator mode without additional building



## Significant benefits:

- ❑ No need for special hardware
- ❑ Short development time
- ❑ Easy access to simulator mode without additional building
- ❑ Can be used as a release test before launching a new version

“

*Use simulators*

- Operating Systems
- Threads
- Layer Separation
- Network Problems
- External Interfaces
- Simulators
- Logs
- Monitoring

## Logs

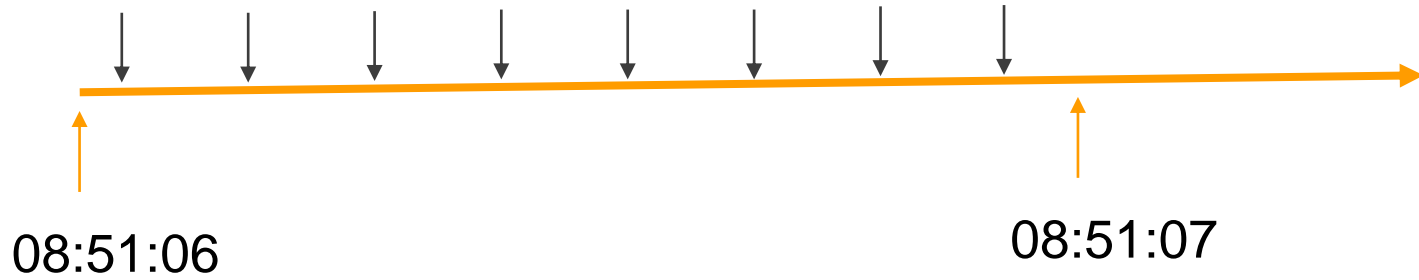
```
1 2023-09-16 10:00:00.123 INFO main.cpp:100 [Thread-1]: System Startup
2 2023-09-16 10:01:15.045 WARNING sensors.cpp:45 [Thread-2]: Temperature rising, check sensors
3 2023-09-16 10:02:30.321 ERROR error_handler.cpp:78 [Thread-3]: Critical error - system halted
4 2023-09-16 10:03:45.678 INFO main.cpp:105 [Thread-1]: System reboot initiated
5 2023-09-16 10:05:00.256 INFO main.cpp:110 [Thread-1]: System Startup
6 2023-09-16 10:06:15.789 INFO user_login.cpp:55 [Thread-4]: User 'admin' logged in
7 2023-09-16 10:07:30.432 INFO config.cpp:60 [Thread-5]: Configuration updated
8 2023-09-16 10:08:45.765 INFO network.cpp:80 [Thread-6]: Device connected to the network
9 2023-09-16 10:10:00.125 INFO data_collection.cpp:70 [Thread-7]: Data collection started
10 2023-09-16 10:11:15.324 INFO data_processing.cpp:90 [Thread-8]: Data processing completed
11 2023-09-16 10:12:30.876 INFO data_upload.cpp:75 [Thread-9]: Data uploaded to server
12 2023-09-16 10:13:45.543 WARNING memory.cpp:55 [Thread-10]: Low memory alert
13 2023-09-16 10:15:00.432 ERROR hardware.cpp:120 [Thread-11]: Hardware malfunction detected
14 2023-09-16 10:16:15.789 INFO main.cpp:115 [Thread-1]: System restart required
15 2023-09-16 10:17:30.234 INFO main.cpp:120 [Thread-1]: System Startup
16 2023-09-16 10:18:45.987 INFO firmware_update.cpp:50 [Thread-12]: Device firmware updated
17 2023-09-16 10:20:00.543 INFO maintenance.cpp:65 [Thread-13]: Scheduled maintenance initiated
18 2023-09-16 10:21:15.123 INFO maintenance.cpp:80 [Thread-13]: Maintenance completed, system stable
19 2023-09-16 10:22:30.321 INFO data_transmission.cpp:40 [Thread-14]: Data transmission in progress
20 2023-09-16 10:23:45.234 INFO data_transmission.cpp:55 [Thread-14]: Data transmission successful
```



- Add timestamps with milliseconds
- Add metadata (log level, file, line and thread)
- Use the same logs configuration in all sites
- Keep number of logs to the bare minimum
- Write logs with details
- Prepare your logs to automatic monitoring

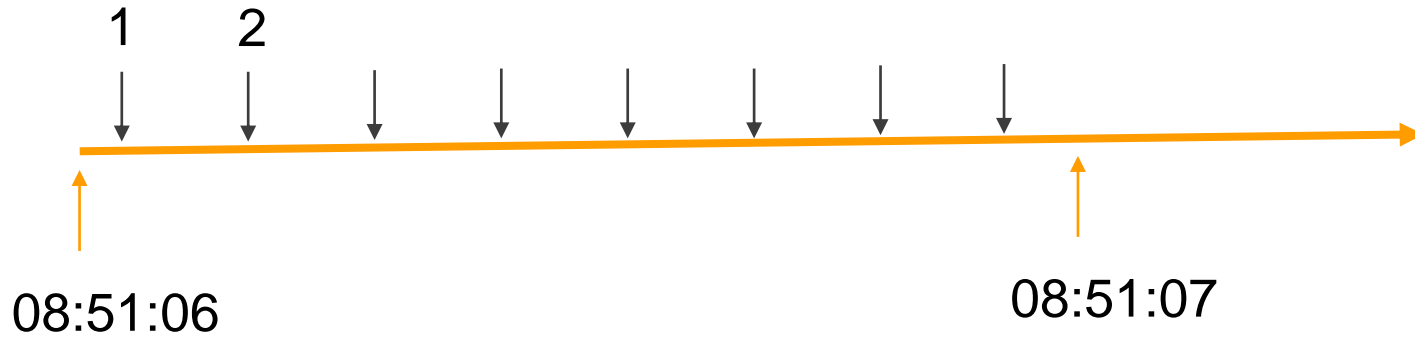
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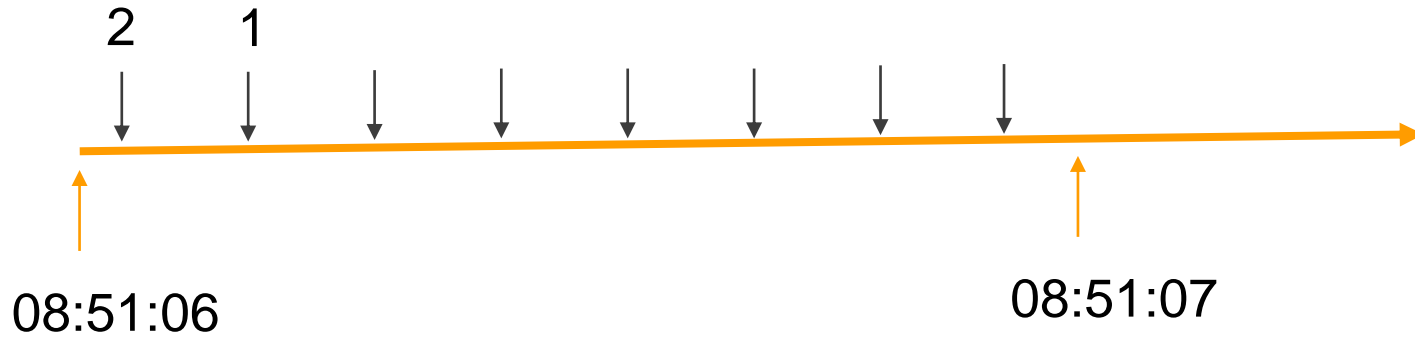
## Logs















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## Log level

```
4 2023-09-16 10:03:45.678 INFO main.cpp:105 [Thread-1]:  
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```

## File:Line

```
4 2023-09-16 10:03:45.678 INFO main.cpp:105 [Thread-1]:  
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```

## Thread id

```
4 2023-09-16 10:03:45.678 INFO main.cpp:105 [Thread-1]:  
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## Logs

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20 2023-09-16 10:23:45.234 INFO data_transmission.cpp:55 [Thread-14]: Data transmission successful
```

## To which temperature?

[1]: System Startup

[Thread-2]: Temperature rising, check sensors

[Thread-3]: Critical error - system halted

- . . . .

## Logs

```
1 2023-09-16 10:00:00.123 INFO main.cpp:100 [Thread-1]: System Startup
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```

To which version? from which version?

System Startup

Thread-12]: Device firmware updated

ad-13]: Scheduled maintenance initiated



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- ❑ Write logs with details
- ❑ Prepare your logs to automatic monitoring



*Milliseconds*

*Metadata*

*Same configuration*

*Bare minimum*

*With details*

*Prepare for automation*



- Operating Systems
- Threads
- Layer Separation
- Network Problems
- External Interfaces
- Simulators
- Logs
- Monitoring

# Identify Errors Proactively: Don't Wait for Customer Complaints

1

Identify Errors Proactively:  
Don't Wait for Customer Complaints


2

If it's not automated, it won't get done

- ❑ Write a Python script - start with the errors
- ❑ Monitor periodic activities
- ❑ Count interesting events and create summary for each unit
- ❑ Compare between units

```
1 # Initialize an empty list to store log data
2 log_data = []
3
4 # Specify the name of the log file
5 log_file = "log.txt"
6
7 # Read log data from the file
8 with open(log_file, "r") as file:
9     log_data = file.readlines()
10
11 # Iterate through log lines and print only the lines containing "ERROR"
12 for log_line in log_data:
13     if "ERROR" in log_line:
14         print(log_line.strip())
```

## Python script



```
1 # Initialize an empty list to store log data
2 log_data = []
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## Output

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1 2023-09-16 10:02:30.321 ERROR error_handler.cpp:78 [Thread-3]: Critical error - system halted
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## Output

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## Monitoring

Timestamp	Event			
9/16/23 10:00	data send			
9/16/23 11:00	data send			
9/16/23 12:00	data send			
9/16/23 13:00	data send			
9/16/23 14:00	data send			
9/16/23 15:00	data send			
9/16/23 16:00	data send			
9/16/23 17:00	data send			
9/16/23 18:00	data send			
9/16/23 19:00	data send			
9/16/23 20:00	data send			
9/16/23 21:00	data send			
9/16/23 22:00	data send			
9/16/23 23:00	data send			
9/17/23 0:00	data send			
9/17/23 1:00	data send			
9/17/23 2:00	data send			

- ❑ Write a Python script - start with the errors
- ❑ Monitor periodic activities
- ❑ Count interesting events and create summary for each unit
- ❑ Compare between units

Serial number	Firmware	Errors	Last time	Data sending event	Max temperature (c)
346523	F2	0	3/4/2024 10:15:32	24	65

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- ❑ Compare between units

## Monitoring

Serial number	Firmware	Errors	Last time	Data sending event	Max temperature (c)
346523	F2	0	3/4/2024 10:15:32	24	65
345251	F1	0	3/4/2024 10:12:15	48	68
723642	F2	87	3/4/2024 10:16:52	12	75
548328	F2	0	3/4/2024 10:14:09	1	59

Serial number	Firmware	Errors	Last time	Data sending event	Max temperature (c)
346523	F2	0	3/4/2024 10:15:32	24	65
345251	F1	0	3/4/2024 10:12:15	48	68
723642	F2	87	3/4/2024 10:16:52	12	75
548328	F2	0	3/4/2024 10:14:09	1	59

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**Thank You!**  
Any questions?



**Building Effective  
Embedded Systems:  
Architectural  
Best Practices**

Gili.kamma@gmail.com

<https://www.linkedin.com/in/gili-kamma/>

