


Embedded Ada with Alire

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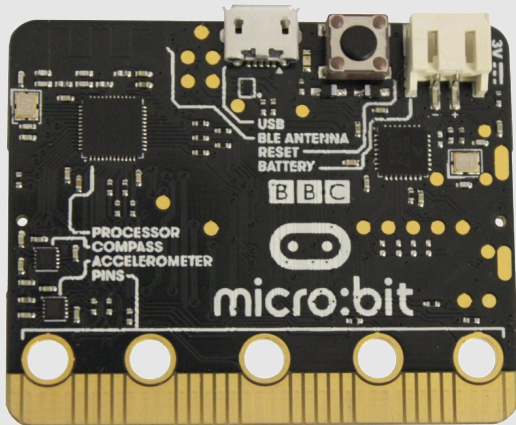
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 Hackaday.io: Fabien.C

- Micro-controllers
 - “Simple” devices
 - A few KiB sometimes MiB of RAM and ROM
 - No virtual memory
 - A lot of inputs/outputs
- No Operating System (bare-metal)

The hardware

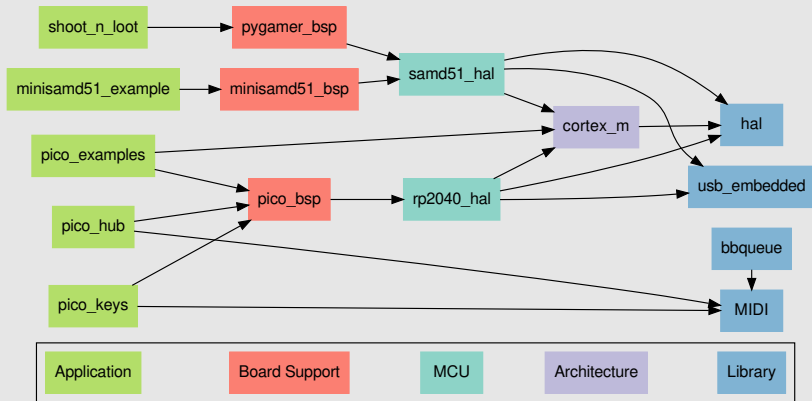


AdaCore

What do we need?

- Toolchain
- Board Support Package (BSP)
 - Run-time
 - Startup code
 - Linker scripts
 - Drivers
- Libraries

Architecture of crates



Crates in this tutorial

- `nrf51_hal`
- `microbit_bsp`
- `my_application`

Create the nrf51_hal crate

```
$ alr init --lib nrf51_hal  
$ cd nrf51_hal
```

Add useful dependencies

```
$ alr with cortex_m  
$ alr with hal
```


Add gnat_arm_elf dependency (toolchain)

```
$ alr with gnat_arm_elf
```

Create the microbit_bsp crate

```
$ cd ..  
$ alr init --lib microbit_bsp  
$ cd microbit_bsp
```

Add a pin dependency to nrf51_hal

```
$ alr with nrf51_hal --use=../nrf51_hal
```

Configure run-time in GPR file

Zero-FootPrint run-times without parts that are specific to a given MCU or board

That means without:

- Linker script
- Startup code (crt0.S)

```
for Target use "arm-elf";  
for Runtime ("Ada") use "zfp-cortex-m0";
```

Get and build startup-gen

startup-gen generates startup files (crt0 and linker script) based on properties of the target device such as: architecture, memory layout, number of interrupts.

```
$ cd ..  
$ alr get --build startup_gen
```

Add device configuration in GPR file

```
package Device_Configuration is
  for CPU_Name use "ARM Cortex-M0";
  for Number_Of_Interrupts use "32";

  for Memories use ("flash", "ram");

  for Mem_Kind ("flash") use "rom";
  for Address  ("flash") use "0x00000000";
  for Size     ("flash") use "256K";

  for Mem_Kind ("ram") use "ram";
  for Address  ("ram") use "0x20000000";
  for Size     ("ram") use "16K";

  for Boot_Memory use "flash";
end Device_Configuration;
```

Use startup-gen generator

```
$ cd microbit_bsp
$ alr exec -- ../startup_gen_22.0.0_85f5a122/startup-gen \
    -P microbit_bsp.gpr \
    -l src/link.ld \
    -s src/crt0.S
```

Add crt0 + linker script in GPR file

Add Asm_CPP language to build crt0.S:

```
for Languages use ("Ada", "Asm_CPP");
```

Define a linker switch variable for the linker script:

```
Linker_Switches := ("-T", Project'Project_dir & "/src/link.ld");
```

This variable will be used by the application.

Create the my_application crate

```
$ cd ..  
$ alr init --bin my_application  
$ cd my_application
```

Add a pin dependency to microbit_bsp

```
$ alr with microbit_bsp --use=../microbit_bsp
```

Configure GPR file

```
-- [...]  
with "microbit_bsp.gpr";  
  
project My_Application is  
  -- [...]  
  
  for Runtime ("Ada") use MicroBit_BSP'Runtime ("Ada");  
  for Target use MicroBit_BSP'Target;  
  
  package Linker is  
    for Default_Switches ("Ada") use  
      MicroBit_BSP.Linker_Switches &  
        ("-Wl,--print-memory-usage",  
          "-Wl,--gc-sections");  
  end Linker;
```

Write hello-world

```
with Ada.Text_IO;  
  
procedure My_Application is  
begin  
    for X in 1 .. 10 loop  
        Ada.Text_IO.Put_Line ("Hello World!");  
    end loop;  
end My_Application;
```

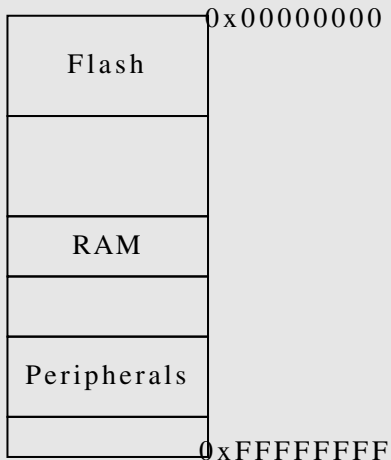
```
$ alr build
```

Run hello-world on QEMU

```
$ qemu-system-arm -nographic -no-reboot \  
                  -semihosting -M microbit \  
                  -kernel bin/my_application
```

Peripheral Drivers

Memory Mapped Registers



Memory Mapped Registers

7	6	5	4	3	2	1	0
Reserved		Sense		Reserved			

Sense: Pin sensing mechanism

0: Disabled

2: Sense for high level

3: Sense for low level

Hardware Mapping

```
#define SENSE_MASK      (0x30)
#define SENSE_POS      (4)

#define SENSE_DISABLED (0)
#define SENSE_HIGH     (2)
#define SENSE_LOW      (3)

uint8_t *register = 0x80000100;

// Clear Sense field
*register &= ~SENSE_MASK;
// Set sense value
*register |= SENSE_DISABLED << SENSE_POS;
```

Hardware Mapping

```
-- High level view of the Sense field
type Pin_Sense is
  (Disabled,
   High,
   Low)
  with Size => 2;

-- Hardware representation of the Sense field
for Pin_Sense use
  (Disabled => 0,
   High     => 2,
   Low      => 3);
```

Hardware Mapping

```
-- High level view of the register
type IO_Register is record
    Reserved_A : UInt4;
    SENSE       : Pin_Sense;
    Reserved_B : UInt2;
end record;

-- Hardware representation of the register
for IO_Register use record
    Reserved_A at 0 range 0 .. 3;
    SENSE      at 0 range 4 .. 5;
    Reserved_B at 0 range 6 .. 7;
end record;
```

Hardware Mapping

```
Register : IO_Register  
  with Address => 16#8000_0100#;
```

```
Register.SENSE := Disabled;
```

Mapping for the nRF51

- nRF51
- 28 peripherals
- 414 memory mapped registers
- 903 fields in the registers

Who wants to write all the representation clauses?

System View Description (SVD)

```
<field>
  <name>SENSE</name>
  <description>Pin sensing mechanism.</description>
  <lsb>4</lsb> <msb>5</msb>
  <enumeratedValues>
    <enumeratedValue>
      <name>Disabled</name>
      <description>Disabled.</description>
      <value>0x00</value>
    </enumeratedValue>
  </enumeratedValues>
[...]
```

Get and build svd2ada

```
$ cd ..  
$ alr get --build svd2ada
```


Run SVD2Ada

```
$ cd nrf51_hal
$ ../svd2ada_0.1.0_6eb0b591/bin/svd2ada \
  ../svd2ada_0.1.0_6eb0b591/CMSIS-SVD/Nordic/nrf51.svd \
  --boolean \
  -o src/ \
  -p nRF51_SVD \
  --base-types-package HAL \
  --gen-uint-always
```

Basic RNG driver spec: src/nrf51_hal-rng.ads

```
with HAL;  
package Nrf51_Hal.RNG is  
  function Read return HAL.UInt8;  
end Nrf51_Hal.RNG;
```

Basic RNG driver body: src/nrf51_hal-rng.adb

```
with nRF51_SVD.RNG;
package body Nrf51_Hal.RNG is
  function Read return HAL.UInt8 is
    use HAL;
    use nRF51_SVD.RNG;
  begin
    RNG_Periph.EVENTS_VALRDY := 0; -- Clear event
    RNG_Periph.TASKS_START := 1; -- Start generator

    while RNG_Periph.EVENTS_VALRDY = 0 loop
      null; -- Wait for value ready
    end loop;

    return RNG_Periph.VALUE.VALUE;
  end Read;
end Nrf51_Hal.RNG;
```

Update Application to use RNG driver

```
with Ada.Text_IO;  
with Nrf51_Hal.RNG;  
  
procedure My_Application is  
begin  
  
    for X in 1 .. 10 loop  
        Ada.Text_IO.Put_Line ("Hello World!" &  
                               Nrf51_Hal.RNG.Read'Img);  
    end loop;  
end My_Application;
```

Build again

```
$ cd ..  
$ cd my_application  
$ alr build
```

```
$ qemu-system-arm -nographic -no-reboot \  
                  -semihosting -M microbit \  
                  -kernel bin/my_application
```