Tools for microcontroller development

https://mchck.org

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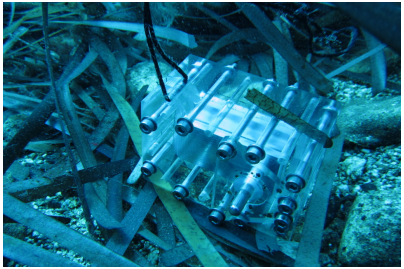
We need better tools

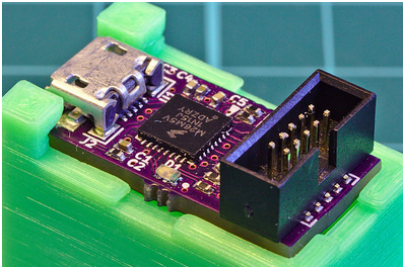
- Embedded has traditionally been a copy+paste fest
- Copy+Paste prevents downstreaming of fixes
- Where is the bug: in the copied code, in my code, in the interface?

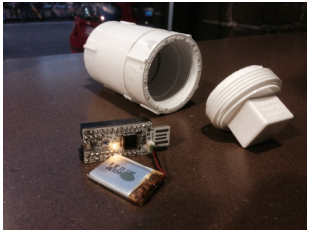
Experiment: The MC HCK

How much better can we do, if we focus on tools, rather than projects?

Hey, this is even being used!







Software: A Complete Stack

- Own Library OS
- SWD Programmer & Debugger
- Supporting Toolchain

The MC HCK philosophy

Do things properly, even if it means doing them yourself.

Library OS (1)

- Embedded (vendor) code is terrible
- Typically exposes interface of hardware to software

MC HCK library

- Develop library from scratch in proper OS style
- Implement a task-centric API
- Completely non-blocking; callback based

Library OS (2)

blink.c

```
1  #include <mchck.h>
2
3  static struct timeout_ctx t;
4
5  static void
6  blink(void *data)
7  {
8          onboard_led(ONBOARD_LED_TOGGLE);
9          timeout_add(&t, 500, blink, NULL);
10 }
11
12 int
13 main(void)
14 {
15         timeout_init();
16         /* blink will also setup a timer to itself */
17         blink(NULL);
18         sys_yield_for_frogs();
19 }
```

Library OS (3)

lib/mchck/adc.c

```
1  void
2  adc_init(void)
3  {
4          /**
5           * Enable bandgap buffer.  We need this later to calibrate our
6           * reference scale.  However, we start it now, so that it will
7           * have time to stabilize. */
8          bf_set_reg(PMC_REGSC, PMC_REGSC_BGBE, 1);
9
10         /* enable clock */
11         bf_set_reg(SIM_SCGC6, SIM_SCGC6_ADC0, 1);
12
13         /* enable interrupt handler */
14         int_enable(IRQ_ADC0);
15
16         /* setup ADC calibration */
17         adc_sample_prepare(ADC_MODE_SAMPLE_LONG | ADC_AVG_32);
18         adc_ctx.stat_a.cb = adc_calibrate_cb;
19         adc_ctx.stat_a.active = 1;
20
```

SWD Programmer & Debugger

- Poor SWD support in Free Software
- OpenOCD is spaghetti and JTAG centric
- Commercial solutions are expensive *and* unreliable

SWD Programmer & Debugger

- Flash programmer & GDB stub
- Easy to adapt for new targets or programmer hardware (≈100 LOC)

Simple Makefiles

- Embedded build systems: usually old, shitty Makefiles recycled over and over

BSD-style Makefiles

- Semantic declaration
- Complexity hidden centrally

blink/Makefile

```
1 PROG=   blink
2
3 .include ../../build/mchck.mk
```

Link & Compile only required sources

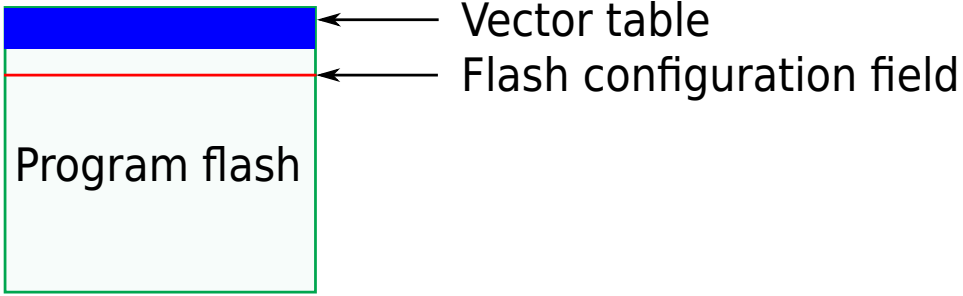
- Common approach: Fuzz your Makefile until you figured out all required sources.
- Typically systems link with `-ffunction-sections -fdata-sections`
- Cannot rely on linker pruning alone: weak symbols get linked.

Linkdep

- Compile source once
- Observe which symbols are provided and required
- Make only links required objects

Knapsack the Flash

- Kinetis has flash protection bits in flash at offset 0x400.



- The linker cannot just fill sections into a gap.

Knapsack

- A linker wrapper to fill the gap efficiently.

USB Descriptor Generator

- USB descriptors are tedious and difficult to keep coherent.

Descriptor Generator

- A small DSL for USB descriptors

usb-serial-loopback.desc

```
1  device(:cdc_device) {
2    idVendor 0x2323
3    idProduct 3
4    iManufacturer "mchck.org"
5    iProduct "MC HCK serial test"
6
7    config {
8      initfun :init_vcdc
9
10     cdc {
11     }
12   }
```

Virtual USB to debug class drivers

- USB has timing constraints: difficult to debug
- Better run USB class drivers unmodified on host

VUSB

- Uses Linux USBIP module to connect to host USB subsystem
- Emulates USB host adapter + USB SIE
- currently broken :/