

# Ouverture

Programming Arduinos made even easier (and more reliable).

With AVR-Ada you can enjoy using Ada for programming embedded systems with ATMEL microcontrollers.



# Programming Arduinos in Ada

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4th February 2012

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Currently:

- Independent consultant.
- Co-founder of AdaHeads K/S.
- Programs embedded devices for Koparo.

Background:

- PhD in experimental physics.
- BSc in mathematics.
- Has taught mathematics, physics and software engineering.
- Worked with bioinformatics, biotechnology and modelling of investments in the financial market.



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# Outline

- 1 Introduction
- 2 Getting started
- 3 Hardware
- 4 Software
- 5 A little trick for Linux users

# The really short recipe

- ➊ In parallel:
  - ➎ Get an ATTEL device (Arduino or similar).
  - ➏ Install AVR-Ada<sup>1</sup>
- ➋ Compile, install and run some demonstration programs
- ➌ Connect the device with some input or output hardware
- ➍ Program
- ➎ Play

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<sup>1</sup>Ludovic, can you make it `sudo apt-get install avr-gnat :-)`

# The really short recipe + links

- Make sure the device you get is a supported one:

<http://sourceforge.net/apps/mediawiki/avr-ada/index.php?title=Status>

- Official AVR-Ada installation instructions:

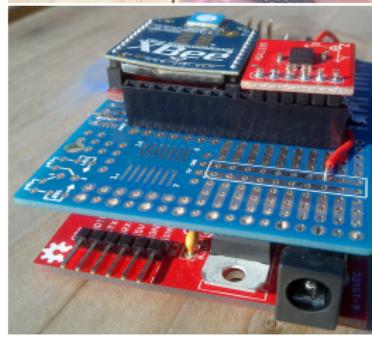
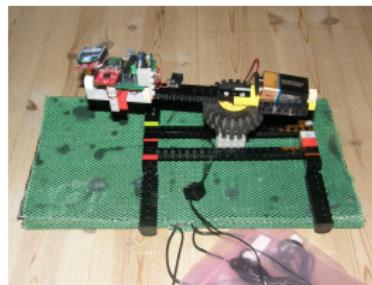
<http://sourceforge.net/apps/mediawiki/avr-ada/index.php?title=Setup>

- Overview of distribution-specific installation guides:

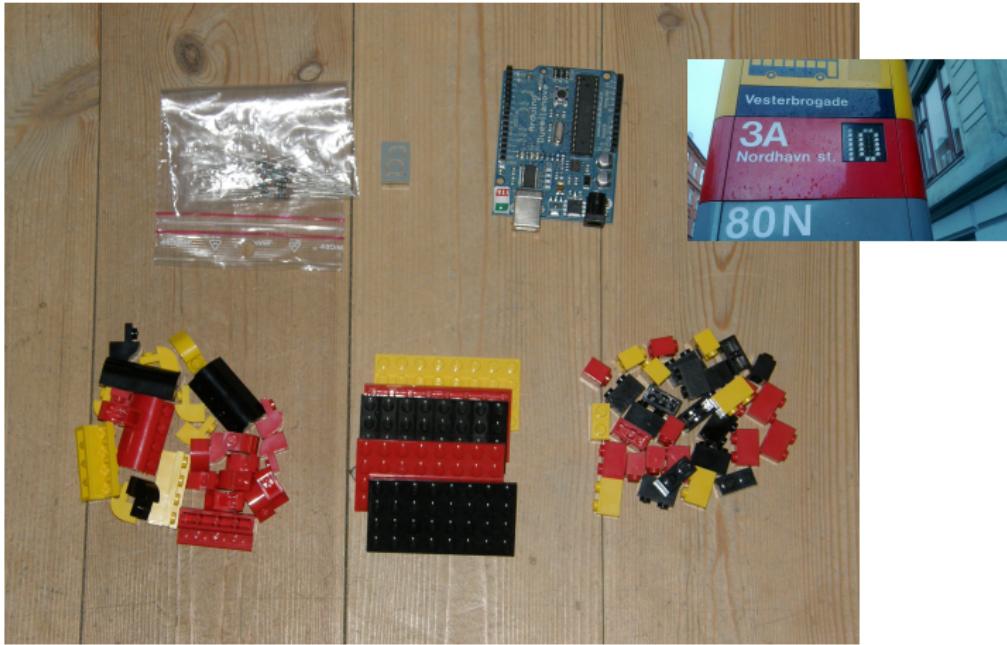
<http://arduino.cc/playground/Code/AVR-Ada>

What makes the installation of AVR-Ada a bit tricky is that you need a complete matching toolset (binutils, gcc, etc.). A version for GCC 4.6 (subversion version) has just been released for the brave.

# Wireless accelerometer (prototype)



# LEGO bus stop sign (in pieces)



# Ada – Representation clauses

```
type LCD_Segment_Digits is ('1', '4', '7', '3', '2',
                             '5', '6', '0', '9', '8');
-- MSB->LSB: top, upper left, upper right, middle,
--             lower left, lower right, bottom, decimal point
for LCD_Segment_Digits use ('0' => 2#1_11_0_11_1_0#,
                            '1' => 2#0_01_0_01_0_0#,
                            '2' => 2#1_01_1_10_1_0#,
                            '3' => 2#1_01_1_01_1_0#,
                            '4' => 2#0_11_1_01_0_0#,
                            '5' => 2#1_10_1_01_1_0#,
                            '6' => 2#1_10_1_11_1_0#,
                            '7' => 2#1_01_0_01_0_0#,
                            '8' => 2#1_11_1_11_1_0#,
                            '9' => 2#1_11_1_01_1_0#);
[...]
Time_To_Next_Bus : LCD_Segment_Digits;
for Time_To_Next_Bus'Address use MCU.PortB'Address;
[...]
Time_To_Next_Bus := '3';
```

# Ada – Wireless accelerometer

```
with Interfaces;
with AVR;
with AVR.ADC;
with AVR.Int_Img;
with AVR.MCU;
with AVR.Real_Time.Delays;
with AVR.Strings;
with AVR.UART;

procedure XBee_Accelerometer is
use Interfaces;
use AVR;
function My_Delta (A, B : ADC.Conversion_10bit) return ADC.Conversion_10bit is
use type ADC.Conversion_10bit;
begin
  if A > B then
    return A - B;
  else
    return B - A;
  end if;
end My_Delta;
type Coord_Range is range 0 .. 5;
type Coord_Array is array (Coord_Range) of ADC.Conversion_10bit;
Value : Coord_Array := (others => 0);
Old_Value : Coord_Array := (others => 0);
N : AVR.Strings.AStr5;
L : Interfaces.Unsigned_8;
Changed : Boolean;
State : Boolean := False;
Counter : Integer := 0;
begin
  MCU.DDRB_Bits (1) := DD_Output;
  MCU.DDRB_Bits (3) := DD_Output;
  MCU.DDRC_Bits (4) := DD_Output;
  MCU.PortB_Bits (1) := True;
  AVR.UART.Init (7);
  AVR.UART.Put ("Begin");
  AVR.UART.CRLF;
  ADC.Init (ADC.Scale_By_128, ADC.Is_Vcc);
```

```
loop
  if Counter = 10 then
    MCU.PortB_Bits (3) := State;
    State := not State;
    Counter := 0;
  else
    Counter := Counter + 1;
  end if;
  Changed := False;
  for I in Coord_Range range 0 .. 2 loop
    ADC.Start_Conversion (ADC.ADC_Channel_T (I));
    loop
      exit when not ADC.Conversion_Is_Active;
    end loop;
    Value (I) := ADC.Last_Result;
    if My_Delta (Value (I), Old_Value (I)) > 2 then
      Changed := True;
    end if;
    Old_Value (I) := Value (I);
  end loop;
  MCU.PortB_Bits (5) := Changed;
  for I in Coord_Range range 0 .. 2 loop
    case I is
      when 0 =>
        UART.Put ("X2:");
      when 1 =>
        UART.Put ("Y2:");
      when 2 =>
        UART.Put ("Z2:");
    end case;
    AVR.Int_Img.U16_Img (Value (I), N, L);
    AVR.UART.Put (N (1 .. L));
    AVR.UART.Put (" ");
  end loop;
  AVR.UART.CRLF;
  delay 0.1;
end loop;
end XBee_Accelerometer;
```

With special thanks to Tero Koskinen.

## Not quite Ada

A few things are (still) missing in AVR-Ada. There is no run-time system, which means that you don't have:

- Exceptions.
- Tasking.
- Ada.Text\_IO.
- Tagged types.
- ...

The interrupt handlers are configured using a library instead of through the Ada language features.

## Getting the programs unto the device

When you want to get your programs to run on your Arduino you build them, using your newly compiled AVR version of GNAT<sup>2</sup>:

```
avr-gnatmake -g -XMCU=atmega328p -Pblinky.gpr
```

Then you plug your Arduino to the USB port on your development host and use avrdude to install the program on the device:

```
sudo avrdude -c arduino -p atmega328p -P  
/dev/arduino_XXXXXXXX -b 115200 -U  
flash:w:blinky.hex
```

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<sup>2</sup>Make sure you identify the right processor type. Arduino UNO r3 uses atmega328p.

## A little trick

If you want your Arduino to be named consistently, placing a rule like this in a file in `/etc/udev/rules.d/` will be useful:

```
SUBSYSTEMS=="usb", ATTRS{idVendor}=="0403",  
ATTRS{idProduct}=="6001", ATTRS{product}=="FT232R  
USB UART", KERNEL=="ttyUSB*",  
ATTRS{serial}=="A700eEq1",  
SYMLINK+="accelerometer_1", MODE:="0660",  
GROUP:="koparo"
```

(all on one line)

# Contact

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AVR-Ada on Sourceforge  
<http://avr-ada.sourceforge.net/>

The Arduino web site  
<http://arduino.cc/>

Tero Koskinen  
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