

Embedded-check: a Code Quality Tool for **Automatic Firmware** Verification

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Context

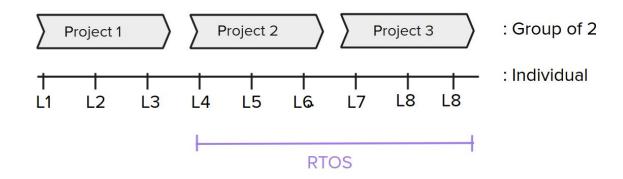
Embedded Systems

- Undergrad course
- Offered in the fifth semester of CE
- Firmware focus (C language)
- Hands-on

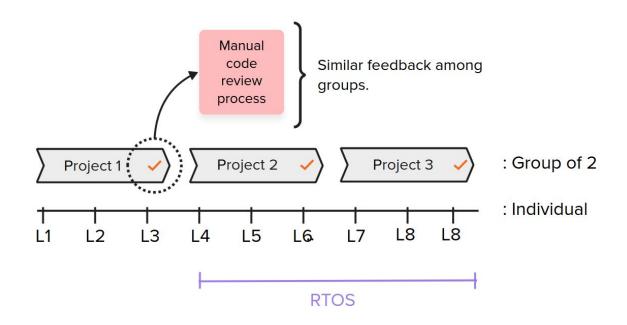
Software ←→ Design ←→ Hardware



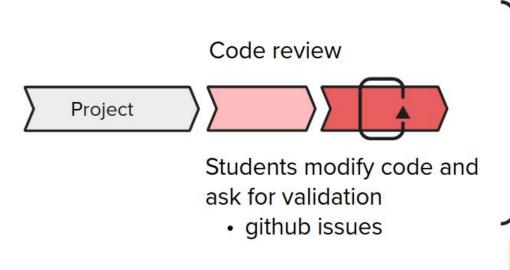
Course details - Overview



Course details - Code review



Code review - Details



| Type | Percentage | |
|--------------------|------------|--|
| Code refactoring | 55% | |
| Rules violation | 13% | |
| Code malfunction | 12% | |
| Wrong rubric | 7% | |
| Documentation | 5% | |
| Solution questions | 5% | |
| Complements | 3% | |

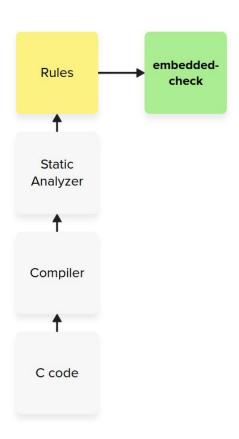
N = 96

3 semesters 2021 / 2022

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Rules

- Created based on faculty expertise
- Focus in firmware
- Three categories:
 - C Language (2 rules)
 - Embedded Systems (4 rules)
 - FreeRTOS (4 rules)
- Reflects misconceptions



C Language

```
#include <asf.h>
/**
* freq: Frequecia em Hz
 * time: Tempo em ms que o tom deve ser gerado
void tone(int freq, int time){
    double periodo s = (double) 1 / freq;
    int periodo us = periodo s * 1e6;
    int n_de_iter = time / (periodo_s * 1000);
    int cont = 0:
    while(cont < n_de_iter) {</pre>
        if (!but pause flag)
           pio_set(BUZZER_PIO, BUZZER_PIO_IDX_MASK);
           delay_us(periodo_us / 2);
           pio_clear(BUZZER_PIO, BUZZER_PIO_IDX_MASK);
            delay us(periodo us / 2);
            cont++:>
// Recebe freq em hz e toca essa freq pelo tempo
// definido em TIME BUZER TEST (padrao 5s = 5000ms)
void buzzer_test(int freq) {
   double periodo_s = (double) 1 / freq;
    int periodo_us = periodo_s * 1e6;
    int n_iter = TIME_BUZZER_TEST / (periodo_s * 1000);
    for (int i = 0; i < n iter; i++) {
        pio_set(BUZZER_PIO, BUZZER_PIO_IDX_MASK);
        delay us(periodo us / 2);
        pio_clear(BUZZER_PIO, BUZZER_PIO_IDX_MASK);
        delay_us(periodo_us / 2);
                                                               foo.h
```

C Language

NO (or wrong) include guard

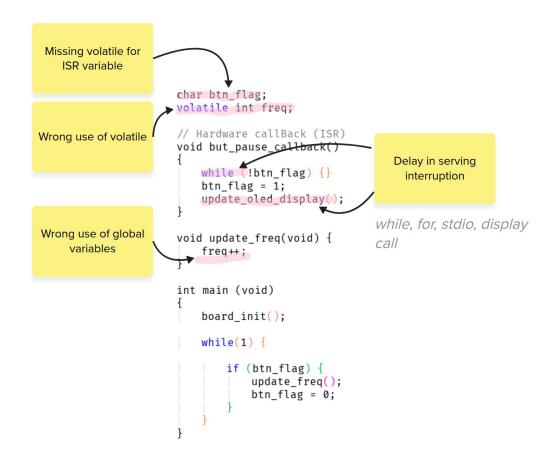
C code in head file

```
#include <asf.h>
* freq: Frequecia em Hz
 * time: Tempo em ms que o tom deve ser gerado
void tone(int freq, int time){
    double periodo s = (double) 1 / freq;
    int periodo us = periodo s * 1e6;
    int n_de_iter = time / (periodo_s * 1000);
    int cont = 0:
    while(cont < n_de_iter) {</pre>
        if (!but pause flag)
           pio_set(BUZZER_PIO, BUZZER_PIO_IDX_MASK);
            delay us(periodo us / 2);
            pio clear(BUZZER PIO, BUZZER PIO IDX MASK);
            delay us(periodo us / 2);
            cont ++:
// Recebe freq em hz e toca essa freq pelo tempo
// definido em TIME BUZER TEST (padrao 5s = 5000ms)
void buzzer_test(int freq) {
    double periodo_s = (double) 1 / freq;
    int periodo_us = periodo_s * 1e6;
    int n_iter = TIME_BUZZER_TEST / (periodo_s * 1000);
    for (int i = 0; i < n iter; i++) {
        pio set(BUZZER PIO, BUZZER PIO IDX MASK);
        delay us(periodo us / 2);
        pio_clear(BUZZER_PIO, BUZZER_PIO_IDX_MASK);
        delay_us(periodo_us / 2);
                                                               foo.h
```

Embedded Systems

```
char btn_flag;
volatile int freq;
// Hardware callBack (ISR)
void but_pause_callback()
   while (!btn_flag) {}
   btn_flag = 1;
   update_oled_display();
void update_freq(void) {
   freq++;
int main (void)
   board_init();
   while(1) {
       if (btn_flag) {
           update_freq();
           btn_flag = 0;
```

Embedded Systems



RTOS (FreeRTOS)

```
volatile char btn_flag;
// Hardware callBack (ISR)
void btn_pause_callback()
   btn_flag = 1;
void timer_irs(){
   xSemaphoreGive(xSemaphore, 0);
void task_1(void){
   int timer = 0;
   while(1) {
       if (xSemaphoreTake(xSemaphore, 0)) {
           timer++;
           xQueueSendFromISR(xQueue, &timer, 0);
void task_2(void){
   while(1) {
       if (btn_flag) {
           delay_ms(100);
           update_oled_display();
           btn_flag = 0;
```

RTOS (FreeRTOS)

Wrong use of global variables

Missing FromISR

Wrong use of **FromISR**

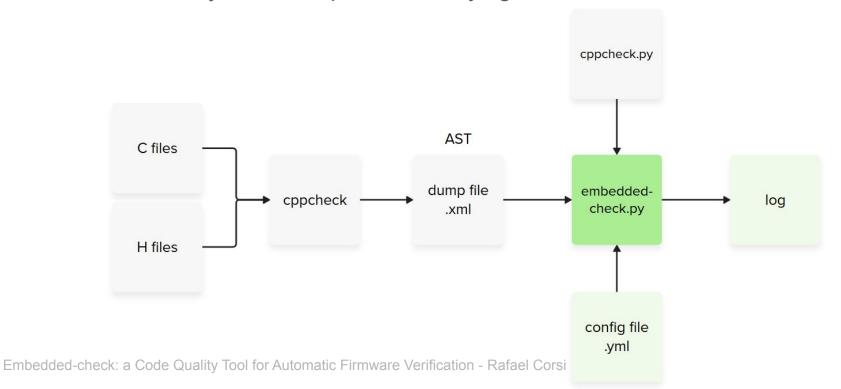
Shall use RTOS resources such as volatile char btn_flag; Queue and Semaphores // Hardware callBack (ISR)

```
void btn_pause_callback()
   btn_flag = 1;
void timer_irs(){
   xSemaphoreGive(xSemaphore, 0);
void task_1(void){
   int timer = 0:
   while(1) {
       if (xSemaphoreTake(xSemaphore, 0)) {
           timer++;
           xQueueSendFromISR(xQueue, &timer, 0);
void task_2(void){
                                        Shall use RTOS delay
   while(1) {
       if (btn_flag)
                                         not software delays
           delay_ms(100);
           update_oled_display();
           btn_flag = 0;
```

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embedded-check

- A static analyser tool capable of verifying all rules



embedded-check

Easy to extend

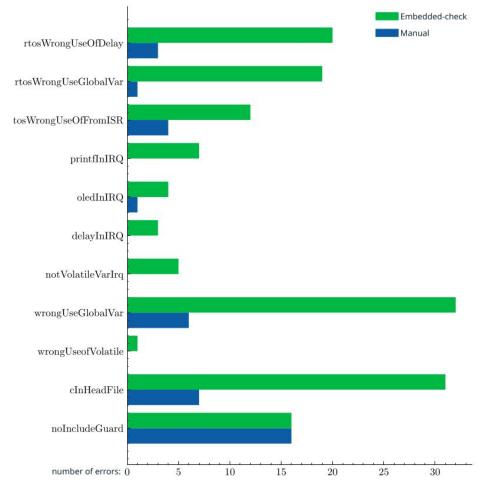
```
def rule_1_3(self):
    Rule 1 3: Do not use volatile where is not need
    erro = 0
    var erro list id = []
    for ass in self.code.all vars with ass:
        if ass['variable']. Id in var erro list id:
            continue
        # exclue ISR access vars
        if ass['variable'].Id in self.code.isr global vars id:
            continue
        if ass['variable'].isExtern:
            continue
        if ass["variable"].isVolatile:
            var name = ass["variable"].nameToken.str
            func name = ass["className"]
            self.print_rule_violation(
                'rule 1 3',
                f"variable {var name} in function {func name}",
            var_erro_list_id.append(ass['variable'].Id)
            erro = erro + 1
    return erro
```

Does it works?

 No manual errors missed by embedded-check

 Detected issues 2.6x more than manual (150 vs. 42)

 Manual detected 28% repos with errors X 86% automatic



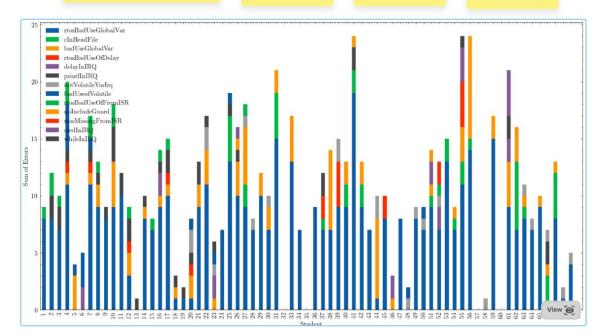
How about the labs?

Did not receive any code feedback!

1250 detected errors

54.4% Embedded Systems

45.5% RTOS violations per student (std=0.7)



Common Errors

| | | | 1 |
|-----------------------|--------------|----------|---|
| Rule | Projects (%) | Labs (%) | |
| rtosWrongUseOfDelay | 15.4 | 7.0 | |
| rtosWrongUseGlobalVar | 13.1 | 55.4 | |
| rtosWrongUseOfFromISR | 5.0 | 2.2 | |
| rtosMissingFromISR | 0.0 | 0.2 | |
| printfInIRS | 2.6 | 6.5 | |
| oledInIRS | 2.6 | 1.4 | |
| delayInIRS | 4.4 | 4.8 | |
| whileInIRS | 0.0 | 0.2 | |
| notVolatileVarIRS | 1.6 | 2.2 | |
| wrongUseGlobalVar | 21.4 | 9.4 | |
| wrongUseVolatile | 1.3 | 4.2 | |
| cInHeadFile | 19.8 | 6.2 | |
| noIncludeGuard | 12.8 | 0.4 | |

N = 150

N=1250

Conclusions

The tool can replace manual feedback for checking the rules and it is easy to extend and can be use in different scenarios:

- **Post-Submission Analysis:** Identifies prevalent errors and assesses curriculum changes.
- Manual Code Review Assistance: Supports and improves efficiency in manual reviews.
- **Continuous Integration:** Ensures consistent code quality in CI systems for submissions.



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