



Writing Microcontroller Drivers in Rust

DAY 4: Writing a Rust Application

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THE SPEAKER



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Focus: Embedded Software Consulting and Training

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Embedded Rust Foundation







Embedded Rust Foundations

Options for Developing Embedded Rust Applications

- Frameworks
 - cortex-m-rt
 - embedded-hal
- Real-Time Interrupt-Driven Concurrency (RTIC)
- FreeRTOS
- Embassy
- RIOT OS







Embedded Rust Foundations

Frameworks: cortex_m_rt

Overview

Provides a runtime for ARM Cortex-M

microcontrollers, including startup code

and exception handling.

Key Features

- Startup and reset handlers.
- Exception handling.
- Integration with other Cortex-M crates.







Audience POLL Question

What does rt in cortex-m-rt stand for?

- a) Real-Time
- b) Run-Time
- c) RTOS
- d) None of the above







The Cortex-M QuickStart Template





The Cortex-M QuickStart Template

Template to develop bare metal applications for the Cortex-M

- Target configuration
- Linker
- Debug configurations
- Example projects
 - Simulation
 - ITM
 - Exceptions
 - Panics
 - Etc.

newAM Merge pull request #125 from 30Wedge/	fix-crash-example 🚥 a34dd4f · 3 weeks ago	🕚 220 Commits
.cargo	Move link-arg setting from .cargo/config.toml to build.rs t	last year
.vscode	Replace deprecated runToMain with runToEntryPoint	2 years ago
examples	Add a user-defined HardFault handler to print ExceptionFr	2 months ago
src	Replace unidiomatic 'extern crate' to 'use x as _'	4 years ago
🕒 .gitignore	Add recommended extensions file	5 years ago
Cargo.toml	Fix typo in Cargo.toml	4 months ago
B README.md	docs: updates documentation to include correct path and	2 years ago
🗅 build.rs	Move link-arg setting from .cargo/config.toml to build.rs t	last year
🕒 memory.x	fix example	6 years ago
🗅 openocd.cfg	openocd.cfg: use the unified stlink.cfg configuration	3 years ago
openocd.gdb	add openocd.gdb hint how to print panic immediatly	5 years ago





The Cortex-M QuickStart Template Creating a New Project

Embedded Applications are special:

- Linker files
- Target core support
- Semi-hosting / ITM
- Debug scripts
- SVD files
- Constrained memory environments
- Etc.

[beningo@J	acobs-MacBook-Pro rust % cargo generategit https://github.com/rust-embedded/cortex-m-guicks
1 ² r Proj	ect Name: stm32f3 hello
A Renam	ing project called stm32f3 hello' to `stm32f3-hello`
3 Dest	nation: /Users/beningo/rust/stm32f3-hello
× proj	ect-name: stm32f3-hello
Sene:	cating template
[1/25]	Done: .cargo/config.toml
[2/25]	Done: .cargo
[3/25]	Done: .gitignore
[4/25]	Done: .vscode/README.md
[5/25]	Done: .vscode/extensions.json
[6/25]	Done: .vscode/launch.json
[7/25]	Done: .vscode/tasks.json
[8/25]	Done: .vscode
[9/25]	Done: Cargo.toml
[10/25]	Done: README.md
[11/25]	Done: build.rs
[12/25]	Done: examples/allocator.rs
[13/25]	Done: examples/crash.rs
[14/25]	Done: examples/device.rs
[15/25]	Done: examples/exception.rs
[16/25]	Done: examples/hello.rs
[17/25]	Done: examples/itm.rs
[18/25]	Dene: examples/panic.rs
[19/25]	Done: examples/test_on_nost.rs
[20/25]	
[21/25]	
[22/25]	
[23/25]	Done: openica.gab
[24/25]	
× Movi	a generated files into: \/Users/beningo/rust/stm32f3-bello\
• Init	alizing a freeh Git renository
+ Done	New project created /Users/beningo/rust/stm32f3-hello
beningo@J	acobs-MacBook-Pro rust %





The Cortex-M QuickStart Template std vs no_std



feature	no_std	std
heap (dynamic memory)	*	√
collections (Vec, BTreeMap, etc)	**	√
stack overflow protection	×	\checkmark
runs init code before main	×	\checkmark
libstd available	×	\checkmark
libcore available	\checkmark	√
writing firmware, kernel, or bootloader code	\checkmark	×

* Only if you use the alloc crate and use a suitable allocator like alloc-cortex-m.

****** Only if you use the **collections** crate and configure a global default allocator.

** HashMap and HashSet are not available due to a lack of a secure random number generator.



The Cortex-M QuickStart Template Target Configuration



[target.thumbv7m-none-eabi]

uncomment this to make `cargo run` execute programs on QEMU

runner = "gemu-system-arm -cpu cortex-m3 -machine lm3s6965evb -nographic -semihosting-config enable=on,target=native -kernel"

- [target.'cfg(all(target_arch = "arm", target_os = "none"))']
- # uncomment ONE of these three option to make `cargo run` start a GDB session
- # which option to pick depends on your system
- # runner = "arm-none-eabi-gdb -g -x openocd.gdb"
- # runner = "gdb-multiarch -q -x openocd.gdb"
- # runner = "qdb -q -x openocd.qdb"

This is needed if your flash or ram addresses are not aligned to 0x10000 in memory.x # See https://github.com/rust-embedded/cortex-m-guickstart/pull/95 "-C", "link-arg=--nmagic",

LLD (shipped with the Rust toolchain) is used as the default linker "-C", "link-arg=-Tlink.x",

if you run into problems with LLD switch to the GNU linker by commenting out

"-C", "linker=arm-none-eabi-ld",

if you need to link to pre-compiled C libraries provided by a C toolchain # use GCC as the linker by commenting out both lines above and then # uncommenting the three lines below # "-C", "linker=arm-none-eabi-gcc", # "-C", "link-arg=-Wl,-Tlink.x", # "-C", "link-arg=-nostartfiles",

Pick ONE of these compilation targets # target = "thumbv6m-none-eabi" # Cortex-M0 and Cortex-M0+ # Cortex-M3 # target = "thumbv7m-none-eabi" target = "thumbv7em-none-eabi" # Cortex-M4 and Cortex-M7 (no FPU) # target = "thumbv7em-none-eabihf" # Cortex-M4F and Cortex-M7F (with FPU) # target = "thumbv8m.base-none-eabi" # Cortex-M23 # target = "thumbv8m.main-none-eabi" # Cortex-M33 (no FPU) # target = "thumbv8m.main-none-eabihf" # Cortex-M33 (with FPU)

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Audience POLL Question

#![no_std] has the following affects on a Rust application:

- Enables stack overflow protection
- Runs init code before main

a) false

b) true







Building the Template Project



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Building the Template Project Compiling an Application

Compile the application for a Cortex-M4

- rustup target add thumbv7em-none-eabi
- cargo build

Use the following to verify the elf file is arm

cargo readobj --bin blinky -- --file-headers

oot@20d054703a23:/home/app/blinky# cargo build **Compiling** semver-parser v0.7.0 Compiling proc-macro2 v1.0.86 Compiling cortex-m v0.7.7 Compiling unicode-ident v1.0.12 Compiling nb v1.1.0 Compiling syn v1.0.109 Compiling cortex-m-rt v0.7.3 **Compiling** void v1.0.2 Compiling vcell v0.1.3 **Compiling** bitfield v0.13.2 **Compiling** critical-section v1.1.2 **Compiling** cortex-m-semihosting v0.3.7 Compiling stm32u575_pac v0.1.0 (/home/app/stm32u575_pac) Compiling blinky v0.1.0 (/home/app/blinky) Compiling panic-halt v0.2.0 Compiling nb v0.1.3 **Compiling** semver v0.9.0 **Compiling** volatile-register v0.2.2 Compiling embedded-hal v0.2.7 Compiling rustc_version v0.2.3 Compiling bare-metal v0.2.5 Compiling quote v1.0.36 Compiling cortex-m-rt-macros v0.7.0 **Finished** `dev` profile [unoptimized + debuginfo] target(s) in 45.23s root@20d054703a23:/home/app/blinky# []



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Building the Template Project

Reading an Object File

<pre>root@20d054703a23:/home/app/blinky#</pre>	cargo readobj ——bin blinky —— ——file—headers
Finished `dev` profile [unoptimi	zed + debuginfo] target(s) in 0.37s
ELF Header:	
Magic: 7f 45 4c 46 01 01 01 00 0	0 00 00 00 00 00 00
Class:	ELF32
Data:	2's complement, little endian
Version:	1 (current)
OS/ABI:	UNIX – System V
ABI Version:	0
Type:	EXEC (Executable file)
Machine:	ARM
Version:	0x1
Entry point address:	0x8000259
Start of program headers:	52 (bytes into file)
Start of section headers:	910444 (bytes into file)
Flags:	0x5000400
Size of this header:	52 (bytes)
Size of program headers:	32 (bytes)
Number of program headers:	5
Size of section headers:	40 (bytes)
Number of section headers:	23
Section header string table index:	21
<pre>root@20d054703a23:/home/app/blinky#</pre>	



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Building the Template Project Size Info and Objdump

root@20d054703a	23:/home/ap	o/blinky# c	argo size ——bin blinky ——release —— —,
Compiling co	rtex-m v0.7	.7 -	
Compiling pr	oc-macro2 v2	1.0.86	
Compiling sy	n v1.0.109		
Compiling co	rtex-m-rt v	0.7.3	
Compiling ba	re-metal v0	.2.5	
Compiling co	rtex-m-semil	nosting v0.	3.7
Compiling st	m32u575_pac	v0.1.0 (/h	ome/app/stm32u575_pac)
Compiling bl	inky v0.1.0	(/home/app	/blinky)
Compiling gu	ote v1.0.36		
Compiling co	rtex-m-rt-ma	acros v0.7.	0
Finished `r	elease` pro	file [optim	<pre>ized + debuginfo] target(s) in 23.69s</pre>
blinky :			
section	size	addr	
<pre>.vector table</pre>	600	0x8000000	
.text —	600	0x8000258	
.rodata	16	0x80004b0	
.data	0	0x20000000	
.gnu.sgstubs	0	0x80004c0	
.bss	12	0x20000000	
.uninit	0	0x2000000c	
.debug loc	1104	0×0	
.debug_abbrev	2210	0×0	
.debug_info	26266	0×0	
.debug_aranges	672	0×0	
.debug_ranges	1656	0×0	
.debug_str	21546	0×0	
.comment	64	0×0	
.ARM.attributes	58	0×0	
.debug frame	992	0×0	
.debug_line	4668	0×0	
.debug_pubnames	803	0×0	
.debug_pubtypes	71	0×0	
Total	61338		

root@376d134fd775:/home/app/blinky# cargo objdump --bin blinky --release -- --disassemble --no-show-raw-insn --print-imm-hex Finished `release` profile [optimized + depugintoj target(s) in 0.505

blinky: file format elf32-littlearm

Disassembly of section .text:

000258 <st< th=""><th>:ext>:</th><th></th></st<>	:ext>:	
000258:	bl	0x800047e <pre_init> @ imm = #0x222</pre_init>
00025c:	ldr	r0, [pc, #0x38] @ 0x8000298 <stext+0x40></stext+0x40>
00025e:	ldr	r1, [pc, #0x3c] @ 0x800029c <stext+0x44></stext+0x44>
000260 :	movs	r2, #0x0
000262 :	cmp	r1, r0
000264 :	beq	0x800026a <stext+0x12></stext+0x12>
000266 :	stm	r0!, {r2}
000268 :	b	0x8000262 <stext+0xa> @ imm = #–0xa</stext+0xa>
00026a:	ldr	r0, [pc, #0x34] @ 0x80002a0 <stext+0x48></stext+0x48>
00026c :	ldr	r1, [pc, #0x34] @ 0x80002a4 <stext+0x4c></stext+0x4c>
00026e:	ldr	r2, [pc, #0x38] @ 0x80002a8 <stext+0x50></stext+0x50>
000270 :	cmp	r1, r0
000272 :	beq	0x800027a <stext+0x22></stext+0x22>
000274 :	ldm	r2!, {r3}
000276 :	stm	r0!, {r3}
000278 :	b	0x8000270 <stext+0x18> @ imm = #-0xc</stext+0x18>
00027a:	ldr	r0, [pc, #0x30] @ 0x80002ac <stext+0x54></stext+0x54>
00027c :	mov.w	r1, #0xf00000
000280 :	ldr	r2, [r0]
000282:	orr.w	r2, r2, r1
000286:	str	r2, [r0]





Audience POLL Question

Have you ever used low-level gdb tools like this to debug your application?

a) Yes b) No







Next Steps







Embedded Rust Docker Container

- <u>https://mailchi.mp/beningo/embedded_rust_docker_con</u> <u>tainer</u>
 - Rust Toolchain
 - Embedded Tools

Beningo Rust Docker Container







Additional Resources

Please consider the resources below:

- Jacob's Blogs
- Jacob's CEC courses
- <u>Embedded Software Academy</u>
- Embedded Bytes Newsletter
 - <u>http://bit.ly/1BAHYXm</u>

www.beningo.com







Thank You





SALANA.



