

RAPID PROTOTYPING WITH ZEPHYR

Elektronikutvecklingsbyrån EUB AB

Tobias Olausson

Short summary

- ❑ Cat person, but married to a human
- ❑ Dance Dance Revolution player
- ❑ Haskell enthusiast
- ❑ Embedded Software Engineer @ EUB



Wind River

- ❑ 2001: Wind River buys Virtuoso RTOS
- ❑ 2015: Renames to Rocket and released as FOSS
- ❑ 2016: Renames to Zephyr, under Linux Foundation umbrella

Linux Foundation

- ❑ 2021: 250+ boards supported
- ❑ 2022: Most contributed RTOS out there
- ❑ 2023: 500+ boards supported

WHY ZEPHYR?

Community

- ❑ Free and open source software
- ❑ Permissive licensing
- ❑ Actively maintained

Features

- ❑ Large ecosystem (batteries included!)
- ❑ Hardware agnostic (device trees!)
- ❑ Configuration via KConfig
- ❑ Samples for almost everything

ZEPHYR COMPARED TO FREERTOS

Features

- ❑ Same primitives as FreeRTOS and more
 - ❑ Concurrency programming less based on threads
- ❑ Batteries included:
 - ❑ Logging subsystem
 - ❑ File system support and other NVS wrappers

Philosophy

- ❑ Opinionated design
- ❑ Dynamic memory allocation is not encouraged
- ❑ Decoupling of hardware and software
 - ❑ Run led sample on any board with a 1ed0

Blinky sample

```
$ mkdir workspace && cd workspace  
$ git clone https://github.com/zephyrproject-rtos/zephyr.git  
$ cd zephyr  
$ west init .  
$ west update  
$ cd samples/basic/blinky/  
$ west build -b nrf52840dk_nrf52840  
$ west flash
```

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$ west flash
```

On different board

```
$ rm -rf build  
$ west build -b nrf5340dk_nrf5340_cpuapp  
$ west flash
```

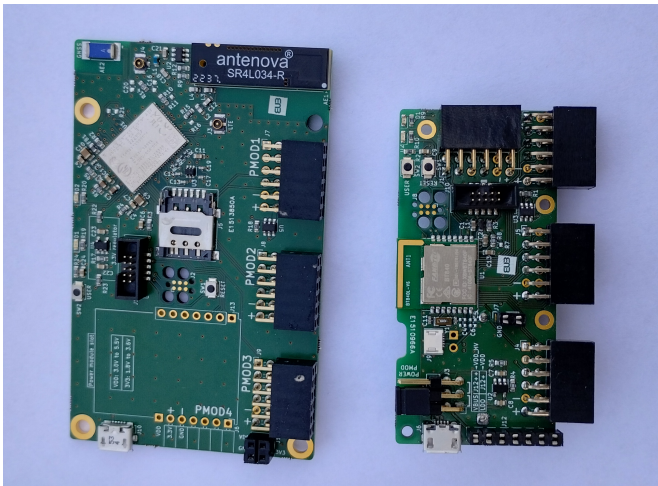


Figure 1: EUB Kite uses a Nordic SoC + PMOD

- ❑ Open standard by Digilent
- ❑ Single row (6 pin) or double row (12 pin)
- ❑ SPI, I2C, UART, GPIO
- ❑ Just pinmux in the device tree

Hardware

- ❑ We always start from EUB Kite as DevKit
- ❑ Device tree overlay for specific peripherals
- ❑ Final HW dts just a merge of the kite and overlay

Software

- ❑ Using nRF connect Zephyr libraries
- ❑ Zephyr libs:
 - ❑ LED, UART, Watchdog, Events, Shell,
 - ❑ BSD Sockets, CoAP, DTLS

What you'd expect from any RTOS

- ❑ Semaphores
- ❑ Mutexes
- ❑ Threads
- ❑ etc

But also

- ❑ Work queues
- ❑ zbus
- ❑ ...and much more!

SEMAPHORES

Definition

```
/* Defined and initialized at compile-time */  
K_SEM_DEFINE(name, initial_count, count_limit)
```

Example

```
/* Binary semaphore */  
K_SEM_DEFINE(my_binary_sem, 0, 1);  
  
/* Take the semaphore with timeout */  
k_sem_take(&my_binary_sem, K_FOREVER);  
  
/* Give the semaphore */  
k_sem_give(&my_binary_sem);
```

Definition

/ Define and initialize at compile-time. Starts automatically */*

K_THREAD_DEFINE(name, stack_size, entry, p1, p2, p3, prio, options, delay)

Example

```
void eub_worker_thread(void)
{
    while (true) {
        ...
    }
}

K_THREAD_DEFINE(worker_thread, 4096, eub_worker_thread, NULL, NULL, NULL, 7, 0, 0);
```

Devices trees...

- ❑ ...has the same syntax and semantics as in Linux
- ❑ ...specify the hardware setup
- ❑ ...annotates the spec with labels
- ❑ ...can be overlayed for small modifications
- ❑ ...are compiled and accessed with macros
 - ❑ ...and gives crazy error messages when wrong

EXAMPLE DEVICE TREE OVERLAY

Some LED and button setup

```
/ {
    leds {
        compatible = "gpio-leds";
        led2: led_2 {
            gpios = <&gpio0 7 (GPIO_ACTIVE_LOW | NRF_GPIO_DRIVE_HOH1)>;
            label = "Awake LED";
        };
    };

    buttons {
        button1: button_1 {
            gpios = <&pmod4 2 (GPIO_PULL_UP | GPIO_ACTIVE_LOW)>;
            label = "EXT_BUTTON";
        };
    };

    aliases {
        led2 = &led2;
        power-led = &led2;
        connection-good-led = &led0;
        connection-bad-led = &led1;
        external-button = &button0;
    };
};
```

DEVICE TREE COMPILATION

```
build/zephyr/include/generated/devicetree_generated.h
```

```
#define DT_N_S_leds_S_led_2_EXISTS 1
#define DT_N_ALIAS_led2          DT_N_S_leds_S_led_2
#define DT_N_ALIAS_power_led     DT_N_S_leds_S_led_2
#define DT_N_NODELABEL_led2     DT_N_S_leds_S_led_2

#define DT_N_S_leds_S_led_2_PATH "/leds/led_2"
#define DT_N_S_leds_S_led_2_PARENT DT_N_S_leds
```


DEVICE TREE USAGE

The application knows nothing about where the LEDs are located, changing boards is possible without changing code!

Using the LEDs

```
const struct gpio_dt_spec connection_good_led =
    GPIO_DT_SPEC_GET(DT_ALIAS(connection_good_led), gpios);
const struct gpio_dt_spec connection_bad_led =
    GPIO_DT_SPEC_GET(DT_ALIAS(connection_bad_led), gpios);
const struct gpio_dt_spec power_led =
    GPIO_DT_SPEC_GET(DT_ALIAS(power_led), gpios);

void blink_led(const struct gpio_dt_spec *led, int times)
{
    for (int i = 0; i < times; i++) {
        gpio_pin_set_dt(led, 1);
        gpio_pin_set_dt(led, 0);
    }
}
```

Just like in Linux

- ❑ Board supplies a default config
- ❑ Applications overlay specifics in `prj.conf`
- ❑ Enables/disables drivers and entire subsystems
- ❑ Configs may enable other configs

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Example

```
CONFIG_MAIN_STACK_SIZE=4096  
CONFIG_COAP=y  
CONFIG_GPIO=y  
CONFIG_NRF_MODEM_LIB=y
```

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```

Debugging

Merged KConfig with all dependencies in `build/zephyr/.config`

WEST - MANIFEST FOR ZEPHYR PARTS

Sample manifest

```
manifest:
  self:
    path: device-firmware

remotes:
  - name: ncs
    url-base: https://github.com/nrfconnect

projects:
  - name: nrf
    repo-path: sdk-nrf
    remote: ncs
    revision: v2.2.0
    import:
      name-allowlist:
        - mcuboot
        - mbedtls-nrf
        - nrfxlib
        - zephyr
        - hal_nordic
        - segger
```

WEST - MANIFEST FOR ZEPHYR PARTS

Install west by following

[...the Zephyr getting started guide](#)

Get started with west

```
$ mkdir ~/my-project
$ cd ~/my-project
$ git clone <firmware-uri> device-firmware
$ cd device-firmware
$ west init -l .
$ west update
```

WEST IS EXTENDED BY ZEPHYR

Building

```
# clean build
$ west build -p -b <board_name>
# rebuild
$ west build
```

Flashing

```
$ west flash
```

Debugging

```
$ west attach
# flash and attach
$ west debug
```

NORDIC MODEM SUPPORT

No more manual AT commands! PPP implementation can be used for modems that are non-nordic.

Connecting

```
#include <modem/nrf_modem_lib.h>
#include <modem/lte_lc.h>

err = lte_lc_init();
err = lte_lc_connect(void);
if (err) {
    /* Something went wrong */
}

/* Otherwise, we're now connected */
```

Debugging

- ❑ Modem tracing helps a LOT in debugging

Zephyr resources

- 📄 <https://github.com/zephyrproject-rtos/zephyr/>
- 📄 <https://docs.zephyrproject.org/latest/>
- 📄 <https://docs.zephyrproject.org/latest/kconfig.html>

Nordic

- 📄 https://developer.nordicsemi.com/nRF_Connect_SDK/doc/2.4.1/nrf/index.html