

# Use of SPARK in a Resource Constrained Embedded System

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# Outline

- Overall Problem
- Ice Buoy Requirements
- Our Solution Using SPARK/Ada
- Lessons Learned
- Future Work

# Sea Ice Dynamics

- Desire to understand the dynamics of Arctic sea ice
  - Jun Yu (University of Vermont) has been developing mathematical models.
  - Used satellite obtained data of ice movement, deformation, and thickness.
  - Needs ground truth information.
    - Wind
    - Temperature
- VTC's role?

# General Requirements

- Must tolerate spring conditions in arctic
  - Temperatures down to -20 C
  - Wind, rain, ice (not much snow)
  - Animals
- Must operate for ~3 months
- Will not be retrieved
  - Must transmit data to base via satellite link

# Data Requirements

- Each sample contains...
  - GPS location
  - Wind speed
  - Relative wind direction
  - Temperature
  - 3-axis magnetometer reading
    - Together with location allows absolute orientation to be computed.
- Each data item separately time stamped

# Software Requirements

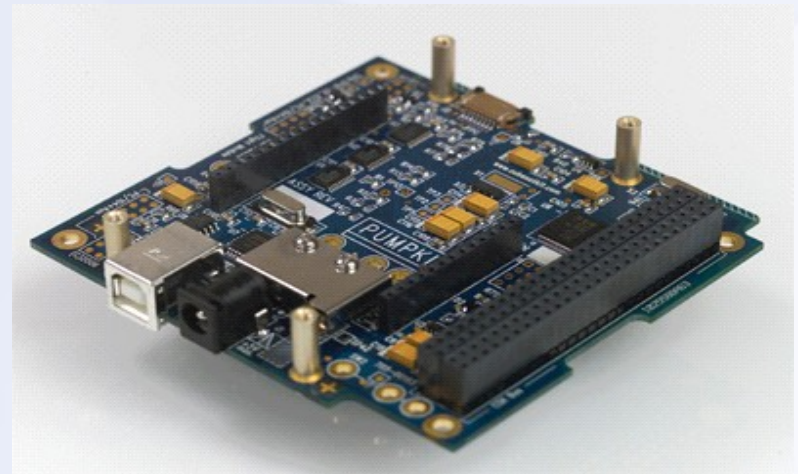
- Sampling Frequency
  - Very slow... once every 30 minutes
    - Software performance not an issue
    - No significant real-time requirements
- Accuracy
  - Spatial resolution: 100s of feet
  - Temporal resolution: minutes
  - Data accuracy: 10-20%

# Reliability

- Significant requirements
  - No access once deployed
  - No ability to upload fixes
  - Device entirely autonomous
  - Must recover from intermittent hardware failure
- Keep it simple
  - No on board processing of data

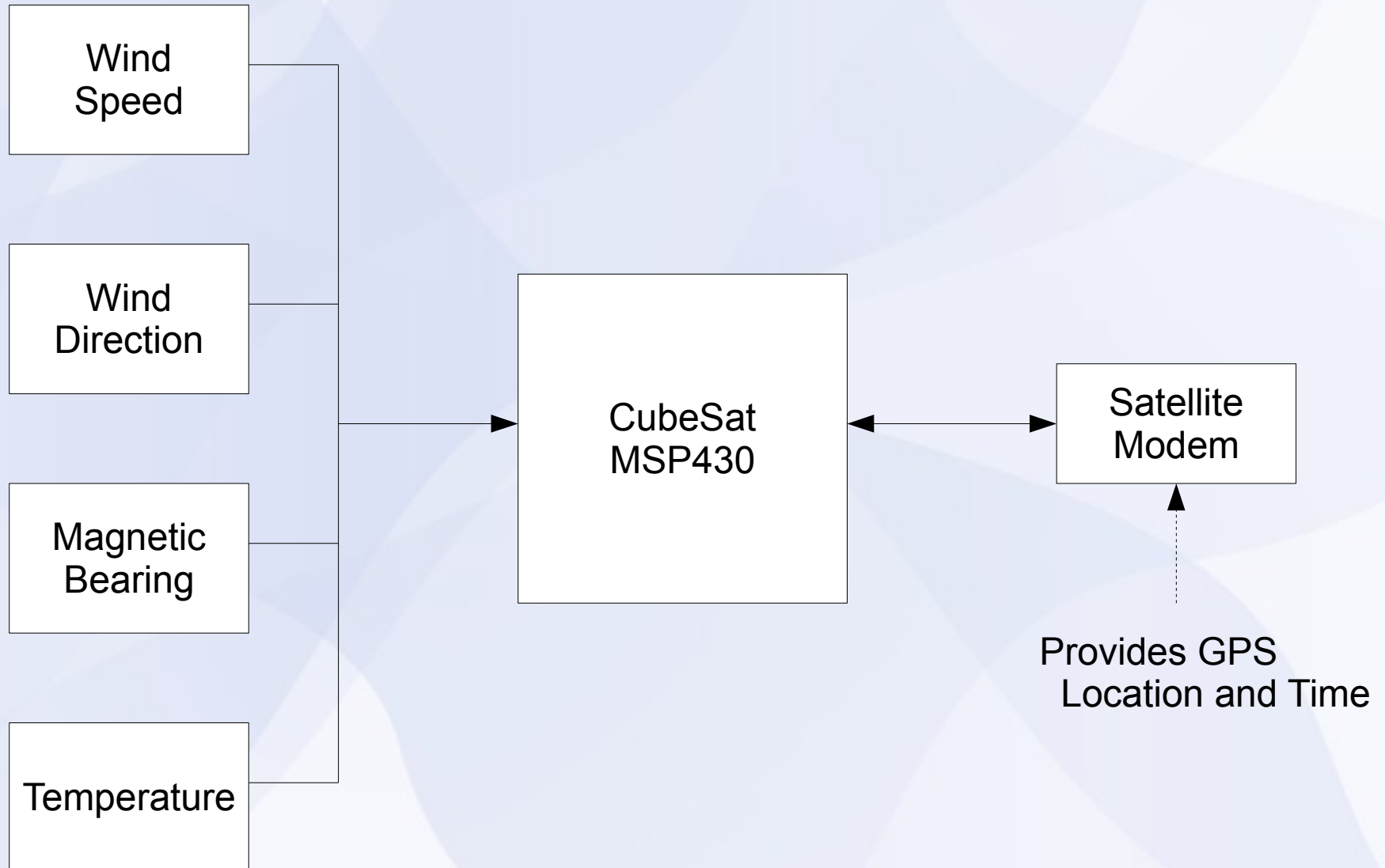
# CubeSat Platform

- MSP430 based
  - Very low power
  - Adequate performance
  - Highly constrained
    - 60 KiB ROM
    - 2 KiB RAM
- Used for future projects

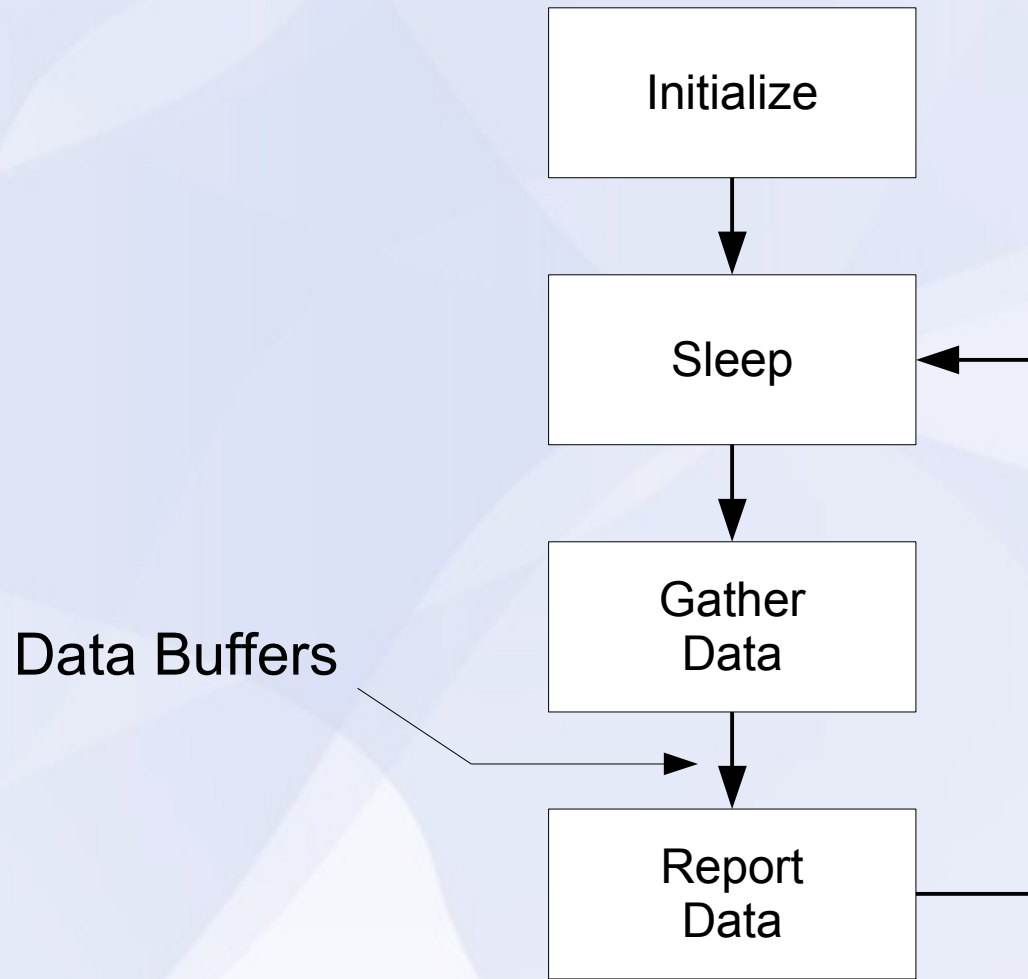




# Block Diagram



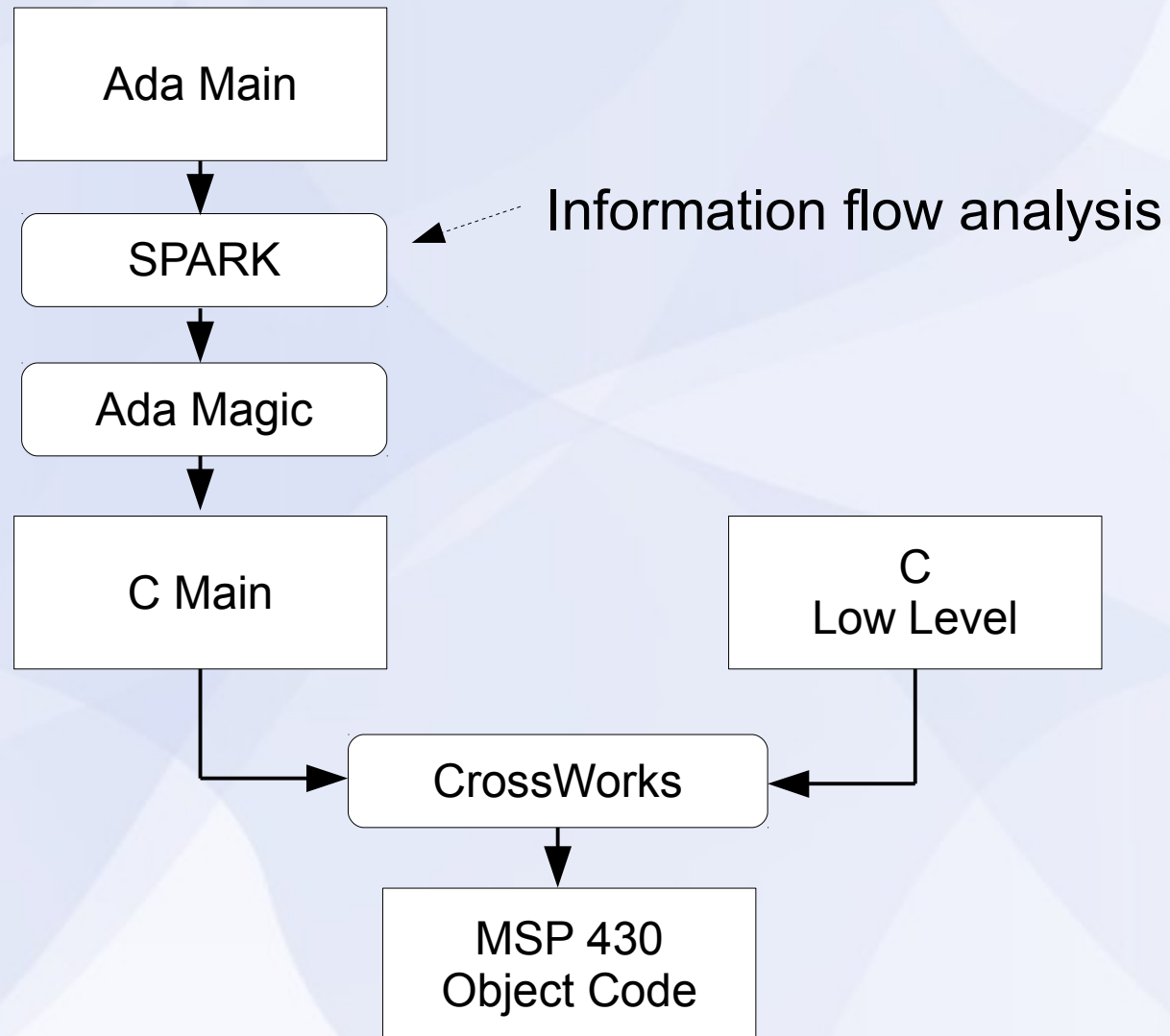
# Software Structure



# Software

- SPARK/Ada
  - Problem...
    - No Ada compiler for CubeSat platform
  - Solution...
    - Compile Ada to C, then use C compiler

# Tool Chain



# SPARK Provides

- More reliable software
- A way to simplify the run time system
  - Exception support not needed
    - Program\_Error can't occur
    - Constraint\_Error can be avoided
  - Dynamic memory allocation not needed
  - Lack of dynamic memory also makes evaluating memory consumption easier
- *We didn't use any run time system!*

# C as Assembly Language

- Need C for low level access
  - Ada Magic compiler does not know the platform.
- Minimize the amount of C
  - C is error prone
  - C is not visible to SPARK
- We kept our C functions one or two lines.

# Timer Interface

- ```
package Timer
--# own Hardware;
is
  procedure Initialize;
  --# global out Hardware;
  --# derives Hardware from ;
  pragma Import(C, Initialize);

  procedure Sleep;
  --# global in out Hardware;
  --# derives Hardware from Hardware
  pragma Import(C, Sleep);

end Timer;
```

# Hand Written C

- Platform specific code written in C
  - ... Interacts with target C compiler
  - ... Uses names compatible with Ada Magic generated code

```
•  
#include <msp430x14x.h>  
#include <standard.h>  
  
void Timer_Sleep(void)  
{  
    _BIS_SR(LPM3_bits);  
}
```



# Other Hardware

- A similar technique was used for
  - Interfacing to A/D converters
  - Interfacing to USARTs
  - Interfacing to debugging LEDs
- Interrupt service routines in C
  - But we only used one (for the timer)
    - Used to wake up the system.
  - USART I/O was done with polling!

# Results

- It is possible to compile Ada onto a very small device using C as an intermediate language.
- *SPARK helps by enabling massive run time simplifications.*
- It is possible to build such a system in an educational setting.

# Future Work

- Finish prototype
  - Still need to complete enclosure
  - Still need to complete software
    - Data formatting
    - Verify freedom from run time errors
    - Evaluate memory consumption
    - Prove buffers can be drained
  - Plan to do live tests this winter in Vermont
- Deploy in March 2011?

# *QUESTIONS?*

*(Thanks to AdaCore, Praxis, Rowley Associates, SofCheck)*