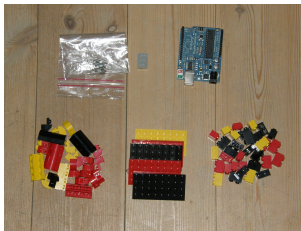
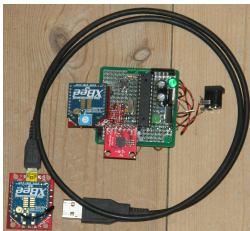


# Overture

Programming Arduinos made even easier (and more reliable).

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



Introduction

Getting started

Hardware

Software

A little trick for Linux users

# Programming Arduinos in Ada

Jacob Sparre Andersen

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4th February 2012

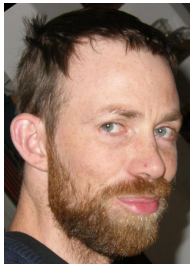
# Jacob Sparre Andersen

## 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

- 1 In parallel:
  - Get an ATMEL device (Arduino or similar).
  - Install AVR-Ada<sup>1</sup>
- 2 Compile, install and run some demonstration programs
- 3 Connect the device with some input or output hardware
- 4 Program
- 5 Play

---

<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:

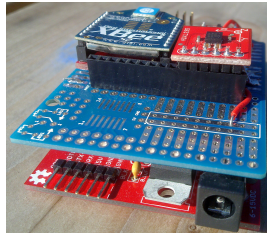
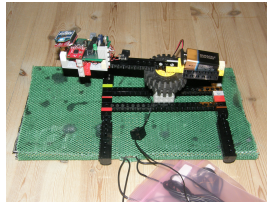
`http://sourceforge.net/apps/mediawiki/avr-ada/index.php?title=Setup`

- Overview of distribution-specific installation guides:

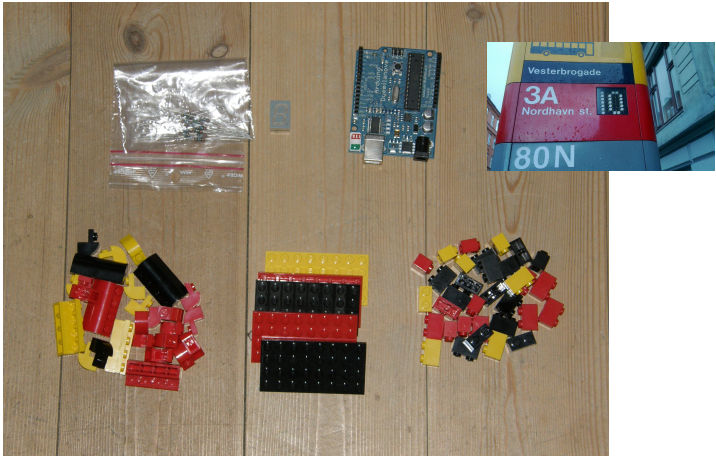
`http://arduino.cc/playground/Code/AVR-Ada`

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.DDRB_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
```

---

<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", ATTRSIdVendor=="0403",  
ATTRSIdProduct=="6001", ATTRSproduct=="FT232R  
USB UART", KERNEL=="ttyUSB*",  
ATTRSserial=="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

`tkoskine` in the `#Ada` IRC channel on Freenode