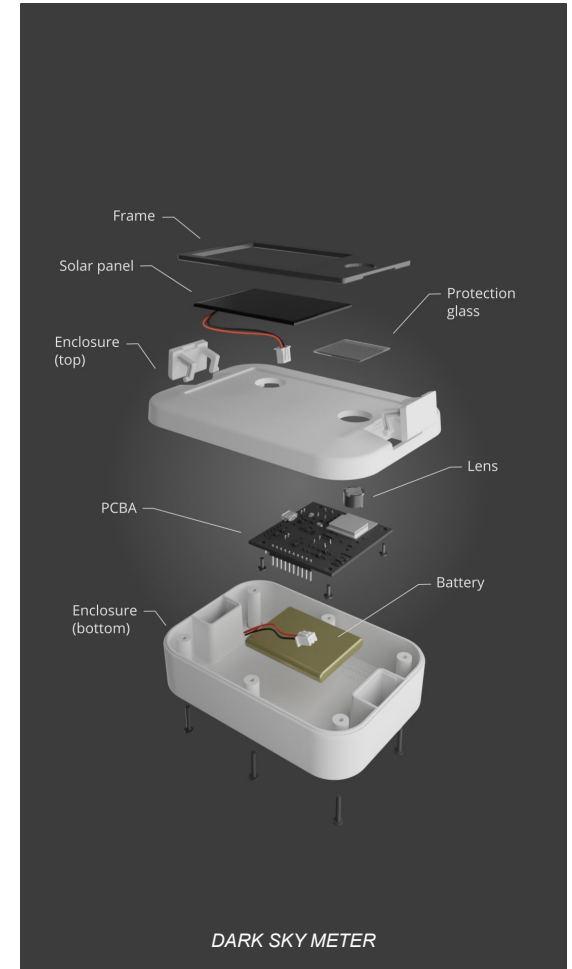


Using embedded Rust to build an unattended, battery-powered device

FOSDEM 2025 / Brussels
Embedded, Mobile and Automotive



DARK SKY METER

DISCLAIMER: This is **not a deep dive into Rust** but a series of thoughts about its feasibility for developing production-ready embedded devices

Light pollution is a big problem for astronomers

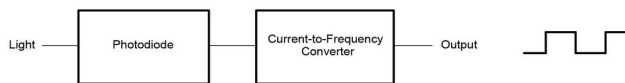


Other consequences

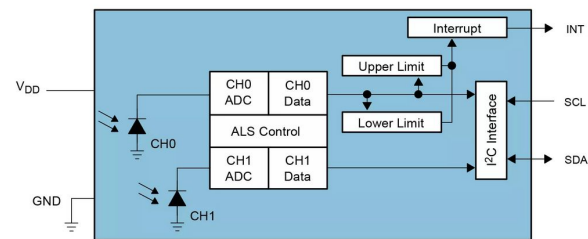
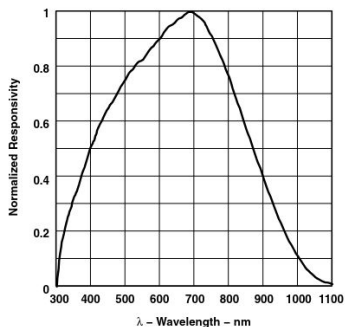
1. Public health
2. Ecological
3. *Noctalgia* / Cultural identity

By Jeremy Stanley - originally posted to Flickr as Light pollution: It's not pretty, CC BY 2.0,
<https://commons.wikimedia.org/w/index.php?curid=5680800>

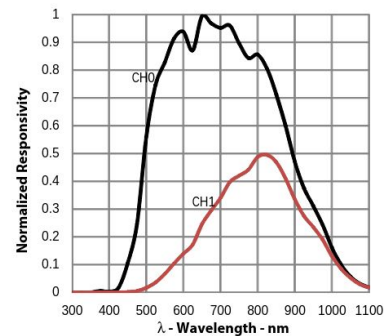
How to measure light pollution?

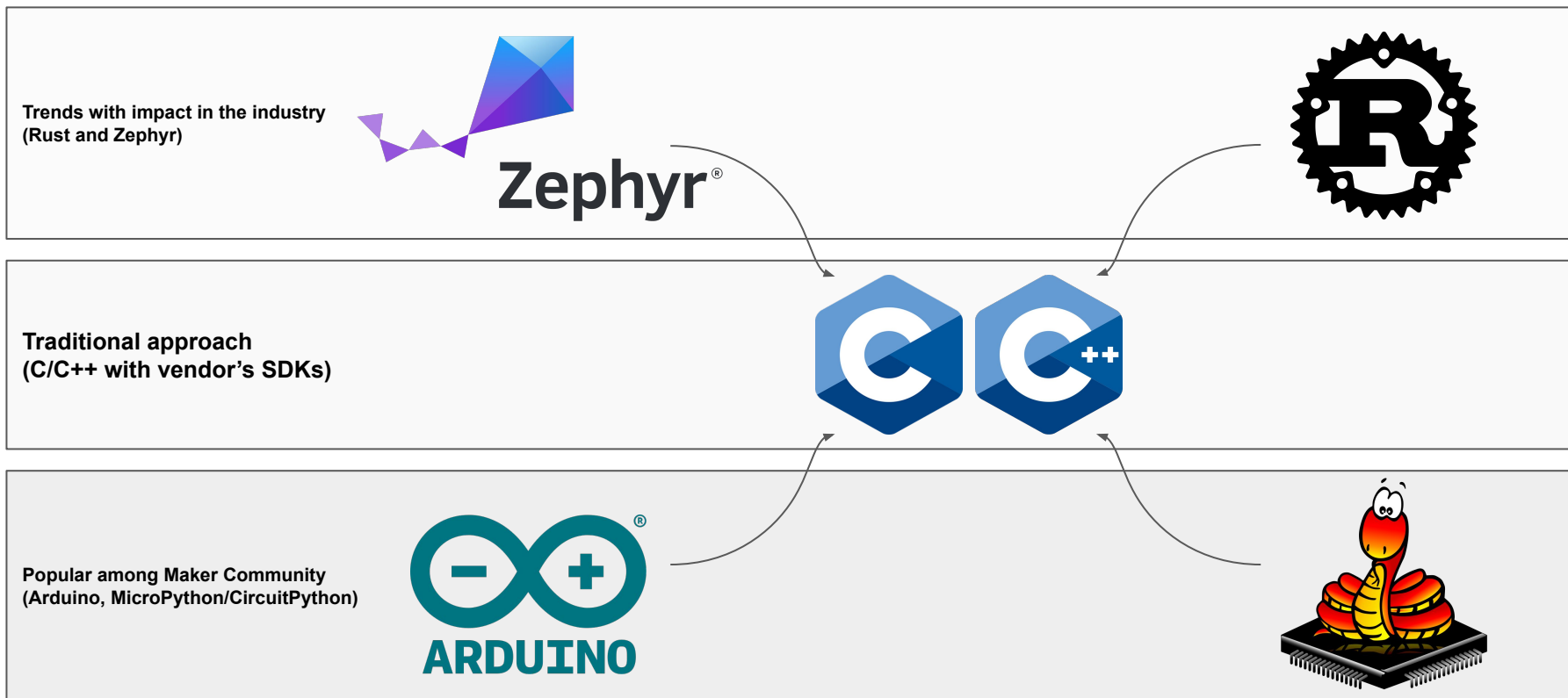


ams TSL237 (discontinued)



ams TSL25911





Why Rust?



Powerful static analysis

Enforce pin and peripheral configuration at compile time. Guarantee that resources won't be used by unintended parts of your application.

[LEARN MORE](#)



Flexible memory

Dynamic memory allocation is optional. Use a global allocator and dynamic data structures. Or leave out the heap altogether and statically allocate everything.

[LEARN MORE](#)



Fearless concurrency

Rust makes it impossible to accidentally share state between threads. Use any concurrency approach you like, and you'll still get Rust's strong guarantees.

[LEARN MORE](#)

Why Rust?



Powerful static analysis

Enforce pin and peripheral configuration at compile time. Guarantee that resources won't be used by unintended parts of your application.

LEARN MORE

```
struct GpioOutput;
struct GpioInput;

struct Gpio<Mode> {
    status: bool,
    mode: Mode,
}

impl Gpio<GpioInput> {
    fn read(&self) -> bool {
        self.status // Read the value (input)
    }

    fn into_output(self) -> Gpio<GpioOutput> {
        Gpio {
            status: self.status,
            mode: GpioOutput,
        }
    }
}

impl Gpio<GpioOutput> {
    fn write(&mut self, status: bool) {
        self.status = status; // Set the value (output)
    }

    fn into_input(self) -> Gpio<GpioInput> {
        Gpio {
            status: self.status,
            mode: GpioInput,
        }
    }
}
```

LEARN MORE



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Makes it impossible to accidentally reach an inconsistent state between threads. Use any concurrency approach you like, and you'll benefit from Rust's strong guarantees.

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    }
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impl Gpio<GpioOutput> {
    fn write(&mut self, status: bool) {
        self.status = status; // Set the value (output)
    }

    fn into_input(self) -> Gpio<GpioInput> {
        Gpio {
            status: self.status,
            mode: GpioInput,
        }
    }
}
}
```

LEARN MORE



Fearless concurrency

Makes it impossible to accidentally reach an inconsistent state between threads. Use any concurrency approach you like, and you'll

```
fn main() {
    let gpio = Gpio {
        status: false,
        mode: GpioInput,
    };

    let status = gpio.read();
    let _ = gpio.write(true); // no method named `write`

    let gpio = gpio.into_output();
    gpio.write(true);
}
```


Why Rust?



```
#![no_std]

use heapless::Vec as HeaplessVec;
use std::vec::Vec;

fn main() {
    // Does not compile in no_std!!!
    let vec: Vec<u8> = Vec::<u8>::new();

    // Use custom allocator instead
    let hvec = HeaplessVec::<u8, 8>::new();
}
```



Flexible memory

Dynamic memory allocation is optional. Use a global allocator and dynamic data structures. Or leave out the heap altogether and statically allocate everything.

[LEARN MORE](#)



Fearless concurrency

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[LEARN MORE](#)

Why Rust?

```
let data = Arc::new(Mutex::new(SensorsData::new()));
let data_ref = Arc::clone(&data);

let sampling_thread = thread::spawn(move || {
    let i2c_config = I2cConfig::new().baudrate(100.kHz().into());
    let sda = peripherals.pins.gpio5;
    let scl = peripherals.pins.gpio6;
    let i2c = I2cDriver::new(peripherals.i2c0, sda, scl, &i2c_config).unwrap();

    sampling_task::sampling_task(i2c, data_ref).unwrap();
});

{
    let mut data = data.lock().unwrap();
    data.update_timestamp();
}
```



Fearless concurrency

Rust makes it impossible to accidentally share state between threads. Use any concurrency approach you like, and you'll still get Rust's strong guarantees.

LEARN MORE

Source: <https://www.rust-lang.org/what/embedded>

State-of-the-Art tooling at last!

Do you want to cross build the project?

```
$ cargo build
```

Do you want to upload the project to the board?

```
$ cargo run
```

Do you want to cross build the project?

```
$ cargo test
```

Do you want to add a new functionality?

```
$ cargo add postcard
```

Thousand of interesting [crates available](#) (e.g. serde, defmt, bitfields, heapless, smol, svd2rust, smoltcp...)

What about embedded systems?

Do you want to add a new sensor?

```
$ cargo add bme280
```

Hundreds of drivers available thanks to the standardization effort of the [Rust Embedded Devices Working Group](#)

```
let i2c_config = I2cConfig::new().baudrate(100.kHz()).into();
let sda = peripherals.pins.gpio5;
let scl = peripherals.pins.gpio6;
let i2c = I2cDriver::new(peripherals.i2c0, sda, scl, &i2c_config).unwrap();

let i2c_ref_cell = core::cell::RefCell::new(i2c);
```

→ \$ cargo add bme280

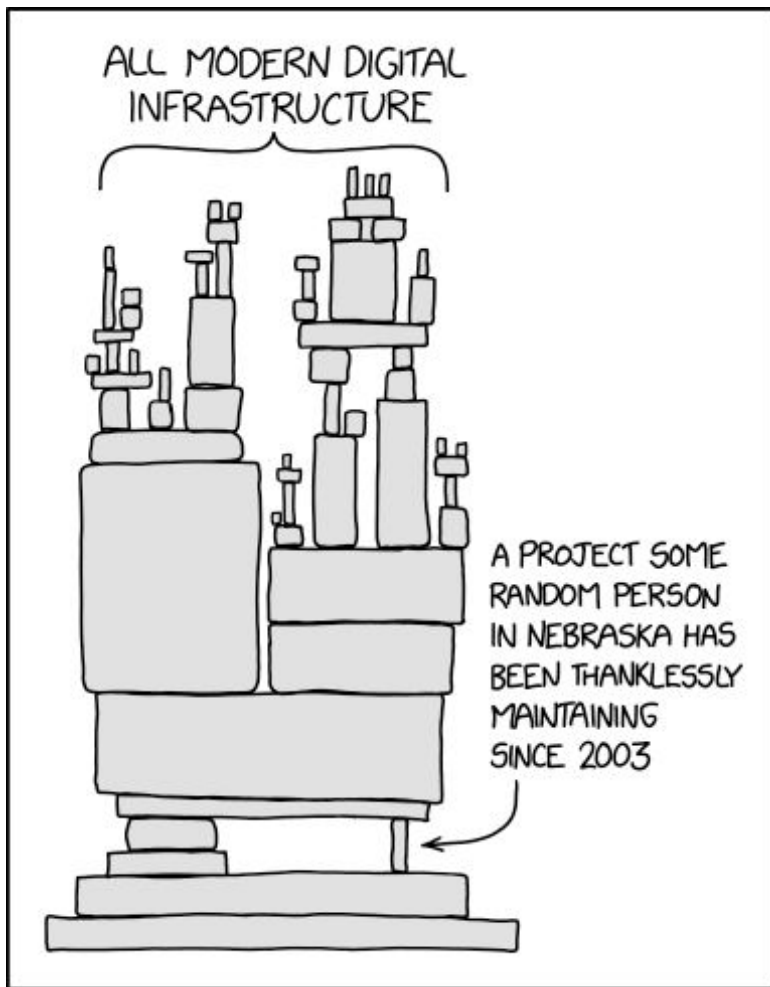
```
{
    let mut bme280 = bme280::i2c::BME280::new_secondary(
        embedded_hal_bus::i2c::RefCellDevice::new(&i2c_ref_cell),
    );
    bme280.init(&mut delay::FreeRtos).unwrap();

    let data = bme280.measure(&mut delay::FreeRtos).unwrap();
    info!(
        "BME280: {:?}",
        (data.temperature, data.humidity, data.pressure)
    );
}
```

→ \$ cargo add adxl345-eh-driver

```
{
    let mut adxl345 = adxl345_ah_driver::Driver::new(
        embedded_hal_bus::i2c::RefCellDevice::new(&i2c_ref_cell),
        Some(adxl345_ah_driver::address::SECONDARY),
    )
    .unwrap();

    let data = adxl345.get_accel().unwrap();
    info!("ADXL345: {:?}", data);
}
```



*Modern tools,
modern problems!*

Considering Rust for your new project?

✓ A strong and cohesive Community

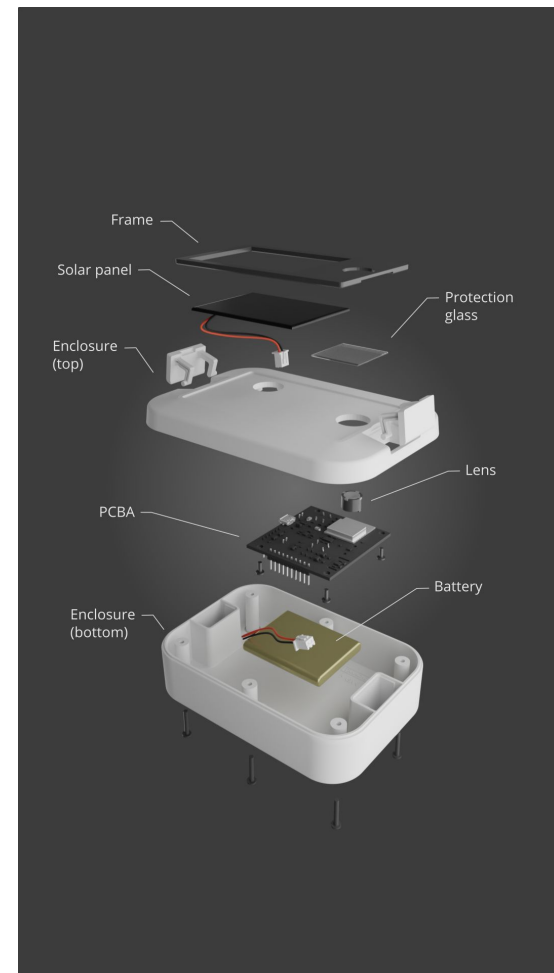
✓ State-of-the art tooling

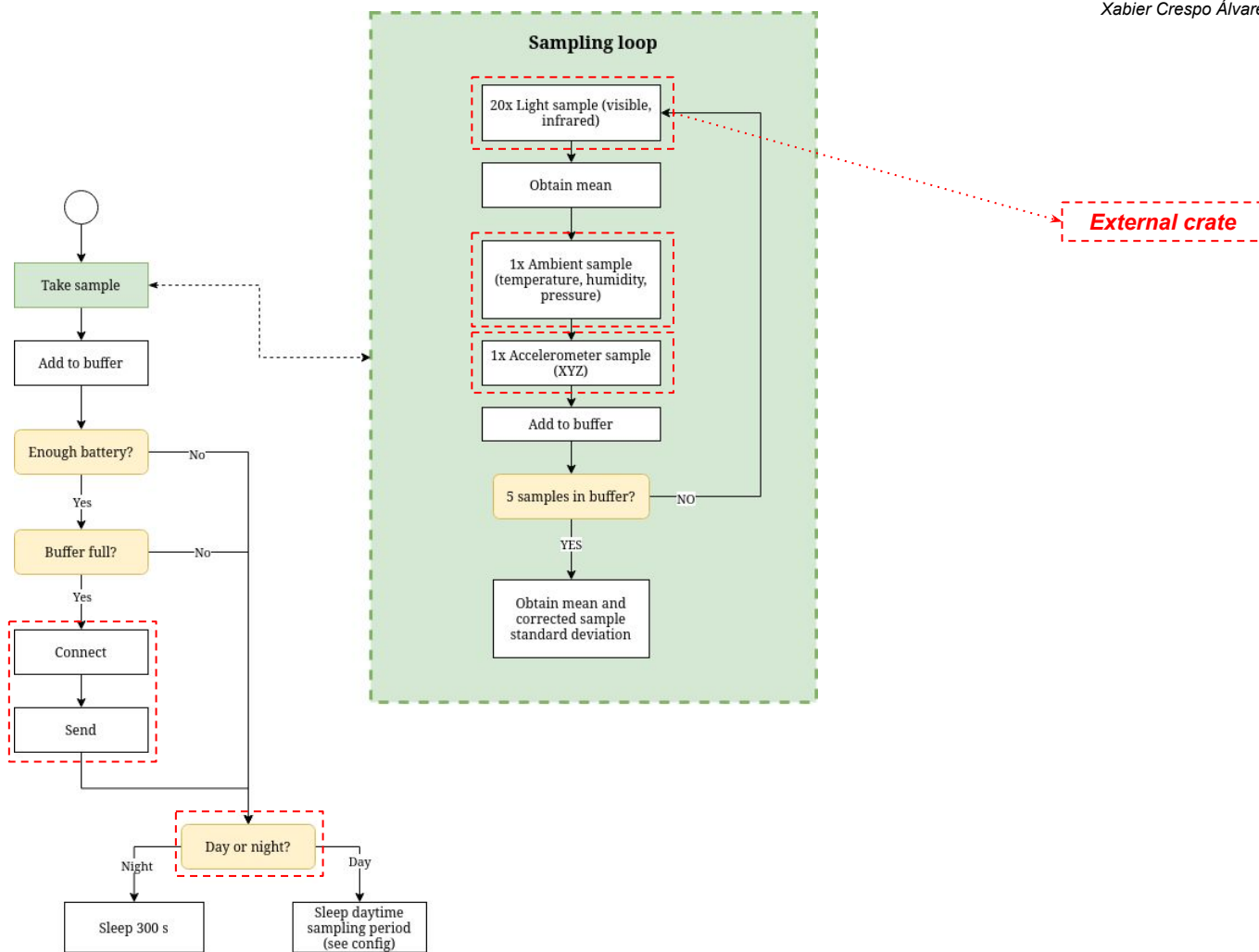
! Decent documentation

✗ Vendor support

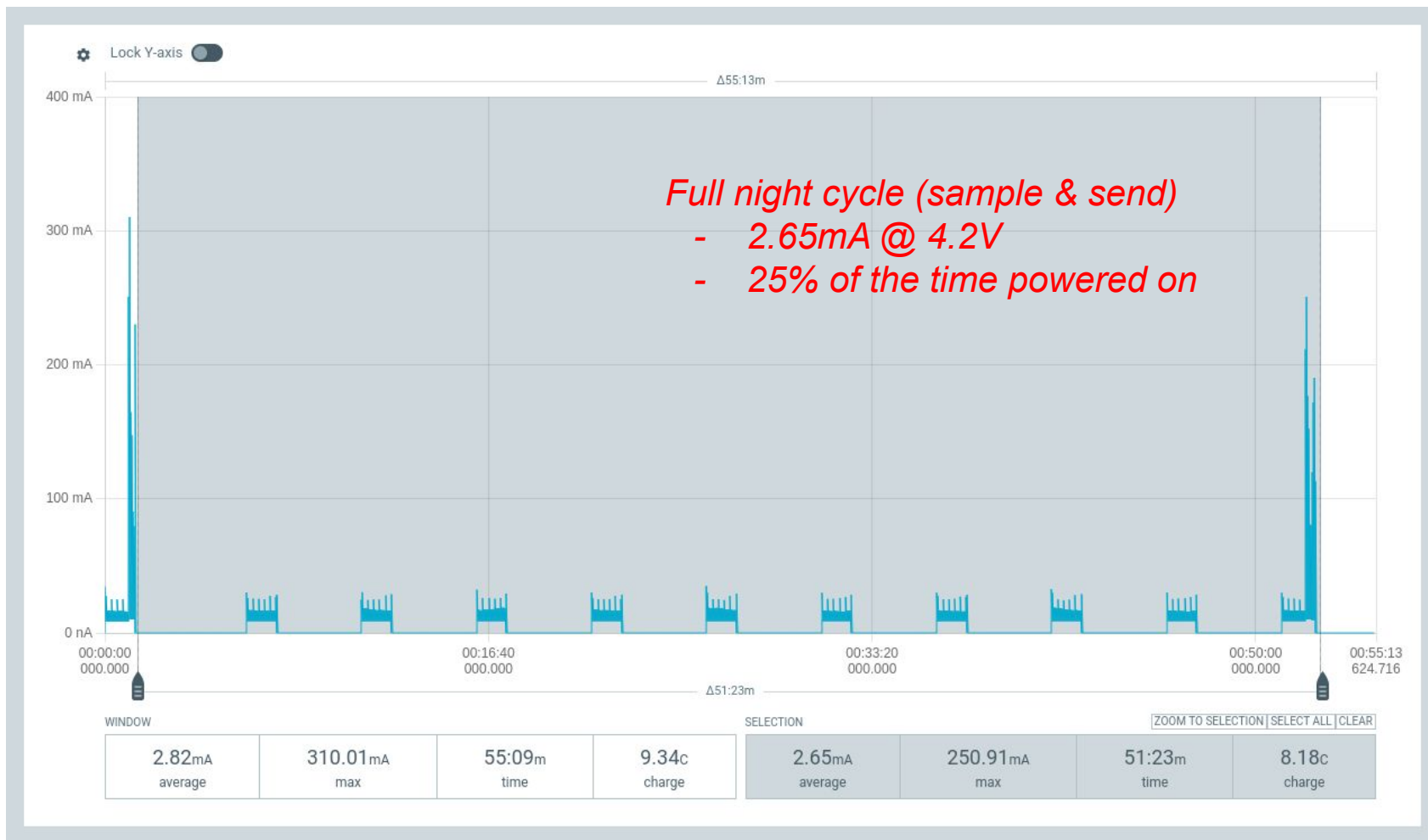
Dark Sky Meter Features

- **Sensors:**
 - Measures light intensity ([TSL2591](#))
 - Measures *ambient* (inside the enclosure) temperature, humidity and pressure ([BME280](#))
 - Measures acceleration –and thus pointing- ([ADXL345](#))
- **Connectivity options:**
 - WiFi ([ESP32-C3](#)) <---- also the main MCU
 - Cellular, LTE-M with 2G fallback ([Quectel BG95](#))
 - LoRaWAN, compliant with spec 1.0.3 specification ([RAK3172](#))
- User configurator available through WiFi AP
- 1x buzzer, 1x RESET button and 1x USER button
- Powered by solar panels and batteries
- **Low power software features:**
 - Stops using networking if voltage is too low, resumes operation once battery is charged
 - Stores data in RAM, only to be sent in groups
 - Capable of using different sampling rates at day and night

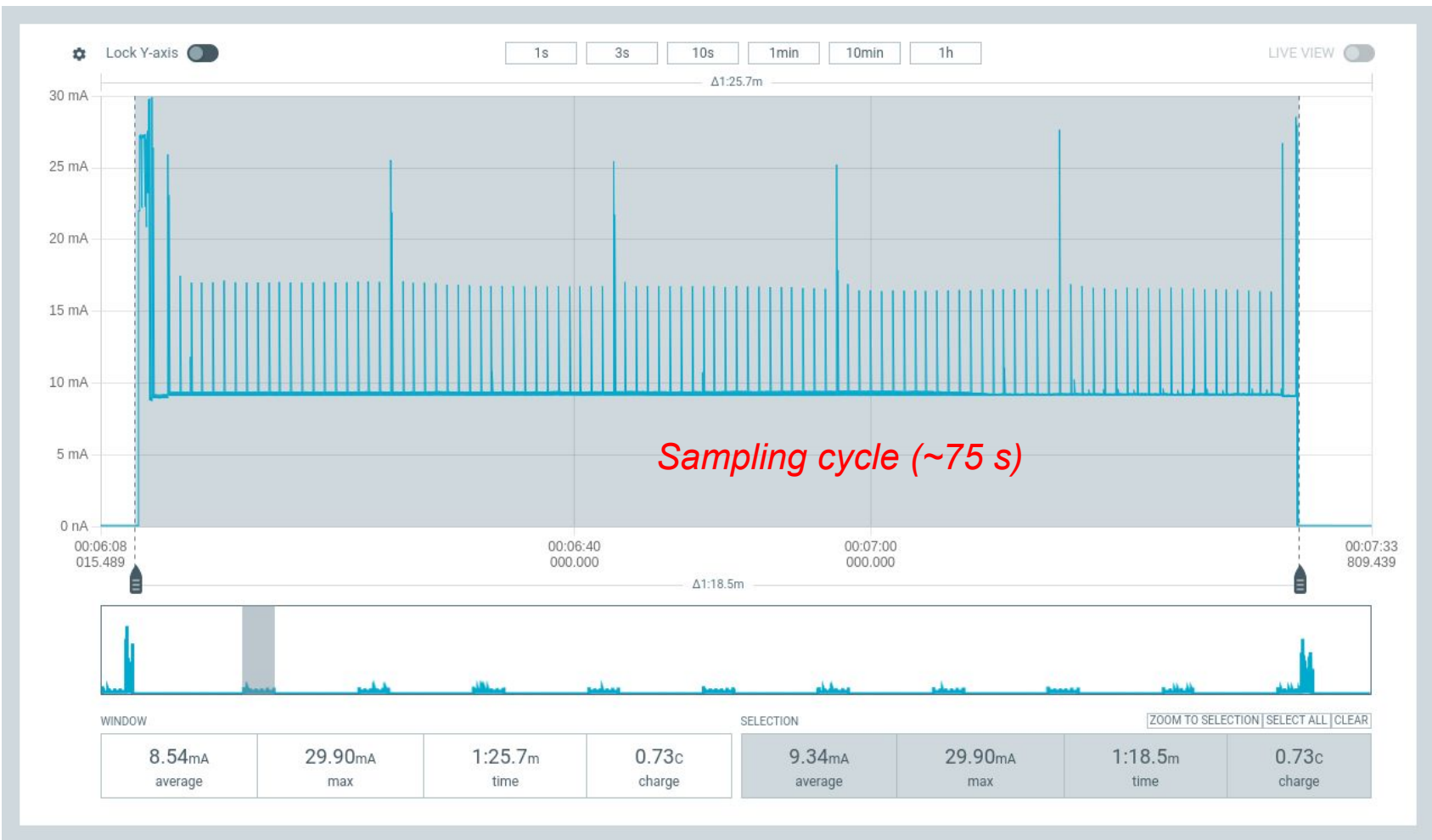




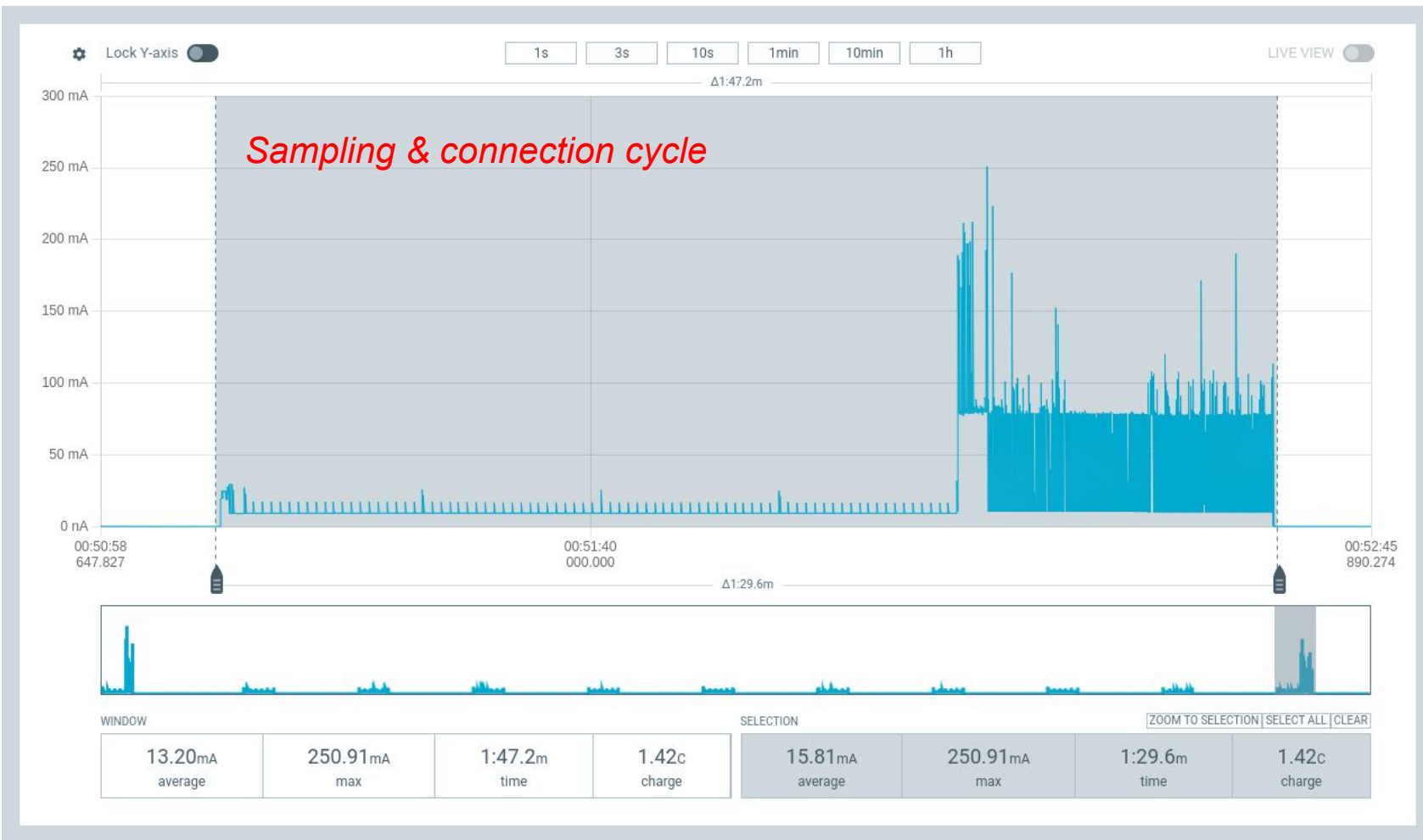
POWER CONSUMPTION



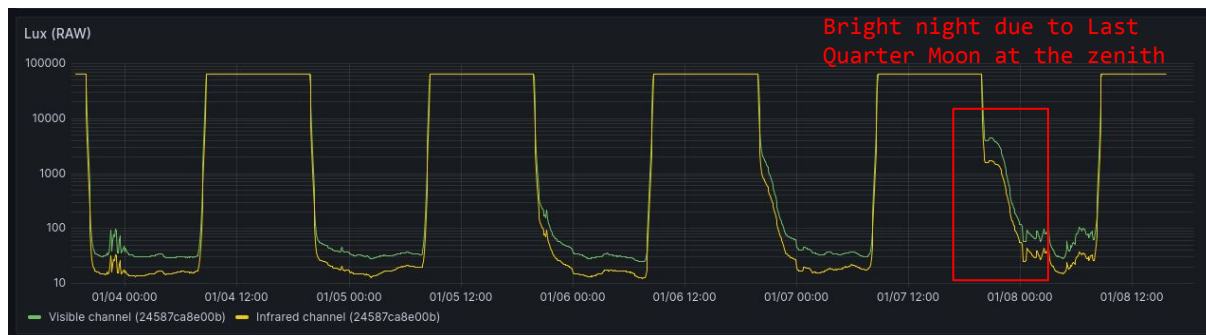
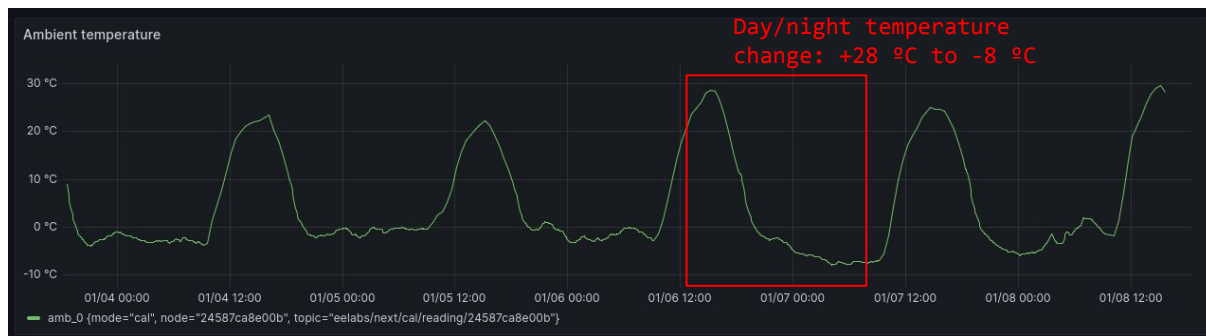
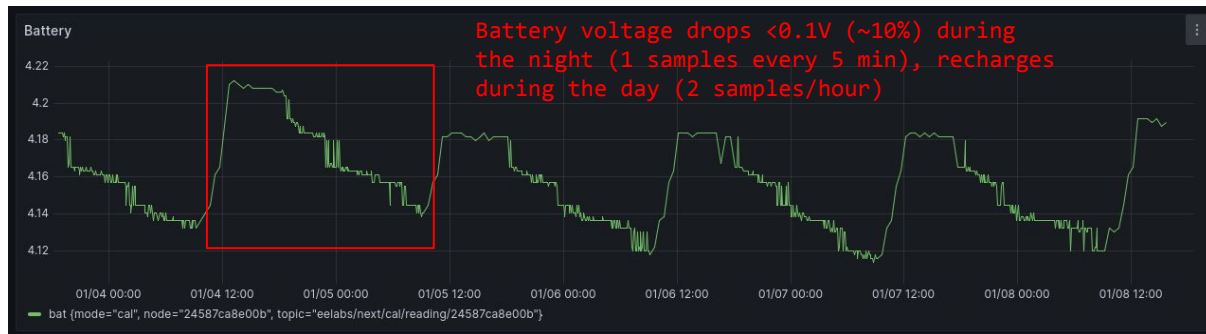








THE RESULTS



Teide Observatory (2,390 m)
4th-8th Jan 2025



Thank you!



✉ x.crespo@scrobotics.es

🌐 <https://gitlab.com/scrobotics/optical-makerspace/dark-sky-meter-fw>

🌐 <https://gitlab.com/scrobotics/optical-makerspace/dark-sky-meter-hw>

