

# How Bond Home Built In-House Observability & Why They Switched to Memfault



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# Speakers and Agenda

### Agenda

Q & A

- Memfault Intro
- Building Observability with Bond Home



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Co-Founder and VP of Developer Experience





#### Chris Merck

CTO & Co-Founder





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### Building embedded devices is hard...

Finding it hard to identify when faults occur on devices in the field? Don't have the data you need to root cause issues effectively when they are discovered?

Fleet wide update rollouts feel stressful and risky?

Building reliable embedded devices is really hard.



## You are not alone...

**50.3%** of organizations take **more than a week** to find defects in the field.

Up to 3 months engineering time spent fixing bugs per year. 44.1% of organizations take more than a week to deploy fixes in the field.

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# And so teams build tools to collect data from their devices...

**3/4>** of teams collect performance and reliability data from devices in the field.



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# And they save a lot of time fixing issues...

**50%>** faster to fix issues happening in the field.





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📚 Memfault

# But teams face a choice - build it yourself or use a 3rd party



## Building & Buying Observability some considerations for build-vs-buy from experiences at Bond Home Chris Merck — Co-founder & CTO



### Who is Bond?

- Headquartered in New Jersey.
- ~12-person technical team in Santa Catarina, Brazil.
- thoughtfully connecting under-appreciated appliances
- We build:
  - RF-to-WiFi bridges
  - $\circ$  ~ we power smart ceiling fans for most USA brands
  - (coin-cell-powered) smart remote controls
  - (battery-powered, RF-connected) motorized shades
  - control systems for outdoor living spaces
- single firmware codebase for all products
- mix of STM32 & ESP32 platforms



#### most firmware crashes → user notices a "glitch"



#### What & When to Observe



#### Homegrown Crash Analysis



- upload coredump to S3
- trigger a Lambda function which:
  - $\circ$  runs modified esp python script to extract actual coredump
  - $\circ$  loads symbols and coredump into xtensa gdb
  - print backtrace of running thread
  - process it down to something repeatable
- upload to Sentry



#### It Works -- but is it useful?

#### Issues 🛛

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### Challenges **building** the tool

- new fw crashes, old fw uploads, does not decode
  - Espressif's coredump (at that time) did not include a unique build ID for the crashing image!
  - so we had to augment the coredump format to include user data, especially a unique build ID
  - this required wrapping / modifying their coredump scripts, and writing tricky code in the crash handler
- security
  - non-trivial embedded resources required to perform and HTTPS upload in parallel to the MQTT/TLS connection, so it is tempting to do it unsecured
  - breaking into chunks over MQTT was considered but would have expanded the project considerably (where to store them while they are being assembled?)
- cross-disciplinary: embedded & backend skills required
  - collaboration is good for teambuilding, but it is also a resource drain as multiple team members are needed to debug and maintain indefinitely

#### Challenges **using** the tool

- can only see active thread
- cannot see local / global variables
- loading into gdb manually required for non-trivial investigations
  - high activation energy!
- lacks context
  - recent serial logs
  - API calls
  - errors & warnings
  - we built ways of observing these, but they are all disperate
- single platform
  - we were in the process of transitioning from a Linux/MIPS platform, and we could have benefitted from having observability on the existing fleet.
  - adding a second platform would be a whole layer of abstraction and more embedded work

#### Meta Issues

Over time, more and more of the coredumps failed to decode, cluttering Setry with issues about the tool, rather than the product.

- Python script aborts
- out of memory in Lambda
- gdb crashing...

Thankfully Sentry can provide cute Al couplets with "suggestions".



# **Enter Memfault**



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State Log Files (Legacy) Trace Logs A						Coredump Download ~		
Threads	Exceptions	Registers & Locals	Globals & Statics	Heap ISR An …	Memory	y Viewer	3	
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▶ 1 vPortClearInterruptMaskFromISR in/freertos/portmacro.h at line 568 🕃	pNetwork =	= 0x3f8a011c	Regions 🗸					
2 vPortExitCritical in/portable/xtensa/port.c at line 532 CB	read_len = (	0x3fff4884						
S XQueueSemaphoreTake in/FreeRTOS-Kernel/queue.c at line 1720	<b>I</b> read_timeo	ut = 20000			0x3f400120	70785443	3 pxTC	
4 lock_acquire_generic in/newlib/locks.c at line 146 C	<b>L</b> ret = -76					42002121	f TDF/	
▶ 5_lock_acquire in/newlib/locks.c at line 154 🕃	rxLen = 0	- 00 40			0x3f40012c	636f6d70	ð comp	
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7 mbedtls_net_recv_timeout in/port/net_sockets.c at line 393 C	$ssi_con = 0x^3$	fff4954			0x3f400134	74732f66	3 ts/f	
8 mbedtls_ssl_fetch_input in/library/ssl_msg.c at line 2323 (2)		ms = 0x3f8a0150			0x3f400138	72656572	2 reer	
9 mbedtls_ssl_fetch_input in/library/ssl_msg.c at line 2162 6					0x3T40013C	46726565	5 Erec	
10 ssl_get_next_record in/library/ssl_msg.c at line 4806 (2)					0x3f400144	52544f53	3 RTOS	
11 mbedtls_ssl_read_record in/library/ssl_msg.c at line 4159 13					0x3f400148	2d 4b 65 72	2 -Ker	
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13 jot tis read in/network mbedtis wrapper.c at line 364					0x3f400150	7461736b	) task	
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> 20 VPORT ask wrapper in/portable/xtensa/port.c at line 162 3					0x3f400178	28202820	)) 6	
baremetal (3)     RUNNING					0x3f40017c	75696e74	1 uint	
IDLEU (4)     READY					0x3f400180	385f7420	) 8_t	
> IDLE1 (5) READY					0x31400184	29203220	)) Z	
Tmr Svc (6)					0x3f400188	6f727463	3 ortc	
bbcap (7)     suspended					0x3f400190	68 65 63 6t	o heck	
bdownload (8)      READY					0x3f400194	56616c69	9 Vali	
bhk (9) BLOCKED					0x3f400198	64537461	1 dSta	

#### Deadlock Example

When we have a suspected deadlock on a developer's desk, we send \n~\n on the serial port to trigger a crash.

We can then inspect each of the tasks and the cause immediately becomes apparent.

Here we are trying to use BSD sockets API from within the tcpip task. No no!

- tiT (20)
  - 0 0x4000bff0
  - 1 vPortClearInterruptMaskFromISR in .../freertos/portmacro.h at line 568 (£)
  - 2 vPortExitCritical in .../portable/xtensa/port.c at line 532 (2)
  - 3 xQueueSemaphoreTake in .../FreeRTOS-Kernel/queue.c at line 1796
  - 4 sys\_arch\_sem\_wait in .../port/freertos/sys\_arch.c at line 165 (E)
  - 5 tcpip\_send\_msg\_wait\_sem in .../Iwip/src/api/tcpip.c at line 483 (2)
  - 6 netconn\_apimsg in .../Iwip/src/api/api\_lib.c at line 135 (E)
  - 7 netconn\_send in .../Iwip/src/api/api\_lib.c at line 958 (e)
  - 8 lwip\_sendto in .../lwip/src/api/sockets.c at line 1684 (e)
  - 9 sendto in .../include/lwip/sockets.h at line 46 ie
  - 10 SysLog\_UDP\_Write in .../sys/SysLog/SysLog\_UDP.c at line 93 🕃
  - 11 SysLog in .../SysLog/SysLog\_POSIX.c at line 177
  - 12 btime\_sync\_notification\_cb in .../BTime/BTime\_Port\_ESP32.c at line 23 📵
  - 13 sntp\_sync\_time in .../lwip/apps/sntp/sntp.c at line 70 (2)
  - 14 sntp\_set\_system\_time in .../twip/apps/sntp/sntp.c at line 155 🕒
  - 15 sntp\_process in .../src/apps/sntp/sntp.c at line 335 E
  - 16 sntp\_recv in .../src/apps/sntp/sntp.c at line 527
  - 17 udp\_input in .../lwip/lwip/src/core/udp.c at line 412 (2)
  - 18 ip4\_input in .../Iwip/src/core/ipv4/ip4.c at line 748 is
  - 19 ethernet\_input in .../src/netif/ethernet.c at line 195 (E)
  - 20 tcpip\_thread\_handle\_msg in .../lwip/src/api/tcpip.c at line 188
  - 21 tcpip\_thread in .../Iwip/src/api/tcpip.c at line 155 (E)
  - 22 vPortTaskWrapper in .../portable/xtensa/port.c at line 162

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#### Memfault Impact on Issue Investigation

Removes activation energy that used to be required before we would open up coredumps. More insight as a standard procedure in issue investigation.

Also now used during development and internal testing.

Currently we only use Memfault on a small subset of our devices, so we are still using a homegrown solution for tracking errors across the whole fleet. Zero maintenance effort.

Minimal work required to upgrade SDK to access new observability features.

Several serious FW issues have been solved faster than we could have before.

We would not want to give up this level of visibility, and now knowing what it takes to build & maintain it, I would rather not have to do that ourselves again.







