



Memfault

Getting Started with Memfault for MCU

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The Speaker



François Baldassari Founder & CEO, Memfault

- Passion: tooling and automation in software engineering
- Previously a Firmware Engineer @ Pebble, Oculus, Sun Microsystems
- Can find my thoughts and content on Memfault's Interrupt blog (interrupt.memfault.com)

pebble



Memfault



oculus

Agenda

- ◇ **Brief Memfault
Overview**
- ◇ **Live Integration
Demo**
- ◇ **Q & A**

Remote Debugging

◇ Catch issues **sooner**

Detect issues before your customers with automatic data extraction, aggregation and real-time alerts.

◇ Resolve issues **faster**

Find a fix to the most critical issues with deduplication and grouping and a snapshot of all hard data.

◇ Make products **stronger**

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Continuous Monitoring

◇ Customize for your needs

Add custom metrics with just 2 lines of code and configure alerts to track what's most important to you.

◇ Track release adoption

Understand the adoption rate for a critical software update with version reporting.

◇ Scale up or scale down

Decide how many metrics to collect based on your device's connectivity, power, and bandwidth needs. We handle it all.



OTA Updates

◆ Deploy cohort-based and staged rollouts

Split devices into specific groups to test updates with beta users, customers facing a bug, or another group before you deploy to all devices.

◆ Schedule updates when you want

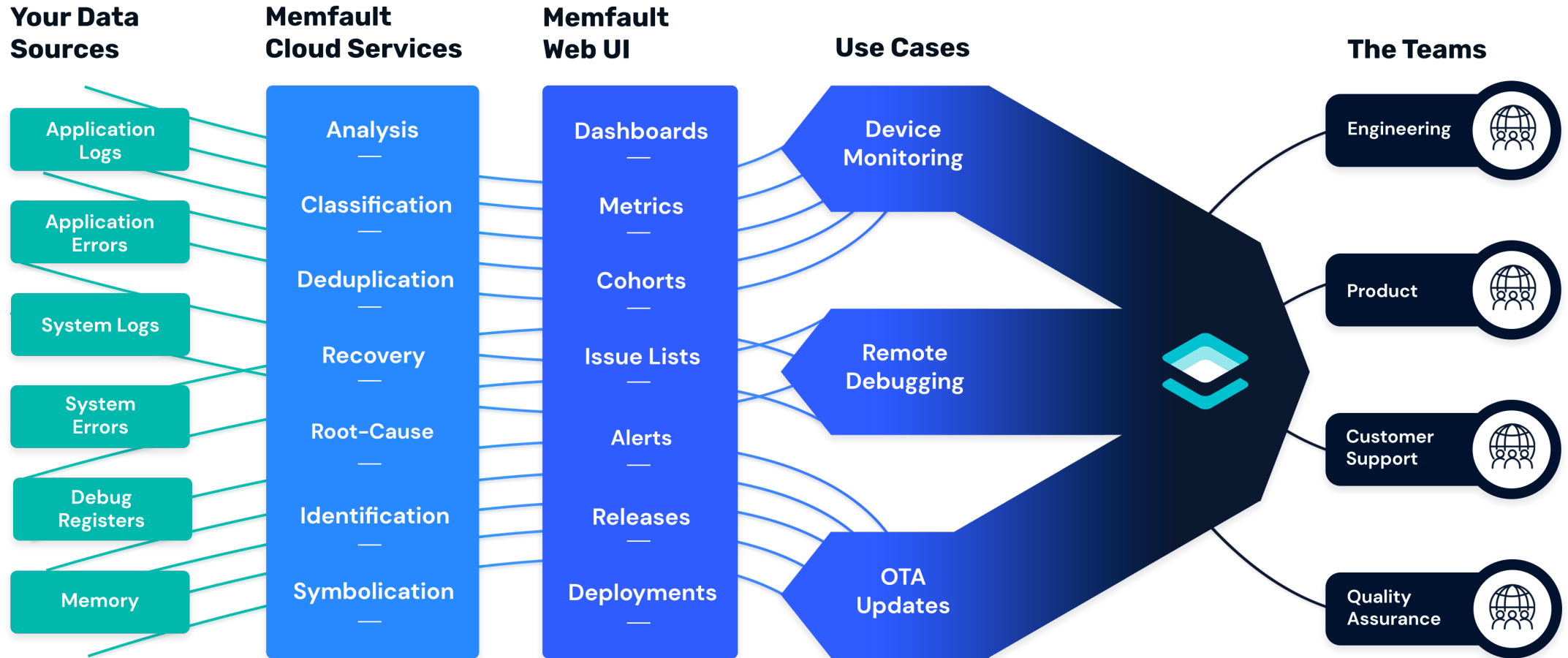
Whether you want to send an update while your users are sleeping or first thing in the morning, you can pick specific times for each update.

◆ Stop faulty updates with one click

Get notifications about issues in your updates, and rollback the update with one-click before 100% of your fleet is impacted.



How it works



Error Types

Add custom error types with **2 lines of code**:

```
/* header file */
MEMFAULT_TRACE_REASON_DEFINE(custom_error_1)
;

/* C file */
void ble_le_process_ll_pkt(...) {
    // ...
    if (invalid_msg_id) {
        MEMFAULT_TRACE_EVENT(custom_error_1);
        // ...
    }
    // ..
}
```

- ◇ **Hardfault**
- ◇ **Watchdog Hang**
- ◇ **Stack Overflows**
- ◇ **SDK Errors**
- ◇ **Software Asserts**
- ◇ **Application Errors**

Metric Types

Add new metrics with **2 lines of code**:

```
/* header file */
MEMFAULT_METRICS_KEY_DEFINE (BtBytesSent,
    kMemfaultMetricType_Unsigned);

/* C file */
void bluetooth_driver_send_bytes(const
void                                *data, size_t
                                data_len)
{
    memfault_metrics_heartbeat_add(
        MEMFAULT_METRICS_KEY(BtBytesSent),
        data_len
    );
    // [ ... code to send bluetooth data
    ... ]
}
```

- ◇ **Battery level**
- ◇ **Free memory**
- ◇ **BLE Statistics**
- ◇ **Flash Statistics**
- ◇ **CPU Statistics**
- ◇ **RTOS Statistics**

SDK Facts & Figures

Language	C-99
License	Source Available, BSD
ROM Usage	3 kB
RAM Usage	1.5 kB
Supported Platforms	ARM, Xtensa (more available on request)
Gateway SDK Platforms	iOS, Android, Linux, PC, Mac



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