

Yocto Project® CI/CD Developer Workflow

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Introduction

- Linux Infrastructure Lead at Wind River
- Maintain 100+ servers across 3 DC
- Current Challenge is improving Developer Productivity
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Agenda

- Wrigel Build System
- Yocto Developer Workflow Challenges
- DevBuilds and Build Failure Login
- Future Work

Wrigel Build System

Rewriting Build Systems is Fun!

Wrigel the Third

- Docker, Docker Swarm and Jenkins
- Designed for easy setup of small cluster
- Independent of Wind River network
- Internal builds and in AWS

https://github.com/WindRiver-OpenSourceLabs/ci-scripts

Developer Workflow Challenges

- "GitOps" tools assume a single Git repository
- How to manage collections of 40+ layers?
- How to support changeset across multiple repos?
- How to manage write access to git repositories?
- What configurations to build and test for a changeset?
- Shorten feedback loops and minimize co-ordination

WR setup tool and git-repo

- Git-repo manages large tree of repos
- Manifest generation by setup tool
- Pro: Git-repo detects changes across entire tree
- Pro: Automatic rebase of local commits when syncing
- Con: Fork with support for bare repositories

Setup Tool and Layerindex

- Discovery and dependency management
- Manages additional buildtools
- Integrated as bitbake-layers layerindex-fetch
- Setup can also integrate layers not in layerindex

Developer Builds

also known as try builds

Developer Builds

- Developer buildarea with local commits
- Repo detects commits
- "Fork" repos and store commits on Git server
- Containerized Layerindex uses forks
- Recreate local buildarea on build system

Triggering Builds

- What configurations? How many builds?
- Default set of configs and builds
- Select machine, image, distro, sdk
- local.conf override
- Live feedback and email summary
- For all options see: start devbuild.sh

Build Failure Login

For those nasty build failures

Build Failure Login

- Save Docker Container Startup command
- Create temp ssh key and upload to build server
- Add authorized keys entry to run docker on login
- Build environment perfectly recreated
- Cleanup keys
- See workspace_login.sh

Extensible Pipeline

- OEQA tests on Qemu and Hardware using LAVA
- Test Failure Login
- Add more stages

Summary

- Expose large compute cluster to developers
- Build and test patches before commit
- Build failure inspection
- Integration with runtime testing

Future Work

- Yocto autobuilder helper scripts
- Using AWS to scale builds
- K8s and Tekton
- Yocto self-hosted AMIs

THANK YOU!!















