



Advanced Class

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Advanced Class

- **Class Content (download these slides!):**
 - https://wiki.yoctoproject.org/wiki/DevDay_Edinburgh_2018
- **Requirements:**
 - Wireless connection: same as ELCE conference
 - SSH (Windows: e.g. “putty”)
- **Wireless Registration:**
 - Will be passed out

Agenda – The Advanced Class

9:00- 9:15	Keynote
9:15- 9:45	Package Feeds
9:45-10:15	Slim Bootloader
10:15-10:30	Morning Break
10:30-11:15	U-Boot Bootloader
11:15-12:00	Devtool, Next steps
12:00-12:45	Lunch
12:45- 1:45	Licensing 2.0
1:45- 2:15	Device Trees 2.0
2:30- 2:45	Afternoon Break
2:45- 3:15	Image Size Reduction
3:15- 3:45	(Fun with) Libraries/SDK and OE/YP
3:45- 4:15	Yocto Project - Rarely asked questions
4:15- 5:00	Tools, Toaster, User Experience
5:00- 5:30	Forum, Q and A



Class Account Setup

Yocto Project Dev Day Lab Setup

- **The virtual host's resources can be found here:**
 - Your Project: `"/scratch/poky/build-qemuarm"`
 - Extensible-SDK Install: `"/scratch/sdk/qemuarm"`
 - Sources: `"/scratch/src"`
 - Poky: `"/scratch/poky"`
 - Downloads: `"/scratch/downloads"`
 - Sstate-cache: `"/scratch/sstate-cache"`
- **You will be using SSH to communicate with your virtual server.**

FYI: How class project was prepared (1/2)

```
$  
$ cd /scratch  
$ git clone -b sumo git://git.yoctoproject.org/poky.git  
$ cd poky  
$  
$ bash # set up local shell  
$ # Prepare the project  
$ ./scratch/poky/oe-init-build-env build  
$ echo "MACHINE = \"qemuarm\"" >> conf/local.conf  
$ echo "SSTATE_DIR = \"/scratch/sstate-cache\"" >> conf/local.conf  
$ echo "DL_DIR = \"/scratch/downloads\"" >> conf/local.conf  
$ echo "IMAGE_INSTALL_append = \" gdbserver openssh libstdc++ \  
    curl \"" >> conf/local.conf  
$  
$ # Build the project  
$ bitbake core-image-base  
$
```

FYI: How class project was prepared (2/2)

```
$ # Build the eSDK
$
$ bitbake core-image-base -c populate_sdk_ext
$ cd /scratch/poky/build/tmp/deploy/sdk/
$ ./poky-glibc-x86_64-core-image-base-armv5e-toolchain-ext-*.sh \
    -y -d /scratch/sdk/qemuarm
$ exit # return to clean shell
$
$
$ bash # set up local shell
$ cd /scratch/sdk/qemuarm
$ . /scratch/sdk/qemuarm/environment-setup-armv5e-poky-linux-gnueabi
$ devtool modify virtual/kernel
$ exit # return to clean shell
$
```

NOTE: Clean Shells!

- **We are going to do a lot of different exercises in different build projects, each with their own environments.**
- **To keep things sane, you should have a new clean shell for each exercise.**
- **There are two simple ways to do it:**
 1. Close your existing SSH connection and open a new one
-- or --
 2. Do a “bash” before each exercise to get a new sub-shell, and “exit” at the end to remove it, in order to return to a pristine state.



Activity One

Keynote
Nicolas Dechesne

Keynote

- **Slides are available at:**
 - https://wiki.yoctoproject.org/wiki/File:Yocto_Dev_Day_ELCE_18_Intro.pdf
- **Master DevDay Slides Page:**
 - https://wiki.yoctoproject.org/wiki/DevDay_Edinburgh_2018

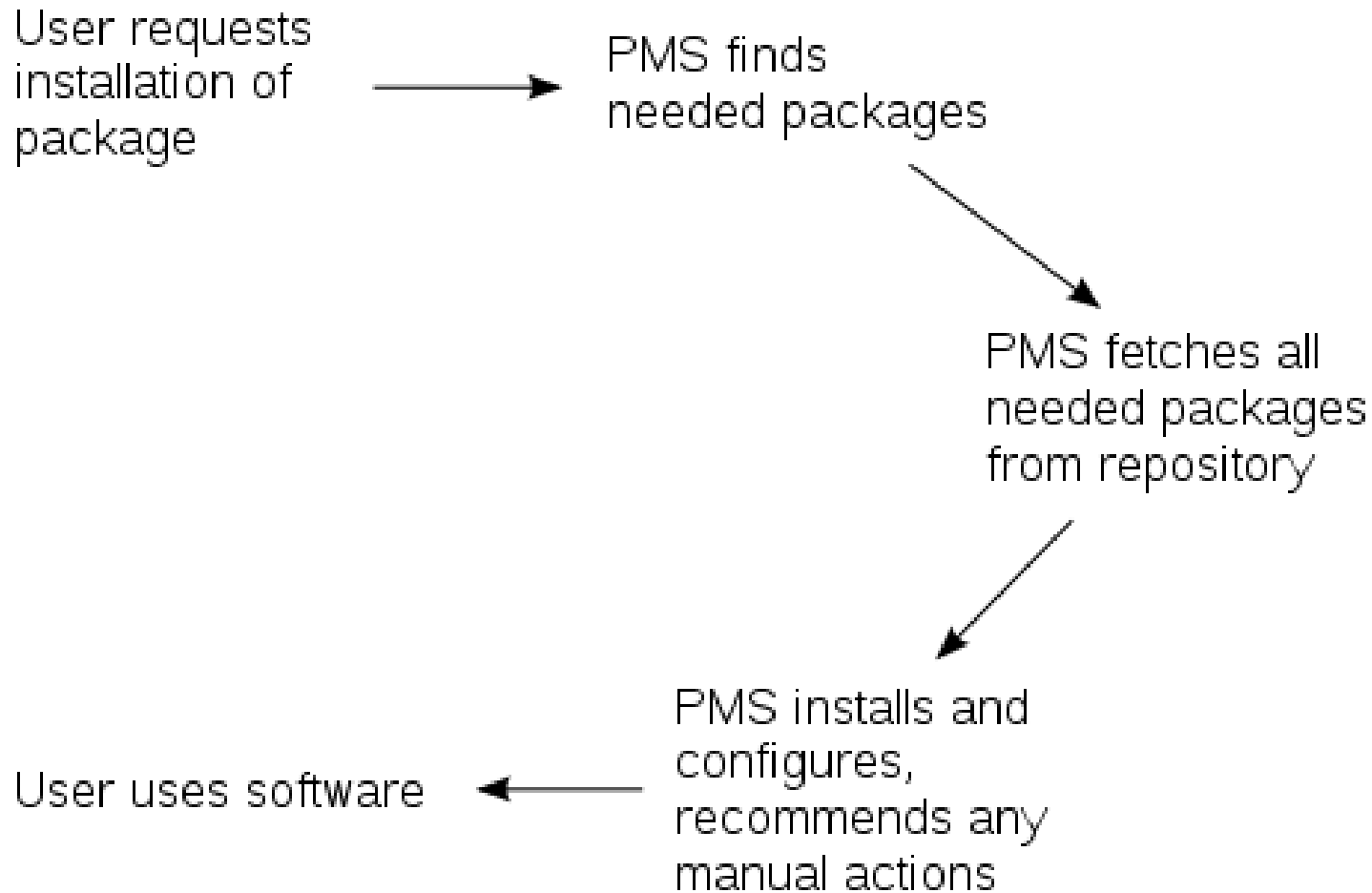


Activity Two

On Target Development using Package Feeds

Stephano Cetola

Package Feed Overview



Package Feed Overview

- **Tested package types: rpm and ipk**
- **For rpm packages, we now use DNF instead of smart**
- **Setting up a package feed is EASY**
 - stephano.cetola@linux.intel.com
 - @stephano approves this message
- **Signing your packages and package feed is doable**
- **Two major use cases:**
 - On target development (faster and smarter)
 - In the field updates (YMMV)

On Target Development – Better, Faster, Stronger

Topics

- **Setting up a package feed**
- On target example – AWS + Beaglebone Black
- Signing package feeds
- Keeping your code secure
- The future of package feeds

Setting up a package feed - Target Setup

- **Install Package Management on the target**
 - EXTRA_IMAGE_FEATURES += " package-management "
- **Set the correct package class**
 - PACKAGE_CLASSES = "package_rpm"
- **Customize the feed (optional)**
 - PACKAGE_FEED_URI = <http://my-server.com/repo>
 - PACKAGE_FEED_BASE_PATHS = "rpm"
 - PACKAGE_FEED_ARCHS = "all armv7at2hf-neon beaglebone"
- **Edit /etc/yum.repos.d/oe-remote-repo.repo (optional)**
 - enabled=1
 - metadata_expire=0
 - gpgcheck=0

Setting up a package feed

- Publish a repo, index the repo, and...

```
$ bitbake core-image-minimal
...
$ bitbake package-index
...
$ twistd -n web --path tmp/deploy/rpm -p 5678
[-] Log opened
[-] twistd 16.0.0 (/usr/bin/python 2.7.12) starting up.
[-] reactor class: twisted.internet.epollreactor.EPollReactor.
[-] Site starting on 5678
```

- You are now running a web server on port 5678

On Target Development – Better, Faster, Stronger

Topics

- Setting up a package feed
- **On target example – AWS + Beaglebone Black**
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Caveats

- **Running bitbake world can take some time**
 - You may want to update your repo as needed
- **Serve the repo from a build machine**
 - Or simply rsync to a webserver
- **Do not forget to run `bitbake packge-index`**
 - Package index will not auto-update
- **Good practice is to dogfood your repo**

Understanding RPM Packages and repomd.xml

- **repomd == Repo Metadata**
 - This is the “package index”
- **Repository Tools**
 - createrepo
 - rpm2cpio
 - dnf (replaces yum)
 - yum-utils (historical)
- **Important Commands**
 - rpm -qip (general info)
 - rpm -qpR (depends)
 - <https://wiki.yoctoproject.org/wiki/TipsAndTricks/UsingRPM>



Package Feeds: On Target Demo

Beaglebone Repo on AWS

On Target Development – Better, Faster, Stronger

Topics

- Setting up a package feed
- On target example – AWS + Beaglebone Black
- **Signing package feeds**
- Keeping your code secure
- The future of package feeds

Signing The Packages

- **Inherit bbclass to enable signing functionality**
 - INHERIT += "sign_rpm"
- **Define the GPG key that will be used for signing.**
 - RPM_GPG_NAME = "*key_name*"
- **Provide passphrase for the key**
 - RPM_GPG_PASSPHRASE = "*passphrase*"

Signing The Package Feed

- **Inherit bbclass to enable signing functionality**
 - INHERIT += "sign_package_feed"
- **Define the GPG key that will be used for signing.**
 - PACKAGE_FEED_GPG_NAME = "*key_name*"
- **Provide passphrase for the key**
 - PACKAGE_FEED_GPG_PASSPHRASE_FILE = "*passphrase*"

Signing The Package Feed (optional)

- ***GPG_BIN***
 - GPG binary executed when the package is signed
- ***GPG_PATH***
 - GPG home directory used when the package is signed.
- ***PACKAGE_FEED_GPG_SIGNATURE_TYPE***
 - Specifies the type of gpg signature. This variable applies only to RPM and IPK package feeds. Allowable values for the `PACKAGE_FEED_GPG_SIGNATURE_TYPE` are "ASC", which is the default and specifies ascii armored, and "BIN", which specifies binary.

Testing Packages with ptest (Optional? Not really!)

- **Package Test (ptest)**

- Runs tests against packages
- Contains at least two items:
 - 1 the actual test (can be a script or an elaborate system)
 - 2 shell script (run-ptest) that starts the test (not the actual test)

- **Simple Setup**

- `DISTRO_FEATURES_append = " ptest"`
- `EXTRA_IMAGE_FEATURES += "ptest-pkgs"`
- Installed to: `/usr/lib/package/ptest`

On Target Development – Better, Faster, Stronger

Topics

- Setting up a package feed
- On target example – AWS + Beaglebone Black
- Signing package feeds
- **Keeping your code secure**
- The future of package feeds

Keeping feeds secure

- **PACKAGE_FEED_GPG_PASSPHRASE_FILE**
 - This should NOT go in your configuration as plain text.
- **Is your code proprietary?**
 - You should probably be shipping a binary in Yocto
 - `bin_package.bbclass`: binary can be `.rpm`, `.deb`, `.ipk`
- **Have you thought about DEBUG_FLAGS?**
 - See `bitbake.conf` for more details
 - The flags can be filtered or set in the recipe

On Target Development – Better, Faster, Stronger

Topics

- Setting up a package feed
- On target example – AWS + Beaglebone Black
- Signing package feeds
- Keeping your code secure
- **The future of package feeds**

The Future of Package Feeds – Can We Upgrade?

- Repository
 - Switch to new source entries
 - Remove unknown (3rd party) repositories
- Package
 - Check there are no broken or renamed packages
 - Versioning: what happens when they go backwards
 - Remove and install specific packages (release dependent)
 - Remove blacklisted / obsolete and add whitelisted
- Dreaming Even Bigger...
 - Kernels, Desktops (UI), Permissions, Users, Groups



Activity Three

Slim Bootloader **Stephano Cetola**

Slim Bootloader

- **Slides are available at:**
 - https://wiki.yoctoproject.org/wiki/File:Developing_Boot_Solutions_for_Intel_IoT_Unique_Use_Cases_rev1a.pptx
- **Master DevDay Slides Page:**
 - https://wiki.yoctoproject.org/wiki/DevDay_Edinburgh_2018



Activity Four

U-Boot bootloader

Marek Vasut

Booting contemporary hardware

- **Contemporary embedded system boots like this**
 - Power on
 - (optional) BootROM
 - (optional) First stage bootloader
 - Next stage bootloader
 - (optional) other bootloader stages
 - Linux kernel
 - Userspace
- **We will focus on the bootloader parts**

U-Boot bootloader

- **De-facto standard bootloader in embedded**
 - Capable of starting Linux, *BSD, RTOSes, UEFI apps
- **U-Boot is also a boot monitor**
 - U-Boot has a powerful command shell
 - Allows manipulating with the boot process
 - (boot different kernel, script the boot process...)
- **U-Boot is also a debug multitool**
 - U-Boot shell tools allow operating hardware blocks
 - (memory IO, SPI, I2C, network, USB, ...)

Experimenting with U-Boot bootloader

- **Three ways of doing that:**
 - U-Boot sandbox target
 - U-Boot built as a Linux userspace binary
 - QEMU
 - U-Boot running in QEMU
 - Real hardware (danger zone)
 - U-Boot running on real HW
 - Flashing incorrect bootloader brick the device :-)

Experimenting with U-Boot bootloader in OE

- **Use the meta-dto-microdemo layer**
- **Metalayer contains convenience recipes**
 - The u-boot-sandbox recipe
 - To quickly build U-Boot sandbox native target
 - See `recipes-bsp/u-boot/`
 - Kernel config changes to enable virt platform
 - See `recipes-kernel/linux/files/force-virt.cfg`
 - DTO related things for later

DTO Hands-on 1/2

Experimenting with U-Boot bootloader in OE

- **Add meta-dto-demo to bblayers.conf BBLAYERS:**

```
$ echo "BBLAYERS += \"/scratch/src/dto/meta-dto-microdemo\" \" \" \
  >> conf/bb_layers.conf
$ echo "MACHINE = \"qemuarm\" \" \" >> conf/local.conf
$ echo "SSTATE_DIR = \"/scratch/sstate-cache\" \" \" >> conf/local.conf
$ echo "DL_DIR = \"/scratch/downloads\" \" \" >> conf/local.conf
$ echo "UBOOT_MACHINE = \"qemu_arm_defconfig\" \" \" >> conf/local.conf
```

- **Rebuild u-boot, u-boot-sandbox-native and qemu-native**

```
$ bitbake -c cleansstate u-boot u-boot-sandbox-native qemu-native \
  virtual/kernel
$ bitbake u-boot u-boot-sandbox-native u-boot-mkimage-native \
  qemu-native virtual/kernel
```

DTO Hands-on 1/2

Experimenting with U-Boot bootloader in OE

- Start the u-boot sandbox (use Ctrl-C to exit)

```
$ ./tmp/work/x86_64-linux/u-boot-sandbox-native/\
    1_2018.01-r0/git/u-boot
U-Boot 2018.01-dirty (Oct 14 2018 - 11:30:36 +0000)
[...]
SCSI: Net: No ethernet found.
IDE: Bus 0: not available
Hit any key to stop autoboot: 0
=>
=> help
? - alias for 'help'
base - print or set address offset
bootz - boot Linux zImage image from memory
[...]
=> help bootz
bootz - boot Linux zImage image from memory

Usage:
bootz [addr [initrd[:size]] [fdt]]
    - boot Linux zImage stored in memory
    The argument 'initrd' is optional and specifies the address
```

DTO Hands-on 1/2

Experimenting with U-Boot bootloader in OE

- **Start U-Boot in QEMU**

```
$ ./tmp/work/x86_64-linux/qemu-native/\
    2.11.1-r0/build/arm-softmmu/qemu-system-arm \
    -machine virt \
    -bios tmp/deploy/images/qemuarm/u-boot.bin -nographic

U-Boot 2018.01 (Oct 11 2018 - 13:14:21 +0000)

DRAM: 128 MiB
WARNING: Caches not enabled
Using default environment

In: p1011@9000000
Out: p1011@9000000
Err: p1011@9000000
Net: No ethernet found.
Hit any key to stop autoboot: 0
=>
```

- **(CTRL-A x to quit QEMU)**

DTO Hands-on 1/2

Booting the kernel zImage

- **Generate suitable NOR flash image**

```
$ dd if=/dev/zero of=/tmp/test.bin bs=16M count=0 seek=1
$ dd if=tmp/deploy/images/qemuarm/u-boot.bin \
    of=/tmp/test.bin conv=notrunc
$ dd if=tmp/deploy/images/qemuarm/zImage \
    of=/tmp/test.bin bs=1M seek=1 conv=notrunc
```

- **Start U-Boot with this NOR flash image**

```
$ ./tmp/work/x86_64-linux/qemu-native/2.11.1-r0/\
    build/arm-softmmu/qemu-system-arm \
    -machine virt -bios /tmp/test.bin -nographic
U-Boot 2018.01 (Oct 11 2018 - 13:14:21 +0000)

DRAM: 128 MiB
In: pl011@9000000
Out: pl011@9000000
Err: pl011@9000000
Net: No ethernet found.
Hit any key to stop autoboot: 0
=>
```


DTO Hands-on 1/2

Booting the kernel zImage

- **Figure out where the RAM is**

```
=> bdi
arch_number = 0x00000000
boot_params = 0x00000000
DRAM bank   = 0x00000000
-> start    = 0x40000000
-> size     = 0x08000000
baudrate    = 115200 bps
TLB addr    = 0x47FF0000
relocaddr   = 0x47F88000
reloc off   = 0x47F88000
irq_sp      = 0x46F66ED0
sp start    = 0x46F66EC0
Early malloc usage: 104 / 400
fdt_blob    = 46f66ee8
```

- **Kernel is ~ 8 MiB, copy it to RAM start + 0x8000**

```
=> cp 0x100000 0x40008000 0x200000
```

DTO Hands-on 1/2

Booting the kernel zImage

- **Boot the zImage with DT**

```
=> bootz 0x40008000 - $fdtcontroladdr
Kernel image @ 0x40008000 [ 0x000000 - 0x524da0 ]
## Flattened Device Tree blob at 46f66ee8
   Booting using the fdt blob at 0x46f66ee8
   Using Device Tree in place at 46f66ee8, end 46f79ee7

Starting kernel ...

[    0.000000] Booting Linux on physical CPU 0x0
[    0.000000] Linux version 4.14.67-yocto-standard (oe-user@oe-host)
(gcc version 7.3.0 (GCC)) #1 PREEMPT Thu Oct 11 13:10:58 UTC 2018
[    0.000000] CPU: ARMv7 Processor [412fc0f1] revision 1 (ARMv7), cr=10c53c7d
[    0.000000] CPU: div instructions available: patching division code
[    0.000000] CPU: PIPT / VIPT nonaliasing data cache, PIPT instruction cache
[    0.000000] OF: fdt: Machine model: linux,dummy-virt
[    0.000000] Memory policy: Data cache writeback
[    0.000000] psci: probing for conduit method from DT.
[    0.000000] psci: PSCIv0.2 detected in firmware.
```

- **The \$fdtcontroladdr is DT generated by QEMU**
 - You can dump the DT by appending `-machine dumpdtb=file.dtb`

Kernel image types – zImage and Image

- **zImage and Image**
 - Linux binary with decompressor
 - No protection against bitrot
 - Set up registers as needed and jump to it
 - DT is optional and separate
 - Boot with U-Boot “bootz” command
 - On Aarch64, similar type of image is called Image
 - Boot with “booti” command
- **ulmage**
- **fitImage**

Kernel image types – ulmage

- **zImage and Image**
- **ulmage**
 - **Envelope around arbitrary file**
 - **Legacy since forever**
 - **Small header with CRC32 and metadata**
 - **Note that CRC32 is weak**
 - **Metadata contain payload type, load address...**
 - **Wraps only one single file**
 - **Boot with “bootm” command**
- **fitImage**

Kernel image types – fitImage

- **zImage and Image**
- **ulmage**
- **FitImage**
 - **Multi-component image**
 - **Based on DT**
 - **Can bundle multiple files with different properties**
 - **Configurable checksum per-entry**
 - **CRC32, MD5, SHA1, SHA256...**
 - **Supports digital signatures**
 - **RSA2048, RSA4096...**

DTO Hands-on 1/2

Building the kernel fitImage

- **QEMU specific step – dump the DTB**

```
=> $ qemu-system-arm -machine virt -nographic -machine dumpdtb=qemu.dtb
```

- **Copy over the fitImage source from the metalayer**

```
$ cp /scratch/src/dto/meta-dto-microdemo/recipes-kernel/\
    linux/files/fit-image.its .
```

- **Build the fitImage:**

```
$ export PATH=$PATH:tmp/work/x86_64-linux/dtc-native/\
    1.4.5-r0/image/scratch/poky/build/tmp/work/x86_64-linux/\
    dtc-native/1.4.5-r0/recipe-sysroot-native/usr/bin/
$ ./tmp/work/x86_64-linux/u-boot-mkimage-native/\
    1_2018.01-r0/git/tools/mkimage -f ./fit-image.its /tmp/fitImage
FIT description: Linux kernel and FDT blob
Created:          Sun Oct 14 12:57:59 2018
Image 0 (kernel-1)
  Description:    Linux kernel
  Created:       Sun Oct 14 12:57:59 2018
  Type:         Kernel Image
  Compression:  uncompressed
  Data Size:    5393824 Bytes = 5267.41 KiB = 5.14 MiB
  Architecture: ARM
  OS:          Linux
[...]
```

DTO Hands-on 1/2

Booting the kernel fitImage

- **Generate suitable NOR flash image**

```
$ dd if=/dev/zero of=/tmp/test.bin bs=16M count=0 seek=1
$ dd if=tmp/deploy/images/qemuarm/u-boot.bin \
    of=/tmp/test.bin conv=notrunc
$ dd if=/tmp/fitImage \
    of=/tmp/test.bin bs=1M seek=1 conv=notrunc
```

- **Start U-Boot with this NOR flash image**

```
$ ./tmp/work/x86_64-linux/qemu-native/2.11.1-r0/\
    build/arm-softmmu/qemu-system-arm \
    -machine virt -bios /tmp/test.bin -nographic
[...]
=> setenv fdt_high 0x48000000
=> bootm 0x100000
## Loading kernel from FIT Image at 00100000 ...
    Using 'conf-1' configuration
    Trying 'kernel-1' kernel subimage
[...]
    Loading Device Tree to 46f49000, end 46f5bfff ... OK
Starting kernel ...
```

DTO Hands-on 1/2

fitimage source format

```
$ cat fit-image.its
/dts-v1/;
/ {
    description = "Linux kernel and FDT blob";
    images {
        kernel-1 {
            description = "Linux kernel";
            data = /incbin/("./tmp/deploy/images/qemuarm/zImage");
            type = "kernel";
            arch = "arm";
            os = "linux";
            compression = "none";
            load = <0x40008000>;
            entry = <0x40008000>;
            hash-1 {
                algo = "crc32";
            };
        };
        fdt-1 {
            description = "Flattened Device Tree blob";
            data = /incbin/("./qemu.dtb");
            type = "flat_dt";
            arch = "arm";
            compression = "none";
            hash-1 {
                algo = "md5";
            };
        };
    };
};
```


DTO Hands-on 1/2

fitImage source format

```
/ {  
[...]  
  
    description = "Linux kernel and FDT blob";  
    images {  
        Kernel-1 {  
            ...  
        };  
        Fdt-1 {  
            ...  
        };  
    };  
  
    configurations {  
        default = "conf-1";  
        conf-1 {  
            description = "Boot Linux kernel with FDT blob";  
            kernel = "kernel-1";  
            fdt = "fdt-1";  
            hash-1 {  
                algo = "sha1";  
            };  
        };  
    };  
};
```

DTO Hands-on 1/2

Notes on fitImage

- It is possible to bundle multiple
 - Kernel images, FDTs, firmwares, bitstreams
 - Have multiple configurations
- The `$fdt_high` variable
 - Sets the upper bound memory address for FDT relocation
 - Special value `0xffffffff = -1` means do not relocate FDT
 - Some platforms need FDT close to the kernel binary
- Information about `ulmage` and `fitImage`, “`iminfo`”
- Extracting data from `fitImage` – “`imxtract`”

DTO Hands-on 1/2

Notes on fitImage imininfo

```
=> imininfo 0x100000

## Checking Image at 00100000 ...
FIT image found
FIT description: Linux kernel and FDT blob
Image 0 (kernel-1)
  Description: Linux kernel
  Type: Kernel Image
  Compression: uncompressed
  Data Start: 0x001000ec
  Data Size: 5393824 Bytes = 5.1 MiB
  Architecture: ARM
  OS: Linux
  Load Address: 0x40008000
  Entry Point: 0x40008000
  Hash algo: crc32
  Hash value: bf5547fe
Image 1 (fdt-1)
[...]
```

```
Default Configuration: 'conf-1'
Configuration 0 (conf-1)
  Description: Boot Linux kernel with FDT blob
  Kernel: kernel-1
  FDT: fdt-1
```

```
## Checking hash(es) for FIT Image at 00100000 ...
Hash(es) for Image 0 (kernel-1): crc32+
```

DTO Hands-on 1/2

Notes on fitImage configurations

```
=> iminfo 0x100000
## Checking Image at 00100000 ...
FIT image found
FIT description: Linux kernel and FDT blob
Image 0 (kernel-1)
  Description: Linux kernel
  Type: Kernel Image
[...]
```

Image 1 (fdt-1)

```
[...]
```

Default Configuration: '**conf-1**'

Configuration 0 (conf-1)


```
=> help bootm
bootm - boot application image from memory

Usage:
bootm [addr [arg ...]]
  - boot application image stored in memory
...

For the new multi component uImage format (FIT) addresses
must be extended to include component or configuration unit name:
addr:<subimg_> - direct component image specification
addr#<conf_> - configuration specification
Use iminfo command to get the list of existing component
images and configurations.
```

DTO Hands-on 1/2

OE kernel-fitimage bbclass

- OE can generate fitImage using the kernel-bbclass
- Add the following entries to your machine config:

```
KERNEL_IMAGETYPE = "fitImage"  
KERNEL_CLASSES += "kernel-fitimage"  
KERNEL_DEVICETREE = "your-machine.dtb"
```

- Note that it is possible to use multiple DTs
 - The fitImage bbclass will generate one fitImage configuration per DT entry



Activity Five

Devtool, next steps
Trevor Woerner

devtool

- a collection of tools for working on *recipes*
 - devtool add
 - devtool edit-recipe
 - devtool upgrade
 - devtool update-recipe
 - *etc...*

devtool

- ...*and more!*
 - devtool modify
 - devtool deploy-target
 - devtool undeploy-target
 - devtool build
 - devtool build-image
 - *etc...*

devtool – past presentations

- ELC 2017
 - Using Devtool To Streamline Your Yocto Project Workflow - Tim Orling
 - <https://www.youtube.com/watch?v=CiD7rB35CRE>
- ELC 2017
 - Yocto Project Extensible SDK: Simplifying the Workflow for Application Developers - Henry Bruce
 - <https://www.youtube.com/watch?v=d3xanDJuXRA&t=57s>

devtool – past presentations

- ELC 2018
 - Working with the Linux Kernel in the Yocto Project - Sean Hudson
 - <https://www.youtube.com/watch?v=tZACGS5nQxw>

devtool – past presentations

- YPDD 2018 - ELC
 - Session 3, Devtool 1 - Tim Orling
 - <https://www.youtube.com/watch?v=C-usM6gFVSY>
- YPDD 2018 - ELC
 - Session 7, Devtool 2 - Tim Orling & Henry Bruce
 - https://www.youtube.com/watch?v=UYsqIP_Qt_Q

devtool – documentation

- Yocto Project Reference Manual
 - chapter 8 - *devtool* Quick Reference
 - <https://www.yoctoproject.org/docs/current/ref-manual/ref-manual.html#ref-devtool-reference>
- Yocto Project Application Development and the Extensible Software Development Kit (eSDK)
 - chapter 2 - Using the Extensible SDK
 - <https://www.yoctoproject.org/docs/current/sdk-manual/sdk-manual.html#sdk-extensible>

devtool – documentation

- Yocto Project Linux Kernel Development Manual
 - section 2.4 - Using *devtool* to Patch the Kernel
 - <https://www.yoctoproject.org/docs/current/kernel-dev/kernel-dev.html#using-devtool-to-patch-the-kernel>

devtool – documentation

```
$ devtool --help
```

```
usage: devtool [--basepath BASEPATH] [--bbpath BBPATH] [-d] [-q]
        [--color COLOR] [-h]
        <subcommand> ...
```

OpenEmbedded development tool

options:

```
--basepath BASEPATH  Base directory of SDK / build directory
--bbpath BBPATH       Explicitly specify the BBPATH, rather than getting it
                       from the metadata
-d, --debug           Enable debug output
-q, --quiet           Print only errors
--color COLOR         Colorize output (where COLOR is auto, always, never)
-h, --help            show this help message and exit
```

subcommands:

Beginning work on a recipe:

```
add                  Add a new recipe
```

...

devtool – documentation

```
$ devtool add --help
```

```
usage: devtool add [-h] [--same-dir | --no-same-dir] [--fetch URI]
                [--fetch-dev] [--version VERSION] [--no-git]
                [--srcrev SRCREV | --autorev] [--srcbranch SRCBRANCH]
                [--binary] [--also-native] [--src-subdir SUBDIR]
                [--mirrors] [--provides PROVIDES]
                [recipeName] [srcTree] [fetchURI]
```

Adds a new recipe to the workspace to build a specified source tree. Can optionally fetch a remote URI and unpack it to create the source tree.

arguments:

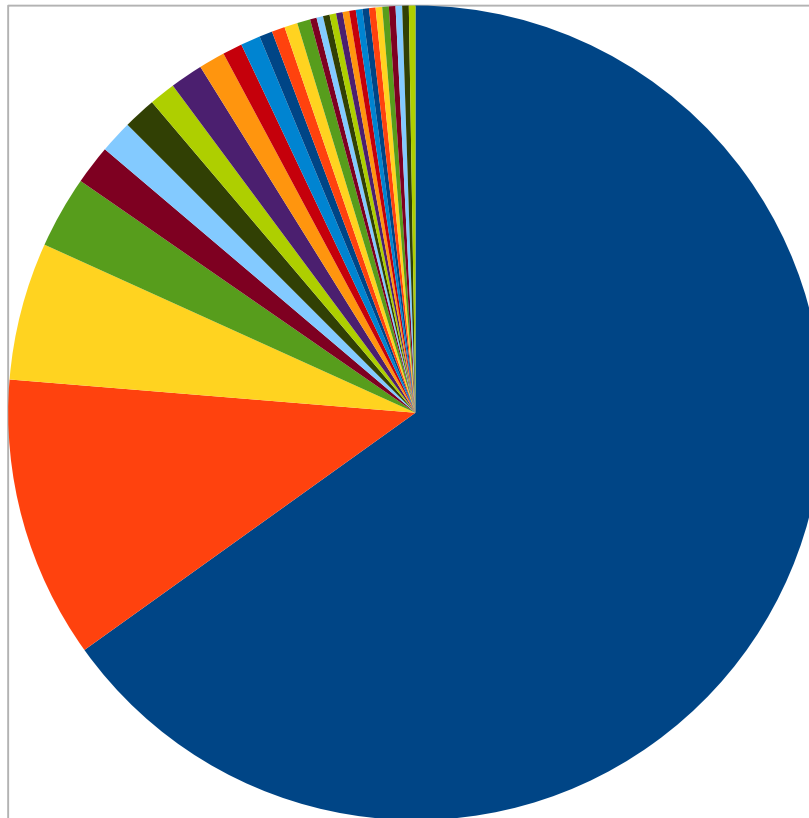
recipeName	Name for new recipe to add (just name - no version, path or extension). If not specified, will attempt to auto-detect it.
srcTree	Path to external source tree. If not specified, a subdirectory of /z/ypdd/2018-10-devtool/my-class/poky/build/workspace/sources will be used.
fetchURI	Fetch the specified URI and extract it to create the source tree

options:

-h, --help	show this help message and exit
------------	---------------------------------

...

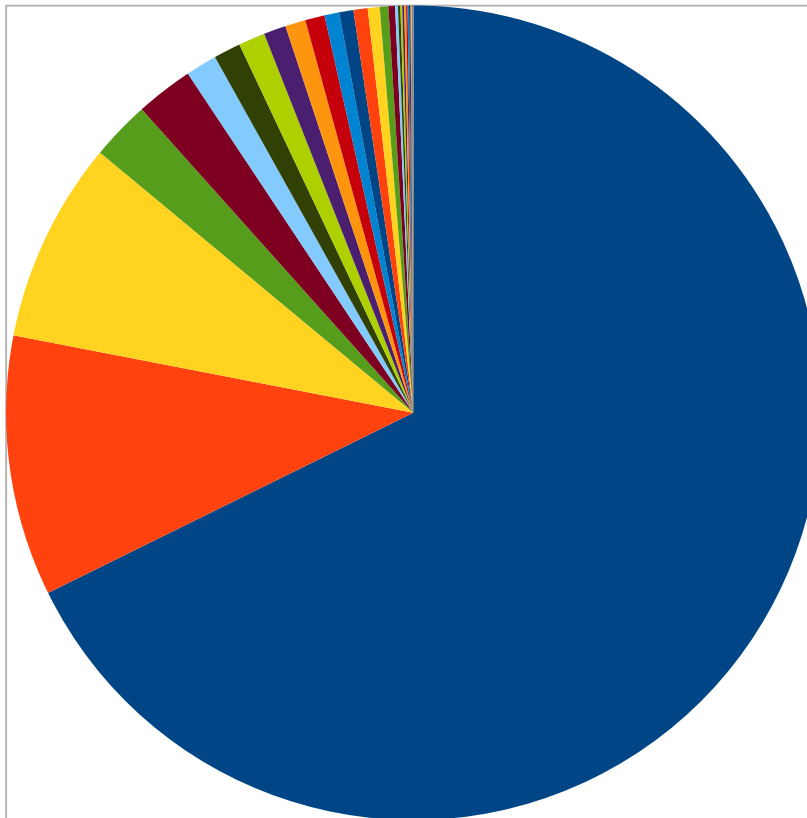
devtool development – contributors – by commits



- Paul Eggleton
- Markus Lehtonen
- Ed Bartosh
- Richard Purdie
- Leonardo Sandoval
- Ola x Nilsson
- Alexander Kanavin
- Randy Witt
- Chen Qi
- Chang Rebecca Swee Fun
- Stephano Cetola
- Christopher Larson
- Tzu-Jung Lee
- Peter Kjellerstedt
- Joshua Lock
- Daniel Lublin
- Tobias Hagelborn
- Tim Orling
- Saul Wold

** as of Oct 15, 2018*

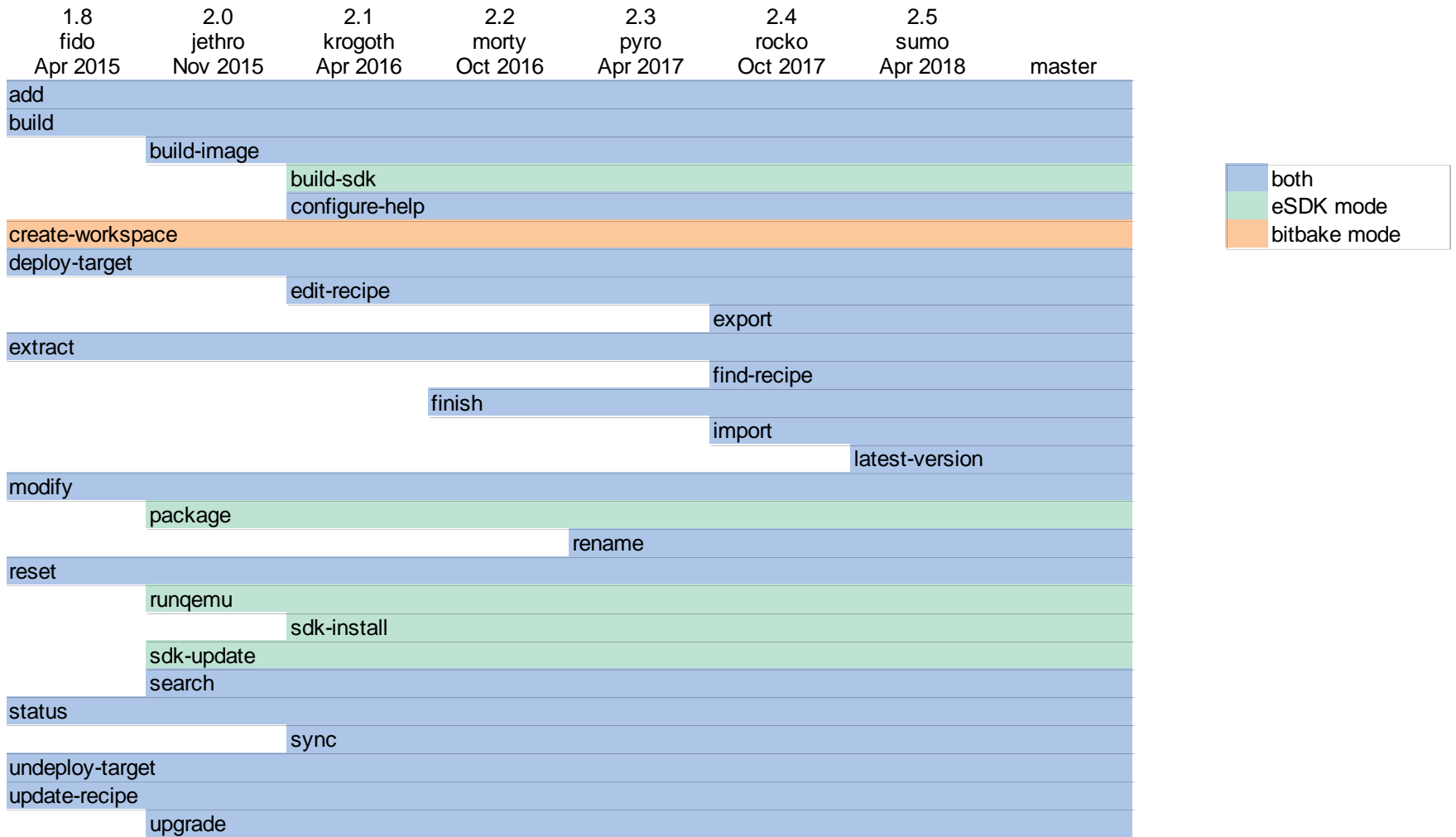
devtool development – contributors – by lines



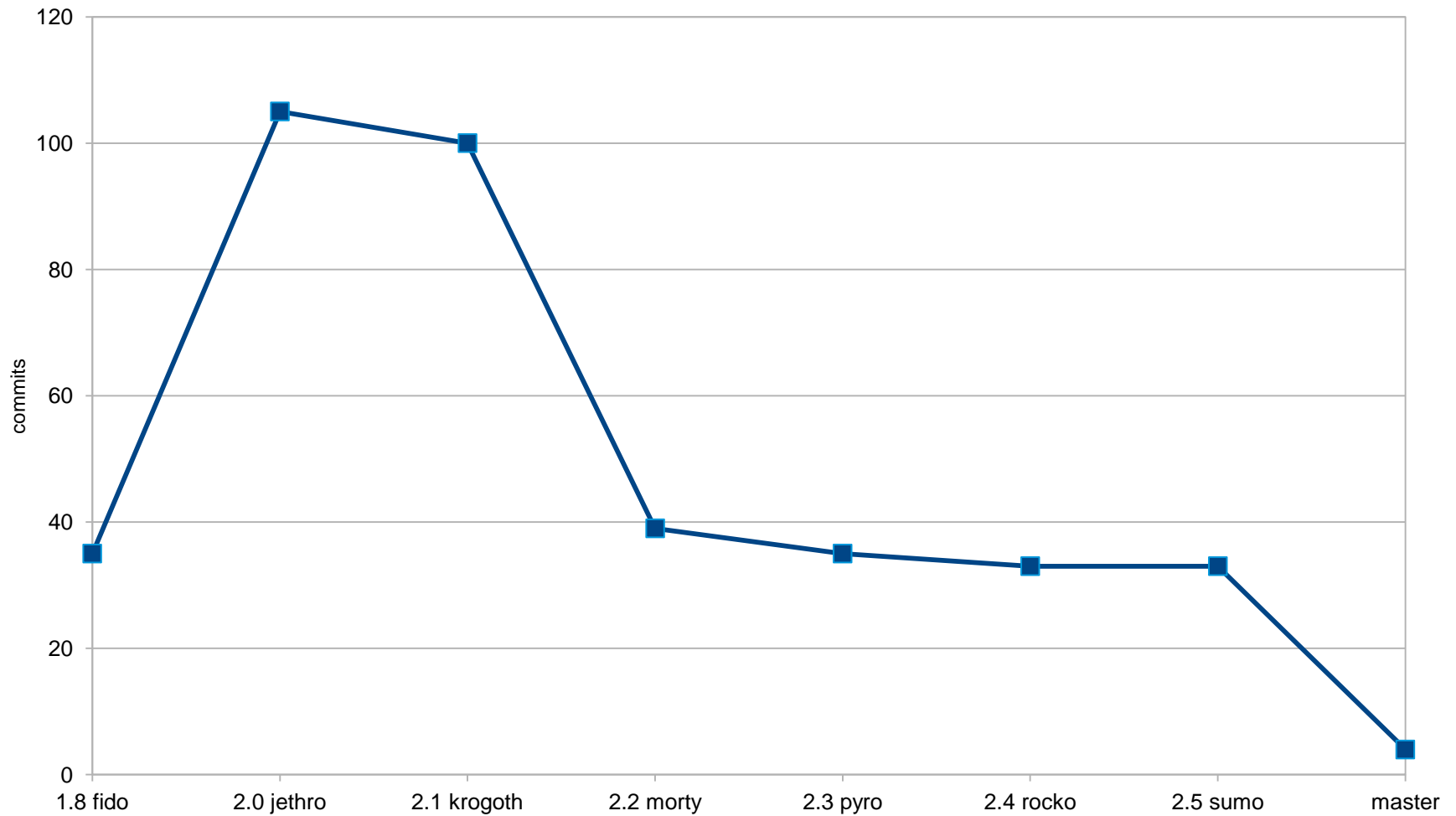
- Paul Eggleton
- Leonardo Sandoval
- Markus Lehtonen
- Qi.Chen windriver.com
- Alexander Kanavin
- Ed Bartosh
- Tzu-Jung Lee
- Joshua Lock
- Junchun Guan
- Brendan Le Foll
- Juan M Cruz Alcaraz
- Randy Witt
- Christopher Larson
- Chang Rebecca Swee Fun
- Tobias Hagelborn
- Richard Purdie
- Tim Orling
- Daniel Lublin
- Ola x Nilsson

** as of Oct 15,
2018*

devtool development - functionality



devtool development – commits



devtool – modes

- devtool runs in two modes
 - when run inside an eSDK: “eSDK mode”
 - when run outside an eSDK: “bitbake mode”

devtool – mode commands

- bitbake mode

- add
- build
- build-image
- configure-help
- **create-workspace**
- deploy-target
- edit-recipe
- export
- extract
- find-recipe
- finish
- import
- latest-version
- modify
- rename
- reset
- search
- status
- sync
- undeploy-target
- update-recipe
- upgrade

- eSDK mode

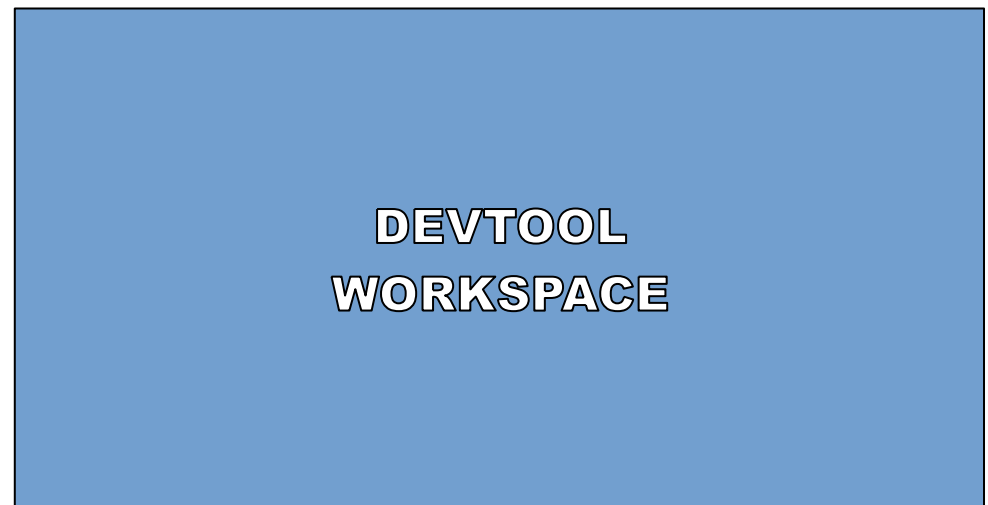
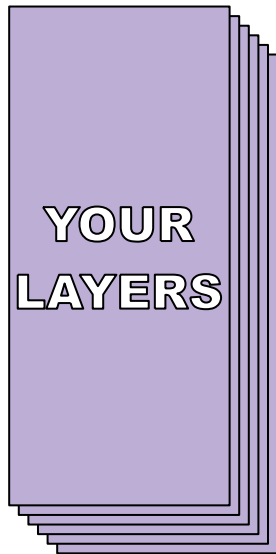
- add
- build
- build-image
- **build-sdk**
- configure-help
- deploy-target
- edit-recipe
- export
- extract
- find-recipe
- finish
- import
- latest-version
- modify
- **package**
- rename
- reset
- **runqemu**
- **sdk-install**
- **sdk-update**
- search
- status
- sync
- undeploy-target
- update-recipe
- upgrade

devtool – mode commands

- why does eSDK mode get all the extra features?
 - because an eSDK doesn't have *bitbake* or *scripts/*
 - *devtool* is the cornerstone of the eSDK

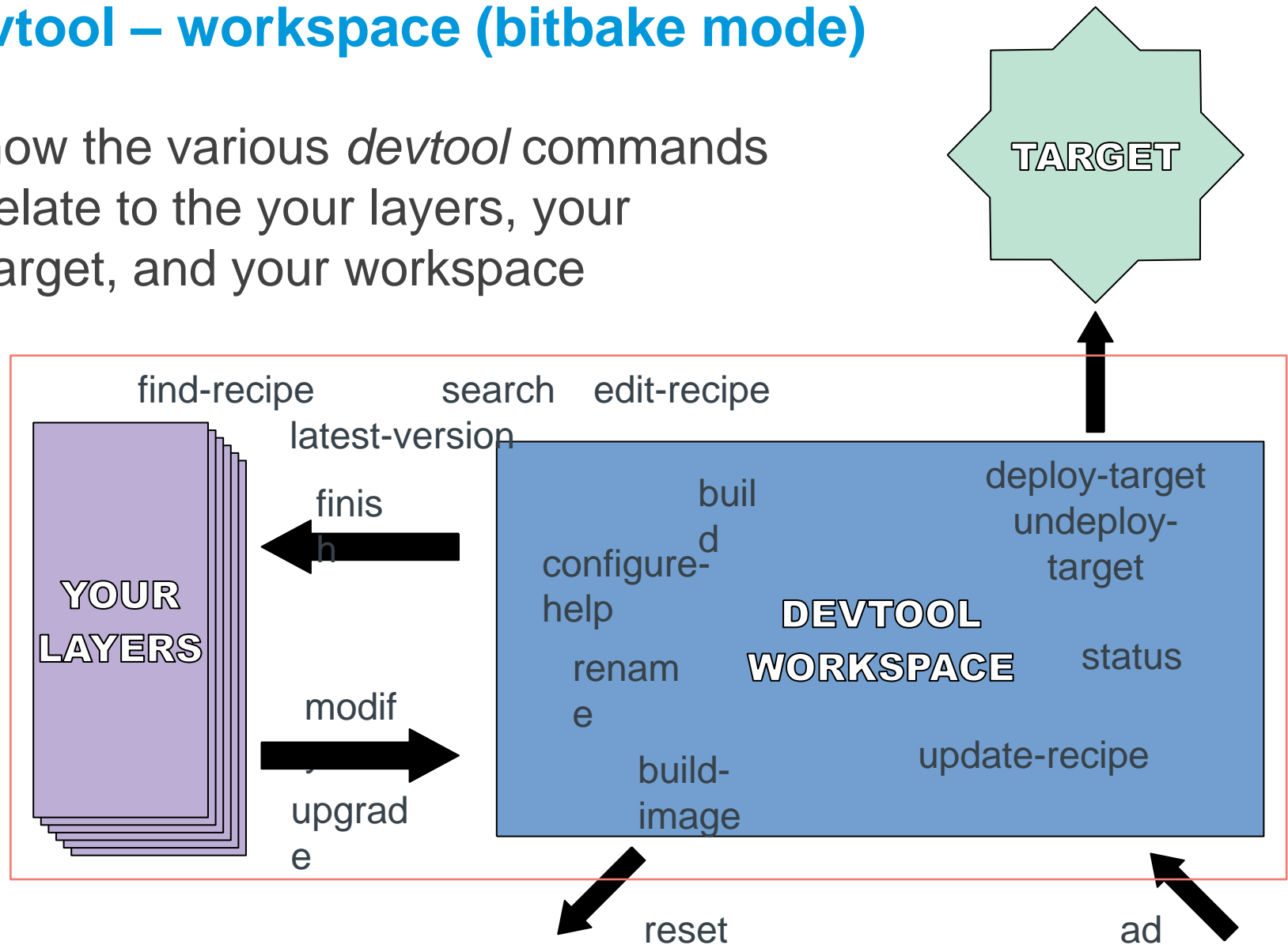
devtool – workspace

- a separate environment (layer) in which to work on recipes, sources, patches

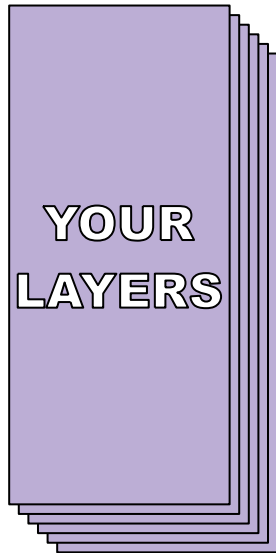


devtool – workspace (bitbake mode)

- how the various *devtool* commands relate to the your layers, your target, and your workspace

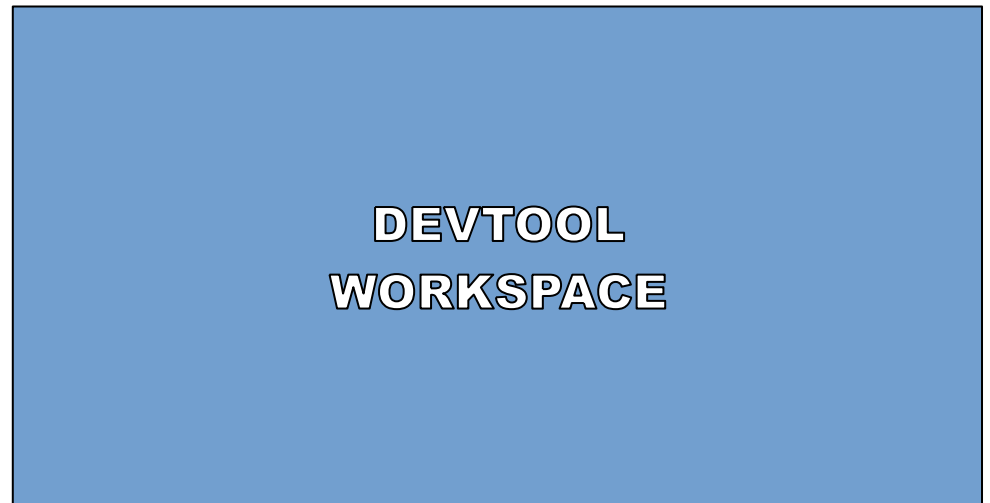
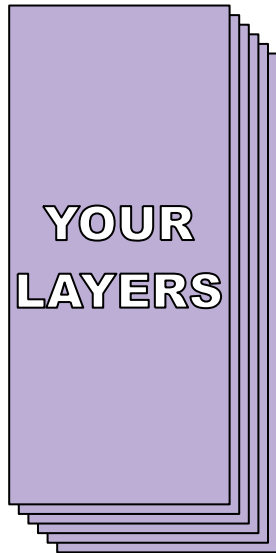


devtool – multiple targets?

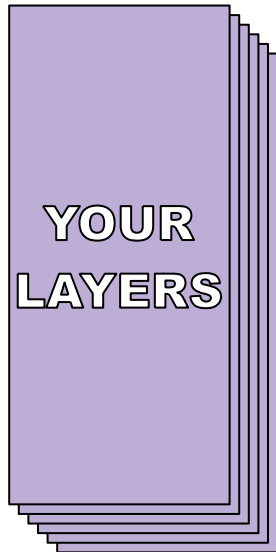
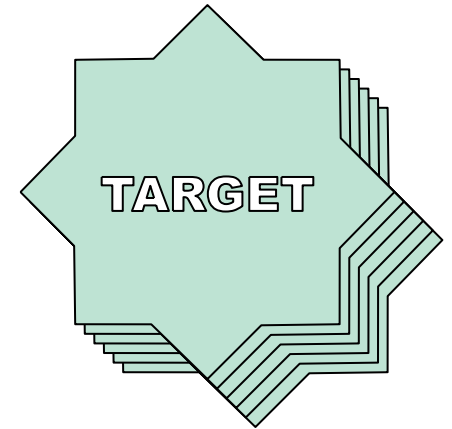


devtool – multiple targets?

- yes
- specify target's IP with un/deploy-target

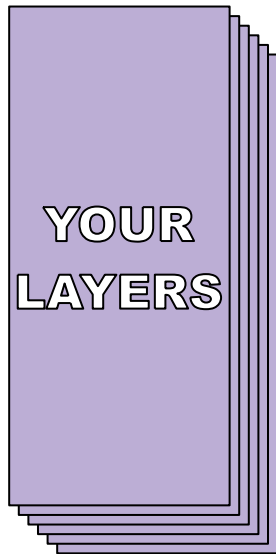


devtool – multiple workspaces?



devtool – multiple workspaces?

- technically: yes (i.e. no errors)
- practically: no (the next replaces the previous, so there's only ever one)



devtool – setup

```
$ edit/create ~/.ssh/config
```

```
Host qemu
    User root
    Hostname localhost
    Port 2222
    StrictHostKeyChecking no
    UserKnownHostsFile
```

```
/dev/null
$ mkdir devtool; cd devtool
$ git clone -b sumo git://git.yoctoproject.org/poky
$ . poky/oe-init-build-env build
$ edit conf/local.conf
    MACHINE = "qemuarm"
    DL_DIR = "/scratch/downloads"
    SSTATE_DIR = "/scratch/sstate-cache"
    INHERT += "buildhistory"
    IMAGE_INSTALL_append = " openssh"
    WARN_QA_append = " version-going-backwards"
    ERROR_QA_remove = "version-going-backwards"
```

devtool – setup

```
$ bitbake core-image-base
$ bitbake-layers create-layer ../meta-foo
$ bitbake-layers add-layer ../meta-foo
$ git config --global user.name "name"
$ git config --global user.email "name@server.com"
```

- open a second ssh connection to the build machine

```
2$ cd devtool
2$ . poky/oe-init-build-env build
2$ runqemu slirp nographic serial
```

- do the exercises in the first connection, work on the target in the second connection

devtool – getting started

```
$ devtool add \  
    https://nano-editor.org/dist/v3/nano-3.0.tar.xz
```

- implicitly creates workspace (if it doesn't already exist)
- guesses the recipe name “nano” (correctly!)
- looks at the source and determines it's an autotooled project (true! and pkgconfig and gettext)
- guesses at DEPENDS (correctly!)
- creates a “rough” recipe

```
$ devtool status  
$ devtool find-recipe nano  
$ devtool edit-recipe nano
```

devtool – getting started

- let's see if it builds

```
$ devtool build nano
```

- it works!

devtool – what goes in a workspace?

- the things on which you are working:
 - recipes
 - patches
 - sources
 - etc...

```
$ tree -d workspace
```

- ...except sources can be, optionally, outside the workspace

devtool – let's see nano run

- examine `buildhistory/images/qemuarm/glibc/core-image-base/installed-packages.txt`
 - verify there's no “nano” package
- in the terminal running qemu, log in and verify there's no nano

```
root@qemuarm# nano
-sh: nano: command not found
```

- send nano to target

```
$ devtool deploy-target nano qemu
```

- now nano runs

devtool – let's see nano run

- build an entire image

```
$ devtool build-image core-image-base
...
NOTE: Building image core-image-base with the following
additional packages: nano
...
```

- examine `buildhistory/...../installed-packages.txt`
 - now there is a “nano” package
- why not just use “`bitbake core-image-base`”?
 - nano package not automatically added
 - devtool makes assumptions

devtool – upgrade

- try upgrading nano

```
$ devtool upgrade -V 3.1 nano  
ERROR: recipe nano is already in your workspace
```

- we need to move recipe to layers before upgrade
 - preferably our own (meta-foo)

```
$ devtool finish nano ../meta-foo  
ERROR: Source tree is not clean:  
...
```

- this is not a problem we introduced

```
$ devtool finish -f nano ../meta-foo
```

devtool – upgrade

```
$ devtool upgrade -V 3.1 nano  
$ devtool build nano  
$ devtool deploy-target nano qemu
```

devtool deploy-target - dive in

- is it okay to re-deploy a second time without cleaning up the first deploy?
 - yes... usually
- on the target

```
root@qemuarm# cd /
root@qemuarm# ls -a
...
.devtool
...
root@qemuarm# cd .devtool
root@qemuarm# ls -l
-rw-r--r--    1 root      root           4969 Oct 20 06:03
nano.list
```

devtool deploy-target - dive in

- nano.list is created by devtool, per package, when it deploys to the target
- examine poky/scripts/lib/devtool/deploy.py for all the answers
 - it creates a script that is copied to target
 - preserves any files that would be clobbered
 - generates a list of files being deployed, so they can be undeployed
 - deploying starts by undeploying (same recipe name)

devtool deploy-target - dive in

- undeploy, and verify nano is removed from target, and the plumbing is also removed

```
$ devtool undeploy-target nano qemu
```

```
root@qemuarm# ls -a /
```

- remember to finish and cleanup

```
$ devtool finish -f nano ../meta-foo  
$ rm -fr workspace/sources/nano
```


devtool - floating devtool commands

- some devtool commands don't care whether the recipe is in the workspace or the layers

```
$ devtool status
```

```
NOTE: No recipes currently in your workspace
```

```
$ devtool edit-recipe bash
```

```
(works)
```

```
$ devtool latest-version bash
```

```
NOTE: Current version: 4.4.12
```

```
NOTE: Latest version: 4.4.18
```

```
$ devtool find-recipe bash
```

```
$ devtool search bash
```

devtool - multiple workspaces

- let's look at some devtool plumbing

```
$ cat conf/devtool.conf
[General]
workspace_path = /home/ilab01/devtool/build/workspace

[SDK]
target_basename = core-image-base

$ tail -3 conf/bblayers.conf
/home/ilab01/devtool/meta-foo \
/home/ilab01/devtool/build/workspace \
"
```

devtool - multiple workspaces

- create a new workspace

```
$ devtool create-workspace ws2
$ head -2 conf/devtool.conf
[General]
workspace_path = /home/ilab01/devtool/build/ws2

$ tail -3 conf/bblayers.conf
/home/ilab01/devtool/meta-foo \
/home/ilab01/devtool/build/ws2 \
"
```

- the first one disappears

devtool - creating a patch

- use-case? patches can be needed to
 - add/remove functionality
 - reduce size
 - remove dependency/dependencies
 - allow code to be (cross-)compiled

devtool - creating a patch

```
$ devtool add https://github.com/twoerner/ypdd-elce2018-  
example/archive/v1.0.0.tar.gz  
$ devtool build ypdd-elce2018-example  
$ devtool deploy-target ypdd-elce2018-example qemu
```

```
root@qemuarm# ypdd-elce2018-example  
Hello, world!  
Hello from the library
```

devtool - creating a patch

- edit the code

```
$ pushd workspace/sources/ypdd-elce2018-example  
$ $EDITOR src/ypdd-elce2018-example.c
```

- change from

```
printf("Hello, world!\n");
```

- to

```
printf("Hello, Edinburgh!\n");
```

devtool - creating a patch

- build, deploy, verify

```
$ popd  
$ devtool build ypdd-elce2018-example  
$ devtool deploy-target ypdd-elce2018-example qemu
```

```
root@qemuarm# ypdd-elce2018-example  
Hello, Edinburgh!  
Hello from the library
```

devtool - creating a patch

- cleanup

```
$ devtool finish ypdd-elce2018-example ../meta-foo
ERROR: Source tree is not clean:
M src/ypdd-elce2018-example.c
```

- oops! but it's nice it didn't clobber or lose my work

```
$ pushd workspace/sources/ypdd-elc2018-example
$ git commit -avs
...
$ popd
$ devtool finish ypdd-elce2018-example ../meta-foo
...
NOTE: Adding new patch 0001-update-salutation.patch
...
$ rm -fr workspace/sources/ypdd-elce2018-example
```


devtool - creating conflict

- now we'll update to a newer release, but the newer release will conflict with our patch

```
$ devtool upgrade ypdd-elce2018-example
...
--2018-10-20 12:16:11-- https://github.com/twoerner/ypdd-
elce2018-example/archive/
Resolving github.com (github.com)... 192.30.253.113,
192.30.253.112
Connecting to github.com (github.com)|192.30.253.113|:443...
connected.
HTTP request sent, awaiting response... 404 Not Found
2018-10-20 12:16:11 ERROR 404: Not Found.

NOTE: Current version: 1.0.0
NOTE: Latest version:
```

- devtool can't figure it out, we need to help it

devtool - creating conflict

```
$ devtool upgrade -V 1.0.1 ypdd-elce2018-example
...
WARNING: Command 'git rebase 99271b82b92d8f5f9ecb31099b78895ba7da84ef' failed:
First, rewinding head to replay your work on top of it...
Applying: update salutation
Using index info to reconstruct a base tree...
M       src/ypdd-elce2018-example.c
Falling back to patching base and 3-way merge...
Auto-merging src/ypdd-elce2018-example.c
CONFLICT (content): Merge conflict in src/ypdd-elce2018-example.c
error: Failed to merge in the changes.
Patch failed at 0001 update salutation
The copy of the patch that failed is found in: .git/rebase-apply/patch

When you have resolved this problem, run "git rebase --continue".
If you prefer to skip this patch, run "git rebase --skip" instead.
To check out the original branch and stop rebasing, run "git rebase --abort".

You will need to resolve conflicts in order to complete the upgrade.
```

devtool - relieving conflict

- keep the new, or keep the old?
 - keep the new

```
$ pushd workspace/sources/ypdd-elce2018-example  
$ $EDITOR src/ypdd-elce2018-example.c
```

devtool - relieving conflict

- from

```
12 <<<<<<< 99271b82b92d8f5f9ecb31099b78895ba7da84ef
13          /* a meaningful comment */
14          printf("Hello, world!\n");
15 =====
16          printf("Hello, Edinburgh!\n");
17 >>>>>>> update salutation
```

- to

```
12          /* a meaningful comment */
13          printf("Hello, Edinburgh!\n");
```

devtool - relieving conflict

```
$ git add src/ypdd-elce2018-example  
$ git rebase --continue  
Applying: update salutation  
$ popd  
$ devtool update-recipe ypdd-elce2018-example
```

- inspect recipe updates

devtool - relieving conflict

```
$ devtool finish ypdd-elce2018-example ../meta-foo
$ tree ../meta-foo
../meta-foo/
...
├── recipes-nano
│   └── nano
│       └── nano_3.1.bb
└── recipes-ypdd-elce2018-example
    └── ypdd-elce2018-example
        ├── ypdd-elce2018-example
        │   └── 0001-update-salutation.patch
        └── ypdd-elce2018-example_1.0.1.bb
```

- considering there's *devtool finish*, how useful is *devtool update-recipe*?

devtool - modify

- take existing recipe from layers
- move recipe to workspace
- unpack sources into workspace
- edit recipe or sources

devtool - eSDK Mode

- the eSDK includes many improvements over the SDK
- combine everything of a regular SDK with all the functionality we've been looking at that is provided by devtool

Questions



Activity Six

Licensing 2.0

Beth Flanagan, Paul Barker



Activity Seven

Device Trees 2.0

Marek Vasut

Device Tree

The Device Tree

- Data structure describing hardware
- Usually passed to OS to provide information about HW topology where it cannot be detected/probed
- Tree, made of named nodes and properties
 - Nodes can contain other nodes and properties
 - Properties are a name-value pair
 - See https://en.wikipedia.org/wiki/Device_tree
- DT can contain cycles by means of phandles
 - phandles provide simple references to device definitions (e.g. “<&L2>” = level 2 cache definition)
 - phandles can be used to reference objects in different trees (e.g. use that predefined cache type)

Device Tree Example

- **arch/arm/boot/dts/arm-realview-eb-a9mp.dts**

```
/dts-v1/;
#include "arm-realview-eb-mp.dtsi"
/ {
    model = "ARM RealView EB Cortex A9 MPCore";
    [...]
    cpus {
        #address-cells = <1>;
        #size-cells = <0>;
        enable-method = "arm,realview-smp";
        A9_0: cpu@0 {
            device_type = "cpu";
            compatible = "arm,cortex-a9";
            reg = <0>;
            next-level-cache = <&L2>;
        };
    };
    [...]
    &pmu {
        interrupt-affinity = <&A9_0>, <&A9_1>, <&A9_2>, <&A9_3>;
    };
};
```

C-like inheritance

Instance = reg

pHandles ("&")

Problem – Variable hardware

A bit of DT history

- DT started on big machines
 - Hardware was mostly static
 - DT was baked into ROM, optionally modified by bootloader
- DT was good, so it spread
 - First PPC, embedded PPC, then ARM ...
- There always was slightly variable hardware
 - Solved by patching DT in bootloader
 - Solved by carrying multiple DTs
 - Solved by co-operation of board files and DT
 - ^ all that does not scale

Problem – Variable hardware – 201x edition

DT today

- **Come 201x, variable hardware became easy to make:**
 - Cheap devkits with hats, lures, capes, ...
 - FPGAs and SoC+FPGAs became commonplace ...
 - => Combinatorial explosion of possible HW configurations
- **Solution retaining developers' sanity**
 - Describe only the piece of HW that is being added
 - Combine these descriptions to create a DT for the system
 - Enter DT overlays

Device Tree Overlays

Simple DTO structure

- DT: Data structure describing hardware
- DTO: necessary change(s) to the DT to support particular feature
 - Example: an expansion board, a hardware quirk,...
- Example DTO: vendor='hello', devicetype='dto' (no magic)

```
/dts-v1/;
/plugin/;
/ {
    #address-cells = <1>;
    #size-cells = <0>;
    fragment@0 {
        reg = <0>;
        target-path = "/";
        __overlay__ {
            #address-cells = <1>;
            #size-cells = <0>;
            hello@0 {
                compatible = "hello,dto";
                reg = <0>;
            };
        };
    };
};
```

Overlay at DT root

Must match
kernel module's
compatibility

Advanced DTO example

- Enable USB port, ETH port (over “gmii” channel)

```
/dts-v1/;
/plugin/;
[...]
    fragment@2 {
        reg = <2>;
        target-path = "/soc/usb@ffb40000";
        __overlay__ {
            status = "okay";
        };
    };

    fragment@3 {
        reg = <3>;
        target = <&gmac1>; /* phandle */
        __overlay__ {
            status = "okay";
            phy-mode = "gmii";
        };
    };
};
```

Enable this USB port

Enable this Ethernet port, use “gigabit media-independent interface”

DTO Hands-on

Practical part

- Use pre-prepared meta-dto-microdemo layer
- meta-dto-demo contains:
 - Kernel patch with DTO loader with ConfigFS interface
 - Kernel config fragment to enable the DTO and loader
 - Demo module
 - Demo DTO source (hello-dto.dts)
 - core-image-dto-microdemo derivative from core-image-minimal with added DTO examples and DTC

DTO Example Layer Tree

```
\-- meta-dto-microdemo
  |-- conf
  |   |-- layer.conf
  |-- recipes-core
  |   |-- images
  |       |-- core-image-dto-microdemo.bb
  |-- recipes-kernel
  |   |-- hello-dto-dto
  |       |-- files
  |           |-- hello-dto.dts
  |           |-- hello-dto-dto_0.1.bb
  |   |-- hello-dto-mod
  |       |-- files
  |           |-- COPYING
  |           |-- hello-dto.c
  |           |-- Makefile
  |           |-- hello-dto-mod_0.1.bb
  |-- linux
  |   |-- files
  |       |-- 0001-ARM-dts-Compile-the-DTS-with-symbols-enabled.patch
  |       |-- 0002-OF-DT-Overlay-configfs-interface-v7.patch
  |       |-- enable-dtos.cfg
  |-- linux-yocto_4.12.bbappend
```

`" dtc hello-dto-mod hello-dto-dto "`

`"install -m 0644 *.dts ${D}/lib/firmware/dto/"`

Debug messages for module load, remove

`"+DTC_FLAGS := -@"`

Patch in "overlay-configfs" (*)

`CONFIG_OF_OVERLAY=y`
`CONFIG_OF_CONFIGFS=y`

DTO Hands-on 1/2

Practical part – Apply DTO from running Linux

- Add meta-dto-demo to bblayers.conf BBLAYERS:

```
$ echo "BBLAYERS += \"/scratch/src/dto/meta-dto-microdemo\" \" \" \
  >> conf/bb_layers.conf
$ echo "MACHINE = \"qemuarm\" \" \" >> conf/local.conf
$ echo "SSTATE_DIR = \"/scratch/sstate-cache\" \" \" >> conf/local.conf
$ echo "DL_DIR = \"/scratch/downloads\" \" \" >> conf/local.conf
```

- Rebuild virtual/kernel and core-image-dto-microdemo

```
$ bitbake -c cleansstate virtual/kernel
$ bitbake core-image-dto-microdemo
```

- Adjust runqemu configuration for the ‘virt’ machine (hack)

```
$ sed -i \
    -e "/^qb_machine/      s/./qb_machine = -machine virt/" \
    -e "/^qb_dtb/          s/./qb_dtb = /" \
    -e "/^qb_opt_append/  s/./qb_opt_append = -show-cursor/" \
  tmp/deploy/images/qemuarm/ \
  core-image-dto-microdemo-qemuarm.gemuboot.conf
```

DTO Hands-on 1/2

Practical part – Apply DTO from running Linux

- **Start the new image in QEMU (*login: root, no password*)**

```
$ runqemu slirp qemuarm nographic
```

- **(*CTRL-A x to quit QEMU*)**

DTO Hands-on 2/2

- **Compile DTO**

```
$ dtc -I dts -O dtb /lib/firmware/dto/hello-dto.dts > \  
    /tmp/hello-dto.dtb
```

- **Load DTO**

```
$ mkdir /sys/kernel/config/device-tree/overlays/mydto  
$ cat /tmp/hello-dto.dtb > \  
    /sys/kernel/config/device-tree/overlays/mydto/dtbo
```

- **Confirm DTO was loaded**

```
# ls /proc/device-tree  
... hello@0 ...  
# ls /sys/kernel/config/device-tree/overlays/mydto  
dtbo      path      status  
# cat /sys/kernel/config/device-tree/overlays/mydto/status  
Applied  
#
```

```
# rmdir /sys/kernel/config/device-tree/overlays/mydto
```

DTO Overlay Patch, DTO Workflows

Drawbacks of DTOs in Linux

- **Why is the configs overlay support in a patch?**
 - It is not being accepted into mainline kernel because of the potential security risk (i.e. manufactures accidentally ship it in a production device and do not lock it down)
- **U-Boot can also modify DT and pass the modified DT to Linux**
 - Look at “fdt” command
 - Load DT, point U-Boot to it
 - Use “fdt” command to add/remove/modify nodes and props
 - Boot Linux with the same address to which U-Boot is pointing

DTO Hands-on 2/2

Modify DT in U-Boot manually

- **Create /chosen/bootargs prop with value “hello=kernel”**

```
=> fdt addr $fdtcontroladdr
=> fdt resize
=> fdt print /chosen bootargs
libfdt fdt_getprop(): FDT_ERR_NOTFOUND
=> fdt set /chosen bootargs hello=kernel
=> fdt print /chosen bootargs
bootargs = "hello=kernel"
```

- **Start the kernel with modified QEMU DT**

```
=> bootm 0x100000:kernel-1 - $fdtcontroladdr
## Loading kernel from FIT Image at 00100000 ...
   Trying 'kernel-1' kernel subimage
   ...
Starting kernel ...
[    0.000000] Booting Linux on physical CPU 0x0
[    0.000000] Linux version 4.14.67-yocto-standard (oe-user@oe-host...)
   ...
[    0.000000] Built 1 zonelists, mobility grouping on.  Total pages...
[    0.000000] Kernel command line: hello=kernel
[    0.000000] PID hash table entries: 512 (order: -1, 2048 bytes)
```


DTO Hands-on 2/2

Apply DTO in U-Boot manually

- **Use DTC to compile DTO**

```
dtc -I dts -O dtb \  
    meta-dto-microdemo/recipes-kernel/linux/files/fdto.dts \  
    -o fdto.dtb
```

- **Generate the NOR flash image with U-Boot, zImage and DTO**

```
dd if=/dev/zero of=/tmp/test.bin bs=16M count=0 seek=1  
dd if=tmp/deploy/images/qemuarm/u-boot.bin of=/tmp/test.bin \  
    conv=notrunc  
dd if=/tmp/fitImage of=/tmp/test.bin bs=1M seek=1 conv=notrunc  
dd if=fdto.dtb of=/tmp/test.bin bs=1M seek=8 conv=notrunc
```

- **Start the QEMU**

```
$ qemu-system-arm -machine virt -bios /tmp/test.bin -nographic  
U-Boot 2018.01 (Oct 14 2018 - 13:36:49 +0000)  
DRAM: 128 MiB  
Hit any key to stop autoboot: 0  
=>
```

DTO Hands-on 2/2

- **Apply DTO to QEMU DT in U-Boot manually**

```
=> help fdt
fdt - flattened device tree utility commands
Usage:
fdt addr [-c] <addr> [<length>]
    - Set the [control] fdt location to <addr>
fdt apply <addr>
    - Apply overlay to the DT
fdt resize [<extrasize>]
    - Resize fdt to size + padding to 4k addr + some
      optional <extrasize> if needed
fdt print <path> [<prop>]
    - Recursive print starting at <path>

=> fdt addr $fdtcontroladdr
=> fdt resize
=> fdt print /chosen
chosen {
    stdout-path = "/p1011@9000000";
};
=> fdt apply 0x800000
=> fdt print /chosen
chosen {
    bootargs = "hello=dto"; // <----- Here is the new node
    stdout-path = "/p1011@9000000";
};
```

DTO Hands-on 2/2

Apply DTO in fitImage to DT in fitImage

- **Generate fitImage with bundled DTO**

```
$ cp meta-dto-microdemo/recipes-kernel/linux/files/\
    fit-image-dto.its .
$ dtc -I dts -O dtb meta-dto-microdemo/recipes-kernel/\
    linux/files/fdto.dts -o fdto.dtb
$ ./tmp/work/x86_64-linux/u-boot-mkimage-native/\
    1_2018.01-r0/git/tools/mkimage \
    -f ./fit-image-dto.its /tmp/fitImage
FIT description: Linux kernel and FDT blob
Created:          Sun Oct 14 14:17:28 2018
Image 0 (kernel-1)
...
Configuration 0 (conf-1)
Description:      Boot Linux kernel with FDT blob
Kernel:          kernel-1
FDT:             fdt-1
                 Fdto-1
$ dd if=/dev/zero of=/tmp/test.bin bs=16M count=0 seek=1
$ dd if=tmp/deploy/images/qemuarm/u-boot.bin of=/tmp/test.bin \
    conv=notrunc
$ dd if=/tmp/fitImage of=/tmp/test.bin bs=1M seek=1 conv=notrunc
```

DTO Hands-on 2/2

- **FitImage source files extras**

```
/dts-v1/;
/ {
...
    fdto-1 {
        description = "Flattened Device Tree overlay blob";
        data = /incbin/("./fdto.dtb");
        type = "flat_dt";
        arch = "arm";
        compression = "none";
        load = <0x44008000>;
        hash-1 {
            algo = "md5";
        };
    };
...
    configurations {
        conf-1 {
            fdt = "fdt-1", "fdto-1";
...
        };
    };
};
```

DTO Hands-on 2/2

- **Boot fitImage containing DTO**

```
$ qemu-system-arm -machine virt -bios /tmp/test.bin -nographic
U-Boot 2018.01 (Oct 14 2018 - 13:36:49 +0000)
=> setenv fdt_high 0x48000000 ; bootm 0x100000
## Loading kernel from FIT Image at 00100000 ...
[...]
  Loading fdt from 0x00624f40 to 0x44000000
## Loading fdt from FIT Image at 00100000 ...
  Trying 'fdto-1' fdt subimage
    Description: Flattened Device Tree overlay blob
    Type: Flat Device Tree
    Compression: uncompressed
    Data Start: 0x00635010
    Data Size: 177 Bytes = 177 Bytes
    Architecture: ARM
    Load Address: 0x44008000
    Hash algo: md5
    Hash value: 7fd334678b272c17fbfac51bcdb9a40c
  Verifying Hash Integrity ... md5+ OK
  Loading fdt from 0x00635010 to 0x44008000
  Booting using the fdt blob at 0x44000000
  Loading Kernel Image ... OK
  Loading Device Tree to 46f58000, end 46f5cc0a ... OK

Starting kernel ...
[ 0.000000] Booting Linux on physical CPU 0x0
[ 0.000000] Linux version 4.14.67-yocto-standard (oe-user@oe-host) (gcc version 7.3.0 (GCC))...
...
[ 0.000000] Built 1 zonelists, mobility grouping on. Total pages: 32480
[ 0.000000] Kernel command line: hello=dto
[ 0.000000] PID hash table entries: 512 (order: -1, 2048 bytes)
```

DTO encore

- DTOs can be used to operate SoC+FPGA hardware
- Done using FPGA manager in Linux (load firmware into ASIC)

```
fragment@0 {
    reg = <0>;
    /* controlling bridge */
    target-path = "/soc/fpgamgr@ff706000/bridge@0";
    __overlay__ {
        #address-cells = <1>;
        #size-cells = <1>;
        region@0 {
            compatible = "fpga-region";
            #address-cells = <2>;
            #size-cells = <1>;
            ranges = <0 0x00000000 0xff200000 0x00080000>;
            firmware-name = "fpga/bitstream.rbf";
            fpga_version@0 {
                compatible = "vendor,fpgablock-1.0";
                reg = <0 0x0 0x04>;
            };
        };
    };
}
```

FPGA Manager

Firmware file

DTO Overlay Patch, DTO Workflows

- **Example for newbie using DTO's to prepare and debug DT's**
 - Debug the DTO with the manual configs overlay
 - Add the DTO to U-Boot and then debug the hardware and kernel modules
 - Turn the DTO into a pure DT for production

DTO Extra

- **Recommended way to load custom DTO at boot**
 - There are sysvinit, systemd, custom scripts, or add to uboot, however there is no standard for that currently
- **Top debugging techniques, tricks and tips:**
 - The “/proc/device-tree” is the image of the live DT, to check if your overlay was applied properly
 - The configs interface provides you a status information for each overlay
- **Top common user errors and gothchas**
 - Usually typos in the DT (no verification in DT compiler)
 - Not exact “compatible” match between DTO/kernel module
- **Anything special about DTO's vis-à-vis Yocto Project**
 - Not really, they are orthogonal
 - The “dtc” compiler is part of openembedded-core layer

DTO Extra

- **Examples of DTO's in production systems**
 - RaspberryPi (hats)
 - Beaglebone (cape manager)
 - Some Intel boards (e.g. via ACPI)
- **More on DT at:**
 - <https://www.devicetree.org/>
- **ePAPR specification of DT:**
 - https://elinux.org/images/c/cf/Power_ePAPR_APPROVED_v1.1.pdf
- **Contact:**
 - Contact: Marek Vasut marek.vasut@gmail.com
 - https://sched.ws/hosted_files/elciotna18/c1/elc-2018.pdf



Activity Eight

Image Size Reduction

Scott Murray

Why bother optimizing distribution size?

- There are embedded products that still benefit from the cost-optimization of reducing RAM and storage footprint
 - e.g. developers interested in using Linux in IoT edge devices
- An increasing need to keep devices up to date means smaller images have a bandwidth and download time advantage, and potentially a reduced security attack surface
- Use cases such as:
 - Small recovery partition images
 - Container images
 - Supporting older hardware (e.g. Tiny Core Linux, <http://distro.ibiblio.org/tinycorelinux/>)

poky-tiny

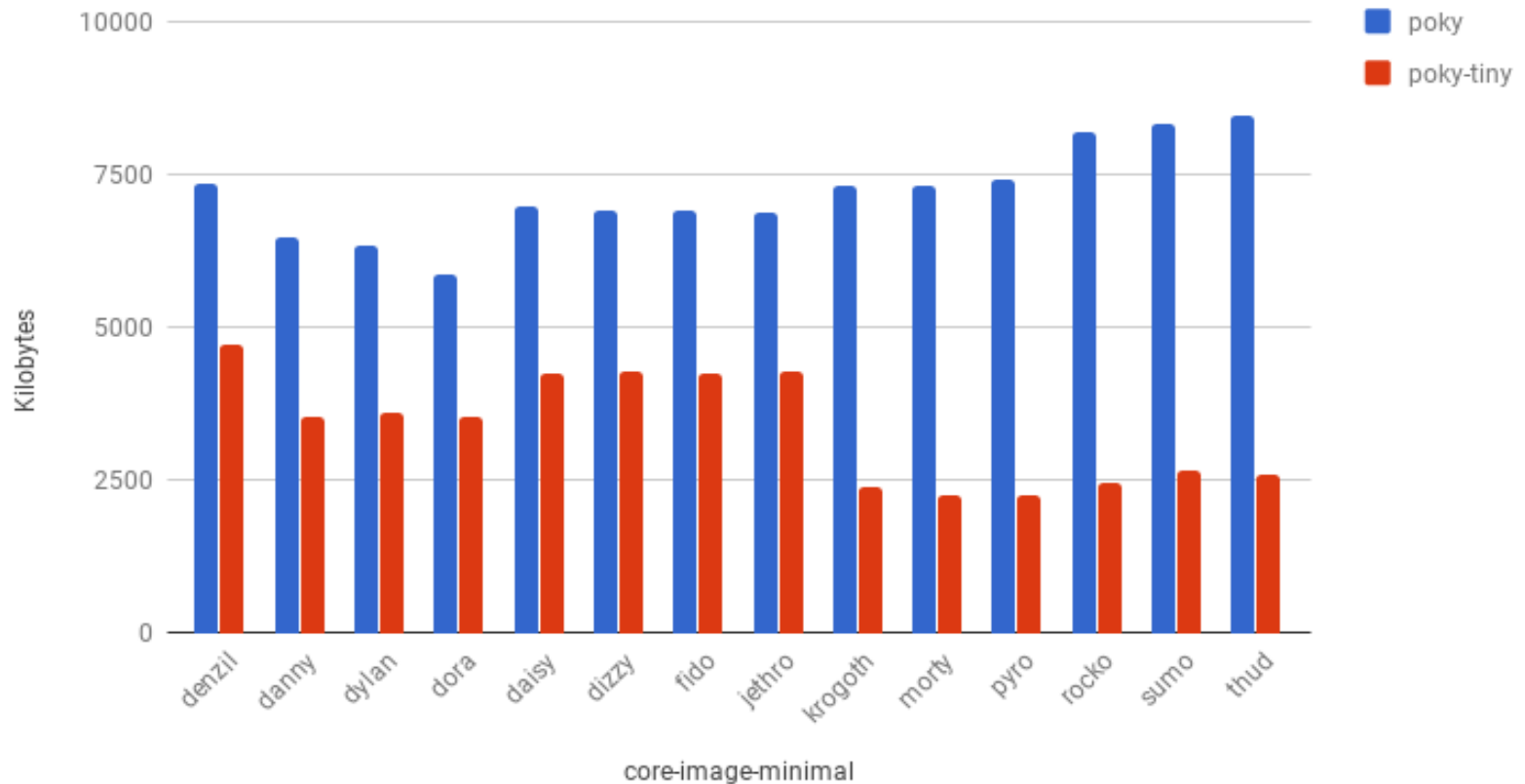
- Added in Yocto Project denzil release in April 2012
- “Poky-tiny is intended to define a tiny Linux system comprised of a Linux kernel tailored to support each specific MACHINE and busybox.” (from poky-tiny.conf)
- As with poky, intended to act as a starting point for your own distribution.
- Caveats:
 - Only builds for qemu86 (and recently qemu86-64) by default
 - Only supports core-image-minimal
 - So only has a barebones kernel, libc, and BusyBox
- Documented (somewhat) at:
 - <https://www.yoctoproject.org/docs/current/dev-manual/dev-manual.html#building-a-tiny-system>

poky-tiny contents

```
$ cat installed-package-sizes.txt
606 KiB musl
548 KiB busybox
23    KiB netbase
4     KiB update-alternatives-opkg
3     KiB busybox-udhcpc
3     KiB busybox-mdev
3     KiB base-files
2     KiB run-postinsts
2     KiB busybox-syslog
0     KiB packagegroup-core-boot
0     KiB base-passwd
```

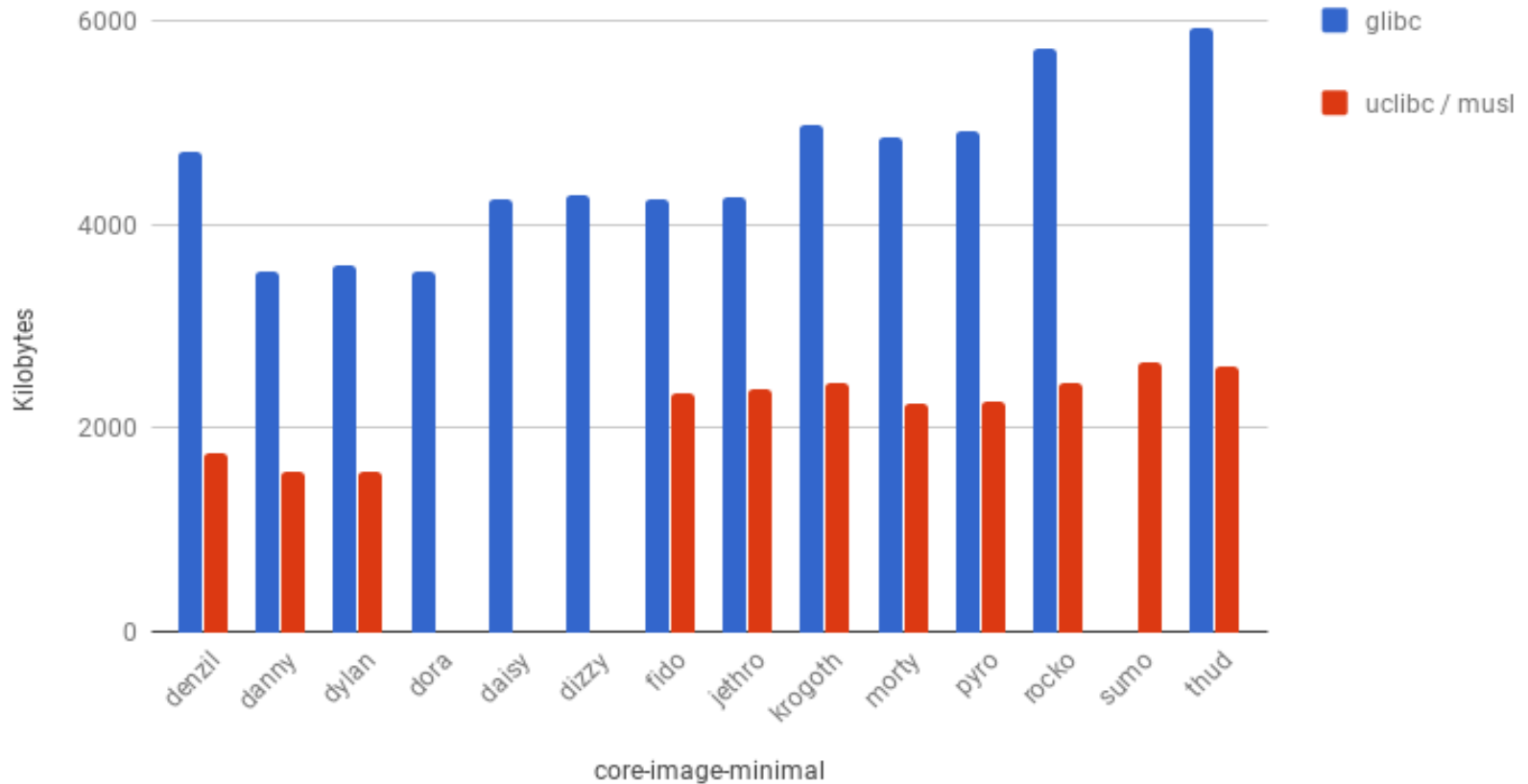
So how big is poky-tiny?

poky vs poky-tiny (defaults, qemu86)



So how big is poky-tiny? (continued)

poky-tiny (glibc vs uclibc/musl, qemu86)



So how big is poky-tiny? (Notes / Observations)

- Numbers pulled from data generated by buildhistory class
- Missing uclibc sizes for dora - dizzy releases due to build issues
- Noticeable trend of glibc increasing in size over time
- No obvious dramatic size difference between uclibc and musl
- Installed package size != root filesystem size
 - There is some overhead due to the inodes from the many small files used by update-alternatives-opkg metadata
 - The root filesystem is assembled from binary packages, and the update-alternatives-opkg tool is used to handle alternate providers of binaries (e.g. BusyBox versus util-linux)
 - `Removed in read-only images or with FORCE_RO_REMOVE option`

poky-tiny changes versus poky

- TCLIBC
- ENABLE_WIDEC
- USE-NLS
- DISTRO_FEATURES
- linux-yocto-tiny

poky-tiny changes: TCLIBC

- TCLIBC variable selects the standard C library to use; default value is glibc, as of the krogoth release the other option is musl (previously was uclibc)
- musl (<https://wiki.musl-libc.org/>) is a lightweight C library implementation
 - Actively maintained, MIT licensed
 - In addition to binary size benefits, there are significant runtime memory usage ones as well
- See http://www.etalabs.net/compare_libcs.html for a detailed comparison
- While the recipes in oe-core are test built with musl, recipes from other layers may not work out of the box, and other software may require patching to build
 - Almost all the recipes in meta-openembedded build against musl, the remaining handful are actively being worked on
 - Typical failures are due to accidentally relying on non-standard glibc extension or definitions

poky-tiny changes versus poky

- TCLIBC
- ENABLE_WIDEC
- USE-NLS
- DISTRO_FEATURES
- linux-yocto-tiny

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 - Almost all the recipes in meta-openembedded build against musl, the remaining handful are actively being worked on
 - Typical failures are due to accidentally relying on non-standard glibc extension or definitions

poky-tiny changes: `ENABLE_WIDEC`

- `ENABLE_WIDEC` variable controls wide character support for the ncurses terminal library
- Disabling ncurses wide character support only affects console applications
- However, not all applications will build with it disabled
 - core-image-minimal and core-image-full-cmdline images build, core-image-sato does not
- Size savings are not necessarily dramatic
 - About 200 KB if the image pulls in ncurses
 - ATM core-image-minimal does not actually pull in any packages that have ncurses as a dependency...

poky-tiny changes: USE-NLS

- USE-NLS variable controls native language support for applications, i.e. internationalization via the gettext library
- Disabling NLS might be problematic if you have applications using gettext to provide internationalized output
- However, again not all applications will build with it disabled
 - core-image-minimal and core-image-full-cmdline build, core-image-sato does not
- Size savings are dependent on application usage of gettext
 - No savings in core-image-minimal, about 2 MB in core-image-full-cmdline

poky-tiny changes: DISTRO_FEATURES

- DISTRO_FEATURES variable controls software feature support
 - Mostly translates to configure script options, but some features add kernel module and runtime package dependencies
- poky-tiny removes almost all of the default features that poky enables, leaving on IPv4 and IPv6 support on as well as a couple of other base features
- The features you need are largely dependent on your target image contents
 - e.g. x11, pulseaudio, many fine-grained libc features for glibc
- See Chapter 14 of the Yocto Project Reference Manual for a breakdown of DISTRO and MACHINE features
 - <https://www.yoctoproject.org/docs/current/ref-manual/ref-manual.html#ref-features>

poky-tiny changes: linux-yocto-tiny

- Provides a highly pruned kernel configuration
- qemu86 specific
- Needs to be over-ridden with `PREFERRED_PROVIDER_virtual/kernel` if you want to test poky-tiny on another architecture
- General kernel size reduction guidelines apply, i.e. only enable features and drivers for the target platform
- A static kernel without modules is a win if possible since it results in an overall size reduction

Common image feature / package sizes

- Note that size numbers include all the dependencies that are pulled in
- Package management
 - rpm: ~102 MB (includes OpenSSL, Python 3, etc.)
 - deb: ~22 MB
 - ipk: ~4 MB
- SSH daemon:
 - OpenSSH (and OpenSSL): ~6.7 MB
 - Dropbear: ~300 KB
- Systemd: ~30 MB
- Python 2.7: ~4 MB, ~40 MB with all standard modules
- Python 3.5: ~17 MB, ~64 MB with all standard modules

core-image-minimal-initramfs

- Another option is to build the target image into an initramfs and attach it to the kernel
 - initramfs ends up as cpio.gz attached to the kernel image
 - unpacked into a memory filesystem and used as the rootfs
- Makes for a smaller overall combined image size at the expense of memory usage
- core-image-minimal-initramfs is probably best viewed as a template, copy and prune out anything not needed for your target

Other size reduction options

- Splitting files out of a package with `FILES_${PN}-foo`
 - Example use would be to pick out a tool from `core-utils`, since it is not split into per-tool packages like `util-linux`
- A more extreme example is removing all `.py` Python source files, leaving only the compiled `.pyc` files
 - Currently requires modifying `distutils-common-base.bbclass` to make it generic for all Python modules
- Use `ROOTFS_POSTPROCESS_COMMAND` to remove files from the image
 - e.g. removing unneeded `update-alternatives-opkg` metadata
 - https://www.yoctoproject.org/docs/current/ref-manual/ref-manual.html#var-ROOTFS_POSTPROCESS_COMMAND
- If using `glibc`, tweak `IMAGE_LINGUAS` to remove unwanted locales

Summary / Recommendations

- If starting out, take poky-tiny.conf as a starting point to define your own distribution configuration, then add things to it
- Otherwise, it is likely that switching to using musl will provide the biggest immediate improvement
- Use the buildhistory class to help simplify investigating what is taking up space in your image
 - <https://www.yoctoproject.org/docs/current/ref-manual/ref-manual.html#maintaining-build-output-quality>
- For kernel (and BusyBox) size reduction start with the guidelines at:
 - <https://www.yoctoproject.org/docs/current/dev-manual/dev-manual.html#trim-the-kernel>



Activity Nine

(Fun with) Libraries/SDK and OE/YP

Robert Berger

(Fun with) Libraries/SDK and OE/YP

- **Slides are available at:**
 - <https://wiki.yoctoproject.org/wiki/File:Having-fun-handouts.pdf>
- **Home “Ship It” content download:**
 - <http://www.rlbl.me/ypdevd2018/>
- **Master DevDay Slides Page:**
 - https://wiki.yoctoproject.org/wiki/DevDay_Edinburgh_2018



Activity Ten

Yocto Project - Rarely asked questions

Khem Raj

How to add layers to Workspace

- **bitbake-layers**
 - `add-layer/remove-layer` – Add/Remove a layer to workspace
 - `show-layer` – Show current list of used layers
 - `show-recipes` – List available recipes
 - `show-appends` – List appends and corresponding recipe
 - `show-overlayed` – List overlayed recipes

Are there some Workspace helper Tools

- **bitbake-whatchanged**

- print what will be done between the current and last builds

```
$ bitbake core-image-sato
```

```
# Edit the recipes
```

```
$ bitbake-whatchanged core-image-sato
```

How to make changes in workspace

- **Prepare a package to make changes**

```
# devtool modify <recipe>
```

- **Change sources**

- Change into workspace/sources/<recipe>
- Edit

- **Build Changes**

```
$ devtool build <recipe>
```

- **Test changes**

```
$ devtool deploy-target <recipe> <target-IP>
```

- **Make changes final**

```
$ devtool finish <recipe> <layer>
```

How to enquire package information ?

- **oe-pkgdata-util** - queries the pkgdata files written out during do_package

subcommands :

lookup-pkg and	Translate between recipe-space package names runtime package names
list-pkgs	List packages
list-pkg-files	List files within a package
lookup-recipe	Find recipe producing one or more packages
package-info one or	Show version, recipe and size information for more packages
find-path	Find package providing a target path
read-value packages	Read any pkgdata value for one or more
glob	Expand package name glob expression

Use `oe-pkgdata-util <subcommand> --help` to get help on a specific command

How to run meta-data self tests (unit tests)

- **oe-selftest**

- # Script that runs unit tests against bitbake and other Yocto related tools. The goal is to validate tools functionality and metadata integrity

- List available tests

- \$ `oe-selftest -l`

- Run all tests

- \$ `oe-selftest --run-all-tests`

- Run Selective Unit Test

- \$ `oe-selftest -r devtool
devtool.DevtoolTests.test_devtool_add_fetch_simpl
e`

- <https://wiki.yoctoproject.org/wiki/Oe-selftest>

How to run image auto-test

- **Can test image (-c testimage) (-c testimage_auto)**

```
INHERIT += "testimage"  
DISTRO_FEATURES_append = " ptest"  
EXTRA_IMAGE_FEATURES_append = " ptest-pkgs"  
##TEST_SUITES = "auto"  
TEST_IMAGE_qemuall = "1"  
TEST_TARGET_qemuall = "qemu"  
TEST_TARGET ?= "simpleremote"  
TEST_SERVER_IP = "10.0.0.10"  
TEST_TARGET_IP ?= "192.168.7.2"
```

- **Testing SDK (-c testsdk and -c testsdkext)**

```
INHERIT += "testsdk"  
SDK_EXT_TYPE = "minimal"
```

- <https://www.yoctoproject.org/docs/latest/dev-manual/dev-manual.html#performing-automated-runtime-testing>

How to send Code upstream

- **create-pull-request**

Examples:

```
create-pull-request -u contrib -b joe/topic
```

- **send-pull-request**

Examples:

```
Send-pull-request -a -p pull-XXXX
```

How to Customize Distro

- Example poky-lsb

```
require conf/distro/poky.conf
require conf/distro/include/security_flags.inc
```

```
DISTRO = "poky-lsb"
DISTROOVERRIDES = "poky:linuxstdbase"
```

```
DISTRO_FEATURES_append = " pam largefile opengl"
PREFERRED_PROVIDER_virtual/libx11 = "libx11"
```

```
# Ensure the kernel nfs server is enabled
KERNEL_FEATURES_append_pn-linux-yocto = " features/nfsd/nfsd-
enable.scc"
```

```
# Use the LTSI Kernel for LSB Testing
PREFERRED_VERSION_linux-yocto_linuxstdbase ?= "4.14%"
```

How to Customize Machine

- **odroid-c2.conf**

```
#@TYPE: Machine
#@NAME: odroid-c2
#@DESCRIPTION: Machine configuration for
odroid-c2 systems
#@MAINTAINER: Armin Kuster
<akuster808@gmail.com>

require conf/machine/include/amlogic-
meson64.inc

DEFAULTTUNE ?= "aarch64"
include conf/machine/include/odroid-
default-settings.inc

EXTRA_IMAGEDEPENDS += "u-boot secure-
odroid"

KERNEL_DEVICETREE_FN = "meson-gxbb-
odroidc2.dtb"

KERNEL_DEVICETREE = "amlogic/meson-gxbb-
odroidc2.dtb"
```

- **odroid-c2-hardkernel.conf**

```
#@TYPE: Machine
#@NAME: odroid-c2-hardkernel
#@DESCRIPTION: Machine configuration for
odroid-c2 systems using uboot/kernel
from hardkernel supported vendor tree
#@MAINTAINER: Armin Kuster
<akuster808@gmail.com>

require conf/machine/odroid-c2.conf

SERIAL_CONSOLE = "115200 ttyS0"
UBOOT_CONSOLE = "console=ttyS0,115200"

KERNEL_DEVICETREE_FN odroid-c2-
hardkernel = "meson64_odroidc2.dtb"
KERNEL_DEVICETREE odroid-c2-hardkernel =
"meson64_odroidc2.dtb"
```


How to setup/use feeds ?

- **Configuring feeds in image**

```
$ PACKAGE_FEED_URIS = "http://10.0.0.10:8000/"
```

- **Start a http server in deploydir**

```
$ cd tmp/deploy/ipk
```

```
$ python3 -m http.server 8000
```

- **Run Package manager on booted target**

```
$ opkg update
```

```
$ opkg upgrade
```

Questions



Activity Eleven

Tools, Toaster, User Experience

David Reyna

Toaster: Latest Features (1/2)

- **Toaster Documentation**

- <https://www.yoctoproject.org/docs/latest/toaster-manual/toaster-manual.html>

- **Toaster Service Without a Web Server (“noweb”)**

- Good for capturing command line build(s) directly into the db

- **Toaster Service Without Remote Builds (“nobuild”)**

- Good for sharing build local status, without enabling external people creating projects and starting builds on your host

- **Toaster Service – Build Status within Containers**

- New REST/JSON API to access the progress and health of bitbake builds via HTTP; very handy for containers
- Build Status options: “Completed”, “In Progress”, “Specific Status”

Toaster: Latest Features (2/2)

- **Compatibility between Command Line and Toaster builds**
 - New “Import command line build” option
 - New “Merge Toaster Settings” into standard conf files”

Create a new project

Project name (required)

Project type:

New project

Import command line project

Release [?]

Yocto Project master

Toaster will run your builds using the tip of the [Yocto Project Master branch](#).

Merged Toaster settings (Command line user compatibility) [?]

To create a project, you need to enter a project name

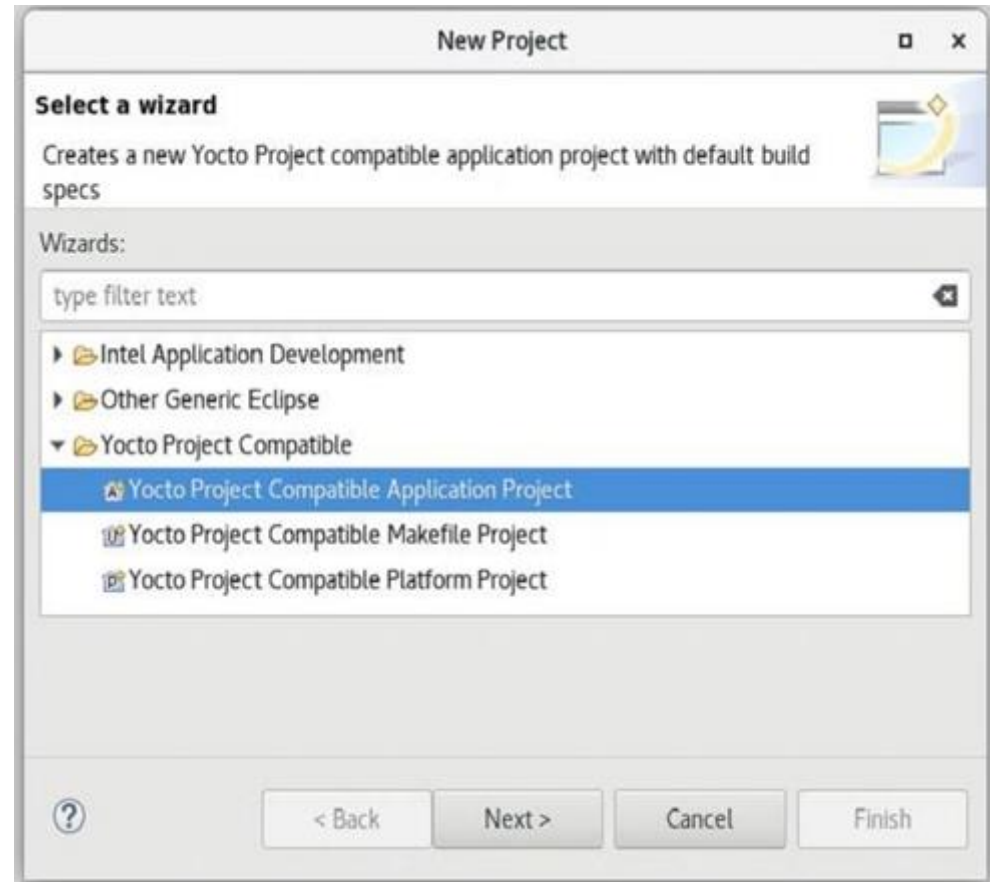
Intel System Studio 2019: Yocto Project Compatible

- **The Wind River Application and Project plug-ins have been shared with Intel System Studio, with the idea of open sourcing them to Eclipse.org**
- **Implementation is architecture agnostic**
- **Application Project Features:**
 - Awareness of YP compatible SDKs/eSDKs
 - Ability to register multiple SDKs
 - Automatic generation of “Build Specs” for each machine variant in each SDK
 - Ability to enable/disable debug flags
 - Debugger deploy and access over GDB/TCF
 - Set of sample applications

Intel System Studio 2019: Yocto Project Compatible

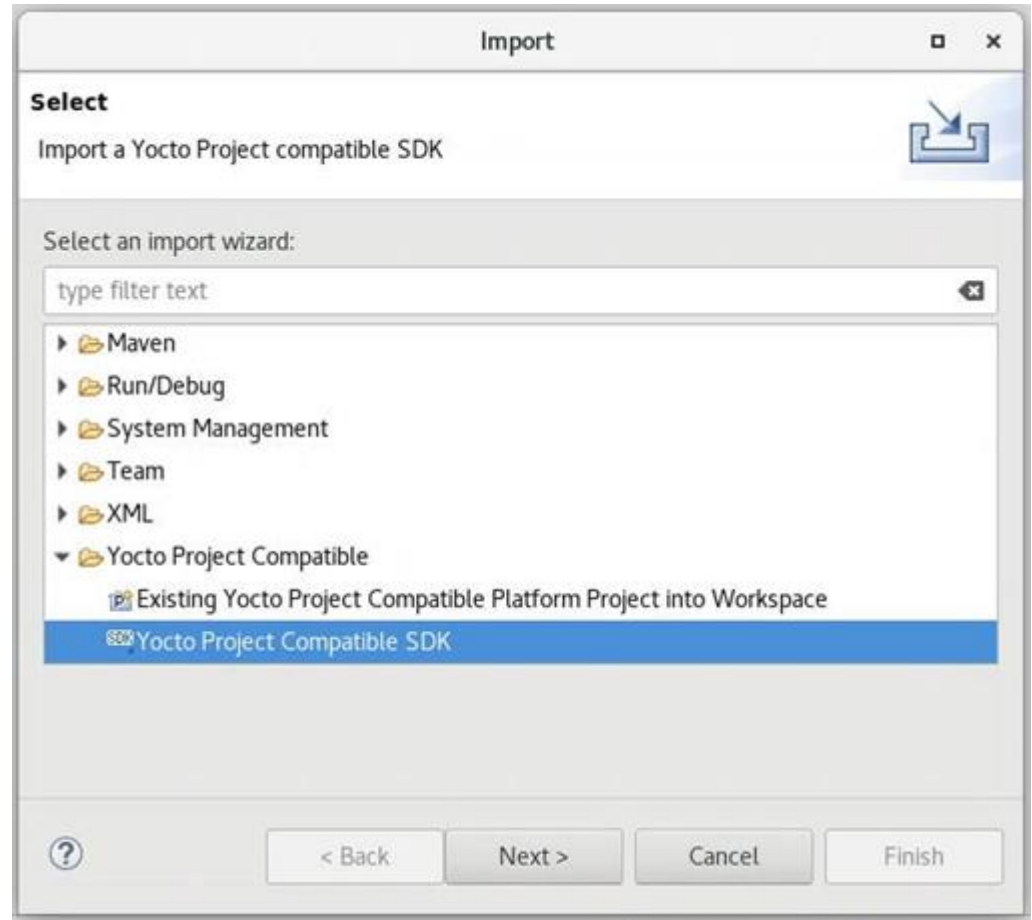
- **Platform Project Features:**

- Configuration/Updates via Toaster
- Basic build targets directly from ISS
- Eclipse-based Kernel Configuration Tool
- Tree view to browse deploy artifacts



Intel System Studio 2019: Yocto Project Compatible

- **Import:**
 - Existing command line project
 - Existing SDK/eSDK



New Security Response Tool (SRTool)

- *While there is heighten awareness about device vulnerabilities, what is often missing is awareness about the process of managing the security response process itself*
- **Wind River is sharing to open source a tool to help manager the organization's security response management:**
 - Better ways to handle 1000+ CVEs per month
 - Better ways to connect CVE's to defects to product
 - Better ways to allow easy access to the full vulnerability status, generate reports, clean exports to public CVE DB
 - Better ways to use automation to keep all the data sources automatically up to date
- **Community Page:**
 - https://wiki.yoctoproject.org/wiki/Contribute_to_SRTool
- **ELCE Presentation:**
 - <https://sched.co/HOLr>



Activity Nine

A User's Experience

Henry Bruce

What I'll be talking about

- **Learnings from my painful ramp on Yocto**
- **Get similar experiences from the audience**
- **Funnel these learnings into topics in the new Development Tasks Manual**
- **Review improvements in usability over the past few years**

General areas I'll be covering

- **Proxies**
- **Debugging build errors**
- **Writing recipes**
- **Recipes vs. Packages**
- **Application Development**
- **Cool things I stumbled across**
- **Improvements**

Some context

- **Started as an open source neophyte**
 - Had never really used git or dug into Linux
- **Spent six months in extreme pain**
 - Mainly due to OpenJDK
- **For the next year I was learning**
- **After 2 years I felt I could competently help others**
- **Over 3 years later, there's still so much to learn**
- **I should have taken better notes**

Proxies

- **A common problem for new users**
- **Proxy wiki page has 135k hits**
 - https://wiki.yoctoproject.org/wiki/Working_Behind_a_Network_Proxy
- **Environment variable approach covers most cases**
 - But fails when non-fetch tasks reach out to network
 - This includes most node.js recipes
 - How important is network isolation for post fetch tasks?
- **Chameleonsocks has been failsafe for me**
 - But some say this an abuse of docker
- **What's your solution?**

When things go wrong

- **You've gone through the quick start guide and have figured out how to add packages to an image**
- **You're feeling pretty good but then you get a build error.**
- **Due to many moving parts it's easy to panic when something breaks**
 - Or at least it was for me

It broke – what would have helped?

- **Nicer output from bitbake on bad directory/file names**
- **Understanding the task pipeline**
 - fetch / unpack / configure / build / install / package
- **Knowing how to generate dependency graph**
- **Decoding “magic” folder names in tmp/work**
- **Understanding recipe vs. package**
- **Knowing how to run specific task for specific recipe**
- **Knowing what’s packaged and in rootfs**

Recipes

- **Plenty of resources to writing simple recipes**
 - But then there seems to be a gap
- **Can be hard to work out what a recipe is doing**

```
pn = d.getVar('PN', 1)
metapkg = pn + '-dev'
d.setVar('ALLOW_EMPTY_' + metapkg, "1")
blacklist = [ metapkg ]
metapkg_rdepends = [ ]
packages = d.getVar('PACKAGES', 1).split()
for pkg in packages[1:]:
    if not pkg in blacklist and pkg.endswith('-dev'):
        metapkg_rdepends.append(pkg)
d.setVar('RRECOMMENDS_' + metapkg, ' '.join(metapkg_rdepends))
```

- **Walk through a couple of good citizens in oe-core?**

Recipes and packages

- **Easy to assume there is 1:1 mapping**
- **Sometimes there isn't**
 - devtool search rocks
- **Sub-packages can trip you up**
 - OpenCV vs. UPM
- **Creating sub-packages for large project seems to be the “right” pattern**
 - But I can't find obvious guidance in docs
- **Thoughts?**

Application Development

- **I was initially confused by the terminology**
 - ADT, SDK, eSDK, toolchain
- **In retrospect ADT seemed the clearest naming**
 - I'm now working on a real-time SDK
 - Yocto built Linux is our initial target platform
 - I tell my team to develop for the target using the Yocto SDK
 - Confusion all round
- **Eclipse**
 - Broken when I first tried
 - I need to get back to it

Improvements

- **eSDK and devtool**
- **Recipetool**
 - ROS support
 - Is it worth investing more, or do returns diminish?
- **Package feeds**
 - Credit to dnf (setting server means build checks if it's there)
 - But package-index is a big gotcha
- **Development Tasks Manual**
- **CROPS**
 - Who's using it?


Cool things I stumbled across

- **PACKAGECONFIG**
- **INSANE_SKIP**
- **Overrides**
- **Layer dependencies**
- **Setting package variables from outside recipe**
- **Conditional logic with python**
 - Adding package to image if its layer is present
- **What's your favorite?**

The image shows a close-up of a white, curved surface, likely a banner or sign, featuring the Yocto Project logo. The word "yocto" is written in a large, black, lowercase, sans-serif font. Below it, the word "PROJECT" is written in a smaller, black, uppercase, sans-serif font, followed by a trademark symbol (TM). To the right of the text, there is a small, solid blue circle. The surface is glossy and reflects light.

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Questions and Answers



**Thank you for your
participation!**

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